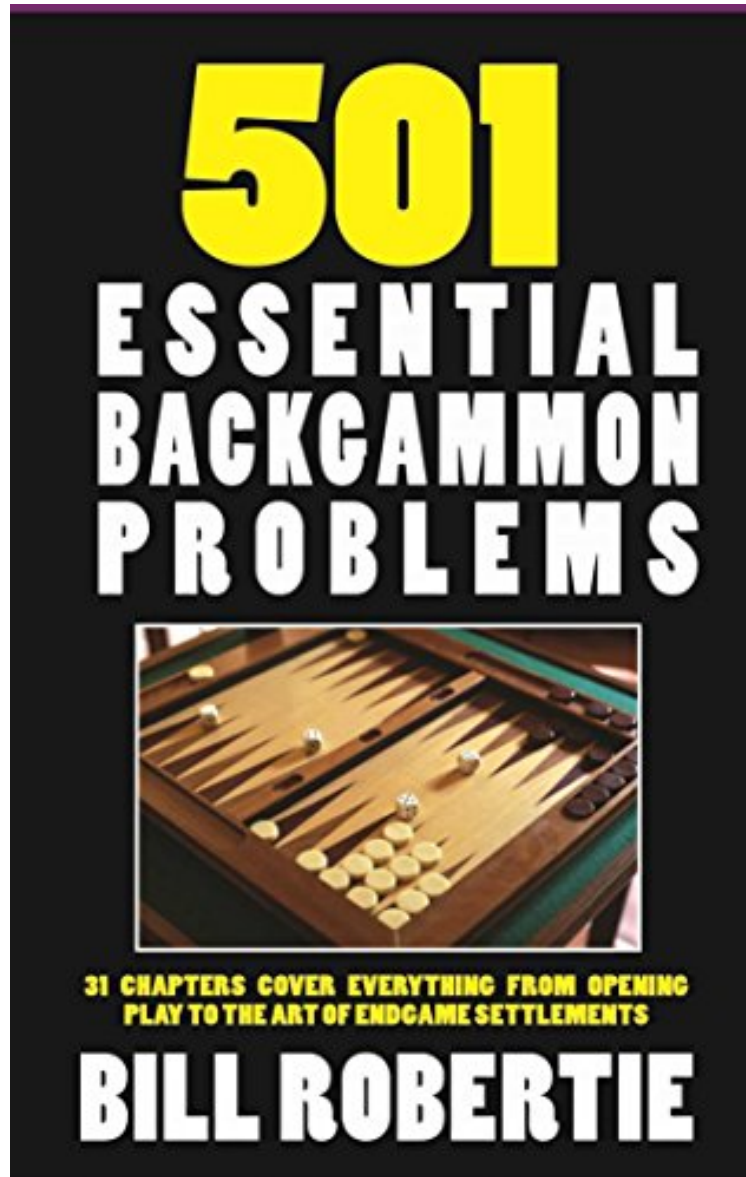


[Read and download] 501 Backgammon Problems

## 501 Backgammon Problems

*Bill Robertie*

*\*Download PDF / ePub / DOC / audiobook / ebooks*



[Download](#)

[Read Online](#)

#346626 in Books 2017-08-01 2017-08-01 Original language: English PDF # 1 9.50 x 1.00 x 7.501, #File Name: 1580423493384 pages | File size: 41.Mb

**Bill Robertie : 501 Backgammon Problems** before purchasing it in order to gage whether or not it would be worth my time, and all praised 501 Backgammon Problems:

0 of 0 people found the following review helpful. Terrific analysis of backgammon situations that run the gamutBy ZenyaddaTerrific analysis of backgammon situations that run the gamut. I especially liked the chapter dealing with "races," with astute analysis of when you double, drop, or take.2 of 2 people found the following review helpful. Best

beginner/intermediate backgammon book available  
By Mark James  
The reviews for this book are good, so I don't want to repeat their analysis. What I will add is why I have given/sold/recommended this book to dozens of struggling backgammon players. There are only a couple paragraphs before each chapter. You "read" it like you "read" the chess puzzle in a newspaper. Backgammon is primarily a money game, although tournament play is very popular with strong players. This book is for money play. This book will save you a \*lot\* of money as you learn. For beginners, the first time through, many of the positions will seem impossibly difficult to understand. The cube decisions may be mystifying. But go through it twice before you judge it. You will see results in your play. Magriel's book, Backgammon, is still the best starter book for basic strategy and understanding themes in backgammon. There are better (specialized) advanced backgammon books. I have seen no backgammon book, however, which can more quickly get a players' game to improve dramatically. Its fun, and its easy to go through. For intermediate/advanced players, many of the positions are easy, but also great reminders of the need for understanding transitional positions, especially backgames where you hit a loose checker. Critiques: there are not enough end game positions, yes, there are many positions where more alternatives should be given, but this is a "bathroom" book, it is not intended to be a critical analysis of every situation. What 501 does is present the game's complexities in a broad range of positional types, and let you solve a maze of problems, leading to a much better understanding of the game. If you play, or are learning backgammon, get this book and put it in the bathroom. Read it for 5 minutes a day. (12-18 problems is a good average). Supplement this with a good backgammon program, whether the free gnu backgammon, or one of the commercial apps. Within a few months, your game will be dramatically better. 2 of 2 people found the following review helpful. organizational problem, not user friendly  
By glenn swanson  
I have many backgammon books to compare this one against. The information is great, and the problems and responses are well thought out, but the layout of the information becomes a tiresome exercise in flipping pages back and forth between the image of the board and the question/answer many pages away. I enjoyed the problems, and learned a good deal of strategy but the book should be more straightforward, with the illustration right at the page of the reading, so it would be easy to refer back to it. A small problem for the amount of information the book contains, but a problem that tends to detract from the learning experience.

A must-buy for every serious backgammon player, this powerful classic by a two-time world champion teaches the expert and pro concepts used by world-class money players and champions! This comprehensive backgammon supercharges intermediate players with powerful concepts used by professional money players and champions! Readers learn everything from the general principles underlying expert play to advanced concepts like back play, holding games and one man back. Advanced strategic chapters cover connectivity, priming games, containment games, breaking anchor, action doubles, late game blitzes, post-blitz turnaround, ace point games, the concepts of profitable doubles and much more in the 31 hard-hitting chapters. With the help of hundreds of game-action diagrams 501 Essential Problems transform readers into thinking, aggressive pro-level players. A must-buy for every serious backgammon player!

About the Author  
Bill Robertie, author of seven backgammon books, is the worlds best backgammon player and the only two-time Monte Carlo World Championship. He was the former editor and co-publisher of Inside Backgammon, the games foremost backgammon magazine.