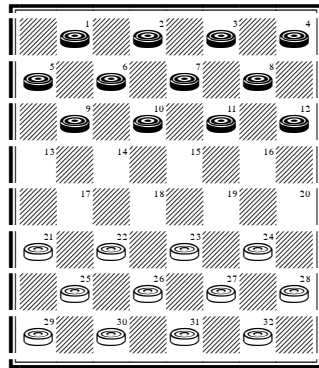


**READ ALL
ABOUT IT!**



**THE UNKNOWN
DEO**

COMPILED BY RICHARD PASK

DEDICATION

To the late, great DEO (who else?).

Published by Checkered Thinking

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INTRODUCTION

Derek Oldbury (1924 – 1994) was one of the game's great players and authors, and it was my privilege to have known him well. Indeed, between 1983 and 1994 I made over 30 visits to his charming home, and never ceased to be amazed by the breadth and depth of his understanding.

When he died, Derek left his library to me. Among the many fine volumes was a small, and rather nondescript, exercise book containing a number of carefully pasted newspaper columns. From 1956 – 1957 Derek had been the Draughts Editor of the obscure *Rotherham Advertiser*. This exercise book contained all 62 weekly columns.

Now, 10 years after his death, seems an appropriate time to publish these columns, verbatim and in their entirety. Although some of the material will be familiar, having featured in books such as *Move Over* and Derek's *Complete Encyclopaedia*, the vast majority of it will be new; highlights including 35 of Derek's problems and 36 games featuring his play and analysis.

Note: There was no space for diagrams in the original columns, but I have added them to make the book more attractive. Moreover, for convenience, all of the games are listed under the 3-move ballot; clearly many of them were GAYP or played under the 2-move restriction.

My thanks to Bob Newell, for reproducing this material on his fine website and thus making it available to a wider audience, and to Jim Loy for the use of his excellent diagram fonts.

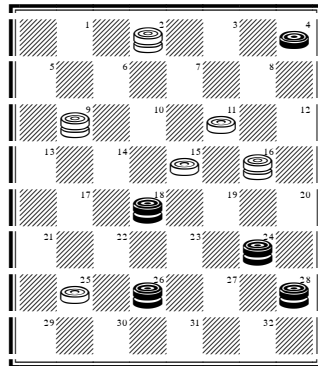
So sit back and enjoy a new book by one of the all-time greats. The unknown DEO!

Yours sincerely,

(16th August 2004)

COLUMN NUMBER 1

Problem Number 1: By Derek Oldbury



White to move and win

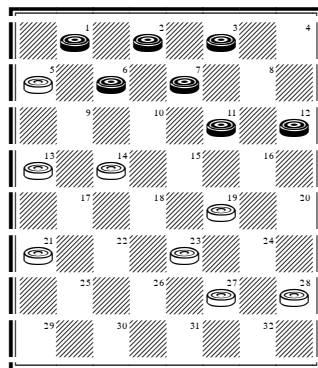
Showing that you must sometimes give 'em away, to take 'em away.

Game Number 1. 'Fife' Opening

Place black men on squares 1 to 12 and white men on squares 21 to 32.

Start moving: **11-15 23-19; 9-14** 22-17; 5-9 (Get the idea? O.K. Keep going) 17-13; 14-18 (a cordial invitation) 19-16 (accepted with thanks); 12-19 26-23; 19-26 30-5; 15-18 25-22; 18-25 29-22; 10-14 22-17; 14-18 27-23; 18-27 32-23; 8-11 24-19; 4-8 (United we stand) 31-27 (Wednesday we fall); 8-12 17-14 (White says 'Give me air,' and begins to regret the past):

Forms Diagram: Black to move

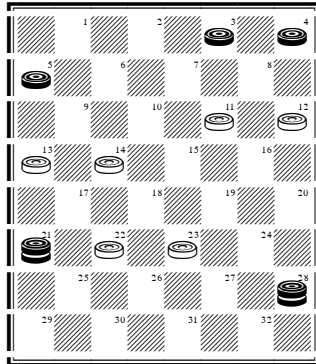


Continue: 11-16 (a direct threat to move 6-9 next) 14-9; 7-10 (an indirect threat: if 21-17 then 10-14) 28-24; 10-14 24-20; 14-18 20-11 (what else can you do?); 3-7 23-14; 7-32. **Black won.**

One of 32 games played simultaneously in an exhibition at Liskeard, Cornwall. I had blacks.

COLUMN NUMBER 2

Problem Number 2: By Derek Oldbury



White to move and win

Black, a piece down, is in hot pursuit, but White gets the last laugh.

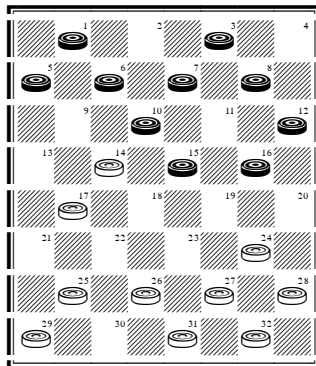
Solution To Problem Number 1: ... 16-20; 24-19 25-22 (take your choice); 18-25 20-24; 19-10 11-8; 28-19 9-14; 10-17 2-7; 4-11 7-14. White wins. A clean sweep.

Game Number 2. 'Millbury' Opening

Black men on squares 1 to 12; white men on squares 21 to 32.

Start moving: **11-16 22-18; 8-11** 18-14; 9-18 23-14; 10-17 21-14; 4-8 26-22 (my own invention, and it gets me many wins); 6-10 (of course, if 6-9 then 24-20 wins for White. Did you see that?) 22-17; 2-6 30-26; 11-15 (making a bid to control the centre, but too soon): **Forms Diagram:**

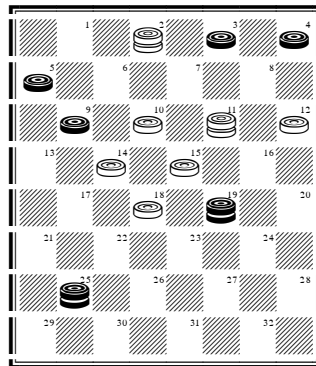
White to move



Continue: ... 14-9; 5-30 24-20; 30-23 27-2; 8-11 2-9. White wins. From my secret store of traps.

COLUMN NUMBER 3

Problem Number 3: By Derek Oldbury



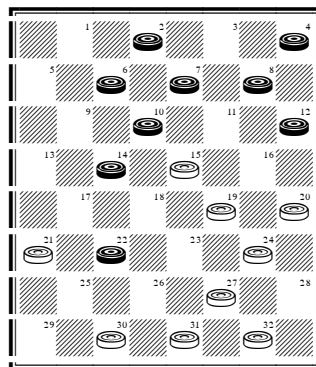
White to move and win

I call this one ‘Snake Dance’. Can you see why?

Solution To Problem Number 2: ... 14-9; 5-14 22-17; 14-18 23-14; 28-24 13-9; 24-19 9-6; 19-23 (trying to put off the evil day) 6-1 (essential); 23-19 1-6; 19-15 (forced now) 6-2; 15-8 2-7; 3-10 12-3; 10-15 14-10; 21-7 3-19. White wins.

Game Number 3. ‘Denny’ Opening

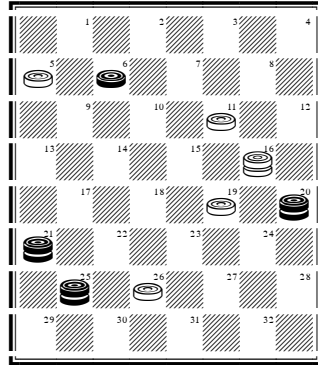
Black: Sam Cohen; White: Derek Oldbury. Black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **10-14 24-20; 7-10** (the opening was selected by ballot, and is nobody’s choice, being very weak for Black) 22-18; 9-13 18-9; 5-14 28-24; 3-7 (Cohen played this move more or less on my recommendation: it is no good. All’s fair in draughts.) 25-22; 1-5 22-17* (starting a ‘pincer movement’); 13-22 26-17; 11-15 23-19; 5-9 (to force that terrible piece on 17 to move) 29-25 (spectators thought I had overplayed my hand); 9-13 25-22; 15-18 (breaking it up) 22-15; 13-22 **Forms Diagram: White to move**



Continue: ... 19-16 (devastating; we all dream of moves like this); 12-28 30-26; 10-19 26-1 etc... **White won the endgame.** From the 1950 British Championship Tournament, held at Sheffield. [* A pencilled note by DEO reads simply ‘24-19: White wins.’]

COLUMN NUMBER 4

Problem Number 4: By Derek Oldbury



White to move and win

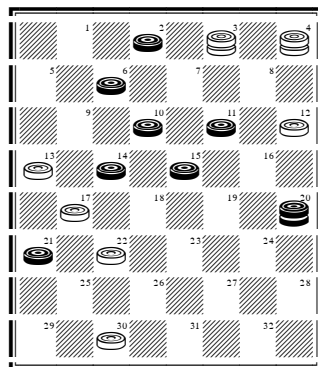
Black tries really hard to equalise, but White proves an ‘artful dodger’.

Solution To Problem Number 3: ... 10-7; 3-17 (if 19-17, then 2-6 is easy) 12-8; 19-10 11-15 (shall we dance?); 10-19 18-14; 9-18 2-7 (sting in the tail); 4-11 7-30. White wins.

Game Number 4. ‘Dundee’ Opening.

Black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **12-16 21-17; 9-14** 24-19; 14-21 19-12; 11-16 22-17; 10-15 25-22; 16-19 23-16; 8-11 17-13; 11-20 27-23; 5-9 (sets a trap; if White replies 23-18, then 21-25 30-21; 20-24 wins for Black) 22-17; 4-8 29-25; 8-11 28-24; 20-27 31-24; 7-10 (not 11-16, for then 12-8 is killing. It begins to look bad for Black.) 24-20; 9-14 25-22; 1-5 32-28; 3-7 (turns the tables) 28-24 (nothing better; see why?); 5-9 (restraint; the three for two by 14-18 is not so good) 24-19 (must lose a man); 15-24 12-8; 11-15 23-18; 14-23 26-19; 24-27 19-16; 9-14 (building up to the big climax) 8-3; 27-31 16-12; 7-11 8-4 **Forms**

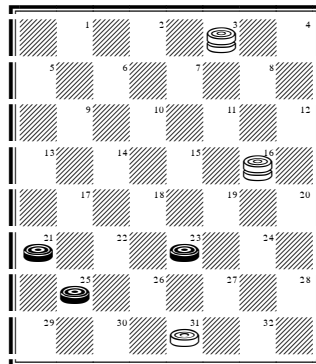
Diagram: Black to move



Continue: 21-25 (smother 'em) 30-21; 15-18 22-8; 2-7. **Black wins.** A fine coup from a Bristol tournament. My opponent was Mr C.F.Carter, a leading amateur. I had black.

COLUMN NUMBER 5

Problem Number 5: By Ben Oldman



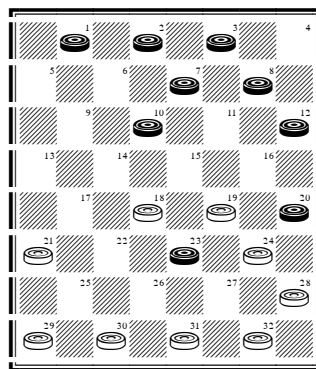
White to move and win

A gem by the greatest living master of the problem art.

Solution to Problem Number 4: ... 19-15; 20-24 16-19 (if 5-1, then 24-20 draws); 24-27 26-22; 25-18 19-23 (if 5-1 here, then 18-22 draws); 27-24 23-14; 24-19 14-17 (the dodge); 21-14 5-1; 19-10 11-7; 10-3 1-17. White wins.

Game Number 5. 'Cross' Opening

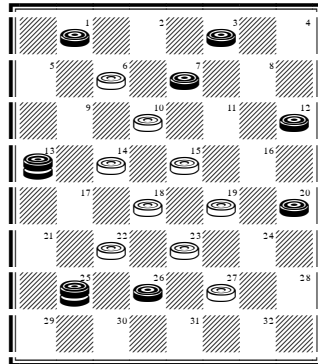
Black: Derek Oldbury; White: R.S.Thomson. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **11-15 23-18** (gives the name to the opening because it 'crosses' the direction of the first move); **8-11** 27-23; 4-8 23-19; 9-14 (making a strong centre formation) 18-9; 5-14 22-17; 15-18 26-22; 18-23 (starting an attack) 22-18; 11-16 (reinforcement) 18-9; 6-22 25-18; 16-20 **Forms Diagram: White to move**



Continue: ... 31-27 (to patch up the hole, but 19-16 was proper); 10-14 (a little shocker) 18-9; 1-5 27-18; 5-23 and the man on 24 was gone. **Black won.** From the 1950 British Championship Tournament.

COLUMN NUMBER 6

Problem Number 6: By Derek Oldbury



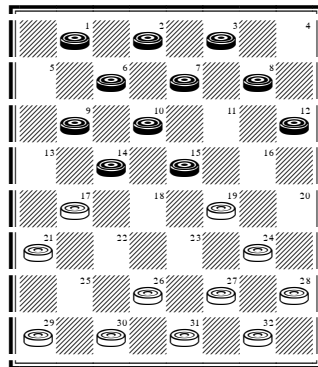
White to move and win

Clearing the board with a flourish.

Solution to Problem Number 5: ... 16-11; 25-30 11-15; 21-25 3-7; 25-29 7-2 (who would think of a move like this?); 29-25 15-18; 23-26 31-22; 30-26 22-17; 26-22 18-14; 22-13 14-9; 13-6 2-9. White wins.

Game Number 6. 'Double Corner' Opening

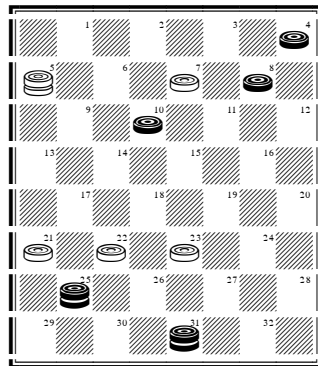
Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **9-14 22-18; 11-15** 18-11 (an early attack on the single corner file, and is good strategy); 8-15 25-22; 5-9 22-17; 4-8 23-19 (another of my famous pincer movements) **Forms Diagram: Black to move**



Continue: 9-13 (to get 30-25 in reply) 26-23 (side step); 13-22 23-18; 14-23 27-4; 3-8 4-11; 7-23 31-27. **White gains a piece and wins.** One of my privately prepared snares.

COLUMN NUMBER 7

Problem Number 7: By Ken Marriott



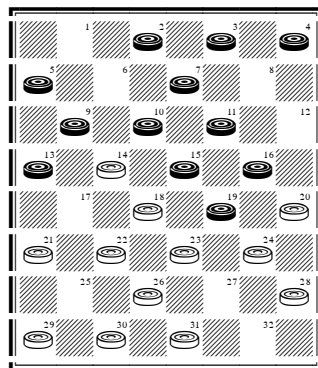
White to move and draw

One of the very best problems seen out this season. The composer is a member of the Kimberworth club, and shows great talent.

Solution To Problem Number 6: ... 27-24; 20-27 14-9; 7-14 15-11; 1-10 11-7; 13-6 18-2; 25-18 23-14; 10-17 19-16; 3-10 2-6; 12-19 6-13. White wins. Which way did they go?

Game Number 7. 'Kelso' Opening

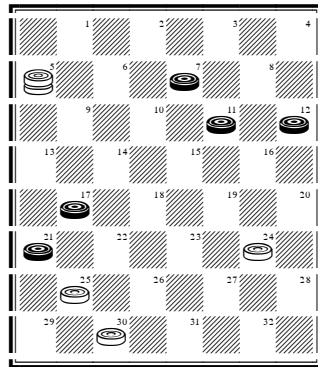
Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **10-15 23-18; 12-16** 21-17; 9-13 24-20; 16-19 17-14; 8-12 25-21; 6-9 27-24; 1-6 32-27; 12-16 27-23 (beware 21-17, then 7-10 Black wins. White must not copy Black's moves too long); 6-10 (Black copies White's move and it is fatal) **Forms Diagram: White to move**



Continue: ... 21-17 and **White must win.** A couple of old traps I am often asked to show.

COLUMN NUMBER 8

Problem Number 8: By Ken Marriott



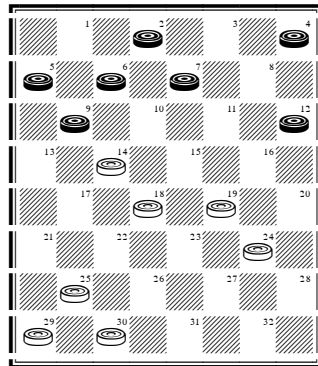
White to move and draw

Neat forcing tactics by the rising Rotherham star.

Solution To Problem Number 7: ... 22-17; 10-15 7-3; 25-22 3-12; 22-13 12-16; 31-27 21-17 (elegance); 27-18 17-14; 18-9 5-14. Drawn.

Game Number 8. 'Kelso' Opening

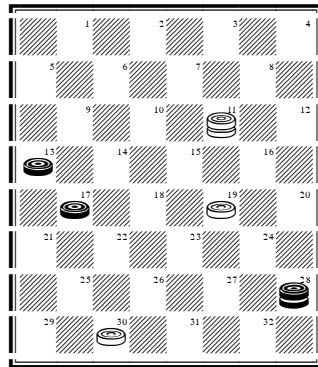
Black: Derek Oldbury; White: Percy Crabbe. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **10-15 22-17; 7-10** (inviting an attack) 17-14; 10-17 21-14; 9-18 23-14; 3-7 24-19; 15-24 28-19; 11-16 27-23; 6-9 23-18; 16-23 26-19 (White commands a lot of territory); 1-6 31-26; 8-11 32-27; 11-16 27-24; 16-23 26-19 **Forms Diagram: Black to move**



Continue: 7-10 (the move that shook the room) 14-7; 2-11 19-15; 12-16 15-8; 4-11 25-22; 6-10 30-26 (hoping for 16-20, then 29-25 escapes); 9-13 29-25; 10-15. **Black won.** From the 1952 British Championship Tournament.

COLUMN NUMBER 9

Problem Number 9: By Ken Marriott



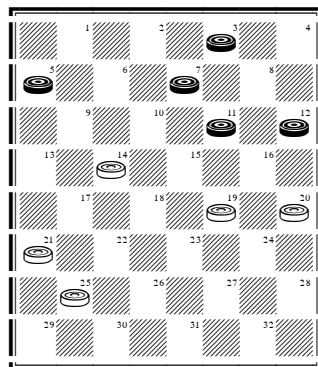
Black to move and draw; a useful idea, nicely set.

Solution To Problem Number 8: ... 5-9; 11-15 9-13; 12-16 13-22; 16-20 22-26; 20-27 26-31; 27-32 30-26 (a charming touch); 21-30 31-27 – either jump, and White takes three. Drawn.

Game Number 9. ‘Single Corner’ Opening

Black: Derek Dalton, aged eight; White: Derek Oldbury. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **11-15 22-18** (‘This move gives the opening its name,’ I explained.); **15-22** 25-18; 8-11 29-25; 4-8 24-20; 10-15 18-14 (it began to look as if the boy knew his way around, so I decided to mix it up); 9-18 23-14; 6-9 (‘This is the squeeze play,’ he explained) 26-23; 9-18 23-14; 1-6 30-26; 6-9 (‘I’m coming after it again.’) 26-23; 9-18 23-14; 2-6 31-26; 6-9 (‘I like this game,’ said young Derek) 26-23; 9-18 23-14; 15-18 27-23; 18-27 32-23; 11-15 23-19; 15-24 28-19; 8-11 (‘This is a really super game,’ my opponent kept saying) **Forms**

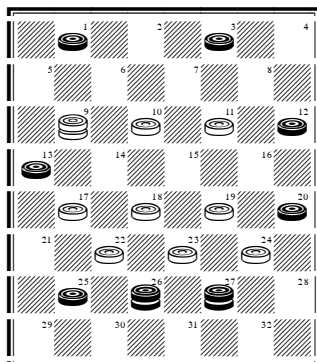
Diagram: White to move



Continue: ... 25-22 (I now had no choice; if 21-17, then 11-15 would win for Black); 7-10 14-7; 3-10 22-17; 5-9 17-13; 9-14 20-16; 11-20 13-9 (White would never make it in time); 20-24 9-6; 24-27 6-2; 27-31 2-6; 31-27 6-15; 27-24 and **Black won.** Played recently on a friendly visit. Remember the name, Derek Dalton. He lives in Rotherham, and he could be a future champion.

COLUMN NUMBER 10

Problem Number 10: By Derek Oldbury

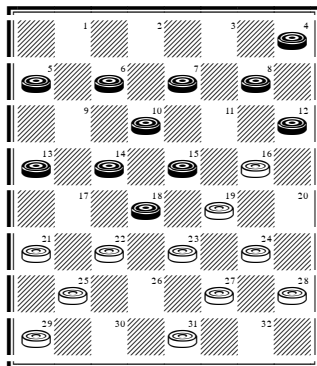


White to move and win
A little stroke

Solution To Problem Number 9: 17-22 11-15; 13-17 15-18; 28-24 18-25; 24-15 25-21; 17-22 21-17; 22-25 30-21; 15-18 17-13; 18-14 13-17; 14-18. A see-saw draw.

Game Number 10. 'Denny' Opening.

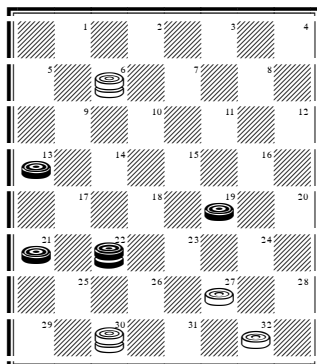
Played recently at the Kimberworth Draughts Club, in a practice game. Black: Club player; White: Derek Oldbury. Black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **10-14 22-18; 11-15** 18-11; 8-15 24-20; 6-10 28-24; 1-6 23-19; 9-13 25-22; 6-9 32-28 (now in fashion); 3-8 (14-18 is generally accepted as best) 30-25; 14-18 (the student should work out for himself why 8-11 is not good here) 20-16; 9-14 26-23 (24-20 also wins, but this is pretty); 2-6 (13-17 22-13; 8-11 is better) **Forms Diagram: White to move**



Continue: ... 16-11; 7-16 22-17 (generous); 13-22 24-20; 15-24 20-11; 8-15 27-20; 18-27 25-2 and **White won.**

COLUMN NUMBER 11

Problem Number 11: By Alf Huggins



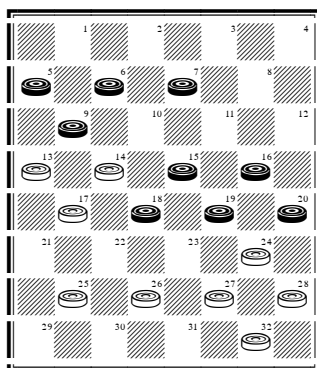
White to move and win

A masterpiece by the 1955 English Championship runner-up

Solution To Problem Number 10: ... 18-14; 27-18 22-15; 13-22 11-7; 20-27 19-16; 12-19 10-6; 1-17 9-14; 3-10 14-16; 10-19 16-32. White wins.

Game Number 11. 'Denny' Opening

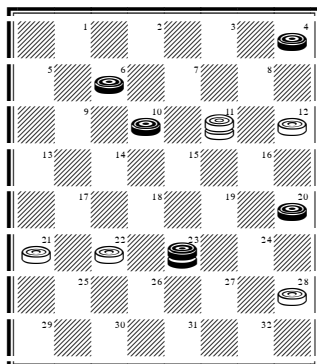
A recent game between G.H.England (Sheffield) and G.H.Whiting (Barnsley) shown to me at the Kimberworth Draughts Club by Mr England, who had black. Set up your men and start moving thus: **10-14 23-19; 11-16** 27-23; 16-20 31-27; 8-11 22-17; 11-15 17-10; 7-14 19-10; 6-15 23-19; 2-6 19-10; 6-15 (Black's idea is to tie up White's double corner pieces) 25-22; 4-8 22-17; 14-18 17-13 (White has a similar scheme); 1-6 21-17; 12-16 29-25; 8-11 26-22; 3-7 30-26; 16-19 (I began to smile, as I thought I could see what was coming) 17-14; 11-16 22-17 **Forms Diagram: Black to move**



Continue: 18-23 (now, to my surprise, Mr England moved 7-11 to a white win. 'Show me that again,' I said, and when the above position was reached, I said 'Try 18-23.') 27-2; 20-27 32-23; 9-27 2-9; 5-30, clearing eleven men from the board in one sweep. **Black wins.** An instructive coup.

COLUMN NUMBER 12

Problem Number 12: By Derek Oldbury

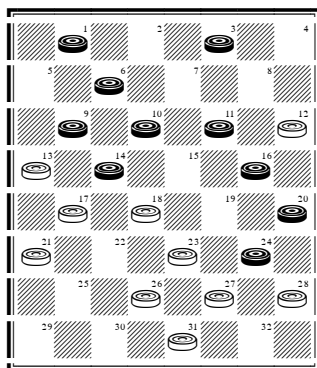


White to move and win; an exercise in tactics

Solution To Problem Number 11: ... 6-9; 22-17 30-26; 21-25 26-30; 25-29 32-28; 19-23 27-18; 17-14 30-25; 14-5 25-22 etc... **White wins.** A super piece of play. The advanced player will observe that 25-21 at the last move of the solution would permit Black to draw, and the student should try to work out how this is done.

Game Number 12. 'Dundee' Opening

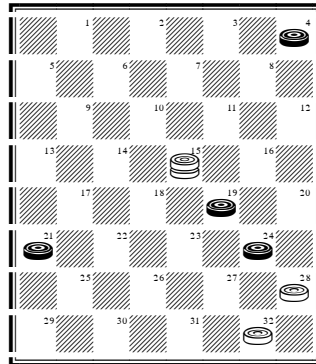
Just published is the book of the Oldbury versus Cohen match games, annotated by A.H.Russell, B.A., M.R.S.T, obtainable from the English Draughts Association secretary, Mr T.Westlake. As a sample of the play, here is the 17th game of the match. I give the score only, as the annotations are copyright. Black: Sam Cohen; White: Derek Oldbury. Set black men in squares 1 to 12; white men on squares 21 to 32. Start moving: **12-16 23-18; 16-20** 26-23; 11-15 18-11; 8-15 24-19; 15-24 28-19; 9-14 22-18; 5-9 19-16; 4-8 16-12; 8-11 25-22; 11-16 22-17; 7-11 17-13; 2-7 29-25; 10-15 25-22; 15-19 30-26; 19-24 22-17; 7-10 32-28 **Forms Diagram: Black to move**



Continue: 16-19 23-7; 14-30 28-19; 30-26 31-22; 10-14 17-10; 6-31 13-6; 1-10. **Drawn.**

COLUMN NUMBER 13

Problem Number 13: By Derek Oldbury

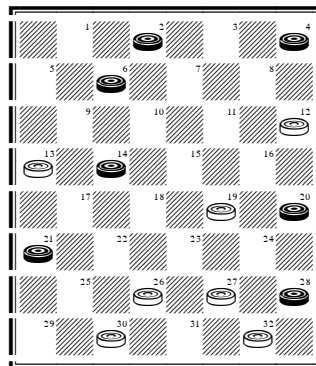


Black to move and win; delayed action

Solution To Problem Number 12: ... 22-18; 23-14 12-8; 20-24 (the only hope) 28-19; 6-9 21-17; 14-21 11-7; 4-11 7-5. White wins.

Game Number 13. 'Bristol Cross' Opening

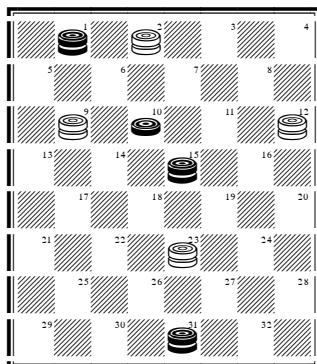
Here is a game containing a lovely 'shot' which I angled for at Bolton in the 1948 English Championship. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **11-16 23-18; 10-14** 26-23; 16-20 22-17; 7-10 17-13; 3-7 31-26; 8-11 25-22 (if 24-19 instead, the famous 'big shot' would be taken. However, this 25-22 wins for White); 14-17 (forced) 21-14; 10-17 29-25; 9-14 18-9; 5-14 22-18; 1-5 18-9; 5-14 25-22; 7-10 24-19; 11-15 28-24; 15-18 22-15; 12-16 19-12; 10-28 23-19; 17-21 **Forms Diagram: White to move**



Continue: ... 12-8; 4-11 30-25; 21-30 19-16; 30-23 16-7; 2-11 27-2. **White wins.** Today I shall be at the Oddfellows Hall, Westgate, from 2:30 pm until 7 pm, when I shall look forward to seeing as many of my draughts friends as will find it convenient to play in my simultaneous match. I am staging this in aid of the Rotherham Association for the Physically Handicapped. Please make this a date to play or watch.

COLUMN NUMBER 14

Problem Number 14: By Derek Oldbury



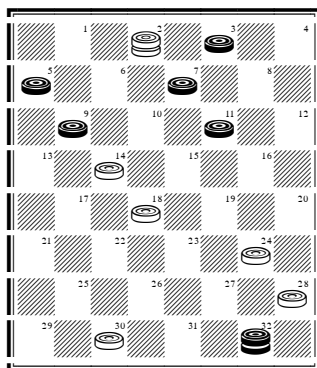
White to move and win

Not really difficult, but a little imagination is needed

Solution To Problem Number 13: 4-8 15-10; 21-25 10-7; 25-30 7-3; 8-11 3-8; 11-15 8-11; 15-18 11-16; 18-23 16-20; 23-26 (the point) 20-27; 26-31 27-24; 30-26 24-15; 31-27 32-23; 26-10. Black wins.

Game Number 14. 'Edinburgh' Opening

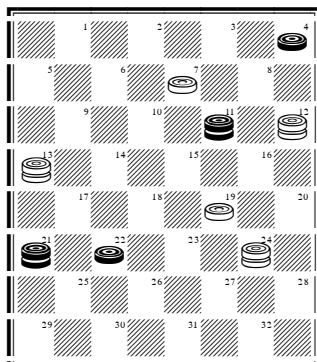
A very interesting game played recently by Sam Cohen in a handicap tournament. Mr Cohen, who is world champion at two move play, had the blacks. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **9-13 24-19** (the first moves are balloted, and not chosen by the players); **11-16** 22-18; 8-11 25-22; 16-20 28-24; 11-16 29-25; 4-8 18-14; 10-17 21-14; 6-10 25-21; 10-17 21-14; 1-6 22-18; 13-17 32-28; 6-9 (sometimes 7-10 is played, but this is adventurous) 19-15; 17-22 (a clever breakthrough) 26-17; 16-19 23-16; 12-19 15-10; 19-23 17-13; 23-32 13-6; 20-27 31-24; 2-9 10-6; 8-11 6-2 **Forms Diagram: Black to move**



Continue: 32-27 24-19; 7-10 14-7; 3-10 2-6; 10-14 6-13; 14-23 13-17; 5-9 19-15; 11-18 17-14. Neatly drawn. This was the only game played by Mr Cohen that did not result in a win.

COLUMN NUMBER 15

Problem Number 15: By Derek Oldbury

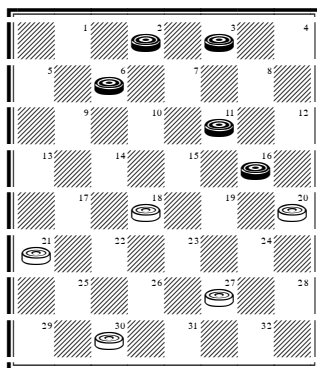


White to move and win
Deception

Solution To Problem Number 14: ... 9-6; 1-5 12-16 (starting a long trip); 5-1 16-20; 1-5 23-27; 31-24 20-27; 5-1 27-23; 1-5 23-26; 5-1 26-30; 1-5 30-25; 5-1 25-21; 1-5 21-17; 5-1 17-13 (arrival); 1-5 13-9; 5-14 2-7. White wins.

Game Number 15. 'Defiance' Opening

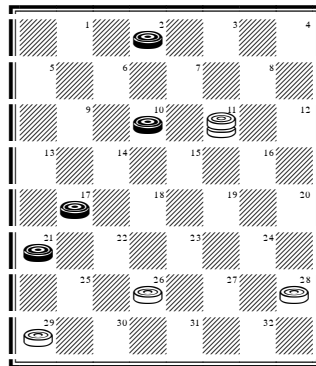
A game from my recent simultaneous display. Black: Derek Oldbury; White: F.Buckby (Sheffield). Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **11-15 23-19; 9-14** 27-23 (said to restrict Black's choice of attacks, but I found a new one); 8-11 22-18; 15-22 25-9; 5-14 29-25; 11-15 25-22; 4-8 24-20; 15-24 28-19; 10-15 19-10; 6-15 22-18; 15-22 26-10; 7-14 31-27; 8-11 23-18 (my opponent was obviously playing merely for a draw); 14-23 27-18; 12-16 (this move and my next surprised the onlookers) 32-27; 1-6 **Forms Diagram:**
White to move



Continue: ... 27-23 (much deep study went into this move, but still it was of no avail; 18-14 would draw); 6-9 30-26; 2-6 26-22; 9-13 21-17; 6-9 (the killer) 17-14; 16-19. **Black won.**

COLUMN NUMBER 16

Problem Number 16: By Derek Oldbury

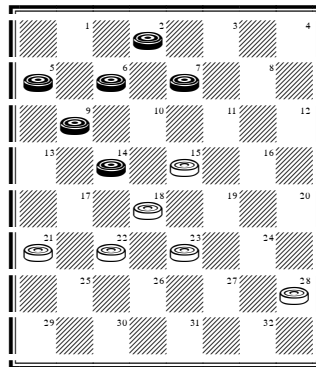


White to move and win
Just a little snap

Solution To Problem Number 15: ... 7-3; 11-16 12-8; 16-23 13-17; 21-14 24-19; 23-16 8-11; 16-7 3-26. White wins.

Game Number 16. 'Double Corner' Opening

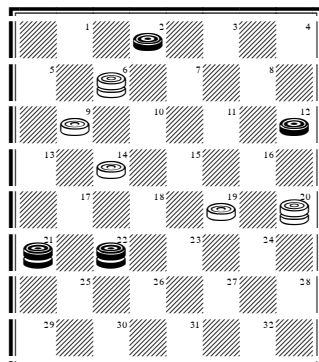
Black: Derek Oldbury; White: H. Birks. Kimberworth Evening Institute Draughts Club. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **9-14 22-18; 5-9** 24-19; 11-15 18-11; 8-24 28-19; 4-8 25-22; 8-11 22-18; 11-16 29-25; 7-11 25-22 (18-15 is quite good); 1-5 (10-15 is usual, but I thought I would try an old chestnut) 27-24; 16-20 32-28; 20-27 31-24; 11-16 19-15; 10-19 24-15; 16-19 23-16; 12-19 26-23; 19-26 30-23; 3-7 **Forms Diagram: White to move**



Continue: ... 28-24 (a losing move); 9-13 18-9; 5-14 15-11 (desperation); 7-16 24-20; 16-19 23-16; 6-10 16-11; 10-15. **Black captures the man on 22 and wins.** Another game from the exhibition.

COLUMN NUMBER 17

Problem Number 17: By Derek Oldbury

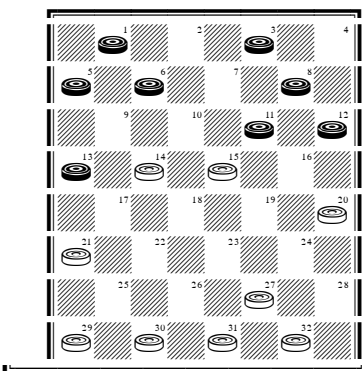


White to move and win
Making a quick getaway

Solution To Problem Number 16: ... 28-24; 10-14 11-15; 2-6 24-20 (unlikely, but essential); 6-9 15-19 (here also); 14-18 29-25; 21-30 19-15; 30-23 15-6. White wins.

Game Number 17. 'Edinburgh' Opening

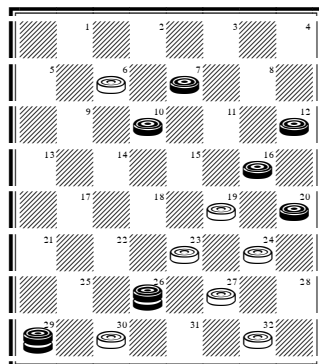
Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **9-13 22-18; 12-16** 24-20 (the beginner is often told to try to move towards the centre, and so he finds moves like this confusing. The idea is to tie up Black in the single corner); 8-12 (to get 16-19 in next, and free the position) 28-24 (mama won't allow); 4-8 (10-15 will not draw) 18-14 (Black was ready for 24-19, with 10-15); 10-17 21-14; 16-19 (if 6-10, White would reply 24-19; an easy win) 24-15; 11-18 26-22; 6-9 (a loss, but it must be carefully met) 22-15; 9-18 23-14; 2-6 25-21 (necessary); 7-11 **Forms Diagram: White to move**



Continue: ... 14-10; 11-18 30-25; 6-15 21-17; 13-22 27-23; 18-27 25-4. **White wins.** An original trap.

COLUMN NUMBER 18

Problem Number 18: By Derek Oldbury

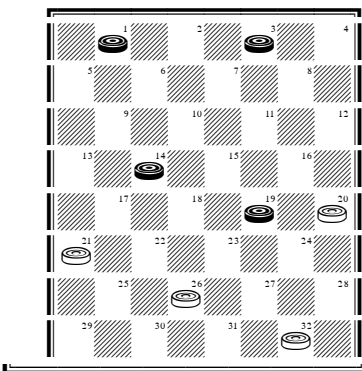


White to move and draw
A practical touch for the amateur

Solution To Problem Number 17: ... 6-10; 22-18 9-6; 18-9 19-16; 12-19 10-14; 9-18 20-16; 2-9 16-5. White wins.

Game Number 18. 'Defiance' Opening

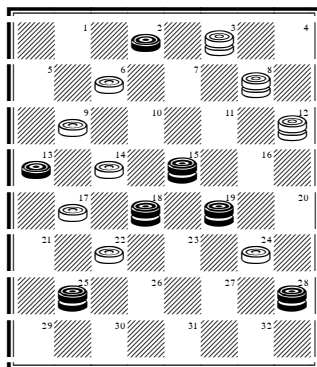
A game played in a recent match, Kimberworth v Sheffield. Black: Derek Oldbury (Kimberworth); White: T.F.Russell (Sheffield). Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **11-15 23-19; 9-14** 27-23; 8-11 22-18; 15-22 25-9; 5-14 29-25; 11-15 25-22; 4-8 24-20; 15-24 28-19; 10-15 19-10; 6-15 22-18; 15-22 26-10; 7-14 31-26 (see Game Number 15 for 31-27 at this stage); 8-11 26-22; 11-15 22-17; 2-7 17-10; 7-14 30-26; 15-19 23-16; 12-19 **Forms Diagram: White to move**



Continue: ... 26-22 (evidently thinking this would squeeze through); 19-23 22-18; 1-5 18-9; 5-14 32-28; 23-26 28-24; 26-31 24-19; 31-27 19-15; 27-23 15-10; 23-18 20-16; 18-15 10-6; 3-8 (ends it quickly and neatly) 16-12; 15-18 12-3; 14-17 21-14; 18-2. **Black wins.**

COLUMN NUMBER 19

Problem Number 19: By Derek Oldbury

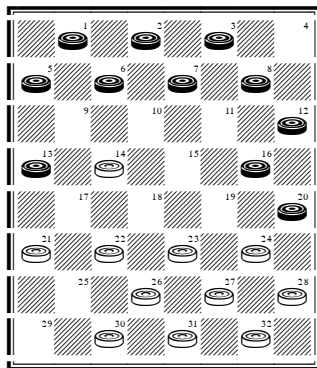


White to move and win
One to beat the experts

Solution To Problem Number 18: ... 30-25; 29-22 23-18; 22-15 6-2 (an instructive theme); 16-23 27-11; 7-16 2-6; 20-27 32-23; 26-19 6-24. Drawn.

Game Number 19. 'Edinburgh' Opening

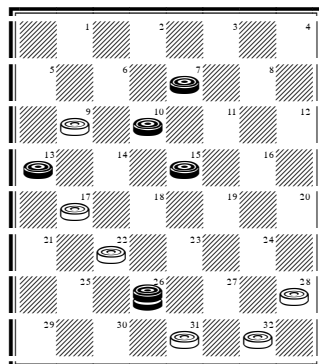
From my store of 'secret weapons'. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **9-13 22-18; 12-16** 25-22; 8-12 29-25 (it is usually strong play to develop this piece quickly); 16-20 18-14; 10-17 21-14; 4-8 (Black tries the same idea, but gets bitten) 25-21; 11-16 **Forms Diagram: White to move**



Continue: ... 14-10 (springing the trap); 7-14 22-17; 13-22 26-10; 6-15 23-19; 16-23 27-4; 20-27 32-23. **White wins.**

COLUMN NUMBER 20

Problem Number 20: By Ken Marriott

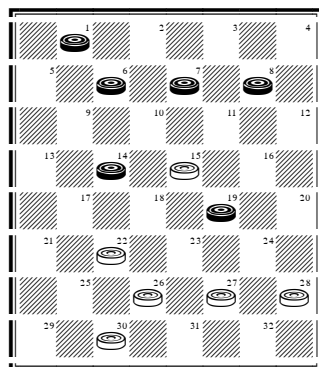


Black to move and draw
A handy crossboard position

Solution To Problem Number 19: ... 12-16; 19-12 14-10; 28-19 3-7 (sacrifice de-luxe); 2-11 17-14; 12-3 6-1; 15-6 9-2; 18-9 2-7 (climax); 3-10 1-5; 25-18 5-14. White wins. If you solved this one, then you really can play draughts.

Game Number 20. 'Cross' Opening

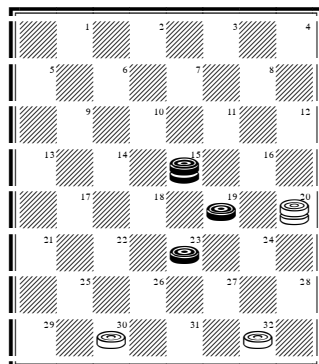
Sam Cohen, the world champion, contributes the following game which he played recently in a lightning handicap tournament. Black: Sam Cohen; White: S. Leschinsky. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **11-15 23-18; 12-16** (a balloted opening favouring White, because the single corner is weakened by this early exchange) 8-11; 8-15 24-19 (eases the situation for Black, and it is interesting to see how the master takes the initiative after this point); 16-23 27-11; 7-16 28-24; 16-19 (always a key square in defence) 24-15; 10-19 21-17; 4-8 17-14; 9-18 22-15; 5-9 25-22; 9-14 (flawless development) 29-25; 3-7 31-27; 7-11 32-28; 11-18 22-15; 2-7 25-22 **Forms Diagram: Black to move**



Continue: 14-18 30-25; 7-11 22-17; 11-16 17-14; 8-12 26-22; 19-23 15-11; 23-32 22-15; 32-27 14-10; 27-23 11-7; 6-9 15-11. **Drawn.** A good game.

COLUMN NUMBER 21

Problem Number 21: By Derek Oldbury

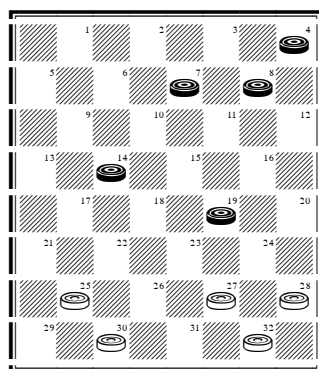


White to move and win; meeting an unusual defence

Solution To Problem Number 20: 26-30 9-6; 30-25 6-2; 25-18 2-11; 13-22 32-27; 22-25 (for 15-19 would lose by 31-26) 27-23; 18-27 31-24; 15-18 11-7; 10-14 7-10; 25-30 10-17; 18-22 17-26; 30-23 24-19; 23-16 28-24. Drawn.

Game Number 21. 'Kelso' Opening

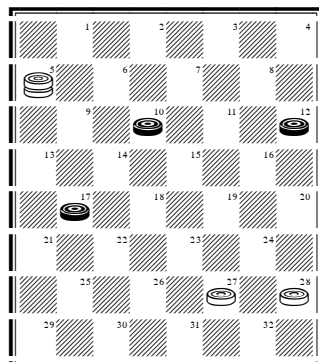
A game I win quite often when I have the whites. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **10-15 21-17; 11-16** 17-13; 16-19 (the master players shun this move, and wisely) 23-16; 12-19 22-18 (White forces the pace from here on); 15-22 24-15; 7-11 25-18; 9-14 18-9; 11-18 29-25 (giving Black no respite); 5-14 26-22; 3-7 22-15; 7-11 31-26; 11-18 26-22; 2-7 22-15; 6-9 13-6; 1-19 **Forms Diagram: White to move**



Continue: ... 27-24; 7-11 24-15; 11-18 28-24; 8-11 24-19; 18-23 25-22 (having forced Black on to square 23, White now breaks through); 4-8 22-18; 14-17 18-14; 8-12 14-9; 17-22 9-6; 22-26 6-2; 26-31 2-7; 31-27 (a life saver) 7-16; 27-24 16-20; 24-15 20-24; 12-16 24-20 and now 16-19 is a loss, forming Problem Number 21 above, but 15-11 **Draws**. The student should run through this game several times, as it teaches some valuable ideas in tactics.

COLUMN NUMBER 22

Problem Number 22: By Derek Oldbury

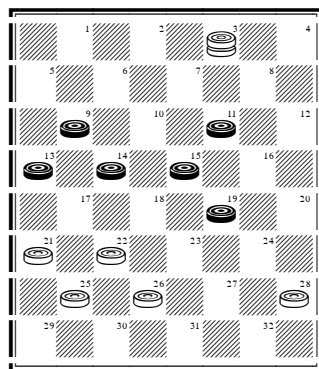


White to move and win; an old theme

Solution To Problem Number 21: ... 20-16; 15-10 30-25; 10-14 25-22; 14-9 22-18; 9-13 18-15; 13-17 15-11; 17-14 11-8; 14-17 8-3; 17-22 3-7; 22-17 7-10; 17-22 32-28 (at last); 22-18 16-11. White wins.

Game Number 22. 'Dyke' Opening

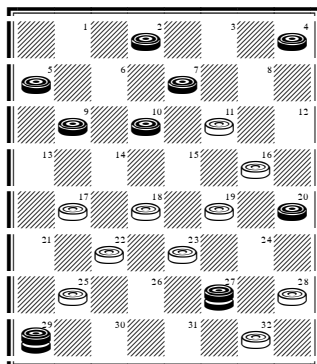
This week I show a vital improvement on the practice of the old masters. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **11-15 22-17; 15-19** 24-15; 10-19 23-16; 12-19 25-22; 8-11 30-25; 4-8 22-18; 11-16 17-14; 8-12 27-23; 16-20 23-16; 12-19 25-22; 9-13 29-25; 6-9 32-27; 1-6 27-24; 20-27 31-15; 7-10 14-7; 3-19 18-15; 9-14 15-11; 6-10 11-8; 2-7 8-3; 5-9 (14-17 will draw also) 3-8; 10-15 8-3; 7-11 (this ending is thought to be strong for Black, and most players handling whites try to avoid it) **Forms Diagram: White to move**



Continue: ... 3-8 (my move, starting a forceful combination which has been overlooked by all the great players of the past two centuries); 14-18 (forced; if 11-16, then 8-12 White wins) 21-17; 18-23 (19-24 no better) 17-14; 9-18 8-3; 23-30 3-7; 30-21 7-14. **Drawn.** Throws new light on an ancient opening.

COLUMN NUMBER 23

Problem Number 23: By Derek Oldbury

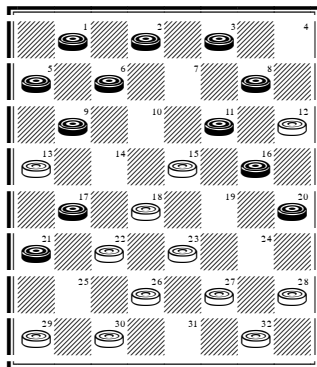


White to move and win
A triple stroke

Solution To Problem Number 22: ... 5-9; 17-21 9-6; 10-14 6-9; 14-17 9-13; 17-22 13-17; 22-25 17-22; 25-29 22-26; 29-25 28-24; 25-30 26-22; 12-16 24-20; 16-19 20-16; 21-25 (a desperate wriggle) 22-29; 30-26 29-25; 26-31 27-23 (puts the lid on it); 19-26 25-30. White wins.

Game Number 23. 'Dundee' Opening

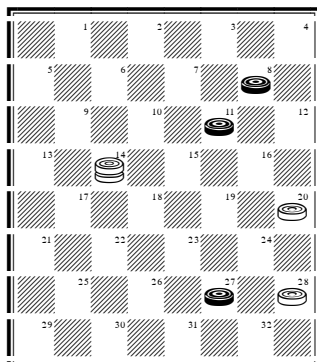
The following giant trap, by A.C.Hews, will please the novice. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **12-16 21-17; 16-20** 17-13; 10-14 23-19; 14-17 19-16; 17-21 16-12; 11-16 22-18; 8-11 25-22; 7-10 26-23; 4-8 24-19; 10-14 19-15; 14-17 31-26 (the stage is set) **Forms Diagram: Black to move**



Continue: 21-25 30-14; 16-19 23-7; 3-19 12-3; 19-24 28-19; 2-7 3-10; 6-31 13-6; 1-17 22-13; 31-15. **Black wins.** A fine coup which removes eighteen pieces in one sweep.

COLUMN NUMBER 24

Problem Number 24: By Derek Oldbury

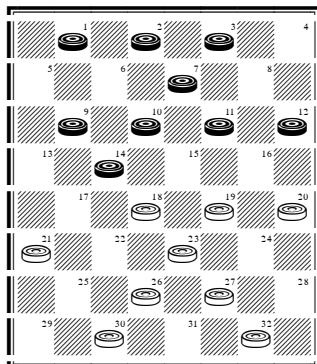


White to move and win
A little teaser

Solution To problem Number 23: ... 11-8; 4-11 17-14; 10-26 28-24; 29-15 19-3; 27-18 16-7; 2-11 3-8; 20-27 32-14; 9-18 8-31. White wins.

Game Number 24. 'Defiance' Opening

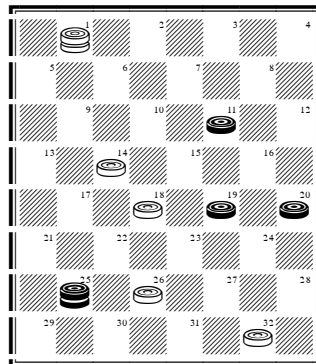
Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **11-15 23-19; 9-14** 27-23; 8-11 22-18; 15-22 25-9; 5-14 29-25; 11-15 25-22; 6-9 (I usually play 4-8, and it is best) 24-20; 15-24 28-19; 4-8 (Black should avoid this type of formation, as you will see) 22-18 (White grips the centre); 8-11 31-27 (baiting the trap) **Forms Diagram: Black to move**



Continue: 10-15 (Black falls) 19-10; 2-6 18-15; 11-18 30-25; 6-15 21-17; 14-30 23-5; 30-23 27-2. **White wins.** Shown to me by Ben Oldman, the celebrated problemist.

COLUMN NUMBER 25

Problem Number 25: By Derek Oldbury

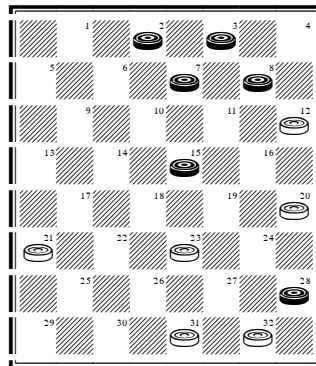


White to move and win
Forcing tactics

Solution To Problem Number 24: ... 28-24; 11-15 14-10; 15-18 20-16; 8-12 10-14 (ouch); 12-28 14-32. White wins.

Game Number 25. 'Kelso' Opening

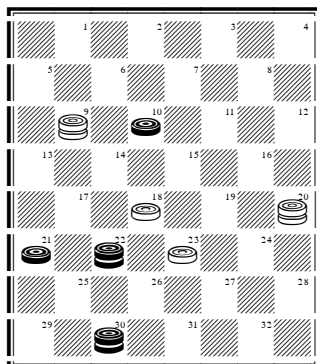
Played in a team match at Bristol. My opponent is a well known Welsh expert. Black: Derek Oldbury; White: Willie Edwards. Move: **10-15 24-20; 6-10** (not often played, as it leads to a complex midgame) 28-24; 1-6 23-19; 15-18 22-15; 11-18 26-22; 12-16 (heading for the woods) 19-12; 9-14 22-15; 10-28 25-22; 6-10 27-23; 8-11 22-18; 4-8 18-9; 5-14 29-25; 11-15 25-22; 14-18 (White has played well, and Black must now secure the draw) 23-14; 10-26 30-23 **Forms Diagram: Black to move**



Continue: 8-11 (the student should take note of Black's timing from this point) 21-17; 11-16 20-11; 7-16 17-14; 15-18 14-9; 18-27 31-24; 2-7 9-6; 7-11 6-2; 16-20 24-19; 20-24 2-6; 11-16 19-15; 16-19 15-11; 19-23 11-7; 3-10 6-15; 24-27. **Drawn.**

COLUMN NUMBER 26

Problem Number 26: By Derek Oldbury

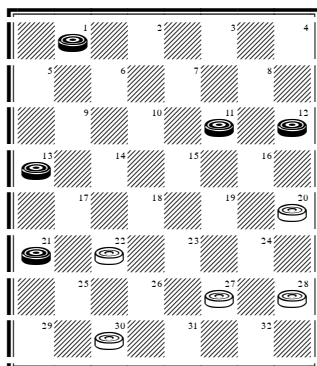


White to move and draw
A lesson in single corner herding

Solution To Problem Number 25: ... 1-6; 25-30 26-22; 30-26 6-10; 26-17 18-15; 11-18 10-15; 17-10 15-24; 20-27 32-7. White wins.

Game Number 26. 'Denny' Opening

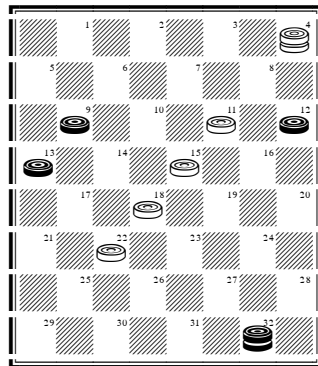
An original game played in the semi-final of the 1948 Masters correspondence tourney; E.C. Whiting (present British correspondence champion) having the white pieces, and J. Thorpe (London) the black pieces. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **10-14 24-20; 7-10** (the 3-move ballot) 22-18; 9-13 (considered safest, though 11-16 will draw) 18-9; 5-14 28-24; 11-15 23-19; 8-11 26-22 (a new attack at the time); 14-18 (correct reply) 31-26; 4-8 32-28; 10-14 19-10; 6-15 26-23; 3-7 21-17; 14-21 23-14; 15-19 24-15; 11-18 22-15; 7-10 14-7; 2-18 25-22; 18-25 29-22; 8-11 **Forms Diagram: White to move**



Continue: ... 28-24 (White has several strong attacks, but the text seems strongest); 1-6 24-19; 6-10 22-18; 13-17 30-26; 21-25 26-23; 11-16 (Black finds the right move) 20-11; 17-21 11-7; 25-30 7-2; 30-26 19-16 (clearing the position as White, a piece up, cannot retain it); 26-19 27-23; 19-26 2-6; 12-19 6-24. **Drawn.**

COLUMN NUMBER 27

Problem Number 27: By Derek Oldbury

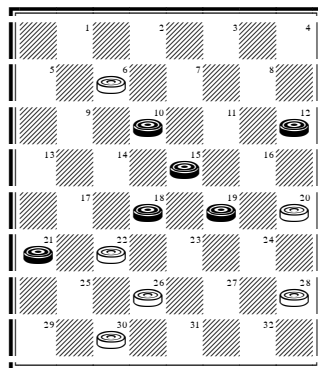


White to move and win
Handy manoeuvres to know

Solution To Problem Number 26: ... 9-6 (18-14 would lose); 22-15 23-19; 15-24 20-27; 10-14 27-23 (6-9 would lose); 14-17 6-9; 30-25 23-26; 25-22 26-30; 22-18 9-13; 18-22 13-9. A see-saw draw.

Game Number 27. 'Edinburgh' Opening

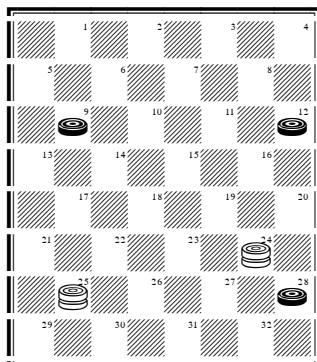
An original block trap which I have used successfully in my play. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **9-13 22-17; 13-22** 25-18; 11-15 18-11; 8-15 21-17; 4-8 23-19; 5-9 17-13; 8-11 29-25; 9-14 26-23 (best in my view); 1-5 25-22 (improves published analysis); 14-17 (6-9 is very hard to draw) 31-26; 11-16 (other moves lose) 23-18; 16-23 18-11; 7-16 27-18; 10-14 (as good as any) 18-9; 5-14 24-20; 16-19 20-16; 3-7 (of course, if 3-8, then 22-18 wins) 32-27; 7-11 16-7; 2-11 27-24; 11-15 24-20; 6-10 (17-21 is correct) 13-9; 17-21 9-6; 14-18 **Forms Diagram: White to move**



Continue: ... 6-2; 18-25 2-7; 10-14 7-11; 14-18 20-16; 25-29 26-22; 18-25 11-18; 19-23 18-27; 12-19 28-24; 19-28 27-32. White wins.

COLUMN NUMBER 28

Problem Number 28: By Derek Oldbury

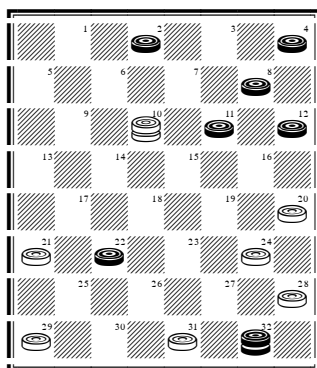


Black to move and win
An endgame study with subtle points

Solution To Problem number 27: ... 15-10; 32-27 10-6; 27-23 6-1; 23-14 1-5 (easy so far); 12-16 11-8 (not so obvious); 16-19 8-3; 19-23 4-8; 23-26 8-11; 26-30 11-15; 30-26 (if 30-25, then 15-10 wins) 3-7; 26-17 7-10; 14-7 5-21. White wins.

Game Number 28. 'Double Corner' Opening

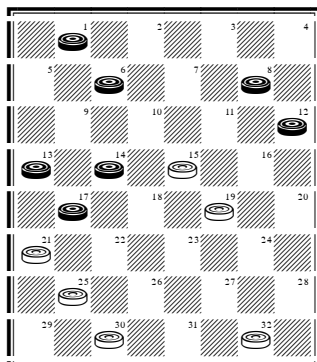
A fine trap by Basil Case, the American star. Set black men on squares 1 to 12; white men on squares 21 to 32. Start moving: **9-14 23-19; 11-16** 26-23; 5-9 22-17; 8-11 24-20; 1-5 25-22; 9-13 28-24; 3-8 30-26; 5-9 (into the trap: 14-18 is also a loss, and the reader should work out how to beat it) 32-28 (very surprising, and the only move which will force a win); 14-18 22-15; 11-18 23-5; 16-32 (if 16-30, then 20-16 wins for White) 5-1; 13-22 26-17; 7-11 17-14; 10-17 1-10; 17-22 **Forms Diagram: White to move**



Continue: ... 24-19 (essential); 11-15 21-17; 15-24 28-19; 32-28 19-15; 28-32 17-13; 32-28 13-9; 28-32 31-27; 32-23 15-11; 8-15 10-17. White wins.

COLUMN NUMBER 29

Problem Number 29: By Ken Marriott

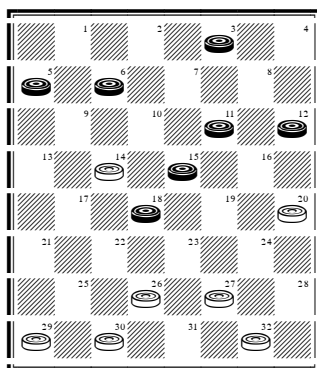


Black to move and win; a practical touch

Solution To Problem Number 28: 12-16 (crowning the man on 28 will not do) 24-20; 16-19 20-24; 19-23 25-22; 28-32 24-19; 23-27 19-23; 27-31 22-17 (trying to force 9-13, which would only draw); 31-27 23-26; 32-28 26-22 (looks as if White must surely succeed); 27-23 17-13; 9-14 22-18; 14-17 (the ace) 18-27; 28-32 13-22; 32-23. Black wins.

Game Number 29. 'Double Corner' Opening

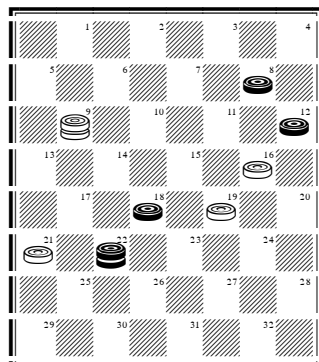
Played when I was still a teenager; my opponent a noted correspondence expert. Black: D. Oldbury; White: R. J. Smith. Move: **9-14 23-19; 14-18** 22-15; 11-18 26-22; 7-11 22-15; 11-18 19-15; 10-19 24-15; 8-11 15-8; 4-11 (all these early exchanges have a definite motive: to gain control of the centre) 21-17; 6-10 28-24; 2-7 (retarding 30-26, because of 18-23 in reply) 25-21; 10-15 24-20 (Black threatened 11-16 next); 1-6 31-26 (if 30-26, then 12-16 draws); 7-10 (not 18-22, of course) 17-14; 10-17 21-14 **Forms Diagram: Black to move**



Continue: 3-7 29-25; 15-19 14-10; 6-15 26-23; 19-26 30-14; 15-19 25-22; 11-15 (making a neat getaway) 32-28; 7-11 27-24; 19-23 24-19; 15-24 28-19; 23-26 22-18; 26-30 19-15; 30-26 15-8; 26-22. Drawn.

COLUMN NUMBER 30

Problem Number 30: By J. F. Rowberry



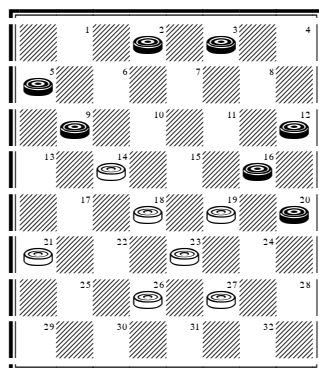
Black to move and win

A neat endgame from a Scottish reader

Solution To Problem Number 29: 6-10 15-6; 1-10 30-26; 8-11 32-28; 11-15 26-23 (25-22 is similar); 15-24 28-19; 12-16 19-12; 10-15 23-19; 15-24 12-8; 24-27 8-3; 27-31 3-7; 31-26 7-10; 26-30 10-15; 14-18 21-14; 30-21 15-22; 21-17. Black wins.

Game Number 30. 'Double Cross' Opening

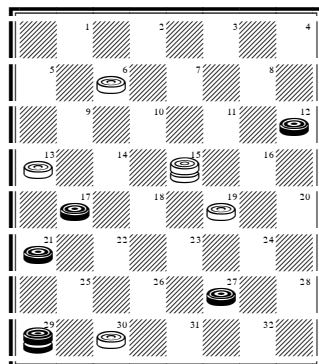
A simultaneous exhibition game. Black: Club player; White: D. Oldbury. Move: **9-14 23-18; 14-23 27-18** (I handicap myself by choosing an opening which is strong for Black); 12-16 18-14; 10-17 21-14; 11-15 (less well known than 6-9, and perhaps played for that reason) 24-19; 16-23 26-10; 6-15 22-18; 15-22 25-18; 8-11 28-24; 11-16 29-25 (you will observe that almost every move I make in this game is towards the centre); 4-8 25-21 (an exception, and significant); 1-6 30-26; 16-20 24-19; 6-9 26-23; 8-12 32-27; 7-11 31-26; 11-16 (an important situation which the student should grasp well) **Forms Diagram: White to move**



Continue: ... 14-10 (vital); 9-14 18-9; 5-14 26-22; 14-18 22-15; 2-7 10-6; 3-8 15-10 (this also); 7-14 19-15; 16-19 23-16; 12-19 6-2; 14-18 2-7; 8-12 7-10. Drawn.

COLUMN NUMBER 31

Problem Number 31: By Derek Oldbury



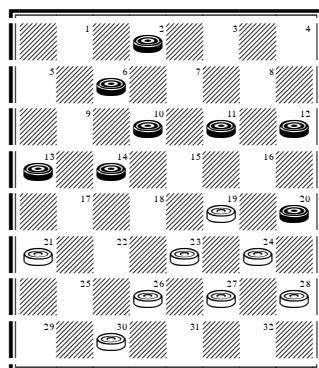
Black to move and draw

An escape from a seemingly lost position which will baffle the experts

Solution To Problem Number 30: 18-23 9-13; 23-27 21-17; 22-18 13-9; 27-32 17-13; 32-27 9-6; 18-14 6-2; 14-10 13-9; 10-6 9-5; 6-1. Black wins.

Game Number 31. 'Denny' Opening

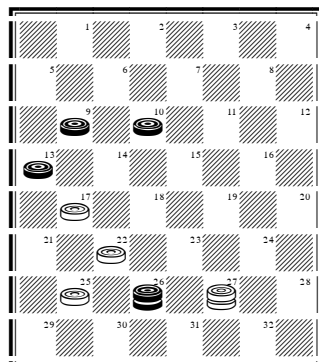
Played by correspondence between E. C. Whiting (Black) and J. Thorpe (White). Move: **10-14** **24-20; 7-10** (the 3 move ballot) 22-18; 11-16 (varies from Game 26, and was considered doubtful) 20-11; 8-22 25-18; 4-8 28-24; 8-11 24-19; 9-13 18-9; 5-14 29-25; 3-7 25-22; 1-5 (the saving move) 22-18; 11-16 18-9; 5-14 27-24 (here 23-18 etc... is strongest, and Black has to pick his moves out carefully to draw); 16-20 31-27; 7-11 32-28 **Forms Diagram: Black to move**



Continue: 11-15 (this move was starred at the time, but 11-16 has since been shown to draw easily) 19-16; 12-19 23-16; 14-18 26-23; 18-22 16-11; 22-26 11-8; 26-31 8-3; 31-26 23-19; 26-22 3-8; 15-18 21-17; 22-25 30-21; 13-22 8-11; 22-25 19-16; 18-23 27-18; 20-27 16-12; 6-9 11-16; 27-31 12-8; 25-30 8-3; 31-26 3-8; 26-23 16-11; 23-14 11-7; 2-11 8-13; 30-26. **Drawn.** A nice ending to an original game.

COLUMN NUMBER 32

Problem Number 32: By Derek Oldbury

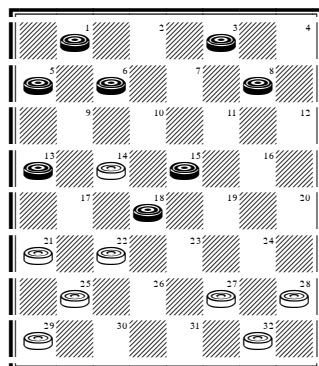


White to move and draw
A neat escape

Solution To Problem Number 31: 27-32 6-2; 29-25 13-9; 25-22 9-5; 22-26 30-23; 32-27 15-18; 17-22 18-25; 21-30 23-18; 30-26 5-1; 26-23. Drawn.

Game Number 32. 'Edinburgh' Opening

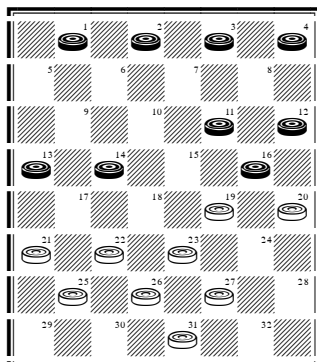
A correspondence game played in a British semi-final. Black: E. C. Whiting; White: J. Thorpe. Move: **9-13 22-18; 6-9** (a hard game for Black) 18-14 (of all White's strong attacks this seems best); 9-18 23-14; 10-17 21-14; 12-16 26-22; 11-15 24-20; 7-11 (16-19 is also shown to draw) 31-26 (a popular attack at the time); 2-6 25-21; 15-18 22-15; 11-18 20-11; 8-15 30-25; 4-8 26-22 **Forms Diagram: Black to move**



Continue: 13-17 (a necessary sacrifice) 22-13; 15-19 21-17; 8-11 25-21; 18-22 27-24; 3-8 24-15; 11-18 28-24; 8-12 24-19; 22-26 32-28; 26-31 28-24; 31-27 24-20; 27-24 19-15; 6-9 (Black now regains his lost piece) 13-6; 1-19 20-16; 19-23 16-11; 24-19 11-7; 19-15 7-2; 15-11 14-9; 5-14 17-10; 23-26 21-17; 26-30 17-14; 12-16 10-6; 16-20 6-1; 18-22. Drawn.

COLUMN NUMBER 33

Problem Number 33: By Derek Oldbury

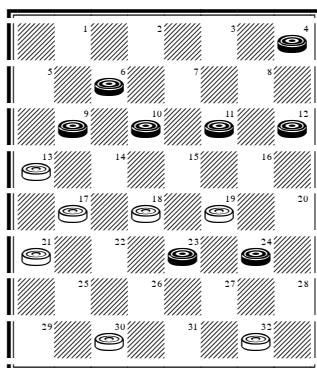


*Black to move and draw
From actual play*

Solution To Problem Number 32: ... 17-14; 10-17 25-21; 9-14 27-31; 26-30 31-27; 17-26 27-31.
Drawn.

Game Number 33. 'Kelso' Opening

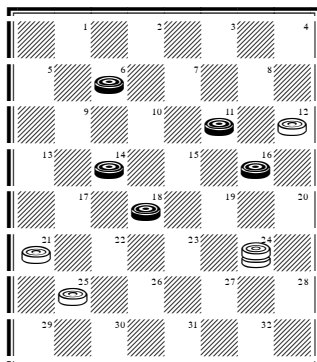
A correspondence game played in a British 3 move championship. Black: Graham Davies; White: E. C. Whiting. Move: **10-15 21-17; 7-10** (known as the 'Octopus' opening, and very hard for Black) 17-14 (perhaps the strongest attack); 10-17 22-13; 9-14 (always considered a losing move, but Black thought he would draw with it) 24-20; 6-10 25-21; 3-7 28-24; 1-6 (this formation seems forced) 23-19; 15-18 29-25; 11-16 20-11; 7-23 26-19; 5-9 31-26; 18-23 27-18; 14-23 25-22; 2-7 24-20; 7-11 20-16 (White goes a piece down in order to gain a winning position); 11-20 22-18; 8-11 26-22; 20-24 22-17 **Forms Diagram: Black to move**



Continue: 12-16 19-12; 10-15 17-14; 15-22 14-5; 11-16 5-1; 6-10 1-6; 10-15 6-10; 15-19 10-15; 16-20 15-10; 24-28 10-14; 19-24 14-18. **White wins.**

COLUMN NUMBER 34

Problem Number 34: By Ken Marriott



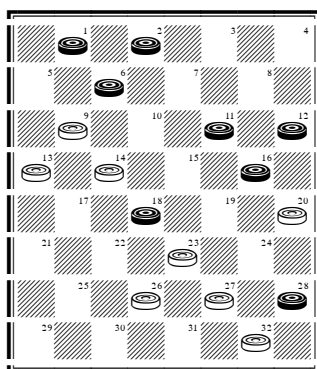
Black to move and win

A very nicely concealed and forced win by the young Kimberworth player

Solution To Problem Number 33: 1-5 (if 3-8, then 19-15 White wins) 22-18; 3-8 18-9; 5-14 25-22; 14-18 22-15; 11-18 20-11; 8-24 27-20; 18-27 31-24; 2-7. Drawn.

Game Number 34. 'Wagram' Opening

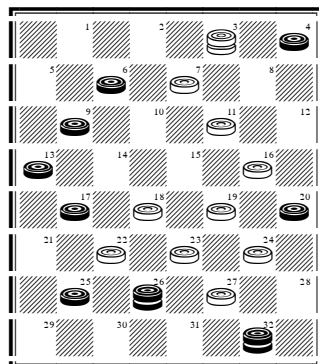
In the semi-final of the recent British Championship, the two Yorkshire hopes, Derek Oldbury and Fred Bucklow, clashed. Oldbury won the heat 2-0 and two draws after an exciting encounter. Here is the first of the four games. I had the blacks. Move: **11-15 24-20; 9-13** (I mix it up) 22-17 (Bucklow steers into the old 'Wagram' opening for safety); 13-22 25-11; 8-15 21-17; 5-9 17-13; 4-8 29-25; 9-14 25-22; 8-11 28-24; 3-8 23-18; 14-23 27-18 (well known play to here, usually ending in a tame draw); 10-14 18-9; 7-10 (seeking complications) 24-19 (best to return the piece); 15-24 22-18; 24-28 26-23; 12-16 31-27; 8-12 30-26; 10-15 18-14; 15-18 (both sides need release from a cramped position) **Forms Diagram: White to move**



Continue: ... 14-10; 6-15 23-14; 16-19 27-24 (forced); 1-5 14-10; 5-14 10-6; 2-9 13-6; 14-18 6-2; 11-16 (you will note this is best) 20-11; 18-23 26-22; 12-16 24-20; 23-27 32-23; 19-26. Drawn. An original game.

COLUMN NUMBER 35

Problem Number 35: By Derek Oldbury

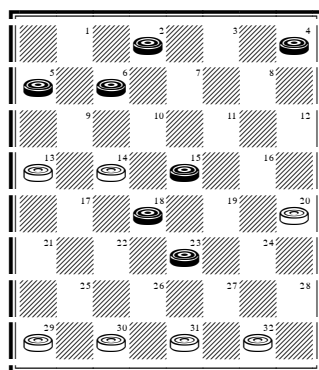


White to move and win; a pleasing stroke

Solution To Problem Number 34: 6-9 12-8; 16-20 24-19; 9-13 19-15; 20-24 15-22; 14-18 22-15; 11-18 8-3; 24-27 3-7; 27-31 7-10; 31-26 10-15; 26-22 21-17; 22-29 15-22; 29-25 22-29; 13-22. Black wins.

Game Number 35. 'Ayrshire Lassie' Opening

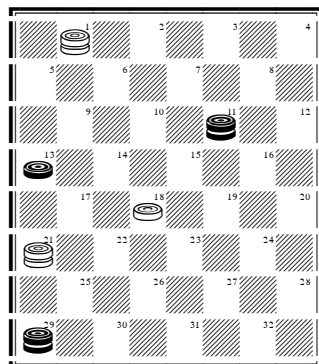
The second game of the Oldbury versus Bucklow semi-final heat from the British Championship. Mr Bucklow had the blacks. Move: **11-15 24-20; 8-11** 28-24; 3-8 (my opponent selects a popular attack) 23-19; 9-14 26-23; 5-9 22-17; 1-5 17-13; 14-18 23-14; 9-18 21-17; 11-16 17-14 (a surprise move which offers Black a chance to huff me – but it would lose!) 20-11 (Mr Bucklow compels me to retract my 17-14 move and execute the jump – this is all within the rules of the game*); 7-23 24-20; 15-19 (new to me) 25-21; 19-24 17-14; 10-17 21-14; 12-16 (nothing better) 20-11; 8-15 27-20 **Forms Diagram: Black to move**



Continue: 15-19 (there was an easy draw by 23-26, but my opponent thought he could press me with the move played) 29-25; 4-8 13-9 (an unforeseen sacrifice); 6-13 14-10; 19-24 31-26; 5-9 26-19; 9-14 19-16; 8-12 16-11; 24-27 32-23; 18-27 11-8; 14-18 25-22; 18-25 30-21. **White wins.** [* Thank goodness the huff rule is now obsolete! RJP]

COLUMN NUMBER 36

Problem Number 36: By Derek Oldbury



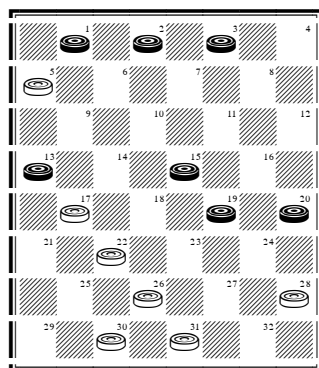
White to move and win; a delayed sacrifice

Solution To Problem Number 35: ... 18-14; 9-18 23-14; 32-23 16-12; 20-27 12-8; 23-16 14-10; 6-15 7-2; 16-7 2-18; 4-11 18-23; 26-19 3-8; 17-26 8-29. White wins.

Game Number 36. 'Bristol Cross' Opening

One of the most interesting entrants to the recent British Championship tournament was the reigning Irish champion, Joe Gilliland; my opponent in the quarter-finals. Here is the game which won the set. Black: Derek Oldbury; White: Joe Gilliland. Move: **11-16 23-18; 9-14** (a startling cut which I introduced successfully in the 1950 Scottish Open Championship) 18-9; 5-14 24-19; 16-23 27-9; 6-13 22-18; 8-11 25-22; 4-8 29-25; 12-16 18-14; 10-17 21-14; 11-15 (keeping the initiative) 25-21; 8-12 32-27; 15-19 (starting an unusual attack) 14-9; 7-10 27-23; 10-15 (very surprising to the onlookers) 21-17 (the Irishman picks the only move, as 23-18 is trapped by 3-7 in reply); 16-20 23-16; 12-19 9-5 (into the hole, and what I angled for) **Forms**

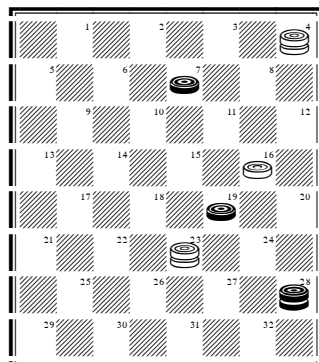
Diagram: Black to move



Continue: 2-6 26-23; 19-26 30-23; 6-9 (my opponent saw his doom, and resigned here) 28-24; 20-27 31-24; 3-7 23-18; 7-11. **Black wins.** After seeing this game, in which I attacked vigorously throughout, it is rather curious to read in a current draughts periodical that Oldbury relied on 'passive resistance' and 'seemed content to wait for the win that eventually came his way'. What am I supposed to do? Bat 'em over the head with a shillelagh?

COLUMN NUMBER 37

Problem Number 37: By Derek Oldbury

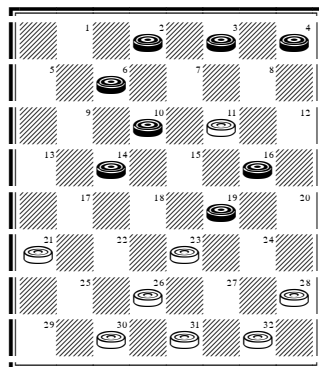


White to move and win; in this one Black gets held by the tail

Solution To Problem Number 36: ... 1-6; 11-7 6-9; 7-11 9-14; 11-16 (if 13-17, then 18-15 wins) 14-10; 16-19 (if 16-11, then either 18-14 or 10-15 wins) 18-15; 19-23 15-11; 23-18 10-15; 18-14 11-7; 14-9 7-2; 9-5 2-6; 5-1 15-10; 1-5 6-1; 5-9 10-15; 9-14 15-10; 14-7 1-6. White wins.

Game Number 37. 'Irregular' Opening

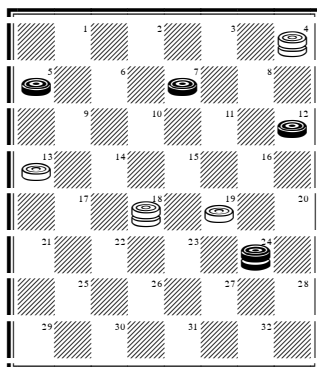
Another of my games from the 1956 British Championship. My opponent, one of the veterans of the game, Mr J. J. Whitelegge, of Stockport, who played White. Move: **11-16 22-17; 9-13** (so far as big time play is concerned, this is new to the crowd) 24-20 (when in doubt, copy the masters); 13-22 20-11; 7-16 (I knew my ground, as this move shows) 25-18; 16-19 23-16; 12-19 29-25; 8-11 25-22; 5-9 (starting to mix it up) 27-23; 11-16 18-15; 9-14 22-18; 1-5 18-9; 5-14 15-11 (playing for a trap) **Forms Diagram: Black to move**



Continue: ... 6-9 (not 3-8, 11-7 and a White win) 31-27; 10-15 27-24; 3-8 26-22 (11-7; 2-11 32-27 is tricky); 19-26 30-23; 16-20 23-19; 20-27 19-10; 8-15 32-23; 9-13 23-19 (the loser; 28-24 would draw quite neatly); 15-24 28-19; 4-8 10-6; 2-9 19-16; 8-12 16-11; 12-16 11-7; 16-19 7-2; 19-24. **Black wins.** Thus I won my first game of the competition, which proved to be a good omen, as my final score from 19 games read 9 wins to nil and 10 drawn: a record percentage of wins in a British Championship.

COLUMN NUMBER 38

Problem Number 38: By John Love



White to move and draw

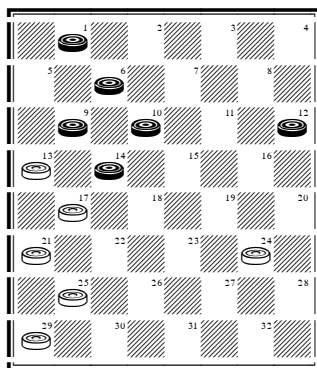
A beautiful touch by the draughts editor of the 'Edinburgh Despatch'

Solution To Problem Number 37: ... 23-18; 28-32 18-14; 32-28 4-8; 28-24 14-18; 24-20 16-11; 7-16 8-12; 20-24 18-23; 19-26 12-28. White wins.

Game Number 38. 'Edinburgh' Opening

From the finals of the 1956 British Championship. Black: D. Oldbury; White: S. Cohen. Move: **9-13 23-18; 5-9** 26-23; 10-14 30-26; 7-10 24-19; 11-16 28-24; 16-20 32-28; 2-7 (a favourite formation of mine) 19-15 (in the 1951 English Championship Crabbe played 18-15 to a neat draw); 10-19 24-15; 13-17 22-13; 7-10 15-11; 8-22 26-17; 4-8 (the textbooks state that this loses, but it is Black's best move) 23-19; 8-11 19-16 (forced); 12-19 27-24; 20-27 31-8; 3-12 28-24

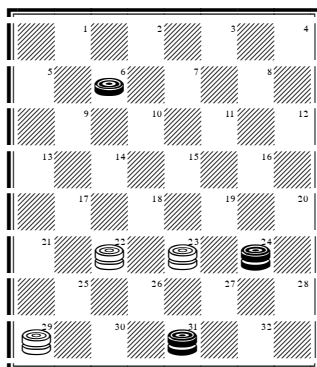
Forms Diagram: Black to move



Continue: 14-18 (secures the draw, and is what the 'books' overlook) 17-14; 10-17 21-5; 18-23. Black soon regains the piece. **Drawn.**

COLUMN NUMBER 39

Problem Number 39: By Derek Oldbury

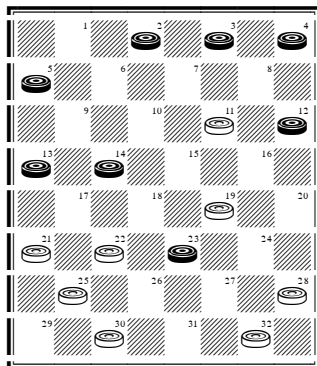


White to move and win; kingly craft

Solution To Problem Number 38: ... 18-15; 24-20 15-18; 20-16 18-15; 16-23 4-8; 7-11 15-19; 23-16 8-15. Drawn. So nice!

Game Number 39. 'Edinburgh' Opening

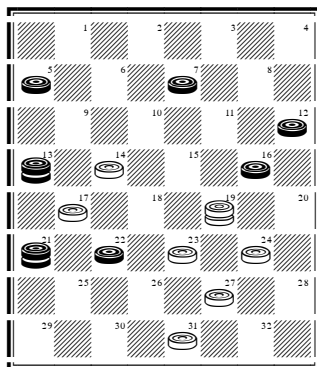
Another game from the finals of the recent British Tourney. Black: S. Cohen; White: D. Oldbury. Move: **9-13 23-18; 5-9** 27-23 (I was not known to favour this move, so adopted it on this occasion. It pays to vary one's attacks and defences frequently); 11-16 21-17; 1-5 25-21; 16-19 24-15; 10-19 23-16; 12-19 17-14; 7-11 29-25 (generally thought an inferior move, but it proved quite good enough here); 8-12 31-27 (starting an attack); 11-16 14-10; 6-15 18-11 9-14 27-24; 19-23 26-19; 16-23 24-19 **Forms Diagram: Black to move**



Continue: 3-8 (5-9 is proper) 28-24; 8-15 19-10; 12-16 (the ending is rather confusing, and I had the advantage of having been over the ground previously) 24-19; 16-20 19-16; 20-24 16-11; 24-27 10-7; 27-31 7-3; 31-27 3-7; 27-31 7-10; 31-26 10-17; 2-6 11-7; 6-10 7-3; 10-15 32-27; 23-32 30-23. **White wins.**

COLUMN NUMBER 40

Problem Number 40: By Derek Oldbury



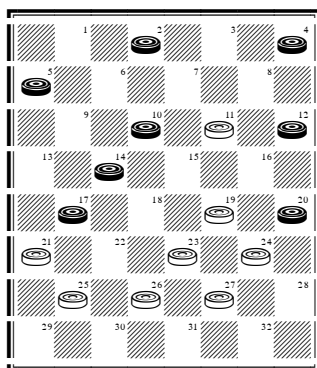
*White to move and win.
An unusual touch*

Solution to Problem Number 39: ... 22-17; 24-20 23-19; 6-9 17-13; 9-14 19-23; 20-16 29-25; 16-11 23-19 (13-9 only draws; see why?); 31-27 25-21; 27-32 13-9; 14-18 19-15. White wins.

Game Number 40. 'Edinburgh' Opening

An interesting game played against the Irish Champion at Paisley. Black: D. Oldbury; White: J. Gilliland. Move: **9-13 24-19** (this opening makes for an even game); **11-15** 28-24; 6-9 23-18 (other moves such as 22-18 or 22-17 are also good); 1-6 18-11; 7-23 26-19 (John Scott once played 27-18 against me, but lost the game); 8-11 24-20; 3-7 31-26; 11-15 27-24; 7-11 26-23; 9-14 32-27; 6-9 20-16; 11-20 22-17; 13-22 25-11; 9-13 29-25; 13-17 (preparing a sacrifice) 30-26

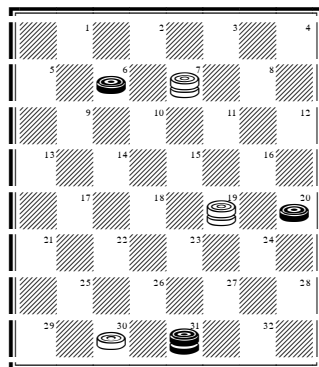
Forms Diagram: Black to move



Continue: 5-9 25-22; 9-13 22-18; 17-22 26-17; 13-22 18-9; 22-26 21-17; 26-31 17-13; 31-26 9-6; 2-9 13-6; 10-14 6-2; 14-17. **Drawn.**

COLUMN NUMBER 41

Problem Number 41: By Derek Oldbury

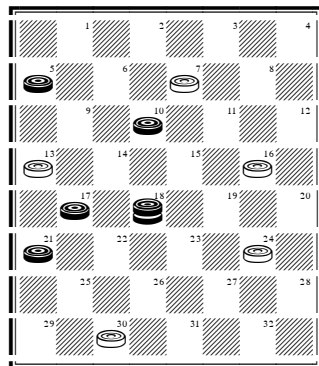


White to move and win; a delayed smother

Solution To Problem Number 40: ... 14-9; 13-6 31-26; 22-31 24-20; 31-15 20-2; 21-14 2-11; 5-9 23-19; 9-14 11-15. White wins.

Game Number 41. 'Cross Choice' Opening

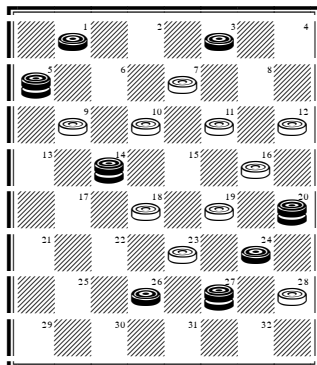
Black: D. Oldbury (Kimberworth); White: K. Sherburn (Kimberworth). Move: **11-15 23-18; 9-14** (an interesting opening) 18-11; 8-15 22-17; 12-16 (now into another opening brought up by a different order of moves) 24-20; 7-11 27-23; 4-8 25-22; 8-12 28-24; 3-7 32-28; 16-19 23-16; 12-19 17-13 (at this point 22-18; 14-23 26-22 was inviting); 14-18 21-17; 18-25 29-22; 11-16 (all that is left) 20-11; 7-16 24-20; 5-9 20-11; 9-14 11-8; 14-21 31-27; 1-5 (Black must now wriggle) 8-4; 10-14 (hoping for 27-23 then 14-18 etc) 4-8; 6-10 27-24; 2-7 (Houdini rides again) 8-12; 14-18 12-16; 18-25 16-23; 15-18 23-14; 10-17 24-19; 25-29 (I now had visions of not only getting out, but getting my opponent in) 19-15; 29-25 26-23; 25-22 28-24; 22-26 23-19; 26-22 19-16; 22-18 15-11; 7-10 11-7 (so natural) **Forms Diagram: Black to move**



Continue: 5-9 ('This has never happened to you before,' I said) 13-6; 21-25 30-14; 18-27. **Black wins.** A startling climax.

COLUMN NUMBER 42

Problem Number 42: By Derek Oldbury

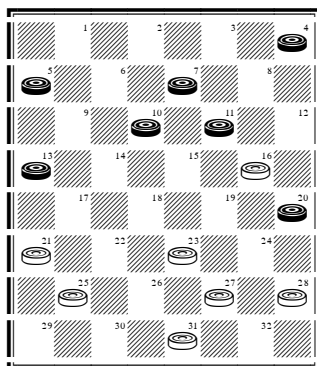


White to move and win

Solution To Problem Number 41: ... 19-23; 6-9 7-10; 31-26 23-18; 26-31 10-14; 9-13 18-23; 31-26 23-27; 26-22 27-32; 20-24 32-28; 24-27 30-26; 22-31 28-32. White wins.

Game Number 42. 'Edinburgh' Opening

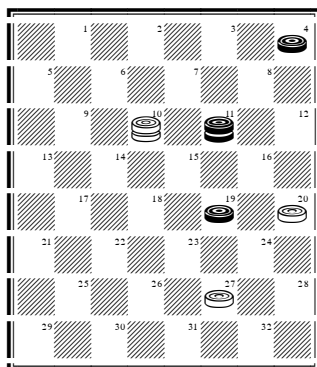
Black: J. L. Dawson (Bury); White: E. C. Whiting (Rotherham). A game played in a Sheffield and District v Manchester and District postal match a few years ago. Move: **9-13 23-18; 10-15** (a 3-move opening which favours White) 27-23 (26-23 is also strong); 6-10 32-27; 1-6 (5-9 is considered a better move here – Oldbury played this 5-9 with success in his match with Marshall) 18-14; 10-17 21-14; 15-18 22-15; 11-18 26-22; 12-16 (considered to be the only satisfactory drawing move – 7-11 has been said to draw but is doubtful) 22-15; 7-10 14-7; 3-26 30-23; 6-10 25-21; 16-20 24-19; 2-7 (Ryan stars 8-12 here to draw – text must be considered a losing move) 19-16; 8-11 29-25 **Forms Diagram: Black to move**



Continue: 13-17 21-14; 10-17 25-22; 17-26 31-22; 11-15 (if 5-9 then 23-18 White wins) 23-18; 15-19 18-14. **White wins.**

COLUMN NUMBER 43

Problem Number 43: By Derek Oldbury

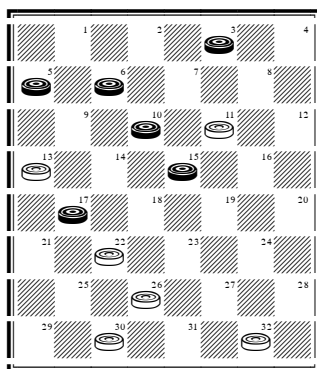


White to move and draw
Sidestep

Solution To Problem Number 42: ... 12-8; 3-12 19-15; 12-19 23-16; 14-23 28-19; 5-14 7-2; 14-7 2-6; 1-10 11-2; 20-18 2-6; 23-16 6-24. White wins.

Game Number 43. 'Wagram' Opening

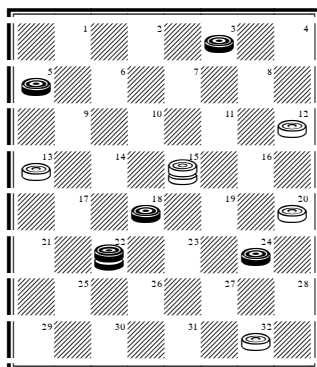
Played in the 1948 English Championship. Black: Derek Oldbury; White: C. Warburton. Move: **11-15 24-20; 9-13** 22-17; 13-22 25-11; 8-15 21-17; 5-9 17-13; 4-8 29-25; 9-14 25-22; 8-11 27-24 (for 28-24 see Game Number 34); 14-18 (getting a grip on the single-corner men) 23-14; 10-17 31-27; 7-10 27-23; 1-5 24-19; 15-24 28-19; 11-15 19-16; 12-19 23-16; 2-7 (very unusual type of move, but it won the game in decisive manner) 16-11; 7-16 20-11 **Forms Diagram: Black to move**



Continue: 10-14 32-27; 15-19 27-23; 19-24 22-18; 5-9 18-15; 24-27 15-10; 6-15 13-6; 27-31. **Black wins.**

COLUMN NUMBER 44

Problem Number 44: By Derek Oldbury

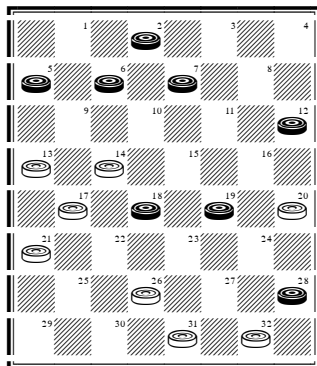


White to move and win; one for the kiddies

Solution To Problem Number 43: ... 10-14; 11-15 20-16; 4-8 16-11; 8-12 11-7; 15-10 14-18; 10-3 18-15. Drawn.

Game Number 44. 'Glasgow' Opening

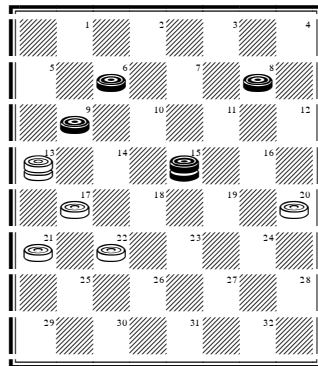
Played in the finals of the 1952 British Championship. Black: J. Marshall; White: D. Oldbury. Move: **11-15 23-19; 8-11** 21-17 (my own way of handling this opening); 9-14 (I hoped for 9-13 here) 17-13; 11-16 (now a 'Glasgow type formation') 24-20; 16-23 27-11; 7-16 20-11; 3-7 11-8 (much the best); 4-11 28-24; 11-15 24-20; 15-18* 22-15; 10-19 25-21; 6-10 29-25; 10-15 26-22 (the middle game became very interesting after this move); 1-6 22-17; 14-18 17-14; 19-24 21-17; 24-28 30-26; 15-19 25-21 **Forms Diagram: Black to move**



Continue: 18-23 (of course 6-10 would have lost by 14-9 5-14 26-23 etc) 20-16; 23-30 14-9; 5-14 17-3; 19-23 16-11; 30-25 3-8; 6-9 13-6; 2-9 11-7; 9-14 7-2; 23-26 (14-17 was of no value) 31-22; 25-18 8-11; 14-17 (proper here) 21-14; 18-9. **Drawn.** Most of my games with this great Master have been very hard fought, and this was no exception. [* A pencilled note by DEO reads simply: '15-19 looks strong.']

COLUMN NUMBER 45

Problem Number 45: By Thomas Biggs

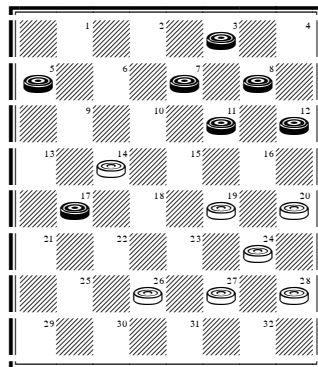


White to move and win; a neat composition by a great player

Solution To Problem Number 44: ... 15-19; 24-28 12-8; 3-12 20-16; 22-17 13-9; 5-14 19-24; 12-19 24-13. White wins.

Game Number 45. 'Kelso' Opening

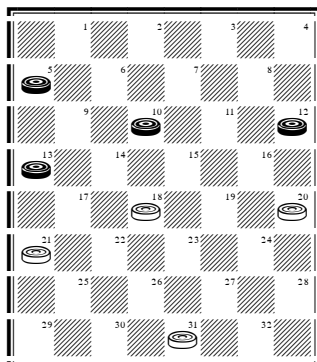
Digging into the archives, I recently came across the following game, which was contested long before either player had made the headlines. Black: E. C. Whiting (Rotherham); White: D. Oldbury (Bournemouth). By correspondence. Move: **10-15 24-20; 6-10** 28-24; 1-6 23-19 (nowadays 23-18 is usual, but was unknown to us at that time); 15-18 22-15; 11-18 32-28 (for 26-22 see Game Number 25); 10-14 25-22; 18-25 29-22; 8-11 27-23 (textbooks gave this move to be a dead loss; to me it looked okay); 4-8 22-18; 14-17 (said to kill White's game, which no doubt my opponent was happy to do) 21-14; 6-10 30-25 (a short while previous to this game being played, a youngster named Walter Hellman – now an ex-world champion – had tried out 31-27, ending in a Black win); 10-17 25-21; 2-6 21-14; 6-10 (it looked bad for me at this stage) 31-27; 10-17 18-14; 9-18 23-14 **Forms Diagram: Black to move**



Continue: 17-21 26-22 (it's a mirage!); 21-25 19-16; 12-19 24-15; 11-18 22-15. Drawn.

COLUMN NUMBER 46

Problem Number 46: By James Smith



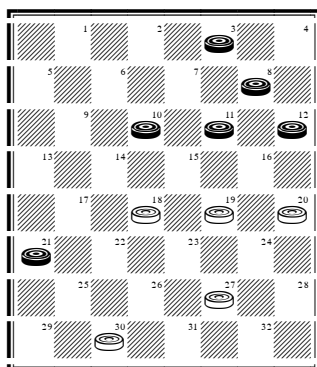
White to move and win

A neat touch by the English Champion of 1885

Solution To Problem Number 45: ... 20-16; 8-12 16-11; 15-8 22-18; 8-11 17-14; 11-15 14-5; 15-22 5-1; 6-10 21-17; 12-16 1-6; 10-15 13-9; 22-13 6-1; 13-6 1-12. White wins.

Game Number 46: 'Kelso' Opening

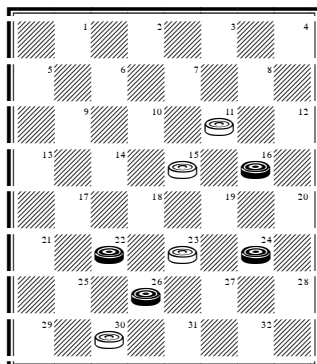
Black: E. C. Whiting (Rotherham); White: N. Malley (Canada). Move: **10-15 21-17; 9-13** (a 3-move opening which is hard for Black) 17-14; 15-18 (11-16 is the accepted draw move – text was thought to lose) 22-15; 11-18 24-19 (White has other strong attacks but the move taken is perhaps best); 8-11 28-24; 4-8 24-20 (ties Black's single-corner); 13-17 (6-9 is now shown to lose) 25-22; 18-25 29-13; 6-10 23-18; 10-17 27-23; 1-6 26-22 (a powerful move after which Black must play with extreme care to draw); 17-26 31-22; 6-9 (the only move, as given by the late Willie Ryan) 13-6; 2-9 22-17 (offering Black a two for one, which he must take or lose!); 9-14 18-9; 5-21 23-18; 7-10 32-27 **Forms Diagram: Black to move**



Continue: 3-7 27-24; 10-14 (Black must now return the piece) 18-9; 7-10 9-6; 10-14 6-2; 14-18 etc... **Drawn.**

COLUMN NUMBER 47

Problem Number 47: By James Smith



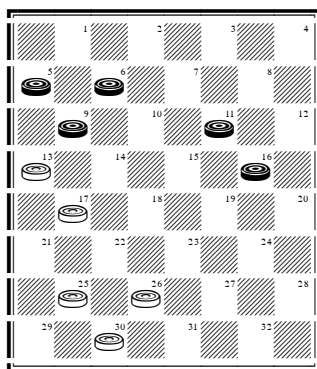
White to move and win

One for the beginner, by the English Champion of 1885

Solution To Problem Number 46: ... 31-26; 5-9 26-23; 12-16 20-11; 10-15 21-17; 15-22 23-18; 22-26 17-14. White wins.

Game Number 47. 'Denny' Opening

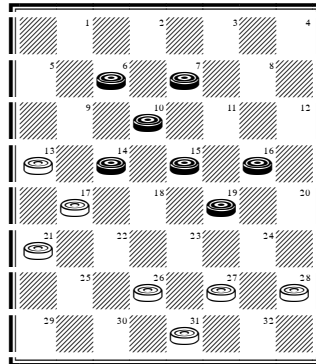
Black: B. Pankhurst (Bournemouth); White: E. C. Whiting (Rotherham). Move: **10-14 22-18; 6-10** (one of the hard three movers) 25-22 (the strong move for White); 12-16 (at the time this game was played, any other black move was given to lose) 22-17 (24-20 is also strong); 16-20 17-13; 1-6 29-25 (24-19 is also strong); 11-15 18-11; 8-15 24-19; 15-24 28-19; 4-8 19-15 (a strong attack, new at the time); 10-19 23-16; 8-12 27-23; 12-19 23-16; 14-18 (14-17 21-14; 9-18 is given to draw) 21-17; 7-10 31-27; 3-7 (loses, but it is doubtful if Black has a draw at this stage) **Forms Diagram: White to move**



Continue: ... 26-23; 16-20 23-19; 20-24 25-22; 24-27 22-18; 27-31 19-15; 11-16 17-14; 31-27 14-10; 27-23 10-1; 23-14 13-6. White wins.

COLUMN NUMBER 48

Problem Number 48: By James Smith

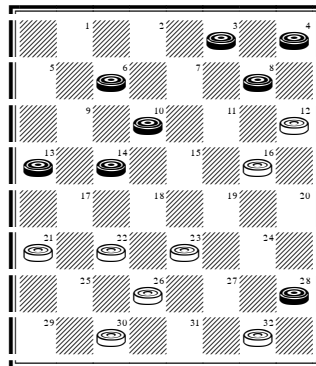


White to move and win; another one for the beginner

Solution To Problem Number 47: ... 23-18; 26-31 30-26; 22-25 11-8; 31-22 15-11; 22-15 8-4 (or 8-3); 15-8 4-27; 25-30 27-23. White wins.

Game Number 48. 'Denny' Opening

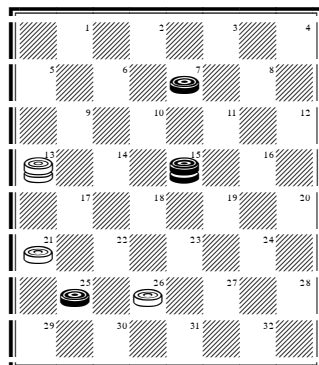
An interesting game played between S. Cohen (ex-English and British Champion) and A. Binns, a young and rising player of the Barking Draughts Club. Cohen was Black. Move: **10-14 24-19; 9-13** (a very difficult opening for Black) 19-15; 11-18 22-15; 7-10 23-19; 5-9 25-22; 14-18 29-25; 9-14 28-24; 12-16 19-12; 10-28 22-15; 2-7 (8-11 would have offered more chance of a draw) 25-22; 7-10 (in playing 2-7 the move previous, Cohen planned to play 8-11 etc, but now saw it could not be done because of 12-8; 3-12 22-17; 13-22 26-3 in reply) 27-23; 10-19 23-16; 6-10 31-27; 1-6 27-23 **Forms Diagram: Black to move**



Continue: 13-17 (Black is now desperate) 22-13; 10-15 16-11; 6-10 26-22. **White wins.** After losing this game, Cohen was so handicapped that in order to retain interest in the competition he had to win the next three games. This he did, and he went on to win the London Summer Handicap from 64 competitors.

COLUMN NUMBER 49

Problem Number 49: By Ken Marriott



Black to move and win

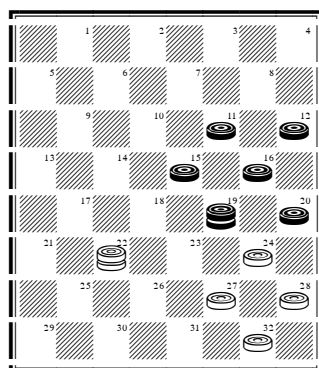
Another fine effort by the young Kimberworth player

Solution To Problem Number 48: ... 27-23; 15-18 13-9; 6-22 26-17; 18-27 31-6. White wins.

Game Number 49. 'Kelso' Opening

Black: J. Latham (ex-English Champion); White: S. Cohen (World 2-move Champion). Move: **10-15 21-17; 11-16** 17-14; 9-18 23-14; 8-11 22-17; 16-20 25-21; 11-16 29-25; 6-9 26-23; 9-18 23-14; 4-8 31-26 (30-26 seems to be more usual); 16-19 25-22; 12-16 14-10; 7-14 17-10; 8-12 22-17; 5-9 17-13; 9-14 13-9; 1-5 10-6; 14-18 6-1; 5-14 1-5; 3-7 5-9; 14-17 21-14; 7-11 26-23; 19-26 30-23; 18-22 14-10; 22-26 9-5; 26-31 10-6; 2-9 5-14; 31-26 14-17; 26-19 17-22 **Forms**

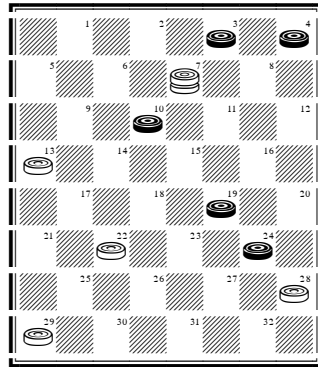
Diagram: Black to move



Continue: 19-23* 27-18; 20-27 32-23; 16-20 22-17; 15-22 17-26; 11-15 26-31. **White wins.** [* A pencilled note by DEO reads simply: '15-18 drawn. Ken Marriott.']

COLUMN NUMBER 50

Problem Number 50: By Ken Marriott



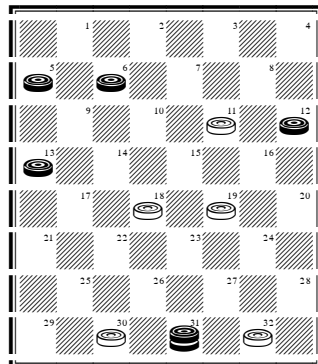
Black to move and draw; a neat escape

Solution To Problem Number 49: 15-18 26-22; 18-14 13-17; 7-10 17-13; 25-29 (25-30 allows a draw by 21-17; 14-21 22-18 etc) 21-17; 14-21 22-18; 21-25 13-17; 25-22 17-26; 29-25 26-22; 10-15. Black wins.

Game Number 50. 'Bristol' Opening

Black: E. C. Whiting (Rotherham); White: G. F. Davies (Wales). Move: **11-16 22-18; 7-11** (a hard game for Black) 25-22 (White has a choice of attacks, 18-14 being often taken); 3-7 29-25; 16-19 24-15; 10-19 23-16; 12-19 21-17; 9-13 17-14; 6-10 25-21 (White has alternative strong play here); 10-17 21-14; 1-6 27-24; 11-15 18-11; 8-15 14-10; 7-14 22-18; 14-23 31-27; 15-18 24-15; 4-8 26-19; 2-7 28-24; 8-12 24-20; 18-22 27-23; 22-26 15-11; 7-16 20-11; 26-31 23-18

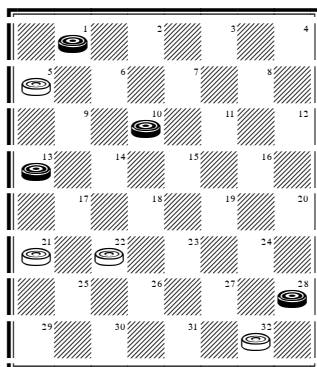
Forms Diagram: Black to move



Continue: 6-10 11-7; 5-9 7-2; 10-14 18-15; 14-18 2-7; 9-14 15-10; 18-23 19-15; 23-26 30-23; 12-16. Drawn.

COLUMN NUMBER 51

Problem Number 51: By Sam Cohen



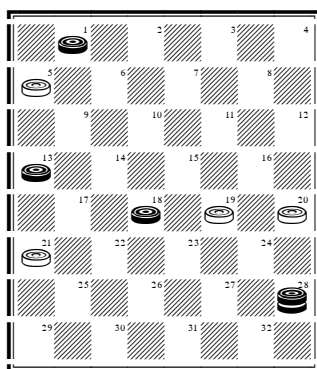
Black to move and win
A neat problem for the club player

Solution To Problem Number 50: 10-14 7-11; 4-8 11-4; 24-27 29-25; 27-31 25-21; 31-26 22-17; 26-23 17-10; 3-8 4-11; 19-24 28-19; 23-14. Drawn.

Game Number 51. 'Dyke' Opening

Black: S. Cohen (London); White: C. Burley (Middlesex). Move: **11-15 22-17; 15-19** (this forms the Dyke opening) 24-15; 10-19 23-16; 12-19 25-22; 8-11 22-18 (30-25 or 27-23 are good alternatives); 9-14 18-9; 6-22 26-17; 4-8 29-25; 5-9 25-22; 11-15 27-23; 19-26 30-23; 8-11 28-24; 9-13 17-14; 11-16 14-9; 16-19 23-16; 15-18 22-15; 7-11 16-7; 3-28 9-5; 2-7 31-26; 7-10 26-23 (26-22 forms Problem Number 50); 10-15 32-27; 28-32 27-24; 32-28 23-19; 15-18 24-20

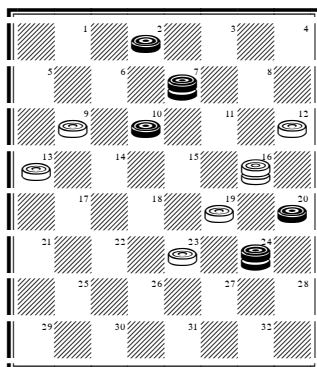
Forms Diagram: Black to move



Continue: 28-24 19-16; 24-19 16-12; 19-15 20-16; 15-19 16-11; 19-16 11-8; 16-11 8-4; 11-7 and Black crowns the piece on 18 and wins. **Black wins.**

COLUMN NUMBER 52

Problem Number 52: By Alf Huggins



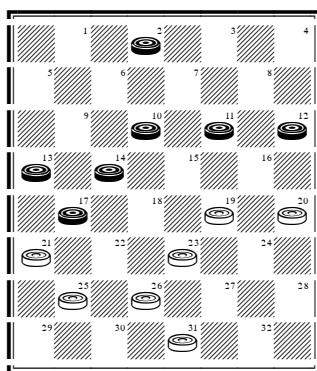
White to move and draw

A smart contribution by the Welsh expert

Solution To Problem Number 51: 10-14 32-27; 28-32 27-23; 32-27 22-18; 13-17 18-9; 27-18 21-14; 18-15. Black wins.

Game Number 52. 'Denny' Opening

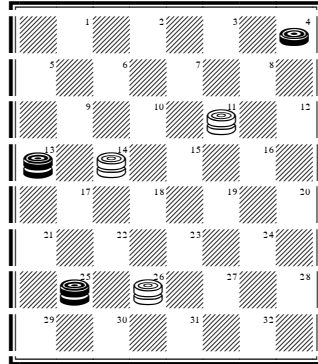
A correspondence game played in the Great Britain v Canada match between E. C. Whiting (Black) and N. Malley (White). Move: **10-14 24-20; 7-10** (one of the hard three movers) 22-18; 11-16 (until recent years 9-13 was considered the only move to draw) 20-11; 8-22 25-18; 4-8 28-24; 8-11 24-19; 9-13 18-9; 5-14 29-25; 3-7 25-22; 1-5 (this move saves the game for Black) 32-28 (22-18 is also strong, forcing 11-16 18-9; 5-14 etc); 6-9 22-18; 13-17 27-24; 9-13 18-9; 5-14 30-25; 11-15 24-20; 15-24 28-19 7-11 **Forms Diagram: White to move**



Continue: ... 25-22 (varies from published play and forces Black to play with extreme care to draw); 11-15 19-16; 12-19 23-16; 15-19 31-27; 19-24 27-23; 24-27 22-18; 2-7 18-9; 27-31 21-14; 10-17 16-12; 31-22 9-6. **Drawn.**

COLUMN NUMBER 53

Problem Number 53: By Derek Oldbury

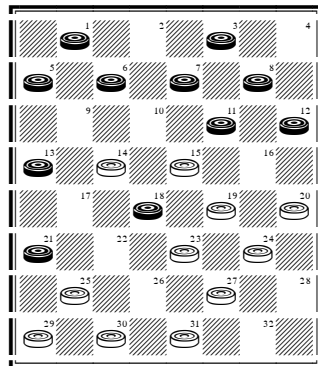


White to move and win; needs exact play

Solution To Problem Number 52: ... 12-8; 24-15 23-19; 15-24 8-3; 24-27 9-6; 2-9 13-6; 7-2 3-7!
Drawn.

Game Number 53. 'Laird And Lady' Opening

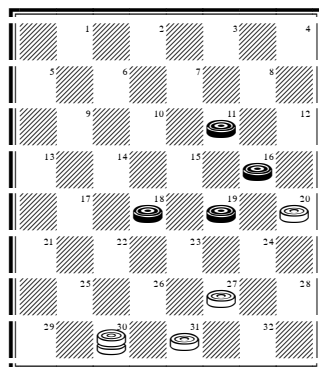
The following game was played 100 years ago, and it will pay the student to run the game over and note how the experts of those days knew how to 'mix' things while keeping the game sound.
Black: J. Way; White: H. Coltherd. **11-15 23-19; 8-11** 22-17; 9-13 17-14; 10-17 21-14; 15-18 26-23; 13-17 19-15; 4-8 24-19; 6-9 28-24; 9-13 24-20; 2-6 32-28; 17-21 28-24 **Forms Diagram:**
Black to move



Continue: 6-10 15-6; 1-17 23-14; 11-15 19-10; 17-22 25-18; 5-9 14-5; 7-32 31-27; 32-23 24-19;
23-16 20-4; 12-16. **Drawn.**

COLUMN NUMBER 54

Problem Number 54: By Author Unknown

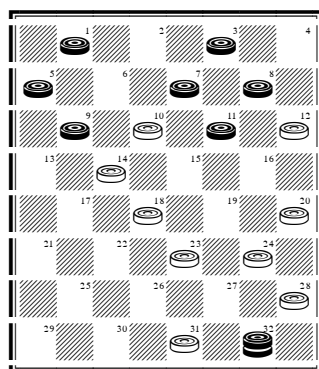


Black to move and draw; a remarkable escape

Solution To Problem Number 53: ... 26-23; 25-21 23-19; 21-25 11-15; 4-8 15-18; 8-12 19-24 [A pencilled note by DEO reads 'pp from here.']; 25-30 18-22; 12-16 24-20; 16-19 22-18 (if 14-10; 19-23 20-24; 13-9 10-15; now the startling 9-13 15-18; 23-27 24-31; 30-26 draws); 30-25 14-10; 13-17 10-15; 17-22 15-24; 22-15 24-19; 15-24 20-27. White wins.

Game Number 54. 'Laird And Lady' Opening

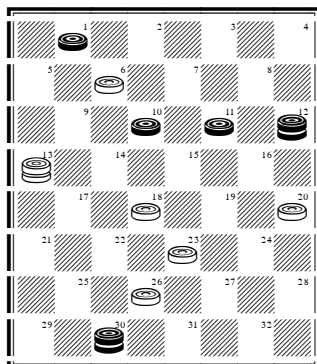
Analysis by Derek Oldbury, the British and English Champion, showing a fine draw for Black, though two pieces down. **11-15 23-19; 8-11** 22-17; 9-13 17-14; 10-17 21-14; 15-18 26-23; 13-17 19-15; 4-8 24-19; 6-9 28-24; 9-13 24-20; 2-6 32-28; 6-9 (for 17-21 see Game Number 53) 15-10; 17-22 27-24; 18-27 25-18; 27-32 29-25; 12-16 19-12; 13-17 25-22; 17-26 30-23 **Forms Diagram: Black to move**



Continue: 32-27 24-19; 27-24 19-15; 24-19 23-16; 9-13. **Drawn.**

COLUMN NUMBER 55

Problem Number 55: By H.T.Smith

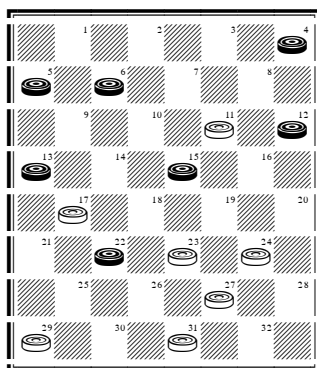


White to move and win

Solution To Problem Number 54: 19-23 27-24; 23-27 30-25; 27-32 31-26; 32-27 26-23; 18-22 25-18; 11-15 18-11 (if 20-11; 15-22 23-18; 27-20 drawn); 27-18 24-19; 16-23. Drawn.

Game Number 55. 'Edinburgh' Opening

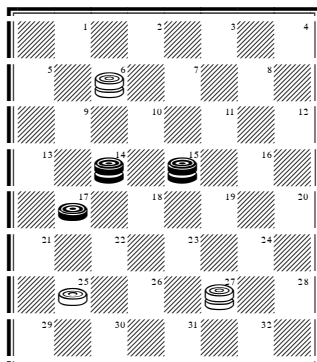
An interesting game played in the semi-final of the British Correspondence Championship ten years ago. Black: J. Thorpe (London); White: E. C. Whiting (Rotherham). Move: **9-13 22-18; 6-9** (a very weak 3-move opening for Black) 18-14 (White has many strong attacks, and the move taken may be strongest); 9-18 23-14; 10-17 21-14; 12-16 26-22; 11-15 27-23 (this was a new attack at the time, no play having been published on it – other strong moves are 24-20 and 22-18); 16-19 23-16; 7-11 16-7; 3-26 30-23; 13-17 (this is a losing move, and the object of the 27-23 attack – 5-9 was played to a draw by M. Tinsley in his recent championship match with W. Hellman) 25-21; 17-22 32-27 (Black is now in the grip as White threatens a back shot); 5-9 21-17; 9-13 24-20; 1-5 28-24; 2-6 20-16; 8-12 16-11 **Forms Diagram: Black to move**



Continue: 15-18 (a sacrifice is of no avail – Black having little chance of recovering the piece) 23-14; 12-16 11-7; 16-20 7-2; 6-9 2-7; 9-18 7-11; 18-23 27-18; 20-27 31-24; 22-26 17-14; 26-31 18-15; 31-26 29-25. **White wins.**

COLUMN NUMBER 56

Problem Number 56: By W. Jordan



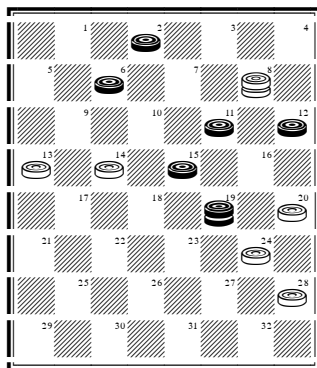
White to move and draw

Solution To Problem Number 55: ... 6-2; 10-15 18-14; 15-18 23-19; 30-16 2-6; 1-17 13-8; 12-3 20-11. White wins.

Game Number 56. 'Wagram' Opening

Black: S. Cohen (London); White: F. Kaiser (London). Move: **9-13 24-20; 11-15** 22-17; 13-22 25-11; 8-15 21-17; 5-9 17-13; 9-14 29-25; 4-8 25-22; 8-11 28-24; 3-8 23-18; 14-23 27-18; 10-14 18-9; 7-10 (15-19 etc is often taken, which clears up the position, however, text is quite a good alternative) 26-23 (9-5 and keeping the piece up loses for White); 1-5 31-27; 5-14 23-18; 14-23 27-18; 12-16 30-25; 8-12 25-21; 16-19 32-28 (varies from Master Play which gives 22-17 to a drawn result); 19-23 21-17; 23-26 18-14; 26-30 14-7; 30-25 7-3; 25-18 3-8; 18-23 17-14; 23-19

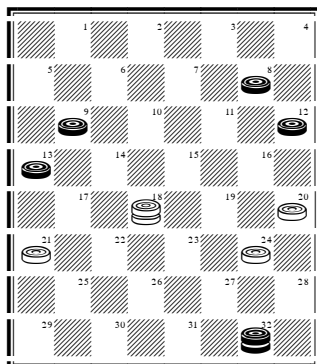
Forms Diagram: White to move



Continue: ... 14-10 (Mr Kaiser thought 14-9 would have won, but 19-23 9-5; 6-9 forces the same draw as the actual game); 6-9 13-6; 2-9 10-7; 9-14 7-2; 14-17 2-6; 17-22 6-10; 22-26 10-14; 26-30 8-3; 19-23 14-10; 23-19 3-7; 19-16 10-19; 16-23 7-16; 12-19 24-15; 23-19 15-10. Drawn. Black holds two pieces with one king, and the other black king has the move on the white king.

COLUMN NUMBER 57

Problem Number 57: By J.W.Dawson

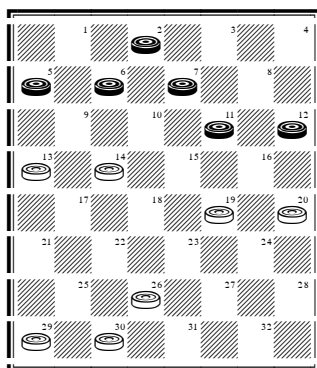


White to move and draw

Solution To Problem Number 56: ... 27-23; 17-21 25-22; 21-25 23-26; 25-30 22-17; 14-21 26-22; 15-19 6-10. Drawn.

Game Number 57. 'Double Corner' Opening

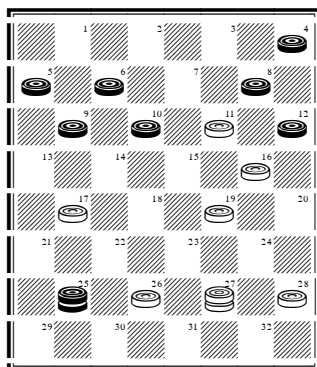
This game was played in the Yorkshire v Gloucestershire correspondence match a few years ago, between E. C. Whiting (Rotherham) Black and D. Oldbury (then of Bristol) White. Move: **9-14** **22-18; 10-15** (though this move would not usually be played under two move restriction, it is no stranger to Oldbury, who has played it with success) 18-9; 5-14 25-22 (26-22 is also a strong attack); 7-10 22-17 (Oldbury played 24-20 at this stage against J. Marshall in their recent match, with a drawn result); 11-16 24-20 (forcing Black's next move as 3-7 20-11; 7-16 in reply would leave a line Black must avoid); 8-11 27-24; 3-7 24-19; 15-24 28-19; 14-18 23-14; 16-23 26-19 (Black goes a piece down, but it is necessary to secure the draw); 11-15 32-28; 15-24 28-19; 4-8 31-26; 8-11 17-13; 10-17 21-14; 1-5 **Forms Diagram: White to move**



Continue: ... 13-9 (returning the piece, and varies from published play, forcing Black to play with care); 6-13 29-25; 13-17 25-22; 17-21 26-23; 11-16 20-11; 7-16 19-15; 16-20 23-18; 20-24 15-11; 24-27 11-8; 27-31 8-3; 12-16 3-8; 16-19 8-11; 19-23 22-17; 31-26 17-13; 26-22 11-15; 23-27 14-10; 27-32 10-6; 2-9 13-6. Drawn.

COLUMN NUMBER 58

Problem Number 58: By G.L.Gortmans

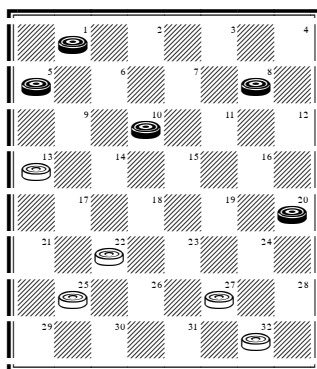


White to move and win

Solution To Problem Number 57: ... 18-15; 32-28 24-19; 28-24 20-16; 24-20 (if 24-27 then 15-18 draws) 16-11; 20-16 11-4; 16-23 4-8; 23-27 (again, if 23-26 then 15-18 draws) 8-11; 27-24 11-7; 12-16 7-2; 16-19 15-18; 24-27 2-6; 27-32 18-22; 19-23 6-1. Drawn.

Game Number 58. 'Kelso' Opening

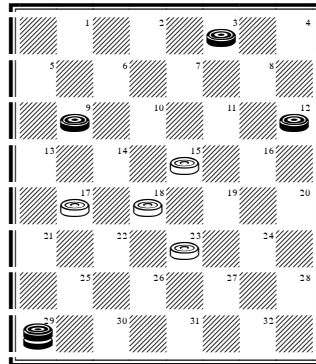
Another game in the Yorkshire v Gloucestershire correspondence match, with E. C. Whiting playing Black, and D. Oldbury playing White. **10-15 21-17; 6-10** 17-14 (no doubt the strongest attack; 17-13 being an alternative); 9-18 23-14; 10-17 22-13; 12-16 (1-6 is also published to draw) 26-23; 16-19 23-16; 11-20 25-22; 8-11 29-25; 4-8 22-17; 7-10 25-22; 2-7 30-25; 10-14 17-10; 7-14 24-19; 15-24 28-19; 14-17 19-16; 17-26 16-7; 3-10 31-22 **Forms Diagram: Black to move**



Continue: 10-15 (only moderate care is now necessary to secure the draw) 22-17; 5-9 13-6; 1-10 17-13; 15-19 13-9; 10-14 9-6; 14-18 32-28; 19-23. Drawn.

COLUMN NUMBER 59

Problem Number 59: By John Love



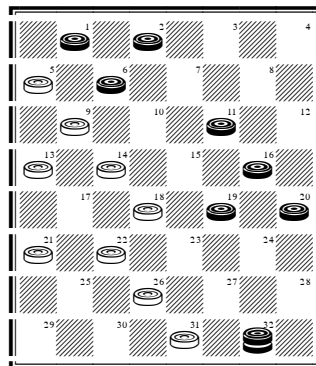
White to move and win

A neat contribution from the draughts editor of the 'Edinburgh Dispatch'

Solution To Problem Number 58: ... 27-24; 8-15 26-22; 25-18 17-14; 10-17 19-1; 12-19 24-6.
White wins.

Game Number 59. 'Dundee' Opening

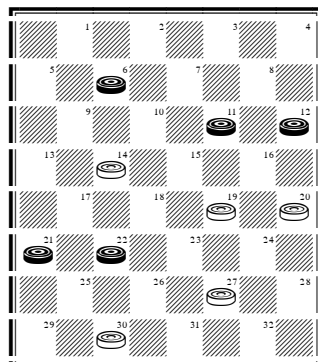
Here is a game played in a lightning handicap at the headquarters of the London Draughts Association between S. Cohen, who was Black, and G. Rose who was White. Move: **12-16 24-19; 16-20** (the 3-move ballot) 22-18; 9-14 (8-12 or 11-15 are more usual – text was taken to puzzle Cohen's opponent) 18-9; 5-14 25-22; 11-15 29-25; 15-24 28-19; 8-11 22-18; 10-15 (making for a complicated game) 18-9; 15-24 9-5; 11-15 25-22; 4-8 21-17; 24-28 23-18; 7-11 17-13; 8-12 30-25; 12-16 18-14; 3-7 14-9; 16-19 25-21; 11-16 27-23; 19-24 23-18; 7-11 (Black prepares to go a man down) 18-14; 24-27 32-23; 15-19 23-18; 28-32 **Forms Diagram: White to move**



Continue: ... 14-10 (White is forced to return the piece in order to draw the game); 6-15 18-14; 32-27 31-24; 20-27 14-10; 27-31 10-7; 31-27 7-3; 27-23 3-8; 23-30 22-18; 15-22 8-24; 30-26 24-20; 16-19 20-16; 19-23 16-11; 22-25 21-17; 26-22 17-14; 22-17 14-10; 17-14 10-7; 25-30 7-3; 30-25 11-15. **Drawn.**

COLUMN NUMBER 60

Problem Number 60: By E.C. Whiting

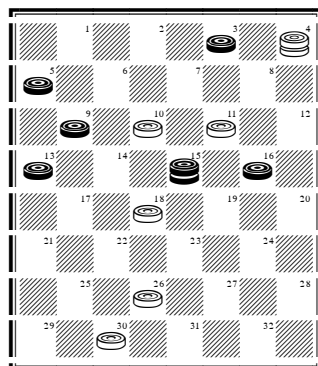


Black to move and draw; an actual endgame

Solution To Problem Number 59: ... 17-13; 3-7 13-6; 7-10 23-19; 29-25 15-11; 25-22 18-15; 22-18 6-2; 10-14 15-10; 18-15 19-16; 15-8 (if 12-19 11-8; 15-6 2-18 white wins) 16-11; 8-6 2-18. White wins.

Game Number 60. 'Bristol Cross' Opening

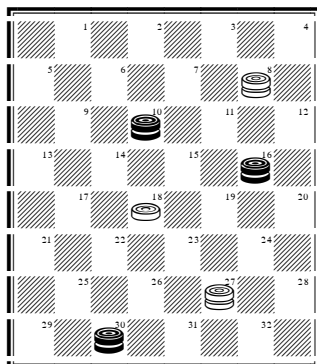
A game played in the first inter-county match between Lancashire and Yorkshire. Black: F. Dunne (Lancashire); White: W. Strickland (Yorkshire). Move: **11-16 23-18; 16-20** 24-19; 9-14 (this move is now considered weak; 10-14 is best) 18-9; 5-14 27-23; 8-11 22-18; 11-15 18-9; 15-24 28-19; 6-13 25-22; 4-8 22-18; 8-11 18-14; 10-17 21-14; 20-24 29-25; 11-16 25-22; 16-20 23-18; 7-11 (Black is working down White's double-corner side, with a view to going a piece down) 19-15; 11-16 15-11; 24-27 31-24; 20-27 32-23; 16-20 (although Black is a piece down, he has a strong game) 23-19; 20-24 14-10; 24-27 18-14 (White is playing with great skill in getting his pieces away); 27-31 11-8; 31-27 19-15; 27-24 8-4; 12-16 14-9; 24-19 15-11 (White's position begins to look desperate); 1-5 9-6; 2-9 22-18; 19-15 **Forms Diagram: White to move**



Continue: ... 18-14 (a masterly touch, and a similar idea to Problem Number 59); 15-6 14-10; 6-8 4-20; 13-17 20-16; 3-7 26-23; 17-22 23-19; 9-14 19-15; 14-17 15-11; 7-10 11-7; 10-15 16-11; 15-19 11-15; 19-23 15-18. **Drawn.**

COLUMN NUMBER 61

Problem Number 61: By Dr H.C.Newland



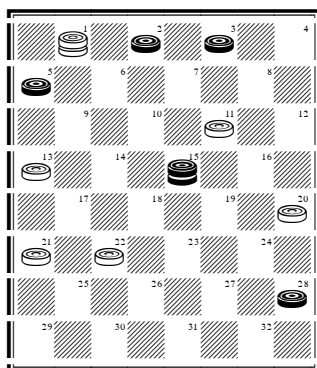
White to move and draw

Solution To Problem Number 60: 22-25 27-23; 25-29 30-26; 21-25 19-16; 12-19 23-7; 6-10 14-9; 25-30 26-23 (if 26-22 then 10-14 draws); 10-15 6-2; 30-26. Drawn.

Game Number 61. 'Bristol' Opening

A game played in the 1946 Welsh Championship. Black: G. F. Davies (Wales); White: A. G. Huggins (Wales). Move: **11-16 24-19; 8-11** 22-18; 16-20 25-22; 4-8 22-17; 9-14 18-9; 5-14 29-25; 11-15 25-22; 15-24 28-19; 8-11 17-13 (now a well known 'Pioneer' formation) 11-15 19-16 (32-28 also leads to interesting play); 12-19 23-16; 15-19 22-17; 10-15 17-10; 7-14 16-11; 19-24 26-23; 24-28 30-25; 1-5 31-26; 15-18 23-19 (26-22 is the easy draw, but the temptation to gain a man and try for a win is great – text leads to a hard ending); 20-24 27-20; 18-23 26-22; 23-26 22-17; 14-18 19-15; 18-23 17-14; 26-30 14-10; 30-26 10-1; 23-27 32-23; 26-10 25-22; 10-15

Forms Diagram: White to move

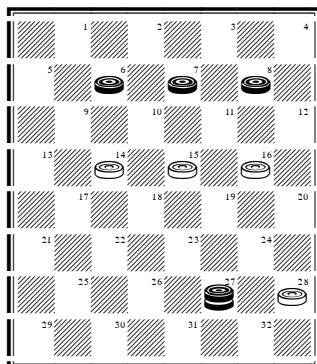


Continue: ... 13-9 (appears to be a neat 'get out'; 11-7 is given to draw in 'Reisman's Pioneer'); 15-8 (5-14 1-5; 15-8 5-9 and White still has to be careful); 1-6; 5-14 6-10; 14-18 22-15; 28-32 21-17; 32-27 17-13; 27-23 10-6; 2-9 13-6; 3-7 (setting up a nice trick: if 6-2 then 23-18 wins) 20-16 (all that's left). Drawn.

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COLUMN NUMBER 62

Problem Number 62: By G. Whitney



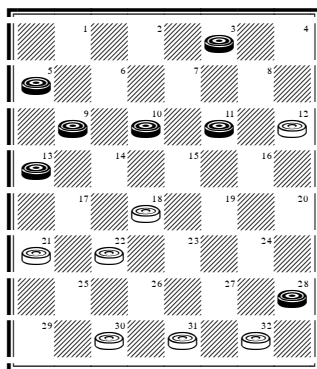
White to move and win

Taken from Gould's book of problems

Solution To Problem Number 61: ... 27-24; 30-26 24-20; 16-12 18-15. Drawn.

Game Number 62. 'Edinburgh' Opening

A game played in the final of the British Counties Championship. Black: E. D. Eales (Yorkshire); White: W. Flaxton (Surrey). **9-13 24-19; 6-9** 28-24 (not as strong as 22-18; text allows Black to get back into a regular 2-move opening); 11-15 23-18 (considered inferior to 22-18); 1-6 18-11; 8-15 (7-23 is more usual) 26-23 (32-28 is also published play and is perhaps stronger, as 7-11 in reply wins for White); 15-18 (the correct procedure) 22-15; 12-16 19-12; 10-28 25-22; 4-8 22-18; 8-11 23-19 (29-25 was the move expected); 6-10 29-25; 11-15 18-11; 7-23 27-18; 2-7 25-22 7-11 **Forms Diagram: White to move**



Continue: ... 30-26 (probably the only move to draw); 10-14 26-23; 11-16 31-27; 3-7 (now Black must run for it) 12-8; 7-11 8-3; 14-17 21-14; 11-15 18-11; 9-25 3-8; 25-30 23-19; 16-23 27-18 and White gets the pieces away safely. **Drawn.** For the above game and notes we are indebted to Mr E. D. Eales, captain of the Yorkshire team.

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BOOKS BY THE AUTHOR

Key Endings 1992	ISBN 1 872796 04 4
Key Themes 1991	ISBN 1 872796 01 X
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