

Checker Column

Editor's Notice: Problems, games, and checker news welcomed at all times.

These should be sent to R. R. Rutledge, Williston, N. D.

In numbering your board, let the squares of the double corner on the black side, be 1 and 5, and the squares of the double on the white side, 32 and 28.

Then the black pieces will occupy the squares 1 to 12 inclusive and the white pieces 21 to 32 inclusive. Printers use white squares players in black squares. Black always moves first when beginning a game.

Number your board and try the games and problems.

Solution to Problem No. 41.

Black 3, 12. King 27, 30.

White 20, 24, 28. King 19.

30. 26 19. 15 9. 6 15. 19 2. 9

19. 15 17. 14 15. 19(b) 7. 10 28. 24

26. 22 15. 19 6. 2 19. 16 9. 6

15. 19(a) 14. 9 19. 15 14. 19 24. 19

22. 17 19. 15 3. 7 24. 6 6. 10

B. Wins.

(a). 24. 19, 27. 24, 15. 18, 22. 15,

19. 10, 24. 19, 10. 6, 19. 15, 6. 2, 3. 8, 2. 6,

8. 11, 6. 9, 15. 10, 9. 5, 12. 16. B. Wins.

(b). If 15. 18 then 12. 16 wins at

once and if 15. 11 play 12. 16, 11. 15,

6. 2, 20. 11, 27. 20, 15. 19, 2. 6. B. wins.

Problem No. 42.

By J. L. Richmond, England.

Black 2, 4, 10, 12. King 30.

