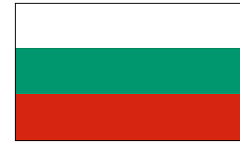


**TITLE**

ТАБЛА

**TITLE IN ENGLISH**

Backgammon



**OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED**

" Bulgaria (Tabla), Italy (Tavola reale), Spain (Tables reales or Chaquete), Portugal (Backgammon)

**ORIGIN:**

Backgammon has its origin in Mesopotamia. It is one of the oldest known board games. Its history can be traced back nearly 5,000 years to archeological discoveries in Mesopotamia. The game was also popular in ancient Greece, Rome, Persia and the Far East.

**MINIMUM NUMBER OF PARTICIPANTS**

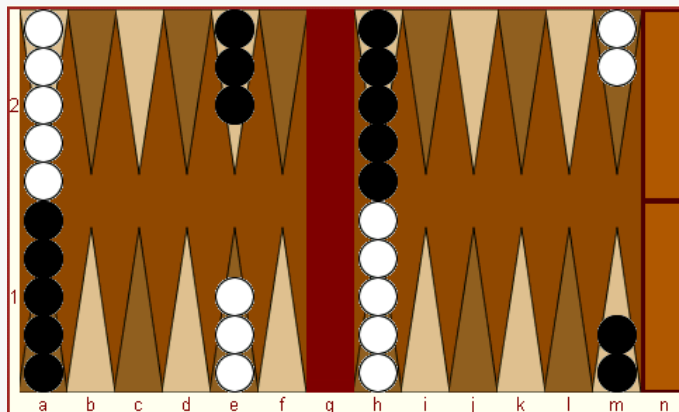
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**MAXIMUM NUMBER OF PARTICIPANTS**

4

**MATERIAL AND BUILDING INSTRUCTIONS**

Special board; two dices, fifteen pieces in two contrasting colours usually black and white



**SETTING:**

Indoor or outdoor, at a place convenient for board games

**DESCRIPTION OF THE GAME:**

Played on a special board by two people, each has fifteen pieces, which are moved according to the throw of dice. The game is a combination of strategy and chance. The table is marked by twelve elongated triangles.

To start the game, each player throws a single dice. This determines both the player to go first and the numbers to be played. If equal numbers come up, then both players roll again until they roll different numbers. The player throwing the higher number now moves his checkers according to the numbers showing on both dice. After the first roll, the players throw two dice and alternate turns. The roll of the dice indicates how many points, or pips, the player is to move his checkers.

**DESCRIPTION OF THE GAME:**

The objective is to be first to move all fifteen pieces from point into one's own inner table. The pieces must be moved by the exact number of points indicated by the number on two dice thrown by the hand.

Backgammon is played for an agreed stake per point. Each game starts at one point. During the course of the game, a player who feels he has a sufficient advantage may propose doubling the stakes. He may do this only at the start of his own turn and before he has rolled the dice. A player who is offered a double may refuse, in which case he concedes the game and pays one point. Otherwise, he 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 he may make the next double. Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, he must pay the number of points that were at stake prior to the redouble. Otherwise, he becomes the new owner of the cube and the game continues at twice the previous stakes

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 (one point, if there have been no doubles). 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.

**RULES:**

The checkers are always moved forward, to a lower-numbered point. The following rules apply:

1. 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 checker three spaces to an open point, or he may move the one checker a total of eight spaces to an open point, but only if the intermediate point (either three or five spaces from the starting point) is also open.
3. The piece may not be moved to a point occupied by two or more of the opponent's pieces. If the piece is moved to a point occupied by only one piece, the opponent's piece is removed to the bar.
4. The players also cannot move while they have a piece on the bar because this must first be re-entered. This can only be done if there is an exposed point on the opponent's inner table.
5. A player who rolls doubles plays the numbers shown on the dice twice. A roll of 6 and 6 means that the player has four sixes to use, and he may move any combination of checkers he feels appropriate to complete this requirement.
6. A player must use both numbers of a roll if this is legally possible (and all four numbers of a double). When only one number can be played, the player must play that number. Or if either number can be played but not both, the player must play the larger one.
7. When neither number can be used, the player loses his turn. In the case of doubles, when all four numbers cannot be played, the player must play as many numbers as he can.

**RULES:**

8. Hitting and Entering - A point occupied by a single checker of either color is called a blot. If an opposing checker lands on a blot, the blot is hit and placed on the bar. Any time a player has one or more checkers on the bar, his first obligation is to enter those checker(s) into the opposing home board. A checker is entered 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, he may enter a checker onto either the opponent's four point or six point, so long as the prospective point is not occupied by two or more of the opponent's checkers. If neither of the points is open, the player loses his turn. If a player is able to enter some but not all of his checkers, he must enter as many as he can and then forfeit the remainder of his turn. After the last of a player's checkers has been entered, any unused numbers on the dice must be played, by moving either the checker that was entered or a different checker.
9. The dice must be rolled together and land flat on the surface of the right-hand section of the board. The player must reroll both dice if a die lands outside the right-hand board, or lands on a checker, or does not land flat.
10. A turn is completed when the player picks up his dice. If the play is incomplete or otherwise illegal, the opponent has the option of accepting the play as made or of requiring the player to make a legal play. A play is deemed to have been accepted as made when the opponent rolls his dice or offers a double to start his own turn.
11. If a player rolls before his opponent has completed his turn by picking up the dice, the player's roll is voided. This rule is generally waived any time a play is forced or when there is no further contact between the opposing forces.

**LEARNING OUTCOMES | COMPETENECES TO BE DEVELOPED THROUGH THE GAME:**

- Social skills: autonomy, responsibility , participation, collaboration,
- Intellectual abilities: Strategy, decision making, problem solving, patience.

**ILLUSTRATION:**

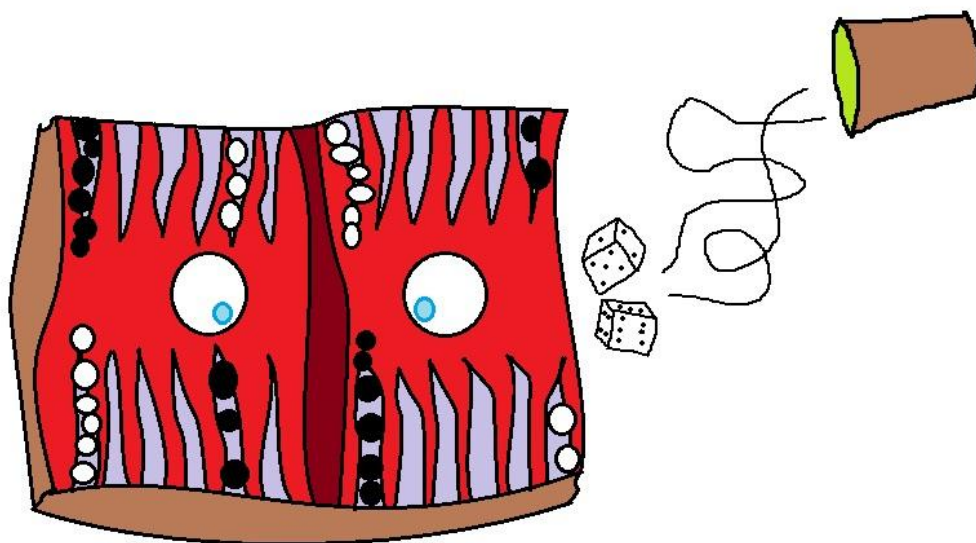


Illustration by Pedro Lagoá