

(741) CHECKERS

1. All contestants **MUST provide a board and set of checkers.**
2. All contestants are to abide by the dress codes listed for non-athletic events in SECTION I of these guidelines. (Coats are not required for male contestants.)
3. The object of play is to capture all of the opponent's men or to reduce the opponent to immobility.
4. The loser is the first one who is unable to move in regular turn, either because all his men have been captured or because all his remaining men are blocked.
5. A game may be terminated as a draw when neither player holds an advantage sufficient to force a win. A player whose position is apparently inferior may call upon his opponent to win the game or show an increased advantage within forty of his own moves; failing to do such, the game is drawn.

The following rules will also be observed:

- Black has the first move.
- The younger player receives black.
- A piece that is touched by a player must be moved, if possible; if a playable piece is moved over any angle of its square, the move must be completed in that direction.
- There is a time limit of three (3) minutes for each move, except when a player is confronted with a compulsory jump in only one direction; then he must make his move within one (1) minute.
- All jumps must be completed. When this rule is violated, the player must retract his illegal move and make the capture instead.

Checkers is a one game only elimination match with a possibility of losers selected for playback. At the discretion of the chief judge, contestants may be asked to play 2 of 3 matches for quarterfinals, semifinals, and finals.