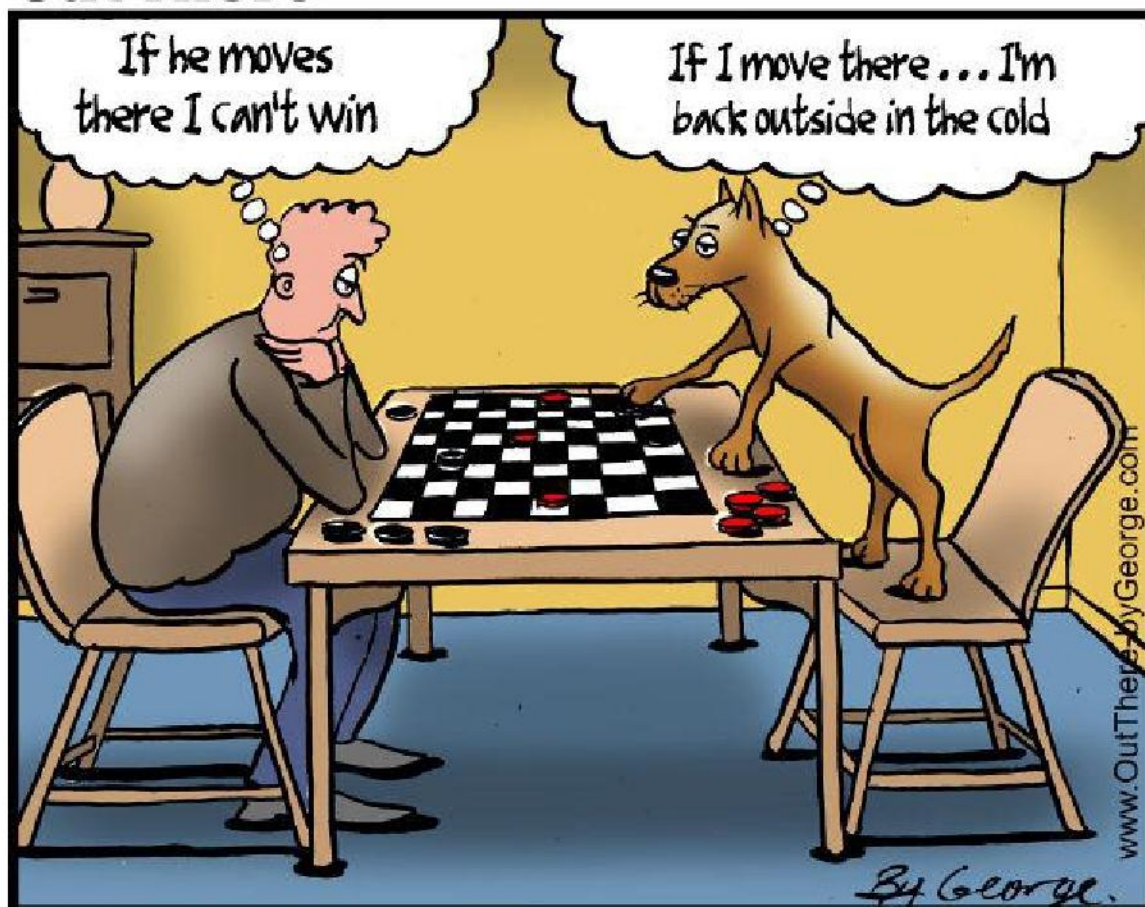


# ***Pre-course in draughts***

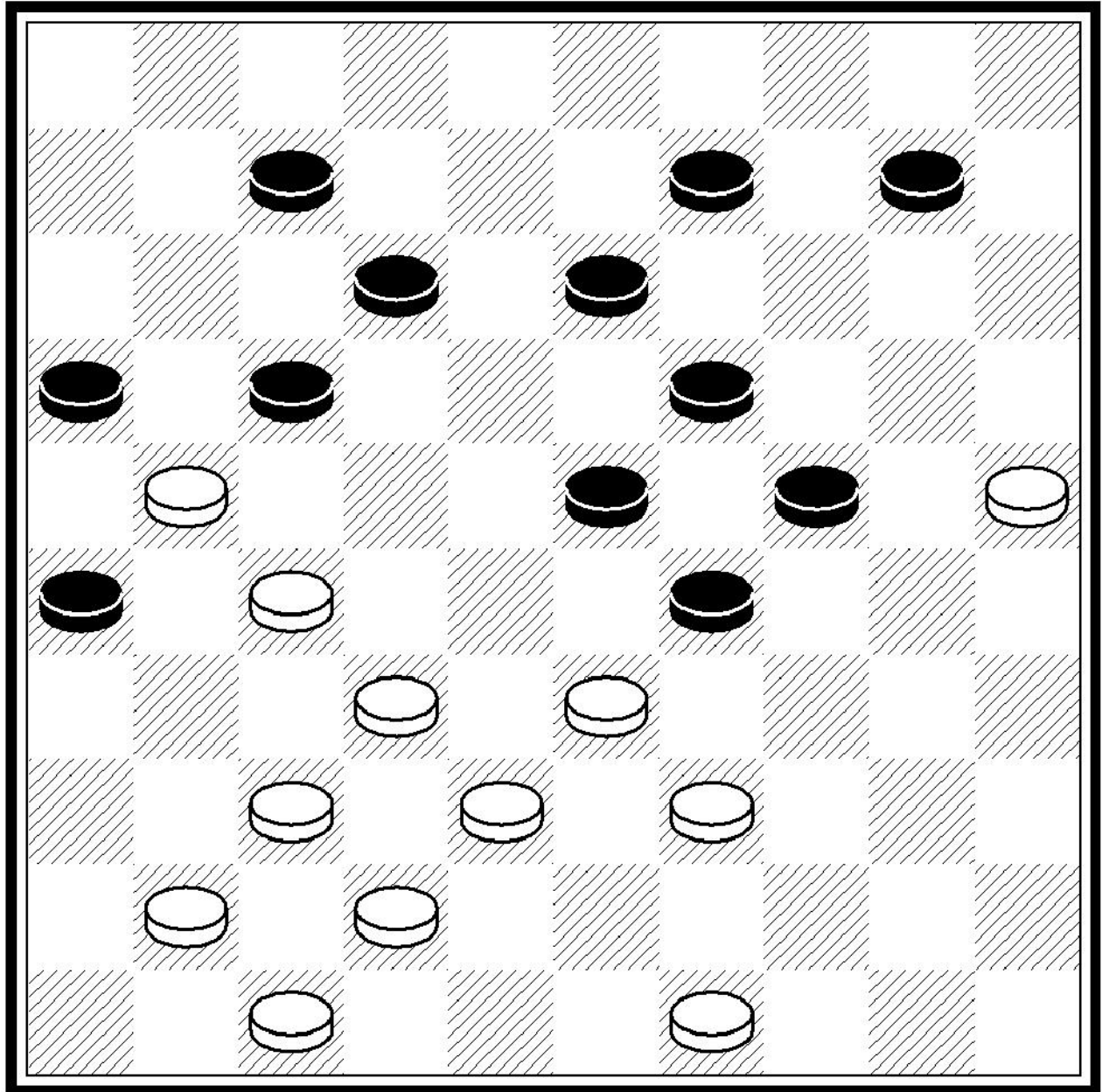
## **Out There**



Introductory course at *A course in draughts*

**Aimed at beginners of the international 10 x 10 game of draughts**

## Pre – course in draughts



A compositions of Frans Hermelink (inspired by an idea from Kloos)

White plays and wins!

## Introduction

This pre-course is aimed at beginning draughts players who want to learn our beautiful game. A course in draughts was aimed at players who already knew the rules and some simple tricks. For many beginners it might have gone too fast in the beginning. Therefore I offer this course to fill the gap. The fundamental techniques to play the game at a higher level are presented in this course. The exercises to lessons 1 - 22 can also be made at DamMentor at the Internet. But you can also do the exercises on paper. If you would like to use DamMentor, go to:

<http://www.dammentor.nl/index.pl>

Please register first by clicking at **Start** and then click at **Aanmelden** (=register). Don't forget to remember your password and user name!

From **Thema's** (themes) choose **Van der Wal**. The course will guide you through the lessons. After having finished the exercises of the *Van der Wal course*, you can go on doing exercise of **Tweegevers** and try to make the exercises of the **Wiersma course**.

The exercises of **Tweegevers** all are combinations, in which you have to sacrifice pieces during the first two moves and make the shot at the third move.

Tjalling Goedemoed, Leeuwarden, May 15<sup>th</sup> 2012



*You have to be as wise as a Fox...*

## Symbols

<14>

W+

=

28 – 22!

27 – 22?

Ad lib.

\*\*

Square 14

White wins

Draw

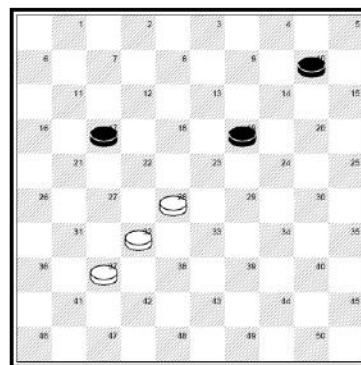
28 – 22 is a strong move

27 – 22 is a mistake

Ad libitum (choice of capture)

Difficult exercise

## Notation



The squares of the board are numbered from 1 until 50 as in the diagram. We can note down moves helped by these numbers.

White moves his piece from <28> to <22>. Black has to capture. His piece at <17> jumps to <28>. White can capture three pieces jumping from <32> to <23> to <14> to <5> taking all black pieces. We note this down like this:

1.28 – 22 17 x 28  
2.32 x 5



*... to play this beautiful game...*



## About a course in draughts

A course in draughts part I was the first English course I wrote. As a matter of fact my first intention was to write a book for Chinese draughts players. Frits Luteyn came up with the idea to make an English e-course that could be downloaded by anyone for free. I had some doubts at first if offering the teachings for free would be effective, but as it turns out it works very well. I had the honour to receive many responses from abroad. People are enthusiastic about the course and some translations are made already. A Spanish and a French translations of A course in draughts part I is published at the website of FMJD.

<http://fmjd.org/?p=promo>

Juan Bautista from Costa Rica offered the Spanish translation. The French translation was made by a group of draughts players, who also are translating the second course. Translations are also made in Chinese, Creole and I heard of Russian and Italian translations being made. I received emails from all over the world, that the course is being used to teach draughts. Because of the success of the course I went on writing part 2 and part 3. But it turned out part 1 is too difficult for real beginners and children. For this reason I wrote two introductory courses for beginning players. This is the first one of them. It is aimed at beginners without much experience in the game. Children can learn the elementary aspects of our game in this pre-course, like capturing, moving, shots and simple plans.

In the *Introductory course of draughts* we elaborate on aspects like changing, attacking, defending, making shots, using formations, plying with a king and so on.

The pre-course can be used in two ways. It can be used as a guide for making exercises with Dammentor. But the DamMentor program is in Dutch and not everyone has opportunity to make the exercises on a pc. So, all exercises can simply be done in this course. Notation isn't needed yet to do this course. You can write down the solutions by drawing arrows and mark squares.

My Chinese draughts friend Tian Chengcheng helped me by correcting this course. Tian

Chengcheng is a draughts teacher himself and uses the courses to teach his young pupils. Chengcheng was the champion of China in 2013. I am very curious about developments in draughts in China. With more than a billion inhabitants China is of great interest to the international draughts community. This is the corrected version, with thanks to Hasan Ciftci from Turkey, who sent me a list of errors.

Tjalling Goedemoed  
Leeuwarden 18-06-2014



*Draughts players discussing the Dutch translation of A course in draughts part I*

---

Courses that have been released so far:

Pre - course

Introductory course in draughts

A course in draughts part I (corrected)

A course in draughts part II (corrected)

A course in draughts part III

---

Planned courses:

A course in draughts part III corrected

Appendix part I

Exercise book at a course in draughts part II

Exercise book at a course in draughts part III



## Table of contents

1. The rules	4
2. Capturing is obliged	6
3. Majority capture	9
4. Moving with a king	12
5. Capturing with the king	15
6. Attacking pieces	19
7. Defending	22
8. Making a shot	25
9. Freezing out the opponent	28
10. Making a breakthrough	31
11. Judging positions	34
12. Shots	37
13. Making shots with your king	40
14. Making plans	43
15. Removing pieces	46
16. Using a free move	48
17. The stick move	52
18. Shots with a majority capture	55
19. Transporting pieces	58
20. Giving your opponent a king	61
21. The Kung Fu shot	64
22. Choice of capturing	67
23. Positions with many pieces	70
24. Multiple choice questions	73
25. The opening of the game	77
Solutions	83

## Advices for teachers

This course can be used as a self-study-guide, but for beginning children, it is better that they are guided by a teacher.

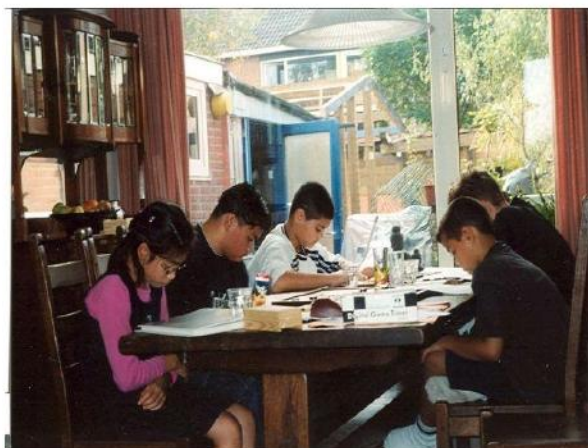
The teacher can put the examples on a big board - if available, to teach the entire class what the lesson is about. After that, the children can make exercises on paper. It can be helpful to print the exercises for the children.

The teacher can explain how to do the exercises. The children don't need to learn the notation yet. The moves can be marked by putting arrows on the diagram. The square where the shot ends is usually marked, like in the examples.

While the children are doing the exercises, the teacher can help them by giving hints and correcting mistakes and giving compliments.

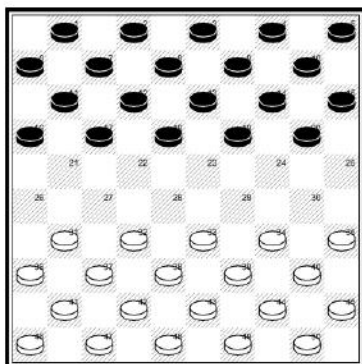
In this course, the rules are explained and then simple tactical aspects of the game are covered. In the second course notation is learned and the themes from this course are treated on a higher level. Important aspects of our game like making shots, attacking and defending pieces, playing with a king, freezing the opponent out are repeated in the second course (introductory course in draughts).

Good luck!



*Dutch draughts pupils making exercises during a training*

## 1. The rules

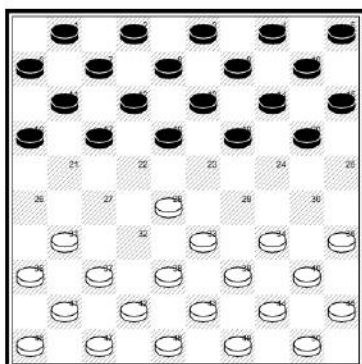


As you probably already know, we start the game with 20 pieces each. Black pieces are at squares 1 – 20. White pieces are at squares 31 - 50. The game is played on the dark squares. White begins the game with moving a piece.

White can choose from 9 moves. You always have to move forward. For example:

**1.32 – 28**

The piece on <32> is played to <28>. We put the number 1 in front of the move, since it is the first move.



Black can also choose from 9 moves. We play:

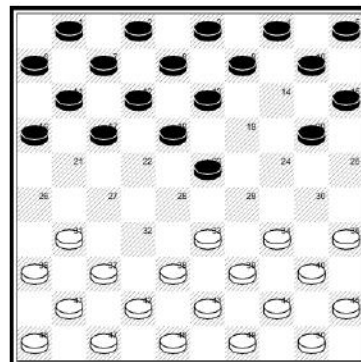
**1... 19 – 23**

The square behind piece 23 (square <19>) is empty. Now white has to capture. Capturing is compulsory.

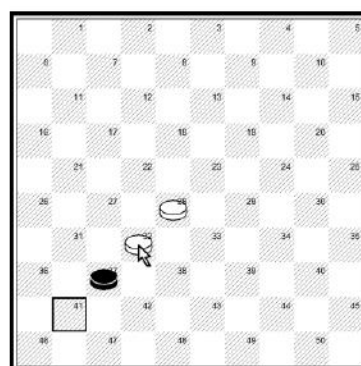
Black also captures, taking back a piece.

**2.28 x 19 14 x 23**

One can capture forward and backwards (see lesson 2: capturing is obliged).

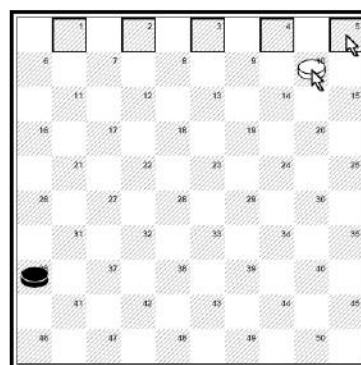


And the game goes on.



An example of white capturing backwards.

**32 x 41**

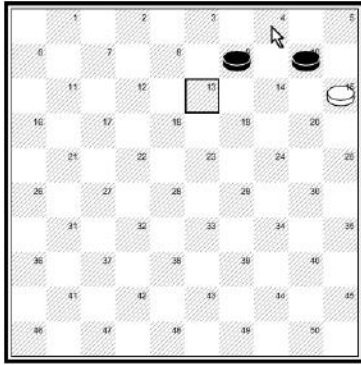


If white gets to the other (farthest) side of the board (squares <1, 2, 3, 4, or 5>) he will get a king.

**1.10 – 5**

The king controls the entire diagonal 5 / 46 (the main diagonal). Black can't cross the line with his piece, since the king captures the piece.

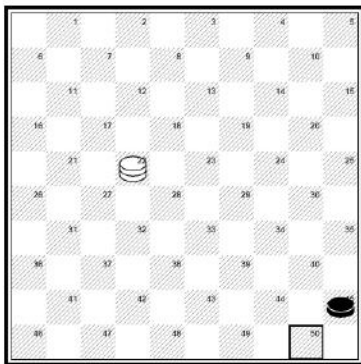
**1... 36 – 41**  
**2.5 x 46**



White captures 15 x 4 x 13. The piece doesn't end at square <4>, so white doesn't get a king.

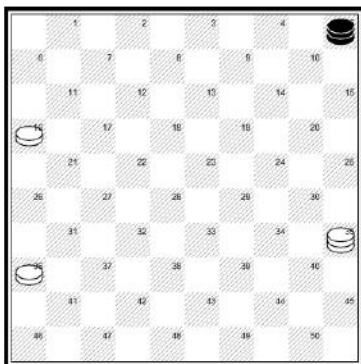
You win the game when your opponent can't move anymore. There are two possibilities:

1. The opponent has no pieces left
2. The pieces of the opponent can't move anymore.



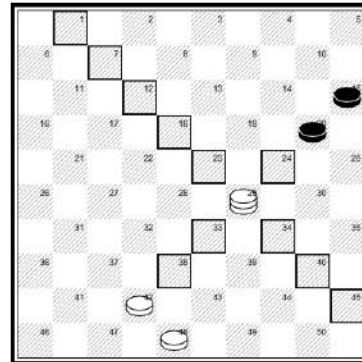
White to move and puts his king at <50>. Black has to move forwards, and he can't move anymore. White wins.

**22 – 50!**

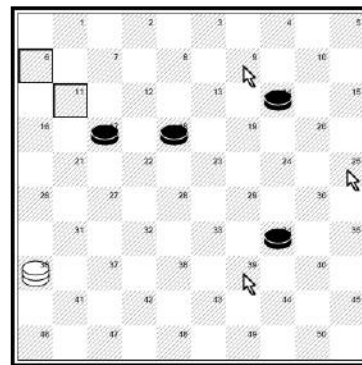


The game isn't always won by one of both players. If none of them can win, it is a draw. If there are 3 pieces, among which there is at

least one king, against one king on the board, the player with 3 pieces can try for (each) 16 moves to catch the opponent's king. After 16 moves have been played the game is a draw.



The king can move over entire diagonals. White can move the king to 11 different squares. In lesson 4 you'll learn more about moving with a king.



The king moves over entire diagonals, also when capturing. Capturing with the king can get pretty complicated. It can take turns, like in this example, taking all 4 black pieces. The king can choose where to stop, at <11 or 6>. If white captures 36 x 9 x 25 x 39 x 6 we note down:

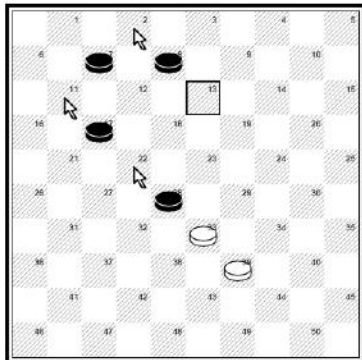
**36 x 6**

Other rules will be taught during the following lessons.



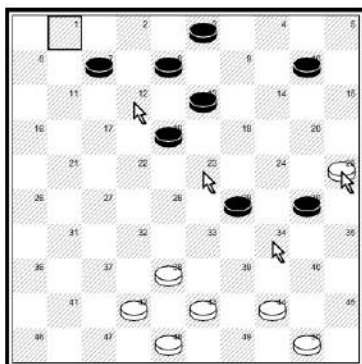
## 2. Capturing is compulsory

One of the most important rules of the game of draughts is that if you can capture you have to do this.



White can take four pieces: 33 x 22 x 11 x 2 x 13 (white doesn't get a king!). We can simply note down:

**33 x 13**



Always take the most pieces possible. You can take forwards and backwards.

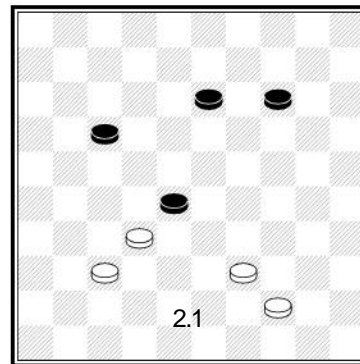
White can take 25 x 34 and then go on 34 x 23 x 12 x 1. We note this down as:

**25 x 1**

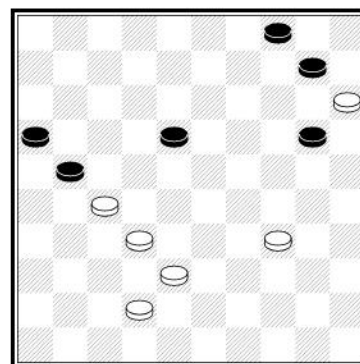
You can do exercises 1 until 18 of the first lesson in **DamMentor** now: **DamMentor 001 Slaan**  
The question at all exercises is: How to capture? You can use the mouse to capture the pieces at the board by clicking at the squares you jump to.

### Exercises 1 – 20

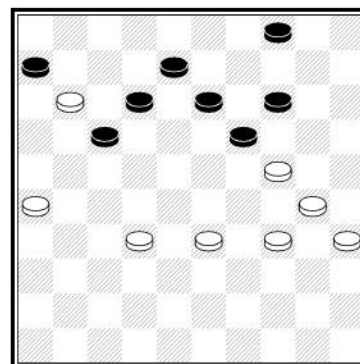
In the diagrams: Look for the right way to capture. Draw arrows in the diagram and mark the square where the capture ends.



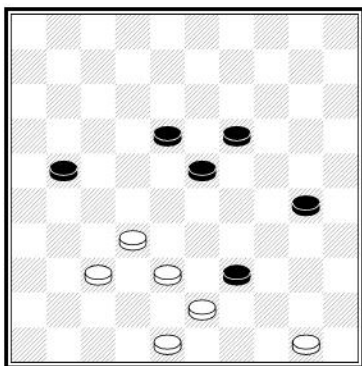
2.2



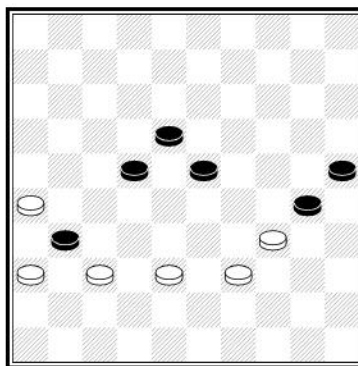
2.3



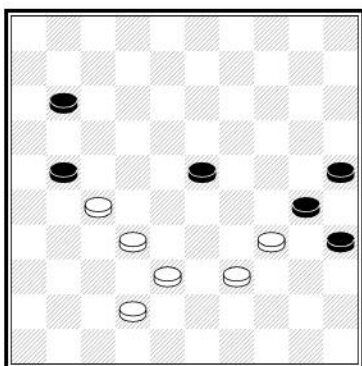
2.4



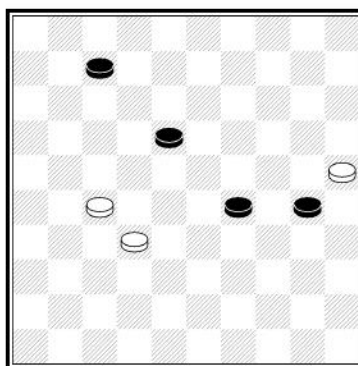
2.5



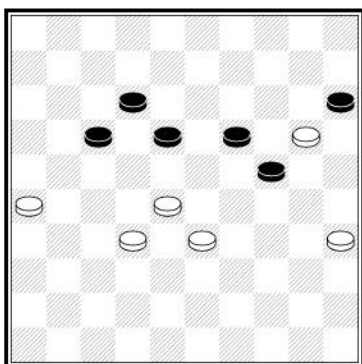
2.9



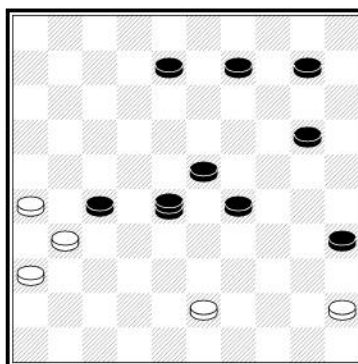
2.6



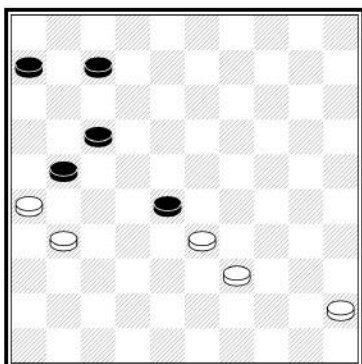
2.10



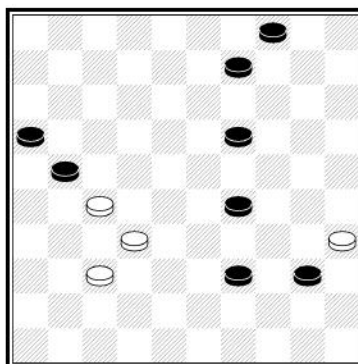
2.7



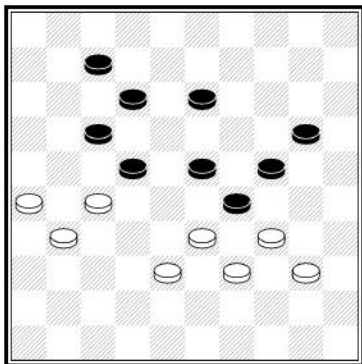
2.11



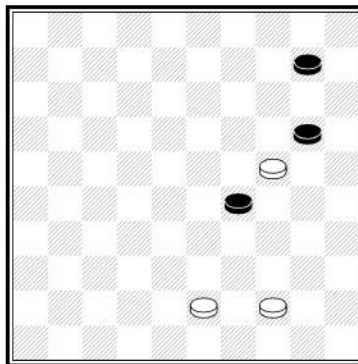
2.8



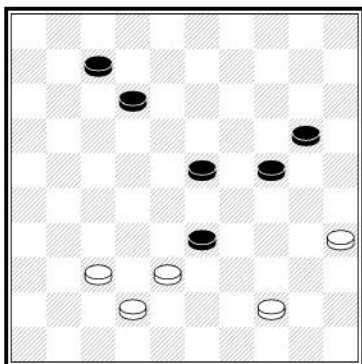
2.12



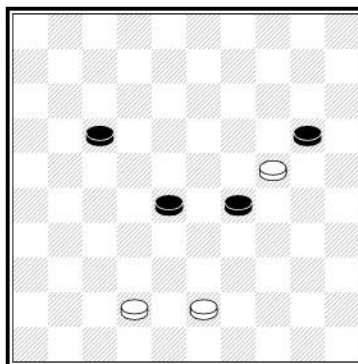
2.13



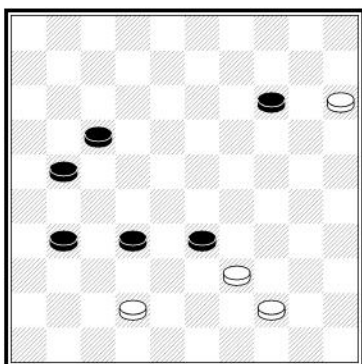
2.17



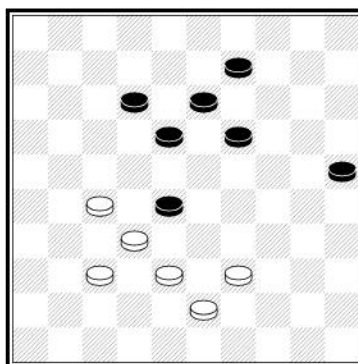
2.14



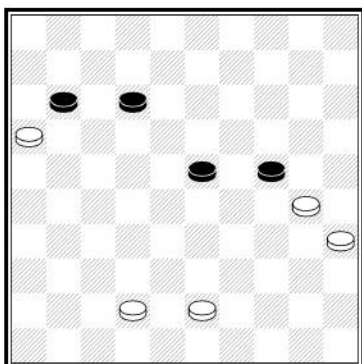
2.18



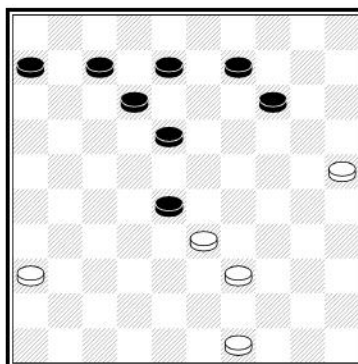
2.15



2.19



2.16



2.20

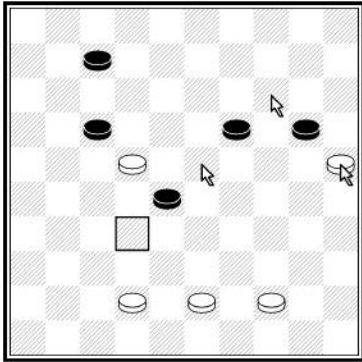


### 3. Majority capture

If there is more than one way to capture pieces, you have to take the most pieces!

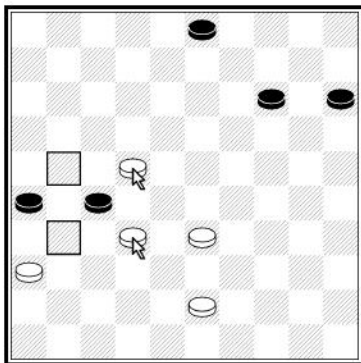
Black has just played a very smart move. White can take in three ways:

1. 22 x 33 (taking 1 piece)
2. 22 x 2 (taking 2 pieces)
3. 25 x 32 (taking 3 pieces)



White has to take the most pieces, so he has to take three pieces. After the capture of 3 black pieces, black can capture all white's pieces:

1.25 x 32 17 x 50

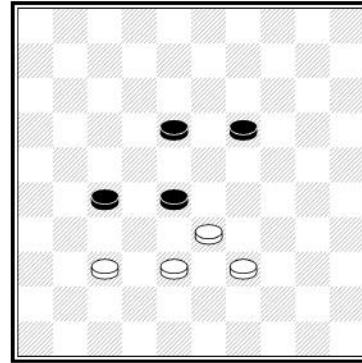


If you can capture in more than one way, but there is no majority capture, you can simply choose how to take. White can take **32 x 21** or **22 x 31**. In both cases black takes all his pieces by capturing **26 x 48**.

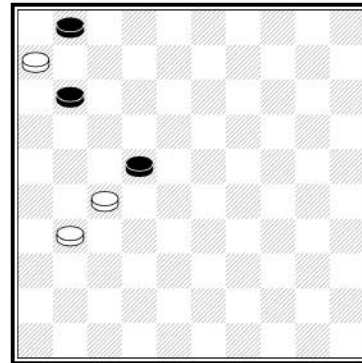
**DamMentor 003 Meerslag Exercises 1 - 20**

#### Exercises 1 – 20

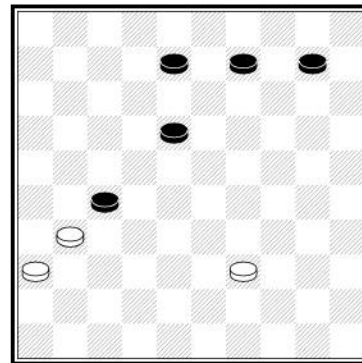
Draw arrows how to capture and mark the square on which the capture ends.



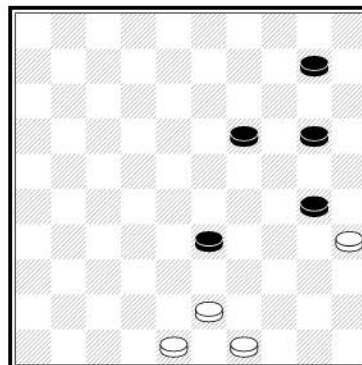
3.1



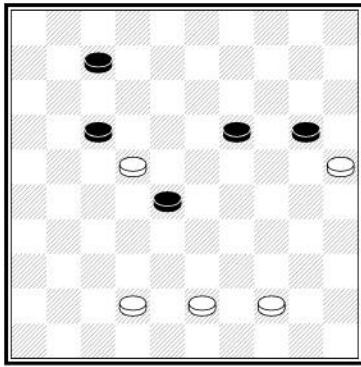
3.2



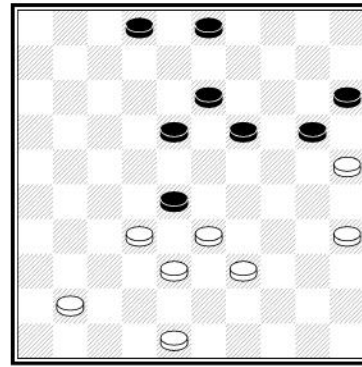
3.3



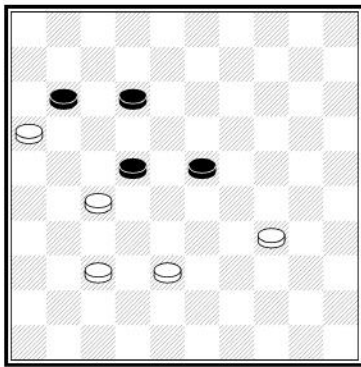
3.4



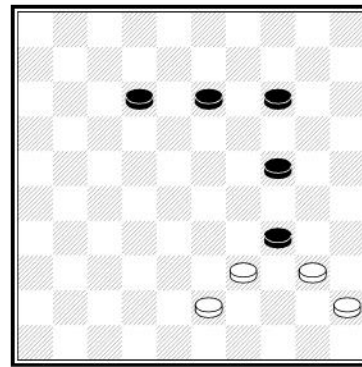
3.5



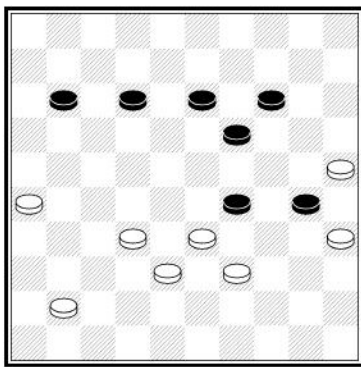
3.9



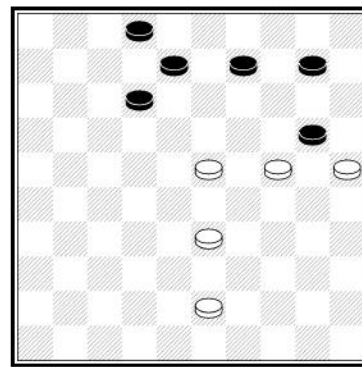
3.6



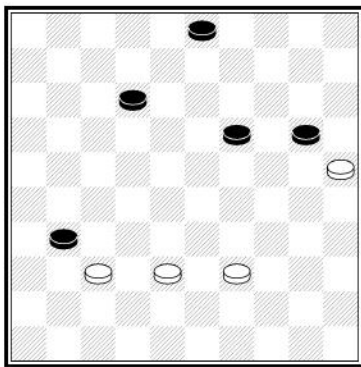
3.10



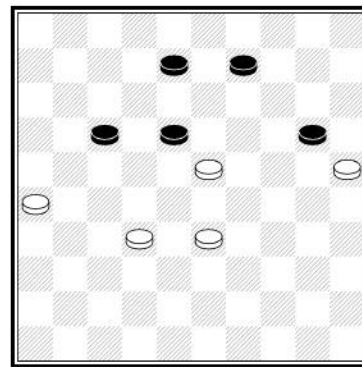
3.7



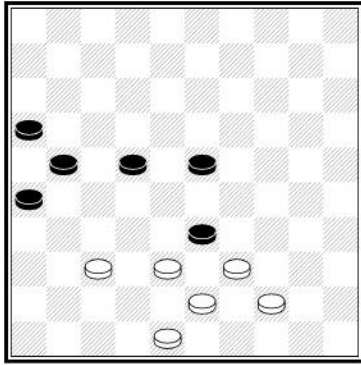
3.11



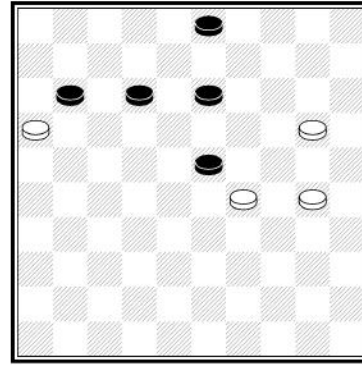
3.8



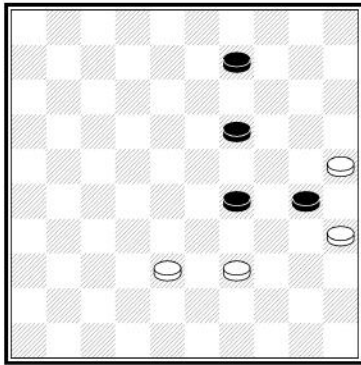
3.12



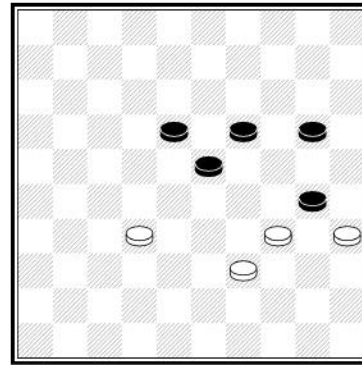
3.13



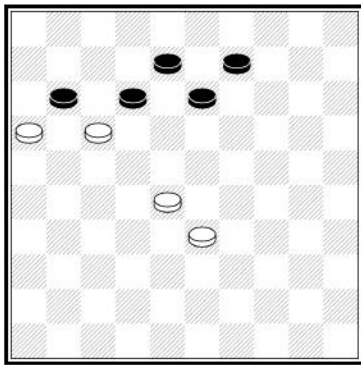
3.17



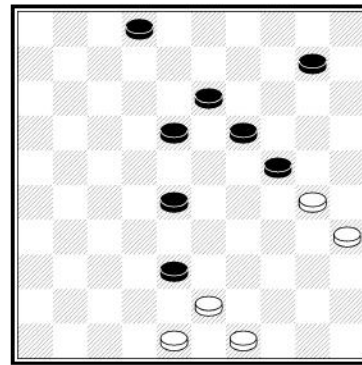
3.14



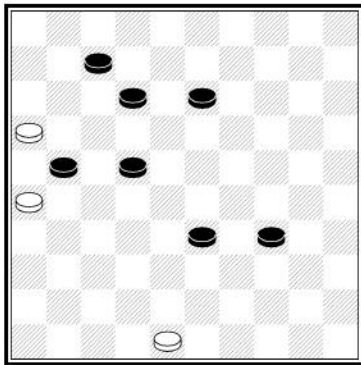
3.18



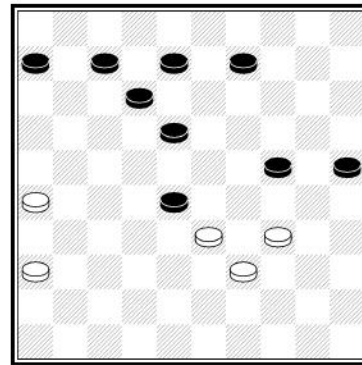
3.15



3.19



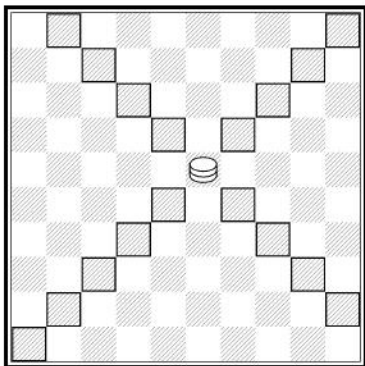
3.16



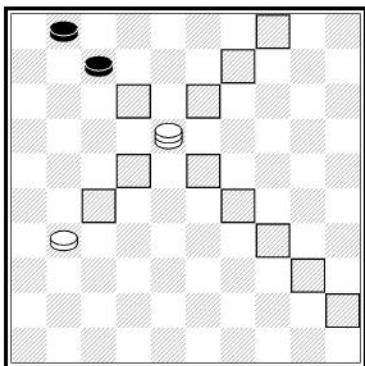
3.20



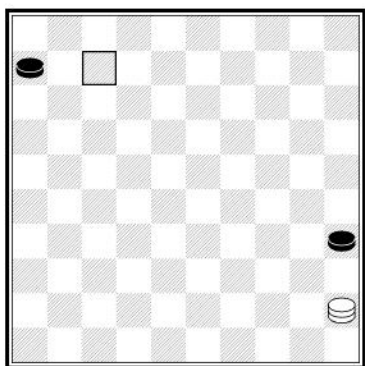
#### 4. Moving with a king



A king can move over entire diagonals.  
The king can choose from 17 moves!

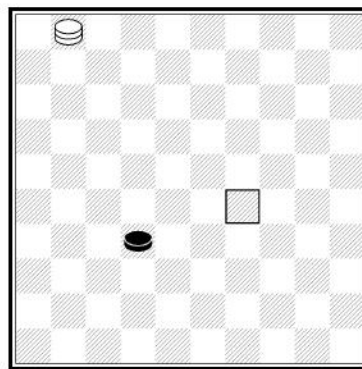


Because of the black and white pieces the number of moves the king can make is limited.  
White can choose from 11 moves now.

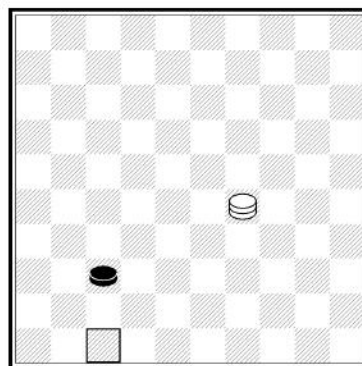


White wants to stop both black pieces. Therefore he has to play his king to square 7: **1.45 - 7!**  
The game can continue like this:

1 ... 6 - 11  
2.7 x 16 35 - 40  
3.16 - 11 40 - 45  
4.11 - 50 W+.



The white king has to stop the black man. First the king has to go to square 29 (**1 - 29!**), cutting of the black route to king. After black moves the situation is like this:



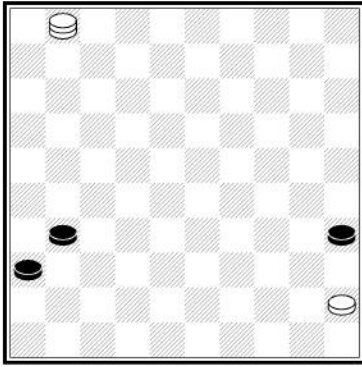
Now white blocks the black man at square 47.

**29 - 47!**

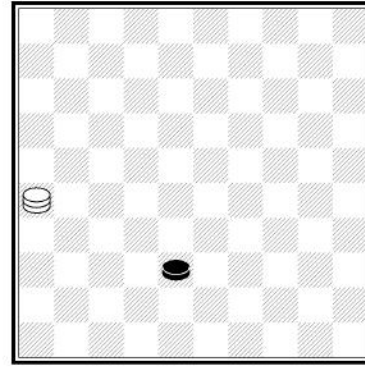


**DamMentor Spelen met de dam Ex 2 - 20**

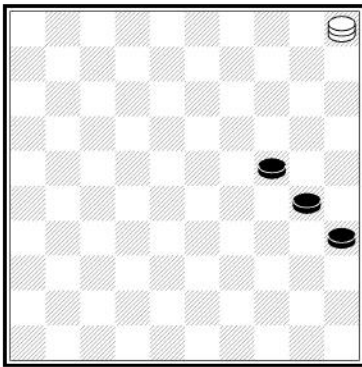
**Exercises 1 - 20** Mark the square the king should move to!



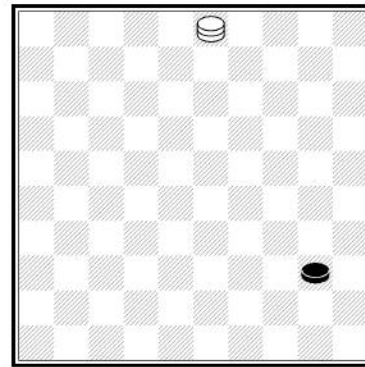
4.1



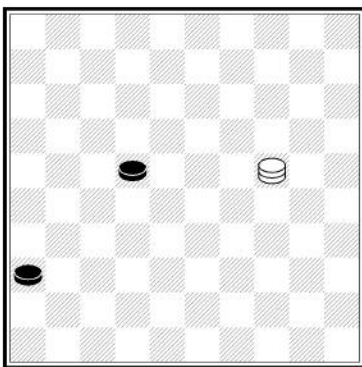
4.5



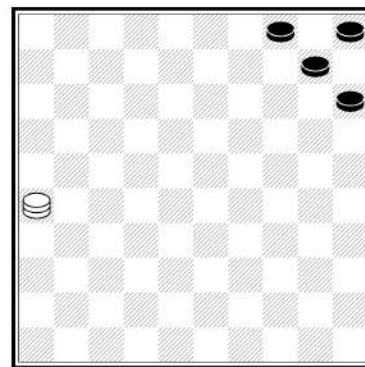
4.2



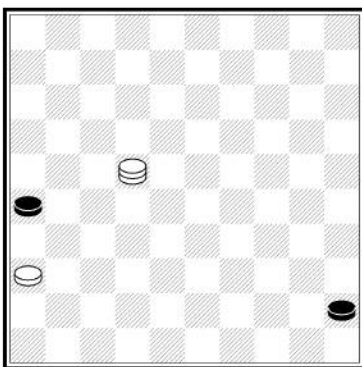
4.6



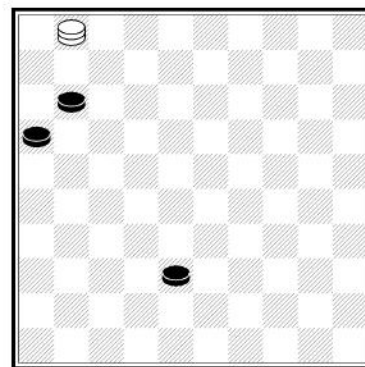
4.3



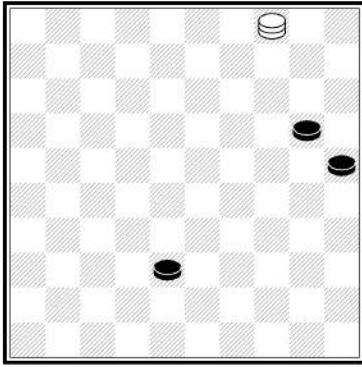
4.7



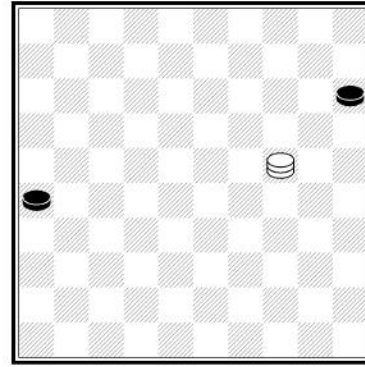
4.4



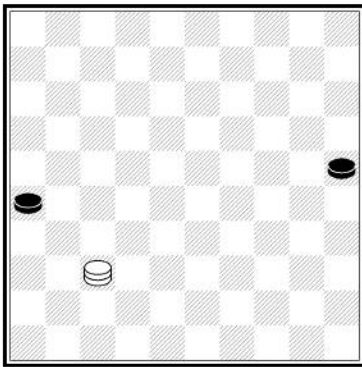
4.8



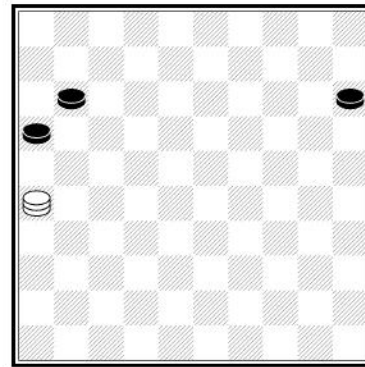
4.9



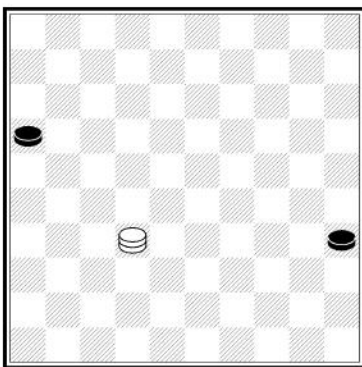
4.13



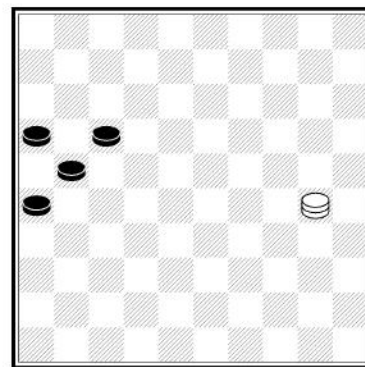
4.10



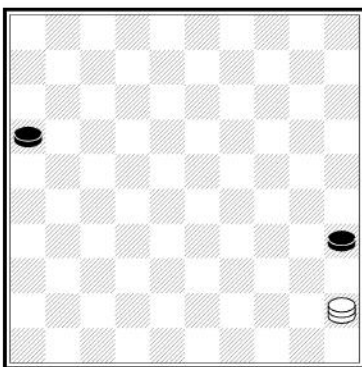
4.14



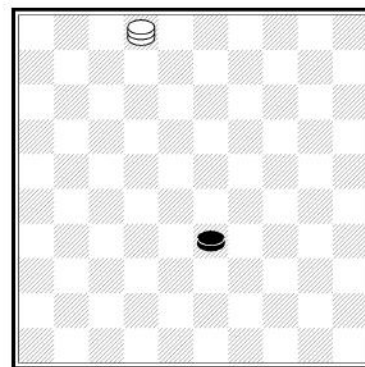
4.11



4.15

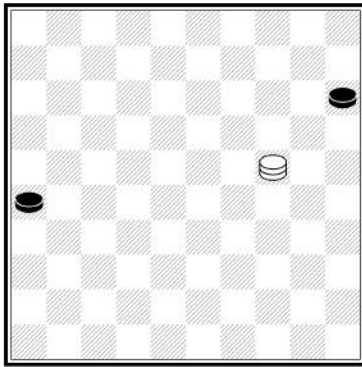


4.12

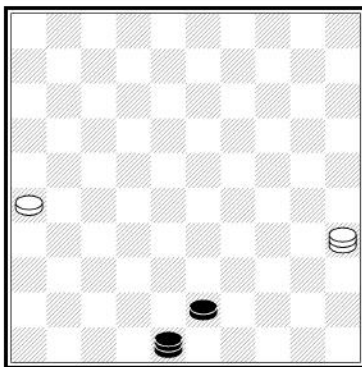


4.16

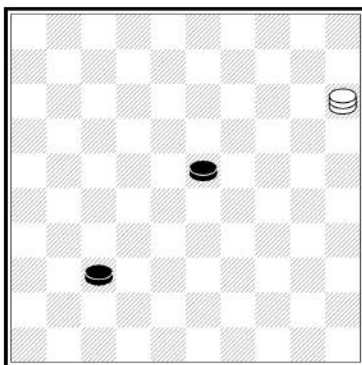




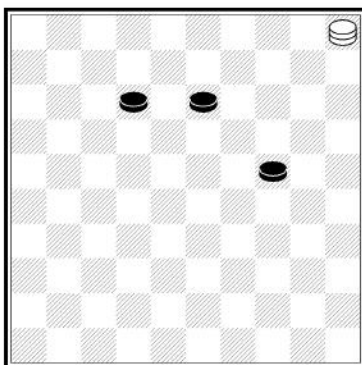
4.17



4.18

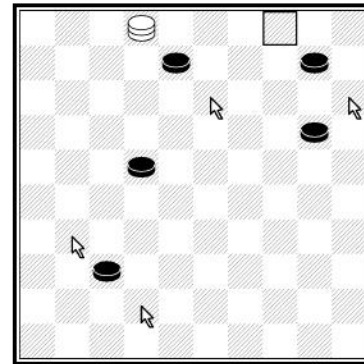


4.19



4.20

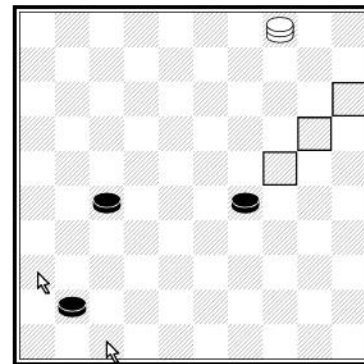
## 5. Capturing with the king



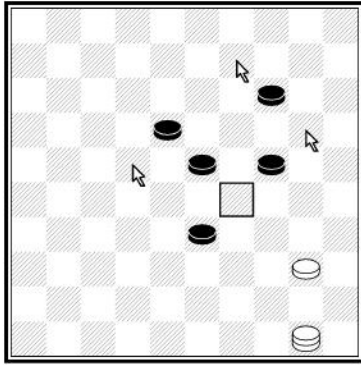
The king controls entire diagonals. In this example, the king can take all five black pieces. A king is not allowed to jump over the same piece more than once. The king is allowed to go over the same square more than once however. He takes  $2 \times 13 \times 31 \times 42 \times 15 \times 4$ . We can note this down as:

$$2 \times 4$$

Actually white can also take in another way:  $2 \times 24 \times 15 \times 4 \times 31 \times 42$  (or 48). In both cases white takes five pieces, so white can choose.



In this case the king can choose where to stop, after having captured 3 pieces. We marked all 3 squares. In the exercises you have to do this too.

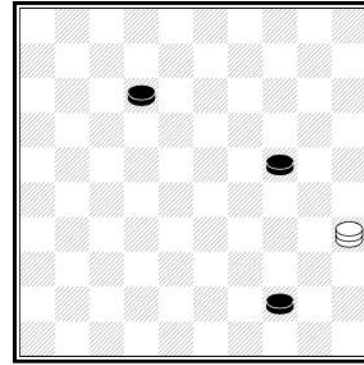


The white king can capture 3 pieces in several ways. The king has to take *4 pieces however*. The king has to stop on <29>. You are not allowed to capture the same piece twice. Also important to realise is that you first have to capture and only after this you take the pieces off the board. After white takes **50 x 29** black captures the king and a piece: **23 x 45**  
This shot is called a coup turc.

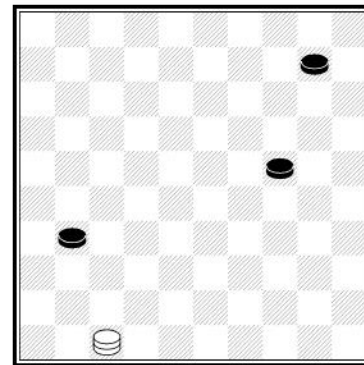


#### DamMentor 004 Slaan met de dam

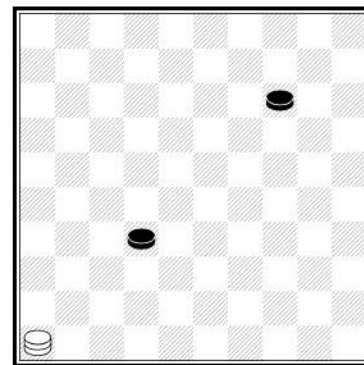
**Exercises 1 – 23** Draw arrows where the king changes direction and mark the square where the king stops.



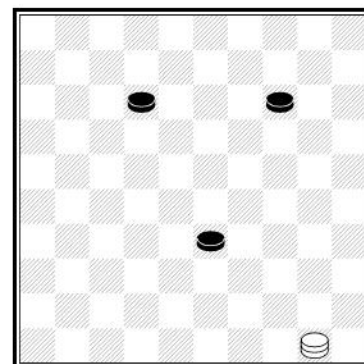
5.1



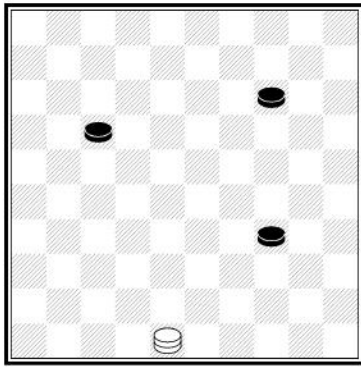
5.2



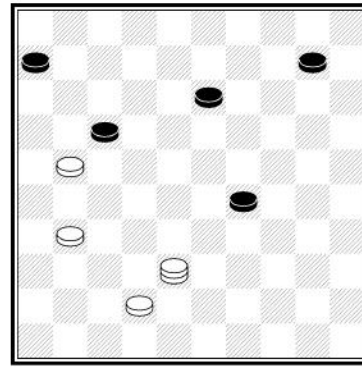
5.3



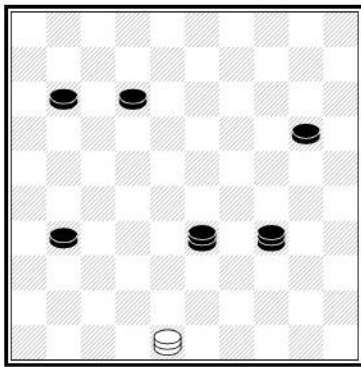
5.4



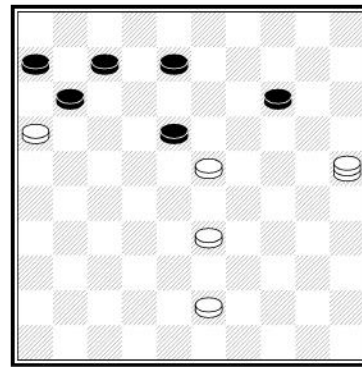
5.5



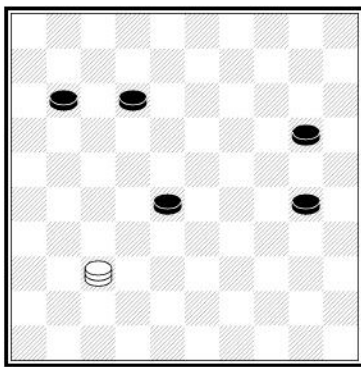
5.9



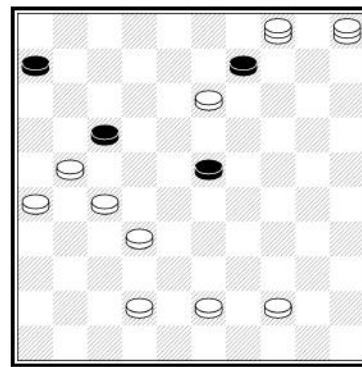
5.6



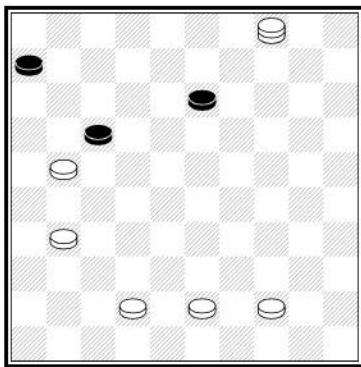
5.10



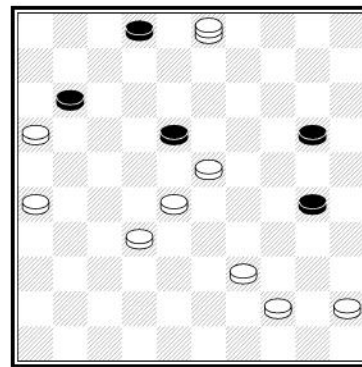
5.7



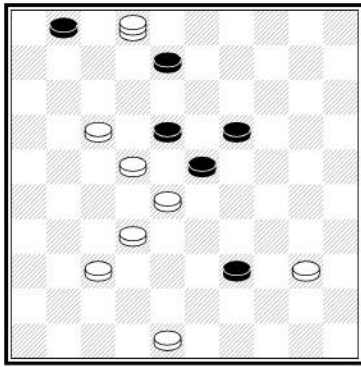
5.11



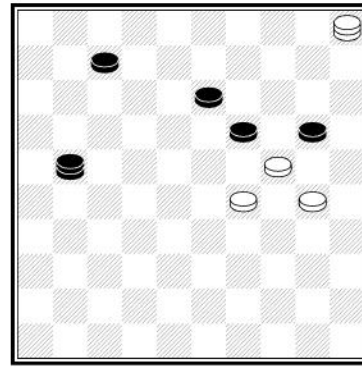
5.8



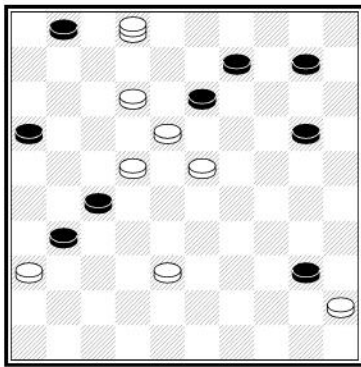
5.12



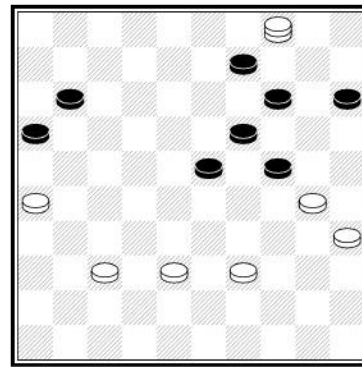
5.13



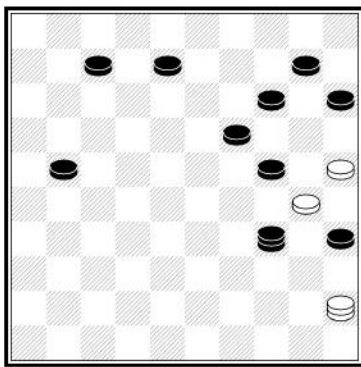
5.17



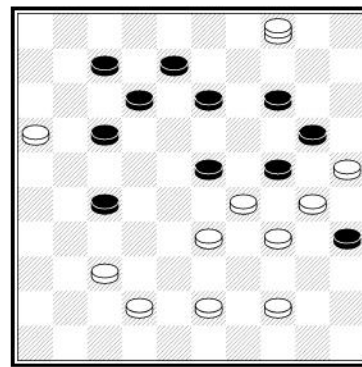
5.14



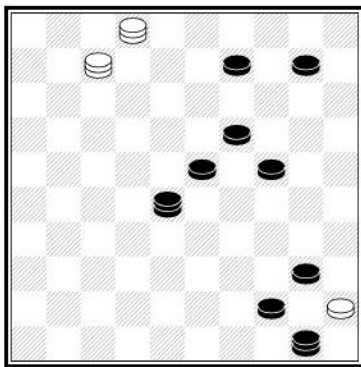
5.18



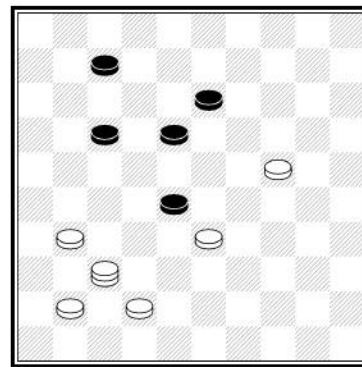
5.15\*\*



5.19

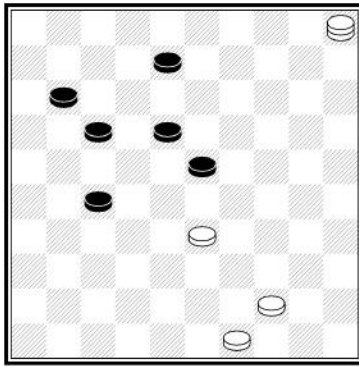


5.16

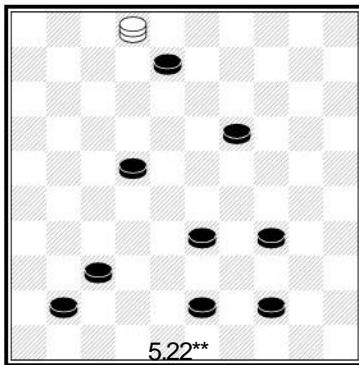


5.20

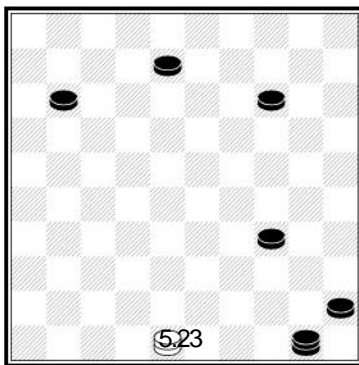




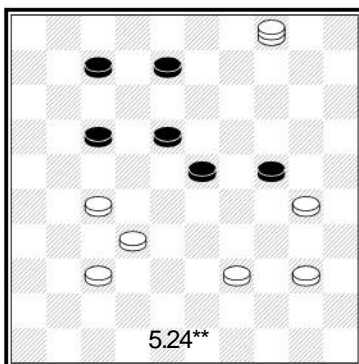
5.21



5.22\*

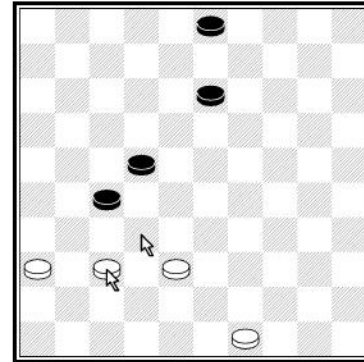


5.23



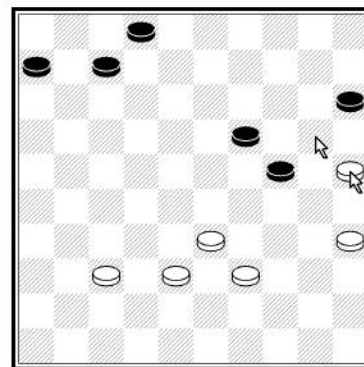
5.24\*

## 6. Attacking pieces



White can attack piece 27 by playing 37 - 32. Black can't defend the attacked piece. If he plays 27 - 31 white takes three pieces by capturing 36 x 9.

**37 - 32!**



In this case a black piece is attacked from behind. Black can't do anything to avoid losing a piece.

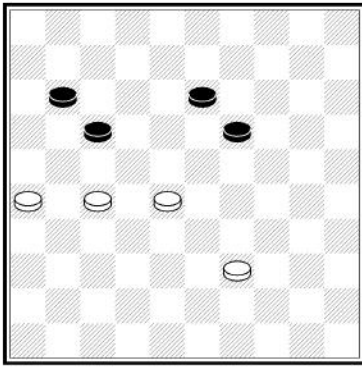


## DamMentor 006 Aanvallen Exercises 1 - 18

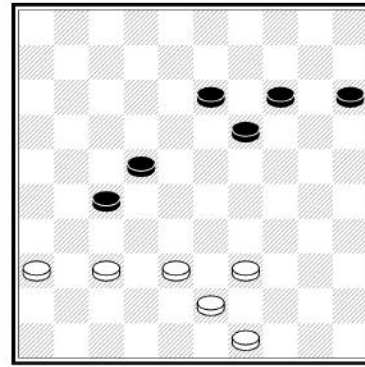
### Exercises 1 - 16

Show the right attacking move with an arrow.

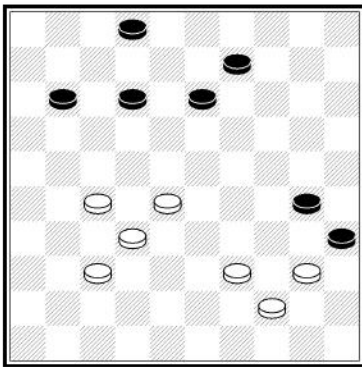




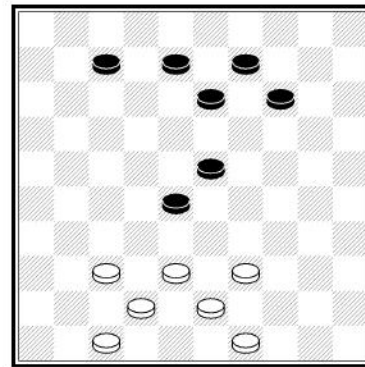
6.1



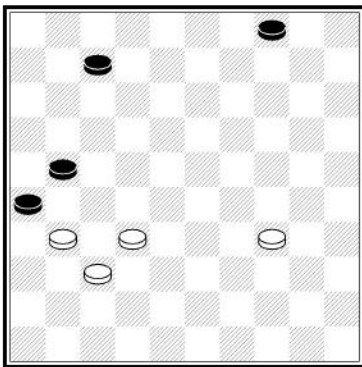
6.5



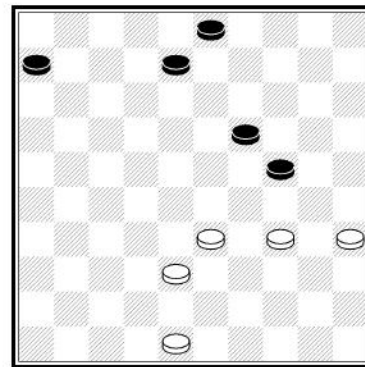
6.2



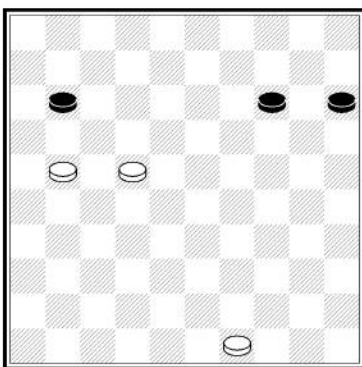
6.6



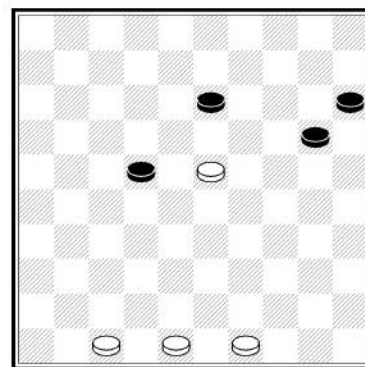
6.3



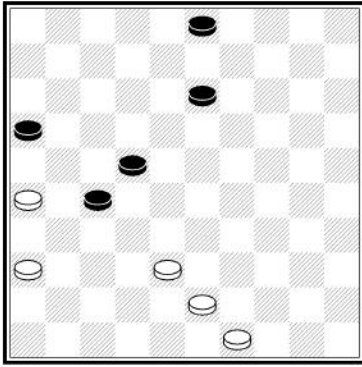
6.7



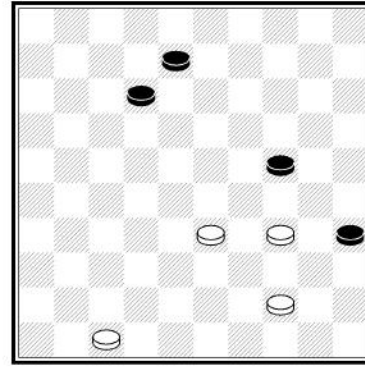
6.4



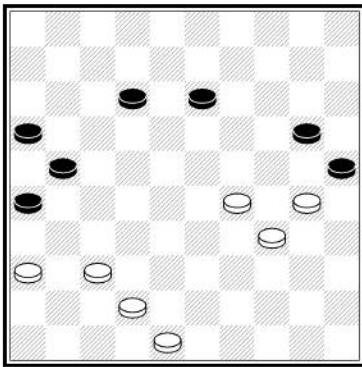
6.8



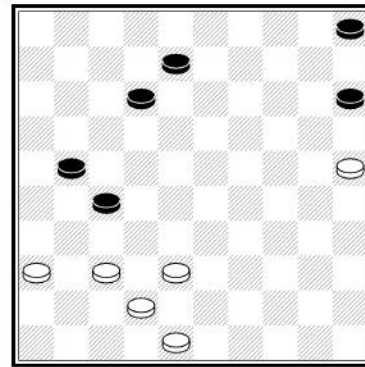
6.9



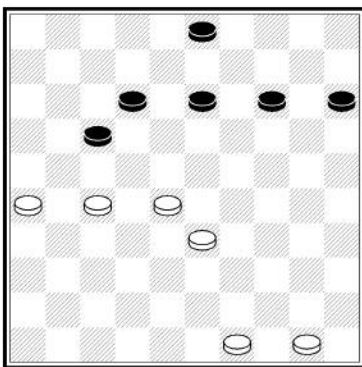
6.13



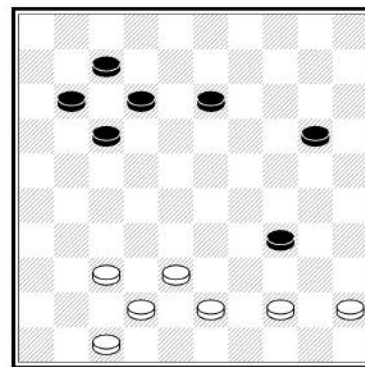
6.10



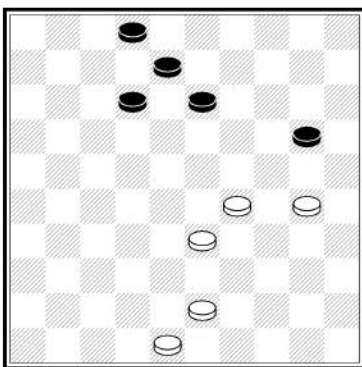
6.14



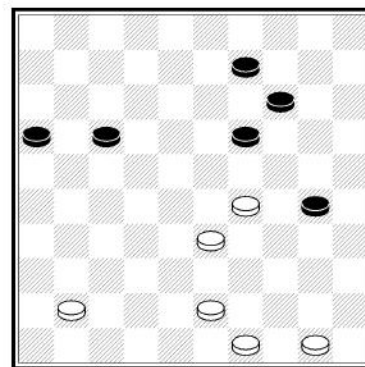
6.11



6.15

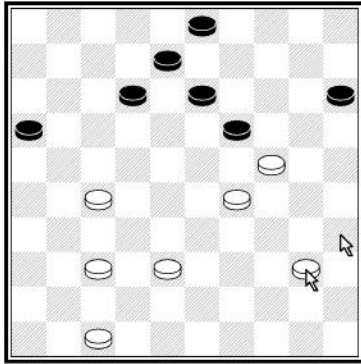


6.12



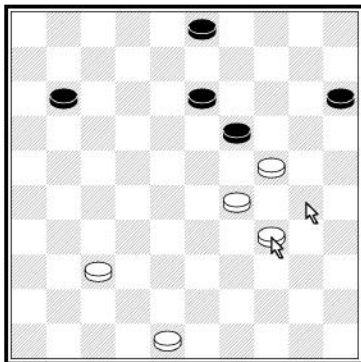
6.16

## 7. Defending



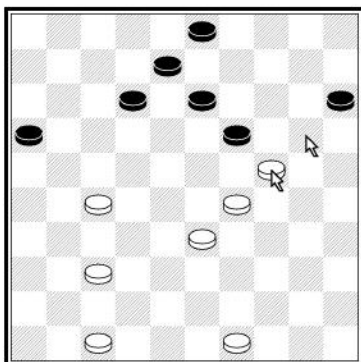
Black has just attacked the piece at <24>. White can defend the piece by playing

**1.40 - 35 19 x 30**  
**2.35 x 24**



Piece <24> is attacked. In this case white closes the gap at <30>.

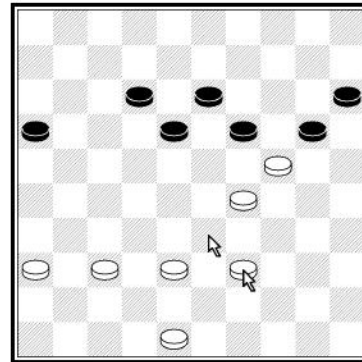
**34 - 30**



In this situation white can defend the attacked piece by changing

**1.24 - 20 15 x 24**

**2.29 x 20**



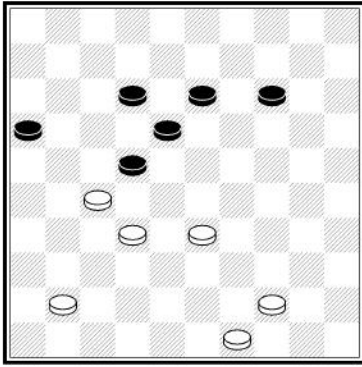
In this situation defending the attacked piece is more complex. White first makes the 29 / 33 / 38 tail and then makes a 2 x 2 exchange.

**1.39 - 33 19 x 30**  
**2.29 - 23 18 x 29**  
**3.33 x 35**

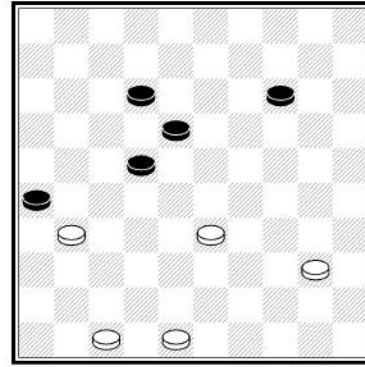


### DamMentor 007 Verdedigen Exercises 1 - 19

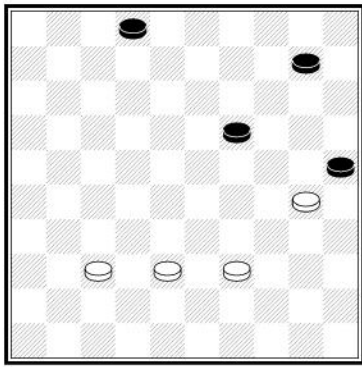
**Exercise 1 – 16** What's the right move to defend?



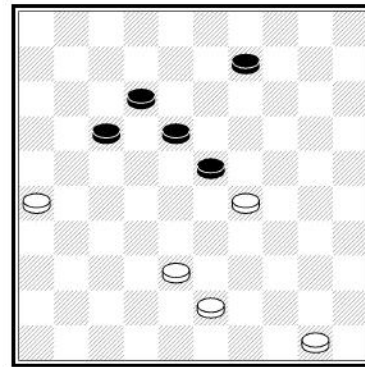
7.1



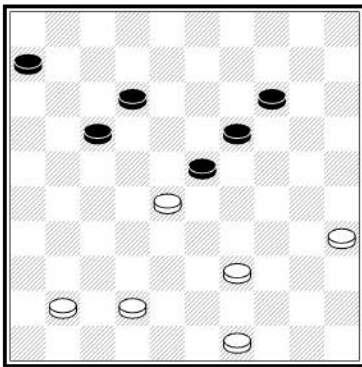
7.5



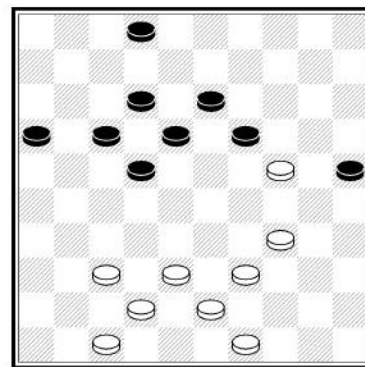
7.2



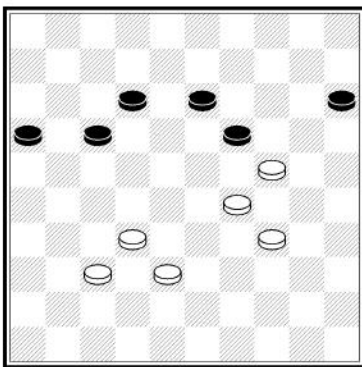
7.6



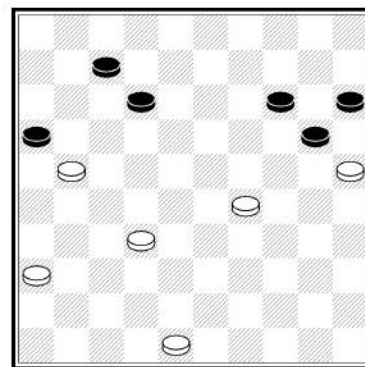
7.3



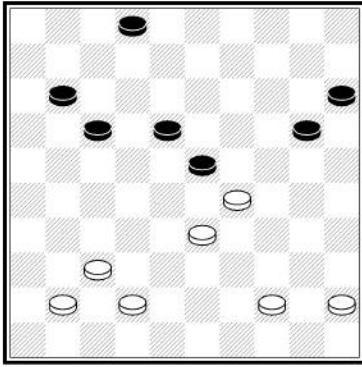
7.7



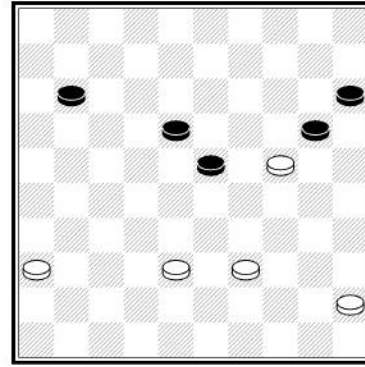
7.4



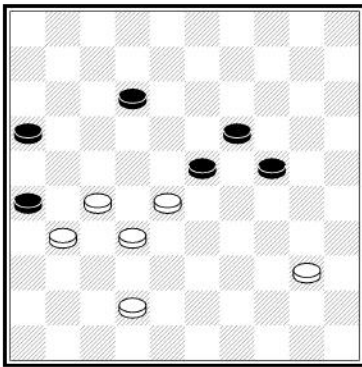
7.8



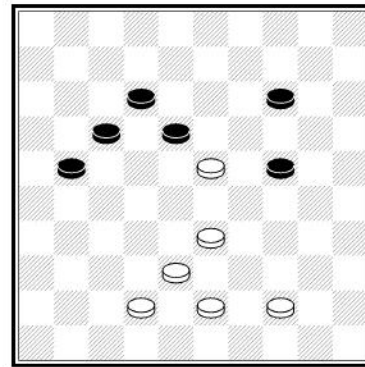
7.9



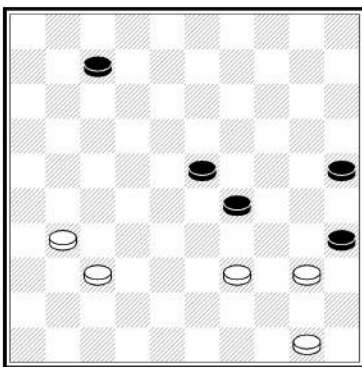
7.13



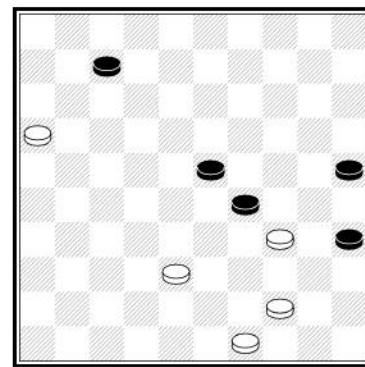
7.10



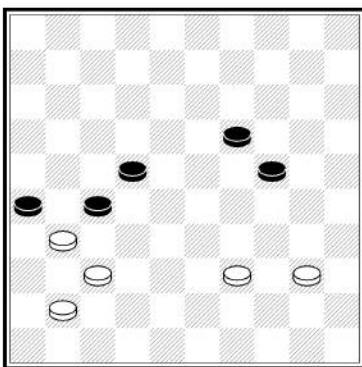
7.14



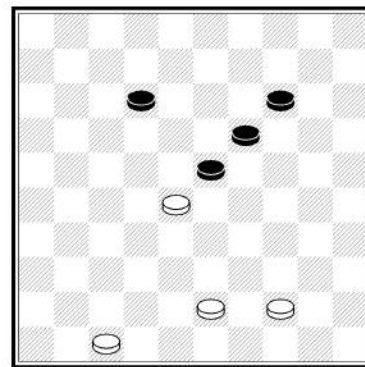
7.11



7.15



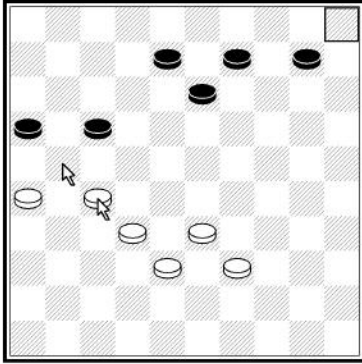
7.12



7.16

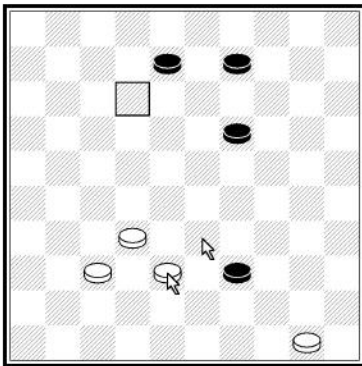


## 8. Making a shot



Sometimes it is clever to give away a piece. Sacrificing a piece in order to get back more pieces or to go to king is called a combination or shot. White makes a kingshot here by playing

1.27 – 21 16 x 27  
2.32 x 5

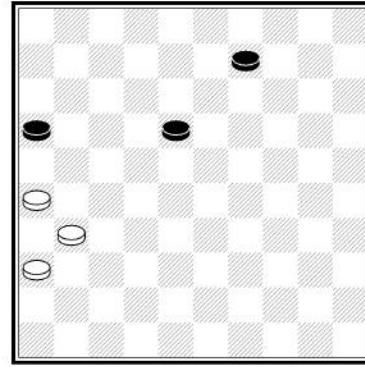


In this case white gives a piece, black has to capture backwards and white takes 4 pieces.

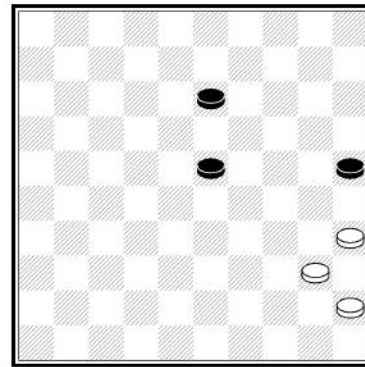
1.38 – 33 39 x 28  
2.32 x 12

### DamMentor 008 Combineren Exercises 1 - 20

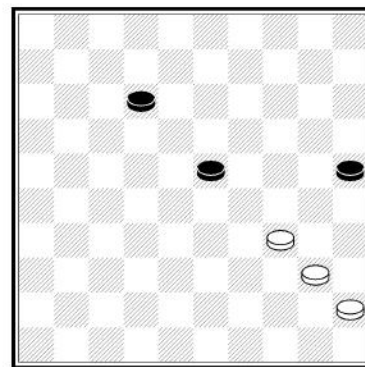
**Exercises 1 – 16** White makes a shot. Put an arrow at the first move and mark the square where the shot ends.



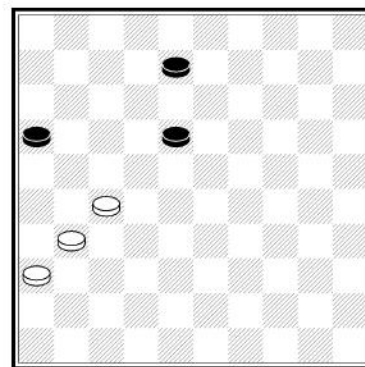
8.1



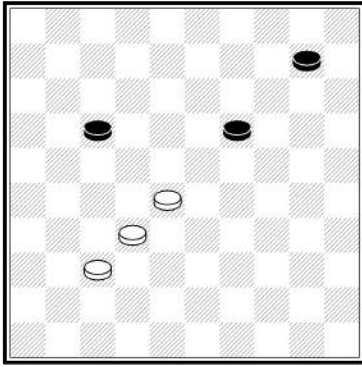
8.2



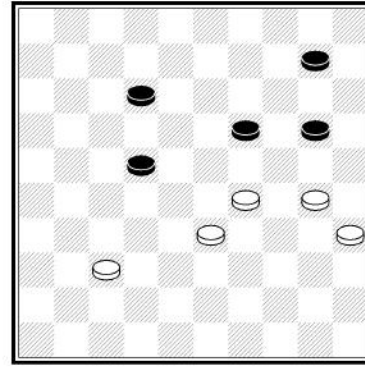
8.3



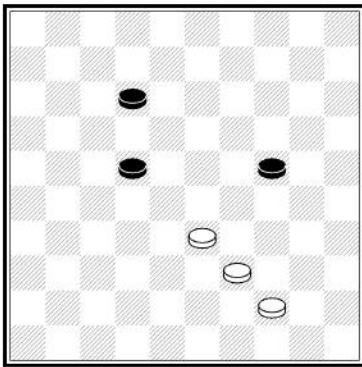
8.4



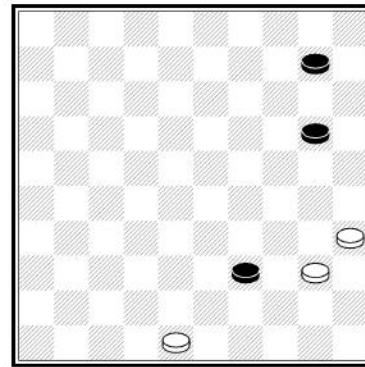
8.5



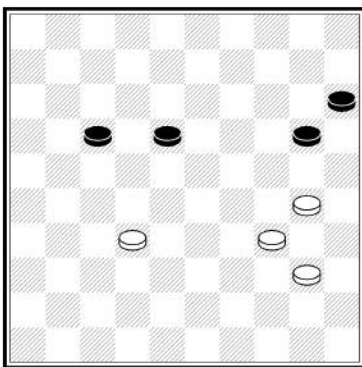
8.9



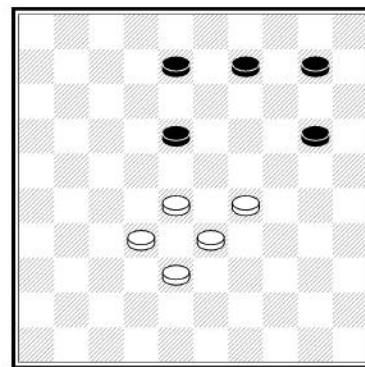
8.6



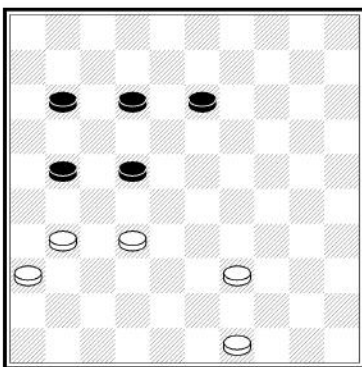
8.10



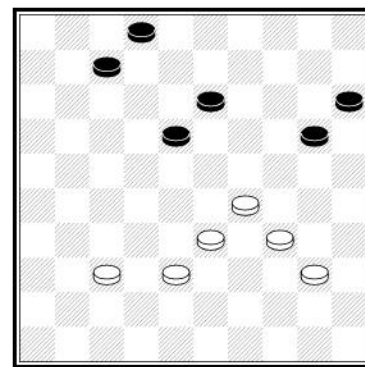
8.7



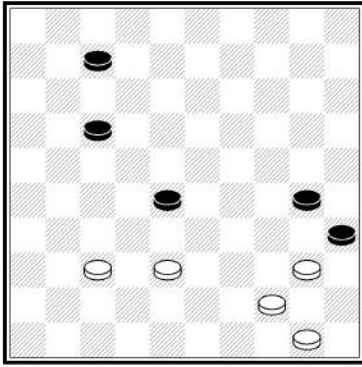
8.11



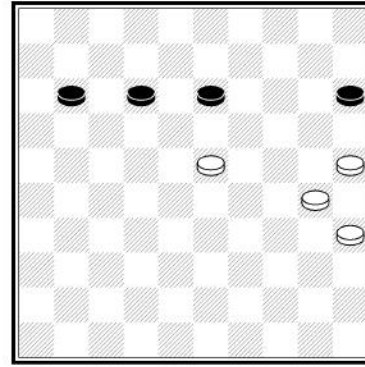
8.8



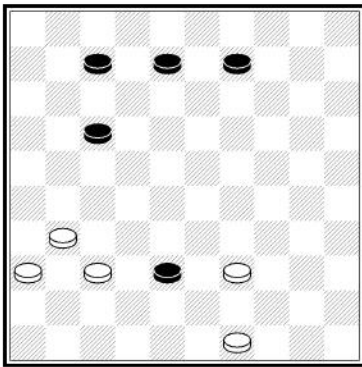
8.12



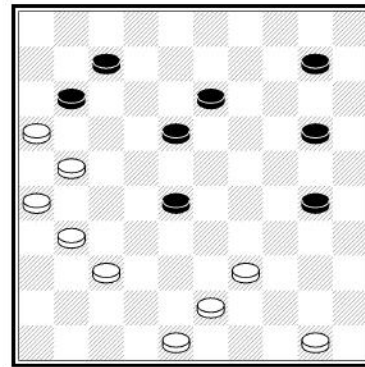
8.13



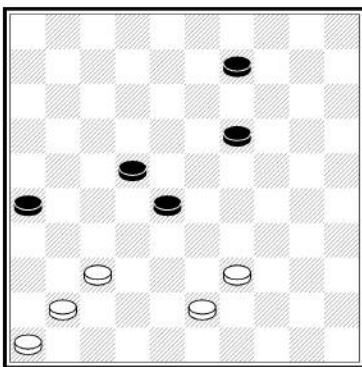
8.17



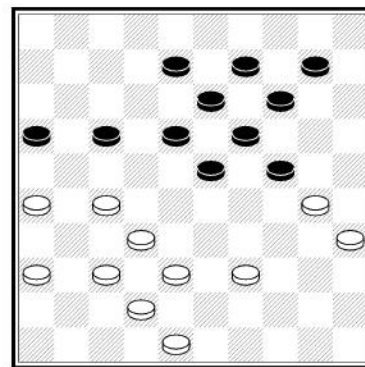
8.14



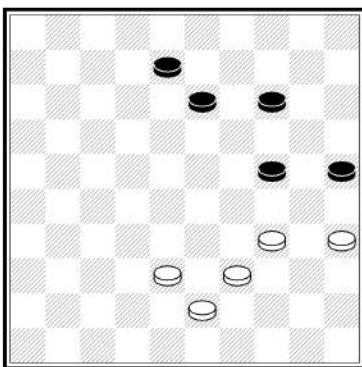
8.18



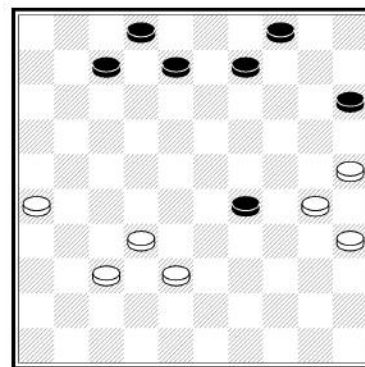
8.15



8.19

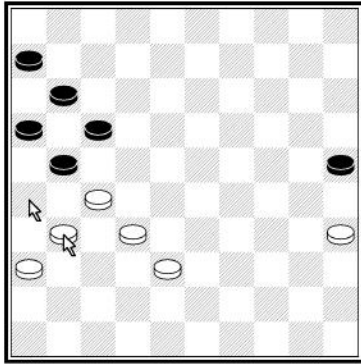


8.16



8.20

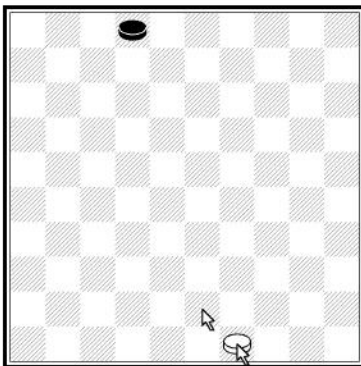
## 9. Freezing out the opponent



If you are frozen out, it means that you don't have a good move left anymore. Freezing out the opponent is a very important strategy in high level draughts games!

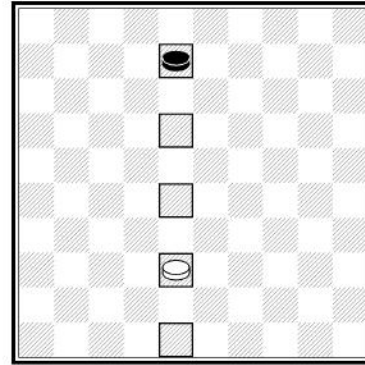
White can freeze the opponent out by playing 31 - 26. After this move black can only sacrifice pieces.

**31 - 26**

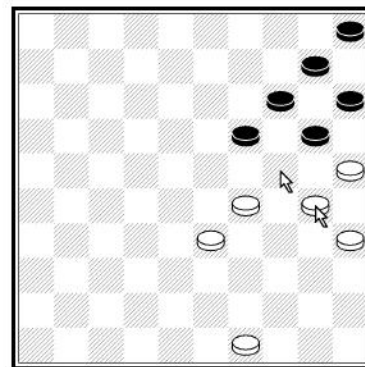


White can stop the black piece by opposition: **49 - 43!** If the pieces are in the same column, the colour that has to move first, loses by opposition.

After **49 - 43 2 - 8 43 - 38** black is to move.



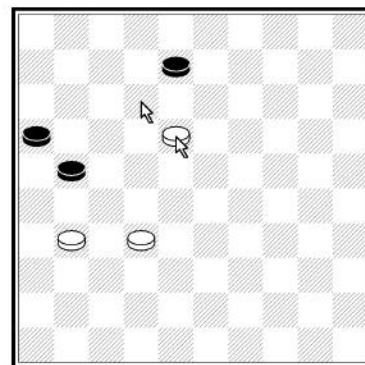
Black is to play, so white wins by opposition. If white was to move, black would win.



In this case white makes an exchange in order to freeze black out.

**1.30 - 24 19 x 30  
2.35 x 24**

Black can only sacrifice pieces now.



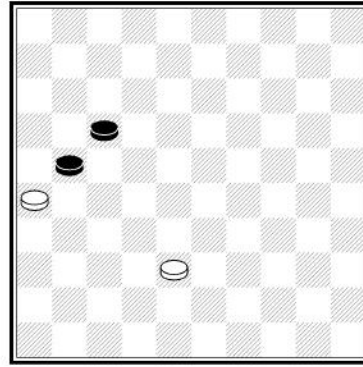
Sometimes it is smart to sacrifice a piece. In this case white sacrifices a piece by playing

**1.18 - 1 ! 8 x 17  
2.31 - 26**

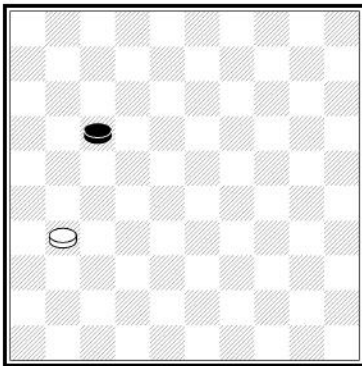
and black is frozen out.

**DamMentor 009 Vastzetten Exercises 2 - 20**  
 (At **exercise 17** it says: Use an exchange!)

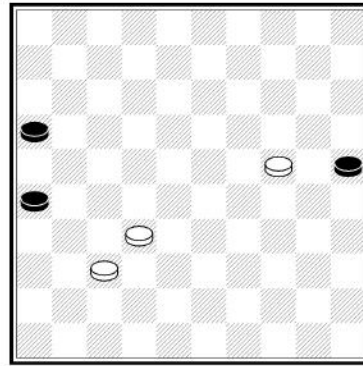
**Exercises 1 – 20** With what move can you freeze out the opponent (draw arrows)?



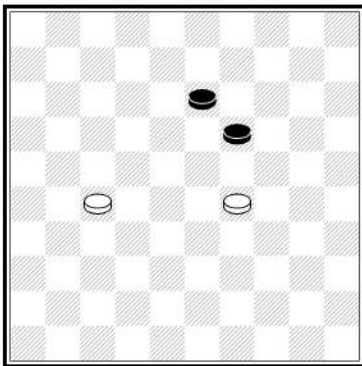
9.4



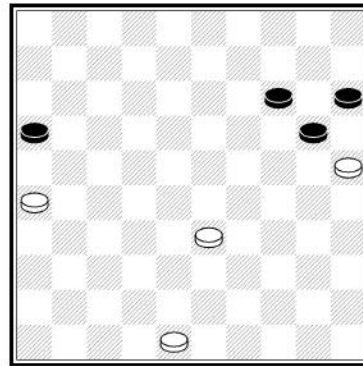
9.1



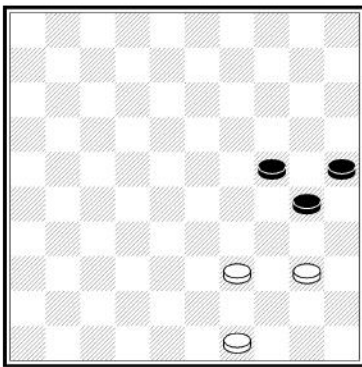
9.5



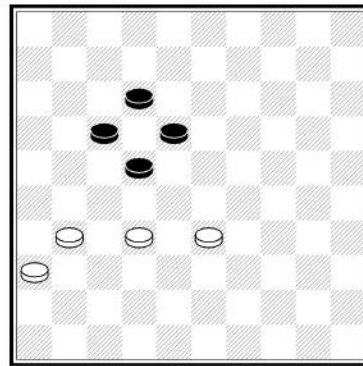
9.2



9.6

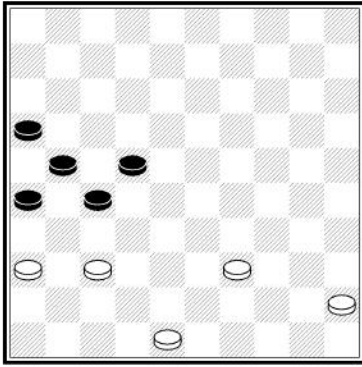


9.3

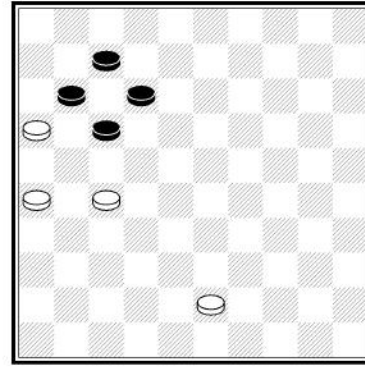


9.7

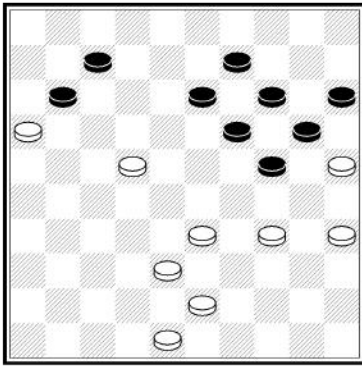




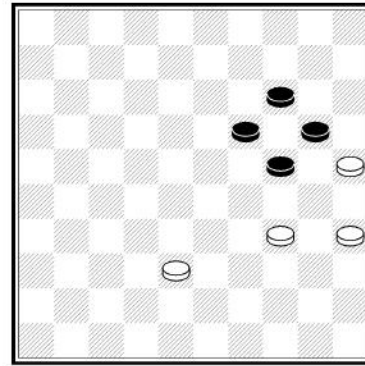
9.8



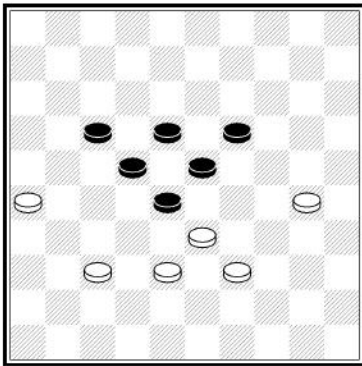
9.12



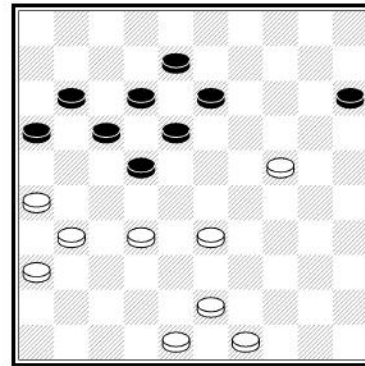
9.9



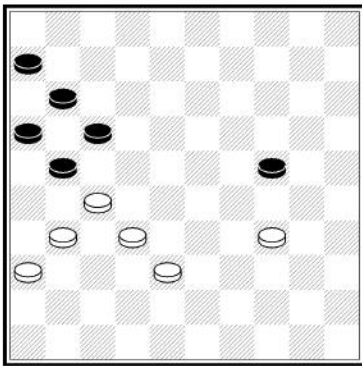
9.13



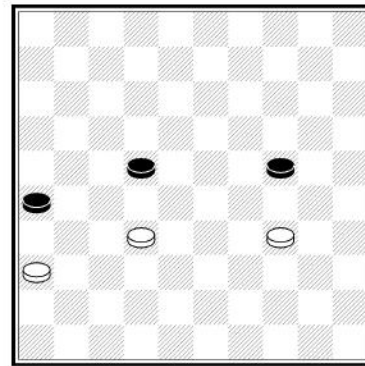
9.10



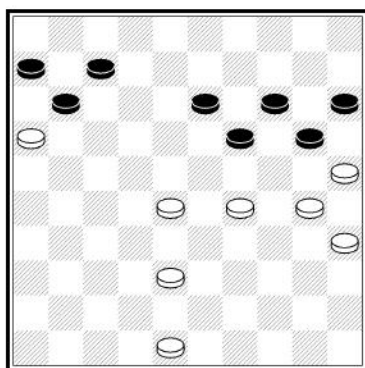
9.14



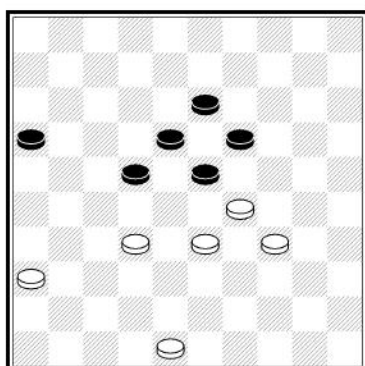
9.11



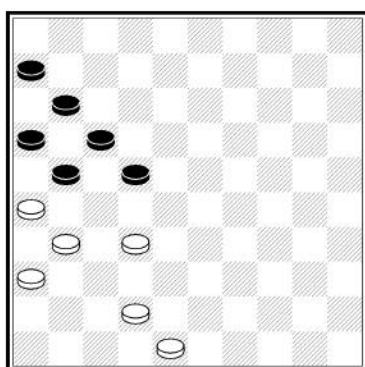
9.15



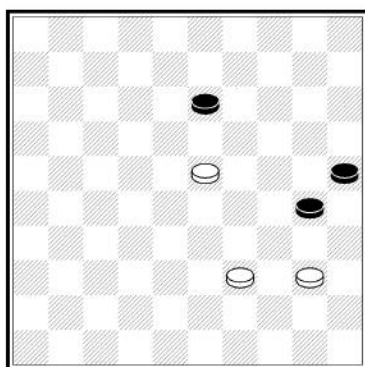
9.16



9.17

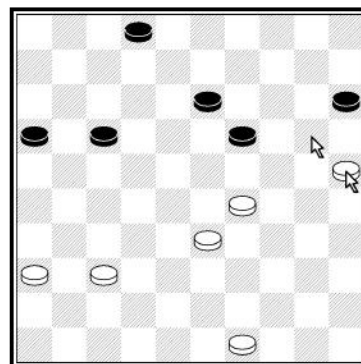


9.18



9.19

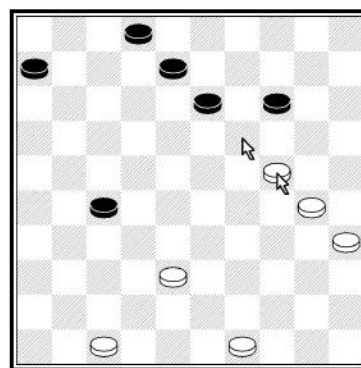
## 10. Making a breakthrough



One of the ways to win a game is by getting a king. In this example white makes a breakthrough by making an exchange:

1.25 – 20 15 x 24  
2.29 x 20

After this exchange the white piece at <20> can't be stopped anymore and goes to king.



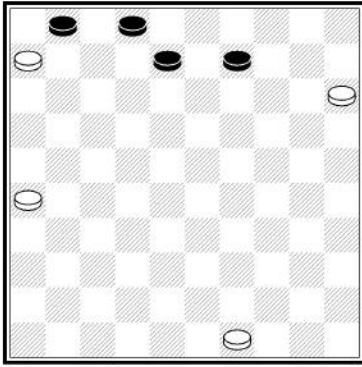
Since a king is very strong you should be willing to sacrifice a piece for making a breakthrough. White can sacrifice a piece here, after which, he makes the breakthrough by playing

1.24 – 19 14 x 23  
2.30 – 25

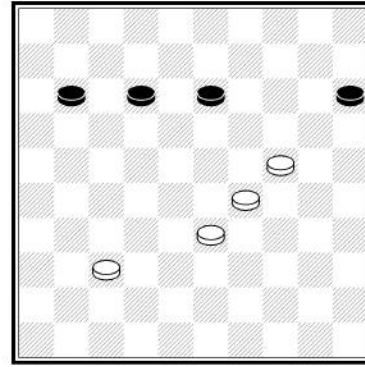
Piece 25 can't be stopped anymore in his race to king.

### DamMentor 010 Doorbreken Exercises 1 - 20

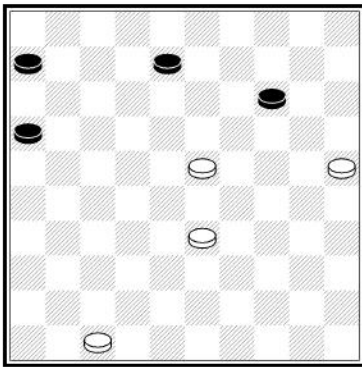
**Exercises 1 – 20** Make a breakthrough (draw arrows)!



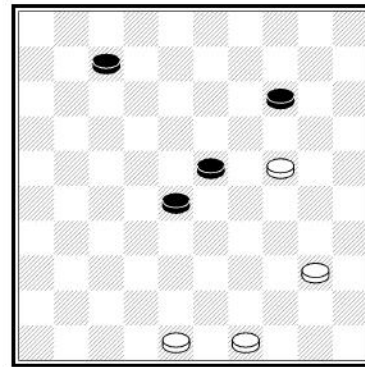
10.1



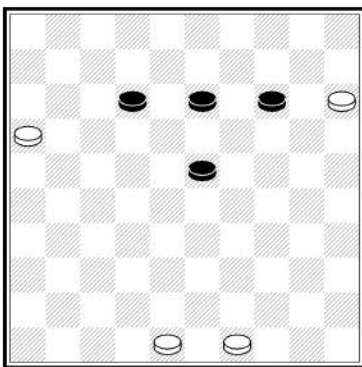
10.5



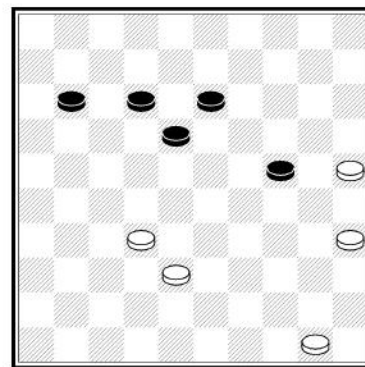
10.2



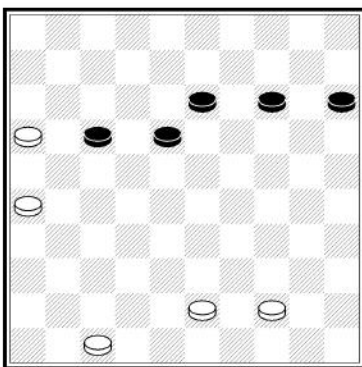
10.6



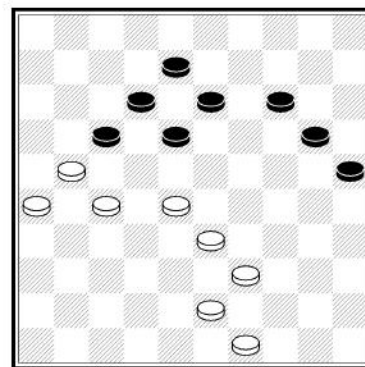
10.3



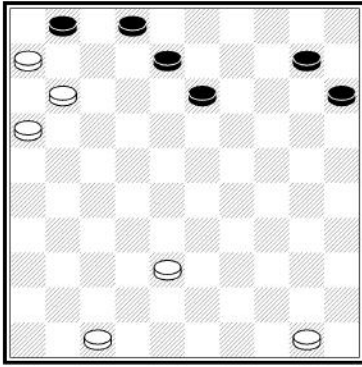
10.7



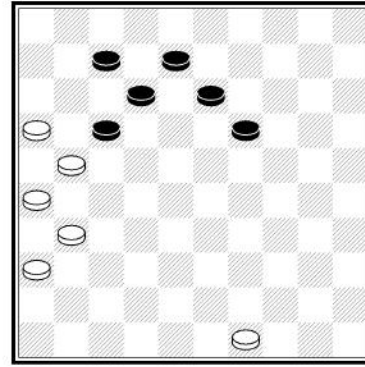
10.4



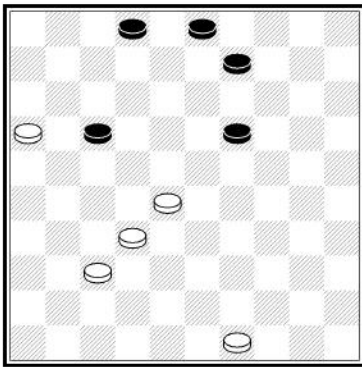
10.8



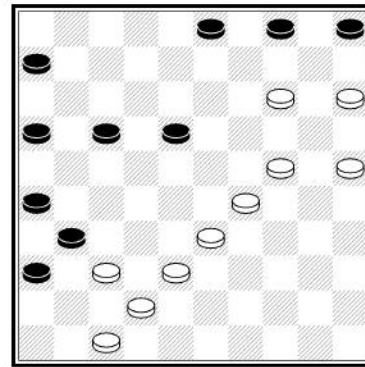
10.9



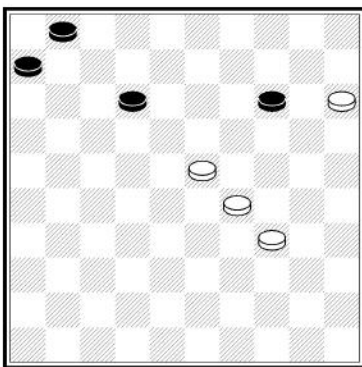
10.13



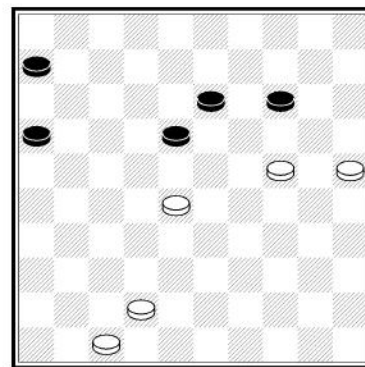
10.10



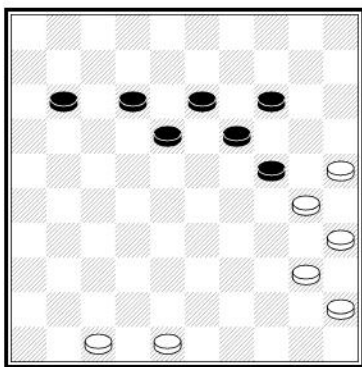
10.14



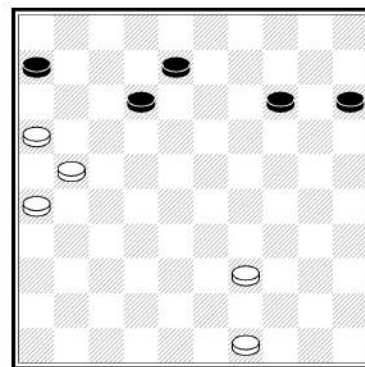
10.11



10.15

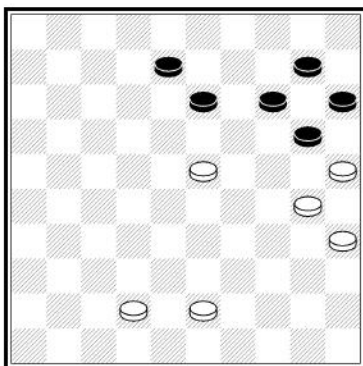


10.12

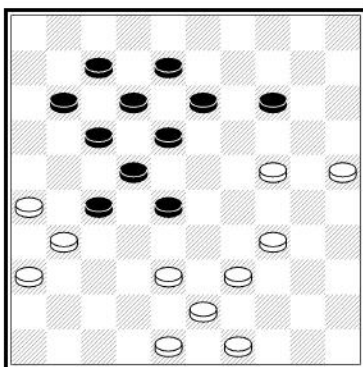


10.16

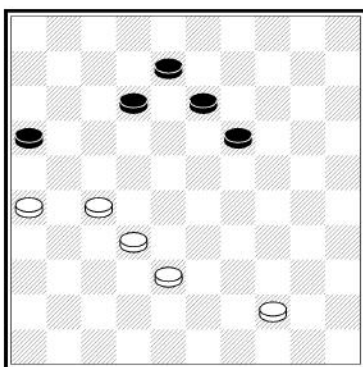




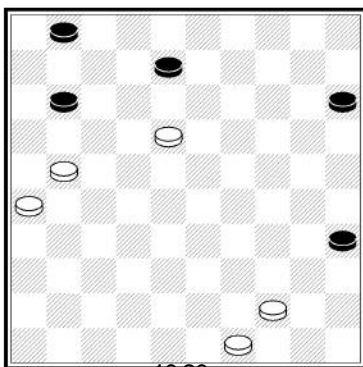
10.17



10.18\*\*



10.19\*\*

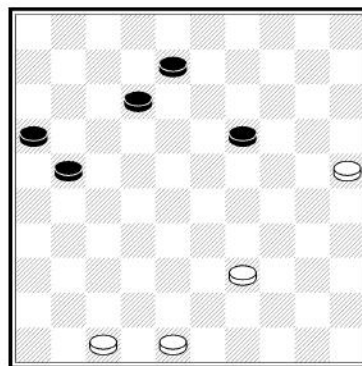


10.20

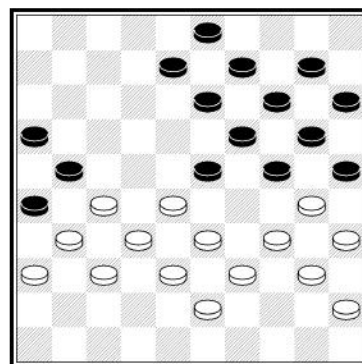
## 11. Judging positions

Judging positions isn't easy. We will learn a few features of a positions that determine who has the best position.

1. Number of pieces. This speaks for itself.  
It is usually - but not always - an advantage to have more pieces than the opponent.
2. Space to play
3. Pieces breaking through



In this case white has one piece less, but the right piece will break through playing 25 - 20. So, the position is better for white.



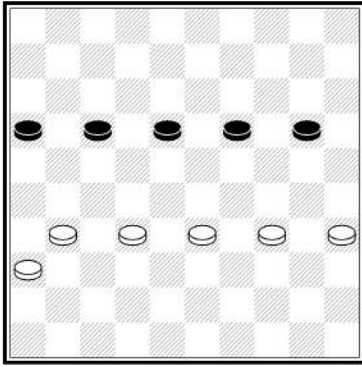
The number of pieces is equal but white has a lack of space. He doesn't have a single good move. Check the following moves:

1. 34- 29 will lose two pieces!
- 33 - 29 24 x 42 loses a piece.
3. 27 - 22 is met by 21 - 27! B+
- 28 - 22 is met by 23 - 28 B+

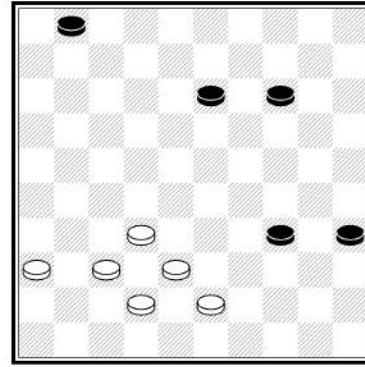
### DamMentor 011 Taxeren Exercises 1 - 21

**Exercises 1 – 20** Is the position (white to move) better for white or for black or is it equal?

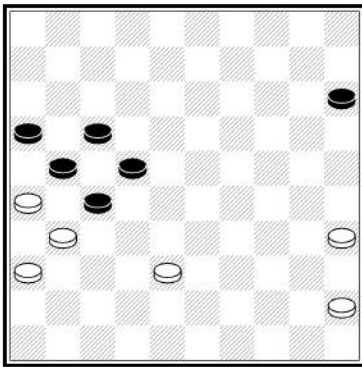




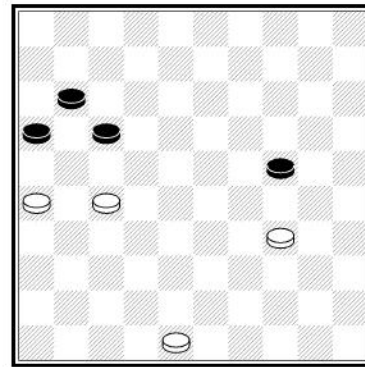
11.1



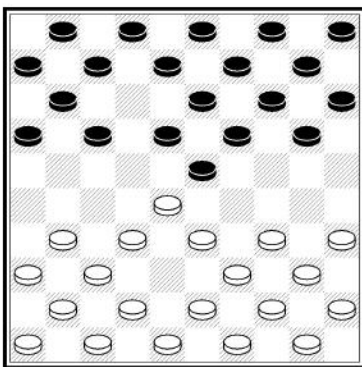
11.5



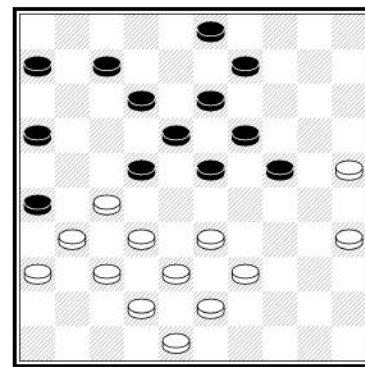
11.2



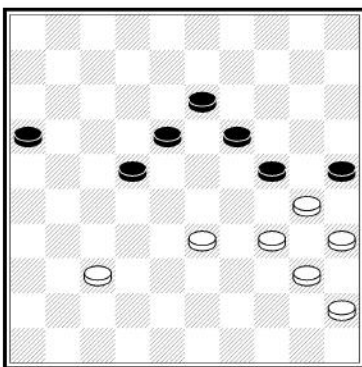
11.6



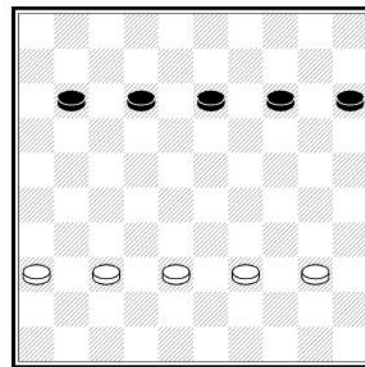
11.3



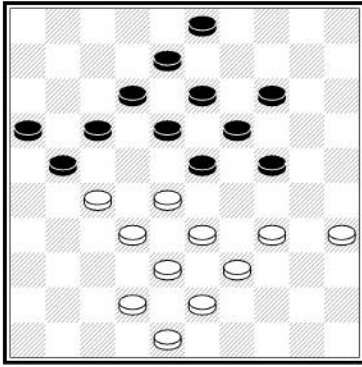
11.7



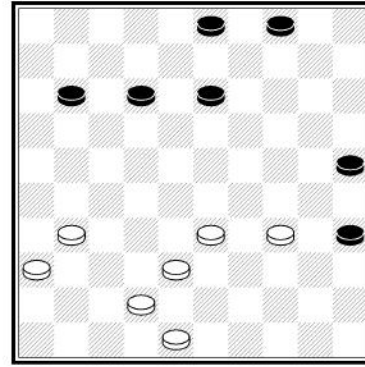
11.4



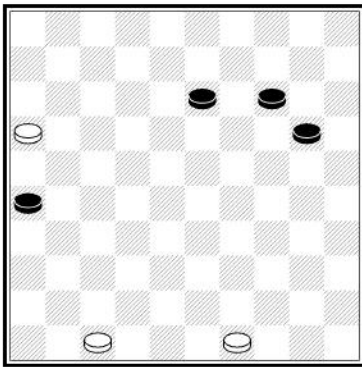
11.8



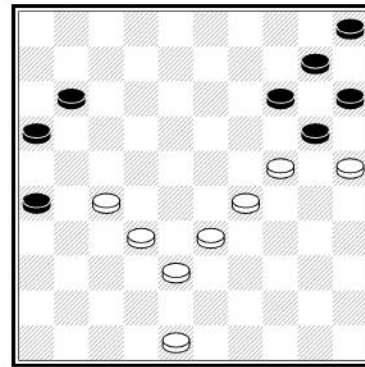
11.9



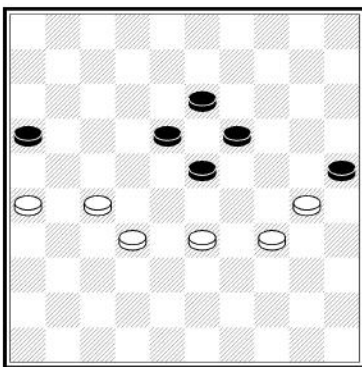
11.13



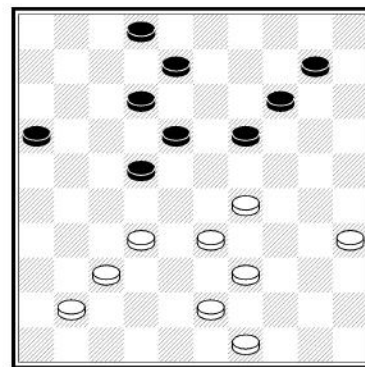
11.10



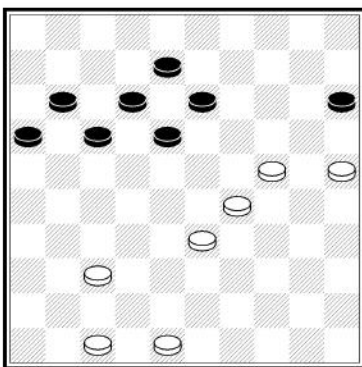
11.14



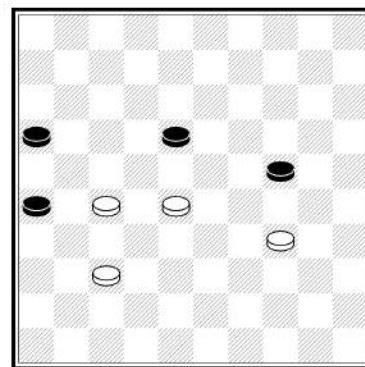
11.11



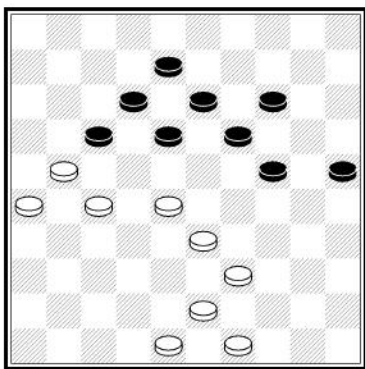
11.15



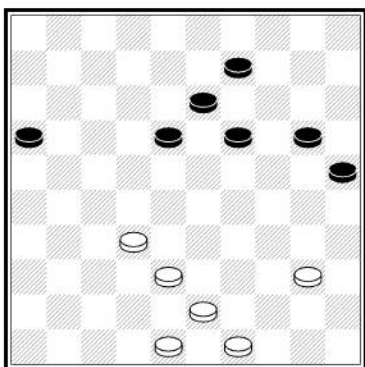
11.12



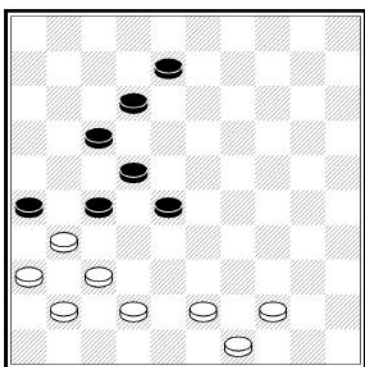
11.16



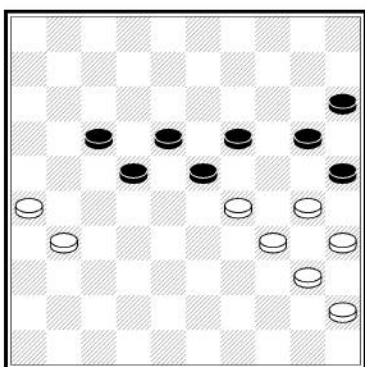
11.17



11.18

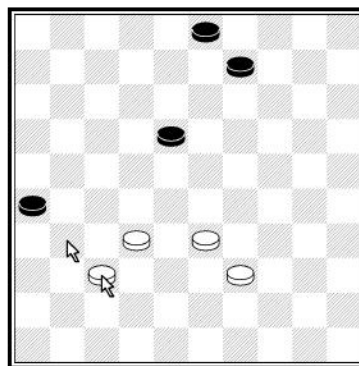


11.19



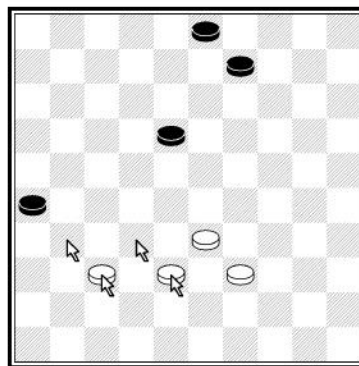
11.20

## 12. Shots



Shots are very important in the game of draughts. Sometimes you can sacrifice more than one piece to make a shot. White wins by playing

1.37 – 31 26 x 28  
2.33 x 4

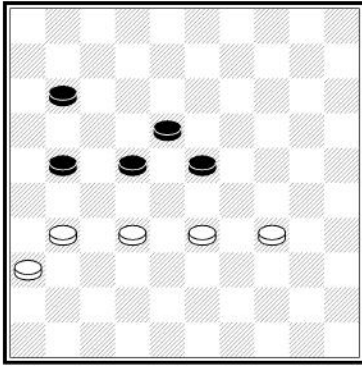


White has to give a piece and then give another piece to make the shot.

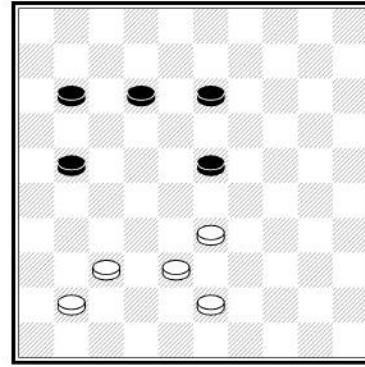
1.37 – 31 26 x 37  
2.38 – 32 37 x 28  
3.33 x 4

**DamMentor 013 Zetjes**

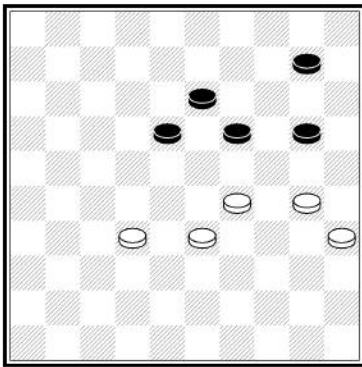
**Exercises 1 – 21** Put an arrow at the right move and mark the square on which the shot ends.



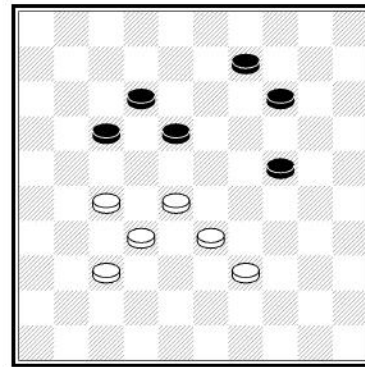
12.1



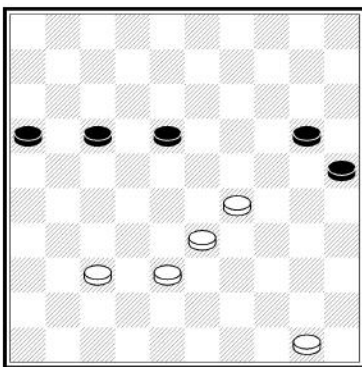
12.5



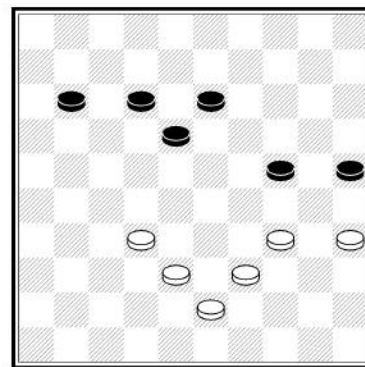
12.2



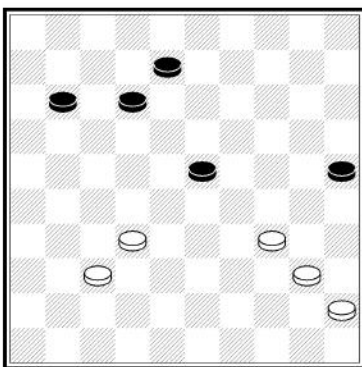
12.6



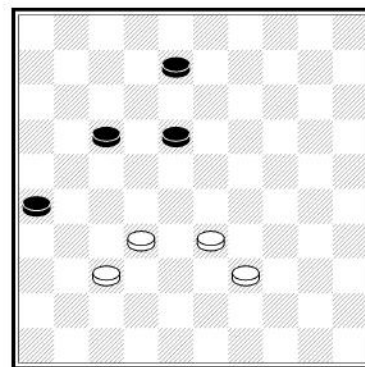
12.3



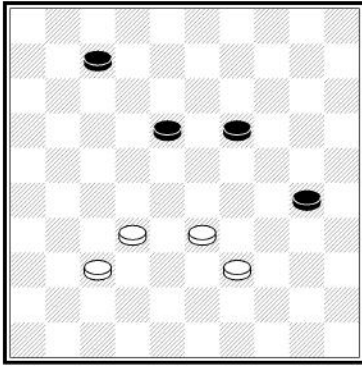
12.7



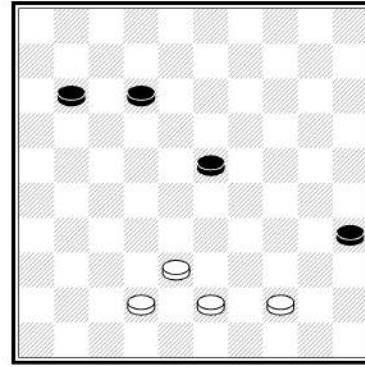
12.4



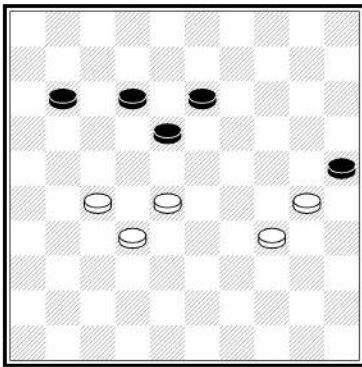
12.8



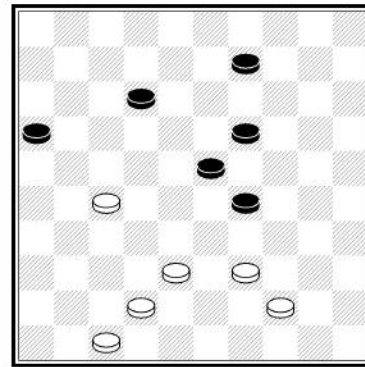
12.9



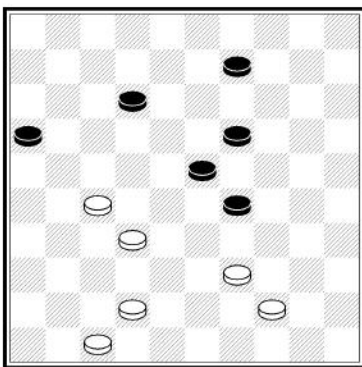
12.13



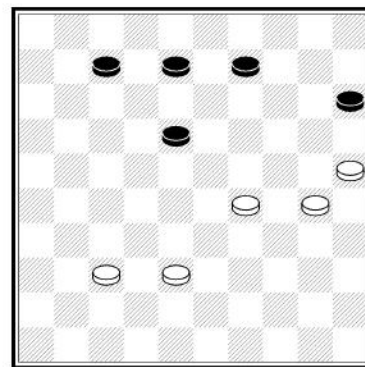
12.10



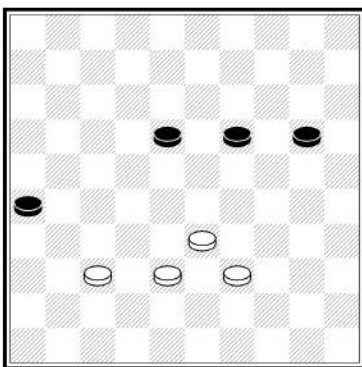
12.14



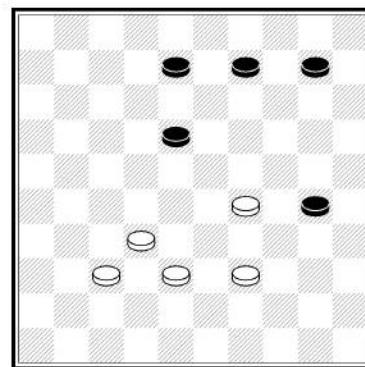
12.11



12.15

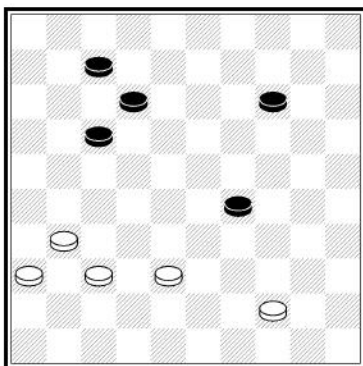


12.12

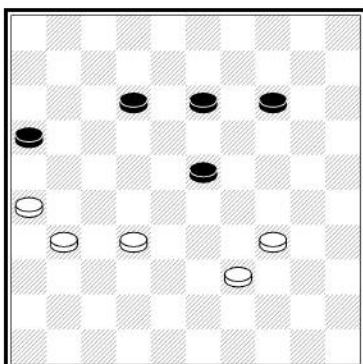


12.16

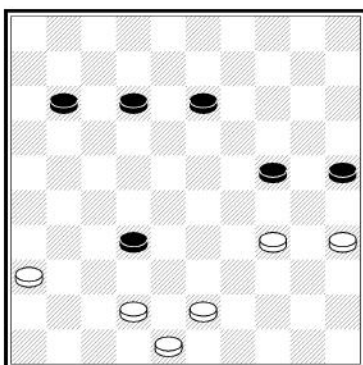




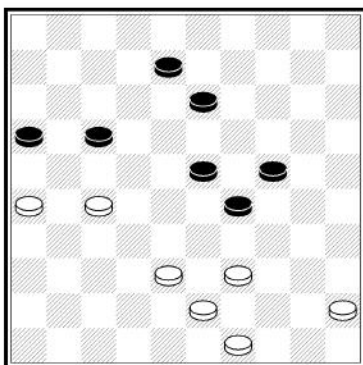
12.17



12.18

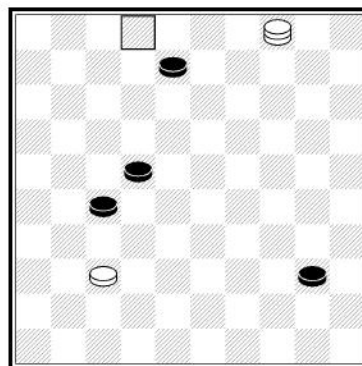


12.19



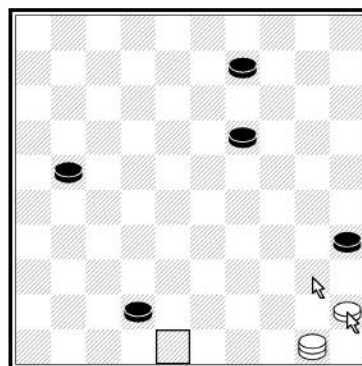
12.20

## 13. Making shots with your king



A king can be a mighty weapon. Since the king has huge capturing potential you can make big shots with them. White can take all black pieces (4 x 27 x 49 x 35 x 2) by playing

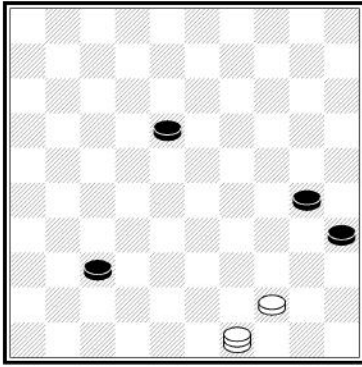
1.37 – 32 27 x 38  
2.4 x 2



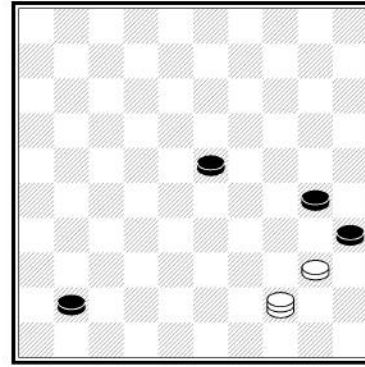
1.45 – 40 35 x 44  
2.50 x 48

### 012 Combineren met een dam

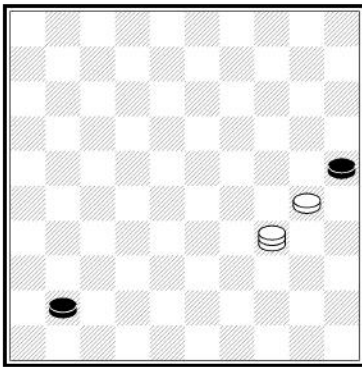
**Exercises 1 – 20** Put an arrow to show the right move and mark the square on which the shot ends.



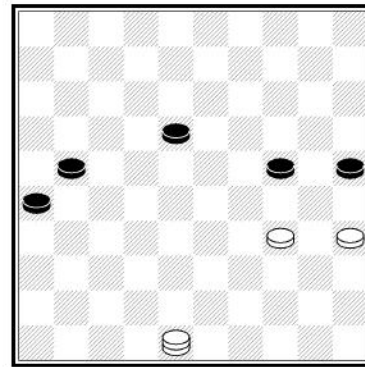
13.1



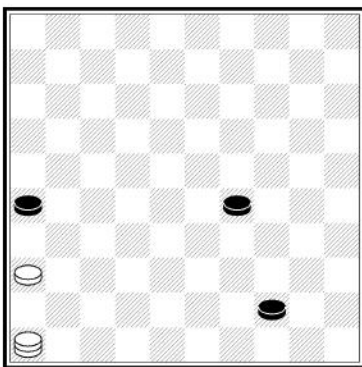
13.5



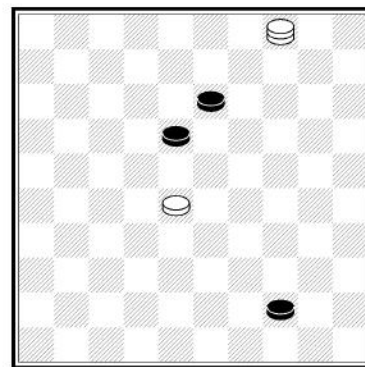
13.2



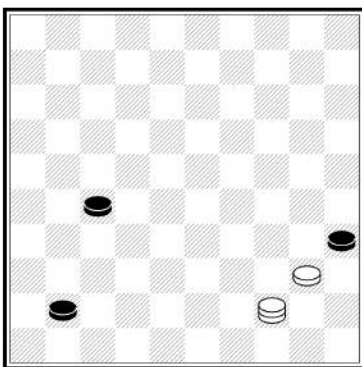
13.6



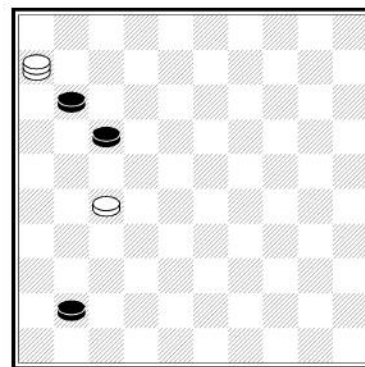
13.3



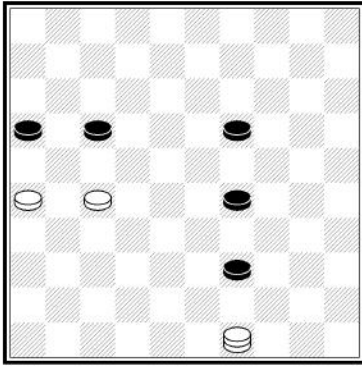
13.7



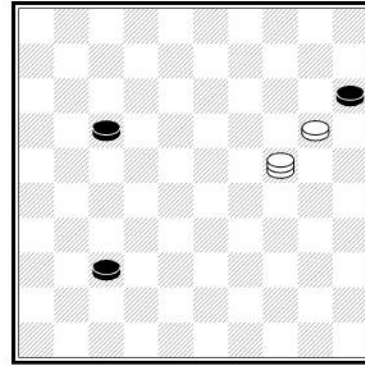
13.4



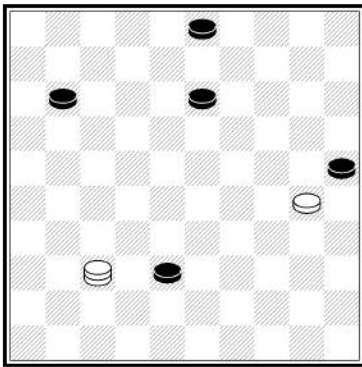
13.8



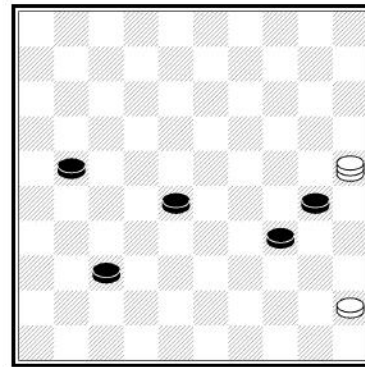
13.9



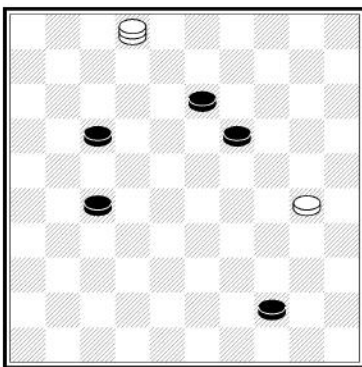
13.13



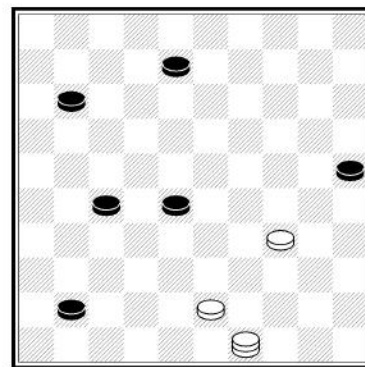
13.10



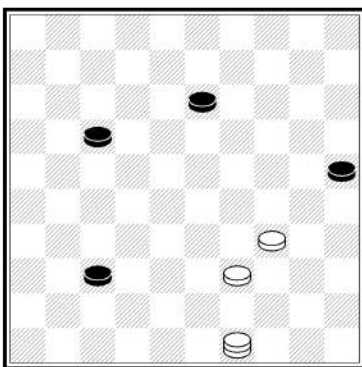
13.14



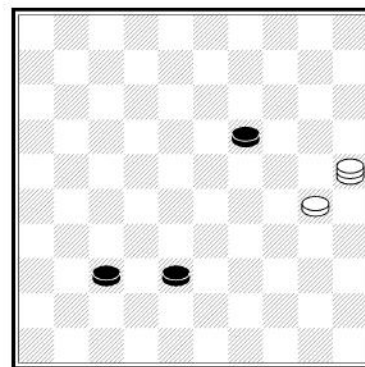
13.11



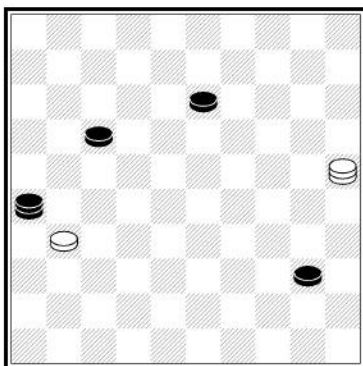
13.15



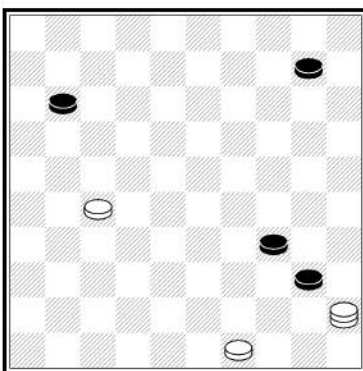
13.12



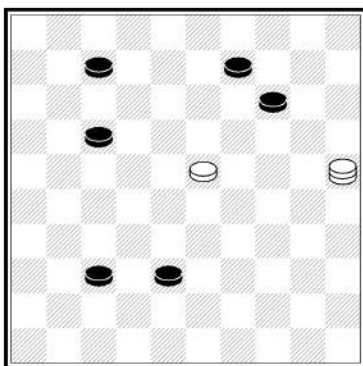
13.16



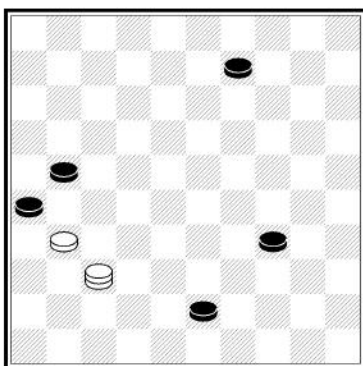
13.17



13.18



13.19

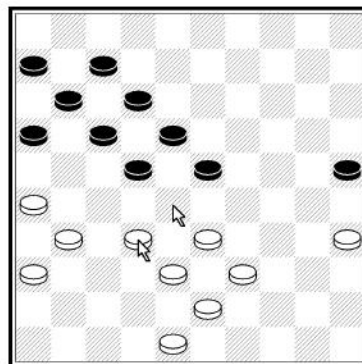


13.20

## 14. Making plans

We've learned a couple of methods (plans) to win a game:

1. Making a shot
2. Freezing out the opponent
3. Breaking through
4. Attacking pieces



The exercises are getting harder, since you don't know what to do.

Can white make a shot?

Can you freeze out the opponent?

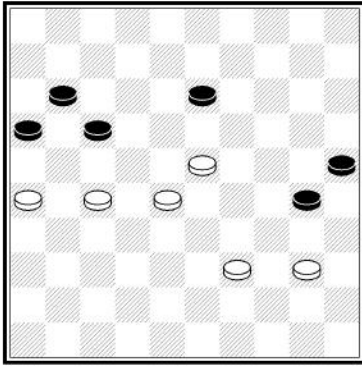
Can white break through?

Can white successfully attack pieces?

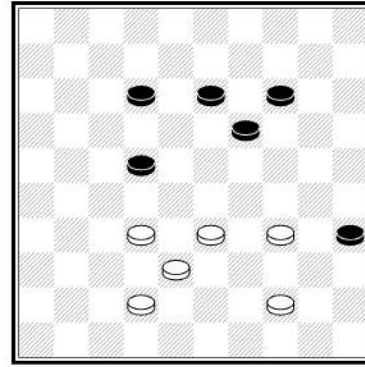
In this case white can freeze the opponent out by making an exchange: 32 - 28 23 x 32 38 x 27 and black has no good move left.

**DamMentor 014 Plannen maken Exercises 1 - 20**

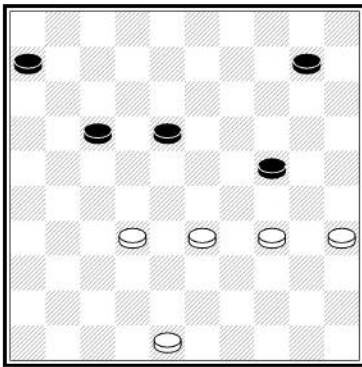
**Exercises 1 – 20** What's the right plan? What move white has to play (put arrows)?



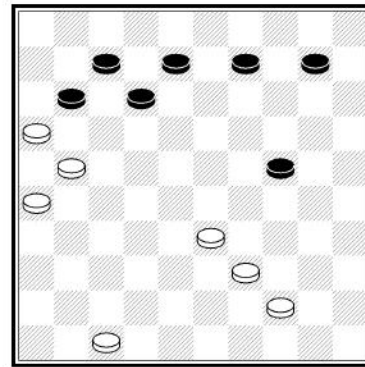
14.1



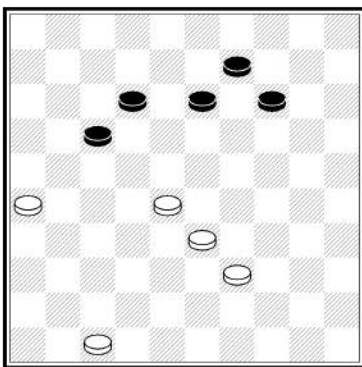
14.5



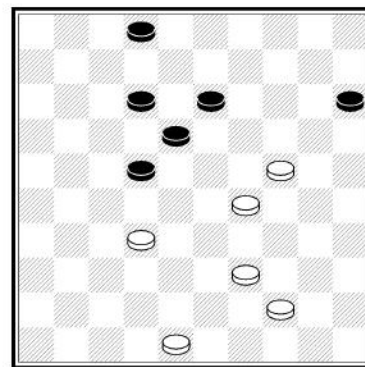
14.2



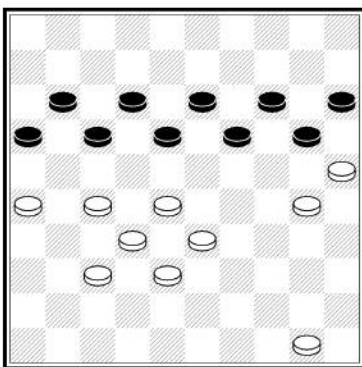
14.6



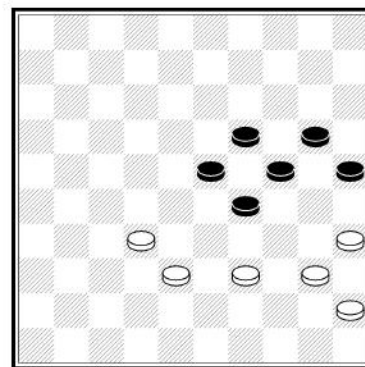
14.3



14.7

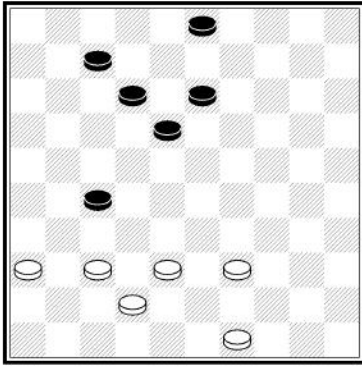


14.4

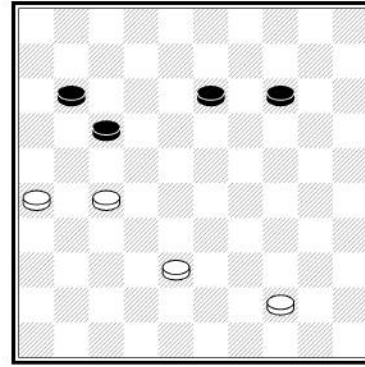


14.8

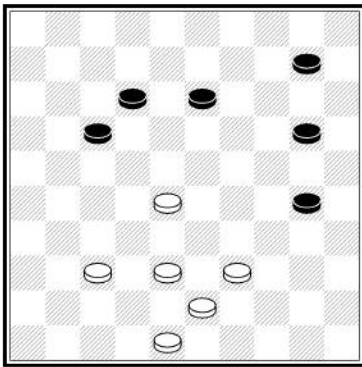




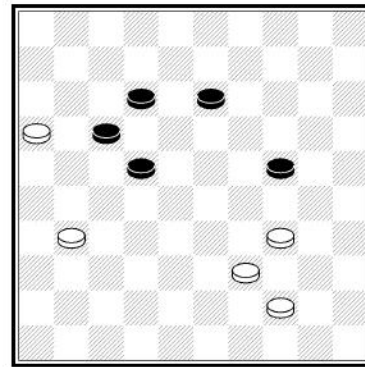
14.9



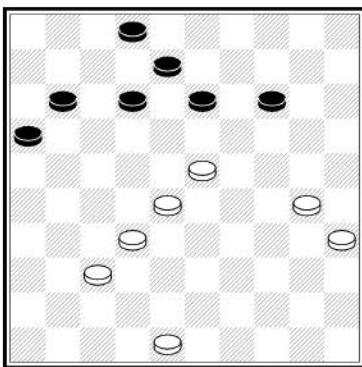
14.13



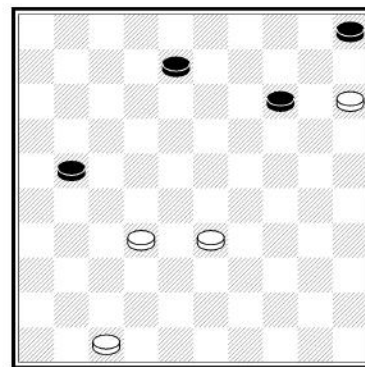
14.10



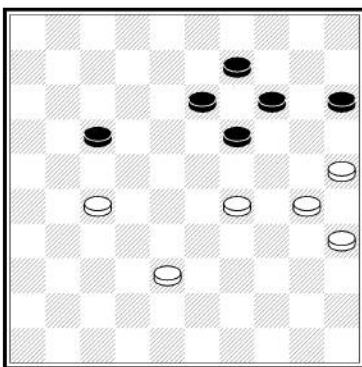
14.14



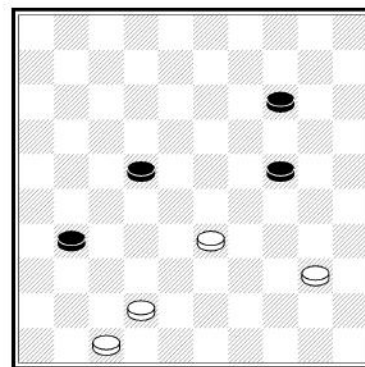
14.11



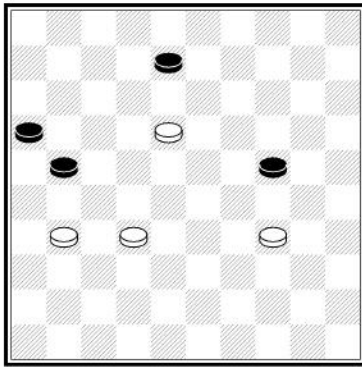
14.15



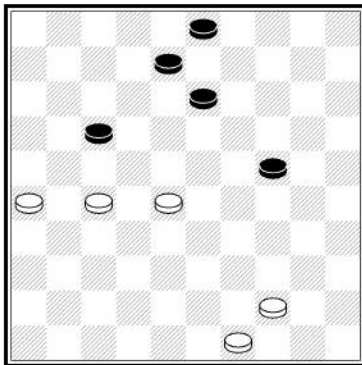
14.12



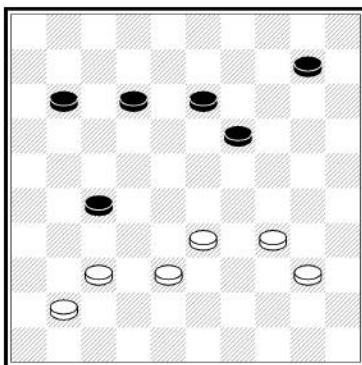
14.16



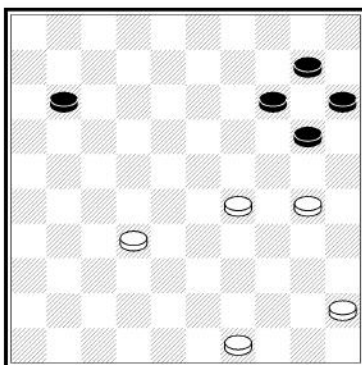
14.17



14.18

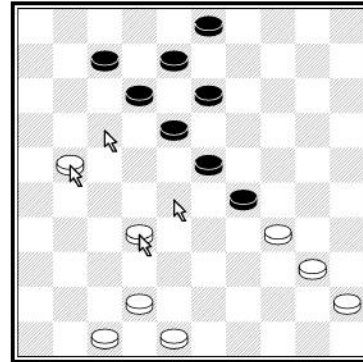


14.19



14.20

## 15. Removing pieces



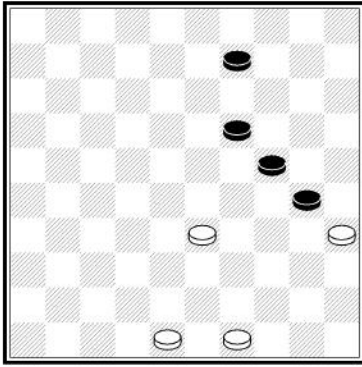
White can make a shot by removing the pieces at <12. & <23>.

1.21 – 17 12 x 21  
2.32 – 28 23 x 32  
3.34 x 1

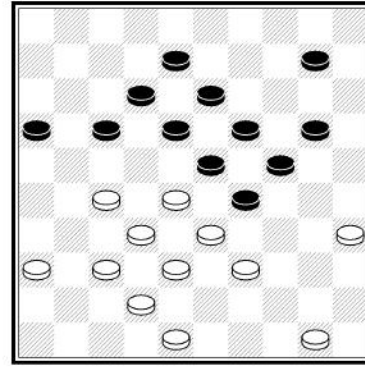


**DamMentor 015 Prikken**

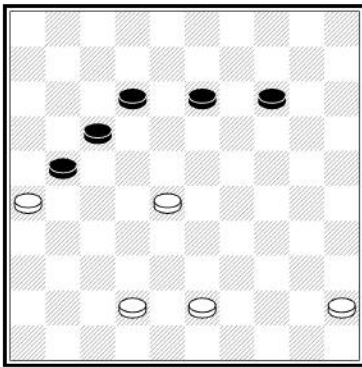
**Exercises 1 – 20** White makes a shot by removing pieces. Put an arrow and mark the end-square.



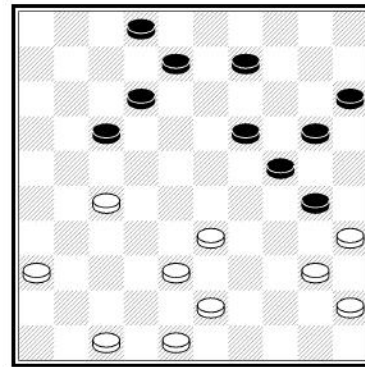
15.1



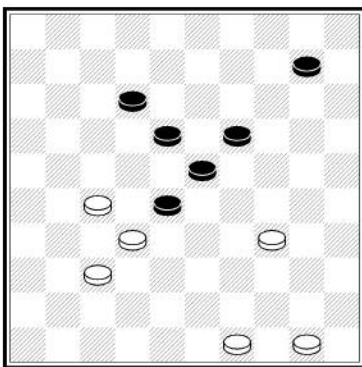
15.5



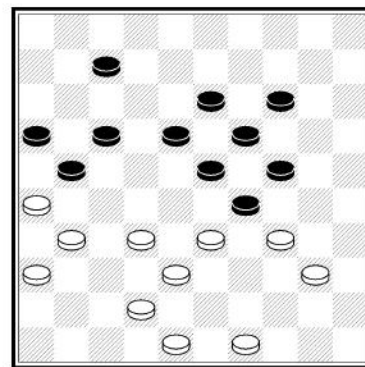
15.2



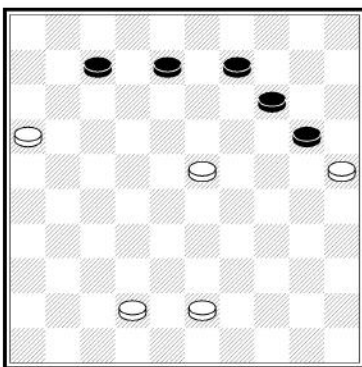
15.6



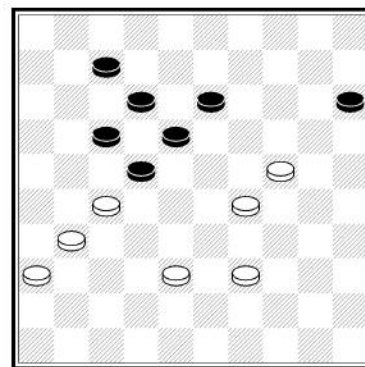
15.3



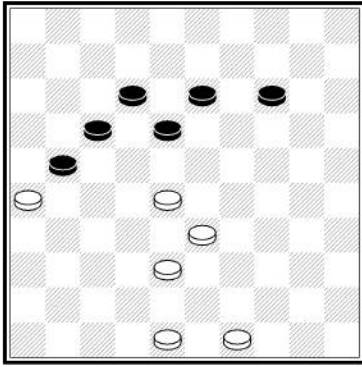
15.7



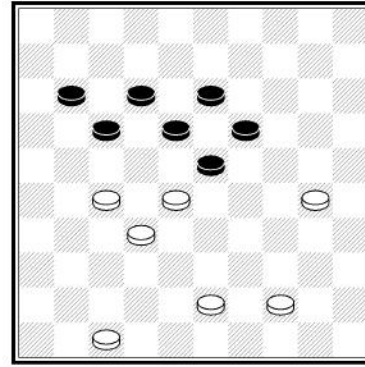
15.4



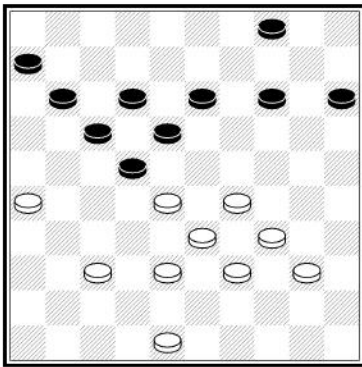
15.8



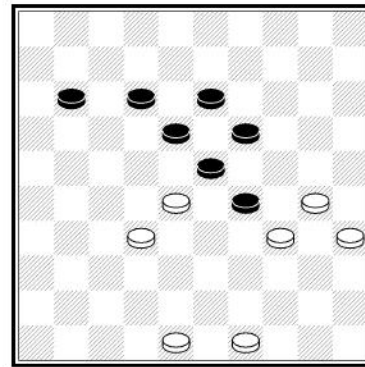
15.9



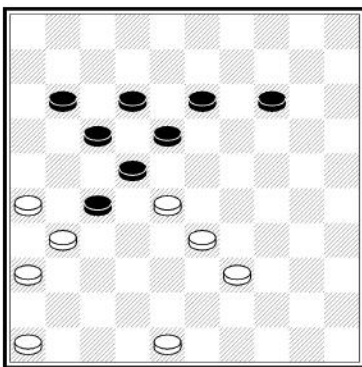
15.13



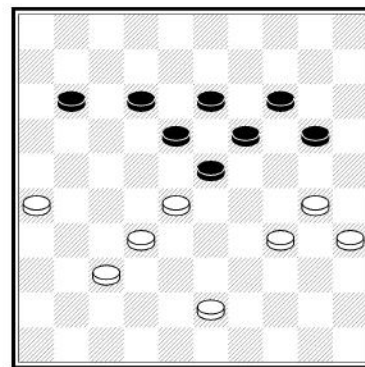
15.10



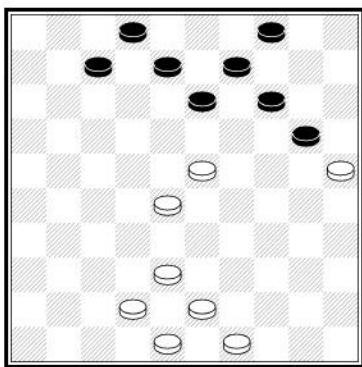
15.14



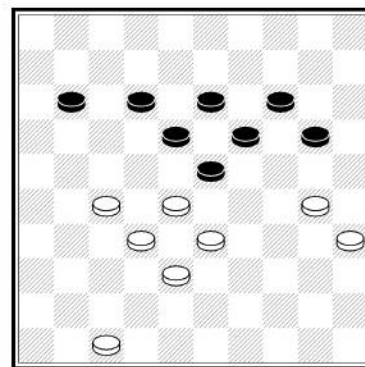
15.11



15.15

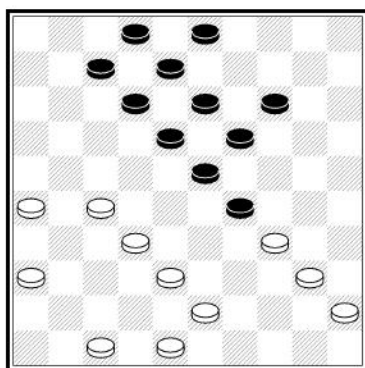


15.12

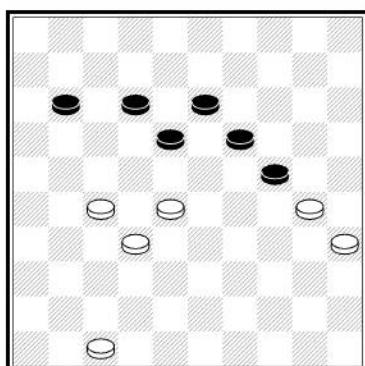


15.16

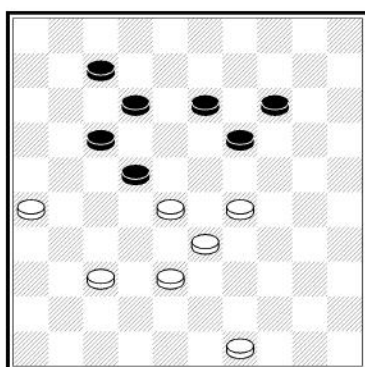




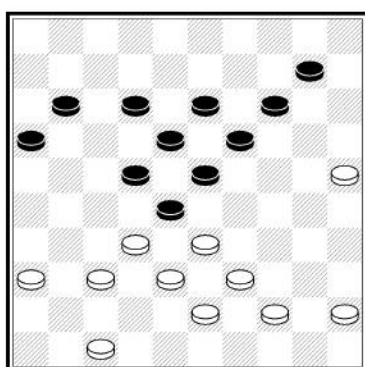
15.17



15.18

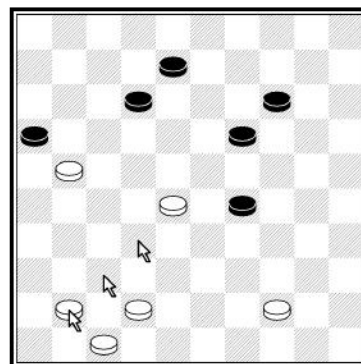


15.19



15.20

## 16. Using a free move



Attacking pieces is dangerous, because the opponent gets a free move. In this situation black has just attacked the piece at <21>. White uses the free move for making a shot

1.41 – 37 16 x 27  
2.37 – 32 27 x 38  
3.42 x 2

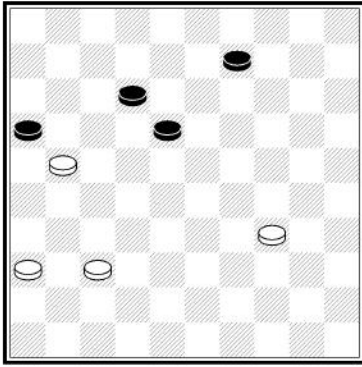


*Girls getting their prizes at the end of the Thailand draughts tournament*

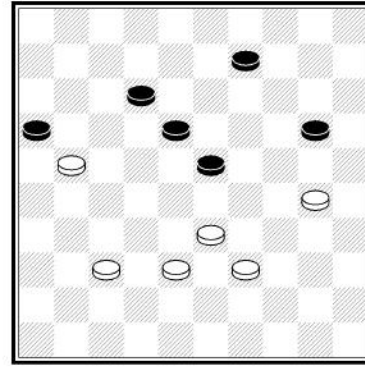
## 016 Benutten van een vrij tempo Ex 1 - 20

**Exercises 1 – 20** White uses the free move to make a shot. Put an arrow at the right move and mark the square, on which the shot ends.

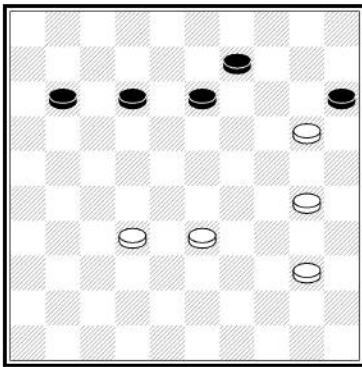




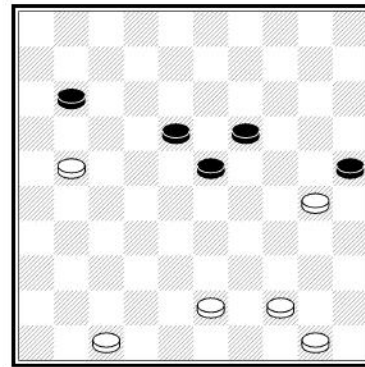
16.1



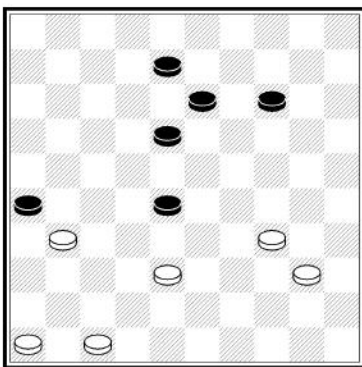
16.5



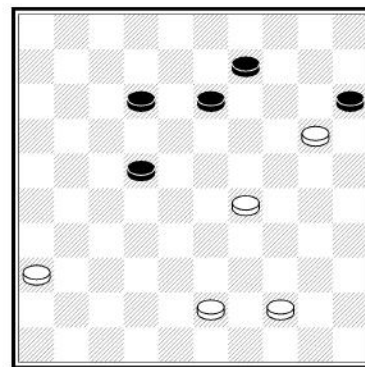
16.2



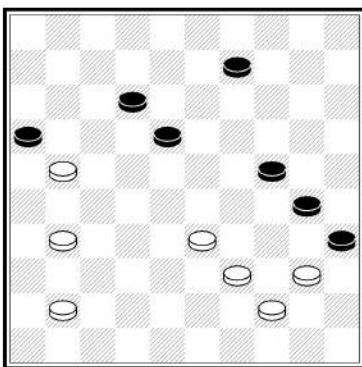
16.6



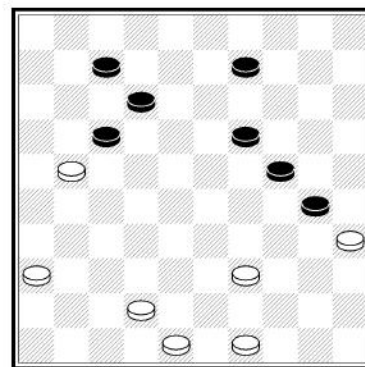
16.3



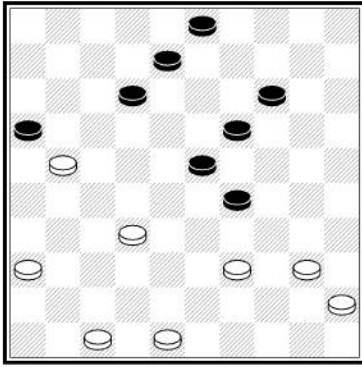
16.7



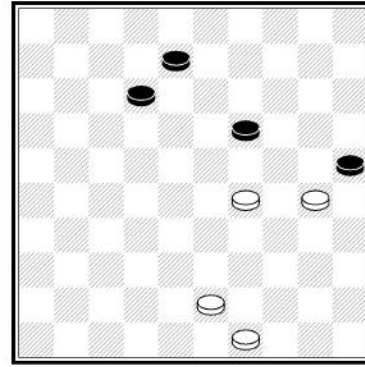
16.4



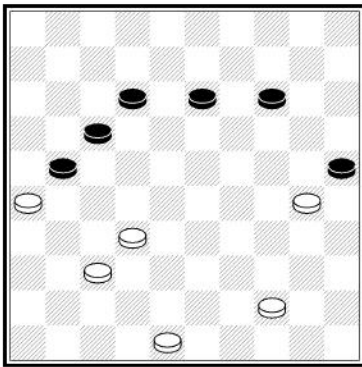
16.8



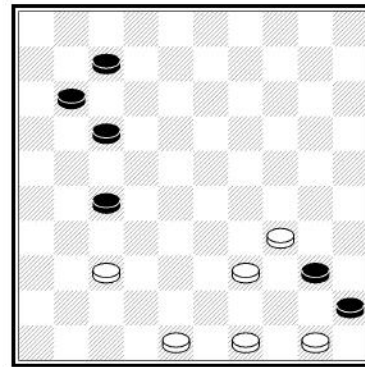
16.9



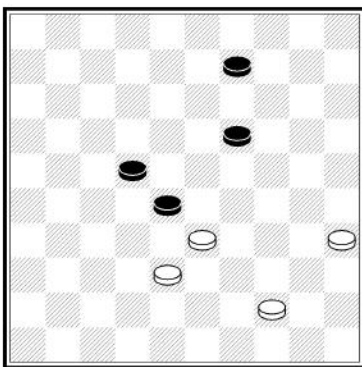
16.13



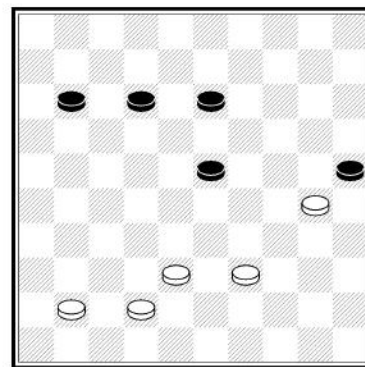
16.10



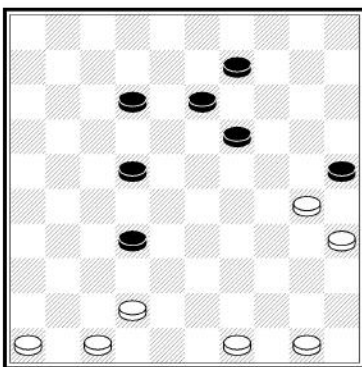
16.14



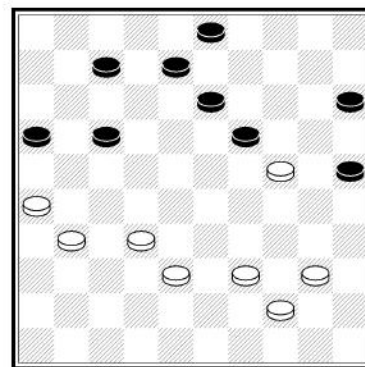
16.11



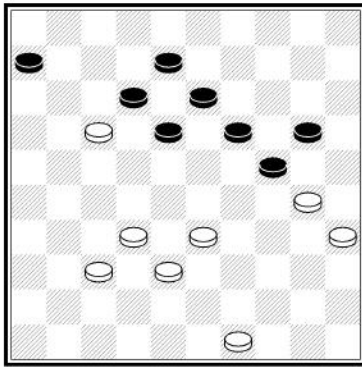
16.15



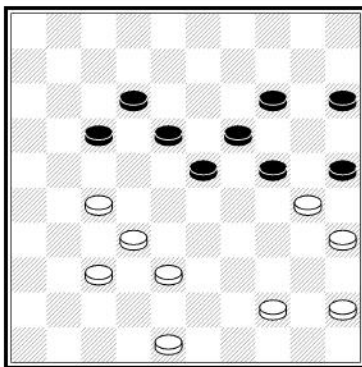
16.12



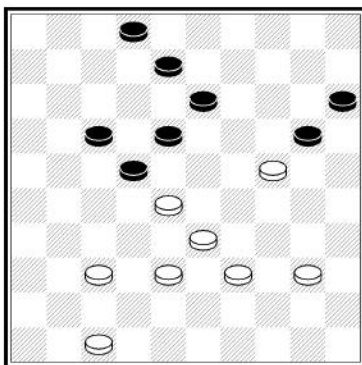
16.16



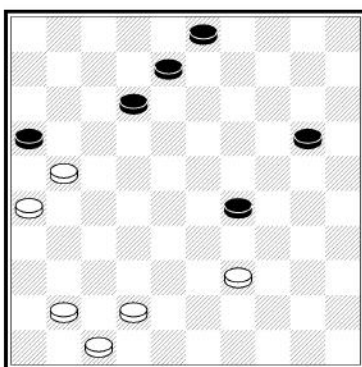
16.17



16.18

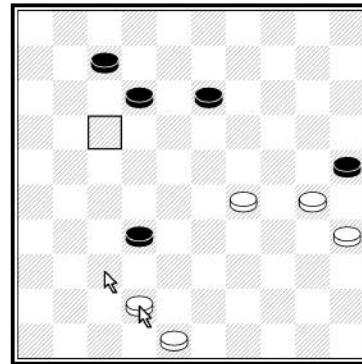


16.19



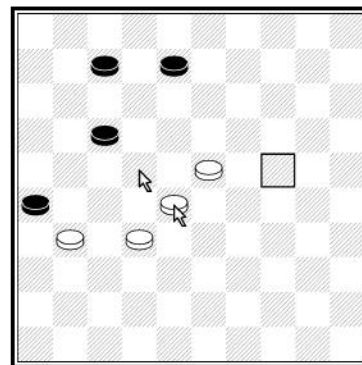
16.20

## 17. The stick move



If the opponent attacks more than one piece like in this case (black has just attacked two pieces) you can sometimes use the stick move. After 42 - 37 black must take the majority capture 25 x 23.

1.42 – 37 25 x 23  
2.37 x 17

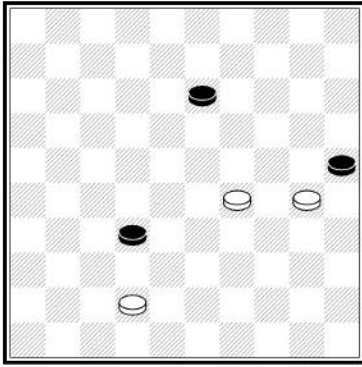


In this case white creates the majority capture by making a special type of stick move. This type of stick move is called the African stick move.

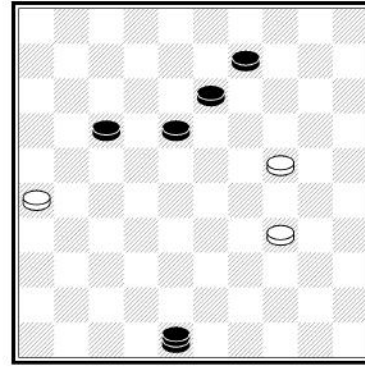
1.28 – 22 26 x 19  
2.22 x 24

## 017 De plakker Exercises 1 - 19

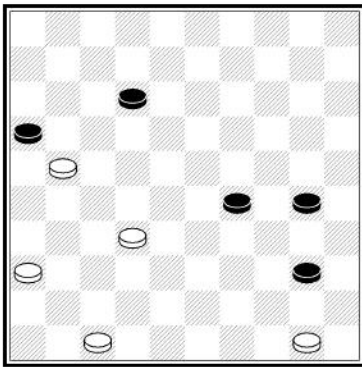
**Exercises 1 – 20** White wins by playing a stick move. Draw an arrow at the right move and mark the square on which the shot ends.



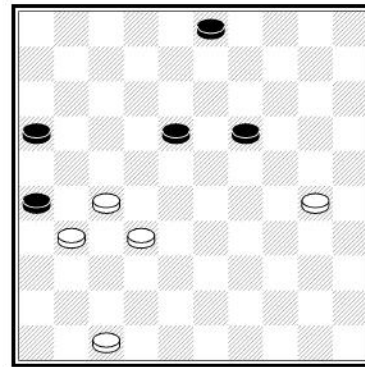
17.1



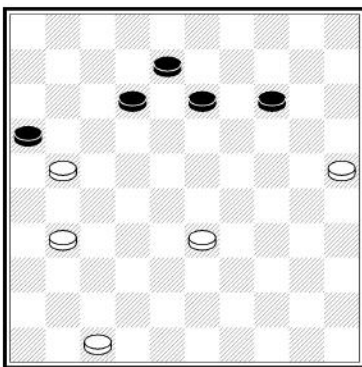
17.5



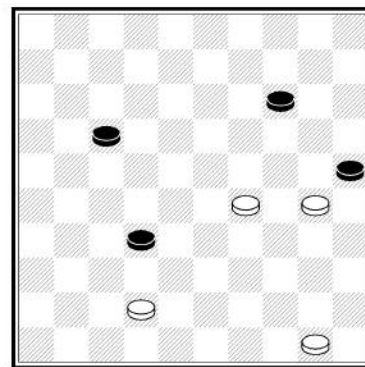
17.2



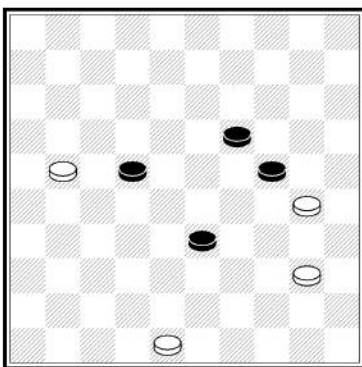
17.6



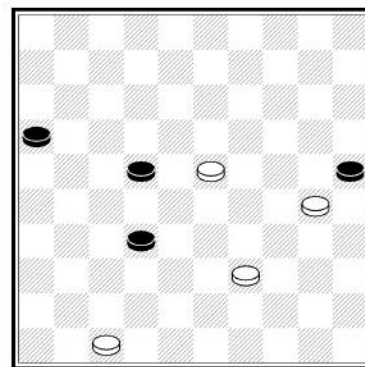
17.3



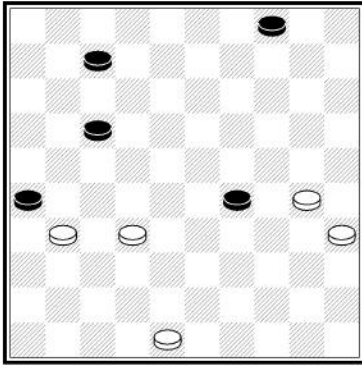
17.7



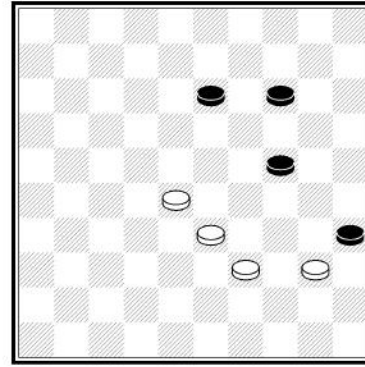
17.4



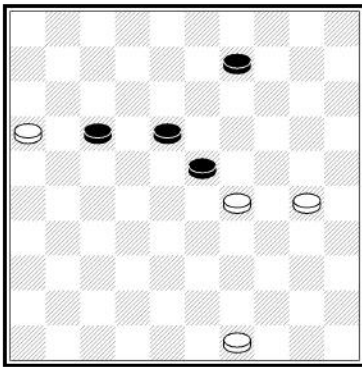
17.8



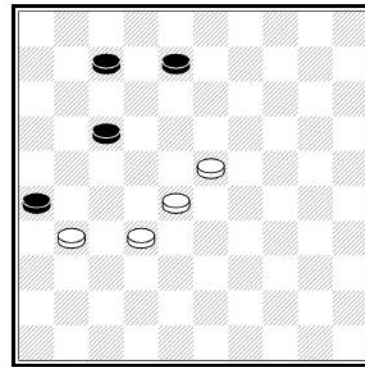
17.9



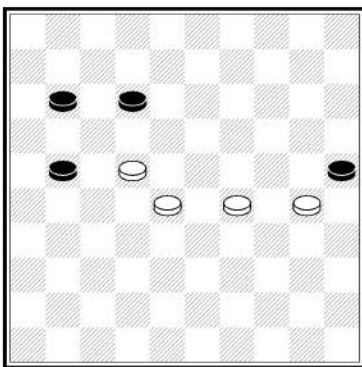
17.13



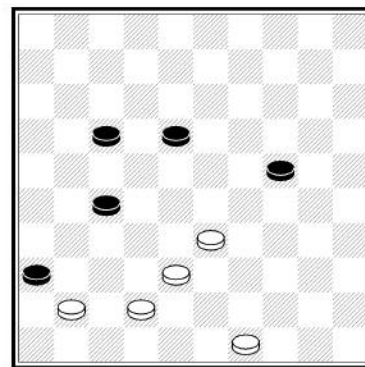
17.10



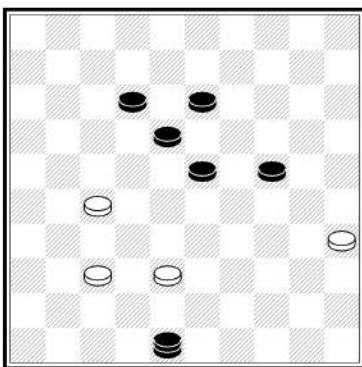
17.14



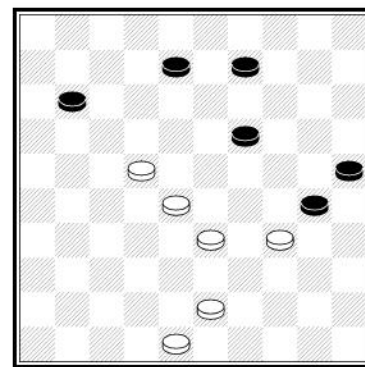
17.11



17.15

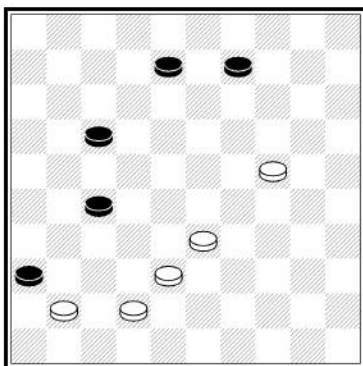


17.12

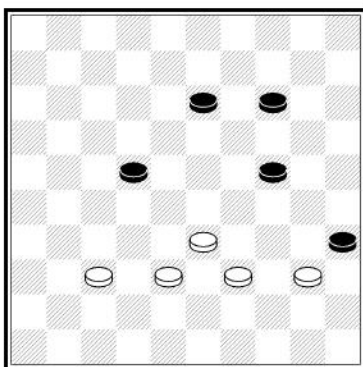


17.16

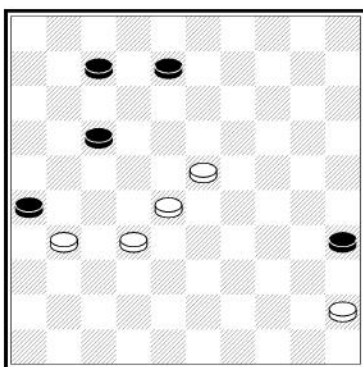




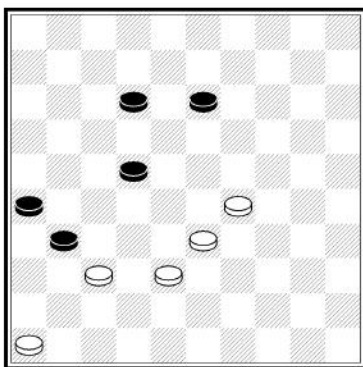
17.17



17.18

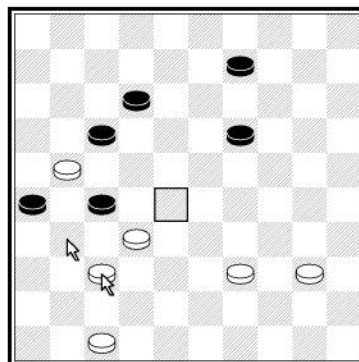


17.19



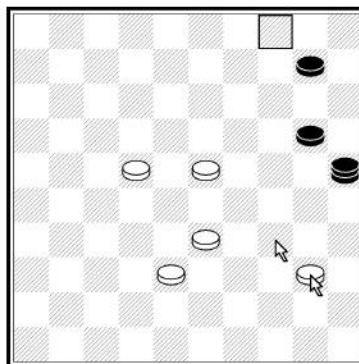
17.20

## 18. Shots with a majority capture



Thanks to the majority rule, the game of draughts contains a lot of surprising shots. Black has just attacked two white pieces simultaneously, but white responds with a shot. Black has to take two pieces after which white takes four pieces going to king.

1.37 – 31 26 x 28  
2.21 x 3

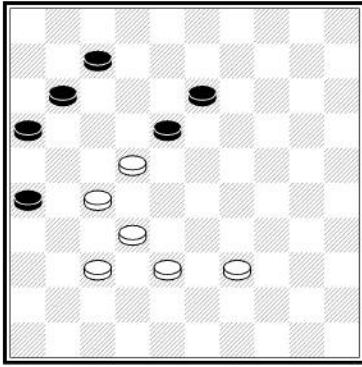


A special case is the coup turc. The opponent's king has to make a multiple capture. He can't capture the same piece (in this case piece <34>) twice. Moreover, he has to capture first and only then take the pieces of the board. Black has to capture 25 x 43 x 27 x 18 x 29.

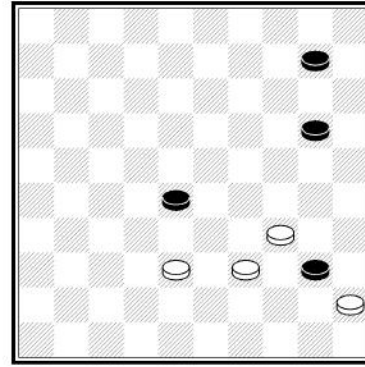
1.40 - 34 25 x 29  
2.33 x 4

### 018 Zetjes met meerslag Exercises 1 – 21

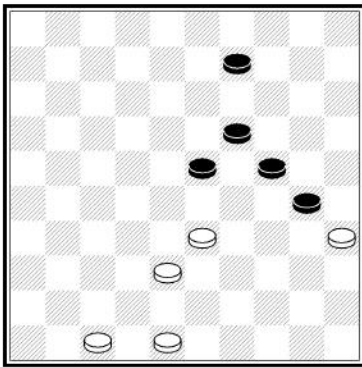
**Exercises 1 – 20** Draw an arrow and mark the end-square!



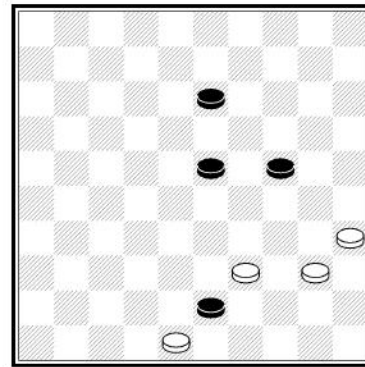
18.1



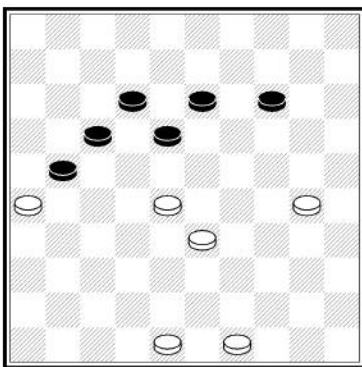
18.5



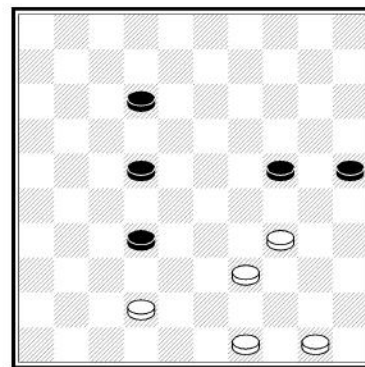
18.2



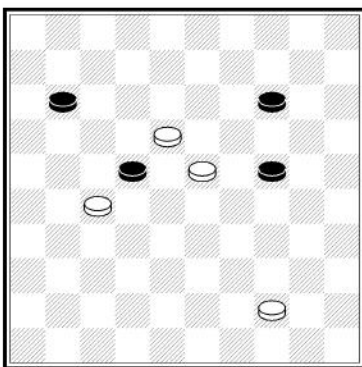
18.6



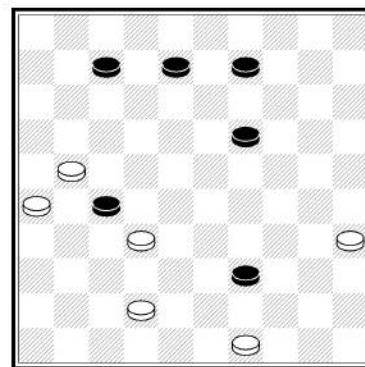
18.3



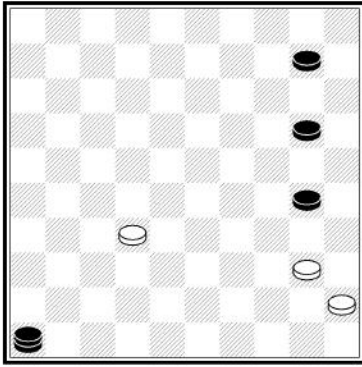
18.7



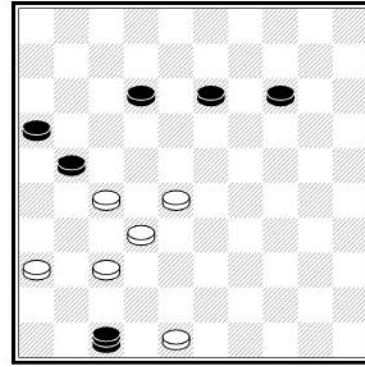
18.4



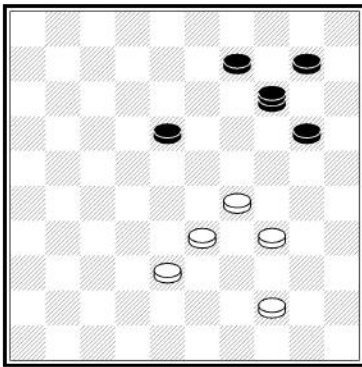
18.8



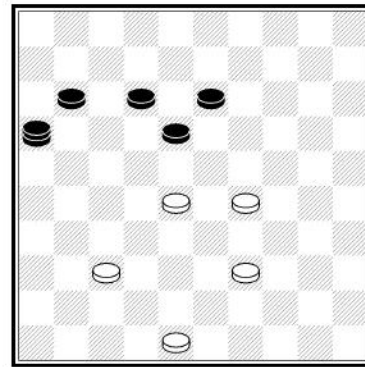
18.9



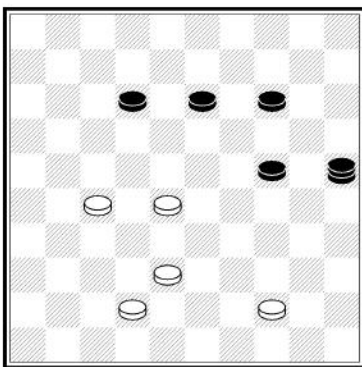
18.13



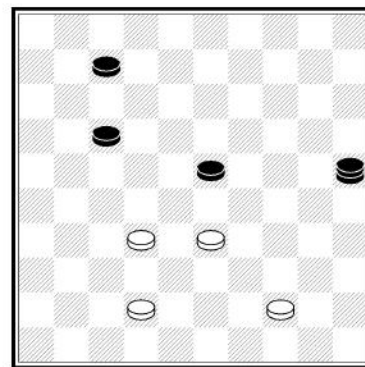
18.10



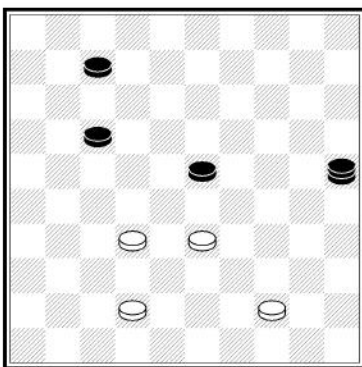
18.14



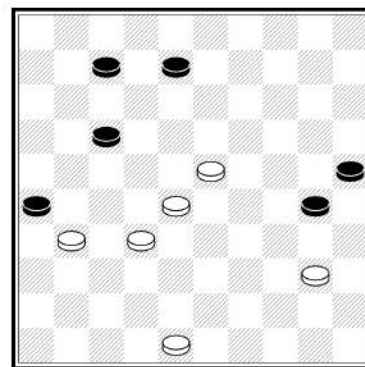
18.11



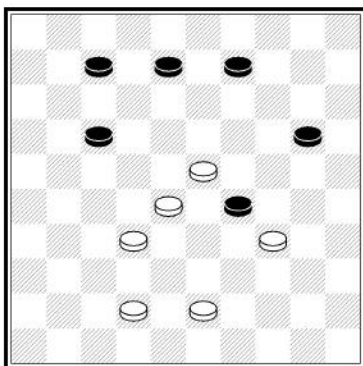
18.15



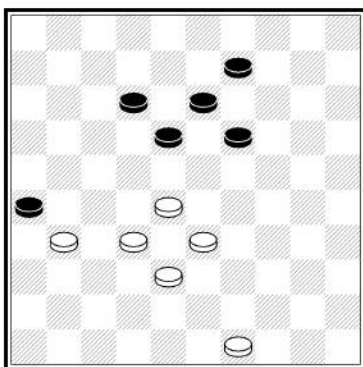
18.12



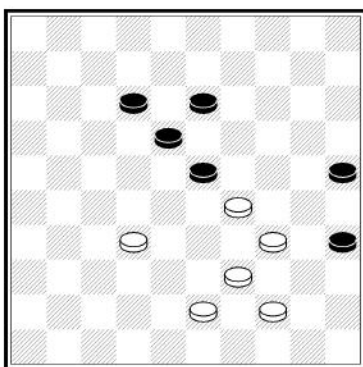
18.16



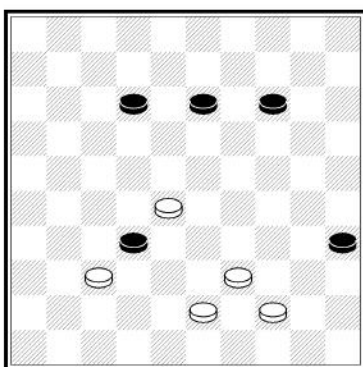
18.17



18.18

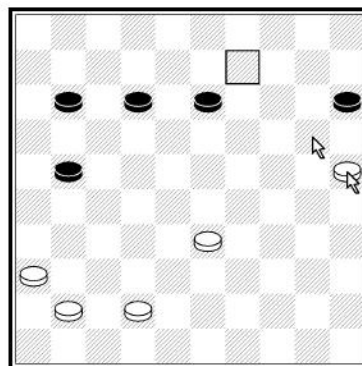


18.19



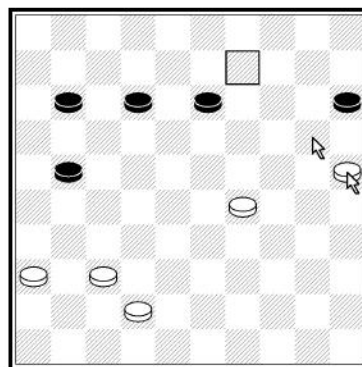
18.20

## 19. Transporting pieces



Piece 15 is transported to <31> in order to take all black pieces.

1.25 – 20 15 x 24  
2.33 – 29 24 x 33  
3.42 – 38 33 x 42  
4.41 – 37 42 x 31  
5.36 x 9



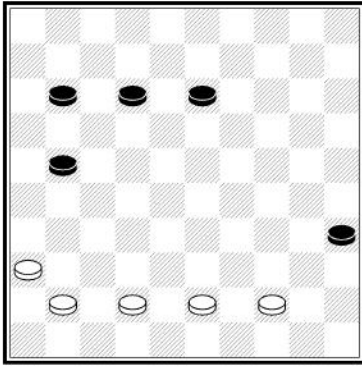
Sometimes the transport goes faster. Now white gives two pieces twice.

1.25 – 20 15 x 33  
2.42 – 38 33 x 31  
3.36 x 9

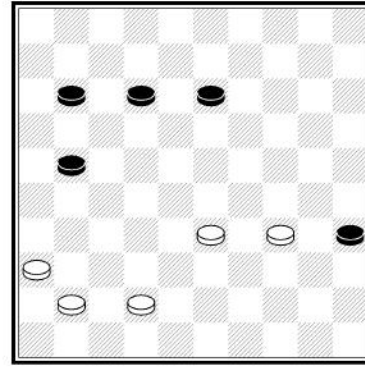
**019 Geven en nemen Exercises 1 - 20**

**Exercises 1 – 20** White wins by a shot transporting pieces!

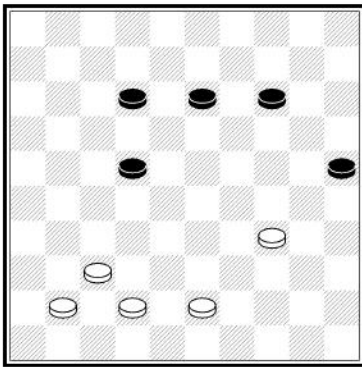




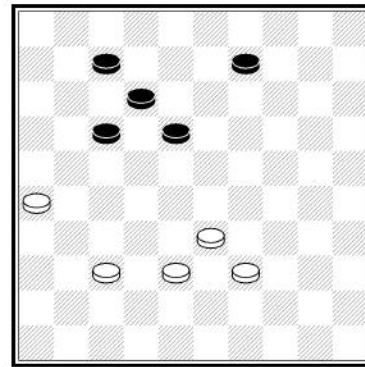
19.1



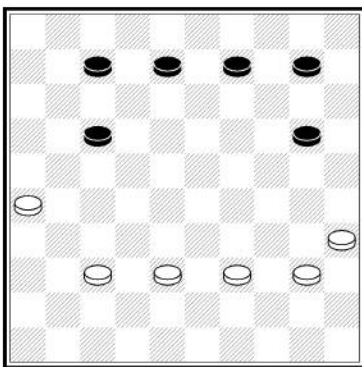
19.5



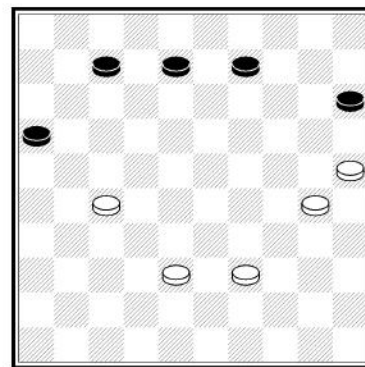
19.2



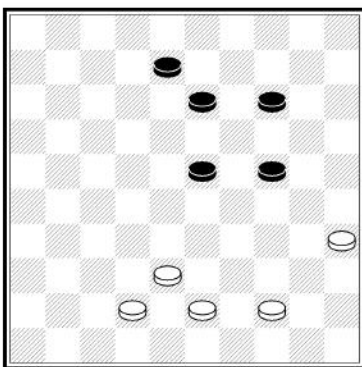
19.6



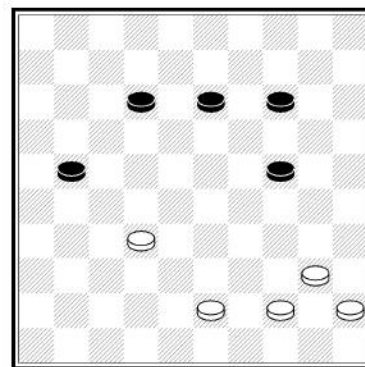
19.3



19.7

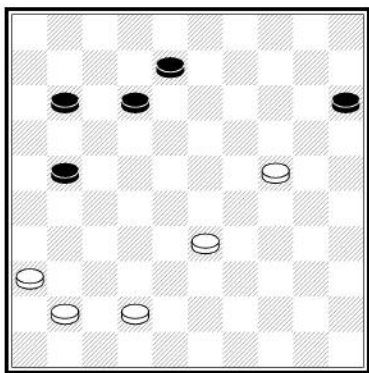


19.4

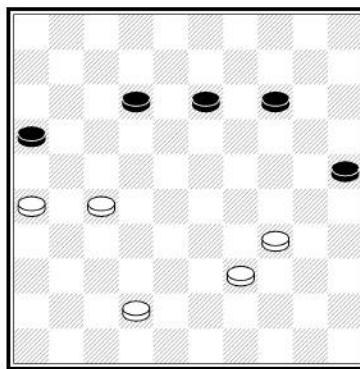


19.8

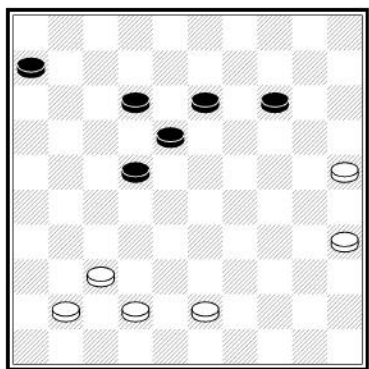




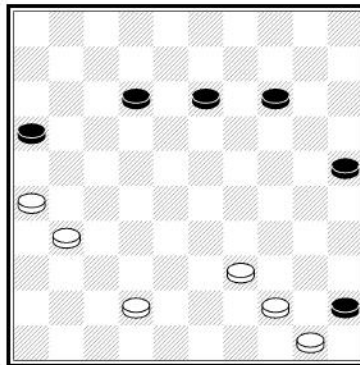
19.9



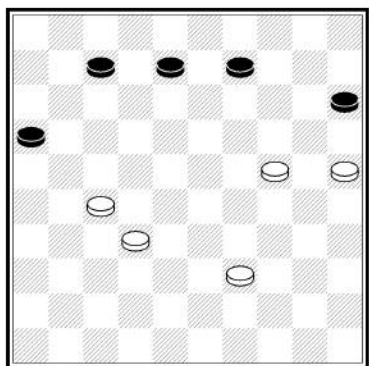
19.13



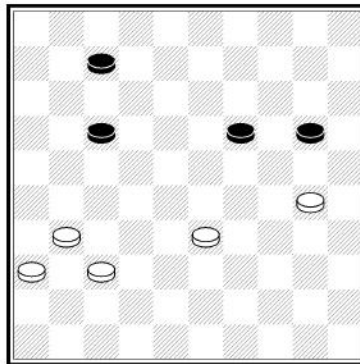
19.10



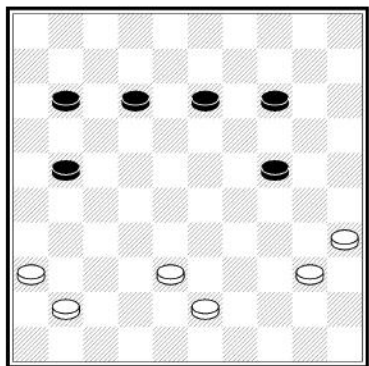
19.14



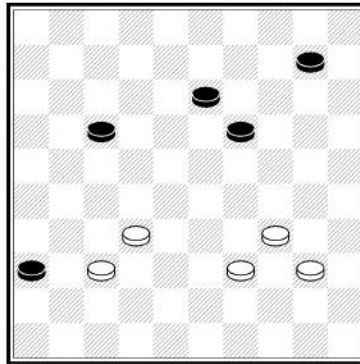
19.11



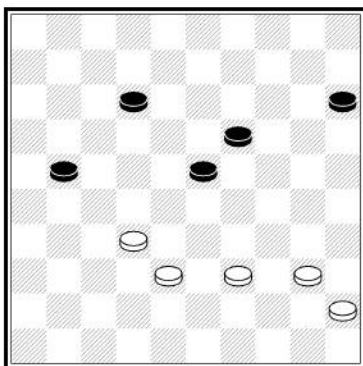
19.15



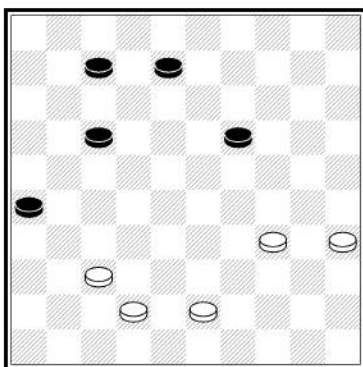
19.12



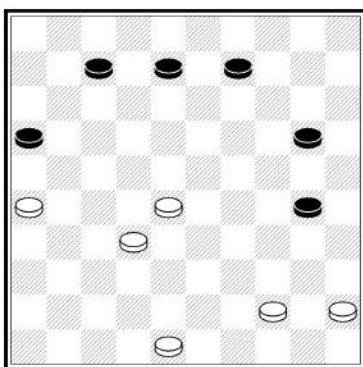
19.16



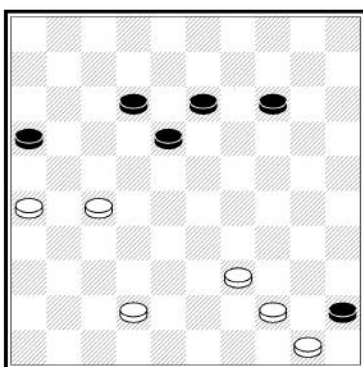
19.17



19.18

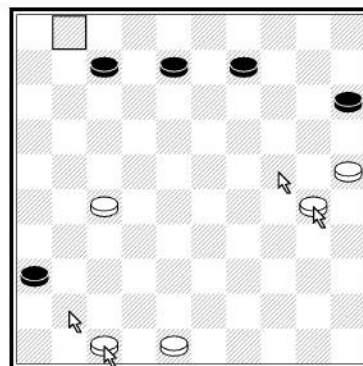


19.19



19.20

## 20. Giving your opponent a king

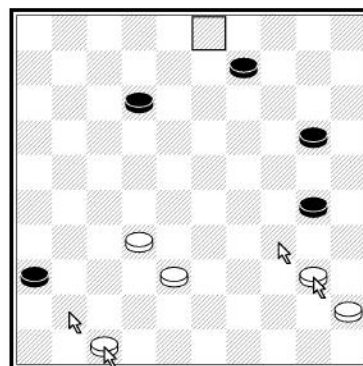


Sometimes it is possible to make a shot by giving your opponent a king. The king on <47> is transported to <20>.

1.47 – 41 36 x 47

2.30 – 24 47 x 20

3.25 x 1



White gives his opponent a king at <47> that is transported to <40> helped by the majority capture rule.

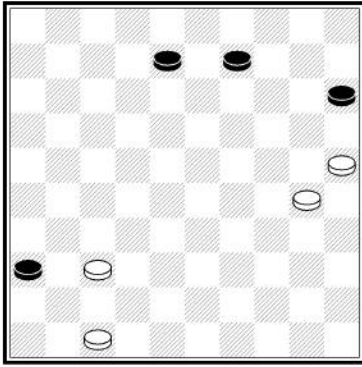
1.47 – 41 36 x 47

2.40 – 34 47 x 40

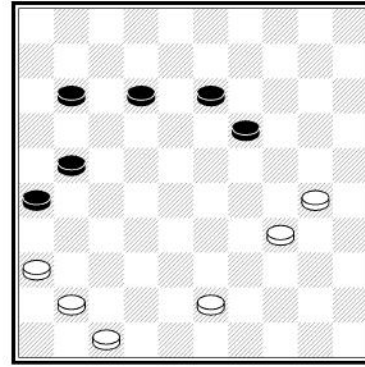
3.45 x 3

## 020 Damgeven Exercises 1 - 20

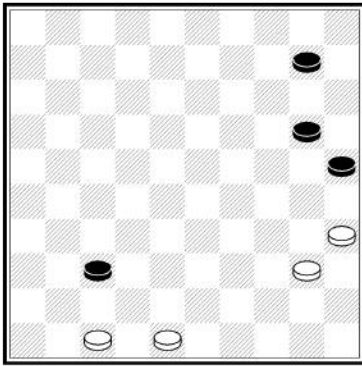
**Exercise 1 – 20** White makes a shot, after giving his opponent a king!



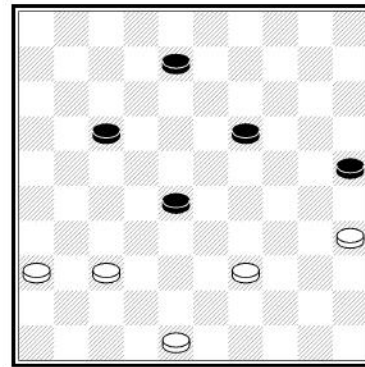
20.1



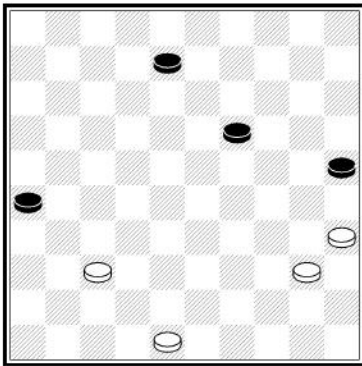
20.5



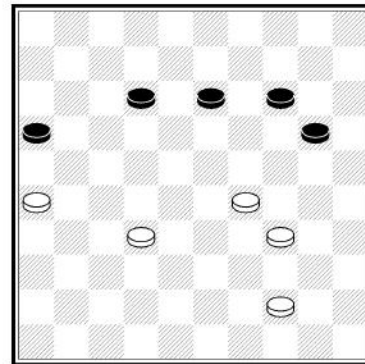
20.2



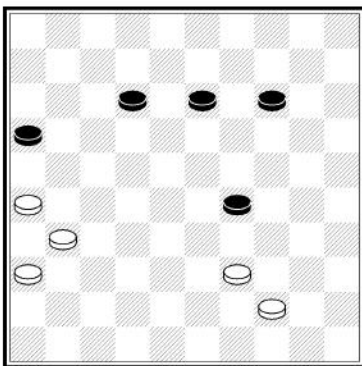
20.6



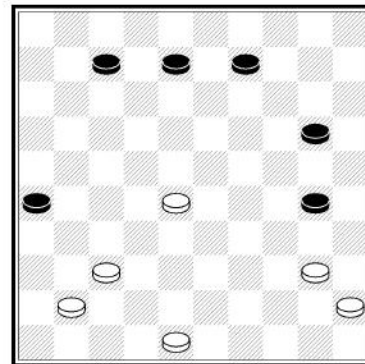
20.3



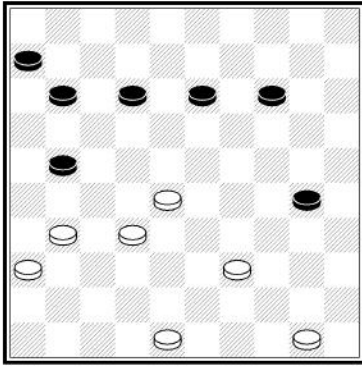
20.7



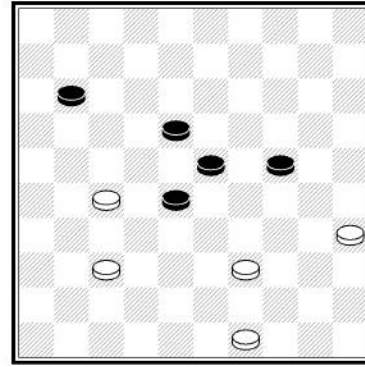
20.4



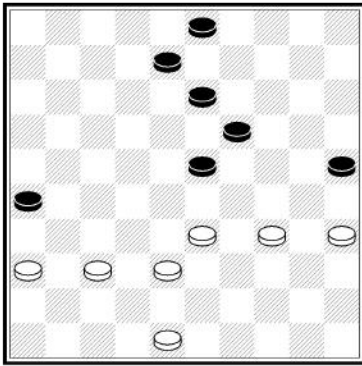
20.8



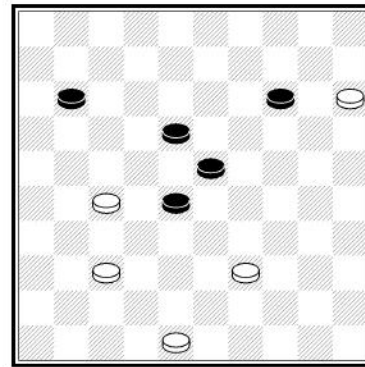
20.9



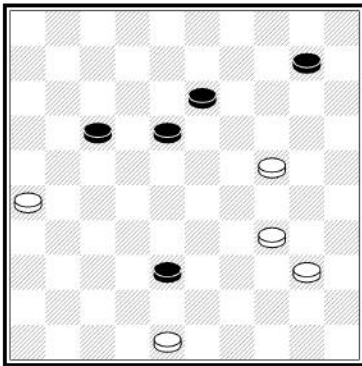
20.13



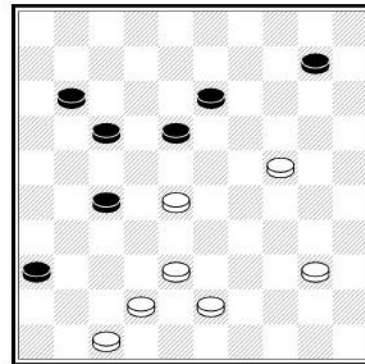
20.10



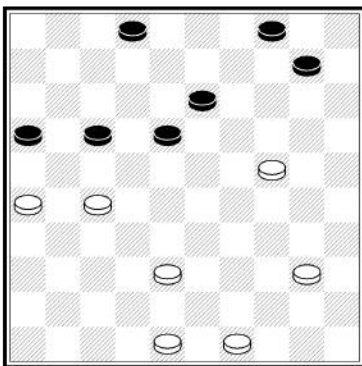
20.14



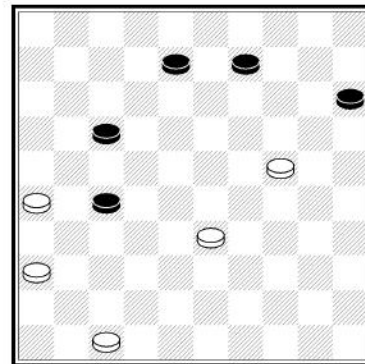
20.11



20.15

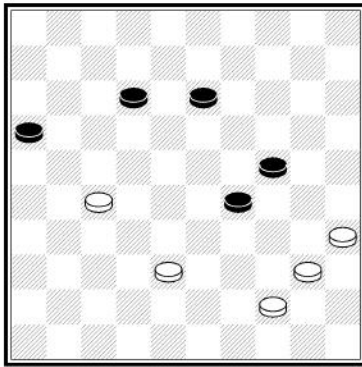


20.12

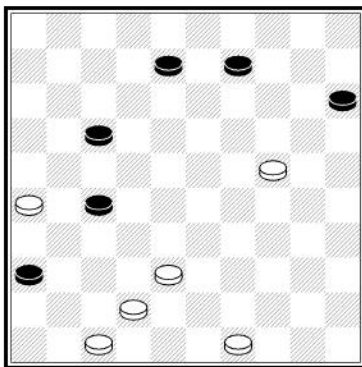


20.16

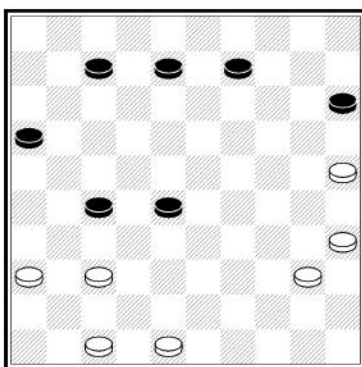




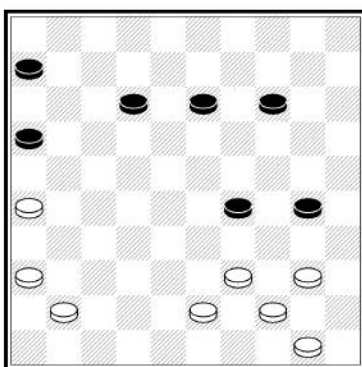
20.17



20.18

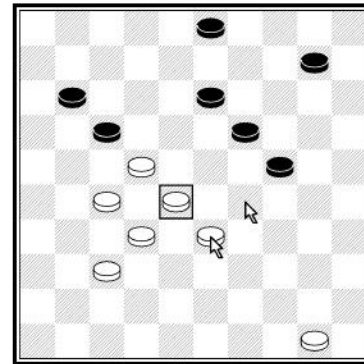


20.19



20.20

## 21. The kung Fu Shot



White can change back in order to empty square <28>. Black has to capture again and white makes a shot to king. This type of shot is called the Kung Fu shot.

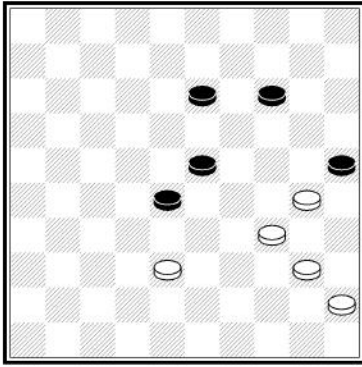
1.33 – 29 24 x 33  
2.28 x 39 17 x 28  
3.32 x 5



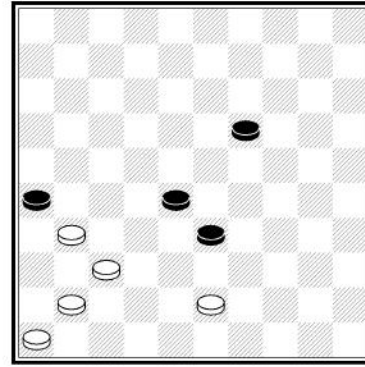
### 021 De hielslag Exercises 1 - 20

Exercises 1 – 20 Try to find the Kung Fu shot!

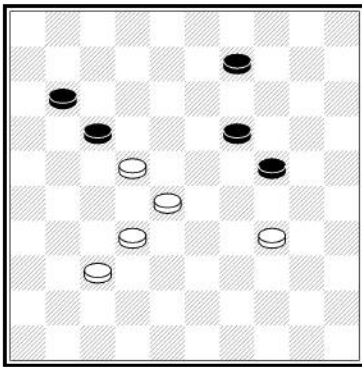




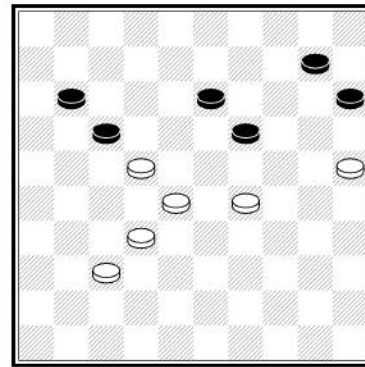
21.1



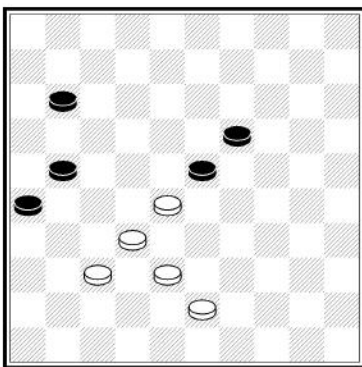
21.5



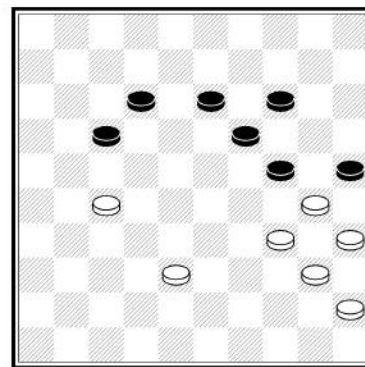
21.2



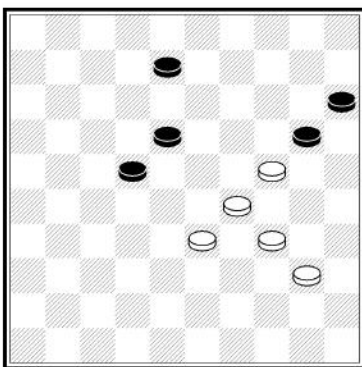
21.6



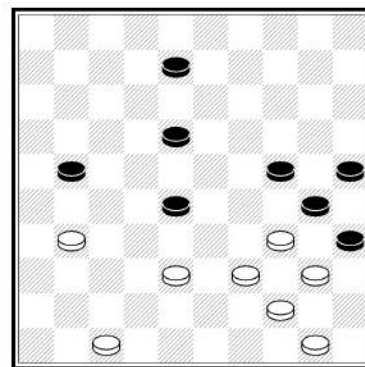
21.3



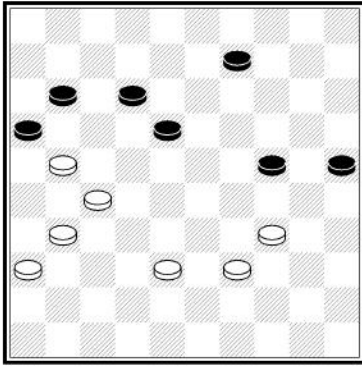
21.7



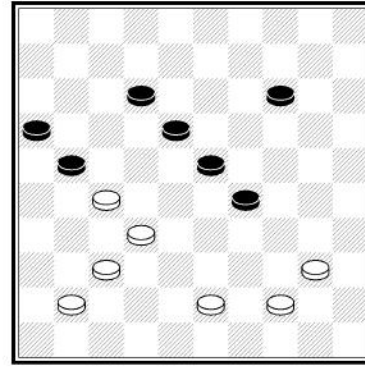
21.4



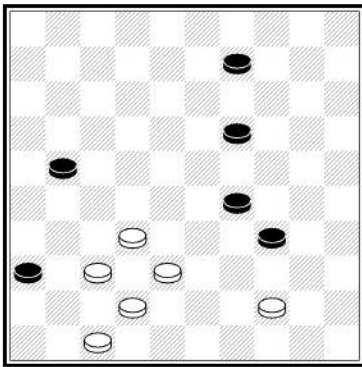
21.8



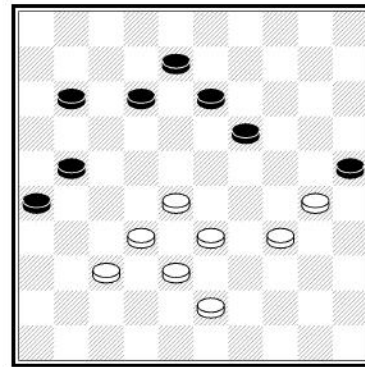
21.9



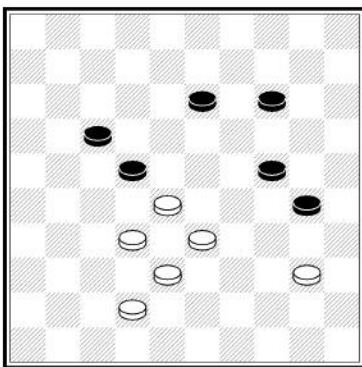
21.13



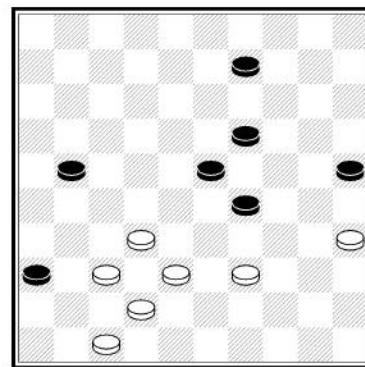
21.10



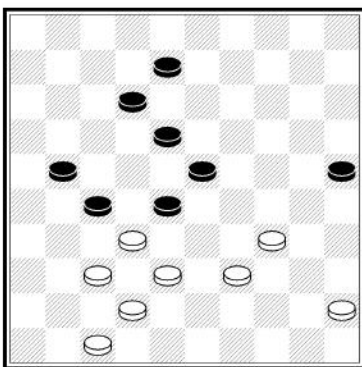
21.14



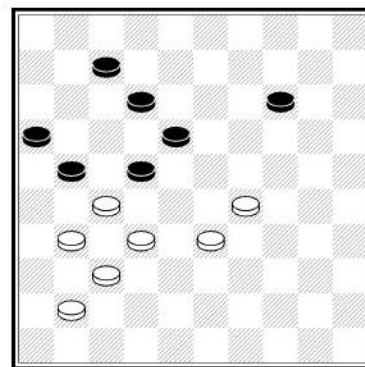
21.11



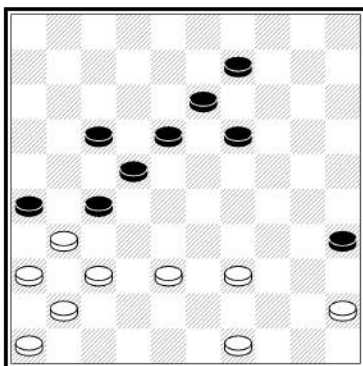
21.15



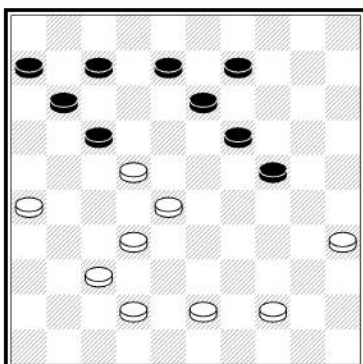
21.12



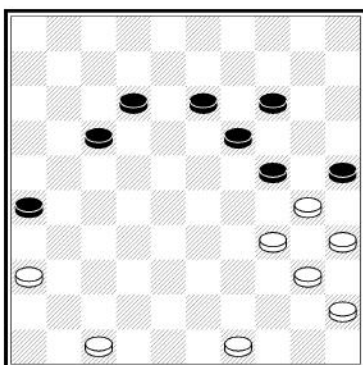
21.16



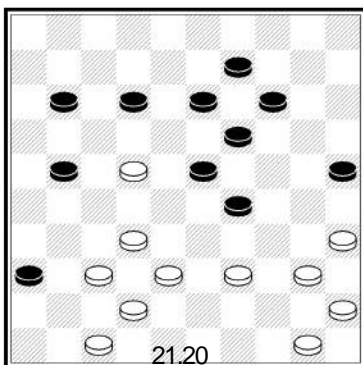
21.17



21.18

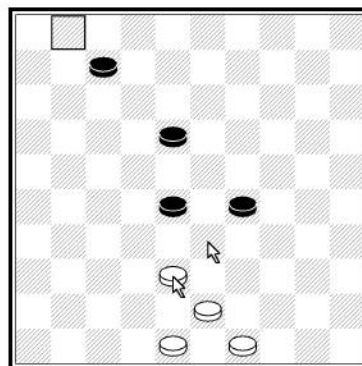


21.19



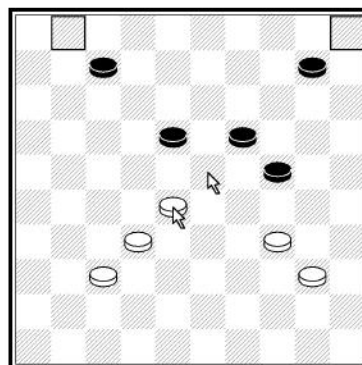
21.20

## 22. Choice of capturing



Although black can choose how to capture after 38 - 33 it doesn't matter how he captures, white always makes the shot to <1>. For the choice we note down ad lib(itum), a Latin term for having choice.

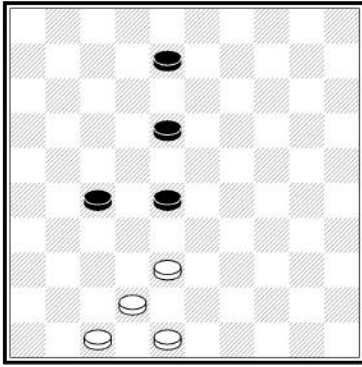
1.38 – 33 ad lib.  
2.43 x 1



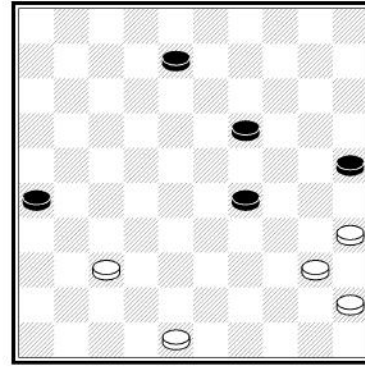
Sometimes there is a choice and it does make a difference, but both ways to capture give white a shot. In exercises 17 - 20 you have to mark two squares: the squares on which the shot could end.

### 022 Slagkeus Exercises 1 - 20

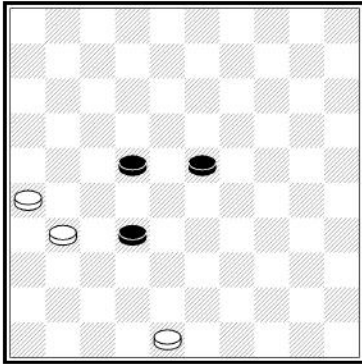
**Exercises 1 – 20** White to play wins by giving the opponent a choice of capture.



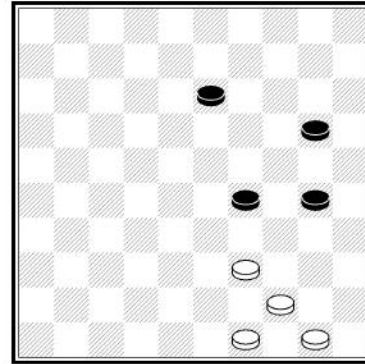
22.1



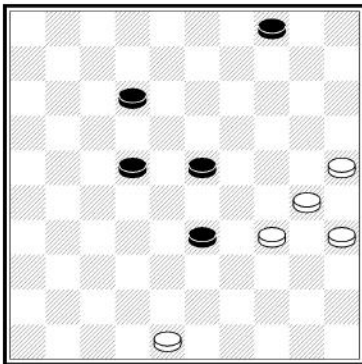
22.5



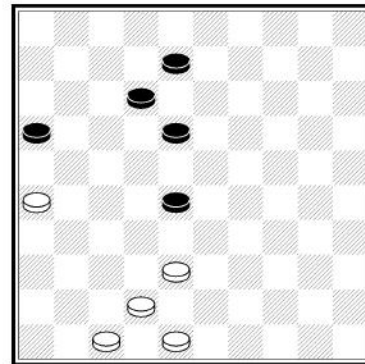
22.2



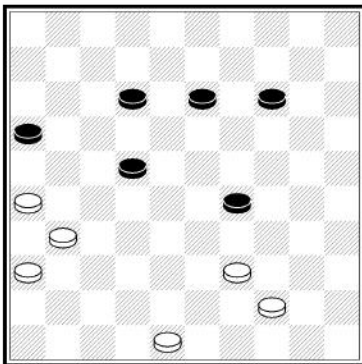
22.6



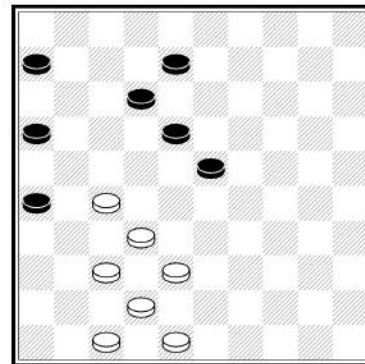
22.3



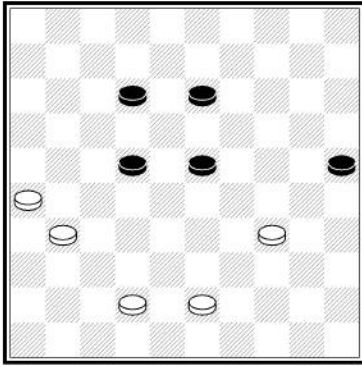
22.7



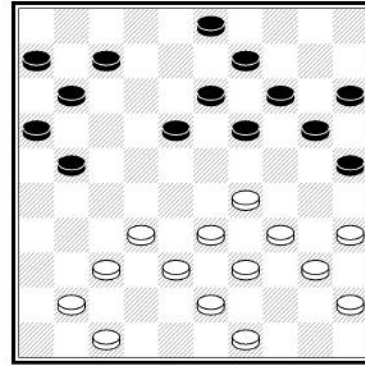
22.4



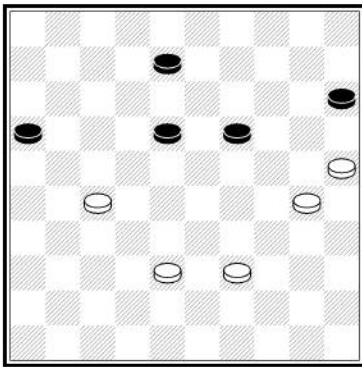
22.8



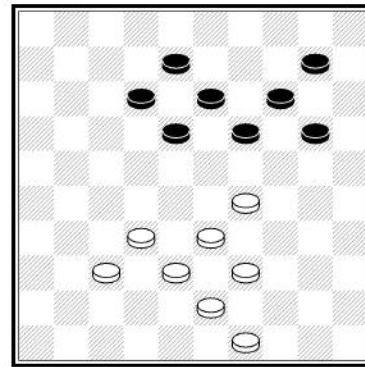
22.9



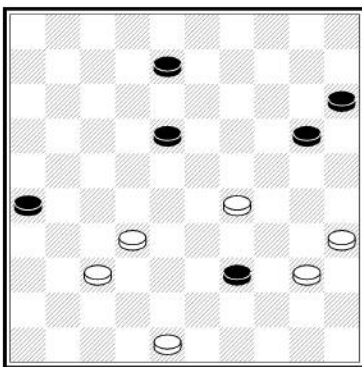
22.13



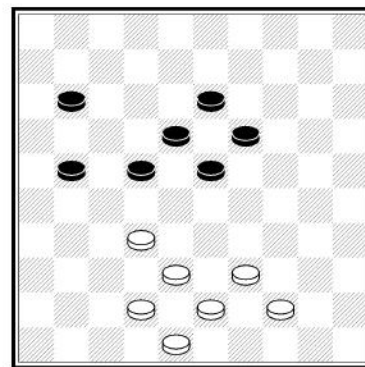
22.10



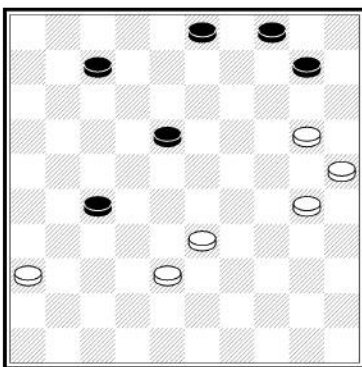
22.14



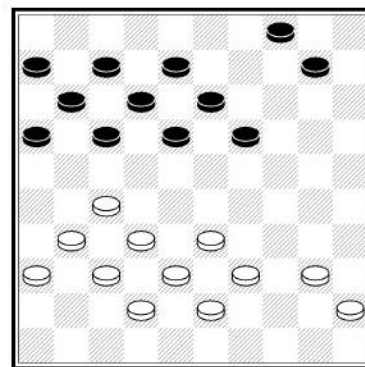
22.11



22.15

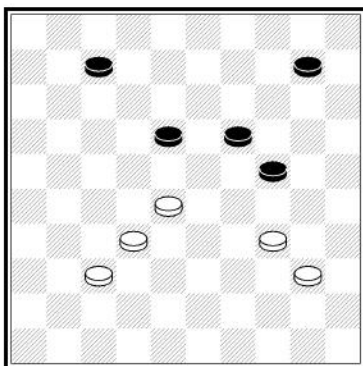


22.12

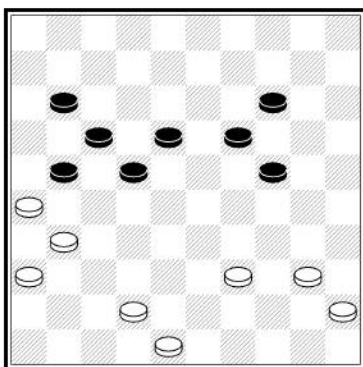


22.16

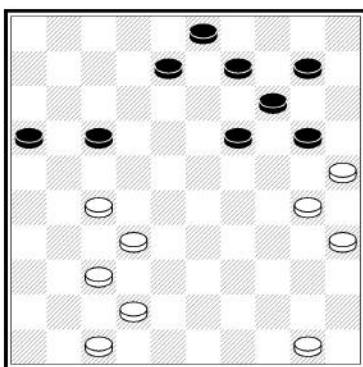




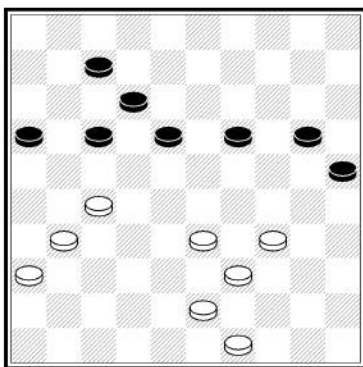
22.17



22.18



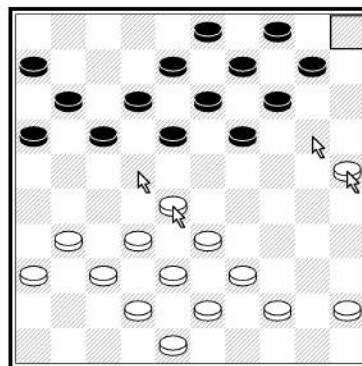
22.19



22.20

## 23. Positions with many pieces

We presented shots in positions with few pieces. It is harder to spot a shot in positions with many pieces. We are going to practice this now.



White first removes the piece on <14>. After that he plays 28 - 22 with choice of capture for black, but white will always get a king on <5>.

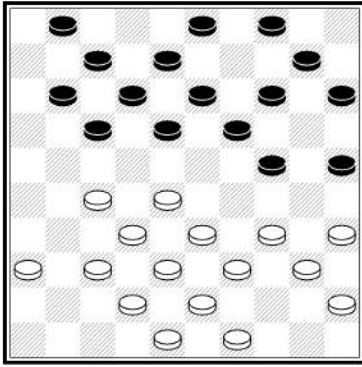
1.25 - 20 14 x 25  
2.28 - 22 18 x 27  
3.31 x 22 17 x 28  
4.32 x 5



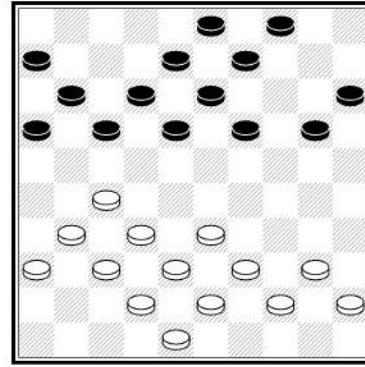
*Draughts in Sri Lanka (at a 12 x 12 board!!)*

## 024 Volle standen Exercise 1 - 20

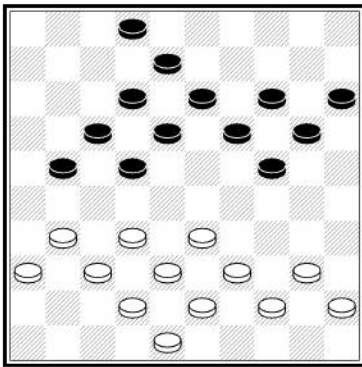
Exercises 1 - 20 White wins at least one piece by making a shot.



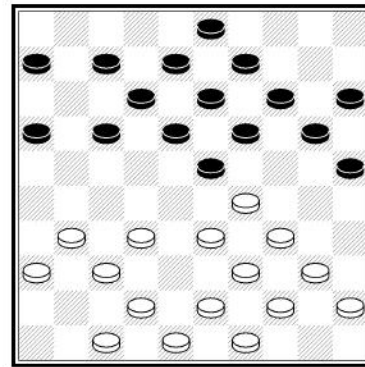
23.1



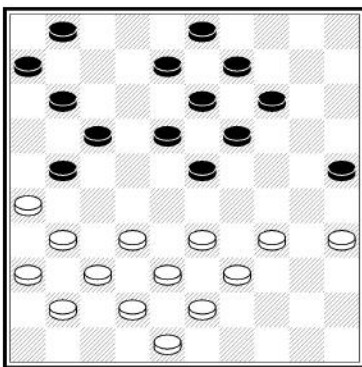
23.5



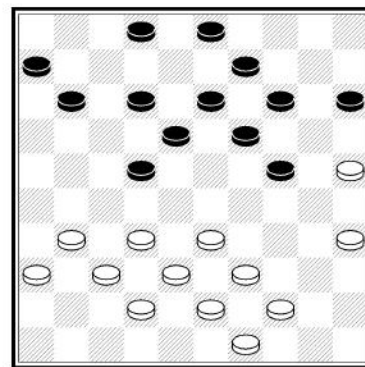
23.2



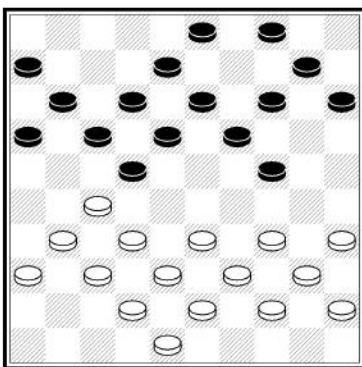
23.6



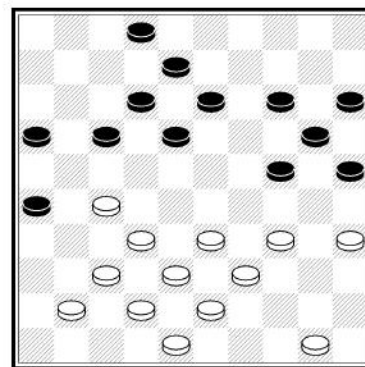
23.3



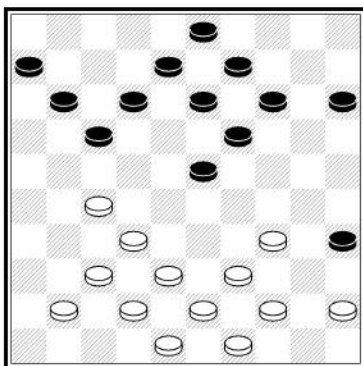
23.7



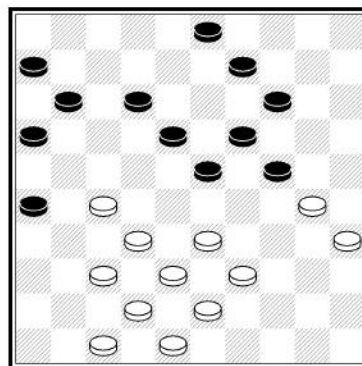
23.4



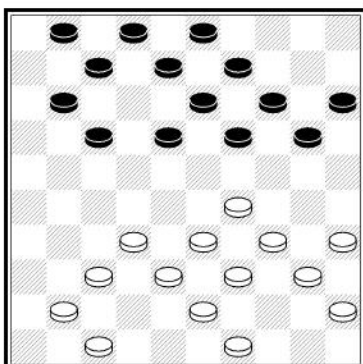
23.8



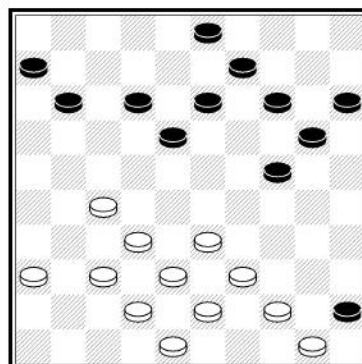
23.9



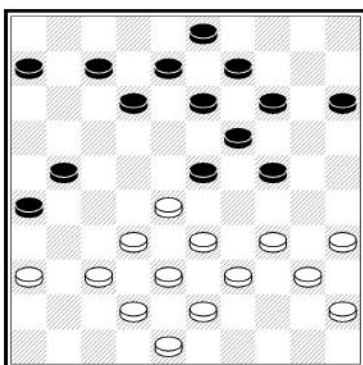
23.13



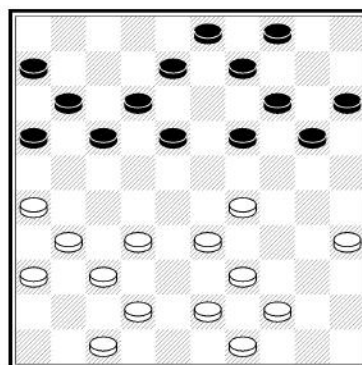
23.10



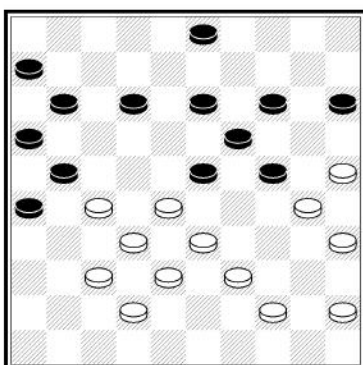
23.14



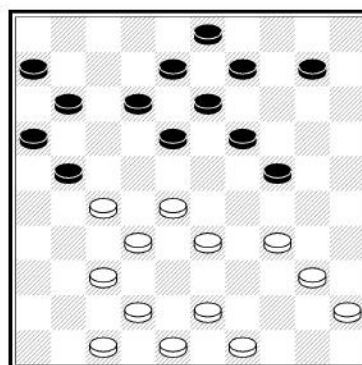
23.11



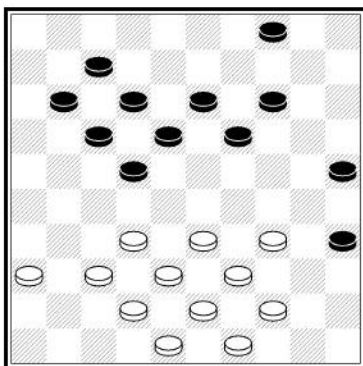
23.15



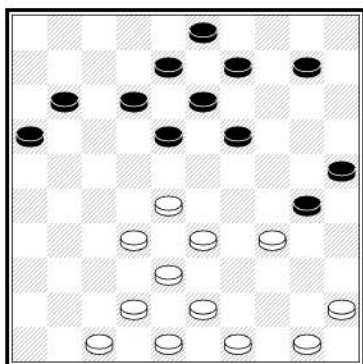
23.12



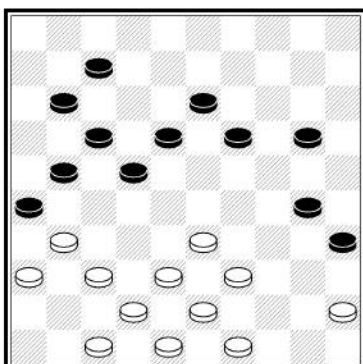
23.16



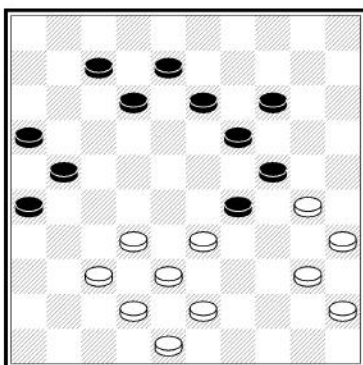
23.17



23.18



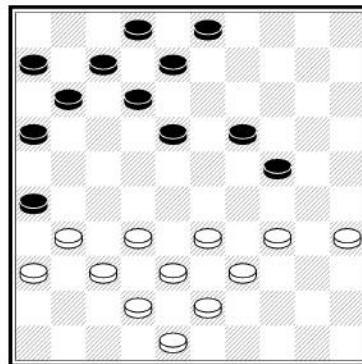
23.19



23.20

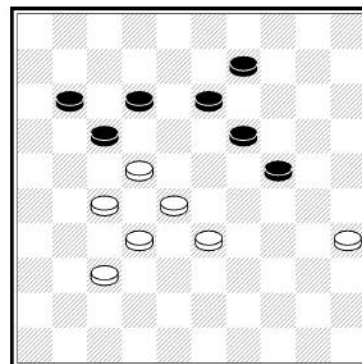
## 24. Multiple choice questions

Your knowledge from former lessons will be tested. In the exercises, you have to choose the right answers from multiple possible answers.



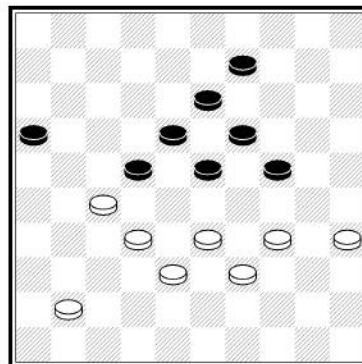
24.1. White wins by making

- A) A shot
- B) An attack
- C) An exchange



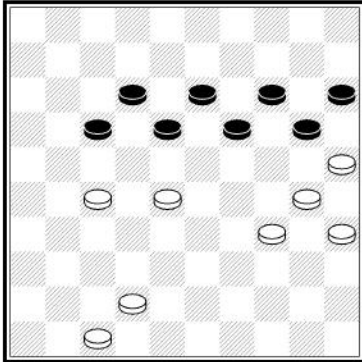
24.2. White wins by making:

- A) A shot
- B) An attack
- C) An exchange



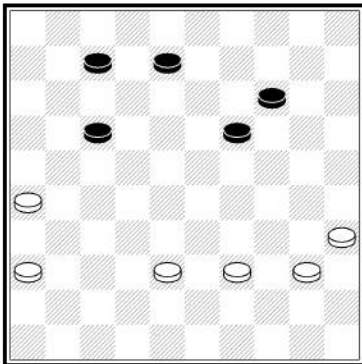
24.3. What does white have to do?

- A) Attack
- B) Make a shot
- C) Defend



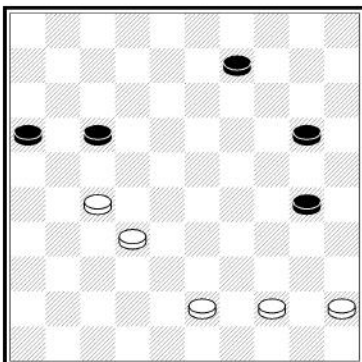
24.4. How can white win?

- A) By attacking
- B) By making a shot
- C) By freezing the opponent out



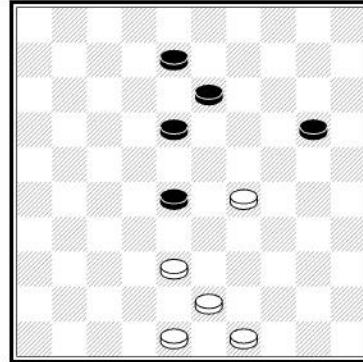
24.5. How can white win?

- A) By attacking
- B) By making a shot
- C) By freezing the opponent out



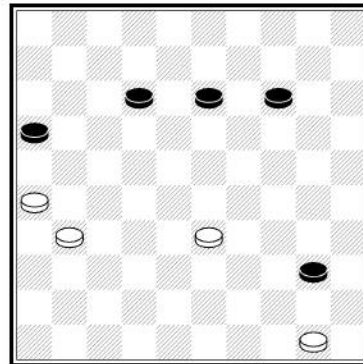
24.6. How can white win?

- A) By attacking
- B) By making a shot
- C) By freezing the opponent out



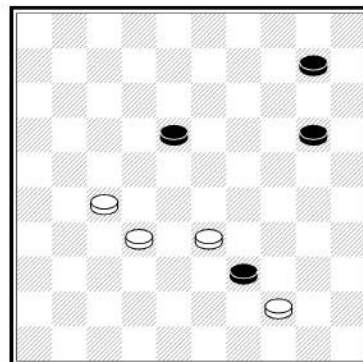
24.7. What kind of a shot can white perform?

- A) Choice of capture
- B) Multiple capture
- C) A Kung Fu shot



24.8. What kind of a shot can white perform?

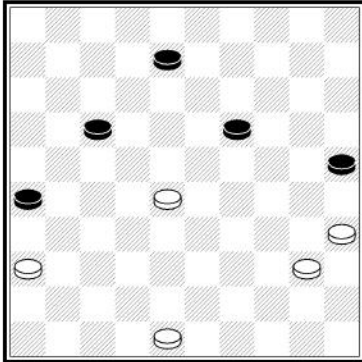
- A) Choice of capture
- B) Multiple capture
- C) Giving the opponent a king





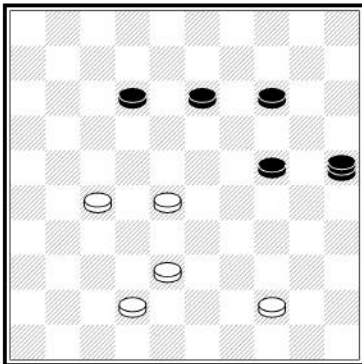
24.9. What kind of a shot can white perform?

- A) Choice of capture
- B) Multiple capture
- C) Giving the opponent a king



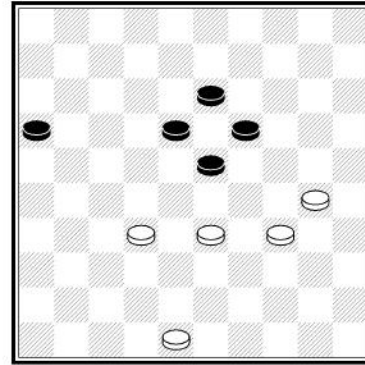
24.10. What kind of a shot can white perform?

- A) Choice of capture
- B) Multiple capture
- C) Giving the opponent a king



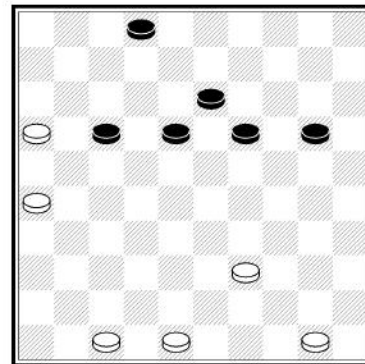
24.11. What's the name of the shot white can perform?

- A) Kung Fu shot
- B) Coup Turc
- C) Kingshot



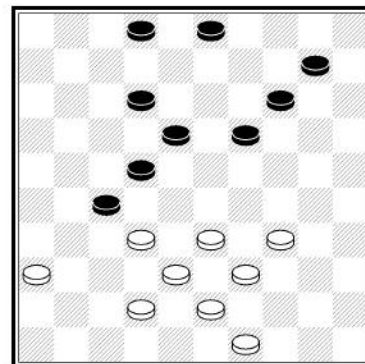
24.12. White can win by

- A) Making a shot
- B) Attacking
- C) Freezing the opponent out



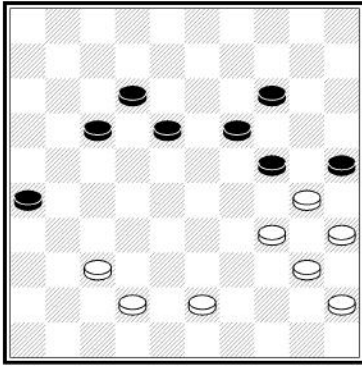
24.13. White can win by

- A) Making a shot
- B) Attacking
- C) Breaking through



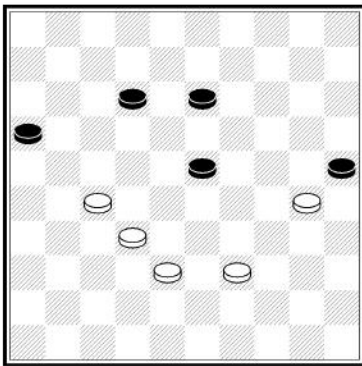
24.14. Black has to

- A) Attack
- B) Defend
- C) Sacrifice a piece



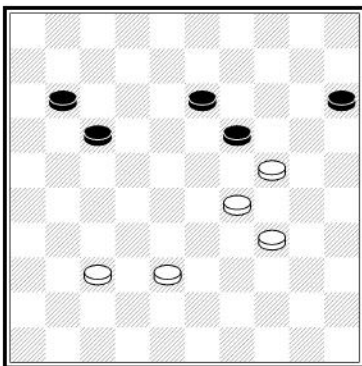
24.15. What kind of a shot can white perform?

- A) Kung Fu shot
- B) Coup Turc
- C) Multiple capture shot



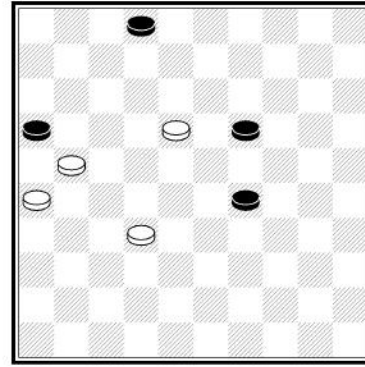
24.16. In order to win, white uses

- A) An attack
- B) A stick move
- C) A Kung Fu shot



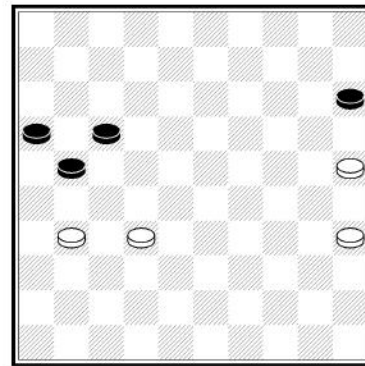
24.17. What does white have to do?

- A) Take a shot
- B) Make an exchange
- C) Defend



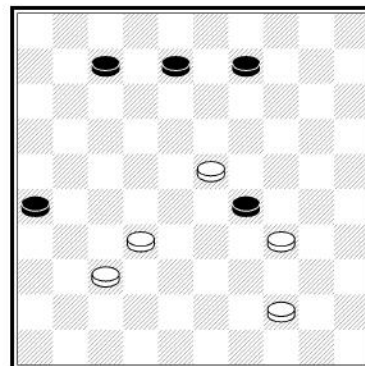
24.18. White wins by

- A) Attacking
- B) Playing a stick move
- C) Breaking through



24.19. White can win by

- A) Freezing the opponent out
- B) Making a breakthrough
- C) Attacking



24.20. What kind of shot can white perform?

- A) Giving the opponent a king
- B) Multiple capture
- C) Choice of capture

## 25. The opening of the game

We will give some hints on how to play the opening of the game.

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.

### Opening 1.33 - 28

From the beginning position we play:

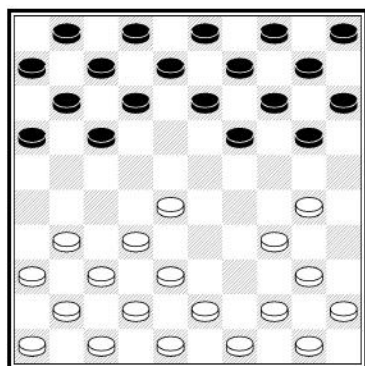
**1.33 - 28**

This is the **Sijbrands opening**. It is the favourite move of the famous Ton Sijbrands to start a game. In the third part of the Course in draughts we elaborate on this opening (and many other openings) deeper.

**1... 18 - 22**

White should play 2.38 - 33 or 2.31 - 27. It is a mistake to play 2.35 - 30?

**2.35 - 30? 22 x 33  
3.39 x 28**

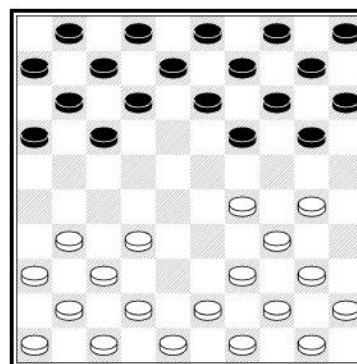


1

Black can gain a piece by making a small shot:

**3... 19 - 23  
4.28 x 19 13 x 35**

Now we look at the position after 3.38 x 29

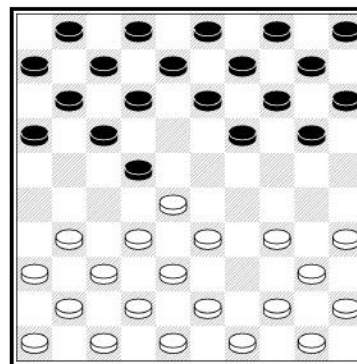


2

### Exercise 25.1

How can black gain a piece?

**1.33 - 28 18 - 22 2.39 - 33?** gives black the opportunity to perform the famous Harlem shot.

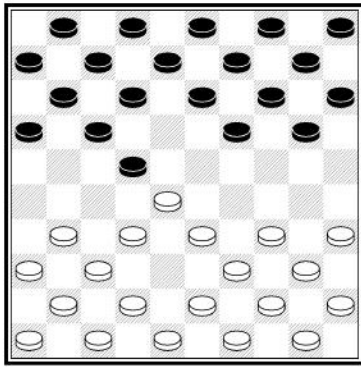


3

Black brings a white piece to <22> and after that he removes the piece at <23> to make the 17 x 28 x 39 x 30 shot.

**2... 22 - 27!  
3.32 x 21 16 x 27  
4.31 x 22 19 - 23  
5.28 x 19 17 x 30  
6.35 x 24 14 x 23**

At the next move black wins a second piece.

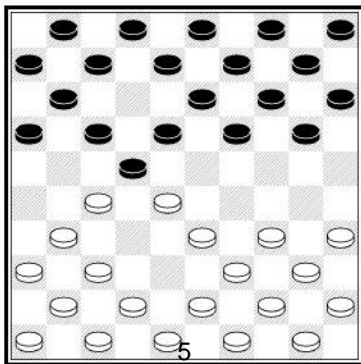


4

This is the position after 1.33 - 28 18 - 22 2.38 - 33.  
How should black play now 12 - 18 or 13 - 18?  
Black should centralize his pieces and play 12 - 18  
(and go on playing 7 - 12 & 1 - 7).

**2... 12 - 18**

White can choose from several continuations. He  
can play 3.42 - 38 3.43 - 38 or 3.34 - 29.  
We will first look at the positions after 3.32 - 27.



5

Pieces 27 / 28 / 31 / 33 give shape to a chain- lock.  
Check that black can't play 17 - 21 or 18 - 23 now!  
The best way to respond usually is breaking the  
chain.

**3... 19 - 23!**  
**4.28 x 19 14 x 23**

Breaking the chain and getting ready for a good  
central build up with the moves 10 - 14, 14 - 19 5 -  
10, 10 - 14, 7 - 12 & 1 - 7.

**Exercise 25.2** How can black win two pieces if  
white plays **5.37 - 32?**

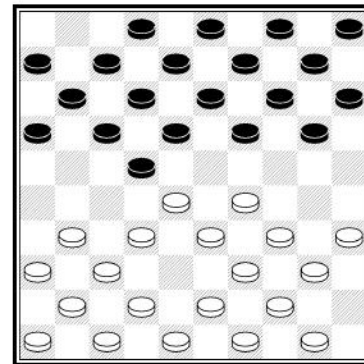
Lets go back to diagram 4.

After **2... 12 - 18** we play **3.34 - 29**.

Black can choose now from changing with 19 -  
23 or building up with

**3... 7 - 12 4.40 - 34 1 - 7 5.45 - 40**

Notice that both players centralize their pieces.



6

**Exercise 25.3** Why is **5... 16 - 21?** a bad move?

Black usually now makes an exchange towards  
the centre:

**5... 19 - 23 6.28 x 19 14 x 23**

**Exercise 25.4** What is the most logical move for  
white now?

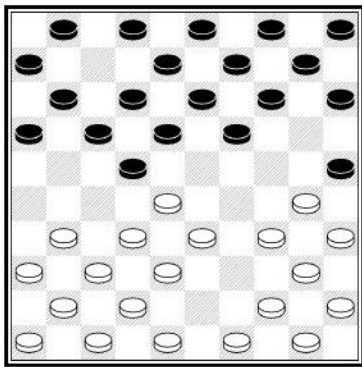
From diagram 4 we play

**2... 12 - 18 3.43 - 38 7 - 12**

White could continue 4.49 - 43 1 - 7 5.31 - 27  
22 x 31 6.36 x 27, but he plays:

**4.34 - 30 20 - 25**

White should keep space to play and make an  
exchange by playing 5.49 - 43 25 x 34 6.40 x 29 or  
6.39 x 30 although black is also slightly better here!  
White closed the gap at <34> however by playing  
39 - 34? Now white's right wing is locked. Without  
a piece at <39> black can immediately force the  
win of a piece.



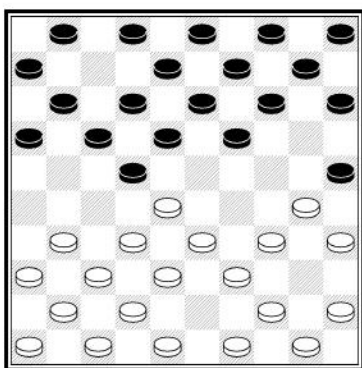
5... 22 - 27!  
6.31 x 22 18 x 27  
7.32 x 21 16 x 27

Black introduced two threats: he threatens to play 19 - 24 30 x 19 14 x 43 B+1 and (if white closes <43> by playing 49 - 43) 27 - 32 38 x 27 19 - 24 30 x 19 14 x 21.

If white plays 8.37 - 31 then 1 - 7 9.31 x 22 19 - 24 10.30 x 19 14 x 43 11.48 x 39 17 x 28 12.33 x 22 12 - 18 follows and black wins a piece.

If white plays 8.37 - 32 the situation doesn't change after 11 - 16 9.32 x 21 16 x 27. Black will win a piece at the next move, for example 10.49 - 43 27 - 31! 11.36 x 27 19 - 24 12.30 x 19 14 x 21 B+1.

If white played 5.40 - 34 instead of 5.39 - 34? The position would be like this:



White is still locked, but having a piece at <39> wouldn't have been as bad as the position of diagram 7.

**Exercise 25.5** Why is 5... 22 - 27 6.31 x 22 18 x 27 7.32 x 21 16 x 27? a mistake for black now?

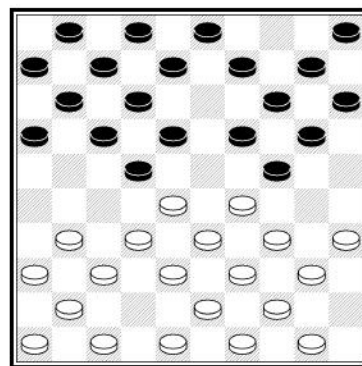
From diagram 2 we show how black can go wrong quickly:

2... 13 - 18  
3.42 - 38 9 - 13  
4.34 - 29 4 - 9  
5.40 - 34 19 - 24?

Black should have created space to play by changing 19 - 23 28 x 19 14 x 23 or by 22 - 27 31 x 22 18 x 27 32 x 21 17 x 26.

Occupying both 22 & 24 is dangerous here.

6. 45 - 40 13 - 19?

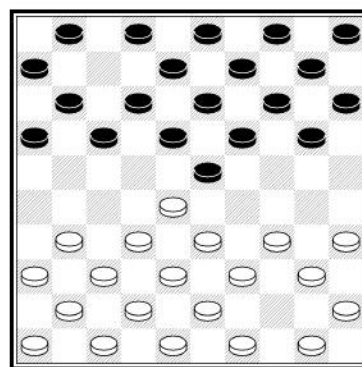


The gaps at <13 & 4> allow white to make a kingshot.

**Exercise 25.6** How can white perform a kingshot to <4>?

The classical way to play the Sijbrands opening is:

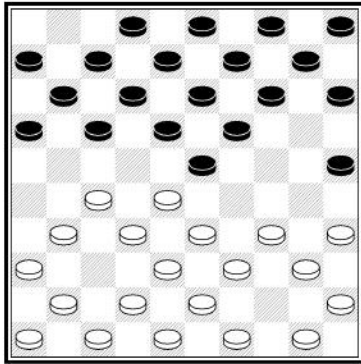
1. 33 - 28 18 - 23  
2.39 - 33 12 - 18  
3.44 - 39 7 - 12





**4.31 - 27** is the start of a classical game. Usually black responds with the symmetrical **4... 20 - 24**. Let's look at a trick you should know:

**4.31 - 27 1 - 7**  
**5.37 - 31 20 - 25?**

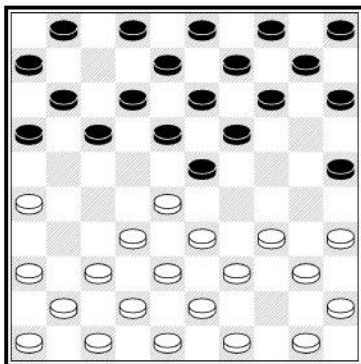


**6.27 - 22! 18 x 27**  
**7.31 x 22**

White threatens to play **22 - 18 13 x 22 34 - 30 25 x 34 40 x 27 W+1** and there is nothing black can do against it. Playing **7... 12 - 18??** Isn't good of course, white simply makes a move like **42 - 37** and gets a king after **18 x 27 32 x 1 W+**.

From diagram 10 we continue:

**4.31 - 26?! 20 - 25?**



White can perform the so-called Monkey shot:

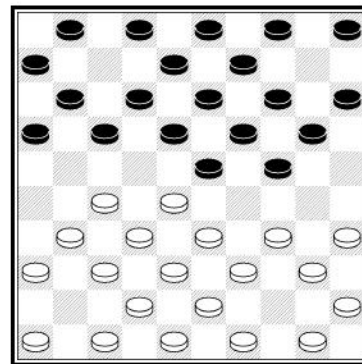
**5.28 - 22! 17 x 28**  
**6.33 x 22 18 x 27**  
**7.32 x 21 16 x 27**  
**8.34 - 30 25 x 34**  
**9.40 x 16**

The theoretical main line from diagram 10 goes as follows:

**4.31 - 27 20 - 24**  
**5.37 - 31**

The Old Dutch line continues with **5.34 - 30 17 - 21**. We show the modern line.

**5... 14 - 20**  
**6.41 - 37 10 - 14**



A trick to remember is **6.34 - 30 17 - 21 7.31 - 26? 24 - 29!! 8.26 x 17 11 x 31 9.36 x 27 29 - 34 10.40 x 29 23 x 25 B+1**.

Black can answer **6.34 - 30** with **20 - 25** developing his left wing after **7.49 - 44 25 x 34 8.40 x 20 15 x 24** which is considered a good thing for black.

White usually tries to launch an attack by taking **<22>**. White can't go to **<22>** immediately however: **6.27 - 22? 18 x 27 7.31 x 22** gives black the opportunity to gain a piece by making a small shot.

**Exercise 25.7** How does this shot go?

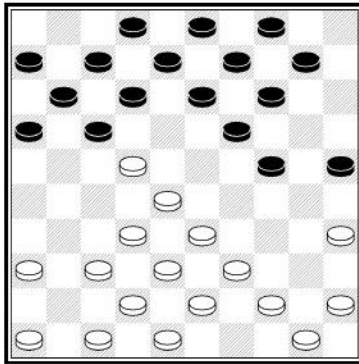
**7.49 - 44**

White can also play **7.34 - 29 23 x 34 8.40 x 29** immediately.

**7... 1 - 7**  
**8.34 - 29 23 x 34**  
**9.40 x 29 20 - 25**  
**10.29 x 20 15 x 24**  
**11.27 - 22 18 x 27**  
**12.31 x 22**

White launches a Highland attack, which is covered in part 2 of the Course in Draughts.

After 12... 5 – 10 the position is like this:

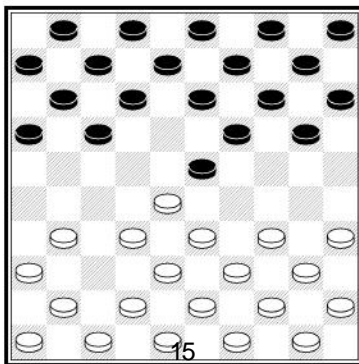


14

**Exercise 25.8** How can black win a piece after 13.36 - 31?

### Opening 1.32 - 28

We will look at another opening now: **1.32 – 28** which is played frequently. We look at 1... 18 - 23 first. White shouldn't play **2.37 – 32?** now.

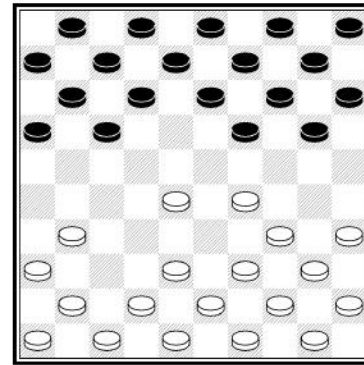


15

Black wins two pieces now by the Harlem shot, like in diagram 3.

**Exercise 25.9** How does this shot go for black?

White can better play 2.38 - 32 or 2.33 - 29 23 x 32 3.37 x 28 We will look at the latter continuation. White develops his left wing with the exchange.



16

Black can't play 3... 12 – 18? White gains two pieces by playing 4.29 – 24, but he can make a more exciting shot by playing:

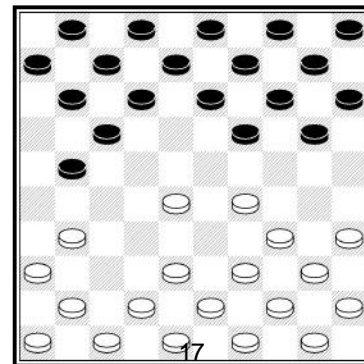
**4.28 – 23 19 x 28**

**5.29 - 24 20 x 29**

**6.34 x 21 16 x 27**

**7.31 x 33**

Good continuations for black are both 3... 20 - 24 4.29 x 20 15 x 24 and 3... 17 - 22 4.28 x 17 11 x 22. We will have a look at another good move: 3... 16 - 21



17

White shouldn't play 4.39 - 33? for black can perform a Harlem shot.

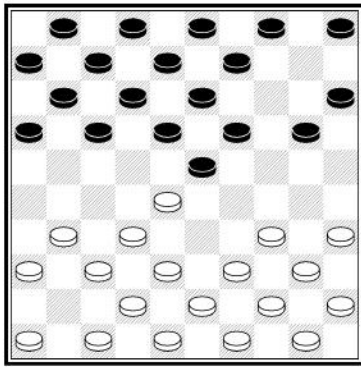
**Exercise 25.10** How does this shot go?

White can play 4.31 – 26 or 4.38 – 33 or make a 2 x 2 exchange with 4.28 – 23 19 x 28 5.29 – 24 20 x 29 6.34 x 32.

1.32 – 28 is often answered by 1... 19 – 23 2.28 x 19 14 x 23. This is a logical continuation, since

black develops his left wing immediately. We will show a frequently played opening:

1.32 – 28 19 – 23  
 2.28 x 19 14 x 23  
 3.37 – 32 10 – 14  
 4.41 – 37 14 – 19  
 5.33 – 28



18

White can also play 5.34 - 29 23 x 34 6.39 x 30 or 5.35 - 30. White tries to trap black. He can't play 5... 5 - 10?

**Exercise 25.11** How does white punish the 5 - 10 move?

A good, active continuation for black is 5... 17 - 22 6.28 x 17 11 x 22, but we will look at another frequently played move.

5... 17 – 21  
 6.31 – 27 5 – 10?

The next kingshot has made many victims already. White wins with an arch shot (see A course in draughts part I):

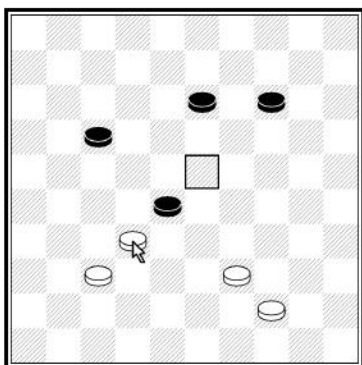
7.27 – 22 18 x 27  
 8.38 – 33 27 x 29  
 9.37 – 31 23 x 32  
 10.34 x 5

And at the next move the white king captures the black piece at<32> and he can bring the king behind his own pieces.

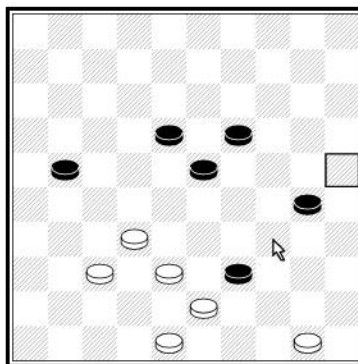


*Martijn van IJzendoorn probably would have chosen another opening move himself ....*

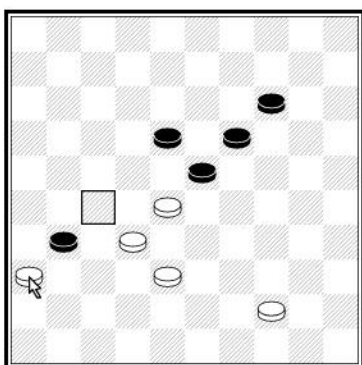
## Solutions 2. Capturing is obliged



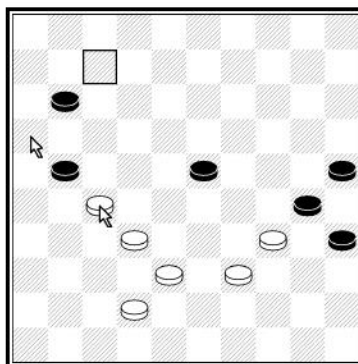
2.1



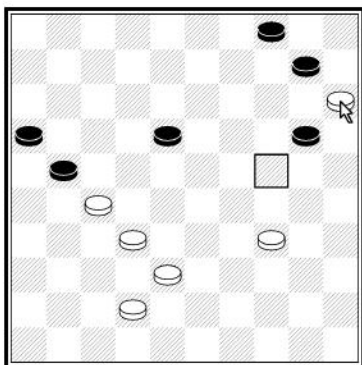
2.5



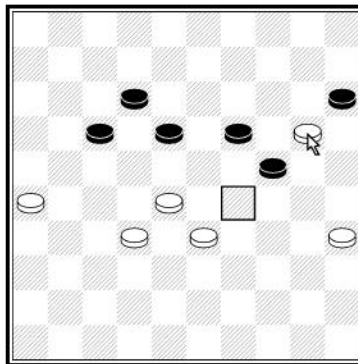
2.2



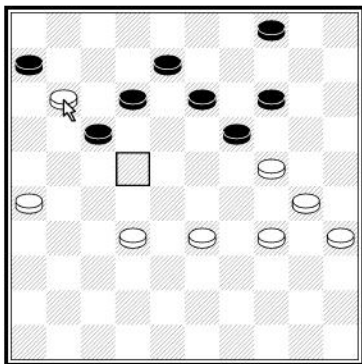
2.6



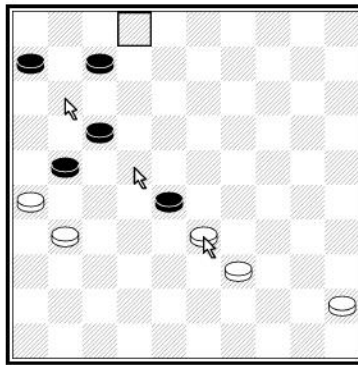
2.3



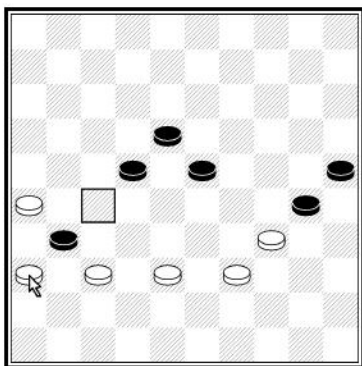
2.7



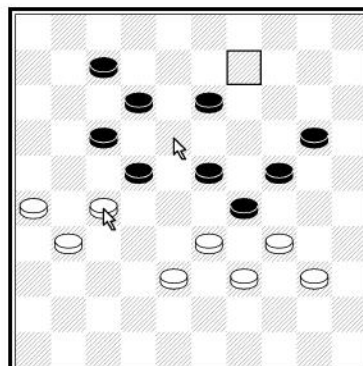
2.4



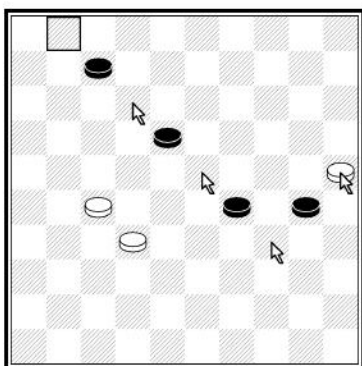
2.8



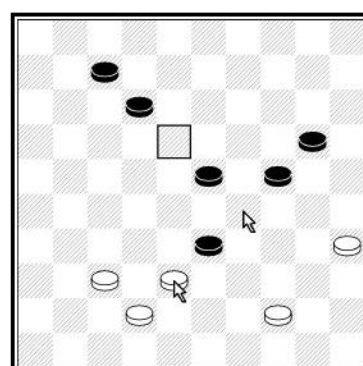
2.9



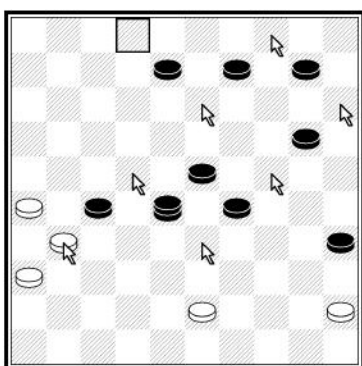
2.13



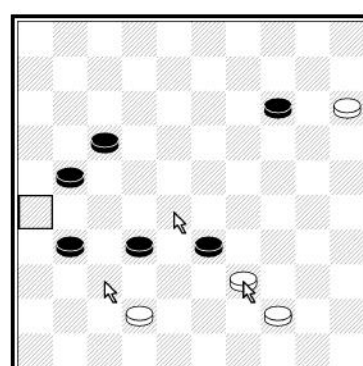
2.10



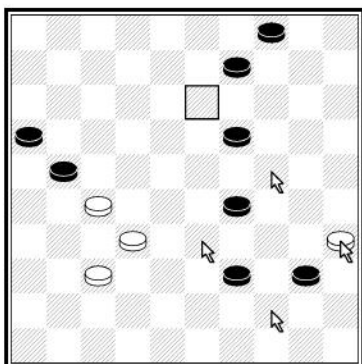
2.14



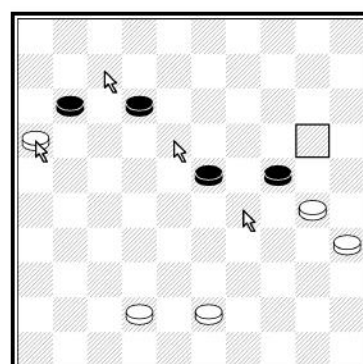
2.11



2.15



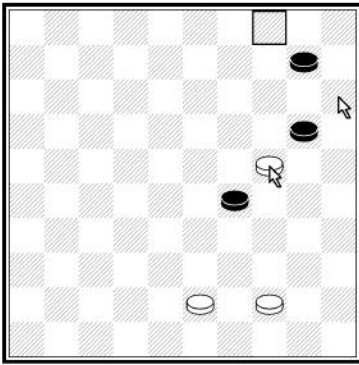
2.12



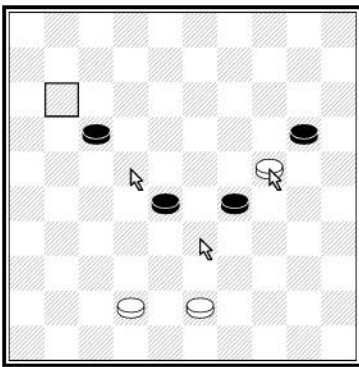
2.16



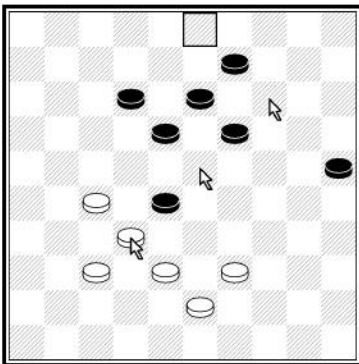
### 3. Majority capture



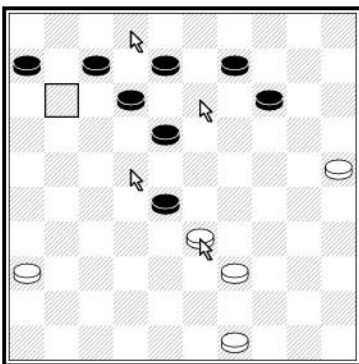
2.17



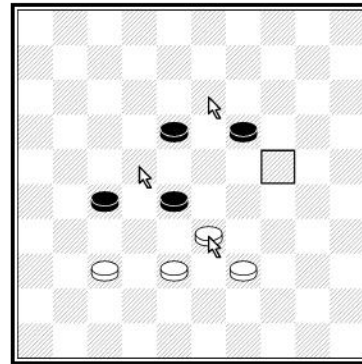
2.18



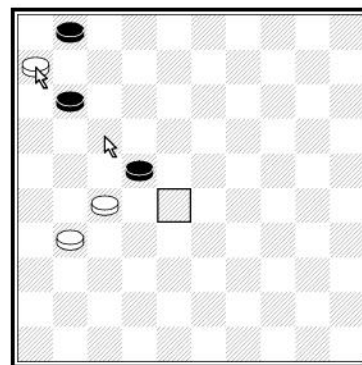
2.19



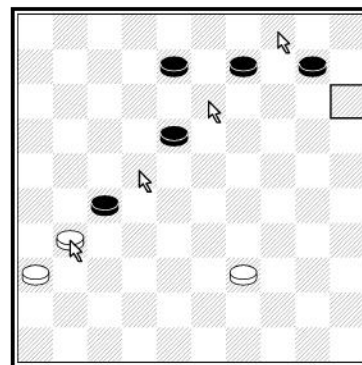
2.20



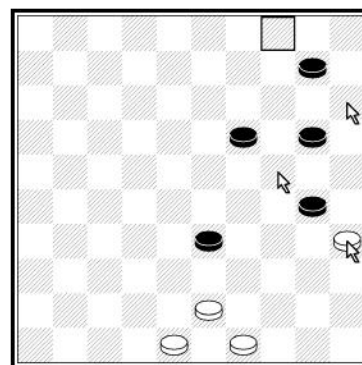
3.1



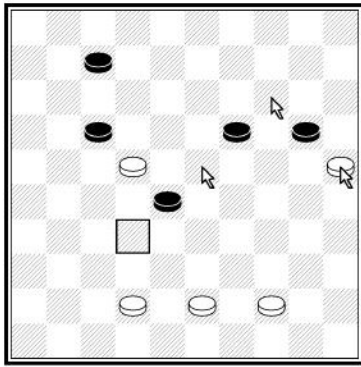
3.2



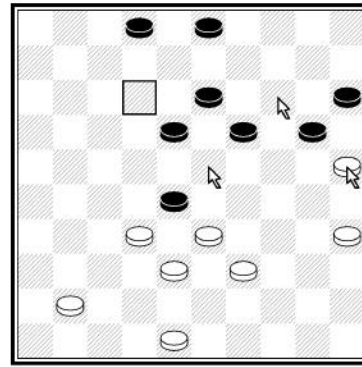
3.3



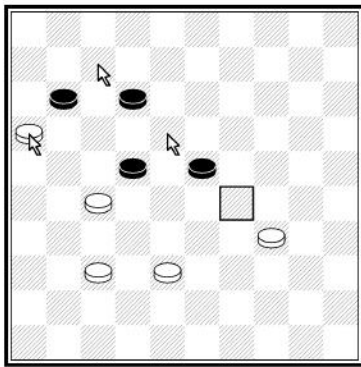
3.4



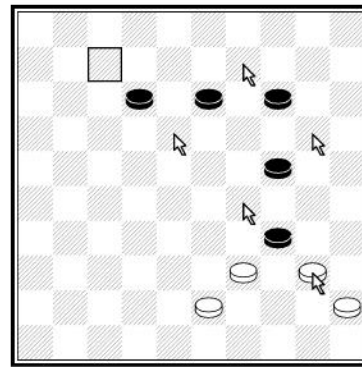
3.5



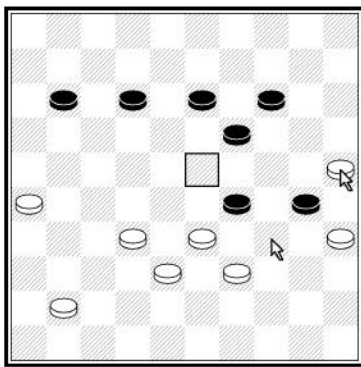
3.9



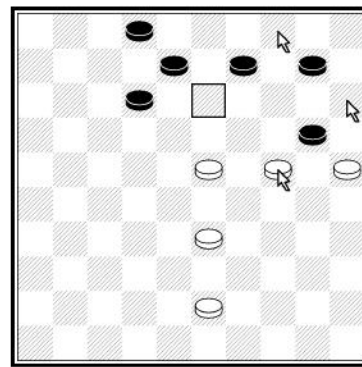
3.6



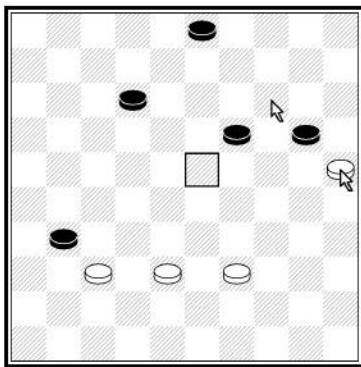
3.10



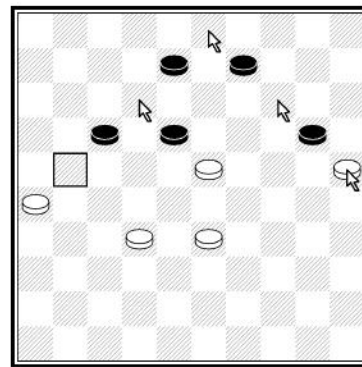
3.7



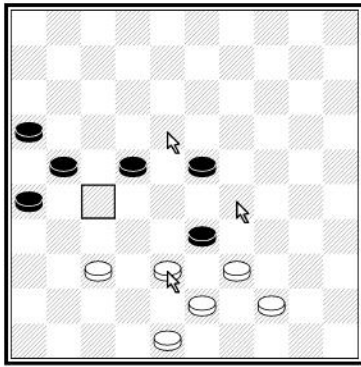
3.11



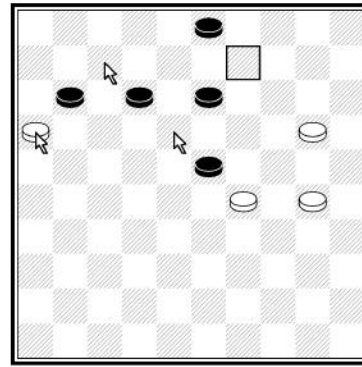
3.8



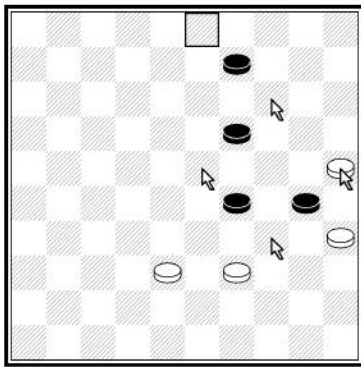
3.12



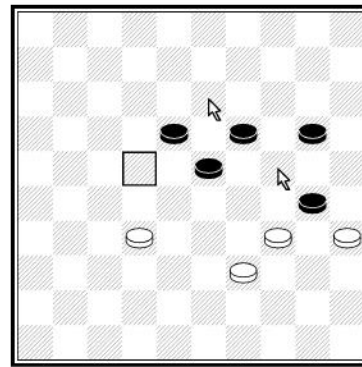
3.13



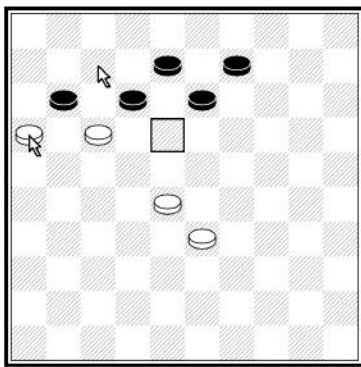
3.17



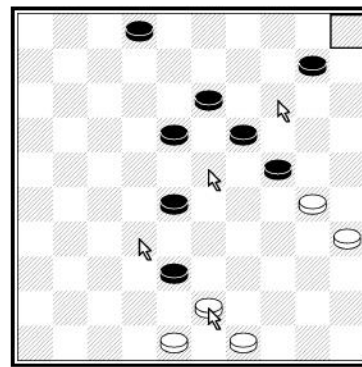
3.14



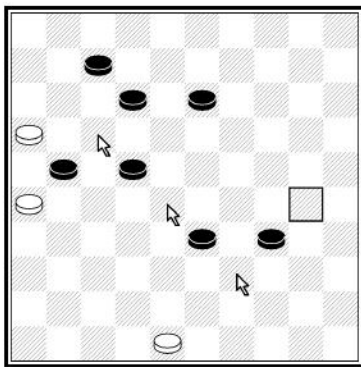
3.18



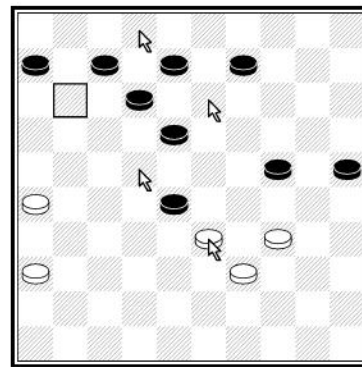
3.15



3.19

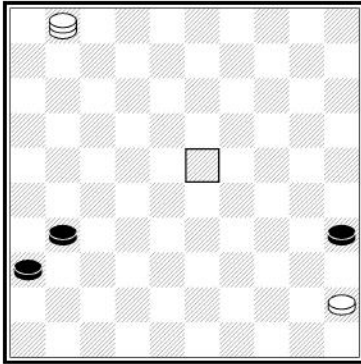


3.16

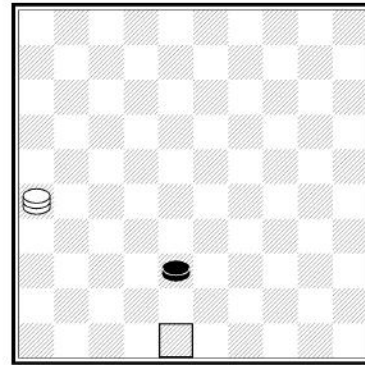


3.20

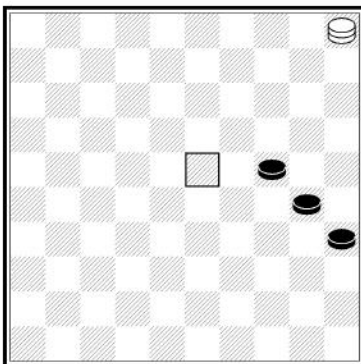
#### 4. Moving with a king



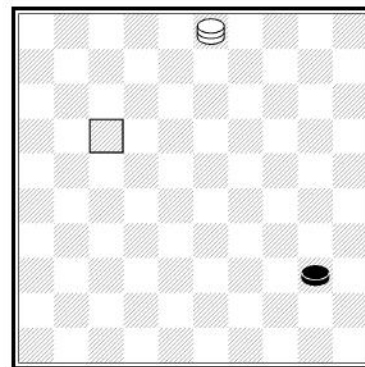
4.1



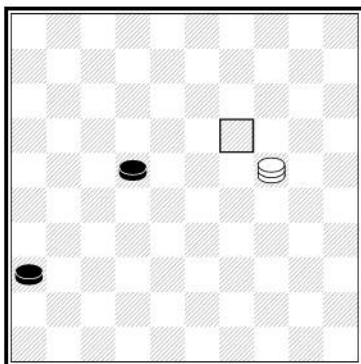
4.5



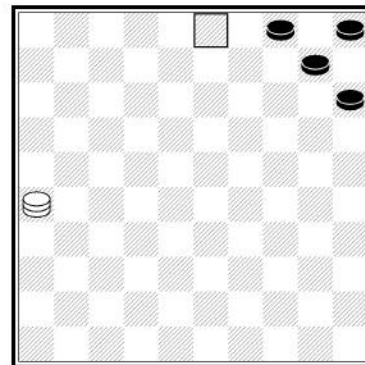
4.2



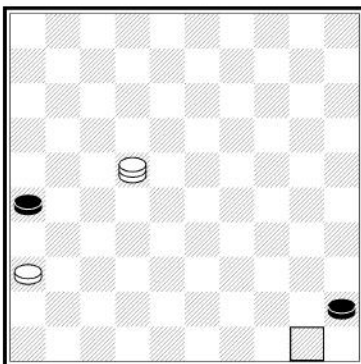
4.6



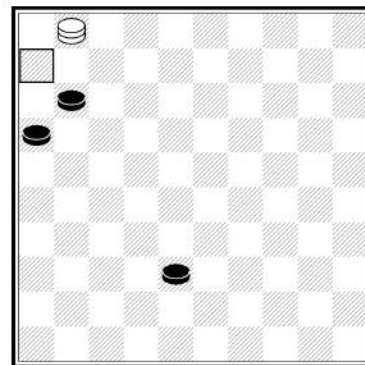
4.3



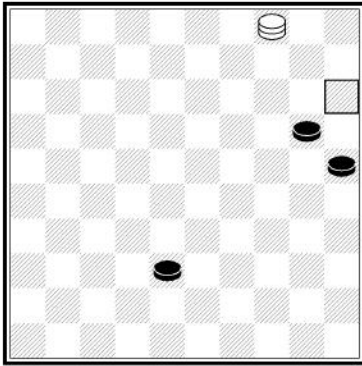
4.7



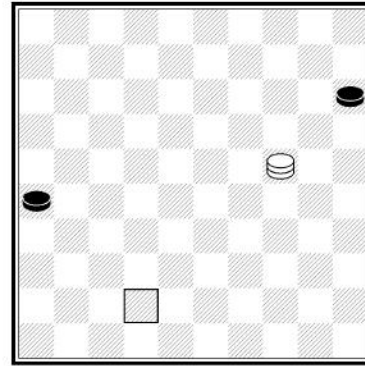
4.4



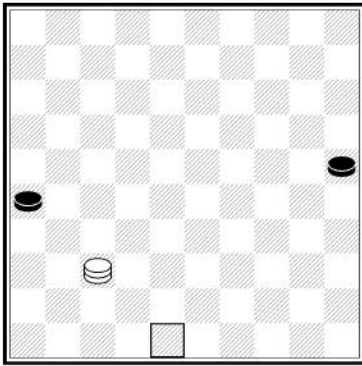
4.8



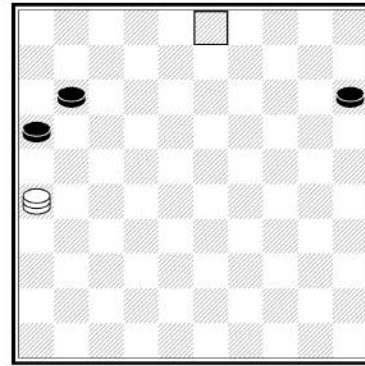
4.9



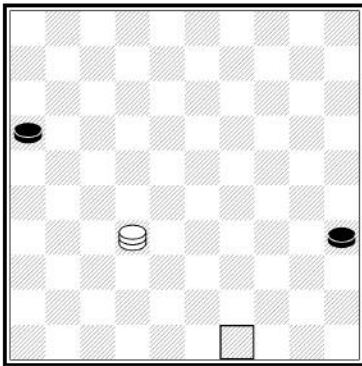
4.13



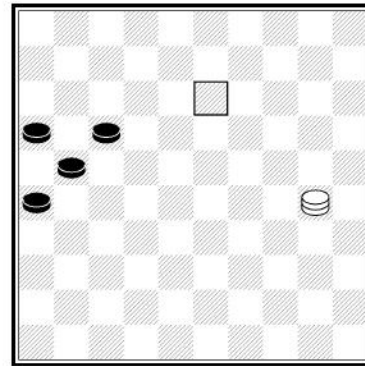
4.10



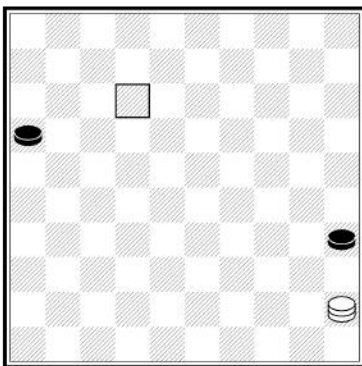
4.14



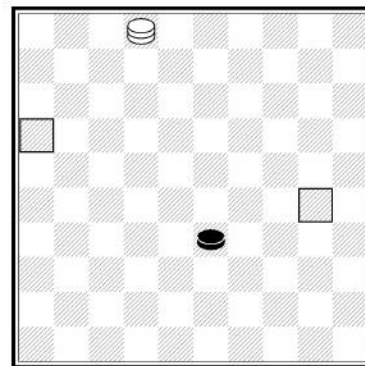
4.11



4.15



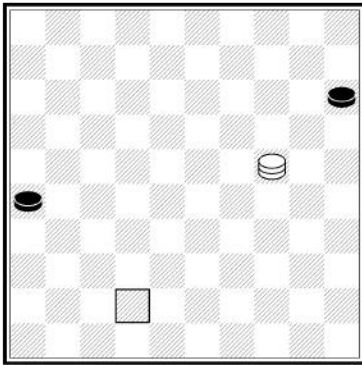
4.12



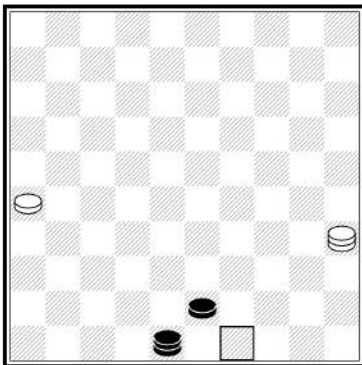
4.16



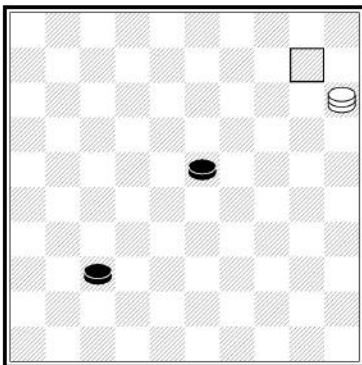
## 5. Capturing with the king



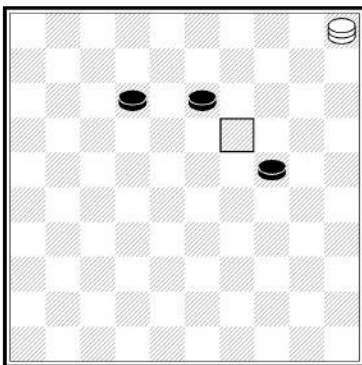
4.17



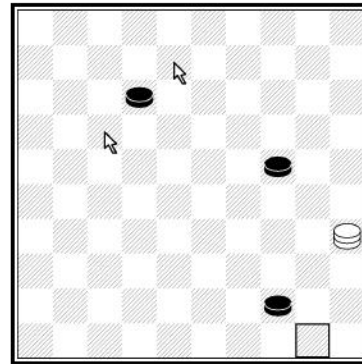
4.18



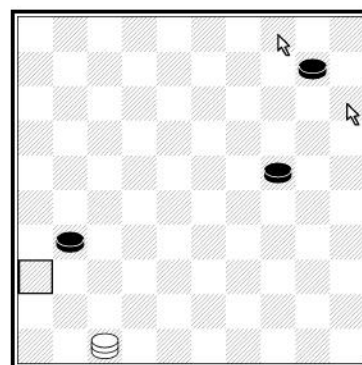
4.19



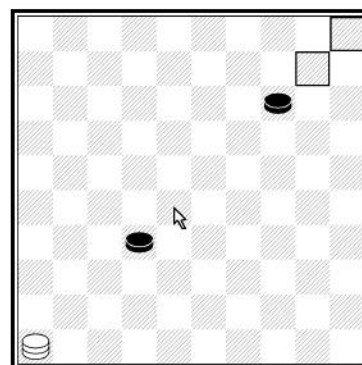
4.20



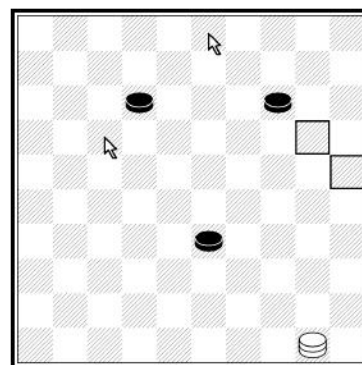
5.1



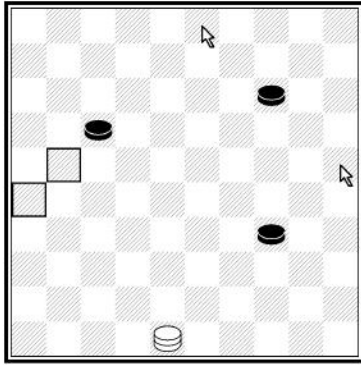
5.2



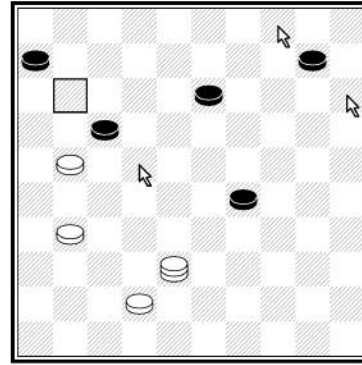
5.3



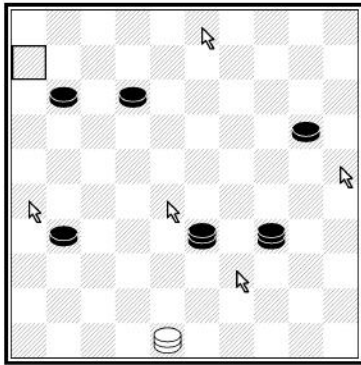
5.4



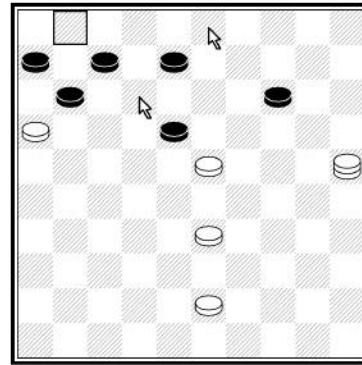
5.5



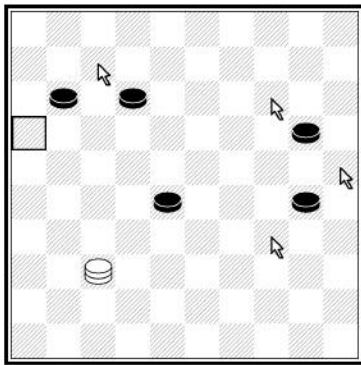
5.9



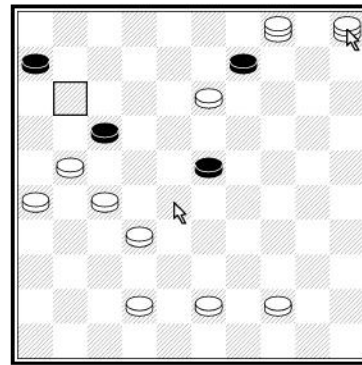
5.6



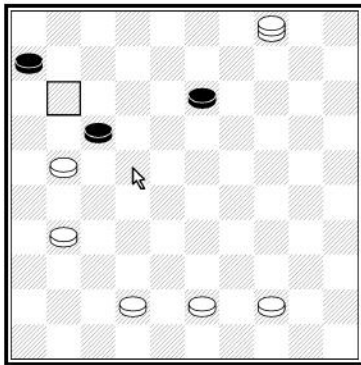
5.10



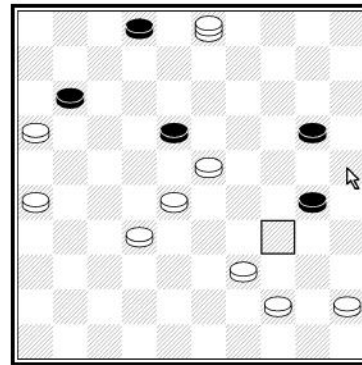
5.7



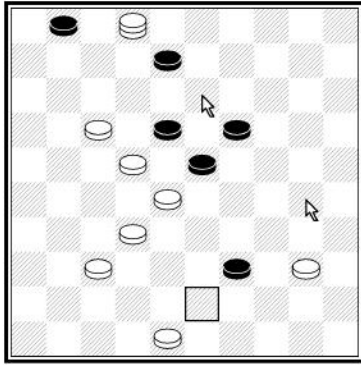
5.11



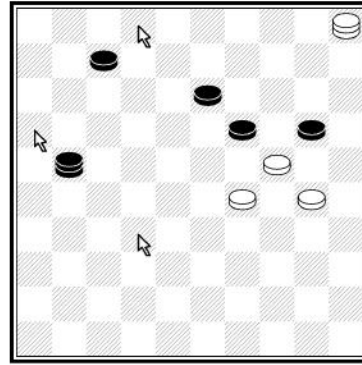
5.8



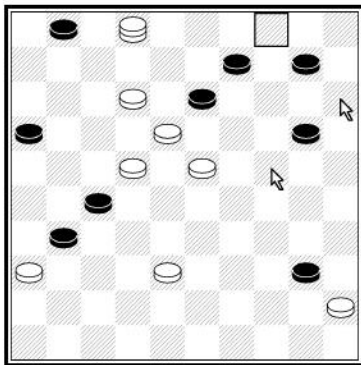
5.12



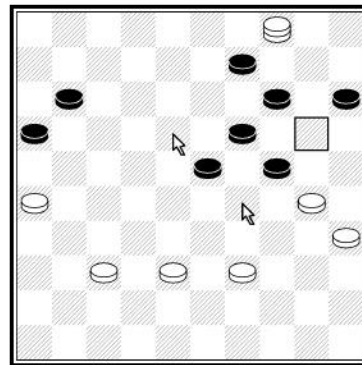
5.13



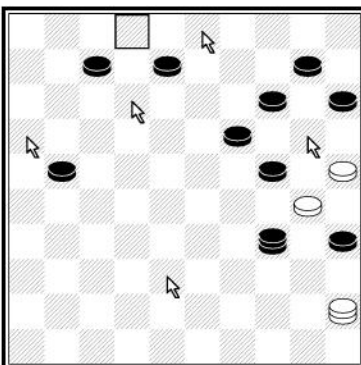
5.17



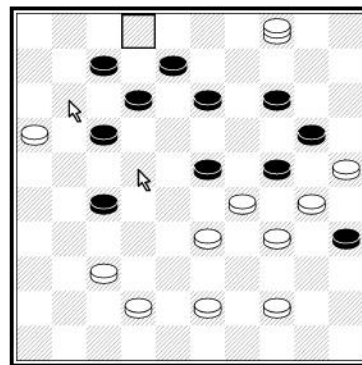
5.14



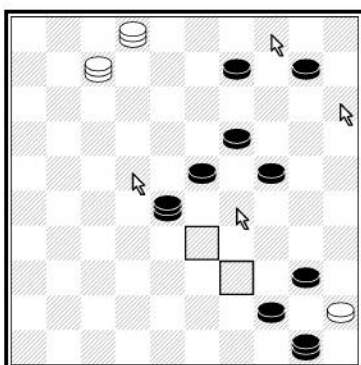
5.18



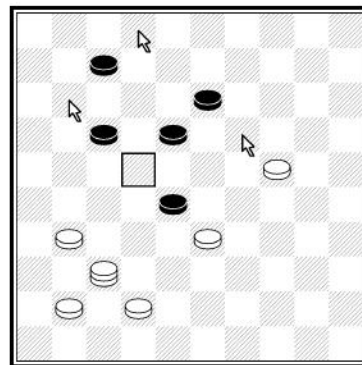
5.15



5.19

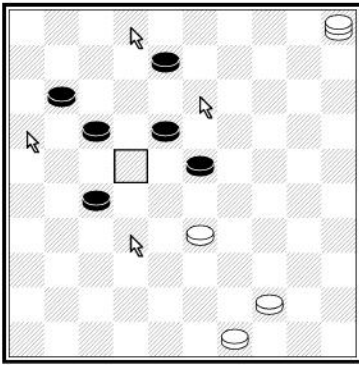


5.16

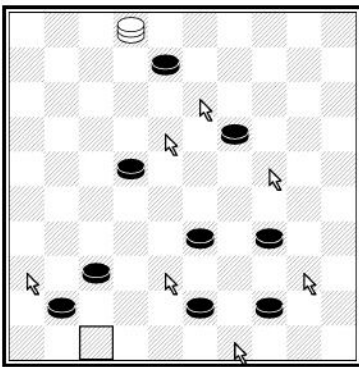


5.20

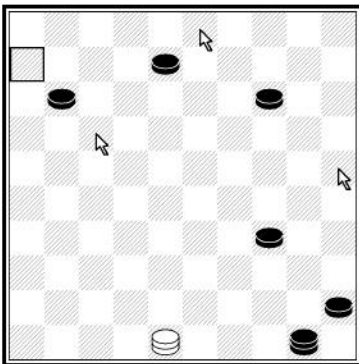
## 6. Attacking pieces



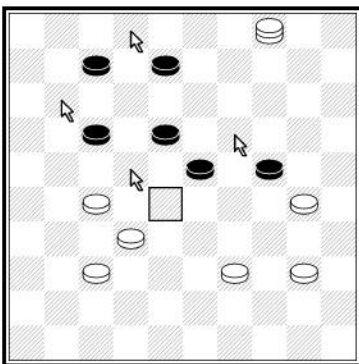
5.21



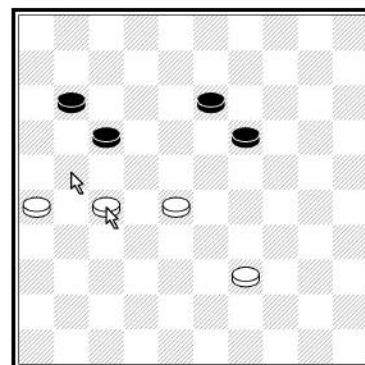
5.22



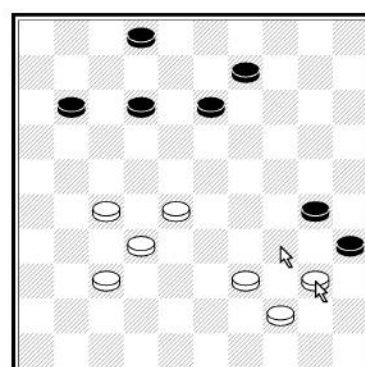
5.23



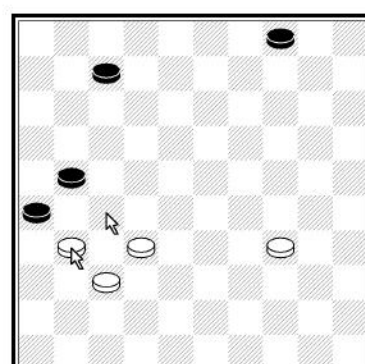
5.24



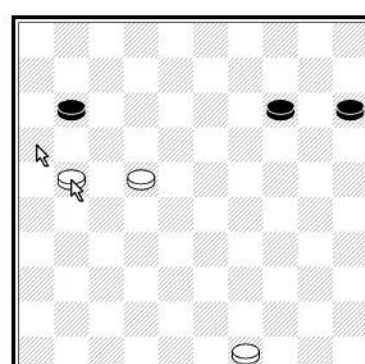
6.1



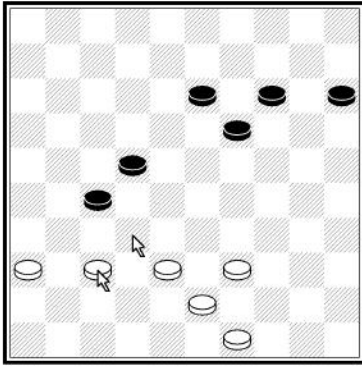
6.2



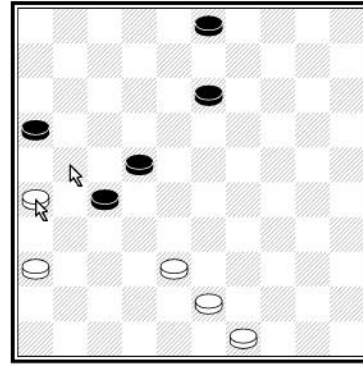
6.3



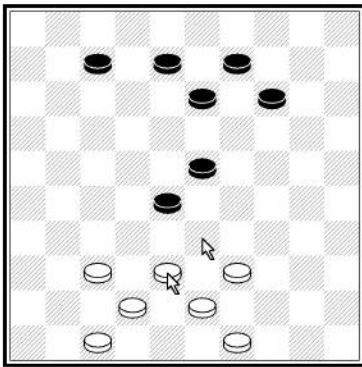
6.4



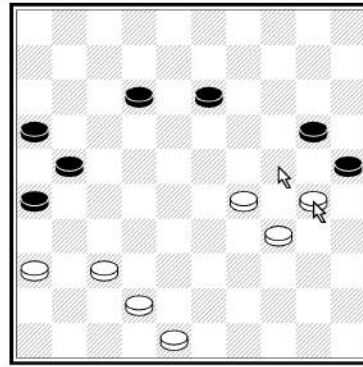
6.5



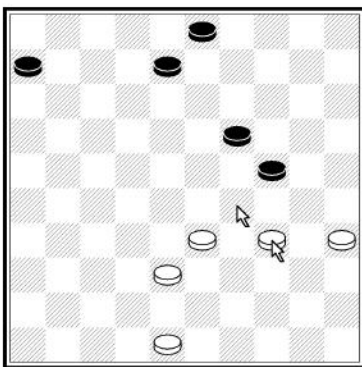
6.9



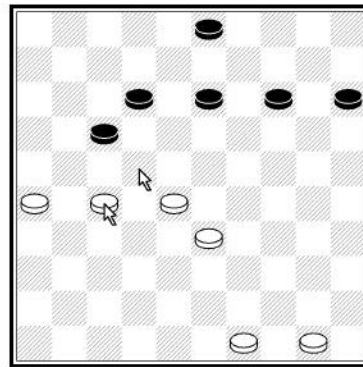
6.6



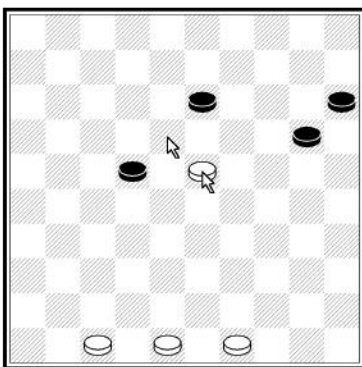
6.10



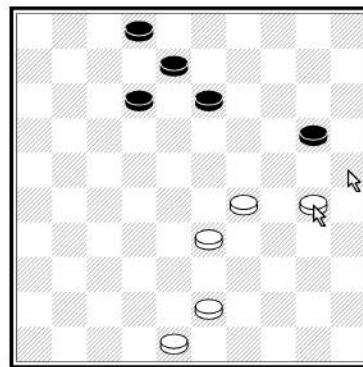
6.7



6.11



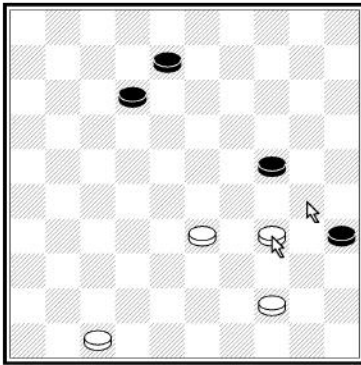
6.8



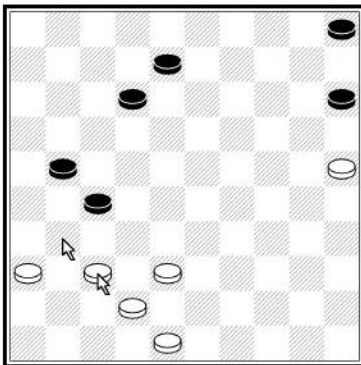
6.12



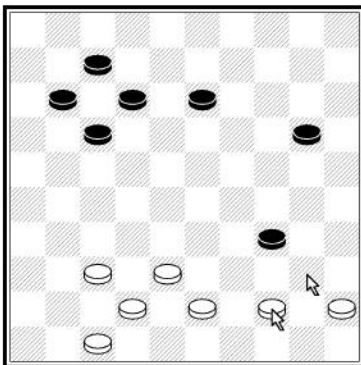
## 7. Defending



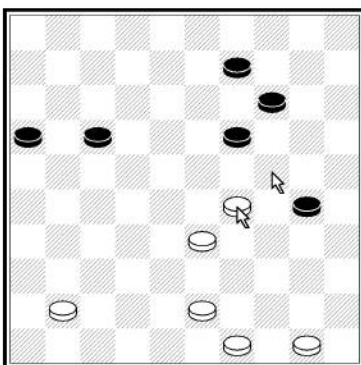
6.13



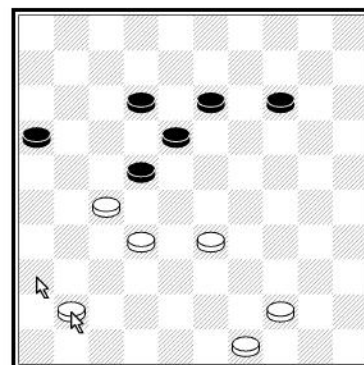
6.14



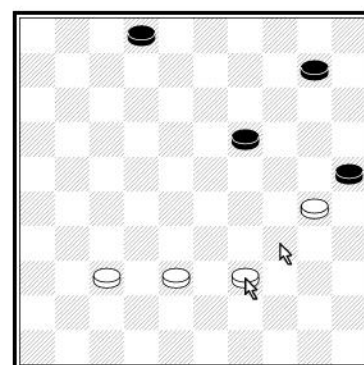
6.15



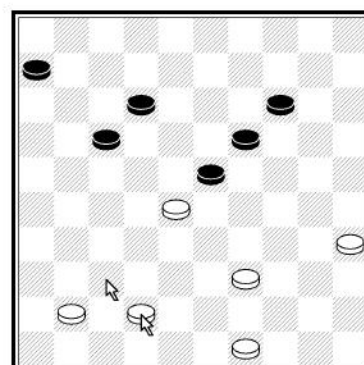
6.16



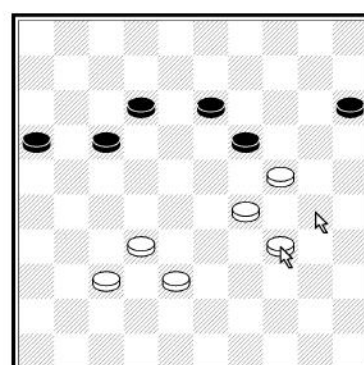
7.1



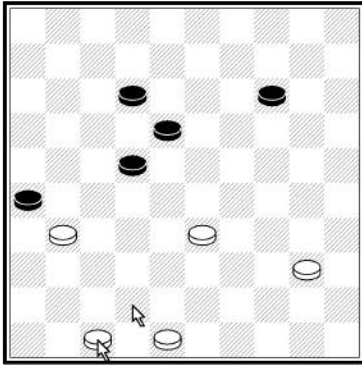
7.2



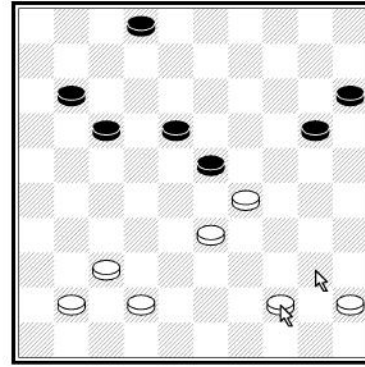
7.3



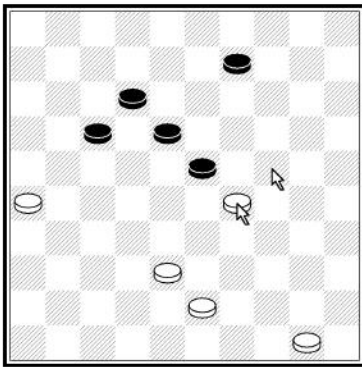
7.4



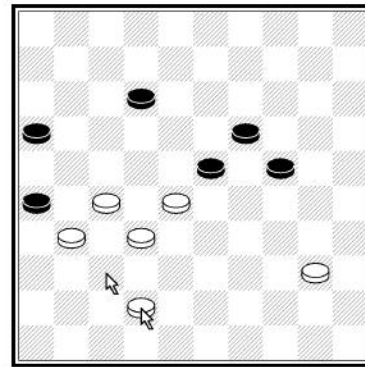
7.5



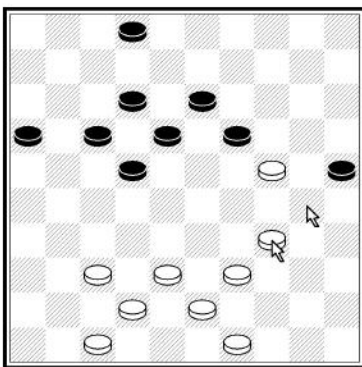
7.9



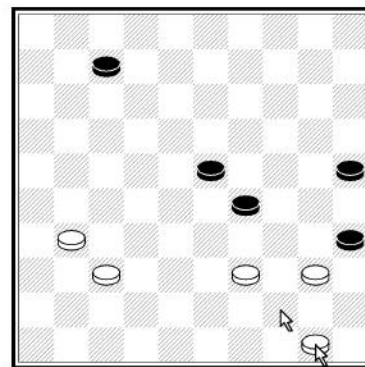
7.6



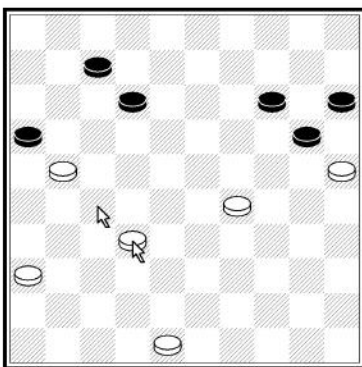
7.10



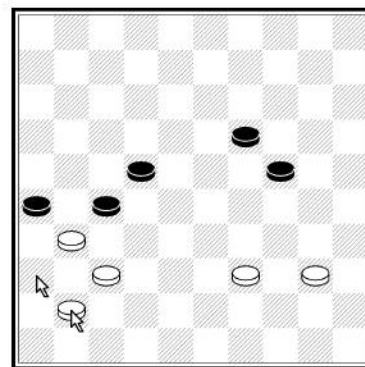
7.7



7.11

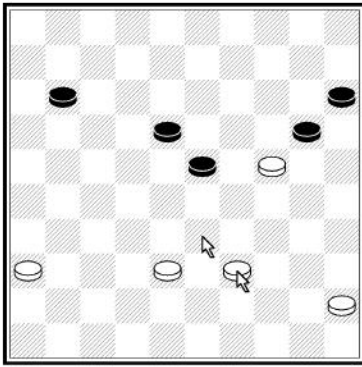


7.8

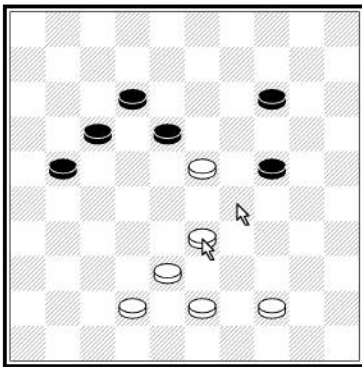


7.12

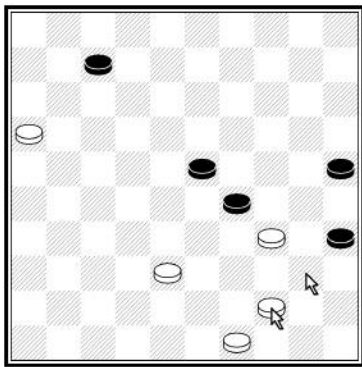
## 8. Making a shot



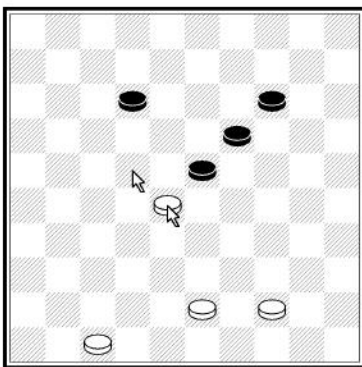
7.13



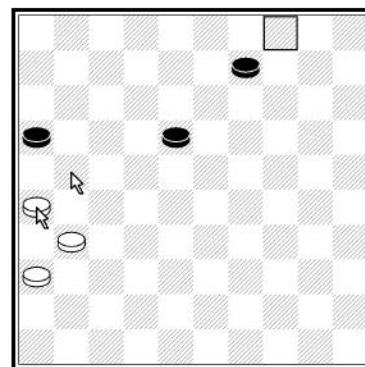
7.14



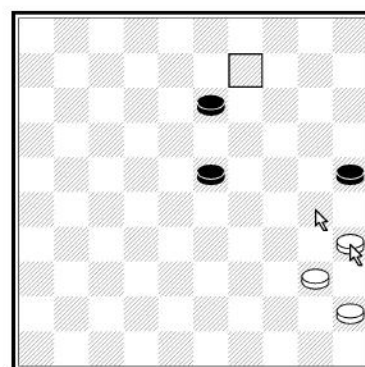
7.15



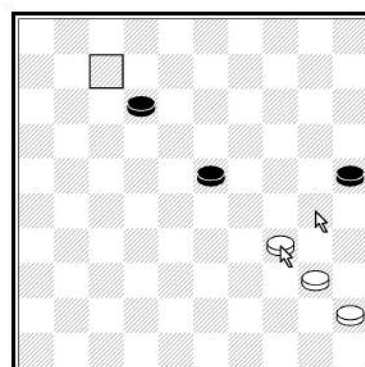
7.16



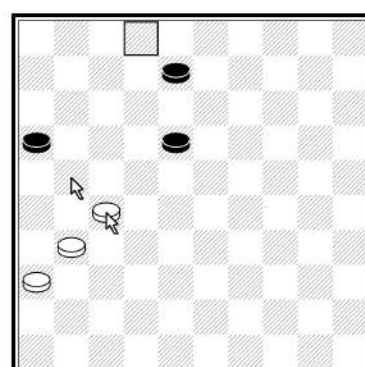
8.1



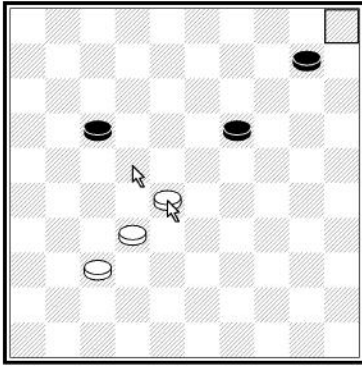
8.2



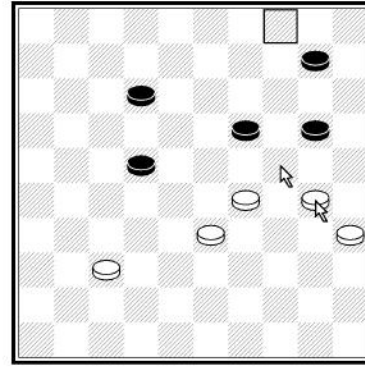
8.3



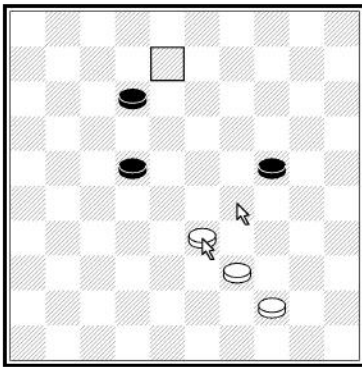
8.4



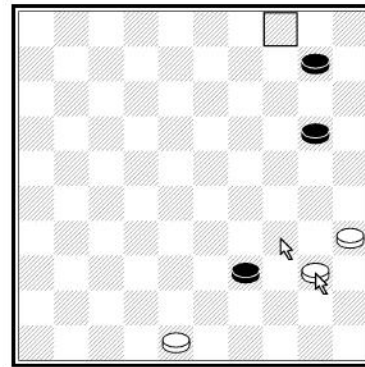
8.5



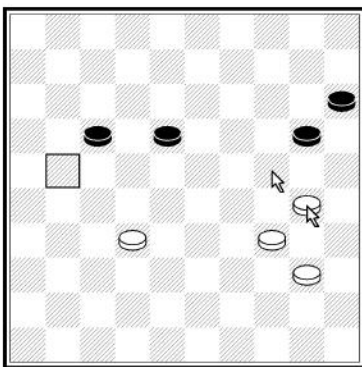
8.9



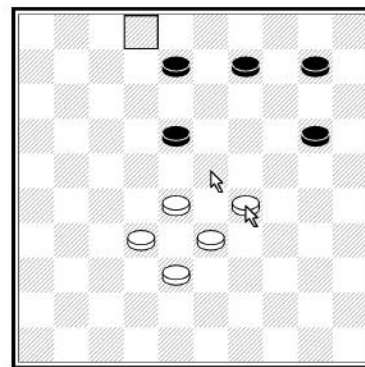
8.6



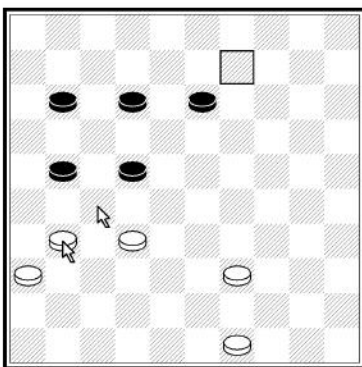
8.10



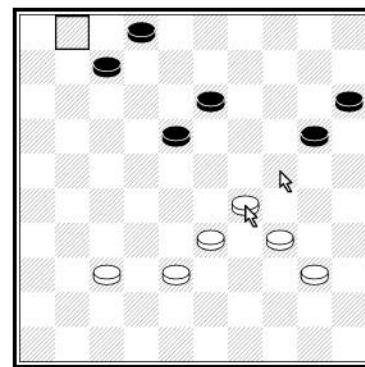
8.7



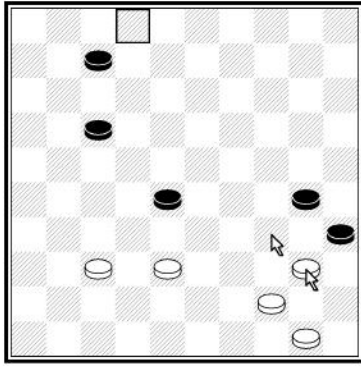
8.11



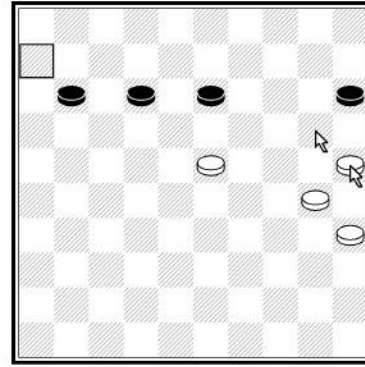
8.8



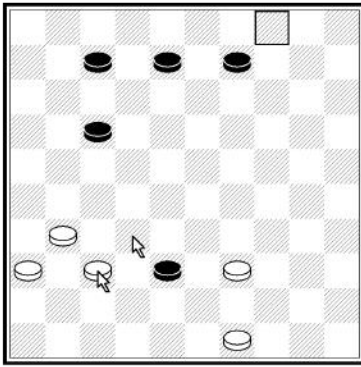
8.12



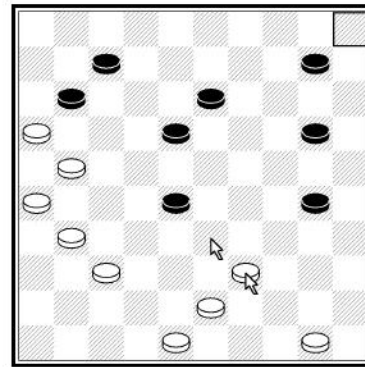
8.13



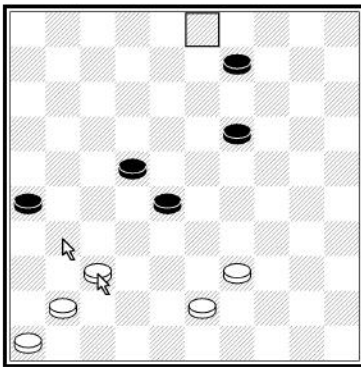
8.17



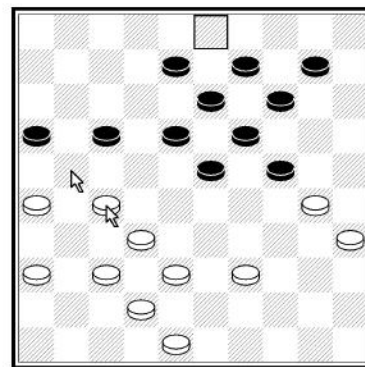
8.14



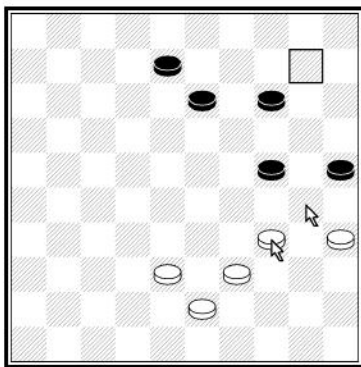
8.18



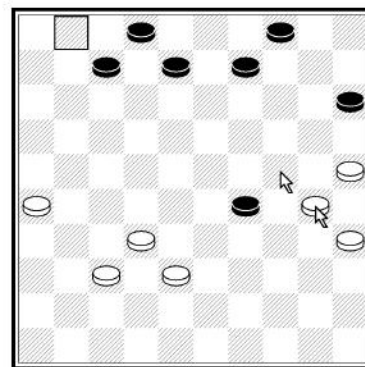
8.15



8.19



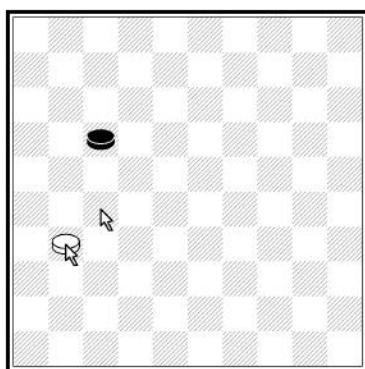
8.16



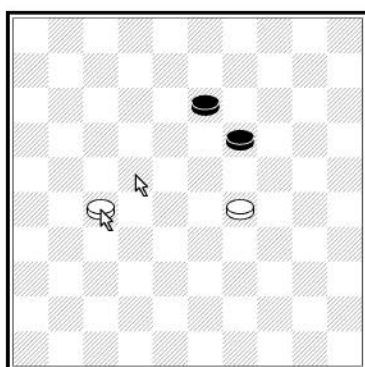
8.20



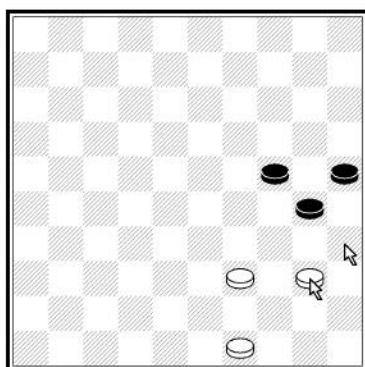
## 9. Freezing out the opponent



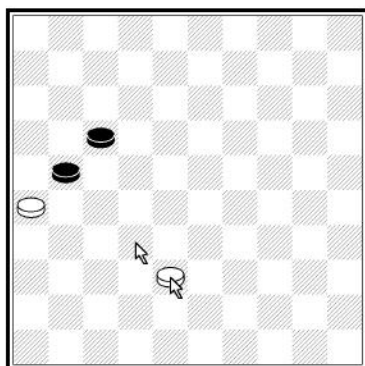
9.1



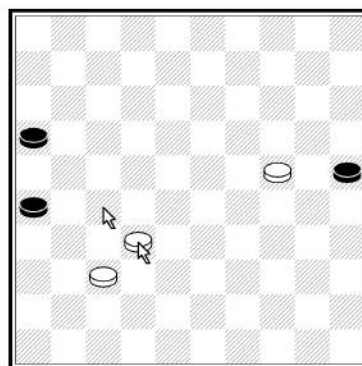
9.2



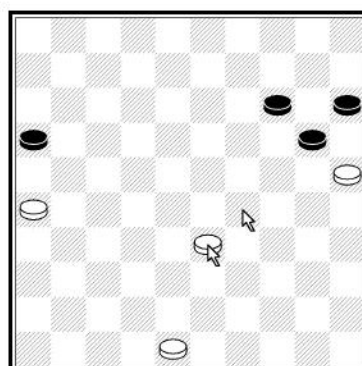
9.3



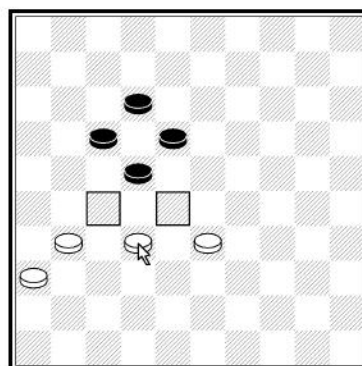
9.4



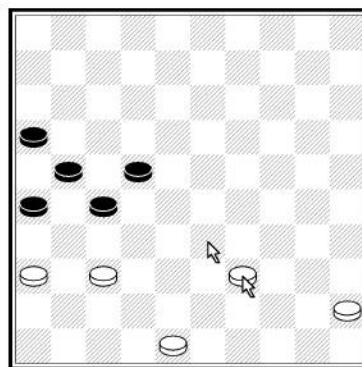
9.5



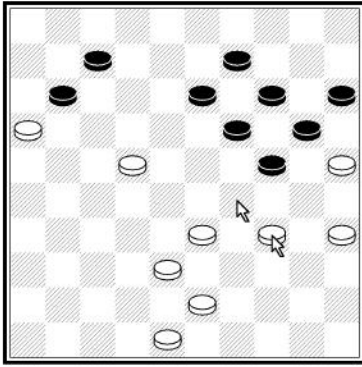
9.6



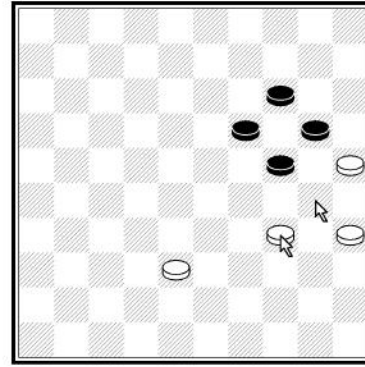
9.7



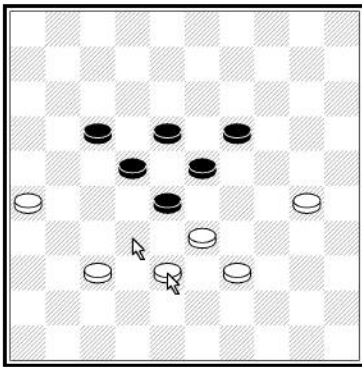
9.8



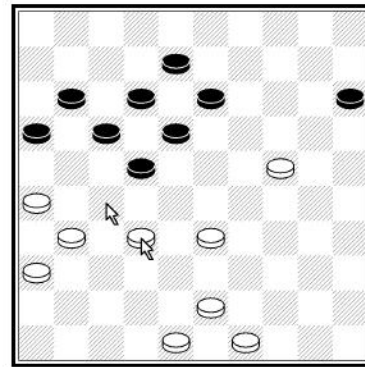
9.9



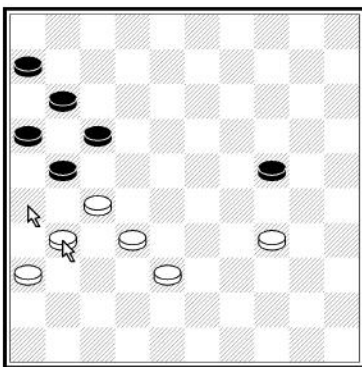
9.13



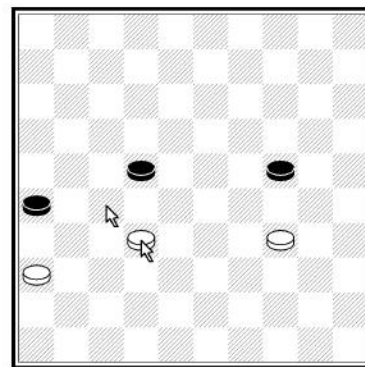
9.10



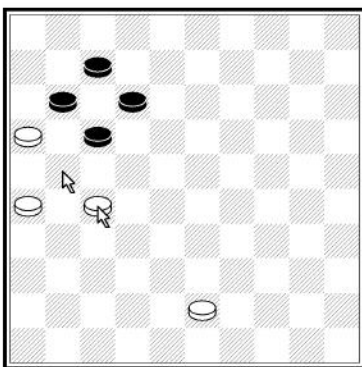
9.14



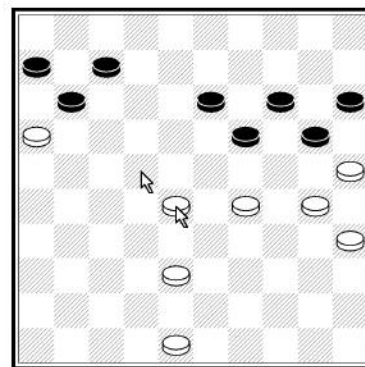
9.11



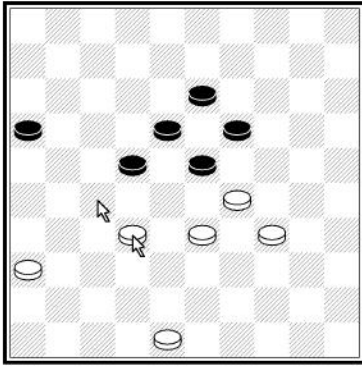
9.15



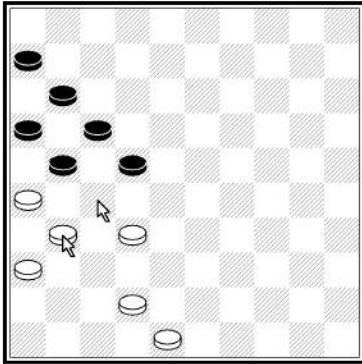
9.12



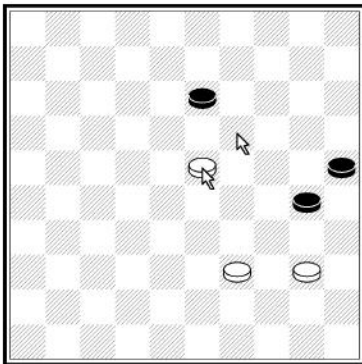
9.16



9.17

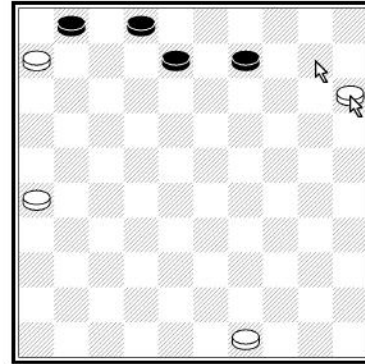


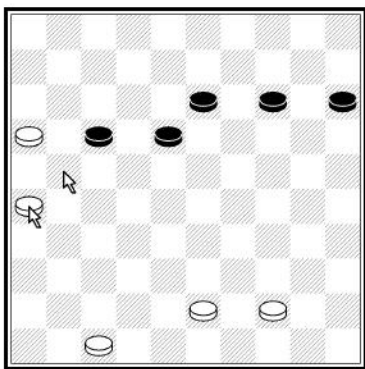
9.18



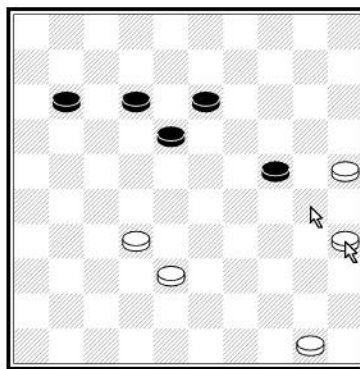
9.19

## 10. Making a breakthrough

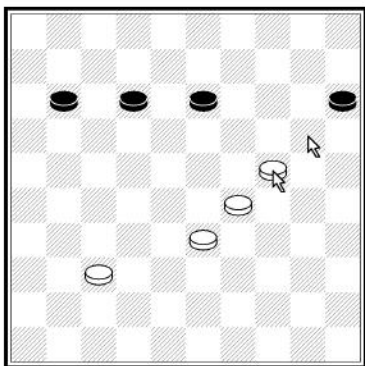




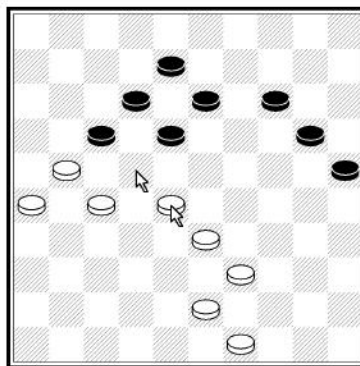
10.4. 26 – 21 17 x 26 16 – 11



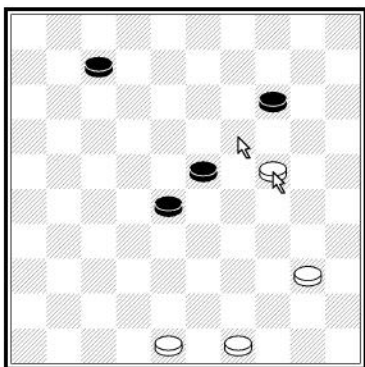
10.7. 35 - 30 24 x 35 25 - 20



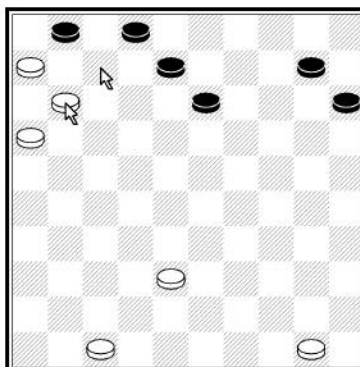
10.5. 24 – 20 15 x 24 29 x 20



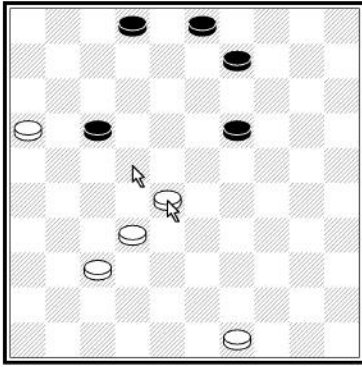
10.8. 28 – 22 17 x 28 33 x 22 (22 going to king)



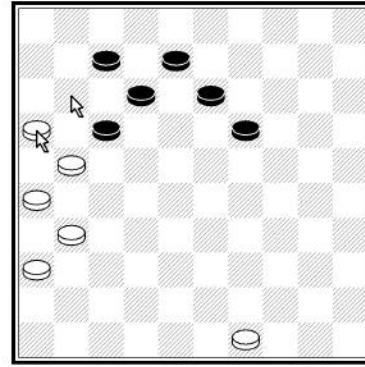
10.6. 24 – 19



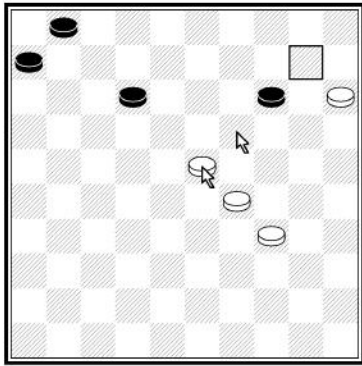
10.9. 11 – 7 2 x 11 16 x 7 1 x 12 6 – 1



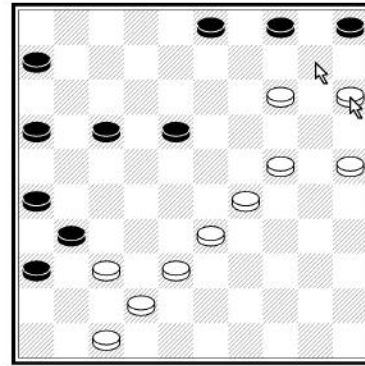
10.10. 28 – 22 17 x 28 32 x 14 9 x 20 16 – 11



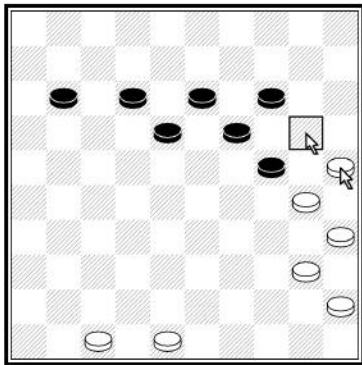
10.13. 16 - 11 7 x 27 31 x 11



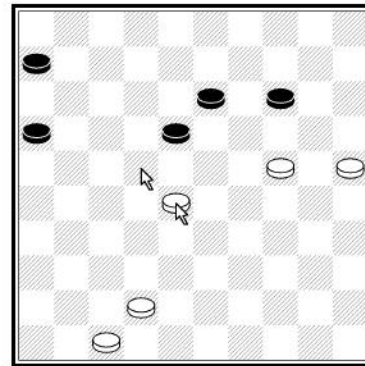
10.11. 23 – 19 14 x 23 29 x 7 1 x 12 15 – 10



10.14. 15 - 10 4 x 15 14 - 9 3 x 14 24 - 20 15 x 24 29 x 9

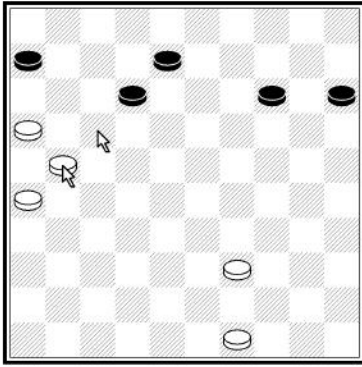


10.12. 25 – 20 14 x 34 40 x 20

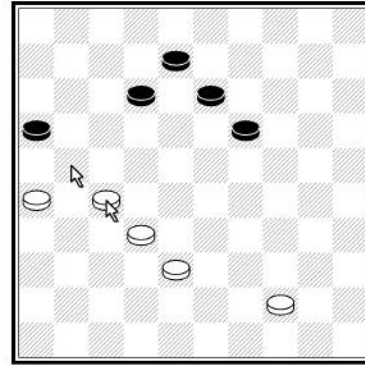


10.15. 28 – 22 18 x 27 24 - 20 14 – 19 20 – 15



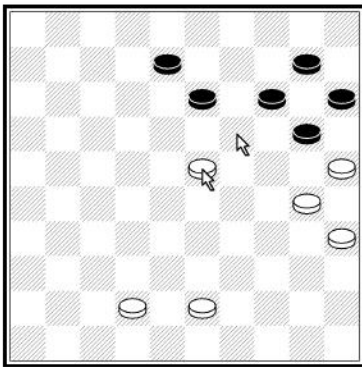


**10.16.** 21 - 17 12 x 21 26 x 17 and piece <16> goes to king.

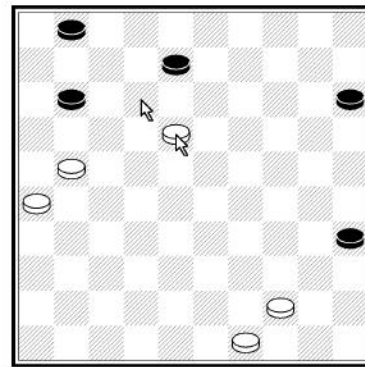


19\*

**10.19.** 27 - 21 16 x 27 32 x 21 followed by 21 - 17 (12 x 21 26 x 17)

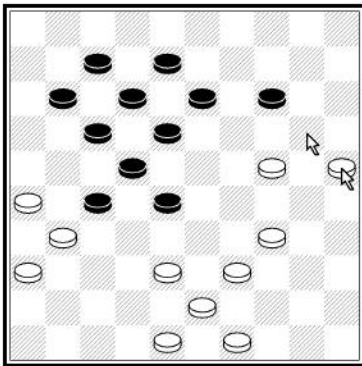


**10.17.** 23 - 19 13 x 24 30 x 19 14 x 23 25 x 5



20

**10.20.** 18 - 12 8 x 17 21 x 12



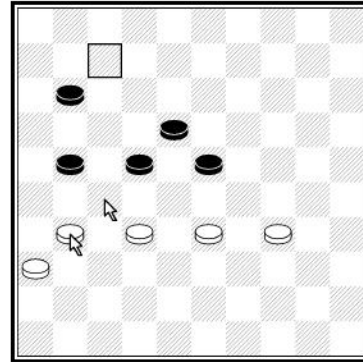
18\*

**10.18.** 25 - 20 14 x 25 34 - 30 25 x 34 39 x 30

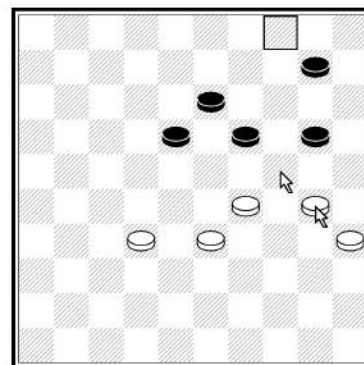
## 11. Judging positions

- 11.1. Better for white. White has one piece more.
- 11.2. Better for white. Black has lack of space to play.
- 11.3. Equal
- 11.4. Better for black. White has lack of space.
- 11.5. Better for black. He will break through.
- 11.6. Better for white. Black is frozen out (no space to play).
- 11.7. Better for black. White has no space to play.
- 11.8. Equal.
- 11.9. Better for black. Black has one piece more.
- 11.10. Better for white. White breaks through.
- 11.11. Better for white. Black has no space to play.
- 11.12. Better for white. He breaks through playing 24 – 20 15 x 24 29 x 20.
- 11.13. Better for black. He will break through by playing 25 - 30 34 x 25 35 - 40.
- 11.14. Better for white. Black has no space to play.
- 11.15. Equal. The position is symmetrical.
- 11.16. Better for white. After 37 – 32 black has to sacrifice 16 – 21 27 x 16 26 – 31 but will lose if white plays the endgame properly.
- 11.17. Better for white. He breaks through playing 28 – 22 17 x 28 33 x 22.
- 11.18. Better for black. He has a piece more.
- 11.19. Better for black White has a lack of space to play. Moreover black threatens to play 28 - 32 37 x 28 26 x 50. White can't stop this threat.
- 11.20. Better for black. White has a lack of space to play.

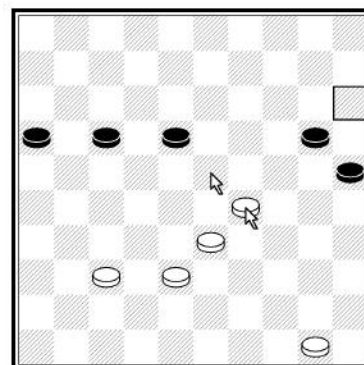
## 12. Shots



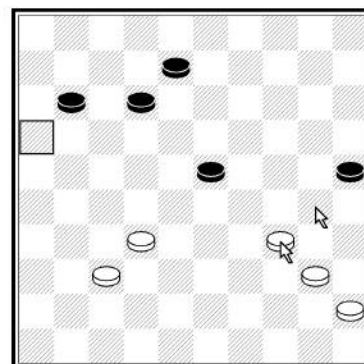
12.1

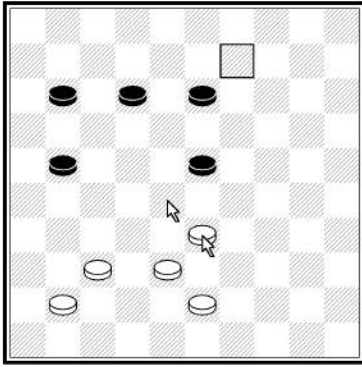


12.2

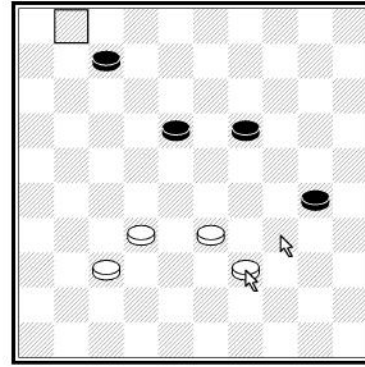


12.3

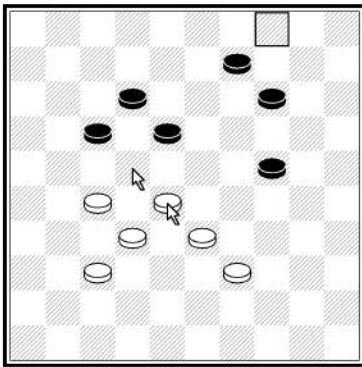




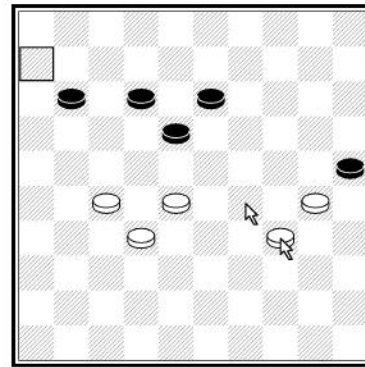
12.5



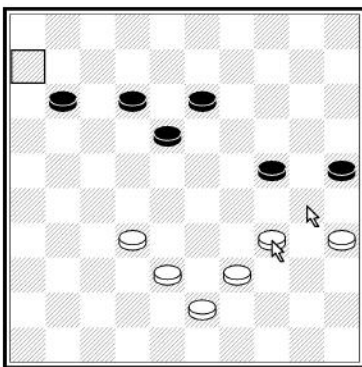
12.9



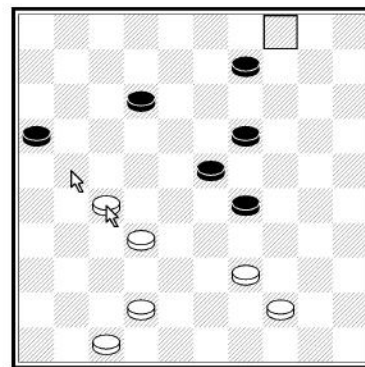
12.6



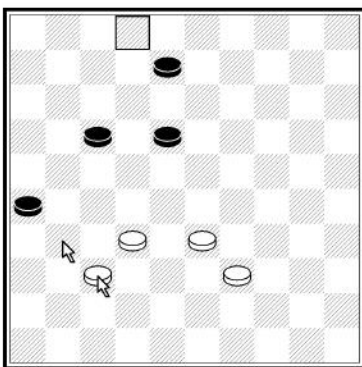
12.10



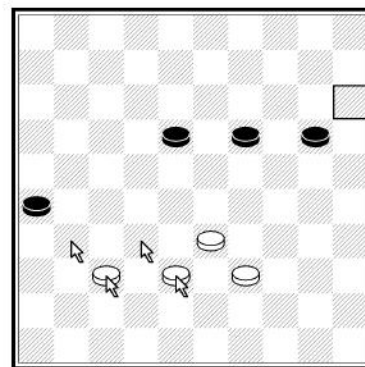
12.7



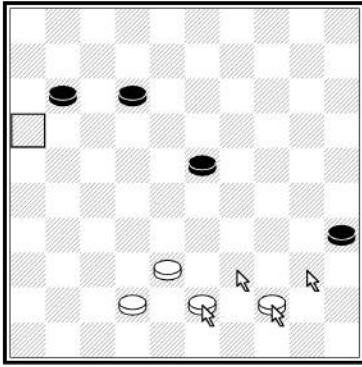
12.11



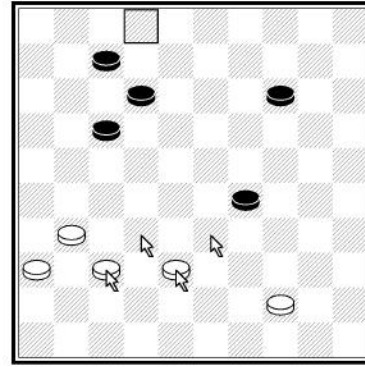
12.8



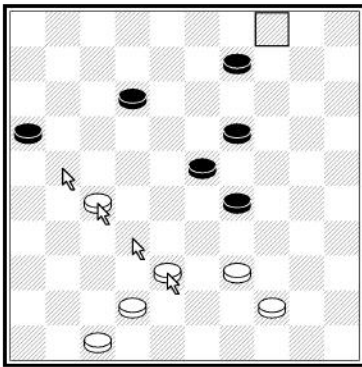
12.12



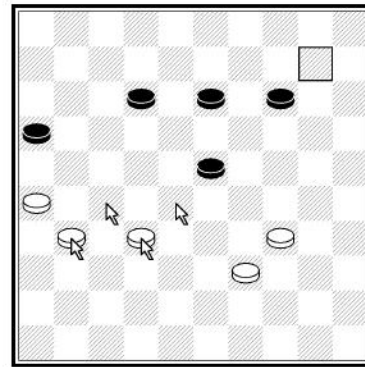
12.13



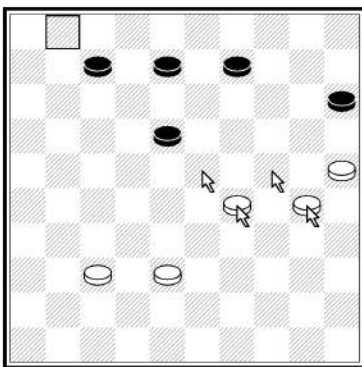
12.17



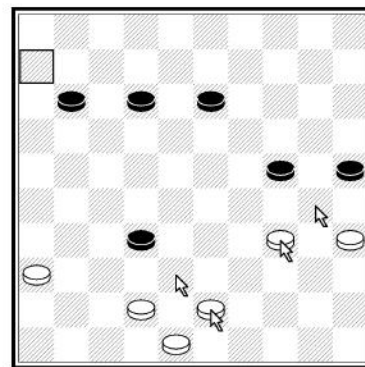
12.14



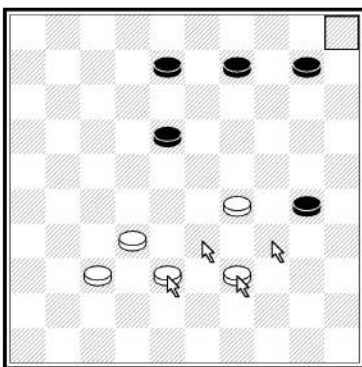
12.18



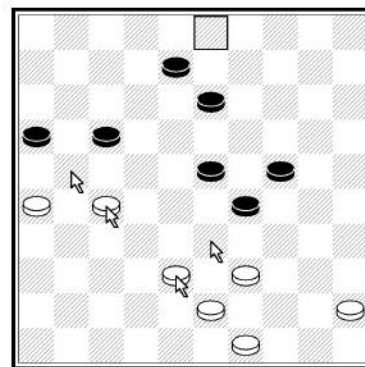
12.15



12.19

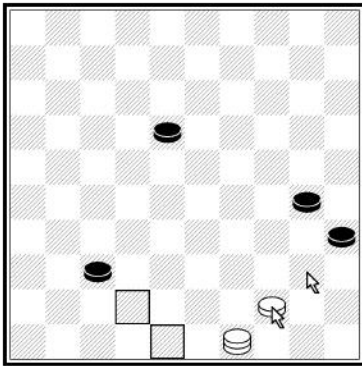


12.16

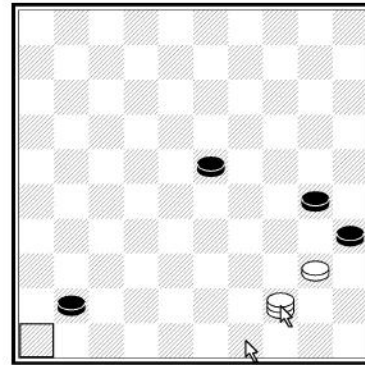


12.20

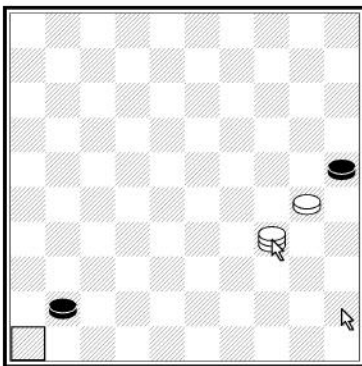
### 13. Making shots with your king



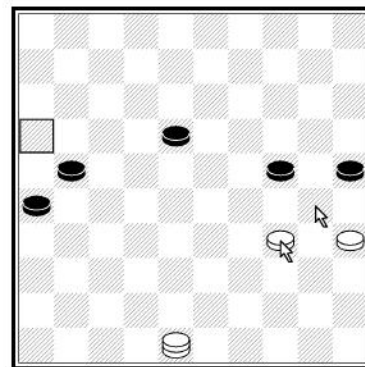
13.1



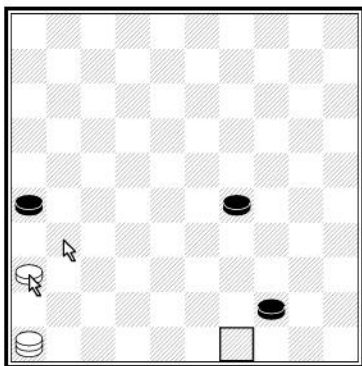
13.5



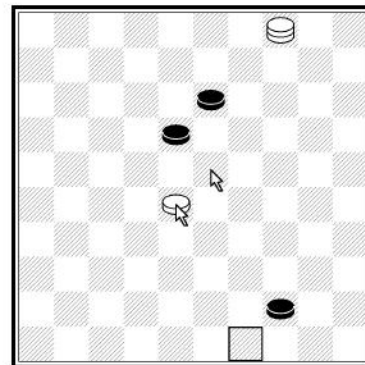
13.2



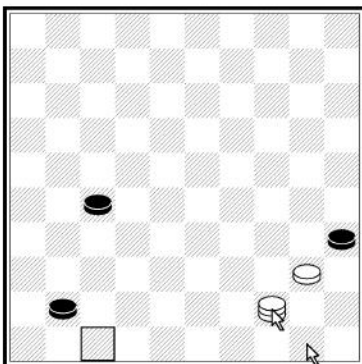
13.6



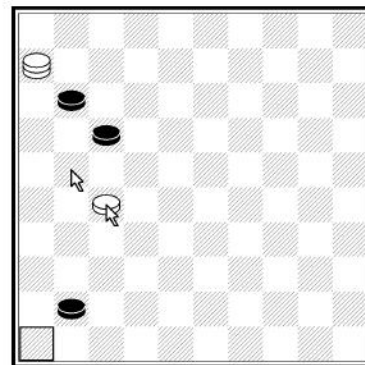
13.3



13.7



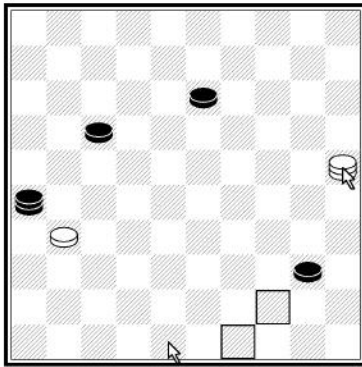
13.4



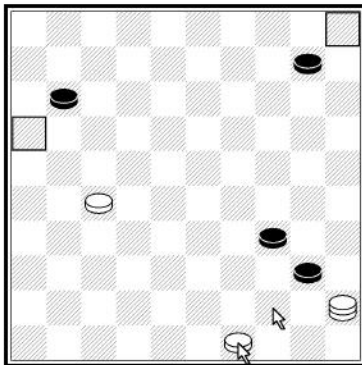
13.8



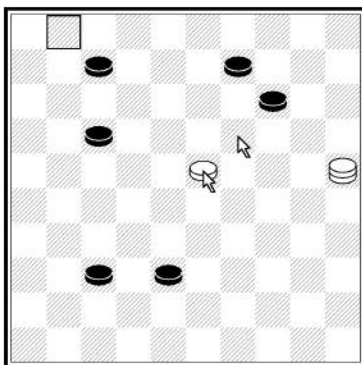




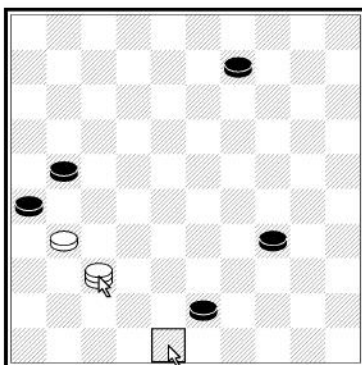
13.17



13.18

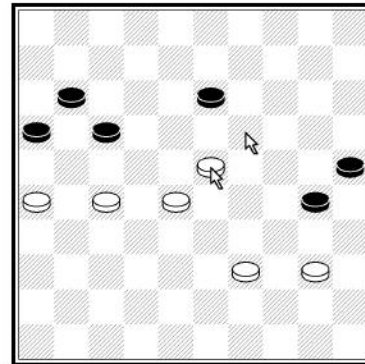


13.19

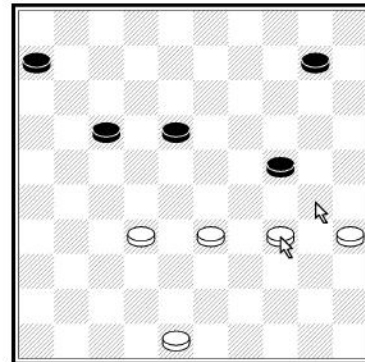


13.20

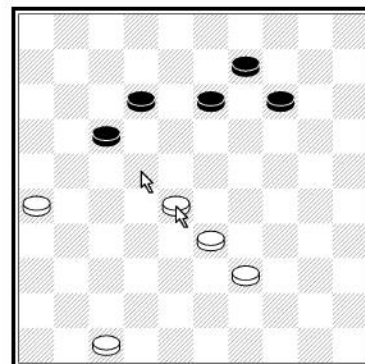
## 14. Making plans



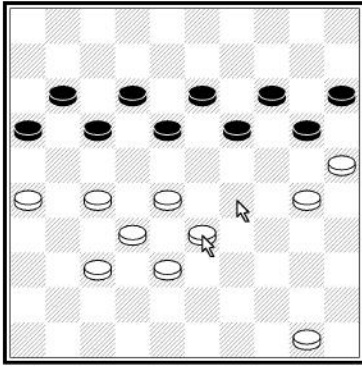
14.1. Freezing out the opponent: 23 – 19! 13 x 24  
40 – 35 W+.



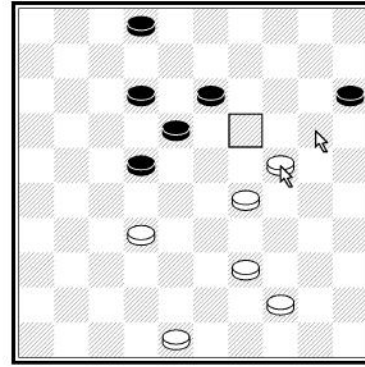
14.2. Attacking 34 - 30!



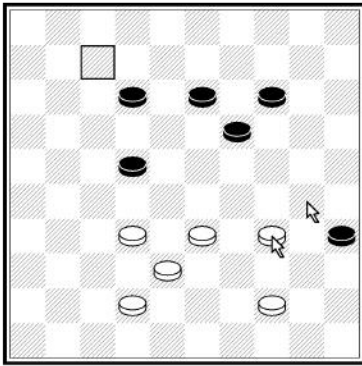
14.3. Breaking through 28 – 22 17 x 28 33 x 22



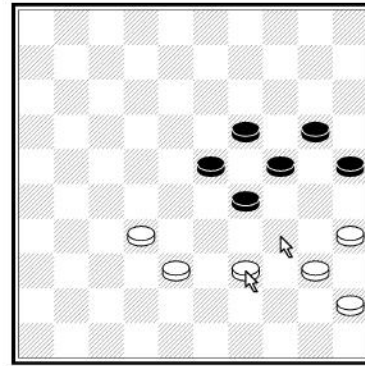
**14.4.** Freezing out the opponent 33 – 29!



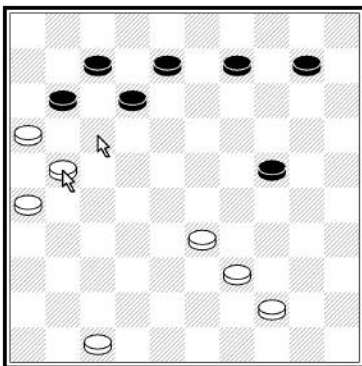
**14.7.** Making a shot 24 – 20 15 x 33 39 x 19



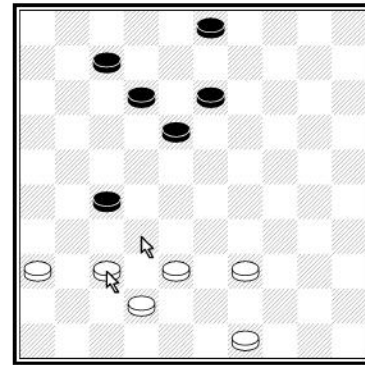
**14.5.** Making a shot 34 – 30 35 x 24 33 – 28 22 x 33 38 x 7



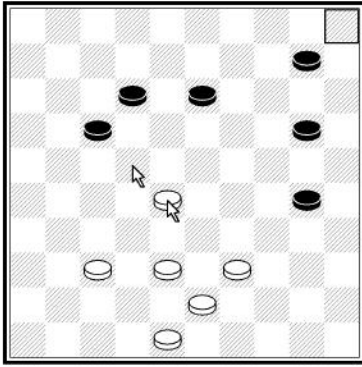
**14.8.** Freezing out the opponent 39 – 34



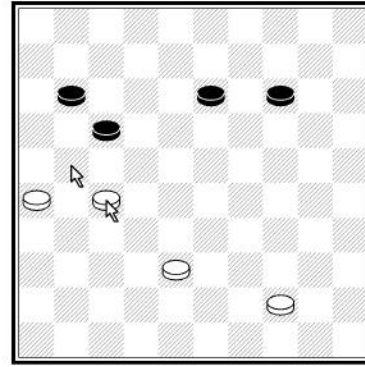
**14.6.** Breaking through 21 – 17 11 x 22 33 – 29 24 x 33 39 x 17 12 x 21 26 x 17



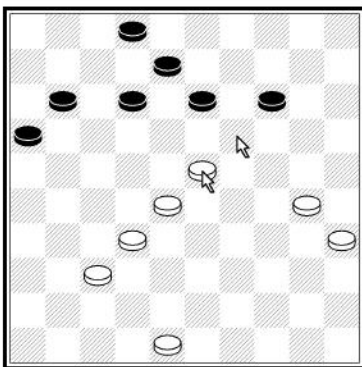
**14.9.** Attacking 37 – 32



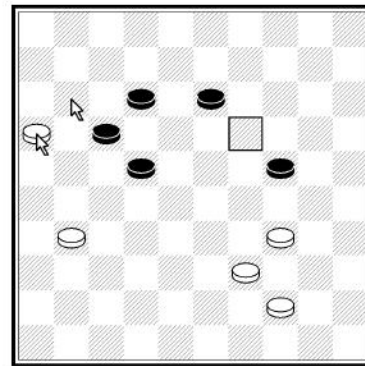
**14.10.** Making a shot 28 – 22 17 x 28 39 – 33 28 x 39 43 x 5



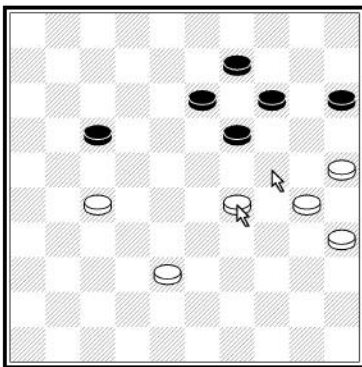
**14.13.** Attacking 27 – 21 17 – 22 21 – 17



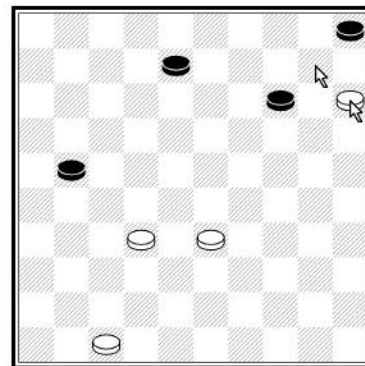
**14.11.** Breaking through 23 – 19 14 x 23 28 x 19 13 x 24 30 x 19



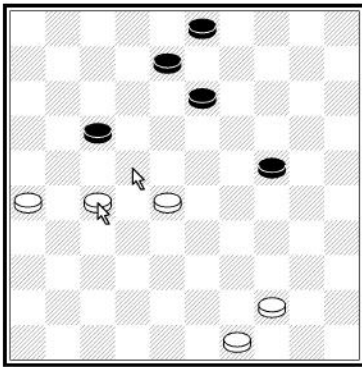
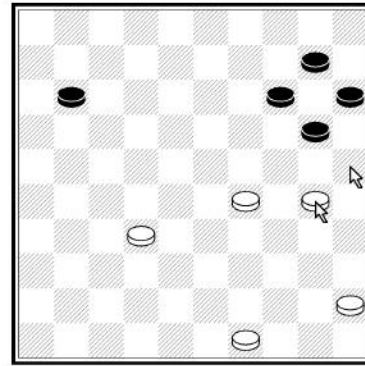
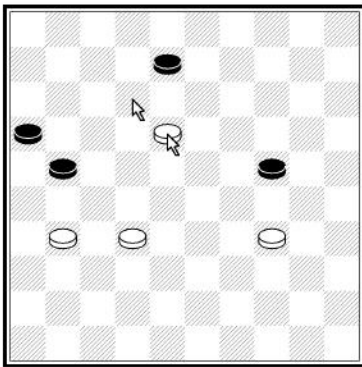
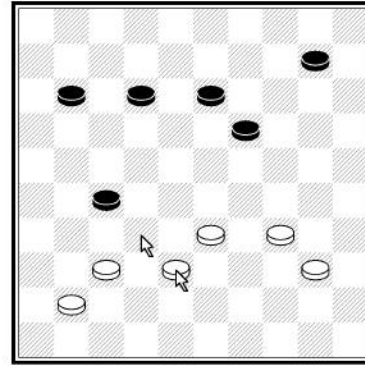
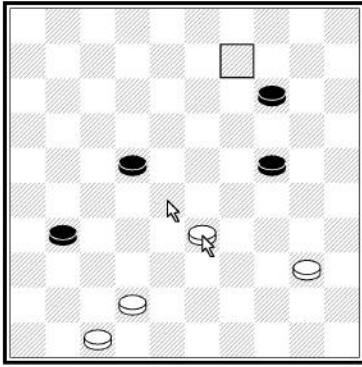
**14.14.** Making a shot 16 – 11 17 x 6 34 – 29 24 x 33 39 x 19



**14.12.** Freezing out the opponent 29 – 24!

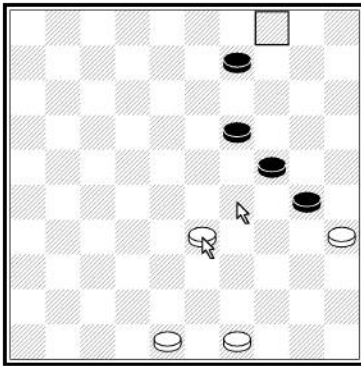


**14.15.** Attacking 15 – 10

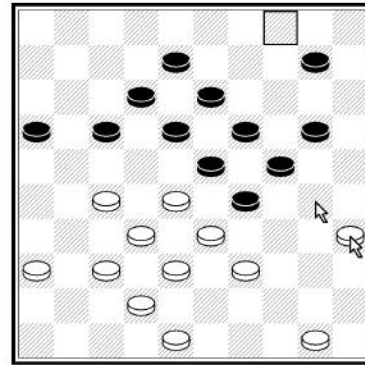




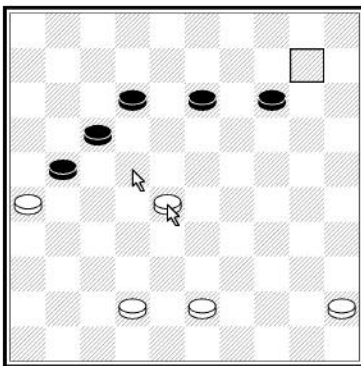
## 15. Removing pieces



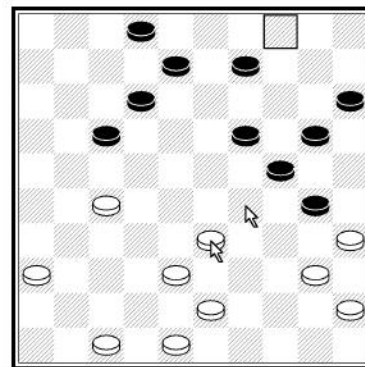
15.1



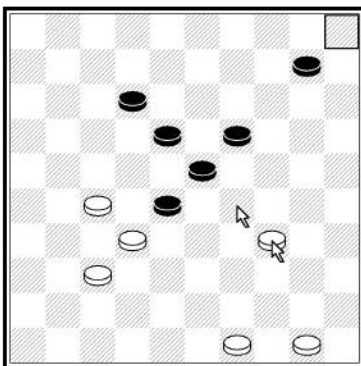
15.5



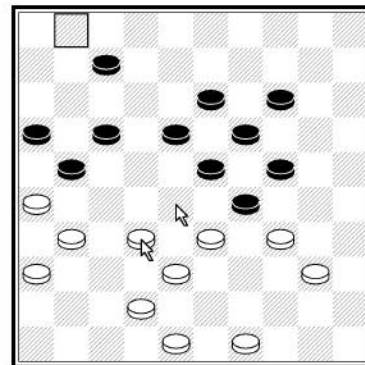
15.2



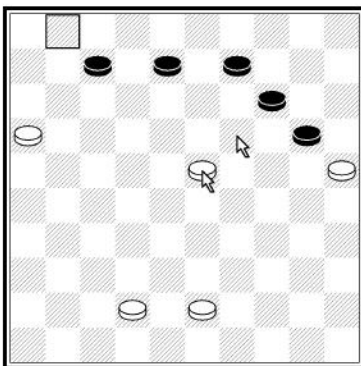
15.6



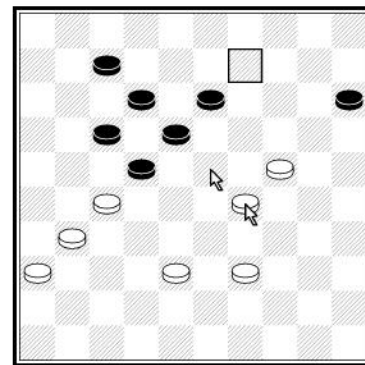
15.3



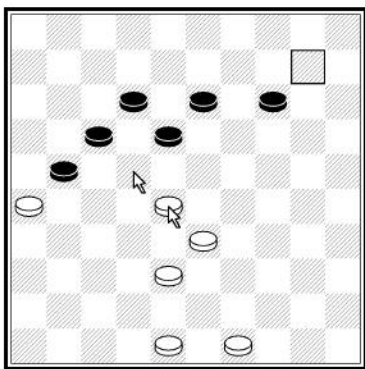
15.7



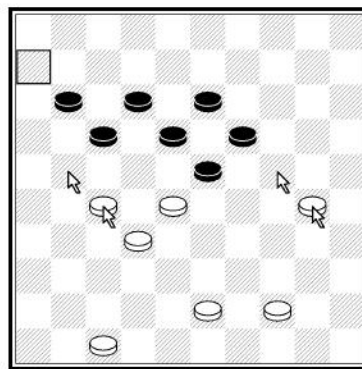
15.4



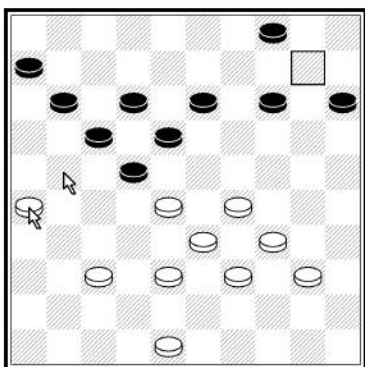
15.8



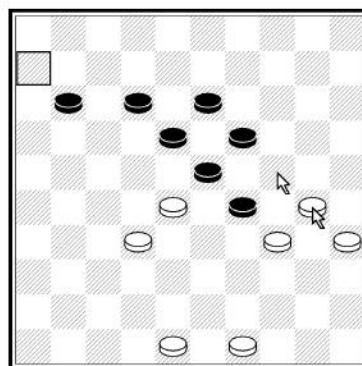
15.9



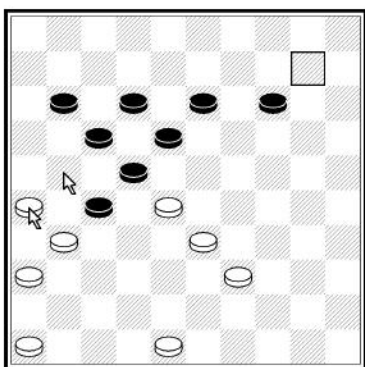
15.13. 27 – 21 17 x 26 30 - 24 19 x 30 28 x 6



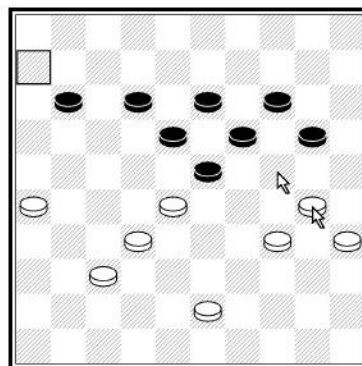
15.10



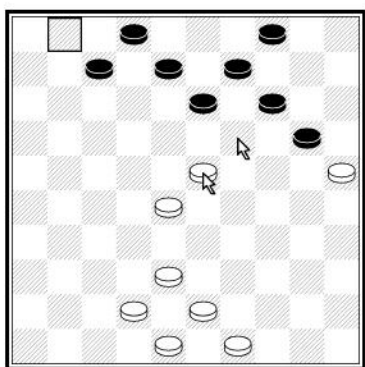
15.14



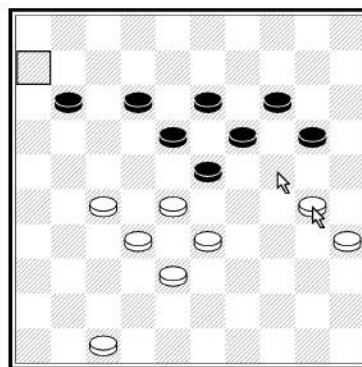
15.11



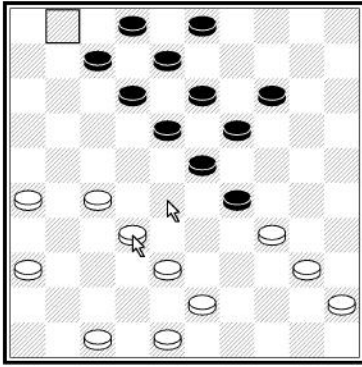
15.15. 30 – 24 19 x 48 28 x 6 48 x 31 26 x 37



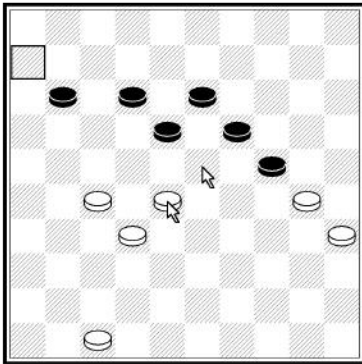
15.12



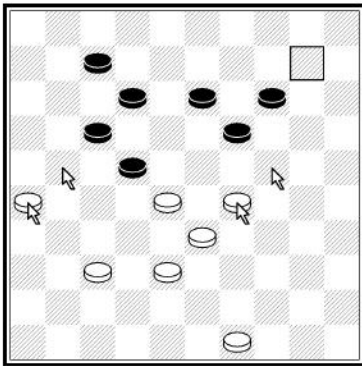
15.16



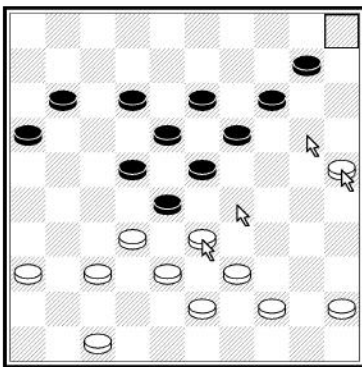
15.17. 32 – 28 23 x 21 26 x 17 12 x 21 34 x 1



15.18

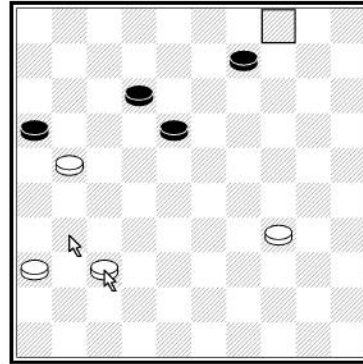


15.19. 29 – 24 19 x 30 26 – 21 17 x 26 28 x 10

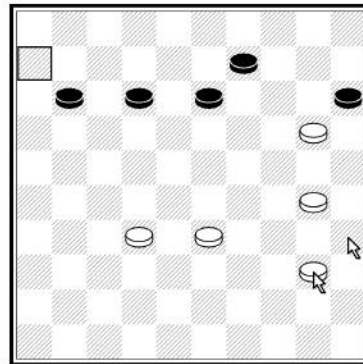


15.20 25 – 20 14 x 25 33 - 29 23 x 34 32 x 5

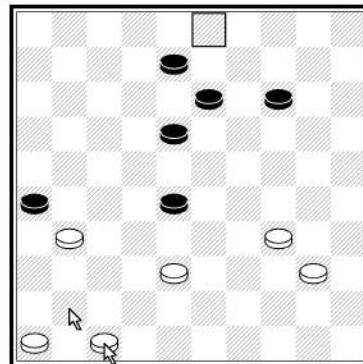
## 16. Using a free move



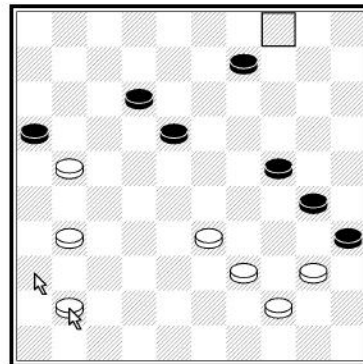
16.1



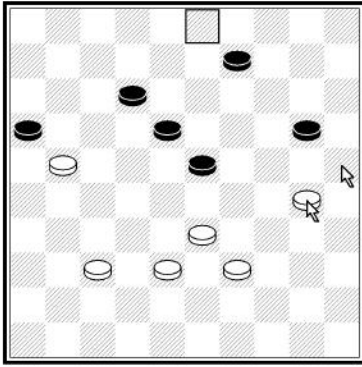
16.2



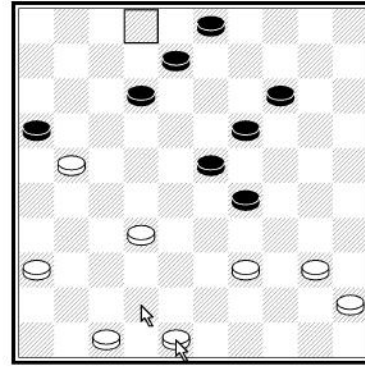
16.3



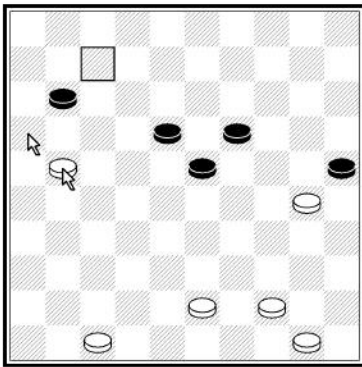
16.4



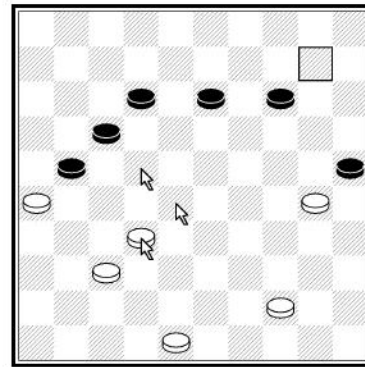
16.5



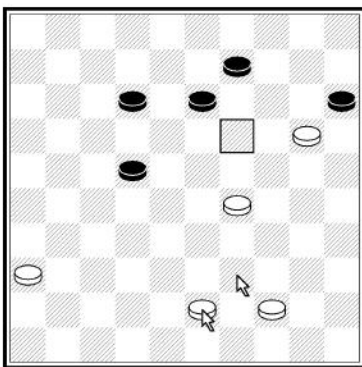
16.9



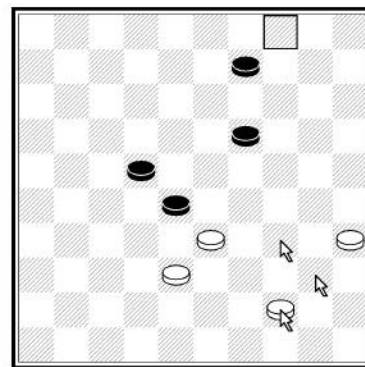
16.6



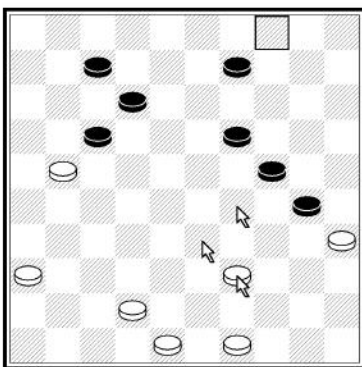
16.10



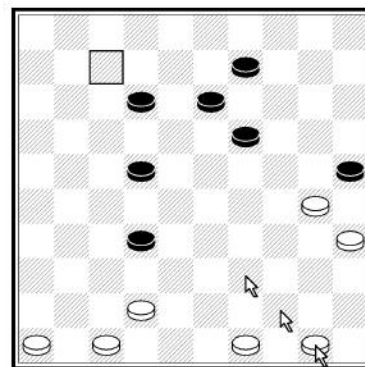
16.7



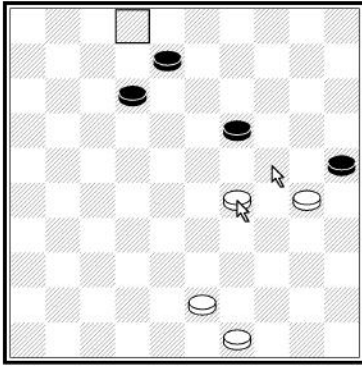
16.11



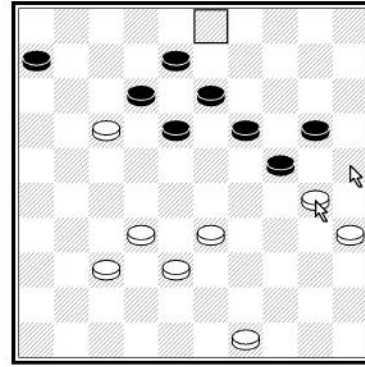
16.8



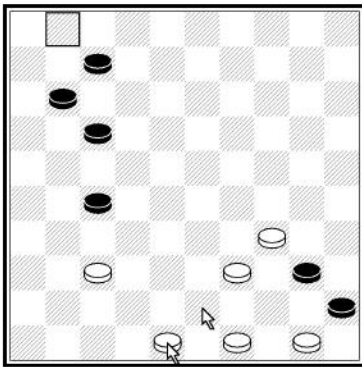
16.12



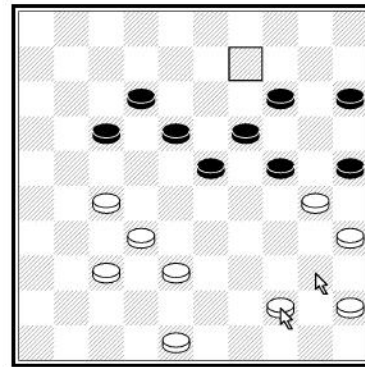
16.13



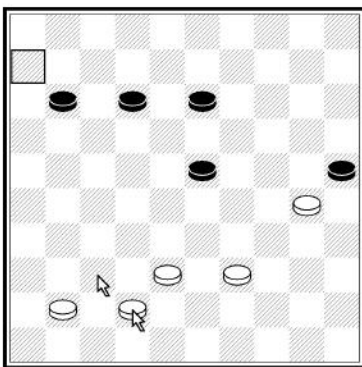
16.17



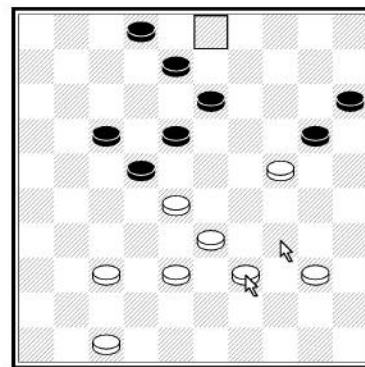
16.14



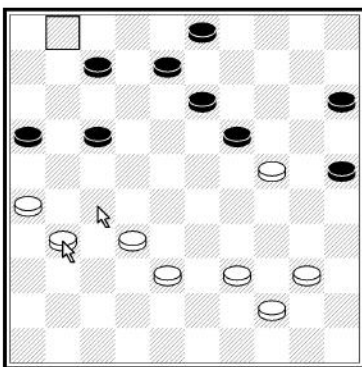
16.18



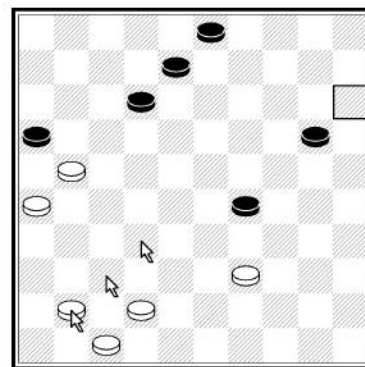
16.15



16.19



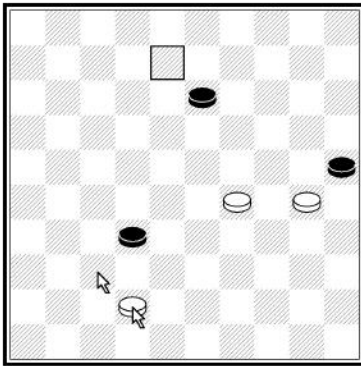
16.16



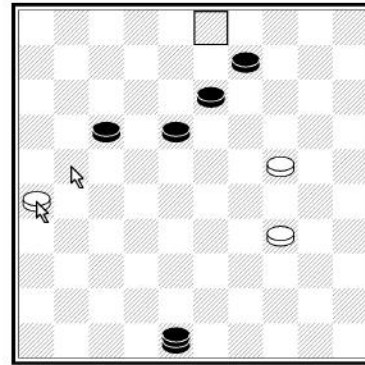
16.20



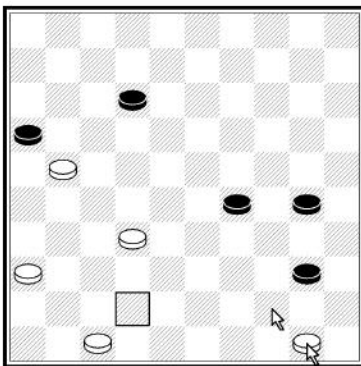
## 17. The stick move



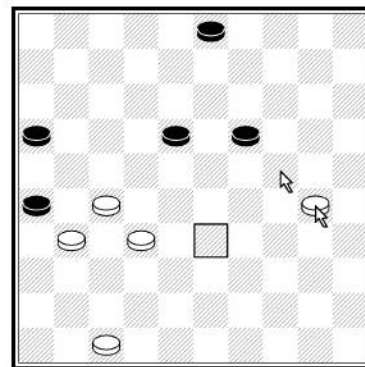
17.1



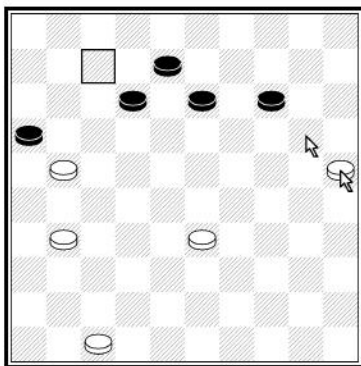
17.5



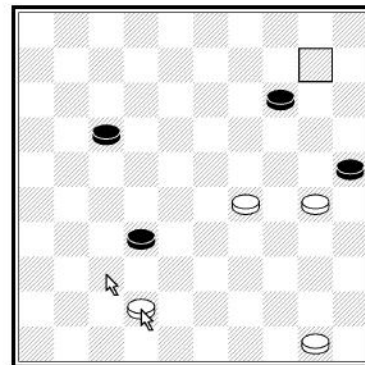
17.2



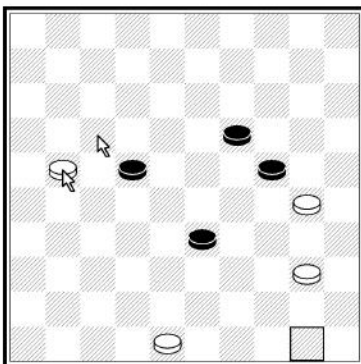
17.6



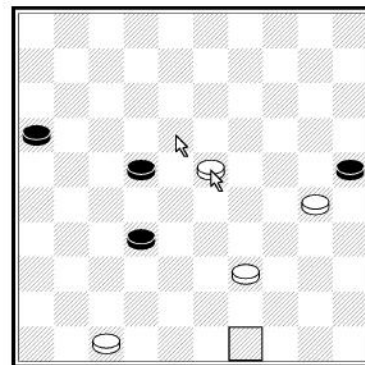
17.3



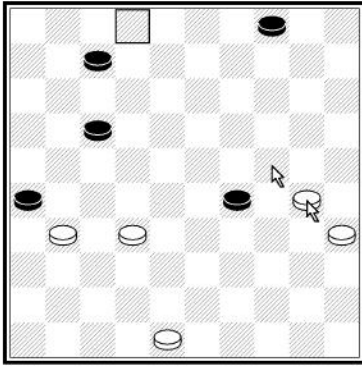
17.7



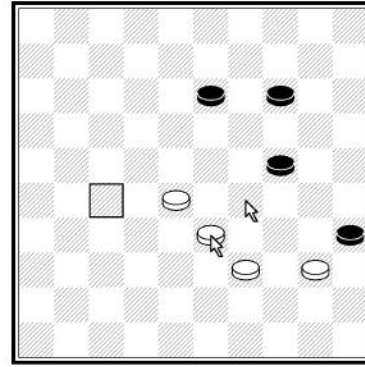
17.4



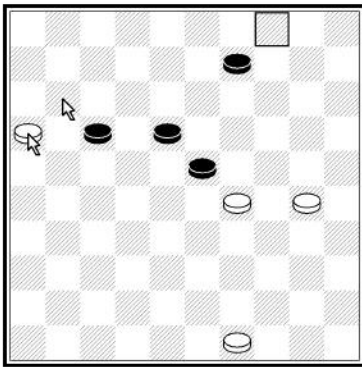
17.8



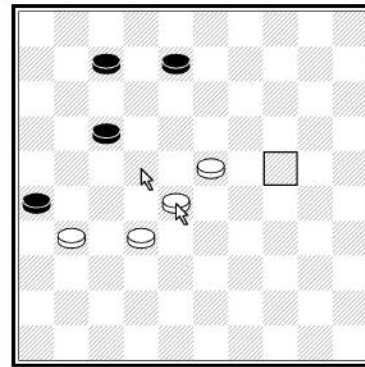
17.9



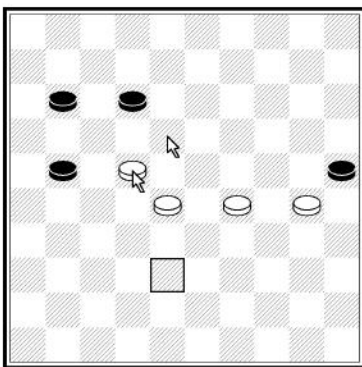
17.13



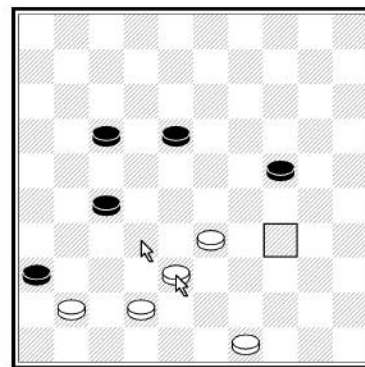
17.10



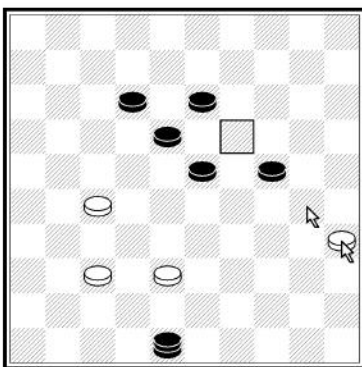
17.14



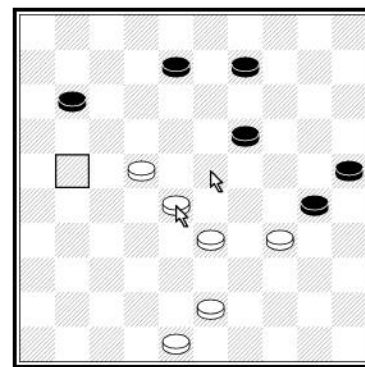
17.11



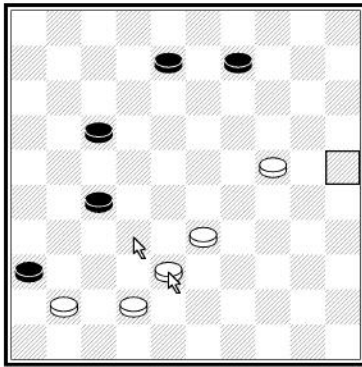
17.15



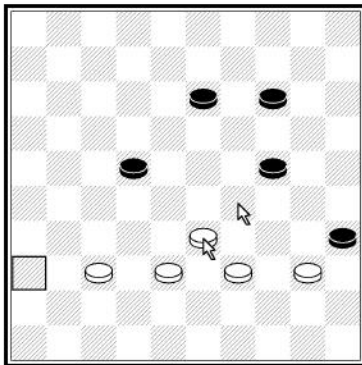
17.12



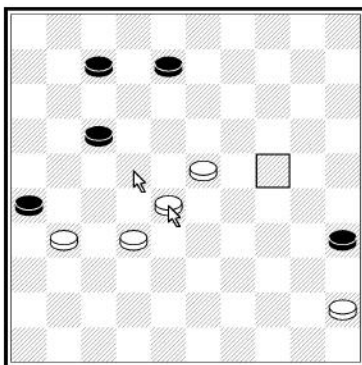
17.16



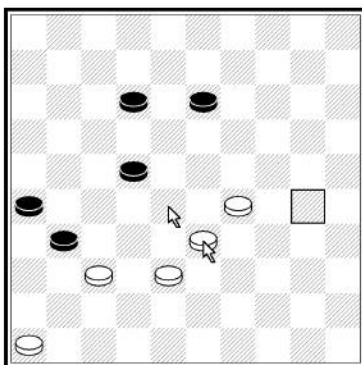
17.17



17.18

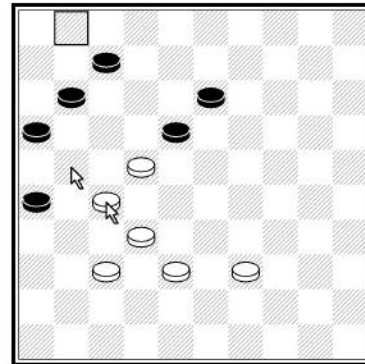


17.19

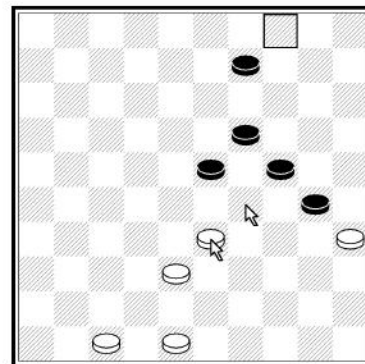


17.20

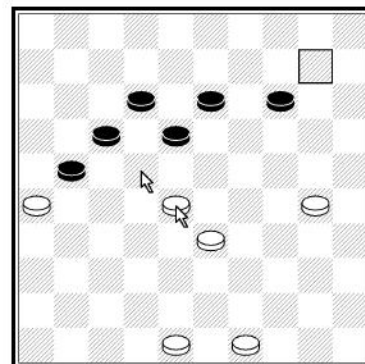
## 18. Shots with a majority capture



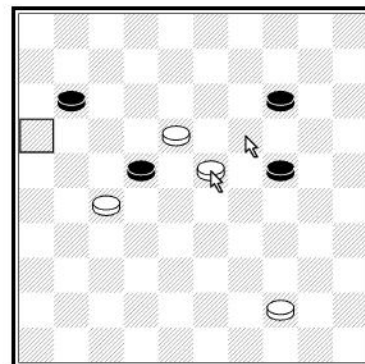
18.1



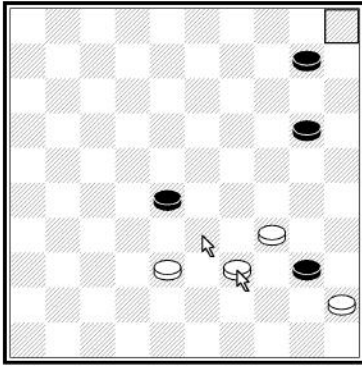
18.2



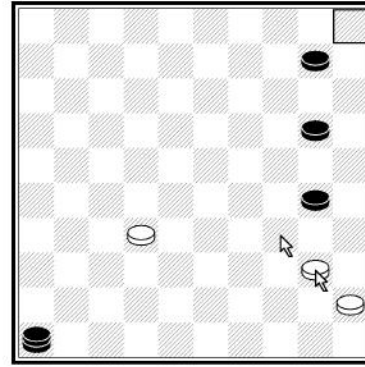
18.3



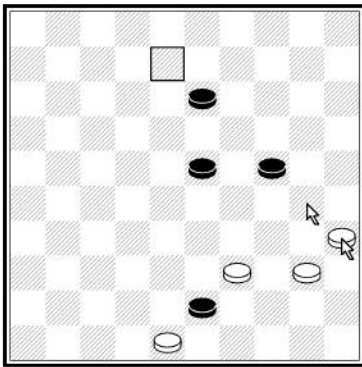
18.4



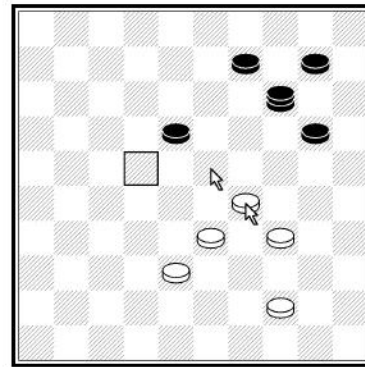
18.5



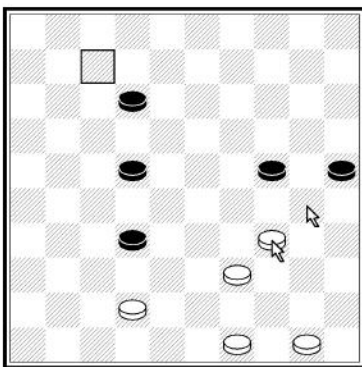
18.9



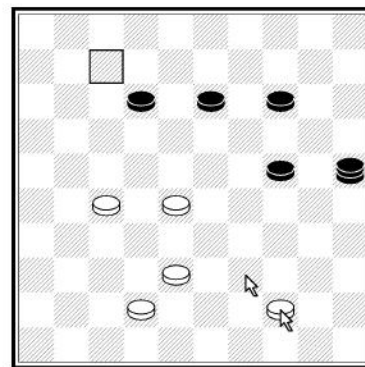
18.6



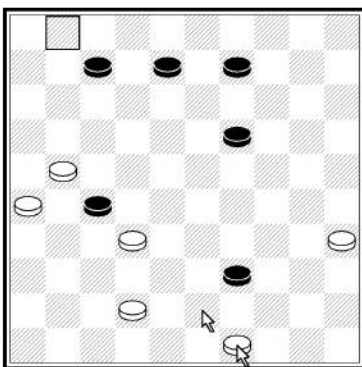
18.10



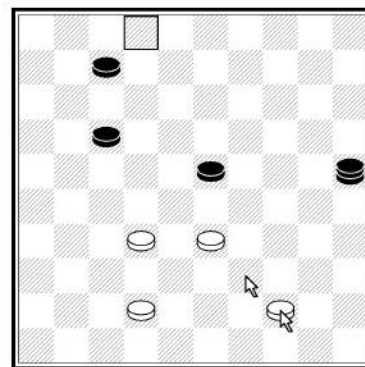
18.7



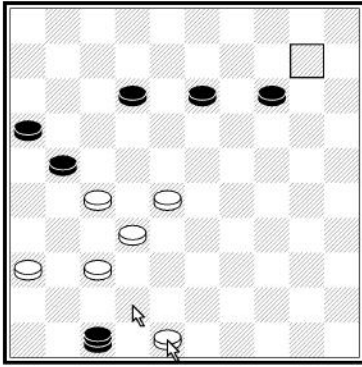
18.11



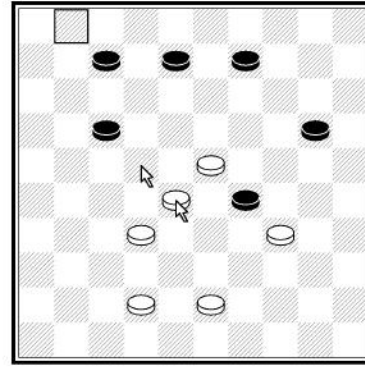
18.8



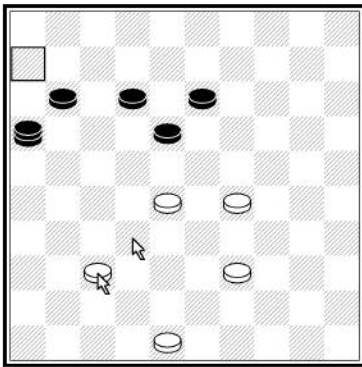
18.12



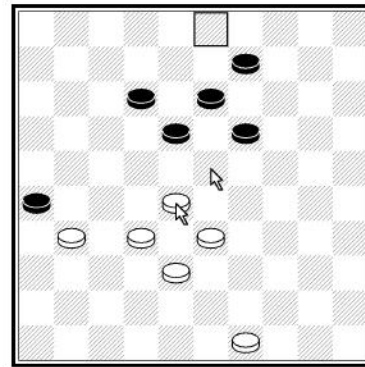
18.13



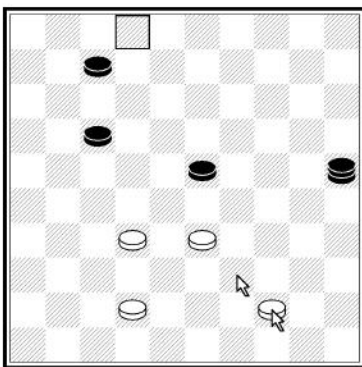
18.17



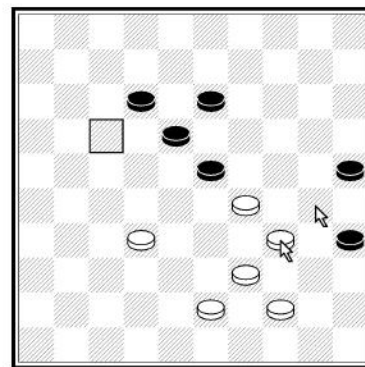
18.14



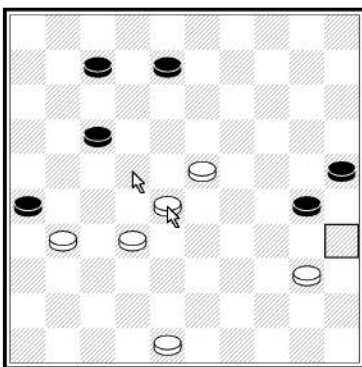
18.18



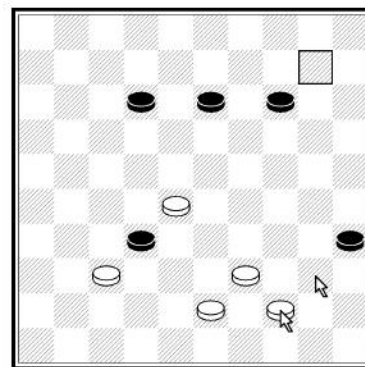
18.15



18.19



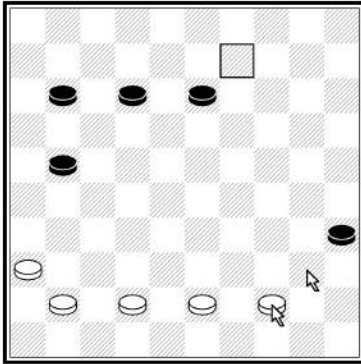
18.16



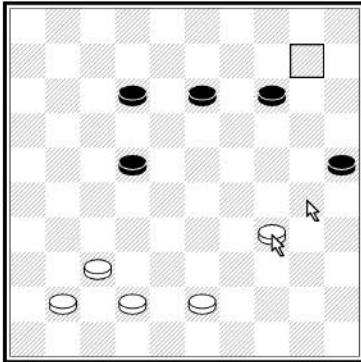
18.20



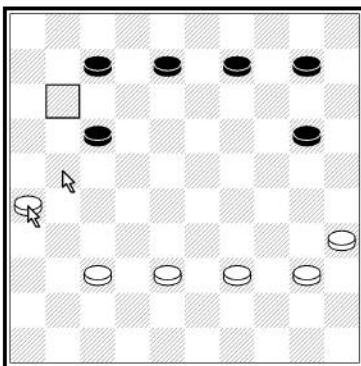
## 19. Transporting pieces



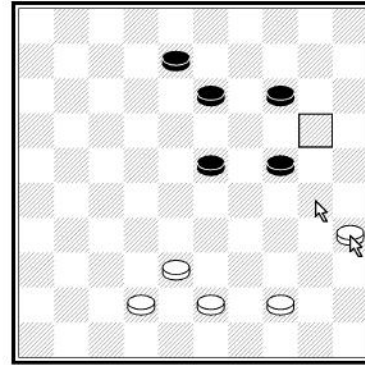
**19.1.** 44 – 40 35 x 44 43 – 39 44 x 33 42 – 38 33  
x 42 41 – 37 42 x 31 36 x 9



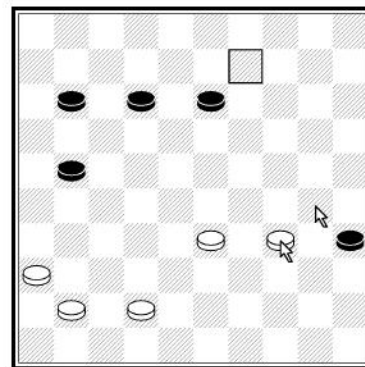
**19.2.** 34 – 30 25 x 34 43 - 39 34 x 43 42 – 38 43  
x 32 37 x 10



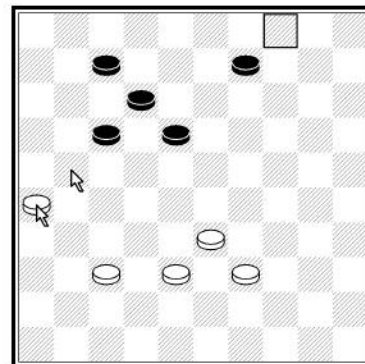
**19.3.** 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37  
x 28 39 – 33 28 x 39 40 – 34 39 x 30 35 x 11



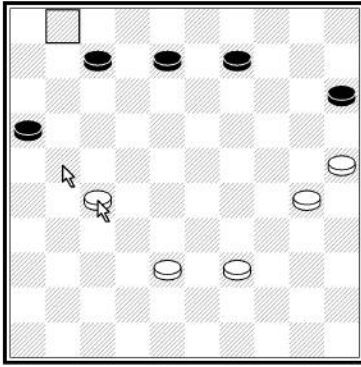
**19.4.** 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39 44  
x 33 38 x 20



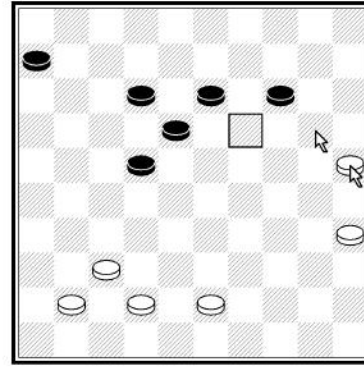
**19.5.** 34 – 30 35 x 24 33 – 29 24 x 33 42 - 38  
33 x 42 41 - 37 42 x 31 26 x 9



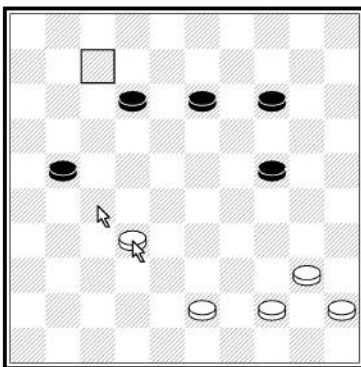
**19.6.** 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37  
x 28 33 x 4



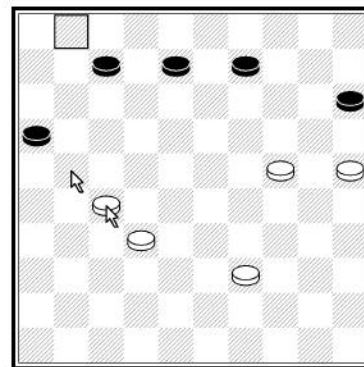
**19.7.** 27 – 21 16 x 27 38 - 32 27 x 38 39 - 33 38  
x 29 30 – 24 29 x 20 25 x 1



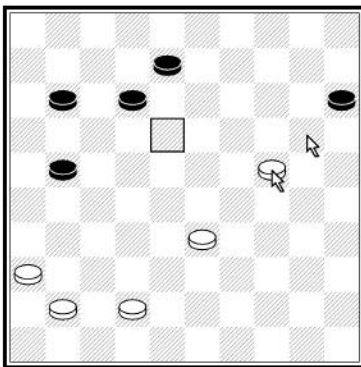
**19.10.** 25 – 20 14 x 25 35 - 30 25 x 34 43 – 39  
34 x 43 42 – 38 43 x 32 37 x 19



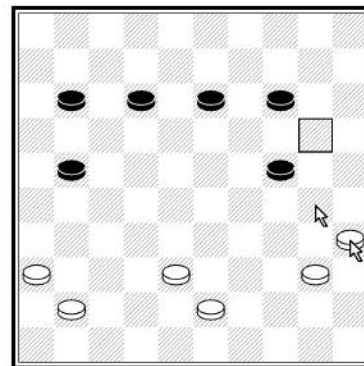
**19.8.** 32 – 27 21 x 32 43 - 38 32 x 43 44 – 39 43  
x 34 40 x 7



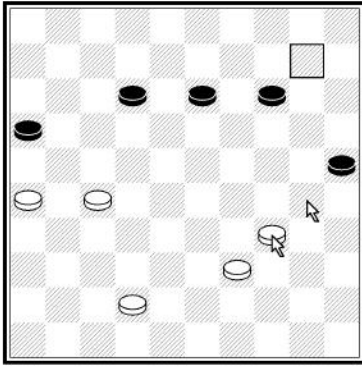
**19.11.** 27 – 21 16 x 38 39 – 33 38 x 20 25 x 1



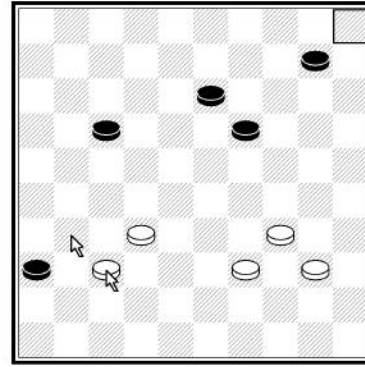
**19.9.** 24 – 20 15 x 24 33 – 29 24 x 33 42 – 38 33  
x 42 41 – 37 42 x 31 36 x 18



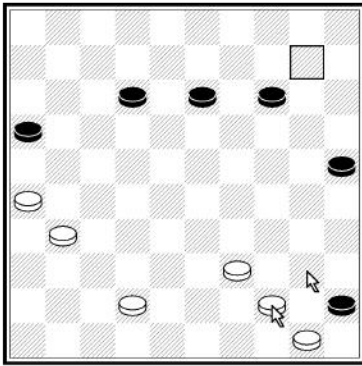
**19.12.** 35 – 30 24 x 44 43 - 39 44 x 42 41 – 37  
42 x 31 36 x 20



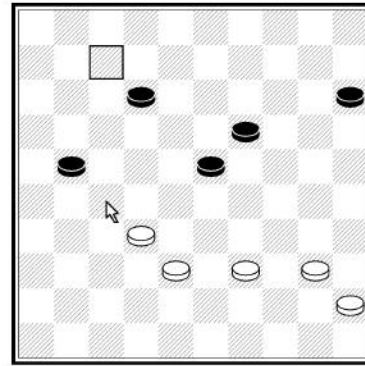
19.13. 34 – 30 25 x 43 42 – 38 43 x 21 26 x 10



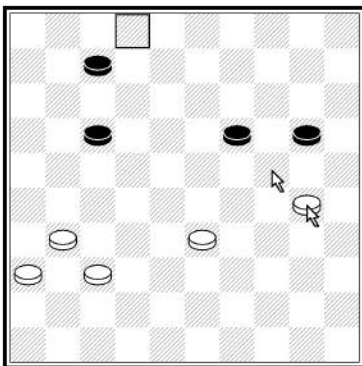
19.16. 37 – 31 36 x 38 39 – 33 38 x 29 34 x 5



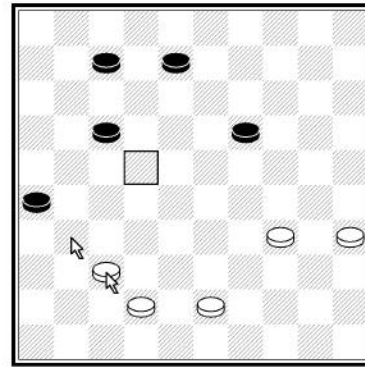
19.14. 44 – 40 45 x 43 42 – 38 43 x 32 31 – 27  
32 x 21 26 x 10



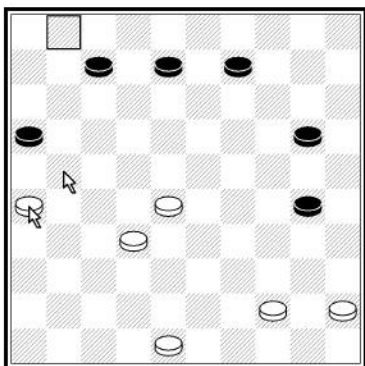
19.17. 32 – 27 21 x 34 40 x 7



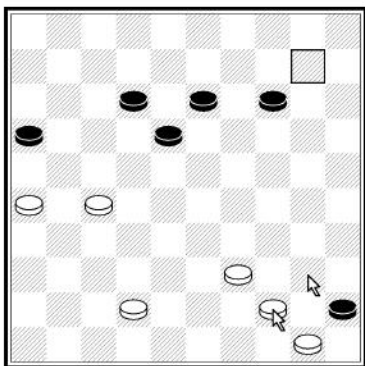
19.15. 30 – 24 20 x 38 37 – 32 38 x 27 31 x 2



19.18. 37 – 31 26 x 30 35 x 22



**19.19.** 26 – 21 16 x 38 48 – 43 38 x 40 45 x 1



**19.20.** 44 – 40 45 x 43 42 – 38 43 x 21 26 x 10

## **20. Giving your opponent a king**

**20.1.** 47 – 41 36 x 47 30 – 24 47 x 20 25 x 12

**20.2.** 48 – 42 37 x 48 40 – 34 48 x 30 35 x 4

**20.3.** 37 – 31 26 x 37 48 – 42 37 x 48 40 - 34 48 x 30 35 x 2

**20.4.** 39 – 34 29 x 49 31 – 27 49 x 21 26 x 10

**20.5.** 30 – 24 19 x 48 41 – 37 48 x 31 36 x 9

**20.6.** 37 – 32 28 x 37 48 – 42 37 x 48 39 – 34 48 x 30 35 x 2

**20.7.** 29 – 24 20 x 49 32 – 27 49 x 21 26 x 10

**20.8.** 37 – 31 26 x 46 40 - 34 46 x 40 45 x 1

**20.9.** 39 – 34 30 x 39 50 – 44 39 x 50 31 – 27 50 x 31 36 x 20

**20.10.** 37 - 31 26 x 37 48 - 42 37 x 48 33 - 29 48 x 30 29 x 9 3 x 14 35 x 2

**20.11.** 48 – 43 38 x 49 26 – 21 49 x 19 21 x 5

**20.12.** 27 – 21 16 x 27 38 – 32 27 x 38 49 – 43 38 x 49 26 – 21 49 x 19 21 x 5

**20.13.** 39 – 33 28 x 39 49 – 43 39 x 48 35 - 30 48 x 22 30 x 6

**20.14.** 39 – 33 28 x 39 48 – 43 39 x 48 15 – 10 48 x 22 10 x 6

**20.15.** 47 – 41 36 x 47 38 – 32 47 x 19 32 x 5

**20.16.** 36 – 31 27 x 36 47 – 41 36 x 47 26 – 21 47 x 20 21 x 25

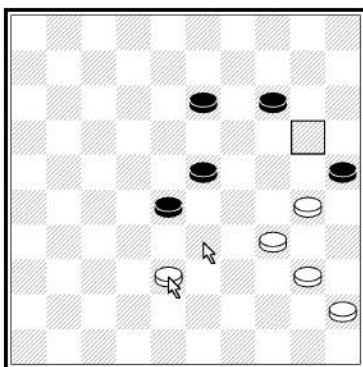
**20.17.** 40 – 34 29 x 49 35 – 30 49 x 21 30 x 26

**20.18.** 47 – 41 36 x 47 38 – 32 47 x 20 32 x 25

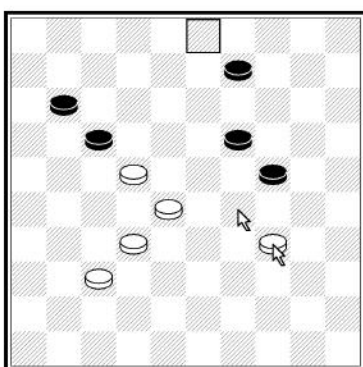
**20.19.** 36 – 31 27 x 36 37 – 32 28 x 37 48 – 42 37 x 48 47 – 41 36 x 47 40 – 34 48 x 30 35 x 24 47 x 20 25 x 1

**20.20.** 39 – 34 30 x 48 40 – 34 29 x 49 41 – 37 48 x 31 36 x 27 49 x 21 26 x 10

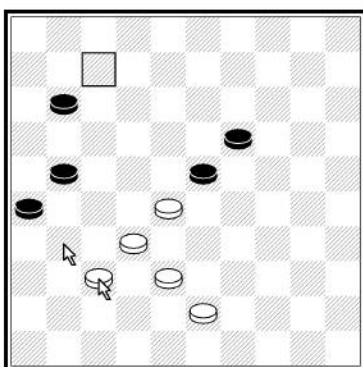
## 21. The Kung Fu shot



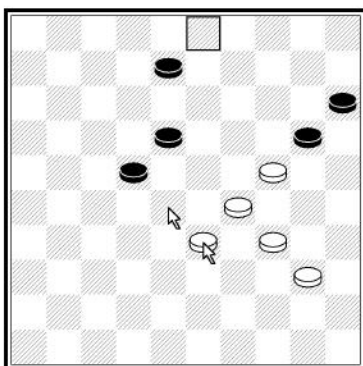
21.1



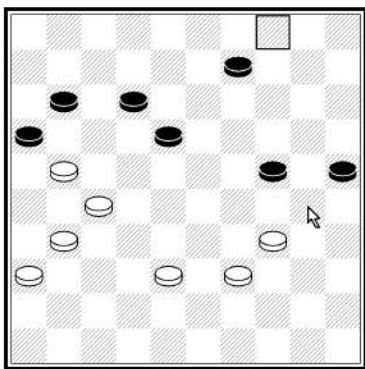
21.2



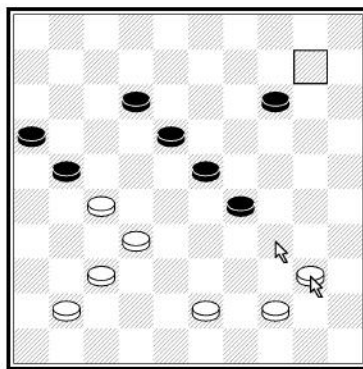
21.3



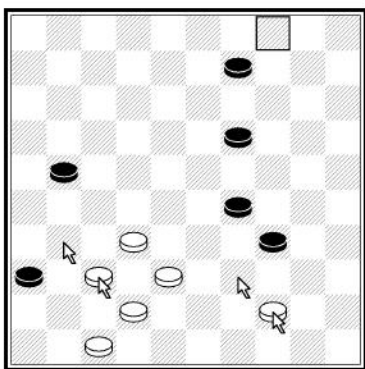




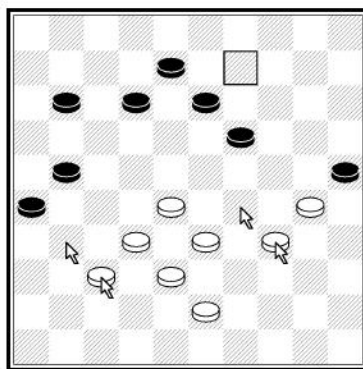
21.9



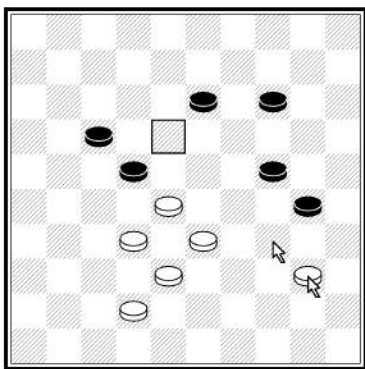
21.13



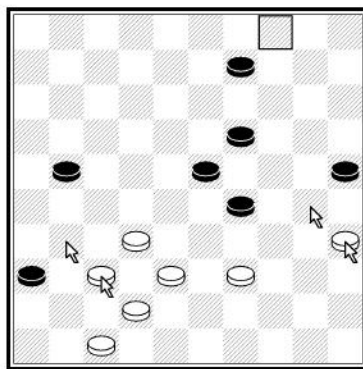
**21.10.** 37 – 31 36 x 27 44 - 39 34 x 43 38 x 49  
27 x 38 42 x 4



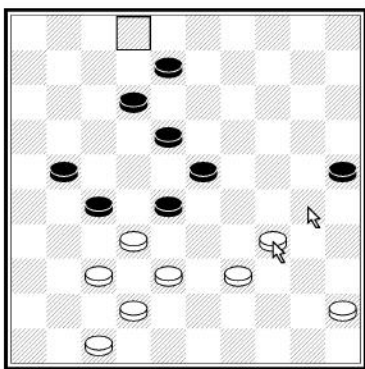
**21.14.** 34 – 29 25 x 23 37 – 31 26 x 37 32 x 41  
23 x 32 38 x 9



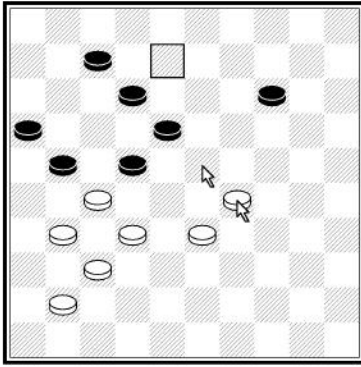
21.11



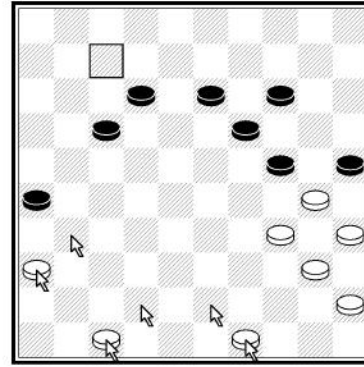
**21.15.** 37 – 31 36 x 27 35 – 30 25 x 43 38 x 49  
27 x 38 42 x 4



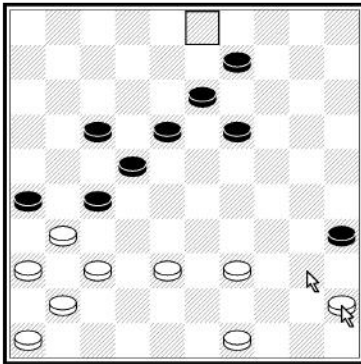
21.12



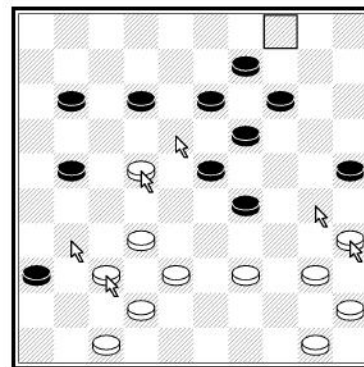
**21.16.** 29 – 23 18 x 38 32 x 43 21 x 32 37 x 8



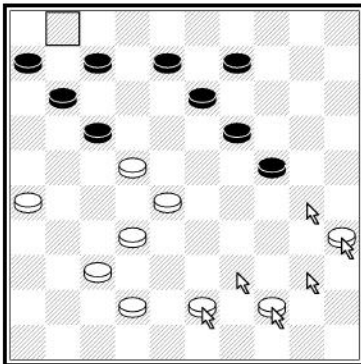
**21.19.** 36 – 31 26 x 37 47 – 42 37 x 48 49 – 43  
48 x 39 34 x 43 25 x 34 40 x 7



21.17

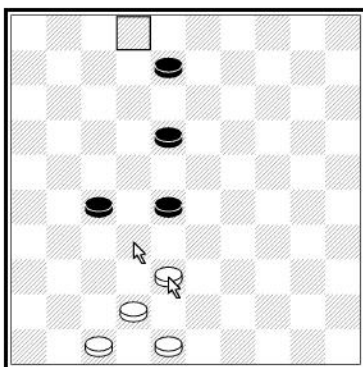


**21.20.** 22 – 18 13 x 22 37 – 31 36 x 27 35 – 30  
25 x 43 38 x 49 27 x 38 42 x 4

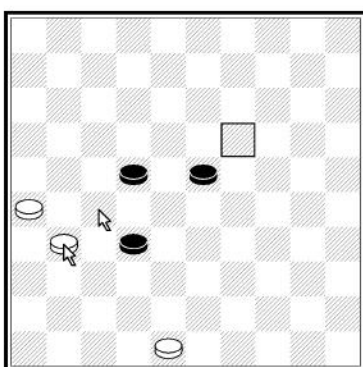


**21.18** 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39  
44 x 33 28 x 39 17 x 28 32 x 1

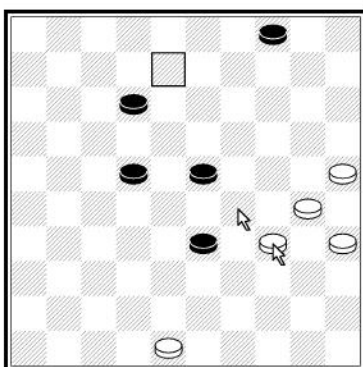
## 22. Choice of capturing



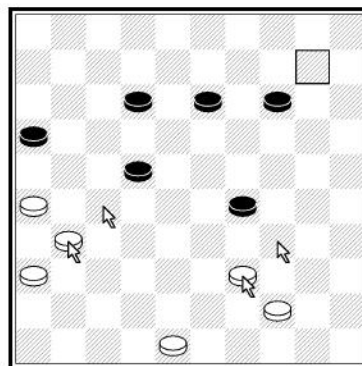
22.1



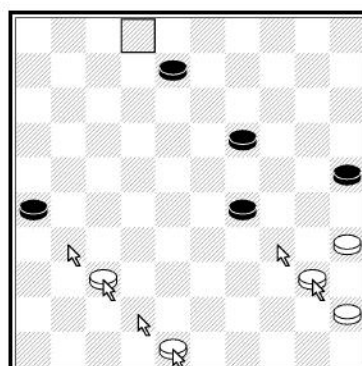
22.2



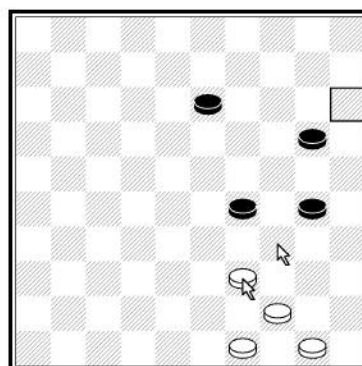
22.3



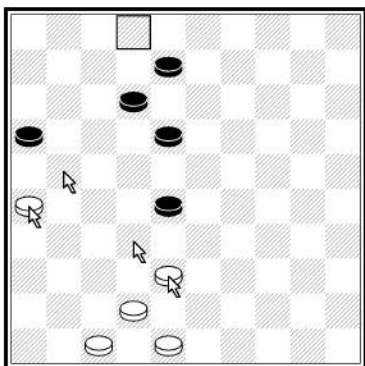
**22.4.** 39 – 34 29 x 49 31 – 27 22 x 31 36 x 27 49  
x 21 26 x 10



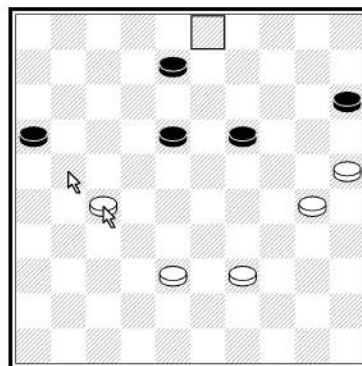
**22.5.** 37 – 31 26 x 37 48 – 42 37 x 48 40 – 34 29  
x 40 45 x 34 48 x 30 35 x 2



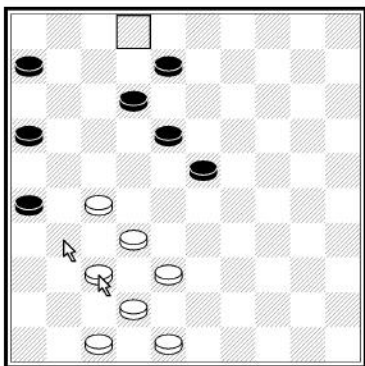
22.6



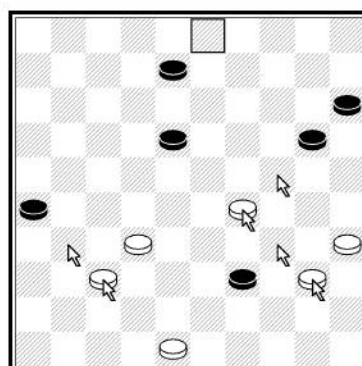
**22.7.** 26 – 21 16 x 27 38 – 32 ad lib. 42 x 2



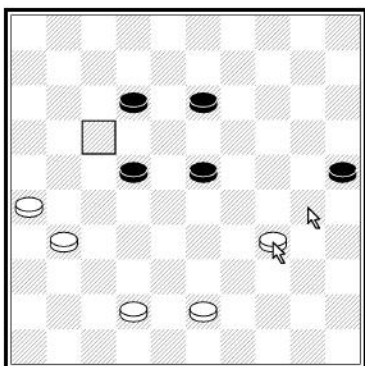
**22.10.** 27 – 21 16 x 27 38 – 32 27 x 38 39 – 33  
38 x 29 30 – 24 ad lib. 25 x 3



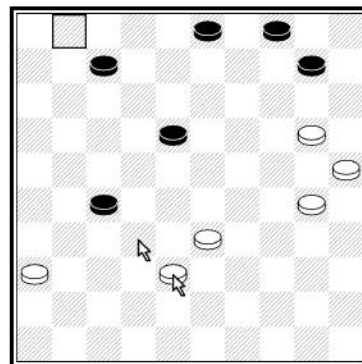
**22.8.** 37 – 31 26 x 28 27 – 21 16 x 27 38 – 32 ad  
lib. 42 x 2



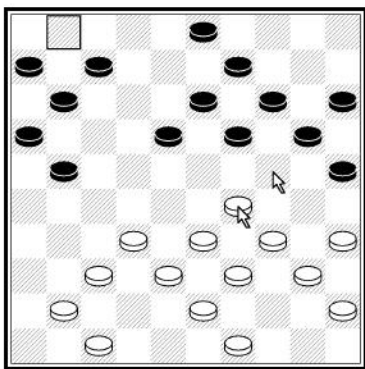
**22.11.** 37 – 31 26 x 28 29 – 24 20 x 29 (the first two moves can be exchanged) 40 – 34 ad lib. 35 x2



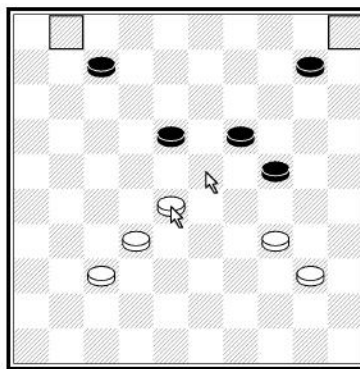
**22.9.** 34 – 30 25 x 34 43 – 39 34 x 43 42 – 38 43  
x 32 31 – 27 ad lib. 26 x 17



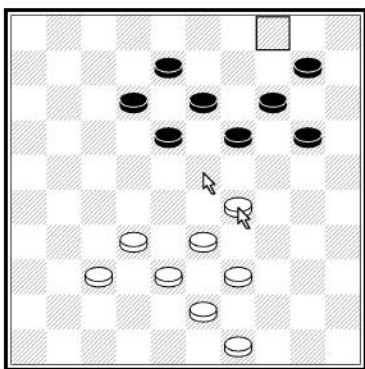
**22.12.** 38 – 32 27 x 29 20 – 14 10 x 19 30 – 24  
ad lib. 25 x 1



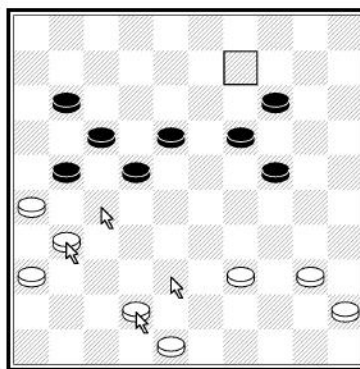
22.13



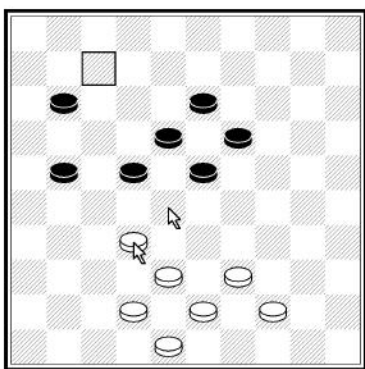
22.17



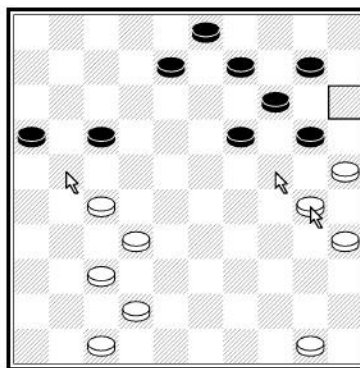
22.14



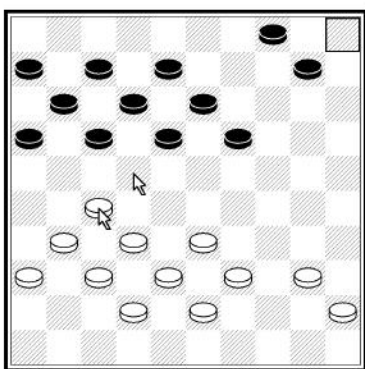
22.18. 31 – 27 21 x 32 42 – 38 32 x 34 40 x 9



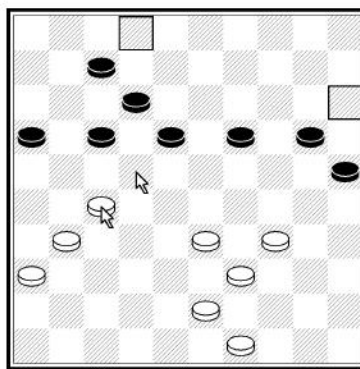
22.15



22.19. 30 – 24 20 x 29 27 – 21 16 x 38 42 x 15



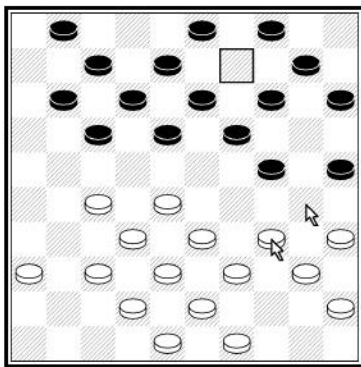
22.16



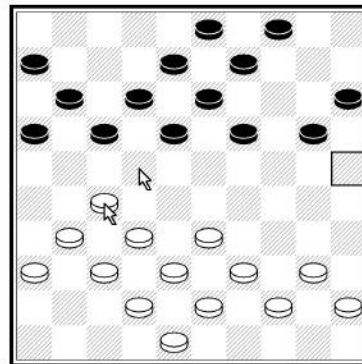
22.20



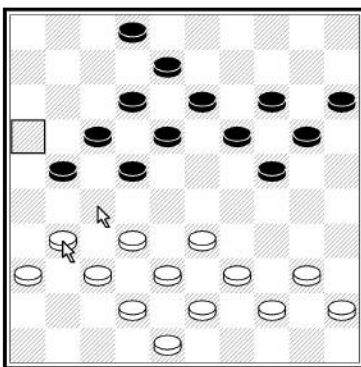
## 23. Positions with many pieces



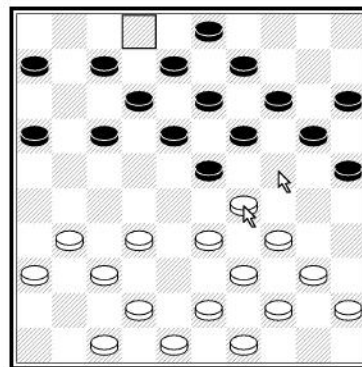
23.1



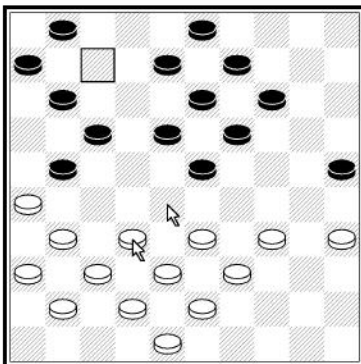
23.5



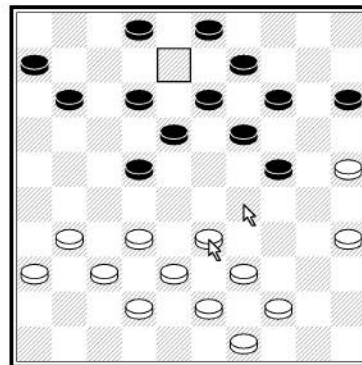
23.2



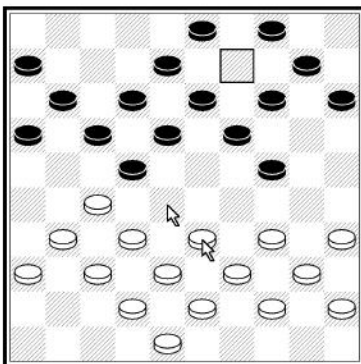
23.6



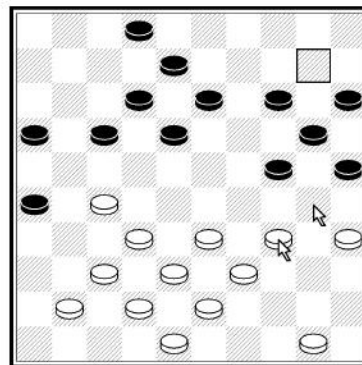
23.3



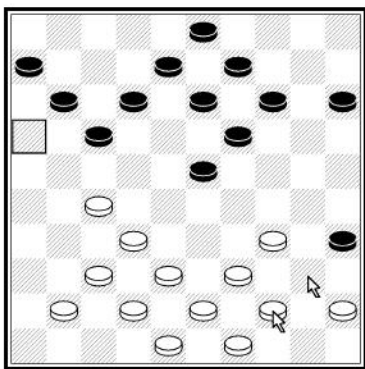
23.7



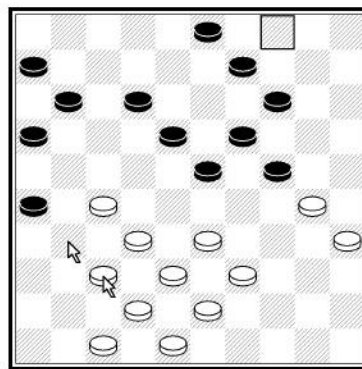
23.4



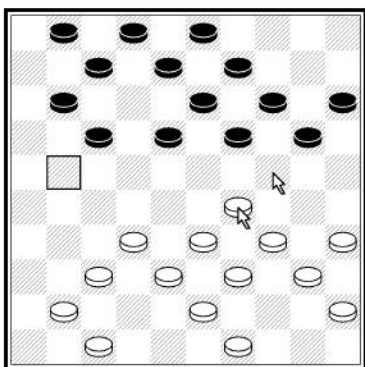
23.8



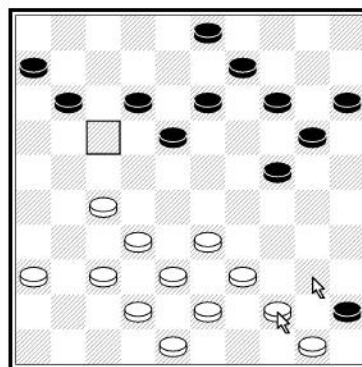
23.9



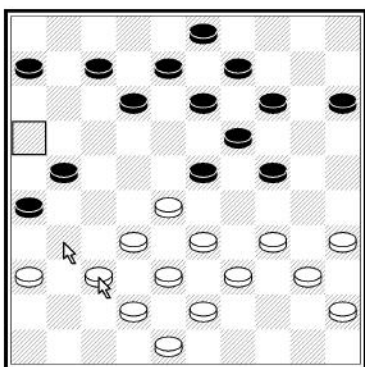
23.13



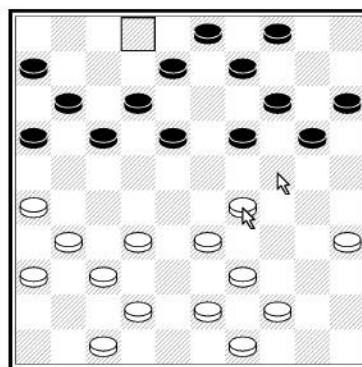
23.10



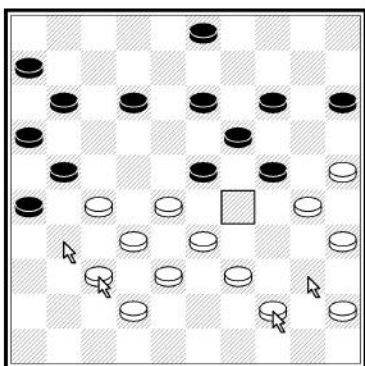
23.14



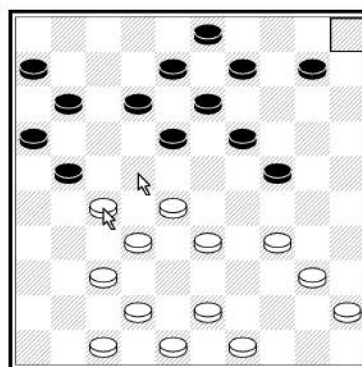
23.11. 37 – 31 26 x 37 32 x 41 23 x 32 38 x 16



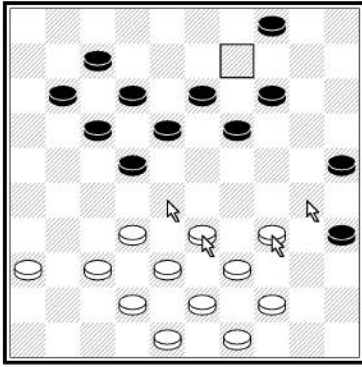
23.15



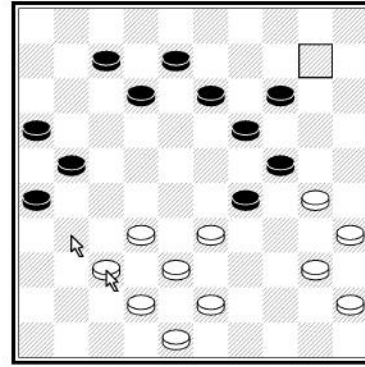
23.12. 37 - 31 26 x 48 44 – 40 48 x 34 40 x 29



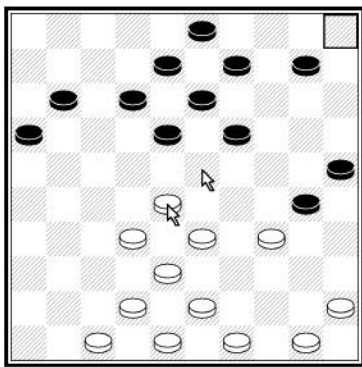
23.16



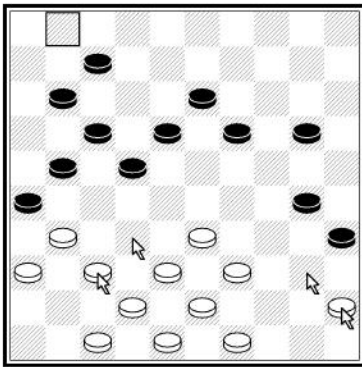
**23.17.** 34 – 30 25 x 34 39 x 30 35 x 24 33 – 28  
22 x 33 38 x 9



23.20



23.18



**23.19.** 37 – 32 26 x 28 45 – 40 35 x 44 39 x 50  
28 x 39 43 x 1

## **24. Multiple choice questions**

**24.1.** B (34 – 29)

**24.2.** A (33 – 29)

**24.3.** C (41 – 36)

**24.4.** C (34 – 29)

**24.5.** B (26 – 21)

**24.6.** B (27 – 21)

**24.7.** A (29 – 24)

**24.8.** C (50 – 44)

**24.9.** B (27 – 22)

**24.10.** C (36 – 31)

**24.11.** B (44 – 39)

**24.12.** C (32 - 27)

**24.13.** C (26 – 21)

**24.14.** B (27 – 31)

**24.15.** A (37 – 31)

**24.16.** B (32 – 28)

**24.17.** C (34 – 30)

**24.18.** B (18 – 13)

**24.19.** A (31 – 26)

**24.20.** B (37 – 31)

## **25. The opening**

**25.1** 3... 20 – 24 4.29 x 20 15 x 35 B+1

**25.2** 5... 22 – 28 6.33 x 22 17 x 26 B+2

**25.3** 5... 16 – 21? 6.31 – 27! 22 x 31 7.36 x 16 W+1

**25.4** 7.32 – 28 23 x 32 8.37 x 28

**25.5** 8.28 – 23 19 x 28 33 x 31 W+1

**25.6** 7.35 – 30 24 x 35 8.29 – 23 18 x 29 9.33 x 4 22 x 42 10.47 x 38 W+

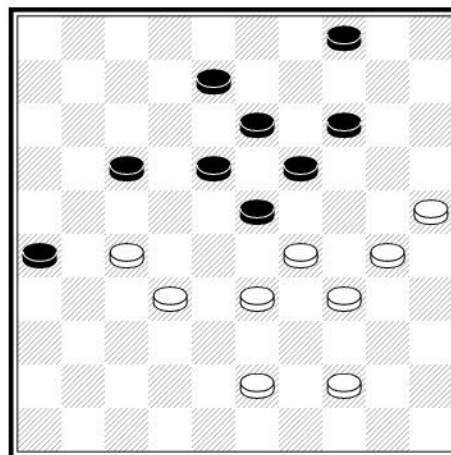
**25.7** 7... 23 – 29 8.34 x 23 34 – 30 9.35 x 24 20 x 27 10.32 x 21 17 x 26 B+1

**25.8** 13.36 – 31? 24 - 29 14.33 x 24 19 x 30 15.35 x 24 13 – 19 16.24 x 13 9 x 36 B+1

**25.9** 2... 23 – 29 3.33 x 24 20 x 29 4.34 x 23 17 – 22 5.28 x 17 19 x 26 B+2.

**25.10** 4... 21 – 27 5.31 x 22 19 – 23 6.29 x 18 12 x 32 7.38 x 27 17 x 30 8.35 x 24 20 x 29 B+2

**25.11** 6.28 – 22 18 x 27 7.31 x 22 17 x 28 8.34 - 29 23 x 34 9.32 x 5 W+



T. Goedemoed

White plays and wins!