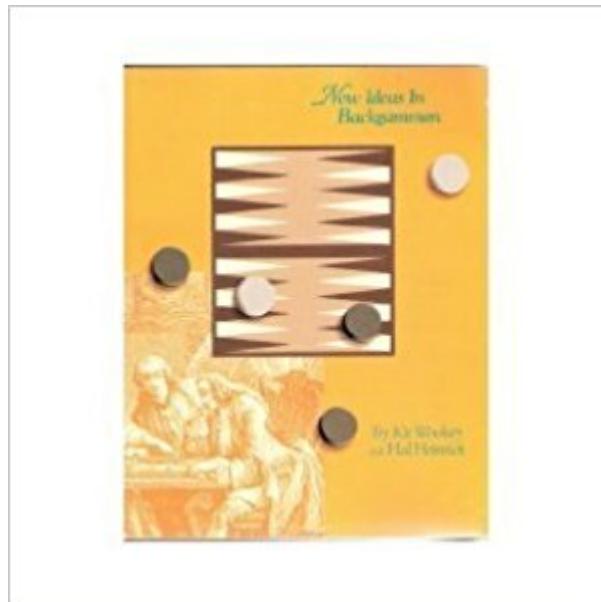


The book was found

New Ideas In Backgammon



Book Information

Paperback

Publisher: Gammon Pr; 1st edition (October 1996)

Language: English

ISBN-10: 1880604086

ISBN-13: 978-1880604083

Package Dimensions: 8.9 x 6.9 x 1.1 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.8 out of 5 stars 5 customer reviews

Best Sellers Rank: #2,575,060 in Books (See Top 100 in Books) #62 in Books > Humor & Entertainment > Puzzles & Games > Board Games > Backgammon

Customer Reviews

This book will take its place on my bookshelf next to Magriel's Backgammon and Robertie's two-volume Advanced Backgammon. The material is exceptional in all respects. First of all, this is a book of 104 problems that have been systematically selected to give experts fits. In fact, in every case a majority of 11 experts (the game's actual player, the two authors, plus a panel of 8) failed to find the correct move. Additionally, the correct moves have been validated by extensive human and computer analysis, so this book doesn't have the "error rate" that other books have. The authors are world-class players and world-class teachers of backgammon, so the writing is clear and crisp. A fantastic book.

One of the only two comprehensive books on "modern (= "computer-enhanced," via neural network programming) backgammon" written in the past 20 years. (The other is "501 Problems in Bacgammon," by Bill Robertie.) Buy both, use the problems in Robertie's book as a "homework assignments" and the discussions by Woolsey and Heinrich for their enlightening clarifications, and your game will improve several good notches.

This is a book of problems whose solutions are deceptive. I think all were gotten wrong by a majority of strong players polled. Just about everyone gets the cover problem wrong, as I did. So the book's starting point is that appearances can be deceptive in backgammon, and we have to train ourselves to look beneath the surface. The analysis by Kit Woolsey and Hal Heinrich, two of the world's best players and theoreticians, is extremely insightful. These guys are both true backgammon

intellectuals who nevertheless express themselves simply and clearly; there's nothing mysterious in what they say. But what they say is profound. Every player from novice to world-class expert will benefit from reading this book.

Backgammon is wildly popular these days with Internet tournaments (and those kind you have to roll the dice in) mobbed. You can have a lot of fun playing this game without sinking your teeth into the subtleties of the difficult problem positions in "New Ideas." If however, you would like to actually WIN one of these competitions - your chances would be greatly improved by taking up the challenge this book offers. Woolsey and Heinrich are able to verbalize how to make these difficult decisions and the concepts they introduce are widely applicable.

This is a fantastic book for the intermediate and advanced player. The authors skillfully dissect 104 difficult positions, pointing out even the most subtle aspects. It is this careful observing and weighing, done out-loud, that makes this book so valuable. In the end, you learn much more than the solutions to these specific problems -- you learn how to reason about all future postions you encounter.

[Download to continue reading...](#)

How to Play Backgammon: A Beginner's Guide to Learning the Game, Rules, Board, Pieces, and Strategy to Win at Backgammon
Backgammon Game: 9 Things You Need to Know About Backgammon
New Ideas in Backgammon Uncovering Student Ideas in Primary Science, Volume 1: 25 New Formative Assessment Probes for Grades K-2 (Uncovering Student Ideas in Science)
Backgammon for Profit Playing Doublets: Backgammon Puzzles to Improve Your Checker Play
Backgammon for People Who Hate to Lose Priority Thinking - a guide to quick and accurate decision-making at the backgammon board
How Good Are You at Backgammon?: 50 Challenging Situations for You to Rate Your Ability with the Experts
Backgammon for Serious Player
Backgammon for Blood: A Guide for Those Who Like to Play but Love to Win
501 Essential Backgammon Problems: 2nd Edition
Backgammon: The Action Game
Backgammon: journal or notebook with 150 lined pages
Starting Out in Backgammon
Backgammon For Winners, 3rd Edition
Backgammon: the cruelest game
An Introduction to Backgammon: A Step-By-Step Guide
Improve Your Backgammon (Mindsports)
Maximum Backgammon Improvement in Minimum Time

Contact Us

DMCA

Privacy

FAQ & Help