Introductory course in draughts

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Aimed at beginning players of the international game of draughts
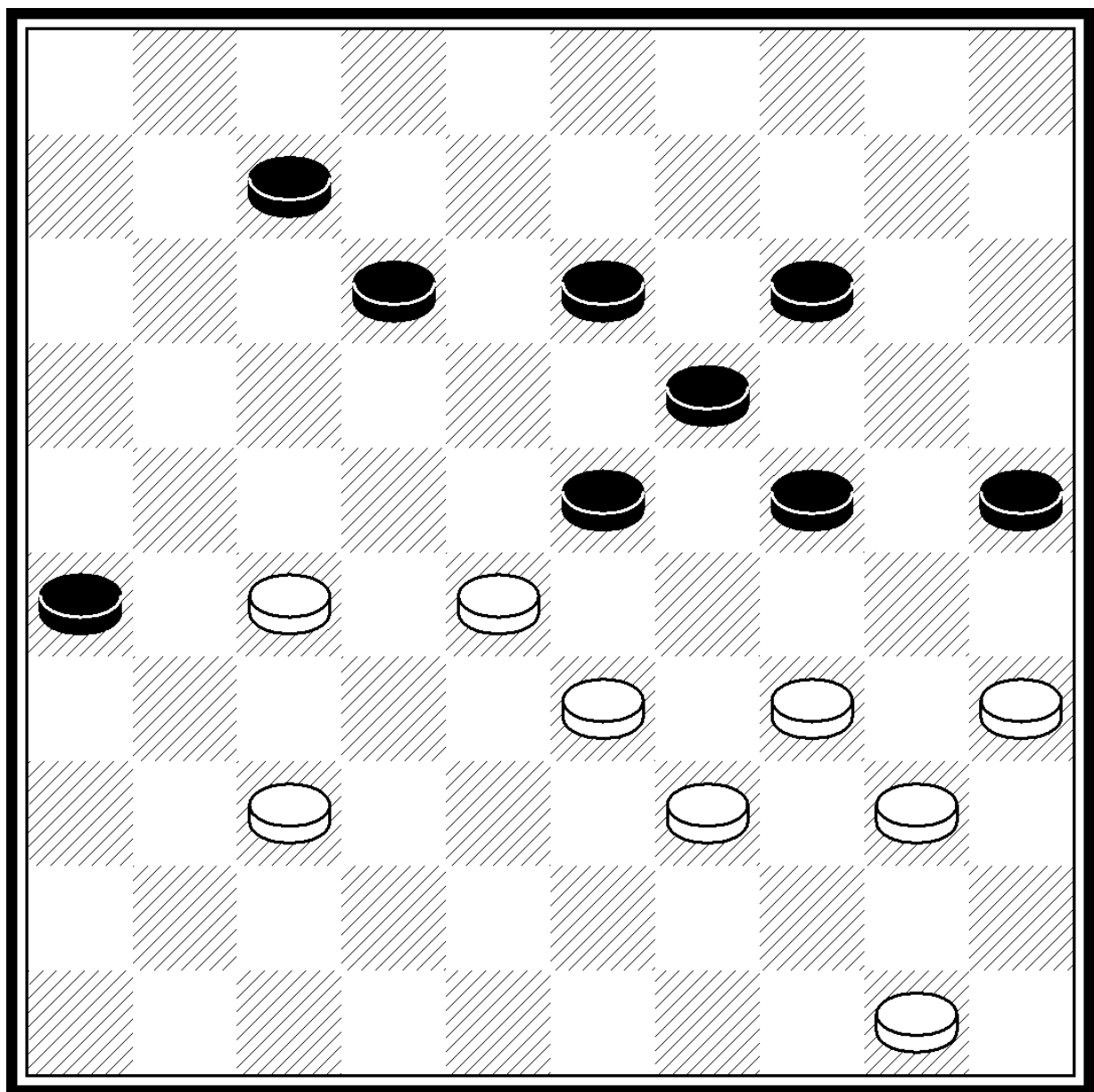
This course is aimed at children and beginning players.
We hope you enjoy the game!

Introductory course in draughts

- **A course in 10 x 10 international draughts for beginning players**

- **Written with the goal of draughts promotion, sponsored by Frits Luteijn**

T. Goedemoed 31-12-2011

White to play and win!

Preface

This is the fifth e-course written by Tjalling Goedemoed on draughts. The courses that have been issued by now are:

Pre-course
Introductory course in draughts
A Course in draughts part 1
A Course in draughts part 2
A Course in draughts part 3

This course is meant to fill the gap between the pre-course and the first part of A course in draughts. For many people, especially beginners and children, this course might be a welcome introduction to the first course, that isn't so easy at all.
Elementary aspects of the game are treated, like formations, attacking, defending, changing pieces and shots. We elaborate on shots in particular. You will be taught how to look for shots. Transporting pieces and removing pieces is essential.
Many examples from real games have been chosen, to illustrate the themes in this course.
We will also discuss elementary positional aspects of the game and how to build op positions. Some hints are given on how to pay the opening of the game.

Symbols

W+	White wins
B+	Black wins
=	Draw or equality
Ad lib.	Ad libitum (choice of capture)
<17>	Square 17
Piece <34>	The piece on square 34
<27 & 28>	Squares 27 and 28
22 – 17!	22 – 17 is a strong move
22 – 17?	22 – 17 is a mistake
22 – 17*	22 – 17 is a forced move
Exercise 1***	The 3 stars indicate a difficult exercise!

Sources

Tournament base - Piet Bouma
 http://toernooibase.kndb.nl/
Many examples are derived from real games I found in Tournament base, an online database with many games.

Turbo Dambase – Klaas Bor
http://www.turbodambase.com/tdamhome.php
Another online database with many games.
I used position from my own collection of positions saved in Turbo Dambase files.

Leer spelenderwijs dammen deel 3 – Pieter Bergsma

Draughts players talking about the Dutch translation of the course in draughts part I, T. Goedemoed, W. Lep, O. Dijktsra and D. Terpstra

Ainur Shaibakov, Roel Boomstra and Frerik Andriessen

Table of contents

On the course in draughts

The courses in draughts have provoked many enthusiastic responses from many countries. These responses motivate me to keep on writing and correcting the courses. The first two courses have been corrected, the course in draughts part 3 will be corrected soon.

Draughts players from several countries have translated courses in other languages. I had the honour to receive messages from translation into Chinese, Spanish, French, Dutch, Creole and Italian. I also got messages from Uganda and Brasil, where the course is used in school classes.

Any news of using the course in other countries is welcome!

The courses are sponsored by member of FMJD, frits Luteyn, who is a strong player with a lot of knowledge of the game. Luteyn has played in Dutch championships many times.

You can visit his website at:

http://home.kpn.nl/dammen/
or also:
http://www.luteyn.net/damclub/

My own weblog:
http://damwereld.weblog.nl/
or also:
http://www.graficelly.nl/klant/tg-web/

Other links:
FMJD:
http://www.fmjd.org/

10 x 10 – Wieger Wesselink
http://www.10x10.dse.nl/index.html
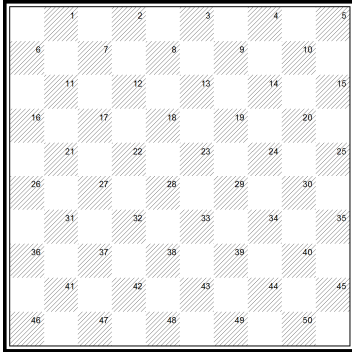
DamMentor:
http://www.dammentor.nl/index.pl

This course was corrected by myself. A list with errors is always welcome to correct the errors I missed.

Tjalling Goedemoed
Leeuwarden, 13-04-2012

Notation

As we've already shown in the first pre-course, the squares of the board are numbered from 1 until 50.
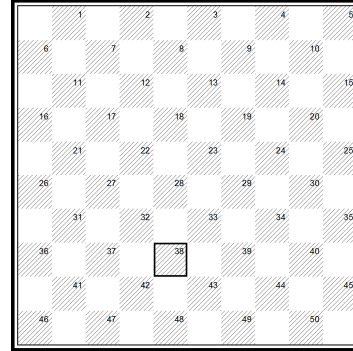

The best way to learn the numbers is noting down your games without looking at a numbered board. You will soon learn the numbers of specific squares by heart.
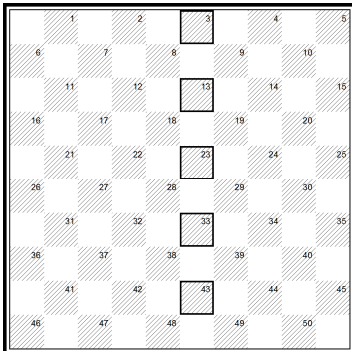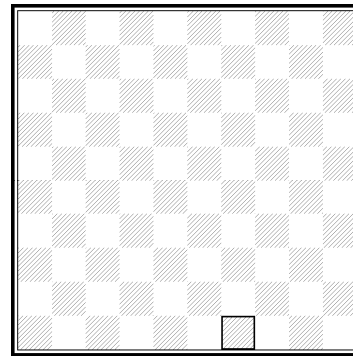

Notice that if you go from square 3 downwards, each next square is 10 more: The squares in this row are numbered: <3, 13, 23, 33, 43>.
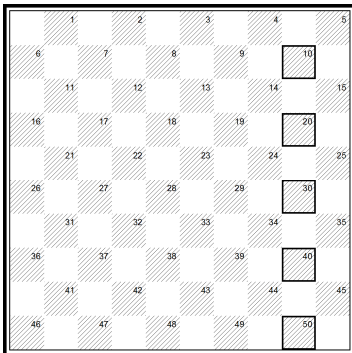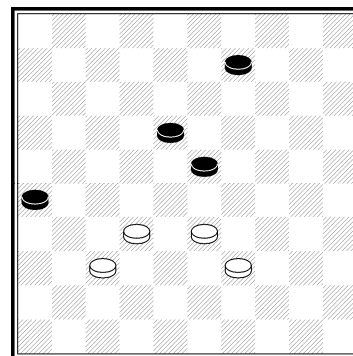

In this row the squares are numbered <10, 20, 30, 40, 50>.

If you don't know the numbers by heart yet, you can find the number of a square like this. The marked square is in the 8-column, so it is <8 + 10 + 10 + 10> = <38>.


Now we show it at a board without numbers. You see that the marked square is in the 9-column. The number of the marked square therefore is: <9 + 10 + 10 + 10 + 10> = <49>.


White to move plays 37 – 31: the piece on <37> goes to <31>. Black has to capture two pieces: 26 x 37 x 28, but we simply note down: 26 x 28. White captures three pieces: 33 x 22 x 13 x 4. We simply note down: 33 x 4.
Sometimes the moves itself are numbered too. It looks like this:

1.37 – 31 26 x 28
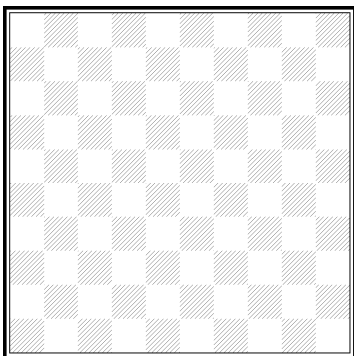**2.33 x 4**
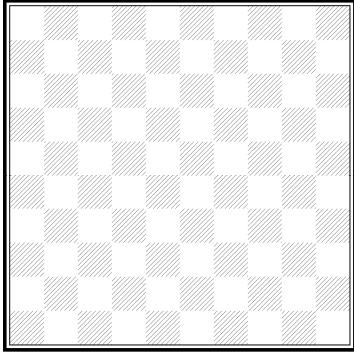
Ex 1.1 A) Put black pieces at <10, 17, 19>. Put white pieces at <28, 32, 37>

B) How does white to move win by a shot? Note down the moves!
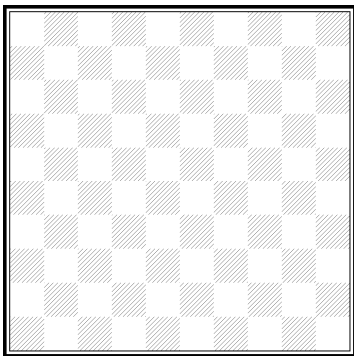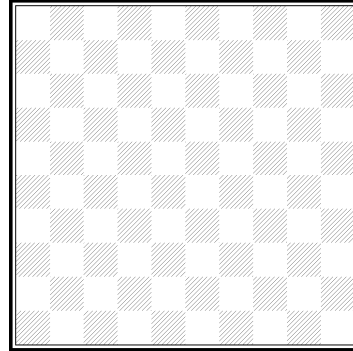

Ex 1.2 A) Put black pieces at <7, 18, 20> Put white pieces at <30, 34, 40>.

B) How does white to move win by a shot? Note down the moves!

Ex 1.3 A) Put black pieces at <10, 18, 20>. Put white pieces at <28, 33, 38>

B) How does white win?
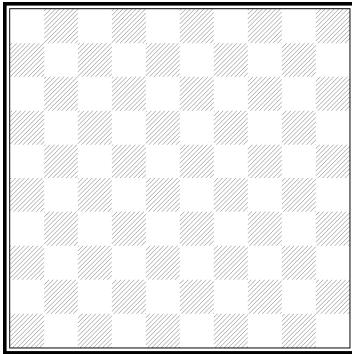

Ex 1.4 A) Put black pieces at <8, 9, 15, 18, 29> and white pieces at <25, 30, 32, 38>.

B) How does white win?
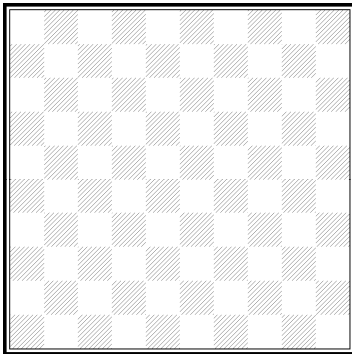

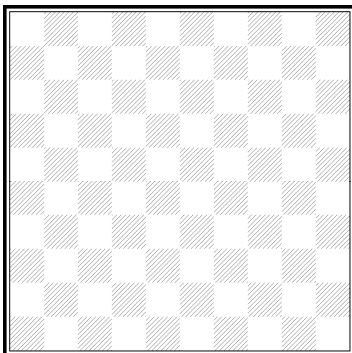*Roel Boomstra (l) noting down a move in his game against Marino Barkel*

Ex 1.5 A) Put black pieces at <11, 12, 13, 14, 32> and white pieces at <26, 31, 33, 35, 36>

B) How does white win?

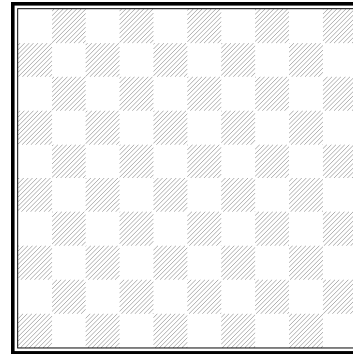**Ex 1.6 A)** Put black pieces at <9, 12, 16, 18> and white pieces at <21, 29, 36, 37>.

B) How does white win?

Ex 1.7 A) Put black pieces at <12, 13, 14, 22, 23> and white pieces at <33, 37, 38, 39, 41>.

B) How can white win?

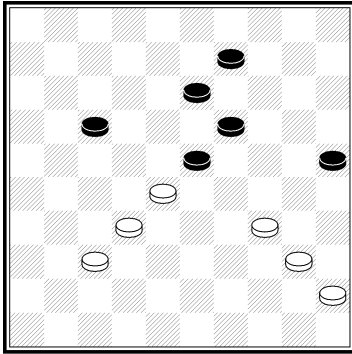**Ex 1.8 A)** Put black pieces at <10, 16, 17, 19, 24> and white pieces at <27, 32, 33, 34, 40>.

B) How can white win?

Xinyue Qi glad with her trophy won in a Thailand draughts tournament. Later she became world championships girls

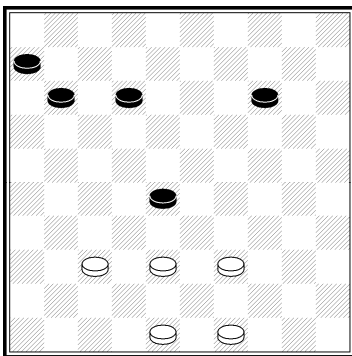# Introduction of themes

Formations

Formations are constructions of two, three or more pieces that work together. Well-known formations are the fork and the tail.

White has two tails: 28 / 32 / 37 & 34 / 40 / 45.
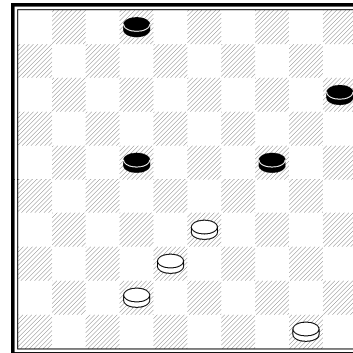White can use his formations to perform a shot.

1.28 – 22 17 x 28
2.34 – 30 25 x 34
3.40 x 18 13 x 22
4.32 x 3

## Attacking & defending

The piece at <28> can be attacked by white in two ways.
If white attacks the piece by playing 38 – 33 black can defend his piece by playing 12 – 17! 33 x 22 17 x 28.
If white plays **38 – 32** black can't defend the piece.

Changing

Making an exchange or changing is like making a deal. Both players lose the same amount of pieces. White can use his tail 33 / 38 / 42 to make an exchange in two different ways.
White can change 1 x 1 by playing 33 – 29 24 x 33 38 x 29.
White can also make a 2 x 2 change by playing 33 – 28 22 x 33 38 x 20 15 x 24.

Shots
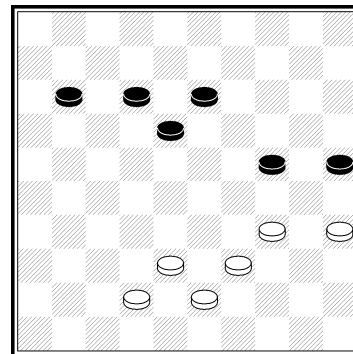
Sometimes it is smart to sacrifice pieces in order to capture pieces yourself.
Shots can have two different goals:
Giving pieces to get back more pieces.
Giving pieces in order to get a king.

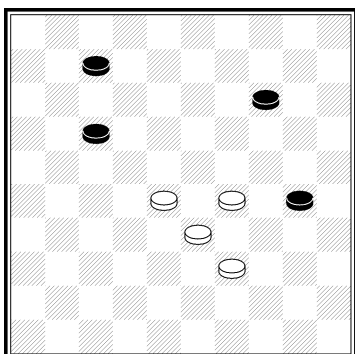White wins by taking a shot: **34 – 30 25 x 34 39 x 6 W+.**

Formations

It's good to take care your pieces work together in formations. Formations are constructions of several pieces. We will show the most important formations in the game of draughts.
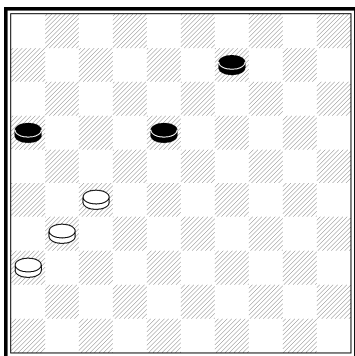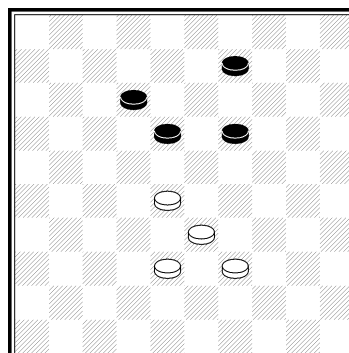

White has a tail. He uses the tail to make a shot:

27 – 21 16 x 27
31 x 4

White has a fork. If the piece on <39> is on <38> it is also a fork. White uses his fork to make a shot.

29 – 24 30 x 19
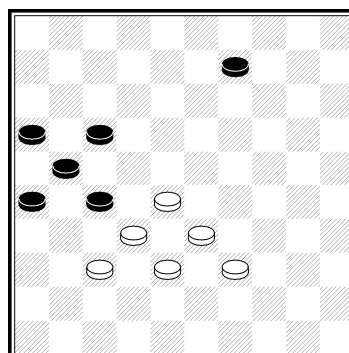**28 – 23 19 x 28**
33 x 2

In this case the fork is turned upside down. White makes a shot in which black has a choice how to capture, but it doesn't make any difference. Ad libitum is Latin for having choice.

28 – 23 ad lib.
33 x 4
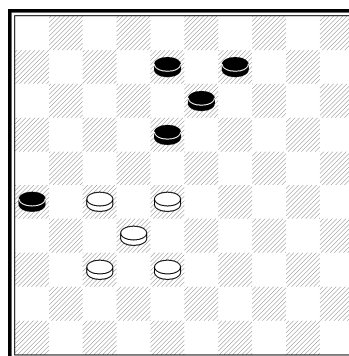
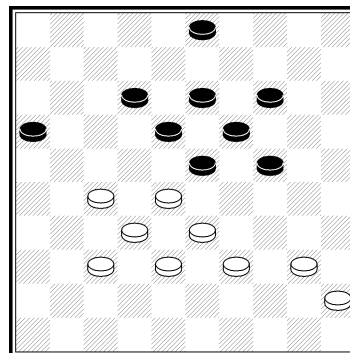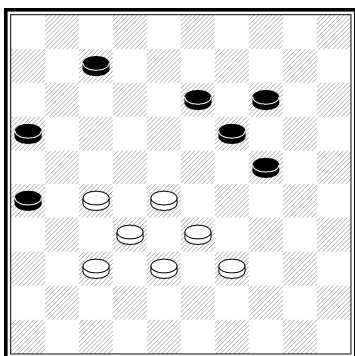White has a cross. He makes a shot with choice for black at the second move.

27 – 21 26 x 17
28 – 22   ad lib.
32 x 14

White has a pyramid in the centre. The pyramid can also be located at other sites of the board.

White takes a shot. If black takes forwards after 28 – 22 with 16 x 27 33 x 31 white gains a piece. After taking backwards white performs a kingshot.

$$28 – 22 \quad 27 \times 18$$
$$37 – 31 \quad 26 \times 28$$
$$33 \times 4$$

White has a central pyramid with an extra piece at <27>. This construction is seen in many games. White transports a piece to <17> and then takes a shot with 28 – 23.

$$27 – 21 \quad 16 \times 27$$
$$32 \times 21 \quad 26 \times 17$$
$$28 – 23 \quad 19 \times 28$$
$$33 \times 2$$

White has a diamond. He makes a shot giving white no real choice at the first move.

$$28 – 23 \quad 18 \times 29$$
$$37 – 31 \quad 26 \times 28$$
$$33 \times 2$$

White has an extra formation 40 / 45, the so-called Olympic formation. White can make shots from <40> with this formation. Here white performs a coup Royal (you can find more about the coup Royal in *A Course of draughts* part I)

$$27 – 22 \quad 18 \times 27$$
$$32 \times 21 \quad 23 \times 34$$
$$40 \times 7 \quad 16 \times 27$$
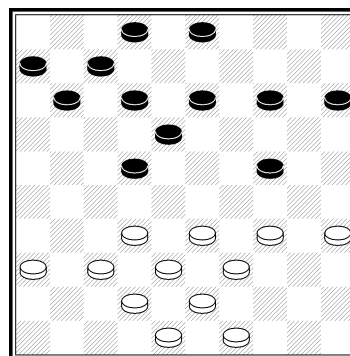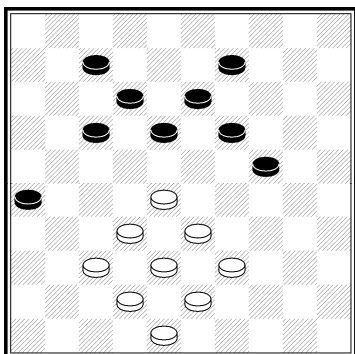
Exercise 1
What move would you play for white?
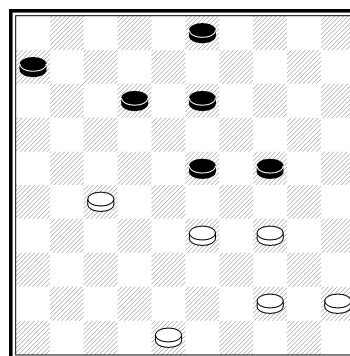
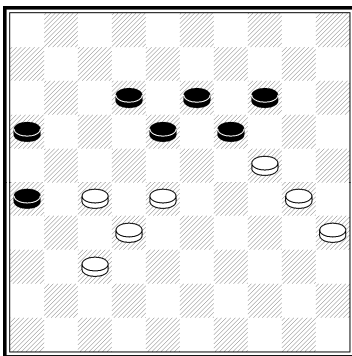

Exercise 2
What move would you advice white to play?
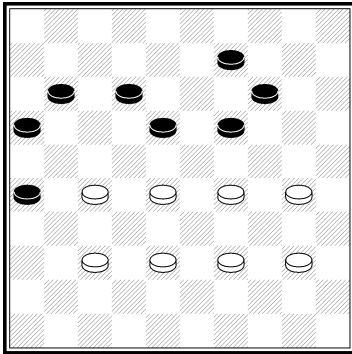
Exercise 3
Position form the game Gerben van Steenbergen – J. van Donkelaar. White can choose how to make a fork. He can do that in several ways.

A) In how many ways can white build a fork?

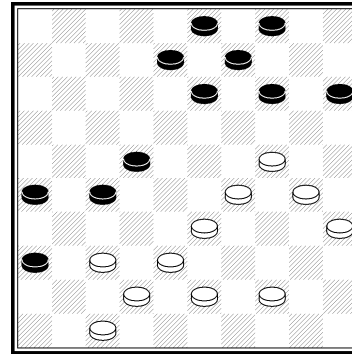**B)** Why is black's position weak?

Black was to move. The game was:

1... 11 – 17
2. 38 – 32   9 – 13
3. 29 – 24   17 – 21
4. 40 – 35   12 – 17
5. 39 – 33   17 – 22
6. 28 x 17   21 x 12
7. 33 – 28

White has a fork and a tail.
Black has no good move left. 12 – 17 is met by 28 – 22 17 x 28 32 x 12 +.

7... 18 – 23 can be punished by 8. 30 – 25 19 x 30 9. 28 x 17 30 – 34 10. 27 – 22!!

C) How is 10... 34 – 39 punished now?

Exercise 4
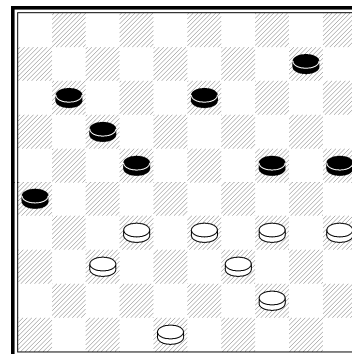White to move. Which of the following moves would you play? Why?

A) 37 – 32
B) 43 – 39
C) 44 – 39
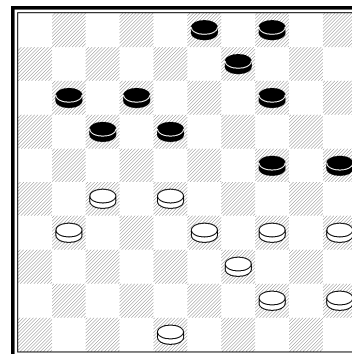
Exercise 5
What move would you advice white to play?

Chogoliev – Tolchykau

Black's pieces are scattered over the board.
White uses formations to exploit this weakness.

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41.48 – 43!

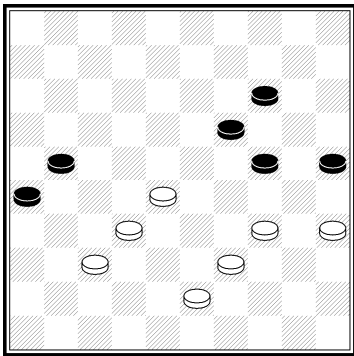## Exercise 6
What move of word should be on the dots?

A) White threatens to play ....

41... 13 – 19
42. 33 – 28 22 x 33
43.39 x 28

B) White threatens to play ....

43... 17 – 21
44.44 – 39 10 – 14

After 44... 11 – 16 white plays 45.28 – 22 10 – 14 46.32 – 28 14 – 20 47.39 – 33 and black is frozen out.
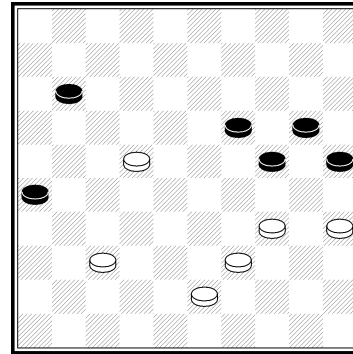

C) White's position contains (except for the piece on <35>) of two ....

45.37 – 31 26 x 37
46.32 x 41

D) White threatens to play ....

46... 14 – 20
47.28 – 22! 21 – 26
48.41 – 37

Black has no good moves left. 48... 19 – 23 is punished by 49.34 – 30 25 x 34 50.39 x 28. Therefore he plays 11 – 16 giving piece <22> a breakthrough to king.

The rest of the game was:
```
11-16 49.22-17 16-21 50.17-12 21-27
51.12-8 19-23 52.8-3 23-28 53.3-9
27-32 54.9-36 32x41 55.36x47 26-31
56.47-42 31-36 57.42-47 28-32 58.43-
38 32x43 59.39x48 24-29 60.47x15 36-
41 61.48-42 41-46 62.15-38 46-23
63.38-32 2-0
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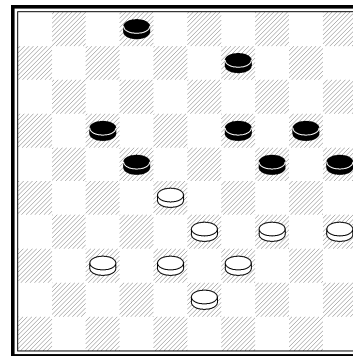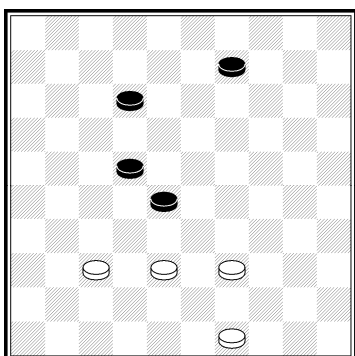

H. Meijer – K. Bor

Exercise 7
What strong move can white play and what's white's plan?

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Attacking and defending pieces

The black piece on <28> can be attacked by playing

38 – 32!

Black has no way to defend the piece. It is dangerous to have a piece that is far advanced. You should take care far advanced pieces are backed by other pieces in order to defend the piece from attacks. We call such a far advanced piece an outpost.
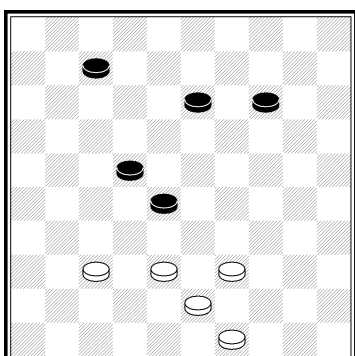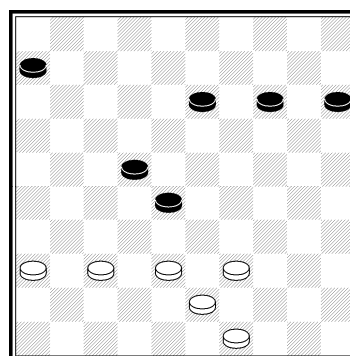

In this case black can defend his outpost at <28>.
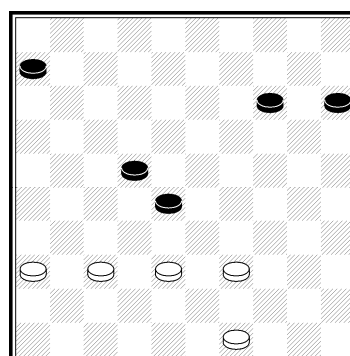
1.38 – 32 13 – 19
2.32 x 23 19 x 28
3.43 – 38
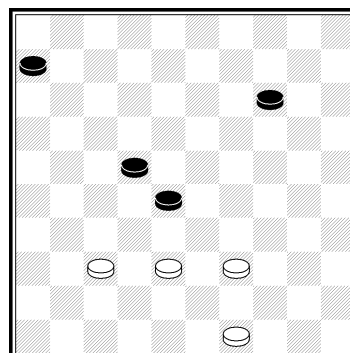
Black can defend his outpost in two ways:

1) 3... 14 – 19 4.38 – 32 19 – 23
2) 3... 22 – 27 and attacking with 4.38 – 33 is met by 27 – 32 5.33 x 22 32 x 41.

In this case, with an extra piece at <36> white's attack is much stronger.

1.38 – 32 13 – 19
2.32 x 23 19 x 28
3.43 – 38

Now both efforts to defend the outpost fail:

1) 3... 14 – 19 4.38 – 32 19 – 23 5.36 – 31! and white will play 32 – 27 at the next move. Black has no good defence.

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2) 3... 22 – 27 4.38 – 33! and white wins a piece after 27 – 32 5.33 x 22 32 x 41 6.36 x 47 W+1.
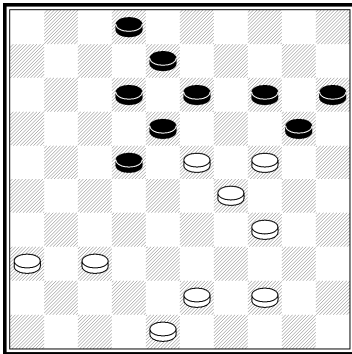
A small difference in the position can have a big difference for the result of the game.
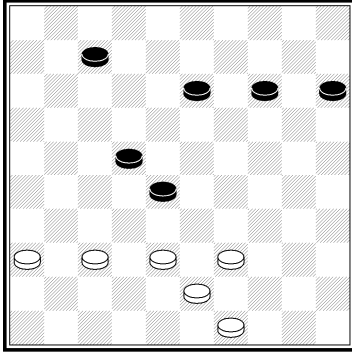
With piece 6 at <7> black can defend the outpost:

**1.38 – 32 7 – 12!**
2.32 x 23 13 – 18

Winning back the piece.

White has two outposts which are not backed by a strong centre. Black's pieces are working together well in formations. Black threatens to win a piece with 13 – 19 24 x 13 8 x 28. White can try to defend in two ways:

1) 1.43 – 38 13 – 19 2.24 x 13 8 x 28 3.38 – 32 28 – 33! 4.29 x 38 22 – 28 5.32 x 23 18 x 49 B+

2) 1.44 – 40 with the intention to answer 13 – 19 24 x 13 8 x 28 by 29 – 24! 20 x 29 34 x 32 =. But black has a stronger continuation: 20 – 25!! 2.43 – 38
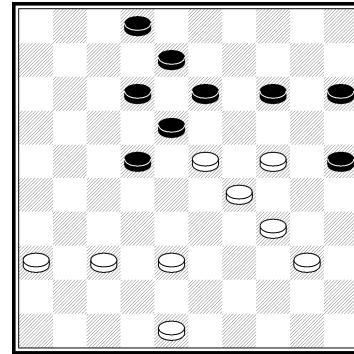
Now 13 – 19 24 x 13 8 x 28 38 – 32 isn't winning for black. Still he has a surprising way to attack the outpost at <24>. It isn't piece <23> that is attacked, but piece <24> by a sacrifice!
2... 22 – 28!! 3.23 x 32 14 – 19 winning back two pieces.
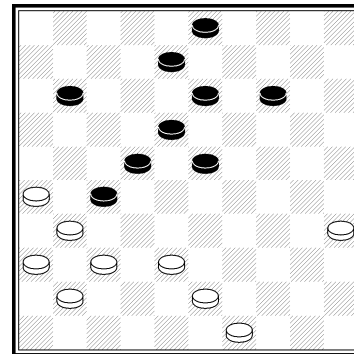

White has two pieces that can attack the outpost at <27>: the pieces at <37 & 41>. Black has only one defender of his outpost: the piece at <11>.
White can attack the outpost twice and win the piece.

1.37 – 32 11 – 16
2.32 x 21 16 x 27
3.41 – 37

White threatens to win a piece with the 37 – 32 attack. If black wants to stop this move by playing 3... 23 – 28 white wins a piece by the simple 38 – 32 shot.

3... 23 – 28
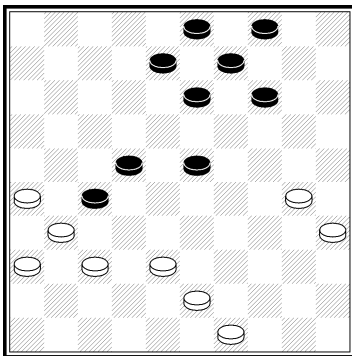**4.38 – 32 27 x 38**
5.43 x 12 8 x 17
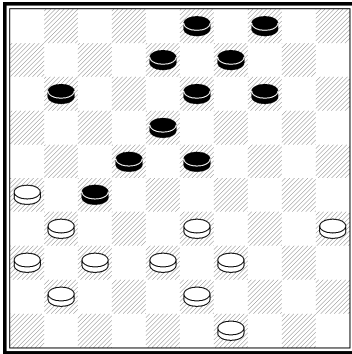
The piece at <33> gives black the opportunity to defend his outpost making an exchange.

1.37 – 32 14 – 19
2.32 x 21 22 – 28
3.33 x 22 18 x 16

White however has a better plan than attacking immediately. He can get rid of piece 33 and the black centre piece by changing first:

1.33 – 29 23 x 34
2.39 x 30 18 – 23
3.37 – 32 11 – 16
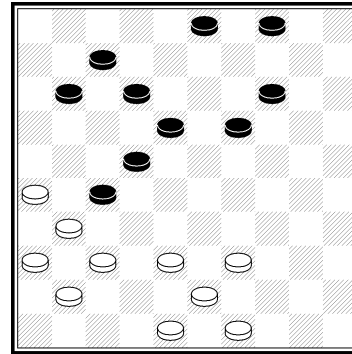**4.32 x 21 16 x 27**
5.41 – 37

Black can try the horizontal defence by playing 23 – 28, but this defence fails:

5.... 23 – 28
6.38 – 32 27 x 38
7.43 x 23 13 – 19

Black attacks piece 23. This gives white a free move he uses to make a breakthrough:

8.26 – 21 19 x 28
9.21 – 16

Piece <16> goes to king quickly and white can win if he keeps on playing concentrated.

White can't attack 37 – 32 in this case, because black has an important trick in these kind of positions.

1.37 – 32? 22 – 28!
2.31 x 24   28 x 46

White has a better plan however, using the gaps in black's position to make threats:

1.39 – 33!

White is threatening to play 33 – 28. Black can't go to <23> to stop this threat. If black plays 1... 19 – 23 or 1... 18 – 23 white makes a shot with 2.33 – 29 23 x 34 3.43 – 39 34 x 32 4.37 x 6 W+. Black has only one good move left.

1... 19 – 24 2.48 – 42!

White is threatening 33 – 28 again. If black plays 2... 18 – 23 white also plays 3.33 – 28! 22 x 33 4.38 x 18 12 x 23 5.31 x 22 W+1.

2... 14 – 20
3.33 – 28 22 x 33
4.31 x 13   3 – 9
5.38 x 29 9 x 18
6.49 – 44

This is the best way to win the piece. 6.43 – 38 24 x 33 7.38 x 29 also wins the piece, but black has more chances to draw.
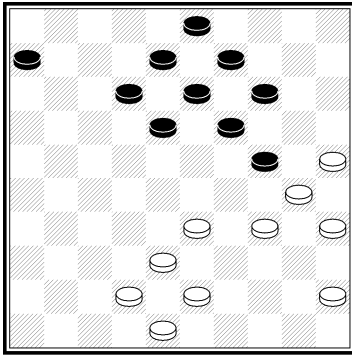
6... 24 x 33 7.43 – 39

White wins a piece, but it is not easy to win the game at all, but we will not elaborate on that. We mainly show these examples to teach you important plans and tricks when attacking and
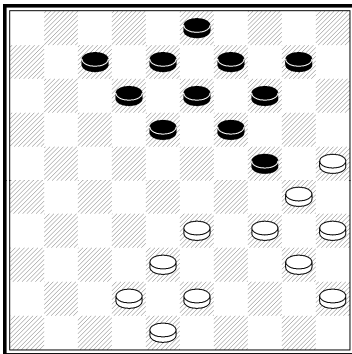
defending pieces.
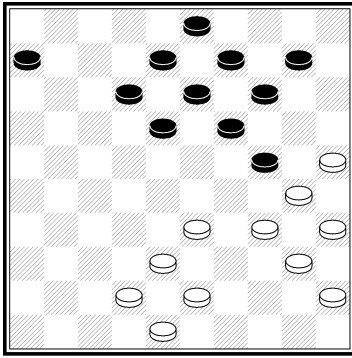
White can attack the piece at <24> twice.

1.34 – 29! 10 – 15
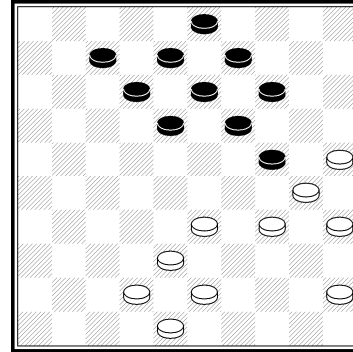**2.29 x 20 15 x 24**
3.40 – 34

Black can't defend the piece at <24> by playing 18 – 23, for white takes a shot: 33 – 29 24 x 33 38 x 7 winning two pieces. At other moves white attacks again with 3.34 – 29 winning a piece.

Piece <6> is put on <7> now. Black benefits from having the 7 / 12 / 18 tail at his disposal. The piece on <24> can now be defended.

1.34 – 29 10 – 15

2.29 x 20 15 x 24
3.40 – 34

3... 18 – 23!

The piece on <23> helps to protect piece <24>. After 33 – 29 24 x 33 38 x 18 12 x 23 black is fine.

A very young draughts player

Exercises 1 – 8 White has a winning attack. What's the right move?

Exercises: 9 – 16 How do you defend the attacked piece?

13

1

2

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4

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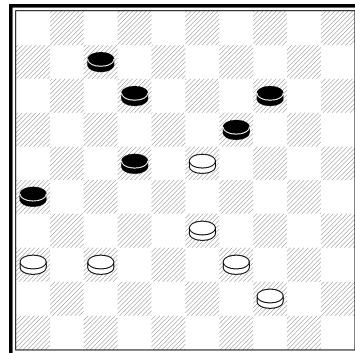
14

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10

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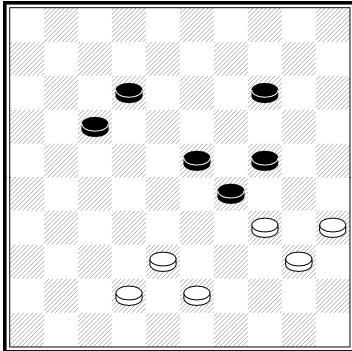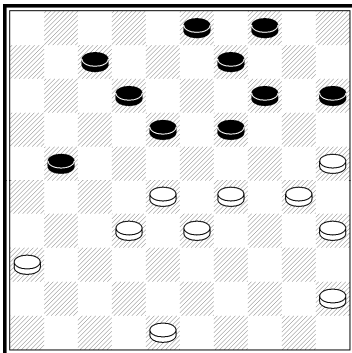**12**

13

14

15
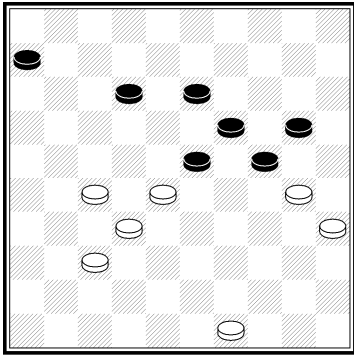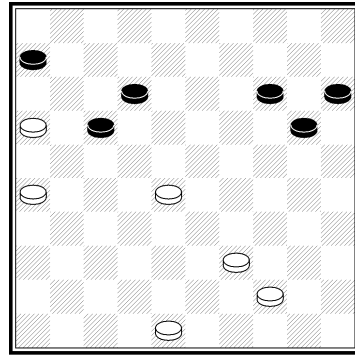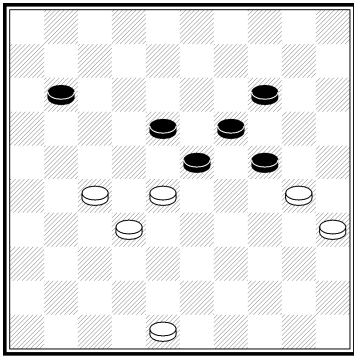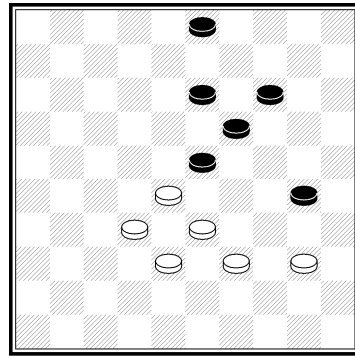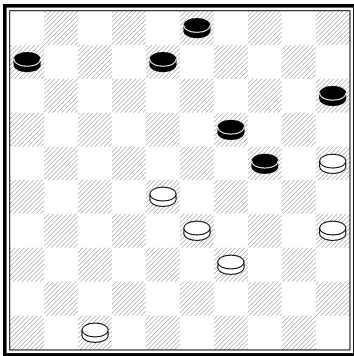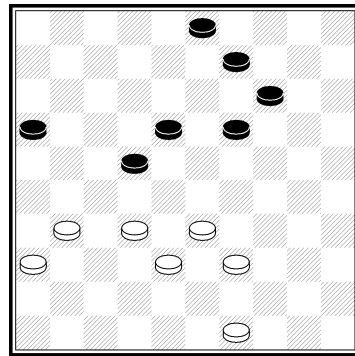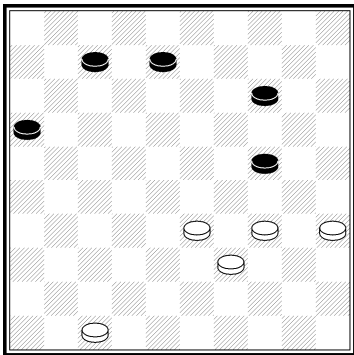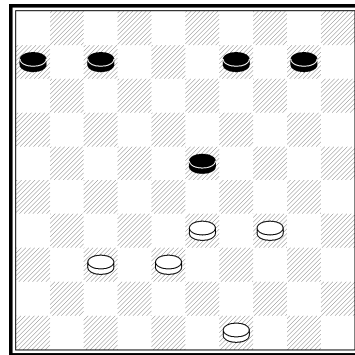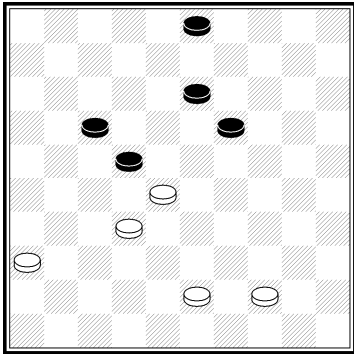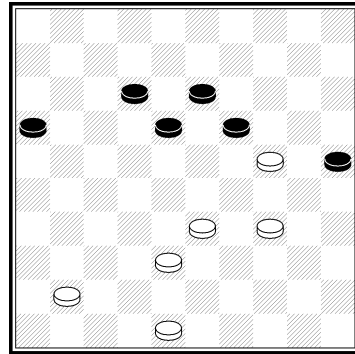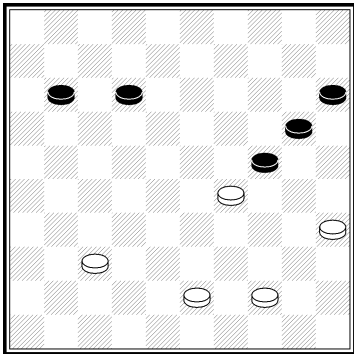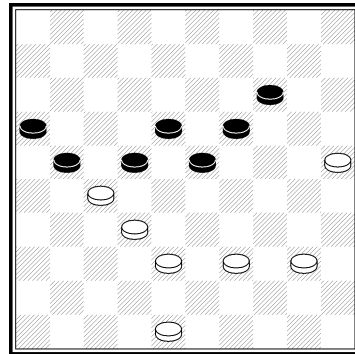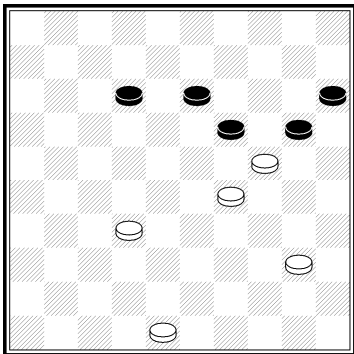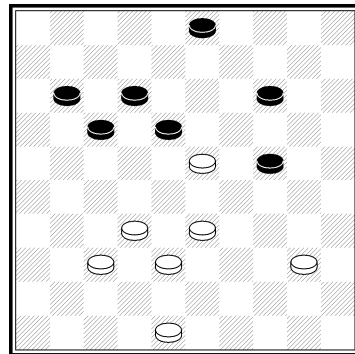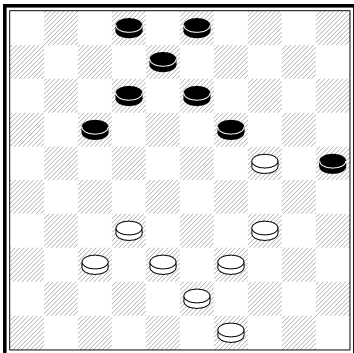
16

Attacking to force a shot

White attacks with 34 – 30 forcing black to defend with 13 – 19 after which white takes a shot (coup Philippe).

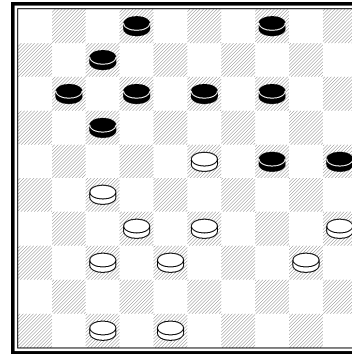**34 – 30 14 – 19**
40 – 34 29 x 40
35 x 44 24 x 35
44 – 40 35 x 44
43 – 39 44 x 33
38 x 7

White attacks and after the forced reply makes a nice shot with an irrelevant choice of capture for black.

29 – 24! 9 – 13
25 – 20 14 x 34
33 – 29 19 x 30
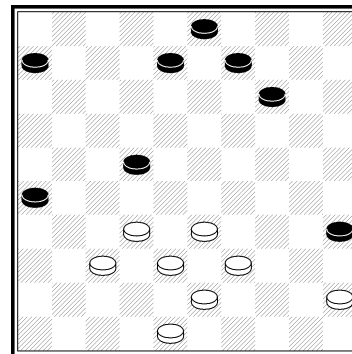**35 x 24 34 x 23**
28 x 26

White wins one piece.

Gantwarg – Boezjinski

During the world championship 2012 white went wrong playing **40 – 34?** Both players overlooked that black could force a win:

40 – 34 13 – 18
34 – 29 24 – 30
35 x 24 14 – 19
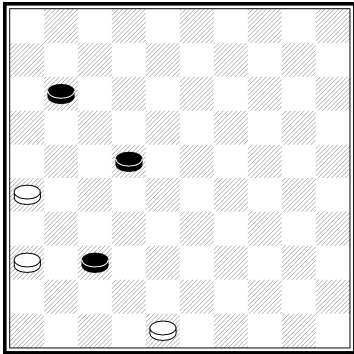**24 x 22 17 x 39**

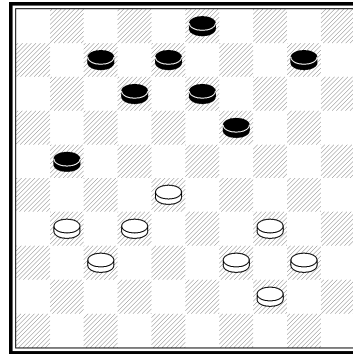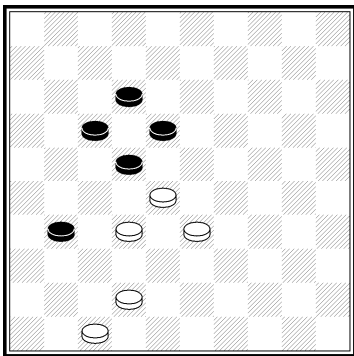With a breakthrough of piece <39>.

Exercise 1
A) How can white attack?

B) What's black's forced reply?

C) What shot can white take now?

16

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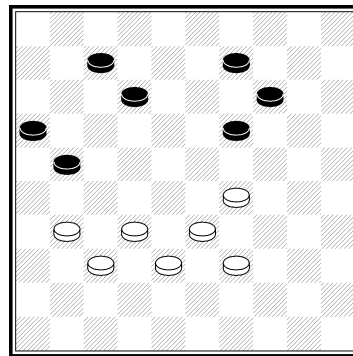
7
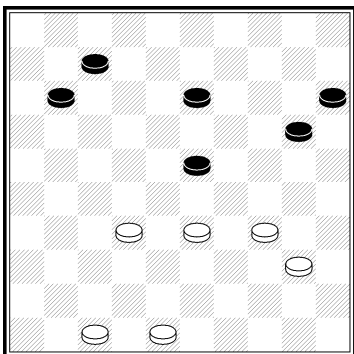
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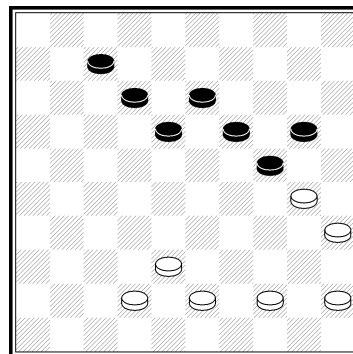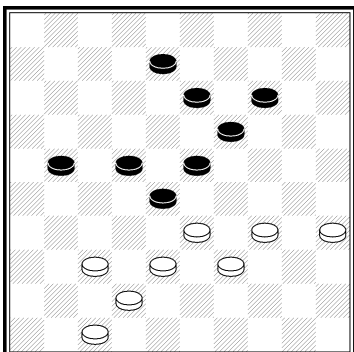

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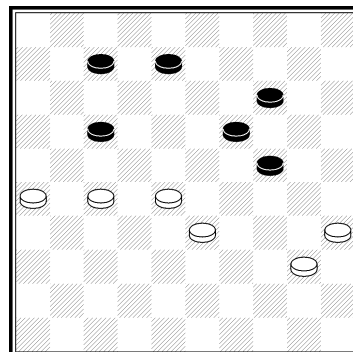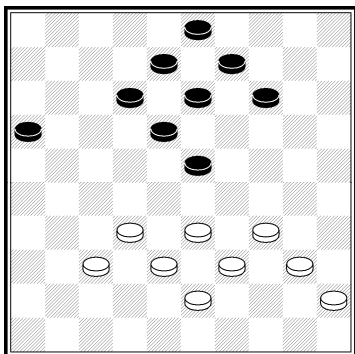
Changing

In a draughts game changes are made frequently. In this lesson we will learn when it is good to make an exchange.
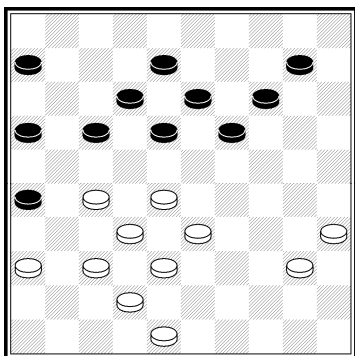

White to move can make an exchange in two ways. He can change by playing:

34 – 29 23 x 34 40 x 29

He can also play:

34 – 29 23 x 34 39 x 30

In both cases each player loses one piece. Sometimes more than one piece is changed.

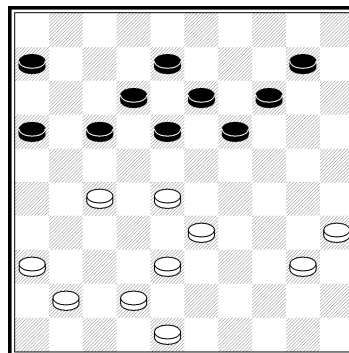White can change (1 x 1) by playing:

37 – 31 26 x 37 42 x 31

White can make a 4 x 4 exchange by playing:

27 – 22 18 x 27
32 x 21 16 x 27
37 – 31 26 x 37
42 x 11   6 x 17

White can also take a backwards exchange, but this would be a mistake. Watch this:
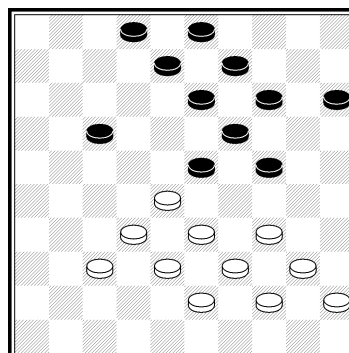
37 – 31 26 x 37
32 x 41?

White has gotten an ugly gap at <32>.
Black profits by making a small shot, gaining a piece.

17 – 22!
28 x 17 12 x 43
48 x 39
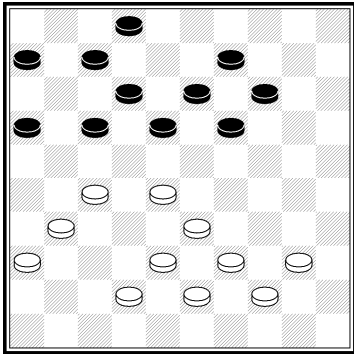
Introducing a shot

White wants to get rid of piece 23 in order to make shot. White removes piece 23 by making an exchange.
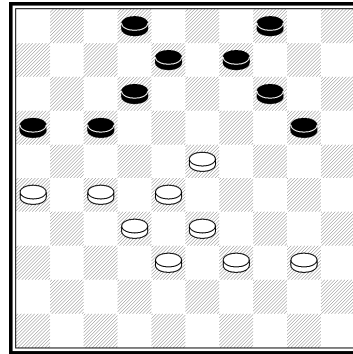
34 – 29! 23 x 34
40 x 20   15 x 24

Black can also capture 14 x 25, but it makes no difference. Now piece <23> has gone, white makes a breakthrough shot.
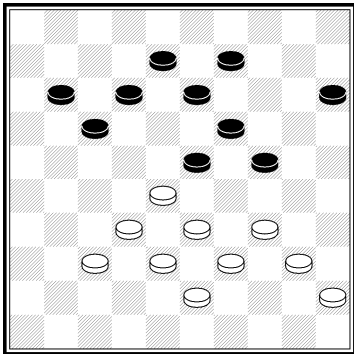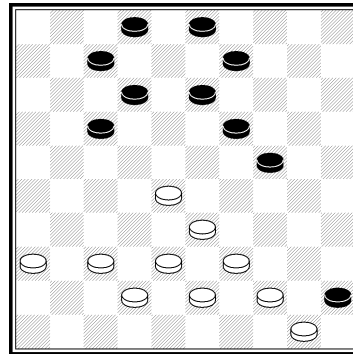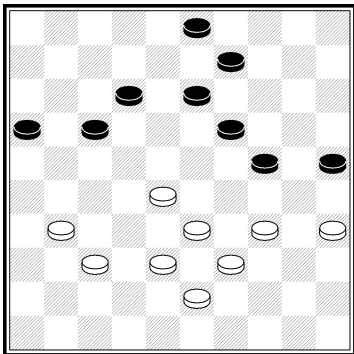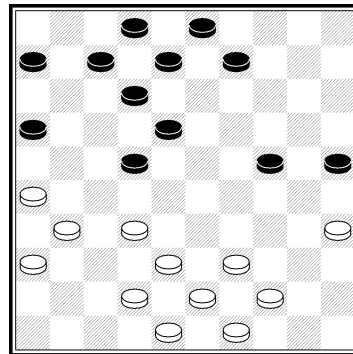
28 – 23 19 x 28
33 x 11

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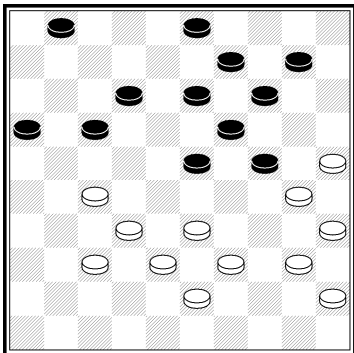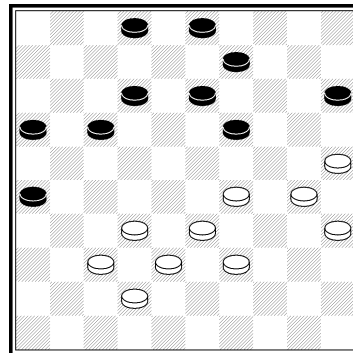

6

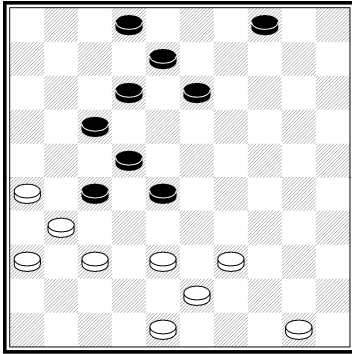
7

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Introducing an attack

Sometimes an exchange is made to be able to attack a piece.

Black has two pieces at the 6th row. The pieces on <27 & 28> are called outposts. In order to be able to attack the outpost at <27> he has to remove the other outpost at <28>.

39 – 33! 28 x 39
43 x 34

At the next move white can play 37 – 32. We can say: White threatens to play 37 – 32. There is nothing black can do against this, he will lose a piece.
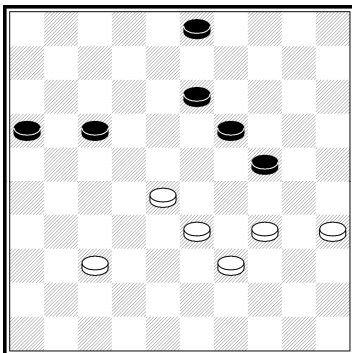
If white attacks the black piece at <24> immediately with 34 – 29, black can defend in two ways by making an exchange:

1) 34 – 29 24 – 30 35 x 24 19 x 30
2) 34 – 29 3 – 8 29 x 20 19 – 23 28x18 13 x 15

In order to attack piece 24 successfully, white needs to make an exchange first.

28 – 23! 19 x 28

33 x 11   16 x 7
39 – 33
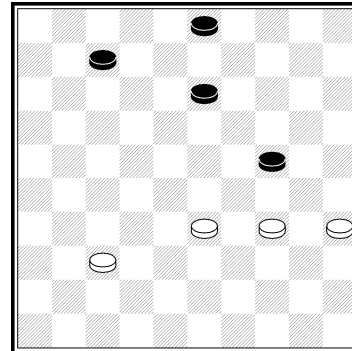
Black can't do anything against the threatening attack 34 – 29 and white wins the piece.

White changes 32 – 28 23 x 32 37 x 28 in order to attack piece <24. At the next move with 34 – 29.

Nika Leopoldova (left) proudly showing her trophy

20

1

2

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21

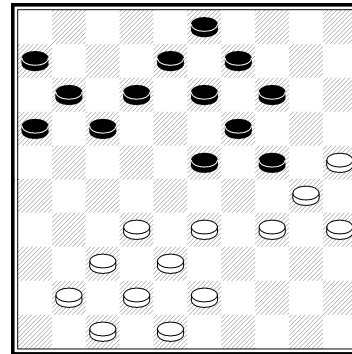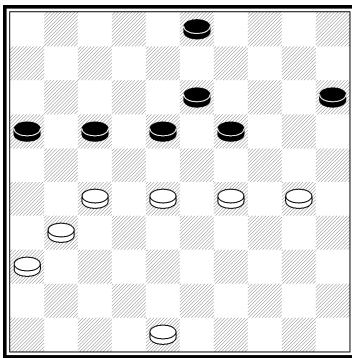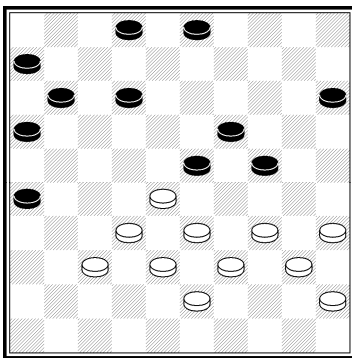It looks like white can make a nice exchange playing
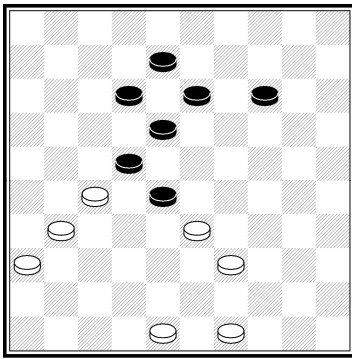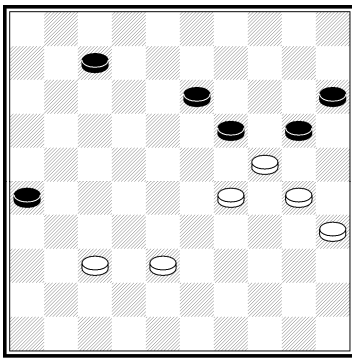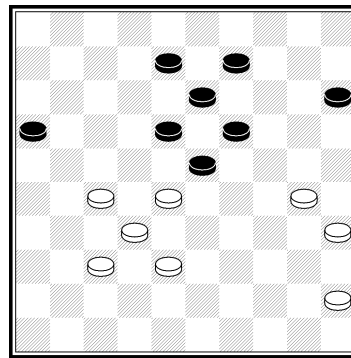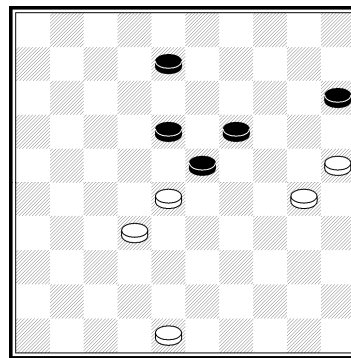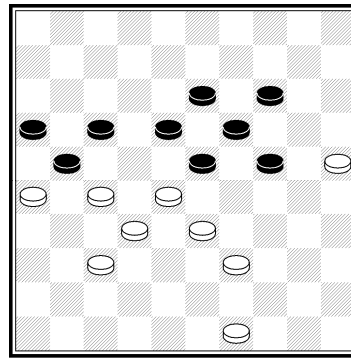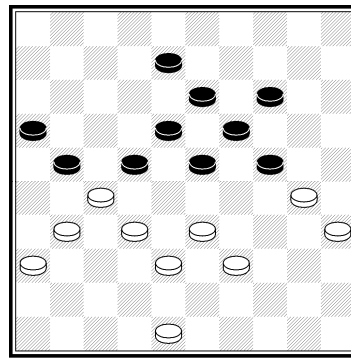
**31 – 26? 22 x 31
36 x 27**

But the opponent gets a free move and uses it to make a kingshot to <47>:

Exercise 9 A)* How does this kingshot go?

B) What move would you advice white to play?
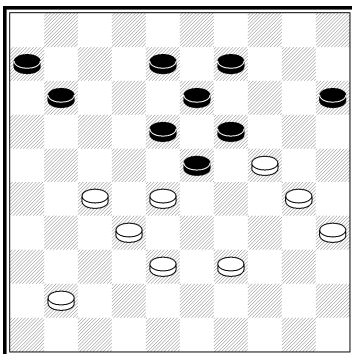
Exercise 10 A)* How can black defend with a shot after 30 – 25? 19 x 30 35 x 24 ?

B) What move would you advice white to play?

Positional reasons for making an exchange
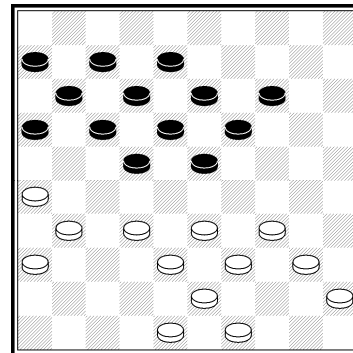
White to move can make several exchanges. Which one is the best? We'll look at all possibilities. (Since the lines are getting longer we use the move numbers, which are put in front of the moves)

1) 1.31 – 27 22 x 31 2.36 x 27 isn't a good continuation. If black plays 2... 17 – 21 3.26 x 17 11 x 31 white equalises with 32 – 28 23 x 32 38 x 36 =. Black can make a very strong exchange by first playing 2... 23 – 29! 3.33 x 24 19 x 30 4.34 x 25 and only then 17 – 21 5.26 x 17 11 x 31 with a strong piece at <31>. With the help of other pieces black can make a breakthrough.

2) 1.31 – 27 22 x 31 2.26 x 37 isn't bad for white, but we'll see this isn't the best continuation either.

3) 1.34 – 29 23 x 34 2.40 x 29 isn't winning either, because black can play 2... 22 – 27! 3.32 x 21 16 x 27 4.31 x 22 17 x 28! (4... 18 x 27? loses a piece due to 5.29 – 23! 19 x 28 6.33 x 31 W+1) 5.33 x 22 18 x 27 with an equal position.

4) 1.34 – 29 23 x 34 2.39 x 30 22 – 27! 3.32 x 21 16 x 27 4.31 x 22 17 x 39 5.43 x 34 and after these changes the position is equal again.

5) 1.32 – 28!! 23 x 32 2.38 x 27 is a very strong exchange. White takes a fork lock: Pieces 26 / 27 / 31 / 36 lock the pieces at black's right wing.
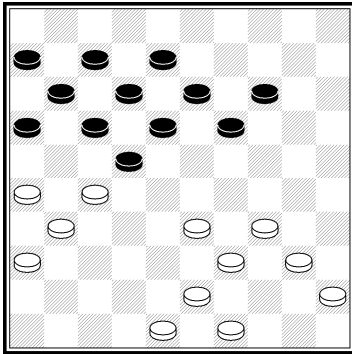
Eight pieces of black are locked. Black can't play with the pieces at < 6 / 7 / 11 / 12 / 16 / 17 / 18 / 22>. If black changes 22 – 28 33 x 22 17 x 28 white wins a piece by playing 27 – 21! 16 x 27 31 x 33 W+1.

White tries to change the remaining black pieces so that the lock is decisive:

2... 19 – 23
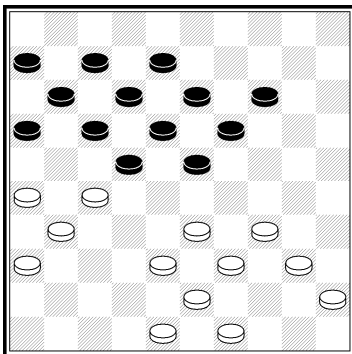**3.34 – 29! 23 x 34**
4.39 x 30!

Black can't play 4... 13 – 19 because of the 5.27 – 21 16 x 27 6.33 – 28 22 x 33 7.31 x 2 kingshot. After 4... 14 – 19 5.33 – 29! 19 – 23 6.30 – 24 23 x 34 7.40 x 29 black has to sacrifice a piece.

Notice that instead of changing 1.32 – 28! 23 x 32 2.38 x 27 the simple 1.32 – 27 doesn't give the same effect.

In this case black can escape from the fork-lock by making a 2 x 2 exchange.

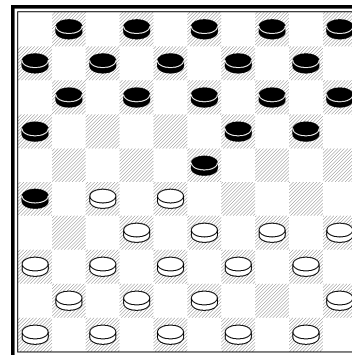**Exercise 1**
What exchange can black make?

Black can even escape from the lock without changing: 1... 23 – 28 threatens to win a piece

with 28 – 32, so white has to change himself: 2.38 – 32 28 x 37 3.31 x 42 22 x 31 4.26 x 37 =.

We will show a recently played game of Ton Sijbrands, in which we will focus on the changes made in the game.

T. Sijbrands – A. den Doop
1.33 – 28 17 – 21
2.39 – 33 21 – 26
3.44 – 39 18 – 23
4.31 – 27

White is preparing the 37 – 31 26 x 37 42 x 31 exchange. Black can play 4... 11 – 17 to eliminate this possibility.

Exercise 2 How does black punish the 37 – 31 26 x 37 42 x 31 after 4... 11 – 17 ?

If black plays 4... 11 – 17 usually white takes another exchange: 5.49 – 44 6 – 11 6.34 – 29! 23 x 34 7.40 x 29! with a strong centre position.

4... 12 – 18
5.37 – 31! 26 x 37
**6.42 x 31**

White changes, developing his left wing. Now pieces 46 and 47 can move, getting active.

6... 7 – 12
7.41 – 37 20 – 24
8.46 – 41 11 – 17
9.47 – 42 17 – 21
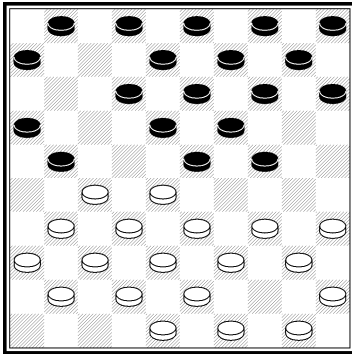
If white played 49 – 44 now, black would go to <26> with 21 – 26 and piece 41 isn't in a good spot. It is a dangling piece as we'll learn later. This is the reason white attacks by playing 31 – 26 after which black makes an exchange. The left wing is developed nicely without a piece at <41>.

10.31 – 26 2 – 7
11.26 x 17 12 x 21
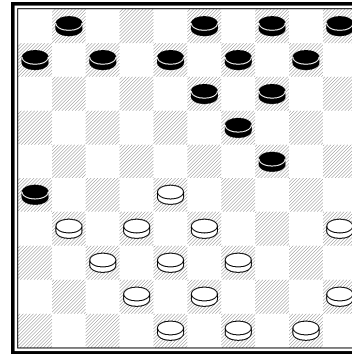**12.36 – 31 7 – 12**
13.41 – 36 21 – 26
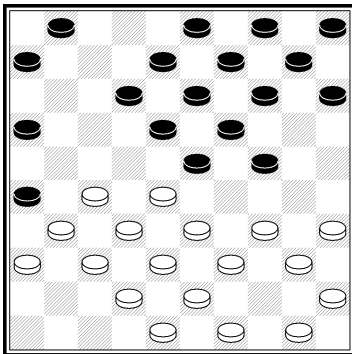
White has a nice position with all pieces working together. Now white changes to <22>, an aggressive continuation. The piece at <22> is changed. White has a lot of space to play at the left wing after this.

14.27 – 22 18 x 27
15.31 x 22 12 – 17
16.22 x 11 16 x 7

White makes another exchange, removing piece 23 from the centre.
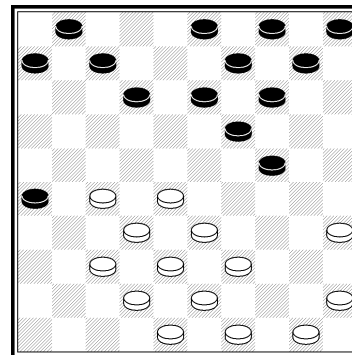
17.34 – 29 23 x 34
18.40 x 20 15 x 24
19.36 – 31

Black can't go back to the centre square <23> by playing 13 – 18 and 18 – 23, since 13 – 18 is punished by a shot.
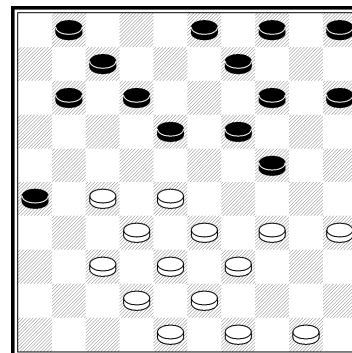
Exercise 3 How does white punish 19... 13 – 18?
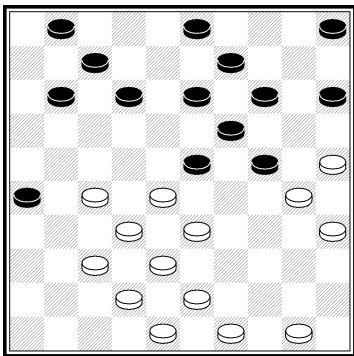
19... 8 – 12 20.31 – 27

White is threatening with a kingshot: 27 – 21 26 x 17 28 – 23 19 x 28 33 x 2.

20... 6 – 11
21.45 – 40 13 – 18
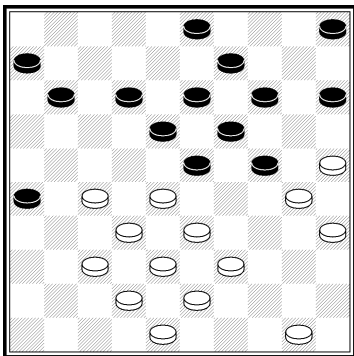**22.40 – 34 10 – 15**

24

White can change 37 – 31 x 31 whenever he likes. But white first wants to control the right wing. Therefore he puts pieces at <25 / 30 / 35>.

23.34 – 30 18 – 23
**24.30 – 25   9 – 13**
25.39 – 34   4 – 9
26.34 – 30

Black's left wing is blocked. He can't change 26... 14 – 20? 27.25 x 14 9 x 20 since white plays 28.30 – 25 ...

26.... 12 – 18
27.43 – 39   7 – 12
**28.49 – 43   1 – 6**

At last white takes the 37 – 31 x 31 exchange. He could also have performed a shot (coup Springer): 29.27 – 22 18 x 27 30.32 x 21 23 x 41 31.21 – 17 ad lib. 32.42 – 37 41 x 32 33.38 x 7 but Sijbrands probably calculated that black can still defend after this and chooses a more strategic approach.

29.37 – 31 26 x 37
30.42 x 31
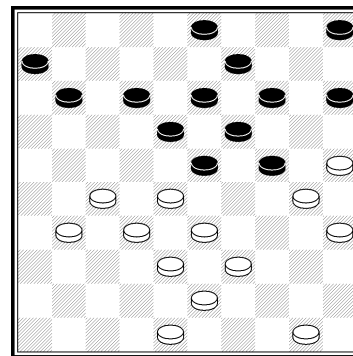
The white position is much better. Black has an inactive piece at <5>. White controls both wings. Black could play 12 – 17 in order to change 17 – 22 x 22. After 30... 12 – 17 31.48 – 42 17 – 22 32.28 x 17 11 x 22 33.31 – 26! 22 x 31 34.26 x 37 white is still much better. An example: 34... 6 – 11 35.33 – 28 11 – 17 36.37 – 31 24 – 29 37.30 – 24!! 29 x 20 38.31 – 27 with a winning position due to the 27 – 22 threat.

30... 23 – 29
31.31 – 26 18 – 23
32.28 – 22!
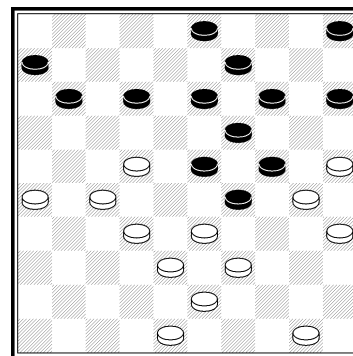
If black changes 11 – 17 x 17 his right wing is severely weakened and white will attack at this wing: 32... 11 – 17 33.22 x 11 6 x 17 34.33 – 28! 13 – 18* 35.39 – 33 9 – 13 36.48 – 42 Do you see that black has a lack of space to play? He has only a few moves remaining before he is 'frozen out'.

Another variation is: 32... 29 – 34 33.33 – 28 34 – 40 34.35 x 44 24 x 35 35.27 – 21 11 – 17 36.22 x 11 6 x 17 37.21 – 16 15 – 20 38.48 – 42! (even better than immediately 38.26 – 21 17 x 26 39.16 – 11 etc.) threatening 44 – 40 35 x 22 32 – 28 Ad lib. 38 x 7 with a breakthrough. At 38... 12 – 18 white has another shot: 39.26 – 21 17 x 26 40.28 – 22 18 x 27 41.32 x 21 26 x 17 42.44 – 40 35 x 33 43.38 x 7 W+. 39... 3 – 8 weakens

black's defence, so it's the right time to make a breakthrough with 40.26 – 21 17 x 26 41.16 – 11 etc. W+.

In the game white was enabled to perform a beautiful pingpong shot. The same type of combination is shown in the third part of *A course in draughts.* It was from the game J. Lemmen – K. Thijssen Dutch championship 2011.

<div align="center">

32.... 12 – 17
33.32 – 28!! 23 x 21
34.25 – 20   14 x 34
35.39 x 30   17 x 39
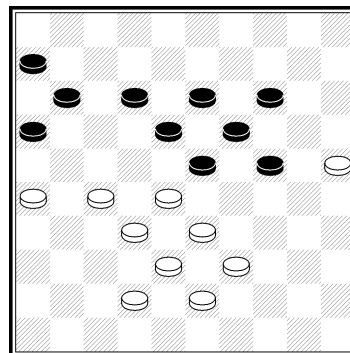36.43 x 14   9 x 20
37.30 x 8   3 x 12
38.26 x 8

</div>

and black resigned.
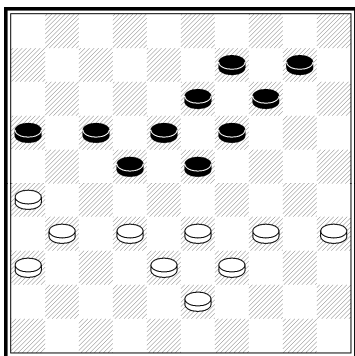
Exercise 4
White can make several changes. What is your opinion about the following changes? Is it better for white, better for black or equal?

A) 34 – 29 x 30

B) 32 – 28 x 27

Exercise 5
In the game W. Poot – W. Leijenaar this position emerged on the board. White is in big trouble. He doesn't have a good move anymore. Investigate the position. What's black's best reply on the following moves for white:
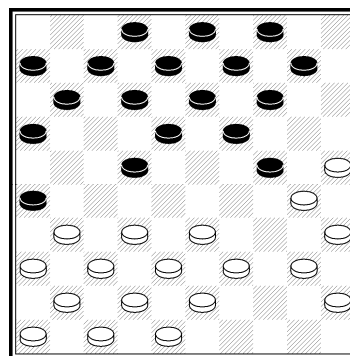
A) 26 – 21

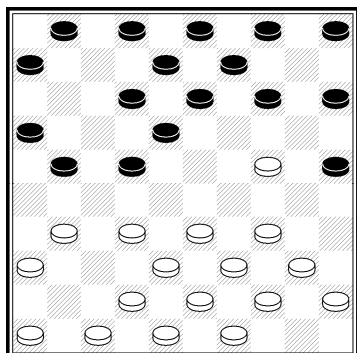**B)** 28 – 22

C) 39 – 34

D) 42 – 37

E) 27 – 21

Exercise 6***
If black to move changes 24 – 29? 33 x 24 22 – 28 32 x 23 18 x 20. How did white punish this exchange with a shot?

Shots

Shots (or combinations) are very important in draughts. Making a shot can have two purposes, winning one or more pieces or making a breakthrough to king.
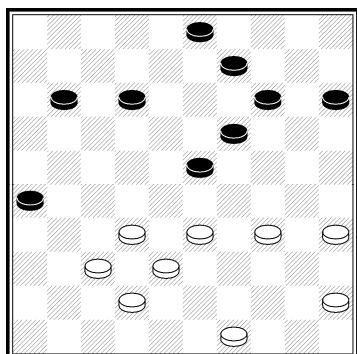
To make a shot you always have to give away one or more pieces.

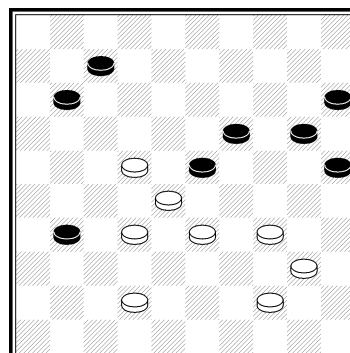Bert Aalberts won a piece by a shot against F. Jansen.

24 – 20 15 x 24
33 – 29 24 x 33
39 x 26

White gave two pieces in order to take back 3 pieces.

White gives 4 pieces in order to get a king, taking 3 pieces. The king costs one piece. To get a king you usually can sacrifice one or two pieces.

37 – 31 26 x 30
35 x 4

In the game W. Sipma – J. van Hierden white won by playing:

22 – 18   23 x12
32 – 27 31 x 22
28 x 8

White gave 2 pieces in order to take 2 pieces but will go to king at the next move.

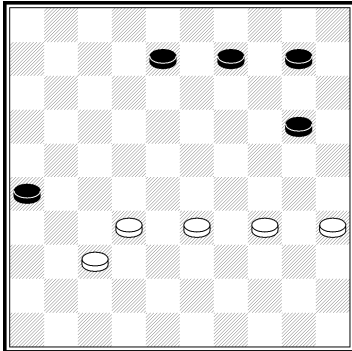We will discuss several clues that will help you to spot shots:

- Transporting pieces
- Removing pieces
- Giving the opponent a king
- Stick moves
- Shots with multiple captures
- Using a free move

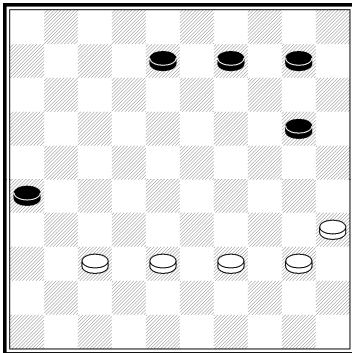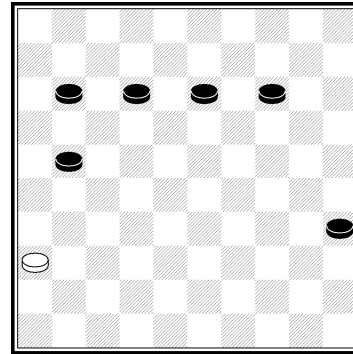

Young draughts players

Transporting pieces

White wants a black piece at <30> in order to make the 35 x 2 shot. White can transport the piece on <26> to <30> by giving away 4 pieces at once.

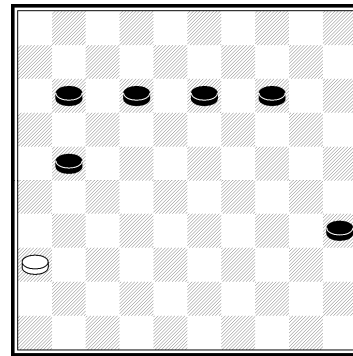**37 – 31 26 x 30**
35 x 2

In this case white can transport the piece on <26> to <30> by letting black capture a piece 4 times!

37 – 31 26 x 37
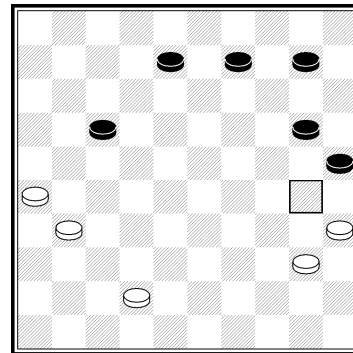**38 – 32 37 x 28**
39 – 33 28 x 39
40 – 34 39 x 30
35 x 2
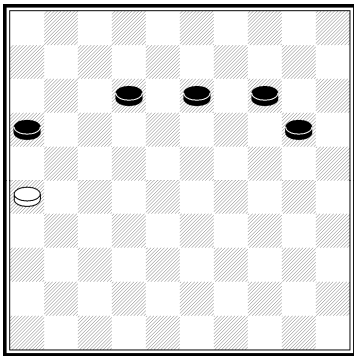
Sometimes you can give the opponent a king and transport the king to a desired square. In this case white transports a king to <30>.

26 – 21 17 x 48
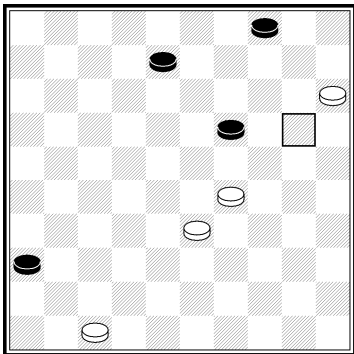**40 – 34 48 x 30**
35 x 2

28
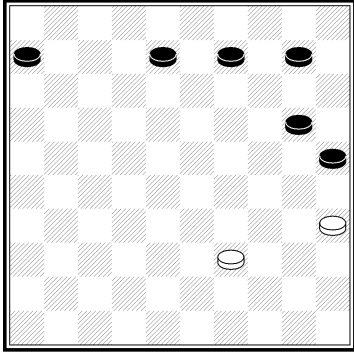
Exercise 3
Put 4 white pieces at the board in such a way that white can give 4 pieces at once and then another piece to transport a king to <30>.
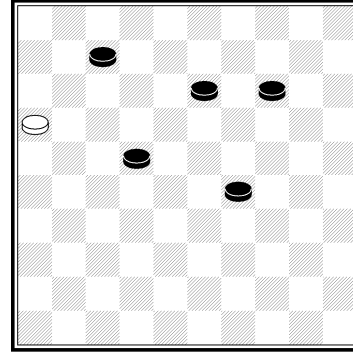
Exercise 5
Now try to transport a king to <21> helped by a multiple capture of the king. Put 4 white pieces on the board to make this possible.

Exercise 4
Put 4 pieces on the board so that white can transport a king to <21>.
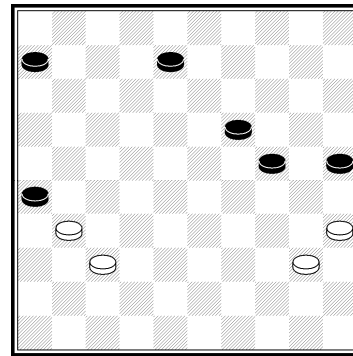
Exercise 6
This exercise is harder, because you have to eliminate a piece first and then transport the piece on <26> to <48> after which you take the kingshot. Where do you put the remaining two white pieces?

White transports a king to <20> helped by the multiple capture rule.

47 – 41 36 x 47
29 – 24 47 x 20
15 x 2
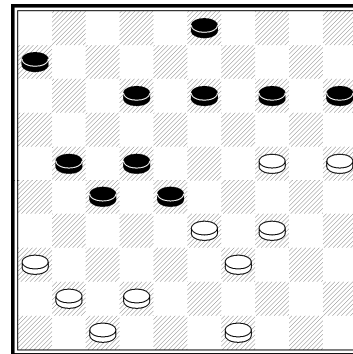
Black to move.
Black wants a piece on <32> in order to take the 27 x 40 breakthrough shot.
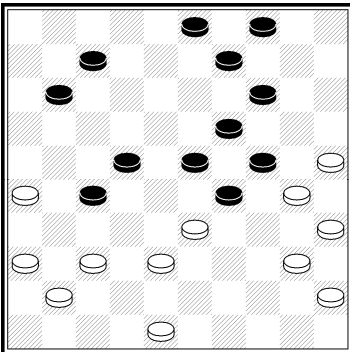
14 – 20! 25 x 14

29

13 – 19   14 x 32
27 x 40
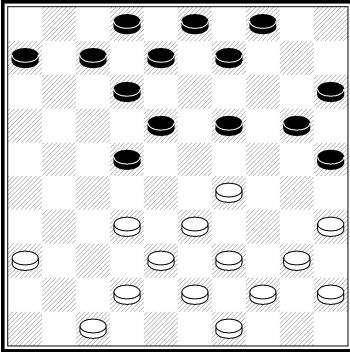
White played 40 – 34? giving his opponent the chance to take a kingshot. Black first transports a piece to <23> and then he transports a piece to <13>.
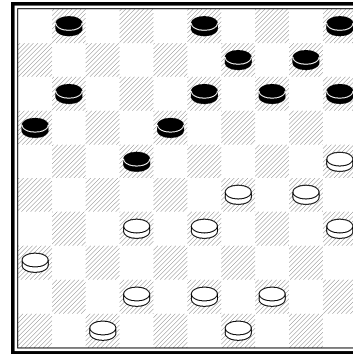
40 – 34   25 – 30
34 x 23   22 – 28
32 x 12   8 x 48

Georgiev – Valneris

Black to move in this game during the world championship 2011 didn't play 9 – 13 because in that case white can transport a piece to <32> breaking through to <6>.

9 – 13?
40 – 34   29 x 40
35 x 44   24 x 35
33 – 29   23 x 34
44 – 39   34 x 32
37 x 6

It is dangerous to have gaps in your position. White has many gaps here, like on <37, 38, 39, 48, 50>. If white plays 42 – 37? black uses the gaps to perform a shot. He transports a piece to <23> after which he takes the 14 – 20 shot.
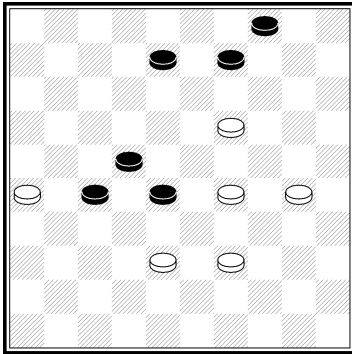
42 – 37   22 – 28
32 x 12   13 – 18
12 x 23   14 – 20
25 x 14   10 x 50

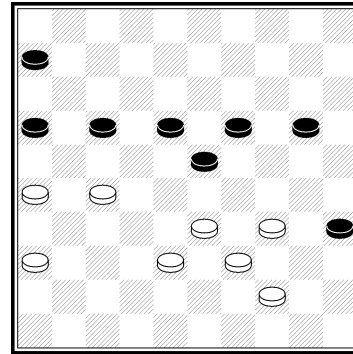White should have closed the gap on <39> by playing 44 – 39.

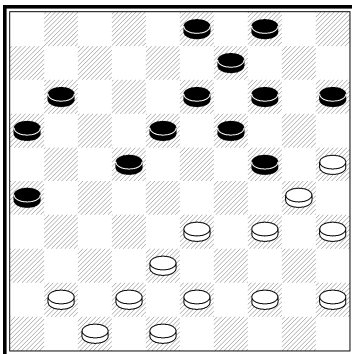*Andrej Filimonov, Thijs v.d. Broek and Kevin Machtelink*

Exercises 7 – 22 White or black wins with a shot. Below the diagram is shown whose move it is, or if someone plays a bad move after which the opponent can take a shot.
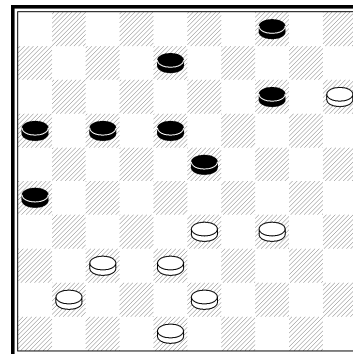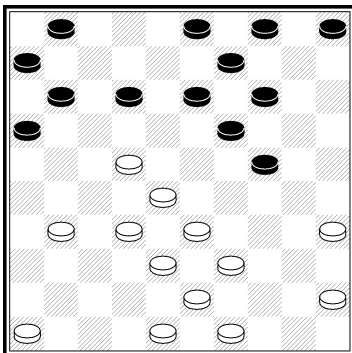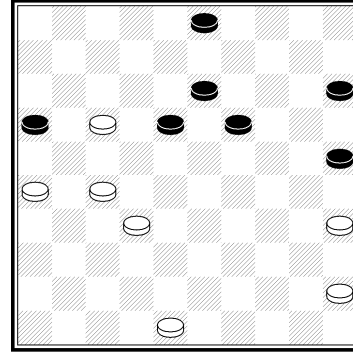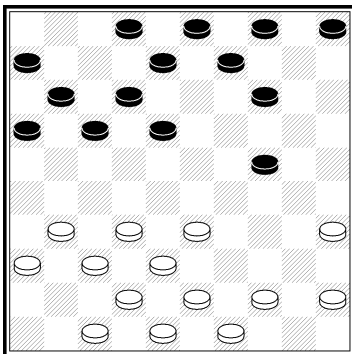
7. B+

11

8. B+

12. 38 – 32?

9. B+

13. 32 – 28?

10. B+

14

15

16

17

18

19. B+

20. B+

21
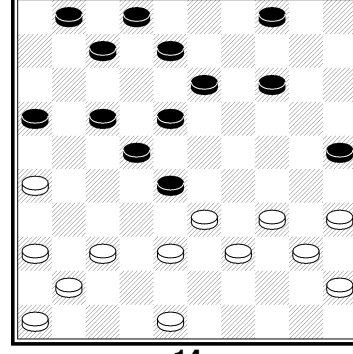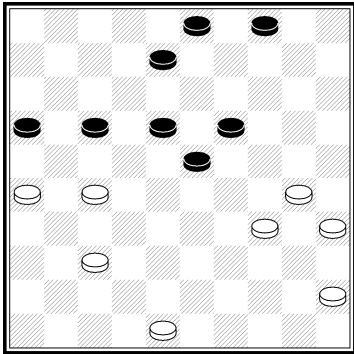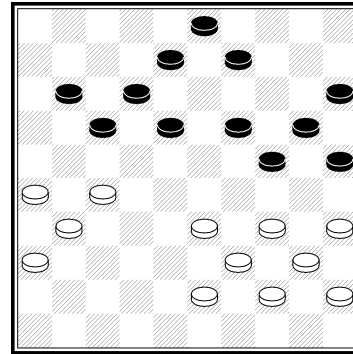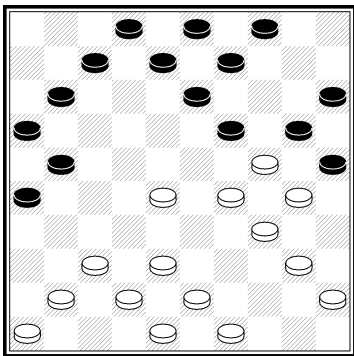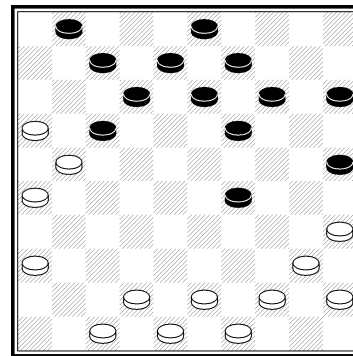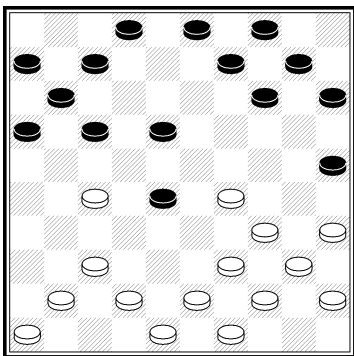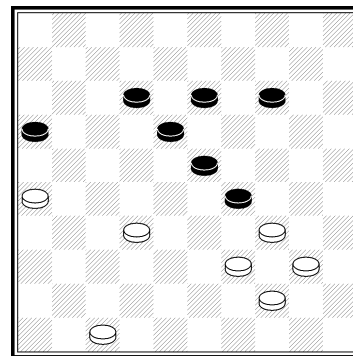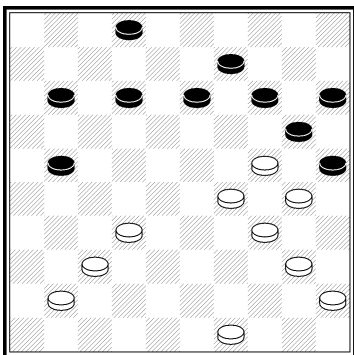
22

Removing pieces

White eliminates the piece on <24> to make a kingshot.

33 – 29 24 x 42
35 x 2

White can remove the pieces at <12 & 23> to make the 34 x 1 kingshot.

32 – 28 23 x 21
26 x 17 12 x 21
34 x 1
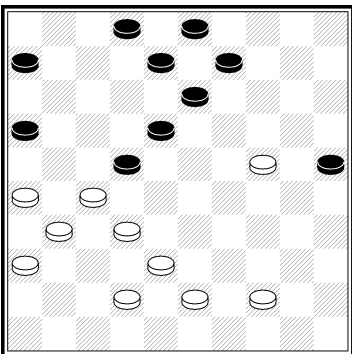
White eliminates the pieces on <13 & 22> in

order to take a kingshot with 27 – 21.

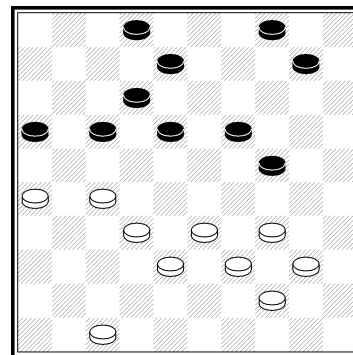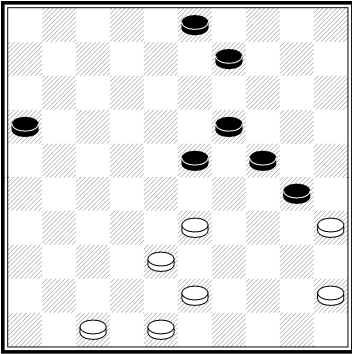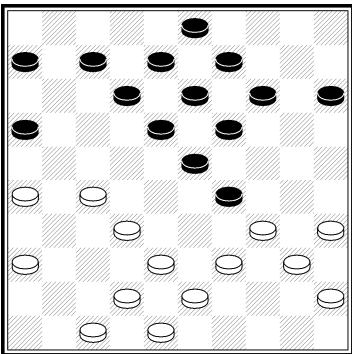**24 – 19 13 x 24**
32 – 28 22 x 33
38 x 20 25 x 14
27 – 21 16 x27
31 x 2
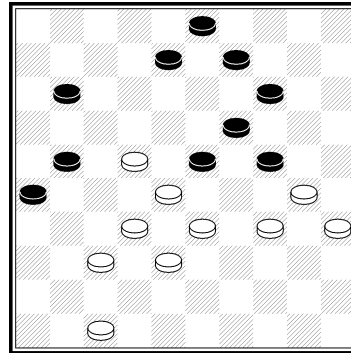
White removes piece <23> first and then removes the piece on <19> in order to make a breakthrough shot.

22 – 18 23 x 12
32 – 28 19 x 39
30 x 10 39 x 30
35 x 24
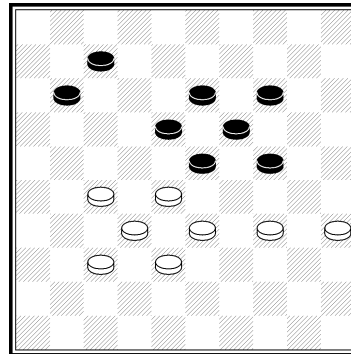
White removes piece <23> and then transports a piece to <28> in two steps.

34 – 29 23 x 34
28 – 23 19 x 39
38 – 33 39 x 28
32 x 1

White removes the piece on <24> and transports a piece to <38> to make a 42 x 4 shot.

35 – 30 24 x 35
27 – 21 16 x 27
38 – 32 27 x 38
42 x 4

Pieces <25 & 39> were added. White can also remove the piece on <24> now by playing 35 – 30 (25 x 34 39 x 30 24 x 35) and the rest of the shot is the same again.

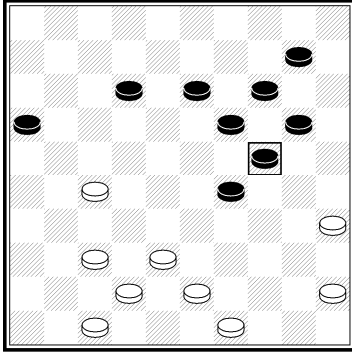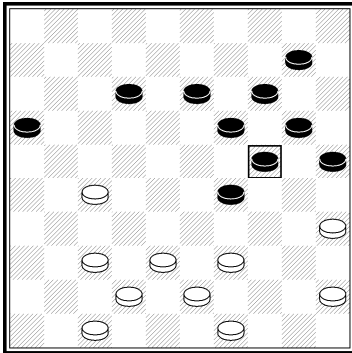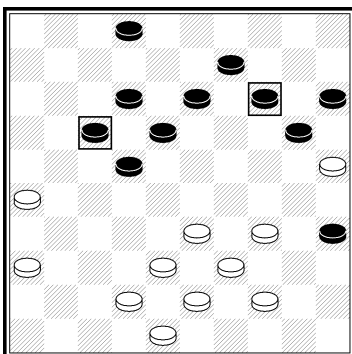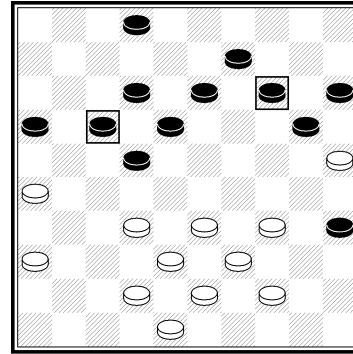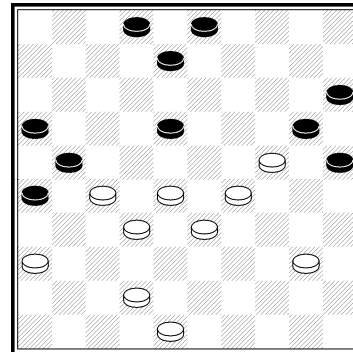White removes the pieces on <17> and transports a piece to <33>. While capturing piece <14> is also removed and white can capture 25 x 3 with a king.

26 – 21 17 x 26
34 – 30 35 x 24
33 – 29 24 x 33
39 x 10 15 x 4
25 x 3

We added pieces on <16 & 32>. In this case white can also remove piece <17> by playing 26 – 21 (16 x 27 32 x 21 17 x 26). The rest of the shot is the same as before.

In the game **H. van Dijk – D. Douma** white played **1.42 – 37?** leaving a gap at <38>. Black replied with **8 – 12!** aiming his arrows at the vulnerable spot on <29>. If white plays 2.48 – 42 or 2.48 – 43 black takes a shot with 2... 18 – 23 3.29 x 7 20 x 47 (or 20 x 49) 4.7 – 1 and has a piece more in the endgame.
2.28 – 22 is met by 3 – 8 3.22 x 13 8 x 30 B+1.
After 2.40 – 34 18 – 23! 3.29 x 7 20 x 38 4.32 x 43 21 x 41 5.36 x 47 2 x 11 black has gained a piece.
2.24 – 19 is punished by 20 – 24! 3.29 x 20 15 x 13 B+1.
2.36 – 31 18 – 23 3.29 x 7 20 x 38 4.32 x 43 21 x 41 5.7 – 1 26 x 37 is also very bad for white.
In the game he played **2.28 – 23**

34
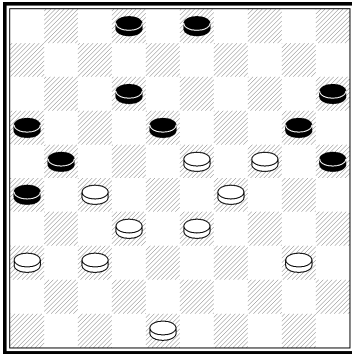
Black wants to remove the piece on <29>. In order to do this he removes the piece on <24> first!

2... 25 – 30!
3.24 x 35 20 – 24
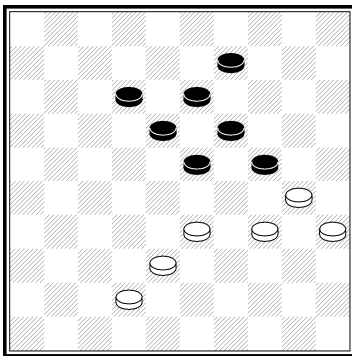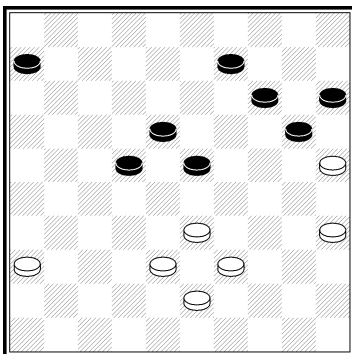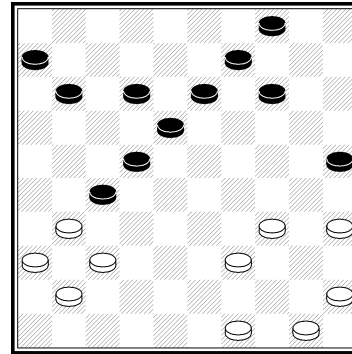**4.29 x 20 18 x 38**
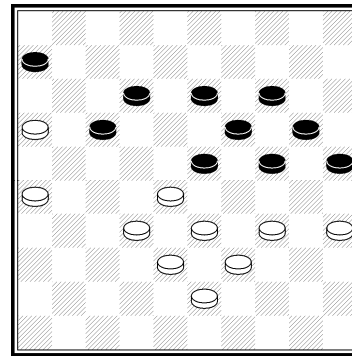**5.32 x 43 21 x 41**
6.36 x 47 15 x 24

Exercise 1 Put one extra white piece on the board so that white to play can make a shot.

Exercise 2
Put one extra white piece on the board so that white to play can make a shot.

Exercise 3
Put an extra white piece on the board so that white can make a king on <4>.

A. Baliakin – R. Boomstra

White attacked piece <17>. Black has to defend giving white a free move. White uses this free move to remove piece <19> and make a shot. He has to remove <23> first.

16 – 11   17 – 21
26 x 8   13 x 2
32 – 27! 23 x 21
33 – 28   6 x 17
28 – 23 19 x 28
34 – 30 25 x 34
39 x 10

If black plays 16 – 11 17 – 22 28 x 8 13 x 2 white wins by playing 11 – 7! 2 x 11 32 – 28 23 x 32 38 x 27 11 – 17 (or 11 – 16) 33 – 28 and at the next move white plays 28 – 23 19 x 28 34 – 30 25 x 34 39 x 10.

Ex 4 – 19 White to play wins by a shot!

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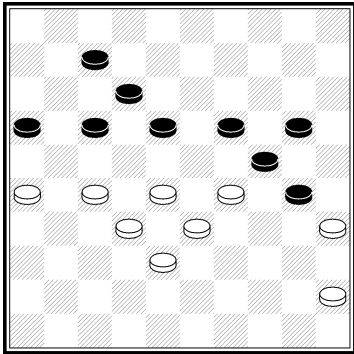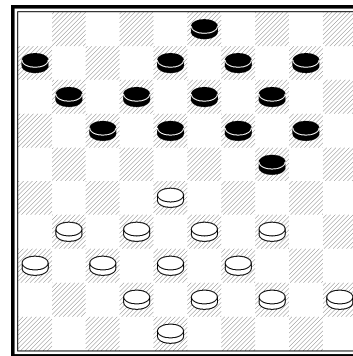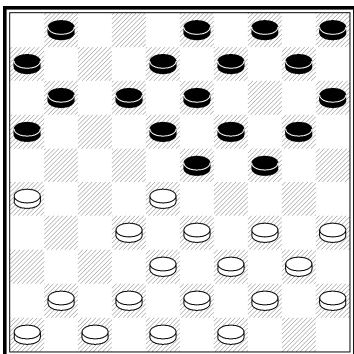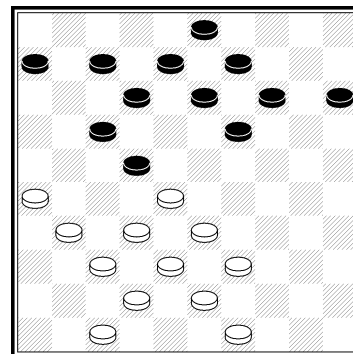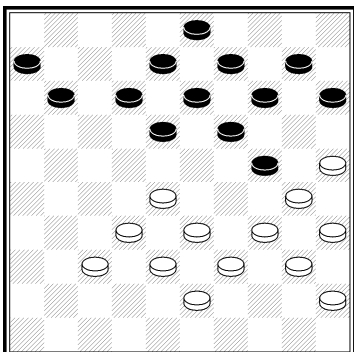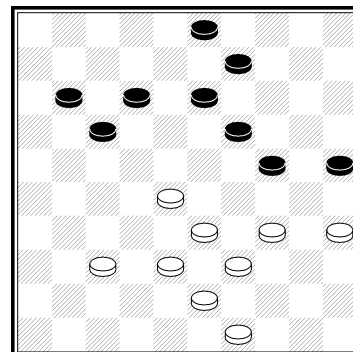
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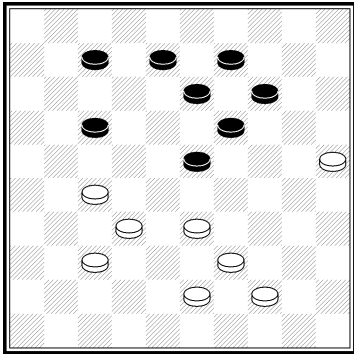
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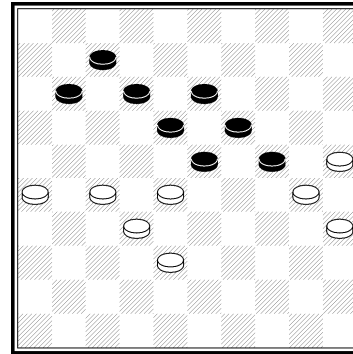
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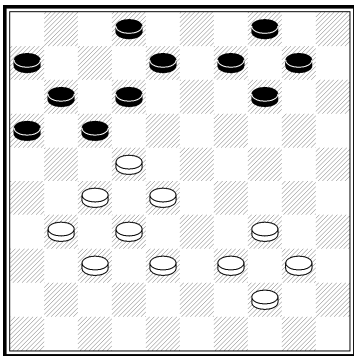
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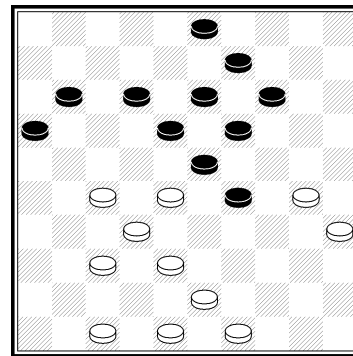
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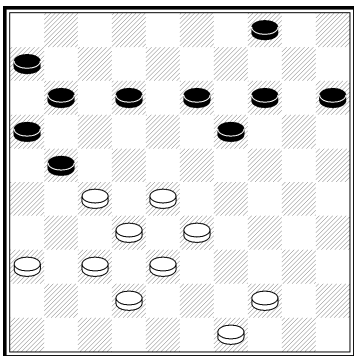
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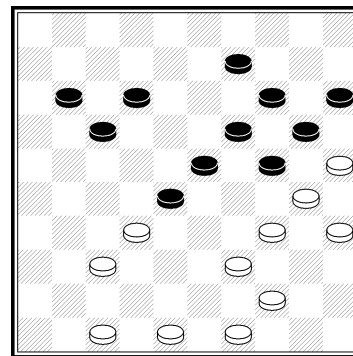
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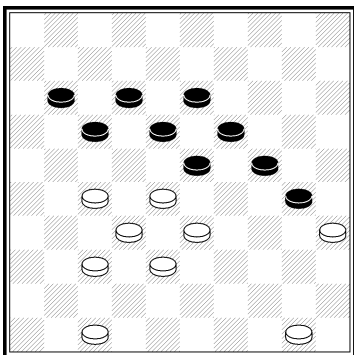
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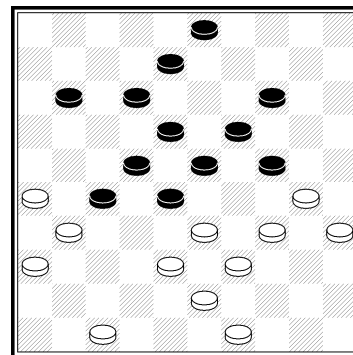
19
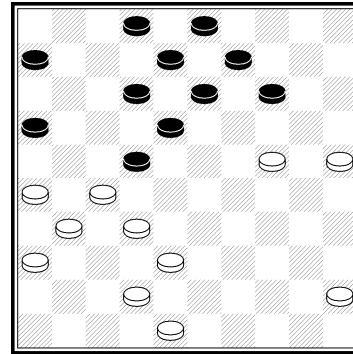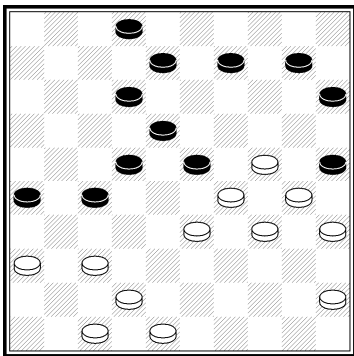
Transporting & removing pieces
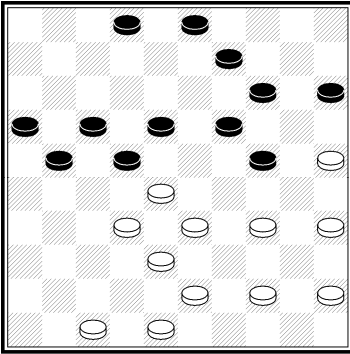
Black to move can transport a piece to <23> after which piece <28> is eliminated.

21 – 27 32 x 23
2 – 8   28 x 17
19 x 50

This is called an arch shot, since white's piece on <32> moves in the shape of an arc to <23>.
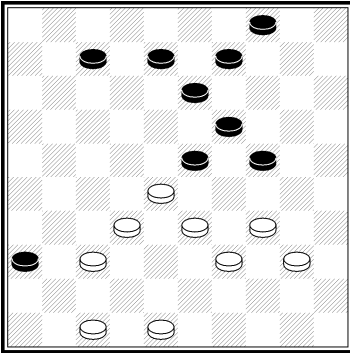
White transports piece <36> to <29> after which piece <23> is removed.

37 – 31 26 x 29
47 – 42 23 x 32
34 x 1

Exercises 1 – 12 White wins by transporting and removing pieces.

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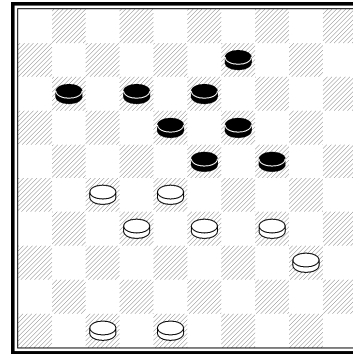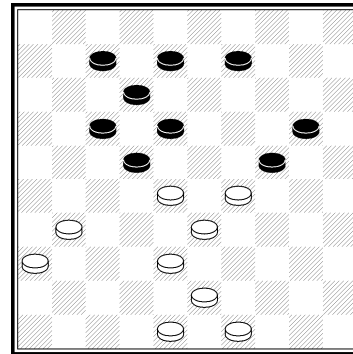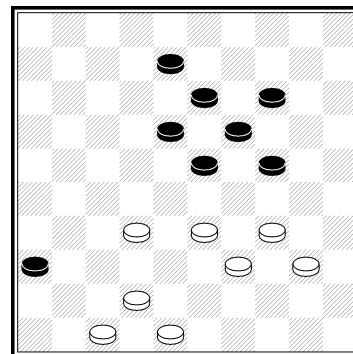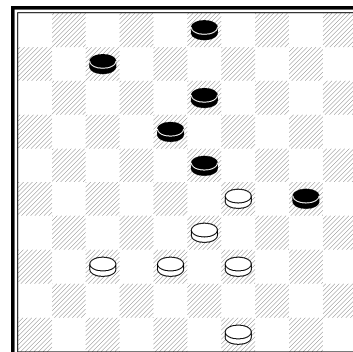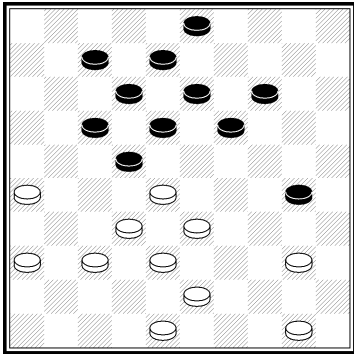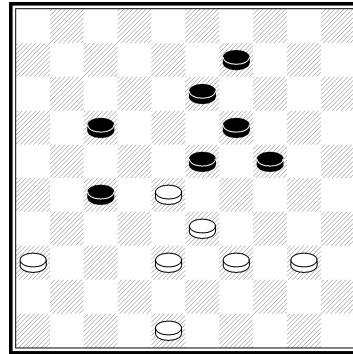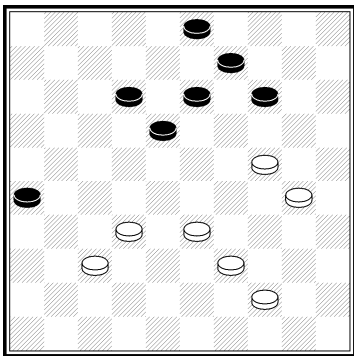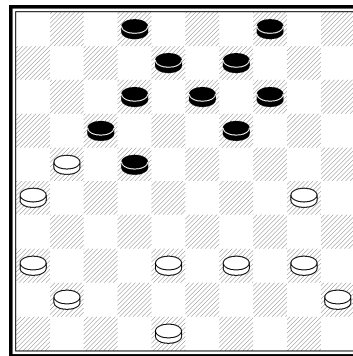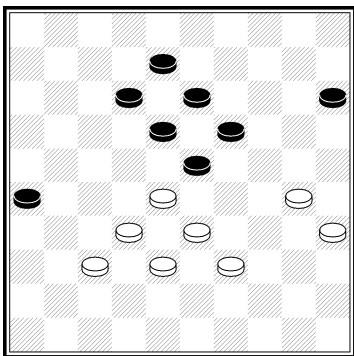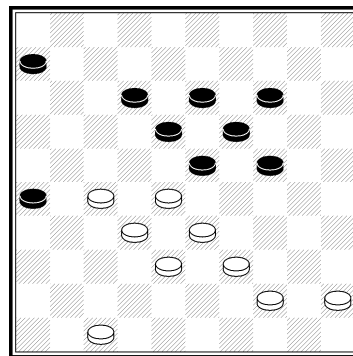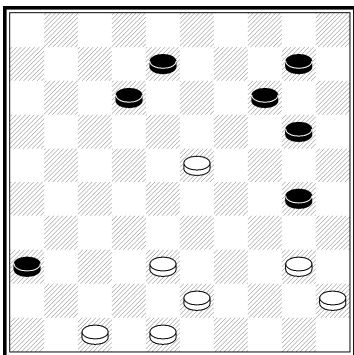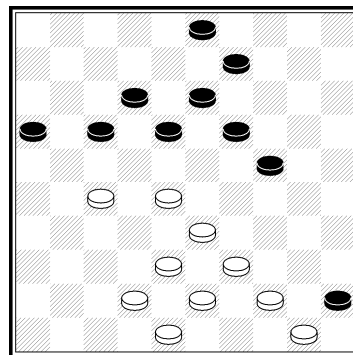
12

Shots with multiple capturing
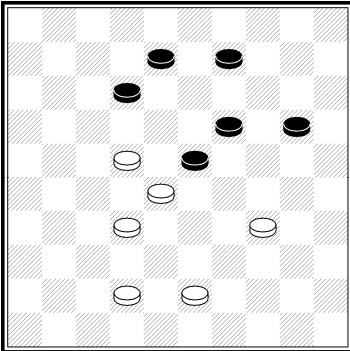
Andreas Kuyken

White forces a nice win in the following way:

1.22 – 18!

Attacking both piece <12> and piece <23>. Black gives up the piece on <23> in order to start attacking himself.

1... 12 – 17
2.18 x 29   19 – 24
3.29 – 23   24 – 29
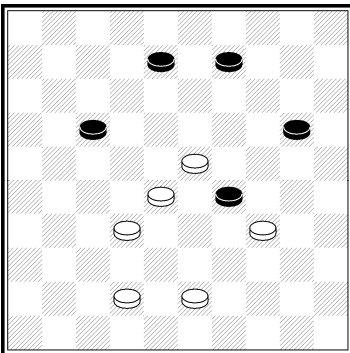
It looks as if black wins back the lost piece (34 – 30 29 x 18=), but white performs a surprising shot:

4.28 – 22!!

Piece 29 can take four pieces, but the piece on <17> has to take a multiple capture: five pieces.

4... 17 x 30 5.23 x 12
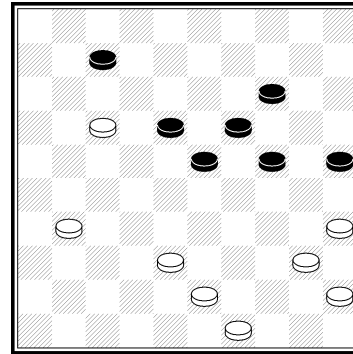
White played 17 – 12 trying to get a breakthrough. But black surprised his opponent by a shot with a multiple capture for white:

1.17 – 12 24 – 30
2.35 x 22   7 x 36

And the piece on <36> will go to king quickly.
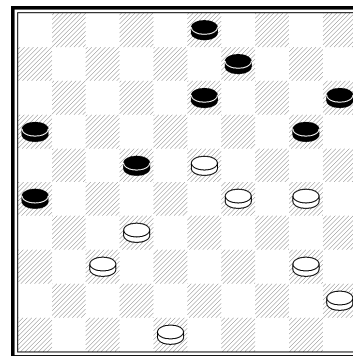
Black was to move. He didn't play 22 – 28? because of 29 – 24! 20 x 18 32 x 12 with a breakthrough for white. Instead of this black played the cunning 16 – 21! hoping to trap his opponent:

1... 16 – 21?!
2.23 – 18?   26 – 31!!
3.37 x 28   13 x 44

40
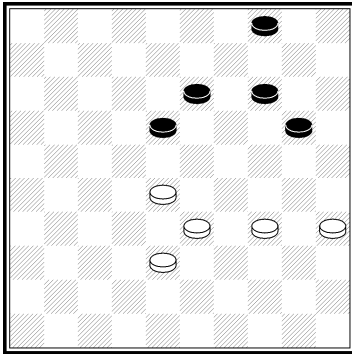
Jaap Bus

You can learn a lot form this composition. White forces a win:

1.34 – 30!

Threatening to play 28 – 23. Black's reply is forced.

1... 14 – 19 2.33 – 29!

Threatening to play 30 – 24 19 x 30 35 x 15 W+1 now. Black's reply is forced again.

2... 20 – 25
3.30 – 24 19 x 30
4.35 x 24
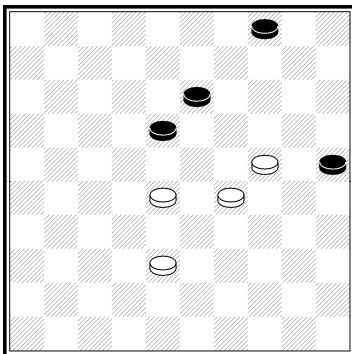
White has a great position with an outpost on <24>. 4... 4 – 10 5.28 – 23 18 – 22 6.23 – 19 13 – 18 7.38 – 32 is a dead end for black.

4.... 4 – 9
5.28 – 23 18 – 22
6.23 – 19

After 6... 13 – 18 7.38 – 32 it's over, but black can try to defend by sacrificing two pieces.

6... 22 – 28
7.19 x 8 9 – 13
8.8 x 19 28 – 33
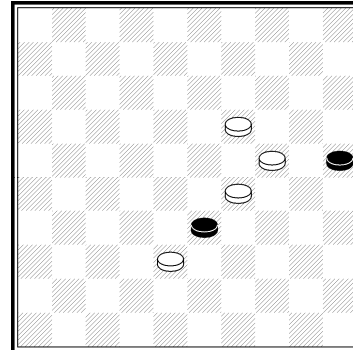
9.38 – 32 33 – 39 will lead to a draw. But white uses the majority rule to make a shot.

9.24 – 20 25 x 34
10.38 x 40
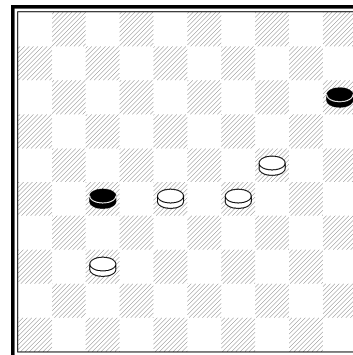
Black to move. What should he do?
If he plays 27 – 32? White wins with the shot 24 – 20 15 x 22 37 x 17 W+. But black can sacrifice a piece first and then attack with a draw.

1... 15 – 20! 2.24 x 15 27 – 32

S. Kovalov

41
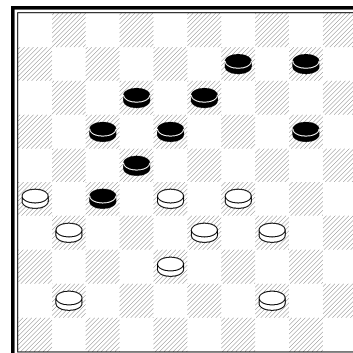
In this composition the multiple capture rule plays an important rule.

26 – 21! 17 x 46
28 x 19 46 x 14
29 – 23!!
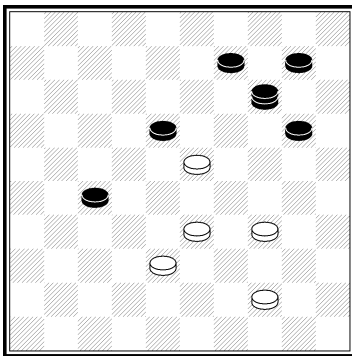
A funny sight. Black can take three pieces in several ways. The piece can take 18 x 49 and the king can take three pieces, but the king has to take four pieces: 14 x 32 x 49 x 29 ...

14 x 29
33 x 31
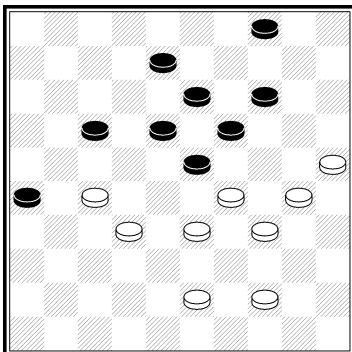
T. Goedemoed

At the second move black can take three pieces, but has to take four pieces. Black has to take a majority capture at the next move once again and he white king captures 5 pieces, blocking the remaining two pieces.

25 – 20 14 x 25
27 – 22 18 x 40
29 x 9 40 x 38
9 – 3 25 x 34
3 x 13   4 – 10
13 – 19 10 – 15

19 – 37 15 – 20
37 – 42 20 – 25
42 – 48
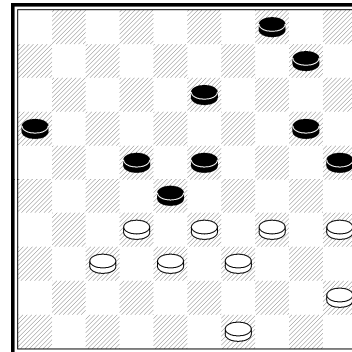
34 – 30 25 x 43
45 – 40 28 x 39
32 – 27 22 x 33
49 x 9   4 x 13
40 – 34 39 x 30
35 x 4

White used the majority capture rule to remove piece <4> and get a king. The end of the game is 13 – 19 4 – 27 19 – 24 27 – 38 24 – 30 38 – 43 30 – 35 43 – 49 +.
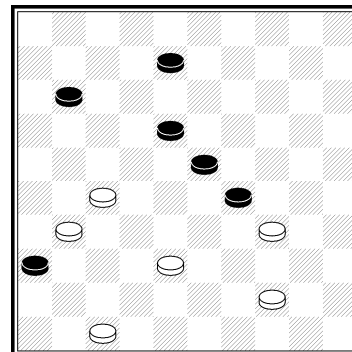
E. Plasschaert

Black has just played 24 – 29 threatening to take two pieces. White can use a stick move. The immediate stick move 27 – 22 29 x 49 22 x 2 doesn't yield a positive result. White has to introduce another multiple capture in order to block the black king at the main diagonal.

47 – 41! 29 x 49
27 – 22 49 x 46
22 x 2 36 x 27
2 x 5

42

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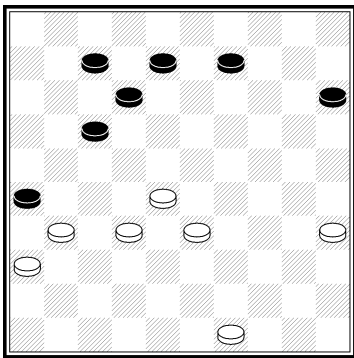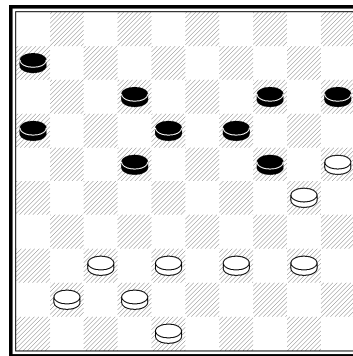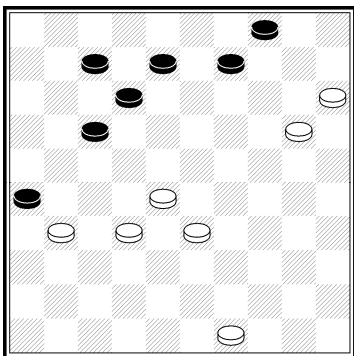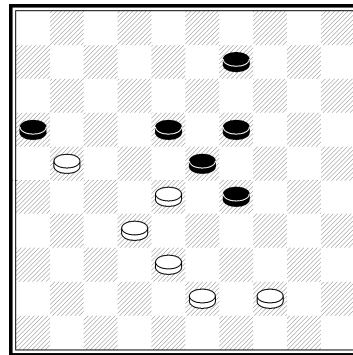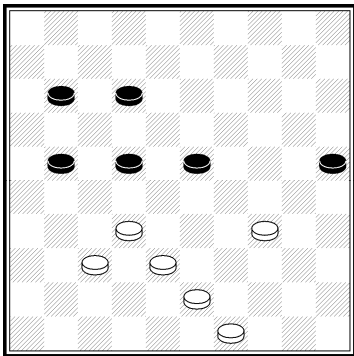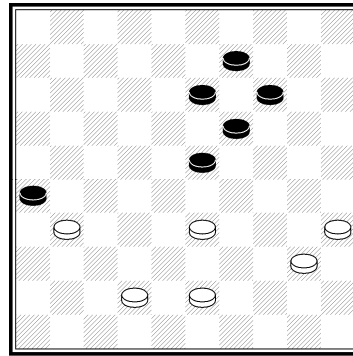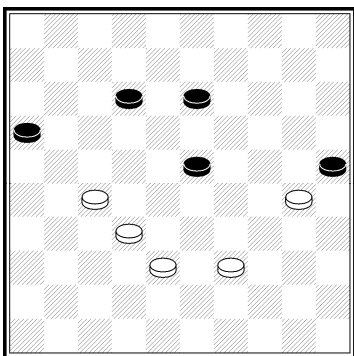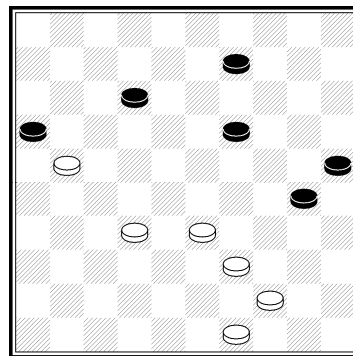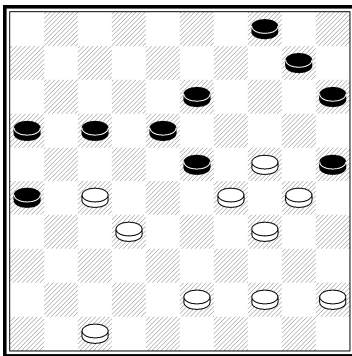
9 W+
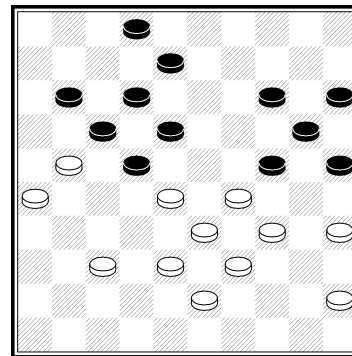
13. 21 – 16? B+
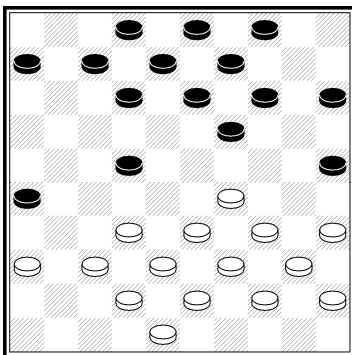
10. 32 – 28?
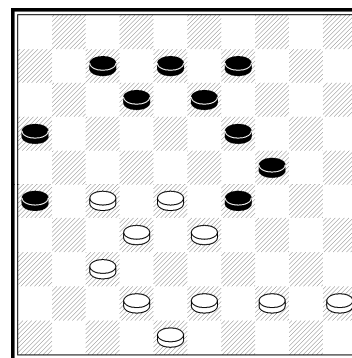
14 W+
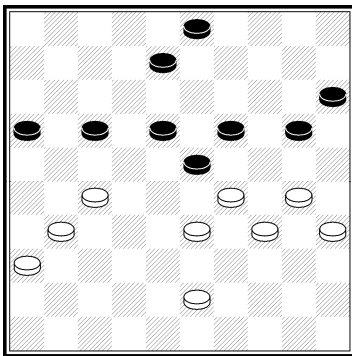
11. 30 – 25? B+
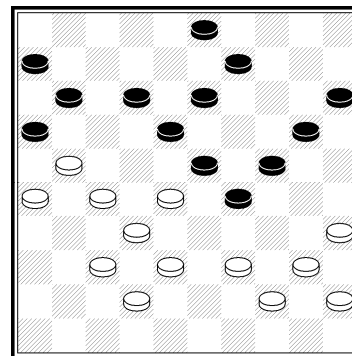
15. Black wins
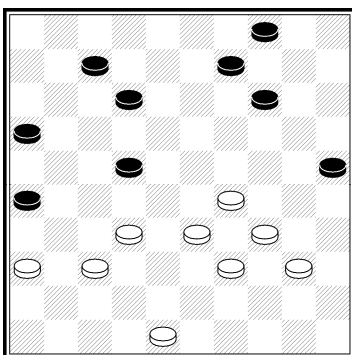
12. Black wins
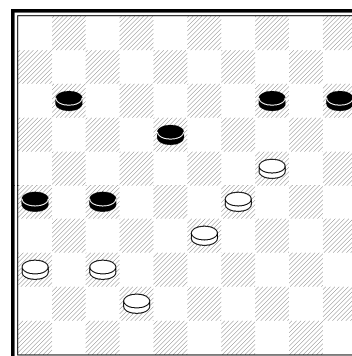
16. 33 – 28 27 – 32?

Using a free move
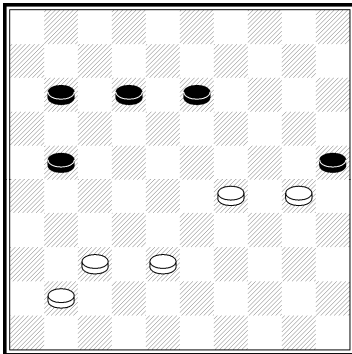
It's dangerous to attack pieces, since it gives the opponent a free move. White sees that the black piece on <25> will be on <23> after capturing two pieces. He uses the free move to build a formation, the 32 / 37 / 41 tail, in order to take a shot.

1.38 – 32 25 x 23
2.32 – 27 21 x 32
3.37 x 6
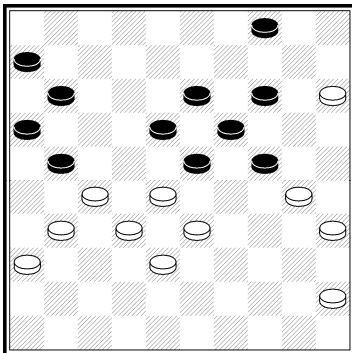
R. Wattel - R. Ganeshie

If white plays 31 – 26? Black uses his free move to attack the piece on <30>, winning a piece.

31 – 26 14 – 20
26 x 17 11 x 31
36 x 27 20 – 25
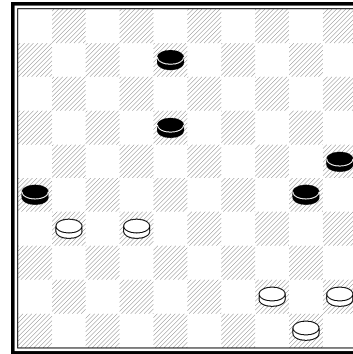
Black will get a piece at <23> after capturing at the next move. White uses the 44 / 50 formation to make a shot.

1.45 – 40 26 x 28
2.40 – 34 30 x 39
3.44 x 2
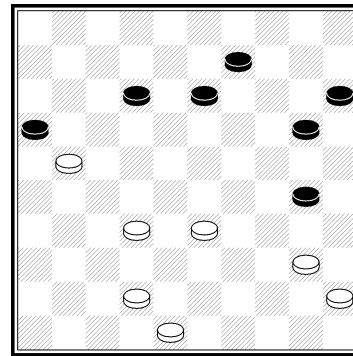
White uses his free move to give black a multiple capture.

1.40 – 34 16 x 40
2.45 x 3
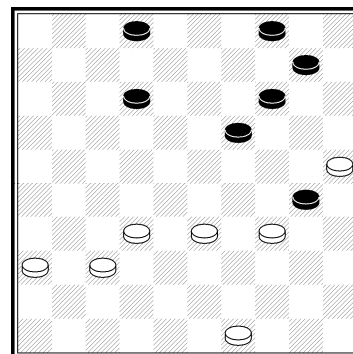
White uses a stick move to open the black position.

1.25 – 20 30 x 28
2.20 x 9 4 x 13
3.32 x 5
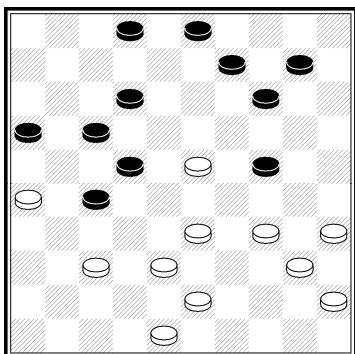
Tuvshinbolt – Chizhov

White attacked piece <24>, giving his opponent the opportunity to make a shot. During the combination piece <23> is removed while piece <26> is transported to <28>.

34 – 30 16 – 21!
30 x 19 12 – 18
23 x 12 17 x 8
26 x 28 14 x 41
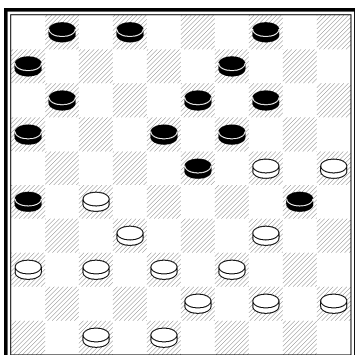
White has attacked piece <30> with 29 – 24? Black would like to get a piece at <12> in order to make the 23 – 28 kingshot. It appears that black doesn't have enough time to get a piece on <12>, but watch how black succeeds in doing this anyway!

2 – 7!
24 x 35 16 – 21
27 x 16   7 – 12
16 x 7   23 – 28
32 x 23 18 x 49
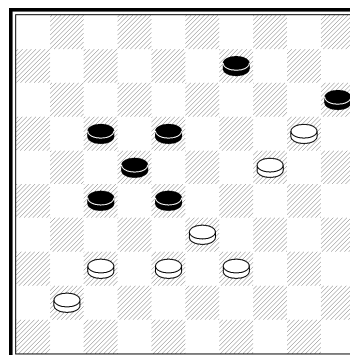
M. Kroesbergen – A. Scholma

Sometimes a free move is created during the combination itself.

39 – 34! 28 x 19
37 – 32 15 x 24
32 x 3
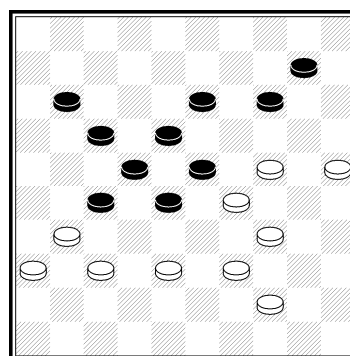
White removes piece <25>, transports piece <28> to <19> using a multiple capture and uses his free move to make the kingshot.

25 – 20 14 x 25
39 – 33 28 x 19
37 – 32 23 x 34
32 x 5

Exercises 1 – 8 White uses the free move to make a winning shot!

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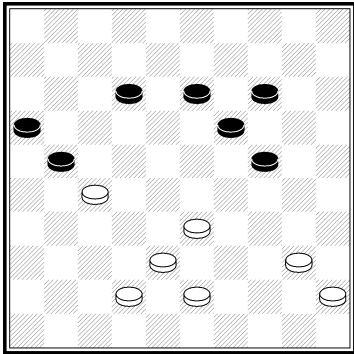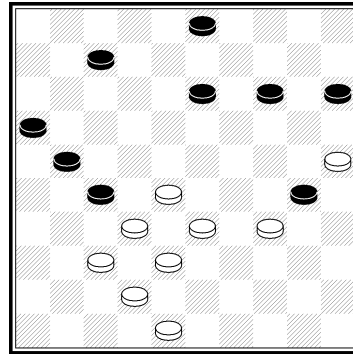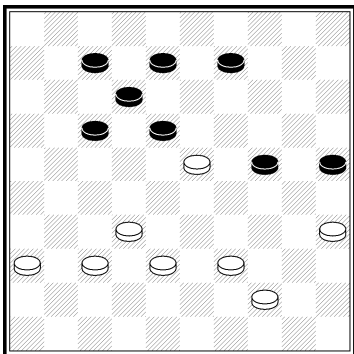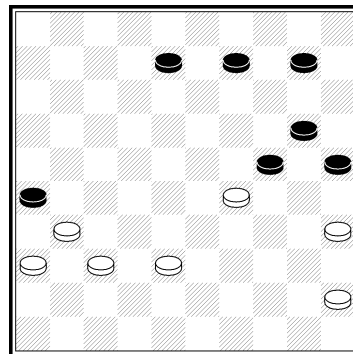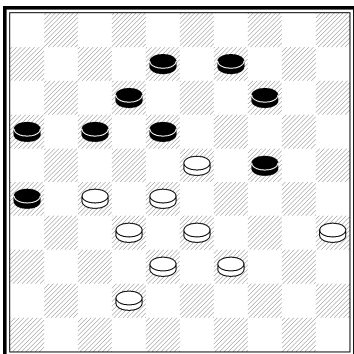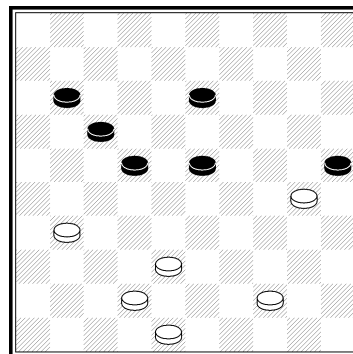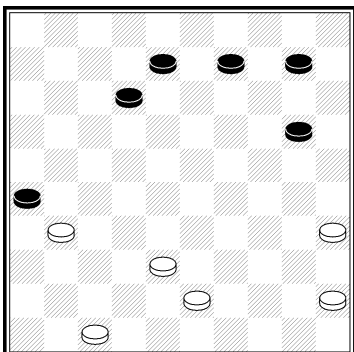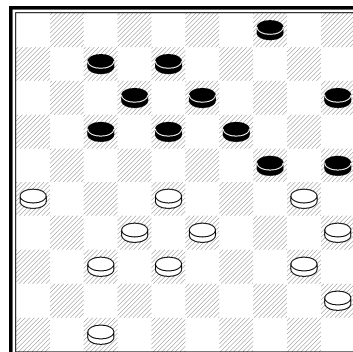
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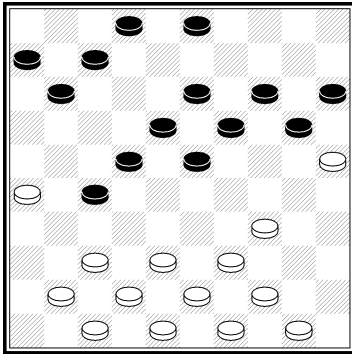
Attacking the outpost on <27> with 37 – 32? would be a big mistake here, since black gains a free move that he uses to take a kingshot.

Black has just attacked piece <24> with 14 – 20? White can use his free move to transport a piece to <33>.

Exercise 9
How does black win after 37 – 32?

Exercise 11
How can white make the shot?

R. Clerc – A. Gantwarg

Exercise 12
How does the shot go in this case?

Black wanted to make a draw by making a sacrifice (of 2 pieces) and attacking the piece on <27> and forcing a breakthrough later. But he overlooked that white could use his free move to make a shot!

$$19 – 23?\ 28 \times 30$$
$$17 – 22$$

Exercise 10
How did white win?
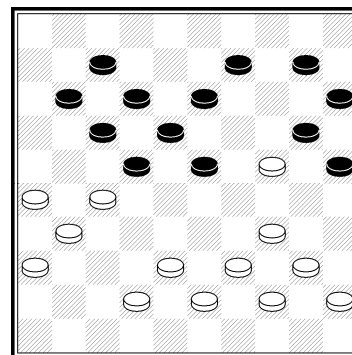
Roel Boomstra – Steven Wijker

Exercise 13
In this position (Dutch championship 2012) white performed an even bigger shot making a king at <1>! Try to find the shot.

. <u>Tactics in the endgame</u>

If kings appear on the board the number of possibilities grows. Tactics become more complicated with kings in play.

Playing with a king
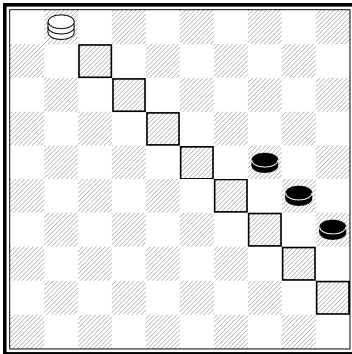
The king is a very strong weapon. The king controls an entire diagonal. The three black pieces can't cross the diagonal for free. Black has to sacrifice two pieces to cross the diagonal, but will be stopped just before getting a king himself.

24 – 29
1 x 25   35 – 40
25 – 39 40 – 45
39 – 50

Black can't move anymore and loses the game.
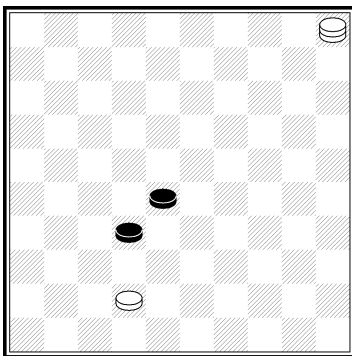
If white plays with his king black can escape with a draw.
1.5 – 14? 28 – 33 2.14 x 41 33 – 39 and white can't stop the black piece from going to king.
White can win in a way that you should remember.

42 – 38! 32 x 43
5 x 49
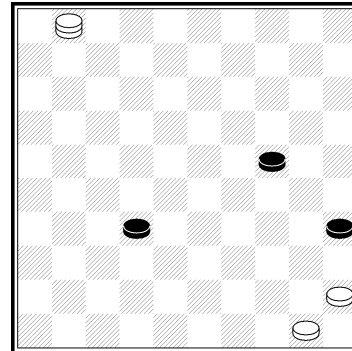
White uses his king to make a shot.

1 – 29! 24 x 33
45 – 40 35 x 44
50 x 37
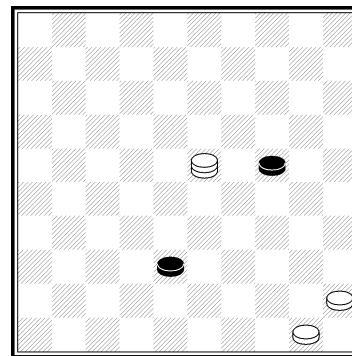
White wins by sacrificing his king at the right moment catching the black king.

23 – 37 38 – 43
37 – 48 43 – 49
48 – 30 24 x 35
50 – 44 49 x 40
45 x 34

Exercises 1 – 8 White to play and win!

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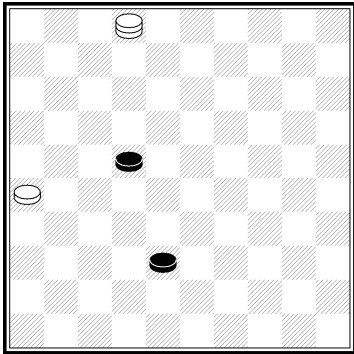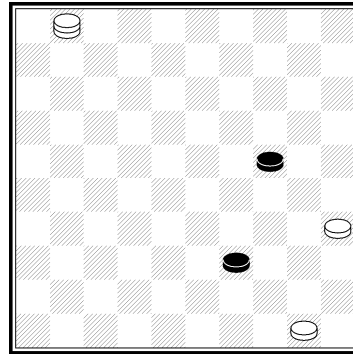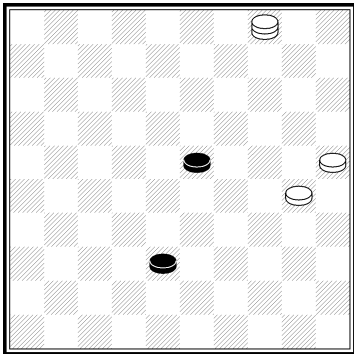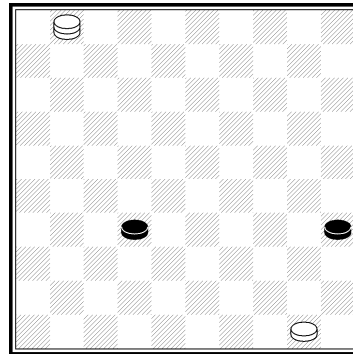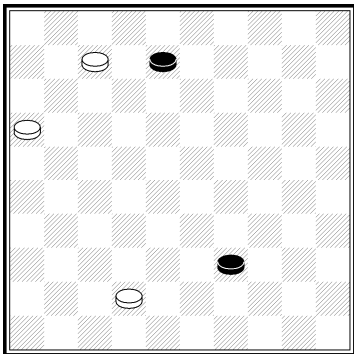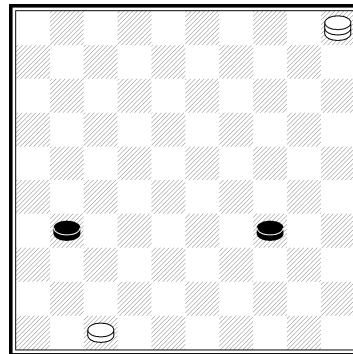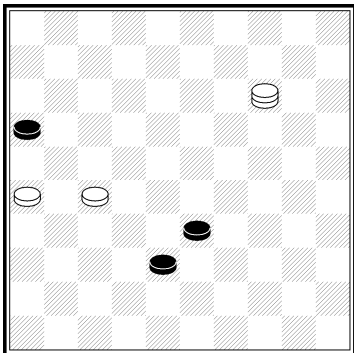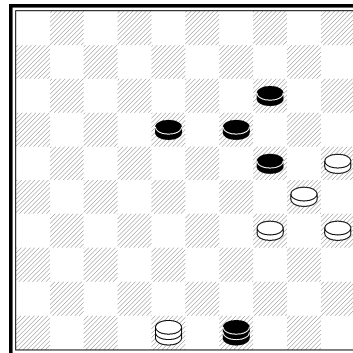
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Catching the opponent's king

If you and your opponent have a king you can only win by catching the opponent's king.
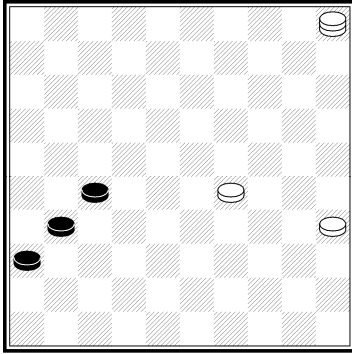
White can't stop black from getting a king. At the next move black will give two pieces. White makes a construction to catch the future king.

29 – 24!

Pieces <24 / 35> give shape to the catching construction.

27 – 32
5 x 26 36 – 41
26 – 12! 41 – 47

If black plays 41 – 46 then 12 – 28 46 x 30 35 x 24 + follows.

12 – 29!
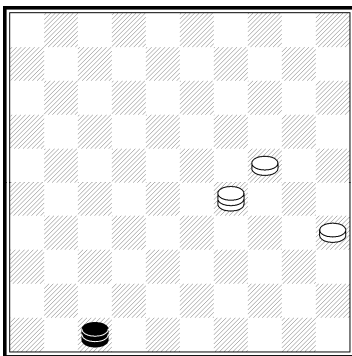
At the next move black's king will be caught. 47 – 41 is met by 29 – 23 and 47 – 36 by 29 – 18 W+.
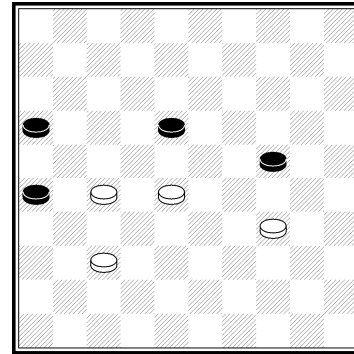
A famous position in which white wins by catching a future black king.

37 – 32 16 – 21
27 x 16 26 – 31
16 – 11 31 – 36
11 – 7   36 – 41
7 – 1!

White attacks two pieces. Black can't but sacrifice one of these pieces.

18 – 22
28 x 17 41 – 47

If black plays 41 – 46 the king is caught by 32 – 28 46 x 45 17 – 12 45 x 7 1 x 15 W+.

1 – 6!
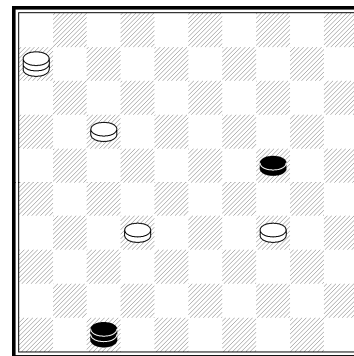
Black has no safe spot for his king anymore:
- 47 – 41 34 – 30! W+
- 47 – 36 34 – 30 24 x 35 32 – 27 W+
- 47 – 42 34 – 29 24 x 33 32 – 28 33 x 11 6 x 47 W+

Exercises 1 – 8
Catch the black king!

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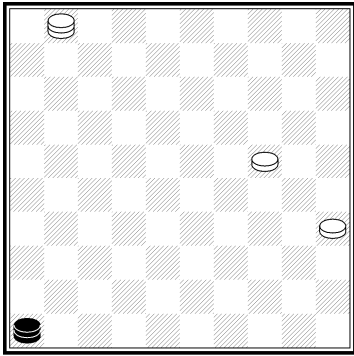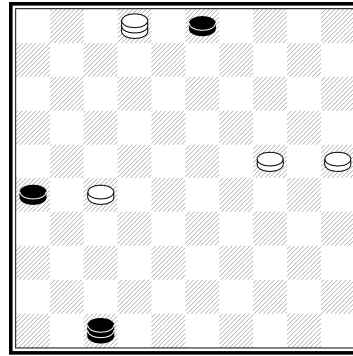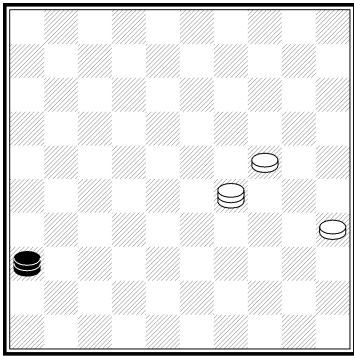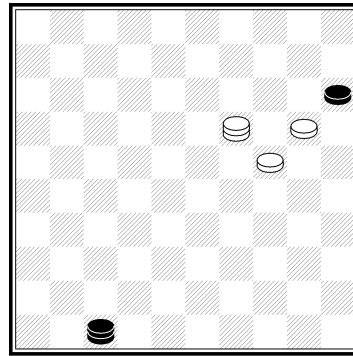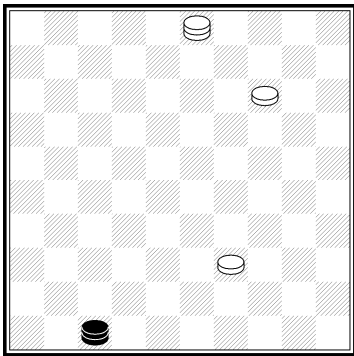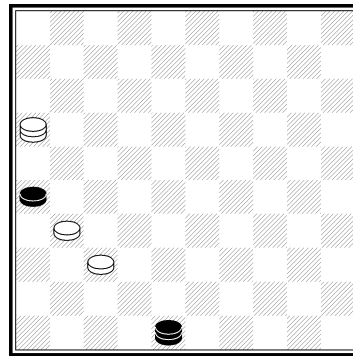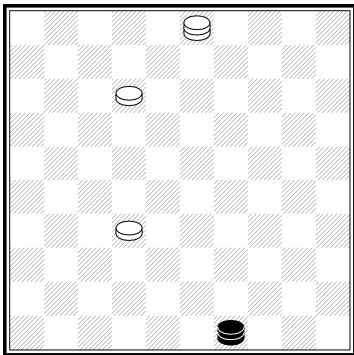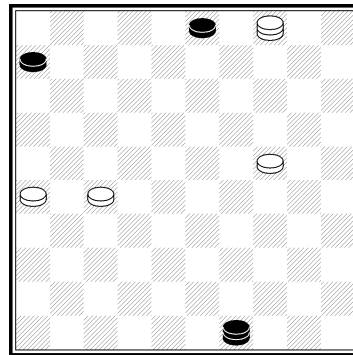
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Practical endgame situations
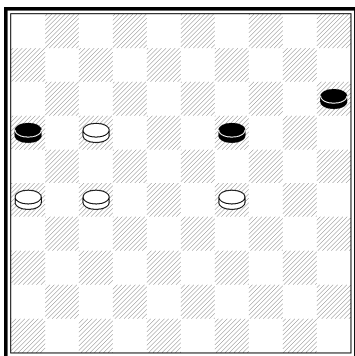
Ivens – Stoorvogel

Black to play went wrong:

19 – 24?
29 x 20 15 x 24
26 – 21!!

The winning trick! Black can't sacrifice piece 16 anymore. White goes to king square <1> and then takes a shot with 27 – 22. If black goes to <45>, 1 – 6 is played and the king is caught at the next move (45 – 50 21 – 17 W+)

Black should have sacrificed his piece first and then change: 16 – 21 27 x 16 19 – 24 29 x 20 15 x 24 leads to a draw.
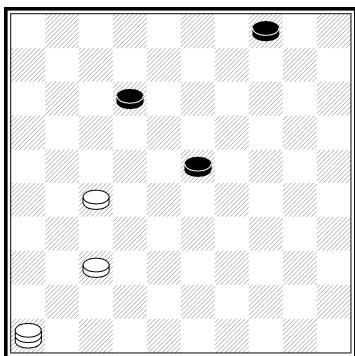
B. Dollekamp – P. v.d. Laan

To be able to win white needs a trick.

27 – 22 23 – 29
22 – 18! 12 x 23
37 – 32

White will always play 32 – 28 at the next move. For example: 29 – 33 32 – 28 33 x 22 46 x 5 W+.
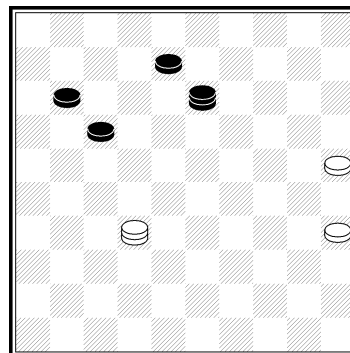
K. Nakhova – M. Nogovitsyna

White thought she could take a piece, playing

32 – 16?

But with a stick move black caught the white king:

13 – 30!
16 x 13 30 x 8
25 – 20

Now 8 – 19? 35 – 30 19 x 35 20 – 14 would be a draw.

8 – 3!
20 – 15 3 – 14

Black wins.
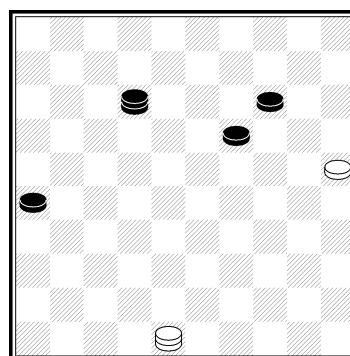
J. Martens – F. Kemperman

Black to move can force a quick win.

12 – 1!

All moves but 46 – 37 will be met by 14 – 20 now!

53

46 − 37 1 − 23!

The black king is caught. 23 − 46 is met by 23 − 28 and 37 − 48 by 23 − 37 B+.
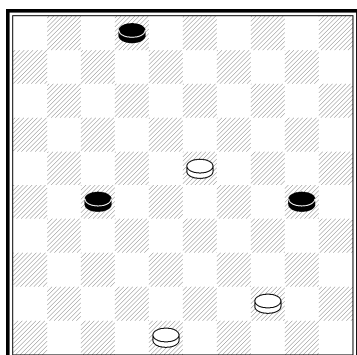
P. Boonstra − R. Schrooten

White should investigate if he can freeze black out by means of opposition. So he shouldn't race to king with 23 − 19? After 23 − 19 27 − 32 48 − 42 30 − 34 19 − 14 black makes a draw by playing 32 − 38 42 x 33 34 − 39 = or 34 − 39 44 x 33 32 − 38 =) He also shouldn't play 23 − 18 since after 27 − 32 48 − 42 30 − 34 18 − 12 black also escapes by playing 32 − 38 42 x 33 34 − 39 = or 34 − 39 44 x 33 32 − 38 =.

44 − 39 27 − 31
48 − 42 2 − 7

Black has to escape the 2 − 8 23 − 18 opposition.

23 − 19! 7 − 12

Only getting a king at <5> is winning!

7 − 12   19 − 14
12 − 17

At 12 − 18 white can choose how to win, for example: 14 − 10 (14 − 9 also wins) 18 − 23 10 − 5 23 − 29 5 − 32 30 − 35 32 − 49 W+.

14 − 10
17 − 21 10 − 5

White can also begin (diagram) with 44 − 40 or 48 − 42. For example: 44 − 40 27 − 31 48 − 42 2 − 7 23 − 19 7 − 12 19 − 14 12 − 18 14 − 9! (14 − 10? 18 23 is a draw!) 18 − 23 9 − 3 23 − 28 3 − 21 28 − 33 21 − 49! (21 − 43? 31 − 36 43 x 25 36

− 41 =) 33 − 39 40 − 34 39 − 43 49 x 36 30 x 39 36 − 22 39 − 43 42 − 38 43 x 32 22 − 33 32 − 37 33 − 47 W+.
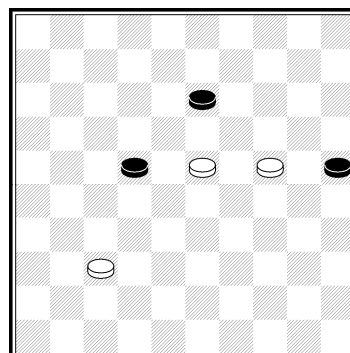
K. ter Braake

If white plays 23 − 19 black escapes by playing 22 − 28 18 x 9 28 − 33 9 − 3 (threatening 24 − 20) 25 − 30! 24 x 35 33 − 39 =.
If white plays 37 − 31 black escapes by playing 13 − 18! 23 x 12 25 − 30! 24 x 35 22 − 28 and black goes to king.

23 − 19! 22 − 28
19 x 8 25 − 30

28 − 33 is met by 24 − 20! 25 x 14 8 − 3 14 − 19 3 − 17 33 − 38 17 − 21 W+

24 x 35 28 − 33
8 − 2! 33 − 39
2 − 11 39 − 43
11 − 17!
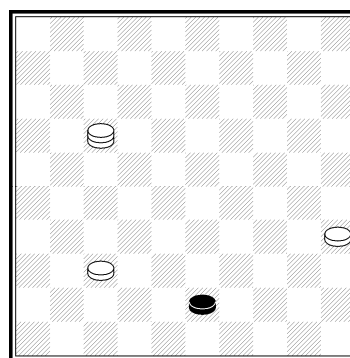
Black's king will be immediately caught!
- 43 − 48 17 − 26 W+
- 43 − 49 17 − 44 W+

We can say: white laid an ambush. More about laying ambushes is in *A course in draughts part I.*

54

All positions are from a real game.

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2 Black to move

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4. Black to move

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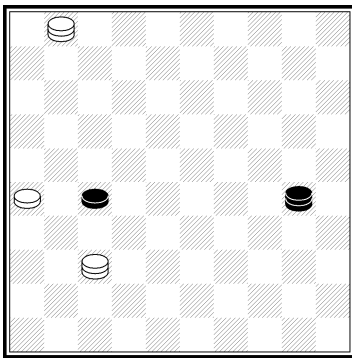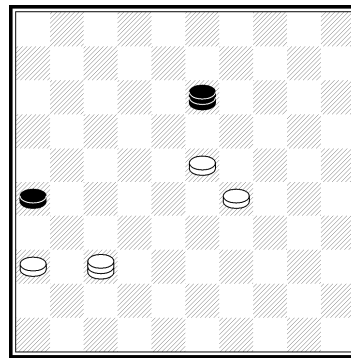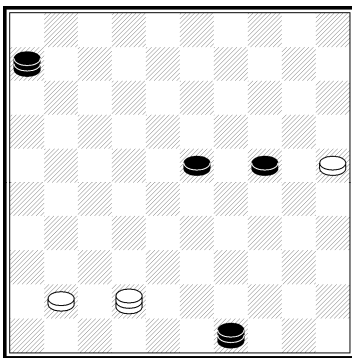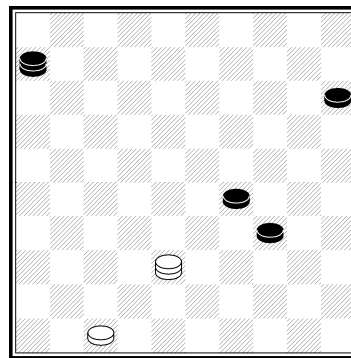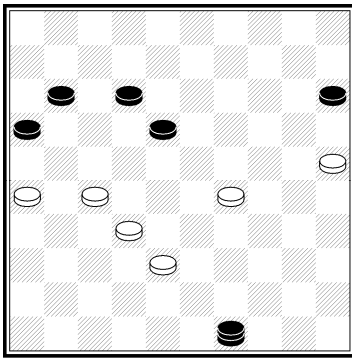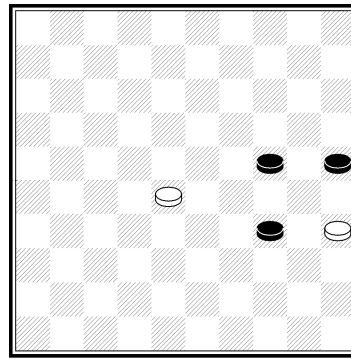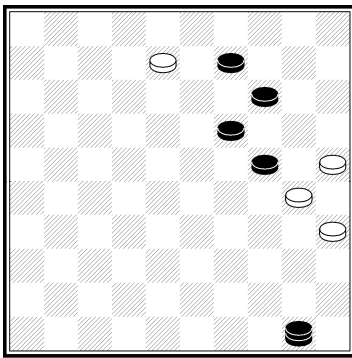
6. Black to move

7. Black to move
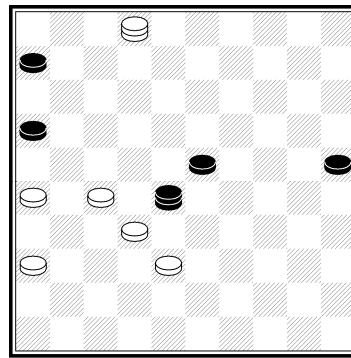
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All kind of shots

Hook shot
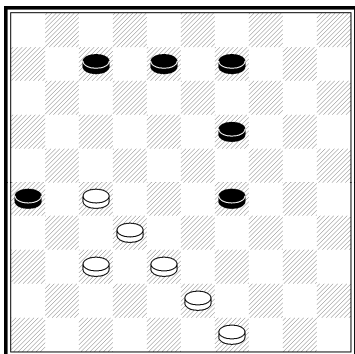
First a piece is put in between the white pieces. After that white gives two pieces to launch the shot to <1>.

38 – 33 29 x 38
37 – 31 26 x 28
43 x 1
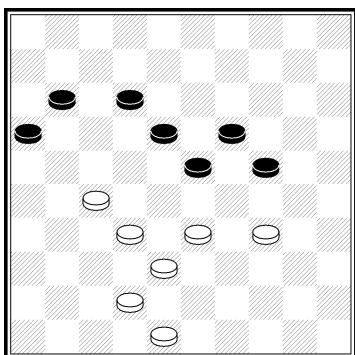
Coup Philippe

White removes the piece on <16 & 18> and then uses his 33 / 38 / 42 tail to make a famous kind of shot, called the coup Philippe.

1.27 – 22 18 x 27
2.32 x 21 16 x 27
3.33 – 29 24 x 33
4.38 x 16

The Kung Fu shot
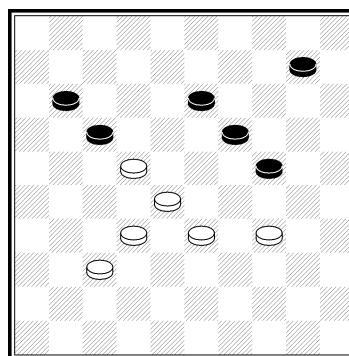
In a Kung Fu shot white changes back in order to open a square, after which black has to take, making the shot for white possible.

1.33 – 29 24 x 33
2.28 x 39 17 x 28
3.32 x 5

Harlem shot
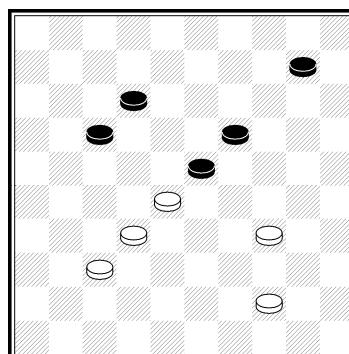
White brings three black piece in a row and removes the middle piece. Sometimes, like in this case, the order of moves can be reversed.

1.28 – 22 17 x 28
2.34 – 29 23 x 34
3.32 x 5

The hook shot
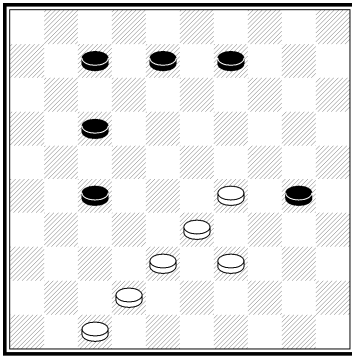
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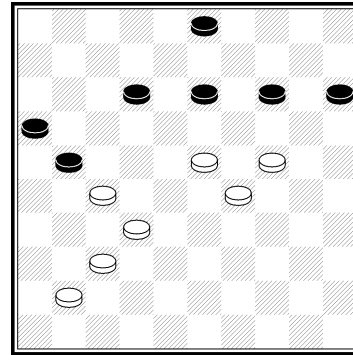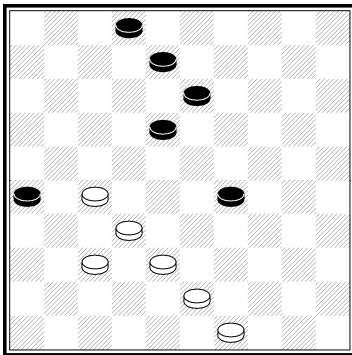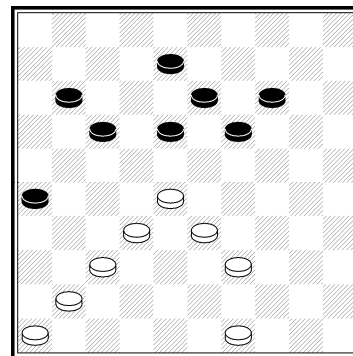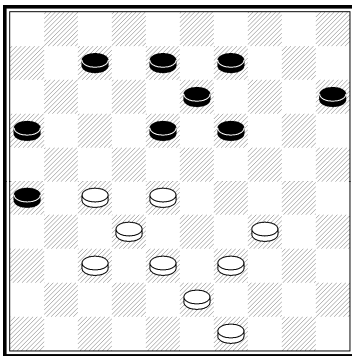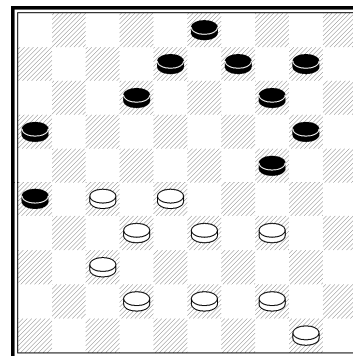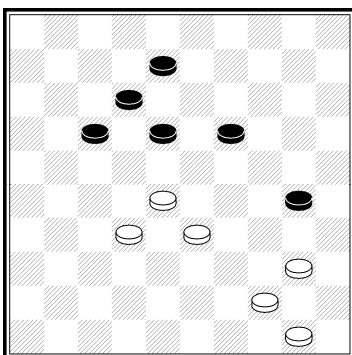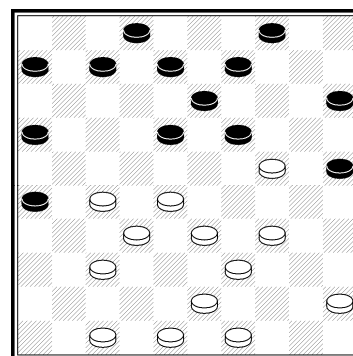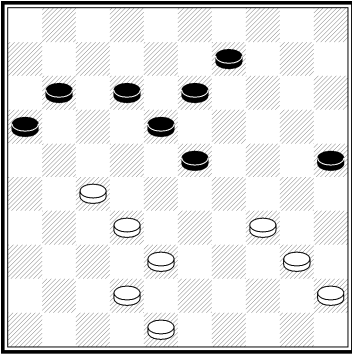
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Coup Philippe

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Mix of shots

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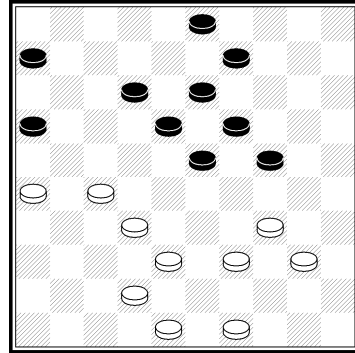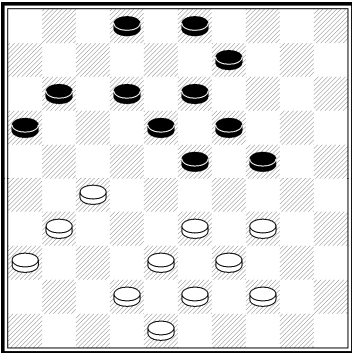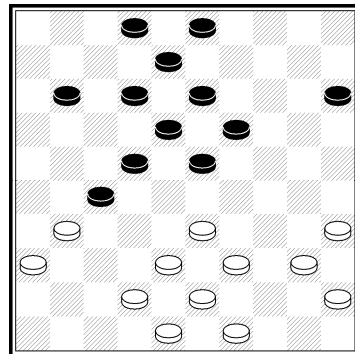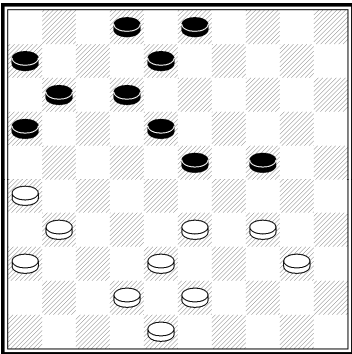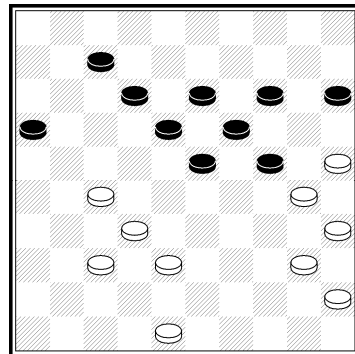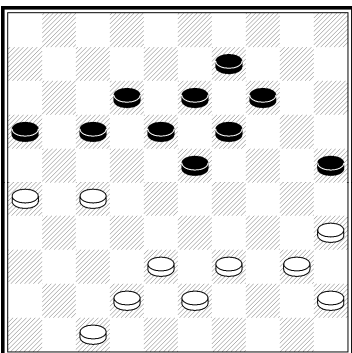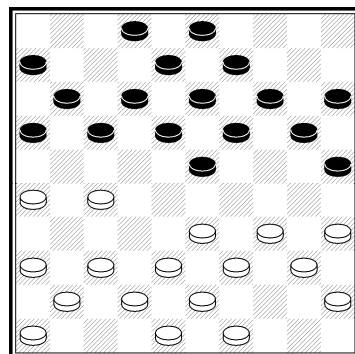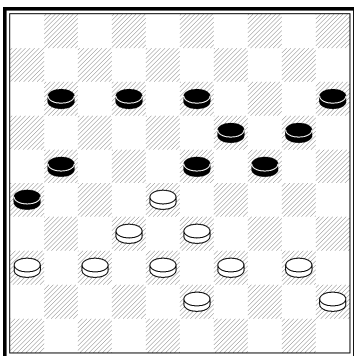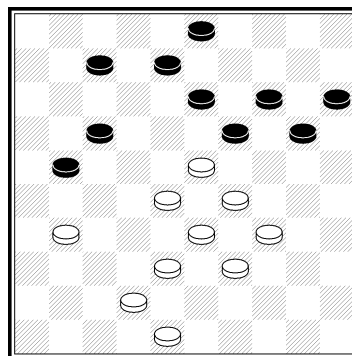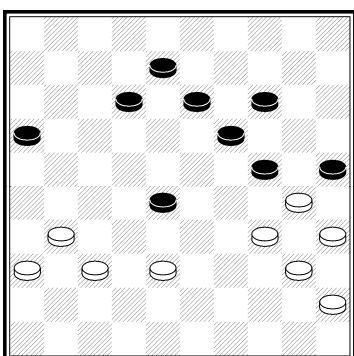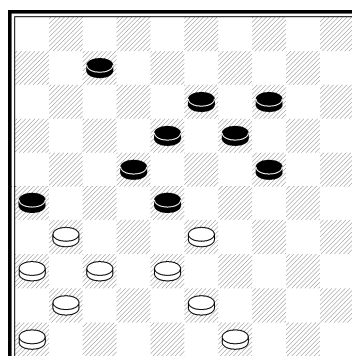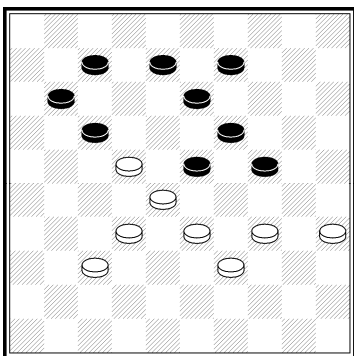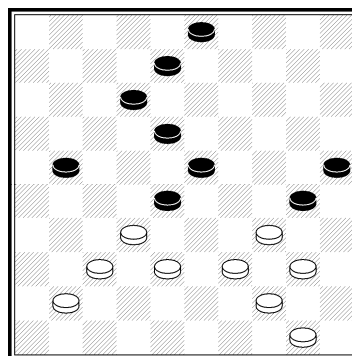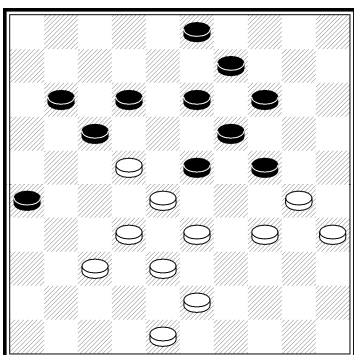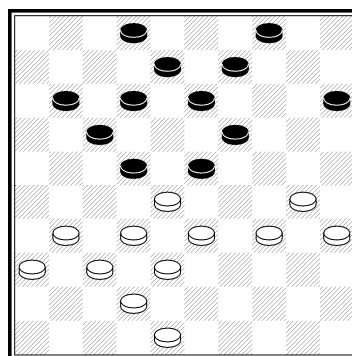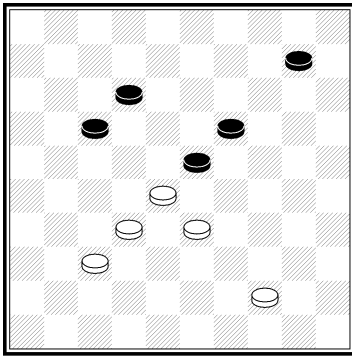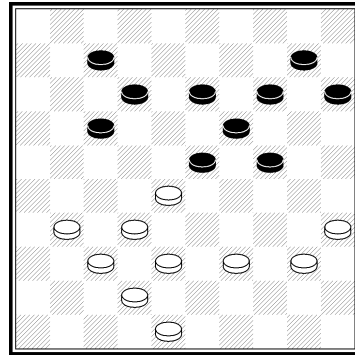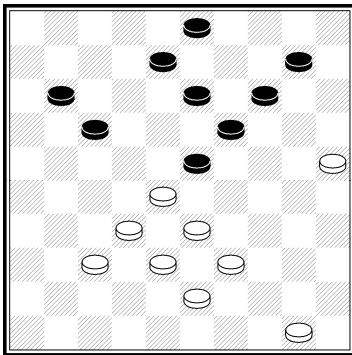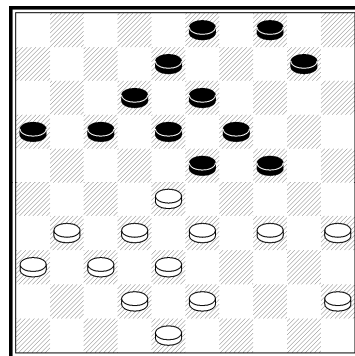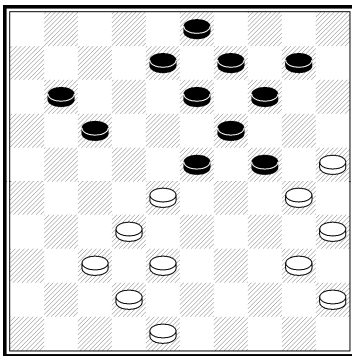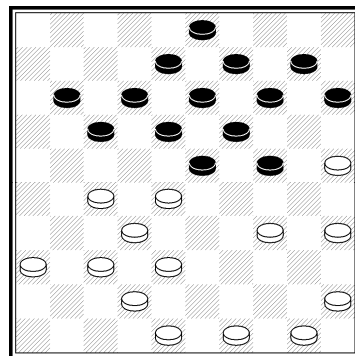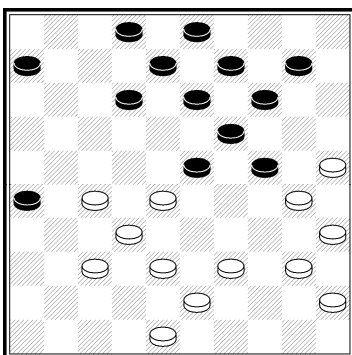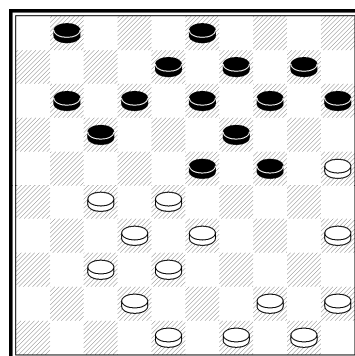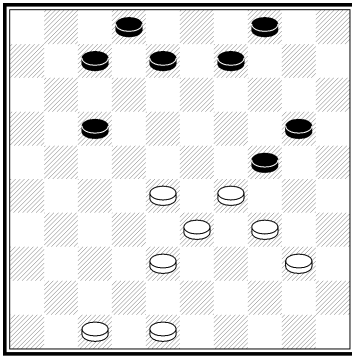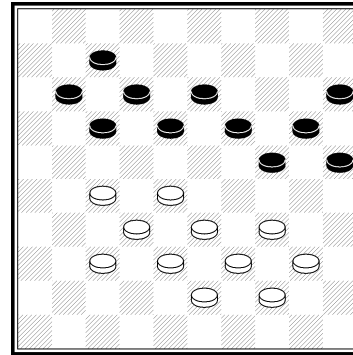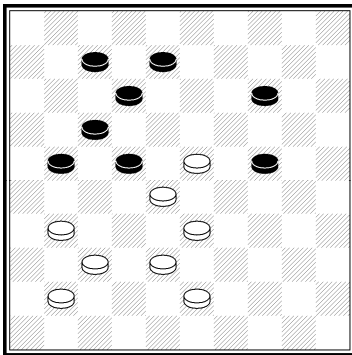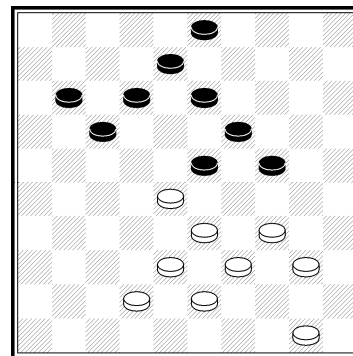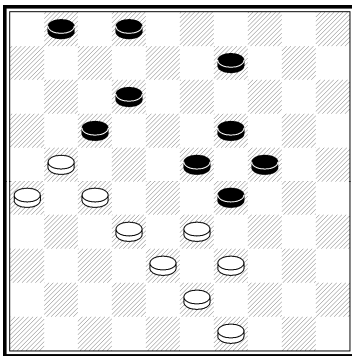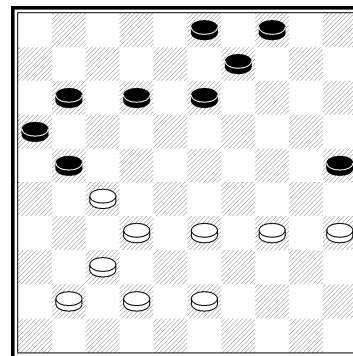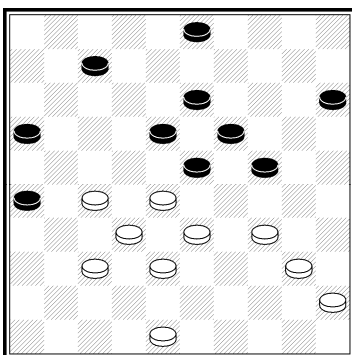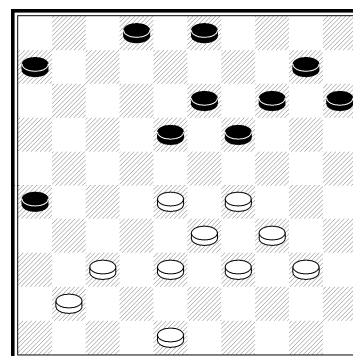
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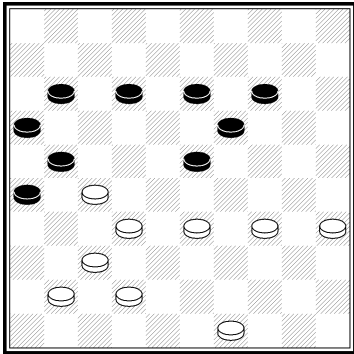
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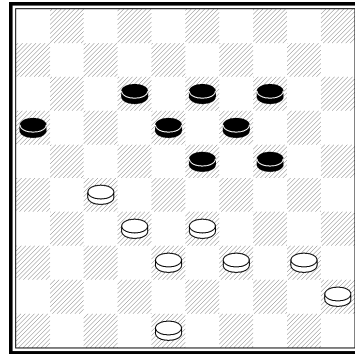
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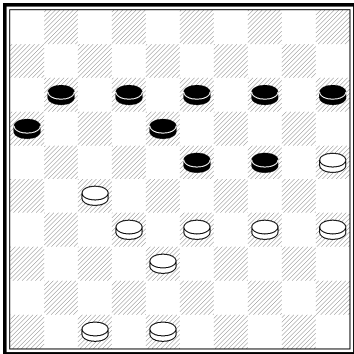
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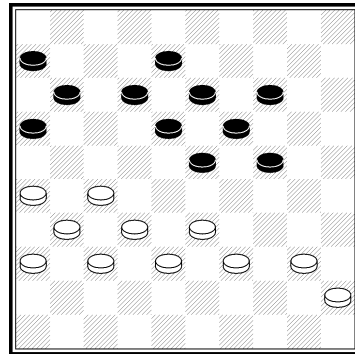
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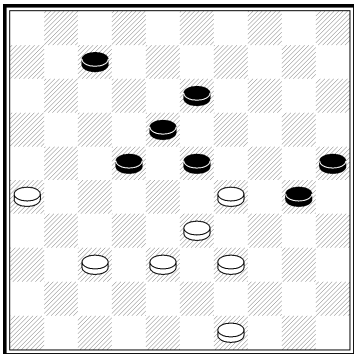
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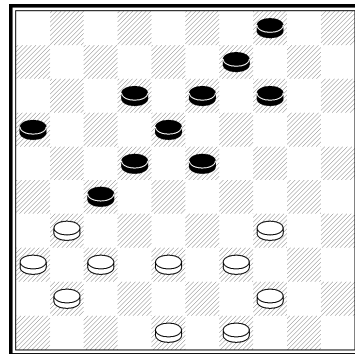
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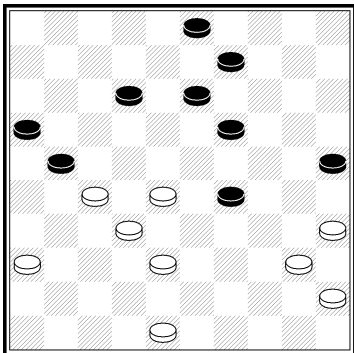
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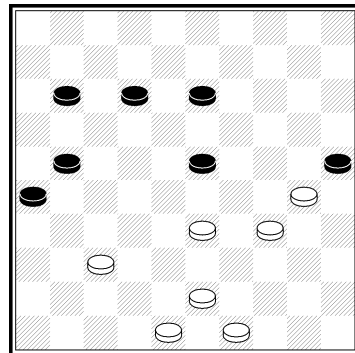
16

Positional play

Space & locks

It is very important that you have enough space to play. If you have a lack of space to play you risk being frozen out. To be frozen out means that you have no good moves left anymore.
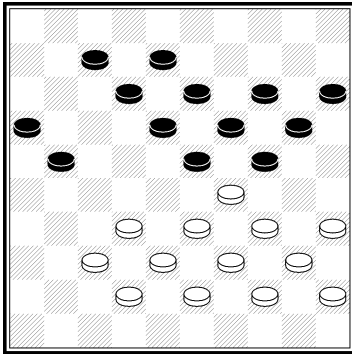
White has only one piece to play without giving away pieces. Only piece <37> can play, but after **37 – 31** black can play **23 – 28!** always winning a piece.

White's pieces <29, 33, 34, 35, 39, 40, 44 & 45> are locked by the black pieces on <18, 20, 23 & 24>. We call this a chain-lock.
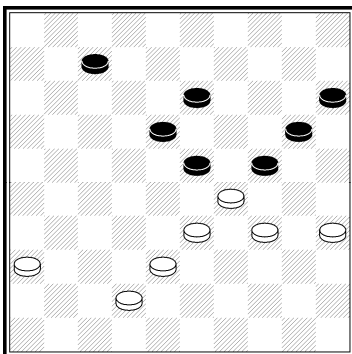
Black is to move in this position. His position is superior. He has a chain-lock, although this lock is not as strong as in the former diagram, since black's pieces <18, 20, 23, 24> lock up only four white pieces: <29, 33, 34, 35>. But black's pieces work together well after he plays **7 – 12!**
A logical move since now all pieces are connected. White doesn't have a good move anymore.

White can't play 35 – 30, 34 – 30 and 33 – 28, since he would give away pieces then.
The remaining moves are:

- 36 – 31 23 – 28! 33 x 22 18 x 36 B+
- 42 – 37 23 – 28 33 x 22 24 x 31 36 x 27 B+1
- 38 – 32 23 – 28 32 x 23 20 – 25 29 x 20 18 x 47 B+

It seems that white is lost, but white can still survive if he is conscious of the fact that losing a piece isn't always the same as losing the game:
7 – 12 should be met by 42 – 37 23 – 28 33 x 22 24 x 31 36 x 27 20 – 25 (20 – 24 doesn't win either) 34 – 29 15 – 20 29 – 23 18 x 29 27 – 21 and white can still hold a draw.
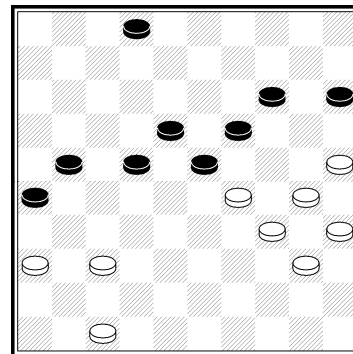
White's position isn't good. His position is split. The wings are not connected. Black's pieces work together well. How should black convert his advantage to a win?
In the game 2 – 8? was played giving white the opportunity to make a draw with the shot 25 – 20 15 x 33 37 – 31 26 x 37 47 – 42 37 x 48 30 – 25 48 x 30 35 x 2 =.
Black should have played 15 – 20! This is very strong since white can't get a piece at <39> anymore.

It could go like this:

> **1...15 – 20! 2.37 – 32 2 – 8**
> **3.47 – 41 8 – 13   4.30 – 24 19 x 39**
> **5.40 – 34 39 x 30 6.35 x 15 23 x 34**
> **7.25 – 20 14 x 25   8.15 – 10 22 – 27**
> **9.32 – 28 34 – 40 10.10 – 5 13 – 19**
> **11.5 x 7 25 – 30 12.7 x 45   30 – 34**
> **13.45 x 31 26 x 46 B+.**

63
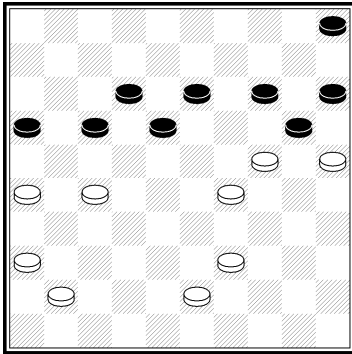
Black's pieces on <5, 14, 15, 20> are locked by the pieces <24, 25, 29>. The extra piece on <5> makes the lock very bad for black. At the other wing black doesn't have space to play either. After 17 – 22 white can force a win in more than one way.

Exercise 1
If you should chose from 36 – 31 or 26 – 21, what would be your answer to 17 – 22? and why?
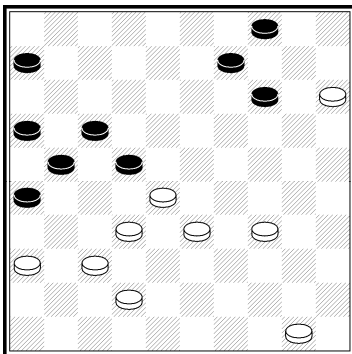
Exercise 2
What move would you play with white to move?
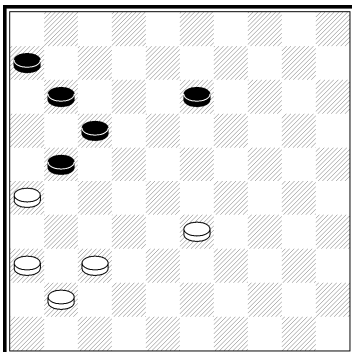
Exercise 3
A) What move would you play if white is to play?

B) What move would you play with black to move?
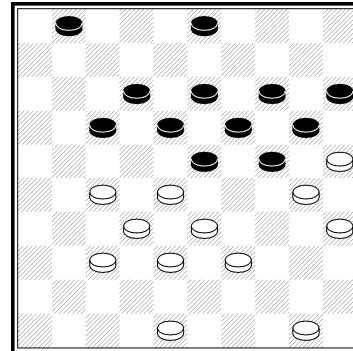
K. Thijssen – B. Aalberts

Black's left wing is locked. Pieces <14, 15, 19, 20 & 24> are locked by <25, 30, 35>. If black changes 24 – 29 33 x 24 20 x 29 white wins the outpost by attacking 39 – 33.
At the right side of the board is a lock, so white wanted to get more space to play at the other, left wing. Watch how black's space to play is reduced more and more.

37.	28 – 22	17 x 28
38.	33 x 22	1 – 7
39.	22 – 17	12 x 21
40.	27 x 16	18 – 22
41.	48 – 42	3 – 8
42.	37 – 31	8 – 12
43.	42 – 37	13 – 18
44.	32 – 27	12 – 17
45.	37 – 32	
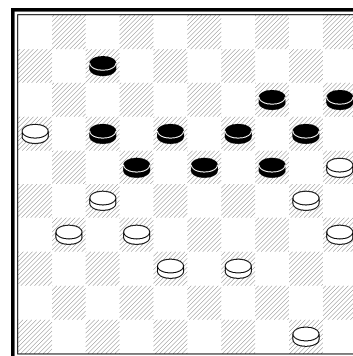
Black is in trouble because of the lock.

Exercise 4
What's the best move for black?
   A) 17 – 21
   B) 22 – 28

C) 24 – 29
D) 23 – 29
E) 7 – 12
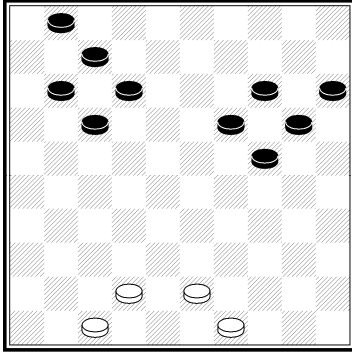
Exercise 5
Put 6 extra white pieces on the board so that all black pieces are locked.
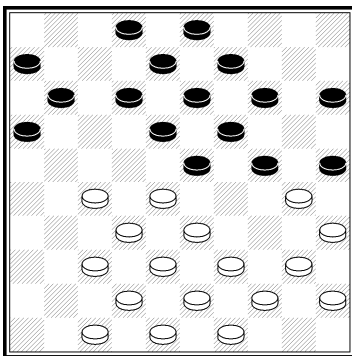
Exercise 6
What move is better: 40 – 34 or 47 – 41? Why?
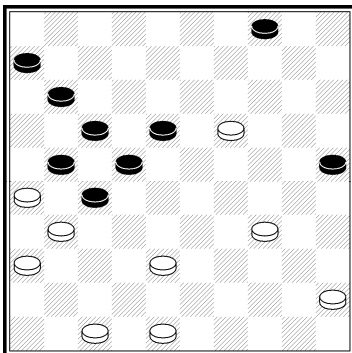
How to judge this position (S. Nagel – R. van der Wal) with white to move? Pieces <6, 11, 17, 21, 22, 27> are locked by pieces <26, 31, 36>. Three pieces are locking six pieces, so the lock

is very strong! White only has to deal with the 18 – 23 threat. If white plays 38 – 33? Black can still play 18 – 23 19 x 28 followed by 27 – 32 28 x 37 22 – 27 31 x 22 17 x 30 26 x 17 11 x 22 escaping from the lock. White can use the lock by playing 47 – 42 or 19 – 14. You can try to win the position playing it against another draughts student.

Exercise 7
What move should white play after 19 – 14 11 – 16? Preventing black from getting out of the lock.
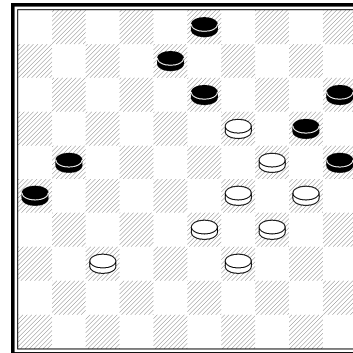
In this position (D. Kootstra – M. Wichgers) white is locked. Pieces <19, 24, 29, 30, 34> can't play anymore. Black to move can use the lock as follows:

21 – 27
37 – 32 27 x 38
33 x 42 26 – 31
39 – 33 13 – 18
33 – 28
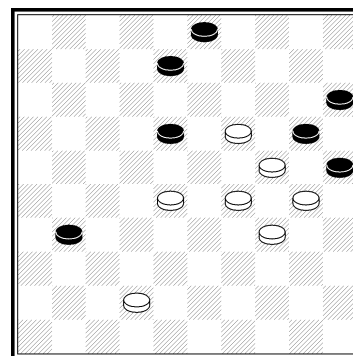
Black can finish the game by making a 2 x 2 exchange. This is better than 18 – 23 29 x 18 20 x 40 18 – 13 25 x 34 13 x 2.

18 – 22! 28 x 17
8 – 13   19 x 8

65

3 x 21

After 24 – 19 20 – 24 29 x 290 15 x 13 black will win in the endgame. Instead of changing 18 – 22 black can also simply play 8 – 12 (28 – 23 3 – 8) and white has to sacrifice soon.
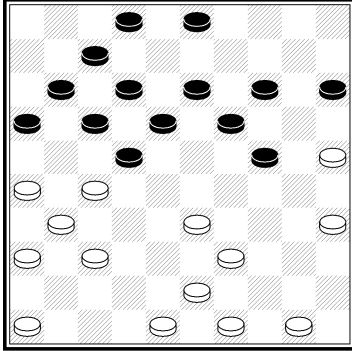
In the game P. Hoopman – H. Jansen white has taken a fork-lock: Pieces <26, 27, 31, 36> lock pieces <7, 11, 12, 16, 17, 18, 22>. The <22 / 24> bond is dangerous when being fork-locked. Black suffers from a lack of space to play.

50 – 44!

Taking care black can't play 19 – 23 because of 33 – 29! W+. It is even better to play 26 – 21 first followed by 33 – 29. White also threatens to play 26 – 21 17 x 26 33 – 29 24 x 33 39 x 6.

2 – 8!

Now the 26 – 21 17 x 26 33 – 29 24 x 33 39 x 6 shot isn't winning, since black replies with 7 – 11 6 x 17 12 x 41 46 x 37 =.

46 – 41	3 – 9
48 – 42	15 – 20
43 – 38	

White must allow black to play 19 – 23 but he is frozen out anyway.

	19 – 23
44 – 40	23 – 28
40 – 34	13 – 19
49 – 43	8 – 13
34 – 30	
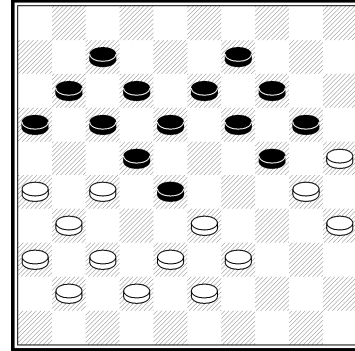
Black has no good move left. The game was 18 – 23 27 x 29 12 – 18 33 x 22 24 x 44 43 – 39 17 x 28 39 x 50 and with a piece more white won the game.
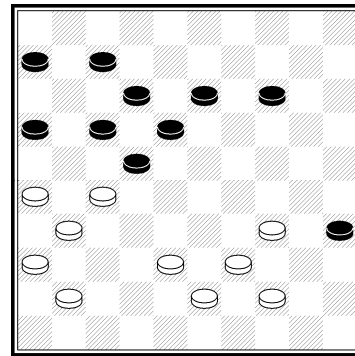
Chizhov – Amrilloev

White has a winning fork-lock. He forces the win.

38 – 33!

Threatening 27 – 21 16 x 27 33 – 28 22 x 33 31 x 2 W+.

	6 – 11
41 – 37!	

Exercise 8
Black resigned. Why?

66
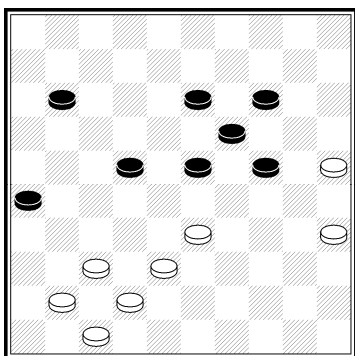
Strategic squares

Black to move has a great position. The central cross is a very strong formation. He possesses the strategic squares <23 & 24>. Black can win by taking the other strategic square <27>.

22 – 27!

37 – 32 is punished by 23 – 28! 33 x 31 26 x 46 (or 26 x 48) B+.

41 – 36 11 – 16

White has no good moves left. 47 – 41 16 – 21 doesn't change the situation.
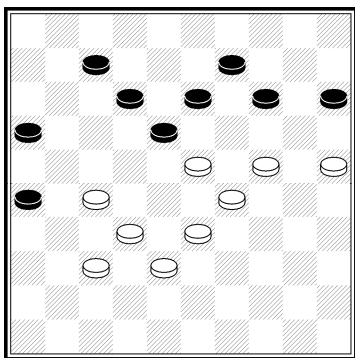
H. Verheul - L. De Graag

White has a very strong position with outposts on <23 & 24>. White has control over the strategic squares: <24, 27, 28>. If white plays it well, black will be frozen out.

32 – 28? 7 – 11
38 – 32 11 – 17

Isn't the right way to do this. After changing 37 – 31 26 x 37 32 x 41 17 – 21 black can keep on playing.

After 32 – 28 7 – 11 white can't play 28 – 22 because of 12 – 17! 23 x 21 26 x 39.

White should have played 33 – 28! 7 – 11 28 – 22! This is possible, since 12 – 17 doesn't work for black now... 11 – 17 22 x 11 16 x 7 32 – 28 7 – 11 38 – 32 11 – 16 (or 11 – 17) 37 – 31 26 x 37 32 x 41 and black is frozen out.
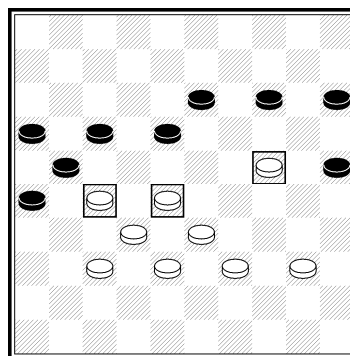
White has an ideal position, possessing all strategic squares. Black to move will be frozen out quickly:

17 – 22
28 x 17 21 x 12
33 – 28 14 – 20
39 – 33 20 x 29
33 x 24

Black has to sacrifice pieces now. If black plays 14 – 19 instead of 14 – 20 white simply plays 40 – 35 19 x 30 35 x 24 and wins.
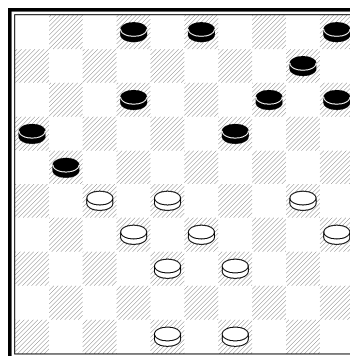
White (Roy Coster) had a very strong position. He has strong formations in the center, possessing <27 & 28>. The next goal is to conquer <24>. White should be patient. The immediate 30 – 24 19 x 30 35 x 24 isn't effective. Black plays 3 – 8 and at the next move the outpost on <24> is removed by changing 14 – 19

67

x 19. Therefore white has to wait a while, taking more space by playing **1.33 – 29!** If black plays 1... 14 – 20 white can go to <24> by playing 30 – 24 19 x 30 35 x 24.

If black plays 1... 3 – 8 white waits another move with 2.39 – 33. Black can prevent white from playing 30 – 24 x 24 by playing 8 – 13.
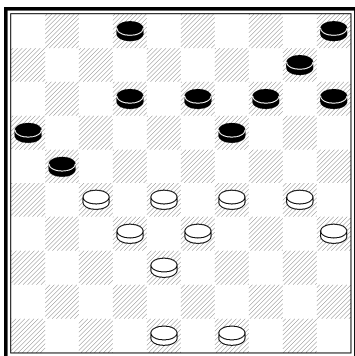
Now 30 – 24 19 x 30 35 x 24 isn't effective. Black attacks 14 – 19. White can better wait playing 3.48 – 42! It could go like this: 3.48 – 42 21 – 26 4.42 – 37 14 – 20
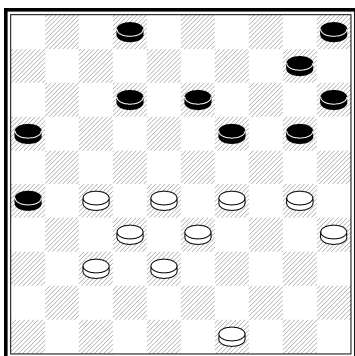
Now it's time to go to <24>. Both 29 – 24 and 30 – 24 are good moves.

- 5.29 – 24 20 x 29 6.33 x 24 10 – 14 7.38 – 33 14 – 20 8.33 – 29 20 – 25 9.49 – 44 25 x 23 10.44 – 40 19 x 30 11.28 x 17 W+

- 30 – 24 19 x 30 35 x 24 10 – 14 28 – 23 is also very good.
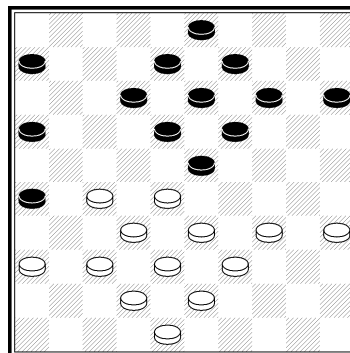
White possesses <27 & 28>, but black has no control over <24>. This can be very dangerous. White profits by playing **34 – 30!** Threatening 30 – 24 19 x 30 28 x 10 15 x 4 35 x 24 W+1. After 14 – 20 white goes to <24> attacking piece <23>.

$$34 – 30 \ \ 14 – 20$$
$$30 – 24 \ \ 20 \ x \ 29$$
$$33 \ x \ 24 \ \ 19 \ x \ 30$$
$$35 \ x \ 24$$
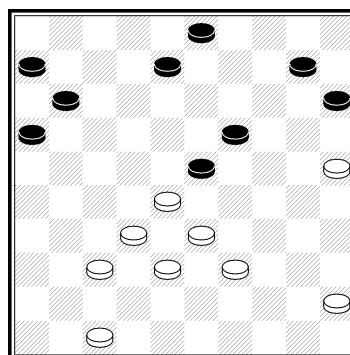
K.H. Leijenaar – G. Stoker

Black has just played *18 – 23*. Black has some gaps in his position, but he has an even more serious problem: he doesn't control <24>! White doesn't have a piece at <27>, but he can transport a piece to <27> quickly by playing 36 – 31 and 31 – 27. Black however can't get a piece to <24> anymore. White takes advantage of this weakness.

39 – 34!

If black plays 10 – 14 with the plan to get a piece at <24> by playing 15 – 20 and 20 – 24, white answers with 34 – 30! and there is nothing black can do to stop the 30 – 24 threat, white winning a piece.

3 – 9

White has to spot the trick that black introduces with his last move. 45 – 40 is met by a shot, removing piece <32>: 15 – 20!! 25 x 12 11 – 17 12 x 21 16 x 27 32 x 21 23 x 43.

36 – 31! 11 – 17
45 – 40   6 – 11
40 – 35

The piece at <35> is very active. It creates the 35 x 2 or 35 x 4 route to king and with 34 – 30 white can now create the 30 – 24 x 24 possibility.

17 – 21   31 – 27
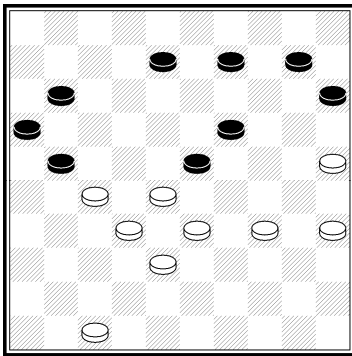
It looks as if black can play 11 – 17, but this fails due to 11 – 17? 28 – 22! 17 x 30 35 x 4 23 – 28 32 x 23 21 x 43 25 – 20! 15 x 24 4 x 49 +.
If black closes the gap on <13> white will play 34 – 30 immediately, as we see in the game.

21 – 26
47 – 42   9 – 13
34 – 30!   13 – 18
30 – 24   19 x 30
35 x 24

Black can't play 23 – 29, so he loses the piece on <19>. After 11 – 17 28 x 19 17 – 22 25 – 20 22 x 31 42 – 37! 31 x 42 38 x 47 black resigned, since white will play 20 – 14 at the next move.
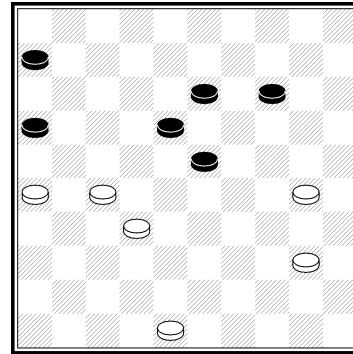
Exercise 1
What is the winning move for white?
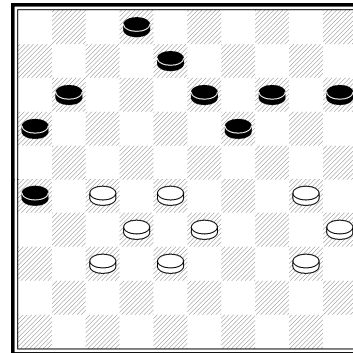
Exercise 2
What move would you advise white to play?
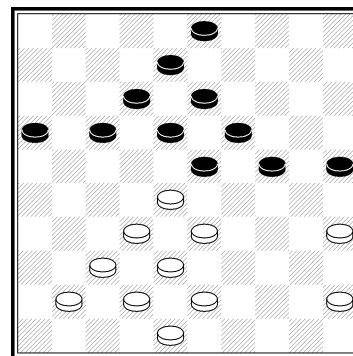
Exercise 3
What is white's best move?
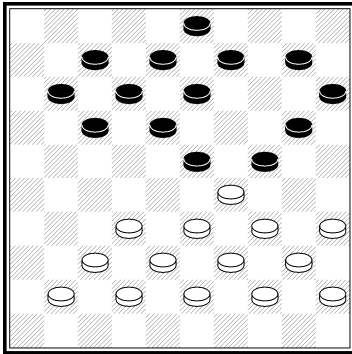
Exercise 4
What move would you advise white to play?
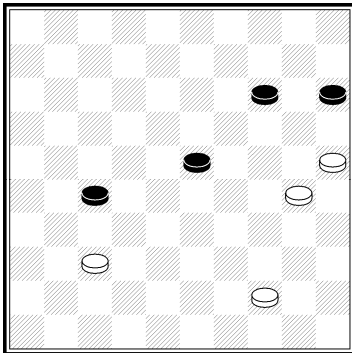
Exercise 5
Position from the game **P. Teer – B. Deneef**.
What strong move did black play in order to freeze white out?
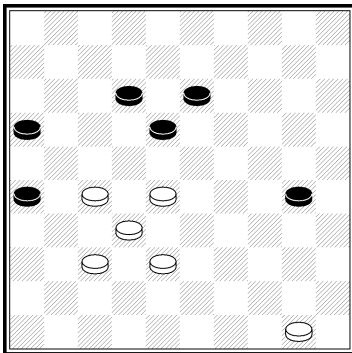
Exercise 6
What is white's best move?
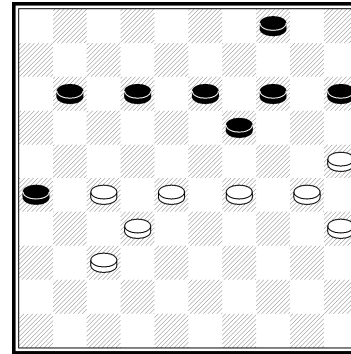
M. de Leeuw

Martijn de Leeuw built a very strong position. He controls <27 & 28> and he can go to <24> if he wants.
If white plays 30 – 24 19 x 30 35 x 24 black would reply 14 – 19 and white is chased away from <24>.
If white plays 29 – 24 black would reply 12 – 18 and white's position isn't winning.
White was patient however and played the best move:

**37 – 31! 26 x 37
32 x 41 12 – 18
28 – 22!**
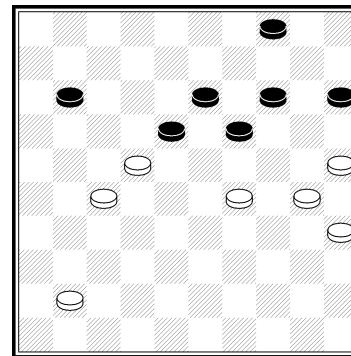
White uses a little trick: 19 – 23 is met by 27 – 21! 18 x 16 29 x 20 15 x 24 30 x 19 W+.
If black plays 4 – 9 white will reply with 29 – 24! 11 – 16 41 – 37 18 – 23 37 – 32 W+.

**11 – 16
29 – 24 18 – 23
41 – 37**

Black is lost: 13 – 18 22 x 13 19 x 8 24 – 20 15 x 24 30 x 28 W+.

70
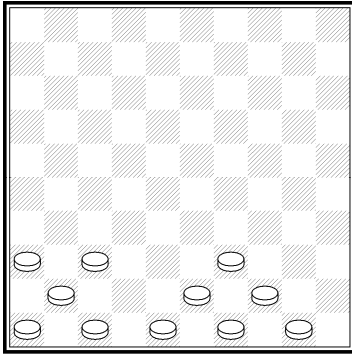
Building up

When building up a position it makes sense to direct your pieces towards the center. You want to build a position in which all pieces work together.
The first 5 moves white would logically play are 37 – 32 41 – 37 39 – 33 44 – 39 43 – 38.
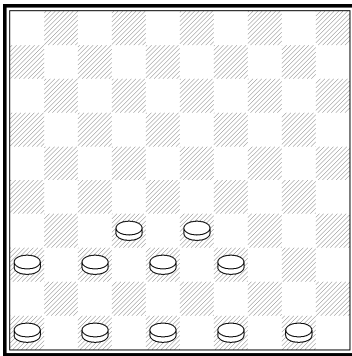
From all base pieces, developing piece <46> is considered good, and developing piece <50> also. White can build a pyramid now playing 32 – 28 37 – 32 46 – 41 41 – 37.
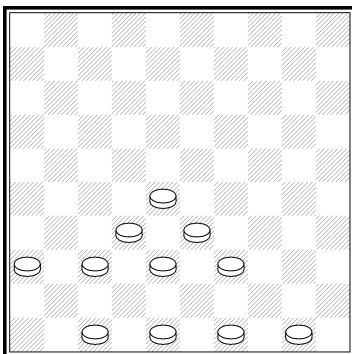
Now base pieces are being played to build an even stronger construction. For example 47 – 42 49 – 44 44 – 40 40 – 34 50 – 44 44 – 40
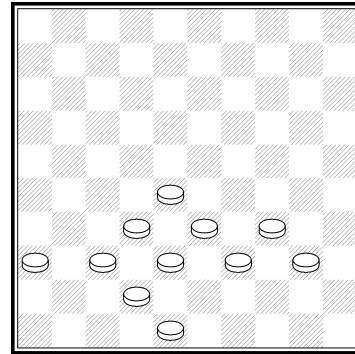
The pieces work together in formations. Only piece <36> isn't completely linked to the rest of the pieces. White can consider taking <27> by playing 36 – 31 & 31 -27, connecting all pieces.
Another way to build a stronger construction is 33 – 29 38 – 33 42 – 38 and white has two pyramids.
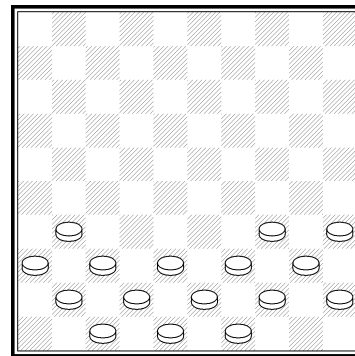
Exercise 1
White wants to build up in the direction of the center. Which 4 moves will he play? Draw the new position in the empty diagram.
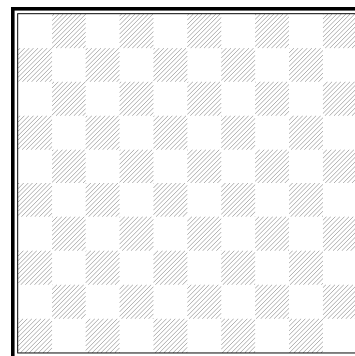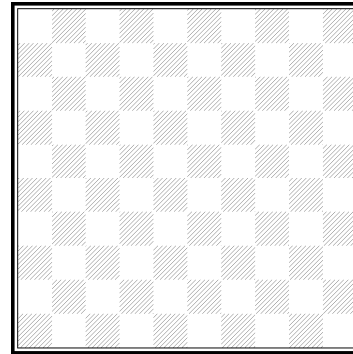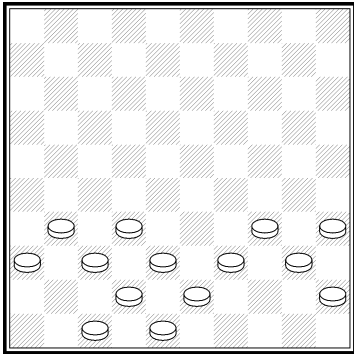
Exercise 2
What 3 moves are logical to play? Draw the new
position in the empty diagram.
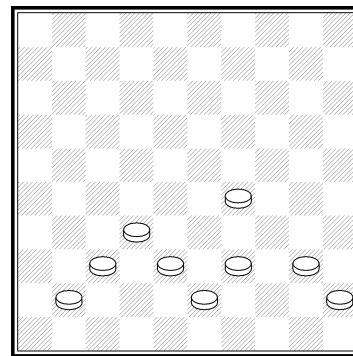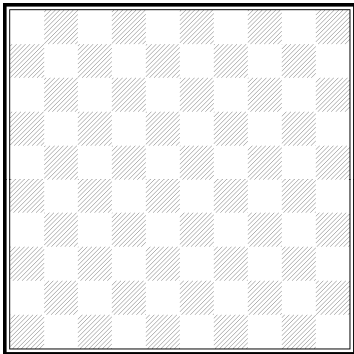
Exercise 4
White plays 4 moves to build a pyramid with top
on <29>. Draw the new position.
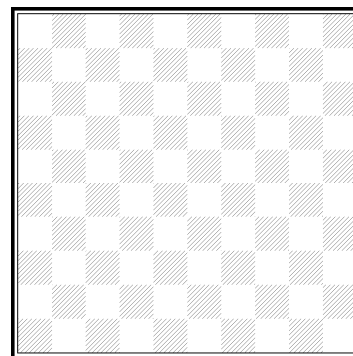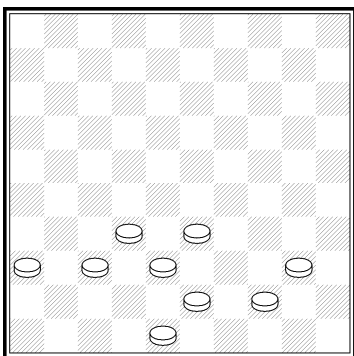
Exercise 3
White plays 4 moves to build a central pyramid.
Draw the new position in the empty diagram.

Let's look at a game from tenfold world champion Chizhov to learn how to build up active positions.

A. Chizhov – N. Varlamov

1.33 – 29	19 – 24	2.39 – 33	14 – 19
3.44 – 39	20 – 25	4.29 x 20	25 x 14
5.50 – 44	18 – 23	6.32 – 28	23 x 32
7.37 x 28	12 – 18	8.41 – 37	7 – 12
9.46 – 41	1 – 7	10.37 – 32	19 – 23
11.28 x 19	14 x 23	12.41 – 37	10 – 14

White has developed both wings. Base pieces <46 & 50> are centralised. White now makes an exchange taking <29>.

13.34 – 29	23 x 34	14.40 x 29	5 – 10
15.45 – 40	18 – 23	16.29 x 18	12 x 23
	17.40 – 34	7 – 12	

Black took <23> again. White has built a solid position with many formations. He changes 34 – 29 x30 removing center piece <23>.

	18.34 – 29	23 x 34	
19.39 x 30	13 – 19	20.43 – 39	8 – 13
21.30 – 25	19 – 23	22.39 – 34	13 – 18
23.44 – 39	14 – 19	24.49 – 43	10 – 14

All white's pieces are still working together. Chizhov makes the same exchange as in the former diagram, breaking black's center position.

25.34 – 29	23 x 34	26.39 x 30	18 – 23
27.30 – 24	19 x 30	28.25 x 34	14 – 19
29.43 – 39	15 – 20	30.48 – 43	9 – 14
	31.47 – 41	12 – 18	

Alexei Chizhov

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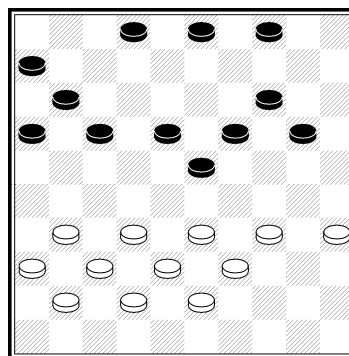
White has no base pieces anymore, but all his pieces are working together in one construction, containing many formations. Black's fork 6 / 11 / 16 / 17 isn't active. These pieces often stay at the edge of the board (piece <17> going to <26>).
Now white removes piece <23> in another way. He changes 32 – 28 x 28 after which he builds a central pyramid.

32.32 – 28 23 x 32
33.37 x 28 4 – 10   34.42 – 37   3 – 9
35.37 – 32 20 – 24 36.41 – 37 18 – 23
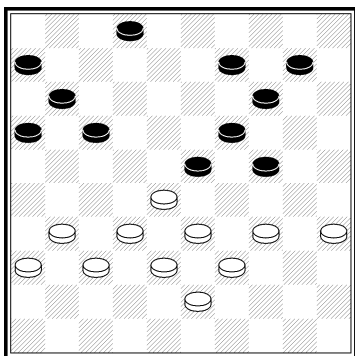
White has still a strong construction in which all pieces work together. Black's position is split. Both wings aren't connected. Black is removed from <23> for the last time ...

37.34 – 29 23 x 34 38.39 x 30 2 – 8
39.43 – 39 17 – 21
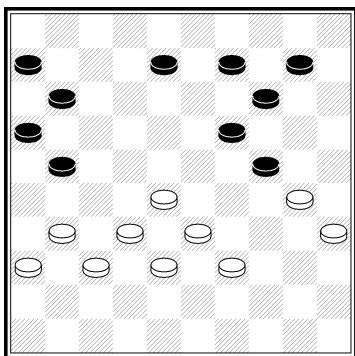
White forces the win of a piece using his formations.

40.31 – 26 11 – 17
41.28 – 22 17 x 28 42.32 x 23 19 x 28
43.30 x 19 14 x 23   44.26 x 17 10 – 14
45.33 x 22 14 – 20   46.37 – 32   9 – 14
47.38 – 33 20 – 24   48.39 – 34 8 – 13

49.34 – 30 14 – 19 50.33 – 28 23 – 29
51.32 – 27 13 – 18   52.22 x 13 19 x 8
53.30 x 19 29 – 34 54.35 – 30 34 x 25
55.28 – 23 25 – 30 56.23 – 18 30 – 34
57.18 – 12

Black resigned.

Chizhov, Heusdens and Baliakin getting their prizes after the Viking Cup
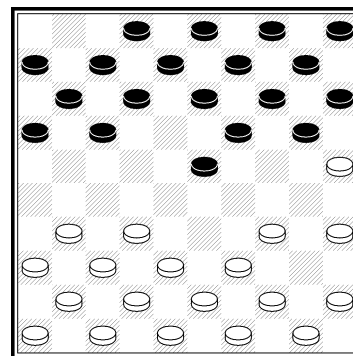
Position after 1.33 – 29 18 – 23 2.29 x 18 12 x 23 3.34 – 30 7 – 12 4.30 – 25 1 – 7 5.40 – 34.

How should black build up his position?
12 – 18 7 – 12 is directed towards the center.
13 – 18 9 – 13 4 – 9 is also a central build up.
The latter way to build up is better, since black has already developed his right wing (the piece on <1> is centralized) while there are still many pieces at his other wing. Therefore he brings pieces from this wing into play with 13 – 18 9 – 13 and 4 – 9.

The opening of the game

Let's look at an opening:

1.33 – 28   19 – 23
2.28 x 19   14 x 23
3.39 – 33   10 – 14
4.44 – 39   5 – 10
5.50 – 44   14 – 19
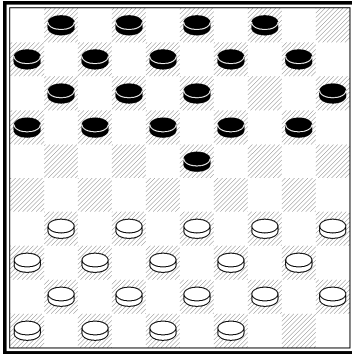
Both players played towards the center. It's not good for white to play 33 – 28 now, since this would neglect the development of white's left wing. Piece <50> has been developed, but piece <46> is still on its place. Therefore it is better to begin developing the left wing now:

6.32 – 28   23 x 32
7.37 x 28   10 – 14
8.41 – 37   17 – 22
9.28 x 17   12 x 21
10.37 – 32   7 – 12
11.46 – 41 11 – 17
12.41 – 37 21 – 26

This is all logical play from both players. The opening is over and the middle game begins.

In the pre-course we gave some advices concerning the opening play:

1. Try to centralize your pieces.

2. Try to maintain space to play. This means that you needn't be afraid to make changes.

3. Let your pieces work together.

The opening 1.33 – 28 was treated in the pre-course (you might want to review it). Let's look at another popular opening:

1.32 – 28 19 – 23 2.28 x 19 14 x 23
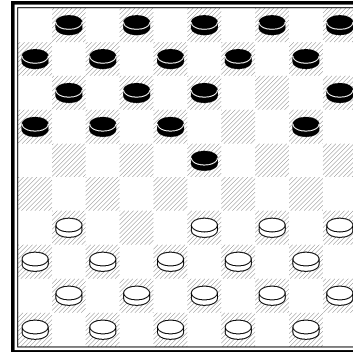
Black begins developing his right wing. White can reply with symmetrical play: 3. 33 – 28 23 x 32 4.37 x 28 and white can centralise his pieces by building up with 39 – 33 44 – 39 41 – 37 etc.

3.37 – 32 10 – 14
4.41 – 37 5 – 10

In the pre-course we saw black playing 4... 14 – 19. We continued 5.33 – 28 17 – 21 6.31 – 27 after which 5 – 10? can be punished by making the arch shot with 7.27 – 22 18 x 27 8.38 – 33 27 x 29 9.37 – 31 23 x 32 10.34 x 5 W+.

Instead of 5... 17 – 21 black can better play 5... 17 – 22 6.28 x 17 11 x 22, see diagram.
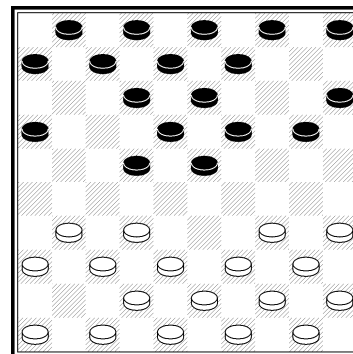
Now both players should build up their position, playing towards the center.

7.39 – 33   5 – 10
8.44 – 39 10 – 14
9.46 – 41   7 – 11

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9... 6 – 11? 10.32 – 28! 23 x 32 11.37 x 6 W+2.

10.50 – 44 11 – 17
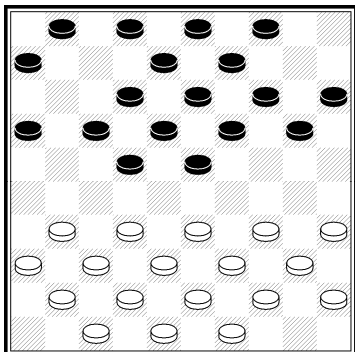
White built a central position with all pieces working together. Now it is time to make an exchange. White can choose form:

- 31 – 27 x 27
- 32 – 28 x 28
- 34 – 29 x 29
- 34 – 29 x 30

Time to go back to the main line, see next diagram.
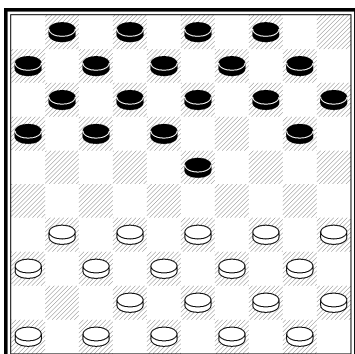
In the Chizhov-variation white changes 34 – 29 x 30.

5.34 – 29 23 x 34
6.39 x 30

Black can change 20 – 24 x 24 if he likes a simple game.

6... 20 – 24
7.30 x 19 13 x 24
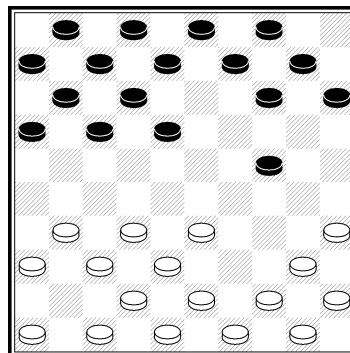
Both players have to build up their positions. A logical continuation of the game is:

8.44 – 39   8 – 13
9.40 – 34   2 – 8
10.32 – 28 14 – 19
11.46 – 41 10 – 14
12.37 – 32

The positions are built up and black has to make a decision how to continue. Possible moves are 18 – 23, 17 – 22 x 21 and 14 – 20.

Let's go back to the position after (see two diagrams back) 5.34 – 29 23 x 34 6.39 x 30.

Black can also play 14 – 19.

6.... 14 – 19
7.44 – 39 10 – 14
8.40 – 34
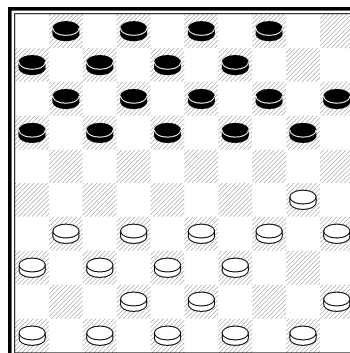
White wants to attack after 6... 20 – 25 by playing 7.30 – 24 19 x 30 8.35 x 24 and if black attacks 14 – 19 he can change 9.34 – 29 19 x 30 10.29 – 23 18 x 29 11.33 x 35 and white's position is already a little better.
Black usually chooses from 8... 16 – 21, 8... 17 – 22 and 7... 18 – 23.
We give an example of a logical continuation of

the game. There are many more possibilities of course.

$$
\begin{array}{lll}
\textbf{8...} & & \textbf{17 – 22} \\
\textbf{9.30 – 25} & & \textbf{11 – 17} \\
\textbf{10.45 – 40} & & \textbf{6 – 11} \\
\textbf{11.50 – 45} & & \textbf{22 – 27} \\
\textbf{12.31 x 22} & & \textbf{18 x 27} \\
\textbf{13.32 x 21} & & \textbf{17 x 26}
\end{array}
$$

And the players have to build up again.

Another line is:

$$
\begin{array}{lll}
\textbf{8...} & & \textbf{18 – 23} \\
\textbf{9.46 – 41} & & \textbf{12 – 18} \\
\textbf{10.45 – 40} & & \textbf{7 – 12} \\
\textbf{11.50 – 45} & & \textbf{1 – 7} \\
\textbf{12.32 – 28} & & \textbf{23 x 32} \\
\textbf{13.37 x 28}
\end{array}
$$
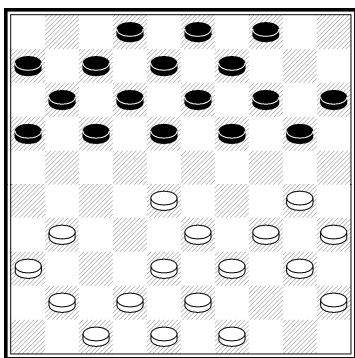
Black can't change 13... 17 – 22 14.28 x 17 12 x 21? since white performs a simple kingshot with 30 – 24! W+.
If black plays 13... 18 – 23 white plays 14.42 – 37 23 x 32 37 x 28 (not 14.38 – 32? because of a Harlem shot! Do you spot it?)
If black plays 13... 20 – 25 white attacks with 14.30 – 24 19 x 30 15.35 x 24.
If black goes to the edge playing 13... 17 – 21 white builds the central pyramid: 14.41 – 37 21 – 26 15.38 – 32! 11 – 17 16.42 – 38.
The most active continuation for black is 13... 17 – 22 14.28 x 17 11 x 22.

There are many traps possible in the opening. We show some of them.

$$
\begin{array}{lll}
\textbf{1.32 – 28} & & \textbf{17 – 22} \\
\textbf{2.28 x 17} & & \textbf{12 x 21} \\
\textbf{3.34 – 29} & & \textbf{7 – 12} \\
\textbf{4.40 – 34} & & \textbf{1 – 7} \\
\textbf{5.45 – 40} & & \textbf{21 – 26}
\end{array}
$$

6.38 – 32 16 – 21?
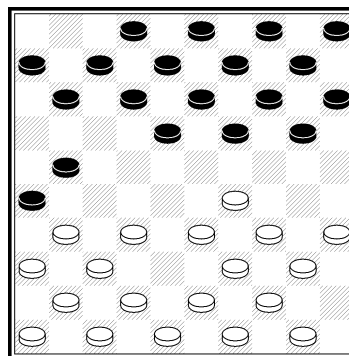
It's quite surprising that white can force a king on <1>!

9.31 – 27! 11 – 16

Exercise 1
How does the kingshot for white go?

Jan Groenendijk – Martijn van Ijzendoorn

We will show some opening traps now.

$$
\begin{array}{lll}
\textbf{1.32 – 28} & & \textbf{18 – 23} \\
\textbf{2.38 – 32} & & \textbf{12 – 18} \\
\textbf{3.43 – 38} & & \textbf{7 – 12} \\
\textbf{4.31 – 27} & & \textbf{17 – 21} \\
\textbf{5.37 – 31} & & \textbf{20 – 24}
\end{array}
$$

77
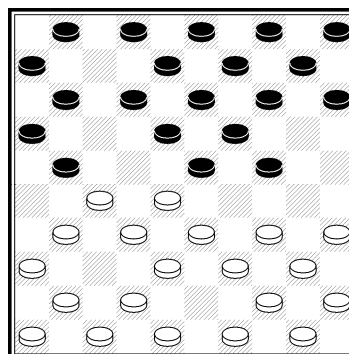
In this position white can play 31 – 26 developing his left wing. This is considered a good thing for white. White can also try to trap his opponent:

5.27 – 22 18 x 27
6.31 x 22

White is threatening both 22 – 17, 22 – 18 and 33 – 29. Black should play 11 – 17 22 x 11 16 x 7. Attacking piece <22. Would be a mistake:

6... 12 – 18?

Exercise 2
How can white win at least one piece now?

Draughts in Salou

1.34 – 30   18 – 23
2.30 – 25   12 – 18
3.35 – 30   7 – 12
4.40 – 35   1 – 7
5.31 – 26   17 – 21
6.26 x 17   12 x 21
7.37 – 31 21 – 26?
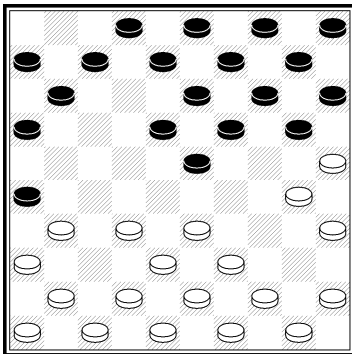
Exercise 3*

White performs a kingshot. How?

1.33 – 28 18 – 23
2.31 – 27 20 – 24
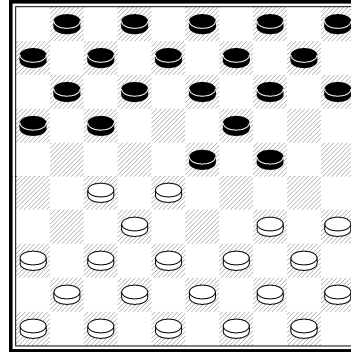
Exercise 4
How does black win after 3.37 – 31?

3.38 – 33 17 – 21
4.43 – 38 12 – 17
5.34 – 30?
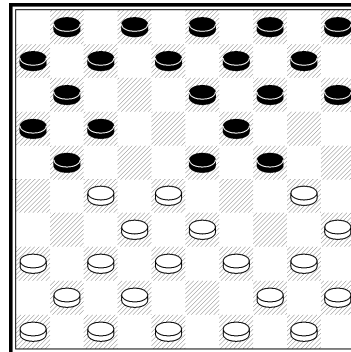
Exercise 5
Black can take an arch shot. How does it go?

Chinese draughts players and coaches

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In all positions white to move can perform a shot!

1

2

3

4

5

6

7

8

79
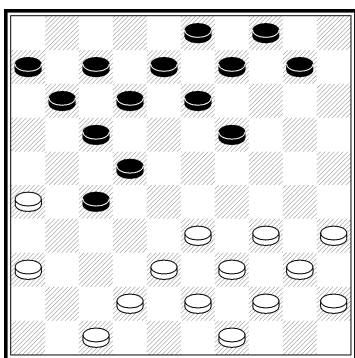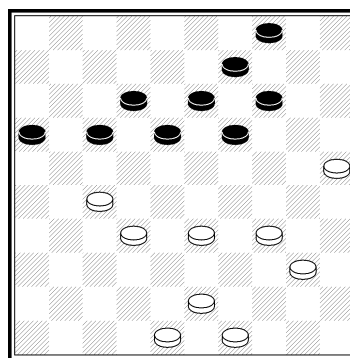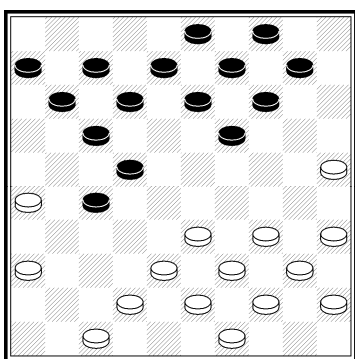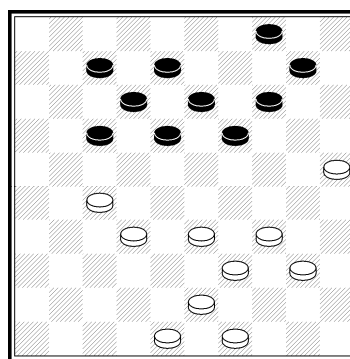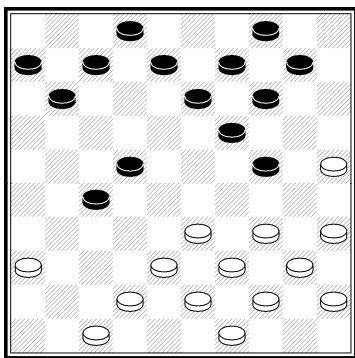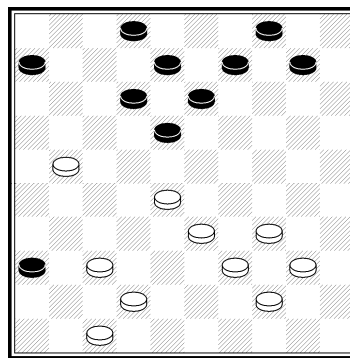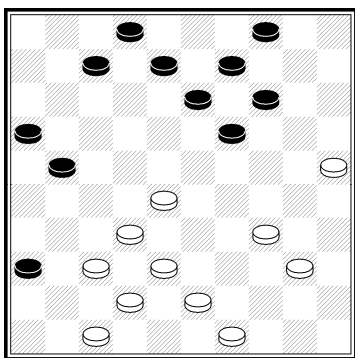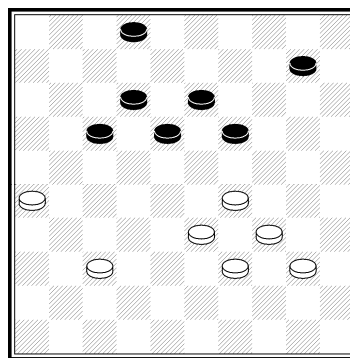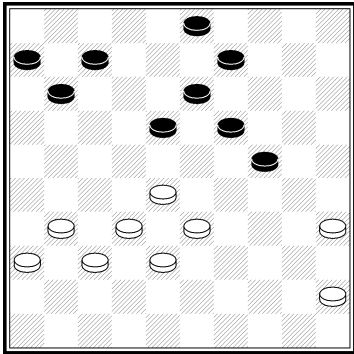
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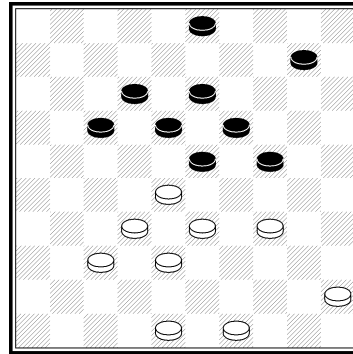
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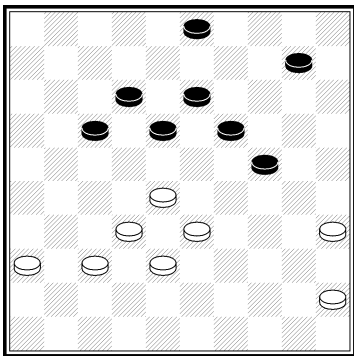
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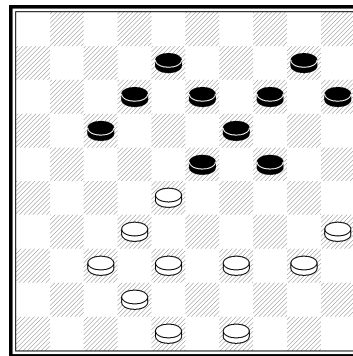
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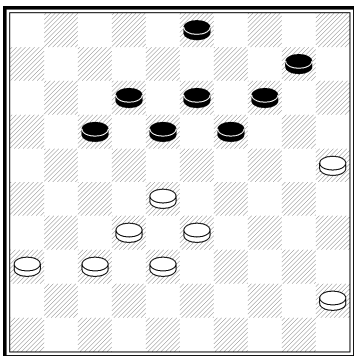
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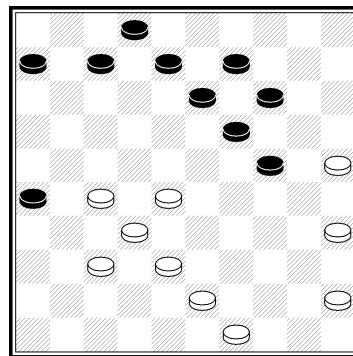
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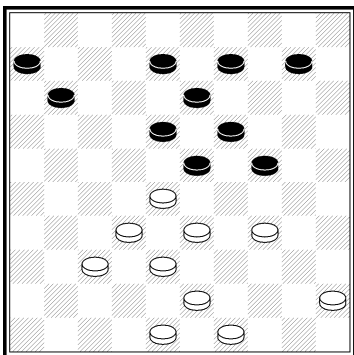
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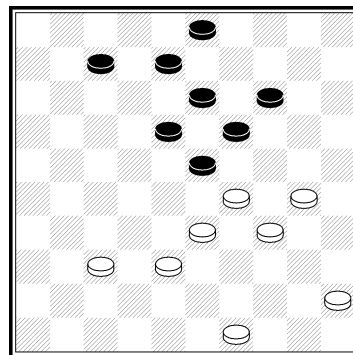
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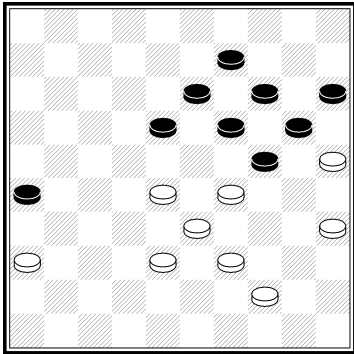
Exercise 17
Black has little space to play. He wants to change 18 – 22 28 x 17 19 – 23 29 x 18 13 x 11 and make a draw. White to move however can win in a surprising way. Try to find the winning moves.
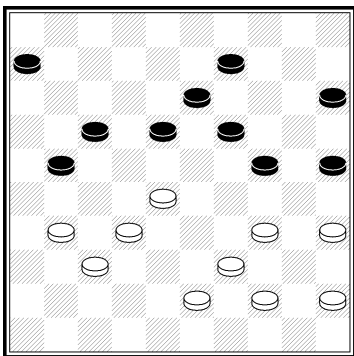
W. Leijenaar – G. Wassink

Exercise 18
What move or word should be on the dots?

31 – 27!

A) 21 – 26 will be met by playing ....

18 – 22 27 x 18

B) If white takes 27 x 16 22 x 33 39 x 28 black wins with ....

13 x 33 39 x 28

C) White threatens to play ....

9 – 14 44 – 40

D) White threatens to play ....

14 – 20 43 – 38

E) White's position consists of two ....

6 – 11   37 – 31
21 – 26 31 – 27
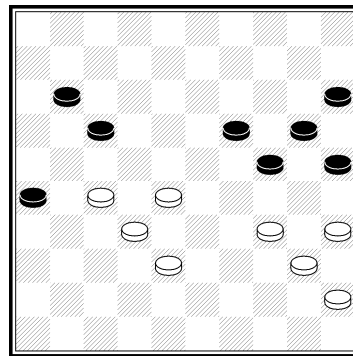
Black has no good move left. His fork 15 / 20 / 24 / 25 doesn't work because of the piece on <19>. He can only play 11 – 16 after which white wins the endgame quickly.

11 – 16
27 – 21 16 x 27
32 x 12 26 – 31
12 – 7   31 – 36
7 – 1   36 – 41
1 – 18!

F) Black resigned, since after 41 – 47 his king is caught by playing ....

Jort kruit – Jan Groenendijk

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Compositions

Composition are positions that are created to show the beauty of the game. White to play usually wins by making a shot. You can learn from solving compositions. You can learn the most if you try to see the solution without touching the pieces on the board.
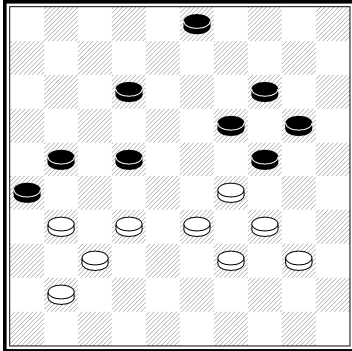
A. Timmer

```
1.32-27! 21x32 2.37x8 26x46 3.40-35
3x12  4.35-30  24x35  5.33-28  46x23
6.29x7
```

After this shot white wins the endgame nicely.

```
19-23   7.7-1   23-28   8.1-29   28-32
9.29x15 35-40 10.34x45 32-37 11.39-
34  37-41  12.15-47  41-46  13.47-41
46x40 14.45x34 +
```
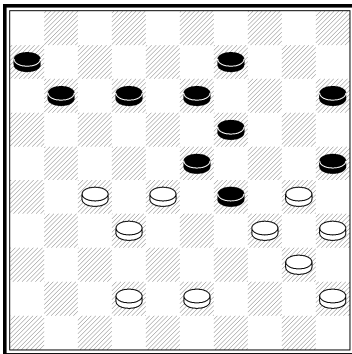

H. Spanjer

White forces a win:
```
1.27-22  (Threatening 32 – 27)  9-14*
2.30-24 19x37 3.28x17 37x28 4.22x24
11x22  5.24-19  14x23  6.35-30  25x34
7.40x27 +
```
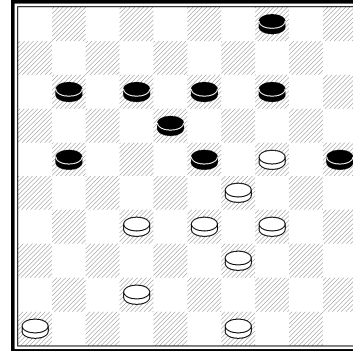

H. Jansen

```
1.32-28 23x32 2.29-23 18x47 3.34-30
25x43 4.49x20 47-36 5.46-41 36x47
6.20-15 47x20 7.15x24 +
```
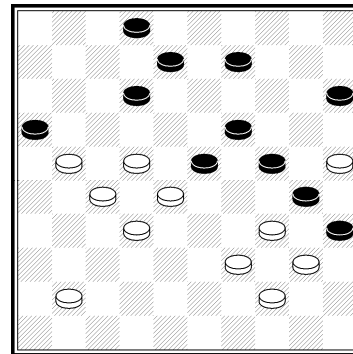

B. Fjedorov

White forces the win:
```
1.22-18  24-29  2.18x7  2x11  3.39-33
30x50  4.33x4   50x47   5.4-27   35x44
6.27-18 16x38 7.18x24 47x20 8.25x14
+
```

82

1

2

3

4

5

6

7

8

83
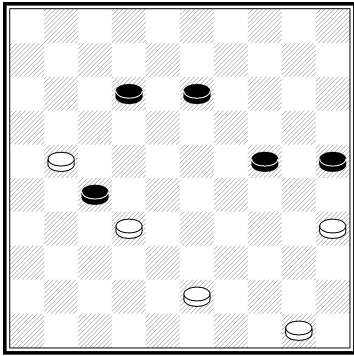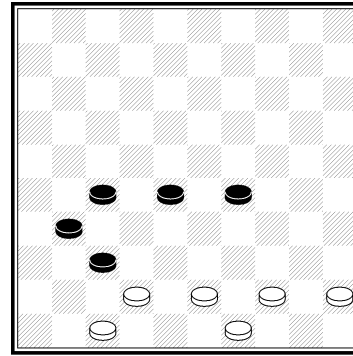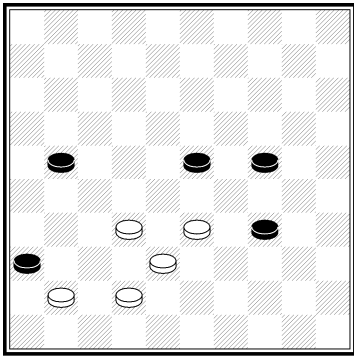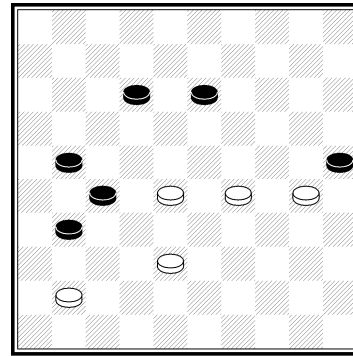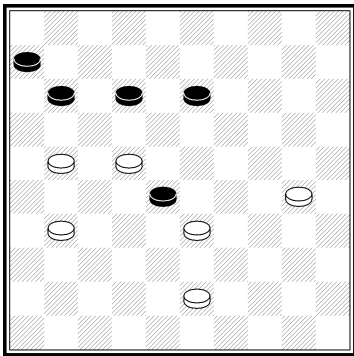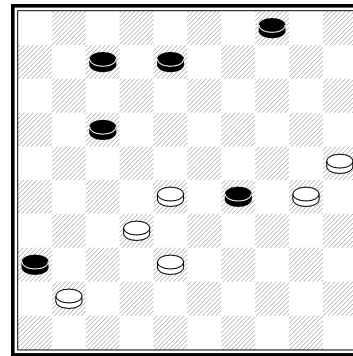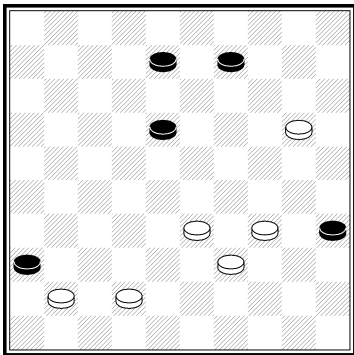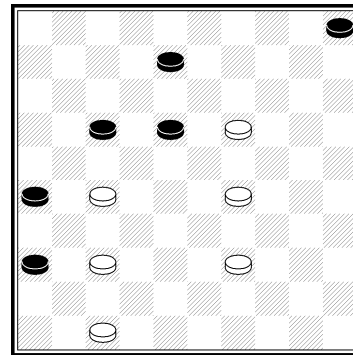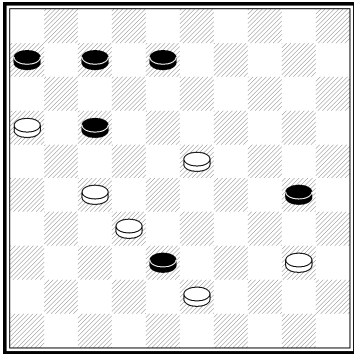
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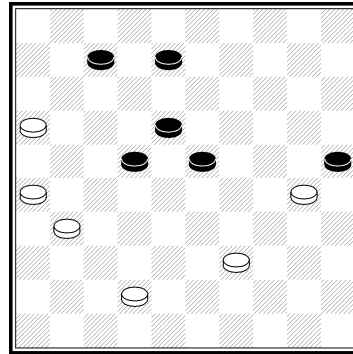
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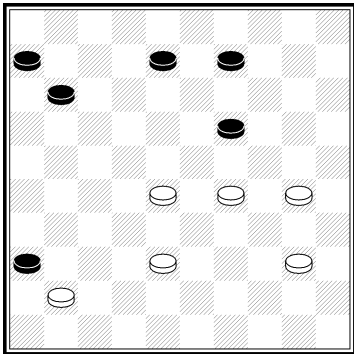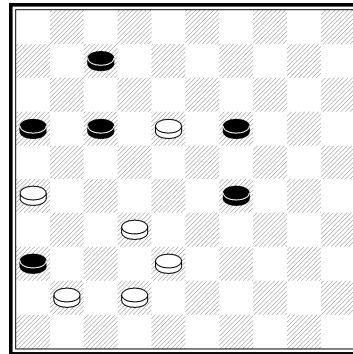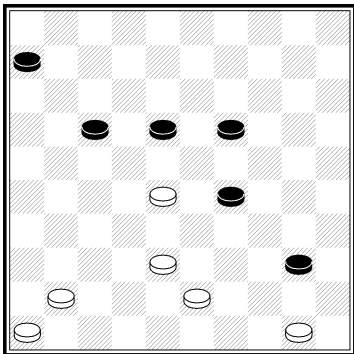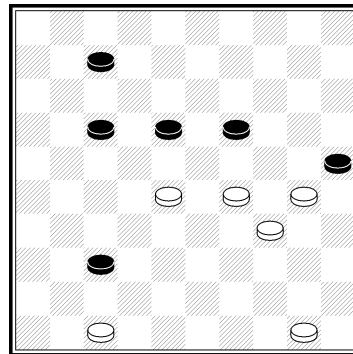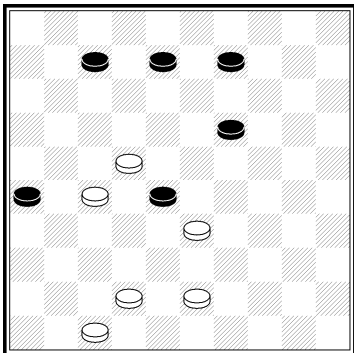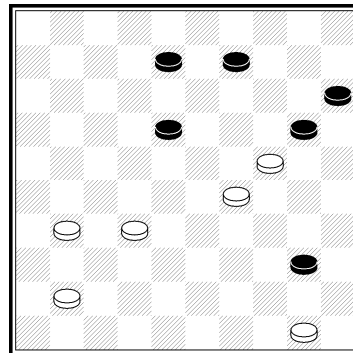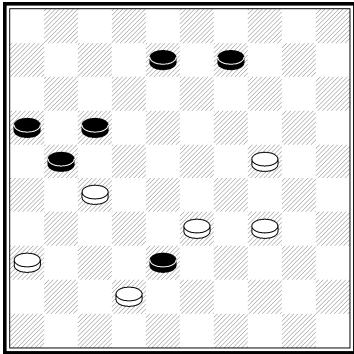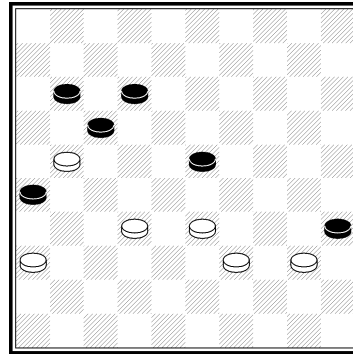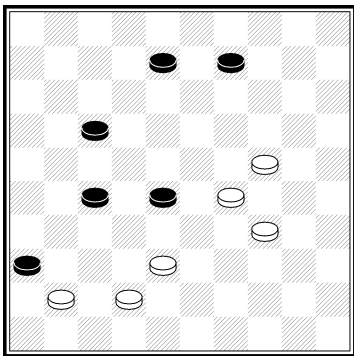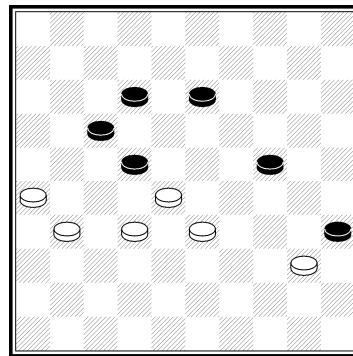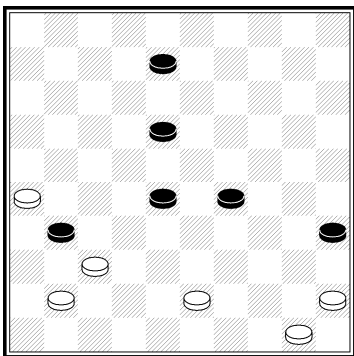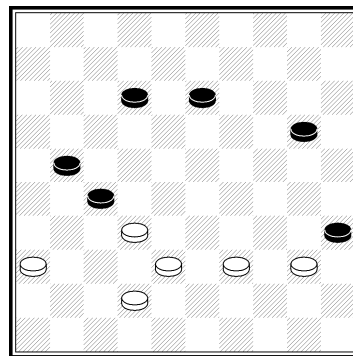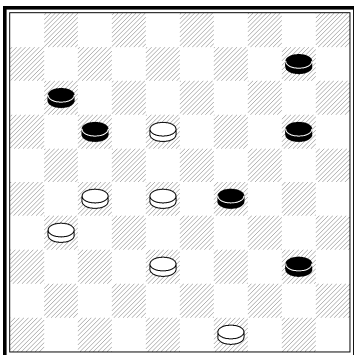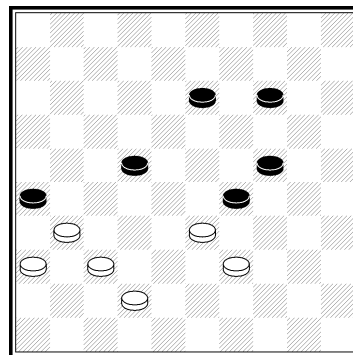
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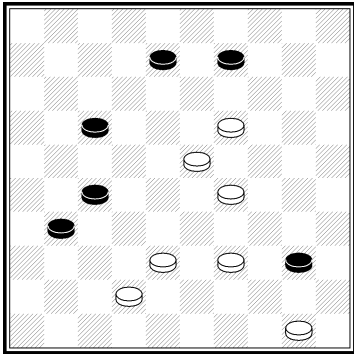
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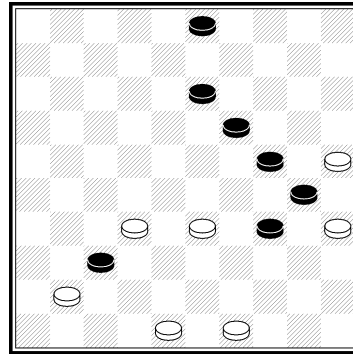
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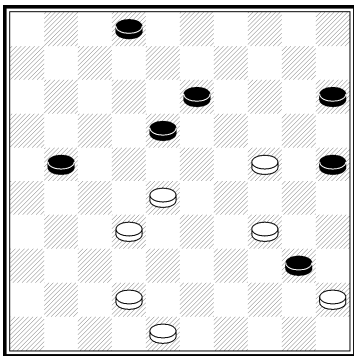
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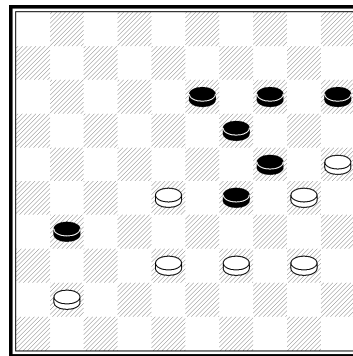
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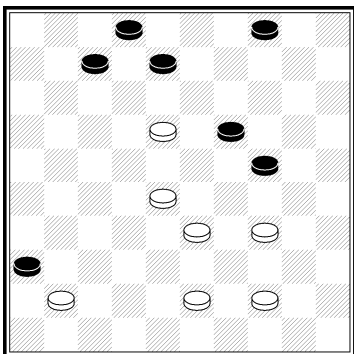
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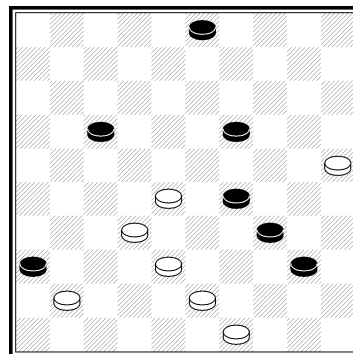
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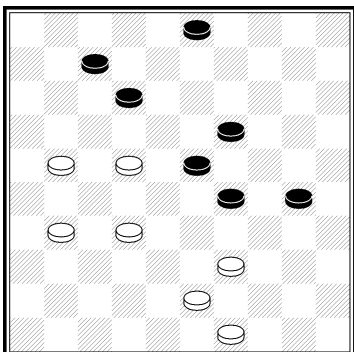
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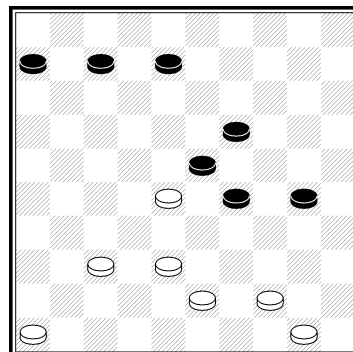
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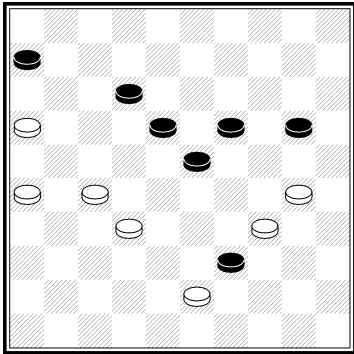
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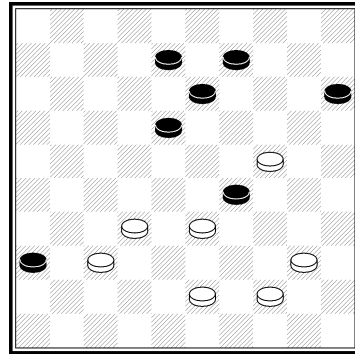
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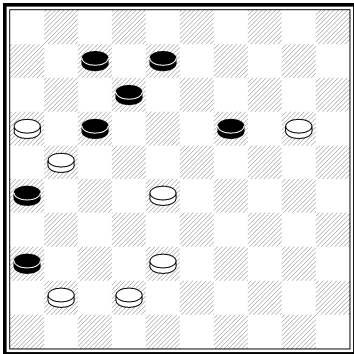
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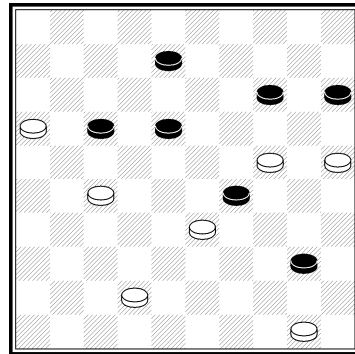
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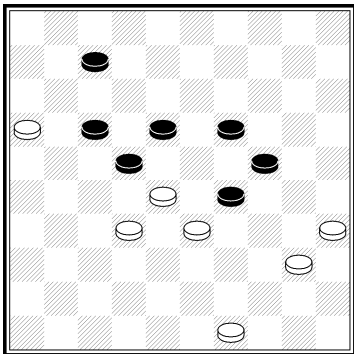
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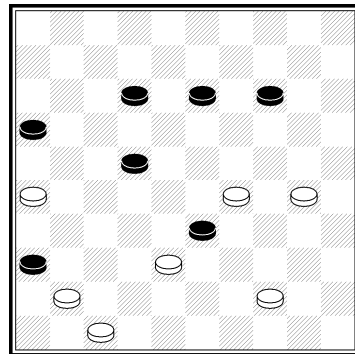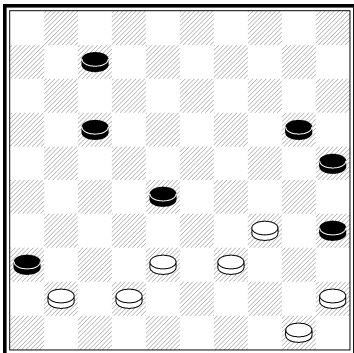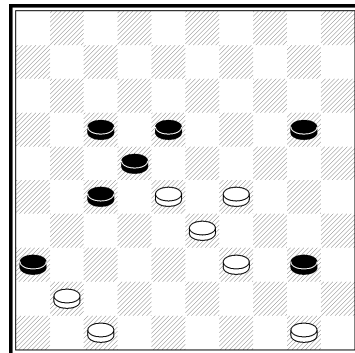
Solutions

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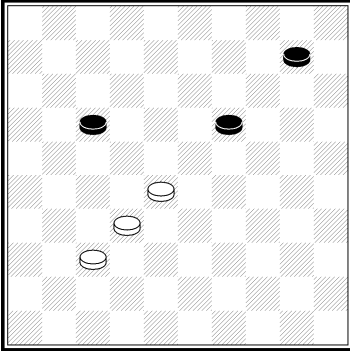
B) 28 – 22 17 x 28 32 x 5

Ex 1.2
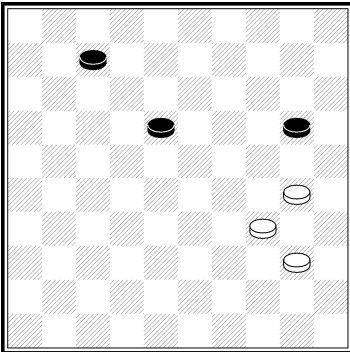
B) 30 – 24 20 x 29 34 x 1

Ex 1.3
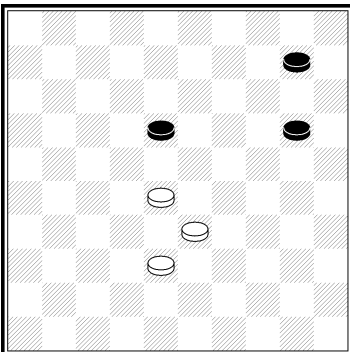
B) 28 – 23 18 x 29 33 x 4

Ex 1.4
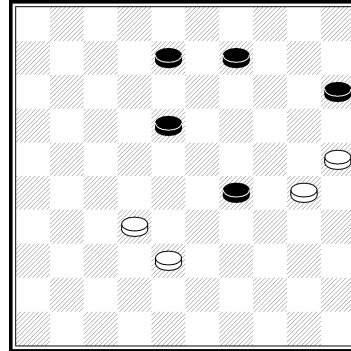
B) 30 – 24 29 x 20 25 x 23

Ex 1.5
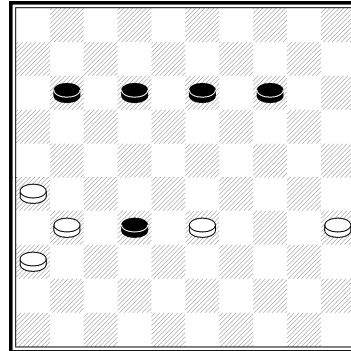
B) 31 – 27 32 x 21 26 x 10

Ex 1.6

B) 37 – 31 16 x 27 31 x 4

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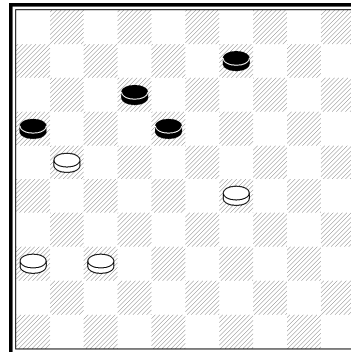
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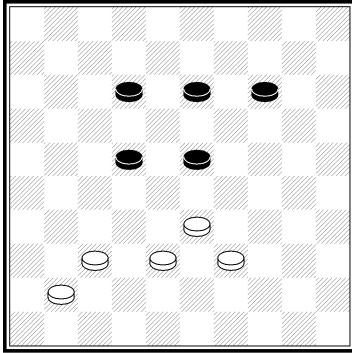
B) 33 – 29 23 x 32 37 x 10

Ex 1.8
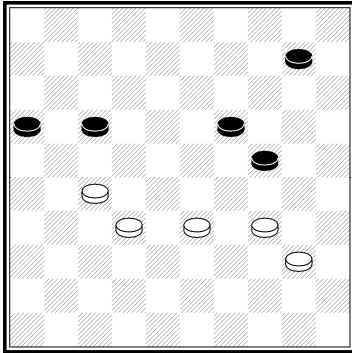
B) 27 – 21 16 x 29 34 x 5

Formations

1. 49 – 44 threatening both 33 – 28 and 33 – 29.

2. 44 – 40 threatening 34 – 29. Black has no good reply.

3A) 6 ways: 37 – 32, 38 – 32, 38 – 33, 39 – 33, 39 – 34, 40 – 34.

B) Black has no formations and he can't build any either.

C) 37 – 31 26 x 28 22 x 44

4. 43 – 39 is the right move, making the 33 / 39 / 44 tail in order to change to <28> playing 33 – 28 x 28. After 44 – 39 this isn't possible and 37 – 32? Is punished by 22 – 28 33 x 31 26 x 50 B+.

5. 48 – 43! (building the 34 / 39 / 43 tail) threatening 34 – 30 while 14 – 19 is met by 35 – 30 24 x 35 28 – 22 17 x 28 33 x 24 W+1. 14 – 20 can be met by changing 28 – 22 17 x 28 33 x 13

9 x 18 first and then 34 – 30 25 x 34 39 x 19 W+1.

6A) 34 – 30

B) 28 – 22

C) tails

D) 28 – 23 19 x 28 34 – 30 25 x 34 39 x 10

7. 38 – 32 white wants to play 28 – 23 x 23 followed by 34 – 30

Attacking and defending

Attacking pieces
1. 30 – 25

2. 28 – 22

3. 25 – 20

4. 34 – 30 14 – 19 39 – 34 and at the next move 34 – 29 follows.

5. 16 – 11

6. 40 – 35

7. 32 – 28

8. 33 – 29 23 – 28 38 – 32

Defending

9. 43 – 39 22 x 33 39 x 28

10. 43 – 39 24 x 33 39 x 28

11. 40 – 35 19 x 30 35 x 24

12. 34 – 30 25 x 34 39 x 30

13. 34 – 29 19 x 30 29 – 23 18 x 29 33 x 35

14. 48 – 43 22 x 31 32 – 28 23 x 32 38 x 36

15. 33 – 28 18 x 29 28 – 22 17 x 28 32 x 34

16. 33 – 28 22 x 33 39 x 28

Attacking to force a shot

1A) 32 – 28

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B) 22 – 27

C) 28 – 22 27 x 18 37 – 31 26 x 37 38 – 32 37 x 28 33 x 4

2. 36 – 31 37 – 41 31 – 27 22 x 31 26 x 46

3. 32 – 27 31 – 36 27 – 21 17 x 26 28 x 8

4. 33 – 29 13 – 18 29 – 24 20 x 29 32 – 28 23 x 32 34 x 1

5. 33 – 29 13 – 18 39 – 33 28 x 30 35 x 2 (23 x 34 2 – 7)

6. 31 – 27 21 – 26 27 – 21 26 x 17 28 – 22 17 x 28 32 x 5

7. 31 – 26 21 – 27 (12 – 17 29 – 23 19 x 28 33 x 2) 32 x 21 16 x 27 29 – 23 19 x 28 33 x 31

8. 30 – 25 18 – 23 25 x 14 19 x 10 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39 44 x 33 38 x 9

9.27 – 22 7 – 11 33 – 29 24 x 33 28 x 39 17 x 28 39 – 33 28 x 39 40 – 34 39 x 30 35 x 2

Changing

Introducing a shot

1. 27 – 22 18 x 27 31 x 11 6 x 17 28 – 23 19 x 28 33 x 11

2. 34 – 29 23 x 34 40 x 20 15 x 24 28 – 22 17 x 28 32 x 3

3. 28 – 23 19 x 28 33 x 11 16 x 7 34 – 30 25 x 34 39 x 17

4. 25 – 20 14 x 34 40 x 7 1 x 12 27 – 22 17 x 28 32 x 5

5.23 – 18 12 x 23 28 x 10 4 x 15 27 – 21 16 x 27 32 x 25

6. 28 – 23 19 x 28 33 x 11 7 x 16 44 – 40 45 x 34 39 x 6

7. 32 – 28 22 x 33 38 x 20 25 x 14 26 – 21 16 x 27 31 x 4

8. 29 – 23 19 x 28 33 x 11 16 x 7 25 – 20 15 x 24 30 x 17

Introducing an attack

1. 27 – 22 18 x 27 31 x 11 16 x 7 29 – 23

2. 34 – 29 23 x 34 40 x 20 15 x 24 39 – 34 and 34 – 29 at the next move

3. 31 – 26 22 x 31 36 x 27

4.30 – 25 19 x 30 35 x 24 (or 25 x 14)

5. 30 – 24 19 x 30 35 x 24

6. 30 – 24 19 x 30 25 x 34

7. 28 – 22 17 x 28 26 x 17! (33 x 22? 23 – 28 32 x 12 21 x 41 =)

8. 31 – 26 22 x 31 36 x 27! (26 x 17? 31 – 37 32 x 41 18 – 22 17 x 28 23 x 25 B+)

Ex 9 A) 31 – 26? 22 x 31 36 x 27 10 – 15! 33 x 22 23 – 28 22 x 33 14 – 20 25 x 14 13 – 19 14 x 23 18 x 47 B+
B) 42 – 38! And at the next move white can attack piece 28 by changing 31 – 26 22 x 31 36 x 27.

Ex 10 A) 30 – 25 19 x 30 35 x 24 11 – 16 28 x 19 18 – 23 19 x 28 16 – 21 27 x 16 6 – 11 16 x 7 8 – 12 7 x 18 13 x 44 =
B) 39 – 33! And at the next move white can play 30 – 25 19 x 30 35 x 24.

Positional reasons for making an exchange

Ex 1 17 – 21 26 x 28 23 x 21

Ex 2 4... 11 – 17 5.37 – 31? 26 x 37 6.42 x 31 23 – 29! 7.33 x 24 20 x 29 8.34 x 23 17 – 22 9.28 x 17 19 x 26 B+.

Ex 3 9... 13 – 18? 10.35 – 30 (white can also start with 10.28 – 23) 24 x 35 11.28 x 23 ad lib. 12.33 x 11 6 x 17 W+1.

C) 31 – 27 x 27

4A) 34 – 29 23 x 34 39 x 30 loses due to 22 – 27!! 32 x 23 19 x 48 B+
B) 32 – 28 x 27 14 – 20! leads to equality.
C) 31 – 27 22 x 31 36 x 27 is very strong: 17 – 22 is met by the exchange 26 – 21! 22 x 31 33 – 28 16 x 27 32 x 21 23 x 32 38 x 36 with a breakthrough for white. At 14 – 20 or 10 – 15 white can play 33 – 28 with the 27 – 22 threat.

Black has to sacrifice a piece then playing 16 – 21 27 x 16. 10 – 15 can also be met by 35 – 30 15 – 20 (14 – 20 is punished by 34 – 29 23 x 25 27 – 21+) 30 – 25 20 – 24 34 – 29 (or the same type of shot with 34 – 30 etc.) 23 x 34 39 x 30 24 x 35 25 – 20 14 x 25 27 – 21 16 x 27 32 x 3 etc. W+

5A) 26 – 21 11 – 17 B+1

B) 28 – 22 24 – 30! (better than 23 – 28 32 x 23 19 x 17 33 – 28 and white has positional compensation for the lost piece) 25 x 34 23 – 28 32 x 23 18 x 40 B+

C) 39 – 34 24 – 29 33 x 24 19 x 37 28 x 17 11 x 31 32 x 41 31 – 36 B+1

D) 42 – 37 24 – 29 33 x 24 19 x 30 28 x 17 11 x 44 25 x 34 44 – 50 B+ (coup Royal)

E) 27 – 21 16 x 27 32 x 21 23 x 32 38 x 27 14 – 20 25 x 23 18 x 47 (no good is 18 x 49? because of 21 – 16 49 x 21 26 x 30 W+) B+

6. 24 – 29 33 x 24 22 – 28 32 x 23 18 x 20 30 – 24 20 x 29 (19 x 30 35 x 15 W+1) 25 – 20 14 x 25 37 – 32 26 x 28 39 – 33 28 x 39 43 x 5 W+

Shots

Transporting pieces

Ex 1
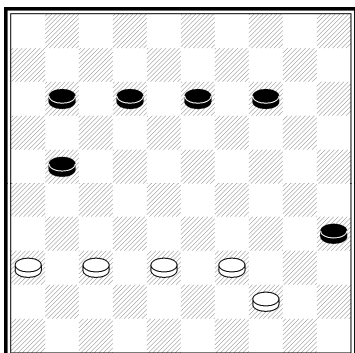
Ex 2
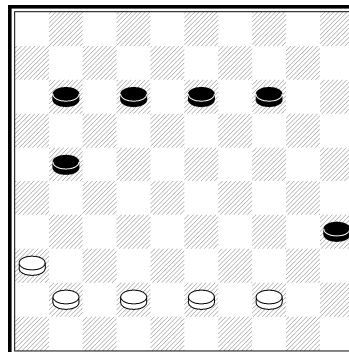
The piece on <44> can also be on <45>.

Ex 3
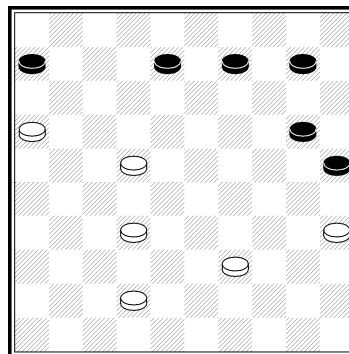
The piece on <16> can also be on <17>.

Ex 4
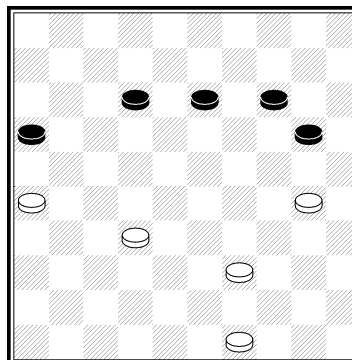
This is just one possible solution. There are many more possibilities.

Ex 5
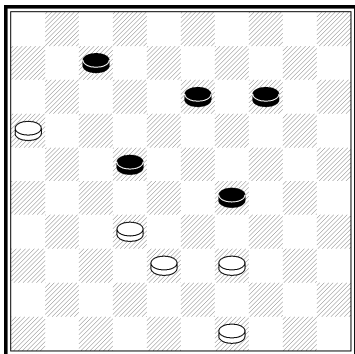
Piece 49 could also be on <44 or 50> and piece 39 could also be on <40>.

Ex 6
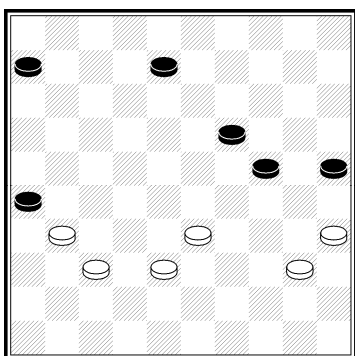
33 – 29! 24 x 42 37 x 48 26 x 37 48 – 42 37 x 48 40 – 34 48 x 30 35 x 2 +.
The piece on <38> can also be on <42 or 43>. In that case white plays 33 – 29 24 x 33 followed by 42 – 38 or 43 – 38 etc.

7. 27 – 32 38 x 18 9 – 13 18 x 9 4 x 44

8. 24 – 29 34 x 12 13 – 18 12 x 23 19 x 50

9. 24 – 29 33 x 24 19 x 30 35 x 24 13 – 19 24 x 13 9 x 36

10. 24 – 30 35 x 24 14 – 19 24 x 22 17 x 50

11. 26 – 21 17 x 26 36 – 31 26 x 37 38 – 32 37 x 28 33 x 15

12. 38 – 32? 23 – 29 34 x 3 14 – 19 3 x 21 16 x 49

13. 32 – 28? 19 – 23 28 x 8 3 x 32

14. 26 – 21 17 x 26 (16 x 27 37 – 32 +) 37 – 31 26 x 37 41 x 3

15. 26 – 21 17 x 26 37 – 31 26 x 37 48 – 42 37 x 48 30 – 25 48 x 30 35 x 2

16. 28 – 23 19 x 28 29 – 23 20 x 18 37 – 31 26 x 37 41 x 1

17. 27 – 21 16 x 27 (17 x 26 37 – 31 +) 37 – 31 27 x 38 43 x 1

18. 29 – 23 20 x 18 34 – 29 25 x 23 32 – 27 21 x 32 37 x 6

19. 25 – 30 34 x 23 18 x 49

20. 25 – 30 35 x 33 12 – 18 21 x 23 19 x 50

21. 40 – 35 29 x 49 32 – 27 49 x 21 26 x 10

22. 27 – 22 17 x 37 26 – 21 16 x 27 38 – 32 27 29 34 x 5

Removing pieces

Ex 1
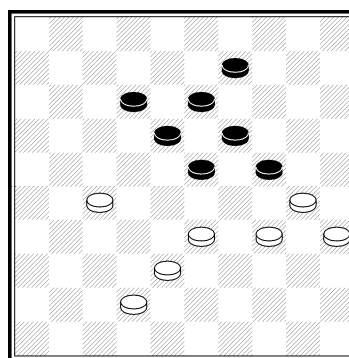
27 – 22 18 x 27 33 – 29 24 x 33 38 x 7
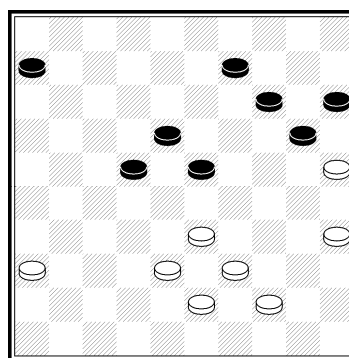
33 – 28 22 x 42 43 – 38 39 x 10 15 x 4 25 x 3

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Ex 3
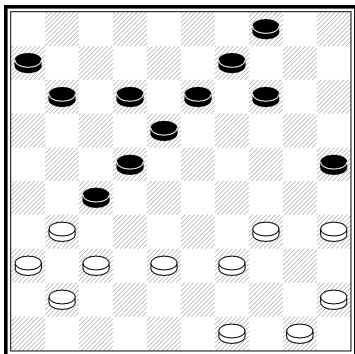
34 – 30 25 x 32 37 x 10 4 x 15 31 x 4

4. 27 – 22 18 x 27 32 x 21 16 x 27 38 – 32 27 x 38 33 x 42 24 x 22 35 x 15 (or 35 x 13)

5. 24 – 19 23 x 14 33 – 28 22 x 24 30 x 19 14 x 23 37 – 31 26 x 37 42 x 4

6. 28 – 22 18 x 27 32 x 21 16 x 27 33 – 29 24 x 33 38 x 16

7.25 – 20 14 x 25 28 – 23 19 x 28 30 x 19 13 x 24 33 x 4

8. 25 – 20 14 x 25 24 – 19 13 x 24 32 – 28 22 x 33 38 x 20 25 x 14 27 – 21 16 x 27 31 x 4

9. 34 – 30 24 x 35 28 – 23 19 x 28 32 x 23 18 x 29 33 x 4

10. 31 – 27 22 x 31 28 – 23 19 x 28 33 x 2

11. 28 – 23 19 x 28 33 x 22 17 x 28 34 – 30 25 x 34 39 x 6

12. 25 – 20 14 x 25 33 – 29 23 x 34 39 x 30 25 x 34 27 – 22 17 x 28 32 x 1

13. 22 – 18 12 x 23 28 x 19 14 x 23 27 – 21 16 x 36 37 – 31 36 x 27 32 x 5

14. 28 – 23 19 x 50 38 – 33 50 x 31 37 x 10

15. 27 – 21 17 x 26 33 – 29 24 x 31 35 x 24 19 x 30 28 x 6

16. 25 – 20 24 x 15 30 – 24 19 x 30 28 x 6

17. 38 – 33 29 x 38 30 – 24 19 x 30 28 x 6

18. 34 – 29 23 x 43 32 x 23 19 x 28 30 x 10 15 x 4 25 x 3

19.26 – 21 27 x 16 31 – 27 22 x 31 33 x 2

Transporting & removing pieces

1. 27 – 22 18 x 29 47 – 42 (or another free move) 23 x 32 34 x 3

2.29 – 23 18 x 29 38 – 32 29 x 27 49 – 44 (or 48 – 42) 22 x 33 31 x 4

3. 32 – 28 23 x 32 47 – 41 36 x 29 34 x 3

4. 39 – 34 30 x 28 38 – 32 23 x 34 32 x 1

5. 26 – 2 17 x 26 28 x 17 12 x 21 40 – 34 30 x 28 32 x 1

6. 24 – 19 13 x 35 37 – 31 26 x 28 33 x 4

7. 30 – 24 19 x 30 28 x 19 13 x 24 37 – 31 26 x 28 33 x 2

8. 23 – 19 14 x 23 47 – 41 36 x 47 40 – 34 47 x 40 45 x 5

9. 38 – 32 27 x 29 39 – 34 23 x 32 34 x 3

10. 30 – 24 19 x 30 39 – 34 30 x 39 48 – 43 39 x 48 41 – 37 48 x 31 36 x 7 2 x 11 21 x 3

11. 27 – 22 18 x 27 32 x 21 23 x 34 44 – 40 26 x 17 40 x 7

12. 27 – 22 18 x 27 28 – 23 19 x 28 33 x 11 16 x 7 44 – 40 45 x 34 39 x 17

Shots with multiple capture

1. 28 – 22 26 x 39 22 x 4

 2. 15 – 10 4 x 24 28 – 22 26 x 39 22 x 4

3. 34 – 30 25 x 34 43 – 39 34 x 43 32 – 27 22 x 33 49 x 27

4. 32 – 28 25 x 21 28 x 26

5. 25 – 20 14 x 32 37 x 8

6.38 – 33 16 x 40 33 x 4 23 x 32 4 x 35

7. 33 – 29 26 x 39 29 x 18 13 x 22 40 – 34 39 x 30 35 x 4

8. 39 – 34 16 x 40 44 x 4

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9. M. de Kruijff – H. Clasquin 27 – 22! 18 x 40 29 x 9 40 x 20 9 – 3 25 x 34 3 x 6 W+

10. 32 – 28? 26 – 31! 36 x 18 12 x 41 B+

11. 30 – 25? 23 – 28! 25 x 21 28 x 48 B+

12. 25 – 30 34 x 25 26 – 31 36 x 18 12 x 45 B+

13. 21 – 16? 18 – 23 16 x 27 23 x 41 B+

14. 27 – 21 16 x 40 45 x 3

15. 29 – 34 39 x 17 11 x 33 38 x 29 23 x 34 40 x 29 18 – 22 27 x 18 16 x 47 B+

16. 33 – 28 27 – 32 24 – 20 15 x 22 37 x 6

Using a free move

1. 43 – 39 21 x 34 40 x 7

2. 37 – 31 18 x 29 38 – 33 29 x 27 31 x 4

3. 42 – 37 18 x 29 28 – 23 29 x 18 37 – 31 26 x 28 33 x 4

4. 45 – 40 26 x 37 47 – 42 37 x 39 40 – 34 39 x 30 35 x 2

5. 33 – 29 30 x 39 28 – 22 27 x 18 38 – 33 39 x 28 32 x 1

6. 45 – 40 24 x 42 37 x 48 26 x 37 48 – 42 37 x 48 40 – 34 48 x 30 35 x 2

7. 31 – 27 22 x 31 42 – 37 31 x 33 44 – 39 25 x 43 48 x 8

8. J. de Heer – R. v.d. Pal 28 – 22 17 x 39 26 – 21 25 x 34 40 x 20 15 x 24 21 – 17 12 x 21 38 – 33 39 x 28 32 x 1

9. 37 – 32 7 – 12 32 x 21 22 – 27 21 x 32 23 – 29 34 x 23 19 x 46

10. 19 – 23 28 x 30 17 – 22 30 – 24 22 x 31 24 – 20 15 x 24 34 – 29 24 x 42 48 x 17

11. 41 – 37 (or 41 – 36) 20 x 29 27 – 22 18 x 27 37 – 31 27 x 36 47 – 41 36 x 47 26 – 21 47 x 33 39 x 6

12. 42 – 37 (or 27 – 22 and then 42 – 37) 20 x 29 27 – 22 18 x 27 37 – 31 27 x 36 47 – 41 36 x

47 43 – 39 47 x 33 39 x 8

13. 42 – 37 20 x 29 26 – 21 17 x 26 27 – 21 26 x 17 31 – 27 22 x 33 39 x 8 12 x 3 34 x 1

The endgame

Playing with a king

1. 2 – 16 38 – 42 16 – 27 22 x 31 26 x 48

2. 4 – 15 38 – 43 15 – 29 23 x 34 30 x 48

3. 7 – 2 8 – 12 2 – 11 39 – 43 42 – 38 43 x 32 11 – 17 12 x 21 16 x 38

4. 14 – 32 38 – 42 32 – 28 33 x 31 26 x 48

5. 35 – 30 24 x 35 1 – 45 39 – 43 45 – 40 35 x 44 50 x 48

6. 1 – 23 32 – 38 23 – 29 38 – 43 29 – 40 35 x 44 50 x 48

7. 5 – 23 34 – 39 23 – 28 39 – 43 28 – 37 31 x 42 47 x 49

8. 34 – 29 24 x 33 25 – 20 14 x 34 48 x 44 49 x 40 35 x 44

Catching the opponent's king

1. 1 – 23 46 x 30 35 x 24

2. 29 – 18 36 x 30 35 x 24

3. 39 – 33 47 x 9 3 x 14

4. 32 – 27 49 x 8 3 x 12

5. 2 – 16 47 x 15 25 – 20 15 x 21 16 x 27

6. 19 – 10 15 x 4 20 – 15 47 x 20 15 x 24

7. 16 – 21 26 x 17 31 – 26 48 x 31 26 x 37

8. 4 – 15 49 x 16 26 – 21 16 x 20 15 x 33

Practical endgame situations

1. 1 – 34 30 x 31 26 x 37

2. 24 – 30 25 x 34 6 – 39 34 x 43 49 x 36

3. 29 – 23 18 x 29 38 – 33 29 x 38 32 x 43 49 x 21 26 x 6

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4. 19 – 23 30 x 10 9 – 14 10 x 28 50 x 3

5. 23 – 19 13 x 31 36 x 27

6. 6 – 11 38 x 24 11 – 2 24 – 35 15 – 20 35 – 49 34 – 40 49 x 35 20 – 24

7. 25 – 30 and going to <50>

8. 26 – 21 28 x 37 38 – 32 37 x 28 21 – 17 28 x 11 27 – 21 16 x 27 2 x 19

All kind of of shots

The hook shot

1. 38 – 32 27 x 38 39 – 34 30 x 28 42 x 4

2. 38 – 33 29 x 38 37 – 31 26 x 28 43 x 3

3. 28 – 23 18 x 40 39 – 34 40 x 29 38 – 33 29 x 38 37 – 31 26 x 28 43 x 1

4. 40 – 34 30 x 39 28 – 22 18 x 29 44 x 2

5. 32 – 28 21 x 32 24 – 20 15 x 22 37 x 10

6. 37 – 31 26 x 37 28 – 23 18 x 27 41 x 3

7. 34 – 30 24 x 35 37 – 31 26 x 39 27 – 21 16 x 29 44 x 2

8. 34 – 29 19 x 30 29 – 24 30 x 19 28 – 23 18 x 38 37 – 31 26 x 28 43 x 1

Coup Philippe

1. 27 – 22 18 x 27 32 x 21 16 x 27 34 – 30 25 x 34 40 x 16

2. 27 – 21 16 x 27 32 x 22 18 x 27 33 – 29 24 x 33 38 x 16

3. 26 – 21 16 x 27 31 x 13 8 x 19 33 – 29 24 x 33 38 x 16

4. 26 – 21 16 x 27 27 – 22 18 x 27 35 – 30 25 x 34 40 x 7

5. 27 – 22 18 x 27 32 x 21 16 x 27 34 – 30 24 x 33 38 x 7 (with a breakthrough)

6. 33 – 28 22 x 44 31 x 22 18 x 27 43 – 39 44 x 33 38 x 16

7. 27 – 22 18 x 27 32 x 21 16 x 27 25 – 20 14 x 34 40 x 9

8. 26 – 21 17 x 26 27 – 22 18 x 27 37 – 31 26 x 37 41 x 21 16 x 27 34 – 30 25 x 34 40 x 16

Kung Fu shot

1. 37 – 31 26 x 37 32 x 41 23 x 32 38 x 9

2. 38 – 33 28 x 39 34 x 43 25 x 34 40 x 7

3. 34 – 29 23 x 43 33 – 29 24 x 33 28 x 48

4. 22 – 18 13 x 22 37 – 31 26 x 37 32 x 41 23 x 32 38 x 16

5. 31 – 27 21 x 43 42 – 38 43 x 32 28 x 37 19 x 28 33 x 2

6. 33 – 29 24 x 42 37 x 48 26 x 37 41 x 1

7. 32 – 27 21 x 43 39 x 48 30 x 39 44 x 2

8. 30 – 24 19 x 39 33 x 44 22 x 33 38 x 16

Harlem shot

1. 33 – 29 23 x 34 28 – 22 17 x 28 32 x 5

2. 25 – 20 14 x 25 33 – 29 23 x 34 39 x 30 25 x 34 28 – 22 17 x 28 32 x 5

3. 28 – 22 17 x 28 25 – 20 14 x 34 40 x 18 13 x 22 32 x 5

4. 27 – 21 26 x 17 28 – 22 17 x 28 25 – 20 14 x 34 40 x 7 2 x 11 32 x 5

5. 28 – 22 17 x 28 35 – 30 24 x 33 38 x 20 15 x 24 32 x 5

6. 34 – 29 23 x 34 28 – 22 17 x 39 38 – 33 39 x 28 32 x 5

7. 28 – 22 17 x 28 25 – 20 14 x 25 34 – 29 24 x 33 38 x 29 23 x 34 32 x 5

8. 35 – 30 24 x 35 33 – 29 23 x 34 25 – 20 15 x 24 44 – 40 35 x 44 49 x 20 14 x 25 28 – 22 17 x 28 32 x 5

Mix of shots

1. 28 – 22 17 x 30 40 – 34 24 x 42 34 x 1

2. 23 – 19 14 x 32 38 x 18 12 x 23 31 – 27 21 x 32 37 x 30

3. 32 – 28 23 x 32 27 – 22 17 x 28 38 x 27 29 x 38 43 x 3

4. 34 – 29 23 x 34 40 x 20 15 x 24 28 – 23 19 x 39 38 – 33 39 x 28 32 x 1

5. 28 – 22 17 x 28 32 x 14 20 x 9 34 – 30 25 x 45 44 – 40 45 x 34 39 x 6

6. 34 – 30 24 x 44 28 – 22 17 x 28 33 x 22 44 x 33 38 x 16

7. 32 – 28 21 x 23 34 – 30 25 x 34 43 – 39 34 x 43 42 – 38 43 x 32 37 x 6

8. 37 – 31 26 x 46 28 – 22 18 x 27 33 – 28 46 x 23 29 x 20 15 x 24 38 – 32 27 x 38 39 – 33 38 x 29 34 x 5

9. 37 – 31 26 x 30 35 x 24 ad lib. 42 – 37 ad lib. 37 x 6

10. 25 – 20 14 x 25 34 – 30 25 x 34 27 – 22 18 x 27 32 x 21 16 x 27 33 – 28 23 x 43 48 x 6

11. 39 – 34 30 x 28 38 – 32 23 x 34 32 x 1

12. 38 – 33 29 x 38 32 x 43 21 x 23 35 – 30 25 x 34 40 x 7

13. 27 – 22 18 x 27 32 x 21 16 x 27 33 – 28 23 x 34 40 x 7

14. 32 – 28 23 x 34 40 x 9 13 x 4 27 – 21 16 x 27 31 x 2

15. 34 – 29 23 x 32 37 x 10 4 x 15 31 x 4

16. 37 – 31 26 x 37 33 – 28 23 x 32 48 – 42 37 x 39 34 x 43 25 x 34 43 – 39 34 x 43 48 x 9

Positional play

Space & locks

1) After 17 – 22 36 – 31? 14 – 19! 25 x 23 12 – 17 23 x 21 13 – 19 27 x 18 16 x 47 black will escape. Therefore white should play 26 – 21! 22 x 31 36 x 27 and black has no good moves left, after 5 – 10 white simply waits a move with 43 – 38 W+.

2) 36 – 31! And the black pieces <6, 16, 17, 21, 22, 26> can't play anymore. Important is that black can't bring a piece to <12> anymore (in order to threaten 21 – 27).
The game T. Goedemoed – M. Nas went:
45. 36 – 31 9 – 13 46. 42 – 38 13 – 19 47. 34 – 29 6 – 11 48. 50 – 45 4 – 9 49. 45 – 40 9 – 13 50. 40 – 35 21 – 27 51. 32 x 12 11 – 17 52. 12 x 21 16 x 36 53. 28 x 17 26 – 31 54. 37 x 26 36 – 41 55. 17 – 11 41 – 46 56. 11 – 7 13 – 18 57. 7 – 2 and black resigned.

3A) 37 – 32 (locking pieces <6, 11, 17, 21)
B) 21 – 27! 33 – 29 (white has no good move left) 27 – 32 37 x 28 17 – 21 26 x 17 11 x 24.

4) The best move is 23 – 29 (D).
A) 17 – 21? 31 – 26 22 x 31 16 x 36 W+1
B) 22 – 28 16 – 11 28 x 26 11 x 13 19 x 8 30 x 28 W+1
C) 24 – 29 30 – 24 19 x 30 35 x 33
D) 23 – 29 is the best defence, after 39 – 33 black changes back 18 – 23 27 x 18 23 x 12 with a bad position but black can still fight.
E) 7 – 12 isn't better, because after 50 – 44 23 – 29 39 – 33 black can't change back and has to give a piece.

5)
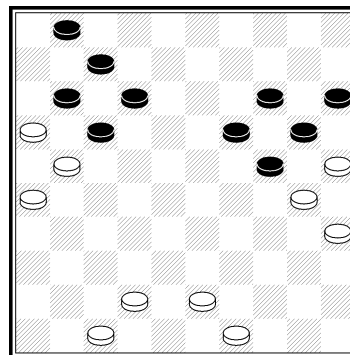
6) 47 – 41 is better. After the change 25 x 34 40 x 20 15 x 24 (or 14 x 25) white has enough space to play at the right wing. After 40 – 34? However white is locked up at his right wing. He loses his space to play at the right wing, which is very bad.

7) 38 – 33

8) White threatens to make a shot by playing 26 – 21 17 x 26 34 – 30 35 x 24 33 – 29 24 x 33 39 x 10. If black plays 13 – 19 or 14 – 19 the shot goes to <6>. Black can't play 22 – 28 33 x 22 17 x 28 because of 27 – 21 16 x 27 31 x 33 W+1.

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Because losing a piece (without compensation) means a loss at grandmaster level black resigned.

Strategic squares

1. 30 – 24 (6 – 11 is met by 32 – 28 W+)

2. 33 – 29! preparing 30 – 24 19 x 30 35 x 24. An immediate 30 – 24 x 24 is met by 13 – 19 x 19 =. The piece on <40> is kept on its place. After white has gone to <24> it can defend the outpost.

3. 37 – 31. White should go to <27>. At other moves black can play 17 – 21 and white can't play at his left wing anymore (37 – 31 is met by 21 – 27 x 27 x 27 winning piece 28)

4. 32 – 28 23 x 32 37 x 28. White is chain-locked. He should get rid of the black piece on <23>. So white changes, taking center square <28>.

5. 15 – 20! (44 – 39 23 – 28 39 – 34 28 – 33 B+)

6. 38 – 33! for example 30 – 35 33 – 29 13 – 19 50 – 44 19 – 23 28 x 19 12 – 17 19 – 13 18 x 9 32 – 28 W+

Building up

1.

2.

3.

4.
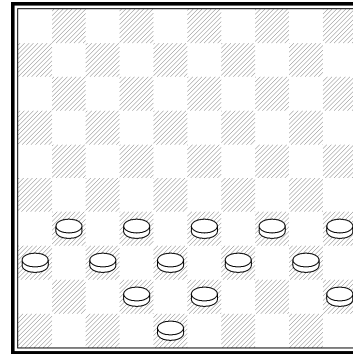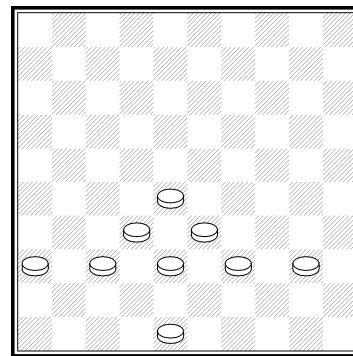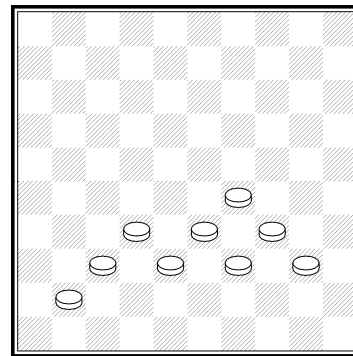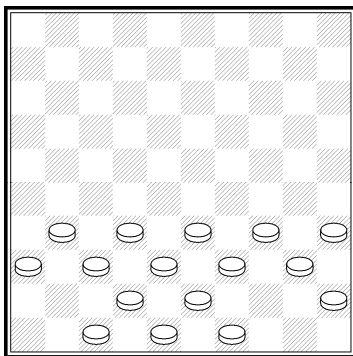
The opening of the game

1. 10.37 – 31 26 x 28 11.33 x 22 21 x 32 12.22 – 17 12 x 21 13.29 – 24 19 x 30 14.35 x 24 20 x 29 15.34 x 1 W+.

2. 7. 22 – 17! 21 x 12 (11 x 22 28 x 26 W+1) 8.28 – 22 18 x 27 9.32 x 21 16 x 27 10.33 – 29 24 x 33 11.38 x 16 W+1

3. 8.33 – 29 26 x 28 9.30 – 24 19 x 30 (9... 23 x 34 10.39 x 30 20 x 29 11.38 – 33 etc.) 10.35 x 24

23 x 34 11.39 x 30 20 x 29 12.38 – 33 ad lib. 13.43 x 1

4. 3.37 – 31 23 – 29 4.34 x 23 17 – 22 5.27 x 18 13 x 33 6.38 x 20 (majority capture) 19 x 26 B+2

5... 24 – 29 6.33 x 24 13 – 18 7.24 x 22 9 – 13 (or 14 – 20) 8.28 x 19 17 x 28 9.32 x 23 21 x 25 B+1

Extra exercises

1. 38 – 32 27 x 29 34 x 5

2. 25 – 20 14 x 25 38 – 32 27 x 29 34 x 5

3. 35 – 30 24 x 35 25 – 20 14 x 25 38 – 32 27 x 29 34 x 1

4. 25 – 20 14 x 25 37 – 31 36 x 27 38 – 33 27 x 29 34 x 1 (the first two move can be exchanged)

5. 25 – 20 14 x 25 27 – 21 16 x 29 34 x 3

6. 25 – 20 14 x 25 27 – 22 18 x 29 34 x 5

7. 21 – 17 12 x 21 47 – 41 36 x 29 34 x 5

8. 29 – 23 18 x 38 39 – 33 38 x 29 34 x 5

9. 28 – 23 19 x 39 38 – 33 39 x 28 32 x 1

10. 28 – 22 17 x 39 38 – 33 39 x 28 32 x 5

11. 25 – 20 14 x 25 28 – 22 17 x 39 38 – 33 39 x 28 32 x 5

12. 34 – 29 23 x 34 28 – 23 19 x 39 38 – 33 39 x 28 32 x 5

13. 34 – 29 23 x 34 28 – 22 17 x 39 38 – 33 39 x 28 32 x 5

14. 28 – 22 17 x 28 35 – 30 24 x 33 38 x 20 15 x 24 32 x 5

15. 35 – 30 24 x 35 25 – 20 14 x 25 27 – 21 26 x 17 28 – 22 17 x 28 32 x 1

16. 30 – 24 19 x 28 38 – 32 23 x 34 32 x 1

17. 29 – 23 18 x 29 44 – 40 (29 – 34 40 x 29 13 – 18 29 – 23 18 x 29 35 – 30 24 x 35 33 x 4) W+

18 A) 28 – 22 17 x 28 32 x 3
B) 24 – 30 35 x 24 19 x 50 (or 19 x 48)

C) 28 – 22
D) 34 – 30
E) forks
F) 18 – 22

### Compositions

1. P. Lauwen 1.21–17 27x49 2.17x30 25x34 3.50–44 49x40 4.35x44

2. M. Nicolas 1.32–27 21x43 2.33–28 36x38 3.28x48

3. M.J. Kuipers 1.31–26 28x48 2.21–16 48x25 3.16x9 25x3 4.22–17 3x21 5.26x17

4. P. Jongeneelen 1.34–30 36x29 2.39–34 35x15 3.34x14

5. K. v.d. Weg 1.43–38 37x48 2.47–42 48x37 3.38–32 27x38 4.49–43 38x40 5.45x41

6. A. Poirier 1.38–32 25x23 2.28x37 27x38 3.37–32 38x27 4.41–37

7. S. Klomp 1.32–27 36x47 2.27–22 47x33 3.22x13 33x9 4.30–24 29x20 5.25x3

8. R. Eland 1.37–31 26x37 2.47–42 37x48 3.29–23 48x13 4.23x3 13x31 5.3x37

9. J.H. Scheijen 1.32–28 38x49 2.28–22 17x19 3.40–35 49x21 4.35x11 6x17 5.16x27

10. M. Nicolas 1.28–22 36x47 2.29–23 47x17 3.23x21 11–16 4.21–17

11. G. v.d. Linde 1.50–44 40x49 2.38–33 49x23 3.33x11 6x17 4.41–37 23x41 5.46x37

12. J.P. Garacio 1.27–21 28x37 2.47–41 26x28 3.41x1

13. A. v.d. Velzen 1.16–11 25x43 2.11x13 18x9 3.42–38 43x32 4.31–27 22x31 5.26x19

14. A. Berends 1.32-27 36x47 2.18-12
17x8 3.38-33 47x21 4.33x11 16x7
5.26x17

15. J.J. van Tol 1.47-41 37x46 2.50-45
46x23 3.29-24 23x40 4.24x2 25x34
5.2-30 34x25 6.45x34

16. J.H. Scheijen 1.50-44 40x49 2.29-23
49x47 3.23x25 47x20 4.25x14

17. J. Vermaas 1.34-30 38x20 2.30-25
21x32 3.25x21 16x27 4.42-37 32x41
5.36x47

18. H. v.d. Kamp 1.38-33 28x19 2.29-23
36x38 3.23x43

19. G. v.d. Linde 1.37-32 28x46 2.26x37
46x49 3.50-44 49x40 4.45x3 35-40
5.3-17 40-45 6.17-50

20. J. Gamen 1.28-22 17x28 2.49-44
40x49 3.27-22 49x36 4.22x4 36x13
5.4x6

21. C.A. Hiemen 1.36-31 26x28 2.33x22
35x33 3.21-16 17x28 4.16x38

22. G.A. Cremer 1.26-21 17x37 2.28x30
37x39 3.40-34 35x24 4.34x43

23. T. v. Prooijen 1.36-31 35x33 2.38x29
27x47 3.31-26 47x24 4.26x30

24. W.G. de Boer 1.31-27 29x47 2.27x29
47x15 3.39-33 15x31 4.36x27

25. W. Ketler 1.50-44 40x49 2.29-24
49x32 3.19-14 32x37 4.14x41

26. K. de Boer 1.34-30 25x34 2.24-20
15x24 3.28-23 18x29 4.32-27 21x32
5.42-38 32x43 6.48x8 2x13 7.45x23

27. T. van Prooijen 1.18-13 36x47 2.28-
23 47x9 3.23x1

28. D. Riupassa 1.39-34 30x48 2.32-28
48x17 3.22x2 23x32 4.2x8 3x12 5.49-
43 12-18 6.43-38

29. G. v.d. Linde 1.32-28 37x46 2.48-43
46x23 3.33-29 24x33 4.35x24 19x30
5.43-39 34x43 6.49x9 3x14 7.25x34

30. D. v.d. Berg 1.38-33 24x44 2.33x24
44x22 3.41-36 19x30 4.36x20 15x24
5.25x34

31. T. de Reus 1.32-27 36x47 2.27-22
47x33 3.28x30 17x28 4.49-44 40x38
5.30-24 19x30 6.25x43

32. G. v.d. Linde 1.38-33 29x40 2.50-44
23x41 3.44x11 6x17 4.46x37

33. P. van Dijk 1.32-28 23x21 2.26x8
39x48 3.30-25 48x30 4.25x12 30x2
5.12-7 2x11 6.16x7

34. L. de Rooij
1.42-37 36x47 2.28-22 47x15 3.22x24
15x31 4.21-17 12x21 5.16x36

35. D. de Ruiter 1.16-11 29x27 2.11x2
22x33 3.35-30 24x44 4.2x40 44x35
5.49-44

36. V. Bulat 1.34-29 36x47 2.38-33
47x38 3.33x2 38x24 4.2x30 25x43
5.45-40 35x44 6.50x48 20-24 7.48-43
24-29 8.43-39

37. T. van Prooijen 1.37-31 36x49 2.40-
34 49x19 3.34x23 15-20 4.33-29

38. B. Sjkitkin 1.16-11 29x47 2.11x2
47x20 3.50-44 40x49 4.2-16 49x21
5.16x10 15x4 6.25x14

39. S. Klomp 1.29-24 33x42 2.47x38
36x47 3.24-20 47x49 4.20x27 49x21
5.26x8

40. **C. Balmes** 1.29-24 20x38 2.39-33
38x29 3.47-42 36x38 4.50-45 22x33
5.45x43

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