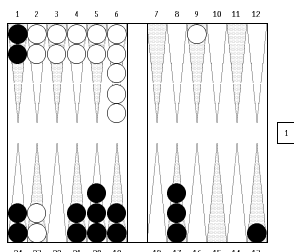


This is a discussion of a position from the newsgroup rec.games.backgammon:



Score 0-0 in a 3 point match: White to play 5-4

Carl Nielsen (nlscar01@uctvax.uct.ac.za) wrote:

I played 23-14. X rolled 4-2 and played 17-23. I couldn't get back on and ended up losing to a gammon. Did I play wrong? Should I have left moving my runners till later and moved 9-4 6-2 or something like that?

Suggestions please.

Kit Woolsey (kwoolsey@netcom.com) wrote:

Your play looks ok to me. You have to get moving sometime and your opponent has plenty of time if you play the waiting game, so it is probably best to run now before you have an accident and are forced to lose your board by rolling too many threes and fours. You were just unlucky. Btw, what is that cube doing in the center? You have a clear advantage with some threats, so you have a strong double. Maybe your opponent will pass, and maybe he should pass!

Kit

Kent Goulding (kg1@netcom.com) wrote:

Biggest error here, by FAR, is the failure to double. As is so often the case, the cube errors are the costly ones while checker plays are no big deal. I think your opponent should pass. As far as the checker play goes, it looks

pretty close. Running now gives your opponent a crack at grabbing TWO of your checkers, while waiting will likely expose only one. Your home board is actually not in great danger of breaking right away. You can't play 5s and 6s there, and you will likely run from your anchor the next chance you get. Also, it's nice to spread out some builders for your ace point in case your opponent runs (either forced or by choice). I'm inclined to sit tight and see what happens next.

-KG