

HBC Contest - Win \$40 off Entry Fee to th 5th INDIANA CLASSIC

Kent Goulding and Bill Robertie are staging THE WORLD CUP and the Eastern Open August 3-7, 1988 in Cambridge, MA. The match length in the WORLD CUP is starting at 25 points to a 41-point final. How long does it take to play a 41-point match? Good question! The person submitting the closest time (hours and minutes) without going over the complete time, from opening roll to final move including breaks, will win \$40.00 off their entry fee into the 5th INDIANA CLASSIC, October 7-9, 1988. Entries can be submitted by mail to HBC by August 3rd or at Michigan Summer Backgammon Championship in Flint, Mich July 22-24, 1988.

Hoosier Pips...Carol Joy Cole reports from Flint that she already has over 170 advanced entries for the MICHIGAN SUMMER BACKGAMMON CHAMPIONSHIPS, July 22-24. She also reports that the 80+ Open players will play in a specially designed grid. The format will still be the popular double-elimination with progressive consolation. The prize pool should be quiet healthy with 100% return.... Local player, Bill Julian, is at it again with his bicycle. This time he is crossing Europe. HBC received a postcard relating "I'm almost there - in spite of rain everyday since Poland. Police escort all thru Russia - what an experience"....HBC set a new record June 23rd with 19 players showing-up for weekly play.

HBC Weekly Results for June					
	June 2nd	June 9th	June 16th	June 23rd	June 30
Open 1st	<i>Butch Meese</i>	<i>Mary Ann Meese</i>	<i>Rick Reahard</i>	<i>Rick Reahard</i>	<i>Ken Bruck</i>
2nd	<i>Mick Dobratz</i>	<i>Butch Meese</i>	<i>Woody Woodworth</i>	<i>Cyrus Mobed</i>	<i>Mick Dobratz</i>
3rd	<i>Larry Strommen</i>	<i>Mark Mikolon</i>	<i>Larry Strommen</i>	<i>(Mark Mikolon</i>	-----
Interm.	-----	<i>Don Watkins</i>	-----	<i>(Chuck Stimming</i>	-----



1988 HOOSIER BACKGAMMON CLUB Gammon Point Standings as of June 30th.						
1)	Larry Strommen	8.84	Mike Norman	2.08	Jo Delano	0.50
2)	Butch Meese	8.69	Ellis Bray	1.76	Tom Hendryx	0.48
3)	Rick Reahard	8.56	Frank Baldwin	1.62	Margaret Roberts	0.47
4)	Mary Ann Meese	7.96	Jeff Baker	1.62	Glenn Theobald	0.38
5)	Howard Givel	7.31	Ed Wright	1.48	Don Watkins	0.32
6)	Mick Dobratz	7.27	Frank Scott	1.40	Randy Floit	0.21
7)	Chuck Stimming	6.46	Gino Agresti	1.12	Larry Buckingham	0.18
8)	Woody Woodworth	6.13	John Brussel	1.00	Paul Balog	0.14
9)	Don Burton	5.17	George Crawford	0.96	Alex Somerville	0.12
10)	Ken Bruck	4.80	Bill Julian	0.94	Gabriel Muller	0.12
	Mark Mikolon	4.70	Jim Knauer	0.82	Harold Branch	0.06
	Donna Susens	4.21	David Smith	0.80	Chris Graves	0.06
	Cyrus Mobed	3.80	Ves Johnson	0.72	Linda Seamon	0.06
	John Ritzert	3.09	Richard Delfuria	0.72	Lee Hren	0.04
	Bob Green	2.23	John O'Hagan	0.70	Frank Voirol	0.04
	Jim Curtis	2.18	Stu Whitcomb	0.64	Kay Beck	0.02
	Brian Nelson	2.10	Bill Hodes	0.60	Doty Somerville	0.02
	Ralph Roberts	2.08	Rick Stannard	0.50		

THE THIRD EASTERN OPEN AND THE 1988 WORLD CUP CHAMPIONSHIP

August 3-7, 1988

Sheraton-Commander Hotel
Cambridge, MA 02238

TOURNAMENT CHAIRMEN
Kent Goulding
Bill Robertie

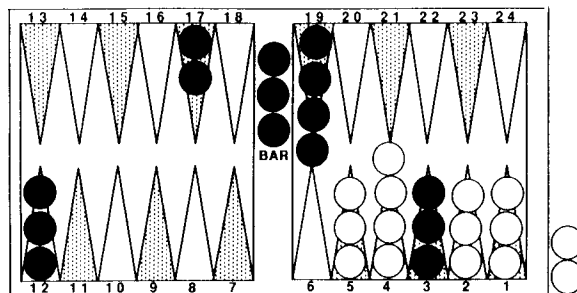
TOURNAMENT DIRECTORS
Carol Cole
Joanne Goulding
Butch & Mary Ann Meese

*The Flint Area Backgammon Club
requests
the pleasure of your company
at the*

**MICHIGAN SUMMER
BACKGAMMON CHAMPIONSHIPS**

*to be held at the
Sheraton Inn-Flint
July 22-24, 1988*

*Kindly telephone Ms. Carol Joy Cole
inquiries to: (313) 232-9731*



This position comes from the Open Division of the U. S. Open Backgammon Championships. White was on the verge of wrapping-up an 11-point match with this game while leading 8 to 1 with black holding the cube at 2. What happened to white might well be the horror story of the decade. Without hitting one of white's checkers, black saves the gammon to take the match to the Crawford Game. From Crawford, white went on to win the match. This is a prime example of why backgammon is called the **cruelest game**.

HBC Hotline → Butch & Mary Ann Meese, 7620 Kilmer Lane, Indianapolis, IN 46256 (317) 845-8435
HBC's newsletter subscription rate \$6.00 a year (overseas \$10.00). Let us know of your address change.

Mike Corbett - 7			Nack Ballard - 6	
Move	Roll	Played	Roll	Played
1)	--	-----	65	13
2)	44	20 ² 9 ²	31	20
3)	53	3 ²	43	6
4)	62	5x	43	21 3
5)	63	14 5	32	5x-3
6)	53	20 11	52	8 4
7)		dbl to 2?		Take
8)	32	8 4x	64	21x-15
9)	52	20 7	43	8
10)	51	4 7	53	8 3
11)	62	2 4	41	4 2
12)	64	7 9	64	3
13)	53	2 ^{F7} 6	32	3 ^{F8}
14)	54	11	51	2 ^{F8}

A Game from Reno Masters

Game Note: With the position Corbett has on roll in move 27, he would average only 65 wins out of every 100,000 games. With the position Ballard has before rolling in move 27, he wins 97.7% of the time. And finally on move 28, Corbett wins on 3 rolls or 8.3%.

Mike Corbett			Nack Ballard	
Move	Roll	Played	Roll	Played
15)	51	14	21	11x-10
16)	53	20 8		Reddbl to 4?
17)		Take	11	5x ²
18)	11	24 5 ^{F8}	64	2 6
19)	61	18 4	53	5
20)	43	11	44	0 ² 1 2
21)	22	5 ² F11,7	63	0 ²
22)	21	6 0	32	0 ²
23)	51	0 ^{F6}	63	0 ²
24)	32	0 ²	41	0 ^{F5}
25)	64	0 ²	62	0 ²
26)	52	0 4	41	0 ²
27)	66	0 ⁴	31	0 1
28)	66	game		

1988 U. S. Open Backgammon Championships

Murray Henderson 19	Murray Henderson 18			
Joe Sylvester 17		Frank Talbot 9		
Frank Talbot 19	Frank Talbot 19			
Alan Steffen 17				Kit Woolsey 23
Howard Markowitz 7	Kit Woolsey 19			
Kit Woolsey 19		Kit Woolsey 21		
Dean Muench 19	Dean Muench 14			
Wendy Kaplan 16				Reno Masters
Mike Corbett 19	Mike Corbett 19			Kit Woolsey
Joe Russell 17		Mike Corbett 15		
Alan Jones 9	Nack Ballard 6			
Nack Ballard 19				Hal Heinrich 22
Mike Senkiewicz 18	Sandy Lubetkin 14			
Sandy Lubetkin 19		Hal Heinrich 21		
Billy Horan 18	Hal Heinrich 19			
Hal Heinrich 19				

Open (83)	Intermediate (81)	Beginners (31)	Nevada Open Derby (15)	Megablitz (256)
1st Malcolm Davis	1st Michael Shardkin	1st Greg Daniel	1st Tom Walthes	1st Mike Corbett
2nd Kit Woolsey	2nd Vern Ausherman	2nd George Foster	2nd Mervin Berger	2nd Norm Wiggins
3/4 Neil Kazaross	3/4 Marsha Lynn	3/4 Jim Mason		3/4 Dennis Culpepper
3/4 Chuck Giallanza	3/4 Kathy Bauder	3/4 Barbara Liston	Nevada Interm Derby (16)	3/4 Sam Ahmed
(C1 Joe Russell	(C1 Henry Kimble	C1 Haida Mojdehi	1st Ron Bruns	
(C2 Hal Heinrich	(C2 Saab Henein	C2 Norbert Ganska	2nd Al Demirjian	

Doubles (64)	Chouette Tourny (28)	High-Noon Shoots Outs	(8 player fields)
1st Ami Tennenbaum/Sid Schneider	1st Mike Cyrkiel	#1 1st Yamin Yamin	2nd Tino Lechich
2nd Howard & Nikki Markowitz	2nd Harry Willett	#2 1st Ralph Stowell	2nd Lennie Dove
3/4 Fred Kalantari/Bob Schachter	3rd Wendy Kaplan	#3 1st Mike Corbett	2nd Howard Markowitz
3/4 Nack Ballard/Mike Senkiewicz	4th Kati Pratt	#4 1st Mike Razar	2nd Dean Muench
		#5 1st Phil Price	2nd Jim Pasco

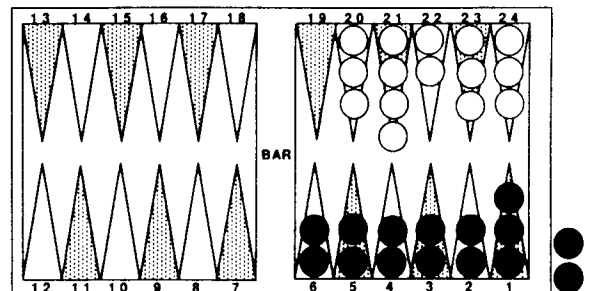
Answer to last month's problem!

5 Point Match, Score 0-0

Black doubles to 2?

Does White have a take?

Some bearoff positions can look deceptive like this one. Although white has a close pip count, black has a big advantage with two more pieces off. With this big advantage in an otherwise even position, white needs 2 sets of doubles over what black rolls to win. Black is favored by 84% and if black had the 2 pieces that are off on the 1-point, he would still be favored by 64%.



Schedule of BACKGAMMON Events (Information and entry forms available thru HBC)

Jul 11-17	World Backgammon Championship - Monte-Carlo	(800) 221-4708
Jul 22-24	Michigan Summer Championships - Flint, MI	HBC Hotline
Aug 03-07	World Cup/Eastern Open - Sheraton-Commander Boston	HBC Hotline
Aug 08-14	Green Mt Festival of Backgammon - Vermont	(305) 527-4033
Aug 19-20	7th Annual All Georgia Championship - Atlanta, GA	(404) 257-0567
Sep 02-05	Labor Day Weekend Tournament - Ramada Inn, Louisville	(502) 584-8419
OCT 07-09	5th INDIANA CLASSIC - Viscount Hotel, Indianapolis NE	HBC Hotline
Dec 02-05	3rd Annual Backgammon On Board - Tropical Cruise	(312) 338-6380
THURSDAYS	7PM at Dooley O'Toole's - Behind Castleton Sq on 86th St	849-7355

DOOLEY O'TOOLE'S

GOODTIME BAR & EATERY

5771 E. 86th - Castleton
Cub-Osco Plaza
(317) 849-7355

Holland Rule - *The doubling cube may be used only after four rolls of the dice. The opening roll counts as the first of the four. (When used, the Holland Rule is in effect in all games past the Crawford Game).*

How do you feel about this rule and why?

In Favor and Why - 30

Doubling after one roll only favors person behind, this cube action is not done at any other time in match, so I view it as an unfair tool in this situation - *too much to consider* - the cube should be handled as a skill not as a desperate gamble to the disadvantage of the leader in a tournament match - *my feelings are I'm going to cube whether it's the 1st or 4th roll anyway* - leading player at disadvantage - *better to make a take decision at least partially on status of game and not just match score* - too automatic other way, gives leader better chance - *adds a little bit of skill to the post Crawford cube action* - protects leader, since leader does not gain anything else - *the leading player has worked hard for his lead and the cube cannot possibly work for him, so he should be given a slight extra edge and the Holland Rule helps provide it* - gives the leader somewhat of a better outlook on the game - *it only adds skill to the game. It's not that confusing for beginners. It has been used in Chicago for 14 years - mildly in favor, trailer has too big an advantage in cube, at least taker can judge the position - gives the one ahead a chance to to evaluate the position* - makes the final few games fairer to the person who has won the early games - *doesn't give behind player a blind shot at the leader. The cube I feel wasn't designed with that much power in mind* - when time allows it - *it adds an additional element of skill* - too much advantage goes to the player who is behind. Waiting four rolls gives me a chance to see if my opponent is going to open with 3-1, 6-6, or something equally devastating. Without Holland, the nature of the game changes. The person in the lead, who may have gotten there by quite conservative plays, ends up taking games that would be easy drops after four rolls - *rewards skill more* - Holland Rule protects player who has earned his lead - *Strongly! Enables player to make a better decision on the cube. After all he earned his lead by not doubling on the first roll* - Person who gains a lead should have a little more protection than just Crawford Game

Against and why - 26

Not used to it - *bad rule* - each player should be able to double whenever they wish - *4 rolls too long* - a player has the option of not doubling immediately. If he chooses to double right away - fine. He loses one degree of freedom to win - *not commonly used - a pain to remember* - most old players are accustomed to Crawford only which is better - *Intermediate players frequently misinterpret this rule* - stupid rule that's out of date - give me one good reason to use it - *what's the point* - needless complication; little effect - *the Crawford rule already gives the leader an advantage. This should not be prolonged in his favor* - Don't need any more rules. Besides, let's protect the underdog - *why change a good thing* - just gives another advantage to the leading player - *gives an unfair advantage to the trailer* - take chances away from the player who was crushed earlier - *simpler not to count four rolls* - I had a match in which it would have applied and although I lost, it was an exciting SOB - *Who is he and why doesn't he ever play here? To hell with him, he never comes here. Why wait four rolls? Crawford Rule is generous enough for match play* - Don't feel it is necessary - *Dumb rule*

No opinion and why - 12

Makes no difference - *no opinion* - unfamiliar with it's use - *neutral - very few situations when it really matters*

General Comments: *(feel free to make any comment about backgammon in general, i.e. where is backgammon heading, what is missing, what is wrong or right). Note: The opinions expressed are that of the playing public and not of the Hoosier Backgammon Club or the tournament staff.*

BG should be promoted more in each town - so that it won't die out after 'old timers' leave - *first tourney* - it's a great game - *calcuttas are getting boring - same people bid each time* - try to get more advertising done to get more people interested in the game - *Some kind of organized play should be available after being eliminated* - I feel general public is unaware of tournaments such as this. If there was some way to promote tournaments such as this, you would have more of a draw. Talk to participants who are at each tournament to try and promote play. (i.e., I am a restaurant mgr. who would leave pamphlets and brochures for all customer's access so that maybe at a later date they will participate in the tournaments. - keep organizing younger players, clubs should keep gambling stakes down, lose too many good players - *It is becoming a high roller game*. - sorry the young college age people are not more interested in the game - *add the price of brunch to fee and have a brunch on Sunday* - Backgammon is heading in the right direction; more players and fewer "jet-setters". My own prejudice is that I would like to see an end to calcutta auctions because they give too much leverage to the big money players and it is very difficult to calculate your actual equity. - *There is a lack of new players in the past 5 years. Expanding the player base is necessary.* - There needs to be some national or regional backgammon assoc. and a more unified backgammon community, even if a small percent of some tourney money went to the formation of a pool of resources that would eventually lead to some national rules - a national publication and some effective marketing and publicity of backgammon to draw in new people who know how to play the game but don't know where the action is. Even if the directors of regional tourneys would call the local TV stations and get free publicity when weekend tourneys are held. It could reach the MASSES and get new blood so desperately needed in our beloved game. It would be a step in the right direction.

Local TV stations are thwarting for news on weekends (i.e. feature spots), call them and let them know you're playing, let the cameras roll and see who shows up. Anything to get new people in the game and bring them along slowly enough where they aren't intimidated out of their socks and B.G. will flourish for another 5,000 years. The only thing that should be changed is the time allowed in making a play - some players take too much time thinking of obvious moves. - *The directors in the midwest (or perhaps throughout the country if possible) should get together and standardize rules.* - need more novice players and development in broadening the appeal away from just gambling and more towards the game in tournaments. - *I wish there were a national organization, awarding points/Master designation/or some such thing, like there is for chess. It should consider Intermediate level play, too.* - backgammon seems to be declining. It needs more organizers in places where there are no clubs. Indianapolis is one of the very best. - *As long as ears and minds are open to the public likes and dislikes! The tournaments will change with the times and survive! Louisville should catch up with the times and start to offer the players something instead of just taking. (Would like to see 95% returns!)* - You're [HBC Staff] part of the good direction which bg is heading toward. Keep it up! - *entry fees are too high!* - Hope Kent Goulding maintains his rating system. - *Don't price backgammon out of the reach of the average player. Going for prestige with the "shooters" could lose the masses.* - Very difficult for a person bothered by smoking to play. - *This was my first tournament experience - next time I will be less intimidated - you have a well-run tournament.* - Not enough action for Intermediate, huge World Cup action but not much for me. We need more to do. - *Need to introduce new players, more incentives for novice, gimmick games - hi lo doubles tournament.* - As long as there are masochists and gamblers, backgammon will live.