

**THE
CLAPHAM COMMON DRAUGHTS BOOK**

A Guide for Beginners

By the late G. E. Trott, London

Edited and Arranged by E. C. WHITING, Rotherham

A Note from the Editor

It has been a pleasure reproducing this beginner's classic. Clapham / Trott have put together a way of learning that appeals to those who learn by doing a group of problems of the same type.

In all cases, I have tried to let the original authors speak for themselves. Any place where changes were made, they are noted in the footnotes. You will not find many such footnotes.

I also footnoted the few errors I found. Most of these are typographical errors, and there are precious few of them.

I did, however, make a group of changes that can be noticed immediately.

1. The book is now free.
2. I incorporated the authors' original errata into the text.
3. I replaced the hard to read black and white faded diagrams with new electronic colored pictures. The result is dramatic. They are easier to read, and thus are much easier to visualize and solve. In some cases, the diagrams in the original book contained errors, and these were fixed and noted.
4. I put the diagrams of the problems to be solved first, then the solution. Clapham / Trott did the reverse, and I found this very irritating.
5. I made the descriptions below the diagrams consistent– the original authors used several different formats.
6. I made the capitalization consistent with modern usage.
7. I made the spacing and placement consistent.

If you find any mistakes, please send them to Bob Newell at bobnewell@bobnewell.net, or Mel Tungate at mel@tungate.com

Mel Tungate

August, 2014

Minor revisions: August, 2016

THE CLAPHAM COMMON DRAUGHTS BOOK

By G. E. TROTT

The book is entirely for beginners and will cover the following items: Visualization, The Basic Draw, The Breeches, Double Comer Devices, Traps and Strategems, The Alternative Take, The Rebound Capture, The Backshot, The Prison, Single Corner Endings, Single-cum-Double Corner Endings, Exchange Endings, The Suicide Capture, Block Endings, Stroke Building, Exercises On The Move, Sighting Shots.

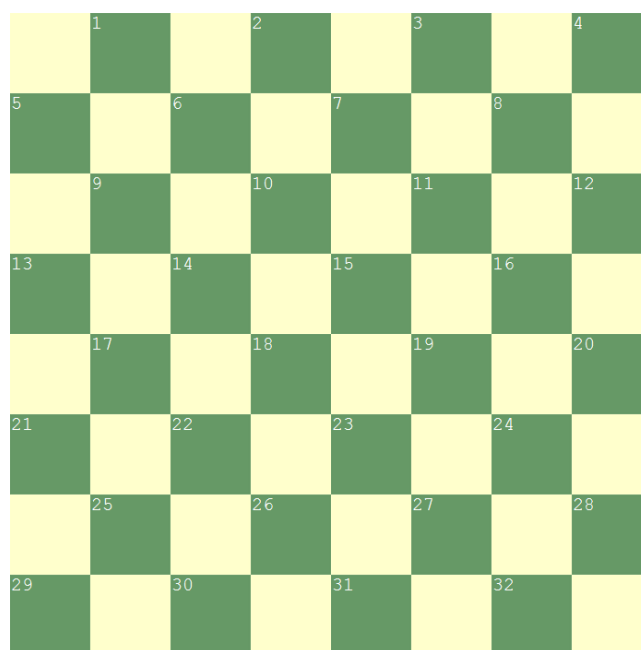
These will be dealt with in turn.

Novices say opportunities to exploit strategical ideas do not arise in play, but that really means is that they do not see them when they occur. Neither books nor teachers can do more than show the possibilities for which to be alert, you must make your own opportunities to put them into practice.

Positions are given to illustrate ideas, but do not wait for these identical positions to arise in play. Visualize the possibilities in the situation on the board and play to force the adverse pieces into positions to exploit ideas.

For the purpose of recording moves on the draughts board the playing squares are numbered as follows: At the start of a game Black occupies the squares 1 to 12 and White 21 to 32, Black moving first.¹

Black



White

¹ In all diagrams in this book, White is assumed to be moving from the bottom to the top of the diagram. --- Ed

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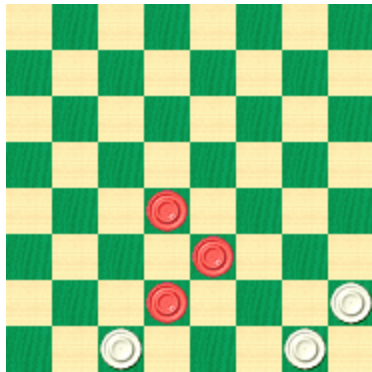
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GROUP 1. VISUALIZATION

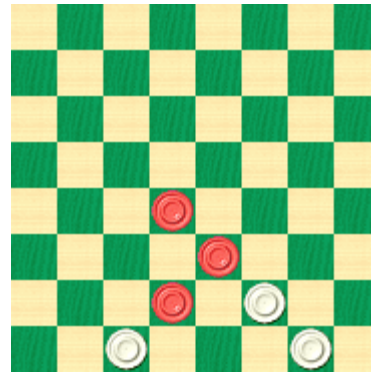
The first lesson for beginners to learn is to see what is 'on'. A tyro may see the two for one by 32-27 in the first diagram but entirely fail to see that 32-28 in the next example is the same win.

Diagram 1



White to move

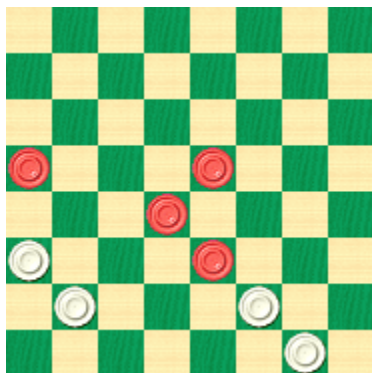
Diagram 2



White to move

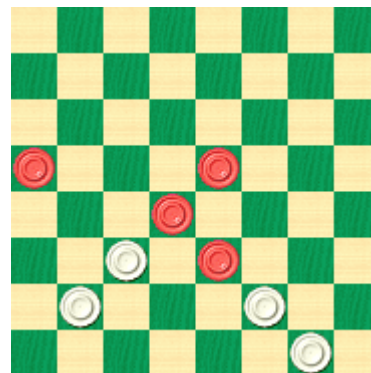
Similarly in the next two positions a novice may see the two for one by 25-22 on Diagram 3, will miss the same win by 25-21 on Diagram 4.

Diagram 3



White to move

Diagram 4

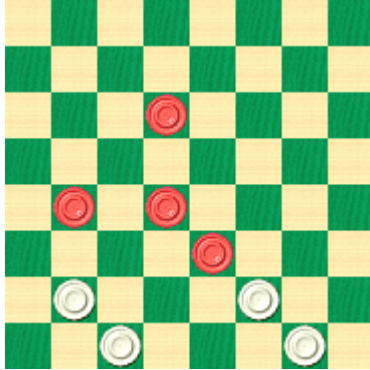


White to move

GROUP 1 VISUALIZATION, Part 2

Similar positions to those on the previous page in which position for exchange is forced by 'pitching' a piece:

Diagram 5

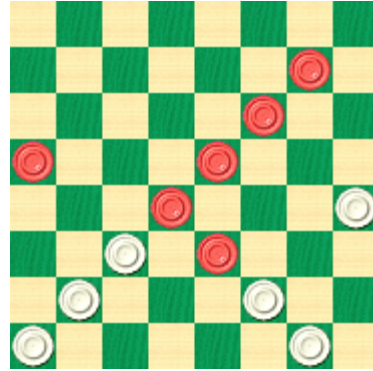


White to move and win

5. 25-22, 17-26, 32-28, 23-32, 30-7. White wins.

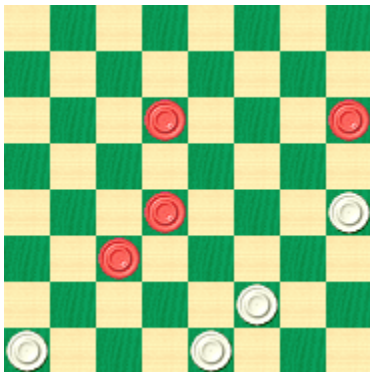
6. 20-16, 11-20, 25-21, 18-25, 27-4. White wins.

Diagram 6



White to move and win

Diagram 7

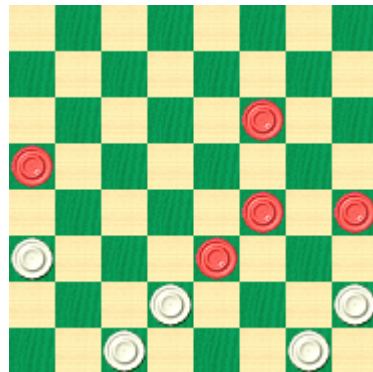


White to move and draw

7. 20-16, 12-19, 27-23, 19-26, 29-25, 22-29, 31-6. Drawn.

8. 28-24, 20-27, 30-25, 23-30, 32-7. White wins.

Diagram 8



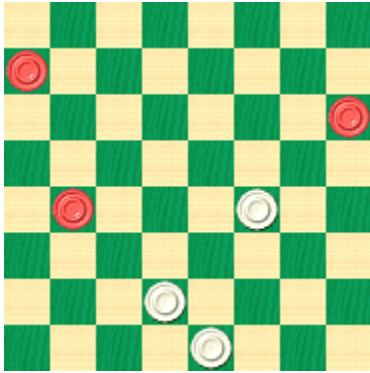
White to move and win

These are more difficult than the previous examples and beginners may be hardly expected to see these maneuvers.

GROUP 1 VISUALIZATION, Part 3

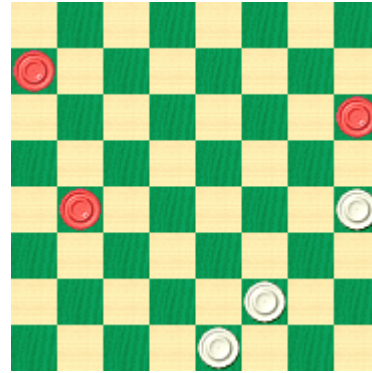
These simple forms of two for two arise frequently in play but usually with other pieces on the board, which makes them less easily seen.

Diagram 9



White to move and win

Diagram 10

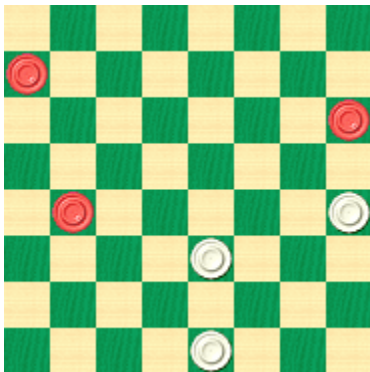


White to move and win

9. 19-16, 12-19, 26-23, 19-26, 31-13. White wins. The form most readily seen, the situation of the men pointing the direction of the exchange.

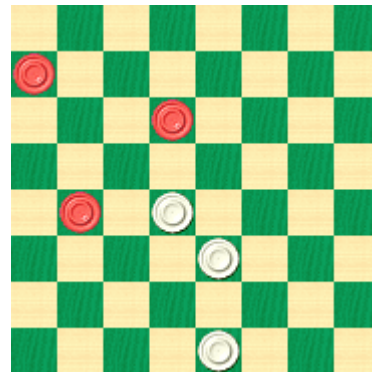
10. 20-16, 12-19, 27-23, 19-26, 31-13. White wins. A form less readily seen; the shift of men removes 'signposts' pointing to the exchange.

Diagram 11



White to move and win

Diagram 12



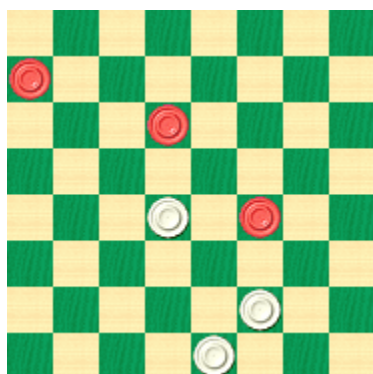
White to move and win

11. 20-16, 12-26, 31-13. White wins. Novices are very unwilling to give two pieces at once.

12. 18-15, 10-26, 31-13. White wins. This backhand pitch of two pieces is the form seldom seen by beginners.

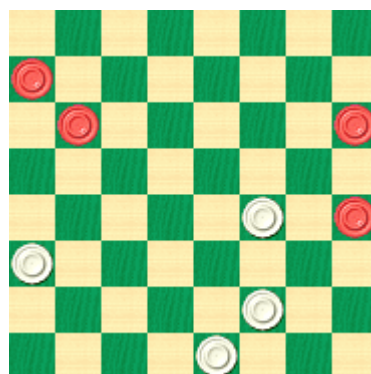
GROUP 1 VISUALIZATION, Part 4

Diagram 13



White to move and win

Diagram 14



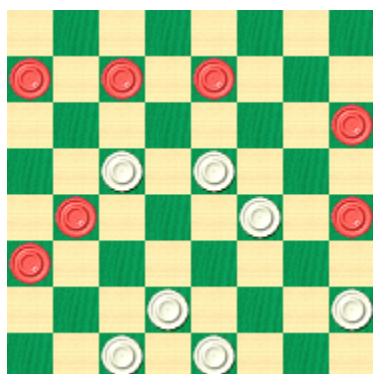
White to move and draw

13. 18-14, 10-17, 27-23, 19-26, 31-13. White wins. Pitching in the other man.

14. 21-17, 9-13, 17-14, 13-17, 19-16, 12-19, 27-23, 19-26, 31-13. Drawn, forcing the position for the exchange; not compulsory in this example, but White has nothing better.

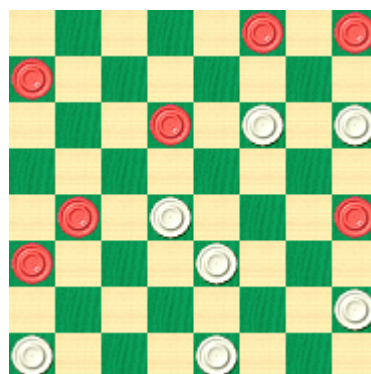
The previous examples appear very simple because there are so few pieces, but with additional pieces on the board they are much less readily seen.

Diagram 15



White to move and win

Diagram 16



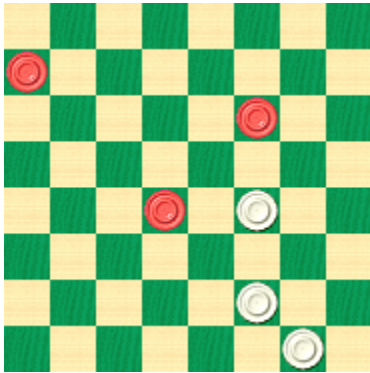
White to move and win

15. 19-16, 12-19, 26-23, 19-26, 31-13. White wins.

16. 18-15, 10-26, 31-13. White wins.

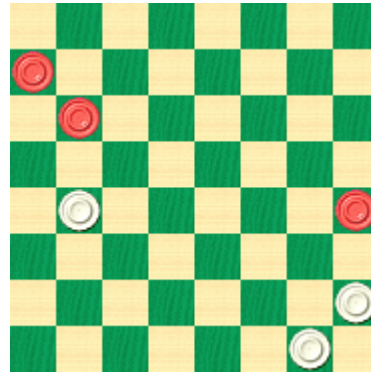
GROUP 1 VISUALIZATION, Part 5.

Diagram 17



White to move and win

Diagram 18

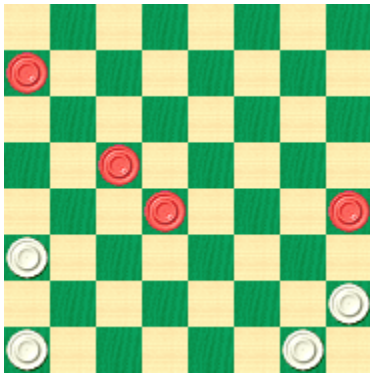


White to move and win

17. 19-16, 11-20, 27-24, 20-27, 32-14. White wins. The simple one for one by 27-23 also wins. Try it.

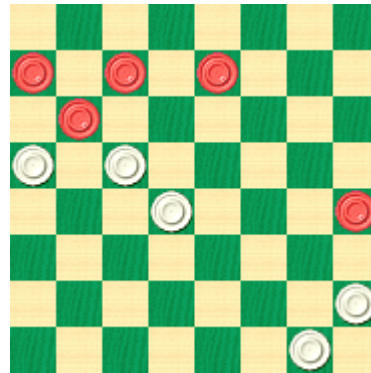
18. 17-14, 9-18, 28-24, 20-27, 32-14. White wins. Pitching in from a different angle.

Diagram 19



White to move and win

Diagram 20



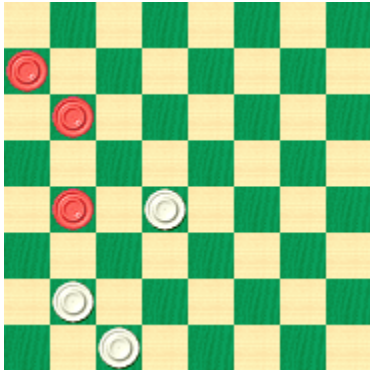
White to move and win

19. 21-17, 14-21, 28-24, 20-27, 32-14. White wins. Pitching the man to clear an adverse piece out of the way.

20. 18-15, 9-18, 28-24, 20-27, 32-14. White wins. Giving away the first man by a slip; a maneuver seldom seen by the tyros.

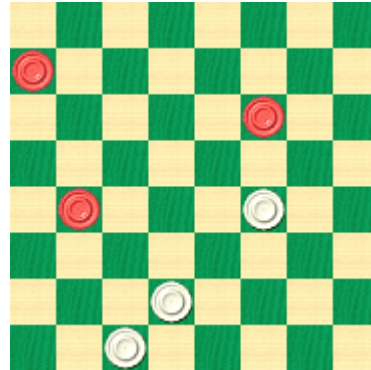
GROUP 1 VISUALIZATION, Part 6

Diagram 21



White to move and win

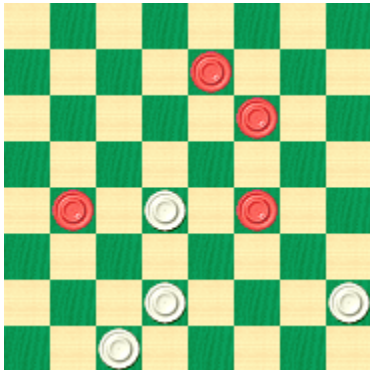
Diagram 22



White to move and win

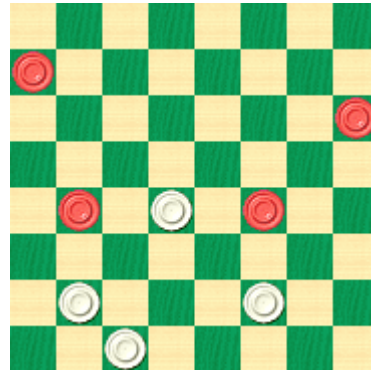
21. 18-14, 9-18, 25-22, 18-25, 30-14. White wins. The exchange in a different angle, with the situation of men pointing to the exchange.
22. 19-15, 11-18, 26-22, 17-26, 30-14. White Wins. A form less readily seen; the shift of men removes the “sign-points.”

Diagram 23



White to move and win

Diagram 24



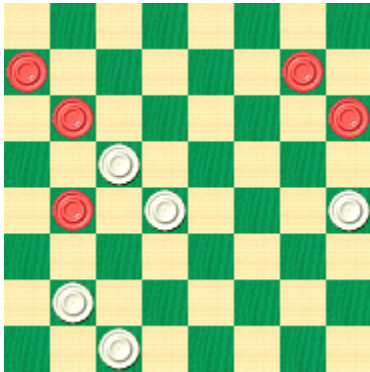
White to move and win

23. 26-22, 17-26, 30-16, 11-20, 18-15. White Wins
24. 25 22, 17-26, 30-16, 12-19, 18-14. White Wins.

Beginners find it difficult to see the results of exchanges such as examples 23 and 24. The opponent taking first and last gives the impression that it loses a piece. Another point: after the capture it is still White to move.

GROUP 1 VISUALIZATION, Part 7.

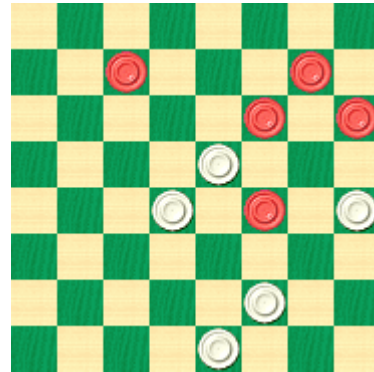
Diagram 25



White to move and win

25. 18-15, 9-18, 25-22, 17-26, 30-14. White wins.

Diagram 26

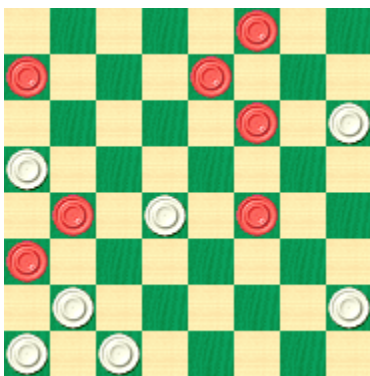


White to move and win

26. 18-14, 11-18, 27-23, 18-27, 31-15. White wins. Pitching a man by a slip. A possibility seldom seen by beginners.

To emphasize the point that these simple two for two exchanges are less easily seen with more pieces on the board, the next two examples are forms previously shown with few pieces here concealed by the additional pieces.

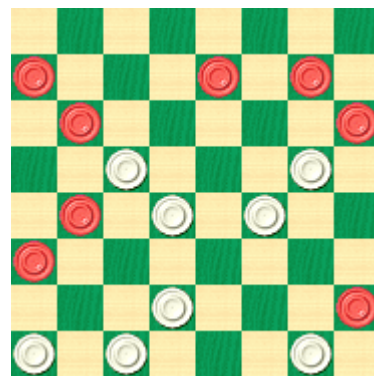
Diagram 27



White to move and win

27. 25-22, 17-26, 30-16, 11-20, 18-15. White wins.

Diagram 28



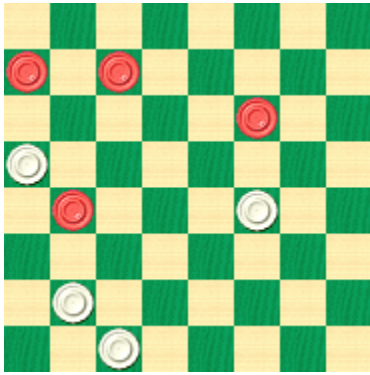
White to move and win

28. 18-15, 9-18, 26-22, 18-25, 29-13. White wins.

GROUP 1 VISUALIZATION, Part 8.

To see what is 'on' is the student's first lesson, but when he has seen what **he** can do, he still has to decide whether he should. Each of these examples has **on** a two for two exchange. The question for the student is, should it be taken?

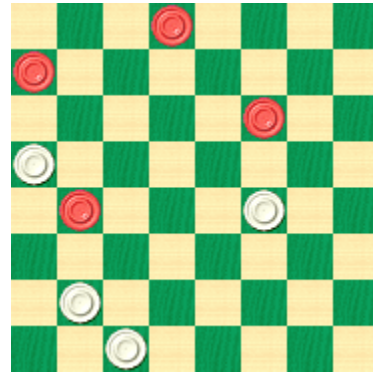
Diagram 29



White to move and win

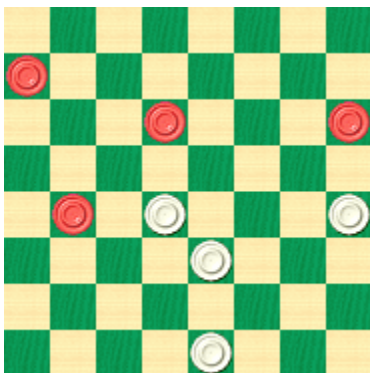
- 29.** The two for two by 19-15, 11-18, 25-22, 17-26, 30-14, White wins and 25-22, 17-26, 30-23, 6-10, 23-18, 10-14, etc. also White wins.
- 30.** Here the two for two loses for White – and 25-22, 17-26, 30-23, 2-6, 23-18, 6-10 also loses. Play 25-21, 17-22, 21-17, 5-9, 13-6, 2-9, 17-13, 9-14, 13-9, 14-18, 9-6, 18-23, 6-2, 22-26, 2-7. White wins.

Diagram 30



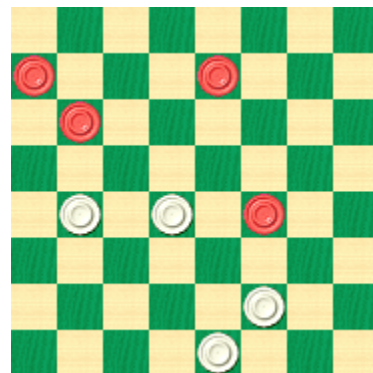
White to move and win

Diagram 31



White to move and win

Diagram 32

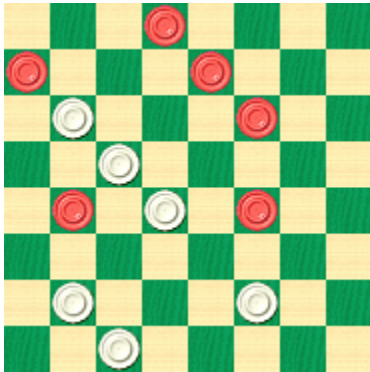


White to move and win

- 31.** The two for two can be taken in two ways, by 20-16, which draws, or by 18-15, which wins.
- 32.** 18-14, 9-18, 27-23, etc. only draws. Play 18-15, 9-13, 17-14, 13-17, 27-23, 19-26, 31-13, White wins.

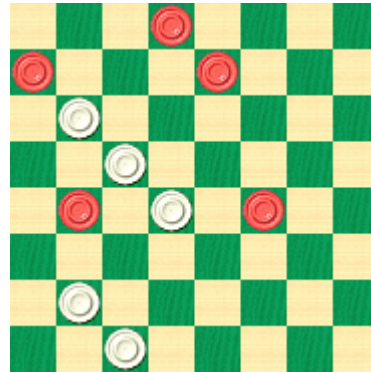
GROUP 1 VISUALIZATION, Part 9.

Diagram 33



White to move and win

Diagram 34

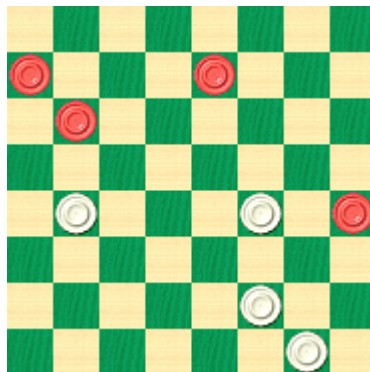


White to move and win

33. The two for two wins thus: 25-22, 17-26, 30-16, 11-20, 18-15, White wins.

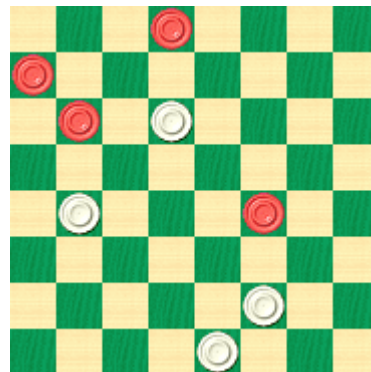
34. The two for one only draws, thus: 25-22, 17-26, 30-16, 7-10, drawn. Play: 9-6, 2-9, 25-22, 17-26, 30-16, 9-13, 18-15, 13-17, 15-11, White wins.

Diagram 35



White to move and win

Diagram 36



White to move and win

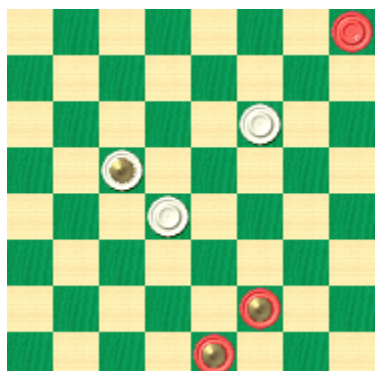
35. 17-14, 9-18, 27-24, 20-27, 32-14, 7-11, only draws. Play: 19-15, 9-13, 17-14, 13-17, 27-24, 20-27, 32-23, 17-22, 23-19, 22-26, 19-16, 26-30, 15-11. White wins.

36. The two for two only draws. Play 17-13, 9-14, 10-6, 2-9, 13-6, 5-9, 6-2, 19-23A, 27-18, 14-23, 2-6, 9-14, 6-10, 14-18, 10-15. White wins.

A: If 9-13, 2-7, 14-17, 7-11, White wins

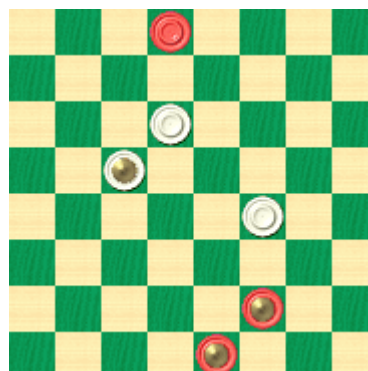
GROUP 1 VISUALIZATION, Part 10.

Diagram 37



White to move and win

Diagram 38

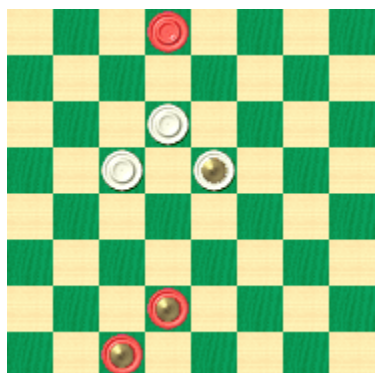


White to move and win

37. 11-8, 4-11, 18-15, 11-18, 14-32. White wins. The form in which this simple two for two is most readily seen; the situation of men points the direction of the 'shot'.

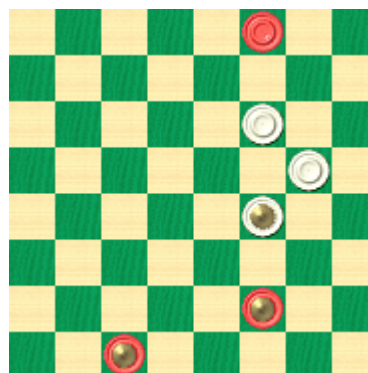
38. 10-7, 2-11, 19-15, 11-18, 14-32. White wins. A form much less readily seen; the shift of the men removes the sign posts pointing to the exchange.

Diagram 39



White to move and win

Diagram 40



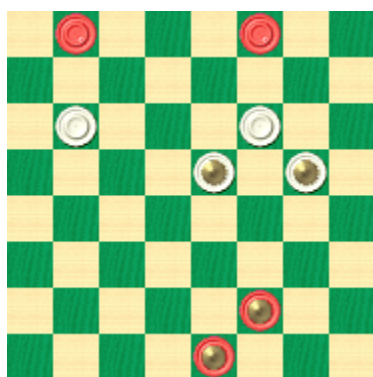
White to move and win

39. 10-6, 2-18, 15-31, White wins. A backhand pitch of two at once is the form in which novices are least likely to see the 'shot'.

40. 11-8, 3-12, 19-15, 12-19, 15-31. White wins. The man can be on either 11 or 12 and in each case the king can be on 15 instead of 19.

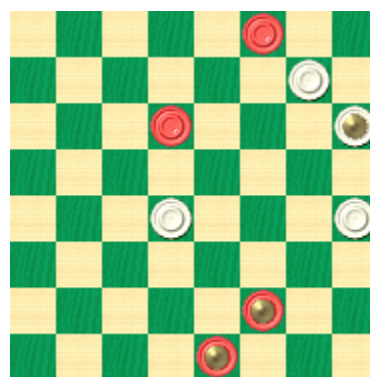
GROUP 1 VISUALIZATION, Part 11.

Diagram 41



White to move and win

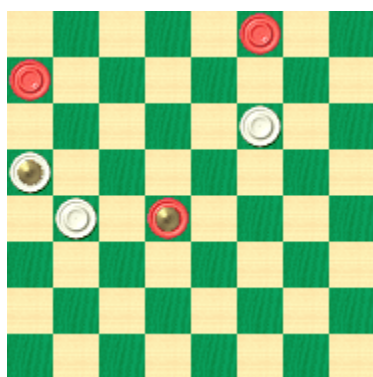
Diagram 42



White to move and win

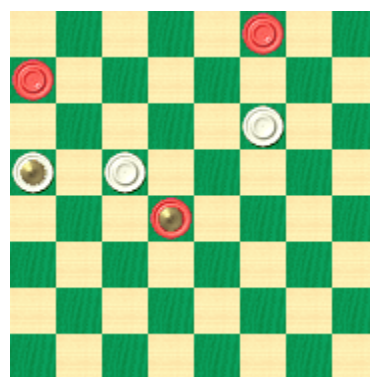
41. 9-6, 1-19, 16-32. White wins. If the 'shot' is taken by 11-7, 3-19, 16-32, then 1-5 draws.
42. 18-15, 10-19, 12-16, 3-12, 16-32. White wins. A form in which beginners would be very unlikely to see the exchange.

Diagram 43



White to move and win

Diagram 44



White to move and win

43. 11-7, 3-10, 17-14, 10-17, 13-15. White wins.
44. 11-7, 18-9A, 13-6, 3-10, 6-15. White wins.

A: Or 3-17², 13-15. White wins.

Do not be misled by the apparent simplicity of the examples in this group. Note well the different forms of exchanges: they are constantly missed by novices.

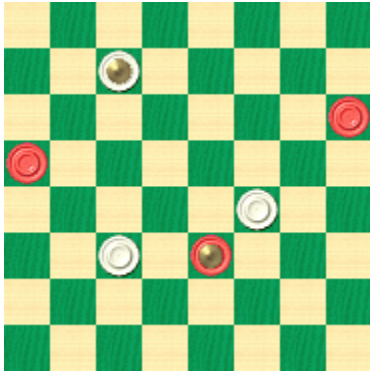
This completes Group 1 - Visualization.

² Book has 1-17, a minor typographical error. --Ed

GROUP 2. THE BASIC DRAW

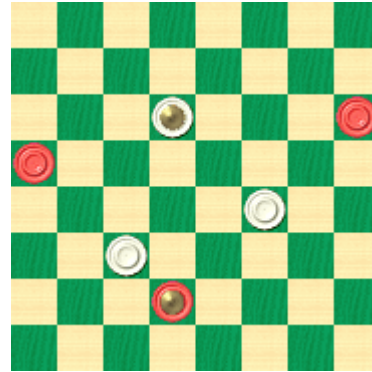
When the pieces are reduced to one against two the only draw is by holding two pieces at the sides, or in the single corners of the Board.

Diagram 45



White to move and draw

Diagram 46

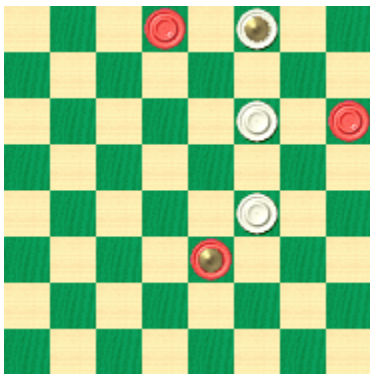


White to move and draw

45. 6-10, 23-16, 10-15, 16-20, 15-19, 20-16, 19-15, drawn.

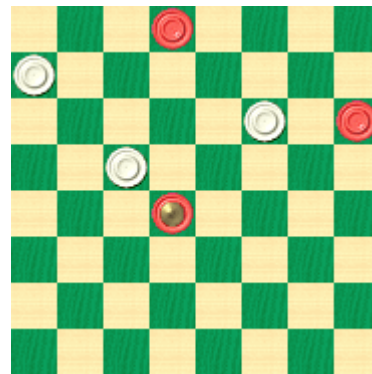
46. 10-15, 26-17, 15-18, 17-21, 18-22. Drawn.

Diagram 47



White to move and draw

Diagram 48



White to move and draw

47. 11-7, 23-16, 3-8, 2-11, 8-15. Drawn.

48. 14-10A, 18-15³, 11-7, 2-11, 5-1, 15-6, 1-10, 11-16, 10-15, 16-20, 15-19, 12-16. Drawn.

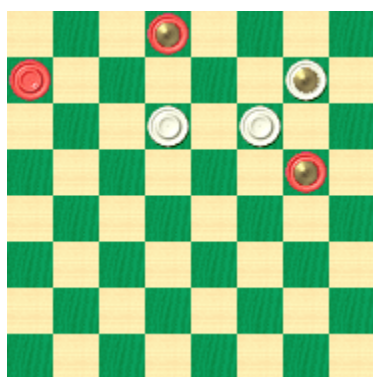
A: Note that if 14-9, 18-14, 11-8, 12-16, Red crowns this piece and takes the new king to 13, gaining the man on 9.

This form is known as Martin's Draw.

³ 18-14, 18-23, and 18-22 also draw. --Ed

GROUP 2 THE BASIC DRAW, Part 2

Diagram 49



White to move and draw

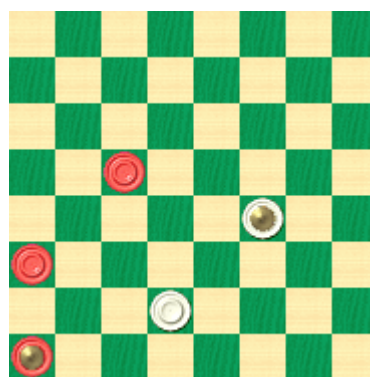
49. 10-6 A, 2-9, 8-3, 16-7, 3-10, 9-13, 10-14. Drawn.

A: If 10-7, 16-12, 7-3, 5-9. Black wins.

50. 26-22, 21-25 A, 22-18, 14-23, 19-26, 25-30, 26-22, 30-25, 22-26, 25-21, 26-22. Drawn.

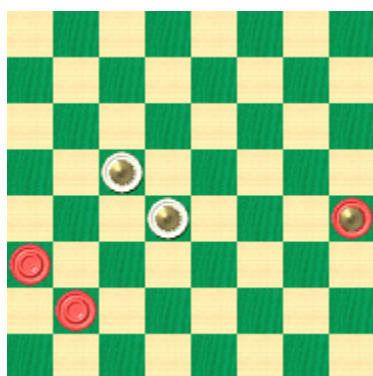
A: or 29-25, 22-18, 14-23, 19-26, 25-29, 26-30, 29-25, 30-26. Drawn.

Diagram 50



White to move and draw

Diagram 51

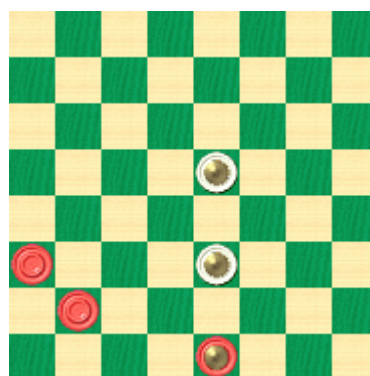


White to move and draw

51. 18-22, 25-29, 14-18, 21-25, 18-23, 20-24, 22-26, 25-30, 26-22, 24-28, 23-19, 28-32, 19-23. Drawn.

52. 15-18, 25-29, 18-22, 21-25, 23-26, 25-30, 26-23, 30-25, 23-18, 31-27, 22-26, drawn.

Diagram 52



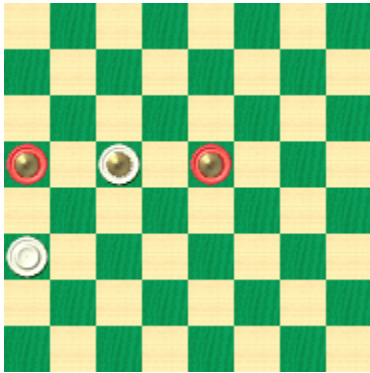
White to move and draw

The spectacular play of the win is more attractive to beginners, but although the aim of a player is to win, it is even more essential to avoid losing, and maneuvers that get us out of a difficulty are as important as those that force a win.

This completes Group 2 - The Basic Draw.

GROUP 3. THE BREECHES

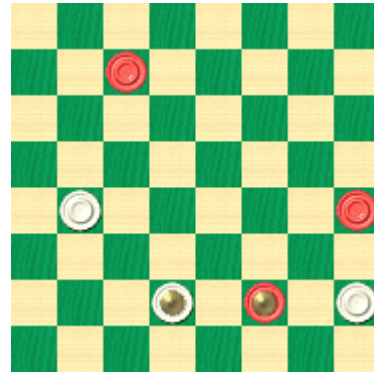
Diagram 53



White to move and draw

53. 21-17, 13-22, 14-18, drawn. The true Breeches – a king between two adverse kings.

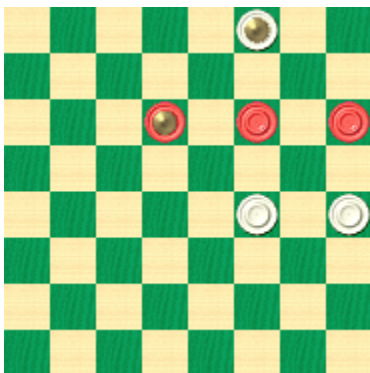
Diagram 54



White to move and win

54. 17-14, 20-24, 28-19, 27-23, 14-10, 6-24, 26-28, White wins. A Sturgess device.

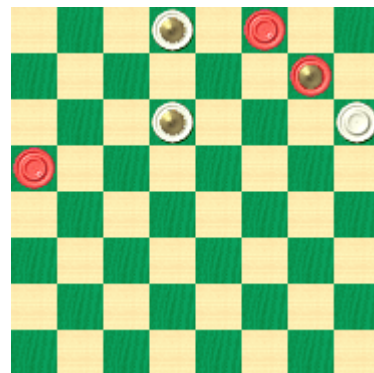
Diagram 55



White to move and draw

55. 3-8, 11-15, 19-16, 12-19, 8-11, 15-18, 11-15. Drawn. A useful form of maneuver.

Diagram 56



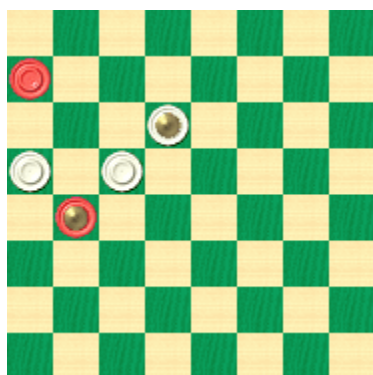
White to move and win

56. 2-7, 13-17 A, 10-14, 3-10, 12-3. White wins. Making your own Breeches.

A: If 8-4, 10-6, 3-10, 6-15, White wins.

GROUP 3 THE BREECHES, Part 2

Diagram 57



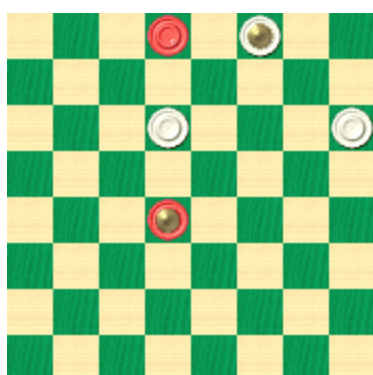
White to move and win

57. 13-9, 17-13, 10-6, 13-17, 14-10, 5-14, 6-9, 14-18, 9-14. White wins.

58. 15-11, 20-24, 19-15, 12-19, 11-16, 19-23, 16-19. White wins.

Two forms in which the idea is often useful.

Diagram 59



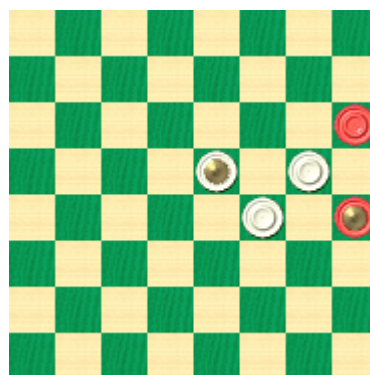
White to move and win

59. 12-8, 18-15⁴, 10-7, 2-11, 3-7, 11-16, 7-11. White wins. Another form in which the idea can be exploited.

60. 14-9, 5-14, 15-18. Drawn. The Double Breeches.

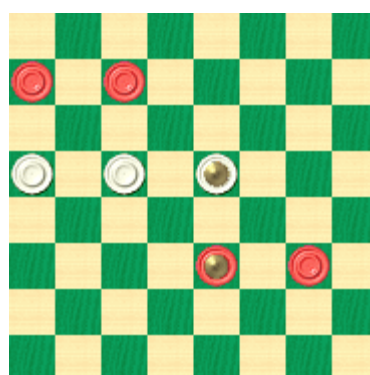
This completes Group 3 - The Breeches.

Diagram 58



White to move and win

Diagram 60

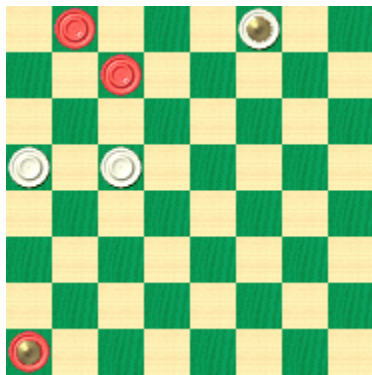


White to move and draw

⁴ 2-7 is no better, and leads to a straight-forward White win. --Ed

GROUP 4. DOUBLE CORNER DEVICES

Diagram 61

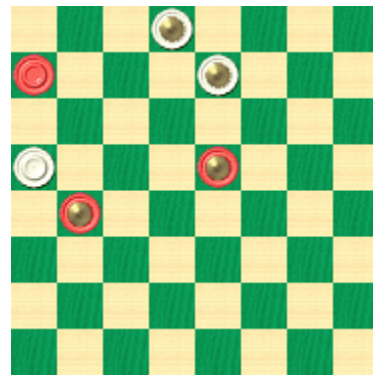


White to move and win

61. 3-7, 6-10⁵, 13-9, 10-17, 9-6, 1-10, 7-21. White wins.

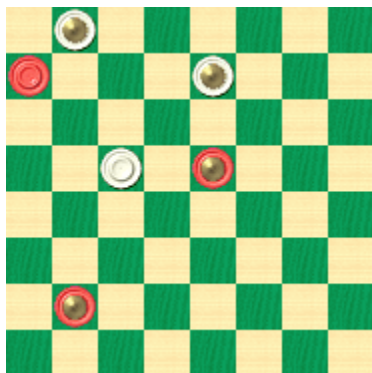
62. 13-9, 5-14, 7-10, 15-6, 2-18. White wins. Sturges gave this idea with the White king on 6 instead of 7.

Diagram 62



White to move and win

Diagram 63

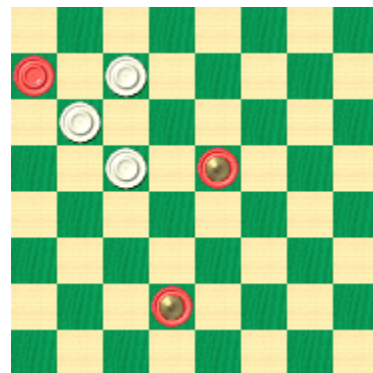


White to move and win

63. 14-9, 5-14, 7-10, 15-6, 1-17. White wins.

64. 14-10, 5-14, 6-2, 15-6, 2-18. White wins.

Diagram 64



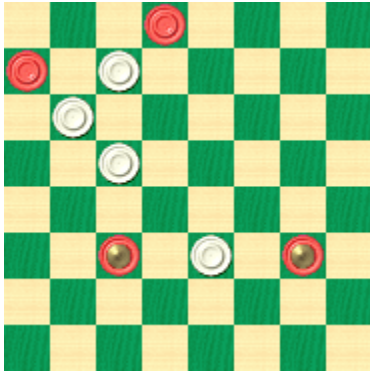
White to move and win

These are maneuvers in the opponent's double corner, but you might have similar positions in your own double corner with the colors reversed. In that case **you** would be playing the losing side, so note that the losing side runs into the loss by chasing after an escaping man, or by trying to "pen" the opposing force in the double corner – beware!

⁵ If 1-5, then 7-11, 29-25, 14-10, 6-15, 11-18 White wins. --Ed

GROUP 4 DOUBLE CORNER DEVICES, Part 2

Diagram 65



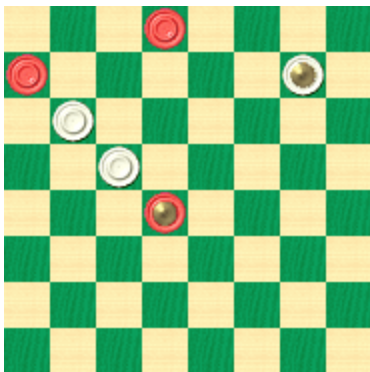
White to move and win

65. 23-19, 24-15, 14-10, 5-14, 6-1, 15-6, 1-26. White wins.

66. 14-10, 5-14, 23-19, 24-6, 1-26. White wins.

Two forms of the same win with the move reversed. Note the different order in which the pieces are 'pitched'.

Diagram 67

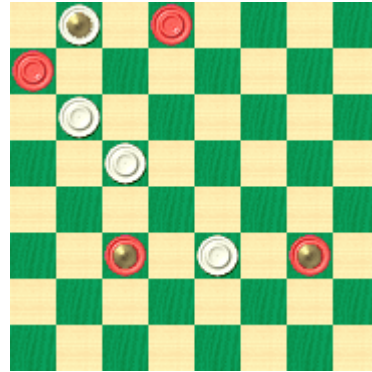


White to move and win

67. 14-10, 5-14, 10-7, 2-11, 8-22, White wins.

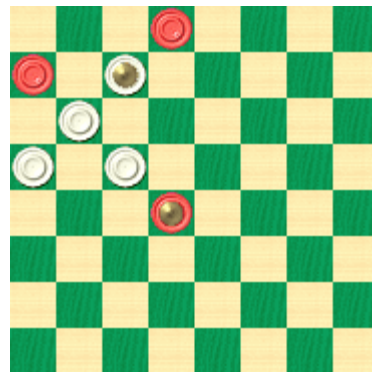
68. 6-10, 18-22, 9-6, 2-18, 13-9, 5-14, 10-26. White wins.

Diagram 66



White to move and win

Diagram 68



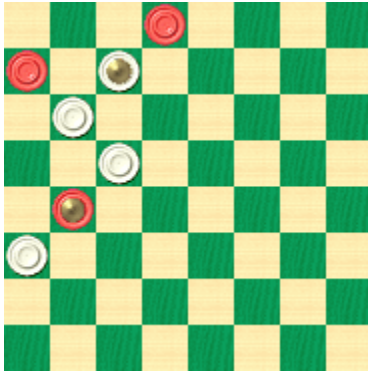
White to move and win

Another example would be Black: 2, 5, 12, Black king 22; White: 9, 14, 20, 21, White king 10; White to move. Solution: 10-15, 22-17, 14-10, 5-14, 10-6, 2-9, 15-18, 14-23, 21-5. White wins.

The win depends upon the two men on the double corner side, but without them the idea is useful to draw.

GROUP 4 DOUBLE CORNER DEVICES, Part 3

Diagram 69



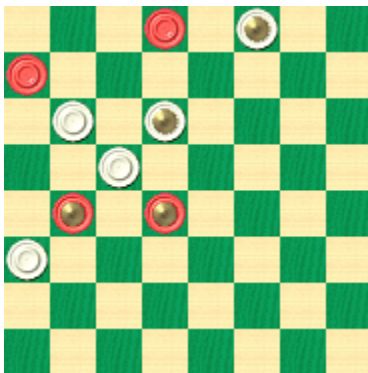
White to move and win

69. 14-10, 5-14, 6-9. White wins.

70. 14-10, 5-14, 6-9. White wins.

Mark these two different forms of the same idea.

Diagram 71

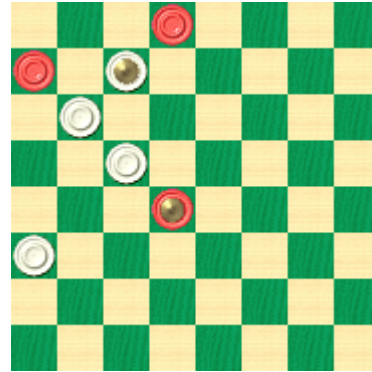


White to move and win

71. 10-7, 2-11, 3-8, 17-10, 8-6, 5-14, 6-9. White wins.

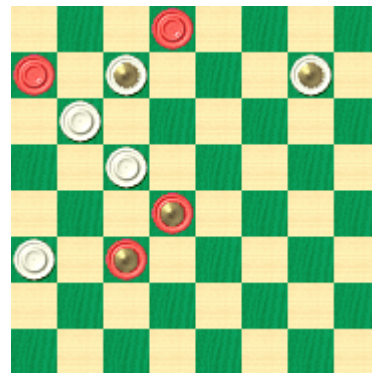
72. 14-10, 5-14, 6-9, 14-17, 21-14, 18-15, 10-6, 22-17, 14-10, 17-13, 10-7, 2-11, 6-1, 13-9, 1-19. White wins.

Diagram 70



White to move and win

Diagram 72



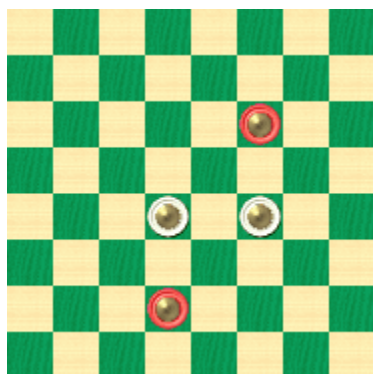
White to move and win

These extensions of the idea are instructive as showing how ideas can be built up from simple to more complex forms. But the simple forms are more useful because they are likely to occur more frequently.

This completes Group 4 - Double Corner Devices.

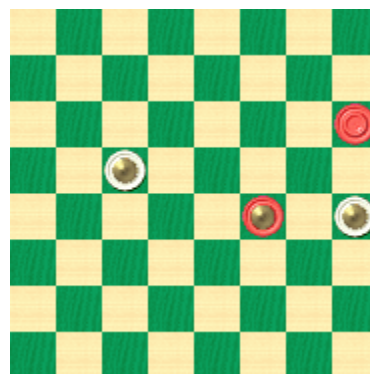
GROUP 5. TRAPS AND STRATEGEMS

Diagram 73



White to move and draw

Diagram 74

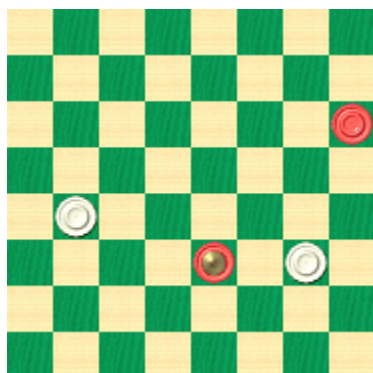


White to move and win

73. 18-14 or 19-24 draws; but 18-23, 11-16; or 19-15, 26-22, Black⁶ wins. The Tyro's Trap.

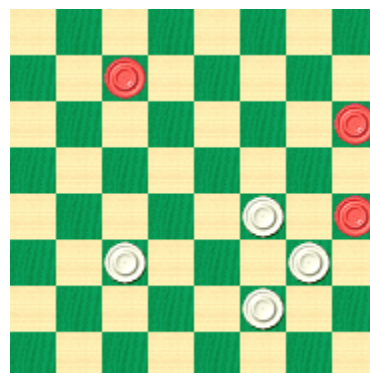
74. 14-10 wins; but 14-18, 12-16, 20-11, 19-15 draws.

Diagram 75



White to move and draw

Diagram 76



White to move and win

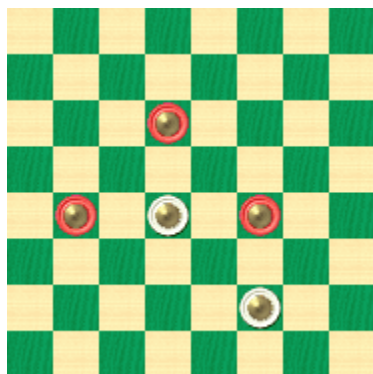
75. 17-13 draws; but 17-14, 12-16, 24-20, 23-18, Black wins. Note that after Black's 12-16 move, White is forced to play either 24-19 or 24-20 (no matter which) or he loses a piece for nothing by 16-20.

76. 22-18, 6-10, 18-15, 12-16 only draws; but play 22-17 (19-15 also wins), 6-9, 17-13, 9-14, 13-9, 14-18, 9-6, 18-22, 6-2, 22-26, 2-6, 26-31, 6-9, 31-26, 9-14, 26-22, 19-15. White wins.

⁶ The book has "White wins", which is an obvious typo. If white moves first, the best case for white is a draw. --Ed

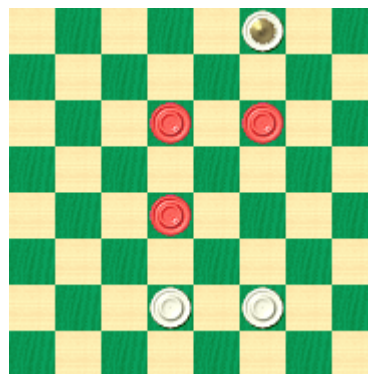
GROUP 5 TRAPS AND STRATAGEMS, Part 2

Diagram 77



White to move and draw

Diagram 78

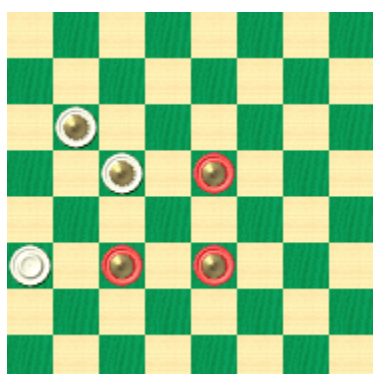


White to move and win

77. 27-31 draws! But 18-15, 19-24 black wins; or 18-14, 19-23, 27-18⁷, 10-15 black wins. One of Payne's gems.

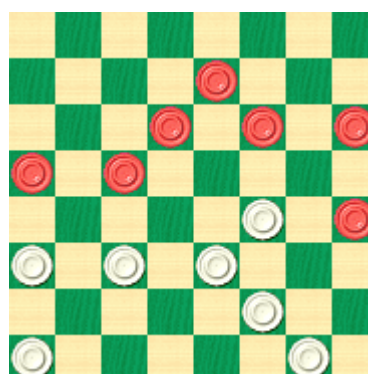
78. 26-23, 18-22, 3-7, White wins⁸; but 3-7, 18-23, then 27-18, 10-15; or 3-7, 18-23, then 26-19, 11-15 only draws.

Diagram 79



White to move and set a trap

Diagram 80



White to move and avoid a trap

79. 9-6, 22-17 A, 14-9 B, 17-22, 21-17, 22-13, 6-1, 13-6, 1-26 White wins.

A: Into the trap: 15-18, 14-9, draws.

B: And here 14-10, 15-18, 21-14, 18-2 is a trap for White.

80. 23-18 draws; but 22-18, 13-17, 18-9, 11-15, 21-14, 15-31 Black wins.

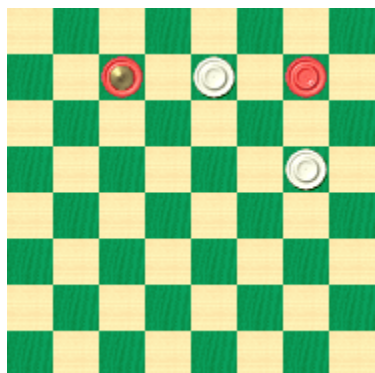
The moral is "Think before you move – it's too late after!"

⁷ The book has 17-18, a typo. --Ed

⁸ White has to proceed carefully. --Ed

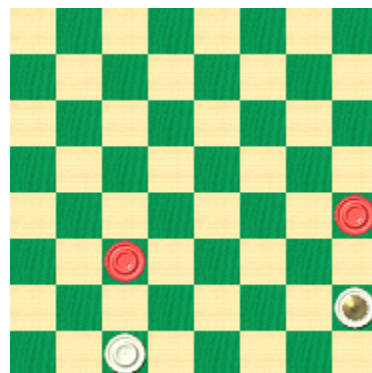
GROUP 5 TRAPS AND STRATAGEMS, Part 3

Diagram 81



White to move and avoid a trap

Diagram 82

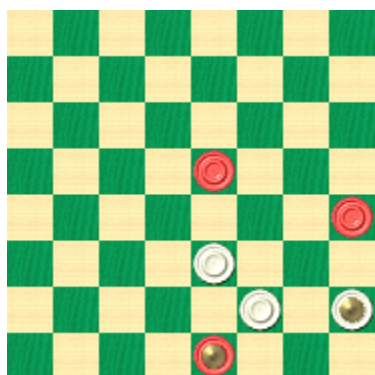


White to move and win

81. 7-2 draws; but 7-3, 8-11, 16-7, 6-2, Black wins – an idea of Payne's.⁹

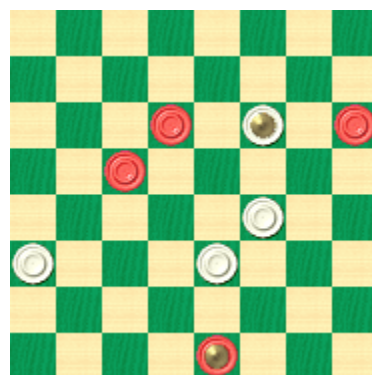
82. 28-32, 20-24, 32-28, 24-27, 30-26, 22-31, 28-32, White wins. A setting of Sturges.

Diagram 83



White to move and win

Diagram 84



White to move and avoid a trap

83. 27-24, 20-27, 28-32, 31-26, 23-18, 15-22, 32-30, White wins. A setting by W. B. Banks.

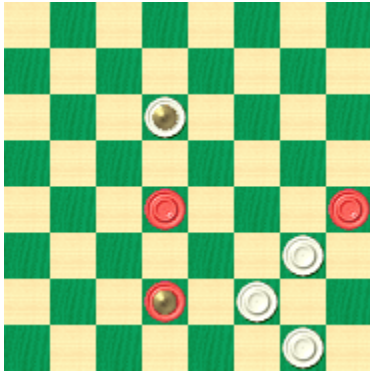
84. 11-7, 31-26, 23-18 A draws; but 11-15, 12-16, 15-6, 14-17, 19-12, 31-27, 21-14, 27-2, Black wins.

A: If 7-2, 26-22, 2-6, 22-26, 6-15, 14-17, 21-14, 12-16, 19-12, 26-17, Black wins. The trap is sprung in a little different form.

⁹ White has four moves. Three of them are losers. --Ed

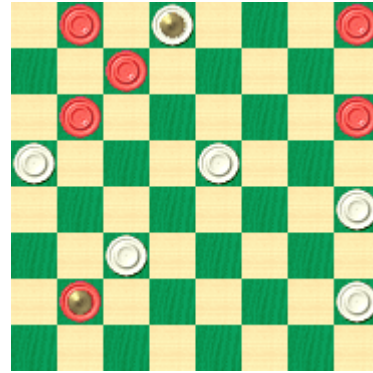
GROUP 5 TRAPS AND STRATAGEMS, Part 4

Diagram 85



White to move and avoid a trap

Diagram 86

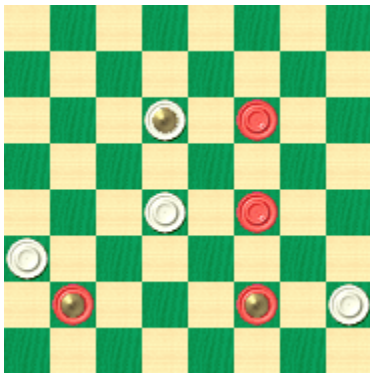


White to move and win

85. 10-14, 18-22, 24-19, 26-31, 27-24, White Wins; but 10-15, 18-23, 27-18, 20-27, 32-23, 26-10, Black wins¹⁰.

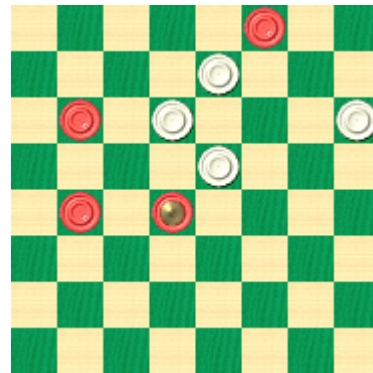
86. 15-10, 25-18, 20-16, 12-19, 2-7, 6-15, 13-6, 1-10, 7-16, 15-18, 16-19, 18-22, 19-23, 22-25, 23-26, 4-8, 26-22, 25-30, 28-24, White wins.

Diagram 87



White to move and win

Diagram 88



White to move and draw

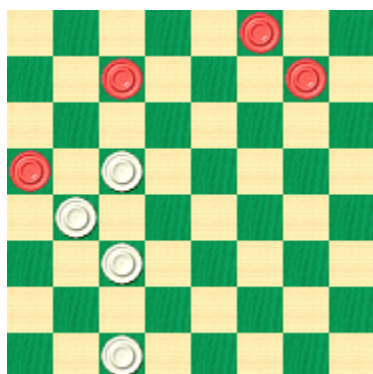
87. 18-15, 11-18, 10-15, White wins. The "two-way attack", a useful idea, which can be exploited in many different forms.

88. 7-2, 18-11, 10-7, 3-10, 2-6. Drawn.

¹⁰ A first move of 24-19 also wins for White. --Ed

GROUP 5 TRAPS AND STRATAGEMS, Part 5

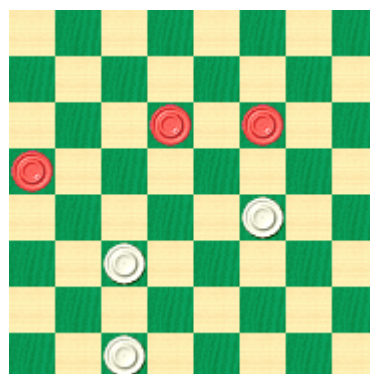
Diagram 89



White to move and win

89. 22-18, 13-22, 14-10, 6-15, 18-4, White Wins.

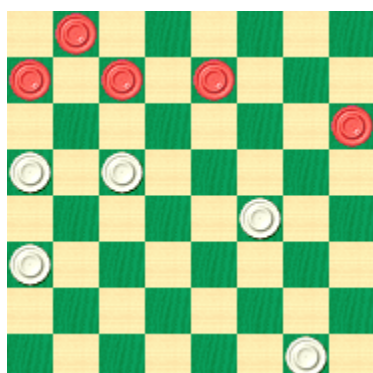
Diagram 90



White to move and win

90. 22-18, 13-17, 30-26, 17-21, 26-22, 21-25, 18-15, 11-18, 22-6, White wins. A setting by F. Dunne

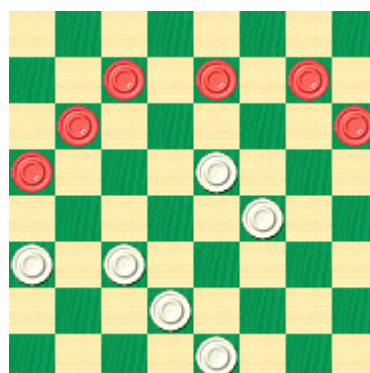
Diagram 91



White to move and draw

91. 32-27, 7-11, 27-23, 11-16, 23-18, 16-23, 14-9, 5-14, 18-2, drawn.

Diagram 92



White to move and win

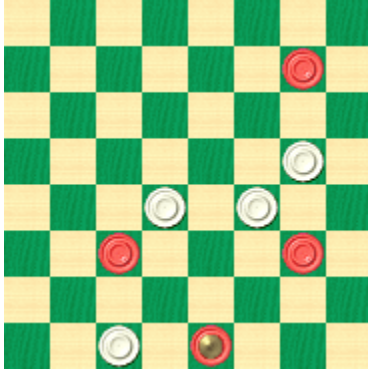
92. 22-18, 7-11 A, 26-23, 11-16, 31-26, 16-20, 26-22, 20-24, 15-11, 8-15, 19-1, White wins.

A: 7-10, 26-23, 10-14, 31-27, 13-17, 27-24, 17-22 15-11, White wins.

Using an opponent's man to "back up" two men for an exchange – a useful idea and can be exploited in many other ways.

GROUP 5 TRAPS AND STRATAGEMS, Part 6

Diagram 93

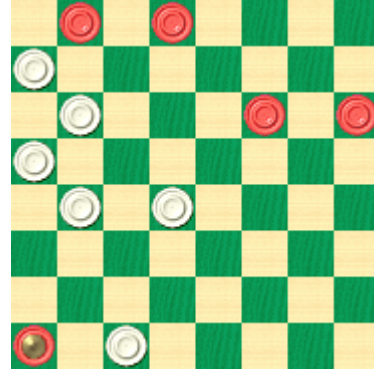


White to move and win

93. 16-12, 8-11, 19-15, 11-16, 30-26, 22-25, 12-8, 31-22, 15-11, 22-15, 8-4, 15-8, 4-27. White wins.

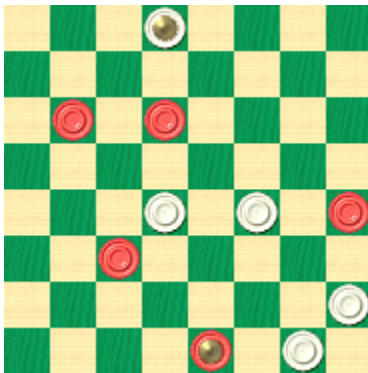
94. 18-14, 2-7, 9-6, 1-10, 5-1, 11-16, 1-6, 10-15, 30-25, 29-22, 13-9, 22-13, 14-10, 7-14, 6-2, 13-6, 2-20. White wins.

Diagram 94



White to move and win

Diagram 95

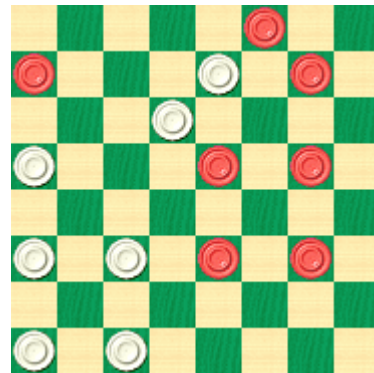


White to move and win

95. 18-15, 10-14, 2-6, 9-13, 32-27, 31-24, 15-10, 24-15, 6-1, 15-6, 1-26, 13-17, 26-23, 17-22, 28-24. White wins. A setting by H. D. Lyman.

96. 13-9, 5-14, 21-17, 14-21, 30-25, 21-30, 29-25, 30-21, 22-17, 21-14, 7-2, 14-7, 2-4. White wins.

Diagram 96



White to move and win

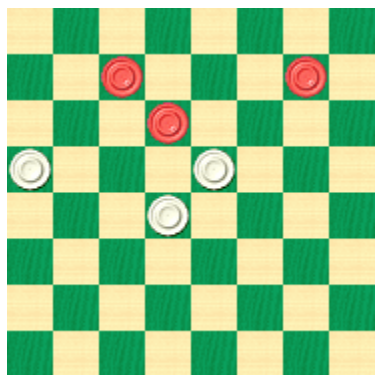
Examples of the "Magnet Shot", drawing the adverse king across the board into position for the coup. Numbers 93 and 94 are cross-board endings, and number 96 a composition to show the maximum number of sacrificing moves.

This ends Group 5 - Traps & Stratagems.

GROUP 6. THE ALTERNATIVE TAKE

When a piece is attacked, often the best way to meet the difficulty is to offer the choice of an alternative capture; these are practical examples of the idea. Other examples will be found in position in other Groups.

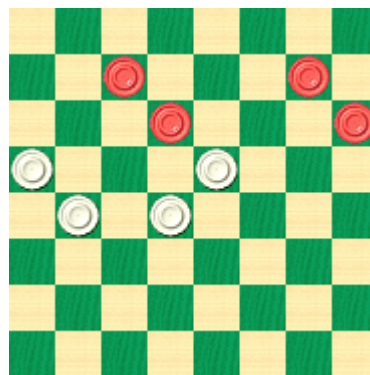
Diagram 97



White to move and draw

97. 13-9 Draws. The idea in the simplest form.

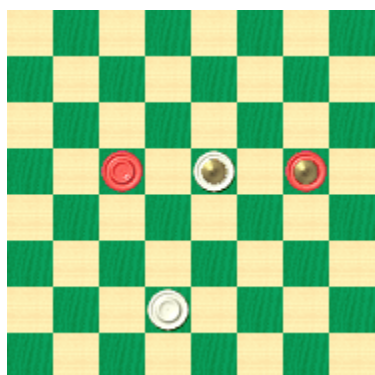
Diagram 98



White to move and draw

98. 17-14, then 10-19, 18-15; or 10-17, 18-14, draws.

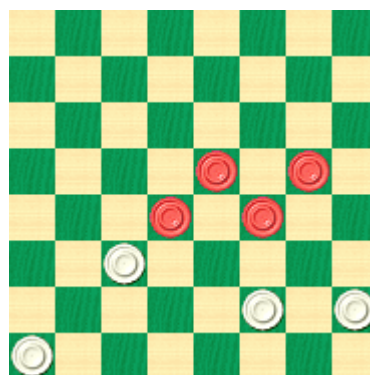
Diagram 99



White to move and win

99. 26-22, 14-18, 15-11, White wins. A Sturges Gem.

Diagram 100

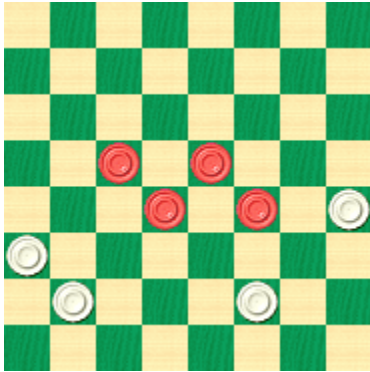


White to move and draw

100. 27-24, 18-25, 29-22, 16-20, 22-18. Drawn.

GROUP 6 THE ALTERNATIVE TAKE, Part 2

Diagram 101

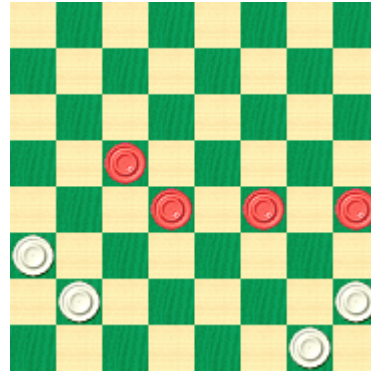


White to move and draw

101. 20-16, 19-23, 25-22¹¹, 23-32, 22-17. Drawn.

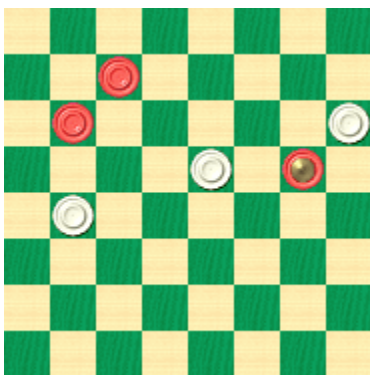
102. 32-27, 19-23, 25-22, 23-32, 22-15. Drawn.

Diagram 102



White to move and draw

Diagram 103

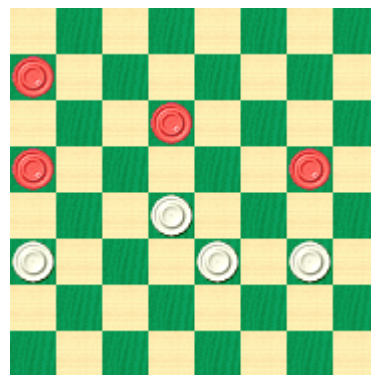


White to move and draw

103. 12-8, 16-11, 17-14, 9-18, 8-3, 11-16, 15-11, 16-7, 3-1, drawn.

104. 24-20, 5-9, 20-11, 10-15, 21-17, 15-22, 23-18. White wins. Or 24-20, 5-9, 20-11, 10-15, 21-17, 13-22, 11-7. White wins.

Diagram 104



White to move and win

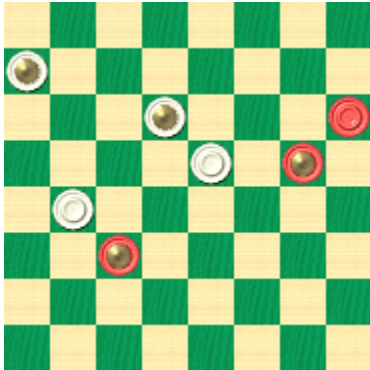
Another example is Black: 8, 12, Black king 10; White: 15, 20, White king 6; White to move and draw.

Solution: 20-16, 12-19 (if 10-19, 6-10, then Black must pitch 8-11 because if 19-24, 16-11, wins for White) 6-2, 10-14, 15-10, 14-7, 2-4. Drawn.

¹¹ 27-24 also leads to a draw. --Ed

GROUP 6 THE ALTERNATIVE TAKE, Part 3

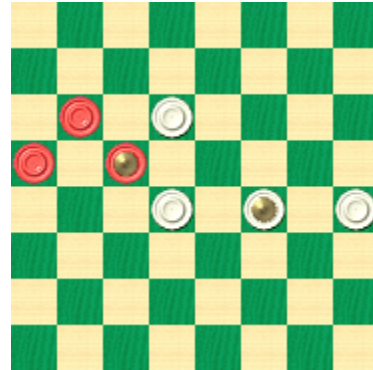
Diagram 105



White to move and win

105. 17-14, 22-18, 15-11, 18-9, 5-14, 16-7, 10-3. White wins

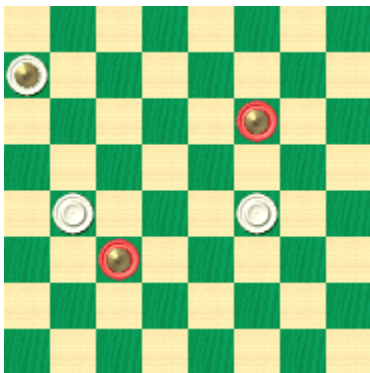
Diagram 106



White to move and win

106. 20-16, 14-7, 19-15, 7-3, 16-11, 13-17, 18-14. White wins.

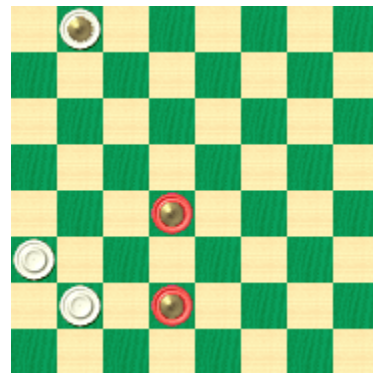
Diagram 107



White to move and win

107. 19-15, 11-18, 17-14, 18-9, 5-14. White wins.

Diagram 108



White to move and win

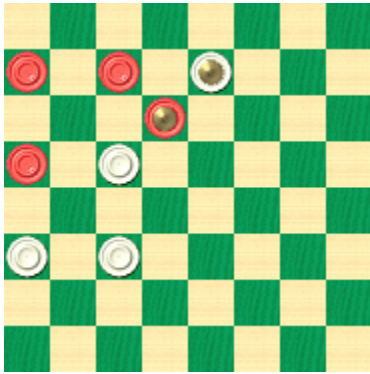
108. 21-17, 26-22, 17-14, 22-29, 1-5, 18-9, 5-14. White wins.

Another example is Black: 7, 20, Black king 27; White: 15, 17, 28; White to move and draw.

Solution: 28-24 (if 17-14, 27-23, 15-10, 23-18, Black wins), 27-23, 15-11, 7-16, 24-19, drawn. Author Unknown.

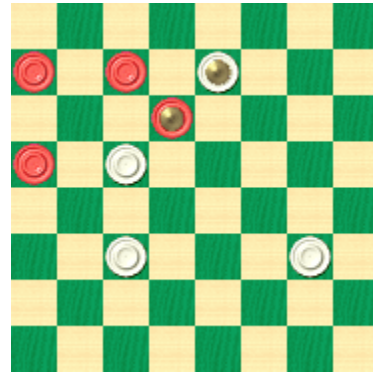
GROUP 6 THE ALTERNATIVE TAKE, Part 4

Diagram 109



White to move and draw

Diagram 110

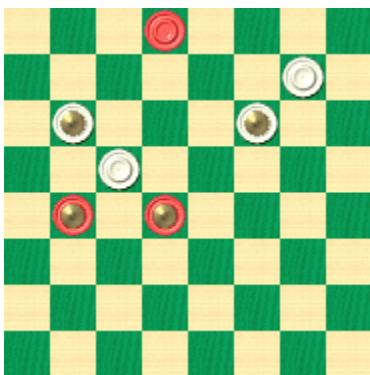


White to move and draw

109. 14-9, 5-14, 21-17, 14-21, 7-14, 21-25, 22-18, 25-30, 18-15, 30-25, 14-9. Drawn.

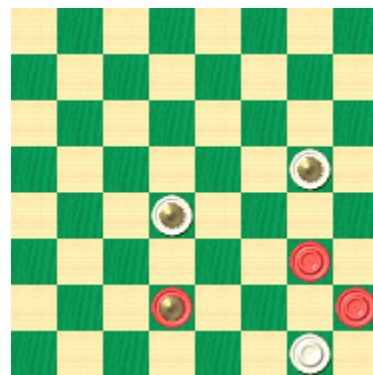
110. 14-9, 5-14, 22-18, 14-23, 7-14, 23-26, 24-19, 26-31, 19-15. Drawn.

Diagram 111



White to move and win

Diagram 112



White to move and win

111. 14-10, 17-14, 11-15, 18-4, 9-18, 4-8, 18-15. White wins.

112. 16-19, 24-27, 32-23, 28-32, 18-14, 32-27, 23-18, 27-23, 19-16 A, 26-22, 18-15, 22-18, 16-19. White wins.

A: Beware of 19-15, 26-22. Black wins.

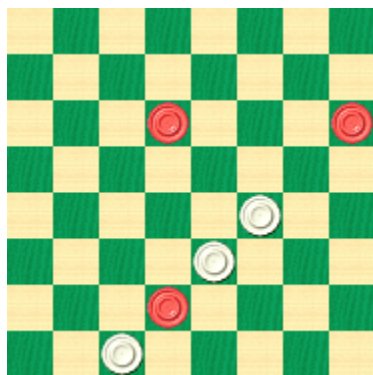
The ending in No. 112 frequently arises in cross-board games, and the points should be noted carefully.

This ends Group 6 – The Alternative Take.

GROUP 7. THE REBOUND CAPTURE

The rebound capture is about the most useful strategem of the game and may be exploited in many ways other than those shown in this group. It is shown here mainly as an end-game maneuver, but is frequently available in the mid-game.

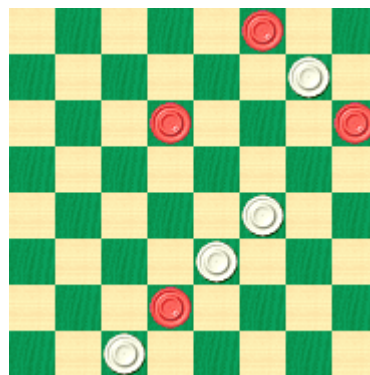
Diagram 113



White to move and win

113. 19-15, 10-19, 23-16, 12-19, 30-16. White wins.

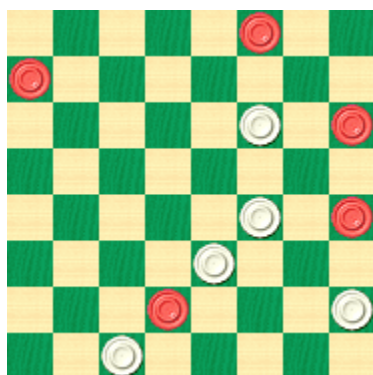
Diagram 114



White to move and draw

114. Not 19-15 here, but 19-16, 12-19, 23-16, 3-19, 30-16. Drawn.

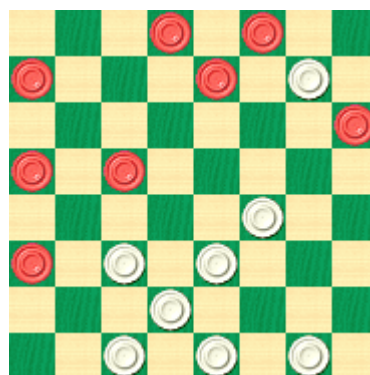
Diagram 115



White to move and win

115. 11-7, 3-10, 19-15, 10-19, 23-16, 12-19, 30-16. White wins. The White king pins the Black man after it reaches the crowning square.

Diagram 116



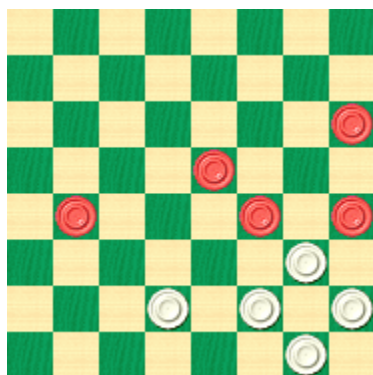
White to move and win

116. 19-16, 12-19, 23-16, 3-19, 22-17, 13-22, 26-3. White wins.

The rebound capture is about the most useful strategem of the game and may be exploited in many ways other than those shown in this group. It is shown here mainly as an end-game maneuver, but is frequently available in the mid-game.

GROUP 7 THE REBOUND CAPTURE, Part 2

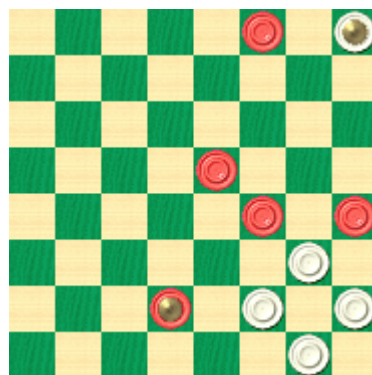
Diagram 117



White to move and win

117. 27-23, 20-27, 23-16, 12-19, 32-16. White wins.

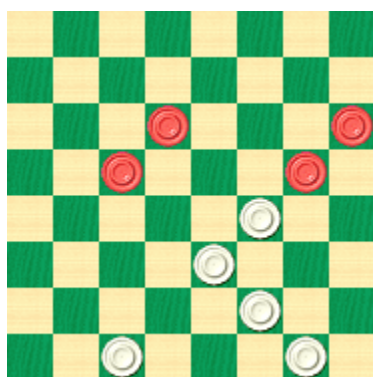
Diagram 118



White to move and draw

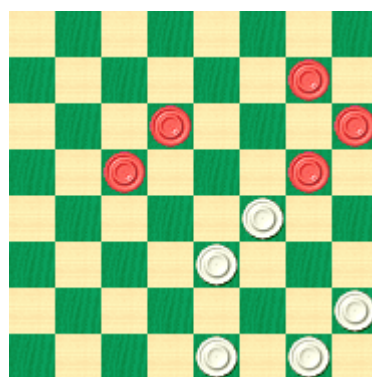
118. 4-8, 3-12, 27-23, 20-27, 23-16, 12-19, 32-16. Drawn.

Diagram 119



White to move and draw

Diagram 120



White to move and draw

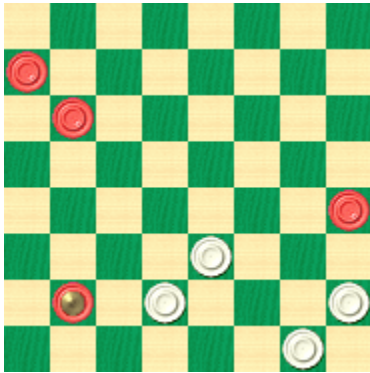
119. 27-24, 16-20, 30-26, 20-27, 19-15, 10-19, 23-16, 12-19, 32-16. Drawn.

120. 28-24, 16-20, 31-26, 20-27, 19-15, etc. Drawn. At second move: if instead of 16-20 Black plays 8-11, then 24-20, 14-17, 19-15, 11-27, 20-11, drawn.

On this angle of the board the maneuver is often useful to clear a cramped double corner.

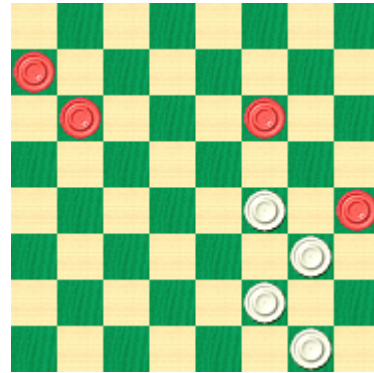
GROUP 7 THE REBOUND CAPTURE, Part 3

Diagram 121



White to move and win

Diagram 122



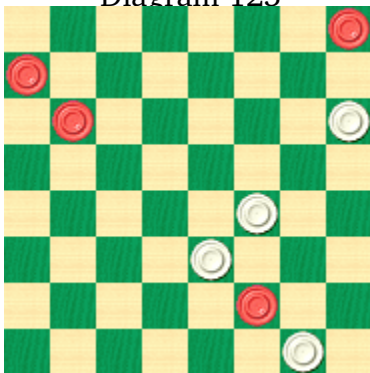
White to move and win

121. 28-24, 20-27, 26-22, 25-18, 23-14, 9-18, 32-14. White wins.

122. 27-23, 20-27, 19-15, 11-18, 23-14, 9-18, 32-14. White wins. Author unknown.

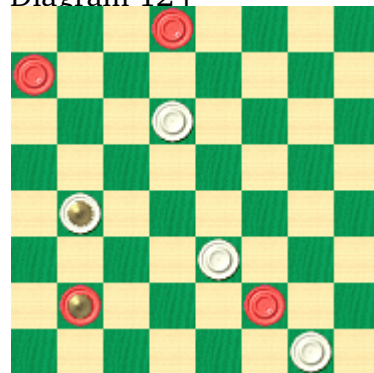
On this angle of the board, and that of the previous examples, is the form in which the idea can be most frequently exploited across board.

Diagram 123



White to move and win

Diagram 124



White to move and win

123. 12-8, 4-11, 19-15, 11-18, 23-14, 9-18, 32-14. White wins.

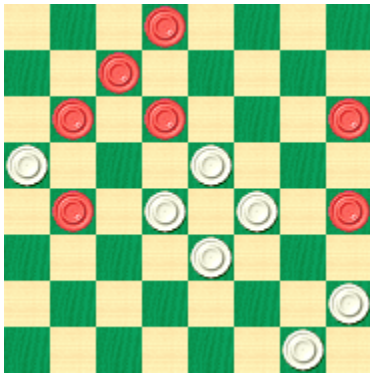
124. 10-6, 2-9, 17-22, 25-18, 23-14, 9-18¹², 32-14. White wins.

In these two examples Black trapped himself by playing 24-27.

¹² In the original book this move was incorrectly given, but was corrected by errata by the original authors. --Ed

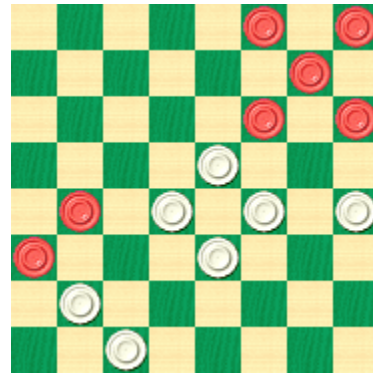
GROUP 7 THE REBOUND CAPTURE, Part 4

Diagram 125



White to move and win

Diagram 126

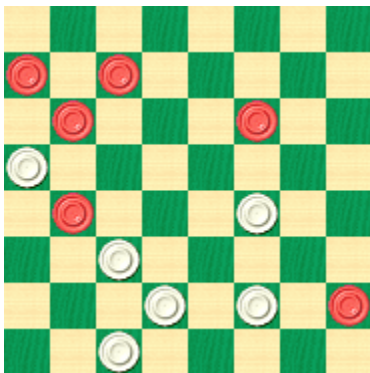


White to move and draw

125. 28-24, 20-27, 18-14, 9-18, 23-7, 2-18, 32-14. White wins.

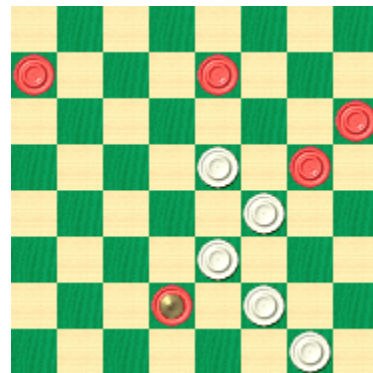
126. 25-22, 17-26, 19-16, 12-19, 23-7, 3-19, 30-16. Drawn.

Diagram 127



White to move and draw

Diagram 128



White to move and draw

127. 26-23, 17-26, 19-15, 11-18, 23-14, 9-18, 30-14, drawn.

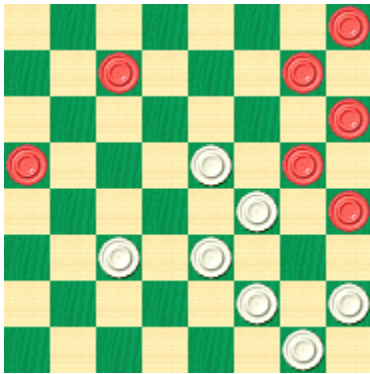
128. 23-18, 16-23, 15-10, 7-14, 18-9, 5-14, 27-9, drawn.

Another example by J. Wyllie is Black: 5, 9, 10, 11, 12, 17; White: 18, 20, 23, 26, 28, 31; White to move and win.

Solution: 20-16, 11-20, 18-15, 10-19, 23-16, 12-19, 26-23, 19-26, 31-6, White wins.

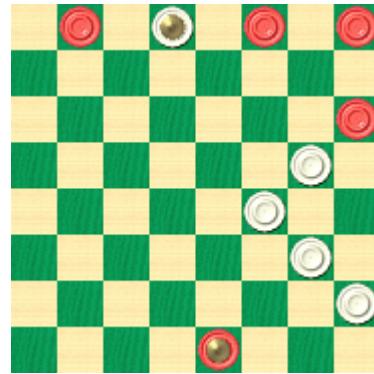
GROUP 7 THE REBOUND CAPTURE, Part 5

Diagram 129



White to move and win

Diagram 130

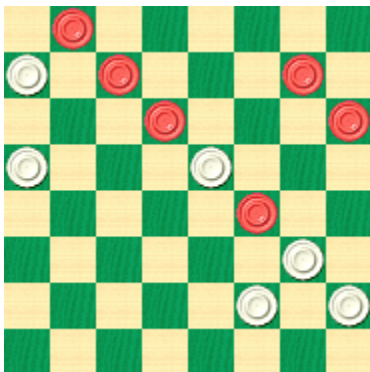


White to move and draw

129. 23-18, 16-23, 15-10, 6-15, 18-11, 8-15, 27-11, 12-16, 32-27, 16-19, 11-7, White wins.

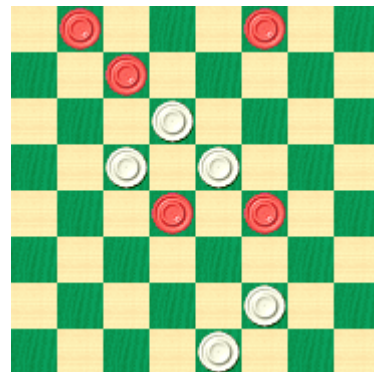
130. 19-15, 12-19, 2-7, 3-10, 15-6, 1-10, 24-6 Drawn.

Diagram 131



White to move and win

Diagram 132



White to move and draw

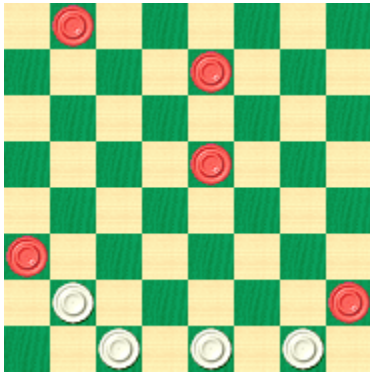
131. 13-9, 6-13, 15-6, 1-10, 24-6, White wins.

132. 14-9, 6-13, 10-7, 3-10, 15-6, 1-10, 27-23, 19-26, 31-6, drawn.

This ends Group 7 - The Rebound Capture.

GROUP 8. THE BACK SHOT

Diagram 133

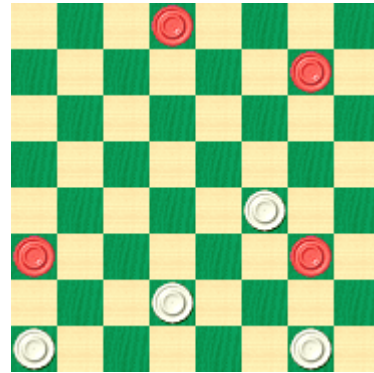


White to move and win

133. 30-26, 21-30, 31-27, 30-23, 27-2, White wins.

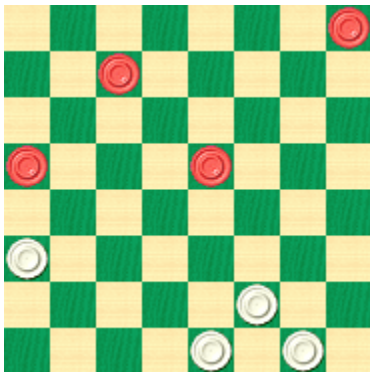
134. 29-25, 21-30, 32-28, 30-16, 28-3, White wins.

Diagram 134



White to move and win

Diagram 135

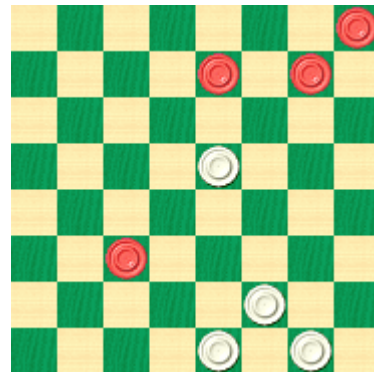


White to move and win

135. 21-17, 13-22, 31-26, 22-31, 32-28, 31-24, 28-1, White wins.

136. 15-11, 7-16, 31-26, 22-31, 32-28, 31-24, 28-3, White wins.

Diagram 136

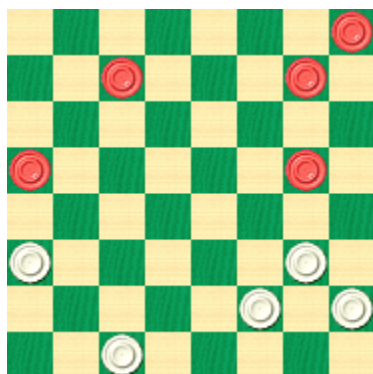


White to move and win

These maneuvers can be exploited in many ways other than shown in this group. Most often it is available as an end game shot, but frequently exploited in the middle game and occasionally quite early in the opening stage.

GROUP 8 THE BACK SHOT, Part 2

Diagram 137



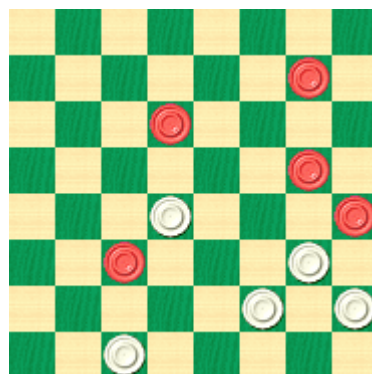
White to move and win

137. 21-17, 13-22, 30-26, 22-31, 24-20, 31-24, 20-11, 8-15, 28-1, White wins.

138. 30-26, 22-31, 18-15, 10-19, 24-15, 31-24, 28-3, White wins.

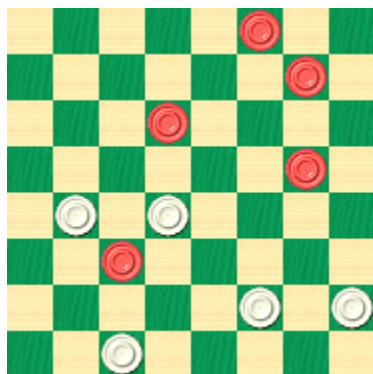
When the man is brought into the crown row behind a piece, this stratagem is often combined with some form of the rebound capture.

Diagram 138



White to move and win

Diagram 139

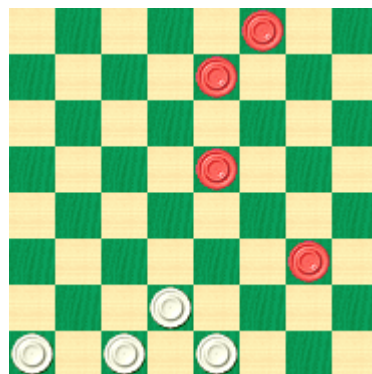


White to move and win

139. 30-26, 22-31, 18-14, 31-24, 14-7, 3-10, 28-3, White wins.

140. 31-27, 24-31, 30-25, 31-22, 25-2, White wins.

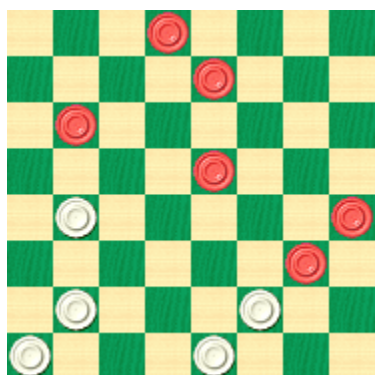
Diagram 140



White to move and win

GROUP 8 THE BACK SHOT, Part 3

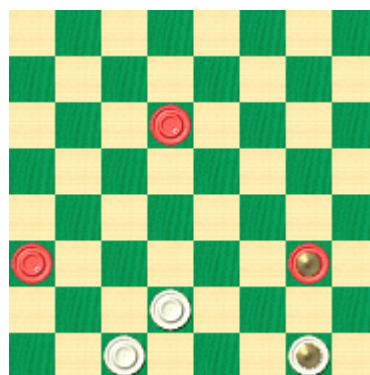
Diagram 141



White to move and draw

141. 31-26, 24-31, 17-13, 31-22, 13-6, 2-9, 25-2, drawn.

Diagram 142

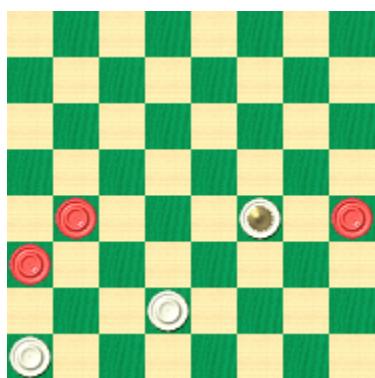


White to move and win

142. 30-25, 21-30, 32-28, 30-23, 28-26, White wins.

By way of variety, a couple of examples in which forcing moves must be made to gain position for the "shot".

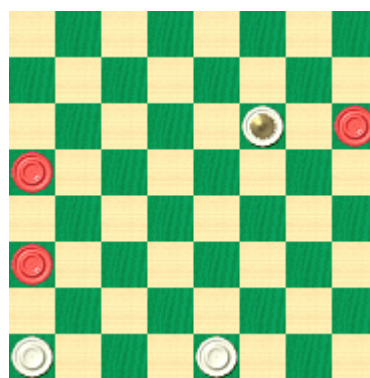
Diagram 143



White to move and win

143. 19-16, 20-24, 29-25, 21-30, 16-20, 30-23, 20-18, White wins.

Diagram 144

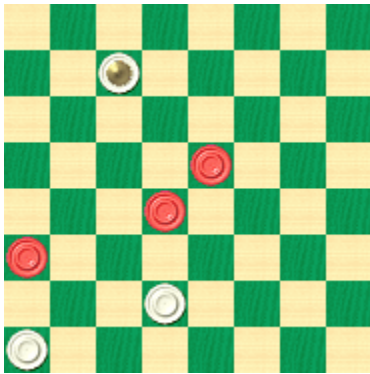


White to move and win

144. 31-26, 13-17, 11-8, 12-16, 29-25, 21-30, 8-12, 30-23, 12-26, White wins.

GROUP 8 THE BACK SHOT, Part 4

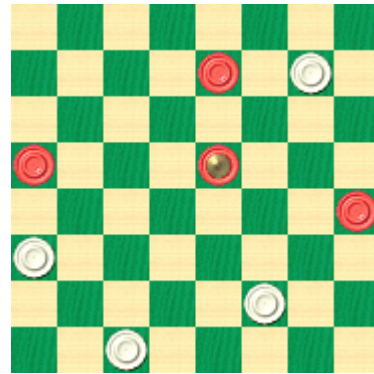
Diagram 145



White to move and win

145. 29-25, 21-30, 6-10, 30-23, 10-26, White wins.

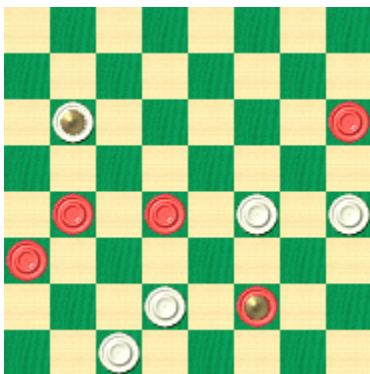
Diagram 146



White to move and win

146. 21-17, 13-22, 30-26, 22-31, 8-3, 31-24, 3-28, White wins.

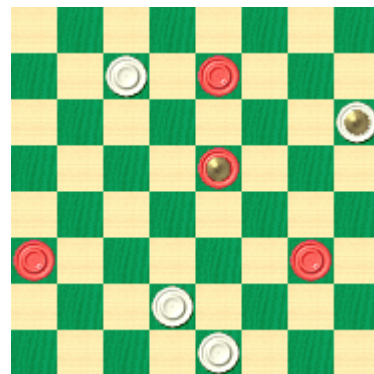
Diagram 147



White to move and win

147. 19-16, 12-19, 30-25, 21-30, 9-13, 30-23, 13-31, White wins.

Diagram 148

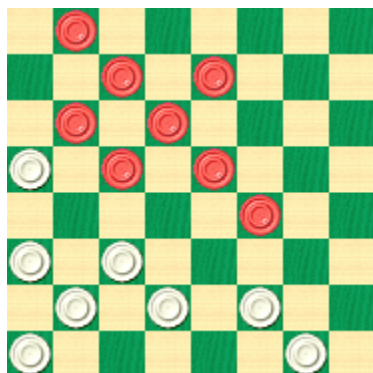


White to move and win

148. 31-27, 24-31, 6-2, 31-22, 2-25, 21-30, 12-16, White wins.

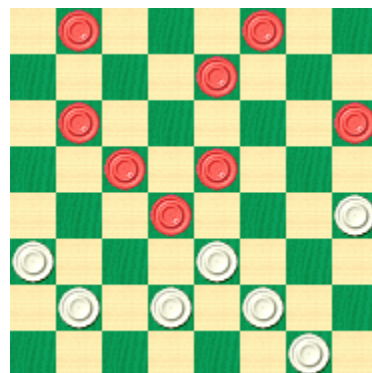
GROUP 8 THE BACK SHOT, Part 5

Diagram 149



White to move and win

Diagram 150

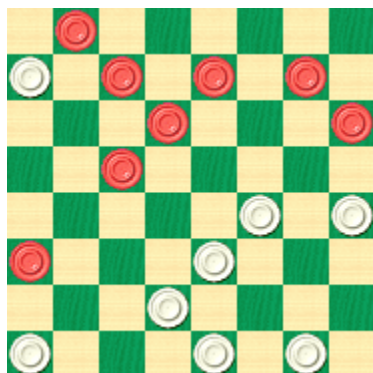


White to move and win

149. 27-23, 19-24, 32-27, 24-31, 22-17, 31-22, 25-2. White wins. A mid-game shot from the Dundee opening.

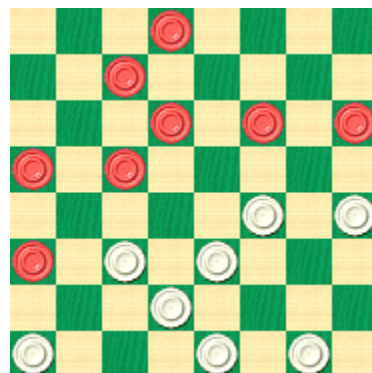
150. 21-17, 14-30, 23-5, 30-23, 27-2. White wins. From the Defiance opening.

Diagram 151



White to move and win

Diagram 152



White to move and win

151. 29-25, 21-30, 19-15, 10-19, 23-16, 12-19, 31-27, 30-23, 27-2, White wins. The back shot combined with the rebound capture.

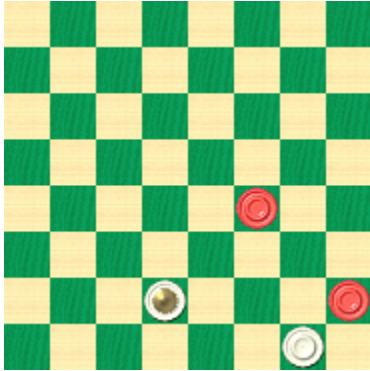
152. 29-25, 21-30, 19-16, 12-19, 23-7, 2-11, 31-27, 30-23, 27-2, White wins.

Another example is Black: 2, 6, 7, 8, 10, 14, 24; White: 15, 19, 20, 22, 26, 30, 32; White to move and draw. Solution: 22-17, 14-21, 30-25, 21-30, 32-28, 30-16, 28-3, 10-19, 3-1, drawn.

This ends Group 8 - The Back Shot.

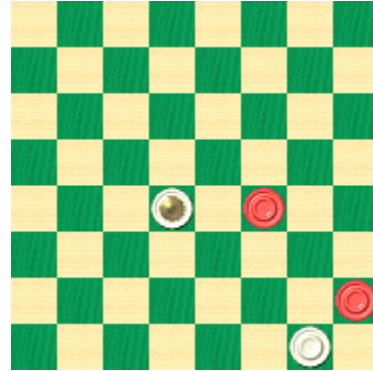
GROUP 9. THE PRISON

Diagram 153



White to move and win

Diagram 154

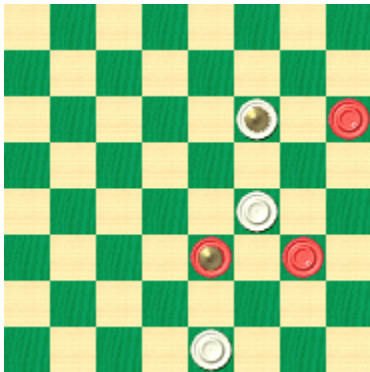


White to move and draw

153. 32-27, 28-32, 27-24, 19-28, 26-23, White wins (Sturges).

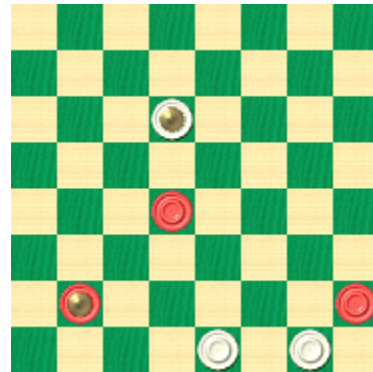
154. White must move his king and allow the Black man to crown. Do not try to win as in first example or this is the result: 32-27, 19-23, 27-24, 28-32, 18-27, 32-23, Black wins.

Diagram 155



White to move and win

Diagram 156



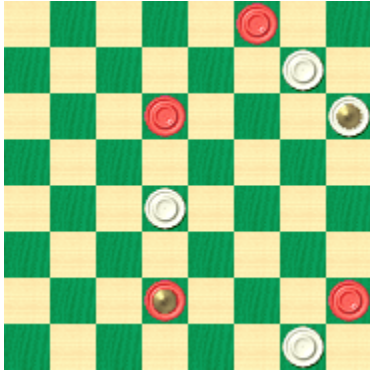
White to move and win

155. 19-16, 12-19, 11-16, 24-28, 31-27, 23-32, 16-23, White wins.

156. 31-26, 25-30, 10-14, 30-23, 32-27, 23-32, 14-23, White wins.

GROUP 9 THE PRISON, Part 2

Diagram 157

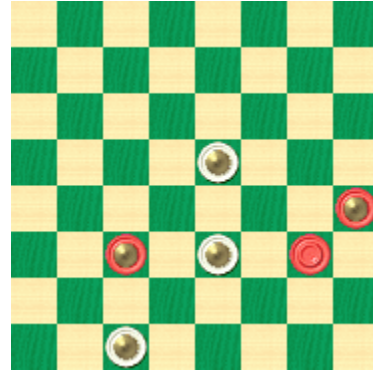


White to move and win

157. 18-15, 10-19, 12-16, 3-12, 16-30, 12-16, 30-26, 16-19, 32-27, 28-32, 27-24, 19-28, 26-23, White wins.

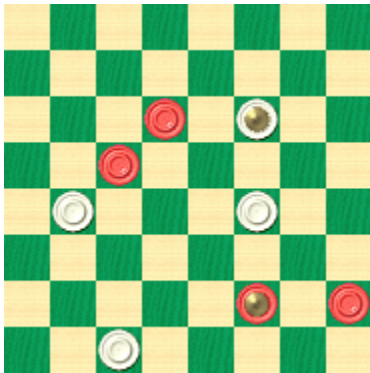
158. 23-18, 22-17, 15-19, 24-28, 19-24, 20-27, 18-22, 17-26, 30-32. White wins.

Diagram 158



White to move and win

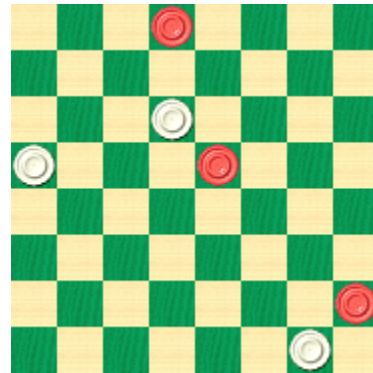
Diagram 159



White to move and win

159. 11-16, 14-21, 19-15, 10-19, 16-32, White wins.

Diagram 160



White to move and win

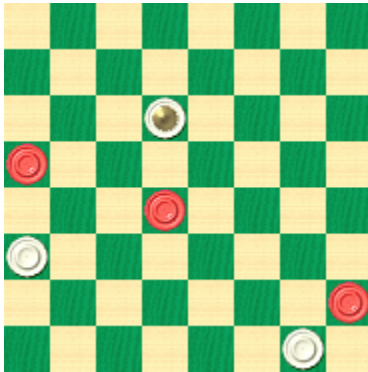
160. 10-6¹³, 2-9, 13-6, 15-18, 6-2 A, 18-22, 2-6, 22-26, 6-10, 26-31, 10-15, 31-26, 15-18, 26-31, 18-22, White wins.

A: In situations of this kind, White can win if the man is on 11, 18 or 25 at this stage (or on any other square on the same horizontal rows), but not if the man is on 8, 15 or 22. Try it.

¹³ Book has 10-16, a minor typographical error. --Ed

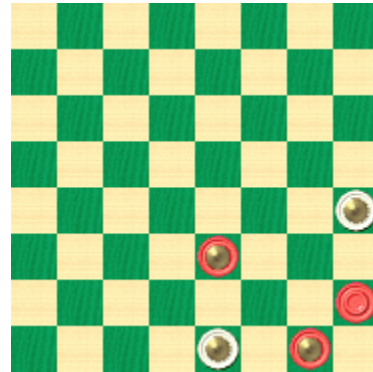
GROUP 9 THE PRISON, Part 3

Diagram 161



White to move and win

Diagram 162



White to move and draw

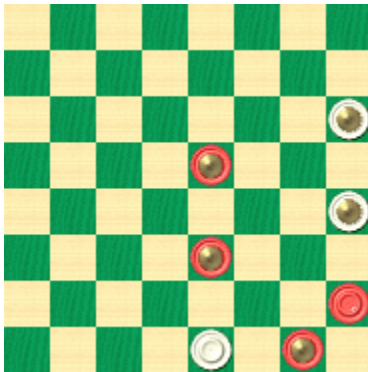
161. 21-17*, 13-22, 10-15* A, 18-23, 15-18, 22-26, 18-27, 26-31, 27-24¹⁴, 31-26, 24-19*, 26-31, 19-15*, 31-26, 15-18, White wins. An ending by Drummond.

A: 10-14, 22-25, 14-23, 25-30, drawn. Note the point.

162. 20-16 A¹⁵, 23-18, 16-19, 18-14, 19-23, 14-10, and here 23-18 draws, but a useful alternative is: 31-27, 10-15, 27-24, 15-11, 24-20, drawn.

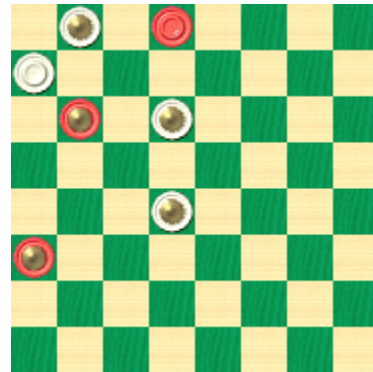
A: 31-27, 23-19, 27-24, 19-15, 20-16, 32-27, 24-31, 28-32, Black wins.

Diagram 163



White to move and draw

Diagram 164



White to move and win

163. 20-16 A, 15-19, 31-26 B, 23-30, 16-23, 30-25, 12-16, 25-22, 16-20, drawn (keep the king seeing 20 and 24.) A: 20-24 is the next diagram colors reversed.

B: 31-27, 23-26, 16-30, 32-23, Black wins.

164. 10-14¹⁶, 2¹⁷-7 (9-13, 1-6, 2-9, 5-1, White wins), 1-6, 9-2, 5-1, 7-11, 18-15, 11-18, 14-23, White wins.

This ends Group 9 - The Prison.

¹⁴ 27-23 draws. --Ed

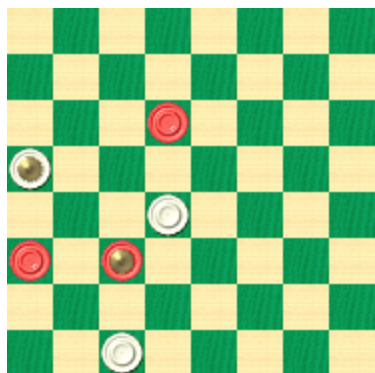
¹⁵ 20-24 also draws. --Ed

¹⁶ 10-6, 9-13, 6-9 etc is an easy win for White. --Ed

¹⁷ The Black man was missing on space 2 in the book, but was corrected by errata by the original authors. --Ed

GROUP 10. SINGLE CORNER ENDINGS

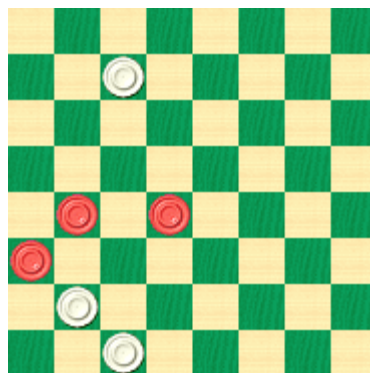
Diagram 165



White to move and draw

165. 18-14, 10-17, 13-9, 22-18, 9-13, 17-22, 13-17, 22-25, 17-22. Drawn.

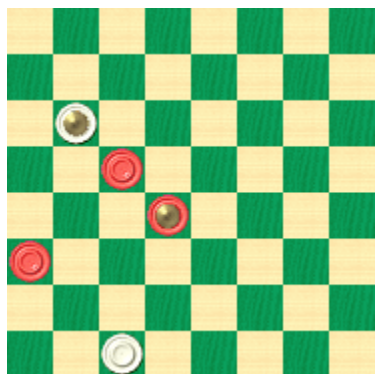
Diagram 166



White to move and draw

166. 25-22, 18-25, 6-1, 25-29, 1-5, 29-25, 5-9, 17-22 (if 25-22, 9-13, White wins), 9-14, 22-26, drawn.

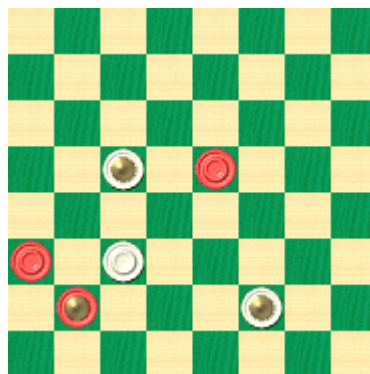
Diagram 167



White to move and draw

167. 30-26, 14-17 (21-25, 26-22, 25-30, drawn), 9-13, 18-22, 26-23, 21-25, 23-18, drawn. An ending by J. Saukell.

Diagram 168



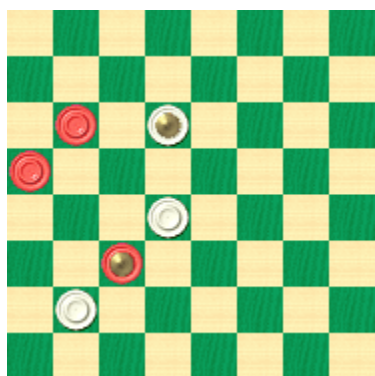
White to move and win

168. 14-18, 15-19, 18-23, 19-26, 27-31, 25-18, 31-15, White wins. A setting by W. Henry¹⁸.

¹⁸ In the book, the piece on 21 was White. This was corrected by an errata by the original authors. --Ed

GROUP 10 SINGLE CORNER ENDINGS, Part 2

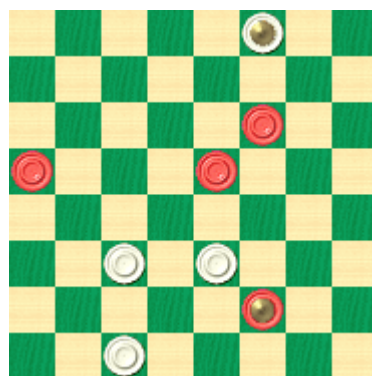
Diagram 169



White to move and win

169. 10-15, 22-29, 18-14, 9-18, 15-22, White wins (no matter which piece Black pitches, White pins the other).

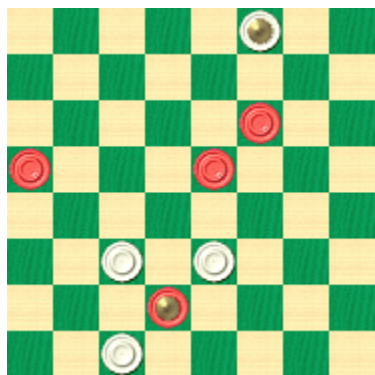
Diagram 170



White to move and win

170. 22-18, 15-22, 30-25, 27-18, 3-8, 22-29, 8-22, White wins.

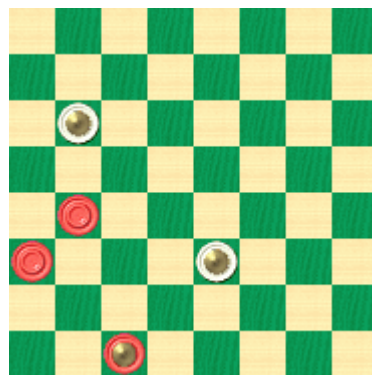
Diagram 171



White to move and win

171. 22-18, 15-22, 3-7 (3-8 also wins), 26-19, 7-23, 22-26, 30-25, 26-30, 25-21, 30-25, 23-18, White wins.

Diagram 172

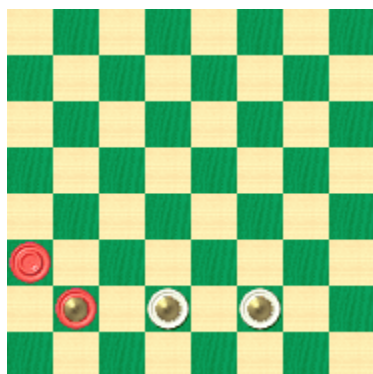


White to move and draw

172. 9-13, 17-22, 13-17, 22-26 (22-25, 17-22, 25-29, 23-18, 30-25, 22-26, drawn), 17-22, 26-31, 22-25, 31-26, 23-27, 26-31, 27-23. Drawn.

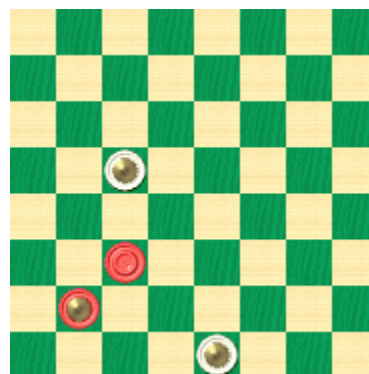
GROUP 10 SINGLE CORNER ENDINGS, Part 3

Diagram 173



Either to move – White wins

Diagram 174

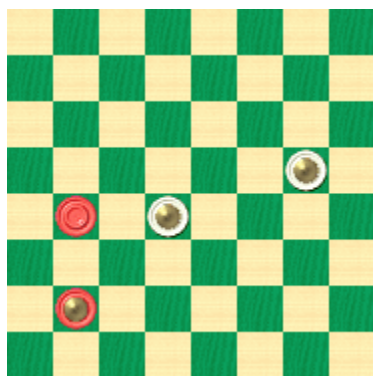


White to move and win

173. The American Position. Black to play: 25-29, 27-23, 29-25, 23-18, 25-29, 18-22, White wins. White to play: 27-23, 25-29, 26-30, 29-25, 23-18. White wins.

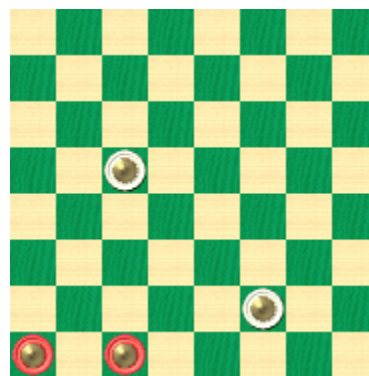
174. 31-27, 25-21 (25-30 A, 27-23, 22-25, 14-17, 25-29, 17-21, 29-25, 23-18, White wins. A: 22-26, 27-23, then 26-30, 14-17, or 26-31, 14-18, White wins), 27-23, 22-25 23-26, 25-29, 26-30, 29-25, 14-18, White wins.

Diagram 175



White to move and win

Diagram 176



White to move and win

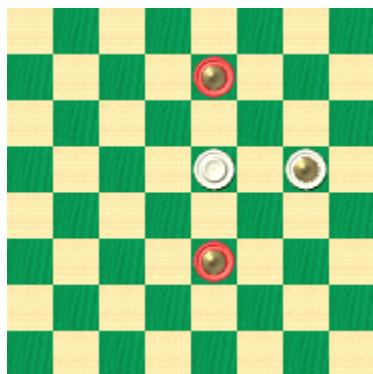
175. 18-14 (16-19, 17-21, drawn), 17-21 (17-22, 16-19¹⁹, 23-26, 19-23, White wins; or 25-21, 16-19, 17-22, 19-23 White wins), 14-17, 25-29, 16-19, 21-25, 17-21, 25-30, 19-23, 29-25, 23-18, White wins.

176. 14-17 (27-23, 30-25*, then 14-17, 25-21, or 23-26, 25-30 draws), 30-25 (29-25, 27-23, White wins; or 30-26, 17-21, White wins), 17-21, 25-30, 27-23, 29-25, 23-18, White wins.

¹⁹ This 18-14, 17-22, 16-19, 23-26 etc. section is not correct. See Appendix A for the correction, and for the full answer for the problem given in an easy-to-read format. --Ed

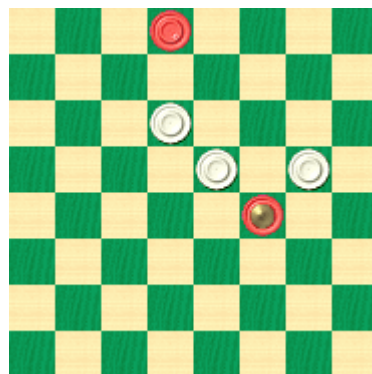
GROUP 10 SINGLE CORNER ENDINGS, Part 4

Diagram 177



White to move and draw

Diagram 178

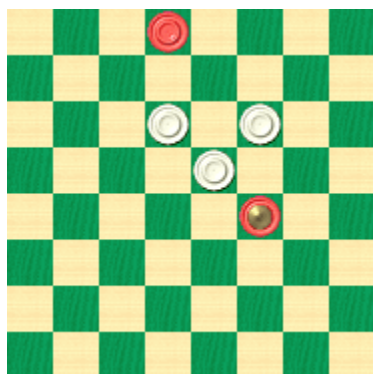


White to move and win

177. 16-20 (threatening to exchange; if 15-11, 7-3, 16-12, 23-19, Black wins), 7-2, 20-16 (15-11, 23-19, 11-8, 2-7, 8-3, 7-11, Black wins), 2-6, 15-11, 6-10, 11-8, 10-7, 8-3, drawn.

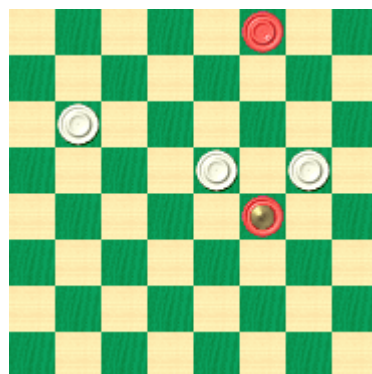
178. 16-11, 19-16, 10-7, 16-19, 15-10, 19-15, 10-6, 2-9, 7-3, 15-8, 3-12, White wins.

Diagram 179



White to move and win

Diagram 180



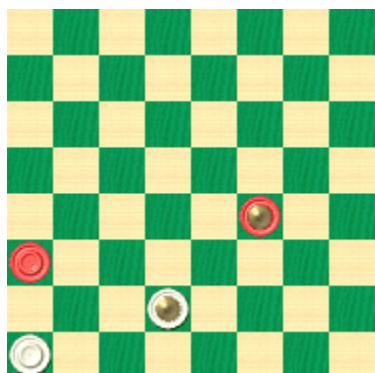
White to move and win

179. 11-8, 19-16, 8-4, 16-12, 4-8, 12-3, 15-11, White wins.

180. 15-11, 19-12, 9-6, 12-16, 6-2, 16-7, 2-11, White wins.

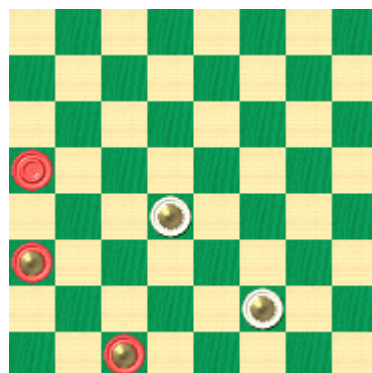
GROUP 10 SINGLE CORNER ENDINGS²⁰, Part 5

Diagram 181



White to move and draw

Diagram 182

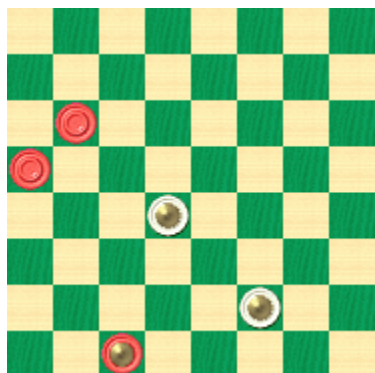


White to move and draw

181. 26-30 (if 26-22, 19-23²¹, 22-17, 23-26*, Black wins by 1st position), 19-23, 29-25, 23-18, 25-22, 18-25, 30-26, drawn.

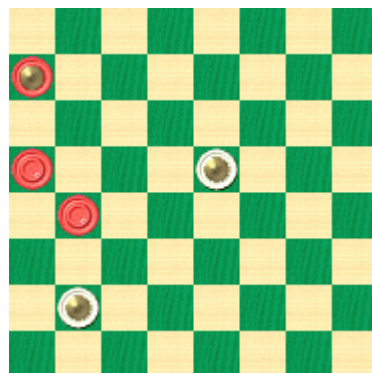
182. 18-22, 21-17, 27-31, 17-26, 31-22, 13-17, drawn.

Diagram 183



White to move and draw

Diagram 184



White to move and draw

183. 18-22, 9-14, 27-23, 14-17, 23-27, 17-26, 27-31, 13-17, drawn.

184. 15-18, 17-21 (if 17-22, 25-30, drawn), 25-22, 5-9, 18-23, 9-14, 23-27, 14-10 (if 14-17, 27-31, White wins), 27-23, 10-15, 23-27 (if 23-18, 13-17, Black wins), 15-19, 27-32, 19-23, 32-28, drawn.

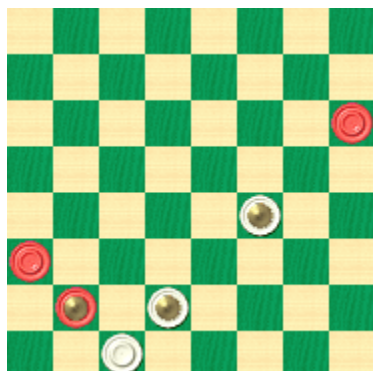
This ends Group 10 - Single Corner Endings.

²⁰ The title of this page in the book was "SINGLE CORNER **OPENINGS**", a typo. -- Ed

²¹ Or 21-15, black win by 1st position. --Ed

GROUP 11. SINGLE-CUM-DOUBLE CORNER ENDINGS

Diagram 185

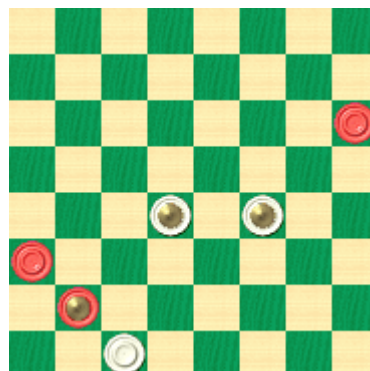


White to move and win

185. 19-24, 12-16, 24-28, 16-20, 28-32, 20-24, 26-31, 24-28, 31-26, White wins²².

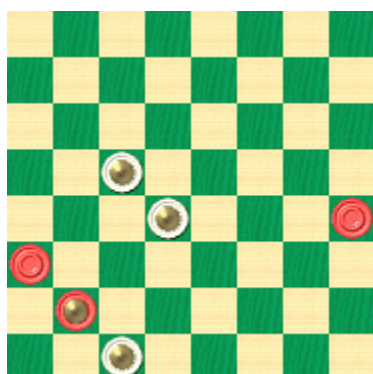
186. 19-24, 12-16, 24-20, 16-19, 30-26, 25-30, 18-23, 21-25, 23-16, 30-23, 16-19, 23-16, 20-11, White wins. A Setting by F. Allen.

Diagram 186



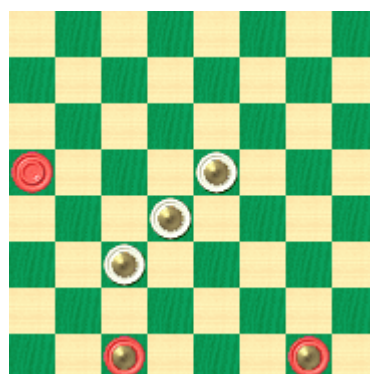
White to move and win

Diagram 187



White to move and win

Diagram 188



White to play: Black draws
Black to play: White wins

187. 14-17, 20-24, 17-22, 25-29, 18-23, 24-28, 23-27, 28-32, 22-26, 32-23, 26-19, 29-25, 30-26, White wins. For this White win, a king must be on 30—with a man it is a draw.

188. White to play: 18-23, 32-28, 15-19, 28-32, 19-24, 32-28, 23-19, 28-32, 24-28, 32-27, 19-16, 27-31, 28-24, 30-26, drawn.

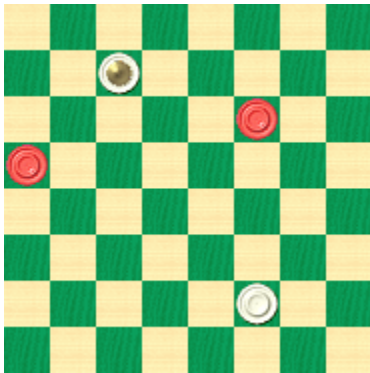
Black to play: 32-28, 15-19, 28-32, 19-24, 32-28, 24-27, 28-32, 18-23, 32-28, 27-32, 28-24, 32-28, 24-20, 23-18, 20-16, 18-15, White wins.

This ends Group 11 - Single-Cum-Double Corner Endings.

²² The Dog Hole changes “The Move”. -- Ed

GROUP 12. EXCHANGE ENDINGS

Diagram 189

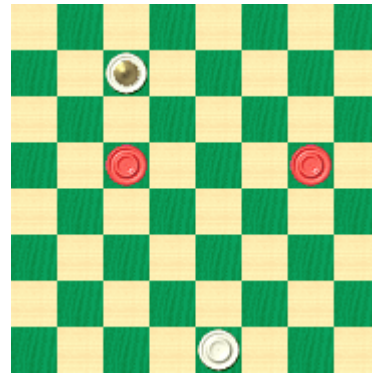


White to move and win

189. 6-10, 13-17, 10-7, 11-16, 7-11, 16-20, 11-15, 17-22, 15-18, 22-26, 18-23, 26-31, 27-24, White wins.

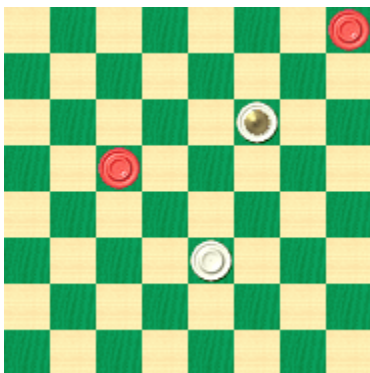
190. 6-10, 14-17, 10-14, 17-22, 14-18, 22-25, 31-27, 25-30, 27-24, then 16-20, 18-23, or 30-26, 24-19, White wins.

Diagram 190



White to move and win

Diagram 191

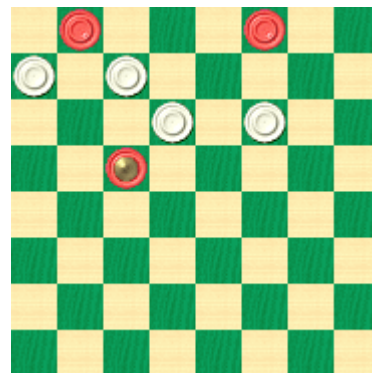


White to move and win

191. 11-15, 14-17, 15-18, 17-21, 18-22, 4-8, 23-19, 8-12, 22-18, 21-25, 18-15, 25-30, 19-16, 12-19, 15-24, White wins.

192. 11-8, 3-12, 6-2, 14-7, 2-11, 1-6, 5-1, 6-10, 1-6, 10-14, 6-10, 14-18, 10-15, 18-23, 11-16, 12-19, 15-24, White wins.

Diagram 192

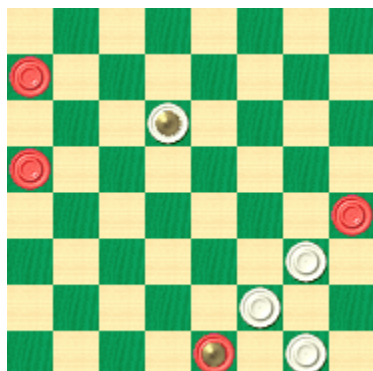


White to move and win

This ends Group 12 – Exchange Endings.

GROUP 13. THE SUICIDE CAPTURE

Diagram 193

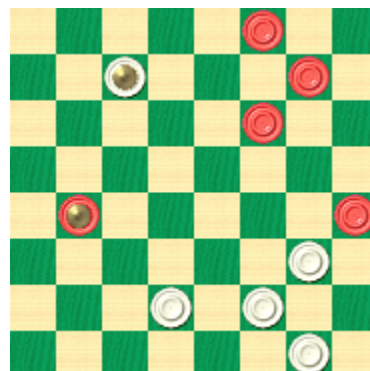


White to move and win

193. 27-23, 20-27, 10-14, 31-26, 14-18, 26-19, 32-16, White wins.

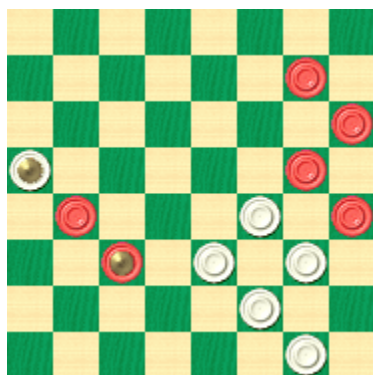
194. 27-23, 20-27, 26-22, 17-19, 32-7, 3-10, 6-15, White wins.

Diagram 194



White to move and win

Diagram 195

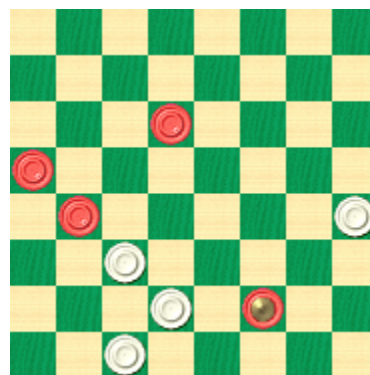


White to move and win

195. 23-18, 16-23, 13-9, 22-15, 27-4, White wins.

196. 26-23, 17-26, 20-16, 27-18, 30-7, White wins. A Sturges gem.

Diagram 196



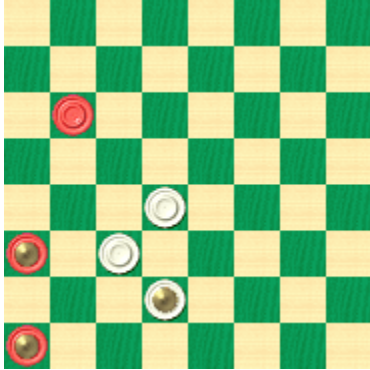
White to move and win

This ends Group 13 – The Suicide Capture.

GROUP 14. BLOCK ENDINGS

Block endings are attractive to beginners as “Strokes”.

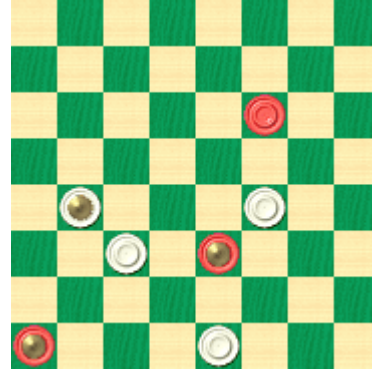
Diagram 197



White to move and win

197. 18-14, 9-25, 26-30, White wins.

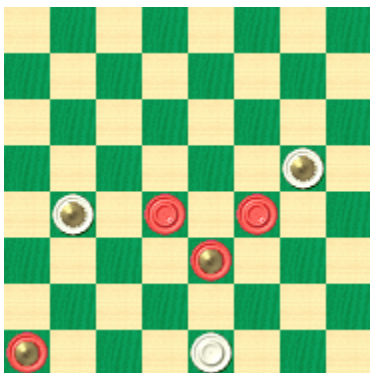
Diagram 198



White to move and win

198. 19-15, 11-25, 31-26, 23-30, 17-21, White wins.

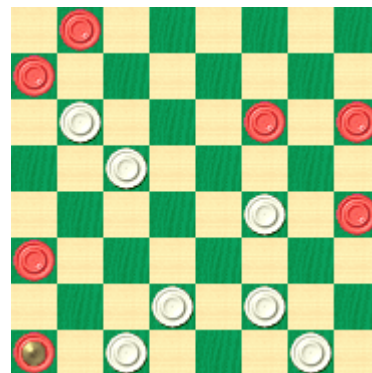
Diagram 199



White to move and win

199. 17-22, 18-25, 31-26, 23-30, 16-23, White wins.

Diagram 200

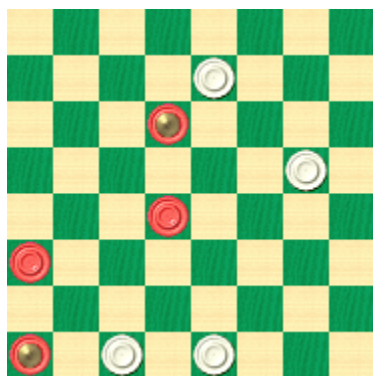


White to move and win

200. 19-15, 11-18, 26-22, 18-25, 32-28, 12-16, 28-24, White wins. A unique triple block which came up in a cross-board game.

GROUP 14 BLOCK ENDINGS, Part 2

Diagram 201

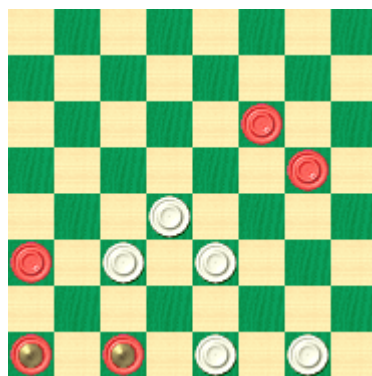


White to move and win

201. 31-26, 10-3, 26-22, 18-25, 16-11, White wins.

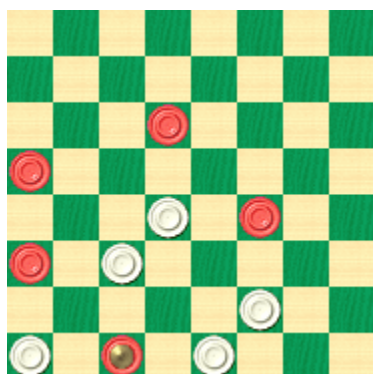
202. 23-19, 16-23, 18-15, 11-25, 31-26, White wins.

Diagram 202



White to move and win

Diagram 203

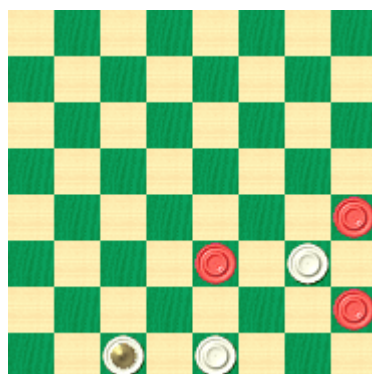


White to move and win

203. 27-23, 19-26, 18-14, 10-17, 29-25, White wins.

204. 31-27, 23-32, 30-26, 20-27, 26-31, White wins.

Diagram 204



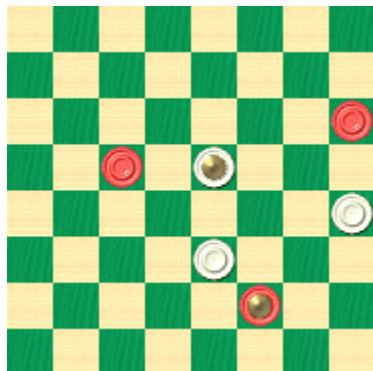
White to move and win

This ends Group 14 – Block Endings.

GROUP 15. STROKE BUILDING

Taking the Stroke on the Lower Half of the Board

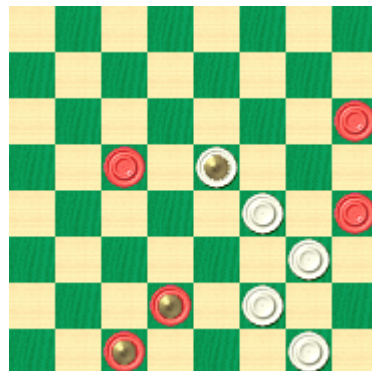
Diagram 205



White to move and win

205. 23-18, 14-23, 20-16, 12-19, 15-31, White wins.

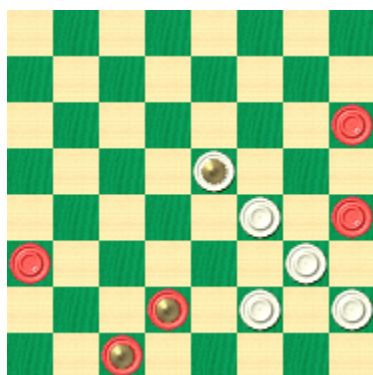
Diagram 206



White to move and win

206. 27-23, 20-27, 23-18, 14-23, 19-16, 12-19, 15-22, White wins.

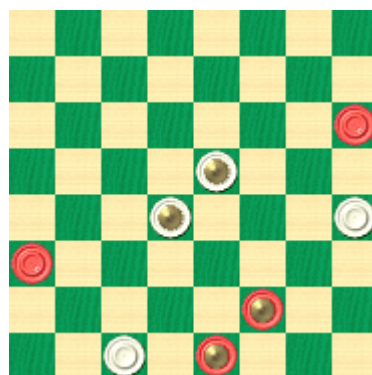
Diagram 207



White to move and win

207. 19-16, 12-19, 27-23, 20-27, 15-22, White wins.

Diagram 208

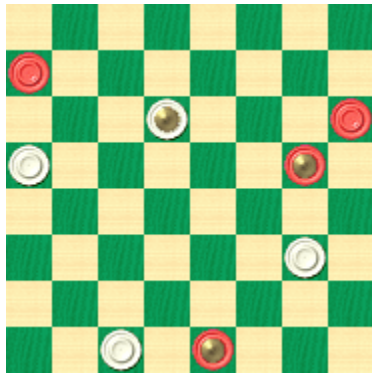


White to move and win

208. 30-26, 31-22, 18-25, 21-30, 20-16, 12-19, 15-31, White wins. One of Sturges' ideas.

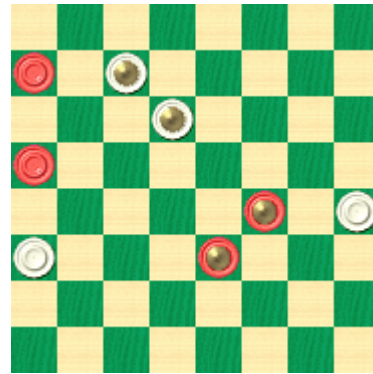
GROUP 15 STROKE BUILDING, Part 2 – The Stroke on the Opposite Side of the Board

Diagram 209



White to move and win

Diagram 210

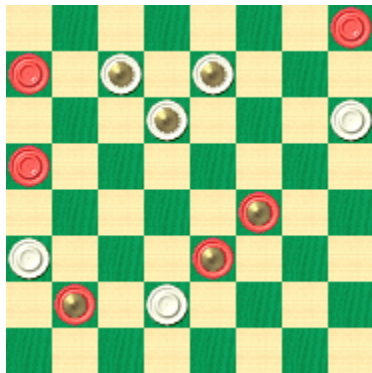


White to move and win

209. 30-26, 31-22, 24-19, 16-23, 13-9, 5-14, 10-19, White wins.

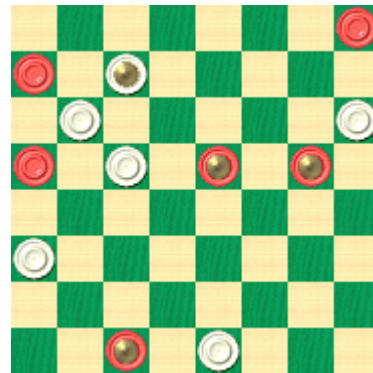
210. 20-16, 19-12, 21-17, 13-22, 6-9, 5-14, 10-19, White wins. A simple extension of the stroke.

Diagram 211



White to move and win

Diagram 212



White to move and win

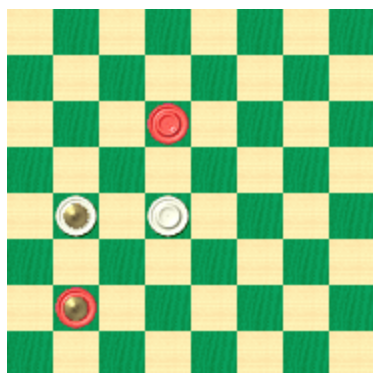
211. 26-22, 25-18, 21-17, 13-22, 6-9, 5-14, 10-26, 23-30, 12-8, 4-11, 7-14, White wins.

212. 31-26, 30-23, 21-17, 13-22, 14-10, 5-14, 12-8, 4-11, 6-1, 15-6, 1-12, White wins.

This ends Group 15 – Stroke Building.

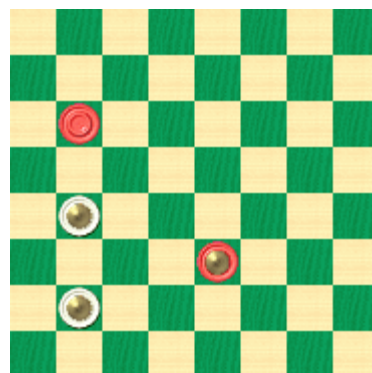
GROUP 16. EXERCISES ON THE MOVE

Diagram 213 – R. Mulholland



White to move and win

Diagram 214 – Dr. Brown

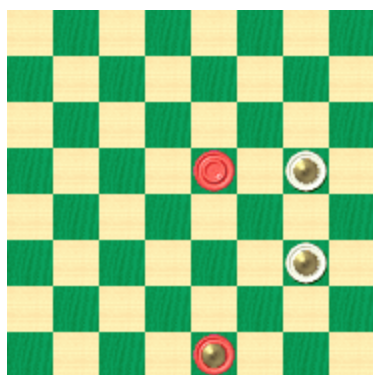


White to move and win

213. 17-21, 25-22, 18-14, 10-17, 21-14, White wins by exchanging to change The Move.

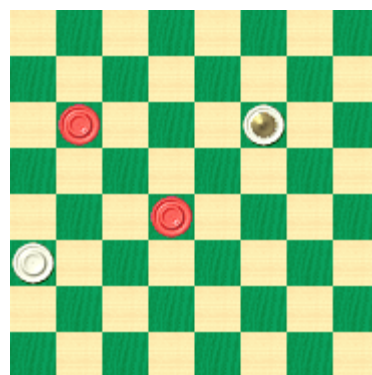
214. 17-13, 9-14, 25-22, 14-17, 22-26, 23-30, 13-22, White wins by exchanging without changing The Move.

Diagram 215 – Dr. Brown



White to move and win

Diagram 216 – Sturges



White to move and win

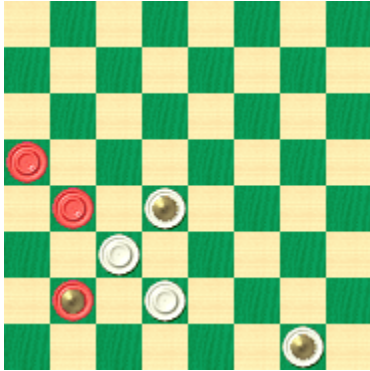
215. 16-20, 15-18, 24-27, White wins; or 16-20, 31-26, 24-19. White wins by exchanging to change The Move.

216. 11-15, 18-23, 15-18, 23-27, 21-17, 9-13, 18-23, 13-22, 23-32, White wins by exchanging without changing The Move.

This ends Group 16 – Exercises on The Move.

GROUP 17. SIGHTING SHOTS

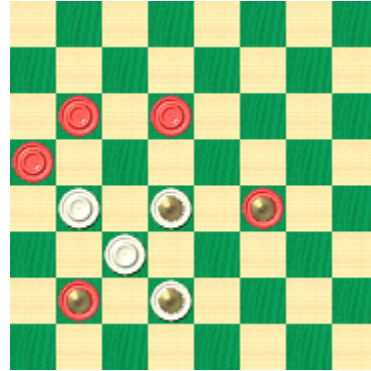
Diagram 217



White to move and win

217. 26-23, 17-26, 18-22, 25-27, 32-30, White wins.

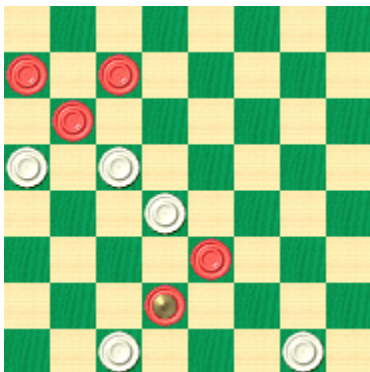
Diagram 218



White to move and draw

218. 18-23, 25-27, 26-31, 13-22, 31-13, drawn.

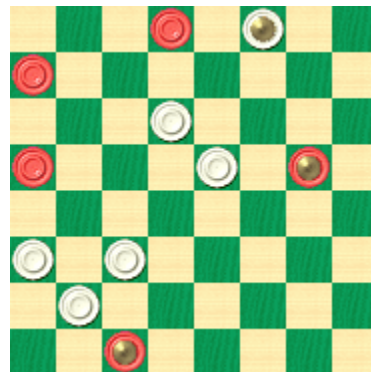
Diagram 219



White to move and win

219. 18-15, 9-18, 32-27, 23-32, 30-14, White wins.

Diagram 220



White to move and win

220. 10-6, 2-9, 21-17, 30-14, 15-11, 16-7, 3-17, White wins.

This ends Group 17 – Sighting Shots.

Appendix A

1. Problem 175:

- a. The 18-14, 17-22 line given in the book is not correct . A correct line would be: 18-14, 17-22, 16-19, 25-21, 19-23, 22-25, 23-26, 25-29, 26-30, 29-25, 14-18, 25-29, 18-22, 29-25. White wins.
- b. If 16-19, then 17-21 leads to a well-known draw, as the text indicates. A typical line would be: 16-19, 17-21, 18-14, 25-22, 19-15, 22-17, 14-9, 17-13, 9-14, 13-17, 14-9, 17-13, 9-14, 13-17, 14-10, 17-13, 10-6, 13-17, 15-10, 17-13, 10-7, 13-17, 6-9, 17-22, 9-14, 22-17, 14-10, 17-22 etc., drawn. Note that, because of The Move, almost every exchange will mean that the draw will come quickly.
- c. The 18-14, 17-21 line given is correct. 18-14, 17-21, 14-17, 25-29, 16-19, 21-25, 17-21, 25-30, 19-23, 29-25, 23-18, 25-29, White wins.
- d. The 18-14, 25-21 line given is correct. 18-14, 25-21, 16-19, 17-22, 19-23, 22-25, 23-26, 25-29, 26-30, 29-25, 14-18, 25-29, 18-22, 29-25, White wins.