## NHoosier Backgammon Club

August 1998

## 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 7point match was tied at 5-5 and we were doomed.


2

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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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 $\mathrm{s} / \mathrm{he}$ 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.............. 916
3) Chuck Stimming......... 784
4) Jim Curtis................... 780
5) Sean Garber.............. 756
6) Larry Strommen......... 696
7) Al Gomez................... 578
8) Mary Ann Meese........ 514
9) Dave Groner.............. 302
10) Chuck Bower.............. 276
Luke Clippinger.......... 196
Jan Gurvitz.................. 150
Jim Mieske.................. 140
Reggie Porter............. 128
Gino Agresti............... 110
Kevin McLeaster........ 100
Woody Woodworth....... 70
Peter Kalba.................. 60
Richard Heinz............... 48
Bill Julian...................... 42
Femi Owiku.................. 40
Neil Ezell...................... 40
Larry Buckingham........ 20
Frank Scott.................... 20
Dave Fey...................... 10

|  | July 9th | July 16th | July 23rd | July 30th |
| :---: | :--- | :--- | :--- | :--- |
| 1st | Sean Garber | Butch Meese | Butch Meese | Butch Meese |
| 2nd | Jim Curtis | Larry Strommen | Mary Ann Meese | Sean Garber |
| 2nd | ... | $\cdots$ | Sean Garber | Bill Julian |

Tournament Schedule


