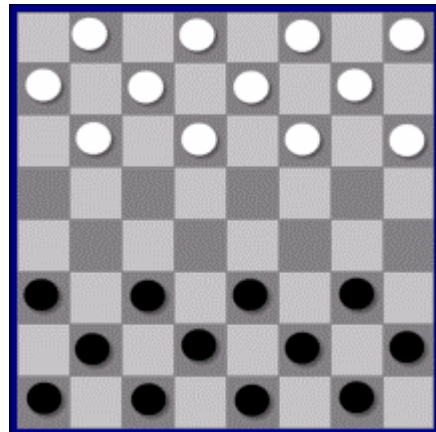


# Learn how to play Checkers and win!

An introductory chapter



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# Play Checkers and Win!

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# Play Checkers and Win!

## THE GAME OF CHECKERS

### *THE RULES OF THE GAME*

The game of Checkers (or Draughts) is played by two opponents on either the 32 black **or** white squares of a Chessboard.

Each opponent has twelve men or pieces of the same kind. The object of the game is to capture all opposing pieces or to block them so they cannot move.

The starting position of board and pieces is shown below in Fig.1.

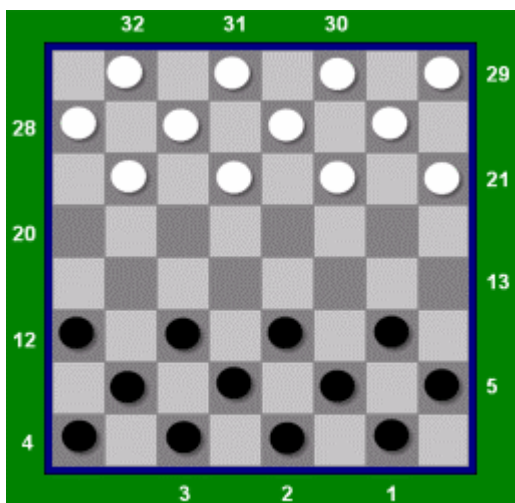


Fig.1

The board is placed in such a way that the players have a vacant square at their lower right hand corner.

This corner is called the DOUBLE CORNER because two pieces are located in its immediate neighbourhood. The left hand corner, called the SINGLE CORNER, is occupied by only one piece.

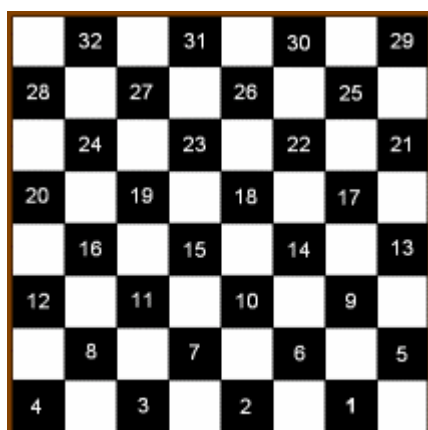


Fig.2

Usually, the Checkerboard squares are described by numbering, as shown in Fig.2.

The black pieces are placed on squares 1 to 12, the white pieces on squares 21 to 32.

The player of the black pieces usually makes the first move.

The move of the Checker pieces is a diagonal step forward, one square at a time.

## Play Checkers and Win!

If an opponent's piece is in the way and if the square beyond the opponent's piece is vacant, the opponent's piece must be "captured" by jumping over it on to the vacant square. Capturing must continue from the square on which it lands as long as this is possible according to the above rule.

Captured pieces are removed from the board.

If one piece reaches the opposite edge of the board, it automatically becomes a King and must be "crowned" by the opponent, who must place a captured piece of the same colour on top of it.

A King may move and capture backward as well as forward.

A piece that reaches the "King row" in capturing cannot, however, continue capturing on the same move with the newly made King.

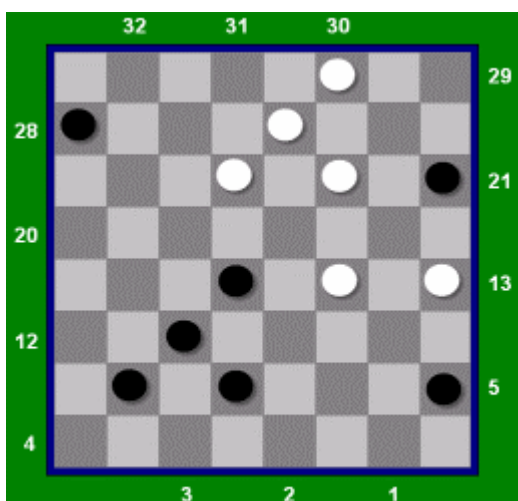


Fig.3

The position of the pieces in Fig.3 will help to illustrate the above rules.

White, on the move, plays 14-9. Black must capture this piece with the piece on 5, which jumps on to 14.

White then sacrifices another piece by 23-18 forcing Black to reply 14-23.

Now White captures the three pieces on 23, 15 and 7 with his piece on 26, and Black, before making his next move, must crown White's piece, which has just reached the King's row.

He will naturally move his piece 8, as otherwise White would capture him with the King on 3.

If a player overlooks the possibility of a capture, his opponent has the right to remove the piece that should have made the capture, from the board.

This procedure is called "huffing" and does not constitute a play. Instead of huffing, a player may ask the opponent to retract his move and to make the capture.

When neither player can force a win the game is considered a draw. When one side appears to be stronger and refuses to accept a draw offered, the player of the weaker side could require the win to be demonstrated within 40 moves; otherwise the game is drawn.

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### Learn How to Play Checkers and Win!

The whole book (see Contents), complete with tactics and strategies, can be downloaded at:

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P.S.

If you want to practice the moves on a board just like the illustrations, there's a special software bonus to help you.

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