

# GAMMON

November 1993 - Nr.34

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## Backgammon er sport - tankesport

### En halv milliard i støtte om året.

I Danmark støtter man sportsaktiviteter med offentlige midler. Rent praktisk sker det (for størstedelens vedkommende) ved at man gennem Folkeoplysningsloven kanalisere kommunale midler ud til aktiviteter, der kan betegnes som folkeoplysende, samt at de såkaldte Tips- og Lottomidler (ca. 780 mio. kr. om året) gives som tilskud til en række organisationer, hvoraf idrætten tegner sig for mere en 500 mio. kr. om året.

### DIF har ikke villet dele.

Særligt Danmarks Idræts Forbund har, som tilskudsmodtager i sværvægtsklassen i mange år, markeret sig med en udtalt modvilje mod at lukke nye forbund ind i varmen, da man jo så skal dele de mange millioner kroner med flere. I de seneste år er spillelysten steget i Danmark og overskudet fra Tips- og Lottomidlerne er forøget væsentligt, hvilket også har givet DIF mange flere penge. Dette har dog ikke mildnet holdningen overfor de forbund der søger optagelse, fordi selvom man har fået flere penge, vil man jo hellere beholde dem allesammen selv og ikke dele med flere.

Politikerne har efter tankesportsforbundenes henvendelser til Folketingets Skatte- og Afgiftsudvalg, gjort deres holdning klar for DIF. Hvis ikke de er deres ansvar bevidst og åbner op for, at også tankesportsforbund kan blive optaget under DIF, så vil man tage en del af tilskudet fra DIF og på en anden måde give til bl.a. tankesportsforbundene.

DIF har herefter ændret i deres optagelseskriterier, så det nu rent faktisk er muligt, indenfor rammerne af DIF's vedtægter, at optage tankesportsforbund. Det næste skridt er nu at følge dette op med at vedtage optagelsen. Det ser i skrivende stund ud som om, at det volder visse problemer internt i DIF at sluge den kamel.

# GAMMON

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Under 16 år: kr. 120,- pr. år  
Abonnement alene: kr. 180,- pr. år

Indmeldelse kan ske ved indbetaling på forbundets girokonto. Oplys venligst om navn, adresse, tlf.nr. og fødselsdato.

**Deadline for indlevering af materiale til GAMMON:**

Bladudgivelse	Deadline
Primo Jan.	15/12
Ultimo Feb.	31/1
Ultimo Apr.	31/3
Medio Juni	31/5
Medio Aug.	31/7
Ultimo Sep.	15/9
Primo Nov.	15/10
Medio Dec.	30/11

**Verden ændrer sig - man må følge med tiden.**

I DIF's eget blad har der været udtalt, at man „... ikke vil være med til at udvande idrætsbegrebet“ og at „Vi har intet tilfælles“. Med en sidste udtalelse sigter man til, at forbundene under DIF har et fællesskab i, at der er tale om „... aktiviteter, der kombinerer et konkurrencemoment med en høj grad af fysisk udfoldelse ... Populært sagt sved på panden“

Det synes uden forståelse for at vi lever i en dynamisk verden, hvor alle begreber og hele vor levevis konstant udvikler sig.

I samme blad bemærker informationschef Morten Mølholm Hansen, at da man i 1947 optog Dansk Bordtennis Union, var der ramaskrig blandt de der hylkede den mere traditionelle opfattelse af idræt. Der er vel ikke idag nogen tvivl om, at bordtennis er en sport, der hører hjemme under DIF - og lige så vel er der om nogle år forhåbentlig heller ikke tvivl om, at Backgammon og anden tankesport hører hjemme under DIF.

Hvis DIF ønsker at fremstå som en organisation bestående af sportsorganisationer, hvor sportsaktiviteten er forbundet med en høj grad af fysisk udfoldelse, bør man vel starte med at smide bl.a. skydeforbundene ud og så i øvrigt melde dette klart ud til politikerne, som så får muligheden for at tage stilling til, om ikke der så skal ydes tilskud til et nyt forbund **Dansk Sports Forbund**, bestående af sportsorganisationer, hvor aktiviteterne ikke nødvendigvis er forbundet med fysisk udfoldelse.

Godt ord igen.

**Vi hører sammen - vi har meget tilfælles.** Jeg er sikker på, at det er et mindretal der hylder den bagstræberiske holdning i DIF og at langt de fleste andre sportsorganisationer godt kan se, at vi har rigtig meget tilfælles, nemlig at der er tale om sportslige udfoldelser, hvor konkurrenceelementet er det bærende grundlag, men hvor også den sociale dimension, særligt i bredde-

aktiviteterne, har en stor betydning.

Om man lader sin sportslige kappestrid dreje sig om at spille bold, springe langt eller højt, skyde efter mål, eller om man vil lade udfordringen være af en mere intellektuel art er ikke afgørende i fællesskabet. Vi hører sammen. Luk os ind !

## Turneringer

**I alle turneringer gælder DBGF's Turneringsregler og Procedure-anvisninger.**

Da turneringer sker ved invitation, forbeholdes retten til, uden at give begrundelse, at nægte en spille-ansøgning og/eller forbyde adgang til turneringen og/eller lavere rækker. Såfremt en spiller, under turneringen, ønsker at forlade turneringsområdet, skal dette meddeles til turneringsledelsen. Overtrædelse af dette kan medføre idømmelse af strafpoints. Vinder af kampen **SKAL** indlevere **BEGGE** spilleres **SCORECARD** og/eller **MONDRAD-KORT** straks efter kampen er afsluttet.

Spillere, bosat i Danmark, skal være medlem af Dansk Backgammon Forbund. Medlemskab kan tegnes under turneringen.

Turneringskomité vil blive udpeget af DBGF's turneringsudvalg.

18. - 19. dec. Øbro Røgfri Turnering



25. - 27. dec. Silja Line Euroway Super Cup 93, krydstogt med



M/S Frans Suell, afg. Nordre Toldbod, Kbh. - T/r Lübeck.

8. - 9. jan. DM Mixed Doubles



5. - 6. feb. Fredericia Åben



13. feb. 5. Carlsberg Backgammon Cup



19. - 20. feb. 3. Roskilde Open



1. - 4. apr. Nordic "Wide" Open



13. apr. Carlsberg Cup Finale

Turneringer under planlægning i 1994:

? De Åbne Jydske Mesterskaber



Prime Backgammon Klub  
og  
Dansk Backgammon Forbund  
indbyder til

## Øbro Røgfri

18. - 19. December 1993

afholdes på  
Rosenvængets Allé 31  
København Ø  
Tlf. 35 26 15 87

	<u>Entré</u>	<u>Reg.</u>
Røgfri	200,- kr.	50,- kr.

### Program:

Lørdag d. 18. dec 1993

kl. 11-12.00	Registrering.
kl. 12.15	Start 1. runde
ca. kl. 23.00	Slut

Søndag d. 19. dec 1993

kl. 12.00	Start 7. runde
Ca. kl. 22.00	Præmieoverrækkelse

Turneringen bliver afholdt efter Monrad-systemet (Nordisk/Seeded), dvs. alle er garanteret 11 kampe.

Præmiefordeling: 35%, 30%, 20%, 10% og 5% til spurtpræmierne.

### Regler for Røgfri:

Ikkerygere har ret til at vælge spillelokale.

Rygere som spiller i et røgfrit lokale har ret til at holde rygepauser jævnlige.

## UDENLANDSKE TURNERINGER

Ny Dato: Jan. 20. - 23. Dutch Open,  
Amsterdam, Holland.  
INFO: ☎+31 20 625 4775.

Ny Dato: Feb. 10. - 13. 4th. French Open,  
Hotel Lutetia, Paris, Frankrig.  
INFO: ☎+33 1 41 05 02 59. Fax.:41057403

Feb. 18. - 20. 16th Pittsburgh Winter  
Champ., Greentree Marriot, Pittsburgh, PA,  
USA. INFO: ☎+1 412 823 7500

Feb. 24. - 27. 8th. Backgammon Tour.,  
Festival of Games, Cannes, Frankrig.  
INFO: ☎+61 331 58 16

Mar. 17. - 20. 30th. Ted Basset Cup,  
Palace Hotel, Gstaad, Schweiz.  
INFO: ☎+61 331 58 16

Mar. 18. - 20. 1994 Midwest Champ.,  
Marriot Hotel, Oakbrook, IL, USA.  
INFO: ☎+1 312 338 6380

Mar. 24. - 27. International Winter  
Champ., Badrutt's, St. Moritz, Schweiz.  
INFO: ☎+61 331 15 16

May. 12. - 15. 1st. Greek International  
Champ., Athen, Grækenland.  
INFO: fax. +30 1 800 1513

May. 27. - 30. 15th. Chicago Open,  
Sheraton Suites Hotel, Elk Grove Village,  
IL, USA. INFO: ☎+1 708 674 0120

PRIME BG-Klub  
og  
Dansk BG Forbund



indbyder til

## 3. DM Mixed Doubles

alle deltagere garanteres 9 kampe

8. - 9. januar 1994

afholdes i

Øbro Skak-Klub

Rosenvængets Allé 31, Kbh. Ø

	Entre Pr. Par	Reg.
Mixed Doublerk.	300,- kr.	100,- kr.

Hele entrésummen bliver udbetalt som præmier.  
Præmiefordelingen i procent af entrésummen: 40, 25, 15, 10 og 10 procent til det bedst placerede par med et samlet turnerings-ratingtal under 2020, ved turneringsstarten.

### Program:

Lørdag d. 8. januar 1994

kl. 10.30-11	Sen registrering - ekstragebyr kr.50,-
11 - 13	1. runde
13 - 15	2. runde
15 - 15.30	Pause/evt. afslutning hængepartier
15.30 - 17.30	3. runde
17.30 - 19.30	4. runde
19.30 - 20.30	Pause/evt. afslutning hængepartier
20.30	5. runde

Søndag d. 9. januar 1994

kl. 12.00-14	6. runde
14 - 16	7. runde
16 - 18	8. runde
18 - 19	Pause/evt. afslutning hængepartier
19	9. runde
ca. kl. 21	Præmieoverrækkelse

Turneringen bliver afholdt efter Monradsystemet.

Undervejs i turneringen vil der blive arrangeret jackpots.

Der kan købes vand, øl, kaffe, te, sandwiches og varm mad.

### Vilkår

Spillere, bosat i Danmark, skal være medlem af Dansk Backgammon Forbund. Medlemskab for 1994 kan tegnes under turneringen.

DBGF's Turneringsregler og Procedure-anvisninger gælder.

Da turneringen sker ved invitation, forbeholder DBGF og/eller PRIME BG-Klub sig retten til, uden at give begrundelse, at nægte en spille-ansøgning og/eller forbyde adgang til turneringen og/eller lavere rækker.

Et mix double par skal være sammensat af en fra hvert køn. Alle matches afvikles mellem modstandere af samme køn.

Af hensyn til det begrænsede deltagerantal på 50 par anbefales det, at parrene indbetaler de 400,-kr. senest mandag den 20.12.92 på DBGF's postgirokonto 2 91 92 65. Husk at angive begge deltagers navne og medlemsnr. Såfremt en spiller, under turneringen, ønsker at forlade turneringsområdet, skal dette meddeles til turneringsledelsen. Overtrædelse af dette kan medføre idømmelse af strafpoints.

Spillerne SKAL henvende sig til turneringskomitéens bord til HVER RUNDE straks efter at eget OG modstanderens navn er annonceret for den pågældende runde for at modtage deres MONRADKORT.

Strafpoint vil blive uddelt umiddelbart efter starten af hver runde. Vinder af kampen SKAL indlevere MONDRAD-KORT straks efter kampen er afsluttet.

Hængepartier skal færdig-spilles SENEST i det angivne tidsrum, som står på programmet for den pågældende dag.

Da turneringen spilles efter Monrad-systemet, skal turneringskampe spilles forud for alle andre kampe, for at tidsplanen skal kunne overholdes.

Dansk Backgammon Forbund  
og  
Malmö Backgammon Forening  
indbyder til

## Silja Line Euroway Cup 1993



med progressiv consolation

D. 25. - 27. december

På Østersøens største og mest moderne  
krydstogtskib M/S Frans Suell

Nordre Toldbod, Kbh. - T/r Lübeck

*5.000 SEK. i added prize  
money*

*plus*

*Sponsor-præmier*

## Silja Line Euroway Ballantine's Canadian Club

Kahyt i 2 nætter, 2 x mor-  
genmad, Den Store Buffet, 2  
retters menu alt dette fra:

DKr. 410,-.

Dette specielle tilbud gælder såvel BG  
deltagere samt ledsagere.

Luksus cruise i 42 timer med få timers  
ophold i Lübeck. Ombord findes der:

- \* Tax Free Shopping
- \* Casino

\* Las Vegas natklub m/gratis show

\* Restaurants á La Carte  
(fransk og international)

\* Disco

\* Bars

\* Fitness Center

\* Swimming Pool

\* Solarium

\* Jacuzzi

\* Børne Legeplads

M/S Frans Suell er et helt moderne skib  
bygget i 1992 med plads til 2200 passagerere

**Program:**

**Lørdag d. 25. dec 1993**

kl. 14 - 16 Ombord-stigning københavn,  
registrering, jackpots

kl. 19 Auktion i mesterrk.  
Start af turneringen

**Søndag d. 26. dec 1993**

kl. 18 Turneringen fortsætter, start  
consolation, jackpots

**Mandag d. 27. dec 1993**

ca. kl. 10.30 Ankomst København

Under turneringen vil der være specielle  
præmier (til f.eks: den første taber, den mest  
uheldige spiller osv.)

	<u>Entré i SEK</u>	<u>Reg.</u>
Mesterrække	600,-	100,-
Mellemrække	200,-	50,-
Begynderække	50,-	10,-

Tilmelding til turneringen sker på dagen.  
Man kan frit vælge række og det er ikke  
nødvendigt at være medlem af Dansk  
Backgammon Forbund. Tag en ven med!

Priser på kahyt pr.person m/2 x over-  
natning, som inkluderer, 2 x morgen-  
mad, Den Store Buffet, 2 retters  
menu.

Kategori	Antal personer pr. kahyt			
	4 pers	3 pers	2 pers	1 pers
Hansa C/D	410,-	450,-	490,-	650,-
Hansa B	430,-	470,-	570,-	740,-
Hansa A	470,-	530,-	700,-	900,-
Senator inside			700,-	900,-
Senator outside			840,-	1160,-
Europa Class			1000,-	1475,-
President Suite			1075,-	1640,-
Owners Suite			1160,-	1800,-

\* Børn 0 - 5 år, gratis hvis de ligger i  
forældrenes seng. Børn 6 - 11 år halv pris.

Booking af kahyt skal være DBgF i hænde  
**senest d. 14.12.93**

**Booking** kan ske på én af følgende 2 måder  
ved at betale hele beløb for den type kahyt  
du ønsker.

enten

på giro nr. **2 91 92 65**, Dansk Backgammon  
Forbund. Husk at der kan gå op til 5 dage  
for vi har betalingen.

eller

pr. check til Dansk Backgammon Forbund,  
Gersonsvej 25, 2900 Hellerup.

Efter d. 14/12 er det kun muligt at booke  
såfremt der er plads. Ring på tlf.nr. 39 40  
06 07. Ekstragebyr på kr. 50,- pr. deltager.

**Husk** at opgive navne på deltagere, evt.  
DBgF nr. samt kategori af kahyt på  
girokortet eller bag på checken.

**Husk** at medbringe pas.

**Der** anvendes Svenske kroner som valuta  
ombord.

Alt hvad man kan ønske sig af  
afslapning og fornøjelse

Bemærk de særlige BG priser

	BG-pris	Norm.pris
Hansa C/D pr. pers	60,-	630,-
Mad	<u>350,-</u>	<u>350,-</u>
	<u>410,-</u>	<u>980,-</u>
Besparelse kr. 570,- (pr. pers.)		
Senator inside pr. pers	350,-	1250,-
Mad	<u>350,-</u>	<u>350,-</u>
	<u>700,-</u>	<u>1600,-</u>
Besparelse kr. 900,- (pr. pers.)		

- Backgammon on board, on a board -

Denne turnering er et samarbejde  
mellem DBgF og MBF

*Canadian Club*<sup>®</sup>

THE SPIRIT OF CANADA

*Ballantine's*

THE SUPERB SCOTCH

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## Danmarksmesterskab

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Af Jens Kerte

Inden de tre unge knægte i vor fornemme VM-trojka kunne stave til backgammon, var **Emil Malek** allerede i fuld sving med bræt og brikker i sin hjemby Teheran i Iran. Dog stødte han først på dobbelturneringen, efter han kom til Danmark i midten af 1980'erne. Men den er han efterhånden også fortrolig med, og i år sikrede den utrolig rutinerede **Emil** sig velfortjent sit første Danmarksmesterskab ved weekend-stævnet i november på **Hotel Marina** i Vedbæk.

Den 34-årige **Emil** er vel landets rappeste spiller, men under årets DM satte han tempoet lidt ned. Nu skulle det åbenbart være. Undertegnede overværede, at han flere gange i både semifinalen mod VM-consolation mesteren, **Benjamin Lund**, og i finalen overfor den ukendte **Frank Brockman**, tænkte i helt op til en halv snes sekunder over et enkelt træk.

Med klap for det ene øje, skulle man tro, **Emil** ville være handicappet i sit overblik ved brættet, men denne 'sørøver' fejler intet, hvad angår den overordnede spilforståelse, selv om hans equity-kunnen ikke imponerer de 'videnskabelige' gammonspillere.

Til gengæld er han en sand mester i diskret psykologisk terror med små 'venlige' kommentarer og lynhurtige frem- og tilbage-rokeringer under spillet. Det hører dog med i yderkanten af spillers ånd, og kan være med til at hylde den mindre rutinerede modstander lidt ud af den.

Måske var det årsagen til, at **Frank** i finalen, hvor kasketten roterede nervøst på

hans hoved, med to mand på kommoden tog et klart drop, gik gammon, og fra en føring på 6 - 5 kom bagud 6 - 9, for siden at tabe 9 - 11.

**Frank** kan dog trøste sig med, at han blev DM's moralske vinder. Den 28-årige sympatiske drengede computer-mand har kun spillet en enkelt større turnering tidligere. Det var ved DM i fjor, da han uden at placere sig deltog i begynderrækken.

Til hans store ærgelse krævede hans ratingtal i år lige netop, at han var tvunget til at stille op i mesterrækken, for han ville helst have hygget sig i B-gruppen.

Med seks point af otte placerede **Frank** sig imidlertid som nummer 11 blandt de 106 deltagere i den fornemste rækkes indledende runder. Han gik imidlertid for sølle 200 kr., da der om søndagen var auktion over de 16 endelige mester-kandidater.

**Emil** havde sammen med flere syv point, men med bedst korrektion, og da ingen tegnede sig for maksimum-point, var han inden finale-runderne seedet som nummer et. Alligevel blev han solgt for kun 400 kr.. Verdensmesteren, **Peter Jes Thomsen**, vice-verdensmesteren, **John Sjølin**, og den tredje VM-stjerne, **Benjamin Lund**, fik hver hammerslag på 600 kr. Det var dagens højeste bud.

Flest klapsalver ved auktionen fik derimod den mesterspillende atomfysiker **Uffe Hellsten**, der viste sig at evne andet end at tælle pips og beregne take-points. Inden buddene gik i gang sprang han op på bordet og afsang på rent nordjysk sin hjemme-komponerede kampsang, Backgammon.

Omkvædet lød helt rigtigt '*Backgammon, backgammon, min store lidenskab, en cocktail af hasard med både kunst*

*og videnskab, og når Pipcelot han kysser fru Fortunas læber mildt, bli'r sejre vendt til nederlag, og pulsen stiger vildt.*'

**Uffe** blev akkompagneret på klaviatur af formand **Erik Gravgaard**, som ligeledes ved denne lejlighed viste nye sider fra sin talentmasse. Begge scorede de mange point blandt de begejstrede tilhørere på deres gribende forestilling, og det var vel undt, for meget mere havde fru Fortuna desværre ikke i posen til dem under dette DM.

Men ved brættene var det den undertippede **Frank**, der først tog **John Sjølins** skalp, og siden i semifinalen slog han selvste **Peter Jes** 11 - 4. Så forståeligt var det, at alle i hotel-foyeren ikke kunne undgå at blive vidner, da han søndag aften i mønttelefonen glædestrålende, ivrigt og højroset fortalte sin kæreste om sine gammon-triumfer i weekenden.

Ingen kan dog røre ved **Emils** værdighed som Danmarksmester 1993, selv om meget kunne have set anderledes ud, hvis **Frank** havde holdt nallerne fra den famøse 'knold', da han førte 6 - 5. For **Emil** har både erfaringen og styrken.

Allerede fra seks-års alderen spillede han gammon med sin far og bror i Iran, og hurtigt blev han en stærk profil i det danske BG-miljø, efter han som politisk flygtning kom til landet i 1986.

Gennem en veninde hørte han om den gryende gammon-interesse i København, og hurtigt kom han i kontakt med en af dansk backgammons fødselshjælpere, **Frans Machata**, på caféen Det Elektriske Hjørne. Siden har **Emil** vundet et utal af café-turneringer, og for nylig var han da også øverst på rating-listen over alle kampe.

Og endelig er han altså brudt igennem i en stor turnering, og det er ikke et hvilket

som helst DM, han har vundet. Med 12 deltagere fra landets top-20 liste mønstrede DM-feltet 1993 den stærkeste opstilling til et Danmarksmesterskab i Dansk Backgammon Forbunds seks-årige historie. Og med 300 deltagere i de tre klasser, mester-, B-række og juniorer, var deltagertallet det største hidtil.

Som turnering betragtet var årets arrangement på **Hotel Marina** en succes af de store og endnu en fjer i hatten til **Chris** og **Joan** og deres medsammensvorne i turneringsledelsen. Det klæder forbundet og bredden i spillet, at indskuddet kun var på 100 kr. for seniorerne og helt nede på en 20'er for de unge. Og at eliten ikke lod sig skræmme af de billige takster var særdeles velkomment og tiltalende.

At de lave entré-billetter på trods af de deraf mindre pengepræmier var populære, herom vidner, at den planlagte officielle DM Super Cup med indskud på 1500 kr. blev aflyst på grund af manglende tilmelding. Til gengæld kom der i stedet gang i de dyre uofficielle Super Jackpots uden for selve DM-regiet for de mere pengestærke spillere. Dem skal der selvfølgelig også være noget for.

Flere i denne kategori tog sædvanen tro også sagen i egne hænder i 'round the clock' chouetter, som ikke tærede på hotellets overnatnings-faciliteter.

Alt godt sagt om **Hotel Marina**, så må det være på tide, at forbundet ser sig om efter større lokaliteter til afvikling af arrangementer af DM-dimensioner.

Der er og bliver for snæver spilleplads og for dårlig afrydning, den pauvre buffet er alt for dyr, kvalitets-alternativet i restauranten er selvfølgelig også for kostbart for de fleste, og så ville majoriteten af deltagere foretrække at være tættere på

København.

Men det er selvfølgelig spillet, det først og fremmest drejer sig om, og så glemmer man alt andet. Backgammon kan ligefrem være farligt. Hør bare **Uffes** sidste vers:

*'Danske mænd og kvinder gør jer selv en kæmpegerning, beslut jer inden første gang, Ita'r en dobbeltterning, for så hænger I på kroen og kan ikke sige stop, før den dag på hospitalet hvor I får det sidste drop. Backgammon, backgammon.....'*

#### Mesterrække (106)

Main

1	76	Emil Malek
2	4634	Frank Brockman
SF	6791	Benjamin Frimann Lund
SF	866	Peter Jes Thomsen

Consolation

1	6778	Jan Eversby Bartkær
2	605	Stefan Eland Christensen
SF	8543	Bjarne Tolstrup
SF	255	Stig Christensen

#### Kategori B (149)

Main

1	4854	Jens Meidahl
2	827	Christina Kjær Nielsen
SF	10804	Riad El Mounzer
SF	11791	Jakob Svanholt

Consolation

1	10689	Kristian Stegenborg Larsen
2	2807	Frederik Bentler
SF	12150	Sonny El Mounzer
SF	4156	Ib Søby

#### Juniorrække (45)

Main

1	1014	Jeanette Mie Casandra Laursen
2	6605	Mikkel Alexander Stensballe
3	7338	Klaus Switon

Consolation

1	2970	Mikkel Engset Høst
2	7962	Araz Yamininia
SF	1048	Camilla Husted Nielsen
SF	11762	Karin E. Knopper

## Ny Bornholmsmester i backgammon

Efter 5 meget spændende backgammon-søndage på Café au Lait vandt **Ole Jensen**, Vestermarie pr. Rønne, med 18 masterpoint fortjent den eftertragtede titel som BORNHOLMSMESTER 1993, og Giro Bank, som var hovedsponsor blev kr. 1.000,- fattigere. En delt andenplads blev med 11 point vundet af **Pernille Vedel** og **Jack Brink**, begge fra Svaneke - og en delt tredjeplads blev med 9 point vundet af Birgit Darling og Pia Andersen, begge fra Rønne. I alt 5 af turneringens 14 deltagere modtog præmier til en samlet værdi af kr. 1.560,- og den nybagte Bornholmsmester kunne hjembringe præmier til en samlet værdi af kr. 4.300,-. Desuden er der reserveret en plads til Ole Jensen ved Danmarks-mesterskaberne 1993.

Med venlig hilsen, Ditte Lærkesen

Der er backgammon-turnering hver tirsdag kl. 19.00 på Café au Lait. Man skal have tilmeldt sig inden dette tidspunkt evt. på tlf. 56 95 12 15.

## DBgF's Ordens- og Amatørudvalg

bekendtgør hermed, at medlem nr. 618, Henrik Witt, pr. 1. november 1993 er blevet ekskluderet fra forbundet. Eksklusionen begrundes med en adfærd, som ikke kan accepteres af DBgF.

Sagen vil udelukkende kunne genoptages af Ordens- og Amatørudvalget, såfremt de forhold der ligger til grund for ovennævnte afgørelse, bringes i orden.

## De Åbne Fynsmesterskaber

Igen i år havde Fyns Backgammon Union arrangeret mesterskaberne i Odense Bridge Unions lækre lokaler på Middelfartvej, hvor der er hvad man kan ønske sig af backgammonfaciliteter - og hvor der var salg af mad og diverse drikkevarer til rimelige priser.

Der deltog 93 spillere fordelt på 3 rækker. 33 i Mesterrækken, 43 i Mellemrækken og 17 i Begynderrækken. Mesterskaberne blev spillet efter Monrad-/Cup-systemet, hvor vi havde besluttet, at hvis der var over 32 deltagere i én række, skulle de 16 bedst placerede spille i Main. Under 32 deltagere skulle der kun være 8. Man vil altid kunne diskutere om dette er den rette turneringsform, men vi følte at den fungerede udmærket.

Iflg. **Chris** gik der som „sædvanligt“ en masse ratingpoint fra Øst til Vest (ca. 40). Så vi håber ikke, at vi har skræmt jer væk fra næste års Åbne Fynsmesterskaber.

Mesterskabet blev vundet af **Philip Hayles** i Mesterrækken efter en sejr over den evige „nr. 2“ **Chris Ternel**. Af mange flotte resultater kan specielt nævnes **Peter Valentins** sejr i Consolation, og **Michael Greholms** sejr i Mellemrækken.

Der skal også lyde en tak til **Klaus Levin** som stævneleder, og vi håber at han også næste år vil påtage sig dette job.

Mesterskaberne foregik i en god stemning, og der skal fra arrangørernes side lyde en

tak til deltagerne for god ro og orden.

Vi håber at se jer alle næste år igen.

Med venlig hilsen,  
Fyns Backgammon Union

#### Mesterrække (33)

Main

1	467	Philip Torben Hayles
2	2	Chris Ternel
SF	6931	Georges Velando
SF	9522	Henrik Knudsen

Consolation

1	6824	Peter Valentin
2	989	Michael Nikolaisen

#### Mellemrække (43)

Main

1	8114	Michael Greholm
2		Joachim Johanson, Malmø
SF	9725	Jan Møller Christensen
SF	10223	Henrik Veje

Consolation

1	5808	Lars Henrik Braun
2	5594	Ib Lynæs Hansen

#### Begynderrække (17)

Main

1	11959	Michel Belchuke
2	6942	Lars Ryaa
SF	9525	Dorthe Ulrik Knudsen
SF	3878	Jesper Borgstrøm

Consolation

1	9107	Cæcilie Ning Hage
2	10236	John Madsen

Generalforsamling i Aarhus Backgammonklub, afholdes d. 30/1/94 kl. 20.00 i Studenterbaren, Studenternes Hus ved Aarhus Univesitet.

Der vil bl.a. diskuteres ændring af vedtægterne med henblik på at blive en anerkendt klub under DBgF.

Bjarne M. Andersen - Tlf. 86 17 58 05

## Turneringsresultater

### Swedish Open

#### Mesterrække (47)

Main			
1	121	Kiomars Mostafavi	DK
2		Max Enqvist	S
SF		Mats Carlsson	S
SF		Frederic Wrang	S

#### Consolation

1	6824	Jorma Tattari	SF
2		Mika Inkinen	SF
SF		Johan Moazed	S
SF		David Brandt-Lundin	S

#### Last Chance

1		Tommy Rundqvist	S
2	279	Gitte Dalgaard	DK

#### Mellemrække (36)

Main			
1		Per Hildebrand	S
2		Ulf Gustavson	S
SF		Bernt-Åke Hamstad	S
SF		Navid Saljoughi	S

#### Consolation

1		Keyhan Saljoughi	S
2		Johan Mistell	S
SF		Bengt Arne Ek	S
SF		Lars Eriksson	S

#### Begynderrække (17)

Main			
1		Anders Ivarsson	S
2		Eddie Hasselblad	S
SF		Tommy Westerlund	S
SF		Gustav Sandström	S

#### Consolation

1		Georg Wallin	S
2		Mikael Larsson	S
SF		Greger Knoblock	S
SF		Arne Blom	S

#### Landskampen:

##### Sverige 2 - 3 Danmark

Per Andersson	7-11	Navidi Afshar. Kh.
Henrik Hartman	11-7	Chris Ternel
Jørgen Granstedt	11-4	Kioomars Mostafavi
Ulf Ring	8-11	Peter Jes Thomsen
Bo Lundin	6-11	John Sjölin

## Frederiksberg besejrer

### Ordrup 10-7.

af Asger Kring

Mandag d. 8/11 mødtes Frederiksberg Gammon Klub og Ordrup Backgammon Klub i en venskabsmatch over 17 brædder. Kampen blev spillet på TEX i København, og blev afviklet under afslappede forhold. Begge klubber stillede med både mester-spillere og begyndere; men alle fik en modstander af samme kategori. Ordrup stillede med det på papiret bedste hold, men gennem hele kampen førte Frederiksberg med 1-2 matches. På et tidspunkt havde begge klubber vundet 7 matches, men sejren blev hevet i land på to gevinster i dobbelt-matchpoint spil. De to klubber, der ikke spilder deres tid med at føre sig frem som Danmarks førende - aftalte at gøre kampen til en halvårlig tilbagevendende begivenhed. Det er godt for klubånden, at alle spillere - såvel de erfarne som dem der netop er begyndt - spiller på samme hold.

## Malmö Aviation Open

#### Mesterrække (66)

Main			
1	279	Gitte Dalgaard	S
2	6813	Dag Ekmark	S
SF		Lars Hammergren	S
SF	221	Erik Gravgaard	S

#### Consolation

1		Henrik Hartmann	S
2	6953	Oliver Felix Fox	S

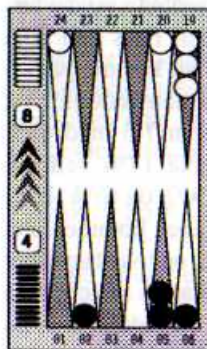
#### Mellemrække (44)

Main			
1	642	Bill Nordström	S
2	6731	Tonny Kluck	S
SF	10291	Christine Højhus	S
SF	803	Lars Raft	S
Consolation			
1	769	Pia Fagerholt	S
2		Frederik Wiinberg	S

## RETFÆRDIGHEDENS SEJR

af Stefan Eland Christensen (605)

Selv i Backgammon kan retfærdigheden sejre.



Følgende stilling opstod d. 27. maj i et moneygame på Strøget.

Sort dobler til 8. Skal Hvid tage?

Normalt har man to muligheder i den slags stillinger. Enten kan man

acceptere og derved vinde/tabe et større beløb eller man kan droppe. I den givne stilling ville Hvid således have tabt 4 point.

Nu var jeg så heldig at være Sort, og derfor var det mig, der dobblede. Hvis jeg havde været Hvid, ville jeg ikke have været i tvivl om den korrekte cube-action: DROP - og det i en fart.

Min modstander mente dog, at der var et 3. alternativ. Kendere af moneygame-regler vil hævde, at en „beaver“ er det eneste reelle 3. alternativ. Men en beaver er blot en afart af at acceptere doblingen, så det er ikke et rigtigt alternativ.

I stedet valgte min modstander den for mig noget ukendte variant, nemlig at rejse sig og hakke en knytnæve i ansigtet på en

tilskuere. Tilskueren var Lars Raft, hvis oplevelse af episoden tidligere har været bragt her i bladet. Lars havde heldigvis mandsmod nok til at melde episoden til politiet, og undertegnede måtte på politistationen og aflægge vidneforklaring.

Onsdag d. 17. november blev så afgørelsens dag. Denne dag blev det afgjort om Danmark skal til USA og deltage i fodbold VM 1994, og denne dag blev det ved Københavns byret stadfæstet, at der ikke findes et 3. alternativ til den gangse opfattelse af cube-action. Måske en lidt løs fortolkning af rettens dom. Men resultatet er tydeligt. Fouad Jafar Hossein Ali Al-Awadi (navnet tør jeg godt nævne, da retten ikke nedlagde navneforbud) blev kendt skyldig i overlagt vold.

Dommen bestod i 40 dages ubetinget hæfte. Kr. 3.000,- i erstatning til Lars Raft, hvis briller blev slået i stykker og kr. 2.700,- til dækning af sagens omkostninger.

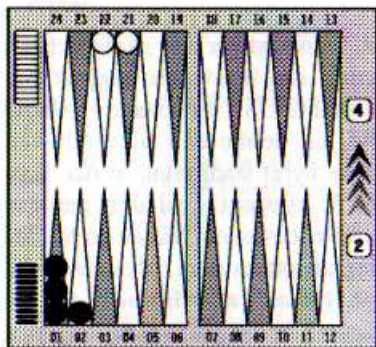
Alene i rede penge kr. 5.700,-, hvilket langt overstiger de 80,- kroner, han ville have tabt ved at droppe min 8-knold. Udover det skal han altså også i fængsel i mere end en måned.

Af hele historien kan man udlede, at det danske retsvæsen fungerer, og det kan derfor godt betale sig at melde den slags voldsepisoder til politiet. Bedst vil det dog være helt at undgå at spille gammon med uligevægtige personer, der overreagerer, hvis de taber. Personligt vil jeg i hvert tilfælde gerne udpege, hvem man efter min mening ikke bør spille med, og jeg håber, andre gammonspillere vil gøre det samme.

Godt gået Lars!

## Spørg eksperterne

Svar til Stig Christensen (255).  
Problem fra GAMMON nr. 33.



Match til 9 point. Stillingen 5-3 til Hvid. Skal Sort redoble og sætte matchen på spil?

Svar på „Spørg eksperterne“ (Gammon nr. 33) af Torkil Espenhain medl.nr. 3452.

Når man overvejer en dobling eller redobling er det en god idé lige at se, om modstanderen har et take. Hvis han ikke har det, er der jo lidt mere, der taler for at sende terningen over.

I Stig's match har Hvid et take-point på godt 25%. Hvis han dropper bliver det jo 5-5 med 50% match equity (ME), og hvis han tager og vinder bliver det 9-3 med 100% ME. Han kan altså opnå 50%, mens han risikerer 17%. Hvis han tager og taber, bliver det jo 5-7 med 33% ME. Take-point er (risiko/ gevinst+risiko) 17/67, hvilket er omkring 25%. 17 går næsten 4 gange op i 67, så det bliver lidt mere end 25%.

Når jeg skal regne match equities ud ved bordet, bruger jeg formlen:

$ME = 50 + D(21-T)$ , hvor D er differencen i score, og T er det antal points trailoren i matchen mangler.

Hvis Hvid havde haft et drop her, skulle Sort naturligvis bare redoble og indkassere 2 points, men Hvid har jo 17 rul, der kommer af på Sorts 31 missere, hvilket giver  $31 \times 17/1296 = 527/1296$  vinderchance. Det er ca. 40%, altså et klart take.

Nu må Sort finde ud af forholdet mellem det, han kan opnå ved at redoble, og det han risikerer ved en redobbel. Hvis han ikke redobler og vinder, vil han komme på 5-5 med 50% ME, og hvis han redobler og vinder, kommer han foran 7-5 med 67% ME. Han kan altså opnå 17% ved sin redobbel, forskellen på 50% og 67%. Hvis han ikke redobler og taber kommer han bagud 3-7 med 20% ME, og hvis han taber efter en redobbel, taber han jo matchen, så han risikerer 20% med en redobbel. Hvis Sorts vinderchancer i selve spillet er større end forholdet mellem risiko og gevinst (risiko/gevinst + risiko), vil han have en redobbel. Vi har tidligere fundet ud af, at Sorts vinderchancer i spillet er ca. 60%. Han skal have mindst  $20/37 = 54\%$  vinderchance, hvilket vil sige redobbel og take. Ganske som i den aktuelle match.

Svar på „Spørg eksperterne“ (Gammon nr. 33) af Asger Kring medl. nr. 408.

Først svaret på dit spørgsmål. Dette er en „sidste rul“ situation, selvom der sandsynligvis ikke er flere rul tilbage. Din modstander kan nemlig ikke bruge dobbeltterningen næste gang, og du kan heller ikke bruge den, hvis det skulle blive din tur igen. Problemet er derfor simpelt at løse; man skal blot kende sin chance for at vinde spillet og kombinere det med chancerne for at vinde

matchen fra de matchstillinger der fremkommer.

Først beregner vi chancerne for at din modstander vinder spillet:

$$(31/36) \times (17/36) = 527/1296 = 40,7\%$$

D.v.s. at din chance for at vinde spillet er  $100\% - 40,7\% = 59,3\%$

Så opstiller vi de forskellige matchequities (ME):

Du dobler og vinder	(7-5):	68%
Du dobler og taber	(3-9):	0%
Du dobler ikke og vinder	(5-5):	50%
Du dobler ikke og taber	(3-7):	19%

Tallene er fra Kit Woolseys ME-tabel.

Hvis du dobler er din chance for at vinde matchen:

(chancen for at du vinder spillet) x (chancen for at vinde matchen fra 7-5) + (chancen for at du taber spillet) x (chancen for at vinde matchen fra 3-9)

Hvilket omsat i tal bliver:

$$59,3\% \times ME(7-5) + 40,7\% \times ME(3-9) = 59,3\% \times 68\% + 40,7\% \times 0\% = 40,3\% + 0\% = 40,3\%$$

Tilsvarende er din chance for at vinde matchen hvis du ikke dobler:

$$59,3\% \times ME(5-5) + 40,7\% \times ME(3-7) = 59,3\% \times 50\% + 40,7\% \times 19\% = 29,7\% + 7,7\% = 37,4\%$$

Din chance for at vinde matchen er altså størst hvis du dobler, så det var altså det rigtige du gjorde.

Problemet ovenfor er af en mere generel

karakter. Kan man beregne hvor store gevinstchancer man skal have for at doble i „sidste rul“ stillinger? Ja, selvfølgelig kan man det. En dobling er jo en investering, og man kan beregne hvor stort et afkast investeringen kan give, ligesom det kan beregnes hvor store risici, der er forbundet med investeringen.

Hvis vi bruger ovenstående som eksempel, så er risikoen at du kan tabe match i stedet for blot at være bagud 3-7. Risikoen er forskellen i ME, altså  $19\% - 0\% = 19\%$ . Afkastet (det du kan vinde ved at doble) er forskellen på at være foran 7-5 og at stå lige 5-5. Forskellen i ME er  $68\% - 50\% = 18\%$ .

D.v.s. man får 18:19 odds ved at doble her, og man skal vinde mere end  $19/(18+19) = 51,3\%$  af spillene i en „sidste rul“ stilling for at kunne doble korrekt.

Det betyder, at Stig også skulle doble hvis modstanderens brikker stod på 2- og 5-punktet, da han ville vinde ca. 55% af spillene.

Husk at det ovenstående kun gælder for „sidste rul“ stillinger. I den slags stillinger skal man normalt (d.v.s. i stillinger, hvor matchscoren ingen særlig betydning har) doble når man har den mindste fordel. „Sidste rul“ stillinger er ikke begrænset til bearoff-lignende stillinger, men omfatter også situationer hvis udfald afhænger meget af det næste rul. Det er typisk stillinger hvor den ene part har dobbeltskud plus nogle få langskud, og hvor den der har skud vinder hvis han rammer og taber hvis han kikser. Det er en type stilling, hvor mange overser doblingen, og måske senere nemt bliver offer for en artikel i Gammon.

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# REFERAT AF EKSTRAORDINÆR GENERALFORSAMLING D. 25.10.1993

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**Dirigent:** Lars Raft og Christian Schou

**Referent:** Joan Andersen

## **Pkt. 1. Indkaldelse til ekstraordinær generalforsamling.**

Formanden gjorde forsamlingen opmærksom på, at bestyrelsen har fået et par henvendelser om, at denne ekstraordinære generalforsamling ikke var indkaldt med lovligt varsel, idet der henvises til, at fristen på de 14 dage må gælde modtagelsen af indkaldelsen. Desuden mener nogle, at fristen har været for kort p.g.a. vigtigheden i forbindelse med ændringer af vedtægter.

Dirigenten slog fast, at indkaldelsen var sket med lovlig varsel i henhold til vedtægterne, da indkaldelsen er sket via medlemsbladet, som er indleveret til udsendelse på Københavns Postkontor d. 8.10.1993.

Den ekstraordinære generalforsamling blev herefter kendt lovligt varslet.

## **Pkt. 2. Forslag til nye vedtægter.**

Forslaget til de nye vedtægter er et resultat af en beslutning på den sidst afholdte ordinære generalforsamling, hvor det blev besluttet at nedsætte et vedtægtsudvalg, som skulle udarbejde et forslag til vedtægtsændringer hurtigst muligt.

De fremsatte vedtægtsændringer er således et produkt af et udvalgsarbejde (7 personer), hvor man har bestræbt sig på at tilgodese så mange synspunkter som muligt, samtidig med at de nye vedtægter skal tilgodese den ny klubstruktur og efterleve de krav, der kan være fra Danmarks Idrætsforbunds side.

Vedtægterne blev gennemgået og forslag til ændringer af disse blev fremsat undervejs. Følgende forslag til ændringer blev fremsat:

### **§ 5.3:**

1.at erstatte „underlagt“ DBgF med „tilknyttet“ DBgF (ikke vedtaget)

2.at tilføje „bestemmelser“ efter „underlagt DBgF“ (ikke vedtaget)

### **§ 7.2:**

1.at ændre antallet af medlemmer i klub fra 8 til 3 (ikke vedtaget)

2.at ændre antallet af medlemmer i klub fra 8 til 6 (ikke vedtaget).

### **§ 7.5 (ændringsforslag i forhold til den eksisterende ordlyd er understreget):**

Adgang til landsrådet har ovennævnte personkreds, medlemmer af Ordens- og Amatørudvalget samt menige klub-, forenings- eller forbundsmedlemmer, der ønsker at opstille til hovedbestyrelsen jvf. § 8.5 og som har meddelt hovedbestyrelsen dette senest 4 uger før landsrådets afholdelse. Menige medlemmer, der ønsker at stille op til hovedbestyrelsen har kun taleret i forbindelse med valg af formand og bestyrelse jvf. § 7.12. Adgang har desuden de af hovedbestyrelsen eventuelt særligt inviterede. Adgang for de i § 6.7 nævnte gives kun under behandling af dette spørgsmål. (Vedtaget).

### **§ 7.8:**

1.at alle medlemmer pr. automatik skal være **ikke** stemmeberettigende. Som følge af dette skal alle nuværende og fremtidige medlemmer skriftligt give meddelelse om, hvorvidt de ønsker at være stemmeberettigende gennem en klub, hovedbestyrelsen eller ikke ønsker at være stemmeberettigende (ikke vedtaget).

2.at hovedbestyrelsen har 1 stemme pr. 20 medlemmer (i stedet for 10) (ikke vedtaget).

3.at hovedbestyrelsens stemmeandel af de stemmeberettigende medlemmer under hovedbestyrelsen max. kan andrage 15% (ikke vedtaget).

### **§ 7.12:**

1.at det under pkt. 3 på dagsordenen tilføjes „godkendelse“ (ikke vedtaget).

### **§ 8.10:**

1.at slette § 8.10 fra vedtægterne (vedtaget). Med den følgerkning at § 8.11 bliver til § 8.10 i stedet.

### **§ 9.10 og § 9.11:**

1.at stk. 10 og 11 i § 9 bliver til henholdsvis stk. 2 og 3 i § 9 (ikke vedtaget)

### **§ 11:**

1.at landsrådet fastsætter medlemskontingentet samtidig med godkendelse af budget (ikke vedtaget)

### **§ 12.2:**

1.at „en af landsrådet valgt revisor“ erstattes med „2 af landsrådet valgte revisorer“ (vedtaget). Med følgerkninger i § 7.12 pkt. 7 på dagsordenen og § 12.3, hvor „to revisorer“ erstatter eksisterende ordlyd.

De nye vedtægter blev herefter vedtaget med de ovenfor nævnte vedtagne ændringer.

### Pkt. 3. Valg af bestyrelse

Til bestyrelsen blev valgt:

Chris Temel

Lars Raft

Niels Haarbo

Peter Svinding

Erik Gravgaard

Jens Neregaard

Martin Gravgaard

(Af de opstillede blev Bjarne Andersen og Ulrik Andersen ikke valgt)

Bestyrelsen konstituerer sig selv på førstkommende bestyrelsesmøde. Da generalforsamlingen vedtog at man lige så godt kunne starte overgangsperioden m.h.t. valg til hovedbestyrelsen med det samme, ligger det i konstitueringen at bestyrelsen samtidig finder ud af hvem af dem, der skal på valg på det førstkommende landsråd om ca. ½ år og dernæst hvem der skal på valg om henholdsvis 1½ og 2½ år. Kan bestyrelsen ikke blive enige om ovenstående, skal de foretage en simpel lodtrækning.

Formanden vil være på valg på det førstkommende landsråd.

### Pkt. 4. Valg af revisor

Her blev jvf. de nye vedtægter valgt 2 revisorer:

Christian Schou

Frank Brockmann

### Pkt. 5. Eventuelt

Intet

Joan Andersen

26.10.1993

**FORBUNDETS NYE VEDTÆGTER  
LIGGER MIDERST I BLADET -  
LIGE TIL AT TAGE UD!**

## **GØR DIN INDFLYDELSE GÆLDENDE - og ring idag!!!!**

DBgF har fået et godt tilbud, som forbundets medlemmer hermed bedes tage stilling til.

Det anbefalelsesværdige backgammonmagasin Inside Backgammon, der udkommer 6 gange om året til en abonnementspris på kr. 350,-, vil nu kunne erhverves for **kun kr. 50,-**, såfremt man udgiver de udkomne numre af magasinet som en del af medlemsbladet GAMMON. D.v.s. at enten får **alle** medlemmer Inside Backgammon sammen med GAMMON eller også er der ingen, der får det på den måde.

DBgF har arbejdet på at få rettighederne til at trykke Inside Backgammon, fordi vi synes at magasinet er så godt, at alle spillere burde læse det. Vi har derfor, på de følgende sider, trykt et gammelt nummer af Inside Backgammon fra 1991, så **alle** har mulighed for at se, hvad man får for pengene.

Når du har læst bladet, bedes du forholde dig til, om du ønsker at modtage Inside Backgammon på denne måde.

Din stemme kan afgøre om GAMMON skal blive til verdens bedste backgammon-blad, og dermed med til at højne standard af backgammon i Danmark.

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## Letters to the Editors

To the Editors,

Walter Trice's article on doubling strategy in a 2-point match makes some interesting observations but tends to cloud rather than clarify proper doubling strategy. He correctly notes that one need not be a favorite to justify doubling provided certain conditions hold (the presence of market losers, etc.). But then claims that a 40% winning probability "usually" justifies doubling. Why 40%?

Theoretically, provided certain conditions hold, it can be correct to double with only slightly more than a 30% winning chance. Also, it can be wrong to double with winning chances just under 70%. Positions between these two extremes should be evaluated on a case-by-case basis to determine whether the conditions required for a double are present. In general, the higher the winning chances in a position, the more likely it is that the conditions required for a double exist.

Is it Walter's contention that positions with 40% winning chances "usually" contain the conditions required for a double? This is far from clear. His claim is not supported by his two examples alone. - **Rick Barabino, Boston, MA.**

Walter Trice replies:

Why 40%? First of all, because doubling at about 40% is mandatory for essentially all races (the number varies from 37% to 42%, depending on the length of the race). This can be easily

verified by applying the logic of my second example to a table of winning probabilities based on pip count. A more rigorous and exhaustive analysis can be carried out using a computer to calculate the equity values from recursive equations. I did this several years ago, and discovered (to my complete surprise) the 40% doubling point.

Extension of the 40% figure to more general classes of positions is a conjecture, but I think a reasonable one. Consider the statement: "If the roller's winning chance is at least  $x\%$ , then his chance will USUALLY be no less than 30% after his worst roll." What value of  $x$  makes this a true statement? I doubt that anyone really knows, but some figure in the 40s seems right. Obviously there will be many exceptions to any such rule - back games and priming games with destructive crash numbers come most readily to mind.

In a 2-point match it is often possible to double, without market losers, at NO cost in equity. Situations FREQUENTLY arise in which the underdog's good rolls outweigh his bad ones enough to make the double mandatory (in a technical sense). It was my intention only to highlight these two unusual features of 2-point match doubling strategy, rather than to provide players with a comprehensive battle plan. Readers who find their strategic vision "cloudy" are free to do a little homework.

To the Editors:

Congrats on a well-presented magazine. You are doing almost as much as the Georgians to promote our beloved game. - **Jim Baroff.**

To the Editors:

I enjoyed this first issue. One suggestion, already offered, was printing a table of match equities for official use on these quizzes. - **Jake Jacobs, Des Plaines, IL.**

To the Editors:

I am really glad that you have published this magazine. I have enjoyed and profited from learning with your earlier publications. - **Richie Adams, Ellicott City, MD.**

To the Editors:

Congratulations on your premiere issue of *Inside Backgammon*. I found it to be well worth the subscription price. I'm an intermediate level player and found every article a worthwhile read. I particularly enjoyed Mr. Goulding's "Game of the Month" and Mr. Robertie's "Intermediate's Corner". I generally only play in a tourney situation and would hope that when appropriate the differences could be noted between the two or perhaps even a separate column on that very subject. - **Jeffrey Seidel, Miami, FL.**

Dear Sirs:

Your magazine is terrific! Keep up the good work. - **Harry Zilli, Washington, DC.**

Dear Inside Backgammon:

Congratulations! You've published a truly outstanding piece of backgammon literature. I am extremely glad that I subscribed because I've gained some useful information instantaneously. Kent's "The Road to Better Backgammon" was an immediate hit with me, very useful, and insightful in its content. The entire issue is a collective piece of genius put together by a talented group of backgammon experts. - **J.W. Schothorst, Grand Forks, ND.**

To Bill Robertie:

In the "Intermediate's Corner" you tend to disparage intermediates unnecessarily: e.g., "The intermediate stares blankly..." or when you compare the intermediate to the Far Side dog. Other examples are your supposed "Intermediate's Rules" such as "Contact is bad...", "Doubling is confusing...". I like the idea of your column geared to intermediates such as myself. But please don't put down your audience. - **Jim Perl, Boulder, CO.**

Bill Robertie replies:

The column wasn't meant to be a putdown of intermediates. In the paragraph you quote, I was criticizing the advanced players who give advice in such an unclear fashion that intermediates, quite properly, can't understand it. This happens at tournaments and in clubs all the time. I've collected and studied a lot of intermediate games, and my "Intermediate's Rules" are, as far as I can tell, the implicit assumptions that actually guide the play of most intermediates. The fastest way to progress, I think, is to attack these implicit assumptions head on.

Dear Kent and Bill:

Congratulations on a great premiere issue! I was delighted with both the substance of the articles and the size of the issue. *Inside Backgammon* will now be the publication I most look forward to every other month. I have just a couple comments: on page 10, after Kent accepts Howard's double, Kent comments "I calculated my chances of hitting a shot on the very next roll as slightly higher than 8%." I calculate almost 12% (155/1296). Have I lost it? [No, you're right. We now get 152/1296 - KG.] And on page 19, after roll 6 for Black, Bill criticizes 24/23 with the one, but doesn't say how he would play the one. [Oops! I'd play 6/5. Sorry about that - WGR.] - **David Montgomery, San Bruno, CA.**

# The Road to Better Backgammon

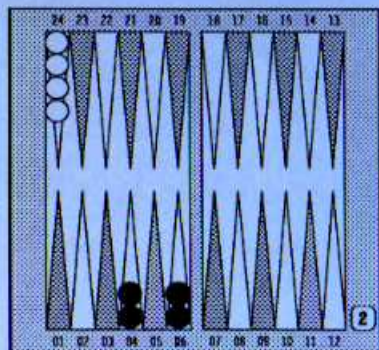
by Kent Goulding

**Have a Plan.** Last issue, I talked about three things to think about each time it is your turn to play. I now want to give a more detailed explanation about what I meant by "Have a Plan."

No matter what game you are playing, it is of vital importance to envision a way to win. You cannot hope to consistently obtain good results if you treat each turn as an independent event, unrelated to what has gone before or what may come in the future. This can be clearly seen in games such as Chess, where failure to look ahead will almost certainly lead to disaster. The same is true for Bridge: simply following suit will not get you where you want to go. You may have occasional successes, but consistent good scores will elude you.

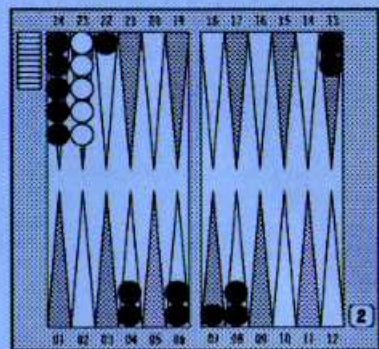
Less obvious, but also crucial, is the need to plan ahead in Backgammon. Envisioning what course the game is likely to take in the future is of paramount importance in choosing your best move in the present. This does not require some mystical clairvoyance, it does require thinking about the game and making some attempt to understand the dynamics of the position at hand.

Here is a simple, easily understood, example of the importance of planning ahead:



Black to play 32. Looking only at black's checkers, without considering what is happening, 6/3 4/2 is the natural looking play. Spread out your checkers, cover as many holes as you can and avoid piling checkers up during the bearoff. No problem. However, no experienced player would make this play. Looking at your opponent's position makes the future easy to read, and it is time **now** to take steps to prepare for the future. Your only chance is that White fails to roll doubles, after which you will have **one roll** to bear off your remaining checkers. Spreading out your checkers is a pretty play consistent with most general principles, but it fails miserably if you look ahead. Only 66 will allow you to win the game. The awkward-looking 6/3 6/4 is the best move, preparing the way for 55 and 44 as well as 66 and tripling your chances of winning the game.

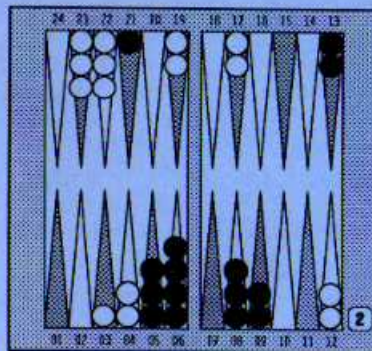
Another simple example:



Black got stuck on White's ace point and is in deep yogurt indeed. He now has 32 to play. Planning ahead is crucial. Black's best chance to win, by far, is to force White to play an ace, leaving a blot (or two) in the process. This cannot happen if Black has more than one checker on White's ace point. If Black doesn't take action

now, he will need doubles next turn to set the stage for his big chance. Clearly, he should play 24/21 24/22. Then, if all goes well, he will be able to move two additional checkers from the 24 point next turn and be ready for the required ace.

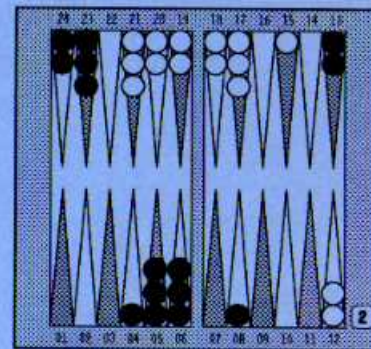
These examples have been simple, but clear. Each illustrates the potentially huge benefits of planning ahead. It would be quite naive to assume that such planning is useful **only** in certain simple cases. More logical and, in fact, correct, is the assumption that there are gains to be had in almost **ALL** positions by anticipating the likely course of the game and playing accordingly. Of course, it is often not easy to understand what is coming and what to do about it. Here is a position from last issue's **Game of the Month**:



I maintain that almost all players would routinely make the three point. This is far and away the most natural-looking play. However, by studying the problems White faces and anticipating possible future scenarios, keeping the nine point becomes quite attractive. White is in a heck of a bind, which he will not easily escape if Black keeps his nine point. I played 6/3\* 21/15, waiting for White's position to further deteriorate. The point is that without the proper thinking process such a play would never have been considered.

Most backgammon players have learned a fair

amount about anticipating the future course of the game but have heard the idea expressed in different terms. **Timing** is synonymous with what I have been talking about. Timing in backgammon refers to anticipating what the future course of the game will look like after average rolls by both sides. Most often the word timing is used to discuss backgames. Here is an example, taken from my match with Michael Maxakuli and analyzed in **Backgammon with the Champions, Volume I, Issue #6**. Black, holding the cube, to play 21:

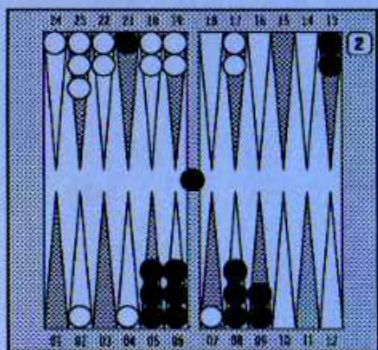


What should I do? I have a backgame with all of my checkers fairly well placed. My position is quite pure and I can now continue building my home board in preparation for hitting a shot. This, to a degree, is the correct game plan. However, proper reading of the future course of the game, the **timing**, shows that building up my home board is **not** the correct play.

Looking ahead we see that Max can move forward 35 pips and still keep his blockade. Prudent play of the first 12 to 15 pips will leave him with no sixes to play, allowing him to keep his eight point an extra roll or two. After the eight point goes, he won't be able to play sixes or fives, and will only creep forward. I can only move about thirty pips without springing my spare back checker before my home board will start to crash. Simply put, a close examination of the likely future course of the game shows the true nature of my position: it stinks.

Awareness of the future problem makes my current play quite simple. Best is 24/22 23/22. This kills Max's stall. He will be forced, in the future, to continue playing fives and sixes. These numbers will become his worst, rather than best, rolls. My shot, if it comes, will come much sooner, possibly before Max has taken any checkers off. Shifting to Max's three point also gives me a firm launching point from which to spring my spare back checker, giving me still more time to prepare before my board crashes. My timing is still not great, but it is much better after making this play.

While having a plan is crucial, it is important to realize that plans must be re-evaluated every turn. The course of the game can change quickly. Another position from the Goulding-Ring match illustrates this:



Black to play 51. I was delighted to enter from the bar and hit my opponent's blot. Now, what to do with the five? I played 21/16, escaping one checker from White's home board and keeping my precious nine point. Oops, out of date game plan. Clearly the blocking value of my nine point is greatly reduced when Howard has moved from my four point out to my bar point. Howard has also filled in his five point, gained some coverage of the outfield, recirculated one of his wasted checkers, and has excellent prospects for the future.

I should abandon my blocking/waiting plan. The opportunity to go for everything by hitting a second checker with 9/4\* should not be passed up. This play will lead to a crushing attack most of the time, including numerous gammons. The risk is not small, but the rewards are huge and nearly twice as likely to occur. Without giving it much thought, I stuck to an outdated game plan and missed a great play, which could easily have cost me the match.

In summary: Having a game plan is a combination of two things. First, anticipation of how the game is likely to evolve from its current position. Following this likely course, find a strategy which could lead your side to victory. Second, given a specific roll of the dice, what plays are available to best fit your goals? If no such plays exists, re-evaluate and consider a different plan. A complete game plan encompasses both a projection of the game's future course and a molding of the current move to maximize your side's chances if the game follows that course.

## Quiz Contest Results

Congratulations to all 43 of our readers who sent in solutions to the first four problems in our quiz contest. (Solutions start on the next page.) These were tough and challenging problems, and we hope they extended your knowledge of backgammon a little bit. The top results so far in our contest:

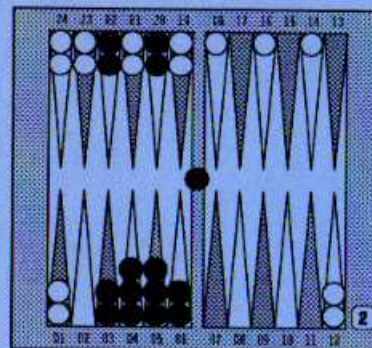
Doug Mayfield - 33 points.

Phil Berrier, Jerry Godsey, Stu Hosen, John O'Hagan, Rick Reahart, C.C. Salisbury, Larry Strommen, Doug Wilson - 30 points.

Mike Nelson, John Carrico, Dave Todd, Art Benjamin/Dave Williams, Durban Oldham, Jake Jacobs - 25 points.

## Quiz Solutions

### Problem 1:



Money game. Black on roll.

(a) Should Black redouble?

(b) If doubled, should White take or pass?

.....

This is a fascinating position which illustrates several key concepts. Determining the correct cube action for both sides is not easy. I will first discuss what I believe to be happening, along with some general advice, then give the results of our roll-outs.

Should Black redouble? Informal discussion among a variety of players yielded all possible answers: No, Black is too good; No, Black isn't good enough; and Yes. That doesn't narrow it down much. It does, however, lead to a key point. **When in doubt, double.**

Surely, if some people think the position is too good to double, these players would pass from the other side. By the same token, any players who believe the position isn't good enough to double would certainly accept. Even if doubling is not the theoretically perfect play, it gives your opponent a chance to make a major error. Imagine, you are sitting there thinking about playing for a gammon, finally decide to cash the

game, and your opponent takes! Or, equally tasty, you are wondering if you should ship over a loose cube, decide to gamble it up, and your opponent passes! Time and again I have been in situations just like these and have been rewarded. Even if your opponent always takes the correct action, years of experience have taught me that the vast majority of double/no double problems are, in fact, doubles. One of the biggest errors players of all levels make is to fail to double when doubling is called for.

Problem 1 looks like a powerful double. Black has a strong home board with two opposing checkers hemmed in on his ace point. His position is quite sound in that nothing terribly bad can happen to him. Most importantly, a great deal is riding on his very next roll. Black hits one of White's blots with 13 numbers, putting White in immediate gammon danger. When Black fails to hit, but simply enters, White is left scrambling for cover with no immediate threats of his own. Black is clearly in danger of losing his market. Thoughts that his position is not good enough should be dismissed.

The only real question is whether Black's position is so strong that he should play on for a gammon. To determine if Black's position is good enough to play on for a gammon, we must first see if White has a take. It follows logically that if White can take, Black shouldn't be playing on for a gammon without doubling.

Should White accept the cube? A good many players I spoke to when the problem first came out didn't think so. I wasn't sure, but two things led me to believe that he should accept.

**First:** (and perhaps most important), **When in doubt, TAKE.** Despite the fact that the level of backgammon play has improved greatly over the past ten years, players simply don't take enough. It is partly simple human nature. Your

opponent's strengths look stronger than they really while your weaknesses tend to feel weaker than they are. Time and again tests have shown this to be the case.

I have embarrassed more students than I can count by showing them a position and asking if it was a double, then some time later showing the same position and asking if they would accept. Many players wouldn't double and wouldn't accept! These players are amazed when they are shown what they have done. They didn't really believe that the position was too weak to double and, at the same time, too strong to accept. They fell into the trap mentioned above: from either side, the other player's position looked stronger than it really was.

**Second:** Despite all of Black's strengths, he can't do everything in one roll. White's position, while full of danger, has some strong points. Look at White's position with no Black checkers on the board. He has a four point board, builders for the holes on his five and three points, and all of his checkers at least marginally in play. His main weakness is the isolation of his back checkers. His back checkers are not, however, hopelessly lost.

The key to the position, I believe, is that Black isn't in position to strengthen his blockade, and won't be for several rolls to come. White's game plan should be to advance his back checkers as soon as possible. Run with a six, split with an ace, get moving **before** Black can bring another checker or two around the board. Black is safe as long as he holds both anchors in White's board. The problem is that he can't keep the security of both anchors **and** successfully attack or further restrict White's back checkers. Fifteen checkers simply aren't enough to handle both jobs. As Black pulls out of White's home board, he is subject to counter-attack. If he stays back, he can do little more to stop White's checkers from escaping. I believe, as long as White plays aggressively to escape, he can give serious

consideration to accepting the cube. Score zero points if you said Black's position is too strong to double. Score five points if you said Black should turn the cube.

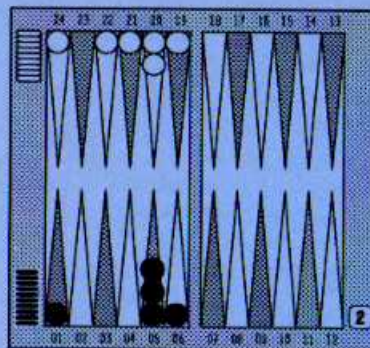
It was truly a roller coaster ride rolling the position out. Early results made me wonder if Black really was good enough to double, while a later batch made it look too good to double! I broke the problem into two parts. First, I rolled out the position 20 times, once for each time Black enters from the bar. Then, I assumed Black danced, and rolled the position out 36 times with White on roll, rotating White's crucial first roll (44, by the way, stinks). I then went back and did another set each of 20 and 36 rollouts.

The results varied wildly, however the bottom line indicated it was a close take. Black scored a total of 116 points over the 40 rollouts where he entered (all rollouts assumed White held a four cube). When Black danced, he scored 40 points over 72 games. These 72 games must be factored down to 32 games (remember, Black only dances 16/36 of the time). The combined result has Black winning 67 points over 36 games. Black would win 72 points per 36 games if White passed. This indicates a take but is certainly not conclusive. Meanwhile, Bill rolled out the position rotating Black's first roll. His results indicate a clear take, with Black winning 152 points in 108 games. Additional data came from Ed O'Laughlin. He didn't submit an exact number of rollouts, but indicated he played White's position to try to contain Black's back checkers (!) and was surprised to find White won enough games to justify accepting. Score five points on the quiz if you said White should accept.

To summarize: When in doubt, **Double**, and when in doubt, **Take**. In this case, the general rules capture 10 quiz points.

- Kent Goulding

## Problem 2:



Black leads 2-0 in a 5-point match.

- (a) For money, what is the correct cube action? [2 points]  
 (b) At this score, should White take if doubled? [3 points]  
 (c) At this score, should Black double? [5 points]

.....

This is a straightforward problem in bearoff equities and tournament doubling strategies. To solve it, we need to know one additional number, the probability of winning a 5-point match with a 4-0 lead. Gammons in cubeless games are now known to be more likely than they were once thought to be. The currently accepted figure for a 4-0 lead, (based on a cubeless gammon probability of about 35%), is 83%.

Solution to part (a): Double, Take.

Some of the new software available, such as Walter Trice's excellent *Quizmaster* program, can calculate these figures exactly. This position is number 470,264 in Trice's database, and Black's cubeless probability of winning is 75.96%. Clearly he has a double. Trice's program also tells us that the advantage of owning the cube allows White to take, since his equity after accepting a 4-cube is -1.98. In effect, White's cube ownership shaves a couple of percent off Black's cubeless winning chances.

Solution to part (b): Yes. White should take at this score.

This is easy given the above information. If Black drops, he trails 4-0 entering the Crawford game, with 17% chances in the match. If he takes and redoubles to 8 next turn, his chances in the match are his cubeless chances in this game, or 24.04%. Clearly taking and redoubling is best.

Solution to part (c): Yes. Black should redouble.

This is by far the hardest part of the problem. A complete, exact analysis would involve looking at all 1296 positions that arise after Black's next roll and White's response, then computing his proper doubling strategy and equity at those points and comparing the results to what can be gained by doubling now. This exercise is beyond even the considerable patience of your editors. Instead, we'll approach this as we might over-the-board.

Our method consists of two parts: first, we'll compute the doubling window, within which a double, take might occur. Then, we'll compute the gain-vs-loss ratio for this double. By comparing these to Black's actual chances of winning this game (and the match) if he doubles, we'll see if a double is justified. Also keep in mind that minimal mathematical justification for a double equates to doubling in practice, since your opponent always has some probability of dropping, even when, as here, we know the situation is a clear take.

First, the doubling window. The upper end of this window corresponds to White's dropping point, which is Black's chance of winning the match with a 4-0 lead, or 83%. The lower end of the window is Black's chance of winning the match if he never doubles. If Black never doubled, no matter what happened, he would reach a 4-0 lead 76% of the time (winning 83%) and reach a 2-2 score 24% of the time, winning 50%. His chances here are

$$(76\% * 83\%) + (24\% * 50\%) = 75\%$$

So Black's doubling window stretches from 75% to 83%. If his actual chances are higher than his risk/reward ratio and within this window, he should double.

We know that his chances are 76%, within the window. What is his risk/reward ratio? Let's see. His risk is his loss when he's wrong, that is, when he loses the game. If he didn't double, he would be 50% in the match when he loses, but if he doubles and loses, he'll be 0% (since his opponent will have redoubled to 8 in the meantime). So his risk is 50 - 0, or 50%.

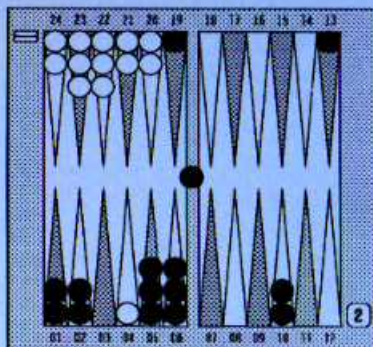
His gain is his profit in match-winning chances when he's right, that is, when he wins the game. In this case, he's at 100% instead of 83%, so his gain is 17%.

How big a favorite does he need to be for a 17% gain to balance a 50% risk? Just  $50/(50+17)$ , or 74.6%, lower than his actual winning chances. So, double.

Over-the-board, doubling can profit in two additional ways: White can drop, handing Black an 83-17 edge on a silver platter, or White can forget to redouble to 8 (I've seen this scenario a lot), also with a big payoff to Black.

- Bill Robertie

**Problem 3:**



Black to play 61.

- (a) For money, with Black owning a 2-cube.
- (b) At double match point.

.....  
This problem sheds some light on an endgame situation that is not generally well understood. First, let's see what the alternatives are. Obviously one play is the hit, Bar/19 5/4\*. The other reasonable aces are 19/18 and 13/12. We can simplify the problem by seeing which of the non-hits dominates the other.

At first glance, the diversification play, 19/18, seems clear, since it guarantees more outfield shots if White runs out with a big number. However, a closer look reveals a different picture. Playing 13/12 minimizes White's shots: only 53 and 44 hits, and 44 is a number which wins in either case. After 19/18, White has 5 hits (63, 54, and 55) plus 44 which runs home. If we tabulate hits, escapes, and Black's return hits, and group them by a cross-section of 36 rolls, we get this chart:

	After 19/18:	After 13/12:
White hits:	5.0	3.0
White runs home:	1.0	-
Black hits in outfield:	13.7	12.5
Other:	16.3	20.5
	36.0	36.0

Note that a White hit leads mostly to a gammon win for White, while a run home leads to a sure White win with significant gammon chances. A Black hit in the outfield, however, still leads to a game in which Black has much work to do. In short, White's gain after his 3 extra good rolls in the 19/18 variation will more than offset Black's gain in the 1.2 cases where he gains by picking up an outfield shot. So 13/12 is the preferred play with the ace, if Black decides not to hit.

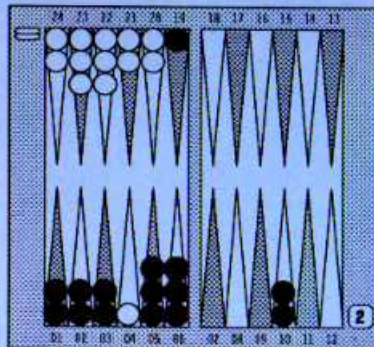
Should Black hit or not? Let's look at our rollout results (108 trials) for a money game, then draw some conclusions and generalizations.

	After 5/4*	After 13/12
Black wins:	43%	39%
White wins:	24%	49%
White wins a gammon:	33%	12%
<b>Black's equity:</b>	<b>-0.94</b>	<b>-0.68</b>

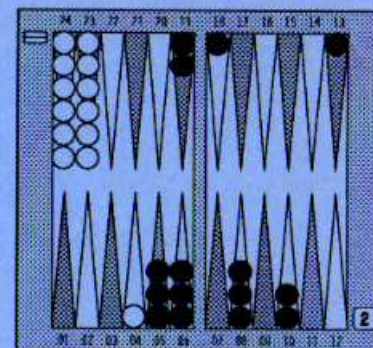
For money, the safe play is correct, by about a quarter of a point. (At double match point, with no cube and no gammons, the hit was slightly better.) This is a significant and, to me at least, a somewhat surprising result. An informal poll of top players about this position showed that most were unclear but would hit over-the-board. When this position occurred in one of my games in Deauville at double match point, I hit after some thought, and I had decided that I would hit for money as well.

Blending this result with previous knowledge, we can state some general rules about these sorts of positions:

. If White has a strong (5 or 6-point) board, Black should only hit if he already has a 5-point board of his own and can lock up a win after White misses. In Diagram 3A, for instance, Black would hit with 5/4\*, then cash after a White dance.



. If White has a weak board (3, 2, or 1 points), Black can hit freely to improve his position. In Diagram 3B, Black hits even though his own board is weak, since there is little downside.

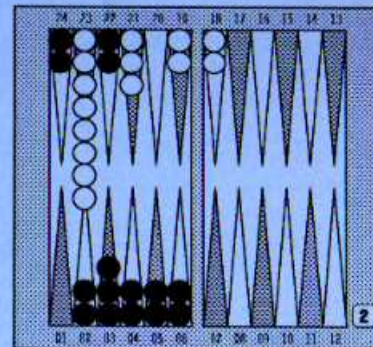


. The case where White has a 4-point defensive board is probably the most difficult, and more work needs to be done.

Perhaps the simplest generalization to remember is: hit if your board/prime is as strong or stronger than your opponent's, but not otherwise. There are undoubtedly exceptions, but this rule probably captures most of the relevant information.

- Bill Robertie

**Problem 4:**



Money game. Black to play 43.

(a) 24/17 or

(b) 6/2 6/3.

.....

This position arose in a weekly tournament in Boston recently between Rick Barabino (Black) and Linda MacLean (White). Rick rolled almost his worst number, 43, and broke the 6-point. This occasioned quite a lively discussion after the game over the merits of 6/2 6/3 and the more intuitive play, running off the 24-point.

The issues are clear: running off the 24-point garners fewer shots, but virtually guarantees a win when Black hits a blot. Holding both rear points gets the most shots, but Black still has a way to go to win the game after hitting. The main question, apparently, is whether Black hits enough extra shots after 6/2 6/3 to at least balance his difficulty in closing the 6-point.

Our rollout showed the answer is: yes. In fact, his extra shots almost exactly balance his difficulty in closing the 6-point. After 6/2 6/3, Black hits a shot in 78% of the games, and wins after hitting in 78% of those, yielding an overall

winning percentage of about 60%. After 24/17, Black hits a shot 65% of the time, and wins after hitting in better than 90% of those games, again yielding a win probability of 60%. At double match point, the two plays would be pick-em.

The decisive difference between the two plays in a money game is, interestingly enough, the relative likelihood that Black will be gammoned. (I say interesting because almost no one who gave an explanation as to their choice mentioned this as a relevant factor.) By keeping both rear points and maximizing his hits (and also White's difficulty of bearing off), Black reduces his chances of being gammoned to about 16%. Running off the 24-point, on the other hand, gives White several immediately annihilating numbers which result in Black's being quickly gammoned. Total gammon chances in this variation are about 26%. Black's approximate equities after the two plays are:

. after 24/17:     - 0.30  
. after 6/2 6/3:   - 0.07

a difference of almost 1/4 of a point.

- Bill Robertie

## The Doubling Rule

by Kit Woolsey

Several years ago when I first got interested in tournament backgammon, I kibitzed a 15-point match between Tony Goble and Lynn Goldsmith, two of the top players at the time. Soon the score was 13-12, after 25 games! That's right, 25 initial doubles which were passed. At the time, I was impressed — this is the way good tight backgammon should be played. Since then, I have learned better. If they were playing correctly, what happened in that match was virtually impossible. No doubt players of that era were too conservative in their takes, but, more important, they were waiting far too long to double. With correct cube play, I believe that at least 2/3s of initial doubles should be taken.

Today, most advanced and intermediate players have a pretty good idea about what doubles should be taken and what doubles should be passed. Unfortunately, they are unable to use this evaluation skill to determine when they should be doubling. As a result, most good players double too late, costing themselves opportunities to win two and four points. In this article, I will show how you can use your skill in evaluating whether or not a position is a take to determine whether or not you should double.

For any given position, if you are asked what is the correct cube strategy there are four possible answers. They are as follows:

## VEDTÆGTER

for

### Dansk Backgammon Forbund

#### § 1. NAVN

1. Forbundets navn er Dansk Backgammon Forbund (DBgF).

#### § 2. FORMÅL

1. Forbundets formål er at fremme interessen for og viden om backgammon, herunder at organisere og administrere backgammonturneringer, foranstalte undervisning og foredrag, knytte forbindelse til udenlandske backgammonorganisationer, støtte initiativer til oprettelse af lokale backgammonklubber og -foreninger, koordinere backgammonaktiviteter samt iøvrigt tilvejebringe medlemmerne muligheder for at udøve og dygtiggøre sig i spillet.
2. Forbundet fungerer som den lovgivende og højeste myndighed for udøvelse af backgammon i Danmark.
3. Forbundet repræsenterer medlemmerne over for internationale backgammonorganisationer, samt eventuelle nationale sportslige organisationer.

#### § 3. INTERNATIONAL TILKNYTNING

1. Forbundet kan være medlem af sådanne internationale organisationer, som er i overensstemmelse med forbundets formål, og som forbundet i øvrigt finder hensigtsmæssigt at forbundet er medlem af.
2. Således er forbundet tilknyttet World Wide Backgammon Federation.
3. Eventuelle ind- og udmeldelser af internationale organisationer skal forelægges på det førstkommande landsmøde til endelig godkendelse.

#### § 4. MEDLEMSKAB

1. Som medlemmer af DBgF kan optages danske backgammonklubber og -foreninger. I særlige tilfælde kan klubber uden for Danmarks grænser optages som medlemmer, dette kan dog i så tilfælde kun ske ved at mindst 2/3 af hovedbestyrelsen stemmer herfor.
2. Enkeltmedlemmer kan vælge, at deres medlemskab er gældende direkte i forbundet.
3. Ansøgning om optagelse som medlem skal ske til hovedbestyrelsen. Hvor der er tale om en klub eller forening skal ansøgningen bilægges vedtægter, oplysning om evt.

bestyrelse og medlemsliste, ligesom hovedbestyrelsen kan indkalde evt. andet materiale, som hovedbestyrelsen måtte finde nødvendigt.

4. Optagelse af en klub eller forening kan kun ske, såfremt den pågældende klubs/forenings vedtægter klart foreskriver et krav til klubbens/foreningens medlemmer om medlemskab af DBgF, og såfremt vedtægterne i øvrigt er i overensstemmelse med DBgF's regler og vedtægter.
5. Æresmedlemmer kan i ganske særlige tilfælde udnævnes af hovedbestyrelsen. Dette kræver hovedbestyrelsens enstemmige beslutning. Æresmedlemmer betaler ikke kontingent.

## § 5. FORPLIGTELSER

1. Backgammonklubber og -foreninger under DBgF samt medlemmerne i disse og enkeltmedlemmer under DBgF er forpligtet til:
  - at underkaste sig DBgF's love og reglementer og alle i henhold hertil truffne bestemmelser.
  - ved turneringer og andre arrangementer at meddele på deres programmer og andre officielle dokumenter, at de er underlagt Dansk Backgammon Forbund.
  - at holde sig fra at deltage i eller medvirke ved backgammonturneringer og -arrangementer, mod hvilke DBgF's hovedbestyrelse har nedlagt startforbud.
  - at give DBgF's hovedbestyrelsesmedlemmer og medlemmer af DBgF's Turnerings- og Ordens- og Amatørudvalg adgang til at overvære arrangementer, som backgammonklubber og -foreninger under DBgF samt medlemmerne i disse måtte være arrangører af.
  - at indsende alle ændringer i den pågældende klubs/forenings love til godkendelse. Såfremt ændringer måtte være vedtaget uden DBgF's forudgående godkendelse kan hovedbestyrelsen stille krav om ændringer for klubbens/foreningens forbliven som medlem af forbundet.
  - at indsende generalforsamlingsreferat samt godkendt regnskab til DBgF. Indsendelse skal ske senest 20 dage efter afholdelsen af generalforsamlingen.
  - i tilfælde hvor der sker ændringer i klubbens/foreningens bestyrelse, at indsende oplysninger om klubbens/foreningens bestyrelsesmedlemmer.

## § 6. UDMELDELSE OG EKSKLUSION

1. Udmeldelse skal ske skriftligt til hovedbestyrelsen eller forbundets sekretariat senest den 1. december til den følgende 1. januar.
2. Hovedbestyrelsen kan, i tilfælde af en klubs/forenings eller et enkeltmedlems usportslige optræden eller skadelige virksomhed overfor spillet eller forbundet, træffe beslutning om eksklusion.

3. Til eksklusion kræves, at mindst 2/3 af hovedbestyrelsesmedlemmerne stemmer herfor.
4. Et ekskluderet medlem kan ikke deltage i turneringer og andre arrangementer under DBgF og er, jfr. DBgF's tilknytning til World Wide Backgammon Federation, ej heller berettiget til at deltage i turneringer og andre arrangementer, som er godkendt af World Wide Backgammon Federation.
5. En ekskluderet klub/forening kan ikke stå som arrangør eller medarrangør af backgammonturneringer og andre backgammonarrangementer i Danmark.
6. Der skal uophødeligt gives den ekskluderede meddelelse om eksklusionen. Vedkommende er berettiget til at få beslutningen forelagt for det førstkommande landsråd, hvor eksklusionen, for at kunne opretholdes, skal godkendes.
7. Den ekskluderede har ret til at tale sin sag under behandlingen af spørgsmålet på landsrådet, men vedkommende har ingen stemmeret, og indbringelsen for landsrådet har ingen opsættende virkning.

## § 7. LANDSRÅD

1. Landsrådet er forbundets højeste myndighed.
2. Landsrådet består af 7 hovedbestyrelsesmedlemmer, samt 1 delegeret (formanden) fra hver af de under forbundet godkendte klubber og foreninger, for hvilke der pr. 1. februar forud for landsrådets afholdelse er anmeldt mindst 8 medlemmer til forbundet som stemmeberettigende medlemmer under den pågældende klub/forening.
3. Såfremt formanden måtte være forhindret i at give fremmøde på landsrådet, kan den pågældende klubs/forenings bestyrelse udpege et andet bestyrelsesmedlem i den pågældende klub/forening som delegeret. En sådan delegering skal overfor hovedbestyrelsen attesteres ved formandens underskrift.
4. I særlige tilfælde, hvor hele bestyrelsen i en klub/forening er forhindret i at møde, kan bestyrelsen udpege et bestyrelsesmedlem i en anden godkendt klub/forening som delegeret. En sådan delegeret kan ikke være delegeret for mere end sin egen og een fremmed klub/forening. Attestering skal ske jfr. stk. 3.
5. Adgang til landsrådet har ovennævnte personkreds, medlemmer af Ordens- og Amatørudvalget samt menige klub-, forenings- eller forbundsmedlemmer, der ønsker at opstille til hovedbestyrelsen jfr. § 8, stk. 5 og som har meddelt hovedbestyrelsen dette senest 4 uger før landsrådets afholdelse. Menige medlemmer, der ønsker at stille op til hovedbestyrelsen, har kun taleret i forbindelse med valg af formand og bestyrelse, jfr. § 7, stk. 12. Adgang har desuden de af hovedbestyrelsen eventuelt særligt inviterede. Adgang for de i § 6, stk. 7 nævnte gives kun under behandlingen af dette spørgsmål.
6. Hver delegeret har 1 stemme pr. 10 medlemmer, der pr. 1. februar forud for landsrådets afholdelse er anmeldt til forbundet som stemmeberettigende medlemmer under den pågældende klub/forening. I tilfælde af at en person er medlem i mere end een godkendt klub/forening, kan personen kun anmeldes som stemmeberettigende medlem i een

klub/forening. Medlemmer der er i kontingentrestance overfor forbundet er ikke stemmeberettigede, medmindre kontingentrestancen udlignes senest 14 dage før landsrådets afholdelse.

7. Såfremt den delegerede, jfr. bestemmelsen ovenfor, repræsenterer mindre end 10, men jfr. stk. 2, mindst 8 medlemmer, har denne delegerede dog alligevel 1 stemme.
8. Hovedbestyrelsen har 1 stemme pr. 10 enkeltmedlemmer, der jfr. § 4, stk. 2, pr. 1. februar forud for landsrådets afholdelse har direkte medlemskab af forbundet. Stemmerne i henhold til nærværende bestemmelse fordeles til de enkelte hovedbestyrelsesmedlemmer. I tilfælde af at antallet af stemmer, der tilfalder hovedbestyrelsen, ikke er deleligt med syv, vil fordelingen af stemmer ske i følgende prioritetsrækkefølge: Formand, næstformand, sekretær, kasserer og bestyrelsesmedlemmer uden portefølje.
9. Det ordinære landsråd afholdes hvert år inden for perioden uge 12 - 19 incl.
10. Ekstraordinært landsråd skal afholdes, når mindst 3 hovedbestyrelsesmedlemmer finder det nødvendigt, eller når foreninger/klubber repræsenterende mindst 20% af forbundets medlemmer ønsker det. Begæringen skal ske skriftligt til hovedbestyrelsen med angivelse af dagsorden. Landsrådet skal i det sidstnævnte tilfælde afholdes senest 2 måneder efter begæringens modtagelse.
11. Indkaldelse til landsråd skal ske ved bekendtgørelse, enten i forbundets medlemsblad eller i en af forbundet til de lokale klubber/foreninger udsendt meddelelse, med mindst 7 ugers varsel.
12. På det ordinære landsråd er følgende dagsordenspunkter obligatoriske:
  1. Valg af dirigent
  2. Formanden aflægger beretning
  3. Fremlæggelse af det reviderede regnskab.
  4. Behandling af eventuelle forslag
  5. Valg af formand
  6. Valg af bestyrelsesmedlemmer til hovedbestyrelsen
  7. Valg af to revisorer
  8. Eventuelt
13. Punkt 5 på dagsordenen er dog kun obligatorisk hvert andet år.
14. Landsrådet er beslutningsdygtigt uden hensyn til de mødtes antal.
15. Afstemning sker skriftligt, hvis enten dirigenten ønsker det, eller hvis mindst tre stemmeberettigede deltagere kræver det. Personvalg er dog altid skriftlige.
16. Afstemning kan kun finde sted om de på dagsordenen opførte forhandlingspunkter samt om ændringsforslag til disse.
17. Forslag, der ønskes behandlet på landsrådet, herunder evt. mistillidserklæring til den samlede hovedbestyrelse eller medlemmer heraf, skal være hovedbestyrelsen i hænde

senest 4 uger før mødets afholdelse.

18. Dagsorden, herunder evt. fremsatte forslag, jfr. stk. 17 skal, tillige med regnskabet, bekendtgøres senest 2 uger før mødets afholdelse.
19. Kun hovedbestyrelsesmedlemmerne og de delegerede, jfr. stk. 2 og 3 kan afgive stemme på landsrådet. Der kan ikke stemmes ved fuldmagt, jfr. dog særlige delegerede iflg. stk.4.
20. Ved afstemning gælder i almindelighed simpel stemmeflertal, jfr. dog §§ 10 og 13.

## § 8. HOVEDBESTYRELSEN

1. Forbundets arbejde ledes af hovedbestyrelsen.
2. Hovedbestyrelsen er ansvarlig for den samlede forvaltning af forbundets virksomhed. Således kan hovedbestyrelsen nedsætte særlige udvalg og fastlægger således hvilke arbejdsopgaver, der henlægges under disse særlige udvalg og godkender evt. handlingsplaner og budgetter fra udvalgene.
3. Hovedbestyrelsen vedtager de nødvendige og/eller hensigtsmæssige reglementer og bestemmelser.
4. Hovedbestyrelsen fastsætter selv sin forretningsorden og kan antage lønnet hjælp.
5. Valgbar til hovedbestyrelsen er ethvert medlem af forbundet, der ikke er i kontingentrestance, hverken til forbundet eller til lokale klubber/foreninger.
6. Hovedbestyrelsen består af en formand og 6 hovedbestyrelsesmedlemmer. Formanden vælges særskilt på det ordinære landsråd for en toårig periode. De øvrige hovedbestyrelsesmedlemmer vælges ligeledes på det ordinære landsråd, men for en treårig periode; og hovedbestyrelsen konstituerer sig selv for så vidt angår de øvrige poster.
7. Ved hvert ordinært landsråd skal der vælges 2 hovedbestyrelsesmedlemmer for en treårig periode. Såfremt eet eller flere hovedbestyrelsesmedlemmer enten allerede er udrådt eller ønsker at udtræde af hovedbestyrelsen midt i en valgperiode, skal der vælges tilsvarende flere hovedbestyrelsesmedlemmer på det ordinære landsråd. Disse valg af hovedbestyrelsesmedlemmer til supplerung, sker dog kun for de valgperioder, som de afgående medlemmer afgiver. På det næstkommende landsråd vil der således, medmindre der også på dette landsråd er afgået hovedbestyrelsesmedlemmer, kun være to medlemmer på valg.
8. På første hovedbestyrelsesmøde, som skal afholdes senest 3 uger efter landsrådet, konstituerer hovedbestyrelsen sig med næstformand, sekretær og kasserer.
9. Hovedbestyrelsen er beslutningsdygtig, når mindst 4 af dens medlemmer er til stede, heriblandt formanden eller næstformanden. I tilfælde af stemmelighed er formandens (og i hans fravær næstformandens) stemme afgørende. Beslutninger i en bestyrelse,

som ikke er fuldtallig, kan kun træffes med mindst 3 stemmer for beslutningen.

10. Hovedbestyrelsesmøde afholdes, når formanden finder det fornødent, eller når mindst 3 hovedbestyrelsesmedlemmer kræver det.

### § 9. ORDENS- OG AMATØRUDVALG

1. Dansk Backgammon Forbunds Ordens- og Amatørudvalg er et stående udvalg, der består af 4 medlemmer, hvoraf kun eet bør være medlem af hovedbestyrelsen samt en suppleant. Udvalgets medlemmer og suppleant udpeges af hovedbestyrelsen og dets sager ekspederes gennem DBgF's sekretariat. Ved udpegelsen af udvalgsmedlemmer skal det så vidt muligt tilsikres, at mindst ét udvalgsmedlem er jurist.
2. Sager, der er til behandling af udvalget, færdiggøres af dette i dets oprindelige sammensætning, selv om et udvalgsmedlem udtræder af udvalget under en sags behandling. Dette forudsat, at det pågældende medlem ønsker, at deltage i behandlingen.
3. Udvalgets medlemmer har ret til at overvære turneringer, stævner m.m. samt landsrådsmøder.
4. Udvalget påser selv, at sædvanlige habilitetsregler overholdes.
5. Udvalget kan, under en sags behandling, indhente alle de oplysninger, det finder fornødent, og såvel klubber/foreninger som enkelte medlemmer skal besvare udvalgets forespørgsler inden den frist udvalget måtte sætte.
6. Ingen sag kan pådømmes, forinden parterne har haft lejlighed til at udtale sig overfor udvalget. Mundtlig forhandling af sagen skal finde sted, når en af parterne begærer det, med mindre udvalget i særlige tilfælde eenstemmigt måtte bestemme anderledes.
7. Udvalget kan ikke træffe nogen afgørelse, uden at alle dets medlemmer - eller suppleanter for disse - er blevet gjort bekendt med alle en sags akter og har haft lejlighed til at afgive deres stemme. Ved afstemninger gælder simpel stemmeflertal.
8. Udvalget træffer bestemmelse om fastsættelse af evt. protest/klagegebyr ved indbringelse af klagesager for udvalget. Et protest/klagegebyr skal tilbagebetales, såfremt klagen får medhold i sin klage. I tilfælde, hvor klageren ikke får medhold i sin klage kan udvalget bestemme, at tilbagebetaling alligevel skal ske, hvis udvalget finder, at klagen har principiel karakter. Protest/klagegebyrer tilfalder DBgF.
9. Udvalget skal træffe afgørelse i alle sager, som henvises til det af DBgF's landsråd eller hovedbestyrelse og som indbringes for det af klubber, foreninger, enkeltmedlemmer eller turneringsledere, som alle skal være part i sagen.
10. Ordens- og Amatørudvalgets opgaver er:
  - a) at afgøre alle sager om anvendelse af amatør-, ordens- og udelukkelsesbestemmelser om overtrædelse og anvendelse af alle reglementer eller lignende og om usportslig eller usømmelig adfærd.

- b) som voldgiftsret at afgøre stridigheder mellem organisationer og/eller personer tilsluttet DBgF, når de stridende parter er enige om at begære en sådan afgørelse, og udvalget finder at burde påtage sig afgørelsen.

11. Ordens- og Amatørudvalget kan i dets afgørelser træffe beslutning om følgende sanktioner:

- a) Indstilling til hovedbestyrelsen om midlertidig eller endelig udelukkelse af DBgF.
  - b) Midlertidig eller endelig udelukkelse fra ret til deltagelse i og/eller medvirken ved bestemte og/eller alle arrangementer.
  - c) Midlertidig eller endelig udelukkelse fra ret til at fungere som bestyrelsesmedlem eller turneringsleder i organisationer under DBgF.
  - d) Ikendelse af bøde på op til 1.000 kr., der tilfalder DBgF.
  - e) Tilkendelse af erstatning, afslag, tilladelse m.m. i henhold til forbundets bestemmelser og reglementer.
  - f) Tildeling af advarsler, irettesættelser eller misbilligelser.
  - g) Stadfæstelse eller omgørelse af trufne afgørelser.
  - h) Frakendelse af amatørskab.
  - i) Frakendelse af placeringer og titler opnået ved deltagelse i turneringer.
12. Udvalget kan, når en sag tages under behandling, træffe bestemmelse om midlertidig udelukkelse for deltagelse og medvirken i arrangementer (suspension), indtil en endelig afgørelse i sagen er truffet.
13. Udvalget kan undtagelsesvis genoptage en afsluttet sag til fornyet behandling og afgørelse, når nye oplysninger af betydning er fremkommet i sagen.
14. Udvalgets kendelser kan, inden 3 uger fra bekendtgørelsen for parterne, indankes for Danmarks Idræts-Forbunds Amatør- og Ordensudvalg. Når udvalget har fungeret som voldgift, er dets afgørelse dog endelig og upåankelig. Iværksat anke har ikke opsættende virkning på den afsagte kendelse.
15. Indtil DBgF endeligt er optaget under Danmarks Idræts-Forbund skal anke, jfr. stk. 14 ske til DBgF's hovedbestyrelse.
16. Alle nærmere bestemmelser for Ordens- og Amatørudvalgets virksomhed fastsættes af DBgF's hovedbestyrelse.

### § 10. VEDTÆGTSÆNDRINGER

1. Til ændring af forbundets vedtægter kræves mindst 2/3 majoritet af samtlige stemmer.
2. Såfremt et forslag om vedtægtsændring har tilslutning på mindst 2/3 af de tilstedeværende stemmer, men dette ikke samtidig indfrier kravet i stk. 1, kan hovedbestyrelsen - senest 30 dage efter - indkalde til nyt landsråd, hvor det samme forslag om vedtægtsændring kan vedtages med 2/3 af de tilstedeværende stemmer.

## § 11. KONTINGENT

1. Hovedbestyrelsen fastlægger størrelsen af samt de nærmere regler for opkrævning af medlemskontingent.

## § 12. REGNSKAB OG REVISION

1. Forbundets regnskabs- og virkeår løber fra den 1. januar til den 31. december.
2. Regnskabet skal før fremlæggelsen på landsrådet være revideret af de af landsrådet valgte revisorer.
3. Revisorer vælges på landsrådet for et år ad gangen.

## § 13. OPLØSNING

1. Til forbundets opløsning kræves et flertal på mindst 4/5 af samtlige stemmer.
2. Såfremt opløsning besluttet af mindst 4/5 af de tilstedeværende stemmer, men dette ikke samtidig indfrier kravet i stk. 1, kan hovedbestyrelsen - senest 30 dage efter - indkalde til nyt landsråd, hvor opløsning kan vedtages med 4/5 af de tilstedeværende stemmer.
3. I tilfælde af Dansk Backgammon Forbunds opløsning tilfalder eventuelle midler Danmarks Idræts-Forbund.

## § 14. TEGNING OG HÆFTELSE

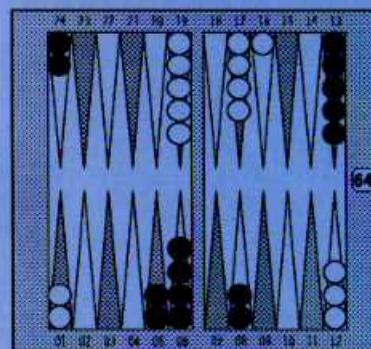
1. Forbundet forpligtes ved underskrift af to hovedbestyrelsesmedlemmer, hvoraf den ene skal være formanden eller næstformanden.
2. Forbundet hæfter kun for sine forpligtelser med den forbundet til enhver tid tilhørende formue. Der påhviler hverken forbundets medlemmer eller hovedbestyrelse nogen personlig hæftelse.

- 1) Not good enough to double, take
- 2) Double, take
- 3) Double, pass
- 4) Too good to double, pass.

If you have the advantage in a position and fail to double when you should, letting the position slide from category 2) to category 3), you have doubled too late. This is called losing your market. Even though you can lock up a sure point by doubling, if you opponent's pass is correct you have cost yourself considerable equity by failing to double earlier. This is the error we are trying to avoid.

Let's play through a few rolls of a game and see how the correct cube strategy changes as the position improves:

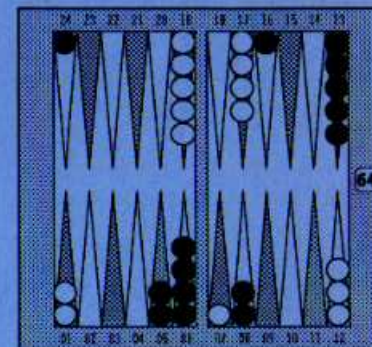
1) **Black:** 3-1 6/5, 8/5. **White:** 5-4 13/9, 13/8



What's happening? Should Black be doubling? This is always the most important question to ask whenever it is your roll if the cube is in the center or on your side. Every roll is a cube decision! The first part of any play, before rolling the dice, is making a conscious decision about whether or not to double. This cannot be emphasized enough. I have seen many missed doubling opportunities go flying by simply because it never occurred to the player that it might be right to double. A common scenario is for a player to roll a series of good rolls each of

which improves his position, and for him to be so caught up in his good fortune that he completely forgets about the cube. It is a worthwhile habit to consider doubling before every roll of the dice, regardless of the position. The position in question here belongs in category (1) in my opinion — not good enough to double, take. However, it is always worth looking at.

2) **Black:** 6-2 24/16\* **White:** 5-2 Bar/18



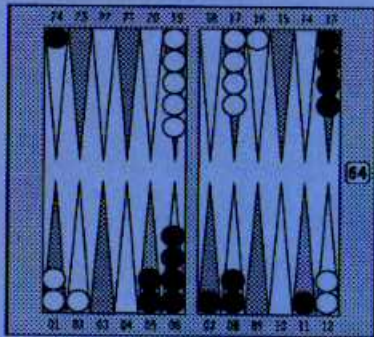
What's happening? Should Black be doubling? I strongly believe he should. There are many strong sequences for him which will give him a substantial advantage, and not much bad figures to happen. However, I think White has enough play to justify a take, for if he is hit and hits back or isn't hit and makes the enemy bar point he will have almost an even game, and even if things go badly he has the ace point anchor to fall back on and Black still has one man to escape. Consequently, I believe this position falls into category (2) — double, take. Shortly I will show how I reach the conclusion to double.

3) **Black:** 6-5 13/7\*, 16/11

**White:** 4-2 Bar/23, 13/9

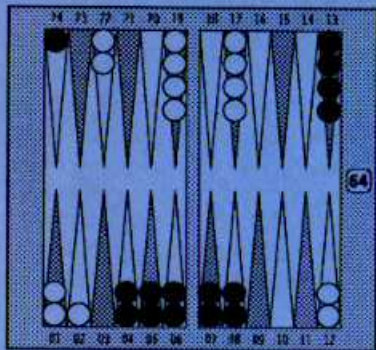
< See diagram at the top of the next page >

Assuming Black failed to double last time, what's happening now? In my opinion White no longer has a take. We are in category (3) — double, pass. Black has erred by not doubling last time, and he has now lost his market. Even



though he locks up a sure point by doubling now, he still wishes he had doubled earlier, for since White has a pass here Black's equity in playing out the game with White owning a two cube is higher than one point.

4) Black 2-2 6/4(2), 11/7 White: 6-3 9/3,6/3



Assuming Black still has not yet doubled, what is happening here? In this position, Black is too good to double — he should play on for a gammon. Granted a gammon isn't all that likely with White having an anchor, but Black's position is so strong that nothing bad can happen next roll, so there is no harm in playing on. This is category (4) — too good to double, pass.

Now, how do we determine when category (2) — good enough to double — has been reached? The procedure is as follows: When considering whether or not to double, walk around the table

to the other side of the board (at least do it mentally, since you won't be able to do it physically), and ask yourself the question: If I were doubled in my opponent's position, is it a take?

This is the point where most players make their big mistake. They may do all this, then if they think it is a pass they will double, while if they think it is a take they will not double. This will lead to doubling way too late in many games. The important thing to realize is that there are not two possible answers to the question of is it a take — there are three possible answers. They are as follows:

- 1) Yes, I'm absolutely sure it is a take.
- 2) No, I'm absolutely sure it is a pass.
- 3) I'm not 100% sure.

We now get to Woolsey's Law of Doubling, which may be the most important backgammon principle you will ever learn. It is as follows: If the answer to the "Is it a take?" question falls into category (3) "I'm not 100% sure", then it is ALWAYS correct to double. This applies to money play and to match play. It is true that there are certain exceptions in match play when you are ahead in the match and the turn of the cube will put you out or nearly out, but in all other situations the law applies.

Many readers will assume that I am exaggerating. Let me assure you that I am not exaggerating in the slightest! I repeat: If there is ANY doubt in your mind as to whether a position is a take or a pass, then it is ALWAYS correct to double. To put it another way: Suppose Magriel or Sylvester or even God came up to you and said: I think this position is a pass, and I am willing to pay a point and the cube for the highest stakes you can afford. If you would not instantly say "Sit down", then you are not 100% sure, which means you must automatically double.

Let's see why this rule works. If there is some doubt in your mind as to whether it is a take or not, there are several possibilities:

a) Maybe it actually is a pass. I hope most of the readers are sophisticated enough to realize that if you fail to turn the cube when your opponent's correct action is to pass you are costing yourself a ton in equity, regardless of what your opponent will actually do.

b) Maybe your opponent will think it is a pass. Differences of opinion make horse races and backgammon decisions. If there is ANY doubt in your mind, then there is always a possibility that your opponent may view his position more pessimistically than you and choose to pass the double. If you fail to double in such a position you have given your opponent a free roll to get back in the game when you could have collected a sure point, which is extremely expensive.

c) Maybe it is a correct double, even if it is a take and your opponent correctly takes. This is not an unlikely scenario. The fact that you thought there was some possibility that it might be a pass indicates that your position is strong and there are undoubtedly a few market losing sequences. If this is the case, it could easily be correct to double even if your opponent is correctly taking.

d) Worst case — It is not theoretically correct to double, and your opponent correctly takes. How bad is this? Not very bad. Unless your assessment of the position is completely off base you still have a clear advantage. True, you have forfeited future use of the cube to your opponent, but you have doubled the stakes with an advantage — how bad can that be? You will only regret your decision to double if he turns the game around — then you will lose twice as much as if you hadn't doubled. Since you are the favorite in the game, things are not all that bad.

When I first discovered this principle and started to employ it, I was astounded at how my results improved, both at tournament and money play. I found myself winning doubled games and gammons that I never would have won before,

because I previously would have waited too long. At the same time, I collected unexpected points when my opponent passed a double that I thought he should take (but I was not sure, of course). I was outperforming players whose checker play was superior to mine simply because my doubles were more timely. These pressure doubles caused opponents to make mistakes — dropping positions that they should take and taking positions which led them to larger losses.

Does this law apply only to initial doubles, or does it apply to redoubles as well? Surprisingly enough, it applies just as strongly to redoubles, for all the same reasons. It is true that it is more costly to sacrifice a cube that you own than to sacrifice a center cube when you err and make a theoretically incorrect redouble (and you opponent correctly takes, which he might not), but in the long run you will still gain by using the law for redoubles as well as initial doubles.

Let's replay our sample game asking the correct questions:

1) Black: 3-1 8/5, 6/5 White: 5-4 13/9, 13/8

Let's walk over to White's side, and ask the question: Is it a take? Personally, I am 100% convinced that it is. Black certainly has the advantage, but if Magriel, Sylvester, or God declared that it was a pass I would unhesitatingly tell them to sit down. As we shall see later just because a position is a 100% clear take doesn't necessarily mean that it is not a double, but that is not what we are considering here. The key to the rule is that if it is not a 100% clear take, then it is definitely a double.

2) Black: 6-2 24/18\* White: 5-2 Bar/18

Is it a take? I certainly think so. Despite Black's lead in the race and in development, White still has all his men in play, is threatening to make an advanced anchor, and is in no immediate danger of being blitzed or primed. However, the key is that I think it is a take, as opposed to

being 100% sure. If Magriel, Sylvester, or God declared it was a pass and pulled out his wallet I would certainly pause and give the position a second look. That is all I need. If there is the **slightest** doubt in my mind, then it is **automatically** correct to double, and I need look no further. Readers who have watched me play may notice that I often double a complicated position with apparently no thought. What has happened is that I was not able to instantly assess the position as a take for my opponent, which makes it automatic to double. Maybe he'll take, maybe not, but that is his problem. It is odd but true that the less sure you are about the position (i.e. whether or not it is a take), the more sure you can be that it is correct to double.

How about when you should be playing for a gammon. Simple — ask the same question. Obviously you must think it is a pass, otherwise you would never consider playing for a gammon. However, you must be 100% sure. If there is the slightest doubt in your mind, then it is never correct to play on — always double. The reasons are largely the same.

a) Maybe it actually is a take. If there is any doubt in your mind, then this is a possibility. Naturally it would be foolish to play on for a gammon when your opponent has a take, regardless of what actual decision he makes.

b) Maybe he will take even though it is a pass. Opponents are not infallible. I have several times doubled positions which I had considered playing on for the gammon, only to have my opponent shock me and take the double. Needless to say, you literally cost yourself double the value of the cube when you play for the gammon when your opponent would have taken, since doubling would have given you the opportunity to play for the gammon at twice the level of the cube.

c) Maybe it was correct to cash anyway. A position has to be very strong to justify playing on for the gammon. If there was some doubt in your mind as to whether or not it is a take, it is almost certainly correct to cash.

d) Even if it is correct to play on and you mistakenly double and your opponent correctly passes, you usually haven't cost yourself much in equity. If you thought it might be a take, there must be a few rolls which will get your opponent back into the game, so the gain from playing on can't be much even if it is correct to do so.

I have often heard players attempt to justify not doubling by saying that they weren't sure if they were not good enough or too good. This is obviously nonsense most of the time. If they aren't sure if they are good enough they obviously are not sure it is a pass, while if they think they might be too good they obviously aren't sure it is a take. Therefore, by Woolsey's law, they have an automatic double. Following the law will prevent you from falling into this trap — if you aren't sure about the position, double.

Let's continue with our sample game:

3) **Black: 6-5 13/7\*, 16/11**  
**White: 4-2 Bar/23, 13/9**

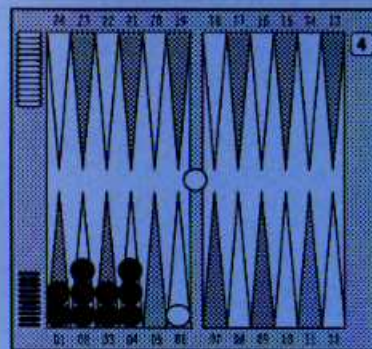
Is it a take? I don't think so. Black has a strong threat to form a four prime with three White men trapped behind it, Black has only one man back, and White hasn't started to develop his position. However, White has an anchor and still has all his men in play, so there is some doubt in my mind — I can't be 100% sure it is a pass. Therefore, any thoughts of playing for a gammon are out the window — Black must double. Who knows, White might even take.

4) **Black: 2-2 6/4(2), 11/7** **White 6-3 9/3, 6/3**

It is a take? Absolutely not! I am 100% sure about this one, and would not hesitate to pay a point to anyone who claimed it was a take. Consequently it is not automatic to double — Black can consider playing on for the gammon. As we shall see, playing on in this position is, in fact, correct. - *Continued next issue.*

## Rollout of the Month

### Rollout Problem #2:

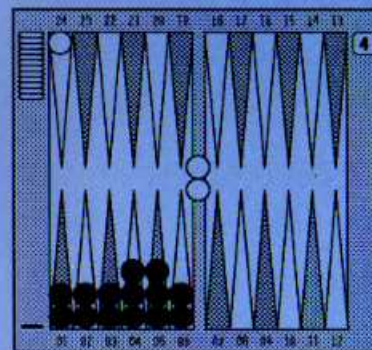


Money game. Black to play 11.

- (a) 4/off
- (b) 1/off(2) 4/2
- (c) 1/off(2) 2/off

Thanks to all our readers who sent in their rollout results for Problem #1. Here is the problem again with our tabulated results:

### Rollout Problem #1:



Money game. Black to play 65.

- (a) 6/off 6/1
- (b) 6/off 5/off

Results of 396 rollouts, each way:

**Play A: 6/off 6/1**      **Play B: 6/off 5/off**

Black wins	White wins	Black wins	White wins
267	129	280	116
67.4%		70.7%	

An interestingly close result which leads to several conclusions. First, bearing two men off in this position is slightly better than playing safe. Second, since bearing two men off leads to just a 3.3% edge despite White's having a blot in his board, we can conclude that in general, when you are already a substantial favorite in the position, playing safe and leaving no shots is the correct way to bear off. In the position with 13 men off and two men on the bar, for instance, we can be reasonably sure that, with a 65 to play, 6/off 6/1 is correct.

That Black should not take undue chances when he is winning is not really surprising. More interesting is the proper strategy when the race is close or Black is losing. Problem #2, a closer race, should shed some additional light on this.

## How Good is Your Backgammon?

by Bill Robertie

One of the best ways of improving your play is by studying the games of backgammon's top players. Most people, however, need the excitement of actual competition to take a game seriously. *How Good is Your Backgammon*, a regular feature in *Inside Backgammon*, solves this problem by simulating the experience of playing alongside a master in tournament competition.

The best way of following the game is to use a piece of paper or cardboard to cover up the moves. Read down until you come to a line of asterisks (\*\*\*\*\*). Figure out what move you would make in the situation, and write it down. Then uncover the move actually made. Points are given for the correct play, and lesser number of points are awarded for second-best choices. The comments explain the pros and cons of the moves made. At the end, a scoring chart enables you to evaluate your play.

The event is the first round of the invitational tournament at Reno in June, 1987. You have Black. Your playing partner is the author. Your opponent is Nack Ballard, winner of the previous Reno invitational. This is Game 1 of a 21-point match.

Black: Robertie White: Ballard

1 31: 8/5 6/5  
2 64:  
\*\*\*\*\*  
24/14

No credit. This was the standard play for many years, but a recent analysis by Roy Friedman and

Paul Weaver showed that 24/18 13/9! (4 points) is a better try.

Splitting to the bar is now routine with an opening 64, 63, and 62, but until quite recently no one has thought of it as a playable maneuver after the opponent has made an inner point. In fact, however, the play is quite logical and conforms to a reliable principle of early-game strategy: if your position is inferior and the cube is still in the middle, look for risky plays which, if successful, will equalize. Avoid passive plays, which tend to drift into bad positions without active counterplay.

By splitting to the bar, Black can equalize in three different variations:

. White could miss and Black could anchor.

. An exchange of hits could occur.

. White could miss and Black could escape to his own outer board, perhaps building an outside prime in the process.

The racing play, on the other hand, offers no clear route to equality. Rolls that hit with a deuce are clearly very bad for Black, but the rolls that miss still allow White to bring builders into play. If Black safeties the blot on the next turn, he still won't have made any inner board or blocking points.

Score 2 points for 13/7 13/9, which is also superior to the running play. No credit for the feeble 8/2 6/2, putting two checkers out of play.

2 ... 52: 13/8 13/11\*  
3 31:  
\*\*\*\*\*  
Bar/24 13/10

2 points. The opening has gone badly and now I need to drop back and consolidate a bit. Plays like Bar/21 (no credit) or Bar/22 6/5 (deduct a point) expose me to an attack at a time when White has a much better structure with his 5-point already made and excellent distribution. Playing 13/10 gives me a chance to make some sort of forward position, after which I can look for a chance to mobilize my back men.

3 ... 55: 13/3 8/3(2)

This would have destroyed me had I left my back men split.

4 32:  
\*\*\*\*\*

13/10 13/11

1 point. With White's three-point board, plays that involve slotting or splitting are now far too dangerous. Deduct a point for 13/10 6/4, or 24/21 13/11. On the other hand, White moved a lot of lumber with his last shot, and a priming game could be advantageous for me.

4 ... 65: 24/13

One of White's best numbers. With only one man back, White's chances of being primed are much reduced.

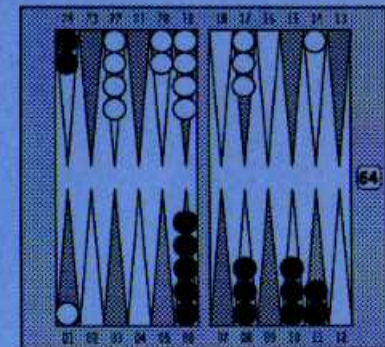
5 32:  
\*\*\*\*\*

13/10 13/11

2 points. What else? Deduct a point for 6/1\*, which is weak and would provoke a quick cube on White's part. Giving up the midpoint is only a small concession in the position, as I still own the 10- and 11-points. Besides, any other play is much too dangerous.

5 ... 55: 13/8(2) 13/3

This would have ruined White's game had he not been able to escape the man last turn. By holding onto my ace-point anchor, I've avoided quick annihilation in this game.



6 63:  
\*\*\*\*\*

11/5 8/5

1 point. I can't run till I've built some sort of position. Deduct 2 points for 24/15.

6 ... 21: 24/22 6/5

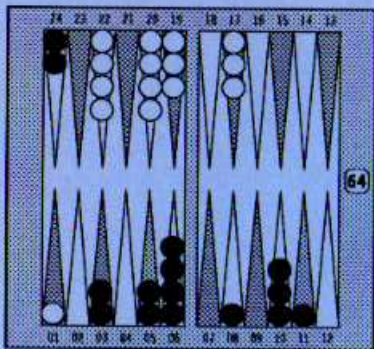
The wrong idea. Now I get more counterplay than I deserve. This checker should stay out of harm's way while White improves his position. Simply 6/5 11/9 is better.

7 53:  
\*\*\*\*\*

8/3\* 6/3

1 point. A great shot. I must attack from now on, because of White's great distribution of builders.

7 ... 61: Bar/24 11/5



8 54:  
\*\*\*\*\*  
10/1\*

3 points. The hit with 6/1\* is mandatory. White has many numbers to make a point in his board, plus many escaping numbers if I make a passive play. A case can be made for playing the 4 from 11 to 7, rather than 10/6. During the game, I thought the extra risk from the 52 and 43 hitting numbers, plus the possibility of a double hit with 16, outweighed the slightly better position if I got away with the bigger play. This still seems correct to me. Score 1 point for 11/7. Deduct a point for any play which doesn't hit.

8 ... 31: Bar/24\*/21  
9 0 63: 8/2 5/2

Of course, I would have dropped had White turned the cube. White evaluated his position as too good to double, however, and played on - a very reasonable decision.

This play, however, it not at all clear. White could have elected to play 21/12, which ensures that he can cash the game after any roll by Black. White's actual play offers better gammon chances, but at some risk.

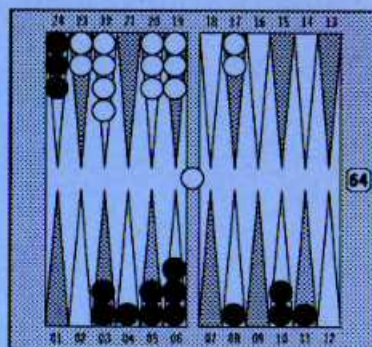
10 21:

\*\*\*\*\*

Bar/24 6/4\*

2 points. A passive play like Bar/24 8/6 (deduct a point) is equivalent to resigning. With this play, I force White to double.

10 ... White doubles -> 2



Evaluate this position:

- (A) White was too good to double.
  - (B) Double and big pass.
  - (C) Double - marginal take/pass.
  - (D) Double and clear take.
  - (E) White wasn't good enough to double.
- \*\*\*\*\*

Score 5 points for choice (D): double and clear take. I pondered this for quite a while at the board, as there is a huge swing depending on White's next roll, and obviously I have real chances of losing a gammon or a backgammon. Several factors, however, finally swayed me to take:

. If White dances (9 rolls), I have an excellent game.

. If White enters without hitting (11 rolls), I still have considerable play against White's last checker.

. White's bearoff position is awkward. He may never make the 4-point, and his two checkers buried on the 3-point reduce his overall flexibility.

The negative factor, of course, is that if White rolls a 4 or 26, I'm in very bad shape. Over-the-board, I assessed that I would be about even money to be gammoned or backgammoned in that case.

One further point in favor of taking: at the beginning of a match, it's important to be an aggressive taker. This pays big dividends later when your opponent, convinced that you will take anything, gives you a free roll or two in a tough position. (This doesn't count for much against a player as cool and confident as Nack, but against a lesser opponent, I might be able to steal a point or two.)

A rollout revealed that the take was correct, by a fairly comfortable margin.

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If the take is correct, should White have waited to double? No. The two key criteria for a good double are:

. First, being an overall solid favorite, and

. Second, having big swings of equity on the next roll.

Both factors clearly apply in this position.

For the other choices, score 1 point for (C), no credit for (B), and deduct a point for (A) or (E).

11 Take 64: Bar/21\* 8/2

White's worst hit, as he has to bury another checker.

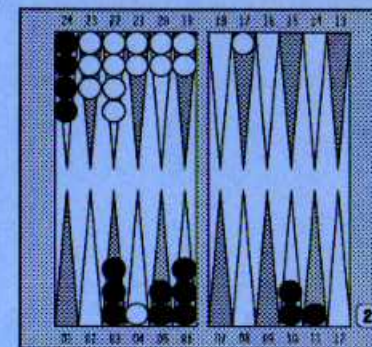
12 51:

\*\*\*\*\*

Bar/24 8/3

1 point. I would hit if I could, but since I can't, I may as well pick up my loose blot.

12 ... 21: 6/4 5/4



A great shot. Now I'm in big trouble.

13 52:  
\*\*\*\*\*

11/4\*

3 points. Not as bold a choice as it might appear, since I can easily be gammoned even after a passive play. Also, the other two plays, 11/6 3/1 or 6/1 3/1, (no credit) slotting or making the ace-point, cause me problems later on in a pure ace-point game, as with my own ace-point made I will have much less chance to pick up a second checker.

13 ... 43: Bar/21\*/18

14 61:  
\*\*\*\*\*

Bar/18

1 point. A great shot. I'm still breathing, but just barely.

14 ... 43: 18/14 8/5

15 52:  
\*\*\*\*\*

18/11\*

1 point. Another great shot, and now I'm back in the game. If I can leap another checker with a 6 soon, my outfield control should give me real chances.

15 ... 42: Bar/21 5/3

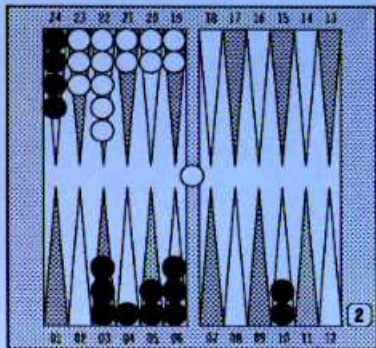
This strips out the last spare in White's home board. With the high points now stripped, awkward sequences can arise after I hit.

16 52:  
\*\*\*\*\*

11/4\*

2 points. This is much clearer than the hit on move 13 in almost the same position, since five of White's hits are also break numbers (42, 32 and 22).

16 ... 0



17 64:  
\*\*\*\*\*

10/4 10/6

3 points. I would like to leap with a 6, but I have to attend to matters in my home board first. By covering the 4-point, I raise White's count of break numbers to 9 (14, 13, 24, 23, 22), so I may never have to roll a 6 at all.

17 ... 0

18 64:  
\*\*\*\*\*

24/14

1 point. Another great shot.

18 ... 0

19 42:  
\*\*\*\*\*

14/10 6/4

1 point. Deduct a point for 14/8, which gives White a winning 26 shot for no purpose. After the actual play, I have three builders for both the 2-point and 1-point, and I still have 12 hits even after White throws a 26.

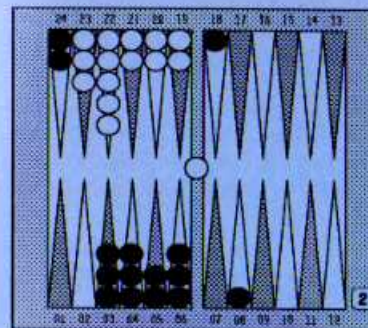
19 ... 0

20 62:  
\*\*\*\*\*

24/18 10/8

2 points. Now the extra risk seems justified, as I add a fourth builder to the 2-point, and go from 9 numbers to make the 2-point to 14. Also, with another checker escaped, my gammon danger is less even if White throws the 26. Score 1 point for 24/16.

20 ... 0



Should Black redouble?

\*\*\*\*\*

No (3 points). See the comment after Black's next move.

21 31:

\*\*\*\*\*

8/5 18/17

3 points. This play retains four builders for each inner point at no risk. No credit for 18/14, which unnecessarily leaves the 26 joker, and deduct a point for 18/15 8/7, which leaves 4 shots.

Last turn I moved to the 8-point because it was the only way to get four builders for the 2-point. Now I pick up the blot, since I can maintain four builders at no risk.

21 ... 41: Bar/24 6/2

<See Diagram, top of next column>

Evaluate this position:

(A) Too good to double.

(B) Double - big pass.

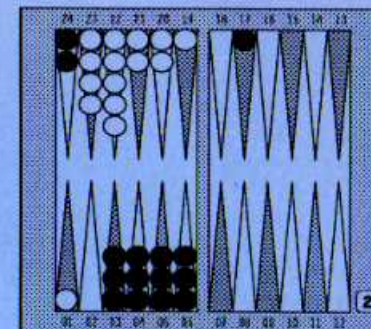
(C) Double - close pass.

(D) Double - take.

(E) Not good enough to double.

\*\*\*\*\*

Score 5 points for choice (C): double and a close pass. Most players drop instantly in these positions once they expose a second checker, as



White has just done. Whether the game is actually a pass, however, usually depends on the situation of the first checker that is already back. If the first checker is in no immediate danger of being attacked, so that White can pick up the second checker if Black fails to hit on the next turn, then White will usually have an easy take.

In Diagram 8, Black has good attacking chances against the first checker, making the second checker a bit more vulnerable than usual. White should pass, but it's a close call.

As a practical matter, most players (especially most good players) are reluctant to take positions where their strategic possibilities have evaporated and their equity consists solely of being able to scramble home with some good dice. Black is in a nearly ideal position in Diagram 8, but in practice Black could cash the game against most folks with a much weaker distribution of builders.

Score 2 points for choice (D). No credit for the other choices.

22 Double -> 4 Pass

Scoring Chart

42-47: World-class.

38-42: Top advanced player.

34-38: Solid intermediate.

30-34: Budding novice.

29- : Need some work.

