

Adventures in Playing Doubles

by Butch Meese and Chuck Bower

7-Point Money. Black-0 White-2. White Doubles to 4?



I met Chuck Bower, who is from Bloomington IN, in Dallas at World Cup III in 1992 and we have come to be great friends. In July, we tested the friendship by playing in the Doubles event at the **Michigan Summer Championships.** One of us felt that there might be problems with this new partnership but was assured by the other that it would be fun.

In Round One, we met the our friends from Chicago, *Peter Kalba* and *John Brussel*. The 7-point match was tied at 5-5 and we were doomed.



We had three checkers in the air against their 5 1/2-point home board. They need any 5 or 6's to close us out, but rolled 3-1 not covering or lifting. We rolled 5-2 hitting. They re-hit but we answered with double 5's. The game was far from over since we only had two points made in our home board. But step by step we improved our position and moved on to Round Two.

In Round Two, we played the Michigan team of *Maurice Barie* and *Jack Takala*. The match started out close until we turned a game on them and won 7-2. *Maurice* and *Jack* still had a great weekend: *Maurice* won the Championship Division while *Jack* finished tied 4th/5th.

Next we moved to the money round against the Southern California powerhouse pair: **Bob Glass** and **Steve Sax**. They won two points on the first game. In the next game, we doubled in the following position and they took.



We were able to get all four checkers in without getting hit. But we had one last hurdle: clear the 6-point. We did not: we rolled 6-1 and they hit. We danced as they brought around the last checker to the key position to the left. They made a strong decision by redoubling to 4. The pressure in these positions is almost always on the receiving side. It's hard for Black to err if not presented with the opportunity! If we pass, we must win the next four games (or maybe three out of four with a well-timed gammon). Between equal players, you need between 8% and 9% cubeless game winning chances to accept this. Can you scratch out that many wins? (Don't forget that if we take, the recube to 8 is MANDATORY.)

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Hoosier Backgammon Club	Butch & Mary Ann Meese
Home Page: http://home.att.net/~meese	1008 Tuckahoe, Indianapolis, IN 46260-2215
E-Mail: meese@worldnet.att.net	(317) 255-8902

How many of White rolls give Black a shot next time? Note that the checker on White's 8-point bears off with exactly 8, and safeties with any number less than this. Combinations of 4's, 5's and 6's could be a problem. There are nine of these, but 4-4 plays safely. So 8/36 rolls give Black a single shot which is hit 11/36 of these. That's a little worse than $1/4 \times 1/3$ or around 7%.

BUT, after you hit, you still must win! That will happen more than half of the time, but maybe not much more. Let's say if you get a total of 4-5% wins from these sequences. That's not enough... yet.

Just because White doesn't leave a shot this time doesn't mean s/he won't leave one later. For this to be a problem Black must stay on the bar. If we assume that the chances of White leaving a shot later is about the same as the chances of leaving one THIS turn, then we must multiply by the chances of Black staying on the bar (about 2/3), subtract the hits we already counted (when White leaves a shot this turn) and note that Black will be even further behind in the race by then (meaning fewer wins after hitting). $7\% \times 2/3 \times 1/2$. This looks like about 2% more wins. Now we are up to 6-7%. We're getting close.

What happens if White rolls an average number (say about 2/3 of the time) and Black then rolls 6-6 (about 3% of the time). The game will be almost even in that case. $2/3 \times 3\% \times 1/2$. That's another 1%. We have now reached 7-8%. Have we made it to a take? Not quite.

Can we think of any other ways to win? It's tough, but there surely are some. A good rule of thumb is: if you can almost get to a take with all the ways you can see (and count), you probably have a take since there are going to be a few winning parlays that you haven't thought of. After a long discussion over the board, we took, recubed, and LOST. The wrong Meese was rolling. Making the right decision isn't always rewarded. JellyFish rollouts say Black wins 12% of the time which indicates a clear take at this match score.

By the way, the team of Meese and Bower agreed they would try it again someday.

1998 Hoosier Backgammon Club			
Gammon Point Standings as of July 31, 1998.			
The HBC Player of the Month for July			
was Butch Meese with 190 gammon points.			
1) Don Woods 1002			
2) Butch Meese			
Chuck Stimming 784			
4) Jim Curtis			
5) Sean Garber 756			
6) Larry Strommen 696			
7) Al Gomez 578			
1) Don Woods			
9) Dave Groner 302			
10) Chuck Bower276			
Luke Clippinger 196			
Jan Gurvitz			
Jim Mieske 140			
Reggie Porter128			
Gino Agresti 110			
Kevin McLeaster 100			
Woody Woodworth70			
Peter Kalba 60			
Richard Heinz48			
Bill Julian42			
Femi Owiku 40			
Neil Ezell			
Larry Buckingham 20			
Frank Scott20			
Dave Fey10			

1st 2nd 2nd	<u>July 9th</u> Sean Garber Jim Curtis	July 16th Butch Meese Larry Strommen	<u>July 23rd</u> Butch Meese Mary Ann Meese Sean Garber	<u>July 30th</u> Butch Meese Sean Garber Bill Julian	
2110			Sean Garber	Diii Julian	

Tournament Schedule

Sep 4-7
Sep 18-20 Minnesota State Championships, Minnesota Athletic Club, MN
Sep 25-27 Towpath Inn Tournament, Towpath Inn, Turin, TX
Oct 9-11 Nation's Capital Championships, Promensda, MD
Oc 30-No 1 Northeast Regional, Best Western Airport Hotel, Albany, NY
Nov 27-29 Northern Ohio Thanksgiving BG Tournament, Belden Holiday Inn, Canton, OH (330)-966-2811
Thursdays7:00 PM at Wildcat Brewing Company (872-3446) 92nd & North Michigan Road