CHECKERS Rules 2018

For the Historical Society of Caseville

Shanty Days Checker Tournament

Checkers is played on a game board that has 64 squares with an alternating pattern of dark and light squares. The board should be set up so that each player has a light square in the right corner closest to them. Each player sets up his pieces on the 12 closest dark squares. The player with black pieces moves first, and the turns alternate between the two players.

The pieces move diagonally, only onto dark squares and only forward. A player can move one piece per turn, and that piece can make a single move, unless it makes a capturing move. Multiple capturing moves are allowed on a single turn. Captured pieces are removed from the board. If a player can make a capture, that player must do so. If multiple capture moves can be made, the player may choose between them.

If a piece reaches the furthest row from the player it belongs to, it becomes a king. A king has a captured piece placed on top of it, doubling its height. Kings may move diagonally both forward and backward.

The first time a jump can be made and it is done the opponent should remind the opponent and the player must make the capture. The second time the player forfeits the game.

If a second jump or more(capture is available) it is an option of the player moving their checker to jump or not any further jumps on that turn.

Once a player's hand leaves the board/checker their play(turn) has ended. The checker they are touching is the only checker they may move. If a player touches a checker that can be played that player must move that checker or they forfeit the game

When one player can no longer make a move, the other player wins the game.

*A fifteen minute maximum time limit per game will be adhered to, to keep the tournament moving at a good pace. If the game is not finished in the time limit the player with the most checkers remaining will be the winner. All kings count as TWO. If both players have the same number of checkers remaining an official will put a black or red checker in each hand, red will choose a hand and the color chosen will be the winner.

A player may resign a game at any time and give the opponent the Victory!