

**LEES' GUIDE TO THE GAME OF  
DRAUGHTS: GIVING THE BEST LINES OF  
ATTACK AND DEFENCE ON THE  
STANDARD OPENINGS, WITH NOTES AND  
VARIATIONS, ALSO SELECTED USEFUL  
POSITIONS BY VARIOUS AUTHORS**

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Lees' Guide to the game of draughts: giving the best lines of attack and defence on the standard openings, with notes and variations, also selected useful positions by various authors by John W. Dawson

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**JOHN W. DAWSON**

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**LEES' GUIDE**

TO THE

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STANDARD OPENINGS, WITH NOTES AND VARIATIONS.

ALSO,

**SELECTED USEFUL POSITIONS**

BY VARIOUS AUTHORS.

REVISED AND EXTENDED BY

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NEWCASTLE-ON-TYNE.

(DRAUGHTS EDITOR OF THE *Newcastle Weekly Chronicle*).

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## P R E F A C E .

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MR. GOULD having kindly intrusted me with the revision of this popular work by the late James Lees, I—not without a qualm of hesitancy—venture to try my hand, and submit a general re-setting of the work, embodying corrections and improvements, thus making an advance on the earlier editions which time—as usual—has proved to be somewhat unreliable.

The work now contains all the sound play of the lengthy appendix to the ninth edition with that in the body of the work, also other improvements noted from time to time.

To the problem department have been added a score of notable positions by various experts.

I now launch my efforts on its voyage to the players of the world, hoping they will meet with a favourable reception

JOHN W. DAWSON.

*Newcastle-on-Tyne.*

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### EXCERPT FROM THE ORIGINAL PREFACE.

In the course of my correspondence with Mr. Gould I was made acquainted with his desire to publish a useful work on the Game of Draughts, suitable for all classes of players, a work he had commenced, but which was set aside to allow him to compile and publish his "Book of Problems, Critical Positions and Games," and his "Memorable Matches."

At his request I undertook to do for him what his growing business engagements prevented his carrying out, and this volume is the outcome of my offer to do so.

JAMES LEES.

*Dalmeilington, Ayrshire,  
October, 1893.*

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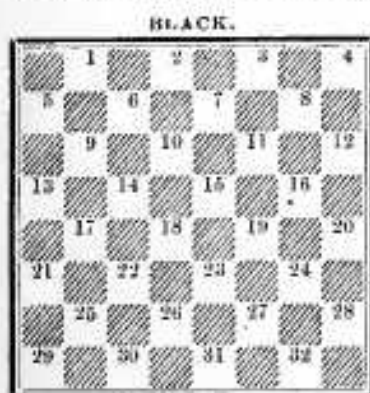


## INSTRUCTIONS.

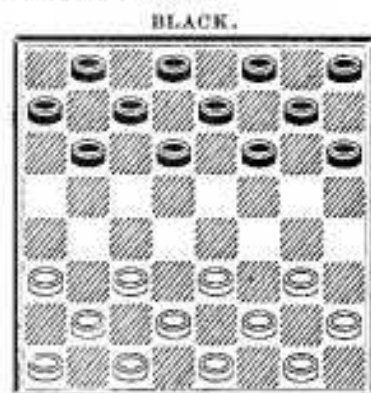
THE Game of Draughts, although apparently simple, is so profound that no player can say, "I have nothing more to learn."

Little instruction, as regards the manner of playing, is required, and on that account the instructions shall be brief. When once the learner has acquired sufficient knowledge to play a game in the most elementary fashion he may be left to consult the accompanying examples, which he will find are sufficient for years of careful study.

The game is played by two persons, each moving alternately, one square at a time diagonally, unless he has a "take," in which case he may pass over several at the same time. The learner will readily comprehend the method of proceeding by studying the Standard Laws and playing over a game. Number the board and place the men as shown on the following diagrams:—



WHITE.



WHITE.

Now turn to "Single Corner," page 126. Move black 11-15 and white 22-18, black then "takes" from 15 to 22 (remove the man off 18), and white "takes" from 25 to 18 (remove the man off 22), and the game proceeds according to the figures. Study the effect of each move, and the game will gradually unfold its beauties. If the student desires to see the effect of a different move to that in the text, he may try any of the variations. Play say 16 moves, and instead of playing the 17th move—marked *f*—pass down the notes to (*f*), and proceed according to the figures there given.

The game is won when one player captures or blocks all his opponent's pieces.

The following games and variations are all carried to a point sufficient to show the win or draw to advanced players but in some cases these may not be apparent to learners; where such occur it will prove interesting to the tyro to demonstrate the terms given.

## THE STANDARD LAWS.

### THE STANDARD BOARD.

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.

### THE STANDARD MEN.

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.

### PLACING THE MEN.

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.

### ORDER OF PLAY.

6.—Each player shall play alternately with black and white men, and lots shall be cast for the colour only once—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.

### TIME LIMIT FOR MOVING.

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.

### ARRANGING THE MEN DURING A GAME.

10.—Either player is entitled, on giving intimation, 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 he shall be cautioned for the first offence, and shall forfeit the game for any subsequent act of the kind.

### TOUCH AND MOVE.

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.

### CAPTURING PLAY.

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 should have been taken.

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

### FALSE OR IMPROPER MOVES.

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

### THE "HUFF" OR "BLOW."

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 taken. But the huff or blow never constitutes a play.

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

### CROWNING THE MEN.

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 or 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 such play shall be put back until the Man be crowned.

### DRAWN GAMES.

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.

### CONDUCT OF PLAYERS AND SPECTATORS.

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 sound, or remark, on any of the games, whether playing or pending, shall be ordered from the room during the match, and play will be discontinued until such offending party retires.

### MATCH GAMES.

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.

### ENFORCEMENT OF THE LAWS.

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.

### UNFORESEEN DISPUTES.

25.—Should any dispute occur not satisfactorily determined by 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.