

### Earn Free Play

You can earn a free weekly play by introducing a new player to HBC. If the new player becomes a HBC member, you will earn a free weekly play.

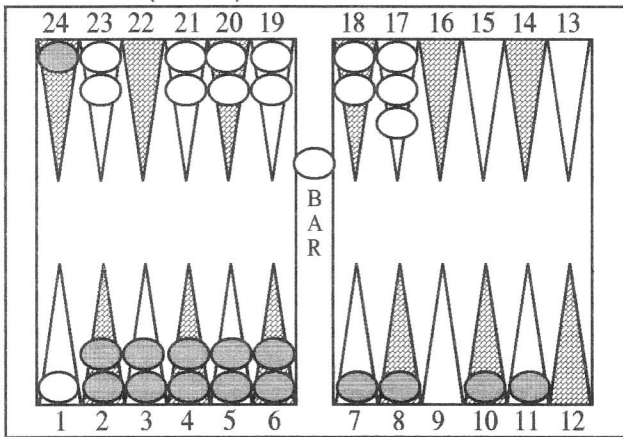
### mutual benefit

The club provides 90% return on weekly events in part due to the mutual benefit between the club and the restaurant where we play (remember the service charge we paid at Dooley O'Toole's). The benefit to the club is that SPATS provides space for us to play, at no cost to the club, that otherwise could be used for regular business. The restaurant benefit is the weekly business received from the members of the club. SPATS provides a varied menu with reasonable prices. So patronize and tip our waitress/waiter properly. Even if you do not order food, \$1 to \$2 minimum is recommended for 3-6 hours of service.

### What is the proper cube action in those pressure doubling positions? Should Black redouble? If Black redoubles, should White take?

7-Point Match

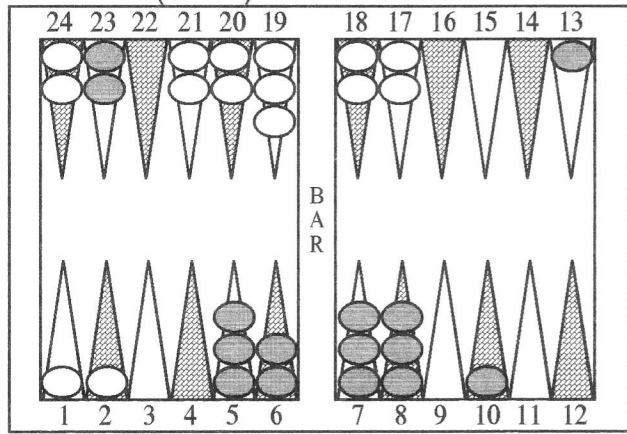
White-2 (has one checker on the bar)  
Black-0 (on roll)



**2**

7-Point Match

White-4  
Black-2 (on roll)



**2**

### 1993 HOOSIER BACKGAMMON CLUB Gammon Point Standings as of May 31st.

HBC **Player of the Month for May** is **Don Woods** with 164 gammon points.

1) Butch Meese..... 662	Holly Stowe..... 144	Brian Nelson..... 50	Eric George..... 10
2) Don Woods..... 624	Wendy Kaplan... 124	Alan Haas..... 50	Jon Stephens..... 10
3) Kevin McLeaster..... 562	John O'Hagan... 120	Dennis Schulte..... 40	Dean Adamian..... 10
4) Ellis Bray..... 552	Jeff Baker..... 118	Tom Helt..... 35	Carol Falk..... 10
5) Larry Strommen..... 534	David Smith..... 114	Jamie Curtis..... 30	Stan Gurvitz..... 10
6) Cyrus Mobed..... 491	Jan Gurvitz..... 105	Eileen Perlman..... 30	Marta Hilworth..... 10
7) Gabe Stiasny..... 454	Stu Sherman.... 100	Ali Shahin..... 30	Len Carmine..... 10
8) Mary Ann Meese..... 440	Bill Julian..... 94	Jay Ward..... 24	Kay Beck..... 10
9) Chuck Stimming..... 344	Mike Marr..... 90	Tom Hendryx..... 20	Scott Richardson... 10
10) Woody Woodworth.... 268	Judy McHale..... 84	Frank Alexander..... 20	Ellen Schremp..... 5
Ken Bruck..... 222	Mick Dobratz..... 68	Dragan Stevanovic... 20	Scott Kaplan..... 5
Steve Perlman..... 218	Rick Bieniak..... 64	Sharon Baker..... 15	
Jim Curtis..... 190	Ray Fogerlund... 64	Richard Heinz..... 10	
Bill Gheen..... 160	Gino Agresti..... 60	Stu Whitcomb..... 10	

<i>Open 1st</i>	<u>May 6th</u> <i>Ellis Bray</i>	<u>May 13th</u> <i>Don Woods</i>	<u>May 20th</u> <i>Kevin McLeaster</i>	<u>May 27th</u> <i>Larry Strommen</i>
<i>2nd</i>	<i>Woody Woodworth</i>	<i>Ellis Bray</i>	<i>Steve Perlman</i>	<i>Cyrus Mobed</i>
<i>2nd</i>	<i>Don Woods</i>	<i>Gabe Stiasny</i>	<i>Judy McHale</i>	<i>Gabe Stiasny</i>

...Survey Continues, Ends.

Question #10

What changes/improvements would you like to see in weekly or one-day tournaments?

- 1) Lower fee for one-day. A \$25 fee would see more regular attendance which would keep the prize pool high for the out-of-towners.
- 2) One slow match at start of tournament causes chaos all nite. Too much waiting, then playing too late. Something must be done while it's happening. Next time I'm playing after 1:00 AM, I'll forfeit and go home. Why should director leave at 11-12:00 when players can't?
- 3) Different location. Let's buy our own Pub and install a Backgammon room!
- 4) One-day tournaments are not enjoyable due to lack of participation - small turnout results in too many random byes.
- 5) No Smoking. I know this request isn't practical but I can dream.
- 6) Weekly - 5 point matches with double elimination. More one-day tournaments.
- 7) With the new \$10 entry fee for the weekly, it's almost perfect. Full double-elimination with progressive consolation would be nice for the one-day tournaments. I realize time is a factor, though.
- 8) Weekly needs to end earlier if it's during the week.
- 9) Hold some [one-days] on Saturday (even schedule some extras).
- 10) More people in Novice and Intermediate; use possible handicap team playing (ex. bowling).
- 11) I feel everything is run very smoothly for both.
- 12) Need Swiss Movement. Most people at the club play to compete and money is not important to win. They play for the glory. To attract outsiders (new blood), you must make it fun and give them enough play at reasonable cost. Who wants to go home with their tails between their legs after being eliminated after losing only 2 matches?

Question #11

**HBC** just held its first **Club Championship**. What are your feelings about this event in general and do you have any suggestions for improvement?

- 1) Would like to see best 2 out of 3 for playoff rather one long match...publish the ongoing results.
- 2) Fine, let's try it again this year.
- 3) I wasn't eligible last year, but if eligibility remains the same, I guess I will be this year. The eligibility scheme looked very accommodating and fair to me!
- 4) Let in players with high HBC rating who don't qualify because they play infrequently. To be in the top 10 or player of the month is sometimes a function of just showing up every Thursday. How can you have a Championship that excludes players like O'Hagan, Baker, Dobratz, D. Smith, Cardwell and Bray?
- 5) I wasn't invited because I didn't compete enough. I guess the Club Championship is for the players who play the most.
- 6) Good Idea but unfortunately players do not direct themselves well. Directors need to involve themselves in setting up matches.
- 7) I like it, as is.
- 8) I didn't know till near year end when it was happening. I still don't know who won. Took way too long. Why not just do it all on one day and make it a fun event.
- 9) I like it. Keep the draw sheet posted weekly to facilitate following the event!

Question #12

What changes or additions would make backgammon better for you in Indianapolis?

- 1) More one-day tournaments.
- 2) Moderately priced classes available for Novice players taught by advanced players.
- 3) I'd like to see more promotion for a better turnout (same folks every week) and ways to solicit new players.
- 4) More Novice players until I have time to improve my game - which I'm not sure how to do.
- 5) More frequent one-day tournaments.
- 6) I would really like to see one Sunday tournament per month.
- 7) If more people can be like Mary Ann, the club would be more enjoyable. Even when Mary Ann gets mad at me, she has something friendly to say.
- 8) Have one field - not three - this would increase the number of players. Stagger entry fees according to level of play; example Open:\$50, Interm:\$30 and Nov:\$5 and adjust prize pools so that the open player who goes the farthest gets Pool A - Interm gets Pool B - etc.
- 9) Get more players. Attract novice through special rates for lessons/events. Make more effort to encourage the new player.
- 10) While at Bombay Bicycle Club, I see tons of people reviewing rules on the wall and trying to learn. What a great source for new players. Let's do something!
- 11) Announce nightly winners if there is a group chouette going on.

Question #13

Any suggestions for drawing more players?

- 1) A friendly smile and greetings go a long way for a long time.
- 2) I think the new lower entry fee will help a lot. Club members should be rewarded for bringing new members. Free play or half credit or free if new member comes back or new cube or something! Also, I take down a lot of names/address/phone -- do we follow-up with phone calls or newsletter? I would help with follow-up. Let's send rules to new folks too.
- 3) Offer classes.
- 4) Advertisement in events section of Sunday paper with emphasis on lessons - BUT!! be prepared to provide meaningful lessons.
- 5) If we want more players, advertise.
- 6) Play twice a week.
- 7) I can't think of any - it's difficult because BG is no longer a fad, as it was in the 70's. I think you're doing the best you can.
- 8) Maybe more advertising - How about a very small ad in Indpls Monthly.
- 9) Hold our one-day tournament in a more visible location like Glendale Mall.
- 10) Funny you should ask...entries into people's newsletters at work, college newspapers, maybe work with SPATS for a couple dollars off food for a new player, free entry (or 1/2 of) when someone brings in a new player, regular beginner lessons.
- 11) Introductory classes to learn and improve the game.
- 12) Put notice in art/leisure section of Sunday paper - that's how I found you.
- 13) Never combine beginners and open players. It is enjoyable to neither.