

PROBLEM OF THE WEEK – DECEMBER 23, 2020

This week we continue with a review of some decisions that you might be confronted with on the very second roll of the game. Last week, I included 4 problem positions, and this week I am including an additional 5 problem positions.

As noted last week, these problem positions come up with some frequency, since there are only a limited number of possibilities for the first two rolls of a game. Also, these examples have broader application, since the relevant themes and considerations will apply in a host of other, similar positions.

I've chosen these particular problems because, in my experience, they are often misplayed. While it is sometimes the case that an alternative play is acceptable, and that the choice of play is "a matter of taste," I assure you that this is not the case with any of the problem positions that are presented below. A failure to make the correct play in these cases **will** cost you over time – misplays in these spots are real mistakes that will impact your overall long-term results. As opening positions come up frequently (*i.e.*, in every single game you play), these are the kinds of plays you should strive to get right.

For all of the problem positions below, you are playing in a standard money game with the Jacoby rule in effect. However, the correct plays will generally be the same in match play for most match scores.

Note that, as is the rule in modern 21st century trivia contests, consultation with electronic devices of any kind (including, in this case, assistance from any silicon-based life forms) is strictly prohibited – any such usage is, in fact, cheating. The solutions to these problems, including an explanatory analysis accompanied by Extreme Gammon rollouts, will be circulated on Sunday (12/20) or Monday (12/21), in either case well in advance of our weekly online tournament.

THE PROBLEM POSITIONS

Problem E

○ is Opponent
score: 0
pip: 158

Unlimited Game
Jacoby Beaver

pip: 167
score: 0

● is Player

64

XGID=a----EaC---dE-a-c-e----B-0:0:1:31:0:0:3:0:10

● to play 31

White opened with a 63 roll, and played 24/18 13/10 (63S). Black to play 31.

Problem F

○ is Opponent
score: 0
pip: 164

Unlimited Game
Jacoby Beaver

pip: 167
score: 0

● is Player

64

XGID=-b----E-C---dEa--c-da---B-:0:0:1:31:0:0:3:0:10

● to play 31

White opened with a 21 roll, and played 13/11 6/5 (21\$). Black to play 31.

Problem G

○ is Opponent
score: 0
pip: 164

Unlimited Game
Jacoby Beaver

pip: 167
score: 0

● is Player

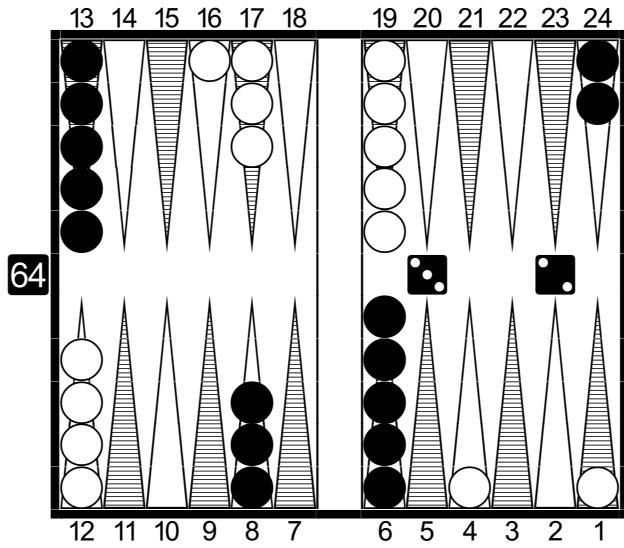
64

XGID=-b----E-C---dEa--c-da---B-:0:0:1:11:0:0:3:0:10

● to play 11

White opened with a 21 roll, and played 13/11 6/5 (21\$). Black to play 11.

Problem H



○ is Opponent

score: 0
pip: 160

Unlimited Game
Jacoby Beaver

pip: 167
score: 0

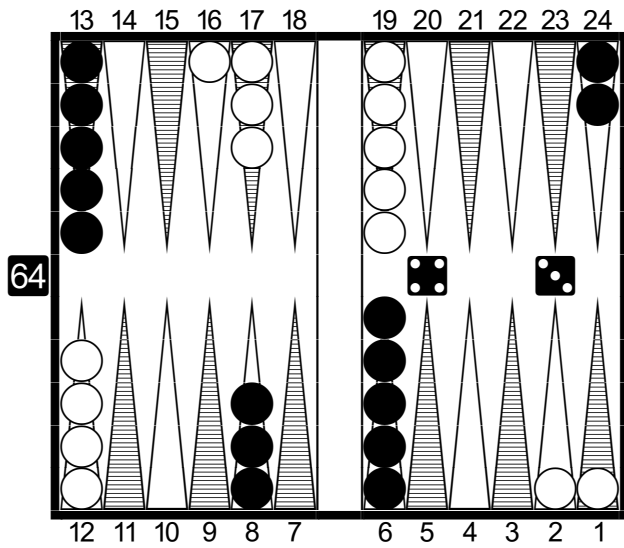
● is Player

XGID=-a--a-E-C---dE--ac-e----B-:0:0:1:32:0:0:3:0:10

● to play 32

White opened with a 43 roll, and played 24/21 13/9 (43Z). Black to play 32.

Problem I



○ is Opponent

score: 0
pip: 162

Unlimited Game
Jacoby Beaver

pip: 167
score: 0

● is Player

XGID=-aa--E-C---dE--ac-e----B-:0:0:1:43:0:0:3:0:10

● to play 43

White opened with a 41 roll, and played 24/23 13/9 (41S). Black to play 43.