

## **Double Consulting Matches with Duplicated Rolls**

Dr. Jakob Garal, [www.fairbg.com](http://www.fairbg.com), Skype: FairBG

It is proposed to promote matches for Double Consulting Championship with duplicated rolls on two playing boards.

It is known that in each Double Consulting Match should take part two players. The players consult between themselves during the match about the moves and take the decisions according to the doubling cube. To make the competition more exciting, fair and quicker it will be proposed promote such matches on two boards with the rolls thrown on the board Nr.1 and transfer the same combination of dice (the same or duplicated rolls) to board Nr.2.

Procedures are follow:

1. The dice will be rolled only on the board Nr.1
2. The side that wins the first roll starts to play on the board Nr.1. After the move on the board Nr.1 is completed the opponent's side makes his move on the board Nr.2 with the same dice combination (duplicated roll for opponent side).  
Example: White A (from Team A) rolls 61 on the board Nr.1. After his move is completed, then White B (from Team B) moves on the board Nr.2 his checkers with the same roll 61.
3. In case one side wants to double:
  - 3.1. On the board Nr.1 – it is usual condition – before this side (for example, White A) roll his dice.
  - 3.2. On the board Nr.2 – it is usual condition as well, but the side (White B) should make a sign about his wish to double BEFORE on the board Nr.1 will be rolled the dice from White A.
4. In case one side is „PASS“, then the game will be continue on one board (Nr.1 or Nr.2), but it will be rolled on the board Nr.1 in the same order.
5. During the match the players have possibility to consult about moves and handling with doubling cubes on both boards.
6. The scoring will be usual – till specific number of points.

Duplication of rolls (as well as duplication of cards in bridge) is very important for tournament organizers as well as for players, because this option allow promoting competitions with obviously equal conditions for both sides at any part of the game or the match and excluded any questions about high influence of luck to end result of a game or a match. In this case we can introduce first time a basic principle of intellectual game competition – equal game and play conditions.

First experience with duplicated rolls match played on sensor boards “BEZMA” has made American team Ray Fogerlund& Bill Finneran against Japan team Mochy&Co in two games match after Nordic Open 2008. In Yalta, Crimea, Ukraine from 1st till 5th October 2008 there was the first Fair Backgammon Duplicated Team Tournament. In Monte Carlo 2010 during World Championship there was demo match: USA team Stick&Matt against international team Falafel&Garal in two games. One game of this last match you can see below:

# Falafel/Jakob Garal against Stick/Matt Monte-Carlo, 16 July 2010.

## Game Nr.1

### Roll Nr.1

Match over PIPs: 0

Match over PIPs: 21

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01: W(3,6) 24/18;13/10

02: B(3,5) 8/3;6/3

03: W(1,6) 24/18;10/9

04: B(1,2) 24/23;23/21

05: W(4,4) 8/4\*;8/4;6/2;6/2

06: B(3,4) bar/22;22/18

07: W(5,6) 13/7\*;6/1\*

08: B(5,5) bar/20;bar/20;13/8;13/8

09: W(2,2) 18/16;18/16;9/7;8/6

Start position

01: W(3,6) 24/18;13/10

02: B(3,5) 8/3;6/3

03: W(1,6) 24/18;10/9

04: B(1,2) 24/23;23/21

05: W(4,4) 8/4\*;8/4;6/2;6/2

06: B(3,4) bar/22;22/18

07: W(5,6) 13/7\*;6/1\*

08: B(5,5) bar/20;bar/20;13/8;13/8

09: W(2,2) 13/11;13/11;9/7;8/6

### Roll Nr.2

Match over PIPs: 0

Match over PIPs: 21

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01: W(3,6) 24/18;13/10

02: B(3,5) 8/3;6/3

03: W(1,6) 24/18;10/9

04: B(1,2) 24/23;23/21

05: W(4,4) 8/4\*;8/4;6/2;6/2

06: B(3,4) bar/22;22/18

07: W(5,6) 13/7\*;6/1\*

08: B(5,5) bar/20;bar/20;13/8;13/8

09: W(2,2) 18/16;18/16;9/7;8/6

Start position

01: W(3,6) 24/18;13/10

02: B(3,5) 8/3;6/3

03: W(1,6) 24/18;10/9

04: B(1,2) 24/23;23/21

05: W(4,4) 8/4\*;8/4;6/2;6/2

06: B(3,4) bar/22;22/18

07: W(5,6) 13/7\*;6/1\*

08: B(5,5) bar/20;bar/20;13/8;13/8

09: W(2,2) 13/11;13/11;9/7;8/6

## Roll Nr.3

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2	2		8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Start position

01: W(3,6) 24/18;13/10  
02: B(3,5) 8/3;6/3  
03: W(1,6) 24/18;10/9  
04: B(1,2) 24/23;23/21  
05: W(4,4) 8/4\*;8/4;6/2;6/2  
06: B(3,4) bar/22;22/18  
07: W(5,6) 13/7\*;6/1\*  
08: B(5,5) bar/20;bar/20;13/8;13/8  
09: W(2,2) 18/16;18/16;9/7;8/6

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01: W(3,6) 24/18;13/10  
02: B(3,5) 8/3;6/3  
03: W(1,6) 24/18;10/9  
04: B(1,2) 24/23;23/21  
05: W(4,4) 8/4\*;8/4;6/2;6/2  
06: B(3,4) bar/22;22/18  
07: W(5,6) 13/7\*;6/1\*  
08: B(5,5) bar/20;bar/20;13/8;13/8  
09: W(2,2) 13/11;13/11;9/7;8/6

## Roll Nr.4

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2	2		8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Start position

01: W(3,6) 24/18;13/10  
02: B(3,5) 8/3;6/3  
03: W(1,6) 24/18;10/9  
04: B(1,2) 24/23;23/21  
05: W(4,4) 8/4\*;8/4;6/2;6/2  
06: B(3,4) bar/22;22/18  
07: W(5,6) 13/7\*;6/1\*  
08: B(5,5) bar/20;bar/20;13/8;13/8  
09: W(2,2) 18/16;18/16;9/7;8/6

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01: W(3,6) 24/18;13/10  
02: B(3,5) 8/3;6/3  
03: W(1,6) 24/18;10/9  
04: B(1,2) 24/23;23/21  
05: W(4,4) 8/4\*;8/4;6/2;6/2  
06: B(3,4) bar/22;22/18  
07: W(5,6) 13/7\*;6/1\*  
08: B(5,5) bar/20;bar/20;13/8;13/8  
09: W(2,2) 13/11;13/11;9/7;8/6



## Roll Nr.5

#1 W:STICK vs. B:FALAFEL

Match over PIPs: 0

Match over PIPs: 21

Game No.	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Start position

01:W(3,6) 24/18;13/10  
02:B(3,5) 8/3;6/3  
03:W(1,6) 24/18;10/9  
04:B(1,2) 24/23;23/21  
05:W(4,4) 8/4\*;8/4;6/2;6/2  
06:B(3,4) bar/22;22/18  
07:W(5,6) 13/7\*;6/1\*  
08:B(5,5) bar/20;bar/20;13/8;13/8  
09:W(2,2) 18/16;18/16;9/7;8/6

#2 W:JAKOB vs. B:MATT

Match over PIPs: 0

Match over PIPs: 11

Game No.	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01:W(3,6) 24/18;13/10  
02:B(3,5) 8/3;6/3  
03:W(1,6) 24/18;10/9  
04:B(1,2) 24/23;23/21  
05:W(4,4) 8/4\*;8/4;6/2;6/2  
06:B(3,4) bar/22;22/18  
07:W(5,6) 13/7\*;6/1\*  
08:B(5,5) bar/20;bar/20;13/8;13/8  
09:W(2,2) 13/11;13/11;9/7;8/6

## Roll Nr.6

#1 W:STICK vs. B:FALAFEL

Match over PIPs: 0

Match over PIPs: 21

Game No.	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Start position

01:W(3,6) 24/18;13/10  
02:B(3,5) 8/3;6/3  
03:W(1,6) 24/18;10/9  
04:B(1,2) 24/23;23/21  
05:W(4,4) 8/4\*;8/4;6/2;6/2  
06:B(3,4) bar/22;22/18  
07:W(5,6) 13/7\*;6/1\*  
08:B(5,5) bar/20;bar/20;13/8;13/8  
09:W(2,2) 18/16;18/16;9/7;8/6

#2 W:JAKOB vs. B:MATT

Match over PIPs: 0

Match over PIPs: 11

Game No.	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01:W(3,6) 24/18;13/10  
02:B(3,5) 8/3;6/3  
03:W(1,6) 24/18;10/9  
04:B(1,2) 24/23;23/21  
05:W(4,4) 8/4\*;8/4;6/2;6/2  
06:B(3,4) bar/22;22/18  
07:W(5,6) 13/7\*;6/1\*  
08:B(5,5) bar/20;bar/20;13/8;13/8  
09:W(2,2) 13/11;13/11;9/7;8/6

## Roll Nr.7



Match over PIPs: 0

Match over PIPs: 21



Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Start position

01:W(3,6) 24/18;13/10

02:B(3,5) 8/3;6/3

03:W(1,6) 24/18;10/9

04:B(1,2) 24/23;23/21

05:W(4,4) 8/4\*;8/4;6/2;6/2

06:B(3,4) bar/22;22/18

07:W(5,6) 13/7\*;6/1\*

08:B(5,5) bar/20;bar/20;13/8;13/8

09:W(2,2) 18/16;18/16;9/7;8/6

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2			9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01:W(3,6) 24/18;13/10

02:B(3,5) 8/3;6/3

03:W(1,6) 24/18;10/9

04:B(1,2) 24/23;23/21

05:W(4,4) 8/4\*;8/4;6/2;6/2

06:B(3,4) bar/22;22/18

07:W(5,6) 13/7\*;6/1\*

08:B(5,5) bar/20;bar/20;13/8;13/8

09:W(2,2) 13/11;13/11;9/7;8/6

## Roll Nr.8



Match over PIPs: 0

Match over PIPs: 21



Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Start position

01:W(3,6) 24/18;13/10

02:B(3,5) 8/3;6/3

03:W(1,6) 24/18;10/9

04:B(1,2) 24/23;23/21

05:W(4,4) 8/4\*;8/4;6/2;6/2

06:B(3,4) bar/22;22/18

07:W(5,6) 13/7\*;6/1\*

08:B(5,5) bar/20;bar/20;13/8;13/8

09:W(2,2) 18/16;18/16;9/7;8/6

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2			9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01:W(3,6) 24/18;13/10

02:B(3,5) 8/3;6/3

03:W(1,6) 24/18;10/9

04:B(1,2) 24/23;23/21

05:W(4,4) 8/4\*;8/4;6/2;6/2

06:B(3,4) bar/22;22/18

07:W(5,6) 13/7\*;6/1\*

08:B(5,5) bar/20;bar/20;13/8;13/8

09:W(2,2) 13/11;13/11;9/7;8/6



## Roll Nr.9

**#1 W:STICK vs. B:FALAFEL**

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

Start position

01:W(3,6) 24/18;13/10  
02:B(3,5) 8/3;6/3  
03:W(1,6) 24/18;10/9  
04:B(1,2) 24/23;23/21  
05:W(4,4) 8/4\*;8/4;6/2;6/2  
06:B(3,4) bar/22;22/18  
07:W(5,6) 13/7\*;6/1\*  
08:B(5,5) bar/20;bar/20;13/8;13/8  
09:W(2,2) 18/16;18/16;9/7;8/6

**#2 W:JAKOB vs. B:MATT**

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

Start position

01:W(3,6) 24/18;13/10  
02:B(3,5) 8/3;6/3  
03:W(1,6) 24/18;10/9  
04:B(1,2) 24/23;23/21  
05:W(4,4) 8/4\*;8/4;6/2;6/2  
06:B(3,4) bar/22;22/18  
07:W(5,6) 13/7\*;6/1\*  
08:B(5,5) bar/20;bar/20;13/8;13/8  
09:W(2,2) 13/11;13/11;9/7;8/6

## Roll Nr.10

**#1 W:STICK vs. B:FALAFEL**

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

09:W(2,2) 18/16;18/16;9/7;8/6  
10:B(2,4) 8/4;6/4  
11:W(2,3) 6/4;4/1  
12:B(6,6) 20/14;20/14;14/8;14/8  
13:W(1,1) 7/6;7/6;6/5;6/5  
14:B(2,3) 8/6;8/5  
15:W(1,4) 13/9;9/8  
16:B(3,6) 13/7;8/5  
17:W(3,6) 13/10;13/7  
18:B(4,6) 8/2;6/2

**#2 W:JAKOB vs. B:MATT**

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

09:W(2,2) 13/11;13/11;9/7;8/6  
10:B(2,4) 8/4;6/4  
11:W(2,3) 13/11;6/3  
12:B(6,6) 8/2;8/2;8/2  
13:W doubles to 2; take  
14:W(1,1) 11/10;10/9;9/8;8/7  
15:B(2,3) 13/11;11/8  
16:W(1,4) 18/17\*;7/3  
17:B(3,6) skip move  
18:W(3,6) 17/14;7/1

## Roll Nr.11

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

09: W(2,2) 18/16;18/16;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 6/4;4/1  
12: B(6,6) 20/14;20/14;14/8;14/8  
13: W(1,1) 7/6;7/6;6/5;6/5  
14: B(2,3) 8/6;8/5  
15: W(1,4) 13/9;9/8  
16: B(3,6) 13/7;8/5  
17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2			9	330	8	
Total IMP				16	0	
Victory Points				20	10	

09: W(2,2) 13/11;13/11;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 13/11;6/3  
12: B(6,6) 8/2;8/2;8/2  
13: W doubles to 2; take  
14: W(1,1) 11/10;10/9;9/8;8/7  
15: B(2,3) 13/11;11/8  
16: W(1,4) 18/17\*;7/3  
17: B(3,6) skip move  
18: W(3,6) 17/14;7/1

## Roll Nr.12

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

09: W(2,2) 18/16;18/16;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 6/4;4/1  
12: B(6,6) 20/14;20/14;14/8;14/8  
13: W(1,1) 7/6;7/6;6/5;6/5  
14: B(2,3) 8/6;8/5  
15: W(1,4) 13/9;9/8  
16: B(3,6) 13/7;8/5  
17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2			9	330	8	
Total IMP				16	0	
Victory Points				20	10	

09: W(2,2) 13/11;13/11;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 13/11;6/3  
12: B(6,6) 8/2;8/2;8/2  
13: W doubles to 2; take  
14: W(1,1) 11/10;10/9;9/8;8/7  
15: B(2,3) 13/11;11/8  
16: W(1,4) 18/17\*;7/3  
17: B(3,6) skip move  
18: W(3,6) 17/14;7/1

Doubling cube from Jakob on board Nr.2. Matt takes.



## Roll Nr.13

**B1 W:STICK vs B:FALAFEL**

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2	7	290	7		
2		8	180	5		
Total IMP				12	0	
Victory Points				19	11	

09: W(2,2) 18/16;18/16;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 6/4;4/1  
12: B(6,6) 20/14;20/14;14/8;14/8  
13: W(1,1) 7/6;7/6;6/5;6/5  
14: B(2,3) 8/6;8/5  
15: W(1,4) 13/9;9/8  
16: B(3,6) 13/7;8/5  
17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2

**B2 W:JAKOB vs B:MATT**

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2	10	350	8		
2	2	9	330	8		
Total IMP				16	0	
Victory Points				20	10	

09: W(2,2) 13/11;13/11;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 13/11;6/3  
12: B(6,6) 8/2;8/2;8/2  
13: W doubles to 2; take  
14: W(1,1) 11/10;10/9;9/8;8/7  
15: B(2,3) 13/11;11/8  
16: W(1,4) 18/17\*;7/3  
17: B(3,6) skip move  
18: W(3,6) 17/14;7/1

## Roll Nr.14

**B1 W:STICK vs B:FALAFEL**

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2	7	290	7		
2		8	180	5		
Total IMP				12	0	
Victory Points				19	11	

09: W(2,2) 18/16;18/16;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 6/4;4/1  
12: B(6,6) 20/14;20/14;14/8;14/8  
13: W(1,1) 7/6;7/6;6/5;6/5  
14: B(2,3) 8/6;8/5  
15: W(1,4) 13/9;9/8  
16: B(3,6) 13/7;8/5  
17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2

**B2 W:JAKOB vs B:MATT**

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2	10	350	8		
2	2	9	330	8		
Total IMP				16	0	
Victory Points				20	10	

09: W(2,2) 13/11;13/11;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 13/11;6/3  
12: B(6,6) 8/2;8/2;8/2  
13: W doubles to 2; take  
14: W(1,1) 11/10;10/9;9/8;8/7  
15: B(2,3) 13/11;11/8  
16: W(1,4) 18/17\*;7/3  
17: B(3,6) skip move  
18: W(3,6) 17/14;7/1



## Roll Nr.15

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubling	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

09: W(2,2) 18/16;18/16;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 6/4;4/1  
12: B(6,6) 20/14;20/14;14/8;14/8  
13: W(1,1) 7/6;7/6;6/5;6/5  
14: B(2,3) 8/6;8/5  
15: W(1,1) 15/9;9/8  
16: B(3,6) 13/7;8/5  
17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubling	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2			9	330	8	
Total IMP				16	0	
Victory Points				20	10	

09: W(2,2) 13/11;13/11;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 13/11;6/3  
12: B(6,6) 8/2;8/2;8/2  
13: W doubles to 2; take  
14: W(1,1) 11/10;10/9;9/8;8/7  
15: B(2,3) 13/11;11/8  
16: W(1,4) 18/17\*;7/3  
17: B(3,6) ship move  
18: W(3,6) 17/14;7/1

## Roll Nr.16

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubling	Propose	Number of Remained Checkers	STICK SMP	FALAFEL IMP	SMP
1	2		7	290	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

09: W(2,2) 18/16;18/16;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 6/4;4/1  
12: B(6,6) 20/14;20/14;14/8;14/8  
13: W(1,1) 7/6;7/6;6/5;6/5  
14: B(2,3) 8/6;8/5  
15: W(1,4) 13/9;9/8  
16: B(3,6) 13/7;8/5  
17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubling	Propose	Number of Remained Checkers	JAKOB SMP	MATT IMP	SMP
1	2		10	350	8	
2			9	330	8	
Total IMP				16	0	
Victory Points				20	10	

09: W(2,2) 13/11;13/11;9/7;8/6  
10: B(2,4) 8/4;6/4  
11: W(2,3) 13/11;6/3  
12: B(6,6) 8/2;8/2;8/2  
13: W doubles to 2; take  
14: W(1,1) 11/10;10/9;9/8;8/7  
15: B(2,3) 13/11;11/8  
16: W(1,4) 18/17\*;7/3  
17: B(3,6) ship move  
18: W(3,6) 17/14;7/1

## Roll Nr.17

Match over PIPs: 0

Match over PIPs: 21

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK		FALAFEL	
				SMP	IMP	SMP	
1	2		7	290	7		
2			8	180	5		
Total IMP				12		0	
Victory Points				19		11	

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB		MATT	
				SMP	IMP	SMP	
1	2		10	350	8		
2	2		9	330	8		
Total IMP				16		0	
Victory Points				20		10	

09: W(2,2) 18/16;18/16;9/7;8/6  
 10: B(2,4) 8/4;6/4  
 11: W(2,3) 6/4;4/1  
 12: B(6,6) 20/14;20/14;14/8;14/8  
 13: W(1,1) 7/6;7/6;6/5;6/5  
 14: B(2,3) 8/6;8/5  
 15: W(1,4) 13/9;9/8  
 16: B(3,6) 13/7;8/5  
 17: W(3,6) 13/10;13/7  
 18: B(4,6) 8/2;6/2

09: W(2,2) 13/11;13/11;9/7;8/6  
 10: B(2,4) 8/4;6/4  
 11: W(2,3) 13/11;6/3  
 12: B(6,6) 8/2;8/2;8/2  
 13: W doubles to 2; take  
 14: W(1,1) 11/10;10/9;9/8;8/7  
 15: B(2,3) 13/11;11/8  
 16: W(1,4) 18/17;7/3  
 17: B(3,6) skip move  
 18: W(3,6) 17/14;7/1

## Roll Nr.18

Match over PIPs: 0

Match over PIPs: 21

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK		FALAFEL	
				SMP	IMP	SMP	
1	2		7	290	7		
2			8	180	5		
Total IMP				12		0	
Victory Points				19		11	

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB		MATT	
				SMP	IMP	SMP	
1	2		10	350	8		
2	2		9	330	8		
Total IMP				16		0	
Victory Points				20		10	

17: W(3,6) 13/10;13/7  
 18: B(4,6) 8/2;6/2  
 19: W(1,6) 10/9;9/3  
 20: B(3,6) 7/1;6/3  
 21: W(2,6) 8/2;5/3  
 22: B(2,6) 8/2;3/1  
 23: W(2,3) 7/5;6/3  
 24: B(4,6) 13/7;7/3  
 25: W doubles to 2; take  
 26: W(4,6) 16/12;12/6

18: W(3,6) 17/14;7/1  
 19: B(4,6) skip move  
 20: W(1,6) 14/13;13/7  
 21: B(3,6) skip move  
 22: W(2,6) 18/16;16/10  
 23: B(2,6) skip move  
 24: W(2,3) 11/8;10/8  
 25: B(4,6) skip move  
 26: W(4,6) 8/4;8/2  
 27: B(4,5) bar/20;19/9



Roll Nr.19

Match over

PIPs: 0

Match over

PIPs: 21

Match over

PIPs: 0

Match over

PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK		FALAFEL	
				SMP	IMP	SMP	
1	2		7	290	7		
2			8	180	5		
Total IMP					12	0	
Victory Points				19		11	

17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2  
19: W(1,6) 10/9;9/3  
20: B(3,6) 7/1;6/3  
21: W(2,6) 8/2;5/3  
22: B(2,6) 8/2;3/1  
23: W(2,3) 7/5;6/3  
24: B(4,6) 13/7;7/3  
25: W doubles to 2; take  
26: W(4,6) 16/12\*;12/6

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB		MATT	
				SMP	IMP	SMP	
1	2		10	350	8		
2	2		9	330	8		
Total IMP					16	0	
Victory Points				20		10	

18: W(3,6) 17/14;7/1  
19: B(4,6) skip move  
20: W(1,6) 14/13;13/7  
21: B(3,6) skip move  
22: W(2,6) 18/16;16/10  
23: B(2,6) skip move  
24: W(2,3) 11/8;10/8  
25: B(4,6) skip move  
26: W(4,6) 8/4;8/2  
27: B(4,5) bar/20;13/9

Roll Nr.20

Match over

PIPs: 0

Match over

PIPs: 21

Match over

PIPs: 0

Match over

PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK		FALAFEL	
				SMP	IMP	SMP	
1	2		7	290	7		
2			8	180	5		
Total IMP					12	0	
Victory Points				19		11	

17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2  
19: W(1,6) 10/9;9/3  
20: B(3,6) 7/1;6/3  
21: W(2,6) 8/2;5/3  
22: B(2,6) 8/2;3/1  
23: W(2,3) 7/5;6/3  
24: B(4,6) 13/7;7/3  
25: W doubles to 2; take  
26: W(4,6) 16/12\*;12/6

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB		MATT	
				SMP	IMP	SMP	
1	2		10	350	8		
2	2		9	330	8		
Total IMP					16	0	
Victory Points				20		10	

18: W(3,6) 17/14;7/1  
19: B(4,6) skip move  
20: W(1,6) 14/13;13/7  
21: B(3,6) skip move  
22: W(2,6) 18/16;16/10  
23: B(2,6) skip move  
24: W(2,3) 11/8;10/8  
25: B(4,6) skip move  
26: W(4,6) 8/4;8/2  
27: B(4,5) bar/20;13/9

Roll Nr.21

Match over

PIP: 0

Match over

PIP: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK	FALAFEL	
				SMP	IMP	SMP
1	2		7	280	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

17: W(3,6) 13/10;13/7

18: B(4,6) 8/2;6/2

19: W(1,6) 10/9;9/3

20: B(3,6) 7/1;6/3

21: W(2,6) 8/2;5/3

22: B(2,6) 8/2;3/1

23: W(2,3) 7/5;6/3

24: B(4,6) 13/7;7/3

25: W doubles to 2; take

26: W(4,6) 16/12\*;12/6

Match over

PIP: 0

Match over

PIP: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB	MATT	
				SMP	IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

18: W(3,6) 17/14;7/1

19: B(4,6) skip move

20: W(1,6) 14/13;13/7

21: B(3,6) skip move

22: W(2,6) 18/16;16/10

23: B(2,6) skip move

24: W(2,3) 11/8;10/8

25: B(4,6) skip move

26: W(4,6) 8/4;8/2

27: B(4,5) bar/20;13/9

Roll Nr.22

Match over

PIP: 0

Match over

PIP: 21

Game No	Doubler	Propose	Number of Remained Checkers	STICK	FALAFEL	
				SMP	IMP	SMP
1	2		7	280	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

17: W(3,6) 13/10;13/7

18: B(4,6) 8/2;6/2

19: W(1,6) 10/9;9/3

20: B(3,6) 7/1;6/3

21: W(2,6) 8/2;5/3

22: B(2,6) 8/2;3/1

23: W(2,3) 7/5;6/3

24: B(4,6) 13/7;7/3

25: W doubles to 2; take

26: W(4,6) 16/12\*;12/6

Match over

PIP: 0

Match over

PIP: 11

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB	MATT	
				SMP	IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

18: W(3,6) 17/14;7/1

19: B(4,6) skip move

20: W(1,6) 14/13;13/7

21: B(3,6) skip move

22: W(2,6) 18/16;16/10

23: B(2,6) skip move

24: W(2,3) 11/8;10/8

25: B(4,6) skip move

26: W(4,6) 8/4;8/2

27: B(4,5) bar/20;13/9

12



Roll Nr.23

Match over

PIP: 0

Match over

PIP: 21

Game No.	Doubler	Propose	Number of Remained Checkers	STICK	FALAFEL
1	2		7	290	7
2			8	180	5
Total IMP				12	0
Victory Points				19	11

17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2  
19: W(1,6) 10/9;9/3  
20: B(3,6) 7/1;6/3  
21: W(2,6) 8/2;5/3  
22: B(2,6) 8/2;3/1  
23: W(2,3) 7/5;6/3  
24: B(4,6) 13/7;7/3  
25: W doubles to 2; take  
26: W(4,6) 16/12\*;12/6

Match over

PIP: 0

Match over

PIP: 11

Game No.	Doubler	Propose	Number of Remained Checkers	JAKOB	MATT
1	2		10	350	8
2	2		9	330	8
Total IMP				16	0
Victory Points				20	10

18: W(3,6) 17/14;7/1  
19: B(4,6) skip move  
20: W(1,6) 14/13;13/7  
21: B(3,6) skip move  
22: W(2,6) 18/16;16/10  
23: B(2,6) skip move  
24: W(2,3) 11/8;10/8  
25: B(4,6) skip move  
26: W(4,6) 8/4;8/2  
27: B(4,5) bar/20;13/9

Roll Nr.24

Match over

PIP: 0

Match over

PIP: 21

Game No.	Doubler	Propose	Number of Remained Checkers	STICK	FALAFEL
1	2		7	290	7
2			8	180	5
Total IMP				12	0
Victory Points				19	11

17: W(3,6) 13/10;13/7  
18: B(4,6) 8/2;6/2  
19: W(1,6) 10/9;9/3  
20: B(3,6) 7/1;6/3  
21: W(2,6) 8/2;5/3  
22: B(2,6) 8/2;3/1  
23: W(2,3) 7/5;6/3  
24: B(4,6) 13/7;7/3  
25: W doubles to 2; take  
26: W(4,6) 16/12\*;12/6

Match over

PIP: 0

Match over

PIP: 11

Game No.	Doubler	Propose	Number of Remained Checkers	JAKOB	MATT
1	2		10	350	8
2	2		9	330	8
Total IMP				16	0
Victory Points				20	10

18: W(3,6) 17/14;7/1  
19: B(4,6) skip move  
20: W(1,6) 14/13;13/7  
21: B(3,6) skip move  
22: W(2,6) 18/16;16/10  
23: B(2,6) skip move  
24: W(2,3) 11/8;10/8  
25: B(4,6) skip move  
26: W(4,6) 8/4;8/2  
27: B(4,5) bar/20;13/9

Doubling cube from Stick on board Nr.1. Falafel takes.

.....

## Roll Nr.45

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	SMP	IMP	SMP
1	2		7	280	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

35:W(2,4) 4/off;2/off  
36:B(2,4) 4/off;2/off  
37:W(3,5) 5/off;3/off  
38:B(1,3) 3/off;1/off  
39:W(2,6) 5/off;3/1  
40:B(5,6) 6/off;5/off  
41:W(4,6) 3/off;3/off  
42:B(2,5) 5/off;2/off  
43:W(5,5) 1/off;1/off;1/off  
White wins

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	SMP	IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

42:W(2,6) 2/off;2/off  
43:B(5,6) 11/5;8/3  
44:W(4,6) 2/off;2/off  
45:B(2,5) 5/off;2/off  
46:W(5,5) 2/off;2/off;1/off;1/off  
47:B(1,2) 2/off;1/off  
48:W(5,6) 1/off;1/off  
49:B(2,5) 6/4;5/off  
50:W(1,6) 1/off  
White wins

## Roll Nr.46

Match over PIPs: 0

Match over PIPs: 21

Game No	Doubler	Propose	Number of Remained Checkers	SMP	IMP	SMP
1	2		7	280	7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

35:W(2,4) 4/off;2/off  
36:B(2,4) 4/off;2/off  
37:W(3,5) 5/off;3/off  
38:B(1,3) 3/off;1/off  
39:W(2,6) 5/off;3/1  
40:B(5,6) 6/off;5/off  
41:W(4,6) 3/off;3/off  
42:B(2,5) 5/off;2/off  
43:W(5,5) 1/off;1/off;1/off  
White wins

Match over PIPs: 0

Match over PIPs: 11

Game No	Doubler	Propose	Number of Remained Checkers	SMP	IMP	SMP
1	2		10	350	8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

42:W(2,6) 2/off;2/off  
43:B(5,6) 11/5;8/3  
44:W(4,6) 2/off;2/off  
45:B(2,5) 5/off;2/off  
46:W(5,5) 2/off;2/off;1/off;1/off  
47:B(1,2) 2/off;1/off  
48:W(5,6) 1/off;1/off  
49:B(2,5) 6/4;5/off  
50:W(1,6) 1/off  
White wins

On the board Nr.1 the game is completed, but it will be continue to roll on this board to finish the game on the board Nr.2.



Roll Nr.47

Roll Nr.48

Roll Nr.49

Roll Nr.50

Match over

PIP: 0

Match over

PIP: 21

Match over

PIP: 0

Match over

PIP: 11

Game No	Doubler	Propose	Number of Remained Checkers	STICK	FALAFEL	
				SMP	IMP	SMP
1	2		7		7	
2			8	180	5	
Total IMP				12	0	
Victory Points				19	11	

35: W(2,4) 4/off;2/off  
36: B(2,4) 4/off;2/off  
37: W(3,5) 5/off;3/off  
38: B(1,3) 3/off;1/off  
39: W(2,6) 5/off;3/1  
40: B(5,6) 6/off;5/off  
41: W(4,6) 3/off;3/off  
42: B(2,5) 5/off;2/off  
43: W(5,5) 1/off;1/off;1/off  
White wins

Game No	Doubler	Propose	Number of Remained Checkers	JAKOB	MATT	
				SMP	IMP	SMP
1	2		10		8	
2	2		9	330	8	
Total IMP				16	0	
Victory Points				20	10	

42: W(2,6) 2/off;2/off  
43: B(5,6) 11/5;8/3  
44: W(4,6) 2/off;2/off  
45: B(2,5) 5/off;2/off  
46: W(5,5) 2/off;2/off;1/off;1/off  
47: B(1,2) 2/off;1/off  
48: W(5,6) 1/off;1/off  
49: B(2,5) 6/4;5/off  
50: W(1,6) 1/off  
White wins

15