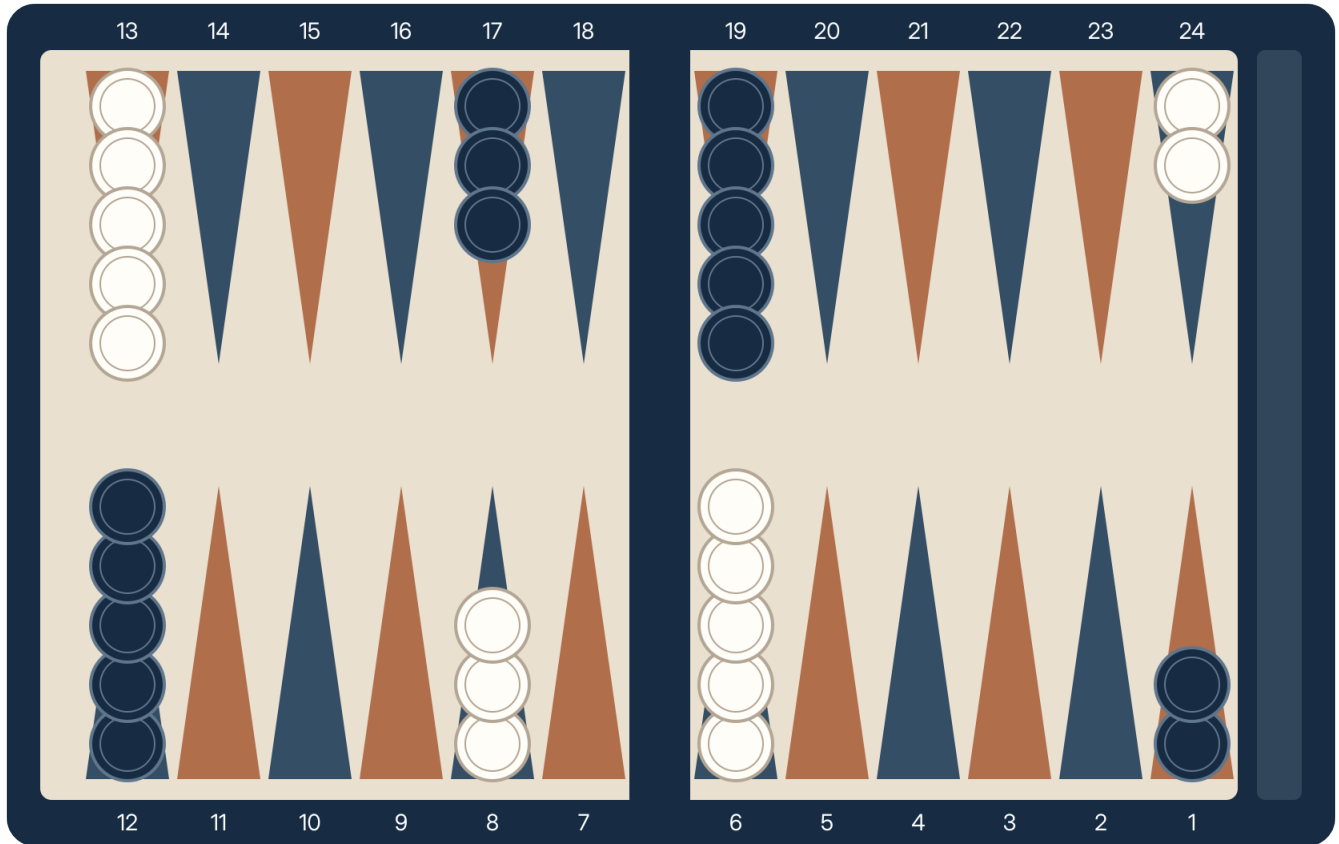


Backgammon, at a glance

Setup and checker movement



Ivory moves 24 to 1. Navy moves the other way. The bar is in the center.

1. Set up 15 checkers each

From your own perspective: 2 on point 24, 5 on point 13, 3 on point 8 and 5 on point 6. Your home board is points 1 through 6. The diagram labels points from Ivory's perspective.

2. Make the opening roll

Each player rolls one die. Ties are rerolled. The higher roller starts and uses both opening numbers. After that, the active player rolls two dice.

3. Use the dice

Each die is a separate move, with a legal intermediate stop if one checker uses both. Doubles give four moves. Use as many dice as possible. If only one die can be used and either is legal, use the higher one.

Finish the game

Bar entry, bearing off, cube and scoring

4. Open points and the bar

You may land on an empty point, your own point or one opposing checker. Hitting that single checker sends it to the bar. Two or more opposing checkers close a point. If you have a checker on the bar, enter it into the opponent's home board before moving other checkers. Use the die as the entry point counted from that side.

5. Bear off

Bring all remaining checkers into your home board first. An exact die removes a checker from that point. An oversized die removes a checker from your highest occupied point only if no checker remains on a higher point. You may move within the home board when legal, while still using as many dice as possible.

6. Offer a double before rolling

The cube begins centered at value 1. Either player may first offer it before rolling; after a take, only its owner may offer it again. Taking accepts the doubled game value and transfers ownership to the taker. Dropping concedes at the previous value. One-point matches do not use the cube.

7. Score the result

Single: loser has borne off at least one checker, score 1 times the cube. Gammon: loser has borne off none, score 2 times the cube. Backgammon: loser has borne off none and still has a checker on the bar or in the winner's home board, score 3 times the cube.

8. Play to the match target

First to reach or exceed the target wins. The first game after a player gets to one point short of the target is the Crawford game: no doubles for that game only. If the match continues, the cube returns. No Jacoby rule or beavers are used in this match format.

Rules reference: U.S. Backgammon Federation
usbgf.org/backgammon-basics-how-to-play/