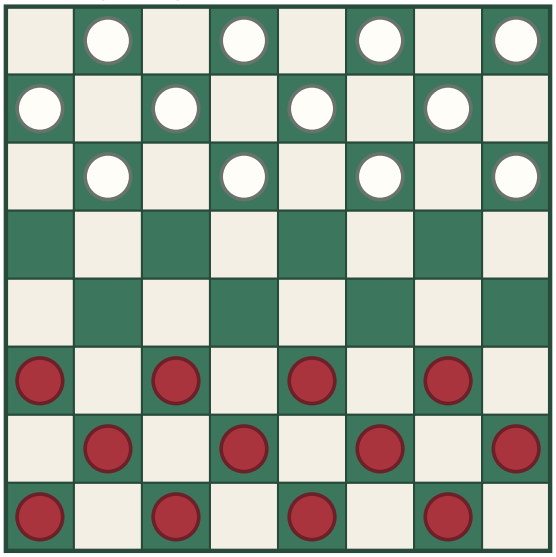
Checkers Rules Printable

Answer | Task 1 of 4 | LETTER

Original prompt

Task 1 — Setup: On a blank 8×8 grid, mark the dark squares and place 12 pieces for each player on the correct starting rows. Describe where the empty rows are.

Starting arrangement - Dark / Red at the bottom



Dark/Red: 12 | Light/White: 12 | Two middle rows empty

Answer

Each player's 12 pieces occupy the three rows nearest that player on dark squares only; the two middle rows are empty.

Reasoning

Standard setup uses three rows per player on dark squares, leaving the center empty.

Check

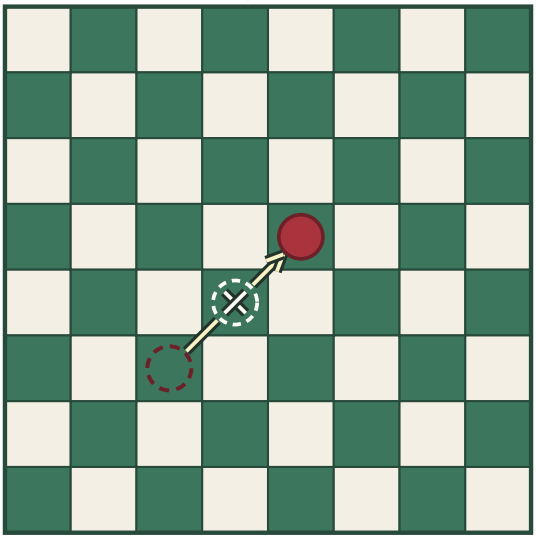
Count 12 pieces per side, all on dark squares, with two empty middle rows.

Checkers Rules Printable

Original prompt

Task 2 — Movement: A regular piece has two possible diagonal forward squares, one empty and one occupied by an enemy with an empty square beyond. Which move must be made and why?

Required move - jump over the enemy



The one-square step is declined; take the available jump.

Answer

The capture must be made: jump over the enemy piece to the empty square beyond, because captures are mandatory.

Reasoning

When a jump is available, the player must take it rather than making a simple move.

Check

Confirm the jump lands on an empty dark square directly beyond the jumped piece.

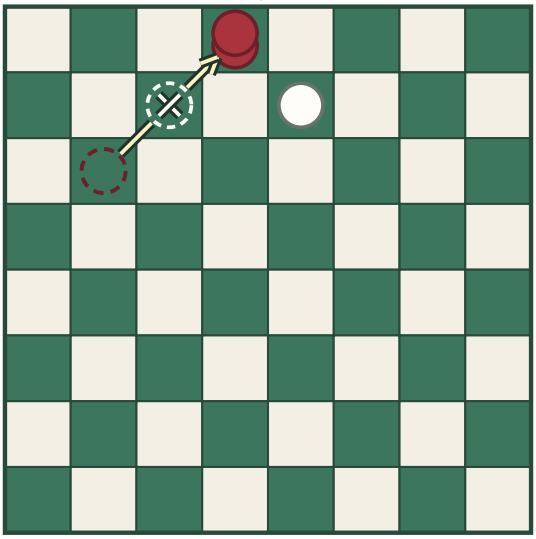
Checkers Rules Printable

Answer | Task 3 of 4 | LETTER

Original prompt

Task 3 — Kinging: A regular piece jumps and lands on the opponent's back row. Describe what happens to the piece and whether it can keep jumping.

Crown on the landing square; stop the turn



Far row reached: stack the second disc and end the turn.

Answer

The man is crowned on reaching the far row, a second piece is stacked on it, and the turn ends immediately. It does not continue jumping as a king in the same turn, even if another jump would otherwise be available.

Reasoning

The WCDF English-draughts rules state that reaching the king-row completes the turn; for a capture sequence that reaches the row, no further jumps occur until the opponent has moved.

Check

Confirm the piece lands on the far row, receives a king marker, and the illustrated move sequence stops on that landing square.

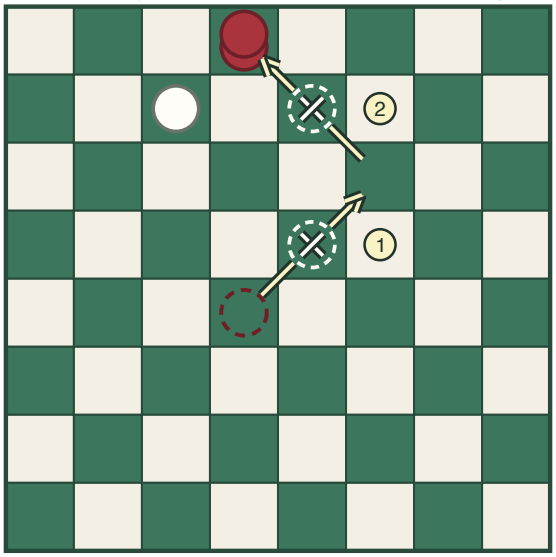
Checkers Rules Printable

Answer I Task 4 of 4 I LETTER

Original prompt

Task 4 — Combined: Draw a small position where a regular piece can make a double jump and end on the far row. Show the path and the final king.

Two forward jumps; the second reaches the king-row



Stop at the crown; any later king capture waits until after the opponent moves.

Answer

Show a regular piece making the first jump, then a second jump that lands on the far row. Crown it at that point and stop the move sequence; do not draw an extra king jump in the same turn.

Reasoning

Multiple jumps continue while the piece has another capture available, but when a man reaches the king-row during a capture, the sequence ends and the man cannot continue as a king until the opponent moves.

Check

Trace each jump to an empty dark square; when the final landing is the king-row, show the crown marker and no additional same-turn move.