

Backgammon Plus ©™ (BG+)™ Team play Rules

BG+Chouette ENDS when **BG+ POINTS** is **Reached OR Agreed TIME/LENGTH** to End Session

1-3 HR BG+ Chouette – Two High Point Players Playoff

OR

Player DOUBLES the Starting POINTS to WIN 1st & 2nd

No consulting with CAPTAIN or BOX **until** A Doubling Cube has been **Accepted**.

If Player reaches **ZERO** – Player is **Eliminated/OUT** of the game/chouette.

Player can only Risk up to the **Points** that they have **on the Score Sheet**. (Can double back to get player points to zero - score the odd number points)

No Negative points scored over Players Points.

- Have to Pass Box if not enough points

- JACOBY Rule (**NO** gammon or backgammon if **your** cube has **not** been turned).

Box must Beat Captain & netPositive Points to Keep Box

ALL Team initial cubes Box - Box must take majority of cubes

Box Cube – Doubles/Accepts in SHUE marker Team Order

A single player can take an initial cube in a non-contact position.

In a contact position a team single player can take 2 cubes but can only turn 1 back to the box.

Rule: When Box cubes the whole team (**ONLY** in FIRST Hour)

When a cube is doubled – all are asked if there are any more doubles

Cube Accept/Drop team decision made in SHUE marker Team Order, normally the captain first

Legal moves - player 1 must change move to a legal one, & player 2 has the option of re-rolling or not

Rule: If someone saw an illegal move on the board

LOSING PLAYER scores the Round and **Checks BGPLUS+ TOTAL for Validation**.

BOX moves the **SHUES'** to the correct positions.

BACKGAMMON PLUS ©™

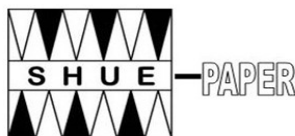
BG+™ WIN POINT 58

Time Start - 7:25
Time End - 10:25

Players - BG+ point	Except WIN BY	Or More
3 - 29 (87)	9	
4 - 29 (116)	13	
5 - 38 (190)	17	
6 - 47 (282)	21	
	1st	Place
	2nd	

Double Points to WIN

Top 2 Playoff
Except



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Player		1	2	3	4	5	6	7	8	9	10	11	12	13	14
BGPLUS+	CHECK	116	116	116	116	116	116	116	116	116	116				
John	A	29	32	38	35	34	32	30	31	30	32				
Greg	B	29	28	26	27	30	36	42	39	38	40				
Paul	C	29	28	26	27	26	24	22	23	26	20				
Brian	D	29	28	26	27	26	24	22	23	22	24				
	E														
	F														

RULE:
CUBE can
only be
turned **2**
times.

Talking
Allowed
when **ANY**
Cube is
accepted