

# BIBAFAX

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Dedicated To  
Backgammon



**British Doubles Champions, 2012  
Paul Plumtre and Chris Humphries**

Full report on page 19

# Biba Backgammon Tour 2012

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Bright 'n' Breezy. Scottish Open. Manchester One-Day. Liverpool Open.  
Coventry Open. UK's Giant of Backgammon. Irish Open.

Some of the organisers of the above events are not directly involved with the UK Tour, but if they want to assist they are welcome to do so. All that is required of them is to make available the names of the Last 8/16 players in the Main and Consolation. This is purely a Biba project and any funding is via Biba and the event sponsor, PlayWSOB - entrants pay nothing towards it, it is a totally free-entry element of each event.

Main	Pos	Cons
19.95	1st	13.93
16.94	2nd	11.92
13.93	3rd & 4th	9.97
8.92	5th to 8th	5.98
4.91	9th to 16th	2.97

For the Last 8/16 of the Main and Consolation in each of the tour events, points are awarded as shown to the left. Event entrants gaining more than one award will only be awarded the higher score, they are not accrued.

A running points total and leader board will be published on the Biba web site following each event, and in the Bibafax upon publication. After the final event, currently the Irish Open, the top 8 scorers will become the qualifiers. These 8 qualifiers will be invited to take part in the Grand Final to be held on the Saturday morning at 11:00 at the 2013 Bright & Breezy tournament, in January. The Finals will be a 7-point Knockout with a winner-takes-all prize of at least £250 plus extras from our sponsors, bwin.com/wsob.

Qualifiers must confirm their attendance for the Final by 7 November, 2012. If any of the qualifiers cannot attend the Final then the 9th scorer will be invited, and thereafter, 10th, 11th etc. until such time as we have an 8 draw. Any vacant places that occur on the day of the Final will be decided in the same way. Entrants not present at the 11am start time will forfeit their place.

*Remember. There are no fees to pay to enter the BBT - the only fees you incur are those to enter each event. The BBT is not an official part of the above events (excepting those organised and run by Biba) but it is hoped that its involvement will result in more entrants for each event.*

13-15 January: Bright 'n' Breezy (Biba event)

16-18 March: Scottish Open - (Biba event)

22 April: Manchester One-Day - [www.lighton.btinternet.co.uk/backg.htm](http://www.lighton.btinternet.co.uk/backg.htm)

21-22 July: Liverpool Open

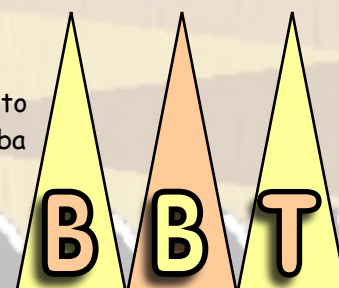
14 October: Coventry Open - <http://covbackgammon.co.uk>

19-21 October: UK's Giant of Backgammon (Biba sponsored event)

26-28 October: Irish Open - [eperry@iol.ie](mailto:eperry@iol.ie)

If your club is staging a local tournament that is open to all and you would like to be part of the BBT, please email and let us know. It is also very likely that Biba

See the next page for the full details of the 2011 Grand Final in Brighton and the latest listing, January's Bright 'n' Breezy.



To see the leader board and latest updates go to [www.backgammon-biba.co.uk/bbt2010](http://www.backgammon-biba.co.uk/bbt2010)

## Points awarded at the Bright 'n' Breezy, January 2012

Because this is the first Tour event of the year the points award and the overall listing are the same (see below) so there's no need for a separate event list.

The list is divided into two sections, the first two columns are the 'full' entrants and the right hand column are the 'temporary' entrants. As you should already know, this year Biba is allowing temporary membership at certain events (see page 27 for more details). At any event run by Biba which allows temporary members they can enter the event but they do not benefit from any annual championships, these are for full members only. Their temporary membership is only valid for the weekend only. The only exception to this is the Scottish Open in March, an event that is not wholly a Biba event and as such BBT awards will be allowed for all temporary members.

Brighton got off to a good start for the Full Biba Members, especially for Marcus Wrinch, the event winner. He goes to the top of the listing whereas his opponent, Raj Jansari, who is a Temporary member, doesn't benefit from his 16.94 score! Mind you he, and others can always opt-in to Full membership prior to 1 April to make good use of all championship points and awards. See page 23



Dan and Brian with their trophies . . . and 2011 Champion, Dan clutching the £250 first prize

Apologies for the poor image quality. It's time I got a new camera!

19.95	Marcus Wrinch	5.98	Nicky Check	16.94	Raj Jansari
13.93	Mark Heidenfeld	4.91	Arthur Wright	13.93	Malcolm Robertson
13.93	Peter Christmas	4.91	Chris Ternel	9.97	Vicki Pemberton
11.92	Eric McAlpine	4.91	Mark Calderbank	8.92	Kevin Jones
9.97	Paul Plumptre	4.91	Phil Tutchings	5.98	Dave McNair
8.92	Bob Young	2.97	Mardi Ohannessian	4.91	Barry McAdam
8.92	Geoff Conn	2.97	Paul Christmas	4.91	Nigel Buchan
8.92	Myke Wignall	2.97	Peter Bennet	2.97	Alan Beckerson
5.98	Jon Barnes	2.97	Tim Mooring	2.97	Gary Broker



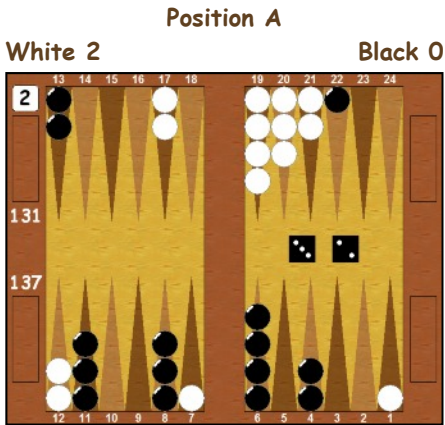
# How Low Can You Go?

By Michael Crane

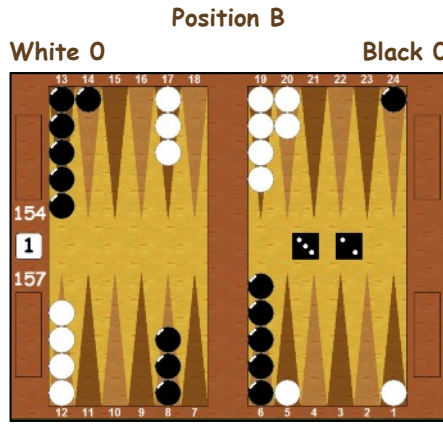
If you roll 1s, 2s or 3s you're going to be pretty low, and if with such dice you keep making errors or blunders then you'll be very low. There were many such 'low' rolls during the final of the Sandy Osborne between Myke Wignall (black -lhs) and Paul Plumptre (rhs). Take a look at the following positions and see if you can avoid being as low as either of the two finalists. Match to 11 points.



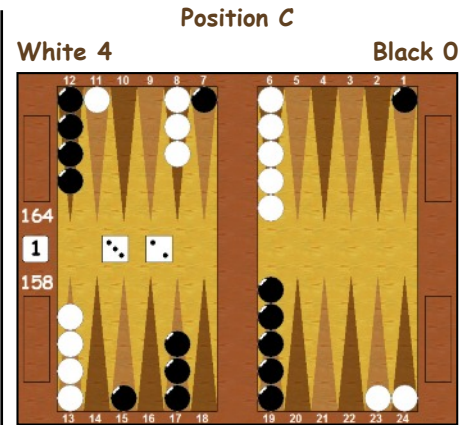
Check your results with the actual moves on page 6



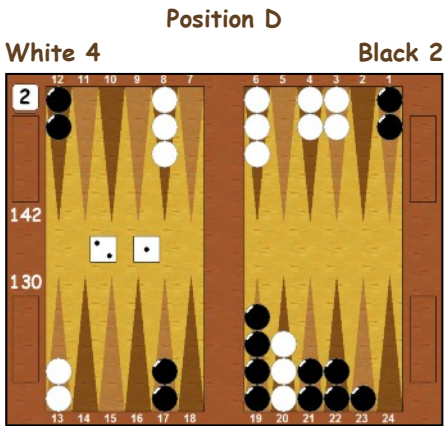
Black to play 32  
11/8, 6/4 or 6/1\*



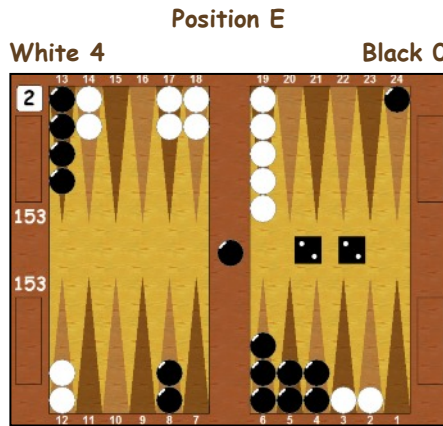
Black to play 32  
24/22, 8/5\* or 14/11, 13/11



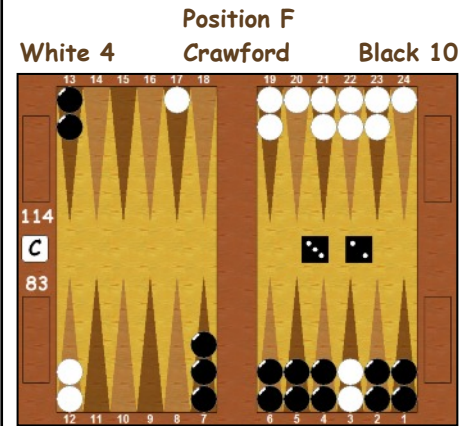
White to play 32  
24/21, 23/21 or 24/21, 13/11



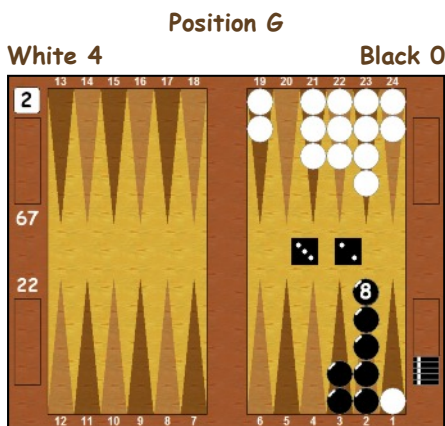
White to play 21  
8/5 or 6/3



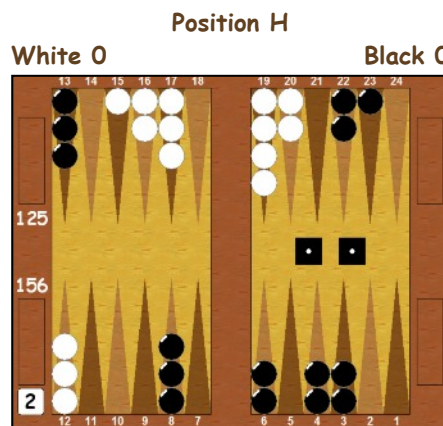
Black to play 22  
25/21, 5/3\*(2) or 25/21, 6/2\*



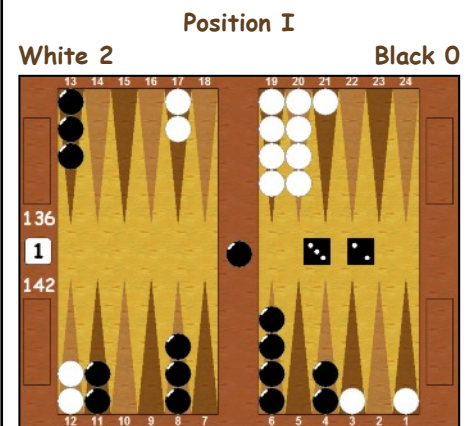
Black to play 32  
13/11, 13/10 or 7/2



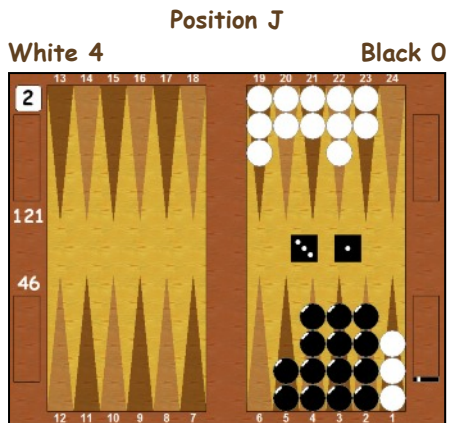
Black to play 32  
3/0, 2/0 or 3/1\*, 3/0



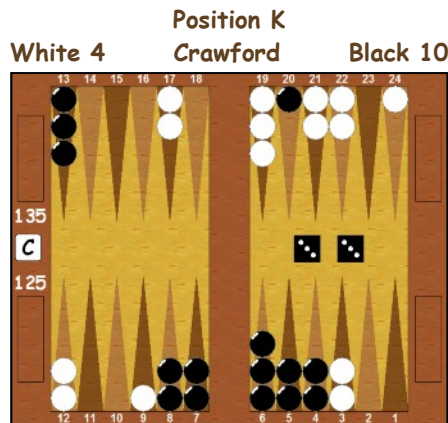
Black to play 11  
22/21(2), 8/7(2) or 23/21, 22/21(2)



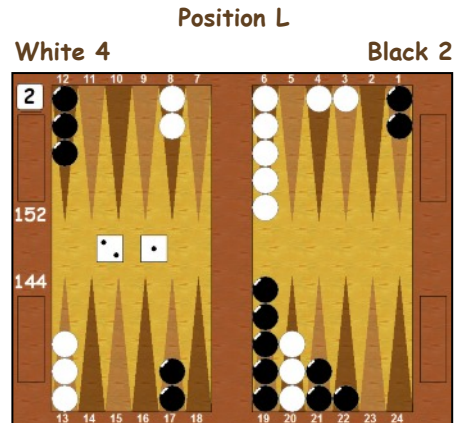
Black to play 32  
25/22, 13/11 or 25/23, 6/3\*



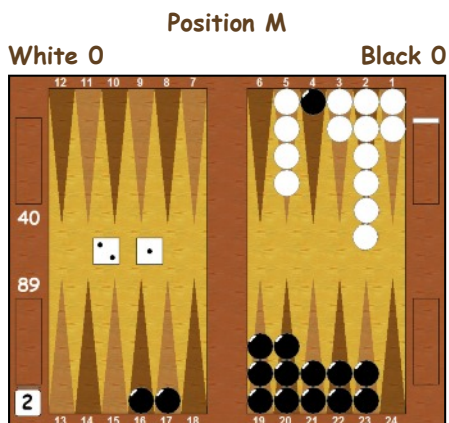
Black to play 31  
3/2, 3/0 or 4/0



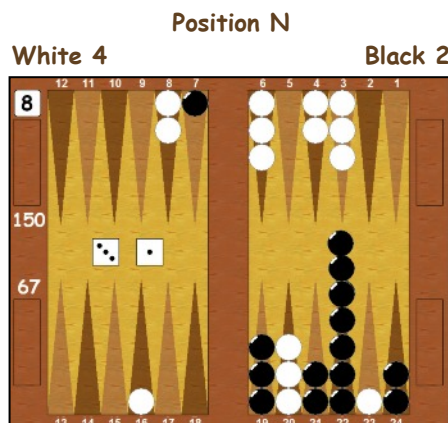
Black to play 33  
13/10(2), 13/7 or 13/1



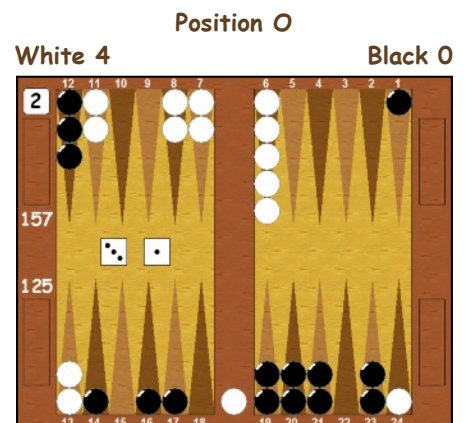
White to play 21  
13/11, 4/3 or 6/3



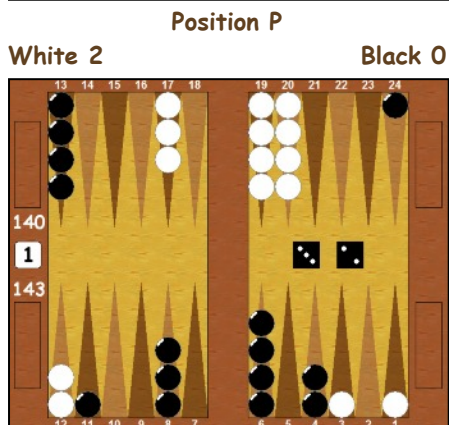
White to play 21  
5/4\*, 4/2 or 2/0, 1/0



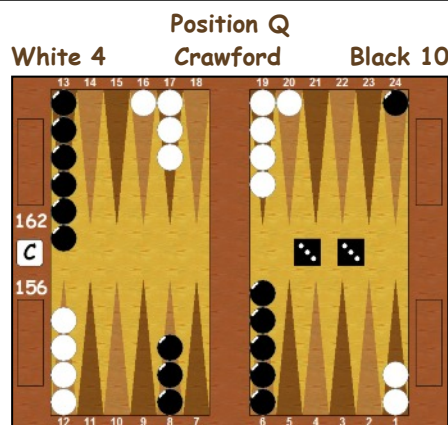
White to play 31  
20/17, 8/7\* or 16/13, 8/7\*



White to play 31  
25/22, 11/10 or 25/24, 11/8



Black to play 32  
24/21, 13/11 or 6/3\*, 3/1\*



Black to play 33  
8/5(2), 6/3(2) or 13/7(2)

Once you have worked out your own moves and made a note of them go to the next page to see how you fared and to find out, How Low Can You Go?

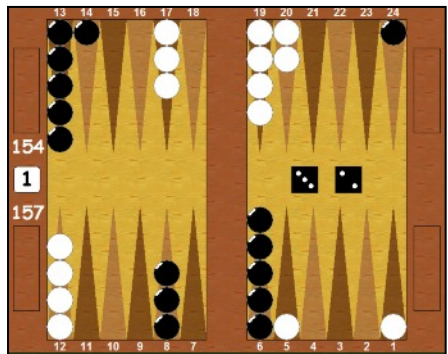
**WANTED**  
**THE UK'S GIANT**  
**OF BACKGAMMON 2012**

# How Low Can You Go?

Solutions By Michael Crane

The Positions on pages 4 and 5 were arranged in a random order, however, to fully appreciate exactly how the game progressed they are shown here in the 'correct' order. = Move Played

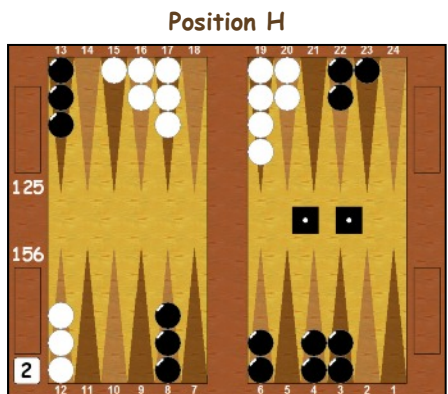
Position B  
White 0 Black 0



24/22, 8/5\* or 14/11, 13/11

Hitting here is a big blunder, there's little to gain from it and it will probably result in being hit. Making the 11-point is far superior and will, if white anchors on black's bar-point, help retain him.

**Outcome:** White rolled 44: 25/21, 24/20\*, 13/9(2). Black got hit and had to start all over again.

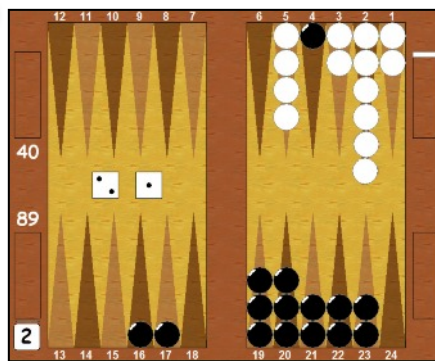


22/21(2), 8/7(2) or 23/21, 22/21(2)

This is a great opportunity to establish an advanced anchor and the bar-point, it is a waste to move all three back checkers to the 21-point. Black should have been looking to build a prime and then hope for a hit. Had the 23-point checker been left where it was it would have made 63 difficult for white to play.

**Outcome:** White rolled 44: 13/9(3), 10/6. However, had black played the correct move white's play would have very likely been 8/4(2), 6/2\*(2). Black avoided this even though he blundered.

Position M

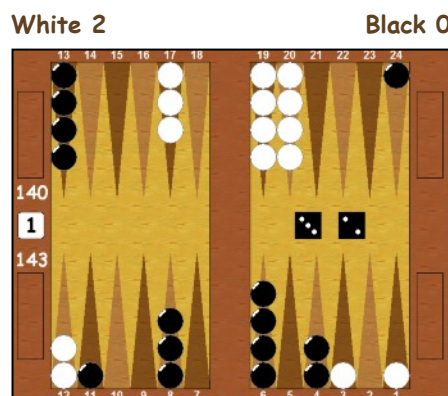


5/4\*, 4/2 or 2/0, 1/0

Hitting is unnecessary, and potentially game-losing. By hitting white is giving black chances to have a shot should white roll any of the 16 rolls that leave a blot next roll. Should white get hit in this position black will have an immediate recube and will take the two points.

**Outcome:** Black rolled 54: 25/21, 9/4. White has his chances reduced by 50%, but he doesn't get the chance as white then rolls 33.

Position P

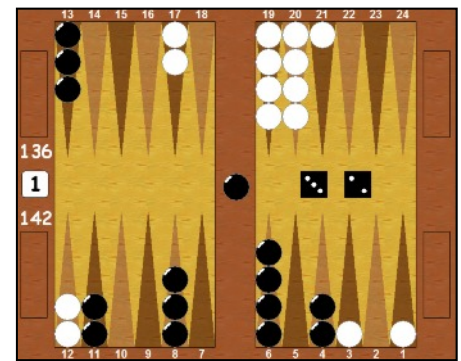


24/21, 13/11 or 6/3\*, 3/1\*

What a let down! Myke, famous for his 'Dynamic Backgammon' eschews the double hit! Instead he moves his back checker into danger (three spare checkers bearing down on him) and slots the 'useless-for-the-moment' 11-point. The double hit would have given him time to perhaps make another home board point or escape his lone runner.

**Outcome:** White rolled 31: 8/4\*. Correct play, but then on his next roll black makes another blunder.

Position I

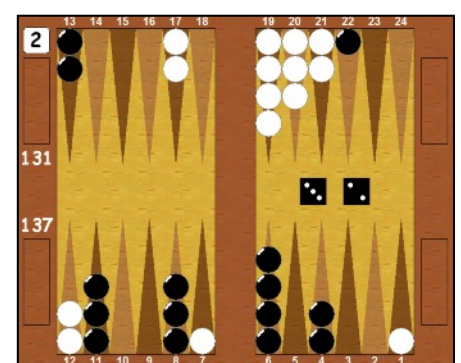


25/22, 13/11 or 25/23, 6/3\*

Having missed a better hit with the previous 32 he now decides to continue playing safe and ignores the hitting play, 6/3\*. Again, he needs to hit to aid his timing and hopefully prevent white from pointing on his lone runner. By playing him to the 22-point instead of hitting he's given white his entire dice roll to play with, and many of them play very well for him.

**Outcome:** White rolled 41: 22/18, 5/4. If black had played 6/3\* white would have been unable to cover his important 4-point with his roll of 41 without leaving it on or a direct 6. Black then offers a 2-cube (itself a blunder) and white snaps it up. Black then rolls a third consecutive 32 and his third consecutive checker play blunder.

Position A

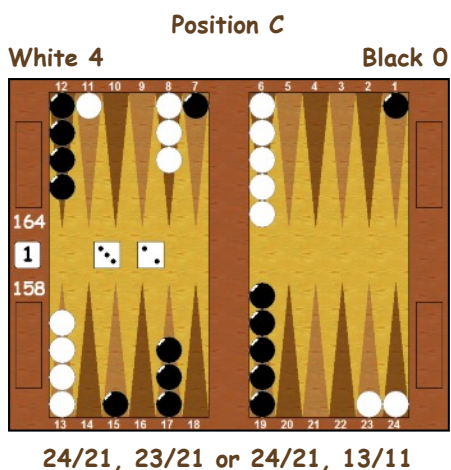


11/8, 6/4 or 6/1\*

What's happened to the *Dynamic Backgammon* we all know and love so much? Has Myke gone soft? He should be hitting not playing safe. His lonely little runner is quivering in fear of getting hit, and at least by playing 6/1\* he'd feel a tad safer. ▶

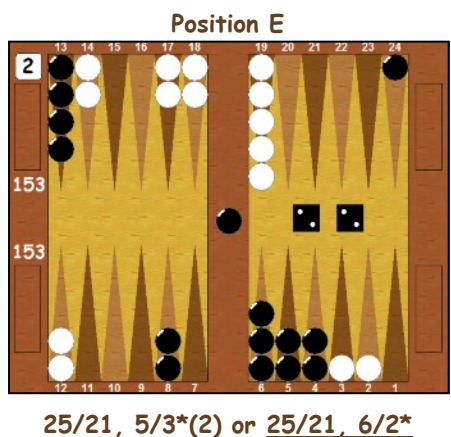


**Outcome:** White rolled 31: 6/3\*, 5/4. Black ends up on the bar with white having three checkers ready to make a home board 4-prime.



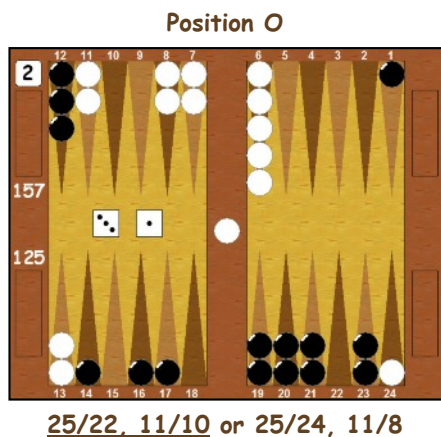
Not so bad this time, but the anchor just gets it by a small margin. If you make the anchor, then the 11-point blot isn't so bad, at least if hit it can land safely on the 21-point.

**Outcome:** 62: 10/4\*, 6/4. By failing to make the anchor white is now on the bar and a good few pips back.



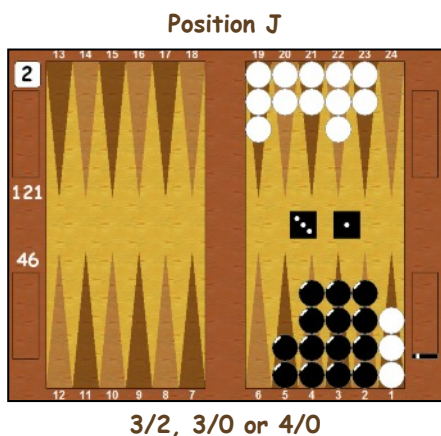
Shifting points here is a good tempo move and is better than hitting loose. Black doesn't really need another checker back in white's home board.

**Outcome:** White rolled 61: 25/24, 22/16. By being able to play his 22/16 white is slightly better off than the possible 25/18 he could have played. Three rolls later and white makes a sizeable blunder.



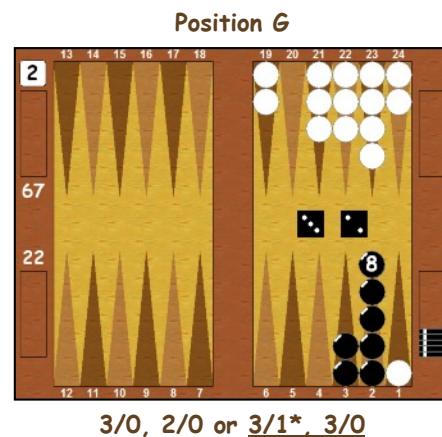
Playing 25/22 is asking for trouble with a capital trub! Black will hit that checker if he can, and he can with 80% of his rolls. White's home board isn't up to much so it's well worth the risk.

**Outcome:** Black rolls 52: 8/3\*, 3/1\*, a great double hit - which should have been avoided. Some rolls later ...



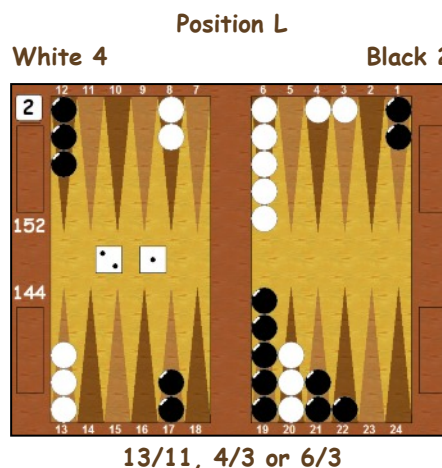
At first glance it looks as if 3/2, 3/0 is safer than 4/0; but in actual fact each play will leave 6 rolls that leave a blot. The difference lies with doubles. Two of the rolls that leave a blot after playing 4/0 are 66 and 55 both of which will take off four checkers. It's the little things like knowing that these two doubles play better for one move than another that can make all the difference to the outcome of a match.

**Outcome:** White rolled 55: 24/4. Black didn't roll one of his six blot-leaving rolls, he rolled 41: 4/3, 4/0. We now get to the bearoff and given a choice of just two plays, black gets it wrong!



Whatever black does he's leaving a blot on, and wherever it is it'll take one of eleven rolls to hit it. He's huge favourite to win the game even if hit so he should be taking off two checkers and going for the slim chance of the gammon, he's nothing to lose and all to gain.

**Outcome:** White rolled 44: 25/9 and easily saved the gammon.

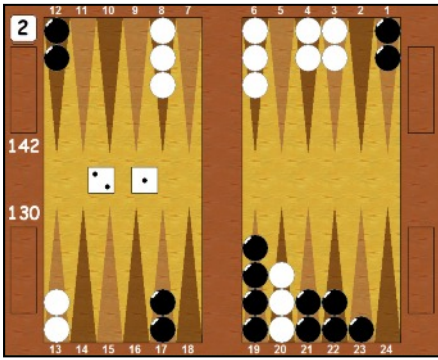


Even though it duplicates 3s playing 6/3 is an error. There's no need to leave a direct shot on and black would be quite happy to hit a blot on white's 4-point as opposed to his 11-point. If white had looked at the position from black's side of the board he'd see that black would be very pleased to have the direct shot.

**Outcome:** Black rolled 52: 13/8, 6/4. White replied with 52: 13/8, 6/4 and made his 4-point. Black then rolled another 52: 8/3, 4/2 after which white makes a blunder. ▶

DATE  
19 TO 21 OCTOBER, 2012

Position D

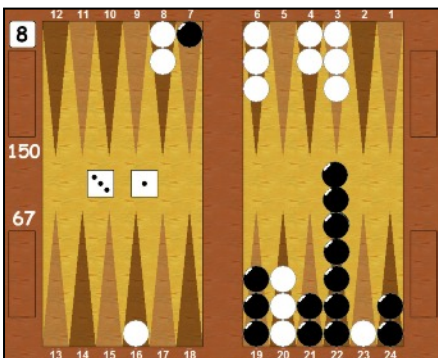


8/5 or 6/3

It's never a good idea to play past a point you'd like to make and white would like to make his 5-point. Slotting here is correct, it duplicates 4s for black. Plus, black is very inflexible, compared to white he doesn't have any spare checkers (not counting the one on his 6-point) and will have to shift off one of his three points very soon indeed, a consequence of which might leave a shot for white.

**Outcome:** Black rolls 51: 6/1, 2/1. White would not have covered his 5-point blot for one roll, however, during that time black would not have hit it, but he would on his next roll.

Position N



20/17, 8/7\* or 16/13, 8/7\*

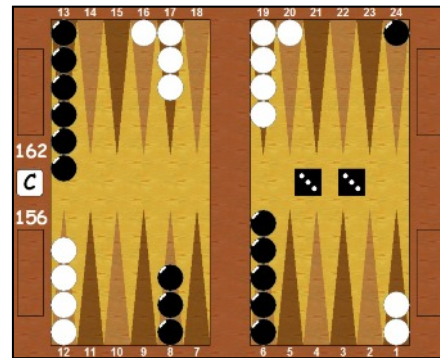
Yes, that is an 8-cube sitting on white's side of the board. It looks as if *Dynamic Backgammon* is still there! Not a biggie, this one, but it's a tad better to come out 20/17 and have another checker to cover the outer boards.

**Outcome:** White danced. Black then rolled 65 with which he could have made his 2-point or brought more checkers into the outfield.

From here things didn't go well for white and he very nearly lost a gammon and the match, saving it by one pip when he rolled a 53 and managed to get in and off with black having just two checkers left on his 1-point!

Position Q

White 4 Crawford Black 10

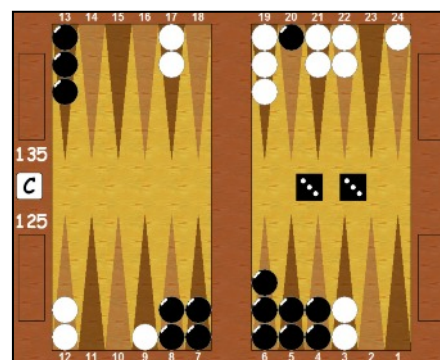


8/5(2), 6/3(2) or 13/7(2)

Making the bar-point looks good but it is an error. With white still on the black 1-point it is better now to ship checkers off the heavier points and make two good points in the process.

**Outcome:** White rolled 21: 24/22, 6/5. Because black didn't make his 3-point white was able to play a better 2 than he might have been able to play.

Position K

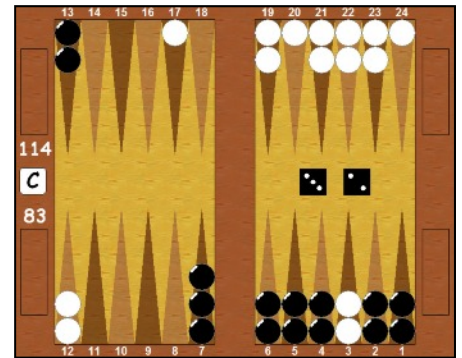


13/10(2), 13/7 or 13/1

Moving all three checkers off the mid-point and abandoning his runner is preferable to the alternative of burying a checker on the 1-point. At least the cross-over keeps all the checkers active and useful.

**Outcome:** White rolls 61: 16/10, 6/5\*, a play that was going to happen no matter which play black made. However, black got a good return, 54: 25/20\*, 20/16, after which white dances for a couple of rolls. A good bit later black blunders with this roll ...

Position F



13/11, 13/10 or 7/2

Playing 7/2 is very poor indeed, it is far better to play off the mid-point and aim for home as soon as possible. Although white has indirect 7s and 8s, he does have two direct blots on off the bar which he cannot cover if hitting.

**Outcome:** White rolled 61: 8/1; a roll that would have hit nicely: 22/15\*; after which black's 66 would have been worthless. As it was the 66 was a great roll played 13/1(2), and from thereon white never had a shot and subsequently lost the match 11-4.

When you see these logos within an article it means that they are available as match files in whatever format.

# VENUE

## to be announced online soon



Paul Plumptre

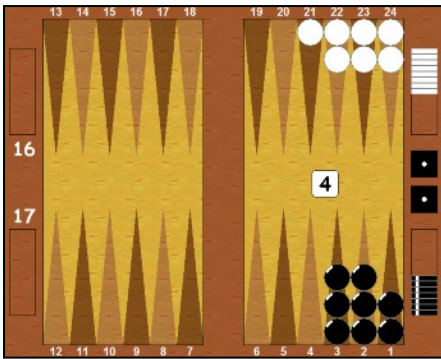
*To live is to suffer, to survive is to find some meaning in the suffering.*

Friedrich Nietzsche

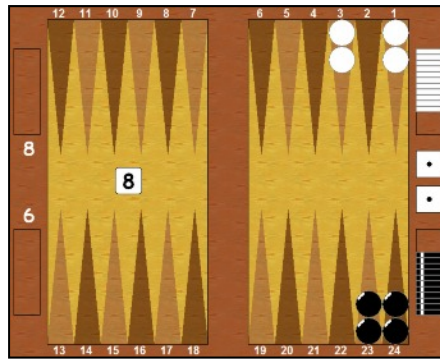
In this short article, Peter Bennet suffers in the end-game. Imagine you are Peter Bennet in the fourth round of a BIBA Swiss tournament. You are 2-1 up in the match to 11, and as black you have just rolled a good 65 in a close race to reach the position below. Do you re-cube from 2 to 4, at this match position of 9-away, 10-away?



Peter Bennet



Black (Peter) recubes to 4



White (Paul) recubes to 8

Your immediate observation is that the 4 rolls vs 4 rolls position, e.g. of 8 men each on the 1-point at money, is a good double, and a narrow take. Thinking more deeply, Peter realises that dice rolls 22 and 11 do not work for black, whereas they do for white.

Also black will fail in the 2½% parley that he rolls three 1s in a row. There also must be a small match effect, in that you do not want to give white a 4-cube when he is behind in the march.

However, Peter correctly concludes that these two effects do not over-rule the intrinsic strength of the 4-roll vs 4-roll position, and cubes. GNU puts the cubeful equities for white at 0.71 if No Double and 0.76 if Double/Take, so it is a correct double. Sensitivities show that the first two effects noted above are more important than the match effect, which is tiny.

Anyway, you double, and your opponent takes. You take two men off, and your wretched opponent rolls 22, taking three men off. You get another two men off, and now you are faced with an 8-cube coming across the table in the position at the top of the middle column:

Of course, Peter hates to put effectively the whole match on the line, by accepting this 8-cube. But the logic is inexorable. White is 28% to roll at 2 and fail, and you have some 6% extra chances of winning with a doublet yourself. If you drop, you are at 33% match-winning chance at 9-away, 6-away. So you clearly have better chances by taking, even without having to factor in your chances of rescuing from 9-away, 2-away when you lose this game.

In fact, the cubeful equities are -0.72 for black when he takes; and -1.0 when he drops. The match-winning chances are 39.8% when he takes, and 33.9% when he drops. This 6% difference is large in backgammon terms. No way should Peter drop.

In the game, white continues most unsporting. After Peter accepts the 8-cube, white rolls 66 to win immediately. And white won an undoubled gammon in the next game, to polish off the match efficiently.

### Reflections

White in this match is your author, Paul Plumptre. Of course, my cube decisions were very easy. I know that the opening position is a take at evens, so it is an easier take at the match score. And the re-cube from 4 is obvious in the final position. Peter's decisions are much more agonising. He knows he is the better player, and so he is very keen to keep the cube

low, and avoid the match being decided on a few rolls of the dice. He seriously thought about dropping the last cube; but reason prevailed. If he wants to handle the cube in this way, he has to accept that he should not re-cube from 2 in the opening position. This is very hard to accept. He can see 2/3rd of the next two rolls going to book with non-doublets, and then he has lost his market, as white has a clear drop in the 3 rolls vs 3 rolls position.

### Peter's Reply

Interesting sequence and write-up, which perhaps credits me with more than I deserve. First of all, XG assesses my redouble to 4 to be a bit more marginal than GNU: XG says it is right by only 0.025 compared to gnu's 0.050

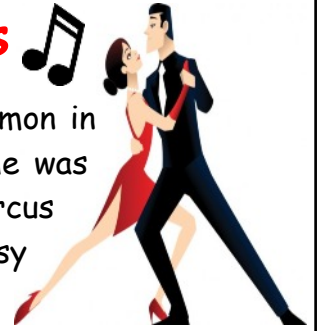
When I recubed to 4, one concern I had was that I did not want to be forced to take an 8-cube if things went wrong. I noted that all your big doubles allowed you to cube me out, so that was fine, but I did not look closely enough at your 11 and 22. Although these rolls both 'work' in that they get three of your men off, they do leave you vulnerable to subsequent misses. Double-one does not allow a correct recube to 8 (unless meanwhile I have rolled consecutive aces), but double-two is the nightmare scenario! Now you have an efficient recube to 8 and I have the agonising decision.

If I am the better player (and the evidence of this sequence is inconclusive!), I should have held on to the 2-cube. If I roll a non-doublet without an ace and you roll a high non-doublet I have an efficient cube-out next time. Sequences in which I face a takable 8-cube would be rare or non-existent.

In conclusion one could say that, although I was right to take the 8-cube, it was my own fault that I faced the unpalatable decision at all!



# Dancing With Tears in My Eyes

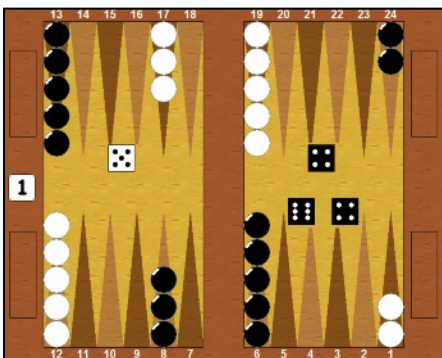


It's unlikely that Midge Ure, lead singer with Ultravox, had backgammon in mind when he sang their massive 1984 hit, even more unlikely that he was singing about Marcus Wrinch - but, after seeing what happened to Marcus during his Final match against Raj Jansari at the Bright 'n' Breezy it's easy to associate *Dancing With Tears in My Eyes* with backgammon.

So far the match had been (mostly) going Marcus' way - that was until Game 6! It changed in Game 6 after Marcus danced a few times . . . but in Game 7 he danced a lot! He is playing as black in the match to 11 points.

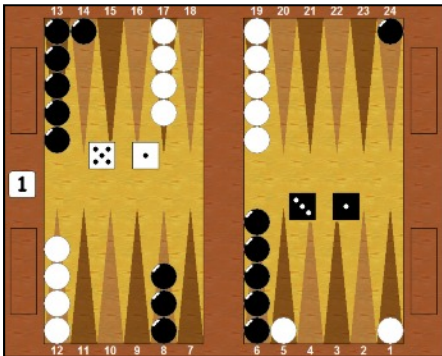
White hits the lone black runner but XG prefers to move 24/23 and not leave 7s off the bar. The 31 off the bar is a good roll, perfectly played.

Game 7  
Raj : 4      Marcus : 5

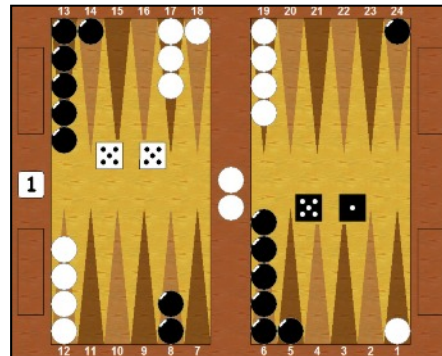


01) 54: 24/20, 13/8      64: 24/14

White opened with the accepted play but the 64 reply is a small error, here it was better to make the 2-point, something the bots have made more popular and acceptable nowadays.

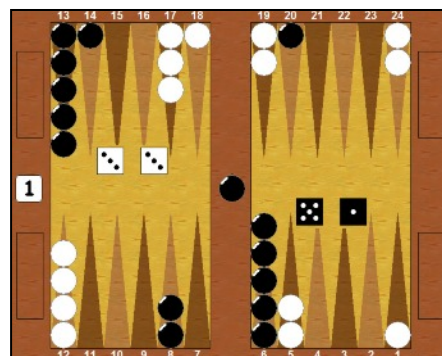


02) 51: 8/7, 6/1\*      31: 25/24\*, 8/5\*



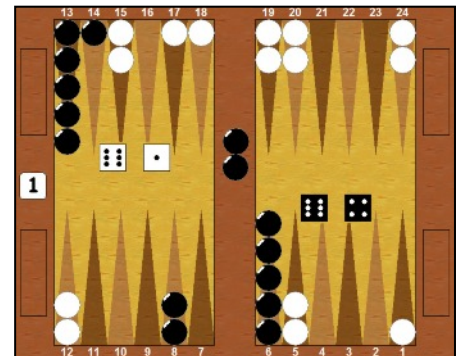
03) 55: 25/20\*(2), 6/1\*(2)      51: 25/20

Two in - two out; a fair exchange . . . slightly spoiled by the re-entering 51 from black.



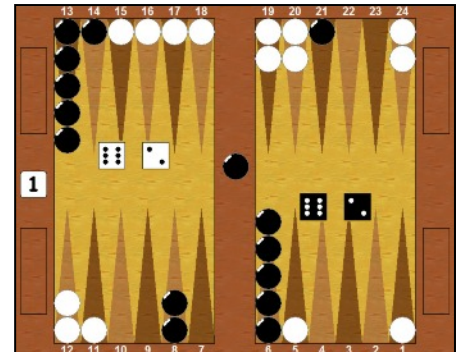
04) 33: 13/10(2), 8/5\*(2)      51: Dances

Raj storms back with a cracking double-three and a second 51 sees Marcus dance. There was some consideration to playing 13/7 instead of 13/10(2) but Raj discounted it, arguing that it gave him an extra builder; XG concurred.



05) 61: 20/14, 10/9      64: 25/21

There's no need to move 20/14 here, the priority is to quickly close black out with maximum points/builders. To this end XG favours 13/7, 10/9. However, white's play still leaves four good builders and good 2s and 3s to pick up a third white blot. Black pokes his head out with a single checker - but not for long!



06) 62: 13/11\*, 10/4\*      62: 25/23

A nice double-hit sees three black checkers on the bar (white didn't need the 3-shot from his 14-point to hit, the 2 was good enough). Another roll containing a 6 sees Marcus keeping two checkers on the bar this time.

07) 31: 14/13, 7/4      61: Dances

Raj covers his 4-point blot and Marcus dances. In fact 'dances' hardly describes what was to come. *Tarantella* would be a better word, or *Tap Dance*, or *Irish Jig*, or *River Dance*; any form of frenetic dance that allows white's three checkers to remain on the bar for the next seven rolls . . . and he's not even facing a closed board!

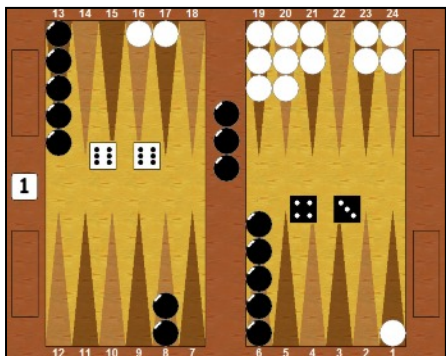
**COST**  
**REGISTRATION: £15**  
**ENTRY: £20**

- 08) 32: 11/6
- 09) 51: 8/2\*
- 10) 62: 13/11, 13/7
- 11) 51: 11/10, 7/2
- 12) 11: 10/7, 6/5
- 13) 63: 20/11
- 14) 31: 11/8, 7/6
- 64: Polka
- 54: Hip Hop
- 64: Quickstep
- 62: Foxtrot
- 41: Jive
- 42: Two-step
- 61: Conga

Fred Astaire leaps off the bar with one of his entourage . . . the remainder try, but can't join it. He continues tap, tap, tapping away.

- 21) 42: 18/14, 4/2
- 22) 11: 14/13, 2/1(3)
- 53: Mamba
- 43: Twist

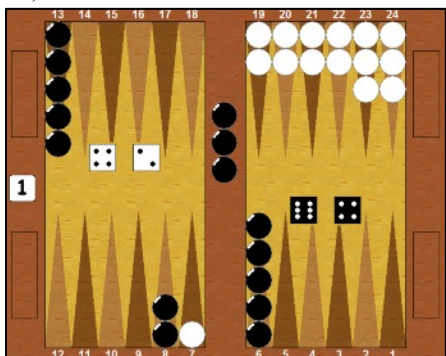
- 26) 51: 3/0, 2/1
- 27) 32: 2/0(2)
- 28) 64: 1/0(2)
- 29) 21: 1/0(2)
- 32: 25/22
- 43: 25/18
- 21: 22/20, 19/18



15) 66: 24/18, 9/3, 8/2      43: 25/22\*

Michael Flatley stops for breath as he brings in a checker . . . but he's soon back to kicking his legs into the air while still managing to keep his head perfectly still!

- 16) 52: 25/20, 5/3\*
- 17) 31: 6/3, 2/1
- 18) 42: 20/14
- 19) 66: 14/2
- 51: Tango
- 66: Waltz
- 66: Bolero
- 66: Cha-Cha

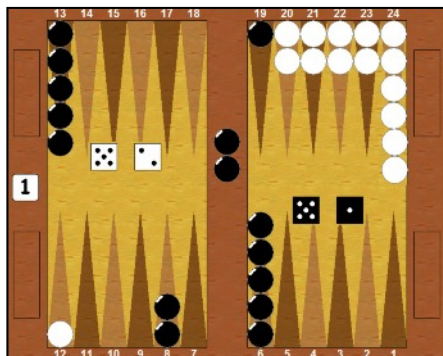


20) 42: 6/4, 6/2      64: 25/19

The poor turnout of just twenty players was partially down to the weather forecast and the fact that a casino in Bradford is running backgammon events the first Saturday of every month - dates that clash a lot with Biba events that have been (mostly) the first weekend of the month for the last 20 years!

With such a small entry we had just two players on 3-3 for the Sunday, Jeff Barber and Andy Bell, an encounter that Jeff walked away the victor. He then was pitched against Peter Christmas (3-4) but Peter was unable to stop Jeff's winning streak as he moved up to 5-5. Of the two players on 4-5 Gerry Enslin was drawn to play Jeff in the 11 point Round Six.

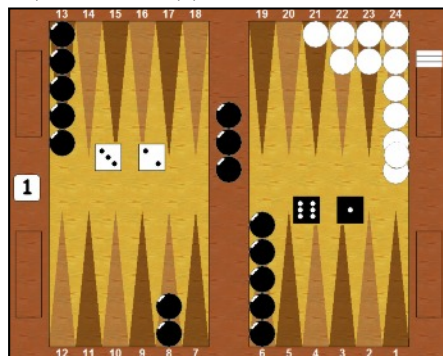
In a match containing seventy-one errors, thirty-two of which were blunders, it was



23) 52: 13/6\*      51: Hornpipe

Black's checker is sent back to the ball; as Raj prepares for the bearoff.

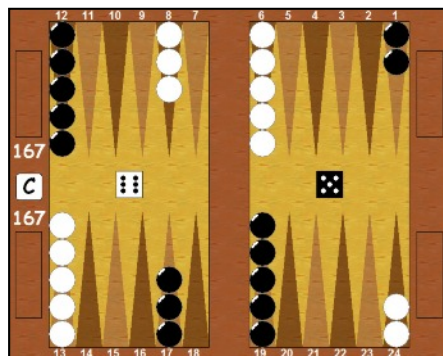
- 24) 55: 6/1, 5/0(2), 4/0
- 31: Can Can



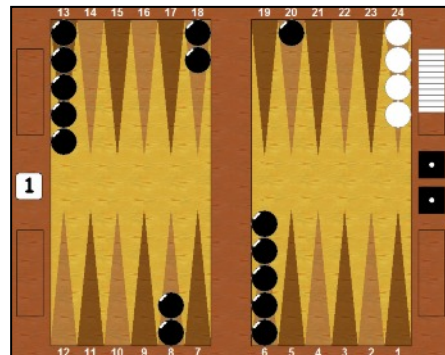
25) 32: 4/2 3/Off      61: 25/19

Now white's getting cocky - he's about to leave a third consecutive blot on after his 32 and four points open; and Ginger Rogers can't hit a cow with a barn door!

a surprise to see that one game was not only blunder-free (but did contain six errors) but that XG rated them as World Champ and World Class! It was the Crawford game and Gerry (black) was leading 10-6.



24/18, 13/8



Now he's able to escape the backgammon, Marcus hangs up his dancing shoes and resigns the gammon.

Unfortunately for Raj this sequence of rolls (especially those for Marcus) were not to be repeated and this was the last game he won as Marcus, rubbing *Deep Heat* into his aching feet stepped up the pace and went out as the winner, 11-6.



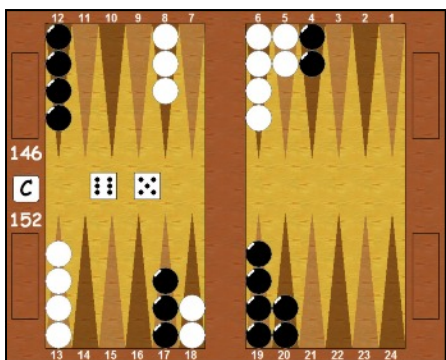
## The PlayWSOB.com Jarvis Trophy

### Report by Michael Crane

When I am on my PC and watching the video recording as I transpose it into XG I don't need to know what side Gerry or Jeff is sat, I can tell from seeing an opening 65 played 24/18, 13/8. It is Jeff on roll!

I can't remember seeing anyone else not run - but that's Jeff's style. For a very quiet player (except for the loud 'tuts' now and again) he's very aggressive over the board.

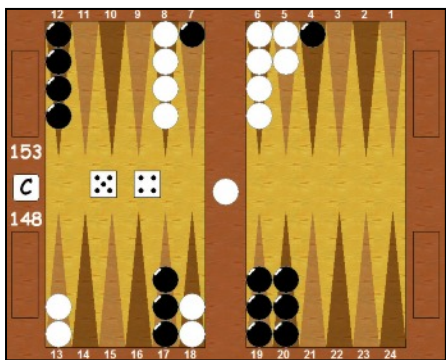




13/8, 13/7

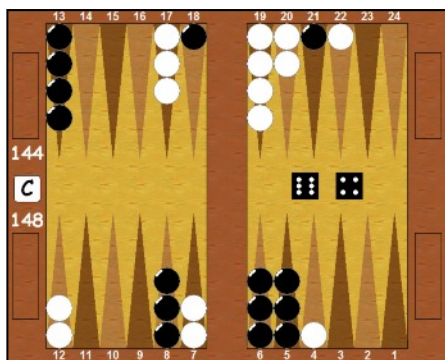
Another 65 and this time Jeff unnecessarily teases Gerry with a shot; and Gerry actually obliges with 31: 21/18\*, 6/5. Jeff should have just played 13/2 and kept away from leaving a blot.

Following Gerry's 31 we now have a sequence of three errors in a row.



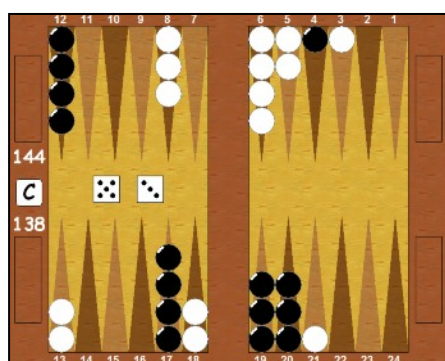
25/21, 8/3

It's not a good idea to play over any of your opponent's checkers unless there's no choice. Here the straightforward 25/16 would have been better.



18/8

It's Gerry's turn to make an error, and playing safe is an error. With the blot on Jeff's 3-point it would be better to play 21/15, 18/14. It might leave two blots on but white will be hard-pressed to hit and make his many blots safe.

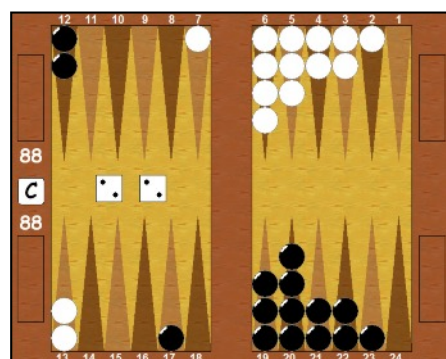


21/13

Ironic, isn't it? If Gerry had played the 'better' move with his 64 Jeff would have hit 13/10 and covered 8/3 - but then Gerry's 64 off the bar would have put Jeff onto the bar! But, all that didn't happen, what did happen was that Jeff ran out

when he should have secured his 3-point and ran out from the back: 8/3, 21/18.

Much later in the game we get to the final error.



6/2, 5/1

The race is level so there's no need to take advantage of getting in three cross-overs with 13/11, 13/9, 7/5; readying for the bearin and bearoff. Mind you, a cracking 33:13/10, 13/4 from Gerry, followed by a dismal 21:13/12, 13/11 from Jeff, saw Gerry take the lead. Later a 66 and then a bit after that, a 55 saw Gerry bearoff to win the Crawford and the match.

The good news is that there will be a Rollover of £150 at the next tournament, the British Doubles Championship, 2-4 March - an event open to everyone including non-Biba members.

Meanwhile, in the **Consolation** element, Myke Wignall and Mick Vacarey sat down, each on 2-3, to battle it out for the trophy. In the end Myke got the better of Mick and he took the trophy and the pool money, he being the only player on 3-3 on the Sunday.

Of course, it all began with the **Friday 500**, and it looks as if Peter Christmas is making this his own event. He won in Brighton and now, after beating Mardi Ohannessian twice (he lost in the first round to him, bought back in and beat him in the final) he's top of the list with a maximum 20 points.

On the Saturday night we had the **Doubles**, a Round-Robin tourney that saw Ann's Team (Ann Pocknell and Bob Young) winning 3-3 and Cottagewebs (Peter Christmas and me) winning nil, zilch, zero, nada, bugger all! We were unlucky!

The **Poker** went ahead, its numbers boosted by the entry of Yan Kit Chan; an entry that surprised a few players - Yan is blind. But, that didn't stop him; they played with his braille cards and he managed to see off two players before going out in 5th place. Had he been allowed to deal he says he'd have come out in first place! As it was this went to Anabel Carrington with Myke Wignall 2nd and Mark Calderbank 3rd.

Finally, I have already had one comment from a player (not at the event) pointing out the 'unfairness' of Peter getting 20 points in the Friday ▢



Gerry Enslin - Winner

500 with a field considerably smaller than that in Brighton. I pointed out that this is the benefit of turning out on weekends when the number of entrants are low and quoted from the web site, "Just how many entrants each event will attract is unknown - so it might well be worthwhile entering just in case the number of entrants is fewer than 16! Can you afford not to enter?"

And really finally, I'd like to thank Andy Bell of playwsob.com for sponsoring the tournament and for Sharen for stepping in for an absent Deana Fawcett and helping out.

And before I go, don't let the fact that you can't find a doubles partner for next month deter you from entering - I guarantee we will find you one on the day.



Top: Jeff Barber - Runner-up  
 Middle: Consolation, Mick and Myke  
 Right: Gerry Enslin's 'Keep Calm' tee-shirt



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# Pair a Dice Lost

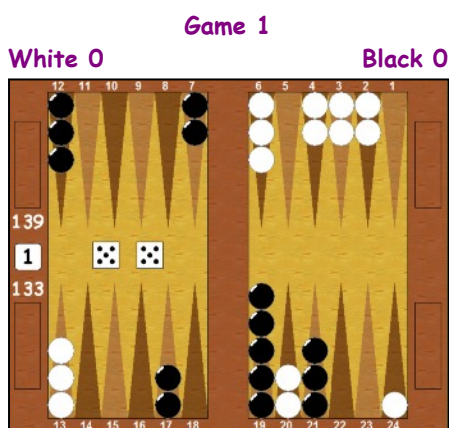
*"All is not lost, the unconquerable will, and study of revenge, immortal hate, and the courage never to submit or yield." — John Milton.*

Did Milton play backgammon? Was the above quote about backgammon? It could well have been; but the next quote perhaps leaves no doubt.

*"What is strength without a double share of wisdom?"*

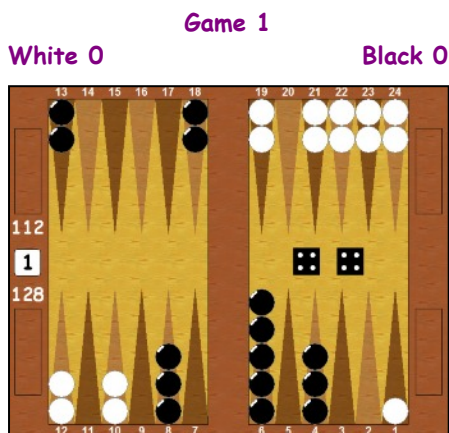


During their 6<sup>th</sup> Round 11 point match at the Playwsob Jarvis Trophy, Jeff Barber (L) and Gerry Enslin (R) had many pairs of dice that proved 'difficult' to play - difficult as in mistakes were made in playing them. This article takes a look at some of them and sees what XG has to say about them — Michael Crane.



20/15(2), 13/8, 6/1

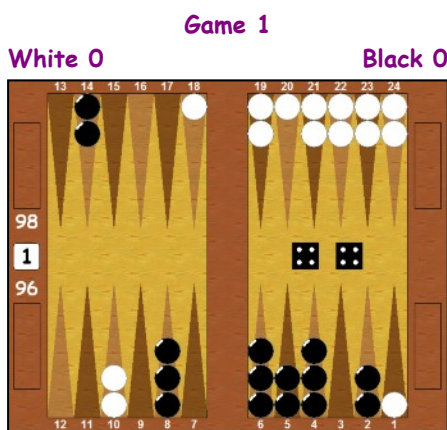
This is a great roll for white and it is best played by running 20/10(2). The lone runner isn't in any immediate danger and black only has one spare checker (mid-point) in both outfields before he'll have to abandon a point to move large dice. There's nothing to be gained by leaving the one-shot, and everything to lose (a load of pips for a start). From black's side of the board this is the move he likes to see.



18/14(2), 13/9(2)

With a lone checker on his 1-point, black would be better off making his 5-point with 13/5(2). White's timing is poor and he'll very likely have to split off black's

10- or 12-point soon, perhaps leaving a shot - a shot that might well dance on a three-point board. By playing 18/14(2) black has made it easier for white to leap over his back two checkers.



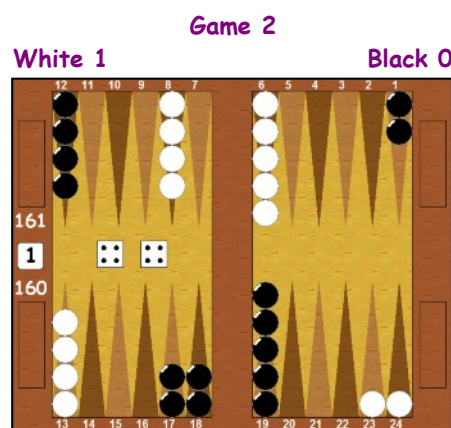
8/4, 6/2, 5/1\*(2)

This is a toss up between the move above and 8/4(2), 5/1\*(2). The actual play looks very safe, leaving no shots off the bar to cause any problems; whereas XG's roll leaves a 53. But is this how we should view this position? Hardly.

It's not the 53 off the bar that needs our attention but the bad rolls black has should white stay on the bar. At first glance they both look pretty good, however, it is quite obvious that the actual play leaves a bad 65 should it be rolled.

Perhaps that alone would be enough to dissuade anyone from playing it, but in reality there are twice as many rolls that leave a blot next roll with the actual play as opposed to XG's play!

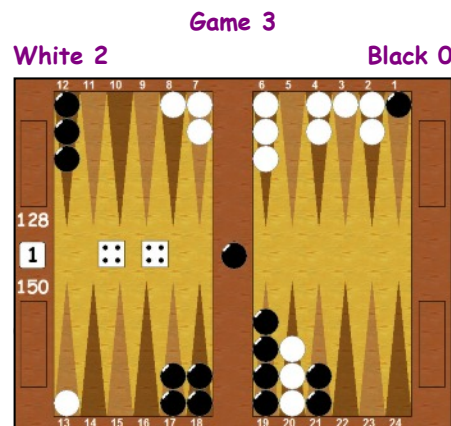
And it gets worse: With XG's play just one roll, 55, will leave a direct shot off the bar; and with the actual play four rolls leave a direct shot; 65 and 53. Percentage-wise, that's a lot!



24/20, 13/9(2), 6/2

Doubles are special, you get to move your checkers in pairs if you've a mind to. So why does white not do this? His play leaves a home board blot and one of his runners on the next point that black wants to make.

Any play that moves two pair of checkers is better than the actual play, and by a very large margin. Of the plays that make useful points XG prefers 8/4(2), 6/2(2).



20/16(2), 13/9, 7/3

This roll is crying out for two in air, and this is achieved with 13/1\*, 7/3. Even though it leaves a direct 1 off the bar ▶

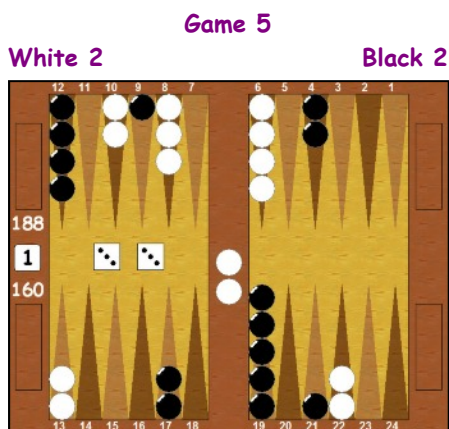
(just 11 rolls) it is far superior to leaving three indirect blots, hit by eight rolls, or nine if counting double-one which will be nicely played by pointing on the 5-point.

In the game white rolled 61: 25/18\*, white danced and was cubed out a roll later.

is plain wrong. If you don't mind leaving a direct shot on at least do it by playing 8/5(2) and make a decent point in the process. At least that would just be an error and not a blunder. Better still, leave no shots on and just play 6/3(2).

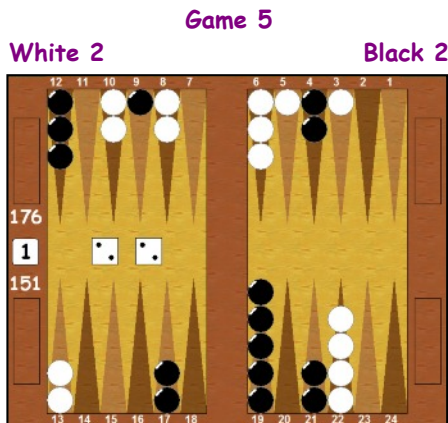
Black then rolled 54: 13/4, nicely covering his 4-point blot and then . . .

make your 3-point: 5/3. There's absolutely nothing to be gained by hitting, and with only a 1-point board (the one point you're 'born' with) you're not going to keep white dancing with one roll out of thirty-six for too long!



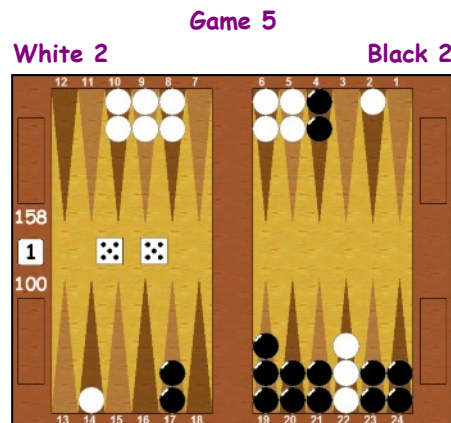
25/22(2), 8/5, 6/3

Well, two of the 3s are moved correctly - and that's about as good as it gets for white's move! Slotting two home board points (one of which leaves a direct shot)



22/20(2), 13/9\*

Leaving on four blots, two of which are direct off the bar, is completely off the wall! Certainly make the 20-point, but make it with 22/20(3) and then



8/3(2), 6/1(2)

It's a brave man that clears his 6-point when he's got eight checkers still to bear in; but it's an act of short-lived bravery for it leads nowhere. The best thing to do here is play 10/5(2), 8/3(2). It leaves you with three decent points and one that can be made next time with a roll of 3 without breaking anything up to do it.

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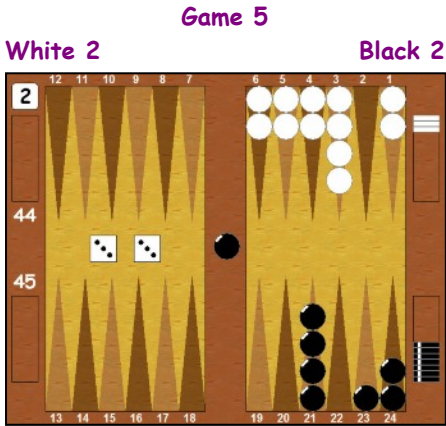
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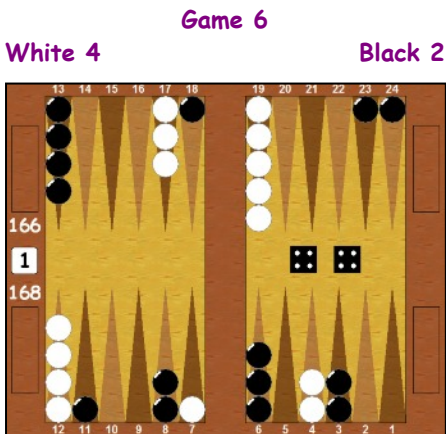
Biba Grand Prix Event

Black will struggle to play 6s and might well leave a shot when he rolls one.



5/2(2), 3/0(2)

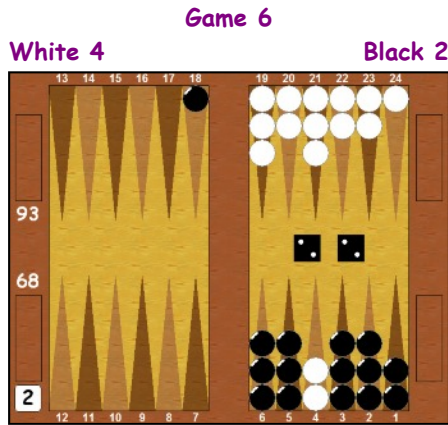
A joker 55 would put black back into this game, so the actual move leaving the 5-point open and ten checkers on to clear isn't as good as four checkers off the 3-point: 3/0(4). Although white wants black out of the way, he wants him out of the way via a 2 or 3 with a 6 or 5 or 4 (with the 3), not with a stonking double-five.



24/20, 18/10, 11/7\*

It's usually good practice to shift off heavy points when rolling doubles - something the actual move fails to do in this position. Certainly it's correct to hit 11/7\*, but rather than leave it there it should continue: 7/3 to safety.

Then it's a simple job to move 13/9(2) and make a useful outer board point.

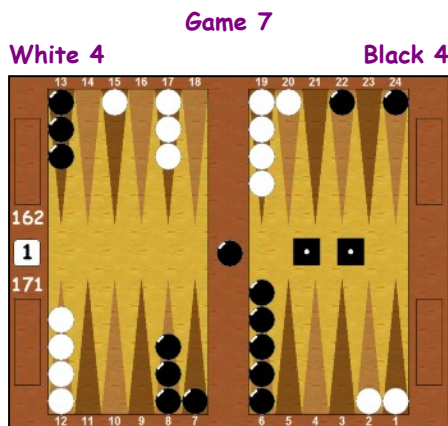


18/12, 3/1

Black needs to get in as soon as he can - especially before white closes his home board. He doesn't want to give white any good chances to get a fly shot - which is what the actual play does, giving white all 8s except 22.

The average roll roll is 8 (8.16666 if you want to be pedantic!) so why not leave yourself an average roll to get your last checker home safely and play 18/14, 5/1?

This is what XG suggests. By staying 10 pips away instead of 8 pips away the only rolls that'll hit you back are 55 and 64, three rolls as opposed to five rolls. Two extra rolls doesn't look that many does it? How does 66.66% more look? Not so good now, is it?

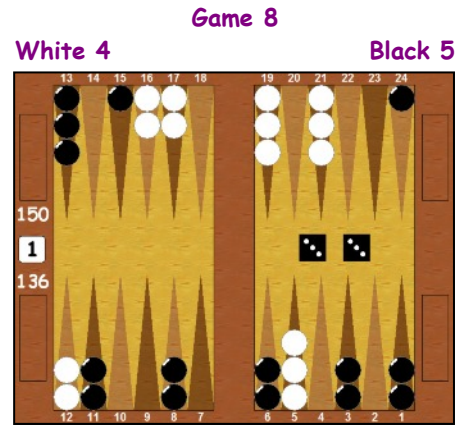


25/24, 22/20\*, 8/7

Is it worth hitting a checker back at the expense of making a four-prime strad-

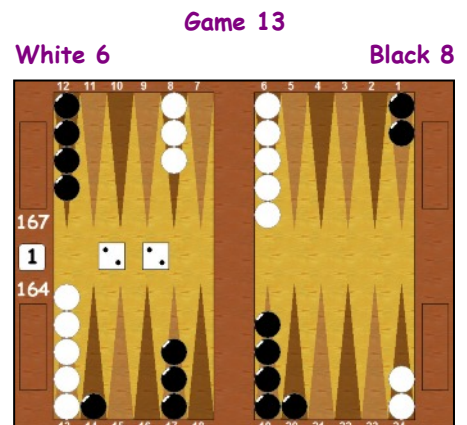
dling your own bar? No it's not; four-primes should not be discarded lightly.

Playing 25/24, 8/7, 6/5(2) will give you points that'll stay with you until near the end of the game; and as a bonus you also trap two white checkers in your home board. I know hitting help stops white making his own 5-point, but on the plus side, you can definitely have yours.



13/7, 11/8(2)

Black's two blots can't take advantage of this double-three, and it cannot protect them, so, don't bother about them. Instead make it difficult for white to get his runners out by playing 13/10(2), 13/7. Although it leaves an additional blot (2s to hit) it is far preferable to stacking two more checkers on the 8-point. All that does is take away a good blocking or landing point away.



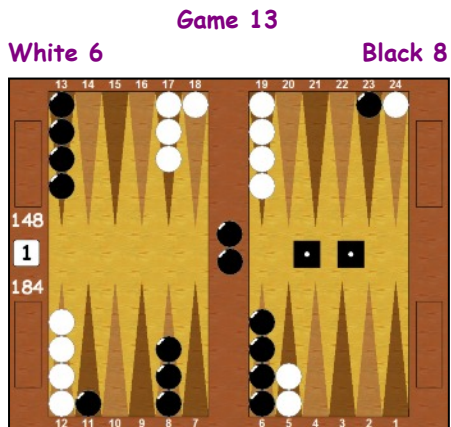
24/20\*(2)

**OPEN TO...**  
**ALL BACKGAMMON PLAYERS**

Hitting 24/20\* is essential, but actually making the 20-point isn't. It's better here to make a home board point with 6/4(2). The 20-point blot isn't in too much danger (in fact it is threatening white's blot) and the 4-point will be with you for a long time to come.

Next. Black, 62: 25/23, 24/18. White, 65: 13/7\*, 6/1\*.

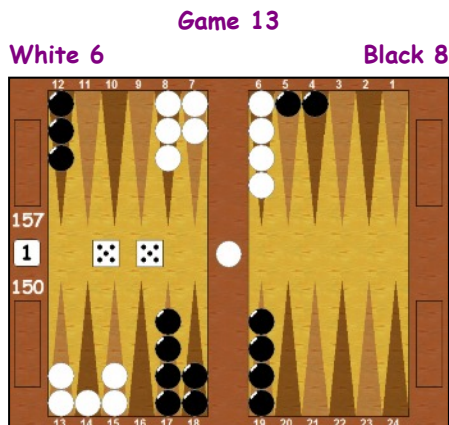
And then black does this . . .



25/24\*(2), 23/21

It's only a very small move but 24/22 is better than 23/21. Black doesn't need an anchor on the white 1-point; what he needs is an advanced anchor, and XG's

play is leading towards this, at the same time threatening the white bar-point blot.



25/5\*

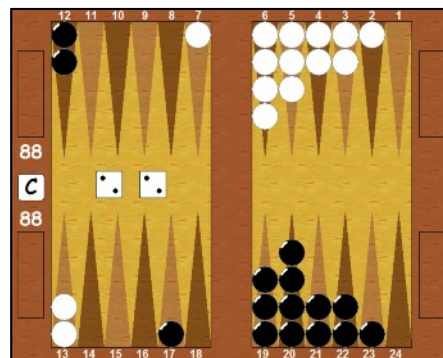
It looks good, doesn't it? In off the bar and hitting back on your own 5-point? If it was just that, leaving return shots on the 5-point it might be OK, but hitting on the 5-point leaves 5s and 2s as hitting rolls, and that isn't so good.

Hit by all means, but cut down black's return shots to a single number, 4, by playing 25/15, 14/4\*. You've just escaped a checker with a great double-five, don't double you chances of going back on the bar - and even worse, you could end up with two being sent back.

### Game 14 Crawford

White 6

Black 10



6/2, 5/1

The race is level so there's no need to not take advantage of getting in three cross-overs with 13/11, 13/9, 7/5; readying for the bear in and bearoff. Playing within your home board is wasteful and still leaves five cross-overs. Mind you, a cracking 33:13/10, 13/4 from black, followed by a dismal 21:13/12, 13/11 from white, saw black take the lead. Later a 66 and then a bit after that, a 55 saw black bearoff to win the Crawford and the match; and this is where leave *Pair a Dice Lost* . . . until next time.



**ENTER IF...  
YOU HAVE WHAT IT TAKES  
TO BECOME THE UK'S  
GIANT OF BACKGAMMON.**

**DETERMINATION - SKILL  
STAMINA - ENDURANCE  
AND GUTS!**

# THE UK'S GIANT OF BACKGAMMON

Are you the best backgammon player in the UK? Well, by 22 October the answer will be decided. This is because over the weekend 19-21 October 2012 the UK's Giant of Backgammon Championship is being held at a venue to be decided, and the overall winner could be taking home £1280! Mind you, it won't be easy, the event is a rigorous test of endurance, stamina, skill and guts - certainly not for the fainthearted.

Total entry is limited to the first 64 players to confirm their attendance. Registration Fee: £15. Entry Fee £20. 1st Prize £1280 (100% of entry fees based upon an entry of 64 players). NB: Entrants not staying at the hotel on the Biba rate are

subject to a service charge of £10 for the whole event, payable prior to play starting on the Friday evening.

This is Biba-sponsored event and is open to everyone but is not ranked or awarded any championship points but will be awarding **Biba Backgammon Tour** points.

Players wishing to take part must do so by registering via pre-payment of the Registration & Entry Fee to arrive at 2 Redbourne Drive, Lincoln, LN2 2HG before 30 September, 2012 (or until an entry of 64 has been reached, whichever is soonest). Cheques @ £35 payable to 'Biba' or via PayPal @ £36.50 includ-

ing PayPal fee (account details on request). When sending in your fees please enclose your name, address, contact phone number and email address. Successful entrants will be notified of acceptance via email if one is provided, else by phone.

The format is a tough test of any backgammon player's skill with matches of varying length and time played over a three-day period and will be a **Double-Entry Knockout, Best of Three** - if you lose in Friday's, 1st Round you get a second chance to get back into the Main Final via the KO#2. It all kicks off on the Friday night (see timetable below assuming 64 player entry).

## Friday Main (64 entries)

Round 1 Main @ 21:30: A 'best-of-three' 5-pointer round; a one round elimination format to divide the field into two separate KOs for the Saturday morning, the winners going into KO#1 and the losers into KO#2. Ending approx midnight.

## Saturday Main (Both KOs)

Round 2 @ 10:30: 1 x 5pts, 1 x 5pts, 1 x 1pt  
Round 3 @ 12:45: 1 x 5pts, 1 x 5pts, 1 x 3pts  
Round 4 @ 15:15: 1 x 5pts, 1 x 5pts (Break for dinner)  
Round 4 @ 21:30: 1 x 7pts, end approx 22:45

## Sunday (Both KO's)

Round 5 @ 10:30: 1 x 7pts, 1 x 7pts, 1 x 3pts  
Round 6 @ 13:15: 1 x 13pts  
Round 7 (Final) @ 15:30: 1 x 15pts, KO#1 entrant starts 5-0 up, end approx 18:00

## Consolation (60 entries)

Round 1 Saturday @ 22:45: 1 x 3pts, end approx 23:30  
Round 1 continues Sunday @ 10:30: 1 x 3pts, 1 x 3pts  
Round 2: 1 x 3pts, 1 x 3pts, 1 x 3pts  
Round 3: 1 x 3pts, 1 x 3pts, 1 x 3pts  
Round 4: 1 x 7pts  
Round 5: 1 x 9 pts  
Round 6 (Final): 1 x 11pts end approx 18:00

## Last Chance (32 entry)

Round 1 @ 11:30: 1 x 3pts, 1 x 3pts, 1 x 1pt  
Round 2: 1 x 3pts, 1 x 3pts, 1 x 1pt  
Round 3: 5pts  
Round 4: 7pts  
Round 5 (Final) 9pts, end approx 17:30

Due to the format of 'best of three' clocks will be issued at the request of players or at the director's discretion. If you have your own clock, please bring it with you.

**19-21 October, 2012**

*Venue and special rates for  
Biba Members will be  
announced online soon*

# BRITISH DOUBLES CHAMPIONSHIP

## 2-4 March 2012



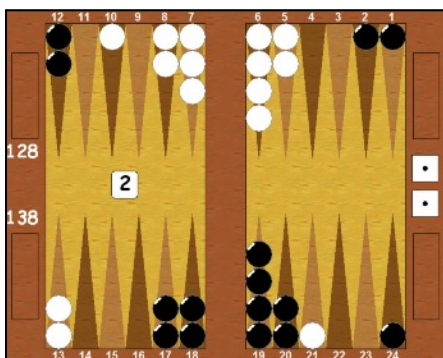
Trying something new is always a bit of an unknown quantity and to be honest I wasn't certain how main pairs we'd have entering; so, when ten pairs turned up to play in the Main I was quite happy to see we'd reached double figures!



What we lacked in quantity, however, we made up for in quality, the two 'most fancied' pairs being: Julian Fetterlein & Marcus Wrinch (9 Main titles) and Andy Darby & Chris Ternel (5 Main titles). Mind you, being 'most fancied' only took both pairs to the semi-finals. Here Julian & Marcus were beaten by Peter & Paul Christmas; and Andy and Chris were beaten by Paul Plumptre & Chris Humphries (new-member); giving us a 'not so fancied - but quite good' final.

In the match to 7 points, Peter & Paul (white in the positions below) got off to a cracking start as they went ahead 4-0. Thanks in part to this Take blunder;

Game 1



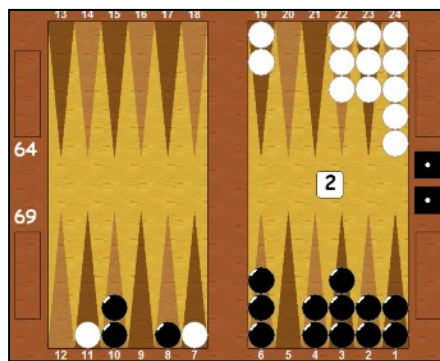
White 0 Black 0  
White cube action

On roll and just 10 pips ahead, Peter & Paul decide to cube. The race is negligible but they do have two black checkers trapped on their 1- and 2-points, each requiring a combination shot to escape the 4-prime straddling the bar; whereas their single blot in black's home board is fronting a 4-prime and has a good choice of escaping rolls.

Paul & Chris take . . . XG wouldn't and rated it Double/Pass and a blunder.

The score gets going at 4-0 to Peter & Paul, and then in the next game it all goes a little bit pear-shaped for them as Paul and Chris ship across a cube in the following position:

Game 2

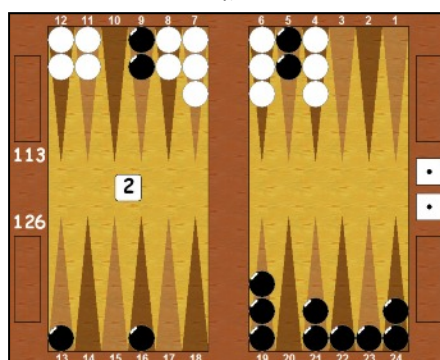


White 4 Black 0  
Black cube action

Just 5 pips behind in the race but positionally black are looking good; they have a double-shot with 3s and 1s (58%) and every chance of being safe after their roll if they fail to hit. XG rated this a blunder as Double/Pass.

After almost two minutes of debate, Peter & Paul take! Black's 44 misses them but it gets three in and one off. The race is still close and black eventually rolls out to win by just one roll.

Game 3

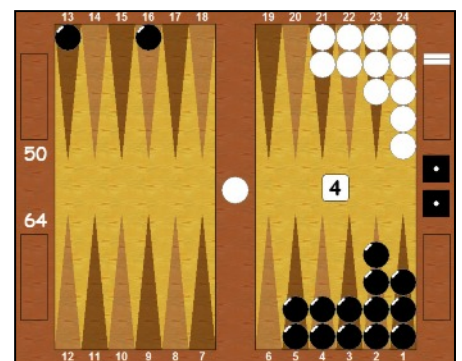


White 4 Black 2  
White cube action

There's too much contact to think about a race, and although is favourite they've got a lot to do still and black's two anchors can cause mischief.

However, this is Double/Take as XG will gladly confirm.

Some time later we arrive at the recube:



Having been hit early in the bearoff, white is now on the bar and Paul and Chris ship across a perfectly good recube to 4. XG rates the game winning chances as approx. 66% to 34% in black's favour - and 34% should be enough to take, but Peter and Paul drop and the score moves to 4-4.

In Game 4, white just manages to save a backgammon and Paul & Chris go into the Crawford, leading 6-4; a game that goes well for them as both sides got to a three-checker finish with black on roll (they'd had a bit of help from two consecutive double-threes) - 64: 2/0, 1/0. Peter & Paul needed a double-two or greater to save the match and they rolled 41 leaving a single checker on their 1-point as the match and the new, Doubles title slipped from their grasp.

Meanwhile, in the **Progressive Consolation**, room had been set aside for the Main semi losers to drop in (playing each other in the 8 draw). The semi-finals saw Andy & Chris (from the Main) vs Myke Wignall & Anabel Carrington; and Mick Vacarey & Ginge Fullen vs Mark Calderbank & Mardi Ohannessian. Andy & Chris triumphed, as did Mick and Ginge; and in the final it was Andy & Chris who came out on top.

In the **Last Chance** we had to inject a 'scratch' pair because a pair that was scheduled to play didn't want to. So, in steps yours truly and my faithful Assistant, Deana Fawcett. It proved to be ▷

winning combination as we played into the final where we beat Gerry Enslin and his son, Innes, and I got to take home one of my own trophies!

As usual over the weekend we began with the Friday 500, an element from which Mardi Ohannessian prevailed over Jerry Limb. And on Saturday evening we had another Doubles KO, from which Pickled Players emerged the winners on 2-2, leaving Cottagewebs and Desperate Pair joint 2nd on 1-2 each. In the Poker only entrants with names beginning with M were allowed to win: 1st, Mark Calderbank; 2nd, Mardi Ohannessian; 3rd, Mick Vacarey.

Finally, before I go I'd just like to ask you one question. Take a look at the image below and tell me: Is it a handbag or a birthday cak



If you picked birthday cake then go to the top of the class. This magnificent cake-replica of a Radley bag was created for the 50th birthday party of Tina Mullins, Jerry Limbs' girlfriend. The photos don't do it justice - it really was a work of art;

so much so that poor Tina couldn't bring herself to eat it and so it went home uneaten. This wonderful cake was created by 'Celebration Cakes by Lisa' on whose web site [www.celebrationcakesbylisa.com](http://www.celebrationcakesbylisa.com) a whole feast of fantastic cake creations can be found.

And really finally. Thank you to everyone who turned out for the first foray into Doubles KOs. It might have been small but it was perfectly formed and a success - so you can expect to see it back next year. Also, thanks to Mark Calderbank for the Poker, Deana and Sharen for helping out, and to Tina and Jerry who made Friday night's dinner a magical experience.



**Party People**

**Standing:** Mardi, Rosey, Anabel, Myke, Ginge, Peter, Mick  
**Seated:** Tina, Jerry, Sharen, Michael



**Images from the top right:**  
 Main 1<sup>st</sup>, Paul & Chris  
 Main 2<sup>nd</sup>, Peter & Paul  
 Consolation 1<sup>st</sup>, Chris & Andy  
 Consolation 2<sup>nd</sup>, Mick and Ginger



More images



Last Chance, 1<sup>st</sup>: Michael and Deana

Last Chance, 2<sup>nd</sup>: Gerry and Innes

## 2012 Details, Deals



Registration: Saturday 1030 to 1230

Play Starts (prompt): Friday (extra event) 2100, Saturday 1300, Sunday 1030

Auctions Group, Saturday 1245. Individual, Sunday 1015

Pools: Private, members only, prize pools available at £tba

All tournaments feature a free entry Friday 500 \*\*

Formats: Knockouts - 11, 7, 5, & 3 point matches, Swiss - 6 x 11 point matches

Saturday night backgammon Doubles, Poker Grand Prix and Jackpots subject to demand

Registration Fees. Members Only: £25 - you can join on the day. Temporary Membership: £5  
 Entrants not residing at the hotel on the Biba rate, £15/£10 extra to cover facilities  
 (all fees and surcharges to be paid on the day - prepayment not required)

### FRIDAY

2100: Friday 500 \*\*  
 + Jackpots (on demand)

### SATURDAY

Registration 1030 / 1230  
 Play starts 1300 prompt

### SUNDAY

Registration 1030  
 (penalty points apply @ 1035)

\*\* Friday 500 entrants who are not on the Biba rate or are not staying in the hotel will have to pay a £15 entry fee, this fee will go towards the £500 prize money for December's Finals.

### 2012 HOTEL RATES

The Barceló Edinburgh Carlton Hotel (16-18 March event only)

Reservations: 0131 472 3001 and quote 'backgammon'

Dinner, Bed & Breakfast (per room, per night)

Single @ £82 Double/Twin @ £120

The Barceló Hinckley Island and Daventry Hotels

Reservations: 0800 652 8413 and quote 'backgammon'

1 person x 1 night @ £70. 1 person x 2 nights @ £123

2 persons x 1 night @ £115. 2 persons x 2 nights @ £215



[bwin.com/wsob](http://bwin.com/wsob)



SPONSORS OF THE BIBA BACKGAMMON TOUR

### What does sponsoring an event entail?

At the very least you are required to supply the trophies for the event - the costs vary, but are usually in the region of £100 to £150. If you wish to attract a good turnout then extras should be considered to boost attendance. You can rename some of the above events to suit your sponsorship - details upon request. Once sponsorship has been agreed you are obliged to supply/fund the trophies in order to exclusively reserve your event.

**If you would like to sponsor a tournament, those marked X are unavailable.**

★ = Biba Temporary Membership		2012 Calendar		✱ = No Biba membership required			
Mar 16-18	★	XIII Scottish Open	GP	BBT	Edinburgh	Knockout	
Apr 13-15	★	British Open (Sponsored by playWSOB.com)	GP	UK	Hinckley	Knockout	
Apr 22		Manchester 1-Day	✱	GP	BBT	Manchester	Combination
X May 4-6		County Cups Trophy - Sponsored by Paul Plumtre	GP	UK	Hinckley	Swiss	
Jun 1-3		The English Open	GP		Hinckley	Knockout	
Jul 6-8		Biba World Championship	GP	UK	Hinckley	Knockout	
Jul 21-22		17th Liverpool Open	✱	GP	BBT	Liverpool	Combination
Aug 3-5		SAC Trophy	GP	UK	Hinckley	Swiss	
Aug 18-27		16th Mind Sports Olympiad	✱		London	Swiss	
Sep 7-9	★	The Biba Olympic Backgammon Event	GP		Hinckley	Knockout	
Oct 5-7		The Barcelo Cup	GP		Daventry	Knockout	
Oct 14		The Coventry Open	✱	GP	BBT	Coventry	Knockout
Oct 19-21		The UK's Giant of Backgammon	✱		BBT	tba	Double KO
Oct 26-28		20th Irish Open	GP	UK	BBT	Dublin	Knockout
Nov 2-4		Townharbour Trophy	GP	UK	Hinckley	Swiss	
Nov 30-2 Dec		UK Finals			Hinckley	Double KO	

## Manchester Backgammon Club

[www.lighton.btinternet.co.uk/backg.htm](http://www.lighton.btinternet.co.uk/backg.htm) e-mail [absolutforme@yahoo.co.uk](mailto:absolutforme@yahoo.co.uk)

### One Day Backgammon Tournament Sunday 22 April 2012

\*\*\*pre-entry by 15 April essential for Sunday\*\*\*  
(including payment of entry fee)

at Manchester Bridge Club, 30 Palatine Road, Withington, Manchester M20 3JJ

Registration 9-30am to 10-30am. Play starts 11am prompt (finish about 10pm)

Entry Fee £25 (£15 Juniors) (numbers limited to 56)

Please bring your own board if you have one

Main event 5 qualifying rounds (Swiss format 5 point matches)

Main Final 8 or 16 player knockout. Consolation Event 5 point knockout

Last Chance 3 point knockout. 1 point knock out event

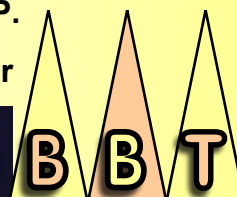
**Trophies - Prizes - Pools - Buffet - Bar**

To pre-book your entry send your cheque for £25 (£15) payable to Rodney Lighton to:  
Rodney Lighton, 450 Parris Wood Road, East Didsbury, M20 5GP.

Please include your name, email address & telephone number



**PlayWSOB.com**



## ★ BIBA EVENTS OPEN TO 'THE PUBLIC' ★

Common to all events: The Friday will be the normal, Friday 500, free entry for residents, £15 for non-residents, with non-members being able to win the weekend break and enter side-pools but not allowed to qualify for the Friday 500 December Finals. On the Saturday, Temporary Biba Membership (TMP) is available @ £5. This temporary membership entitles players to win the guaranteed prize money and the Winner-Takes-All but does not cover any Winner-Takes-All Rollovers (note: in the Doubles Championship both players must be full members to win any rollover). All non-hotel residents will be asked to pay a surcharge of £10/£15 to cover facilities provided by the hotel, payable when Registering. Temporary members do not need to subscribe to Bibafax. All other Biba entry conditions will be as posted per event.

**XIII Scottish Open (March):** Reg £15, Entry £15, TMP £5. Guaranteed 1st Prize: £350

**British Open (April):** Reg £25, Entry £15, TMP £5, Surcharge £15. Guaranteed 1st Prize: £500 (This event is sponsored by playWSOB.com)

**Biba Olympic Championship (September):** Format to be decided. Reg £25, Free Entry, TMP £5, Surcharge £15.

NB: Temporary members do not need to be subscribers to Bibafax. However, to qualify for all Biba Championships, Temporary members can opt-in to full membership by paying the relevant level as posted in Subscriptions for January to March 2012 providing they opt-in before April 2012, after which opting-in will not qualify for any Biba Championship although they are able to subscribe or become full members regardless.

**IMPORTANT:** Temporary members will be ranked in their (11-, 7- and 5-point) matches, and they will be awarded Grand Prix and BBT points where applicable; however, Rankings and Grand Prix points will not count towards the annual championships, nor shall BBT points count towards the BBT Final (only applies to Biba events in which Temporary membership is allowed) - these are for Full Biba Members only. In addition, Temporary members cannot qualify for the Friday 500, the Poker Finals or the UK Finals, and should any UK Finals Qualifying event be won by a Temporary member the vacant position will be filled by a Saturday Qualifier at the December event.



Biba is proud to present its fourth World Championship Knockout & Progressive Consolation, Last Chance and 3-pointer event that is open to all players (*see below*) who cannot afford the high Registration and Entry Fees that world events normally charge.

**6 - 8 July 2012**  
**Barceló Hinckley Island**  
Registration Fee: £25. Entry: £15  
**Guaranteed 1st Prize: £400**

\* Entrants must be subscribers to Bibafax and members of Biba. You can join on the day.

This event is seeking a sponsor. For details see the Calendar on the Biba web site or email [info@backgammon-biba.co.uk](mailto:info@backgammon-biba.co.uk)



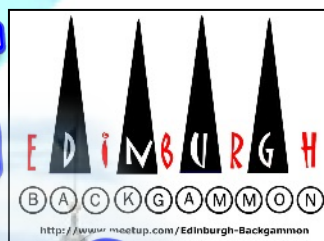
**This is a UK Finals Qualifier and Grand Prix Tournament**

# The British Isles Backgammon Association



Presents In partnership with

## Edinburgh Backgammon



# The XIII Scottish Open

## 16-18 March 2012

### Barceló Carlton Hotel, Edinburgh



[bwin.com/wsob](http://bwin.com/wsob)



Biba rates for dinner, bed & breakfast:

Single @ £82, Double/Twin @ £120 per night

Call Reservations on 01786 272 727 option #2 and quote 'backgammon'  
(9am to 9pm Monday to Friday, 10am to 6pm @ weekends)

## Registration Fee: £15 Entry Fee £15

## Guaranteed 1st Prize: £350 minimum

Biba is proud present the 2012, XIII Scottish Open. A Biba Backgammon Tour event it comprises of Main Knockout & Progressive Consolation, Last Chance and 3-pointer open to all players (non-Biba entrants welcomed, see details below\*). In addition there will be a free entry Beginner's Knockout of 3-point matches, no cube, added prize money of £50. It all starts 1300 on the Saturday (registration 1030 to 1230). For those attending the Friday night there is a Warm-up knockout, Registration £5 with optional side-pools, the winner of which will win full entry and registration into the Main on Saturday - this is also open to non-Biba members at no extra charge.

\* Non-Biba members are subject to a 'one-off membership fee' of £5 in order to qualify for the guaranteed 1st prize of £350.

There will also be an extra prize on Friday night: Two night's accommodation, dinner, b&b at half price to attend the Biba World Championship in July. Registration is £10 for those interested in winning this weekend prize. This is in addition to the £5 Registration to win full entry into the Scottish Main on Saturday (as mentioned above). Registration for both prizes is open to everyone, Biba and non-Biba members.



## The County Cups Trophy

Sponsored by Paul Plumptre

4-6 May, 2012 @ Barceló Hinckley Island Hotel

The second of the year's four Swiss Format events. Not only do entrants get to play 6 x 11 point matches, but the winner qualifies for the UK Finals in December with entry into the Last 16 of the Main plus two night's accommodation for the price of one.

Also, in addition to the Main & Consolation there will also be a One Point Knockout and other elements taking place between rounds (subject to demand) for those that fancy something extra! Not forgetting the Poker Grand Prix and backgammon Doubles Saturday night.

This is a UK Finals and Grand Prix Event

**Registration £25, Entry Fee £15**

**Guaranteed 1st prize of £300**

**Barceló Hinckley Island Hotel**

**The English Open. 1-3 June 2012**

**The usual four elements  
plus extras on demand**

This event is seeking a sponsor

Biba Grand Prix Event



Cottagewebs

Bespoke Web Design  
Web Design is our  
passion!

[www.cottagewebs.co.uk](http://www.cottagewebs.co.uk)

### Poker Grand Prix March 2012

Points	Player	Played
29	Anabel Carrington	
29	Mick Vacarey	
28	Mark Calderbank	
17	Myke Wignall	
21	Marcus Wrinch	
18	Mardi Ohannessian	
17	Andy Darby	
16	Jerry Limb	

Points	Player	Played
10	Paul Christmas	
32	David Horner	
22	Roy Hollands	
16	Julian Minwalla	
14	Ann Pocknell	
12	Rosey Bensley	
10	John Wright	
5	Yan Kit Chan	
1	Andy Bell	

Points	Player	Played
30	Ali Farzan	
28	Dan Tutchings	
26	Clive Martin-Ross	
24	Mo Vafaei	
18	Andrew Gibson	
15	George Hall	
11	Tony Walters	
8	Ryan Peyman	
5	Ray Fard	
4	Vicki Pemberton	

Based upon the number of events entered so far, Anabel Carrington remains at the top, a position now shared by Mick Vacarey. Myke Wignall is knocked down into 4th place as he and Mark Calderbank swap positions. The next event offering GP points is the Scottish Open, which, whilst not perhaps awarding the greatest number of points, will be one more of the five needed to qualify. *NB: Players below the line are Temporary members and their points do not count towards the Poker Grand Prix Championship (see page 23)*

### Friday 500 March 2012

49	Peter Christmas
40	Mardi Ohannessian
31	Myke Wignall
27	Anabel Carrington
24	Brian Lever
21	Mick Vacarey
18	Paul Christmas
16	Jerry Limb
13	Rosey Bensley
12	David Nathan
9	Alastair Woods
9	Julian Minwalla
7	Andy Darby
7	Brian Metcalf
7	Geoff Conn
7	Jason Dennis

7	Jeff Barber
7	Paul Plumptre
4	Ann Pocknell
4	Arthur Wright
4	Chris Ternel
4	Deana Fawcett
4	James Dixey
4	John Ingamells
4	John Wright
4	Marcus Wrinch
4	Mark Calderbank
4	Nicky Check
4	Paul Barwick
4	Peter Bennet
4	Warwick Thompson
4	YanKit Chan

16	Barry McAdam
7	Fanika Petkovska
7	Ginge Fullen
4	Dorothy Lee
4	George Hall
4	Ian Anderson
4	Kevin Jones
4	Raj Jansari
4	Sean Williams
4	Simon Barget
4	Steve Lee
4	Tony Fawcett
4	Tony Walters
4	Wayne Joseph

It looks as if Peter Christmas is under threat - he didn't win the Doubles weekend, that pleasure went to Mardi Ohannessian as he beat Jerry Limb in the Final. Peter remains #1, but Mardi has closed the gap to just 9 points. *As in the Poker, Temporary members are shown below the line.*

### The Playwsob Jarvis Trophy, 3-5 February, 2012

Main (11/20)	Main	GP
1	Gerry Enslin	5 35.3
2	Jeff Barber	5 39.42
3	Andy Bell	4 30.51
4	Chris Evans	4 29.48
5	Mark Calderbank	4 27.42
6	Peter Christmas	4 29.48
7	Brian Lever	4 28.45
8	Chris Ternel	4 29.48
9	Simon Morecroft	3 20.43
10	Uldis Lapikens	3 21.46
11	Anabel Carrington	2 15.48

Consolation (9/20)	Con/Main	GP
1	Myke Wignall 3 / 3	20.43
2	Mick Vacarey 2 / 3	20.43
3	Bob Young 2 / 3	21.46
4	Mardi Ohannessian 2 / 3	20.43
5	Mike Curtis 1 / 2	14.45
6	Brian Metcalf 1 / 2	15.48
7	Ann Pocknell 1 / 1	9.47
8	YanKit Chan 1 / 2	14.45
9	Tim Vasiljevic 0 / 0	5.5

Friday 500 (6)	
1	Peter Christmas
2	Mardi Ohannessian
3&4	Brian Lever
3&4	Myke Wignall
5 to 8	Anabel Carrington
5 to 8	Mick Vacarey

Poker (7)	
1	Anabel Carrington
2	Myke Wignall
3	Mark Calderbank
4	Mick Vacarey
5	Yan Kit Chan
6	Mardi Ohannessian
7	Andy Bell

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Team (4)  
1 Ann's Team

### New Ranking after Jarvis

1380	Anabel Carrington
1524	Andy Bell
1672	Ann Pocknell
1629	Bob Young
1920	Brian Lever
1400	Brian Metcalf

1494	Chris Evans
1895	Chris Ternel
1755	Gerry Enslin
1553	Jeff Barber
1768	Mardi Ohannessian
1651	Mark Calderbank
1303	Mick Vacarey

1398	Mike Curtis
1616	Myke Wignall
1794	Peter Christmas
1626	Simon Morecroft
1400	Tim Vasiljevic
1734	Uldis Lapikens
1511	YanKit Chan

## The British Doubles Championships, 2-4 March, 2012

### Main (10 Teams)

1	Paul Plumptre & Chris Humphries
2	Paul Christmas & Peter Christmas
3&4	Andy Darby & Chris Ternel
3&4	Julian Fetterlein & Marcus Wrinch
5to8	Myke Wignall & Anabel Carrington
5to8	Jerry Limb & Tina Mullins
5to8	Gerry Enslin & Innes Enslin
5to8	Arthur Wright & Paul Barwick

### Consolation (8 Teams)

1	Andy Darby & Chris Ternel
2	Mick Vacarey & Ginge Fullen
3&4	Myke Wignall & Anabel Carrington
3&4	Mark Calderbank & Mardi Ohannessian

### Last Chance (8 teams)

1	Deana Fawcett & Michael Crane
2	Gerry Enslin & Innes Enslin
3&4	Jerry Limb & Tina Mullins
3&4	Paul Plumptre & Chris Humphries

### Friday 500 (9)

1	Mardi Ohannessian
2	Jerry Limb
3&4	Mick Vacarey
3&4	Myke Wignall
5to8	Anabel Carrington
5to8	Paul Christmas
5to8	Peter Christmas
5to8	Paul Christmas

### Poker (8)

1	Mark Calderbank
2	Mardi Ohannessian
3	Mick Vacarey
4	Andy Darby
5	Anabel Carrington
6	Paul Christmas
7	Myke Wignall
8	Jerry Limb

### Team (12)

1	Pickled Players
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### GP @ Doubles

17.55	Anabel Carrington	10.50	Jerry Limb	10.50	Paul Barwick
28.51	Andy Darby	16.51	Julian Fetterlein	23.52	Paul Christmas
10.50	Arthur Wright	16.51	Marcus Wrinch	31.54	Paul Plumptre
31.54	Chris Humphries	17.55	Mardi Ohannessian	23.52	Peter Christmas
28.51	Chris Ternel	17.55	Mark Calderbank	Temporary members below	
17.55	Deana Fawcett	17.55	Michael Crane	22.48	Ginge Fullen
10.50	Gerry Enslin	22.48	Mick Vacarey	10.50	Innes Enslin
		17.55	Myke Wignall	10.50	Tina Mullins

### Grand Prix Championship, March 2012

90.45	Peter Christmas	30.96	YanKit Chan	16.51	Julian Fetterlein	22.48	Gary Brooker	10.50	Ian North		
81.51	Chris Ternel	30.51	Andy Bell	16.51	Neil Everitt	22.48	Ginge Fullen	10.50	Innes Enslin		
78.51	Marcus Wrinch	28.51	Jon Barnes	16.51	Peter Finnimore	17.55	Dan Tutchings	10.50	John Thomas		
69.52	Myke Wignall	28.51	Nicky Check	14.45	Mike Curtis	17.55	George Hall	10.50	Sean Williams		
66.09	Paul Plumptre	25.98	Ann Pocknell	10.50	David Horner	17.55	Monica Beckerson	10.50	Simon Barget		
65.53	Mark Calderbank	25.93	Simon Morecroft	10.50	Jason Dennis	17.55	Steve Lee	10.50	Sue Metcalf		
58.16	Mick Vacarey	25.23	Mike Heard	10.50	John Wright	17.55	Tony Fawcett	10.50	Tina Mullins		
55.53	Mardi Ohannessian	23.52	Phil Tutchings	10.50	Julian Minwalla	17.55	Wayne Joseph	10.47	Stefan Paliwoda		
53.00	Bob Young	22.48	Peter Bennet	10.50	Neil Webb	16.51	Ian Anderson	7.28	Fanika Petkovska		
49.54	Anabel Carrington	22.48	Tim Mooring	10.47	John Hurst	16.51	Steven Reddi	7.25	Ray Fard		
46.00	Paul Christmas	22.01	Tim Vasiljevic	10.47	Warwick Thompson	16.51	Stewart Pemberton	6.50	James Dixey		
45.99	Chris Evans	21.46	Uldis Lapikens	10.24	Crispin Duke	16.51	Tony Walters	6.50	John Ingamells		
45.80	Gerry Enslin	21.00	Jerry Limb	Temporary below here				15.25	Howard Morris	6.50	Mike Williams
44.92	Jeff Barber	20.98	Brian Metcalf	50.50	Raj Jansari	10.50	Andrew Gibson	6.50	Rowena Paliwoda		
40.45	Mark Heidenfeld	20.74	Paul Barwick	40.45	Malcolm Robertson	10.50	Bob Bruce	6.00	Roy Hollands		
39.01	Andy Darby	17.55	Alastair Woods	34.55	Vicki Pemberton	10.50	Cato Fordham	5.50	Clive Martin-Ross		
38.95	Brian Lever	17.55	David Nathan	31.54	Kevin Jones	10.50	Chris Purchase	5.50	George Miltiadou		
38.61	Eric McAlpine	17.55	Deana Fawcett	28.51	Dave McNair	10.50	Colin Harrocks	5.50	Rosey Bensley		
34.02	Arthur Wright	17.55	Michael Crane	23.52	Barry McAdam	10.50	Cynthia Roberts	5.50	Simon Heath		
31.54	Chris Humphries	17.55	Peter Chan	23.52	Nigel Buchan	10.50	Donna Sherred				
31.54	Geoff Conn	16.51	Chris Bray	22.48	Alan Beckerson	10.50	Dorothy Lee				

### Ranking Championship, January to March 2012

7	1982.29	Marcus Wrinch	3	1380.39	Neil Everitt	1	1302.00	John Ingamells	1	1066.00	Paul Barwick
5	1461.40	Mark Heidenfeld	2	1736.50	Tim Mooring	1	1270.00	David Nathan	1	1047.00	John Wright
4	2024.50	Myke Wignall	2	1703.50	Ann Pocknell	1	1258.00	Peter Christmas	1	1047.00	Peter Bennet
4	2002.50	Chris Ternel	2	1687.00	Paul Plumptre	1	1231.00	Brian Metcalf	1	1044.00	Jeff Barber
4	1958.00	Bob Young	2	1639.50	Julian Minwalla	1	1200.00	W Thompson	1	996.00	Peter Chan
4	1930.50	Nicky Check	2	1602.50	Neil Webb	1	1180.00	John Hurst	1	965.00	Jerry Limb
4	1804.25	Geoff Conn	2	1591.00	A Carrington	1	1168.00	Mick Vacarey	1	959.00	Crispin Duke
3	2033.67	Arthur Wright	2	1579.50	Alastair Woods	1	1164.00	George Miltiadou	1	957.00	David Horner
3	1857.00	Phil Tutchings	2	1537.00	Tim Vasiljevic	1	1137.00	Rosey Bensley	1	900.00	Jon Barnes
3	1795.33	Chris Bray	2	1495.50	Chris Evans	1	1127.00	Simon Morecroft	1	865.00	James Dixey
3	1762.67	Eric McAlpine	2	1481.50	Peter Finnimore	1	1115.00	Brian Lever	NB: Full members only shown.		
3	1756.33	Mark Calderbank	2	1456.00	Jason Dennis	1	1089.00	Paul Christmas	Temporary members can be seen online.		
3	1515.67	Mardi	2	1104.50	YanKit Chan	1	1080.00	Mike Heard			

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