

Backgammon Rulebook

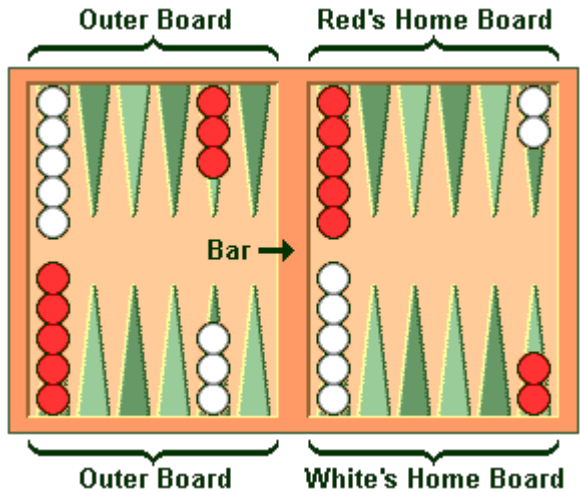
Hmm yes very interesting

Setup

Backgammon is a game for two players.

The pieces should initially be set up as is displayed on the right.

Each triangle is a “point”, numbered from each player’s home board.



Source: <https://bkgm.com/rules/rulfig1.gif>

Both Players should have a pair of dice and a dice cup.

If the game has stakes, a doubling cube may be in play. This is used to keep track of the current stake of the game



Source
https://www.bkgm.com/gloss/pics/doubling_cube.jpg

Object of the Game

The object of the game is move all your checkers into your own home board and then bear them off. The first player to bear off all of their checkers wins the game.

Movement

The roll of the dice indicates how many points, or pips, the player is to move his checkers. The checkers are always moved forward, to a lower-numbered point. The following rules apply:

- 1) A checker may be moved only to an open point, one that is not occupied by **two or more** opposing checkers.
- 2) The numbers on the two dice constitute separate moves. For example, if a player rolls 5 and 3, he may move one checker five spaces to an open point and another, or the same checker three spaces to an open point.
- 3) A player who rolls doubles plays that number 4 times. A roll of 6 and 6 means that the player has four sixes to use
- 4) A player must use all their available moves if possible. If either number can be played, but not both, they must use the higher number.

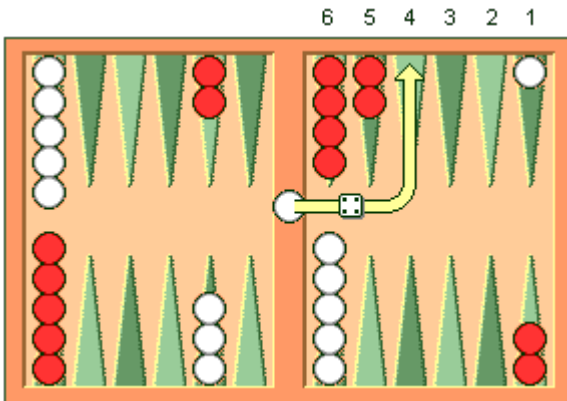
Hitting

A point occupied by a single checker of either colour is called a blot. If an opposing checker lands on a blot, the blot is hit and placed on the bar.

If a player has a checker on the bar on their turn, they **must** return the checker into the opposing home board, before any other move is made.

A checker is returned by moving it to an open point corresponding to one of the numbers on the rolled dice. For example, if a player rolls 4 and 6, they may enter a checker onto either the opponent's four point or six point.

If neither of the points is open, the player loses their turn.



If White rolls [6] [4] with a checker on the bar, they must enter the checker onto Red's four point since Red's six point is not open.

Source: <https://bkgm.com/rules/rulfig4.gif>

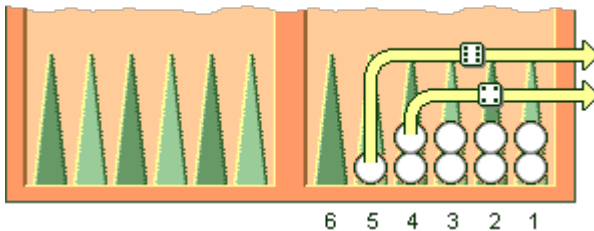
Bearing Off

Once a player has moved all of their fifteen checkers into their home board, they may commence bearing off.

A checker can be removed if a number is rolled that matches the point that it is on. For example, a checker on the 6th point may be removed if a six is rolled.

If there is no checker on the point the corresponds with a roll, the player must make a move with a checker on a higher point. If there is no checker on higher point, the player must remove a checker on a lower point.

NOTE: A Player may only bear off if they have all their checkers in the home board



White rolls [6] [4] and bears off two checkers.

Source: <https://bkgm.com/rules/rulfig5.gif>

Doubling

Backgammon can be played for an agreed stake per point. Each game starts at one point. During the course of the game, a player who feels they has a sufficient advantage may propose doubling the stakes. They may do this only at the start of their own turn and before they have rolled the dice.

A player who is offered a double may refuse, in which case they concede the game and pay one point. Otherwise, they must accept the double and play on for the new higher stakes. A player who accepts a double becomes the owner of the cube and only they may make the next double.

Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, they must pay points equal to the current stakes. Otherwise, he becomes the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of redoubles in a game.

Gammons

At the end of the game, if the losing player has borne off at least one checker, he loses only the value showing on the doubling cube. However, if the loser has not borne off any of his checkers, he is **gammoned** and loses twice the value of the doubling cube. Or, worse, if the loser has not borne off any of his checkers and still has a checker on the bar or in the winner's home board, he is **backgammoned** and loses three times the value of the doubling cube.