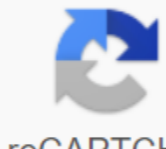


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Backgammon set up pdf

Backgammon is a game for two players, played on a board consisting of twenty-four narrow triangles called dots. Triangles alternate in color and grouped into four quadrants of six triangles each. The quadrants are called the home team and the player's outer boards, as well as the home team and the opponent's outer boards. Houses and exterior boards are separated from each other by a ridge down the center of a board called a bar. Figure 1. The board with checkers in the starting position. The alternative location is the reverse one shown here, with the home board on the left and the outer board on the right. The points are moderate for any player starting with that player's home board. The most external point is twenty-four points, which is also one point of the opponent. Each player has fifteen checkers of their own color. The initial location of the checkers: two on twenty-four points of each player, five for thirteen points of each player, three for eight points of each player, and five for six points of each player. Both players have their own pair of bones and a cubes cup used for shaking. Doubling the cube, with numbers 2, 4, 8, 16, 32 and 64 on its faces, is used to track the current betting game. Object Game Object game move all your checkers into your own home board and then carry them. The first player to carry from all his checkers wins the game. Figure 2. The direction of white checkers. Red checkers move in the opposite direction. Movement checkers To start the game, each player throws one die. This determines how the player go first and the numbers that will be played. If equal numbers come up, then both players roll again until they roll different numbers. The player who throw a larger number now moves their checkers according to the numbers showing on both dice. After the first throw, players throw two dice and alternate turns. The roll of the dice indicates how many points, or pips, the player must move their checkers. Checkers always move forward to a point with a lower number. The following rules apply: the checker can only be moved to an open point that is not occupied by two or more opposite checkers. The numbers on the two cubes are separate moves. For example, if a player rolls 5 and 3, he can move one checker five spaces into an open point and another checker three spaces in an open point, or he can move one checker for a total of eight spaces to an open point, but only if the intermediate point (or three or five gaps from the starting point) is also open. Figure 3. Two ways that White can play a roll. The player who rolls doubles plays numbers shown on the dice twice. The roll of 6 and 6 means that the player has four sixes to use and he can move any combination of checkers he feels to meet this requirement. The player must use both roll numbers if legally possible (or all four double numbers). When you can only play one number, the player must play that number. Or, if any number can be played, but not both, the player should play more. When none of the numbers can be used, the player loses his turn. In the case of doubles, when all four numbers cannot be played, the player must play as many numbers as he can. Tapping and entering a point occupied by a single checker of any color is called a stain. If the opposite checker lands on the stain, the stain hits and is placed on the bar. Every time a player has one or more checkers on the bar, his first commitment is to enter these checkers (s) in the opposite home board. The checker entered, moving it to an open point, corresponding to one of the numbers on the rolled cubes. For example, if a player rolls 4 and 6, he can enter a checker on four or six points of the opponent, as long as the prospective point is not occupied by two or more checkers of the opponent. Figure 4. If White rolls with a checker on the bar, he must enter the checker on four points red, as six Reds are not open. If none of the points are open, the player loses his turn. If a player can log in to some but not all of his checkers, he must enter as much as he can and then lose the rest of his turn. Once the last of the player's checkers has been entered, any unused numbers on the dice must be played by moving either the checker that was inserted or the other checker. Bearing off after a player has moved all his fifteen checkers to his home board, he can start bearing off. The player carries off the checker, rolling the number that matches the point at which the checker is located, and then remove that checker from the board. Thus, rolling 6 allows the player to remove the checker from six currents. If there is no checker at the point indicated in the roll, the player must make a legal move using a checker at a higher point. If there are no checkers on higher quantities, the player is allowed (and requires) to remove the checker from the highest point at which one of his checkers is located. The player is not obliged to bear if he can make an otherwise legal move. Figure 5. White rolls and carries from two checkers. The player must have all his active checkers on his home board in order to carry off. If the checker is hit during the bearish process, the player must bring that checker back to his home board before continuing to carry off. The first player to carry all fifteen checkers wins the game. Doubling backgammon is played for a agreed bet per point. Each game starts at one point. During the game, a player who feels he has a sufficient advantage can offer to double the stakes. He only at the beginning of his turn and before he rolled the dice. The player who is offered a double can opt out, in which case he misses the game and pays one point. Otherwise, he has to take a double and play at the new higher stakes. The player who takes the take becomes the winner of the cube, and only he can make the next take. Subsequent takes in the same game are called redoubts. If a player refuses to double, he must pay the number of points that were put on the line before doubling. Otherwise, he becomes the new owner of the cube and the game continues twice the previous bets. The number of doublings in the game is not limited. Gammons and backgammon At the end of the game, if the losing player has suffered at least one checker, he loses only the value showing the doubling of the cube (one point if there was no doubles). However, if the loser has not carried any of his checkers, he gammoned and loses twice the value of doubling the cube. Or, worse, if the loser has not carried any of his checkers and still has a checker on the bar or in the home board of the winner, he backgammoned and loses three times the value of doubling the cube. Additional rules following optional rules are widely used. Automatic doubles. If the same numbers are thrown on the first throw, the stakes are doubled. Doubling the cube is turned into 2 and remains in the middle. Players usually agree to limit the number of automatic takes to one per game. Beavers. When a player doubles, he can immediately double (the beaver), while retaining possession of the cube. The original understudy has the ability to accept or refuse as with a normal doppelganger. Jacobi's rule. Gammons and backgammon are considered only one game, if none of the players offered a double during the game. This rule speeds up the game by eliminating situations where the player avoids doubling so that he can play gammon. Irregular bones should be rolled together and land on the surface of the right side of the board. The player must roll both bones if you die the ground behind the right boards, or land on the checker, or not land flat. The turn ends when the player lifts the dice. If the game is incomplete or otherwise illegal, the opponent has the ability to accept to the game as it was done or require the player to make a legitimate game. The game is considered accepted when the opponent throws the dice or offers a double to start his own turn. If the player rolls before his opponent completes his turn by picking up the dice, the player's roll is void. This rule is usually abolished at any time of forced play or in the absence of further contact between opposing forces. General questions: In: Who goes first? To decide who goes first, you and your opponent each roll one to die. In the case of a tie, you roll again. The player who rolls the most number goes first. This player doesn't roll the dice again; They play two rooms just rolled on their first turn. Note that the player who goes first never has doubles on the first turn because the ties on the first roll are always broken. The object in the backgammon is to move all your checkers around the board in your home board and then carry them. The first player to get all his checkers off the board is the winner. What is an A-point? Ace point is another name for one point, the last moment you can move checkers before you carry them. Your two furthest back checkers start on an ace-point opponent. In: Can I pass when I'm on the waiting list? No, you have to play your roll if there is any legitimate way to do so. If you can't play all your numbers, you have to play as much as you can. So if you roll and can only play three of your four 6s, that's what you have to do. The question is: Is it allowed to hit and start (also known as pick and pass)? Yes, if you hit the checker, you can run your attacker to a safe place. Here's an example: White rolls 5-2. White can hit the red checker by five points and then move his hitter to safety by three points. There are some variations of backgammon played in the Middle East where hit-and-run is not allowed in the home board of the player. But the standard game has no such limitation. Doubling the cube is a cubic block, little more than the usual die, with numbers 2, 4, 8, 16, 32 and 64 printed on its faces. Sometimes it's just called a cube. The goal is to allow players to bet on the game as they play. At the beginning of the game, the doubling cube is halfway between the players, either on the bar or on the side of the board, with the number 64 face up. 64 means the stakes have not yet been doubled. (Most double cubes do not have 1, so the number 64 is understood as 1) The position of the cube, halfway between the players, indicates that both players have access to it. That is, any player can make the first take. At any point during the game, a player who thinks he has enough advantage can double the stakes. He can only do this at the beginning of his turn before he rolled the dice. When a take is offered, the opponent can refuse the take, in which case he refuses to play and loses the current bets. Current bets are the value of the cube before a double, in this case one point, is offered. If the opponent does not want to retire, he can take a double and agree to continue the game twice as much as the previous bets. He places the cube on his side of the board with the number 2 face up. Number 2 is the fact that the stakes are being doubled. The position of the cube means that the player now owns the doubling cube and only he can Next take. If the game develops later and the player who owns the cube feels that he now has an advantage, he can double the stakes to 4. His opponent can opt out and opt out of the current bets (now two units), or he can take and continue to play four times the initial bet. The number of takes and doubles in one game is not limited, except that no player can double twice in a row. At the end of the game, the loser pays the winner the value of the double cube in any units for which they have agreed to play. For example, if a game for one dollar per point and a doubling of the cube shows 4, the loser pays the winner four dollars. In the case of gammon or backgammon, this amount doubles or triples. Yes, you can double at the beginning of any turn. You should be on the lookout, however; Your opponent, seeing that you can't move, can roll his dice without waiting to see what you're doing. Just ask him to wait, please, as he lifts the dice until you decide whether to double. Introduction When backgammon tournaments are held to determine the overall winner, the usual style of competition match play. Competitors are paired and each pair plays a series of games to decide which player progresses to the next round of the tournament. This series of games is called a match. Match play is also popular on backgammon play sites. Matches are played on a certain number of points. The first player, having scored the necessary points, wins the match. Points are awarded in the usual way: 1 for one game, 2 for gammon and 3 for backgammon. A doubling of the cube is used, so the winner of each game gets the value of the game multiplied by the final value of the cube. Automatic takes, beavers and Jacobi rule are not used in the match game. The question is: What is the Crawford Rule? If you play a match up to n points and one player reaches n ã 1 points, Crawford's rule says that doubling the cube is offside for one game. This game without doubling is called Crawford Games. After playing Crawford, doubling the cube is back in play. The Crawford rule is a standard part of the match game. Match Up 5 Score White Black Game 1: White Wins 2 Points 2 0 Doubling Allowed Game 2: Black Wins 1 Point 2 1 Game 3: White Wins 2 Points 4 1 Game 4: Black Wins 1 Point 4 2 Crawford Games 5: Black wins 2 points 4 4 Doubling Allowed Game 6: White wins 2 points 6 4 In this example, the White-Blues play a 5-point game. After three games, White has four points, one less than he needs for the match. This triggers the Crawford rule, and is not allowed to double in the next game, Game 4. The idea behind the rule is that without restrictions on doubling, a player who falls behind in a match will double at the first opportunity in each game. This reduces the number of games needed to win a match, the value of points held by the player who wins. On the other hand, if the cube were completely taken out of the game, the player who lags behind in the match will have to win all the remaining points without any help from doubling the cube at all. The Crawford Rule is a reasonable compromise. The Crawford Rule was developed by John R. Crawford, co-author of the Book of Backgammon. What is a chochette? Choquette is a social form of backgammon for three or more players. One player, the field, plays on the same board against all the others who form a team led by the captain. To determine the order of the game, players each throw one die, and rerolls are used as needed to break the ties. The player rolling high becomes a box; the second largest becomes the captain of the team, playing against the box. Captains play for the team, and has the final say on all checkered decisions. When the box wins the game, it collects from each member of the team and keeps its position as a box. The captain moves to the back of the line and the next player in the team becomes the new captain. When a team wins a game, the field pays off to each member of the team and moves to the end of the line. The captain becomes a new box, and the next player in the queue becomes the new captain. Players can leave or join the choquette at any time. The new player starts at the bottom of the rotation. What is a multi-cube chuef? Choquette can be reproduced with either one doubling cube or multiple cubes. In a single cube game, the only solution that team members make individually is the problem takes. If the field doubles, each member of the team can decide whether to play or drop out. Those who throw each pay off in the field and no longer participate as team consultants. If the captain retires, while there are others in the team who want to play, the captaincy is assumed by one of these players and the previous captain falls to the bottom of the rotation. Most choquettes today use multiple cubes. Each team member has their own doubling cube. The box can double individual team members, and each team member can decide whether and when to double the box. With a few cubes in the game, it is possible for the box to beat some players by losing to others. So the question arises when does a player get to hold the field? The usual rule is that a player saves the field if he defeats the captain. When is counselling allowed? Customs varies depending on the rights of the team. In some choquettes, they are free to consult on how the rolls should be reproduced. Too much consultation, however, can really slow the game down, so many choquettes ban consulting. The popular compromise allows consultations only after the cube has been turned on. Used with the permission of backgammon . . . backgammon set up and rules. backgammon set up and direction. backgammon set up picture. backgammon set up uk. backgammon set up and rules printable. backgammon set up video. backgammon set up variations. backgammon set up pieces

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