

Chinese Checkers - Open

The aim of the game is to be the first player to move all ten pegs across the board and into the triangle opposite.

(General Rule 1.1 apply)

Play

A toss of a coin decides who starts. Players take turns to move a single peg of their own colour. In one turn a peg may either be simply moved into an adjacent hole OR it may make one or more hops over other pegs. Where a hopping move is made, each hop must be over an adjacent peg and into a vacant hole directly beyond it. Each hop may be over any coloured peg including the player's own and can proceed in any one of the six directions. After each hop, the player may either finish or, if possible and desired, continue by hopping over another peg. Occasionally, a player will be able to move a peg all the way from the starting triangle across the board and into the opposite triangle in one turn

Pegs are never removed from the board. It is permitted to move a peg into any hole on the board including holes in triangles belonging to other players, even triangles not presently in use. However, once a peg has reached the opposite triangle, it may not be moved out of the triangle - only within the triangle.

Finishing

The first player to occupy all 10 destination holes is the winner.

In the situation where a player is prevented from **winning** because an opposing player's peg occupies one of the holes in the destination triangle, then instead of playing in the usual way, the player is entitled to swap the opposing peg with that of his own peg.

If in the event, time does not allow you to complete the game, the one with more pegs in their triangle wins.

Equipment

SportsFest Supply all Gear