

Number	Entry	Category	Registration Requirements
123	Checkers	Performance	Sign up on student registration form. Dates on website.

RULES

- All contestants **MUST** provide a board and set of checkers.
- 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.)
- The object of play is to capture all of the opponent's men or to reduce the opponent to immobility.
- 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.
- 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.
- 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.