

Rules for Backgammon

DICE: Each player casts a single Die to determine who has first move, high moves first, ties are rethrown. Any dice jumping the Bar, resting on or against the bar or frame, off the board or tilted, cocked in any way must be cast again. Points of two dice cast are used as first move. Count begins on point next to one which man rests. Errors in setting up men must be corrected before moving a man.

MOVING MEN: A man is played when moved the correct number of points and quitted, errors must be corrected before next player throws. Numbers on both dice must be played if possible. The same men may be moved for both numbers, but the two numbers cannot be added and played as one move. Two different men may be moved. There is no limit to number of men of same player on one point. A point with two or more men is **Blocked** against an opponent, although it may be jumped. When a player cannot move because of blocked points he loses the move. **Doublets** may be moved by four men, two men or one man four times.

BLOTS: A single man resting on a point is a Blot; an opponent with the proper throw may (not compulsory) play a man to the Blot, and the man hit goes to the Bar and starts over. Two or more Blots may be hit in one play. A man on the **Bar** must reenter in his opponent's inner table before making another move. He cannot enter on a blocked point.

BEARING OFF: When either player succeeds in playing all of his men in his inner table, he starts to throw off men from points corresponding to die thrown. Player can either move a man or throw off. When casting a number higher than any point covered, a man from the highest point may be thrown off, but he cannot throw off a man if the point indicated is vacant and there is any man on a higher counting point. If, while bearing off, a man is hit, he goes to the **Bar** and must reenter in the usual way, travel all around the board to his inner table before more men can be moved or taken off.

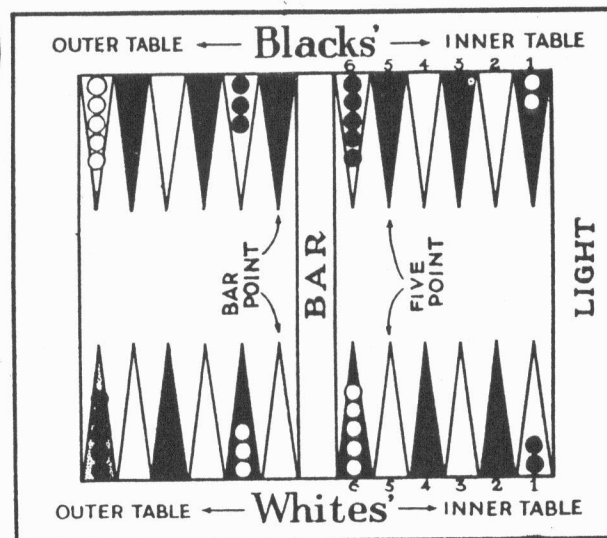
CHOUETTE: For more than two players—(Best is not more than five.) All throw one Die to decide who sits "in the box." High sits in the box, second is his Active opponent, and the others are partners of the Active Opponent. Partners may consult as to offering, declining or accepting a double, but the Active Opponent decides. Should one partner refuse a double and the others accept, he retires, losing the amount of the stake to the Active Opponent, who then becomes responsible for the full share of the retiring player. If the player in the box wins, his Active Opponent steps out and the next ranking player becomes the Active Opponent.

DOUBLING: After the original stake has been agreed upon, it is doubled as follows: When casting for the first move, each tie doubles the stakes. When the loser has not borne a single man from the board, he loses a Gammon and the score is doubled. After the game starts, either player before throwing, may offer a double which the opponent must accept or surrender and lose the game as it is. To accept doubles the stake. The accepting player now has the sole right to offer another double. Doubles may continue indefinitely but there are usually not more than four or five in any game. They increase as follows: 2, 4, 8, 16, 32, 64, etc.

SCORING: As each double is accepted, check on scorecard. When game is ended, the original stake is increased as many times as the total of the doubles. Starting with a unit of 10, at the end of six doubles would be 64 times 10 or 640 points. When playing two handed, the winner scores on the score the stake marked plus and loser the same amount minus. When Chouette is played, should the player in the box win, he wins the amount of the stake from each player, if he loses, he loses the amount of the stake to each player. At the end of a Chouette, if the player in the box wins, he stays in, if he loses he goes to the foot and the Active Opponent goes into the box and the other players move up according to their rank. Note rank of players on score when casting first.

FUNDAMENTALS OF BACKGAMMON

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DESCRIPTION OF BOARD:

Each player has 15 men; 2 dice cups and a pair of dice are needed to start a game.

The diagram shows a Backgammon Board set up for play, and the first set up is always the same, except that the player who has the first move can reserve the checkers, in which case the names of the tables would be reversed.

TABLES:

The board is divided into four tables, each player having an "Inner" and "Outer Table." Each table has six points, those in the inner table are numbered from 1 to 6.

BAR:

The dividing space of the two tables (inner and outer) is called the "Bar."

FIVE POINT AND BAR POINT:

The most important points to try to "establish" (cover with two or more men) are the 5 point and Bar point, as shown in the diagram.

OBJECT OF THE GAME:

Each player moves his men according to the throw of two dice into his inner table, and when all are there, throws or bears them off. The one who first removes them all wins.

LINE OF MARCH:

White moves from his opponent's inner table to the far side of the board, across to his own outer table into his inner table. Black moves in the opposite direction.

THE PLAY:

Described on the last page.

BLOCKED POINTS:

Any point on which two or more men rest. Opponent cannot stop on a Blocked Point.

BLOTS:

A single man on a point is a Blot. When hit by an opponent he goes to the Bar.

COMPLETE RULES ON THE BACK PAGE.

Best Opening Moves

THE SEVEN BEST OPENING MOVES ARE ILLUSTRATED. ALL OTHER MOVES ARE NOT AS GOOD. WHEN IN DOUBT MOVE FROM POINT 12. TRY TO MOVE MEN IN PAIRS.

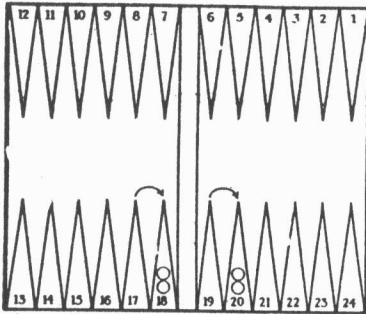
CHARTS ARE NUMBERED FOR CONVENIENCE ONLY, THE NUMBERS NOT BEING USED IN ACTUAL PLAY.

THE POOR THROWS:

6-5; 6-4; 6-3;
5-5; 5-4; 5-2; 4-3; 3-2;
6-2
5-1; 4-1; 2-1;
5-3; 4-2

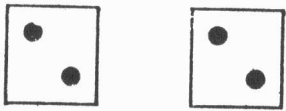
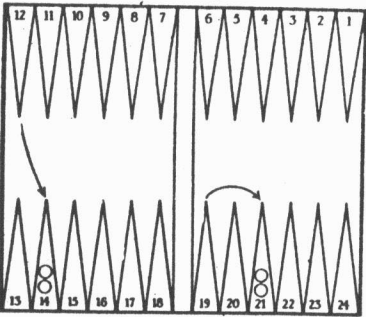
THE MOVES:

One man as far as possible from Point 1.
Start two men from Point 12.
Start one man from Point 12.
One man from 6; one from 19.
One man from 17; one from 19.



One of the best moves.
Establish your Five Point and Bar Point.

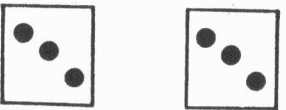
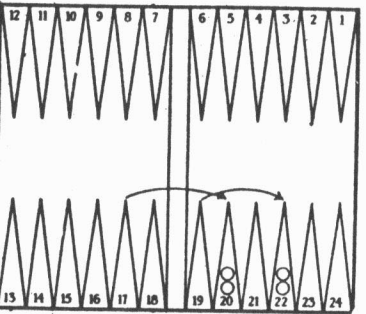
If your opponent has a poor start offer an immediate double.



Establish a point in your outer and inner tables.

or

Two men from 12 to 14, Two from 19 to 21.



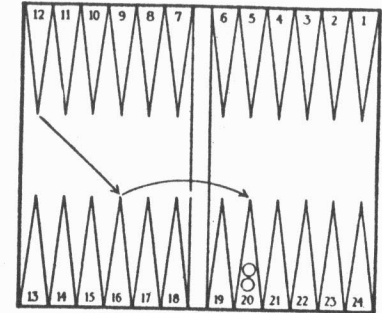
Several possible moves, all about equal choice.

- A.—17 to 20 and 19 to 22
- B.—17 to 20 and 1 to 4.
- C.—12 to 18.

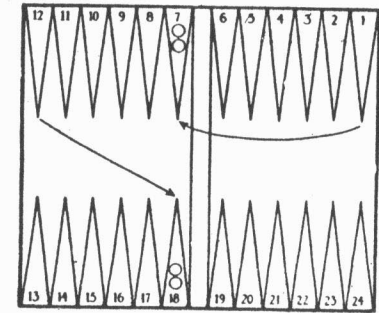
NOTE: IN ALL THESE DIAGRAMS, WHITE HAS THE MOVE — OTHER MEN ARE NOT SHOWN.



Make your own Five Point
or
Two men 1 to 5, Two 12 to 16.

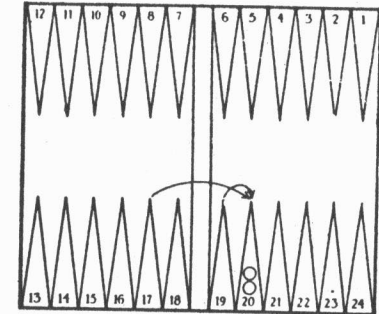


One of the best moves.
Covering your own and opponent's Bar point.
Offer a double if opponent has had a poor start.



One of the two good combination moves.

Establish your Five point.



The only other good combination move.

Establish your Bar point.

