

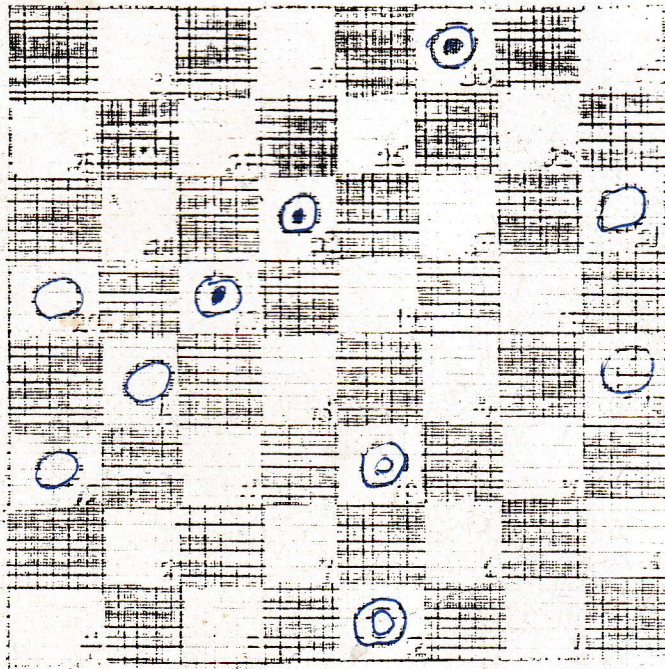
# The "NOW" Checkers

by Momodou Faal



# THE "NOW" CHECKERS

BY  
MOMODOU FAAL



BMW

- ⊙ BLACK
- WHITE
- ⊙ BLACK KING
- ⊙ WHITE KING

# THE "NOW" CHECKERS

BY MOMODOU FAAL

MR. FAAL IS A 4-TIME U.S. NATIONAL CHAMPION THREE TIMES ON THE SMALL BOARD — 1979/80/81, AND ONCE ON THE BIG-BOARD, 1983.

HE IS THE ONLY PLAYER THAT HAS CONSISTENTLY BEATEN MR. ISER KUPERMAN, THE GREAT RUSSIAN GRAND-MASTER WHO CAPTURED THE U.S. NATIONAL CHAMPIONSHIP IN 1984/85 THIS PAMPHLET IS A RESULT OF POPULAR DEMAND FROM CHECKER PLAYERS AND ENTHUSIASTS FROM THE U.S. AND ABROAD

MR. FAAL IS A PRODIGY OF MR. BABA SY, THE LATE AFRICAN GRAND-MASTER AND FORMER WORLD CHAMPION. IT IS FITTING AND PROPER THAT THIS DOCUMENTATION IS DEDICATED TO HIS MEMORY. IT WAS MR. BABA SY THAT RECOMMENDED MR. FAAL TO THE WORLD CHECKER FEDERATION IN 1970, AND SINCE THEN HE'S BEEN <sup>A</sup> FORCE TO RECKON WITH ON ANY BOARD.

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# THE "NOW" CHECKERS

BY MOMODOU FAAL

## CONTENTS

- CHAPTER ONE.                    OPENINGS (GAMES CONTD. IN CHAPTER 2)
- CHAPTER TWO.                    MIDDLE-GAMES - (GAMES CONTD. IN CHAPTER 3)
- CHAPTER THREE.                    END-GAMES
- CHAPTER FOUR.                    A SELECTION OF TOP MASTER GAMES  
I PLAYED IN THE 1979/80 A.P.C.A.  
NATIONAL TOURNAMENTS.

## FORMAT

(WHITE PIECES ON TOP WITH HIGH NUMBERS AND BLACK  
PIECES ON THE BOTTOM WITH LOW NUMBERS.)

MEANINGS — ! STAR MOVE ? QUESTIONABLE MOVE !! WINNING MOVE ?? LOSING MOVE

NB. ALL "OPENINGS" ARE DISCUSSED IN SO FAR AS THEY  
COVER THE OPENING MOVES ONLY, AND COMMENTARY IS GIVEN AS TO THE  
NATURE AND STRENGTH OF EACH PARTICULAR OPENING.

THE "MIDDLE-GAMES" BEGIN FROM THE END OF THE  
"OPENINGS", IN OTHER WORDS, THE FIRST MOVE IN THE MIDDLE-GAMES  
SECTION PROGRESSES FROM THE LAST MOVE OF THE OPENING SECTION.  
AND COMMENTARY IS GIVEN AS TO THE IDEA PLAYED FOR IN EACH OF  
THE "MIDDLE-GAMES".

FINALLY, THE "END-GAMES" LIKEWISE PROGRESS FROM  
THE MIDDLE-GAMES SECTION IN THE SAME MANNER AS THE LATTER

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PROCESSED FROM THE "OPENINGS", SO AS TO GIVE IT ALL A COMPLETE COMPREHENSIVE WHOLE. GAME 1 IN THE "OPENINGS" CORRESPOND TO GAME 1 IN THE "MIDDLE-GAMES", AND ALSO TO GAME 1 IN THE "END-GAMES". TO STUDY GAME 1 IN TOTO, YOU MUST CONSULT CHAPTERS 1, 2, AND 3. THE REST OF THE GAMES, NEEDLESS TO SAY, MUST ALL BE STUDIED THE SAME WAY.

LET ME ADD HERE THAT THERE IS NO SET NUMBER OF MOVES THAT CONSTITUTE AN "OPENING" OR SIGNAL THE BEGINNING OF A "MIDDLE-GAME". THIS IS JUST AN ARBITRARY DETERMINATION TO FACILITATE THE DISTINCTION BETWEEN THESE TWO IMPORTANT STAGES OF THE GAME. THE SAME IS TRUE FOR THE "MIDDLE" AND "END-GAMES".

### STYLE

THE APPROACH OF THIS BOOK IS HIGHLY UN-ORTHODOX, AND IS QUITE OFTEN A RADICAL DEPARTURE FROM THE CLASSICAL (BOOK) STYLE OF PLAY. ALL THE GAMES HEREIN ARE THOROUGHLY ANALYZED AND DIAGRAMMED SO AS TO HELP FACILITATE THE FLOW OF INFORMATION. THE NATURE OF THE MATERIAL PRESENTED IS SOMETIMES VERY ADVANCED THOUGH CERTAIN ASPECTS OF THE BOOK CAN CERTAINLY HELP ANY PLAYER.

### POINT OF INTEREST

THIS BOOK IS NOT A SUBSTITUTE, BUT A SUPPLEMENT, TO EXISTING CHECKER BOOKS, AND IT IS IN THAT CAPACITY THAT IT IS WRITTEN. PRIOR BOOKS HAVE A LOT OF FINE POINTS, BUT SOME OF THE MATERIAL IN THIS BOOK IS, I BELIEVE, MORE UP-TO-DATE, AND DEFINITELY MORE RELEVANT TO THE HARD-NOSE CHECKER PLAYING IN THE U.S. TODAY.

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NB

Before we begin chapter one, I must emphasize not only the importance of "OPENINGS", "MIDDLE-GAMES", and "END-GAMES", but how to get the most out of each of them.

"OPENINGS"

"OPENINGS", of course, are an important part of a checker players game. You cannot play a good game period unless and until your opening is sound. The quickest way to study "Openings" is through books, but the most effective way is constant practice.

There are seven possible "OPENINGS" namely 1. 9-13 2. 9-14 3. 10-14 4. 10-15 5. 11-15 6. 11-16 and 7. 12-16. All of them, with the exception of opening 9-13 which is considered weak, should result in a draw if played right from beginning to end. This past statement in itself highlights and emphasizes the need to "Book-UP" since very few players in the world can play a variant of this game from beginning to end without committing a single mistake.

"MIDDLE GAMES"

Most players lose a lot of games during this stage of the game, mainly for two reasons:-  
1. By not knowing what to do with their "MIDDLE-GAMES"  
2. By merely moving into empty squares, so to speak.

The "MIDDLE-GAME" is a fascinating part of any game, and a player who knows something about it has a tremendous edge over an opponent who does not. There are a finite number of "MIDDLE-GAMES" and

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interestingly enough, different "Openings" can develop into the same "MIDDLE-GAME". Therefore, it is advisable to always try to manoeuvre an "OPENING" into a set of familiar "MIDDLE-GAMES".

Most players fail to realize they should be playing for "Something"; and that "Something" will henceforth be referred to in this section as the "IDEA". A list of "IDEAS" is furnished at the end of this discussion to provide you with a variety of options to bear in mind, on a game-by-game basis. It is my belief that all the great checker players, past and present, always play for an "IDEA" or a combination of "IDEAS".

It is important to identify the particular problem you're faced with, and then decide which "IDEA" or "IDEAS" to use to effectively combat or frustrate that given situation. Of course, you wouldn't be able to deal with any situation until you know certain basics of the game — the knowledge of which is tantamount to effective checker playing.

#### LIST OF "IDEAS"

1. Whenever and wherever possible occupy square 14 and/or square 19. It usually is the difference between winning, drawing, or losing a game.
2. While adequately defending your weak side, attack your opponent's weak side — by weak side I mean where there are fewer checkers.

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3. Always be prepared to sacrifice a checker to gain control of the board. You can sacrifice two for a king, but never sacrifice three or more checkers unless you absolutely have to.
4. Try to maintain a hitting-power at all times, It can win you games or get you out of trouble.
5. Never allow fewer checkers to tie<sup>up</sup> or lock-up more of your checkers, but always strive to accomplish just that.
6. If you must lose a checker don't wait until its too late give it up early and try to gain position. Remember, position in some instances is far better than a checker.
7. Attack but never over-play or over-extend your position and/or your pieces. Aggressive playing is fine, but playing too aggressively can be disastrous.
8. Never wait for a swing.
9. Where you move or countermove ought to always reflect what your opponent is trying to do or can do.
10. Never lose the same game the same way, a different move usually changes a game into another variation.
11. Always jockey for position.

### END-GAMES

"END-GAMES" are the artistic touch and fineness of the greatest game on earth - checkers. They are by far the most important part of any game. It is no surprise, therefore, that most games are won or lost during this stage of the game.

A player who possesses end-game skill can make his own miracles happen. Every player



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should approach this part of their game with three important ideas in mind:-

1. Caution — Be extremely cautious on each move, whether or not you have the advantage.
2. Analysis — Simply stated... there is no substitute for thorough accurate analysis. Read moves ahead.
3. Preparedness — Be ready to split if you realize you cannot win. Some players lose games by waiting until its too late.

### CHAPTER ONE: "OPENINGS", "MIDDLE-GAMES", "END-GAMES"

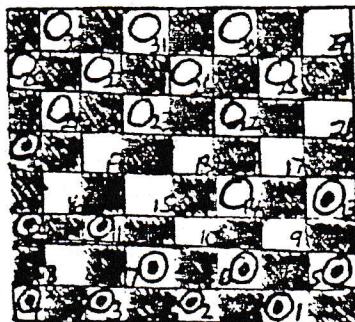
#### 9-13

"OPENINGS"

GAME 1

	<u>BLACK</u>	<u>WHITE</u>	<u>BLACK</u>	<u>WHITE</u>
1.	9-13	22-18!	2.	11-16
3.	10x17	21x14	4.	16-20
5.	8-11	29-25		GO TO PAGE 31

DIAGRAM 1 (BLACK'S MOVE)



The 9-13 opening or the EDINBURGH group is the weakest first move on the board since it immediately allows WHITE to take

7

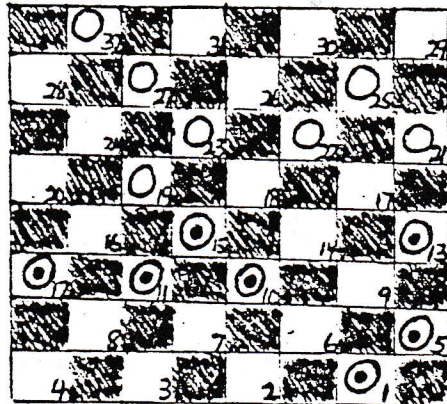
initiative in the center. We sometimes refer to this position as the "POLE" or "REVERSE POLE", but whatever name is attached its not recommended for BLACK.

GAME  
2

1. 9-13 22-18! 2. 10-15 26-22!  
3. 6-10

(3. 7-10 21-17! 4. 2-7! 25-21 5. 15-19! 24x15! 6. 10x26  
30x23 7. 7-10 29-25! 8. 11-15 18x11 9. 8x15 31-26!  
10. 5-9! ((10. 6-9 17-14 11. 9x18 23x7 12. 3x10 26-23  
13. 4-8 28-24! 14. 8-11 24-19!! POSITION DIAGRAMMED

DIAGRAM 2



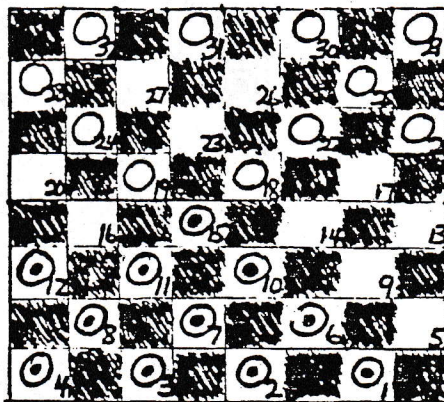
15. 15x31K 23-19!! 16. 31Kx17 21x16 17. 1-6 25-22!  
18. 6-10 16-11! 19. 5-9 19-16! 20. 12x19 11-8 21. 19-23  
8-3K! 22. 10-15 3K-12! 23. 15-19 12K-3!! 24. 19-24 22-18  
WHITE WINS.)) 10. --- 17-14 11. 9x18 23x7 12. 3x10  
27-23 13. 10-14 23-19 14. 15x24 28x19 15. 6-10 26-23

( 8 )

16. 4-8 22-18 17. 8-11 18x9 18. 13x6 DRAW POSITION.)

3. ---- 23-19 4. 5-9 27-23  
5. 9-14 18x9 6. 13x6 23-18 TO PAGE 32

POSITION DIAGRAMMED  
DIAGRAM 3



GAME  
3.

1. 9-13 22-18! 2. 6-9 18-14!  
3. 9x18 23x14 4. 10x17 21x14  
5. 11-15 25-22 6. 8-11 29-25  
7. 4-8 24-19 8. 15x24 28x19

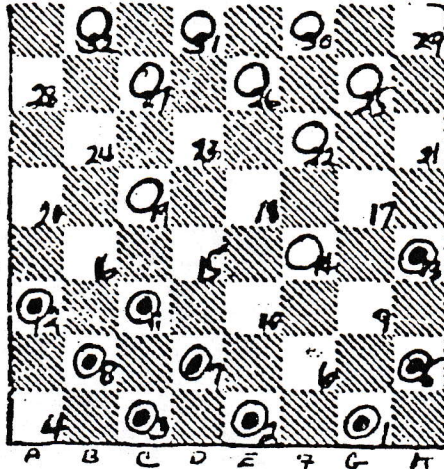
TO PAGE 33

( DELAYED "REVERSED POLE" OPENING MUCH  
BETTER FOR WHITE )

POSITION DIAGRAMMED

9

4



### 9-14 OPENINGS

#### SECTION 2

GAME  
4

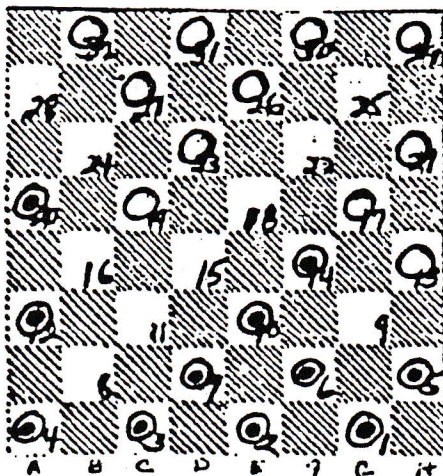
- 1. 9-14    22-17    2. 11-16    24-19
- 3. 8-11    25-22    4. 16-20    17-13
- 5. 11-15    22-17    6. 15x24    28x19

POSITION DIAGRAMMED. TO PAGE 34

("ALLEY" GAME - PRETTY EVEN OPENING SO FAR.)

CONTD. ON CHAPTER 2, SECTION 2, PART 1.

5



(10)

X

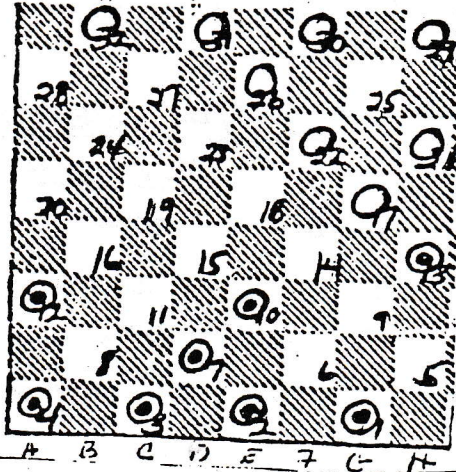
GAME  
2.

- 1. 9-14    22-17    2. 11-16    24-19
  - 3. 8-11    25-22    4. 11-15    23-18
  - 5. 15x24    18x9    6. 5x14    28x19
  - 7. 16x23    27x9    8. 6x13    TO PAGE 37
- POSITION DIAGRAMMED.

("ALLEY" GAME STILL, BUT DIFFERENT VARIATION FROM THE PRECEEDING GAME)

CONTD. ON CHAPTER 2. SECTION 2. PART 2.

6



GAME  
8.

- 1. 9-14    22-18    2. 6-9    25-22
  - 3. 9-13    18x9    4. 13x6    21-17
  - 5. 5-9    17-13    6. 11-15    23-19    TO PAGE 37
- POSITION DIAGRAMMED

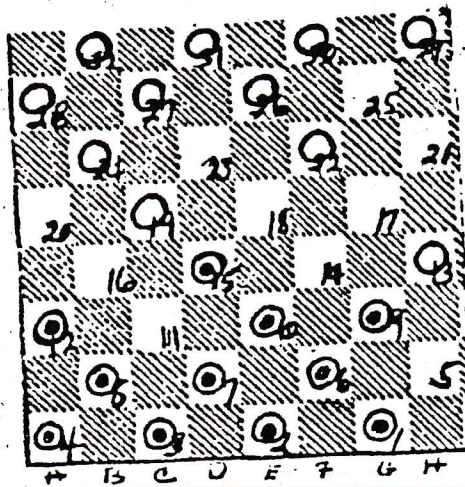
("SWING BACK" OPENING, EVEN SO FAR, BUT MIDDLE-GAME SHOULD YIELD A LOT OF EXCITEMENT.)

CONTD. ON CHAPTER 2. SECTION 2. PART 3

(M)

7

8



"The Pole"

10-14 OPENINGS

SECTION 3

GAME 7.

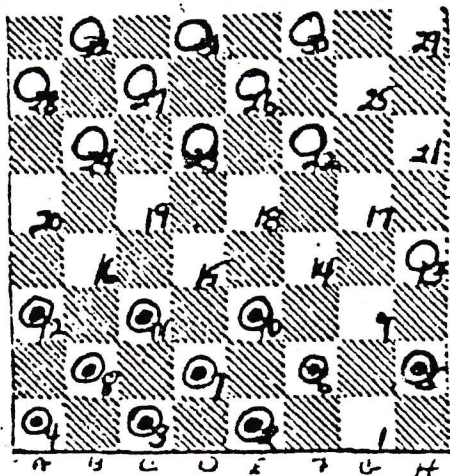
- 1. 10-14 22-17! 2. 6-10 17-13
- 3. 1-6 25-22 4. 14-17 21x14
- 5. 9x25 29x22 TO PAGE 38

POSITION DIAGRAMMED.

( THIS OPENING EXPLOITS BLACK'S 'DOUBLE CORNER' WHICH UNDER NORMAL SITUATIONS SHOULDN'T BE DISMANTLED SO EARLY IN THE GAME.)

CONTD. ON CHAPTER 2. SECTION 3 PART 1,

8

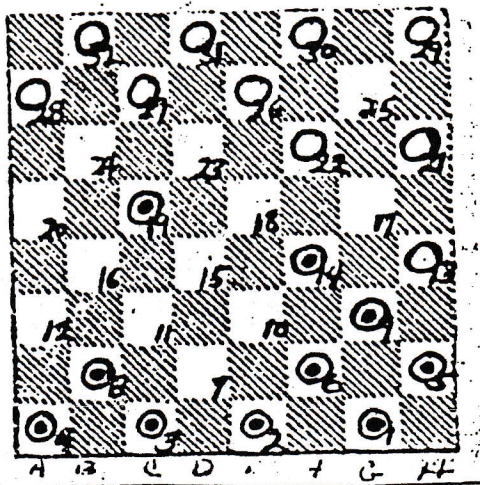


GAME 8.

- 1. 10-14 22-17 2. 7-10 17-13
  - 3. 11-16 25-22 4. 16-19! 23x16
  - 5. 12x19 24x15 6. 10x19 TO PAGE 39
- POSITION DIAGRAMMED

(GOOD POSITIONAL PLAY FOR BLACK, BUT STILL AN EVEN GAME) CONTD. ON CHAPTER 2, SECTION 3, PART 2.

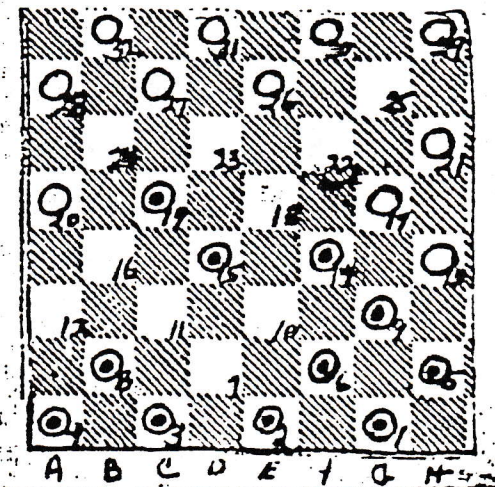
9



GAME 9

- 1. 10-14 22-17! 2. 7-10 17-13
  - 3. 11-16 24-20 4. 16-19 23x16
  - 5. 12x19 25-22! 6. 10-15? 22-17! TO PAGE 40
- POSITION DIAGRAMMED

("POLE" IS TOO PREMATURE - BETTER FOR WHITE) CONTD. ON CHAPTER 2, SECTION 3, PART 3.

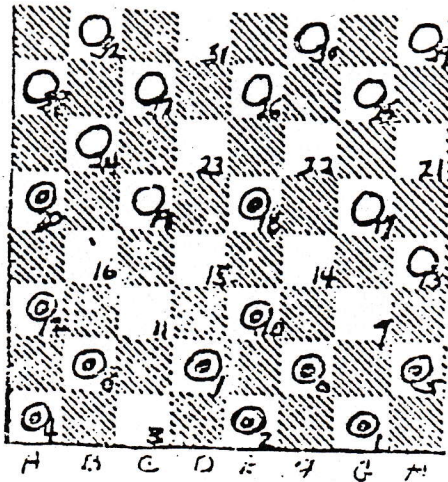


10

- 1. 10-14 22-17. 2. 7-10 17-13
- 3. 3-7! 24-20

(3) ---- 23-19 (4) 11-16! 26-23! ((4) ---- 27-23! (5) 8-11!!  
 24-20 (6) 14-18! 23x14 (7) 16x23! 26x19 (8) 9x18 20-16 (9) 11x20  
 28-24 (10) 20x27 32x14 (11) 10x17 13x22 SLIGHT POSITIONAL ADVANTAGE  
 FOR BLACK)) (5) 16-20 31-26! (6) 14-18! 23x14 (7) 9x18 21-17!  
 POSITION DIAGRAMMED

11



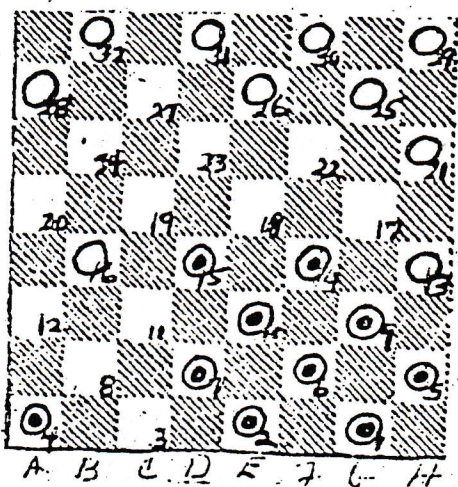
(8) 5-9! 17-14 (9) 10x17 13x15 (10) 7-10! 25-21 (11) 9-14! 29-25  
 (12) 2-7 26-23 (13) 7-11! 30-26 (14) 11x18 25-22! (15) 13x25 21x30  
 BACK TO EVEN GAME.)

- 4. 11-15 20-16 5. 12x19 23x16
  - 6. 8-12! 27-23 7. 12x19 23x16 TO PAGE 41
- POSITION DIAGRAMMED

(BLACK APPEARS TO BE IMBALANCE, BUT IN REALITY HE IS NOT, PROVIDED HE TAKES THE RIGHT MOVES)

CONTD. ON CHAPTER 2. SECTION 3. PART 4.





10-15 OPENINGS

SECTION 4

✓ good

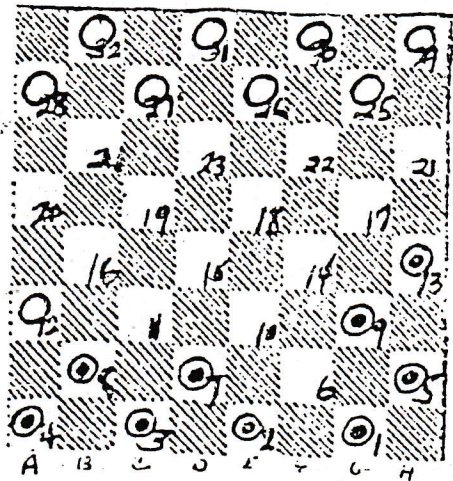
11

- 1. 10-15    23-19    2. 6-10    22-17
- 3. 9-13    17-14    4. 10x17    21x14
- 5. 12-16    19x12    6. 15-19    24x15
- 7. 11x9

POSITION DIAGRAMMED. TO PAGE 42

(GOOD OPENING <sup>MOVES</sup> FOR BOTH SIDE - POTENTIAL FOR EXCITEMENT.)

CONTD. ON ~~13~~ CHAPTER 2, SECTION 4, PART 1, 13



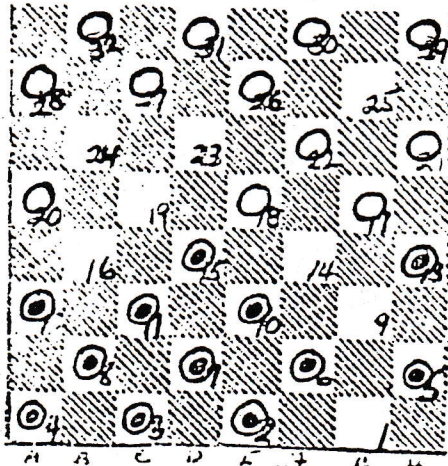
15

12.

1. 10-15 21-17 2. 9-13 23-18  
 3. 6-10 25-21 4. 1-6 24-20  
 POSITION DIAGRAMMED TO PAGE 43

( INTERESTING VARIANT — SHOULD CREATE A LOT OF INTRIGUING SITUATIONS.) CONTD. ON CHAPTER 2, SEC. 4, PART 2.

14



13.

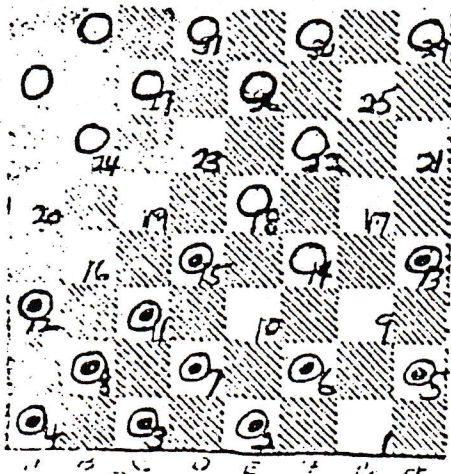
GOOD

1. 10-15 21-17 2. 9-13 23-18  
 3. 6-10 25-21 4. 1-6 17-14  
 5. 10x17 21x14 POSITION DIAGRAMMED  
 TO PAGE 45

( ANOTHER INTERESTING OPENING VARIATION — EVEN SO FAR, BUT PROMISES TO BE VERY INTERESTING.)

CONTD. ON CHAPTER 2. SECTION 4. PART 3.

15



16

LENERD

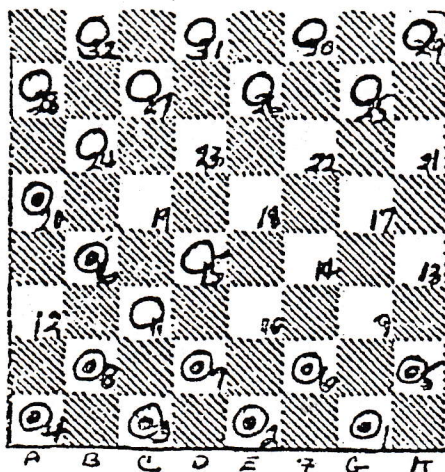
14.

- 1. 10-15 23-18 2. 12-16 21-17
- 3. 16-20 17-14 4. 11-16 18x11
- 5. 9x18! 22x15 POSITION DIAGRAMMED  
TO PAGE 46

(NOW, THIS OPENING IS BY FAR THE MOST COMPLICATED OF THE ONES PLAYED SO FAR. INTERESTINGLY ENOUGH, I PLAYED THIS SAME OPENING WITH VLADIMIR KAPLAN, FORMER CHAMPION OF THE U.S., IN THE 1977 A.P.C.A TOURNAMENT IN ATLANTA, GA. KAPLAN PLAYING BLACK AND I, WHITE.)

CONTD. ON CHAPTER 2. SECTION 4. PART 4.

16

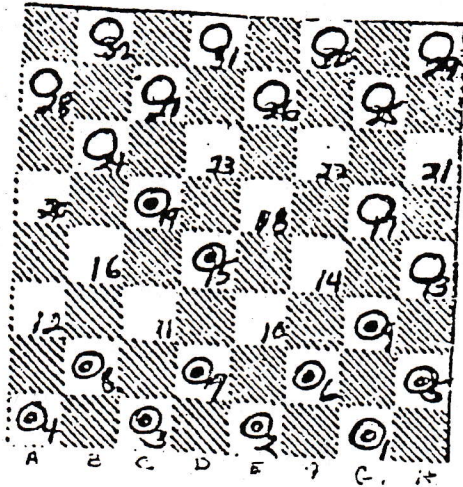


15.

- 1. 10-15 22-17 2. 11-16 17-13
- 3. 16-19 23x16 4. 12x19 21-17!
- POSITION DIAGRAMMED TO PAGE 47

(ANOTHER FASCINATING BUT EVEN OPENING, AS OF NOW)

CONTD. ON CHAPTER 2. SECTION 4. PART 5.



11-15 OPENINGS

SECTION 5

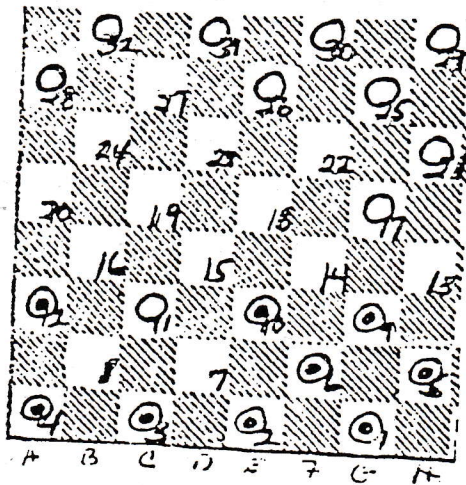
16.

- 1. 11-15 23-19 2. 8-11 22-17
- 3. 11-16 24-20 4. 16x23 27x11
- 5. 7x16 20x11 POSITION DIAGRAMMED.

TO PAGE 48

(AN OLD VARIANT BUT, NEVERTHELESS <sup>VERY</sup> INTERESTING;  
~~TO BE VERY INTERESTING~~)

CONTD. ON CHAPTER 2. SECTION 5. PART 1.



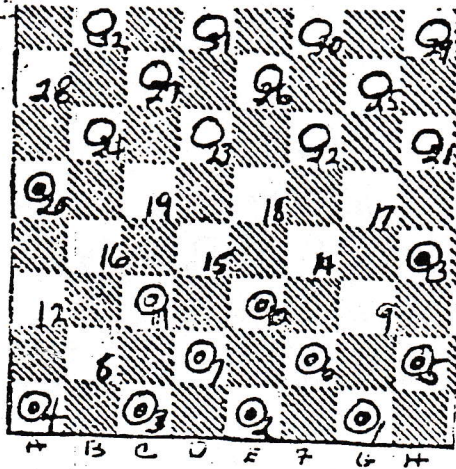
18

17

- 1. 11-15 23-19 2. 9-13 27-23
  - 3. 8-11 24-20 4. 15x24 20x27
  - 5. 12-16 28-24 6. 16-20 TO PAGE 49
- POSITION DIAGRAMMED.

( THE "SWING-BACK" OPENING VARIANT - ANOTHER OLD, BUT SUBTLE GAME, CAN BE DISASTROUS FOR EITHER SIDE.) CONTD. ON CHAPTER 2, SECTION 5, PART 2.

19



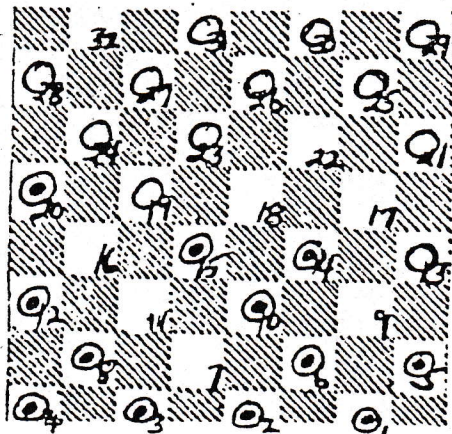
18

- 1. 11-15 23-19 2. 7-11 22-17
- 3. 11-16 27-23 4. 16-20 32-27
- 5. 9-14 17-13 POSITION DIAGRAMMED

TO PAGE 50

( "LOCK-UP" VARIATION - VERY RISKY GAME FOR BOTH SIDES. A VARIANT LIKE THIS ONE HARDLY DRAWS.) CONTD. ON CHAPTER 2, SECTION 5, PART 3.

20



(19)

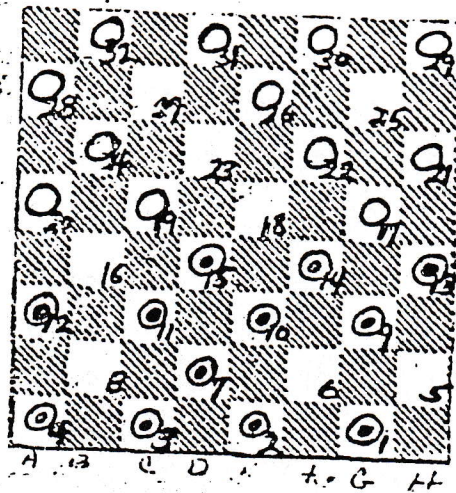
19.

- 1. 11-15    21-17    2. 9-13    25-21
- 3. 6-9    24-20    4. 8-11    27-24
- 5. 9-14    23-19    6. 5-9!    TO PAGE 51

POSITION DIAGRAMMED

(STRANGE OPENING MOVES, BUT SO FAR SO GOOD FOR BOTH SIDES.) CONTD. ON CH. 2, SEC. 5, PART 4

21



20.

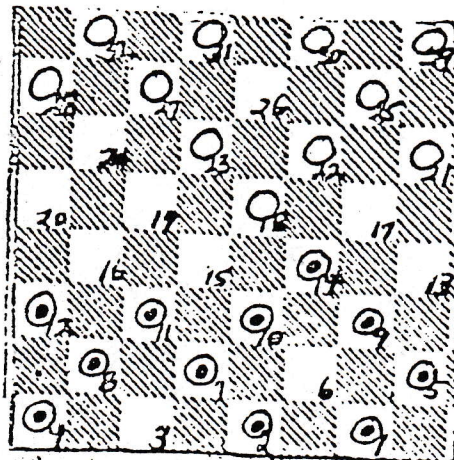
- 1. 11-15    23-18    2. 8-11    26-23
- 3. 10-14    24-20    4. 6-10    27-24
- 5. 3-8    24-19    6. 15x24    20x27    TO PAGE 52

POSITION DIAGRAMMED

(INTERESTING OPENING IN SO FAR AS THE POTENTIAL EXISTS FOR A WIDE RANGE OF OPTIONAL APPROACHES.)

CONTD. ON CH. 2, SEC. 5, PART 5.

22



21

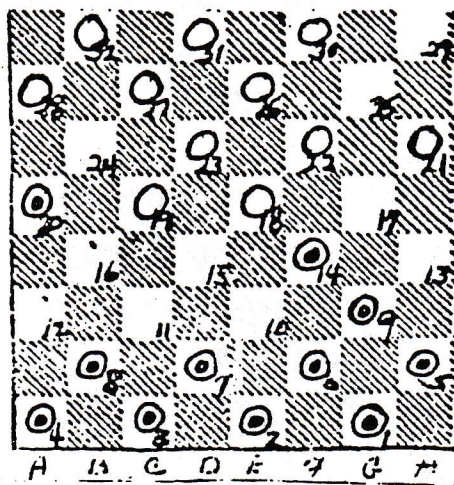
- 1. 11-15 22-18 2. 15x22 25x18
- 3. 12-16 29-25 4. 10-14 25-22
- 5. 16-20 24-19 TO PAGE 53

POSITION DIAGRAMMED.

("SINGLE CORNER" SWAP OPENING VARIANT - A LOT OF INTERESTING SITUATIONS CAN DEVELOP ON BOTH SIDES.)

CONTD. ON CH. 2, SEC. 5, PART 6.

23



22.

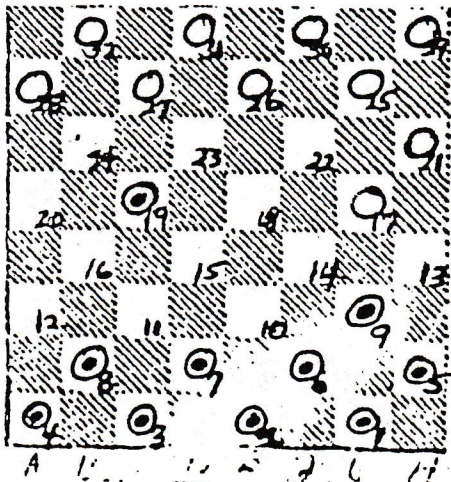
PITCH

- 1. 11-15 22-17 2. 15-19 23x16
- 3. 12x19 24x15 4. 10x19 TO PAGE 54

POSITION DIAGRAMMED.

(EFFECTIVE POSITIONAL OPENING, BUT BLACK OUGHT TO BE ALERT <sup>OR</sup> HE MIGHT LOSE HIS DESERTED PIECE ON SQUARE 19.)

CONTD. ON CH. 2, SEC. 5, PART 7.



# 11-16 OPENINGS

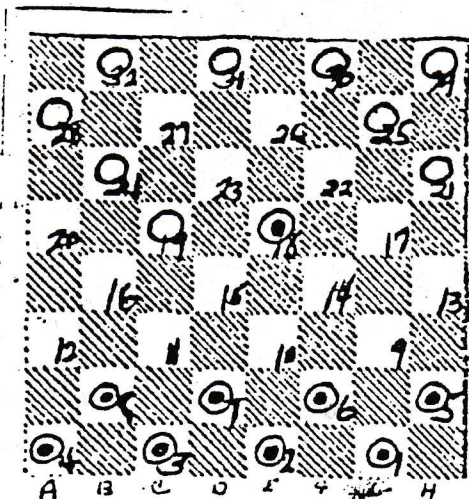
## SECTION 6

23.

- 1. 11-16 22-17      2. 16-19 24x15
  - 3. 10x19 23x16      4. 12x19 17-14
  - 5. 9x18 27-24      6. 19-23 26x19 TO PAGE 55
- POSITION DIAGRAMMED

(THIS IS THE FAMOUS OR INFAMOUS "PITCH AND SQUEEZE" OPENING VARIANT - CAN BE ~~VERY~~ COMPLICATED BUT, OTHERWISE, VERY INTERESTING.) CONTD. ON CH. 2, SEC. 6, PART 1

25

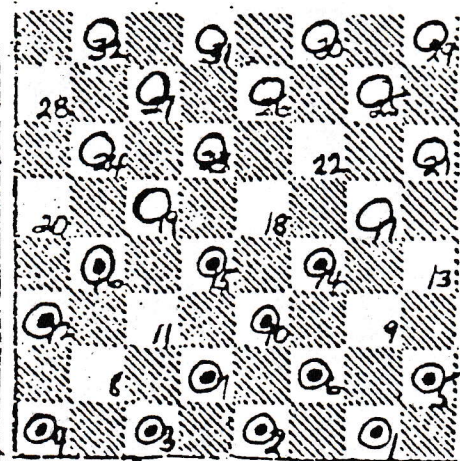


24

- 1. 11-16 24-19      2. 8-11 22-17
  - 3. 11-15 28-24      4. 9-14 POSITION DIAGRAMMED. PAGES
- (EXCITING OPENING MOVES - AND GOOD POSITION FOR BOTH SIDES.)

26

CONTD. ON CHAPTER 2, SEC. 6, PART 2.



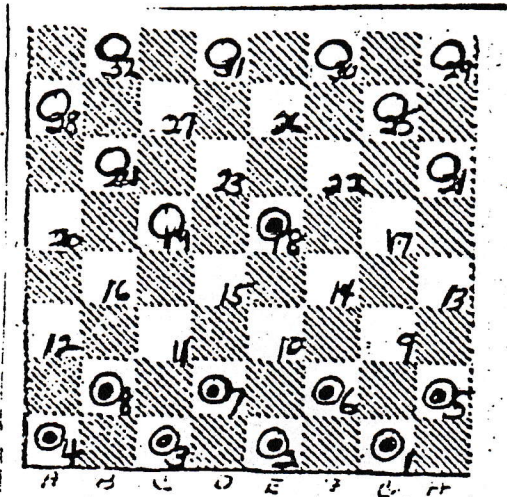


(22) GOOD GAME,  
part 3

25

1. 11-16    22-17    2. 16-19    24x15  
 3. 10x19    23x16    4. 12x19    17-14  
 5. 9x18    27-24    6. 19-23    26x19 TO PAGE 57  
 POSITION DIAGRAMMED

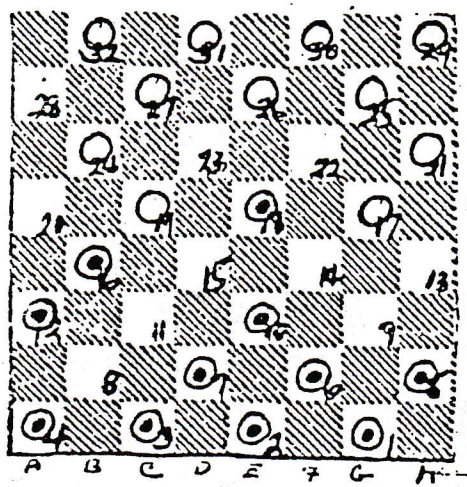
(\* PITCH AND SQUEEZE \* OPENING AGAIN.)  
 CONTD. ON CH. 2, SEC. 6, PART 3.  
 27



26

1. 11-16    24-19    2. 8-11    22-17  
 3. 11-15    28-24    4. 15-18    23x14  
 5. 9x18    TO PAGE 60  
 POSITION DIAGRAMMED

(COMPLICATED OPENING - A GAME WITH A LOT OF DEMAND)  
 CONTD. ON CH. 2, SEC. 6, PART 4  
 28



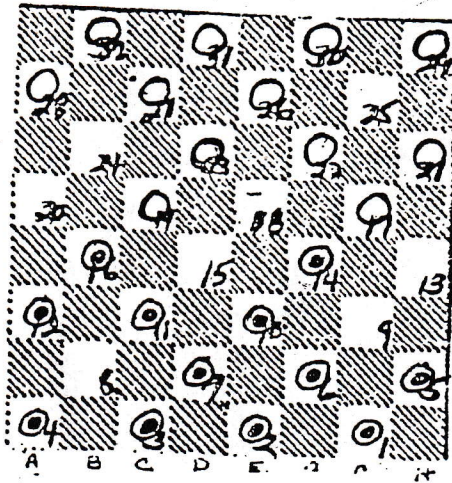
23

27

1. 11-16 24-19 2. 8-11 22-17  
3. 9-14 25-22 TO PAGE 58  
POSITION DIAGRAMMED

("ALLEY" GAME - SYMMETRICAL POSITION AND  
EVEN SO FAR.) CONTD. ON CH. 2, SEC. 6, PART 5.

29

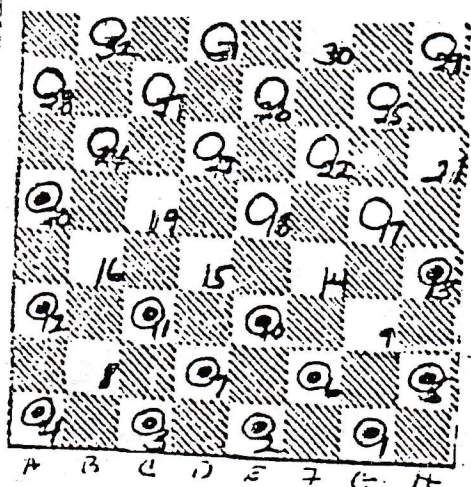


28

1. 11-16 21-17 2. 9-13 23-18  
3. 16-20 26-23 4. 8-11 30-26  
POSITION DIAGRAMMED TO PAGE 61

(KIND OF UNORTHODOX RESPONSES FOR WHITE, BUT  
NEVERTHELESS, VERY SOUND.) CONTD ON CH. 2, SEC. 6, PART 6.

30

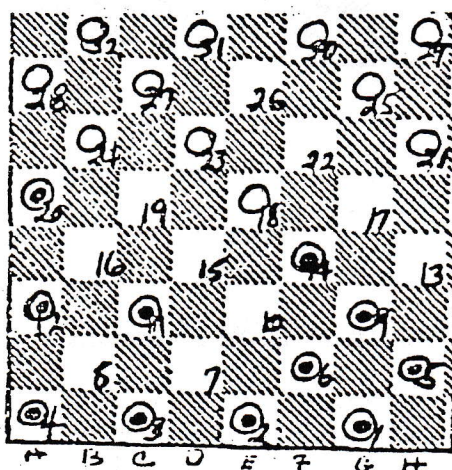


29.

- 1. 11-16 22-18 2. 10-14 26-22
  - 3. 16-20 22-17 4. 8-11 17x10
  - 5. 7x14 TO PAGE 62
- POSITION DIAGRAMMED

( INTERESTING OPENING - EVEN SO FAR BUT ROOM FOR A LOT OF CHICANERY.) CONTD. ON CH. 2, SEC. 6, PART 7.

31



12-16 OPENINGS

SECTION 7

30.

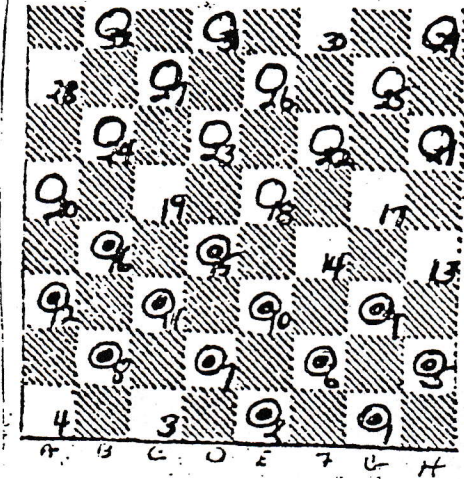
- 1. 12-16 24-20 2. 8-12 28-24
  - 3. 4-8 23-18 4. 10-15 26-23
  - 5. 7-10 30-26 6. 3-7 TO PAGE 63
- POSITION DIAGRAMMED

("BELLY" MOVE - EXCITING OPENING, REQUIRES MORE KNOWLEDGE THAN TALENT.)

CONTD. ON CH. 2, SEC. 7, PART 1.

25

32.

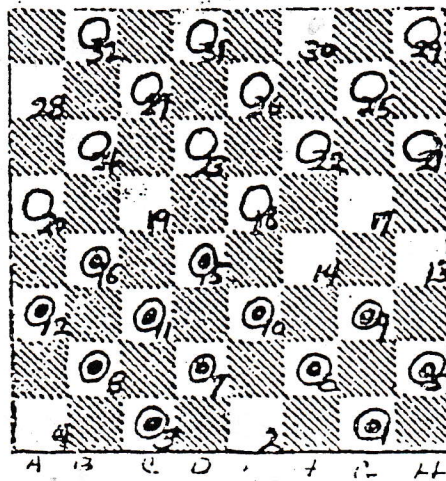


31.

- 1. 12-16 24-20 2. 8-12 28-24
- 3. 4-8 23-18 4. 10-15 26-23
- 5. 7-10 30-26 6. 2-7 TO PAGE 65

POSITION DIAGRAMMED

( ANOTHER VARIANT OF THE "BELLY" MOVE. )  
 CONTD. ON CH. 2, SEC. 7, PART 2.  
 33



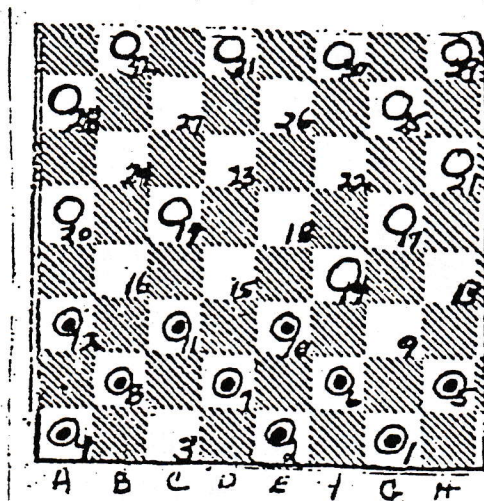
32

- 1. 12-16 24-20 2. 8-12 27-24
  - 3. 3-8 24-19 4. 9-14! 22-17
  - 5. 14-18! 23x14 6. 16x23 26x19 TO PAGE 66
- POSITION DIAGRAMMED

(INTERESTING OPENING PLAYS FOR BOTH SIDES, SHOULD BE MORE FUN IN THE LATER MOVES.)

CONTD. ON CH. 2, SEC. 7, PART 3.

34



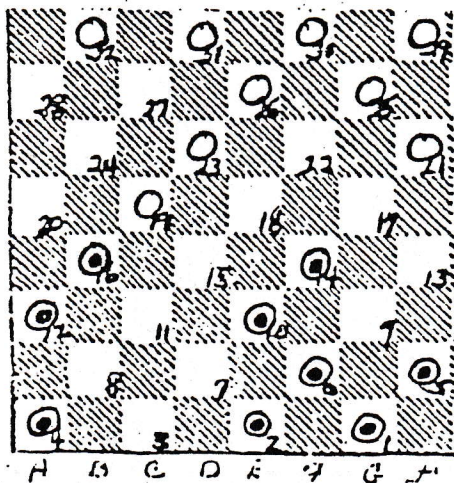
33

- 1. 12-16    24-20    2. 8-12    27-24
- 3. 3-8    24-19    4. 9-14!    22-18!
- 5. 11-15!    18x11    6. 8x24    20x11
- 7. 7x16    28x19    TO PAGE 67

POSITION DIAGRAMMED

(UNORTHODOX ~~OPENING~~ OPENING, AND SEMBLANCE OF BETTER POSITION FOR WHITE.) CONTD. ON CH. 2, SEC. 7, PART 3

35



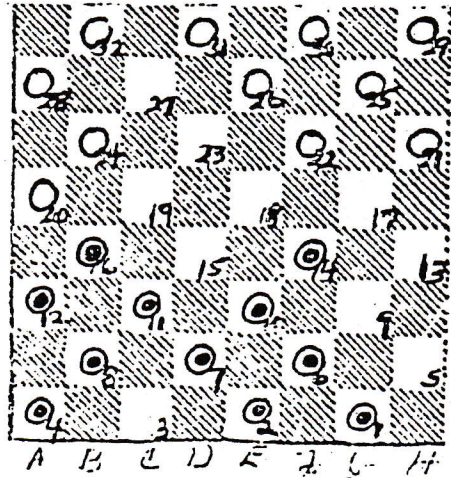
34

- 1. 12-16 24-20 2. 8-12 27-24
  - 3. 3-8 23-18 4. 9-14 18x9
  - 5. 5x14 TO PAGE 68
- POSITION DIAGRAMMED.

(STRONG OPENING FOR BLACK - BUT, THERE IS A LONG WAY TO GO TO MAINTAIN THAT STRENGTH.)

CONTD. ON CH. 2, SEC. 7, PART 5.

36



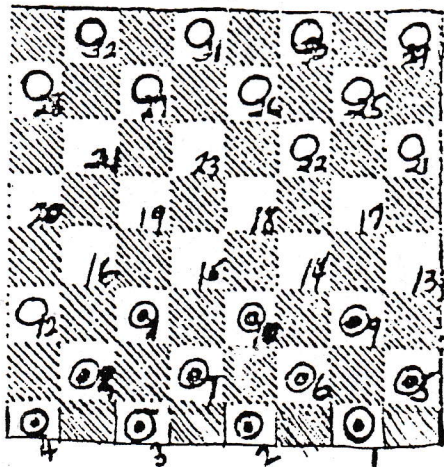
35

- 1. 12-16 24-19 2. 16-20 19-16
  - 3. 11-15 16-12 4. 15-19 23x16
  - 5. 20x11 TO PAGE 69
- POSITION DIAGRAMMED

(BETTER OPENING FOR WHITE - MORE MOBILITY.)

CONTD. ON CH. 2, SEC. 7, PART 6.

37



36.

1. 12-16 24-19 2. 8-12 22-18

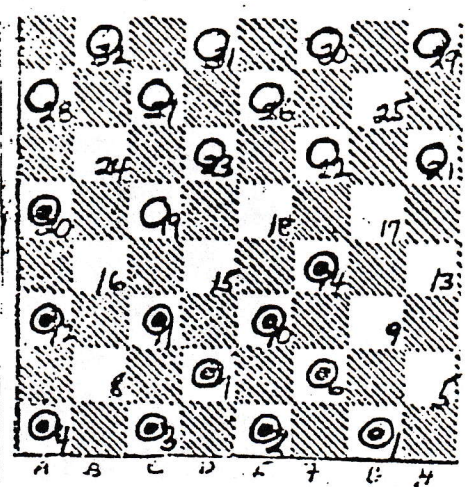
3. 9-14 18x9 4. 5x14 25-22

5. 16-20 TO PAGE 70

POSITION DIAGRAMMED

(THIS OPENING TURNS OUT TO BE SOMEWHAT LIKE THE "ALLEY" OPENING.) CONTD. ON CH. 2, SECTION 7, PART 7.

38



31

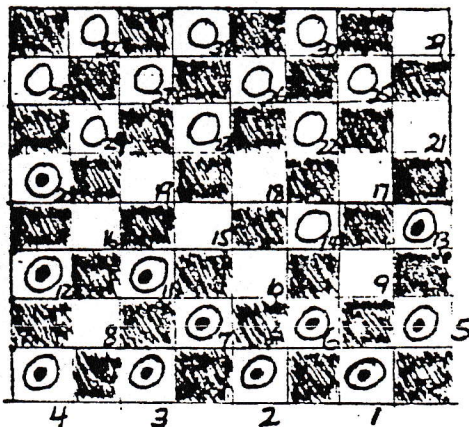
CHAPTER TWO

9-13 MIDDLE-GAMES

SECTION 1

GAME  
1

DIAGRAM 39



- |          |        |           |        |
|----------|--------|-----------|--------|
| 6. 11-16 | 23-19  | 7. 16x23  | 27x18  |
| 8. 20x27 | 32x23  | 9. 4-8    | 28-24  |
| 10. 8-11 | 24-20! | 11. 6-9   | 23-19  |
| 12. 1-6  | 19-15! | 13. 3-8   | 25-21! |
| 14. 7-10 | 14x16  | 15. 12x10 | 26-23! |

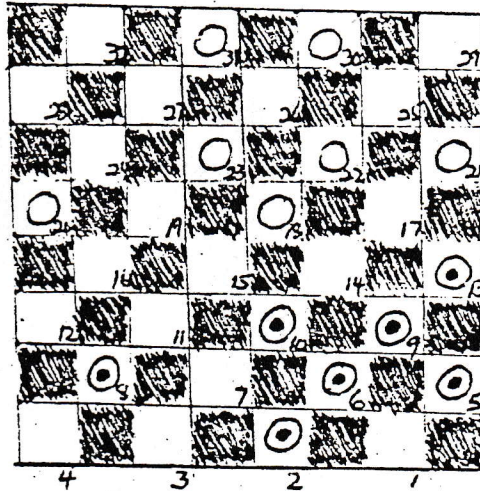
TO PAGE 73 POSITION DIAGRAMMED

f



32

DIAGRAM 40

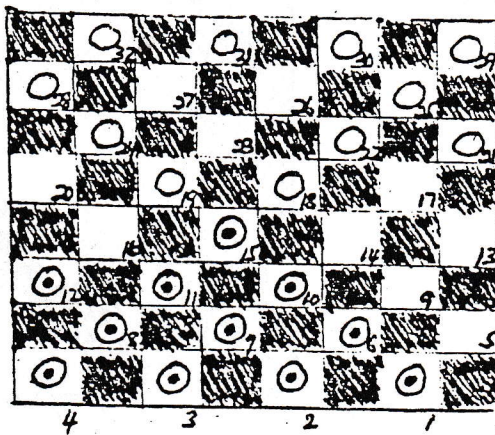


(IDEAS UTILIZED — Nos. 1 AND 4)

CONTINUED ON CHAPTER 3, SECTION 1, GAME 1

GAME 2

DIAGRAM 41



7. 6-9 32-27 8. 1-5 27-23!

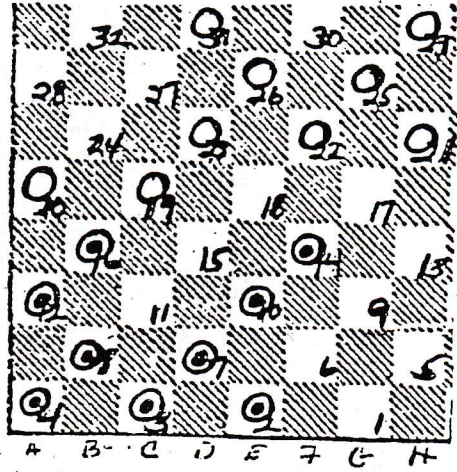
9. 9-14?

(9. 9-13? 21-17! 10. 5-9 ((10. 10-14?? 17x10!! 11. 15x6  
 22-17!! WHITE WINS)) 10. ---- 25-21 11. 9-14 18x9  
 12. 13x6 17-14 WHITE WINS.)

9. --- 18x9 10. 5x14 30-26!  
11. 11-16 24-20! 12. 15x24 28x19 TO PAGE 73

POSITION DIAGRAMMED

42.

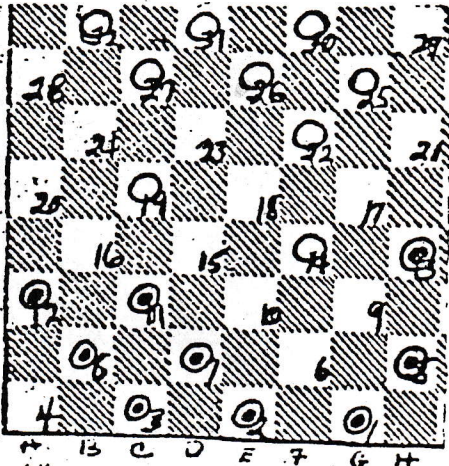


(<sup>Nr.</sup> "IDEAS" USED → 2 AND 13)

CONTD. ON CH. 3, SEC. 1, PART 2.

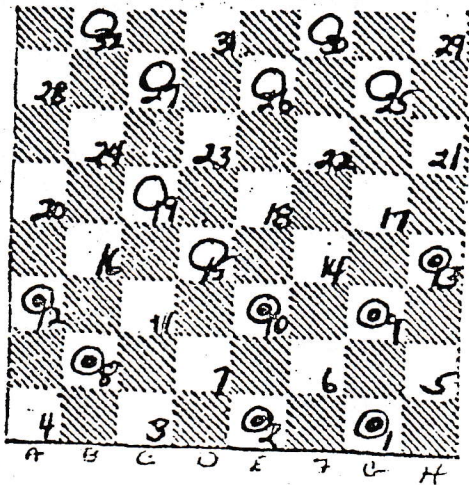
43

3



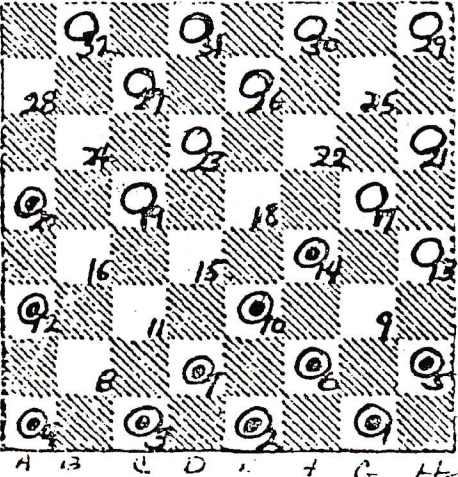
9. 11-16 22-18 10. 16x23 26x19  
11. 7-10 14x7 12. 3x10 31-26  
13. 5-9 18-15 TO PAGE 75

POSITION DIAGRAMMED



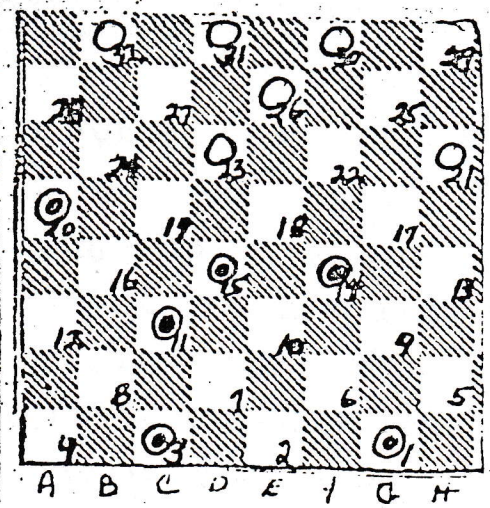
→ This diagram refers to the last move on page 33

(IDEAS PLAYED FOR → NOS. 1 & 15)  
 CONTD. ON CH. 3, SEC. 1, PART 3.



9-14 MIDDLE-GAMES  
 SECTION 2

4. L → 7, 4-8. (7. 7-11 19-16 8. 12x19 23x7 9. 2x11 26-23 10. 11-15 23 11. 15x22 17x26 12. 10-15 29-25 13. 6-9 13x6 14. 1x10 25-22 15. 5-9 22-17 16. 4-8 17-13 17. 8-12!) ((17. 8-11? 13x6 18. 10x1 27-23! POSITION DIAGRAMMED



19. 15-18 23-19!! BLACK LOSES A CHECKER AND WHITE SHOULD CONSEQUENTLY WIN)) (17. --- 13x16 18. 10x1 26-22-19. 3-7 30-28 20. 12-16 27-24

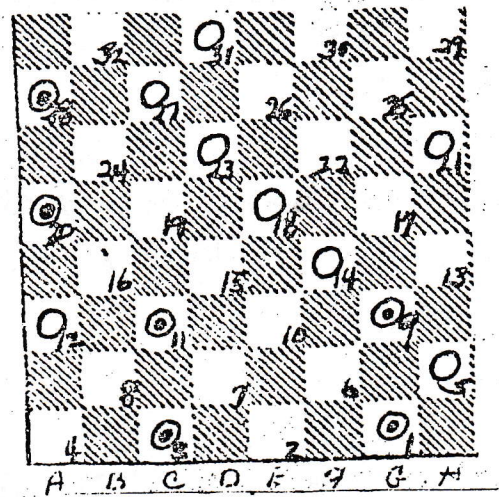
21. 20x27 31x24 22-1-6 26-23 23. 6-10! 24-20! 24. 7-11 32-27!  
25. 15-19 22-18 26. 19x26 18x9 DRAW POSITION.)  
7. ---- 26-22 8. 8-11

(8. 7-11 22-18! 9. 11-16 18x9 10. 5x14 23-18 11. 14x23 19x26  
12. 8-11 29-25 13. 11-15 17-14 14. 10x17 13x22. EVEN GAME.)

8. ---- 29-25 - 9. 11-15 32-28  
10. 15x24 28x19 11. 14-18!

(11. 5-9? 30-26 12. 14-18 22x15! 13. 9-14 25-22 14. 14-18  
23x14 15. 12-16 19x12 16. 10x19 22-18! 17. 19-24 14-9! 18. 24-28  
9-5! 19. 7-11 17-14! 20. 6-9 13x6 21. 2x9 26-23! POSITION DIAGRAMMED

48

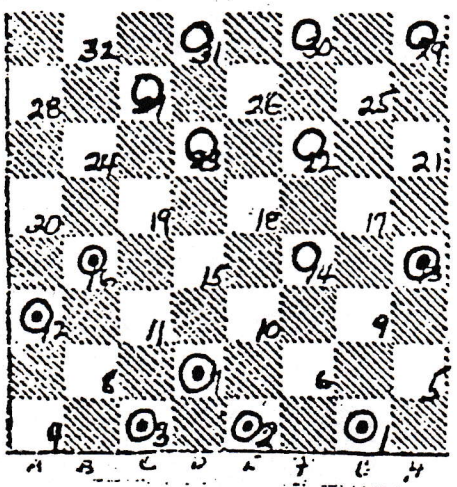


22. 9-13 14-10! 23. 28-32K 27-24! 24. 20x27 31x24 25. 32K-28?  
23-19!! 26. 11-16?? 19-15 WHITE WINS. HOWEVER, ON THE 22ND MOVE  
BLACK COULD HAVE MOVED 3-7 INSTEAD OF 9-13; AND PLAY WOULD HAVE PRO-  
GRESSSED AS FOLLOWS:- 22. 3-7 23-19! 23. 11-16 27-23 24. 28-32K 31-  
25. 7-11 19-15! 26. 9-13 12x19! 27. 32K-28? 15x8 28. 28Kx22 8-4K!  
29. 22K-31? 4K-29!! 30. 31Kx24 21-17! WHITE WINS. THIS CAREFUL ANALYSIS  
AND RUN DOWN BRINGS AN END TO AN ERA - AN ERA WHEN MOVE 5-9 ON THE  
11TH MOVE WAS CONSIDERED SAFE AND ADVISABLE. BUT WITH THE ADVENT OF  
THE NEW CHECKER MENTALITY (THE "NOW CHECKERS") IT'S NOT ADVISABLE ANYMORE.



- 8. ---- 17-14 9. 10x17 21x14
- 10. 4-8 26-23 11. 12-16 32-27
- 12. 8-12 TO PAGE 76

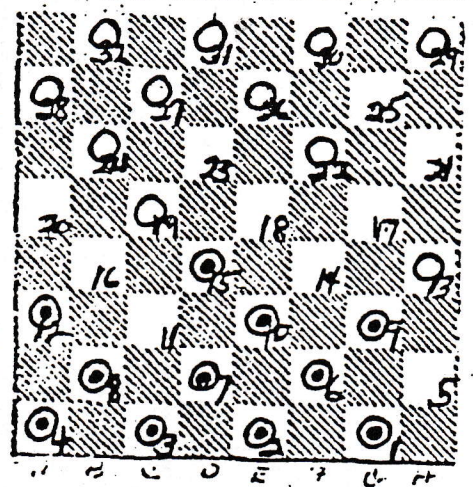
POSITION DIAGRAMMED.  
50



(IDEAS PLAYED FOR → No. 13+15)  
CONTD. ON CH. 3, SEC. 2, PART. 2.

8.

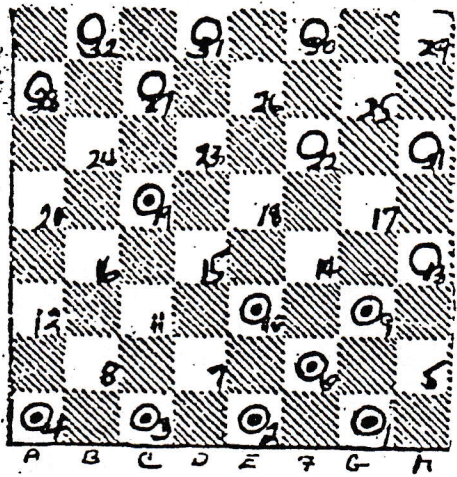
51



- 7. 7-11 29-25 8. 11-16 25-21
- 9. 16x23 26x19 10. 8-11 27-23
- 11. 11-16 24-20 12. 15x24 20x27
- 13. 16-19 23x16 14. 12x19 TO PAGE 77

POSITION DIAGRAMMED





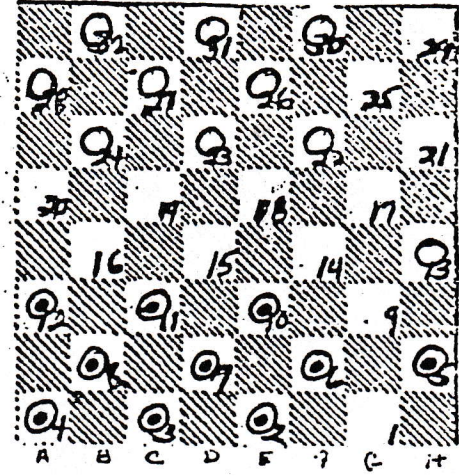
(<sup>14</sup> IDEAS<sup>13</sup> IMPLEMENTED → Q AND 13.)

CONTD. ON CH. 3, SECT. 2, PART 3.

10-14 MIDDLE-GAMES

SECTION 3

7

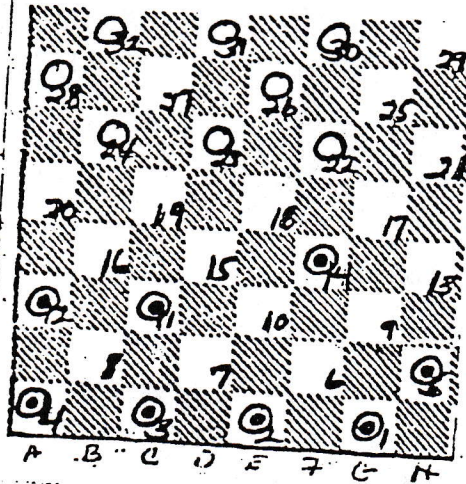


- 6. 11-15 23-19 7. 8-11 27-23
  - 8. 6-9 13x6 9 10x1 19x10
  - 10. 7x14 TO PAGE 78
- POSITION DIAGRAMMED

3 21  
3 21

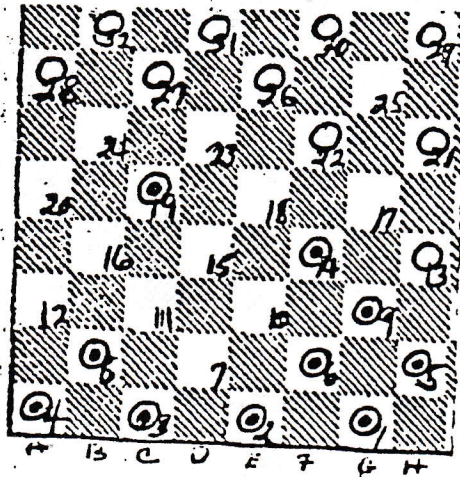
39

54.



["IDEAS" UTILIZED → NO. 9 AND 15]  
CONTD. ON CH. 3, SEC. 3, PART 1.

55

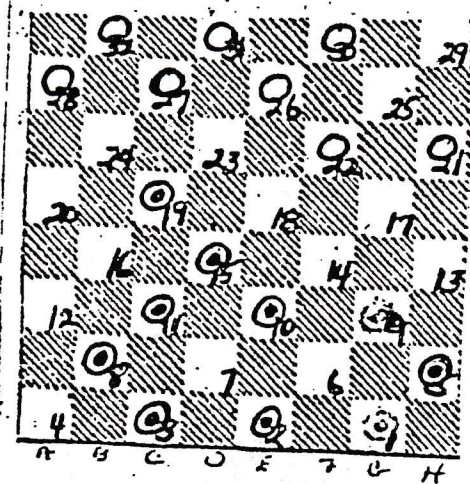


6. ---- 29-25      7. 8-11    22-17  
 8. 4-8    17x10      9. 6x15    13x6  
 10. ~~1x10~~    25-22      TO PAGE 79  
 POSITION DIAGRAMMED



(40)

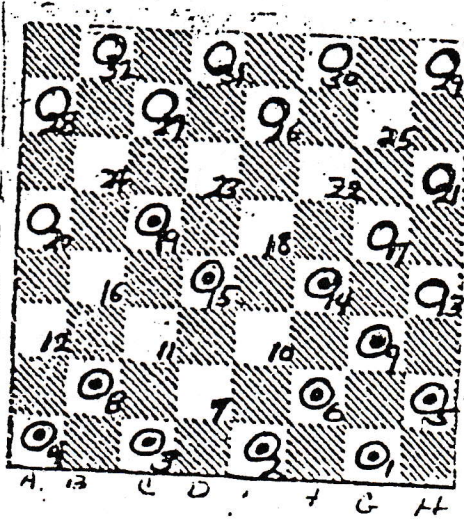
56



LIGHT

{ ("IDEAS FORMULATED → <sup>Nbc.</sup> 4 AND 9)  
 CONTD. ON CH-3, SEC. 3, PART 2.

57

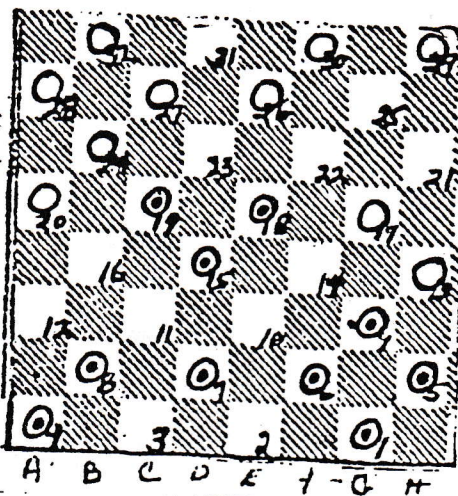


BLACK

{ 7. 2-7 17x10 8. 7x14 27-24!  
 9. 3-7 31-27! 10. 14-18 21-17! TO PAGE 79  
 POSITION DIAGRAMMED

(41)

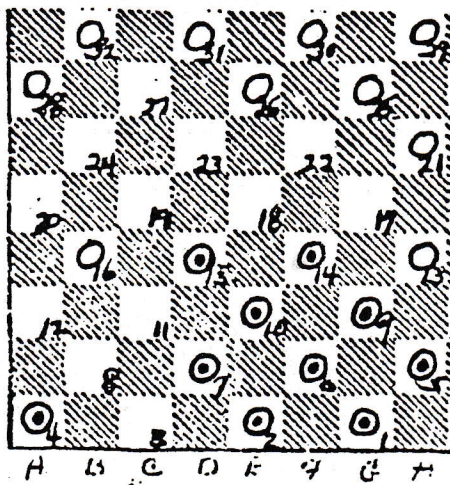
58



("IDEAS" USED  $\rightarrow$  <sup>Nos.</sup> 2 AND 8.)

CONTD. ON CH. 3, SEC. 3, PART 3

59



8. 7-11! 16x7 9. 10x3! 28-24

10. 4-8 24-20 11. 8-11 31-27

12. 14-18! 26-22 13. 9-14 32-28!

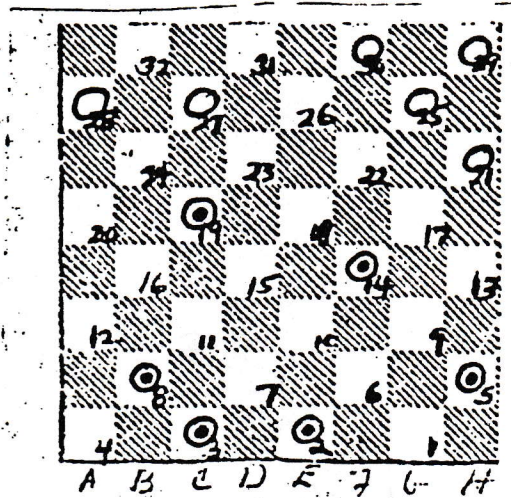
14. 11-16

(14. 3-7? 13-9! 15. 6x13 22-17 16. 13x22 30-26 17. 22x2  
28x3K 18. 18-23 3Kx17 23-27 19. 17K-22 ADVANTAGE FOR WHITE)

14. --- 20x11 15. 15x8 22x15

16. 6-9 13x6 17. 1x19 TO PAGE 80

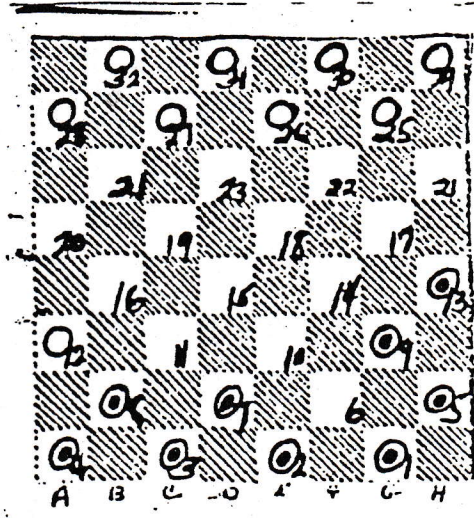
60



"IDEAS" UTILIZED → <sup>115</sup> 1 AND 5  
 CONTD. ON CH. 3, SEC. 3, PART 4.

10-15 MIDDLE-GAMES  
SECTION 4

61

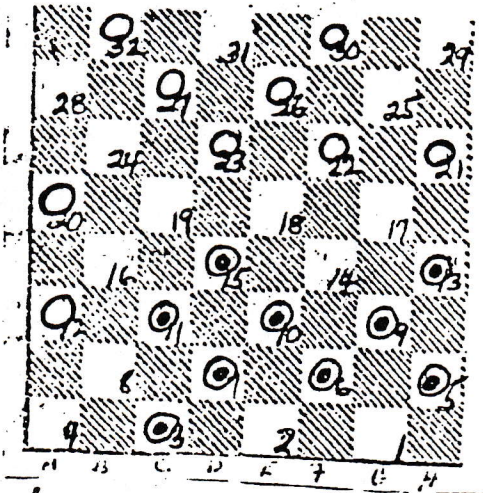


- 7. --- 25-22 8. 8-11 28-24
- 9. 1-6 29-25 10. 4-8 24-20
- 11. 11-15 27-23 12. 8-11 31-27
- 13. 6-10 25-21 14. 2-6 TO PAGE 80

POSITIONS DIAGRAMMED

43

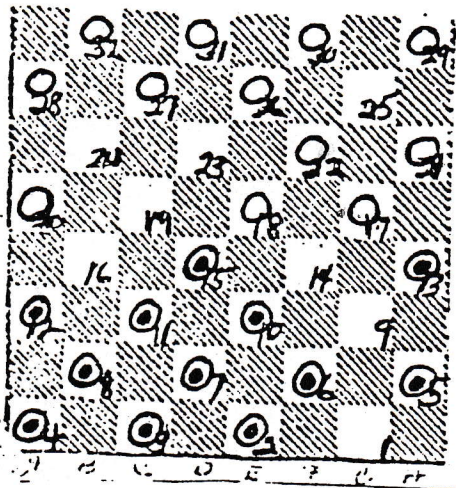
62



("IDEAS" USED → No. 4 AND 5.)

CONTD. ON CH. 3, SEC. 4, PART 1

63



c. 5. 15-19 27-24 6. 10-15 32-27

7. 6-9 17-14 8. 12-16! 21-17!

9. 8-12!

(9-7-10? 14x7 10. 3x10 17-14! 11. 10x17 18-14! 12. 9x25  
BETTER FOR WHITE.)

9. ----- 29-25!

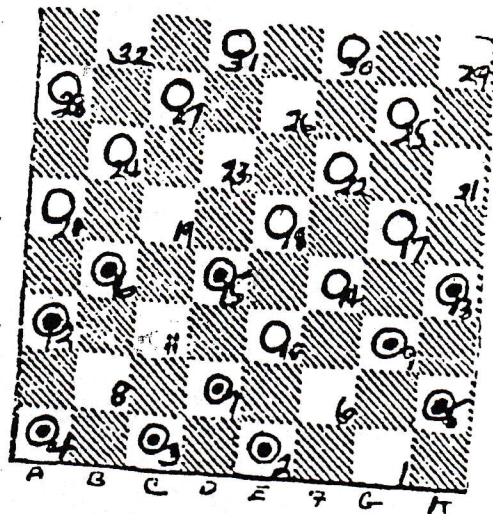
12

(9. ---- 30-25?? 10. 7-10!! 14x7 11. 3x10 DOUBLE BARREL SHOT GUN, WHITE IN TROUBLE AND BLACK SHOULD WIN.)

10. 19-23!

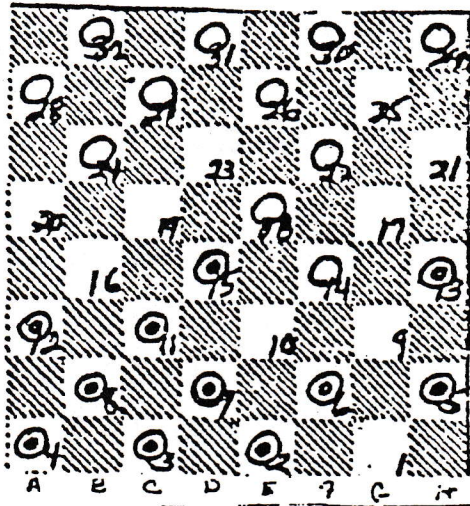
(10. 7-10? 14x7 11. 3x10 17-14! 12. 10x17 25-21 13. 9-14 18x9 14. 5x14 27-23! 15. 2-7 23-18! 16. 14x23 21x14 17. 23-27 22-18! 18. 15x22 26x17 19. 13x22 24x8 20. 4x11 31x24 21. 16-19 24x8 22. 12x3 14-9 WHITE WINS.)

10. ---- 26x10 11. 11-15!! TO PAGE 82  
POSITION DIAGRAMMED  
64



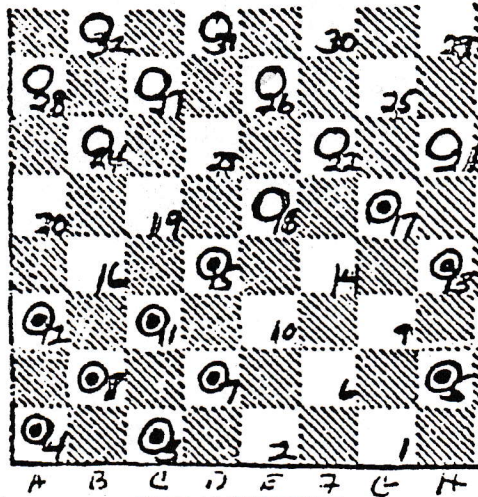
(“IDEAS” FORMULATED → NOS. 3, 15.)  
CONTD. ON CH. 3, SEC. 4, PART 2.





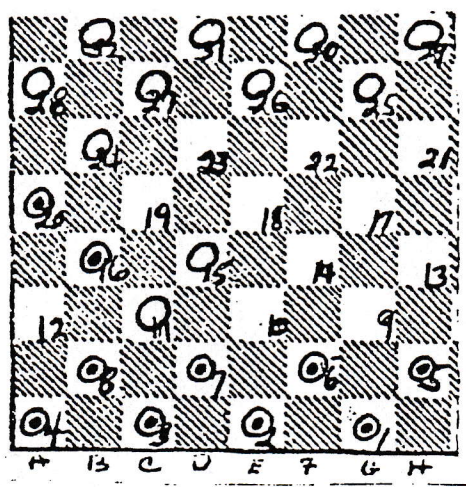
- 6. 6-10 29-25 7. 10x17 25-21
- 8. 2-6 21x14 9. 6-10 30-25
- 10. 10x17 25-21 TO PAGE 82

POSITION DIAGRAMMED



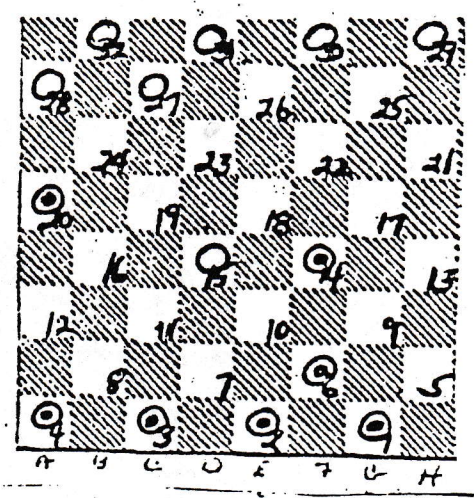
(IDEAS IMPLEMENTED → Nos 2,6)  
 CONTD. ON CH. 3, SEC. 4, PART 3.

124



- 6. 16-19! 15-10! 7. 8x15! 26-22!
- 8. 7x14 22-18! 9. 15x22 25x9
- 10. 5x14 24x15 TO PAGE 83

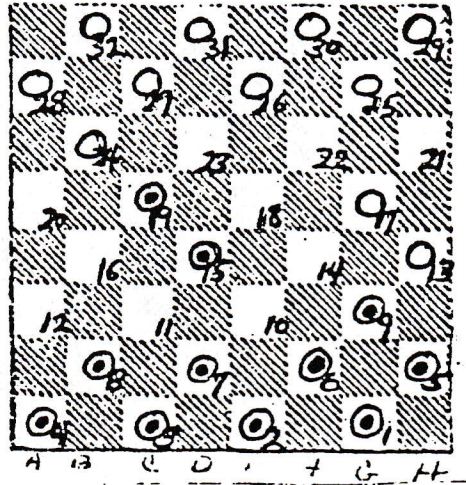
POSITION DIAGRAMMED



( "IDEAS" FORMULATED → Abs 9 AND 11.)  
 CONTD. ON: CH. 3, SEC. 4, PART 4.

-15

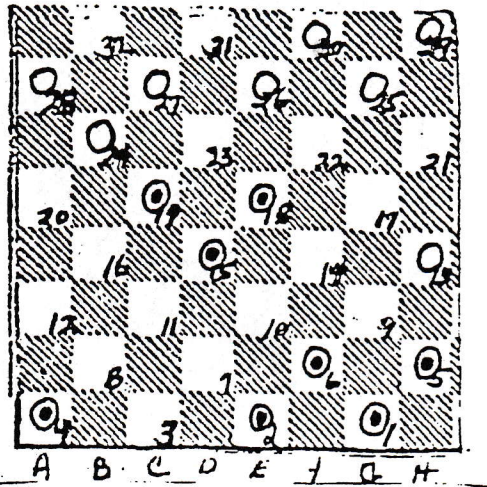
69.



- 5. 9-14 17x10      6. 7x14 27-23
- 7. 8-12 23x16      8. 12x19 31-27
- 9. 3-8! 27-23      10. 8-12 23x16
- 11. 12x19 32-27    12. 14-18 TO PAGE 84

POSITION DIAGRAMMED

70



(“IDEAS” UTILIZED → 5 AND 11)

CONTD. ON CH. 3, SEC. 4, PART 5.

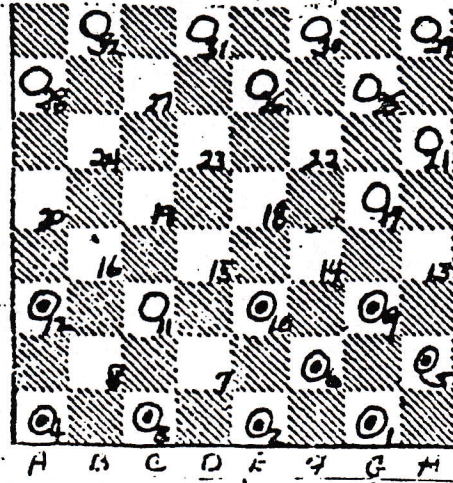


11-15 MIDDLE-GAMES

SECTION 5

71

16



6. 3-8 28-24 7. 8x15 24-20  
 8. 4-8 17-13 9. 9-14

(9. 10-14 31-27 10. 8-11 27-24 11. 12-16 25-22! 12. 14-17 21x14 13. 9x25 24  
 14. 16-19 32-28 15. 2-7! ((15. 5-9? 22-18! 16. 15x31K 24x8 ADVANTAGE FOR WH  
 15. ---- 22-17 16. 6-9 13x6 17. 1x10 26-23 18. 19x26 30x23 19. 5-9 17-13  
 20. 9-14 24-19 21. 15x24 28x19 22. 11-15 19-16 23. 15-18 16-11 DRAW.)

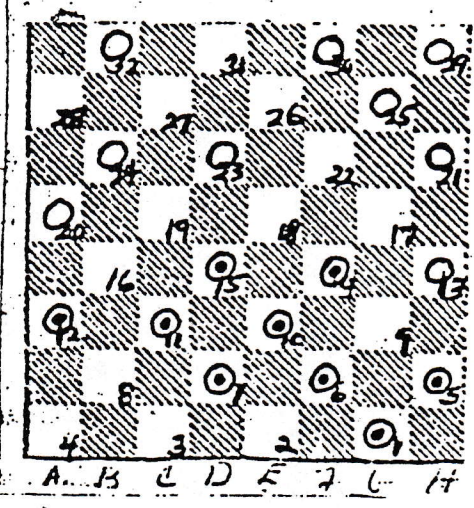
9. ---- 31-27 10. 8-11

(10. 15-19?? 21-17! 11. 14x21 26-23! 12. 19x26 30x23 13. 21x34  
 23-19 14. 30K-16 20x4K WHITE WINS.)

10. ---- 26-23 11. 2-7! 27-24! TO PAGES 84  
 POSITION DIAGRAMMED

29

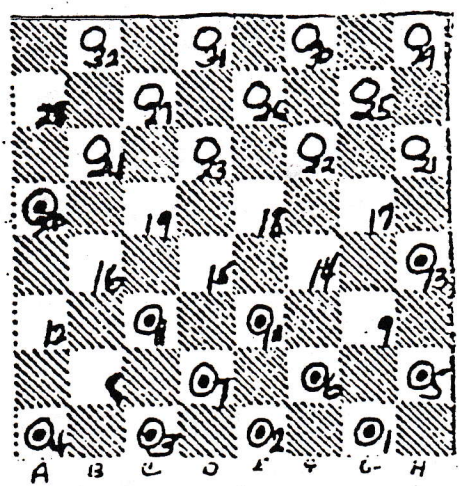
72



("IDEAS" IMPLEMENTED → Nos. 1345)  
 CONTD. ON CH. 3, SEC. 5, PART 1.

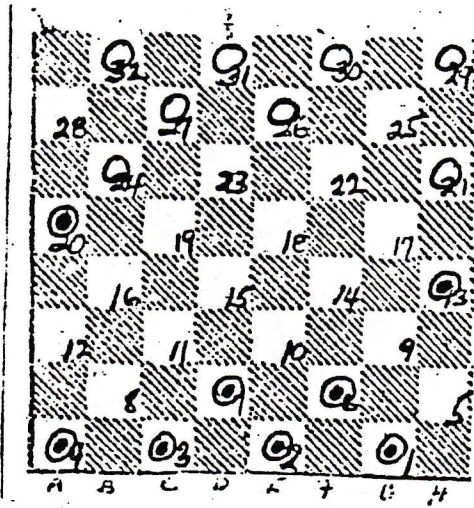
17

73



6. --- 22-17    7. 13x22 : 25x18  
 8. 5-9    21-17    9. 9-13    17-14  
 10. 10x17    18-15    11. 11x18    23x21    TO PAGE 85  
 POSITION DIAGRAMMED

74

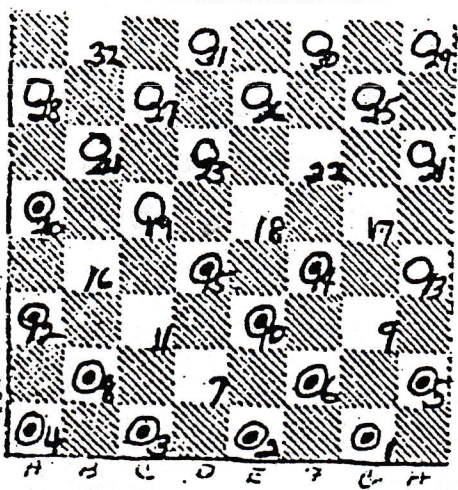


(\*IDEA\* USED → 13+ NO. 15.)

CONTD. ON CH. 3, SEC. 5, PART 2.

18.

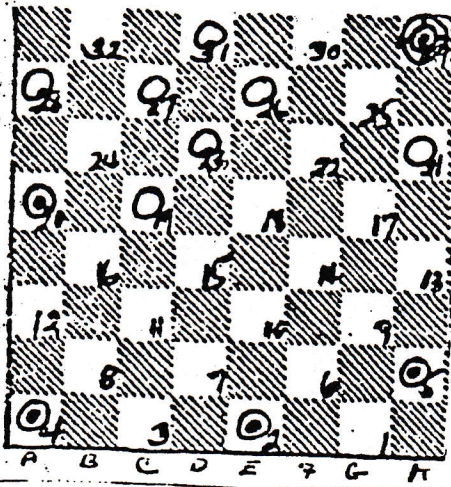
75



- 6. 6-9 13x6 7. 2x9 25-22
  - 8. 9-13 30-25 9. 5-9 22-18
  - 10. 15x22 25x18 11. 1-5 18-15!
  - 12. 3-7 15x6 13. 9x2 29-25!
  - 14. 12-16? 19x17 15. 13x29K 24-19 TO PAGE 86
- POSITION DIAGRAMMED

(57)

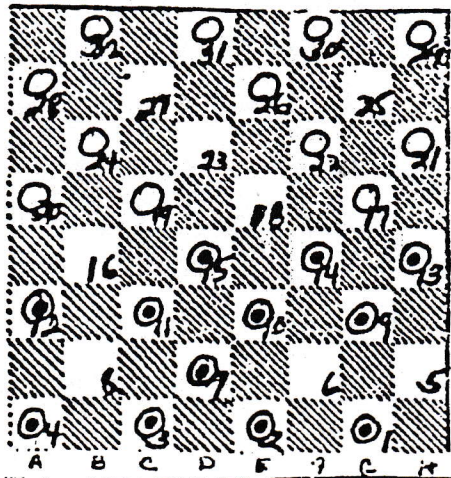
76



("IDEAS" ESTABLISHED → <sup>10+</sup> NO. 11)  
 CONTD. ON CH. 3, SEC. 5, PART 3.

19

77



- 6. --- 26-23 7. 1-5 22-18
- 8. 13x22 18x25 9. 9-13 31-26
- 10. 2-6!

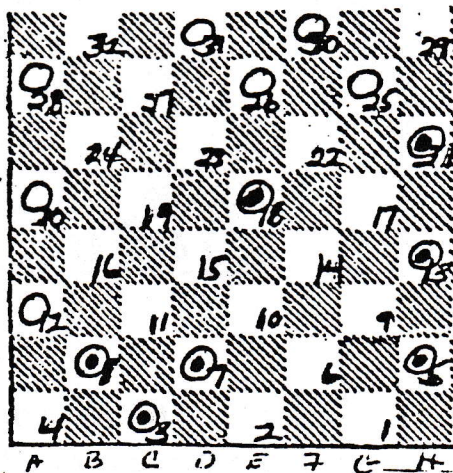
(10. 4-8? 32-27 11. 2-6? 20-16! 12. 11x20 19-16! 13. 20x11.  
 24-19! 14. 15x22 25x22 WHITE WINS.)

- 10. --- 32-27 11. 6-9! 19-16
- 12. 12x19 23x16 13. 4-8 16-12

- 14. 14-17 21x14 15. 10x17 27-23
- 16. 9-14 25-22 17. 15-18 22x15
- 18. 11x27 24x31 19. 17-21 29-25
- 20. 14-18! TO PAGE 87

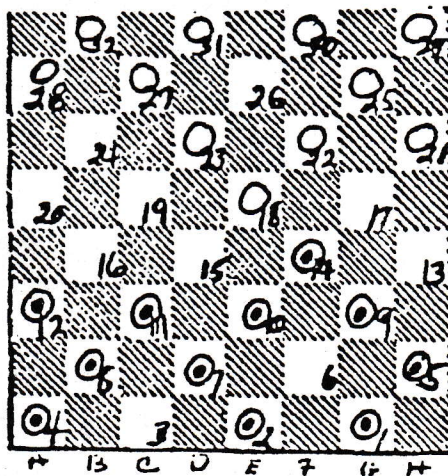
POSITION DIAGRAMMED.

78



(“IDEAS” PLAYED FOR → 8 AND 15.)  
 CONTD. ON CH-3, SEC. 5, PART 4.

79

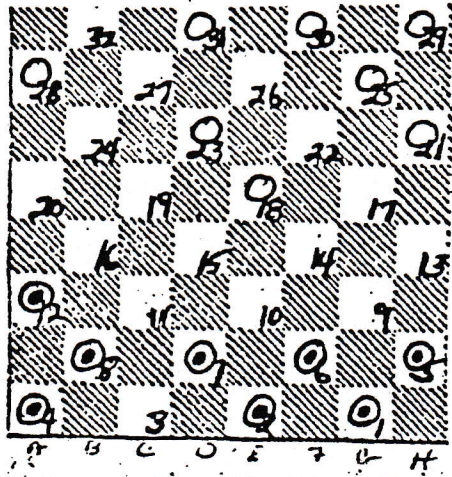


- 7. 10-15 27-24 8. 15-19 24x15
  - 9. 9-13 18x9 10. 11x27 32x23
  - 11. 13x6 22-18 POSITION DIAGRAMMED
- TO PAGE 88

20

53

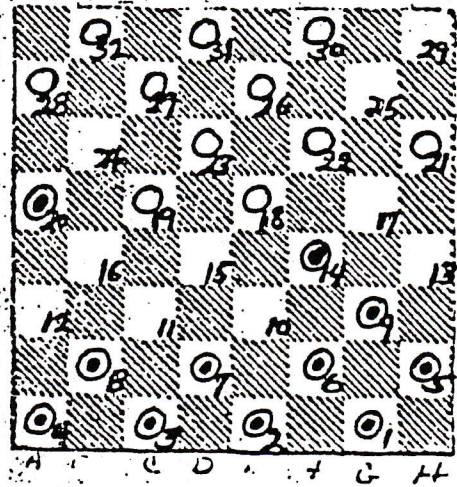
80



("IDEAS" MAINTAINED → 13 AND 15.)  
 CONTD. ON CH. 3, SEC. 5, PART 5.

21.

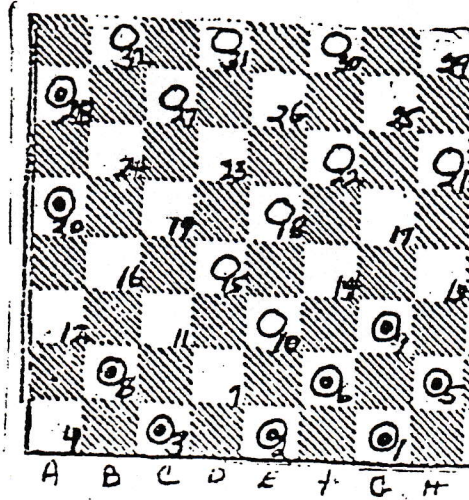
81



6. 8-12 28-24 7. 7-11? 19-15!  
 8. 4-8? 22-17! 9. 11-16 17x10  
 10. 16-19 23x16 11. 12x28 26-22!! TO PAGE 88  
 POSITION DIAGRAMMED

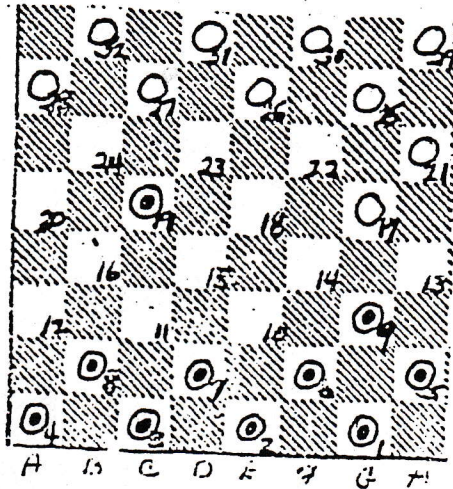
(54)

82



(<sup>AND</sup> IDEAS UTILIZED → No. 86 <sup>AND</sup> 10.)  
 CONTD. ON CH. 3, SEC. 5, PART 6.

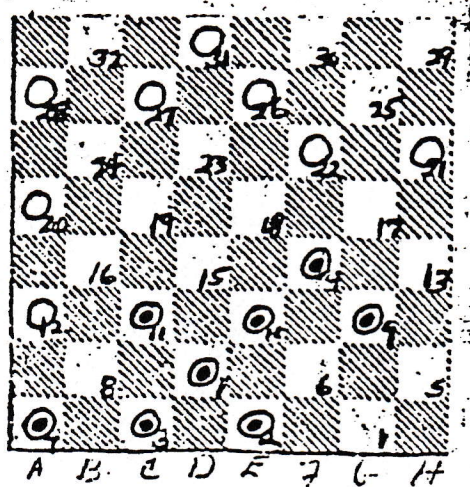
83



- 4. --- 17-14 5. 9x18 27-24
- 6. 19-23 26x19 7. 5-9 19-16
- 8. 9-14 16-12 9. 6-10 30-26
- 10. 1-6 24-20 11. 8-11 32-27
- 12. 6-9 25-22 13. 18x25 29x22 TO PAGE 89

POSITION DIAGRAMMED

22

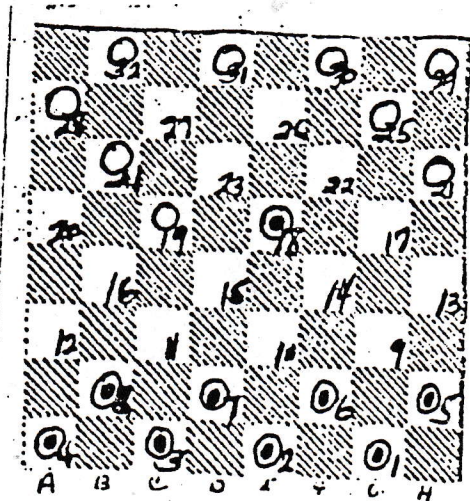


("IDEAS" FORMULATED → 13 AND 15.)  
 CONTD. ON CH. 3, SEC 5., PART 7.

11-16 MIDDLE-GAMES.

SECTION 6

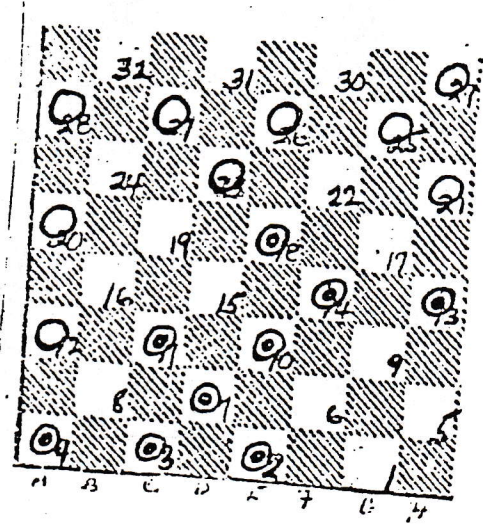
23.



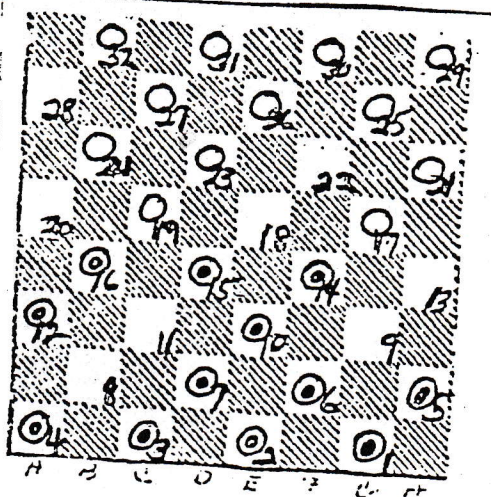
- 7. 5-9 19-16 8. 9-14 16-12
- 9. 6-10 31-26 10. 1-6! 24-20
- 11. 8-11 32-27 12. 6-9 26-23
- 13. 7-13 30-26 TO PAGE 89

POSITION DIAGRAMMED





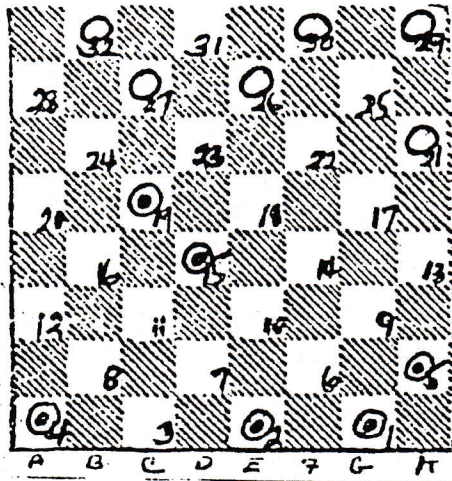
(4 IDEAS" IMPLEMENTED → 13 AND 15)  
 CONTD. ON CH. 3, SEC 6, PART 1.



- 4. --- 24-20 5. 15x24 20x11
- 6. 7x16 27x11 7. 3-8 25-22
- 8. 8x15 31-27 9. 15-18! 22x15
- 10. 10x19 23x16 11. 12x19 17x10
- 12. 6x15. TO PAGE 90

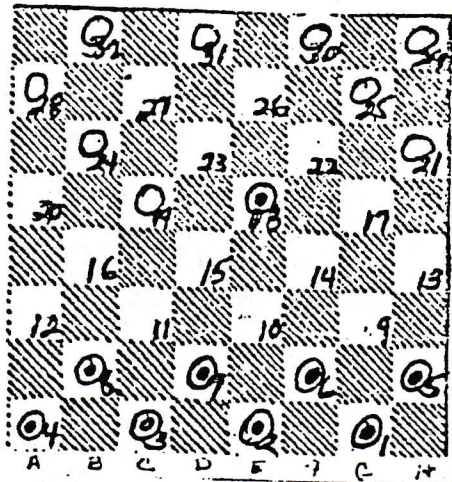
POSITION DIAGRAMMED:

24



("IDEAS" PLAYED FOR → Nos. 2 AND 8.)  
 CONTD. ON CH. 3, SEC. 6, PART 2.

25.



- 7. 5-9 24-20 8. 9-14 28-24
- 9. 6-10 19-16 10. 1-6 16-12
- 11. 8-11 25-22 12. 18x25 29x22
- 13. 6-9!

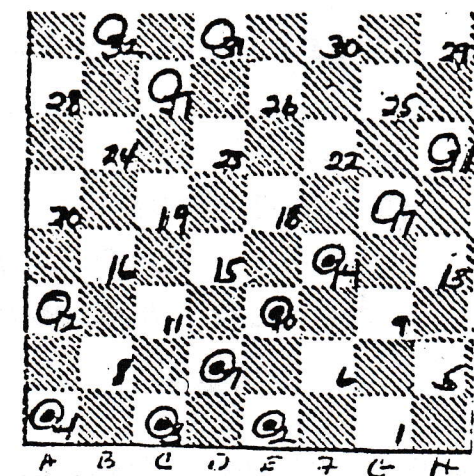
- 13. 4-8? 22-17! 14. 11-15 24-19 15. 15x24 20x27 16. 8-11 30-26
- 17. 6-9 26-22! 18. 11-15 27-23! 19. 7-11 32-28! 20. 9-13 28-24 21. 2-7
- 22. 11-16 12x19 23. 7-11 22-18! 24. 15x22 17x26 25. 11-15 19-16
- 26. 13-17 23-19! 27. 15-18 16-11 28. 18-27 26-23 29. 22-26 23x30 30. 17-22

11-7 31. 22-25 7-24 32. 25-29K (DEFINITE ADVANTAGE FOR WHITE.)

13. --- 22-17 14. 9-13! 30-26  
 15. 13x22 26x17 16. 11-15 24-19  
 17. 15x24 20x27 TO PAGE 91

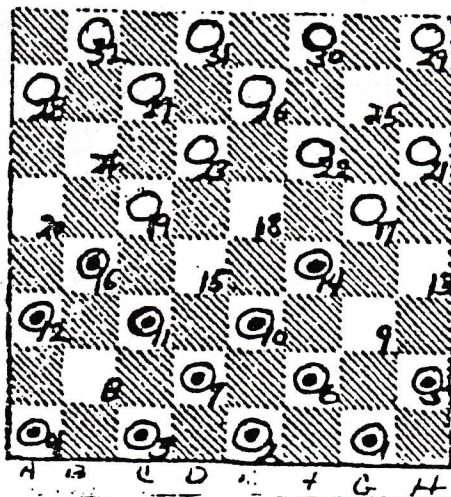
POSITION DIAGRAMMED

90



("IDEAS" USED → 13 AND 15)  
 CONTD. ON CH. 3, SEC. 6, PART 3.

93



4. 16-20 17-13 5. 4-8 29-25  
 6. 11-16 22-17 7. 8-11 26-22  
 8. 11-15 23-18! 9. 16x23

27.

NB. DIAGRAMS 93+94  
 BELONG TO GAME 27

NB. DIAGRAMS 91+92  
 BELONG TO GAME 26

(59)

(9. 14x23? 27x11 10. 16x23 11-8! Now BLACK MUST LOSE A CHECKER OR LET WHITE WALK INTO KING.)

9. --- 18x9! 10. 5x14 27x9

11. 1-5 30-26 12. 5x14 26-28

13. 7-11

(13. 15-19? 23x16 14. 20x11 22-18! 15. 14x23 17-14 16. 10x17 21x14 17. 7-10! 14x16 18. 12x19 25-22! 19. 23-26 32-27 20. 26x17 13x22 DRAW POSITION.)

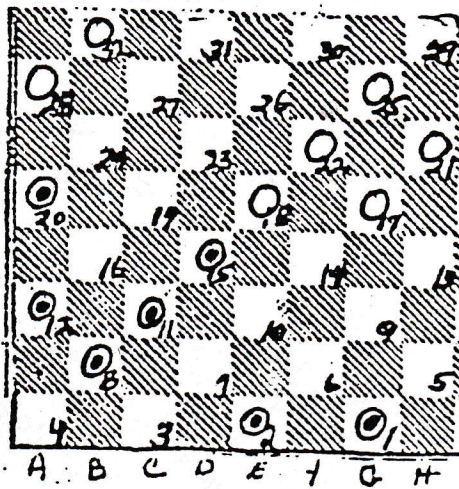
13. --- 31-27 14. 3-8 23-18

15. 14x23 27x18 16. 6-9 13x6

17. 10x1 TO PAGE 93

POSITION: DIAGRAMMED

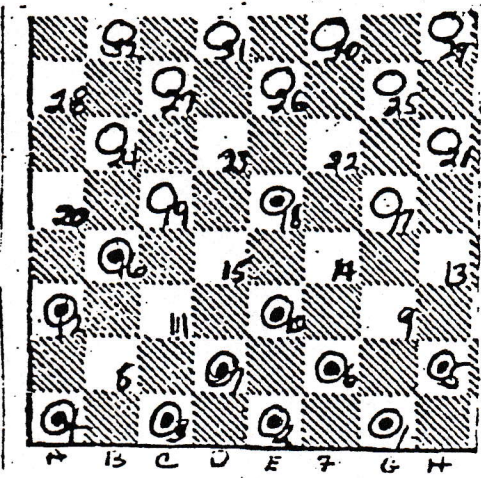
94



(4 IDEAS FORMULATED → NO. 15.)

CONTD. ON CH. 3, SEC. 6, PART 5.

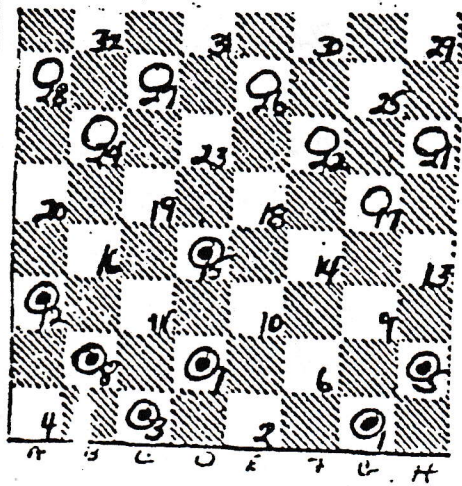
2-1-2  
1-2-1



26.

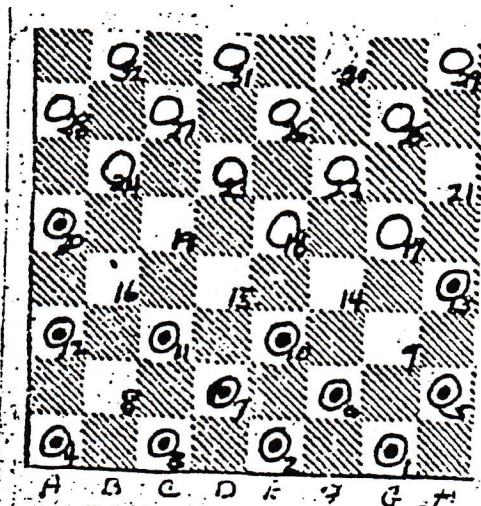
- 5. ---- 26-23 6. 6-9 23x14
- 7. 9x18 31-26! 8. 16x23 26x19
- 9. 2-6! 30-26! 10. 4-8 32-28!
- 11. 10-15 19x10 12. 6x15 25-22!
- 13. 18x25 29x22 TO PAGE 92

POSITION DIAGRAMMED  
92



("IDEAS" BEING SOUGHT → Nos 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32)  
CONTD. ON CH. 3, SEC. 6, PART 4.

95.

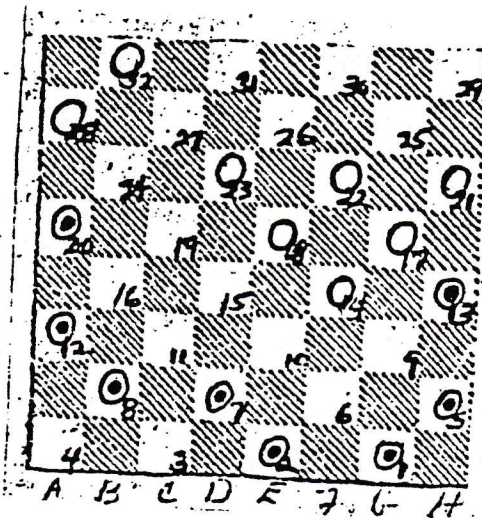


- 5. 11-16 24-19 6. 4-8 25-21
- 7. 6-9 19-15! 8. 10x19 17-14
- 9. 2-6 29-25! 10. 7-11!

(10. 6-10 21-17! 11. 1-6? 25-21! 12. 7-11 14x7 13. 3x10? 27-24! 14. 20x27 31x15 15. 10x19 32-27!! 16. 6-10 17-14 17. 10x17 21x14  
 White Wins. JUMP 11x2 ON THE 13TH MOVE INSTEAD OF JUMP 3x10 IS ALSO QUESTIONABLE :- 13. 11x2 27-24! 14. 20x27 31x15 KING SHOT INEVITABLE UNLESS BLACK GOES DOWN A CHECKER.)

- 10. ---- 27-24 11. 20x27 31x15
- 12. 3-7! 21-17! 13. 6-10 15x6
- 14. 9x2! 25-21! 15. 16-19! 23x16
- 16 11x20! 26-23! TO PAGE 93

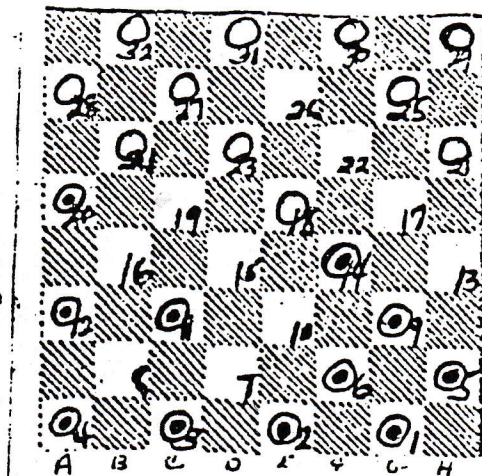
POSITION DIAGRAMMED



(“IDEAS” PLAYED FOR → 3 AND 7.)

CONTD. ON CH. 3, SEC. 6, PART. 6.

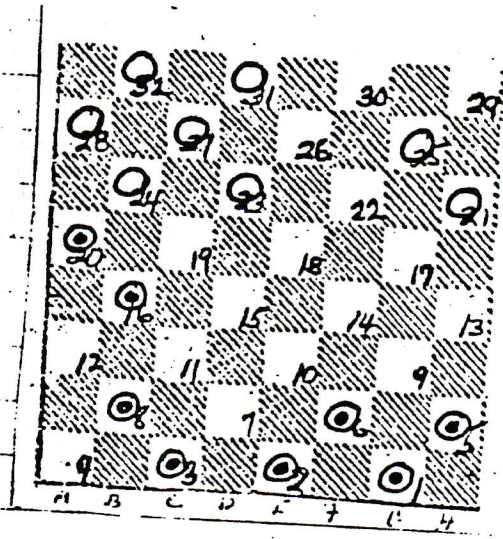
29.



- 5. --- 25-22 6. 4-8. 30-25!
- 7. 6-10 22-17 8. 9-13 18x9
- 9. 13x6 17-14 10. 10x17 21x14
- 11. 2-7 25-21 12. 12-16! 29-25
- 13. 7-10 14x7 14. 11x2 TO PAGE 94

POSITION DIAGRAMMED

98



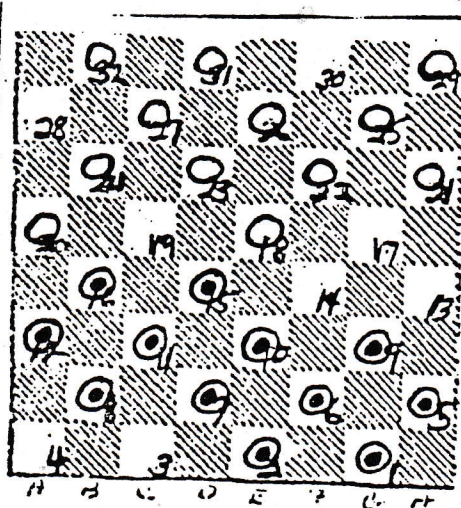
(“IDEAS” UTILIZED → 13 AND 15.)  
 CONTD. ON CH. 3, SEC. 6, PART 7.

12-16 MIDDLE-GAMES

SECTION 7

99

30



6. ---- 18-14 7. 10x17 21x14

8. 9x18 23x14 9. 6-10 22-17!

(9. ---- 25-21? 10. 10x17 21x14 11. 1-6! 32-28? 12. 6-9  
 29-25 13. 9x18 26-23 14. 2-6! 23x14 15. 16-19!! 31-26 16. 6-9 14-10 17. 7x14!'



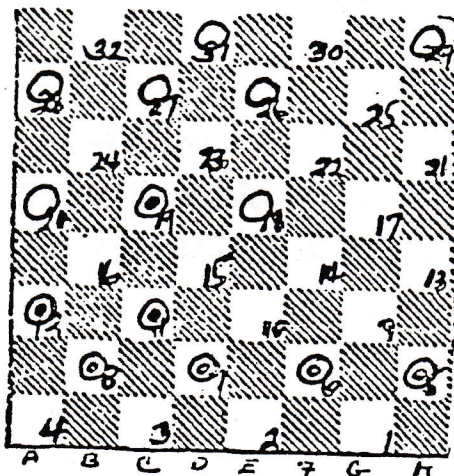
(64)

27-23 18.12-16 25-21 19.9-13! BLACK WINS.)

10. 1-6 17-13 11. 10x17 13x22  
 12. 16-19 32-28 13. 7-10 22-18  
 14. 15x22 25x18 14. 2-7! 24x15  
 16. 10x19 TO FACE 94

POSITION DIAGRAMMED.

100

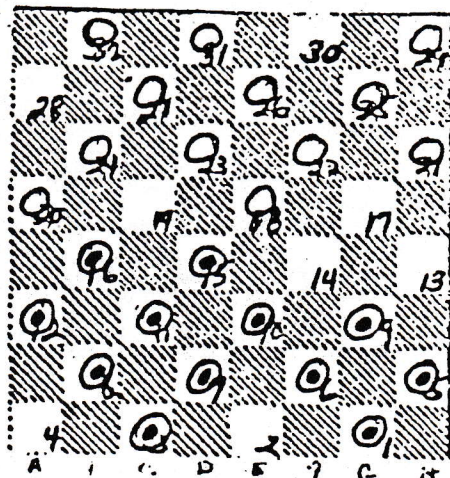


("IDEAS" BATTLED FOR → 11 AND 13.)

CONTD. ON CH-3, SEC.7, PART 1.

101

31



31,

6.----- 18-14!

(6.----- 21-17? 7. 16-19! 23x16 8. 12x28 20-16? 9. 11x20 18x4K  
 10. 3-8!! 4Kx2 11. 9-13 2Kx9 12. 5x23 27x18 13. 1-5!! 31-27 14. 10-14!  
 18x9 15. 5x14 22-18 16. 14x23 27x18 17. 20-24! 18-15 18. 24-27! 32x23  
 19. 28-32K 23-19 20. 32K-28! 19-16 21. 28Kx10! BLACK WINS.)

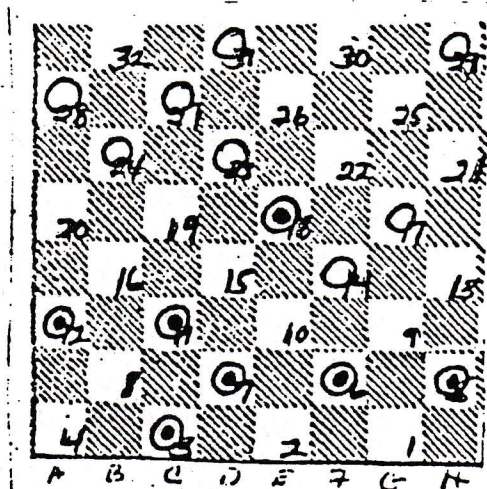
7. 10x17 21x14 8. 9x18 23x14  
 9. 6-10 25-21!

(9.----- 22-17? 10. 16-19! 32-28? 11. 19-23! 26x19 12. 15-18!  
 14x23 13. 10-15 19x10 14. 7x30K 23-18 15. 30K-23 18-15 16. 23Kx32  
 29-25 17. 11x18 31-27 18. 32Kx23 24-19 19. 23Kx16 20x4K 20. 18-23  
 28-24 21. 23-26 25-22 22. 26x17 24-19 BLACK SHOULD WIN FROM  
 HERE ON.)

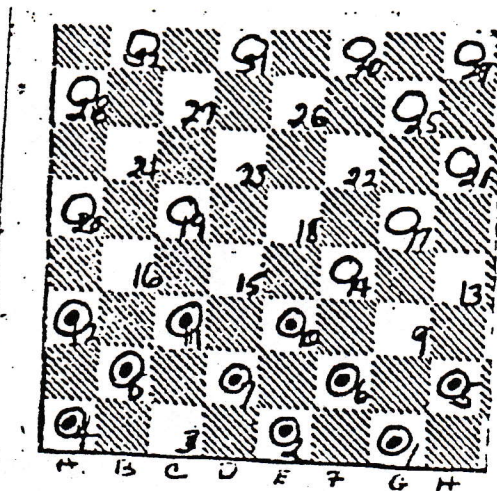
10. 10x17: 21x14! 11. 1-6 32-28!  
 12. 16-19! 18-22! 13. 15x22 26x17  
 14. 11-15 20-16 15. 8-11! 16x23  
 16. 15-18! TO PAGE 95

POSITION DIAGRAMMED

102

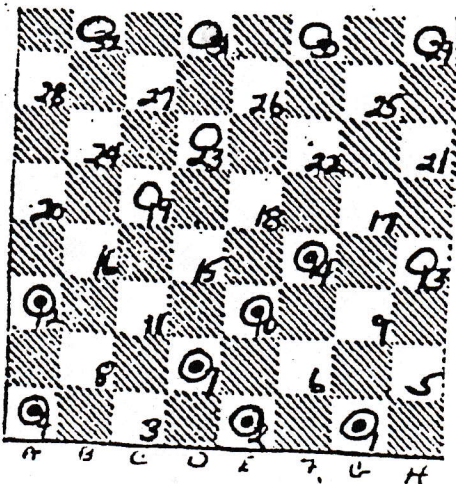


("IDEAS IMPLEMENTED -> 5 AND 13)



- 7. 6-9! 30-26! 8. 9x18 25-22
- 9. 18x25 21x30 10. 5-9! 17-13
- 11. 9-14 26-23 12. 11-16 20x11
- 13. 8x24 28x19 TO PAGE 96

POSITION DIAGRAMMED



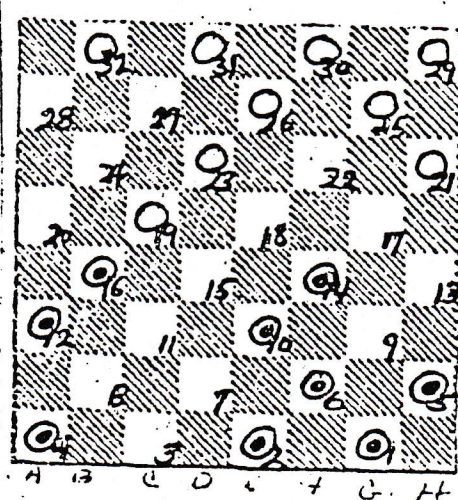
("IDEAS" FORMULATED. -> 2 AND 3.)

CONFID. ON CH. 3, SEC. 7, PART 3.

67

33

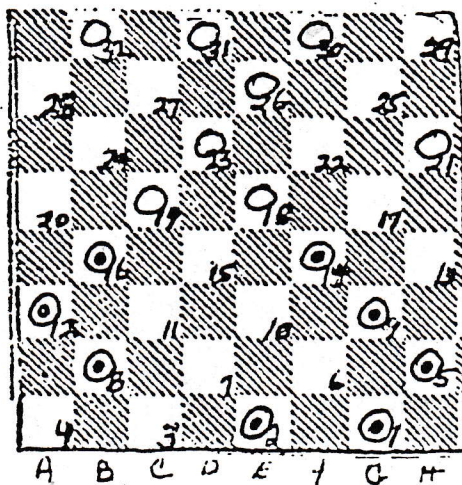
105



- 8. 4-8 25-22 9. 6-9! 22-17
- 10. 10-15 17x10 11. 15x6 29-25
- 12. 9-14 25-22 13. 6-9 22-18 TO PAGE 96

POSITION DIAGRAMMED

106

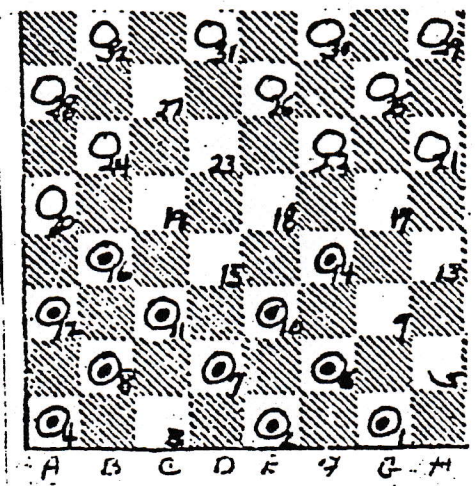


("IDEAS" PUSHED FOR → 1 AND 16)

CONTD. ON CH. 3., SEC. 7, PART 4.

34

107



5. ---- 22-17 6. 14-18!

(6. 16-19?? 24x15 7. 11x18 20-16!! 8. 12x19 26-23! 9. 18x27 31x15 10. 10x19 17x3K WHITE WINS.)

6. ---- 32-27

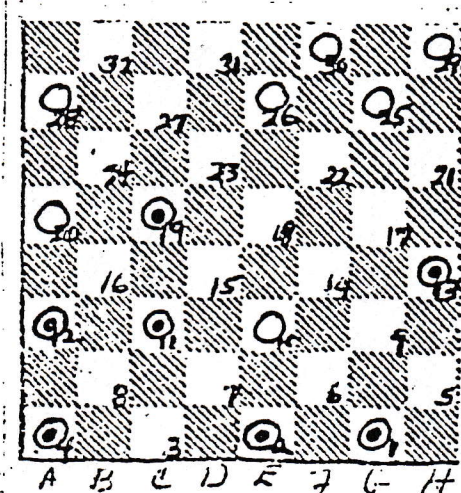
(6. ---- 17-13 7. 10-14! 31-27 8. 11-15! 20x11 9. 7x16 24-20?? 10. 6-9!! 20x11 11. 18-22!! 13x6 12. 2x9! 11x18 13. 22x24 28x19 14. 14x16 BLACK WINS - VERY INNOVATIVE SHOT.)

(ON THE 6<sup>th</sup> MOVE WHITE COULD HAVE MOVED 31-27 INSTEAD OF ABOVE VARIANTS :- 6. ---- 31-27 7. 18-22! 25x18 8. 16-24x15 9. 10x19 20-16! 10. 11x20 27-24 11. 20x27 32x16 12. 12x19 EVEN

- 7. 11-15    20x11    8. 7x16    24-20!
- 9. 8-11!    27-23!    10. 18x27    31x24
- 11. 6-9!    26-23!    12. 9-13!    17-14!
- 13. 10x17    21x14    14. 15-18!    14-10!
- 15. 18x27    24x31    16. 16-19!    31-26! TO PAGE 97

POSITION DIAGRAMMED

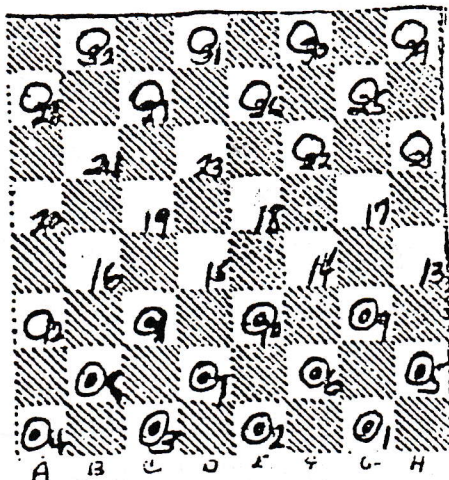
108



("IDEAS" USED → 13 AND 15.)  
 CONTD. ON CH. 3, SEC. 7, PART 5.

35

109

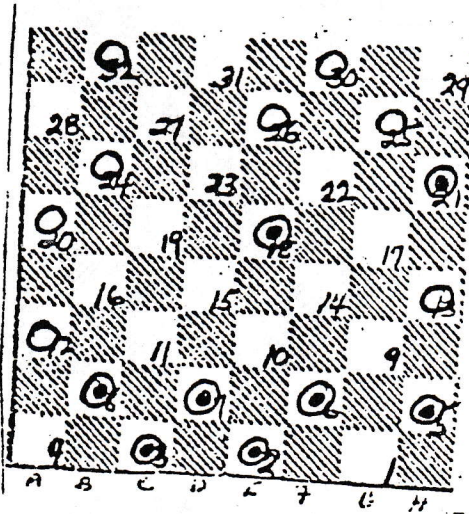


- 5. ---- 22-17 6. 11-15 28-24
- 7. 8-11 17-13 8. 9-14 25-22
- 9. 14-17 21x14 10. 10x17 27-23
- 11. 5-9 29-25 12. 4-8 31-27
- 13. 17-21 24-20 14. 1-5 27-24
- 15. 15-18! 23x14 16. 9x18 22x15
- 17. 11x18 TO PAGE 98

POSITION DIAGRAMMED (NEXT PAGE)

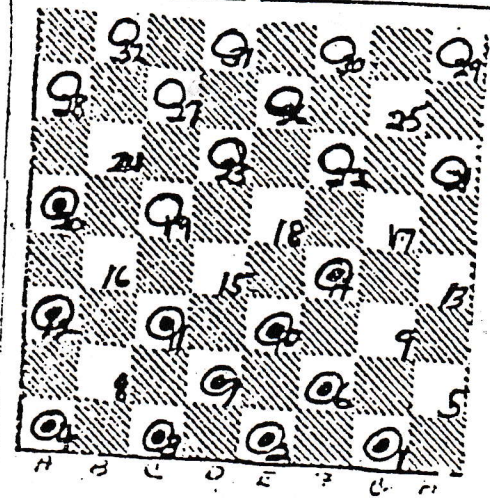
70

110



"IDEAS" IN MIND → <sup>EMD</sup> Nos. 13.  
 CONTD. ON CH. 3, SEC. 7, PART 6.

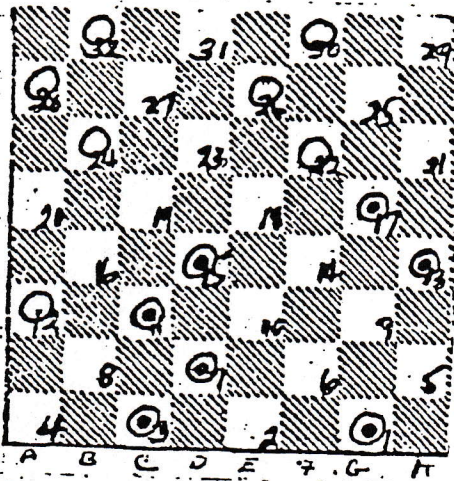
111



- 5. --- 19-16      6. 12x19    23x16
  - 7. 11-15    16-12      8. 6-9      22-17
  - 9. 4-8      17-13      10. 8-11    13x6
  - 11. 2x9     29-25      12. 9-13    25-22
  - 13. 14-17   21x14      14. 10x17   27-24
  - 15. 20x27   31x24      TO PAGE 99
- POSITION DIAGRAMMED

36.

112.



(IDEAS SCRAMBLED FOR → 1 AND 13.)  
 CONTD. ON CH. 3, SEC. 7, PART 7.



# CHAPTER THREE END-GAMES

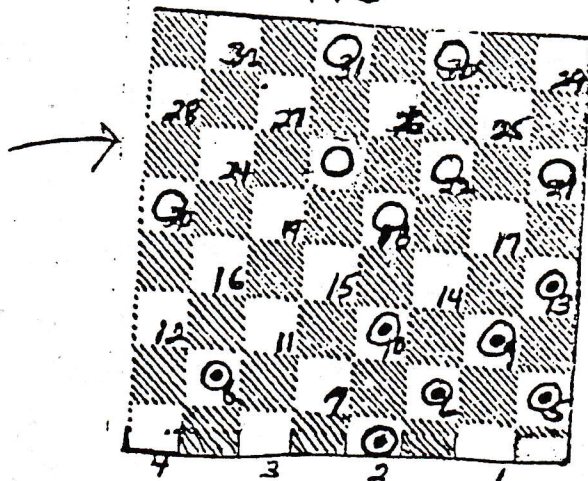
END-GAMES ARE THE ARTISTIC TOUCH AND ~~THE~~ <sup>FINE</sup> OF THE GREATEST GAME ON EARTH - CHECKERS; AND THEY ARE BY FAR THE MOST IMPORTANT PART OF ANY GAME. IT IS NO SURPRISE, THEREFORE, THAT MOST GAMES ARE WON, <sup>OR</sup> ~~OR~~ DRAW DURING THIS STAGE OF THE GAME.

A PLAYER WHO POSSESSES END-GAME SKILL CAN WITHOUT THE SLIGHTEST DOUBT, MAKE HIS OWN MIRACLE HAPPEN. ALL PLAYERS SHOULD APPROACH THIS PART OF THEIR GAME WITH THREE IMPORTANT IDEAS IN MIND:-

1. CAUTION — BE EXTREMELY CAUTIOUS ON EACH MOVE, WHETHER OR NOT YOU HAVE THE ADVANTAGE.
2. ANALYSIS — THERE'S NO SUBSTITUTE FOR THOROUGH ACCURATE ANALYSIS.
3. PREPAREDNESS — BE READY TO SPLIT IF YOU REALIZE YOU CAN WIN. SOME PLAYERS LOSE GAMES BY WAITING TIL ITS TOO LATE.

## 9-13 END-GAMES 113

### SECTION 1



1

(73)

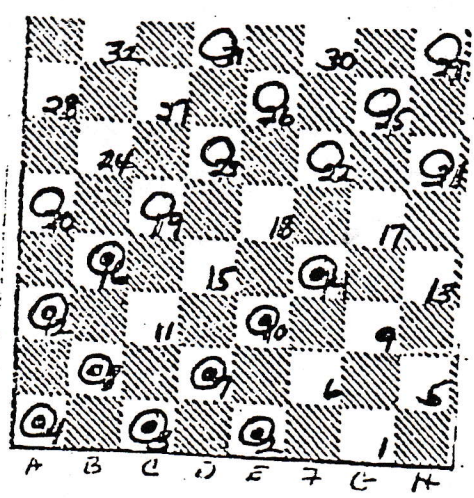
~~15. 5-8 16. 7-10~~  
~~15. 7-10 16. 8-11~~ 16. 8-11 31-27  
17. 9-14!

(17. 10-14? 27-24! 18. 6-10 24-19! 19. 2-9 30-26! 20. 14-21 x 14 21. 10 x 17 19-15! WHITE WINS.)

17. ---- 18 x 9 18. 5 x 14 22-18  
19. 6-9 30-25 20. 13-17! 20-16!  
21. 11 x 20 27-24 22. 20 x 27 23 x 32  
23. 14 x 23 21 x 5 24. 23-26 DRAW.

2

114



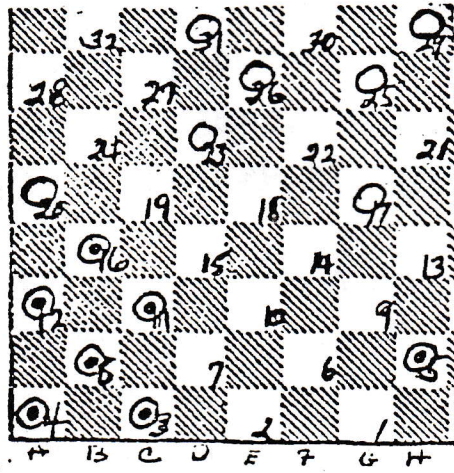
13. 7-11

(13. 14-17? 22 x 13! 14. 10-14 20 x 11 15. 8 x 24 31-27!!  
WHITE WINS.)

13. ---- 22-18! 14. 2-7 18 x 9  
15. 10-15 19 x 10 16. 7 x 5 21-17  
POSITION DIAGRAMMED

74

115



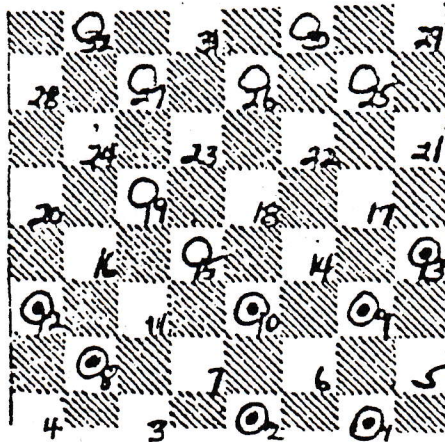
17. 3-7 23-18! 18. 7-10 18-14!  
 19. 10-15 25-21! 20. 15-19 26-22!  
 21. 19-23 22-18 22. 16-19 18x27.  
 23. 19-24

(23. 19-23 27x18 24. 11-16 20x11 25. 8x13 14-10 26. 5-9 10-7  
 WHITE WINS.)

23. ---- 14-9! 24. 5x14 17x10  
 25. 24-28 27-24! 26. 28x19 10-6  
 27. 11-16 20x11 28. 8x15 6-1K!  
 29. 12-16 31-27! WHITE WINS.

3

116



14. 10-14 27-24 15. 2-7 24-20  
16. 1-6 32-27!

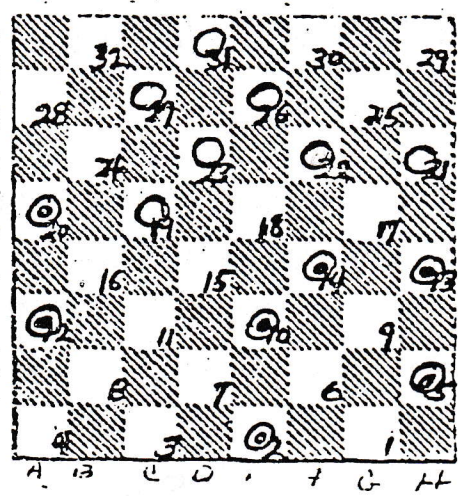
(16. ---- 26-23? 17. 14-17! 25-21? 18. 17-22 23-18 19. 22-25  
21-17 20. 13x22 30x21 21. 22-26 21-17 22. 8-11 15x8 23. 12x3 17-14  
24. 9-13 18-15 25. 13-17! 14x21 26. 26-30K BLACK WINS.)

17. 14-17 25-22 18. 9-14 27-23  
19. 7-11 23-18! 20. 14x16 30-25  
21. 11x18 20x4K 22. 17-21 22x15  
23. 21x23 15-10 DRAW.

9-14 END-GAMES

SECTION 2

117

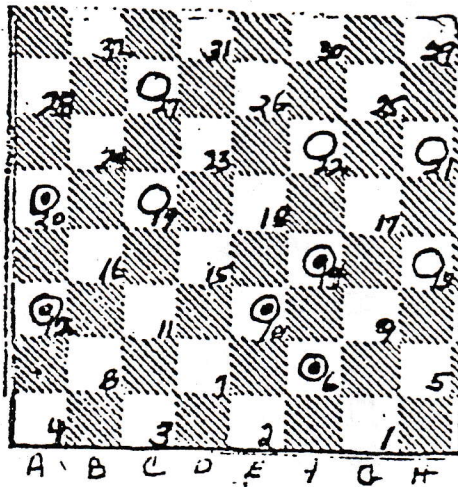


17. ---- 22-17 18. 13x22 26x17  
19. 10-15! 19x10 20. 14x7 23-19  
21. 5-9! 17-13 22. 9-14 31-26  
23. 7-10 26-22 24. 2-6!

(24. 2-7?? POSITION DIAGRAMMED

70

118

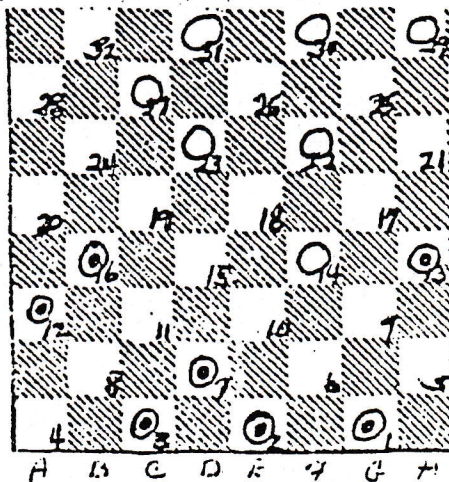


22-17!! 25. 7-11 13-9! 26. 14x5 17-14! 27. 10x17 23x14 28. 11-16  
 19-15! 29. 16-19 15x24 30. 12-16 14-10 31. 5-9 10-7 32. 9-14 7-3K!!  
 33. 14-18 3K-12 WHITE WINS.)

24. ----- 27-23 25. 12-16! 19x12  
 26. 10-15! 22-18 27. 15x22 12-8  
 28. 14-17! 21x14 29. 25-22 DRAW.

5.

119



12. ----- 22-18 13. 7-10 14x7  
 14. 3x10 27-24 15. 2-7 29-25!

18. 7-11 25-22 19. 11-15! 19x10 20. 6x15 23-18? 21. 15-19 18-14 22. 19-2  
14-10 23. 24-28! 10-7 24. 28-32K 7-3K 25. 16-19! DEFINITE ADVANTAGE  
FOR BLACK.)

BLACK → 16. 7-11 25-22 17. 16-20!

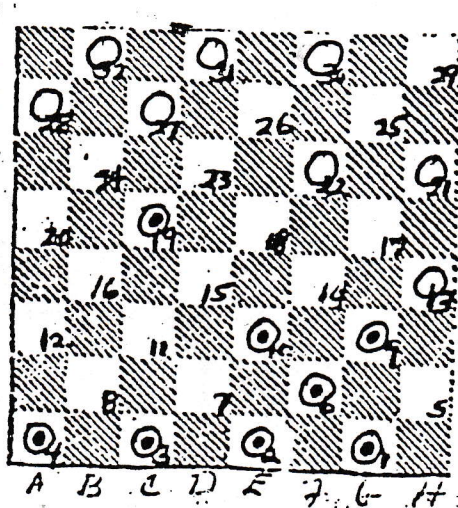
LIGHT { (17. 10-15? 18-14!! 18. 1-6 24-20! 19. 15-19 14-9 20. 19x17  
9x2K! 21. 17-22 31-27! 22. 13-17 27-24! WHITE WINS.)

BLACK { 17. ---- 31-27! 18. 10-14 18x9  
19. 13x6 22-18 20. 6-10! 24-19  
21. 11-16! 30-25 22. 1-5! 25-22  
23. 5-9! 22-17! DRAW.

LIGHT { (23. ---- 18-15? 24. 10-14! 22-18? 25. 9-13! 18x9 26. 13x6  
~~15-11~~ 15-11 27. 16x7 23-18 28. 7-11!! WINNING POSITION FOR BLACK.)

8

120

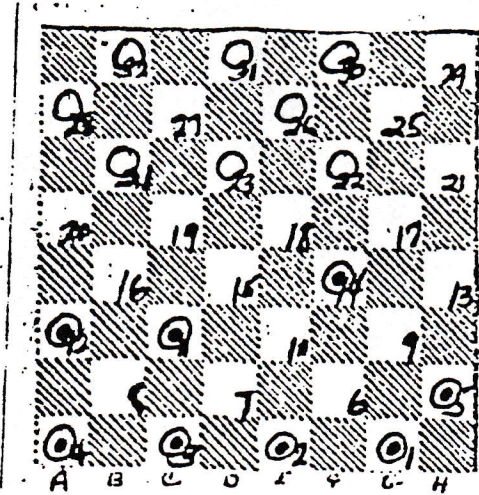


BLACK { 14. ---- 22-18 15. 19-23! 18-15  
16. 10x19 27x18 17. 9-14! 18x9  
18. 1-5 32-27 19. 5x14 27-24  
20. 4-8 24x15 21. 3-7 15-10?  
22. 6x15 21-17 23. 14x21 13-9  
24. 15-18! 9-5 25. 18-22 5-1K  
26. 22-25 SLIGHT ADVANTAGE FOR BLACK.

10-14 END-GAMES

SECTION 3

121



BLACK { 10. ---- 32-27 11. 1-6 24-20  
 12. 6-10 27-24 13. 3-7

LIGHT { (13. 3-8? 23-19! 14. 11-16 20x11 15. 8x15 24-20! 16. 15x24 28x19  
 17. 5-9 26-23! 18. 9-13 31-26 19. 14-17 23-18! 20. 17-21 20-16!!  
 SUPER MOVE, BLACK IN TROUBLE.)

BLACK { 13. ---- 24-19 14. 11-16 20x11  
 15. 7x16 28-24 16. 16-20 22-18  
 17. 20x27 31x24 18. 4-8 18x9  
 19. 5x14 26-22! 20. 8-11! 22-18  
 21. 14-17! 24-20!

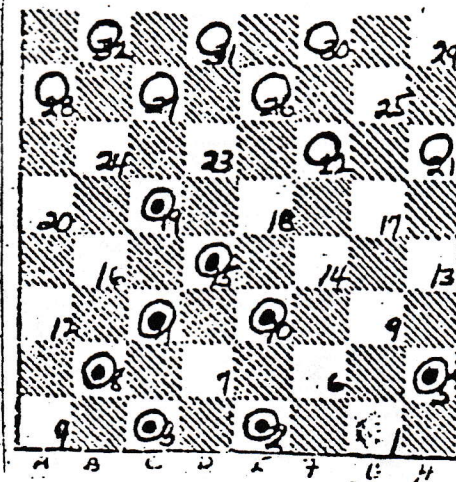
(21. ---- 18-14?? 22. 11-16!! 14x7 23. 2x11 30-25 24. 17-21!! 25-22  
 25. 21-25! 22x29 26. 16-20 23-18 27. 20x27 18-14 28. 27-32k! 14-10  
 29. 12-16! 19x12 30. 11-15! 10x19 31. 32k-18! BLACK WINS. STILL, ON THE 28  
 MOVE WHITE COULD HAVE PLAYED 19-16 INSTEAD OF 14-10 :- 28. ---- 19-1  
 29. 12x19! 14-10 30. 32k-9! 29-25 31. 19-23! 25-21 32. 11-15 BLACK STILL W.

BLACK { 22. 17-21 30-26 23. 11-15 18x11  
 24. 21-25 19-15 25. 10x19 23x16  
 26. 12x19 DRAW

79

8

122

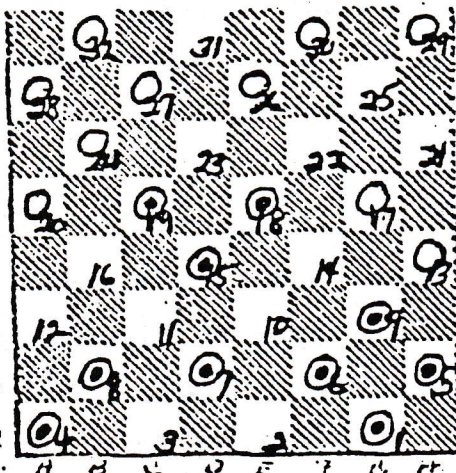


- 11. 2-7! 27-24 12. 10-14 22-17
- 13. 5-9 17x10 14. 7x14 31-27
- 15. 3-7 24-20 16. 9-13 27-24!
- 17. 14-18! 26-23 18. 19x26 30x14
- 19. 15-19 24x15 20. 11x9 32-27
- 21. 9-14 27-23 22. 8-11 28-24
- 23. 7-10 24-19 24. 11-15 20-16!
- 25. 15x24 16-12! 26. 24-28 12-8
- 27. 10-15 8-4K DRAW

BLACK

9

123



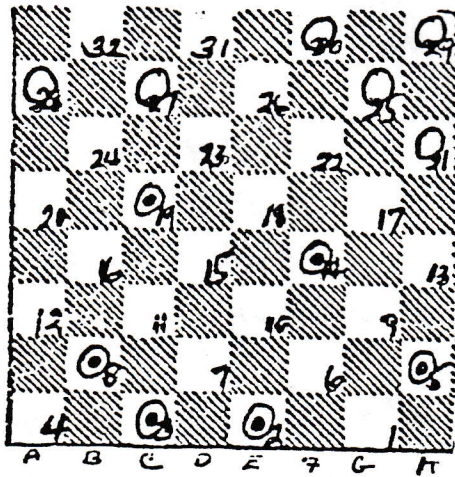
- 11. 18-22? 30-25! 12. 22x31K 20-16!
- 13. 19x12 24-20 14. 31Kx24 28x3K
- 15. 8-11 25-22! WHITE WINS

BLACK



10

124.



- 17. ----- 27-23 18. 19x26 30x23
- 19. 8-11 25-22 20. 11-15 23-19
- 21. 15x24 28x19 22. 5-9 22-17
- 23. 2-7 17x10 24. 7x14 15-19
- 25. 9-13 29-25 26. 3-7! 25-22
- 27. 14-18 DRAW.

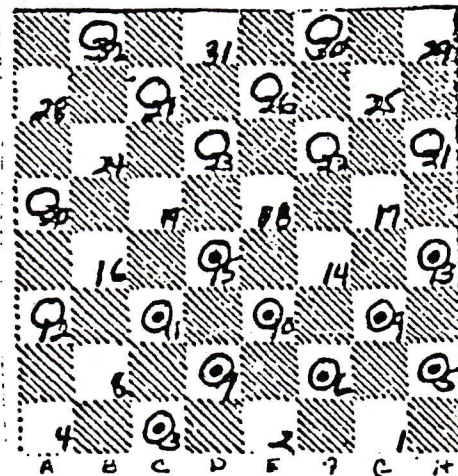
BLACK

10 - 15 END-GAMES

SECTION 4

125

11



BLACK → 11. ----- 27-24 15. 9-14 24-19!

(81)

(15. ---- 30-25? 16. 3-8! 12x3K 17. 15-18! 22x8 18. 7-11!

14HT

8x15 19. 10x28 3Kx17 20. 13x29K SLIGHT ADVANTAGE FOR BLACK BUT NOT ENOUGH TO WIN.)

BLACK

16. 15x24 20x27 17. 6-9 23-18

18. 14x23 27x18 19. 9-14 18x9

20. 13x9 26-23 21. 10-14 30-26

22. 11-15 22-17 23. 7-10!

(23. 6-10? 26-22! 24. 5-9 32-28! 25. 7-11 28-24! 26. 9-13 24-

14HT

27. 3-7 23-19 28. 15x24 20x27 29. 11-16 12x19 30. 7-11 27-24 31. 10-15

17x10 32. 15x6 22-18 33. 6-9 19-15 34. 9-14 15x8 35. 14x23 24-19!

36. 23x16 8-4K 37. 16-19 4K-18 WHITE WINS.)

BLACK ->

23. ---- 17-13! 24. 15-18!

(24. 6-9? 13x6 25. 10x1 26-22! 26. 1-6 22-17 27. 6-10 32-27

14HT

28. 15-18 17-13! 29. 18-22 13-9! 30. 22-25 21x30 31. 14-17 9-6!

32. 10x1 23-19 33. 5-9 19-15 34. 9-14 15-11 35. 17-22 11-8 36. 14-

8-4K 37. 1-6 27-24 38. 6-10 24-19 39. 3-7 12-8 40. 10-14 8-3

41. 7-10 19-15 WHITE WINS.)

BLACK

24. ---- 23-19 25. 18-23 26-22

26. 23x16 12x19 27. 3-7 22-17

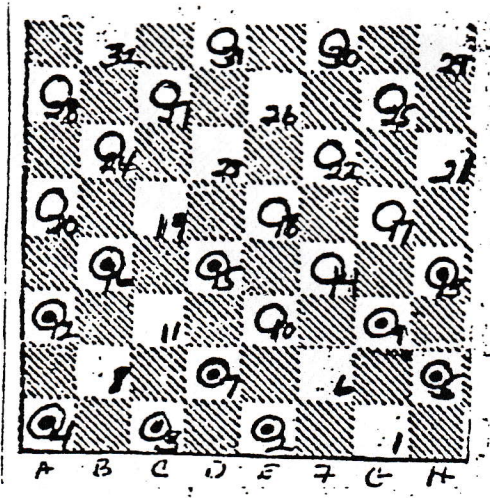
28. 7-11 32-27 29. 14-18 27-24

30. 11-15 19-16 31. 6-9! 13x6

32. 10x1 16-12 33. 18-23 DRAW.

11-12  
700 2

126

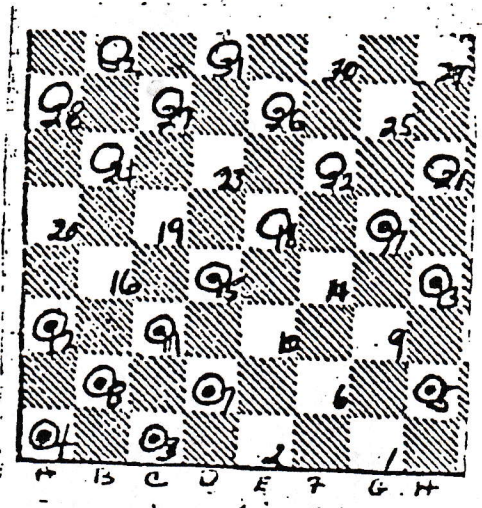


BLACK

- 11. ----- 18x11! 12. 9x18 22x15
- 13. 13x29K 10-6! 14. 2x9 11x2K.
- 15. 29Kx8 2Kx13 16. 16-19 24x15
- 17. 8Kx32 DRAW POSITION.

13.

127



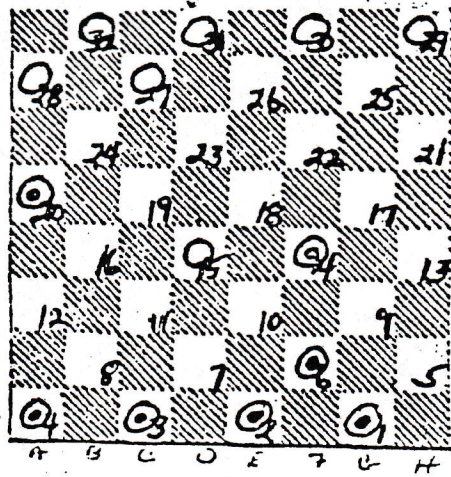
BLACK

- 11. 12-16 21x14 12. 7-10 14x7
- 13. 3x10 27-23 14. 8-12 24-19
- 15. 15x24 28x19 16. 5-9! 19-15!
- 17. 10x19 32-28! 18. 9-14 18x9
- 19. 13x6 22-18! 20. 6-9 31-27!
- 21. 4-8 27-24 22. 16-20 23x7
- 23. 20x27 28-24 24. 27x20 7-2K

83

14.

128

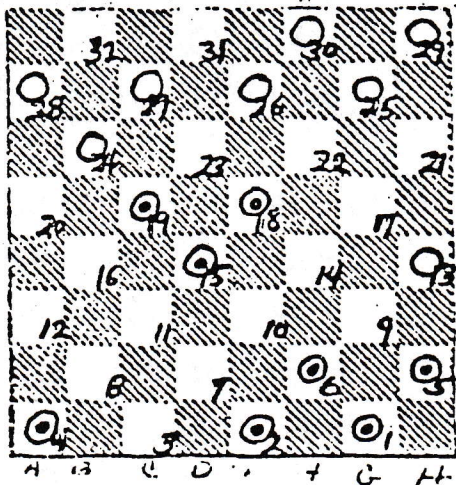


11. 4-8 29-25 12. 2-7 28-24!  
 13. 7-11 31-26 14. 11x18 26-22  
 15. 6-9 22x15 16. 1-6 24-19  
 17. 3-7 27-23! 18. 9-13 30-26  
 19. 6-9 32-27 20. 8-12 25-21  
 21. 7-10 15x6 22. 9x2 26-22  
 23. 13-17! 22x13 24. 2-6! 19-15  
 25. 12-16 21-17 26. 14x21 15-10  
 27. 6x15 13-9 28. 15-19 9-6!  
 29. 19x26 6-1! DRAW.

Stack

15.

129



(84)

- 12. ---- 25-21 13. 4-8 29-25
- 14. 8-11 26-23 15. 19x26 30x14
- 16. 6-9 13x6 17. 2x18 25-22
- 18. 18x25 21x30 19. 1-6!

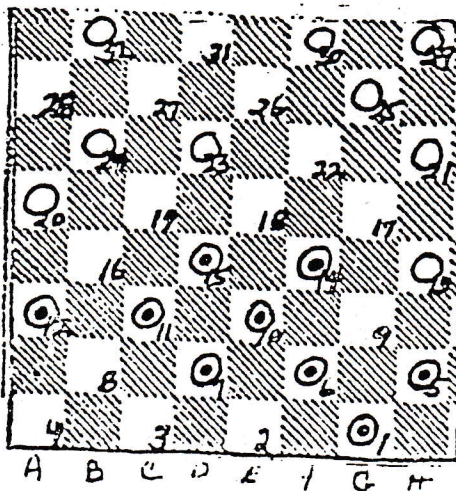
(19. 15-18? 24-19! 20. 18-22 28-24 21. 5-9 24-20 22. 9-14 19-22, 11-15 16-12 24. 15-19? 20-16! 25. 22-26 30x23! 26. 19x26 27-23! 27. 216x23 28. 14-17 12-8. WHITE WINS)

- 19. --- 27-23 20. 6-10 24-20
- 21. 5-9 23-19 22. 15x24 28x19
- 23. 11-15 19-16 24. 15-18 DRAW.

11-15: END-GAMES

SECTION 5

130



- 12. 6-9 13x6 13. 14-18 23x14
- 14. 10x17 21x14 15. 1x17 25-22!
- 16. 17x26 30x23 17. 7-10 23-19
- 18. 5-9 29-25 19. 9-13!

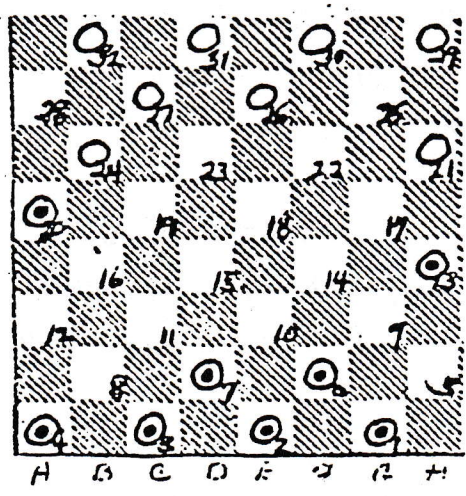
16

Black

- 19. --- 25-22 20. 12-16 19x12
- 21. 10-14 32-27 22. 14-17 22-18
- 23. 15x22 24-19 24. 22-25 19-16
- 24. 11-15 DRAW.

17.

131



Black

- 12. 4-8 29-25 13. 8-11 25-22
- 14. 6-10 24-19 15. 11-15 27-24
- 16. 20x27 31x24 17. 1-5!

Light

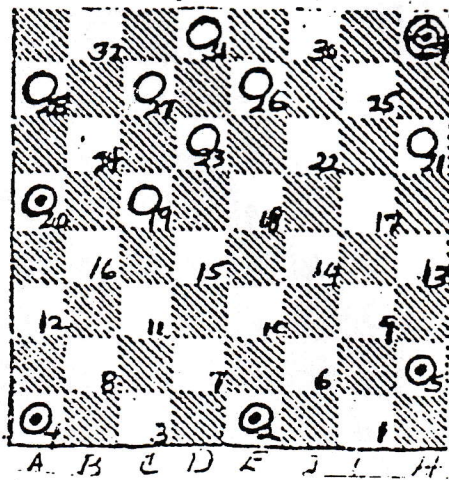
- (17. 2-6? 26-23! 18. 6-9 23-18! 19. 7-11 19-16! 20. 11x27 18x11  
 21. 10-14? 32x23 22. 1-5 22-18! 23. 13-17 30-26! 24. 9-13 18x9  
 25. 5x14 23-19. WHITE WINS.)

White

- 17. --- 32-27 18. 3-8! 27-23
- 19. 5-9! 24-20 20. 15x24 20x27
- 21. 7-11 27-24 22. 8-12 23-19
- 23. 9-14 26-23 24. 11-15 24-20
- 25. 15x24 20x27 26. 2-7 22-18
- 27. 7-11 18x9 28. 13x6 23-19
- 29. 6-9 30-26 30. 11-15 27-24
- 31. 15-18 24-20 32. 18-23 26-22 DRAW.

18.

132



- 16. 29K → 8    26-22    17. 8K x 29    23-18
- 18. 29K x 24    28 x 19    19. 5-9    21-17
- 20. 2-7    31-26    21. 4-8

BLACK

LIGHT

(21. 7-10? 17-13! 22. 9-14 27-23! 23. 4-8 26-22 24. 14-17? 23-1  
 25. 17x26 18-14! 26. 10x17 13x31 27. 8-11 31-27 WHITE WINS.)

BLACK

- 21. ---- 17-13 22. 9-14 27-23
- 23. 7-11 26-22 24. 20-24!

(24. 14-17? IT'S QUESTIONABLE BECAUSE IT IS A VERY HARD DRAW TO GET  
 24. ---- 13-9! 25. 17x26 23x30 26. 8-12 9-6! 27. 11-15 19x10 28. 20-24  
 6-2K 29. 24-27 2K-13 30. 27-32K 13K-22 31. 12-16 10-6 32. 16-19! 6-:  
 33. 19-24 DRAW.)

BLACK

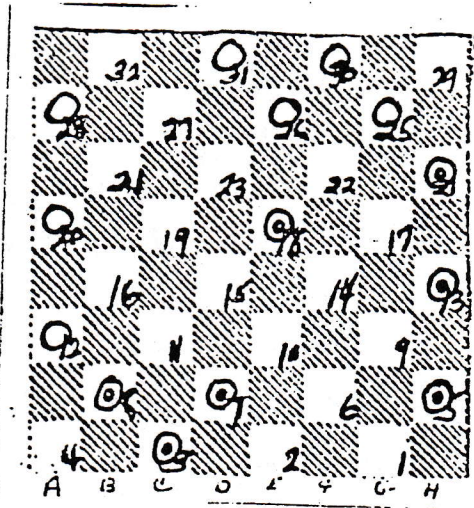
- 24. ---- 19x28 25. 14-17 22-13
- 26. 17-21 13-9 27. 21-25 23-19
- 28. 25-30K 19-15 29. 30K-25 DRAW

LIGHT

(THIS WAS A MUCH EASIER DRAW THAN THE 14-17 VARIANT)

19.

133



BLACK ->

20. --- 28-24 21. 8-11!

(21. 5-9? 24-19! 22. 9-14 31-27! 23. 13-17?? 26-22!! 24. 17x30x23 25. 21x30K 27-24! 26. 18x27 24x31 27. 30Kx16 20x21K WHITE WINS.)

LIGHT

BLACK

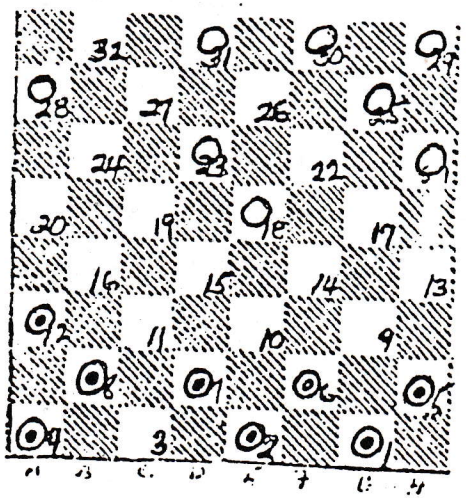
21. --- 26-22 22. 18-23 31-26  
 23. 5-9 26-19 24. 9-14! 19-15  
 25. 11x18 22x15 26. 3-8 12x17  
 27. 13x29K 15-10 28. 29K-4

LIGHT ->

SLIGHT ADVANTAGE FOR WHITE BUT NOT ENOUGH TO WIN

20

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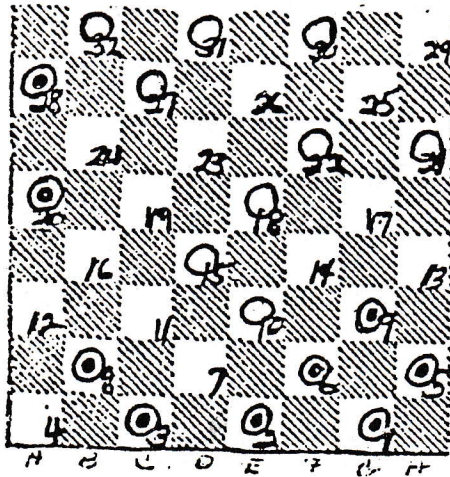
- 12. 6-9 31-27 13. 9-14 18x9
- 14. 5x14 25-22 15. 8-11 28-24
- 16. 7-10 24-19 17. 4-8! 27-24
- 18. 11-15 30-25! 19. 1-5 22-18
- 20. 15x22 25x9 21. 5x14 29-25
- 22. 8-11 25-22 23. 11-15 24-20
- 24. 15x24 20x27 25. 2-7 27-24

BLACK

DRAW POSITION.

21.

135



BLACK → 12. 8-12

LIGHT

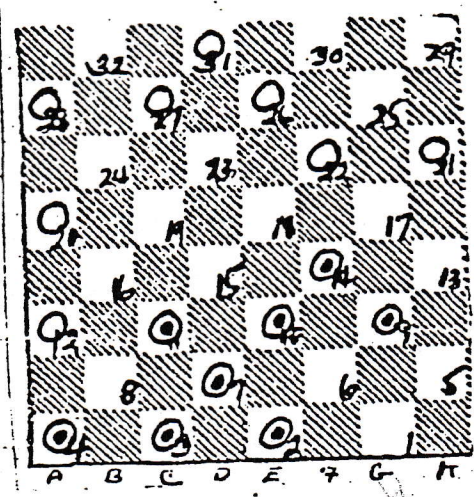
(12. 2-7? 27-23! 13. 7-14 21-17! 14. 14x21 15x10 15. 6x15 18)

WHITE WINS.)

- 12. - - - - 27-24 13. 20x27 13x24
- 14. 28-19 15x24 15. 6x15 18x11
- 16. 3-7? 24-20 17. 7x16 20x11
- 18. 1-6 32-27 19. 9-13 27-23
- 20. 6-10 23-19! 21. 2-6 22-18
- 22. 6-9 18-15 23. 10-14 30-26
- 24. 13-17 11-7 WHITE WINS.

22

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- 14. 10-15 27-27 15. 4-8 31-27
- 16. 9-13 22-17 17. 13x24 28x17
- 18. 11-15! 23-19 19. 15x24 20x27
- 20. 7-10 27-23 21. 8-11 17-14
- 22. 10x17 21x14 23. 2-6 23-19
- 24. 3-7 DRAW.

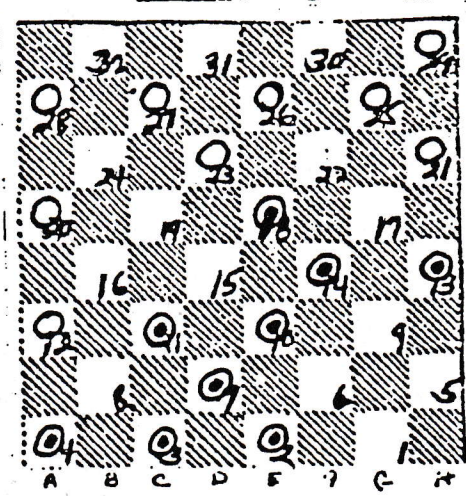
BLACK

11-16 END-GAMES

SECTION 6

137

23



- BLACK → 14. 4-8! 28-24 15. 11-15 26-22

(90)

LIGHT { (15.----- 23-19? 16.14-17! 21x23 17.10-14! 19x17 18,13,  
WINNING POSITION FOR BLACK.)

BLACK → 16.8-11!

LIGHT { (16.14-17? 23x14! 17.17x26 21-17! 18.13x22 25x4K 19.10x17  
4K-22! WHITE WINS.)

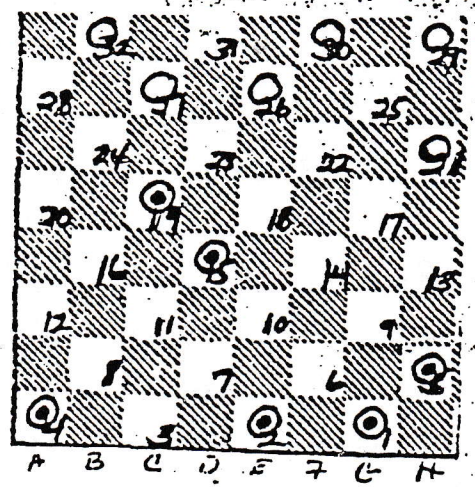
BLACK → 16.----- 24-19 17.15x31K 22x6

LIGHT { (17.----- 22x8?? 18.14-18! 23x14 19.10x17 21x14 20.7-10 14x7  
21.2x4 BLACK WINS.) -

BLACK { 18.2-6 25-22 19.31Kx17 23-18  
20.14x23 21x5 21.23-26 5-1K  
22.26-31K ADVANTAGE FOR BLACK.

24

138



BLACK → 12.----- 29-25

LIGHT { (12.----- 27-23? 13.19-24 23-19? 14.24-27! BLACK WINS.)

BLACK { 13.4-8 26-23 14.19x26 30x23  
15.1-6 25-22 16.6-10 21-17!

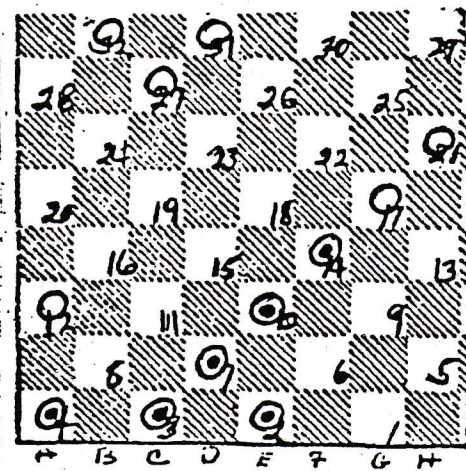
(91)

BLACK

- 17. 5-9! 23-18! 18. 15-19! 18-15!
- 19. 2-6! 15x24 20. 9-14! 17-13
- 21. 14-18 22x15 22. 10x28 27-23
- 23. 8-11 23-19 24. 6-10 13-9
- 25. 11-15 19-16 26. 15-18 9-5
- 27. 18-22 DRAW

25

139



Black →

18. 14-18!

LIGHT

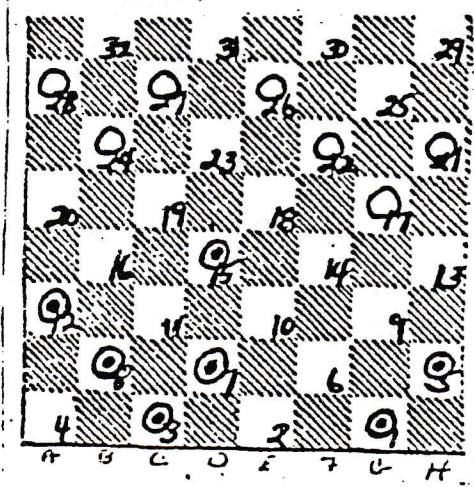
(18. 4-8? 27-23! 19. 8-11 31-26! 20. 11-15 26-22! 21. 2-6 32-28 22. 15-18 22x15 23. 10x26 17x1K 24. 26-31K 1K-15 ADVANTAGE FOR WHITE.)

BLACK

- 18. ---- 27-23 19. 18x27 32x23
- 20. 10-14! 17x10 21. 7x14 31-26
- 22. 2-6 26-22 23. 3-7! 22-18
- 24. 6-9 18-15 25. 7-11 15x8
- 26. 4x11 23-19 DRAW.

26.

140



BLACK {

- 14. 5-9 27-23 15. 8-11 24-19
- 16. 15x24 28x19 17. 7-10! 22-18

LIGHT {

(17. --- 23-18? 18. 11-16! 26-23? 19. 9-13!! 18-15  
 20. 3-7! 15x6 21. 1x10 BLACK WINS.)

BLACK {

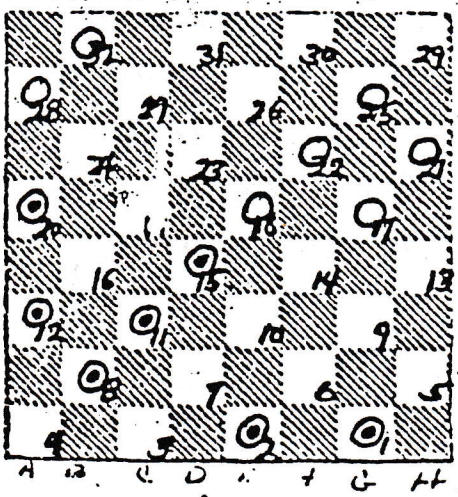
- 18. 12-16! 19x12 19. 3-8! 12x3K
- 20. 9-13! 3K-14 21. 13x31K

LIGHT {

(SLIGHT ADVANTAGE FOR WHITE BUT AGAIN NOT  
 ENOUGH TO WIN WITH.)

27.

141



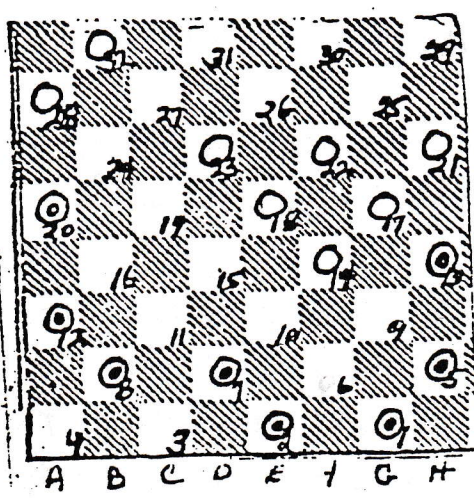
(93)

- 17. ---- 18-14 18. 11-16 14-9
- 19. 15-19 9-5 20. 20-24 17-13!
- 21. 24-27 32x23 22. 19x17 21x14.
- 23. 16-20! 14-9 24. 12-16! 25-22!
- 25. 16-19 22-18 26. 8-11! 9-6!
- 27. 1x10 5-1K 28. 10-15 18-14
- 29. 2-6 1Kx10 30. 15x6 14-9
- 31. 6-10 5-9 32. 11-16 13-9
- 33. 19-23 DRAW.

BLACK

28.

142



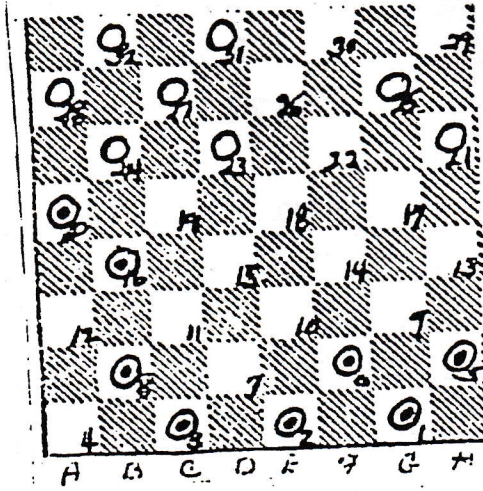
- 17. 8-11! 14-10! 18. 7x14 17x10
- 19. 2-6 23-19! 20. 6x24 28x19
- 21. 1-6 21-17! 22. 12-16! 19x12
- 23. 6-10 18-14! 24. 10-15 22-18
- 25. 13x22 18x25 26. 20-24 25-22!
- 27. 24-28 22-17 28. 15-18 14-10
- 29. 19-24 10-6! DRAW

BLACK

29.

94

143



BLACK

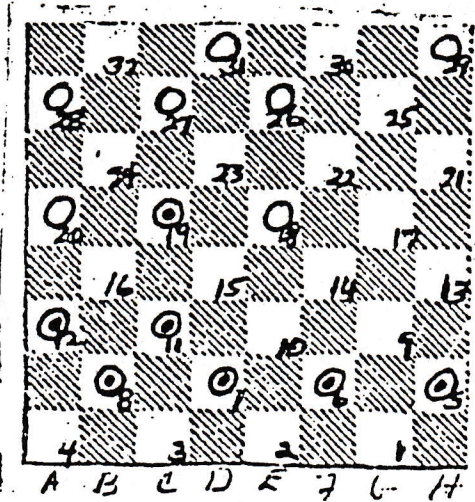
14. ---- 25-22 15. 3-7 23-19  
 16. 16x23 27x18 17. 20x27 32x23  
 18. 7-10 31-26 19. 10-14 18x9  
 20. 5x14 DRAW POSITION.

12-16 END-GAMES

SECTION 7

144

30



BLACK → 16. ---- 29-25!

(16-----27-24) 17. 12-16!! 24x5 18. 8-12! 15x8 19. 12x3 20x9 20. 5x30x BLACK WINS.

BLACK

17. 7-10! 25-21 18. 5-9! 21-17  
19. 19-23! 26x19 20. 9-13! 17-14!  
21. 10x17 31-26 22. 6-9! 28-24!  
23. 17-22!

LIGHT

(23. 17-21? 26-22! 24. 9-14? 18x9 25. 13x6 27-23! 26. 6-9  
23-18 27. 9-13 18-14. TREMENDOUS ADVANTAGE FOR WHITE.)

BLACK

23. --- = 26x17 24. 13x15 19x10  
25. 11-15! 10x19 26. 9-14!

LIGHT

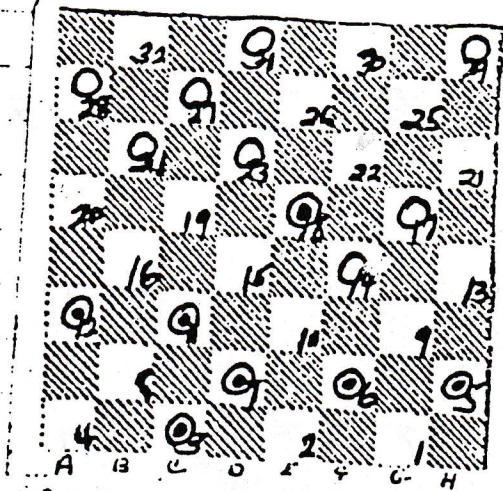
(25. 8-11?? 27-23!! 26. 9-14 19-15! 27. 11x27 24x31  
WHITE WINS.)

BLACK

26. --- 27-23 27. 14-17! DRAW.

31

145



BLACK

16. --- 17-13 16. 18x9 23-18  
17. 7-10 29-25!

LIGHT

(17. --- 24-19? 18. 12-16! 19x12 19. 10-15! 18-14 20. 9x12  
31-26 21. 6-10! 28-24 22. 18-23!! 26x19 23. 11-16! 27-23 24. 16-24  
BLACK WINS)

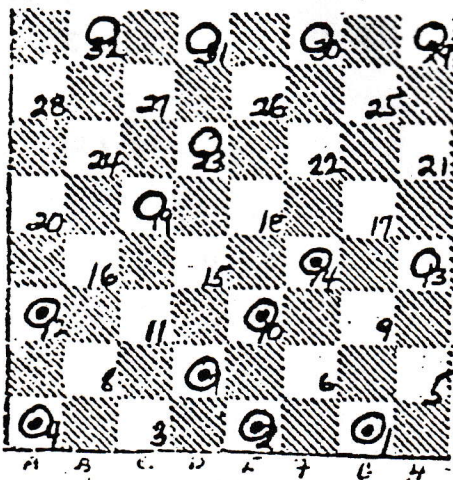
BLACK

18. 12-16 27-23 19. 10-15 25-22



32

146



- 14. 7-11 29-25 15. 4-8! 25-22
- 16. 11-15 31-26! 17. 15x24 23-18
- 18. 14x23 26x28 19. 10-14 32-27!
- 20. 8-11 27-23 21. 11-15 23-19
- 22. 15x24 28x19 23. 2-6 30-26
- 24. 2-6 25-22! 25. 14-17 23-18!
- 26. 1-6 27-23! 27. 10x17 13x31
- 28. 1-6 19-15 29. 12-16 31-27
- 30. 16-19! DRAW.

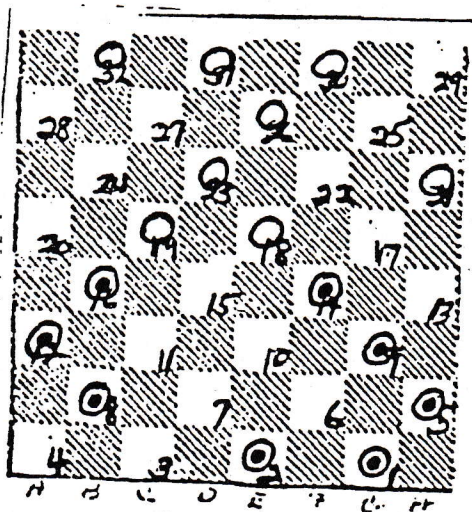
BLACK

- (24) 6-10 26-23
- (26) 17x26 18-14



33

147



Black

- 14. 2-7 26-22 15. 9-13 18x9
- 16. 5x14 19-15 17. 7-10!

(97)

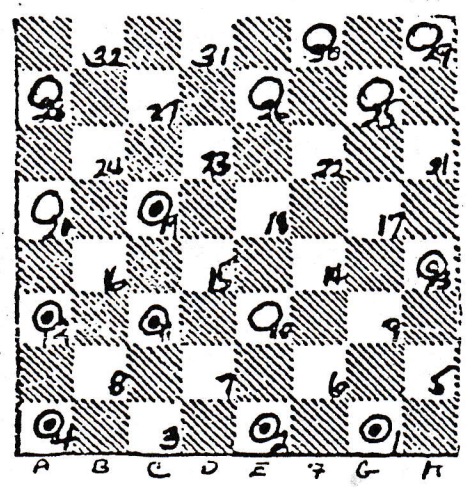
(17. 7-11 22-17 18. 13x22 30-26 19. 11x27 26x10 20. 8-11  
32x23 21. 16-20! 31-27 22. 11-16 23-18 23. 16-19 18-14 24. 19-24  
27-23 25. 24-28 10-7 26. 28-32K 23-18 DRAW.)

BLACK

17. ---- 15x6 18. 1x10 30-26  
19. 16-19 23x16 20. 12x19 32-27  
21. 8-11 22-17 22. 13x22 26x17  
23. 11-16 27-23 24. 19x26 31x22 DRAW.

34

148



BLACK

17. 11-15! 20-16 18. 15x6 16x23  
19. 6-10 23-19 20. 4-8 25-22  
21. 8-11 29-25 22. 2-6 26-23  
23. 11-16 22-18!

2HT

(23. ---- 28-24? 24. 13-17! 22x13 25. 16-20 30-26  
26. 20x18 26-22 27. 18-23! 19x26 28. 10-15 19x10 29. 6x15 BLACK  
WINS.)  
BLACK → 24. 6-9 30-26!

3HT

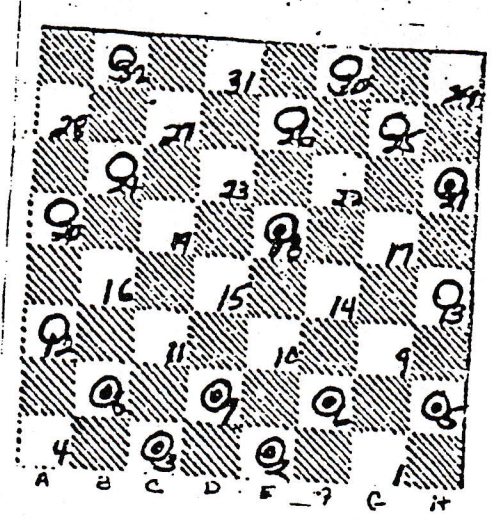
(24. ---- 25-22? 25. 10-14 19-15? 26. 14-17! 30-26? 27. 9-14  
18x9 28. 13x6 22x13 29. 6-9 13x6 30. 1x19 BLACK WINS. HOWEVER, M.  
28-24 ON THE 25TH MOVE WOULD HAVE DRAWN EASILY! - 25. ---- 28-24  
26. (IF) 14-17 24-20 DRAWS; AND IF 26. 16-20 19-15 27 20x27 23x32

15-11 → 28. 14x23 15-11 BETTER FOR WHITE.)

BLACK { 25. 9-14 18x9. 26. 13x6 26-22!  
 27. 10-15 19x10 28. 6x15 23-18  
 29. 15-19 18-14 DRAW.

35.

149



BLACK → 17. ---- 24-19 18. 5-9! 25-22

LIGHT { (18. ---- 26-23? 19. 18x27 32x23 20. 8-11 25-22 21. 11-16!  
 20x11 22. 7x16 19-15! 23. 9-14! 12x19 24. 14-18 23x14 25. 6-10 DRAW

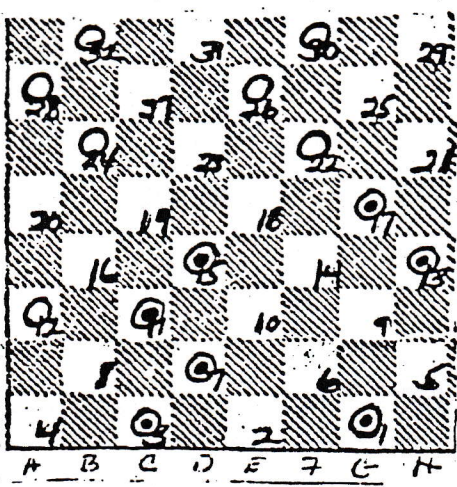
BLACK { 19. 18x25 26-22 20. 25x18 30-25  
 21. 21x30K 32-27 22. 30Kx16 20x4K  
 23. 9-14 4Kx25 24. 6-9 13x6  
 25. 2x9 25-22 26. 9-13 27-23  
 27. 14-17 22-29K 28. 17-21? 23-18!  
 29. 7-11

LIGHT { (29. 7-10? 18-14 30. 10x17 29K-18! 31. 3-7 12-8 32. 7-10 8-4K  
 WHITE WINS.)

11.1 NK. { 29. ---- 18-15 30. 11x18 29Kx4  
 31. 3-7! 4K-29 32. 13-17! 29K-18  
 33. 7-10! 18K-29 34. 10-14! DRAW

36.

150



BLACK { 16. 1-5 32-27 17. 5-9 27-23  
 18. 9-14 24-20 19. 15-19

(19. 7-10? 28-24! 20. 17-21 24-19 21. 15x24 20x27 22. 3-7

WHITE

27-24 23. 14-17 23-18 24. 10-14 18x9 25. 13x6 22x13 26. 7-10 26-2  
 27. 10-14 24-20 28. 6-10 23-19 29. 14-18 19-16 30. 11-15 12-8  
 31. 18-23 8-4K WHITE SHOULD WIN FROM HERE ON.)

BLACK

{ 19. ---- 23x16 20. 11-15 28-24  
 21. 7-10 16-11! 22. 15x8 20-16!  
 23. 17-21 24-19! 24. 13-17 22x13  
 25. 14-18 26-23 25. 18x27 19-15  
 27. 10x19 16x32 WHITE WINS.

# CHAPTER FOUR

(A SELECTION OF TOP MASTER GAMES I PLAYED IN THE 1979/80 A.P.C.A. NATIONAL TOURNAMENTS.)

## GAME 1.

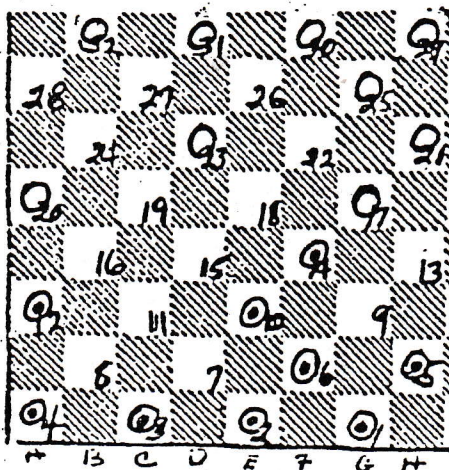
(VLADIMIR KAPLAN PLAYING BLACK AND I WHITE, 1977 A.P.C.A. NATIONAL TOURNAMENT, WINSTON-SALEM, N.C.)

Black -

- 1. 11-15 23-19 2. 7-11 22-17
- 3. 11-16 26-23 4. 9-14 24-20
- 5. 15x24 20x11 6. 8x15 28x19
- 7. 15x24 27x20

POSITION DIAGRAMMED

151



Black -

- 8. 4-8 31-27 9. 8-11 27-24
- 10. 3-7 25-22 11. 5-9 17-13!

(11. ---- 24-19? 12. 9-13! 20-16? 13. 11x20 19-15 14. 10x26 17x3K 15. 26x17 21x14 16. 2-7! 3Kx10 17. 6x15 DEFINITE ADVANTAGE FOR BLACK)

- 12. 1-5 22-18! 13. 10-15 30-25

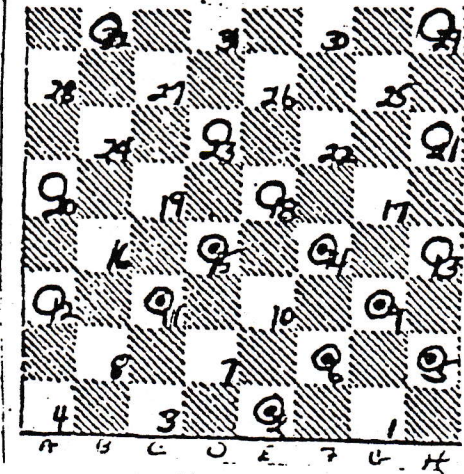
(101)

BLACK

14. 15x22 25x18 15. 7-10 24-19  
16. 12-16 19x12 17. 10-15

POSITION DIAGRAMMED

152



BLACK

18. --- 32-27! 18. 15x22 23-19!  
19. 2-7!

LIGHT → (19. 22-26? 29-25!! ADVANTAGE FOR WHITE.)

BLACK

19. --- 27-24!	20. 7-10 19-16
21. 22-26 16x7!	22. 10x3 29-25!
23. 26-31K 25-22	24. 31Kx17 13x22
25. 9-13 22-18	26. 14x23 24-19
27. 23x16 20x11	28. 6-9! DRAW

GAME 2

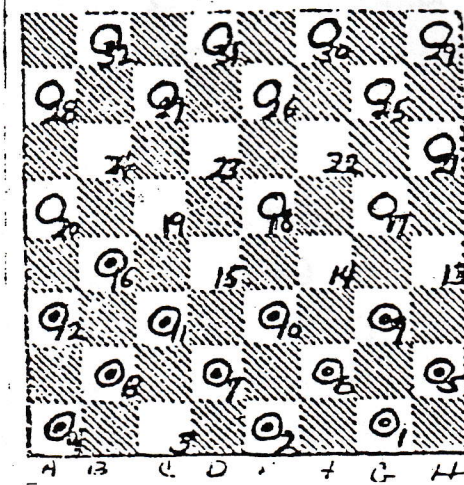
(V. KAPLAN PLAYING WHITE AND I BLACK, 1979  
A.P.C.A. NATIONAL TOURNAMENT, WINSTON-SALEM, NC.)

BLACK

1. 12-16 23-18 2. 8-12 24-20  
3. 3-8 22-17

102

153



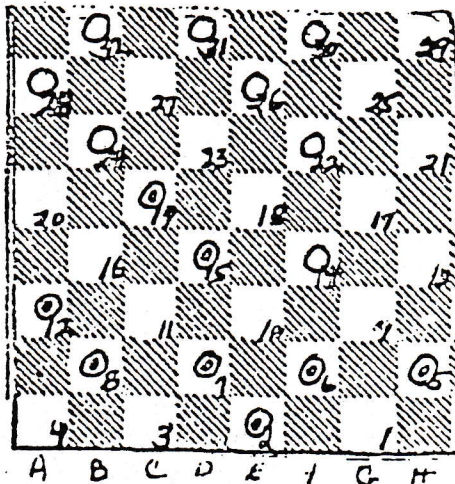
Black -> 4.9-14!

(4. 16-19? 18-15! 5. 11x18 17-14! 6. 10x17 21x16 7. 12x19 27-  
 8. 8-12 23x16 9. 12x19 32-27! BLACK LOSES A CHECKER WHICH MAY  
 FATAL.)

- 4. ---- 18x9    5. 6x22 25x18
- 6. 16-19 14-17    7. 10x17 21x14
- 8. 1-6 29-25    9. 11-16 20x11
- 10. 8x15 27-24    11. 4-8 25-22

POSITION DIAGRAMMED

154



12. 8-11! 22-18

(12. ---- 32-27? 13. 6-10! 22-17? 14. 19-23!! 26x19 15. 11-16!;

27-2

16. 15-18! 24-20 17. 18x27 31x24 18. 16x23 30-25 19. 12-16! 20x11  
20. 7x16 14x7 21. 2x11 24-19 22. 23-26 19x12 23. 26-30K 25-22  
24. 30K-19! 17-14 25. 19K-1 22-17 26. 1K-19 BLACK WINS BY HOLDING  
THE LINE 1 THRU 19.)

- 13. 15x22 24x8 14. 12x3 26x17
- 15. 6-9 32-27 16. 9x18 28-24
- 17. 7-10 24-19 18. 5-9 17-13
- 19. 10-14 13x6 20. 2x9 27-23
- 21. 18x27 31x24 22. 14-18 24-20 DRAW.

GAME 3

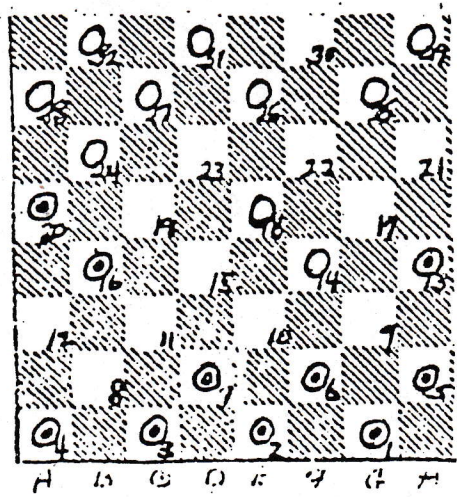
(ELTON WILLIAMS PLAYING BLACK AND I WHITE, 1979  
A.P.C.A. NATIONAL TOURNAMENT, WINSTON-SALEM, NC.)

BLACK

- 1. 11-16 21-17 2. 9-13 23-18
- 3. 16-20 26-23 4. 8-11 30-26
- 5. 11-15 18x11 6. 7x16 23-18
- 7. 10-15 18x11 8. 16x7 17-14
- 9. 12-16 22-18

POSITION DIAGRAMMED

155



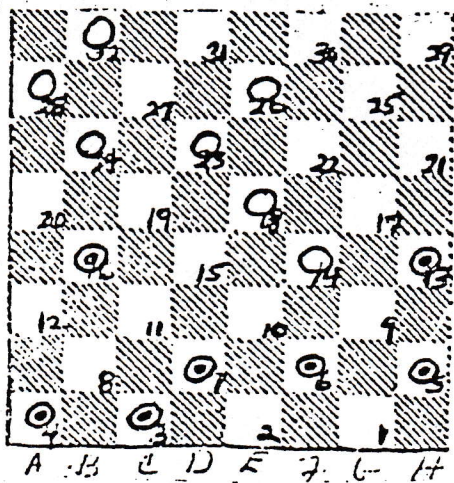
- 10. 6-10 25-21 11. 10-17 21x14



- 12. 1-6 29-25 13. 6-10 25-21
- 14. 10x17 21x14 15. 2-6? 27-23!
- 16. 20x27 31x24.

POSITION DIAGRAMMED

156



BLACK - 17. 16-20?

(17. 7-10? 14x7 18. 3x10 24-19! 19. 16-20? 32-27!! 20. 6-9 19-1  
 21. 20x11 18-15! 22. 11x18 23x7 23. 13-17 7-2K! 24. 17-21 2Kx13 25. 21-  
 26-22 26. 25x18 13K-31 WHITE WINS.)

BLACK

17. ---- 26-22! 18. 20x27 28-24!!  
 19. 27x20 14-9! 20. 5x14 18x11  
 21. 20-24 23-18! WHITE WINS.

GAME 4

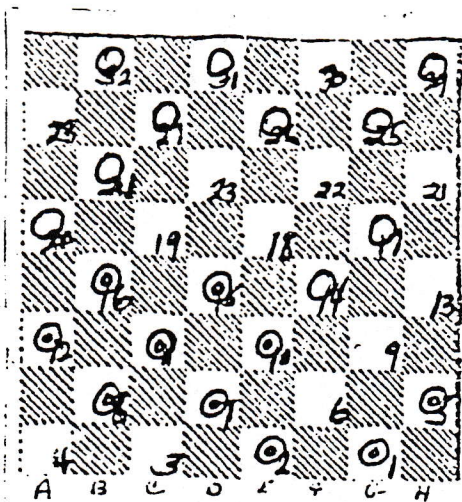
(ELTON WILLIAMS PLAYING WHITE AND I BLACK, 1980 A.P.C.A.  
 NATIONAL TOURNAMENT, WASHINGTON, DC.)

- 1. 12-16 24-20 2. 8-12 28-24
- 3. 4-8 23-18 4. 10-15 26-23
- 5. 7-10 30-26 6. 3-7 18-14
- 7. 10x17 21x14 8. 9x18 23x14
- 9. 6-10 22-17

105

POSITION DIAGRAMMED

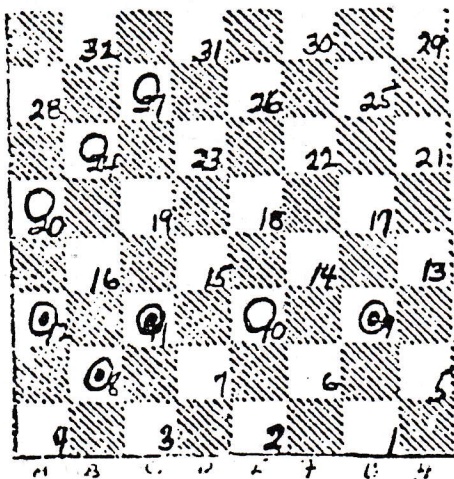
157



- 10. 1-6 17-13 11. 10x17 13x22
- 12. 16-19 32-28 13. 7-10 22-18
- 14. 15x22 25x18 15. 2-7 24x15
- 16. 10x19 29-25! 17. 7-10! 25-21!
- 18. 5-9! 21-17! 19. 19-23! 26x19
- 20. 9-13! 17-14! 21. 10x17 31-26!
- 22. 6-9! 28-24! 23. 17-22! 26x17!
- 24. 13x15 19x10

POSITION DIAGRAMMED

158



- 25. 11-15! 10x19 26. 9-14 27-23!
- 27. 14-17!

BACK

(27. 8-11?? 19-15!! 28. 11x27 24x31 WHITE WINS.)

BLACK → 27. ---- 20-16 DRAW.

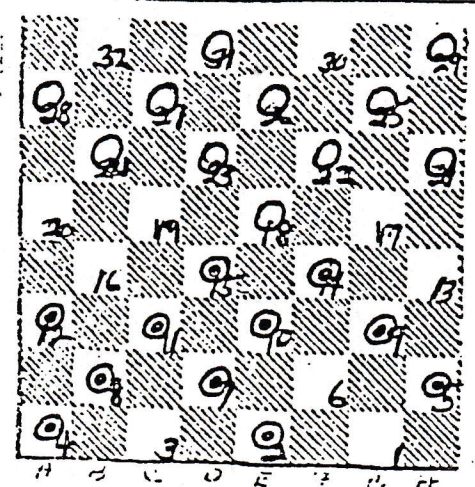
GAME 5

(VICTOR KRAFT PLAYING BLACK AND I WHITE, 1980 A.P.C.A. NATIONAL TOURNAMENT, WASH., DC.)

- 1. 11-15 23-18 2. 8-11 26-23
- 3. 10-14 24-20 4. 3-8 27-24
- 5. 6-10 24-19 6. 15x24 20x27
- 7. 10-15 28-24 8. 1-6 32-28
- 9. 6-10 30-26

POSITION DIAGRAMMED

159



- 10. 9-13 18x9 11. 13x6 23-18
- 12. 6-9 18-14?

- 13. 9x18 24-19 14. 15x24 22x6
- 15. 2x9 28x19 16. 7-10 21-17?
- 17. 11-16! 26-23 18. 8-11! 25-21?

(18. ---- 25-22! 19. 9-13! 17-14!! 20. 10x26 31x22 =  
EFFECTIVE SACRIFICE — BLACK MUST NOW PLAY IT RIGHT OR LOSE  
THE GAME EVEN WITH A PIECE ADVANTAGE.)

BLACK → 19. 9-14!! BLACK WINS.

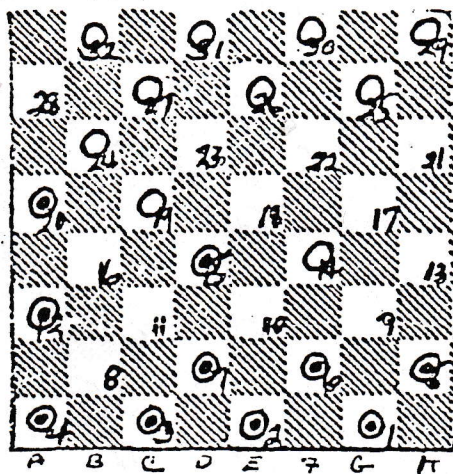
GAME 6

(“LITTLE” GEORGE RAMSEY PLAYING BLACK AND I WHITE,  
JUNE 1980 AT THE GEORGIA POOL CHECKER CLUB, ATLANTA, GA.)

- 1. 11-16 24-19 2. 8-11 22-17
- 3. 11-15 28-24 4. 16-20 17-14
- 5. 10x17 21x14 6. 9x18 23x14

POSITION DIAGRAMMED

160



- 7. 6-9 19x10 8. 9x18 24-19
- 9. 7x14 26-22 10. 2-7 22x15
- 11. 4-8! 27-23 12. 1-6 32-27
- 13. 7-11 31-26?

(13. ---- 30-26 MUCH BETTER)

- 14. 11x18 26-22

POSITION DIAGRAMMED

BLACK

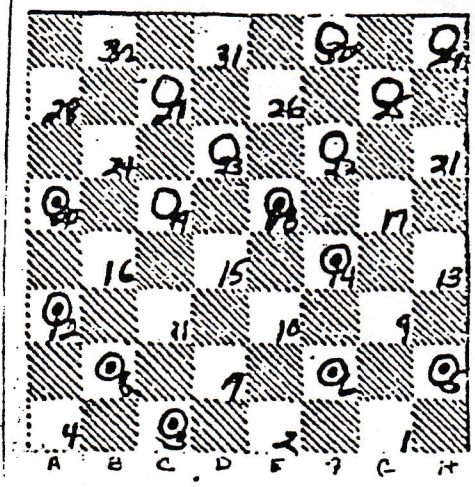
BLACK

WHITE

41-2! 11-8 33-31-28

55512  
520J 90

191



BLACK → 15. 12-16!! 22x15

(15. --- 19x12? 16. 20-24! 27x20 17. 18x27 EFFECTIVE SACRIFICE WHITE WINS.)

- 16. 8-12! 25-21 17. 5-9! 29-25
- 18. 9-13 15-11 19. 16x7 25-22
- 20. 7-11 22-18 21. 6-10 18x9
- 22. 13x6 23-18 23. 6-9 30-26
- 24. 11-16 26-23 25. 10-14 19-15
- 26. 9-13?

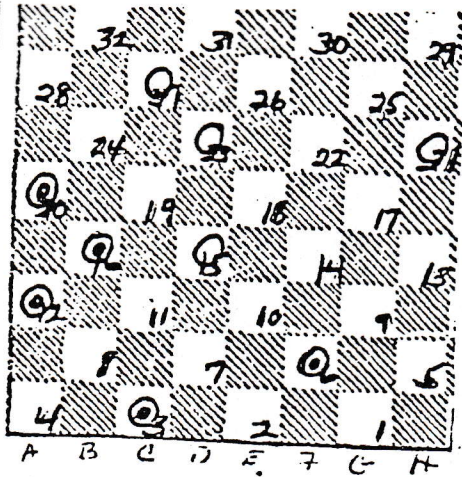
BLACK

(26. 3-8! 15-10 27. 14x7 18-14 28. 9x18 23x14 29. 16-19 14-9  
 30. 19-24 27-23 31. 24-28 9-5 32. 28-32K 23-19 33. 8-11! 5-1K  
 34. 11-16! 19-15 35. 32K-28! BLACK WINS.)

LIGHT

26. --- 18x9 27. 13x6  
 POSITION DIAGRAMMED

162



27. --- 21-17! 28. 3-7 17-13!!  
 29. 7-11

BLACK

(29. 7-10? 13-9! 30. 10x26 9x2K 31. 26-31K 27-24!  
 32. 20x27 21Kx20 DRAW.)

29. --- 15x8 30. 12x3 23x18  
 31. 6-10 27-23!! 32. 20-24 9-13  
 33. 24-28 9-5 34. 28-32K 5-1K DRAW.

BLACK

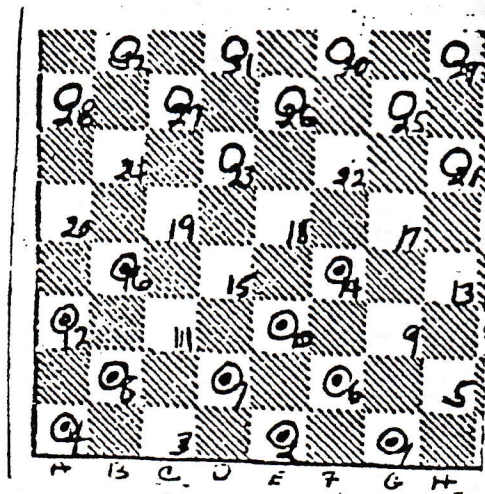
GAME 7

(CARL "BUSTER" SMITH PLAYING WHITE AND I BLACK,  
 1979 A.P.C.A. NATIONAL TOURNAMENT, WINSTON-SALEM, NC.)

- 1. 12-16 24-20 2. 8-12 27-24
- 3. 3-8 24-19 4. 9-14 22-18
- 5. 11-15! 18x9 6. 15x24 20x27
- 7. 5x14

POSITION DIAGRAMMED

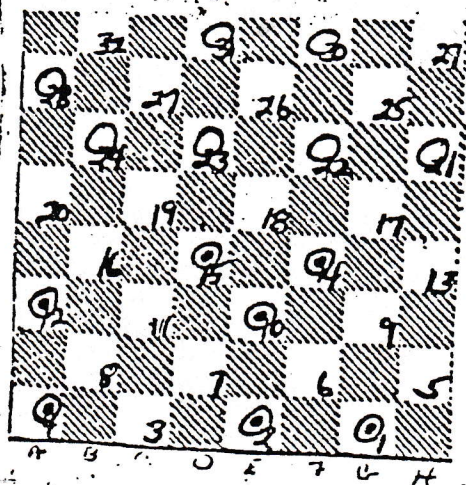
163



- 7. --- 23-19
- 8. 16x23 27x9
- 9. 6x13 25-22
- 10. 8-11 22-18
- 11. 10-14 18x9
- 12. 13x6 29-25
- 13. 11-15 25-22
- 14. 7-10 32-27
- 15. 10-14 27-24
- 16. 6-10 26-23

POSITION DIAGRAMMED

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- 17. 4-8 30-26
- 18. 1-6 23-19
- 19. 8-11 26-23
- 20. 6-9 31-26
- 21. 9-13 24-20
- 22. 15x24 28x19
- 23. 2-7 22-18!
- 24. 14-17 21x14
- 25. 10x17 26-22
- 26. 17x26 23x30
- 27. 7-10 30-25
- 28. 10-14 18x9
- 29. 13x6

DRAW POSITION

(118)

- 20. 14x21 23x5 21. 21-25 5-1K
- 22. 25-29K 1K-5 23. 29K-4 5K-1!
- 24. 7-11 19-16! 25. 12x19 24x8
- 26. 4Kx32 28-24! 27. 20x27 13-9 DRAW.

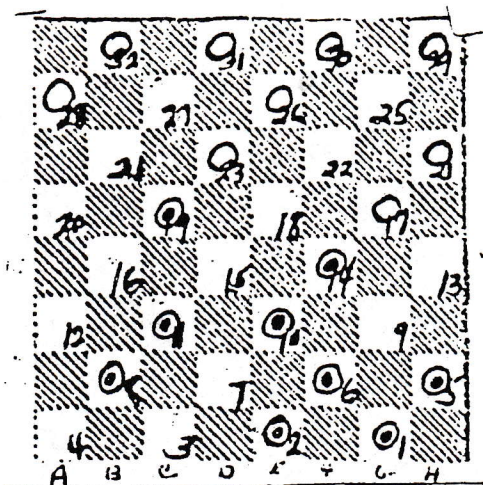
GAME 8

(OLLIE "SHOT-GUN" HOWARD PLAYING WHITE AND I BLACK  
1979 A.P.C.A. NATIONAL TOURNAMENT, WINSTON-SALEM, NC.)

- 1. 12-16 24-20 2. 8-12 27-24
- 3. 3-8 24-19 4. 9-14 22-18
- 5. 11-15 18x11 6. 8-24 20x27
- 7. 4-8 25-22 8. 16-19 23x16
- 9. 12x19 22-17 10. 7-11 27-23

POSITION DIAGRAMMED

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- 11. 2-7 23x16 12. 11x20 26-23
- 13. 6-9?

(13. 7-11 IS A MUCH BETTER VARIANT.)

- 13. ----- 23-19! 14. 9-13 30-26!
- 15. 13x22 26x17 16. 8-11 29-25!
- 17. 20-24 19-16 18. 11x20 28x19



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- 19. 14-18 32-27! 20. 1-6 17-13!
- 21. 5-9 21-17! 22. ~~9-14~~ 25-21
- 23. 7-11 19-16! 24. 11-15 16-12
- 25. 18-22 17x26 26. 15-19 12-8!
- 27. 19-24 8-4K 28. 24-28 4K-29
- 29. 14-18 29Kx4 30. 28-32K 26-23!
- 31. 20-24 27x20 32. 32Kx5 20-16
- 33. 10-14 16-12 34. SK-1 12-8 WHITE WINS.

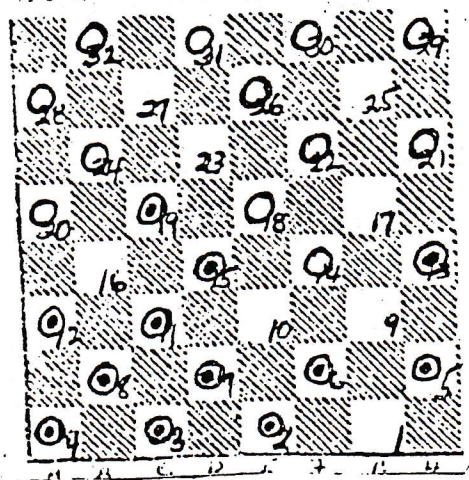
GAME 9

(IRVIN "HOLLY POLLY" DAVIS PLAYING WHITE AND I BLACK, 1980 A.P.C.A. NATIONAL TOURNAMENT, WASH., DC.)

- 1. 10-15 21-17 2. 9-13 23-18
- 3. 6-10 25-21 4. 1-6 24-20
- 5. 15-19 27-24 6. 10-15 17-14

7. POSITION DIAGRAMMED

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- 7. 12-16 30-25? 8. 8-12! 32-27
- 9. 6-9! 21-17? 10. 7-10! 14x7
- 11. 3x10 17-14 12. 10x17 25-21
- 13. 9-14 18x9 14. 5x14 27-23
- 15. 2-7 31-27 16. 4-8 29-25 17. 7-10 BLACK WINS

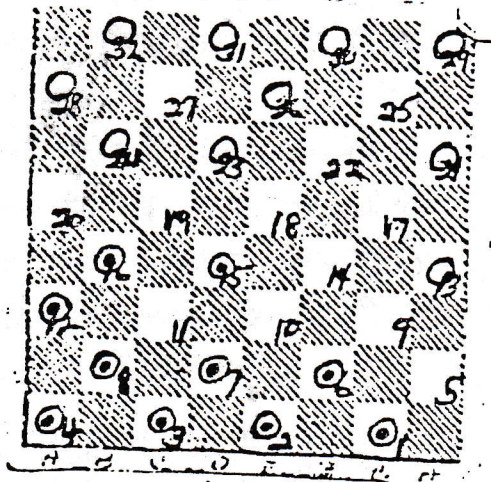
GAME 10.

(WILLIAM "BIKE" LANGLEY PLAYING WHITE AND I. BL  
1980 A.P.C.A. NATIONAL TOURNAMENT, WASH., DC.)

- 1. 10-15 21-17 2. 9-13 23-18
- 3. 6-10 27-23 4. 5-9! 25-21
- 5. 9-14 18x9 6. 13x6 17-14
- 7. 10x17 22x13 8. 11-16

POSITION DIAGRAMMED

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- 8. --- 23-19? 9. 16x23 26x10
- 10. 7x14! 24-19 11. 8-11 31-26
- 12. 6-10 26-23 13. 1-6 29-25
- 14. 3-7 28-24 15. 4-8 24-20
- 16. 11-15 32-28 17. 15x24 28x19?
- 18. 6-9! 13x6 19. 14-17! 21x14
- 20. 7-10 14x7 21. 2x27 30-26
- 22. 27-32K! BLACK WINS.