

DOUBLE YOUR OPPONENT

- Select the Cube Used option
- Click on the Cube

BEAVER YOUR OPPONENT (if selected)

- Note: Beaver option is not standard play
- After the Cube is passed to you
 - Accept the double then
 - Click on the Cube within 3 seconds

WHEN TO DOUBLE

Your Pip Count	-- Pip Count Lead -- Consider	Should
100-120	15 +	20 +
80-100	12 +	16 +
70-80	9 +	12 +
60-70	6 +	8 +

You should also consider other factors such as general distribution of yours and your opponents pieces, each players innerboard points and pieces on the BAR.

ACCEPTING A DOUBLE

Accept a double when you are not more than the "Should" column pips behind with the same considerations as doubling such as distribution, innerboard points, pieces on the BAR, etc.