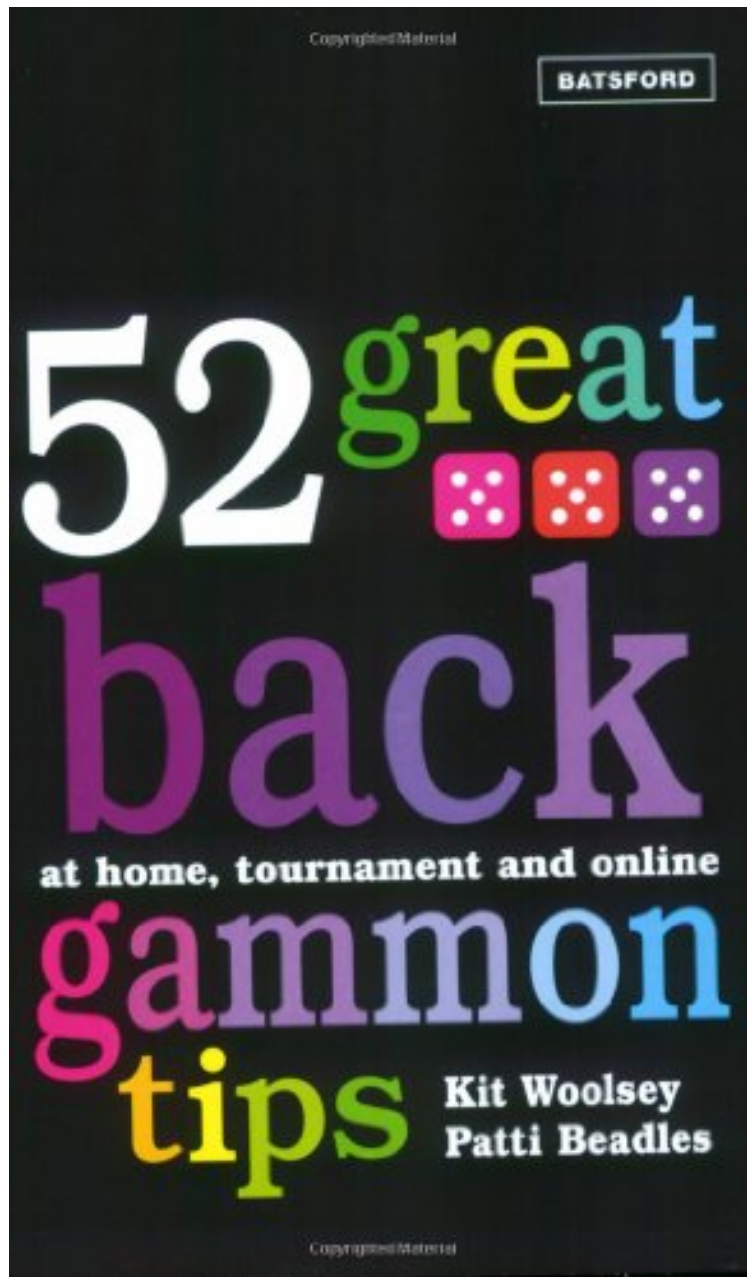


[Read ebook] 52 Great Backgammon Tips: At Home, Tournament and Online

52 Great Backgammon Tips: At Home, Tournament and Online

Patti Beadles, Kit Woolsey

*DOC | *audiobook | ebooks | Download PDF | ePub*



#807175 in Books imusti 2007-11-01Original language:EnglishPDF # 1 .45 x 5.55 x 8.511, .42 #File Name: 0713490640144 pagesBatsford | File size: 24.Mb

Patti Beadles, Kit Woolsey : 52 Great Backgammon Tips: At Home, Tournament and Online before purchasing it in order to gage whether or not it would be worth my time, and all praised 52 Great Backgammon Tips: At Home, Tournament and Online:

2 of 2 people found the following review helpful. My new favorite first book on backgammon By David Burch A great overview, with indeed good tips, well explained and at a good level for an introduction. Easy to follow after just a little experience with the game. A comfortable tone, as if Kit Woolsey were explaining to you personally what is often called the Woolsey Rule on the use of the doubling cube. And many thanks to co-author Pattie Beadles for her ongoing work on FIBS.com, first internet backgammon server. A great place to learn to play. Even players with experience will find it a nice compilation of some (say, 52) things to recall and keep in mind during a game. A few graphic typos from the publisher (40,41,72,127) are apparent after some puzzlement. 0 of 0 people found the following review helpful. Three Stars By Paulok 9 of 10 people found the following review helpful. A book for backgammon beginners who want to be intermediate players. By Clickme Clickme Essentially a beginner's book. Of course there are players who are beginners, yet think they are good players. This may be for them. If you are new to the game I suggest reading: First, Chris Bray "Backgammon For Blood" (Not the poor Backgammon for Blood by Bruce Becker). Next, "Improve Your Backgammon" by Paul Lamford. Then read "Backgammon" by Paul Magriel. His book is from the 1970s and has some errors but is still widely considered the backgammon bible. These are all beginner books and should be read before moving to the more advanced books. If you really want to play well, then join a local backgammon club and play with real players. This is a fair read, and covers all the basics, appropriate for its intended audience of beginners and intermediates. It is at least partially written by the Backgammon master Kit Woolsey. It is a good review. However, if you play regularly at a backgammon club and compete in tournaments, you already know much of this information. Tip 1: Run. Tip 2: Block your opponent. Tip 3: Hit your opponent. Tip 4: Learn to build a prime. Tip 5: Consider all the possible plays. Tip 6: Learn the opening rolls. Tip 7: Do not play too safe. Well, you get the idea. Also I noticed at least 4 or more mis-spellings and errors in the book such as when a picture did not match the text. A star should be deducted for such poor proof-reading but I didn't deduct. Backgammon is a lot of fun and this book will help the newer players. Good luck!

This latest addition to the bestselling 52 Great Tips series features backgammon the centuries-old game whose popularity is exploding today, thanks to exciting new opportunities to play online. Starting with the basic rules, Michael Crane, a leading British player, explains everything both beginners and advanced competitors need to know. He shows the newcomer that what looks at first like a simple game of chance offers deep strategic challenges. And for the reader who learns how to calculate the odds, he offers winning advice on the best ways to handle different situations on the board. The tips (some of them contributed by other international players) cover everything from the opening moves to the subtleties of using the doubling cube.

About the Author Patti Beadles has been playing competitive backgammon for over a decade. She runs the website FIBS, the longest-running backgammon server on the internet.