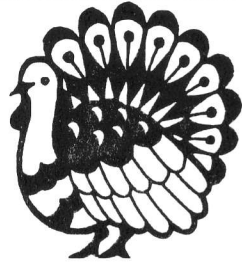




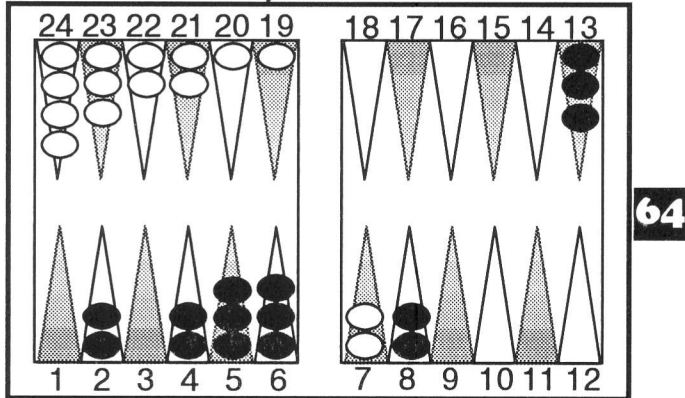
Hoosier
Backgammon
Club



November 2000

Losing Pretty

by Chuck Bower



Money Game, Black to play 3-3?

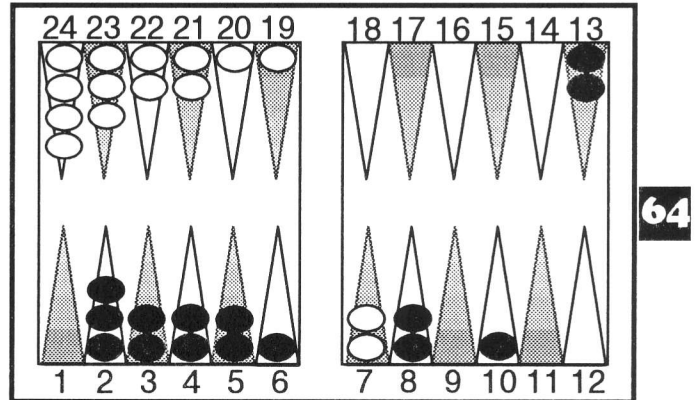
A few years back, a popular football expression was **winning ugly**. Basically this meant *do whatever it (legally) takes to win, regardless of how mundane, boring, or inelegant it is*. A recent backgammon cliché is just the opposite: **Avoid the ugly play**. Here the implication is that if your eye is well trained, something that looks **ugly** is probably the wrong move.

I happen to be a negative critic for this and many more backgammon clichés, like **when in doubt, hit**. I'm always a doubter, does that mean I should ALWAYS hit? Or **four (point board) is more than you think**. How does anyone know what I think?!

Take a look at Position 1 and find the prettiest play. OK, now find the RIGHT play. I think we can all agree on the prettiest play is 13/10(3), 6/3. Don't leave any blots; get checkers closer to home; start the 3-point. Fortunately for us, Snowie couldn't choose between Leonardo di Caprio and the Hunchback of Notre Dame! A Snowie rollout says the pretty play is a **triple whopper**. The cubeless difference between the best play and the pretty play is over 0.3 units of cubeless equity. Translated: 13/10(3), 6/3 is a HUGE error.

The best play is not clear, but it definitely involves keeping the 13-point. A non-exhaustive Snowie rollout chose 13/10, 6/3(2), 5/2, but several others were close. The key to the position is *don't give up the midpoint*. Why?

A pipcount shows that after playing double 3, White will be ahead 17 pips. If there were no contact White could easily cash a straight race (even in the HBC chouette). There still is significant contact so White will not have a double, but Black will do better by maximizing the contact, making it much harder for White to turn the game into a race.



Position after Snowie's move of double 3's.

Take a look at the board after Snowie's favorite play. The 6-point is surrendered, a spare is moved down to the lowly 2-point, and a blot in the outfield gives White a joker roll of 3-1. Does this look pretty? In fact, all plays which keep the midpoint have glaring flaws in the location of checkers, and still they turn out to give Black much better chances of winning than plays which move two or more checkers off the midpoint. Personally, I'll try and stick with the football concept of **winning ugly**....that has to be better than **losing pretty**.



Happy Thanksgiving

2000 Hoosier Backgammon Club

Gammon Point Standings as of October 2000.

The **Player of the Month for October** was

Butch Meese with 210 gammon points.

- 1) Butch Meese..... 1217
- 2) Larry Strommen..... 898
- 3) Gino Agresti..... 779
- 4) Jim Curtis..... 756
- 5) Dave Groner..... 721
- 6) Mary Ann Meese..... 635
- 7) Sean Garber..... 549
- 8) Chuck Stimming..... 461
- 9) Gabe Stiasny..... 369
- 10) Al Gomez..... 342
- Woody Woodworth..... 339
- Terry Bateman..... 321
- Ron Black..... 306
- Don Woods..... 303
- Jeremy Bagai..... 100
- Butch Bates..... 96
- Richard Larsen..... 70
- John Jennings..... 54
- Scott Day..... 52
- David Smith..... 45
- Philip Degen..... 38
- Curtis Lucas..... 38
- Alan Haas..... 36
- Luke Clippinger..... 36
- Jeff Flowers..... 28
- Bob Zavoral..... 26
- David Schwind..... 26
- John Brussel..... 24
- Bill Robertie..... 20
- Jim Roston..... 20
- Paul Horstman..... 20
- Cathie Benneth..... 20
- Jon Stephens..... 18
- Greg Tomlin..... 16
- Ross Ratzov..... 16
- Jan Gurvitz..... 10
- Lance Jenkins..... 10
- Jake Jacobs..... 10
- Mary Franks..... 8
- Ray Fogerlund..... 8
- Frank Hanley..... 8
- Bill Julian..... 8
- Betty Coppic..... 8
- Austin Bennett..... 8

**The Last HBC Sunday
One-Day of the Millennium**

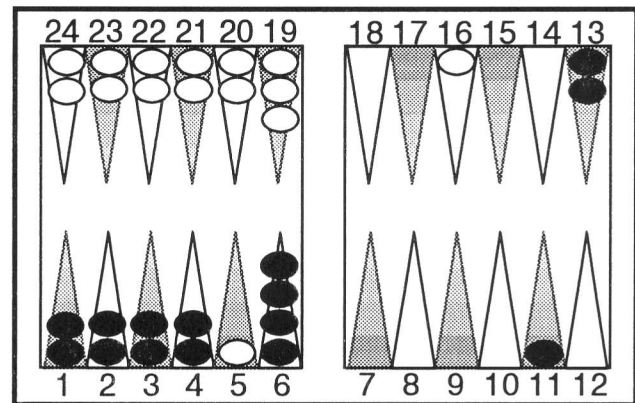
1st Scott Day 2nd Jim Curtis

**Intermediate Corner
Pace Yourself
by Butch Meese**

HBC has always welcomed new players. Some new players have problems due to their lack of experience. The ones that stick with it become competitive. So how long does it take to become competitive? It depends on a few factors with one of them being finding your own pace. Some of the more experienced players play fast. Most of the time they know their game plan and are able to switch their game plan quickly as the game develops.

As a less experienced player, you must find your own pace and not try to keep up. You need a little more time to think. Think about what is your best play. Think about **why** your opponent makes that play. Of course, we can not slow to a snail's pace. A 7-point match should take, on average, about 45-50 minutes.

Intermediate Corner
7-Point Match Black-1 White-1



Black to Play 5-3?
Answer Next Month

	<u>October 5th</u>	<u>October 12th</u>	<u>October 19th</u>	<u>October 26th</u>
1st	<i>Butch Meese</i>	<i>Gino Agresti</i>	<i>Butch Meese</i>	<i>Butch Meese</i>
2nd	<i>Jim Curtis</i>	<i>Sean Garber</i>	<i>Woody Woodworth</i>	<i>Sean Garber</i>
2nd	<i>Terry Bateman</i>	<i>Dave Groner</i>

Nov 24-26..... **Ohio State Championships**, Akron Holiday Inn, Arkon, OH..... (330) 966-2811
 Nv29-Dc03..... **2000 Las Vegas Backgammon Tournament**, Harrah's, Las Vegas..... (702) 893-6025
 Thursdays..... 7:00 PM at **Wildcat Brewing Company** (872-3446) HBC 255-8902