PORTUGUESE FEDERATION OF DRAUGHTS

RULES of PORTUGUESE DRAUGHTS (SPANISH DRAUGHTS)

— Valid since April 1, 2026 —

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INTRODUCTORY NOTE

The Rules of the Portuguese Draughts (Spanish Draughts) Game of the Portuguese Federation of Draughts (PFD) govern the game as played on the board. This text constitutes the version approved at the PFD General Assembly on March 28, 2026, entering into force on April 1, 2026.

In this document, the terms "player," "he," "his," "him," and others of the same nature also include "player" (feminine), "she," "her," and so forth.

PREFACE

The Rules of the Game of Draughts presented here cannot cover all situations that may arise during a game, nor regulate all procedural matters. When a case or situation is not expressly governed by any article of these Rules, an appropriate decision should be sought by analogy with situations described herein.

The Rules assume that arbiters possess the necessary competence, sound judgment, and complete objectivity. Excessively detailed regulation could deprive the arbiter of freedom of judgment.

The PFD calls upon all players and organizations to accept and abide by these rules.

A – BASIC RULES

Article 1: Nature and objective

1.1 Draughts is a strategy game played between two players on a square board consisting of 64 (sixty-four) alternately light and dark squares.

1.2 The board must be placed so that the long dark diagonal begins to the right of each player.

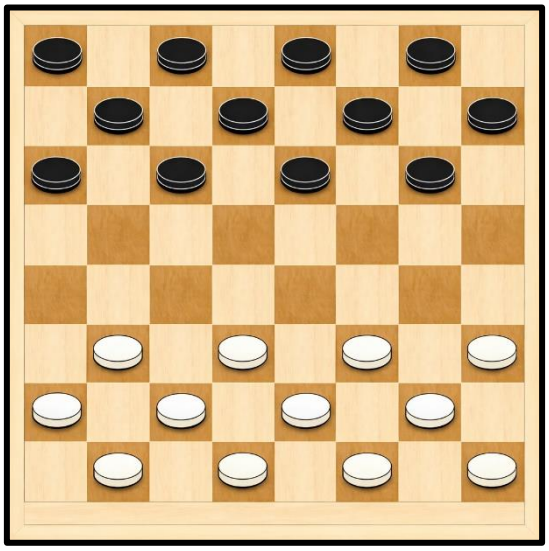
1.3 The dark squares are the only ones used for the movement of pieces.

1.4 At the start of the game, each player has 12 (twelve) men. One player uses white men (or another light color) and the other uses black men (or another dark color).

1.5 The objective of Draughts is to capture all of the opponent's pieces or to leave them with no possible move.

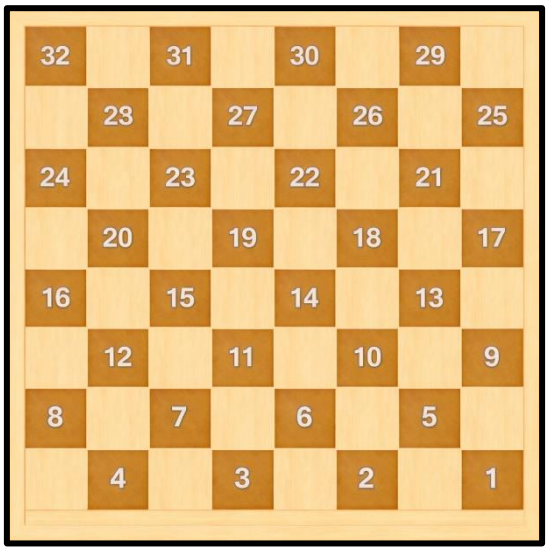
Article 2: Starting position and board

2.1 Each player's men are placed on the first three horizontal rows of the board, on the side corresponding to that player.



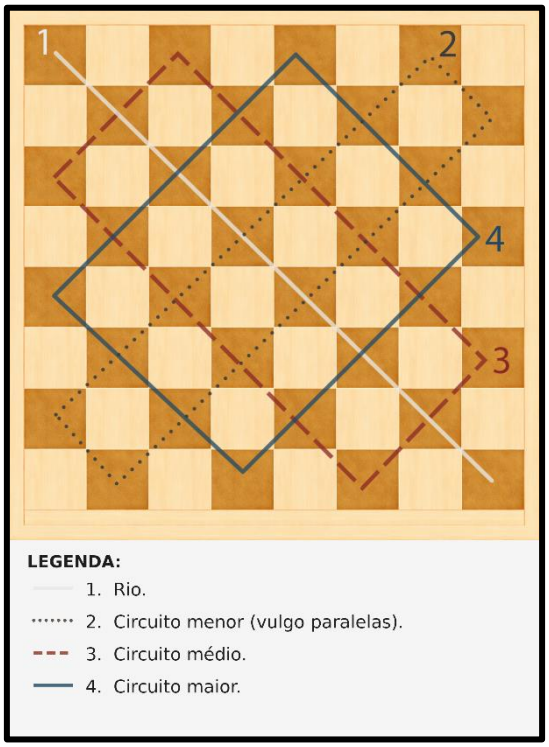
2.2 The Draughts board has 32 usable squares. For the purpose of recording moves and identifying piece positions, the squares are numbered from 1 to 32, beginning from the white player's side (lower right corner).

BLACKS

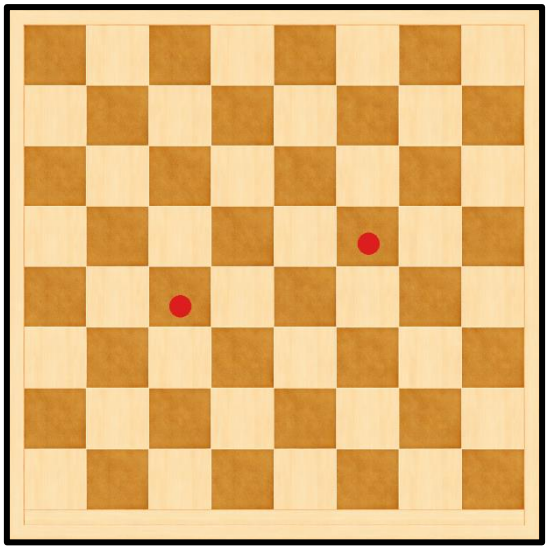


WHITES

2.3 Board nomenclature: "River" (Rio) and 3 circuits.



2.4 Flechas (ARROWS): there are two squares on the board with this designation.

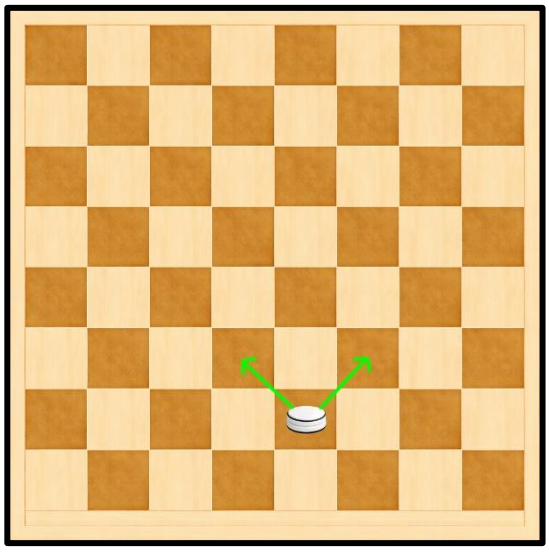


FLECHAS (ARROWS)

Article 3: Movement of pieces

3.1 Movement of a man without capture.

a. The man moves forward along the corners of the squares, i.e., diagonally.



b. It may only advance one square at a time, provided that the adjacent square is free.

c. The man may not move backward.

d. A man that reaches the opponent's back rank (squares 29, 30, 31, and 32 for white men; squares 1, 2, 3, and 4 for black men) is promoted to "king" (dama) and is crowned with another man (to distinguish kings from men).

e. The man's move ends upon reaching the back rank, and it may only play again after the opponent makes their move.

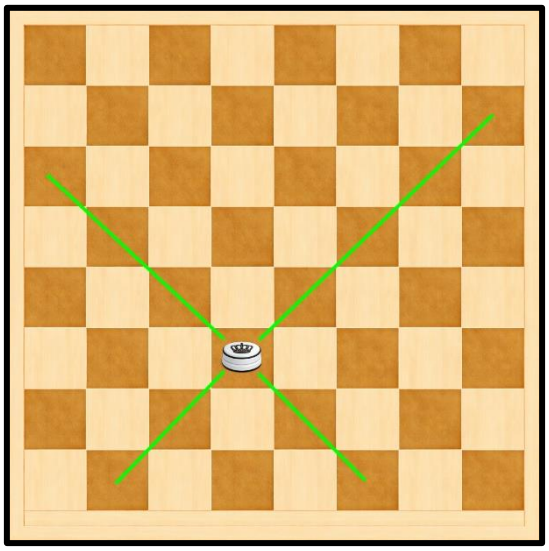
f. Only after the crowning of the man into a king may play continue.

g. If the man is not crowned after reaching the back rank, the opponent must be asked to do so.

3.2 Movement of a king without capture.

a. The king moves diagonally, forward or backward, and may travel as many free squares as it wishes.

b. The king may not jump over any piece of its own color.



3.3 Capture.

a. Capture is mandatory.

3.4 Capture of a piece by a man.

a. Any man that has an opposing piece in the square directly in front of it must capture it, provided the square immediately beyond that piece is free.

b. The capture is made when the man jumps over an opposing piece placed on an adjacent square, landing on the immediately following square along the same diagonal, provided that square is free.

c. The move is only considered complete after the opposing piece has been removed.

3.5 Capture of a piece by a king.

a. The king must capture any opposing piece on the same diagonal, provided there is no other piece between the king and the piece to be captured, and provided there is at least one free square beyond the piece to be captured.

b. Pieces placed on adjacent squares may not be captured.

3.6 Multiple captures (more than one piece).

a. A man may capture one, two, or three opposing pieces, provided the conditions stated in Article 3.4.a are met.

b. A king in multiple captures may capture diagonally in all directions, changing diagonals and tracing successive right angles along its path.

c. The king may not pass over the same piece twice, but is permitted to return to its starting point, or pass twice through the same free square, whenever this is possible.

3.7 Rules of multiple captures.

a. Quantity rule: it is mandatory to always capture the greatest number of pieces (regardless of quality).

b. Quality rule: if the number of pieces captured is equal on all sides, it is mandatory to capture the better quality (a king instead of a man).

c. If both quantity and quality are equal, the player may choose.

d. If there is more than one possibility of capturing an equal number of pieces, the player may choose.

e. If equal multiple capture conditions exist for either a man or a king, the player may choose; that is, the "obligation" depends on the pieces captured and not on the pieces doing the capturing.

f. Eliminated pieces may only be removed from their positions after the completion of the capturing move, and not as they are captured.

3.8 Limitation on number of moves.

a. "Forçada" (3 kings controlling the "River" against 1 king)

(1) The three kings must eliminate the opposing king within 12 (twelve) moves.

(2) The capturing move is included in the count. When one side has 3 kings without occupying the "River" and the opponent has one king also not occupying that line, and the stronger side has the move, the count of forced-win moves shall only begin after the "River" has been occupied (the move that occupies the "River" is not counted among the 12 moves).

b. The 20 (twenty) move rule.

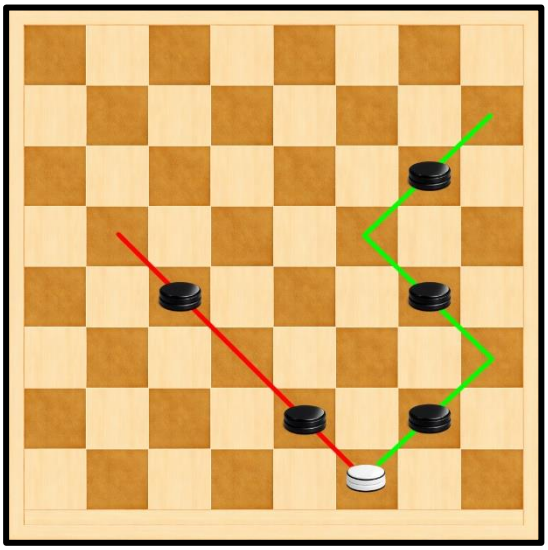
(1) Whenever a position arises on the board with a maximum of four pieces on each side, with at least one of those pieces being a king on both sides, a count of 20 moves for each color begins immediately.

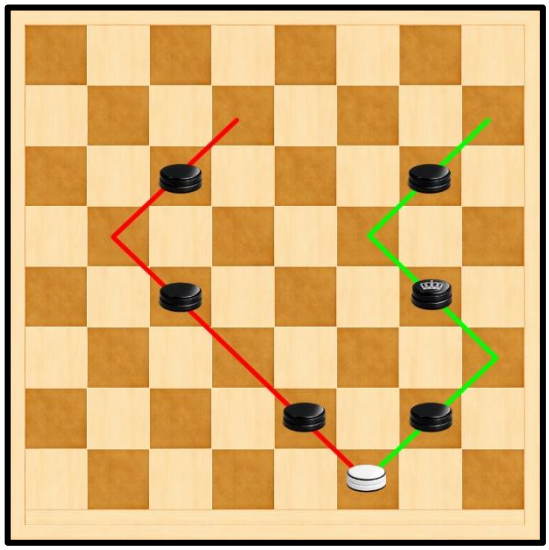
(2) The game shall be drawn, unless one of the colors — the one that started the count or the other — manages to win the game, or at least to change the endgame, which may be achieved by a man's move or by capturing a piece.

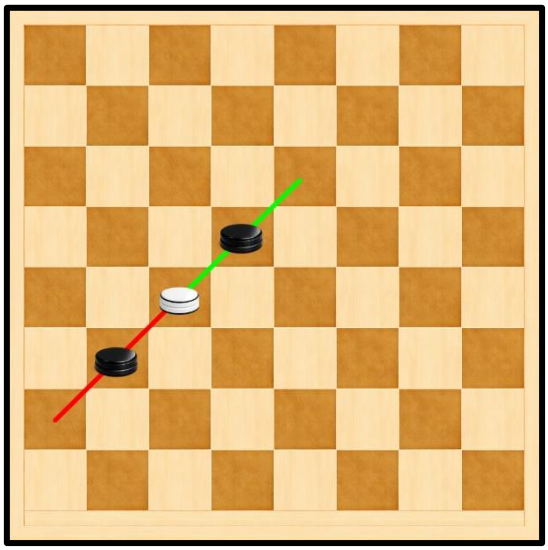
(3) If a change of endgame occurs, under the terms of the preceding paragraph, the count resumes.

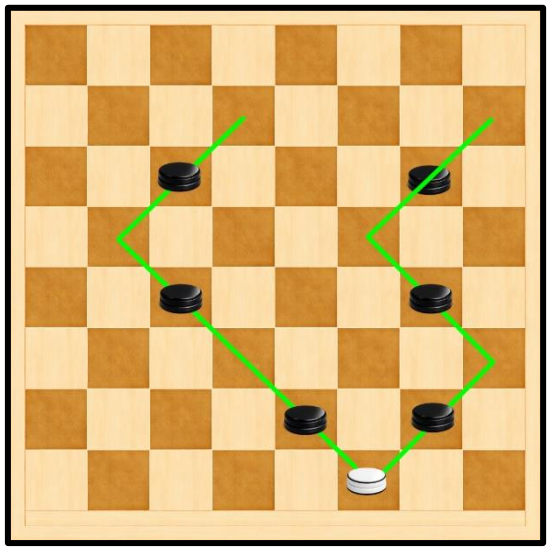
(4) The 20-move rule does not apply to the "Forçada".

(VARIOUS CAPTURE EXAMPLES — green: legal; red: illegal)









Article 4: Act of moving pieces

4.1 Each move must be made with one hand only.

4.2 The player whose turn it is to move may adjust or straighten one or more pieces on their respective squares, provided they first declare their intention, by saying "I adjust" or equivalent.

4.3 Except as provided in the preceding paragraph, if the player whose turn it is to move deliberately touches one of their own pieces, they are obligated to play it, provided that piece has a legal move.

4.4 If the player deliberately touches more than one of their own pieces, they must play the first piece touched that can make a legal move.

4.5 If the touched piece, or none of the touched pieces, has any legal move, the player may make any legal move.

4.6 Once a piece has been placed on a square and released from the player's hand, it may not, on that same move, be moved to another square.

4.7 If, in fulfilling the obligation to play a previously touched piece, the player moves it without releasing it on a square, they are not permitted to keep it suspended nor make hesitation movements; they must immediately return it to its original square to reassess the move. After completing this reassessment, they must, in the same turn, move that same piece to one of the legally admissible destination squares, thus being obligated to complete the move. A violation of this paragraph constitutes misconduct, subject to penalty under Article 12.9.

4.8 In moves without capture, the move is considered complete when the played piece is released on the destination square.

4.9 In moves with capture, whether simple or multiple, the move is considered complete when the capturing piece is released on the final square of the capture trajectory.

4.10 In multiple captures, the captured pieces are only removed from the board after the move is complete, pursuant to Article 3.6.

4.11 When a man reaches a back rank square and this results in its promotion to king, the move is considered complete upon placement of the man on that square, and the crowning is carried out pursuant to Article 3.1, paragraphs d) through g).

4.12 If a player makes an illegal move, they must replace it with a legal move, in accordance with the rules of the game.

4.13 A player is prohibited from adjusting, aligning, or in any way manipulating the opponent's pieces, except when doing so results from the execution of captures pursuant to the rules of the game.

4.14 If a player considers that the arrangement of the opponent's pieces prejudices the correct assessment of the position, they should request the arbiter's intervention; it is the arbiter's responsibility to determine that the player themselves proceed with the appropriate adjustment.

Article 5: End of the game

5.1 Draughts is played between two opponents whose objective is to win the game by capturing or blocking all of the opponent's pieces. A game may end in a win, a loss, or a draw.

5.2 A win occurs when a player captures all of the opponent's pieces, when the opponent is unable to move any piece because all are blocked, when the opponent declares resignation, or when the opponent is awarded a loss for failure to appear, exceeding the time limit, violation of the rules of conduct (notably, use of an electronic device, Article 11.3), or disciplinary sanction.

5.3 A draw occurs when a position arises in which neither player is able to capture or immobilize the opponent's pieces, when the application of the move limitation rules so determines, when the same position has been repeated three times, when the players agree during the course of the game, or when it results from a disciplinary sanction.

5.4 A loss occurs when a player loses all their pieces, when they are unable to move any piece because all are blocked, when they declare resignation, or when they incur a failure to appear, exceed the time limit, or receive a disciplinary sanction.

B – COMPETITION RULES

Article 6: Clock

6.1 The clock used in Draughts competitions is a device with two time displays linked together, so that only one of them operates at a time. In these Rules, the term "clock" refers to either of the two displays. Each display has a flag, or equivalent indicator of time limit. The "fall of the flag," or equivalent indicator of an end of time limit, means that the time allocated to a player has expired.

6.2 Use of the Clock.

a. During the game, after making their move on the board, the player must press their clock, thereby starting the opponent's time (i.e., stopping their own clock). This act completes the move.

b. The player must press their clock with the same hand used to make the move. It is forbidden to keep a finger on the clock or hovering over it.

c. After making their move on the board, the player always has the right to press their clock, and the opponent may not, by any means, prevent the exercise of that right.

d. Players must use the clock properly. It is forbidden to press it violently, to pick it up, to press it before making a move, or to knock it over. Improper use of the clock must be penalized pursuant to Article 12.9.

e. Adjusting pieces on the board is only permitted to the player whose clock is running.

f. If a player is unable to use the clock, they may designate an assistant approved by the arbiter to perform that task. The clock must be adjusted by the arbiter in a fair manner. This adjustment does not apply in the case of a player with a disability.

6.3 Allocated time.

a. When a clock is used, each player must complete the game within a set time, including any increment after each move. These conditions must be established in advance.

b. Before the start of the game, the arbiter decides where the clock is to be placed.

c. At the scheduled start time of the game, the white player's clock must be started.

6.4 Clock configuration.

a. Any indication provided by the clock shall be considered valid, unless there is an obvious defect. A clock with a manifest defect must be replaced by the arbiter, who shall adjust the times at their discretion.

b. If, during the game, it is found that the configuration of one or both clocks is incorrect, the player or the arbiter must immediately stop the clock. The arbiter must install the correct configuration and adjust the times.

c. If the game must be interrupted, the arbiter must stop the clock.

d. A player may only stop the clock to call the arbiter to deal with a legitimate matter.

e. The arbiter decides when the game is to be resumed.

f. If a player stops the clock to request the arbiter's intervention, the arbiter must assess whether there was a valid reason. If they conclude there was no valid reason, 1 (one) minute of time shall be added to the opponent's clock.

Article 7: Irregularities

7.1 If an irregularity occurs and it is necessary to restore the previous position of the pieces, the arbiter must determine, at their discretion, the time to be allocated to the players upon resumption of the game, and may also decide to maintain the existing times.

7.2 If, during a game, an error is found in the initial placement of pieces or in the orientation of the board, the game must be annulled and a new game played.

7.3 If a game has started with the colors reversed and fewer than ten moves have been made by each player, the game must be stopped and restarted with the correct colors. After ten or more moves by each player, the game continues.

7.4 Displaced or knocked-over pieces.

a. If a player displaces or knocks over one or more pieces, they must restore the correct position on their own time.

b. If necessary, the player or the opponent may stop the clock and request the arbiter's intervention.

c. The arbiter may penalize the player who displaced or knocked over the pieces.

7.5 Illegal moves.

a. An illegal move is considered completed when the player presses the clock. If, during a game, it is found that an illegal move was made, the position immediately prior to the irregularity must be restored. If that position cannot be reconstructed, the game must continue from the last identifiable position prior to the irregularity.

b. If a player presses the clock without making any move, that act must be considered and penalized as an illegal move.

Article 8: The recording of moves

8.1 It is forbidden to record a move before making it on the board, except when the player intends to claim a draw.

8.2 A player may respond to the opponent's move before recording it, if they so wish. They must, however, record their previous move before making a new move.

8.3 The scoresheet must be used only for recording moves, the times shown on the clocks, draw offers, any claims, and other relevant data of the game.

8.4 Both players must indicate a draw offer on their scoresheets with the symbol (=).

8.5 If a player is unable to keep score, they may designate an assistant, approved by the arbiter, to record the moves. The arbiter shall adjust the clock fairly. This adjustment does not apply in the case of a player with a disability.

8.6 The scoresheets must remain visible to the arbiter throughout the entire game.

8.7 The scoresheets are the property of the competition organizer.

8.8 If a player has less than five minutes remaining on their clock at any point during a period of the game and is not receiving an increment of 30 seconds or more per move, they are no longer required, during the remaining time of that period, to comply with the provisions of Article 8.

8.9 If only one of the players has stopped recording moves pursuant to Article 8.8, they must bring their scoresheet fully up to date as soon as possible.

8.10 At the end of the game, both players must sign both scoresheets, indicating the result of the game. Even if that result is incorrect, it shall remain valid, unless the arbiter decides otherwise.

Article 9: The drawn game

9.1 General principle.

a. The technical regulations of an event may specify that players may not offer or agree to a draw before a certain number of moves have been played, or at all, without the arbiter’s consent.

b. An offer made at any other moment during the game shall remain valid, without prejudice to the provisions of Article 11.6.

c. The offer may not be accompanied by any conditions or considerations and may not be withdrawn. It remains valid until the opponent accepts it, verbally rejects it, rejects it by touching a piece with the intention of moving or capturing it, or until the game ends in another way.

9.2 Moment and form of the offer.

a. A player wishing to propose a draw must do so after making their move on the board and before pressing their clock.

b. However, if the technical regulations of the event permit a draw by mutual agreement, the following shall apply:

c. A player who wishes to propose a draw must do so after making their move on the board and before pressing their clock. An offer made at any other time during the game shall be valid, but Article 11.6 must be considered. No

condition or stipulation may be included in the proposal. In both cases, the offer may not be withdrawn, and it remains valid until the opponent accepts, verbally rejects, rejects by touching a piece with the intention of moving or capturing it, or the game ends in some other way.

9.3 Recording of the offer.

a. In games where the recording of moves is required, a draw offer must be recorded by both players on their scoresheets with the symbol (=).

9.4 Effective start of the game.

a. No game may be declared drawn by mutual agreement before its effective start.

b. Any such agreement is null, and the arbiter must order the start or restart of the game.

c. If both players refuse to play after being instructed to do so by the arbiter, the game shall be declared lost for both players, pursuant to Article 12.9.

9.5 Games with mandatory recording of moves.

a. In competitions where the recording of moves is mandatory, a draw by mutual agreement is only admissible when both of the following conditions are met:

(1) each player has completed at least 20 (twenty) moves;

(2) the total number of pieces on the board is equal to or less than 8 (eight), with at least one king on each side.

9.6 Rapid and Blitz games.

a. In competitions where the recording of moves is not mandatory, the following rules apply:

(1) a draw by mutual agreement is only admissible when the total number of pieces on the board is equal to or less than 8 (eight), with at least one king on each side;

(2) when the total number of pieces is equal to or less than 8 (eight), but there is no king on at least one side, either player may request the intervention of the arbiter, who shall decide whether a draw is technically justified. The arbiter’s decision is immediate and binding, without prejudice to the right of appeal under Article 11.10.

9.7 Subsidiary draw regime.

a. Outside the conditions provided in the preceding paragraphs, draws are only admissible when resulting from the application of the rules of the game, namely:

(1) the 20-move rule;

(2) the "forçada" rule (3 kings against 1 king);

(3) three times repetition of the same position on the board.

9.8 Mandatory draws.

a. Acceptance of a draw is mandatory when the conditions of the 20-move rule, the forced win rule, or repetition of the same position are met, in accordance with these Rules.

9.9 Disputes.

a. In the event of disagreement between the players as to whether a draw condition has been met, the decision shall be made by the arbiter.

9.10 Incorrect claim.

a. If a draw claim is found to be incorrect, the arbiter must add two minutes to the opponent's remaining thinking time, and the game shall continue.

9.11 Sanctions.

a. A draw offer made in violation of the provisions of this Article, as well as its acceptance, constitutes conduct liable to disturb the opponent and to discredit the competition, and shall be punished pursuant to Articles 11.6 and 12.9.

Article 10: Points

10.1 Unless the technical regulations of an event specify otherwise, the player who wins their game, including by the opponent's failure to appear, receives a score of one point (1); the player who loses their game, including by failure to appear, receives a score of zero points (0); and the player who draws their game receives half a point (½).

Article 11: The conduct of players

11.1 Players must not engage in any act likely to bring the Game of Draughts into disrepute.

11.2 Players may not leave the "playing venue" without the arbiter's authorization. The playing venue comprises the playing area, restroom facilities, rest area, the area designated for light refreshments, the area reserved for smokers, and any other spaces designated by the arbiter. The player whose turn it is to move may not leave the playing area without the arbiter's authorization.

11.3 During the game, players are prohibited from using any notes, sources of information, or advice, as well as from analyzing positions on another Draughts board.

11.4 Without the arbiter's authorization, it is forbidden for a player to have a cell phone or any other electronic means of communication within the playing venue, unless it is completely switched off. If such a device emits any sound, the player loses the game and the opponent wins. However, if the opponent cannot win the game by any sequence of legal moves, the result shall be declared a draw.

11.5 Smoking is only permitted in areas of the venue expressly designated by the arbiter.

11.6 The scoresheet must be used exclusively for recording moves, clock times, draw offers, claims, and other relevant game data.

11.7 Players who have completed their games are thereafter considered spectators.

11.8 It is forbidden to distract or disturb the opponent in any way. This includes, in particular, unfounded claims, repeated or unjustified draw proposals, and the introduction of any source of noise into the playing area.

11.9 Violation of any of the provisions of sections 11.1 through 11.8 shall be punished pursuant to the sanctions set forth in Article 12.9.

11.10 Persistent refusal by a player to comply with the Rules of the Game of Draughts must be sanctioned with the loss of the game. It is the arbiter's responsibility to determine the opponent's score.

11.11 If both players are found guilty under the preceding paragraph, the game shall be declared lost for both.

11.12 Unless otherwise provided in the competition regulations, any player may appeal an arbiter's decision.

Article 12: The role of the Arbiter

(See Preface)

12.1 The arbiter must ensure that the Rules of the Game of Draughts are observed.

12.2 The arbiter must:

a. ensure fair play;

b. act in the best interest of the competition;

c. ensure the maintenance of an environment suitable for the practice of the game;

d. ensure that players are not disturbed during the game;

e. supervise the conduct of the competition;

f. take appropriate measures for the benefit of players with disabilities or those requiring medical care;

g. ensure compliance with the rules of competition integrity and any applicable guidelines.

12.3 The arbiter must observe the games, especially when players are in time trouble, ensure compliance with the decisions they have made, and, when necessary, apply the sanctions provided for in these Rules.

12.4 The arbiter may designate assistants to observe games, particularly when several players are in time trouble.

12.5 The arbiter may grant additional time to one or both players in the event of an external disturbance to the game.

12.6 The arbiter must not intervene in a game, except as provided for in these Rules. They must not inform any player that the opponent has made a move, nor that either of them has failed to press the clock.

12.7 If any person observes an irregularity, they must inform the arbiter only. Players from other games must not speak or interfere in another game. Spectators are likewise not permitted to interfere in the game. The arbiter may order the removal from the playing venue of persons who violate this provision.

12.8 Unless authorized by the arbiter, no person is permitted to use a cell phone or any electronic device in the playing venue, or in adjacent areas as determined by the arbiter.

12.9 Sanctions that may be applied by the arbiter:

a. warning;

b. increasing the remaining time of the opponent;

c. reducing the remaining time of the offending player;

d. increase of the score awarded to the opponent up to the maximum possible for the game;

e. reduction of the score awarded to the offender;

f. declaration of loss of the game by the offender, with the arbiter determining the opponent's score;

g. imposition of a previously announced fine;

h. exclusion of the offender from one or more rounds;

i. expulsion of the offender from the event.

Article 13: Portuguese Federation of Draughts

13.1 Clubs, associations, and athletes may request that the PFD Board of Directors issue an official ruling on matters relating to the Rules of the Game of Draughts.

C - APPENDICES

A: Balloted openings

A.1 The openings of the Game of Draughts are: "free opening," "2-move balloted opening," and "3-move balloted opening".

A.2 2-move balloted openings:

№	Moves	№	Moves	№	Moves
1	9-13, 21-17	**15**	10-14, 22-18	**29**	11-15, 22-18
2	9-13, 21-18	**16**	10-14, 22-19	**30**	11-15, 23-19
3	9-13, 22-19	**17**	10-14, 23-19	**31**	11-15, 23-20
4	9-13, 23-19	**18**	10-14, 23-20	**32**	12-15, 21-17
5	9-13, 23-20	**19**	10-14, 24-20	**33**	12-15, 21-18
6	9-13, 24-20	**20**	11-14, 21-17	**34**	12-15, 22-18
7	10-13, 21-17	**21**	11-14, 21-18	**35**	12-15, 23-19
8	10-13, 21-18	**22**	11-14, 22-18	**36**	12-15, 23-20
9	10-13, 22-19	**23**	11-14, 22-19	**37**	12-16, 21-17
10	10-13, 23-19	**24**	11-14, 23-19	**38**	12-16, 21-18
11	10-13, 23-20	**25**	11-14, 23-20	**39**	12-16, 22-18
12	10-13, 24-20	**26**	11-14, 24-20	**40**	12-16, 22-19
13	10-14, 21-17	**27**	11-15, 21-17	**41**	12-16, 23-19
14	10-14, 21-18	**28**	11-15, 21-18	**42**	12-16, 23-20
				43	12-16, 24-20

A.3 3-move balloted openings:

#	Moves	#	Moves	#	Moves
1	9-13, 21-17, 5-9	**80**	10-14, 21-17, 12-16	**159**	11-15, 22-18, 15-19
2	9-13, 21-17, 10-14	**81**	10-14, 21-18, 14x21	**160**	11-15, 22-18, 12-16
3	9-13, 21-17, 11-14	**82**	10-14, 22-18, 5-10	**161**	11-15, 23-19, 9-13
4	9-13, 21-17, 12-16	**83**	10-14, 22-18, 6-10	**162**	11-15, 23-19, 10-13
5	9-13, 21-18, 13-17	**84**	10-14, 22-18, 11-15	**163**	11-15, 23-19, 10-14
6	9-13, 21-18, 5-9	**85**	10-14, 22-18, 12-15	**164**	11-15, 23-19, 6-11
7	9-13, 22-19, 13-17	**86**	10-14, 22-18, 12-16	**165**	11-15, 23-19, 7-11
8	9-13, 22-19, 13-18	**87**	10-14, 22-19, 9-13	**166**	11-15, 23-19, 12-16
9	9-13, 22-19, 5-9	**88**	10-14, 22-19, 5-10	**167**	11-15, 23-20, 10-13
10	9-13, 22-19, 10-14	**89**	10-14, 22-19, 6-10	**168**	11-15, 23-20, 10-14
11	9-13, 22-19, 11-14	**90**	10-14, 22-19, 14-18	**169**	11-15, 23-20, 6-11
12	9-13, 22-19, 12-15	**91**	10-14, 22-19, 11-15	**170**	11-15, 23-20, 7-11
13	9-13, 22-19, 12-16	**92**	10-14, 22-19, 12-15	**171**	11-15, 23-20, 12-16
14	9-13, 23-19, 13-17	**93**	10-14, 22-19, 12-16	**172**	11-15, 23-20, 15-19
15	9-13, 23-19, 5-9	**94**	10-14, 23-19, 14x23	**173**	12-15, 21-17, 10-13
16	9-13, 23-19, 13-18	**95**	10-14, 23-20, 5-10	**174**	12-15, 21-17, 10-14
17	9-13, 23-19, 11-15	**96**	10-14, 23-20, 6-10	**175**	12-15, 21-17, 11-14
18	9-13, 23-19, 12-15	**97**	10-14, 23-20, 14-18	**176**	12-15, 21-17, 7-12
19	9-13, 23-19, 12-16	**98**	10-14, 23-20, 14-19	**177**	12-15, 21-17, 8-12
20	9-13, 23-20, 13-17	**99**	10-14, 23-20, 11-15	**178**	12-15, 21-18, 10-13
21	9-13, 23-20, 13-18	**100**	10-14, 23-20, 12-15	**179**	12-15, 21-18, 10-14
22	9-13, 23-20, 5-9	**101**	10-14, 23-20, 12-16	**180**	12-15, 21-18, 11-14
23	9-13, 24-20, 13-17	**102**	10-14, 24-20, 5-10	**181**	12-15, 21-18, 7-12
24	9-13, 24-20, 13-18	**103**	10-14, 24-20, 6-10	**182**	12-15, 21-18, 8-12
25	9-13, 24-20, 5-9	**104**	10-14, 24-20, 14-18	**183**	12-15, 22-18, 10-13
26	9-13, 24-20, 12-15	**105**	10-14, 24-20, 11-15	**184**	12-15, 22-18, 10-14
27	9-13, 24-20, 12-16	**106**	10-14, 24-20, 12-15	**185**	12-15, 22-18, 15-19
28	10-13, 21-17, 13-18	**107**	10-14, 24-20, 12-16	**186**	12-15, 22-18, 7-12
29	10-13, 21-17, 5-10	**108**	11-14, 21-17, 9-13	**187**	12-15, 22-18, 8-12
30	10-13, 21-17, 6-10	**109**	11-14, 21-17, 10-13	**188**	12-15, 22-18, 11-14
31	10-13, 21-17, 11-14	**110**	11-14, 21-17, 14-18	**189**	12-15, 23-19, 9-13
32	10-13, 21-17, 11-15	**111**	11-14, 21-17, 14-19	**190**	12-15, 23-19, 10-13
33	10-13, 21-17, 12-15	**112**	11-14, 21-17, 6-11	**191**	12-15, 23-19, 10-14
34	10-13, 21-17, 12-16	**113**	11-14, 21-17, 7-11	**192**	12-15, 23-19, 11-14
35	10-13, 21-18, 13-17	**114**	11-14, 21-17, 12-15	**193**	12-15, 23-19, 7-12
36	10-13, 21-18, 5-10	**115**	11-14, 21-17, 12-16	**194**	12-15, 23-19, 8-12
37	10-13, 21-18, 6-10	**116**	11-14, 21-18, 14x18	**195**	12-15, 23-20, 10-13
38	10-13, 21-18, 11-14	**117**	11-14, 22-18, 10-13	**196**	12-15, 23-20, 10-14
39	10-13, 21-18, 11-15	**118**	11-14, 22-18, 14-19	**197**	12-15, 23-20, 11-14
40	10-13, 21-18, 12-15	**119**	11-14, 22-18, 6-11	**198**	12-15, 23-20, 7-12
41	10-13, 21-18, 12-16	**120**	11-14, 22-18, 7-11	**199**	12-15, 23-20, 8-12
42	10-13, 22-19, 13-17	**121**	11-14, 22-18, 12-15	**200**	12-16, 21-17, 9-13
43	10-13, 22-19, 13-18	**122**	11-14, 22-18, 12-16	**201**	12-16, 21-17, 10-13
44	10-13, 22-19, 11-14	**123**	11-14, 22-19, 9-13	**202**	12-16, 21-17, 10-14
45	10-13, 22-19, 5-10	**124**	11-14, 22-19, 10-13	**203**	12-16, 21-17, 11-14
46	10-13, 22-19, 6-10	**125**	11-14, 22-19, 6-11	**204**	12-16, 21-17, 11-15
47	10-13, 22-19, 11-15	**126**	11-14, 22-19, 7-11	**205**	12-16, 21-17, 7-12
48	10-13, 22-19, 12-15	**127**	11-14, 22-19, 12-15	**206**	12-16, 21-17, 8-12
49	10-13, 22-19, 12-16	**128**	11-14, 22-19, 12-16	**207**	12-16, 21-18, 10-13

50	10-13, 23-19, 13-17	**129**	11-14, 23-19, 14x23	**208**	12-16, 21-18, 10-14
51	10-13, 23-19, 13-18	**130**	11-14, 23-20, 10-13	**209**	12-16, 21-18, 11-14
52	10-13, 23-19, 5-10	**131**	11-14, 23-20, 14-18	**210**	12-16, 21-18, 11-15
53	10-13, 23-19, 6-10	**132**	11-14, 23-20, 14-19	**211**	12-16, 21-18, 7-12
54	10-13, 23-19, 11-14	**133**	11-14, 23-20, 6-11	**212**	12-16, 21-18, 8-12
55	10-13, 23-19, 11-15	**134**	11-14, 23-20, 7-11	**213**	12-16, 22-18, 10-13
56	10-13, 23-19, 12-15	**135**	11-14, 23-20, 12-15	**214**	12-16, 22-18, 10-14
57	10-13, 23-19, 12-16	**136**	11-14, 23-20, 12-16	**215**	12-16, 22-18, 11-14
58	10-13, 23-20, 13-17	**137**	11-14, 24-20, 10-13	**216**	12-16, 22-18, 11-15
59	10-13, 23-20, 13-18	**138**	11-14, 24-20, 14-19	**217**	12-16, 22-18, 7-12
60	10-13, 23-20, 5-10	**139**	11-14, 24-20, 6-11	**218**	12-16, 22-18, 8-12
61	10-13, 23-20, 6-10	**140**	11-14, 24-20, 7-11	**219**	12-16, 22-19, 9-13
62	10-13, 23-20, 11-14	**141**	11-14, 24-20, 12-15	**220**	12-16, 22-19, 10-13
63	10-13, 23-20, 11-15	**142**	11-14, 24-20, 12-16	**221**	12-16, 22-19, 10-14
64	10-13, 23-20, 12-15	**143**	11-15, 21-17, 10-13	**222**	12-16, 22-19, 11-14
65	10-13, 23-20, 12-16	**144**	11-15, 21-17, 10-14	**223**	12-16, 22-19, 11-15
66	10-13, 24-20, 13-17	**145**	11-15, 21-17, 6-11	**224**	12-16, 22-19, 7-12
67	10-13, 24-20, 13-18	**146**	11-15, 21-17, 7-11	**225**	12-16, 22-19, 8-12
68	10-13, 24-20, 5-10	**147**	11-15, 21-17, 15-19	**226**	12-16, 23-19, 9-13
69	10-13, 24-20, 6-10	**148**	11-15, 21-17, 12-16	**227**	12-16, 23-19, 10-13
70	10-13, 24-20, 11-14	**149**	11-15, 21-18, 10-13	**228**	12-16, 23-19, 10-14
71	10-13, 24-20, 11-15	**150**	11-15, 21-18, 10-14	**229**	12-16, 23-19, 11-14
72	10-13, 24-20, 12-15	**151**	11-15, 21-18, 6-11	**230**	12-16, 23-19, 11-15
73	10-13, 24-20, 12-16	**152**	11-15, 21-18, 7-11	**231**	12-16, 23-19, 7-12
74	10-14, 21-17, 9-13	**153**	11-15, 21-18, 15-19	**232**	12-16, 23-20, 16x23
75	10-14, 21-17, 5-10	**154**	11-15, 21-18, 12-16	**233**	12-16, 24-20, 9-13
76	10-14, 21-17, 6-10	**155**	11-15, 22-18, 10-13	**234**	12-16, 24-20, 10-13
77	10-14, 21-17, 14-18	**156**	11-15, 22-18, 10-14	**235**	12-16, 24-20, 10-14
78	10-14, 21-17, 11-15	**157**	11-15, 22-18, 6-11	**236**	12-16, 24-20, 11-14
79	10-14, 21-17, 12-15	**158**	11-15, 22-18, 7-11	**237**	12-16, 24-20, 11-15
				238	12-16, 24-20, 7-12

A.4 Unified opening list (2-move and 3-move openings):

Each 2-move opening (a row with no 3rd move) is immediately followed by its corresponding 3-move openings. Numbering is sequential throughout the entire list.

#	Moves	#	Moves	#	Moves
1	9-13, 21-17	**94**	10-14, 21-18	**187**	11-15, 22-18, 7-11
2	9-13, 21-17, 5-9	**95**	10-14, 21-18, 14x21	**188**	11-15, 22-18, 15-19
3	9-13, 21-17, 10-14	**96**	10-14, 22-18	**189**	11-15, 22-18, 12-16
4	9-13, 21-17, 11-14	**97**	10-14, 22-18, 5-10	**190**	11-15, 23-19
5	9-13, 21-17, 12-16	**98**	10-14, 22-18, 6-10	**191**	11-15, 23-19, 9-13
6	9-13, 21-18	**99**	10-14, 22-18, 11-15	**192**	11-15, 23-19, 10-13
7	9-13, 21-18, 13-17	**100**	10-14, 22-18, 12-15	**193**	11-15, 23-19, 10-14
8	9-13, 21-18, 5-9	**101**	10-14, 22-18, 12-16	**194**	11-15, 23-19, 6-11
9	9-13, 22-19	**102**	10-14, 22-19	**195**	11-15, 23-19, 7-11
10	9-13, 22-19, 13-17	**103**	10-14, 22-19, 9-13	**196**	11-15, 23-19, 12-16
11	9-13, 22-19, 13-18	**104**	10-14, 22-19, 5-10	**197**	11-15, 23-20
12	9-13, 22-19, 5-9	**105**	10-14, 22-19, 6-10	**198**	11-15, 23-20, 10-13
13	9-13, 22-19, 10-14	**106**	10-14, 22-19, 14-18	**199**	11-15, 23-20, 10-14
14	9-13, 22-19, 11-14	**107**	10-14, 22-19, 11-15	**200**	11-15, 23-20, 6-11
15	9-13, 22-19, 12-15	**108**	10-14, 22-19, 12-15	**201**	11-15, 23-20, 7-11
16	9-13, 22-19, 12-16	**109**	10-14, 22-19, 12-16	**202**	11-15, 23-20, 12-16
17	9-13, 23-19	**110**	10-14, 23-19	**203**	11-15, 23-20, 15-19
18	9-13, 23-19, 13-17	**111**	10-14, 23-19, 14x23	**204**	12-15, 21-17
19	9-13, 23-19, 5-9	**112**	10-14, 23-20	**205**	12-15, 21-17, 10-13
20	9-13, 23-19, 13-18	**113**	10-14, 23-20, 5-10	**206**	12-15, 21-17, 10-14
21	9-13, 23-19, 11-15	**114**	10-14, 23-20, 6-10	**207**	12-15, 21-17, 11-14
22	9-13, 23-19, 12-15	**115**	10-14, 23-20, 14-18	**208**	12-15, 21-17, 7-12
23	9-13, 23-19, 12-16	**116**	10-14, 23-20, 14-19	**209**	12-15, 21-17, 8-12
24	9-13, 23-20	**117**	10-14, 23-20, 11-15	**210**	12-15, 21-18
25	9-13, 23-20, 13-17	**118**	10-14, 23-20, 12-15	**211**	12-15, 21-18, 10-13
26	9-13, 23-20, 13-18	**119**	10-14, 23-20, 12-16	**212**	12-15, 21-18, 10-14
27	9-13, 23-20, 5-9	**120**	10-14, 24-20	**213**	12-15, 21-18, 11-14
28	9-13, 24-20	**121**	10-14, 24-20, 5-10	**214**	12-15, 21-18, 7-12
29	9-13, 24-20, 13-17	**122**	10-14, 24-20, 6-10	**215**	12-15, 21-18, 8-12
30	9-13, 24-20, 13-18	**123**	10-14, 24-20, 14-18	**216**	12-15, 22-18
31	9-13, 24-20, 5-9	**124**	10-14, 24-20, 11-15	**217**	12-15, 22-18, 10-13
32	9-13, 24-20, 12-15	**125**	10-14, 24-20, 12-15	**218**	12-15, 22-18, 10-14
33	9-13, 24-20, 12-16	**126**	10-14, 24-20, 12-16	**219**	12-15, 22-18, 15-19
34	10-13, 21-17	**127**	11-14, 21-17	**220**	12-15, 22-18, 7-12

35 10-13, 21-17, 13-18
36 10-13, 21-17, 5-10
37 10-13, 21-17, 6-10
38 10-13, 21-17, 11-14
39 10-13, 21-17, 11-15
40 10-13, 21-17, 12-15
41 10-13, 21-17, 12-16
42 10-13, 21-18
43 10-13, 21-18, 13-17
44 10-13, 21-18, 5-10
45 10-13, 21-18, 6-10
46 10-13, 21-18, 11-14
47 10-13, 21-18, 11-15
48 10-13, 21-18, 12-15
49 10-13, 21-18, 12-16
50 10-13, 22-19
51 10-13, 22-19, 13-17
52 10-13, 22-19, 13-18
53 10-13, 22-19, 11-14
54 10-13, 22-19, 5-10
55 10-13, 22-19, 6-10
56 10-13, 22-19, 11-15
57 10-13, 22-19, 12-15
58 10-13, 22-19, 12-16
59 10-13, 23-19
60 10-13, 23-19, 13-17
61 10-13, 23-19, 13-18
62 10-13, 23-19, 5-10
63 10-13, 23-19, 6-10
64 10-13, 23-19, 11-14
65 10-13, 23-19, 11-15
66 10-13, 23-19, 12-15
67 10-13, 23-19, 12-16
68 10-13, 23-20
69 10-13, 23-20, 13-17
70 10-13, 23-20, 13-18
71 10-13, 23-20, 5-10
72 10-13, 23-20, 6-10
73 10-13, 23-20, 11-14
74 10-13, 23-20, 11-15
75 10-13, 23-20, 12-15
76 10-13, 23-20, 12-16
77 10-13, 24-20
78 10-13, 24-20, 13-17
79 10-13, 24-20, 13-18
80 10-13, 24-20, 5-10
81 10-13, 24-20, 6-10
82 10-13, 24-20, 11-14
83 10-13, 24-20, 11-15
84 10-13, 24-20, 12-15
85 10-13, 24-20, 12-16
86 10-14, 21-17
87 10-14, 21-17, 9-13
88 10-14, 21-17, 5-10
89 10-14, 21-17, 6-10
90 10-14, 21-17, 14-18
91 10-14, 21-17, 11-15
92 10-14, 21-17, 12-15
93 10-14, 21-17, 12-16
128 11-14, 21-17, 9-13
129 11-14, 21-17, 10-13
130 11-14, 21-17, 14-18
131 11-14, 21-17, 14-19
132 11-14, 21-17, 6-11
133 11-14, 21-17, 7-11
134 11-14, 21-17, 12-15
135 11-14, 21-17, 12-16
136 11-14, 21-18
137 11-14, 21-18, 14x18
138 11-14, 22-18
139 11-14, 22-18, 10-13
140 11-14, 22-18, 14-19
141 11-14, 22-18, 6-11
142 11-14, 22-18, 7-11
143 11-14, 22-18, 12-15
144 11-14, 22-18, 12-16
145 11-14, 22-19
146 11-14, 22-19, 9-13
147 11-14, 22-19, 10-13
148 11-14, 22-19, 6-11
149 11-14, 22-19, 7-11
150 11-14, 22-19, 12-15
151 11-14, 22-19, 12-16
152 11-14, 23-19
153 11-14, 23-19, 14x23
154 11-14, 23-20
155 11-14, 23-20, 10-13
156 11-14, 23-20, 14-18
157 11-14, 23-20, 14-19
158 11-14, 23-20, 6-11
159 11-14, 23-20, 7-11
160 11-14, 23-20, 12-15
161 11-14, 23-20, 12-16
162 11-14, 24-20
163 11-14, 24-20, 10-13
164 11-14, 24-20, 14-19
165 11-14, 24-20, 6-11
166 11-14, 24-20, 7-11
167 11-14, 24-20, 12-15
168 11-14, 24-20, 12-16
169 11-15, 21-17
170 11-15, 21-17, 10-13
171 11-15, 21-17, 10-14
172 11-15, 21-17, 6-11
173 11-15, 21-17, 7-11
174 11-15, 21-17, 15-19
175 11-15, 21-17, 12-16
176 11-15, 21-18
177 11-15, 21-18, 10-13
178 11-15, 21-18, 10-14
179 11-15, 21-18, 6-11
180 11-15, 21-18, 7-11
181 11-15, 21-18, 15-19
182 11-15, 21-18, 12-16
183 11-15, 22-18
184 11-15, 22-18, 10-13
185 11-15, 22-18, 10-14
186 11-15, 22-18, 6-11
221 12-15, 22-18, 8-12
222 12-15, 22-18, 11-14
223 12-15, 23-19
224 12-15, 23-19, 9-13
225 12-15, 23-19, 10-13
226 12-15, 23-19, 10-14
227 12-15, 23-19, 11-14
228 12-15, 23-19, 7-12
229 12-15, 23-19, 8-12
230 12-15, 23-20
231 12-15, 23-20, 10-13
232 12-15, 23-20, 10-14
233 12-15, 23-20, 11-14
234 12-15, 23-20, 7-12
235 12-15, 23-20, 8-12
236 12-16, 21-17
237 12-16, 21-17, 9-13
238 12-16, 21-17, 10-13
239 12-16, 21-17, 10-14
240 12-16, 21-17, 11-14
241 12-16, 21-17, 11-15
242 12-16, 21-17, 7-12
243 12-16, 21-17, 8-12
244 12-16, 21-18
245 12-16, 21-18, 10-13
246 12-16, 21-18, 10-14
247 12-16, 21-18, 11-14
248 12-16, 21-18, 11-15
249 12-16, 21-18, 7-12
250 12-16, 21-18, 8-12
251 12-16, 22-18
252 12-16, 22-18, 10-13
253 12-16, 22-18, 10-14
254 12-16, 22-18, 11-14
255 12-16, 22-18, 11-15
256 12-16, 22-18, 7-12
257 12-16, 22-18, 8-12
258 12-16, 22-19
259 12-16, 22-19, 9-13
260 12-16, 22-19, 10-13
261 12-16, 22-19, 10-14
262 12-16, 22-19, 11-14
263 12-16, 22-19, 11-15
264 12-16, 22-19, 7-12
265 12-16, 22-19, 8-12
266 12-16, 23-19
267 12-16, 23-19, 9-13
268 12-16, 23-19, 10-13
269 12-16, 23-19, 10-14
270 12-16, 23-19, 11-14
271 12-16, 23-19, 11-15
272 12-16, 23-19, 7-12
273 12-16, 23-20
274 12-16, 23-20, 16x23
275 12-16, 24-20
276 12-16, 24-20, 9-13
277 12-16, 24-20, 10-13
278 12-16, 24-20, 10-14
279 12-16, 24-20, 11-14
280 12-16, 24-20, 11-15
281 12-16, 24-20, 7-12

B: «*Rapid*»

B.1 A Rapid Draughts game is one in which, per game, all moves must be completed within a fixed time of more than 7.5 minutes but less than 15 minutes for each player; or the allotted time + 30 times any increment is more than 7.5 minutes but less than 15 minutes for each player.

B.2 Players are not required to record moves.

C: «*Blitz*»

C.1 A Blitz Draughts game is one in which, per game, all moves must be completed within a fixed time of more than 3 minutes but less than 7.5 minutes for each player; or the allotted time + 30 times any increment is more than 3 minutes but less than 7.5 minutes.

C.2 Players are not required to record moves.

D: Number of games per match

D.1 Matches must consist of an even number of games.

D.2 In Swiss and round-robin pairing systems, each match shall, as a rule, consist of two or four games, unless the competition regulations provide otherwise.

D.3 In head-to-head matches (match format), the number of games per match may exceed four and must be established in advance in the specific competition regulations.

D.4 Notwithstanding the provisions of paragraph 1, only in tiebreak systems of the Armageddon type may the playing of a single game to decide the result be provided for, on an exceptional basis.

D.5 In the case provided for in the preceding paragraph, the specific conditions of that game — including in particular the thinking time, the assignment of colors, and any regulatory advantages — must be defined in advance in the competition regulations.