

HOW TO PLAY. Today's BACKGAMMON

The beginner is introduced to backgammon in the following article, the first of a series on "Today's backgammon" which Elizabeth Clark Boyden has written exclusively for The Times and NEA Service. She is the author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

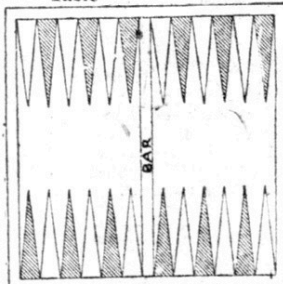
BY ELIZABETH CLARK BOYDEN
Written for NEA Service

THE amazing revival, in America, of the old game of backgammon is one of the most remarkable developments in the world of games.

The history of backgammon is most interesting. Of very ancient origin, it was probably the first game to combine luck and skill. Some form of this game, under various names, is played in practically every country in the world.

Backgammon was very popular in America about twenty-five to fifty years ago. It was distinctly a home game, and gradually disappeared

Black's Outer Table Black's Inner Table



White's Outer Table White's Inner Table

Here's what a backgammon board looks like. You can make your own, out of ordinary cardboard, until you see whether you like the game. Dice and checkers are the only other necessary accessories.

from public notice when the whist family turned the attention of the world to playing cards.

An astonishing number of people have no recollection whatever of the game and even think it is a new game of cards. Others have a vague idea that it is in some way associated with checkers.

A National Game Now

About a year and a half ago this game suddenly was revived in a small way at some of our fashionable resorts. From the small beginning it has spread rapidly and this summer found it very popular in all parts of the country.

Easily adapting itself to out-of-doors, backgammon parties on beaches and on the porches have been a favorite form of entertainment.

The game of backgammon is not difficult and can be easily learned and enjoyed by old and young alike. The rules are few and simple and it is to be hoped they will remain so.

Many features have contributed to the success of backgammon. Perhaps the most important of these is the fact that, while the chance of the throw brings in a distinct element of luck, there is opportunity for real skill.

Backgammon is essentially a game for two people, and, as there are comparatively few really good games for two, this has contributed much to its long life. It distinctly eases the problem of the hostess who finds herself with two

or three odd people, too few for a table of bridge.

It also can be played in a much shorter space of time than a rubber of contract, and can be dropped at almost any moment without embarrassment to the player.

Backgammon is played on an especially designed board, as shown in the accompanying sketch. This board is divided in the center by a partition called the "bar."

Each side of this bar is divided into two tables, each containing six points of contrasting colors. The two tables on the player's side of the board and separated by the bar are called that player's inner and outer tables.

This board usually is found on the inside of a checkerboard. It can, however, be purchased separately.

Checker and Dice Used

Accompanying the board are two sets of checkers or men, fifteen each in contrasting colors, usually black and white, red and white, or red and black. Four dice, two for each player, usually are provided, together with a shaker for each player.

Next we will set up our checkers in the tables as they should be arranged at the beginning of the game, and show how a real game actually is started.

NEWS OF SO

Mr. and Mrs. Carroll Tomey, 3643 Salem street, and Mrs. L. C. Hartman, 1 East Thirty-sixth street, left this morning for Miami, Fla. They plan to spend the winter.

Miss Nance Marsh, 14 Hampton court, has gone to Sullivan for a few days' visit.

Mr. and Mrs. William Coleman, 1006 North Meridian street, will close their cottage at Wequetonsing, Mich., and return to Indianapolis next week.

The Rev. and Mrs. Jean S. Milner and daughters, Susannah and Jeanne Milner, 527 Central court, have returned from their summer home near Harbor Springs, Mich.

Mr. and Mrs. George Hunter, 2320 Park avenue, have as their guests their daughter, Mrs. Robert L. Hammond and children, of Chicago.

Mrs. Charles A. Dryer, Los Angeles, will come in October to visit her daughter, Mrs. Alex Vonnegut, 3715 North Meridian street.

Mr. and Mrs. John Gould, 4326 North Pennsylvania street, have returned from a week-end at Lake Maxinkuckee with Mr. and Mrs. Frederick Holliday.

Mrs. Martha Hallinin, who has been the guest of her sister-in-law,

CARD PARTIES

S. and S. Club will give a benefit card party at 1025 Prospect street at 8:30 Wednesday.

Fidelity Rebekah lodge No. 227 will give a card party at 2:30 Wednesday afternoon in the hall, 1609 Prospect street. Mrs. Charles Henson is hostess.

Liederkrantz will hold a card party in the hall, 1421 East Washington street, at 2:30 Friday afternoon. Bridge, 500, euchre and lotto will be played.

Silver Star Review No. 15 will hold a card party at 8:15 Thursday night in the Odd Fellows hall, Washington street and Hamilton avenue. Mrs. John Riedl is chairman.

HOW TO PLAY. Today's BACKGAMMON

CHECKERS ARE MOVED BY THROW OF DICE

EDITOR'S NOTE: How to start a game of backgammon is told in the following article, the second in a series on "Today's Backgammon," which is being written for The Democrat and NEA Service by Elizabeth Clark Boyden. She is the author of "The New Backgammon," and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

By Elizabeth Clark Boyden
Written for NEA Service

The regulation backgammon, as popularly played in this country today, starts with the checkers or men placed upon the board in a prescribed fashion, as in the accompanying illustration.

(Note: For convenience the player using the white checkers is referred to as White, and the player using the black checkers is referred to as Black).

Each player has an Inner or Home table and also an Outer table on his own side of the board. The Inner or Home tables may be set up on the right or left side of the bar. In fact, if it is on one player's right, it must of necessity be on the opposite player's left. Players should accustom themselves to play in either position.

Black Opposite White

In learning to place the men prior to play, certain definite pictures may be of help. Notice that the two players' inner or home tables are (and must be) opposite each other and on the same side of the bar. Notice that each player has men in every table but on only one point in each table. Notice that each player has two men on the outside edge of the opponent's inner or home table, and five men on the outside edge of his opponent's outer table. Each player has five of his own men in his own inner or home table on the point next to the bar, and three men in his outer table one point away from the bar. There are always the same number of black and white men directly opposite each other.

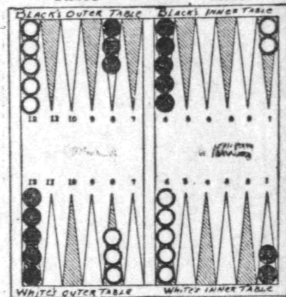
The old-fashioned custom, when the lighting facilities were poor, was to set the inner or home tables on the side of the board nearer the light. As the light is no longer a problem today, the player throwing the high dice at the commencement of the game can choose the black or the white men, and whether he wishes to set the board with his home table on his right or on his left.

Throw Determines Move

The object of the game is to move the checkers around the board according to the throw of the dice, and then off the board entirely. The men are moved in a definite path from the opponent's inner table into the opponent's outer table and from there to the player's own outer table and finally into his own inner table. Those men already part way

← WHITE MOVES THIS WAY.
BLACK MOVES THIS WAY →

Black's Outer Table Black's Inner Table



White's Outer Table White's Inner Table

← BLACK MOVES THIS WAY.
WHITE MOVES THIS WAY →

around have only the remaining distance to travel. When all of a player's men are in his inner or home table he commences bearing them off the board, still according to the throw of the dice. The player who first bears all his men from the board wins. The players move in opposite directions, thus meeting as they travel around the board to their home tables.

At the start of the game each player throws one dice in his right hand table. When opponents throw the same number, they must rethrow. High wins and for his first play uses the number on his own dice and on his opponent's. He can play one man for one number and another man for the other number, or he can play one man for both numbers. In moving the men, start counting from the point next to the one on which the man is resting, so that with an even number the man is moved to a point of the same color, and with an odd number the man is moved to a point of a contrasting color. When moving one man for both numbers, the move must be made in two separate plays so that the man can rest on a point corresponding to one of the two numbers thrown before playing the second. The beginner is inclined to add both numbers and make the whole play in one move. The objection to this will be explained in tomorrow's article.

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IT'S THE MOUTH

LADY: Your French rolls are really far too small. I can put a whole one into my mouth at once.

BAKER: I can quite believe that, madam, but it's not the fault of the bread.—Rolf Halv Timma, Gotenburg.

DANCE AT PANACEA

Saturday Dances will be continued thru the winter at Page's Cafe, Panacea.

New Floor, Good Music

How to play TODAY'S BACKGAMMON

STARTING THE GAME

EDITOR'S NOTE: The actual start of a game of backgammon is explained in the following article, the third of a series on "Today's Backgammon" which has been written for The Daily Democrat and NEA Service by Elizabeth Clark Boyden. She is author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

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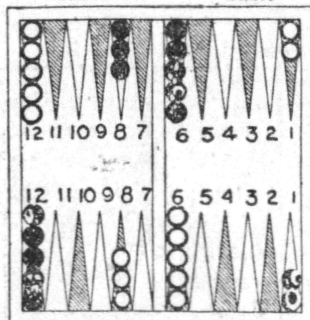
The original setting up of the men and how to move the checkers from point to point in accordance with the throw of the dice were discussed in yesterday's article.

We will now illustrate, with the aid of the diagram, the start of a game of backgammon. It is recommended that the readers get out their backgammon boards and follow the moves as suggested below.

The two players seat themselves on opposite sides of the table with the board between them. Each player throws one dice in his right hand table. They each throw a six and must rethrow, and continue to do so as long as they throw the same number. On the second throw, one player throws a five and the other a six. High (the six) wins and that player chooses the white men and chooses

← WHITE MOVES THIS WAY.
BLACK MOVES THIS WAY →

Black's Outer Table Black's Inner Table



White's Outer Table White's Inner Table

← BLACK MOVES THIS WAY.
WHITE MOVES THIS WAY →

to set the board with his home table on his right. He will hereafter be referred to as white and his opponent as black.

They now set up the table and in looking at the diagram we are looking over white's shoulder and black is opposite facing us with his inner table on his left. White now must play the numbers on his own and on black's die for his first move. This was a five and a six. He looks over the board and finds he has a choice of several moves. He can move two men from point 12 in black's outer table, one to

EXECUTIVE BOARD MEETS AT HOME OF MRS. AUSLEY

Mrs. C. M. Ausley was hostess to members of the executive board of Trinity Methodist Missionary Society at a meeting on Friday afternoon, at her home on 6th avenue.

After reports for the quarter were made out, plans for the new year's work were discussed and other business matters completed.

A social hour was also enjoyed and Mrs. Ausley assisted by her daughter, Helen, served refreshments of Silver Nip and fruit cookies.

Those present were Mrs. J. A. Cheek, Mrs. L. E. Jinks, Mrs. R. M. Evans, Mrs. A. F. Phillips, Mrs. T. S. Green, Mrs. S. L. Walters, Miss Jesse Blake, Mrs. H. H. Cooper and Miss Mamie Snipes.

point 8 and the other to point 7 in his own outer table. He can, however, take one man from point 1 in black's inner table and play that man for both numbers. In making this move he must play his man first a 6 which carries it to point 7 in black's outer table and from there play this same man the 5 which takes him to point 12 in black's outer table. If the white attempted to play his 5 first it would bring the man to point 6 which is already occupied by black's men. A point thus occupied is called a blocked point. Had black also two or more men on point 7 in his outer table, white would have been unable to move a man either a 5 or a 6 from point 1 in black's inner table and would therefore have to make other moves. White decides to play the man from point 1 to point 12 in black's outer table. He leaves the two dice on the board until this play is completed.

What Blocked Points Are

Before continuing further let us explain blocked points in more detail.

A point on which two men are resting is said to be blocked. A player can have any number of his own men on a single point but he cannot play a man to a point on which two or more of his opponent's men are resting. Blocked points can be jumped provided the number thrown allows the man to rest on a clear point. The more points a player can block, the more difficult it is for his opponent to play, and the player himself will have that many more points on which safely to move a man. Placing two men on a point which was previously clear is called "making" or "blocking" a point. When playing one man for both numbers on

FLAPPER FANNY SAYS:

REG. U. S. PAT. OFF.



Sometimes a man's downfall is caused by his upbringing.

METHODIST ZONE MEETING HELD IN GREENSBORO FRI

Mrs. O. O. Mickler and Mrs. W. F. Dunkle spent Friday in Greensboro conducting a Zone Missionary meeting.

Missionary societies represented were Quincy, Chattahoochee and River Junction. About sixty members were present.

the dice, the play must be made in two moves so that one or the other of the two numbers will take the man to a clear point. The numbers on both dice must be played whenever possible, and some players make the rule that if only one number can be played it must be the higher.

Resuming the play, black now takes his dice and adds it to the second die in his dice box and throws the two dice in his right hand table. He throws a two and five. He looks the board over very carefully and finds no pleasing way to move his men. He finally decides to play two men from point 12 in white's outer table, one to point 8, and the other to point 11 in his own outer table. He is now leaving a single man on one point. This man is called a blot, which will be explained in tomorrow's article.

DANCE AT PANACEA

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New Floor, Good Music



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Blots are explained in the following article, the fourth in a series on "Today's Backgammon," which has been written for The Times and NEA Service by Elizabeth Clark Boyden. She is the author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

BY ELIZABETH CLARK BOYDEN
Written for NEA Service

THE diagram with today's article shows yesterday's two plays completed, with a man left alone on point 11 in black's outer table.

A single man resting upon a point is called a "blot." If an opponent makes the proper throw he may, if he wishes, play a man to this point.

The blot then must be removed from the point and placed upon the bar. This is called "hitting" in blot. The man thus hit must be re-entered in the opponent's home table, in accordance with the numbers thrown on the dice, before any other man can be moved by that player.

If his throw does not permit the player to enter his man on account of blocked points he loses his throw. This continues until the man is finally entered.

When entering, a man can be placed only on a point which exactly corresponds to the number thrown. For this purpose the points are numbered on each side of the board from one to twelve, starting on the outside edge of the players' inner tables and going straight across the board to the outside edge of the players' outer tables. This is shown clearly in today's illustration.

* * *

IF the points corresponding to both numbers thrown are vacant, the player may enter on either playing any man he chooses for the other number.

If the opponent has a blot in his inner table, the player may enter and hit the blot at the same time provided he makes the necessary throw to do so.

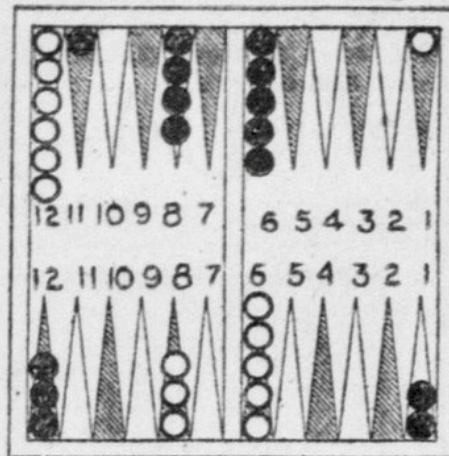
It can be seen easily that care

must be exercised in leaving blots which can be hit by the opponent.

Resuming the play where we left off yesterday: It is now white's turn and he throws his two dice from his dice box into the right hand table.

The dice must be left face up on

← WHITE MOVES THIS WAY.
BLACK MOVES THIS WAY →
Black's Outer Table Black's Inner Table



White's Outer Table White's Inner Table

← BLACK MOVES THIS WAY.
WHITE MOVES THIS WAY →

the board until the play is completed. White throws a four and six. He has a choice of two moves.

He can play a man from point 8 in his own outer table to point 2 in his inner table, and can cover this blot by playing his four with a man from point 6 in his own inner table.

This blocks point 2. He can, however, play one man from point 1 in black's inner table first, the six to point 7 and then the four to point 11 in black's outer table, thus hitting black's blot at this point.

* * *

HE decides to make this move and removes the blot from point 11, placing it on the bar. Black is now obliged to enter this

man in white's inner table before making another move.

Black now throws double sixes. As white has point 6 in his inner table blocked, black can not enter and loses his throw. White throws in turn a one and three. He can play his one from point 11 to point 12 in black's outer table.

This takes his blot to safety, but white still has a three to play, which forces him to leave a blot on some other point. He decides instead to play his one from point 6 to point 5 in his inner table and covers it with a man from point 8 in his own outer table.

This blocks point 5 and leaves one less point on which black can enter the man on the bar in his next throw. White therefore makes this play.

* * *

WHEN the two numbers on the dice thrown exactly correspond, as two ones, two twos, two threes, etc., they are called doublets. When doublets are thrown, double the number of moves are made.

All four of these moves may be made by the same man, or by four different men, or in any combination the player wishes, provided none of the moves bring a man to a blocked point.

If it is impossible to play all or any of the numbers thrown because of blocked points, the player loses that part of the move which he can not make.

Next: We will deal with the problem of bearing the men from the board, which is the final climax of the game.

Fall in Barn Fatal

KENDALLVILLE, Ind., Sept. 26.—A fall from the second floor of the barn at his home caused the death of August Rendel, 62. Rendel had gone to the loft of the barn to remove a kettle. He lost his balance and fell backwards from the top of a twenty-foot ladder. His head struck a wheelbarrow and his neck was broken. He was active in northern Indiana Masonic circles.

TRAD

HOW TO PLAY Today's BACKGAMMON

This is the fifth article in a series on "Today's Backgammon" which has been written for The Times and NEA Service by Elizabeth Clark Boyden, author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

BY ELIZABETH C. BOYDEN
Written for NEA Service

THE player's first definite objective in the game of backgammon is to get all of his fifteen men safely into his home table.

The two men who start in the opponents' home table have the longest road to travel, first through the opponents' outer table, then into the player's own outer table and finally into the player's home table.

Sometimes it is necessary for good strategy to leave blots exposed while traveling around the board, but if hit by the opponent these men are forced to re-enter in the opponent's inner table and re-travel the entire distance.

The two players move in opposite directions, but must each keep to his own prescribed path, as no backward moves are allowed.

Once a player's men are all in his own inner table, he may begin to remove them entirely from the board. This must be done in accordance with the throw of the dice.

The points are numbered for this purpose from one to six beginning at the outer edge of the home table. Point 6 is, therefore, next to the bar.

* * *

WHEN bearing the men from the home table a player has several options as follows:

1. He may bear off a man for each number on the dice as thrown, provided he has men on these points.
2. He may bear off one man from a point coinciding with one of the numbers thrown, and move a man in the table for the other number.
3. He may move men in his inner table for both the numbers thrown provided the points are clear for him to do so.

When the opponent still has a man or men in the player's home table it sometimes is very important to move a man up in preference to throwing one off if by so doing the player can avoid leaving a blot.

If, while bearing off men from the home table, a blot is hit by the opponent, this blot must be placed upon the bar, entered in the opponent's inner table before another man can be borne off the board.

* * *

IF the point indicated by the number thrown is vacant, a player is obliged to move a man from a higher counting number whenever he is able to do so.

For example: A player throws a five. There is no man on point 5, but there are men on point 6. The player is obliged to move a man from point 6 to point 1 provided point 1 is clear.

If point 1 is blocked by the opponent the player loses the throw. If the player had two men on point 6 and had thrown a five and six he would bear off one man from point 6 for the play of the six and if point 1 were blocked by the enemy he would be obliged to leave a blot on point 6.

If there is no man on any higher

counting point a man may be removed from the highest counting point.

In the above example if point 5 and point 6 were both vacant, two men must be removed from the highest counting point which contains a man. This must be done even when it forces the player to leave a blot.

If there were three men on point 4 the player would be obliged to remove two of these men for his five and six if point 5 and point 6 were vacant.

When moving up men in the home table, the move can be made anywhere in the table provided the points are clear to permit the move. If doublets are thrown four men instead of two must either be thrown off or moved up. A player may always choose whether to bear off a man or move him up.

* * *

THE player who first bears all his men off the board wins.

If the loser has borne even one of his men from the board, it is a single game.

If the loser has not borne a single man from the board, it is a gammon or double game.

If the loser has not borne a single man from the board and still has a man in the winner's inner table or on the bar, it is a backgammon or triple game.

The scoring by games, gammons and backgammons has been a feature of the game over many generations of play. Much of the fine strategy of play revolves around legitimate risks taken with the reward and glory in view of a possible gammon or backgammon. Some of the modern players are scoring by the number of checkers left on the board at the end of the game and omitting the gammons, but it is very doubtful whether this is an improvement on the older method, and whether this change will continue.

SHOWER IS GIVEN

FOR MISS EAKER

Miss Emma Kast entertained Thursday night with a miscellaneous shower and bridge party at her home, 615 De Quincy street, in honor of Miss Helen Eaker, whose marriage to Harry E. Morton will take place Oct. 11.

Decorations carried out the bride's colors, peach and wisteria. Guests with Miss Eaker and her mother, Mrs. Joseph Eaker, were Misses Florence Heitzman, Florence Scott, Ethel Forsee, Helen Humphreys, Helen Gudgel, Helen McFee, Mary Corliss, Bernice Campbell, Eloise Loukhardt, Mildred Cook, Elizabeth Hunting, Katherine Noonan, Constance Dugdale, Luella Newport, Jess Mansfield, Helen Coble, Thelma May, Lenora Boyd, Grace Van Camp, Nellie Luesche, Helen Ealand and Miss Augusta Hiatt.

Luncheon Party Is Held

Mrs. Lloyd Wilson, 1120 Hawthorne lane, entertained Thursday with a luncheon bridge at her home. Her guests included Mrs. R. F. Adams, Mrs. B. L. Dale, Mrs. H. F. Fahler, Mrs. Charles Davis, Mrs. Clyde F. McLean, Mrs. Walter S. Strong and Mrs. P. R. Booth.

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BY ELIZABETH CLARK BOYDEN
Written for NEA Service

THE initial plays in backgammon can be recommended with accuracy as they are not influenced by the constantly changing positions of the men.

Certain definite principles, however, should be kept in mind throughout the play. When a throw permits a player to block a point it is usually wise to do so. It would seem to be wiser to play a man to a point on which another of his men already is resting in preference to leaving a blot.

This is not always the better strategy. A legitimate risk should often be taken in the hope of covering and blocking an important point on the next play if the blot so left is not hit.

Certain strategic points are very valuable to block and therefore warrant taking this risk. The two most valuable points to block are point 5 in a player's inner table and point 1 in a player's outer table.

This point 7 is called the "bar point." Fine players differ as to which of these two points is the

WHEN able to block the par point early in the game a player has blocked three consecutive points, which makes it more difficult for the opponent to pass and escape.

Players who consider point 5 the more valuable point to block, reason that blocking this point makes one less point on which the opponent can enter if he is taken up and one more point on which the player can take men to safety in the home table.

It also has the blocking advantage of the bar point. All points which can be blocked and still keep a player's men close together are extremely valuable.

Six consecutive blocks make it impossible for the opponent to pass with any throw whatsoever.

The two most valuable numbers a player can get for his opening move are one and three, which permits him to block point 5 in playing the one from point 6 in the player's outer table, and the three from point 8 in the player's outer table, or one and six, which permits a player to block the bar point by playing the one from point eight in the player's outer table and the six from point 12 in the opponent's outer table.

THERE are, of course, more valuable throws when doublets can be thrown. When each player throws one die for the opening move, doublets can never be used as the dice must be rethrown in case of a tie.

When, however, two people are playing consecutive games, the winner of the first game has the first throw with his own two dice for the second game, and can, of course, throw doublets.

(This is true, except in the case of

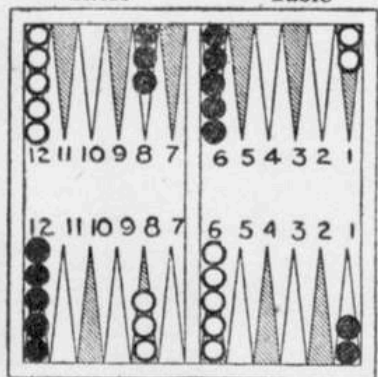
a gammon or backgammon, when the players always throw again for first move.)

The two most valuable doublet throws are double ones and double sixes. Double ones permits the player to block point 5 by playing two men from point 6 and to block the bar point by playing two men from point 8.

This play leaves a blot on point 8 which is more than compensated for by blocking the two most valuable points.

The throw of double sixes permits a player to cover his own bar point by playing two men from point 12 in the opponent's outer table and to cover the opponent's bar point by playing two men from point 1 in the opponent's inner table.

← WHITE MOVES THIS WAY.
BLACK MOVES THIS WAY →
Black's Outer Table Black's Inner Table



White's Outer Table White's Inner Table
← BLACK MOVES THIS WAY.
WHITE MOVES THIS WAY →

more valuable. If the bar point is blocked, the opponent can not move either of his two men from the player's inner table with a single throw.

(Note: A single throw means any number from one to six which can be on the face of a single die. A double throw means a number higher than six which requires the numbers on two dice to reach that point.)

HOW TO PLAY, Today's BACKGAMMON

FOLLOW THESE PLAYS ON A REAL BOARD

Editor's Note: Initial plays in the game are described in the following article, the seventh in a series on "Today's Backgammon" which Elizabeth Clark Boyden has prepared for The Democrat and NEA Service. Mrs. Boyden is the author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

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By Elizabeth Clark Boyden
Written for NEA Service

In following the initial plays as recommended below, the reader is urged to make each play for himself on a backgammon board and picture it as played by both Black and White.

We considered, yesterday, the four most advantageous moves. When two people are playing consecutive games so that it is possible to throw doublets for the opening move, it is, of course, a great advantage. Doublets permit four moves to be made and it is never necessary to leave a blot. All doublets except double fives permit the player, if he wishes, to block two points. There is just one advantageous way to play double fives, which is to bring two men from point 12 in the opponent's outer table first to point 8 in the player's outer table and then on to point 3 in the player's inner table.

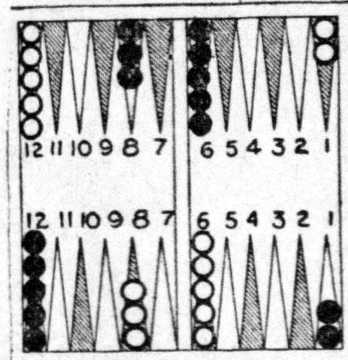
Playing Double Threes

Double fours can be played in exactly the same way with two men from point 12, which brings them to the valuable point 5, which is so important to cover. Double fours can also be played to cover two points by playing two men from point 12 in the opponent's outer table to point 9 in the player's outer table and two men from point 1 in the opponent's inner table to block the opponent's valuable point 5 in his inner table. These are both very fine moves.

Double threes should be played to either cover the player's bar point by bringing two men all the way from point 12 in the opponent's outer table — or to cover two points by playing two men

—WHITE MOVES THIS WAY.
BLACK MOVES THIS WAY—

Black's Outer Table Black's Inner Table



White's Outer Table White's Inner Table

←BLACK MOVES THIS WAY.
WHITE MOVES THIS WAY—→

from point 8 in the player's outer table to cover point 5, and two men from point 6 to point 3 in the player's inner table. This leaves a blot on point 8 but has the advantage of covering three points in the player's home table on which the opponent cannot enter a man from the bar.

Double twos also can be played in two ways. The player can move two men in two moves from point 1 to point 5 in the opponent's inner table—or he can block two points by moving two men from point 12 in the opponent's outer table to point 11 in the player's outer table and two men from point 6 to point 4 in the player's inner table.

When two men each throw a

Social Calendar

Thursday—Luncheon at Hotel Floridan. Hostess, Mrs. E. A. Gilbert, Honoree, Mrs. Tom Yon.

Friday—Script Dance at Woman's Club. Music by Porter Keheley and his Playing Kards.

Saturday—Bridge party. Hostesses, Mrs. Alonzo Register and Mrs. Lehnholz Marshall. Honorees: Mrs. Douglas Burnette and Miss Lillian Huber. At home of Mrs. W. L. Marshall, 3:30 p. m.

MATURE STYLE

For the matronly figure, some of the new surplice effects are exceedingly kindly. Made with a little vestee of fine lace, dainty pleated georgette, or other dull-surfaced lingerie touch, they are chic and slenderizing at the same time.

single die for first move, so that doublets cannot be used, the most advantageous moves are those which permit a player to block a point. Throws which permit this are one and three which blocks Point 5; one and six which blocks the bar point; and two and four which can be played to block point four in the player's inner table.

An Optional Play

There are two throws, permitting a player to block a point, which are not always played to do so. The first of these is three and five, which can be played to block point 3 in the player's inner table. This is the safe way to make this move and it should always be played so by people learning the game. Experienced players feel it separates the men a little more than is desirable and so make the more risky play of moving one man from point 12 in the opponent's outer table all the

WINTER CONTRACTS

Light coats with dark fur and dark coats with light fur will be exceedingly popular this winter.

way in two moves to point 5 in the player's inner table. The danger of leaving a blot on point 5 is justified only by the advantage of blocking this point on the next throw if it is not hit by the opponent.

Four and six can be played to cover point 2 in the player's inner table but this brings these men so far into the table that they cannot be used again. For this reason many fine players play a man from point 1 in the opponent's inner table two moves which brings him to point 11 in the opponent's outer table. If not hit on the next play this man has an excellent chance to escape.

The only other throw considered really advantageous is a five and six which allows the player to bring one man from point 1 in the opponent's inner table all the way to point 12 in the opponent's outer table.

In tomorrow's article we will discuss the best way to handle the checkers when the first throw is definitely poor.

A Special Treat for the Ladies

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As a special courtesy to our customers we have obtained at considerable expense the services of Miss Lucille Wright, beauty expert and special representative of Dorothy Perkins, who will be at our store Oct. 13th to 25th. She will analyze your skin, advise you on your personal beauty problems, give

HOW to PLAY Today's BACKGAMMON

Combatting Bad Throws

EDITOR'S NOTE: This is the eighth article in a series on "Today's Backgammon" which has been written for the Olean Times and NEA Service by Elizabeth Clark Boyden. She is the author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

By ELIZABETH CLARK BOYDEN
Written for NEA Service

Quite frequently the initial throw is poor. It is very necessary to know how best to combat these disadvantageous throws. Often the sensible play is to take considerable risk in leaving blots hoping on the next throw to make use of this blot if it is not hit by the opponent. For example, one and two forces the player to leave a blot.

The play may be made in two ways. One man may be moved to point 12 in the opponent's outer table or to point 10 in the player's outer table. This leaves just one blot which only can be hit with a double throw. Good players frequently run a second risk with this throw and play the one from point six to point five in the player's inner table and the two from point 12 in the opponent's outer table to point 11 in the player's outer table. If the blot on point five is not hit it can be covered on the next play with a throw of a six, a three, or a one. Thus blocking this very valuable point justifies the risk that was taken in leaving the blot.

The throws of one and four and one and five are made in exactly the same way by moving one man from point six and the other man from point 12. This idea of leaving a blot on point five is sometimes carried to such an extent that a player will make this move even when he could have played the throw without leaving any blot. This is the case with one and four, which could be played by taking one man on point 12 in the opponent's outer table to point eight in the player's outer table.

A Choice Is Presented

A difficult situation arises when a player must choose whether to bring one of his two men from the opponent's inner table or move a man from the opponent's outer table. As a general policy, it is wiser to leave the two men on point one until they can be brought out with doublets or a throw of five and six. The plays of three and six, and four and six are exceptions to this as moving one of these two men seems to be the least of the evils. Some players move a man from point one with a play of four and five. A better play for this move is probably to move two men from point 12 in the opponent's outer table, one for the four and the other for the five. This leaves one blot which can only be hit by a double throw. Two throws which are usually made by deliberately leaving two blots are two and three and three and four. These two plays are made by moving two men from point 12 in the opponent's outer table. The position is excellent to make a point on the next throw and neither of the men can be taken up with a single throw. The two and three could be played by moving one man from point 12 in the opponent's outer table to safe point eight in the player's outer table, but this leaves no unoccupied positions for the next throw. Two and five is played with one man from point 12 for the same reason. The play of three and four could also be played safely by playing a man from point 12 in two moves to point six in the player's inner table, but it has the same objections as the preceding throw.

A Move Seldom Made

In each of these throws one of the two men in the opponent's inner table could have been moved for one number but this is almost never done although a one and four is occasionally played by moving one man from point one to point two in the opponent's inner table, and the other man from point 12 in the opponent's outer

table to point nine in the player's outer table.

Nearly all of the moves recommended in these articles are equally good for the first few moves of the game, bearing in mind that blots are most dangerous to leave when exposed to several of the opponent's men. Two and six, for instance, can be played by moving a man from point one in the opponent's inner table for two moves to point nine in the opponent's outer table. This would be more dangerous if the opponent had previously made a similar move so that he has men on two points in the player's outer table. It is much wiser to play in this case a man from point 12 in the opponent's outer table for both moves to point five in the player's inner table. Some players always make this move in any case, again reasoning on the advantage of covering the blot on point five on the next play if it is not hit.

In choosing whether to leave a blot on point five or the bar point, this blot is safer on point five as there are fewer throws which will permit the opponent to hit the blot.

The reader is urged to try out all these moves on an actual backgammon board, thus getting a picture of the plays.

STORK DELAYS TRIAL

(By United Press)

Norwalk, O.—The stork broke up a burglary trial here. The defendant was in court; his attorneys present, judge on the bench, jury empaneled and the court room crowded. The defendant's wife was one of the principal witnesses for the defense, but she failed to appear. When the bailiff went to get her he found she had become a mother the day before. The case was continued until next term of court.

HUGE CATHEDRAL

London.—One of the largest Roman Catholic churches in the world is to be erected on Brownlow Hill. It is to cost in the neighborhood of \$13,000,000, and it is expected that 20 years will be needed to finish the construction work. More than 150,000 persons attended the celebration recently given in thanksgiving for the securing of the site.

POLICE PEDDLE EGGS

Baltimore.—When Gordon Stanley was held in \$2000 bail for the grand jury and wasn't able to pay it, police came to the aid of his destitute family by selling the eggs that he peddled. Stanley was arrested after it was found that he had been selling eggs in crates that held eggs on top but bricks and jars of water on the bottom.

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HOW TO PLAY Today's BACKGAMMON

Policies of play are discussed in the following article, the ninth in a series on "Today's Backgammon" which has been written exclusively for The Times and NEA Service by Elizabeth Clark Boyden. She is the author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

BY ELIZABETH CLARK BOYDEN
Written for NEA Service

THE first two opening throws often decide the general policy to be followed throughout the game. There are three distinct policies of play, each of which will be considered in turn.

The simplest of these is called the running game. It should be adopted whenever the opening throws are such that the two men are safely out of the opponent's inner table early in the game.

Hurry all men around the board to the home table as quickly and safely as possible. Exercise great care in exposing blots, since all advantage is lost if a man is hit and returned to the opponent's home table.

If ahead of the opponent, that is, if the opponent's men have a longer distance to travel, refuse to hit any of his blots. These men would merely be an embarrassment and make it more difficult to get into the home table and the men safely borne off.

More than three of the opponent's men in the inner table make it possible for him to block two points, which makes it most difficult for a player to enter and throw off without exposing blots.

If the opponent is ahead or nearer home, try to hit his blots and hamper him in every possible way.

As soon as all the men have passed the opponent's men, so there is no danger in exposing blots, always play the man which may be moved into the next table with the fewest wasted points, rather than a man which may be moved so that he stays in the same table.

When all the men are in the home table, and the opponent has no men left in this table, always bear a man from the board in preference to moving one up.

When the opponent still has men in the home table it often is wise to move up in preference to throwing off.

This is true when bearing off a man would leave a blot, or leave men in a position which might force a blot to be exposed on the next play. It is safer to crowd the men on a few points until the opponent is obliged to move out of the table.

When both players succeed in getting their men out of the opponent's home table quickly it is a race to see which first can get home and borne off the board.

The defense against the running game is to leave men in the opponent's home table, hoping the player who is running for home will be obliged to leave a blot, in which case he perhaps can be hit and sent back, thus delaying his race for home.

When playing a running game and forced to leave blots, consider the probability of being hit. The safest place is on a point which can be reached only by a double

throw, and the farther away the blot, the fewer the numbers that can reach it.

For example, a blot which is 11 points from the opponent's nearest man can be reached only by a throw of five and six, while a blot eight points from the opponent's nearest man could be hit with two and six, three and five, double fours and double twos.

The safest place for a blot which can be hit with a single number is as close as possible to the dangerous opponent. A blot next to the opponent can be hit only with a one, while a blot six points away can be hit with any six, and also with one and five, two and four, double three, and double twos.

In figuring the possibilities of being hit by an opponent, there are 36 possible throws. All double throws except doublets have two chances, which means that a two and three could be the two on die number 1 and the three on die number 2, or the three on die number 1 and the two on die number 2.

Doublets therefore are counted once, and other throws are counted twice. The greatest number of points one man can be moved in a single throw is 20 (double fives) as there are not enough points on the board to play one man four moves with double sixes.

The running game, although the easiest to play, does not occur frequently, as the throws seldom come right to permit it. This is fortunate, as it is probably the least interesting of any of the various methods of play.

Next we will consider the blocking game and the back game.

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HOW TO PLAY. Today's BACKGAMMON

THE BLOCKING GAME

EDITOR'S NOTE: The blocking game is described in the following article, the tenth in a series on "Today's Backgammon" written for The Daily Democrat and NEA Service by Elizabeth Clary Boyden. She is the author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

By Elizabeth Clark Boyden
Written for NEA Service

Probably the most frequent policy chosen in playing backgammon is the blocking game. This is much more interesting than the running game as it involves offensive as well as defensive tactics. By the blocking game we mean bunching a player's men together by blocking consecutive points so that the opponent will be unable to pass these men and therefore will be unable to get his men home. The blocking game is the only game that often succeeds in gammoning the opponent.

The satisfactory points to block are the points close together on each side of the player's bar. It is for the purpose of the blocking game that the initial moves were recommended which left a blot exposed on point 5. When able to form such a blockade and at the same time get the two men out of the opponent's inner table, there is an excellent chance for a gammon. It seldom is wise to take up many of the opponent's blots while forming this blockade, as more than three of the opponent's men in the player's inner table interfere with the blockade and make it difficult for the player to get his own men into his table and borne off in time for the gammon. It is when playing a blocking game that a player must be extremely careful in bearing his men from the home table when the opponent still has men in that table. It is better to move up than to leave an odd man on point 6.

Planning Defense

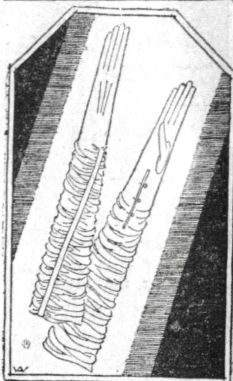
The defense against the blocking game is the most interesting, when well played, of any game of backgammon. It is called the Back Game. When the opponent has had two or more good throws and the player's throws have been poor a back game should be played. This must be started early, before the player has advanced his men too far toward his inner table.

When playing a back game, the two men in the opponent's inner table should be left where they are. The other men about the board should be deliberately spread, leaving blots wherever possible, hoping the opponent will be obliged to take them up. If the player can succeed in getting enough of his men sent back so that he can cover point 1 and 2 in the opponent's home table these men will delay the opponent in getting his men into the home table and make it almost impossible to do so without leaving a blot.

In the meantime the player should start making points in his own home table, at the same time keeping men spread around the table so that when he is about to take up one of the opponent's men, that man will not only find it difficult to enter the player's home table but, having done so, will find it difficult to get this man back again to his own home table without being constantly hit and sent back. Thus, in delaying his progress lies the player's only hope of winning. The back game is the most difficult of all, and should never be attempted by a beginner.

A fourth type of game is called the "shut out." The shut out game is attempted when a player is able to block three or more

Fashion Plaque



THESE are Maggy Huff's new eight-button gloves in the new shell-pink suede for afternoon.

Miss Lillian Huber who has been the guest of Mr. and Mrs. John Henry Maxwell at their home on Cherry street, left Sunday for Miami, where she will spend the winter.

Clyde Cogswell, John Nathan, Julian Alford, Roger Morgan and Edwin Williamson have returned to the University of Florida after spending the week end here with relatives.

One of the large Hollywood motion picture laboratories has turned its tanks of old developing solutions into a silver mine, converting the silver caught in the solutions into \$6000 a month.

FLAPPER FANNY SAYS.



Some people look their obligations squarely in the face—while others won't open the door.

points in his inner table. If able to hit an opponent's blot and the opponent does not immediately get the right throws to enter, the player can sometimes hurry enough men around the table to block all six points in his home table. The opponent is then completely shut out and cannot enter until the player gets all his men into the home table and enough thrown off or moved up to free a point.

SORE THROAT

HOW TO PLAY, Today's BACKGAMMON

DOUBLING ADDS TO GAME'S POPULARITY

EDITOR'S NOTE: This is the eleventh article in the series which has been prepared for The Daily Democrat and NEA Service by Elizabeth Clark Boyden, who wrote "The New Backgammon," a modern text-book on the game. She also is co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

ELIZABETH CLARK BOYDEN
Written for NEA Service

Two modern innovations are largely responsible for the present remarkable popularity of backgammon. The first of these is the introduction of doubling which adds much zest to the game. "The old automatic doubles for gammons and the triple score for backgammons are still retained by the large majority of players and in practically all the clubs. In addition to these old friends there now is a new form of automatic doubles, as follows:

Whenever two players throw the same number, when they each cast one die to decide the opening move, they must throw again and the score is automatically doubled. The game now becomes two points instead of one. This keeps on as long as the players continue to throw the same number, unless the players decide in advance to limit the number of these automatic doubles.

Optional Doubles

After the game is started either player may if he wishes, say "I offer you a double" or "I double". The opponent may accept or decline this double. If he accepts the double, the game continues and the score as it stands, togeth-

er with all previous automatic doubles (if any) is doubled. The player who accepted the double may now in his turn offer a double which may be accepted or declined by the first player. This second double is similar in effect to a re-double in Bridge. These doubles may continue back and forth between the two players throughout the game. A double only can be offered immediately before the player's turn to throw the dice, bearing in mind that the same player is not allowed to make a second double until after the opponent has in turn offered a double.

No player is obliged to accept a double. If he declines the double, the game stops and the player who refuses the double becomes the loser. He loses the full amount of the game, as it stands at the moment the double is declined, with all previous doubles. He does not, obviously, add the double which he declined.

There is no game in which fortune changes more rapidly than backgammon. For this reason, as the chances seem to favor first one player and then the other, there are often several of these optional doubles.

Common parlor matches are frequently used to record the double during a game. These matches are placed upon the bar as the doubles occur, and at the end of the game are removed, counted and scored.

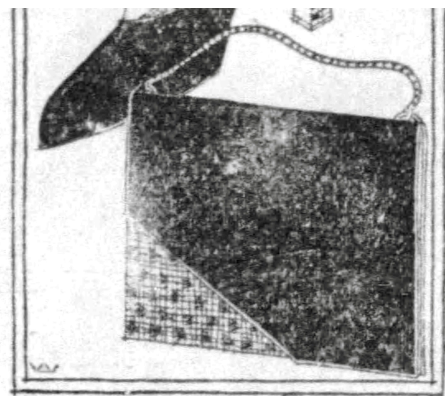
These doubles mount up very rapidly, as follows:

One double increases the score from one to two.

Two doubles increases the two to four.

Three doubles increases the score to eight.

Four doubles increases the



A NEW winter shoe and bag ensemble combining dark green suede with a loosely woven green tweed accompanies a suit of the same tweed.

score to sixteen.

Twelve doubles would amount to 5696.

Cubes May Be Bought

Doubling cubes can now be purchased which eliminates the nuisance of matches. These cubes are about two inches square and are similar to dice except that they are numbered to correspond to the doubles as follows: 2, 4, 8, 16, 32, 64. These six doubles are ample to provide for any ordinary game. The cube is placed upon the table between the players with the side marked sixty-four uppermost. If there is an automatic double the cube is immediately turned so that the side marked two is uppermost. Assuming there is but one automatic double, the first player to make an optional double turns the cube so that the four is uppermost and if the double is accepted he pushes the cube in front of the accepting player. In this way the cube is always, after the first optional double, in front of the player whose next turn it is to double. Whenever a player doubles he turns the cube to the next double and pushes it to his opponent.

It is seldom wise to double too early in the game. If, however, a player should throw a one and three followed by double sixes or double fours, he should double and the opponent would be wise to refuse. A player who loves a back-game would never refuse a double as he would welcome the chance to try his skill against a forward opponent.

HOW TO PLAY *Today's* BACKGAMMON

Here is the twelfth of a series of articles on "Today's Backgammon" which are appearing in *The Times*. They were written for NEA Service and this newspaper by Elizabeth Clark Boyden, author of "The New Backgammon" and co-author of "Contract Bridge for 1930" and "Contract Bridge for 1931."

BY ELIZABETH C. BOYDEN

Written for NEA Service

THE second new feature which has helped to bring about the present vogue for backgammon is called *chouette* (one against two or more). When playing *chouette* any number of players can take an interest in the game which formerly could be enjoyed by only two.

When more than two people wish to play a game of backgammon today, each player throws one die. The player who throws the high die plays alone against all the remaining players. He is said to "sit in the box."

This merely is a name or title, as the player is permitted to sit anywhere, although preference should be given to the side of the table, which allows the opponents to group themselves conveniently opposite.

The player who throws the second highest die sits opposite the "man in the box," and does the actual playing for himself and his partners. He is called the "active partner," and the remaining players are called the "inactive partners."

The inactive partners may offer advice concerning plays, doubles, and accepting or declining a double. In case they disagree, the active partner has the final decision.

* * *

WHEN the player in the box wins, he wins the amount of the game together with all doubles from each of the other players.

The active partner now steps out and joins the inactive partners for the next game. The player who originally threw the third highest die now sits opposite the man in the box and becomes the active partner.

The partners thus take turns playing against the man in the box until one of them succeeds in defeating him.

When the man in the box is defeated he loses the full amount of the game, together with all doubles, to each of the partners. He then takes his place among the inactive partners for the next game.

The active partner who defeated the man in the box now sits in the box and plays alone against the others for the next game.

When the active partner wishes to accept a double and one or more of the inactive partners wish to decline, the players who wish to decline pay the active partner the full amount of the game without this last double.

The active partner then settles for them in full at the end of the game. He pays all their losses or accepts all their winnings.

* * *

WHEN throwing the dice to decide which player shall sit in the box, if the two highest numbers are a tie, the players throw again to see which shall sit in the box and which shall be the active partner.

There is no automatic double for this tie, as the automatic doubles do not begin until the positions are decided and the game is actually started. With more than five players, it is wise to break up into two groups.

Any odd number of guests no longer is a problem to the hostess. Two or three people always are ready and eager to play backgammon.

Members of the same family who formerly were much embarrassed because the husband plays a fine game of cards while the wife plays an indifferent game, or vice versa, are no longer unhappy when invited out for the evening.

The one who does not enjoy cards no longer worries about spoiling the evening for the others, for he or she can join the backgammon group and all can have an enjoyable time.

HOW TO PLAY Today's BACKGAMMON

Editor's Note: The following article, the thirteenth in a series on "Today's Backgammon," explains the scoring in the game. Elizabeth Clark Boyden, who has written the series for The Times and NEA Service, also is author of "The New Backgammon" and co-author of "Contract Bridge of 1930" and "Contract Bridge of 1931."

BY ELIZABETH CLARK BOYDEN

Written for NEA Service

THE scoring of backgammon is not difficult. It consists of keeping an accurate account of the doubles, and the amount that each player is ahead or behind each of the others.

When playing games, gammons and backgammons, the scoring is very simple. Assuming a unit of one for the game, the final score for that game, when counting with matches, is one, doubled as many times as there are matches on the bar.

In the case of a gammon this score again is doubled. In the case of a backgammon, multiply by three.

It is the custom at many prominent clubs to place one match on the bar at the commencement of the game.

The first double, automatic or optional, adds one more match to the one on the bar. The second double adds two more matches to the two now on the bar.

Each successive double adds an equal number of matches to those already on the bar. At the end of the game, assuming one as a unit for that game, the final score is doubled and in the case of a backgammon, this score is multiplied by three.

THE doubling cube records the score in the same way. Assuming one as a unit for game, the final score is the uppermost number on the doubling cube at the end of the game.

In the case of a gammon, this score is doubled. In the case of a backgammon, this score is multiplied by three.

The amount each player is ahead or behind, as the games progress, can be recorded on a score pad which is provided for the purpose or on the place provided for individual scores on an auction or contract bridge score pad or on a plain piece of paper as follows:

Let us assume that White succeeds in gammoning Black, who is sitting in the box, and there was one automatic double and one optional double. The doubling cube was turned to two for the automatic double and then to four for the optional double.

Double again for the gammon makes the final score eight. If playing chouette with three players, Black loses eight to each of the others and the score is recorded as follows:

Amount of game 8	
Black: minus 16	minus 16
White: plus 8	plus 12
Smith: plus 8	plus 6

As the games progress, the sum of the plus scores must exactly correspond to the sum of the minus scores.

IN the above game White, the active partner, now sits in the box and plays against Black and Smith. If the second game is won by

White (now sitting in the box) with one double so that the uppermost number on the doubling cube is two and there is no gammon, the second score is recorded as follows:

Amount of game 8	
Black: minus 16	minus 18
White: plus 8	plus 12
Smith: plus 8	plus 6

White wins two points from each of the others, making four points to be added to his previous score of plus 8. Black loses two, which is added to his minus 16, making him minus 18.

Smith loses two points, which is deducted from his plus 8, making him plus 6. In this way the last figures on the page always represent the final score.

Notice that plus 12 and plus 6 add to plus 18, the exact amount of Black's minus 18.

Dinner Is Given

Mr. and Mrs. A. John Roob, 1216 North De Quincey street, entertained at dinner Sunday for Mr. and Mrs. Jacob Hanson and daughter Marian of Hammond and Mr. and Mrs. Russell H. Gilmore.

Winter Contrasts

Light coats with dark fur and dark coats with light fur will be exceedingly popular this winter.



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HOW TO PLAY, Today's BACKGAMMON

SCORING BY CHECKERS

EDITOR'S NOTE: Two methods of scoring by checkers are described in the following article, the last of a series of fourteen which have been written for this newspaper and NEA Service by Elizabeth Clark Boyden, author of the New Backgammon and co-author of "Contract Bridge of 1930" and "Contract Bridge of 1931."

By Elizabeth Clark Boyden
Written for NEA Service

Probably 90 per cent of the backgammon players in this country score in the simple manner described in yesterday's article, i. e., by games, with the double for gammon and triple score for backgammon.

There are however, players both in clubs and in social circles who prefer to score by the number of checkers the loser has on the board at the end of the game. They think this better represents the actual amount by which one player defeats the other. Some players who score in this way have no extra doubles for gammons and backgammons. Others combine both methods. The older players to whom the traditions of the gammons is most definitely a part of the atmosphere of the game would be most reluctant to give them up. There are so many methods of scoring by checkers depending on the section of the country where the game is played, that it is difficult to give a definite rule. The two most common methods of scoring by checkers are as follows:

Method 1: The winner scores:

- (a) One point for every man the loser has left in the loser's inner table;
- (b) Two points for every man the loser has left in the loser's outer table;
- (c) Three points for every man the loser has left in the winner's outer table and
- (d) Four points for every man the loser has left in the winner's inner table or on the bar.

The result of the above is doubled in accordance with the number of matches on the bar, or added to the uppermost number on the doubling cube. There are no additional doubles for gammons or backgammons. If a double is declined during play, the game stops and the score is made up at so much a checker, in the manner explained above—based on the number of men in each table & the time the double is refused. Any previous doubles, whether automatic or optional, apply in making up the score. One disadvantage in scoring by this method is the difficulty of making up the score when a double is declined. An arbitrary ruling suggested, but I imagine not commonly followed, is that the loser, when he refuses a double, shall add ten points to the score as it stands at the moment the double is refused. This is supposed to represent the maximum number of checkers he would probably have left on the board if he

FLAPPER FANNY SAYS:



Girls who pose lead a model life to preserve their beauty.

continued to play.

Method 2: The second suggested method allows players to score their games and gammons as well as the checkers. This method does not deprive players of this old feature of the game. The winner scores one point for every man the loser has not borne from the board at the end of the game regardless of the table in which the man is located. In case of gammons double, and in case of backgammons triple the final score.

Rules of the Game

Backgammon has been developed from early times largely by word of mouth all over the world. Each country has developed the game in accordance with the temperament of the people. Now that we are trying to standardize the game in this country, it is surprising how many different methods of scoring and playing have arisen. At the present moment there is no standard system of rules as we have in auction and contract. It is to be hoped that the time is not far off when we will have a system of rules approved by all clubs and therefore standardized. Already efforts to this end are under way. The following simple rules are followed by practically all backgammon players today:

(1) The dice must be thrown into the table on the player's right hand and if either die jumps from one table to the other or off the board or onto the bar, or if one die rests on top of the other or is tilted against the other or against the bar or counter, the throw is void and the dice must be thrown again by the same player.

(2) A man is considered played when it has been moved the correct number of points according to the dice and has been quitted.

(3) If a player moves a man an incorrect number of points, the adversary may require the move

Informal Reception To Open Board Meet

Interesting Program Is to Precede Reception for Visiting Clubwomen.

The opening session of the F. W. C. board meeting will be held at the clubhouse in Los Robles tonight.

Preceding the informal reception, the session will be called to order by Mrs. W. L. Wilson, of Panama City, President of the Florida Federation of Women's clubs. The club collect will follow.

The salute to the flag will be led by Mrs. Edna B. Fuller, of Orlando. This will be followed by assembly singing.

The president of the Tallahassee club, Mrs. Ben H. Bridges, will make the address of welcome from the hostess club. Other welcome addresses will be given by Mrs. F. C. Moor, vice-president of section three, and by Gov. Doyle E. Carlton, Mrs. Doyle E. Carlton and Dr. Edward Conradi, president of Florida State College for Women.

The response will be made by Mrs. Meade Love, of Quincy, vice-president at large of the Florida Federation.

A delightful program of music under the direction of Mrs. C. Eaton Burr will be enjoyed.

Miss Louise Knight has returned to her home in Jacksonville after a visit to her sister Mrs. H. C. Spear at her home on Adams street.

to be called back. This must be done before another throw is made.

(4) Players must leave the dice face up on the table until the play is completed.

(5) A player must not throw his dice until the opponent has completed his moves and picked up the dice.

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