Your first move, at a glance.

Roll one die each. Reroll ties. The higher roller plays both numbers already rolled. These 15 rolls cover the standard opening; there are no opening doubles.

Read the moves: your numbers run from 24 down to 1. 8/5 means one checker moves three points. Two moves separated by a comma use different checkers.

ROLL	ONE BEGINNER PLAY	THE IDEA
2-1	24/23, 13/11	Split the back pair; bring down a builder.
3-1	8/5, 6/5	Make your 5-point with two checkers.
3-2	24/21, 13/11	Advance a back checker and add a builder.
4-1	24/23, 13/9	Split the back pair and develop point 9.
4-2	8/4, 6/4	Make your 4-point from two stacks.
4-3	24/21, 13/9	Split and build; both new points are blots.
5-1	24/23, 13/8	Split with the 1; reinforce point 8.
5-2	24/22, 13/8	Advance a back checker; reinforce point 8.
5-3	8/3, 6/3	Make your 3-point with two checkers.
5-4	24/20, 13/8	Aim for a future anchor on their 5-point.
6-1	13/7, 8/7	Make your bar-point, just outside home.
6-2	24/18, 13/11	Bring a back checker out and add a builder.
6-3	24/18, 13/10	Bring a back checker out; develop point 10.
6-4	8/2, 6/2	Make your 2-point; other choices exist.
6-5	24/18/13	Run one back checker to your 13-point.

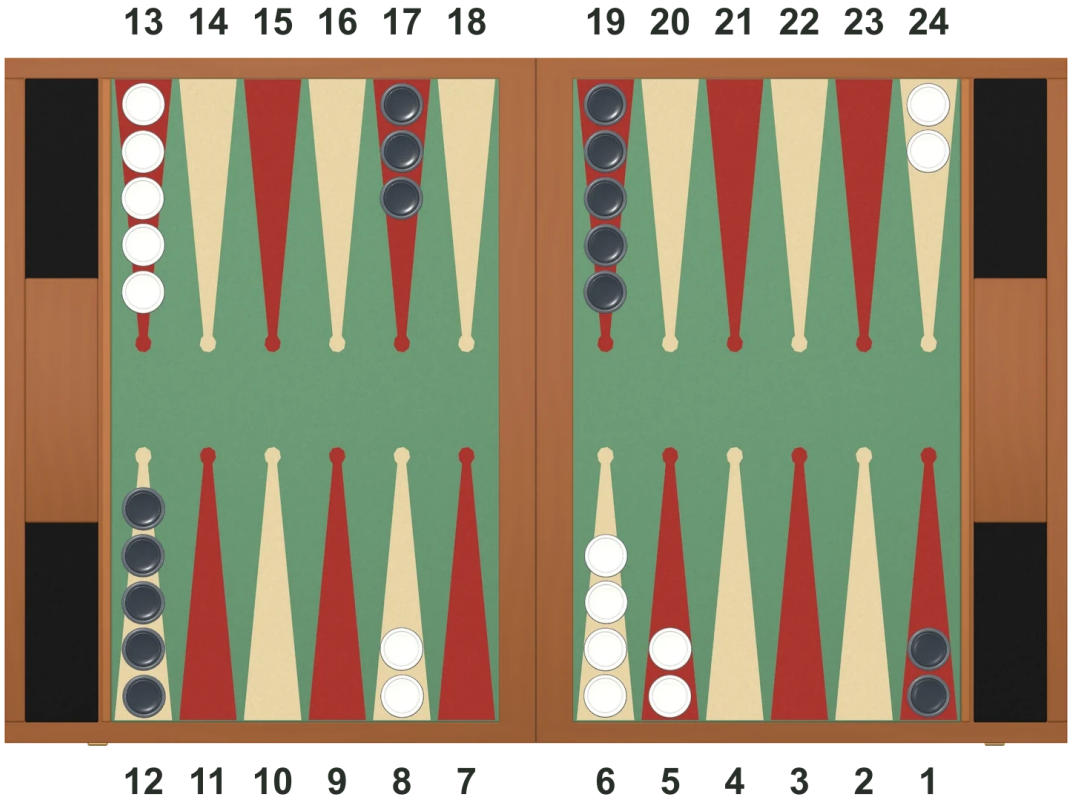
Scope: one legal beginner choice per roll, for the starting position with ordinary scoring. This is not a reply chart or a claim of the best move at every match score. With 6-5, the same checker lands on 18, then continues to 13.

Alternatives matter: 2-1 can slot with 13/11, 6/5. With 6-4, splitting (24/18, 13/9) or running (24/18/14) are alternatives to study. No fresh engine analysis or numerical ranking is claimed.

Rule and analysis references: bkgm.com/rules.html and bkgm.com/openings/rollouts.html (historical GNU Backgammon rollouts). Full explanations: playbackgammon.co/strategy/opening-moves. Original AI-assisted editorial selection and review.

Make a point. Know why.

Worked example: opening 3-1, played 8/5 and 6/5. The board below shows the result, not the starting position.



White moves towards lower numbers; home is lower right. Move one checker from 8 to 5 using the 3. Move one from 6 to 5 using the 1. White now has two checkers on 5, two on 8 and four on 6; the other stacks are unchanged.

THREE QUICK CHECKS

1. How many checkers remain on your 8-point?
2. Is a single checker on the opponent's 5-point already an anchor?
3. After this 3-1, what is White's pip count?

Answers: 1. Two. 2. No: an anchor needs at least two of your checkers on a point in the opponent's home board. 3. 163: the starting count of 167 minus four pips moved.

Next turn: the board has changed. Check legal landings, exposed blots and your plan before choosing a move. Use the opening chart only for the original opening position. The HTML download page also contains the chart as selectable text.