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# Playing Doublets



## Synopsis

Rolling doublets is one of the most thrilling aspects of backgammon. This book, aimed at advanced beginners and intermediate players, makes game-strengthening puzzles fun by focusing on doublet positions, containing 180 of them drawn from championship tournaments. Pit yourself against the giants of the game and sharpen your tactical vision!

## Book Information

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## Customer Reviews

This is an excellent collection of 180 backgammon problems from expert matches. In order to improve at something, one needs to engage in deliberate practice. This book provides the deliberate practice necessary to improve one's ability to make the best move when rolling doubles. You roll doubles one-sixth of the time so improving your playing of doubles is important to improving your overall game. Also, rolling doubles often results in potential significant swings in equity so it is important to capitalize on these situations by making the best move. Furthermore, rolling doubles may change the game plan that best maximizes your equity (e.g. rolling large doubles may result in your best game plan changing from a holding game to a racing game). So you need to pay particular attention when you roll doubles to maximize your equity. The book uses gnu

for its rollouts but provides a comparison of the rankings of the plays with that of eXtreme Gammon in an annex. Both programs agree on the best move for all 180 positions in the book and agree on the rankings of the top four moves more than two-thirds of the time. This is a best practice that I have not seen in any other backgammon book. One caveat: this book provides no annotation as to why the best play is better than the other options and thus is suited to a player with a firm grasp of the principles of backgammon. One quibble with the book: the positions are rolled out at the match score at which they occurred. While this gives one the ability to compare one's play to that of the experts who faced these positions, it makes it unclear how much the match score influenced what checker play was best, especially for plays where one or both players are close to winning the match.

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