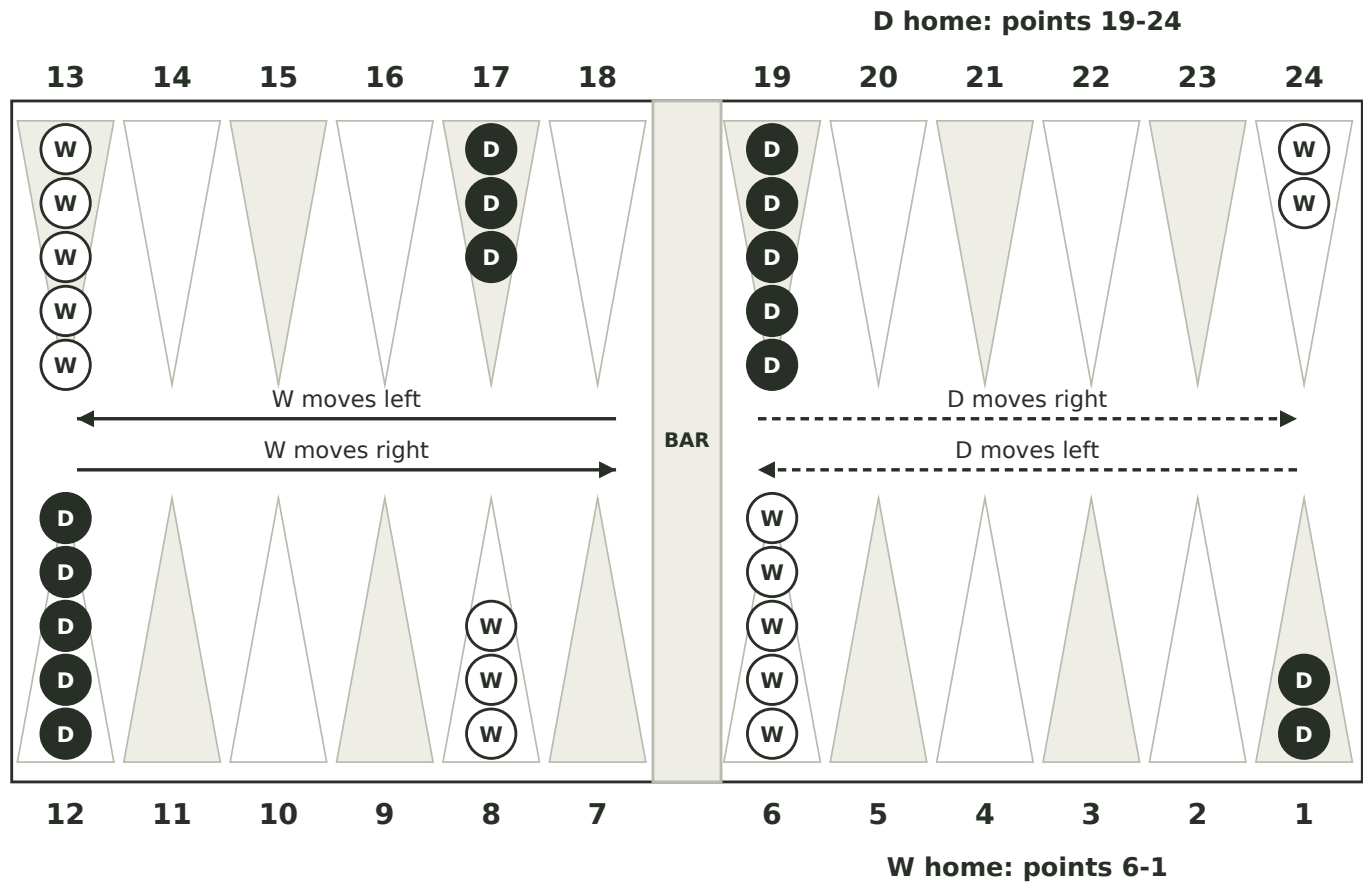


Set up. Sit down. Play.

Two players. Fifteen checkers each. First to bear off all fifteen wins.



All numbers are White's. W = White; D = Dark. White moves counterclockwise: 24 down to 1, home at lower right. Dark moves the other way: 1 up to 24, home at upper right. At the left edge, play continues between 13 and 12.

COUNT BEFORE YOU ROLL

White: 2 on 24, 5 on 13, 3 on 8, 5 on 6.

Dark: 2 on 1, 5 on 12, 3 on 17, 5 on 19.

Each side totals 15 checkers and starts 167 pips from home/off.

THE OPENING ROLL

Roll one die each. Tie? Both roll again. The higher roller starts using **both numbers already rolled**; do not roll again. There are no opening doubles. After that, take turns rolling two dice.

Your turn, at a glance.

Read from top to bottom. These are standard backgammon rules.

01 Move forward, one die at a time

Each die is a separate move. Move different checkers, or use both dice on one checker in either order. Every landing, including the intermediate one, must be legal. Count points, not the starting point.

02 Use the dice you can

Use both dice whenever a legal sequence allows it. If only one number can be used, use it; if either can be used but not both, use the higher. Doubles give four moves of that number: play as many as legally possible. No legal move? Pass.

03 Block, hit and re-enter

Two or more enemy checkers block a point. One enemy checker is a blot: landing there sends it to the bar. Enter all your bar checkers before moving others. White enters on 25 minus the die (1 enters 24); Dark enters on the die. The entry point must be open. Use remaining dice if legal.

04 Bring everyone home, then bear off

All your checkers still in play must be in your home board. An exact die can remove a checker on that point (count from your exit). With no exact checker, a higher point must make a legal move if possible. An oversize die may remove a checker only from your highest occupied point. You may move within home instead, subject to mandatory dice use.

05 Finish the game

If hit while bearing off, stop bearing off until the checker re-enters and returns home. First to remove all 15 checkers wins. Use page 4 for scoring; for a first casual game, you can agree to leave the cube out and record a single win.

Before picking up your dice: check bar priority, both-dice use and every landing. If you are learning together, talk through the move before ending your turn.

Pause before these moves.

White moves toward 1. The sketches show only the points being discussed.

Use both dice if you can

Roll 6 + 1. White has checkers on 6 and 2; 13 are off. Dark blocks 1. Taking 6 off first strands the 1. Instead move 6 to 5, then use 6 to bear off 5.



1 first, then 6

Use the higher die if only one fits

Roll 2 + 4. One White checker is on the bar; 14 are on 6. Dark blocks 2, 4 and 19. Both entries are open, but neither allows the other die. You must enter on 21 with the 4.



4 must be used

An open finish is not enough

Roll 3 + 2. For a White checker on 8, Dark blocks 5 and 6. Even if 3 is open, 8 to 3 is illegal: both possible intermediate landings are blocked. Look for other legal moves.



X = blocked; no route

The bar comes first

Roll 1 + 3. White has one checker on the bar. Dark blocks 24; 22 and 21 are open. Enter on 22 with the 3. Then the 1 may move that checker to 21 (or another legal checker).



Enter with 3; use 1

Oversize means highest occupied

All White checkers still in play are on 4 and 2. With a 6, remove from 4, not 2. With a 3 instead, you cannot remove from 2 while 4 is occupied; move 4 to 1 if open.



Highest point is 4

A little friendly competition.

Record points after each game. The winner adds points; the loser adds zero.

Player A: _____ Player B: _____

Date: _____ Target points: _____

Agree before play: casual wins / points match Cube: yes / no

Game	Winner	Result	Cube	Points	A total	B total
1						
2						
3						
4						
5						
6						
7						
8						
9						

S single = 1x cube (loser has borne off at least one). **G** gammon = 2x (loser has none off). **BG** backgammon = 3x (none off, plus a checker on the bar or in the winner's home). Undoubled cube = 1. Example: G at cube 2 earns 4 points.

Cube: offer before rolling on your turn; either player may offer the first double. Accepting doubles its value and gives you cube ownership; only the owner may redouble. Declining ends the game at the old value, without G/BG multipliers. Record D for a declined double.

Casual: agree to count wins only if you prefer. **Match:** first to reach or exceed the target wins. After a player first gets one point from the target, the next game has no doubling (Crawford); doubling returns afterward. No Jacoby rule, beavers or automatic doubles in match play.