

CLASSIC DRAFTS IN PORTUGAL (Luso – Spanish)



LET'S LEARN TO PLAY DRAFT



Introduction

The game is a complement to life. Man, since ancient times, has always been concerned with ways that allow him to rest and socialize.

It is presented in two aspects:

- Physics, encompassed in different sporting competitions, Olympic games, etc.
- The intellectual, in the old social games, among other things, small loose pieces and square designs appeared, suggesting a field of competition.

This type of (reflection) games today includes the game of chess and the game of drafts.

The origin of the draft game is lost in antiquity, and it is understandable why the game was successively modified.

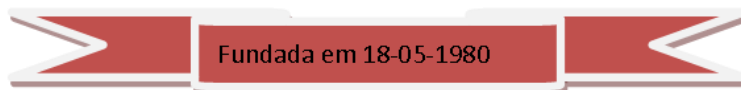
There are several explanations for the origin of the draft game, from the most fanciful, to the evocation of ZAMA in honor of the battle of Zama, to the French word "DAME", derived from Latin and linked to the idea of "DOMINATE".

This 64-square board game has been played with slight variations in Spain, Italy, England, France, Brazil, Portugal, etc., which are essentially based on the movement of the queen and the capture method.

In order to standardize the game of International Drafts, played on a board with 100 squares, allowing competition without borders.

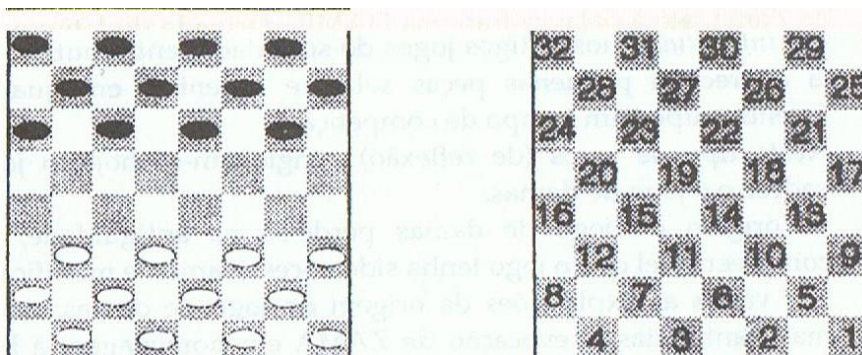
In Portugal, the game of Drafts is made official through the **Portuguese Draft Federation** created in 1980, although it was played much earlier.





Classic Draft Game – Basic Rules

1. The Classic Draft game is played on a 64-square board, using dark squares, and played with 12 white pawns and 12 black pawns. The spaces are numbered from bottom to top, from right to left, from 1 to 32 as shown in the figure below. The large diagonal, also called “RIVER”, is the line that goes from 1 to 32.



2. White plays first, moving the pawns forward diagonally. A pawn that, when playing, has a piece of the opposite color on the square in front of it, is forced to capture it, if the square next to that of the opposing pawn is free, therefore, it jumps over it, occupying the free square and removing the pawn of the opposite color. If there are more pawns to take, left or right, he continues jumping, removing the pawns only at the end.
3. It is mandatory to take the side of the largest quantity. If there is equal quantity to take, you should take the best quality. If quantity and quality are equal, the choice is free.
4. When the pawn reaches a square in the opponent's base, it is promoted to queen (it is covered with 1 pawn of the same color). The queen moves on the diagonals as many squares as she wants in a straight line.



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5. The queen takes another piece as long as, by jumping over it, there is a square or other free squares next. It can fork on a free square if there are more pieces to take on the orthogonal line.
6. Regardless of the number of pieces taken, the move is made in 2 steps: 1st - you take the piece you take from the beginning to the end of the movement, indicating without mistakes where it jumps. 2nd - The pieces taken in the order followed are lifted.
7. The game is considered won as soon as the opponent cannot play, either because they have no more pieces, or because they are prevented from moving.
8. The game is considered a draw as soon as there is agreement or repetition of the same position 3 times.
9. Forced – 12 moves are allowed to try to win the 3-queen ending, one being in Rio, against an opposing queen.
10. 10. Moves are thought out before execution – “a piece touched is a piece played”.
11. It is expressly prohibited::
 - a) “Blow” pieces, that is, take them off the board when the opponent should have captured them and didn't.
 - b) Keep your hands on the board
 - c) Hold a piece to calculate the move.
 - d) Continue the game without crowning the opponent's pawn that has reached the promotion base.



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The 12 Golden Rules:

1. Never touch a piece without first mentally calculating the piece to move;
2. Never move a piece without having a reason to do so;
3. Get used to playing slowly;
4. Strictly follow the rules of the draft game;
5. Also force your opponent to comply with them;
6. Always play with better opponents;
7. See the great players whenever you can;
8. Never touch the pieces with your finger while calculating the move to be made;
9. Don't talk during the game;
10. Avoid talking or bragging about your plays;
11. Do not show displeasure if the opponent plays slowly;
12. Lose with sportsmanship and win with silence and modesty.

Some Advice for New People

1. Never place a piece whose defense could take you to an inferior position;
2. Each move must always have a good defense;
3. Play towards the center of the board, concentrating the pieces whenever possible;
4. Each move must always have, or continue, an objective;
5. Always develop a good attacking game and discover the defensive line whenever you are inferior;
6. Always mentally examine the opponent's game, as if you were playing with the opponent's pieces;



7. Mentally examine the opponent's game and determine which move is appropriate for the opponent: then decide your answer;
8. Always try to build a strong position without worrying about preparing blows or traps that your opponent might not fall into: this way you will become a technician;
9. Don't risk a dubious gain (with weak moves) that could weaken your position if your opponent doesn't "fall". But zealously preserve equality so that, when the opponent makes a mistake, he can, through analysis, spending as much time as necessary, find the line that could give him gain or superiority. The gain almost always comes from a mistake on the part of the opponent;
10. After gaining an advantage, or having the initiative to play, be extra careful and cautious so as not to lose it;
11. If you cannot practice with stronger players, use books and study (today you can use computer programs);
12. Always make your moves so as not to lose a pawn;
13. Never play by "pushing" the pieces: each move must be calculated;
14. Only long practice and exhaustive study will lead to fewer mistakes: but in drafts it is impossible to always play without making mistakes, given the complexity of the game. But whoever makes the fewest (or least serious) mistakes is the one who wins. Whoever makes the last mistake is usually the one who loses;
15. Always try to find out why the opponent made the move he made on the board: if he was preparing a blow, if he was defending, if he had no other move, etc.;
16. When moving a pawn from the base, the probability of allowing a blow to the opponent increases dangerously. Always check, when playing a pawn from the base, whether it does not allow a move, blow, etc..



The most importante
rule of the draft
game:
It is
forced to capture
and
always for the bigger
part

