

PROBLEM OF THE WEEK #4 – DECEMBER 29, 2020

○ is JackMac
 score: 1
 pip: 56
 3 point match
 pip: 100
 score: 1
 ● is KellyRae

XGID=-EEA-A-Ab---Ba--aabbbb--:0:0:-1:66:1:1:0:3:10

● to play 66

In this week's problem, I am playing Jack "JackMac" McCollough in a last chance round from our weekly "For the Glory" tournament circuit (December 21, 2020). While a 66 roll is often something that you like to see (unless you are on the bar), in this particular position, that roll presents a range of problems for me.

I would like to keep the 17-point anchor, but I quickly realize that, as a certain tournament director might helpfully proffer up, "the play of one of the sixes is *forced*." Yes, indeed, I am forced to play one of the sixes by breaking my anchor on the 17-point, moving 17/11. As I ponder my play a bit, considering how to play the remaining three 6's, Jack offers some helpful encouragement through Backgammon Galaxy's "chat" feature: "You should make this a Problem of the Week." I acknowledge that this seems a good idea, although sadly this "encouragement" offers me no guidance as to how to deal with the predicament that I seem to have landed myself in.

So, loyal readers – what should I do here with my 66 roll?

Usual rules apply: consultation with electronic devices of any kind (including, in this case, assistance from any silicon-based life forms) is not permitted. Solutions will be circulated on Sunday around noon (1/3).