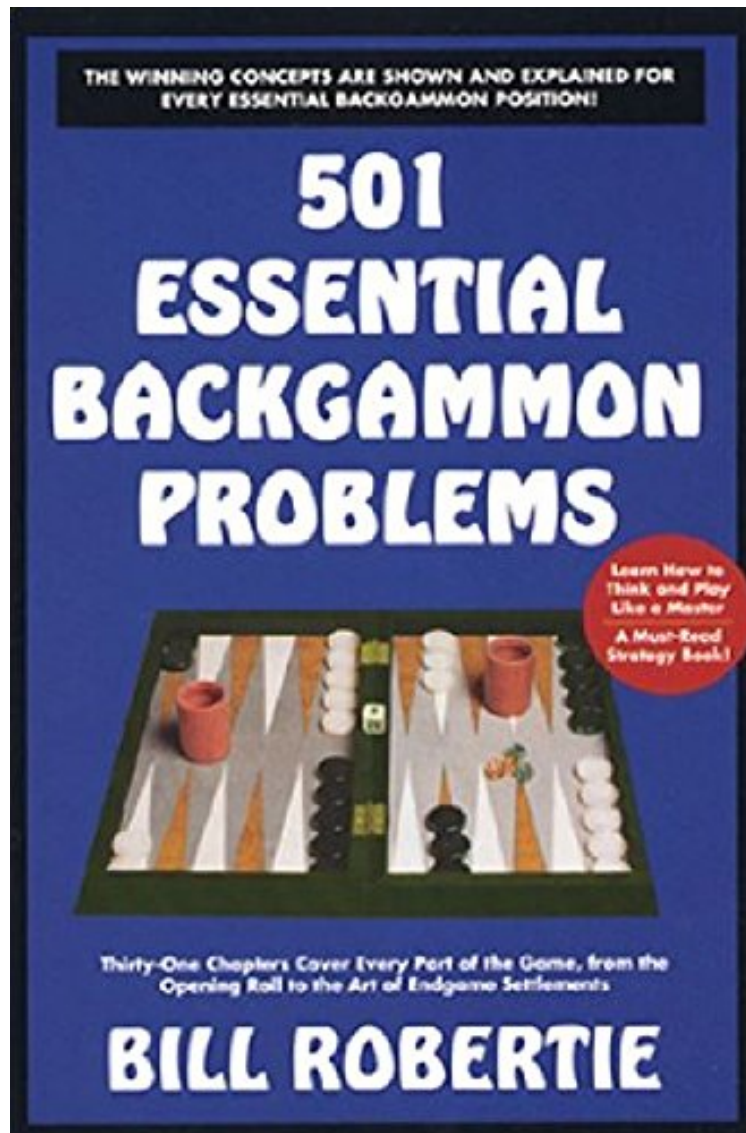


(Free pdf) 501 Essential Backgammon Problems

501 Essential Backgammon Problems

Bill Robertie

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Bill Robertie : 501 Essential Backgammon Problems before purchasing it in order to gage whether or not it would be worth my time, and all praised 501 Essential 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 availableBy Mark JamesThe 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 player's game to improve dramatically. It's fun, and it's 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.

This comprehensive backgammon book challenges the reader with 501 essential problems to transform him into a thinking, aggressive pro-level player. Strategies and situation cover every aspect of the game, from playing positions to doubling maneuvers. Everything is carefully explained and illustrated so that the reader understands all the concepts.