

Illinois State Championship and the America Cup

Yamin A. Yamin deserves kudos and congratulations for throwing one of the best backgammon parties the Midwest has seen in many years. This backgammon festival, otherwise known as the **Illinois State Championship and the America Cup** drew players from all over the United States, Europe and Australia. The tournament was held at the **Hyatt Deerfield**, a beautiful hotel set somewhat off the beaten path but offering all the amenities desirable at a five day backgammon event.

Yamin, well supported by his staff of John Brussel, Cinda King, Sue Will and Ed Bauder seemed to effortlessly direct this tournament consisting of a myriad of events and entertain the players quite thoroughly. It seemed that every effort was made to treat the players to feast after feast during the five day event. I arrived on Thursday so I am unable to comment on Wednesday night's festivities, but from Thursday evening on, there were candies of every variety, cheese and crackers at Midnight, Malcolm Davis' grape juice, Saturday morning brunch, Saturday night champagne and nuts and Sunday morning hors d'oeuvres - all at Yamin's expense. The walls were decorated with maps, and historical tidbits commemorating Christopher Columbus and exhibiting to the players once again that nothing was too much work for Yamin's fellow backgammon players. The trophies themselves were extravagant and Yamin delighted in knowing that there was a trophy for each winner of each event.

The only criticism that could be heard at all throughout the weekend was voiced by intermediate players. Although there were chouettes continuously throughout the five days, the format of the main tournament was single-elimination with a consolation flight and added entry fee last chance flights. If a player was unlucky enough to lose his first two matches, there was little to do at a moderate price. I mentioned this to Yamin myself and he clearly let it be known that this festival was intended for the championship level players. Ah well - even some of the intermediate players enjoyed the party and entertained themselves by watching some of the best players in the world play matches and partake in high stake chouettes.

Yamin - obviously this party cost you a sizable sum. Please find a way to break even here so that this backgammon event can continue year after year. Players - rally and support Yamin. He's done one hell of a job! ...Wendy Kaplan reporting.

Championship Division (53) 1st...Harry Cohn (IL) 2nd...Don Desmond (IL) 3/4...Malcolm Davis (TX) 3/4...Jay Whitehead (CA) C1st...Bob Holyon (WI) C2nd...Nathan Jones (TX)	Advanced Division (60) 1st...Tim Serges (IL) 2nd...Marty Tatosian (IL) 3/4...Frank Dickerson 3/4...Ira Hoffberg (IL) C1st...Fouad Malouf (IL) C2nd...Ron Stur (IL)	Limited Division (11) 1st...Lou Salzman (IL) 2nd...Don Garner, Jr. (IL) 3/4...Joshua Smith (MI) 3/4...Sanne Rossen (Denmark)	America Cup (24) 1st...Tino Lechich (Australia) 2nd...Mike Senkiewicz (NY) 3/4...Ed O'Laughlin (VA) 3/4...Howard Markowitz (IL)
Masters (32) 1st...Jeff Acierno (NY) 2nd...Peter Naguib (Ger)	Battle of States (15) 1st...Harry Cohn/Don Desmond (IL) 2nd...Jeff Acierno/Ami Tennenbaum (NY)	Columbus Quiz 1st...Asger Kringer (Denmark) 2nd...John Stryker (IL)	
Team Tournament (8) 1st...Frank Talbot/Ismet Demirel/Tim Serges 2nd...Bob Holyon/Jeff Kane/Ray Bills	Parley From Hell (32): Ron Howe Kick-Off (32): Dave Thomas (FL) Microblitz (64): Dave Thomas (FL)	MiniBlitz (64): Wally Wolf (MI) Last Chance I: Mike Darooge (MI) Last Chance II: Howard Ring (IL)	
High Performance: Woman's: Columbus Path:	Championship Division: Mario Madrigal Championship Division: Marilyn McMaster (MI) Rolf Jonas (Germany), Asger Kringer (Denmark),	Advanced Division: Carl Severino (IL) Advanced Division: Bobbie Shifrin (IL) Peter Naguib (Germany)	

HBC Tournaments Join "Golden Circuit"

**41st
INDIANA OPEN
Backgammon
Tournament**

April 16-18, 1993



**1993
National Labor Day
Backgammon
Tournament**

September 3-7, 1993

As introduced in the October **Chicago Point Newsletter**, 1993 will be the first year for the **American Backgammon Tour**. At no cost to the players, three champions will be crowned from the results of only the main events.

Hoosier Backgammon Club's Newsletter for active HBC members and subscribers.
Subscription rate: \$10/year (Canada \$12 and oversea \$14). Let us know if your address changes.
Butch & Mary Ann Meese: (317) 845-8435. 7620 Kilmer Lane, Indianapolis, IN 46256-1634

1992 HOOSIER BACKGAMMON CLUB Gammon Point Standings as of October 31st.
HBC Player of the Month for October is Chuck Stimming with 200 gammon points.

1) Don Woods..... 1416	Mick Dobratz..... 262	Ed Koolish..... 70	Kevin Garrison..... 20
2) Chuck Stimming..... 1396	Dave Cardwell..... 252	Bill Gheen..... 64	Jill F.-Brussel..... 20
3) Jim Curtis..... 1160	Judy McHale..... 244	Richard Heinz..... 60	Paul Franks..... 20
4) Ken Bruck..... 1082	Wendy Kaplan..... 240	Bob Zavoral..... 60	Joann Feinstein..... 20
5) Gabe Stiasny..... 1032	Peg Simsic..... 210	Jon Stephens..... 60	June Werner..... 20
6) Holly Stowe..... 894	Gino Agresti..... 188	Bill Julian..... 50	Doug Roberts..... 20
7) Larry Strommen..... 876	Larry Deckel..... 160	Joe Miller..... 48	Frank Scott..... 20
8) Butch Meese..... 848	Scott Richardson..... 158	Randall Witt..... 46	Cassie Curtis..... 15
9) Kevin McLeaster..... 810	Don Desmond..... 140	Ellis Bray..... 44	Stu Whitcomb..... 10
10) Mary Ann Meese..... 722	John Brussel..... 138	Tom Helt..... 38	Shimi Dadon..... 10
Woody Woodworth..... 672	Frank Frigo..... 128	Bill Hodes..... 36	Donna Susens..... 10
Cyrus Mobed..... 483	Dean Adamian..... 120	Marge Lewandowski..... 34	Stan Gurvitz..... 10
Jeff Baker..... 450	Reggie Porter..... 112	Greg Varbanov..... 32	Dennis Culpepper..... 10
John O'Hagan..... 428	Mike Marr..... 94	Art Overbay..... 30	Arlene Levy..... 10
Terry Kuchenbrod..... 396	Ralph Dietz..... 90	Philip Degen..... 30	Kay Beck..... 10
Eric George..... 394	Walter Trice..... 87	Dave Fey..... 30	Lara Simsic..... 5
Brian Nelson..... 338	David Smith..... 80	Dennis Schulte..... 30	
Jan Gurvitz..... 325	Richard Armbuster..... 80	Dick Nelson..... 22	
Stu Sherman..... 314	Linc Bedell..... 80	Rick Reahard..... 20	

	October 1st	October 8th	October 15th	October 22nd	October 29th
1st	Kevin McLeaster	Jim Curtis	Don Woods	Chuck Stimming	Chuck Stimming
2nd	Holly Stowe	Mary Ann Meese	Ken Bruck	Eric George	Don Woods
2nd	Butch Meese	Gabe Stiasny	Kevin McLeaster	Butch Meese	Mary Ann Meese

41st INDIANA OPEN Backgammon Tournament

April 16-18, 1993

Omni North Hotel




National Labor Day Backgammon Tournament

Sept 3-7, 1993

Radisson Hotel

Indianapolis

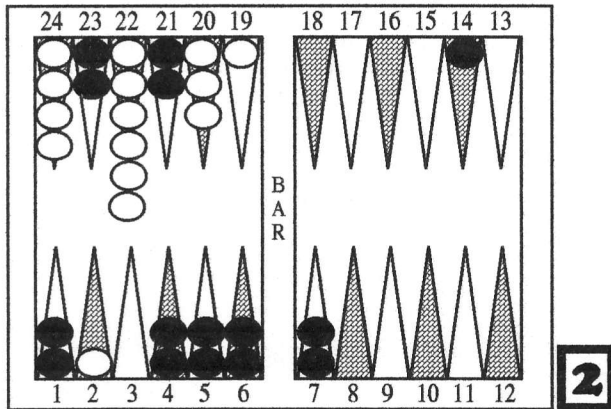



BACKGAMMON Schedule

Nov 14-15...	Autumn Gran Prix, Embassy Suites, La Jolla, California.....	(619) 294-2007
Nov 20-22...	Backgammon Co-op Fall Championships, Rocking Horse Resort Ranch, NY.....	(201) 731-0996
Jan 20-24...	10th Annual Nevada State Backgammon Tournament, SANDS, Las Vegas.....	(708) 470-9491
Feb 19-21...	15th Annual Pittsburgh Charity Backgammon Tournament, Greentree Marriott, Pitts....	(412) 823-7500
Mar 19-21...	Midwest Backgammon Championship, Marriott Oak Brook Hotel, Oak Brook, IL.....	(312) 338-6380
Apr 16-18...	41st INDIANA Open, Omni North Hotel, Indianapolis.....	HBC Hotline
Apr 30-May 2...	14th Granite State Open, Woodbound Inn, Jeffery, NH.....	(603) 863-4711
Jul 02-04....	Michigan Summer Championships, Novi Hilton, Novi, MI.....	(313) 232-9731
Sep 03-07..	National Labor Day Backgammon Tournament, Radisson Hotel, Indpls.....	HBC Hotline
Thursdays.....	7:00 PM at SPATS -Castleton Square between J.C.Penneys & L.S.Ayres.....	842-3465

Board Talk by Walter Trice

17 Point Match, Black-13 White-12
Black on Roll, Cube Decisions?



I can almost hear the inner monologue, as Black persuades himself to hold on to the cube for keeps. "If I double him IN, then my gammons don't count. But if I could double him OUT, then I probably win enough gammons to play on. A gammon wins the match, and if I wind up losing then I'm just a slight underdog. I have a lead, after all, so I have to be cautious with the cube..."

The problem with this line of thought is that White can also win a gammon. Take a look at the scenarios in which White wins the game. Right off the bat, he can be missed, jump his back checker and safety the second blot, and race home to a gammon. Or perhaps Black has to hit loose later, White hits back, Black dances on the 3 point board (it happens, you know), White hits ANOTHER blot...BG alert! Black wins the match with an unredoubled gammon, but White also benefits tremendously when HE wins one he's in the Crawford game with a 3 point lead! It should be obvious that, as a percentage of wins, more of White's are gammons than Black's. Therefore Black is a bigger favorite in the plain game outcomes than he is over all, so he should WELCOME the opportunity to legitimately double his opponent in.

To be sure, Black has to be a little careful about a redouble for the match. At 15-12 he would be 75% to win the match, and at 13-14 his chances would be 42%. A redouble (and, of course, an automatic redouble to 8 by White) would risk 42% to gain 25%, so the minimum redoubling point is $42/(42+25) = 63\%$. But if the diagrammed position gives White a tough take/drop decision, the redouble is clear.

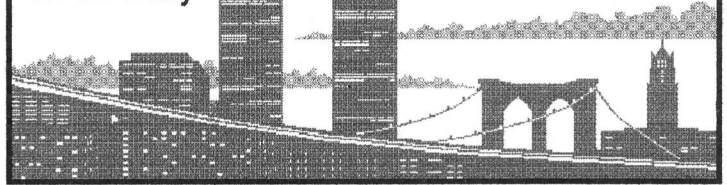
So how's Black doing here? His backgame has already snagged one checker, and now he has a double shot at a second. His having made the acepoint is bad, but this is offset by the sorry state of White's home board, which makes it easier for Black to attack. It looks like Black is a big favorite when he hits the second checker, and retains an edge when he doesn't. Translating these judgments into numbers, give Black 17 wins on the 20 hits and 9 on the 16 misses for a winning probability of 26/36. White needs 25% to take, so the take/drop problem is close. Redouble, take.

Ace Point Backgammon Club

Director: Michael Valentine

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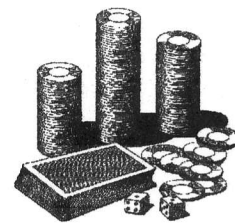
News: Rating the 1993 NLD Tournament

HBC has offered the swiss movement format for the last 3-out-of-4 **National Labor Day Backgammon Tournaments**. The complete NLD results from 1989 and 1991 were sent to Kent Goulding for rating. The current rating system is only able to accommodate draw sheets in grid form, therefore the previously submitted swiss format results were not rated.

To date, there is no news of expanding the rating system to rate the swiss movement format in its previous form.

Instead of waiting for Muhammed to go to the mountain, the mountain has gone to Muhammed. Working backwards from the 1993 NLD results, I was able to put all the match results on grids (draw sheets). This insures that all matches from the Championship and Advanced divisions, including the consolation flights, will be rated.

Director, Butch Meese



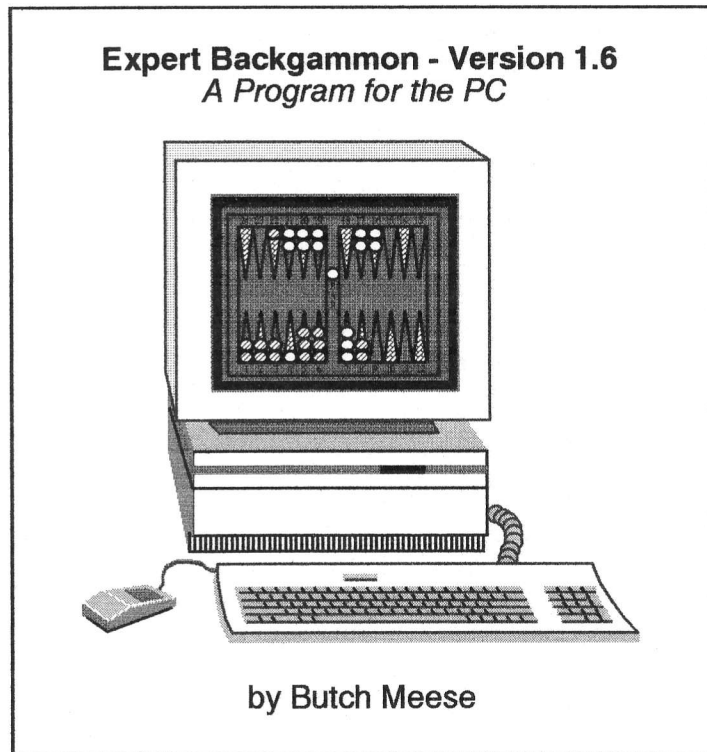
10th Annual Nevada State Backgammon Tournament

with Guaranteed Money
in Main Events and
Added money in Special Events

January 20-24, 1992

Sands Hotel & Casino
Las Vegas, Nevada
(800) 634-6901

presented by
The Nevada Backgammon Association
(708) 470-9491



Expert Backgammon was unveiled at World Cup III Backgammon Tournament in August. It is a PC version of the **Expert Backgammon** that Tom Johnson has written for the MAC (Macintosh). Tom Weaver worked over a year to bring it to life on the PC.

...rich in features...

The PC version is rich in features:

- 1) Two play modes: heads-up and match.
- 2) Roll-outs capability.
- 3) Sound selectable OFF/ON.
- 4) Positions and games can be saved and retrieved to/from files.
- 5) Dice automatically rolled or entered manually.
- 6) Can invert the position.
- 7) Five levels of difficulty.
- 8) Can take back move.
- 9) Variable speed of checker movement, user selectable.
- 10) Jacoby Rule is selectable during heads-up games.
- 11) Can beaver during heads-up.
- 12) Print-out of individual games.
- 13) Match equity is displayed after each game or on demand.
- 14) Pipcount displayed.
- 15) All settings and board position are saved when the program exits so you will be at same conditions the next time you run the program.
- 16) Cube setup option.

The user interface is quite good. The backgammon board fills the screen and is easy on the eyes. The dark gray and black board has light gray and blue pips with red and black

checkers. The arrow and space keys provide easy control of all movements of the checkers.

It lacks written documentation, but for the experienced PC and backgammon person, that should not be a problem. The built-in Help Menus are only a few keystrokes away.

The speed of the checker movement is selectable from 1 (fastest) to 99 (4 seconds between each move). I suggest playing at the speed of 20 because playing at the fastest speed, you may miss what the program plays. You cannot notice a difference by changing the speed by one or two settings. It might be better to have only 20 settings from 1 to 20.

...roll-out capability...

The roll-out feature is the most valuable and interesting for students of the game. You can choose whether the dice rolls will be random, or a cross-section on either side or both sides. You must select how many games are to be played. There are three options on what will be displayed as the roll-out runs: 1) You can watch the checker movement of every move with an up-date shown on the bottom of the screen as the roll-out progresses. 2) The second option shows only a summary on the screen that is up-dated every game. 3) The third option only up-dates the user on what game it is on every 50 games. The big difference in the options is the total time needed to complete the roll-out. Displaying the checker movement requires the most time. Even on the fastest option, it takes **hours** to do a roll-out on a 25MHz-386. After a roll-out, the user has the option to print the results complete with board diagram. Because of the current level of play, not all results can be trusted. No-contact and bear-off positions should be fine. The best way to check-out the program is to set-up the position and manually enter the rolls to see how it plays.

...great user interface...

So far, this is the best program available for the PC. The play of Version 1.6 is estimated to be at the Advanced Division level, meaning it does make both questionable checker play and cube decisions. Both print-outs, game list and roll-out summary, could use some improvement.

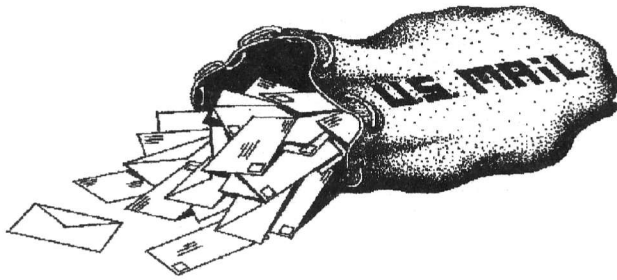
Special notice for those who have limited space on your hard drive: The size of the program is over 400KB. I used PKLITE to decrease the size to just under 200KB.

Minimum Requirements:

IBM-PC 286 or compatible, VGA monitor, 640K RAM, hard drive recommended and printer optional.

The price is \$100 US plus shipping and handling; \$5 in the US and \$10 for overseas. Specify 5¹/₄" or 3¹/₂" disk. Order from: Tom Weaver, 8063 Meadow Road, No. 108, Dallas, TX 75231 (214) 692-1234. You can also order either version, PC or MAC (Demo \$5 or full version \$65), from Carol Joy Cole: (313) 232-9731.

From the Mailbag...



October 10, 1992

Dear Mary Ann and Butch,

I'm writing to tell you how wonderful your Labor Day tournament was. We really enjoyed ourselves to the fullest! We expect your tournneys to be fun, but this one was even more so! I think it's due to the host team and the warm, friendly atmosphere that weekend. Everything was perfect! - from beginning to end.

You and Carol and Woody and Dave were an absolutely terrific team! Everything was so orderly, organized, fun and friendly. Warm hosts and hostesses making sure everything went smooth and it certainly did. And, the new ideas - the four-category format and the all-entrants match (where I played Joe Sylvester and had the time of my life!!) were really great additions to an already fun tourney!

Thanks to you and all the your crew. I wrote to Dave Cardwell right away because he asked me what I thought of the format. Incidentally, playing Sly gave me confidence-plus! I started out with a two point lead, and in our 5-point match I was leading 4-0 at one point. Is that exciting or what! Plus, people were standing around us. I was thrilled beyond words. Naturally, I expected not to win and I should not have won, but it was exciting while it lasted. He is truly one in a million, isn't he? And, as I previously mentioned to you, Mary Ann, Joe really likes the four categories, too.

Well, thanks again. We'll look forward to seeing you both at Carol's tournament on November 22!

Until then, Love Gayle Wolf



*The Chicago Bar Point Club
requests the pleasure of your company at the*



10th Anniversary Edition

19-21 March 1993

Chicago Marriott Oak Brook Hotel
Oak Brook, Illinois

Information: Bill Davis (312) 338-6380





A Backgammon Oddity

Have you noticed that some players speed up their play during non-contact bear-offs as if speed is a factor in the out-come?

Do you have any oddities that you would like to share with us?

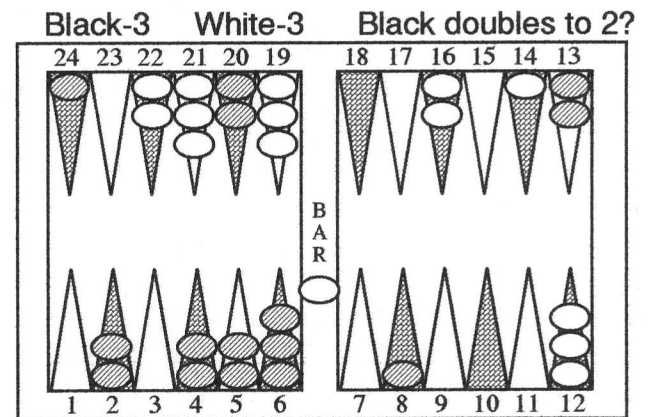
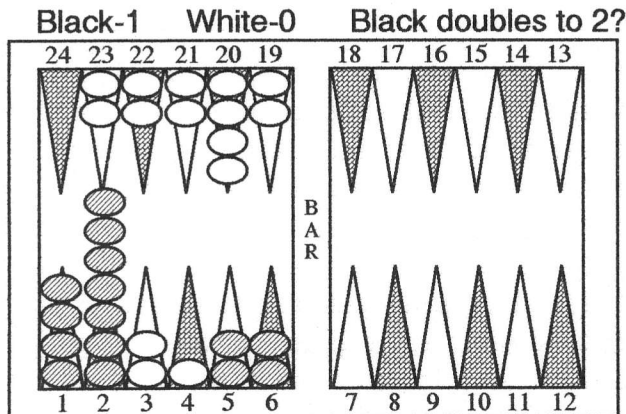
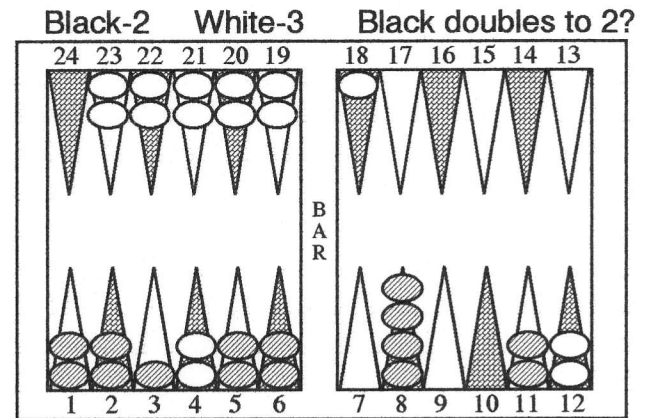
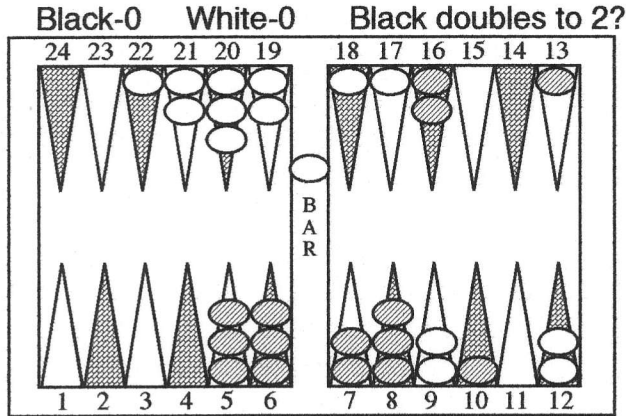
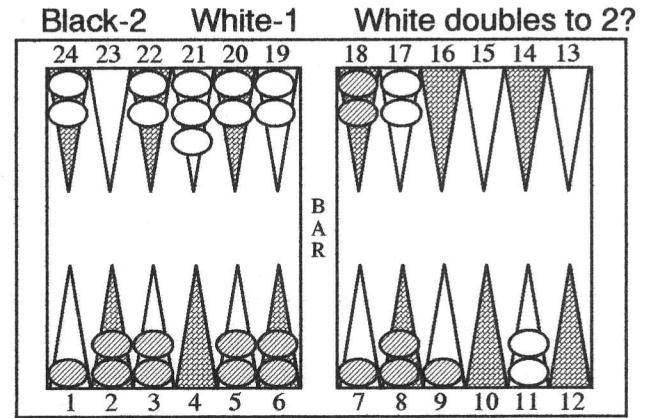
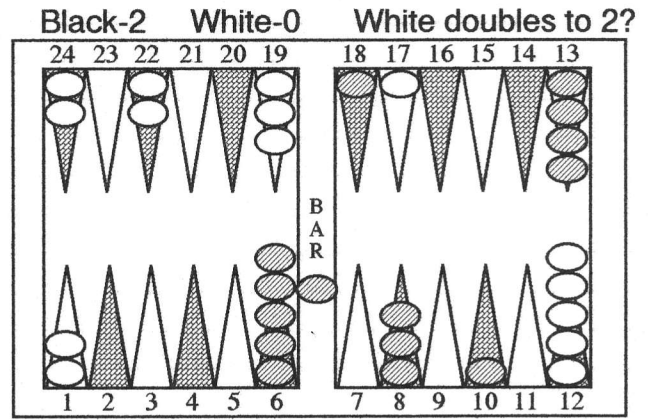
**SANDS Super Jackpot
Wilcox Snellings vs Joe Russell
17 Point Match**

The **HBC Newsletter** presents a 17-point match between **Wilcox Snellings** and **Joe Russell** from the **SANDS Super Jackpot, Las Vegas Open, June 1992**.

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

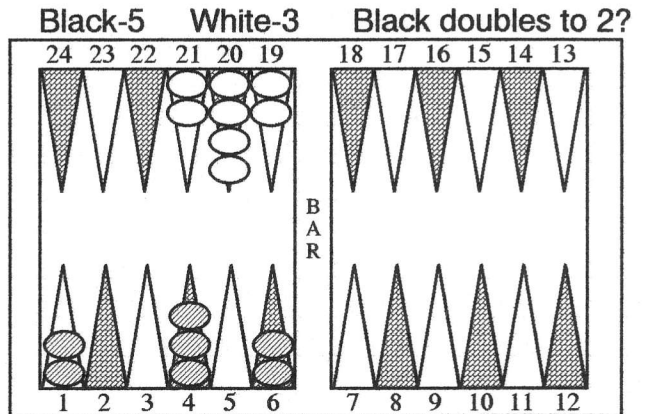
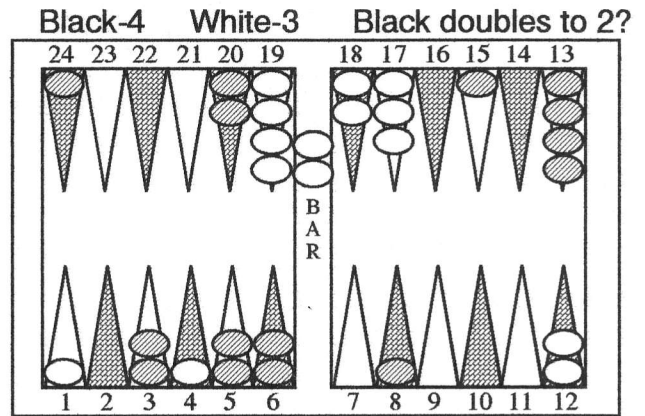
In the doubling positions, **Wilcox** is the dark checkers and **Joe** the light. The positions are shown from Wilcox's side of the board; study them first before going through the games.



SANDS Super Jackpot
Wilcox Snellings vs Joe Russell
17 Point Match

Game 1

Wilcox Snellings - 0		Joe Russell - 0	
roll	played	roll	played
1)	..	64	18 9
2)	42	7x	51 24 8
3)	42	7	64 14
4)	51	18	63 7x 11
5)	33	22 18x-15	53 20 3x
6)	44	21 5x-1x	41 21 24x
7)	21	22x	31 22 10x
8)	53	22 16x	31 22 9x
9)	21	24 4x	32 23 21x
10)	65	20 16x	63 16
11)	63	16 21	32 5x 4x
12)	66	EF	51 11 4
13)	65	20 EF	51 5x ^{F11}
14)	42	23 EF	41 5 4
15)	63	16	64 11
16)	63	7 ^{F16}	41 7 22
17)	61	16	61 16 3
18)	21	5 ²	61 16 21
19)	21	5 ^{FB}	63 15 5
20)	65	10x 8	65 EF
21)		double to 2?	pass

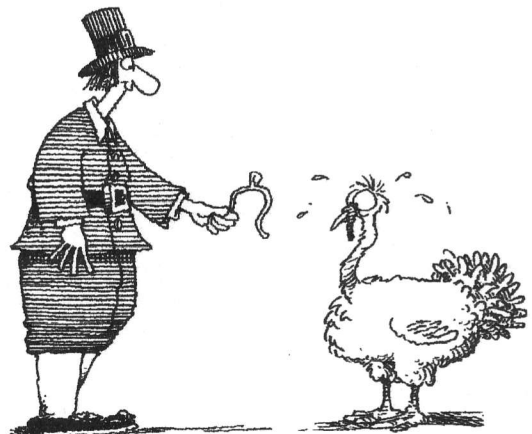


Game 2

Wilcox Snellings - 1		Joe Russell - 0	
roll	played	roll	played
1)	43	9 10	33 15x 10
2)	64	15x	52 23 10x
3)	52	18	41 7x 20
4)	65	20 18x	21 23 5x
5)	44	21 5x ²	42 21 ²
6)	54	20x-15x	41 21 24
7)	32	18 13	61 15 5
8)	32	10x 11	62 23 18
9)	32	7x 11	65 EF
10)	61	5 7	31 22 5
11)	51	13 5	42 7x
12)	63	22 7	41 9 21
13)	21	8	11 7 ^{F9} 22 ²
14)	32	2 ^{F7}	33 4 ^{F13} 10
15)	53	1 2	63 15 7
16)	54	1 ²	31 4 14
17)	61	16 7	31 10
18)	63	7	32 5 ^{F10}
19)	42	1 ^{F7}	42 3 ²
20)	11	5 ^{F7} 6 ²	52 2 6
21)	43	2 ²	61 2 5
22)	63	2 5	52 14
23)	43	2 ²	54 5
24)		double to 2?	pass

Open Forum
 Do you find any doubling positions or plays presented in the match interesting? Your comments are welcomed. Prefer write-ups on DOS disk.

Happy Holidays



Game 3

Wilcox Snellings - 2			Joe Russell - 0	
	roll	played	roll	played
1)	63	18 10	55	3 ² 1x ²
2)	31	EF		double to 2?
3)		pass		

Game 4

Wilcox Snellings - 2			Joe Russell - 1	
	roll	played	roll	played
1)	61	7 ²	55	3 ²
2)	51	8 5	31	20x
3)	52	18	42	20 4
4)	61	18 7	42	9 4
5)	31	3 ^{F7}	44	16 ² 9 ²
6)	65	18 3	54	3 5
7)	55	8 ^{F18} 2 ²	21	1 5
8)	61	7 5	54	4 5
9)	52	1 5	22	14 ² 1 ^{F5}
10)	64	7 9		double to 2?
11)		take	54	5
12)	41	5 7	42	8
13)	41	4 6	65	2 1
14)	62	16 12	21	6 7
15)	55	6 2 ^{F12}	43	0
16)	63	4 0	42	0 ²
17)	31	0 ²	52	0 4
18)	61	0 1	63	0 ²
19)	32	0 ²	22	0 ^{2F6,2}
20)	55	0 ³ 1	64	0 ²
21)	32	1 0	41	0
22)	43	0 3	43	0 ²
23)	63	game		

Game 5

Wilcox Snellings - 2			Joe Russell - 3	
	roll	played	roll	played
1)	43	20 10
2)	62	5x	51	20x 9
3)	54	20 ²	21	7 ²
4)	44	5x ²	21	22 ^{FBar}
5)	21	3x	43	21 ²
6)	64	14 ^{F24}	54	4 ^{F13}
7)	65	3 ^{F14}	21	3 ^{F6}
8)	55	10 ²	52	3 4
9)	21	1 5	11	5 ^{2F8,6}
10)	21	2 ^{F5}	21	10
11)	65	2 1	53	2 ^{F10}
12)	22	11 ² 8 ²	32	2
13)		double to 2?		pass

Game 6

Wilcox Snellings - 3			Joe Russell - 3	
	roll	played	roll	played
1)	43	9 10	54	15x
2)	65	20 18	21	7x-5x
3)	65	20x EF	64	15
4)	53	20 5	21	4 23
5)	42	5 4	64	9 ²
6)	52	8 4	44	9 11 4 ²
7)	21	5 ^{F8}	63	3 ²
8)	63	2x ²	65	EF
9)		double to 2?		pass

Game 7

Wilcox Snellings - 4			Joe Russell - 3	
	roll	played	roll	played
1)	54	8 20
2)	53	1x 5x	51	20x 24x
3)	53	20 22	61	7 ²
4)	52	8 20	32	10 4
5)	63	21x-15x	43	21 22
6)	33	5x ² 3x ²	66	EF
7)		double to 2?		pass

Game 8

Wilcox Snellings - 5			Joe Russell - 3	
	roll	played	roll	played
1)	42	4 ²
2)	33	5 ² 3 ²	64	14
3)	11	22 ²	64	14
4)	42	4 ²	41	8
5)	61	6	22	9 ²
6)	32	8	51	9 13
7)	42	7	51	2
8)	44	14 ²	63	7 5
9)	21	5 ^{F8}	41	5 6
10)	61	8 13	51	4 5
11)	64	7 4	22	9 11 6
12)	51	8 6	22	5 ²
13)	63	4 ^{F13}	32	6
14)	65	2 ²	62	0 ²
15)	32	0 ²	43	0 3
16)	52	0 ²	42	0 ^{F6}
17)	43	0 ²	43	0 ²
18)	55	1 ² 0 ²	52	0 4
19)		double to 2?		pass