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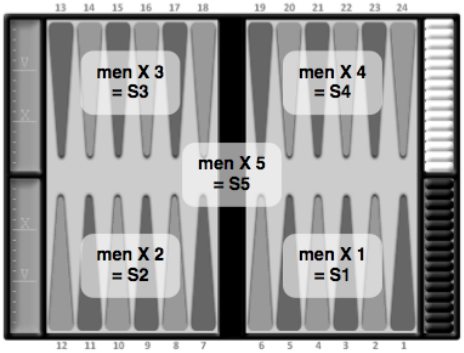
High-Fives:

I really wanted a counting method where I could work board by board. This counting method is clearly inspired from Naccel (Nack Ballard), and the Five-Count (Sho Sengoku; great name by the way), but they don't quite use the full boards, and that always bothered me. The method also draws inspiration from the Half-Crossover (Douglas Zare), but it uses full boards (only 4 numbers to add) rather than half-boards (8 numbers).

It is based on:
- the multiplication by 5, which is trivial (for the maths-impaired: multiply by 10, then divide by 2 :-)
- making an approximate trivial count, then making small count adjustments
- working board by board; actually staying inside each 6-points board, no shifting, no distortion; this hopefully limits errors through the cleaner visualization (it does for me anyway)
- NB: this is at the expense of a little more count adjustment; however this is usually mitigated by the symmetry considerations found in many counting methods

The method:

- Count men in each board and use appropriate weighting factors before adding up; I prefer to start from the furthest board, but this is a matter of taste:
  . bar (don't forget): counted men X 5
  . opponent infield: counted men X 4
  . opponent outfield: counted men X 3
  . own outfield: counted men X 2
  . own infield: counted men X 1



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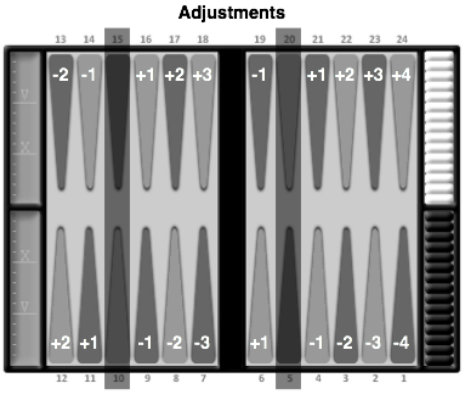
- Add all up, multiply by 5: this is your approximate count = (S1 + S2 + S3 + S4 + S5) x 5

- use the "5-points" as reference in each board:
  . own infield: 5-point
  . own outfield: 10-point
  . opponent outfield: 15-point
  . opponent infield: 20-point



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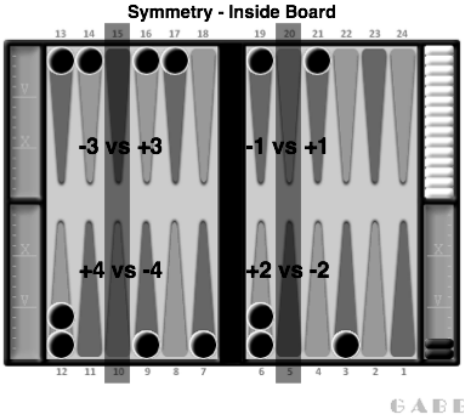
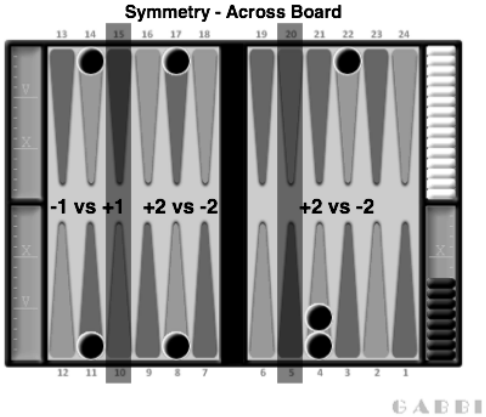
- Make count adjustments in each board:
  . add pips for men trailing the reference "5-point"
  . substract pips for men ahead of the reference "5-point"

. NB: use symmetry around the reference "5-point" inside a board to remove the need for some count adjustments
. NB2: use symmetry across the board to remove the need for some count adjustments (in particular across outfields)
. NB3: the bar is your 25-point, and is only one point, so no count adjustment there, obviously





Board-specific issues:

Opponent infield:
- the reference point (20-point) is lopsided (not near middle of board)
- this (statistically) requires more count adjustments
- not a real issue since there are usually very few men in this board

Opponent outfield:
- the reference point (15-point) is more central (not perfect)
- this (statistically) means simpler count adjustments
- it is sometimes possible to cancel the need for some count adjustments by symmetry inside the board
- it is often possible to cancel the need for some count adjustments by symmetry with own outfield

Own outfield:
- the reference point (10-point) is more central (not perfect)
- this (statistically) means simpler count adjustments
- it is often possible to cancel the need for some count adjustments by symmetry inside the board
- it is often possible to cancel the need for some count adjustments by symmetry with opponent outfield

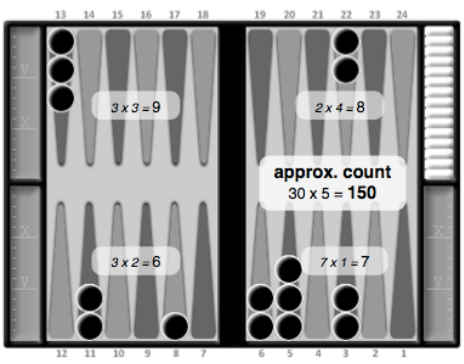
Own infield:
- the reference point (5-point) is lopsided (not near middle of board)
- this (statistically) requires more count adjustments
- this is somewhat an issue since there are usually many men in this board
- this is really an issue later in games when more men move in, and move deeper and deeper in (away from the reference 5-point)
- however there are better ways to count such late positions (e.g. my own "Sweet-Fifteen" :-)

Do not worry about men already off: they count for 0 each.

And let's not forget: it is quite easy to forget men on the bar. If you did, just add 25 pips each at the end...

Examples:

On next page.



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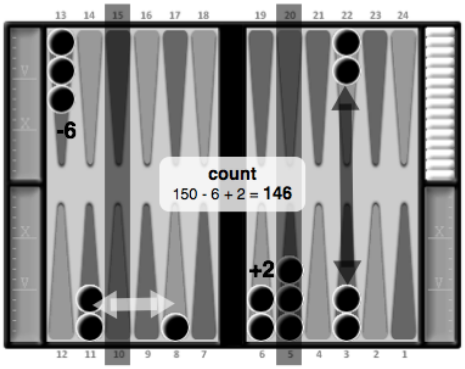

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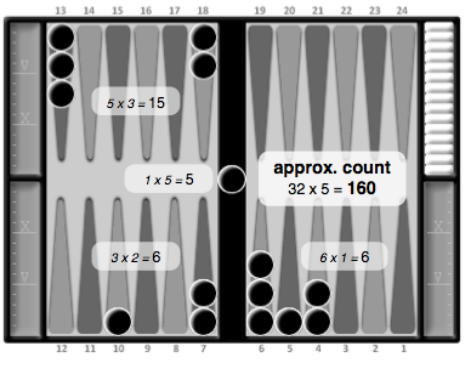

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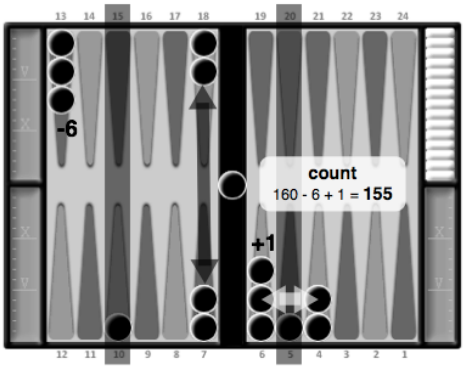

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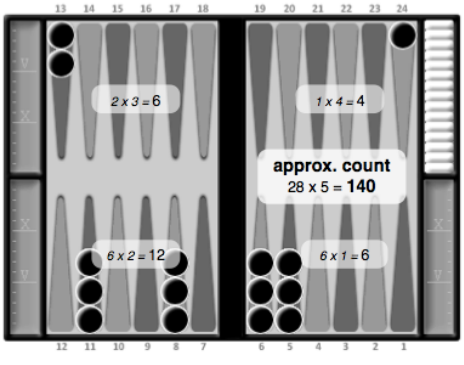

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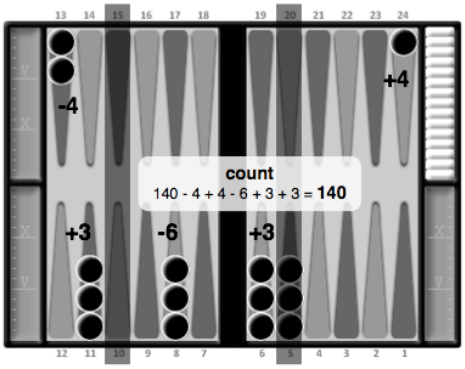

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