## MHoosier Backgammon club

July 1996


1996 HBC Gammon Point Standings. Player of the Month for June was
Don Woods with 236 gammon points.

1) Butch Meese.................... 796
2) Don Woods...................... 734
3) Larry Strommen.............. 722
4) Jim Curtis......................... 696
5) Sean Garber.................... 666
6) Dave Groner.................... 624
7) Chuck Stimming............... 506
8) Mary Ann Meese.............. 410
9) Gabe Stiasny................... 312
10) Ellis Bray.......................... 288

Jan Gurvitz...................... 270
Woody Woodworth.......... 264
Kevin McLeaster.............. 224
Chuck Bower................... 148
Kevin Bastian................... 110
Neil Ezell.......................... 104
Jamie Curtis....................... 90
Janice Newman................. 70
Bill Gheen.......................... 64
Bill Julian............................ 40
Shimi Dadon...................... 30
Brian Nelson....................... 20
Keith Jackson.................... 20
Bob Cassell....................... 20
Alan Haas.......................... 20
Stan Gurvitz....................... 10
John Nelson....................... 10
Position 1
7-Point Match Black-5 White-4
White doubles to 2?
As Black, what do you do?


## Position 2

7-Point Mätch Black-3 White-4 Black redoubles to 4?
As White, what do you do?


Position 3
Chouette Play, Black to play 4-3?

...answers next page...

## Hoosier Pips...

Everyone has a nitch. Jim Curtis may have found his at the Michigan Summer Championships. He won the Quickie Event and split the OverFlow Quickie Event with Joe Sylvester. To accomplish this feat, Jim won eleven 1-point matches...Our new home, Bombay Bicycle Club ( 9111 North Michigan Road) is giving us a warm welcome - they hope to have the AC fixed soon. Thanks to all club participants who are tipping graciously for our improved service...Chuck Stimming has not given up backgammon; he and his wife, Maggie, are on a three week trip to China.

## Position One

This unique position is an easy take in a money game, but at this match score it's not so easy. Black leads 5 to 4 in a 7 -point match. This means with a 2 -cube, Black can win the match but White needs a gammon to claim victory. When White double here, that's exactly what he is hoping for. It's the threat of the gammon that makes Black think twice about this cube. Black will also realize if he drops to tie up the score at $5-5$, he will be $50 \%$.

Even if White has to break his home board before escaping, most of the time it's only the 6point. So Black has to enter 3 checkers compared to White's escaping two. The extra checker on White's 5-point plays big in this position. If that checker was on the 1-point, then Black might have an easier take.

Looking at the position from JellyFish's point-of-view, White wins $56.1 \%$ of the time. BUT, out of the $56.1 \%$ win, $38.4 \%$ will results in gammons. So JellyFish confirms the gammon threat which makes this an easier drop than take.

## Position Two

Unlike the first position, this type of position occurs quite often. Black has hit a second checker and has a good chance to close both out. Since the match is up for grabs if White takes, White needs enough winning chances to justify the take.

If White gets closed out, Black's winning chances will be determined by where the three extra checkers are positioned in Black's home board. The ideal position is having them one each on the 4-,5- and 6-point. If they are on the 1 -, 2- and 3-point instead, Black's chances are about 5\% less.

But in this position, White is not yet closed out. White can still escape and gammon Black but that happens only about 2.5\% of the time. JellyFish also tells us that White will win about $36 \%$ of the time. If Black waits until White gets closed out, White has an easy drop according to JellyFish. Maybe someone else can enlighten us.

## Position Three

There are only two logical plays for this position, either Play A) $6 / 3,4 / 0$ or Play B) $6 / 2$, $4 / 1 \mathrm{x}$. There is a trade-off between the choices which is easier to notice compared to most other positions. Play A gets another checker off. Some players think that each checker off increases the winning chances by $5 \%$.

Play B increases the chance of getting White out of his hair. If White re-enters on the 5- or 6point, then all White has to do is to see if it's a regular win or a gammon. If White re-enters on the 3 -point, Black only has 8 bad rolls $6-1,5-1$, 4-1 and 3-1.

Meanwhile with Play A, White gets more potential shots, maybe even double shots.

In the real position, White's home board was not as good. To get a better feeling of the real difference between the two plays, White's position has been improved to a closed home board with great timing.

JellyFish agrees greatly with above. Play A wins $71.9 \%$ with $26.2 \%$ gammons. Play B increases the chances to $75.9 \%$ with $38.3 \%$ gammons.

Note: All JellyFish evalutions were done at level 6, lookahead.

## Play for Frec...

Bring in a new player and you play for free. If that Player become a HBC member, you play free again.

What could be easier??

Fine Print: Available for Thursday evenings only!

|  | June 6th | June 13th | June 20th | June 27th |
| :---: | :--- | :--- | :--- | :--- |
| 1st | $\frac{\text { Don Woods }}{\text { Dim Curtis }}$ | Chuck Stimming | Butch Bower | Don Woods |
| 2nd | Sean Garber | Don Woods | Don Woods | Larry Strommen |
| 2nd | --- |  | Kevin McLeaster |  |



Thursdays...... 7:00 PM at Bombay Bicycle Club (872-3446) 9111 North Michigan Road

