

Basic Rules of Checkers (Standard US rules)

Checkers is played by two players. Each player begins the game with 12 colored discs. (Typically, one set of pieces is black and the other white.)

Board:

The board consists of 64 squares, alternating between 32 dark and 32 light squares. It is positioned so that each player has a light square on the right side corner closest to him or her.

Pieces:

The pieces are flat & disc shaped. Tournament pieces are smooth, and have no designs (crowns or concentric circles) on them. The pieces are placed on the dark squares of the board.

Starting position is with each player having twelve pieces, on the twelve dark squares closest to his edge of the board.

Moving:

- A piece which is not a king can move one square, diagonally, forward.
- A king can move one square diagonally, forward or backward.
- A piece (piece or king) can only move to a vacant square.
- A move can also consist of one or more jumps.

Jumping:

- You capture an opponent's piece (piece or king) by jumping over it, diagonally, to the adjacent vacant square beyond it.
- The three squares must be lined up (diagonally adjacent)
- A king can jump diagonally, forward or backward.
- A piece which is not a king, can only jump diagonally forward. You can make a multiple jump, with one piece only, by jumping to empty square to empty square.
- In a multiple jump, the jumping piece or king can change directions, jumping first in one direction and then in another direction.
- You can only jump one piece with any given jump, but you can jump several pieces with a move of several jumps.
- You remove the jumped pieces from the board.
- You cannot jump your own piece.
- You cannot jump the same piece twice, in the same move. If you can jump, you must. And, a multiple jump must be completed; you cannot stop part way through a multiple jump.
- If you have a choice of jumps, you can choose among them, regardless of whether some of them are multiple, or not.
- A piece, whether it is a king or not, can jump a king.

Kinging:

- When a piece reaches the last row (the King Row), it becomes a King. A second checker is placed on top of that one, by the opponent.
- A piece that has just kinged, cannot continue jumping pieces, until the next move.

Black moves first.

- The players take turns moving.
- You can make only one move per turn.

- You must move. If you cannot move, you lose.
- Players normally choose colors at random, and then alternate colors in subsequent games.

End of Game:

- The player who cannot move, because he has no pieces, or because all of his pieces are blocked, loses the game.
- Players can resign or agree to draws.

Tips:

1. Checkers (using the U.S. rules) uses the same board as chess. Many sets comes with the pieces needed to play both games.