

STANDARD
**POOL CHECKER
GUIDE**

(Spanish Pool)

FOR THE PLAYER

from 8

to 80



BY

C. KING MORELAND

ILLUSTRATED

STANDARD
POOL CHECKER GUIDE

(SPANISH POOL — Pocket Edition)

Technically named
MINOR POLISH DRAUGHTS

The pocket edition with varied illustrations
preparatory for higher standards
of Checker Play

SPECIAL PRIMER WORK
for the
Novice and Average Player

Written and Compiled by
CHARLES K. MORELAND
("Western Hornet")
World renowned Checker Critic,
Player and Stylist
for
SPANISH POOL CHECKERS

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by
CHARLES K. MORELAND

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AUTHOR'S PREFACE

In offering to the checker world the result of my labors in preparing and editing this book, the same having been encouraged and aided by the great checker critic and expert, Prof. Nathaniel Moreland, my father . . . I desire, first of all to commend the wisdom and interest which led this truly great player to give untiringly toward the production of this book; Also to pay a tribute for his brilliant checker reflections and his unselfishness in voluntarily consenting to help arrange the manuscript materials in the manner here chosen.

It will not be affectation to say readily that I expect this pocket edition to produce fruitful results through better players, and that it is given to the checker world at a time when there is an absolute necessity for such a publication. It will go forth and not return void.

In presenting this book in this initial form, I am conscious that it possesses defects, which perhaps, the careful study and research of associated intellects, enlightened by higher vision can only remedy.

And now, to those who are laboring for the preservation and perpetuity of higher checker principles and who believe that the same can be accomplished by good instruction, this, the result of my labor, is faithfully submitted, with the sincere wish that it may assist the checker future.

HISTORY

Notice the shenanigans of apes, cats, dogs, sheep; even fish. Man, like most animals is a gaming animal! All work and no play makes Jack a dull lad and effects him negatively, and the human race was not made to seek negative ends. Some one has wisely said, "A man without a hobby is only half a man," and only a small number of existing hobbies can be classified as highly as checkers.

Checkers is a game which is enjoyed by everyone from tots to totters. This is a game which calls upon the mind to function speedily and accurately. Few games of leisure have a more colorful history or background. This facinating game, with a history as old as man, has many good points to offer. Briefly it gives added enjoyment in consuming entertainment, increased social contact and communications, as well as mental gymnastics, and above all is inexpensive.

Some curious student, perhaps, is desiring to just pause here on the challenging question of checkers extraordinary age, seniority, honor and dignity of which I am speaking. Yes, by the way, I will deal briefly with this historical question.

Indeed, CHECKERS is older than you surmised. Checkers (Draught) is man's oldest game. Checker-playing came with civilization out of the early African communities. According to ancient writings in the buildings of Thebes, the African Kings utilized their leisure time while constructing the majestic and magnificent pyramids to conquer some associate or companion at checker war.

Homer made reference to brilliant games of checkers as played in the Palace of Ulysses in Ithaca, in his magnificent Odyssey. Plato joins the checker news reporting, (business) frequently recalling checker games in his notes and writings. Throughout the progress of the ages the "Mind" game has retained its outstanding nobility and unshakable position, being enjoyed by the highest to the meekest mutually.

The first recognized book assembled or published on checkers came from the Spanish writer, Antonis Torquemada, Valencia in 1547 A.D. Also some of the world's greatest men like Napoleon, and Fredreck the Great were great checker players.

The inquiry immediately follows; What famous personalities in our American times were checker enthusiasts? Briefly, a few of our many thousands include such greats as George Washington, Ulysses S. Grant, Andrew Carnegie, Theodore Roosevelt, Abraham Lincoln, Benjamin Franklin, Edgar Allan Poe, Thomas Edison, Samuel Johnson, and Will Rogers.

Andrew Carnegie credits checker efficiency with his first employer for getting him the job, and his start in life. Frankly, the young Carnegie mopped up with his checker brilliancy. Indeed he got the position and started progressing.

We feel that checkers shall never die. It has stood the test of ages, primarily because it really offers something. It stimulates friendliness, caution, order-harmony, science, vision and mental capacity for quick and clear thinking.

It is favorably recognized by youth organizations, church people, philosophers, as a clean wholesome character builder. The checker

masters never have excessive loneliness or dull and idle hours for its varied activity provides continued stimulation.

In our present complex and hurrying times, all through our vast country, checkers is still one of the top leisure time games. At recreational centers, public parks, clubs, play centers, etc., young and old yet sit together in friendly checker duals. So let's play checkers.

*"I do not live to play, but play in order that I may live . . . and return with greater zest to the labors of life."
. . . Plato. The poet Crimshaw . . . joins Plato in this idea when he says . . . "This life is but a world of care; man needs some recreation . . . The monotony of daily toil oft causes dissipation; Then turn you to the Checker Board, enjoy its combinations; Its problems, traps and counter shots and many variations."*

GENERAL INFORMATION

THE great pass-time, Pool Checkers, is played by two people, each employing 12 checker pieces or men, at the initial starting of the contest. These opposite colored 12 men possessed by each player seated on opposite sides of the checker board are carefully placed upon the checker board which contains 64 distinctly outlined squares usually highly colored black or red on white or red etc. The black checkers are usually arranged upon the smaller numbers from 1 to 12, of the board and the white (light-colored men) checkers are placed upon the larger numbered squares 21 to 32 of the playing board.

An often asked question which merits our attention is, "In the very beginning; what is the first thing to do to start a checker game off? . . . Answer . . . Reach a complete agreement on the main technicalities of the checker games etc. to be played; such as, touching a checker piece and laws binding each player therein, blowing (taking opponent's checker pieces as penalty) competitor's men, enforcement of jumps, exact style of jump to be used in the particular game, maximum time permitted to make each move, forcing draw game conclusions, outside help (interference) and of course cooperation with playground, or house's special rules and regulations.

Question . . . What is the proper way to start the playing? . . . Answer . . . Begin fairly or evenly by first choosing your color of checkers or men you will depend on for your first game. Often the choice of men is drawn for . . . One of the contestants presents to the other a white

checker concealed in one hand and a black checker piece hidden in the other hand. The opposition has the privilege to choose the hand (checker) containing the color of checkers he will play with the first game. In the ensuing games there-after the contesting players alternate. This interchange (exact alteration) of colors is compulsory and very important as you can easily discover in stiff competition. Right here I will merely hint about the general importance of this exact (even) color exchange of checkers. Briefly, the black checkers defender is obligated (by law) to make the first move in starting a checker game off. And this, of course, affords him (them) an excellent opportunity to open up certain (special) game openings that he may be strongest or best adopted to.

The checker game is ordinarily played upon the dark squares of the 64 available playing squares. The legal checker move is the taking of a single checker piece from its existing (original) position upon one square and literally moving it forward diagonally (right or left) to an immediately connected vacant square or position. Any single checker or king can be jumped or captured by another single man when the opposition's checker piece is immediately in front of or behind a checker piece of yours. And the following (adjacent) square has no man upon it. Immediately after such a jumping or capturing action, the so jumped (captured) checker pieces are removed from the checker board for the duration of that game.

The crowned checker (or king) may in like manner jump and capture men and kings with the added power of jumping men even if several squares (vacant) exist between it and the checker pieces or kings, in that continued

straight or 90° angled line. Also if there are several vacant squares available after the king finishes such a continuous jump; then the king may be stopped on the particular vacant square that is most advantageous or may be selected. When the king, in this jumping or capturing, series completes his jump, then of course all of the men covered (captured) are instantly removed from the checker board for the duration of the entire game involved.

The primary aim of the checker contest is to take by greater playing ability all of the opposition checkers from him or his playing side of the board, or either calculate a method of so blockading (cramping) his men that they have no vacant squares available to continue another single move and thus forcing a loss of the particular game upon the player.

The skill or Art of the checker game then is found in the scientific ability of the checker player to maneuver successfully his opponent into this losing condition or status and thereby emerge victorious in the game played. Thus it behooves each of us to learn to win . . . by winning checker games.

Remember, from the date of your birth 'til the date of your hearse . . . no situation confronts you that couldn't have been worse.

STANDARD (Interstate) PLAYING RULES

1. The checker board must be of light and dark squares not less than $1\frac{1}{2}$ inches, nor more than 16 across the squares.
2. The board should be arranged so that the single corner square 4 and 29 shall be to the left of each contestant.
3. The checker pieces (black and white men) should be of definite contrasting colors, of a perfect round shape and a minimum of $1\frac{1}{4}$ inches in diameter.
4. The checker pieces are placed on the dark squares for ordinary playing purposes. One side uses 12 squares from 1 to 12, and the other uses squares 21 to 32.
5. Each contestant must play alternately with black and white checker pieces. Lots (selecting) for starting colors shall be cast only once . . . at the games' beginning.
6. The first move must always be made by the player possessing the black pieces.
7. Five minutes is the time allowed for any move, and if not executed in this period then one more minute is given; then if move is not completed when the time is expired the game is lost by the player so failing to move. (Carefully clarify before contest begins).
8. When there is only one way to take a jump, there is only one minute of time allowed to so jump and if the jump is not completed within another minute by the clock the game is judged a lost because of unnecessary delay.
9. A player is permitted to arrange his own men upon the squares properly by calling atten-

tion to such action after the move is taken. Any touching or rearranging checkers shall be cautioned for first offense, but shall forfeit or lose any game there after for such an act.

10. If any fractional part of a checker piece is actually moved over an angle of a vacant square, the move or play must be completed to that square or direction.

When the checkers have been properly placed upon the board, the person whose turn it is to start the game play must move the piece he first touches or else forfeits the game. If such act occurs the player is warned for the first act but loses the game for any repetition of such act.

11. In executing the capture or jumping play the operation is legally finished when the jumping contestant withdraws his hand from the jumping or capturing piece even if 2 or more pieces are overlooked.

12. If either contestant makes a false or illegal move he shall instantly forfeit that game to his adversary without making even another move.

13. Blowing, or the huff, is a very technical action usually as a penalty for failing to execute a jump. In fact it is such an argumentative proposition that your author very seldom employs it. All agreements as to its use should be made immediately preceding any important contest or game. The blow or huff is (sometimes) used to penalize the opponents by removing the checker piece that omitted a jump. If the jump is important and it usually is, it is good to adopt the simpler and better rule of taking the (all) jumps occurring in your contest or games. The blow is used immediately before the next move

and never constitutes a move. In short you blow the neglectful piece and then move.

14. When the jump is thus omitted, then you have the choice (power) to use the huff-blow, compel the jump or permit the piece (play) to remain on the board entirely neglected.

15. A single man must move forward on the diagonals at all times to the right or to the left, but is privileged to jump or capture both forward and backward.

16. When executing the jump or capture (several pieces) the checkers may not be taken from their positions (squares) until the jumping action is finished. During the jumping process no same checker piece may be jumped over more than one time in any single play or combination.

17. In pool checker the crowned man (king) is permitted to jump (capture) any checker on his diagonal line he occupies regardless to the vacant squares between or beyond him and the available piece or pieces. When there are additional checkers so exposed or available on other diagonal lines which can be jumped by turning so as to form a right angle, the king must jump these men also.

18. Any single piece that reaches squares 1, 2, 3, and 4 on one side of the board and squares 29, 30, 31 and 32 on the other side of checker-board is on the very instant of such arrival crowned and respected as a king and assumes the powers of a king. However, if the kings row (squares) is reached by the jump or stroke method and there are continued checkers adjacent or available for in and out (additional) jumping, then the single checker must complete

this continued capturing or jump and if landing or stopping on any squares outside of the king's row squares this jumping checker (single) piece remains only a single man.

19. The choice of jumping the less amount or the largest number of men is legally restricted to simply jumping the larger amount or the most in some areas or parts of the land. But the California and western section employ the more common (popular) method of jumping entirely to your advantage (either the less or the most) and the latter jump (jump as you choose) is this book and author's system. However always remember to get this highly technical and important proposition thoroughly understood and agreed upon immediately before any important game or contest etc.

20. When the game progresses to the point that one contestant possesses three kings and the other possesses only one king, then the player having the three kings must force a win on or before the 13th (thirteenth) move or count on his attempts or moves. If the player with the 3 kings fails to win on or before his 13th move (count) the particular game is declared even or drawn.

21. The game is considered a draw (adjudged) when the situation develops in the game where neither of the players is able to force a win. If either of the players feels that he may be able to win he is permitted 40 additional moves to prove it or demonstrate his apparent advantage. If the contest is strictly disciplined a referee counts the 40 trial moves and gives (declares) the final decision.

NOTE . . . If 3 kings to one king of rule 20 exists, use rule 20.

22. All tactics of annoying, interrupting or distracting the attention of your contestant is forbidden by law . . . any thing of the nature of unnecessary sounds (whistling, boisterousness, conspicuous signs, pointing or hovering over the playing board, smoking or unnecessary delaying the move or game is absolutely illegal. Any player who repeats such acts after proper cautioning concerning such an offense shall forfeit the game thereafter during which the repeated offense occurs.

23. The wilful giving warning, either by sign, sound, touch, or remark, on any of the games whether completed, or in progress or pending is illegal and the person (spectator) guilty of such acts may be ordered from the room during the period of the contest. During the eviction of such persons play will be recessed until such offender is vacated from the game or match.

To ignite the checker columns (center), employ only fine artistic study oils.

"DEFINITION OF ESSENTIAL CHECKER WORDS"

As we travel a bit further on our checker journey from the old state of a pure lucky guessing checker admirer to that splendid position of a competent checker player, you are invited to listen in on a lively conversation concerning the art of checkers between a serious student and an expert.

The special question under discussion is: Do checkers have a unique vocabulary or collection of terms used by the players to explain and describe their thoughts, plays and activities among themselves which seems odd or confusing to the untrained ear of casual onlookers and beginners?

The student asserts that this problem certainly puzzled him in the initial part of his checker study and instantly asks the expert to give him more light and help on the subject for his note book collection.

Therefore with this additional aid in mind the expert uses for the first word in the Table of Essential Checker Terms, the famous and historical word "CHECKERS".

CHECKERS . . . Chequers or draughts; French, Jeude domes; German, Domen Spiel; Italian; Quioco di doma; Spanish, Juego de domes; Arab, la ab ed doma; a game of skill played by two persons on the familiar checkered board divided into 64 squares.

Henry Spayth says, "Contrary to prosaic and superficial opinions checker pool is a profound and scientific game. A game as brilliant as human ingenuity ever devised or created. Many

millions play checkers, but there are few real checker players. Some of the greatest experts, men who utilized 50 years and more in studying the mathematical intricacies of the game, have finally confessed that they had only begun to touch the fringe of the inexhaustable subject. Yet checkers is a game well worth cultivating on account of the mental faculties it calls to attention or active play; it imparts a fascination all of its own, for its main principle is to arrive at an object by the most direct and decisive methods. Neither in regards to antiquity nor as an exercise in mental gymnastics need the game of checkers yield the palm to its more decorative twin sister game "CHESS"—In Butcher's translation of the "Odyssey", we read that when the goddess Athens descended from the heights of Mt. Olympus and reached the gates of Odysseus, she found her kingly (and lords) wooers . . . taking their trials (pleasures) at checkers in front of the palacial doors. "Checkers and Chess" are both unfathomable and beyond the comprehension of the human mind", says Henry Spayth . . . Encyclopedia America, 1946 edition.

Dameh—An often used word in writing newspaper circles. The word is applied to those popular groups and personalities fond of checkers. The word means "Checker enthusiasts." Some famous writers often use the Italian word for checkers. "Dama." Many American writers name checker players numerous names like "followers of Draughts", Devotees of Dameh and Dama, etc. The British Empire (English language outside of America) uses the word "Draughts." The French, German, Polish and Russian languages of course have their native

word used for checkers (See word Checkers above). Dameh is perhaps the original word for checkers as it is the Arabic literary name of checkers, and Egypt is one of the oldest sources of the Checker game. The game was enjoyed back in 3766 B.C., in the midst of the glorious spendor and power of the early Egyptian Kings ---(4th Dynasty).

Blowing . . . An often used checker player's word meaning simply the removal of a player's men or pieces (checkers) as a penalty for failing to take (Execute or complete) a jump . . . See Rules Dept.

Block . . . A binding up of checker pieces . . . men in such maner that continued moving or play is impossible. The checkers are completely locked on both sides of the checker board. In such a blocked situation the contestant making the last move is the winner. There can't be a draw in a blocked game. In other words the side of board (contestant) who gives out of available moving (vacant) squares first must lose the blocked game.

Black moves:

"Bust up or break up" . . . Refer to the same checker movement or thing. The terms are absolutely identical in checker meaning. The bust or break is the act of unscrambling or unpacking a fairly tight collected or grouped checker position. The method employed is merely a number of equal hits, exchanges, jumps or occasional sacrifice plays used to improve any undesirable condition or position in the checker battle. See Example:

Black: 1, 6, 10, 11, 12, 14, 15, 16, and 20.

White: 13, 19, 21, 22, 23, 24, 27, 31, and 32.

White moves 23-18, 14-23, 19-26 unblocked.

See Example: Black: 1, 2, 5, 6, 7, 9, 10, 11, 12, 14.

White: 13, 18, 19, 20, 21, 23, 24, 25, 30 and 32. Black moves 12-16, 19-12, 10-15, 25-22, 14-17, 21-14, 6-10, 13-6, 10-28. Th us Busted or break up. Wins.

Combination . . . A term used by checker players to describe the complete movement of a group of pieces all executed for a special objective or pattern of play (Theme). The operation usually involves several (3 to 18) checker pieces. Sometimes many moves are made in setting up and anticipating the combination positions, etc. Usually when the combination (Fuses) starts the remainder of the operation is a forced situation. Combinations are often long shot chances and are poorly or weakly constructed. If detected in time, they are very beautiful to the spectator or gallery, but they are extremely dangerous when competing with strong position experts. The great players are thoroughly familiar with a large percent of the trap combinations, positions and probabilities. Consequently, the checker adept subtly sidesteps or avoids the dangerous combination plans. When this occurs the trapper is caught off position and the combination shot or plans backfires in a perfectly embarrassing and fatal way. Therefore, a player should be alert yet position conscious when setting and building combinations.

Example: Black: 1, 11, 12, 13, 15 and 20 . . .
White: 22, 24, 26, 27, 31, 32. White goes 26-23 threatens man on square 15 then black 1-6, replys; white moves 22-17, 13-22, 31-26, 22-31, 24-19, 15-24, 23-19, 24-15, 32-28, 31-24, . . .
28-1 W. kings and wins. (Study well)

"Board-Reference" . . . That type of checker board with the proper numbers (1 to 32). This correct checker board among some amateurs, often creates childish fears about the systematic checker player. They avoid him and classify him as a shark by calling him a numbered board player. This is, of course, the wrong opinion to have about the numbered board player or scientific checker man. Remember Checkers is infantile mental work compared to some of our other famous games like chess. The numbers on the checker board have as little to do with the efficiency of a checker player as the numbers appearing on a race horse have to do with the race horse's career or victories.

The numbered Reference Board is simply an intelligent and highly useful index to the mountainous heritage and science of checkers. These numbers are very easy to memorize . . . So get busy . . . and get those numbers off of that (reference) board and into your heads. (See Book Cover).

COOK . . . The boiling down (perfecting) a safe course of plan on a recognized-standard theme or game outside or especially different from the standard published pattern. Experts often employ these deviations to confuse or puzzle their opponent. Trained players follow the sound accepted steps of play until this secretly prepared theme or variation upsets the regular road; then the amazed opposition is forced to improvise to the best of his ability until his game is saved (rescued) from the special dish of cooked up schemes or until it is lost. The author has improvised or cooked up many cooks for this text book of Pool Checkers.

CRAMP . . . Any awkward or handicapped position on the checker board. The Cramp develops by a series of weak moves or steps on the one side in regards to position, and a continuous series of strong positional moves on the other side of the board. The Cramp is a clumsy arrangement of checkers in the early part of the game when the sacrifice of a man is yet possible to relieve the poor losing (cramped) position. A similiar awkward position or situation in the end part of the game (finish) is with very few exceptions, completely fatal.

DOUBLE CORNER . . . Squares 1 and 5 of top side of board and squares 28 and 32 on the bottom side of the checker board. Remember the double corner should always be on each contestants right side.

DRAWN . . . The situation in the game or contest where neither of the players is able to force a win. If either player feels that he may be able to win, he is permitted 40 additional moves to prove it. In strict contests a referee counts the forty trial moves and gives the final decision. In Polish Draught or Pool Checkers, usually forced draws are decided by 2 or 3 kings against one king. The number of counts is always limited to 13 counts or moves.

SINGLE CORNER . . . The two corners 4 and 29 located at the extreme left ends of the checker board. The end squares of the main line . . . the big line between squares of 4 and 29. Squares 4 and 29 are the corners.

JUMPING . . . A very essential part of orderly checker playing. There must be a law of compulsory jumping in order to guarantee any

motion or action in the game. Jumping is the process of taking one or more checker pieces from the checker board. The jump continues until every available checker is taken (crossed) with an open or vacant square immediately back of (adjacent) in that line. In pool checkers the single man may jump (capture) available pieces . . . men backwards as well as forwards. See Rule and Regulations.

KINGS ROW . . . The four playing squares immediately adjacent to the checker board edge . . . on each player's closest four squares of the board. To be exact see squares 1, 2, 3, 4 on one side of the board and squares 29, 30, 31 and 32 on the opposite side of the board.

The rule is that when any man (checker) first reaches the opponent's King Row that checker piece immediately becomes a king unless there is a continuous jump on out of the Kings Row available in the very same jumping operation. If the jump extends into and continuously out of the Kings Row the checker piece resting or stopping on any square outside this King Row is merely a single man. But if the completion of the jump permits the jumping checker piece to finally stop on a vacant square within the Kings Row then this particular checker piece immediately becomes a King and must be so honored by crowning the piece with another checker piece placed on top of it. This King or honored-crowned checker piece has then much increased power and freedom of movement and capturing abilities or privileges.

BREACHES . . . The situation or position on the board where two (three) checkers are open with a vacant square between them ready to

be moved into by the player whose move is in turn. In pool checkers the single man or King who moves into this split situation captures . . . or gains one of the checkers regardless to which checker is moved out of jumping range. Example: Black: 8 and 15. White on 16. White moves 16-11 one of the two checkers 8 or 15 must be captured, no matter where black chooses to move.

MUG . . . A slang checker players word usually employed to convey fun, good cheer or laughter. It is merely a pet term or nickname that checker players describe a ridiculous amount of victories or winnings with. The exact number of consecutive wins (without any interruptive wins by the opposition) necessary to constitute the MUG . . . varies from 3 to 5 strait wins. The California (Pacific Coast) custom requires 5 consecutive victories over an opponent in order to accomplish the MUG properly or completely.

THE MOVE . . . A time factor in checker Moving with your opponent which is usually to an advantage to one side or the other. The player who is able to arrive at a certain strategic position with the last move or play has the move. Having the move does not always mean a certain win; especially in the early stages of a game. However the move is of great advantage in the end game technique that is when only three or four checkers are left to each player on the board. There are two important factors which cancel or destroy the value or advantages of the Move held by either player (side) they are; having the Move but off position, and having the Move while the opponent has the last hit or exchange abilities. Of course which

reverses the Move and all advantages and usually wins therein.

PROBLEM SETTING . . . A certain problem whose board set up or arrangement is especially calculated to win by its own force invariably. Certain picked positions or settings in checkers from which a positive prediction or result can be stated by one contestant regardless to what obstruction methods are attempted by the adversary.

GAMBIT . . . As in music there are certain "themes" in checkers such as throwing a piece to retard the opponents advance . . . or to draw him off a given line of play.

The Gambit is this excellent class of technique or strategy in the initial part or stage of a game in which a checker piece is sacrificed for the special purpose of upsetting or reversing an ordinary theme or game sequence. The sacrifice is distinguished from the Gambit only by the special part of the game in which the maneuver is employed. If the sacrifice strategy is used in the very first portion of a game the action is called the Gambit . . . but if the strategic sacrificial maneuver is exercised in later stages of the games' progress (Set game is established) then the act is classified as a regular sacrifice.

STROKE or SHOT Player . . . The special group or type of checker players who depend upon traps, and long chances for their system of Play or game are often called the Stroke or Shot (Trap combinations) Players. The Stroke and the Shot are one and the same in character and action. Any continuous order of consecutive jumps in the execution of a move or play is a

stroke. There can be no shot operation without a combination of jumps in the play.

Strokes or jumping combinations are not necessarily winning operations. Often a series of continuous jumps leading up to the big long swing or shot as the objective is only a draw. Example: Black on 5, 7, 9, 12, 13, 15, 28. White, 17, 20, 21, 22, 25, 27, and 29. White moves 20-16, 12-19, 27-23, 19-26, 22-31, 13-22. Then the climaxing stroke-shot is taken by white 25-2. Drawn. The intricate stroke operations are very beautiful to the spectator or grand stand, but they are extremely dangerous when competing with strong position experts. Thus it is highly recommended that the beginning players develop the more scientific positional style of game.

TRAPPER . . . Any checker player who specializes in the shot-stroke style of game. The trapper usually ignores many simple yet sound principles of checker science in order to inveigle his opponent into a trap position or play.

SQUEEZE . . . A very popular and useful play in checkers. It is a force play often the follow through operation of a trap, or stroke combination. Example: Black on, 1, 2, 5, 7, 8, 9, 11, 12 and 14. White: 19, 20, 21, 22, 24, 28, 30, 31, and 32. White executes the force or squeeze . . . 22-17, compelling Black to move away from White's King row threat of 17-2, thus Black must, "down", a checker piece (this losing the man operation is also called a steal . . . capturing a checker to white's advantage). If Black moves 14-18, then white goes 19-16, 12-19, 24-22. White's squeeze takes or steals Black's checker. And if the Black plays, 7-10, then white plays,

19-16, 12-19, 24-13, and White's squeeze on Black's King Row produces a two man steal or checker piece advantage . . . gain for white side of the board . . . which is often enough to win the game with careful playing. See (study) squeezes under the checker term "Bust Up. Break Up."

SYSTEM . . . As the word implies the system is used as a "orderly method" or process of ascertaining the move. The technique employed by many experts varies according to the particular prejudices that different players have in determining the move. One of the popular methods of calculating who has the move gives each of the four squares in your king row (playing numbers) 29, 30, 31, and 32, the names of four systems. Therefore, your king row square 29 with all of the squares straight across 21, 13, and 5 are part of its system. Then in like manner Square 30 and 31 and 32 are each independent (4 systems) systems. Now it is fairly easy to discover which side (contestant) has the move. You add all the checker pieces in your system 29, to all the checkers found in your system 30, system 31 and system 32. If the total number is odd then your side has the Move. But if the added total is even then the opposition has the Move. Incidentally this is the method your author uses.

SPECIAL . . . A classical technique in pool checkers for conquering 1 king with 3 kings within or upon thirteen counted Moves. In order to perfect the technique of the Special-Process one must learn to speedily get control of both double corner lines from 1 to 28 and 5 to 32 and of course the main diagonal line 4 to 29. Then he must maneuver in such a way as to gain

control of the two great lines bordering (en-
compassing adjacently and parallel) the main
line. That is lines 3 to 21 and 12 to 30. After
the one king has been evicted (forced from)
these very important lines and onto lines 2-13,
13-31, 31-20 or 20-2, the main line king covers
square 11 or 22 on the main line and brings the
following opositions: "SPECIAL" . . . White
Kings upon 14, 11, and 19 . . . Black King on 31
or 13, See. White King plays 14-7 and estab-
lishes the cinch win or "Special"; Then any
move Black King makes is fatal for the beaten
King. Example: If 31-20 then 7-2. If 31-27 then
19-24 and 7-2. If 31-13 then 19-6, and 11-20.
Master this Special or Process. See Rules and
Regulations on its law, etc. (Rule No. 20.)

*Checker reversals are for broadening us . . . not for
boring us.*

ALSO RAN

By Art Riesman

In every game the winner takes the prize
With the loser, a few perhaps will sympathize
Be not dismayed if you can't win,
Show 'em you can take it with a grin . . .
But give the best that you have got,
E'en tho defeat seems ever your lot . . .
Strive to improve each time you play,
Better yourself thru study every day . . .
Some day you'll find to your surprise,
You'll be the One to take the prize.

OPENING TRAPS

Because a thorough knowledge of the basic setups, traps, strategies and combinations, forms the main part of checker skill, I am going to cut short much of the usual theory talk on advanced technicalities and plainly and simply (as possible) present actual occurrences and problems experienced in games between the good expert and the ordinary rookie (beginner). Herein I can show just how and where the novice makes his blunders.

To the expert these learning (to walk) games and practice exercises may have no significance, but to the enthusiastic beginner or student their great importance cannot be evaluated. So let's go carefully through each of these selected games and master well every detail in order that we may be familiar with them offensively and defensively in our real checker game duals.

In study and practice of these games or lessons always take the white (men) side of the board . . . except when black's men have a winning shot or demonstration on their side of board. My habit is to use the **white side only** during practice or study, etc. Of course the sides (men) are alternated in real competition games where you are then simply employing the lessons and plays learned in your rehearsals.

The stronger your competition the stronger are your chances for improvement.

"OPENING TRAPS"

The numbered board is recommended here, while studying these plays, etc.

1.	2.	3.
Black goes:	Black goes:	Black goes:
11-15	11-15	11-15
22-18	23-19	22-18
15-22	9-13	15-22
25-18	24-20	25-18
10-14	15-24	9-13
24-20	28-19	18-14
6-10	8-11	10-17
26-22	27-23	21-14
8-11	11-15	8-11
29-25	32-28	29-25
3-8	15-24	11-15
28-24	20-27	24-19
1-6	7-11	15-24
31-26 (Key)	23-19	28-19
14-17	6-9	7-11
22-13	28-24	25-22
11-16	4-8	11-16
20-11	24-20	30-25
8-29	11-15 (Key)	2-7
Black wins	19-16	25-21
	12-19	4-8 (Key)
	22-17	14-10
	13-22	7-14
	25-4	22-17
	White Kings	13-22
	and wins	26-10
		6-24
		27-4
		White wins

Decreasing your losses necessitates increasing your study period.

4.	5.	6.
Black goes:	Black goes:	Black goes:
11-15	10-15	9-13
24-19	22-18	22-18
15-24	15-22	11-15
28-19	25-18	18-11
9-13	6-10	8-15
22-18	29-25	23-19
8-11	10-15	6-9 (Key)
25-22	25-22 (Key)	(called 'Ringdom')
11-16	15-19	19-16
30-25	23-16	12-19
4-8 (Key)	12-19	21-17
22-17	24-15	13-22
13-24	9-14	25-11
27-4	18-9	7-16
White wins	11-25	24-13
	Black wins	White wins

The ham's plays are timed . . . but too late for winning.

The greater the combination depth . . . the greater the solutions depth.

Small oversights make large losses.

It is better to lose the greatest game than to lose the yet greater WIT.

Our rookies of today will be our masters of tomorrow.

7.	8.	9.
Black goes:	Black goes:	Black goes:
9-13	11-16	9-13
23-18	24-19	24-20
6-9	9-14	11-15
26-23	22-18	22-17
10-14	8-11	13-22
24-19	18-9	25-11
11-16	5-14	7-16
30-26	26-22	20-11
16-20	4-8	8-15
28-24	22-18	23-19
8-11	6-9	15-24
22-17	28-24	28-19
13-15	9-13	6-9
19-17	18-9	27-23
9-13	13-6	9-14
24-19	31-26	29-25
13-22	6-9	2-6
25-18	26-22	25-22
2-6	9-14	4-8
29-25 (Key)	23-18 (Key)	31-27
12-16	16-23	8-11
19-12	18-9	32-28
3-8	1-5	3-8 (Key)
12-10	27-18	22-18
6-29	5-23	6-9
Black wins	Black wins	21-17
		14-21
		18-15
		11-18
		23-7
		White wins

The novice slows down after he loses.

10.	11.	12.
Black's Rookie	Black's Expert	Black's Expert
9-13	11-15	9-13
24-20	24-20	23-18
6-9	15-19	5-9
22-18	23-16	26-23
10-14	12-19	10-15
25-22	27-23	23-19
1-6 (Key)	8-12	6-10
22-17	23-16	27-23
13-15	12-19	9-14
23-18	32-27	18-9
15-22	10-15	13-6
26-1	27-24	23-18
White Kings	9-14	6-9
and wins	31-27	30-26
	3-8	1-5
	22-17 (Key)	26-23
	7-11	9-13
	17-10	21-17 (Key)
	11-16	11-16
	20-18	18-20
	6-31	10-15
	24-15	19-10
	31-10	7-30
	Black wins	Black Kings
		and wins

*Checkers has one factor in common with baseball . . .
the game isn't over 'til the last man is out.*

*Our "Easy Checkers" system is great . . . but system-
atic study of this system is greater.*

13.	14.	15.
Black's Expert	Black's Rookie	Black's Expert
9-13	9-13	goes:
23-18	24-20	12-16
6-9	6-9	24-20
18-14	23-19	8-12
10-17	11-16	27-24
21-14	20-11	4-8
9-18	8-24	23-19
22-15	28-19	16-23
11-18	4-8	26-19
26-23	22-18	9-14
2-6	9-14	30-26 (Key)
23-14	18-9	11-16
8-11	13-6	20-4
24-20	26-23	14-18
12-16	6-9	22-15
27-23	25-22	3-8
4-8	9-13	4-11
23-18	23-18	7-30
16-19	10-14	Black Kings
31-26	18-9	and wins
8-12	13-6	
32-27 (Key)	22-18	
13-17	6-9	
14-21	30-25	
11-16	9-13	
20-9	27-23	
5-32	2-6	
Black Kings	19-15	
and wins	12-16 (Key)	
Study opening!	21-17	
	13-22	
	23-19	
	16-14	
	25-4	
	White Kings and wins	

16.	17.	18.
Black's Rookie	Black's Rookie	Black's Rookie
12-16	11-15	9-14
22-18	23-18	22-17
16-20	8-11	11-15
25-22	18-14	23-19
9-14	10-17	8-11
18-9	21-14	25-22
6-13	9-18	5-9
29-25	24-19	17-13
5-9	15-24	14-18
22-18	22-8	29-25
10-15	4-11	11-16
25-22	28-19	22-17
8-12	11-16	16-23
23-19	27-23	26-19
7-10 (Key)	6-9	9-14
19-16	25-22	30-26
12-19	9-13	4-8 (Key)
27-23	31-27	25-22
20-27	7-11	18-25
23-5	27-24	21-30
White wins	5-9	14-21
	30-25	19-16
	9-14	12-19
	22-18	30-25
	16-20 (Key)	21-23
	18-9	27-4
	20-18	White Kings
	26-22	
	13-6	
	22-8	
	White wins	

To get weight in games . . . get weight in your moves.

19.	20.
Black's Expert	Black's Rookie
11-15	9-13
22-18	21-17
15-22	11-15
25-18	24-19
8-11	15-24
26-22	27-20
11-15	6-9
18-11	25-21
7-16	9-14
24-19	23-19
3-7	2-6
30-25	30-25
4-8	8-11
22-18	26-23
16-20	4-8 (Key)
25-22	20-16
9-13	11-20
29-25	28-24
8-11	20-18
21-17 (Key)	22-15
20-24	13-22
27-20	25-4
11-15	White Kings
18-11	and wins
7-16	
20-11	
2-7	
11-9	
5-30	
Black Kings	

Master the little things (Details) and the big things will manage themselves.

PROBLEM DEPARTMENT

The problem department with its grand illustrations now requires me to stand in the vestibule of this chapter of checkers and open its doors for the readers. Those fine people who read these pages or rather enter these portals will find the rooms beautifully furnished, in fact a picture gallery filled with selected ideas. Pass right in without hesitating to talk with bystanders who lounge around the gates of pearl which lead to the perfect problem solutions.

Some one has well said that "one picture is worth 10,000 words", and of course that statement is appreciated and demonstrated in this chapter. We all need pictures, and get them we will, to glorify our mental castles. Men will over donate in a public collection and moments later see a picture which causes them to buy it even in this financially weak status: Sometimes borrow the money to buy the picture. In my house we will have pictures such as you can cut out of magazines or newspapers. Never mind! You may select pictures of pretty ladies, lion or deer hunts that are expensive for your home. On a friend's walls we may find pictures of comedy, mischiveousness, factory or even your first hair cut in a barber shop. Pictures are primarily to be appreciated for what they can make you feel and become conscious of. You might get a letter from a relative. You gather not nearly as much from the handwriting style or technique as you do from the ideas or sentiments described. Likewise with the problems conveyed in this departent, I urge that you concentrate not as much on the type of (picture) vehicle as you

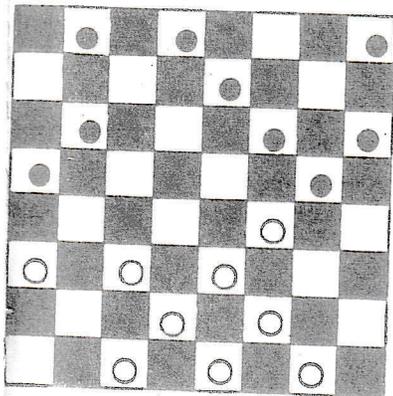
do the idea, lesson or sentiment pictured or expressed.

The actual illustrated problem department of a checker book is indispensable in a thorough checker course. It possesses many of the fundamental obstacles which, if mastered, will hasten the progress of the student greatly. Careful examination of each problem presented here will prove beneficial to the novice as well as the expert. Every problem aims to emphasize a certain popular checker experience.

You are cordially invited to examine the interesting problems herewith presented.

C.K.M.

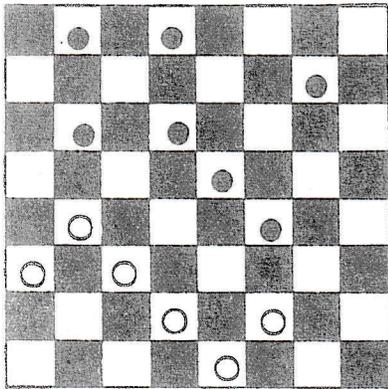
SCHOOL BOY



No. 1

White moves Kings and wins. This position often arises among certain novices.

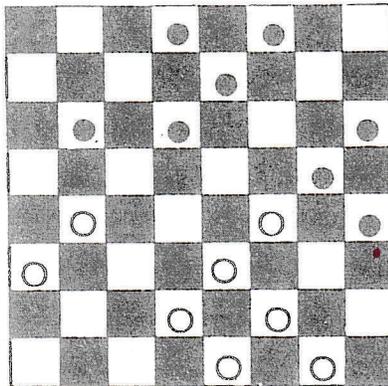
NIGHT OWL



No. 2

White moves—wins.
Try to solve this one
in less than ten sec-
onds.

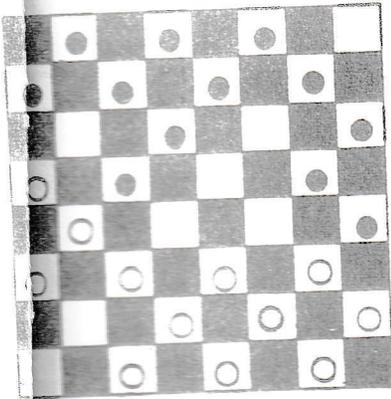
HACKSAW



No. 3

This type of situation
is often overlooked
by experts in the end
game.

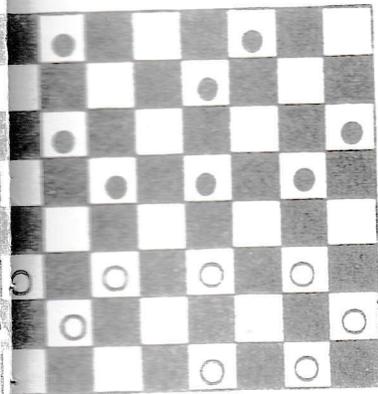
THE MELODY



No. 4

Black moves and cramps white. This position illustrates the backward jump executed for a time move and combination winner.

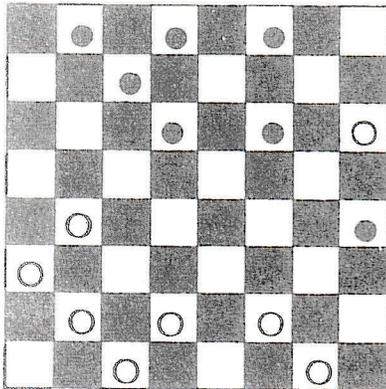
LATE DATE



No. 5

White moves Kings for draw. An interesting study which clinches an often needed draw. The principle often wins in other positions.

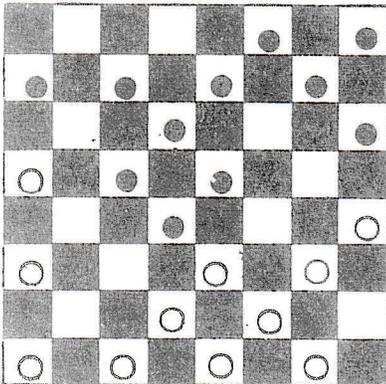
BUCOLIC



No. 6

Black moves Kings and wins. A beautiful problem, yet not as complicated as it looks.

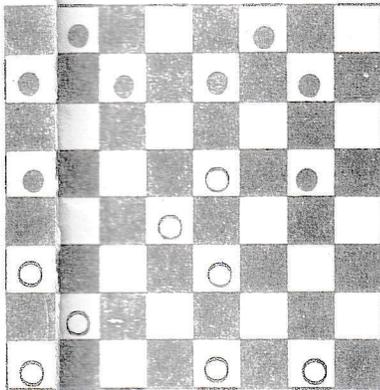
EXHIBITIONIST



No. 7

White moves Kings and wins. A rare problem illustrating a fine combination.

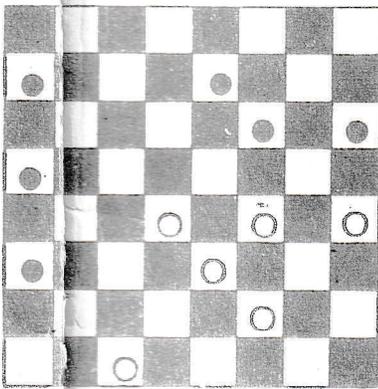
FOOT LOG



No. 8

White moves Kings and wins. Inexperienced rookies often fall into this shot.

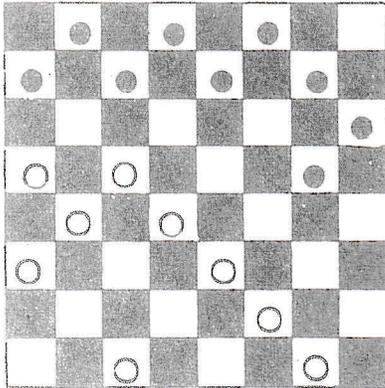
MARKSMAN



No. 9

White moves Kings and wins. This easy win is frequently missed by beginners.

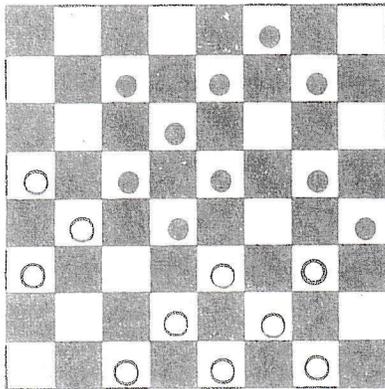
CENTRAL AVE.



No. 10

White moves Kings and wins. If not solved in one minute observe the answer page. This is a good problem and principle.

THE HORNET



No. 11

White moves Kings and wins. This game came up in a contest between Chicago's Langford and myself. I noticed the shot and won. Of course this is a rare and infrequent problem but be alert for its sort anyway.

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"ANSWERS FOR PROBLEMS"

1. Setting: Black—1, 2, 4, 7, 9, 11, 12, 13, 16.
White—19, 21, 22, 23, 24, 26, 27, 30, 31, 32.
White moves: 23-18, 16-14, 22-17, 13-22, 26-3.
White wins.
2. Setting: Black—1, 2, 8, 9, 10, 15, 19. White—
17, 21, 22, 26, 27, 31, 32. White moves: 26-23,
19-26, 17-13, 26-17, 13-6, 2-9, 21-7. White
wins.
3. Setting: Black—2, 3, 7, 9, 10, 12, 16, 20.
White—17, 19, 21, 23, 26, 27, 31, 32. White
moves: 19-15, 10-19, 26-22, 19-26, 17-13, 26-
17, 21-5. White wins.
4. Setting: Black—1, 2, 3, 5, 6, 7, 8, 10, 12, 14,
16, 20. White—13, 17, 21, 22, 23, 24, 26, 27,
28, 30, 31, 32. Black moves: 6-9, 13-15, 16-19,
17-10, 7-14, 23-16, 20-25. Black wins.
5. Setting: Black—1, 3, 7, 9, 12, 14, 15, 16.
White—21, 22, 23, 24, 25, 28, 31, 32. White
moves: 21-17, 14-30, 24-20, 30-19, 20-2, 1-6,
2-16, 9-13, 16-23, 15-19, 23-16, 12-19, 32-27.
Drawn.
6. Setting: Black—1, 2, 3, 6, 10, 11, 20. White
—12, 17, 21, 25, 26, 27, 30, 32. Black moves:
11-16, 12-19, 10-14, 17-10, 6-29. Black wins.
7. Setting: Black—3, 4, 5, 6, 7, 8, 10, 12, 14, 15,
18. White—13, 20, 21, 23, 24, 26, 27, 29, 30,
31, 32. White moves: 13-9, 6-13, 24-19, 15-24,
20-16, 12-19, 27-20, 18-27, 31-6. White wins.
8. Setting: Black—1, 3, 5, 6, 7, 8, 13, 16. White
—15, 18, 21, 23, 25, 29, 31, 32. White moves:
21-17, 13-22, 23-19, 16-14, 25-4. White wins.

9. Setting: Black—5,7,11,12,13,21. White—18, 19, 20, 23, 27, 30. White moves: 30-25, 21-30, 18-15, 11-18, 23-14, 30-16, 20-2. White wins.
10. Setting: Black—1, 2, 3, 5, 6, 7, 8, 12, 16. White—13, 14, 17, 18, 21, 23, 27, 30, 32. White moves: 23-19, 16-23, 13-9, 6-15, 27-4. White wins.
11. Setting: Black—3, 6, 7, 8, 10, 14, 15, 16, 18, 20. White—13, 17, 21, 23, 24, 26, 27, 30, 31, 32. White moves: 26-22, 18-25, 23-19, 16-23, 27-4. White wins.

"CLOSING REMARKS"

Study Hints etc.

Let your good Checker plays talk for you.

Don't fear the loss of a reputation if you never possessed one.

Hard study creates easy playing.

Look double but move single.

Strive to be the last mover.

The competent player realizes the importance of "depth" and uses it deceptively for his theme's and trap construction.

The rookie who moves the fastest loses the quickest.

Sharp playing seldom produces dull games.

The rookie is right for playing a little before he studies much.

POINTS TO REMEMBER

As a brief word on the several points in my playing which I value highly for the production of a better checker game or stronger competitor notice the following.

1. Practice staying in position to hit.
2. Strive to capture the early man or advantage; Learn to protect your pieces as defense of your game from same if your adversary attempts to capture or steal your man.
3. Master the strong double corner style of game with special emphasis on position rather than shots or grandstand strokes.
4. Have a solid idea or motive behind every move and play you make.
5. Strive to calculate the opponent's capabilities, strategies, and hidden objectives at every stage of a game.
6. Learn how to lose cheerfully (and win meekly or smilingly) with a quick recognition and praise of the other player's skill and ability.
7. Always reach a complete agreement on the laws, types of moves, technicalities and local restrictions immediately before important games.
8. Get good books (library or bookstore) for additional reference use.
9. Stop, look and slow down a little, 1 minute to 2 minutes. Thus exercising more intelligence in the move selected.
10. Exercise special caution after gaining a man, a king, or any early advantage in a game.
11. Learn to play for position and the move for the strongest game.

12. Avoid players and places, with bad, (poor) mood or spirit.

13. Play new moves (practice) from the winners side of the checker board for feeling.

14. Practice making notes on interesting plays in your game and especially the games you lose. Look for the mistake, write it down. Remember every game you lose holds a lesson for you to learn or benefit from.

15. Practice good ethics with all classes of players . . . from the greatest to the least. Let the brilliant checker game bring you increased enjoyment and sportsmanship.

"CLOSING REMARKS"

In closing I emphasize again the extraordinary beauty, value and educational virtues present in checkers with the sagacious remarks of the "Glasgow Herald" . . . "The game of checkers is eminently a trial of skill. It is not in any sense a game of chance, nor does it tend in any degree to cultivate a taste for games of chance. As an educator its value is inestimable, in impressing on the mind the importance of taking into account every element having any bearing on the point under consideration before a reliable conclusion can be reached.

However well a player may have arranged his attack, and however carefully he may think he has examined every move his antagonist can take in reply, if in that examination something important has been overlooked, or to superficially examined, his wily adversary thrusts forward a man which takes him by surprise, his plans are upset, and for all his fine calculations he has only humiliating defeat. Prominent

among its (checkers) many merits as an educator may be classed its admirable adaptation to teach the importance in all intense intellectual efforts of being cool, self-possessed and patient; Without these qualities no amount of skill, proficiency or experience will avail. It teaches, too, how essential to success is self-reliance. He who thinks he will be beaten is beaten already. This distrust of his own abilities takes such possession of him that he cannot play up to his usual strength.

It is not without arduous and protracted mental labour that the mind can be schooled to habits of methodical thought, nor without many experiences that it can be made to fully comprehend and appreciate the conditions which are essential in order that it may act with its greatest power. The trial of skill across the checker board is so attractive, that this great labor is relieved of its irksomeness and this disciplining of the mind becomes a recreation and amusement . . . While ordinarily the mind tires of a purely intellectual exercise, in this game the antagonist keeps up a pleasing excitement, inciting a contestant to move with the greatest caution, the most careful scrutiny and exercising the most critical power of the mind"—Glasgow Herald.

Certainly, checker wisdom, poetry, and truth are of prodigious significance in that they tend to impress upon the mentality many basic points which would require volumes of large books to teach with equal forcefulness and success.

Merely half reading and digesting them will not suffice. In order to receive the maximum good from them, the ambitious student will have to literally employ them on repeated occasions with practical mother wit and judgment as his guide.

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**Advanced Checker Guide (Book II) now being prepared.*

THE SLOVEN

By S. A. Lucas

"Twas the voice of the sloven, I heard him complain,

"Oh where is that draughts board? . . . I seek it in vain".

At length in a closet, crammed back on a shelf,
'Tis discovered, all dusty, Mid bottles and deft.

I looked on that draughts board . . . A treasure when new . . .

And saw that the leather was grey from mildew;
Stains on it of porter, There grease had been dropped,

One side cut and hatched, where a knife had been stropped.

Of the men, four were wanting; And those that remained,

Would require a good boiling, being greasy and stained;

While in lieu of the lost men, to make up the whole

Were two dirty buttons and two bits of coal.

Faugh! call you a player? . . . A player has taste;
Is a lover of neatness . . . A hater of waste.

Circumspection and forethought and skill he can claim;

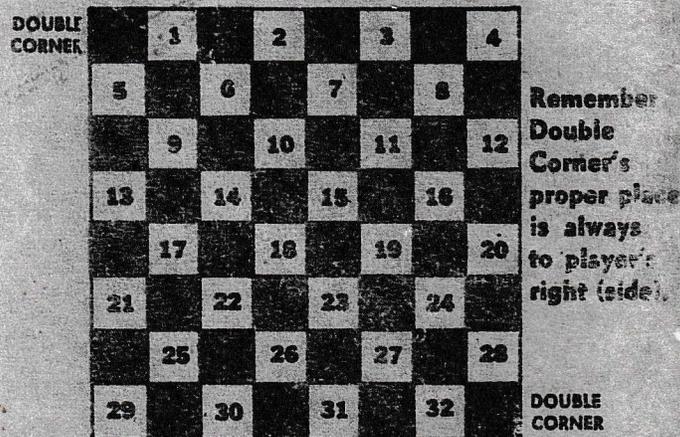
But you, burn your . . . draughts board . . .
Disgrace not the name.

STANDARD
POOL CHECKER GUIDE
(Spanish Pool)

By
C. KING MORELAND

The Numbered Checker Board may be purchased or even made at home in leisure.

Refer to illustration below for practice and study.



REFERENCE BOARD

THE CHAPTERS

- 1 History
- 2 General Information
- 3 Rules and Regulations
- 4 Definitions of Checker Words
- 5 Opening Traps
- 6 Problem Section
- 7 Problem Answers
- 8 Closing Remarks

