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FROM
NOVICE TO EXPERT.
WITH TABLES FOR
MEMORIZING OPENINGS.

—AN—

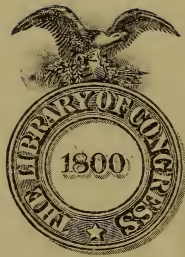
ELEMENTARY WORK

—ON—

CHECKER PLAYING,

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FROM
NOVICE TO EXPERT.
WITH TABLES FOR
MEMORIZING OPENINGS.
—AN—
ELEMENTARY WORK
—ON—
CHECKER PLAYING,

—BY—
STEPHEN E. ROOT, A. M., M. D.

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PREFACE.

There are hundreds of thousands of checker players scattered throughout the country, especially in the rural districts, some of whom play a very creditable game, but who do not know the number of a single square on the checker board, and who are utterly unable to replay, or even read a single published game.

I know of no work on checker playing, sufficiently elementary to take the novice at his first game and lead him intelligently, without waste of time, to a point where he can understand and emulate the work of experts. Without a knowledge of First Principles, it takes as much time and labor to become an indifferent player, as to become a skillful one with such knowledge.

The homely saying of Josh Billings, that "It is better not to know quite so much than to know so many things that ain't so" is especially applicable to the game of checkers.

The SCIENCE of any subject is a classification of all the facts known upon that subject. The ART is the skill acquired in applying those facts. A person may learn from books, how to make a mortice, tenon, gain or relish, and master all the facts necessary in order to frame a building and he has learned the SCIENCE of framing but when, for the first time he takes the square, saw, auger or chisel, he becomes painfully conscious that he has not yet acquired the ART.

This treatise does not propose to furnish the brains, nor to do the studying and practicing, which must be intelligently done by the player himself, in order to acquire the art.

It proposes rather to teach the whole foundation work of the SCIENCE, and guard the novice against learning "so menny things that aint so."

While confining itself to first principles, attention will be called later to such literature as will teach the student how to analyse play and arrange for himself a course of study which if he has the taste, ability, energy and perseveranee, will enable him to acquire the ART of the expert player.

STEPHEN E. ROOT.

Rochester, N. H., May 1897.

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FROM NOVICE TO EXPERT.

STANDARD BOARDS AND MEN.

Never tolerate a board which is cramped or inaccurate, nor one on which the dark squares are represented by dots, blotches or pencil marks. If you cannot afford to buy a standard board, you can at least procure, or construct one cheaply, of standard size and arrangement in which each square is sharply defined and properly colored.

Anderson's Standard Laws require that a board shall be not less than 14 1-2 inches nor more than 16 inches across the squares, not including the margin. In the American Checker Player the size given is not less than 14, nor more than 15 inches.

Match games are usually played upon boards 15 or 16 inches square, but 16 inch boards are rapidly taking the place of all others.

The "pieces" called also "men" or "checkers" are required by Anderson's Standard Laws to be not less than 1 1-8 nor more than 1 1-4 inches across and by the American Checker Player to be not less than one inch nor more than 1 1-8 inches across. In matches they are sometimes used 1 3-8 inches across. A table or stand from 22 to 27 inches high is convenient to support the board.

PLAYERS AND TIMEKEEPERS.

In some match games there is but one timekeeper, and in some each player has a timekeeper, and a referee or umpire also is appointed. The record of the games is kept by a person selected for the purpose. Amateurs are apt to dispense with timekeepers and referees and to neglect to record their games. Thus all opportunity for review, re-study and improvement is lost. Each spectator should record the game for the sake of the practice and should play over each game, move by move, very carefully when alone, noting the weaker play and seeking for stronger moves.

STANDARD LAWS.

Anderson's Standard Laws, are recognized as authority among checker players the world over. Some of them are a little ambiguous in wording but their significance is well understood among players. A copy is appended below.

ANDERSON'S STANDARD LAWS.

1. The standard board must be of light and dark squares, not less than fourteen and one half inches, nor more than sixteen inches across said squares.

2. The board shall be placed so that the bottom corner square on the left hand shall be black.

3. The standard men, technically described as black and white, must be light and dark (say, red and white, or black and white,) turned, and round, and not less than one and one-eighth inch, nor more than one and one-fourth inch in diameter.

4. The men shall be placed on the black squares.

5. The black men shall invariably be placed upon the real or supposed first twelve squares of the board; the white men upon the last twelve squares.

6. Each player shall play alternately with black and white men, and lots shall be cast for the color, once only, viz., at the commencement of a match, the winner to have the choice of taking either black or white.

7. The first move must invariably be made by the person having the black men.

8. At the end of five minutes (if the move has not been previously made) "time" must be called in a distinct manner by the person appointed for the purpose; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.

9. When there is only one way of taking one or more pieces, "time" shall be called at the end of one

minute; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.

10. Either player is entitled, on giving information, to arrange his own or his opponent's pieces properly on the squares. After the move has been made, however, if either player touch or arrange any piece without giving intimation to his opponent, he shall be cautioned for the first offense, and shall forfeit the game for any subsequent act of the kind.

11. After the pieces have been arranged, if the person whose turn it is to play touch one, he must either play it or forfeit the game. When the piece is not playable, he is penalized according to the preceding law.

12. If any part of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in that direction.

13. A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even although two or more pieces should have been taken.

14. When taking, if a player remove one of his pieces, he cannot replace it; but his opponent can either play or insist on his replacing it.

15. Either player making a false or improper move shall instantly forfeit the game to his opponent, without another move being made.

16. The "huff" or "blow" is (before one plays his own piece) to remove from the board any one of the adverse pieces that might or should have been taken. But the huff or blow never constitutes a play.

17. The player has either the power to huff, compel the take, or to let the piece remain on the board, as he thinks proper.

18. When a man first reaches any of the squares on the opposite extreme line of the board, it becomes a king, and can be moved backwards and forwards as the

limits of the board permit (though not in the same play,) and must be crowned (by placing a man on the top of it) by the opponent; if he neglect to do so and play, any play shall be put back until the man be crowned.

19. A draw is when neither of the players can FORCE a win. When one of the sides APPEARS stronger than the other, the stronger party is required to complete the win, or to show to the satisfaction of the umpire or referee at least a DECIDED ADVANTAGE over his opponent, within forty of his own moves—to be counted from the point at which notice was given—failing in which, he must relinquish the game as a draw.

20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any principal so acting, after having been warned of the consequence and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play will be discontinued until such offending person retires.

23. A match between equals, wins and draws to count, should consist of an even number of games, so that each player may have the first move the same number of times.

24. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the same.

25. Should any dispute occur, not satisfactorily determined by the the preceding laws, a written statement of the facts must be sent to a disinterested arbiter,

having a knowledge of the game, whose decision shall be final. The above is a verbatim copy of Anderson's Standard Laws.

REMARKS.

It will be noticed that the severest penalties are visited for carelessness and inattention.

Law 13. The hand must be kept over the board till the play is completed. The hand cannot be put back to take off captured pieces after it is once withdrawn. The pieces must remain on the board. The capture is forfeited by carelessness.

Law 16. If a player does not "jump" when he can, he forfeits the piece with which he might have "jumped" at his opponent's discretion.

Law 18. A piece cannot be jumped into the king row as a man, and out again as a king. If already crowned it can do so.

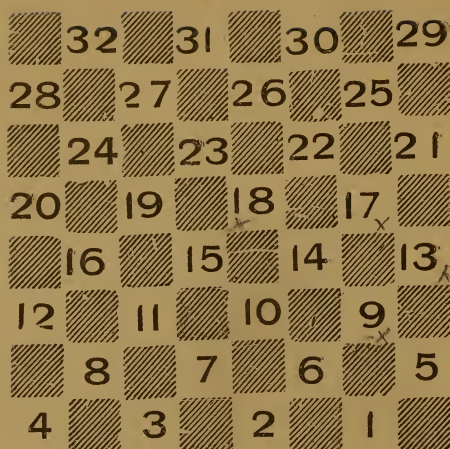
Law 19. The notice of forty moves, does not apply to two kings against three, nor three kings against four.

Amateurs will find the interest of the game very much increased by carrying out these laws.

HOW TO NUMBER THE SQUARES.

Only the dark squares are numbered. There are eight rows of four squares each, making thirty-two dark squares in all. The thirty-two numbers are divided into eight sections of four numbers each, to correspond with the eight rows of squares. The first section of numbers 1, 2, 3 and 4, are applied to the first king row, and the second section, 5, 6, 7 and 8, are applied to the first row parallel to the first king row, and so on to all the eight rows, each section and row being numbered consecutively from right to left.

The following diagram shows the board properly numbered.



NOTICE:—In the diagrams the colors are reversed so that the white or vacant squares may be utilized for setting up the numbers or pieces.

Figures may be cut from the paging of an old book or calendar and pasted on the squares till the numbers are known by heart, and then removed. The first side is the side of the board whose king row is numbered 1, 2, 3 and 4, from right to left, and the second side is that in which the king row is numbered 32, 31, 30 and 29 from right to left. If the numbers are pasted on the squares then the board must be turned side for side after each game, to give the first side to each player alternately. The player must learn to distinguish the number of the squares as readily from the second side as from the first side, and he will soon learn to do it unconsciously.

The black pieces are invariably placed on the squares from 1 to 12, and the white pieces are placed on the squares from 21 to 32, inclusive. The diagram following shows the pieces properly arranged.



RECORDING THE MOVES.

A move is recorded by writing the number of the square from which the piece is taken, and after it the number of the square on which the piece is placed. A dash is usually placed between the two numbers. Thus; 11—15 indicates that the piece was taken from square 11 and placed upon square 15, and 25—18 indicates that the piece was taken from square 25 and placed on square 18, capturing and removing the man on square 22.

WHO SHALL HAVE THE BLACK MEN AND FIRST PLAY?

Before the first play lots may be cast and the winner of the lot shall choose the color of the men with which he shall play. The person who has the black pieces in the first game shall also have the black pieces in the third, fifth, seventh and each odd game, and the person who has the white pieces in the first game, shall have the black pieces in the second, fourth, sixth, and in every even game.

The first object is to win the game if possible. If it is impossible to win, the next object is to prevent your opponent from winning; that is to draw the game.

CHOICE OF POSSIBLE FIRST MOVES.

For convenience the players may be called Mr. Black and Mr. White, each after the color of his men. Being ready to play it must be remembered that each player has the double corner at his right hand, and that Black has the first move. Black cannot move from his king row nor from his second row, because there is no square vacant diagonally in front. There are four men movable in his front row, viz: the men on 9, 10, 11 and 12. Each of the four can be moved diagonally toward the right and three of the four can be moved diagonally toward the left. His choice then is limited to seven possible moves, namely: 9—13, 9—14, 10—14, 10—15, 11—15, 11—16 and 12—16. From these seven he must choose his first move and he selects 11—15.

POSSIBLE CHOICE IN SECOND AND IN EACH SUBSEQUENT MOVE.

White also has the choice of seven possible moves, viz 21—17, 22—17, 22—18, 23—18, 23—19, 24—19 and 24—20. From these White selects the move 22—18. Black has but one move at the third play as he is obliged to jump from 15 to 22, removing the man on 18.

At the fourth play White also is obliged to jump from 25 to 18, removing the man on 22.

Thus at every move each player should study all the possible moves of his opponent, as well as his own.

The novice should note the difference between ordinary moves and moves leading to an exchange of pieces. He should also be on his guard against foolish or disastrous moves. If Black should move 10—14 it would be foolish for White to reply with 21—17 and give a man away gratis. Many foolish moves are not so transparent as the one cited. The novice should also watch for advantageous moves, to gain a man or an advantageous position. Black opens with 9—13, and White

replies with 23—18. Then 6—9 and 21—17, follow and Black quickly sees that 9—14, 18—9 and 5—21, gain a man.

This play is very simple but it illustrates the possibilities in more complicated play. Good players seldom fall into traps, and the player's main dependance must be in ordinary moves which gain but little apparent present advantage, but which are all carefully planned to secure some future advantage.

We return to the game of which the first four moves were selected above. The game and the following one are copied from the Boston Globe by permission. The game is a "Single Corner" played by Wright of Boston and Dr. Holden of Paris, Me. Wright playing the first side. For the assistance of the learner, the moves are numbered in the first column, the number of possible moves from which to select is found in the second column, and the moves actually selected by the players are found in the third column:

1	7	11-15,	19	8	11-16,	37	7	7-11
2	7	22-18,	20	8	22-17,	38	6	32-27
3	1	15-22,	21	8	2-6,	39	7	11-15
4	1	25-18,	22	1	17-10,	40	6	28-24
5	7	8-11,	23	1	6-22,	41	7	14-18
6	9	29-25	24	1	26-17,	42	1	23-14
7	9	4-8,	25	7	8-11,	43	5	16-19
8	7	25-22,	26	10	17-13,	44	5	14-10
9	7	12-16,	27	7	9-14,	45	1	19-28
10	8	24-19,	28	11	31-26,	46	6	10-6
11	7	16-20,	29	9	11-15,	47	6	28-32
12	9	19-15,	30	9	26-22,	48	6	27-23
13	1	10-19,	31	11	15-18,	49	7	32-27
14	1	23-16,	32	1	22-15.			
15	7	6-10,	33	9	5-9,			
16	10	16-12,	34	1	13-6,			
17	9	10-14,	35	1	1-26,			
18	8	27-23,	36	1	30-23,			

Wright wins.

The following "Double Corner" game was played between Mr. Bugbee and Mr. Reed, at the rooms of the New England Checker Club in Boston. Bugbee had the first move.

1	7	9-14,	21	2	9-13,	41	7	11-15
2	7	24-20,	22	10	21-17,	42	7	12- 8
3	8	5- 9,	23	9	18-23,	43	7	15-18
4	8	27-24,	24	11	25-22,	44	8	8- 3
5	8	11-15,	25	9	11-15,	45	8	24-27
6	9	22-18,	26	10	31-26,	46	1	32-23
7	1	15-22,	27	1	15-24,	47	1	18-27
8	1	25-18,	28	2	26-19,	48	5	30-26
9	7	12-16,	29	7	7-11,	49	6	27-31
10	1	20-11,	30	8	22-18,	50	5	26-23
11	1	8-25,	31	10	2- 7,	51	6	31-26
12	1	26-17,	32	9	18-14,	52	5	23-19
13	7	4- 8,	33	7	3- 8,	53	6	6- 9
14	10	24-19,	34	7	19-16,	54	1	13- 6
15	7	8-11,	35	1	11-20,	55	5	26-22
16	11	17-13,	36	1	28-19,	56	7	17-13
17	7	1- 5,	37	7	20-24,	57	1	10-17
18	10	29-25,	38	8	19-16,	58	1	3-10
19	6	14-18,	39	8	8-11,			
20	1	23-14,	40	7	16-12,			Reed wins.

Can any young players detect any errors in the number of possible moves given in either of the above games?

When these two games have been studied move by move and the number of possible moves in each play determined, then the player can profitably take up new games, placing the number of possible moves against each move as above. The study of a dozen games in that manner when alone is of more benefit to the beginner than many months of random practice, and will give a much better general knowledge of the nature and resources of the game.

Having learned the science the player should never allow himself to engage in a single game without using that science to assist him in attaining the art of checker playing.

So far the game of checkers has been treated as a whole, but there are many different styles, or lines of playing and that fact brings us to the subject of openings.

OPENINGS EXPLAINED.

An opening is a move, or series of moves, usually not more than six in number, leading to some recognized line of play.

Openings are sometimes named for the cities where they originated, or where they have been popular, as Edinburgh, Glasgow, Bristol, Buffalo, Boston, Paisley and Dundee. They are sometimes named from the peculiarities of some of the moves, as Single Corner, Double Corner, New Thirteenth and Cross. Some of the openings take their names from persons with whom they have been favorites, as Maid of the Mill, Doctor, Laird and Lady, and Ayershire Lassie, while some of the names are more or less fanciful, as Switcher, (side-tracker,) Dyke, (Scotch for stone fence,) Whilter, (Scotch for confusion,) and Will of the Wisp, (Marsh gas, or the Ignis Fatuus.)

There are about thirty openings in the most common use, but several others are recognized and used, more or less.

The souter is sometimes spelled "suter," Boston Cross is similar to the Waterloo, Alma to Alma Doctor, Doctor to Black Doctor, and New Bristol to Bristol Cross.

When the early moves of a game do not follow some recognized opening it is classed as "irregular."

It was a serious question whether to tabulate the most commonly used openings and the least commonly used

openings in a single table, or to make two separate tables, but as an exact separation was not possible, and the symmetry of the tabulation would be broken up by making two separate tables it was decided to make but a single table.

It is not pretended that ALL the rare or obsolete openings have been found and tabulated, but the table contains enough for all practical purposes.

THE RATIONALE OF TABULATION.

We have seen that any one of seven first moves is possible, and each opening must necessarily begin with one of those seven moves.

This divides all possible openings into seven groups and makes them easy to memorize. As each of these seven first moves may have any one of seven replies, there are 49 possible openings of two moves each. If each opening should consist of six different moves, then more than one hundred thousand openings would be possible.

Many of these possible openings would be so disadvantageous or disastrous that they would be rejected at sight even by an indifferent player. Such openings are not recognized by good players.

It is not profitable for the amateur to seek shipwreck upon unknown seas outside the recognized openings which are the outgrowth of centuries of practice and experience.

The groups, based upon the first moves are the 9—13, 9—14, 10—14, 10—15, 11—15, 11—16, and 12-16 groups.

THE 9.13 OPENINGS.

This group consists of the Edinburgh and the New Thirteenth. They are said to have but a single move each in the opening, but the difference in play begins at the third move.

THE 9-14 OPENINGS.

The Double Corner Dyke is not much used in this country and the Double Corner is the principal representative of the group.

THE 10-14 OPENINGS.

This group consists of the Denny and the New Fourteenth.

THE 10-15 OPENINGS.

The Kelso openings in this group are more used in the United Kingdom than in the United States.

THE 11-15 OPENINGS.

There are more openings recognized in this group than in all the other groups combined. It would be extremely difficult to memorize them without the aid of comparative tables. In the tables, the 11-15 group is divided into seven sub-groups by the second moves and can be easily memorized by these sub-groups, viz., the 21-17, 22-17, 22-18, 23-18, 23-19, 24-19 and 24-20. In the tables the sub-groups are not separated by spaces, but by arrangement only.

THE 11-16 OPENINGS.

The openings of this group have been very popular in Scotland.

THE 12-16 OPENINGS.

The three openings of this group complete the list of openings.

MEMORIZING NAMES OF GROUPS.

TO MEMORIZE THE NAMES of openings in each group; write the names of all the groups and sub-groups, each on the face of a separate card, as group 10-14 or sub-group 23-18, and on the back of the card write the number and names of all the openings of the group or

sub-group named on the face. Then shuffle the cards and hold one card face toward you, and repeat the number and names of the openings on the back, looking only when you cannot recall them.

Copying anything which is to be memorized assists to fix in memory the matter copied.

The figure before each opening indicates the number of moves of which the opening consists. The play is continued to the sixth move in the line of the trunk game. Each sub-group is underscored.

TABLES FOR MEMORIZING THE OPENINGS OF THE GAMES OF CHECKERS.

THE 9-13 OPENINGS.

1	Edinburgh,	9-13	22-18	10-15	25-22	5- 9	29-22
1	New Thirteenth,	9-13	22-18	11-16	18-14	10-17	21-14

THE 9-14 OPENINGS.

4	Double Corner Dyke,	9-14	22-17	11-16	25-22	16-19	23-16
1	Double Corner,	9-14	22-18	5- 9	25-22	11-16	24-19

THE 10-14 OPENINGS.

1	Denny,	10-14	22-17	7-10	17-13	3- 7	25-22
1	New Fourteenth,	10-14	22-18	11-16	26-22	8-11	24-19

THE 10-15 OPENINGS.

1	Kelso,	10-15	21-17	11-16	17-13	8-11	22-18
1	New Fifteenth,	10-15	21-17	15-18	23-14	9-18	22-15
2	Kelso Exchange,	10-15	22-18	15-22	25-18	11-15	18-11
2	Kelso Cross,	10-15	23-18	12-16	21-17	16-20	17-13

THE 11-15 OPENINGS.

2	Switcher,	11-15	<u>21-17</u>	9-13	25-21	8-11	17-14
5	Maid of the Mill,	11-15	<u>22-17</u>	8-11	17-13	15-18	23-14
4	White Dyke,	11-15	<u>22-17</u>	8-11	17-14	10-17	21-14
	Boston,	11-15	22-17	9-13	17-14	10-17	21-14
4	Wagram,	11-15	22-17	9-13	24-20	13-22	25-11
3	Douglas,	11-15	22-17	9-14	25-22	8-11	17-13
5	Dyke,	11-15	<u>22-17</u>	15-19	24-15	10-19	23-16
2	Single Corner,	11-15	<u>22-18</u>	15-22	25-18	12-16	18-14
4	Boston Cross, } Waterloo, }	11-15	23-18	8-11	18-14	9-18	24-19
2	Cross,	11-15	23-18	8-11	26-23	10-14	30-26
3	Cross Choice,	11-15	<u>23-18</u>	9-14	18- 9	5-14	22-17
5	Alma, } Alma Doctor, }	11-15	23-19	8-11	22-17	3- 8	25-22
5	Old Fourteenth,	11-15	23-19	8-11	22-17	4- 8	17-13
	Doctor, } Black Doctor, }	11-15	23-19	8-11	22-17	9-13	17-14
6	Laird and Lady,	11-15	23-19	8-11	22-17	9-13	17-14
	Buffalo,	11-15	23-19	8-11	22-17	9-14	25-22
5	Glasgow,	11-15	23-19	8-11	22-17	11-16	24-20
5	Centre,	11-15	23-19	8-11	22-17	15-18	19-15
4	Boston Centre,	11-15	23-19	8-11	22-17	15-18	24-20
	Nailor,	11-15	23-19	<u>8-11</u>	26-23	4- 8	22-17
3	Will of the Wisp,	11-15	23-19	<u>9-13</u>	22-18	15-22	25-18
5	Fife,	11-15	23-19	9-14	22-17	5- 9	26-23
5	Souter or Suter,	11-15	23-19	9-14	22-17	6- 9	17-13
5	Whilter,	11-15	23-19	9-14	22-17	7-11	25-22
	Glasgow Whilter,	11-15	23-19	9-14	22-17	8-11	25-22
4	Defiance,	11-15	<u>23-19</u>	9-14	27-23	8-11	22-18
2	Second Double Corner,	11-15	<u>24-19</u>	15-24	28-19	8-11	22-18
4	Ayresshire Lassic,	11-15	<u>24-20</u>	8-11	28-24	4- 8	23-19

THE 11-16 OPENINGS.

(Tables Continued.)

3	Bristol, 22-18 line,	11-16	22-18	8-11	18-14	10-17	21-14
	White Doctor,	11-16	22-18	10-14	25-22	8-11	24-20
2	New Bristol, }	11-16	23-18	16-19	24-15	10-19	18-15
	Bristol Cross, }						
2	Paisley,	11-16	24-19	8-11	22-18	10-14	25-22
3	Bristol, 24-20 line,	11-16	24-20	16-19	23-16	12-19	22-18

THE 12-16 OPENINGS.

	?	12-16	24-19	16-20	22-18	10-14	25-22
1	Dundee,	12-16	24-20	8-12	22-18	16-19	23-16
1	New Sixteenth,	12-16	24-20	8-12	28-24	3-8	24-19

The first opening of the 12-16 group has been published as Edinburgh, but improperly as it seems to me. It may be classed as irregular or questionable.

To memorize the openings; select one group or sub-group and play on the board by number repeatedly each of the openings therein, till they are as familiar, without the board as with it. Play alternately the first side and the second side till the sides are equally familiar to you. Then select another section and do likewise, CONSTANTLY REVIEWING. What you learn, learn thoroughly and leave all the rest untouched till its proper turn, otherwise you will get a smattering of all and be proficient in none.

TRUNK GAMES AND VARIATIONS.

A trunk game is a line of sound play, extending from the opening to a draw or win. A trunk game is usually arranged by one or more experts, and is the outgrowth of centuries of experience and practice.

A Variation is a deviation from the trunk, or from another variation by either player, at any move of the game. Thousands of variations have been published on some of the games. No human life is long enough to write out all the possible variations of a single game.

The first few moves of the Paisley trunk game and three of its variations, are copied below for illustration.

Trunk Game.	Instead of 26-22 play (Var. 1)	Instead of 16-20 play (Var. 2)	Instead of 28-24 play (Var. 3)
11-16	25-22	7-10	22-17
24-19	16-20	22-17	4- 8
8-11	30-25	16-20	17-10
22-18	7-10	30-26	6-24
10-14	28-24	11-16	28-19
26-22-1	3- 7	26-22	7-10
16-20-2	22-17	9-13	26-22
30-26	11-15	18- 9	10-14
11-16	etc.	etc.	etc.
28-24-3 etc.			

FIGURES SIGNS AND LETTERS.

A figure placed before or after any move in a trunk game or variation indicates the variation which is to be substituted at that point as above.

Signs and letters are used for various purposes, each author explaining his own method of using them.

LATER STUDIES.

Having now explained moves, openings, trunk games and variations, it remains only to indicate a course of study and practice which may, with proper application lead to expert playing.

The player should select some trunk game, and learn it by heart with all its variations. Some experts have advised to select one trunk game for attack and another for defense while learning. When one is thoroughly mastered, another can be selected and learned.

Experts have a better knowledge of openings, trunk games and variations than amateurs, simply because they have memorized them more carefully. Otherwise an expert is in no way different from an ordinary player. He must reason, plan, look ahead, investigate all his own and his opponent's possible moves and use his best judgement precisely the same as other mortals. There is something in the natural gift, but the ability to play well is largely an acquired ability.

To advance the beginner, perhaps no work is better than Hill's Manual, with its Elementary Positions, King Endings, Consultation Games, Traps and Problems.

The trunk game and variations of almost any one of the common openings can be procured for ten cents.

Books of problems and match games, played by champions and experts must not be overlooked. More pretentious and expensive books are found advertised on the cover.

Several of the large newspapers have a checker column, to keep the amateur in touch with the checker playing world.

There are several periodicals devoted entirely to checkers, in which the latest successes of skillful players are constantly made available to the learner. Persistent play with the shrewdest, trickiest, old bull dog of a player you can find will be a great help to you, but with all these, nothing but your own brains and labor can transform you from a NOVICE to an EXPERT.

NOTE.—The Editor wishes to express his thanks to Lyman M. Stearns, Editor of the North American Checker Board for valuable hints and suggestions.

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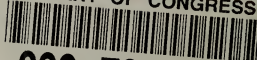
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