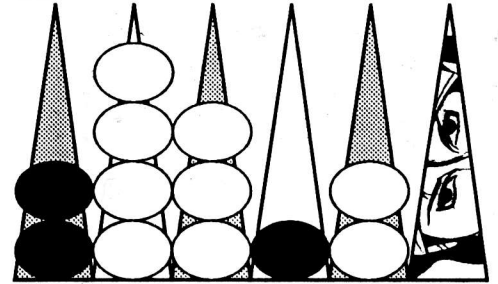


Michigan Summer Backgammon Championships, July 5-8, 1991

Michigan Summer Backgammon Championships drew 150 players from coast to coast and Canada. HBC was well represented at this smooth-running tournament with 11 players attending. Dave Cardwell, Mary Ann Meese and Woody Woodworth along with the renowned Carol Joy Cole, director, and John Carrico made up the professional staff. Woody Woodworth finished second in one of the special events Thursday evening that drew over 80 players. Butch Meese cashed in two events: in the Open Doubles with Roy Friedman and in the Overflow Division.



Open Division (64)

1st Harry Cohn (IL)
2nd Chris Campbell (NV)
3rd Walter Trice (MA)
C1st Jack Kissane (NY)
C2nd Robbie Roberts (MA)
C3/4 Rick Todd (MI)
C3/4 Ali Zaltash (PA)

Overflow Division (8)

1st **Butch Meese** (IN)
2nd Ira Hoffberg (IL)

Doubles (32)

1st Bill Davis/Tak Morioka (IL)
2nd Sandy Kaplan/Carol Starr (MI)
3/4 Roy Friedman/**Butch Meese** (MA/IN)
3/4 Toivo Puhm/Carl Sellars (CAN)

Intermediate Division (64)

1st Carol Falk (MI)
2nd Mike Darooge (MI)
3rd John Edmiston (IL)
C1st Bill Szirtes (CAN)
C2nd Miriam Bureson (MI)
C3/4 Ed King (OH)
C3/4 Jane Lewandowski (MI)

Summer Freeze-Out (32)

1st Steve Fletcher (CAN)
2nd Mike Darooge (MI)

Limited Doubles (14)

1st Marcie and Norma Gartner (NJ)
2nd Jeanne Eggenberger/Diane Pianko (MI)

Blitz (128)

1st Kevin McDonough (AZ)

Novice Division (14)

1st Josh Smith (MI)
2nd Marleen Carol (MI)
C1st Judy Schaffner (CAN)
C2nd Marge Lewandowski (MI)

Oasis Jackpot (16)

1st Malcolm Davis (TX)
2nd Don Desmond (IL)

Flint \$500 (4)

1st Howard Ring (IL)

HOOSIER PIPS: Butch and Mary Ann Meese celebrated their 10th wedding anniversary June 13th by finishing first-second in weekly play before heading off to Atlantic City for the weekend....The featured article in Issue 4 of *Inside Backgammon*, **Another Side of Billy Horan**, is an interview conducted by Wendy Kaplan....Be sure to make your tournament and hotel reservations for the **National Labor Day Tournament** before August 21st to avoid the late fee and to be guaranteed a hotel room....HBC has made special arrangements with the **Radisson Hotel** to hold Thursday evening weekly play at the hotel for the convenience of those players arriving early...HBC extends wishes for a speedy recovery to John Brussel (NYC) who became ill while attending the Michigan Summer Championships....Good luck to Chris Cole, Carol Joy Cole's son, who qualified for the Olympic Festival Team in racquetball and is competing in Los Angeles mid-July.

June Results	June 6th	June 13th	June 20th	June 27th
Open 1st	<i>David Smith</i>	<i>Butch Meese</i>	<i>Dave Cardwell</i>	<i>Woody Woodworth</i>
2nd	<i>Gino Agresti</i>	<i>Mary Ann Meese</i>	<i>Kevin McLeaster</i>	<i>Butch Meese</i>
2nd	<i>Larry Strommen</i>	<i>Chuck Stimming</i>	<i>Judy McHale</i>	<i>Larry Strommen</i>
Intermediate 1st	---	<i>Holly Stowe</i>	<i>Peg Simsic</i>	---

HBC's newsletter for active HBC members and subscribers.

Subscription rate: \$10/year (Canada \$12 and overseas \$14). Let us know if your address changes.

HBC Hotline: Butch & Mary Ann Meese: (317) 845-8435. 7620 Kilmer Lane, Indianapolis, IN 46256-1634

1991 HOOSIER BACKGAMMON CLUB Gammon Point Standings as of June 30th

HBC Player of the Month: **Butch Meese** with 1.80 Gammon Points.

1) Butch Meese.....	8.86	Gino Agresti.....	1.54	Mervin Berger.....	0.20
2) Don Woods.....	8.24	June Werner.....	1.40	Scott Kaplan.....	0.20
3) Chuck Stimming.....	7.06	Monte Bowman.....	0.92	Dennis Schulte.....	0.20
4) Judy McHale.....	6.40	Kay Beck.....	0.66	Frank Scott.....	0.20
5) Larry Strommen.....	6.22	Mark Mikolon.....	0.64	Mike Marr.....	0.20
6) Mick Dobratz.....	6.14	John O'Hagan.....	0.64	Russ Osborne.....	0.16
7) Dave Cardwell.....	6.08	Linc Bedell.....	0.60	Frank DeSandre.....	0.16
8) Ken Bruck.....	5.56	Scott Richardson.....	0.52	Bill Hodes.....	0.14
9) David Smith.....	5.44	Greg Varbanov.....	0.52	Marc Gray.....	0.12
10) Mary Ann Meese.....	5.34	Bev Nelson.....	0.42	Tony Tapp.....	0.12
Kevin McLeaster.....	5.14	Stu Sherman.....	0.42	Doug Roberts.....	0.12
Wendy Kaplan.....	4.72	Ves Johnson.....	0.40	Glenn Theobald.....	0.12
Woody Woodworth.....	3.47	Tom Hendryx.....	0.40	Amber Wiesler.....	0.10
Terry Kuchenbrod.....	2.80	Jim Curtis.....	0.40	Triston Wilbrandt.....	0.10
Holly Stowe.....	2.72	Donna Susens.....	0.36	LeeAnn Dobratz.....	0.10
Peg Simsic.....	2.61	Philip Degen.....	0.36	Bob Burkhalter.....	0.10
Rick Reahard.....	2.28	Cyrus Mobed.....	0.32	Carolyn Doyle.....	0.10
Howard Givel.....	2.06	George Crawford.....	0.32	Tom Lucerno.....	0.10
Jeff Baker.....	2.00	John Danyluck.....	0.30	Cyndi White.....	0.10
Gabe Stiasny.....	1.92	Lara Simsic.....	0.30	Scott Roberts.....	0.09
Dave Sandler.....	1.80	Walter Trice.....	0.24	Stu Whitcomb.....	0.08
Brian Nelson.....	1.68	John Stryker.....	0.22	Russ Hoser.....	0.08
Don Desmond.....	1.60	Dave Fey.....	0.20	Susie Henderson.....	0.08

Ace Point Backgammon Club

(212) 753-0842

Director: Michael Valentine

41 East 60th Street
New York, NY 10022

Open 3 PM to 2 AM Daily

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

July 28th	HBC Summer One-day Tournament, SPATS, Indianapolis	HBC Hotline
Aug 1-4	Illinois State Backgammon Championships - Hyatt Deerfield, Deerfield, IL	(708) 945-7801
Aug 12-18	18th Green Mt Backgammon Festival - Ascutey Mt. Resort	(305) 527-4033
Aug30-Sep2	National Labor Day Backgammon Tournament, Indianapolis	HBC Hotline
Sep 22-26	Las Vegas Open - Golden Nugget Hotel & Casino, Las Vegas	(708) 470-9491
Oct 25-27	1st Chicago Fall Classic - Hyatt Regency O'Hare, Rosemont, IL	(708) 674-0120
Nov 01-03	9th New Hampshire Fall Classic - Manchester, NH	(603) 863-4711
Nov 14-17	British Open Masters Tournament, Empress Hotel, Isle Of Mann	0624/851 045
Jan 13-19	9th Nevada State Championships, Peppermill Hotel, Reno, NV	(708) 470-9491
Thursdays	7:00 PM at SPATS-Castleton Square between J.C.Penneys & L.S.Ayres	842-3465

Dear Miss Lonelyblots

Dear Miss Lonelyblots,

In the May-June 1991 Hoosier Backgammon Club newsletter, Mr. Expert says that whether a cube in a money game is a pass or a take may depend on the size of the cube. And so, he says, the mirror ending in which both sides have one man each on the 2-point and 3-point, is both a pass and a take. Using something he calls **Excess Eighteen Arithmetic**, he computes the non-roller's chances as $11(25+7)/36^2$, or 27%. Presumably, that's enough to take a 2-cube, for which we all know 25% is the take-threshold. Presumably also, the take-threshold increases as the cube grows larger. Unfortunately, Mr. Expert neglects to say by how much it increases.

I've decided to help him out, and I've come up with **Skidoo's Take Threshold**. Let Q = the size of the cube. Then the take-threshold, in percent, is $23 + Q$. For an initial double, $23 + Q = 25$, so the traditional 25% threshold applies, and the position in question is a take. Likewise, for a redouble to 4, $23 + Q = 27$, and the position is a (borderline) take. But for a redouble to 8, $23 + Q = 31$, so it's a pass. Obviously, it's still a pass when the cube is higher than 8.

---Twenty-Three Skidoo

Dear Twenty-Three,

I don't see why takes in money play should depend on the size of the cube. It makes just as little sense to me to tighten your takes as the cube gets higher as to loosen your takes.

But I question your calculation of 27% as the non-roller's chances---that is, if **Skidoo's Take Threshold**, or some other principle which says that a position technically good enough to take is a pass, is applied by both sides.

Suppose the non-roller takes the cube at 8. Then on the 11 rolls in 36 which fail to win immediately for the roller, the non-roller can redouble to 16. Since for $Q = 16$, $23 + Q = 39$, and $11/36$ is the chance of the underdog's winning, it's a redouble-out. Thus $11/36$, or 31%, is the non-roller's chance of winning in the original position too, and it's a (borderline) take.

But consider the truly strange consequences of **Skidoo's Take Threshold**. By turning the cube to 64, an underdog whose winning chances are only 14% can **86** the favorite for whom $23 + Q$ now equals 87.

I'm surprised Mr. Expert mentions only the size of the cube and not the size of the stakes as well. If a position is a take of a 2-cube when playing for \$64 a point, shouldn't it also be a take of a 64-cube when playing for \$2 a point?

If you really want to produce a take-threshold formula which varies with the size of the cube, I'm afraid you'll have to take the marginal utility of money for each player into account.

To the question whether a money cube is a pass or a take, the answer is still either 'Yea, yea!' or 'Nay, nay' and whosoever speaketh otherwise cometh of evil.

---Miss Lonelyblots

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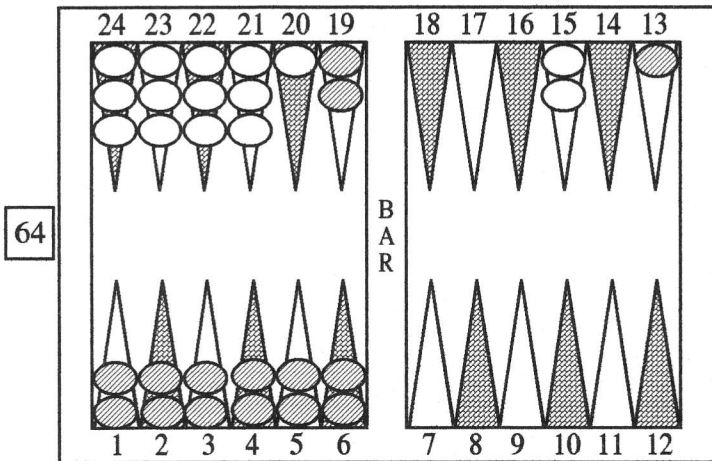
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**USE YOUR HEAD -
USE APPROXIMATIONS!**

by Dave Cardwell

In the following position, let's examine how *approximate calculations* at the board may give us insight to doubling decisions. Undoubtedly, there will be rebuttals from various experts, showing how *exact* calculations will produce different figures. But it is not the purpose of the article to show exact figures - only approximations, which can be determined at the board during actual play.

MONEY GAME: White Doubles - Should Black Take?



In this stretched 2-event occurrence, Black's winning chances involve White leaving a shot followed by Black hitting that shot. Black wins all games whenever he hits by redoubling White *out*. Since no wins for Black involve a higher cube value (all redoubles by Black are Passes), he needs a full 25% to justify a cube take. White leaves an immediate blot with any 5 or 6 except 6-6, 5-5 and 6-5 (16 rolls). Black has anywhere from 11/36 to 15/36 hitting return shots at the blot, for an *average* of approximately 13/36 return shots. This computes to:

$$W_p = E_1 \times E_2 = 16/36 \times 13/36^2 = 208/36^2, \text{ or approx. } 16\%$$

where: W_p = winning percentage of a 2-event occurrence
 E_1 = chances of the first event occurring
 E_2 = chances of the second event occurring

But Black's chances of winning the game are much higher than just the 16% he wins on his next turn. Add to this the chances of Black getting a shot on White's *second* roll. Out of the 20 rolls that fail to leave an immediate shot, White must play inside with 13 numbers and doesn't move the checkers on his 10-point. With these 13 rolls, Black gets the same 16% parlay on his second roll. This is approximately 6% additional chances

(13/36 x 16%), bringing Black's total to 22%. Black gets extra chances if White rolls 4-4, 4-3, 4-2 or 4-1 on his first try, because rolling some 4's (4-3, 4-2 or 4-1) on the second shake also leaves a blot with 15 return hits. These extra chances come to around 1% ($7/36 \times 6/36 \times 15/36 = 630/36^3$), raising the total to 23%. In addition, when White rolls small doubles (1-1 or 2-2), he faces additional danger on his second shake by rolling 6-2, 5-2, 6-1 or 5-1, leaving Black an average of 11½ shots. This raises Black's total winning percentage to approximately 23.5%, with roughly 0.5% additional chances ($2/36 \times 8/36 \times 11.5/36 = 184/36^3$). Black still needs another 1.5% to Take - can he get these from the *non-hitting* race that occurs 76.5% of the time? Black must win 2% of the races to get the extra 1½ winning chances, but alas, his non-hitting race chances when down 38 pips (55 to 93) are less than 0.5%, probably closer to 0.25%. This nets only another 0.25% or so (approximately $75\% \times .37\%$), leaving Black with total winning chances of only about 23.75%.

There are some winning variations for Black when White leaves a shot on his third turn. These are pretty much offset by the race chances Black loses by staying for a third try at a blot, and when he is forced to leave before getting the shot. In any case, since these figures are only approximations, the cube decision is a close one.

Because his total winning chances are less than 25%, Black should PASS. White is correct to DOUBLE here before he loses his market, and would certainly welcome a TAKE since Black needs 34 pips just to avoid the gammon. However, things are a little different in tournament play. Under certain match score conditions, White should wait before shipping the cube, and Black frequently has a proper TAKE with less than 24% game-winning chances. But if he never gets past the initial 16% calculation, Black may grossly underestimate the winning chances of his position.

Top 10 Reasons To Take in a Chouette.

- 10). What's the worse that can happen!
- 9). It's a small cube.
- 8). You haven't made your 5-point yet.
- 7). For the excitement of it all.
- 6). How else can I gammon you!
- 5). It's only a 5-point prime.
- 4). I won't get gammoned.
- 3). How else can I get the box?!
- 2). How many are there of you anyway?

And the Number One Reason....

- 1). What's my score?

**Lake Tahoe Colossus Event
Neil Kazaross vs Mika Lidov
15 Point Match**

The HBC Newsletter presents a match from the Colossus Event at the 1990 Lake Tahoe Tournament between *Neil Kazaross* and *Mika Lidov*.

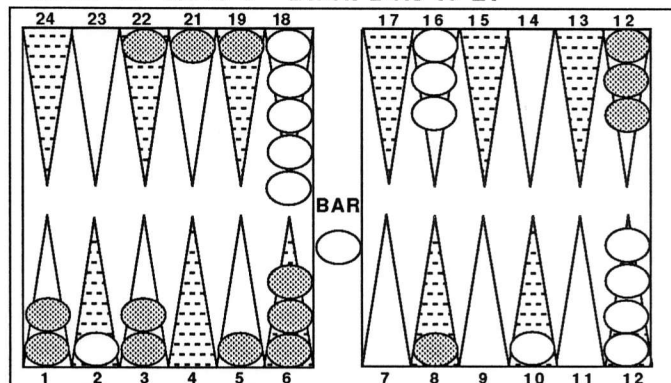
Instructions: You will need a backgammon board to follow along. The board is numbered 1 to 24 based on the view of the player on roll. Each player will always be moving from a higher to lower point with only the point(s) moved to used. The home portion of the board is numbered 1 thru 6. Bearing off is noted as moving to the zero (0) point. To make it easier to follow, the larger number rolled is noted first. In some situations where the smaller number rolled is forced, it will be presented first. An example: being on the BAR with a roll of 5-2 with the 5-point made and the 2-point open.

Abbreviations used:

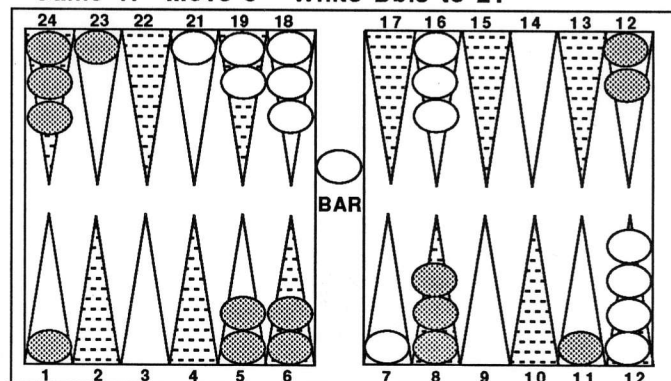
CB-Closed Board, EF-Entry Failure, MP-Misplay, NP-No Play Possible, x-opponent's piece was hit, 5² - superscript denotes 2 or more pieces moving to the same point; this example has 2 pieces moving to the 5 point.

In the doubling positions, *Neil* is the dark checkers, *Mika* the light checkers and the positions are shown from *Neil's* side of the board. Study the doubling positions first before going through the game.

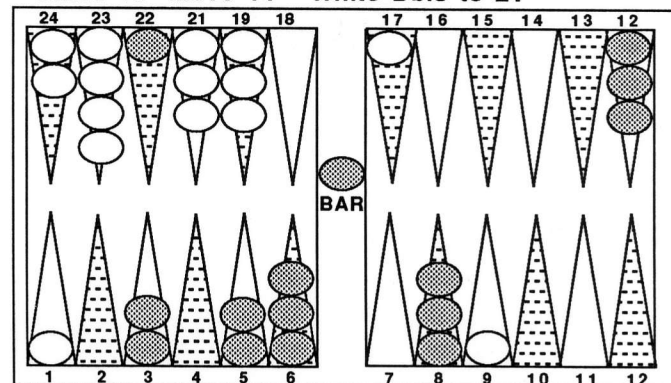
Game 16 Move 8 Black Dbls to 2?



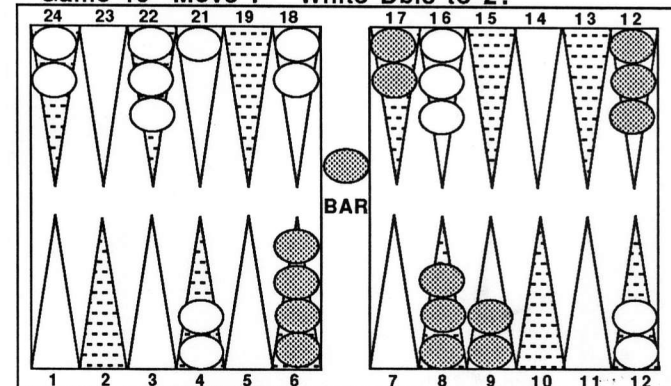
Game 17 Move 5 White Dbls to 2?



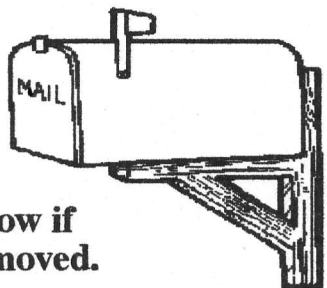
Game 18 Move 14 White Dbls to 2?



Game 19 Move 7 White Dbls to 2?



**Newsletter
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Late!**



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you have moved.**

HBC Gammon Points System

Gammon points are awarded to everyone who plays in all HBC events except league play. Points are awarded for every match won and **bonus** points for placing in an event. The number of points are based upon the players' results, tournament size and division. Special events will award double gammon points. Those will be announced in the event flyer. HBC gammon points are used to determine the **Player of the Month** (excluding weekend tournaments), **TOP TEN Players of the Year** and **TOP PLAYER of the Year**.

**Lake Tahoe Colossus Event
Neil Kazaross vs Mika Lidov
15 Point Match**

Game 16			
Neil Kazaross - 12/15		Mika Lidov - 11/15	
Roll	Play	Roll	Play
1) --	---	64	18 9
2) 33	21 ² 7x	65	20 18x
3) 53	22 16x	64	15
4) 64	10x-6	64	15
5) 62	7x-5x	32	22 23
6) 55	3x ² 1 ²	41	20x
7) 51	20 5x	66	EF
8)	dbl to 2?		pass

Game 17			
Neil Kazaross - 13/15		Mika Lidov - 11/15	
Roll	Play	Roll	Play
1) --	---	41	9 5
2) 21	11 5	51	4 5
3) 61	7 ^{F13} 5	51	18x
4) 62	23 7x	52	18x
5) 51	24 1x		dbl to 2?
6)	pass		

Game 18			
Neil Kazaross - 13/15		Mika Lidov - 12/15	
Roll	Play	Roll	Play
1) 53	3 ²	52	8 11
2) 21	11 5	32	10 4
3) 53	5 ^{F13}	31	4
4) 63	15x	52	23 1x
5) 32	22 13	63	5 ²
6) 41	8	52	3x-1
7) 51	EF	42	4 21
8) 65	EF	21	21
9) 54	EF	61	14x
10) 44	EF	22	2 ² 11
11) 62	EF	63	7 8
12) 21	EF	65	16 ^{F21} 9 ^{F14} MP
13) 11	EF	44	5 4 2 ²
14) 53	22 EF		dbl to 2?
15)	pass		

Game 19			
Neil Kazaross - 13/15		Mika Lidov - 13/15	
Roll	Play	Roll	Play
1) --	---	51	8 5
2) 21	11 5	64	20x-14x
3) 42	21 23	52	3 ²
4) 64	11x	43	21 ²
5) 65	18 ²	54	8 9
6) 42	9 ²	55	1x ² 3 4
7) 11	EF		dbl to 2?
8)	take	31	4
9) 44	EF	53	13
10) 32	20	53	13
11) 52	4 ²	65	2 ^{F13}
12) 31	5 ²	53	8 1
13) 32	10 7	43	1 ^{F8}
14) 64	7 9	62	2 6
15) 54	3 ²	21	4 2
16) 11	7 ^{F10} 8	43	2 3
17) 62	2 6	63	4
18) 41	2 ^{F7}	42	9 1
19) 63	1 3	64	3 0
20) 32	17 16	63	0 ²
21) 42	12 ^{F18}	32	0 ²
22) 22	6 14	32	0 ²
23) 62	6	42	game

**1991 National Labor Day
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