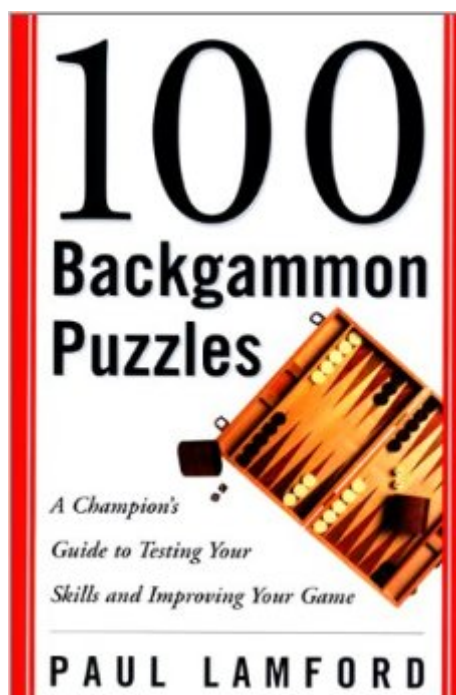


The book was found

# 100 Backgammon Puzzles: A Champion's Guide To Testing Your Skills And Improving Your Game



## Synopsis

Offers challenging ways to improve your game.

## Book Information

Paperback: 128 pages

Publisher: Lyons Press; 1st edition (February 2001)

Language: English

ISBN-10: 1585742090

ISBN-13: 978-1585742097

Product Dimensions: 8.4 x 5.4 x 0.4 inches

Shipping Weight: 5.9 ounces

Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #2,604,521 in Books (See Top 100 in Books) #49 in [Books > Humor & Entertainment > Puzzles & Games > Board Games > Backgammon](#)

## Customer Reviews

I have about a dozen backgammon books and this is one of the better ones. The positions included cover a huge range of situations and teach a lot of useful key positions. I find his tips and various rules of thumb highly educational. Personally, I much prefer Lamford's writing style to Robertie's. It's clear, helpful and straightforward (not sensationalist). His PRAT (position, race & threats) advice on doubling is something I've seen no where else, and it's a very useful tool indeed. It's good for beginners keen to get into the more complex aspects of the game and intermediates working to improve, but experts may find the limited amount of deep analysis disappointing (I'm rated about 1800 on FIBS).

Except for some brief introductory material, this book consists almost entirely of 50 checker-play problems and 50 doubling-cube problems. Most are money-game problems but some are match-play problems. Each problem has a hint below the diagram. The solution to the problem appears on the next page, along with a general tip about backgammon strategy. At the end of the book there is a chart that estimates your rating based on how many of the problems in the book you got right. I personally like backgammon books like this one with lots of concrete problems in them. A casual or intermediate player can easily dip in and learn something immediately, without having to slog through a long, complicated discussion. Lamford's solutions and tips are brief and to the point. If you are an advanced/open player, then this book is still valuable, but you will have to work harder to

extract the value from it. First, you will need to cover up the hint, which often gives away the answer. Next, in most cases you will want to put the position into GNU Backgammon or eXtreme Gammon, because Lamford used an early version of Snowie and some of the verdicts have been overturned since then. Finally, you will have to take Lamford's solutions and tips with a grain of salt because they tend to oversimplify (for example, he never does any match-equity calculations). In spite of all this, the book is valuable because at least half the problems are challenging ones, and unless you are a world-class player you will certainly get a sizable percentage of them wrong. This will help you identify holes in your game that you need to work on. Since the book is inexpensive, you get considerable bang for your buck.

I've always considered myself an above average backgammon player with little idea how to get better. I usually play subpar opponents over the internet or friends at home, but never learned new techniques or skills and would often win flat out. After reading this book, I learned dozens of new strategies and small techniques. One complaint I have with the book is that I rarely play with the doubling cube, so half the book is not entirely useful for me. But if you do, I'm sure it will be handy.

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

100 Backgammon Puzzles: A Champion's Guide to Testing Your Skills and Improving Your Game  
Backgammon Game: 9 Things You Need to Know About Backgammon 100 Backgammon Puzzles  
The New York Times Monday Through Friday Easy to Tough Crossword Puzzles: 50 Puzzles from  
the Pages of The New York Times (New York Times Crossword Puzzles) Playing Doublets:  
Backgammon Puzzles to Improve Your Checker Play 100 Vignettes for Improving Trial Evidence  
Skills Hacking: How to Computer Hack: An Ultimate Beginner's Guide to Hacking (Programming,  
Penetration Testing, Network Security) (Cyber Hacking with Virus, Malware and Trojan Testing)  
Guide to DNA Testing: How to Identify Ancestors, Confirm Relationships, and Measure Ethnic  
Ancestry through DNA Testing Hacking: Beginner's Guide to Computer Hacking, Basic Security,  
Penetration Testing (Hacking, How to Hack, Penetration Testing, Basic security, Computer Hacking)  
Improving Inter-professional Collaborations: Multi-Agency Working for Children's Wellbeing  
(Improving Learning) The Basics of Hacking and Penetration Testing: Ethical Hacking and  
Penetration Testing Made Easy The Basics of Hacking and Penetration Testing: Ethical Hacking  
and Penetration Testing Made Easy (Syngress Basics Series) Hacking: How to Hack Computers,  
Basic Security and Penetration Testing (Hacking, How to Hack, Hacking for Dummies, Computer  
Hacking, penetration testing, basic security, arduino, python) Hacking: Basic Security, Penetration  
Testing and How to Hack (hacking, how to hack, penetration testing, basic security, arduino, python,

engineering) Daniels and Worthingham's Muscle Testing: Techniques of Manual Examination, 8e  
(Daniels & Worthington's Muscle Testing (Hislop)) Delay Fault Testing for VLSI Circuits (Frontiers in  
Electronic Testing) Learn Backgammon in 10 Minutes: The Quickest Way to Learn the Game  
Backgammon: The Action Game Backgammon Set (Board Game Boxset) backgammon the  
cruellest game

[Dmca](#)