



Hoosier
Backgammon
Club

July-December 1996

X Marks the Spot

by Jake Jacobs

Once again Butch and Mary Ann have brought us through a **Labor Day Weekend Backgammon Tournament** without one call for an epidural. This year quite a few of the game's luminaries dropped in to find out what the heck an Indy Swiss Movement was, and whether immodium was needed to treat it. Bob Glass and Dr. Dave Williams made it to the Finals of both the Master's and the Championship division. Superstars Abbas Zaltash and Mike Corbett converged, Dougie dug in, The Kid made his bid. At least three World Champs made it there. One was Frank Frigo, who won Monte Carlo some years ago. One was the hottest player on the circuit, Malcolm Davis, who in the last ten months has won the America's Cup and the Vegas Master's, come in second in the Nordic Open, and won the World Cup last month. The **Third World Champion** was **Paul Magriel**, X-22 himself. (As winner of the Pattaya Open, I lay some claim to being the *Third World Champion*.)

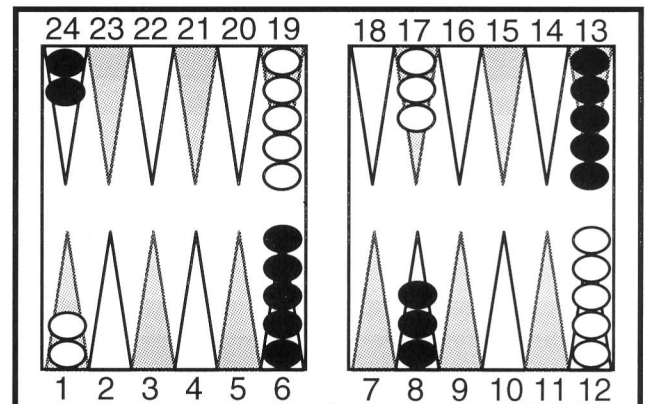
Paul was so dominant in the 1970's that by being merely great instead of godlike he seems almost to have faded from view. After playing him twice on Labor Day weekend, I can attest that he still wields a mean checker.

Our first encounter was in the Master's, our second came in the Finals of the Consolation. Let me digress for a minute. (Try and stop me!) Two or three years ago Paul trounced me in the Finals of some Midwestern Consolation. It might have been the Illinois State Championships, neither of us can recall. (If you can recall, send a self addressed stamped envelope to: **FINAL MATCH**, c/o Butch Meese. A team armed with rhino tranquilizer and unisex straitjackets will be dispatched. Remain calm, help is on the way.) So, that was a consolation final, which Paul won. Last month, Paul got to the Consolation Finals of the **World Cup**, and...won! On arrival in Indy, Paul made it to the Finals of the Kickoff tournament, consolation bracket, and won again. Now, I was about to face him in the Consolation Finals. Do you detect an ominous pattern emerging?

...continues page 2...

The 2-1 Opening

by Chuck Bower



Black to play 2-1?

- 1) 7-Point Match (0-0),
- 2) Double Match Point and
- 3) 7-Point Match, 5-6 post Crawford.

How should you play this diminutive roll? Before I try to answer this question, I'm going to give you my distorted history of twentieth century backgammon with respect to the 2-1 opening roll.

Scanning my backgammon library, I see the evolution of the 2-1 opening going something like this: 1920's--136th rebirth of backgammon; invention of the doubling cube--both Elizabeth Boyden and John Longacre recommend slotting 13/11, 6/5! Georges Mabardi likes 24/21. The only mention of the split (13/11, 24/23) is by Boyden, who recommends *against* it. 1940's--Walter Richard likes the split; Millard Hopper calls the slot play **bold** and prefers 24/21.

Late 1960's, Prince Alexis Obelinsky is responsible for 137th backgammon rebirth! His book (first of the era?) puts the split play on equal ground with the slot. Jacoby and Crawford consider the slot *slightly inferior* to the split. 1970's: Barclay Cooke opens the floodgates and belittles the split as too dangerous! For the next fifteen years, almost every player (and author) slots 6/5. Magriel is possibly the only author to entertain the fact that the split might be as good.

Early 1980's--backgammon Renaissance of the 70's ends (sad days); Reaganism takes over (no comment). Very few backgammon books are written (more sadness). Except! Robertie writes **Advanced Backgammon** and does a survey of 20 experts on their opening moves. The slot is virtually the unanimous choice. Then, late '80s home computers! cheap computers!! fast computers!!! Johnson and Weaver author (and market) **Expert Backgammon for the PC (EXBG)** which does thousands of rollouts overnight. Play level is considered sufficient to begin to trust the results: 24/23 is better than 6/5 by a lot!!!

...continues page 3...

Hoosier Backgammon Club's Newsletter.

Butch & Mary Ann Meese 1008 Tuckahoe Street Indianapolis, IN 46260-2215
(317) 255-8902 E-Mail: hbc@ix.netcom.com

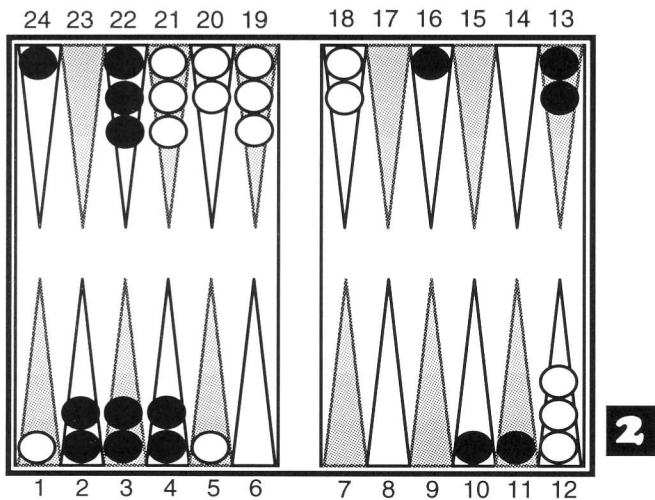
X Marks the Spot

by Jake Jacobs

...continues from page 1...

We commenced at 1:42 PM, by mutual agreement. After the usual preliminaries -- picking dice, discussing the cosmological significance of the number 137, debating whether *Foolish consistency is the hobgoblin of little minds* should be attributed to Emerson or Hobbes -- we got underway. Here is something from the third game.

Match to 11. Both players have 2 points.



How should Black (Jake) play 5-1?

Despite all the nice things I've been saying about him, you can see how Paul screwed up this game. He's got two checkers practically out of play on his six and four points, and despite my having as many inner board points as him, he has no anchor at all. Shocking! Well, unlike Dallas where there is a written guarantee that no match start without a P.M. next to the time, Butch has been known to heinously slate matches for 10 A.M. Possibly Paul was as tired as me, and that is how he got into this mess. (To those of you who think this game is all dice: I put those checkers in those places myself, don't go giving the dice any credit.)

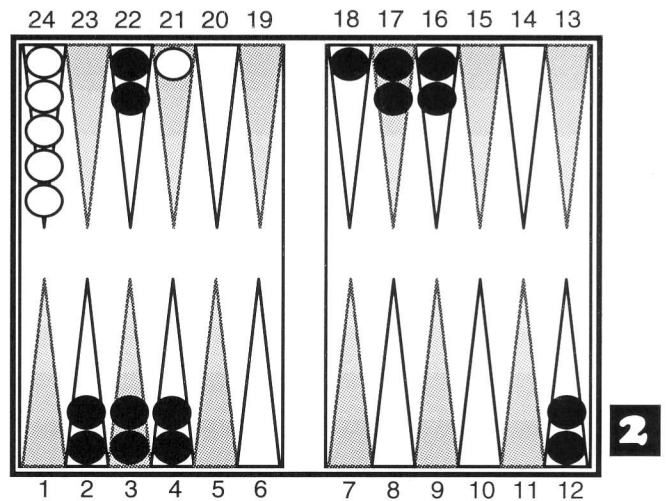
With 8 hours sleep under my belt, a strange place to store it, the correct play seems obvious, but at the time this seemed like a tough play. I did see all of the plays. The method I would use to prune this into neat branches is this one. Considering the midpoint and inner board point checkers as immobile, I have three possible 5's. I can hit (10/5x), I can come out, or I can play 16-11. If I choose to hit, I can then worry about which of the three 1's I should play (I reject lifting the blot, so don't even think about it. In fact, don't even read the last sentence.) If I play 16-11, I again have three 1's to choose from. If I play 22-17, I think 24-23 leaves a little too much carrion for the hyenas, so eliminate that.

The solution is reached by considering game plans. I have several fragmentary game plans. I must maintain communication among my forces. I must keep my men from being primed. I must reclaim my six and five points. What is Paul's game plan? It is to make his nine and eight points to strangle me into submission. With that in mind,

it now seems clear to play 22-16. I, however, played 10-5x, 11-10. So, I not only got the five wrong, but probably the one as well. (BTW, I am working from memory. When I get my copy of the match transcript, if all thirty checkers are not perfectly placed in the above diagram...I'll never tell you! Nyah! Nyah! Nyah!)

Despite my misplay, things came together nicely. I wound up with a well-timed three point game. A really really really well-timed three point game. Paul couldn't begin to envision the subtle trap I set for him, till I sprang it, below.

Match to 11. Both players have 2 points.

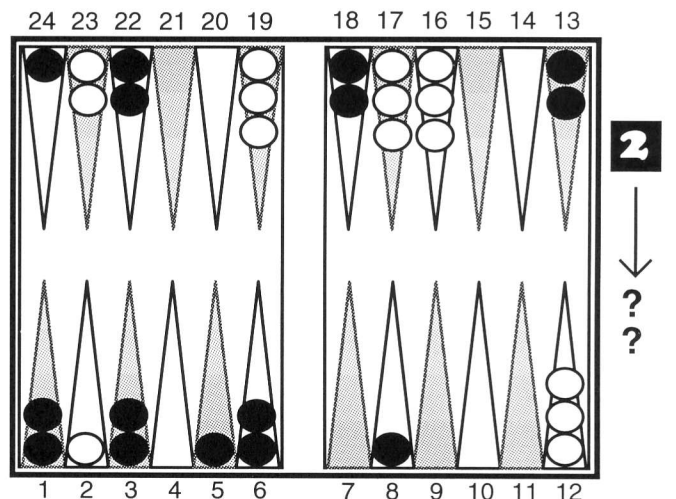


How should Black (Jake) play 1-1?

Notice how nicely I have preserved my home board? I probably should have played 22-21x, 17-15, 16-15, but I couldn't resist having three-primed in two different quadrants, so I covered the 18. From there the game is practically a game, so I'll omit the boring details about slotting the five, the six, and the seven points (I make'em in order) and walking it home.

A few games later, I trailed in the match and came to this position.

Match to 11. White (Paul) leads 8-6.



Should Black (Jake) take?

...continues next page...

X Marks the Spot

by Jake Jacobs

...continues from page 2...

The battle of the fishy games! I like this double. Too many players sit on a lead until they squash it. Owning my ace point, I didn't like taking, but I owned the three anchor. What could happen? (Another digression. Jackie Green, of Atlanta, during this game asked Stu Katz a question that has perplexed some of the best minds in backgammon: *Does Jake ever drop a double?* Proving that good genes run in families, her 12 year old daughter, Donna, asked Stu the two very toughest questions in backgammon and Stu would be the first person I'd ask: *Why is that man waving his arms around and talking to himself,* and *What is that little thing Jake keeps fiddling with?*) The answer to Jackie's question is: not this match. I took, and quickly had a nice one-three-seven backgame. Then, I had a nice one-three backgame. Then, I had a nice three point game. Then, I had some nice memories of the match.

My advice to all players is: Concentrate on winning the main flight. With guys like Magriel around, the consolation is way too tough.

From the Mailbag

September 4, 1996

*Dear Mary Ann and Butch,
Your tournament this last weekend was great. The Swiss Movement allowed the players to get the most out of the tournament. But something was wrong in paradise. Two top players, both of them open players were playing for the top prize in the advanced division, Marc Gray and Andy Palumbo have been denied play in the advanced division in other tournaments. So why were they allowed to play in the advanced division in this tournament? I also noticed that Andy Palumbo who is not a director of any club was playing in the director's tournament. Why? Marc Gray and Andy Palumbo are open players. It is not fair to the aspiring players in the advanced division to have to compete with them. As directors I know you must have been aware of these facts. I just wonder why you allowed it? Well anyway, I'm sure that in the future this will not take place and the oversight will be corrected.*

Yours truly, A concerned person

Thanks for your opening comments. For the most part, players sign-up for the proper division even with the Indiana Open having four divisions. And this was the fifth year of using four division. The decision whether a player is allowed to play in a division lies ultimately with the director.

Sometimes the decision is easy. Most tournaments have 3 division; Open, Intermediate and Novice which I believe the backgammon population has out-grown. The Advanced Division here is made up of the cream of the normal Intermediate Division. These players are treated the same as open players with same match length and pay-out percentages. They play at the same pace as the open players. Since there are less real intermediates in the Advanced division, less luck is involved in determining the winner. Because of this, I find it easy to move the winner up to the Open division. In fact, the four past

winners have moved up to the Open level, Hossein Zafarian, Steve Hast, Durb Oldham and Chuck Stimming. Two of the finalists also have moved up; Judy Field and Carol Falk. This last tournament, some players were told that they could not play in the Advanced and they played in the Open.

Another factor that makes the decision harder is that all open divisions are not equal. We are not always comparing apples with apples. Players who always play the highest division in local club or even regional tournaments would not necessarily be an open player in the bigger tournaments like World Cup or Vegas. And just because you think they are open players does not mean they are. A lot of players are great in the chouettes but tournament play is a different animals.

I usually contact other directors and players for feed back if I do not know the player. If the players plays on FIBS, the rating can give some indication. When it's all said and done, there are always going to be marginal players; that's the nature of the lower divisions. This year Andy and Marc were among the group of marginal players. Andy will not be back to defend his title in the Advanced Division but in the Open Division next year. For Marc, another year of tournament data is to be collected.

Indiana Open Director, Butch Meese

The 2-1 Opening by Chuck Bower

...continues from page 1...

Floodwaters reverse and most (well, more than half?) of all players follow EXBG's advice.

Early 1990's--backgammon's 138th rebirth? FIBS is born, bringing in new blood from the computer generation. Robertie and Goulding start **Inside Backgammon**. Robertie writes an article about *creating complications* and tells of his reversion back to his old style which includes slotting (6/5) with 2-1, 4-1, 5-1. Man the lifeboats! Here comes another flood!! (Better buy insurance....) Computer hardware and software continue to improve in quantum leaps. Tesauro writes the neural net robot **TD-Gammon**. Fredrik Dahl follows his example with **Jellyfish**, and makes it commercially available. Robots are now on par with the best humans! They still like the split over the slot, but by a much smaller margin. I can't wait to see what the next couple of years brings.

Now take a look at Table One (page 4). This is a compilation of rollout results from the four computer programs I have owned (which perform rollouts). Do you see a trend? The winning chances and equity for the split choice have not changed with the improvement of play. Winning chances are in the very tight range 49.3-50.0%, and cubeless equity is also very tightly bunched between -0.006 and +0.001. Considering the size of the standard deviations, there is no difference at all between the different rollout results for the four robots.

But look at the slot play. The winning percentages haven't changed much with the exception of the low value (47.7%) of the most primitive robot here. However, the cubeless equity results have improved consistently (and at a statistically significant level) over the last few years. Apparently the robots have learned how to get off the gammon, and how to win ace point games. It's now a virtual tossup in both winning chances and total equity, although the 4-ply evaluation (*Jellyfish level 8*) is showing a slight edge for the split when playing for money.

The 2-1 Opening by Chuck Bower

...continues from page 3...

Technically the current version of Jellyfish (2.0x) has 3-ply evaluations as its highest level of lookahead. (This is called *level 7* in Jellyfish). However, I forced it to examine one layer deeper by doing a level 7 evaluation of each of the 36 replies to the opening 2-1 and then combining these results. Effectively, this is *level 8* or 4-ply evaluation.

Now, back to Position 1. How do you play 2-1? At 0-0 in a 7 point match, you are effectively playing a money game when the cube is centered. **Jellyfish 2.0** has a slight (0.01 in equity units) preference for the split play: 13/11, 24/23. However, the difference is sufficiently small that 13/11, 6/5 could prove to be as good in the long run. Too close to call, so make the play you're more comfortable with.

At double match point, **Jellyfish** also says the two plays are extremely close. Flip that coin. But with a 2-away, post Crawford lead, the choice seems a bit clearer. The reason has to do with the cube. Slotting the five point leads to bigger swings than the split. If the blot survives, the slot play results in a significant gain. If hit, a significant deficit results. On average, the two swings offset and black wins about half the time (cubeless) by slotting. The split play gains less at its best, but loses less at its worst. Again, on average it will win half the time.

So, what's the point? Since Black will turn the cube regardless of White's reply and White will drop whenever black leads, it doesn't matter whether Black leads by a little or by a lot. White drops. But if Black is trailing after white's reply, then black doubles and white takes. So it now matters if Black is behind by a little or by a lot. If Black trails in the game, s/he will on average be behind less after playing 24/23 than if s/he had played 6/5. So the split play is preferable. At 4-ply evaluation, the numbers show that black will be about 2% better off having played 24/23: 45.7% wins as compared to 43.7% with the 6/5 play.

Does the same principle apply for other potential slotting rolls like 4-1 and 5-1? The answer is **yes**. Jellyfish rollouts give similar results for split versus slot. Note that there are alternatives like 24/20, 24/23 with 4-1 and 24/18 with 5-1 which should be considered besides the split plays and slot plays. Rollouts indicate these are very close in value to the standard alternatives, particularly when gammons are irrelevant. There is even some indication that 24/18 is best when leading post Crawford and when the trailer can use gammons because it is the least likely of the 5-1 alternatives to result in a gammon for responder.

Finally, it is important to state the limits of this study. The biggest potential hole in the above analysis is the fact that Jellyfish's neural net is trained for money play (that is, gammons counting twice as much as simple games). It is certainly possible that at double match point, one play or the other is significantly better than the results I've shown in Table One. We'll have to wait for future versions of Jellyfish (or one of its competitors like MLoner) which hopefully will be trained at DMP. Stay tuned!

World Cup IV

Joe Sylvester vs Gerd Schiesser

Best 3/5 11-Point Matches

The **HBC Newsletter** presents
a match from **World Cup IV**
between
Joe Sylvester and Gerd Schiesser.

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 as *from_point/to_point*. The home portion of the board is numbered 1 through 6. Bearing off is noted as moving to the zero (0) point.

Abbreviations used:

Closed Board (CB),
Entry Failure (EF),
No Play Possible (NP) and
when opponent's piece was hit (**x**).

All doubling positions are presented. Joe is the dark checkers and Gert the light. The positions are shown from Joe's side of the board; study them first before going through the games.

Enjoy.

Table One				
Robot	Game Winning Chances		Money Play Equity (Cubeless)	
	6/5	24/23	6/5	24/23
EXBG 1.61	47.70 (0.4)	49.80 (0.4)	-0.081 (0.011)	-0.001 (0.010)
EXBG 2.1	48.90 (0.6)	49.30 (0.5)	-0.040 (0.017)	-0.006 (0.014)
Jellyfish 1.0 (1-ply)	48.90 (0.5)	50.00 (0.5)	-0.033 (0.014)	+0.001 (0.013)
Jellyfish 2.01 (2-ply)	50.20 (0.5)	49.60 (0.5)	-0.009 (0.015)	0.000 (0.014)
Jellyfish (4-ply eval)	49.35	49.67	-0.013	-0.001

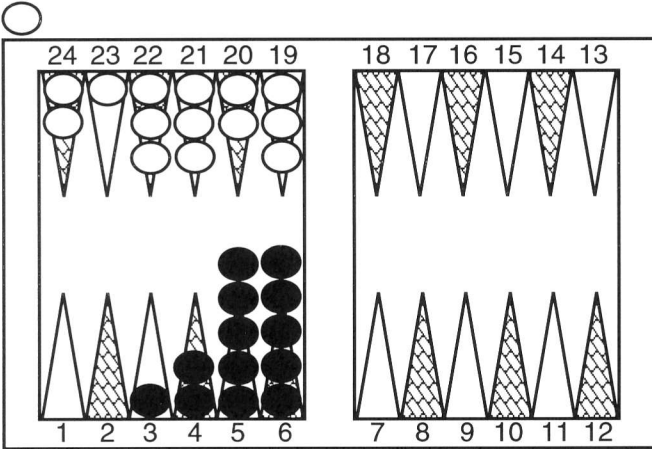
(NOTE: numbers in parentheses are standard deviations.)

Joe Sylvester versus Gerd Schiesser

11 Match Point

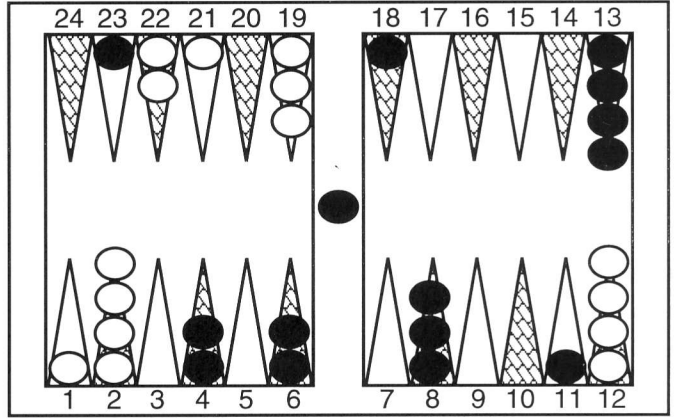
Black-0 White-0

White doubles to 2?



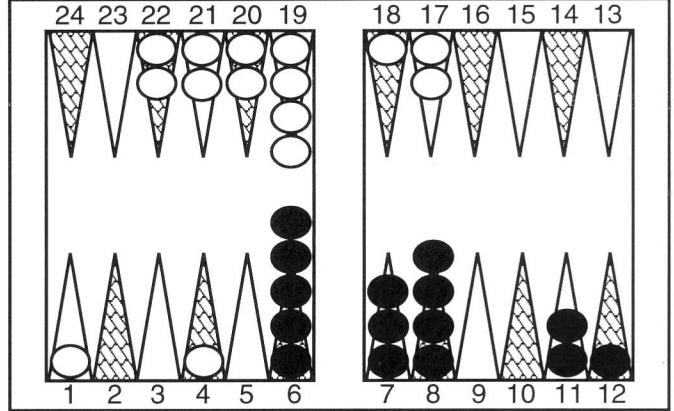
Black-0 White-5

Black doubles to 2?



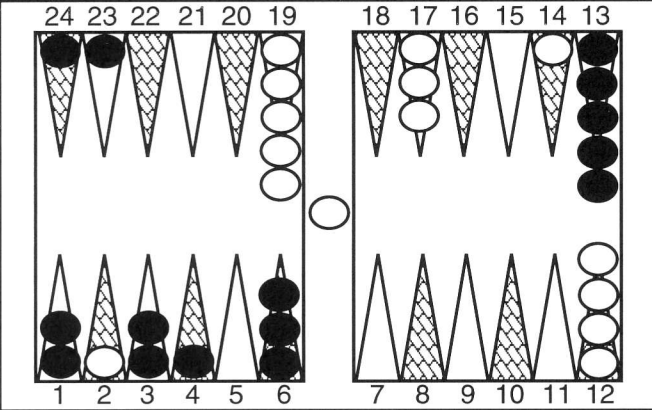
Black-4 White-5

Black doubles to 2?



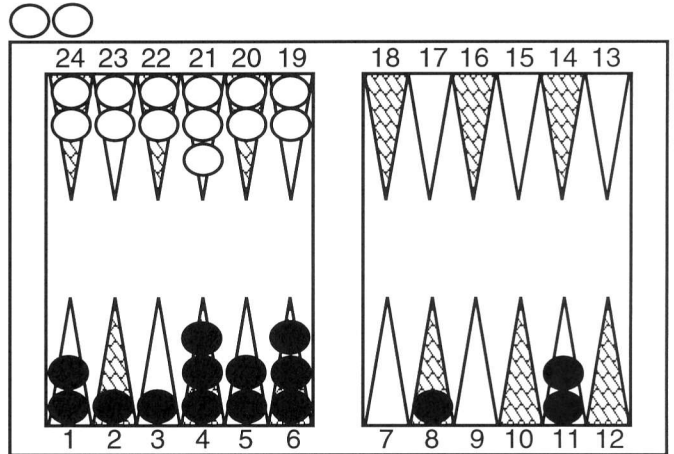
Black-0 White-1

Black doubles to 2?



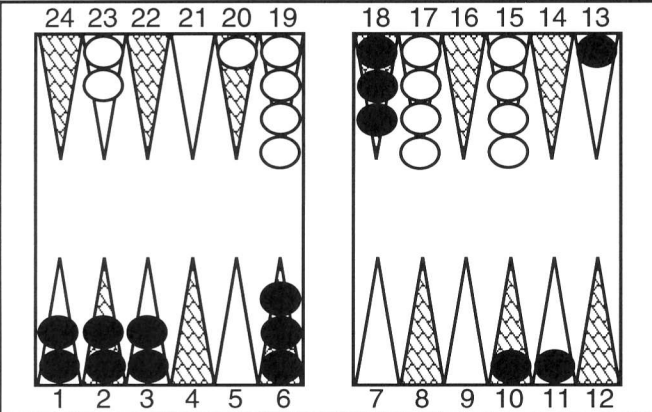
Black-4 White-5

White redoubles to 4?



Black-0 White-1

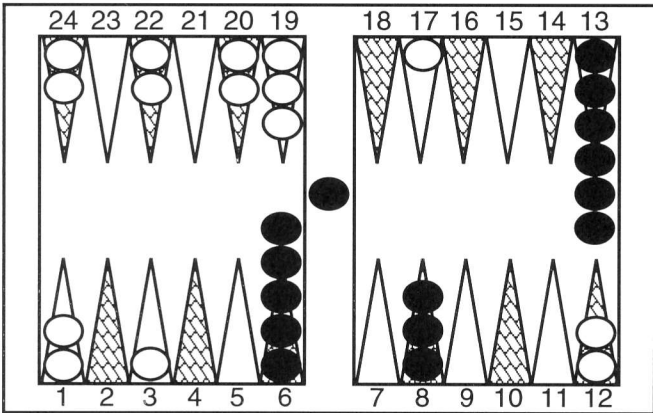
White redoubles to 4?



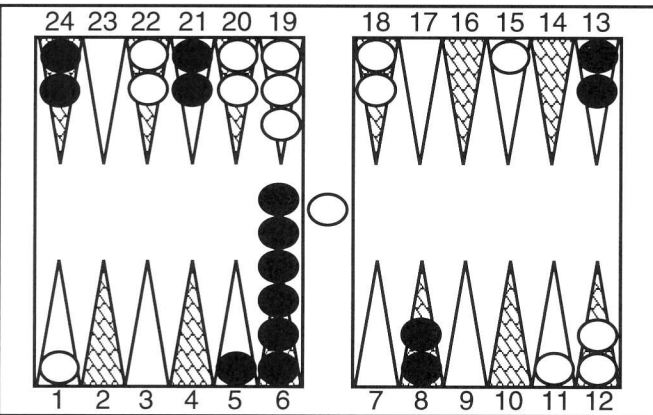
Joe Sylvester versus Gerd Schiesser

11 Match Point

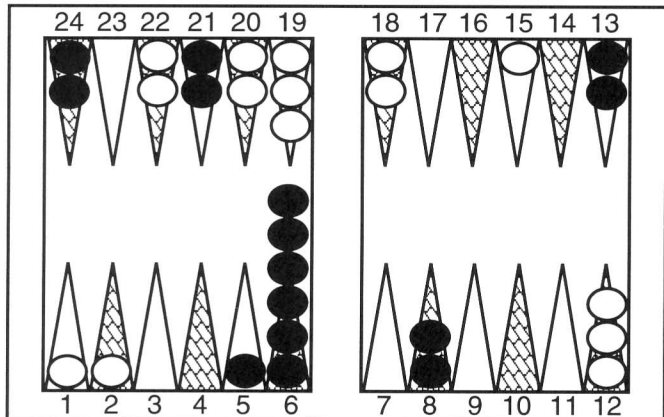
Black-4 White-7 White doubles to 2?



Black-4 White-8 White doubles to 2?



Black-4 White-8 Black redoubles to 4?



Match #1 - Game 1

Joe Sylvester - 0		Gerd Schiesser - 0	
roll	played	roll	played
1)	51 24/18	31	24/21 8/7x
2)	21 B/24 6/4x	44	B/21x 13/9(3)
3)	61 B/18x	61	B/24 13/7x
4)	64 B/21 24/18x	66	EF
5)	62 18/12x 6/4x	22	B/21x B/23(2)
6)	54 B/20 24/20	42	8/4x 6/4
7)	11 B/24 13/11 12/11	63	24/18 21/18
8)	31 8/5 6/5	61	24/18 9/8
9)	66 24/12 20/14(2)	41	9/5 6/5
10)	41 12/8 14/13	21	9/7 8/7
11)	31 8/5 14/13	21	6/3
12)	65 11/5 11/6	55	23/13 18/13 8/3
13)	55 13/3(2)	33	7/1(2)
14)	53 13/5	55	23/13 18/13(2)
15)	41 8/4 5/4	65	13/7 13/8
16)	31 13/10 5/4	65	13/2
17)	62 13/7 13/11	21	13/11 7/6
18)	22 10/6 8/6 7/5	41	8/4 13/12
19)	31 11/7	54	11/6 12/8
20)	42 7/5 4/0	65	8/3 6/0
21)	21 3/0		double to 2?
22)	pass		

Match #1 - Game 2

Joe Sylvester - 0		Gerd Schiesser - 1	
roll	played	roll	played
1)	32	24/21 13/11
2)	41 8/4x 24/23	21	B/22
3)	55 3x(2) 1x(2)	62	B/23 EF
4)	double to 2?		take
5)	53 13/8 24/21	41	24/21x/20
6)	42 B/23 6/2x	41	B/20
7)	53 23/18 21/18	64	8/2x 6/2
8)	64 B/21 8/2	51	11/5
9)	43 13/9 21/18	66	20/8(2)
10)	31 13/10 9/8	33	13/10(4)
11)	11 13/11 8/6		double to 4?
12)	take	42	10/4
13)	63 18/12 13/10	52	10/5 6/4
14)	43 12/5	62	10/4 10/8
15)	11 11/9 10/9 6/5	43	8/4 8/5
16)	21 9/6	64	8/2 5/1
17)	51 10/4	41	6/2 4/3
18)	32 9/4	43	8/4 8/5
19)	64 18/12 18/14	31	3/0 1/0
20)	63 12/6 14/11	65	6/0 5/0
21)	63 11/5 3/0	65	6/0 5/0
22)	43 4/0 3/0	22	2/0(4)
23)	44 4/0 6/2(3)	43	4/0 4/1
24)	54 5/0 6/2	64	game

Joe Sylvester versus Gerd Schiesser

11 Match Point

Match #1 - Game 3

Joe Sylvester - 0		Gerd Schiesser - 5	
roll	played	roll	played
1)	..	32	24/21 13/11
2)	62 24/18 6/4x	55	B/20 8/3(2) 6/1x
3)	61 B/24x/18	64	B/21x 20/14
4)	42 B/21 13/11x	62	B/23 8/2
5)	41 18/14x/13	65	B/14x
6)	22 B/23x 6/4x(2) 13/11x	22	B/23(3) 6/4x
7)	double to 2?		take
8)	63 EF	42	13/7x
9)	62 B/23 EF	32	23/20 6/4
10)	22 B/23 13/9 11/9	64	13/7 24/20
11)	65 23/17 13/8	42	13/9 13/11
12)	22 17/13 9/7(2)	11	23/22(3) 11/10
13)	42 8/4 8/6	41	10/5
14)	54 13/4	41	9/5 7/6
15)	44 13/9(2) 8/4(2)	11	7/3
16)	43 6/2 4/1	11	6/4 6/5(2)
17)	66 23/11(2)	62	4/2 NP
18)	61 7/1 7/6	32	5/2 22/20
19)	44 11/7(2) 6/2(2)	65	20/9
20)	62 7/1 6/4	41	22/18x/17
21)	11 B/24 3x(2) 9/8x	63	B/19 EF
22)	51 24/19 9/8	65	B/19 9/4
23)	31 19/16 4/3	54	19/10
24)	32 8/6x/3	51	B/20 10/9x
25)	64 B/19 8/4	41	9/5 20/19
26)	22 19/15 4/2 3/1	64	20/10x
27)	64 B/15x	31	EF
28)	41 15/11 4/3	41	EF
29)	51 11/6x/5x	43	EF
30)	62 6/0 2/0	41	EF
31)	42 4/0 4/2	51	B/20 EF
32)	32 3/0 3/1	33	EF
33)	63 3/0(2)	63	B/19 B/22
34)	54 2/0(2)	61	22/16 19/18
35)	11 1/0(4)	32	gammon

Match #1 - Game 4

Joe Sylvester - 4		Gerd Schiesser - 5	
roll	played	roll	played
1)	51 24/18	61	13/7x 8/7
2)	64 B/15	43	24/20 13/10x
3)	63 B/16	62	10/4 64
4)	52 16/11 13/11	52	20/13
5)	52 13/8 13/11	41	13/8
6)	32 13/10 13/11	64	13/7 13/9
7)	43 11/7 10/7	65	9/3 8/3
8)	44 24/12x 11/7	22	B/21 7/5(2)
9)	double to 2?		take
10)	43 8/4x 7/4	51	B/20 8/7
11)	65 7/1x 6/1	55	B/20 7/2(2) 6/1
12)	32 7/2	54	6/1 8/4
13)	31 12/8	44	20/12(2)
14)	54 8/3 8/4	66	12/6/0(2)
15)	11 8/5 6/5		double to 4?
16)	pass		

Match #1 - Game 5

Joe Sylvester - 4		Gerd Schiesser - 7	
roll	played	roll	played
1)	65 24/13	55	8/3(2) 1x(2)
2)	53 24/17x	53	B/22 13/8x
3)	61 EF	54	13/8 13/9
4)	63 EF	43	9/5 8/5
5)	63 EF		double to 2?
6)	pass		

Match #1 - Game 6

Joe Sylvester - 4		Gerd Schiesser - 8	
roll	played	roll	played
1)	..	31	8/5 6/5
2)	51 24/18	51	6/1x 8/7x
3)	61 B/24x EF	31	B/22 8/7
4)	55 EF	65	13/7 13/8
5)	64 B/15	63	22/16 13/10x
6)	43 B/21 24/21	54	8/3 7/3
7)	54 13/8 13/9x	43	B/21 24/21
8)	32 9/6 13/11	52	21/14x
9)	41 B/24 8/4x	41	B/21x/20
10)	31 B/24 8/5x		double to 2?
11)	take	21	B/23 14/13
12)	double to 4?		take
13)	41 6/2x 6/5	63	B/16
14)	55 3(2) 1x(2)	52	B/23x 10/5
15)	54 B/16	53	16/8
16)	52 16/9	62	13/7 8/6
17)	44 21/17(2) 6/2x(2)	31	EF
18)	32 13/10 13/11	51	EF
19)	41 10/6 9/8	64	B/19x/15
20)	32 B/23 8/5	64	15/5
21)	44 17/5 11/7	61	13/7 13/12
22)	62 23/17 5/3	65	12/6 7/2
23)	54 17/12 17/13	41	6/2 6/5
24)	43 13/6	63	6/3 EF
25)	21 6/4 5/4	66	NP
26)	51 12/6	52	7/2 5/3
27)	55 6/1 7/2 NP	55	7/2(2) 5/0(2)
28)	21 3/1 2/1	22	6/4(2) 5/3(2)
29)	65 24/13	64	4/0(2)
30)	64 13/3	44	3/0(4)
31)	61 24/17	41	3/0 2/1
32)	11 game		

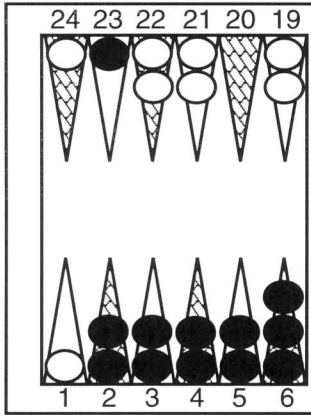
Joe - 4

Gerd -11
Winner
Match #1

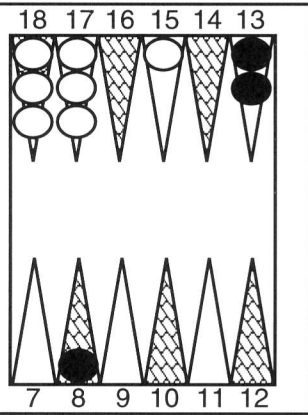
Joe Sylvester versus Gerd Schiesser

11 Match Point

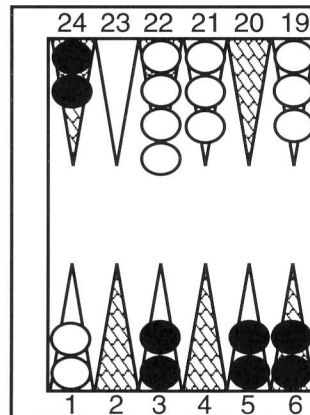
Black-0 White-0



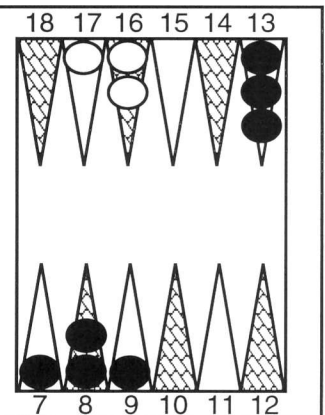
Black doubles to 2?



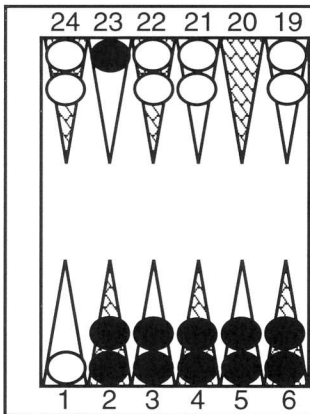
Black-4 White-0



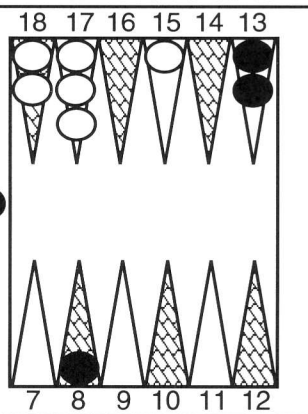
Black doubles to 2?



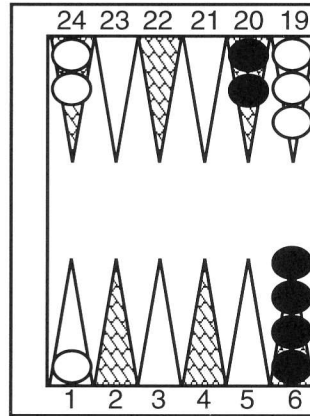
Black-0 White-0



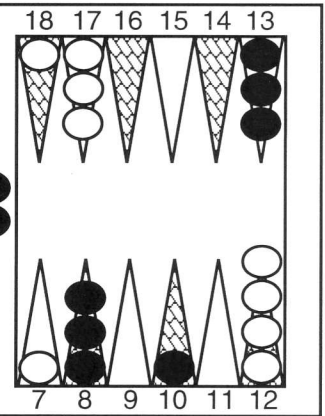
White redoubles to 4?



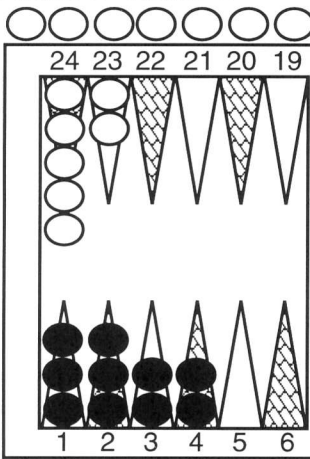
Black-6 White-0



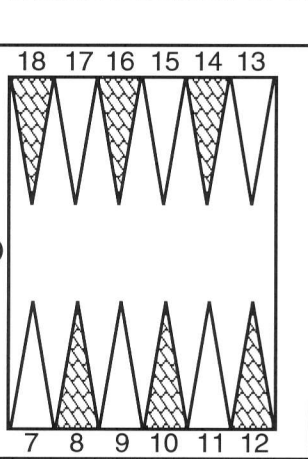
White doubles to 2?



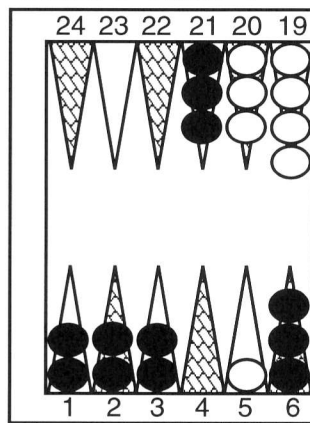
Black-0 White-0



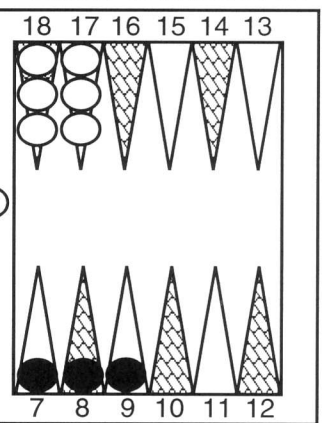
Black redoubles to 8?



Black-6 White-4



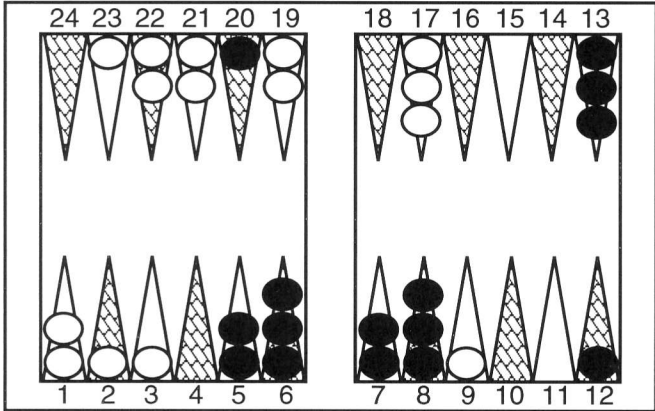
Black doubles to 2?



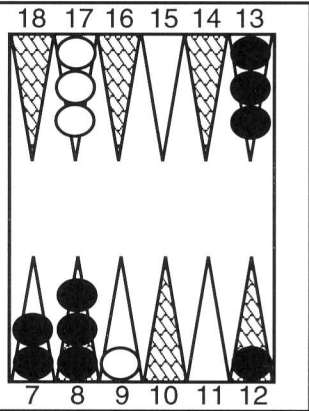
Joe Sylvester versus Gerd Schiesser

11 Match Point

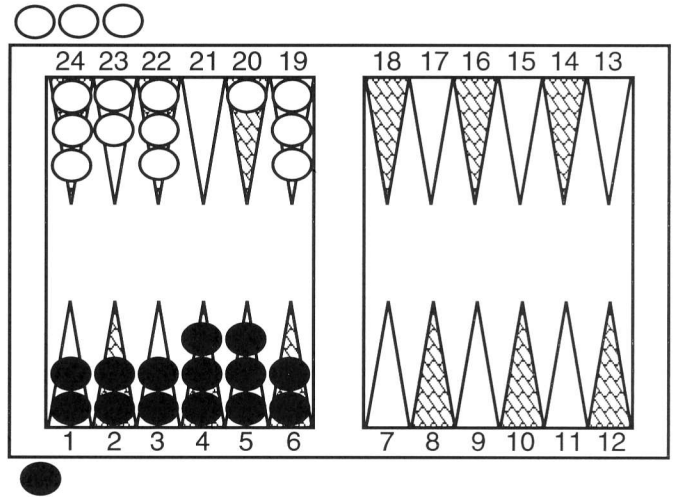
Black-7 White-4



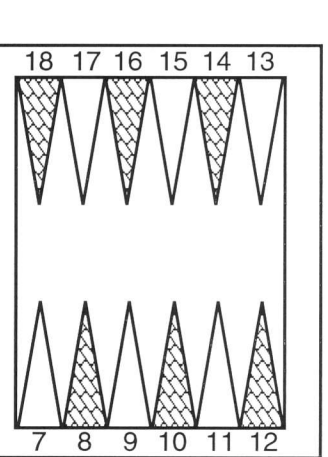
Black doubles to 2?



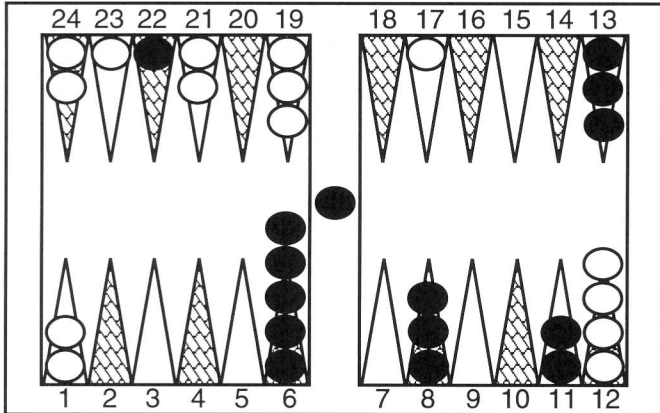
Black-8 White-6



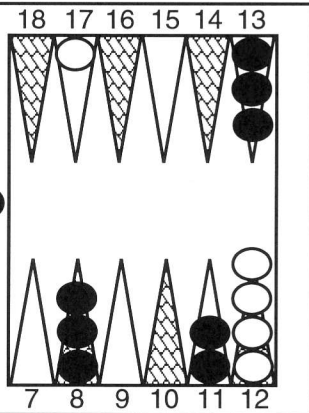
White doubles to 2?



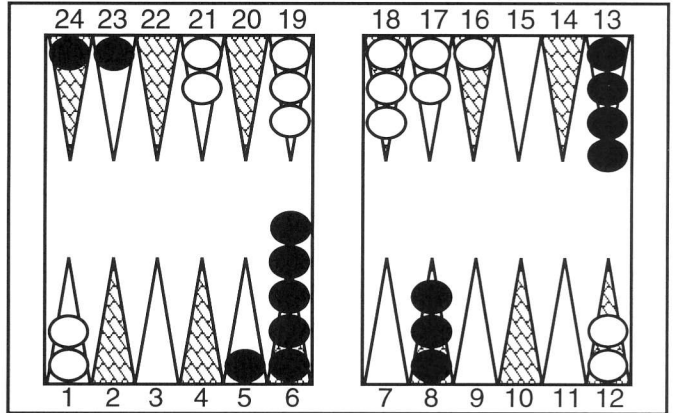
Black-8 White-4



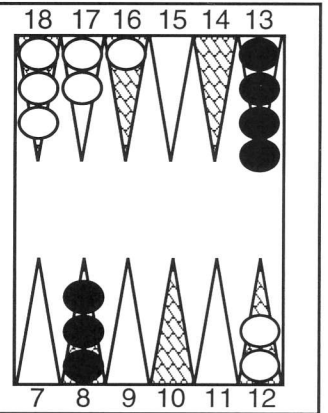
White doubles to 2?



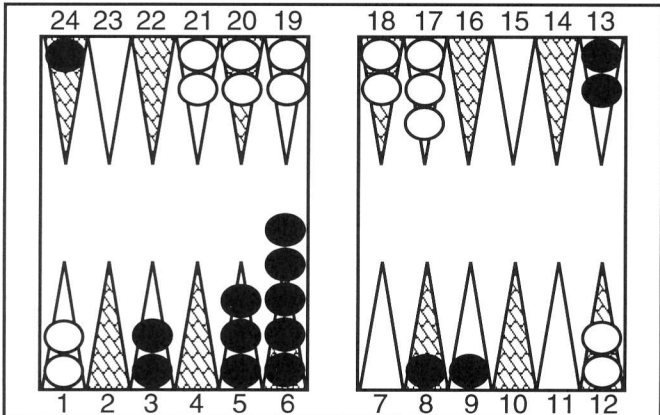
Black-8 White-7



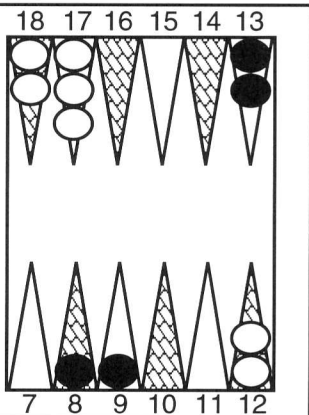
White doubles to 2?



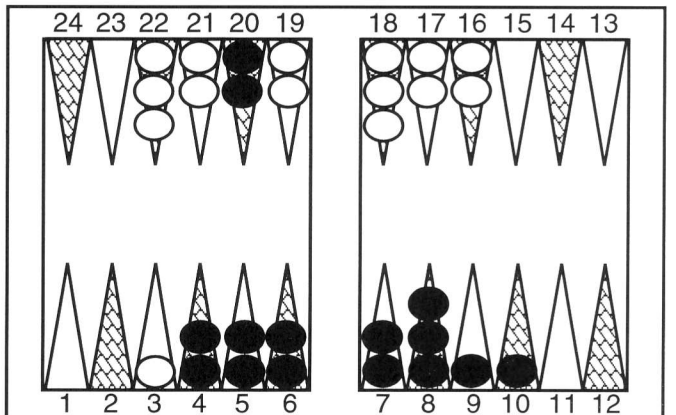
Black-8 White-5



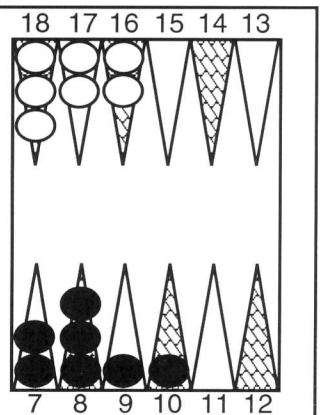
White doubles to 2?



Black-8 White-8



Black doubles to 2?

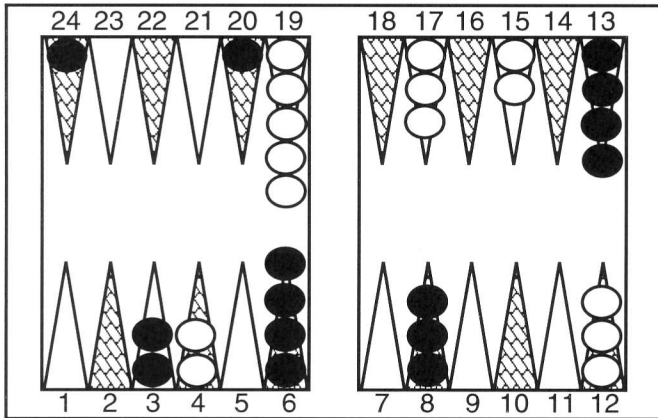


Joe Sylvester versus Gerd Schiesser

11 Match Point

Black-9 White-8

White doubles to 2?



Match #2 - Game 1

Joe Sylvester - 0		Gerd Schiesser - 0	
roll	played	roll	played
1) 41	13/9 24/23	41	6/2x/1x
2) 52	B/20 B/23	63	24/15
3) 54	9/4 8/4	64	15/9 13/9
4) 44	13/5(2)	42	8/4 6/4
5) 62	20/14 6/4	63	9/3 6/3
6) 62	14/8 6/4	62	13/7 9/7
7) 51	8/3 4/3	42	13/7
8) 62	8/2 4/2	53	13/8 13/10
9)	double to 2?		take
10) 41	6/1x	61	B/24x 7/1
11) 63	EF		double to 4?
12)	take	42	8/2x
13) 65	B/20 EF	44	10/2 8/4(2)
14) 62	EF	61	24/17x
15) 62	EF	11	7/5x(2)
16) ..	CB	42	17/11
17) ..	CB	54	11/2
18) ..	CB	61	6/0 6/5
19) 44	EF	66	5/0(3) 4/0
20) 52	B/20 EF	54	4/0(2)
21) 41	B/21x EF	54	EF
22) 42	B/21 13/11	31	B/24 NP
23) 32	20/17 21/19	52	3/1 NP
24) 42	11/7 17/15	42	3/1 NP
25) 51	13/7	43	NP
26) 63	15/6	53	NP
27) 22	21/13	61	2/1 NP
28) 32	19/14	54	NP
29) 21	14/11	44	NP
30) 63	11/5 13/10	52	NP
31) 44	10/2 6/2 5/1x	32	EF
32) 62	7/1 7/5	..	CB
33) 51	5/0 2/1	..	CB
34) 66	6/0(2) 5/0(2)	21	EF
35)	double to 8?		pass

Match #2 - Game 2

Joe Sylvester - 4		Gerd Schiesser - 0	
roll	played	roll	played
1)	..	53	8/3 6/3
2) 53	8/3 6/3	55	13/3 13/8(2)
3) 41	13/9 6/5	52	8/3 6/4
4) 61	13/7 6/5	44	8/4(2) 13/9(2)
5)	double to 2?		take
6) 65	13/7 13/8	41	9/5 6/5
7) 66	24/18(2) 13/7 9/3	21	4/2 9/8
8) 62	18/12 18/16	62	8/2 8/6
9) 51	12/6	51	6/1 3/2
10) 43	8/4 7/4	43	6/2 6/3
11) 11	16/13 3/2	54	5/1 NP
12) 55	13/3 7/2(2)	66	24/12(2)
13) 61	8/1	54	12/3
14) 22	8/6 2/0(3)	11	12/8
15) 43	4/0 3/0	31	8/5 1/0
16) 55	5/0(2) 6/1(2)	61	5/0 1/0
17) 66	game		

Match #2 - Game 3

Joe Sylvester - 6		Gerd Schiesser - 0	
roll	played	roll	played
1) 63	24/18 13/10	63	24/15x
2) 31	B/24 13/10x	52	B/18
3) 54	6/1x 24/20	51	B/24x 6/1x
4) 65	B/20 EF	65	13/7x 6/1
5) 61	EF		double to 2?
6)	take	41	13/9 8/7
7) 51	B/20 EF	62	13/7 18/16
8) 53	B/20 13/10	55	16/1 9/4
9) 65	20/14 20/15	51	24/18
10) 52	14/7x	42	B/21 6/4
11) 62	10/4x 6/4	62	B/23 8/2
12) 52	10/5 7/5	63	8/2 13/10x
13) 33	B/22 8/2x 13/10	32	B/23x 13/10
14) 54	B/20 6/2x	33	B/22 6/3x(2) 7/4
15) 11	EF	51	10/4
16) 31	EF	64	22/12x
17) 33	EF	21	10/8 4/3
18) 21	EF	65	12/1
19) 31	EF	51	8/2
20) 62	B/19 EF	62	7/1 3/1
21) 21	EF	61	7/1 4/3
22) 64	B/19 10/6	51	4/0 1/0
23) 55	20/10 20/15(2)	64	4/0 3/0
24) 61	15/9 19/18	54	3/0(2)
25) 43	10/6 15/12	44	2/0(3) 1/0
26) 32	gammon		

Joe Sylvester versus Gerd Schiesser

11 Match Point

Match #2 - Game 4

Joe Sylvester - 6		Gerd Schiesser - 4	
roll	played	roll	played
1) 62	24/18 13/11	54	6/1x 24/20
2) 51	B/24x 6/1x	22	B/21(2)
3) 53	18/13 11/8	41	13/9 21/20
4) 31	24/20	64	13/7 9/5x
5) 63	B/16	42	13/9x 7/5
6) 32	B/22 8/6	62	9/3x 13/11
7) 32	B/22x 6/4x	53	B/20 B/22
8) 41	8/4 13/12x	61	B/24x 22/16
9) 22	B/21 13/9x	53	B/20 6/3x
10) 54	B/21 9/4	65	24/13x
11) 43	B/22x/18	31	B/22 8/7x
12) 63	B/16	43	13/9x/6
13) 53	B/22 13/8	65	22/11
14) 22	13/9(2)	64	20/14 11/7
15) 65	22/11x	61	B/24 20/14x
16) 51	B/24 6/1x	66	EF
17) 54	6/1 8/4	42	B/23 11/7
18) 62	24/16	62	14/8 7/5
19) 41	16/12 4/3	52	20/13x
20) 41	B/21 4/3	22	13/7 20/18
21) 22	4/2x(2) 9/7x 8/6	53	B/20 EF
22)	double to 2?		pass

Match #2 - Game 7

Joe Sylvester - 8		Gerd Schiesser - 5	
roll	played	roll	played
1) 65	24/13	31	8/5 6/5
2) 31	8/5 6/5	54	13/8 13/9
3) 32	13/10 13/11	62	13/7 9/7
4) 54	10/5 13/9	11	6/4(2)
5) 55	13/3 8/3 11/6		double to 2?
6)	pass		

Match #2 - Game 8

Joe Sylvester - 8		Gerd Schiesser - 6	
roll	played	roll	played
1) 53	8/3 6/3	21	13/11 24/23
2) 51	13/8 24/23	54	6/1x 24/20
3) 42	B/21 23/21	42	13/9 11/9
4) 61	8/2x 6/5x	42	B/21 B/23x
5) 54	B/21 13/8	54	6/1 13/9
6) 61	21/15 6/5	44	13/5(2)
7) 54	15/10 8/4x	43	B/21x 8/5
8) 31	B/21	43	21/14
9) 32	13/10 13/11x	64	B/21 9/3
10) 42	8/4x/2x	44	B/17x(2)
11) 33	B/22x 21/15 13/10	54	B/16
12) 54	10/5 15/11	61	16/9
13) 66	21/15(2) 10/4(2)	54	6/1 9/5
14) 51	6/1 2/1	43	9/5 9/6
15) 64	22/16 6/2	32	6/3 5/3
16) 32	16/13 15/13	62	8/2 5/3
17) 54	11/6 11/7	53	17/9
18) 33	15/6 5/2	61	17/11 8/7
19) 63	13/7 13/10	54	11/6 9/5
20) 64	10/4 7/3	55	7/2 5/0(3)
21) 32	7/5 3/0		double to 2?
22)	pass		

Match #2 - Game 5

Joe Sylvester - 7		Gerd Schiesser - 4	
roll	played	roll	played
1) 63	24/18 13/10	31	24/21 8/7x
2) 61	B/18x	62	B/23 21/15x
3) 21	B/22	53	8/3x 6/3
4) 41	B/21 18/17x	21	B/24 6/4x
5) 55	B/10x 13/8	53	B/22 13/8x
6) 33	EF	32	13/10 6/4
7) 11	B/23 6/5(2)	41	10/6 23/22
8) 31	10/7 8/7	32	13/8
9) 64	24/14	54	13/8 6/2x
10) 52	B/20 14/12x	62	B/23 22/16
11)	double to 2?		pass

Match #2 - Game 6

Joe Sylvester - 8		Gerd Schiesser - 4	
roll	played	roll	played
1)	42	8/4 6/4
2) 62	24/18 13/11	32	6/1x
3) 32	B/22 13/11	64	13/7x/3x
4) 42	B/23 EF	62	8/2x 3/1
5) 31	B/22 EF		double to 2?
6)	pass		

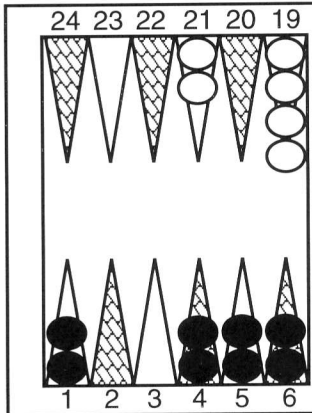
Joe Sylvester versus Gerd Schiesser

11 Match Point

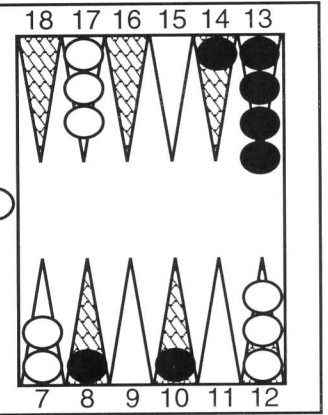
Match #2 - Game 9

Joe Sylvester - 8		Gerd Schiesser - 7	
roll	played	roll	played
1)	61	13/7 8/7
2) 32	24/21 13/11	62	13/7 6/4x
3) 63	B/16	42	13/9x 6/4
4) 62	B/23 11/5		double to 2?
5)	pass		

Black-0 White-0



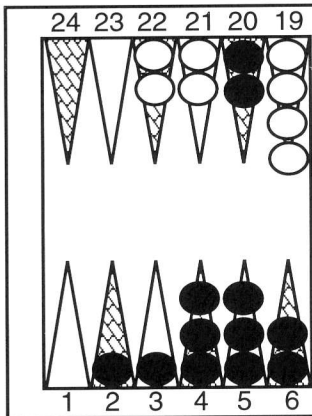
Black doubles to 2?



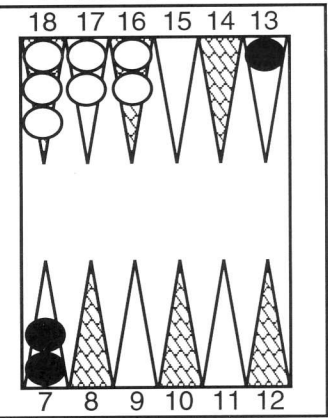
Match #2 - Game 10

Joe Sylvester - 8		Gerd Schiesser - 8	
roll	played	roll	played
1)	54	13/8 24/20
2) 32	8/5x 24/22	62	B/23 24/18
3) 42	24/20 22/20	44	13/9(2) 8/4(2)
4) 51	13/8 6/5	33	13/10(2) 6/3(2)
5) 51	13/7x	33	B/22 10/7(2) 6/3
6) 63	13/7 13/10	65	22/11
7) 22	6/4(2) 13/9	41	11/7 23/22
8)	double to 2?		pass

Black-1 White-0



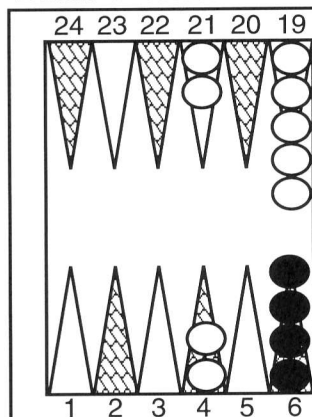
White doubles to 2?



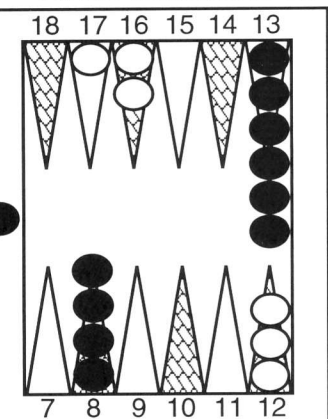
Match #2 - Game 11

Joe Sylvester - 9		Gerd Schiesser - 8	
roll	played	roll	played
1) 53	8/3 6/3	33	24/21(2) 13/10(2)
2) 54	13/8 24/20		double to 2?
3)	take	43	13/9 8/5x
4) 52	B/20x 24/22	65	B/20 9/3x
5) 52	B/20 13/11	55	21/11(2)
6) 55	11/1 6/1 13/8	53	20/15 6/3
7) 43	13/9 13/10x	42	B/23 6/2
8) 22	20/16(2)	21	8/6 8/7
9) 54	9/4 8/4	61	7/1 2/1
10) 64	8/2x 6/2	22	EF
11) 64	16/6	32	EF
12) 65	16/10 6/1	53	B/20 13/10
13) 31	8/5x/4	55	B/20 10/5(2) 13/8
14) 44	10/6(2) 8/4/0	65	10/4 11/6
15) 53	6/1 6/3	62	11/5 6/4
16) 41	4/0 1/0	41	6/2 5/4
17) 62	6/0 6/4	63	20/11
18) 32	3/0 2/0	63	11/5 8/5
19) 21	2/0 1/0	42	4/0 2/0
20) 52	4/0 4/2	53	5/0 3/0
21) 65	4/0 3/0	31	3/0 1/0
22) 54	game		

Black-1 White-1



White doubles to 2?



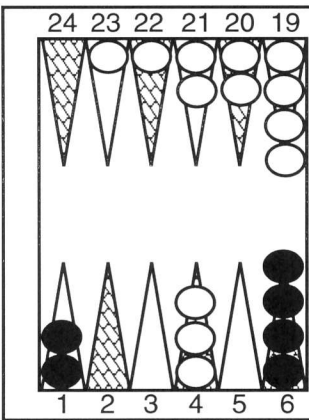
Joe - 11
Winner
Match #2

Gerd - 8

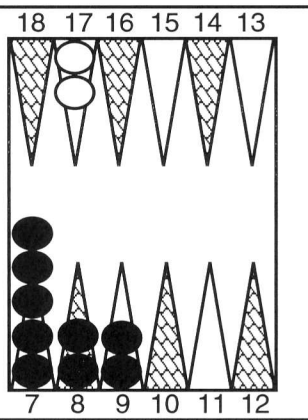
Joe Sylvester versus Gerd Schiesser

11 Match Point

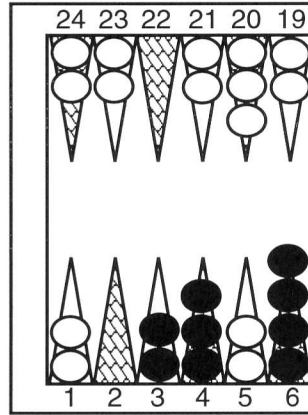
Black-1 White-2



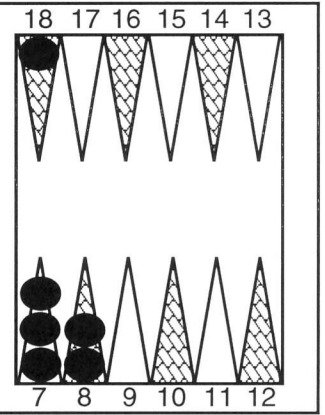
Black doubles to 2?



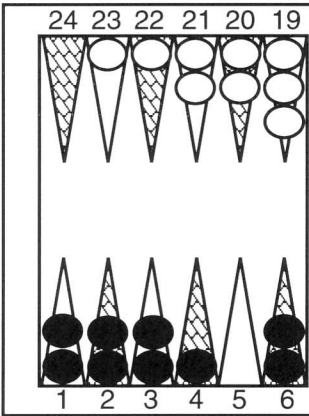
Black-3 White-2



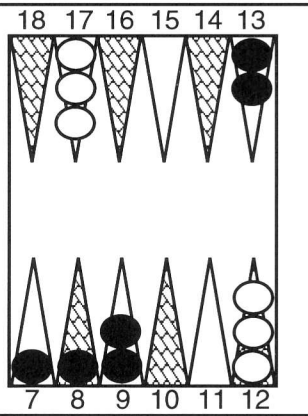
Black redoubles to 4?



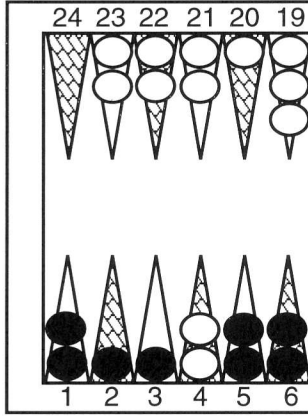
Black-2 White-2



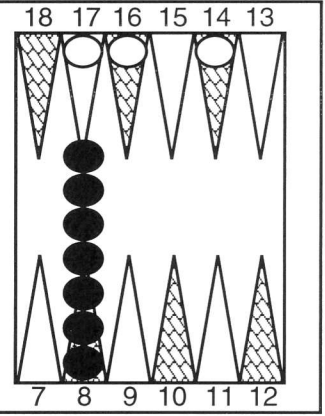
Black doubles to 2?



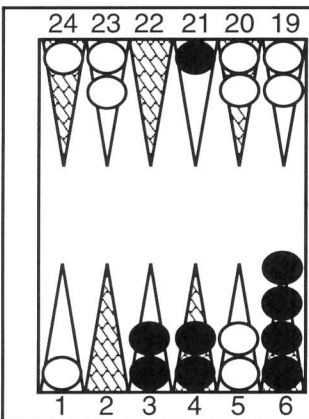
Black-5 White-2



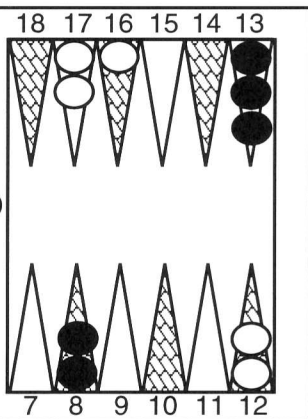
Black doubles to 2?



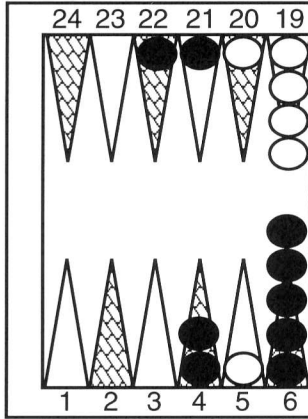
Black-3 White-2



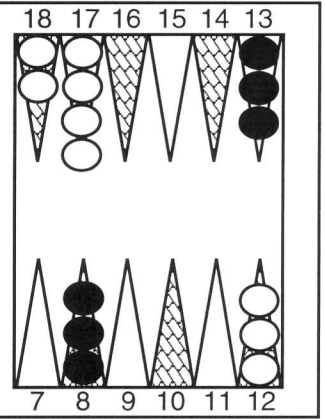
White doubles to 2?



Black-6 White-2



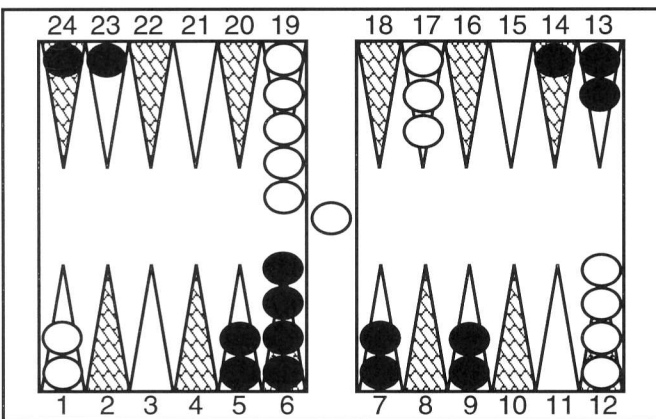
White doubles to 2?



Joe Sylvester versus Gerd Schiesser

11 Match Point

Black-6 White-4

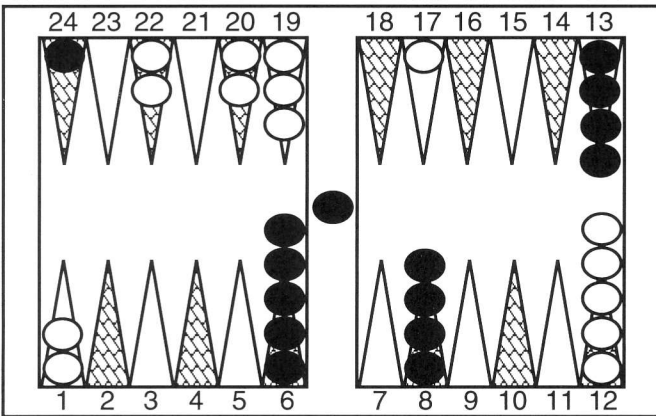


Black doubles to 2?

Match #3 - Game 1

Joe Sylvester - 0		Gerd Schiesser - 0	
roll	played	roll	played
1)	52	13/8 13/11
2) 64	24/14x	62	B/23 24/18
3) 42	8/4 6/4	41	23/18
4) 66	14/2 8/2 24/18	42	8/4 6/4
5) 11	6/5(2) 2/1x(2)	41	EF
6) 43	18/14 13/10	64	EF
7)	double to 2?		pass

Black-7 White-4

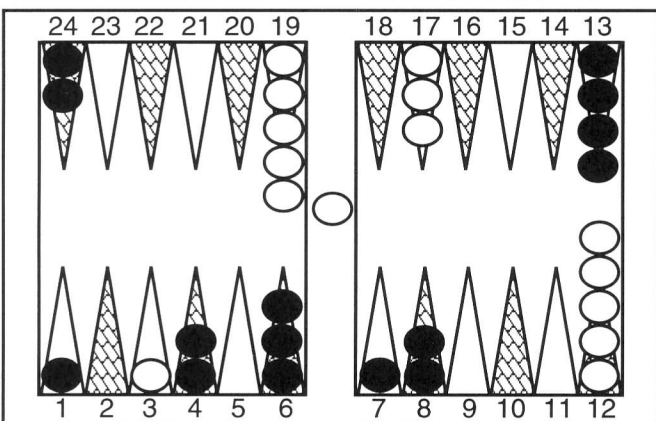


White doubles to 2?

Match #3 - Game 2

Joe Sylvester - 1		Gerd Schiesser - 0	
roll	played	roll	played
1) 52	13/8 13/11	44	24/20(2) 13/9(2)
2) 41	11/7 8/7	61	13/7 8/7
3) 22	24/20(2)	51	13/7
4) 51	13/12x/7	31	B/24 6/3
5) 31	8/4	44	24/16 20/16(2)
6) 62	8/2 7/5	62	16/10 6/4
7) 31	7/4 6/5	41	10/6 4/3
8) 51	8/3 6/5	66	16/4(2)
9) 62	13/5		double to 2?
10)	pass		

Black-7 White-5



Black doubles to 2?

Match #3 - Game 3

Joe Sylvester - 1		Gerd Schiesser - 1	
roll	played	roll	played
1) 65	24/13	62	24/18 13/11
2) 54	6/1x 24/20	51	B/24x 18/13
3) 62	B/23 20/14x	43	B/21 24/21
4) 62	14/8 23/21	44	8/4x(2) 13/9(2)
5) 64	EF		double to 2?
6)	pass		

Match #3 - Game 4

Joe Sylvester - 1		Gerd Schiesser - 2	
roll	played	roll	played
1)	62	24/18 13/11
2) 54	6/1x 24/20	42	B/21 13/11
3) 61	13/7x 13/7	53	B/20 8/5x
4) 54	B/20x 24/20	54	B/20 13/9
5) 52	13/6	51	21/16 9/8
6) 65	20/9x	62	B/23 11/5x
7) 62	B/23 13/7	43	20/16x 8/5
8) 52	B/23 6/1	62	20/14 16/14
9) 42	6/2x 23/21	62	B/23x 14/8
10) 42	B/21 13/11x	32	B/22 23/21
11) 64	13/7 11/7	43	6/2x 8/5
12) 64	B/15	51	11/6 22/21
13) 65	21/15 21/16	31	13/9x
14) 43	B/21 15/12x	64	B/21 9/3
15) 66	21/9 15/9 12/6	21	6/4 5/4
16)	double to 2?		pass

Joe Sylvester versus Gerd Schiesser

11 Match Point

Match #3 - Game 5

Joe Sylvester - 2		Gerd Schiesser - 2	
roll	played	roll	played
1)	..	31	8/5 6/5
2)	21	65	24/13
3)	43	41	13/8
4)	64	64	24/14
5)	65	41	6/2 14/13
6)	61	43	13/6
7)	65	62	13/5
8)	61	64	13/3
9)	66	21	6/4 5/4
10)	double to 2?		pass

Match #3 - Game 8

Joe Sylvester - 6		Gerd Schiesser - 2	
roll	played	roll	played
1)	52	66	24/18(2) 13/7(2)
2)	44	64	18/14x/8
3)	66	43	18/11
4)	64	51	B/20 6/5x
5)	63		double to 2?
6)		21	6/4x 5/4
7)	32	44	20/16 13/9(3)
8)	61	55	16/11 9/4(3)
9)	33	41	11/7 8/7
10)	65	52	7/2 4/2
11)	42	63	8/2 7/4
12)	51	43	6/2 4/1
13)	65	54	6/1 6/2
14)	61	41	7/3x 4/3
15)	65	64	8/2 8/4
16)	41	44	7/3 4/0(3)
17)	31	43	4/0 3/0
18)	31	65	3/0(2)
19)	51	42	2/0(2)
20)	65		game

Match #3 - Game 6

Joe Sylvester - 3		Gerd Schiesser - 2	
roll	played	roll	played
1)	..	31	8/5 6/5
2)	55	41	13/9 6/5
3)	62	53	B/20 13/10
4)	42	54	6/1x 13/9x
5)	52	42	24/20 10/8
6)	66	63	8/2x 5/2
7)	42		double to 2?
8)		44	8/4x(2) 9/1
9)	11	32	13/8
10)	54	31	13/9
11)	53	21	9/6
12)	53	54	B/16
13)	62	53	B/20 6/3x
14)	31	51	B/24 20/15
15)	63	43	EF
16)	61	65	B/14
17)	64	63	14/5
18)	redouble to 4?		pass

Match #3 - Game 9

Joe Sylvester - 6		Gerd Schiesser - 4	
roll	played	roll	played
1)	..	32	24/21 13/11
2)	43	41	B/21x/20
3)	53	61	B/18
4)	11	65	EF
5)	44	51	B/24 EF
6)	double to 2?		pass

Match #3 - Game 7

Joe Sylvester - 5		Gerd Schiesser - 2	
roll	played	roll	played
1)	..	54	13/8 24/20
2)	41	63	B/22 EF
3)	55	22	B/21(2)
4)	31	42	8/4 6/4
5)	54	64	8/2 6/2
6)	65	64	13/3
7)	42	41	8/3
8)	61	53	13/5
9)	55	42	13/9 13/11
10)	double to 2?		pass

Match #3 - Game 10

Joe Sylvester - 7		Gerd Schiesser - 4	
roll	played	roll	played
1)	..	31	8/5 6/5
2)	52	53	8/3x 6/3
3)	63		double to 2?
4)	pass		

Joe Sylvester versus Gerd Schiesser

11 Match Point

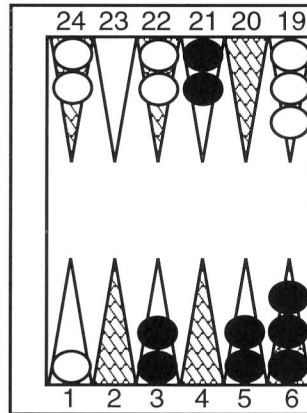
Match #3 - Game 11

Joe Sylvester - 7		Gerd Schiesser - 5	
roll	played	roll	played
1) 42	8/4 6/4	51	24/18
2) 65	13/7x 6/1x	63	B/22 EF
3)	double to 2?		take
4) 21	7/5 6/5	64	EF
5) 65	13/7 8/3x	65	EF
6) 55	13/3(2)	41	B/24x EF
7) 52	B/20 3/1x	66	EF
8) 63	7/1 13/10	53	EF
9) 31	10/7 24/23	11	EF
10) 41	20/15	64	EF
11) 62	15/9 23/21	52	B/23 EF
12) 61	9/2x	61	EF
13) 32	7/2	..	CB
14) 65	24/18 21/16	..	CB
15) 65	16/10 18/13	..	CB
16) 51	10/5 8/7	..	CB
17) 43	13/9 7/4	..	CB
18) 62	9/3 5/3	..	CB
19) 62	6/0 6/4	33	EF
20) 54	5/0 5/1	53	B/20 EF
21) 65	4/0(2)	51	gammon

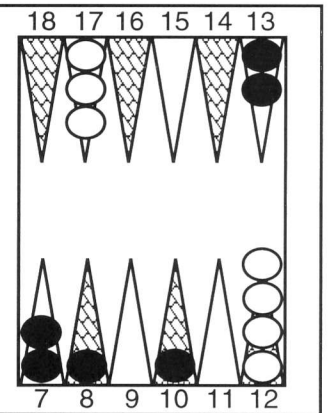
Joe - 11
Winner
Match #3

Gerd - 5

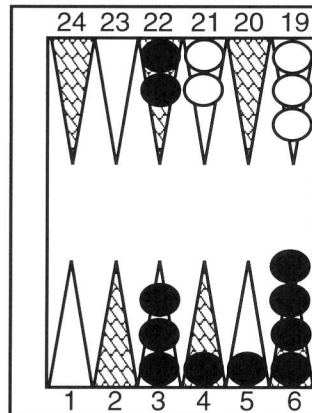
Black-0 White-0



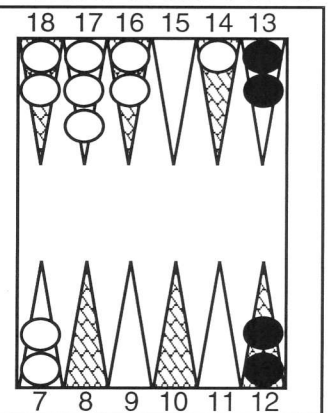
Black doubles to 2?



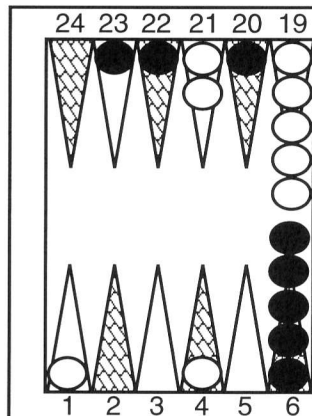
Black-2 White-0



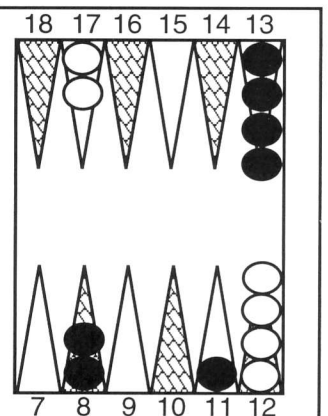
White doubles to 2?



Black-2 White-1



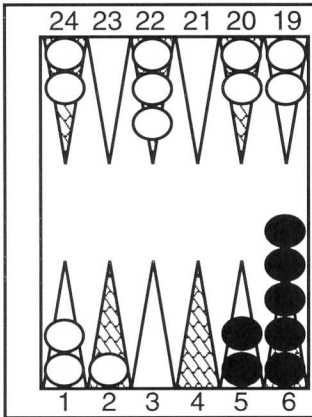
White doubles to 2?



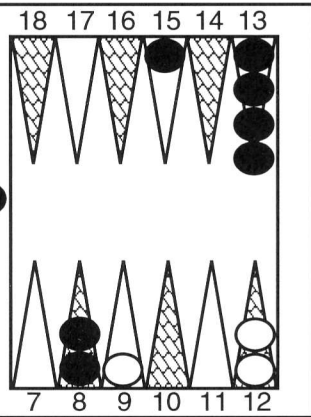
Joe Sylvester versus Gerd Schiesser

11 Match Point

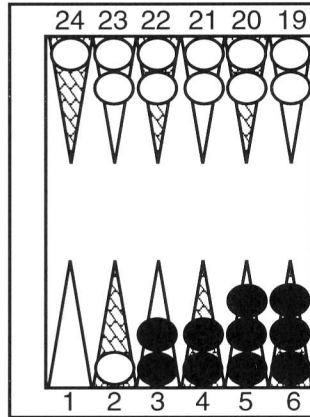
Black-2 White-3



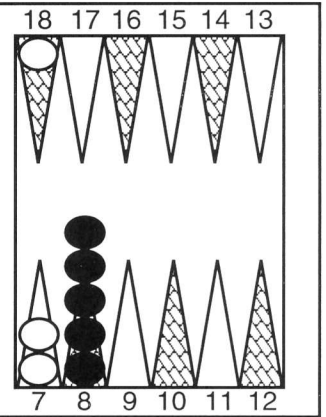
Black doubles to 2?



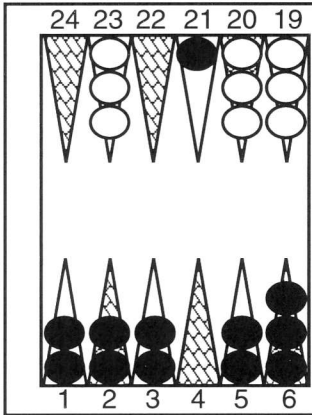
Black-7 White-4



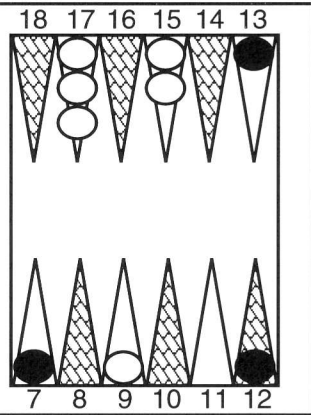
Black doubles to 2?



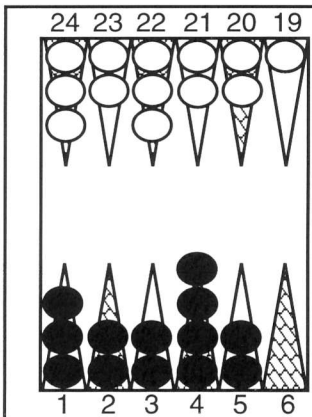
Black-2 White-4



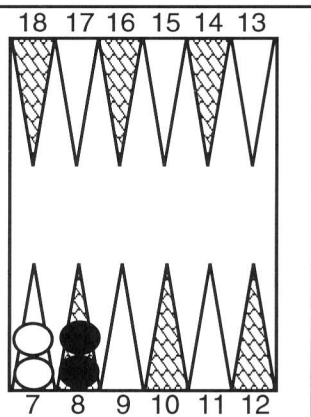
Black doubles to 2?



Black-6 White-4



Black doubles to 2?



Match #4 - Game 1

Joe Sylvester - 0		Gerd Schiesser - 0	
roll	played	roll	played
1) 32	24/21 13/11	55	8/3(2) 6/1x(2)
2) 41	B/21 11/10	41	13/8
3) 33	8/5(2) 6/3(2)	64	24/14
4) 33	13/7(2)	42	14/8
5)	double to 2?		take
6) 33	21/18(2) 13/10(2)	41	8/4 24/23
7) 44	10/2x(2)	31	B/24 4/1
8) 61	8/1x	54	B/16
9) 65	10/4 6/1	52	16/11 13/11
10) 42	6/2 6/4	42	8/4 6/4
11) 42	7/1	43	8/1
12) 64	7/1 5/1	63	13/4
13) 66	NP	21	4/2 3/2
14) 43	5/1 4/1	32	11/6
15) 61	18/11	53	11/3
16) 53	18/10	42	13/9 13/11
17) 22	11/5 10/8	41	9/5 11/10
18) 11	8/6 1/0(2)	33	10/4 3/0(2)
19) 11	1/0(4)	63	6/0 6/3
20) 52	5/0 2/0	44	4/0(3) 6/2
21) 21	2/0 1/0	54	5/0 3/0
22) 66	game		

Match #4 - Game 2

Joe Sylvester - 2		Gerd Schiesser - 0	
roll	played	roll	played
1) 53	8/3 6/3	66	24/18(2) 13/7(2)
2) 64	24/14	22	6/4(2) 13/11x(2)
3) 21	B/23 13/12x	61	B/18
4) 11	24/22 23/22 13/12	52	18/11
5) 63	13/4	11	11/9(2)
6) 53	8/3 8/5		double to 2?
7)	pass		

Joe Sylvester versus Gerd Schiesser

11 Match Point

Match #4 - Game 3

Joe Sylvester - 2		Gerd Schiesser - 1	
roll	played	roll	played
1) 32	24/21 13/11	43	8/4x 24/21
2) 61	B/18	31	8/7x/4
3) 43	B/22 8/4x	54	B/21x 13/8
4) 51	B/20 24/23		double to 2?
5) 54	take	11	6/5x(2) 4/3x(2)
6) 31	B/21 EF	42	8/4x 6/4
7) 66	B/24 EF	54	13/8 13/9
8) 63	EF	41	24/20 21/20
9) 41	EF	21	9/7 8/7
10) 63	B/24 11/7	31	13/9
11) 63	23/17x/14	42	B/21 20/18x
12) 63	EF	53	20/15 18/15
13) 51	B/24 14/9	63	21/15 13/10
14) 52	9/4 6/4	42	15/11 10/8
15) 62	13/5	64	15/9 15/11
16) 54	13/8 13/9	64	11/5 11/7
17) 32	8/5 6/4	63	8/2 5/2
18) 66	13/7 9/3 8/2(2)	21	9/7 9/8
19) 53	7/2 6/3	63	8/2 7/4
20) 51	6/1 2/1	54	7/2 7/3
21) 42	6/2 4/2	22	7/5 4/0 2/0
22) 61	24/17	32	6/3 6/4
23) 61	17/10	52	5/0 2/0
24) 43	10/3	54	5/0 4/0
25) 42	24/20x/18	66	B/7x/1x
26) 32	EF	54	4/0(2)
27) 52	B/20 EF	31	3/0 1/0
28) 31	B/24 20/17	64	3/0(2)
29) 42	17/13 24/22x	41	EF
30) 64	22/12	54	EF
31) 21	13/11 2/1	61	B/18
32) 21	12/10 11/10	65	18/7
33) 62	10/4 10/8	33	game

Match #4 - Game 4

Joe Sylvester - 2		Gerd Schiesser - 3	
roll	played	roll	played
1) 54	13/8 24/20	31	8/5x 6/5
2) 65	EF	63	13/7 13/10
3) 62	B/23 24/18x	61	B/24 13/7x
4) 54	B/21 23/18x	61	B/24 10/4x
5) 33	B/22 8/5(2) 18/15	55	8/3x(2) 6/1(2)
6) 63	EF	11	24/21 24/23
7) 65	EF	51	21/16 4/3
8) 55	EF		double to 2?
9) 62	pass		

Match #4 - Game 5

Joe Sylvester - 2		Gerd Schiesser - 4	
roll	played	roll	played
1)	51	24/18
2) 54	13/8 24/20	53	18/13 8/5x
3) 62	B/23 13/7	62	13/5
4) 21	23/21 8/7	31	24/21 6/5
5) 61	13/7 6/5	31	13/10 21/20x
6) 54	B/21 8/3	43	20/16 13/10
7) 55	8/3 7/2(2) 6/1	43	6/2 5/2
8) 21	7/5 6/5	65	16/10 13/8
9) 21	8/5	62	10/2
10) 11	5/1	62	13/5
11) 66	24/12x/6 13/7	51	EF
12) 63	21/12	54	B/16
13) 32	double to 2?		take
14) 32	12/9x/7	41	B/21 5/4x
15) 54	B/21x/16	32	EF
16) 53	13/8 7/4x	31	EF
17) 62	16/10 6/4	..	CB
18) 41	8/4 7/6	..	CB
19) 21	10/8 6/5	..	CB
20) 55	8/3 6/1(2) 5/0	63	B/19 EF
21) 63	5/0 5/2	43	EF
22) 21	2/0 1/0	32	EF
23) 43	4/0 3/0	63	B/16
24) 53	4/0 3/0	41	10/6 19/18
25) 41	4/0 1/0	61	16/10 18/17
26) 31	3/0 1/0	65	gammon

Match #4 - Game 6

Joe Sylvester - 6		Gerd Schiesser - 4	
roll	played	roll	played
1)	53	8/3 6/3
2) 32	B/21 13/11	43	8/4x/1x
3) 11	B/24x(2) 6/5(2)	42	B/21 13/11
4) 51	11/5	66	24/18(2) 21/9
5) 65	24/13	32	13/8
6) 54	13/4	43	9/5 8/5
7) 52	13/8 6/4	43	13/9 11/8
8) 54	8/3 8/4	63	9/3 8/5
9) 42	5/1 3/1	53	13/8 13/10
10) 43	13/6	66	10/4 8/2(2) NP
11) 43	24/21x/17	53	B/22 6/1
12) 64	8/2 8/4	32	6/1
13) 54	6/1 17/13	62	22/14
14) 43	6/2 6/3	54	14/9 5/1
15) 55	13/3 13/8(2)	52	9/4 6/4
16) 31	double to 2?		pass

Joe Sylvester versus Gerd Schiesser

11 Match Point

Match #4 - Game 7

Joe Sylvester - 7		Gerd Schiesser - 4	
roll	played	roll	played
1) 54	13/8 24/20	54	13/8 24/20
2) 21	13/11 6/5x	62	B/23 8/2
3) 33	8/5 6/3(2) 24/21	11	6/5x/4x(2)
4) 62	B/23x EF	64	B/21 8/2x
5) 55	B/15(2)	53	23/18 21/18
6) 32	11/6	65	13/2
7) 65	13/2	41	13/9 24/23x
8) 65	B/14	53	8/3 6/3
9) 54	14/5	52	23/18 8/6
10) 62	15/9 15/13	33	13/7 13/10 18/15
11) 31	13/10x/9	52	B/23 10/5
12) 55	13/8(2) 9/4(2)	54	6/1 9/5
13)	double to 2?		pass

Match #4 - Game 9

Joe Sylvester - 10		Gerd Schiesser - 4	
roll	played	roll	played
1)	54	13/8 24/20
2) 41	6/5x/1x	42	B/21 B/23
3) 51	24/18	51	6/1x 8/7x
4) 66	EF	32	8/5 7/5
5) 41	B/21 B/24x	43	B/22 8/4x
6) 65	EF	21	6/4 22/21
7) 42	B/23 6/2x	43	B/22 6/2x
8) 65	EF	54	13/8 13/9
9) 21	B/23x 2/1	62	B/23 22/16
10) 63	24/15	53	16/11 13/10x
11) 64	EF	33	23/20 13/7 10/7
12) 64	EF	54	21/16 20/16
13) 61	B/24 13/7	31	21/18x 11/10
14) 62	B/23 13/7x	52	23/18x
15) 11	B/24 23/22(2) 8/7x	31	B/22 10/9
16) 54	13/4	63	22/13
17) 52	8/3 6/4	43	13/6
18) 31	7/3	53	16/11 16/13
19) 32	8/5 13/11	62	13/5
20) 43	13/6	52	11/4
21) 31	11/8 6/5	64	8/2 6/2
22) 31	8/4	53	9/4 9/6
23) 52	24/17x	32	B/23 4/1x
24) 44	EF	41	6/1
25) 62	EF	63	23/14
26) 42	EF	51	14/8x
27) 21	EF	61	8/2 7/6
28) 21	EF	54	7/2 4/0
29) 62	EF	66	6/0(3) 5/0
30) 21	EF	42	4/0 4/2
31) 55	EF	61	5/0 5/4
32) 54	B/20 B/21x	62	B/17
33) 61	22/15	42	17/11
34) 62	20/14x 15/13	21	B/23 2/1
35) 43	22/15	62	23/15
36) 32	13/10x/8	42	B/23 NP
37) 53	21/16 8/5	21	2/1 NP
38) 52	15/10 4/2x	41	EF
39) 64	14/8 10/6	42	B/23x NP
40) 43	B/22 6/2x	41	EF
41) 62	8/2 22/20	..	CB
42) 51	16/11 20/19	..	CB
43) 43	19/12	..	CB
44) 21	12/9	..	CB
45) 65	9/3 11/6	..	CB
46) 31	3/0 5/4	..	CB
47) 64	6/0 4/0	..	CB
48) 63	6/0 6/3	63	B/16
49) 43	4/0 3/0	52	16/9
50) 54	5/0 4/0	33	9/3/0 2/0
51) 43	5/1 3/0	66	game

Match #4 - Game 8

Joe Sylvester - 8		Gerd Schiesser - 4	
roll	played	roll	played
1) 31	8/5 6/5	32	24/21 13/11
2) 43	8/4x/1x	41	B/21 B/24x
3) 52	B/20 6/4x	52	B/23 13/8
4) 42	24/20 6/4	63	23/17x 11/8
5) 54	B/21 13/8x	52	B/23 6/1x
6) 61	B/24x 21/15	63	B/22 23/17x
7) 31	B/21	42	8/4x 6/4
8) 64	EF	41	22/17
9) 51	B/20 24/23	61	13/7 8/7
10) 21	23/20	64	8/2 6/2
11) 21	13/10	64	24/14
12) 65	10/4 20/15	43	17/13 17/14
13) 63	13/4	65	13/2
14) 51	20/15 4/3	64	13/7 13/9
15) 42	20/16x/14	52	B/23 7/2
16) 21	4/2x 3/2	64	EF
17) 22	14/8 15/13	21	B/22
18) 54	8/3x 13/9	54	EF
19) 64	13/3	54	EF
20) 54	20/15 13/9	43	EF
21) 64	9/3 9/5	51	B/24 8/3
22) 41	5/1x 15/14	31	B/24x 14/11x
23) 33	B/22x(2) 4/1x(2)	21	EF
24) 55	22/17x 15/5 15/10	61	EF
25) 22	17/11x/9	65	EF
26) 62	22/14x	22	EF
27) 51	9/4 5/4	..	CB
28) 32	10/5	..	CB
29) 32	14/9	..	CB
30) 31	9/5	..	CB
31) 42	6/2 6/4	53	EF
32) 32	3/0 2/0	62	B/19 EF
33) 22	5/3(2) 4/0	61	B/19 EF
34) 21	3/0	51	EF
35) 63	5/0 5/2	55	gammon

Match #4 Game 10
Bonus Section

World Cup IV Lecture

Every two years, *Kent Goulding* and *Bill Robertie* stage **The WORLD CUP Backgammon Tournament**. The top players from all over the globe attend for a week of grueling backgammon. During the week, all attendees are treated to a free lecture. At **WORLD CUP IV (1994)**, *Joe Sylvester* and *Kit Woolsey* lectured for two hours.

Kent Goulding's Opening....

I've signed up Kit Woolsey and Joe Sylvester to share their backgammon wisdom with you today. I've known Kit Woolsey for over twenty years through chess, backgammon and bridge. He is one of the world's great games player. He is currently the top rated player on FIBS which I subscribe to and recommend. You can play anytime of the day with players from Australia, Finland, Denmark and Germany. In my last International Rating List, he was rated third. He was already a top expert several years ago and has worked harder on backgammon than anyone. Now he is one of the most formative backgammon players you can bump into.

Joe Sylvester is now getting to be an old geezer, but use to be a hot young twirp. Joe is one of the top two natural players I have ever encountered. When he saw a backgammon board, he immediately was playing at a very very high level.

They will probably be at odds about some of the things they talk about. I think we are providing you with two of backgammon's most elegant, intelligent, knowledgeable players. So...do your thing.

Joe Sylvester's Opening....

Kit and I do not have anything prepared. The last time we did this, it worked out very well. We are going through a couple of games and it will be unprepared. You will get our natural tendencies and our thought processes over the board and by us not being prepared you will see our natural thinking processes.

Kit Woolsey's Opening....

Editor's Note: Kit's Opening was previously printed in HBC Newsletter, March/April 1996. It is being reprinted here because it is the main theme for the rest of the lecture.

I'm going to talk about an area in which I think a lot of backgammon players make a serious mistake. Let's say you are playing chess. It doesn't matter if you don't know how to play. What you can do when you play chess is calculate quite accurately exactly what is going to happen. If I make this move and then he might make that move or if I do this move

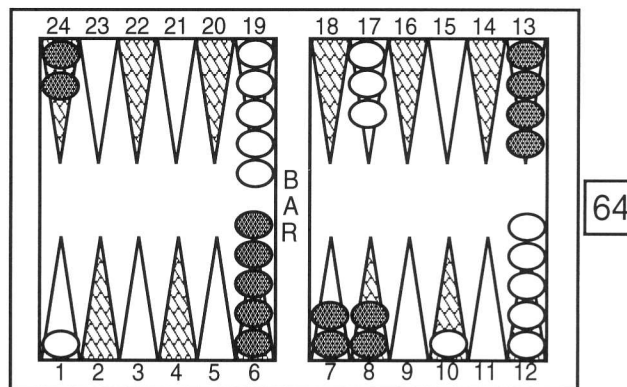
and then he does that, I will do this and he will do that. In fact, all good chess players calculate very accurately what is going to happen for the next few moves.

Backgammon is not quite like that, because we have the uncertainty of the dice. That makes it basically impossible to calculate and compute everything. It's more a matter of probabilities or feeling about what's going to happen.

A lot of players I have seen try to attempt to calculate everything. They get a roll and they start counting shots, counting pips, counting this and counting that and God knows what. Quite often they get confused, don't know what they are doing, lose the forest for the trees and spend 5 minutes on some move where they should just be making the play. They instead end up making the wrong play.

When you watch most experts, you will notice on most of their moves, that as soon as the dice hit the board they make the move very quickly. The moves are not a real problem. And the reason these experts can do this is because they are not human calculating machines. They know conceptually what they are trying to do with a position. They know that here I want to hit a blot...here I want to make a prime...here I want to escape my back checkers. When those numbers come up on the dice, they choose which priority is best to carry out.

For example, Black is on roll in this position:



As Black, before you even roll, what are some of the nice things you would like to do be able to do?

- 1) Hit the checker on the 10-point.
- 2) Build a board.
- 3) Escape or split your back checkers.
- 4) Play reasonably safe.

With those priorities in mind, let's run through the array of numbers and see what Black should do.

- 11) make the 5-point and split the back checkers
- 21) easy...hit
- 31) we have conflicting priorities...make the 5-point or hit and split
- 41) not great but bring down a builder and split or split both checkers in back
- 51) bring a builder down and split a back

- checker or move to the 18-point with a back checker
- 61) bring down a builder and split a back checker or move both back checkers
 - 22) make the 4-point and split the back checkers
 - 32) hit and split
 - 42) make the 4-point, nothing better
 - 52) down and split
 - 62) a little awkward...do a little duplication with coming to the 18-point and down to the 11-point putting pressure all over.
 - 33) nice roll...hitting with 2 checkers and making either the 5- or the 3-point
 - 43) hit with the 3 and split, that's fairly easy.
 - 53) hit with the 3 and bring the 5 down or may consider hitting on the 1-point...not too sure if that feels right.
 - 63) hit and split satisfies our conditions
 - 44) two options: making the 20- and 9-points or making two inside points.
 - 54) split and come down; don't see much of anything else.
 - 64) same as 54 with split and come down.
 - 55) make the 1-point hitting and make the 3-point, there doesn't seem to be a whole lot else.
 - 65) run one of the back checkers or bring two builders down
 - 66) make the 18-point and bring two checkers down.

I'm not trying to tell you what the best play is. Some moves will be controversial and some fairly clear. As I was running through each roll, at no point did I do any calculations as to return shots, what's duplicated or what have you. All I was looking at is *what am I trying to do and how can I do it with the rolls involved*. This is my thinking process when I'm playing a match. I can honestly say that when I'm playing a match, I almost never count anything and I can virtually make any move within a couple of seconds. Because conceptually, I know what I'm trying to do and work on where I'm trying to put the pieces. I know what my goals are for a particular position. I know what my priorities are...this is my first priority, this is my second priority and so on. Learning your priorities and how to weigh them takes a lot of time and experience and we are going to get some of them wrong.

Those are some of the concepts you should be thinking about. Do not try to calculate and compute anything. I can honestly say that anyone who takes over 30 seconds to work out some play, unless it is a situation where the only thing that matters is the number of shots, for any middle game situation is kidding themselves.

They are just afraid to make the decision or something like that. You have to find all the candidate plays and see what the possibilities are. Once you have done that, then you make the play that looks best to you given what your priorities and conditions are. It's not a question of calculating how

many shots your opponent has, how many this and how many that. That is not going to work. More often than not if you try to do that, you are going to wind up losing the forest for the trees and making some very bad move for the wrong reason, rather than doing just what your instincts say is right.

I'm not trying to tell you not to think. That's probably what it sounds like. But that's not what I'm trying to say. What I am trying to say is: *concentrate on the broad overall picture of what you are trying to do and not on specific counting this and calculating that.*

MLONER Roll-Outs by Harold Wittmann

Editor's Note: Harold Wittmann, Germany, has provided roll-outs of all the positions in Game 10 by his neutral-net backgammon program (similar to JellyFish). Mloner is rated fourth on FIBS with a one-point version (loner) rated number one. The program is not yet commercially available.

A few words related to the analysis: The given equities are not money-game equities. The equities have a gammon/backgammon-price (0.0) for Joe and gammon-price about (0.59) plus backgammon-price of (2.24) for Gerd.

Usually the equity for the top five moves is given, however there are some exceptions. Less than five moves are given if there are less possibilities or if the moves are clearly worse. More than five moves are listed if the actual move isn't within the top five. The move actually made by the players are marked with a (**). Five-ply means look at the given possibilities to move and look four rolls ahead (would be JellyFish level 9).

Harold reports: *I don't think that I have any special innovations to tell. Sutton and Tesauro did the fundamental work. In my opinion, creating a working neural-net is a lot of trial and error. The only thing which I think is important, is to not make the net clumsy. Further lookahead leads to a little bit better and bigger (but slower) net. Chess programs also use a (very) weak evaluation function but usually play a very strong game by doing a deep lookahead. Mloner uses a 3-ply lookahead on FIBS. Unfortunately the branching factor of backgammon is really big. I'm not able to do 4-ply in an acceptable time on the slow machine Mloner is currently running on. But faster CPU speed may change that.*

Harold Wittmann is 30 years old and currently lives and studies Computer Science in Passau, a small town in Bavaria, Germany. He discovered the game of backgammon three or four years ago and got immediately hooked. Harold said *I read a lot of backgammon books and magazines and I studied the game. I've done computer-programming for about 13 years now and after reading about TD-Gammon, what else could happen than to try it myself. :-)*

Harold's name on FIBS is **wittmann**.

**11 Point Match
Game 10**

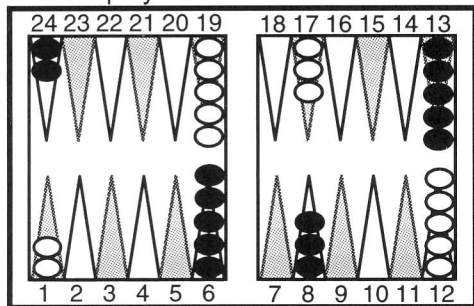
**Joe Sylvester (Black) - 10
Gerd Schiesser (White) - 5
Post Crawford**

Joe: I have a game which is a backgame of sorts. It's at Post Crawford.

Kit: Were you one of the participants?

Joe: I don't want to say but I do know what one side is going to do almost every time (laughs). *Almost*, I said. This game should illustrate what Kit was talking about in many instances where it's important to figure out what it is we're trying to do, and not quantitatively and analyze every number, etc.

Black to play 6-3?



Joe: Black opens with 6-3 by moving 24/18 13/10. Personally I suggest 6-2, 6-3 and 6-4 are out and down. That's just my personal preference.

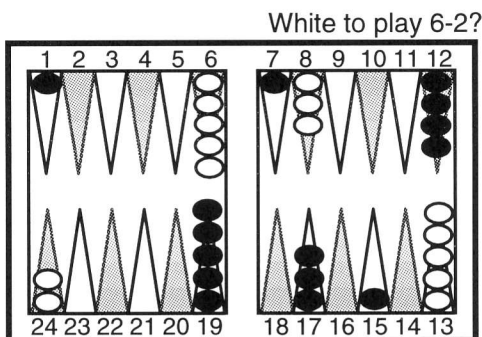
Kit: Me too, but that doesn't mean it's right.

Joe: Absolutely.

**24/18 13/10.....	-0.151
24/15.....	-0.154
24/18 24/21.....	-0.199
24/21 13/7.....	-0.203
13/4.....	-0.208

White doubles and Black takes.

Joe: White rolls 6-2?

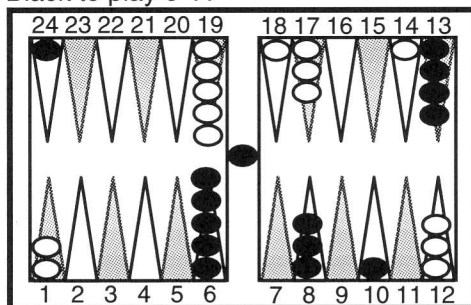


Kit: As you can see, it's certainly right to hit with the 6. That's one of the things you're looking for. If you roll a 1 or a 6, you're going to hit. And with the 2, we can either come down and create a builder or we can split because this is a safe time to split. Personally, I have no preference.

Joe: White played down. 6-1 for Black.

24/22 13/7x.....	+0.161
**13/7x 13/11.....	+0.160
13/7x/5.....	+0.127
13/7x 8/6.....	+0.081
13/7x 6/4.....	+0.080

Black to play 6-1?

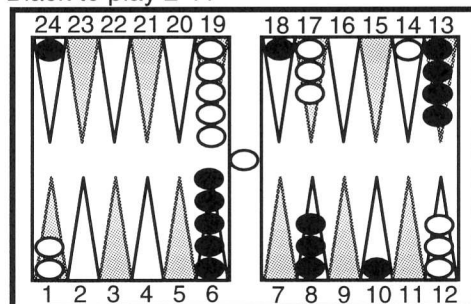


Kit: Clearly in and hit (B/18x). That's not even close.

**B/18x.....	-0.062
--------------	--------

White dances with 6-6.

Black to play 2-1?



Joe: Black rolls 2-1.

Kit: This is the first position we have to think about.

Joe: What is Black trying to do here? Is he trying to escape and break contact? Is he trying to create more builders? Is he trying to play safely? What is Black trying to do here?

Audience: Get some structure out of it.

Kit: The structure play would appear to be 13/10.

Joe: What about moving 13/11 and 10/9?

Audience: NO.

Kit: That gets more builders but it leaves you in a looser position.

Joe: Yes a looser position but you pretty much expect you're going to be involved in some contact, right? If you want to look at this conceptually, you're going to be involved in some contact because the blot on the 18-point. He's got 27 numbers...28 numbers that come in and hit. You probably want to play a little more safe.

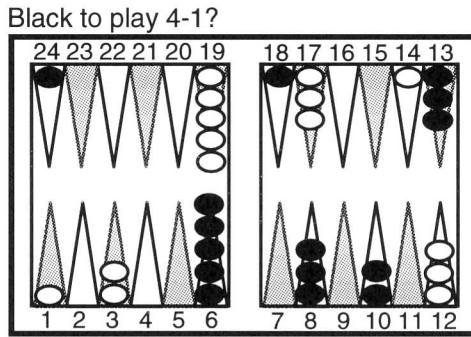
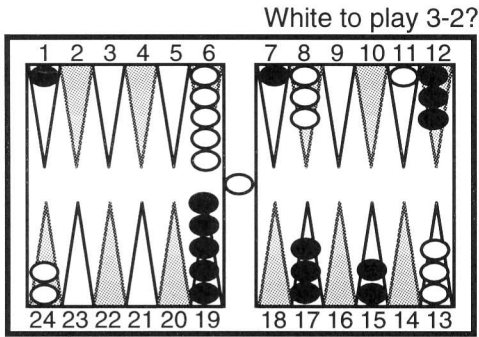
Kit: You can cut down on those numbers by moving 18/15. Now fewer numbers will come in and hit and since White has three checkers back, it would be nice for Black to only have one checker back. That's another alternative.

Joe: I would think that would be the alternative to play 13/10, but this was the play that was made.

Kit: This would be my personal choice. I like having that asset. I think that has the highest priority. That's my judgment.

Joe: And if you're looking at these things conceptually, we're looking at a position where I'm going to be involved in contact. I want to be a little bit safer. So I make 10-point and create a little structure.

**13/10.....	+0.049
24/23 18/16.....	-0.024
18/15.....	-0.045
18/16 10/9.....	-0.047
24/23 10/8.....	-0.049



Kit: There are two plays that jump out. One is coming in with the three and making the 11-point. Certainly a nice point to have. And the other one is just making the 22-point. Other possibilities might be Bar/20 trying for an advanced anchor.

Joe: That play gives Black good ones, threes and fives along with fours. I think that's a bit too much.

Kit: I do too. I was just trying to look at all the candidates.

Joe: White decided to make the 22-point.

Kit: I would be inclined to... I can't say this is wrong, but I would be inclined to come in and make the 11-point.

Joe: One of the drawbacks to making the 11-point, of course, is stripping out your midpoint. That's something you should always be careful of because suddenly these things become double shots in the outfield. Let's say I move a checker out to the 15-point, I think of it as a single shot, aces only! It doesn't bother me if I get hit with a three with two checkers on the midpoint, because he's going to break his midpoint and cause structural damage, so I only think of it as an ace shot.

Kit: Making the 22-point is quite reasonable though.

Joe: And that's what he did.

Kit: The key point is since White has more checkers back it's very important for him to establish a defense. He's got to make sure if Black gets by he's still going to have problems. So this could well be his best play.

B/22	13/11.....	-0.072
B/23	8/5.....	-0.097
B/22	6/4.....	-0.104
**B/22	24/22.....	-0.110
B/23	11/8.....	-0.115

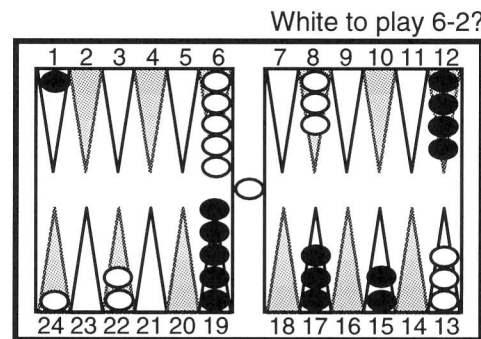
Joe: Black rolls 4-1. As we prioritize: hitting, obviously, and I would just safety up.

Kit: Why not, there's no other great ace.

Joe: You can't diversify to create any more builders.

Kit: Black now has a fairly strong position. He's got four of White checkers back to one of his so he's way ahead in the race, White still has no structure, and Black has the 10-point which he made a while ago to back him up. Black is definitely the clear favorite here.

**18/14x/13.....	+0.164
24/23 18/14x.....	+0.118
18/14x 6/5.....	+0.068
18/14x 8/7.....	+0.013
18/14x 10/9.....	-0.032



Joe: White rolls 6-2 from the bar. The two is forced and there's really only a choice between 24/18 and 13/7.

Kit: He's certainly not going to move 22/16, that would just be opening up the flood gates. The question is, thematically, does he want to slot his bar point (13/7) in hopes of making it? By doing so, he may get hit, sending another checker back and getting into a backgame. Or should he hop up (24/18) and try to keep Black busy and if Black doesn't hit he can make a more advanced anchor and get more control of the position? I think, by the way, the answer is very clear and I think you do, too.

Joe: I think it's clear too. I think he's suppose to bring this checker up (24/18).

Kit: Right, Joe.

Joe: But he didn't. He ends up playing to the 7-point. The drawback on this is 2-fold. One: he strips out his midpoint. Two: he's slotting a point that he can really only cover effectively with aces. He doesn't want to make it with the six and give up total outfield control for the sake of a 3-prime. That isn't much. And what's more, he's in position, now, where he doesn't want to commit to a backgame of any sort or having that many checkers back. If anything, he wants to create some contact in this point of conflict here (18-point), whereas if he gets hit loose, he'll have a number of return shots from the air and try and recirculate some of Black checkers. This at least balances the position.

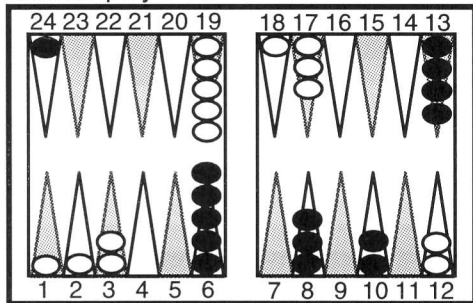
Kit: The game right now is on Black's side of the board. White has got to try and get control of this area (Black's outer board). He doesn't want Black to come down with a two and get more builders. He wants to create the action now. Just look at the position. Here's the one position (moving 13/7) and here's the other one (moving 24/18). These are the types of things I was talking about that you can't calculate. You've got to look and do what feels right for White.

Joe: Kit is touching on what I said is the point of conflict. You want to see where the action is. What is the point of conflict and concentrate on that area. You normally want to strengthen the point of conflict as much as you can.

Kit: He did in fact slot the 7-point.

B/23	24/18.....	-0.160
**B/23	13/7.....	-0.182
B/23	22/16.....	-0.183
B/23	8/2.....	-0.220

Black to play 3-3?



Joe: Double 3's for Black.

Kit: That's a sweet roll.

Joe: I liked it. The way I see it, White is falling into a backgame. That seems 100% clear. What I want to do is solidify my structure which, unfortunately, the 5-point really doesn't do. I'm going to hit first (24/18x) of all let's make that clear. That one is going airborne. But now I have two more threes left. I could make my 5-point, the bar point or I could continue on (18/15) and come down (13/10). I'm not concerned with the prospect of getting hit on the 18-point. There's too many checkers back for me to be effectively contained. What I want to do is start to contain those checkers and the best way is through some form of purity so I went ahead and made the bar (10/7(2)).

Kit: I'm not exactly sure I agree with this.

Joe: I knew you wouldn't.

Kit: It looks nice but the main problem is that it gives White a crack at the 5-point. Whereas if you move 8/5(2) which I think is my choice, the 5-point is yours forever. The thing Joe doesn't like about this is that you have all these checkers stacked on the 6-point. Those are the checkers that are suppose to go to the 5-point. What I'm worried about is if I don't make it, my opponent will.

Audience: Is it so important to hit right now and why not make your bar point (13/7(2))?

Joe: Sure, confuse the issue.

Audience: What's wrong with that play?

Joe: I didn't say there was anything wrong with it.

Kit: It's not a bad play. The only trouble with it is it gives White a chance to start building his board. This is one very important concept. Anytime someone has a builder out here (White's outer board) and you knock that builder away, that's a builder that isn't going to make a point.

Joe: This is something I might also point out that I think maybe **not** computers so much as evolution and time has pointed out. Early in the game, many players through the 80's and even up to 1991 as far as I can remember, prefer not hitting. They were playing with a lot of finesse as your play is. Just build your structure and leave him alone. Let him do what he wants to do; I can do what I want to get done. I think the computer, especially, as we're feeding some positions and problems into it, is showing pound, pound, pound, pound - the game's a race. I think that's one reason why it goes along and follows the theory of a lot of our opening splits now instead of slots. The game is a race and you want to pound.

Audience: I agree this would be different if he only had 1 or 2 checkers back but the fact is he already has the four checkers back.

Kit: These are good arguments.

Joe: Whether he has four checkers back, he's still going to have some sort of flexibility to come forth and make something. Why do I want to have the checker on the 18-point effectively building something?

Kit: Joe **instinctively** hit the first thing he saw. He doesn't want that checker to be used; 2-1 makes the 5-point, 3-2 makes the 5-point and whatever makes the 4-point. Hit and get that checker out of there.

Audience: How about a double hit (24/18x 8/2x)? If you can get away with it, I would do it.

Kit: All I can say is when your opponent has an anchor, you want to avoid playing behind that anchor if you can conveniently do so. I don't know how else to describe it.

Joe: You want to play your game with 15 active checkers and the moment you put a checker behind an opponent anchor, you're playing with 14 checkers. And what's worse, I don't like it if I get hit and I hate it more if I get missed. I'm going to end up making that point, then I'm playing with 13 checkers.

Audience: A 5-point with nothing behind you when you going to slot the 3- and 4-points to make them are you.

Joe: That's later in the game. The game has progressed comfortably by now; I want to clear for safety. That's much more advanced; this is basically an opening position.

Kit: In fact, the reason Joe chooses to make the bar point rather than the 5-point is he's afraid these checkers (6-point) are going to be cramped and have no place to go but behind the anchor.

Audience: While it's true that by hitting the checker on the 18-point, you're taking a builder from that side of the board and also giving another builder to support his backgame and more combinations to make either your the 4- or 5-points.

Joe: This is true and Kit verbalizes something you'll find is very, very prevalent in high open and world class player. The expert and the master will not fear playing against a backgame. The backgame wins far, far greater percentage than it should at a lower level of play because the average open player and below doesn't know how to protect against it. That's one reason I chose this game and I can show you how to protect against it.

Kit: In the early stages, your aim is to go forward, not backward. Backgames should be your total last resort once you see you can't win this game going forward. But the first goals are to make sure you go forward and don't let your opponent go forward.

Audience: There is one more play. How do you feel about hitting (24/18x) and going out (18/15) and move one more 3?

Joe: And bring the 3 down? That was my second choice.

Kit: It's reasonable.

Audience: It's totally pure.

Joe: It's a totally pure play and if I get hit on the 15-point, the midpoint has to go bye-bye. At the same time, I still have nice structure of 3, 3, 3. And you recall I spent a lot of time over the board debating between the two plays and decided that since he had 5 checkers back I wanted as solid a structure as possible and I was willing to get involved.

Audience: So you hit and make the bar?

Joe: Yes, but your play is a very close second to me, as far as I'm concerned. I don't know how Kit feels about it.

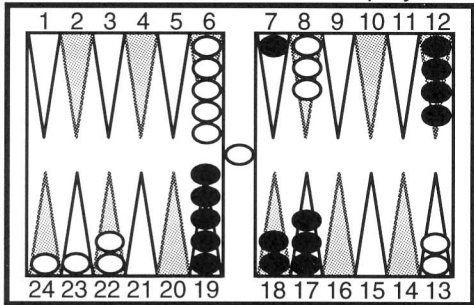
Kit: I would still make the 5-point.

Joe: We had to disagree somewhere.

Kit: I think all three plays are equal. Anything that doesn't hit, I don't like.

24/18x/15	13/10.....	+0.246
**13/7(2)	+0.244
**24/18x	10/7(2).....	+0.227
13/7	10/7(2).....	+0.216
24/18x	13/10(2).....	+0.209

White to play 6-1?



Joe: White rolls 6-1.

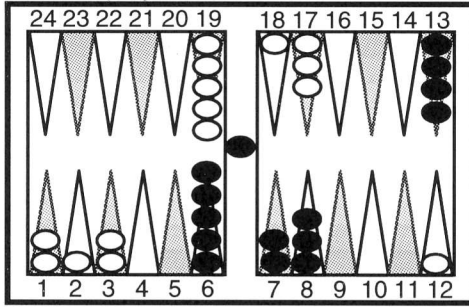
Kit: He enters with the one. Now we start to see the problem of the last six he played before. What has happened? The midpoint is stripped. Now if he doesn't hit with the six, God only knows what he does. If he does hit with the six, the midpoint is gone forever and in this position, it's a pretty serious loss. However, I think he has to hit.

Joe: He hits!

**B/24	13/7x.....	-0.242
B/24	22/16.....	-0.274
B/24	8/2.....	-0.293

Joe: And what's more, Black rolls 6-ace.

Black to play 6-1?

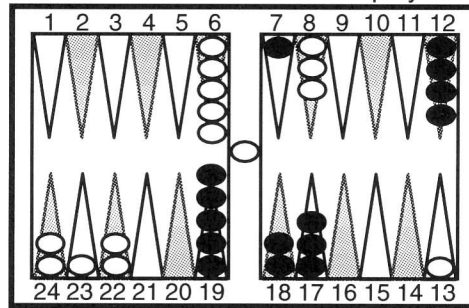


Joe: Black rolls ace-six right back at him. Recycle checkers.

Kit: Again, you don't worry about sending more checkers back. That's not a problem. Take away those builders and make sure he can't go forward. We'll take care of his backgame later.

B/24	13/7.....	+0.254
**B/18x	+0.247
B/24	8/2x.....	+0.150

White to play 3-1?



Joe: 3-1 for White.

Audience: In and slot.

Kit: The reflex play is to hit. Now it might not be right here. I would like serious consideration to something like this (22/21). Just to try to advance my anchor however after thinking about it, I'm sure I'd hit.

Joe: Yes. And the reason you hit in this position is you don't want Black to have a full roll. Again, is White going to think conceptually *what are you doing?* We're going to analyze as qualitatively as we can. There are points where we will have to get quantitative but not at this point. White says to himself, *what am I trying to do?* I don't want Black to have a full roll to build something, to utilize these checkers (pointing to Black's 3-point prime), to bring builders down. And by hitting on the 7-point, I might actually effectively use this checker (on the 7-point) to build something on my side of the board. If I get hit back, I have all the more combinations to make even more points over here (Black's home board). So I think the hit is 100% clear.

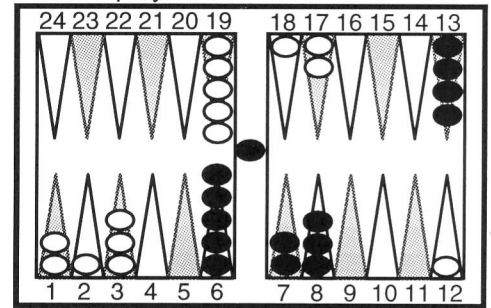
Kit: This is an extremely important concept. Anytime you hit the checker, unless he rolls doubles, he has to use half his roll to come in. He can't make a point. He can't hit two of your checkers. He can't do all those nice things. He must use half of his roll to come in. There are such big arguments for hitting and that's the main thing here.

Joe: One of my favorite axioms is *When in doubt, pound it out.*

B/22	6/5.....	-0.219
**B/22	8/7x.....	-0.230
B/21	-0.249
B/22	24/23.....	-0.260
B/24	8/5.....	-0.264

Joe: 2-1 for Black.

Black to play 2-1?



Kit: It seems fairly clear, come in with the two and hit. Again, he's not worried about the backgame. (Laughs)

Joe: I did not do that. (Lot of laughs)

Kit: Did you think White had two checkers on the midpoint?

Joe: No. Did I miss something?

Kit: What is Plan B?

Joe: Someone tell me what my play was?

Audience: Many suggestions.

Joe: Wait...Wait...no one has come up with my play.

Joe: What am I trying to do in this position? Trying to build a prime. Trying to avoid sending too many of his checkers back. I feel I have control of the outfield already and his position is so static and has so many checkers back already, I don't care if I get a second checker back. To me, he has a backgame already. Why do I want to put a seventh checker back? There's no way I'm going to untime the seventh checker back, in my opinion. So I could simultaneously unstack the 6-point while slotting the endpoint of this prime and if it gets hit I don't care. What's he going to do? Contain me with this nothing over here (point to White's bar-point area)? He even misses me sometimes. Believe it or not, there are eight rolls that miss in which case I'm well on my way to making a very solid four prime with only six checkers back instead of seven.

Kit: What numbers are there that miss? Am I missing something? Let's see...deuces, threes, fours, fives, six and double aces.

Joe: God bless him. Please hit me on the 23-point. He might make it hard for you but I contend this isn't so hopeless a play as you all thought.

Audience: Lots of laughs.

Kit: Thematically, the checker on the midpoint is chopping his armies in two pieces. The thing I do not like about this play (6/5) is it gives White first crack at starting Black's 5-point while Black is on the bar. If White would just come up here (5-point) with Black **not** on the bar, then Black has full fire power to go after him. But if Black is on the bar, while White's started it, now suddenly White has a good shot at it, which is NOT what Joe wants. Which is why I don't like this play.

Audience: What play do you like, Kit?

Kit: Hit him (13/12x).

Audience: What about coming in with the one (B/24) and two down (13/11)?

Kit: Why? You want to put him on the bar and take control. I want half of his checkers over here (Black's home board) and the other over here (White's bar area). I build the prime and the half that is here (White's bar area) cracks. That's my concept of what is supposed to happen. The midpoint checker is the one I want to get rid of. This is my qualitative way of seeing this position.

Joe: Now the truth be known. I did not roll 2-1 in this position, but I did want your opinions on it.

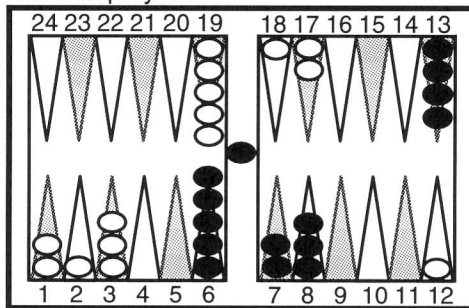
Audience: Laughs.

Joe: Hey, I can play games once in a while, too. I could have rolled a 2-1 in this position and that's reasons I brought it up. There's a lot of contrasting themes and I would have played B/23 6/5 in that position.

Kit: You're lucky you didn't roll it.

Audience: Lots of laughs.

Black to play 3-3?



Joe: I really rolled 3-3!

Kit: So we can make the 5-point stranding all the checkers on the 6-point. We can bring two checkers down or play 13/7 13/10, that's the pure play. Or we could make the 4-point which leaves lots of direct shots.

Audience: Joe, is this really the roll? Laughs...

Joe: Yes, this is the real roll. Once again, no one is suggesting my play...

Audience: Lots of suggestions.

Joe: I came in (B/22) and down with the other three checkers (13/10(3)).

Kit: Interesting play.

Joe: I'm thinking that I'm wanting to keep my checkers in front and I wouldn't mind making my 9-point with a 4-1. I have a tendency to like outside prime more than the average bear. I can see where coming down with two and continuing one to the bar might be a little bit better.

Audience: What's your play, Kit?

Kit: Make the 5-point, what else? I would actually take one down (13/10) and make the 5-point. I would be willing to leave the double shot.

Joe: The 6-point checkers are meant to make the inside points you can't bring in from the 7- and 8-points.

Kit: But I'm not rolling double one's every roll.

Joe: I could roll 4-1, 5-1, 3-1, 1-1

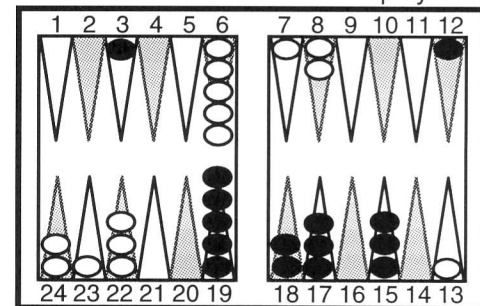
Kit: Except for one thing, you might roll 4-2, 3-2 and 4-3.

Joe: And that's why I like the 10-point. That's one reason I did this -- in case he does make one of those things I wanted this out here (Black's outfield) to hold him in.

Kit: Joe's play is OK.

B/22	8/5(3)	+0.261
**B/22	13/10(3)	+0.238
B/22	13/10	7/4(2) +0.235
B/22	13/10(2)	8/5 +0.228
B/22	13/10	8/5(2) +0.226

White to play 4-4?



Joe: White rolls double 4's. Ahem.

Audience: Laughs.

Kit: I think we know where two of White's 4's are going to be. (Moving two checkers to the 20-point).

Audience: I disagree...He double hits.

Joe: Right, he double hits. He went 1, 2, 3 and hit thereby seizing the outfield from me and then he hit off the 3-point with that ugly blot on the bar. I don't think it's such a bad play. He still has time to roll something to move up and survive.

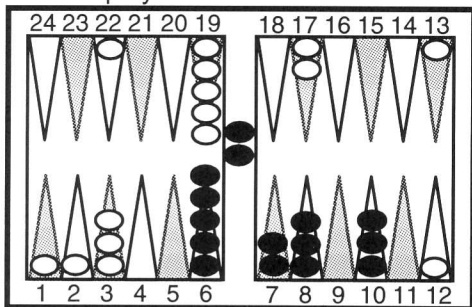
Kit: I love the way this game is being played. Nobody wants the 5-point.

Joe: You must remember, Kit has played backgammon a lot longer than I have and still comes from that stone age era that I mentioned, where the 5-point is golden.

Kit: Interesting choice.

**24/12x 7/3x.....	-0.196
24/12x 24/20.....	-0.202
24/12x/8.....	-0.211
24/12x 13/9.....	-0.223
24/20(2) 13/9 7/3x.....	-0.229

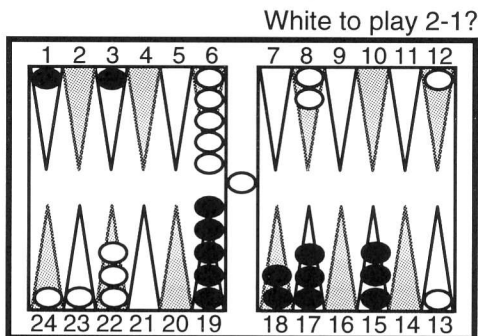
Black to play 3-1?



Joe: I played the next one right, I rolled 3-1.

**B/22x B/24.....	+0.212
-------------------	--------

Kit: Now, does White get another chance to make the 5-point?



Joe: Yes but he rolls 2-1. Now this is an interesting point where we start to ask *what is going on in this position for White?* White has a lot of different approaches?

Audience: Joe, what is the level of play of the player you are playing?

Joe: Strong open to expert. He belongs in the World Cup but will never win it, at least not this year. He's not quite good enough to win the World Cup at this point in his career but he certainly has potential.

Audience: Many suggestions.

Joe: He plays B/23 and start to unstack (6/5). Does he care if he gets hit? No. Does he care if he gets missed? No. It's what I call a **double-edged sword play** and I look for them whenever I play. I do not care if I get hit and I do not care if I get missed. I have something positive to do either direction. I think this is a classic and far and away the best play.

Kit: I agree with Joe 100%. This is the type of play which somebody who is busy counting and computing things might just refuse to do because they might say he's got 2s and 4s to hit on the 20-point. He's got 1s, 3s and 5s to make the 5-point. He's got 6s out. That's not the way you attack this type of position. You can't attack this quantitatively. You just have to say from White's point of view **where do I want my checkers?** This checker I want on the 23-point because the 2-3 structure is a strong defense. The fifth checker on the 6-point is doing no good. I want it on the 5-point where I can make a point. If it gets sent back then I go into a backgame. You can't do this quantitatively. You have to put your checkers where they belong. I think this is a very good play.

Audience: Are you committing yourself to a backgame at this point?

Kit: No, I'm not committing to anything.

Audience: Then why not slot his 5-point?

Kit: Because I don't want him to get it.

Joe: Right. You don't want the initiative here. You don't want him to simultaneously make the point and hit you which he can now do with deuces, so called **coming under the gun** Magriel coined it as in his book. You're not committing to a backgame but at the same time it's a viable option.

Kit: In other words, I'll let the dice determine what kind of game I'm going to play. I don't know yet. I want to keep all the options open.

Audience: I have a pretty good idea. (laughs)

Joe: You're never really committed to a backgame until you're behind a 4-prime. That's like a neon light *I'm going to play a backgame*.

Kit: He's got two checkers back. I can contain one of these checkers.

Joe: Until there's a 4-prime, there's enough flexibility to maneuver forward, hop out, establish an outside point, any number of things.

Audience: Joe, does this go back to *put them where they will do the most good if they don't get hit?*

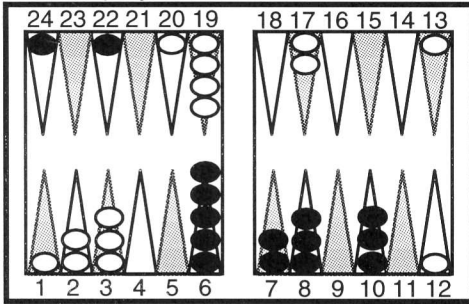
Kit: Just put them where they belong.

Joe: That's another good axiom - yeah - good concept. But multiple places where it will do you good if they don't get hit.

Kit: If the other player has a 5-point board, you don't just calmly slide into a double shot, because if it does get hit it's going to be a major calamity. Where as here if it gets hit, it's going to be nothing.

**B/23 6/5.....	-0.188
B/24 6/4.....	-0.226
B/23 13/12.....	-0.232
B/23 12/11.....	-0.234
B/23 22/21.....	-0.235

Black to play 6-4?



Joe: 6-4 Ahah! Crossroads again. What is going on in this position for Black?

Kit: One obvious candidate is to ignore all that stuff and make the 4-point. But the problem with that is it strips away all the builders, as Joe's been trying to say. The checkers on the 6-point are what you would like to use to make these points. If we're not going to do that, the big question is do we hit the checker on the 20-point or do we just make his bar-point and let him play?

Audience: That gives him a full roll. Take away half his roll.

Kit: What's right. God only knows.

Joe: I hit off the 20-point. I don't want him to make the 20-point so I'm going to hit this first and foremost and then I decided to leapfrog 22/16 to maintain some connection.

Kit: I disagree. Assuming he hits (24/20x) with the 4, I think coming out with the six (20/14) is better. I don't want to be sitting in the 20-point because I don't want the return hit here.

Joe: So you're more concerned with return hits as opposed to having some connection.

Audience: He's also concerned for the same reason you want to put someone on the 5. If he hits you there you could normally make that point.

Joe: Yes, assuming you don't hit him back.

Audience: Kit's play is also another builder for the nine.

Kit: That's secondary. That's not my plan -- to make the 9-point.

Joe: I'm waiting for the roll that utilizes one of the checkers on the 6-point. (Laughs) I've been waiting since the second roll for that. (laughs)

Kit: And the reason I like my play is it gives him less ways...

Joe: How big is the joker here -- double aces or double 3's? He's got 7 checkers back.

Kit: I'm not worried about the joker. I just don't want him rolling 5-1 and hitting!

Audience: Why not?

Kit: I don't want to be on the bar. I want my full roll to make my 5-point.

Audience: Kit, why is the 9-point not important? Aren't you looking to make a prime? Joe's been talking about a 4-prime all the time. Now we would have a 5-prime.

Kit: It's not going to last.

Joe: Yeah. I have to roll in. And eventually, even with a 5-prime or even 6-prime, by recycling or whatever until I utilize the checkers on the 6-point, I've got nothing.

Kit: Right now the whole game is the 4- and 5-points.

Joe: I have a question. Who's the favorite right now? At double match point, who's the favorite?

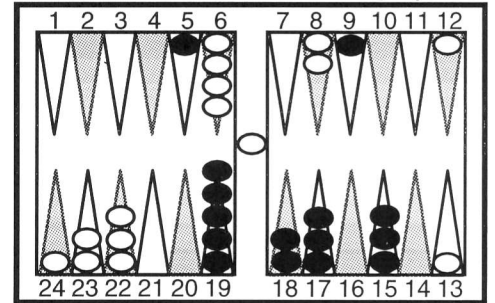
Audience: I don't think anybody is.

Joe: Exactly. I have no idea. But I know who the favorite is if I utilize the 6-point checkers to make the 4- or 5-points. Even so much as a 3-1 or 4-2, even a 4-2 where I just use one of these checkers, I know who the favorite is then. I don't know who the favorite is if I come out to White's outer board and I get hit or whichever. Part of my reasoning right now is to not get return hits and to be able to connect these checkers to have enough stability so that I can have one roll from the ground eventually so that I can utilize those checkers.

Kit: Did you get your roll?

24/18	22/18.....	+0.219
10/4	8/4.....	+0.174
22/12x	+0.174
24/20x/14	+0.166
*24/20x	22/16.....	+0.165

White to play 4-2?



Joe: 4-2 by him.

Kit: He has two options which stand out in my mind. Make the 21-point. The other would be to come in with the two (B/23) and hit (13/9). And my choice would be ... I don't know, what's your choice Joe?

Joe: My choice is to come in and hit. He didn't do that. He made the 21-point. But I think with all these checkers in Black's home board, keeping Black busy is what he's suppose to be doing right now. Like I said, how do I determine that I'm the favorite at this point? It's by utilizing one of the checkers on the 6-point to build a point. And when he makes the 21-point, albeit a good point, he gives me a full roll from the ground to either hit me or hit two and slot it; then roll 5-1, 5-3, 3-1 or whatever to make 5-point. And I just don't want to let my opponent do that as White in this position. I think he has to come in and hit.

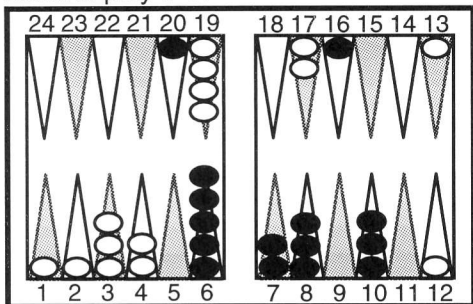
Kit: I have no idea.

Audience: What's your fast play Kit, your less than 30 seconds play?

Kit: One of the two. I don't know. I might make either play. I really think they're that close.

**B/21	23/21.....	-0.151
B/23	12/9x.....	-0.199
B/21	6/4.....	-0.208
B/21	22/20.....	-0.225
B/21	12/10.....	-0.226

Black to play 3-1?



Joe: Black rolls 3-1.

Audience: Yeah!

Kit: Joe, you could have hit 2 checkers.

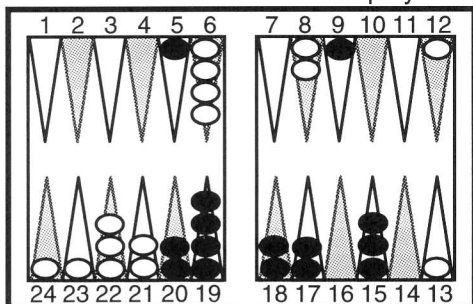
Joe: No. (Laughs)

Kit: I understand it's a dirty job making the 5-point but someone had to do it.

Joe: Well, it might as well be me.

**8/5 6/5.....	+0.232
16/13x/12x.....	+0.153
16/13x 6/5.....	+0.139
10/7 6/5.....	+0.134
6/2x.....	+0.115

White to play 4-3?



Joe: White rolls 4-3.

Audience: Hit. Smack twice. Hit and come up.

Kit: Well, there is a fairly obvious possibility, just to make the 9-point hitting.

Audience: No. Hit and 24/21. (another person) I would 8/5x 8/4 and let him hit me again.

Joe: Let's just take a break for a second. All those in favor of making the 9-point raise your hand? About 10. How many are in favor of hitting and coming up? About 15. How many like hitting two? No fair putting your hand up after I did (Laughs).

Audience: How about 2 checkers from the 8-point? No hands (laughs).

Joe: It's not that bad and it's on the same line of what I like which is hitting and slotting. It's interesting to note that of about 40 people here, I would say the numbers were 15, 13 and 12 of the three different plays. I like hitting twice 12/9x/5x and this is the play he made. I agree with him whole heartedly. I think this is a **classic double edge sword type of play**. I don't care if I'm hit and I certainly don't care if I'm missed. I'm making the 5-point which is his goal, not the 9-point. Although I can see the strategy he could utilize if he made the 9-point, it's sort of the beginning of your structure. It's a temperizing play; it only puts one checker up which means Black will have to move forward a little more quickly. I can understand the play, but it's not my style or the direction I would take.

Kit: At the table, I would make the 9-point for the solid structure. I'd want outerboard checkers to be used for making inner points. With his play, the checkers are too spread out. I don't think he can put it back together decently enough.

Audience: You can make the 9-point off the bar too?

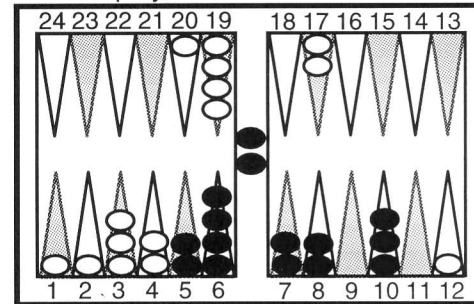
Kit: That's the kind of thinking you should avoid. That's your computational thinking where you're worried about one particular number that you're opponent might roll.

Joe: And just in general, it's a bad idea in most scenarios, especially middle or earlier opening to middle game, to worry about the joker. I think that's a very common mistake.

Kit: If you think conceptually, I just want the solid structure of the 6-, 8- and 9-points which are going to be there forever, which is why I made the play. That's the right way to think about it. If you think about making your opponent roll double 4's, that's the wrong way to think about it.

12/8/5x.....	-0.200
**12/9x/5x.....	-0.202
13/9x 12/9.....	-0.203
13/9x 6/3.....	-0.226
24/21 13/9x.....	-0.227

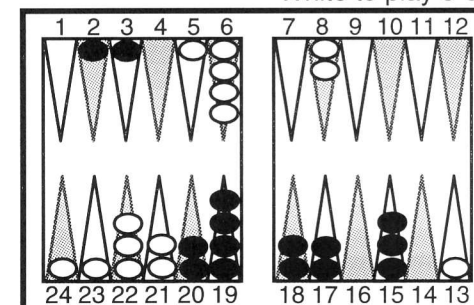
Black to play 3-2?



Joe: Black rolls 3-2.

**B/22 B/23.....	+0.240
------------------	--------

White to play 5-3?



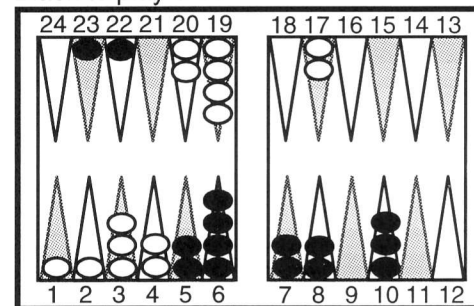
Joe: And White comes back with 5-3.

Kit: Straight forward 13/5.

Joe: And that's what he does.

24/16.....	-0.199
13/8 6/3x.....	-0.212
**13/5.....	-0.230
24/21 13/8.....	-0.239
8/3x 8/5.....	-0.254

Black to play 6-1?



Joe: 6-1 for Black.

Kit: The six is very clear (22/16).

Joe: There's an argument for four different aces. Do you want to distribute here (6/5), jam here (10/9), book here (16/15) or here (23/22) to work out in the outfield?

Audience: Shouting out many plays.

Joe: How many people want to move (6/5)? Sixteen. How many people want to go here (10/9)? Two. How many people want this ace (16/15)? Seven. How many people want to move (23/22)? Fifteen.

Kit: Where are you going?

Joe: I'm moving 6/5. This is where I went and I still like it.

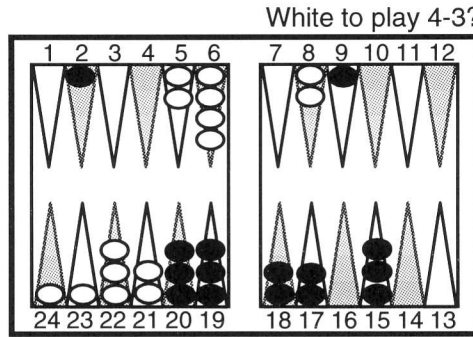
Kit: This is a very important concept. If you know where a checker belongs and roll a number that puts it there, put it there. Now where does this checker belong? It belongs on the 5-point. You rolled an ace, nothing else is urgent so you put it there. You don't know where this checker (23-point) belongs, or this checker (16-point) belongs or this checker (9-point) belongs for sure but know darn well for sure where this checker (6-point) belongs.

Joe: I was debating hard at the table that 16/15 might be right because I want to work on the 9-point. I'm not concerned because the checker on the 6-point does not have anything to work on.

Kit: All I know is, sometime in the future, you're going to be glad that checker is on the 5-point.

Joe: The reason I did not move 16/15 is if White makes the 9-point, do I want a checker six away? The only thing that move (16/15) helps me with is 6-1 so that is why I moved 6/5.

23/16.....	+0.287
**22/16 6/5.....	+0.274
22/15.....	+0.267
22/16 10/9.....	+0.234
22/16 8/7.....	+0.062



Joe: 4-3 for White. Not a pretty roll.

Audience: Lots of suggestions.

Joe: I'm throwing out numbers and you're throwing back moves. How many of you are saying *What's going on in this position* before you shout out an answer? Even if you are coming up with the right answer, you should be doing that anyway because you're not always going to have a clear thing. Start training yourself or your thinking process so you start gearing in and kicking with this analytic attitude.

Audience: White wants to get a checker out...two off the 6-point...White does not want to break the 21-point if he rolls a five so he moving up with 3.

Kit: I agree, moving up is important.

Audience: I would slot the 4- and 3-points.

Joe: You're my kind of player. That was my play. He played 6/2x 6/3. He says to himself *what's going on in this position? I'm playing a backgame, I'm pretty sure at this point. I need to get something hit and recycled.* There is no guarantee that he will get hit, so I am not sure if this is the correct three. The four is correct.

Kit: I agree with the four. The three belongs 24/21. It's the same principal.

Audience: How about slotting the point in front of him from the 8-point?

Joe: You want to force him to hit you on the way out.

Kit: The problem is you're breaking the 8-point rather than unstacking the 6-point. You've got four checkers on the 6-point; they don't belong there. And the other consideration is that you take away the other half of his roll.

Joe: Here's something I want to interject. When you are playing a backgame, you want your structure on your side of the board to be external as much as possible. You want the 6-through 9-points built instead of the 3-through 6-points.

Audience: The checkers on the 2- and 3-points may not get hit.

Joe: Yes but with this much flexibility, there's a good chance they will. He does not have a good option on the four. He can either go 8/4 or 6/2x, but I don't think he's supposed to break the 8-point. He's trying to keep the external structure.

Kit: The bad thing that can happen to White is his checkers get totally isolated. The only two checkers in the outfield he has to work with are on the 8-point. When he loses them, he will lose his flexibility.

Audience: Then he should have played 24/21.

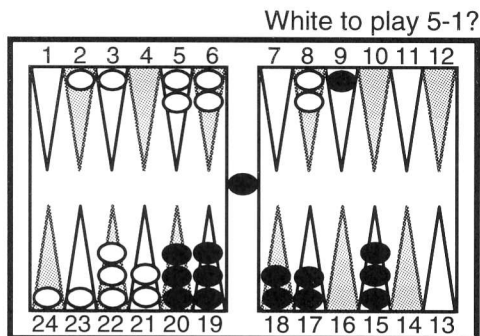
Joe: We agree that he made a mistake, but we must proceed.

8/4 6/3.....	-0.270
**6/2x 6/3.....	-0.271
24/21 8/4.....	-0.273
24/21 6/2x.....	-0.280
8/4 8/5.....	-0.289

Joe: Now, genius roller that I am, I roll boxes.

Kit: This is not a good roll, by the way.

Joe: Why? I'd rather get it from the air than on the ground. I would have preferred 6-4, but...



Joe: White rolls 5-1. What is going on in this position? What is White trying to do?

Audience: He needs to get out.

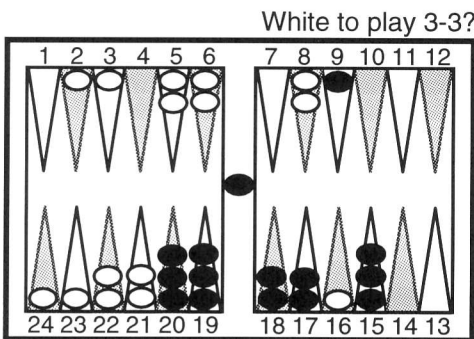
Kit: The one obvious thing is to move the five out (21/16).

Joe: The five goes 21/16 into the outfield. His number one priority is to move out. Now for the one. I don't think you want to open up in your opponent's board, so the one is real clear. He remarques the 21-point with the one.

**22/16.....	-0.223
21/16 22/23.....	-0.330
24/23 21/16.....	-0.337
22/21 8/3.....	-0.348
24/23 8/3.....	-0.349

Joe: Black then rolls.... boxes.

Kit: Who says White can't go forward?



Joe: Double 3's by White.

Kit: (counts) 1..2..3..4...

Joe: 1..2..3..4 now we are doing the dinosaur. I see it. He moves 16/4.

Kit: (shaking his head) whoa! I'd move up 24/21.

Joe: What? Is White playing a backgame or not? Doesn't he want to get recycled?

Kit: Is White playing a backgame? He wants checkers on the edge of the prime so you can jump out into the outfield.

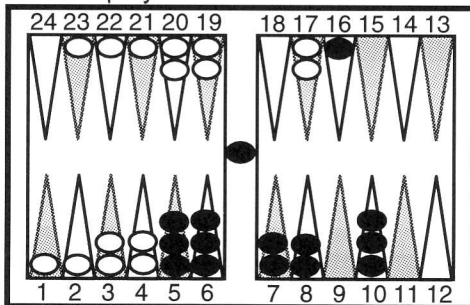
Joe: I want to get hit.

Kit: That's wonderful, but you need spares on the 21-point to be able to jump out. Did he really play 16/4?

Joe: That's what he did and I like it.

**16/4.....	-0.262
24/21 16/7.....	-0.289
24/21 16/10 8/5.....	-0.321
24/21 16/13 8/2x.....	-0.324
16/10 8/5(2).....	-0.328

Black to play 4-4?



Joe: Black rolls 4-4. This is the number I was hoping to roll when I shook 'em up. Not 1-1 but 4-4. Now we have a chance to get the ultimate backgame breaker. The biggest evil in backgames is to have spare checkers stacked on your prime.

Kit: You can see I grabbed the spares on the 6- and 5-points and put them on the 1- and 2-points. These two spare checkers belong on the 1- and 2-points.

Joe: Actually, they belong on the bar. But to get there they have to start on the 1- and 2-points. I hit the one checker I really wanted to hit--his farthest back checker.

Audience: You might point out that this is another reason why White was trying to get those spares off the 24- and 23-points to avoid this happening. If there weren't (White) blots then Black wouldn't make this play.

Joe: Aha, so you agree with Kit's previous play with 3-3 by bringing the fourth one up.

Kit: And your last four is 16/12?

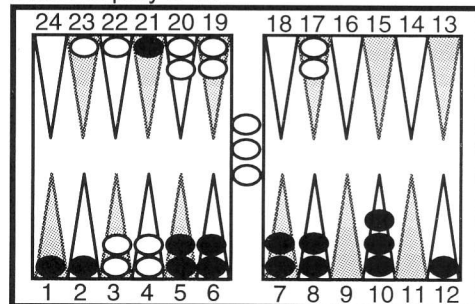
Joe: Yes that's what I did for my fourth four.

Audience: As you were saying earlier, you're not guaranteed to be hit on the 1- and 2-points.

B/21x 16/8 10/6.....	+0.330
B/21x 16/8 6/2x.....	+0.322
B/21x 10/2x 6/2.....	+0.320
B/21x 16/12 10/2x.....	+0.318
B/21x 16/8 5/1x.....	+0.315
**B/21x 16/12 6/2x 5/1x...	+0.313

Joe: No, I'm not. In fact, he danced with 5-5.

Black to play 5-3?

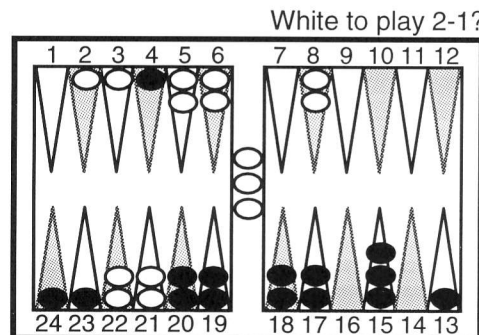


Joe: Black then rolls 5-3. Before the dice have even stopped rolling, I moved my 3 from 12/9. And the five was clear. I just wanted to hop out (21/16). This was a very nice roll.

Kit: This is how experts make these plays. If he rolls a 1 or a 3, BANG into the 9-point. No questions asked and then see what's left.

**21/16 12/9.....	+0.343
10/5 5/2.....	+0.338
21/18 7/2.....	+0.322
12/9 7/2.....	+0.318
21/18 12/7.....	+0.310

Joe: Now, let's really have some fun.



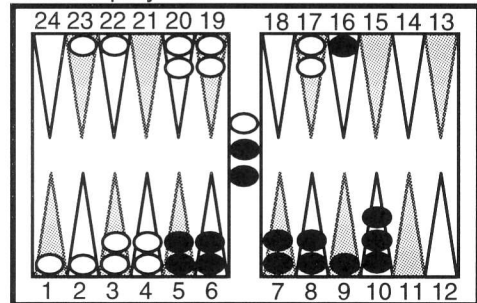
Joe: White rolls ace-duece. A minute ago White had three checkers in the air and now Black has two checkers in the air.

Audience: If this is a money game, is it time to double yet?

Joe: No. I want signs of imminent dead checkers, because I think my opposition has a take until that point.

**B/23x B/24x.....-0.301

Black to play 3-2?



Joe: Black rolls 3-2. If we're gonna be pure, let both sides be pure!

Audience: Lots of laughs. Joe, are you saying this is not a double for money?

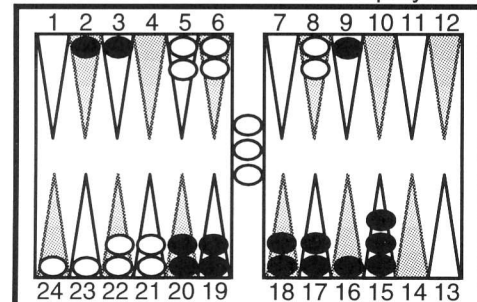
Joe: I don't think against this opposition I can lose my market.

Kit: I think Joe is right. From an ego point of view, who would ever pass White's position? I don't care if it's the biggest pass in the world. Who do you know who would go this far and do all that White has done and then pass? Let's be practical. I'm actually being serious here.

Joe: Who do you know who would pass this? I actually think you are more likely to get beavers here.

**B/22x B/23x.....+0.375

White to play 6-1?

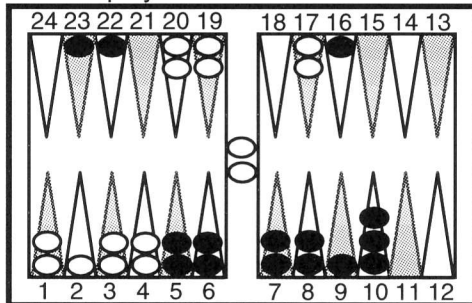


Joe: White rolls 6-1 and low and behold the formulation of his backgame.

Kit: I think we can now officially call this a backgame.

**B/24 EF.....-0.355

Black to play 6-3?



Joe: Black rolls 6-3.

Kit: I believe he moves 22/13.

Joe: OK! I have to admit I got creative. Go back, I did not play that.

Kit: Oh?

Joe: I said I got creative. I didn't say I'm proud of it.

Kit: Alright, what is Plan B? I want to utilize this time to complete my prime and then break his back.

Joe: Well, I wanted to make sure I had more time and then break his back. I broke the 8-point and hit him with the 6. I have plenty of time to remake the 8- and 9-points, and probably get hit in doing so. This is not as bad of a play as your puke is now signaling.

Audience: Lots of discussion.

Kit: With what checkers are you going to remake all these points?

Joe: I rolled a six and moved out to the 16-point. Seriously, if I move 16/13 and 8/2x, he can't play a 1234 backgame right away, and I can get hit and my checkers are recirculated. This is genius!

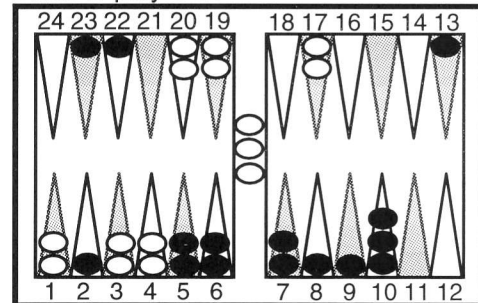
Audience: Now we know why you didn't double.

Joe: I don't think you'll find there's that big of a difference. If anything, I think I like my play still. And I have one dollar a point to play it.

22/13.....+0.442
22/16 10/7..... +0.331
16/7.....+0.314
22/16 9/6.....+0.243
16/10 9/6.....+0.234
**16/13 8/2x.....+0.203

Joe: White fans.

Black to play 3-2?

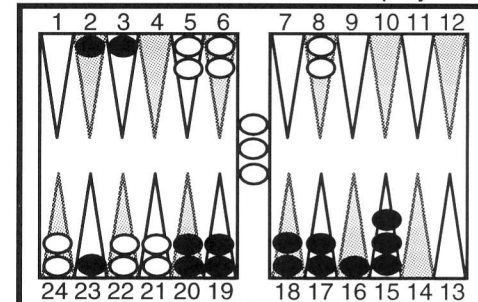


Joe: Black rolls 3-2. I remake the 8-point.

Kit: Very good.

**13/8..... +0.292
10/7 10/8..... +0.246
10/8 9/6..... +0.206
23/21 10/7..... +0.178
23/21 9/6..... +0.152

White to play 6-4?

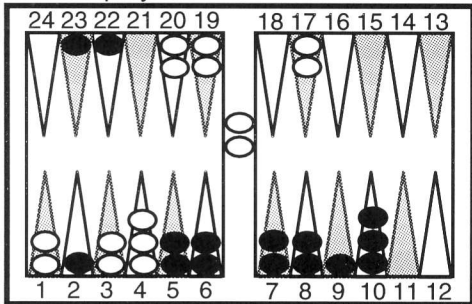


Joe: He rolls 6-4.

Kit: So far your plan has worked.

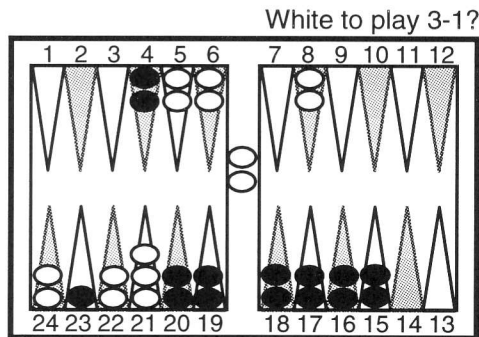
**B/21 EF.....-0.236

Black to play 1-1?



Joe: Black rolls 1-1. (moves 23/21, 22/21 and 10/9)

**23/21	22/21	10/9.....	+0.383
23/21	10/9(2).....		+0.341
22/21	10/9	10/8.....	+0.321
10/9(2)	10/8.....		+0.316
10/9	10/7.....		+0.302

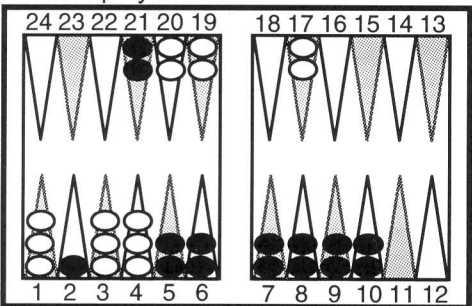


Joe: He rolls 3-1.

**B/22	B/24.....	-0.340
--------	-----------	--------

Kit: And then you crack with...

Black to play 3-3?

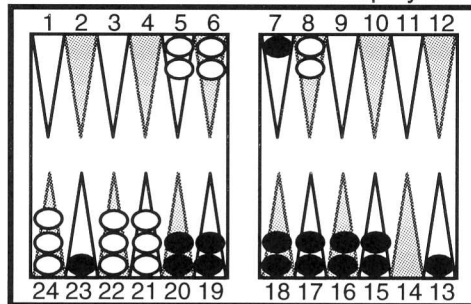


Joe: Black rolls 3-3.

Audience: Lots of discussion.

**21/18	21/12.....	+0.535
21/9.....		+0.522
21/15(2).....		+0.519
21/12	10/7.....	+0.379
21/15	10/7(2).....	+0.350

White to play 4-2?



Joe: He rolls 4-2.

Kit: Now, 4-2. It's nice to have a 4 to move by the way.

Joe: He actually brings in the two as well. I think he's supposed to kill 6's.

Kit: Well, there's an argument for and an argument against, by the way.

Joe: The argument says you play 6/4.

Kit: ...because you want to try to avoid having to put a checker on the ace point.

Joe: You could look ahead and try to kill your 5s first if you don't roll a 6 on your next immediate shake.

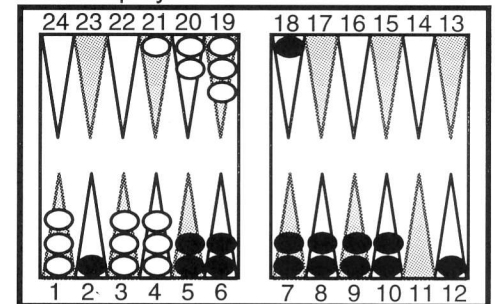
Kit: So, I think I would play 6/4 but I'm not sure.

Joe: I'm not sure either, but it's hard to argue with that play. The more I look at it, the better I like 6/4 because even if I roll a 6, it's going to the 2-point and it isn't dead and instead of having three viable 5's, I've only got one. I think 6/4 is right.

Kit: One thing White wants to avoid is making the ace point, because once he does that his chances to win the game really go down. Even if he hits, he can't trap a checker back on the ace point and jar another one loose. You know, the way backgames are supposed to work, but never do.

24/22	8/4.....	-0.495
6/2	6/4.....	-0.496
**8/6	8/4.....	-0.500
8/4	6/4.....	-0.500
24/22	6/2.....	-0.501

Black to play 2-2?



Joe: Black rolls 2-2.

Kit: 2-2? So where do we want to be?

Joe: Notice what Kit is saying. What's going on in this position is saying **where do I want my checkers?**

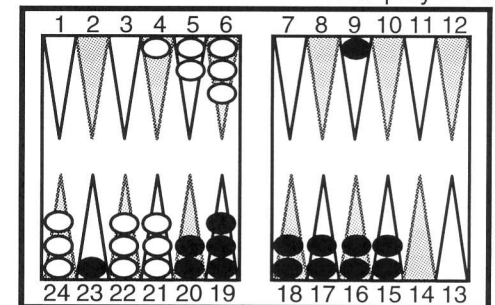
Kit: To me, it's a reflex. Bang! (moves 12/6).

Joe: That's right. That was my reflex play and the last two plays 18/16.

Kit: You should know that here (the 6-point) is where I want the checker. I like that spare on the 6-point. That's always good.

18/14	12/8.....	+0.490
18/10.....		+0.490
**18/16	12/6.....	+0.490
18/12	10/8.....	+0.429
18/16	12/8.....	+0.415

White to play 5-3?

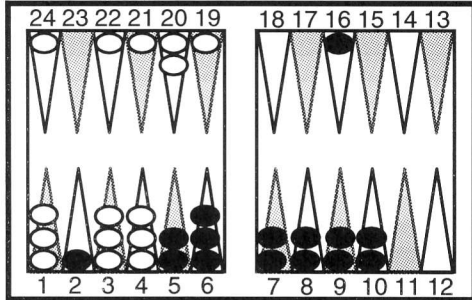


Joe: White rolls 5-3. He's forced to play 6/1, which he could be doing with one checker had he only played 6/4 last time. He could now be playing 8/5 and 6/1. He now takes a second checker off of the 6-point which is also correct.

Kit: I think this is the right play, although it could be a little too late.

**6/1	6/3.....	-0.449
24/21	6/1.....	-0.479
6/1	5/2.....	-0.503
6/1	4/1.....	-0.526

Black to play 4-1?



Joe: Black rolls 4-1.

Kit: So, do we want to make the 2-point, or do we leave things the way they are?

Joe: I don't know. I thought about that a long time.

Kit: Yeah, you lose the spare on the 6-point, but you prevent him from advancing and recycling some things.

Joe: I have a question: Is it a pro or a con? Getting sent back and maybe being forced to hit something deep or recycle any checker versus the time it takes me to get back in and around. My contention was that it is better to get hit and have to come back in and around. I MAY NOT have to hit something. My worst roll would be 5-1 coming in this position where I have to hit him off the ace point, but even if I have to clip another checker back, like off the 6-point, I thought the rest of them would be that much further advanced by the time I work my checker back around.

Kit: However, even granting this to be true, which I think it is, by the way, you want the spare on the 6-point to cover the blot on the 2-point, since that's where it belongs, obviously...

Joe: Well, maybe...

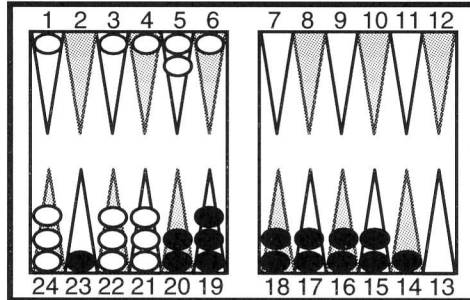
Kit: Secondly you might want to be holding the 2-point later, and thirdly by playing 6/2 you avoid having to move 16/12 which may allow you to hold the prime longer. So, for those reasons I would make the 2-point, because my third reason is the most important one.

Joe: I played 16/11.

Kit: OK, I'm just not sure...

16/12	6/5.....	+0.515
16/12	10/9.....	+0.504
**16/11	+0.499
10/5	+0.490
16/15	10/6.....	+0.488

White to play 4-2?



Joe: White rolls 4-2.

Kit: OK, he should start with 6/2 in order to give himself no 5's.

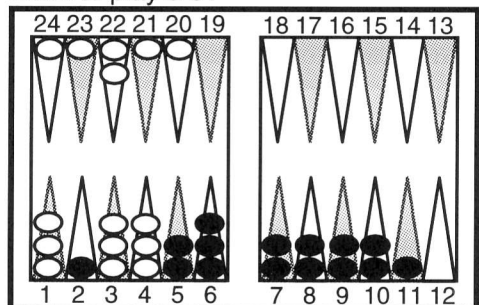
Joe: Now with the 2, does he want to try to advance in Black's board or does he want to diminish the number of 3's and 4's on his side of the board.

Kit: I don't see how coming up accomplishes anything. I would play 5/3, trying to diminish 4's.

Joe: Yes, if moving up would get him to the 21-point, I think it would be right, but in this position I think he needs to diminish the number of 4's he can play (which can't be played on the defensive side of the board). Once he gets rid of his last checker on the 5-point, he can then play his 3's 24/21. So, I think it is clear to play 5/3, which he did.

**6/2	5/3.....	-0.478
24/22	5/1.....	-0.480
24/22	6/2.....	-0.484
6/2	4/2.....	-0.507
6/2	5/1.....	-0.511

Black to play 6-5?



Joe: Black rolls 6-5.

Kit: 6-5 by you?

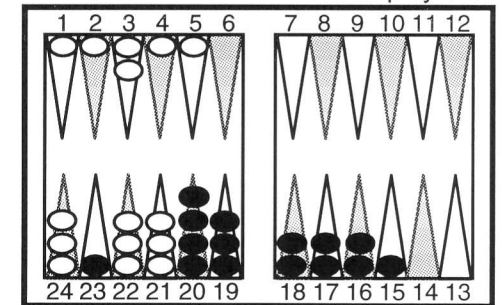
Joe: Yep.

Kit: The five is clear 10/5, and the six is also clear 11/5.

Joe: Yes, that was how I played it.

*11/5	10/5.....	+0.478
10/5	8/2.....	+0.469
11/5	7/2.....	+0.461
11/6	8/2.....	+0.459
8/2	7/2.....	+0.428

White to play 3-1?



Joe: White then rolls 3-1.

Kit: OK, this was what he was looking for. With the ace he plays 5/4 and kills his fours and now with the 3 he moves 24/21. Based on what he was given to work with, this was an ideal roll for him.

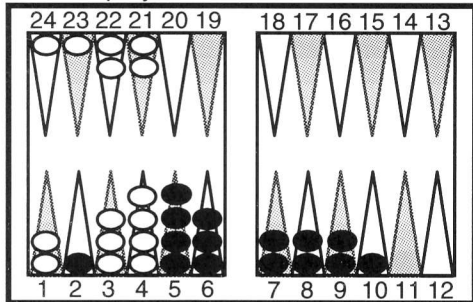
Joe: Bear in mind this is a very winnable position for White.

Kit: Provided he doesn't have to make the ace point.

Joe: Exactly. Provided he doesn't have to kill any checkers. But even if he makes the ace point, as long as he doesn't have to put three checkers on the ace point--a dead checker, he has a very winnable position. Nine checkers back leads to a lot of flexibility, especially after my last shake, since anything I roll is going to break a point, now.

**24/21	5/4.....	-0.402
24/21	3/2.....	-0.437
24/21	4/3.....	-0.444
24/21	22/21.....	-0.445
24/21	2/1.....	-0.446

Black to play 5-2?



Joe: Black then rolls 5-2.

Kit: So you have to play 10/5 and then move 9/7 with the 2. Or is there something more imaginative?

Joe: Yes, there is.

Audience: You can break the bar point.

Kit: Let's take a look.

Audience: Make the 2-point with the 5, and then play 7/5 with the 2.

Joe: I don't want to do that. If he is going to have to play a 3, especially a small 3, I either want him to go down to the ace point or break the 24-point.

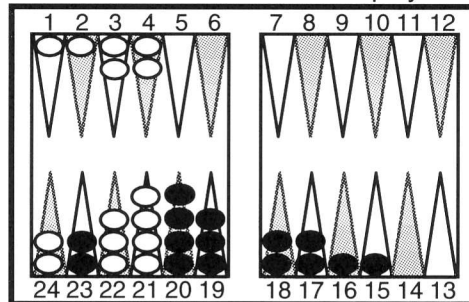
Kit: You don't want to give him 3's.

Joe: I simply played 9/2 and left two blots in the outfield. It's the same number of shots--5s and 6s. And I don't really mind getting hit, although I don't want to recycle his checkers over there. There is only 3-1, 4-1, 3-2, 4-2, 1-1... There are only about a dozen numbers which force me to recycle a White checker; that leaves 24 good ones.

Kit: I like this play, I just didn't see it.

**9/2.....	+0.432
10/8 7/2.....	+0.431
10/5 9/7.....	+0.423
10/5 7/5.....	+0.401
10/5 8/6.....	+0.395

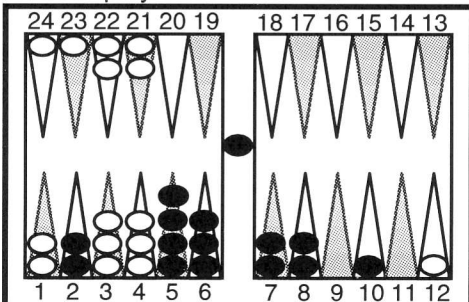
White to play 5-3?



Joe: 5-3 for White. Forced (21/16x/13).

**21/16x/13.....	-0.326
24/16x.....	-0.425
21/16x 4/1.....	-0.448

Black to play 6-2?



Joe: Then 6-2 for Black.

Kit: (playfully moving bar/23x!) NOT!!

Joe: (after Kit moves bar/18) OK. Where's the 2?

Kit: I don't see any reason to leave the blot on the 10-point.

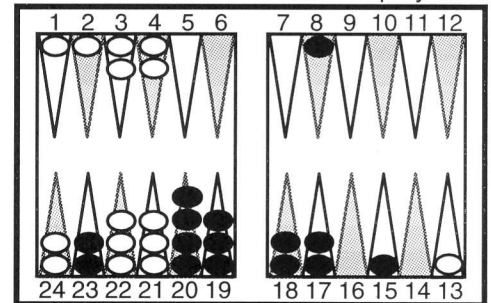
Joe: I don't see any reason to pick him up. I'm not gonna crunch White's timing here, but if I play 18/16 with the 2, I might just get hit with 4-1, 3-2, or whatever, maybe with 5-x, if you're playing a weaker player. Of course I didn't expect this player to do that. I don't mind getting hit, because while I'm bringing checkers around, the longer I can hold my 7- and 8-points. Then 3-3, 4-4, 4-3, or whatever for White can cause him to crush inside. I didn't see how he was going to hop out, build his 6- and 5-points, contain my checker, and turn the game around in that fashion.

Kit: You played 19/17? I don't think it's a really critical play.

Joe: Yes, well, that was my thinking.

**B/19/17.....	+0.413
B/19 10/8.....	+0.401
B/23x/17.....	+0.359
B/19 8/6.....	+0.343
B/19 7/5.....	+0.339

White to play 5-4?



Joe: White now rolls 5-4.

Kit: By your analysis, he should not be hitting, but he should definitely use the 5 to bring a checker out into the outfield (21/16).

Joe: He brings the 4 down (13/9), duplicating aces...

Kit: I think that is wrong, and here is why: Black's 9-point is what the battle is all about. He doesn't want Joe hitting him on the 9-point and sending him back and now being forced to come out again and hit. Playing the full roll 21/12; he doesn't mind getting hit on his 12-point. If Joe starts the 9-point, White doesn't want to be hit there in the process. That's my thinking.

Joe: I think the other reason to advance to the 12-point is that you want to encourage me to hit. Aces and eights is 17 numbers while the other play leaves 24. Many people at this point would continue to hit, myself included.

Audience: Kit, would you repeat the reason you don't want to be hit on Black's 9-point.

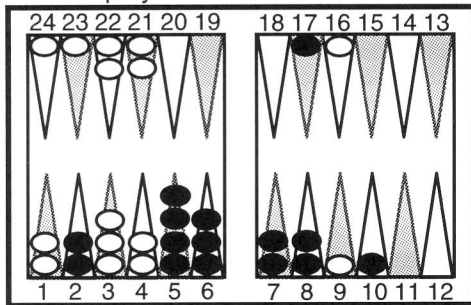
Kit: OK. The reason I don't want to be hit on Black's 9-point is that if Black hits me there, I need to reenter and then jump into the outfield again, and I may be forced to hit Black's loose checker on his 9-point, which I don't want to do.

Joe: My reasoning is a little bit different. With White's outfield checkers on his 9- and 16-points, a hit on the 16-point leaves only the checker on the 9-point to play freely and that's only a few pips away from his inner board. If White's outfield checkers are on his 12- and 13-points, then if either one is hit, the other has more distance to move to get home.

Kit: Another valuable and accurate point.

21/12.....	-0.360
**21/16 13/9.....	-0.363
13/8x/4.....	-0.392
13/9/4.....	-0.420

Black to play 5-4?

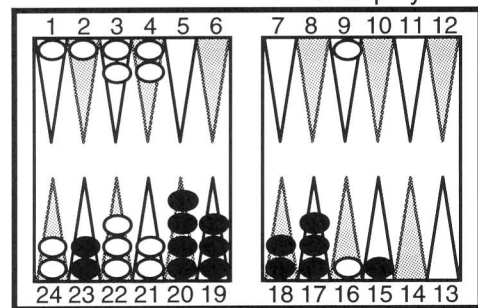


Joe: 5-4 by Black. I just played 17/8.

Kit: 17/12 and 10/6 feels right to me, but it's probably not a big deal. Joe just made the play which felt right. Again, I guarantee you that at the table he's not going to go through a bunch of calculations: *what happens if he rolls 65, what happens if he rolls 64, blah, blah, blah....* Forget that. He's putting the checkers where they feel right; where they belong.

17/12 10/6.....	+0.368
17/13 10/5.....	+0.355
**17/8.....	+0.352
10/6 7/2.....	+0.352
17/12 6/2.....	+0.323

White to play 2-1?



Joe: White rolls 2-1.

Audience: The ace is pretty clear.

Kit: It is?

Audience: Yes. Come up to get out. 22/21.

Audience: Doesn't White want his loose checkers hit on his 1- and 2-points.

Joe: That's a very good question.

Kit: I do not want to hit Black. There's too much risk of going broke. I would want to lock up the timing. I'd play 22/21 and 16/14.

Joe: I thought this was a very tough play. He played very quickly; as quick as you. 22/21 and 16/14, just leaping over my blot.

Kit: Yes, I agree with that play.

Joe: I'm not convinced at all. I still think his most viable game plan is to get those checkers in his home board recycled and there are a dozen numbers where I'll be forced to hit one of them.

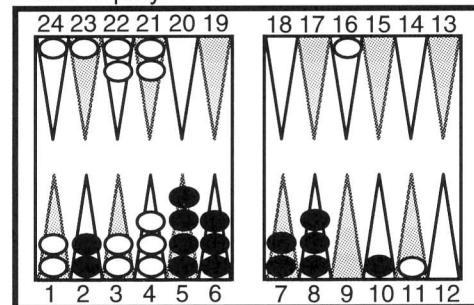
Kit: I'd be concerned that 4-4 would come popping out too soon.

Joe: Isn't 4-4 pretty devastating with your play?

Kit: Not as devastating as they might be later. Anyway...

16/14 2/1.....	-0.316
**22/21 16/14.....	-0.318
16/14 9/8.....	-0.323
22/21 9/7.....	-0.332
9/6.....	-0.335

Black to play 2-2?



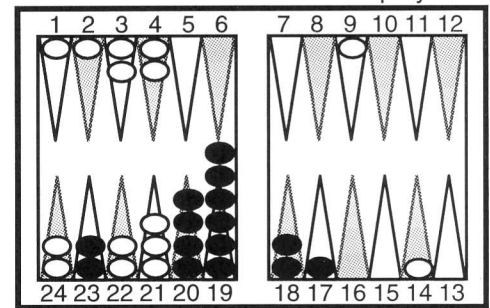
Joe: 2-2 by Black.

Kit: Nice roll! Phth! Where does everybody go? 8/6, 10/6 is three of them. 8/6 for the last, I guess.

Joe: That's it. I can't see anything else.

10/6 8/6 7/5.....	+0.378
10/6 7/5(2).....	+0.366
**10/6 8/6(2).....	+0.356
8/6(3) 7/5.....	+0.329
8/6(2) 7/5(2).....	+0.310

White to play 5-4?



Joe: Now White rolls 5-4. And this is where I think he really choked.

Kit: Now it looks pretty safe to hit.

Joe: I think he's supposed to hit for the same reason I was debating about it last roll. Now Black has only a 3-point prime and White wants to get those checkers (on his 1- and 2-points) recycled.

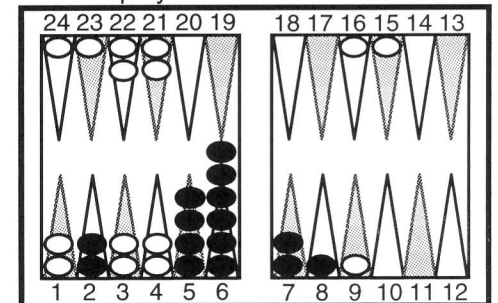
Kit: Now White doesn't have to worry. He has three checkers in the outfield so he's not going to go broke.

Joe: But he doesn't hit. He plays 21/16 and 14/10. I think this is a BIG mistake.

Kit: I agree with Joe.

21/17x 14/9.....	-0.304
21/17x 17/12.....	-0.319
21/17x 9/4.....	-0.348
21/16 9/5.....	-0.366
**21/16 14/10.....	-0.382

Black to play 5-3?

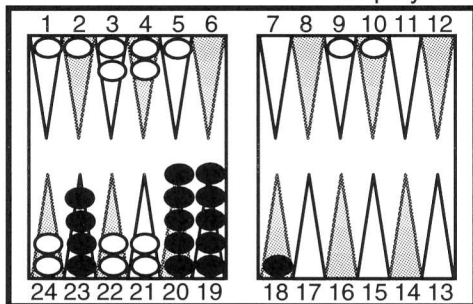


Joe: 5-3 by Black.

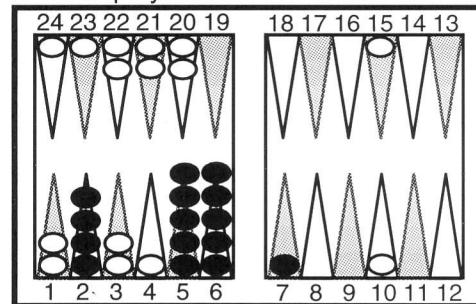
Kit: 5 is forced (7/2). 3 is easy (8/5).

**8/5 7/2.....	+0.404
7/2 5/2.....	+0.326

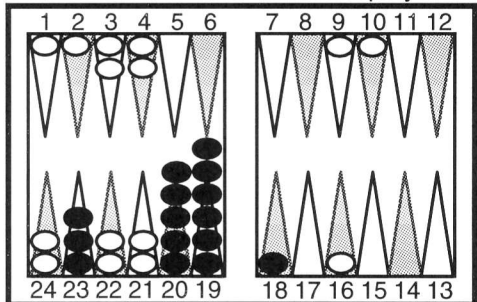
White to play 6-4?



Black to play 4-3?



White to play 6-5?



Joe: 6-4 for White.

Kit: Notice White's timing. He's not able to hold everything. Does he make his move to the hoop here?

Joe: 4-3. (Black plays 7/4x/0).

**7/4x/0.....	+0.414
7/4x 6/2.....	+0.291
6/2 5/2.....	+0.199

Joe: 6-5 for White.

Kit: Now he clearly can't afford to hit.

Joe: Right, he's put himself in a position where he can't afford to hit from the 24-point.

Kit: I guess he plays 16/5.

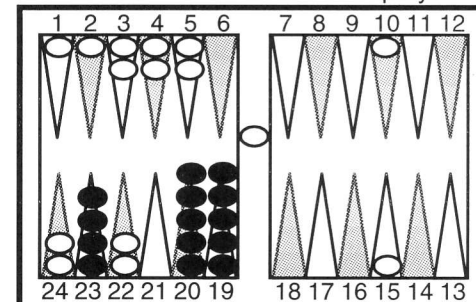
Joe: That's what he did.

**16/5.....	-0.400
21/15 10/5.....	-0.444
21/10.....	-0.461
24/18x/13.....	-0.468
16/10 9/4.....	-0.475

Audience: Cover the 5-point and hit 24/18.

Joe: I think the structural damage he does to himself by hitting with the 6 and coming in with the 4... The 4-3 backgame is not viable unless it's up against some sort of prime. Here all Black's checkers are on the 5- and 6-points. The scramble to get in and around should be relatively easy for me. I think he shouldn't hit with a 6. Committing himself to an ace-four backgame; that doesn't look right to me, either.

White to play 6-1?



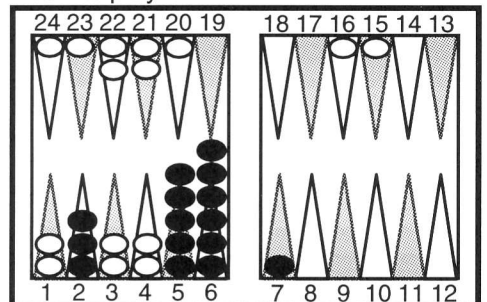
Joe: 6-1 for White.

Kit: (enters Bar/24, then pauses).

Audience: 24/18.

Kit: Probably, but that's not always correct. Sometimes there's value to having a third checker on the 24-point, if you have time. Here I don't think he does.

Black to play 6-4?



Looking at this position--obviously his best chance is an ace-three backgame. He wants to stay pure. That limits the choices to: taking two checkers off of the 21-point and not leaving a blot there at all, or coming out with a 6 (21/15) and covering the 5-point, which I like a little better. If Black is going to make his 4-point, it really doesn't matter to White if it's on his head or not. In fact, on his head slows White down a little bit more, so I think he made the correct play which was 21/15, 9/5.

Kit: I agree for all those reasons.

B/24 15/9.....	-0.400
**B/18.....	-0.401
B/24 10/4.....	-0.437
B/24 22/16.....	-0.475

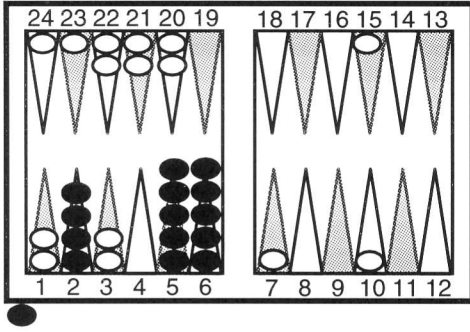
Joe: Black rolls 6-4.

Kit: Forced (6/2, no 6 plays).

**6/2 NP.....	+0.335
---------------	--------

24/18x 9/5.....	-0.301
**21/15 9/5.....	-0.368
15/21 16/20.....	-0.380
21/11.....	-0.394
22/16 22/18x.....	-0.425

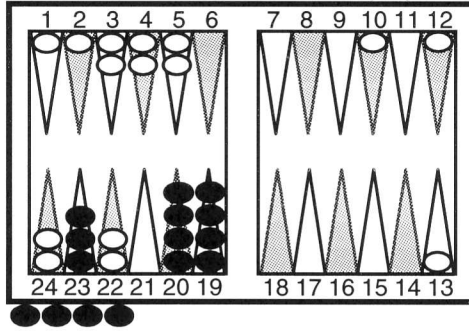
Black to play 6-2?



Joe: Black rolls 6-2. (Takes two checkers off.)

**6/0	2/0.....	+0.494
6/0	6/4.....	+0.366

White to play 6-1?



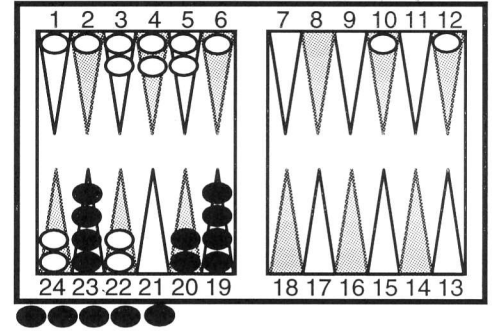
Joe: White rolls 6-1.

Kit: Starts the 6-point (13/6).

Joe: As you can see, White is not only far from dead, but with Black having the gap on his 4-point and White's checkers being pure, once he makes his 6-point he's very much alive. And, frankly, Black has played just about the best he could have... (laughter from audience.)

**13/6.....	-0.370
12/6 2/1.....	-0.397
13/7 10/9.....	-0.475
13/7 12/11.....	-0.484
13/7 2/1.....	-0.493

White to play 6-4?

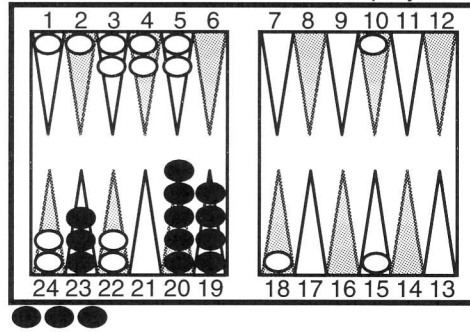


Kit: Oh, boy.

Joe: Who's the favorite?

**12/6	10/6.....	-0.231
22/16	10/6.....	-0.299
22/18	12/6.....	-0.303
12/6	5/1.....	-0.332
12/6	6/1.....	-0.355

White to play 6-2?

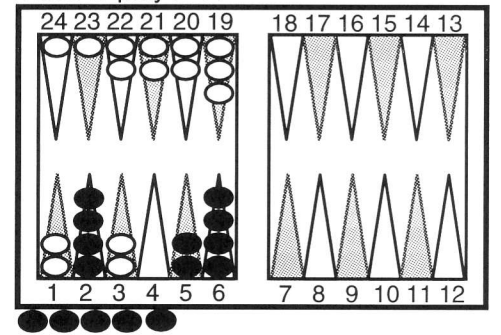


Joe: White rolls 6-2, playing 18/12, 15/13.

Kit: Aiming at making the 6-point...

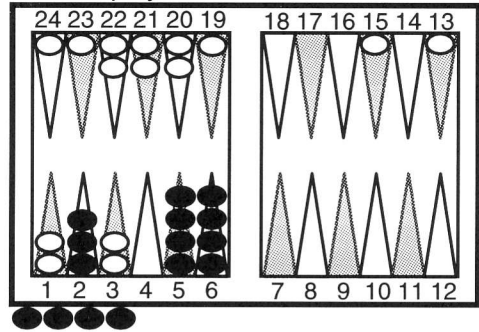
18/12	10/8.....	-0.430
**18/12	15/13.....	-0.434
15/7.....	-0.454	
18/16	15/9.....	-0.455
15/9	10/8.....	-0.455

Black to play 2-1?



**6/5	2/0.....	+0.436
-------	----------	--------

Black to play 5-3?

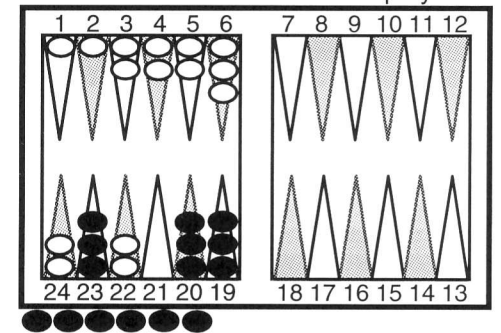


Black rolls 53. (moving 5/0, 5/2).

Kit: There's a theme here, by the way, that is very important--coming in against any kind of backgame structure. Look at the numbers your back checkers CAN'T play, and give yourself as many of those as possible. In this case, a 1-3 backgame, 5's and 3's can't play from the 6-point, so pile as many checkers on the 5-point as is possible.

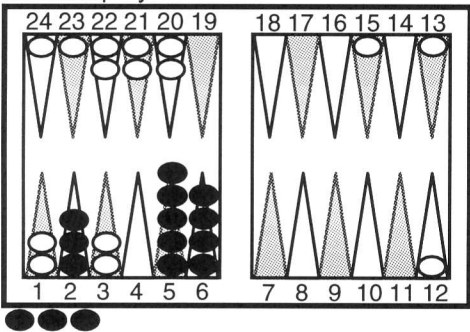
**5/0	5/2.....	+0.311
-------	----------	--------

White to play 6-4?



**22/16	6/2.....	-0.391
22/12.....	-0.410	
22/16	5/1.....	-0.467
24/18	6/2.....	-0.504
24/14.....	-0.528	

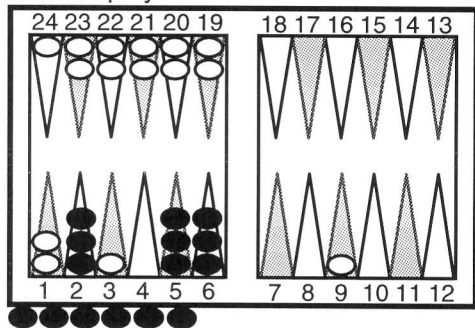
Black to play 3-2?



Joe: 3-2 for Black. (playing 5/0)

**5/0.....	+0.521	
6/4	5/2.....	+0.320

Black to play 3-3?

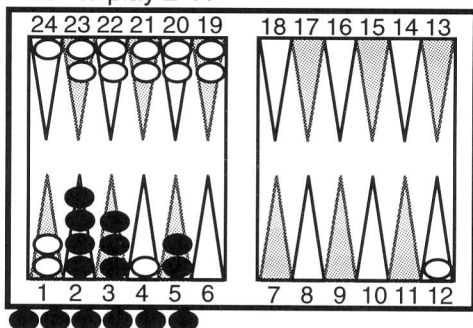


Joe: Black rolls 3-3. (much audience laughter and discussion!)

Kit: 6/3x(3), 5/2 is the safest by far. Clear from the back and don't ask any questions.

**6/3x(3) 5/2.....	+0.719
6/3x(3) 3/0.....	+0.690

Black to play 2-1?

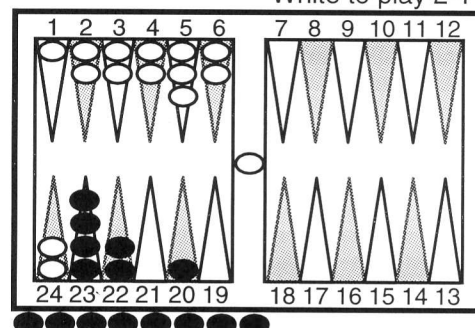


Joe: Black rolls 2-1 (plays 3/0).

Editor's Note: Tape runs out, sorry but we still got a lot of good material. Hope you enjoyed it.

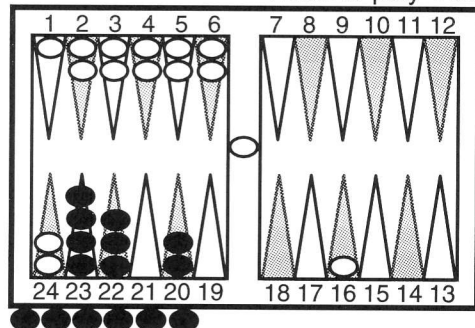
**3/0.....	+0.742
------------	--------

White to play 2-1?

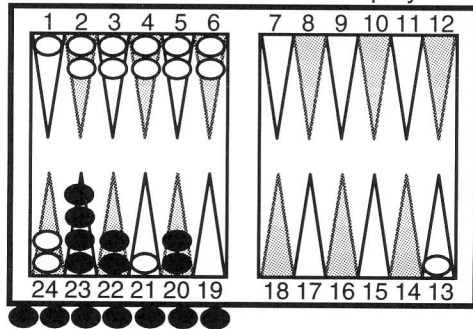


**B/24 5/3.....	-0.842
B/24 3/1.....	-0.843
B/24 4/2.....	-0.879
B/24 6/4.....	-0.903

White to play 4-3?

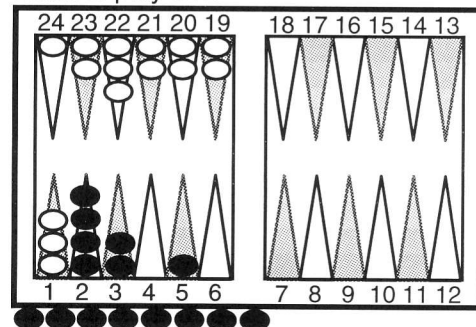


White to play 5-3?



**13/5.....	-0.682
13/8 4/1.....	-0.709
24/19 13/10.....	-0.731
24/16.....	-0.733
21/13.....	-0.740

Black to play 6-2?



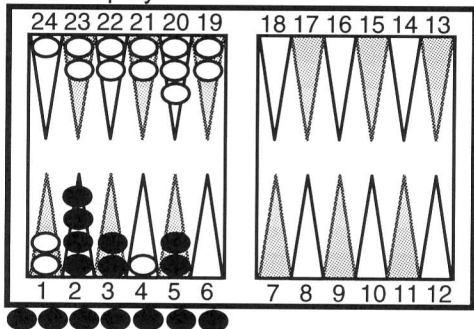
**5/3/0.....	+0.937
5/0 2/0.....	+0.920

Joe: 4-3 for White.

Kit: That's a good roll for him. B/21 and stay there, hoping to get a double shot. (16/13 with the three).

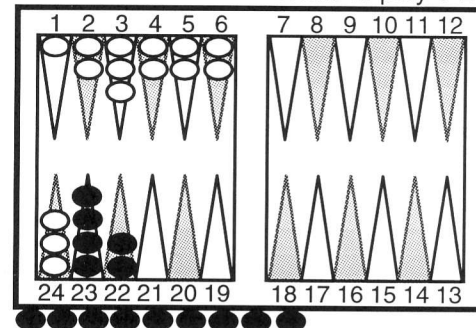
**B/21 16/13.....	-0.678
B/21 24/21.....	-0.698
B/21 4/1.....	-0.713
B/21 21/18.....	-0.743
B/21 5/2.....	-0.774

Black to play 4-1?



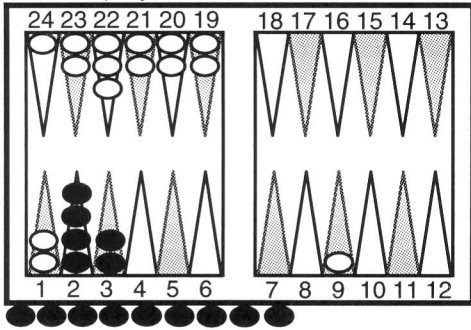
**5/4x/0.....	+0.438
---------------	--------

White to play 6-2?



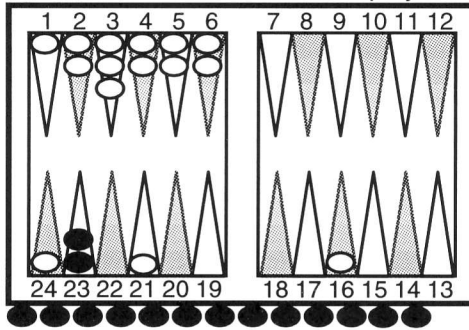
24/18 3/1.....	-0.912
**24/16.....	-0.922
24/18 4/2.....	-0.951
24/18 5/3.....	-0.956
24/18 6/4.....	-0.962

Black to play 4-3?



**3/0 3/0.....+0.961

White to play 6-1?



**21/20 16/10.....-0.977
 16/9.....-0.977
 21/15 2/1.....-0.979
 16/10 2/1.....-0.979
 16/10 3/2.....-0.979

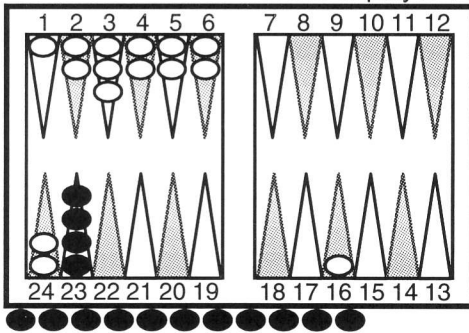
Black wins game with 5-2.

Joe - 11 Gerd -5

Joe wins match 3-1.

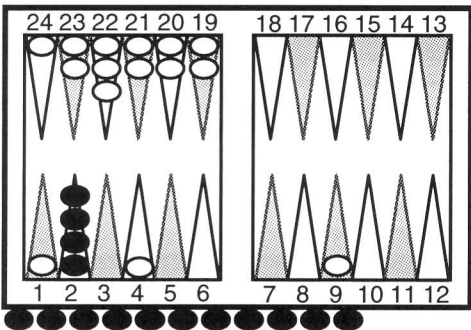
The End

White to play 2-1?



24/22 2/1.....-0.951
 24/22 16/15.....-0.951
 **24/22/21.....-0.952
 24/22 3/2.....-0.955
 16/14 2/1.....-0.960

Black to play 4-3?



**2/0 2/0.....+0.986

Acknowledgements
 Thanks to Kit Woolsey and
 Joe Sylvester
 for an excellent lecture.

Thanks to Chuck Bower
 for his help
 in translating and proofing
 the text of the lecture.

Thank you for reading!

**And in the End
 the Love You Take
 is Equal to the
 Love You Make!**

The Beatles
 Abbey Road
 1968

**The 1977 Midwest
 Backgammon
 Championships**

March 21-23, 1997

Drake Oakbrook Hotel
 2301 York Road
 Oak Brook, Illinois

Info: 773/583-6464
 810/232-9731 (CJC)
 chipoint@interaccess.com



**HITMAN
 BACKGAMMON**

Free entry to main
 tourney entrants.
Win up to \$1000.