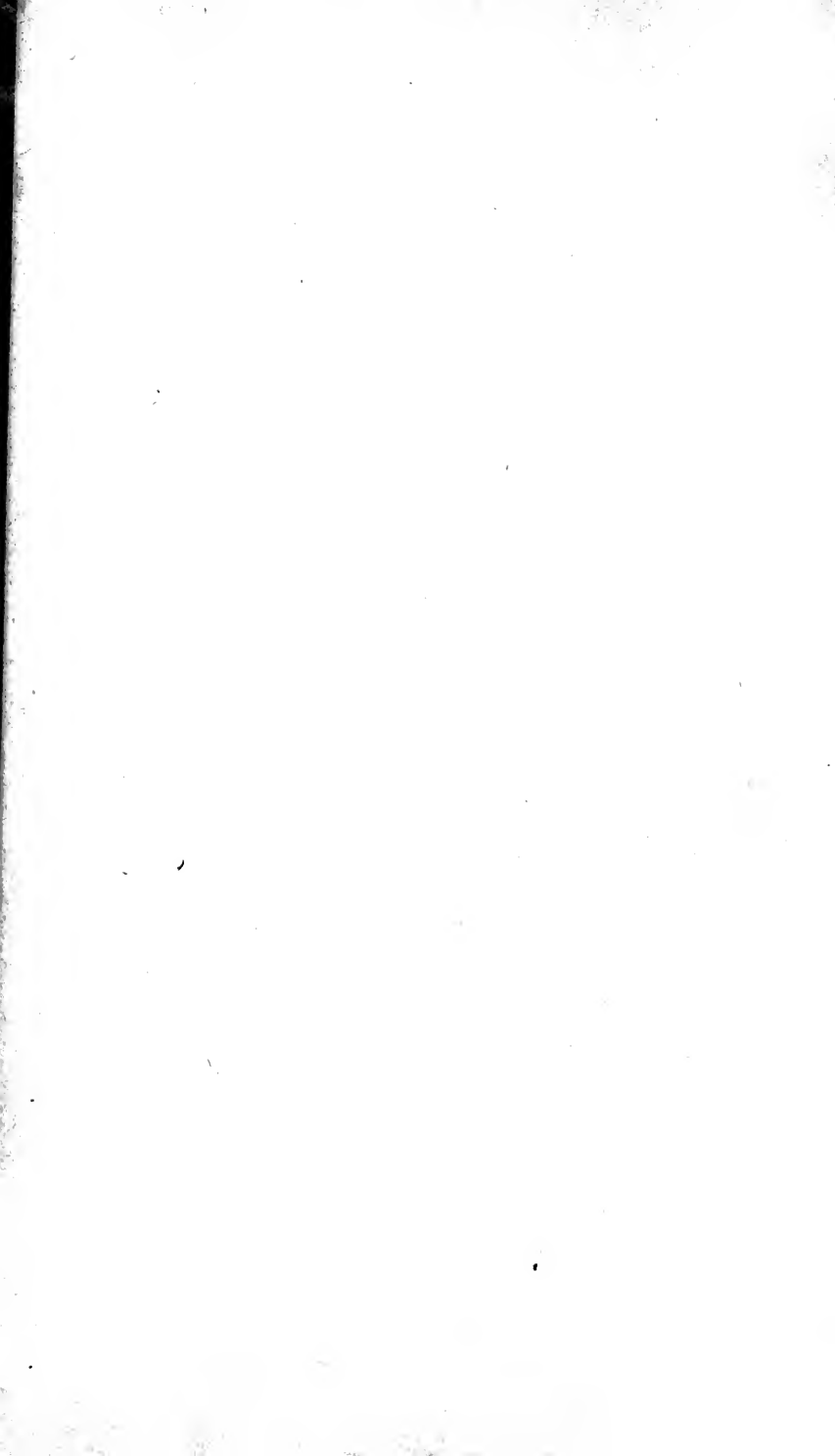




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“Inside” Checkers

BY

WALTON W. WALKER

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"INSIDE" CHECKERS

An Exhaustive Analysis of
Selected Games

Played Between
the Best Masters and Amateurs

Being a Revelation
in Scientific Play

For Beginners, Amateurs, Students, and
Votaries of the Game

By
WALTON W. WALKER

PHILADELPHIA
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TO VINT
ADDITION

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AUTHOR'S NOTES

"The game of draughts (checkers) is played by a maximum of persons with a minimum of intelligence. I am one of those who have always played, but never understood."—*William E. Gladstone.*

It is hoped that the present work will make, not only for the student's keener pleasure in the game, but for his better intelligence concerning it. The "inside" features of the science is revealed to him. He sees clearly from the notes and minor variations following the moves on both sides the players' ideas—the reason for the moves played—and comes to a fuller appreciation of checkers in all its indescribable beauty.

To those who have been hitherto indifferent to the delights and beauty of checkers, the games herein will be found most interesting.

As an indication in a small way of what may be found in every opening, they will serve to convince those who have ignored checkers that the game furnishes the highest class of intellectual amusement.

The study and practice of checkers develops the power to reason best of any known means that can be used for that purpose. This work is designed to give the needed "grip" or insight to begin with.

The best qualities of the mind are developed only by a pre-determination to solve the deeper meanings of the science, and this made a permanent habit. If the game is used as mere entertainment, no solid advantage can be obtained from its practice.

"It is the mark of an excellent understanding to forecast in our minds events to come; to weigh beforehand the good and the bad, and to decide what is best to be done when these happen."—*Cicero.*

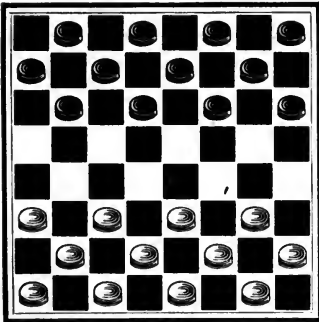
The thinker lives in a glorious world, because his mind is his pleasure.

"Personally, I feel that I have much profited from developing a real interest in checkers. I would have others profit too."—*H. Addington Bruce.*

ELEMENTARY INSTRUCTIONS

Checkers is played by two persons upon a board of sixty-four squares, colored alternately two opposite colors, generally black and white. Each player has twelve men, which, on beginning the game, are placed on the first three rows of black squares, as shown in the following *Diagram No. 1:*

No. 1



No. 2

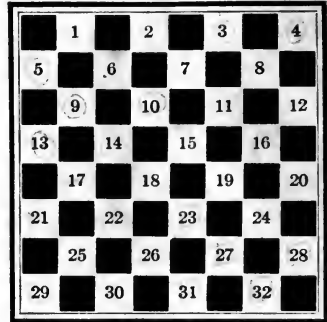


Diagram No. 2 shows the mode in which the squares of the board are numbered, for reference in playing over printed games.

The player having red men moves first. The standard men used by club players are red and white. The standard board is generally made of walnut and birchwood squares. A neat, simple board can be made by using plain oak, coloring the dark squares on it with a graphite pencil, such as carpenters use, and then varnishing over. The proper sized board should have two-inch squares and the men should be one and one-quarter inches in diameter. When playing over printed games, place red men upon the squares numbered from one to twelve, and the white men upon the squares numbered from twenty-one to thirty-two.

A game is played by each player moving in his turn, one man one square at a time, forward only, to the right or to the left. To illustrate by example, number the squares, and place the men as per diagram and then move:

MOVE

1. 11-15.

Which means move the man on square 11 on to square 15. Now White, it being his turn to play, moves.

2. 22-18.

Which means move the man on square 22 on to square 18. Now it becomes Red, or first player's, turn to move again, but instead of playing where he might choose, he must "take" the man on square 18 by "jumping" over on to the vacant square beyond, and remove the white man off of square 18, as the captured man takes no further part in the game. The capturing move, or "take," is printed thus:

3. 15-22.

Now it is White, or second player's, turn to play again, and he also must "take" or capture the red man now on 22, and remove it from the board. So he jumps

MOVE

4. 25-18.

He could, of course, have jumped 26 to 17, as he had the choice of two ways of taking the man, but one of the two ways he must take, because at checkers you have not the option of refusing to take, but must always do so when you can. Red now moves

5. 8-11.

The man on 8 is moved on to square 11. White now moves

6. 29-25.

The man on 29 is moved on to square 25. Red now moves

7. 4-8.

The man on 4 is moved on to square 8. White now moves

8. 24-19.

The man on 24 is moved on to square 19. Red now moves

9. 10-15.

White is now compelled to "take" again.

10. 19-10.

Removes the man off of 15. Red now "takes" at one fell swoop all three of the men on squares 10, 18, and 25 by jumping from square 6 to 15, then to 22, and then to 29, removing the three white men off of squares 10, 18, and 25. Red is now two men ahead and by this gain should, if he holds them until the last man is removed from the board, win the game. In checker parlance this is called a "stroke," when two or more men are captured and removed at one time. Red's "stroke" is printed thus:

11. 6-29.

Instead of 6-15-22-29 to save space and time. The red man now on square 29 becomes a king and must be crowned—by placing a man on the top of it—by the second player. The king can now move forward or backward, and can "take" in any direction when it gets out on the board.

It will be unnecessary to dwell more on the elementary part of the science. The playing through of any one of the many games given herein will do more toward teaching the rudiments of checkers than the most elaborate explanation could possibly do.

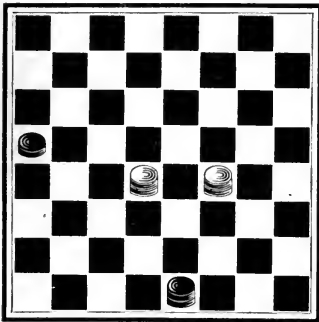
THE "MOVE" ✓

This is a feature of checkers that is little understood even by the average good player. To have the "move" in particular situations is a decisive advantage. To have the "move" means that you occupy that position on the board which will eventually enable you to force a win or draw from your opponent.

To know when you have the "move" or not, count all the men, both red and white, on the four columns which have black squares at the bottom—your king row squares—and if the number be odd and you are to play, you have the "move"; if the number be even, your opponent has the "move." If you have not the "move," in order to secure it, you must exchange men at the earliest opportunity. Each exchange of men changes the "move" from one side to the other. At the beginning of the game white has the "move." Let red play 11-15; now count all the men on the four columns which take in the squares—from second player's side of the board—numbered 5, 13, 21, 29 first column; 6, 14, 22, 30 second column; 7, 15, 23, 31 third column; 8, 16, 19, 32 fourth column; and the number of men will be 13, so white has the "move," it being his turn to play. White plays 24 to 20 here and Black exchanges 15 to 19, 23 to 16, 12 to 19, securing the "move" from White, the number of men now being 10 on the four columns above.

There is no advantage whatever in having the "move" until the end game is reached—that is, until you have reached a situation from where you can force a decision by its use. For example, here are two positions that illustrate the advantage of the "move":

No. 3



No. 4

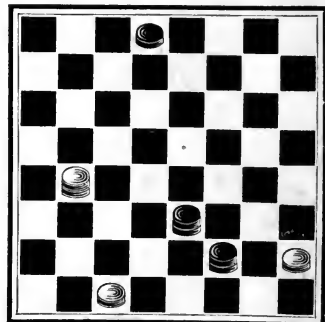


Diagram No. 3.—White to play and win. Red having the "move," white must first play to secure the move in order to win, as follows: 18-23, 13-17, 19-24, 17-22, 24-20, 22-25, now white exchanges, 23-27, 31-24, 20-27, having the "move." White wins easily. 25-30, 27-23, 30-25, 23-18, 25-21, 18-22 wins.

Diagram No. 4.—Red to play and win, as follows: 23-26, 30-23, 27-18, 28-24, 2-7, 24-19, 7-11, 19-15, 18-22! wins.

LAW OF THE GAME

1. The Standard Board must be of light and dark squares, sixteen inches across said squares.
2. The board shall be placed so that the bottom corner square on the left hand shall be black.
3. The Standard Men, technically described as black and white, must be light and dark (say, red and white, or black and white), turned, and round, and one and one-fourth inches in diameter. It is best to use red and white men.
4. The men shall be placed on the black squares.
5. The red men shall invariably be placed upon the real or supposed first twelve squares of the board, the white men upon the last twelve squares.
6. Each player shall play alternately with red and white men, and lots shall be cast for the color, once only, viz., at the commencement of a match, the winner to have the choice of taking either red or white.
7. The first move must invariably be made by the person having the red men.
8. At the end of five minutes (if the move has not been previously made) "time" must be called in a distinct manner by the person appointed for the purpose; and, if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.
9. When there is only one way of taking one or more pieces, "time" shall be called at the end of one minute; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.
10. Either player is entitled, on giving information, to arrange his own or opponent's pieces properly on the squares. After the move has been made, however, if either player touch or arrange any piece without giving intimation to his opponent, he shall be cautioned for the first offence, and shall forfeit the game for any subsequent act of the kind.
11. After the pieces have been arranged, if the person whose turn it is to play touch one, he must either play it or forfeit the game. When the piece is not playable, he is penalized according to the preceding law.
12. If any part of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in that direction.
13. A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even although two or more pieces should have been taken.
14. When taking, if a player remove one of his own pieces, he cannot replace it; but his opponent can either play or insist on his replacing it.
15. Either player making a false or improper move shall in-

stantly forfeit the game to his opponent, without another move being made.

16. The "Huff" or "Blow" is (before one plays his own piece) to remove from the board any one of his opponent's pieces that might or should have been taken. But the Huff or Blow never constitutes a play.

17. The player has either the power to Huff, compel the take, or to let the piece remain on the board, as he thinks proper.

18. When a man first reaches any of the squares on the opposite extreme line of the board, it becomes a king, and can be moved backwards and forwards as the limits of the board permit (though not in the same play), and must be crowned (by placing a man on the top of it) by the opponent; if he neglect to do so, and plays, said play shall be put back until the man be crowned.

19. A Draw is when neither of the players can force a win. When one of the sides appears stronger than the other, the stronger party is required to complete the win, or to show to the satisfaction of the umpire or referee at least a decided advantage over his opponent, within forty of his own moves—to be counted from the point at which notice was given—failing in which, he must relinquish the game as a draw.

20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board.

21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play will be discontinued until such offending person retires.

23. A match between equals, wins and draws to count, should consist of an even number of games, so that each player may have the first move the same number of times.

24. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the same.

25. Should any dispute occur, not satisfactorily determined by the preceding laws, a written statement of the facts must be sent to a disinterested arbiter having a knowledge of the game, whose decision shall be final.

POINTS FOR BEGINNERS

The game is won when either player blocks or captures all of his opponent's men.

When a man reaches one of the extreme squares of the board

and is crowned a king, it cannot immediately "take" any man or men "en prise," since reaching the "king row" terminates the move.

A game is a draw when with only a small degree of force remaining neither player can expect to make any decided impression on his opponent.

✧ On beginning the game, when first player, it is better always to play your men to the center of the board rather than toward the side squares. ✧ When second player, this rule does not matter.

There is no advantage in playing first.

Checkers is a game in which both players have a perfect balance of equality to begin with. It is a scientific draw at the start.

The student is strongly advised against any premature reference to the appendix.

When nothing presses—take your time—be cautious and be ready.

✧ Order is the soul of combat—look for any disorder in the enemy lines.

Study the effect of the moves on both sides until the reason for the play is apparent, and the game will gradually unfold its beauties.

✧ The huff is when your opponent neglects to take or capture any one or more of your men. You remove the man he should have effected the capture with from the board.

To illustrate, turn back to page 8. In the game there given at move 3 Black takes 15-22. Now suppose he omits to take thus, and moves 9-13 instead, then you remove the man on 11 off of the board, as a penalty for not taking.

✧ The player who is in a position to huff has the option of insisting on the take being made, and this checker players always do.

EXPLANATION OF ANNOTATION

An exchange of pieces is necessarily recorded as three separate moves, but is treated in the notes as if it were in fact only one move.

A letter following a move, as 6-10a, means refer to note a below.

Throughout the games in this work, the first player will be invariably called "Black," and the second player "White," except when referred to as first player, or second player.

✧ A question mark after a move, as 22-18?, means a weak, or losing move.

✧ Where two or more moves precede a note, the last move—the one corresponding with the move number in the margin—is the one to which the note always applies. The last move completes the objective to which the preceding moves lead up to, except where preceding moves have been previously explained, or are merely detail.

GAME No. 1

MOVE

1.

11-15.

The best opening move that the first player can make, because it is played to the center of the board and opens a path for the piece on square 8. The first player can play any of the seven first possible moves at his command, as they are all sound. Second player may now reply with any of the seven possible moves at his command. He plays

2.

22-18.

First player must take the piece.

3.

15-22.

Second player must take now.

4.

25-18.

He could, of course, have taken 26-17, but the text is best because played to the center of the board. This now forms what is known as the SINGLE CORNER opening, as strong an attack as the second player can adopt.

5.

12-16.

The old favorite reply is 8-11, and was long held to be best on the theory that it is stronger to play out from the single corner squares than otherwise. The text is of modern development and is played here in order to advance the man to a stronger position on square 20. Should White attempt to stop this by 24-20, he would lose the game thus: 24-20, 9-13, 20-11, 8-22, 26-17, 13-22, and White's game is so weakened that he must lose eventually. See appendix.

6.

29-25.

To strengthen his game by bringing this man up to the front line. Since the man on square 30 guards square 29, it is always good policy to get this otherwise idle piece into action. The objective of this move is to attack next by 18-14; that is, the text play makes 18-14 an added alternative, or choice of moves at White's command.

7.

9-13.

This is played for 24-20, 13-17, 21-14, 10-17, 20-11, 8-29 wins. If 16-20 had been played here instead, 18-14 would give White the advantage in position. 10-14 here would stop the 18-14 attack at once, but the text is the best choice and forms what is known to checker fans as the "Flora Temple line."

MOVE
10.

18-14, 10-17, 21-14.

The reason for 29-25 at move 6 may now be seen. If Black plays 6-10 here, the man on 25 goes to 21 to replace the man on 14 by taking the black man.

Now, if 6-9, 24-19, 9-18, 19-12 gains a man.

11.

16-20.

The reason for this move will be better understood if you play 6-10 here first. Then, after 25-21, 10-17, 21-14, you will observe that if Black should here continue the attack on the man on 14 by 2-6 or 1-6, White would reply with 14-9, 5-14, 23-19! Black's man on 16 would have to take 16-23, then White goes through 27-2, winning the game. This shows the object of the White attack at move 8—to get this stroke and win. Black vacates square 16 at once so he can attack with 6-10, and follow with 2-6 without danger.

12.

23-18.

White is forced to play this or 25-21, or lose the man on 14. For example, play 24-19 instead; now 6-10, 25-21, 10-17, 21-14, 1-6, 30-25, 6-10, 25-21, 10-17, 21-14, 2-6, 19-15, 8-11, 15-8, 4-11, and White can no longer defend the man on 14, so loses the game.

13.

6-10.

Black keeps up a persistent attack.

8-11 can be played here, and as it is seldom tried, would be a good line against book players.

14.

25-21.

The necessity for this play was foreseen by White at move 6, and explained in the note to move 8.

16.

10-17, 21-14.

And the attack is repulsed.

17.

2-6.

He plans to go 6-10 next move if 30-25 is played, thus: 30-25, 6-10, 25-21, 10-17, 21-14, 1-6, 26-23, 13-17, and Black gets a king and wins.

18.

26-23.

Threatening 14-9, 5-14, 18-2 wins.

White lines up his forces here to exchange 14-9, 5-14, 18-9, if 6-10 is played.

MOVE

19.

13-17.

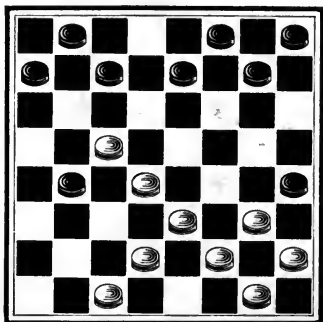
6-9 is also good.

Played to prevent 14-9 and to go 17-22, as he plans to win thus: 24-19, 17-22, 19-16, 22-26, 31-22, 7-11, 16-7, 3-26.

20.

31-26.

White sees Black's scheme and plays to stop 17-22.



21.

8-11.

A variation move only, as Black can also play 7-11, 8-12, or 6-9.

7-11 here gives Black a big winning chance, shown in Game No. 3.

22.

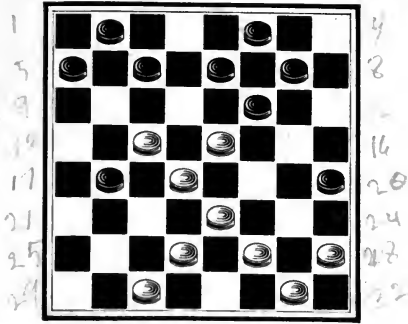
24-19.

Stronger than 23-19 because the man on 23 supports the men on 14 and 18, and is necessary in its place if 6-10 follows to exchange 19-15, 10-19, 23-16, or if, after 6-10, 28-24, 17-21, it is needed to exchange 14-9, etc.

23.

4-8.

Another variation move. Probably intended to prevent the man on 19 getting on 12 by getting there first. Black continues to hold his man on 17 because it binds the two men on 30 and 26. Still with 17-21 here, instead of 4-8, there is the possibility of obtaining the following wins: 17-21, 19-15, 6-10 wins; 17-21, 26-22, 6-9, and now, if White thinks he can slip one over on you by 14-10, 7-14, 22-17, go 3-8; then after 17-10, 11-15, 18-11, 8-31 wins.



MOVE

24.

19-15.

Threatening to win by 14-10, 7-14, 18-2, if 11-16, or 17-21 is played.

Black has only one safe reply.

25.

6-9.

8-12 here would lose a man and 7-10 would lose three for two.

The game is critical for both sides now. White must play

26.

23-19.

Because this man must be off of square 23, so the man on 30 can hold the Black man on 22, as will be seen at move 32.

He plans to go to square 12 for the winning chance shown at move 32.

27.

17-22.

Playing for the following chance to win: 26-17, 9-13, 27-23, 13-22, 19-16, 7-10, 15-6, 1-17, 16-7, 3-10, 23-19, 17-21, 18-15, 10-14, 15-10, etc.

29.

26-17, 9-13.

Gets the man back.

30.

19-16.

28-24 would lose thus: 13-22, 15-10, 5-9, 14-5, 7-23, 27-18, 20-27, 32-23, 22-26, and with the king, Black wins.

32.

13-22, 16-12.

Now, if 7-10, 14-7, 3-19, 12-3, 11-16, 27-23 1,9-26, 30-23, and the king captures the man on 16, and wins.

33.

1-6.

Only move here 11-16 loses by 15-11.

MOVE

34.

28-24.

Black could now gain a piece by 7-10, 14-7, 3-28, but chooses to play instead

40.

22-26, 30-23, 7-10, 14-7, 3-26, 12-3.

White now threatens to win the man on 11 by going 3-8, 11-16, 3-12. To save the man, Black has the choice of two moves—6-10, or 26-31. Black chooses

41.

6-10

To go 10-15, if White plays 3-8, or 3-7.

White could now draw the game at once by 27-23, 20-27, 18-15, 11-18, 23-7, but prefers to play to win with

42.

24-19.

Now if 5-9, or 26-30, 18-15, 11-18, 27-24, 20-27, 32-7 wins.

43.

26-31.

This prevents the two for three stroke.

44.

27-23.

This was not forced; he could have played 19-15, 10-19, 3-7!

47.

10-14, 18-9, 5-14.

Now, if 3-8, 31-27, 8-15, 27-11 wins.

48.

3-7.

Done to win Black's king, as follows:

49.

31-27, 7-16, 27-18, 19-15, 18-11, 16-7.

Now it is up to Black to find the draw.

55.

14-18.

Correct! 20-24 would lose thus: 20-24, 7-10, 14-18, 10-15, 18-22, 15-19! 24-28, 19-23, 22-25, 23-18, 25-30, 18-22 wins.

56.

7-10.

Now if 18-23, 10-15, 20-24, 15-19 wins.

59.

18-23, 10-15, 23-26.

The safe play. To move the man on 20 would be fatal.

60.

15-18.

Should Black now play 20-24, 32-28, 24-27, 18-23 wins.

MOVE

62. 26-31, 18-15.
Still after 20-24, 15-19, etc., wins.
65. 31-26, 15-19, 26-22.
Drawn Game.

 GAME No. 2.

Variation from Game No. 1. At move 8 play

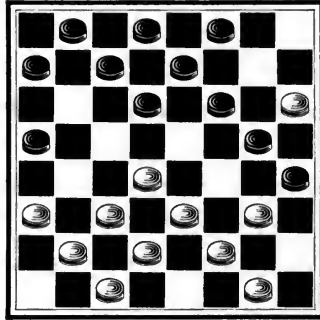
8. 24-19.
Threatening to capture the man on 16.
This is just a choice of moves, as White has plenty of scope here. 18-14, 25-22, or 26-22 are all good.
18-15 may be tried, but it looks risky.
9. 16-20.
Or 8-12 must be played to prevent the capture of the man.
The text is best, as it still leaves you the choice of moving 8-11.
10. 28-24.
Another choice of moves; second player has no winning chance here.
11. 8-11.
This move is for 10-15, 19-10, 6-29 wins.
12. 19-16.
To escape the attack and reach square 12. White could have played 18-14, or 25-22, or 26-22.
13. 4-8.
Same reason as given for Move 6. Played for 24-19, or 23-19, then 10-15, 19-10, 6-29 wins.
14. 16-12.
Now this is possible—10-15, 18-14, 11-16, 23-19, 16-23, 27-4, etc.
15. 11-16.
A waiting move—to bring up 8-11. Could have played for the stroke by 5-9, then, if 24-19, 10-15, etc., wins.
16. 26-22.
A combination move to be followed by 31-26.
17. 8-11.
Now if 24-19, 13-17, 21-14, 10-26, 31-22, 6-10! draws.

MOVE

18.

31-26!

Now, if first player goes 5-9, or 6-9, White wins by 18-14, 10-17, 21-14 (21-5 against 5-9), 9-18, 22-8 wins the game. If first player goes 10-15 here, White wins by 12-8, 3-12, 23-19, 16-23, 26-3.



21.

10-14, 18-9, 5-14!

His only resource to escape defeat. So close is the draw here that White will win on this combination nine times out of ten.

22.

22-18.

To persuade 1-5, 18-9, 5-14, 23-19, 16-23, 27-9 wins. If 24-19, then 7-10, 22-18, 10-15 wins for Black.

23.

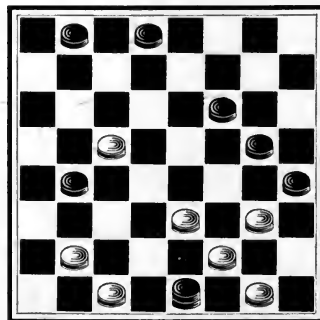
14-17.

For the play that follows.

29.

21-14, 3-8, 12-3, 13-17, 3-10, 6-31.

He plays the piece to 31 instead of 29 to save the man on 16, White would capture by 24-19 had he played to 29.



- MOVE**
31. 25-22, 17-26.
 A fine sacrifice that bottles up the king and opens up new and original play on this line.
- 32.** 14-10.
 If Black tries to stop 10-7 with 11-15, then 23-19, White is best.
- 33.** 1-5.
 For 10-7, 11-15, 7-3, 15-19, 24-15, 31-24 wins.
- 34.** 23-18.
 Forced move. 32-28 allows 11-15.
- 35.** 5-9.
 Also a forced move. The play is close here.
- 36.** 30-23.
 Black can now lose by 31-26, 32-28, 26-19, 24-8.
- 37.** 9-13.
 Hence, this is also forced.
- 38.** 10-7.
 Again for 31-26, etc. Going for a king.
- 39.** 13-17.
 To get another king, since he can't use the king he has.
- 41.** 7-3, 17-21.
 The man on 11 is in no danger because if 3-8, 31-26, 8-15, 26-10. Black wins.
- 42.** 18-14.
 White also goes for another king.
 Now, if 11-15, 23-19, 16-23, 27-11.
- 43.** 21-25.
 Black wants to win, so goes on for the king, while waiting for 3-8.
- 44.** 3-7.
 A tricky move. For 31-26, 23-19! 16-23, 27-18, 20-27, 32-23, 26-19, 7-16-23 wins for White.

MOVE

45.

2-6.

For 7-2, 31-26, 2-9, 26-28 wins. For 23-19, 16-23, 27-18, 20-27, 32-23, 31-26, 7-16, 26-19-12 wins also.

Threatens 6-10, 14-9, and Black has the advantage.

46.

7-3.

Necessary to prevent 6-10.

47.

25-30.

Black will now try to capture the piece on 14 by bringing the king on 30 up behind it.

48.

23-18.

So he can go 3-8 next and capture the piece on 11, and save the piece on 14.

49.

30-26.

Black sees that he cannot save the man on 11, so must equalize by capturing the man on 24. He sees that he can do this by 16-19, as the White king will be on 15, but he intends to have this king on 23 when he goes 16-19, to prevent White taking the man on 6 by 14-10.

54.

3-8, 26-23, 8-15, 16-19, 32-28.

White sees that he will lose two pieces, so plays this in order to capture the man on 6 and draw.

Drawn Game.

GAME No. 3.

Variation from Game No. 1. At move 21 play

21.

7-11.

Should White now play 24-19, 11-15, 19-10, 6-31, or 18-11, 8-31 wins.

22.

23-19.

The only move White can make, as 30-25 allows 17-21, 25-22, 21-25, and with a king Black wins.

23.

6-9.

Apparently for 17-22, 26-17, 9-13, but is a concealed two for one shot by 19-16, 17-21, 16-7, 3-17.

MOVE

24.

14-10.

To break through for a king, if 9-13, then 10-7, 3-10, 18-15, 11-18, 26-22, 17-26, 30-7.

If 8-12, 10-6, 1-10, 19-16, 12-19, 24-6.

27.

11-15, 18-11, 8-15.

The best move he could make here to stop White from getting a king too early.

If he had played 9-14, or 9-13, White could push on for a king with 19-16, 11-15, 18-11, 8-15, 16-11, etc.

28.

19-16.

Innocent enough! For 15-18, 10-7, 3-10, 26-22, 17-26, 30-7 wins.

29.

4-8?

Premature. Should have played 9-14, so as to get by with 15-18. There is no good reason for this move.

32.

16-11, 8-12, 11-8.

White has now gained two moves, and Black is no better off than he was at move 29.

11-7 here, would have let Black play 15-18. For the play given at move 28.

35.

9-14, 8-4, 15-18.

Goes for a king, as he should have done at move 29.

39.

4-8, 18-22, 26-23, 17-21.

To crown on 29.

If 22-26, 23-19, the king would be held on 31.

44.

8-11, 22-25, 11-15, 25-29, 23-19.

To exchange 10-6, as will follow.

Also for 5-9, 10-6, 1-10, 15-13.

48.

29-25, 10-6, 1-10, 15-6.

Now, if 25-22, 6-9, 14-17, 9-13 wins. If 3-7, 6-10 wins. If 3-8, 6-9, 14-18, 9-14, 18-22, 14-17 wins. So Black is compelled to play

MOVE

50.

14-17, 19-15.

And this is likely—25-22, 15-11, 22-18, 11-7, 3-10, 6-13 wins.

53.

25-22, 15-11, 22-25.

But Black doesn't get caught.

54.

24-19.

Played to keep Black's king from coming out 22-18, releasing the man on 17.

55.

25-22.

He wouldn't dare to play 17-22, as the White king would soon capture it.

56.

11-8.

Playing up for another king.

57.

22-25.

There is nothing else Black can do here.

If he plays 15-18, then 27-24, 20-27, 32-14 wins.

If 3-7, 8-3, 7-11, 19-16, 12-19, 27-24, 20-27, 32-7 wins.

58.

8-4.

The prospects for a win for White look good now.

60.

25-22, 4-8.

19-15 here would have let Black out of his troubles, thus: 19-15, 22-18, 15-11, 21-25, 30-14, 18-2.

66.

22-25, 8-11, 25-22, 11-15, 22-25, 6-10.

White plays for a grand finish, allowing 5-9, so he can win by this stroke: 5-9, 10-7, 3-10, 15-29.

67.

25-22.

3-8 would lose by 10-7, 25-22, 7-11, 22-18, 11-4, 18-11, 19-16, 12-19, 27-24, 20-27, 32-7.

70.

10-14, 22-25, 15-10.

Going to square 13 to capture the man on 17.

White Wins the Game.

GAME No. 4

Variation from Game No. 1. At move 17 play

MOVE
17.

1-6.

Played for the same reason as 2-6 in Game No. 1. This game was played between the two great English checker masters, Richmond and Beattie. Beattie played Blacks; Richmond, Whites. The game lasted three and one-half hours. One of the greatest battles at checkers ever waged!

18.

26-23.

Ready to go 14-9 if 6-10 is played.

19.

13-17.

This or 6-9 is forced, to prevent 14-9, etc.

20.

31-26.

To stop 17-22.

21.

17-21.

This is for 24-19, 6-10, 14-9, 5-14, 18-9, 2-6, 9-2, 10-14, 2-11, 8-31 wins.

23-19 would lose here by 6-10.

22.

18-15.

White's best move, though he could play 26-22 here.

For 7-11, 14-10! wins.

If 6-9, 15-10 would be strong.

23.

8-11.

This exchange advances the man on 4 two squares, and clears the center of the board, so he can push on for a king.

See note to move 6, Game No. 1.

25.

15-8, 4-11.

Now he threatens to capture the man on 14 by 6-10.

26.

26-22.

Necessary to go 22-17 if 6-10 is played

27.

6-10.

Forcing 22-17, so he can go through with the man on 11 for a king. He had this in view at move 23.

30.

22-17, 11-15, 23-19.

Here if 2-6, or 3-8, White wins with 17-13.

MOVE

31.

15-18.

And he marches merrily on his way to the king row.

34.

19-15, 10-19, 24-15.

The following wins are possible here:

2-6, 14-10, 7-14, 17-1 wins.

3-8, 14-9, 5-14, 17-3 wins.

Note how White gains ground with this exchange and the next.

35.

18-22.

But Mr. Beattie goes right on for his king.

38.

14-10, 7-14, 17-10.

Because Black threatened to win by 7-10.

39.

22-25.

Nothing else to play for but the king. White's man on 10 looks to be in a rather dangerous position with the Black king coming up.

40.

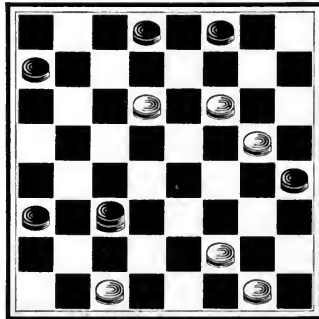
15-11.

This saves the man on 10. It will take Black's king six moves to capture the man on 10. White now comes up with the man on 28, arriving at 16 by the time Black's king gets to 17, ready to exchange 11-7.

46.

25-29, 28-24, 29-25, 24-19, 25-22, 19-16.

Now should the Black king go 22-18, he loses by 10-7, 3-10, 27-24, 20-27, 32-7. But Mr. Beattie sees all such tricks, so he puts up a big surprise on Mr. Richmond by playing



47.

20-24!

A neat sacrifice that clears the board of danger to the Black forces.

MOVE

49. 27-20, 22-18.

And the man is regained. If 11-7, 2-11, 16-7 by 18-15, 7-2, 15-6, 2-9, 5-14.

Mr. Richmond, being equal to the emergency, gives the man back.

52. 10-7, 3-10, 11-8.

He doesn't exchange 7-11 here because he has the "move" and wishes to obtain a majority of kings by bringing up the men on 16 and 20.

53. 10-14.

Black can do nothing to prevent this, so goes for another king.

54. 8-3.

White has skilfully fought his way to the king row, and more than equalized matters.

56. 14-17, 32-27.

The reason for this move will be seen at move 61; to keep Black off his side of the board.

Should Black go 18-15, he would lose his king now by 16-11.

59. 17-22, 16-11, 22-25.

If 18-15 here, then 20-16 gets the king.

60. 3-8.

To drive the king off 18.

If 25-29 is played, 11-7, 2-11, 8-22 wins.

61. 18-14.

White had this in view when he played 32-27 at move 56.

62. 8-12.

To crown the man on 11.

68. 25-29, 11-8, 29-25, 8-3, 25-22, 12-16.

To hold back the Black king's advance.

71. 22-18, 16-19, 5-9.

He goes for another king with this in view—19-23, 9-13, 23-26, 2-7 wins.

MOVE

74.

3-8, 9-13, 8-11.

All moves of preparation.

White's plan is to drive Black back into a cramped position.

Black is playing a good "fighting defense."

75.

14-10.

To prevent 19-15, and keep the path open to the king row for the man on 13.

76.

19-23.

Offering to exchange kings by 10-15, in order to hold the two black men on 13 and 21.

77.

10-14.

To exchange kings by 14-17.

78.

23-26.

To prevent the exchange of kings.

79.

14-10.

To exchange 18-22.

80.

26-31.

To avoid the exchange of kings—to exchange the man on 27 for the king on 18.

81.

18-14.

To save the king.

82.

27-23.

Driving the black king back.

84.

13-17, 31-26.

To stop 17-22, and to exchange the man on 23 for the king on 14.

86.

14-9, 11-15.

A change of tactics. To get the advantage by bringing up the men on 16 and 20 after this exchange.

89.

10-19, 23-16, 9-6.

To occupy 11, and force the release of his man on 17, as will be seen at move 95.

95.

16-11, 6-10, 11-8, 10-7, 8-3, 7-11.

Now, if 3-7, then 11-15. This loses time, so White must play

MOVE
97.

26-23, 2-6.

It now looks as though White's change of tactics has given Black the best of it. Black's only play here—if he had played 17-22, White forces his king with 23-18, 22-25, 3-7, 11-8, 7-10, obtaining the advantage.

98.

23-18.

Now, if 6-10, 30-26, 21-25, 18-14 wins; if 6-10, 30-26, 10-15, 18-22 wins.

If 6-9, 18-23, 17-22, 23-18, 22-25, 18-22, 25-29, 22-17, 29-25, 17-13, 9-14, 13-17, 14-18, 17-22 wins.

99.

6-9.

Forced move, as you see.

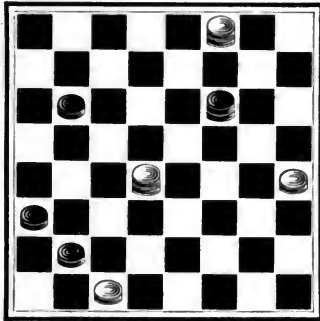
101.

18-23, 17-22.

Here 9-14 looks like the stronger move. White can't do better than 23-19, then 17-22, and Black's game looks good.

103.

23-18, 22-25?



Again Black could have drawn the game here. This move is fatal.

The student should try to find the draw before consulting the appendix.

106.

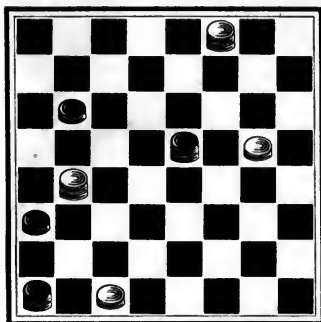
18-22, 25-29, 22-17.

This forces 11-15. If 9-13, 17-22 wins.

If 29-25, 17-13, 9-14, 13-17, 14-18, 17-22 wins.

"INSIDE" CHECKERS

11-15, 20-16.



Black is now in very great danger if 29-25, 16-11, 15-8, 3-12, 9-13, 17-14, 25-22, 12-16, 22-25a, 16-19, 25-22, 19-15, 22-25, 15-18, 13-17, 14-9, 25-29, 18-14b, 29-25, 9-13 wins.

If 29-25, 16-11, 15-8, 3-12, 25-29, 17-13, 9-14, 13-17, 14-18, 17-22, 18-25 wins.

If 9-13, 17-22, 15-19, 3-7, 19-12, 7-11, 13-17, 22-13, 29-25, 13-17 wins.

If 15-18, then 17-14 wins.

If 15-19, 16-11, 19-23c, 11-7, 23-19, 7-2, 19-15, 2-6, 9-13, 17-22 wins.

a. If 22-17, 14-18 wins.

b. Because Black threatens to secure the "move" by 17-22, and draw.

c. He dare not follow the man, as White would let him take it, and force the win by 17-13.

110. 15-10, 17-22.

For the climax that follows.

111. " 9-14.

Allows White to show the following beautiful win: 3-7, 10-3, 16-11, 29-25, 22-29, 14-18, 30-26!

White Wins.

GAME No. 5.

1. 11-15, 23-18.

This forms what is known as the Cross Opening, and is a strong, safe game. The original idea in playing this move was to win by 8-11, 27-23, 4-8, 24-20, 9-13, 20-16, 12-19, 23-16, 11-20, 18-4.

MOVE
3.

8-11, 27-23, 4-8.

The best formation against the Cross. In reply to the 24-20 attack, Black plays 15-19.

6.

23-19.

Far superior to 24-20, though it dates from Sturges' work, published in 1800. It has the advantage of improving this defense.

If 9-13, White plans to win thus: 9-13, 26-23, 6-9, 30-26, 9-14, 18-9, 5-14, 32-27, 1-5, 19-16, 12-19, 23-16, 11-20, 22-17, 13-22, 25-4 wins.

9.

9-14, 18-9, 5-14.

Black has another good move here in 10-14.

11-16 would allow 18-4.

If 24-20, 15-24, 28-19, 11-15, 32-28, 15-24, 28-19, 8-11, 31-27, 11-16, 20-11, 7-32 wins.

10.

22-17.

Played for the following wins:

11-16, 31-27, 16-23, 27-4.

And 1-5, 31-27, 15-18, 19-15, 10-19, 17-1.

11.

15-18.

Now, if 31-27, 18-22, 25-9, 6-31 wins.

12.

26-22.

Tempting 11-16, 22-15, 16-23, 31-27, 10-19, 17-10, 6-15a, 27-4 wins.

For 1-5, 22-15, 11-18, 19-15, 10-19, 17-1 wins.

a. 7-14, 27-9, 6-13, 24-15 wins.

13.

11-15.

Playing to the center with a good strong formation.

To squeeze between if 30-26 with 18-23.

14.

17-13.

To play out from the single corner now with 8-11 would be fatal.

8-11, 24-20, 15-24, 22-8 wins. Another fatal move would be 18-23, 13-9, 6-13, 22-17, 13-22, 25-4 wins.

1-5 here will lose also, thus: 13-9, 6-13, 24-20, 15-24, 22-6, 2-9, 28-19, and a White win is assured.

MOVE

15.

7-11.

The only safe move.

Now, if 24-20, 15-24, 28-19, 11-15, 32-28, 15-24, 28-19, 18-23, 22-18, 8-11, 18-9, 11-15, 20-16, 15-24, 16-11, 1-5, 25-22, 5-14, 22-18, 3-7 wins.

16.

22-17.

Now if 11-16, 31-27, 16-23, 25-22, 18-25, 27-4 wins.

If 1-5, 24-20, 15-24, 28-19, 11-15, 32-28, 15-24, 28-19, 8-11, 19-15, 10-19, 17-1 wins.

17.

18-23.

Playing for 25-22, 23-27, 32-23, 15-18, 22-15, 11-27.

If 31-26, 23-27, 32-23, 15-18.

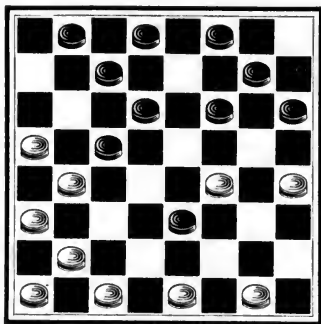
If 31-27, 6-9, etc.

20.

24-20, 15-24, 28-19!

With this trap move the author has lured many a victim to his doom, thus: 11-15, 19-16, 12-19, 13-9, 6-22, 25-4.

If 1-5, 20-16, 11-20, 19-15, 10-19, 17-1.



21.

14-18.

Now, should White play 31-27, 10-14, 17-10, 6-31 wins.

If 25-22, 18-25, 29-22, 11-15, 32-28a, 15-24, 28-19, 10-14, 17-10, 6-24 wins.

a. 31-26, 15-24, 26-19, 24-27, 32-23, 10-14 wins.

24.

17-14, 10-17, 21-14.

Cuts out Black's winning chances.

If Black now plays 2-7, 14-9 forces 6-10, then 9-6, if this is followed by 10-14, then 31-27, 1-10, 25-22, 18-25, 27-9 wins.

If he plays 3-7, then 14-9, 1-5, 31-27, 5-14, 25-22, etc.

If 3-7, 14-9, 7-10, 31-27, 11-15, 19-16, 12-19, 25-22, 18-25, 27-4, etc.

MOVE

27. 11-15, 19-10, 6-15.

The only sound play to draw.

28. 31-27.

31-26 allows 23-27, etc.

Threatening 25-22, 18-25, 27-4.

If 15-19, 25-22, 18-25, 27-18 wins.

29. 8-11.

Forced on account of 25-22.

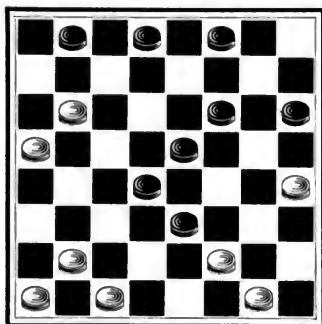
If 25-22, 18-25, 29-22, 23-26, 30-23, 15-19, 23-7, 3-26.

30. 14-9.

Safe play, because if 1-5, 9-6, 2-9, 13-6 for a king.

If 2-7 here beware that you do not get caught with 25-22, 18-25, 29-22, 1-5!, 27-18, 5-23.

The student should try to work out the logical continuation after 2-7, before consulting the appendix.



31. 15-19.

Threatening the "squeeze" play 19-24.

32. 9-6.

Because if 25-22 first, then 18-25, 29-22, 1-5, 27-18, 5-23 loses.

33. 1-10.

In hopes White will play 13-9.

34. 25-22.

But White is alert, and retrieves his man.

36. 18-25, 29-22.

And the man on 23 can't be saved.

MOVE

37.

2-6.

To prevent 13-9.

39.

27-18, 19-23.

The game looks good for Black now. But

40.

22-17.

And White will draw thus: 12-16, 30-25, 23-26, 25-21, 26-31, 18-14, 31-26.

Drawn Game.

GAME No. 6

Variation from Game No. 5. At move 11 play

11.

6-9.

A variation move. This game was played between Chas. F. Barker and James P. Reed in a match for the championship of America.

Barker—Blacks. Reed—Whites.

12.

31-27.

If 11-16 now, 17-13, 16-23, 13-6, 2-9, 27-2 wins.

If 14-18, 17-14, 10-17, 21-5 wins.

13.

2-6.

9-13 is good, but leads to a very difficult game.

Now, if 25-22, 14-18, 17-14a, 18-25, 14-5, 10-14, 29-22, 14-18, etc.

a. 29-25, 9-14, 17-13, 11-16, 26-23, 16-20, 22-17, 8-11 wins.

14.

17-13.

Played for 11-16, 25-22, 16-23, 27-2 wins.

15.

1-5.

Played for 27-23, 14-17, 21-14, 9-27, 32-23, 12-16, 19-12, 15-19, 24-15, 11-27 wins.

16.

25-22.

Same as move 14.

Or, if 15-18, 22-15, 11-18, 19-15, 10-19, 24-15, 7-10, 27-24, 10-19, 24-15, 3-7, 15-10, 6-15, 13-6 wins.

- MOVE**
20. 14-17, 21-14, 9-25, 29-22.
 If 5-9, 26-23, 9-14, 23-18 wins.
 If 11-16, 22-17 wins.
- 23.** 15-18, 22-15, 11-18.
 This exchange was forced.
- 26.** 19-15, 10-19, 24-15.
 Played for 12-16, 28-24, 7-10, 24-20, 10-19, 20-4.
 Played for 12-16, 28-24, 16-19, 32-28, 5-9, 26-23.
- 27.** 7-10.
 For 26-23, 10-26, 30-14, 3-7 follwed by 6-10.
- 31.** 27-24, 10-19, 24-15, 3-7.
 Threatens 7-10 to capture the man on 15.
 To prevent 15-10, so he can play 5-9 next. 5-9 first
 would allow White a king by 15-10.
- 32.** 32-27.
 A hidden trick move for 12-16, 26-23, 18-22, 30-26, 22-31,
 23-18, 31-24, 28-3 wins.
- 33.** 5-9.
 Best move here. 7-10 gives White the advantage.
 A game won by the writer runs thus: 7-10, 27-24, 10-19,
 24-15, 12-16, 28-24, 16-19, 24-20, 19-24, 20-16, 24-27,
 26-23, 18-22, 16-12, 27-31, 12-3, 31-27, 23-18, 27-23, 15-10.
 White won.
- 34.** 28-24.
 This for 7-10, 24-20, 10-19, 26-23, 19-26, 30-5.
 If 12-16, 24-20, 16-19a, 26-23, 19-26, 30-5.
 a. 7-11, 26-22 wins.
- 35.** 9-14.
 Nothing else safe.
 7-11 would lose by 15-10, 6-15, 13-6, 11-16, 24-20, 8-11,
 6-2, 15-19, 26-23, 19-26, 30-14.
- 36.** 24-20.
 To win, if 14-17 by 26-22, 17-26, 30-14, 7-11, 14-10.
- 37.** 7-10.
 An attempt to capture the man on 15.
 7-11 here would draw by 27-24, 18-23; but it leads to
 no winning chances.

MOVE

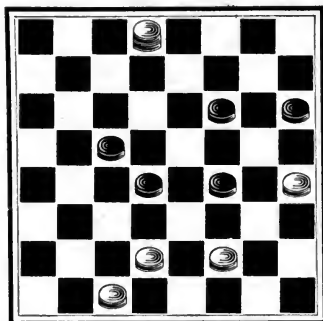
38.

13-9.

This counter attack is forced as there is no way to save the man on 15.

41.

10-19, 9-2, 8-11!



Had Black played 19-24, White would have won by 2-6, 24-31, 6-10, 31-22, 10-26, 8-11, 26-31, 18-23, 31-26, 23-27, 26-23, 27-31, 23-19, 31-27, 30-25, 27-31, 25-22, 31-26, 22-18, 26-22, 19-15.

44.

26-23, 19-26, 30-23!

White has correctly analyzed a difficult position. 2-7 loses at once by 19-24. 2-6 leads only to a critical draw thus: 2-6, 19-24, 26-22 (if 6-10, 24-31, 10-17, 31-13), 18-25, 30-21, 24-31, 6-10, 14-18, 10-15.

The tempting move, 30-25 (for 19-24, 26-22, 24-31, 22-4), would lose against an opponent such as White faced, although it gives White a few good winning chances.

After 30-25 Black should win by 14-17 (if 11-15, then 25-21; Black has to play carefully), 2-6, 11-15 (if 19-24 here White wins with 6-9, 24-31, 9-13!, 31-29, 13-8, 29-25, 8-11, 25-22, 11-15). 6-10, 17-21, etc.

45.

18-22.

Holds the man on 11 for 2-7, 22-25, 7-16, 12-26 wins.

46.

23-19.

To capture the man on 11 by 19-15, if 14-18 is played. To win the man on 11 by 2-7.

47.

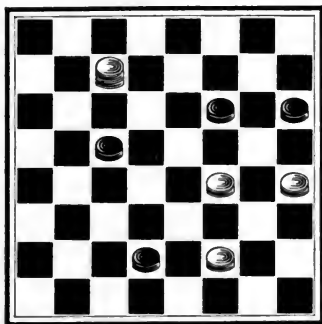
22-26.

Ready to go 26-31, if 2-7 is played, and win thus: 2-7, 26-31, 7-16, 31-15.

MOVE
48.

2-6.

A more subtle scheme. For 26-31, 27-24, 31-27, 6-9, 14-17, 9-14, 17-21, 19-15, 11-18, 14-32 wins.



49. 14-17.

This shows that Black sees the win, and plays for White to attack the man on 11.

50. 6-10.

Now, if 11-15, 27-24, 15-18, 10-14 wins.

51. 17-21.

Still waiting for 10-7, 26-31, etc.
Refuge from the king.

52. 10-14.

For the "shot" 21-25, 19-15, 11-18, 14-21 wins.

53. 26-31.

Crowns the man to get out of danger and to play the piece on 21.

54. 27-24.

For 31-26, or 27, 19-15, 11-18, etc.

55. 21-25.

As you see, this is forced.

56. 14-18.

To capture the man on 11 by 19-15.

For 31-26, 18-23, 25-30, 23-27, 26-31. (If 30-25, 20-16, 11-20, 27-32, 20-27, 32-21 wins.) 27-32, 30-26, 32-28, 26-23, 19-16, 12-19, 24-8 wins. For 31-26, 18-23, 26-22, 23-27, 22-17, 27-32, 17-14, 32-28, 11-15, 19-10, 14-7, 20-16, 12-19, 24-15, 25-30, 28-24, 30-26, 24-19, 26-22, 19-23, 22-17, 23-18. White wins.

MOVE

57.

31-27!

The essential move. Prevents 18-23, and forces

58.

19-15.

If 18-14, Black wins by 27-23, 14-10, 23-16, 10-7, 25-30, 7-3, 30-26, 3-8, 26-22, 8-15, 16-19.

61.

11-16, 20-11, 27-20.

Draw.

GAME No. 7

The following game was contested between the world's two greatest checker masters, Dr. Robert Yates, the American genius, and James Wyllie, the famous "Herd Laddie" of Scotland.

Yates—Blacks. Wyllie—Whites.

1.

11-15.

This move is most popular, as about 18 standard openings are formed from it.

2.

23-19.

The most popular reply to 11-15, and taken to prevent the 15-19 attack.

3.

8-11.

Developing the single corner men was generally adopted by the old masters. Modern experts prefer 9-14 here, leading to the Whilter, Fife, Souter and Defiance openings.

4.

22-17.

Most popular choice, though 22-18 and 26-23 are good lines.

5.

9-13.

Forms the Laird and Lady opening, named by the great Anderson, author of "Anderson's Guide to the Game of Draughts."

Black has ample scope here, as all moves are sound.

6.

17-14.

25-22 here loses. See appendix.

MOVE

9.

10-17, 19-10, 7-14.

The "Black Doctor," a trappy, tricky variation, full of snares and pitfalls. It produces some fine and critical positions, calculated to embarrass an inexperienced opponent, and is thus a formidable weapon in the hands of an expert. It is not generally considered quite sound against analysis; nevertheless, the second player, who has the option in the matter, may avoid the variation.

10.

25-22.

Now, if 5-9, 22-18, 14-23, 21-5 wins.

If 6-10, 22-18, 14-23, 21-7, 3-10, etc.

If 12-16, 22-18, 14-23, 26-12.

If 11-16, 29-25, 2-7, 24-19, 16-23, 27-2, and there are other possibilities like 3-7, 29-25, 7-10, followed by 22-18.

11.

4-8.

Waiting for 24-19 to exchange 11-15, 19-10, 6-15, and gain the center of the board.

12.

29-25.

A waiting move, for the same winning chances shown at move 10. He could have played 27-23, or 24-20.

13.

2-7.

So he can play 6-10.

Being a man ahead, he plays to hold it, and win.

14.

27-23.

Now, if 5-9, 23-18, or, if 12-16, 23-18, etc. If 7-10, 23-18, 14-23, 21-7, 3-10, 26-19, etc.

15.

6-10.

Played for 22-18, 17-22, 18-9, 22-29, 9-6, 13-17, 21-14, 10-17, 6-2, 17-22, 26-17, 1-6, 2-9, 5-21 wins.

16.

24-20.

You will see the reason for this move after White's next move.

If Black now plays 1-6, then 28-24, and Black loses by everything at once, except 6-9. See appendix.

17.

11-15.

To exchange 15-19.

MOVE

18.

28-24.

To prevent 15-19. Now, if 1-6, 23-18, 14-23, 21-14, 10-17, 26-1, 17-26, etc., White wins.

5-9 and 7-11 both lose by 23-18.

If 8-11, 31-27, 14-18, 23-14, 1-6, 26-23, 17-26, 23-19, 10-17, 19-1, 17-22, 25-18, 26-31, 1-6 wins.

21.

14-18, 23-14, 1-6.

Black threatens two for one here by 15-18, so White plays to stop this with

23.

32-28, 15-19.

If 8-11, see analysis, page 41.

6-9 is not good, because of 24-19, etc., wins.

25.

24-15, 10-19.

Ties White up to just one good move.

26.

31-27.

22-18 loses by 17-22, etc.

26-23 is no better.

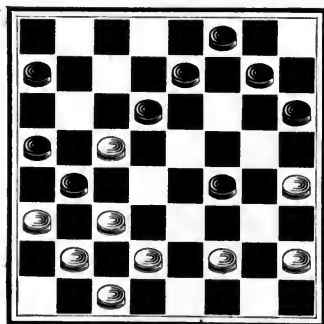
27.

6-10.

If 7-11, 14-10 lets White through for a king.

8-11 is also good, but the text is better, in that it offers a harder problem to solve.

To go 10-15, if 27-24 is played.



28.

22-18.

It looks like Wyllie had made a mistake or something, but it is better than 27-24 here, because of 10-15, 20-16, 19-23, etc.

Instead of 19-23, Black has another way to get through. Can you see it?

MOVE

31. 17-22, 26-17, 13-29.
Black is compelled to take this "cut."
34. 27-24, 10-17, 24-15.
Now you see the beauty of White's play.
For 17-22, 15-11, 7-16, 20-4.
A fine specimen of Wyllie's skill.
37. 29-25, 21-14, 25-21.
Frees his king and prevents White's getting a king.
To force the following stroke if 30-26, 21-17, 15-10, 5-9,
14-5, 7-30.
38. 28-24.
15-10 loses by 5-9, so he plays to get Black's king, thus:
21-17, 24-19, 17-10, 15-6.
39. 8-11.
Fine work. Saves his king and the game.
This is a typical Yates' move. Wyllie would have won
from anyone else.
Had Yates played 7-11, 24-19, 21-17, 30-25, etc. White
wins.
41. 15-8, 21-17.
This gets the man back.
45. 8-4, 17-10, 4-8, 10-6.
Here Wyllie played 30-26, and Yates won, as follows:
12-16, 20-2, 3-12, 2-9, 5-30.
Now play the game up to the position at move 23, and
instead of the exchange after 32-28, play 8-11, and Black
gives White a very difficult problem to solve. Here is a
chance for the student to exercise his abilities, by selecting
a draw continuation. Four men can't be moved—21, 25,
30, 28. Three men lose off hand if moved—14, 22, 20.
This leaves three men to consider—26, 31, 24. Play 26-23,
17-26, 31-22, 10-17-26, 23-19, 6-10. Black wins, so that
eliminates 26. Play 31-27. Now, if Black replied 3-8 for
27-23, 15-18, etc., White could win by 26-23, 17-26, 23-19,
10-17, 19-1, 17-22, 25-18, 26-31, 1-6. Black goes 6-9. This
leaves White only one move—26-23, 9-18 (if 17-26, White
wins again). 23-14, 17-26, 30-23, 10-17, 21-14, 12-16 (to
stop 23-19, draws). 25-22, 3-8, 23-18, 8-12, 27-23, 16-19,
23-16, 12-19, 20-16, 11-27, 18-2, and White still looks safe
enough, but go on. 27-31, 22-18, 31-26, 18-15, 26-23,
15-11, 23-18, 14-10, 18-15, 11-7, 15-6, 2-9, 5-14, and Black
wins. You have figured out thirty-four moves ahead that
31-27 loses, and that 24-19 must draw, or Yates never would
have played 15-19 instead. 24-19, 15-24, 28-19, 11-15, and
that looks bad, very bad. Now play 20-16!, 15-24, 16-11!,
7-16, 14-7, 3-10, 21-7, draws.

GAME No. 8.

Variation from Game No. 7. At move 8, play

MOVE

8.

21-14.

Played for 4-8, 19-10, 6-15, 25-22, 1-6, 14-9, 5-14, 22-18, 14-23, 26-1.

Played for 4-8, 19-10, 6-15, 25-22, 11-16, 24-19, 15-24, 27-4 wins.

9.

15-18.

Leads to the most winning chances—4-8 and 6-10 can be played, as alternatives.

Now, if 25-21, 18-22, 26-17, 13-22, and White is weak; it is often possible to score as follows: 30-25, 11-16, 25-18, 16-23, 24-20, 3-8, 18-15, 23-26, 31-22, 6-10, 15-6, 1-26.

10.

19-15.

Played for 13-17, 15-8, 4-11, 26-22, 17-26, 31-8 wins.

For 6-10, 15-8, 10-17, 24-19, 4-11, 26-22, etc.

A game 6-9 runs thus: 11-8, 4-11, 24-19, 11-16, 19-15, 16-20, 15-10, 7-11, 10-7, 3-17, 26-22, 17-26, 31-8.

11.

4-8.

Now, if 27-23, 18-27, 32-23, 11-27 wins.

Should he play 25-21, then 18-22, 26-17, 11-18, 30-26, 13-22, 26-17, 18-22; now if 17-13, 22-26, 31-22, 6-9, 13-6, 1-26 wins.

12.

24-19.

To win if 11-16 with 26-22, 16-23, 15-10, 6-15, 25-21, 18-25, 27-4.

13.

13-17.

Played for 25-21, 18-22, winning the man on 15.

If 25-22, 18-25, 29-13, 11-18, 28-24, 6-9, 13-6, 1-17, 26-22, 18-25, 30-14, 2-6, 32-28, 6-9 wins.

14.

28-24.

Offering a three for two stroke, but White wins thus: 12-16, 19-12, 7-10, 14-7, 3-28, 12-3!

15.

11-16.

Now, if 26-22, 16-23, 22-13, 7-10, 14-7, 3-28.

MOVE

16.

26-23.

Menacing 14-10, 7-14, 24-20.

If 7-11, 24-20, 17-21 equalizes.

More adventurous is 7-11, 15-10, 6-15, 19-10, 17-21, 24-19, etc.

17.

16-20.

This for 31-26, 18-22, 25-18, 12-16, 19-12, 7-10, 14-7, 3-28, 12-3, 2-7, 3-10, 6-31 wins.

20.

15-10, 6-15, 19-10.

Now, if 7-11, 10-7, 3-10, 14-7.

If 8-11, 25-22 wins.

If 2-6, 31-26a, 6-15, 23-19.

a. Beware of 32-28, because Black would get through for a king and win thus: 32-28, 6-15, 23-19, 17-21, 19-10, 18-22, 25-18, 5-9, 14-5, 7-32.

21.

17-21.

Now, if 24-19, 7-11, 19-15, 20-24 wins.

If 24-19, 7-11, 31-26, 5-9, 14-5, 2-6, 23-14, 6-31 wins.

If 24-19, 7-11, 32-28, 5-9, 14-5, 11-16, 23-14, 16-32 wins.

22.

31-26.

White can play 25-22 or 23-19 here.

The text is best, as it complicates matters.

White generally wins with this line, as most good players are tempted to go 7-11 to get the win by 24-19, 5-9, 14-5, 2-6, etc. White replies 25-22, 18-25, 29-22; now, if 11-15, 14-9, 5-14, 23-18, 14-23, 27-4 wins. If 11-16, 22-17, 2-7, 26-22, 7-11 or 8-11, 17-13, 11-15, 23-19 wins. If 2-7, 22-18, 11-16, 26-22 wins. If 2-6, 23-19 wins. If 12-16 then 14-9, 5-14, 10-7, 3-10, 23-18, 14-23, 26-3, 11-15, 3-8, 2-6, 32-28, 6-9, 8-3, 1-5, 3-7, 9-14, 22-17, 15-18, 24-19 wins. The last variation is extended to give the student an end game study. See appendix.

23.

8-11.

Now, if 23-19, 18-23, 27-18, 20-27, 32-23, 2-6, 19-15, 12-16, 15-8, 6-31 wins.

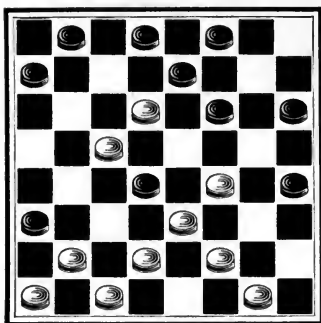
If 26-22, 11-15, 23-19a, then 18-23, 27-11, 7-23 wins.

a. For a game 22-17, see appendix.

24.

24-19.

Expecting 2-6, 19-15, 11-16, 15-11, 6-15, 11-2, 15-19, 32-28 wins.



MOVE

25.

11-15?

Students get busy. First player misses a chance to win the game here!

The text forces White to exchange.

28.

19-16, 12-19, 23-16.

White's object now will be 16-12 for 12-8, 3-12, 10-3.

29.

15-19.

Must get by 19 before 16-12 on account of 27-23. To go 19-24, to force 27-23, etc., and crown the man.

30.

16-12.

Now, if 7-11, 27-23, 18-27, 32-7, 2-11 gains a man.

31.

19-24.

Done to force 27-23, etc.

If 2-6 here, White plays 27-23, etc.

32.

26-22.

To make sure of getting a king.

34.

24-31, 22-15.

To be followed with 12-8, 3-12, 10-3.

35.

7-11.

31-26 would have given Black good chances to win. See appendix.

37.

15-8, 2-6.

Done with the intention of capturing the man on square 14.

MOVE

40. 8-4, 6-15, 25-22.

Because Black threatened to play 31-26.

41. 15-19.

Going on 19-23 to release his king, and go after the man on 14.

42. 22-18.

Maybe to exchange 14-9 after 19-23, though not necessary, as 4-8 after 19-23 will draw.

46. 19-23, 4-8, 31-26, 8-11.

It is plain now that White expects 1-6 for 18-15, 6-9, 15-10, 9-18, 32-27, 23-32, 30-14.

48. 26-22, 11-15.

Well timed! Though 18-15, 22-18, 14-10, 18-14, 11-16a, 14-7, 16-19, draws.

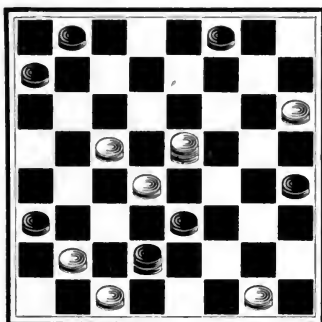
a. 11-7 is the move Black was trying to force so he could win by 23-26, 30-23, 1-6, 10-1, 3-26.

49. 22-26.

22-17 instead and White plays 15-19.

Playing for 15-19, 26-31, 19-26, 31-15 wins.

50. 29-25.



Offers the sacrifice of the man on 25 to get the man on 23 thus: 26-22, 14-10, 22-29, 15-19.

51. 20-24.

Black thinks it's better to go for another king, or maybe to get out by 15-19, 24-27, 19-24, 26-22, 24-31, 22-15.

MOVE

52.

15-10.

Still after 26-22, 10-15, 22-29, 15-19.

54.

24-27, 18-15.

Both sides will now strengthen up with a pair of kings.

58.

27-31, 15-11, 31-27, 11-7.

White here offers two for one with a good reason, thus: 1-6, 10-1, 3-17, 25-22.

59.

26-31.

Black allows 25-22 for 1-6, 10-1, 3-26.

61.

7-2, 31-26.

Now he holds the man on 25 to come around with the other king and capture it.

65.

2-7, 27-24, 7-11, 24-19.

32-27 now would only be two for two.

66.

11-15.

A deep laid plan to win, thus: 1-6, 15-19, 6-15, 24-27, 15-18, 27-24, 26-22a, 24-19, 22-29, 19-26, 3-7, 32-27, 7-11, 12-8, 11-16, 8-3, and White blocks the king in next move by 26-22, and Black is helpless.

a. 26-31, 14-10, draws.

67.

19-24.

Black thought it looked suspicious.

70.

14-9, 5-14, 10-17.

Only play to get any action. To release the man on 25.

71.

24-20.

Allows 15-19 for 26-31, and White's two kings are gone.

72.

17-13.

Threatens 25-22, 26-17, 13-22, with a view of capturing the man on 23.

73.

26-31.

To save his king.

74.

25-22.

Same reason as move 72.

White is playing a nice game right now.

MOVE

75. 20-24.
Because White threatened 15-19, compelling 31-26.
76. 13-9.
Now, if 5-9, or 31-26, 15-18 captures the two men on 23 and 24.
77. 23-26.
This was Black's opportunity to free his game.
79. 30-23, 31-26.
Retrieves his man and puts White on the defense.
80. 23-19.
On the route open to square 4.
82. 26-17, 19-16.
Now, if 24-20, 9-13, 20-18, 13-15, and Black will have to show some class to draw.
83. 21-25.
Now, if 9-13, 24-20 would give White a hard draw to find.
84. 15-10.
Tries to coax 24-20 for 9-13.
85. 25-30, 10-15.
White will now try for 30-26, 32-28, 24-27, 12-8, 3-19, 15-13. Black pointed it out, and the game was given up as a draw.

GAME No. 9.

The following game was played between Chas. F. Barker and James P. Reed in a match for the championship of America.

Barker—Blacks. Reed—Whites.

1. 11-15, 23-19, 9-14, 22-17, 7-11.

The "Whilter" opening, one of the strongest combinations first player can adopt. So far there is no chance to win on either side.

MOVE

6.

25-22.

Or you can play 26-23 first, then 3-7, 25-22, the object being to get the winning chances shown at move 8.

The text is best here because if 11-16 is played before 3-7, White has more scope in that he can play 27-23, 26-23, 29-25, or 17-13 after it.

17-13 would be wrong here, as it would shut out the play at move 8.

7.

3-7.

Preferred to anything else.

5-9 is wrong because it gives White time to play 17-13, followed by 22-17, with winning advantages.

3-7 here confines White's play more than 11-16 would, as shown at move 6.

8.

26-23.

Played for 11-16, 22-18, 15-22, 19-15, 10-26, 17-3 wins.

Played for 15-18, 22-15, 11-18, 19-15, 10-26, 17-3 wins.

9.

5-9.

Played to force 17-13, so he can move 11-16, as seen at move 8. This is the only move Black has.

10.

17-13.

It won't do to allow Black to go 9-13, as he would gain a winning advantage thus: 24-20, 15-24, 28-19—this is White's best play—11-16, 20-11, 8-24, 27-20, 9-13, 23-19, 7-11, 30-26, 4-8, 26-23, 11-15, 32-28, after the exchange 8-11, and Black wins.

11.

11-16.

1-5 can be played.

The text move is best here because it gives two more good moves in 8-11 and 7-11, thus increasing first player's scope.

15-18, 22-15, 11-18 would give White two for one by 21-17, etc.

Now, if 30-26, 14-18, 23-5, 16-30 wins.

If 22-17, 7-11, 31-26a? 1-5, 29-25, 2-7, 25-22, 14-18, etc., wins.

a. If not 31-26, what?

12.

29-25.

Gains a valuable tempo, or time to further consider the position.

22-17, 31-26, and 24-20 are good continuations.

MOVE
13.

7-11.

Now, if 22-17, 14-18, 23-7, 16-23, 27-18, 15-29 wins.

14.

31-26.

24-20 is a good line to play also.

23-18 loses, Black gaining the man on 19.

If he plays 1-5 now, 22-17, then 15-18, 19-15 wins.

For a game 1-5, 22-17, 16-20, see appendix.

15.

16-20.

22-17 now, and 11-16 wins for Black.

Or, if 23-18, 14-23, 27-18, 20-27, 32-23, 15-24, 28-19, 11-15, 18-11, and 8-24 completes the win.

19.

19-16, 12-19, 23-7, 2-11.

All forced as shown at move 15.

Should White now play 22-17, 15-18, 24-19a, 18-22, 25-18, 14-23, 27-18, 10-15, 19-10, 6-31 wins.

a. 26-23, 11-15, 23-19, 8-12, 30-26. 4-8 wins.

20.

26-23.

Played for 11-16, 24-19, 15-31, 32-27, 31-24, 28-3, 1-5, 22-17, 20-24, 25-22, 24-27, 23-19 wins.

Played for 8-12, 23-19, 11-16, 22-17 wins.

Played for 8-12, 23-19, 4-8, 22-17, 11-16, 25-22 wins.

Played for 8-12, 23-19, 4-8, 22-17, 15-18, 19-16, 12-19, 24-15, 10-19, 17-10, 6-15, 13-6, 1-10, 27-23, 18-27, 32-7 wins.

21.

15-18.

As 1-5 don't promise much against 23-19.

24.

22-15, 10-26, 30-23.

And as all this had to be, continue.

25.

11-15.

1-5 here for 25-22, 14-17, etc., would lose by 24-19.

See appendix.

The text is played to go through for a king, as follows:

26.

25-22.

Makes it just a bit harder for Black than 23-19 would.

If Black should now play 1-5, then 22-17, 14-18, 23-14, 9-18, 17-14, and White captures the man on 6.

28.

6-10, 13-6.

A clever device that gets out of a difficult position.

MOVE

32.

15-18, 22-15, 10-26, 6-2.

Black now plays to prevent 24-19 by

33.

26-31.

Binding White's four men in the double corner.

34.

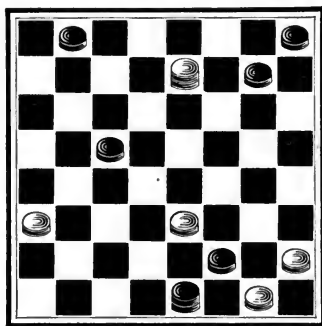
27-23.

Also clever.

A sacrifice to tie up Black's king, and to prevent 14-18 crowning a second king.

36

20-27, 2-7.



To go 7-10 next move to capture the man on 14.

28-24 would have lost by 14-18, 23-14, 31-26, 32-23, 26-28.

So White is compelled to play 2-7.

37.

1-6.

8-11, 7-16, 14-18, 23-14, 31-26, 32-23, 26-12 would draw.

Barker's move here is by far the best, as will be seen at move 39.

If 31-26, 7-10, 26-19, 32-16, 14-18, 21-17, 18-22, 10-15, 22-26, 15-19, 26-30, 19-23, 30-25, 17-14, 25-22, 14-10, 8-12, 16-11, 12-16, 11-7, 4-8, 7-3, 8-12, 28-24, 16-20, 23-27, 22-17, 3-7, 1-5, 7-2, 5-9, 2-6, 17-14, 6-13, 14-7, 13-17, 7-11, 17-22, 11-15, 22-26, 15-10, 24-19, 10-14, 26-23, 14-10, 23-18, 10-6, 19-15, 12-16, 27-23, 6-9, 15-11, 9-13, 11-8, 13-9, 8-3, 9-6, 3-8, 6-10, 8-12, 10-6, 12-19, 6-10, 18-14. White wins. This variation has been extended to give the student an end game study. It is a beautiful end game example. The student may verify his deductions by the appendix.

MOVE

38. 7-2.
To force the man off 6, as it interferes with the attack of 14.
39. 6-10.
Blocks the attack neatly.
Played for 2-6, 31-26, 6-15, 26-10 wins.
2-7 is no better, thus: 2-7, 10-15, 7-11a, 15-19, 23-16, 8-15, 32-23, 15-19. Black wins.
a. 7-10, 15-18, 10-17, 18-22, 17-26, 31-22, and Black has two active kings the best of it.
Again if 2-7, 8-12, 7-11, 4-8, 11-4, 12-16 (for 4-8, 16-19, 23-16, 31-26, 32-23, 26-3 wins), 28-24, 10-15, 32-28, 16-20, 4-8, 15-18, 21-17, etc., unfolds some beautiful checkers.
40. 23-19.
He also very kindly allows Black to come 14-18, so he can scoop in three for nothing.
41. 8-12.
The first chance Black has had to get the man on 4 into play.
43. 32-23, 4-8.
Now, if 2-6, 31-27, 6-15, 27-11 wins.
Or, if 28-24, 31-27, 2-6, 27-20, 6-15, 20-24, 15-11, 8-15, 19-10, 12-16, 10-6, 24-19 wins.
44. 2-7.
To prevent Black winning the man on 23 by 31-27, 23-18, 14-23, 7-14.
45. 31-26.
He would like 28-24, 10-15, etc.
48. 23-18, 14-23, 7-14.
Perhaps risky, but 7-2 meant a draw only.
49. 26-22.
Here he wants 19-15, 22-18 wins.
Confines White to only one good move.
50. 14-10.
The objective of this move is to arrive at square 3 in time to save the loss of the game by the "throw," 19-16, 12-19, 3-12. The man on 19 cannot be saved, and Black will play to capture it, and win by crowning the man on 23 and returning to 24, as will be seen at move 58.

MOVE

51.

22-18.

Prevents 19-15 and 21-17. 28-24 will draw.

52.

10-7.

This looks like 7-3 followed by 19-16, etc.

53.

23-27.

For a king and then to attack the man on 19.

54.

28-24.

Played for 18-23, 24-20, 23-16, 20-4 wins.

This move shows that Reed knew he had better play for the draw.

56.

27-31, 24-20.

Only move to draw.

7-11, 8-15, 19-10, 31-27, 24-20, 27-23, 10-6, 18-14, and Black wins by "first position."

58.

31-27, 7-3.

To save the man on 19 and draw, all of which was seen at move 50.

62.

27-24, 19-16, 12-19, 3-12.

Thus ends another chapter—now for the final. White has the "move"; but Black has the advantage—he holds the double corner "field" and has White's forces divided.

63.

18-14.

To hold the man on 21 and keep White from getting together.

Playing for "first position." See appendix.

64.

12-8.

Reed plays in ignorance of the danger of the situation. From here to move 68 he fails to see his close approach to a loss.

65.

19-23.

To get the kings together.

66.

20-16.

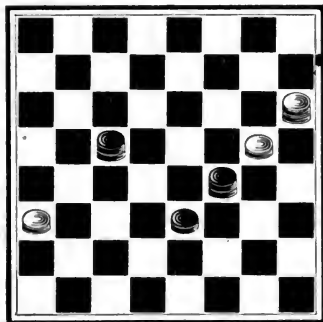
This would suggest that Reed now saw his danger, but his very next move proves that he did not.

MOVE
68.

24-19, 8-12?

This loses.

If after 16-11, Black plays 19-16, then 8-3, etc., wins for White. 16-11 would have drawn.



69.

23-26.

19-15! would win.

This indicates that Barker did not "have eyes to see" either.

With the exception of Dr. R. D. Yates, Barker was the greatest checker player the United States has ever had. He was American champion the longest time. The student may think over the diagramed evidence here shown that baffled the powers of these two great masters, and realize that checkers is some game.

70.

16-11.

Reed is now safe again, but he didn't realize it.

72.

19-15, 12-8?

11-8 draws.

73.

26-31.

Because if White exchanges 8-4, 15-8, 4-11, Black is given the "move," and wins.

75.

11-7, 31-26.

This move shows that Barker is aware he has a win in hand now.

77.

7-3, 14-10.

Played for 21-17, 26-23, 17-13, 23-19, 13-9, 10-7, 3-10, 15-13 wins.

MOVE

78.

21-17.

8-12 loses by 15-11.

8-11 gives up the "move," and loses thus: 8-11, 15-8, 3-12, 26-22, 12-16, 10-15, 16-20, 15-19.

Reed "sees" now.

80.

26-23, 8-4.

So he can move 3-8, and hold the "move" and his kings

He has played 21-17 as a snare, hoping after 23-19, 3-8, Black will exchange 10-14, etc.

82.

23-19, 3-8.

Black can secure the "move" by 10-14, but White draws with his two kings.

Black's "key" to win rests in securing the "move," one of White's kings, and keeping White's forces divided.

83.

19-16.

To win if 8-3 with 16-11, 17-13, 10-6, 3-8, 15-10, 8-15, 10-19, 4-8, 19-15.

85.

8-12, 16-11.

Played for 17-13, 10-6, 12-3, 15-10 wins.

87.

12-8, 10-6.

Still after 17-13, 15-10, etc. Or, should he play 17-14, 11-7, 8-3, 7-2, 14-10a, 6-1 wins.

a. 4-8, 6-10, 14-7, 2-4 wins.

89.

8-12, 6-9.

Now, if 17-13, 9-6, 12-8, 15-10 wins.

93.

12-8, 9-13, 17-14, 11-7.

8-3 now would allow this very charming bit of play: 8-3, 15-10, 4-8, 10-17, 3-10, 17-14, 10-17, 13-22, 8-11, 22-18, 11-7, 18-15 wins.

95.

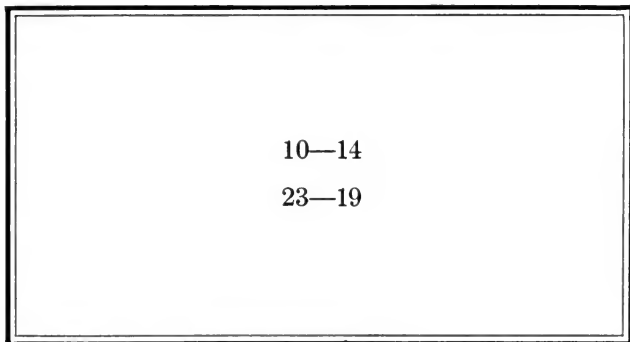
8-12, 15-11.

Being he is now compelled to move 12-8, 13-17, 8-15, 17-19 wins.

Reed Resigned.

GAME No. 10.

This is an example of the "Two-Move Restriction," a system of play adopted in all competitions of importance to obviate repetition. Under this system, the first, or opening move on each side is drawn by selecting a card, from a pack, upon which the opening moves are printed. The players must open the game with the moves drawn. In this case the card drawn would read



MOVE

1. 10-14.

Opening move known as the "Denny."

Ranking the opening moves in grades according to their strength, scope and popularity, 11-15 comes first, 11-16 second, 9-14 third, 10-15 fourth, 10-14 fifth; 12-16 and 9-13 are about a tie.

2. 23-19.

A move that leads to very interesting play, but, as you will see later, in favor of Black.

White's best reply here is 22-17.

3. 11-16.

A combination move made to obtain the trap at move 5.

4. 26-23.

Best move here—to play 22-18, and get the men out of the single corner.

5. 9-13.

Now, if 24-20, 14-17, 21-14a, 6-10, 20-11, 10-26, 31-22, 8-31 wins. Or, if 30-26, 13-17, 22-13, 14-18, 23-14, 16-30 wins.

a. If 20-11 play 17-26 first.

MOVE

6.

22-17.

A variation move.

22-18 is also good, or 19-15.

31-26 looks weak, so I wouldn't risk it.

9.

13-22, 25-9, 5-14.

Better than 6-13 because if White now plays 30-26, 14-18, 23-14, 16-30 wins.

10.

29-25.

Bringing up the man to the front line.

11.

7-11.

Black tries for another pyrotechnic display.

Now, if 24-20, 14-18, 23-14, 16-23, 27-18, 11-16, 20-11, 8-29 wins.

12.

25-22.

Unless 31-26, which will draw, but don't mean anything, this is the first winning chance White has had.

Now, if 2-7, White wins. See appendix.

13.

6-10.

11-15 would lose thus: 11-15, 19-10, 6-15, 23-19, 16-23, 27-9, 1-5, 22-17.

So he can play 11-15, and follow with 8-11, etc.

Again giving White the chance to lose by 24-20, 1-5, 31-26?, 11-15, 20-11, 15-31 wins.

14.

22-18.

Now, if 1-6, 18-9, 6-13, 23-18, 16-23, 18-14, 10-17, 21-14, etc.

17.

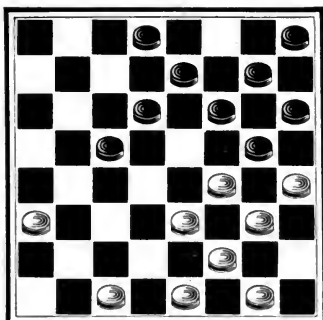
1-5, 18-9, 5-14.

Played for 30-26, 14-18, etc.

Should White play 24-20, 3-7, 31-26?, 11-15, 20-11, 15-31 wins.

Or, if he plays 24-20, 3-7, 30-25?, 14-18, 23-14, 10-17, 21-14, 16-23, 27-18, 11-16, 20-11, 8-29 wins.

But after 24-20, 3-7, 28-24 White appears to have the best of it.



MOVE

18. 30-25.

Going for a king in the double corner.
31-26 weakens White's position and would lose.

19. 11-15.

As intended at move 13, to push through for a king.
31-26 now would lose by 14-18.

20. 25-22.

Now, if 2-7, 24-20, 15-24, 20-2 wins.
If 8-11, 22-17, 15-18?, 19-15, 10-26, 31-8, 4-11, 17-10 wins.
If 2-6, 23-18, 14-23, 27-11, 8-15, 31-27, 16-23, 27-11 wins.

21. 16-20.

White has Black now on the defense.
This means that the winning chances have changed over to the White side.

This move is explained best by saying it is about the only one that doesn't lose.

22. 22-17.

White gives Black a clear road to the king row, but if he takes it, good night!

15-18, 19-16, 12-26, 31-6, 2-9, 17-10 wins.

23. 8-11.

He dare not advance 15-18, and if 3-7, White replies 17-13, and Black will be lucky to draw.

24. 17-13.

Now if 15-18, 21-17, 14-21, 23-7, 3-10, 19-16, 12-19, 24-6, 2-9, 13-6 wins.

25. 2-6.

To stop 13-9.

MOVE
26.

31-26.

If 4-8, or 3-8, or 15-18 now, 19-16 wins.
If 3-7, 26-22 wins.

27.

11-16.

An interesting variation is obtained here by 12-16, 19-12, 11-16, 26-22, 15-19, etc.

Now, if 26-22, 15-18, 22-15, 14-18, 23-7, 16-23, 27-18, 20-27, 32-23, 3-26, 18-15, 26-31 draws.

30.

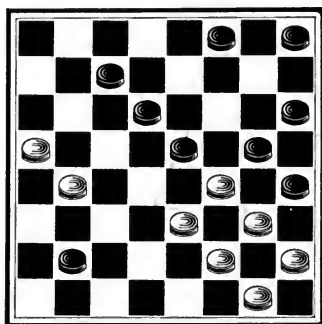
21-17, 14-21, 26-22.

Now, if 3-7, 23-18, 16-23, 18-2 wins.

32.

21-25, 22-17.

Should Black now play 15-18, 23-7, 16-23, 27-18, 20-27, 32-23, 3-10, 23-19, 4-8, 18-14, 8-11, 14-7, 6-10, 7-2 wins. At move 40 of this variation, instead of 23-19 try 18-14, and see if you can draw with blacks.



Black must play 10-15; White plays 23-19, 15-24, 28-19; that leaves only 25-30, then 19-15, 30-25, 14-9, 25-21, 9-2, 21-14, then 15-10, 14-7, 2-11, White wins.

33.

25-30.

After move 37—for 23-19, 16-23, 27-18, 20-27, 32-23, 30-26, 23-19, 26-23 wins.

36.

17-14, 10-17, 19-1.

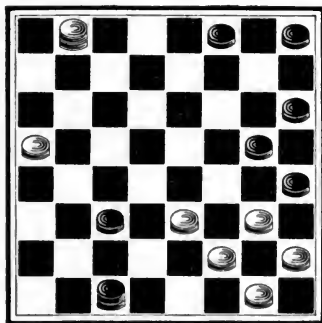
And he gets the king just in the nick of time, as will be seen at move 42.

MOVE
37.

17-22.

To place a king on 31.

Played for 23-19, etc., shown at move 33.



38.

1-6.

To place the king on 18 to meet the Black attack that is forming.

39.

22-26.

For 6-10, 26-31, 10-14, 30-26, 14-17?, 26-19, 24-15, 31-24, 28-19, 16-23 wins.

The king must be on 18 to take the man on 23, as intended at move 38, in order to draw the game.

42.

6-10, 26-31, 10-14.

White's king is ready now to meet the attack, 30-26, by going 14-18.

43.

3-7.

For 14-17, 30-26, 23-18, 26-22, 17-26, 31-15 wins.

To get the man by for a king, if 14-18, 7-10, 13-9, 10-14, etc.

44.

13-9.

End of the attack—gives White time to crown his man on 13.

45.

4-8.

Played for 9-6, 7-11, 6-2, 30-26, 2-7?, 26-19, 24-15, 31-24, 28-19, 16-23, 7-16, 12-19 wins.

49.

9-6, 7-11, 6-2, 30-26.

14-18 now draws at once, so White plays

MOVE

50.

23-18.

as this move is the only one that offers any more winning chances.

54.

16-19, 24-15, 31-24, 28-19.

Because this variation gives a chance to win.

55.

11-16.

Played for 2-7, 16-23, 7-11, 20-24, 11-4, 23-27 wins.

58.

14-10, 16-23, 18-14.

Played for 26-22, 15-11, 8-15, 10-17 wins.

Played for 20-24, or 12-16, then 15-11, etc., wins.

White threatens to capture the man on 8, so Black must play

61.

23-27, 32-23, 26-19.

To save the man on 8, so he can play 12-16, if 2-7; then if 7-11, 8-12.

Draw.

Game No. 11

An interesting game with an amateur. Amateur's move.

2.

9-14, 23-19.

The "Double Corner" opening. 22-18 is the usual play.

3.

11-15.

Amateur plays for lines he knows best.

7.

22-17, 8-11, 25-22, 3-8.

Now the "Whilter," same as Game No. 9, at the seventh move.

8.

26-23.

See note to move 8, Game No. 9.

9.

6-9.

Now, if 31-26, 9-13, 23-18, 14-23, 27-18, 11-16, 18-11, 16-23, 26-19, 7-23 wins.

The text shows a lack of familiarity with the opening formed, so the writer takes a chance with

12.

24-20, 15-24, 28-19.

See note to move 10, Game No. 9.

MOVE

13. 11-15.
The game is now original—memory or “book” will play no part in the contest.
Black plays to stop the attack by 20-16, 11-20, 19-15, etc.
14. 22-18.
To secure a king as follows.
15. 15-22.
The best “take” because the man comes off of 30.
19. 19-15, 10-26, 17-3, 8-11.
To prevent the release of the king and taking advantage of White’s “take” to reach square 15.
22. 30-23, 11-15, 21-17.
Played for 1-6, 31-26, 22-31, 32-28, 31-24, 28-1 wins.
This move is the beginning of a chapter in the game that ends with the 34th move. Hence the objective or ultimate purpose of the text move is the 34th move.
23. 9-13.
Black’s reason for this move will be seen as the play proceeds.
15-19 here would allow 20-16, releasing the white king.
24. 17-14.
Now, if 4-8, 14-9, 5-14, 23-18, 14-23, 27-4 wins.
Or, if 1-6, 31-26, 22-31, 32-28, 31-24, 28-1 wins.
25. 13-17.
Black means to play next one of two moves—17-21 or 1-6.
If he plays 17-21, he sees White’s scheme; if 1-6, he does not.
32-28 here would stop 1-6, and force 17-21.
28. 23-18, 15-19, 18-15.
14-10 would be met by 2-7.
Now, if 4-8, 20-16, 1-6?, 14-10, 6-9, 29-25, 22-29, 27-23, 19-26, 31-6, 12-19, 3-12, 2-9, 32-27 wins.
29. 1-6.
White now knows that Black does not see his objective. 17-21 is the right move here.
Black’s object is to exchange 22-26 by placing this man on 13.

MOVE
30.

15-11.

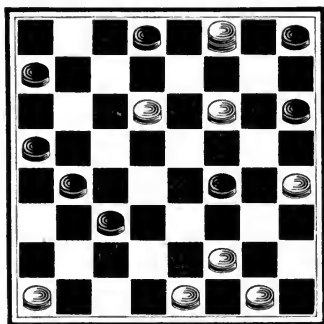
Because it is better to let Black force 14-10 than for White to force 6-9. It doesn't reveal the plan so readily.

The text just looks like getting away from the threatened 6-10.

33.

6-9, 14-10, 9-13.

Black is now ready to exchange 22-26, 31-22, 17-26.
To be ready for this, White plays



34.

3-7.

So he can win thus: 22-26, 31-22, 17-26, 10-6, 2-9; 11-8, 4-11, 7-30.

35.

17-21.

He saw it, so that ends the chapter. Now for another.

36.

32-28.

Played for 21-25, 27-24, 19-23, 24-19, 23-26?, 19-16, 12-19, 10-6, 2-9, 11-8, 4-11, 7-21 wins.

41.

21-25, 27-24, 19-23, 24-19, 25-30.

Again he escapes.

Now, if 19-15, 22-25, 29-22, 4-8 wins.

For 20-16, 4-8, 11-4, 2-20 wins.

42.

7-3.

To line up the men on 20 and 28 on 16 and 20 to exchange 11-7.

43.

30-25.

He intends to go to 17 to exchange 22-26.

44.

20-16.

3-8 is of no use, because of 25-21, 10-7, 21-17, 7-3, 23-26, 3-7, 17-14, and White's king is trapped.

MOVE

47.

25-21, 28-24, 21-17.

Of course 23-27 would be all right.

49.

24-20, 17-14.

Black thinks up something else again—possibly to cut in between the two men on 10 and 19 and capture one of them.

53.

11-7, 2-11, 16-7, 14-18.

As suspected, but a waste of time, as there is no chance to get the man on 19.

54.

10-6.

To prevent the threatened 18-15.

55.

18-14.

Now back to 17 to exchange 22-26.

58.

7-2, 14-17, 2-7.

Now, if 23-26, 19-16, 12-19, 3-8, 4-11, 7-30.

61.

22-26, 31-22, 17-26.

Thus ends another chapter.

62.

29-25.

More apt to play 23-27 by this move, as it interferes with the king moving forward.

63.

5-9.

Now, he is after 7-10, 9-14, 10-17, 13-29 wins.

64.

6-1.

There are some possibilities like 9-14, 1-6, 26-30, 6-9, etc., or 13-17, 25-22, 17-21, 1-6, 26-17, 6-22.

65.

9-14.

Same reason as move 63.

66.

1-6.

Played for 13-17, 25-22, 17-21, 6-9 wins.

67.

14-18.

To force the troublesome man off 25.

MOVE

68.

20-16.

A ruse for 23-27, 19-15, 12-19, 3-8, 4-11, 7-30.

69.

26-22.

13-17 would do no good because of 6-10, 17-21, 10-15 wins.

71

25-21, 22-26.

Black's problem is to break White's hold and crown the men on 18 and 23.

The purpose of this move is to get around to 24 and force the men on 19 and 16.

72.

6-10.

Now, if 26-30, 10-15, 18-22, 15-18 wins.

73.

26-31.

If White plays 10-15, 4-8, 15-22, 8-11, etc., would happen sure.

74.

16-11.

Still threatening the "stroke" which goes back forty moves to move 34.

75.

31-27.

Now he wants 10-15, then 27-24, 15-22, 24-8, 22-18, 23-27, 18-23, 8-11 wins.

76.

10-6.

Played for 27-24, 19-15, 24-19, 6-9, 19-10, 7-14, 12-16, 3-7, 13-17, 14-10, 17-22, 10-15, 23-27, 9-14, 18-23, 15-19 wins.

79.

27-24, 19-15, 23-27.

This conception is for 6-9, 27-32, 9-14, 4-8, 11-4, 24-27, 14-23, 27-2 wins.

80.

6-9.

Should Black play 24-19, 9-5, 19-10, 7-32 wins.
To crown the man on 15.

82.

27-32, 15-10.

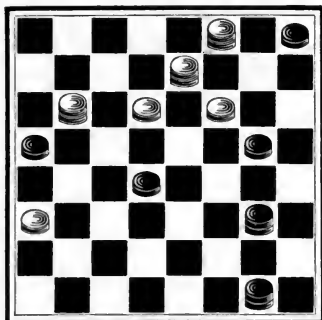
Now, if 24-19, 11-8, 4-11, 7-14 wins.

83.

12-16.

Some inspiration! that only required fifteen minutes for its conception.

Here is the brilliant idea—10-6, 16-20, 9-14, 13-17, 14-23, 24-27, 21-14, 27-2 wins.



MOVE
86.

10-6, 16-20, 6-1.

The first move in the formation of a new attack—not a difficult one, but the only one here.

Black will most likely follow up his idea based on 9-14, 13-17 for all it is worth, and at the same time aim to crown the man on 20, thus giving White's scheme a chance to materialize.

87.

24-27.

He will play 27-23 to open a path to 31 for the man on 20, and to hold the man on 18.

88.

7-10.

Apparently only to open a way for the man on 11. Referring the student back to move 30, a masked play, to obscure the real intent of the move.

89.

27-23.

Still after 9-14, 13-17, 1-6, 23-27, 14-23, 27-18, 21-14, etc.

90.

1-5.

Seeing that Black intends to play 20-24, White is ready to win by 10-15, 18-22, 15-18, 23-14, 9-25.

91.

18-22.

How are you going to win when they play like that?

Anyway, Black was compelled to give up his grand idea too. However, it isn't the winning of the game that counts so much; it's the beauty of the game I like—it's seeing these conceptions come and go throughout the game that is the most interesting thing in checkers.

MOVE
92.

10-14.

After the same thing—20-24, 14-18, etc.

This ends one attack and at the same time initiates a new one.

The prime motive of this move is to induce Black to play

93.

23-26.

which he does to escape the attack and to avoid losing the king without compensation, indicated by 14-18, 22-25, 18-22, 26-17, 21-14, 13-17, etc., equalizing at least, and keeping the path open for the man on 20 to go to 31.

94.

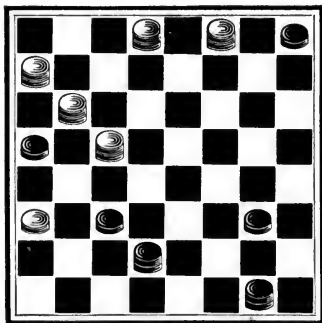
11-7.

To keep the king on 26 and ready for 20 to go to 27 and 32-28.

96.

20-24, 7-2.

It is possible, but not likely that Black will make the 32-28 move necessary to get the win expected.



98.

24-27, 2-7.

All set for 32-28, then 14-18, 22-25, 18-23, 26-19, 3-8, 4-11, 7-32 wins.

99.

27-31.

End of another chapter in the game.

100.

14-18.

Begins another for

104.

22-25, 9-14, 25-29, 5-9.

Now ready for 32-27, 18-23, 26-19, 3-8, 4-11, 7-32.

105.

31-27.

Offers to draw by 18-23, 26-19, 3-8, etc.

To get the man off of 4. Being Black's weak point, he must now play to release it.

MOVE

106. 9-6.
To coax 26-23 for 18-22, initiating a new plan to win.

107. 26-23.
Black will avoid exchanges, until he can release the man on 4, as any exchanges would weaken his game.
Plays the text to get by White's kings, as White can't exchange here without losing a man.

108. 18-22.
To hold the king on 29, and induce 23-19, part of White's stratagem to win.

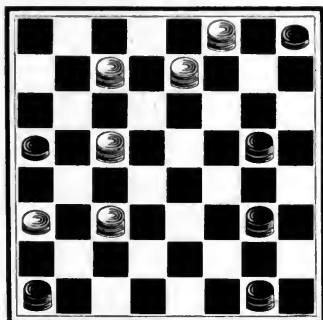
109. 23-19.
Tempting because of the possibility of 3-8, 4-11, 7-23, 27-2.

110. 14-18.
Threatening 3-8, 4-11, 7-23.
To force

111. 19-16.
Black is willing to exchange kings now by 7-11 to open a path for the man on 4.

112. 18-14.
Ready for the fatal move.
Now, if 27-23, 14-18, 23-14, 22-25, 29-22, 7-11, 16-7, 3-26 wins, or

113. 27-24?



The most natural move on the board, and it loses.
Should have played 32-28 first, then, if 6-2, 27-24, 22-18, 4-8, etc.

117. 22-25, 29-22, 14-18, 22-15.

The villain is never caught until the last act.

MOVE
120.

7-11, 16-7, 3-28.

Now "first position," the ending by which more games are won than any other known to checker players.

121.

32-27.

Black's best play is to keep on moving the king until compelled to move the man on 4.

122.

6-10.

Best for 4-8, 10-15, 8-12, 15-18, etc.

En route to block the king and by so doing compel the single man to move.

Absolutely necessary to prevent the black king reaching square 18.

123.

27-23.

Now, if 28-24, 23-18, and no matter where White moves, Black draws by 13-17, 21-14, 18-9, etc.

124.

10-15.

Kills off the man on 13, and confines the battle to the king and the man on 4.

If Black plays 23-26, 15-18, 26-31, 18-23, 4-8, 28-24, 8-12, 24-19 wins.

125.

23-27.

Black must keep on the double corner diagonals, and move the king until compelled to move the man on square 4.

126.

15-18.

Now, if 27-31, 18-23 wins same as at move 124.

127.

27-32.

Will be blocked, but forces White to the limit.

128.

18-23.

Forces the man off of 4.

130.

4-8, 23-19.

For 32-27, 28-32, 27-31, 19-15, 8-12, 15-19 wins.

131.

8-11.

If 8-12, 19-23, 12-16, 28-24 wins.

132.

28-24.

To hold the man on 11.

- MOVE**
134. 32-28, 24-27.
 Must go to 18 and force the man off of 11.
- 136.** 28-32, 27-23.
 Black can do nothing but hope for a break.
- 138.** 32-28, 23-18.
 White can play 18-22 next, and then run the man on 21 up to 3, and capture the man on 11.
- 140.** 28-32, 18-14.
 The quickest way.
 He gives Black a chance to lose two ways at once.
- 141.** 32-28.
 If 32-27, 19-15, 11-18, 14-32.
 If 13-17, 14-18.
- 142.** 14-10.
 This forces the peace terms.
White wins.

Game No. 12

- 1.** 9-13.
 At one time considered very weak, and not often played in any important contests. It admits of a draw, but gives White most of the winning chances.
- 2.** 22-18.
 Play to the center—from the single corner—takes what advantage there is of first player's weak move.
 Now, if 5-9, 18-15, 10-19, 24-15, 11-18, 23-5 gains a man.
- 3.** 11-16.
 A variation move.
 6-9, the "side game," is the most common variation adopted.
 Black's best play is 10-15 for 25-22, 6-10, 29-25, 13-17, 21-14, 10-17, 22-13, 15-29 wins.
- 4.** 24-20.
 Only a variation move.
 White has plenty of scope here.

MOVE

5.

5-9.

16-19 is stronger; but is book play.

9.

20-11, 8-22, 25-18, 12-16.

For the winning chance shown at move 13.

10.

29-25.

Played for 10-14, 25-22, 1-5, 22-17, 13-22, 26-1 wins.

11.

10-14.

Black plays this move for his own purpose, not White's.

12.

25-22.

White is now ready for 1-5, etc.

The student will observe that 1-5 now is very likely because of the winning chance it is played for, thus: 1-5, 18-15, 14-18, 23-14, 9-25.

13.

4-8.

Played for 18-15, 16-19, 23-16, 7-11, 16-7, 2-25 wins.

14.

28-24.

Threatening 24-20.

Purpose the same as move 10.

15.

16-20.

Best move here, as he must prevent 24-20, or lose considerable freedom of action. See appendix.

16.

18-15.

Now, if 8-11, 15-8, 3-12, 22-17, 13-22, 26-3 wins.

Or, if 7-11, 22-17, 11-18, 17-10, 6-15, 23-5 wins.

17.

7-10.

8-12 would lose by 32-28, etc.

The only safe move.

18.

24-19.

Now, if 1-5, or 3-7, then 19-16, 10-19, 22-17, etc., wins.

Or, if 8-12, 15-11, 1-5, 19-15, 10-19, 23-16, 12-19, 22-17, 13-22, 26-1 wins.

19.

2-7.

Only move he can play again.

It's a hard game for first player, you see.

MOVE

20. 32-28.

Still waiting for 1-5, 19-16, etc.

Also for 8-11, 15-8, 3-12, 19-15, 10-19, 23-16, 12-19, 22-17 wins.

21. 7-11.

This move is played for 22-18, 11-16, 19-12, 10-19, 23-16, 14-32 wins.

22. 30-25.

22-17 will lose thus: 13-22, 26-17, 11-18, 19-15, 10-26, 17-10, 6-15, 30-5, 15-18, 31-26, 8-11, 28-24, 11-16!, 26-23, 18-22, 24-19, 22-26, 19-12, 26-31, 23-18, 31-24, 18-15, 24-19, 15-11, 19-15; Black wins.

24. 11-18, 22-15.

Now, if 1-5, 25-22, 3-7, 19-16 wins.

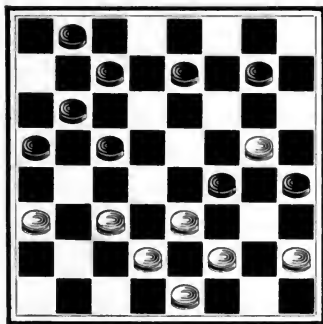
If Black plays 8-12, 15-11 wins.

If he plays 13-17, 25-22, 9-13, 22-18, 6-9, 15-6, etc., wins.

25. 3-7.

Played for 26-22 (the most likely move), 8-12, 31-26, 1-5, 22-18, 12-16, 19-12, 10-19, 23-16, 14-30 wins.

28. 19-16, 10-19, 25-22.



Or 16-12, 8-11 is a good continuation.

Now, if 13-17, 22-13, 8-12, 26-22!, 19-26, 22-17, 12-19, 17-3, 26-30, 24-27, 20-24, 31-15, 9-14, 15-11 wins.

29. 7-10.

Because White threatens both 22-17 and 27-24.

30. 16-12.

Now necessary to get the man back.

Trying to force 8-11 to win 23-7.

MOVE

31.

10-15.

Played for 23-16, 14-18, 12-3, 18-25, etc.

32.

12-3.

The better continuation for White, as it forces Black to the limit of his resources.

33.

1-5.

Because after

34.

23-16.

Black must get two for one by

37.

14-17, 21-14, 9-25.

to equalize the game.

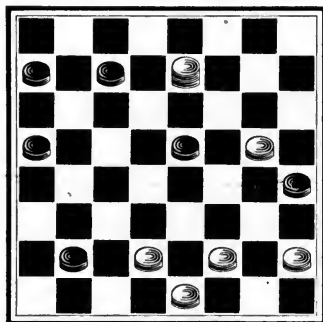
Now, if 3-7, 6-9, 7-10?, 25-30, 10-19, 30-32 wins.

38.

3-7.

Threatening 7-10 to win one of the two men on 6 and 15. Observing this, the temptation for Black to play 13-17 in order to win if 7-10 by 25-30 is almost irresistible.

But if he does play 13-17, 26-23! wins.



Because if 15-19, 16-12, 19-26, 31-13 wins.

If 6-9, 7-10, 15-19, 16-12, 19-26, 31-6 wins.

If 17-22, 31-26, 22-31, 16-12, 31-24, 28-1 wins.

40.

6-9, 26-23.

For 13-17, 7-10, 15-19, etc.

43.

15-18, 23-14, 9-18.

Necessary to get the man on 15 out of danger.

44.

7-10.

It wins if 5-9 or 13-17 is played by 10-14.

MOVE

46. 25-30, 16-11.

Holds the man on 5 and 13 while he gets another king.

White may obtain the advantage if he can hold the men on 5 and 13 long enough.

47. 30-25.

For possibilities like 10-15, 18-22, 11-7, 22-26, 31-22, 25-2 wins. 11-7, 18-22, 27-23, 22-26, 31-22, 25-27 wins.

48. 11-7.

To coax 25-22—which Black might play to get 7-2, 18-23, 27-18, 22-6, 2-9, 5-14—for 10-14, 18-23, etc. Wins for White.

49. 18-22.

Ready for 10-15 or 27-23; then 22-26 wins.

52. 27-24, 20-27, 31-24.

Else Black would gain the advantage by 22-26, 31-22, 25-18.

53. 5-9.

To prevent 10-14.

Drawn game.

Game No. 13

Von Kempfen—Black. R. D. Yates—White.

4. 11-15, 22-18, 15-22, 25-18.

This opening has more lines of play published on it than any other and is more popular.

5. 12-16.

Seems to give Black a stronger game than 8-11. See note to move 5, Game No. 1.

6. 24-19.

29-25 is usual here.

The text play followed by 28-24 is a departure often used by experts to upset book players.

Compare the play with Game No. 1 up to move 10.

7. 8-12.

16-20 preferred; although Black has time to gain square 20. Playing the man to 12 nearly puts it out of play.

His object may be 29-25, 9-13, 28-24, 6-9, 24-20, 3-8, 20-11, 8-29.

MOVE

8. 28-24.

A variation move only.
See note to move 6.

9. 9-13.

Playing for the Flora Temple line.
See move 8, Game No. 1.
Ready for 24-20, 3-8, etc.

10. 32-28.

See note to move 6 and 8.
To obtain the line of play that follows.

11. 6-9.

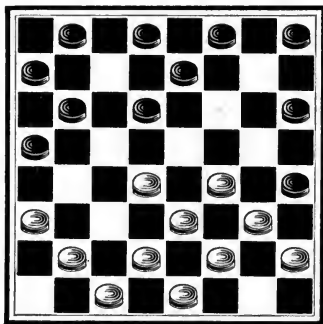
Still playing for 24-20.

12. 29-25.

Played for 10-14, 25-22, 1-6, 22-17, 13-22, 26-1.

13. 16-20.

If 10-14, 25-22, 16-20, 19-15, 4-8, 24-19, 2-6, 28-24, 7-10, 15-11, 8-15, 18-11, 10-15, etc., and White wins.
Black's moves are all forced.



17. 19-16, 12-19, 24-6, 1-10.

Now, if 23-19, 10-15, 19-10, 7-32 wins.

18. 28-24.

To strengthen his game by bringing up the man to the front line.

These are possible wins—10-14, 25-22, 2-6, or 3-8, then 22-17.

To push through the opening behind square 10 by 24-19, followed by 18-15.

MOVE

19. 4-8.
To reach 11 and prevent 18-15, after 24-19.
20. 24-19.
This is possible, 2-6, 18-15, 8-12, 25-22, 9-14, 19-16, etc.
22. 8-11.
Or 7-11 for 19-16, 10-15, 16-7, 15-29 wins.
23. 25-22.
If Black now exchanges 9-14, 18-9, 5-14, White gets through for a king by 22-18, 14-17, etc. If 3-8 now, 30-25, 2-6, 19-16, 8-12, 18-14.
24. 10-14.
Played for 19-15, 11-16, threatening 16-19, 23-16, 14-32.
25. 19-16.
Now 3-8 or 2-6 would lose by 22-17, etc.
Forces Black to play
28. 7-10, 16-7, 2-11.
Which also, as Black has very carefully calculated, forces White to play
31. 27-24, 20-27, 31-24.
Now, if 10-15, 24-20, 3-8, 20-16, etc.
32. 3-7.
If 3-8, then 24-19 wins for White.
33. 24-20.
Better than 24-19, as you will see later.
For 10-15, 20-16 wins.
Gives Black more chances to lose.
36. 14-17, 21-14, 10-17.
Having forced this exchange, White now plays.
37. 23-19.
Giving Black a chance to lose by 7-10, 18-14, 9-25, 30-7, gaining a man, and before Black can save it, captures the man on 11.
Now you see why 24-20 was better than 24-19 at move 33.

MOVE
40.

9-14, 18-9, 5-14.

White continues to force Black's play, as 17-21 here would have been met by 19-15.

41. 19-16.

For a king, as there is nothing else to play for here. Playing for wins shown at move 43 and 45.

42. 11-15.
Threatening 14-18.

43. 16-12.
Played for 17-21, 12-8, 14-18, 8-3, 18-25, 3-19 wins.

44. 17-21.
If 14-18, 12-8 wins.
Better was 7-11, 12-8, 15-18, etc.

45. 12-8.
Played for 14-17, 30-25!, 21-30, 8-3, 30-23, 3-26 wins.

46. 7-10.
Because if 15-19, then 8-3 forces Black to play 7-10.
If White now plays 20-16, 14-18 wins.

47. 8-3.
For 3-7, if 14-18.

48. 15-19.
To follow with 10-15, and then win by 14-18, if he gets the chance.

49. 3-7.

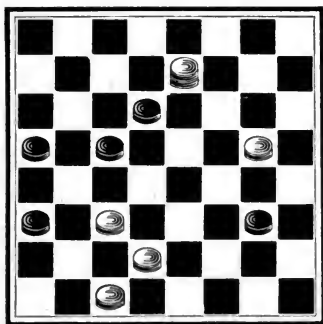
The logic of this move is to take the man on 19, if Black attempts to win the man on 22 thus: 10-15, 7-11, 14-18, 11-16, 18-25, 16-23, removing a dangerous man and getting in front of Black with his king.

50. 19-24.

Black goes for a king while waiting for a chance to win.

MOVE
51.

20-16.



A very interesting discovery.

A play that is obscure to most minds and comes as a shock to its victim.

Thus, if 24-27, 22-18, 14-23, 7-14, 27-31, 26-19, 31-27, 16-12 wins.

52. 24-28.

This shows that Mr. Von Kempen saw the "snake in the grass," because 24-27 is so natural that ninety-nine players out of a hundred would make it.

The text shows that he saw that 10-15 would lose at once too.

53. 16-12.

White can see a winning chance from here, but he has time to advance this man first.

54. 28-32.

From here the student should survey the situation for a possible Black win.

55. 12-8.

From here for a possible White win.

56. 32-27.

No danger from 22-18 now, as the king would go to 24 after the 7-14 take.

57. 7-2.

Played for 27-24, 2-6, 10-15, 30-25, 21-30, 6-9, 30-23, 9-20 wins.

58. 10-15.

Threatening 14-18.

MOVE

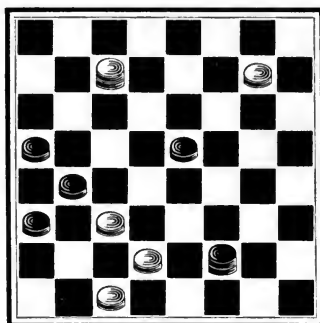
59. 2-6.

Same reason as move 57.

For 6-10, if 14-18.

60. 14-17.

Sets a very interesting and deceptive trap, thus: 6-10, 15-19, 10-15, 19-23, 26-19, 17-26, 30-23, 27-4 wins.



61. 8-3.

His best play as a matter of judgment.

To gain time to discover a new scheme.

Declines the draw by 6-10, 15-19, 30-25, 21-30, 8-3, 30-23, 10-15, 17-26, 15-22.

62. 27-31.

Played for 3-7, 15-18, 22-15, 31-22, 15-11, 22-18, 11-8, 21-25, 30-14, 18-4 wins.

63. 6-10.

Played for 15-18, 22-15, 31-22, 10-14, 22-25, 3-8, goes on to 31, then 25-22, 14-18, 22-25, 15-10 wins.

64. 15-19.

The end of the chapter.

Black observes a win and will play 31-27 next.

65. 3-7.

Following the man into the double corner only leads to a draw.

66. 31-27.

Now, if 22-18, 27-23, 18-14, 23-18, 14-9, 18-14, 9-6, 21-25, 30-21, 14-18 wins.

If 10-15, 19-23, etc., wins.

MOVE
67.

22-18.

Played for 27-23, 18-15, 23-18, 7-2, 18-11, 26-22 wins.

70.

27-23, 18-15, 17-22.

Drawn game.

Game No. 14

“Souter.”

This is a great opening or rather formation for the first player.

Like the “Laird and Lady,” and the “Switcher,” it is intricate and full of “brain entanglements.”

4. 11-15, 23-19, 9-14, 22-17.

Theoretically this is the best formation of the men for both sides.

From this stage Black can now play 8-11, followed by 4-8, “Old Fourteenth,” or 7-11 “Whilter,” or 5-9 “Fife,” or

5. 6-9.

“Souter.” Hence a name has been given to nearly every one of Black’s choice of moves after the formation at move 4.

6. 17-13.

The orthodox move here.

However, 27-23 here begins a powerful variation, as Chas. F. Barker defeated James P. Reed with it in their 1889 championship match.

7. 2-6.

All analysis proves this best. See appendix.

8. 25-22.

Played for 8-11, 29-25, 11-16, 22-17, 16-23, 27-2 wins.

9. 8-11.

7-11 allows 26-23, 11-16, 23-18, 14-23, 27-11, 8-15, 31-27, 19-23, 27-11, and White wins. Or should Black play 7-11, 26-23, 15-18 (if 3-7, 22-17 wins), 22-15, 11-18, 21-17!, 14-21, 23-7, 3-10, 19-15, 10-19, 24-15, 12-16 (if 9-14, 30-25, 21-30, 31-26, etc.), 29-25!, 16-20, 25-22, 8-12, 22-18 wins.

MOVE

10.

29-25.

Or you can play 24-20, 15-24, 28-19, 4-8, 29-25 first, and it will be the same at the 15th move.

Played for 14-18, 24-20, 15-24, 22-8, 4-11, 28-19, 11-15, 27-24 wins.

Played for 3-8, 22-17, 11-16, 25-22, 16-23, 27-2 wins.

11.

4-8.

All other moves lose, as we have seen, so you now realize somewhat of the intricate and profound character of this opening, one of the most difficult to handle.

12.

24-20.

White has the choice of 22-17, or 26-23, and the text. 27-23 would about lose by 15-18, etc.

15.

15-24, 28-19, 11-15.

14-18 is given by the authorities as a loss, and it takes about seventy moves to beat it! This win would be impossible to see across the board and is one instance exposing the fact that checkers is too deep for any one human mind to fathom in play. This 14-18 variation was first published by W. Payne, teacher of mathematics, London, in 1756, as a draw, and was republished in Sturges' Guide to the Game of Draughts, London, in 1800, still as a draw. And it was so held until 1838, when W. Hay published a win on the variation, showing its possible weakness. The draw held, however, until about 1900, when C. Shirra was credited with analysis showing the win which was published in "Lee's Guide."

As 10-14 is bad, in that it opens up the king row to White's man on 22, the text is Black's only safe move.

16.

27-24.

Best, because the only move that maintains equality. 32-28 is weak—see appendix.

17.

14-17.

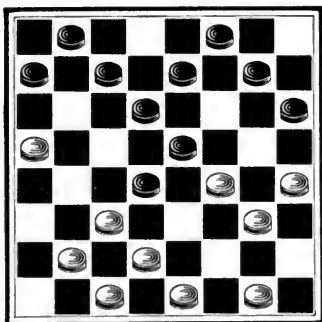
8-11 loses and 32-27 is the only move of White that wins against it—hence, 8-11 is a good move to play except against experts.

22-17, 26-23, and 31-27 are the usual and natural moves in reply.

MOVE
19.

21-14, 9-18.

For the 8-11 variation, see appendix.



If 7-11 instead of the text move, White in reply plays 22-17, and wins as follows: 15-18e, 26-22f, 18-23g, 31-27, 14-18, 22-15, 11-18, 17-14, 10-17, 21-14, 3-7, 19-15, 6-10h, 15-6, 1-17, 13-6, 17-21, 6-2, 7-10, 2-6, 10-14, 6-10, 14-17, 24-19, 8-11, 19-15, 17-22, 15-8, 22-29, 10-15, etc.

e. 14-18, 17-14, 10-17, 19-10, 6-15, 13-6k, 1-10, 21-7, 3-10, 25-21, 12-16, 21-17, 8-12 (if 16-19, 26-23, if 5-9, 17-14, 10-17, 26-22), 32-27, 18-22, 27-23, 5-9, 17-13, 9-14, 26-17, 14-21, 31-26, 10-14, 23-19 wins.

f. 31-27, 18-22, 25-18, 14-23, 27-18, 10-14, 17-10, 6-31, Black wins.

g. 11-15, 20-16, 3-7, 32-28, 18-23 (if 8-11, 24-20 wins), 16-11, 7-16, 24-20, 15-24, 20-4, 24-27, 31-24, 23-27, 4-8, 27-31, 24-19, 31-27, 8-11, 27-23, 19-15, 10-19, 17-10, 6-15, 13-6, 1-10, 11 to 27 wins.

h. 7-11, 14-10, 12-16, 10-7, 16-19, 7-3 wins.

k. 21-14, 12-16, 13-6, 1-17, 25-22, 18-25, 30-14, 16-19, 32-28, 3-7, 31-27, 8-12, 26-22, 19-23, 27-18, 12-16, 24-19, 16-23, 20-16, 11-20, 18-2 wins.

20. 26-23.

If 31-27, 5-9, 26-23, 9-14, 32-28, 8-11, 30-26, 3-8, 19-16, 12-19, 23-16, 8-12, Black wins.

22. 18-27, 32-23.

This being forced, continue with

25. 10-14, 19-10, 6-15.

Played for 25-21, 15-18, 22-15, 5-9, 13-6, 1-28 wins.

Very often Black wins here if 23-19 by 14-18, 19-10, 7-14, 22-15, 5-9, 13-6, 1-28.

So White is now compelled to play the very odd move.

MOVE

26.

13-9.

Being the only safe reply in an exceedingly critical situation.

27.

7-11.

For 25-21, 15-18, etc.

Here the most natural move is Black's best, being quite a contrast to White's best, which was most unnatural.

14-17 and 14-18 are safe alternatives here, but the winning chances are in favor of White.

The average run of checker players go 7-10 here to get 9-6, 15-18, 22-15, 10-28, etc. See appendix.

28.

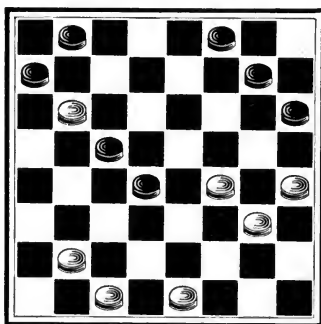
23-19.

For 14-18, 19-10, 5-14, 22-15, 11-18, 30-26, 8-11 (if 14-17, 10-6, 1-10, 26-22, 17-26, 31-6), 25-21, 11-15, 31-27, 1-5, 10-6, 5-9, 6-2, 9-13, 2-6, 13-17, 6-9, 3-7, 27-23, 18-27, 9 to 2 wins.

Another good play here is 23-18, 14-23, 31-26, 5-14, 26-10, and should Black now play 12-16 for 25-21, 16-19, etc., be careful, and reply with 30-26, 8-12, then 25-21, 3-8, 26-23, 1-5, and be careful here to play 10-6, because if 10-7, Black wins by 16-19, etc.

31.

15-18, 22-15, 11-18.



This exchange places the man on 9 in jeopardy, making the position now one of critical moment for White.

The threat 14-17, and 18-22 would seem to be best prevented by 25-21.

The more dangerous threat of the two, 18-22, 25-18, 14-23 could be stopped by 30-26 with the prospect of getting the following tricky win—30-26, 14-17, 9-6, 1-10, 26-22, 17-26, 31-6, etc. But after 30-26, 18-23, 26-22, 23-26, forcing his way to the king row, would give Black a winning advantage. White, however, shows himself a master of tactics by playing

- MOVE**
32. 19-15.
 Now, if 14-17, White would reply 25-22.
- 35.** 18-22, 25-18, 14-23.
 You would think 31-26 here, but White plays
- 36.** 15-11.
 Now, if 8-15, 31-26, 5-14, 26-10, 14-18, 30-26.
- 37.** 5-14.
 Done so he can get through 23-27 for a king, before 24-19 is played.
- 39.** 11-4, 23-27.
 It may have been a lot better to have confined the king by 12-16, 20-11, 23-27, etc.
- 41.** 4-8, 27-32.
 Played for 8-11, 32-28, 24-19, 28-24, 11-15, 14-18, etc. 12-16, 20-11, etc., here would have gained three moves on White's king, and more than equalized matters.
- 42.** 8-11.
 Now, if 12-16, 11-15, 16-19, 15-10, 19-28, 10-17 wins.
- 45.** 32-28, 24-19, 28-24.
 So the man on 14 can pass by 31 to 32.
 If 11-15, then 14-18.
- 46.** 19-15.
 This move for 1-6, 15-10, 6-15, 11-9 wins.
- 47.** 14-18.
 Played for 30-26, 1-5, 15-10, 18-23, 26-19, 24-8 wins.
- 48.** 31-26.
 Now, if 24-19, 20-16, 19-10, 11-7, 12-19, 7-16 wins.
- 49.** 12-16.
 A strong move that gets an isolated piece into play, and ties up White's king.
 Played for 15-10, 16-19, 11-15, 18-22, 26-17, 24-28, 15-24, 28-19, 30-26, 19-15, 26-23, 15-6, 17-14, 3-7, 23-19, 6-10, 14-9, 1-5 wins. See appendix.

MOVE

50.

30-25?

Played for 24-19, 26-22, 19-10, 22-6, 1-10, 25-22, 10-14, 11-15, 14-18, 20-11, 18-25, 15-18 wins.

51.

1-6.

Because it ties White up to just one move.

52.

26-22.

If 25-21, 24-19, 21-17, 19-10, 11-7, 10-15 wins.

53.

24-19.

Played for 11-7, 3-10, 20-11, 10-14 wins.

54.

22-17.

The only hope. Continue 19-10, 17-14, 10-17, 25-21, 17-22, 11-15, 18-23, Black wins.

Game No. 15

1.

11-15.

The best move to open with if Black uses the privilege of the first move with advantage.

Its real or supposed purpose is for 22-17, 15-19, etc., that theoretically being the logical continuation, if allowed.

2.

23-19.

Played to prevent 15-19, hence theoretically White's logical reply.

3.

8-11.

Or Black has the choice of 7-11 into the "Whilter," or 9-13, the "Will-o'-the-Wisp," now as strong as any move, and 9-14.

4.

22-17.

While first player's best moves are to the center, this rule does not hold true of the second player, as he can play to the center or to the side squares with equal advantage.

The text is the orthodox reply here.

MOVE

5.

4-8.

Forms the "Old Fourteenth," the most natural opening on the board.

It has been pretty thoroughly analyzed, and hundreds of variations have been published on it. It is characteristic for its long "strokes" and "shots," so the student should be on the lookout for some sudden climax.

Instead of the text, Black has the option here of 3-8, or 11-16, or 15-18, or 9-14, or 9-13, giving an idea of the scope and safety of the initial move.

6.

25-22.

Not so potent as 17-13 would be, but a good strong move. Now, if 11-16, 29-25, 16-23, 27 to 4 wins.

7.

9-13.

If White doesn't take this square, Black will. If White plays 29-25, 15-18, 22-15, 13-29 wins.

8.

27-23.

Or 17-14, 10-17, 19-10, 7-14, same as Game No. 7, at move 11.

Now, if 11-16, 23-18, 16-23, 18-4 wins.

If 5-9, 23-18, 1-5, 17-14, 10-17, 19-1 wins.

9.

6-9.

This is the only move Black has unless you consider the gambit 15-18, 23-14 a safe alternative.

10.

23-18.

Ready for 1-6, 17-14, etc., wins.

Or, for 2-6, 26-23 wins.

13.

9-14, 18-9, 5-14.

10-14 would not be prudent.

11-16 would be disastrous, so the text is compulsory.

14.

26-23.

29-25 and 31-27 would lose by 15-18.

Played for 11-16, 24-20, 15-24, 20-4 wins.

15.

1-6.

2-6 nearly loses by 24-20, etc., though the old works on the game give it as a safe draw.

If 1-5, 30-25, 5-9 (if 2-6, then 22-18 wins), 32-27, 2-6, 22-18, 15-22, 25-18, 13-22, 24-20 wins.

MOVE

16.

30-26.

A choice of moves only.

30-25 is a good line also. 23-18, 14-23, 17-14, 10-26, 19-1, 12-16, 31-22, etc., leads to a prosaic ending.

32-27 is a safe try for 6-9, 30-25, 2-6, 22-18, etc., wins.

Or the following may occur, after 32-27, 15-18, 22-15, 11-18, 19-15, 13-22, 30-26, 10-19, 26-1, 19-26, 31-15 wins.

17.

6-9.

An interesting game 15-18, 22-15, 13-22, 26-17, 11-27, 32-23, 6-9, 17-13, 2-6, 29-25, 8-11, 25-22, 11-15, 22-17, 7-11, 31-26, 15-18, 19-15, 18-27, 15-11 was drawn.

18.

32-27.

A last try for 11-16, 24-20, etc.

Obliges Black to play

19.

2-6.

Nothing else being tenable.

Ready for 29-25, 15-18 wins.

22.

24-20, 15-24, 28-19.

The student will study the game closely from the 19th to the 28th move, as the play is forced on both sides.

23.

11-15.

Now, if 27-24, 7-11, 31-27, 15-18, 22-15, 13-31 wins.

Or, if 20-16, 15-24, 27-20, 12-19, 23-16, 14-18, 22-15, 10-19, 26-22, 19-24, 22-18, 13-22, 16-11, 7-16, 20-4 may draw.

26.

19-16, 12-19, 23-16.

Played for 14-18, 16-11, etc., wins.

Black must now play.

27.

15-19.

To prevent 15-11.

Going to 32.

28.

27-23.

Initiates an attack on Black's weakest point, square 10.
To go to 19 after 19-24, threatening 19-15.

29.

8-11.

Excellent! Ready to meet White's attack.

Now, if 31-27, 19-24 wins.

MOVE

30. 16-12.

Forces the man off of 19.

If 22-18, 13-22, 26-17, 19-26, 31-22, 14-23 wins.

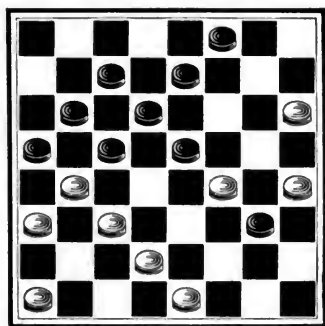
32. 19-24, 23-19.

Played for 24-28, 20-16, 11-20, 19-15, 10-19, 17-1, 28-32, 1-5, 9-14, 12-8, 3-12, 22-17, 13-22, 26-3 wins.

33. 11-15.

The emergency for which he played 8-11 at move 29.

Prevents 19-15, etc.



34. 26-23.

19-16 would be inferior to the text.

A game runs thus: 19-16, 14-18, 17-14, 18-25, 14-5, 25-30, 26-23, 24-28, 5-1, 15-19, 23-18, 13-17, 21-14, 10-17, 1-10, 7-23, Black wins.

35. 24-28.

Or 7-11, 19-16, 15-19, 16-7, 19-26, 7-2, 26-30, 2-7, 30-25, 22-18, 13-22, 20-16, 14-23, 7-5, equal game at least.

Just to prove that nearly every variation taken in this opening is featured by long "strokes," continue the ending with 24-28, 21-17, 25-21, 5-1, 21-14, 1 to 19.

36. 20-16.

A clever sacrifice that enables White to escape imminent disaster.

If 19-16, 15-19, 16-11, 7-16, Black wins.

38. 15-24, 23-19.

Threatening 19-15, 10-19, 17-1 draws.

MOVE

41. 14-18, 22-15, 13-22.

Black selects the more enterprising continuation for the first player, as will be seen later.

42. 15-11.

Or 21-17, the only alternative, is also safe.

43. 10-14.

Confines the king on square 2.

45. 11-2, 28-32.

Practically a forced move; hence there is no indication that Black anticipated by this move the possibilities after 11-7 sacrifice.

46. 16-11.

Now, if 6-10, 2-6, etc.

Or, if 3-7, 11-8, 7-10a, 2-7, 9-13, 7-2, 6-9, 2-6 wins.

a. 7-11, 2-7, 11-16, 19-15, and Black will have to play carefully to keep clear of disaster.

47. 32-27.

Obviously best.

To go to 23, and crown the man on 24.

50. 11-7, 3-10, 2-7.

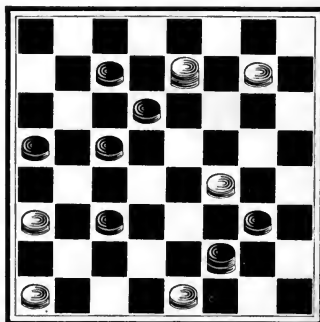
White is surely a strong exponent of sacrifice play.

To recover by 21-17, etc.

51. 9-13.

It is now plain to be seen that Black posted his king on 27 at move 47 with some foresight, because, if 7-2, 6-9, 2-6 is played now, the king counters with 27-23.

52. 12-8.



Played for 27-23, 7-2, 23-19, 2-25 wins.

MOVE

54.

14-17, 7-14.

Seizing the opportunity for a rich and brilliant finish.

56.

27-23, 19-16.

Fatal! Not only that, but White ought to have won.

57.

6-10.

An unexpected crash out of the clear blue—pyrotechnics supreme.

14-7, 23-26, 21-14, 24-27, 31-24, 22-25, 29-22, 26 to 28, and Black sweeps the board.

GAME No. 16.

A splendid Bristol game, revealing frequent flashes of brilliancy.

1.

11-16.

Opening move, known as the Bristol.

2.

24-20.

Taken to get Black into a cramped position by 8-11, 28-24, etc. Other good moves here are 24-19, known as the Paisley continuation, 23-18, the Bristol Cross, and 22-18.

5.

16-19, 23-16, 12-19.

Experienced players soon find that this is best as it gives more scope for attack.

6.

22-18.

But here 27-23 would be weak on account of 8-12, as there is no chance of capturing the man on 19.

9.

9-14, 18-9, 5-14.

10-14, 8-11, and 8-12 are often played by the experts. 10-15 here is not satisfactory on account of 27-23.

10.

25-22.

Or you could continue with 27-23, or 27-24 here, although the man on 19 can't be driven off.

11.

10-15.

8-11 is the better move here for the student to try.

The object of this move is to line up on 10, 15, 19 and drive through the double corner by 19-24, 28-19, 15-24.

MOVE

13.

22-17, 6-10.

The game presents no chances for either side to win so far. Both sides show good judgment in the placing of moves.

14.

27-24.

This stops the exchange by 19-24.

29-25 here would be met with 19-24, 28-19, 15-24, 32-28?, 14-18, 28-19, 18-22, 25-18, 10-15, 19-10, 7-32, and Black ought to win.

15.

8-12.

To protect the man on 19, as White might continue with 32-27, and 27-23.

16.

17-13.

The first play for a win, thus: 2-6, 21-17, 14-21, 30-25, 21-30, 31-27, 30-23, 27-2, and the white king captures the man on 6 and wins.

17.

4-8.

A deceptive alternative.

Black offers the same stroke via 27 to 4, but if taken, Black wins thus: 21-17, 14-21, 30-25, 21-30, 31-27, 30-23, 27-4, 1-6, 24-15, 10-19, 29-25a, 12-16, 20-11, 7-16, 25-22, 2-7, 22-18, 7-10, 18-15, 10-14, 32-27, 20-16 wins.

a. If 32-27, 19-24, 28-19, 3-8, 4-11, 7-32.

18.

29-25.

The safest choice here—a developing move.

19.

2-6.

Ditto for Black—a good strong move.

20.

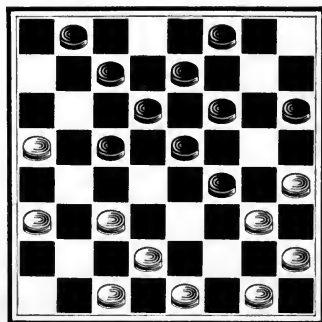
25-22.

This starts one of those flashes of brilliant play.

21.

8-11.

Offering White a king to get a king and mix things.



MOVE

27. 21-17, 14-21, 22-18, 15-22, 24-8, 22-25.

The object will now be to crown the kings and get them into action.

30. 8-4, 25-29, 28-24.

If 4-8, Black might take the king by 7-11.
To play 24-19 next to bring out the king.

31. 29-25.

Now, if 4-8, 7-11, 8-15, 10-28.

33. 24-19, 10-14.

Played for 31-27, 25-22, 26-10, 6-31 wins.
Also for 32-27, 25-22, 26-10, 6-24, and Black would have the best of it.

Also 19-15 would lose by 6-9, 13-6, 1-19.

34. 4-8.

As the position shows White has no better move, as 26-23 would let the king out and 32-28 would only move the man out of play.

35. 14-17.

Played to get the king out.

36. 32-27.

To play 27-23, and hold the king.
Probably 20-16 or 26-23 here would be as good play.
Plenty to analyze here.

39. 25-22, 27-23, 22-25.

Black waits White's intentions.
The chances to make a false step are plenty.
Played for 19-15, 6-9, 13-6, 1-19, 23-16, 12-19 wins.

42. 8-11, 7-16, 20-11.

White plays to keep Black bottled up.

45. 25-22, 11-8, 3-7.

Now, if 8-3, 22-25, 3-10, 6-24 wins.
Or, if 19-15, 6-9, 13-6, 1-19, 23-16, 12-19 wins.

47. 8-4, 7-11.

Going to 24 to break up White's position by 24-27, 31-24, 22-31, etc.

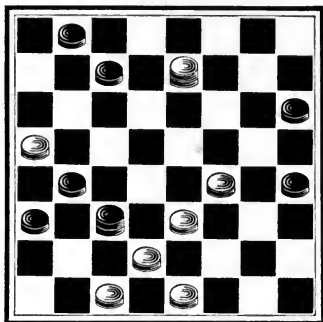
Black could hold White's king with 22-25, and force the exchange by 19-16 after 4-8, a good alternative here to study.

MOVE

52.

4-8, 11-16, 8-11, 16-20, 11-7.

All set for a brilliant bit of fireworks.



62. 20-24, 23-18, 22-15, 19-10, 6-15, 30-25, 21-30, 7-11, 30-23,
11-20.

Black now goes for a king.

64. 17-22, 31-27.

Done to allow 22-26 for 13-9, 26-31, 9-5, 31-24, 20-27, 12-16, 27-23, 16-20, 23-19, 1-6, 5-1, 6-9, 1-6, 9-14, 6-10, 14-18, 10-15, 18-22, 15-18, 22-26, 18-23, 26-31, 19-24, 20-27, 23-32 wins.

67. 22-26, 13-9, 26-30.

Black must have figured that out too.

68. 20-24.

Played for 12-16, 24-20, 16-19, 20-16 wins.

70. 30-26, 24-19.

And the game was drawn.

Game No. 17

Variation from Game No. 16. At move 30 play

30. 4-8.

Offering the king by 7-11 leads to a very difficult draw for Black.

31. 29-25.

Played for 28-24, 7-11, 8-15, 10-28 wins.

MOVE

32. 32-27.
To post the man on 23, and hold Black's king.
33. 10-14.
To post the man on 17, and advance the king.
Now, if 28-24, 7-11, 8-15, 6-9, 13-6, 1-28 wins.
34. 8-4.
To avoid the possibility after 27-23 of 7-11, 8-15, 6-9, 13-6, 1-19, 23-16, 12-19, etc.
36. 14-17, 28-24.
Suggesting 24-19 to coax 7-10 to free the king.
37. 25-22.
Played for 4-8, 7-11, 8-15, 6-9, etc.
38. 27-23.
Object of move 32 to prevent the king's further advance.
39. 7-11.
Now, if 4-8, 22-25, 8-15, 6-9, 13-6, etc.
40. 24-19.
Forced move; if 23-19, Black could win, thus: 22-18, 4-8, 18-23, 8-15, 23-16, 20-11, 6-9, 13-6, 1-28.
43. 11-15, 19-10, 6-15.
Necessary, as 4-8 would force the play next move.
To exchange 15-19, etc.
44. 4-8.
To have the king in play after 15-19, etc.
Could have played 23-18, 15-19, 18-15, 22-18, 13-9, 18-11, 26-22, 17-26, 20-7, 3-10, 9-6 satisfactorily with a good end game at hand.
20-16 here offers another good line to vary with.
47. 15-19, 23-16, 12-19.
Here Black had the choice of 12-16, 20-11, 3-12, leading to fine play.
49. 8-11, 19-24.
22-18 would lose by 26-23, etc.

MOVE

50.

26-23.

To hold the king, and to prevent 24-27, 31-24, 22-31.

52.

24-28, 20-16.

Plays so that if 3-7 after 11-15, he can reply 15-11, forcing 7-10.

55.

28-32, 11-15, 3-8!

A clever snare that looks like a blunder.
Played to show some fancy checkers.

57.

16-12, 32-27.

This was a surprise, White thinking he had a win.

59.

31-27, 22-26.

The sequel to the 3-8 play at move 55.

61.

12-3, 26-10.

Black has now obtained the advantage of the board.

62.

24-19.

Nothing better; 13-9 would lose by 1-5.

63.

10-14.

Played for 19-15, 14-9, 13-6, 1-19 wins.

65.

3-7, 1-5.

Now, if 19-15, 5-9, 13-6, 21-25, 30-21, 14-18, 21-14, 18-18 wins.

Or, if 13-9, 14-18, 9-6, 21-25, 30-14, 18-11 wins.

66.

7-11.

30-26 would lose by 14-18, then 21-25.

67.

14-18.

To prevent 11-15, and hold the man on 13.

68.

19-15.

To crown the man.

71.

17-22, 15-10, 18-23.

Black is willing to allow 11-15 now, because 22-26 follows, and if 10-7, then 23-27, 30-23, 27-2 wins.'

MOVE

76. 10-7, 22-26, 7-2, 26-31, 2-6.

Now, if 5-9, 6-10 wins.

77. 31-26.

For 11-15, 23-27, 30-23, 27-11 wins.

78. 6-10.

For 26-22, 13-9, 5-14, 10-19 wins.

79. 26-31.

*A draw game.***Game No. 18****"Ayrshire Lassie"**

1. 11-15.

The best move to start the game with. Playing to the center of the board on the theory that it is stronger than to play to the side squares. Hence, of all the opening moves 9-13 is held to be weakest.

It is also considered best to play out from the single corner, in order to get the men on squares 8 and 4 into play. Experience in play will show that all first moves are sound, and 11-15 is best only in that it leads to greater variety of play and gives the player more scope for action than do the other opening moves. About thirty titled openings are formed from 11-15, which fact gives some idea of its scope. It is beyond question the SAFEST move to play, and leads to the greatest winning chances.

2. 24-20.

This move forms the "Ayrshire Lassie" opening.

It is the easiest defence to learn and most interesting in critical positions and brilliant combinations.

It offers the second player a great variety of winning chances that are not so difficult to master.

3. 8-11.

10-14 and 12-16 would be the weakest moves here, and are never used by experts.

15-19 here, same as Game No. 16 at third move.

Most authors classify this 15-19 exchange under the "Bristol" opening, because it can be formed from 11-16, 24-20, 16-19; but I think it more properly belongs to the "Ayrshire Lassie."

MOVE

4.

28-24.

The most natural play here for the novice to make is 27-24 to get 12-16, 24-19, 15-24, 28-12, winning two for one.

The average "scrub" expert, and their number is a legion, would go 23-18 here, followed by 27-23, his object being to get 4-8; then he would be there with the "Old Farmer," 20-16, 12-19, 23-16, 11-20, 18-4, obtaining two for one, and a king. The text move, however, is far superior to either, and more scientific.

Black is more apt to play 12-16 now without seeing the danger. If he does, 32-28 follows, and before he can back up 4-8, 8-12, you win by 24-19, 15-24, 28-12.

5.

4-8.

Black has now properly lined up his forces out of the single corner, and is ready to attack by 15-19 or 15-18.

If White now plays 21-17, the only bad move, Black wins a man by 15-18, 23-14, 9-18, 22-15, 10-28.

6.

23-19.

Prevents the 15-19 threat at White's weakest point.

32-28 here would probably lose against 15-19, and leave White with slight hope for the remainder of the contest.

Playing for 9-13, 20-16, 11-20, 22-17, 13-22, 25-4, and White wins.

7.

15-18!

Black ignores all these tricks of the game and grapples with his foe in earnest. A good alternative line of play here is 12-16, 19-12, 15-18, 22-15, 10-28, because seldom tried in cross-board play.

9.

22-15, 11-18.

10.

26-22.

In the old palmy days of the Anderson school of players 32-28 here was the orthodox reply to Black's attack, its object being to coax 8-11, Black thinking to get 11-16, 20-11, 7-32, for 19-15, 10-19, 24-8, etc. The text though not immediately promising leads to more winning chances later.

11.

7-11.

10-15, 19-10, 6-15 here to prevent White capturing the man on 18 gives White the winning chances.

The text regains the man, and, as you will see at move 15, is best.

MOVE

14. 22-15, 11-18, 30-26.

The text move attacks the man on 18, same as at move 10. It is also played to coax 10-14, so he can gain the center of the board by 19-15.

15. 8-11.

This sets a gem of a trap, and many are the victims that have been caught on it.

Now, if 26-22, 11-16, 20-11, 3-7, 22-15, 7-23, 27-18, 10-28. Black wins.

If 26-23, 18-22, 25-18, 10-15 gives Black the advantage. If 21-17, 18-23, 27-18, 9-14, 18-9, 5-30, Black wins.

18. 25-22, 18-25, 29-22.

Only other move is 32-28.

The text is best, as it removes the troublesome man off 18.

19. 9-13.

Played for 22-18, 10-15, 19-10, 6-22, 26-17, 13-22 wins.

20. 32-28.

The idea of this move is to suggest 3-7 to Black, in order to win by 11-16, 20-11, 7-30.

But White would win after 3-7 by 19-16, 12-19, 24-8.

21. 11-15.

Laying a trap! for 26-23, 5-9, 23-18, 3-7, 18-11, 7-32.

22. 27-23.

To exchange 19-16 next.

Because it makes another good move to continue the game with.

23. 5-9.

The trap, as shown at move 21.

26. 19-16, 12-19, 23-16.

To get a king on square 4.

27. 9-14.

Played for 26-23, 15-19, etc.

To move 14-18 next to force the exchange and get down to the king row.

MOVE

30.

24-19, 15-24, 28-19.

To prevent 14-18.

To prevent Black crowding White's men to the side of the board by forcing 22-17, etc.

To win if 3-7, or 1-5 by 19-15, 10-19, 22-17, 13-22, 26-1, or 3.

31.

6-9.

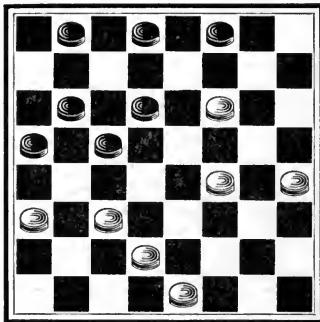
Could have played 2-7.

32.

16-11.

A snare for Black. Here 3-7, 20-16! and before Black could do anything 19-15, 10-19, 22-17, 13-22, 26-3, White wins.

3-7 here is a strong temptation, because 3-7, 11-8, 7-11 looks like a good line by 8-3, 1-5, 3-8, 11-15, 19-16, 15-19, 16-11, 2-6, 8-12, 19-24, 12-16, 14-18, 22-15, 10-19, 16-23, 13-17, 21-14, 9-27.



33.

1-5.

Played for 26-23, 3-7, 11-8, 14-17, 21-14, 9-25 wins.

For 20-16, 10-15, 19-10, 14-17, etc.

The threat of 20-16 here makes the text move compulsory, as White wins if anything else is played.

If 2-6, 20-16, 1-5, then 19-15 wins.

34.

19-16.

This for 10-15, then 22-17 wins for White.

35.

3-7.

Offers White 11-8 in order to win by 14-17.

38.

16-12, 7-16, 20-11.

Compulsory, else Black wins with 14-17, etc.

MOVE
39.

2-6.

This also is a forced move.
Offers 11-7, then 14-17 wins.

40.

12-8.

Black hoped for 11-7; now he is forced to play

43.

14-18, 22-15, 10-19.

Because 10-15 loses by 22-17, 13-22, 26-1.

This gives White a chance to lose by 26-23, 19-26, 31-22, 9-14, 8-3, 6-9, 3-7, 14-17, etc.
Or 26-22, 6-10, 22-18, 10-15 wins.

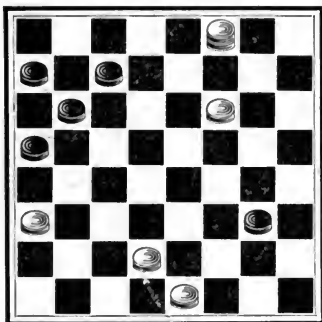
44.

8-3.

This gives Black the chance to lose by 13-17, 21-14, 9-18, 26-23, 19-26, 31-15.

45.

19-24.



This gives White another chance to lose the game by 26-23, 13-17, 21-14, 9-27, and 26-22, 9-14, 3-7, 6-9 also loses.

46.

11-7.

He calculates on getting 9-14, then 31-27, 24-31, 7-2, 31-22, 2-25 wins.

47.

6-10.

Black plays for 26-23 and 26-22.

48.

3-8.

In order to be on 19 by the time Black's king returns to 28. Holding the king in the double corner.

53.

24-28, 8-11, 28-32, 11-16, 10-15.

Black expects 16-11, 15-19, 11-16 (if 11-15, then 32-28), 32-28, 16-23, 13-17, 21-14, 9-27, 31-24, 28-19.

Frustrates White's attempt to blockade his king.

56.

21-17, 13-22, 26-17.

White misses a chance to win here.

By this White expects 9-13, 16-11, 13-22, 11-25.

57.

15-18.

For another king and better than 32-28.

58.

16-19.

Timed for 18-22, 19-15, 22-25, 17-14, 9-18, 15-29.

61.

18-22, 19-15, 32-28.

Played for 15-18, 9-13, 18-25, 13-29 wins.

64.

17-13, 9-14, 27-24.

Played for 28-32, 15-10, 32-23, 10-19 wins.

69.

22-26, 27-23, 26-31, 23-19, 31-26.

Played for 7-2, 26-23, 19-16, 23-19, 15-24, 28-12 wins.

72.

19-16, 26-23, 15-19.

To prevent Black exchanging kings.

76.

23-18, 16-11, 28-32, 13-9.

White's last two moves were played for 14-17, 19-15, 5-14, 15-13 to win.

Black's last two moves were played just because it was his turn to move.

79.

32-27, 7-2, 27-31.

Black seems to be holding the man on 14 in the hope of catching White.

80.

2-7.

This looks like White intends to force 14-17 by 7-10.

81.

31-26.

If 7-10 now Black is prepared to win three ways—by 18-22, or 18-23, or 26-31.

MOVE

82. 9-6.
But no, White is too crafty.
83. 5-9.
Played for 7-10, 18-23, 10-17, 23-7 wins.
84. 19-15.
Now, if 26-22, 7-10, 14-17, 10-14 wins.
86. 18-23, 6-2.
Should Black play 26-22, 15-19, 23-16, 7-3, 16-7, 3-26 wins.
87. 14-17.
9-13 would have lost by 15-18.
88. 7-10.
The two for one by 10-14.
89. 26-22.
And the game was given up as *drawn*.

Game No. 19

A game in which the author tries a venturesome sacrifice against a strong amateur.

Amateur plays Black.

7. 11-16, 22-18, 16-20, 25-22, 8-11, 29-25, 4-8.
Amateur tries for 22-17, 10-14, 17-10, etc.
13. 18-15, 11-18, 22-15, 10-19, 24-15, 9-14.
Amateur tries for 25-22, 14-18, 23-14, 7-10, etc.
14. 26-22.
Played for 7-10, 15-11, 8-15, 23-18, while threatening 15-10, 6-15, 23-18, etc.
19. 7-11, 28-24, 11-18, 22-15, 2-7.
Coaxing 25-22 for 14-18, 23-14, 7-10, or 31-26, 14-18.
24. 24-19, 7-11, 31-26, 11-18, 19-15.
The sacrifice move—for 12-16, 25-22, 18-25, 23-19, 16-23, 27-2.

6-9.

If 6-10, 15-6, 1-10, 26-22, 10-15, 22-17, etc.
 Played for 15-10, 20-24, 27-20, 18-27, 32-23, 14-17, etc.

26. 26-22.

For 22-17; if 9-13, to prevent it, 15-10.

28. 3-7, 15-10.

I might have got away with 22-17, 7-10, 15-6, 1-10, 17-13, but I didn't have nerve enough to try it, after seeing 22-17, 7-11, 17-10, 20-24, 23-14, 24-31, etc.

32. 7-11, 22-15, 11-18, 32-28.

To prevent 20-24, 27-20, 18-27, 32-23, 14-17, etc.

33. 12-16.

A direct attack, 16-19, 23-16, 18-22.

34. 30-26.

The prospects of getting the man back looks better.

35. 8-12.

Played for 26-22, 16-19, 23-16, 12-19, 22-15, 14-17, 21-14, 9-18 wins.

36. 28-24.

If 10-7, 16-19, 23-16, 12-19, 26-22, 19-23 wins.

37. 9-13.

Now he wants 26-22, 5-9, 22-15, 16-19, etc.

38. 24-19.

"Eventually, so why not now?"

39. 5-9.

Amateur continues to play in great form.
 For 26-22, 1-5, 22-15, 14-18.

40. 10-7.

Time to get a king now.

46. 1-6, 7-2, 13-17, 2-7, 6-10, 7-11.

The reason why of all this comes out in the play.

55. 9-13, 11-15, 17-22, 26-17, 13-29, 15-22, 29-25, 22-29, 14-18.

Drawn.

Game No. 20

"Second Double Corner"

MOVE

2.

11-15, 24-19.

This attack on the center is not so powerful as 22-18, but is a fine opening in the hands of a skilful player.

4.

15-24, 28-19.

27-20 is weak, though safe for a draw.

Being inferior, it would be useless except against a weaker opponent.

5.

8-11.

7-11 would be hit by 19-15, tearing a hole clear through Black's base.

All other moves are good, 9-14 being best.

6.

22-18.

Best against any of Black's moves.

Stops 11-15, and threatens the 18-14 attack.

7.

10-14.

11-16 is good here, if first player is prepared to risk the 18-14 line of play.

The text prevents White's strongest attack.

8.

25-22.

Now, if 3-8, 19-15, 11-16a, 15-10, 6-15, 18-11, 8-15, 22-18, 15-22, 26 to 3 wins.

a. 9-13, 18-9, 11-25, 29-22, 5-14, 22-17, 13-22, 26-3 wins.

a. 12-16, 15-10, 6-15, 23-19, 15-24, 27-20, 14-23, 26-3 wins.

9.

11-16.

Played for 29-25, 16-20, 22-17a, 4-8, 17-10, 6-29.

a. 19-15 here is tricky.

10.

22-17.

A variation move.

29-25, 30-25, and 27-24 are also good.

11.

16-20.

An attempt to get two for one as follows:

14. 17-10, 6-24, 32-28.

This gets the man back.

15. 7-11.

Or 4-8, 28-19, 8-11, and if 19-15, 11-16, 15-11, 16-19, 23-16, 12-19, Black captures the man on 11, and gets a king in the double corner.

The text is for

17. 28-19, 11-16.

To get 19-15, 16-19, etc., for a king.

18. 21-17.

Better out on the battlefield than on the side line.

To gain square 14, and be ready to attack the Black double corner if opportunity offers.

19. 3-8.

Played for 29-25, 20-24, 27-11, 8-29 wins.
This prevents 17-14 being played.

20. 18-15.

Stops Black from getting a king by 20-24, 27-11, 8-24, etc.

21. 2-7.

Now, if 17-13, 7-11, 13-6, 11-18, 23-14, 16-32, Black wins.

22. 26-22.

A necessary defensive move—Black threatens 7-11, forcing 15-10, then 11-15 wins.

Played for 7-11, 29-25, 11-18, 22-15, etc.

Played for 8-11, 15-8, 4-11, 22-18, 7-10, 17-14, 10-17, 19-15, etc.

25. 7-10, 15-6, 1-10.

Played for 22-18, 9-14, etc., wins.

Or, if 29-25, 9-14, 17-13 (if 25-21, Black gets the king by 20-24, etc.), 14-17, 22-18, 20-24, 27-11, 8-29 wins.

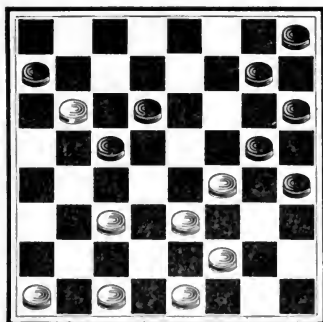
26. 17-13.

Forces the man off of 9, and lets White through for a king, as there is no way to stop 20-24 now.

MOVE
29.

9-14, 13-9, 8-11.

20-24 was the natural continuation here, but Black foresees that it would lose thus:



MOVE

35.

10-14.

Played for 9-6, 14-18, 23-14, etc., wins.

38.

25-22, 17-26, 31-22.

To prevent 14-18.

39.

4-8.

Now, if 9-6, 14-18, 22-15, 11-18, 23-14, etc.

40.

22-18.

Stops 14-18 again.

41.

14-17.

Black's only move—objective square 31.

42.

30-26.

Necessary to block the man off of 31, and save the piece on 27.

44.

17-21, 9-6.

A race for kings.

47.

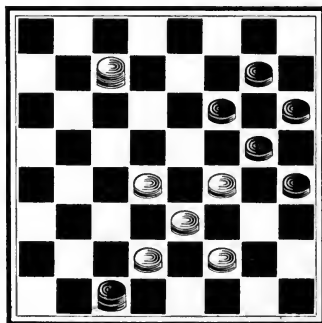
21-25, 6-2, 25-30.

Ready for 19-15, 16-19, etc.

48.

2-6.

Now begins the battle of the kings—the black king at bay.



49.

30-25.

The man on 26 is all that saves White from losing the game.

52.

6-9, 25-21, 9-6.

Played for 21-17, 6-10, 17-13, 10-14 wins.

MOVE

57. 21-25, 6-9, 25-21, 9-13, 21-25.
The man on 26 now aids both belligerents.
58. 26-22.
Played for 25-21, 22-17, 21-14, etc., wins.
60. 25-30, 13-17.
Played for 30-26, 17-21, 26-17, 21-14 wins.
61. 30-25.
Now, if 17-14, 11-15, 19-10, 16-19, etc.
62. 17-21.
25-29 now, and 21-25 wins.
63. 11-15.
Played for 18-4, 25-18, 23-14, 16-32, etc.
64. 19-10.
Black expected this, of course, but believed he had a chance to capture the man on 27.
68. 25-30, 18-15, 30-26, 23-18.
Here Black loses his king, but this he foresaw also.
71. 26-17, 21-14, 16-19.
It is evident that this is as far ahead as Black considered when he played move 63.
72. 14-17!
This wins and was a big surprise.
74. 19-23, 15-11.
And it makes no difference which way Black takes, White wins.

Game No. 21

3. 11-15, 23-19, 8-11.
Or Black has the choice of 7-11, 9-14, and 9-13, the "Will-o'-the-Wisp."
The text is the most popular play of the several alternatives.

MOVE

4. 22-17.
Best, safest, and most popular.
5. 11-16.
Any move Black plays here is good, excepting 10-14. The text forms the "Glasgow," an old-time favorite.
6. 24-20.
This gains a man temporarily, and apparently seems to gain the advantage.
7. 16-23.
It comes out the same if Black takes 15-24, 20-11, 7-16, 27-11 at the tenth move.
10. 27-11, 7-16, 20-11.
White is now a man up, but Black quickly recovers with a strong position.
11. 3-7.
Better than 3-8 because if White plays 11-8, it advances the man on 4 to the front line at once; a gain of two moves.
12. 28-24.
Best here because this man would be held out of play later by 16-19.
To be advanced on to 20 for an opportunity to break through to the king row.
13. 7-16.
Now, if 25-22, 16-20, 31-27 (24-19, 10-14 wins at once), 4-8, 24-19, then 10-14 wins.
Or, if 22-18, 9-14 wins.
15. 24-20, 16-19.
Played for 31-27, 19-23, 27-18, 9-14, 18-9, 6-31 wins.
Or, if 32-28, 19-24, 28-19, 10-14, 17-10, 6-24, etc.
16. 25-22.
For 4-8, 29-25, 8-11, 17-14, 10-17, 21-14, 9-18, 22-8 wins.
17. 4-8.
Now, if 20-16, 2-7, followed by 8-11 wins the man.
If 22-18, 19-24, 29-25, 10-14, 17-10, 6-29 wins.
If 22-18, 19-24, 32-28, 24-27, 31-24, 9-14 wins.
22-18, 19-24, 17-13, 8-11, 32-28, 10-14, etc., equalizes.

MOVE

19. 29-25, 10-15.

Played for 32-28, 9-14, 17-10, 19-23, 26-19, 15-24, 28-19, 6-24, gets through for a king.

20. 17-13.

A move based upon knowledge of the fact that 9-14 after it will lose, and in checker parlance known as a "cook."

Without a knowledge of the fact that 9-14 loses, nearly every player will make it because it is the natural move here.

The win by Mr. Donaldson, Dr. W. M. Purcell, and Mr. Chas. Hefter is given in the appendix.

21. 2-7.

For 20-16, then 8-11 wins.

Because he wants to gain the advantage if White exchanges 26-23, 19-26, 30-23 by 15-19, 23-16, 12-19, which he could not do if he played 8-11 first.

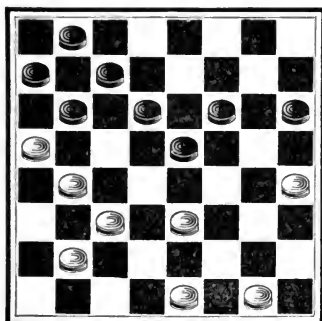
22. 21-17.

Played for 8-11, 26-23, 19-26, 30-23, 15-19, 23-16, 12-19, 17-14, 9-18, 22-8 wins.

27. 8-11, 26-23, 19-26, 30-23, 7-10.

Now, if 25-21, 12-16, 23-18, 15-19, 31-26, 19-24, 32-28, 16-19, 20-16, 11-20, 18-15, 24-27, Black wins.

A game 12-16 runs thus: 12-16, 32-28, 15-19, 17-14, 19-26, 22-17 (uncovers a pretty bit of play), 9-18, 31 to 8 wins.



28. 32-28.

A factor in case of 12-16, 31-27, 9-14 (or vice versa, 9-14 followed by 12-16), 25-21, 15-19a, 22-18, 19-26, 18-2 wins.

a. If 5-9, 27-24 wins.

MOVE

29.

9-14.

Or 12-16 is a good alternative. Forces

31.

25-21, 5-9.

12-16 would lose, as shown at move 28.

32.

28-24.

Now, if 31-27 here, Black plays 11-16, 20-11, 15-18, 22-15, 10-26, 17-10, 6-15, 13-6, 1-10, 21-17, 26-31 with a good game.

Played for 1-5, 23-19, 14-18, 17-14, 18-25, 14-7, 15-18, 19-15 wins.

33.

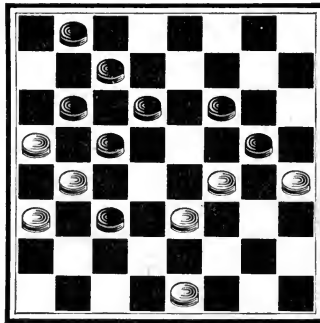
12-16.

Now, if 31-26, 1-5 wins.
31-27 is no better.

36.

22-18, 15-22, 24-19.

The only logical way out of the predicament.



37.

11-15.

To obtain 20-11, 15-24, etc.

41.

19-12, 22-26, 31-22, 15-18.

Drawn. Martins and Wyllie in match for the world's championship, 1864.

Game No. 22

Amateur—Black. Mr. J. T. Denvir—White.
Variation from Game No. 21. At move 12 play

12.

8-4.

Not so good as 28-24.

13.

4-11.

Because Black gains a square by the transaction.

- MOVE**
14. 17-13.
A good safe move, though for no particular purpose.
15. 11-15.
Black had the choice of six moves here.
16. 25-22.
This move is for 10-14, 22-18, 14-23, 26-3.
17. 9-14.
Now, if 28-24, 15-18, 22-15, 10-28.
15-19 here would confine White to fewer moves, and for that reason is better than the text.
18. 22-17.
So he can play 28-24 next move.
19. 7-11.
15-19 first, then follow with 7-11 is better play.
20. 28-24.
To a stronger position on square 20.
21. 12-16.
Too late to stop 24-20.
23. 24-20, 16-19.
For just what he does at his next move.
Or, if White plays 32-28, 19-24, etc.
24. 29-25.
Now, if 14-18, 26-23, 18-27, 32-7, 2-11 wins.
27. 19-23, 26-19, 15-24.
Played to coax 32-28, then 11-15, 28-19, 15-24, and Black has a king in two more moves.
28. 30-26.
The objective of this move is to march up via square 12 to the king row.
29. 14-18.
To stop the man on 26.

MOVE

32.

17-14, 10-17, 21-14.

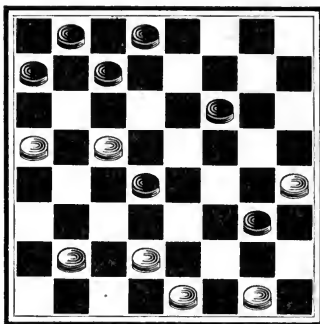
The advantage of an exchange like this is that it advances the man two squares; otherwise it is the same as an ordinary move.

Played for 6-9, 13-6, 1-17, 26-22, 17-26, 31-8 wins.

33.

11-15.

Again Black fails to see the logical continuation here.



He should have played 24-27, followed by 6-9.

34.

14-10.

Now, if 15-19, 10-7, 2-11, 26-23, 18-27, 32-7.

35.

24-28?

5-9 was the move to play here. This loses outright.

36.

31-27.

Played for 15-19, 10-7, 2-11, 27-23, 18-27, 32-7.

37.

5-9.

Only move he can play.

38.

27-24.

Because it confines Black to only one move.

39.

9-14.

Anything else, as you see, loses a man.

40.

25-21.

This forces 6-9, releasing the man on 10.

MOVE

43. 6-9, 13-6, 2-9.

It's only a matter of time now.

44. 10-7.

White will crown this man, return with the king, and capture a man before Black can squeeze through.

White wins.

Game No. 23

M. E. Pomeroy—Black. H. N. Pillsbury—White.

Variation from Game No. 21. At move 17 play

17. 9-14.

Now, if 32-28, 10-15, 17-10, 19-23, 26-19, 15-24, 28-19, 6-24.

18. 29-25.

A developing move.

Since he has time enough to play 17-13, and as there is no winning chance to play for, the text is the logical play.

19. 2-7.

Black plays an unusual game—a radical departure from the practised lines.

It means nothing more than a variation move.

20. 22-18.

An ingenious method of getting a new variation.

26-23 would be the best alternative.

22. 14-23, 25-22.

31-27 will get the man back, but White has time, so he continues to develop his game.

23. 6-9.

This will compel White to take the man because Black will play 9-14 next, and it will be too late.

24. 31-27.

Because Black threatens 9-14, to be followed by 5-9.

25. 7-11.

4-8 or 19-24 could have been played.

9-14 would give White the advantage of a move.

26. 27-18.

Now, if 4-8, 17-14, 10-17, 21-14, 1-6, 20-16, 11-20, 14-10, 6-15, 18-4 should win.

29. 9-14, 18-9, 5-14.

To prevent 17-14, and keep White from getting through his line for a king.

30. 17-13.

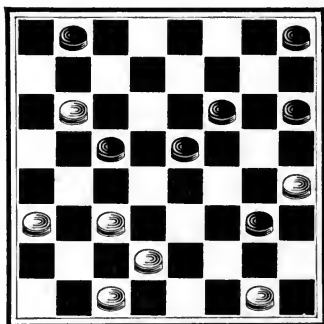
The only move here.
For a king on square 2, if he can get through.

31. 19-24.

Black intends to play 10-15 rather than 1-6 to prevent White reaching square 2.
The purpose of this move is seen at move 35.

33. 13-9, 10-15.

This is a good position to study, as it contains some interesting possibilities, as will be seen later.



34. 22-17.

Playing for 14-18, 9-5, 18-22, 32-28, 22-31, 28-10 wins.

35. 14-18.

Now ready for what he played for at move 31.
To get a king if 17-14 is played by 24-27, 32-23, 18-27.

36. 9-5.

Stops Black, and sets a trap at the same time.
From here on it is a very pretty game.

MOVE

37. 12-16.
Because 15-19 would have lost by 26-23, 19-26, 30-14.
Waiting for 17-14.

38. 17-13.
Now, if 16-19, 26-23, 18-27, 32-7 wins.
Or, if 15-19, 32-28, 24-27a, 26-23, 19-26, 30-14 wins.
a. 18-23, 21-17, 24-27b, 28-24, 19-28, 26-12 wins.
b. 23-27, 26-23 wins.

39. 4-8.
Timed for 21-17, 8-12, 17-14, 24-27, etc.

40. 21-17.
Now, if 18-22, 32-28, 22-31, 28-3 wins.

41. 8-12, 13-9.
Nice play, perfect game, everything working with accuracy and precision.

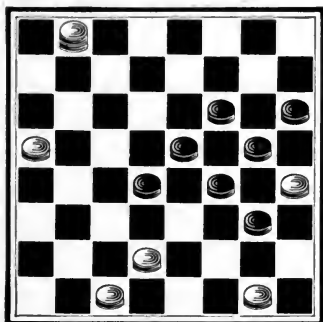
43. 15-19.
Now he thinks it must come—that long delayed 17-14.

44. 9-6!
White would rather make a sacrifice than to give in.

46. 1-10, 5-1.
Now, if 18-22, 1-6, 22-31, 6-8 wins.

47. 10-15.
Still for 17-14, 27-24, etc.

48. 17-13.



Ends the chapter. White must get his man back, and Black must get a king.

MOVE

49.

18-23.

Black now intends to give up the man 23-27, 32-23, following with 24-27, and, before White can get away, capture one of his men and win.

50.

32-28.

Again excellent!

Now, if 24-27, 28-24, 19-28, 26-10.

Or, if 23-27, 26-23, etc.

51.

15-18.

A forced move. Black intends to hold the man.

52.

1-6.

Playing for 24-27, 6-10, 27-31, 10-15, 31-22, 15-8 equalizes.

53.

18-22.

Black decides to give up the man and play for a draw.

59.

26-17, 23-26, 30-23, 19-26, 28-19, 16-23.

All right now, if he doesn't get into trouble with the man on square 11.

60.

6-10.

To hold the man on 11, and, if possible, capture it.

61.

26-31.

He must now hurry to the assistance of the man on 11, or lose it.

67.

13-9, 31-27, 9-6, 27-24, 6-2, 23-27.

He will crown this man, and follow with 32-28, and then exchange 11-15, 10-19, 24-15, and draw.

Game No. 24

Played between Mr. P. Marr of Broxburn, Scotland, and the "Herd Laddie."

Mr. Marr—Black. Mr. Wyllie—White.

4.

11-15, 22-18, 15-22, 25-18.

Cuts out the 15-19 attack, and establishes a strong center.

5.

12-16.

Gives Black more scope and White less.

When there is no winning chance to play for, endeavor to restrict your opponent's play.

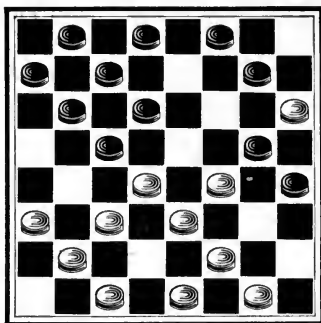
- MOVE**
6. 24-19.
Pushes the man aside, and makes another move in 28-24.
Pieces that are not strong in their base position—like 28 and 29 here—should be advanced to a stronger position on the board as soon as you can safely do so.
7. 16-20.
To play 8-12 here would nullify the advantage gained at move 5, by playing 12-16.
8. 29-25.
30-25 would be weak because the man on 30 is stronger at its base position than if moved.
9. 8-11.
Makes another move available in 4-8.
Threatening 10-15.
10. 19-16.
Advancing to a stronger position on square 12.
11. 4-8.
For reason given in note to move 6.
Now, if 21-17, 9-14, 18-9, 6-29 wins.
13. 16-12, 10-14.
A variation move only. All Black's moves here are good.
The text prevents 18-14.
14. 28-24.
To a stronger position on 19.
15. 11-16.
A variation move, but the best choice here.
16. 26-22.
Now, if 8-11, then 21-17, 14-21, 18-14, 9-18, 22-8.
17. 7-10.
Played for 22-17, 9-13, 18-9, 13-29 wins.
Or, if 30-25, 16-19, 24-15, 10-19, 23-16, 14-30 wins.
18. 24-19.
Now, if 8-11, 18-15, 11-18, 22-15, and Black cannot stop White from getting a king.

118
MOVE
21.

“INSIDE” CHECKERS

9-13, 18-9, 5-14.

So he can play 8-11.
If he had played 2-7, then what?



22.

22-18.

If 32-28, 13-17, 22-13, 14-18 wins.
If 31-26, 8-11, 22-18, 10-15, 19-10, 6-31, and Black wins.
Hence the text is White's only safe move.

23.

8-11!

An unexpected move that surprised the champion.
Stronger than 1-5 or 6-9.

25.

18-9, 11-15.

Playing for 32-28, 15-24, 28-19, 1-5, etc.

26.

25-22.

He intends to march right up to square 4 for a king.
He sees from here that 10-14 will be forced after Black
takes the man on 19, leaving the path clear all the way to 4.

28.

15-24, 22-18.

Now White would be pleased to have 1-5.
Or, if 24-28, 31-26, 10-14, 26-22, 1-5a, 18-15 wins.
a. If 6-10, 9-5.

29.

10-14.

His only move.
He plays for 9-5, 6-9, 32-28, 16-19, 23-16, 14-32.

30.

18-15.

On the way to square 4.

MOVE

31. 1-5.

Makes it look rather dangerous for the man on 9.
Now, if 32-28, 3-7, 28-19, 14-18, etc., wins.

33. 15-11, 24-28.

If Black had tried to capture the man on 9 by 13-17,
then 32-28 equalizes matters.

Black plays the text so he can win by 13-17, etc.

34. 23-19.

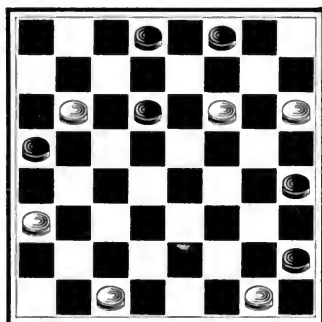
But the "Herd Laddie," by one of his brilliant plays,
eliminates the danger.

40. 16-23, 27-18, 14-23, 31-27, 5-14, 27-9.

And White has all the best of it.

41. 6-10.

If Black intends to move this man on to square 23, and
then run the man on 20 to 31 for a king he will lose the
game.



43. 11-8, 20-24.

Black solves the problem.

This and the moves of Black that follow are necessary
to the saving of his game.

45. 8-4, 24-27!

It is critical situations like these that test your ability to
play checkers.

47. 32-23, 28-32.

The solution of the position lies in the fact that Black
will gain control of the center of the board, and keep both
of White's kings isolated.

48.

23-19.

If 23-18, 32-27, 18-14, 10-17, 21-14, 27-23, 9-5, 23-18, 14-9, 18-14, 4-8, 14-10, 5-1, 10-14 draws.

49.

32-27.

He must command the center of the board, and hold back the white kings.

50.

19-16.

White aims to bring his king out to 15, and then play this man to 4 for another king.

51.

27-23.

No use to try to capture the man on 16 by going to 20, because the king would be on 11 in time to save it.

55.

4-8, 23-18, 9-5, 10-15.

You can now see that the king on 18 prevents White's kings from coming out, and that White in this situation is helpless to do anything.

57.

8-11, 15-19.

The position is now a clear draw, and Mr. Marr was able to see this at move 41.

58.

30-26.

To sacrifice the man and get the king off 18.

62.

19-24, 26-22, 18-25, 11-15.

For the following play.

66.

24-27, 12-8, 3-19, 15-31.

It was now Mr. Marr's turn to be surprised. He overlooked this play, or he would have gone 24-28. It gives White the advantage of two kings against one.

67.

25-22.

Because White threatens to block it by 31-26.

68.

31-27.

Now, if 2-7, 27-23, 7-11, 23-19, 22-26, 5-1 wins.

69.

22-18.

Prevents 27-23.

MOVE

71. 5-1, 2-7.
13-17 would have secured the move and drawn at once. Playing for 1-6, 13-17, 21-14, 18-2 wins.
75. 1-5, 7-11, 5-9, 11-16?
This loses; 11-15 would draw.
76. 27-24.
Now, if 18-23, 24-19 wins.
Or, if 16-20, 24-27, 18-15, 27-23, 15-11, 23-19, 11-7, 9-6, 7-11, 6-2, and White wins.
77. 18-15.
18-22 would lose thus: 9-14, 22-26, 14-18, 26-31, 18-23, 16-20, 24-19.
78. 9-14.
Now, if 16-20, 24-28, 15-19, 14-18, 19-16a, 18-23, 16-11, 23-19, 11-8, 28-32b, 8-3, 32-27, 3-8, 27-23 wins.
a. If 20-24, 18-23 wins.
b. If 19-15, 8-12, 15-11, 12-16 draws.
82. 16-19, 24-27, 15-11, 14-10.
Allows the draw.
14-18 wins thus: 19-23, 27-31.

 Game No. 25

The "Center" opening.

5. 11-15, 23-19, 8-11, 22-17, 15-18.
Forms the opening.
It yields some very pretty combinations, and the winning chances are about equal for both sides.
6. 19-15.
Though it develops Black's single corner, it gives White more freedom of action.
10. 10-19, 24-8, 4-11, 17-14.
White can play anything here, but the text move is the best because it limits Black's scope.

MOVE

11.

11-15.

Strongest because played to the center.

Hold the man on 9, because it ties up White's single corner.

12.

28-24. .

The objection to 26-23 is 15-19, 23-16, 12-19.

He plans to go 26-23, so plays the text to prevent 15-19 after it.

13.

9-13.

Published play gives 12-16 and 7-11 here.

I always play this move because it is unexpected, and wins if 25-22, 18-25, 29-22, 15-19, 24-15, 6-10, 15-6, 2-25.

14.

26-22.

Played for 7-11, 24-19, 15-24, 22-8 wins.

15.

12-16.

To tempt White into playing 22-17, 13-22, 27-23, 18-27, 25-11, then 16-20, 32-23, 20-27, 31-24, 7-16, 23-18a, 16-20 wins.

a. If 29-25, 16-19, 23-16, 6-10, 14-7, 2-27 wins.

a. If 24-20, 6-9 wins.

16.

30-26.

Played for 3-8, 14-9, 5-14, 22-17, 13-22, 26-3.

If 24-20 instead, then 16-19, and Black is best.

17.

16-20.

A variation move that is best here.

Better than letting White get on 20 now.

18.

32-28.

White still plays for the chance to win shown at move 16. He can also win now, if 7-11 is played, by 24-19.

19.

6-9.

In order to take the man on 14 if 24-19 is played.

Sets a "big stroke" trap if 21-17 is played.

20.

26-23.

Played for 7-11, 24-19, 15-24, 22-8, 9-18, 28-19, 3-12, 23-14 wins.

Or, if 15-19, 24-15, 7-10, 15-6, 1-26, 23-14, 9-18, 31-15 wins.

- MOVE**
21. 1-6.
Because every other move will lose.
22. 23-19.
The more interesting variation, though 24-19 would have made it more difficult for Black.
23. 18-23.
A venturesome sacrifice that nearly wins.
24. 19-1.
If 27-11, 20-27, 31-24, 9-18, 22-15, 7-23.
27. 9-18, 22-15, 23-32.
And though a man down, Black has a powerful position.
28. 24-19.
To hold the Black king.
But Black will exchange.
31. 32-27, 31-24, 20-27.
And crown the man next move, and White will have to play hard to escape.
32. 28-24.
Seems to be the best he can do.
He plans to go to 16, and then 15-11, or 1-6 first, and then 15-11.
33. 27-31.
Now, if 19-16, 7-11, etc.
34. 24-20.
Now, should Black play 31-26, 25-22, and Black would be compelled to release the White king.
35. 31-27.
The Black king looks ominous.
36. 25-22.
Playing for 27-23, 1-6, 23-16, 20-11, 7-16, 6-10.
If 20-16, 27-24 stops 15-11.
37. 27-24.
Now, if 22-18, 2-6 wins.

MOVE

38.

29-25.

The only move, if any, to draw.

39.

24-27.

Now, if 21-17, 2-6, 1-10, 7-30 wins.

Or, if 22-18, 2-6, 1-10, 7-23, 15-10, 27-24, 19-16, 24-19, 16-12, 19-15, 10-6, 15-18 wins.

40.

19-16.

White decides to give up the man.

A game 20-16 runs thus: 20-16, 27-23, 15-11, 23-27, 21-17, 2-6 (White didn't know this was possible), 11-2, 27-24, 1-10, 24-6, 2-9, 5-30 wins.

42.

7-11, 16-7.

He gives Black a chance to take 2-18.

43.

3-19.

The reason White did not allow this sooner was because it does not take the man off of 2.

44.

22-18.

He plays this move to get by the Black king.

47.

27-23, 18-15, 23-18.

Black plays with the intention of crowning the man on 19 and capturing the white man on 25.

48.

15-11.

White should figure out from here that it will take Black six moves to capture the man on 25, and that in that time he can crown the man on 20 and be on 8 in order to play 11-7, 2-11, 8-22.

53.

19-23, 20-16, 23-26, 16-12, 26-30.

Black by now knows that White is on to his scheme, and will change his plan.

58.

12-8, 30-26, 8-3, 26-23, 3-8.

Now 2-6, 1-10, 18-22, 25-18, 23-16.

Black won.

Game No. 26

"Old Fourteenth"

R. D. Yates—Black. James Wyllie—White.

- MOVE**
5. 11-15, 23-19, 8-11, 22-17, 4-8.
 Forms the opening. The oldest, and most natural of all the openings.
- 6.** 17-13.
 White is playing for 11-16, 25-22, 16-23, 27-4 wins.
- 7.** 15-18.
 Or 9-14 is good; but 10-14 would allow White to open a hole through Black's base to the king row.
- 8.** 24-20.
 A variation move, but nothing else here is as good as this.
- 9.** 11-15.
 10-14 and 9-14 can also be played here.
- 10.** 28-24.
 The only move that maintains equality.
 Black gains the advantage against anything else.
- 11.** 8-11.
 Black plays this for 32-28, 11-16, 20-11, 7-32 wins.
- 12.** 26-23.
 25-22 is another good alternative, but the text is the most popular variation at this stage.
- 13.** 9-14.
 Of course, this is the most natural move here, and looks like the only one, but 3-8 and 18-22 will draw against the best of play.
- 14.** 31-26.
 Played for 5-9, 21-17, 14-21, 23-5.
 The student will observe that had White played 30-26 or 32-28, Black could safely play 5-9.
- 15.** 6-9, 13-6, 2-9.
 If 11-16, 20-11, 7-16, 21-17 almost wins.

MOVE

16.

26-22.

White plays for the big stroke, thus: 9-13, 22-17, 13-22, 20-16, 11-20, 21-17, 14-21, 23-14, 10-17, 25-2.

17.

1-6.

Black is on the defence. 3-8 is also safe.

18.

22-17.

32-28 is also a good line of play.

Now, if 3-8, 25-22, 18-25, 29-22, 9-13, 20-16, 11-20, 23-18, 14-23, etc., wins.

Or, if 9-13, 32-28, 13-22, 20-16, 11-20, 21-17, etc.

21.

18-22, 25-18, 15-22.

Ready to march down to 31 for a king.

24.

23-18, 14-23, 27-18.

To prevent Black's getting a king.

25.

9-13.

Black expects White to play 32-28 to get the two for one by 19-15, etc.; then after 32-28 is played, Black intends to move 22-26, 30-23, 13-22, securing an open way to the king row.

28.

17-14, 10-17, 21-14.

Done to prevent Black's getting a king, and removing the man off of 10, so he can squeeze in 19-15.

29.

6-10.

This is the only safe move Black can play.

If 5-9, 14-5, 6-10, 20-16!, 11-27, 32-23, 22-26, 19-15, 10-19, 23-16, 12-19, 30-16, White wins.

If 13-17, 19-15, 3-8, 24-19, 17-21, 32-28!, 21-25, 30-21, 22-26, 21-17, 26-30, 17-13, 30-26, 28-24, 26-23, 14-9, 23-14, 9-2, 11-18, 2-4 White wins.

To capture the man on 14, and at the same time to prevent 19-15 being played.

30.

30-25.

To get behind 17 and capture the black man after it takes the man on 14.

MOVE

33. 10-17, 25-21, 22-25.
A feint, for 29-22, 17-26.
36. 21-14, 25-30, 19-15.
White attempts to force 3-8, so he can win the man on 7 by 15-10.
Or, if 12-16, 15-8, 3-12, 20-2 wins.
37. 30-26.
To equalize the game by capturing the man on 18 or 14.
40. 15-8, 26-22, 32-28.
To get Black's king after he takes the man on 18.
45. 22-15, 24-19, 15-24, 28-19, 13-17.
Black goes for another king.
47. 8-4, 17-22.
Now, if 20-16, 22-25, 29-22, 7-11, 16-7, 3-26 wins.
50. 4-8, 22-26, 19-15.
If 20-16, then 26-31, 8-11, 31-27, 11-2, 27-24a, 19-15, 12-19 should draw.
a. 27-23, 16-11, 23-7, 2-11 White wins.
51. 26-30.
Holds the man on 29 to delay its advance.
52. 15-10.
White wants 5-9, 14-5, 7-14, 8-11, as there may be a chance to win by holding the men on 3 and 12.
53. 30-26.
Black intends to capture the man on 14.
54. 29-25.
Waiting for 5-14, etc.
55. 26-30.
Trying to force 25-22. 30-26, 22-17, 5-14, etc., wins.

MOVE

59.

25-21, 30-26, 10-6, 26-22.

This forces 6-2 and enables Black to release his men on 3 and 12.

If White plays 6-1 now, then, of course, Black wins the man on 14.

62.

6-2, 12-16, 2-11.

Mr. Wyllie plays hard to win in this game, and finally succeeds by leading the play into a position he was familiar with. There are any number of problem positions of two, three, and four men on a side, into which the men can be maneuvered in end-game play, such as this.

Many fine examples of these positions are given in the problem section and in the appendix of this work.

64.

3-12, 14-10.

If 11-15, 22-17, 20-11, 17-19, and Black wins.

65.

16-19.

22-18 would release the man on 21.

66.

11-15.

Forces the man on 19, and holds the black king back.

68.

19-24, 10-6.

Now, if 24-27, 20-16, 12-19, 15-31 wins.

73.

24-28, 6-2, 5-9, 2-6, 9-13.

If White could have forced 9-14, 6-9, 14-18, then 9-14, 18-23, 14-18 wins.

78.

6-10, 28-32, 10-14, 32-28, 14-18.

White will now maneuver to crown the man on 21.

81.

22-26, 15-19, 26-31.

Black's object now is to get his man off of 12 thus: 19-23, 28-24, 18-22, 24-19, etc.

82.

18-23.

Accurate play. Timed so that he can get the man on 19 around to 22, releasing the man on 21 without interference from the black kings.

87.

28-32, 19-15, 31-27, 15-18, 27-31.

Black is now powerless to do anything except move in his turn.

- MOVE**
88. 23-19.
 If 18-22, then 31-27 forces 23-19, so he plays it now to save time.
- 89.** 32-27.
 Ready for 20-16, then 27-23, etc., wins.
- 93.** 18-22, 27-32, 21-17, 31-27.
 If Black had played 31-26, 22-31, 13-22, then 20-16, 32-28, 16-11, 22-25, 11-7, 25-30, 7-2, 30-25, 31-26, 25-21, 2-6, 28-32, 26-23, 21-17, 6-10 wins.
- 95.** 17-14, 32-28.
 Black plays for 14-9, 27-24, 19-23a, 24-19, etc.
 a. If 19-15, 24-19, 15-24, 28-19, 9-6, 19-15, 6-2, 15-11, 2-6, 12-16, 6-10, 16-19 draws.
- 99.** 19-15, 27-23, 15-10, 28-24.
 Black will now try to release his man on 13.
- 105.** 14-9, 24-27, 9-6, 27-31, 6-2, 23-26.
 To force the king off of 22.
- 106.** 22-25.
 If 22-18, 26-23, and all chances for a White win are eliminated as Black secures the move.
- 107.** 26-30.
 If 13-17, 10-14, 17-21, 25-30, see the appendix.
- 108.** 25-21.
 To prevent Black's crowning the man on 13.
- 113.** 31-26, 10-15, 26-22, 2-7, 30-26.
 Black plays to obtain an exchange of kings and to release the man on 13.
- 117.** 7-10, 26-23, 21-17, 23-26.
 If 23-18, 17-26, 18-11, 26-22, 12-16, 22-18, and White wins.
- 122.** 17-14, 26-30, 15-19, 30-25, 10-15.
 If 14-17 here, 25-30, etc.

130

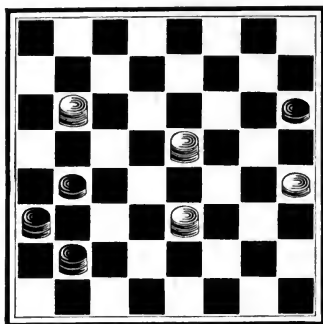
“INSIDE” CHECKERS

MOVE

127.

25-21, 19-23, 22-25, 14-9, 13-17?

Fatal! This is the situation White has been fencing for some time.



130.

9-14, 17-22, 23-27.

Played for 22-26, 27-31, 25-22, 15-18, 22-15, 31-22, 15-19, 14-18, 19-24, 18-15, and White wins by first position.

131.

25-30.

If 22-26, 27-31, 26-30, 15-18, 25-29, 18-23, 29-25, 31-26, 25-29, 26-22, and it is the same position at the 140th move of game.

134.

27-31, 30-26, 15-19.

Black tries to get out, but White's win depends upon keeping Black confined to the corner.

137.

26-30, 19-23, 22-25.

Observe that this is forced; if 30-25, 23-26 wins.

140.

31-26, 25-29, 26-22.

This clinches matters so far as Black is concerned.

White will crown the man on 20, return to square 11 and exchange 18-15, 25-18, 15-22, 21-25, 19-15, 25-18, 15-22, and the game is won.

Game No. 27

Mr. Wyllie's famous "Switcher" game.

2.

11-15, 21-17.

The move that forms the "Switcher" opening, the favorite of the renowned "Herd Laddie," who was checker champion of the world for the longest time.

- MOVE**
3. 9-13.
The strongest move here, as it is more binding on White than any other.
4. 25-21.
To support the man on 17, and ready to "cut" 17-14.
5. 8-11.
Or 5-9, and 6-9 can be played.
12-16 would lose a man by 24-19, etc.
8. 17-14, 10-17, 21-14.
White's strongest attack, as it loosens up the single corner.
29-25 here loses by 15-18, 23-14, 11-15, etc.
The other alternatives, 30-25 and 24-19, are good lines.
9. 6-10.
Playing to capture the man on 14.
12. 22-17, 13-22, 26-17.
This exchange is necessary here to save the man on 14.
13. 15-18.
Best because played to the center, and more enterprising than anything else.
4-8, however, is a good variation to play here.
14. 24-20.
If 29-25, 18-22!, 25-18, 10-15, and Black has a powerful game.
Played for 11-16, 20-11, 7-16, 14-7, 2-11, 23-14 wins.
15. 2-6.
3-8 is best here—see Game No. 28.
4-8 and 10-15 form good lines to play also.
Black means to bear down on the man on 17.
16. 29-25.
If 31-26, then 18-22, of course.
Now, if 6-9, then 17-13, 10-17, 13-6, 1-10, etc., draws.
17. 4-8.
Black plays this move for 23-19, 18-23, 27-18, 10-15, 19-10, 6-29 wins.

18.

28-24.

For the combination with move 20.

19.

11-15.

Because 6-9 only draws with White forcing the play, while the text seems to offer winning chances.

Played for 23-19, 8-11, threatening 18-23.

20.

30-26.

And now Mr. Wyllie has the stage all set for the grand finale.

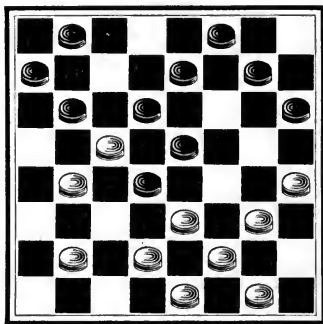
Black observes now that 8-11 would lead to a loss, thus: 8-11, 26-22, 3-8 (to prevent 24-19), 23-19, 6-9, 17-13, 10-26, 31-22, 7-10, 13-6, White wins.

So he plays

21.

6-9?

As it looks like a winning move, and because he thinks White must play 17-13, 10-17, 13-6, 1-10, 23-14, 17-21, 25-22, 10-17, 22-13.



22.

24-19.

The beginning of one of the most extraordinary strokes in the game of checkers.

15-24, 20-16, 12-19, 27-20, 18-27, 31-6, 1-10, 26-22, 9-18, 22-6, White wins.

Game No. 28

A variation from Game No. 27. At move 15 play

15.

3-8.

Or you can play 1-6 first, then 29-25 followed by 3-8. This gives Black the best possible defense.

- MOVE**
16. 29-25.
 Here White can vary with 28-24; then, after 1-6 play 29-25 with safety.
 Playing for 10-15, 25-21, 2-6 (to stop 14-9, etc.), 17-13, 18-22, 31-26, 22-31, 30-25, 31-24, 28-3 wins.
- 17.** 1-6.
 Playing for 23-19, 18-23, 27-18, 11-16, 20-11, 8-29 wins.
 Or, if 31-26, 18-22, 25-18, 11-16, etc., wins.
- 18.** 28-24.
 White's only move here, as 25-21 would allow 18-22. It would be the best move to play anyway, because if 10-15 now, 23-19, 6-10, 17-13, 10-17, 19-3 wins.
 Or, if Black plays 11-15, then 23-19 again.
- 23.** 18-22, 25-18, 11-16, 20-11, 8-22.
 A charge that carried almost to the king row, and as good a play as could be made.
- 24.** 32-28.
 White plays for 10-15, 31-26, 22-31, 24-20, 31-24, 28-1 wins.
- 25.** 4-8.
 6-9 here was played against Mr. Wyllie with a drawn result.
 Played for 23-19, 8-11, 24-20, 11-16, 20-11, 7-32.
 Or, if 23-19, 8-11, 27-23, 11-16, 24-20; he can do nothing else; 6-9, 20-11, 9-27, 31-24, 7-23, and White is asking for an armistice.
- 26.** 24-20.
 23-19 here would be a brilliant move if Black would bite on 6-9, because after it White could play 19-16, 9-18, 17-13, 12-19, 24-6, 2-9, 13-6 wins.
 The text is played for that 10-15, then 31-26, etc., and right here you are more likely to get it than before.
- 27.** 6-9.
 8-11 is the natural and usual play here, so the text move is played to get something different.
- 28.** 28-24.
 If 23-18, 22-25, 30-21, 9-13, and White is dizzy.

134
MOVE
31.

"INSIDE" CHECKERS

9-18, 23-14, 10-15.

Black can also play 8-11 and 2-6.

But this offers the best chance to win if White plays his best-looking move 27-23 now. Black replies with 15-18, 23-19, 18-23, 19-15a, 23-26, 30-23, 7-10, 15-6, 2-27 wins.

a. If 20-16, 7-10, 14-7, 2-27, etc.

a. If 17-13, 7-10, 14-7, 2-11, and White is blocked.

32.

17-13.

Now, if 2-6, 27-23, 6-10a, 23-19, 10-17, 19-3 wins.

a. If 8-11, 23-19 forces 6-10; then 31-27 wins.

a. If 15-18, 14-9, 5-14b, 30-26, 18-27, 26-1 wins.

b. 18-27, 9-2, 7-10, 2-7, 10-14, 7-10, 14-17, 24-19, 27-32, 31-27, 32-16, 20-4, 12-16, 10-15, 17-21, 15-18, 22-25, 18-23, 25-29, 4-8, and the white king on 8 has the move on the black king and wins.

33.

8-11.

7-10 also draws.

15-18, 24-19, and White is best.

34.

27-23.

This sets a trap for 15-18, 14-9, 18-27, 30-26, 5-14, 26-3, and White wins.

35.

12-16.

This forces

36.

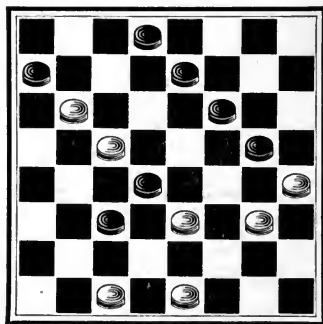
13-9.

and makes it safe to play

37.

15-18.

Now the situation is critical for White.



Now, if 24-19, the most natural move on the board, White loses and is the invention of Mr. C. J. Roger.

Or, if 30-26, 18-27, 26-17, 7-10, 14-7, 5-21 wins.

- MOVE**
38. 23-19?
 Wyllie plays 6-9, 18-27, 14-9, 5-14, 30-26, 2-9, 26-3, and draws.
- 40.** 16-23, 24-19.
 And Black returns the man at once.
- 41.** 22-25.
 and proceeds to win as follows:
- 43.** 30-21, 18-22.
 Now, if 21-17, 7-10 wins.
- 45.** 19-16, 22-25.
 Only allow White the one move.
- 48.** 16-12, 25-29, 12-8.
 All he can do, so come out with the king.
- 49.** 29-25.
 Now, if 8-3, 7-10, 14-7, 5-14, 3-8, 25-22, 8-15, 2-18 wins.
- 52.** 8-4, 25-22, 4-8.
 Now move the black king.
- 53.** 22-17.
 And that's how I won it from a Chicago expert.

Game No. 29

Played between two amateurs.

BRISTOL CROSS

- 2.** 11-16, 23-18.
 The distinctive move that forms the opening.
- 3.** 16-20.
 16-19 leads to a very complicated game for Black.
 If 8-11, then 18-14, 9-18, 22-8, 4-11, 26-23 gives White the best of it.
 Black can play anything, but the text is best.
- 4.** 24-19.
 Here's one instance in which the usual 8-11 move would be fatal, thus: 8-11, 19-15, 10-19, 18-14, 9-18, 22-8, 4-11, 27-24, 20-27, 31-8 wins.

MOVE

5. 10-14.
This is the orthodox move here.
9-14 would also be good.
6. 18-15.
Now, if 8-11, 15-8, 4-11, 19-16, 12-19, 27-24, 20-27, 31-8, 3-12, 28-24, and White has the best game.
Or, if 6-10, 15-6, 1-10, 19-16, 12-19, 27-24, 20-27, 31-6, White wins.
7. 7-10.
Played for 28-24, 12-16, 19-12, 10-28 wins.
8. 22-17.
Now, if 3-7, 19-16, 12-19, 27-24, 20-27, 32-16, 10-19, 17-3 wins.
9. 2-7.
This looks weak—9-13 would be the better move.
10. 25-22.
26-22 would be the stronger move here, because if Black replies 9-13, then 19-16, 12-19, 27-24, 20-27, 32-16, 10-19, 17-10, 6-15, 22-17, 13-22, 25-2 wins.
11. 9-13.
Best because of the weak condition of his double corner men.
12. 27-23.
White is now ready to go 22-18, 13-22, 18-2.
13. 5-9.
Of course, he must fill up the hole on account of the threatened 22-18.
14. 32-27.
His only good move.
29-25 or 31-27 would be losers after 7-11 is played.
Now, if 1-5, 19-16, 12-19, 23-16, 10-19, 17-1.
17. 8-11, 15-8, 4-11.
Why not 7-11? For instance, 7-11, 22-18, 13-22, 26-17, 12-16, 19-12, 10-26, 30-23, 11-16, 17-10, 6-22, Black wins.
Or, if after 7-11 White plays 30-25, 11-18, 22-15, 13-22, 25-18, 12-16, 19-12, 10-19, 23-16, 14-32 wins.
20. 22-18, 13-22, 26-17.
As good as anything here.
Black now has only one good reply.

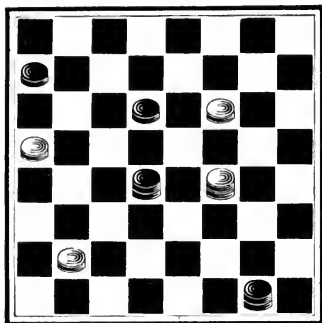
MOVE

21. 10-15.
1-5 or 3-8 would be met by 19-15.
9-13 gives up two for one.
And 11-16 would fare no better, because of 30-25, 7-11, 25-22, 10-15, 19-10, 6-15, 17-10, 15-19, 22-17, etc.
25. 19-10, 6-22, 17-10, 7-14.
Gains a man, but recovers at once by
26. 30-26.
Threatening to take the two men on 22 and 14.
27. 22-25.
Forced move.
29. 29-25, 3-7.
To save the man on 14, if White plays 22-17.
30. 23-19.
Threatens 19-16, 12-19, 27-24, 20-27, 31-8.
So Black is compelled to play
32. 11-16, 26-23.
White plays for 9-13, 19-15, 16-19, 23-16, 12-19, 15-10, 7-11, 27-24, 20-27, 31-8 wins.
33. 1-5.
Played for 19-15, then 14-18 wins.
7-10 should have been played because it compels 22-18.
34. 27-24, 20-27, 31-24.
Takes advantage of Black's weak play.
Now if 16-20, 22-17, 20-27, 17-3 wins.
35. 9-13.
14-18, 22-15, 16-20 probably best.
But Black expects 22-18, then 16-20.
37. 24-20, 7-11.
Now Black is in bad.
38. 28-24.
If he had played 22-18, 13-17, 18-9, 5-14, 23-18, 14-23, 21-14, 23-26, 19-15, 11-18, 20-11 draws.
42. 5-9, 22-18, 13-17, 19-15.
And White wins.

STUDY POSITIONS

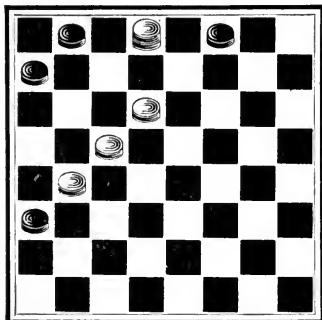
Your move—where and why?

No. 1.



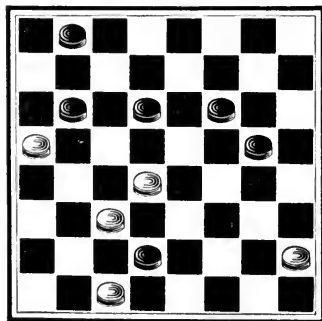
Black to play.

No. 3.



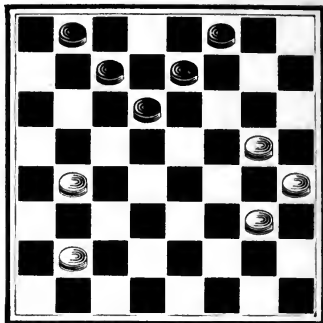
White to play.

No. 5.



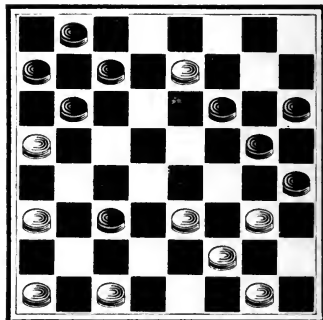
White to play.

No. 2.



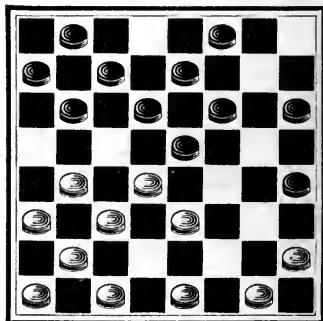
Black to play.

No. 4.



White to play.

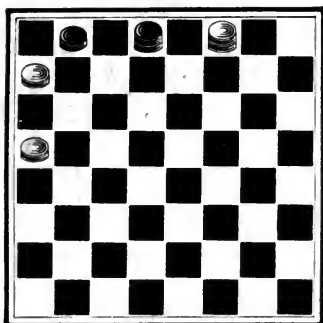
No. 6.



Black to play.

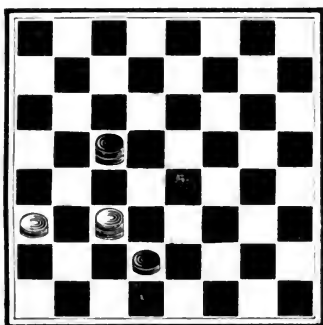
PROBLEMS

1. A. A. Sullivan



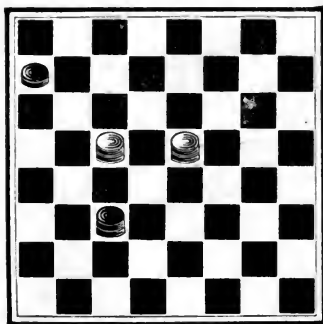
White to play and win.

3. Dr. W. M. Purcell



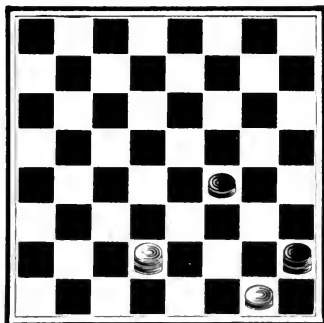
Black to play and win.

5. James Wyllie



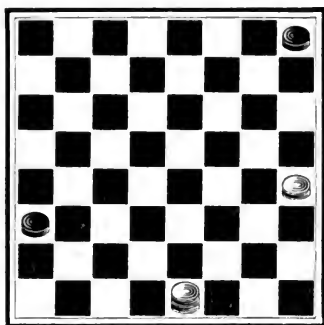
White to play and win.

2. Jos. Sturges



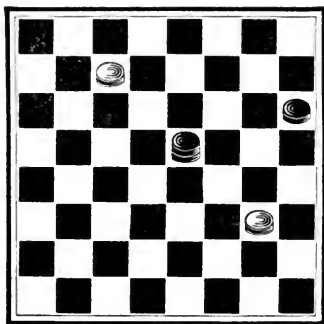
White to play and win.

4. Chas. Heffer



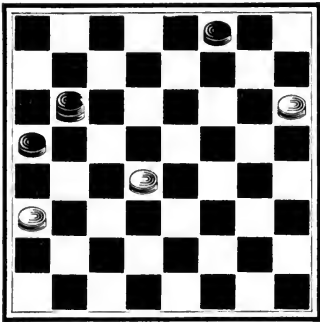
Black to play, White to win.

6. Jos. Sturges



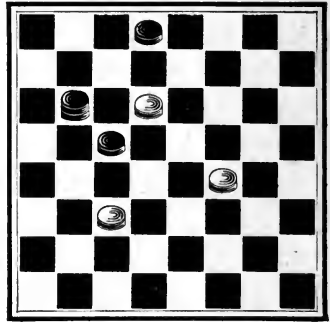
Black to play and win.

7. J. Ferrie



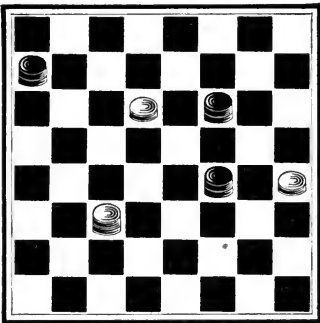
Black to play and win.

8. J. Beecot



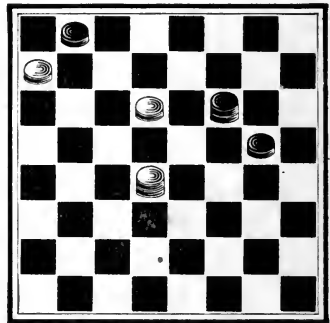
Black to play and win.

9. Dr. W. M. Purcell



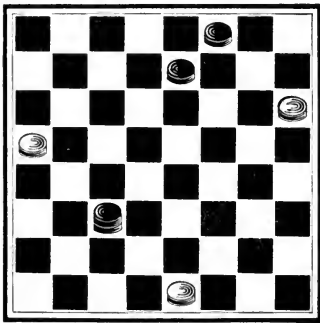
Black to play and win.

10. Dr. W. M. Purcell



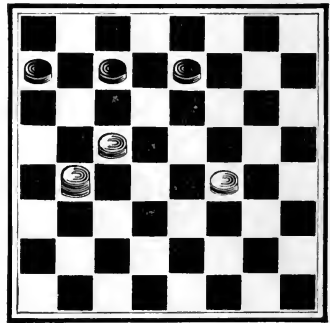
Black to play and win.

11. W. W. Walker



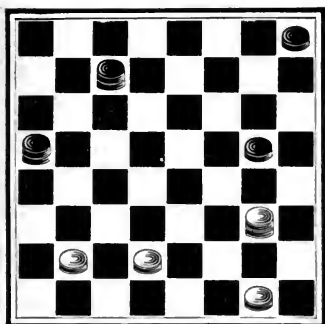
Black to play and win.

12. F. R. Wendemuth



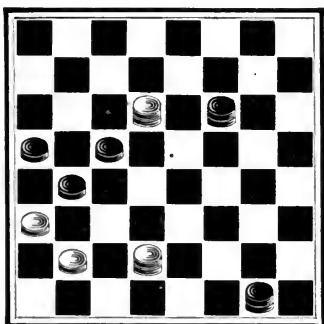
Black to play and win.

13. A. Sheean



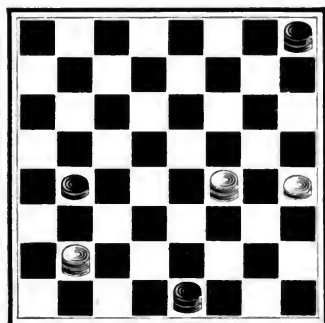
White to play, Black to draw.

14. Dr. W. M. Purcell



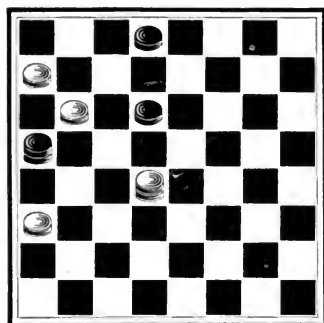
Black to play and win.

15. J. B. Chamberlin



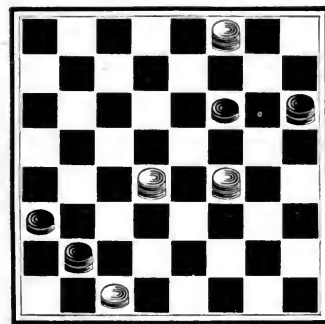
White to play and win.

16. W. Barringer



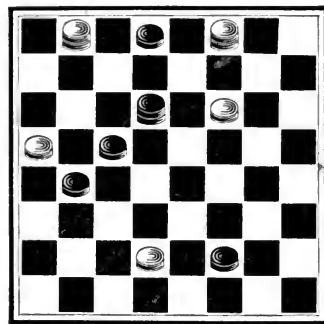
White to play and win.

17. Dr. W. M. Purcell



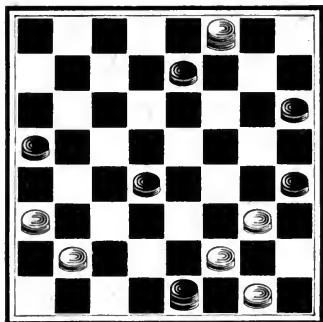
White to play and win.

18. M. J. Babcock



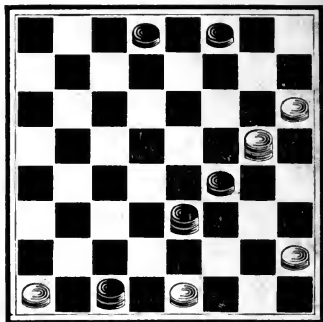
Black to play and win.

19. Dr. W. M. Purcell



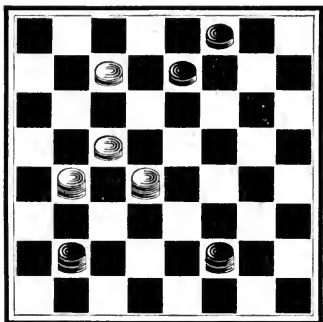
Black to play and win.

20. W. W. Walker



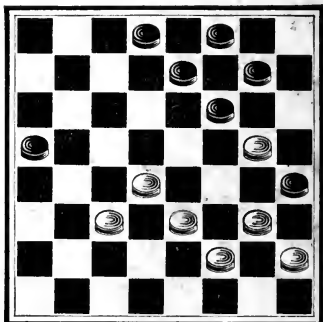
Black to play and win.

21. M. J. Babcock



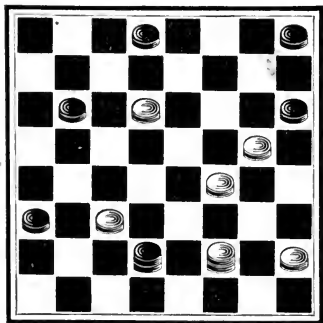
White to play and win.

22. J. T. Denvir



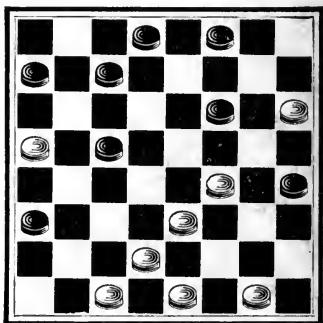
Black to play and win.

23. M. J. Babcock



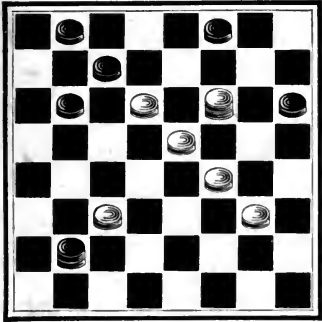
White to play and win.

24. John Rowell



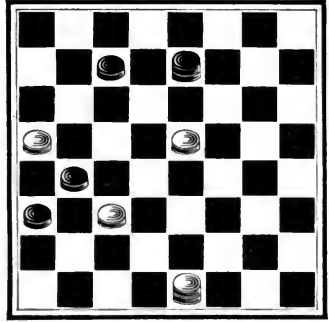
White to play and win.

25. W. W. Walker



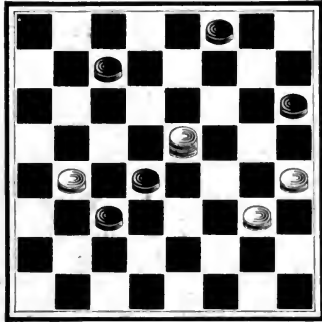
White to play and win.

26. J. Wyllie



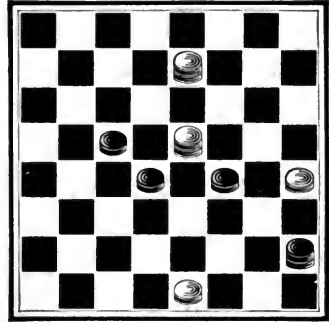
White to play and win.

27. W. W. Walker



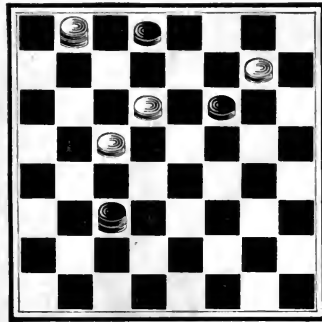
Black to play and win.

28. W. W. Walker



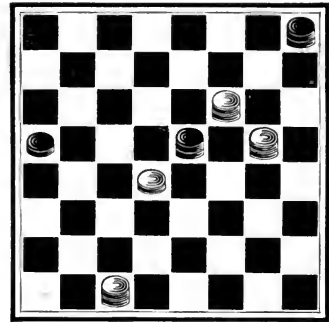
Black to play and win.

29. W. W. Walker



Black to play and draw.

30. P. M. Bradt



White to play and win.

ANALYSIS OF STUDY POSITIONS

POSITION No. 1

Black 5, 10, kings 18, 32.
White 11, 13, 25, king 19.

Black to play; the logical move here is 10-14! Now perceive that White may figure that you want 13-9 for 14-17, 9-6, 17-21, so it will be only too natural for him to play 13-9, for 14-17, 19-15, 5-14, 15-13, winning. But instead of White winning after 13-9, Black wins, thus: 18-15!, 19-17, 5-30.

POSITION No. 2

Black 1, 3, 6, 7, 10.
White 16, 17, 20, 24, 25.

Black to play; the logical move here is 10-15! For 17-14, 7-11, 16-7, 3-17 wins.

For 25-22, 15-18, 22-15, 7-11, 16-7, 3-28 wins.

For 16-11, 7-16, 20-11, 3-7, 11-2, 1-5, 2-9, 5-30 wins.

White sees his danger, and plays 16-12 to obtain a king by crowning a man on 4. He would accomplish this by 20-16, followed by 24-20 to exchange 16-11, etc. Black may think to stop this play by 7-11, but he must look further at 17-14, 1-5, 14-10, 6-9, or 17-14, 15-18, 24-19, 18-23, 25-21, 23-27, 21-17, 27-31, 19-16, 11-15, 16-11, etc., which is no better, so he plays 7-10. This at first looks like a simple attempt at 25-22, 15-18, 22-15, 10-28, but is really for 20-16, 15-18, 16-11, 3-7, 11-2, 1-5, 2-9, 5-30, and what is more natural? The way is clear, and the path inviting. White observes this also, and plays 17-13. Black now plays 10-14, apparently for 25-22, 15-18, 22-15, 6-9, 13-6, 1-28, but for 20-16, 14-17, 16-11, 17-21, 25-22, 15-18 wins.

POSITION No. 3

Black 1, 3, 5, 21.
White 10, 14, 17, king 2.

White to play; has an excellent chance to win here, so his logical play is 2-6! Then if 21-25, 6-9, 25-30, 9-13, 30-26, 10-6, 1-10, 14-7, 3-10, 17-14, 10-17, 13-31, 5-9, 31-26, 9-13, 26-22 wins.

POSITION No. 4

Black 1, 5, 6, 9, 11, 12, 16, 20, 22.
White 7, 13, 21, 23, 24, 27, 29, 30, 32.

White plays 7-3 to permit 9-14 for 23-19, 16-23, 27-2, etc. And 11-15 for 23-19, etc. Black, however, would rather have a king, so plays 22-26, so if White intends to capture the man on 11, by 3-8, he will uncover a little surprise after it, with 9-14, 8-15, 6-9, 13-6, 1-28. White plays 30-25; the reason you will

see later. Black gets his king 26-31. Now if 25-22, 31-26, 32-28, 26-17, and Black wins. White's reply, 3-7, now looks like the winning move, as Black's game here looks about as hopeless as anything could. Black plays 11-15! It don't look possible, but it is. If White now plays 23-19, then 16-23, 27-11, 20-27, 32-23, 6-10! a magnificent conception—13-6, 31-27, 7-14, 1-17, 21-14, 27-9, and Black has the advantage. White exchanges 23-18, evidence that he foresaw this emergency when he played 30-25 above. Black plays his king 30-26, for 24-19, 16-23, 18-15, 20-24, 27-18, 24-27, 32-23, 26-3. Now follows 18-15, 16-19, 32-28, 26-22, 7-11, 19-23, etc., leaving it to you.

POSITION No. 5

An end game drawn by the author against a Chicago player.

Black 1, 9, 10, 11, 16, 26.

White 13, 18, 22, 28, 30.

White to play and draw.

MOVE

1. 13-9.

Black said, "if he can wiggle out of this he's all right, take it from me!" He was willing to bet a dollar it couldn't be done. I took him up on it and started to "wiggle" out.

2. 10-15.

"Oh no, you don't get away from me like that," he said. "I'll get you, you see, as I am a man ahead."

4. 30-23, 1-10.

It sure does look dubious, but I continued to "wiggle."

6. 28-24, 16-20.

"That fixes it," he said, after making this move.

He expected 23-19, 20-27, 19-16, 11-20, 18-11 wins.

I played instead

7. 24-19.

He looked long and hard at this stage before taking the man.

9. 15-24, 23-19.

His own little red man on 20 saved the game for me.

10. 24-27.

After making this move he said, "All very clever, but it don't do you any good."

MOVE

14.

19-16, 27-31, 16-7, 31-26.

"Now you observe," said he, "that you are no better off than before."

"Maybe," says I, moving

7-2, 26-17, 2-6, 17-22, 6-15.

Draws.

POSITION No. 6

Black 1, 3, 5, 6, 7, 9, 10, 11, 12, 15, 20.

White 17, 18, 21, 22, 23, 25, 28, 29, 30, 31, 32.

Black to play.

1.

12-16.

Played for 32-27, 16-19, 23-16, 10-14, 17-10, 7-32 wins.

Or, if 30-26, the same play.

2.

17-13.

31-27 is best, but this is the way the game continued.

See variation No. 1.

3.

15-19.

If 10-14, 31-27, and it is up to Black to find the draw, if any.

See variation No. 4.

Played for 21-17, 19-26, 30-23, 9-14, 18-2, 1-6, 2-9, 5-30.

4.

32-27.

If 31-27, 19-26, 30-23, 10-15, 28-24, 3-8, 21-17, 6-10, 13-6, 15-19, 24-15, 10-26, 25-21 (if 6-2, 1-6, 2-9, 5-30), 1-10, 29-25, 26-30 (if 26-31, 32-28, 31-24, 28-3), 32-28, and Black has the best of it.

7.

19-26, 30-23, 10-15.

Played for 21-17, 3-8, 28-24, 6-10, 13-6, 15-19, etc.

8.

28-24.

If 18-14, 9-18, 23-14, 6-9, 13-6, 1-26, 31-22, 16-19, 21-17, 19-24, 28-10, 7-30. Black should win.

Playing for 7-10, 21-17, 3-8, 18-14 wins.

Or, if 7-10, 21-17, 9-14, 18-2, 1-6, 2-9, 5-30, 22-17 wins.

9.

3-8.

Now, if 21-17, 6-10, etc.

12.

22-17, 15-22, 25-18.

7-10 now, and 18-14 wins.

Or, if 6-10, 13-6, 10-15, 6-2, 15-22, 24-19, 8-12, 19-15, 11-18, 2-11 wins.

MOVE

13.

8-12.

His only move.

But if 24-19, 7-10, 17-14, 10-17, 21-14, 11-15! wins.

Or, if 29-25, 6-10, 13-6, 10-15, 25-22, 1-10 wins.

14.

18-14.

This move is the only safe one for White, but it is hard to see it. Had he played 17-14, 6-10, 13-6, 10-17, 21-14, 1-17, and Black wins.

17.

9-18, 23-14, 6-10.

Forced on account of the threatened 14-9, 5-14, 17-3.

18.

29-25.

If 13-9, 10-15, and White loses the man on 24.

19.

11-15?

1-6 looks like the best move here. but Black is too eager to play 16-19.

21.

13-9, 15-18.

Black changes his mind about going 16-19, and plays for 31-26, 18-22, 25-18, 7-11, 14-7, 5-32.

22.

9-6.

Now, if 16-19, 24-15, 10-19, 14-9! (if 6-2, 19-23!), 1-10a, 17-13, 5-14, 27-23, 19-26, 31-6, draws.

a. 5-14, 17-3, 1-10, 27-23, 18-27, 31-6 would be just too awful!

25.

10-15, 6-2, 7-11.

For the following play:

2-7, 18-23, 27-18, 15-29, Black won.

 Variation No. 1.

2.

31-27.

Now, if 9-13, 18-14, 15-19, 28-24, 19-28, 14-9, 5-14, 23-19, 16-23, 27-2, 10-15, 17-14, 15-19, 30-26, 3-8, 22-18, 8-12, 26-22, 20-24, 14-9, White wins.

See Variation No. 2.

3.

15-19.

Played for 30-26, 10-14, 17-10, 6-15, 21-17, 9-13 wins.

If 17-13, 19-26, same as trunk move 4, note at second move.

7.

18-14, 19-26, 30-23, 9-18.

MOVE

9. Now then 22-8, 3-12, and if 28-24, 16-19 wins.
10. 17-13.
Because 10-14 loses by 23-19, and 16-19, 23-16, 12-19 loses by 27-24 now.
11. 7-11.
You are right. I didn't show you everything last move, because I thought you would come 10-15; then I could have won with 13-9, 5-14a, 23-18, 14-23, 27-2.
a. If 6-13, 21-17, 13-22, 25-2 wins.
12. 23-18.
This is another very tricky move that you have to beware of.
For instance, 16-19, 27-24, 20-27, 32-7.
Or, if 5-9, 18-14, 9-18, 27-24, 20-27, 32-7 again.
So you see I have tied Black up to just one lonely move.
13. 10-15.
21-17 may look like the proper caper now, because it leaves Black with only one good reply, 6-10, but it isn't, because Black secures the "move" after the exchange of men, and White must play to get the "move" back at once, thus:
16. 28-24, 15-22, 25-18.
Black is now compelled to play
17. 6-10.
And White regains the "opposition," or "move," by
20. 18-14, 10-17, 21-14.
As 1-6 loses now by 14-9, 5-14, 24-19, 16-23, 27-2, Black must play
21. 11-15.
Now then,
14-10, 15-18, and 29-25 wins the game.

Variation No. 2.

6. If 10-14, 17-10, 7-14, 28-24.
Now, if 3-7, 22-17, 15-22, 17-3 wins.
7. 6-10.
Here 3-8 is best, as it gives White a very difficult problem to solve.
See Variation No. 3.
The text confines White to just one safe move.

MOVE

10.

22-17, 15-22, 25-18.

Now, if 9-13, 18-9, 5-14, 30-25, 13-22, 25-9 wins.

11.

3-8.

If 10-15, 17-10, 15-22, 24-19, etc.

To protect the man on 16.

24-19, 8-12, 17-13.

White wins.

Variation No. 3.

7.

3-8.

Now, if 30-26 or 32-28, 6-10 wins.

8.

21-17!

22-17, 15-22, 25-18, 8-12, and Black wins.

12.

14-21, 22-17, 15-22, 25-18.

Now what can Black do that is so worse?

If he plays 9-13, then 24-19, White wins.

If he plays 6-10, then 18-14, White wins.

If he plays 8-12, then 17-14, 9-13, 14-9, 5-14, 18-2, 13-17, 29-25, 1-5, 2-6, 11-15, 23-19, White wins.

Variation No. 4.

5.

10-14, 31-27, 15-19.

The only move that don't give up a man.

8.

30-26, 7-10, 18-15.

If 22-17, then 10-15.

10.

11-18, 22-15.

White wins.

SOLUTIONS TO PROBLEMS

No. 1

Black 1, king 2.

White 5, 13, king 3.

White to play and win.

13-9, 1-6, 3-7!, 6-13, 7-10, 13-17, 10-14, 17-22, 5-1, and as White's kings have the move on Black's kings, White wins.

No. 2

Black 19, king 28.

White 32, king 26.

White to play and win.

32-27, 28-32, 27-24!, 19-28, 26-23, 32-27, 23-32, White wins.

No. 3

Black 26, king 14.

White 21, king 22.

Black to play and win.

MOVE

1.

26-31.

If 26-30, 22-17, 14-9, 17-22, 9-13, 22-18 draws.

3.

22-17, 14-9.

14-18 would lose time, as 17-13 would make it necessary to move the king back on 14.

4.

17-13.

If 17-22, 31-27, 22-18, 9-13, 18-22, 27-23, 21-17, 13-9, 17-13, 9-6, 22-17, 23-18, 17-21, 18-14, 21-25, 6-10, 25-22, 10-15, Black wins.

6.

9-5, 13-17.

If 21-17, 31-26, 17-14, 26-22, 14-10, 22-18, 10-6, 5-1, 6-2, 18-14, Black wins.

7.

31-27.

Only move to win. If 31-26, then White gets the "move" by 17-22, etc., and draws.

8.

17-14.

If 17-22, 27-23, 22-17, 23-18, 17-13, 5-1, 13-9, 18-22, 9-5, 1-6, 5-1, 6-10, 1-5, 10-14, 5-1, 22-17, Black wins.

10.

27-23, 21-17.

If 14-10, 5-9, 10-15, 9-6, 21-17, 6-9, 17-13, 9-6, 15-11, 23-18, 11-7, 18-14, Black wins.

12.

23-19, 14-18.

If 17-13, 19-15, 13-9, 15-10, Black wins.

If 14-10, 5-9, 17-13, 9-5, 10-14, 19-15, 14-17, 15-10, 17-22, 10-14, Black wins.

16.

5-9, 17-13, 9-5, 18-14.

If 18-22, 19-15, 22-26, 15-18.

MOVE

25. 19-15, 14-17, 15-10, 17-21, 10-14, 21-25, 5-1, 25-21, 1-6, Black wins.

No. 4

Black 4, 21.

White 20, king 31.

Black to move—White to win.

2. 4-8, 20-16.
If 31-26, 8-11, 26-22, 11-15, draws.
3. 8-12.
If 21-25, 31-27, 25-30, 27-23, 30-25, 23-19, 8-12, 16-11, 25-22, 11-7, 22-26, 7-2, 26-31, 19-23, 12-16, 2-7, 16-20, 23-19, 31-27, 7-10, White wins.
8. 16-11, 12-16, 11-7, 16-20, 31-27.
To prevent the man on 20 from crowning is the key to the win.
12. 21-25, 7-2, 25-30, 2-7.
Timed to be on 15, if the black king returns to 22, forcing a retreat.
15. 30-26, 7-10, 26-31.
Now, if 27-23, 20-24, 23-27, 24-28, 27-32, 31-26, draws.
16. 27-32.
Played for 20-24, 32-28, 24-27, 28-32 wins.
20. 31-26, 32-28, 26-23, 10-14.
10-15, and Black gets the move and draws.
24. 23-19, 14-18, 19-16, 18-23.
And the ending is the same as problem No. 3.
White wins.

No. 5

Black 5, king 22.

White, kings 14, 15.

White to play and win.

3. 15-10, 22-26, 14-18.
Black tries to get into the double corner, but White prevents that.
6. 5-9, 10-15, 26-31.
Black makes another dash for the double corner, as he doesn't want his man held on 13.

7. 18-23.

To prevent 31-27, and hold the king until he can move his king on 15 to 28 in order to secure the "move."

10. 9-13, 15-19, 13-17.

If White fails to exchange and get the "move," Black draws.

15. 19-24, 17-22, 24-28, 22-25, 23-27.

White wins.

No. 6

Black 12, king 15.

White 6, 24.

Black to play and win.

1. 12-16.

Threatening 16-20, which compels White to play

2. 24-20.

To save his man—now, then,

5. 15-10, 20-11, 10-1.

And as the black king has the "move" on the white man, Black wins.

No. 7

Black 3, 13, king 9.

White 12, 18, 21.

Black to play and win.

1. 9-5.

Played for 18-15, 3-7, 12-8, 5-1, 8-3, 7-10, 15-6, 1-10, 3-8, 10-15, 8-3, 15-11 wins.

2. 18-14.

Seeing that 18-15 loses, and as this is his only active man, is compelled to play the text move.

3. 13-17.

Black may not be able to see a win by this move, but he does see that 5-1, 14-10, 1-5, 10-6, 5-9, 6-2, 9-14, 2-6 draws.

4. 14-10.

As simple and obvious as can be.

MOVE

5. 17-22.

Now, White has the choice of two moves.

He observes that in two more moves Black will have two kings, a superior force, unless he can also secure two kings to equalize. So first he analyzes 21-17, 5-9, 17-13, 9-5, 10-6, 5-1, 6-2, 22-26, 13-9, 1-5, 9-6, 5-1, and seeing that it loses, plays

6. 10-6.

Which is a forced move in checker phraseology.

7. 5-9.

While he can, he forces the man on 6, gains a move, and holds the man on 21 to maintain his superiority of two kings.

He also sees that if 22-26 here, 21-17, 26-30, 17-14, 30-26, 6-1, 26-22, 14-10, and White draws.

8. 6-2.

Better than 6-1, as Black may not have a well-defined idea as to what he should do.

Now if 22-26, 21-17 draws.

9. 9-14.

Clinches the grip on White, and prevents him from securing another king.

10. 2-6.

The white king can do no more than move into the double corner.

11. 22-26.

To crown and return to the zone of action, thus:

19. 6-1, 26-31, 1-5, 31-26, 5-1, 26-22, 1-6, 22-18.

If 22-17, 6-9 draws at once.

20. 6-1.

If 6-2, 14-9, 21-17, 9-13 wins.

21. 18-15.

Going around to do battle with the white king.

23. 1-6, 15-11.

14-10 here, and 6-9 would draw.

24. 6-1.

If 6-2, 14-9, 21-17, 11-15, 17-13, 15-10, 13-6, 10-1 wins.

MOVE

25.

11-7.

To get on square 2 in order to force an exchange, securing the "move."

29.

1-6, 7-2, 6-1, 14-10.

Now, if 1-5, 2-6, 5-1, 10-7, 1-10, 7-14 wins.

30.

1-5.

If 21-17, 2-7, 1-5 (if 17-13, 10-6 wins), 10-6, 5-1 (if 17-13, 7-10, 5-9, 6-1 wins), 6-9, 1-5, 9-13, 17-14, 13-9 wins.

32.

2-6, 21-17.

If 5-1, Black would back up 10-7.

10-7, 17-13, 7-10, 5-9, 6-1, 9-6, 10-14, 6-2, 14-18, 13-9, 1-5 wins.

No. 8

Black 2, 14, king 9.

White 10, 19, 22.

Black to play and win.

9-5, 19-16, 5-1, 16-11, 2-6, 10-7, 14-17, 22-13, 6-9, 13-6, 1-3 wins.

No. 9

Black, kings 5, 11, 19.

White 10, 20, king 22.

Black to play and win.

2.

11-15, 10-6.

If 10-7, 19-23, 22-17, 23-18, 17-13, 18-22, 7-2, 15-10, 20-16, 10-6 secures the "move" and wins.

4.

5-9, 6-2.

If 6-1, 9-6 wins.

6.

15-10, 22-18.

If 22-17, or 22-26, 9-5, followed by 10-6, wins.

7.

19-24.

To prevent the threatened 18-15.

8.

18-23.

If 20-16, 9-5 forces 18-22, then 10-6 wins.

10.

9-5, 23-26.

Compelled because if 20-16, 24-19 wins, and if 23-18, 10-6, 2-9, 5-23 wins.

MOVE

11.

24-19.

Now if 26-30, or 26-22, 10-6 wins.

26-31, 19-23, 20-16.

Now Black exchanges 10-6, 2-9, 5-14, and he has the move on the white man on 16.

Black wins.

No. 10

Black 1, 16, king 11.

White 5, 10, king 18.

Black to play and win.

1.

16-19.

Forces 18-22, as 18-14 would lose at once by 11-15, 10-7, 15-10.

4.

18-22, 19-23, 22-17.

White must save the man on 10 by going to square 2, so he can move 10-7.

10.

23-26, 17-13, 26-30, 13-9, 30-26, 9-6.

This is now the psychological moment for Black.

He must get his king on square 3 in order to stop White from crowning the man on 10.

11.

11-8.

Because White is unable to move the man on 10.

12.

6-9.

6-2 of no use now, as he can't crown his man.

17.

8-3, 9-14, 26-22, 14-9, 22-18.

Corrects Wardell's problem No. 102, Lyman's Variation 1, at the fourth move, where 22-17 allows a draw by 10-7, 3-10, 9-14.

18.

9-6.

Played for 18-14 or 18-15, then 6-2 draws.

22.

3-8, 6-2, 18-14, 2-7.

If 10-7, 8-3.

23.

14-9.

This move seals White's fate.

If 7-3, 8-11. If 7-2, 8-3, 2-7, 9-6 wins.

No. 11

Black 3, 7, king 22.

White 12, 13, 31.

Black to play and win.

MOVE

1. 22-17.

Played for 13-9, 3-8, 12-3, 17-13, 3-10, 13-15, 31-27, 15-19 wins.

6. 31-27, 17-14, 27-24, 14-17, 24-20.

If 24-19, 7-11, 13-9, 17-14, 9-5, 14-10, 5-1, 11-16.

11. 17-14, 20-16, 14-17, 13-9, 3-8.

And after 12-3, 17-13, 3-10, 13-15, White goes 16-12, and 15-11 wins.

No. 12

Black 5, 6, 7.

White 14, 19, king 17.

Black to play and win.

1. 6-9.

If 7-11, 17-13, White wins.

If 6-10, 17-21, 10-17, 21-14, 7-11, 19-15, 11-18, 14-23, 5-9, 23-18, 9-13, 18-14, White wins.

6. 19-16, 9-18, 17-14, 18-23, 14-18.

To go to 15 and capture the man on 7.

7. 23-26!

23-27 and White would escape—this man must go around to 21 in order to secure the "move," as you will see later.

12. 18-15, 26-30, 16-12, 30-25, 12-8.

This lets Black play 7-11, but White stops it there with 15-19.

17. 7-11, 15-19, 5-9, 8-4, 25-21.

Now ready for the finishing touch.

23. 4-8, 11-15, 19-10, 5-14, 10-17, 21-14.

That gets the "move" on the white king, and wins.

No. 13

Black 4, 16, kings 6, 13.

White 25, 26, 32, king 24.

White to play, Black to draw.

MOVE

1. 24-20.
To force the man on to 19 and capture it.
2. 13-17.
If 16-19, 25-22, 4-8, 32-28, 8-11, 22-18, 6-10, 20-24, 10-15, 18-14, 11-16, 24-20, 15-11, 14-10, 13-9, 10-7, White wins.
7. 20-11, 17-21, 25-22, 21-25, 22-18.
Black makes an attempt to capture one of the white men.
11. 25-30, 26-23, 30-26, 32-27.
And finally succeeds.
14. 26-19, 18-14, 4-8!
This secures the draw.
6-1 and 14-10, 1-5, 10-6, 5-9, 6-2, 9-14, 2-7, 4-8, 11-4, 14-18, 7-11, 18-22, 4-8, White wins.
17. 11-4, 19-15, 27-23.
Gets an even break if 15-18 by 14-9.
18. 6-1!
If 6-2, 14-9 wins.
23. 14-9, 15-11, 23-19, 11-7, 4-8.
Black intends to capture the man on 9 by 7-2, followed by 1-5. White plays 4-8 here in order to win, thus: 7-2, 8-3, 1-5, 19-15, 5-14, 15-10, 14-7, 3-10.
30. 7-2, 8-3, 1-6, 9-5, 6-1, 19-15, 2-6.

*Draws.***No. 14**

Black 13, 14, 17, kings 11, 32.

White 21, 25, kings 10, 26.

Black to play and win.

1. 32-28.
Now, if 25-22, 11-16, 10-6, 14-18, 22-15, 16-19.
2. 26-31.
Designed for 25-22, 17-26, 31-22, capturing the man on 14.

MOVE

3.

11-16.

Now, if 25-22, 17-26, 31-22, 14-18, 22-15, 16-19, 15-24, 28-19, Black wins by first position.

4.

10-15.

Should Black exchange 16-19, 15-24, 28-19, now 31-27, 19-15, 27-23, 15-18, 23-26 draws.

8.

28-24, 31-26, 16-19, 15-10.

All done to crowd White's kings back, as White was trying to get them together.

9.

24-28.

Now, if 26-31, 19-24, 31-26, 14-18, 21-14, 18-23, 26-19, 24-6 wins.

10.

10-6.

If 25-22, 19-23, 26-19, 17-26, 10-17, 13-22 wins.

12.

19-15, 25-22.

If 26-31, 15-18, 6-10, 28-24, 31-26, 17-22, 10-17, 22-31, 17-22, 18-23 wins.

16.

14-18, 21-14, 18-25, 26-22.

To equalize by holding the man and king with the king on 22.

19.

25-30, 14-9, 15-19.

The objective of this move is to force the king off of 22, also to allow the king on 6 to follow him to 15 for 30-26, 22-31, 24-27, 31-24, 28-10.

25.

6-10, 19-24, 9-6, 24-27, 6-2, 28-24.

Ready for 10-15, 30-26, 22-31, 24-28, 31-24, 28-10.

29.

10-14, 27-31, 2-6, 30-26.

Played for 14-17, 31-27, 22-31, 13-22.

32.

22-18, 24-27, 18-15.

Black will try for exchanges to reduce forces, while White will try to avoid same.

37.

27-23, 6-1, 26-22, 1-5, 31-27.

Now, if 14-17, 23-18.

MOVE

44. 5-1, 27-24, 1-5, 24-28, 15-10, 22-18, 14-9.
White has maneuvered his kings into this position in order to draw here by 9-14 if 13-17 is played.
47. 28-32, 10-7, 32-27.
White plays for 13-17, 9-14, and Black plays for 7-10, 18-14, 10-17, 13-22.
52. 9-6, 18-14, 7-11, 23-18, 5-1.
White is trying to make more trouble for Black by getting a king down into the lower double corner.
57. 27-23, 6-2, 13-17, 1-6, 17-22.
Now if 11-16, 14-10.
60. 11-7, 22-26, 7-3.
If 6-1, 14-10. If 6-10, 18-22.
White plays for 15-11, 6-10, 14-7, 2-27.
65. 26-31, 3-8, 31-27, 8-11, 23-19.
White has played 8-11 to stop 18-15, which Black intended to play.
70. 11-7, 19-15, 6-1, 27-23, 1-6.
The massed formation White here maintains is the hardest to beat.
74. 23-26, 6-1, 26-22, 7-3.
If White had again moved 1-6 here, Black would have finished him off with 15-11, 7-16, 14-10, 6-15, 18-20.
78. 15-10, 2-7, 18-15, 7-2.
If 1-5, 14-9.
83. 22-18, 2-6, 18-23, 6-2, 23-19.
To beat three kings with four is the hardest job on the checker board, hence the student will study with care every trick and device that is shown.
87. 2-7, 19-16, 7-2, 16-12.
Now, if 2-7, 12-8, 3-12, 10-3.
91. 2-6, 14-17, 6-2, 17-13.
Prepared for 1-5, 10-6, and for 2-7, 10-14, 7-10, 15-6, 1-17, 13-22. Or, if 2-7, 10-14, 1-6, 15-11.

160
MOVE
96.

“INSIDE” CHECKERS

2-7, 10-14, 7-2, 14-9, 1-6.

If 1-5, 9-6, If 2-7 or 3-7, 15-11.

99.

9-5, 6-1, 15-10.

Without a knowledge of the stratagem Black is now prepared to force you never could terminate the game.

100.

2-6.

If 2-7, 13-9 does it.

But now what are you going to do?

If 10-14 or 10-15, 9-6 draws.

No. 15

Black 17, kings 4, 31.

White 20, kings 19, 25.

White to play and win.

3.

25-21, 17-22, 19-23.

Played for 4-8, 20-16, 8-3, 16-11 wins.

7.

4-8, 20-16, 8-12, 16-11.

All that Black can do now will be to bring his king down to 32 and force the king off of 19.

10.

12-16, 11-7, 16-20.

If 16-11, 7-3, 11-15, 3-7 wins.

14.

7-3, 20-24, 7-3, 24-28.

All Black can do, but he gets there just one move too late.

19.

7-10, 28-32, 10-14, 31-27, 14-18.

White wins.

No. 16

Black 2, 10, king 13.

White 5, 9, 21, king 18.

White to play and win.

3.

5-1, 13-6, 18-23.

Because 18-14, 10-17, 21-14, 6-10, 14-7, 2-11 draws.

If 21-17, 10-14 draws.

6.

2-7, 21-17, 6-9.

If 6-2, 23-19, 7-11, 17-13, 10-14, 1-6 wins.

If 7-11, 17-14, 10-17, 1-10, 11-16, 10-14, 17-21, 14-18, 16-20, 23-27, 21-25, 18-23, 25-30, 27-24 wins.

- MOVE**
8. 17-13, 9-6.
 If 9-14, 23-19, 14-18, 13-9, 10-14, 9-6, 7-10, 6-2, 14-17, 2-7, 10-14, 7-10, 18-22, 1-5, 14-18, 10-14 wins.
- 12.** 23-19, 7-11, 1-5, 6-2.
 If 11-15, 19-16, 15-18, 5-9, 6-2, 16-11, 18-23, 9-5, 10-14, 13-9, 14-18, 11-15 wins.
- 17.** 5-9, 2-7, 9-6, 11-15, 19-16.
 This move forces the king back on 2, and gets rid of him.
- 22.** 7-2, 16-11, 2-9, 13-6, 15-19.
 Bids fair to escape, but it lets the king go through to 18, then the man on 6 crowns and captures the man on 10.
White wins.

No. 17

Black 11, 21, kings 12, 25.

White 30, kings 3, 18, 19.

White to play and win.

- 1.** 19-24.
 19-15, 25-22, 18-25, 11-18 draws.
 Played for 12-16, 24-20, 16-19, 18-23, 19-26, 30-23, 11-15, 3-7, 25-22, 7-10 wins.
- 2.** 12-16.
 If 11-16, see Variation No. 1.
- 4.** 24-20, 16-12.
 Now, if 3-7, 25-29, 7-16, 12-19, 22-25, 19-15 draws.
- 5.** 30-26!
 The essential move to win.
 18-23 and 11-15 draws.
- 6.** 25-30.
 If 12-16, 26-23, 25-30, 18-22, 16-12, 23-19 wins.
- 8.** 26-23, 30-25.
 If 12-16, 18-22, 21-25, 22-29, 30-26, 3-8, 26-19, 8-24.
 If 21-25, 23-19, 30-26a, 19-16, 12-19, 18-23 wins.
 a. 25-29, 19-15, that's why he plays 30-26, so he can go 26-22 if 19-15.

MOVE

10.

23-19, 25-22.

Done to prevent 19-15.

14.

18-25, 21-30, 3-7, 30-26.

It's the best he can do—to hold out for a slip.

18.

7-16, 26-23, 20-24, 23-18.

If 12-8, 16-20, 23-16, 20-4.

20.

16-11, 18-23.

And now what to do?

Why did White play 16-11?

 Variation No. 1.

4.

11-16, 24-20, 16-19, 3-7.

To capture the man on 19.

5.

12-8.

Now, if White attempts to capture the man by 7-10, then 8-11, 10-15, 25-22 draws.

9.

7-10, 8-11, 10-14, 11-7.

If 11-8, 30-26, 25-30, 20-16 wins.

11.

30-26, 7-2.

If 7-3, 18-15, 25-30, 15-24, 30-23, 24-19, 23-16, 20-11, 21-25, 14-18, 25-30, 18-22 wins.

15.

14-10, 25-30, 18-23, 21-25.

White takes 23-16, and after Black takes 30-23, White secures the "move" on the man on 25, and wins.

No. 18

Black 2, 14, 17, 27, king 10.

White 11, 13, 26, kings 1, 3.

Black to play and win.

27-31, 26-23, 31-26, 23-19, 10-7, 3-10, 17-22, 10-17, 2-6, 1-10, 26-30, 17-26, 30-14, Black wins.

No. 19

Black 7, 12, 13, 18, 20, king 31.

White 21, 24, 25, 27, 32, king 3.

Black to play and win.

MOVE

1. 7-10.

7-11 in hopes of getting 3-8 draws, thus: 7-11, 32-28x, 11-15a, 3-7, 12-16, 7-10, 16-19, 10-14, 19-23, 14-10, 23-32, 10-19, 20-27, 19-24! (if 19-23, 31-26, 23-30, 27-31, Black wins), 18-23, 25-22.

a. 31-26, 25-22, 18-25, 27-23, 20-27, 3-8, 26-19, 8-31, 25-30, 28-24, 30-25, 31-26, 12-16, 26-23, 16-20, 23-27, 25-22, 27-32, 20-27, 32-23, 13-17, 21-14, 22-18 draws.

x. If 3-8, 18-23, 11-15, 31-26, 27-18, 20-27, 32-23, 26-10.

5. 3-7, 10-14, 7-11, 13-17.

If Black had played 31-26, 11-7, 26-22, 24-19, 22-29, 7-10, 13-17s, 10-15, 18-22, 15-18, 14-23, 27-18 draws.

s. 29-25, 10-17, 13-22, 27-24, 20-27, 32-14 draws.

6. 32-28.

11-15 here forms a separate problem in itself worthy of a variation. See Variation No. 1.

Waiting for 17-22, then 11-15.

7. 17-22.

31-26 here and 11-15 forces 17-22, and White wins.

8. 11-15.

Just to "swap" even.

10. 22-29, 15-22.

On a bet now, wouldn't you pick White for the winner?

If Black plays his only free move, 12-16, then 22-17, 14-18, 17-14, 18-22, 14-10, 29-25, 10-7, 22-26, 7-11, 25-22, 11-8, 22-18, 8-12, 16-19, 24-15, 18-11, 12-16, 31-27, 28-19, 11-7, 19-15, 20-24, and if White don't bite on this last stratagem, he has a clean-cut draw at least.

Black's last move sets a tricky snare. White has a chance to back up on 20 with his king in order to push the man off of 24, and remove Black's king by 15-11. If he does this Black is prepared to win by playing 26-31, 20-27, 31-24, 21-17, 24-19.

But to get back to move 10. The contract calls for a Black win. And it looks like it will take the combined intellects of Napoleon, Sherlock Holmes, and myself to fill the order.

12. 29-25, 22-29.

That's the explanation—done to get the white king out of the way.

MOVE

13. 12-16.

Played for effect, and because he has time to stop the white king at 25 next move.

14. 29-25.

If 27-23, 20-27, 28-24, 16-20, 24-19, 31-26 wins.

17. 31-26, 25-30, 26-22.

All of which compels White to play

27-23, 20-27, 28-24, 16-20, 24-19, 27-32, 19-16, 32-27, 23-19, 27-23, Black wins.

Variation No. 1.

6. At move 6 play 11-15, which is an attempt to compel 17-22; then White plays 27-23, 20-27, 23-19, 22-29, 15-22, 29-25, 22-29, 31-26, 32-23, 26-22, 19-15, 22-26, 23-19, 26-23, 29-25, 23-16, 25-22, 14-18, 22-17 draws with the position identical on both sides.

13. 18-23, 27-9, 20-27, 32-23, 31-26, 21-14, 26-17.

Completes a very nice stroke and sets up a four-piece problem that abounds in nice finishes.

Two variations are here elucidated for the edification of the student.

14. 9-6.

The avoidance of "first position" will be the main object of White, hence he will seek the center of the board in preference to the double corner refuge.

The text move as a choice is best here because if 17-21 at any time 25-22 draws.

15. 12-16.

It is always essential in situations of this kind to secure two kings, viz., a superior force, against the one king and the man, in order to win.

16. 6-2.

White is now prepared to attempt the rescue of his man on 25.

18. 16-19, 2-7.

2-6 is based on a different theory, and is treated of in Variation No. 2. Both are attempts to draw by avoiding "first position."

MOVE

19. 19-23.

You might prefer 17-14 on account of the chance to win if 25-22 is played after it. 25-22, 19-24, 7-11, 24-27, 11-16, 27-31, 16-19, 31-26 wins. Theoretically, 17-14 loses time.

20. 7-10.

Played in order to push the black king aside if 23-26, with 25-22 and draw. If the black king is moved 25-22 draws.

21. 23-27.

Black must watch his step here.

22. 25-21.

A surprise attack. Having lead Black to believe this move would not be made until forced, White makes the play suddenly for 17-22, then 10-14, 22-17, but it's too late now—14-9, 17-22, 9-13, 27-31, 21-17 draws.

23. 17-13.

The correct move in a crisis. Many bright players have failed to score in this situation.

24. 10-15.

The white king has the edge on the man on 27 now, and will reach 22 in time to play 21-17 without interference.

25. 27-31.

The student will, or should, have observed that Black has the move.

26. 15-18.

Now, if 31-26, 18-22, 26-17, 21-14 draws.

27. 31-27.

18-15 or 18-14 now, and 27-23 drives the white king off of the double corner diagonals.

29. 18-22, 27-23.

Now, if 22-25, 23-18, 25-30, 18-22, 21-17, 22-18 wins.

31. 21-17, 23-19.

Black goes to 15 to stop the advance of the white man.

33. 17-14, 19-15.

Black can now compel the issue: 22-26, 15-18, 14-10, 13-9, 10-7, 9-14, Black wins.

Variation No. 2.

MOVE

18. At move 18 of Variation No. 1, play 2-6.

In this variation the win is as difficult to carry into effect. Here White plans to draw by the same play as in Variation No. 1, 6-10 followed by 25-21, but Black immediately replies with

19. 17-14.

His object being "first position."

20. 6-2.

To avoid "first position."

21. 14-10.

Black compels 25-21, or 25-22, which loses at once, thus: 25-22, 10-14, 2-7, 19-24, 7-11, 24-27, 11-16, 27-31, 16-19, 31-26 wins.

23. 25-21, 10-14.

If 19-23, 21-17 draws.

24. 2-7.

2-6 into the double corner would be "first position." White will attempt to get his king into his own double corner and draw.

29. 19-23, 7-11, 23-26, 11-15, 26-31.

26-30 and 15-19 draw.

31. 15-19, 31-27.

This move blocks the attempt and forces the white king to retreat.

32. 19-15.

To straddle with 15-18, if 27-23, and win.

35. 27-24, 15-11, 24-19.

Black wins.

No. 20

Black 2, 3, 19, kings 23, 30.

White 12, 28, 29, 31, king 16.

Black to play and win.

23-26, 31-22, 30-25, 16-23, 25-27, 29-25, 2-7, 25-22, 27-23, 28-24, 23-26, 22-17a, 26-22, 17-14, 22-17, 14-9, 3-8, 12-3, 17-13, 3-10, 13-15.

a. 22-18, 3-8, 12-3, 26-23, 3-10, 23-7, 24-20, 7-11 wins.

No. 21

Black 3, 7, kings 25, 27.

White 6, 14, kings 17, 18.

White to play and win.

17-21, 25-30, 6-2, 7-11, 18-15, 11-18, 2-7, 3-17, 21-32, 30-26, 32-27 wins.

No. 22

Black 2, 3, 7, 8, 11, 13, 20.

White 16, 18, 22, 23, 24, 27, 28.

Black to play and win.

8-12, 23-19, 3-8, 18-14, 7-10, 14-7, 11-15, 19-10, 12-19, 24-15, 2-25 wins.

No. 23

Black 2, 4, 9, 12, 21, king 26.

White 10, 16, 19, 22, 28, king 27.

White to play and win.

27-24, 26-17, 19-15, 12-19, 10-7, 2-18, 24-6, 21-25, 6-10, 25-30, 10-15, 30-26, 15-18, 4-8, 28-24, White wins.

No. 24

Black 2, 3, 5, 6, 11, 14, 20, 21.

White 12, 13, 19, 23, 26, 30, 31, 32.

White to play and win.

12-8, 3-12, 19-16, 12-19, 23-7, 2-11, 30-25, 21-30, 31-27, 30-23, 27-2, 11-15, 2-6, 15-18, 6-10, 18-23a, 32-28, 23-27, 13-9, 5-14, 10-17, 27-31, 17-22, 31-27, 22-18 wins.

a. 20-24, 10-15, 18-22, 15-19, 24-28, 19-23, 22-25, 23-26, 25-30, 26-22 wins.

No. 25

Black 1, 3, 6, 9, 12, king 25.

White 10, 15, 19, 22, 24, king 11.

White to play and win.

MOVE

7.

24-20, 25-18, 10-7, 3-10, 11-16, 18-11, 16-5.

The finish of the stroke leaves a position in which it will take fifty-seven moves to complete the win.

12.

6-10, 5-9, 1-5, 9-13, 10-14.

These, as you see, are all forced moves.

18.

19-15, 14-18, 13-17, 18-23, 17-14, 23-27.

Detail in which White forces all of Black's moves.

25.

15-10, 27-31, 10-6, 31-27, 6-2, 27-23, 2-6.

Again all detail.

MOVE

31.

23-19, 6-10, 19-24, 10-15, 24-28, 15-19.

Now, "first position."

White wins.

No. 26

Black 6, 17, 21, king 7.

White 13, 15, 22, king 31.

White to play and win.

13-9, 6-13, 31-26, 7-2, 15-10, 21-25, 26-31, 17-26, 31-29,
13-17, 29-25, 17-21, 25-22 wins.

No. 27

Black 3, 6, 12, 18, 22.

White 17, 20, 24, king 15.

Black to play and win.

18-23, 15-18, 23-26, 18-25, 12-16, 20-11, 3-7, 11-2, 26-30,
2-9, 30-5, 24-19, 5-1, 19-15, 1-6 wins.

No. 28

Black 14, 18, 19, king 28.

White 20, 31, kings 7, 15.

Black to play and win.

19-23, 15-22, 14-18, 22-15, 23-27, 31-24, 28-3 wins.

No. 29

Black 2, 11, king 22.

White 8, 10, 14, king 1.

Black to play and draw.

2-6, 10-7, 22-17, 1-10, 11-15, 10-19, 17-12 draws.

No. 30

Black 13, kings 4, 15.

White 18, kings 11, 16, 30.

White to play and win.

1. 16-12.
To save his king on square 11.

2. 15-22.
Black's king must take the man, or lose at once.

3. 11-15.
Restricts Black's zone of operation to the single square
17.

- MOVE
4. 13-17.
Because 22-17 loses at once by 15-18, 17-21, 18-14, 13-17, 30-26, 21-25, 14-30.
5. 12-16.
Because 15-10 would release the black king on 22.
Played for 17-21, 16-11, 22-17a, 15-10, 17-13, 10-6, 13-17, 30-26, 21-25, 26-30, 17-21, 6-10 wins.
a. 22-25, then 15-18 wins.
6. 4-8.
This king will try to escape into the double corner.
7. 16-19.
Playing for 8-3, 19-23, 3-7, 23-18, 7-11, or 7-10, it don't make any difference in the result, as Black will lose the king on 22 any way, 18-25, 11-18, 25-22, 18-25, 30-14 wins.
10. 8-3, 19-23, 22-26.
If 17-21, 23-18, 22-17, 15-11, 17-13, 18-14, 13-17, 14-10, 17-22, 10-6, 22-18, 30-26, 18-14, 26-22 wins.
11. 23-18.
Played for 26-31, 15-11, 31-27, 18-22, 17-26, 30-32 wins.
15. 26-31, 15-11, 17-21, 18-23.
Now, if 31-26, 23-19, 26-31, 19-24 wins.
19. 31-26, 23-19, 26-22, 19-15.
Now, if 22-25, 15-18, 25-29, 18-22 wins.
23. 22-17, 15-10, 17-22, 10-6.
If Black now goes 22-25, 30-26, 25-29, 6-9, 29-25, 9-14, 25-29, 14-18, 29-25, 26-30 wins.
26. 22-17, 30-26, 21-25.
If 17-14, then 26-22 wins.
28. 26-30, 17-21.
If 25-29, 6-10, 17-21, or 22, then 10-14.
31. 6-10, 25-29, 10-14.
White wins.

APPENDIX

- Game No. 1, at move 5.
- MOVE 11. After 24-20, 9-13, 20-11, 8-22, 26-17, 13-22, White will play
12. 30-26.
To regain the man.
Better than 30-25, because White would reply 22-26.
13. 5-9.
Better than 22-25, as you will soon see.
15. 26-17, 9-13.
Forces 17-14.
19. 17-14, 10-17, 21-14, 6-10.
Now 14-9, then 1-5, and Black wins the man.
-
- Game No. 2, move 32.
If Black plays 11-15 after 14-10, continue with
38. 23-19, 16-23, 27-11, 20-27, 30-23.
More of a chance to win the man on 27 by this take.
39. 2-6.
If 31-26, 10-7, 26-19, 32-16 wins.
Forced move, because White threatens 23-19, followed by the capture of the man on 27.
41. 10-7, 6-10.
Now, if 23-19, 10-14, 32-23, 31-27, and Black captures the man on 23.
42. 7-2.
Ready for 31-26, 2-6, 26-19, 6-31.
43. 10-15.
Black plays for 11-8, 15-19, 23-16, 31-26, 32-23, 26-3 wins.
44. 2-7.
Better than 11-7, because it gives one more chance to win after.

MOVE

49.

15-19, 23-16, 31-26, 32-23, 26-12.

Now White plays

50.

7-10.

And, if 12-16, 11-7, 16-11, 7-2, 11-16, 10-15, White wins.

Game No. 3, at move 48.

After 25-22, 6-9, 14-17, 9-13, a critic says, "But suppose Black continues 3-7, you have to play 19-15, then Black replies 22-18, captures the white king, and should win, I think."

The author suggests that after 3-7, play 30-26, 22-31, 13-22; now, if 7-11, or 7-10, or 5-9, 19-16 wins the game.

Game No. 4, at move 103.

Black could have drawn thus: 9-13, 18-25, 13-17, 25-22, 17-26, 30-23, 11-15, 3-8, 21-25, 8-12, 25-30 draws; in fact, Black secures the move after taking the man on 23, and nearly wins. For example, continue with 20-16, 30-26, 16-11a, 15-8, 12-3, 23-19, 3-7, 19-15, 7-2, 15-10 wins.

a. 23-18, 15-22, 16-11, 22-18, 12-16, 26-23, 11-8, 18-15, 8-3, 23-18, 16-11 draws.

From diagram after move 30, Game No. 5.

The continuation after 2-7 would be 25-21; if 7-10, 9-6, 10-14, 6-2, 15-19, 29-25, 19-24, 25-22 wins.

If 15-19, 29-25, 19-24, 25-22, 18-25, 27-18, 25-29, 21-17, 7-10 (now don't go 9-6 or 18-14), be careful here, 9-5, 10-15, I thought he would get caught on that—should have played 12-16, I think. 32-28!, 15-22, 28-19, 3-7, 17-14, 1-6x, 5-1, 6-10, 14-9, 11-15, 1-6, 15-24, 6-15, 24-28, 9-5, 28-32, 5-1, 32-28, 1-5, 28-24, 5-9, 24-28, 9-14 wins.

x. 22-25, 30-21, 29-25, 14-9, 25-22, 7-10 draws.

Game No. 6, at move 13.

Note a, after 8-11, 30-26 is all White can play.

Black continues with 11-16, to prevent 19-16, forcing 26-22, then 7-11, and White is blocked.

Game No. 7, at move 6.

MOVE

25-22 loses, thus:

7.

25-22, 5-9.

To prevent 17-14.

Now, if 29-25, 15-18, 22-8, 13-29 wins.

8.

26-23.

White's best defence.

9.

9-14.

Now, if 23-18, 14-23, 27-18, 6-9, 24-20a, 15-24, 28-19, 11-16, 20-11, 7-23, 31-26, 10-14 wins.

a. 30-26 or 32-27, and 11-16 wins.

a. 31-27, 10-14, 17-10, 7-23, 27-18, 2-7, 19-10, 7-23.

a. 31-26, 11-16, 18-11, 16-23, 26-19, 7-23.

a. 29-25, 1-5, 31-27, 10-14.

10.

30-26.

If 24-20, 15-24, 28-19, 11-15, 27-24, 4-8, 31-27, 8-11, 30-25, 6-9, 23-18, 14-23, 27-18, 9-14, 18-9, 11-16.

11.

4-8.

This forces

15.

24-20, 15-24, 28-19, 11-15.

Drummond shows 19-16 now to be a loss, thus: 19-16, 12-19, 23-16, 15-19, 27-23, 8-11, 16-12, 19-24, 32-28, 11-15, 28-19, 15-24.

19.

32-28, 15-24, 28-19, 7-11.

Played for 27-24, 11-15, 20-16, 14-18, 23-7, 2-27, 19-10, 6-15, 31-24, 15-18, 22-15, 13-31 wins. As 29-25 loses by 11-15, followed by 15-18; White is now compelled to play

24.

19-16, 12-19, 23-7, 2-11, 27-23.

White plans to play 22-18, 13-22, 18-2.

25.

6-9.

Now, if 22-18, 13-22, 26-17, 8-12, 31-27, 9-13 wins.

27.

23-19, 8-12.

Stops 19-16.

Now, if 31-27, 11-15, 27-24, 14-18 wins.

29.

26-23, 11-15.

Black wins.

Game No. 7, at move 16.

If 1-6, 28-24, 10-15, 23-18, 14-23, 26-1 wins.

If 1-6, 28-24, 11-15, 23-18, 14-23, 21-14, 10-17, 26-1 wins.

MOVE

19. 1-6, 28-24, 6-9.

Only move here for Black.

20. 23-19.

31-27 allows 10-15, and Black is best.

The text compels

22. 11-15, 31-27.

Played for 8-11, 27-23, 14-18, 23-14 (if 21-14, 18-27, 32-23, 9-27 lets Black win), 9-18, 21-14, 10-17, 19-10, 7-14, 22-8 wins.

29. 14-18, 21-14, 10-17, 19-10, 7-14, 22-15, 14-18.

Threatening 17-22.

Played for 25-21, 18-22, 21-14, 22-31, etc.

Or if 26-23, 17-22, etc.

32. 27-23, 18-27, 32-23.

The only play that prevents Black's getting a king.

Now, if 3-7, 25-22, 9-14a, 15-11, 8-15, 23-18, 14-23, 26-3 wins.

a. 7-11, 23-18, 17-21, 15-10, 12-16, 24-19, 16-23, 26-19, 8-12 (very clever; after 19-15, 9-14!), 10-7, 9-14, 18-9, 5-14, 7-3, 14-17, 22-18 wins.

33. 9-14.

If 17-21, 25-22, 3-7, 23-18, 7-11, 15-10, 9-14 (if 12-16, 24-19), 18-9, 5-14, 10-7, 14-18, 22-15, 11-18, 7-3, 18-22 (if 8-11, 3-8, 11-15, 8-11), 26-17, 13-22, 24-19 wins.

34. 24-19.

Now, if 3-7, 15-10, 7-11, 10-6, and 19-16 next move wins.

17-21, 25-22, 14-17.

Now 15-10, then 8-11, and 19-16 wins.

Game No. 7, move 28.

Instead of 19-23 after 20-16, Black can play 5-9, 14-5, 8-11, 21-14, 8-27. At move 29, a game runs thus: 8-11,

25-22, 12-16a, 18-15, 11-25, 20-2, 17-22, 26-17, 13-22, 14-7, 3-10, 21-17, 25-29, 2-7, 10-15, 7-10, 15-18, 17-13, 19-23, 27-24, 22-26, 24-20, 26-31, 30-25, 29-22, 13-9, 5-14, 10-19, White wins.

a. 10-15, 20-16 wins.

Game No. 8, move 22.

After 11-16, 22-17, first player goes 2-7, to get the stroke by 23-18, 21-25, 30-21, 5-9, 14-5, 7-30. Last variation at ninth move, first player goes 11-15 to escape 3-7 threat, and to line up 2-6 for 15-18, 22-15, 10-28; the thirteenth move, 6-9, is for 8-11, 10-14, 11-18, 14-32.

Game No. 8, at move 23.

MOVE

Note a.

26.

22-17.

White plays for 2-6, 17-13, 12-16, 23-19, 16-23, 25-22, 18-25, 27-2, 6-15, 29-22, 20-27, 32-23 wins.

29.

2-6, 17-13, 7-11.

Here 15-19, 24-15, 6-9, 13-6, 3-8, 10-3, 1-26, 30-23, 21-30, would draw.

32.

25-22, 18-25, 29-22.

Had he played 23-19 instead, 18-23, 27-18, 15-22, 25-18, 20-27, 32-23, 6-22 wins.

Now, if 6-9, 13-6, 3-7, 10-3, 1-26, 23-19, 26-31, 19-10, 11-15, draws.

But, if 11-16, 14-9, 5-14, 23-19, 16-23, 27-2 wins.

33.

3-8.

Played for 10-7, 6-9, 13-6, 1-26 wins.

34.

23-19.

Played for 11-16, 22-17, 16-23, 27-4 wins.

37.

15-18, 22-15, 11-18.

Black plays his only resource.

38.

30-26.

A smart bit of play.

To hold the man on 18.

MOVE

40. 6-15, 19-10.

Now, if 21-25, 26-22 wins the man.

41. 8-11.

Plans to go 11-15, if 24-19 is played.

White then, to escape, would have to play 19-16, 12-19, 27-23, 18-27, 32-16. Black now goes 15-18, holding the man on 26. Continue 10-7, 20-24, 7-3, 24-28, 3-7, 28-32, 14-10, threatening 10-6, and it looks like Black loses.

Just given to show how interesting checkers is.

42. 10-7.

For a king, but this way because he can win if 1-6, 7-2, etc.

43. 21-25.

Now safe—if 26-22, 11-15.

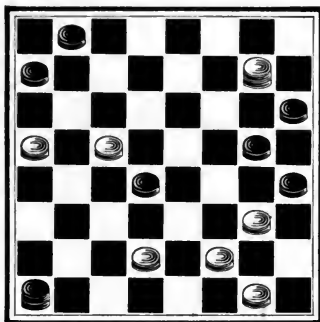
45. 7-3, 25-29.

Because 25-30, then 3-8, 30-23, 8-22.

46. 3-8.

Now, if 11-15, 8-11, 29-25, 14-10, 25-21 (now just imagine White playing in reply to this 32-28, and Black could win with this beautiful conception; 18-22! if the king takes 11-25, 21-32 wins. If the man takes 26-17, 21-16 wins), 11-7, 18-22, 26-17, 21-14, 7-2, 14-7, 2-18, 12-16, 18-14, 1-6, 14-9, 5-14, 24-19, 16-23, 27-2, wins.

47. 11-16!



This looks like a loss too, but Black tries to draw in a most pleasing and spectacular way.

MOVE

48.

8-11.

Black's got to come out with his king, so there don't seem to be any way to save the man on 18.

50.

29-25, 11-15.

26-22 would be of no avail.

51.

25-21.

Black has his plan, and this is the essential move.

53.

15-22, 21-17.

Now to push White into it.

54.

14-10.

Could he do anything else?

55.

17-14.

And now for the grand finish.

61.

10-7, 14-18, 22-15, 5-9, 13-6, 1-28.

So far Black could see, but he didn't see this—26-23, 16-19, 23-16, 12-19, 27-24, too bad.

At move 25 first player should win, thus: 2-6, 19-15, 6-9, 15-8, 20-24, 27-20, 18-27, 32-23, 9-27, and White, being unable to save the man on 10, loses the game.

Game No. 8, at move 35.

43.

A game 31-26 runs thus: 31-26, 30-23, 21-30, 12-8, 3-12, 10-3, 30-26, 23-18, 26-22.

If 20-24, threatening the stroke by 24-27, 32-23, 26-17, White plays a clever move, going 15-11, then, if 26-22, 11-7!, 2-11, 32-28, 22-15, 28-10, turning the tables on Black.

44.

3-8.

White plays this for 12-16, 15-11, 22-15, 8-3, 15-8, 3-19, etc.

45.

22-17.

Now, if 15-10, 2-6a, 18-15, 6-9 wins.

a. 17-22, 18-15, 22-18, 15-11, 18-9, 10-6, 1-10, 11-7, 2-11, 8-13, and you see White is very elusive.

MOVE

46. 14-10.
Now, if 5-9, 15-11, 17-14, 10-6, 14-23, 29-25, 1-10, 11-7, 2-11, 8-13.
47. 2-6.
If 12-16 instead 15-11, 16-19, 11-7, 2-11, 8-24, 20-27, 32-23.
To capture the man on 18.
48. 10-7.
Now, if 5-9, 7-3, 17-14, 8-11, 14-23, 15-10, 6-15, 11-27.
49. 5-9.
Playing for 7-2, 1-5, threatening 9-13, 2-9, 5-23.
51. 7-3, 12-16.
Black tries for 8-12, 17-14, 12-19, 14-16 wins.
52. 3-7.
He plans to go 8-12 if 17-14 is played.
Or, if 17-22, 15-11, 22-15, 8-3, 15-8, 3-19.
53. 16-19.
Going to 24, so he can play 17-14, and win the man on 18.
55. 8-11, 19-24.
Now, if 32-28, 17-14, 28-19, 14-16.
57. 7-10, 17-22.
Possibly for 10-14, 9-13, 14-9, 6-10, 15-6, 22-8.
But the more likely stratagem is, 10-14, 9-13, 14-17, 22-26, 17-14, 24-27, 32-23, 26-17.
58. 11-16.
If 32-28, instead of this move, 22-26, 28-19, 26-23, would be a likely continuation, White equalizing by 10-7.
Playing for 22-26, 16-19, 24-28, 10-14, 9-13, 14-9, 6-10, 15-6, 1-10, 9-6 wins.
59. 9-13.
Playing for 10-14, 22-26, 16-19, 24-27, 32-23, 20-24!, 19-28, 26-17 wins.
60. 18-14.
Threatens 14-9.
Playing for 22-18, 14-9, 18-11, 9-2, 11-8, and White should win.

MOVE

61. 13-17.
Ready to win if 16-19, then 22-18, 19-28, 18-11, and the white king is trapped.
Or, if 32-28, 22-18, 28-19, 18-11, 16-7. 6-24.
62. 10-7?
Looks like a loser.
63. 17-21.
Black plans for a big demolition.
Now, if 7-2, 21-25, 2-9, 22-26, 29-22, 26-12 wins.
Black could have won here by 22-18, 15-10, 18-9, 32-28, 6-15, 28-10, 9-6.
64. 7-11.
To crown the man on 14, otherwise inconsequential.
65. 21-25.
Now, if 11-8, 22-26, 29-22, 26-3 wins.
68. 14-10, 25-30, 10-7.
Should Black inadvertently play 30-26 now, 15-10, 6-15, 11-25 wins.
69. 22-26.
Tries again for the old trick play—16-19, shown at move 59. This is very likely, because Black threatens 24-27, 32-23, 26-3.
70. 32-28.
Almost forced, as 7-2 would lose the king.
74. 24-27, 7-3, 27-31, 16-19.
The idea here is 26-23, 19-26, 30-23, 15-10, 6-15, 11-27, 31-24, 28-19 wins.
77. 26-22, 3-7, 30-25.
Evidently for 11-16, 22-18, 29-22, etc.
79. 19-23, 1-5.
A fairly good stratagem.
White thinking himself safe with the king on 23, plays
80. 11-16?
Which was just what Black was ready for.
81. 22-18!
And Black won the game. 23-14, 31-26, 29-22, 26-12.

39.

32-28, 23-27.

Out of the king's way, so he can meet the attack that follows.

42.

24-19, 15-24, -18 29.

To attack next by 19-15.

43.

14-18.

The only solution.

47.

22-15, 26-23, 15-11, 23-18.

To capture the man on 19.

48.

16-12.

Saves the man on 19.

49.

27-31.

To capture the man on 25.

Playing for 11-7 now very likely, then 18-15, 19-16, 15-11 wins.

50.

19-16.

Only move that is safe.

If 12-8, 18-23, 19-16, 23-19, 16-12, 19-16, Black wins.

51.

31-26.

Now for 26-22, and win, he thinks.

54.

17-14, 10-17, 21-14?

This loses: 26-22, 25-21, 22-17, 14-10, 6-15, 21-14. 15-19, 13-6, 18-2, etc., wins.

57.

26-22, 25-21, 18-23.

Blamed if I know why he played that move.

60.

14-10, 6-15, 13-6.

Drawn.

Game No. 9, move 25.

25.

1-5 loses thus:

26.

24-19.

Now, if 14-18, 23-14, 9-18, 27-24, 20-27, 32-14 wins.

MOVE

27. 8-12.
Nothing else, as you see, can be played without losing a man or two.
30. 23-18, 14-23, 27-18.
Now, if 4-8, 25-22, compels 11-16, then 19-15 wins.
32. 11-16 forces 19-15, then
36. 20-24, 28-19, 16-23, 21-17
To parade right through to the king row and carry the man off of 6 as he passes by.
37. 23-26.
To force 25-21, and get back in time to equalize if he can, but it's no use, thus: 25-21, 26-30, 17-14, 30-26, 14-10, 26-23, 10-1, etc., wins.

Game No. 9, move 37.

Analysis of the 31-26 variation from position, page 50.

41. 14-18.
For 10-14, 8-12, 14-23, 12-26.
42. 21-17.
For 8-12, 10-14, 12-19, 14-16.
For 18-23, 16-11, 8-15, 10-26.
To block 1-5 by 17-13, then, as 18-22 is forced, 14-9, 5-14, 10-26 wins the game.
43. 18-22.
Hence this move is forced, as all else lose.
44. 10-15.
For 1-6, 17-14, 22-26, 15-18, 26-31, 18-23, 8-12, 16-11, 12-16, 23-27, 31-24, 28-12 wins.
For 8-12, 15-18, 12-19, 18-25, 19-23, 25-22 wins.
46. 22-26, 15-19.
For 26-31, 19-23, 8-12, 16-11, etc., wins.
47. 26-30.
And Black nearly escapes defeat by this.

MOVE

48.

19-23.

White must keep the "move" on Black's king, and keep him off the double corner diagonals.

49.

30-25.

Black endeavors to elude the White king.

50.

17-14.

To prevent 1-6; that is, 17-13 would allow 1-6, which looks troublesome.

51.

25-22.

For 22-18. For 23-19, 22-18, 14-10.

52.

14-10.

To keep the "move" on Black's king and hold the man on 1.

53.

8-12.

Here Black adopts a subtle resource to draw off the white king. For 23-19, 4-8, 10-7, 8-11 wins.

54.

16-11.

So this is forced too.

55.

12-16.

As good as any—but don't mean anything.

56.

11-7.

To get another king, the next best thing to do.

57.

4-8.

This means something—to go 8-12, then 16-19, to remove White's king.

60.

7-3, 8-12, 28-24.

Stops 16-19.

61.

16-20.

For 24-19, 20-24, and draw.

62.

23-27.

For 22-18, 10-6, 1-10, 27-32, 20-27, 32-7.

63.

22-17.

Black's king thinks he'll escape the "move."

MOVE

64.

3-7.

For 17-14, 7-3, 14-7, 3-10. For 17-13, 10-6, 1-10, 7-14, 12-16, 27-32, 20-27, 32-23, 16-20, 23-19 wins. For 12-16, 10-6, 1-10, 7-21 wins.

65.

1-5.

Forced move.

66.

7-2.

For 5-9, 2-6, 9-14, 6-9, 14-18, 27-32, 20-27, 32-21 wins.

68.

5-9, 2-6.

For 9-13, 6-9, 17-22, 9-14, 22-25, 14-18, 13-17, 18-22, 17-26, or 25-18, then 27-32, 20-27, 32-21 wins. For 9-13, 6-9, 17-21, 9-14, 13-17, 14-18, 17-22, 18-25, 21-30, 10-6, 30-25, 6-2, 25-22, 2-7, 22-17, 7-10, 17-21, 10-14, 12-16, 27-32, 20-27, 32-23 wins.

69.

17-14.

Black chooses the "way" giving the most promise of a draw, while he "cuts down" a potential king. Just a "case of good judgment," or tactics.

71.

6-13, 14-7.

By this maneuver Black's king has gained the double corner, and secured the "move" on White's king, besides bringing his forces together. He will now play for 7-11, 24-19, 11-16, 19-15, 16-19 draws.

72.

13-17.

For 7-10, 24-19, 10-6, 19-15 wins. If 13-9, 7-11, 9-14, 11-15, 14-17, loses time enough to let Black draw by 12-16, etc.

73.

7-11.

For 24-19, 11-16, 19-15, 16-19, etc. And for 17-14, 11-15, etc., draws.

74.

17-22.

Hence this play is necessary to get the "move," and to get his men together in order to win. For 12-16, 22-18, 11-7, 18-23, 7-10, 24-19 wins.

75.

11-15.

To follow with 12-16 for the draw.

MOVE

76.

22-26.

For 12-16, 26-23, 15-10, 24-19 wins. This move beats the plan to draw started by Black at move 33, and clinches the win, although it will take twenty-five more moves to end the contest.

77.

15-10.

The king now flees to his refuge, the double corner.

78.

24-19.

To trap the king, if 10-7, by 19-15.

80.

10-14, 26-23.

White plays his game for all it's worth as his last two moves prove. For 14-17, 23-18.

81.

14-10.

So does Black—giving no ground until compelled.

84.

23-18, 10-6, 19-15.

Here White wastes no time, as two kings are necessary to beat the black king in the double corner.

85.

12-16.

It is possible, of course, for this piece to get by, but there was no way of holding it back, as the man must come off of 19, and crown.

86.

27-23.

This move is the most economical one White could play, and shows that he now sees to the end the play that follows. Played for 20-24, 23-19, 16-23, 18-20. In six moves White will capture the man on 16, securing the "move" later on Black's king, winning the game.

Game No. 9, after move 63.

First position might be obtained thus:

65.

12-8, 19-23.

Out of the kings' way, so the kings can co-operate.

68.

8-11, 24-19, 11-7.

This loses, and allows "first position."
11-8 is correct.

- MOVE**
69. 19-15.
 Now, if 20-16, 15-11 wins.
 Or, if 7-3, 15-11 wins.
- 71.** 7-2, 15-11.
 Holds the man on 20, and forces the king into the double corner for first position proper.
- 73.** 2-6, 23-26.
 Black will crown this man, and return to 16 and exchange, in order to get the "move," which is necessary to force the win in first position.
- 76.** 6-1, 26-30, 1-6.
 Because if 11-7, 6-10 would win.
- 81.** 30-26, 6-2, 26-23, 2-6, 23-19.
 Now, if 6-2, 14-9, 21-17, 19-15, 17-13, 15-10, 13-6, 10-1 wins.
- 84.** 6-1, 19-16, 1-6.
 Black now exchanges.
- 87.** 11-15, 20-11, 15-8.
 This secures the "move"—that is, at the end of the game Black will have the last move.
- 89.** 6-1, 8-11.
 8-3 would be a waste of time, because after 1-6 Black would not dare go 3-7, on account of 6-10.
- 93.** 1-6, 11-15, 6-1, 15-10.
 Now first position proper.
- 97.** 1-5, 10-6, 5-1, 14-10.
 6-9 would be a waste of time.
 Black must force a king into the double corner to win.
 Now, if 21-17, 6-9, 17-13, 9-5 wins.
- 100.** 1-5, 6-1, 5-9.
 To get the "move" back by 9-14, 10-17, 21-14.
 This is the crucial stage for Black.
 If 21-17, 1-6, 17-13, 6-1, 13-9, 10-14 wins.

MOVE

101.

10-15.

Only move to win—to prevent the exchange.

102.

9-5.

Here 21-17, then 15-18, 9-5, and it is the same as at move 115.

It is best to move the king, until compelled to move the man.

103.

15-18.

"Handle with care." Anything else and you would have to do the same moves all over again.

104.

5-9.

If 21-17, 18-22, 17-14, 1-6, 5-1, 6-2, 1-5a, 22-17, 14-9, 17-14 wins.

a. 14-10, 22-17, 1-5, 17-14 wins.

105.

1-5.

Now, if 9-13, 18-22, 21-17, 5-1, 17-14, 1-5, 14-10 (if 13-9, 22-17), 22-18, 10-6, 5-1, 6-2, 18-14 wins.

107.

9-6, 18-15.

Now, if 6-1, 15-10, 21-17, 5-9, 1-5, 9-13 wins.

Or, if 6-2, 15-10, 21-17, 10-6, 2-9, 5-17 wins.

109.

21-17, 5-1.

Played for 6-2, then 15-18 wins.

111.

6-9, 15-18.

This for 17-14, 1-6, 9-2, 18-9 wins.

Or, should White play 17-13, 18-15, 9-14, 1-5, 14-17, 15-10, 17-22, 10-14, 22-26, 14-18 wins.

112.

9-5.

9-13, and then 1-6 wins.

White, you see, keeps trying to exchange and get the "move" back.

115.

18-22, 17-14, 1-6.

22-18, 14-10, White draws.

118.

5-1, 6-2, 14-9.

If 1-5, 22-17, 14-10, 17-14 wins.

22-17, 1-5, 17-14.

Black wins.

Game No. 10, at move 12.

If Black plays 2-7, 22-18 forces 6-9, now 24-20 compels 7-10, because of the threat 18-15. 28-24, and Black must play 1-5. He can't play 11-15, because of 18-11, and he loses the man on 16. 30-26 follows, and after 9-13, 18-9, 5-14, 26-22 wins.

Game No. 10, at move 17.

From diagram, page 57, continue—

11-15, 20-11, 7-16, 23-18!, 15-22a, 24-20, 16-23, 27-9.

a. 14-23, 27-11, 8-15, 31-27 wins.

Game No. 10, move 32.

The 15-18 variation draws after 18-14 is played, thus: 10-15, 23-19, 15-24, 28-19, 25-30, 19-15, 30-25, 14-9, 6-10, 15-6, 25-21, 17-14, 21-17, 14-10, 17-14, 6-2, 14-5, 2-7, 4-8 (12-16, 13-9, 5-14, 7-2, 14-7, 2-20, 4-8, 20-16, 8-12, 16-19 wins), 7-3, 8-11, 3-7, 5-1 draws.

Game No. 12, at move 15.

Instead of the text move, 7-10? is likely in order to win, if 32-28 with 16-19, etc. After 7-10 play 24-20, 8-11 is forced—now 27-24 to capture the man on 16, forces out 3-8, now 32-28, 1-5, 24-19, 8-12, 31-27 (19-15 also wins), 2-7, 27-24, 14-17, 21-14, 10-17, 19-15, 7-10, 15-8, 16-19, and after the double exchange, crown the man on 8, and if Black comes 6-10 to capture the man on 18, scoop 'em off 18-14, 9-25, 30-7.

Game No. 13, at move 52.

If Black played 10-15, then 30-25, 21-30, 7-11, 30-23, 7-20 wins for White.

Game No. 14, at move 7.

A game 1-6 runs—

8. 1-6, 26-22.
Speculating on 8-11, 22-17, 14-18, 17-14, etc.
Also for 14-18, 22-17, 9-14, 24-20, 15-24, 28-19, and he will win next move with 19-15.
10. 8-11, 22-17.
Now, if 15-18, 19-15, 10-19, 17-1 wins.
11. 11-16.
If 4-8, 30-26, 11-16, 26-22, 16-23, 27-4 wins.
The text is, therefore, a forced move.
16. 24-20, 16-23, 27-11, 7-16, 20-11.
Gains a man for the instant.
20. 3-7, 28-24, 7-16, 31-26.
Very willing to allow Black to exchange 16-19.
He wants 16-20, so he can play 24-19, threatening 19-15.
21. 14-18.
The best move here.
For 17-14, etc., followed by 18-23.
Or, if 26-22, 4-8, and Black wins.
23. 24-20, 16-19.
Black misses a good opportunity.
24. 20-16.
A hazardous scheme, but it worked this time.
25. 4-8.
Natural enough, and just the move wanted.
28. 17-14, 10-17, 21-14.
Now, if 6-10, 13-6, 10-17, 25-22 wins.
Or, if 8-11a, 16-7, 2-11, 26-22, 18-23, 32-28 wins.
a. 19-24, 16-11, 8-15, 14-10, 9-14, 10-1, 24-27, looks like a draw.
29. 18-23.
Allows a bit of pretty checkers.
35. 14-10, 6-15, 13-6, 2-9, 16-11, 12-16.
Black figures on the following to draw.

MOVE

38. 11-4, 9-14, 4-8.
Because Black intended 23-27, 32-23, 15-18.

42. 16-20, 8-11, 14-18, 25-21.
White plays for a big clean up.

43. 5-9.
If 20-24, 26-22, 18-25, 11-20.

48. 32-28, 9-14, 26-22, 18-25, 11-27.
White won.

Game No. 14, at move 16.

19. If 32-28 here, 15-24, 28-19, 8-11.
Now, if 26-23, 11-15, 27-24, 14-17, 21-14, 9-27 wins.
Or, if 22-17, 11-15, 27-24, 15-18, 26-22, 18-23 wins.

25. 27-23, 14-17, 21-14, 9-27, 31-24, 10-14.
This for 19-15, 11-18, 22-15, 6-9, 13-6, 1-28 wins.

26. 25-21.
If 26-23, 11-15, 19-10, 6-15, 23-19, 14-18, 19-10, 7-14,
22-15, 5-9, 13-6, 1-28 wins.

27. 7-10.
Now, if 22-17, 14-18, 17-14, 10-17, 21-14, 18-23.

29. 26-23, 3-8.
If 11-15, 21-17, 14-21, 23-18.

30. 30-25.
If 22-18, 5-9, 30-26, 10-15, 19-10, 6-31 wins.

31. 5-9.
Played for 22-18, 10-15 wins.

33. 22-17, 11-15.
Now, if 20-16, 15-18 wins.
Or, if 25-22, 8-11 wins.

Game No. 14, at move 17.

After 8-11, play 32-27, 14-18a, 26-23, 9-14, 31-26, 14-17, 21-14, 10-17, 19-10, 6-15, 23-14, 12-16, 27-23, 16-19, 23-16, 15-18, 22-8, 3-28, 25-21, White wins.

a. A game 14-17 runs thus:

MOVE

21.

14-17, 21-14, 9-18.

Black is playing for 22-17, 18-23, 27-18, 15-29.

22.

26-23.

This, you see, is a forced move.

But, if 3-8 in reply 23-14, 10-26, 19-3 wins.

23.

10-14.

This Black must play.

26.

19-10, 6-15, 24-19.

Secures two for one, and a king.

29.

15-24, 22-8, 14-17.

The beginning of a very deep combination.

31.

8-4, 24-28.

Now, if 27-24, 28-32, 4-8, 7-11, 8-15, 5-9, 13-6, 1-28.

34.

4-8, 1-6, 25-21.

Right here 23-18 would win, although Black gives a magnificent display of checkers. See variation.

36.

17-22, 21-17.

This man is being played up for 28-32, 17-14, 6-10, 14-9, 5-14, 23-19, 32-16, 20-2, 14-17, 2-7, 10-14 (if 10-15, 8-11), 7-10, 12-16, 8-11, 16-20, 31-27, 14-18, 10-14, White wins.

39.

28-32, 17-14, 32-28.

If Black had played 7-10, 14-7, 3-10, then 8-11, 32-28, 11-7, 10-14, 23-19, 28-32, 19-16, 12-19, 7-2, 32-23, 2-27 wins.

40.

23-19.

Now, if 28-24, 14-9, 5-14, 30-26, 24-15, 26-1 wins.

42.

28-32, 14-9!

A most grand and magnificent display of checkers!
No matter which way Black takes, White wins.
If 32-16, 20-2! 5-14, 2-25.

MOVE

44. 5-14, 8-11!
A wonderful move in a marvelous conception.
If 32-16, now, 11-25, without stopping to take a transfer!

46. 7-23, 27-2.
White wins.

Variation.
34. 23-18.
A winning variation for White, but Black shows some class.

39. 12-16, 20-2, 3-12, 2-9, 5-32.
A blame shame that it blocks his king.

42. 25-22, 17-26, 30-23.
The student will observe that White gets the "move" by this exchange, and discloses a neat bit of foresight.
Now, if Black continues with 12-16, 13-9, 16-20, 31-27 wins, showing the reason for placing the man on 23.

47. 12-16, 13-9, 32-27, 31-24, 16-20.
His only hope is in chasing the white men with his king.

50. 24-19, 28-32, 19-15.
If 9-6, 32-27, 23-18, 27-23 draws.

54. 32-27, 23-18, 27-23, 18-14.
White wins.

Game No. 14, at move 20.
20. Should White play 22-17,
21. 5-9.
Then, if 31-27, 9-14, 25-21, 18-22, 26-23, 22-25 wins.
22. 26-23.
White figures on sacrificing the man on 17 after 9-14, by playing 25-22, and squeezing in 23-18.

“INSIDE” CHECKERS

18-27, 32-23, 9-14.

Because Black expects 25-21, 15-18, 31-27, and the way is open to the king row.

If 8-11, 25-22, 9-14, 31-27, 14-21, 23-18, winning with 20-16 next move.

30. 25-22, 14-21, 23-18, 7-11, 31-26.

Forces Black to play 1-5 or 3-7, or sacrifice the man on 12.

35. 3-7, 18-14, 10-17, 19-3, 11-15!

When Black played 3-7 at the thirty-first move, he calculated on making this move, which apparently gives him the better game, if not a clear win.

It ties up the white king because if 3-7, 8-11, 7-16, 12-28.

And, if 26-23, 17-26, 23-19, 26-31, 19-10, 6-15, Black wins.

40. 30-25, 21-30, 3-7, 30-23, 7-10.

White's only resource.

44. 17-26, 10-19, 23-16, 20-4.

Black wins.

The following by Janvier is much harder to beat.

20. Again at move 20 play 22-17.

25. 5-9, 17-14, 10-17, 19-10, 7-14.

If 6-15, 13-6, 1-10, 24-19, 15-24, 26-22, 17-26, 31-6.

30. 26-22, 17-26, 31-15, 3-7, 30-26.

Prepared for the threatened 7-11.

31. 14-17.

Now, if 25-21, 9-14, 24-19, 7-11 wins.

32. 26-23.

A dandy idea—17-21, 15-11!, 8-15, 23-19, 21-30, 19-3.

33. 9-14.

Threatening 6-9, 13-6, 1-26.

7-11 would be wrong, as White would reply 32-27, 11-18, 23-5.

- MOVE**
34. 23-19.
 Now, if 25-21, 10-15.
- 35.** 7-11.
 Here, 7-10, 25-21, 17-22, 32-28, 22-26, 13-9, 6-13, 15-6, 1-10, 19-16, 12-19, 24-6 draws.
 If 14-18, 25-21, 17-22, 32-28, 22-26 (18-23, and 15-11 wins), 20-16, 26-31; 15-11, 8-15, 19-3, 12-19, 24-15, 6-9, 13-6, 1-19 draws.
- 39.** 15-10, 6-15, 19-10, 17-21.
 The idea 12-16, with the intention of forcing 25-22 in order to win with 16-19, 24-15, 11-25 would be bad, because White would put this over 12-16, 10-7, 17-21, 7-3, 21-30, 3-19.
- 41.** 25-22, 21-25.
 Black intends to get his king, then return and capture the man on 22.
- 42.** 10-7.
 Janvier plays 32-27 here, in hopes of saving the man on 22.
 25-30, 7-3, 30-25.
Black wins.
-
- Game No. 14, at move 27.
 The 7-10 variation:
- 28.** 23-19.
 To crown the man on 9. For 14-18, 9-6, 18-23, 6-2, 8-11, 25-21, 5-9, 2-6, 9-14, 22-17, 23-27, 6-2, 15-18, 2-7, 11-15, 17-13, 18-22, 21-17, White wins.
- 31.** 14-17, 22-13, 5-14.
 So he can play 15-18, if 20-16.
- 32.** 13-9.
 30-26 is best here—after it 15-18, 26-22, 18-23, 22-18, 14-17, 25-21, 17-22, 18-15, 10-14, 20-16, 3-7, 16-11, 7-16, 24-20, etc.
- 33.** 15-18.
 For 31-27, 18-22, etc. For 20-16, 10-15, etc.
- 34.** 9-6.
 For 14-17, 25-22, 17-26, 30-7, etc., wins.

MOVE

35.

18-23.

To go to 32. To prevent being blocked by 31-27.

36.

25-22.

To follow with 22-18.

37.

23-27.

Prevents 22-18.

38.

6-2.

To capture the man on 10 by 2-6.

39.

8-11.

For 2-6, 3-8, 6-15, etc.

For 2-7, 27-32, 7-16, 3-7, 30-25, 32-27 wins.

40.

31-26.

For 27-31, 26-23, 31-26, 2-6, 26-17, 6-8 wins.

For 27-32, 26-23, 32-27, 30-25, 27-18, etc., wins.

41.

27-31.

For 30-25, 14-17 wins.

43.

26-23, 3-8.

For 2-7, 31-27, 7-16, 27-25, 30-21, 10-15, 19-10, 12-28 wins.

For 2-6, 1-5, 6-15, 11-27 wins.

44.

30-25.

For 31-27, 2-6, 27-18, 22-15, 11-18, 6-22 wins.

For 31-26, 25-21, 26-17, 23-18, 14-23, 21-7, 23-27, 7-3, 27-31, 3-7, 31-26 (11-15 would draw), 7-16, 26-23, 16-11, White wins.

45.

1-5.

For 2-6, 31-27, 6-15, 11-18, 22-15, 27-11 wins.

For 2-7, 31-26, 7-16, 26-17, 25-21, 10-15 wins.

46.

22-18.

For 31-27, 18-9, 5-14, 2-6, 27-18, 6-22 wins.

49.

31-26, 18-9, 5-14.

For 2-6 or 2-7, then 26-30 wins.

For 25-21, 26-22, 2-7, 22-18 wins.

MOVE

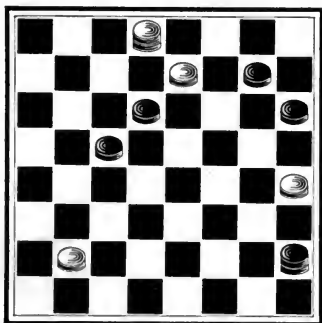
54.

19-16, 12-28, 2-6, 26-19, 6-24.

And Black wins thus: 28-32, 24-19, 8-12, 19-23, 11-15, 23-26, 15-18, 26-30, 32-27, 30-26, etc.

Variation, at move 51.

Instead of 12-28 play 26-28, 16-7, and we have a fine problem. Black to play. Can White draw?



14-17 looks like the logical move to start with.

53. For 25-21, 8-11, 21-14, 10-17 wins.

Continue with

54. 2-6.

For 17-21, 6-15, 21-30, 7-3, 30-26, 3-7, 26-23, 7-10, 23-19, 15-24, 28-19, 20-16 draws. For 10-14, 25-21, 17-22, 6-10, 14-18, 10-14 draws.

55. 10-15.

For 6-10, 15-19, 25-21, 17-22, 10-15, 22-26 wins.
For 7-3, 28-24, 3-7, 8-11, etc., wins.

56. 6-10.

For 15-18, 25-21, 17-22, 10-14 draws.

57. 15-19.

For 10-15, 17-21, 15-24, etc., wins.

58. 7-2.

For 8-11, 10-14, 17-21, 2-7, 21-30, 7-23, 28-24, 23-18, 30-26, 14-10, 26-31 draws.

MOVE

59. 28-24.
For 10-15, 24-28, etc.
60. 2-7.
For 19-23, 25-21, 17-22, 7-11, 8-15, 10 to 17 wins.
For 24-27, 10-15, 19-24, 25-21 draws.
61. 24-28.
For 10-15, 17-21, etc., wins.
62. 25-21.
Must hold the kings on 10 and 7 for 10-15, followed by 7-11 to capture the man on 8.
63. 17-22.
Black keeps the man on 19 to prevent 10-15.
64. 21-17.
This man goes to square 6 by the time the man on 22 crowns, and returns to square 23.
72. 6-2.
All calculated on at move 62. For 23-18, 10-15, 18-11, 7-23, 28-24, 2-6, 24-19, 23-16, 12-19, 6-10, 19-24, 10-15, 24-27, 20-16, 8-12, 15-19, 27-32, 16-11, first position without the move, 32-27, 11-7, 27-32a, 7-2, 32-27, 2-7, 27-32, 7-11, 32-27, 11-15, 27-32, 19-24, 32-28, 24-20, 28-32, 15-19, 32-27, 19-24, 27-32. Black must keep in the double corner, as illustrated when he has the move and the ending draws.
a. An ending won by the writer ran thus: 27-31, 19-23, 12-16, 7-2, 16-20, 2-6, 20-24, 23-27!, 24-28, 27-32, 31-26, 6-10, 26-23, 10-15, 23-26, 15-18, 26-31, 18-22 wins, and shows the fatality of wandering from the refuge of the D. C.
73. 28-32.
What else can he do? White's three kings are now too strong to risk any chances. For 10-14, 19-24, 7-10, 8-11 wins.
74. 2-6.
This move, I believe, seals the draw, though the position still admits of a good deal of experiment. Every book on checkers gives examples of the danger of being too positive, however carefully a variation may be worked out. So I repeat, can Black win? The best that Black can now do is to release the man on 19, so he plays:

MOVE

75.

23-26.

To go to 22 for 22-18 after 10-15, and 7-11, and for the reason that this king must be off of 23 after 19-24.

76.

6-2.

Until he can play 10-15 White will play the king only.

77.

32-28.

Necessary to back up 19-24 because of 7-11.

80.

2-6, 19-24, 10-15.

Forced because of 8-11.

81.

26-22.

For 7-11, 22-18 wins.

82.

6-10.

For 24-27, 20-16 draws.

For 28-32, 15-11 draws.

Forces the man off of 22, and draws.

Now set up the position again at move 52, and instead of 14-17 play

53.

10-15.

This appears to be stronger than 14-17.

54.

2-6.

For 15-19, 25-22, 8-11, 6-10 draws.

55.

14-18.

Forced move with the exception of 14-17.

57.

6-10, 15-19.

Halts White's king, as 10-15, 18-23 wins.

58.

7-2.

For 8-11, 10-15 draws.

59.

18-23.

This move and every one of Black's moves that follow are necessary to win. Any deviation from the text will allow White to draw. To capture the man now on 25 if White attempts to capture the man on 8, as will be seen at move 66. White will now play 25-22, or

MOVE

60. 2-7.
For 19-24, 7-11, etc. To prevent 8-11.

61. 23-27.

A coaxer, or tempting move to induce 10-15. A hasty player might expect to draw thus: 10-15, 19-23, 20-16 12-19, 15-31, etc.

62. 25-22.

For 19-24, 10-15 draws.

63. 27-31.

To chase the man on 22, and prevent 7-11 if it goes to square 15.

66. 22-18, 31-26, 18-14.

This win is as near impossible as any checker enthusiast could desire. The student will observe here that Black has gained two moves on White as compared with the 14-17 variation where the man is on 6 instead of 14. 18-15 looks like a loser, thus: 18-15, 26-23, 7-2, 23-26, 2-7, 26-22, 10-14, 19-24, 7-10, 24-27, 10-7, 28-24, 7-10, 24-19, 20-16, 19-23, etc.

69. 26-23, 14-9, 23-18.

A screened trap or "blind beauty" for 10-14, 19-24, removing the "blind," 14-23, 8-11, 7-16, 12-26 wins.

70. 9-6.

For 18-15, 7-11, also the position at move 72 of the previous variation.

71. 19-24.

Capital! Another temptation move, thus: 6-2, 24-27, 20-16, 12-19, 10-15, 16-11, 7-32, and White, having the "move," wins.

72. 7-3.

To escape the exchange by 8-11. For 8-11, 10-15. Timed for the play at move 74.

73. 18-23.

For 10-15, 23-19, forces the king back on 10, releasing 8-11, 6-2, for 11-15, 2-7 (now if 15-18, 10-15, etc.), 24-27, elite! 7-11, 12-16, 11-18, 19-23, 20-11, 23 to 16.

74. 6-2.

Now, if 8-11, 3-8 draws.

- MOVE**
75. 23-19.
 This is the key move to win, as it releases the man on 8, as will be seen by the play that follows.
- 76.** 2-6.
 For 8-11, 6-2, 11-15, 2-7, 15-18, 10-15 draws.
- 77.** 8-11.
 This frees the man and wins the game.
- 81.** 6-2, 11-15, 2-7, 24-27.
 For 7-11, 12-16, 11-18, 19-23, 20-11, 23 to 16 wins.
 For 3-8, 19-24, 10-19, 24-15 wins.
- 82.** 10-14.
 For 27-31, 7-11 draws.
- 83.** 19-24.
 This seals the win for Black.
-

Game No. 14, at move 49.

A critic suggests that at the 15th move of variation, where 23-19 is played, 20-16 would draw, thus: if 6-10, then 16-11. If 1-5, 23-18, 6-2, 16-12, 2-6, 12-8 draws.

It all may be true, but let's get back to that 20-16 move, and instead of 6-10 or 1-5, let's put on the "inside" stuff by playing 6-2. Now, if 23-18, or 23-19, 7-10, 14-7, 2-20 wins. Or, if 14-9, 1-5 wins, so that White is compelled to go 16-12. All right; now let's play 1-6, which holds the man on 14, and if 12-8, 7-10, 14-7, 2-4 wins. Now White has got to come 23-19. (If he comes 23-18, then go 7-10, 14-7, 2-11; now watch me close—18-14 he's got too. Now 6-10, 14-7 again, and 11-2, 12-8, 2-7, 8-4, 7-11 wins.) In reply to that play 7-11; that makes 'em come up 12-8. Now let's put over the climax, thus: 11-16, 19-12, 6-10, 14-7, 2-4.

Game No. 15, at move 17.

- 17.** 15-18.

As this is the most natural and usual variation it is worth study.

MOVE

23. 22-15, 13-22, 26-17, 11-27, 32-23, 6-9.

Primarily to go on 13, and capture the man on 17.

But, if 23-18, 14-23, 19-16, 12-19, 24-6, a likely event, 9-13 wins for Black.

24. 17-13.

If 29-25, 9-13, 25-22, 8-11, and Black has the best game.

25. 2-6.

A game 8-11, 13-6, 2-9, 29-25, 9-13, 25-22, 11-15, 24-20, 15-24, 28-19, 3-8, 31-26, 8-11, and the position is identical on both sides, 22-18, 13-17! (14-17 loses), 18-9, 11-15, 21-17, 15-24, 9-6, 10-17, 6-2, 7-10, 23-18, 24-27, 18-14, 10-15, 2-7, 15-18 was drawn.

26. 29-25.

For a king, by going to 17, and following with 19-15.

27. 8-11.

Nothing else is better. To go to 15, and prevent 19-15.

30. 25-22, 11-15, 22-17.

To win the game by tempting 15-18, 19-15, 23-27, 24-20, 10-19, 17-1.

24-20 here would win thus: 24-20, 15-24, 28-19, 7-11, 22-18, 12-16, 19-12, 10-15, 20-16, 15-22, 16-7, 3-10, 12-8, 22-25, 8-3, 25-30, 3-7.

31. 7-11.

Now, if 24-20, 15-24, 28-19, 11-15, 31-26, 15-24, 23-19, 14-18, 17-14, 10-17, 21-5 draws.

32. 31-26.

Now, if 11-16, 24-20, 15-24, 28-19, 14-18, 23-5, 16-30, 5-1, 30-26, 1-5, 10-15, 5-9, 6-10, 9-6, 26-22, 6-2, 15-19, 2-6, 10-15 draws.

36. 15-18, 19-15, 18-27, 15-11.

Playing for 27-31, 26-23, 31-27, 23-19, 27-20, 19-15, 10-19, 17-1.

39. 27-31, 26-23, 12-16.

If White will now play 24-20, 3-12, 20-11, 12-16, 28-24, 16-20, 24-19a, 31-27, 19-15, 27-18, Black wins.

a. 23-19, 20-27, 19-15, 10-19, 17-1, drawn.

Game No. 15, at move 56.

White could have won thus: 8-3!, 23-16, 14-9, 22-26, 21-14 wins.

Game No. 20, at move 9.

The 19-15 variation.

The writer has scored wins with it, as follows:

MOVE

12. 19-15.

Now, if 4-8, 15-10, 6-15, 18-4 wins.

Or, if 7-11, 15-8, 4-11, 21-17, 14-21, 18-14, 9-18, 22-8.

13. 12-16.

After 32-28, Black would now win by 16-19.

See variation.

16. 15-10, 6-15, 18-11.

If Black now plays 3-8, 22-17, 8-15, 17-3 wins.

Or, if 7-10, 22-17, 3-8a, 11-7, 2-11, 23-18, 14-23, 26-3.

a. 9-13, 25-22, 1-6b, 11-7, 2-11, 23-19, 16-23, 27-2.

b. 3-7, 11-8, 4-11, 23-18, 14-23, 26-12.

19. 14-18, 22-15, 3-8.

Black was very much afraid of 23-18.

A clever device; planned to win if 23-18 by 7-10, 15-6, 11-29.

20. 15-10.

But didn't expect anything like this.

7-14, 11-7, 2-11, 23-18, 14-23, 26-3.

White wins.

Variation.

15. 9-13, 18-9, 5-14.

Done to break up the 15-10 menace, and enable him to advance 4-8.

16. 22-18.

To get through for a king by 1-5, 18-9, 5-14, 15-11, 7-16, 23-19, 16-23, 27-9.

17. 6-9.

The only defense.

18. 15-10.

A bold move—to coax 2-6, then 25-22, 6-15, 18-2.

13-17.

Black plays a wicked reply.

Threatening 17-22, 26-17, 9-13, 18-9, 13-29.

23-19, 14-23, 21-5, 7-14, 27-9.

White wins.

Game No. 21, at move 20.

The win on the 9-14 variation.

22. 9-14, 20-16.

To capture the man on square 8.

Forces

25. 2-7, 22-18, 14-23.

If 15-29, 30-25, 29-22, 26-3, 5-9 (if 19-23, 32-28, 12-19, 3-12), 21-17 wins.

26. 25-22.

Ready for 8-11, 31-27, 11-20, 27-2.

27. 15-18.

An invention that, it was thought, would draw.

If 5-9, 21-17, 1-5, 31-27, 15-18, 22-15, 19-24, 27-18, 12-19, 17-14, 24-28, 26-23 wins.

29. 22-15, 23-27.

If 19-24, 26-19, 6-10, 15-6, 1-10, 30-26, 8-11, 21-17, 11-20, 26-22, 7-11, 22-18, 24-28, 31-27, 11-16, 18-14, 16-23, 27-18 wins.

34. 32-23, 19-24, 30-25, 12-19, 23-16.

Black will now get a man back by

39. 24-27, 31-24, 6-9, 13-6, 1-28.

But White continues, and wins thus: 16-12, 8-11, 12-8, 11-16, 8-3, 7-11, 3-8.

White wins.

Game No. 24, at move 21.

If 2-7 is played by Black, then 22-17 is the logical reply. Now, if 9-13, White gets 4 for 2.

8-11 (playing for 10-15) forces 25-22, then 10-15.

After the exchange, 30-26 wins.

Game No. 25, at move 19.

The trap after 21-17 is sprung thus:

21-17, 18-23, 26-10a, 9-18, 22-15, 13-22, 25-18, 7-32 wins.

a. If 27-11, 20-27, 31-24, 9-18, 22-15, 13-31, 24-20, 7-16, 20-11, 31-26 wins.

Problem No. 14, at move 100.

The ending is won by Black, thus: 10-7, 3-10, 5-9, 6-2, 9-6, 2-9, 13-15, Black wins.

Problem No. 17, at move 20.

The ending is won by White, thus: 11-8, 23-16, 24-20, 12-3, 20-11.

- The 1-6 variation (appendix Game No. 14) at move 23.
- MOVE** 27. Black could have played 10-15, 20-11, 18-22, 25-18, 15-31.
30. 30-25, 31-26, 25-22.
- Is White's best reply, in hopes of getting 26-23, 22-18, 23-14, 17-1.
34. 12-16, 29-25, 16-19, 32-28.
- In order to get 26-31, 11-8, 4-11, 17-14, 9-18, 22-8.
Or, if 6-10, 13-6, 2-9, 17-13, 26-17, 21-7.
38. 19-23, 28-24, 23-27, 24-20.
If 24-19, 26-23, 19-15, 23-19, Black wins.
42. 27-32, 20-16, 32-27, 16-12.
White's moves are all forced.
47. 27-24, 12-8, 24-19, 8-3, 19-15.
If 19-16, 22-18, 16-7, 3-1, White wins.
11-7, 2-11, 3-7, 4-8, 7-16, 8-12.
Black wins.



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