

2000 In Review

HBC's Player of the Year for 2000 is Butch Meese. The Player of the last Decade, Don Woods is missing due to spending all his time starting a new business and a family (twins girls in August). After last year's recount to determine the top player in the closest standings ever, this year's race was a blow-out. Through May, Butch was down over 120 points to Larry Strommen. Butch took over the lead by the end of July and never looked back as he won Player of the Month four times in the second half of 2000. Larry Strommen held on to finish second. The complete list is on Page 2.

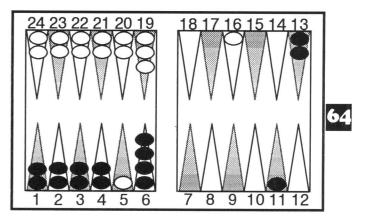
HBCs AwardsTournament Sunday - February 25th, 2001

Arni's Restaurant (875-7034) 3443 West 86th Street (west of WalMart)

> Registration: 12:00 PM Awards: 12:45 PM Play Begins: 1:00 PM

Open Div: \$20 with \$10 Op SPool Limited Division: \$8 Format: Main-Consolation Pre-register: 255-8902 or meese@worldnet.att.net

Intermediate Corner 7-point Match, Black-0 White-0 Black to play 5-3?



This is the first game of the match and the cube has not been turned. This game should not decide the match but like any close game, you want to make the best moves that win the game. The first thing most players will notice is that they are playing against a closed board. Any checker that gets hit would mean losing this game. Some players would look for the safest play of either 11/3 or making the 8-point.

The 11/3 move is safe this roll but Black still has to get two more checkers home. Playing 13/8, 11/8 makes the 8-point but leaves 8 return shots.

The race is close. Black will be only 4 pips ahead after this move and therefore the game will be a tossup if White is given the freedom to race.

Is there a move that can swing the game into Black's favor? Yes, playing 13/5x does but that play leaves three blots.

Since it takes time to figure out whether this play is better than the others, learn to write down the position and look at it later.

If you make any of the safer plays and you do not get hit, you are only 45 to 55% to win.

Now let's look at the riskier 13/5x play. The first downside is 11/36 rolls (30.6%) hit and White will win. If White picks up one extra checker, White will win a gammon about 60% of the time. If White picks up both checkers, White should win a gammon about 95% of the time.

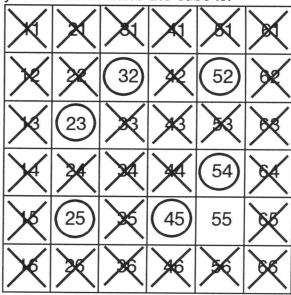
On Black side, White will dance 25/36 or 69.4% of the time. Now Black needs to know how many covers he has. Black covers with 29/36 rolls, lifts with 6 more rolls with only double 5's not covering or lifting (see 6 by 6 grid below). Knowing this, some players would play on for a gammon but gammon chances are very

2000 Hoosier Backgammon Club

Final Gammon Point Standings.
The Player of the Month for December was
Sean Garber with 136 gammon points.

Sean	Garber with 136 gammon	points
1)	Butch Meese	1463
2) 3) 4) 5) 6) 7)	Larry Strommen	1067
3)	Jim Curtis	914
4)	Sean Garber	
5)	Gino Agresti	779
6)	Dave Groner	768
7)	Mary Ann Meese	. 705
8)	Chuck Stimming	. 545
9) 10)	Woody Woodworth	. 4/4
10)	Gabe Stiasny	429
	Terry Bateman	404
	Ron Black	
	Al Gomez Don Woods	302
	Scott Day	102
	Jeremy Bagai	100
	Butch Bates	100
	Jeff Flowers	
	Chuck Bower	
	Richard Larsen	70
	John Jennings	54
	David Smith	45
	Curtis Lucas	
	Philip Degen	
	Alan Haas	36
	Luke Clippinger	36
	David Schwind	26
	Bob Zavoral	
	John Brussel	24
	Charley Haley	
	Paul Horstman	20
	Cathie Benneth	20
	Bill Robertie	20
	Jim Roston	
	Jon Stephens	18
	Greg TomlinRoss Ratzov	10
	Jake Jacobs	10
	Jan Gurvitz	10
	Lance Jenkins	10
	Richard Heinz	10
	Bill Julian	
	Betty Coppic	8
	Austin Bennett	8
	Mary Franks	8
	Ray Fogerlund	8
	Frank Hanley	8

small. It's much easier to cash-out by doubling. Always remember where the cube is.



X = covering number O = non covering lift number

Game equity can be used to determine the best play. With the safe plays, the equity will be around +/- 0.05.

If White hits (30.6%), Snowie says about 60% of those games will end in gammon losses and 40% will end in simple losses.

With Black's play of the hitting 13/5x: When White hits:

30.6% x 60% x -2 = -0.37 (Wins gammon) 30.6% x 40% x -1 = -0.12 (Wins simple game) Total = -0.49

When White misses and Black cashes

Black $69.4\% \times +1 = +0.69$

The sum of these is the total equity of the hit play: 0.69 - 0.49 = +0.20. It was stated earlier that the race was even with a safe play and the game was a tossup, which corresponds to an equity of zero. So the risky hitting play is 0.20 units of equity better than the non-hitting safe plays. Since a win is +1.00 unit of equity, +0.20 is quite a bit and this indicates that the hitting play is clearly better.

	1st 2nd 2nd	December 7th Larry Strommen Sean Garber 	December 14th Butch Meese Sean Garber	December 21st Jeff Flowers Chuck Bower	December 28th Woody Woodworth Dave Groner Terry Bateman
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Feb 16-18	23rd Annual Pittsburgh BG Championships, Greentree Radisson, Pittsburgh	(412) 823-7500
Mar 23-25	2001 Midwest Championships, Radisson, Lisle, Illinois	(773) 583-6464
Thursdays.	7:00 PM at Neon Johnny's , 86th & Township Line Rd (Cellular 442-4065)	HBC 255-8902