Appendix A

Rules of Checkers In Brief[1]

Standard checkers notation assigns each square with a number, as in Figure A.1. Moves are given as from-square/to-square pairs. Black initially occupies squares 1 to 12 inclusive and White occupies squares 21 to 32 inclusive. If an opponent's checker is on an adjacent square, and there is an empty square behind it on the same diagonal, it can be captured (i.e. jumped) and removed from the board. In checkers, captures must be taken. Multiple captures are allowed and if more than one capture is possible, the player can choose. Checkers can only move and capture forwards. When a checker reaches the opponent's back rank (i.e. a White checker reaches one of 1 to 4, a Black checker reaches one of 29 to 32), it is promoted to a king. Kings can move and capture both forwards and backwards. A player wins if the opponent has no more pieces on the board, or if the opponent has no more legal moves. Black moves first.

	1		2		3		4
5		6		7		8	
	9		10		11		12
13		14		15		16	
	17		18		19		20
21		22		23		24	
	25		26		27		28
29		30		31		32	

Figure A.1 — Checkers Board Notation

1 Adapted from [STL93]