

PROBLEM OF THE WEEK #8 – JANUARY 27, 2021

This week, we'll cover a slightly different topic, but one that's fairly important, as you face it very frequently in the play of the game. Specifically, the problem positions all involve races where contact has been broken. The leader in the race (as determined by the respective pip-counts) will generally be the favorite.

The two important questions that we'll explore:

- When should the leader in the race offer a double?
- If doubled, when can the trailer in the race venture a take?

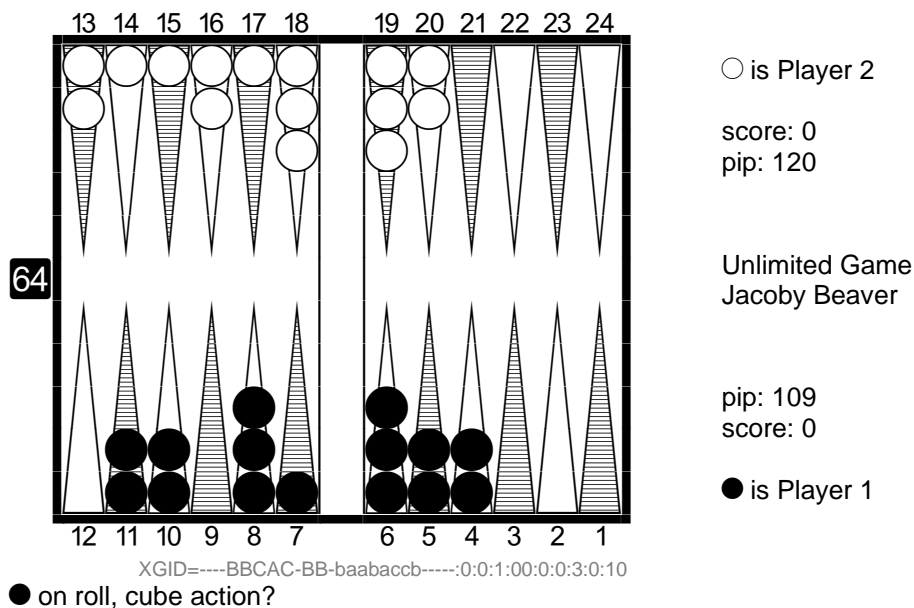
For each of the positions below, Black is on roll and is leading in what is basically a pure race (while there is some possible contact in Position 8E, it is safe to say that neither player will voluntarily leave a shot, and both players will have no difficulty clearing their respective midpoints, so for all practical purposes that position should also be evaluated just like the others – as a non-contact racing position).

Question 1: Should Black double?

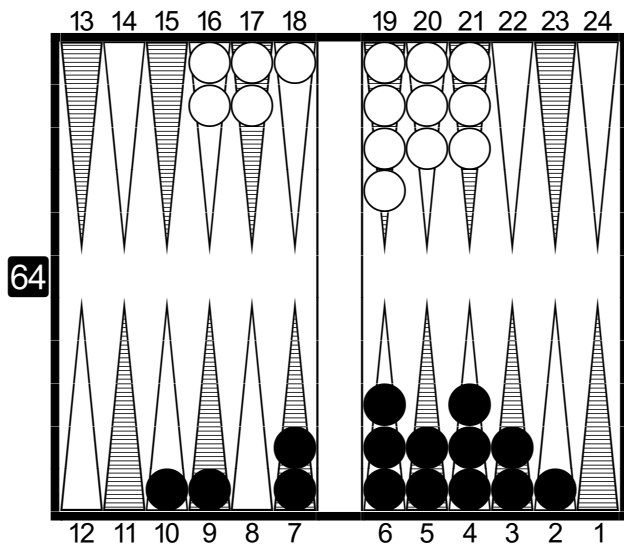
Question 2: If Black doubles, should White take the cube?

Note that each position below includes the respective pip-counts for the players to the right of the diagram. In each case, these positions are money games with the Jacoby Rule in effect.

POSITION 8A



POSITION 8B



XGID=--ABCBCB-AA----bbadcc----:0:0:1:00:0:0:3:0:10

● on roll, cube action?

○ is Player 2

score: 0

pip: 92

Unlimited Game

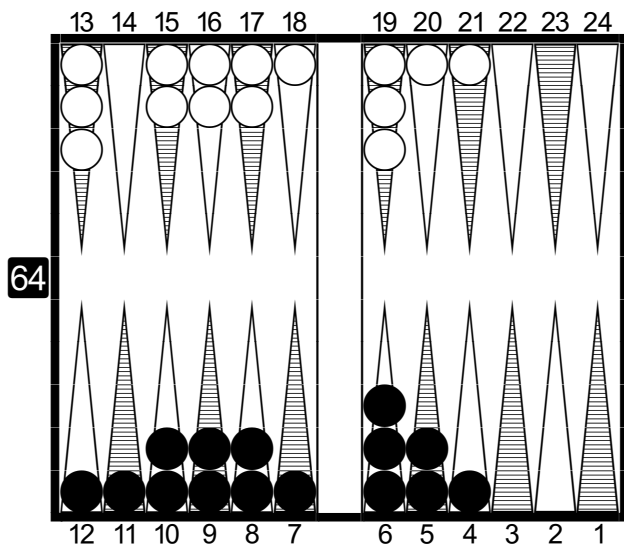
Jacoby Beaver

pip: 81

score: 0

● is Player 1

POSITION 8C



XGID=---ABCABBBAAc-bbbacaa----:0:0:1:00:0:0:3:0:10

● on roll, cube action?

○ is Player 2

score: 0

pip: 124

Unlimited Game

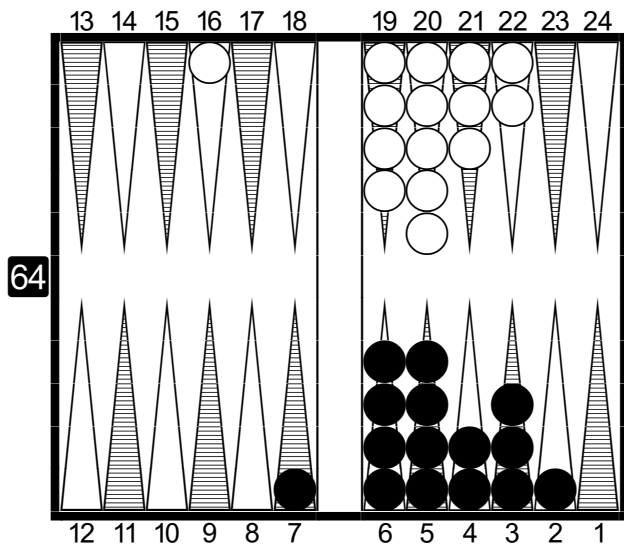
Jacoby Beaver

pip: 116

score: 0

● is Player 1

POSITION 8D



○ is Player 2

score: 0

pip: 76

Unlimited Game

Jacoby Beaver

pip: 70

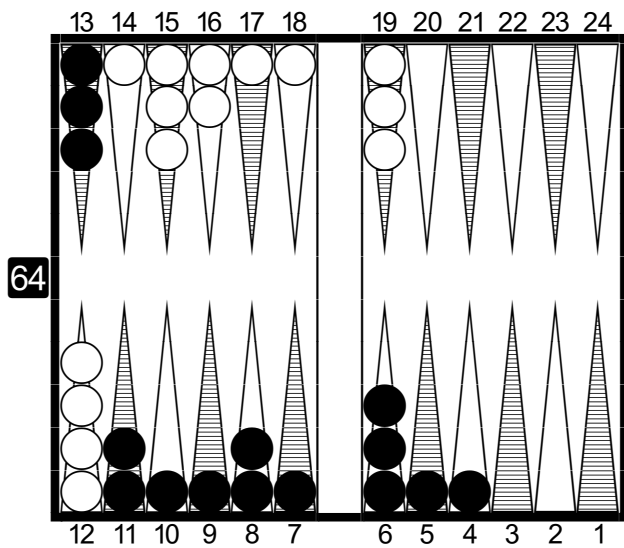
score: 0

● is Player 1

XGID---ACBDDA-----a-decb---:0:0:1:00:0:0:3:0:10

● on roll, cube action?

POSITION 8E



○ is Player 2

score: 0

pip: 144

Unlimited Game

Jacoby Beaver

pip: 130

score: 0

● is Player 1

XGID----AACABAABdCacbaac-----:0:0:1:00:0:0:3:0:10

● on roll, cube action?