

Presentation of the Portuguese 64 House Drafts

Portuguese (Spanish) drafts is certainly the oldest draft game still played. It is played in the Iberian Peninsula (Portugal and Spain), Portuguese-speaking countries (except Brazil), North Africa (Morocco, Algeria and Nigeria), countries in South and Central America.

Below you can find the rules for our version of drafts.

RULES OF THE CLASSIC DRAFTS GAME

1. PREFACE

The **RULES OF THE CLASSIC DRAFTS GAME**, to be applied in the National Territory, are unlikely to cover all the situations involved in the practical game. Thus, when - in official or official competition - situations and cases arise that are not regulated by the articles of the Rules, one must try to reach the most appropriate decisions, by parallelism and sensible confrontation with analogous circumstances that are defined by the Rules, assuming that the referees and race directors have judgment and arbitration capacity, as well as objectivity.

2. DEFINITIONS AND CHARACTERISTICS

2.1 BOARD NOMENCLATURE

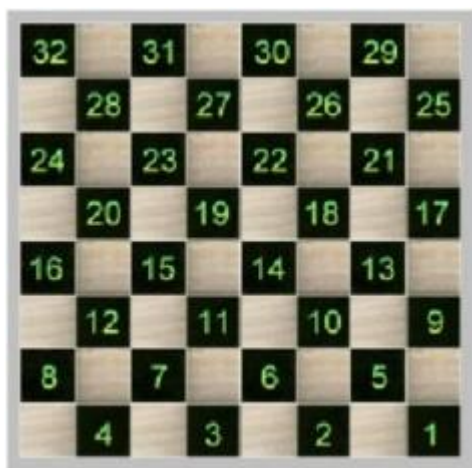
2.1.1 The game of drafts is played between two opponents who move pieces (pawns or queens) on a square board called “checkers board”.

2.1.2 The “checkerboard” is composed of a network of 8 (eight) horizontal columns and 8 (eight) vertical columns that form 64 (sixty-four) equal squares, alternately light (preferably white or light brown) and dark (preferably black or dark brown).



2.1.3 The dark squares - called «houses» - correspond to a numbering from 1 to 32, starting in the first lower right house, following the count from right to left and from bottom to top, always on the side where they are the white ones (Diagram 1)

DIAGRAM 1



(White side)

2.1.4 The diagonal that connects houses 1 and 32 is called the “river”. The diagonals that connect houses 4 and 25 and houses 8 and 29 are called «parallels»; the quadrilateral defined by squares 2, 9, 31 and 24 is called the “average circuit”; the quadrilateral defined by squares 3, 17, 30 and 16 is called the «great circuit».

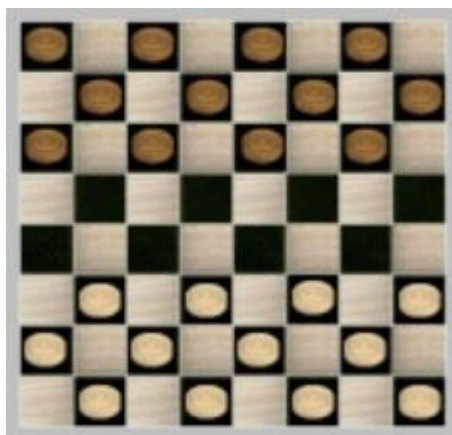
2.1.5 The board is placed between the players in such a way that the square in the lower right corner of each player is dark. (in certain computer games and websites, to obtain better visibility, the board is rotated 90 degrees, playing on the light squares, passing these on as dark).



2.2 THE PARTS AND THEIR MOVEMENT

2.2.1 At the start of the game, one of the players has 12 (twelve) white (or light brown) pawns and the other has 12 (twelve) black (or dark brown) pawns.

DIAGRAM 2



2.2.2 The allocation of white pieces to one of the players in the first game of a The game takes place by agreement, drawing lots or by automatic pairing, the game unfolding until the end with alternating bids of the two colors.

2.2.3 The player with the white pieces starts the game.

2.2.4 Whenever a pawn reaches one of the four squares at the opposite end of the board, the conductor of the opposite color will place one of the already captured pawns on it, crowning him a queen.

2.2.5 The pawn that becomes a queen will only be playable after the move of the opposite color.

2.2.6 If there is still no pawn to crown the queen, it will still be valid as queen, until the respective coronation.

2.2.7 Both pawns and queens have two types of movement: without capture and with capture:



- **Uncaptured pawn** - the pawns move on the board, always forwards and on one of its diagonals, occupying one of the vacant contiguous squares, not taking any piece of the opposite color in their path.

- **Captured pawn** - whenever a pawn, when initiating its movement, has a piece of the opposite color in an adjacent square, and there is then a vacant square that it can occupy, it will jump over the piece and take that piece; if, when landing on that square, there is a new piece followed by an adjacent square that it can occupy, it will continue its path, capturing the pieces that are in that situation.

- **Queen without capture** - the queen moves diagonally, covering the empty squares she wants, forwards or backwards, not taking any piece of the opposite color in her path and not being able to change that diagonal.

- **Queen with capture** - if the queen has, on one of its diagonals, a piece of the opposite color, even if it is on a non-contiguous square, followed by one or more vacant squares, it will jump over the piece occupying any of these vacant squares. If, however, the queen - after taking at least one piece on her diagonal - finds pieces on any perpendicular diagonal that she can take, she will have to move to the diagonal where she can capture as many pieces as possible.

2.2.8 The queen may not jump over any piece of her own color or pieces of the opposite color placed on adjacent squares, or pass over the same piece twice. It also cannot pass over the same piece twice although it can, however, pass over free squares more than once.

2.2.9 When any pawn or queen makes a move that takes more than one piece, these can only be removed from the board after the move is completed.



3. LAWS AND RULES

3.1 LAWS OF CAPTURE

3.1.1 When capturing pieces, there are three laws, regardless of whether the piece that captures is a pawn or a queen:

a) Compulsory Law - Capture is mandatory;

b) Law of Quantity - In cases of simultaneous capture, it is mandatory to take as many pieces as possible;

c) Law of Quality - In simultaneous hypotheses of capturing “the same number of pieces”, it is mandatory to take the pieces with the highest value, with the value of the queen being higher than that of the pawn.

3.2 BID LIMITATION RULES

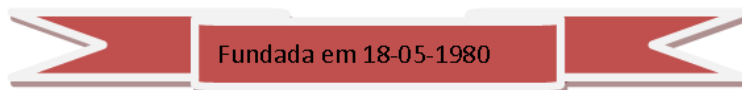
3.2.1 There are Three Rules in which - in order not to perpetuate the game needlessly - the number of moves in the attempt to win is limited. Thus, the game is considered a tie when:

a) **Rule of 20 moves** – 20 (twenty) consecutive moves are made by both players, without any pawn having been moved or any piece lost. The counting of the moves will be carried out by any of the players or the referee, starting the count as soon as a position appears that is subject to the application of this rule. Whenever a pawn moves or a piece is captured, the count will restart – for both sides – on the next move.

b) **Force Rule** – If one of the players has three queens and no pawns and the other one queen and no pawns, the game is not won within 12 (twelve) moves – including the capture move – counted after the color of the three queens occupies the river.

c) **Repetition Rule** – The same position – considering pieces of both colors – appears on the board for at least the third consecutive or alternating time.





4. OBJECTIVE AND OUTCOME OF THE GAME

4.1 The game of drafts is played between two opponents whose objective is to win the game by capturing or arresting all of the opponent's pieces.

4.2 A «win» occurs when:

- a) The player captures all the opponent's pieces;
- b) The opponent keeps the “prisoner” pieces in turn to play, not being able to make a move;
- c) The opponent declares abandonment;
- d) In an official or official competition, the opponent is awarded a defeat due to “no-show”, “time limit” or “disciplinary sanction”.

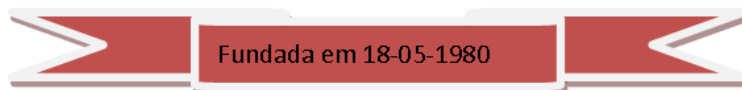
4.3 A «tie» occurs when:

- a) A position results in which none of the players has the possibility to capture or arrest the opponent's pieces.
- b) Determined by any of the Bids Limitation Rules;
- c) There is an “agreement” between the players – as long as it is carried out during the course of the game;
- d) In competition, thus being disciplined.

4.4 «Defeat» occurs when:

- a) In an official or official competition, he is attributed “no show”;
- b) Lose all your stones or keep them "prisoners" in your turn to play, not being able to bid;
- c) In official or official competition, exceeds the time limit;
- d) In official or official competition, this “disciplinary sanction” is attributed to him.





5. IRREGULARITIES AND PENALTIES

5.1 LAPSES AND CONDUCT

5.1.1 If the player, in his turn to make a move, touches one or more pieces, he is obliged to play the first touched piece that can be moved. In the event that none of these pieces can be moved, a new move will then be allowed.

5.1.2 The player is obliged to play and keep the pieces on the board, within the respective squares, in a centered manner. However, if he has to fix it, he must always warn his opponent of this intention through expressions such as, for example, “compose”, “fix”, etc. under penalty of applying the previous point.

5.1.3 If, during a game, it becomes known that an illegal move has been made, the position immediately prior to the irregularity must be reestablished. If that position cannot be reconstructed, the game shall continue from the last identifiable position, prior to the irregularity.

5.1.4 It is considered irregular to hold a piece on the board to calculate the “square” where you intend to move.

5.1.5 It is also considered irregular to systematically move the piece to a certain "square" and - while not letting go of it - go back to play it to another "square".

5.1.6 It is forbidden to distract or disturb the opponent. This includes extemporaneous comments, complaints or unreasonable draw offers without the referee present.

5.1.7 Necessarily that the repetition of any act described in the previous paragraphs, must be immediately communicated to the referee to take the due diligence.

6. OMISSIONS

6.1 Omissions will be dealt with, according to their scope, by the Referees, Event Directors, District Associations and the Portuguese Checkers Federation.

