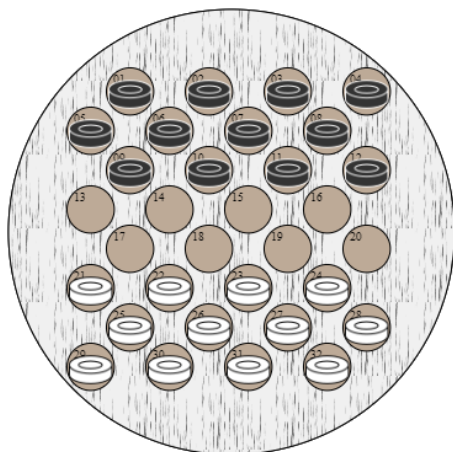




EARLY AUSTRALIAN DRAUGHTS GAMES

This booklet presents a selection of early Australian draughts games. The new format for presenting the diagrams is the first to appear in the literature of draughts. I have developed a circle for the perimeter, with smaller circles instead of squares for the playing field. The intention is to rejuvenate the grand old game of draughts in Australia. The board is based on a type of 'roundsquare board' originally created by W. T. Call circa 1909; it is named because the field is composed of circles instead of squares. I prefer the name: **Draughts-32**.

Selected by Richard Torning



NSW DRAUGHTS-32 STEERING COMMITTEE

Dai Buckley

John Garlick

Steve Kliendienst

Robert Simpson

Dr Margaret Sharpe PhD

Dr Nerilee Torning PhD

Shaylene Torning

Richard Torning

OCTOBER 23, 2020



I WOULD LIKE TO THANK:

**GRANDMASTER RICHARD PASK FOR HIS SUPPORT OF THE CONCEPT
AND HIS AMAZING DRAUGHTS CURRICULUM AND QUALITY BOOKS
FOR OVER 30 YEARS.**

**BOB NEWELL FOR HIS CONTRIBUTION TO THE DRAUGHTS AND
CHECKERS PLAYING FRATERNITY WITH HIS CHECKER MAVEN
WEBSITE AND THE PUBLICATION OF GM PASK'S BOOKS.**

**DEBRA McMANUS, EDA WEBMASTER FOR HER ENCOURAGEMENT
MINIMBAH ABORIGINAL SCHOOL, ARMIDALE, NEW SOUTH WALES
THE NSW STEERING COMMITTEE MEMBERS.**



RICHARD TORNING

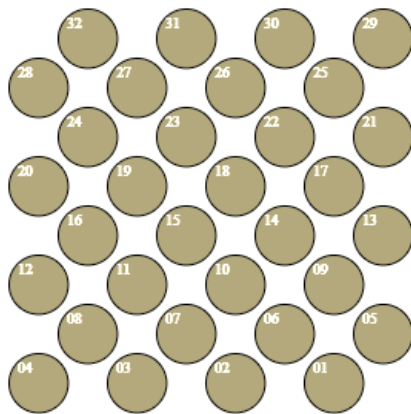
DIPLOMA OF TRAINING DESIGN AND DEVELOPMENT

THINKERS LEARN DRAUGHTS-32

UNDERSTANDING NOTATION

THE **Draughts-32** round board has 32 circular playing bases with each having a unique number from 1 to 32. We show two ways of viewing the board from different player's perspectives. Note that the only diagonal with 8 bases is the 04-29 line which runs between the left corner of both players.

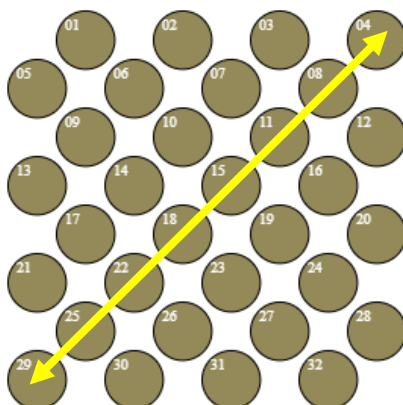
WHITE



RED

Below is the opposite view.

RED



WHITE

The **Draughts-32** board is set up so that the single corner is at the bottom left corner of each player. These are base numbers 4 for Red and 29 for White.

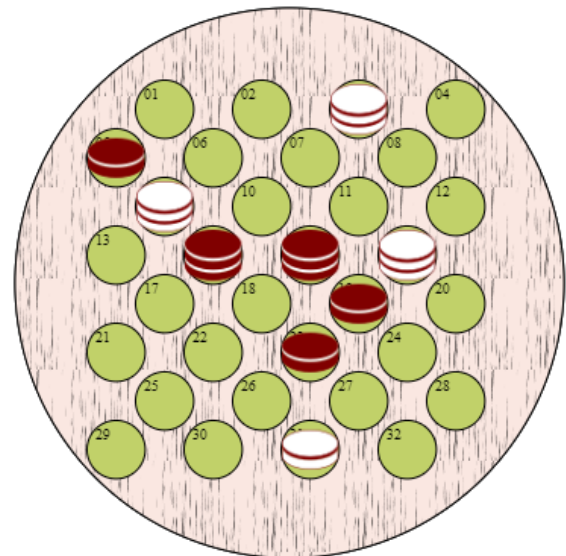
You move a disc from the numbered base of departure to the numbered base of arrival, one move forward at a time, unless capturing an opponent's disc.

To capture a disc, you jump over it. When jumping over an opponent's disc(s) you land on the next available empty base. The disc you jump over is captured and removed from the board. Capturing is compulsory.

The convention in **Draughts-32** for multiple jumps, such as a double or triple jump, shows the departure and final arrival bases. An intermediate base is only recorded if there are two different paths to jump and it would not otherwise be clear.

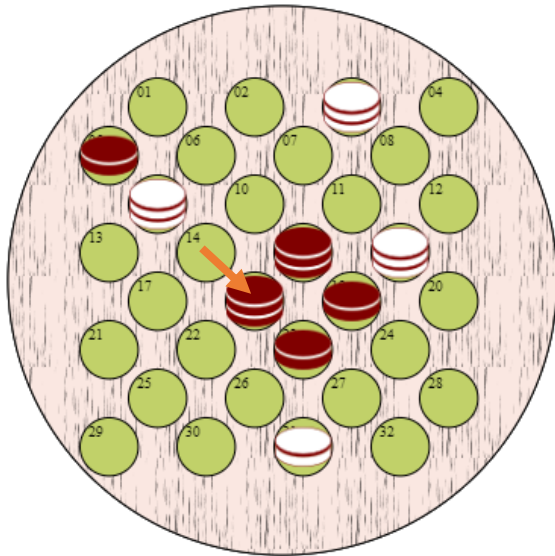
When a disc arrives at the other end of the board it is CROWNED. That means you place another disc of the same colour on top of it. Only Crowns can move and capture diagonally backward and forward.

Here is an example of how to record moves and captures. Below is a position with **RED to move and win**. Red is moving down the board and White is moving up the board.

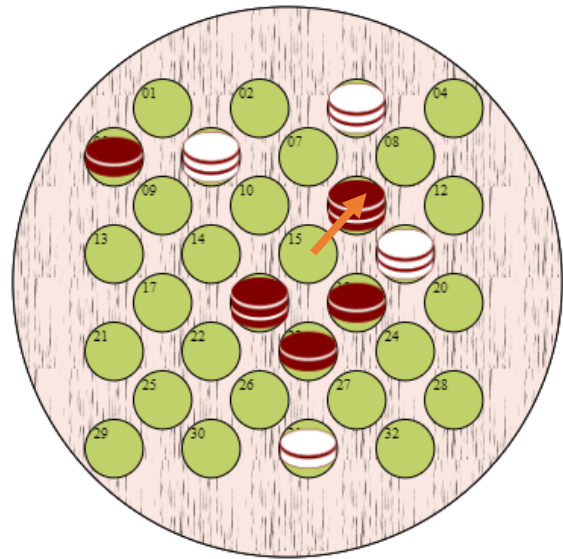


After Red moves 1. 14-18 . . .

The following position is reached. Remember the Red team is moving down the page to crown and the White team is moving up the page to crown.

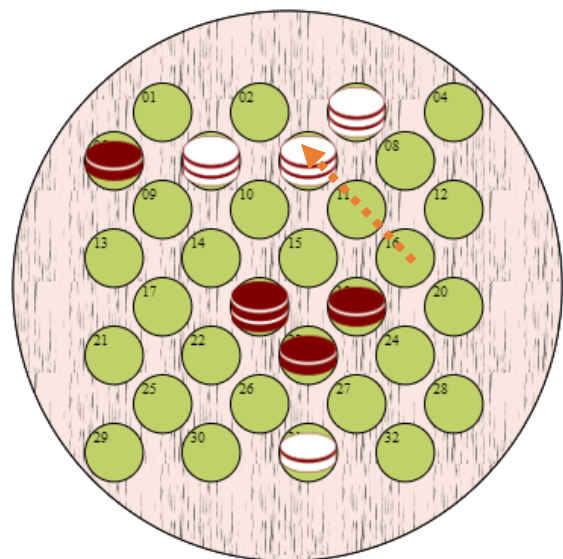
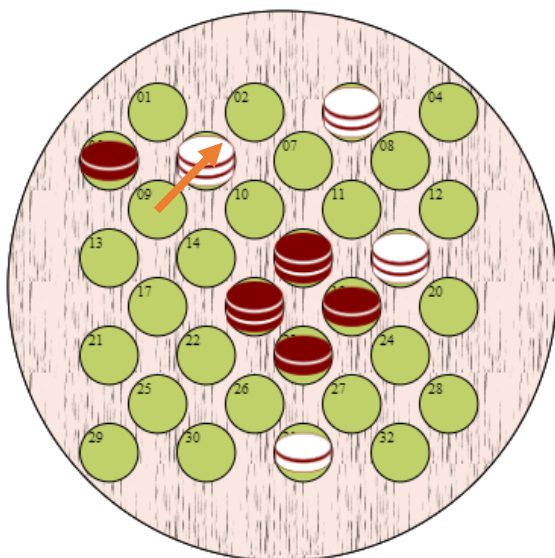


Move 2. **15-11** . . .



It is now White's turn to move. The Crown on base 9 is under attack so it is moved away to avoid being jumped. White moves 1. . . . **9-6**.

The capture is compulsory for White. Must jump!



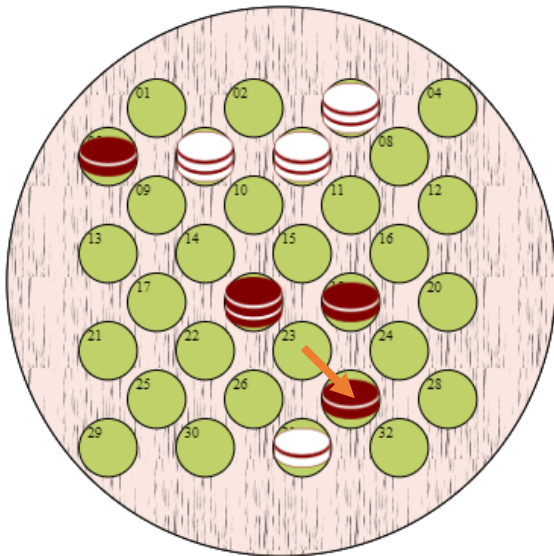
Red and White have each completed their first moves. It is now Red's turn to make a second move. Remember, the Crowns can move and capture diagonally forwards or backwards. Here Red decides to move the disc on base 15 back towards its own first row. A single Red disc could not move that direction eg: 5-1.

Move 2. . . . **16-7**

The Red Crown that was on base 11 is now captured and removed from the board.

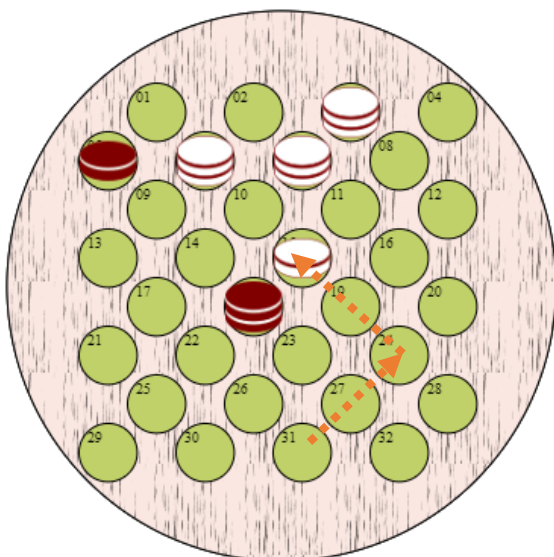
Now Red must make a third move and decides on:

3. **23-27!** ...



Red cleverly offers a double capture! White's single disc on the first row (base 31) must capture both single Red discs on bases 27 and 19. Notice that it swaps direction in order to make the compulsory capture of these two single discs. (If the White disc on 31 had been a Crown it could also have moved backwards from 15-22 and captured the Red Crown on base 18!)

White 3rd move is 3. . . . **31-15**

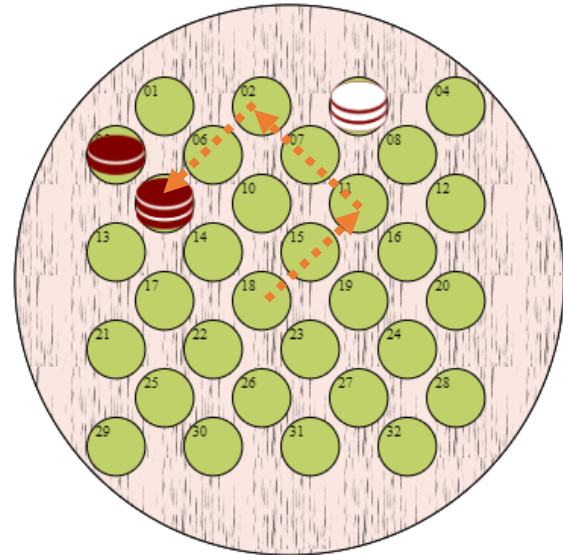


Red now has set up a winning position via a 3 for 2 shot!

Early Australian Draughts Games
Games Selected by Richard Torning.
Diagrams created by Richard Torning – Images by Dai Buckley.

Now Red must make compulsory captures. The move path for the Red's fourth move is 18-11-2-9 which is written as;

4. **18-9** ...



Red has captured the single White disc on base 15, then jumped over the Crown on base 7, then completed the third compulsory capture by jumping over the Crown on base 6 to complete the move on base 9.

Once you gain a little experience you will soon know how to win this endgame of two discs versus one. In fact, White is unable to Crown the disc on base 3. After 4 moves it may have moved along the following path 3-8-12-16-20. Red can get to base 19 in four moves. That means White will eventually have to play say 20-24 and lose.

I hope you found this helpful. Playing through games is enjoyable and once you understand how the notation operates it is easy. The above moves are from a game played over 100 years ago by R Mar and J Fletcher in Gympie. Mar was a former Australian champion.

Refer to diagrams on pages 30 and 33 for initial starting position.

CHESS AND DRAUGHTS

The expression *'squaring the circle'* is sometimes used as a metaphor for trying to do the impossible. *'Circling the square'* is my metaphor for achieving the possible! [Richard Torning]

The author, Richard Torning, has been involved with chess since the Fischer -v- Spassky match in 1972. In the mid-1980s I started playing correspondence chess. I then got involved in coaching chess to juniors and playing tournament games.

As their coach, the Warragamba Public School chess team won the New South Wales Primary Schools Championship in 1991.

During this period, I commenced my administration and officiating activities with the New South Wales Junior Chess League (NSWJCL). I was the Vice President for several years and I am the current editor of the official JUNIOR CHESS magazine. I am a National Arbiter registered with FIDÉ (No.3244873).

Whilst researching the history of the NSWJCL and junior chess generally in New South Wales I wondered why chess had survived and draughts (or checkers) had failed to flourish.

I had purchased about 8 draughts books in the late 1980s and early 1990s. On occasion I introduced draughts as an activity in my chess sessions. The draughts fraternity in NSW has been in hibernation for at least 60 years.

One can speculate that World War II savaged the male populace to such an extent that there was neither the number of players nor time available to pursue a leisure activity. Furthermore, the introduction of television in Australia in 1956 and the advent of registered clubs were other competitors to the game of draughts. The extension of pub closing times to after 6pm may also have had a detrimental impact. I will leave that for the academics who want to do a thesis to research!

Lloyd Fell a former Australian and State champion in draughts 70 years ago, and the NSW Chess champion in 1963, often stated that his chess improved because of his analysis of draughts endgames.

The NSWJCL was created in 1973 under the driving force of Cecil Purdy, the first ever world correspondence chess champion. Gary Koshnitsky in the 1930s onwards was also instrumental in getting Secondary and later Primary students involved in chess.

Chess is now thriving in Australia and has a strong culture in many schools in the Sydney metropolitan area.

There was a period of about 50 years, roughly 1888-1938 where draughts flourished. There were many draughts columns in the newspapers in most States and New Zealand.

From January 1922-December 1928 there was the Austral Chess and Draughts Newspaper published by James Prowse of Granville.

In the final issue of the "Austral Chess and Draughts Newspaper", the editor, J.B. Prowse, made the following terse remarks: *"We venture to say that no one will be fool enough, after the experience of the Austral to cater for the pleasure and profit of the chess and draughts players. Good bye!"*

On the demise of the Austral Cecil Purdy started the Australasian Chess Review in July 1929.

The name changed in July 1944 to Check! The quality of magazine's paper also diminished due to paper shortages during WWII.

Purdy changed the magazine name in 1946 to Chess World and it continued to be published until December 1967.

The NSW Chess Bulletin was published from March 1948 up until December 1965.

It originally started off as a NSW bulletin and was the official organ of the NSW Chess Association. In September 1965 it also became

the official organ of the Victorian Chess Association. It was renamed Chess In Australia (CIA) in 1966.

Chess in Australia started in January 1966 and was published until June 1983 by Bernie Johnson.

Peter Parr took over the publishing in July 1983 and continued publishing CIA until the final edition in January/February 1992 when the name changed to the Australian Chess Magazine (ACM).

Parr continued with the publication of Australian Chess Magazine until the final issue in December 1997/January 1998.

The NSWJCL JUNIOR CHESS magazine has been published as a quarterly from 1978-2020.

Purdy was instrumental in starting up NSW State Junior Chess Championship tournaments in the 1930s and Interschool Chess tournaments.

With the formation of the NSWJCL in 1973 these flagship tournaments have continued.

So, one way or another there has been a constant source of local chess literature for seniors and juniors for 100 years.

So, what happened to draughts?

I do not know but there appears to have been no interschool tournaments or junior championship events. The only source of literature was the newspaper columns. During my lifetime draughts has had a name change to checkers. It is treated not only as an inferior game to chess but as a kid's game.

There does not appear to have been a Junior Draughts Association or League in New South Wales.

I envision that this will change with the rebranding of draughts or checkers as **DRAUGHTS-32** or simply ③ ②. There is an identified necessity for the rebranding.

The aim of this booklet is to circulate the idea and generate interest.

We need to revolutionise thinking. Ping Pong was a kid's game and now Table Tennis is an Olympic sport. They went from being garage players to tournament players. The same can be done with **DRAUGHTS-32**. This is the reason for my *'circling the square'* concept. **Rebranding** is an achievable goal.

In February 2020 Bob Newell gave me contact details for GM Richard Pask in England. I wrote to Richard Pask inquiring about the Paterson Numbering system, as I was developing a program to create a type of 'round' playing field for draughts. I needed to know why Paterson's numbering system was rejected 160 years ago. GM Pask responded as follows:

Dear Richard,
The interesting thing is that his suggestion [ed: Paterson's numbering system] got maximum exposure at a very early stage and still didn't catch on. Personally, I rate it even lower than algebraic.
1: 1-32
2: DEO diagonal
3: Algebraic
4: Paterson
Like the algebraic it refers to (or could) to 32 non-playing squares (profligate). Even worse than algebraic, many who are not mathematically inclined will interpret 13 to be 31 etc (I've taught maths for almost 30 years).
Although the 1-32 isn't exactly subtle, it's actually incredibly easy to learn. Also, virtually every book, apart from Move Over and tiny elements of The Square Word, uses it.
In short, I think it is best and it is certainly here to stay!
What might happen one day is that the Roundsquare Board, featured in Call's Vocabulary, will gain popularity. Then the 1-32 system will be embedded for ever.
Only time will tell!
All the best,
Richard

I was surprised and encouraged with the grandmaster's remark about Call's 'roundsquare board'. I had not disclosed to him at that stage that we had formed a steering committee to create a round board diagram making program.

Six months later, in August 2020, I again wrote to GM Pask. I sent him a draft version of this booklet for his opinion. Needless to say, I was given positive feedback.

The following game fragment is the earliest position I have found for an Australian draughts game. I located it in Bell's Life in Victoria and Sporting Chronicle, Saturday 4 April 1857, page 3.

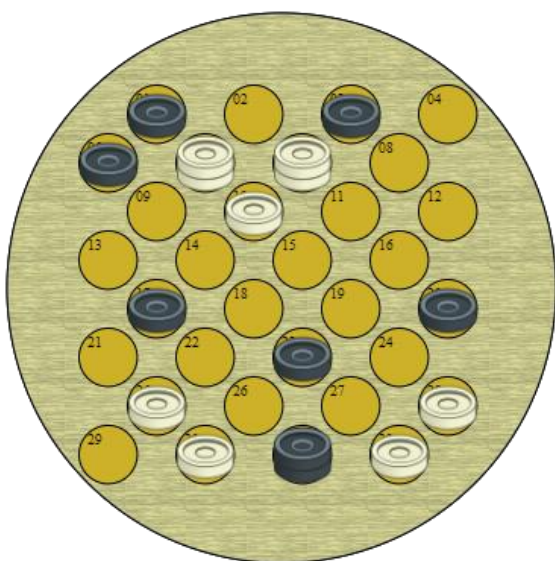
The following position occurred in actual play a few days ago at the Argus Hotel :

White (Mr. A.) — kings, at 6 and 7; men, at 10, 25, 28, 30 and 32.

Black, (Mr. McG.) king, at 31; men at 1, 3, 6, 17, 20 and 23.

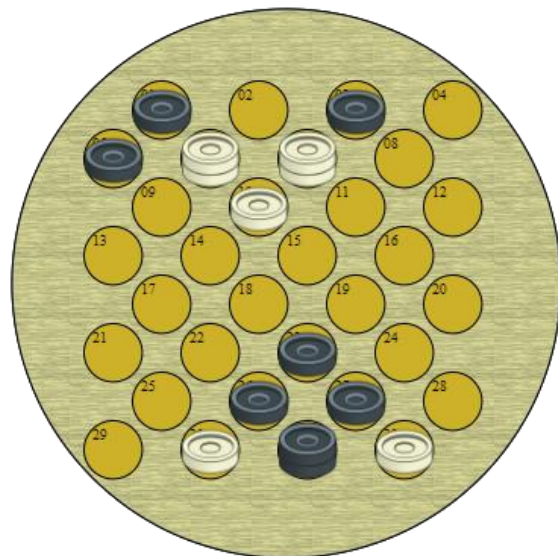
White to move and win.

White to play and win



Starting position for the 1857 problem

Solution: 1... 25-22 2. 17x26 28-24 3. 20x27



7-11 4. 5-9 6x13 5. 1-5 10-6 6. 5-9 13-17 7. 9-13 17-22 8. 13-17 22x13 9. 3-7 11x2 White wins

So, during my isolation from COVID-19 in 2020 I was able to form a steering committee to get this project started.

As will be discussed later there is a need to separate draughts and chess from being so-called 'sister' games. They are both beautiful games and difficult to play accurately.

Hopefully, the **Draughts-32** round playing field together with a few subtle changes to 'terms' will be favourably received by the checkers and draughts community.

I prefer to use the term 'draughts' due to the poor image the name of checkers has been associated with the game in Australia.

I have deliberately kept the board examples colourful. I have done the games section in a grey scale.

As GM Pask has suggested it is time to share the concept with the world-wide checkers and draughts fraternity.

I implore all draughts and checkers players to give consideration to '**circling the square**'! Let's achieve what is now possible and **rebrand** this noble and scientific game.

EXPLORE DRAUGHTS-32

Welcome to the first official **Draughts-32** booklet. Storytelling is part of **rebranding!**

Like a fine old port this concept has had a long fermentation period – over 110 years.

There has been a lot of comparison between draughts/checkers and chess for over 250 years; the comparisons are unfounded.

“The superficial comparison of draughts to chess is hereby euthanised, formally terminated; the last rites have been administered to the comparison, but not the game!” [Richard Torning 2020]

Draughts-32 is our personal attempt to re-brand and invigorate this scientific game.

Why do I refer to it as Draughts and not as checkers? In Australia, checkers is associated as being a children’s pastime. Even worse, checkers is deemed to be just a simple game with simple rules. However, playing chess is associated with being smart.

Chess has received the widest possible exposure in Australia and in the State in which I live, New South Wales. Draughts died out after World War II and never recovered. The last official Australian Championship was held in 1965 and won by Richard Chamberlain.

Since then the game has been more commonly referred to as checkers (about 60 years).

Australia was ‘discovered’ by Captain James Cook the English explorer in 1770. Tell that to the locals!

Australia, the continent, was inhabited by the Australian aboriginals – a much maligned race of which I am a proud descendant. I claim that I was already here (in the loins of my Aboriginal ancestors) waiting for my other European ancestors to arrive – the original boat people!

The official First Fleet ‘settlement’ from 1788 onwards, of convicts and free settlers from the United Kingdom, decimated the local

indigenous population. My great x 4 grandfather was Namut Gilbert. Namut was born circa 1805 and was the Chief of the Liverpool Tribe (Cabrogal clan/mob).

Namut Gilbert is famous for being the aboriginal ‘tracker’ who located the body of Frederick Fisher, who was murdered in Campbelltown in 1828. There is an annual event known as the “Fisher’s Ghost Festival” in Campbelltown each year.

In a census taken in 1843 there were only 28 living aboriginals in the Liverpool tribe who received blankets from the Colonial Governor. Deaths from diseases like smallpox and the flu plus indiscriminate killings had reduced the population of the Sydney basin Darug tribes by an estimated 50%-75% within the first 50 years of occupation by the white settlers.

Some of my other ancestors were convicts who were transported to the Colony for minor crimes in England. Others were free settlers.

I find it ironic that in the year 2020, Covid-19 and Black Lives Matter (BLM) are still the major headlines.

In my research of draughts in Australia I found it interesting that the ‘infamous’ explorers Burke and Wills were aided by aboriginal trackers. They explored the middle of the continent from Melbourne up to the Gulf of Carpentaria from 20 August 1860 – 28 June 1861.

Burke, an Irishman, Victorian policeman and former member of the Irish military, succeeded in being the first European to cross the continent but died on the return trip.

The expedition was about 2,800 kms (or 1,740 miles) each way and included travel through the inland desert region of Australia. One of the aboriginal trackers who helped the expedition cross the desert was Womby! He was part of William Brahé’s (1835-1912) party – famous for the coolibah ‘Dig Tree’ history. [<http://www.thedigtrees.com.au/burke-and-wills-expedition/>]

One anecdote in a newspaper reads:

'The last link with the Burke and Wills expedition was Womby, an aborigine. He died at Nockalunga Station, South-West Queensland, in 1923. Right to the last he remembered events that took place on that 'disastrous' [return] journey. Womby joined the 'expedition' at Menindee and reached the famous depot on Cooper's Creek with Brahé, who left before Burke and Wills arrived. Womby, unusual for an aborigine, was a champion draught-player and remained unbeaten by expert white players for years. While on a droving trip to Adelaide in the 1880's he was matched against a famous South Australian player. Womby won all the games except the last, and then his defeat was due to falling asleep over the draught-board.'



<http://www.thedigitree.com.au/burke-and-wills-expedition/>

The next prominent indigenous draughts player is Jacob Harris (4th March 1871 - 31st May, 1942), who had never read a book on the game. He achieved 5th prize in 1926 at the Australian Conference. He defeated ex-Scottish International, and the 1917 Australian Champion, R. Holmes.

'...Adelaide Draughts Club to get Jacob Harris, a full-blooded native from the Point Macleay Mission Station to try his skill in the [Australian] draughts championship in Adelaide. Gathered at this tournament were the champions representing the six States of the Commonwealth, and against these Harris measured his skill. Before the performance he had never seen any books on the game, and his knowledge relied solely on his natural game gained through playing, fellow men on the mission station. He had never previously played in a tournament, and naturally was extremely nervous on first meeting these giants of the game, as they must have appeared to him... The analysis of the games played by Harris reads: Played 23; won 8; drawn, 7; and lost, 8. a truly wonderful performance and unheard of in the long history of the game.'

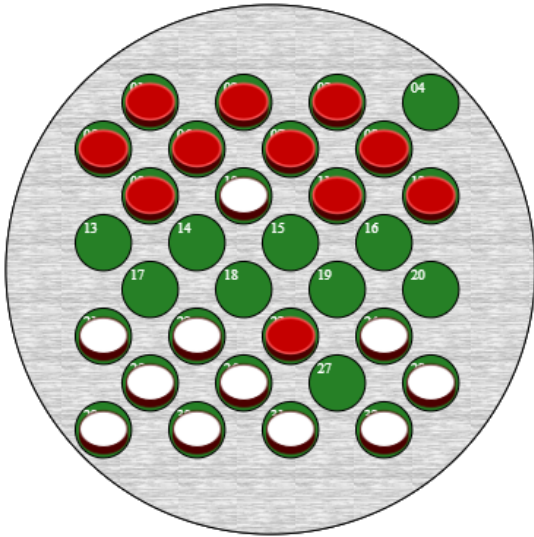
[West Australian, Saturday 17 April 1926, page 15.]

Jacob Harris went one better in 1927 at the Australian Conference in Launceston, Tasmania. He came 4th with the following result: Played 29 games; Won 10; drawn 12; lost 7.

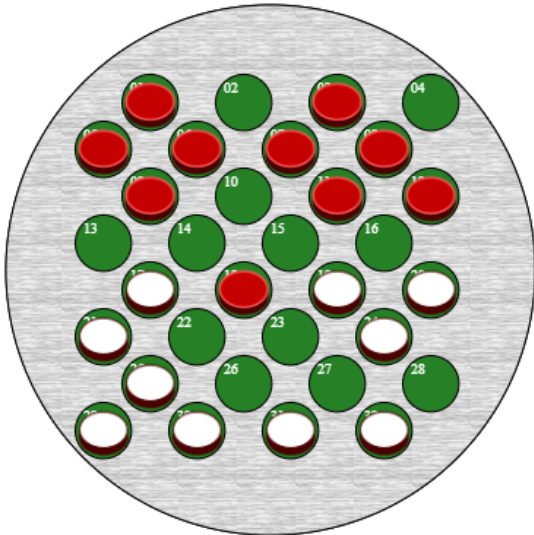
In this game he played Armstrong (who came 4th in 1926).

<p>Black: Jack Armstrong White: Jacob Harris Event: Australian Championship Tasmania Date: 1927 Result: 1/2-1/2</p>
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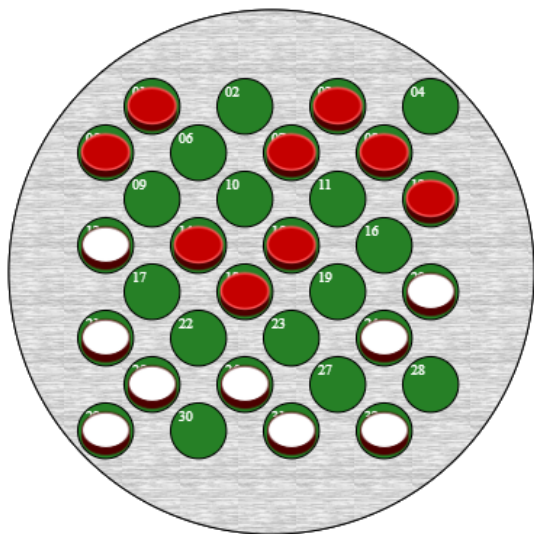
1. 11-15 23-18 2. 8-11 27-23 3. 4-8 23-19 4. 10-14 19x10 5. 14x23 ...



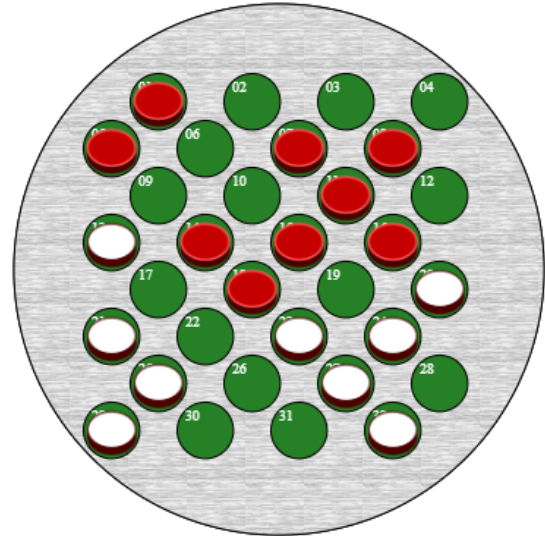
26x19 6. 7x14 22-17 7. 14-18 24-20 8. 2-7 28-24



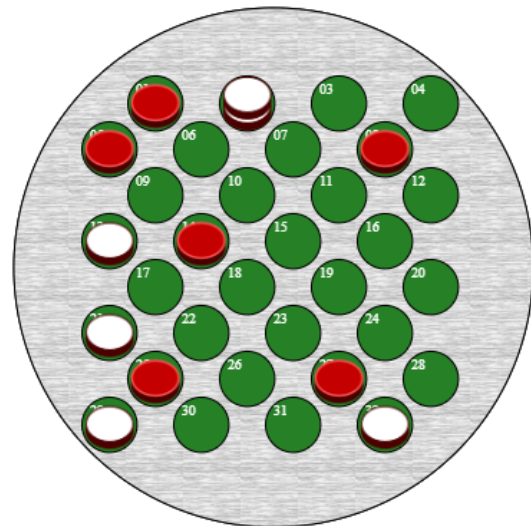
9. 11-15 19x10 10. 6x15 17-13 11. 9-14 30-26



12. 8-11? (a) 31-27? (b) 13. 12-16 26-23 14. 3-8 ...



23-19 15. 16x23 20-16 16. 11x20 25-22 17. 18x25 27x2 18. 20x27 ...



29x22 19. 27-31 2-7 20. 14-18 22x15 21. 31-27 32x23 22. 5-9 13x6 23. 1x26 draw

(a) 7-11 =

(b) 13-9! A double blunder on move 12.

Armstrong, from Victoria, finished in 3rd position ahead of Harris, South Australia, in 4th position for the 1927 tournament. Harris was described as follows: *'By his fine bearing and gentlemanly manner, Jacob has made himself very popular with the draughts players.'*

[The Austral, May 25, 1927 pp 9-10.]

The stigma against draughts (or checkers) in many countries is due to the inappropriate comparison with the game of chess.

**ARE
CHESS AND DRAUGHTS
SISTER GAMES?**

Irving Chernev, in his book THE COMPLEAT DRAUGHTS PLAYER published in 1981, lists 10 differences on page 274.

CHESS

1. All 64 squares are used.
2. White moves first.
3. Captures are optional.
4. Only one piece may be taken at a time.
5. The capturing piece replaces the one that is removed.
6. A stalemate is a draw.
7. The pieces move in different ways.
8. The pawns promote to anything but a king.
9. The choice of openings is not restricted.
10. The time limit specifies a certain number of moves per hour.

DRAUGHTS

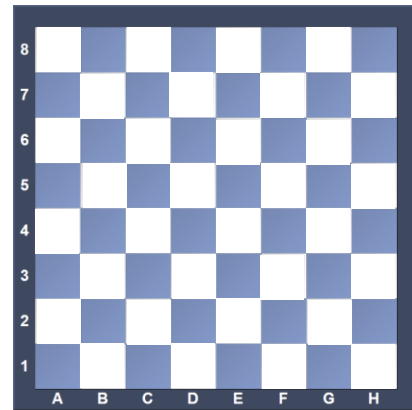
1. Only 32 squares are used.
2. Black moves first.
3. Captures are compulsory.
4. One or more pieces may be taken at a time.
5. The capturing pieces jumps over the one that is removed.
6. A stalemate is a loss.
7. The pieces all move the same way.
8. The pieces promote to a king only.
9. The openings are chosen by ballot.
10. The time limit is five minutes per move.

The observation by Chernev is fair but needs to be updated. The three things that constitute how both draughts and chess are played are:

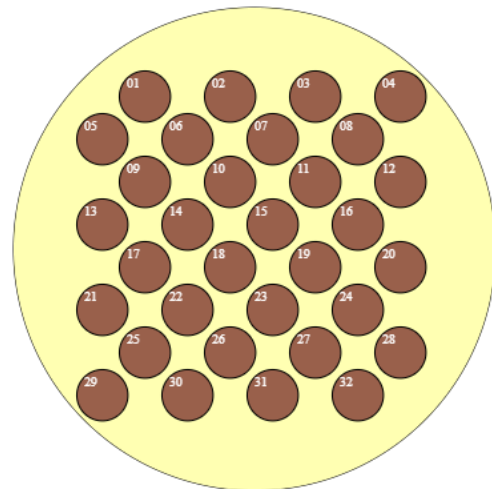
- (a) the rules of the game, and

- (b) the movement and power of the individual pieces, and
(c) the board or field on which the game is played.

There is no essential reason why the current 64 square board should continue to be used.



Why is the 64 square board preferable to the unique **Draughts-32** board below?



The method of recording the games is also different and should have been in the original list. Chess uses the algebraic notation system, whilst draughts uses the numerals 1 to 32 for the playing field.

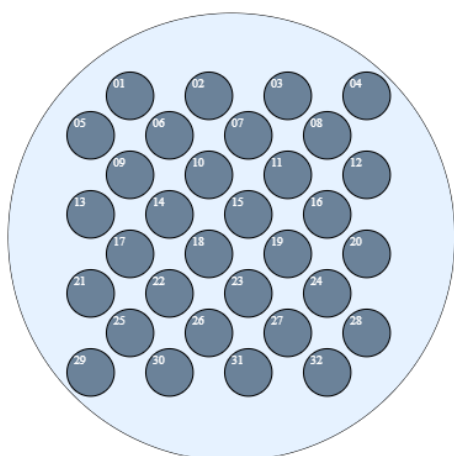
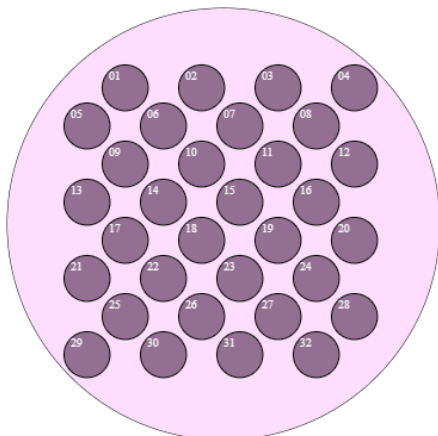
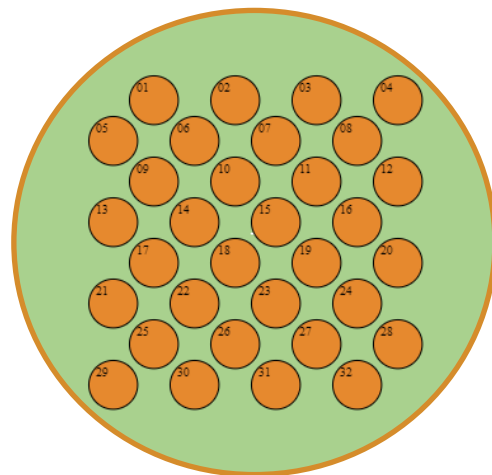
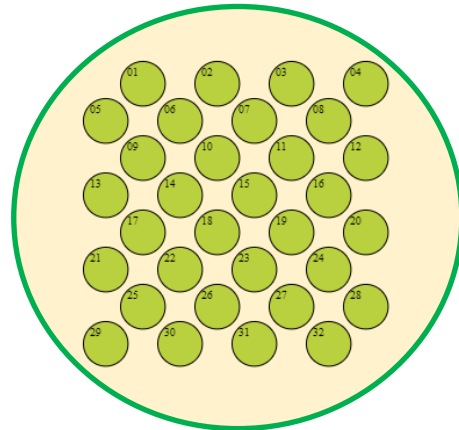
Another strong factor is that looking at each board you would never associate them as sister games in a million years. There is nothing wrong with games evolving.

What is the first step to rejuvenate draughts?

Implementing a round playing field is a simple phase which will effectively enable the re-branding of draughts and checkers in the 21st century.

The purists may argue that the 64 square board has survived in its current form for hundreds of years. I would argue that it is on its death bed as a serious game. Where are the juniors playing competitive tournaments? Where is the curriculum that junior draughts clubs are using? In fact, where is draughts being played in clubs or schools? M.I.A.

Another factor is the limited colours of the current playing boards. Who says they must be green and buff or black and white? Standards are good in official tournaments but there is no reason why juniors and seniors cannot use different coloured playing boards.



The beauty of the new board is that the players can create their own designs. I think it would be wonderful to see a room full of juniors (boys and girls) playing draughts with different coloured boards and pieces. It would look like a rainbow for players, spectators, and officials!

The playing pieces are also different between the games. Draughts current standard are discs:



Chess has the following six pieces:



The playing pieces could also be referred to as **disc** and **crown**, rather than man and king.

It may also be time to revisit the rules. In a non-sexist world perhaps, consideration should be given to renaming the King a **Crown** – which is gender-neutral. One could also consider promoting a **disc** to another gender-neutral term such as: ruler, elder, chief, or superior.

I am also in favour of renaming the playing field from squares to bases.

Base seems to be an appropriate term for each of the 32 playing circles. Other suggestions include: spot, zone, plot, lay, mark, patch, place, point, space, pad, area, stand, rest, seat, bed, circle, field, ring, prop, anchor, or post.

As stated earlier I prefer the term **DRAUGHTS-3** **2** instead of 'roundsquare' as there are no squares at all. It would be archaic to hang onto the word 'square' if we are desirous of rebranding draughts/checkers to differentiate it completely from chess and improve its image. (Simply, **3** **2** is another option.)

Getting back to Chernev's lists I think it is fair to say that Draughts and Chess both use digital clocks. A rule of thumb is that with the advent of clocks different rates of play are categorised as follows:

- (a) Bullet games (1 or 2 minutes per player),
- (b) Lightning or Blitz games (5 minutes per player with or without increments),
- (c) Rapid games (from 20 minutes on the clock for each player with or without increments up to 60 minutes), and
- (d) Classical or standard play rates (which usually commence at 60 minutes each on the clock with or without increments).

No longer does draughts have a maximum of 5-minutes per move rule with a warning of an extra minute, or 1-minute rule for compulsory captures...

The colours of the discs and crowns could be any colour whatsoever so long as the chosen

set has sufficient contrast with the playing board. Refer to page 31 for examples.

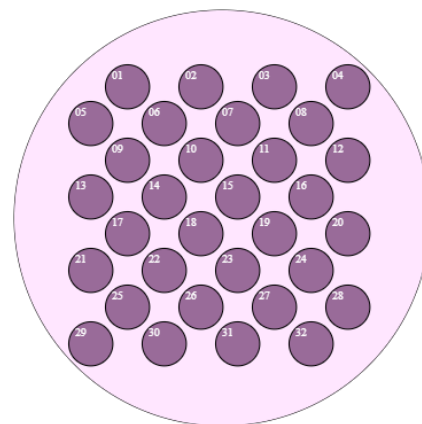
Thus, I believe if we look at the rules, pieces and board as being the three criteria for the game of draughts we shall be rejuvenating the game by:

1. Changing the board shape
2. Gender neutral terms
3. Adding colour to the discs and boards.

The suggested changes deserve serious consideration as they have merit. Removing the 32 profligate non-playing squares is an important way to get rid of any comparison with chess. By adding colour, we may make it more visually attractive for people to play. By using gender-neutral terms instead of man and king we shall be two jumps ahead of chess which retains its kings and queens.

Chess is in the process of rebranding itself with Chess-960.

The diameter of the **DRAUGHTS-32** board could be say: **400mm in diameter** with the bases each **40mm in diameter**.



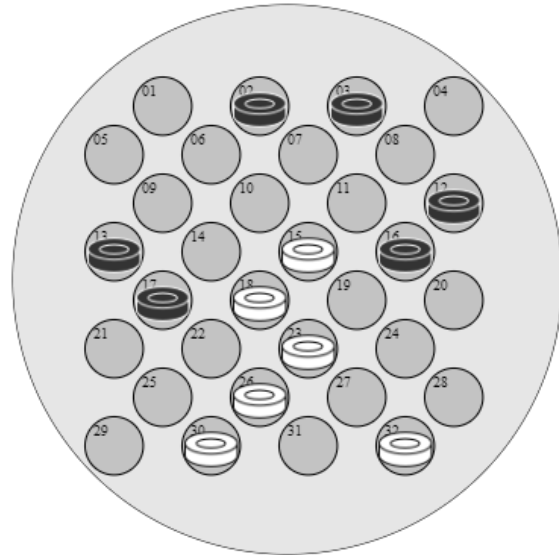
My personal preference is for Draughts-32 to be established in schools and junior clubs with official tournaments and championship events. There must be an established Junior Draughts League in each State or country to survive.

I provide the following 16 games played in Australia around 100 years ago to demonstrate the numbered **Draughts-32** board.

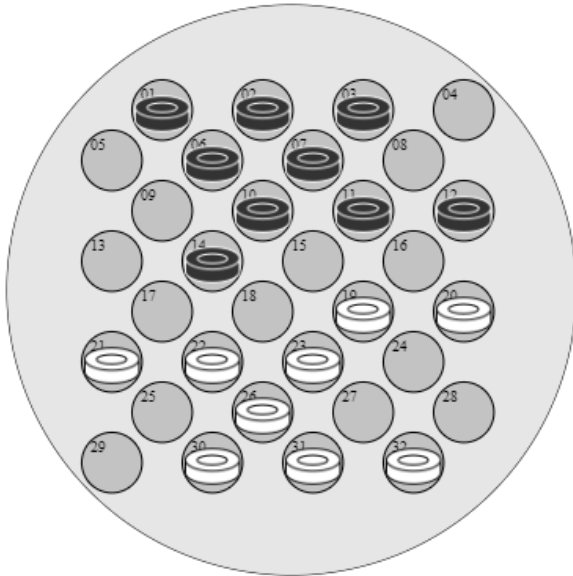
Game 1

Red: Drury J
Whit: Boreham J A
Date: 1892
Result: 1/2-1/2

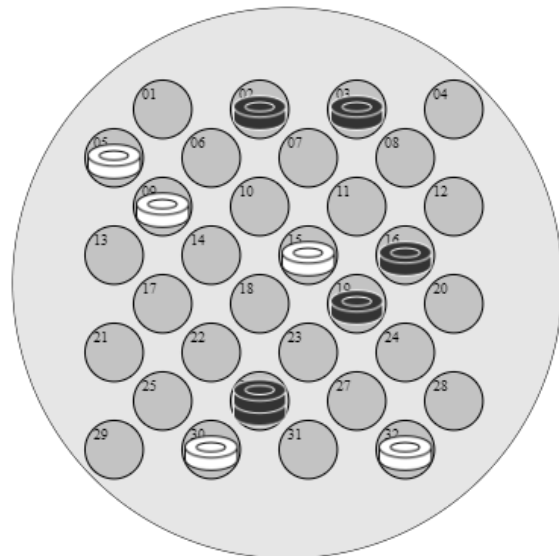
1. 11-15 23-19 2. 9-14 27-23 3. 8-11 22-18
 4. 15x22 25x9 5. 5x14 29-25 6. 4-8 25-22
 7. 11-15 24-20 (a) 8. 15x24 28x19 9. 8-11 (b)



- 18-14 (d) 18. 17-22 26x17 19. 13x22 14-9 (e)
 20. 22-26 9-5 21. 26-31 (f) 23-18 22. 16-19 18-14
 23. 12-16 14-9 24. 31-26 Draw



- 22-18 10. 6-9 (c) 26-22 11. 1-5 31-26 12. 9-13
 18x9 13. 5x14 22-18 14. 14-17 21x14 15. 10x17



Final position

Notes:

- (a) 22-17 is slightly stronger.
 (b) 10-15 is playable.
 (c) 14-17! Is better.
 (d) 23-19 was another option for White.
 (e) 15-10 is also playable for the draw.
 (f) Red crowns first on spot 31.

- 19-15 16. 11-16 20x11 17. 7x16

Game 2

Red: Walkley

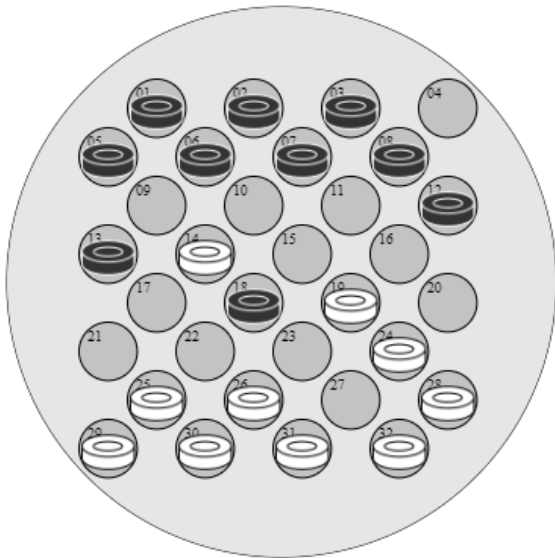
White: Hogg

Event: South Australia Championship

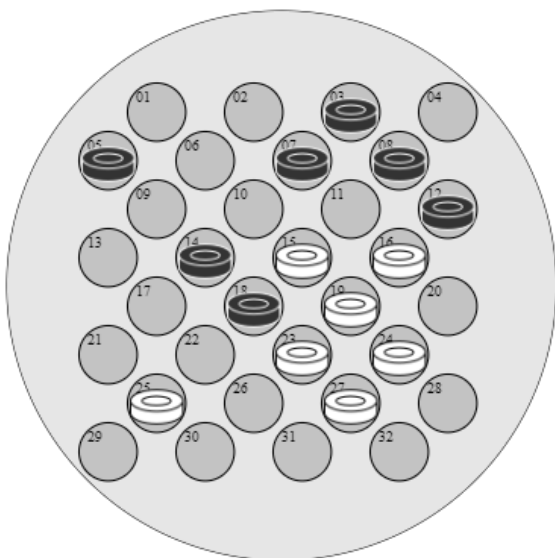
Date: 1892

Result: 0-1

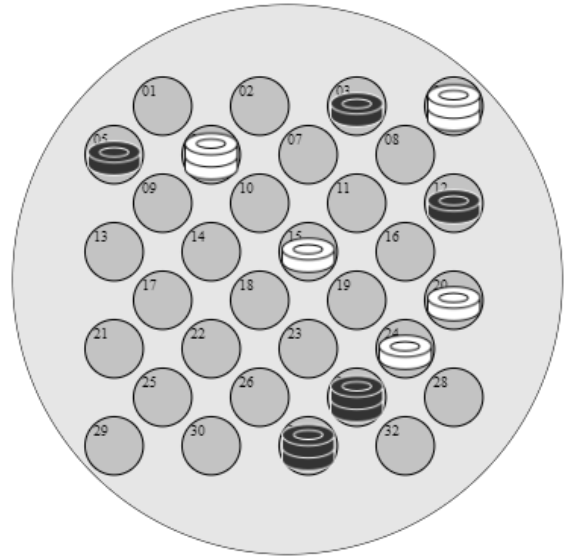
1. 11-15 23-18 2. 8-11 27-23 3. 9-13 18-14
 4. 10x17 21x14 5. 4-8 23-19 6. 15-18 22x15 7.
 11x18 (a)



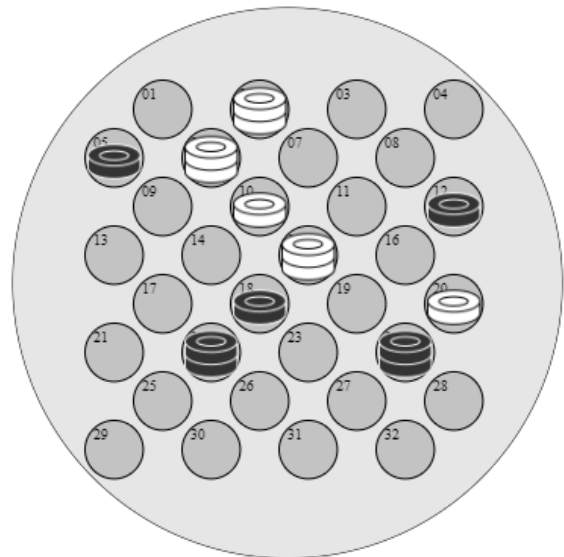
- 32-27 8. 6-9 24-20 9. 1-6 (b) 26-23 10. 13-17
 25-22 11. 17x26 31x15 12. 9x18 23x14
 13. 6-9 (c) 29-25 14. 9x18 30-26 15. 2-6 20-16
 16. 6-9 26-23 17. 9-14 28-24



18. 14-17 23x14 19. 17-21 14-10 20. 7x14 16-
 11 21. 21x30 11x4 22. 14-18 24-20 23. 30-26
 27-24 24. 26-31 15-10 25. 31-27 10-6 26. 18-22
 6-2 27. 22-26 2-6 28. 26-31 19-15



29. 31-26 15-10 30. 26-22 24-19 31. 27-24 19-
 15 32. 24-19 15-11 33. 3-8 11-7 34. 8-11 4-8 35.
 11-15 8-11 36. 15-18 11-15 37. 19-24 7-2



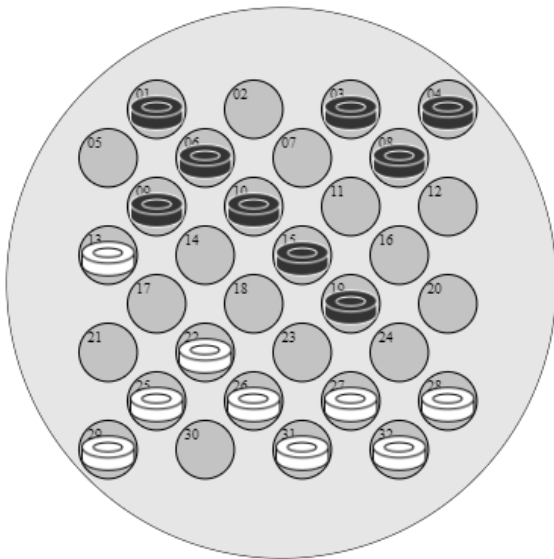
38. 18-23?? (d) 6-9 39. 5x14 20-16 40. 12x19
 15-18 41. 22x6 2x20 White wins

- (a) How strong or weak are the isolated discs on spots 14 and 18?
 (b) Here 13-17 is strong for Red.
 (c) 6-10 was stronger.
 (d) The losing move. Better was 24-28.
 But this allowed a beautiful shot!

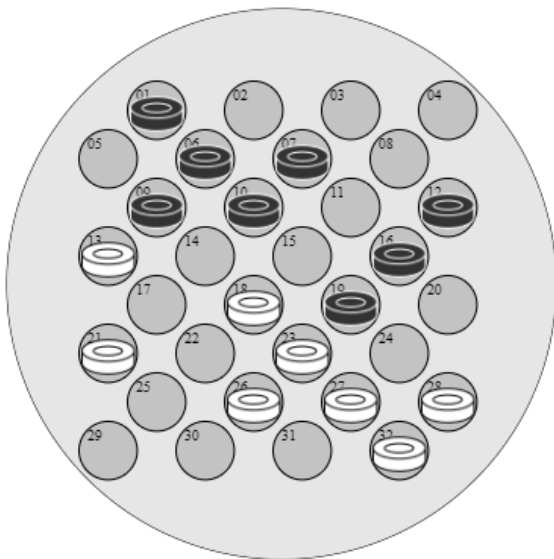
Game 3

Red: Greenaway
White: Brennan J
Event: North Sydney vs
the City Draughts Club
Date: 1905
Result: 1-0

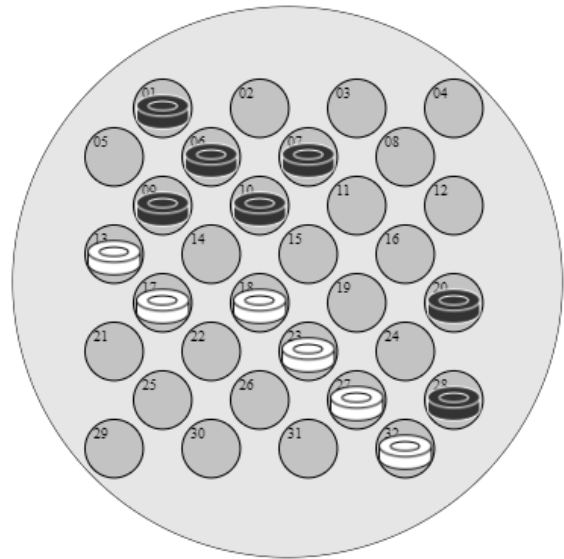
- 1. 9-14 22-17 2. 11-15 25-22 3. 15-19 24x15**
4. 10x19 23x16 5. 12x19 17x10 6. 6x15 21-17
7. 5-9 17-13 8. 2-6 30-25 9. 7-10



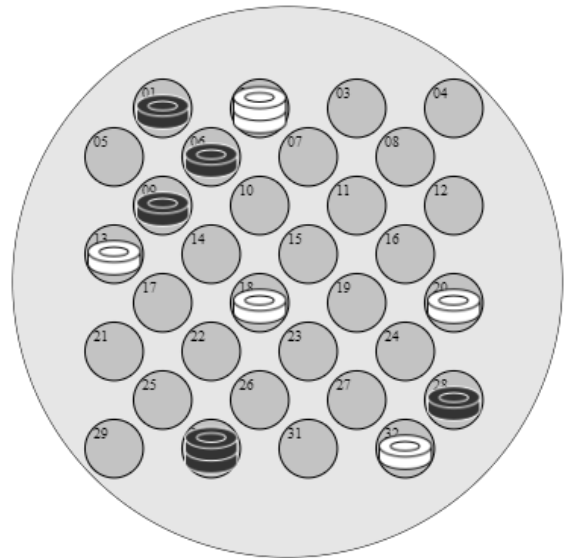
- 22-18 10. 15x22 25x18 11. 8-11 27-23 12. 11-16 29-25 13. 4-8 25-21 14. 8-12 31-27 15. 3-7**



- 21-17 16. 16-20! (a) 23x16 17. 12x19 28-24!**
18. 19x28 26-23



- 19. 20-24 27x20 20. 7-11 17-14 21. 10x17 23-19 22. 17-22 19-16 23. 22-26 16x7 24. 26-30 7-2 (b)**



Final position

Notes:

- (a) 1-5!?! seems safer.
 (b) White stands slightly better. Red resigned or lost on time?

Game 4

Red: Passey F

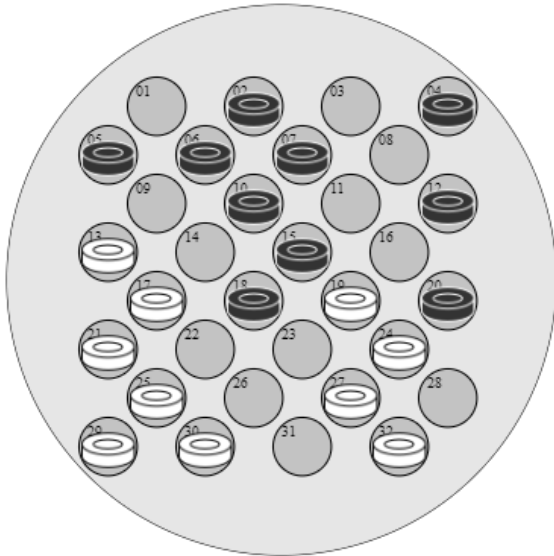
White: Hansen

Event: Match in Queensland

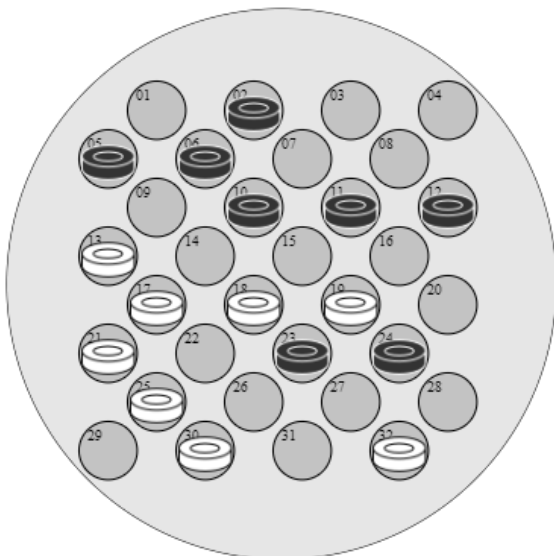
Date: June 1902

Result: 0-1

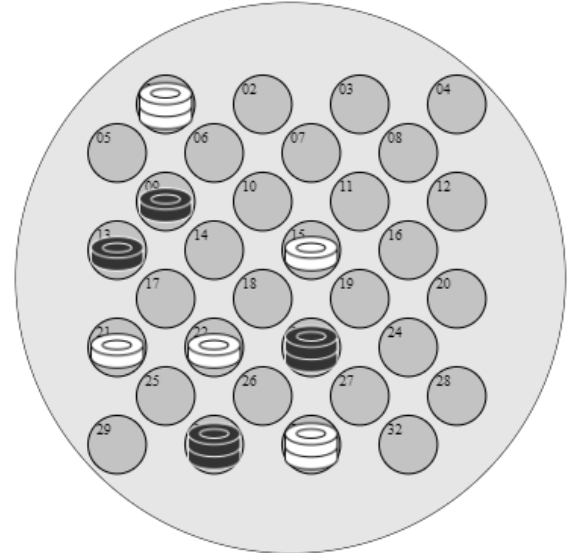
1. 9-14 22-18 2. 5-9 24-19 3. 11-16 26-22
 4. 8-11 22-17 5. 16-20 17-13 6. 1-5 31-26
 7. 3-8 28-24 8. 11-15 18x11 9. 8x15 26-22
 10. 14-18 23x14 11. 9x18! (a) 22-17



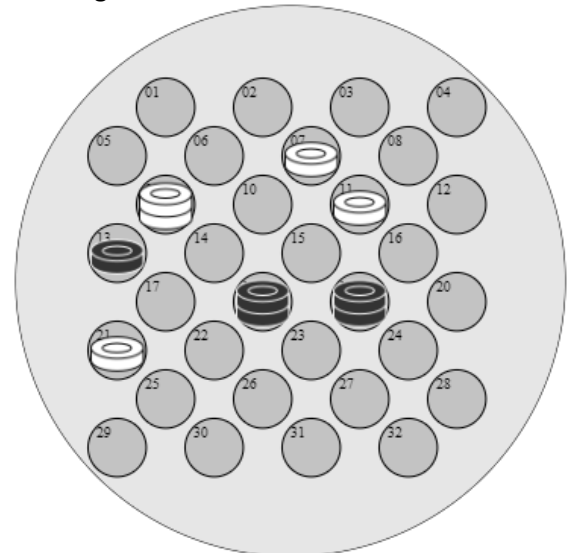
12. 18-23 27x11 13. 7x23 24-19 14. 4-8?! (b)
 25-22 15. 20-24 22-18 16. 8-11 29-25



17. 6-9?! (c) 13x6 18. 2x9 25-22 19. 24-27 19-15
 20. 10x19 30-26 21. 23x30 32x7 22. 9-13 7-2
 23. 30-25 2-7 24. 12-16 7-11 25. 16-20 11-15
 26. 20-24 15-19 27. 24-27 19-23 28. 27-32 17-14
 29. 32-28 14-10 30. 28-24 10-6 31. 5-9 23-26
 32. 25-30 26-31 33. 24-19 6-1 34. 19-23 18-15!



35. 30-25 31-26! 36. 23x30 22-18 37. 30-26 1-5
 38. 25-22 5x14 39. 22-17 14-10 40. 17-22
 10-14 41. 22-17 15-10 42. 26-23 18-15 43. 17-22
 15-11 44. 22-18 14-9 45. 23-19 10-7
 winning



Notes:

- (a) Not 10-26 because 19-1 wins.
- (b) Going for the crowned piece seems more logical for Red.
- (c) 24-28 is safer. This presents White with a nice shot!

Game 5

Red: Harris, J.

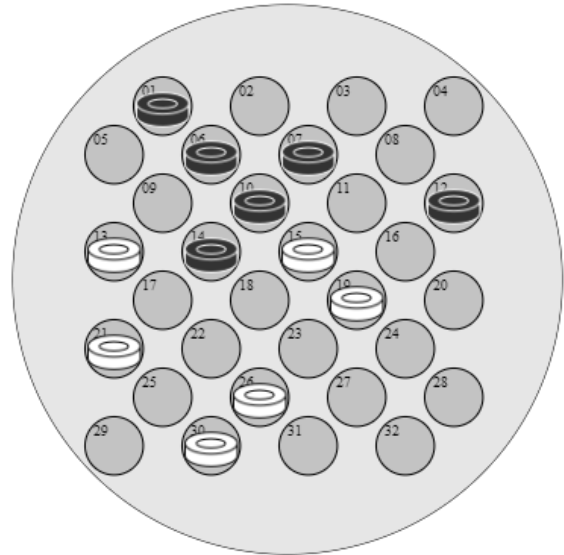
White: Holmes, R.

Event: Australian Championship.

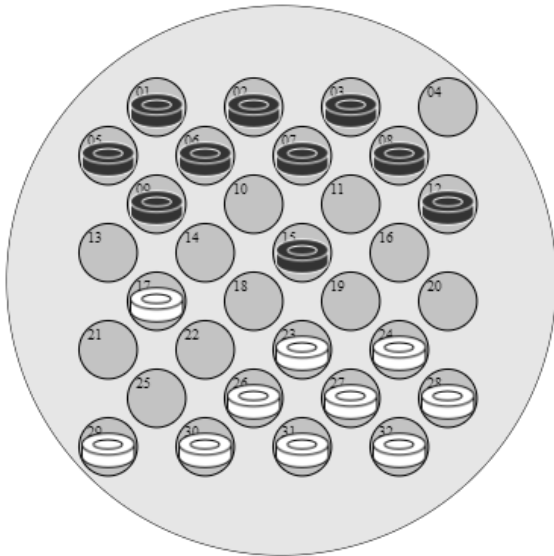
Date: 1926

Result: 1-0

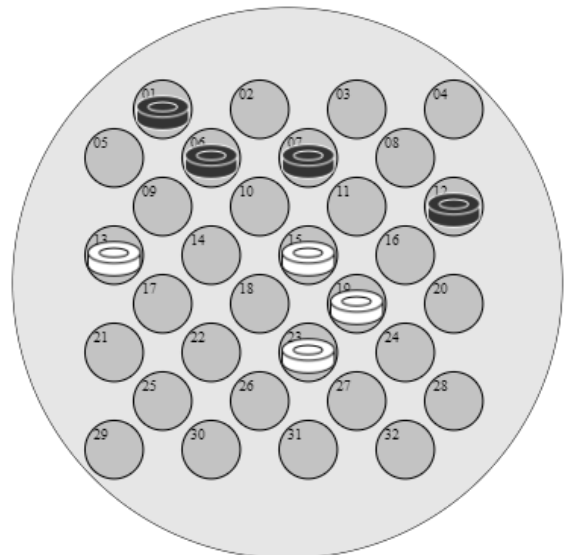
- 1. 10-15 22-18 2. 15-22 25-18 3. 11-15 18-11
4. 8-15 21-17 5. 4-8**



- 26-22?? (a) 19. 14-17 21-14 20. 10-26 30-23
(b) White resigned having missed the coming sacrifice.**



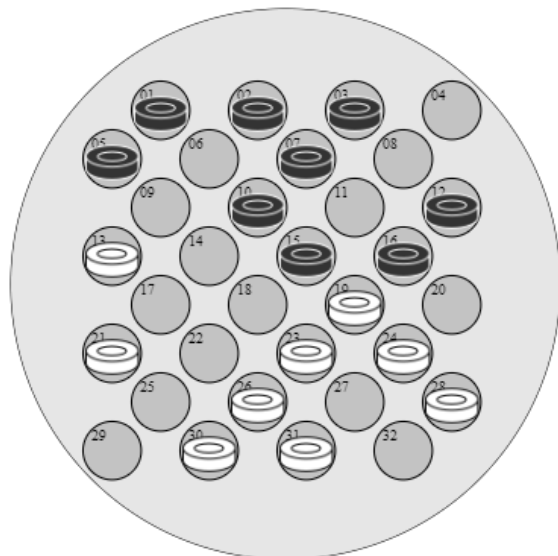
- 17-13 6. 9-14 29-25 7. 8-11 23-19 8. 6-10 25-21 9. 14-18 27-23 10. 18-27 32-23 11. 11-16**



Final position

Notes:

- (a) 26-23 was slightly better.
(b) 21. 12-16!! 19x12 22. 6-9 13x6 23. 1x26 beautiful.



- 24-20 12. 15-24 20-11 13. 7-16 28-19 14. 2-6 23-18 15. 16-23 26-19 16. 3-7 18-15 17. 5-9 31-26 18. 9-14**

Game 6

Red: Gallagher J

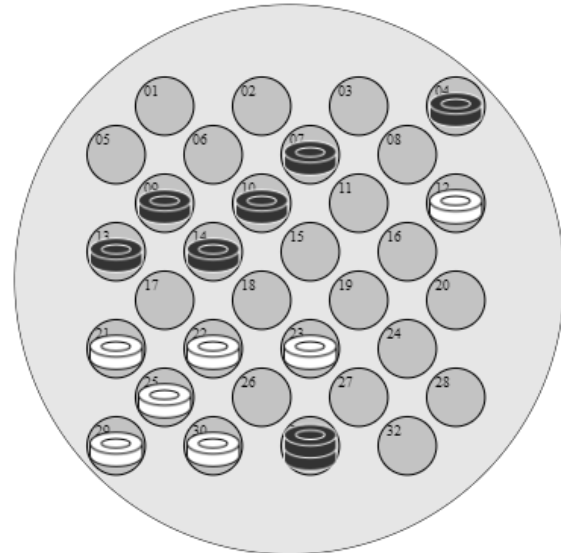
White: Underwood J

Event: Enmore Reading Rooms

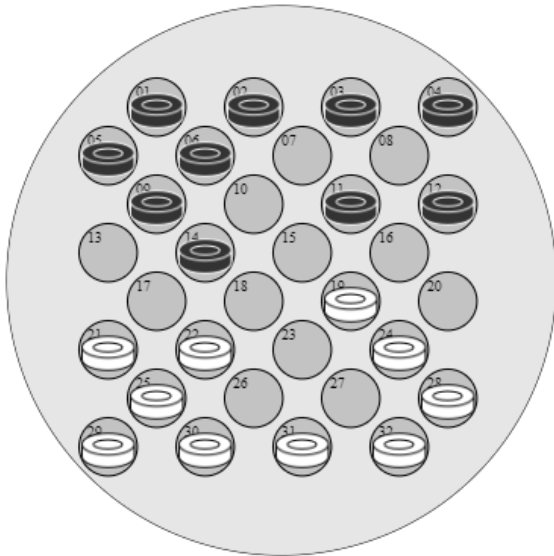
Date: before 1913

Result: 1-0

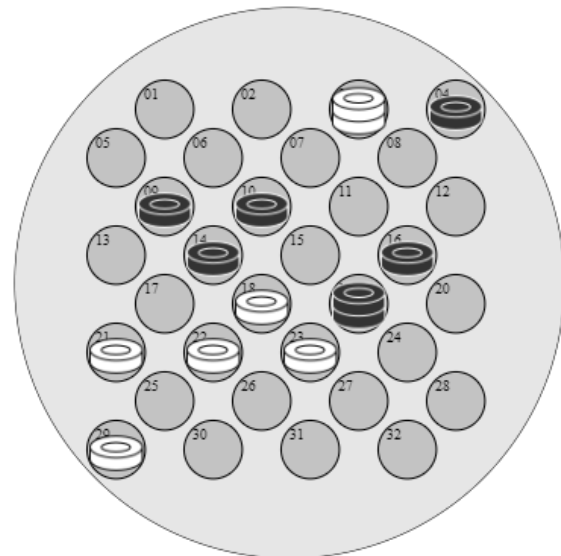
1. 11-15 23-18 2. 8-11 27-23 3. 10-14 23-19 4. 14x23 19x10 5. 7x14 26x19



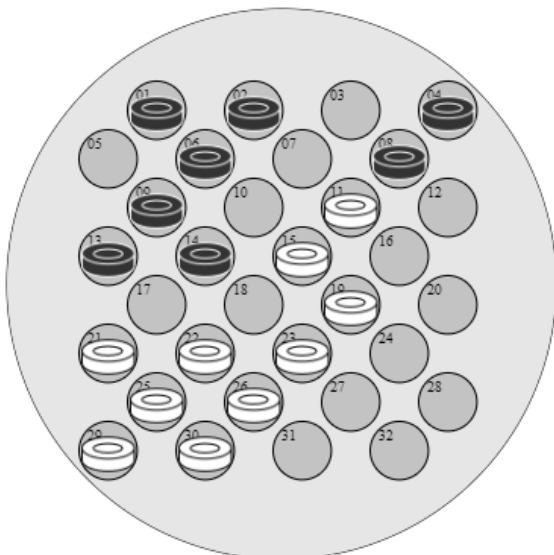
22-17 19. 13x22 25x18 20. 31-27 30-26 21. 27-24 26-22 22. 7-11 12-8 23. 11-16 8-3 24. 24-19



6. 11-16 19-15 7. 9-13 24-20 8. 16-19 32-27 9. 3-8 31-26 10. 5-9 27-23 11. 12-16 20x11 12. 19-24 28x19



3-7 25. 19x17 7-11 26. 14x23 21x7 27. 16-20 11-15 28. 23-27 15-19 29. 27-32 7-2 30. 32-28 2-6 31. 9-13 6-9 32. 20-24 red wins



13. 6-10 15x6 14. 8x24 23-19 (a) 15. 1x10 26-23 16. 24-27 19-16 17. 27-31 16-12 18. 2-7

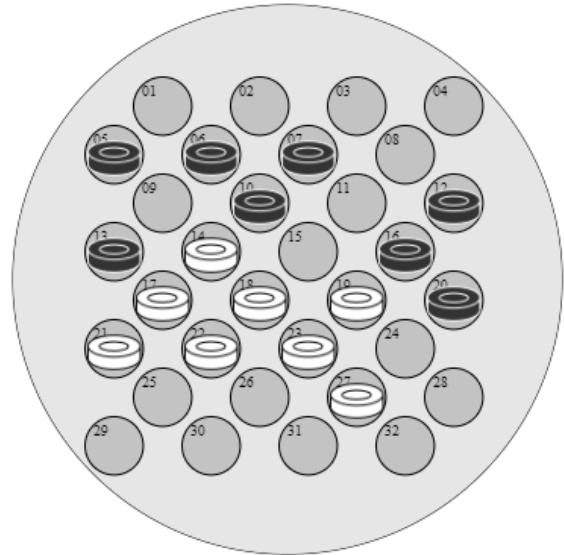
Notes:

(a) 22-18! and after 1x10 then 18-15 keeps it unclear.

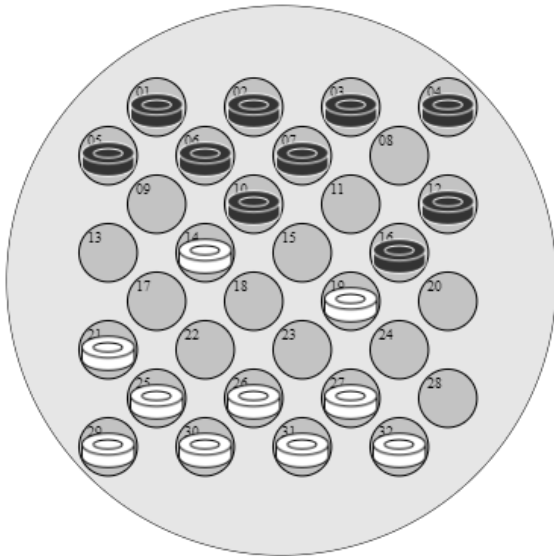
Game 7

Red: Underwood J
White: Illingworth J
Event: Katoomba
Date: 1913
Result: 0-1

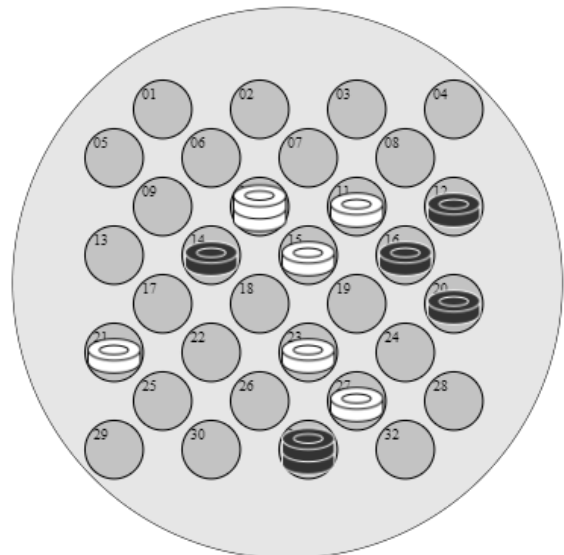
- 1. 11-15 24-19 2. 15x24 28x19 3. 8-11 22-18**
4. 11-16 18-14 5. 9x18 23x14



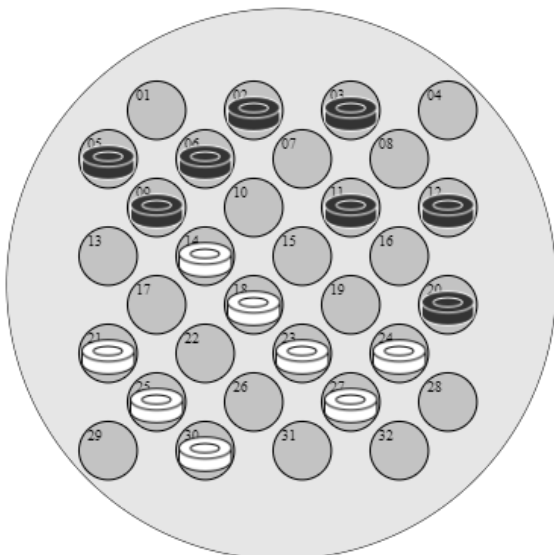
- 14-9 20. 5x14 18x2 21. 7-11 22-18 22. 13x22**
2-6 23. 11-15 18x11 24. 10-14 19-15 25. 22-26
6-10 26. 26-31



- 6. 16x23 27x18 7. 10x17 21x14 8. 12-16 26-23**
9. 4-8 31-27 10. 8-12 27-24 11. 6-9 25-21 12.
16-20 32-27 13. 7-11 29-25 14. 1-6



- 10x17 27. 31x24 23-18 28. 24-19 18-14 29.**
19x10 14x7 White wins

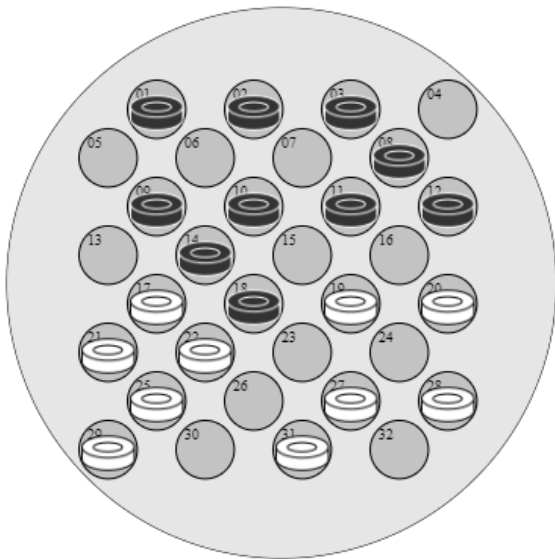


- 30-26 15. 11-16 25-22 16. 3-7 24-19 17. 6-10**
22-17 18. 2-6 26-22 19. 9-13

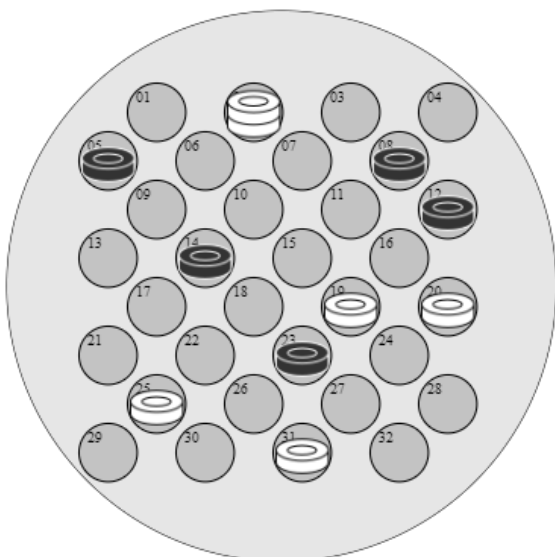
Game 8

Red: Illingworth J
White: Underwood J
Event: Katoomba
Date: 1913
Result: 0-1

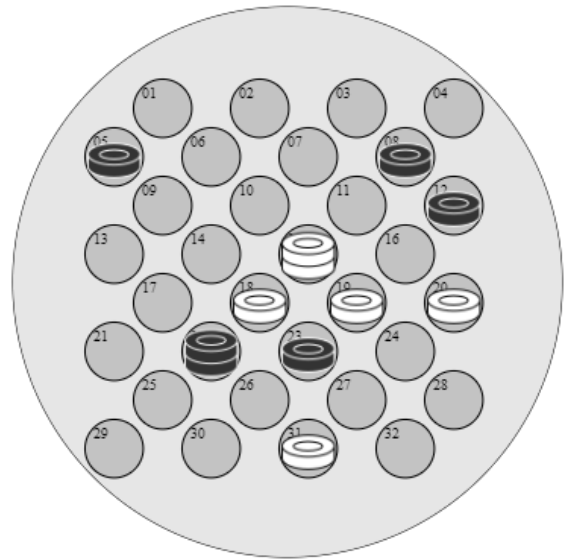
1. 11-15 23-18 2. 8-11 27-23 3. 4-8 23-19 4. 10-14 19x10 5. 14x23 26x19 6. 7x14 24-20 7. 6-10 22-17 8. 14-18 32-27 9. 9-14 30-26 10. 5-9 26-22



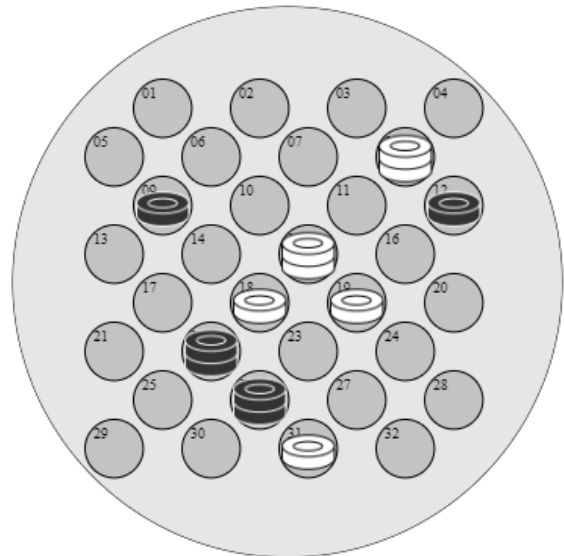
11. 18-23 27x18 12. 14x23 22-18 13. 9-13 18-14 14. 13x22 14x7 15. 3x10 25x18 16. 2-6 18-14 17. 10x17 21x14 18. 1-5 29-25 19. 6-9 14-10 20. 11-15 10-7 21. 15x24 28x19 22. 9-14 7-2 crown



23. 14-17 2-7 24. 17-21 25-22 25. 21-25 22-18 26. 25-29 7-10 27. 29-25 10-15 28. 25-22



20-16 29. 5-9 16-11 30. 23-26 11x4 31. 26-30 4-8 32. 30-26



19-16 33. 12x19 15x24 34. 22x15 31x22 and White wins

Game 9

Red: Corkett T

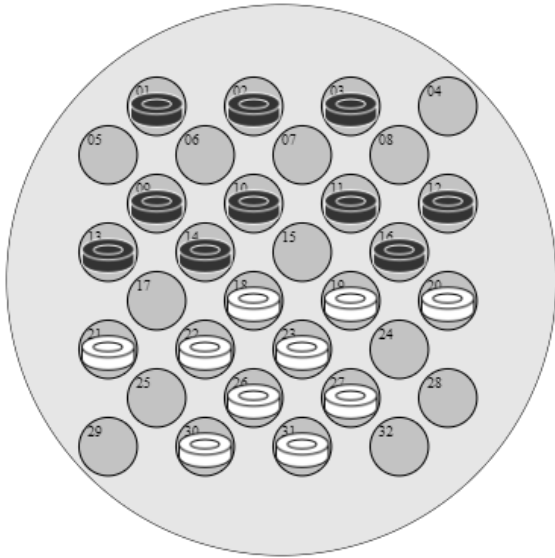
White: Ware F

Event: South Sydney Draughts Club

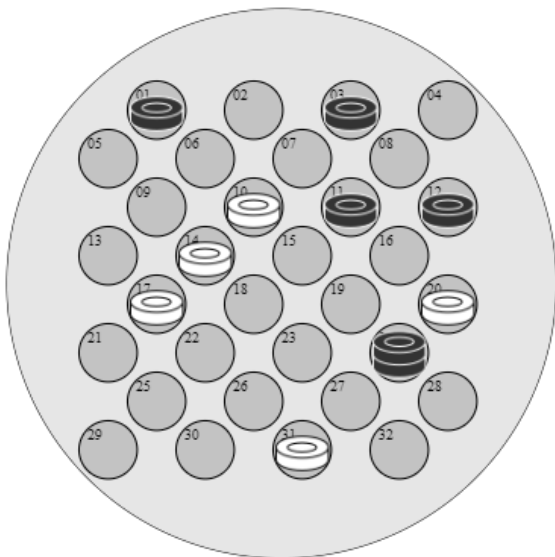
Date: 1913

Result: 1/2-1/2

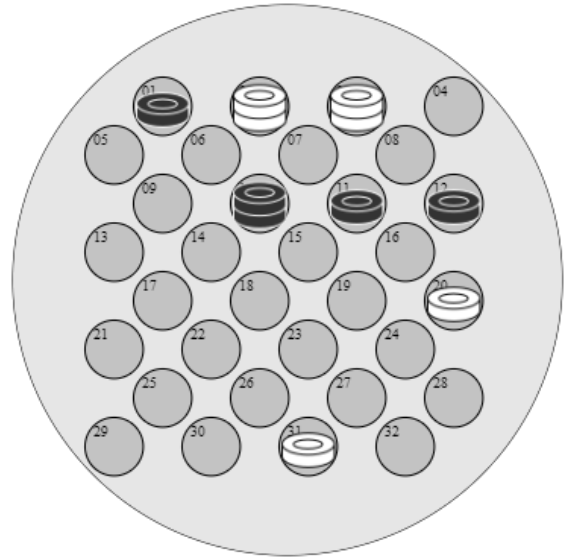
1. 11-15 22-18 2. 15x22 25x18 3. 8-11 29-25
 4. 4-8 25-22 5. 12-16 24-20 6. 8-12 27-24 7.
 9-13 32-27 8. 5-9 24-19



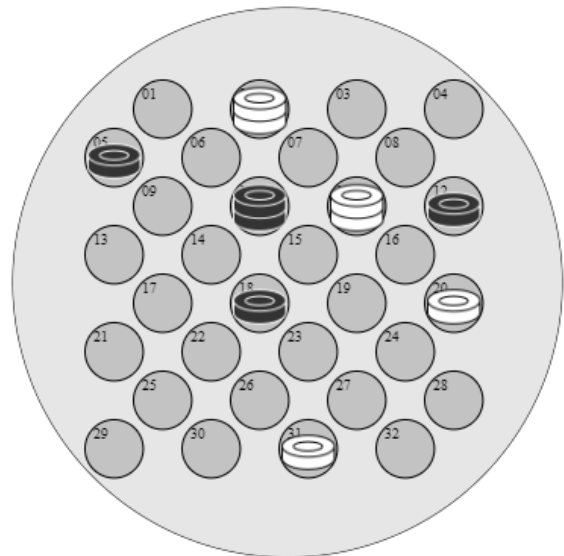
9. 10-15 19x10 10. 7x14 28-24 11. 6-10 24-19
 12. 10-15 19x10 13. 16-19 23x7 14. 14x32 21-
 17 15. 2x11 22-18 16. 13x22 26x17 17. 9-13
 30-26 18. 13x22 26x17 19. 32-28 18-14 20.
 28-24



- 10-7 21. 3x10 14x7 22. 24-19 17-14 23. 19-15
 7-2 24. 15-18 14-10 25. 18-14 10-7 26. 14-10
 7-3



27. 1-5 3-8 28. 11-15 8-11 29. 15-18

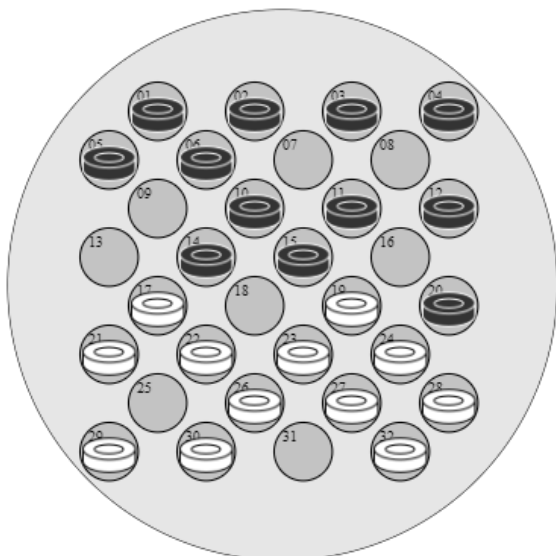


- 20-16! 30. 12x19 11-15 31. 10-14 15x22 draw

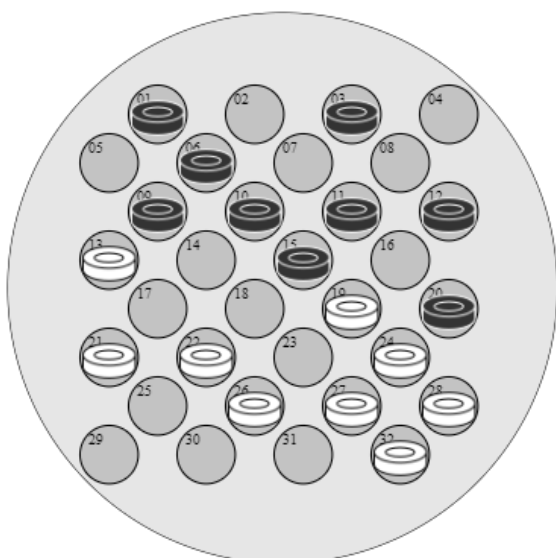
Game 10

Red: Walsh
White: Amery W
Event: Temperance Hall
Date: prior to 1913
Result: 1-0

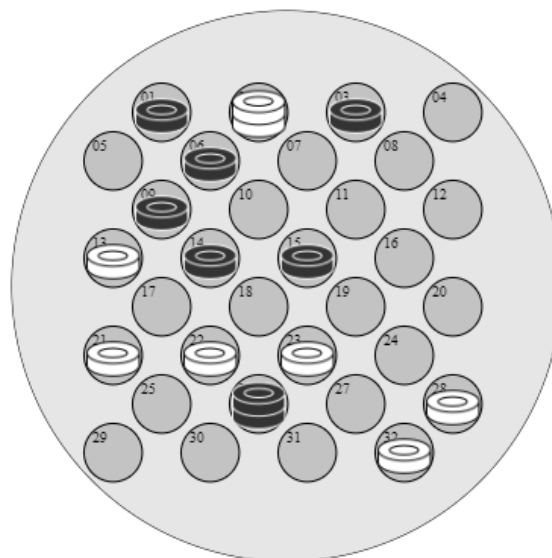
1. 11-15 22-17 2. 9-14 23-19 3. 8-11 25-22 4. 11-16 26-23 5. 16-20 31-26 6. 7-11



19-16 7. 12x19 23x7 8. 2x11 26-23 9. 4-8 23-19 10. 8-12 17-13 11. 14-18 30-26 12. 18x25 29x22 13. 5-9



19-16 14. 12x19 27-23 15. 20x27 23x7 16. 27-31 26-23 17. 10-14 7-2 18. 31-26



23-18? (a) 19. 14x23 (b) 28-24 20. 26x17 21x5 21. 15-18 2x9 22. 18-22 9-14

Notes:

- (a) Best was 22-17.
- (b) Best was 26x17

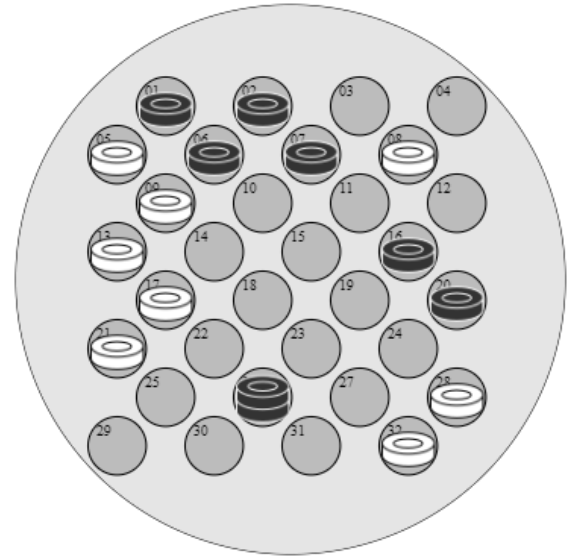
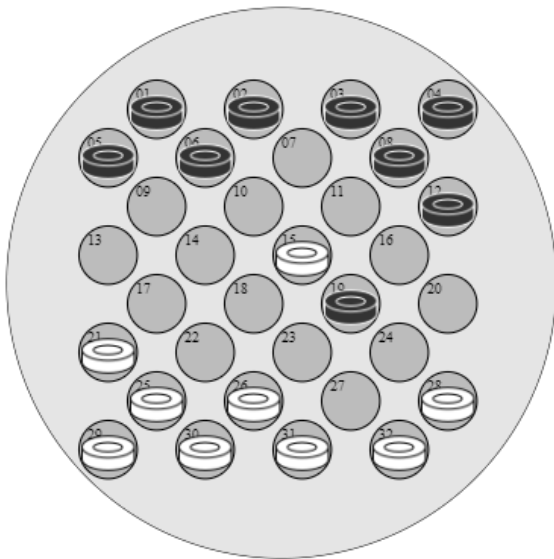
Walsh (East Sydney Club) -v- Amery (Summer Hill Club) played some years prior to 1913.

Game 11

Red: Wyllie James
White: Illingworth John
Event: Katoomba
Date: before 1900
Result: 1/2-1/2

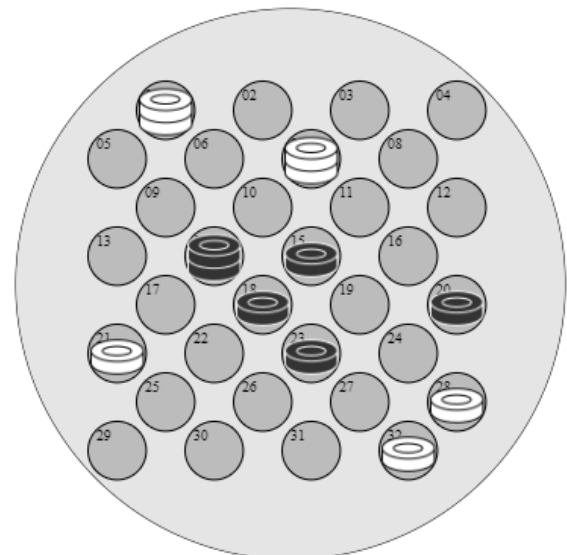
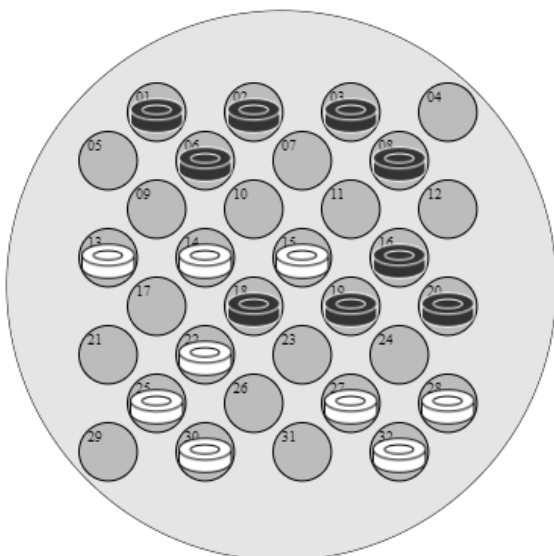
15. 8-12 15-11 16. 18-23 27x18 17. 19-23 14-9
18. 16-19 18-14 19. 12-16 22-17 20. 3-7 9-5 21.
23-26 30x23 22. 19x26 25-21 23. 26-30 14-9
24. 30-26 11-8

1. 11-16 23-18 2. 16-19 24x15 3. 10x19 27-24
4. 7-10 24x15 5. 10x19 18-14 6. 9x18 22x15



25. 16-19 8-3 26. 26-22 3x10 27. 6x15 17-14
28. 22-18 14-10 29. 18-14 10-6 30. 1x10 9-6
31. 2x9 13x6 32. 19-23 6-2 33. 15-18 5-1 34.
10-15 2-7

7. 5-9 25-22 8. 9-14 22-17 9. 14-18 17-14
10. 12-16 29-25 11. 8-12 31-27 12. 4-8 21-17
13. 16-20 17-13 14. 12-16 26-22

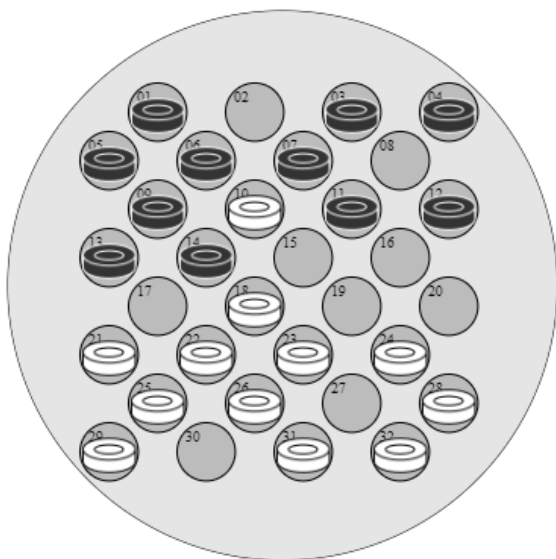


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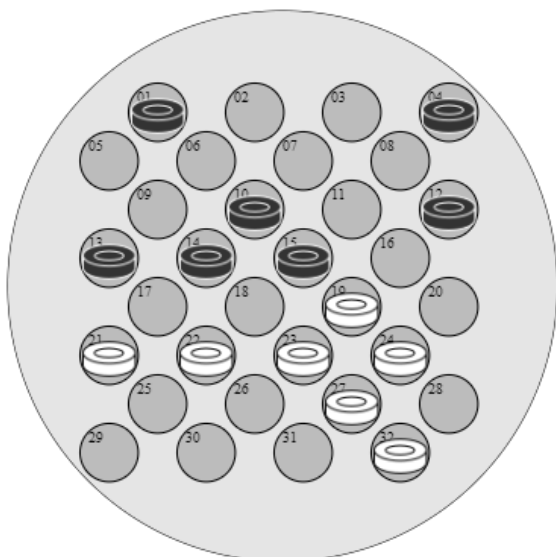
Game 12

Red: Robertson
White: Brown
Event: Newtown
Date: before 1912
Result: 1/2-1/2

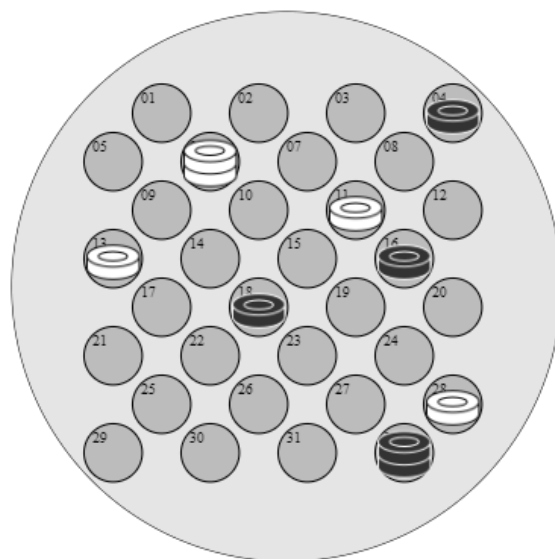
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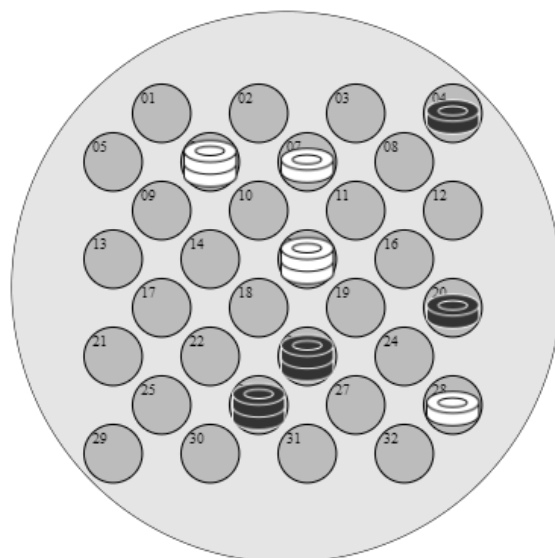
7. 6x15 22-17 8. 13x22 26x10 9. 15x22 25x18 10. 7x14 29-25 11. 9-13 18x9 12. 5x14 25-22 13. 3-7 24-19 14. 7-10 28-24 15. 11-15 31-27



16. 13-17 22x13 17. 1-6 23-18 18. 15x22 32-28 19. 14-18 19-15 20. 10x19 24x15 21. 22-26 21-17 22. 26-30 17-14 23. 30-26 14-10 24. 26-23 10x1 25. 23x32 15-11 26. 12-16 1-6



27. 32-27 6-10 28. 18-22 10-15 29. 22-26 13-9 30. 26-30 9-6 31. 30-26 6-2 32. 16-20 2-6 33. 27-23 11-7 34. 23-19



15x24 35. 20x27

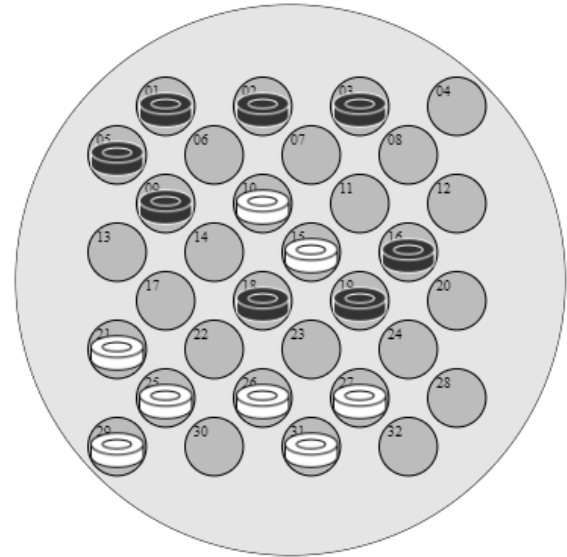
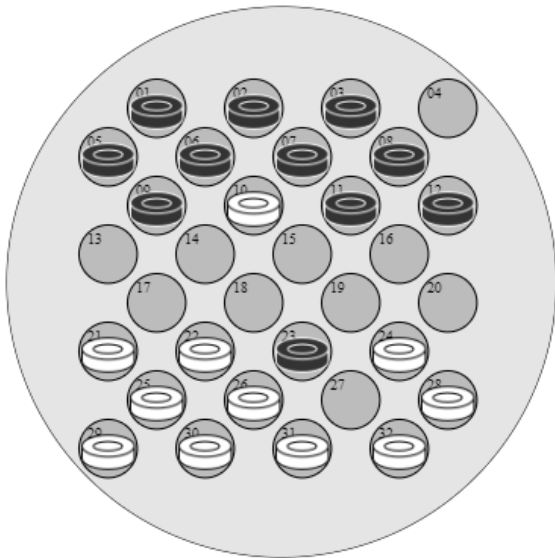
Played at the residence of J Underwood in Newtown before 1912.
 Robertson (Annandale) -v- Brown (South Brisbane).

Game 13

Red: McIlwrick
White: Illingworth J
Event: Katoomba
Date: 21/09/1912
Result: 1/2-1/2

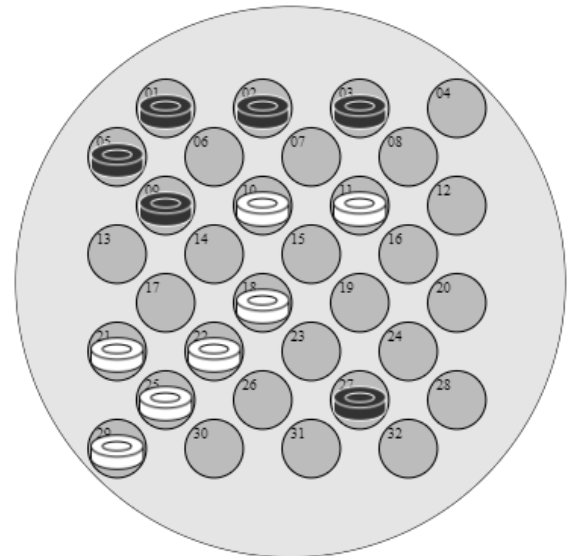
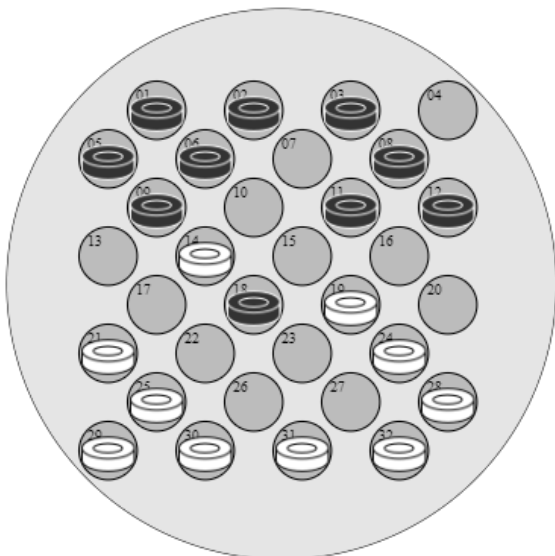
19x10 9. 6x15 32-27 10. 8-11 24-19 11. 15x24
28x19 12. 11-16 19-15 13. 16-19 30-26 14. 12-
16 14-10 15. 18-23 `

1. 11-15 23-18 2. 8-11 27-23 3. 4-8 23-19 4. 10-
14 19x10 5. 14x23



27x18 16. 19-24 15-11 17. 16-20 26-22 18. 24-
27 31x24 19. 20x27

26x19 6. 7x14 22-17 7. 14-18 17-14 8. 11-15



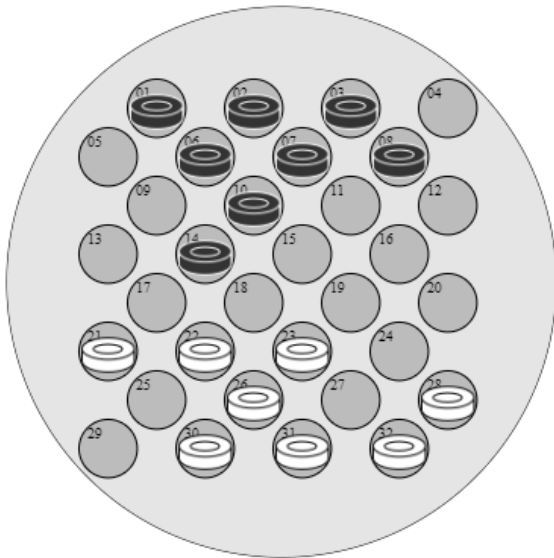
11-7 20. 2x11 18-14 21. 9x18 22x8 22. 3x12

draw

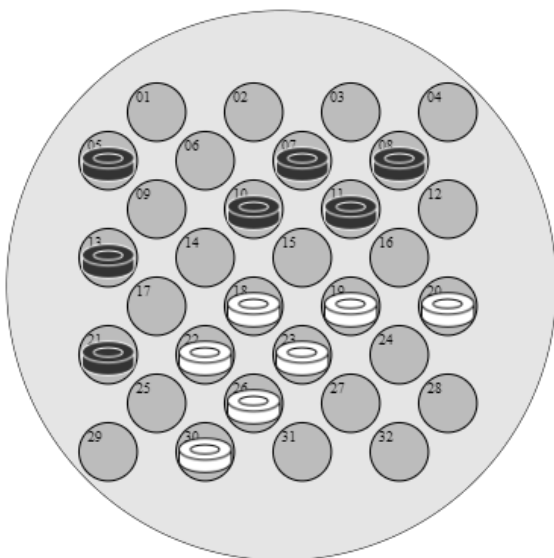
Game 14

Red: Hayes P
White: McGregor N
Event: Redfern
Date: 31/08/1912
Result: 1/2-1/2

1. 11-15 24-19 2. 15x24 27x20 3. 12-16 20x11
 4. 8x15 22-18 5. 15x22 25x18 6. 9-14 18x9 7.
 5x14 29-25 8. 4-8 25-22



9. 8-11 22-18 10. 14-17 21x14 11. 10x17 32-27
 12. 17-21 28-24 13. 7-10 24-20 14. 2-7 26-22
 15. 6-9 31-26 16. 9-13 27-24 17. 1-5 24-19 18.
 3-8

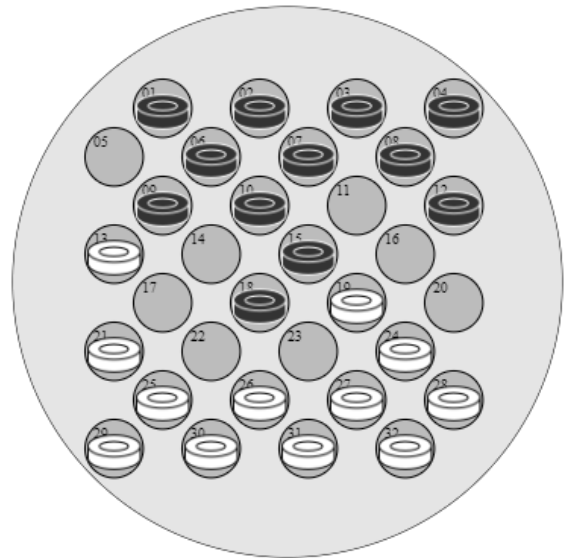


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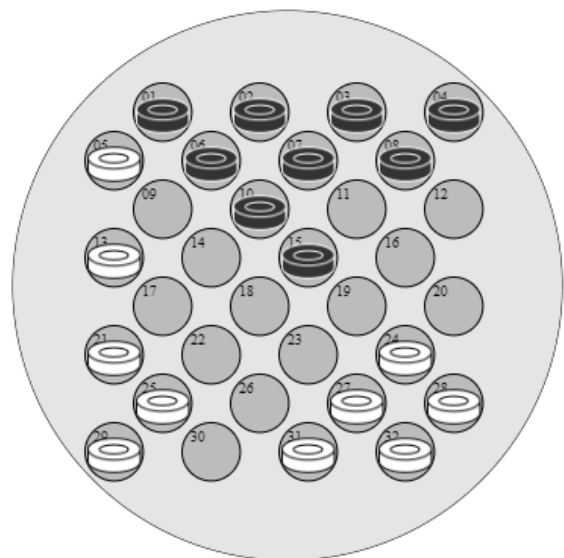
Game 15

Red: Warnock
White: Gallacher
Event: NSW State Championship
Date: 1897
Result: 1/2-1/2

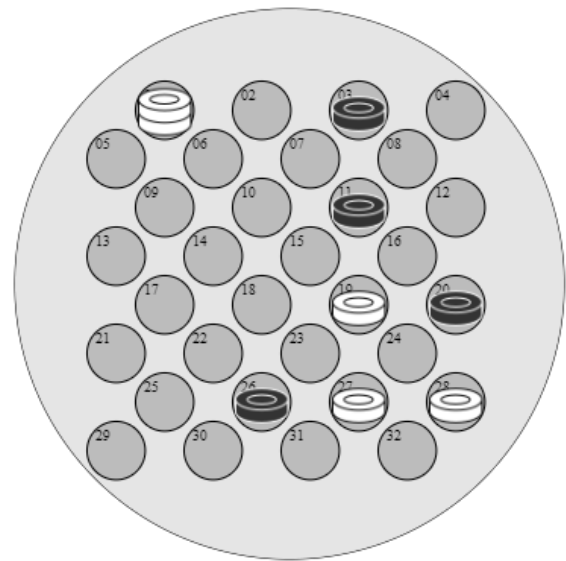
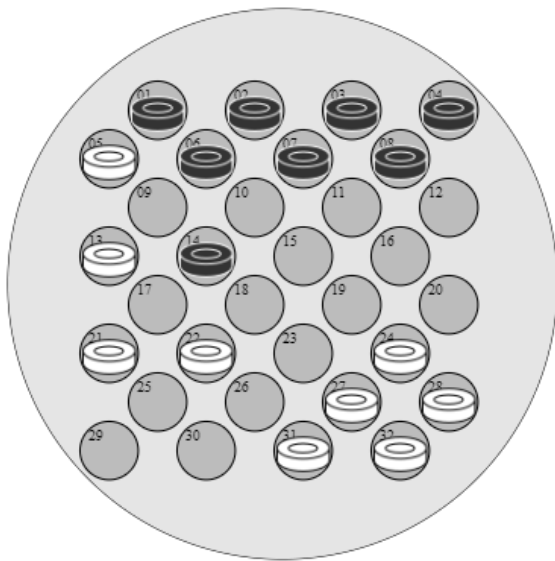
1. 11-15 23-19 2. 9-14 22-17 3. 5-9 17-13
 4. 14-18
 2.



- 19-16 5. 12x19 26-23 6. 19x26 30x5 7.
 15-18

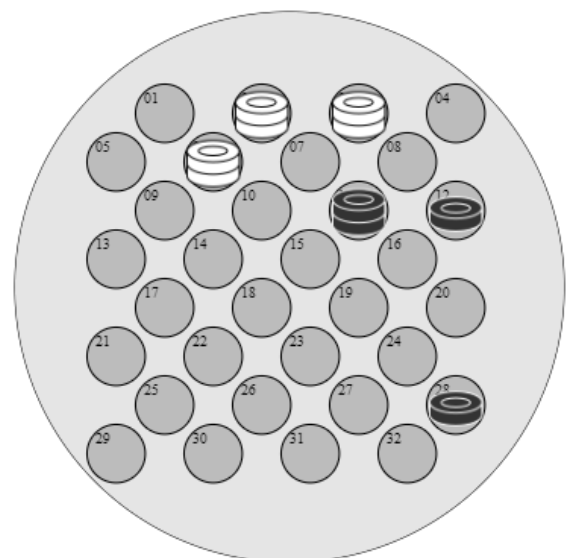
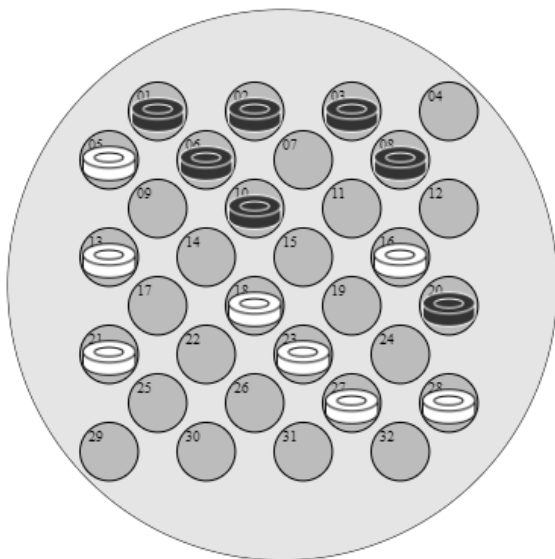


25-22 8. 18x25 29x22 9. 10-14



22-18 10. 14x23 27x18 11. 8-11 32-27 12. 7-10 31-26 13. 11-16 26-23 14. 16-20 24-19 15. 4-8 19-16

19-16 23. 11-15 27-23 24. 26-31 16-11 25. 31-26 23-19 26. 15x24 28x19 27. 26-23 19-15 28. 23-19 15-10 29. 20-24 11-7 30. 19-16 7-2 31. 16-11 1-6 32. 3-8 10-7 33. 24-28 7-3 34. 8-12



16. 8-11 16x7 17. 2x11 18-14 18. 10x17 21x14 19. 6-9 13x6 20. 1x17 23-19 21. 17-22 5-1 22. 22-26

6-10 35. 28-32 3-7 36. 32-28 7x16 37. 12x19

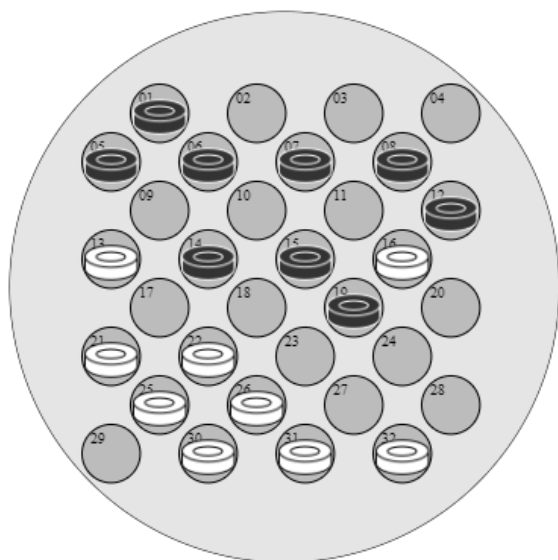
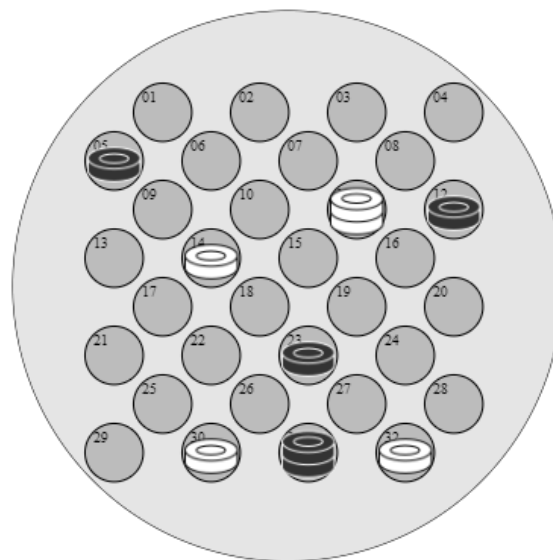
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Game 16

Red: Illingworth J
White: Griffin E
Event: Katoomba
Date: 31/08/1912
Result: 0-1

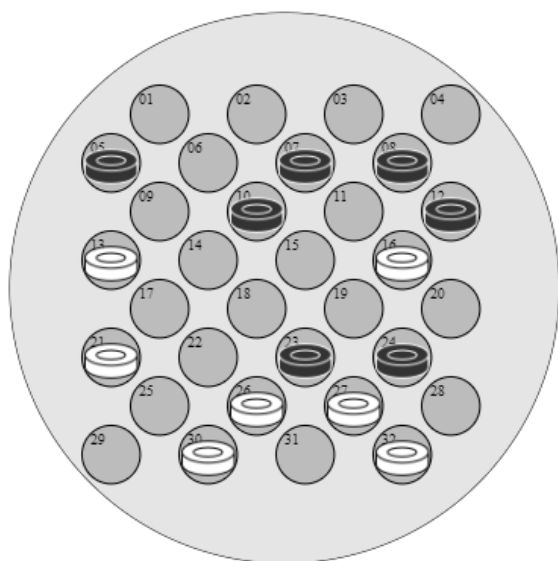
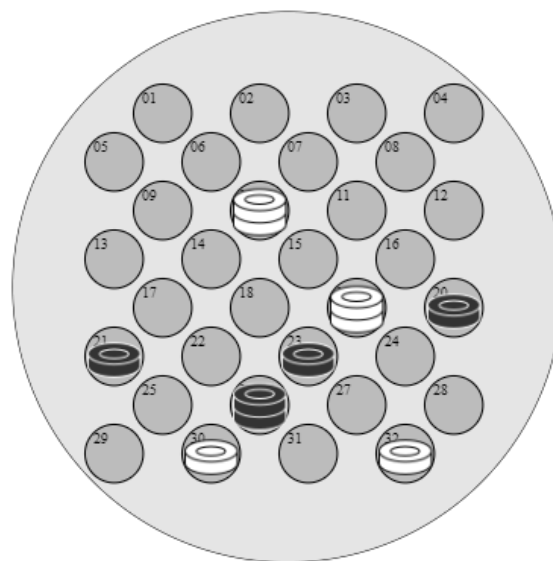
27x18 18. 12x19 18-14 19. 10x17 21x14 20. 7-11 13-9 21. 8-12 9-6 22. 11-16 6-2 23. 19-23 26x19 24. 16x23 2-7 25. 24-27 7-11 26. 27-31

1. 11-15 23-19 2. 8-11 22-17 3. 11-16 24-20 4. 16x23 27x11 5. 7x16 20x11 6. 3-7 28-24 7. 7x16 24-20 8. 16-19 25-22 9. 4-8 29-25 10. 10-15 17-13 11. 9-14 20-16 12. 2-7



14-10 27. 5-9 10-7 28. 9-13 7-3 29. 13-17 3-7 30. 17-21 7-10 31. 31-26 11-15 32. 12-16 15-19 33. 16-20

22-18 13. 14x23 25-22 14. 15-18 22x15 15. 6-10 15x6 16. 1x10 31-27 17. 19-24



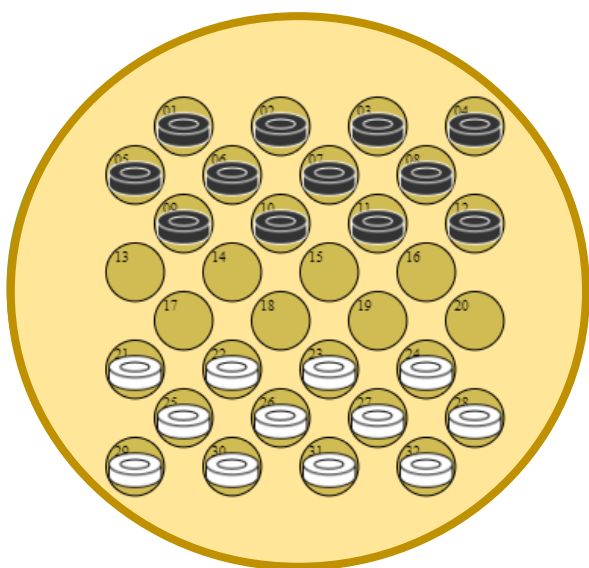
10-14 34. 26-31 19x26 35. 31x22 32-27

White wins by Second Position!

REBRANDING

CHECKERS or DRAUGHTS or 3 ②

This document is ostensibly a call to rebrand checkers and draughts. Rebranding is necessary and has occurred in the past. Our sport needs an eye-catching design to capture the interest of the next generation of young players.



Eight hundred years ago the original board was 64 squares without contrasting colours ie: all white. The evolution came with the playing squares becoming black and the profligate squares white. Red and black colour squares came into existence in cheap children's game boxes. In the 1930s the green and buff board came to prominence (as in chess).

Other rebranding issues have been the openings from Freestyle (Go As You Please), to 2 move restrictions, then three move restrictions, and in the 11 piece ballots.

The pieces or discs have also changed colour over the years from Black and White to Red and White.

The Huff or Blow was gradually removed as a rule between 1850 to 1950. James Searight and Willie Ryan were advocates for retaining it as a penalty rule, but it has since been abolished.

Each move was originally allowed 5 minutes to complete unless there was a compulsory capture. Now the use of digital clocks has enhanced the quality of play by permitting the players to use their time allocation as best suits the position.

Openings have had their names changed. It is evident that there have been changes over time to checkers and draughts.

Discussion has been had over the best form of notation, 1-32 numerical, Derek Olbury's system, the algebraic system like chess, or Paterson's system of numbering the board (which was promoted in Sweet's Elements of Draughts published in 1872).

Even the difference between the names Checkers and Draughts has been confusing. In the United Kingdom, Australia and New Zealand the term 'draughts' is more common. In the USA the term 'checkers' is used. But it is the same game?

The name Checkers probably suits the current 64 square playing field, but is it due for a rebrand?

Draughts, at least in Australia, has been much forgotten by the last two generations. The usual name associated with the game down under is checkers. Unfortunately, checkers is considered a kid's game. Worst, it is considered an easy

game to both learn and play compared with chess.

It is the unfair comparison with chess that I think should be a significant point in the rebranding issue. Chess is a great game. So too is draughts!

Draughts is maligned by the chess fraternity as being simple. Chess is considered complex.

Having had the opportunity to evaluate both games I think Tinsley nailed it when he stated: "Chess is like looking out over a vast ocean, and checkers is like looking into a bottomless well."

There is something in this profound saying about the width -v- depth of the games.

However, they should not be in direct competition with each other. The only benefit which I can see for keeping the 64 square board is that it will save about US\$5 in not having to buy a new board!

Livermore suggested his own board design in his 1888 book – Checkers Improved.

In 1909, William Timothy Call published his book The Vocabulary of Checkers. He included four different types of playing boards in that book: the standard board of 64 squares (p.22), Lallement's board (p.98), Livermore's board (p.102), and his own version the 'roundsquare' board (p.156).

Our sport needs a story (a history), a logo and a new image (board and rules).

The reason I have written about Australian Aboriginal draughts players is because they are stories that may resonate to the reader. These stories have an historical setting. Non-book indigenous players who achieved success. Womby was as an

explorer and tracker; Jacob Harris was a self-taught draughts player from an aboriginal mission.

The brand equity of both checkers and draughts in different locations around the globe has suffered. Boardgames manufacturers have been more interested in earning a quick buck rather than promoting the sport.

It would be difficult to say whether the brand of checkers/draughts could be devalued any further than it is today. There are few schools that incorporate it into their curriculum as a critical thinking game. In short – the games current reputation is shot, and bleeding to death...

Very few schools play inter-schools teams' competitions during school terms.

There are few junior tournaments for State and National championships.

The only ray of light I can see is GM Richard Pask's fantastic checkers and draughts curriculum which is being published and circulated for free via Bob Newell's Checker Maven website.

The **Draughts-32** round board and playing field will provide a new twist to invigorate the game. How? By using a wide range of colours for both the playing boards and the disc sets, enhanced with a new logo that incorporates the rationale behind numbering the playing field bases 1-32!

In terms of brand equity, transitioning to a round board should not confuse customers. It is an opportunity to establish new coaching groups, junior clubs, and junior tournaments.

It will also avoid confusion with the various other forms of draughts such as the 10x10

version. The so-called International Draughts version has recently chosen to stay with the 100 square board which closely identifies with the chessboard.

It may also be time to merge the names or create a new name for the cohesiveness of the sport, say **Draughts-32**.

The target group should be school-aged children and schoolteachers. The rebranding should focus on creating a new image for draughts players – **THINKERS LEARN DRAUGHTS**. It should be completely shunned as a being a just simple game.

I believe schoolteachers would be more amenable to learning **Draughts-32**, if properly packaged and presented, than they would chess.

Our target demographic has changed. In the 1800s the game was played in School of Arts clubs and reading rooms. It was predominantly a men’s activity and usually allowed smoking of pipes!

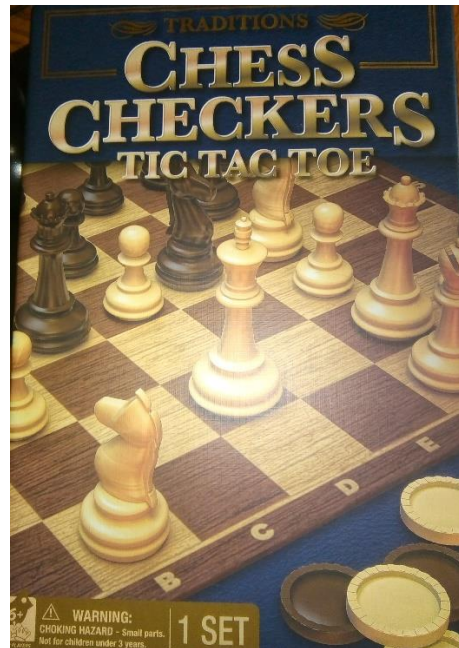
In the 1900s there were more clubs formed but usually only catering for men as players.

Not enough was done to promote the game amongst the juniors. The fact that the last Australia National Championship was held in 1965 says it all. Even that tournament was a last attempt at salvaging a game on its knees.

In this new digital age the simple black and white image of checkers and draughts is outdated. We can communicate with the world that **Draughts-32** is up-to-date and current with an explosion of colour! Part of that rebranding would be to get a new logo. A colourful logo. A relevant logo.

We want a product that screams – “prestige!” What we have at the moment is one that whispers – “out of date”.

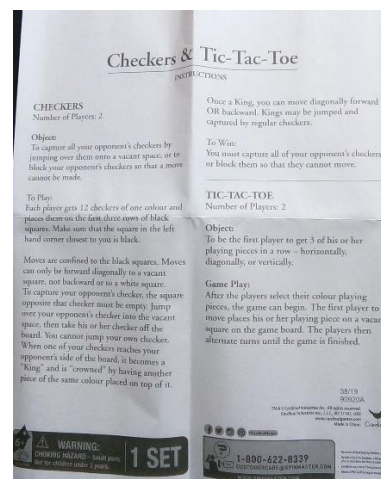
Below is an image of the cover a box that sold cheap plastic chess pieces and draughts pieces and included tic tac toe.



Note the order:

- (1) Chess
- (2) Checkers
- (3) Tic Tac Toe.

Worst was to come with the instruction sheet, which speaks for itself:



It is a nice, packaged box. However, it links Checkers and Tic Tac Toe together as simple kid's games.

Notice too, that on the box cover chess was treated as being more significant.

Bravo, classic marketing, cheap product for the multitudes. They presented the three games as being progressively difficult and emphasised chess as the most important, tacking Checkers and Tic Tac Toe together.

However, the thing that caught my eye was the use of the word 'TRADITIONS' at the very top of the box cover.

With **DRAUGHTS-32** we can get away from the association with Tic Tac Toe and chess.

CONCLUSION

What are some of the benefits for rebranding our game as **DRAUGHTS-32**?

1. Brings it into the 21st century.
2. Minimal rule changes in terminology.
3. Addition of bright colours (unlimited) for boards.
4. Addition of a multitude of bright coloured discs (pieces).
5. New logo.
6. New name.
7. Connection with the numbering system for recording games.
8. Current literature is not made obsolete and can be played on the new board. (In the 1960s-1970s Chess literature went from descriptive notation to algebraic notation which made the older books obsolete for the new generation of players).
9. Gets children playing again!
10. Distances our game from chess.

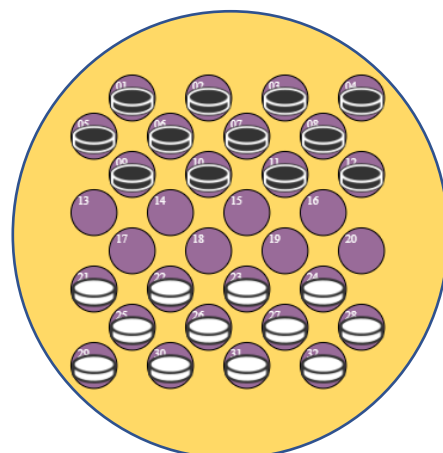
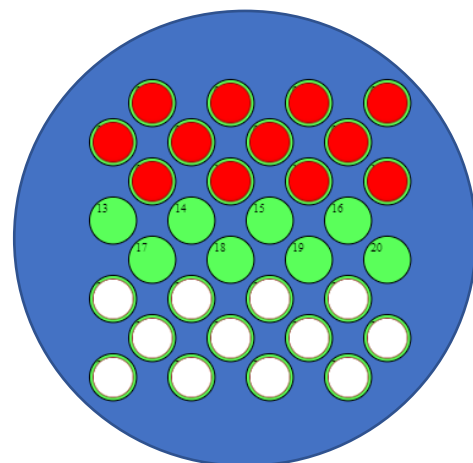
Draughts-32 version stays true to its original format of play on diagonal lines. The field of play now matches the circular pieces/discs.

Draughts-32 is colourful, away from the drab black and white version.

The quality of play should improve as the 32 other profligate 'squares' of the square board are eliminated. Focus is on the actual playing field comprising the numbered 1-32 bases, thus ③ ②.

By making minor adjustments to terminology, eg. gender-neutral rules (**discs** and **crowns** rather than men and kings), we can attract girls to the game.

DRAUGHTS-32



APPENDIX

The following images created
by Dai Buckley

