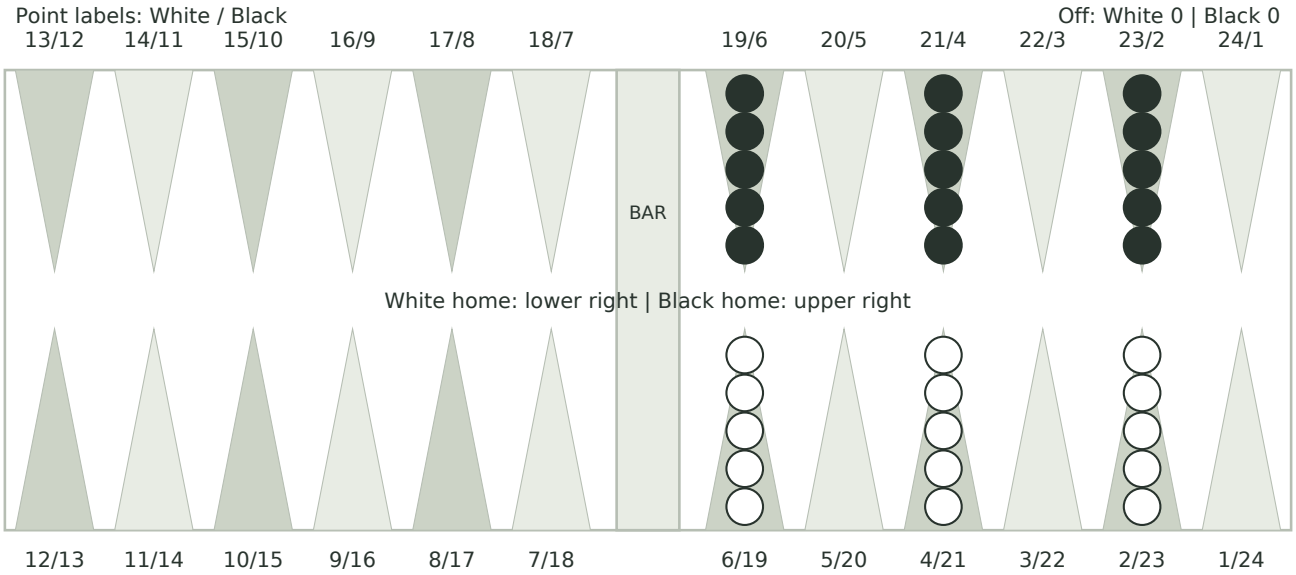
Count first. Check later.

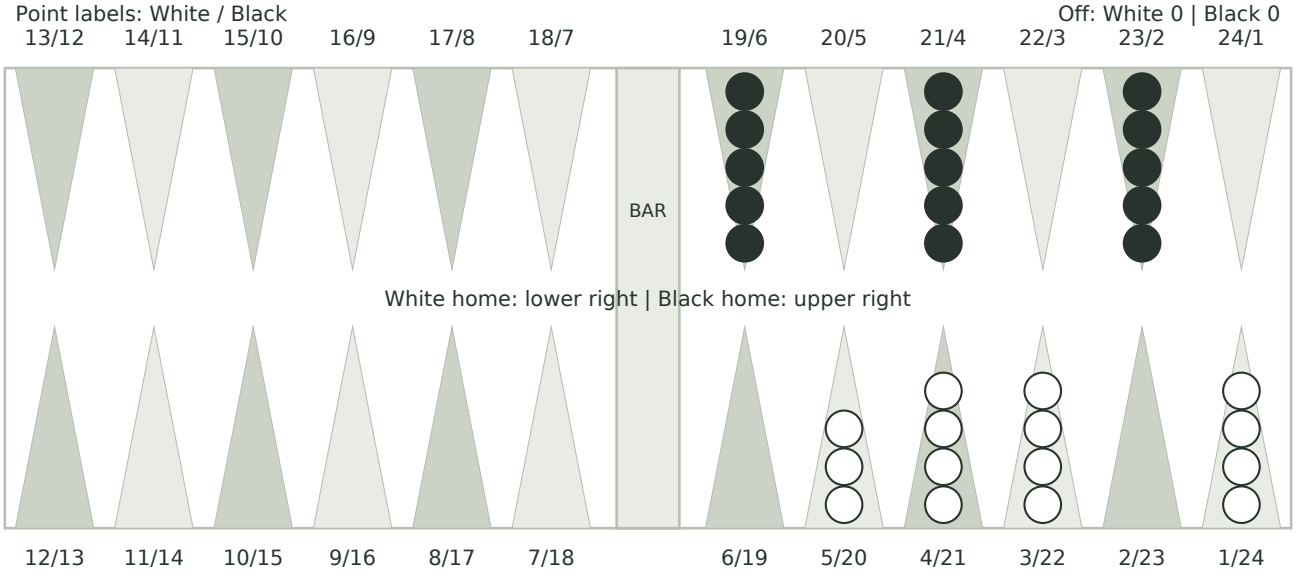
10 positions, with answers on pages 6-7. Count White in 1-8; count both players in 9-10. Each checker adds its own point number. Bar = 25. Off = 0.

01 Three equal stacks



White: _____ pips

02 Count the low points too

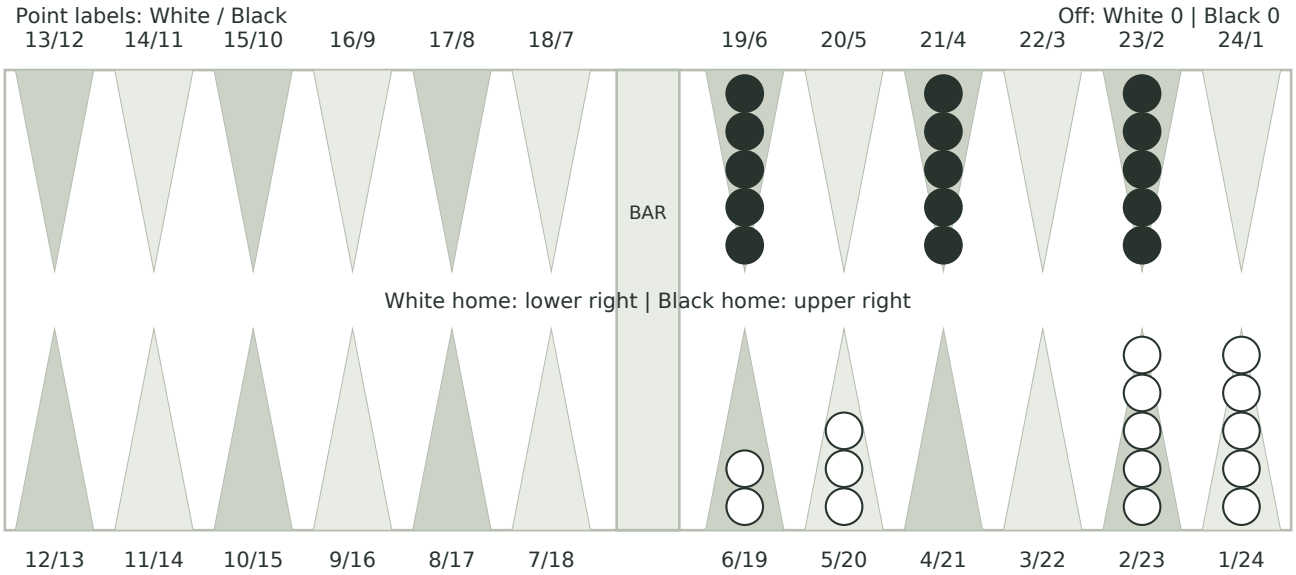


White: _____ pips

Count first. Check later.

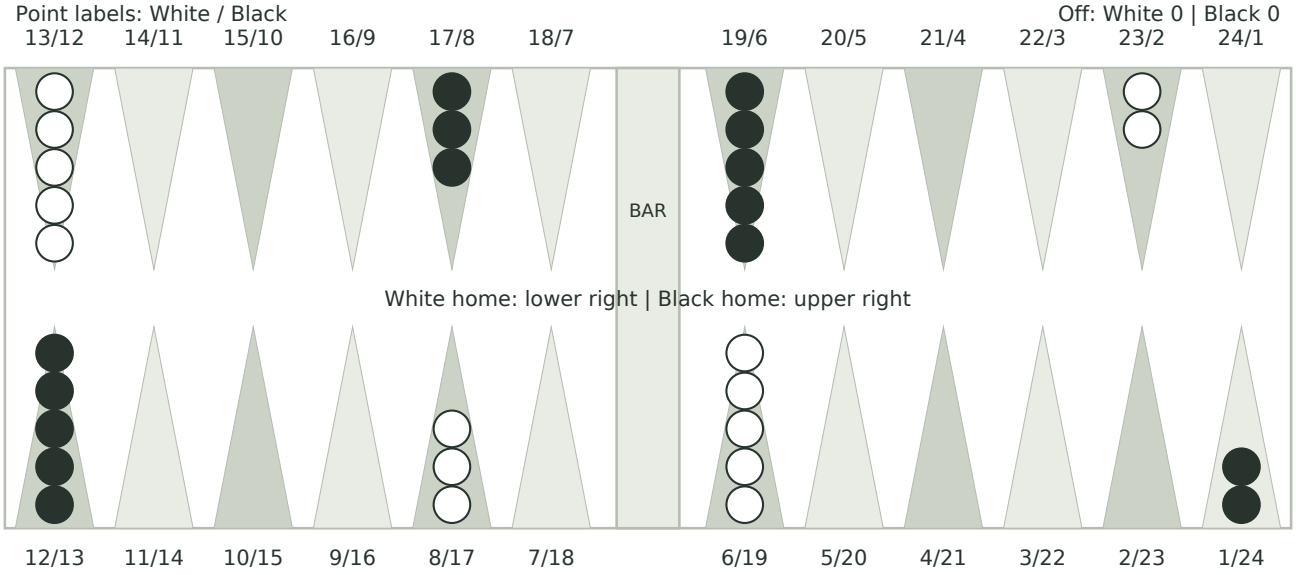
10 positions, with answers on pages 6-7. Count White in 1-8; count both players in 9-10. Each checker adds its own point number. Bar = 25. Off = 0.

03 Build small groups



White: _____ pips

04 Across the whole board

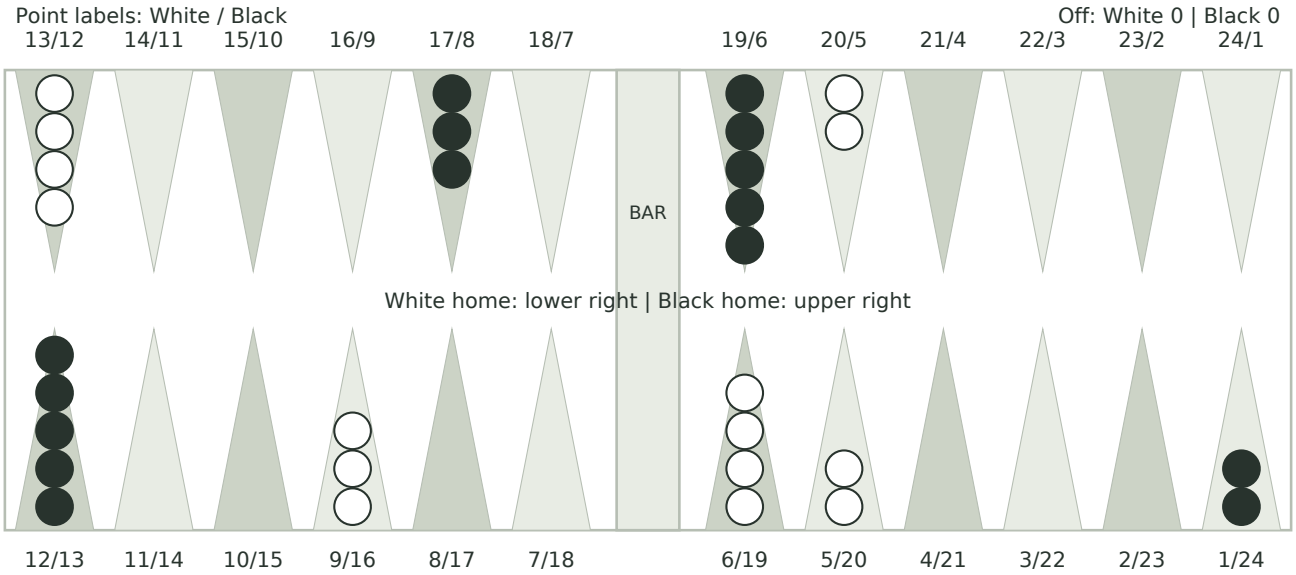


White: _____ pips

Count first. Check later.

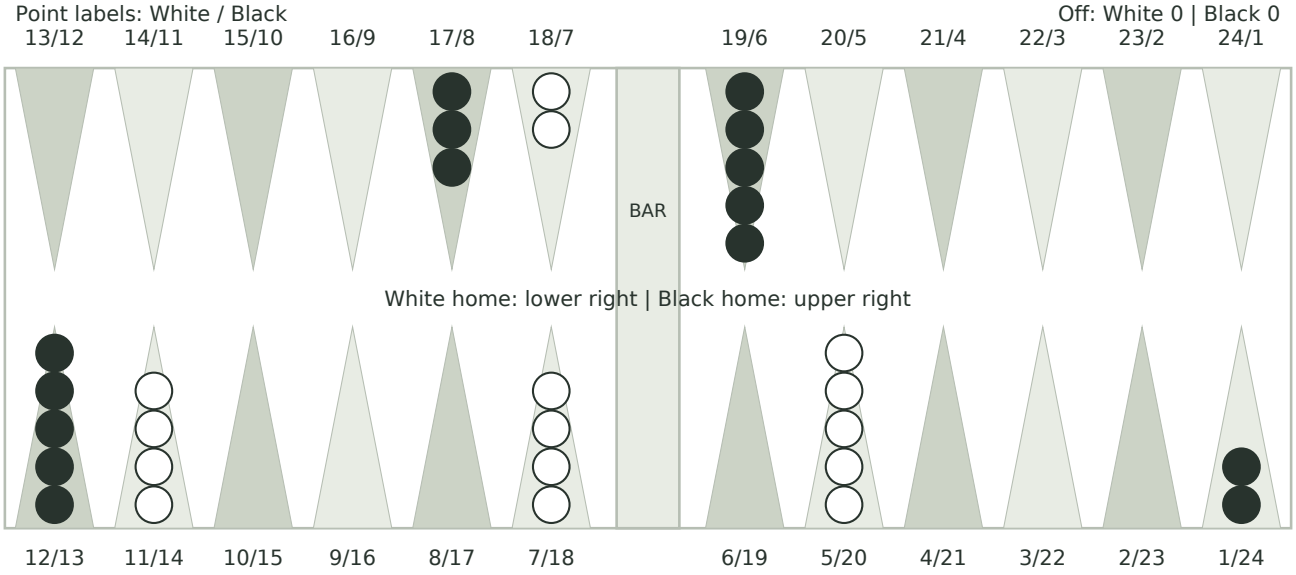
10 positions, with answers on pages 6-7. Count White in 1-8; count both players in 9-10. Each checker adds its own point number. Bar = 25. Off = 0.

05 Five separate stacks



White: _____ pips

06 Check the middle points

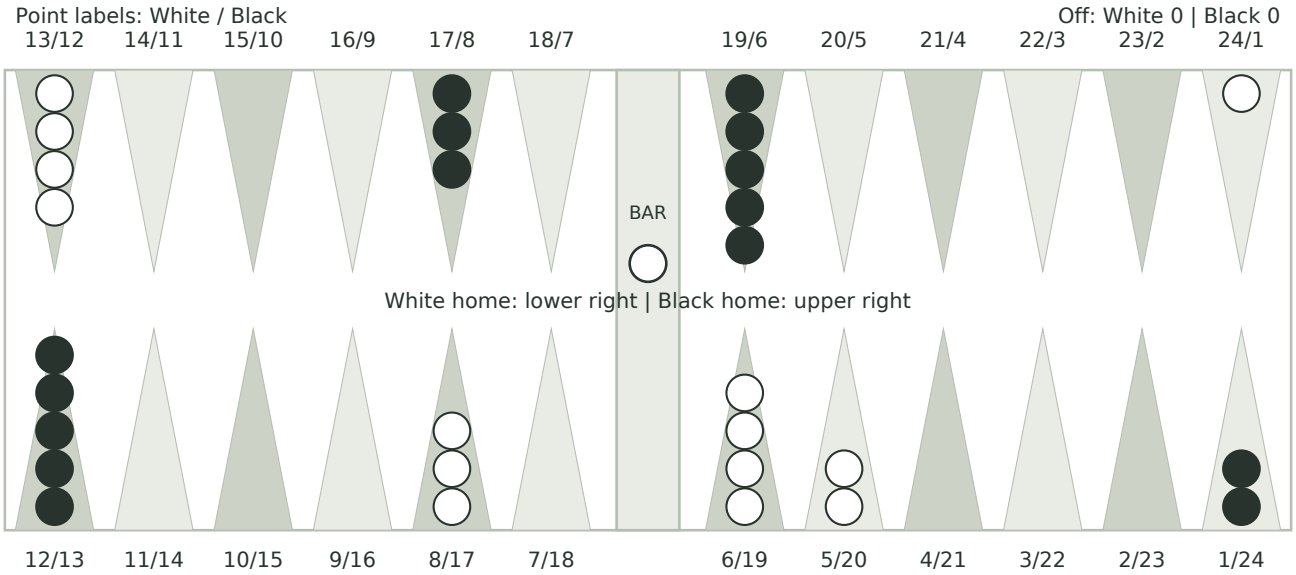


White: _____ pips

Count first. Check later.

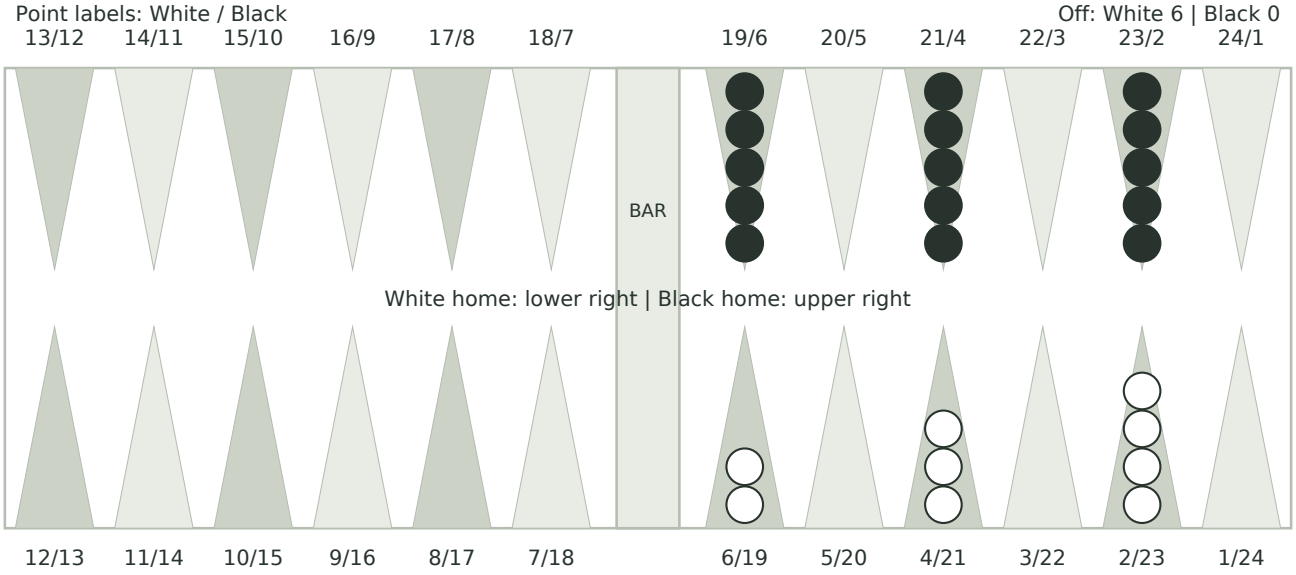
10 positions, with answers on pages 6-7. Count White in 1-8; count both players in 9-10. Each checker adds its own point number. Bar = 25. Off = 0.

07 One checker on the bar



White: _____ pips

08 Six checkers already off

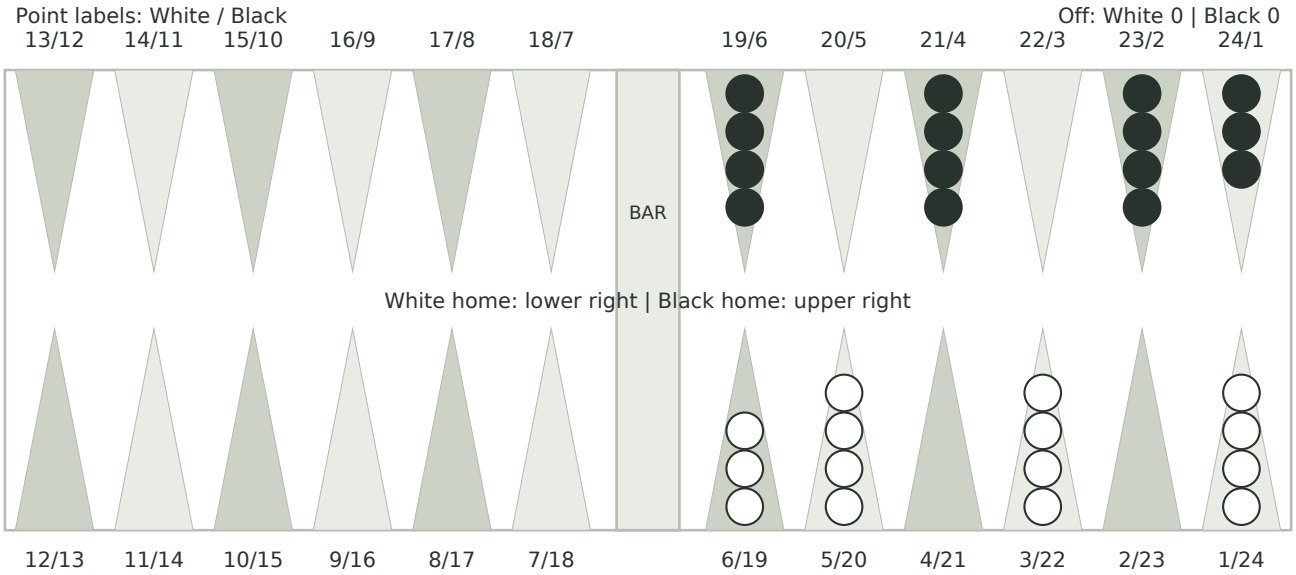


White: _____ pips

Count first. Check later.

10 positions, with answers on pages 6-7. Count White in 1-8; count both players in 9-10. Each checker adds its own point number. Bar = 25. Off = 0.

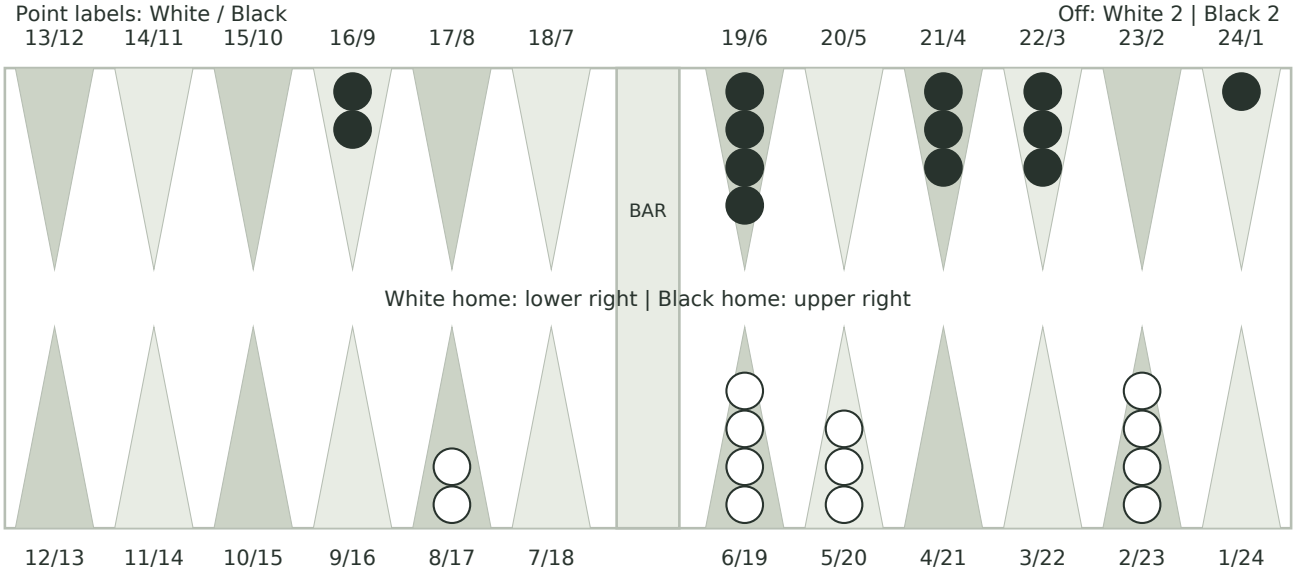
09 Compare both home boards



White: _____ pips Black: _____ pips

Lower raw count: _____ Difference: _____ pips

10 A close race



White: _____ pips Black: _____ pips

Lower raw count: _____ Difference: _____ pips

Your answer key.

Point number x checkers, then add. These are raw pip counts, not winning chances or doubling recommendations. Black counts from its own home board.

01 Three equal stacks

White: 5 x 6 + 5 x 4 + 5 x 2 = 60 pips.

Each stack has five checkers: 5 x (6 + 4 + 2) = 60.

02 Count the low points too

White: 3 x 5 + 4 x 4 + 4 x 3 + 4 x 1 = 47 pips.

Group the four-checker stacks: 4 x (4 + 3 + 1) = 32. Add 15 from the 5-point.

03 Build small groups

White: 2 x 6 + 3 x 5 + 5 x 2 + 5 x 1 = 42 pips.

The five checkers on 2 and the five on 1 contribute 15 together. The other stacks add 27.

04 Across the whole board

White: 2 x 23 + 5 x 13 + 3 x 8 + 5 x 6 = 165 pips.

This is two pips below the usual starting count of 167: both back checkers are on 23 instead of 24.

05 Five separate stacks

White: 2 x 20 + 4 x 13 + 3 x 9 + 4 x 6 + 2 x 5 = 153 pips.

Add the two far stacks first: 40 + 52 = 92. The remaining three stacks add 61.

Worked example: two checkers on your 6-point and three on your 4-point contribute 2 x 6 + 3 x 4 = 24 pips. This is a subtotal; include every other checker in the full count.

Your answer key.

Point number x checkers, then add. These are raw pip counts, not winning chances or doubling recommendations. Black counts from its own home board.

06 Check the middle points

White: 2 x 18 + 4 x 11 + 4 x 7 + 5 x 5 = 133 pips.

The four-checker stacks contribute 4 x (11 + 7) = 72. Add 36 and 25.

07 One checker on the bar

White: 1 x 24 + 4 x 13 + 3 x 8 + 4 x 6 + 2 x 5 + 1 x 25 = 159 pips.

The 14 checkers on points total 134. Add 25 for the checker on the bar, not 24.

08 Six checkers already off

White: 2 x 6 + 3 x 4 + 4 x 2 + 6 x 0 = 32 pips.

The six borne-off checkers contribute zero. Count only the nine checkers still on points.

09 Compare both home boards

White: 3 x 6 + 4 x 5 + 4 x 3 + 4 x 1 = 54 pips.

Black: 4 x 6 + 4 x 4 + 4 x 2 + 3 x 1 = 51 pips.

Black has the lower raw count by 3 pips. Use Black's own point numbers, not White's labels.

10 A close race

White: 2 x 8 + 4 x 6 + 3 x 5 + 4 x 2 + 2 x 0 = 63 pips.

Black: 2 x 9 + 4 x 6 + 3 x 4 + 3 x 3 + 1 x 1 + 2 x 0 = 64 pips.

White has the lower raw count by 1 pip. Both players have two checkers off; those add zero.

Next: playbackgammon.co/strategy/pip-counting
Counting reference: backgammon.com/learn/pip-counting
Original exercises and diagrams by Ocho (AI-assisted). Free to print and share unchanged for personal, family, classroom and club practice.