Lunch Lecture

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Backgammon Club Leuven vzw

Black is behind in the race (pip count = 165 v 110) => Stay back



X 22/4 10/4 0 22/10 22/16 (2) 0 22/10 7/1* (2)

Come up or not? Depends on the race. Pip count = 110 v 141.



0 16/11 8/4 **X 24/20 16/11** 0 24/15

Same principle : ahead in the race, race!



Cube	Move	Summ	ary	
🖌 23	3/21 8/	4 6/4		+0,183
III P:	55,5 14,7	7 0,6	O: 44,5 10,3 0,3	
9/	7(2) 6/	4(2)		+0,145
IIII P:	54,9 12,9	9 0,4	O: 45,1 9,9 0,3	-0,038
8/	4 6/4(2	2)		+0,142
IIII P:	54,7 13,0	0 0,4	O: 45,3 9,9 0,3	-0,041
8/	4(2)			+0,139
ICI P:	54,6 13,2	2 0,5	O: 45,4 10,2 0,3	-0,044
23	3/ <mark>21 6</mark> /	4(3)		+0,111
IIII P:	53,8 14,4	4 0,6	O: 46,2 11,0 0,3	-0,071

0 13/11 (2) 6/4 (2) **X 23/21 8/4 6/4** 0 9/7 (2) 6/4 (2)



Cube	Move	Summary		
🙋 Ва	ar/20 7	7/4		-0,576
6669 P:	32,2 6,5	0,1 O: 6	67,8 6,5 <mark>0,</mark> 2	
🗸 Ba	ar/22 1	0/5		-0,698
6669 P:	28,7 2,3	0,0 O:7	1,3 3,7 0,1	-0,122
Ba	ar/20 8	8/5		-0,573
IIII P:	32,0 3,6	0,1 O:6	8,0 4,6 0,1	+0,003
Ba	ar/20 1	0/7		-0,589
🔛 P:	31,7 3,5	0,1 O:6	8,3 5,1 0,1	-0,012

X bar/20 7/4 0 bar/22 10/5 0 bar/20 8/5

SAFE or BOLD ?



Cube	9	Mov	e	Sum	mary					
ke	13	/8							-0,390	
H.	P: 4	2,2	8,8	0,4	O: 5	57,8	20,7	0,4		
	24	/23	13	8/9					-0,431	
	P : 4	1,6	9,4	0,5	O: 5	68,4	23,2	0,6	-0,040)
	13	/9 6	6/5						-0,539	
6.	P: 3	9,2	8,6	0,4	O: 6	60,8	24,8	1,4	-0,149	
	8/3	3							-0,590	
	P: 3	87,9	8,6	0,4	O: 6	62,1	26,7	0,8	-0,200	
	13	/9 8	3/7						-0,598	
	P: 3	97,9	8,6	0,4	O: 6	62,1	26,6	1,4	-0,208	

0 13/9 6/5 0 24/23 13/9 **X 13/8** Opponent has stronger board => SAFE

Famous concept : SAFE play versus BOLD play.

BOLD :

- * behind in the race
- * stronger board
- * high anchor
- * opponent has blot in board

Here is another classic example – Red to play 51:



Cube	Move	Sumn	nary	
🆄 🖄	7 8/3*			-0,115
EE P:	45,4 11,9	9 0,4	O: 54,6 14,8 0,6	
🗸 13	3/8 6/5			-0,196
EE P:	43,5 10,8	5 0,3	O: 56,5 14,2 0,5	-0,081
24	4/23 8/	3*		-0,125
ICII P:	45,1 11,4	4 0,4	O: 54,9 13,6 0,5	-0,010

0 13/8 6/5 0 13/7 0 8/3* 8/7



Cube	Move	Summa	ry	
ie 14	1/13 11	/10 8	/7(2)	-0,390
6669 P:	42,3 4,7	0,2 O	: 57,7 9,9 0,1	
🗸 14	1/13 11	/8		-0,454
BEB P:	38,0 2,0	0,0 O	: 62,0 3,4 0,0	-0,064
11	l/9 8/7	(2)		-0,635
IIII P:	40,9 5,3	0,3 O	: 59,1 16,6 0,2	-0,244

0 14/13 11/8 **X 14/13 8/7(2) 11/10** 0 11/9 8/7(2)



Cube	Move	Sum	mary	
🖄 2'	1/16 6/	2		+0,192
600 P:	53,7 5,8	0,1	O: 46,3 4,2 0,1	
🗸 2'	1/16 13	3/9		+0,141
EE P:	51,8 8,6	0,2	O: 48,2 7,9 0,2	-0,051
21	I/16 8/	4*		+0,028
IIII P:	49,3 9,5	0,3	O: 50,7 11,9 0,3	-0,165

0 13/4* 0 21/16 13/9 **X 21/16 6/2**

3rd Rule of Thumb : Thou shalt hit in the beginning. => Hit in the beginning, especially on the 5-point.



Cube	Move	Summ	ary		
🖉 13	8/5*				-0,096
P:	47,7 13,8	5 0,5	O: 52,3 1	5,0 0,9	
8/	3 6/3				-0,137
P:	46,8 12,2	2 0,5	O: 53,2 1	4,4 0,7	-0,042
24	/21 13	8/8			-0,159
P:	46,2 10,4	4 0,4	O: 53,8 1	3,6 0,5	-0,064

X 13/5 0 8/3 6/3 0 24/21 13/8



Cube	Move	Summa	ry	
ke 20)/14*			+0,008
🔛 P:	50,1 12,2	2 0,5 C	D: 49,9 11,9 0,5	
🗸 13	3/8 6/5			-0,062
EE P:	47,4 12,8	5 0,3 (D: 52,6 11,3 0,4	-0,070
24	4/23 13	8/8		-0,101
IIII P:	46,0 11,2	2 0,3 0	D: 54,0 9,2 0,3	-0,109
13	3/7			-0,110
IIII P:	46,2 12,1	0,4 0	D: 53,8 11,6 0,4	-0,118
24	4/23 6/	1*		-0,166
IIII P:	44,6 11,2	2 0,3 0	D: 55,4 11,5 0,4	-0,174

0 13/8 6/5

0 24/23 13/8

X 20/14*



,252
,086,
,166
,082
,170
,081
,171
,078
,174

0 bar/20 11/10 **X bar 24 13/8*** 0 bar/20 24/23

Rules of Thumb

When ahead in the race, race!

SAFE vs BOLD play

Thou shalt hit in the beginning & fight for the 5-point

Technical maneuvres. Mostly correct. Run to save off the gammons. Correct even when dangerous.



Cube	Move	Summary		
🆄 23	3/15		-0,909	^
BBB P:	6,2 0,0 0),0 O: 93,8 4,5 0,0		
🗸 6/	3 6/1		-0,997	
HHH P:	4,5 0,0 0),0 O: 95,5 8,7 0,2	-0,088	

X 23/15 0 6/3 6/1 0 6/3 5/2



Cube	Move	Summa	ry		
8/ 🖄	5 6/5				+0,304
EE P:	58,1 15,9	0,8	D: <mark>41,9</mark>	12,1 0,3	
🗸 10)/7 8/7				+0,005
EEE P:	51,4 13,4	0,7 (D: <mark>48,</mark> 6	16,6 0,5	-0,299
24	/23 13	/10			+0,101
IIII P:	54,0 13,0	0,7 (D: 46,0	15,0 0,2	-0,203
13	3/9				-0,034
IIII P:	50,3 13,4	0,8 0	D: 49,7	17,0 0,5	-0,338
24	1/20				-0,138
IIIII P:	48,7 12,4	10,9 (D: 51,3	19,4 0,3	-0,442

0 10/7 8/7 0 24/23 13/10 **X 8/5 6/5**

Unstacking!



Cube	Move	Summary	
修 10)/7(2)	6/3(2)	+0,858
600 P:	73,4 8,4	0,2 O: 26,6 3,4 0,1	
🗸 13	3/ <mark>7 10</mark> /	7(2)	+0,707
BBB P:	70,0 8,8	0,2 O: 30,0 5,4 0,1	-0,150
10)/4(2)		+0,575
IIII P:	67,5 9,3	0,2 O: 32,5 5,1 0,1	-0,283

0 13/7 10/7 (2) 0 10/4 (2) **X 10/7 (2) 6/3 (2)**

Duplication.



Cube	Move	Summ	ary		
ė 20	0/15 11	/10			-0,212
660 P:	50,0 9,8 0),5 (D: 50,0 16	,7 0,3	
🗸 20	0/14				-0,269
EE P:	48,4 8,5 0	0,4 0	D: 51,6 16	,0 0,2	-0,057
11	1/10 6/1	*			-0,458
IIII P:	46,0 9,2 0),4 C	D: 54,0 20	,4 0,4	-0,245

0 20/15 11/10 0 20/14 0 11/10 6/1*

Shifting is easy and fun!



0 23/21 (2) 0 8/7 (2) 4/3* (2) **X 4/3* (2) 2/1* (2)**

Shifting can be difficult to see.



Cube	Move	Summa	ary	
🖄 24	4/21 23	3/ 20 4	l/1*(2)	+0,000
EEB P:	46,8 19,9	9 0,3	O: 53,2 14,6 1	,0
🗸 1:	3/7(2)			-0,121
EE P:	46,0 16,3	3 0,5	O: 54,0 15,9 1	,0 -0,121
24	4/21 13	3/ <mark>10</mark> 4	l/1*(2)	-0,006
III P:	46,6 21,9	9 0,4	O: 53,4 15,3 1	,3 -0,006
13	3/10 <mark>(</mark> 2)	4/1*	(2)	-0,050
ICII P:	46,0 21,3	7 0,3	O: 54,0 14,9 1	,1 -0,050
23	3/ <mark>20</mark> 13	<mark>3/10</mark> 4	l/1*(2)	-0,081
ICCI P:	45,2 21,0	0 0,4	O: 54,8 15,9 1	,3 -0,081

0 13/7 (2) 0 13/10 (2) 24/21 9/6 **X 4/1* (2) 24/21 23/20**

Shifting can look suspicious. (Here, you give up the 6-point.)

13 14 15 16 17 18 19 20 21 22 23 24	21/11 6/1*(2)	+2,045
	P: 87,1 70,7 2,1 O: 12,9 1,6 0,1	
	21/16 13/8 6/1*(2)	+2,034
	EBP: 86,9 70,5 2,2 O: 13,1 1,8 0,1	-0,011
	थ 13/8(2) 6/1*(2)	+2,031
AC extreme A extreme	P: 86,0 71,5 2,2 O: 14,0 2,1 0,1	-0,013
	13/3(2)	+1,943
	P: 85,8 67,4 4,9 O: 14,2 0,9 0,0	-0,101
	13/8 9/4 6/1*(2)	+1,926
	P: 84,5 67,9 1,9 O: 15,5 2,3 0,1	-0,119

0 13/3 8/3 9/4 **0 21/11 6/1* (2)** 0 13/3 (2) Red to play 44:



Pay special attention when you roll small doublets and your opponent has one or more blots in your board.

Cube	Move	Summary		
修 14	1/10 13	8/9 6/2*	(2)	+0,758
P:	71,5 52,9	9 0, 5 O:	28,5 10,2 1,4	
13	3/9 <mark>(2)</mark> (6/2*(2)		+0,696
III P:	70,4 49,1	1 0,4 O:	29,6 9,3 0,8	-0,062
21	1/17 13	8/9 6/2*	(2)	+0,578
IIII P:	67,7 46,9	9 0,4 O:	32,3 13,1 2,2	-0,180
21	I/17 14	l/10 6/2	2*(2)	+0,574
III P:	67,9 44,4	4 0,4 O:	32,1 11,1 1,0	-0,184
21	/13 6/	2*(2)		+0,534
IIII P:	68,0 38,5	5 0,4 O:	32,0 9,5 0,6	-0,224
13	3/9 8/4	6/2*(2)		+0,527
IIII D-	66 A AE 4	104 0	22 6 12 6 1 7	0.004

Cube	Move	Summ	nary		
14	4/ <mark>2</mark> * 13	8/9			+0,511
IIII P:	66,1 44,	3 0,6	O: 33,9 1	3,1 1,5	-0,248
14	4/10 8/	4 6/2	2*(2)		+0,507
📖 P:	66,0 42,	8 0,4	O: 34,0 1	1,7 1,0	-0,252
1:	3/5 <mark>6/2</mark>	*(2)			+0,501
📖 P:	65,9 41,	8 0,4	O: 34,1 1	0,9 0,9	-0,258
14	4/6 13/	9(2)			+0,474
000 P:	66,0 36,	8 0,9	O: 34,0 9	9,8 0,5	-0,284
14	4/2* 8/	4			+0,470
IIII P:	64,8 43,	1 0,6	O: 35,2 1	3,1 1,1	-0,288

In mutual holding games, do not break your board!



Cube	Move	Summa	ry			
🆄 🖄	7 8/6					-0,422
660 P:	40,3 9,5 0),2 O	: 59,7	15,4 0	,4	
🗸 13	3/ <mark>11 2</mark> /1	1				-0,726
BBB P:	33,8 5,8 0),1 O	: 66,2	15,6 0	,5	-0,304
13	3/10					-0,469
IIII P:	40,1 9,1 0),2 O	: 59,9	17,0 0	,5	-0,047

0 13/10 **X 8/7 8/6** 0 13/11 2/1

White - Black : 6-3/9

Cube	Move	Summary			
Winning Chances ND (click for D/T) 74,93% (G:27,60% B:0,91%) 25,07% (G:5,83% B:0,16%)					
Cube	eless I	Equity			
		_		N: +0,772 D: +1.378	
Cub	eful E	quities:			
No	o doub	le	+0,850	(-0,118)	
Iouble/Take +0,968					
Do	ouble/l	Pass	+1,000	(+0,032)	
Best Choice: Double/Take					

X Double, Take 0 Double, Pass 0 Too Good to Double, Pass



Compare with normal score (0-0/9) :



0 Double, TakeX Double, Pass0 Too Good to Double, Pass

How can this be learnt ... ?



Another example. Normal score.

Winning Chances ND (click for D/T) 34,84% (G:15,55% B:0,75%) 65,16% (G:27,53% B:0,74%) 						
Cubeless Equity	Cubeless Equity					
	L	70.059				
Cubeful Equities:						
🕸 No redouble	-0,324					
Redouble/Take	-1,163	(-0,839)				
Redouble/Pass	+1,000	(+1,324)				
Best Choice: (28,0%)	No redo	uble/Take				



0 Redouble, Pass **X No redouble, Take** 0 Redouble, Take But what do we see at the score of 6-away 3-away?





Correct redouble with only 34% winning chances and fewer gammon wins than opponent!

Why?

This has to do with RECUBE VIG and GAMMON VALUE.

Recube vig can be calculated. Here at 6-away 3-away (Ctrl + Alt + K):

If the cube is DEAD, the Trailer has a tp of 27,84%.

If the cube is ALIVE, the Trailer has a tp of 19,90%.

Difference is the RECUBE VIG. Here approx. 8%.

Match play	⊖u away	Unlimited Game	es away	Crawford	
●1 ○2	<u> </u>	0 <mark>8</mark> () 16 32	064	0 128
Gammo	on ratio (%)	Bg. rat	io (%)		
O 26	,43%	1,30%	These n games y	umbers show von resulting i	the % of in a
• 24	,80%	1,09%	Gammo	n or Backgam	mon.
Non Gammo	on Adjusted				
Market Window	Gammon Value				
		0			
Cube:	Dead Cub	e Live (Cube De	ead Cube	Live Cube
Take Point:	27,849	% 19	,90%	24,21%	21,48%

To calculate : start with the take-point of the Leader when you recube to 4 :

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It is 28,52%.

P : 3-away 4-away = 57%

T & L : 3-away 2-away = 40%

T & W : 100%

Tp

= R / (R + G)

= 17 / (17 + 43)

= 28%.
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Match play	away	Unlimite	d Games		Crawford	
O1 ● 2	<u> </u>	8	0 16	O 32	064	0 128
Gammo	on ratio (%)		Bg. ratio (%)			
26	,43%	1,30%		These numbers show the % of games won resulting in a Gammon or Backgammon.		
• 24	,80%					
Non Gammo	on Adjusted					
Market Window	Gammon Value					
		0				
Cube:	Dead Cub	be	Live Cube	Dead	Cube	Live Cube
Take Point:	18,80	%	11,27%	2	8,52%	28,52%

Multiply both percentages to get the maximum recube vig : 28% * 28% = 7,84. This is the 8% we found in the table.

Since no recube is ever 100% efficient, we take between 70 and 80% of that number to find the true recube vig. Here that would be between 5,5 and 6%.

So, at 6-away 3-away our Live Takepoint would be around 23-24 %. So, generally, regardless of the % of gammons the opponent wins, 24% winning chances is enough to Take, IF YOU HAVE A GOOD CHANCE TO GET A RECUBE IN.

Aother aspect is the Gammon Value. If you recube to 4, the Gammon Value is:



If we look back at the position where we consider a recube, we have 15% gammons.

70% of 15% = 11%. Our doubling point is 40%. So, 40% – 11% = 29%. We only need 29% winning chances for a correct redouble at 6-away 3-away!

Another way to calculate: assume you will recube automatically :

Then your tp would be :

P : 6-away 2-away = 20% T & W : 2-away 3-away = 57% T & L = 0%

Takepoint would be : 20 / 57 = 35%.

Recube vig : O's tp for a cube to 4 = 28%. 28% * 35% = 10. 80% * 10% = 8.

35 - 8 = 27%.

But if you recube, your gammons would be worth 70%.

So : 27% winning chances + (70% * 6) = 4,2%. 27 - 4,2 = 22,8.

Therefore, in the position where the Leader doubles, you need only 22,8% to Take!

White - Black : 7-8/11

Winning Chances ND (click for D/T) ○ 63,89% (G:0,00% B:0,00%) ● 36,11% (G:0,00% B:0,00%)					
Cubeless Equity		: +0,278 : +1.191			
Cubeful Equities:					
No redouble	+0,278	(-0,722)			
Redouble/Take	+1,191	(+0,191)			
龄 Redouble/Pass +1,000					
Best Choice: Redouble/Pass					

0 No redouble, Take 0 Redouble, Take **X Redouble, Pass**

Playeck2ers off) Pip= 2 (-5) EPC= 8,2 (-3,0) Score: 8/11 13 14 15 16 17 18 19 20 21 22 23 24 2 12 11 10 9 8 7 6 5 4 3 2 1 Player 1 (7) - 7/11 - Cube:2 Od Playker's off) Pip= 7 (+5) EPC= 11,1 (+3,0) Score: 7/11

Despite 36% winning chances, Black has to Pass.

At an equal score, it would be a monstrous blunder to Pass :



Formula to find out take-point :

1) P = what if Black passes? \rightarrow 3-away 2-away = 40%

2) Gain = if Black takes and wins \rightarrow 100%. Therefore Gain = 60%

3) Risk = if Black takes and loses \rightarrow 0%. Therefore Risk = 40%

Take-point = Risk / (Risk + Gain) = 40 / (40 + 60) = 40%.

Thank you for your attention!