

### Don Woods is HBC's 1993 Player of the Year

Don Woods has been in the lead since September. Coming into December, only Butch Meese had a realistic chance to overtake Don. In fact Butch won the first week in December, but Don was a player on a mission. Don cashed the last 4 weeks of the year with a 14-1 record to insure the top spot. This is the third time out of the last four years that Don has won this honor.

### 1993 Club Championship

Players become eligible for the Club Championship by winning **Player of the Month** honors or making the HBC **TOP TEN** list. The 12 **Players of the Month** enter the single elimination format in the round of 32. The **TOP TEN** start in the round of 16. Because some players win both **Player of the Month** and **TOP TEN** honors, separate draws will be done for the first 3 rounds to minimize repeat match pairings. The 1993 Prize Pool has increased to \$200 for the winner and \$100 for the finalist. If any **Player of the Month** or **TOP TEN** player is unable to compete in the Championship, the next player in order will play. The final 1993 HBC **TOP TEN** is listed on Page 2.

**Awarding  
the  
Best of  
1993**

1993 HBC

**Don  
Woods**

TOP TEN

It's time to award the **Best of 1993**. As in past years, the **1993 TOP TEN** will be awarded engraved doubling cubes along with cash prizes and gift certificates.

**Awards Tournament**  
Sunday, February 6th at **SPATS**.

Open Division.....	\$60 (\$20 Sidepool)
Advanced Division.....	\$25
Intermediate Division.....	\$10
Members (100% return) - Visitors (90% return)	

## MY TAKEPOINT'S UP SO HIGH IT LOOKS LIKE DOWN TO ME

by Jake Jacobs

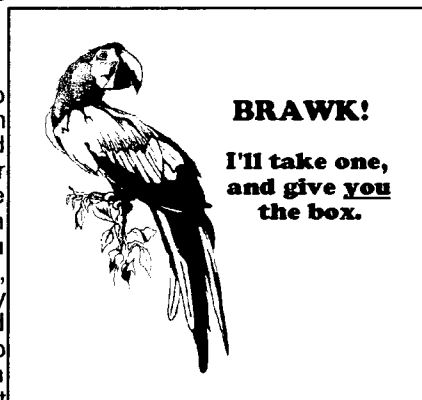
A decade or so ago Danny Kleinman published match equity tables and used them to intelligently discuss cube strategy in match play. For many years this was arcane lore but these days even rank beginners, the kind with blisters on their index fingers from counting pips, can tell you that at 4-away 2-away their takepoint is 17%.

Recently, the game's premier theorists have realized that factors like gammons, backgammons, and especially redoubling opportunities may have greater significance in calculating one's takepoint than was previously believed. This subject is the cutting edge of backgammon theory - the sort of article Butch has always wanted to publish. Butch has always wanted to publish an article at the cutting edge of backgammon theory. Unfortunately, every time I have stumbled near to the cutting edge of backgammon theory, I've been the one who got sliced. So, instead of the cutting edge, consider this article the bludgeoning tip.

Just this week two discussions arose that prompted this article. The first was at the Tuesday night tournament. Leading 4 to 2 in a 7 point match, Gary Kay doubled Neil Kazaross. Judging the position to be a close take for money, he expected Neil to pass at this score, and was disconcerted when Neil took. Neil said that yes, his takepoint at this score was higher than normal, but his recube was also more powerful than normal, so his takepoint was actually lower than normal. (If this sounds incoherent, blame it on me. Neil is a nice guy, an intelligent fellow, and a dead shot with a dice cup. But he is also vacationing in Canada, unable to supply me with verbatim dialogue or whang me with his dice cup. He is at the mercy of my pen, and I'll make him blither all I want.) By the way, I am not supplying the actual position since:

1. This is a theoretical discussion and so does not need the encumbrance of reality.
2. I forgot it.

(But Gary Kay, who is also a nice guy, an intelligent fellow, and has shown no particular aptitude for flinging dice cups, has the position written down. So you could call him. He will, however, be terribly irked that I have incited hundreds of Hoosiers to call him, so don't tell him I sent you.) (If he's not home, his birds, CBOE and BG, will be happy to discuss the position with you. I asked CBOE, the short mischievous one, whether Neil should have taken. His reply? "Brawk! I'll take one, and give you the box.") (That was an "in joke". Just pretend you're reading The New Yorker.)



The second discussion - remember, we were discussing backgammon? - was in a letter to Inside Backgammon by Jeremy Bagai of Philadelphia. He mentions apparently conflicting advice by Roy Friedman and Kit Woolsey regarding cube handling at a score of 4-away 3-away. Roy cites a high takepoint, Kit warns of powerful recube vig. (continues page 9)...

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

**Final 1993 HOOSIER BACKGAMMON CLUB Gammon Point Standings.**  
**HBC Player of the Month for November is Larry Strommen with 130 gammon points.**  
**HBC Player of the Month for December is Don Woods with 308 gammon points.**

1) Don Woods..... 1778	Stu Sherman..... 198	Rick Bieniak..... 64	Sharon Baker..... 15
2) Butch Meese..... 1532	Wendy Kaplan..... 194	Stan Gurvitz..... 60	John Brussel..... 10
3) Ellis Bray..... 1338	Holly Stowe..... 180	Bobbie Shifrin..... 60	Randall Witt..... 10
4) Chuck Stimming..... 1184	Richard Heinz..... 170	Peter Kalba..... 40	Mary Franks..... 10
5) Larry Strommen..... 1122	Craig Hampton..... 130	Len Carmine..... 40	Dean Adamian..... 10
6) Mary Ann Meese..... 1026	Tom Masterson..... 128	Marge Lewandowski..... 40	Stu Whitcomb..... 10
7) Cyrus Mobed..... 1025	Mick Dobratz..... 123	Dennis Schulte..... 40	Kay Beck..... 10
8) Woody Woodworth..... 986	John O'Hagan..... 120	Art Overbay..... 40	Joann Feinstein..... 10
9) Kevin McLeaster..... 870	Jeff Baker..... 118	Diana Pianko..... 36	Eric George..... 10
10) Gabe Stiasny..... 793	Brian Nelson..... 110	Chuck Bower..... 36	Ed Wright..... 10
Jim Curtis..... 772	Scott Richardson..... 107	Eileen Perlman..... 30	Carol Falk..... 10
Alan Haas..... 457	Drew Giovanis..... 100	Jamie Curtis..... 30	Donna Susens..... 10
Dave Cardwell..... 426	Homer Hargrave..... 100	Ali Shahin..... 30	Jon Stephens..... 10
Steve Perlman..... 390	Jim Painter..... 90	Joe Miller..... 26	Paul Franks..... 10
Jan Gurvitz..... 381	Mike Marr..... 90	Jay Ward..... 24	Jim Dooling..... 10
Bill Gheen..... 322	Jim Woods..... 84	Matthias Kehder..... 20	Dan Carter..... 10
Dragan Stevanovic..... 302	Dan Robertson..... 80	Frank Alexander..... 20	Nancy Ishac..... 6
Judy McHale..... 281	Marta Hilworth..... 70	Jon Vietor..... 20	Arlene Levy..... 6
Gino Agresti..... 280	Tom Helt..... 65	Dann DeRoche..... 20	Jeane Eggenberger..... 6
Bill Julian..... 222	Julius High..... 64	Tom Hendryx..... 20	Ellen Schremp..... 5
Ken Bruck..... 222	Ed Petrillo..... 64	Jim Hickey..... 20	Scott Kaplan..... 5
David Smith..... 216	Ray Fogelund..... 64	Lance Jenkins..... 20	

	<u>November 4th</u>	<u>November 11th</u>	<u>November 18th</u>	<u>November 25th</u>
Open 1st	Gino Agresti	Larry Strommen	Butch Meese	Happy
2nd	Butch Meese	Mary Ann Meese	Dave Cardwell	Thanksgiving
2nd	Dave Cardwell	Cyrus Mobed	Alan Haas	...
Special 4	Chuck Stimming	...	...	...

	<u>December 2nd</u>	<u>December 9th</u>	<u>December 16th</u>	<u>December 23rd</u>	<u>December 29th</u>
Open 1st	Butch Meese	Jim Curtis	Don Woods	Don Woods	Don Woods
2nd	Mary Ann Meese	Ellis Bray	Bill Julian	Alan Haas	Butch Meese
2nd	Woody Woodworth	Don Woods	Cyrus Mobed	Ellis Bray	Chuck Stimming

Terry Kuchenbrod (Louisville), a regular at HBC events for many years, passed away December 16th. Terry's best finish was second in the 40th Indiana Open in 1992. He ranked 90th in the 1993 International Rating List. He will be remembered as a *gabby* guy across the board, and his enthusiasm for the game. Condolences to his family...HBC welcomes new players Lance Jenkins and Dan Carter...Visiting from out-of-town in November was



Jim Dooling (NJ)...HBC thanks Don Woods for running weekly play while the Meeses were at the Las Vegas tournament December 9th. Don was a little surprised to find SPATS closed due to plumbing problems, but Don quickly called around and found another restaurant. Good job, Don!...After backgammon on December 29th, Stan and Jan Gurvitz were held-up, loosing some money and Jan's backgammon board...Butch Meese cashed in the

Intermediate Division of the 1st International Cup in Las Vegas. Mary Ann Meese and partner Jack Kissane finished 3rd/4th in the doubles at the same tournament...Dave Cardwell and Judy McHale have headed to warmer weather by moving to Atlanta, GA.

**BACKGAMMON Tournament Schedule**

Feb 6th.....	HBC Awards Tournament, SPATS.....	(317) 845-8435
Feb 18-20...	16th Annual Winter Championships, Greentree Marriott, Pittsburgh, PA.....	(412) 823-7500
Mar 18-20...	1994 Midwest Championships, Marriott Hotel, Oak Brook, IL.....	(312) 338-6380
Apr 27-May 1..	3rd Tournament of the Americas, Cariari Hotel, San José, Costa Rica.....	(312) 252-7755
May 27-30..	15th Chicago Open, Sheraton Suites Hotel, Elk Grove Village, IL.....	(708) 674-0120
July 1-4.....	Michigan Summer Championships, Novi Hilton, Novi, MI.....	(810) 232-9731
July 29-31..	<b>42nd INDIANA Open</b> , Radisson Hotel, Indianapolis.....	(317) 845-8435
Sep 05-10..	World Cup IV, Dallas.....	(301) 299-8264

Thursdays... 7:00 PM at **SPATS** (842-3465) Castleton Square between J.C.Penneys & L.S.Ayres..... 845-8435

**Take-Points in Money Games, Part 2 of 3  
Cube Action Tables**  
by Rick Janowski

To provide guidance on cube action, and to enable the reader to inspect the general results, the following tables are included:

**Tables 1A, 1B, 1C** -- Cubeless take-points (for varying values of *W* and *L*) for *x* values of 0.0 (*dead*), 1.0 (*live*), and 2/3 (*normal*).

**Tables 2A, 2B, 2C** -- Cubeless take-equities (for varying values of *W* and *L*) for *x* values of 0.0 (*dead*), 1.0 (*live*), and 2/3 (*normal*).

Cubeless take-equities ( $E_{take}$ ) are calculated from the following general formula:

$$E_{take} = TP(W+L) - L \quad \dots \text{equation (4)}$$

Table 1A		Average cubeless win value <i>W</i>				
Dead ( <i>x</i> =0.0)		1.00	1.25	1.50	1.75	2.00
Average	1.00	25.0%	22.2%	20.0%	18.2%	16.7%
cubeless	1.25	33.3%	30.0%	27.3%	25.0%	23.1%
loss	1.50	40.0%	36.4%	33.3%	30.8%	28.6%
value	1.75	45.5%	41.7%	38.5%	35.7%	33.3%
<b>L</b>	2.00	50.0%	46.2%	42.9%	40.0%	37.5%

Table 1B		Average cubeless win value <i>W</i>				
Live ( <i>x</i> =1.0)		1.00	1.25	1.50	1.75	2.00
Average	1.00	20.0%	18.2%	16.7%	15.4%	14.3%
cubeless	1.25	27.3%	25.0%	23.1%	21.4%	20.0%
loss	1.50	33.3%	30.8%	28.6%	26.7%	25.0%
value	1.75	38.5%	35.7%	33.3%	31.3%	29.4%
<b>L</b>	2.00	42.9%	40.0%	37.5%	35.3%	33.3%

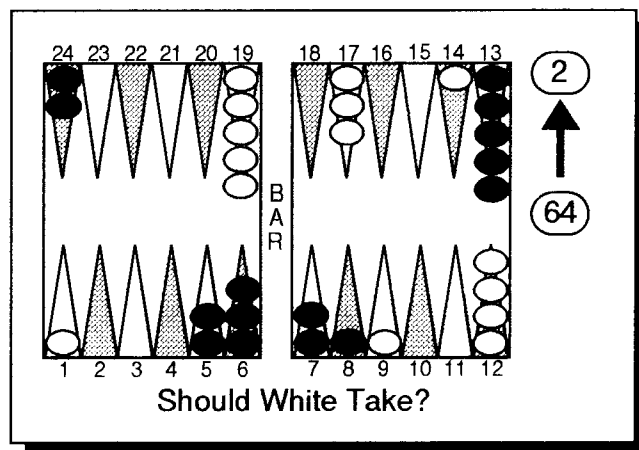
Table 1C		Average cubeless win value <i>W</i>				
Normal ( <i>x</i> =2/3)		1.00	1.25	1.50	1.75	2.00
Average	1.00	21.4%	19.4%	17.6%	16.2%	15.0%
cubeless	1.25	29.0%	26.5%	24.3%	22.5%	20.9%
loss	1.50	39.3%	32.4%	30.0%	27.9%	26.1%
value	1.75	40.5%	37.5%	34.9%	32.6%	30.6%
<b>L</b>	2.00	45.0%	41.9%	39.1%	36.7%	34.6%

Table 2A		Average cubeless win value <i>W</i>				
Dead ( <i>x</i> =0.0)		1.00	1.25	1.50	1.75	2.00
Average	1.00	-0.500	-0.500	-0.500	-0.500	-0.500
cubeless	1.25	-0.500	-0.500	-0.500	-0.500	-0.500
loss	1.50	-0.500	-0.500	-0.500	-0.500	-0.500
value	1.75	-0.500	-0.500	-0.500	-0.500	-0.500
<b>L</b>	2.00	-0.500	-0.500	-0.500	-0.500	-0.500

Table 2B		Average cubeless win value <i>W</i>				
Live ( <i>x</i> =1.0)		1.00	1.25	1.50	1.75	2.00
Average	1.00	-0.600	-0.591	-0.583	-0.577	-0.571
cubeless	1.25	-0.636	-0.625	-0.615	-0.607	-0.600
loss	1.50	-0.667	-0.654	-0.643	-0.633	-0.625
value	1.75	-0.692	-0.679	-0.667	-0.656	-0.647
<b>L</b>	2.00	-0.714	-0.700	-0.688	-0.676	-0.667

Table 2C		Average cubeless win value <i>W</i>				
Normal ( <i>x</i> =2/3)		1.00	1.25	1.50	1.75	2.00
Average	1.00	-0.571	-0.565	-0.559	-0.554	-0.550
cubeless	1.25	-0.597	-0.588	-0.581	-0.575	-0.570
loss	1.50	-0.618	-0.608	-0.600	-0.593	-0.587
value	1.75	-0.635	-0.625	-0.616	-0.609	-0.602
<b>L</b>	2.00	-0.650	-0.640	-0.630	-0.622	-0.615

**Example:** Consider the following position, from the 12th game of the semi-finals match between Nack Ballard and Mike Senkiewicz at the Reno Masters in 1986. Senkiewicz, trailing 9-20 in this 23-point match, gave an initial double, which Ballard passed. Bill Robertie, analyzing this match in his book *Reno Quiz*, evaluates the pass as correct at this match score. What would the correct cube action be in a money game?



- Using Robertie's cubeless rollout figures:
- Black wins single-game..... 47%
  - Black wins gammon..... 17%
  - Black wins backgammon..... 1%
  - Black's total wins..... 65%
  - White wins single-game..... 31%
  - White wins gammon..... 4%
  - White's total wins..... 35%

Black's cubeless equity: 0.450 ppg

[Continues on Page 8...]

### My Takepoint's...

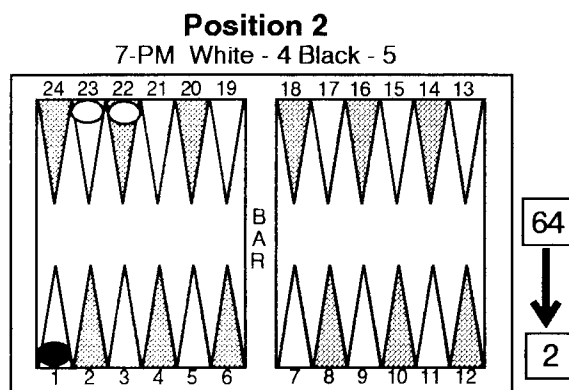
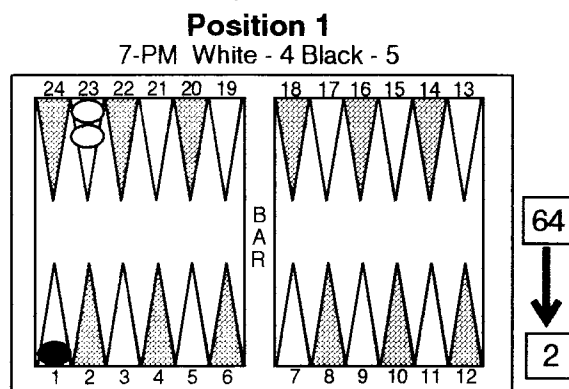
[Continues from Page 1...]

Jeremy uses Kit Woolsey's latest match equity charts to calculate the Trailer's takepoint. The equities are 60% for a score of 2-away 3-away (take and win), 32% at 4-away 2-away (drop), and 17% for 4-away Crawford (take and lose). Based on these numbers, the risk by taking is 15%, the gain is 28% (though Jeremy reverses the terms) so the raw takepoint is  $15/(15+28) = 34.8\%$ . He then points out that on a redouble, the leader must pass with less than 40%. Accordingly, Jeremy postulates that if one had 30% cubeless game winning chances and were equally likely to reach 0% winning chances, and 60% winning chances, one would actually, owning the cube, have 50% game winning chances. He then multiplies 34.8 by 60% to arrive at true takepoint of 20.88%.

Now, all of the above was pretty ingenious thinking and is to be more admired than the rantings of critics who can do no better than spit and slander. Nevertheless, get ready as I'm about to hawk up a few goobers.

First, 20.88? I use ridiculous numbers like this myself. Editors love them; readers love them; only a fool would say: "Oh, around 20-22%". But in fact even as fine a match equity chart as Kit's (I use it myself) is not exact.

Consider these two positions:



The first is a pass by about 0.8%. The second a take by around a per cent and a half. I would find it difficult to fault anyone who took the first one because they might be right. I would probably criticize someone passing the second, but it's even possible that they could be right.

Next, 34.8% at this score, 4-away 3-away the cube is worth at least 2.8%. Why? Because the trailer has the option of immediately redoubling, which means his takepoint has to be as low as 32% (his match equity if he passes). 32% is the figure (depending upon the match equity chart used), commonly listed as the takepoint at 4-away 3-away. Still, we

can intuit that the takepoint must be still lower, and the cube more valuable than that. After all, we should be able to time our redoubles more accurately than an instant spin back. 2.8% is just the minimum value of the cube at this score.

What about the assumption that at 30% we are equally likely to reach 60%. It seems to me that it would follow from this assumption that we would also be equally likely to reach 70% game winning chances, and -10% game winning chances! Clearly, a 14% value for the cube seems too high.

I'm going to make an assumption. Perhaps the power of the recube increases in direct proportion to the elevation of the opponent's takepoint.

In a money game, you need 25% equity to take. The cube may supply as much as 5%, so your cubeless probability may be as low as 20%. At 5-away 3-away your opponent (the leader) needs 33% to take a recube, so that recube, I propose, may lower the takepoint by as much as 6.66%. At 4-away 3-away the leader needs 40% to take a 4 cube, so the value of the cube to the trailer might be 8%. So, if at 5-away 3-away the trailer needs 28.5%, then subtracting 6.66% from 28.5% leaves cubeless winning chances of 21.84% (I'm doing it too!) and at 4-away 3-away, subtracting 8% from 34.8% leaves 26.8%.

Hold up a minute. In some games, money or match, the cube is clearly worth zero (position 1 and 2 in this article, for instance). Also, except for bearoffs where each side has fewer than 3 checkers, and infinite races (when was the last time you trailed by 60,000 pips and still had a take?) (not you, Deeb!), I can't recall seeing a money game position with less than 22 or 23 per cent cubeless chances that was takeable.

To arrive at a cubeless winning takepoint, one must estimate how useful the cube is likely to be. In most non-gammonish positions I'd guess a money cube is worth 2 to 3 per cent, so in a comparable position at 5-away 3-away, it might be worth 3.5 to 4 per cent. The cubeless takepoint would then be around 25% (which is still higher than the money takepoint of 22 to 23%). At 4-away 3-away, the cube might be worth 3 to 5 per cent, so the takepoint would be around 30 to 32 per cent.

To recap. For money, the cubeless takepoint (non-gammonish) varies between 20-25%. At 5-away 3-away it varies between 22-28.5%, and at 4-away 3-away it varies between 27-35% (sometimes you don't get to redouble). (By the way [this was my last chance for an aside in parenthesis] the Neil-Gary position was a prime vs. prime. Neil's gammons, as trailer, were worth more than Gary's so I think he had a take; and if we all ask him nicely, he might do a nice follow-up article. Call the special "Why'd Neil take that cube?" hotline that Butch has set up just to handle your calls.)

### Logic Problem Contest Answer/Winner

Ranking	Player	Year	City
1st	Mr. Green	1992	Pittsburgh
2nd	Ms. Scott	1987	Detroit
3rd	Ms. Potts	1989	Minneapolis
4th	Mr. Olson	1990	Miami
5th	Mr. Lemon	1986	Memphis

HBC received eight correct entries: Marvin Arrol (WI), Jim Curtis (IN), Fred Gehlhoff (MI), Steve Hast (PA), Jake Jacobs (IL), Mel Leifer (MD), Howard Markowitz (NV) and Arnold Zousmer (CA). A random drawing was conducted on December 29th with lady luck shining on Fred Gehlhoff who won the \$20.00 prize.

## WORLD CUP III Tino Lechich vs Ed O'Laughlin

**Best 3 of 5 - 11 Point Matches**  
**Match #1 Tino won 11-2 in 6 games.**  
**Match #2 Ed won 11-2 in 7 games.**  
**Match #3 Tino won 11-2 in 6 games.**  
**Match #4 Ed won 11-9 in 11 games.**

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

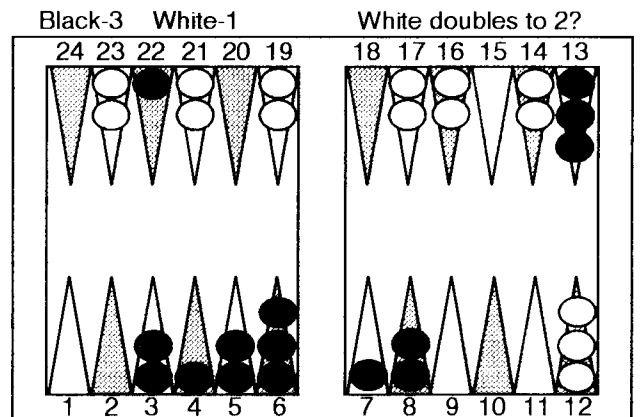
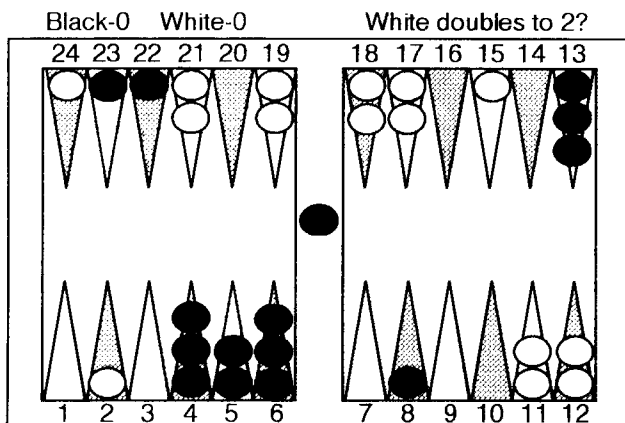
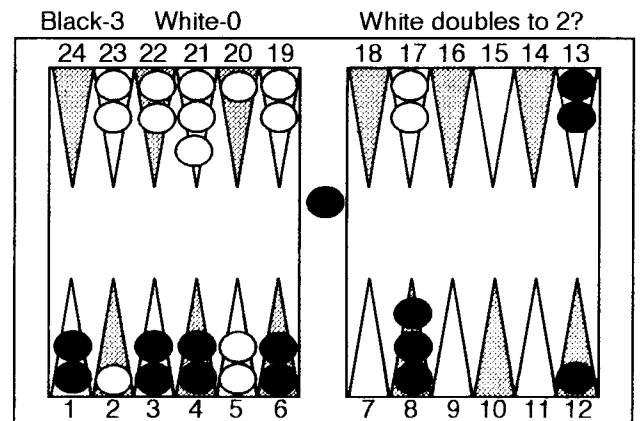
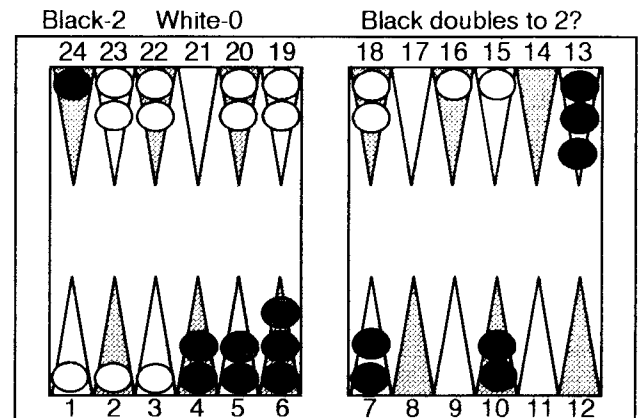
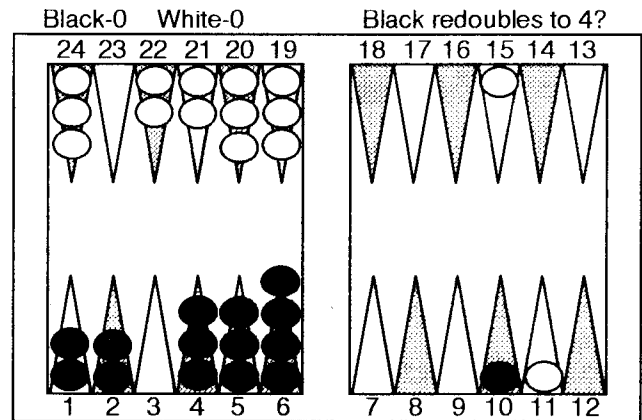
Instructions: You will need a backgammon board to follow along. The board is numbered 1 to 24 based on the view of the player on roll. Each player will always be moving from a higher to lower point with only the point(s) moved to be used. The home portion of the board is numbered 1 thru 6. Bearing off 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.

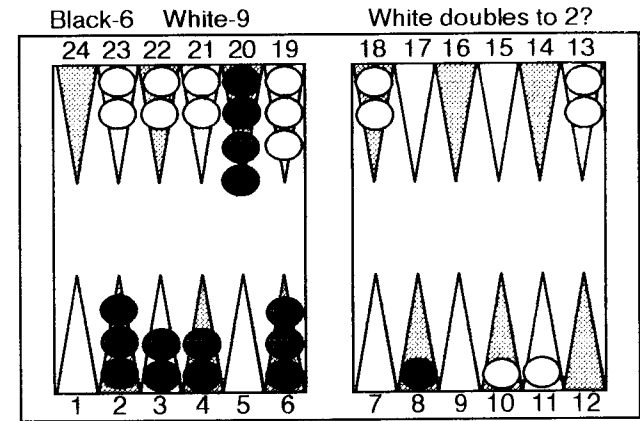
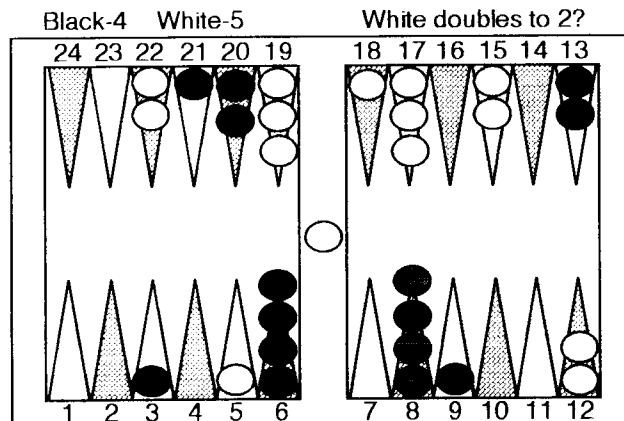
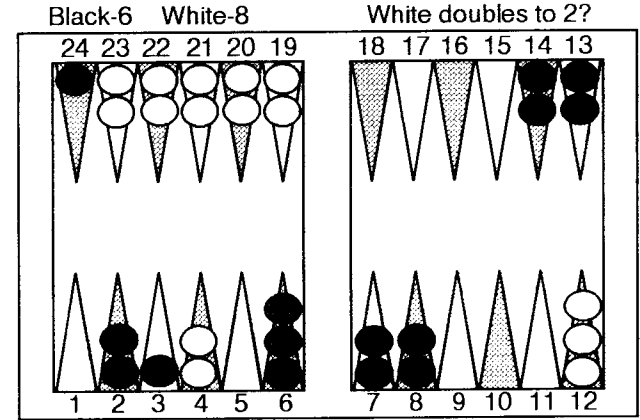
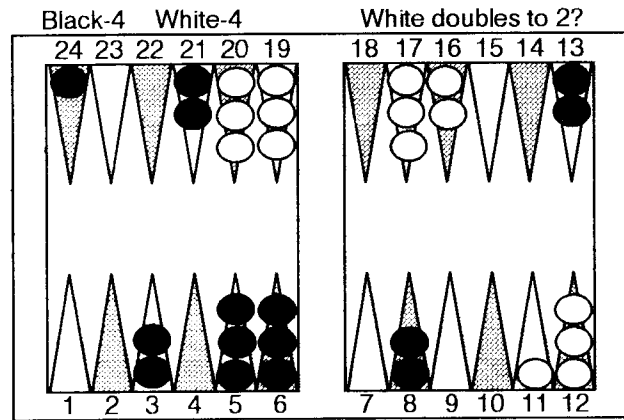
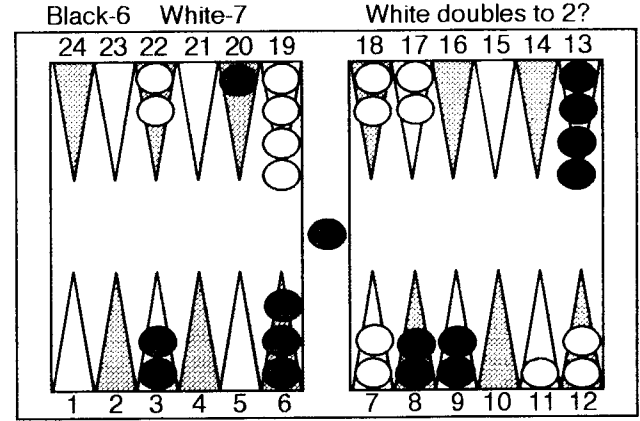
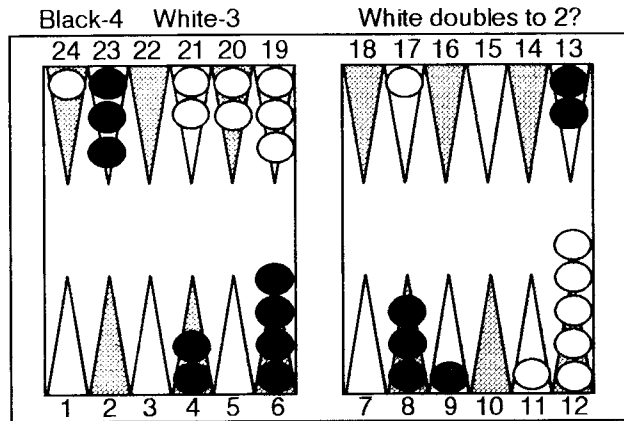
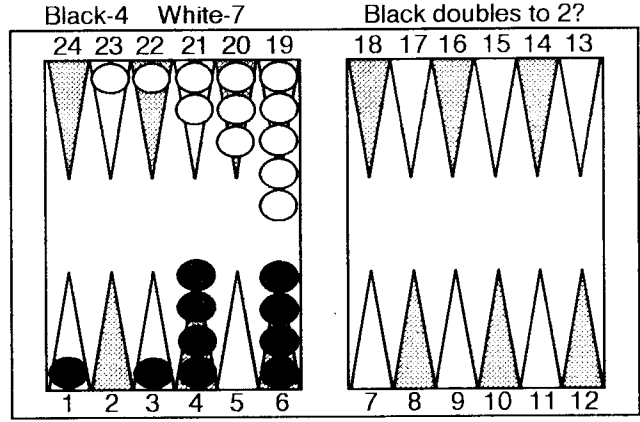
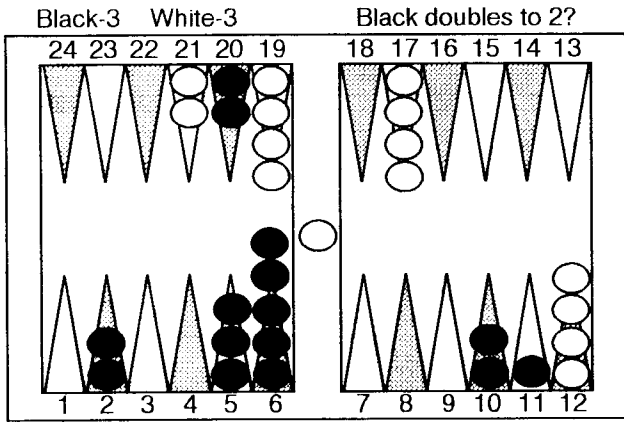
Abbreviations used: Closed Board(CB), Entry Failure (EF), Misplay (MP), No Play Possible (NP), opponent's piece was hit (x), superscript(5<sup>2</sup>) denotes 2 or more pieces moving to the 5 point; this example has 2 pieces moving to the 5 point.

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.

Recorders Note: The 5 matches between Tino and Ed were recorded *one day* in August, 1992 and constitutes *one round* of **World Cup** competition. **World Cup** returns to Dallas, September 1994.

Next Match is from the  
**1992 Michigan Summer Championships.**





Game 1

Tino Lechich - 0			Ed O'Laughlin - 0		
	roll	played	roll	played	
1)	..	...	42	4 <sup>2</sup>	
2)	54	8 9	64	14	
3)	54	4 <sup>2</sup>	64	14	
4)	31	5 <sup>2</sup>	32	10 11	
5)	62	18 4	54	1x 7x	
6)	61	24x EF	62	23 7	
7)	62	23 2x	52	23x 1x	
8)	43	22 EF		double to 2?	
9)		take	54	3x <sup>2</sup>	
10)	52	20 23	21	8 6	
11)	43	2x 20	43	18	
12)	52	8 2	31	14	
13)	53	3 20	32	1	
14)	64	10	53	6	
15)	65	4 3	32	1	
16)	11	1 <sup>2</sup> F3(2)	43	6	
17)	55	10 <sup>2</sup>	31	10 5	
18)	65	7 8	54	5 <sup>F14</sup>	
19)	22	6 <sup>2</sup> 5	32	5 6	
20)		double to 4?		pass	

Game 4

Tino Lechich - 3			Ed O'Laughlin - 1		
	roll	played	roll	played	
1)	..	...	65	13	
2)	65	18 8	64	7x 9	
3)	22	23 18x	54	20 9	
4)	21	11 5x	31	22 7x	
5)	62	23 5	65	11	
6)	62	15	52	2x 11	
7)	63	22 9	65	13	
8)	63	3 <sup>2</sup>	22	2 4 <sup>2</sup>	
9)	41	4 7		double to 2?	
10)		take	64	7 <sup>2</sup>	
11)	11	4 7 <sup>2</sup>	65	7 8	
12)	55	2 <sup>2</sup> 8 <sup>2</sup>	42	7 6	
13)	31	10 7	66	3x <sup>2</sup> 1 <sup>2</sup>	
14)	22	EF	64	2 4	
15)	53	20 5	31	4 6	
16)	52	5 <sup>2</sup>	66	0 <sup>4</sup>	
17)	41	16 6	64	0 <sup>2</sup>	
18)	21	13	61	0 <sup>2</sup>	
19)	61	6	21	0 <sup>2</sup>	
20)	32	0 <sup>2</sup>	65	game	

Game 2

Tino Lechich - 2			Ed O'Laughlin - 0		
	roll	played	roll	played	
1)	32	10 11	61	7 <sup>2</sup>	
2)	63	5 <sup>2</sup>	61	7 5	
3)	32	10 4	54	3 <sup>2</sup>	
4)	11	4 7 <sup>2</sup>	44	5 2 <sup>2</sup>	
5)	43	17x	31	22 23	
6)	31	13	43	9 10	
7)		double to 2?		pass	

Game 5

Tino Lechich - 3			Ed O'Laughlin - 3		
	roll	played	roll	played	
1)	65	13	52	8 22	
2)	54	15	43	18 10x	
3)	33	22 7x 10	65	20 18x	
4)	54	21 5x	21	24 4x	
5)	65	20 7x	43	22 20x	
6)	52	20 5x	62	23 4	
7)	53	5 <sup>F13</sup>	42	16	
8)	62	2x 20	43	21 13	
9)	63	2 5	52	14	
10)	32	10 11x	65	EF	
11)	64	10	62	EF	
12)		double to 2?		pass	

Game 3

Tino Lechich - 3			Ed O'Laughlin - 0		
	roll	played	roll	played	
1)	..	...	54	8 20	
2)	21	11 5x	52	20x 11	
3)	31	22 5x	52	20x 11	
4)	66	EF	41	20 10	
5)	44	21 14x 20	54	21 5x	
6)	44	21 20x 4x <sup>2</sup>	52	20 23	
7)	53	8 11	65	9	
8)	53	16x-13	21	23 5x	
9)	32	20x	43	22 4x	
10)	55	20 3x <sup>2</sup> 8	62	17x	
11)	32	23 8x	32	20	
12)	53	18 8	33	7x-4 10	
13)	44	EF	55	13 <sup>2</sup>	
14)	54	16	22	2 <sup>F10</sup>	
15)	31	9	52	13	
16)	62	8	43	2 3	
17)	53	1 <sup>F9</sup>	53	3 10	
18)	32	1	65	4 8	
19)	22	12x	32	23 5x	
20)	22	EF		double to 2?	
21)		pass			

Game 6

Tino Lechich - 4			Ed O'Laughlin - 3		
	roll	played	roll	played	
1)	51	8 5	31	20x	
2)	65	14	54	11x	
3)	32	23 21	43	4x-1x	
4)	66	EF	61	5 <sup>2</sup>	
5)	62	23 EF	64	14	
6)	44	21 9 4 <sup>2</sup>	42	4x <sup>2</sup>	
7)	52	23 8		double to 2?	
8)		pass			

Friends sharing *Season Greetings*: Richard Armbruster (CA), Harold Branch (KY), Carol Joy Cole (MI), Jim Curtis (IN), Dennis Cupp (OH), Bill Davis (IL), Malcolm Davis (TX), Jeane Eggenberger (MI), Jill Ferdinand (IL), Jan & Stan Gurvitz (IN), Steve Hast (PA), Jack & Geri Kissane (NY), Brian and Bev Nelson (FL), Jeff Seidel (FL), Tony Siegel (CO), Dragan Stevanovic (IN), Gayle & Wally Wolf (MI) and Woody Woodworth (IN).

Game 7

Tino Lechich - 4		Ed O'Laughlin - 4	
roll	played	roll	played
1)	..	64	14
2)	61	31	5 <sup>2</sup>
3)	43	62	16x
4)	31	21	14 5
5)	21	41	8
6)	54	54	9 <sup>2</sup>
7)	51	8 5	double to 2?
8)	pass		

Game 8

Tino Lechich - 4		Ed O'Laughlin - 5	
roll	played	roll	played
1)	..	52	8 2 <sup>2</sup>
2)	44	33	10 <sup>2</sup> 3 <sup>2</sup>
3)	51	41	20x 7
4)	64	21 3x	double to 2?
5)	take	65	20 7
6)	42	3	44 16 <sup>2</sup> 4x <sup>2</sup>
7)	51	20 12x	42 23 12x
8)	55	20 2x 3	31 24 13
9)	31	17x 2	31 24 10
10)	63	14 <sup>2</sup>	61 6 9
11)	32	11 12	62 18 7
12)	52	7x 9	61 18x
13)	63	EF	31 14
14)	64	EF	66 12 4 <sup>2</sup>
15)	41	20	53 9 <sup>2</sup>
16)	61	14 5	31 1 3
17)	32	5 4	61 1 2
18)	63	5 <sup>F14</sup>	42 2 1
19)	11	4 7 <sup>2</sup> 8	42 2 1
20)	62	1 6	66 3 <sup>2</sup> 1 <sup>2</sup>
21)	52	1 5	44 2 <sup>2</sup> 0 <sup>2</sup>
22)	43	16 17	44 0 <sup>4</sup>
23)	31	12	53 0 <sup>2</sup>
24)	43	10	21 0 <sup>2</sup>
25)	53	5 9	62 0 <sup>2</sup>
26)	32	game	

Game 9

Tino Lechich - 4		Ed O'Laughlin - 7	
roll	played	roll	played
1)	..	63	18 10
2)	63	54	20 <sup>2</sup>
3)	61	54	20 9
4)	54	63	7 5
5)	32	61	13
6)	32	3 4	55 15 <sup>2</sup> 3 <sup>F13</sup>
7)	62	7 4	41 3 5
8)	61	2 6	62 9 13
9)	43	9 10	43 9 5
10)	64	9 11	61 7 12
11)	32	5 <sup>2</sup>	11 4 <sup>2</sup> 7 <sup>F5</sup>
12)	63	5 6	65 6 4
13)	53	5 <sup>F10</sup> 4	11 5 <sup>F9</sup>
14)	52	4 6	52 4 6
15)	52	0 <sup>2</sup>	62 0 2
16)	55	0 <sup>3</sup> 1	43 0 <sup>2</sup>
17)	double to 2?	pass	

**Cube Action Tables  
(continue from Page 3)**

Considering White's cube action,

$$L = \frac{(47 + 17 \times 2 + 1 \times 3)}{(47 + 17 + 1)} = \underline{1.292}$$

$$W = \frac{(31 + 4 \times 2)}{(31 + 4)} = \underline{1.114}$$

1. Dead-Cube (x = 0.0) from equations (1) and (4):

$$TP_{dead} = \frac{(1.292-0.5)}{(1.292+1.114)} = \underline{0.3292}$$

$$E_{take} = 0.3292 \times (1.292 + 1.114) - 1.292 = \underline{-0.500} \text{ (clearly)}$$

2. Live-Cube (x = 1.0) from equations (2) and (4):

$$TP_{live} = \frac{(1.292-0.5)}{(1.292+1.114+0.5)} = \underline{0.2725}$$

$$E_{take} = 0.2725 \times (1.292 + 1.114) - 1.292 = \underline{-0.636}$$

3. Normal-Cube (x = 2/3) from equations (3) and (4):

$$TP_{2/3} = \frac{(1.292-0.5)}{(1.292+1.114+0.333)} = \underline{0.2892}$$

$$E_{take} = 0.2892 \times (1.292 + 1.114) - 1.292 = \underline{-0.596}$$

In the actual position, White, with 35% winning chances, can take for money, regardless of the cube model considered.

*Rick Janowski* (Rochdale, England) is a bridge design engineer. He is currently working on the refurbishment/strengthening of the widest bridge in the world, located in his home town. A 15 year veteran of backgammon, he is one of the top ten players in Britain and has the reputation as a theoretical analyst.

**Next Issue: Part 3 of 3  
Other Cube Action Decisions**





Game 10

Tino Lechich - 5			Ed O'Laughlin - 7		
	roll	played	roll	played	
1)	53	3 <sup>2</sup>	64	14	
2)	44	20 <sup>2</sup> 4 <sup>2</sup>	43	10 <sup>2</sup>	
3)	61	6	53	3 <sup>2</sup>	
4)	43	9 3	42	18	
5)	41	5 <sup>2</sup>	64	8	
6)	51	8 2	21	10	
7)	62	7 11	52	8 4	
8)	62	2 9	64	4 <sup>2</sup>	
9)	54	1 <sup>2</sup>	63	4 <sup>F13</sup>	
10)	44	12x 5 16	..	CB	
11)	33	10 9 4	..	CB	
12)	44	2 1	..	CB	
13)	54	1 2	61	18	
14)	54	0 <sup>2</sup>	63	12 5	
15)	41	0 <sup>2</sup>	44	game	

Game 11

Tino Lechich - 6			Ed O'Laughlin - 7		
	roll	played	roll	played	
1)	..	...	21	11 23	
2)	65	13	64	7 <sup>2</sup>	
3)	33	10 <sup>2</sup> 3 <sup>2</sup>	65	18 <sup>2</sup>	
4)	11	22 9 <sup>2</sup>	54	3x <sup>2</sup>	
5)	31	24 5	61	7 5	
6)	31	20x	65	20x-14	
7)	33	EF		double to 2?	
8)		pass			

Game 12

Tino Lechich - 6			Ed O'Laughlin - 8		
	roll	played	roll	played	
1)	54	8 20	21	22 5x	
2)	51	20x 23	32	23 5x	
3)	63	22 2x	52	23x 3x	
4)	62	23 EF	64	3	
5)	32	20x	42	21 <sup>2</sup>	
6)	64	17x-13	62	23 16	
7)	53	8 20	51	8 23	
8)	62	5	53	8 20x	
9)	61	18	42	16 4	
10)	65	7 <sup>F18</sup>	64	2 4	
11)	66	14 <sup>2</sup> 7 2x	42	23x 2	
12)	43	EF	62	10 14	
13)	43	EF	42	8 <sup>F14</sup>	
14)	64	EF	21	5 <sup>F8</sup>	
15)	51	20x 7	54	21 5x	
16)	31	24 3	62	13	
17)	51	2x <sup>2</sup>	55	5	
18)	21	3		double to 2?	
19)		pass			



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Game 13

Tino Lechich - 6		Ed O'Laughlin - 9	
roll	played	roll	played
1)	52	8 11	61
2)	65	5 3	7 22x
3)	62	23 7	54
4)	32	22 23x	31
5)	63	22x 7	63
6)	41	9 23	22
7)	62	3 20	54
8)	51	20x 22	64
9)	61	2 <sup>2</sup>	61
10)	22	20 <sup>F24</sup> 4 <sup>2</sup>	55
11)	53	20 EF	65
12)	53	17	42
13)	63	EF	51
14)	54	20 3	31
15)	42	3 4	65
16)	11	6 2 <sup>F4</sup>	14 15
17)		pass	double to 2?

Game 14

Tino Lechich - 6		Ed O'Laughlin - 10	
roll	played	roll	played
1)	..	52	8 22
2)	54	3x 20	21
3)	61	24 7	61
4)	44	21 <sup>2</sup> 20x <sup>2</sup>	32
5)	53	3x <sup>2</sup>	44
6)	51	24 8x	52
7)	64	18 9x	32
8)	61	18	54
9)	22	21 4 <sup>2</sup>	62
10)	22	5	44
11)	51	15 <sup>F21</sup>	51
12)	61	24 9	43
13)	51	12	54
14)	53	10	52
15)	43	22 5	32
16)	11	7 11	31
17)	42	21 9	44
18)	42	15	53
19)	43	8	44
20)	53	2 6	63
21)	55	5 1	54
22)	54	11	21
23)	52	6 19	54
24)	51	20 1	31
25)	64	13 16	66
26)	54	11 9	41
27)	52	6 <sup>2</sup>	55



Hoosier Backgammon Club  
7620 Kilmer Lane  
Indianapolis, IN 46256

**My Takepoint:**

An extensive but not exhaustive study of Rick J.'s material indicates to me that there is a question about the correctness

of the mathematics. While the takepoint equation seems to be correct based on my prior work, trying to use same in end point conditions falters.

Rick's definition of L and W allow these variables to range in value from 1 to 3. One being the case where there are no gammons or backgammons and 3 being when all games result in a backgammon. Furthermore these values exist regardless of the number of games either won or lost. So if we take the non-contact bear-off where L and W are both equal to 1 and calculate TP, we get the same number no matter how many games are lost for the position under scrutiny. That is if one loses 1% of the games or 99% of the games, TP is the same! This cannot be.

Rick had a nice idea and did a lot of work, but I believe that he will realize that normalizing away the number of games involved with L and W loses an important element in the study of a general formula for TPs.

I hope Rick will pursue this work using the definition in my first review of his article. L = average points lost per game played, including Gs and BGs. W = average points won per game played, including Gs and BGs.

Then the results will apply for contact and non-contact and by adding a value for the cube, some great material may become available.

*Happy Doubling, Larry Strommen, Indianapolis*

**Time to Use a Clock:**

Please find enclosed a list of books for sale for your club members. Feel free to share it - thanks!

I favor the use of clock's in matches for several reasons:

- 1) regulate fairness,
- 2) shorten match times,
- 3) allow time for longer matches,
- 4) avoid squabbles over "what # was rolled?",
- 5) avoid the annoying shaking of dice when one is thinking, and
- 6) regulate match starting times.

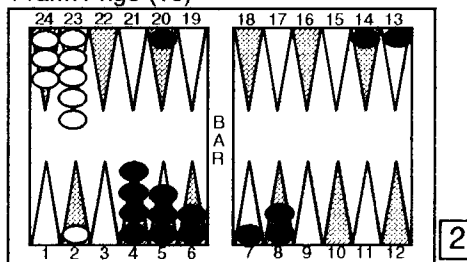
I hate short matches. I dislike slow play. Clocks are an expediency.

*Thanks! Jim Painter, St. Louis*

**Dean Muench Responds:**

Walter Trice mentions in your last newsletter that my double was premature against Frank Frigo.

Frank Frigo (10)



Dean Muench (9) doubles to 4?

He's right, of course, but I doubled on purpose because I felt that he may pass and, in practice, if I didn't double right away, I felt Frank would know it was close and would be more likely to take it later. I thought this was a good momentum double and wasn't sure how much Frank knew about these positions.

*Dean Muench, Chicago*