



**Summer
Tournaments**

Las Vegas Open

Two hundred and sixty hopefuls descended on Las Vegas to participate in the LV Open. German, Ralf Jonas, won the Championship Division. In the 19-point 4½ hour final against Gus Contos, the match was tight up to the score of 13-13. Ralf scored 5 straight points including a proper double/drop to the Crawford Game. Gus won the Crawford Game but Ralf proceeded to win the next game to seal the match.

Championship Division (114)

- 1st...Ralf Jonas (Germany)
- 2nd...Gus Contos (CA)
- 3/4...Harry Cohn (IL)
- 3/4...Rich Sweetman (NH)
- C1st...Odis Chenault
- C2nd...Hal Heinrich (Canada)
- LC1st...Eliot Bean (CA)
- LC2nd...Hossein Zafarianian (TX)

Intermediate Division (108)

- 1st...Scott Cole (NV)
- 2nd...Dave Williams (CA)
- 3/4...Marvin Arnol (WA)
- 3/4...Les Senour
- C1st...Tom Keisler
- C2nd...Steve Sion
- LC1st...Donald Bernstein (CA)
- LC2nd...Bert. Zamangian (CA)

Beginner Division (38)

- 1st...Estle Wurmbrand (NV)
- 2nd...Don Greening
- 3/4...Linda Compton (NV)
- 3/4...Blair Harris
- C1st...John Michael Rohr (NV)
- C2nd...Mona Lisa (GA)
- LC1st...Charles Hoffman
- LC2nd...Lisa Lueders

Super Jackpot (29)

- 1st...Tino Lechich (Aust)
- 2nd...Mike Svobodny (NY)

Limited Jackpot (64)

- 1st...Chuck Jones (WA)
- 2nd...Mike Shadkin (MI)

Doubles (32)

- 1st...Carol Starr/Sandy Kaplan
- 2nd...Clarine/Ray Baker

\$50 Blitz (168)

- 1st...Herb Avram (MD)
- 2nd...Dave McNair

\$25 Blitz (160)

- 1st...Ed Koreen
- 2nd...Joe Harris (CA)

**Michigan Summer
Championships**

New great hotel, Novi Hilton, and the same fun packed weekend. A special grid was designed to accomodate the high demand of 80 Championship players. Butch Meese cashed in the Doubles Event with partner and ex-Hoosier Walter Trice. The July 4th weekend tournament was a big bang for all.

Championship Division (80)

- 1st...Howard Markowitz (NV)
- 2nd...Al Jones (Canada)
- 3rd...Alan Steffen (NY)
- 4/5...Ken Cohen (PA)
- 4/5...Bob Wachtel (CA)
- C1st...Bob Holyon (WI)
- C2nd...Dean Muench (IL)
- C3/4...Stu Hosen (TX)
- C3/4...Carl Sellars (Canada)

Intermediate Division (64)

- 1st...Paul Strasberg (MI)
- 2nd...Peter Kalba (IL)
- 3rd...Dave Pink (MI)
- C1st...Jeff Kane (WI)
- C2nd...Leo Tuin (Canada)
- C3/4...Mark Donaldson (MN)
- C3/4...Fred Gehlhoff (MI)

Novice Division (21)

- 1st...Dale Haukenfreres (Can)
- 2nd...Gurbachan Khosa (MN)
- C1st...Noah Monroe (MI)
- C2nd...Javad Farjood (IL)

Super Jackpot #1 (16)

- 1st...Frank Talbot (MI)
- 2nd...Hossein Zafarianian (TX)

Super Jackpot #2 (16)

- 1st...Bob Wachtel (CA)
- 2nd...Quint McTyeire (KY)

Flint \$500 (8)

- 1st...Abbas Zaltash (PA)

Doubles (32)

- 1st...Casey & Al Jones (Canada)
- 2nd...Brian & Ron Vance (MI)
- 3/4...Rick Barabino/Alan Steffen
- 3/4...Walter Trice/Butch Meese

Blitz (128)

- 1st...Vaughn Derderian (MI)
- 2nd...Ken Wroblewski (MI)

Summer Freeze-Out (32)

- 1st...Harry Cohn (IL)
- 2nd...Marilyn McMasters (MI)

**Something
for Everyone!**

**National Labor Day
Backgammon
Tournament**



featuring
Indy Swiss Movement Format,
\$1000 Masters Jackpot,
\$300 Open Jackpot,
Amateur Jackpot,
Intern. Magriel Book Jackpot,
Free Appreciation Event,
\$200 Labor Day Jackpot,
and NLD Challenge*

September 3-6, 1993



**Radisson Plaza
Suite Hotel**

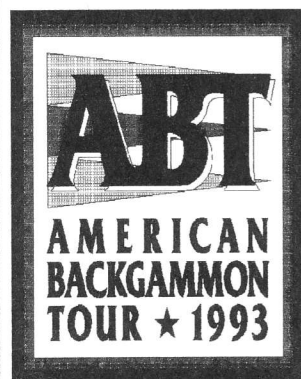
Hotel Alert: The fine Radisson Hotel again predicts a sell-out this year during the tournament. Book early to insure you have a room and to also get the type of room you want.

Hoosier Backgammon Club's Newsletter for 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

3rd Illinois State Backgammon Championship and 2nd America Cup

October 6-10, 1993 at the Woodfield Hilton



featuring...
 America Cup,
 Super Jackpot,
 Battle of the States,
 Masters,
 Kick-Off,
 Parlay From Hell,
 Doubles,
 Blitz,
 Championship,
 Advanced,
 Limited
 and more.

For information contact:
 Yamin A. Yamin
 1145 North Waukegan Road
 Deerfield, Ill 60015
 Telephone: (708) 945-7801



1993 HOOSIER BACKGAMMON CLUB Gammon Point Standings as of June 30th.

HBC Player of the Month for June is **Ellis Bray** with 152 gammon points.

1) Butch Meese..... 776	John O'Hagan..... 120	Dragan Stevanovic..... 20
2) Don Woods..... 738	Stu Sherman..... 120	Tom Hendryx..... 20
3) Ellis Bray..... 704	Jeff Baker..... 118	Frank Alexander..... 20
4) Kevin McLeaster..... 656	Judy McHale..... 104	Jim Woods..... 20
5) Larry Strommen..... 584	Craig Hampton..... 100	Peter Kalba..... 20
6) Gabe Stiasny..... 504	Bill Julian..... 94	Sharon Baker..... 15
7) Cyrus Mobed..... 501	Mike Marr..... 90	Dean Adamian..... 10
8) Chuck Stimming..... 478	Gino Agresti..... 70	Carol Falk..... 10
9) Mary Ann Meese..... 440	Mick Dobratz..... 68	Stan Gurvitz..... 10
10) Woody Woodworth..... 412	Ray Fogelund..... 64	Marta Hilworth..... 10
Steve Perlman..... 308	Rick Bieniak..... 64	Len Carmine..... 10
Jim Curtis..... 294	Scott Richardson..... 50	Kay Beck..... 10
Ken Bruck..... 222	Brian Nelson..... 50	Richard Heinz..... 10
Bill Gheen..... 160	Dennis Schulte..... 40	Stu Whitcomb..... 10
Jan Gurvitz..... 145	Tom Helt..... 35	Eric George..... 10
Holly Stowe..... 144	Ali Shahin..... 30	Jon Stephens..... 10
David Smith..... 144	Jamie Curtis..... 30	Scott Kaplan..... 5
Alan Haas..... 132	Eileen Perlman..... 30	Ellen Schremp..... 5
Wendy Kaplan..... 124	Jay Ward..... 24	

	June 3rd	June 10th	June 17th	June 24th
Open 1st	Craig Hampton	Steve Perlman	Woody Woodworth	Butch Meese
2nd	Ellis Bray	Alan Haas	Jim Curtis	Woody Woodworth
2nd	Kevin McLeaster	Chuck Stimming	Ellis Bray	Don Woods
2nd	Dragan Stevanovic

BACKGAMMON Tournament Schedule

Ju30-Aug1.. Thousand Islands Tournament, Pine Tree Point, Alexandria Bay, NY.....	(716) 442-8221
Aug 9-15.... Green Mt Festival of Backgammon, Stratton Mt Inn, VT.....	(305) 527-4033
Aug 27-29... 30th Summer Associates Invitational, Cavendish West Hollywood, CA.....	(818) 901-0464
Sep 03-07.. National Labor Day Backgammon Tournament, Radisson Hotel, Indpls, IN.....	(317) 845-8435
Oct 06-10... 3rd Illinois State and 2nd America Cup, Woodfield Hilton, IL.....	(708) 945-7801
Oct 22-24... College Park Fall Championship, Promenade, Bethesda, MD.....	(301) 530-0604
Oct 29-31... New Hampshire Fall Classic, Sheraton Tara Wayfarer, Bedford, NH.....	(603) 863-4711
Nov 20-21... San Diego Club's Autumn Gran Prix, Embassy Suites Hotel, La Jolla, CA.....	(619) 294-2007
Thursdays... 7:00 PM at SPATS (842-3465) Castleton Square between J.C.Penneys & L.S.Ayres.....	845-8435

A FURTHER
FOOTBALL FIELD ANALOGY
by Danny Kleinman

In the May-June 1993 Hoosier Backgammon Club Newsletter, Chuck Bower discusses the mathematics of taking a cube offered when both you and your opponent have two men left on the respective 2-points. Chuck first calculates your winning chances as 20% (therefore presumably a pass), then calculates your equity taking redoubles into account as -0.95 (therefore a take), coming up with a "paradox" which he resolves using an extended account of the football field analogy he found on page 231 of my VISION LAUGHS AT COUNTING WITH ADVICE TO THE DICELORN.

To calculate the equity, Chuck has a female protagonist resort to "pencil, paper and calculator...since she obviously can't work this out in her head." I protest! Any woman of ordinary arithmetical ability can work this out in her head if she uses a computational aid I call Excess Eighteen Arithmetic. The player who takes the cube counts 26 winning rolls in 36 for himself. But cube availability adds, in effect, to his number of winning rolls. How many rolls does it add? The number of winning rolls he has in excess of 18. $26-18 = 8$, therefore he has, in effect, $26+8 = 34$ winning rolls. His winning chances are therefore 10 (the number of his opponent's misses) \times 34 (the number of his own hits, in effect) = 340, which is 16 more than the minimum of 324 wins in 1296 he needs to justify a take.

But why should Excess Eighteen Arithmetic work? For the non-algebraically inclined, a further football field analogy may prove useful. Conceive of a cube-turn as moving the football within enemy territory. How far does your cube-turn advance the cube? Your advantage in the football game is measured by how many yards you are beyond midfield: the 50-yard line. By doubling the stakes, you double your advantage---you double the number of yards you have advanced into enemy territory. Football, however, uses a decimal system: 100 yards from goalpost to goalpost. Backgammon uses a heximal system: 36 rolls from victory to defeat in a 1-roll ending. Midfield is the 18-roll line, and your cube-turn advances your number of winning rolls by the distance you are already beyond 18.

Excess Eighteen Arithmetic may be extended to 3-roll (two for one side, one for the other) endings. Then the spread is 1296 2-roll combinations.

That means midfield is the 648-combination line. Occasionally, where a miss by one side always generates a cube-turn by the opponent, you may be able to apply Excess Eighteen Arithmetic to position that will arise after both sides miss, then apply "Excess 648" Arithmetic to the position that arises after the first miss. Your take threshold, of course, will no longer be 324 (25% of 1296) but 11,664 (25% of 46,656) --- a number that shouldn't be too hard to remember. By using this computational aid, you incorporate "cube vigorish" in your counts of winning numbers and needn't perform separate multiplications for games won and lost at different cube levels.

Chuck Bower replies (to Danny Kleinman): *So, my female opponent knew this shortcut? That was very sly of her to go through all that arithmetic and conceal Danny's "Excess Eighteen's" method from me. Aha! Now I realize that she must be Miss Lonelyblots in disguise! What goes, Danny? Is she too well known on the West Coast to find a game, and so she's gone pigeon hunting in the Midwest?*

A Second Reply
by John O'Hagan

Chuck Bower is incorrect when he states that one is "justified in taking a non-contact double in a money game (that is, with a live cube) if your chance of winning from this position with an inaccessible cube is 20% or greater." (HBC Newsletter, May-June 1993). This above statement is true only on those rare occasions where the taker can be sure that his subsequent redouble will operate with almost maximal efficiency. A position where both sides have two checkers remaining on their two point is one such example. As explained in the article, the taker in this position wins a shade over 20% of the time with an expected loss of -0.95 points/game.

It's clearly too optimistic for the taker of an initial double to assume that he'll win 4 points per game won and that all his future redoubles will be very close takes for the opponent. Yet these are the assumptions that you have to make in order to justify a 20% cubeless take/pass line. In the vast majority of early and middle game positions where a double is offered, the taker has no possible way of estimating the efficiency of his redoubles. The taker should therefore assume average efficiency.

Average efficiency implies that a double should be taken if the taker's cubeless winning percentage is at least 21.875%. Why 21.875%? Because 21.875% is halfway between 25% and 18.75%. Twenty-five is the cubeless win percentage needed to take a dead cube, while 18.75% is the cubeless win percentage needed to take a cube where all of your redoubles operate with perfect efficiency. (One checker on the six point versus one checker on the latter.) 18.75 is also equal to: $0.25 - (0.25)^2$.

The formula for taking is then: $0.25 - [0.0625E]$, where E is the efficiency factor, and with $0 \leq E \leq 1$.

Similarly, the average efficiency rule would suggest a beaver line of 43.75%, which is halfway between 50% and 37.5%, yet well above the 40% recommended in the article. The beaver formula is then: $0.5 - [0.125E]$.

This same concept can be applied to tournament play. Let's say you're trailing 2-1 in a 5 point match to an opponent who has just turned the cube in an early to middle-game position. Let's further assume that you have decided to let $E=0.5$. What is your E-adjusted take point at this score? If you drop, your ME [match equity] = 32%, if you take and lose, your ME is 17%. If you take and win, your ME is 60%. So you're risking 15 to gain 28 and $15/43 = 34.88\%$. However, your opponent's take point on a redouble is a whopping 40%! Assuming average efficiency, your take point is: $34.88 - [(0.3488)(0.4)(0.5)]$ or about 27.9%. If you somehow knew that you would be a 3/2 favorite everytime you redoubled, then $E=1$, and your take point would be: $34.88 - [(0.3488)(0.4)]$ or about 20.93%.

John O'Hagan, South Bend, IN

Chuck Bower replies (to John O'Hagan): *I agree with John when he points out that "cube efficiency" leads to necessary adjustments to the 20% rule. In the last paragraph of the article, I stated that "...the above reasoning was based on some assumptions which are not always correct and thus you need to adjust your doubling strategy accordingly." Continuing from that paragraph: one such assumption is "...you will never cross over a drop/take line (or beaver line) without stopping exactly on it." If in every running game, the leader were to stop exactly on the 20 yard line (that is, if there would be a point in the game where he is on roll with exactly an 80% winning chance, then the 20% rule would be valid.)*

...Continues on Page 7...

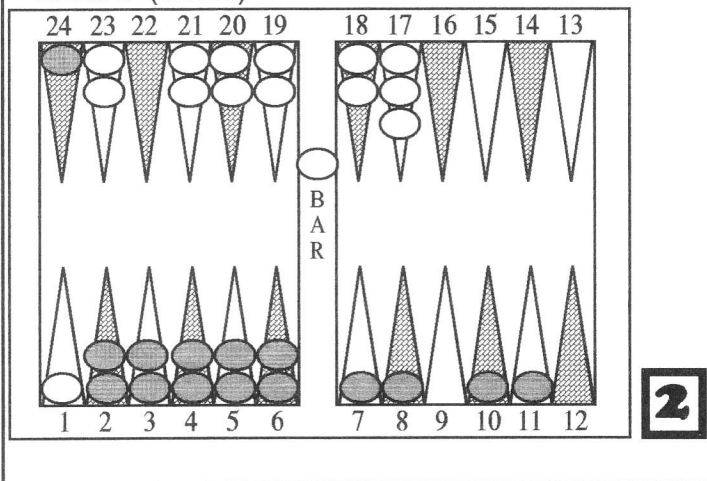
Two Pressure Doubles

What is the proper cube action in those pressure match situations...should Black redouble...If Black redoubles, should White take?

Both positions below are similar in that Black is behind 2 points in a 7-point match holding a 2-cube. What would you do? A panel of 15 experts were polled at the Las Vegas Open. Their answers are below. Dr. Gerry Tesauro volunteered to roll-out both positions using his self-teaching backgammon program, TD-Gammon. Those results are also below.

Position #1

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



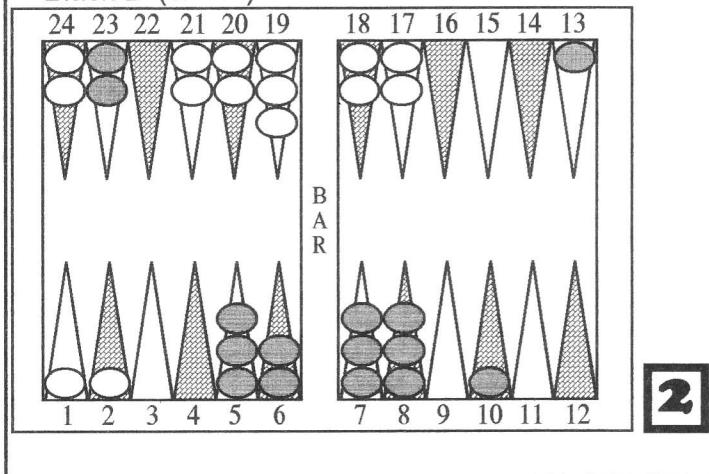
Panel results Position #1: All 15 experts agreed it is a double. Only four experts will take as White. One expert commented that Black escapes the checker on the 24-point an average of 3.3 rolls. Some experts said that is was a money take.

TD-Gammon roll-out (3000 trials, no cube):
White wins 27% regular games,
White wins 3% gammons,
Black wins 49% regular games and
Black wins 20% gammons.

If White drops he will be tied 2-2 and have 50% match equity. If White takes, his match equity is 43%. Therefore, he gains 7% match equity by dropping.

Position #2

7-Point Match
White-4
Black-2 (on roll)



Panel results Position #2: All 15 experts again agreed that is was a double. Only two experts would take as White, with two other experts not sure. And like Position #1, some said that is was a money take but not a take at this match score.

TD-Gammon roll-out (3000 trials, no cube):
White wins 30% regular games,
White wins 7% gammons,
Black wins 50% regular games and
Black wins 13% gammons.

These figures indicate that the position is not good enough to double for money. However, in this match situation, it is a strong double and a marginal take/pass. If O drops, his match equity is 50%. If O takes, he wins the match 37% of the time, plus another 50% he trails 6-4 to 7 with a match equity of 25%, giving a total match equity also about 50%. Dr. Gerry Tesauro.

Dr. Gerry Tesauro has written a 5-page paper on his program titled

*TD-Gammon,
A Self-Teaching Backgammon Program,
Achieves Master-Level Play.*

You can receive a copy by sending \$1.00 to cover postage and handling to HBC.

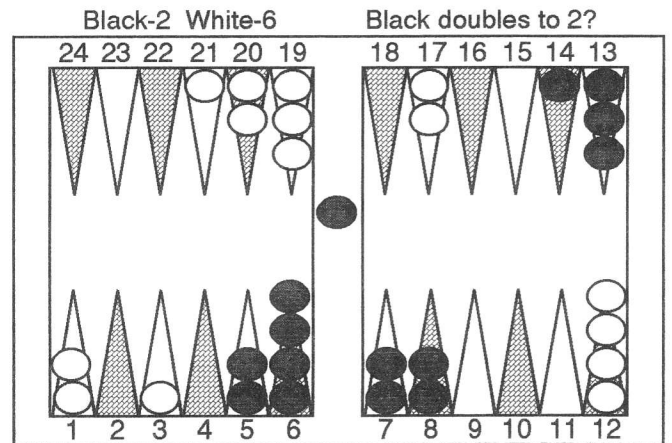
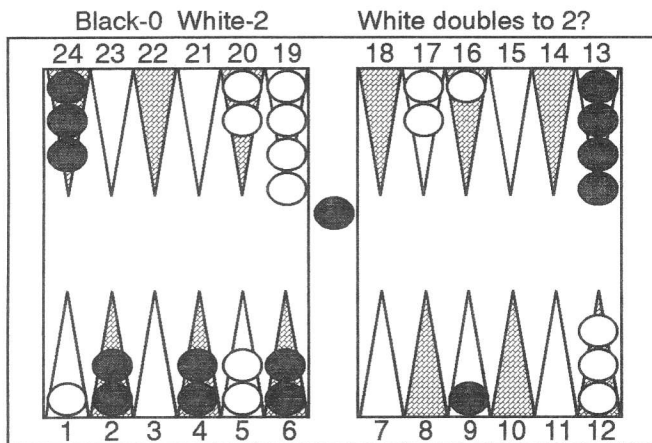
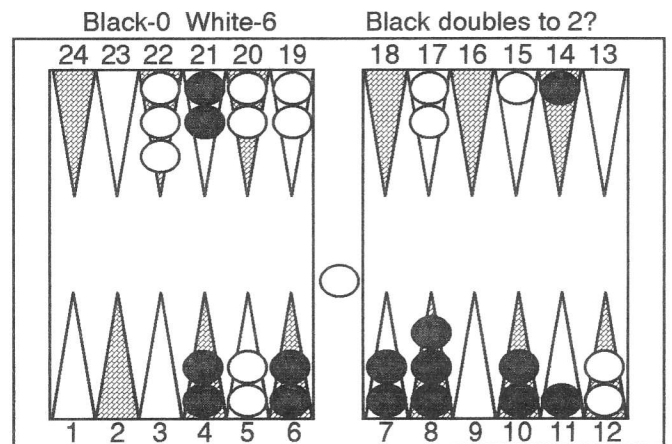
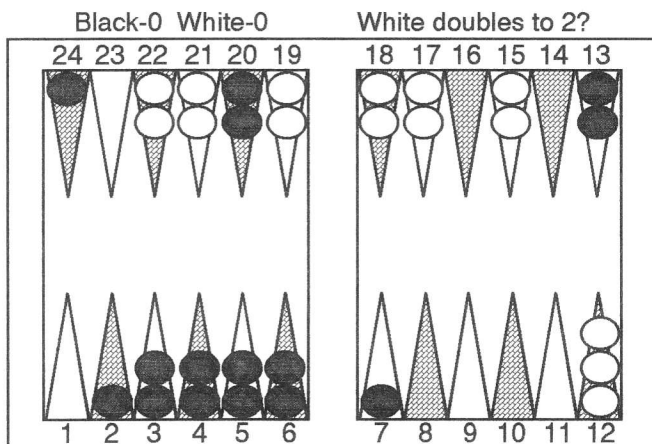
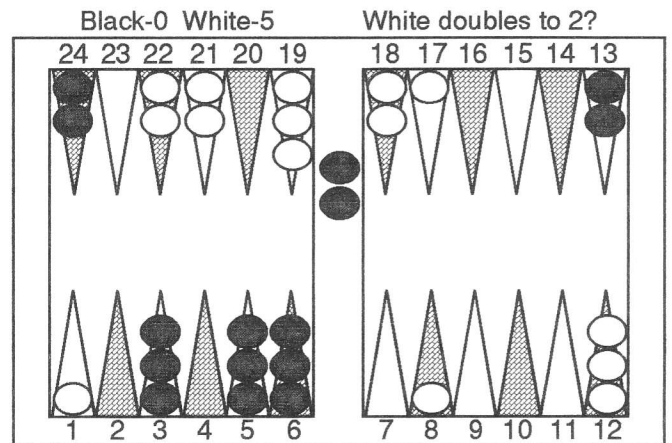
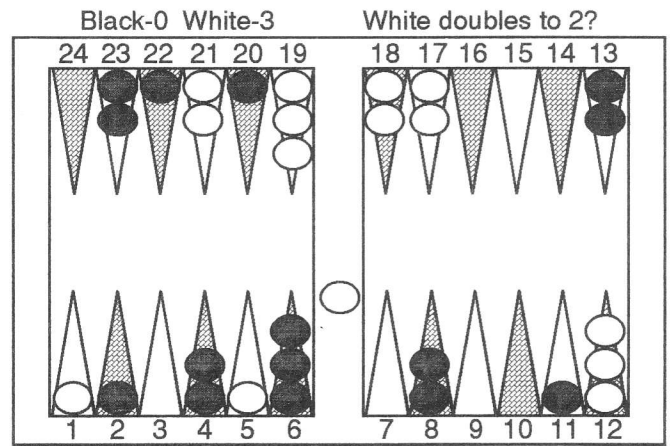
WORLD CUP III
Tino Lechich vs Ed O'Laughlin
Best 3 of 5 - 11 Point Matches
Match #1 Tino win 11-2.

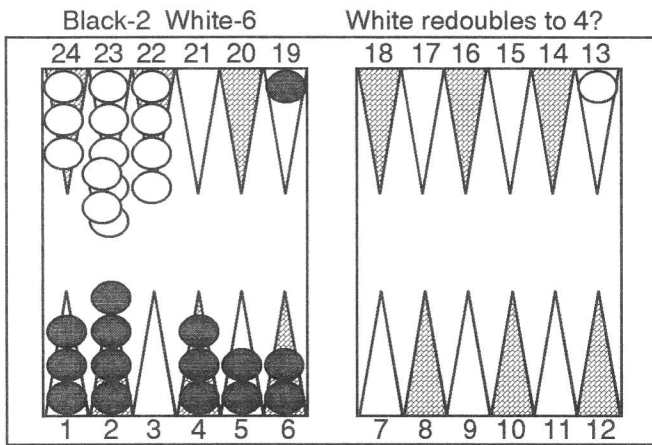
The **HBC Newsletter** presents a match between **Tino Lechich** and **Ed O'Laughlin** from the **WORLD CUP III, August 1992**.

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, **Tino** is the dark checkers and **Ed** the light. The positions are shown from Tino's point of view; study them first before going through the games.





Game 1

Tino Lechich - 0		Ed O'Laughlin - 0	
roll	played	roll	played
1)	..	42	4 ²
2)	11	43	17x
3)	54	41	13 23
4)	62	64	13
5)	42	54	8 9
6)	21	21	7 ²
7)	33	33	10 ² 3 ²
8)	43		double to 2?
9)		53	8 10
10)	31	22	23x 6 1x ²
11)	33	42	4 ^{F10}
12)	32	32	23x 7
13)	61	62	17 8
14)	54	64	7
15)	62	63	2 4
16)	51	22	2 ^{F8} 6
17)	65	32	2 ^{F7}
18)	41	42	5x-1
19)	32	64	1 0
20)	53	61	0 ²
21)	42	43	2 1
22)	41	53	1 ²
23)	65	31	3x ²
24)	64	51	0 ²
25)	44	32	0 ²
26)	51	21	0 ²
27)	42		game

Game 2

Tino Lechich - 0		Ed O'Laughlin - 2	
roll	played	roll	played
1)	..	41	9 23
2)	42	31	5 ²
3)	64	64	EF
4)	53	53	20 22
5)	54	32	22x-20
6)	51	41	24x 9x
7)	51		double to 2?
8)			pass

Game 3

Tino Lechich - 0		Ed O'Laughlin - 3	
roll	played	roll	played
1)	..	51	8 23
2)	21	63	14x
3)	31	43	20x 3x
4)	22	21	23 24
5)	32	42	4 ²
6)	42	61	7 ²
7)	54		double to 2?
8)		41	20
9)	41	51	8 5x
10)	62	66	18x 14x 12x 7
11)	11	33	5 9 11 4
12)	41	52	20x 9
13)	62	43	16 10
14)	64	62	8 ^{F16}
15)	41	64	4 ²
16)	32	53	1x ^{F9}
17)	54	32	4 ^{F9}
18)	53	41	4 6
19)	52	21	24x 5
20)	42	64	14
21)	32	65	8 1
22)	63	63	16
23)	63	42	EF
24)	62	63	16x
25)	53	31	13x-12
26)	54	54	7 1
27)	62	65	1 ²
28)	63	55	20x-5
29)	42	44	1 ³ 0
30)	42	53	0 1
31)	52	65	0 ²
32)	66	51	0 ²
33)	22	63	16
34)	32	63	16x
35)	21	11	14 NP
36)	55	11	24 NP
37)	52	41	NP
38)	53	51	18
39)	11	31	22 NP
40)	62	42	EF
41)	61	54	EF
42)	43	51	24x NP
43)	51	62	EF
44)	66	..	CB
45)	65	..	CB
46)	21	..	CB
47)	21	..	CB
48)	62	..	CB
49)	54	..	CB
50)	32	..	CB
51)	55	53	20x-17
52)	32	43	10
53)	53	65	14
54)	65	65	3
55)	64	33	0 ⁴
56)	63	63	0 ²
57)	55	21	0 ²
58)	65		game

Game 4

Tino Lechich - 0			Ed O'Laughlin - 5	
	roll	played	roll	played
1)	53	3 ²
2)	43	9 10	32	10 11
3)	41	5 ²	41	7 ²
4)	52	5 4	62	4 ²
5)	55	3 ³ F ¹³ , B(2)	43	21x-17x
6)	64	EF		double to 2?
7)		pass		

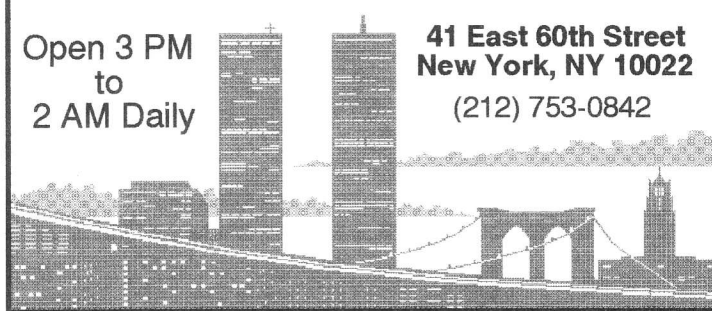
Game 5

Tino Lechich - 0			Ed O'Laughlin - 6	
	roll	played	roll	played
1)	21	11 23
2)	62	18 11	31	20 7x
3)	66	EF	53	3 ²
4)	64	21 18x	31	22 7x
5)	53	20 18x	43	22 7x
6)	65	20 5x	55	20x 8 ² 15
7)	41	21 5	52	10 20x
8)	21	23 5x	43	22 20x
9)	31	24 18x	66	EF
10)	52	8 21	62	23 4x
11)	41	21x 5x	43	21 22
12)	42	4x-2x	53	20x 22
13)	54	21 13	64	16 ²
14)	53	5 ^{F13}	41	1x
15)	54	21 8	52	11 20x
16)	64	15	52	11 20
17)	42	11 ²	62	12x
18)	42	21 6	21	20 12
19)	54	12x	33	22 9 ² 8
20)	62	13	62	12x
21)	63	EF	63	13x
22)	51	20 24x	65	20 7
23)	64	18x-14x	62	23x EF
24)	22	23 4 ²	54	20 2x
25)	33	EF	33	3 ^{F12} 6
26)	42	23x 16x	43	22 EF
27)	61	8 15	52	23 15
28)	54	10x 16	61	18
29)	51	10	52	18 20
30)	43	16 ^{F23}	55	13 ³
31)	62	14 ²	31	5 ²
32)	22	7 ²	63	14 10
33)	21	11x	64	EF
34)		double to 2?		take
35)	31	11 7	53	20 10
36)	54	12x	54	16
37)	51	16 11	32	5 1
38)	42	12 9x	62	23 4
39)	61	6 8	31	7 ^{F10} 4
40)	63	4 7	51	15 7
41)	32	4 6	66	3 1 ²
42)	52	2x ²	43	22 2
43)	65	2 3x	32	22x 4
44)	31	EF	41	16 2
45)	64	19 2	65	16 15
46)	63	10x	32	20
47)	54	6-1	33	17 10 13
48)	66	5 ² 1 ²	65	6
49)	66	0 ⁴	65	7 5
50)	64	0 ²	51	2 0
51)	65	0 ²	53	0 ²
52)	41	0 ²	53	game

Ace Point Backgammon Club

Director: Michael Valentine

Open 3 PM
to
2 AM Daily



41 East 60th Street
New York, NY 10022
(212) 753-0842

...Continues from Page 3...

Not stopping on the 20 yard line (but jumping over it on one good roll) leads to cube inefficiency, and introduces the concept of "missing one's market;" (more meat for future articles)! I went on to steer the reader to Danny Kleinman's book ...ADVICE TO THE DICELORN where he discusses cube efficiency and its effect on doubling and taking.

For a more quantitative reply, I again refer to Keeler and Spencer's article (see last issue for the citation). Using a computer rollout program, they conclude that for races where the player on roll has pip counts of 110, 90, and 70, his opponent's drop/take lines are 21%, 21%, and 22% respectively. It appears that the shorter the race, the further one must depart from the 20% rule.

One other point in John's letter needs to be addressed, for I fear he has misinterpreted the situations where I intended the rule to apply. He states: "In the vast majority of early and middle game positions where a double is offered, the taker has no possible way of estimating the efficiency of his redoubles." I agree with this statement, but it has nothing to do with my article. Early games and middle games involve contact between competing armies, and as John earlier correctly quoted from the article: "...you are justified in taking a NON-CONTACT double in a money game if your chance of winning the position with an inaccessible cube is 20% or greater." Also from early in the article: "For now, let's assume a NON-CONTACT race. (We will consider gammons and backgammons in a future article.)" Depending on the gammon chances of both players, the theoretical drop-take line can be anywhere between 15% to over 40%. Thanks, John, for that lead-in to my next article!

Game 6

Tino Lechich - 2			Ed O'Laughlin - 6	
	roll	played	roll	played
1)	43	20 10
2)	64	14	31	5 ²
3)	31	5x ²	52	18
4)	61	7x ²	63	22 4
5)	53	8 21x	21	24 4x
6)		double to 2?		take
7)	51	24 9	32	10 22
8)	62	7 ²	42	9 4
9)	42	1x	33	22 7 ²
10)	64	7 9	52	6 ^{F13}
11)	52	4 ²	21	3 ^{F6}
12)	31	4 23	41	4 ^{F9}
13)	52	2 ²	54	2x ^{F7} 3
14)	61	18	21	2 7x
15)	44	EF	41	4 6
16)	62	EF	53	1 ²
17)	..	CB	64	12
18)	..	CB	54	3
19)	..	CB	31	3 5
20)	54	EF	33	2 ³ 1
21)	31	EF	42	2 NP
22)	53	17	43	NP
23)	41	1 ^{F6}	54	NP
24)	64	2 4	55	12 ²
25)	62	1 5	64	8x-2
26)	63	19 2		double to 4?
27)		take	63	6x-3
28)	32	EF	63	0 ²
29)	53	17	52	0 ²
30)	54	8	65	0 ²
31)	31	5 0	52	0 ²
32)	31	game		

Game 7

Tino Lechich - 2			Ed O'Laughlin - 10	
	roll	played	roll	played
1)	43	20 10
2)	55	3 ² 1x ²	62	17x
3)	32	23 21	63	11 10
4)	64	14x	42	21 11x
5)	61	18	53	7x-2x
6)	61	24 EF	43	7 ²
7)	21	23x 5x	52	20x 23
8)	31	21	21	21 7
9)	63	15 ^{F24}	53	13
10)	11	5x ² -4x ²	42	23 EF
11)	65	9 8	64	19 ²
12)	65	7 8	54	2x ²
13)	63	16	62	5
14)	53	8 ^{F16}	52	1 5
15)	42	5 ²	21	5 ^{F7} 1
16)	51	2	21	2
17)	61	2 7	64	13 15
18)	51	1	33	10 ³ 3
19)	41	9 12	21	13x 2
20)	42	21 7	64	3
21)	51	16 6	43	3
22)	44	4 2	61	3
23)	42	1 3	63	1
24)	61	14	54	3 4x
25)	64	21x-15	11	EF
26)	54	10 ²	61	19 2
27)	32	1 ²	62	11
28)	44	6 ² 0 ²	52	6 0
29)	43	2 0	21	0 ²
30)	41	2 0	33	0 ³ 3
31)	43	0 ²	33	0 ²
32)	52	0 ²	51	0 ²
33)	51	0 ²	65	0 ²
34)	62	0 ²	52	0 ²
35)	65	game		

Tino Lechich - 2 Ed O'Laughlin - 11
 After Match #2: Best 3-of-5 tied 1-1.

Hoosier Pips...Kevin McLeaster brought two new players, Craig Hampton and Jim Woods on June 1st with Craig winning 1st that evening...Other players reaching the winners' circle for the first time were Dragan Stevanovic and Stu Sherman...HBC couldn't operate without help--thanks to Woody Woodworth and Don Woods for running backgammon Thursday evenings while the Meeses were out of town to the Las Vegas Open and the Michigan Summer Championships...Backgammon is one of many fund-raising events of Operation Feed in Ohio which raised \$1616 this year (\$50 more than last year) from it's backgammon activities. This is all made possible by the donated entries from the Flint Area and Hoosier Backgammon Clubs...On June 19th, Woody Woodworth celebrated a happy milestone birthday...The Meeses observed their 12th wedding anniversary while in Las Vegas. During dinner with friends, a question arose about married couples who met thru backgammon and who are still married and playing backgammon. At dinner, no one could think of anyone else besides the Meeses. After much inquiring, Joe and Rhonda Monro may have the honor since they have been married exactly 4 years longer--having the same anniversary date as the Meeses: June 13th.

HBC Offers Reprints of Matches

HBC has been presenting quality matches of top players for over 3 years. Each match is complete with all doubling positions. Write to HBC for a list of available matches.

1993 version of the International Backgammon Rating List

is now available.

You can order thru HBC for \$10.⁰⁰ plus \$1.⁰⁰ for postage and handling.