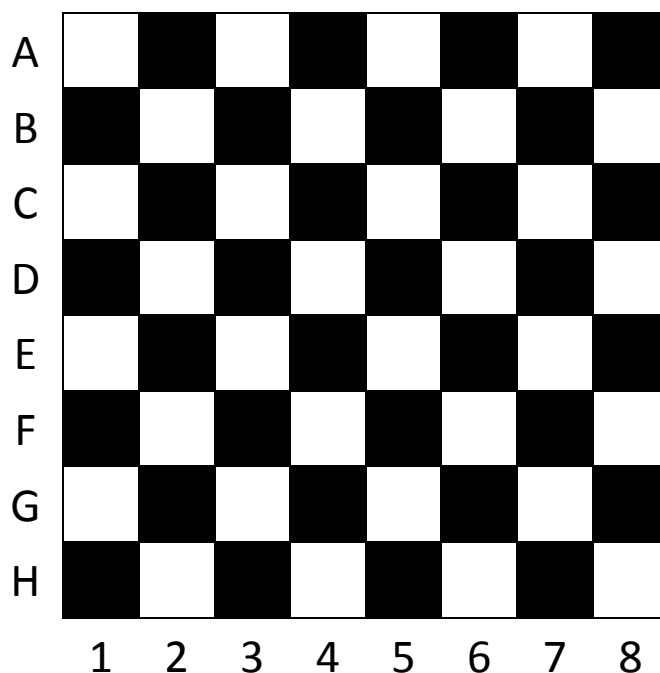


Draughts



The rules are the same as for normal draughts. Each side begins with 12 pieces placed on the board on the 12 white squares nearest to their edge. Each player moves a piece in turn, each piece being able to move one square at a time down the board. Normal pieces may only move diagonally down the board. Pieces are “taken” by moving two squares diagonally over an opponent’s piece. Pieces that are taking can keep moving, provided that they are continually taking pieces – as soon as they cannot take another piece they must stop. Any piece that reaches the opposite end of the board is “crowned” and can from that point move diagonally in any direction, in the same manner as the normal pieces.

Procedure

1. Each side is to place their 12 pieces on the board.
2. Establish Radio Communications via Radio Check
3. Callsign M1 is to start.
4. Format is phonetic alphabet letter followed by number
5. Second station is to confirm the movement.
6. Once a movement is registered control passes to the 2nd station.
7. When a piece reaches the opposing side of the board, the player must declare their piece as being “crowned”.
8. Continue until enemy has all been taken or a draw established.

Radio Procedure

M2 this is M1 MOVE Charlie FIGURES Zero One to Delta FIGURES Zero Two OVER

M1 this is M2 I READ BACK Charlie FIGURES Zero One to Delta FIGURES Zero Two OVER

M2 this is M1 CORRECT OVER.

M1 this is M2 MOVE Foxtrot FIGURES Zero Four to Echo FIGURES Zero Five OVER.

M2 this is M1 I READ BACK Foxtrot FIGURES Zero Four to Echo FIGURES Zero Five OVER.

M1 this is M2 CORRECT OVER.

M1 to move...etc.

Make sure that you mark each move on the board – the game gets very confusing if you forget! If in doubt go back and check your Radio Log.

Remember...

Use correct radio procedures at all times. External monitoring of the frequencies in use may be in progress.