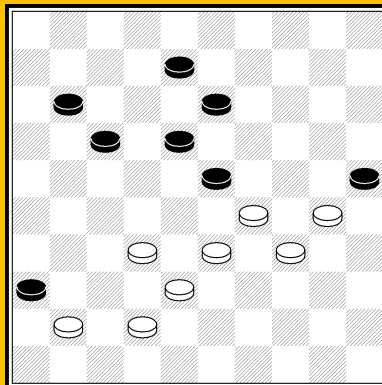
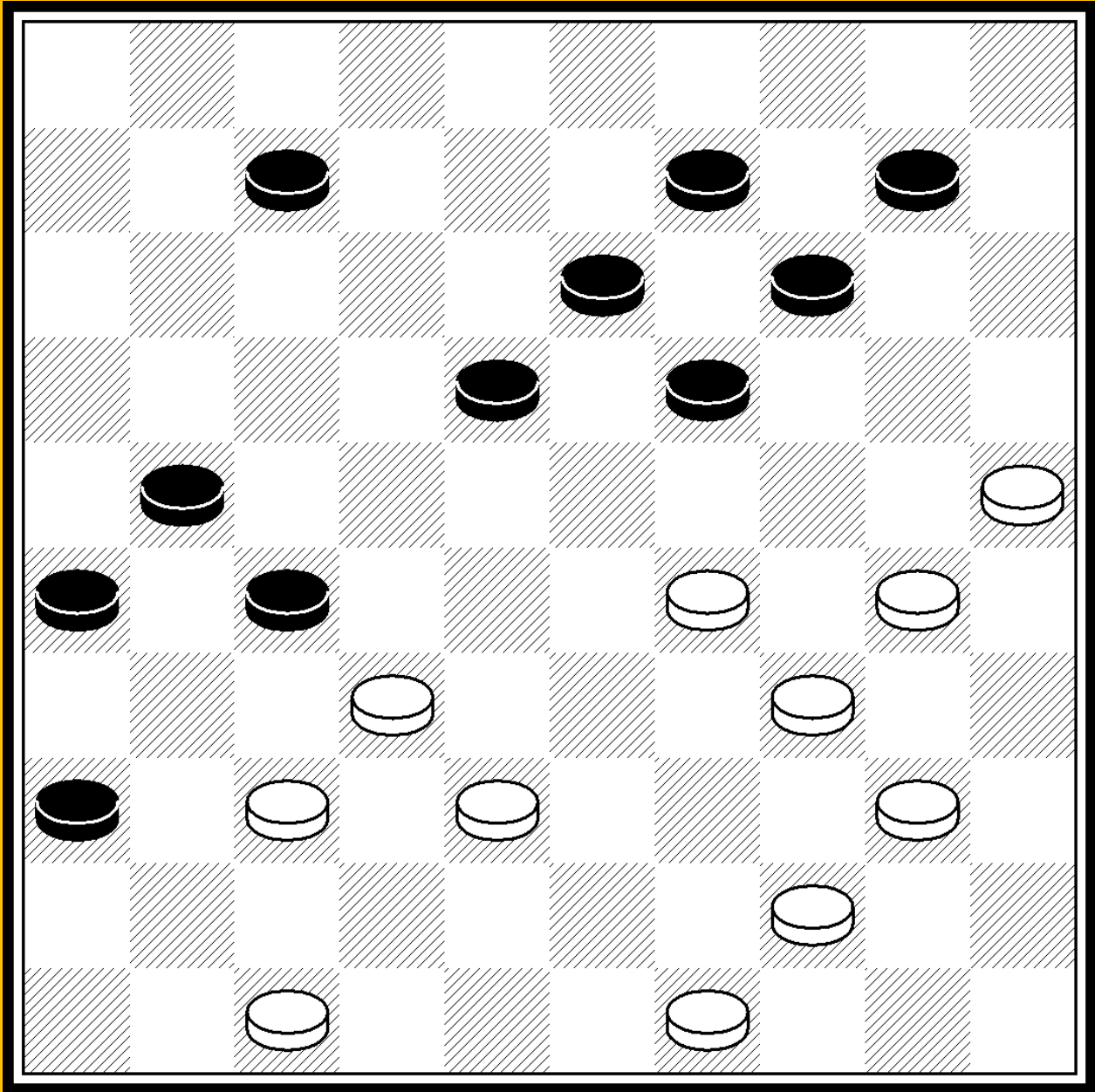


# A Course in draughts part III





This composition is called **The peacock**: White plays and wins!

# A Course in draughts part III



- A course in 10 x 10 international draughts for advanced players
- Written with the goal of draughts promotion

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*Michelle de Jong has just become Dutch champion for girls*

# Introduction

This is the third and final part of a course in draughts. The first course was mainly aimed at tactical aspects of the game. In the second course positional aspects and strategy were introduced. We learned that there are several types of games like attacking games, classical games, locking games etc. In this third course we will elaborate on strategic aspects of the game in the third section. In the opening of the game the strategy begins. In section 2 an overview of popular openings is given. We will not forget tactics in this course. As a matter of fact we start treating sophisticated types of tactics in the first section. In the fourth section you will learn how to think about positions in order to get the best or most attractive move. We introduce a thinking process model that you can use during your games. Tactics and strategy are important aspects in searching for the best move. In the first course the endgame was covered. Now in the fifth section we will cover more difficult endgames like a king and three pieces versus a king and one or more pieces. We will also learn a lot about three kings against one and five kings against two kings.

Since the most difficult aspects of the game of draughts is to finish the game when having a winning position, we will elaborate on finishing the game in the sixth section.

If the exercises in this course are too difficult to solve, you can check the solutions. You can try to solve the same exercises later. Maybe this time you do see the solution!

We use some symbols in the text of this course, which I will explain now:

<b>W+</b>	white wins.
<b>B+</b>	black wins.
<b>=</b>	draw
<b>32 – 28!</b>	the move 32 – 28 is a strong move.
<b>34 – 29?</b>	the move 34 – 29 is a weak move, a mistake.
<b>31 – 27?!</b>	31 – 27 looks bad at first sight, but turns out to be good
<b>&lt;14&gt;</b>	square 14
<b>&lt;37 &amp; 39&gt;</b>	squares 37 and 39.
<b>Dirod</b>	difference in rate of development (see the first section of the second course)

My hope is that you learn a lot of this course, improving your game. But my greatest hope is that you will enjoy the rich possibilities of our game of draughts. I wish that the game will bring you pleasure and you will be inspired by its beauty.

MN Tjalling Goedemoed  
Leeuwarden, 09-08-2011



# Thank you!

Martijn van der Klis (photograph) has (again) been a great help and inspirer to write this course. He checked both the English text and the notation.



Frits Luteijn's generosity made the issue of this course financially possible. Being a member of the FMJD-board Frits has done a good job to promote our game!  
The sources I used to write this course are mentioned at the end of each section.

## About the author



Tjalling Goedemoed is an experienced trainer in the game of draughts, who worked with many talented young players. Among his pupils were Klaas Hendrik Leijenaar, Gerlof Kolk, Saskia Veltman, the brothers Maikel, Zainal and Joel Palmans, Mei-Jhi Wu, Boudewijn Derkx, Stijn Tuytel, Ester van Muijen, Jesse de Boer and many others. Goedemoed also used to train many groups of players, both young players and experienced club players. In the course of years he produced a lot of material, which he was able to use for writing this course. Earlier Goedemoed (meaning good courage) productions are:

**Dam Mentor** 5 CD-ROMs at different levels with theory and exercises – in Dutch.

**Oom Jan leert zijn neefje dammen** Issued by Tirion, a book for young, beginning draughts players – in Dutch. The English translation of the title would be: Uncle Ian teaches his nephew (Roy) how to play draughts.

**De Keller-opening** More than 30 articles about the famous Keller-opening in draughts magazine *Hoofdlijn* (issued by Herman van Westerloo from Amsterdam)

**Friesch Dagblad** Since 1994 Goedemoed has written a weekly column on draughts.

**Het Damspel** Goedemoed published many articles about the endgame and other issues aimed at beginning players in this magazine issued by KNDB (Royal Dutch Draughts Federation).

More of his publications can be found at:

<http://www.graficelly.nl/klant/tg-web/>

Goedemoed is not only interested in playing games and studying games of top-players, he also likes compositions, especially compositions resembling game situations. In the last chapter (Epilogue) some of his compositions are shown.

Goedemoed also likes to play many draughts variations like dameo, killer draughts and Frisian draughts. He also wrote two courses about Frisian draughts. In killer draughts two kings beat one, so that the number of draws is reduced enormously. You can play both normal draughts games and killer draughts games at the Mindsports Arena: <http://www.mindsports.nl/index.php/arena/draughts/382-killer-draughts-rules>

Goedemoed won the Frisian championship three times and is a seven times winner of the Frisian blitz-title. His best result in a game was his victory over Ton Sijbrands in 2001.

Goedemoed has his own weblog: <http://damwereld1.web-log.nl/>

