

Backgammon

How to play

Object

To be the first player to remove all his pieces from his inner table off the board. This is called “bearing off”.

Set-Up

Each player takes 15 pieces of the same colour and arranges them on the board as shown. White’s pieces are moved counterclockwise around the board to bear off out of his inner table. Black’s pieces are moved clockwise around the board to bear off at his inner table. The use of two dice is required.

Playing

Pieces are moved the number of points thrown on the dice. From one point on the board to the next is one dot on the dice. Each number can be used by a separate piece or both numbers can be totalled together and used by one piece. If “Doubles” are thrown (both numbers on the dice are the same), double the number of points can be moved. For example: If white rolls a double 4, he may make four moves of 4 each, or one move of 4 and another of 12 in increments of 4. He moves a total of 16 points instead of 8.

An established point is formed when a player has two or more pieces on a point. The opponent’s pieces cannot stop on that point. They may, however, pass over it. This is called a “block”.

If a piece stops on a point occupied by one opposing piece, he “Blots” the opposing piece and it is removed and placed on the “Bar”. This piece must then be put into play before the player makes any other move. It is put into play by entering his opponents inner table on an open point whose number corresponds to the number rolled on one die or the other or both.

A player can begin “bearing off” only when all his pieces are within his own inner table. Then a piece can be borne off whenever it is on a point whose number is rolled. If a number is rolled higher than the point on which a piece is left, the highest piece can be borne off. A piece must be moved forward if it is possible to move.

