WILLIAM TIMOTHY CALL

MIDGET PROBLEMS

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MIDGET PROBLEMS

All the Ideas in Positions of 2 *vs.* 2 Pieces in Checkers

BY
WILLIAM TIMOTHY CALL

Price, 50 Cents

W. T. CALL
669 East 32d Street,
BROOKLYN, N. Y.
1913

PREFACE

Are not these little problems very easy?

Yes, when you are looking at the solutions.

All the books, pamphlets and magazines on the game of checkers, and a large number of checker columns in newspapers, were overhauled for the material of this book. The findings were compared with problem indexes of other collectors. The result in round numbers was a thousand 2 vs. 2 positions.

The duplication of ideas was found to be large—astonishing.

In this volume the problems are arranged in groups by themes, unimportant settings being omitted.

Dr. T. J. Brown, of Limerick, active about 1870, was the father of the 2 vs. 2 problem family. There were, of course, distinguished grandfathers. Dr. Brown was a problem scientist. He went to the bottom of things, delving for secrets. He delighted in conquering the real antagonist in checkers—the board, not the individual opponent. His contemporaries and successors have done much

original work in this department of the pastime. How much remains to be found is a matter of opinion. A new principle in 2 vs. 2 problems would be a triumph.

The reader who does not find some setting of his own invention in these pages will doubtless be gratified to learn that the writer had to his credit forty-five published 2 vs. 2 problems—which are mostly echoes, leaving few points of consequence that had not been covered by others. It was unpleasant to see those hard reared pets fall by the wayside as not needed.

In regard to priority of discovery, that has not here been followed with undeviating fidelity, as a later setting has sometimes been placed before an early one on the same theme because of being more comprehensive.

Some of the situations are purposely presented without diagrams, in order to give prominence to those involving principles of prime importance.

There are about a hundred first principles in the endings of 2 vs. 2 problems. These foundations are called finishes. They are the delight of novices, especially those finishes that

display some surprising kink or catch. To set a finish back a few moves, without concealing the idea in an original way that is at once crafty and misleading, is trifling. It sometimes happens that the solution to a problem may allow a choice in finishing, but that is a matter of little consequence. Some of the finishes may be illustrated in many different ways without changing the principle involved, which is the main thing.

Every compiler or author has felt the tyranny of fear that he has missed something essential, or has overlooked a distressing blunder; but that is a responsibility that he cannot dodge by craving indulgence.

In this book the black side is invariably at the bottom of the diagram, and all problems end in black's double corner territory, or in black's single corner territory; or, at least, the trend of the play is in those directions.

These pages deal only with 2 vs. 2 pieces. The next class, problems of 2 vs. 3 pieces, would make a volume of about the same size.

W. T. Call.

New York, July, 1913.

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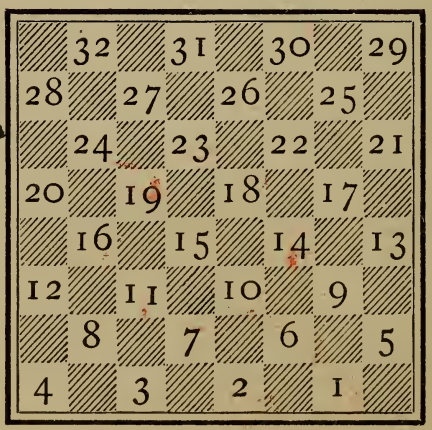
THE NUMBERED BOARD

WHITE SIDE



BLACK SIDE

MIDGET PROBLEMS

RESULTS APPEARING IN DOUBLE CORNER TERRITORY

This heading embraces only the first eight of the following groups. The last eight groups cover "Results Appearing in Single Corner Territory."

GROUP 1: Wins with the move by first position.

More than fifty settings of this theme have appeared in the literature of the game of checkers. The first position problems here catalogued are those that present some unusual phase of the processes of first position.

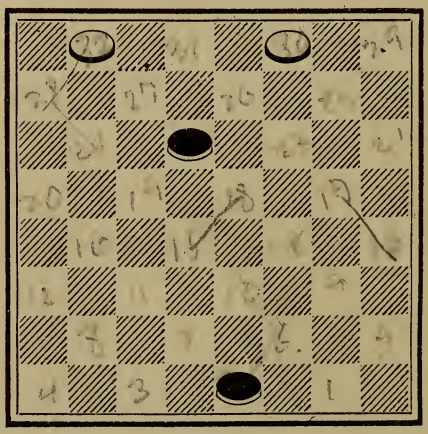
Dr. T. J. Brown set first position back to its earliest possible beginning. It is a theoretical setting, and is known as first position in embryo. The Standard Laws of the game make it possible for this setting to have occurred in a contest, as white may have been huffed at this point. The earliest stage of first position occurring in a recorded game is that of J. Sinclair, 1832, as follows: Black, 18 and 22; White, 24 and 30. As Sinclair's work is scarce, the game in which this ending occurs is here reproduced:

11-15, 22-18, 15-22, 25-18, 8-11, 29-25, 4-8, 25-22, 12-16, 24-20, 8-12, 27-24, 10-14, 24-19, 7-10, 28-24, 3-7, 32-28, 9-13, 18-9, 5-14, 22-18, 13-17, 18-9, 6-13, 21-14, 10-17, 31-27, 17-22, 26-17, 13-22, 19-15, 11-18, 20-11, 7-16, 23-14, 1-6, 27-23, 16-19, 23-16, 12-19, 24-15, 6-10, 15-6, 2-18, 28-24: Now the Sinclair setting of first position.

Dr. Brown's first position in embryo and the trunk solution are as follows:

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

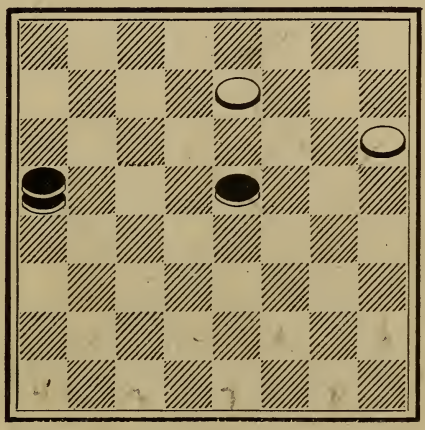
Solution: 2-6, 32-28, 6-10, 28-24, 23-27, 24-19, 27-31, 19-16, 31-27, 16-11, 27-23, 11-7, 10-15, 7-2, 15-19, 2-6, 23-18, 6-9, 18-22, 9-14, 19-24 14-10, 24-27, 10-15, 27-32, 15-10, 32-27, 10-6, 27-23, 6-1, 23-18, 1-6, 18-14, 6-1, 22-18, 1-6, 18-15, 6-1, 15-10, 1-5, 10-6, 5-1, 14-10, 1-5, 6-1, 5-9, 1-5, 9-13, 10-14, 13-9, 14-18, 9-6, 18-15, 30-25, 15-18, 6-10, 5-1, 25-21, 1-5, 10-6, 18-15, 21-17, 5-1, 6-9, 15-18, 17-13, 18-15, 9-14, 1-5, 14-17, 15-10, 17-22, 10-14, 22-25, 5-1, 25-22, 1-6, 22-25, 6-10, 25-22, 10-15, 22-25, 15-18, 25-21, 18-22. B wins.

A practically complete analysis of first position in embryo is given by F. W. Drinkwater in Gould's Book of Problems.

The succeeding settings of first position contain points that are not found in the ordinary processes of this theme.

BY M. H. C. WARDELL

WHITE



BLACK

Black to play and win.

Solution: 20-16, 21-17, 18-22, 26-23, 22-26, 23-18, 26-30, 17-13, 30-26, 18-14, 26-22, 14-9, 22-17, 9-5, 16-11, 5-1, 17-14, 1-6, 11-15, 6-1, 15-10. B wins.

Other settings of this idea are by G. H. Slocum, W. J. Wray, and A. H. Jeremy; that of Slocum, which has been much admired, being as follows:

BY G. H. SLOCUM

11 4 27 29

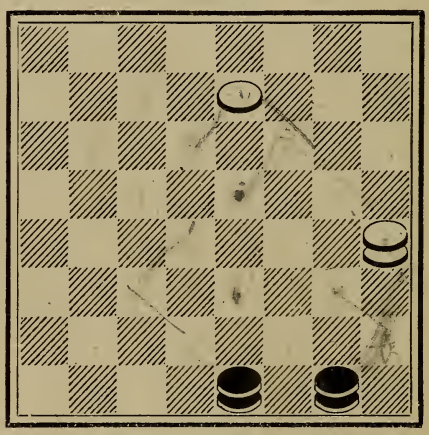
Black to play and win.

Solution: 4-8, 27-23, 11-16, 29-25, 16-20, 25-21, 20-24, 23-18, 24-27, 18-14, 27-31, 21-17, 31-26, 17-13, 26-22. B wins.

After twenty moves in the solution to the following diagrammed position the situation is notable, as well known problems by F. Allen, Dr. A. Schaefer, C. Hefter, O. H. Richmond, E. A. Durgin, C. M. Potterdon, J. Mulvey, and A. Collins are identical with it, or became so after two or three obvious moves, or are variations of the same general process:

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

Solution: 1-5, 13-17, 5-9, 17-22, 2-7, 22-18, 7-11, 18-23, 11-15, 23-27, 15-19, 27-23, 19-24, 23-18, 9-6, 18-15, 24-27, 15-18, 6-10, 26-22, 27-24, 22-17, 10-6, 18-14, 24-19, 17-13, 19-23, 14-9, 6-10, 9-5, 23-18, 5-9, 10-14, 9-5, 18-15. B wins.

Some of the numerous other settings of first position are unusual phases requiring careful attention to force the weak side into common situations. The following example embraces points which have been used in several problems:

BY M. E. POMEROY

5 13 10 29

Black to play and win.

Solution: 5-9, 10-6, 9-14, 6-2, 14-18, 2-6, 18-23, 29-25, 13-17, 6-9, 23-27, 9-13, 17-14, 25-21, 27-31, 13-17, 14-9, 17-13, 9-5, 13-17, 31-27, 17-14, 27-23, 21-17, 23-19, 14-18, 5-9, 17-13, 9-5, 18-14, 19-15. B wins.

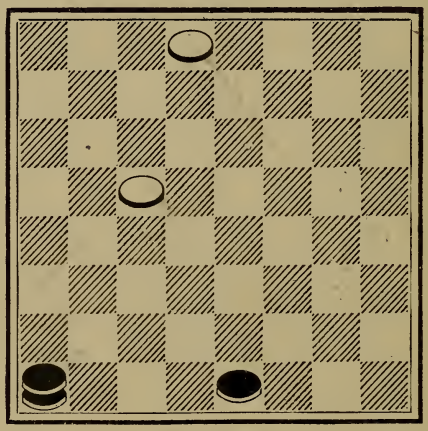
So common is the game of checkers that its profundity is to the lay mind an unreality—a kind of harmless fiction. To the student the wonders of the board are astonishing realities.

GROUP 2: Wins with the move by better than first.

The phrase, "better than first" is commonly applied to situations that resemble some stage of first position, but may be solved in a more direct way. There are about twenty reputable problems of this class. Some of them produce only commonplace tactics. The succeeding problems may be termed neat.

BY R. HOLDING

WHITE



BLACK

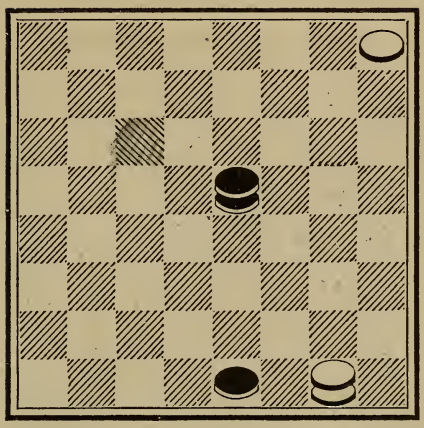
Black to play and win.

Solution: 4-8, 19-15, 8-12, 31-26, 12-16, 26-22, 2-7, 15-11, 7-10, 11-7, 10-14, 7-2, 16-19. B wins.

No other pastime compares with checkers in intellectual reach. What is found near the surface is pleasing, but it is the treasure of the deep that fascinates.

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

Solution: 18-22, 1-5, 2-6, 5-1, 6-9, 1-6, 9-13, 6-9, 22-17, 29-25, 17-21. B wins.

A setting of the preceding idea is:

BY O. H. RICHMOND

1 21 29 5

Black to play and win.

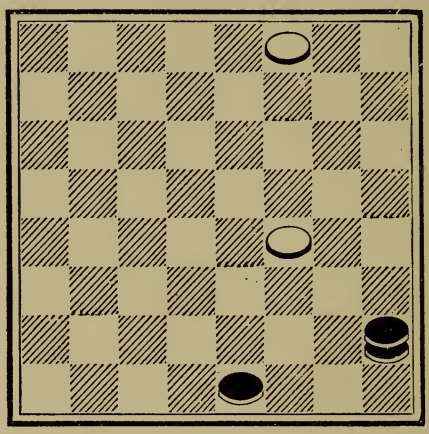
Solution: 21-17, 5-9, 17-22, 9-5, 1-6. Now identical with the above after three moves.

The greater the player the surer he is that the game has more in it than any one mind can master. It is conceded that the routine of established correct tactics may be acquired by studious application.

The following idea has been set by two other problemists without essential difference:

BY M. H. C. WARDELL

WHITE



BLACK

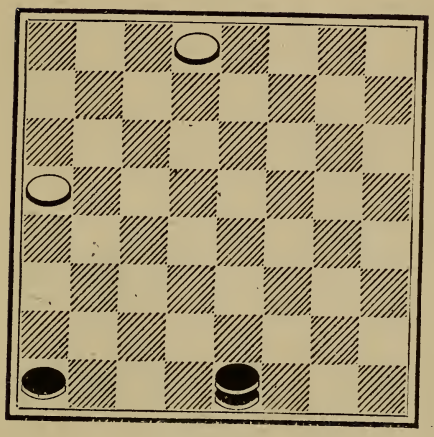
Black to play and win.

Solution: 5-1, 14-10, 1-5, 30-25, 5-1, 25-22, 1-5, 22-18, 5-1, 18-15, 2-6. B wins.

Because young children easily learn to play at checkers many persons do not believe it other than a game of small possibilities. There is nothing elaborate or spectacular about it to mystify a shallow thinker.

BY DR. W. M. PURCELL

WHITE



BLACK

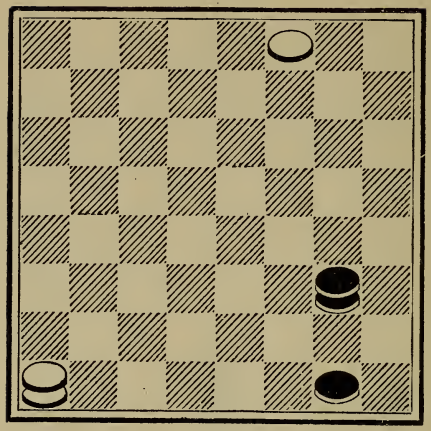
Black to play and win.

Solution: 4-8, 20-16, 2-7, 16-12, 8-11, 31-26, 11-15, 26-22, 15-19, 22-17, 7-10, 12-8, 19-23, 8-3, 23-26, 3-8, 26-31, 8-11, 31-26, 11-16, 26-23, 16-11, 23-18. B wins.

Paradoxical as it may seem, checkers is a game of finite infinity.

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

Solution: 9-14, 30-26, 14-18, 4-8, 1-5, 8-11, 5-9, 11-7, 18-15, 7-2, 15-10, 26-23, 10-15. B wins.

The preceding idea has been set as follows:

BY M. H. C. WARDELL

5 9 25 26

Black to play and win.

Solution: 9-14, 25-22, 5-9, 26-23, 14-10, 22-18, 10-7, 18-15, 9-14, 15-10, 7-11, 10-6, 11-15. B wins.

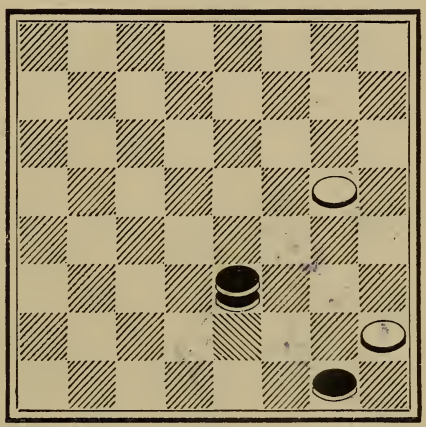
A position by J. W. Lightfoot is identical with an advanced stage of the Wardell solution.

Dr. Samuel Johnson, Edgar Allan Poe, and General Ulysses Simpson Grant are diverse types of the kind of intellect that has the power to comprehend the significance of the strategy of the checker board.

The idea shown in the next diagram has been set in various ways from the earliest days of recorded checkers, sometimes at a previous stage with obvious moves leading to this situation:

BY J. STURGES

WHITE



BLACK

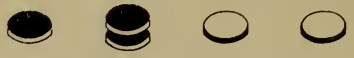
Black to play and win.

Solution: 10-7, 17-14, 1-6, 5-1, 6-9. B wins.

It is idle to laud checkers as a mental discipline, since everything in experience is that. The value of the game as an intellectual pastime is the thing.

Elementary situations similar to one or another of the following are of frequent occurrence:

BY M. H. C. WARDELL



3 25 16 26

Black to play and win.

Solution: 3-7, 16-12, 7-10, 12-8, 25-30. B wins.

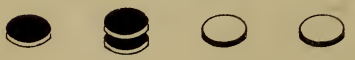
BY W. D. BENSTEAD

2 12 19 31

Black to play and win.

Solution: 2-6, 19-15, 12-16, 31-26, 16-19, B wins.

BY W. J. WOOD

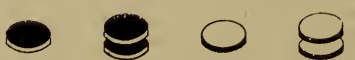


4 23 13 29

Black to play and win.

Solution: 4-8, 13-9, 8-11, 9-6, 11-16, 6-2, 16-19, 2-7, 19-24, 7-11, 24-27, 11-16, 27-31. B wins.

BY J. K. LYONS



12 15 31 8

Black to play and win.

Solution: 12-16, 8-12, 16-19, 31-26, 19-24, 26-22, 24-27, 22-17, 15-18, 12-16, 27-32. B wins.

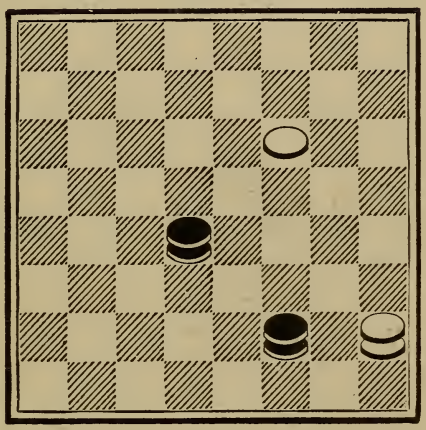
Checkers is a diversion. Those who try to make it a livelihood do not succeed.

GROUP 3: Wins without the move by first position without.

The phrase "first position without" is sometimes used to designate the following problem or any of its phases:

BY M. H. C. WARDELL

WHITE



BLACK

Black to play and win.

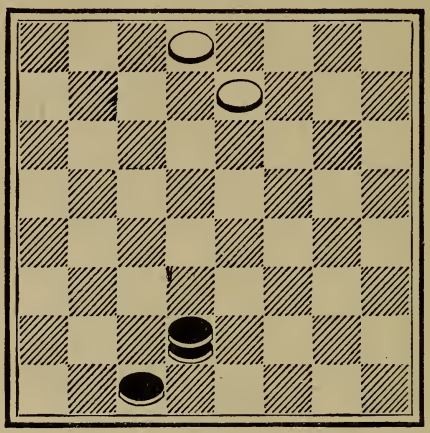
Solution: 15-10, 22-17, 10-7, 5-1, 6-9, 17-13, 9-5, 1-6, 5-1, 6-9, 7-10, 9-6, 10-14. B wins.

You cannot teach a person how to play checkers well. It is a game of isolated facts on invisible threads, not of continuous law and mathematical order.

GROUP 4. Wins without the move by squeezing.

BY W. J. PERRETT

WHITE



BLACK

Black to play and win.

Solution: 7-10, 26-23, 10-15, 31-26, 3-7, 26-22, 7-10, 23-18, 15-11, 22-17, 11-16, 17-13, 16-11. B wins.

Three simplified advance settings of the above idea have appeared in print, the one most frequently given being the following:

BY J. C. MOSS

1 7 18 21

Black to play and win.

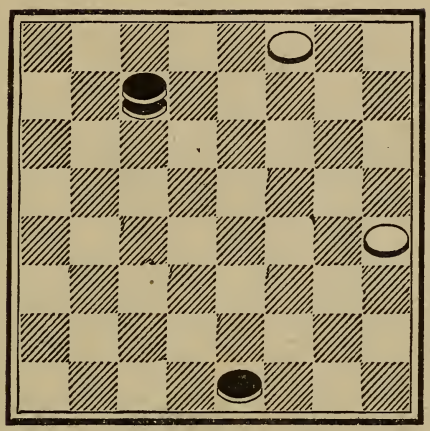
Solution: 7-11, 21-17, 1-6, 17-13, 6-10. B wins.

Great is the desert that separates the cracker barrel champion from the third-rate expert.

A different treatment is:

BY M. H. C. WARDELL

WHITE



BLACK

Black to play and win.

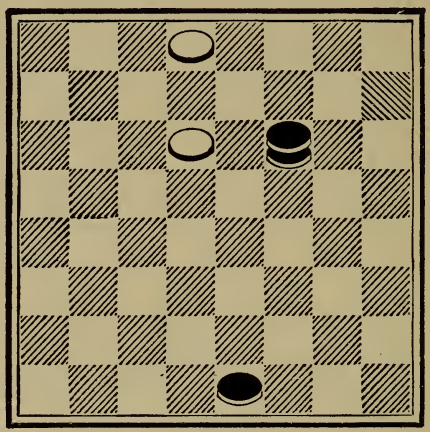
Solution: 2-6, 30-25, 27-23, 25-22, 6-10, 13-9, 10-14. B wins.

Every discovery in checkers goes into imperishable records, with the name of the explorer. The importance of these records is not paralleled in any other pastime.

GROUP 5: Draws with the move by keeping it.

BY M. H. C. WARDELL

WHITE



BLACK

White to play and draw.

Solution: 23-19, 22-18, 19-16, 18-15, 16-12, 15-11, 31-26, 2-6, 26-22, 11-15, 12-8, 15-11, 8-3. W draws.

There are more than twelve published problems similar to this process without essential features of difference. The succeeding settings bring out other points.

BY R. MAR

21 30 14 3

White to play and draw.

Solution: 30-26, 14-18, 21-17, 18-22, 26-23, 3-7, 17-14, 22-26, 23-18, 26-31, 18-15. W draws.

BY W. T. CALL

22 30 2 6

White to play and draw.

Solution: 30-26, 6-9, 22-17, 2-7, 26-23, 7-11, 23-19. W draws.

BY J. K. LYONS

21 30 9 23

White to play and draw.

Solution: 21-17, 9-6, 30-25, 23-18, 25-21, 6-10, 17-13. W draws.

BY W. T. CALL

22 5 6 11

White to play and draw.

Solution: 5-1, 6-9, 22-18, 11-7, 1-5, 9-6, 18-15, 6-1, 5-9, 1-5, 9-14. W draws.

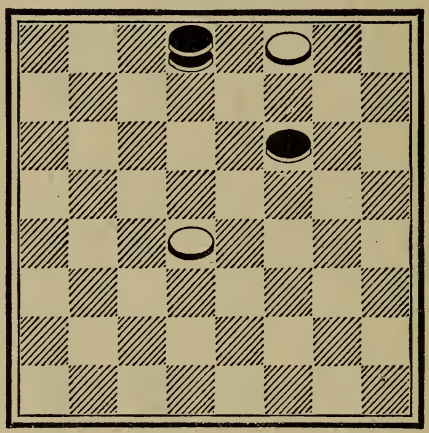
No part of the records of checkers ever becomes worthless. Errors and hallucinations in the play are submerged rocks, a knowledge of which is necessary to prevent shipwreck.

GROUP 6: Draws without the move by avoiding first.

The problems of this theme show points of their own.

BY DR. T. J. BROWN

WHITE



BLACK

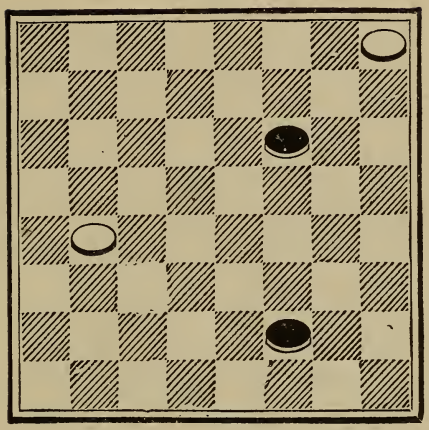
White to play and draw.

Solution: 30-26, 22-25, 26-22, 31-26, 22-17, 26-22, 17-13, 22-18, 15-10, 18-14, 10-6, 14-9, 6-1, 9-5, 1-6. W draws.

Player, analyst, problemist, critic, collector, antiquarian, follow distinct branches of the pastime, each nicely adapted to the temperament or inclination of the devotee.

BY DR. T. J. BROWN

WHITE



BLACK

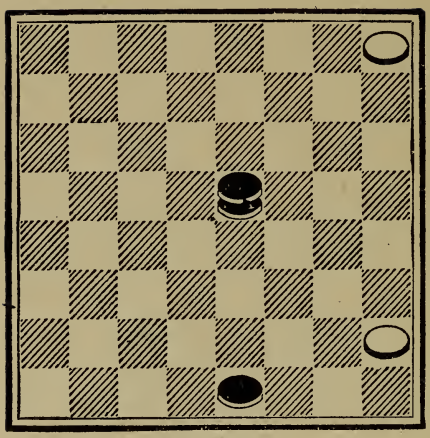
White to play and draw.

Solution: 16-11, 6-10, 11-7, 10-14, 7-2, 14-17, 2-6, 17-21, 6-10, 22-26, 10-14, 26-31, 14-18, 31-26, 18-15. W draws.

Memorizing in checkers is essential for a contestant, and that accounts to some extent for the fact that men of affairs are seldom in the front rank of players.

BY G. H. SLOCUM

WHITE



BLACK

White to play and draw.

Solution: 29-25, 2-7, 5-1, 7-11, 1-6, 18-14, 6-2, 11-15, 2-7. W draws.

The same idea as the preceding, with a little different treatment, is shown in the following setting:

BY W. T. CALL

25 1 2 10

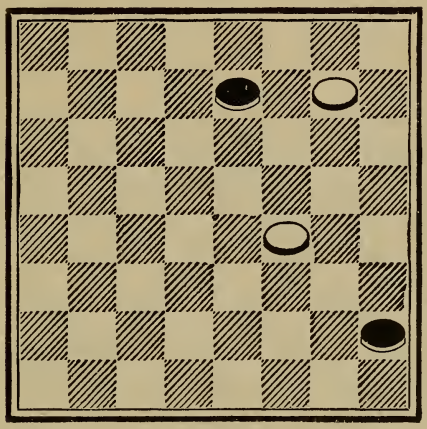
White to play and draw.

Solution: 1-5, 10-14, 5-1, 14-17, 1-5, 2-6, 5-1, 6-9, 1-6, 9-14, 25-21, 17-13, 6-10, 14-18, 10-15, 18-23, 15-19. W draws.

It has been said that no two words in the English language are perfectly synonymous. Checkers and draughts are.

BY DR. A. SCHAEFER

WHITE



BLACK

White to play and draw.

Solution: 25-21, 26-30, 14-10, 30-26, 10-6, 26-22, 6-1, 5-9, 1-5, 9-13, 21-17. W draws.

BY C. HEFTER

29 22 6 30

White to play and draw.

Solution: 22-18, 30-26, 18-15, 26-23, 29-25, 6-9, 15-10. W draws.

BY G. I. GRISWOLD

24 25 9 15

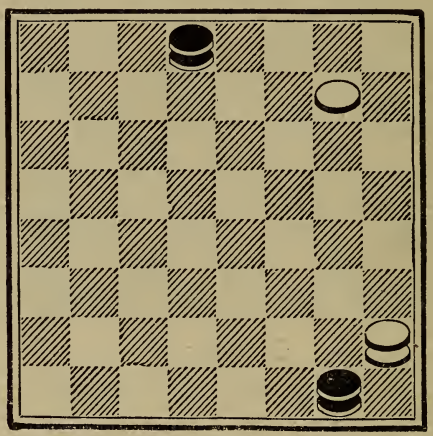
White to play and draw.

Solution: 24-20, 15-18, 20-16, 18-23, 25-22. W draws.

GROUP 7: Draws without the move by avoiding better than first.

BY N. CURRIE

WHITE



BLACK

White to play and draw.

Solution: 25-22, 1-6, 22-17, 31-26, 5-1, 6-9, 1-5. W draws.

In the Third Scottish Tournament, 1895, G. Buchanan lost this ending to R. Stewart by the following play: 5-9, 31-26, 9-13, 26-23, 25-22, 1-6, 13-17, 6-9, 17-13, 9-14. B wins.

BY W. J. PERRETT

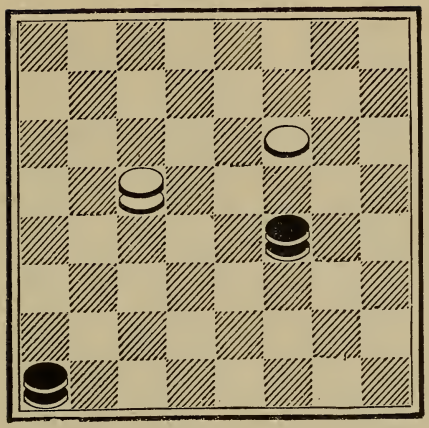
13 31 1 11

White to play and draw.

Solution: 13-9, 11-15, 9-5, 15-19, 31-26, 19-15, 26-22, 15-10, 22-18, 10-7, 18-15. W draws.

BY J. R. YEOMAN

WHITE



BLACK

White to play and draw.

Solution: 19-23, 4-8, 22-18, 14-10, 23-26, 8-11, 26-22, 10-6, 22-17, 6-1, 17-14, 1-5, 14-10. W draws.

This idea has been, or had been, set by five others, notably the succeeding:

BY DR. A. SCHAEFER

18 21 6 11

White to play and draw.

Solution: 21-17, 11-16, 17-13, 16-19, 18-14, 6-1, 14-9. W draws.

BY C. HEFTER

23 22 7 31

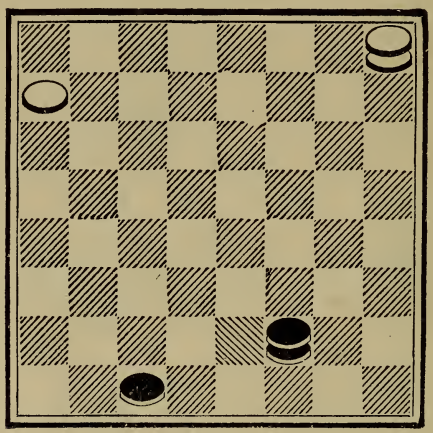
White to play and draw.

Solution: 23-18, 7-10, 22-17, 31-26, 18-14, 10-6, 17-13, 26-22, 14-9, 6-1, 9-5. W draws.

GROUP 8: Draws without the move by threat of exchange.

BY DR. T. J. BROWN

WHITE



BLACK

White to play and draw.

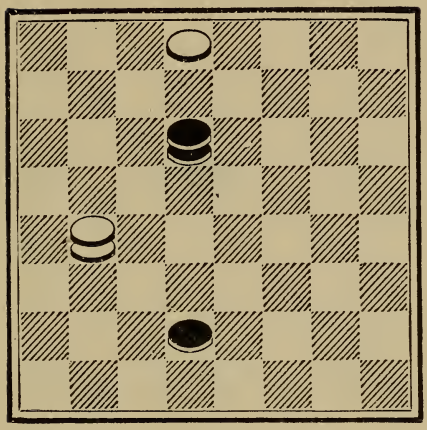
Solution: 29-25, 6-10, 25-22, 10-15, 28-24, 3-7, (a) 22-25, 15-10, 24-19, 7-11, 25-22, 10-14, 22-26, 14-18, 19-15. W draws.

(a) A problem by J. B. Macindoe is identical with this position at this point.

Plato was awed by the simple grandeur of the game as played in his day. The modern game is not the same as that of the ancients, and its origin is lost in the mists of the dark ages.

BY DR. T. J. BROWN

WHITE



BLACK

White to play and draw.

Solution: 16-12, 23-19, 12-8, 19-15, 8-3, 7-11, 3-7, 11-16, 31-26, 15-18, 7-11, 16-20, 11-16, 20-24, 16-19, 24-28, 19-24, 28-32, 24-28, 32-27, 28-32. W draws.

The preceding idea has been set back to the embryo point thus:

BY M. H. C. WARDELL

29 31 2 17

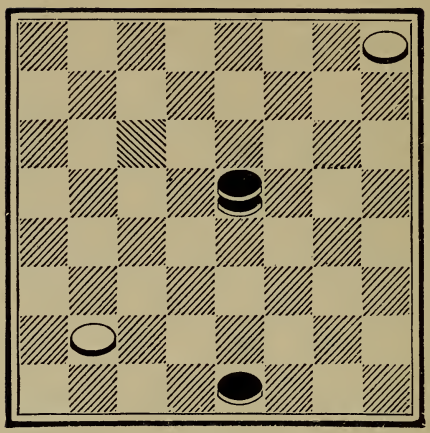
White to play and draw.

Solution: 29-25, 17-21, 25-22, 21-25, 22-18, 25-30, 18-15, 30-25, 15-11, 25-22. Drawn by same process as the preceding.

In Albany, N. Y., B. Pearce published the first American work on the game of checkers. So far as known but one copy of that book is extant.

BY W. STRICKLAND

WHITE



BLACK

White to play and draw.

Solution: 8-3, 2-6, 3-7, 18-14, 29-25, 6-9, 25-22, 9-13, 7-2. W draws.

There are 257 works in English on the game of checkers, not counting more than one edition of each book or magazine. The first date is 1756. The earliest authentic Spanish work on the game is dated 1650.

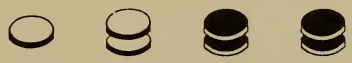
BY R. HOLDING

15 31 2 3

White to play and draw.

Solution: 31-26, 3-7, 26-22, 2-6, 22-17, 7-10, 15-11, 10-15, 11-7, 15-10, 7-3. W draws.

BY D. GOURLAY



32 26 19 21

White to play and draw.

Solution: 32-27, 21-17, 26-30, 19-16, 30-26, 17-14, 26-31. W draws.

BY J. A. KEAR

29 31 21 24

White to play and draw.

Solution: 31-26, 24,19, 26-30, 19-23, 29-25, 23-18, 25-22. W draws.

This idea was utilized by J. Saukell in 1867 as the finish of a problem in which two kings draw against two kings and a man.

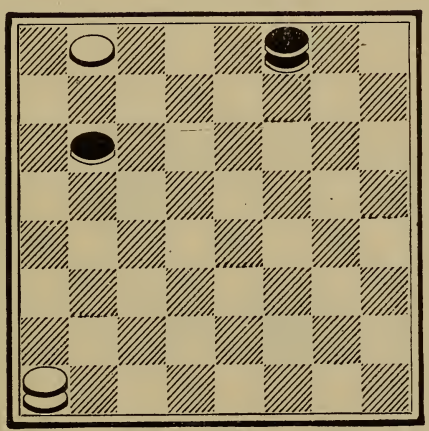
RESULTS APPEARING IN SINGLE CORNER TERRITORY

GROUP 9. Wins with the move by cornering.

This is one of the most fruitful themes of the midget problems. The succeeding situations embrace the essential points and features of the total.

BY DR. T. J. BROWN

WHITE



BLACK

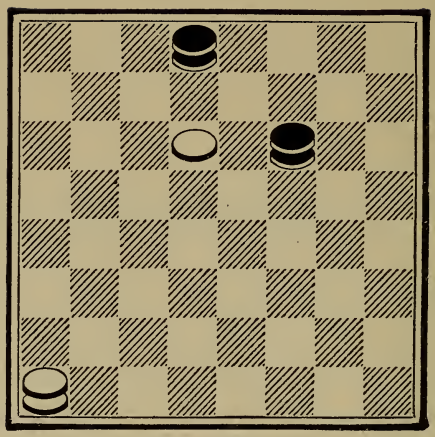
Black to play and win.

Solution: 30-26, 32-28, 24-27, 28-24, 26-23, 4-8, 27-32, (a) 8-12, 23-18, 24-19, 32-27, 12-8, 27-24, 19-16, 24-19, 16-11, 18-14, 11-7, 14-10, 7-3, 19-16. B wins.

(a) 24-20, 23-19, 8-12, 32-27, 20-16, 27-23, 16-11, 19-15, 11-7, 23-19, 12-8, 19-16. B wins.

BY DR. T. J. BROWN

WHITE



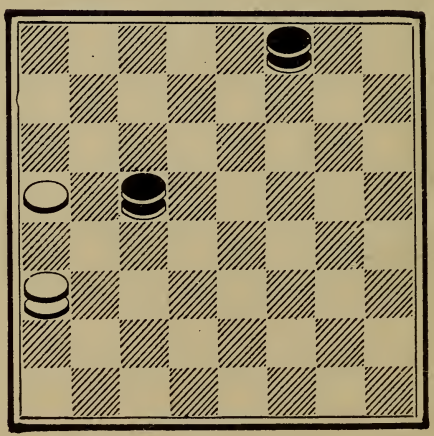
BLACK

Black to play and win.

Solution: 31-27, 23-19, 22-18, 19-16, 27-24, 16-11, 24-19, 11-7, 18-14, 7-3, 19-16, 3-8, 16-12, 8-3, 14-10, 4-8, 10-15. B wins.

BY DR. T. J. BROWN

WHITE



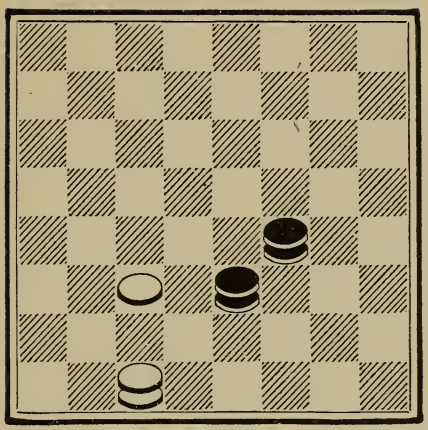
BLACK

Black to play and win.

Solution: 30-26, 20-16, 26-23, 16-11, 19-15, 11-8, 15-11, 8-4, 11-7, 12-8, 7-3, 8-12, 23-19, B wins.

BY R. MAR

WHITE



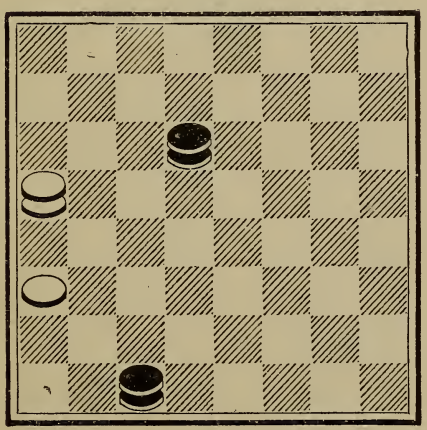
BLACK

Black to play and win.

Solution: 10-15, 11-8, 15-11, 8-4, 11-16, 3-8, 16-12. B wins.

BY C. M. POTTERDON

WHITE



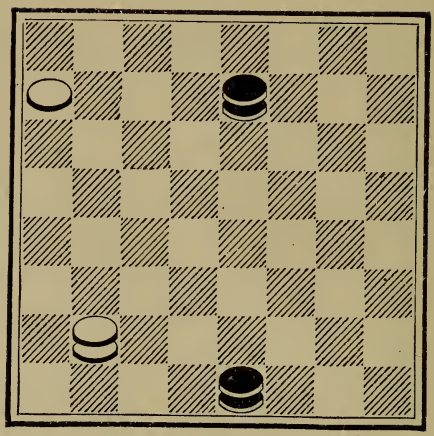
BLACK

Black to play and win.

Solution: 23-27, 20-16, 3-7, 12-8, 7-3, 8-4, 27-23, 16-12, 23-19. B wins.

BY W. D. BENSTEAD

WHITE



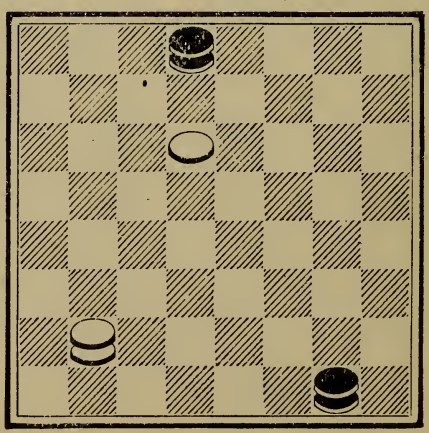
BLACK

Black to play and win.

Solution: 26-23, 28-24, 23-27, 24-20, 27-24, 20-16, 24-19, 16-11, 2-6. B wins.

BY R. HOLDING

WHITE



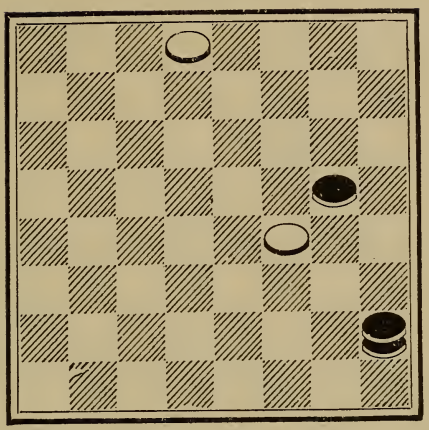
BLACK

Black to play and win.

Solution: 31-27, 23-18, 27-23, 18-15, 1-6, 8-12, 23-19. B wins.

BY W. J. PERRETT

WHITE



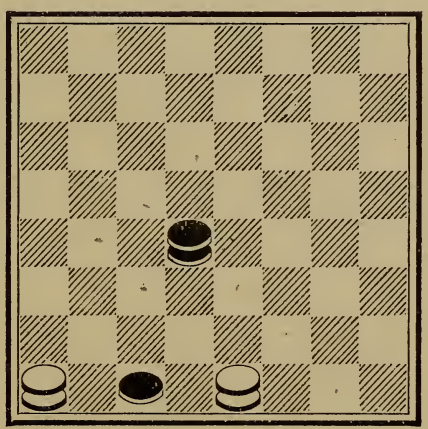
BLACK

Black to play and win.

Solution: 17-22, 31-27, 22-26, 27-24, 26-31, 24-20, 31-27, 20-16, 27-23, 16-12, 23-18, 14-10, 18-15, 10-6, 5-1. B wins.

BY H. JACOB

WHITE



BLACK

Black to play and win.

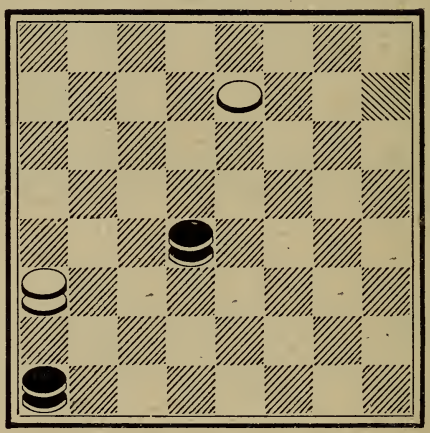
Solution: 15-10, 2-7, 10-14, 7-11, 14-18, 11-16, 18-23, 16-12, 23-19. B wins.

GROUP 10. Wins with the move by pinning.

More than fifteen other problems not differing in essential tactics from the succeeding positions have appeared in print.

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

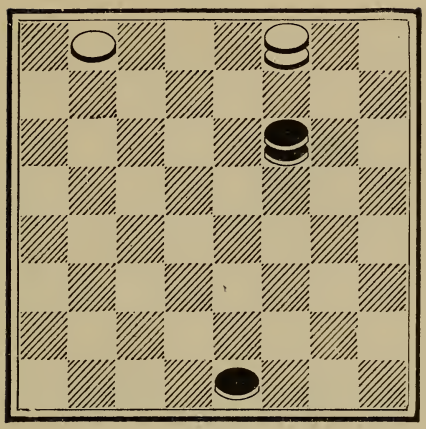
Solution: 15-18, 12-16, 4-8, 16-20, 8-11, 20-24, 11-15, 24-27, 15-19, 27-32, 18-14, 32-27, 14-10, (a) 27-32, 19-24, 32-28, 24-27, 28-32, 27-31, 26-23, 10-7, 32-28, 31-27, 23-19, 7-11. B wins.

(a) If 27-23, then 19-24 runs into last diagrammed problem of Dr. Brown in Group 1.

A curious historical note found in an old book on pastimes reads: "From brief and incidental notices, this game would seem to have been known in Greenland about 1050, and probably in Wales A.D. 943, in the time of Howell 'Dha; but be that as it may the earliest positive account of draughts is in the year 1551."

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

Solution: 2-7, 32-27, 7-11, 27-24, 11-15, 24-20, 15-18, 20-16, 22-17, 30-25, 17-21, 25-29, 18-22, 16-11, 21-17. B wins.

The preceding idea has been set thus:

BY G. H. SLOCUM

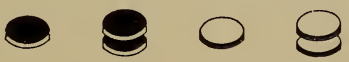
6 18 32 29

Black to play and win.

Solution: 6-10, 32-27, 10-15, 27-24, 18-22, 24-20, 15-18, 20-16, 22-17, 29-25, 17-21. B wins.

Another setting:

BY C. M. WILDER



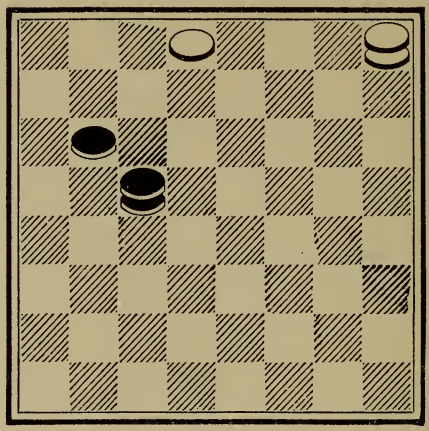
5 23 28 31

Black to play and win.

Solution: 5-9, 28-24, 9-14, 24-20, 14-18, 20-16, 23-19, 16-11, 18-23. B wins.

BY DR. T. J. BROWN

WHITE



BLACK

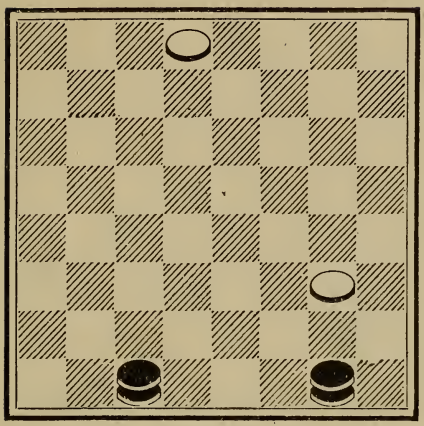
Black to play and win.

Solution: 24-28, 29-25, 28-32, 25-30, 19-24, 30-26, 32-27, 26-30, 27-23, 30-25, 24-19, 25-30, 19-15, 31-26, 15-19, 26-22, 19-15, 30-25, 15-10, 25-21, 10-14, 22-18, 14-9. B wins.

Men may lose their appetite for food or fun as old age comes on, but not their craving for tobacco or checkers. Solace they need.

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

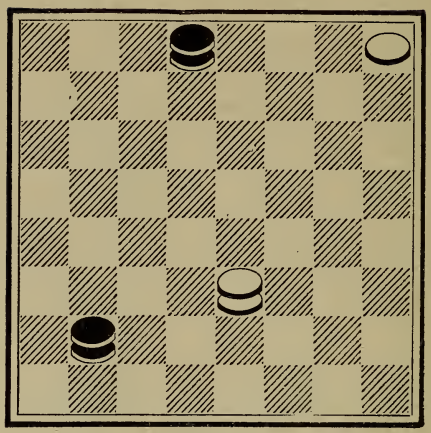
Solution: 1-5, 9-6, 5-1, 6-2, 3-8, 2-7, 1-6, 31-26, 6-9, (a) 26-23, 9-6, 23-18, 8-3, 7-11, 6-10, 11-16, 3-8, 16-19, 8-11, 19-24, 11-16, 24-20, 16-19, 18-15, 10-14. B wins.

(a) 7-10, 8-11, 26-22, 9-13, 10-14, 11-16, 14-18, 16-19, 18-14, 19-23, 14-10, 13-9, 10-7, 9-6. B wins.

Happy is the private worker with his battered board and plebian pieces, losing his sense of solitude in digging out and polishing new ideas, or in critically examining the records to point out some long standing error.

BY A. J. HEFFNER

WHITE



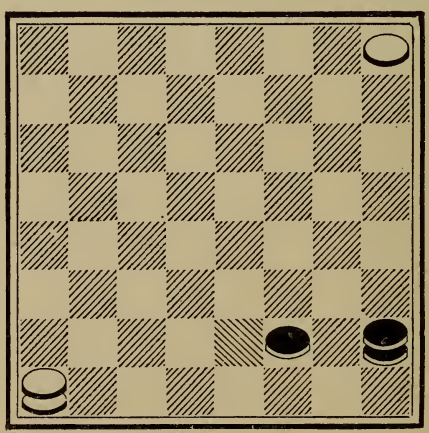
BLACK

Black to play and win.

Solution: 8-11, 29-25, 31-26, 10-14, 11-7, 14-17, 7-2, 17-14, 2-6, 14-17, 26-23, 17-14, 23-19, 14-17, 6-9, 17-22, 9-14, 22-26, 14-17, 26-31, 17-21. B wins.

BY G. H. SLOCUM

WHITE



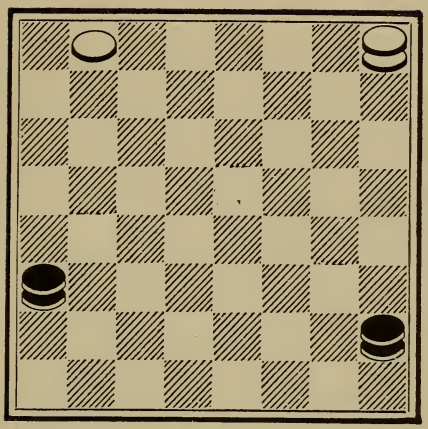
BLACK

Black to play and win.

Solution: 5-9, 29-25, 9-14, 25-22, 6-9, 4-8, 14-10, 22-18, 10-7. B wins.

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

Solution: 12-16, 29-25, 5-9, 25-30, 9-14, 30-26, 16-19, (a) 26-31, 14-18, 31-27, 18-15, 32-28, 15-18, 27-24, 19-23, 24-20, 23-27, 20-16, 18-23, 16-12, 23-19. B wins.

(a) 26-22, 14-10, 22-18, 10-6, 18-14, 19-23, 14-17, 23-18. B wins.

A similar process to the preceding:

BY D. CUSIN

22 32 28 24

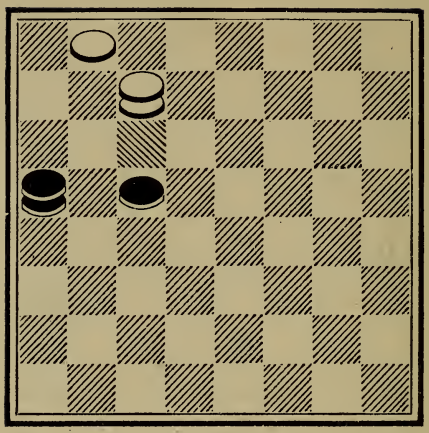
Black to play and win.

Solution: 22-17, 24-19, 32-27, 19-15, 17-14, 15-11, 14-10, 11-16, 10-7, 16-20, 7-11. B wins.

A man who will not cheerfully saw wood in order to earn leisure to push wood is not a genuine lover of Dameh.

BY J. C. CRAIG

WHITE



BLACK

Black to play and win.

Solution: 20-16, 27-31, 19-24, 31-26, 16-19, 26-31, 19-23. B wins.

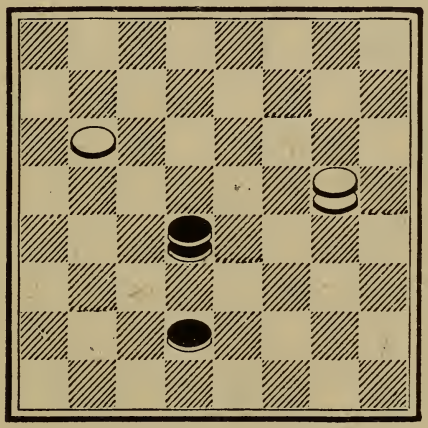
Dearer than a yoke of oxen to a farmer is reputation to some checker players.

GROUP 11: Wins with the move by exchanging.

There are more than fifteen examples of this theme, not differing in essentials from those here appearing.

BY J. STURGES

WHITE



BLACK

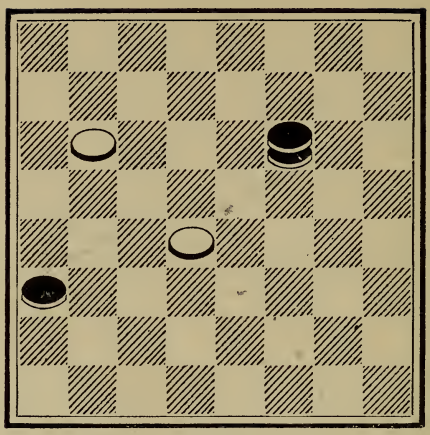
Black to play and win.

Solution: 15-18, 24-19, 7-11, 19-15, 18-22. B wins.

If he had the choice of a million dollars or an unlimited number of games of checkers, a fanatic would hesitate, and put up a strong plea for a compromise.

BY J. STURGES

WHITE



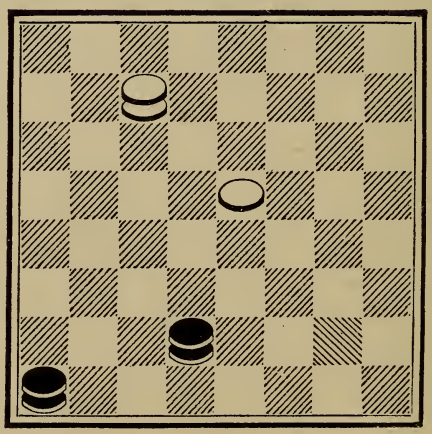
BLACK

Black to play and win.

Solution: 22-18, 15-10, 18-15, 10-6, 12-16. B wins.

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

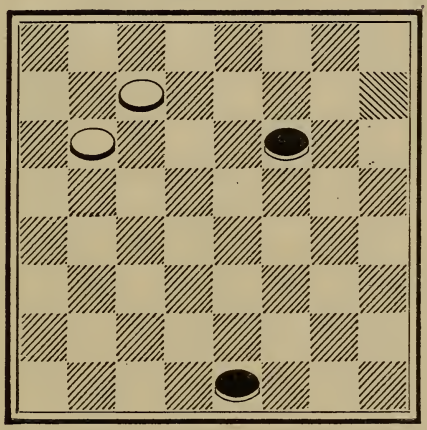
Solution: 7-10, 27-23, 4-8, 23-26, 10-6, 26-22, 6-9, 22-17, 9-13, 17-14, 8-11, 14-10, 13-17. B wins.

GROUP 12: Wins without the move by cornering.

The elementary processes shown in the succeeding problems have had a variety of settings from the earliest days.

BY P. M. BRADT

WHITE



BLACK

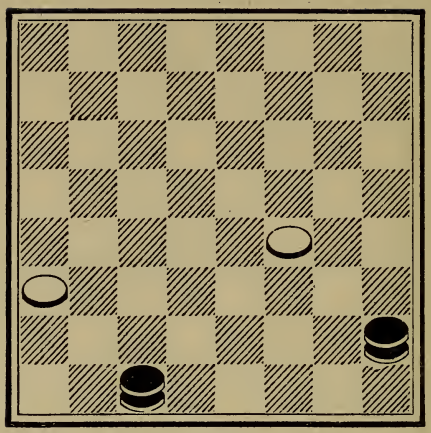
Black to play and win.

Solution: 22-26, 27-23, 26-31, 23-19, 31-27, 24-20, 27-24, 19-16, 24-19, 16-12, 19-15, 20-16, 15-19, 16-11, 19-16, 11-8, 16-11, 8-4, 11-7. B wins.

Women have shown very little interest in the game of checkers, perhaps because it is known as the silent game.

BY F. ALLEN

WHITE



BLACK

Black to play and win.

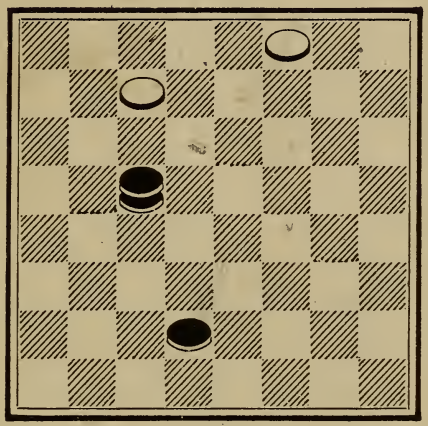
Solution: 3-7, 12-8, 7-11, 8-3, 11-15, 3-8, 5-1, 14-9, 15-18. B wins.

A thief or a drunkard may be a sociable husband, but a confirmed checkerist is not apt to be a model as a talking mate.

GROUP 13: Wins without the move by squeezing.

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

Solution: 7-10, 30-26, 10-14, 27-23, 19-24, 26-22, 24-27. B wins.

Which is preferable: guff, gas, gossip, discontent; or checkers, thinking, solitude, content?

The three following settings show the same idea as the preceding:

BY C. HEFTER

17 20 18 19

Black to play and win.

Solution: 20-24, 19-16, 24-19, 16-12, 19-23, 18-15, 17-14, 12-8, 23-19, 15-11, 19-15. B wins.

BY J. A. BOREHAM

21 9 19 22

Black to play and win.

Solution: 21-25, 22-18, 25-30, 19-16, 30-26, 16-12, 26-23, 18-15, 9-14. B wins.

BY W. T. CALL

3 2 19 27

Black to play and win.

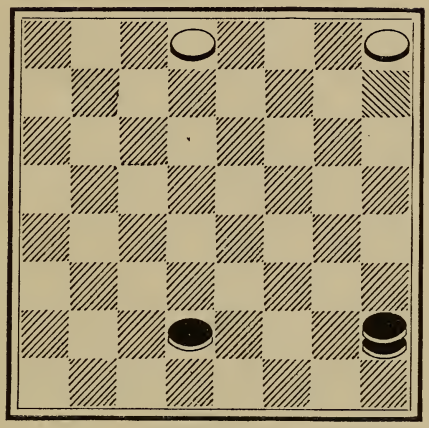
Solution: 2-6, 27-23, 6-10, 23-18, 3-8, 18-15, 10-14, 19-16, 8-12. B wins.

There are thirty-two playing squares. There can be no more, no less, without greatly weakening the game, so important a factor in strategy is the exact established propinquity.

A phase of the theme:

BY M. H. C. WARDELL

WHITE



BLACK

Black to play and win.

Solution: 5-9, 29-25, 9-14, 25-21, 7-10, 31-27, 14-18, 21-17, 18-15, 17-13, 15-19. B wins.

Another setting:

BY M. H. C. WARDELL

20 30 22 27

Black to play and win.

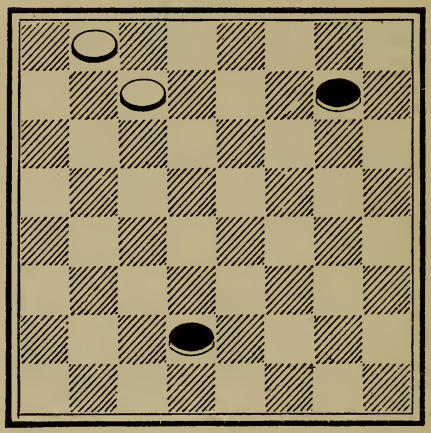
Solution: 30-26, 22-17, 26-22, 17-13, 22-18, 13-9, 18-15, 9-6, 20-16. B wins.

Luck and chance have no hiding place on the board. Caprice may be there, but knowledge and finesse are in charge.

Another variety:

BY M. H. C. WARDELL

WHITE



BLACK

Black to play and win.

Solution: 25-30, 27-24, 7-11, 24-20, 30-26, 32-27, 11-15. B wins.

Same idea as preceding:

BY W. T. CALL

4 3 31 32

Black to play and win.

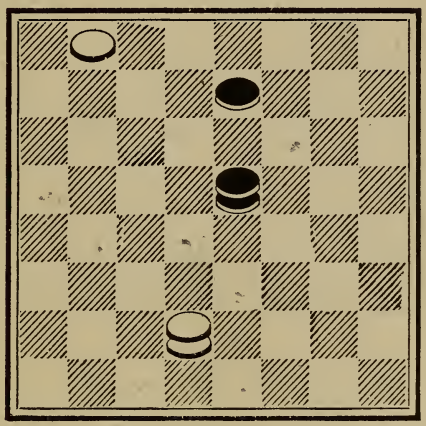
Solution: 3-7, 31-26, 7-10, 26-23, 4-8, 32-27, 10-14, 27-24, 8-11, 24-20, 11-15. B wins.

Cocksureness in checkers is the sign of conceit, and the badge of ignorance.

GROUP 14: Wins without the move by exchanging.

BY J. E. EVANS

WHITE



BLACK

Black to play and win.

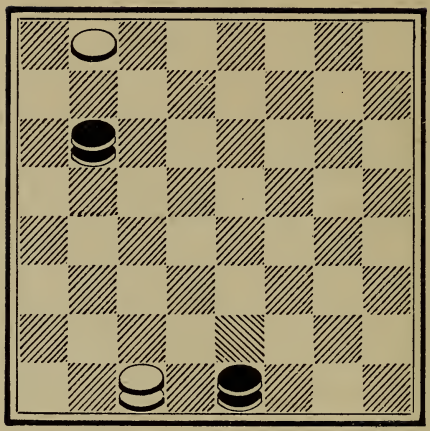
Solution: 18-15, 32-28, 26-31, 28-24, 31-26, 24-20, 26-22, 7-2, 15-10. B wins.

This theme and its alternatives have been utilized in numerous positions. The succeeding situations contain the idea or variations of it. Dr. Brown's setting, shown in the next diagram, exhibits a variation leading to a neat finish.

Those who know a good deal about the mysteries of the board are few; those who honestly believe they know a lot about its secrets are many.

BY DR. T. J. BROWN

WHITE



BLACK

Black to play and win.

Solution: 24-19, 32-27, 19-15, 27-24, 2-6, 3-8, 6-10, 24-20, 10-7, 8-12, 15-11. B wins.

Following is a superior setting:

BY F. DUNNE

27 1 12 28

Black to play and win.

Solution: 1-6, 12-8, 6-10, 8-3, 10-15, 3-8, 15-19. B wins.

Another excellent setting:

BY DR. A. SCHAEFER

13 32 18 19

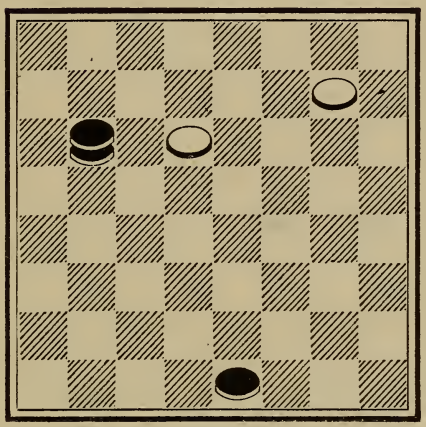
Black to play and win.

Solution: 13-9, 19-16, 32-27, 16-12, 27-23, 18-15, 23-19. B wins.

The succeeding situations show other varieties of the exchange theme.

BY DR. W. M. PURCELL

WHITE



BLACK

Black to play and win.

Solution: 2-6, 25-22, 24-27, 23-19, 27-23, 19-16, 23-26, 22-17, 26-22, 17-13, 22-18. B wins.

Dull games are those in which neither player dares to leave the calf path.

BY C. W. FLOWER

6 3 21 27

Black to play and win.

Solution: 3-7, 27-23, 7-11, 23-18, 11-7, 18-15, 7-10, 15-11, 6-9, 11-8, 10-15, 8-3, 15-11, 21-17, 11-15. B wins.

BY P. M. BRADT

2 24 22 26

Black to play and win.

Solution: 24-27, 26-23, 27-31, 23-19, 31-26, 22-17, 26-23, 19-15, 23-18. B wins.

This and the first problem in Group 12 have been called "Bradt's twins."

BY M. H. C. WARDELL

9 10 25 26

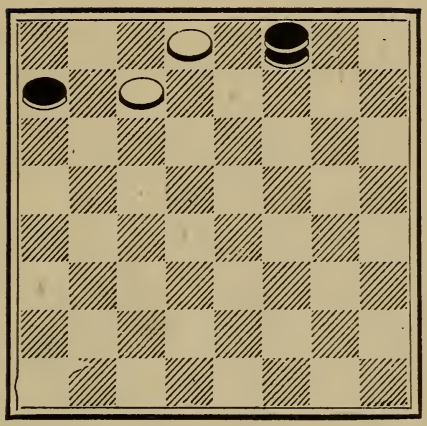
Black to play and win.

Solution: 10-14, 26-23, 14-17, 23-19, 9-14, 25-21, 17-22, 19-15, 22-18. B wins.

Checker matches are seldom interesting events. When the games are published with critical notes by a competent annotator, they are a feast for the student.

BY F. DUNNE

WHITE



BLACK

Black to play and win.

Solution: 30-25, 27-23, 25-22, 23-19, 22-18, 19-16, 18-15, 16-12, 28-32, 12-8, 32-28, 8-3, 28-24, 3-8, 24-19, 8-12, 15-11, 31-26, 11-15. B wins.

BY W. T. CALL

5 14 30 31

Black to play and win.

Solution: 5-9, (a) 31-27, 14-18, 27-24, 18-15, 24-20, 15-11, 30-25, 9-14. B wins.

(a) 30-26, 14-17, 26-23, 17-22, 31-27, 9-14. B wins.

BY W. T. CALL

6 1 25 32

Black to play and win.

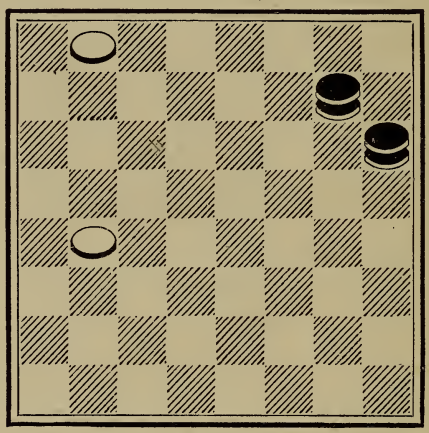
Solution: 1-5, 32-27, 5-9, 27-23, 9-14, 23-19, 14-18, 19-16, 6-10, 16-11, 10-14, 11-8, 14-17. B wins.

GROUP 15: Draws with the move by keeping it.

There are more than twelve settings of the processes of this and the succeeding problems.

BY DR. T. J. BROWN

WHITE



BLACK

White to play and draw.

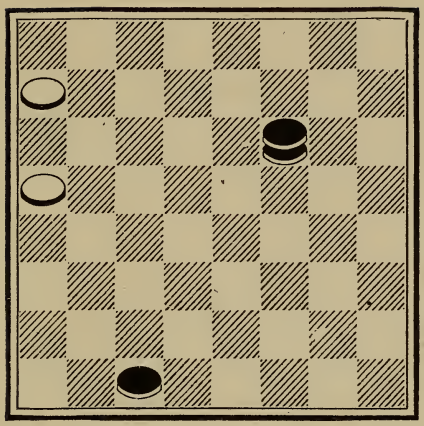
Solution: 16-11, 21-17, 32-28, (a) 17-14, 28-24, 14-10, 24-19, 25-22, 19-16, 22-18, 11-8, 18-15, 8-3, 10-6, 3-8, 6-2, 16-11. W draws.

(a) 25-22, 11-7, 17-14, 28-24, 22-18, 24-19, 18-23, 19-15. W draws.

Some positions, balanced as to actual power, are so bizarre in appearance that they stun the intelligence.

BY A. HANNAH

WHITE



BLACK

White to play and draw.

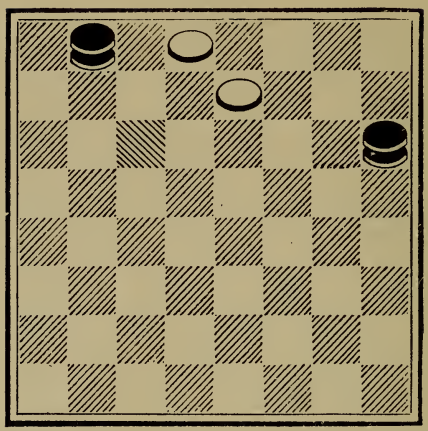
Solution: 28-24, 22-18, 24-19, (a) 18-14, 19-16, 14-10, 16-12, 10-15, 20-16. W draws.

(a) 3-7, 20-16, 7-10, 16-12. W draws.

Tricks, traps, catches, and slaughter delight the novice, but are as weariness to the student of the squares.

BY M. H. C. WARDELL

WHITE



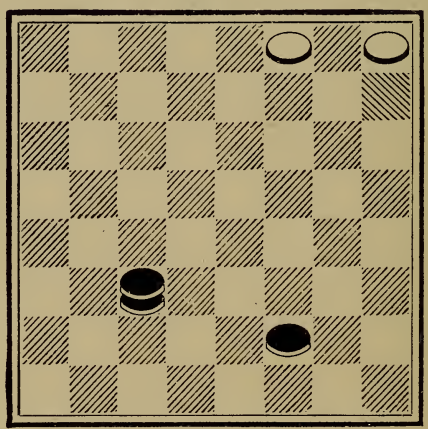
BLACK

White to play and draw.

Solution: 26-22, 32-28, 31-27, 28-32, 27-24, 32-27, 24-20, 27-23, 20-16, 23-19, 16-11, 21-25, 22-17, 25-22, 17-13, 19-15, 11-7, 15-10, 7-3. W draws.

BY G. H. SLOCUM

WHITE



BLACK

White to play and draw.

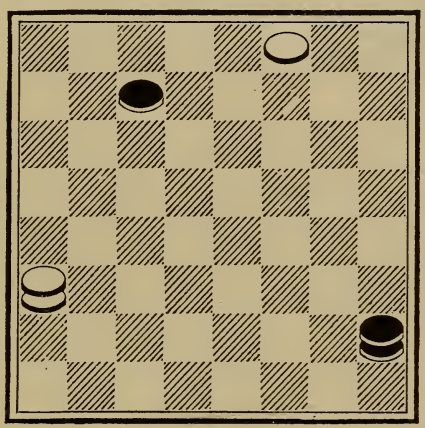
Solution: 30-26, 11-15, 26-23, 6-9, 29-25, 15-10, 23-19, 10-14, 25-22, 9-13, 19-16, 14-10, 22-18, 13-17, 18-14. W draws.

GROUP 16: Draws without the move by picking way.

The points covered in the nine succeeding positions are important. Delicate analytical tactics are at times required, although the solutions have the effect of simplicity—when known.

BY DR. T. J. BROWN

WHITE



BLACK

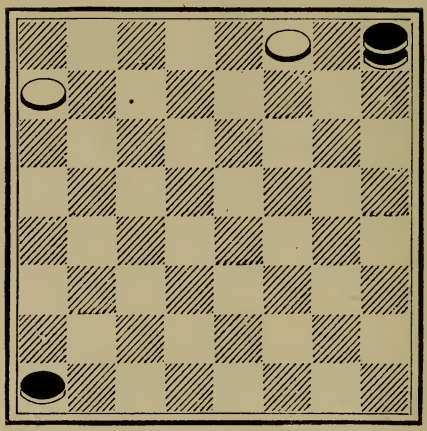
White to play and draw.

Solution: 30-26, 27-31, 26-23, 31-27, 23-19, 27-24, 19-15, 24-19, 15-11, 5-9, 11-8, 9-14, 8-4. W draws.

Problems of three, four, or five pieces on a side, low in power through having few kings, not involving long analytical processes, but with an astonishing "kink" deeply concealed, are called gems.

BY F. MITCHELL

WHITE



BLACK

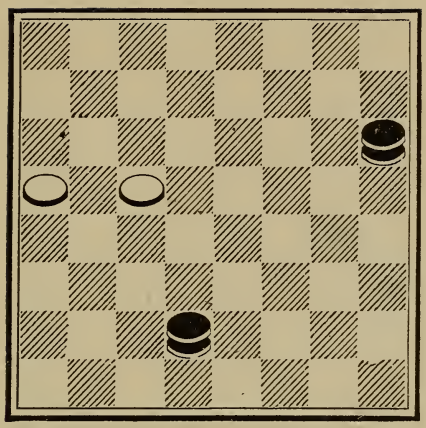
White to play and draw.

Solution: 30-26, 29-25, 26-23, 25-22, 23-19, 22-18, 19-16, 18-15, 28-24, 4-8, 16-12, 8-11, 24-20. W draws.

Aristocracy—caste—there is none in checkers. All who can play well are on the same social footing, whether in a palace or in the back room of a little cigar store.

BY G. DICK

WHITE



BLACK

White to play and draw.

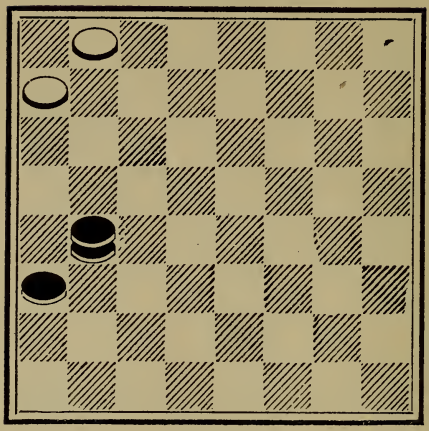
Solution: 19-15, 7-2, 15-11, 21-17, 20-16, 17-14, 11-8, (a) 14-18, 8-3, 18-23, 16-11, 23-19, 3-7, 2-6, 11-8, 19-16, 8-3. W draws.

(a) 2-7, 8-3, 7-10, 16-12, 14-18, 12-8, 18-15, 8-4, 15-19, 3-8. W draws.

A perfect game must end in a draw. An imperfect game may end in a draw. Imperfection may be proved beyond reasonable doubt, but perfection is hard to demonstrate.

LY M. H. C. WARDELL

WHITE



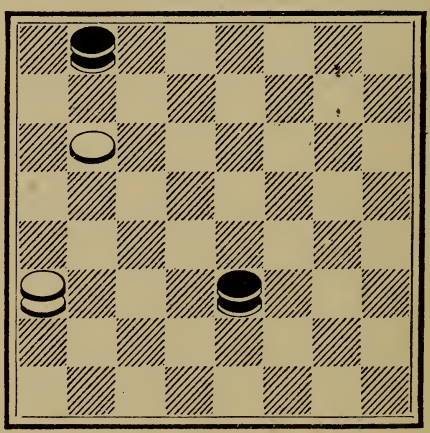
BLACK

White to play and draw.

Solution: 28-24, 16-11, 24-19, 11-7, 32-27, 7-10, 27-23, 10-14, 19-15, 12-16, 15-11. W draws.

BY C. HEFTER

WHITE



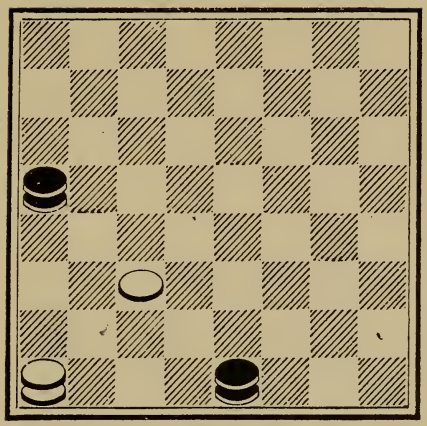
BLACK

White to play and draw.

Solution: 24-20, 32-27, 12-8, 10-15, 20-16, 27-23, 16-12, 15-10, 8-11. W draws.

BY R. HOLDING

WHITE



BLACK

White to play and draw.

Solution: 4-8, (a) 2-6, 8-12, 6-10, 12-16, 20-24, 11-8. W draws.

(a) 20-24, 8-3, 24-19, 3-7, 2-6, 11-8. W draws.

If White plays 11-8 as first move, Black wins by 2-6.

Unexplored regions exist in the game to a greater extent than is generally supposed. In spite of the vast mass of accumulated knowledge there is plenty to be added.

BY D. KIRKWOOD

12 32 13 2

White to play and draw.

Solution: 32-27, 13-17, 27-23, 17-22, 12-8. W draws.

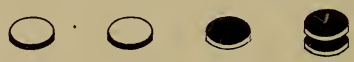
BY H. MACKEAN

12 11 3 18

White to play and draw.

Solution: 11-16, 18-15, 16-20, 15-19, 20-16, 19-24, 16-11, 24-27, 11-15. W draws.

BY W. T. CALL



31 28 5 25

White to play and draw.

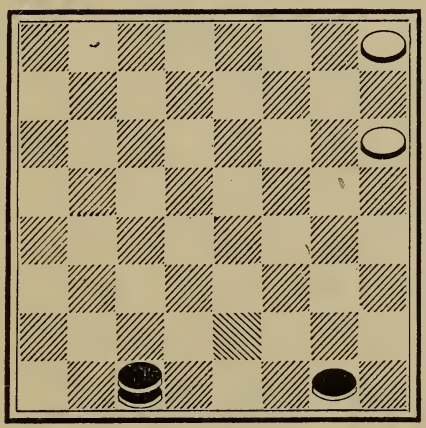
Solution: 31-26, 5-9, 28-24, 9-14, 24-20, 14-17, 20-16. W draws.

Playing checkers blindfold (without seeing board or pieces) is more a matter of familiarity than of visualizing.

The following parent position produces in its possible variations a number of distinct situations, some of which have been used in other problems. The idea is shown in various guises in the problems succeeding this one:

BY J. WYLLIE

WHITE



BLACK

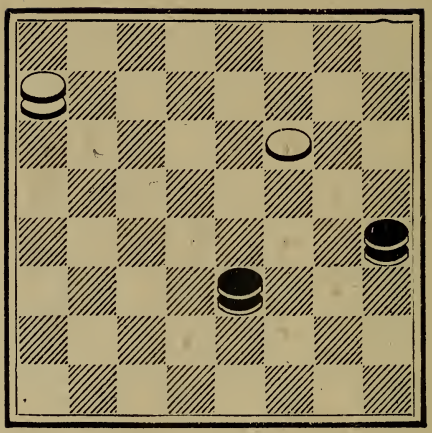
White to play and draw.

Solution: 21-17, 3-7, 17-14, 7-11, 29-25, 11-7, 25-22, 7-2, 14-10, 2-6, 10-7, 6-10, 7-3, 10-14, 3-7, 1-6, 7-2, 6-10, 2-7, 10-15, 7-11, 15-19, 11-15, 19-24, 15-19, 24-27, 19-23, 27-31, 22-18, 14-10, 23-19, 31-27, 18-15, 10-7, 19-16, 27-23, 16-20, 7-2, 20-16, 2-7, 16-20. W draws.

Huffing (removing a piece for a misplay) is a harsh penalty, but seems necessary for the preservation of the dignity and integrity of the game.

BY D. KIRKWOOD

WHITE



BLACK

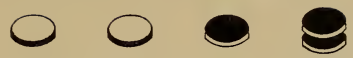
White to play and draw.

Solution: 28-24, 13-9, 22-18, (a) 9-13, 24-19, 13-17, 18-15, 10-7, 19-16, 17-14, 16-20. W draws.

(a) At this point (with the white king on 23 instead of 24) W. J. Wray proceeded: 9-6, 23-19, 6-2, 18-15, 10-7, 19-16, 2-6, 16-19, 6-9, 19-16, 9-14, 16-20, 7-3, 20-24. W draws.

Openings in checkers are sometimes classed as "strong" or "weak." Much of this is mere theory or bias, based on our lack of knowledge of the nature of the correct defense.

BY J. LABADIE

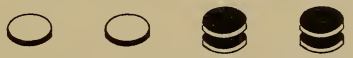


17 21 1 16

White to play and draw.

Solution: 17-14, 16-11, 14-10, 11-15, 10-7, 1-6, 7-3, 6-9, 21-17. White draws by a variation of the parent problem.

BY C. HEFTER

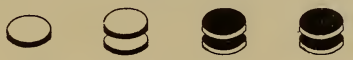


13 24 1 26

White to play and draw.

Solution: 13-9, 1-5, 9-6, 5-1, 6-2, 26-23, 2-7, 1-6, 7-11, 6-2, 11-16, 23-27, 24-19, 2-7, 19-15, 27-23, 16-20. W draws.

BY F. W. DRINKWATER



30 15 16 31

White to play and draw.

Solution: 15-18, 16-11, 18-23, 11-7, 30-25, 7-10, 25-22. W draws.

BY A. SHEEHAN

25 2 3 10

White to play and draw.

Solution: 2-7, 10-15, 7-2, 15-18, 2-6, 18-14, 6-2, 14-9, 25-22, 9-14, 2-6, 3-8, 6-2, 8-12, 2-7, 12-16, 7-11. W draws.

BY J. WYLLIE

22 21 7 14

White to play and draw.

Solution: 21-25, 7-11, 25-30, 11-15, 30-26, 15-19, 26-30, 19-24, 30-26. W draws.

BY THE SAME AUTHOR.

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