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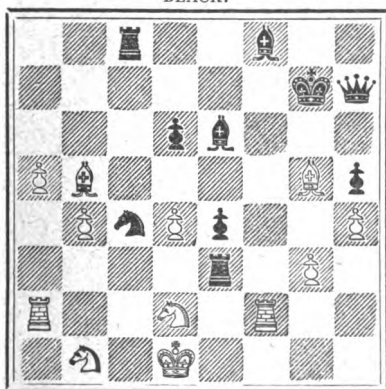
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(Continued from p. 494, vol. xix.)

(The custom of always making White the winning party is quite a modern one).

BLACK.



WHITE.

BLACK.

WHITE.

- | | | | |
|---|--------------|---|--------|
| 1 | Kt—Kt 7 ch ! | 1 | R × Kt |
| 2 | R—K 8 ch ! | 2 | K × R |
| 3 | R—B 8 ch | 3 | K—K 2 |
| 4 | B—K Kt 5 ch | 4 | K—K 3 |

.....The Bishop's check can
not be covered.

- 5 R—K 8 ch 5 R covers

.....Delaying mate by one
ove.

- 6 R × R ch 6 K—B 4
7 B—R 3 ch 7 K—B 5
8 Q—Kt 3 mate.

The Queen commands (of the squares within the White King's field) one only—that on which the King stands. Each Black Bishop, within the same compass, one square only. The King, Rook, and Pawn, as with us to-day.

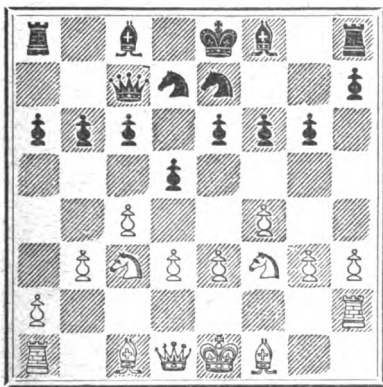
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never advance more than one step on the first move.* From this restriction on the part of the Pawns, together with the very limited range of the Queen and Bishops, it will be easily seen that no formidable collision of the forces could have taken place till at least from ten to fifteen moves had been made on either side. Hence, in order to save time, and to prevent useless exchanges, it was agreed that the first player should make his (let us say) twelve moves all at once, without, however, crossing the middle of the board; after which the adversary was entitled to play up in succession an equal number of counter moves, such as he might deem most conducive to ultimate victory, being also restricted to his own half of the board.

"These preliminary manœuvres the Arabs called 'Ta'biyat,' which signifies 'the drawing up of troops in battle array.' This term corresponds in some degree with our word 'opening,' with this difference, that in the Ta'biyat all the pieces and Pawns remain on the board, each on their own side, up to the tenth or fifteenth move, more or less, which seldom happens in our game, except in a few dull and cautious openings, such as what we call the 'French Game' or 'King's Pawn One Game,' which leads to a system of tactics somewhat resembling that of the Shatranj or Mediæval game.

"In the Arabic MS., No. 7,515 in the British Museum, we find eleven diagrams of 'battle-array,' mostly named after the old Masters who established them; or from some peculiarity in their own nature, just as we speak of the 'Evans Gambit,' the 'Bishop's Opening,' &c." The following diagram shows a position after ten moves had been made on each half of the board.

BLACK.



WHITE.

White had the move, and arranged his pieces as shown. Then Black made his ten moves, and now White can move one piece or Pawn, and so on, as with us. The only differences from this point being in the moves of the Queen and Bishop; in Pawn promotion (Queen only); in the unmoved Pawn's first move; and in the ending if not a checkmate. And in the fact that there is no "Castling."

In the above position White has moved his Bishops' Pawns two squares, so as to allow his Knights to occupy a very attacking position. By-and-by, when the two centre

Pawns can be safely advanced, the places where they now stand will be

* This was uniformly the rule in the Chaturanga form of chess, and with a slight exception, peculiar to India, it still prevails all over Asia. It was the rule in the Shatranj game, when the players made alternate moves, as we do; but when the players agreed to take up a strategic position, then a Pawn might, in so doing, move one or two squares at pleasure. This had nothing to do with one Pawn taking another Pawn "*en passant*," for in the mediæval game neither player crossed the frontier line. It is possible, however, that from this Oriental custom of the "Ta'biyat" arose the present privilege of our Pawns moving *one* or *two* squares, on the first move.

occupied by the two Bishops, which is the best position for the latter. In two moves more the White Rooks may be doubled, one at Q Kt sq and one at Q Kt 2. Later the King and Queen (the latter diagonally only, one step at a time) will move up in the rear of the centre.

The position assumed by Black is evidently defensive. The Knights are less advanced, and the Q has moved to her 'Bishop's' 2nd. Black expects an attack on the Q side. Still, as Dr. Forbes says, "from the peculiar nature of the openings in the Shatranj, it is evident that no rapid or brilliant attack could possibly take place as in our gambits. The armies were advanced into close quarters before the engagement commenced, and thenceforth the final victory really depended upon a series of skilful manœuvres, such as might tend to lead the enemy into an unfavourable position." He adds—"the Oriental game, though less brilliant than ours, appears to me to have been calculated to form better players in the true sense of the term—that is, players who excelled in carrying the contest through the middle stage of the game—a rare secret, which neither books nor preceptors can teach."

There was no "Castling" in chess till some time after the game had spread over Europe (and then, for a long period, the operation was performed in two moves—the Rook to the King first, and then the King, next move, jumped over the Rook), neither can any trace be found of the 'King's leap' before chess entered Europe.

As to the endings other than checkmate: checkmate was aimed at, as showing superior skill, but there were two other ways of winning. First, when one player had succeeded in capturing all his opponents' forces,* provided he had any of his own remaining, however small. And secondly, a player won when he succeeded, under certain restrictions, in giving his adversary stalemate.† There were good reasons why this latitude should be allowed,—these three modes of winning. With us, for example, a King and Pawn against a King is, under certain conditions, a sure victory; but not so in the Shatranj (that is, if victory depended on checkmate), for suppose the Pawn had become a Queen, the latter possessed not the mating power. Also, with us, a Knight and Bishop, or two Bishops, can mate, but it was not so before the fifteenth century. So, if victory had depended solely on checkmate, a won game among good players would have been rather a rarity. Checkmates often occurred, but chiefly when one of two players was decidedly stronger than the other.

A victory gained by giving stalemate was uncommon, for it had to be under conditions, and any kind of stalemate was rare, because if a King were left minus pieces and Pawns, that fact lost him the game (if his opponent had some). To illustrate this matter let us suppose White to be the winning party, and Black King about to be stalemated. He has some pieces left, but unable to move; then he is placed in a stalemate position himself—or what we should call stalemate, he being unable to move in the usual way—but he is then allowed to change places with any piece or Pawn

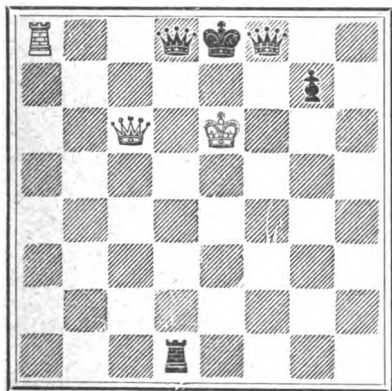
* Or all but the King. He was never taken in the Shatranj game, but he was in the Chaturanga.

† Later on, in Europe, we find this reversed, for the party who was stalemated claimed the victory; a foolish result, which finally disappeared in England about 1812, and earlier in France.

of his own colour, provided that in so doing he does not have to stand on a square commanded by a White piece or Pawn (He may be moved all across the board for this purpose). The Black piece which takes his place was called (perhaps in Arabia it is still) "*fida*," sacrifice or victim, because there was every probability of his being captured. This sacrifice gave a fresh lease of life to the King, and so the game might go on. But if the King cannot change places with any piece without going into check, then he *is* stalemated, and so White wins. Occasionally White would give stalemate by the move which captured the last of Black's pieces—this, of course, would be a win for White.

The Arabs and Persians call the end-game "*Mansūba*,"—"position" or "situation," being a "determinate" chess problem, the solution of which is reduced to a certainty. The ending announced might be checkmate, stalemate, or capture of the last piece—in each case a win. Their best players seem to have prided themselves on their readiness of seizing on such positions as led to victory in a certain number of moves. Hence the epithet "*mansūba dān*," "a cunning chess-player," and figuratively "a man of resource." The term was applied to all such players as Ali Shatranj, Al Suli, and everyone in the first rank at any period.

Games were drawn about as often as with us, for many positions which would be "wins" with us could only be draws on account of the weakness of the Queens and Bishops—not sufficient force to checkmate, stalemate, or capture everything. When, in the ending, there were several Queens, much depended on what diagonals they were running on (as is the case now with our Bishops). When they ran on what we should call the same colour they were said to be "concordant," and when on different colours—"discordant." There were rules by the aid of which a player might know whether a Pawn, on Queening, might prove to be concordant or not, with such Queen or Queens as he had already on the board. This, apart from other evidence, shows that the Oriental board was not chequered with two colours till at least a comparatively recent period. Had the board been chequered it would have been seen at once whether the newly made "*Farzin*" should prove "*Muwāṣik*" or "*Mukhālīf*."



White to move and draw.

"Perpetual check" drew a game, as to-day; and what came to the same thing, a perpetual persecution of the adversary's *winning* piece. The appended is an example. It is not at all a "natural" position for Black, and no doubt was "composed."

SOLUTION.

- | WHITE. | BLACK. |
|-----------------------|---------------|
| 1 R—R sq | 1 R—Q 7, Q 6, |
| 2 R moves accordingly | [or Q 5 |
| to R 2, 3, or 4, | |
| threatening Black R. | |

If Black R—Q 4, White Q × R and wins. If R—Q 2, White Q × R ch mate. If Black R—K 8 ch,

R×R and wins. If Black R×R, White Q—Q 7 mate. If Black moves either Q, or the Pawn, R×R and wins. His two Queens and Pawn have no chance, with good play, of even drawing against White R and Q. In the mediæval game the Rook was the most powerful piece on the board. Of course, from what has been stated, it will be seen that in the above position the Black King is not in check, and that the Black Queens can never give check so long as the White King keeps on a White square.

W. S. B.

CHEL TENHAM.

(To be continued.)

P.S.—Mr. J. Cresswell, Telegraph Office, Nowshera, the Punjab, writes (in reference to a remark on the probability of the ancient Hindu four-armed game being still played)—“Chatrang (with four armies) *is* played here, but the players are few.”



We reciprocate most heartily the many kind expressions of regard that have reached us during the past month, and wish every reader of the *B.C.M.* a very Happy and Prosperous New Year.

The Riga and Moscow Clubs are playing two simultaneous games by telegraph.

The Gothenburg Club thinks of celebrating the 20th year of its existence by a Northern Tourney, with prizes of 150, 100, and 50 kronen.

In the Kolisch Tourney, at Vienna, the following masters are among those who are taking part: Alapin, Albin, Marco, Maroczy, Schlechter, Schwarz, and Zinkl.

The Zürich Club has won a correspondence match with the Morphy Club of Erfurt, and at Winterthur lately there was a meeting of the clubs of Eastern Switzerland.

At Washington, recently, Mr. Pillsbury is said to have played 47 games of chess and draughts in one day, eleven of them blindfold, and to have lost only 2 of the whole lot.

Herr Halprin has been obliged to retire from the editorship of the *Vienna Chess Magazine*, which he shared with Herr Marco, on account of the pressure of his own business.

In the theoretical tourney at the Berlin Club, the following players are contending: Herren Ahlberg, Bauer, Bodenstein, Caro, Edelheim, Höper, Kempner-Hochstadt, and Krüge. In every game the Bishop's Gambit must be offered and accepted.

We are glad to hear that the once famous, rich, and hospitable Havana Chess Club is likely soon to be revived. Several of the old names are among the promoters of the new movement, and for the present they are holding their meetings at a private house.

Cheshire County Cup Competition.—On Saturday, December 9th, a match in the first round of this competition was contested at Warrington, the opponents being Sale and District Club *versus* Chester. The first named club won by 5 to 3. On the same day Birkenhead defeated Macclesfield at Manchester, by $6\frac{1}{2}$ to $1\frac{1}{2}$.

The Berlin Club, "Thurm," has removed to the north-east of the city, in order to promote the interests of chess in that part of the capital, and is holding a winter tourney. The "New Berlin Club" celebrated its first anniversary on November 4th with great animation, and here as well as in the "Berlin Schachverein," a winter tourney with three classes is in progress

On October 17th, a festival took place at the Hamburg Chess Club, of a kind not easy to rival elsewhere. The honorary president of the club, Dr. Feil, completed on that day the 50th year of his membership, and was there fresh and lively to receive a handsome present from the club of a stamped leather chess board, with ivory men, and also at the banquet the hearty congratulations of his fellow members.

The *Schachfreund* announces that, as in the years 1885 and 1890, so also this year, at Whitsuntide, a three days' chess festival will take place in the world-famed village of Strobeck. It is proposed to hold a chief tourney open to every one, and we presume on even terms; a tourney in rounds, open only to members of the Hartz Chess Association; and a tombola tourney. The accommodation of visitors will be well cared for.

An exhibition of living chess recently took place at Hamburg, the game portrayed being the famous one between Max Weiss and Pollock, at the New York Chess Congress. The pieces were represented by young ladies, who, arranged in red and white costumes, with appropriate chess emblems, under the strains of music took up their positions, and in party coloured illustrations (especially in the ending) of a piquant game. The exhibition took about an hour, and made a lively impression on a not very numerous but highly select body of spectators.

Yorkshire.—The following table shows the progress of the "Woodhouse" Challenge Cup Competition to end of December. Two points for a win; one point for a drawn match.

One point for a drawn match.										
	Played	MATCHES.			Drawn	Won	GAMES.		Points.	
		Won	Lost	Lost			Drawn			
Bradford	4	3	1	0	19	13	8	6
Sheffield.....	4	2	1	1	18	11	11	5
Huddersfield	4	1	2	1	11	19	10	3
Leeds.....	3	1	2	0	11	15	4	2
Hull	3	1	2	0	10	11	9	2

The county committee met on December 30th, and selected the team—30 players and 6 reserves—to play Lancashire, on February 3rd, in Manchester.

Messrs. Wildman and Woollard were appointed to draw up suggested rules for inter-county contests, as requested by the Northern Counties Union.

Match: North v. South Wilts. Played at Trowbridge, November 29th. Score: North 12, South 10. The Rev. J. F. Welsh played top board for the South, and defeated Mr. A. Rumboll.

Chess in Scotland.—As hinted in *B.C.M.* for December, the Falkirk Chess Club was stronger than was generally suspected, and would probably be heard of further. It has very promptly confirmed this by defeating the Burns (Glasgow) team by 4 to 1 in the 'Richardson' Cup Competition. With limited teams of five a-side the Falkirk Club is not to be treated lightly. Its next tie is with the Glasgow Club, and although we think it will lose, still the struggle should be interesting. The tie for the 'Richardson' Cup is now reduced to the Dundee, Edinburgh, Glasgow, and Falkirk Clubs.

Herr Mieses arrived at the Glasgow Club on the 16th December, and has been handling the members in the usual way in simultaneous play. The rapidity of his play is quite a feature.

In the Augsburg Chess Club the winter tourney has begun, with no less than 31 entries. It is divided into four groups, in which each has to play one game with every other, whereby, by means of suitable odds, the strength of play will be equalised. The tourney will be richly endowed with prizes, and non-prize winners will also receive a reward for each won

game. Since the strongest players of the club will be thus discovered, the contest will be very interesting. Apparently it will last for the next six months, and will mark the beginning of the new century.

We take this information from the *Augsburger Schachblatt*, but must dissent from the new century theory, though it is endorsed by the high dictum of the German Emperor. We must also remark that the statement about the groups and the odds leaves something to be desired in clearness.

Mr. Michael, the champion player of South Africa, has been compelled by the war to leave Johannesburg, and come to Capetown, where his presence is much appreciated at the chess club. The championship tourney for S. Africa was to have been held at Johannesburg next Easter, but there is of course very little prospect of such an event taking place there now. "Inter arma silent ludi." On the other hand we find that the war does not seem to interfere very much with the players of Capetown and Durban. for the *Cape Times* says that the championship tourney of the Capetown Club ended recently in a win for Mr. Roberts, with $8\frac{1}{2}$ games out of a possible 12. Mr. Cameron was a good second, with 8 games won. A handicap tourney is also in progress at Durban, with 24 competitors. Play goes on twice a week, and it is expected that the contest will last for about three months.

Lancashire.—The annual match, Manchester *v.* Liverpool, was played on Saturday, December 2nd, at the rooms of the last-named club, whose representatives won a well-contested struggle by $6\frac{1}{2}$ to $3\frac{1}{2}$ games.

On December 9th, the Manchester Club was visited by a team of twelve players, representing the Bradford C.C., and after a pleasant contest the Yorkshiremen were defeated by 7 games to 2, with 2 draws.

Manchester Chess League.—A meeting of the Executive took place on December 11th, when the Silver King Trophy was presented to the representative of the winning club, Ardwick II.

Eleven clubs entered the 'Reyner' Memorial Shield Competition. The competitors were paired by ballot, and the first round must be completed not later than January 14th; second round on or before February 10th; third round, March 17th. The final match will be played at the Manchester Club, on some later date.

The annual match Liverpool League *v.* Manchester League will be played in Manchester, on February 17th—with teams of 30 players and six reserves.

Chess in Kent.—Since the opening of the season good progress has been made in the County Cup Competition. In mid-Kent division, Rochester has beaten both Plumstead and Maidstone, each with the same score, $5\frac{1}{2}$ to $2\frac{1}{2}$. In E. Kent, Canterbury has won the section by victories over Dover (2), Ashford (1), and Deal (2), the latter being scratched. In this division Dover stand second with 3 wins (Deal 2 and Ashford 1) and

3 losses (Canterbury 2, Ashford 1). In the West Kent division, Cray has beaten Sidcup and Tonbridge, while Tunbridge Wells beat both. In North Kent, Lee the champions have scored a win over Bromley. Lee, which is a strong club, is doing fairly well in the London League. Rochester has played several friendlies with powerful Metropolitan teams, making a good fight especially with the Ibis C.C., successfully led by T. F. Lawrence; the result was Ibis $10\frac{1}{2}$, Rochester $9\frac{1}{2}$. A new club has entered the field in East Kent at Ramsgate, and this club, led by Mr. C. H. Sherrard, has beaten Canterbury, but lost to Deal, who by the way happen to respectively head and tail the East Kent clubs. Somehow, chess is slack in East Kent this year, no less than three league matches having been scratched in the competition between four clubs. In addition to the Kent *v.* Yorkshire correspondence match, two teams of Kent Association players are engaged in friendly contests by the same medium. One or two Kent men as well as several Sussex players are also competing in the Correspondence Tourney organised by *Hobbies*.

London.—With Christmas holidays there is always a lull in London chess matters, and this year public interest is so keenly fixed on the greater game in progress in South Africa that the lull seems more pronounced than usual.

From the brave to the fair is but a step, so we turn to the doings of the Ladies' Chess Club first. The club has not abated its wonted activity, and its members have been well to the fore during the month. On the 30th November, the Ladies played Toynbee in the "C" division of the League Competition, the result being Ladies 4, Toynbee 3, and 1 game left for adjudication. On December 4th, the Ladies were defeated by Wood Green by 2 to 5, and 1 game left for adjudication. The Battersea second team beat the Ladies by $8\frac{1}{2}$ to $3\frac{1}{2}$. On the 18th December, the Ladies beat Brixton (mixed team) by 8 to 7.

In the City of London Chess Club, play in the various tournaments has made good progress. In the Championship Tournament, Lawrence is 6 out of 6, Ward 5 out of 6, Loman $5\frac{1}{2}$ out of 7, Alcock $3\frac{1}{2}$ out of 5, Herbert Jacobs 4 out of 6, E. O. Jones $3\frac{1}{2}$ out of 6, Physick $3\frac{1}{2}$ out of 6, and Harold Jacobs 4 out of 7. In the Winter Tournament, the leaders in the first-class sections are T. Physick, E. O. Jones, E. Hamburger, and Dr. Marshall.

On the 30th November, the Thames Valley defeated Acton by 6 to 2. On the 29th, Sydenham and Forrest Hill played Goldsmith Institute, the score being Sydenham and Forrest Hill 4, Goldsmith 3, and 1 game for adjudication. On December 4th, West Norwood defeated Argus Club (Greenwich) by 4 to 2. On the 6th ulto., West Norwood defeated Bohemians by 6 to 2; and on the 7th, they drew with Nightingale Lane, each scoring 4. The same evening, North Kensington defeated Acton by $9\frac{1}{2}$ to $2\frac{1}{2}$.

The Willis Street Chess Club (Poplar) has just finished its annual Tournament, first prize in which has been won for the fourth consecutive time by Mr. C. Lewis. A very successful Handicap, in four sections, has

also been in progress, the result in final play-off being that J. Briggs (section 2) was 2, R. Tucker (section 3) $1\frac{1}{2}$, G. Guttridge (section 4) $1\frac{1}{2}$, and C. Lewis (section 1) 1. According to rule Mr. Lewis will shortly have to leave the club, his age being over 21, the age limit. In match play so far the lads have had a heavy campaign, winning 3 matches and losing 6. They play in the League Competition more for practice than with any hope of winning.

A new club has recently been formed called the Kennington Chess Club. Its list of members is at present limited, but recruits are coming in, and the secretary trusts that by next year the club will be able to take part in match play, and issue a match card. Gentlemen willing to join the club are requested to write to Mr. Arthur W. Nott, 257, Brixton Road, S.E.

London Chess League.—Play in all divisions of the League Competition has proceeded steadily up to the time of the Christmas holidays.

In the "A" division the following matches have been played. On the 30th November, East London beat Athenæum by 12 to 8; and the same evening Metropolitan beat North London by $10\frac{1}{2}$ to $8\frac{1}{2}$, with 1 game unfinished. On December 4th, Hampstead beat Insurance by $12\frac{1}{2}$ to $7\frac{1}{2}$. Hampstead has also defeated Ludgate Circus by $10\frac{1}{2}$ to $9\frac{1}{2}$. On December 4th, North London beat Lee by $12\frac{1}{2}$ to $7\frac{1}{2}$. On the 6th, Spread Eagle beat Athenæum by 12 to 8. On December 14th, Metropolitan beat Athenæum by 12 to 8, Insurance defeated Lee by $13\frac{1}{2}$ to $6\frac{1}{2}$, and East London played West London, with the result that each club scored 8, with 4 games left for adjudication. On the 18th December, Spread Eagle beat Battersea. The leaders in the "A" division now are: Metropolitan, 4 out of 4; and Battersea and Spread Eagle, each 3 out of 3.

In the "C" division the leaders are Polytechnic, 5 out of 6; and Ladies, 3 out of 4. In the "D" division the leaders are Local Government Board, 2 out of 2; North Kensington, 1 out of 1; and London County Council, 3 out of 4.

NORTHERN COUNTIES CHESS UNION.

The committee appointed to manage the business of the N.C.C.U. until the first annual general meeting in April next, met at Leeds, on Saturday, December 2nd, for the purpose of arranging the programme for the present season. Mr. A. E. Moore (chairman), Manchester, presided, and after a most satisfactory conference of nearly three hours duration, it was decided:—

- (1) To challenge the Midland Counties Chess Association to a match with 100 players a-side—with 10 reserves. The contest to take place at York or Leeds, some Saturday between March 3rd and April 7th.
- (2) To challenge the Southern Counties Union to a match by correspondence, with 50 players on each side.

To hold a Congress in Manchester, commencing on Easter Monday, and to play thereat two tournaments, viz. :—

- (3) Northern Counties' Championship Tournament—for first-class players.—First prize, value £10; second, value £5; third, value £3; entrance fee 10/6.

Tournament for Second-class Players.—First prize, value £6; second, value £4; third, value £2; entrance fee 5/-.

Play in these contests will proceed under a time-limit of 20 moves an hour, and will be governed by the *British Chess Code*, which was formally adopted as the authority under which all competitions of the Union shall be conducted. To carry out the Manchester Congress successfully, the help and co-operation of the Lancashire County Chess Association has been invited.

INTER-COUNTY CHAMPIONSHIP CONTEST.—After considerable discussion of this important subject, it was decided to institute a Competition, whereupon Mr. A. E. Moore most generously offered to present a trophy, value twenty guineas, to be held by the accredited representative of the winning county. To secure the best working results possible the hon. secretary was instructed to invite the officials of each County Association to submit suggested rules to govern the contest; the playing teams to consist of not less than 20 players, with 4 reserves, nor more than 30, with 6 reserves. In counties where no County Association exists, the suggestions of clubs affiliated to the Union will be invited.

NATIONAL CHESS UNION.—On the proposal of Mr. Charles Platt (Cumberland), seconded by Mr. Rhodes Marriott (Cheshire), the following resolution was unanimously carried :—"That this Union will co-operate heartily in any effort made by the Southern Counties Union, or the Midland Counties Association, to establish a National Chess Union, and appoints Messrs. A. E. Moore, R. Marriott, C. Platt, and I. M. Brown to represent the N.C.U. at any conference that may be called."

The following gentlemen were nominated vice-presidents, and further appointments will be made shortly by Cumberland, Lincolnshire, Westmorland, and Durham :—Mr. Louis Zollner (Newcastle), Colonel T. E. Vickers (Sheffield), the Right Hon. G. W. Balfour, M.P. (Leeds), Mr. A. E. Moore (Manchester), Mr. Amos Burn (Liverpool), Mr. A. Solly (Macclesfield), and Sir George Newnes, Bart.

THE CONGRESS.—At a meeting of the Lancashire Chess Association Executive, held in Manchester, on December 19th, it was decided that every effort should be made to render the Congress a success, and the following local committee was appointed : Messrs. A. E. Moore, J. P. Kenrick, H. L. Overton, W. B. Shaw, Dr. Wahltuch, and T. A. Farron, hon. sec.

NATIONAL UNION.—We are pleased to report that representatives have been appointed by the Southern Counties Union and the Midland Counties Association, and that a Conference will shortly be held in London or Birmingham. Messrs. J. H. Blake, W. W. White, Doctor Hunt, and another gentleman will represent the S.C.C.U.

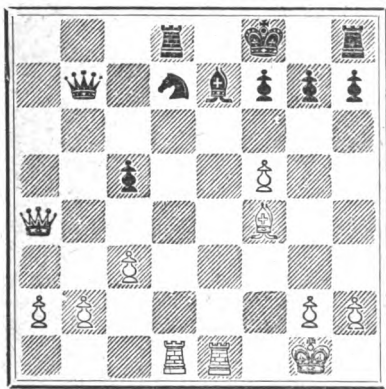
GAME-ENDINGS.

From a match Leeds *v.* Bradford, From a match Manchester *v.* Brad-
played at Leeds, Nov. 22nd, 1899. ford, played at Manchester, Dec 9th.

Position after Black's 24th move:—

K—B sq.

BLACK (MR. J. A. WOOLLARD, BRADFORD).



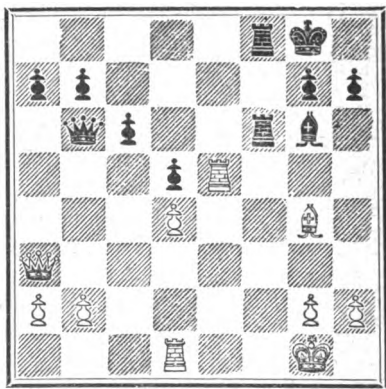
WHITE (MR. F. P. WILDMAN, LEEDS).

The continuation was: 25 R × B, K × R; 26 B—K 6 ch, K—B 3; 27 Q—R 4 ch, P—Kt 4; 28 Q—R 6 ch, K × P; 28 Q—R 6 ch, K × P; 29 R—B sq ch, K—K 5; 30 Q × P, K—Q 6; 31 Q—B 4, Q × P. White mates in three.

Position after Black's 27th move:—

R—B sq.

BLACK (MR. J. E. HALL, BRADFORD).



WHITE (MR. W. TURNER, MANCHESTER).

Continued with 28 P—R 3, R—B 7; 29 P—Q Kt 3, B—K 5; 30 R—Q 2, R × P ch!; 31 R × R, Q × P ch, K—R sq; 32 R—B 8 ch, K—R 2; 33 Q × R ch, and mates next move.

OBITUARY.

We greatly regret to see a brief announcement in the *Deutsche Schachzeitung* that Dr. Max Lange died unexpectedly on December 8th, at Leipzig, in the 67th year of his age. No particulars are given, but a full obituary notice will appear in the next issue. At his funeral, on December 11th, Dr. von Gottschall pronounced a last farewell to the deceased chess master, and in the name of the Augnstea Club laid a wreath upon his bier.

CORRESPONDENCE.

ENGLAND VERSUS SCOTLAND.

TO THE EDITOR OF THE *B.C.M.*

SIR,

Now that International contests in all branches of sport have come to be considered as a *sine qua non*, I should like, with your permission, to bring

before the chess public the desirability of instituting an international chess match between England and Scotland.

I have often mentioned the subject in private, but have always been met with the objections that Scotland would have no chance whatever against the sister country, and, that it was extremely questionable whether, in view of the relative strengths of the two countries, England would condescend to play us.

As to the first objection, it goes, of course, without saying that the great superiority, at the present time, of England over Scotland in chess, must, at first, make our chances of success practically *nil*; but, in my opinion, the immense impetus which the game would receive in this country from the institution of an international match, would have the effect of so improving chess play in Scotland, that in a few more years the result would be by no means a foregone conclusion. The whole history of international contests shews that however inferior at first one country may be to the other, the commencement of the "levelling up" process synchronises with the institution of these contests.

The second objection seems to me to be premature, as we have yet to learn that England will decline to play us. She has never, so far as I know, declined to take part in an international contest on this ground, and, she is not, I think, likely to do so now.

The matter has only to be taken up by "those in authority" in the two countries, in order to bring about the institution of a match, which would in the long run, I venture to think, be looked forward to by chess players in both countries with even more interest than the cable match with the United States.

Yours truly,

EDINBURGH,
11th December, 1899.

W. M. WHITELAW.

[We commend Mr. Whitelaw's proposal to the careful consideration of the officials of the Scottish Chess Association. There is no doubt that a match England *v.* Scotland would give immense impetus to the game in both countries. —ED. B.C.M.]



ON THE THEORY OF THE GIUOCO PIANO.

TRANSLATED FROM THE *Schachfreund*.

AFTER the moves 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, B—B 4; 4 P—B 3, it is mostly usual to play 4... Kt—B 3 (the older defence, 4... P—Q 3 might, however, be safer). Hereupon generally follows 5 P—Q 4 (White can also, continue the attack by 5 Castles), P×P; 6 P×P, B—Kt 5 ch. Until a

few years ago 7 B—Q 2 was almost always played here. Black, however, can then nearly obtain equality by 7... B × B ch; 8 Kt × B, P—Q 3, &c. (if 8... P—Q 4; 9 P × P, K Kt × P; White indeed is given an isolated Pawn, but by 10 Q—Kt 3 he gains a not to be depreciated attack). Besides, by 7... Kt × K P; 8 B × B, Kt × B; 9 B × P ch (more cautious would be 9 Q—Kt 3, P—Q 4; Q × Kt, &c.), K × B; 10 Q—Kt 3 ch, P—Q 4; 11 Kt—K 5 ch, K—K 3; 12 Q × Kt, P—B 4; 13 Q—R 4, Q—Kt 3; as given by C. von Schmidt, Black can introduce complications whose results have not yet been determined.

Of another possible continuation at White's 7th move, namely Kt—B 3, instead of B—Q 2, the *Handbuch* only says that after the moves 7... K Kt × P; 8 Castles, B × Kt; 9 P × B, P—Q 4; and then Castles, Black

BLACK.



WHITE.

has a Pawn to the good. Steinitz, as is well known, in this position attempted the sacrifice 10 B—R 3, P × B; 11 R—K sq. Black can now play in various ways, but since at least he can retain the Pawn by 11... B—K 3; 12 R × Kt, Q—Q 4; followed by Castles Q R, as played by Lasker against Steinitz, the latter's invention must be considered as at least unpractical.

After the above introduction of the main variation the position stands as given in the annexed diagram. For the illustration of the theoretical value of this recently become interesting variation, two consul-

tation games were played in November, 1899, at the Vienna Club (both starting from the position on the diagram), which we give with the accompanying notes.

GAME No. 1,839.

WHITE.

H. HAMLISCH and
S. ALAPIN.

- 1 P—K 4
- 2 Kt—K B 3
- 3 B—B 4
- 4 P—B 3
- 5 P—Q 4
- 6 P × P
- 7 Kt—B 3
- 8 P—Q 5 (See Diagram).

BLACK.

H. FÄHNDRIK and
A. NEUMANN.

- 1 P—K 4
- 2 Kt—Q B 3
- 3 B—B 4
- 4 Kt—B 3
- 5 P × P
- 6 B—Kt 5 ch
- 7 Kt × K P

.....Almost compulsory: if
Q—K 2; 9 Castles, or if 8... Kt—R
4; then 9 Q—Q 4.

- 9 P × K Kt
- 10 B—Q 2
- 9 B × P ch
- 10 Q—K 2 ch

.....Here may be considered
10... B × B ch; 11 Q × B, Kt—K 2;
12 Castles K R, P—Q 3; 13 Kt—Q 4;
Castles; 14 P—B 4, &c. Whether
White's attack is worth the lost Pawns
may be doubted.

- 11 K—B sq

Less promising would be 11 B—K
2, B × B ch; 12 Q × B, Kt—Kt 5, &c.

11 B × R

Alapin maintained that "this move
affords in any case more attack to the
first player than the usual continuation
8 Castles, but it costs more sacrifices."

8 Kt × Kt

.....He might also play 11...,
B×B; 12 Q×B, Q-Kt 5, &c.

12 Q×B 12 Castles

.....In consideration of having the exchange and three Pawns ahead, Black now decides upon the sacrifice of a piece, in order to weaken the hostile attack. Otherwise there might ensue: 12..., Q-K 5; 13 Q×P!, Q×B ch; 14 K-Kt sq, R-B sq; 15 B-R 6, Q-Kt 5; 16 P-K R 4, Kt-Q sq; 17 K-R 2, P-Kt 3; 18 R-K sq ch, Kt-K 3; 19 P×Kt, and White has a strong attack. Or 12..., Kt-Q sq; 13 Q×P, R-B sq; 14 B-R 6, P-K B 3; 15 Q×R ch, Q×Q; 16 B×Q, K×B; 17 Kt-Q 4, P-Q 3 (P-Kt 3 better [translator]); 18 P-B 4 (Kt-Kt 5 better), &c.

13 P×Kt 13 Q P×P

.....Kt P×P would present more difficulties to White, though the Black passed Pawns would not stand so well together.

- | | |
|------------|-------------|
| 14 B-B 3 | 14 B-K 3 |
| 15 B×B | 15 P×B |
| 16 P-K R 4 | 16 Q R-Q sq |

.....R-B 5 might also be played.

- | | |
|-----------|----------|
| 17 R-R 3 | 17 R-Q 2 |
| 18 R-Kt 3 | |

If 18 B×Kt P, then Q-Q sq; 19 Kt-Q 4, R×B (P-B 4 looks also good, as the Kt dare not move [translator]); 20 Kt×K P, Q-B 3; 21 Q×Q, R×Q; 22 Kt×R, K×Kt; with probable drawing chances.

- | | |
|------------|-------------|
| | 18 K R-Q sq |
| 19 Kt-K sq | |

White had here various interesting continuations to choose from, e.g., 19 B×Kt P, then R-Q 8 ch; 20 Q×R, R×Q ch; 21 K-K 2, K-B 2 (best, for if Q-Q 2, 22 B-R 6 dis. ch, K-R sq; 23 Kt-K 5 and wins); 22 K×R, Q-Q 3 ch; 23 K-K 2, Q-Q 4; 24 Kt-K 5 ch, K-K 2; 25 R-Q 3, Q-K 5 ch, followed by Q×R P, &c. White could also have played 19 R×P ch.

- | | |
|----------------------------|-----------|
| | 19 Q-B sq |
|Much better than Q×P. | |
| 20 B-B 6 | 20 R-Q 8 |
| 21 Q-K 5 ? | |

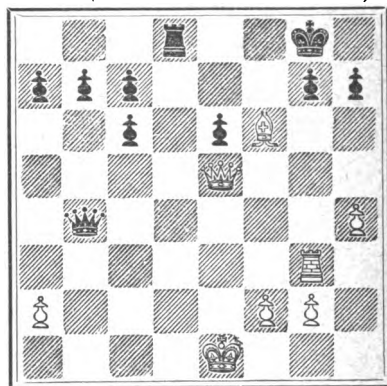
Too precipitate. 21 Q-B 3, R (Q sq)-Q 2; 22 B-K 5, would probably have won by degrees.

- | | |
|--------|---------------|
| | 21 R×Kt ch !! |
| 22 K×R | 22 Q-Kt 5 ch |

Position after Black's 22nd move:

Q-Kt 5 ch.

BLACK (FÄHNDRICH AND NEUMANN).



WHITE (HAMLISCH AND ALAPIN).

Here, owing to White exceeding the time-limit, the game was broken off. With the best possible moves on either side it would have been a draw, as follows: 23 K-K 2 (if 23 Q-B 3?, then Q-K 5 ch; 24 R-K 3, Q-Kt 8 ch; 25 K-K 2, Q-Q 8 mate), Q-B 5 ch (Q-Q 7 ch; 24 K-B sq, Q-B 8 ch; 25 K-K 2, leads to the same position); 24 K-K sq, Q-B 8 ch; 25 K-K 2, R-Q 7 ch (Q-Q 8 ch is no better); 26 K-B 3, Q-Q 8 ch; 27 K-B 4, R×P ch; 28 R-B 3, R×R ch; 29 P×R, P×B; 30 Q×K P ch, and the game is drawn. Other modes of play for Black result only in perpetual check, or else leave a perpetual check to the opponent. The ending position is very interesting, and an analysis leading to a win for Black would be meritorious.

GAME No. 1,840.

Giuoco Piano.

WHITE.
A. NEUMANN and
H. FÄHRDRICH.

BLACK.
H. HAMLISCH and
S. ALAPIN.

- 1 P—K 4
2 Kt—K B 3
3 B—B 4
4 P—B 3
5 P—Q 4
6 P×P
7 Kt—B 3
8 Castles

- 1 P—K 4
2 Kt—Q B 3
3 B—B 4
4 Kt—B 3
5 P×P
6 Kt—Kt 5 ch
7 Kt×K P
8 Kt×Kt

.....The adoption of these eight moves on each side was agreed upon beforehand. The usual continuation for Black is 8..., B×Kt; whereon 9 P—Q 5 (best), B—B 3 [Why not Kt—K 4?—Translator]; 10 R—K sq, Kt—K 2; 11 R×Kt, P—Q 3; 12 B—Kt 5, &c.—according to an analysis of Möller, of Copenhagen—and White has a strong attack for the Pawn.

- 9 P×Kt

If 9 R—K sq ch, B—K 2; 10 P×Kt, P—Q 4, &c. 9 Q—Kt 3 would not be good, on account of P—Q 4.

- 9 P—Q 4

.....Steinitz treats of only 9..., B×P; 10 Q—Kt 3, &c.; and 9..., B—K 2; 10 P—Q 5, &c. The text move, however, must be refuted before 8..., Kt×Kt is rejected.

- 10 B—Q Kt 5

10 R—K sq ch, B—K 2; 11 B—Q 3, seems to us to give the best prospect of an attack. Also might be considered 10 P×B, P×B; 11 R—K sq ch, Kt—K 2; 12 Q—K 2, B—K 3; 13 B—Kt 5, Q—Q 4; 14 B×Kt, K×B; 15 Q—B 2, &c.

- 10 B—K 2

.....[It may be concluded that Black thought B×P too dangerous, the reply probably being B—R 3, with an overwhelming attack if the B captured the Rook.—Translator.]

- 11 B×Kt ch
12 Kt—K 5

- 11 P×B
12 B—Q 2

.....P—Q B 4 would be bad, on account of 13 Kt—B 6, and then Kt×B.

- 13 P—K B 4
14 P—B 5
15 Kt—Kt 6

- 13 Castles
14 P—B 3

This merely apparent brilliant sacrifice leads to an exchange, which really eases the defence. We should have preferred 15 Kt—Q 3, followed by P—Kt 4 and Kt—B 4. White could afterwards by P—Q R 4 and B—R 3, have planted his Kt on Q B 5.

- 15 P×Kt
16 P×P
16 B—K sq

.....The piece could not be retained, for after 16..., R—K sq; 17 Q—R 5, B—K 3; 18 Q—R 7 ch, K—B sq; 19 B—R 6, P×B; 20 White mates in two moves.

- 17 Q—R 5
18 Q×B
19 Q—Kt 4
20 B—Q 2

- 17 B×P
18 Q—K sq
19 B—Q 3

Somewhat better was 20 B—R 6, Q—B 2; 21 B—B 4, &c.

- 20 Q—K 5
21 Q—Q 7

The exchange of Queens was preferable, since Black henceforth has the attack. If 21 Q×Q, P×Q; 22 B—K 3, P—K B 4; 23 P—Kt 3, Black would have had much more trouble to win.

- 21 Q—K 7
22 Q R—Q sq

22 Q×P (B 6), Q×B; 23 Q×P ch, K—R 2; 24 R—B 3, P—Kt 3; would be of no avail, but 22 B—B 4 was worthy of consideration.

- 23 K R—K sq
24 P—Kt 3
25 P×P
26 R×R

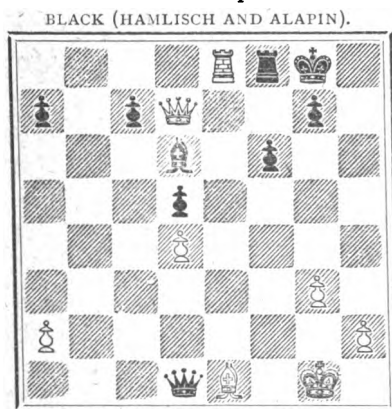
- 22 P—Q B 4
23 Q—R 4
24 P×P
25 Q R—K sq

The last hope ; Black threatened
R—K 7.

26 Q × R ch

27 B—K sq

Position after White's 27th move:—
B—K sq.



WHITE (NEUMANN AND FÄHNDRICH).

27 R × R

..... If 27... Q × P ch ; 28
B—B 2, and White had still chances
of a draw.

28 Q × R ch

28 K—R 2

29 K—Kt 2

If 29 Q—K 3, then B—Kt 5, with
general exchanges.

29 Q × P

30 Q—R 5 ch

30 K—Kt sq

31 Q—K 8 ch

31 B—B sq

32 Q—K 6 ch

32 K—R 2

33 Q—B 5 ch

33 K—R 3

34 K—R 3

34 B—Q 3

35 P—Kt 4

35 Q—K 4 !

36 Q—B 2

36 P—Q 5

37 P—R 4

White played this on the last chance
of 37... P—Q B 4 ; in which case,
38 Q—R 4 ch, K—Kt 3 ; 39 B—
Kt 3, &c.

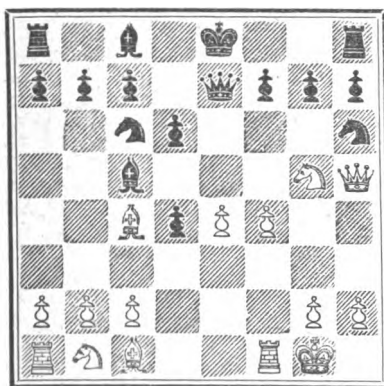
37 P—Kt 4

38 Resigns.

THE SCOTCH GAMBIT.

The *Brighton Society* proposes to give, from time to time, positions which, so far as the editor is aware, have not been sufficiently analysed, or the analysis of which has not been published in accessible form. Dr. Hunt goes on to say:—Frequently moves are given in books as being bad, and are consequently avoided by those players who know the "books," but such players can give no reason for thus avoiding them, and when such

BLACK.



WHITE.

White to play and win the exchange.

moves are made against them are unable to take advantage of their weakness. We commence with a variation of the "Scotch Gambit," one which, through its not often being played by first-rates, at all events in match games, very often trips up good players. The opening moves are :

WHITE.

BLACK.

1 P—K 4

1 P—K 4

2 Kt—K B 3

2 Kt—Q B 3

3 P—Q 4

3 P × P

4 B—B 4

4 B—B 4

5 Kt—Kt 5

5 Kt—R 3

6 Q—R 5

6 Q—K 2 !

7 Castles

7 P—Q 3

Note first that Black cannot

play 6 Kt—K 4, because 7 Kt—K 6 wins a piece for White. Neither can he play 6 Castles, because White replies with 7 B × P ch. The point, however, is as to White's 8th move. The "books" say P—B 4 is bad, but why should it be so? We give a diagram of the position after this move is made, and ask our readers to study the position for themselves, By doing so they will learn and remember much more than if they simply read over the analysis of others.

Black wins the exchange thus: 8..., B—K Kt 5; 9 Q—R 4, B—K 7; 10 B × B, P—K 6 dis. ch; 11 K—R sq, P × B; 12 R—K sq, Kt—Q 5, &c. It is not all, however, plain sailing for Black, since White gets a very strong attack, either by 13 Kt—Q B 3, giving up the exchange at once, or by 13 Kt—Q R 3, B × Kt; 14 P × B, Kt—Q 5; 15 B—K 2. In either case, however, Black by careful play can maintain the advantage.

Harking back a few moves in this variation, we stated that if Black play 6..., Castles; White gets a winning attack by 7 B × P ch. There is a pitfall here too, it may be well to point out. If Black reply 7 , K—R sq, White's continuation is not the brilliant one of 8 Kt × P, R × B; 9 B × Kt, P × B; 10 Q × R, for by 10..., Q—K 2, Black gets the better game. The winning continuation for White is 8 B—Kt 6, by which Black's K R P falls, and the exposed King is in an untenable position.

Our experience leads us to believe that the best form of defending the "gambit" is to proceed as in the following game till the 8th move, when Black ought to proceed by B—Q 2, preparatory to Castling on the Queen's side. He will, of course, be exposed to a strong attack, but he can maintain his Pawn *plus*, and ultimately remain with the better game.

We are indebted to the *Pall Mall Gazette* for the score and notes of the following excellent practical example of Dr. Hunt's article. The game was played in a recent London chess league match.

GAME No. 1,841.

Scotch Gambit.

NOTES BY I. GUNSBERG.

WHITE. DR. HUNT, <i>North London Club.</i>	BLACK. MR. O. C. MÜLLER, <i>Metropolitan Club.</i>
1 P—K 4	1 P—K 4
2 K Kt—B 3	2 Q Kt—B 3
3 P—Q 4	3 P × P
4 B—B 4	4 B—B 4
5 Kt—Kt 5	5 Kt—R 3
6 Q—R 5	6 Q—K 2
7 Castles	

If 7 Kt × B P, Kt × Kt; 8 B × Kt, Q × B; 9 Q × B, P—Q 3; White, although he has got his Pawn back, and he can always do that in somewhat similar form, has nevertheless lost all attack. Castling is therefore preferable.

7 P—Q 3
8 P—K R 3 8 Kt—K 4

.....It is no use placing the Knight in the way of the advancing White K B P. The way White has conducted the opening has made Black's position rather uncomfortable. Perhaps B—Q 2, with a view to Castling Q R even at the expense of the K B P, would have given him a safer game.

9 B—Kt 3 9 Q—B 3

.....This move gets the Queen into hot water soon, and does not in any way promote Black's safety. He could have stopped the dreaded advance of the K B P by playing P—Q 6, and the latter move might perhaps have given Black time to play Kt—

Kt sq, with a view to playing Kt-K B 3, thereby relieving the pressure on his King's side.

- 10 P-K B 4 10 B-Q 2
11 Kt-Q 2

Now he threatens 12 P x Kt, P-Q 6 dis. ch; 13 K-R sq! He could not do this on the previous move as the Rook was undefended.

- 11 Q-Kt 3
12 Q-R 4 12 Kt-B 3
13 Kt(Kt5)-B3 13 P-B 4

.....Going from bad to worse, but Black could not permit White to play P-B 5.

- 14 R-K sq 14 Kt-K 2
15 P-K 5 15 B-B 3

- 16 P x P 16 Q x Q P
17 R-K 6

White, by his excellent active play, has taken splendid advantage of the weakness of Black's defence, which seems to be more pronounced than was generally imagined.

- 17 Q-Q sq
18 Q-R 5 ch 18 K-Q 2

.....The enemy is disorganised, and therefore the battle is won. If K-B sq, 19 R x Kt, B-K sq; 20 Q-Kt 5, winning.

- 19 R-K 5

Excellently played. White threatens mate in two moves, by 20 E-K 6 ch, followed by Kt-B 4.

- 19 B x Kt
20 B-K 6 ch 20 Resigns.

Before leaving the "Scotch Opening" we would shortly refer to a more fashionable form of the opening where players sometimes come to grief, and as an illustration take a game played by Mr. Elson and Mr. I. M. Brown (*British Chess Magazine*, 1893). The game proceeded 1 P-K 4, P-K 4; 2 Kt-K B 3, Kt-Q B 3; 3 P-Q 4, P x P; 4 Kt x P, Kt-K B 3; 5 Kt x Kt, Kt P x Kt; 6 B-Q 3, P-Q 4; 7 P-K 5, Kt-Kt 5; 8 Q-K 2 (?), B-Q B 4; 9 Castles. This looks a natural move, but it loses the game, as the continuation shows: 9 Q-R 5; 10 B-K B 4, Kt x B P; 11 B-Kt 3, Kt-Q 5 dis. ch; 12 B-B 2, B x B ch; 13 R x B, Q x R ch; 14 Q x Q, Kt x Q; and wins.

In the foregoing variation White could much have improved on his 7th move, making use of a line of play adopted by Senor Golmayo against Capt. Mackenzie, viz.: 7 P x P, P x P; 8 B-Kt 5 ch, B-Q 2; 9 B x B ch, Q x B; 10 Castles, B-K 2; 11 Kt-Q 2, &c,

GAME No. 1,842.

Played (January to September, 1899) by Correspondence, in a Russian Tournament. Score and Notes translated from *Novoya Vremya*.

Two Knights' Defence.

NOTES BY M. TCHIGORIN.

WHITE.	BLACK.
M. TCHIGORIN.	M. B. KOLENKO.
1 P-K 4	1 P-K 4
2 Kt-K B 3	2 Kt-Q B 3
3 B-B 4	3 Kt-B 3
4 P-Q 4	4 P x P

- 5 Castles 5 B-B 4
6 P-K 5 6 P-Q 4

.....At the Buda-Pesth Tournament, 1896, in the play-off for first and second prizes with M. Charousek, I twice adopted this variation, in the one playing B-Kt 5, and in the other 7 P x Kt. In both of these

I won. It has also fallen to me in this correspondence tournament to win two more games at the same opening. These games have confirmed my opinion, based partly on practice and partly on analytical research, that the advantage rests with White, and not as so many think with Black.

- | | |
|------------|-----------|
| 7 B—Q Kt 5 | 7 Kt—K 5 |
| 8 Kt×P | 8 Castles |
| 9 Kt×Kt | 9 P×Kt |
| 10 B×P | 10 B—R 3 |
| 11 Q×P | |

In annotating my game with Charousek, which this one follows, a critic in the *Schachmatny Journal* considers that Black has now a clear win, and should play (not as Charousek did, Q×Q) "11..., B×R; and after 12 Q×Kt, B—R 3, White," he says, "must play 13 Kt—B 3 to avoid mate" (?); on which he continues "13..., R—Kt sq; 14 Q—K Kt 4, P—K B 4; 15 Q—Kt 3, R—Kt 3; 16 B—Q 5 ch, K—R sq; 17 B—Kt 3, P—K B 5, and White cannot take this Pawn without the loss of a piece, whereupon the superiority of Black's position is apparent."

11 B×R

.....My game with Charousek was continued 11..., Q×Q; 12 B×Q, Q R—Q sq; 13 P—Q B 4, R×B; 14 P×R, B×R; 15 K×B, Kt×K B P; 16 Kt—B 3, Kt—Q 6; 17 K—K 2, Kt×K P; 18 B—K B 4, R—K sq; 19 B×Kt, R×B ch; 20 K—Q 3, R—R 4; 21 K—B 4, B—B sq; 22 P—K R 3, R—R 5 ch; 23 K—Q 3, R—K B 4; 24 R—K sq, R—B 7; 25 R—K 2, R×R; 26 K×R. It was continued till the 45th move, White winning, planting his King, eventually, on Q B 6, in order to support the advance of the Q and Q Kt Pawns.

- | | |
|-----------|----------|
| 12 Q×Kt | 12 B—R 3 |
| 13 Kt—B 3 | |

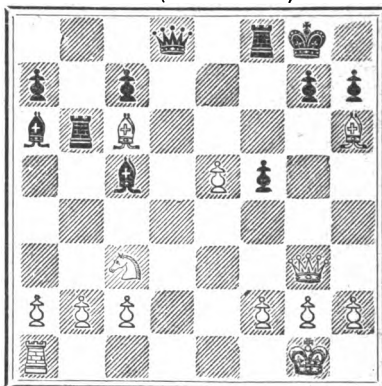
This move is not forced—I played it in order to let my opponent follow the "recipe" of the *Schachmatny Journal* up to and including move 15. In a more serious game I should play otherwise.

- | | |
|-------------|------------|
| 13 R—Kt sq | |
| 14 Q—K Kt 4 | 14 P—K B 4 |
| 15 Q—Kt 3 | 15 R—Kt 3 |
| 16 B—R 6 | |

Position after White's 16th move:—

B—R 6.

BLACK (M. KOLENKO).



WHITE (M. TCHIGORIN).

This move takes all the "music" out of the criticism quoted. But to test his variation—16 B—Q 5 ch, K—R sq; but instead of 17 B—Kt 3, play 17 B—K Kt 5, and if P—K B 5, play not Q—R 4 (which the critic notes "1"), but 18 Q×P (with a note of interrogation?). There is nothing to be feared, e.g., 18..., R×Q; 19 B×Q; and whether R×B P or B×P ch, there is nothing good for Black. The position was well examined by me, with M. Schiffers and others, and we found nothing.

16 R—B 2

.....This move was obvious, and with it White wins back the exchange and remains in a superiority of Pawns.

- | | |
|---|-----------|
| 17 B—Kt 5 | 17 B×P ch |
|If 17 B—K 2, then 18 R—Q sq, Q—K B sq; 19 P—K 6, &c. | |

- | | |
|-------------|-------------|
| 18 Q×B | 18 Q×B |
| 19 B—Q 5 | 19 B—Kt 2 |
| 20 Kt—K 4 | 20 Q—Kt 3 |
| 21 B×R ch | 21 Q×B |
| 22 Kt—Kt 5 | 22 Q—Kt 3 |
| 23 Q—Q 2 | 23 Q—K sq |
| 24 R—Q sq | 24 B—B 3 |
| 25 Q—Q 3 | 25 P—K R 3 |
| 26 Q—B 4 ch | 26 Resigns. |

.....For if K—R sq, 27 R—Q 8, P×Kt; 28 R×Q, B×R; 29 Q×B P, &c.

GAME No. 1,843.

Played in a Russian Correspondence Tourney, December, 1898—April, 1899.

Kieseritzky Gambit.

NOTES BY JAS. MASON.

WHITE. BLACK.
Dr. B. SCHAWROW. M. W. TERLETZKI.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 P—K B 4 | 2 P×P |
| 3 Kt—K B 3 | 3 P—K Kt 4 |
| 4 P—K R 4 | 4 P—Kt 5 |
| 5 Kt—K 5 | 5 B—Kt 2 |

.....Making *Paulsen's Defence*, considered best in this gambit, through 5..., Kt—K B 3, usually comes to the same thing.

6 P—Q 4

If 6 Kt×Kt P?, P—Q 4!; 7 P—K 5, P—Q 5; 8 P—Q 3, P—K R 4; Black would have a Pawn more, and the superior position. Or, in this, if White retires 7 Kt—B 2, Black replies 7..., Kt—K 2; and soon Castles, with various attacking advantages. Then, again, if 7 P×P?, of course 7..., Q—K 2+!; and White's Knight would be lost—as if his King were to go out, it would be at risk of mate. And so in a multitude of variations, after 6 Kt×Kt P?, White is the defending party, scarcely able to hold his own—hence the move in the text.

- | | |
|-----------|------------|
| | 6 Kt—K B 3 |
| 7 Kt×Kt P | 7 Kt×K P |
| 8 B×P | |

Rather 8 B—Q 3, first getting rid of the Knight. However, Black does not make the most of this premature capture; and so matters go very smoothly for his adversary.

- | | |
|----------|---------|
| | 8 Q—K 2 |
| 9 Kt—K 3 | |

See Diagram.

9 Kt—Kt 6

.....Better 9..., Q—Kt 5+; 10 Kt—Q 2, Q×Q P; or if 10 P—B 3, then 10... Q×Kt P; and, though 11 Q—Kt 4, K—B sq, &c., would need very careful handling, Black should weather all complications, with a Pawn or more in his favour.

10 Q—Kt 4

Very good. This way White can afford a Pawn or two, as well as the exchange, for the promise of attack upon his adversary's very undeveloped position.

- | | |
|-------------|-----------|
| | 10 B×P |
| 11 Q×Kt | 11 B×P |
| 12 B×P | 12 P—Q 3 |
| 13 B×P | 13 Q—K 3 |
| 14 B—K 2 | 14 Kt—B 3 |
| 15 Castles! | 15 B×R |

.....Now he has the exchange; but in what a miserable situation! And it seems all virtually forced from his unfortunate 9th move.

- | | |
|----------|------------|
| 16 B—R 5 | 16 Kt—Q sq |
| 17 P—B 3 | 17 Q—K 5 |

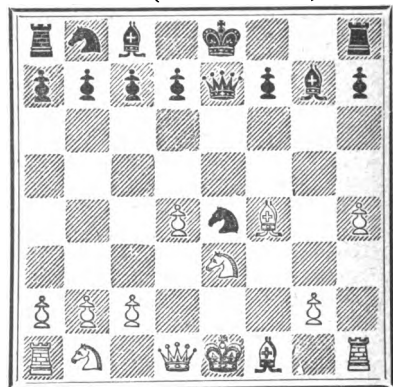
.....There is nothing good; and perforce he must play badly. At this point Kt—Kt 4, with perhaps later R—K sq, was threatening. A curious and instructive little game.

- | | |
|-------------|-------------|
| 18 Kt—Q 2 | 18 Q—Q 6 |
| 19 Q—K 5 ch | 19 B—K 3 |
| 20 R×P!! | 20 Resigns. |

Position after White's 9th move:—

Kt—K 3.

BLACK (MR. TERLETZKI).



WHITE (DR. SCHAWROW).

GAME No. 1,844.

Played by correspondence in a Russian Tourney, Jan.—July, 1899.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE.

BLACK.

M. A. KLASSEN.

M. P. PERWAGO.

1 P—K 4
2 Kt—K B 3
3 B—Kt 5
4 B—R 4
5 Kt—B 3

1 P—K 4
2 Kt—Q B 3
3 P—Q R 3
4 Kt—B 3
5 P—Q 3

.....Doubtful, though fashionable. White may well exchange, doubling the Pawns for the ending; perhaps all he should look for in this version of the *Lopez*.

6 P—Q 4
7 P—Q 5

6 B—Q 2

A sort of move to be generally avoided. It seriously weakens the centre against the very probable advance of adverse King Bishop Pawn, while it also blocks the important diagonal upon which he means to post his King Bishop.

7 Kt—K 2
8 B—Kt 3
9 Castles
10 Kt—K 2

8 Kt—Kt 3
9 Kt—Kt 5
10 P—K R 4

.....Playing with much confidence. Of course White should not take the Knight presently offered, without *clearly* seeing how the resulting attack upon his King is to be withstood.

11 P—K R 3 11 Q—K 2

See Diagram.

12 P × Kt

No doubt 12 B—Kt 5, to close out the Black Queen, would be better. There is no occasion to take this Knight, except that it is "in take,"

and the opening of the Rook file is far from prudent — if not certainly fatal.

12 P × P
13 Kt—Kt 5 13 Kt—B 5

.....M. Perwago sees his way clearly enough, and makes the most of his opportunities. When the Queen reaches the Rook file, it is really all over. Nothing can save White's game.

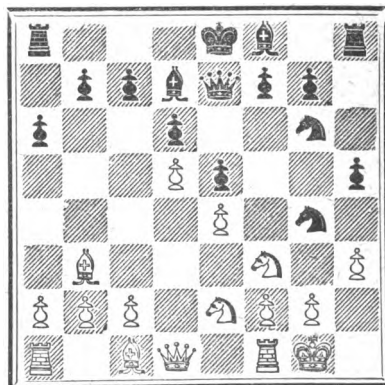
14 Kt × Kt 14 Q × Kt (Kt 5)
15 Kt—K 2 15 Q—R 5
16 P—B 3 16 P × P !
17 R—K sq 17 P × P
18 Resigns.

Mate inevitable. Black managed so as to hold the King at Kt sq, either to mate him there, or to be able to check at R 7 and make another Queen — mating shortly afterwards.

Position after Black's 11th move :—

Q—K 2.

BLACK (M. KLASSEN).



WHITE (M. PERWAGO).

GAME No. 1,845.

Played recently in Vienna. Score from the *Moscow Gazette*.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE. M. A. NEUMANN.	BLACK. M. BANNET.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 P—Q 3
5 P—Q 4	5 B—Q 2
6 P×P	

A "trappy" variation of this sort of *Lopez* may run somewhat as follows: 6 Castles, P—Q Kt 4; 7 B—Kt 3, P×P; 8 Kt×P?, Kt×Kt; 9 Q×Kt, P—Q B 4!; and the Bishop at Kt 3 will be lost for a couple of Pawns. This often comes about from a transposition of moves, White advancing his Queen Pawn after having Castled.

6 Kt×P	
7 B—Kt 3	7 B—K Kt 5

.....If anxious to exchange, he might better continue 7..., Kt×Kt+; and if 8 Q×Kt, then 8..., Q—B 3, if not 8..., Kt—B 3, with a safe game. Black plays too much with the same pieces, and finds himself in difficulties accordingly.

8 Kt×Kt!

A brilliant *coup*,—apparently quite surprising to his opponent! And a practically sound venture withal. Black must take the Queen or lose a piece of course.

9 B×P ch	8 B×Q
10 B×Kt!	9 K—K 2

See Diagram.

10 K—B 3

.....If he takes either Bishop or Knight, then equally 11 B—Kt 5+, and White will come out a Pawn to the good, at least. But the obvious resource seems to be 10..., P—K R 3; allowing three pieces for the Queen, on the very likely chance of recovering

one of them in later complications. As it goes there is clear loss of a Pawn, with the King dangerously far afield.

11 B—Kt 5 ch!	11 K×B
12 Kt—B 7 ch	12 K—B 5
13 Kt×Q	13 R×Kt
14 B—Kt 3!	14 B—R 4
15 Kt—B 3	15 P—B 3
16 P—Kt 3 ch	16 K—B 6
17 B—B 4	

White plays admirably. But Black ventures much; actually falling into a mate,—in his efforts to avoid an ending in which he would be a Pawn to the bad.

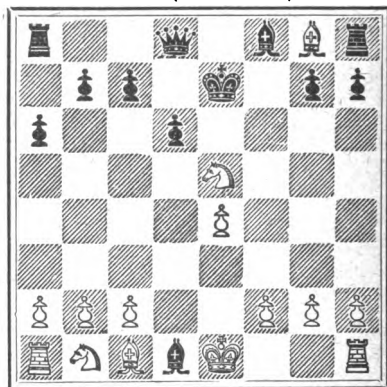
	17 B—K 2?
18 B—K 2 ch	18 K—Kt 7
19 B×B	19 K×R

.....Not to spoil a pretty termination; the proper thing in a desperate case.

20 B—B 3 ch	20 K×P
21 K—K 2	21 K—R 6
21 R mates.	

Position after White's 10th move:—
B×Kt!

BLACK (M. BANNET).



WHITE (M. NEUMANN).

GAME No. 1,846.

Played in the Haupt-turnier of the Riga Chess Association, October 28th, 1899. *Rigaer Tageblatt*.

Ruy Lopez.

WHITE.
M. T. MÜLLER.

- 1 P—K 4
2 Kt—K B 3
3 B—Kt 5
4 Castles
5 R—K sq

BLACK.
M. C. BEHTING.

- 1 P—K 4
2 Kt—Q B 3
3 Kt—K B 3
4 Kt × P
5 Kt—K B 3

8..., Kt × Kt; owing to 9 P × Kt, Kt—K sq; 10 B—B 4, P—Q 3; 11 B × Kt, R × B, 12 P × P, B × P; 13 R × R ch, Q × R; 14 B × B, P × B; 15 Q × P.

- 9 B—K Kt 5 9 P—Q R 3
10 B—R 4 10 P—Q Kt 4
11 B—Kt 3 11 B—Kt 2
12 Kt—Kt 4

.....5..., Kt—Q 3 is the usual move, and leads to the variation played in the Cole *v.* Ward game, and also in some of the games of the last cable match, *vide B.C.M.*, May, 1899. The move in the text leads to a compressed position.

6 Kt × P

This seems preferable to the variation given the *Handbuch*: 6 B × Kt, Q P × B; 7 R × P ch, B—K 2; 8 Q—K sq, P—K R 3; 9 P—Q B 3, Kt—Q 2; 10 R—K 2.

- 6 B—K 2
7 P—Q 4 7 Castles
8 Kt—Q B 3 8 B—Kt 5

.....Black is in an awkward position. The advance of the Q P is impossible, and a Pawn would be lost by

The simplest way to win. 12 Kt—Q 5 looks tempting but is not quite sound.

12 B × Kt

.....If 12..., B—K 2; then 13 R × B, Kt × R; 14 Kt × Kt ch, P × Kt; 15 B × P and wins. If in this 13..., Q × R; then 14 Kt—Q 5, Q—Q sq; 15 Kt × Kt ch, P × Kt; 16 Kt × P ch, K—R sq; 17 Q—R 5, and mate in a move or two.

- 13 P × B 13 P—Q 4
14 Q—B 3 14 Kt—K 2

.....Black is powerless and has no satisfactory defence.

- 15 Kt × Kt 15 Kt P × Kt
16 B × P 16 R—K sq
17 Q—Kt 3 ch 17 Resigns.

GAME No. 1,847.

We extract the following beautiful partie from *Blackburne's Games*, noticed in our last issue. It was one of ten played *sans voir* by Mr. Blackburne, at the City of London Chess Club, in 1871.

Scotch Gambit.

NOTES BY J. H. BLACKBURNE.

WHITE.
Mr. J. H. BLACKBURNE.

- 1 P—K 4
2 Kt—K B 3
3 P—Q 4
4 B—Q B 4
5 Kt—Kt 5
6 Q—R 5

BLACK.
Dr. BALLARD.

- 1 P—K 4
2 Kt—Q B 3
3 P × P
4 B—B 4
5 Kt—R 3
6 Q—K 2

- 7 Castles 7 Kt—K 4
8 B—Kt 3 8 P—Q 3
9 P—K R 3 9 Kt—Kt sq
10 P—K B 4 10 P—Q 6 dis. ch

.....This discovered check is useless, White to bring his other Kt into play.

- 11 K—R 2 11 Kt—K B 3
12 Q—Q sq 12 Q Kt—Kt 5 ch
13 P × Kt 13 Kt × P ch

A 2a

14 K—Kt 3 14 P—K R 4

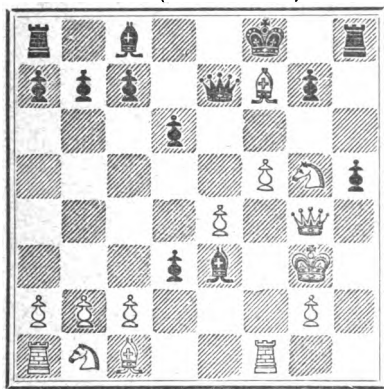
.....A strong move—threatening P—R 5, which either mates or wins the Queen.

15 P—B 5 15 B—K 6
16 B × P ch 16 K—B sq
17 Q × Kt

Position after White's 17th move :—

Q × Kt !

BLACK (DR. BALLARD).



WHITE (MR. J. H. BLACKBURNE).

When Black made his fifteenth move he could not have dreamed of this sacrifice.

18 B × B 17 P × Q
19 B—B 4 18 Q—K 4 ch
20 Kt—Q 2 19 Q × Kt P
21 Kt—B 4 20 P × P

At this stage the game was adjourned and most of the spectators held that White had a lost position ; yet not only did he actually win, but exhaustive analysis proved that he could do so in every variation.

21 Q—B 6 ch
22 B—Q 2
23 Kt—K 3 23 B—R 5
23 K × P

.....He should not have tried to save the advanced Pawn, but with B—B 3 kept the Kt out of Q 5.

24 Kt—Q 5 24 Q—Q 6
25 B—Kt 6 25 R—R 3

.....To prevent Kt—K 6 ch and Kt—K 7 mate !

26 Kt—K 6 ch 26 K—Kt sq
27 Kt—K 7 ch 27 K—R sq
28 R—K sq 28 Q—Q 8 ch

.....The only move to prolong the game. If 28.., Q × P ; 29 K—Kt 3, Q—Q 6 ch ; 30 K—B 2, and the game cannot be saved.

29 Q R × Q 29 P × R (Q) ch
30 R × Q 30 B × R ch
31 K—Kt 3 31 R—R 8
32 B—Q 2

Better than Kt—Kt 5, which only wins exchange.

32 B—R 4
33 B—B 3 33 R—K Kt sq
34 P—B 6 34 B × B
35 Kt × B ch 35 K—R 2
36 P—B 7 and wins.

GAME No. 1,848.

We extract the following game and notes from the *Philadelphia Sunday Times*. It was played recently in an exhibition of ten games *sans voir*, at the Newark Club, New Jersey, U.S.A.

Queen's Gambit Declined.

WHITE.	BLACK.
MR. H. N. PILLSBURY.	AMATEUR.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 P—Q B 3
4 Kt—B 3	4 B—Q 3

5 P—K 4	5 Kt—K 2
6 B—Q 3	6 Castles

Black's defence, hitherto defective on second and fourth move, now becomes a downright loss, which Mr. Pillsbury demonstrates in his happiest vein.

7 P—K 5
8 B × P ch

7 B—B 2
8 K × B

.....It would have been a shade better to play R—K sq. This would, however, have been a loss equally, as White would have proceeded with Kt—Kt 5, P—K Kt 3 (best), Q—B 3, &c.

9 Kt—Kt 5 ch 9 K—Kt 3

.....On K—Kt sq follows the familiar Q—R 5, although Black can hold out for some time by R—K sq.

10 Q—Kt 4 10 P—K B 4
11 Q—Kt 3 11 Q—Q 2
12 Q—R 4 and wins.

With this move Mr. Pillsbury electrified the assembled players by announcing mate in eight moves. The *motus operandi* in seven moves is as follows, after Black's 12th move, B × K P:—13 P × B, R—R sq; 14 Q × R, P—B 5; 15 Q—R 7 ch, K × Kt; 16 P—R 4 ch, K—Kt 5; 17 Q × P ch, Kt—Kt 3; 18 Q × Kt mate.

The only imperfection in the announcement was that it is susceptible of demonstration in one move less, as above given. Instead of 17 Q × P ch, Mr. Pillsbury had probably in his mind's eye 17 P—B 3 ch, which would have made the eight moves.

Position after White's 12th move:—

Q—R 4.

BLACK (AMATEUR).



WHITE (MR. PILLSBURY).

GAME No. 1,849.

First game concluded (Board 32) in the correspondence match Yorkshire v. Kent, now proceeding with teams of 49 players on each side.

Giucoco Piano.

WHITE.

Mr. S. HOLDEN,
Leeds.

BLACK.

Mr. C. CHAPMAN,
St. Mary Cray.

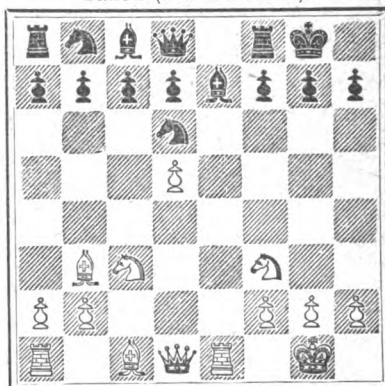
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—Q B 3	4 Kt—K B 3
5 P—Q 4	5 P × P
6 Castles	6 Kt × P
7 P × P	7 B—K 2
8 P—Q 5	8 Kt—Kt sq
9 R—K sq	9 Kt—Q 3
10 B—Kt 3	10 Castles
11 Kt—B 3	

Q—Q 5; 16 Q—Q 4, Kt—B 3; 17 Q—K 4, Resigns.

Position after White's 11th move:—

Kt—B 3.

BLACK (MR. CHAPMAN).



WHITE (MR. HOLDEN).

This game should be compared with Neumann v. von Cornitz, *vide B. C. M. Guide to the Openings* (pp. 5 and 6). At this stage von Cornitz played Kt—K sq, and the continuation was: 12 P—Q 6, P × P; 13 R × B, Q × R; 14 B—Kt 5, Kt—K B 3; 15 Kt—Q 5,

12 P—Q 6
 13 B—Kt 5
 14 R×B
 15 Q—K 2
 16 R—K sq
 17 Kt—Q 5
 18 Q—Q 3

11 Kt—B 4
 12 B×P
 13 B—K 2
 14 Kt×R
 15 Q Kt—B 3
 16 R—K sq
 17 K—B sq
 18 P—K R 3

19 Q—R 7

Threatening 20 Kt—B 6, Q—Kt 8 ch, and Kt—R 7 mate. Of course if 19..., P×B, the reply is Kt—B 6!. Mr. Holden's play in this game shows, without doubt, that he is a close student of the *B. C. M. Guide to the Openings*.

19 Resigns.

GAME No. 1,850.

The following interesting game was played in the pending City of London Chess Club Tournament. Score and Notes from *The Field*.

French Defence.

NOTES BY L. HOFFER.

WHITE. Mr. A. E. TIETJEN.	BLACK. Mr. E. O. JONES.
1 P—K 4	1 P—K 3
2 P—Q 4	2 P—Q 4
3 Kt—Q B 3	3 Kt—K B 3
4 P—K 5	4 K Kt—Q 2
5 P—B 4	5 P—Q B 4
6 P×P	6 Kt—Q B 3
7 P—Q R 3	7 B×P
8 Q—Kt 4	8 Castles
9 Kt—B 3	9 P—B 3

.....We have published before a game with the same variation, played by Professor Brodsky, at Manchester, which won brilliantly for the defence. We suspected at the time that the sacrifice of the two Pawns was accident and not design; but Mr. E. O. Jones informed us that, examining some variations of the French Defence, he hit upon this variation, and thought it might be adopted by Black advantageously. The remarkable point being that what Mr. Brodsky discovered accidentally was worked out simultaneously by Mr. Jones.

[For two games at this opening see *B. C. M.*, vol. xvii. (1897), pp. 205-6. The players were Palmer *v.* Brodsky, and van Lennep *v.* E. O. Jones.—Ed. *B. C. M.*]

10 Q×K P ch

Mr. Tietjen, who expected his opponent to adopt this variation, prepared a counter-plan, entirely and effectively demolishing the ingenious discovery, and he consequently accepts the proffered sacrifice.

10 K—R sq

11 Q×Q P 11 Q—K 2
 12 Kt—K 4

This is Mr. Tietjen's discovery, and a very strong move it is.

13 P×P 12 P×P
 13 B—Kt 3

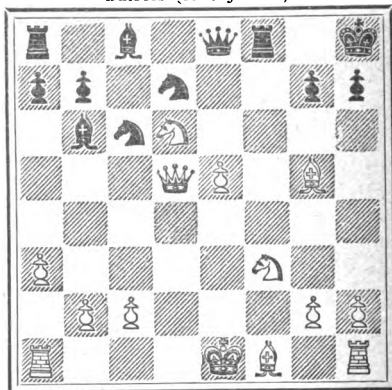
.....Without White's Kt—K 4, Black could play here Kt×P, with an overwhelming attack; but as it is he is compelled to retire B—Kt 3, and the attack is gone, whilst White resumes the offensive with irresistible vigour. We have examined the sacrifice of the exchange 13..., R×Kt, but it is no good either.

14 B—K Kt 5 14 Q—K sq
 15 Kt—Q 6

Position after White's 15th move:—

Kt—Q 6.

BLACK (MR. JONES).



WHITE (MR. TIETJEN).

15 Q—R 4
Even giving up the Queen would only yield a short-lived attack, e.g., 15..., Kt (Q 2) × P; 16 Kt × Q, Kt × Kt ch; 17 P × Kt, R × Kt ch; 18 K—Q sq, P—K R 3; 19 B—Q 2, B—Q 3; 20 Q—K R 4, Q R—Q sq; 21 B—Q 3, and wins.

16 P—K R 4

A shorter and more forcible attack would have been 16 P—K Kt 4. If 16..., Q—Kt 3, then 17 B—Q 3 wins the Queen, and if 16..., Q × P, then 17 Kt—B 7 ch, R × Kt; 18 Q × R, P—R 3; 19 Q—K 8 ch, K—R 2; 20 B—Q 3 ch, and mate in three moves.

17 B—K 2
 18 Q—Q 2
 19 Castles Q R

16 Kt—B 4
 17 B—K 3
 18 Q—Kt 5
 19 Q—R 5

20 B—Kt 5
 21 B × Kt
 22 P—R 5
 23 P—R 6
 24 B—B 6 ch

20 Q—K Kt 5
 21 P × B
 22 B—Q 4
 23 P—Kt 3
 24 R × B

.....If 24..., K—Kt sq, then 25 R—R 4, Q—K 3; 26 Q—Kt 5, and R × B would be compulsory, because of 27 Q × P ch, P × Q; 28 P—R 7 mate.

25 P × R
 26 Kt—K Kt 5
 27 K R—B sq
 28 Q R—K sq
 29 Q—B 3 ch
 30 Kt (Kt 5)—B 7

25 Q—K 3
 26 Q × P
 27 Q—K 2
 28 Q—Q B 2
 29 K—Kt sq

A valuable game from a theoretical point of view, and well played by Mr. Tietjen besides.

30 Resigns.

GAME No. 1,851.

Played in the pending Tournament of the City of London Chess Club.

Scotch Game.

NOTES BY R. TEICHMANN.

BLACK.
 Mr. WOON.

WHITE.
 Mr. LAWRENCE.

1 P—K 4
 2 Kt—K B 3
 3 P—Q 4
 4 Kt × P
 5 B—K 3
 6 P—Q B 3
 7 B—Kt 5

1 P—K 4
 2 Kt—Q B 3
 3 P × P
 4 B—B 4
 5 Q—B 3
 6 K Kt—K 2

This move is not as good as B—K 2, as recommended by the books.

8 Castles
 9 Kt × Kt

7 Castles
 8 P—Q 3

An unfavourable exchange, better would have been 9 B × Kt, P × B; 10 Kt—Q 2

10 B × B
 11 B—Q 4

9 P × Kt
 10 P × K B

B—K 3 followed by Kt—Q 2 would still have given White an even game.

11 Q—Kt 3
 12 P—Q Kt 4

A weakening move, and loss of valuable time. Kt—Q 2 was still good enough.

12 P—K B 4

... ..Black seizes his opportunity at once, and from now to the end has matters all his own way.

13 P—K 5

Another mistake. The simple P × P would have given better chances for a good defence.

13 P—B 5
 14 B—R 6
 15 P × P
 16 Q R—Q sq
 17 Kt—Q 4
 18 K R—K sq

14 P—B 3
 15 R—B 2
 16 B × P
 17 B—Q 4
 18 Kt—Q 2

19 Kt—K 4
20 Q—K 2
21 R—K sq
22 Q—B 2
23 K R—K 2
24 K—B 2
25 P—Q R 3
26 P—B 4

19 B—B 4
20 P—B 3
21 R—K 3
22 Q R—K sq
23 P—Q R 3
24 P—K R 3
25 K—R sq
26 Kt—K 6

.....This move, in conjunction with the following pretty sacrifice of the exchange, is absolutely decisive.

27 B × Kt
28 P × R
29 Q × B
30 B—B 5
31 R × R

27 R × Kt !
28 B × P
29 R × Q
30 R × R ch
31 P × P

And Black won.

GAME No. 1,852.

Played in the Tournament for the Championship of the City of London Chess Club.

Falkbeer Gambit.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. R. LOMAN. Mr. H. W. TRENCHARD.

1 P—K 4
2 P—K B 4
3 P × Q P
4 P—Q 3
5 P × P
6 Q—K 2
7 Kt—Q 2
8 P—K Kt 4

1 P—K 4
2 P—Q 4
3 P—K 5
4 Kt—K B 3
5 Kt × P
6 Q × P
7 P—K B 4

This attack was introduced by the great Hungarian player, R. Charousek, in the Nuremberg Tournament, 1896. Up to that time it was considered quite safe to decline the King's Gambit by P—Q 4; but this ingenious attack by Charousek made its soundness again doubtful. Our opinion is that Black may get an even game by the line of play pointed out in note 2.

8 P—K Kt 3

.....A bad move, which loses at least a Pawn. The correct answer, which was played by Blackburne, in Nuremberg, against Charousek, is 8... B—K 2; 9 B—Kt 2, Q—R 4; 10 P × P, Kt—Q 3! (here Blackburne played Kt—B 3, which is slightly inferior), and Black should be well able to hold his own, although the open K Kt file is dangerous for Black, as he has to Castle King's side.

9 B—Kt 2
10 P × P

9 B—K 2

Of course, White might have been satisfied here by winning the Pawn, but is quite justified in playing for attack, as is proved by the sequel.

11 Kt × Kt
12 B × P
13 Kt—B 3
14 P—B 5
15 P—B 6

10 P × P
11 P × Kt
12 Q—K 3
13 Kt—B 3
14 Q—Q 3

A very strong and ingenious move; the attack instituted by this is absolutely sound, and wins very quickly.

15 Q × P
16 B—Kt 5
17 Castles Q R

16 Q—K 3
17 B—Q 2

.....With a view to Castling Queen's side, but this is frustrated by White very cleverly.

18 R × B !
18 K × R

.....If Q × R, then 19 B × Kt, P × B; 20 R—Q sq, and wins.

19 B × Kt ch
20 Kt—K 5 ch

19 P × B

It is a pity that Mr. Loman here missed the strongest continuation, viz., 20 R—Q sq ch, B—Q 3; 21 Kt—K 5 ch, K—K sq; 22 Q—R 5 ch, K—B sq; 23 R—B sq ch, K—Kt sq; 24 B—R 6, and wins.

20 K—K sq

- | | | | |
|--------------|-----------|---------------------------------|-----------|
| 21 Q—R 5 ch | 21 K—B sq | 25 Kt—B4 dis. ch | 25 K—Q 2 |
| 22 B×B ch | 22 K×B | 26 Q—B 5 ch | 26 K—Q sq |
| 23 R—K sq | 23 Q×R P | 27 R—Q sq ch | 27 K—K sq |
| 24 Q—Kt 5 ch | 24 K—K sq | And White mates in three moves. | |

GAME No. 1,853.

Played in the pending tournament at the City of London Chess Club.

King's Bishop's Gambit.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. R. LOMAN. Mr. BARLOW.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 P—K B 4 | 2 P×P |
| 3 B—B 4 | 3 P—Q 4 |
| 4 B×P | 4 Q—R 5 ch |
| 5 K—B sq | 5 P—K Kt 4 |
| 6 Kt—Q B 3 | 6 B—Kt 2 |
| 7 P—Q 4 | 7 Kt—K 2 |
| 8 Kt—B 3 | 8 Q—R 4 |
| 9 P—K R 4 | 9 P—K R 3 |
| 10 B—B 4 | |

So far the opening moves are according to the books; but White's last move, although played before by strong players, cannot be recommended, as the retreat of the Bishop involves too much loss of time, and leaves the initiative to Black.

- | | |
|------------|------------|
| 11 K—Kt sq | 10 P—Q B 3 |
| 12 Kt—K sq | 11 P—Kt 5! |
| 13 P×P | 12 P—B 6 |
| 14 B—K 3 | 13 P×P |

Q×P, Q×Q; 15 Kt×Q, B—Kt 5, and Black wins a Pawn.

- | | |
|-----------|------------|
| 15 K—B 2 | 14 R—Kt sq |
| 16 Kt×P | 15 B—Kt 5 |
| 17 B—K 2 | 16 B—B 3 |
| 18 K—K sq | 17 Kt—Kt 3 |
| 19 Kt×Kt | 18 Kt×P |
| 20 K—Q 2 | 19 B×Kt ch |

White has now lost a Pawn, but he has prospects of attack, and should at least be able to win his Pawn back.

20 Kt—R 3

..... If 20..., B×B; 21 Q×B, Q×Q; 22 Kt×Q, B—Kt 4; 23 Q R—K Kt sq, and White has the better game.

21 R—K Kt sq 21 B×B

..... Black has nothing better; it appears therefore, that, instead of Kt—R 3, he should have played Kt—Q 2, so as to answer R—K Kt sq by Kt—B 3, and if then P—K 5, B×B, holding his Pawn!

22 R×R ch 22 K—K 2
23 Q—K Kt sq

White is thus able to maintain his gain and should win with correct play.

23 R×R
24 Q×R 24 B—B 6
25 Q—B 8 25 B—Kt 6
26 Q×P ch 26 Kt—B 2
27 R—K Kt sq 27 Q—R 7 ch
28 K—B sq

A great blunder, of which Black very cleverly takes advantage. If White had simply played K—Q 3, Black would have been left without resources.

28 B—B 5!
29 R—K sq

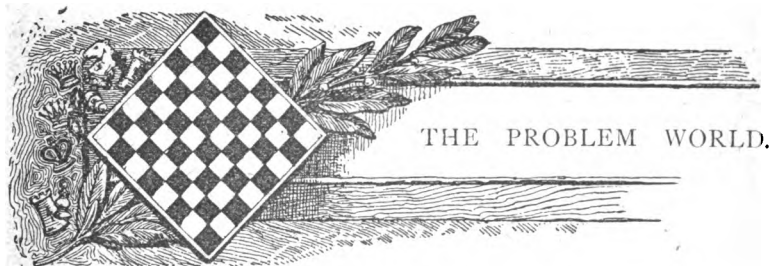
But this feeble move throws away the last chance; B×B would have forced Black to draw the game by perpetual check, viz.: 29 B×B, Q×R ch; 30 K—Q 2, Q×P ch, K—B sq, and I fail to see any better continuation for Black than Q—Kt 8 ch, &c.

29 Q—B 7 !

30 Q×Kt ch	30 K—B sq
31 Q—Kt 8 ch	31 K—Kt 2
32 Q—K 5 ch	32 K—R 2
33 Q—B 5 ch	33 K—Kt sq

.....Resigns. The checks are exhausted, and if 37 R—Q sq, Q×B ch; 35 K—Kt sq, B×R, and Black must win.

* * * Want of space compels us to defer the publication of several interesting articles and reviews until next month.



All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

With this issue, the first contribution for the New Year's Problem Budget, we are pleased to offer the readers of this department our fraternal wishes for a bright and successful spell. Perhaps "it is not the time for sermons," but we think we are not exigent in impressing upon our supporters and ought-to-be-supporters, that they can materially assist us in contributions. Without reflecting upon the good company to be met in our pages, we should much like to be able to present a more varied set of names as composers of our problems. We have, it is true, at least fifty positions unprinted, but as they are the work mostly of one author, we hesitate to court the criticism that we are prone to give undue preference to one man. We shall soon be starting our next Tourney Problems, but we are anxious that our friends should lend their assistance in the endeavour to keep the problem pages up to a high standard. Now where are your three-movers, good two-movers, and excellent four-ers, not forgetting suis? But don't let the latter be long!

ALL-IN SOLUTION TOURNEY.—Score Table up to problems in September number:—

	Old Score. (See Nov.)	1458	1459	1460	1461	1462	1463	1464	1465	October Totals.	1466	1467	1468	1469	1470	1471	1472	1473	Nov. Totals.	
§ "East Marden" ...	154 ...	4	4	4	8	2	3	2	15 ...	196 ...	3	8	8	3	2	4	3	3 ...	230	
‡ A. C. White Cancelled		4	4	4	4	2	3	2	5 ...	28 ...	3	8	4	2	3	2	4	3	3 ...	54
** C. S. Earle ...	79 ...	4	4	4	4	2	3		5 ...	105 ...	3	4	2	4	3	2	4	3	3 ...	129
** F. R. Gittins ...	61 ...					2				63 ...										
** Chas. Johnstone ...	315 ...	4		4	4	4	3	2	5 ...	341 ...	3	4	4		2	2	3	3 ...	362	
** W. H. Thompson ...	133 ...	4	4	4	8	2	3	2	20 ...	180 ...	3	8	4	2	3	2	4	3 ...	105	
†† "Gibson" ...	396 ...	4	4	4	12	2	3	2	5 ...	432 ...	3	4	8	3	2	4	3	3 ...	462	
† J. J. O'Hanlon ...	377 ...	4		4	4	4	3	2	5 ...	403 ...	3		4		2	2	3	3 ...	420	
† V. H. Sladen ...	485 ...	4	4	4	4	2	3	2	5 ...	508 ...	3	8	4	3	2	4	3	3 ...	30	
† J. D. Tucker ...	127 ...			4	4	2	3		5 ...	145 ...						2	2	3	3 ...	155
* Capt. G. A. Forde ...	127 ...	-2	4	4	2	3				138 ...	3	-2	4	-2	2	2	3	3 ...	151	
* R. M. Peake ...	402 ...	4		4	4	2	3	2	5 ...	426 ...	3	4	8	3	2	4	3	3 ...	456	
** "D.C.T." ...	37 ...	4	4	4	12					61 ...	3	8	8	3	2	2			87	
* Karl Wagner ...	127 ...									127 ...										
H. S. Brandreth ...	109 ...					2	3			114 ...										
J. W. Dixon ...	416 ...			4	4	4	3			431 ...	3				2	2	3	3 ...	444	
"W.C.D." ...	286 ...			4	4	4	3	2	10 ...	317 ...	3	8	8	3	2	4	3	3 ...	351	
I. Y. Fullerton ...	340 ...			4	4	4	3		5 ...	360 ...					2	2	3	3 ...	370	
Rev. A. H. L. Hastings	70 ...					2	3		5 ...	80 ...					2	2	3	3 ...	90	
J. E. Herbert ...	220 ...									220 ...										
J. K. Macmeikan ...	173 ...			4	4	4	3		5 ...	193 ...					2	2			197	
W. B. Muir ...	420 ...	-2	4	4	12	4	3	2	5 ...	452 ...	3	-2	4	-2	3	2	4	3	3 ...	470
"Ram Noy" ...	34 ...									34 ...										
H. L. Stokes ...	403 ...					2	3			408 ...					2	2	3	3 ...	418	
R. J. W. ...	203 ...	4	4	4	12					227 ...	3	4	8	3					245	
E. E. Westbury ...	140 ...			4	4	2	3		5 ...	162 ...	3				2	4	3		174	
"K. W." ...	112 ...			4	4	2	3			125 ...	3				2	2	3		135	
G. Woodcock ...	105 ...			4	4	2	3	2	5 ...	125 ...	3	4	4	3	2	2	3	3 ...	149	

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

"East Marden" sent both solutions to No. 1448, and we only acknowledged one. We have therefore brought forward 154 points in lieu of 150.

Additional solutions.—The following have been correctly solved by Balmo Kand, of Lahore: 1450, —1, —2, —4, —5, —6, —7, 1460, —1, —2, —3, —4, and —5. P. le Page, 1466. T. W. Tait, 1463, and Valle's 2-er at p. 434. "Beta," 1460, —1 (three solutions, the fourth wrong), 1462, —3, —4, —5, —6, —7, —8, —9, 1470, —1, —2, and 1473, as also the 3-er by Wurzburg, at page 482. Nikhilnath Maitra, 1454, —5, and 1457, as well as the two-movers on page 396, by Marr and Reggio, and Valle's 2-er, p. 434; also 1470 and 1471, with Kelly's two problems at p. 484. H. D'O. Bernard, 1458, —9, 1560, —1 (one solution), —2 (one solution), 1463, —4, —5, —6, —7, 1469, 1470, —1, —2, and —3. Mr. Bernard wishes us to revive some old scores of his, gained under a *nom de plume*. We have not yet verified his claim, but will look in the matter.

It will be seen from the October totals that V. N. Sladen gets his second rise by his score of 508. We are pleased to see him gain this

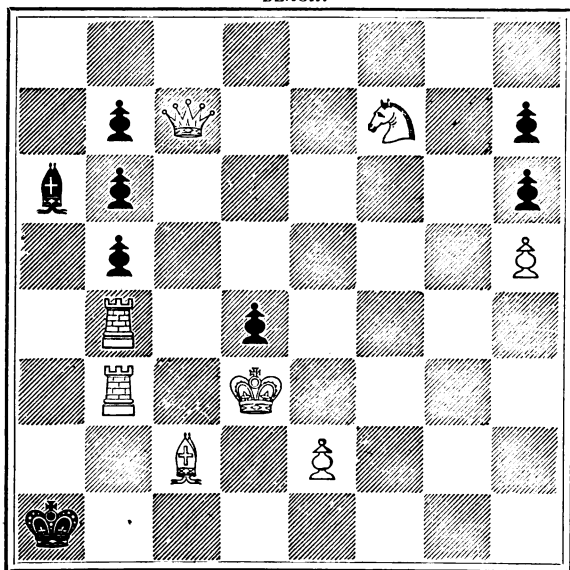
position, as his solutions always give us pleasure to examine. This score of 508 is cancelled in considering the November total.

"Gibson" has by praiseworthy persistency again rapidly reached a temporary summit—this for the third time.

CHALLENGE PROBLEM.

BY C. D. LOCOCK AND J. K. MACMEIKAN.

BLACK.



WHITE.

White compels Black to mate in twelve moves.

The authors offer a prize of 5s. to the sender of the first solution, in *exactly* twelve moves, reaching Mr. C. D. Locock, Netherfield, Camberley, Surrey.

"LEISURE HOUR."—Commencing November last this old-established paper resolved that chess should be treated as a special feature. With the view to bringing up the contributions to a high standard of merit, liberal prizes are offered, among them being several which are intended to attract composers and solvers. In the January issue the particulars of a problem tourney will be announced, open to all "amateur problemists." Probably some definition will be forthcoming of the quoted words, or at all events a

sufficiently clear statement made as to those composers who are eligible to compete. Mr. E. B. Schwann is lending assistance to the editor and we look forward to, at least the problem department, as being intelligently conducted with interesting contributions. The following is the first problem in the new series, and will be found "not so easy as it looks."

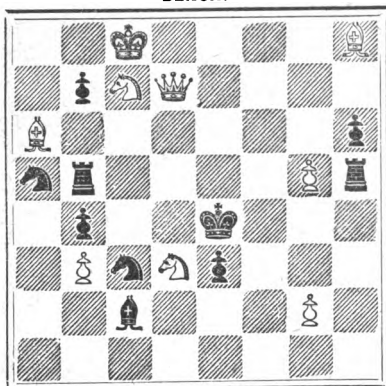
By E. B. Schwann, London.—White: K at Q sq, R at Q 5, B at Q B 8, Kts at K R 6 and K Kt 5, Ps at K B 2 and Q Kt 5. Black: K at K B 5, Kt at K R 5, Bs at Q B 2 and Q Kt 3. Mate in 3.

"READING OBSERVER" PROBLEM TOURNEY.—The Judges in this two-move competition, Messrs. Gittins, Taverner, and Womersley, have awarded the three following positions prizes:—

First Prize.

By C. VINCENT BERRY,
Hemel Hempstead.

BLACK.



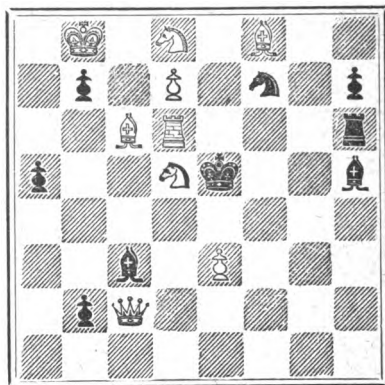
WHITE.

Mate in two.

Second Prize.

By H. F. W. LANE,
Stroud.

BLACK.



WHITE.

Mate in two.

Third prize, by P. F. Blake, Manchester.—White: K at Q R sq, Q at Q Kt 3, Rs at K Kt 4 and Q 4, B at Q sq. Kts at K Kt 6 and Q 7, Ps at K R 4 and Q B 2. Black: K at K B 4, Q at K R 3, B at Q Kt 8, Kts at Q sq and Q B sq, Ps at K R 2, K Kt 2, K 6, Q B 3, and Q R 7. Mate in 2.

"NUOVA RIVISTA."—An extension of time for receipt of entries to the Ninth International Problem Tourney of this Magazine has been announced. We gather this is due to a paucity of entries which had been received by the end of last August. Problems from countries in Europe should reach the director of the magazine by 31st January instant, elsewhere by 28th February next. The prizes are good. Address: Via der Floridi, 1 Livorno.

"MANCHESTER WEEKLY TIMES" TOURNEYS.—Dr. Wahltuch has issued conditions for two competitions, one for two-movers and one for three-movers. The particulars reached us too late for notice last month, and will now be too late for announcement of details here. A solution competition is already in progress, which is timed to close with the problems published March 30th next.

If it is at any time desired by promoters of tourneys that we should give particulars in our pages, we should be glad to have the earliest possible intimation.

SOLUTIONS AND CRITICISMS.

By G. B. Valle (p. 434).—1 Kt—B 8, &c. It is surprising what a fascinating hold the idea shown in this problem has upon composers. We have seen a large number of settings, and each one seems to have a point or a charm of some sort. As we said at the time we gave this position, we do not like the Pawn padding, and we are really at a loss to imagine why the composer did not unload the diagram by two Pawns, without loss to the design. This can be done thus: Remove White Pawn at Kt 3, and Black Pawn at K R 6; transfer White King to K Kt 3, and then shift position entire one square to the right. Solved by J. D. Tucker, East Marden, G. Woodcock, A. C. White, R. M. Peake, J. W. Dixon, H. S. Brandreth, Rev. A. H. L. Hastling.

By "Kruud" (p. 435).—1 Kt—Q 4, R—R 2, &c.; 2 Q×P ch, &c. If 1..., R×P, &c.; Q×Kt ch, &c. If 1..., R×Q; 2 Kt—K 7 ch, &c. In first solving this position, one is impressed that it has many good points, but when they are catalogued there is a decided smallness about the show. There are two blunderbus variations, and the third and last (Q×P ch) is the redeeming line. The construction we are certain could be improved, the Pawn business is most unpleasant, and there is little question in our mind that three more blank squares could have been arranged. The following will give some idea of our meaning: White, K at K R sq; Q at Q 5; R at K Kt 3; Kts at K Kt 2 and K 8; Ps at K R 6, K Kt 6, and K 3; Black, K at K B 4; Rs at K R 4 and Q 2; Kts at K 4 and Q sq; Ps at K R 7 and K 5. Mate in 3. Solved by J. D. Tucker, East Marden, G. Woodcock, A. C. White, R. M. Peake, J. W. Dixon, Rev. A. H. L. Hastling.

By "Stamma" (p. 435).—1 Kt—B 5, K×Kt; B—R 7 ch, &c. If 1..., B—K 6; 2 Kt—Kt 3 ch, &c. If 1..., B—B 7; 2 P—B 3 ch, &c. If 1..., P—B 6; 2 Kt—Kt 3 ch, &c. If 1..., Kt moves; 2 Q—Q 2 ch, &c. An easy problem to solve, as the key move is such a natural one to make, especially in view of White's Q R Pawns. There is pretty play, but there is an unfortunate set off in indifferent construction. Solved by J. D. Tucker, East Marden, G. Woodcock, A. C. White, R. M. Peake, J. W. Dixon, Rev. A. H. L. Hastling.

By F. A. L. Kuskop (p. 435).—1 Q—K R sq, K—B 4; 2 Q—K 4 ch, &c. If 1..., K—Q 2; 2 Q—B 6 ch, &c. If 1..., K—B 2; 2 Q—R 7 ch, &c. If ..., B×P; 2 Q—B 6 ch, &c. A pleasing composition, but based on very familiar lines. The two sacrifices of the Queen are neat enough, but only in one variation is the mate economically accurate, and one expects purity in a problem of this class. The immediately threatened mate is a serious drawback. Solved by J. D. Tucker, East Marden, G. Woodcock, A. C. White, R. M. Peake, J. W. Dixon, H. S. Brandreth, Rev. A. H. L. Hastling.

By A. F. Mackenzie (p. 435).—1 R—Kt 6, P—Kt 5; 2 Q—B 5 ch, &c. If 1..., Kt—Q 7; 2 Q—B 6 ch, &c. If 1..., B moves; 2 Kt—Q 5 dis. ch, &c. If 1..., Kt×Kt; 2 Kt—Q 5 dis. ch, &c. If 1..., K—K 4; 2 Q—B 2, &c. The cramped position of the Rook, and its apparent uselessness where it now stands, is sufficient indication that it must make the key move. There are some clever points in this varied effort, and some of the variations are somewhat of a puzzling nature. It is a good problem, and notwithstanding it does not have pretensions to being a specimen of the best style of modern problem, and is a little unsatisfactory in the Pawn arrangement, we consider it a finer entry than the first prize problem. Solved by J. D. Tucker, East Marden, G. Woodcock, A. C. White, R. M. Peake, J. W. Dixon, Rev. A. H. L. Hastling.

By F. A. L. Kuskop (p. 435).—1 Kt—Q 6, K×Kt; 2 Q—K 4, &c. If 1..., K—B 5; 2 Kt—Q 3 ch, &c. If 1..., K—B 5; 2 Kt—Q 3 ch, &c. If 1..., P—B 4; 2 Kt×P, &c. If ..., any other; 2 Q—K 4 ch, &c. There is not sufficient show of variety here to allow of favourable comment. The key move is readily discerned, and the only obstacle in the solver's path is to meet the reply of 1..., P—B 4, but this does not develop anything out of the ordinary. The author is lucky to receive a prize for this three-mover. 1 Kt—B 3 is met by K—B 5. Solved by G. Woodcock, R. M. Peake, J. W. Dixon, Rev. A. H. L. Hastings.

No. 1458 ("Terra incognita?").—1 Q—Kt 2, K—B 5; 2 Q—Kt 4 ch, K—K 6 [If 2..., K—K 4; 3 B—B 3 ch, &c.]; 3 B—B 2 ch, &c. If 1..., K—Q 6; 2 Q—K 2 ch, K—Q 5; 3 B—B 3 ch, &c. [Dual, 2 Q—Q 2 ch, K—B 5; 3 B—K 2 ch, &c.]. If 1..., K—Q 5; 2 B—B 3 ch, K—B 5; 3 Q—K 2 ch, &c. If 1..., B—B 3; 2 Q—Q 2 ch, K×B; 3 Kt×B, &c. If 1..., P—R 7; 2 Q—K 2 ch, K—B 5 [If 2..., K—Q 5; 3 B—B 3 ch, &c.]; 3 B—Kt 3 ch, &c. If 1..., any other; 2 B—B 2 ch, K—B 5; 3 B—Q 4, &c.

No. 1459 ("Fiat jūš").—1 R—Q B sq, P—K 5; 2 Q—B 7, K×B [If 2..., P×B; 3 R—K sq ch, &c. If 2..., K—Q 7; 3 Q×P ch, &c.]; 3 R×P, &c. If 1..., K—Q 7; 2 Q—Kt 3, any; 3 Q×P, &c. If 1..., K—B 6; 2 Q—Q B 6 ch, K—K 6 [If 2..., K—B 7; 3 R×P ch, &c.]; 3 Q—Kt 2, &c. If 1..., K—B 7; 2 R×P ch, K—K 6; 3 Q—Kt 6, &c.

No. 1460 ("Spes mihi").—1 B—B 6, R—Kt 2 ch; 2 Kt—K 7 dis. ch, R—Kt 7; 3 Kt—B 5, &c. If 1..., R—Kt 7 ch; 2 Kt—Kt 4 dis. ch, R—Kt 7; 3 Kt×P, &c. If 1..., Kt—B 6, &c.; 2 Kt—K 3, Kt—Q 4 or K 5; 3 B×Kt, &c. Other variations simple.

No. 1461 ("Posita statio").—Author's solution: 1 R—Kt sq, B—R 5; 2 R—Kt sq, &c. If 1..., B×P; 2 R×B, followed by 3 R—K 3 or K 4 sq. If 1..., P—Q 5; 2 R—K 4, &c. If 1..., any other; 2 R—K 3, &c. Second solution: 1 R (K 7)—K 3, B×P; 2 R×B, &c. If 1..., B—R 5; 2 R—Kt 4, &c. If 1..., P—Q 5; 2 R—K 4, &c. If 1..., others; 2 R—Kt sq, &c. Third solution: 1 R (K 7)—Kt 7, B×P; 2 R (K 7)—Kt 5; followed by 3 R×B, &c. Other variations are simple.

No. 1462, by A. W. Daniel.—1 Q—R 7, &c. Cooked by 1 K—K 7, &c.

No. 1463, by W. A. Shinkman.—1 B—K 2, K—Kt or B 2; 2 Q—B 8 ch, &c. If 1..., K—Kt 3; 1 Q—R 5 ch, &c. If 1 P moves; 2 Q—Q 7 or B 8 ch, &c. A very elegant rendering of this pretty sacrifice device. We do not remember having seen the idea so simply presented before. In more elaborate versions it has been accomplished, and we believe Khotz and Kocklekorn were the first to work it.

No. 1464, by Rev. R. J. Wright.—This problem has an easy mate in two. We will withhold the author's solution, in case the composer would like to put matters right. 1 B×R dis. ch, &c.

No. 1465, by E. V. Tanner.—1 K—B 6, K×B; 2 K—K 6, K—K 5; 3 R—B sq [Or 3 R—B 5; 4 R×P, &c.]; 4 K—Q 6, &c. If 1..., K×Kt; 2 B—R 7 or B—Kt 6, &c. Can also be solved by 1 B—R 7, Kt 6 or Kt sq, K—K 4; 2 R—B 6, K×Kt [If 2..., K—K 5; 3 Kt—B 4, &c.]; 3 B×Q Kt P, any; 4 B—B 4, &c. If 1..., K×Kt; 2 K—B 6, &c. We are sorry we published this problem, as the author had pointed out a flaw, which we had quite forgotten.

By F. R. Gittins (p. 481).—1 Castles, Castles!; 2 Kt—K 7 ch; 3 B—Q 4 ch, &c. If 1..., R—Kt sq ch; 2 Kt—Kt 7 ch, R×Kt; 3 P×R, &c. If 1..., others; 2 K—Kt 7 ch; 3 B×P dbl. ch, &c. There is, however, another way discovered by the solvers of the *Reading Observer*, 1 Kt—Kt 7 ch, K—B sq; 2 Castles; 3 Kt—K 7 or B×P ch, &c. Solved by R. M. Peake, Capt. G. A. Forde.

By O. Wurzburg (p. 482).—1 Kt—K sq, B—R sq; 2 Q—R 8 ch, &c. If 1..., B—Kt 2; 2 Q—Q Kt 6, &c. If 1..., B—Q 4; 2 Q—Q 4, &c. If 1..., B—K 5; 2 Q—R 4 ch, &c. If 1..., B—B 6; 2 Q×B ch, &c. If 1..., B—Kt 7; 2 Q—B 2, &c. If 1..., B—Q 3; 2 Q—R 6 ch, &c. If 1..., K B moves elsewhere; 2 Q×Q B ch, &c. This position is very nicely arranged, and the idea has been carried out in an extensive manner. Of the kind of strategy it is remarkably clever, notwithstanding the duals and that originality of idea cannot be claimed for it. Solved by R. M. Peake, E. E. Westbury, H. S. Brandreth, J. D. Tucker, G. Woodcock, J. W. Dixon, A. C. White, Capt. G. A. Forde.

By J. M. Robert (p. 483).—R—Q R sq, &c. It is seldom, and fortunately so, one comes across a prize problem with such feeble claims to either excellence or point. If one only analyses this composition it will be seen that it has only one true variation, every

other feature, which is embodied in the arrangement, is pure fringe. It is a case when once a start is made in this direction it is difficult to know where to stop. The author should study the works of first-class composers, and he will doubtless aspire to better things. Solved by R. M. Peake, G. Woodcock, J. W. Dixon, A. C. White.

By the late R. Kelly (p. 484).—The White Queen should stand at Q Kt 7. 1 R—K 6, &c. A nice key move and a pretty problem, albeit there is not much variety. Solved by R. M. Peake, G. Woodcock, A. C. White.

By the late R. Kelly (p. 484).—1 Kt—R 7, K—K 5; 2 Q—B 3 ch, &c. If 1..., P moves; 2 Kt (R 7)—B 6, &c. If 1..., K—B 5; 2 Q—K 2 ch, &c. It is a pity there are so many White Pawns. Two of the variations are neat, but the third seems to be amenable to improvement, though obviously with the Knight at R 7 it is not such an easy matter. Solved by R. M. Peake, A. C. White.

No. 1466 ("Konkurent").—Three solutions. Author's: 1 Kt—K 8, R—Q 5; 2 R—K 4 ch, K×P [If 2..., R×R; 3 Q—Q 6 ch, &c.]; 3 Kt—Kt 7 ch, &c. If 1..., K×R; 2 Q—R 6 ch, K—K 4; 3 Q—Q 6 ch, &c. If 1..., R×R; 2 Q—B 5 ch, K—K 5; 3 Kt—B 6 ch, &c. If 1..., K—Q 5; 2 Q—Q 6 ch, K—K 6 [If 2..., K—B 5; 3 R×R ch, &c.]; 3 R×P ch, &c. Second solution (in three): 1 R×R ch, K×P; 2 Kt—R 7, &c. Third solution (3 moves): 1 Kt—Q 7 ch, K×R; 2 Q—R 6 ch, &c. If 1..., K—Q 5; 2 Q—B 5 ch, &c.

No. 1467 ("Down under").—Author's intentions: 1 R—Q B 8, Kt—R 2; 2 Q—K 4, B—Kt 8 [If 2..., Kt×R; 3 R×P ch, &c. If 2..., P×Q ch; 3 K×P, &c. If 2..., Kt—Kt 4; 3 Kt—K 5 ch, &c.]; 3 Q×P (d 5) ch, &c. If 1..., K×R; 2 Q—B 5 ch; 3 Kt—K 5 ch, &c. If 1..., B—B 5; 2 K×B, Kt—R 2; 3 Q—Q 2, &c. 1..., Kt—B 2, seems however to be a valid defence. Cook: 1 R (K 8)×B, B—Kt 8; 2 Q—K 6, Kt—R 2; 3 Q—Q 6, &c. Second solution: 1 Kt—K 5 ch, K×P; 2 Q—Q 7, K—Kt 3 [If 2..., Kt—R 2; 3 Q×Kt ch, &c.]; 3 Q×P ch, &c.

No. 1468 ("We are seven").—Two solutions. Author's: 1 Kt—B 5, K×Kt (B 6); 2 Kt—K 4, &c. If 1..., K×Kt (B 5) or K—Q 3; 2 B—K 7 ch, &c. If 1..., P—K 4 or P—Q B 6; 2 Q—Q 8 ch, &c. If 1..., others; 2 Kt—Kt 4 ch, &c. Second solution: 1 Q—Kt 2 ch, P—B 6; 2 Q×P ch, K—Q 3; 3 Kt—Q 4, &c. If 1..., K—Q 3; 2 Kt—Q 4, &c. 1 Kt—Q 4 is defeated by 1..., P—K 4.

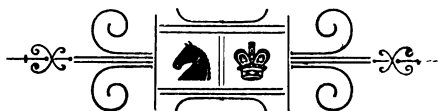
No. 1469 ("Alis volat propriis").—There appear to be a number of solutions in four moves and three 3 moves. The author's key is 1 Kt—Kt 3, K×R; 2 R—Q 2, K×R; 3 Kt—B sq ch, &c. If 1..., others; 2 R—K 4 ch, P×R; 3 Q—Q 6 ch, &c., with minor variations. The solutions in three moves are 1 Kt—Kt 5, K×R or P—Kt 3; 2 Kt×P, &c.; 1 Kt—B 5, &c.; and 1 R—Q 3 ch, K—K 4; 2 P—Kt 4, &c. East Marden has sent in no fewer than fifteen solutions, but it does not seem necessary to take up space by giving them.

No. 1470, by E. E. Westbury.—1 Kt—Q 6, &c. The Pawn at K Kt 3 gives away the solution. Excepting for the mate after 1..., K×R the play is rather harsh.

No. 1471, by J. K. Macmeikan.—1 Kt—K 6, &c. Also solved by 1 Kt—Kt 3 ch, &c.

No. 1472, by E. V. Tanner.—1 B—K B 7, K×R; 2 B—Kt 6 ch, &c. If 1..., K—B 3; 2 R—B 4 ch, &c. If 1..., B×Kt; 2 R—B 4 ch, &c. If 1..., P—Q Kt 4; 2 Kt—Kt 7 ch, &c. If 1..., any other; 2 R—B 4 ch, &c. The key in this case is easy, but the ensuing mates are very pretty, and economy good. The heavy sprinkling of Black Pawns gives the position a heavy look.

No. 1473, by W. A. Shinkman.—It appears the White Pawn at B 2 should be Black. Mr. Shinkman is usually very accurate in the transcription of his problems, especially considering the great number he sends over the world for publication. With the position as we gave it, 1 P—B 4 solves the problem in three moves. The intention however, which is very pretty, is 1 Q—K Kt 5, P—K B 4; 2 Q—K 3, P—K 4 [If 2..., P—B 4; 3 Q—B 4 ch, &c.]; 3 Q—R 7, &c. Mr. Shinkman writes, that by the removal of the Black Pawn at R 5 to K Kt 2 another four mover is created.

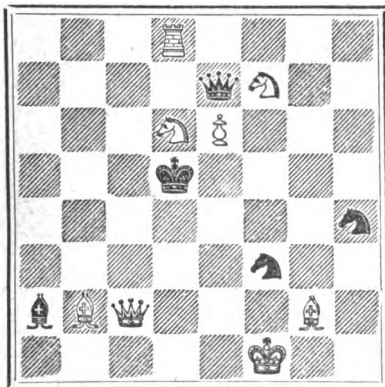


PROBLEMS.

No. 1482.

By C. VINCENT BERRY,
Hemel Hempstead.

BLACK.



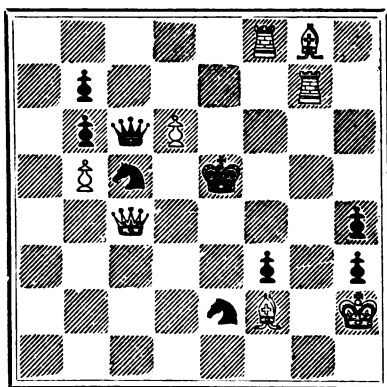
WHITE.

White mates in two moves.

No. 1483.

By THOS. SPEAKMAN,
Balman.

BLACK.



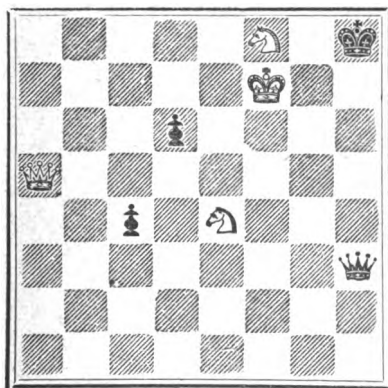
WHITE.

White mates in two moves.

No. 1484.

By W. A. SHINKMAN,
Grand Rapids.

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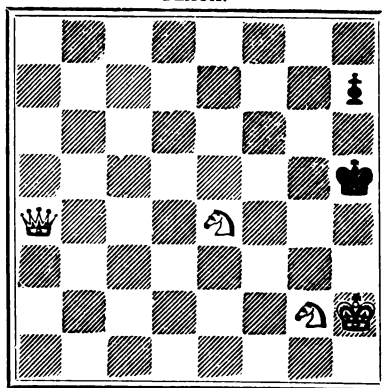
WHITE.

White mates in three moves.

No. 1485.

By B. G. LAWS,
London.

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WHITE.

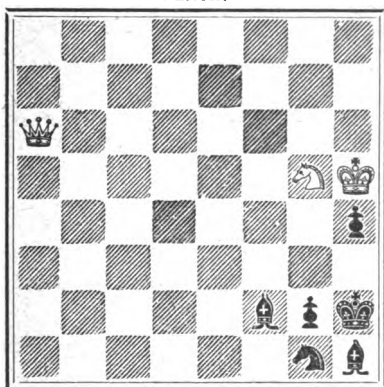
White mates in three moves.

PROBLEMS.

No. 1486.

By W. A. SHINKMAN,
Grand Rapids.

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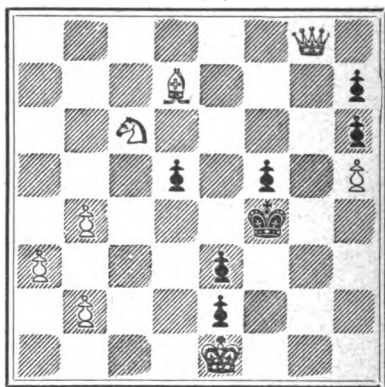
WHITE.

White mates in four moves.

No. 1487.

By E. V. TANNER, London.

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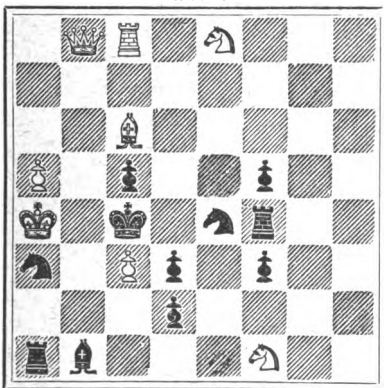
WHITE.

White mates in four moves.

No. 1488.

By B. G. LAWS, London.

BLACK.



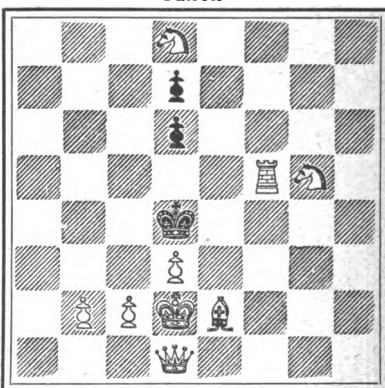
WHITE.

White to play and compel Black to
mate in three moves.

No. 1489.

By W. A. SHINKMAN,
Grand Rapids.

BLACK.

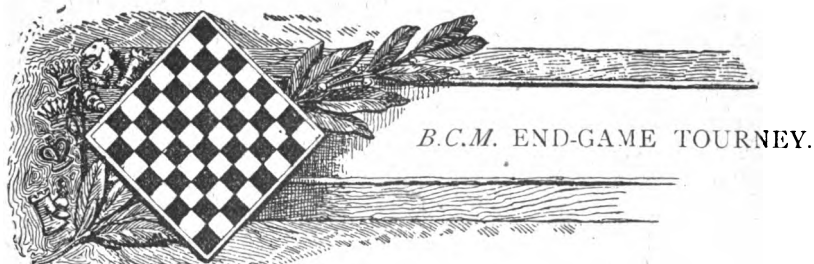


WHITE.

White compels Black to mate
in seven moves.

BRITISH CHESS MAGAZINE

FEBRUARY 1900



We have decided to start an End-game Competition, and we shall be glad if our exchanges will give publicity to the following conditions:—

- 1.—Each competitor may send not more than three End-games, which must be original, and hitherto unpublished.
- 2.—Each End-game must be accompanied by a solution, and bear a motto, the motto being also written outside a sealed envelope enclosing the name and address of the competitor.
- 3.—The competing End-games and envelopes are to be addressed to the Editor of the *B.C.M.*, 38, Park Cross Street, Leeds, and no entry will be accepted after June 30th, 1900, but up to that date corrections of End-games previously sent will be received.
- 4.—No entrance fee will be required, and three prizes will be given consisting of £2, £1, and a copy of *Chess Bouquet* for the three best compositions, but no competitor to take more than two prizes. If less than twenty entries are received, only the first prize of £2 will be given.
- 5.—The Rev. C. E. Ranken, who will act as judge, has kindly presented the second prize, £1.

B I

ON THE N QUEENS PROBLEM.

Or how to place N Queens on a Board of N squares on a side so that no Queen shall interfere with the action of any other.



VALUABLE paper on this subject, by T. B. Sprague, LL.D., is given in the *Proceedings of the Edinburgh Mathematical Society*, vol. xvii., session 1898-99, and a reprint thereof in pamphlet form now lies before me. In a paper read before the same Society nine years earlier, Dr. Sprague had treated the subject as entirely new, not being then aware that it had already been investigated. In his later discussion he cites the following works:—

1. J. W. Glaisher's paper "On the Problem of the Eight Queens," in the *Philosophical Magazine* for December, 1874.
2. "Mathematical Recreations and Problems," by W. W. Rouse Ball (MacMillan & Co., 2nd edition, 1892), pp. 85-88.
3. Dr. Pein's "*Aufstellung von N Königinnen auf einem Schach-brett von N² Feldern, derart dass keine von einer andern geschlagen werden kann. Von N = 4 bis N = 10*" (B. G. Teubner, Leipzig, 1888-89).
4. Besides these titles, Dr. Sprague cites either at first or second hand, the correspondence of Nauck and Schumacher with Gauss. Also a paper by Dr. Siegmund Guenther, in Grunet's *Archiv der Mathematik und Physik*, 1874, vol. 56, pp. 281-292, on the Mathematical Theory of the Chess Board, in which Guenther suggests that the N Queens Problem might be solved by means of Determinants. Also, Guenther's *Lehrbuch der Determinanten-Theorie für Studierende* (Erlangen, 1875), p. 46. In addition to these sources, all that were known to Dr. Sprague, the following should be consulted.
5. "*Traite des Applications de l'Analyse Mathématique au Jeu des Echecs, par C. F. de Jaenisch*" (St. Petersburg, 1862). Three tomes, generally bound in one.
6. The present writer discusses the problem at considerable length in O. A. Brownson's *Chess Journal*, Dubuque, Iowa, 1873-74.
7. In 1874 the subject was ably treated by E. Pauls in two articles in the *Deutsche Schachzeitung*, dividing all boards as I had previously done into five classes:—

First, $N = 6x$, as 6, or 12.

Second, $N = 6x + 2$, as 8.

Third, $N = 6x - 2$, as 4.

Fourth, $N = 6x$ plus or minus 1, as 5, or 7, or 11.

Fifth, $N = 6x + 3$, as 9.

9. Very recently two other writers have treated the subject in the same excellent chess periodical, Prof. K. Rohn of Dresden, and Herr Folcker, of Haarlem. The former gives solutions up to 9×9 , and the latter states that he had gone as far as 10×10 seven years ago. It is a pity that all their labours had been anticipated by Pein and Sprague.

According to Glaisher, followed by Sprague, the Eight Queens Problem was first proposed in the Leipzig *Illustrated Times*, June, 1850, but I find that it dates back nearly two years earlier. See the Berliner *Schachzeitung* for September, 1848, page 363, where *Zwei Schach-fragen* are propounded. One of these relates to the arrangement of the White forces, so as to give the maximum number of moves,—the other is worded thus:—

Wie viele Steine mit der Wirksamkeit der Dame können auf das im Uebrigen leere Brett in der Art aufgestellt werden, dass keiner den andern aufgreift und deckt, und wie müssen sie aufgestellt werden!

To this an answer appears in the next volume, 1849, p. 40. Two correct positions are given, with the remark that “an uncommonly large number of others may be found.” But it is further stated that “in no case can a Queen be stationed on a corner square,” which is an error. Not until 1854 is anything added to the subject in the *Schachzeitung*. At page 446 of the volume for that year the error as to corner Queen is corrected, in a very interesting article on the Progress of Chess Literature. In the text, a position with Queen at A1 is given, and in a footnote two other positions are given.

It is strange that in an article of the kind and extent, no reference is made to Gauss, or Nauck, or to the complete solution given in Leipzig *Illustrated Times*, and that out of the five positions cited, three are merely so many poses of one and the same Formæ.

Nor does de Jaenisch, writing about 1860, make any mention of the Leipzig *Times*, or of Nauck's solutions, or of Gauss's plan of finding them by exhaustion, and of testing the progress by inequalities.

As the matter stands it is quite probable that Nauck saw, or heard of, the *Zwei Schach-fragen* in the (Berliner) *Schachzeitung* for September, 1848, and propounded the Eight Queens Problem to Gauss, and they together, assisted by Schumacher, reached in 1850 the twelve distinct solutions of which the problem is susceptible.

Quite a modest performance compared with the stupendous accomplishment of Dr. Sprague in discovering and recording the 341 distinct Formæ for the 11 × 11 board. When tested by numerous positions that I had found as early as 1872, by means of a much simpler plan than that

employed by the Doctor, his list seems to be very accurate and complete.

Let both the ranks and the files of a board or diagram be numbered from 1 to N, then the number of the rank and the number of the file give the position of any square. If we write the natural series from 1 to N, representing say the files, and annex to the first number, any number of the same series, and to the next number any of the N—1 remaining numbers, and to the next any of the N—2 remaining numbers, and so on until N pairs are formed, these

5					
4	1'4	2'4	3'4		
3	1'3	2'3	3'3		
2	1'2	2'2	3'2		
1	1'1	2'1	3'1		
	1	2	3	4	5 . . .
RANKS	FILES				

N pairs will represent on the diagram a solution of the N Rooks problem.

For a board 4×4 , to the file number 1, may be annexed either 1, or 2, or 3, or 4, as a rank number,—let us say 1. To 2 may be annexed, then, either 2, or 3, or 4,—let us say 2. To 3 may be annexed, then, either 3 or 4, and to 4 the remaining number. As the first rank number may be varied in four ways, the second in three ways, the third in two, and the fourth may be selected in only one way, it follows that the number of Rook solutions is $4 \times 3 \times 2 \times 1 = 24$. For a board 8×8 , the number would be $8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1 = 40,320$.

If, now, the move of the Rook be extended to that of the Queen, so as to sweep the diagonals also, then all those solutions must be struck out in which two or more Rooks stand on the same diagonal. [In a strict mathematical sense a board could have only two diagonals, but in chess all those squares which touch only at one corner, and through which lines may be drawn parallel with the mathematical diagonals, are termed diagonals.]

The simple plan above outlined is practicable for a 4×4 board, but for a board 8×8 , it would be unreasonably laborious.

The work can be much shortened by using numbers solely, and stopping the moment any pair would produce *the same sum* or *the same difference*, as any preceding pair.

The reason of this is very simple. If a board be numbered as indicated above, each square having inscribed thereon its rank and its file, it will be found that for all of the diagonals, parallel to and including one of the long diagonals, the sum of the pairs remains constant, while for the set of diagonals, parallel to and including the other long diagonal, the difference of the two numbers in any pair remains constant, and that these properties are peculiar to squares on the same diagonal.

The process, then, for discovering a solution, and for exhausting all possible solutions is this:—Commencing with a board 3×3 , we have 1, 2, 3, as the pairs to fill up, if possible.

We first try 1, 1 — 2, 3, and there remains no suitable figure for 3, since 3, 3, have the same difference as 1, 1.

We do not try 1, 1 — 2, 2, for a similar reason. Hence we must proceed to 1, 2. Then there is no suitable number for 2; 1 gives the same *sum*; 2 is a *repetition*, and 3 gives the same difference. And as we have now exhausted all the possibilities of the board, it follows that it is impossible to place three Queens on the board without interfering. Observe that we do not try 1, 3 as a commencement, because that is the same square, relatively, as 1, 1.

And this is where another great reduction of labour arises. The process of scientific trial, or systematic test, or exhaustion, need extend only to half of the squares on the first rank. To come to a board 4×4 , and omitting the rationale of each step, the entire process reduces to this simple arrangement:—

1, 1 ... 2, 3 ... 3?

2, 4 ... 3, 2 ... 4?

1, 2 ... 2, 4 ... 3, 1 ... 4, 3.*

The plan I adopted in 1873 was to write the four numbers 1, 2, 3, 4, in one band of squares, and for the next band to move all the figures a Knight's move to the right or left. Then to reverse the process for the remaining two bands, thus :—





1	2	3	4
3	4	1	2
2	1	4	3
4	3	2	1

This gives two positions, one represented by the four 2's, the other by the four 3's, both of which obviously answer to the Formula above found and marked by an asterisk. As the two positions are covered by one and the same Formula, they are merely, therefore, two *poses* of one and the same *Forma*.

There are eight ways of employing any given Formula, two from each corner, but owing to the symmetry of the Forma just found, the entire eight methods of applying the ordinates result in only two poses, those shown. If, however, instead of four Queens, there were four different pieces, then eight different poses—of the pieces—would arise.

Herewith are appended three positions. The first represents the Forma by different pieces. The second shows another method of recording the situation, and the third shows the two possible Poses on a Magic Square.

STUDY.

White wins.

BOARD NUMBERS.

4	8	12	16
3	7	11	15
2	6	10	14
1	5	9	13

Key : 2, 8, 15, 9=34.

Or, 3, 5, 12, 14=34.

MAGIC SQUARE.

4	9	5	16
14	7	11	2
15	6	10	3
1	12	8	13

Key : 15, 9, 2, 8=34.

Or, 14, 5, 3, 12=34.

It is worthy of note that the regularly numbered board is partially Magic, as the diagonals are the same as in third diagram. The reason that in this diagram the numbers of the four squares, 2, 8, 15, 9, foot up the same as the columns or diagonals of a Magic Square, is this: the number in first file is either 1, 2, 3, or 4. That in the second file is N plus one of the three remaining numbers. That in third file 2 N plus one of the two remaining numbers, and that in fourth file, 3 N plus the remaining number. So that to generalize, the sum of N terms of a Formula of this kind will be $(N-1)(N)$ plus $N(\frac{N+1}{2})$, or $N(\frac{N^2+1}{2})$, which is precisely the sum of any column or diagonal on a Magic Square.

Coming, now, to the 5 x 5, board, it will be found simpler to follow the plan given in *Brownsons Journal*, which is to write the numbers 1 to 5 in any order in the first band, rank or file, and the numbers as thus arranged

1	2	3	4	5
4	5	1	2	3
2	3	4	5	1
5	1	2	3	4
3	4	5	1	2

a Knight's move to the right or left (as you choose) in the next band, and so on for each succeeding band, until all the bands are filled. As a result each and every figure taken five times represents a Forma, or rather, a Pose. By the nature of the construction no two like figures are in the same row or diagonal.

The four corner figures, 1, 2, 3, and 5, each taken five times, give four Poses of one Forma, while the remaining figure 4, which occupies the central square, gives a Pose of another Forma.

Both of these Formæ have an analogy to the 4×4 Forma already found, the latter being simply one of the four 5×5 Poses represented by 1, 2, 3, or 5, with the corner Queen and the two bands to which it is common omitted.

The analogy of the other 5×5 Forma, represented by 4, is that the omission of the *central* Queen and the two bands to which it is common, produces the 4×4 Forma. This is a feature that seems to have been overlooked until pointed out in *Brownson's Journal*, in 1873, and it is important, as a similar plan can be employed in many other cases, it being possible to omit not only the corner Queen and the central Queen, but two or more Queens otherwise situated.

The 5×5 Forma represented by 4 is symmetrical, like the 4×4 Forma to which it is so closely analogous, and hence can occur in but two Poses, the other Pose being represented by the same central figure, 4, and the numbers 1, 2, 3, 5, in the outer bands and next to the corner squares.

The Forma found to occur in four Poses, represented by 1, 2, 3, and 5, may be traced in four other Poses by analogy, and it will be found that they each embrace an entire set of numbers from 1 to 5. Thus instead of starting from the corner 1, and following all the other 1's, we may go to 3 in second file, then to 5 in third file, then to 2 in fourth, and then to 4 in fifth.

Before giving a Formula it should be noted that if the 4's in the diagram be moved one place to the right, they fall upon squares designated by 5, and if moved to the left, upon squares designated by 3, or if raised one square, upon squares designated by 1, and if lowered upon squares designated by 2. That is, one Forma passes into the other by merely shifting to the right, or left, or up or down, or, what is a better way of accomplishing the same thing, we may take a band off of any one of the four sides, and add it to the opposite side, with all the numbers thereon, and the new board will still present five Poses. So that, if a Formula be needed at all, we may cover both Formæ, and consequently all of the ten possible Poses by one key, thus:—

1, 1 ... 2, 3 ... 3, 5 ... 4, 2 ... 5, 4.

Here not only the origin corner, and the direction of counting the ordinates, are left open to choice, but the origin may be taken at any square of the board, that is, we start to reckon from any square at pleasure.

Hence, instead of a numerical Formula, perhaps it would be better to give a General Rule.

GENERAL RULE, where $N = 6x$ plus or minus 1.—Place a 'Queen on any square of the board, and proceed in any constant direction by moves of the Knight, placing Queens at every step. In every case the N -th move will terminate at the point of departure.

To make the Knight's move when it passes off of the board, all that is necessary is to suppose the side where it passes off to be brought in contact with the opposite side by bending a diagram of the position backward in form of a cylinder, when it will at once be seen that the Knight goes to that square of the board corresponding to the square on another board in that direction, at which the Knight's move would terminate. Or, simply, when the move passes off at one side it continues right on at the other extremity of the row, be it a band or a diagonal.

It is obvious that, besides the move of the Knight, which covers a parallelogram 2×3 , we might place the second Queen at the further corner of a parallelogram 2×4 , and for larger boards under the same class the connecting move may often be still further enlarged.

Letting the reader construct a regularly numbered diagram, and try thereon the 10 combinations of numbers, all of which foot up $N(\frac{N^2+1}{2})=65$.

11	24	7	20	3
4	12	25	8	16
17	5	13	21	9
10	18	1	14	22
23	6	19	2	15

I give instead a Magic Square, 5×5 .

The construction becomes very apparent by following the series from 1 to 5, then the break to 6, then the regular order to 10, then the break, and so on, until all the 25 numbers are entered. 10, 24, 13, 2, 16, whose sum is 65, represent one Pose of the Centric Forma, and 4, 6, 13, 20, 22, the other. Of the eight Poses of the other 5×5 Forma, one is sufficient to specify 23, 5, 7, 14, 16. The other seven may be found by analogy, and in every case the sum of five numbers will be 65.

17	25	3	6	14
8	11	19	22	5
24	2	10	13	16
15	18	21	4	7
1	9	12	20	23

Here follows another Magic Square, in which the numbers are entered the same as the five Queens, under the General Rule, and hence each set of five numbers represents a Pose of the 5-Queens.

1 to 5, 6 to 10, 11 to 15, 16 to 20, and 21 to 25, are the five Poses, but only one of these gives the sum 65, viz., the middle series.

The two Formæ found are the only ones possible, which may readily be demonstrated by Gauss's method of exhaustion. It will be seen that

the arrangement of the Queens in both Formæ is linear, and if the diagram be rolled backward so as to form a cylinder, the line connecting the Queens becomes continuous.

GEO. E. CARPENTER.

TARRYTOWN, NEW YORK, U.S.A.

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 6.)

BEFORE passing from the more technical, and I am afraid, to many, the drier side, of mediæval chess, it may be of interest to give a few further particulars concerning the mode of play, and the chess "ideas," of the period during which the game rose into high estimation in Western Asia and spread over Europe. Chess had become quite a scientific game, and though often played for money, or money's worth, the use of dice in connection with it was forgotten. Players were classified, more especially by the Persians and Arabians, to an extent which none of our modern handicappers would venture to imitate. Here is an extract from the Asiatic Society's MS. :—"Having now explained the moves of the pieces, and their exchangeable value, I shall proceed, O reader, to inform you of the different degrees of odds established by the masters of old. A true chess player ought to play with all sorts of people, and, in order to do so, he must make himself acquainted with his adversary's strength, in order to determine what odds he may give or accept. A man who is unacquainted with the rules for giving or receiving odds is not worthy of the name of chess player. It is only by equalizing the strength of the combatants that both of them may reap amusement and edification; for what interest could a first-rate player, such as 'Adali, or Suli, or 'Ali Shatranji, find in playing even with a man to whom they could each give the Knight or the Rook?

"The smallest degree of odds is to allow the adversary the first move. The second is to give him the Half-Pawn, which consists in taking either Knight's Pawn off his own file and placing it on the Rook's third square. The third species of odds is the giving the Rook's Pawn; the fourth, the Knight's Pawn; the fifth, the Bishop's Pawn; the sixth, the Queen's. The seventh degree of odds is to give the King's Pawn, which is the best on the board. The eighth species of odds is the King's Bishop. The ninth is the Queen's Bishop. The tenth is the Queen. The eleventh, the Queen and a Pawn; or what is equivalent, a Knight; for though the Queen and Pawn be slightly inferior to the Knight at the beginning, yet you must take into account the probability of the Pawn becoming a second Queen. The twelfth species of odds is the Knight and Pawn. The thirteenth, the Rook. To give any odds beyond the Rook can apply only to women, children, and tyros The two Rooks in chess are like the two hands in the human body, and the two Knights are, as it were, the feet. Now, that man has very little to boast of on the score of manhood and valour who tells you that he has given a sound thrashing to another man who had only one hand and one foot." This writer values the Q rather more highly

than many did in his time. Some considered the piece to be of the same value as the Elephant (B). But it depended on position. The following gives the relative value of the chess pieces, at the time the game entered Europe, in English money of to-day. The King—beyond all value. The Rook, 20/-. The Knight, 13/-. The Queen, from 7/6 to 9/-. The Bishop, 7/- to 9/-. The Pawn, if the King's—4/6; the Queen's. 4/-; the Rook's, 3/-; and the others, 3/6 each. This estimate is my own, and is probably wrong by a sixpence or two somewhere.

It was much more difficult to give the odds of Rook or Knight than it is now. Giving a Rook was nearly as much to the old-time player as to give "the Queen" would be to my present reader.

The King, as an attacking piece, had more relative power than he has now; he must be more cautious in this the nineteenth century,* than he was in the ninth, owing to the greater power possessed by our Queen and Bishops.

But though so many degrees of odds were spoken of, players were roughly divided into five classes. The first was the "Class of Grandees," of whom "seldom three exist together." It was recorded that Adali for some time remained alone of his class, and that the same thing happened to Al-Ari, a more recent Arabian player, and also to Ibn Dandan and Al-Kunaf, both of Bagdad. The second class consisted of such players as were able to win only two or three games out of ten when playing even with one of the Grandees. A player of the first class could give to the best of the second class a Rook's Pawn, and to the weakest of the same class the King's Pawn. The third class were those to whom the Grandees could give the odds of the Queen. The fourth received a Knight, and the fifth, a Rook.

But then, as now, thousands of games were played on even terms between players reputed to be of different degrees of strength and the Grandee did not always win.

There is much human nature in man, and there always was. Some aspects of it make themselves visible wherever chess is played. But the following pictures are too highly coloured—one in praise, one in censure, of our favourite game. The originals (Arabic) appeared when chess was first creeping across Europe.

IN CENSURE OF CHESS.

"The chess player is ever absorbed in his chess and full of care, swearing false oaths and making many vain excuses, one who careth only for himself. 'Tis the game of him who keepeth the fast only when he is not hungry, of the official who is in disgrace, of the drunkard till he recovereth from his drunkenness,† and in the Yatimat ul Dehr it is said, Abul Cassim al Kesrawi hated chess, and constantly abused it, saying, you never see a chess player rich who is not a sordid miser, nor hear a squabbling that is not on a question of the chess board."

(This last is valuable testimony to the great popularity of chess at the time of this amiable writer.)

* It is the nineteenth century.

† Can a man play chess when drunk?

IN PRAISE OF CHESS.

"O thou whose cynic sneers express the censure of our favourite chess,
 Know that its skill is science self, its play distraction from distress,
 It soothes the anxious lover's care, it weans the drunkard from excess,
 It counsels warriors in their art, when dangers threat and perils press,
 And yields us when we need them most, companions in our loneliness."

Those were the palmy days of chess—in highly civilized and scientific Arabia (comparatively speaking), in the more disturbed and in some respects more backward regions of Persia, Central Asia, and Northern India, and in the (notwithstanding) chronically war-struck countries of Southern Europe. It was the favourite recreation indoors—or when sitting—of Saracen and Moor, of Spaniard, Italian, and Greek. And later, among all who had any claims to culture, it was so with Dane and Norman. Our Saxon ancestors appear to have taken less kindly to the Eastern game, but it was played among them before the arrival of the Norman as a foe. The cause of this general popularity was simply this—it was seen that chess was a fine game, with some resemblance to the game of war, and—playing cards had not been invented. Books were few, and few could read them. Chess was, for a very long period, the principal indoor recreation of the court, the castle, and the camp, both in Asia and Europe. And it was often so in the monasteries, Christian and Buddhist, and among the Mohammedan preachers. Now there are many rival attractions for such spare time as we may have, particularly in busy Europe.

One feature of modern chess, the problem art as practised during the last fifty years, was unknown to our ancestors. Of the four stages into which the art of composing chess problems may be divided, the first stage was much the longest. As Mr. B. G. Laws says,—“Problems were illustrative of some smart stroke, such as might occur in actual play; the solution often required many forcing moves, a few usually being added to lead up to and conceal the strategic point. Frequently unnecessary pieces were introduced to give the initial position a resemblance to an end-game.” Key moves that were not checks were very rare, and generally every move made by the mating party was a check. There was little “variety,” and a sublime indifference to duals. But many compositions did very finely illustrate “some smart stroke,” and both before and after the great Queen change the problem was thought the cream of chess. This, and the fact that with the clumsy chess notation of those days it was very troublesome to record games, explains why a considerable number of ancient problems are still extant, but no recorded games with the old moves. From such positions, often with the solutions, one can learn much of the old chess, but it is to be regretted that we have not even a single example of a complete game.

During the long and rather indefinite period that I am writing of, a great many chess stories originated—of two schools of thought, the oriental and the christian monastic, mystical, or satanic. The devil, of course a chess player, was a prominent character in chessical as in numberless other legends. But when the “second revolution” had made the old game obsolete, people naturally adapted to the new game such chess positions as

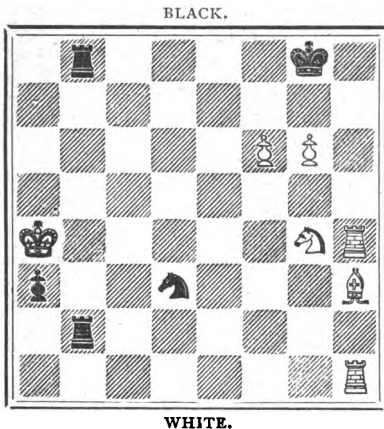
were connected with, or included in, the legends. Some legends printed for the first time within the present century are in substance much more ancient. Of the oriental stories of some five or six centuries back, the following is better known than most—yet may be fresh to most of my readers:—

DILARAM'S MATE.

"Two Persian Princes had engaged in such deep play, that the whole fortune of one of them was gained by his opponent. He who played the White was the ruined man; and, made desperate by his loss, he at last offered his favourite wife, Dilaram, as his stake. The game was carried on until he would have been inevitably checkmated by his adversary on the next move. The lady, who had observed the game from behind the *parda*, or gauze screen, that separated the females from the male portion of the company, cried out to her husband in a voice of despair—

'Ai Shah! do Rukh bidih, wa Dilaram ra madih;
Pil wa Piyāda, pesh Kun, wa zi Asp Shāh-māt.'

O Prince, sacrifice your two Rooks, and save Dilaram;
Forward with your Bishop and Pawn, and with Knight give checkmate.'"



There have been several versions of the position, but the principle is the same in each. The solution to the annexed is—

- | | |
|--|----------------|
| WHITE. | BLACK. |
| 1 R—R 8 ch | 1 K × R |
| 2 B—K B 5 dis. ch | |
| The 'Pil' or Elephant could vault over anything. | |
| | 2 R interposes |
|Simply to prolong life. | |
| 3 R × R ch | 3 K—Kt sq |
| 4 R—R 8 ch | 4 K × R |
| 5 P—Kt 7 ch | 5 K—Kt sq |
| 6 Kt—R 6 mate. | |

"Dilaram's Problem," modified to suit our play, has been long known in Europe. The following two-move and nine verse version of the idea appeared in "An Easy Introduction to the Game of Chess," 1813; but that was a "new edition." The lines had been extracted from the *Monthly Magazine*.

Where the stream of Solofrena
Winds along the silent vale;
Where the palm-trees softly murmur,
Waving to the gentle gale.

By the myrtle-woven windows,
Of an old romantic seat,
Sat, at chess, two noble Persians,
Shelter'd from the scorching heat.

Here, with beating breast, Alcanzor
View'd the deep eventful play,
There, with black o'er-arching eye-brows,
Sat the Caliph, Mehmed-Bey.

But with wary eye the Persian
Marks each passion of the heart;
And the gallant, brave Alcanzor
Yields, a victim to his art.

Soon his ancient store of treasures,
 Soon his wealth and wide domain,
 Soon the glories of his fathers,
 Fall,—the crafty Caliph's gain.

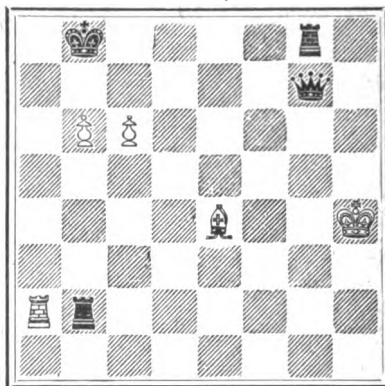
Now he maddens as the lion
 Raging through the desert grove;
 Now with desp'rate oath he pledges
 Zaida's beauties, Zaida's love.

Mehmed-Bey the offer seizes,
 Triumph glistens in his eyes;
 Ah! rash youth, that thou had'st never
 Dared to risk so fair a prize!

For impending ruin threatens
 To devote thy hapless love:—
 But! what piercing accents issue
 From the lattic'd height above?

'Tis the beauteous Zaida crying,
 Half distracted—"Oh! my life,
 To thy foe concede thy Castle,
 And from death preserve thy wife."

BLACK.



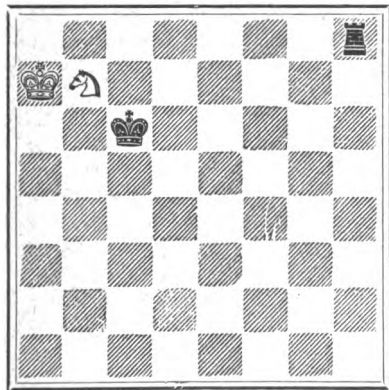
WHITE.

White mates in two moves.

Solutions invited. Send them to
 the Problem Editor.

Here is an end-game position, from an old Arabic MS, in which the moves are precisely as they are with us, owing to the absence of pieces involving any difference. This would be called a drawn game by many players, but it is one of the few cases where the Rook can win against a Knight. Black's object is to separate White K and Kt, and the following is given as the best play, or as good as any.

BLACK.



WHITE.

White to move, and Black to win.

WHITE.

- 1 Kt—R 5 ch
- 2 Kt—Kt 7
- 3 Kt—Q 6 ch
- 4 Kt—B 4
- 5 Kt—R 5 ch
- 6 Kt—Kt 7
- 7 K—Kt 8
- 8 K—R 8

BLACK.

- 1 K—Kt 4
- 2 R—K Kt sq
- 3 K—B 3
- 4 R—Q sq
- 5 K—Kt 4
- 6 R—Q 2
- 7 K—Kt 3

Black could, at the time this originated, win by R×Kt stalemate. That explains White's last move; he was trying for stalemate, because that was a less discreditable loss than checkmate. But White can, and could then, give checkmate.


- 8 R—K R 2
- 9 Anything
- 10 Kt interposes
- 9 R—R sq ch
- 10 R×Kt mate.

W. S. B.

CHELTENHAM.


(To be continued.)

CHESS LITERATURE.

E have received a brochure, in stiff paper covers, from Mr. W. H. Lyons, of Newport, Kentucky, U.S.A., consisting of a compilation of three well-known treatises of advice to those who play chess. The first of these is, "Maxims and Hints for Chess Players," by Richard Penn, F.R.S., reprinted from the London edition of 1839. The second is, "A Fasciculus of Chess Wrinkles," by Capt. Kennedy; and the third is, "The Morals of Chess," by Benjamin Franklin. These three little works, written in different styles more or less sarcastic, but all being on the same subject, Mr. Lyons has done well to reproduce in one pamphlet, which is very clearly printed on fine paper, and would form an appropriate gift to any player who thinks more highly of himself than he ought to think, or who is in the habit of making excuses for his lost games and depreciating his opponent's skill.

SOCIAL CHESS, BY JAMES MASON.

London: Horace Cox.

N 1884. Mr. Ruskin, in a letter to the *Daily Telegraph*, gave expression to a half-formed inclination to publish a selection of short and lively games, designed to instruct a perverse generation of players as to the way in which chess *ought* to be played. The idea, long abandoned by the great critic, has been realised by Mr. Mason in "Social Chess," an expression which did not find place in Mr. Ruskin's letter, but which perhaps conveys, as well as any other available, the style and character of the play intended to be illustrated. "Social Chess," then, is, in the main, a collection of 131 games, all short and smartly played, many really brilliant, by players of various degrees of strength from Morphy downwards, and ranging in time from Labourdonnais and McDonnell to Lasker and Charousek. The openings (duly indexed) are nearly all represented; they are also discussed in a very practical manner in the notes, to the general character of which readers of the *P.C.M.* need no introduction. Besides the games, the book is adorned by a couple of handsome plates "representing forty-seven quaint chess pieces of various ages and from various parts of the world," accompanied by a description. In an "Introduction" of 32 pages Mr. Mason ranges over the history of the game, touching lightly upon salient features and incidents, discussing briefly knotty questions, introducing quaint and interesting references and quotations, and concluding with advice which goes to the root of several too prevalent fallacies. One may occasionally differ from the conclusion arrived at; e.g., as to Morphy's career a juster standpoint is to our mind that taken by the late Rev. W. Wayte, in an article entitled "Chess Genius and Practical Ability," *B.C.M.*, vi., 285; but, even so, the force and elegance of the style and the frank sincerity of the argument compel the attention and interest of the reader.

Two of the games presented demand a little special notice on account of their ascription to personages of considerable distinction on other

fields than the chessboard; a doubt arises as to whether there can be evidence sufficient to justify the use of the names in such a connection. The share which chess had in the lives of all such is a matter of perennial interest to every true votary of Caïssa; but that is no reason why we should take the adornment of a tale for historic fact. The first of the games we allude to—No. 86 in the series—is said to have been won by Napoleon Bonaparte of Count Bertrand, at St. Helena, in 1820. The authority—the sole authority we believe—for this ascription is a semi-fictional sketch, entitled “Some reminiscences in the life of Augustus Fitzsnob, Esq.,” by the late Captain Kennedy. This will be found reprinted in *Waifs and Strays*, the second edition of which does not give the date and place of first appearance of the sketch, but a footnote indicates that this must have been the *American Chess Monthly*, in which case the date cannot have been earlier than 1857. The game is not to be found in Walker's *Chess Studies*, published 1844, which affords reasonable ground for presumption that it was not then extant. It is supposed to have been shown by Count Bertrand to a Captain Lacy (stationed at St. Helena), who afterwards took it down from memory, and allowed Lieut. Fitzsnob to take a copy of it, this last being on his way home, on furlough, from Calcutta, in a ship which calls at St. Helena. Capt. Kennedy's sketch may be partly autobiographical; the recollections of the Divan and other resorts suggest as much; but if so, is it credible that an author whose chess sketches found acceptance with the *Chess Player's Chronicle* in the early forties would have kept on hand unpublished for 37 years a game which possessed such striking claims upon the interest of chess players? Moreover when Capt. Kennedy died in 1878, his age was reported as 68, which would make him only ten years old in 1820—a fact which conclusively disposes of the autobiographical hypothesis in respect of Lieut. Fitzsnob's voyage home in that year; and so vanishes Capt. Kennedy's personal voucher for the authenticity of the game. The elusive personality of Lieut. Fitzsnob is hardly an authority on a question of fact, even if we could rest here; but there is yet another contradiction. When Mr. Fitzsnob first went out to India as a cadet at the age of sixteen, the correspondence match between Madras and Hyderabad had, he tells us, just been commenced; the Madras side was conducted by Ghulam Kassim and the late Mr. Cochrane, the latter of whom was still in England in the early part of 1824, since he took part in the earlier deliberations on the London-Edinburgh correspondence match, commenced in that year; therefore the Madras-Hyderabad match cannot be of earlier date than 1825 or 1826; and Lieut. Fitzsnob's voyage home on furlough in 1820 is an anachronism. To conclude, the game may very well have been actually played—by someone; but we suspect that the military rank of the winner was considerably below that of a general officer.

The other game, No. 90, is said to have been won by J. J. Rousseau, of Prince Conti, in 1759; we are not aware of the source from which this has been drawn; the only original treatise on chess published in France during last century was the “*Traité des Amateurs*,” 1775, and this was mainly devoted to odds games. Where then was this game preserved? In an age when even the ten match games between Philidor and Stamma were allowed to drop into oblivion, and in a country whose players were

even more backward in recording games than were the English contemporaries of Philidor, who would have recorded this one, and with what object? The passage relating to chess in "Les Confessions" has an interest of its own, but lends no support to the ascription of this game. We learn from it, that having been taught the moves at Chambéry, by a M. Bageret, Rousseau got on so well at the outset that by the end of the first sitting he could give his teacher the odds of the Rook, which the teacher had commenced by giving him! The famous piece of *blague* by Deschappelles evidently did not possess even the slight merit of originality. After such a start nothing would satisfy Jean Jacques but the immediate purchase of a chess set, and of the Calabrese (Greco); for two or three months days and nights were passed in his room studying and learning the games by heart, to the detriment of his health. He resumed play with Bageret, who beat him again and again; his imagination was completely deadened, and the combinations learnt with so much toil were mixed up in his head in inextricable confusion. In his subsequent chess experiences this one always repeated itself; Philidor and Stamma were taken up on future occasions with no better result; and he expresses a firm conviction that he never advanced a notch beyond the point reached at that first sitting. From all this it would appear that Rousseau never attained any particular proficiency at chess, nor regarded himself as a good player; but its chief value for the purpose in hand lies in the reference to Greco; and here we had better quote the moves of the game. 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, B—B 4; 4 P—B 3, Q—K 2; 5 Castles, P—Q 3; 6 P—Q 4, B—Kt 3; 7 B—K Kt 5, P—B 3; 8 B—R 4, P—K Kt 4; 9 Kt × Kt P, P × Kt; 10 Q—R 5 ch, K—B sq; 11 B × P. All this will be found in Greco (Lewis's translation, 1819, p. 21), and presumably therefore dates from 1619. Mr. Mason remarks that "the first half dozen moves would do very well now—1899." The game continues 11..., Q—Kt 2 (Greco only notices 11..., Q—K sq); 12 P—B 4, P × Q P; 13 P—B 5, P × P ch; 14 K—R sq, P × P; 15 B × Kt, P × R Queens; 16 P—B 6 and wins; and Mr. Mason remarks "White plays very brilliantly." Quite so; that is a good reason why the authenticity of the game should be suspected; it is the play of a pupil who has not merely learnt his opening by heart, but who has so thoroughly entered into the spirit of his brilliant master that when thrown on his own resources by a deviation from his "book," he can continue and wind up the game in a manner hardly surpassed by anything to be found in that book. Who, in the light of his own narrative, would venture to say that Jean Jacques was such a pupil? We suspect that the concluding portion of the game is the work of an Italian author subsequent to Greco, and was intended to complete his analysis on a point where it was regarded as deficient; as to how the game came to be associated with the name of Rousseau we prefer to reserve our conjectures, ignoring the source from which Mr. Mason obtained it.

To come back to time present, the book abounds in games as fine as this one, and the authenticity of which the most rabid of critics will feel no temptation to dispute. The longest game runs only to 32 moves; most do not exceed 25; and there is not a dull page from beginning to end. Errors are hardly to be found; the diagram on p. 161 is a little at fault;

and game No. 22 was won by W. G. Ward, of Tractarian fame; as there are also two strong present day amateurs of the name, the initials should have been given; we have noticed nothing else. Lovers of the attacking style will be confirmed in their preference by this collection; and it is one of the best imaginable correctives to put into the hands of the growing class of players who confine their attention to two openings, and those two of the duller—a proceeding well calculated to cramp and hinder chess growth; we especially recommend the book to all such. The price is 2/6 net; paper, print, and binding are all excellent; we can only now wish Mr. Mason a sale worthy of his latest production.

MRS. RHODA A. BOWLES.—Among the new chess columns we have received during the past year, that started in *Womanhood*, in February last, is now always certain of hearty welcome to our table; not only on account of the literary ability of its conductor, but also because of her charming personality and the influence for



MRS. RHODA A. BOWLES.

good she wields in the London chess world. Mrs. Rhoda A. Bowles or, "LITTLE MOTHER," as she is affectionately called by her intimate chess friends, has, in the short space of four years, compiled such a remarkable record as an organiser that we take special pleasure in referring to her achievements in the pages of the *B.C.M.*

All well informed chess votaries know that Mrs. Bowles is the life and soul of the now famous Ladies' Chess Club, but few know how she became acquainted with chess. The story is a pretty one. Mrs. Bowles

tells us that it was entirely through her husband's love of chess that she, under his tuition, learnt to play. At tennis, billiards, &c., they could play together. Chess she deemed quite beyond a woman's powers; but nature subsequently

came to her aid. After a few years of married life she was seized with a terrible illness, and was almost blind for three weeks, during which period I had, she says,—to be amused in some way. My dear husband read to me until I tired of that, then the brilliant idea struck him that he might teach me the 'names' of the chess pieces by 'touch'—for my eyes were bandaged night and day—this interested me greatly, and by the time that I had learnt the names and how to move the pieces, the shield could be lifted from my eyes sufficiently for me to see the 64 squares, and by the time of my convalescence I could move each piece correctly. Then came my eagerness to play a game! Oh the pleasure of it! No woman can realize until she has faced her husband on what she thinks the highest pinnacle beyond her. Of course I never stood a chance of winning, but the pleasure was to be in the same 'running'; to try, now that I was on the track, to perfect my speed—in other words play—until I could catch him up. I haven't done this yet, but I sometimes trap him, and have the pleasure of hearing him say 'well-played.'

After her recovery Mrs. Bowles became one of a coterie of ladies who met every week at each others houses to play chess; but finding there was a natural feeling of diffidence to this system Mrs. Bowles advocated, and was chiefly instrumental in securing, a small room at Charing Cross. Lady Newnes was invited to become president, and gladly consented; Mrs. Bowles was the first match captain and tournament secretary of the club, and was shortly after elected secretary and treasurer, and here, with the modest annual subscription of 5/-, was practically started the now famous Ladies' Chess Club. A successful tournament with 28 players was inaugurated, and the membership increased so rapidly that the subscription was raised, with an entrance fee of 5/-. Matches (23), chiefly for the sake of practice and experience, were arranged with other clubs; and of the first 200 games played the Ladies scored $79\frac{1}{2}$ to $106\frac{1}{2}$ —a more reliable index of their skill than match results can indicate. As might be expected the little room at Charing Cross soon proved inadequate to the requirements of the now vigorous society, and it was found necessary to remove to more suitable quarters at 103, Great Russell Street, W C., which however was quickly outgrown, and the club now meets at 18a, Clifford Street, New Bond Street, the subscription being one guinea, with entrance fee 10/6.

At the Hastings Tourney, in 1895, in the Ladies' section, no less than five of the prizes were won by members of the Ladies' Club. The *esprit de corps* now manifest in the club could be traced largely to the indefatigable energy and exceptional organising powers of Mrs. Bowles, whose efforts were so highly appreciated by her fellow members that they presented to her in 1896 a beautiful writing table as a slight token of regard.

By this time the club membership had risen to over 100, and yet the ambition of the "Little Mother" was not satisfied. She had long thought that an International Tournament for Ladies would be a fitting event to be held during the Diamond Jubilee year of our Queen's reign. Indeed so far back as Whitsuntide, 1896, Mrs. Bowles had sought the opinion of several influential friends, whose encouragement was further emphasised by Sir George Newnes, who generously gave £60 for the first prize. The tournament was played in London; lasted a fortnight, from June 23rd,

1897, and proved a huge success—no less than 20 Ladies from all parts of the world competing for the prizes—the aggregate value of which amounted to some £250! The competitors came from Canada, New York, Germany, France, &c. Miss Rudge (England) proved to be the champion player and took first prize. Mrs. Worrall took the fourth prize to America, and received a great ovation. After the tournament the competitors marked their indebtedness to Mrs. Bowles by giving her a beautiful gold bracelet, with gold chess Queen as pendant.

We have long held the opinion that the officials of chess clubs devote too little attention to the social side of the game; and the wonderful successes achieved by Mrs. Bowles confirm our opinions. Every year the birthday of the Ladies' Club is honoured at a delightful re-union party, the fifth of which was given last month. On January 17th, Mrs. Bowles wrote to us as follows:—We celebrated the club's fifth birthday on Monday last (January 15th), when Mr. Atherley-Jones, Q.C., M.P., played 10 ladies simultaneously, winning 8½; Mrs. Chapman, one of our best match players, being the only winner against him. Congratulations were poured in upon us by our numerous chess friends, who came from all parts to wish us 'many happy returns of the day,' and to see our new quarters, which are situated at 18a, Clifford Street, near New Bond Street. Among those present were Gen. Minto Elliot, Col. White (C.W., of Sunbury), Capt. McCanlis, Mr. Edward B. Schwann, Mr. W. W. White (Kent County Association), Mr. Walter Russell (hon. sec. City of London Club), Mr. Carslake Winter Wood, Mr. Gunsberg, Mr. Antony Guest (chess editor *Morning Post*), Dr. Ballard and Mrs. Ballard, Mrs. Ada S. Ballin (editor *Womanhood*), Mrs. Van Vliet, Mrs. Guest, Mr. Grantham Williams, Mr. Mocatta, Mr. R. Griffiths, Mr. Walter Gurner, and many other well-known chess enthusiasts.

We also learn from the February issue of *Womanhood* that the new quarters lent themselves capitally for the occasion, and the brightness of the rooms was enhanced by the scarlet and white (the Ladies' Chess Club colours) of the beautiful flowers which were prettily arranged about them. One room was devoted to alternation and consultation games. At one table Mrs. Fagan (the club's champion) paired with Mr. Mocatta (vice-president City of London Chess Club) against Miss Rita Fox and Dr. Ballard (St. George's Chess Club) played two alternation games, both of which were won by Mrs. Fagan and her partner. Miss Finn, with Mr. Grantham Williams, played a spirited game against Mrs. Anderson and the Rev. F. W. Cleworth (of the Manchester Club), while Mrs. Bowles and Mr. Walter Russell won two games against Mrs. Robins in partnership with Captain McCanlis. There were several single-handed games of an enjoyable character, and plenty of chess chat. The gold medal, which was given as a brilliancy prize by the Ladies' Chess Club, and won by Herr Lasker in the recent London International Tournament, fully inscribed with the winner's name, was handed around for his many admirers to see before posting it off to Herr Lasker, who is at present in Berlin.

The continuous tournament of the club was finished on January 1st, and the prize-winners for the best percentage of wins on the number of games played were Mrs. Fagan, 1st, for the very fine percentage of 90·72; and Mrs. Clerke, 2nd, with 70·62 per cent. There were three prizes given

for the largest number of games played, showing the best proportion of wins; in this Mrs. Clerke headed the list with 143 games played, of which she won 101. Mrs. Hussey was second, with 140 games played and 95 wins; Mrs. Stevenson third, having played 81, winning 41. The tournament brought so much pleasure to those competing, that it was decided to start another, which is now in full swing.

In the London League contest this season the Ladies' have done remarkably well, having won five matches out of six played. They now tie with the Polytechnic, whose team they defeated early in the season.

We congratulate Mrs. Bowles most heartily on the success which has attended her efforts on behalf of the club for which she has done so much, and we hope that the members will continue to enjoy, for many years to come, the pleasures which arise from her arduous labours in their behalf.

For permission to reproduce the portrait we publish of Mrs. Bowles, we are indebted to Mrs. Ada S. Ballin, the editor of *Womanhood*—a bright magazine of woman's progress and interests political, legal, social, and intellectual; and of health and beauty culture. Written by the highest authorities in each branch and splendidly illustrated. Published by F. L. Ballin, 5, Agar Street, Strand, London, price sixpence.



“SOCIAL CHESS” (review p. 53).—We find the expression “Social Chess” is after all the late Mr. Ruskin’s, as it occurred in a letter sent by him to the editor of the *Chess Monthly* subsequent to the letter to the *Daily Telegraph*.

There is some talk of an International Chess Congress taking place in America next year.

March 21st and 22nd is to be the date of the cable match between Oxford and Cambridge and the American Colleges.

The first two games in the match between Messrs. Marshall and Johnston, at the Chicago Chess Club, were won by Mr. Marshall. The latest score that we have received is Marshall 4, Johnson 2, drawn 2.

At the beginning of last December a tourney was set on foot among the members of the Venetian Chess Club. Although the club has 55 members, only 18 entered, those of the first class entirely abstaining. The entrants were divided into six classes, and the prizes consist of medals of honour, together with the spontaneous offerings of the members.

We are sorry to find that the Italian Spanish chess magazine, *Ruy Lopez*, is defunct. It will however be replaced by a new monthly Italian magazine, bearing the title *L'Unione Scacchistica Italiana*, which was to be published for the first time last month by Signor Guglielmetti, secretary of the Union, Caffé Centrale, Via della Rosa, Rome. The foreign subscription price is 6 lire, or nearly five shillings.

On January 18th, Mr. Rhodes Marriott, hon. treas. of the Northern Counties Chess Union, delivered an interesting lecture on the French Defence to the members of the Ardwick (Manchester) Club. After the lecture (of which we hope to publish an excerpt in our next issue), Mr. Brodsky and Mr. Marriott played the members simultaneously, the single players taking the move at alternate boards.

Major Hanham is the champion this year of the Manhattan Club, New York. Mr. Delmar was second, and Mr. Marshall third. As the champion of the Brooklyn Club, the latter did not do as much as was expected of him, but he was not in his usual form, and at the London International Tourney last year looked delicate, though he was successful. He is now playing a match with Mr. Johnston, of Chicago, for 100 dollars a-side. There is a strong entry for the championship of the Franklin Club of Philadelphia, which is probably now in progress.

The *Cape Times* of January 5th states that the Handicap Tournament at the Durban Chess Club resulted in Mr. Cecil A. L. Bull winning first prize. Messrs. Chard and Borders tied for second and third, and Mr. Hallam took the fourth prize. The usual scale of odds from Pawn and move to Kt obtained. From the above named journal we also learn that the match between Messrs. E. Roberts and A. J. A. Cameron, for the leading position in the Cape Town Chess Club, has resulted in favour of the latter by the odd game. Of the five games played two have been won by Mr. Cameron, one by Mr. Roberts, and the other two were drawn.

The following anecdote of Pillsbury, which we take from the *New York Clipper*, is amusing:—Someone tells a good story of Pillsbury's absolute coolness and self possession in his blindfold exhibitions, in what to most people would look like trying situations. "Pillsbury's only over-

sight during the entire session was the loss of a piece, which he thought was protected by one of his Pawns. When the player gathered it in Harry was a bit taken aback. 'Are you sure the position is correct?' he asked of the teller. 'Yes,' replied the latter, and added, 'It's a clear piece.' Harry pulled himself together, then studied intently for a minute, and retorted calmly, 'It will be a clear piece when he gets it.' Sure enough, in a couple of more moves he had a piece in return for the one he had lost. Though he dropped a Pawn in the transaction, he finally pulled out a winner."

We have received a lengthy report of the proceedings of the "Pillsbury National Correspondence Chess Association," from which we gather that the Association has three national correspondence tourneys still unfinished, and a fourth only just begun. In the first and oldest tourney the champions in five divisions of the country are known, and they are now playing with each other in the final round, but as they are resident respectively in California, Virginia, Texas, Connecticut, and Kansas, it will evidently be some time yet before the ultimate decision, especially since there are three other divisions whose champions are not yet known. This being the case with Tourney No. 1, it may be well imagined that progress in Nos. 2 and 3 is still more backward. In the correspondence match with Canada, 47 of the 100 games are decided, and America is leading with the score of $25\frac{1}{2}$ to $21\frac{1}{2}$.

The usual matches between representatives of the American colleges took place in the Christmas week at New York, but this time they had a special interest in connection with the choice of a team to play against Oxford and Cambridge, in the next Universities' cable match. Harvard was represented by Mr. Perry, who won 5 games and lost 1; and Mr. Rice, who won 4 and lost 2; total to Harvard, 9. Messrs. Sewall ($4\frac{1}{2}$ to $1\frac{1}{2}$) and Falk (4 to 2) fought for Columbia, whose total therefore was $8\frac{1}{2}$. Yale had a total of 5, gained by Messrs. Cook (4 to 2) and Morgan (1 to 5); and Princeton's total of $1\frac{1}{2}$ was made up by Mr. Henly (1 to 5) and Mr. Hunt ($\frac{1}{2}$ to $5\frac{1}{2}$). In addition to these annual contests, there was a "Triangular College League" battle, between the colleges of Pennsylvania, Cornell, and Brown, whose successful efforts, in the order named, totalled 6, $5\frac{1}{2}$, and $1\frac{1}{2}$ games each. It is therefore probable that the representatives of Harvard, Columbia, and perhaps Pennsylvania, will play in the cable match.

The Austro-Hungarian National Tournament, at Vienna, for which such a large number of prizes was provided in proportion to the entries, ended recently in a victory for Herr Maróczy, who won the first prize of 1000 kronen with the excellent score of 9 games out of a possible 11. There is no doubt that, barring Charousek, whose absence through illness was much regretted, Maróczy is now the strongest player that the dual kingdom possesses. The second and third prizes were divided between Brody and Schlechter, who scored 8 each, and received 675 kronen apiece. Alapin's total was $6\frac{1}{2}$, and he gained the fourth prize of 500 kronen. The other

successful scores were those of Marco, Wolf, and Zinkl, 6 each; Kótrc 5, Popiel $4\frac{1}{2}$, Albin 4, Schwarz $3\frac{1}{2}$. Herr Kótrc is a problem composer, and his play in the tourney did him great credit; but the other problemist who entered, Herr Prock, failed to win or draw a game. Brody is a young player whose success gives much promise for the future.

Yorkshire *v.* Lancashire.—This match, with 30 players and 6 reserves on each side, will be played at Dyson's Restaurant, Church Street, Manchester, on Saturday, February 3rd, play commencing at 3 p.m. At 7-30 p.m. the teams will be entertained to dinner by Mr. A. E. Moore, vice-president N.C.C.U. and president of the North Manchester Club.

The Yorkshire executive met at Leeds, on January 27th, to place its team in order. The hon. secretary intimated that the selected players had responded splendidly to his call, so that the county will be well represented—no matter what the result of the contest may be. The committee also had under consideration a challenge from Cheshire, to contest a match at Bradford, with teams of 25 players on each side. April 21st or 28th were suggested as the date of play, but as the Northern match *v.* Midland Association; and the Northern championship contest at Manchester, are fixed for decision during April, the Yorkshire secretary was instructed to suggest that the match take place during February, March, or May, in which event the challenge will be accepted.

The present state of the score in the correspondence match Yorkshire *v.* Kent, now proceeding, is Yorkshire 11, Kent 0, drawn 3.

Chess in Scotland.—In the "Richardson" Cup Competitions the Glasgow Club has 'thrown out' Falkirk by $3\frac{1}{2}$ to $1\frac{1}{2}$, and the Edinburgh Club has defeated Dundee by 3 to 2. Dundee has therefore to relinquish the Cup after holding it for one year, but that club will always have the honour of being the first to win it. Their strongest player, Mr. W. N. Walker, was apparently unable to take part in the tie with Edinburgh.

Glasgow C.C. and Edinburgh are now face to face in the final, and it should be a close hard contest.

The Burns Club defeated the Glasgow C.C. in a match at the Athenæum, on 18th January, by $7\frac{1}{2}$ to $6\frac{1}{2}$.

Herr Miele has now left Glasgow after a stay of about three weeks.

There has been a good deal of talk about an International Chess Tournament at the Glasgow Exhibition, in 1901, but, at present, prospects of such an event being arranged are by no means favourable.

The 17th annual Scottish Chess Congress will be opened at the Dundee Chess Club, on Good Friday, 13th April, 1900, when the usual Tournaments will be held, *i.e.*, "Major," "Minor," and "Handicap." All members of the Association are invited to take part. Entry money to Association is 5/-, and entry money to the Tournaments is 2/6 to 10/-. Rules and particulars may be obtained from the secretary, Mr. B. B. Maxwell, 26, St. Andrew Square, Edinburgh.

La Stratégie laments that there is no suitable locality in Paris for a great chess match, or for important *séances* given by prominent masters, such as M. Rosenthal's annual exhibition of blindfold play. There are indeed clubs like the "Grand Cercle," the "Cercle Artistique et Littéraire," and others, which afford only small accommodation to chess players, but they are closed to the general public. What they do is for the benefit of their own members, and not for the propagation of chess in general. Thus, for instance, the Grand Cercle is going this year to devote an important sum to the International Tourney, but how many Parisians and provincials will take part in this contest? Those only who are able or willing to subscribe 100 francs. The Philidor Club, which is the most important in Paris as to numbers, meets in a Café, the funds not admitting of the payment of a rent. There is to be, however, an effort to remedy this. A body of amateurs are about to establish a French Chess Association at 36, Rue Richelieu, to meet on Mondays, Wednesdays, and Saturdays, from 4 to 7 p.m., with a subscription of 12 fr. We wish this movement every success, but we agree with the *Stratégie* that the subscription is rather too small to ensure permanent longevity, as well as ample accommodation in a city with dear rents like those of Paris. One thing we are sure our French friends will not do, and that is to put their guests who take part in the International Tourney into a bare boarded room, without carpet or other suitable furniture, like that at the London Royal Aquarium last year.

NORTHERN COUNTIES CHESS UNION.—The reference committee of the Southern Counties Chess Union met on Jan. 13th, at the City of London Chess Club, and among other important business considered the challenge from the N.C.C.U. to a correspondence match, 50 players a-side. The challenge was unanimously accepted, provided the match be not commenced till next October; it being the opinion of the majority of the members that it would be impossible to get together 50 Southern players of the necessary strength during the summer months. The Northern Union executive has agreed to the suggested date for starting play, and has also accepted the Southern proposal that two games should be contested by each pair of players.

The N.C.C.U. challenge to the Midland Counties Association to contest a match at York, on April 7th, has met with acceptance, but the teams will consist of 50 players a-side, with 10 reserves, instead of 100 as proposed. Play will start at 4-15 p.m. and continue till 8-45 p.m. Time-limit 20 moves per hour. Unfinished games will be submitted to Mr. D. Y. Mills, Edinburgh.

The arrangements for the Congress in Manchester during Easter week (play commencing April 16th) are proceeding satisfactorily. It is very probable that the tournaments will be played in the Lecture Hall of the Athenæum, Princess Street, the scene of the Manchester International Tournament, 1890, in which Dr. Tarrasch won first prize.

SOUTHERN COUNTIES CHESS UNION.—Surrey and Hampshire met at the City of London Club, on November 18th; two games upon which the

captains could not decide had to be sent to the official adjudicator of the Union, whose decision was not given till early in January. When made known it gave one game to each side, and the result of the match was Hampshire $8\frac{1}{2}$, Surrey $7\frac{1}{2}$. Hampshire has not previously beaten Surrey since the spring of 1893, though they had a drawn match in 1894. It was undoubtedly the case however that Surrey was short of several leading players. Hampshire and Kent met at the same place on January 13th; Hampshire were however two players short at the outset, and the players present appeared to be out of form; the result was Hampshire only one win in play, and one on adjudication, and the final score was Kent $11\frac{1}{2}$, Hampshire $4\frac{1}{2}$. Surrey and Sussex met on the same day at Brighton. The Surrey team was not quite so strong as that which met Hants, and the Sussex team was a very representative one, yet Surrey won by $9\frac{1}{2}$ to $6\frac{1}{2}$. Hants and Sussex have to meet at Chichester in February; if Hants can win, they tie with Surrey in the South-Eastern section.

On January 13, Somerset met and defeated Wilts, at the Guildhall, Bath (by permission of the Mayor). The scores were Somerset 7, Wilts 3, drawn 6. Mr. H. W. Trenchard headed the Somerset team. The three winners for Wilts were Rev. J. F. Welsh, Mr. Keyworth, and Mr. Baker.

At a meeting of the Reference Committee of the Union, held in London, January 13th, it was decided to write to the Northern and Midland Unions suggesting a meeting of delegates at Birmingham, at the end of February or the beginning of March, to consider matters of mutual interest to the three Unions. March 3rd will probably be selected.

Midland Counties Chess Association.—The inter-county championship contest has progressed excellently, and the semi-final stage has been reached. In the second round Salop brought off a surprise victory over Stafford by the odd game, much to the latter's chagrin; Worcester beat Hereford pretty easily; Derby drew with Notts, at Nottingham, but lost the replay at Derby by $7\frac{1}{2}$ to $4\frac{1}{2}$; and Warwickshire beat Oxford (away) by 7 games to 5. The pairing now is: Salop v. Worcestershire and Notts v. Warwickshire, to be played by the end of February, the former having choice of rooms.

London.—A great number of friendly inter-club matches have been fought out during January, but interest principally centres in the various competitions of the London Chess League.

Fitzroy Chess Club has removed to new quarters, 73, Newman Street, Oxford Street. The secretary is Mr. Ronald Kelly, 7, Bradistone Road, St. Peter's Park, who will be glad to receive names of anyone wishful to join the club.

In the Championship Tournament of the City of London Chess Club, the following are the positions of the leading players: Lawrence, $10\frac{1}{2}$ out of 11; Ward, 9 out of 11; Herbert Jacobs, 7 out of 9; Loman, $5\frac{1}{2}$ out of 8; Alcock, 5 out of 9; E. O. Jones, 7 out of 11.

London Chess League.—Play in the various divisions of the League Competition has proceeded briskly during the month.

In the "A" division a match was played on the 4th, between Insurance and Spread Eagle, and at the call of time the score was Insurance 8, Spread Eagle 7, and five games left for adjudication. On the 11th, a match took place between Ludgate Circus and Spread Eagle, Ludgate Circus scoring $8\frac{1}{2}$, and Spread Eagle $6\frac{1}{2}$, and again 5 games left for adjudication. On the same evening Metropolitan beat West London by 15 to 5. On the 17th, Athenæum defeated Hampstead by $11\frac{1}{2}$ to $8\frac{1}{2}$. The leaders now are:—Metropolitan 6 out of 6, and Battersea 3 out of 3.

In the "C" division the leaders are Ladies and Polytechnic, each 5 out of 6; Clapham, 3 out of 4. In the "D" division the leader is Local Government Board, 3 out of 3.

OBITUARY.


We regret to learn that the Rt. Hon. Harry Escombe, Q.C., ex-Premier of Natal, is dead. He died, it appears, suddenly, probably of heart disease, and was not killed in the war. In a recent issue we spoke of his great interest in chess. He was a strong player and president of the Durban Club, and won the right to be one of the four representatives of Natal at the South African Chess Congress, held at Cape Town last April.

THE LATE JOHN RUSKIN.

IT is with sincere regret that we record the death of John Ruskin, which occurred on the 20th January. Both in length of days and "noble work nobly done" John Ruskin was a remarkable man. Poet, philosopher, socialist, social reformer, artist, but above all a writer of such magnificent English as only appears once in a century—English so pellucid, so rich, so majestic, so full, that to read it was like looking at a glorious picture by Raphael or Turner. But it is in none of these aspects that we here regard him. Here we think of Ruskin as a votary of chess—for he was an enthusiastic lover of the game—that is of chess of a sort, for he would have none of the Pawn-gaining, wood-shifting, snail-creeping chess. He loved only the "grand style," the sweeping majesty of a game by Morphy, or the glittering beauty of a blindfold gem by Blackburne. He regarded chess from its artistic side—as indeed was to be expected of him. He never played chess in public or in any club, reserving it as a relaxation in his own home; but he took great interest in published games of a brilliant description, and was specially fond of Bird's bright games of years ago, and on more than one occasion wrote to that Master.

On the resuscitation of the British Chess Association in the early eighties, Mr. Ruskin became one of its vice-presidents, and at each of the Chess Congresses of 1885, 1886, and 1887, there was a special competition open for players engaged in art, science, and literature, called the 'Ruskin' competition, a prize in each case being a fine selection of Ruskin's works, beautifully bound, presented by himself and bearing his autograph.

DR. MAX LANGE.

E were able only briefly to announce, in going to press last month, the death of this celebrated man, which took place on December 8th, at Leipsic, the scene of his long continued residence and labours.

Dr. Max Lange was born at Magdeburg in 1832, where he attended the Grammar School, to lay the foundation of the various departments of knowledge which he afterwards built up at the Universities of Jena, Berlin, Hallé, and Heidelberg. He finally devoted himself entirely to the study of jurisprudence and philosophy, in both of which faculties he obtained the degree of Doctor. While he was still a schoolboy he gave practical proof of his interest in chess, for in 1849 he founded the school chess club "Sophrosyne," and a Magdeburg chess magazine, which however lived only one year. From 1858 to 1864 he was, first with Anderssen, then with Hirschfeld and Suhle, and afterwards alone, the editor of a chess magazine established by the Berlin Club, and he also conducted the *Sonntagsblatt* for amateurs, and a chess column in the *Leipsic Illustrated Journal*. About 1862 he founded the West German Chess Association, and won the first prize in its tournaments at Düsseldorf three years in succession, as well as in 1867 at Aix la Chapelle, and Hamburg in 1868. He was likewise one of the original members of the German Schachbund, and on the death of the much lamented Herr Zwanzig, he succeeded him in the management of it. In this capacity he unfortunately proved to be too arbitrary, and it led to a temporary split in the Association, and to the holding of two rival Masters' tournaments in Germany in the same year. For the last three decades he has almost entirely withdrawn from tournaments and match play, without, however, giving up any of his interest in chess or his labours for it.

As a writer on the game he retained his first love to the last, and will be known to posterity more in this capacity than as a player or organiser. His numerous chess works are very attractive by their brilliancy and originality of style, and their sound erudition, and his contributions to the theory are very valuable. He gave his name to the well-known variation of the Giuoco Piano, and has made many important suggestions in other openings, notably the Evans, King's Knight's, and Bishop's Gambits, in which he originated several new variations. In addition to his works on other subjects, his principal ones on chess consisted of the following:—"Sammlung der Schachpartien," 1855; "Lehrbuch des Schachspiels," 1856 and 1865; "Paul Morphy," 1859, 1881, and 1894; "Kritik der Eröffnungen," 1855; "Handbuch der Schachaufgaben," 1862; "Jahrbücher des Westdeutschen Schachbundes," 1862 and 1863.

He was an honorary member of several German chess clubs, the principal ones being the Augustea of Leipsic, the Magdeburg Club, and the Dresden Club.

The game which we re-produce in our present issue gives a good idea of Dr. Max Lange's chess powers at the height of his strength. He will be ever remembered both as a most ingenious combatant over the board, and also as a fertile inventor of new modes of play in several of the openings, and a very valuable contributor to chess literature.

CORRESPONDENCE.

ENGLAND VERSUS SCOTLAND.

TO THE EDITOR OF THE *B.C.M.*

SIR,

I have read with interest Mr. Whitelaw's letter on above subject, and have only one question to ask, viz., where does Ireland come in?

I think a match *versus* either England or Scotland, or both, would be of inestimable benefit to chess in Ireland. Of course at first it would have to be with a limited number of players, and we should probably get well beaten, but in time we might improve.

Hoping you can find room for this, I enclose my card and remain,

Yours truly,

"IRELAND."

BELFAST, 24th January, 1900.

[We hope the time is not far distant when teams representing England, Ireland, Scotland, and Wales will meet each other in annual contest; meantime we suggest to our Belfast correspondent that efforts should be put forth to revive the Irish Chess Association as the proper authority to issue and receive National challenges.—ED. *B.C.M.*]



The Openings.—A correspondent writes us that he has carefully gone through Mr. Blackburne's lately published book, and he finds that in nearly every game won by Mr. Blackburne, from weaker opponents, the loser had really a lost game, theoretically, somewhere about the tenth move in the game, and in many games even earlier. We cannot say whether this be so or not, as we have not had the leisure to play all the games over, but we incline to the belief that our correspondent's conclusion is pretty nearly correct. Our own experience is that at least 90 per cent. of games played between experts and inexperienced amateurs are practically lost by the amateurs before they have made a dozen moves. To play chess well, a fair knowledge of the openings is absolutely essential. The chess player who tries to construct his game on a faulty opening, is like the architect who builds his edifice on a rotten foundation. Both are bound to collapse to well-directed pressure. Moral: Look to your theory, and beware of the individual who ostentatiously tells you, as if it is something to be proud of, that he knows nothing of the openings. If you search him, it is more than likely you will find him possessed of a pocket edition of the chess openings, to which he refers much oftener than to his bible or prayer-book.—*Hereford Times*.

GAME No. 1,854.

The following beautiful game was first published in Dr. Max Lange's *Sammlung Neuer Schach-Partien*, in 1857, and was afterwards transferred to the pages of the *Chess Player's Chronicle* of 1877, with notes revised from Max Lange's by the late Mr. Wayte. It will be found a capital specimen of the deceased master's skill.

Scotch Gambit.

NOTES REVISED BY C. E. RANKEN.

WHITE. BLACK.
Herr MAX LANGE. Herr V. SCHIERSTEDT.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—Q B 3 |
| 3 P—Q 4 | 3 P×P |
| 4 B—Kt 5 | |

This unusual move is described by Max Lange in 1857 as worth trying in practice, but it had not then found its way into the books. He further observes that if Black continue with 4..., B—Kt 5 ch, the reply is 5 Q Kt—Q 2, and White must recover the Pawn.

- | | |
|------------|------------|
| 5 Castles | 4 B—B 4 |
| 6 Q Kt—Q 2 | 5 K Kt—K 2 |
| | 6 P—Q 4 |

.....If Castles, or P—Q 3, White, of course, regains the Pawn by Kt—Kt 3. Nevertheless Castles appears to be his best play.

- | | |
|-----------|----------|
| 7 P×P | 7 Q×P |
| 8 B—Q B 4 | 8 Q—Q sq |

.....He should have played now 8..., Q—R 4; and if 9 Kt—Kt 3, B—K Kt 5.

- | | |
|-----------|----------|
| 9 Kt—Kt 5 | 9 Kt—K 4 |
|-----------|----------|

.....Castling, of course, was out of the question, in face of the reply Q—R 5.

- | | |
|-------------|-----------|
| 10 Kt×B P | 10 Kt×Kt |
| 11 B×Kt ch | 11 K×B |
| 12 Q—R 5 ch | 12 P—Kt 3 |
| 13 Q×B | 13 Kt—B 3 |

.....P—Q Kt 3 here was specious, as enabling Black to defend his weak Q P by P—B 4; but White's answer, 14 Q—K 5, would have met it quite sufficiently.

- | | |
|--------------|------------|
| 14 Kt—B 3 | 14 R—K sq |
| 15 B—K R 6 ! | 15 B—K B 4 |

.....Black is now in difficulties, for he is threatened with Q R—Q sq,

and also with Kt—Kt 5 ch, and this move does not help him, for White might have proceeded with Kt—Kt 5 ch at once, but he prefers to bring his other forces into action.

- | | |
|-------------|----------|
| 16 Q R—K sq | 16 Q—Q 2 |
| 17 Q—B 4 ch | |

Perhaps stronger than 17 Kt—Kt 5 ch, for then K—Kt sq; 18 Q—B 4 ch, K—R sq; 19 Kt—B 7 ch, K—Kt sq; and now neither Kt—K 5 or Q 6 dis. ch are of any use.

17 B—K 3

.....This is weak; the K should have gone to B 3.

- | | |
|---------------|----------|
| 18 Kt—Kt 5 ch | 18 K—B 3 |
| 19 Q—K 2 | |

There was nothing to be gained by the exchange of pieces, and the retreat of the Queen was planned as the preliminary step to a brilliant sacrifice.

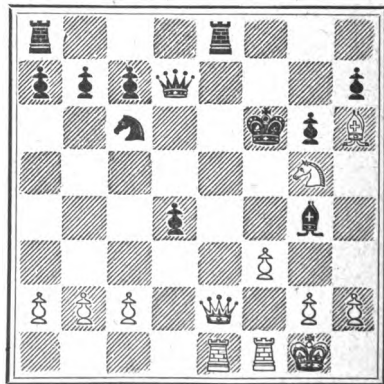
19 B—Kt 5

- 20 P—K B 3

Position after White's 20th move :—

P—K B 3.

BLACK (SCHIERSTEDT).



WHITE (MAX LANGE).

- 21 P × B dis. ch 21 R × Q
 22 R × R ch 22 K—K 4
 23 Kt—K 4 22 K—Q 4
 24 P—Q R 4 23 K—B 5
 24 Q × P

.....Black's last few moves were evidently forced, and if he now play P—Q 6 or K—Kt 5, it will be seen that he must either lose his Queen or be mated.

- 25 P—Kt 3 ch 25 K—Kt 5
 26 B—Q 2 ch 26 K—R 6
 27 Kt—B 3

It seems doubtful if this is the best course (see next note). R—K sq looks more forcible, for then if 27..., K—Kt 7;

28 R—Kt sq ch, and if K × P, he loses his Queen; or if K—R 6 or 7, then 29 Kt—B 2, followed by Kt—Q 3, and wins.

27 P × Kt

.....Max Lange remarks that the correct defence here was K—Kt 7. Mr. Wayte thought that White could then play P—K R 3, to drive away the Queen, but he overlooked the continuation Q × R, and K × P, afterwards winning another Pawn, and retaining three Pawns for the piece.

28 B × P

28 Kt—Kt 5

And White announced mate in six moves, the solution of which we leave to our readers.

GAME No. 1,855.

The following game was played at Boston, between Pillsbury and the Bostonian player Barry, who distinguished himself in the Cable matches between England and the States.

Ruy Lopez.

NOTES BY R. TEICHMANN.

WHITE.
Mr. BARRY.

BLACK.
Mr. PILLSBURY.

- 1 P—K 4 1 P—K 4
 2 Kt—K B 3 2 Kt—Q B 3
 3 B—Kt 5 3 Kt—B 3
 4 P—Q 4

A deviation from the usual 4 Castles; it should only lead to an even game.

4 K Kt × P

.....P × P leads to an equal game.

- 5 P—Q 5 5 Kt—Q 3
 6 Kt—B 3 6 P—K 5

.....This move seems to be of doubtful value, whilst 6..., Kt × B; 7 Kt × Kt, P—Q R 3 appears to give quite a satisfactory game for Black.

- 7 Kt—K Kt 5 7 Kt—K 4

.....Kt—Kt sq, although somewhat slow, would have been better, as the loose position of the Knight

at K 4 gives White time to develop his Queen.

- 8 Q—Q 4 8 P—K B 3
 9 Kt (Kt 5) × P 9 Kt × B
 10 Kt × Kt 10 P—Q R 3

.....Not good, as White's excellent answer proves; but if P—Q 3, in order to prevent the threatened P—Q 6, then 11 P—K B 4, Kt—Kt 3; 12 Q—B 3 or 4, and White also wins.

- 11 Q—R 4 11 R—Q Kt sq
 12 Kt—Q 4 12 B—K 2
 13 Q—Kt 3 13 P—Q 3
 14 P—K B 4 14 Kt—Kt 5
 15 Castles 15 P—K B 4

.....Black apparently preferred losing the exchange to having his game hopelessly cramped by White's P—K B 5, followed eventually by Kt—K 6.

- 16 Kt—Kt 3 16 Castles

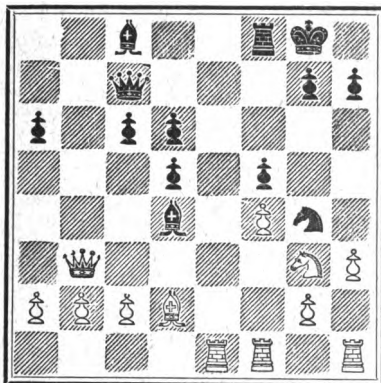
.....Again it is only a choice of evils. The loss of the exchange for a Pawn being apparently the preferable course.

- | | |
|-------------|-------------|
| 17 Kt—B 6 | 17 P × Kt |
| 18 Q × R | 18 P × P |
| 19 Q—Kt 3 | 19 P—B 3 |
| 20 B—Q 2 | 20 Q—B 2 |
| 21 Q R—K sq | 21 B—B 3 |
| 22 P—K R 3 | 22 B—Q 5 ch |
| 23 K—R sq | |

Position after White's 23rd move:—

K—R sq.

BLACK (MR. PILLSBURY).



WHITE (MR. BARRY).

23 Kt—B 7 ch

..... Perhaps a miscalculation. Anyway, Kt—B 3, to be followed by K—R sq and Kt—K 5 seems better, as White could then only have removed this Knight at the cost of a strong passed Pawn for Black.

- | | |
|------------|-------------|
| 24 K—R 2 | 24 Kt—K 5 |
| 25 Kt × Kt | 25 P × Kt |
| 26 R × P | 26 B × Kt P |
| 27 P—B 3 | 27 B—R 6 |

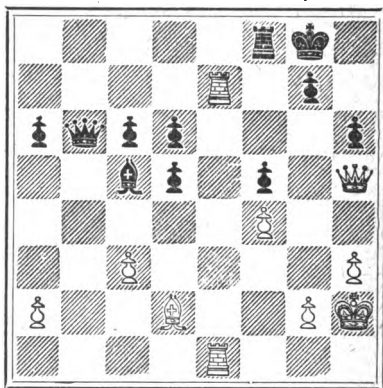
The decisive move, as Black cannot prevent R—K 7.

- | | |
|-------------|------------|
| 28 K R—K sq | 28 B—Q B 4 |
| 29 R—K 7 | 29 Q—Kt 3 |
| 30 Q—Q sq | 30 B—B 4 |
| 31 Q—R 5 | 31 P—K R 3 |

Position after Black's 31st move:—

P—K R 3.

BLACK (MR. PILLSBURY).



WHITE (MR. BARRY).

..... This move is immediately fatal; but the game cannot be saved. If B—Kt 3; 32 Q—Kt 5, and the threat P—B 5 cannot be prevented.

32 R × P ch

A brilliant move; White announced here mate in 13 moves, which shows Mr. Barry to be a player of great accuracy of calculation; it must, however, be admitted that the real *modus operandi* is much shorter, as several moves are useless, being only of a delaying nature.

- | | |
|--------------|--------------|
| 33 R—K 7 ch | 32 K × R |
| 34 Q × P | 33 K—Kt sq |
| 35 K—R sq | 34 B—Kt 8 ch |
| 36 P × B | 35 B—Q 5 |
| 37 Q—Kt 5 ch | 36 Q × P |
| 38 Q—R 4 ch | 37 K—R sq |
| 39 Q—Kt 3 ch | 38 K—Kt sq |

The zigzag manoeuvre with the Queen is very interesting.

- | | |
|-----------------------------------|-----------|
| 40 B—B 3 | 39 K—R sq |
| 41 Q × Q ch, and mate in 3 moves. | 40 Q × B |

GAME No. 1,856.

Played in the current tournament at the City of London Chess Club.

Queen's Gambit.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. CURNOCK. Mr. LAWRENCE.

- 1 P—Q 4 1 P—Q 4
2 P—Q B 4 2 P—K 4

... This counter gambit is not good, and should lead to a lost game.

- 3 P × K P

3 P—K 3 gives White at least an even game., e.g., 3..., P × B P; 4 B × P, P × P; 5 P × P, and the isolated Pawn is no weakness.

- 4 P—Q R 3 3 P—Q 5

A good move. White may also play P—K 4 with advantage. P—K 3 is not good on account of B—Kt 5 ch, 5 B—Q 2, P × P, &c.

- 5 Kt—K B 3 4 Kt—Q B 3
5 P—K B 3

..... Black gives up the Pawn, but it would seem that B—K Kt 5, in order to recover the Pawn, might have been played; if then 5..., B—K Kt 5; 6 P—K 3, Kt × P; 7 P × P, B × Kt; 8 P × B, Q × P with advantage; and if 6 B—B 4, Kt—K 2, followed by Kt—Kt 3.

- 6 P × P 6 Kt × P
7 P—K 3 7 B—Kt 5
8 B—K 2 8 B—Q 3

..... Black must either submit to the exchange of Queens, or lose a second Pawn. He chooses the latter alternative, and fortune favours his venture; but it is manifest that his attacking chances do not in any way compensate for the loss of two Pawns.

- 9 Kt × P 9 B—Q 2
10 Kt—Q B 3 10 Castles
11 P—Q Kt 4

White's first mistake. He had a good development, and should simply have Castled, after which it seems difficult to see how Black could have attacked with any prospect of success.

- 11 P—Q R 4
12 P—B 5 12 P × P
13 P × B 13 P × Kt
14 P × P 14 Q × P
15 Q—Kt 3 ch

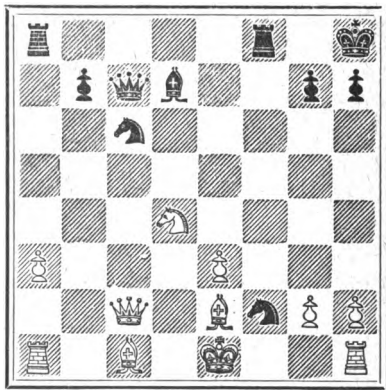
A bad blunder. 15 Castles would still have left him with a very good game, since Black could not have saved his Pawn at Q B 6 in the long run.

- 15 K—R sq
16 Q × P 16 Kt—K 5
17 Q—B 2 17 Kt × B P

Position after Black's 17th move :—

Kt × B P.

BLACK (MR. LAWRENCE).



WHITE (MR. CURNOCK).

- 18 R—B sq

White seems to have overlooked at his 14th move that he could not play now 18 Castles on account of the rather amusing finish 18..., Kt × Kt !; 19 Q × Q, Kt × B mate.

- | | | | |
|--|-------------|----------------|--------------|
| 19 R × R ch | 18 Kt—Kt 5 | 23 P—Kt 3 | 23 Q—B 3 |
| 20 Q—Q B 5 | 19 R × R | 24 K—Q 2 | 24 Kt × Kt |
| 21 B × Kt | 20 Q—Q sq | 25 B × Kt | 25 Q—B 7 ch |
| Here Kt × Kt, P × Kt; 22 B × Kt, B × B; 23 B—Kt 2 seems to have given fair chances of drawing, as Black could not have played the strong move Q—B 3. | | 26 K—Q 3 | 26 Q—K 7 ch |
| | | 27 K—K 4 | 27 Q—Kt 7 ch |
| | | 28 K—Q 3 | 28 Q—K 7 ch |
| | | 29 K—K 4 | 29 Q—B 6 ch |
| | | 30 K—Q 3 | 30 B—B 4 ch |
| | | 31 K—B 3 | 31 R—B sq |
| 22 B—Kt 2 | 21 B × B | And Black won. | |
| | 22 Q—R 5 ch | | |

GAME No. 1,857.

Played in the No. 3 Pillsbury National Correspondence Chess Association Tournament, 1899.

Evans Gambit Declined.

NOTES BY JAS. MASON.

WHITE.
Mr. L. C. MOÏSE,
Emporia, Kansas.

BLACK.
Mr. J. W. HARRIMAN,
Iowa City.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—Q B 3 |
| 3 B—B 4 | 3 B—B 4 |
| 4 P—Q Kt 4 | 4 B—Kt 3 |
| 5 P—Q R 4 | 5 P—Q R 3 |
| 6 P—B 3 | 6 Kt—B 3 |

.....Or 6..., P—Q 3; to pin the Knight if White Castles; or if 7 Q—Kt 3, Q—K 2; there would be a *Gioco Piano* in which White should have no advantage—his Queen being badly placed for general purposes. But this move is probably also good; particularly if followed by 7..., Q—K 2; not allowing the Knight to be pinned in the Castled position,—for, with that, counter attack is not so likely, and White is more at ease, in spite of the indifferent situation of his Queen.

- | | |
|-------------|------------|
| 7 Q—Kt 3 | 7 Castles |
| 8 P—Q 3 | 8 P—Q 3 |
| 9 P—R 5 | 9 B—R 2 |
| 10 B—K Kt 5 | 10 P—K R 3 |
| 11 P—K R 4 | |

Chancing—and, as it happens, rightly. Against a second essay of this sort it would be scarcely difficult for

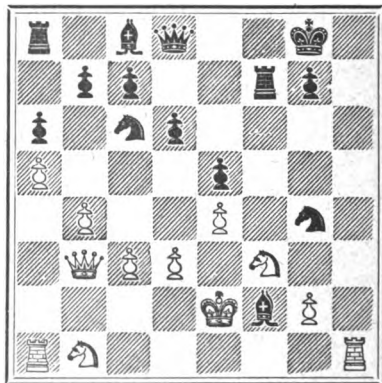
Black to hit upon a stronger defence. For instance, 11..., Q—K 2, would be perfectly safe; the offered Bishop to be taken later, if not retired. Some pretty play follows.

- | | |
|---------------|-------------|
| | 11 P × B ? |
| 12 P × P | 12 Kt—Kt 5 |
| 13 B × P ch ! | 13 R × B |
| 14 P—Kt 6 ! | 14 B × P ch |
| 15 K—K 2 | |

Position after White's 15th move :—

K—K 2.

BLACK (MR. HARRIMAN).



WHITE (MR. MOÏSE).

15 P—Q 4

.....Almost clearly necessary.
The great danger incurred by Black in opening the file to White Rook—so soon—is now apparent.

- | | |
|-------------|-----------|
| 16 P × R ch | 16 K × P |
| 17 P × P | 17 Kt—R 2 |
| 18 R—R 5! | 18 Q—B 3 |
| 19 Kt—Q 2 | 19 Q—B 5 |

.....There seems to be no good defensive move at this stage; so he tries for attack—but unavailingly in the end. The consequence is very curious.

- | | |
|------------------|----------|
| 20 P—Q 6 dis. ch | 20 B—K 3 |
| 21 Kt—Kt 5 ch | |

Of course. If Black takes, then 22 Q × B+, K × Q; 23 R × Q, gaining Knight or Bishop—with at least the exchange in advantage.

- | | |
|--------------|-------------|
| 21 K—Kt 3 | |
| 22 K × R | |
| 23 R—R sq ch | 23 B—R 5 |
| 24 K Kt—B 3! | 24 Q—K 6 ch |

.....Much better 24...., P—K Kt 4. These checks give away the game; removing Queen and Knight, so as to leave him under mate,—as in the sequel.

- | | |
|--------------|---------------|
| 25 K—Q sq | 25 Kt—B 7 ch |
| 26 K—B 2 | 26 Q × Q P ch |
| 27 K—Kt 3 | 27 P—Kt 4 |
| 28 Kt × K P | 28 Q × Q P |
| 29 P—K Kt 4! | 29 Resigns. |

.....Loss of Queen, &c., follows directly. A remarkable specimen of chess, particularly by correspondence.

GAME No. 1,858.

Played recently in Warsaw.

FROM THE *Warsaw Tygodnik Szachowy*.

Evans Gambit.

WHITE.	BLACK.
M. TAUBENHAUS.	M. LANGLEBEN.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—Q B 3 |
| 3 B—B 4 | 3 B—B 4 |
| 4 P—Q Kt 4 | 4 B × Kt P |
| 5 P—B 3 | 5 B—B 4 |
| 6 Castles | 6 P—Q 3 |
| 7 P—Q 4 | 7 P × P |

.....The defence suggested by Lasker, in which Black returns the Gambit Pawn, can be initiated here with 7...., B—Kt 3; and if 8 P × P, P × P; 9 Q × Q, Kt × Q; 10 Kt × P, Black has the preferable position for the ending, and is quite safe.

- | | |
|------------|----------|
| 8 P × P | 8 B—Kt 3 |
| 9 Kt—Q B 3 | |

Morphy's favourite mode of continuing the attack, and very difficult to defend easily.

9 Kt—K B 3

.....Black chooses the worst defence—a move nearly always bad in the defence to the Evans.

- | | |
|----------|-------------|
| 10 P—K 5 | 10 P × P |
| 11 B—R 3 | 11 Kt × Q P |

.....A similar game occurs in *Staunton's Praxis*. Black's best is Kt—Q R 4 here. To take the Pawn as he does cour's disaster.

- | | |
|------------|-----------|
| 12 Kt × Kt | 12 B × Kt |
| 13 Q—Kt 3 | |

Threatening B × P ch and Q—K 6 mate!

- | | |
|-------------|-------------|
| 13 R—K B sq | |
| 14 Q R—Q sq | 14 P—Q B 3? |

.....B—K Kt 5 gives more chance.

- | | |
|-----------|-------------|
| 15 Kt—K 2 | 15 B—K Kt 5 |
| | B 3 |

16 Kt × B

16 B × R

18 Kt—B 5

17 R × B

17 Q—B 2

Threatening mate by 19 Kt × Kt P.

.....If 17...., P × Kt; then 18
R—K sq ch, K—Q 2; 19 Q × Kt P ch,
Q—B 2; 20 R—K 7 ch.

18 R—K Kt sq

19 Kt—K 6 ch 19 Resigns.

We extract the following games from Mr. Mason's latest work,
"Social Chess."

GAME No. 1,859.

No. 5. *Ponziani Attack* (won by Rev. C. E. Ranken).

WHITE.

BLACK.

1 P—K 4

1 P—K 4

2 Kt—K B 3

2 Kt—Q B 4

3 P—B 3

3 Kt—B 3

.....Or 3...., P—Q 5; 4 Q—
R 4, P—B 3; 5 B—Kt 5, Kt—K 2;
6 P × P, Q × P; 7 P—Q 4, P × P, &c.,
a more laborious line of defence.
White's 3rd move distinguishes the
opening, which is also known as
Staunton's Attack, both Ponziani and
Staunton having accorded it much
prominence in their works. The idea
seems to be to form a centre, per-
chance; meanwhile giving an important
outlet to the Queen.

4 P—Q 4

4 P—Q 4

A likely continuation, 4...., Kt × P;
5 P—Q 5, Kt—Kt sq; 6 B—Q 3, Kt
—K B 3; 7 Kt × P, R—B 4, &c.
Notice in this how White recovers his
Pawn; for if 7...., Kt × P (instead of
7...., B—B 4), then 8 B—Q B 4, and
Black may easily get into trouble.
Again, if 7...., Q—K 2, then 8 Castles
of course; and Black's Queen is badly
placed, while he can take the Pawn
with no more success than before.

5 B—Q Kt 5

5 Kt × K P

6 Kt × P

6 B—Q 2

7 Q—Kt 3

7 Q—K 2

See Diagram.

8 Q × P

Dangerous to leave his King in line
with Black Queen. 8 Castles or 8 B—
K 3 would be safer; or he might play
8 Kt × Kt, followed by 9 Castles or 9
B—K 2 (protecting his King), accord-
ing to the reply.

8 Kt × Kt

9 Q × Kt P

Another risky capture; 9 Q × Q Kt
would be all right. For then, if 9....,
Q × Q; 10 B × B ch, K × B; 11 P ×
Q, &c.; or if 9...., B × B; 10 Q × B
ch, P—B 3; 11 Q—K 2, &c., there
would be no occasion for alarm.

9 Kt—B 6 ch

10 K—B sq

If he here takes the checking Knight,
naturally 10...., Kt—Q 3 (or B 4) ch,
and his Queen is lost.

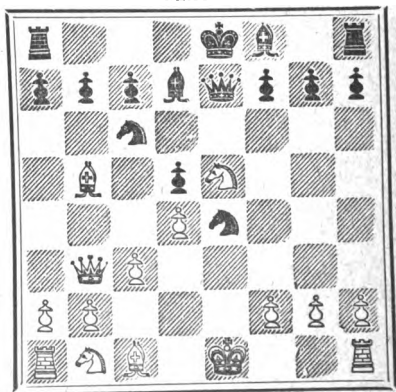
10 Kt—Kt 6 ch !

.. The King should have
gone to Q sq. Then if 10...., Kt ×
B P ch; 11 K—B 2, he would be
pretty safe, whatever complications
might ensue, or however numerous the
variations.

11 P × Kt

11 Q—K 8 mate.

BLACK.



WHITE.

GAME No. 1,860.

No. 63. *King's Bishop's Game* (won by Chas. Platt).

WHITE.

- 1 P—K 4
2 B—B 4
3 P—Q 3

BLACK.

- 1 P—K 4
2 Kt—K B 3
3 P—B 3

.....Black wants to 'establish a centre'; a proceeding of questionable value. On the whole, either 3..., Kt—B 3, or 3..., B—B 4, as in the ordinary *Giuoco*, is preferable.

4. Kt—K B 3

For 4 Q—K 2 would give Black pause in his 4..., P—Q 4. As it goes if White checks at 6 (instead of retreating Bishop), the reply would be 6..., B—Q 2; and the advanced centre Pawns would be perfectly safe.

- | | |
|-----------|------------|
| 5 P × P | 4 P—Q 4 |
| 6 B—Kt 3 | 5 P × P |
| 7 Q—K 2 | 6 Kt—B 3 |
| 8 Castles | 7 B—K Kt 5 |

Or, better, 8 P—K R 3, which is not so good after Castling.

8 B—Q B 4

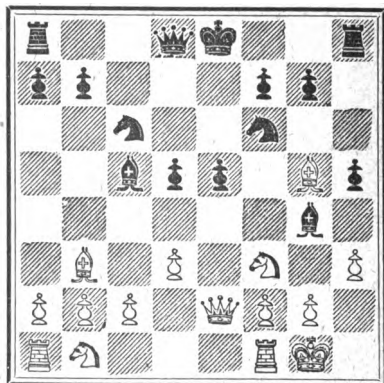
.....If 8..., P—K 5; 9 P × P, P × P; 10 Q—K 3, the White Knight would be in no danger, Black would gain nothing by 10..., B × Kt, &c., and his King Pawn might be easily lost.

- | | |
|------------|-------------|
| 9 B—Kt 5 ? | 9 P—K R 3 ! |
| 10 P—K R 3 | |

The Bishop should retreat—or take the Knight, which, by the way, he should not have attacked, in view of these most necessary alternatives. As the affair actually stands, Black may win a piece by 10..., B × Kt, &c., but he plays a nobler game.

10 P—K R 4

BLACK.



WHITE.

- | | |
|-----------|-------------|
| 11 P × B | 11 P × P |
| 12 Kt × P | 12 Kt—Q 5 ! |
| 13 Q—K sq | |

No use 13 B—R 4 ch, Black King simply going to B sq. If 13 Q—K 3, of course 13..., Kt—B 6 ch; and the Queen would be lost for Bishop and Knight—not so bad a bargain, with a piece already in hand. Besides, there is 13 Q—Q 2, a comparatively good move. But he *will* discover a check—and the tale is soon told.

13 Kt—K 5 !

.....Excellent ! If 14 P × Kt, Q × B, Black Queen would soon reach the King Rook file, winning.

- | | |
|---------------|--------------|
| 14 B × Q | 14 Kt—Kt 6 ! |
| 15 Kt—Kt 6 ch | |

If 15 P × Kt, then 15..., Kt—B 6 (or K 7) mate ! And 15..., R—R 8 mate, threatens. O, those terrible open files ! An exciting and amusing finish.

- | |
|-----------------|
| 15 Kt—K 7 ch ! |
| 16 Q × Kt |
| 16 Kt × Q mate. |

GAME No. 1,861.

No. 66. *From Gambit* (won by W. M. Mills):

WHITE.	BLACK.
1 P—K B 4	1 P—K 4
2 P×P	2 P—Q 3
3 P×P	3 B×P
4 Kt—K B 3	4 Kt—K R 3

.....As a rule, the Knights should be deployed towards the centre. But here Black is going on to attack the King Rook Pawn, and at the same time wants to leave the line to R 5 open to his Queen. Compare No. 25, note on Black's 5th move.

5 P—Q 3	5 Kt—Kt 5
6 P—B 3!	6 B—Q 2

.....If he were to take the Rook Pawn, intending to afterwards check at R 5 with Queen, regaining the piece, he would make a mistake; e.g., 6..., Kt×P: 7 Q—R 4 ch!, Kt—B 3; 8 Kt×Kt, and Black cannot check at R 5 to any good purpose! There are many versions of this, but White's check with Queen on the one side is a perfect set-off to his adversary's intended or actual check with Queen on the other. On principle, however, 6..., Kt—Q B 3 should be preferred to this move of the Bishop; for, except as precluding the check, the Bishop is no better placed than it was at home.

7 P—K Kt 3	7 Kt—Q B 3
8 B—Kt 2	8 Q Kt—K 4
9 Kt×Kt	9 B×Kt
10 Castles	10 P—Q B 3
11 P—K 4	11 B—K 3

See Diagram.

.....Now we see that had Black played 6..., Kt—Q B 3, he might have spared one of the moves of this Bishop. At least, that was the *probability*—a more forward development in preferring the move of the Knight,

12 P—Q 4	12 Kt×R P
----------	-----------

.....A tempting but really unsound sacrifice; a sort of thing not *always* practically unwise.

13 K×Kt

For even here is a mistake of his opponent, looking like a very natural consequence. He should not take the Knight now, but the Bishop, and all would be well with him.

14 K—Kt sq	13 Q—R 5 ch!
15 R—B 5	14 B×Kt P!

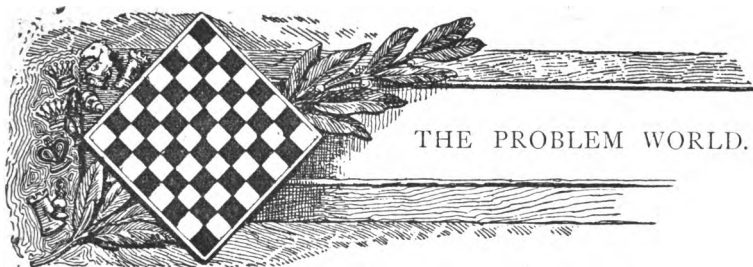
The Rook should go to B 3, to interpose at Q 3. With this White's affairs become desperate.

16 K—B sq	15 Q—R 7 ch!
	16 B—Q B 5 ch!

.....17 Resigns. For loss of Queen and, of course, the game, is inevitable.



WHITE.



All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

IN ADVANCEMENT OF THE TWO-MOVER.

TO THE PROBLEM EDITOR OF THE *B.C.M.*

SIR,

In seeking your kind permission for a few further remarks in reply to your powerful article on the subject of my letter in the November issue of your valuable journal, let me in the first place file a mild protest against the impression which your remarks seem calculated to convey, viz., that those who advocate complexity and mate elaboration in two-movers are necessarily admirers of the use of the "hammer and tacks," and have a particular partiality for the plan of "patching on tawdry tit-bits." Now the one is by no means the consequence of the other. As for my own works, with the exception, perhaps, of some of the essays of the period of my novitiate, I do not think that they can be held up as very great sinners in this respect. At all events, in your recent process of dissection, as illustrated in the articles on "Fringe Variations," you did not honour any of my problems with a place on your vivisection table. In *The Two-move Chess Problem* you did indeed refer to certain "fringy" characteristics of some of the pieces in a popular prize two-mover of mine. But your remarks were made more in the nature of a hint, and if you had noticed that the supposed ornamental pieces did yeoman service in the prevention of "cooks," you would doubtless not have ventured the suggestion.

Coming now to the more important considerations involved in your article, let me say that, whilst it rigorously attacks the position at various points, it yet leaves untouched the *crux* of the question. It is not that I am unable to enter into the spirit which shapes your views, or that I cannot appreciate the special merits of the type of two-mover which is after your own heart. My chief ground of contention is that the principle of unity of idea, pure and economical mates, together with fewness of pieces, is antagonistic to that comprehensive complexity wherein alone we can hope for the attainment of reasonable originality in these problems. You feel the force of the situation as regards purity. But to my mind this does not go far enough. In the small compass of two-moves there should be concentrated strategy fantastic, sparkling, surprising: something that takes us for the moment out of the ordinary humdrum of chessic existence, and regales us with a good breezy spell of it. In the attainment of this it is sometimes necessary not only to forget for the nonce the charms of purity, but also to look for strict unity through the wrong end of the telescope, and to interpret with the utmost generosity the law of economy. From specimens

which occur to one at the moment, I present, with your courtesy, the following two positions. which are excellent representatives of the style to which I allude. But they could be easily replaced by other compositions by these masters, or by

BY T. TAVERNER.

BLACK.

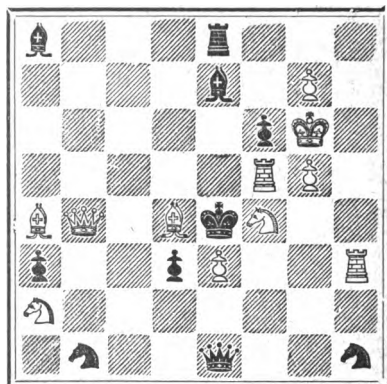


WHITE.

Mate in two.

BY P. F. BLAKE.

BLACK.



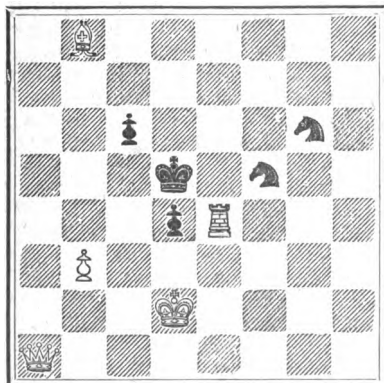
WHITE.

Mate in two.

many another production by other British composers, not excluding an unsimmered effort by B. G. Laws himself! The promulgation of principles of construction which inspire the idea that such complex and tangled strategems are things to be accorded only a cold "tolerance"; that, on the other hand, in such positions as the following the goal of perfection in two-move strategy is to be reached, and that these are the type which should be greeted with a warm welcome, is, I maintain, opposed to the advancement of the two-mover. Not

By E. N. FRANKENSTEIN.

BLACK.

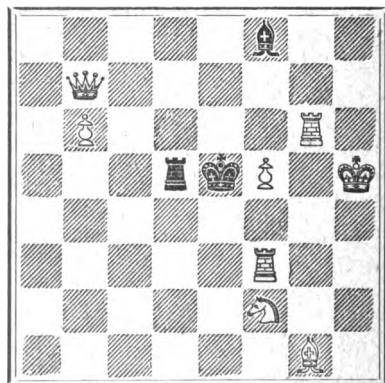


WHITE.

Mate in two.

By B. G. LAWS.

BLACK.



WHITE.

Mate in two.

only would it take from us much that is most truly beautiful in chess, but it warns the explorer off those very regions wherein lie possibilities of research that will bring him the realisation of his aspirations, but it invites him to go pegging out plots on oft-traversed and now almost barren fields, with results that can only lead to that disappointment and annoyance which the unwitting plagiarist must experience. He might, perchance, light upon some happy find, hitherto overlooked, and adorn the problem world with such a bright little gem as the latter of those just given; but the probabilities are all against him. These are truisms. And yet there are composers with views on this subject even less liberal than your own. But they do not number among them composers who have left their "footprints on the sands of time" as bi-move strategists. They are those who watch the game, and point out what ought to be done. They are in fact the "critics," though I should scarcely like to class them with those specimens of the genius made famous by Lord Beaconsfield. There is a local negro proverb which aptly says: "Rocka stone a' river bottom no know dat sun hot." The propounder of principles who looks on from his snug retreat does not feel the "sun hot." It is only the composer active in the fray who can best appreciate the difficulties with which he has to contend. He knows how hard it is to obtain anything of reasonable originality at all, and how greatly this is increased when the "sphere of influence" is restricted, and he is compelled to move in a circumscribed circle.

When I addressed you my last communication I was, of course, quite aware of the sentiments you had expressed in *The Two-move Chess Problem*, from which admirable little volume you quote. My feeble protest was, however, prompted by the growing impression that you were gradually narrowing these views. It is gratifying to find that in this I have been mistaken; and I do believe that, as you say, on the main issues there is really little difference of opinion between us, and that, the inevitable one of taste. As regards a disposition occasionally to offend against the strict ethics of constructions, I think the extreme limit to which I would go is shown in that *Herald* problem. Given such a position I would certainly add the White Rook and Black Queen: you would not. Here we must agree to disagree.

I am, etc.,

A. F. MACKENZIE.

"Chetolah," 21, Slipe Pen Road,
Kingston, Jamaica, 23rd December, 1899.

MR. CUDMORE AND THE "HERALD" TOURNEY.

Since the above was written your December issue, with Mr. Cudmore's second letter, reached me. As this gentleman, whilst placing his case in its "proper prospective," returns to the attack, questions the *bona-fides* of my explanation *re* the priority of the *Herald* problem, and charges me with "word twisting," I am sure you will not deny me the privilege of appending here, in a few brief words, the reply his statements demand.

Mr. Cudmore fails to appreciate the point of precedence with the information that the one problem was composed and dispatched so many months before the other. He is not satisfied, and wants "better particulars" as to the date of publication of the *Herald* problem. As this can have little or no bearing on the present case, the design of the question will be apparent. I cannot satisfy his curiosity as to the exact date; but from a letter I hold from the chess editor of the *Herald*, I am in a position to say that the problem was published early in 1898, and therefore some months before that of the *House*.

Mr. Cudmore starts a theory of his own as to what constitutes Black's strongest move in a two-mover, together with its relation to White's best mate;

and, reversing the order of cause and effect, staggers us with a rather remarkable and a decidedly Gilbertian proposition. It is to the effect that, no matter what may be the character or merit of the mate *per se*, so long as it follows Black's strongest move (or what Mr. Cudmore takes to be such) it must, *ipso facto*, be White's best mate! Amusingly enough, he tries to link me on to this *reductio ad absurdum* of his. He fabricates this fallacy from the fact that, when writing of the chief mate in the *Herald* and *House* problems as that which follows $K \times R$, I referred to that move as Black's strongest. But urges, Mr. Cudmore, $Kt \times R$ is Black's strongest move, not $K \times R$, as I said; and since, according to his whimsical view of the matter, that which answers the former is to be held as White's best mate, he demonstrates to his entire satisfaction that I am wrong on my own showing as to what is the chief mate in the problems in question. He "grips" this latest "discovery" with all the tenacity of the drowning man catching at the straw. Now, it seems to me, something is to be said in favour of the idea that, generally speaking, Black's strongest move is that which demands White's best reply, the mainplay or leader; and every recognized authority would, without the slightest shadow of a doubt, pronounce the best mate in both the *House* and in the revision by you, sir, of the *Herald* problems to be that after $K \times R$, even though, perched upon his fancy-formed pinnacle of pre-eminence, Mr. Henry Cudmore delivers the decree that "as an absolute matter of fact that move is at the lower end of the scale strategically"! There may be a difference of opinion as to which is the leader in the original *Herald* problem; but, juggle with the situation as he may in his effort to shift the main question of "leading mates" on to the side issue of "strongest move," he cannot get rid of the hard fact that $K \times R$ brings about at least *one* of the leading mates in the two problems; that they are entirely and essentially different in both cases; and that in his anxiety to set forth a good case, Mr. Cudmore made the false and misleading statement that they are identical. It is here, I take it, the charge of word-twisting comes in. In his letter in the July issue of your journal, Mr. Cudmore wrote: "——— the key move, the threat, and *all the leading mates being identical in both cases.*" (The italics are mine.) How in the face of this Mr. Cudmore could have the effrontery to accuse me of distorting his meaning is astonishing. But we must be charitable. According to another negro proverb, "When trouble ketch massa monkey breeches fit him." Mr. Cudmore's antics only display him wriggling off the horns of that dilemma on which he would have me impaled.

With regard to the shaft aimed in the remark that "it is only the intentional deceiver that would feel aggrieved," let me say that the mere fact that Mr. Cudmore discovered a resemblance between the problems and pointed it out would not have ruffled my equanimity in the slightest. If I have been aggrieved at all it is at the evident animus which prompted his action, and at the imputation breathed in every line of his ill-meant letter. As for his reference to my "impertinences," that gives me as much amusement as does the air of authority with which Mr. Cudmore writes, as though there radiated from him the light of a star of the first magnitude in the chess firmament, instead of that of an undiscovered satellite.

A.F.M.

"LEISURE HOUR" PROBLEM TOURNEY.—In the newly established chess column of the *Leisure Hour* is announced an important Problem Tournament. Problems are to be direct mates in two moves and three moves. Six guineas are to be awarded in prizes. In the three-move section—first, two guineas; 2nd, one guinea; 3rd, half-a-guinea. In the two-move section—1st, 30/-; 2nd, 15/-; and 3rd, 7/6. Each problem must be accompanied by a *nom de plume* and sealed envelope containing name and address of the composer. Problems must reach the Editor by March 5th.

FOUR-MOVE SOLUTION TOURNEY.—We will announce the result of this Competition next month. We would do so this month but space is against us, and we wish to verify one or two points concerning the scores.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See Jan.)	1474	1475	1476	1477	1478	1479	1480	1481	January Totals.
§ "East Marden"	230	8	—	4	4	4	—	2	3	255
‡ A. C. White	54	4	—2	4	4	3	2	3	...	72
** C. S. Earle	129	4		4		3	2	3	...	145
** F. R. Gittins	63									
** Chas. Johnstone	362	8		4		3	2		...	379
** W. H. Thompson	105	8		4	4	3	2	3	...	133
†† "Beta"	139	8	—2	4	4	3	2	3	...	161
†† "Gibson"	462	12	—2	—	4	3	2	3	...	484
† J. J. O'Hanlon	420	8		4		3	2		...	437
† V. H. Sladen	30	4	4	4	4	4	3	2	3	58
† J. D. Tucker	155	—2	—2		4	3	2	3	...	163
* Capt. G. A. Forde	151	4		—2		3	2	—	...	158
* W. B. Muir	Cancelled	4	—	4	4	3	2	3	...	24
* R. M. Peake	456	8	—	4	4	4	2	3	...	481
*** "D.C.T."	87	8	—	4	4	4	3	2	3	115
H. D'O. Bernard	238							2	3	243
H. S. Brandreth	114					3	2		...	119
J. W. Dixon	444					3	2	3	...	452
"W.C.D."	351				4	4	3	2	3	367
J. Y. Fullerton	370	4	—				3	—2	3	378
Rev. A. H. L. Hastling	90					3	2		...	95
J. K. Macmeikan	197					3	2	3	...	205
H. L. Stokes	418					3	2		...	423
R. J. W.	245	12	4	4	4	4			...	273
E. E. Westbury	174						3	2	3	182
"K. W."	135						3	2	3	143
G. Woodcock	149	4		4	4	3	2	3	...	169

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

Further solutions from Nikhil nath Maitra of problems by Mackenzie, p. 521; Bell, p. 523; Maurice, p. 524; and Nos. 1480 and 1481. H. D'O. Bernard of Nos. 1458 to 1565. We have restored this solver's old scores as follows: June, 1897, 38 points; February, 1899 (under "Tweedledee"), 172. Adding to this combined number (210) 28 points for the eight problems just acknowledged (one solution to each of Nos. 1458 to 1465 inclusive) brings his brought forward total as shown in table 238.

"Beta" has requested us to revive his old score, see August, 1899, 89 points, to this has to be added credit for the solutions we acknowledged last month, which represents 50 points, making together 139, which is recorded in this month's table. "Beta" has also solved problems in the December No. by Bell, Harrop, Maurice, Stubbs (1st problem), Rushby (1st problem), Stubbs (1st 3er), Hall, and P.G.L.F. The same unnumbered problems also solved by J. D. Tucker. All numbered problems solved by Rev. A. H. L. Hastling. We find J. K. Macmeikan sent in two solutions to No. 1461, his score has accordingly been adjusted.

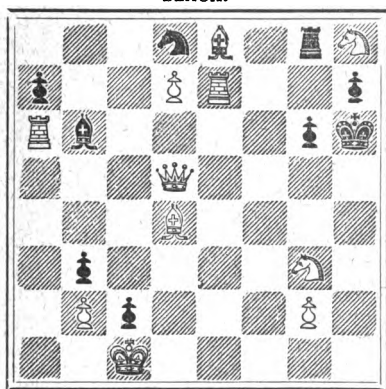
Last month W. B. Muir should have been recorded as winner, not "Gibson," but the latter is to the front this month with his score of 484—W. B. Muir's score of 470 being cancelled.

Note, in the problem by L. B. Schwann, printed at p. 35, the Black Bishops should be Pawns. We repeat the position: White, K at Q sq, R at Q 5, B at Q B 8, Kts at K R 6 and K Kt 5. Ps at K B 2 and Q Kt 5. Black, K at K B 5, Kt at K R 5, Ps at Q B 2 and Q Kt 3. Mate in 3.

"HAMPSTEAD AND HIGHGATE EXPRESS" PROBLEM TOURNEY.—The following two-movers have been awarded by the judges, Dr. Planck and Mr. E. B. Swann, the five prizes offered for competition.

First prize.

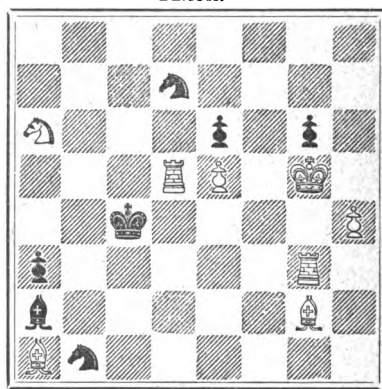
By R. H. BRIDGWATER.
BLACK.



WHITE.
Mate in two.

Second prize.

By A. C. CHALLENGER.
BLACK.



WHITE.
Mate in two.

Third prize, by Geo. J. Slater.—White: K at K 2, Q at K R sq, Bs at Q Kt 4 and 7, Kt at Q 7, Ps at K Kt 3, 4, and Q Kt 3. Black: K at Q 5, B at K Kt 8, Kts at K Kt 4 and K B 6, P at K 3. Mate in two.

Fourth prize, by C. Vincent Berry.—White: K at Q Kt 7; Q at K Kt 4, Kts at K Kt 5 and Q B 4, Ps at K 3, Q B 2, and Q Kt 2. Black: K at Q 4, Bs at K B 8 and K 8, Kt at Q B 6, Ps at K B 7, Q 2, and Q B 4. Mate in two.

Fifth prize, by H. Greenwell.—White: K at Q 7, Q at K Kt 8, Rs at K B 8 and K 7, Bs at Q B 8 and Q R sq, Kt at Q Kt 3, Ps at K R 3, K 2, 3, and Q B 7. Black: K at K B 4, Q at K R 4, R at K R 2, B at K R sq, Kts at Q Kt 2 and Q R 4, Ps at K R 3, K B 3, and Q B 4. Mate in two. There were seven problems honourably mentioned.

"BRITISH CHESS MAGAZINE" PROBLEM TOURNEY.—We have pleasure in submitting the following conditions for a Three-move Self-mate Problem Tourney. Competitors are invited to send one, two, or three positions,

each bearing the stipulation of "White to play and compel Black to mate in three moves." Each problem must perforce be original. Problems which have been published previously to their appearance as Tourney entries in our pages are not eligible. Each entry must have a distinguishing motto, and be accompanied by full solution, together with a separate sealed envelope bearing the motto of the problem, enclosing the name and address of the composer. Entries must be received by us not later than May 31st, 1900, from European composers, and not later than 30th June, 1900, from composers residing in any other country. Address: Problem Editor, *British Chess Magazine*, 21, Nelson Road, Stroud Green, London, N.

First Prize	-	-	-	£2 2s. Od.
Second Prize	-	-	-	£1 11s. 6d.
Third Prize	-	-	-	£1 1s. Od.
Fourth Prize	"Chess, its poetry and prose,"			

By Mr. A. F. Mackenzie, kindly presented by the author.

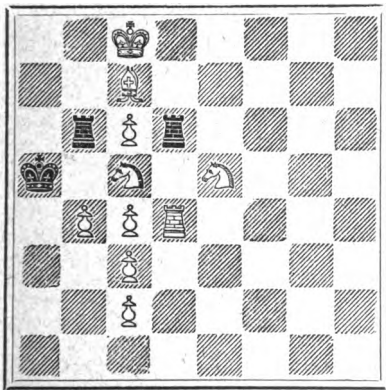
We have been fortunate in securing the services of Dr. Planck and Mr. Geo. Hume to act as judges, since we feel that the problem public will have thorough confidence in their judgment and wide experience.

We will commence the publication of the problems as soon as a sufficient number come to hand to warrant our making a start, when we will announce the conditions of our New Solving Competition.

Exchanges will oblige by being good enough to publish particulars of this Competition.

SOLUTIONS AND CRITICISMS.

BLACK.



WHITE.

Bishop's square; his or her referring throughout to the King's or Queen's pieces.

Diamond Chess Puzzle, by R. J. Bland (p. 522).—1 Kt—Kt 3 ch, K×R; 2 Q P×B ch, K—R 5; 3 Kt—B 5 ch, K—R 4; 4 P—Kt 4 mate. The position at this point is appended, and will be found to correspond with the second diagram at p. 522. We believe the Kt at B 8 should be a White King. It however makes no difference to the solution except, if a Kt as given in December, White has an alternative mating move. Solved by J. W. Dixon.

Chess Charade, by H. Echsler.—

Princess Alpha is the White Queen's Pawn (the King's Pawn would have been the White Prince).

She had just been told that she might go for a walk; consequently this implies that she has not yet moved.

Through the public squares; i.e., the chess board.

The King was at his confessional; i.e., the

THE BRITISH CHESS MAGAZINE.

All the adjoining apartments were empty. This precludes the Knight from being at first on K 2.

The Queen's courtiers; i.e., Q B and Q Kt.

The precincts of the palace; i.e., the first two rows. This limits the possible original positions of the Bishop and Knight to B on K R 2 and Kt on Q B 2.

No sooner had she left the palace; i.e., Pawn moves one square only—to Q 3.

The entrance of his watch tower; i.e., the Black King was on the square in front of the King's (his) Castle—at K R 2—and consequently in the direct

line of sight of the White Pawn at her Q 3.

Set out to capture her; i.e., K to K Kt 3.

The latter . . . imprisoning King Sable's daughter; i.e., the White Bishop, by moving to Q 6 prevents the Black Queen's Pawn (whose presence is thus indicated) from moving.

Knowing that her colour would protect her. White's Black Bishop has of course no power over the Pawn on a White square.

A step nearer the pale Princess; i.e., K to K B 4, straight towards her.

The cavalier rode out to check; Kt to Q 4 ch.

The Princess . . . daring him to advance. The Black King cannot of course move into check, and is therefore driven outside the line of defence.

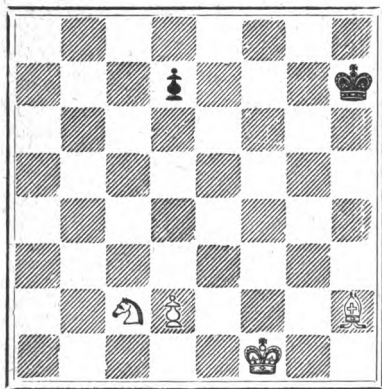
Without stirring . . . the continuous efforts. The ordinary rules are now abandoned, or, if one likes to put it so, the position of the King (outside the line of defence) is immaterial. The Black King may move consecutively without White moving.

The following are therefore the original position and the moves. White: K at K B sq, B at K R 2, Kt at Q B 2, P at Q 2; Black: K at K R 2, P at Q 2.

1 P—Q 3, K—Kt 3; 2 B—Q 6, K—B 4; 3 Kt—Q 4. And now the King cannot break through the line of defence marked on the diagram. The position shows the strength of the combined Bishop and Knight, though neither guards the other directly.

ORIGINAL POSITION.

BLACK.

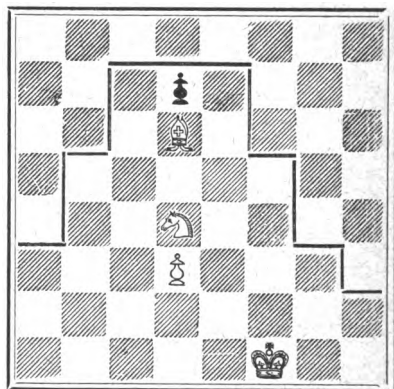


WHITE.

FINAL POSITION.

The Black King may be anywhere outside the line.

BLACK.



WHITE.

J. K. Macmeikan has made an attempt at solving this puzzle, but he only gives final and not the original position, nor of course the moves. His final position is: White, K at Q B 2, B at K 6, Kt at K 4, P at K 3; Black, K at K R 5, P at K 2. The author's "key" will explain why Mr. Macmeikan's effort is incorrect. W. H. Thompson finds the final position, but his original position is a little changed, but the moves are correct.

By E. P. Bell (p. 523).—1 Q—Q 2, &c. An easy problem to solve, as the Queen is rather "out of hunt" where she is. The economy is low, since although there are ten mates, they are mostly common-place, and White has his full complement of pieces with a stationary Black King. It is a pity the Q B and K Kt P have been introduced: they appear to be present to stop cooks. Solved by R. M. Peake, East Marden, G. Woodcock, J. K. Macmeikan, H. S. Brandreth, J. W. Dixon.

By N. Harrop (p. 523).—1 Kt—Kt 4, K×R; 2 R—Q 6 dis. ch, &c. If 1..., K—B 5; 2 P—K 3, &c. If 1..., K—K 4 or 5; 2 R—K 6 ch, &c. If 1..., P or R×P; 2 R×P or R dis. ch, &c. If 1..., P—Kt 3; 2 R—K 6 dis. ch, &c. A peculiar problem, but not very pleasing. There are some strange points in the way dual continuations are avoided. The key move is good, and the mate after 1..., K×R is a bit of a surprise. Solved by R. M. Peake, East Marden, G. Woodcock, J. K. Macmeikan, J. W. Dixon.

By E. C. St. Maurice (p. 524).—1 R—K B sq, &c. A clever key move and some interesting variety, regard being had to the unusual character of the liberty given to the Black King. Solved by R. M. Peake, East Marden, G. Woodcock, J. W. Dixon.

By C. F. Stubbs (p. 524).—1 B—R 4, &c. A pure waiting key. The six mates are somewhat curiously worked in, but there is a good deal of awkward packing of Pawns—this has been necessary to avoid duals and stop cooks. Solved by R. M. Peake, East Marden, G. Woodcock, J. W. Dixon.

By W. E. Perry (p. 524).—1 Q—R sq, &c. A good key, but there are features in the construction which are unpleasant; these are too patent to point out here. There are duals but these are not very serious, seeing that the problem is of the threat class, still they have to be reckoned in the account. Solved by R. M. Peake, East Marden, G. Woodcock.

By C. F. Stubbs (p. 524).—The White Pawn marked as being at K Kt 4 should obviously stand at K Kt 5 to prevent an immediate mate. The give and take move is in this case rather weak, since it is quickly seen the Black King cannot be mated in two moves if it once gets to Q 5. There is a dual which should have been wiped out, but we think it quite likely the author overlooked the intrusion of a second mate after 1..., P×P. Solved by R. M. Peake, G. Woodcock, J. W. Dixon.

By G. Rushby (p. 525).—1 Q—R 8, K—Q 3; 2 Q—Kt 8 ch, &c. If 1..., K—B 3; 2 Q—R 8 ch, &c. Mr. Shinkman, the judge, says of this problem:—"Of the sound problems I place this at the head of the list. It represents a clear-cut idea, exceedingly pretty. The 'echo' mates at K 2 with the Knights, besides being pure are new to me. The solution is not difficult, but its beauty and originality brings it easily higher than its heavier and more pretentious rivals." This is just the kind of problem which one would expect would find favour in Mr. Shinkman's eyes, but we gather the general opinion which we share is that it is hardly deserving first place. Solved by R. M. Peake, East Marden, G. Woodcock, J. K. Macmeikan, H. S. Brandreth, J. W. Dixon.

By C. F. Stubbs (p. 525).—1 Q—R 3, K×Kt; 2 Q×P ch, &c. If 1..., K—B 3; 2 Q×P ch, &c. If 1..., others; 2 Q×P (e 7), &c. Mr. Shinkman says of this:—"The two-times sacrifice of the Queen is brought about rather artificially and inartistically. Finish and economy might have been improved. We believe that by placing the R from Kt 2 to Q 8, and a slight re-arrangement of the pieces, several of them might be dispensed with." Mr. Wainwright reviews this position in an appreciative light in the *Globe*, and we think his remarks will be read with interest:—"I should award this first prize. It is uncommonly difficult, on account of the grand try of 1 R—Q 2, to which Black's only rejoinder is Kt—Kt 6, &c. I marked this down as a second solution, and only gave it up after a very exhaustive analysis. 1 Q—R 7 and 1 Q—R 8 are also capital tries. This problem is unquestionably brilliant on account of the double sacrifice of Queen. The mate of B at Q 2 is as pure as a pearl. The quiet rejoinder after 1 Q—R 3, K—R 3; 2 Q×P is a praiseworthy element, and the results of Black Kt's moves are interesting and free from duals. The position is somewhat crowded and ungainly on the right side of the board, and the inactivity of White R detracts from economy of force, but otherwise the problem well deserves the premier honours." Solved by R. M. Peake, East Marden, G. Woodcock, J. K. Macmeikan, J. W. Dixon.

By G. Rushby (p. 525).—1 B—Q 2, K—Q 5; 2 B—B 3 dbl. ch, &c. If 1..., any other; 2 B—K 3 ch, &c. Mr. Shinkman:—"The key move looks good, but the terrible check by discovery which is threatened reduces the number of tries to a minimum. Economy is not a feature, and the construction might have been improved." Solved by R. M. Peake, East Marden, G. Woodcock, J. W. Dixon.

By G. Rushby (p. 525).—1 K—B sq, K—K 4; 2 Q—K 3 ch, &c. If 1..., P—B 5; 2 P—Kt 7 dis. ch, &c. If 1..., others; 2 Q—K 2 ch, &c. Mr. Shinkman:—"Good key move, but the resulting play is common-place, the only variation of interest occurring when 1 P—B 5. This variation accounts for the Kt at R 2, its only purpose being to guard Q B 3 in another variation, and a White P at Q Kt 2 would not do." Solved by R. M. Peake, East Marden, G. Woodcock, J. W. Dixon.

By C. F. Stubbs (p. 525).—1 Kt—Q 8, K—Kt sq; 2 B—B 5, &c. If 1..., K—B sq or Kt 3; 2 Q—K 7, &c. If 1..., others; 2 Q—Q 6 ch, &c. Mr. Shinkman:—"As compared with some others of the present tourney problems, I would call it clever and neat." Solved by R. M. Peake, East Marden, G. Woodcock, J. W. Dixon.

By H. Hall (p. 526).—Place Black King at K R 8, then 1 K—B sq, &c. The most difficult problem of its class we have met. Although K R 8 seems a fairly comfortable place to put the King, the method of finishing the conditions of the problem is by no means obvious. Even as an ordinary 2-er it would be found puzzling on account of the unusual kind of play which effects the mate; but on the other hand there is very little artistic merit, at the same time there is considerable ingenuity in the construction. Solved by R. M. Peake, East Marden, G. Woodcock, J. W. Dixon.

By P. G. L. F. (p. 526).—Place Black King at K 6, then 1 Q—Q Kt 8, &c. Very much easier to solve than the foregoing, and the mates are decidedly more economical. The pretty way duals are avoided is a decided point. Solved by R. M. Peake, East Marden, G. Woodcock, J. W. Dixon.

No. 1474 ("L'étoile du Nord").—Three solutions. Author's: 1 B—Kt 7, K×P; 2 Q—R 8, K—K 5 or B 6 [If 2..., any other; 3 Kt—Q 5 ch, &c.]; 3 Q—R sq ch, &c. If 1..., K—B 6; 2 Q—R 8, any; 3 Kt—Q 5 or Q—R sq acc., &c. If 1..., Kt moves; 2 B×Kt ch, R×B; 3 Q×R ch, &c. If 1..., any other; 2 Q—R 8, &c. First cook: 1 B—K 6, K—B 6; 2 Q—R 8, any; 3 Kt—Q 5 ch or Q—R sq acc., &c. If 1..., others; 2 B—Q 5 ch, &c. Second cook: 1 B×P ch, K×B; 2 Q—K 8, Kt—K 2; 3 Q×Kt, &c. If 1..., K×P; 2 Kt—Kt 2 ch, K—B 6; 3 Kt—R 4 ch, &c. If 1..., K—B 6; 2 Q—R 8, any; 3 Q—R sq, &c.

No. 1475 ("E pluribus unum").—No solution. The author's intention of 1 B—B 3 is defeated by K—Q 4, 2 Kt—Q 4 dis. ch, Kt—B 5, and there is no mate in two more moves. The other variations are 1..., B—Q 4 ch, K—B 8, B—B 3; 3 Kt—Q 4 dis. ch, &c. If 1..., Kt—Kt 5, B×Kt ch, &c. If 1..., others; 2 Kt—Q 4 dis. ch, &c.

No. 1476 ("Wait a minute").—1 B—Q 2, K—Q 4; 2 Q—Q 8, K—K 5 or B 3 [If 2..., K—B 5 or K 3; 3 Q—K Kt 8 ch, &c. If 2..., others; 3 Q×Q P ch, &c.]; 3 Q—R 8 ch, &c. If 1..., P—Q 3; 2 P—R 6, P—B 5 or P—Q 4 [If 2..., K—Q 4; 3 Q×P ch, &c.]; 3 Kt×P ch, &c. If 1..., P—R 3; 2 B—B 3, K—K 6 [If 2..., others; 3 Kt—Q 2, &c.]; 3 Kt—K sq, Kt sq, or R 2, &c. If 1..., P—B 5 or P—Q 4; 2 Kt×P ch, &c. If 1..., P×P; 2 Q—B 5 ch, K—Q 4; 3 Q×P (d 7) ch, &c.

No. 1477 ("Echo").—1 P—B 3, P×Kt; 2 Q—Kt 8, K—Q 3 [If 1..., K—Q 5; 2 Q—Q Kt 3, &c.]; 3 Q—B 7, &c. If 1..., B—Q 5; 2 Q—Kt 8 ch, K×Kt [If 2..., K—B 4; 3 Kt—Q 3 ch, &c.]; 3 Q—B 7, &c. If 1..., K×Kt; 2 B—Kt 7 ch, &c. If 1..., any other; 2 Q—Q B 4 ch, K×Kt; 3 B—Kt 7 ch, &c.

No. 1478 ("Fire away").—1 R—Kt 2, K×Kt (Q 5); 2 R—Kt 6, K—B 4 [If 2..., any other; 3 Kt×P ch, &c.]; 3 B—Q 4 ch, &c. If 1..., K×Kt (B 5); 2 R—Kt 6, K—Kt 3 or 4 [If 2..., any other; 3 Kt×P ch, &c.]; 3 B×P, &c. If 1..., K—Q 2; 2 Kt×B P ch, * K, Q sq [If 2..., K—K 3; 3 R—Kt 5, &c.]; 3 R—Q B 4 ch, &c. If 1..., any other; 2 R—Kt 6 ch, K—Q 2; 3 R—R 8, &c. * Or 2 R—Kt 6, followed by 3 R—R 8, &c.

No. 1479, by P. H. Williams.—1 Kt—K 4, P×Kt; 2 Q—K 2, &c. If 1..., K—K 6; 2 Q—Q 2 ch, &c. A very pretty little problem, it is a pity there is not more of it. The key is first class, and the mainplay clever, accompanied by a variation which is quite charming. All our solvers have been pleased with it.

No. 1480, by P. H. Williams.—1 B—K 6, &c.—Not nearly so satisfactory as No. 1479. We gather the main design is the avoidance of duals. This has been managed very well, but there are only five variations, four of which are represented by the capture of the Queen.

No. 1481, by B. G. Laws.—1 Q—B sq, B×P; 2 B—Q sq ch, K×R; 3 B—Kt 3 dis. ch, &c. If 1..., P—Kt 6; 2 Q—B 5 ch, B×Q; 3 B—Q 3 ch, &c. The prettiness of this problem lies in the first variation, as the mate is pure and unusual. The other line of play is naturally blended and has some point.

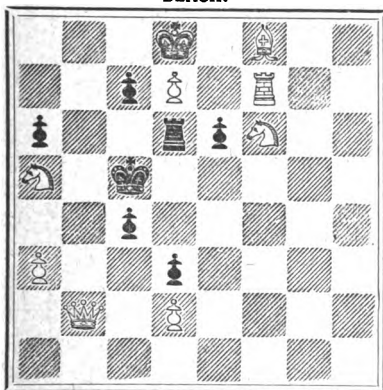


PROBLEMS.

No. 1490.

By MAX J. MEYER,
Guernsey.

BLACK.



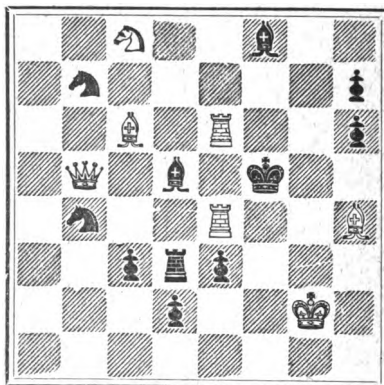
WHITE.

White mates in two moves.

No. 1491.

By THOS. SPEAKMAN,
Balman.

BLACK.



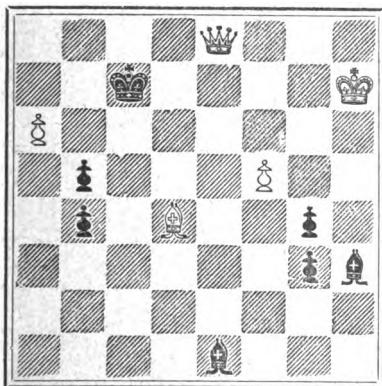
WHITE.

White mates in two moves.

No. 1492.

By H. GRAY,
Winslow.

BLACK.



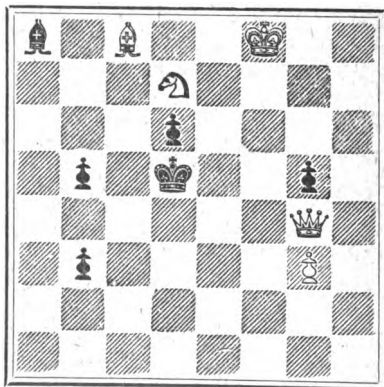
WHITE.

White mates in three moves.

No. 1493.

By C. HORN,
London.

BLACK.



WHITE.

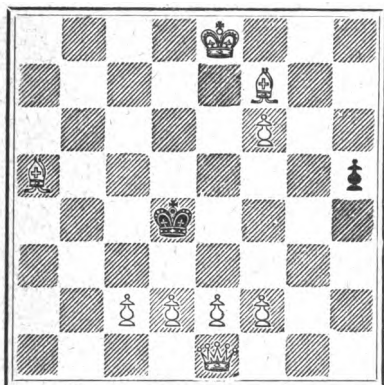
White mates in three moves.

PROBLEMS.

No. 1494.

By W. A. SHINKMAN,
Grand Rapids.

BLACK.



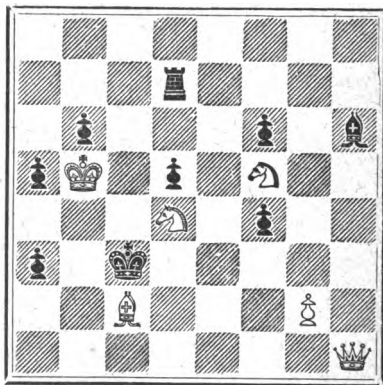
WHITE.

White mates in four moves.

No. 1495.

By E. V. TANNER, London.

BLACK.



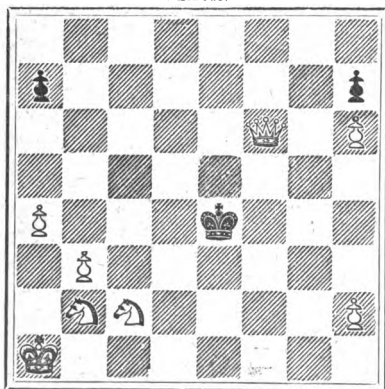
WHITE.

White mates in three moves.

No. 1496.

By E. V. TANNER, London.

BLACK.



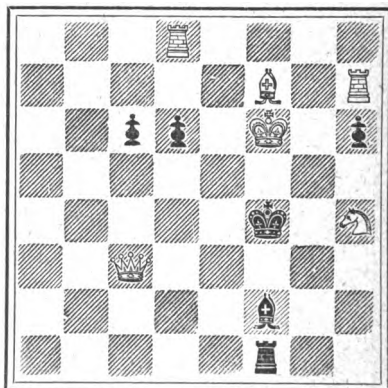
WHITE.

White mates in four moves.

No. 1497.

By W. A. SHINKMAN,
Grand Rapids.

BLACK.



WHITE.

White compels Black to mate
in four moves.

BRITISH CHESS MAGAZINE

MARCH 1900

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 52.)

LIKE some moderns, the ancients attempted from time to time to improve the game of chess by enlarging the board and the number of pieces—or individuals did, and in most cases they died in a state of vexation because their ideas had not dominated the chess world. The “eight-times-eight square board,” mentioned in a Sanscrit work of our eighth century, and its thirty two pieces, “held the field” in the estimation of a large majority of players. Of the innovations proposed, and which met with more or less success according to their merits, and—more important—the rank and influence of the inventor or the inventor’s patron, a description is given in “Forbes” of nine varieties. These are Oriental (though one or two were known in Europe), but do not include the enlarged chess of China and Japan. As early as our tenth century “the board of a hundred squares” was known, and by such Arabs as favoured it the game played was called the “Full Chess.” The pieces were as in the ordinary chess, with the addition of two, and their two Pawns, on each side; the board being 10×10 . The extra pieces were a pair of “Dabbābas,” placed between the King and—as we should say—the K B, and the Queen and the Q B. Each of them moved just as we move the King, but not being Kings they could of course go into “check.” A King and one of these pieces could always mate an adverse King left alone on the board. The new piece was worth more than a Knight, though less than a Rook. There were minor variations of the game, in which these pieces started from other than the squares mentioned. Another, and very different variety of chess—perhaps brought forth considerably later—had a board 10×10 , with an additional square at each corner—a citadel—into which if the opposite King could enter, when hard pressed, the game was drawn. A remarkable feature of this game was the move of the extra piece—the “dab,” &c. This had exactly the power of our modern Bishop. Moving in any direction angularly it formed a companion piece to the Rook, though of less value, as it could not change its diagonal. So the move of

the Bishop as we know it did not originate in Spain, or in the second half of the 15th century—but then the game in which it was used first was not the orthodox chess (of course, the ordinary “Pil” or “Fil,”—elephant—the ancestor of our Bishop, was another piece, moving diagonally, but with limited power as previously described). It is a matter for conjecture as to whether a knowledge of this game, or of Timour’s, was taken to Spain by the Moors or Saracens, and whether the full-extent-diagonal-move of the Alfil or Bishop in ordinary chess was suggested in consequence.

Another species of chess was played on a circular board, of 64 squares. A diagram of this is given in “Strutt’s Sports and Pastimes,” from a manuscript in the Cotton Library of the 13th century. The pieces moved as usual, but as the board had no end the Pawns could not be promoted to the rank of Farzin or Queen. Varieties or perversions of our noble game were also played on oblong boards—with 64 squares. But these, I fancy, never were used in Europe. But of all the intended improvements in chess, other than those which have become general, the most scientific and the most celebrated is—for I believe it still exists in the East—the game of Timūr, so called not because the great Tartar invented it, but because he was fond of playing at it. His courtier and biographist, Ibn Arab Shah, wrote—“Timūr was devoted to the game of chess, but he possessed too lofty a mind to content himself with the common game. He therefore constantly played at the Great Chess, the board of which consists of 110 squares or 11 squares by 10. This game has an increase of two Camels, two Giraffes, two Scouts, two Vineœ, and a Wazir, together with other matters; and the common game, in comparison with this, is a mere nothing.” This game was called by its admirers the “Perfect Chess,” and a very full account of it is given in the Asiatic Society’s MS. The earliest allusion to it appeared in a work which was composed about 1380, in Persia. The board had eleven squares in rank, and ten in file, but there were in addition two extra squares projecting from the rest—the “citadel” idea—one on the right hand of each player, being a continuation of the second rank of squares. Thus, the whole number of squares was 112. The citadels were to provide refuges for Kings in distress. The player who had the worst of the game endeavoured to get his King to the extra square on his adversary’s side of the board, and if he succeeded the game was drawn. The whole number of pieces and Pawns on the board amounted to fifty-six. Thirty-two of them were the usual chess pieces; the twenty-four others were eighteen pieces (9 each side) and six Pawns (3 each side). The eleven Pawns stood on the eleven squares of the third rank. The second rank, except the citadel, was filled with pieces; the King being in the central square, with what we should call a Queen with limited power on each side of him. At the flanks stood the Rooks and Knights, in the same relative positions as with us. Next to the Knight was a “Scout,” and next, inwards, a Giraffe. On the first rank of squares the remaining pieces were placed, thus—on the corner squares, the Elephants (our Bishops) as the “Ships” (with the same move) were in the ancient Chaturanga. Next the Elephant was a blank square. Next to this, a Camel; then a blank, and then a “Vineœ” or “Dabāba” (this piece represented a moveable shed that rolled upon wheels, and was thrust forward against the wall of a town

or castle, so as to screen the besiegers when undermining ; the machine was called a Sow in England). The next square, the one behind the King, was blank. Then came the Sow, blank, the Camel, blank, and the Elephant, as on the other side.

The King moved as now. The Farz, which stood on the King's left hand, moved as in the ordinary chess of the period, that is, with the shortest move of our Bishop. The Wazir, or General, stood on the King's right hand, and moved straight, one square in each of four directions—the shortest move of the Rook. He was worth more than the Farz, because he could cover the whole board in time. The Horse or Knight moved as he has ever done in all varieties of chess. The Rook also. The Elephant as in the ordinary game, though starting from the corner square. The "Sow" moved straight, like the Rook, but only to the next square but one, jumping over the intervening square whether occupied or not—just as the Elephant did, but straight instead of diagonally. The "Scout" moved precisely as our Bishop, and from a central position commanded fourteen squares. The Camel's move resembled that of the Knight, but was different, being more extended ; the move being that of the Farz combined with that of the "Sow." As this piece could never change the "colour" of its square, it was less powerful than the Knight. But the Giraffe's move was the most peculiar, for it moved first one square diagonally, then as the "Sow" or "Dababa," and then extended its move straight, like a Rook, in any direction. He could not jump over anything (the Camel could), nor could he limit his move to that of a Knight or a Camel ; he must go at least one square further on, straight, than the Camel could. The piece was very powerful, and nearly equal to a Rook when but few pieces were left on the board.

The Pawns moved and captured as in the "common game"—moving forward but one step at starting. Upon reaching the extremity of the board the Pawn would be promoted to the rank and power of the piece he had originally represented. Now each of the Pawns, in good sets at least, were carved so as to form a miniature of some piece ; but no two Pawns were alike. The King's Pawn was a Prince, and if he reached the tenth rank of squares he was called a Prince and moved as a King. The Farzin's Pawn would become a Farzin ; the Wazir's a Wazir ; the Rook's a Rook, and so on. But there were not two Rooks' Pawns, or two Knights', or two of anything. The "Rook's Pawn" stood in front of the right-hand Rook. The Knight's Pawn in front of the right-hand Knight. The Scout's Pawn—right-hand Scout. Giraffe's Pawn—right-hand Giraffe. The Pawns of the Wazir, the King, and the Farzin, in front of those pieces. To the left stood the Elephant's Pawn, next the Camel's Pawn, and next the "Sow's" Pawn—Pawns which represented pieces standing in the rear of the other pieces. But this left, on the extreme left, one blank square for a Pawn. So the inventor filled this with "a Corporal of the Pawns," a most valuable soldier, for, though he moved just like any other Pawn, upon reaching the tenth rank he became a host in himself. He stayed there till he was wanted—that is, if his owner could protect and keep him there—and then he could be used in several ways. If the adversary had two pieces so placed (anywhere) that a Pawn could "fork" them—if there was one

handy—then the Corporal could jump to that part of the board and do it. Or if there was any piece anywhere that could not move, then that Corporal could be placed next to it diagonally—we are supposing he could not be captured at the moment—so that at the next move, of the player owning the Corporal, the piece would fall. After either of these feats—and he might, if protected, have forked King and Rook—he would, if not captured, resume his original position, and start for the tenth rank again. But if he got there he had to become a Prince, with a similar move to the King for the rest of the game.

At the close of the contest the game differed rather from the ordinary chess. The King did not lose the game by being stripped of all his pieces and Pawns, for he could make for the citadel. He could not be stalemated so long as, without going into check, he could exchange places with any remaining piece—as in ordinary chess of that time. So victory consisted only in checkmate, or stalemate if the adverse King had lost all his army.

Such was the favourite game of the great Tamerlane—"Timour the Tartar," who conquered India and Persia, and frightened Eastern Europe. And a very fine game it was. Some of the names for the pieces seem foolish—"Giraffe" for instance. But, when one thinks of it, so are some of our names. Our chief fighter is a "Queen," and great slayers of "men" are our "Bishops."—If the power of the "Farzin," or of the "Wazir," of Timūr's game had been extended like that of our Queen, I for one should not like to say that the "Great Chess" was in any way inferior to modern chess.

As a matter of course, someone attempted to improve upon Timūr by filling up the blank squares in his rear rank. One genius added a "Sentinel" (behind King), two "Lions," and two "Bulls." With Pawns for these pieces on three squares of the fourth rank.

But I have done with enlarged chess boards, though not quite with Tamerlane. He was a great patron of chess players, and deserves an anecdote or two. It was related of him that—"Timūr the victorious in war was exceedingly fond of chess, which formed the recreation of his leisure time. It was his wont, whenever he subdued a city or region, to inquire of the vanquished whether they had any good chess players; and if so, these were sent for to the royal presence, and they were invited to play with the 'Asylum of the Universe'; and whether they won or lost, they were uniformly treated with condescension and courtesy, and sent back with substantial marks of His Majesty's bounty."

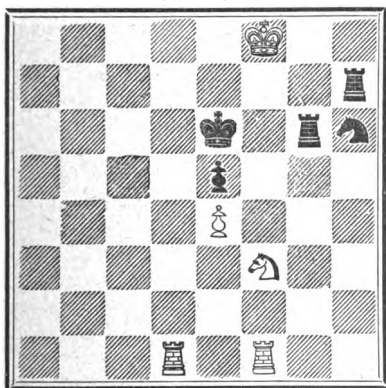
He had a son—his fourth—who was named Shah-Rukh, that is, "King-Rook." The reason why was thus,—it was customary, when a player forked King and Rook—a move which would often be a winning one—to cry "Shah-Rukh." Timūr was one day deep in a game, with one of his friends at the Palace in Samarkand, when he saw the possibility of making such an important *coup* in a move or two. He was interrupted by the entrance of his chamberlain, who said, "Sire, may your shadow be extended; your favourite wife has been safely delivered of a son." Timūr went on with the game, and got what he wanted, crying "Shah-Rukh." Then turning to the chamberlain, he said, "we will name him so—Shah-Rukh." It seemed to him and the men of wisdom present that the

coincidence of the felicitous chess *coup* and the announcement of his son's birth was an omen highly favourable to the future fortunes of the newly-born Prince. It was therefore decreed, and Prince King-Rook flourished for many years.

But it was long before the time of Tamerlane that chess—ordinary chess—became the general favourite among sedentary occupations over wide regions of the civilized world. It was in high favour with the Caliphs of Arabia as early as the seventh century of our era, and one of the oldest chess anecdotes dates from the early part of the eighth. Of Walid, who began his reign in 705 A.D., it was related that—"The Caliph used to play chess with one of his courtiers who was a much stronger player than himself, and who purposely made bad moves in order to let his sovereign gain the victory. One day, the Caliph observed this, and, being highly offended he seized one of the heaviest of the pieces and hurled the same at the courtier's head, saying, 'May evil befall thee, base sycophant! Art thou in thy senses to play chess with me in this foolish manner?'"

The earliest Arabian writer on chess of whom we have any account was Abul-Abbās, a physician of Bagdad, who died A.D. 899. Shortly after came Al Suli, whose name is proverbial to this day. He was noted not only as the strongest player of his time, but as one who made an advance in blindfold play. He excelled in this, and would encounter several opponents simultaneously, *sans voir*. He wrote a chess treatise, which is now (I fear) lost, but extracts exist—quotations by later writers. Al Suli died at Besra about A.D. 946. An Arabian of a not much later period, Abū, &c., Kājina, wrote a treatise entirely on blindfold chess and "how to do it," of which a very old Persian translation is in the British Museum. The author says at one part—"I have seen it written in a book that one man played blindfold at ten boards simultaneously, and gained all the games; he even corrected errors committed by his opponents and friends in describing the moves." This writer's instructions in the art of blindfold play are practically the same as those given by Damiano, 390 years ago.

BLACK.



WHITE.

White to mate in three moves.

Modern students of the first printed chess works have, generally, been under the impression that Damiano originated these rules. The same applies to Damiano's problems, but it is doubtful if he composed any, and certainly some that he gave, and which have been reprinted as his, were Arabian of several centuries before his time—doubtless brought to Spain by the Saracens.

Here is one.

SOLUTION.

WHITE.

1 Kt—Kt 5 ch

2 R—B 6 ch

3 R—Q 6 mate.

BLACK.

1 R × Kt

2 K × R

The same thing applies to some of the problems published by Lucena, about 1490. They were Arabian, either unaltered, like the one above, or slightly modified to suit the "new" game. They were afterwards copied and attributed to Lucena or Damiano; in one or two cases to Stamma.

CHELTENHAM.

(To be continued.)

W. S. B.

Note.—At page 52, for "White can give checkmate," read "Black."

THE n QUEENS PROBLEM.

IN an interesting sketch in your last issue, Mr. G. E. Carpenter summarises some of the features in the history of this now almost classic problem. The definition at the head of his article, however, does not quite express what mathematicians usually understand by the n Queens Problem. The question is not "how to place the n Queens" so that the given conditions may be fulfilled, but rather *in how many different ways they can be so placed*. The general problem requires the solution as an Algebraic expression in terms of n , and I believe this has not yet been obtained by any writer on the subject. Nearly all who have seriously attempted the solution start with some notation similar to that described by Mr. Carpenter on p. 43. This is really Kieseritzky's notation, excepting that the latter, ignoring the analogy of co-ordinate geometry, placed the ordinates to the left of the abscissæ, so that the first or lowest rank was numbered 11, 12, 13, &c.; the second rank 21, 22, 23 ..., and so on.

In a recent examination of the problem I found it convenient to omit the abscissæ entirely, and deal only with the ordinates: the general problem may then be stated in very simple form, without reference to the chess board, as follows: *In how many ways can the first n natural numbers be placed in order so that the inequality $a_m \text{ — } a_n$ unequal to $m \text{ — } n$ shall hold generally*, where a_m , a_n denote the m th and n th numbers in order? From each solution to this problem we can derive a solution to the n Queens Problem by prefixing to every number the number of its place in the series. The result gives the position of the n Queens in Kieseritzky's notation. For example, if $n = 8$, one solution will be 15863724, for here no two numbers have the same difference as the difference of their places; e.g., 5 and 3, whose difference is two, are in the 2nd and 5th places, whose difference is three. By prefixing to each number the number of its place in order, we have 11, 25, 38, 46, 53, 67, 72, 84 in the notation of Kieseritzky, or if we prefer the ordinary German method, we may write a1, b5, c8, &c., thus obtaining one solution to the ordinary 8 Queens Problem.

Regarding the solution to the general problem; in my investigation, made before I had seen Glaisher's excellent paper, I employed the method of breaking up the periods into separate portions. Thus, in the case of

$n = 8$, if we can write down all the different ways in which a set of four numbers can be chosen from the first 8 natural numbers so as to fulfil the condition stated above, we have then only to determine how many different pairs of these sets can be combined. In this way, with some labour, we can arrive at the 92 different solutions, in which reversions and reflections are reckoned as different. One of the fundamental solutions is semi-symmetrical, and can only be shown in four aspects instead of eight, so there are just 12 fundamental positions from which the whole 92 can be easily determined. They are:—

84136275 A
 83162574 Monad
 75316824 A
 74286135 A
 74258136 Monad
 73825164 A
 73168524 Monad
 72631485 A
 72418536 Monad
 64718253 Monad (semi-symmetrical).
 64158273 A
 63741825 Monad

The six marked A belong to the same family, and can be derived one from another by the method of equal displacements, the other six are Monads.

Now turning to Mr. Carpenter's method for 5^2 , which is applicable to all odd roots not divisible by 3 (*i.e.*, $n = 6m$ plus or minus 1), though this method, which is borrowed from the theory of nasik magic squares, gives all solutions for 5^2 , it does not include all solutions for the higher roots of form $6m$ plus or minus 1.* It can be shown that two paths continuous by projection, as explained by Mr. Carpenter on p. 47, will intersect in only one point if $\begin{smallmatrix} a & b \\ 1 & 2 \end{smallmatrix} - \begin{smallmatrix} a & b \\ 2 & 1 \end{smallmatrix}$ is unity or prime to n , where $\begin{smallmatrix} a & b \\ 1 & 1 \end{smallmatrix}$ and $\begin{smallmatrix} a & b \\ 2 & 2 \end{smallmatrix}$ are the co-ordinates† of the two paths, and n is the root of the square. It is clear therefore that a path $a b$ will intersect each row and each column once and only once, if a and b are both unity or prime to n , and all such paths therefore give solutions to the " n Rooks Problem." Again, since all diagonal paths have co-ordinates of the form 1, +1, or 1, -1, by substitution in $\begin{smallmatrix} a & b \\ 1 & 2 \end{smallmatrix} - \begin{smallmatrix} a & b \\ 2 & 1 \end{smallmatrix}$, it follows that if a plus or minus b is unity or prime to n , the path $a b$ will give solutions to the " n Bishops Problem." For the n Queens we must combine both conditions, *i.e.*, a , b , and a plus or minus b must all be unity or prime to n . It is easy to show that these four quantities cannot all be prime to 3, nor can they all be odd, therefore the method fails when n is a multiple of 3, and also when n is even.

* Of the six distinct "forma" for 7^2 , only four can be obtained by this method; moreover the four so obtained all belong to one family and can be derived from one form by equal displacements, whereas the other two solutions, which coincide with no path, are Monads. One of these is the semi-symmetrical form 6314752, the other is 6471352.

† The co-ordinates of any path will be sufficiently defined if we note that the series of numbers 1, 2, 3 ... 11, in Fig. 1 below, lie along the path 1, 3, and 40, 85, 9 ..., along the dath 2, -1.

The late Henry Jones (Cavendish) applied the term "Caissan Square" to magics which Frost had previously designated "nisik," *i.e.* squares which give the magic sum along all their $2n$ diagonals, the eccentric diagonals being completed by projection. The nomenclature is of doubtful propriety, but the term "Caissan Square" might be fairly allotted to squares with magic sums along all chess paths. The lowest root with which such a result can be secured is 8^3 , but for reasons which cannot be here explained, the Caissan Magics 8^3 and 9^3 cannot be made to give solutions to the 8 Queens and 9 Queens Problems. With 11^2 however we can combine both results as shown in Fig. 1. There are four Knights' paths, two Bishops' paths, and two Rooks' paths, through every cell and all of them give the magic sum 671. Further, Fig. 1 gives eleven solutions of the 11 Queens Problem. One solution is given by placing the Queens on the squares numbered 1 to 11, a second solution on cells 12 to 22, and so on.

Fig. 2 is added for three reasons; firstly, it is the lowest complete Caissan square that can exist, secondly it conforms in magnitude to the field of our royal game, and thirdly it is, I believe, the first complete Caissan square of 64 cells which has been constructed; but it will not solve the 8 Queens Problem. It has, however, one additional property in that it is 4-ply, *i.e.* every square bunch of four numbers gives the same sum, hence it follows that the magic sum of the square is given by all rectangles 2×4 .

FIGURE I.

40	6	93	59	25	112	78	55	21	108	74
32	119	85	51	17	104	70	36	2	89	66
13	100	77	43	9	96	62	28	115	81	47
5	92	58	24	111	88	54	20	107	73	39
118	84	50	16	103	69	35	1	99	65	31
110	76	42	8	95	61	27	114	80	46	12
91	57	23	121	87	53	19	106	72	38	4
83	49	15	102	68	34	11	98	64	30	117
75	41	7	94	60	26	113	79	45	22	109
56	33	120	86	52	18	105	71	37	3	90
48	14	101	67	44	10	97	63	29	116	82

Caissan 11^2 , giving solutions to the 11 Queens Problem.

FIGURE II.

1	58	3	60	8	63	6	61
40	31	38	29	33	26	35	28
41	18	43	20	48	23	46	21
56	15	54	13	49	10	51	12
57	2	59	4	64	7	62	5
32	39	30	37	25	34	27	36
17	42	19	44	24	47	22	45
16	55	14	53	9	50	11	52

Caïssan 8², 4-ply.

In case the reader may not easily grasp the method of projecting continuous paths, a diagonal path and a Knight's path through the number 70, lying in the second row of Fig. 1, are here appended:—

Diagonal: 70, 28, 107, 65, 12, 91, 49, 7, 86, 44, 112.

Knight's: 70, 20, 80, 30, 90, 40, 100, 50, 121, 60, 10.

The other diagonal path from the same point runs 70, 96, 111, &c., and the three other Knight's paths are 70, 115, &c.; 70, 88, &c.; and 70, 9, &c. The Rook's paths will give the reader no trouble.

C. PLANCK.

CHESS LITERATURE.

"POLLOCK MEMORIES."

THIS long-promised book has appeared at last, but with no explanation of its lateness. The delay in publication will, of course, not affect the merits of the work; it will rather enhance them, as giving greater opportunity for editorial revision; but we fear it may somewhat prejudice the sale to non-subscribers, for it is now more than three years since Mr. Pollock's death. The book is edited by Mrs. Rowland, the well-known chess player and problem composer of Kingstown, Ireland, and is divided into two parts. The first part contains a portrait and biography of the late Mr. Pollock, and 70 of his games, played in England, Ireland, and Holland, which were selected, noted, and diagrammed by himself. The second part consists of a selection of games played by Mr. Pollock in the United States and Canada, including his match games with Messrs. Delmar, Showalter, and Gossip, also various consultation and correspondence games, together with several end-games of the deceased master, and a few specimens of his problems. The book is clearly printed on good paper, and bound in cloth. As it has only just come into our hands, we have not had time to play through the 145 games, with a view to ascertaining their accuracy of record, but great care seems to have been taken as to this matter throughout the whole work, and as there is no list of errata, we presume there is nothing to correct. To all Mr. Pollock's old friends this volume will be a welcome reminiscence, and to those who never knew him, but have only heard his fame, we commend the book as a valuable collection of instructive games, well worth possessing at its moderate price.

OBITUARY.

THOMAS FRERE.

THIS life-long friend and fellow labourer in Caissa's vineyard passed over on January 9th, at the ripe old age of seventy-nine years. He had been a leading amateur in American chess for more than half a century. His first public distinction was as an organizer of the first American Chess Congress, 1857, personally entering the Minor Tourney. Soon after, Mr. Frere wrote and compiled "Frere's Chess Handbook," 1858; and "Morphy's Games of Chess." Our copies have an autograph inscription "to Miron." Mr. Frere was the leader in the organization of the first Brooklyn C.C. He was one of the executive committee of the fifth American Chess Congress, in 1880. In 1886, he was Mr. Steinitz's second in the great match with Dr. Zukertort. He was active in the organization of the Manhattan C.C. The *New York Herald*, January 21st, gives a portrait of the deceased veteran.

Mr. Frere was at all times a most affable friendly man, and visits to his home in Joralmán Street, were always recalled with pleasure. We remember once in particular when a mere tot of a daughter came smartly in and set up the chessmen. Our friend himself commenced chess at seven years of age. We shall soon rejoin him, and, meanwhile, lovingly cast a stone on his cairn.

"Age departs as corn full ripened."

New York Clipper.



Herr Scholl has been elected president, and Herr Crohn secretary of the Dresden Club.

The Berlin Club, Springer, which five years ago began with 20 members, now has 70.

The championship of the Melbourne Club has been won by Mr. Loughran, with a score of 9, two being drawn, and none lost.

Colonel Edwin Law, playing at scratch, has won the New Club Cheltenham Chess Handicap. Prize, a silver-mounted biscuit box.

Dr. Simon has been elected president of the Augustea Club, of Leipsic, as the successor of the late lamented president, Dr. Max Lange.

The Northern Tourney which was to have been held at Gothenburg, has been altered into a Correspondence Tourney, for which the prizes are 200, 150, 100, and 50 kronen.

During the past month Herr Jacques Meises, of Leipsic, has visited the Bradford, Leeds, and Carlisle Chess Clubs, and given great satisfaction by his exhibitions of simultaneous play.

The Summer Tourney of the St. Petersburg Amateur Chess Club resulted in the prizes being won by Alfred Berends, Alexander Berends, and B. Paletzki, in the order named. Herr Ruge has been elected its first president.

The Bohemian chess journal, *Cesky Listy Sachove*, began with the January number a new series, with the name altered to *Sachove Listy*. Its editorial and publishing chief is J. V. Stefanydes, Prague-Vinohrady, Bohemia.

We sincerely congratulate Herr E. Lasker on obtaining the degree of doctor in philosophy, which he has long been studying for, at the University of Erlangen. His mathematical dissertation gained the highest praise, and will be published in the annals of the Department of Knowledge.

The Nuremberg Club's new quarters are the whole second storey of No. 87, Breitgasse, where there is a large play room, library, and writing room, two rooms for consultation and match games, and cloak room. Visitors are always welcome. The club is open daily from 12 o'clock, and has over 100 members.

We have received some numbers of "The American Whist Player," a monthly periodical devoted almost entirely to that game, but containing a chess column edited by Mr. Barry, of Boston, in a very original and unconventional manner. We wish him much success in the new style which he has so boldly struck out.

The match at Chicago between Mr. Johnstone, the champion of that city, and Mr. Marshall, of New York, was a very hard fight, and it ended with the nearly even score of Marshall 7, Johnstone 6, drawn 2. Mr. Marshall also defeated several of the other leading players of Chicago in single games, scoring $7\frac{1}{2}$ to their $\frac{1}{2}$, and then went on to fulfil an engagement at Milwaukee.

Mr. Pillsbury pursues his victorious course in his chess progress through the States. He recently obtained a record in playing 12 simultaneous games blindfold, and winning every game. At Chicago he also encountered 22 opponents simultaneously at chess, and 7 at draughts, without losing a single game. At chess he won 19 and drew 3, while at draughts he won 4 and drew 3.

The projected Ladies' International Tourney at New York, postponed from last year, had to be abandoned for want of support. The funds collected will be returned to the subscribers. We are sorry for this failure, but in view of the many other important tourneys which have lately taken place, and of the French Tourney in prospect, we can hardly be surprised at it. *Place aux Dames* for the next one.

At the annual meeting of the Old Berlin Chess Club (dating from 1827), Dr. Landau, to the great regret of the members, withdrew from the presidency, and was elected an honorary member. The following were then chosen as officers for 1900: president, Herr Bierbach; vice-presidents, Herren Schäffer and Steinweg; treasurer, Herr Alt; secretary, Herr Voelkel. A monster team match between Berlin and Vienna, to take place on neutral ground, is projected.

Our statement that in the Paris Tourney the first drawn games are to be played again is, we find, correct. Some other regulations will be decided by the majority at a meeting of the players before the contest begins. Two prizes of 500 and 300 francs for the most beautiful games will be given by Baron Rothschild, and the first four highest scorers in the tourney will receive, besides their money prizes, each a Sèvres vase, presented by the French Government as a mark of honour.

A telegraph match, with 12 on each side, took place on January 1st, between New South Wales and South Australia. Seven games only were finished, of which New South Wales won $5\frac{1}{2}$, and South Australia $1\frac{1}{2}$. The rest were left to be adjudicated by Mr. Esling. It was much regretted that Mr. Charlick, of Adelaide, refused to come out of his retirement to play for South Australia. Mr. Holloway therefore captained that team, and Mr. Jacobsen the New South Wales men.

Newcastle.—This town has lately had a visitation of disastrous fires, and by a conflagration on Jan. 22nd, which involved the Vaudeville Theatre, the Arts Club, and Restaurant in destruction, the Newcastle Chess Club was ousted from its comfortable quarters. Although put to considerable trouble and expense, the officials soon secured fresh premises, and the club now meets every week-day at 1, Newgate Street. But a week after the fire, on February 1st, a splendid victory was achieved over Teeside Chess Association, at Stockton. Score: Newcastle Club, 10; Tees-side, 5.

M. Janowski will not at present play another match with Mr. Showalter, as he is reserving himself for the important Paris International Tourney.

Mr. Delmar, having won his match with Mr. Halpern by 2 games to 1, and 2 drawn, which arose out of the championship tourney of the Manhattan Club, played a match of three games up with Major Hanham for the special prize offered by the Manhattan president, Mr. Martinez. The final score was Delmar 2, Hanham 1, drawn 1.

We much regret to observe the name of Mr. H. C. Steadman on the list of those of Thorneycroft's Handful who were wounded at Spion Kop. No particulars as to the extent of his injury have yet come to hand, and meanwhile we can only hope that it is not serious. Mr. Steadman is one of the strongest South African chess players, and in the Johannesburg Club ranks next to Mr. Michael. By profession he is an assayer, and was lately connected with the Bonanza Mine. All chess players will join in wishing Mr. Steadman a speedy recovery.—*Cape Times*.

In addition to his first prize in the Vienna Tourney, Maróczy has received a prize of honour from the Buda Pesth Chess Club. A pair of consultation games took place recently at the Vienna Club, between Maróczy and Schlechter on the one side, and Fändrich and Dr. Kaufmann on the other, when each side scored one game. A match between Alapin and Albin is in progress at Vienna. The first game was drawn. The prize of 100 crowns for the prettiest game in the late Kölsch Tourney was divided between Albin and Schwarz, for their game, and for the game between Schwarz and Popiel.

The 7th National Italian Tourney and Congress will take place in the week after Easter. In the chief tourney there will be five prizes, the first of which is a splendid vase of Sèvres porcelain, mounted in gilt bronze, the gift of the King of Italy. The Prince of Naples, who is honorary president of the Italian Chess Union, has given the second prize, and Baron Sonnino the third. To each of these will be added a gold medal and a diploma of honour. There will be two other prizes consisting of money, medals, and diplomas. For the Minor Tourney there will be four money prizes, the first being 150 lire.

Mr. Snelgrove, the active originator of the Canadian Correspondence Tourney, and the reviver and re-organiser of the Canadian Chess Association, has just removed from Orillia, where he raised the chess club from half-a-dozen members to be one of the best in the Dominion. He has gone to be secretary of the Athenæum Club, Toronto, and before leaving

Orillia he was entertained at a farewell supper by the local chess and cricket clubs (for he is a good cricketer), and was presented with an address, and a cricket bat, on the back of which is a silver plate shaped like a chess board, and surmounted by a Knight, which is the emblem of the club.

Southern Counties Union Championship.—The remaining match in the South-Eastern section, between Sussex and Hampshire, took place on February 10th, at Chichester. Both sides had comparatively weak teams, but Sussex had in addition two vacant boards and no reserves available; this first sufficed to turn the scale, Hampshire winning by 9 to 7. Under the rules a sectional tie has to be played off. The match Gloucestershire v. Wiltshire, in the Western section, was played at Trowbridge, on February 17th, and resulted in favour of Gloucestershire by $9\frac{1}{2}$ to $6\frac{1}{2}$. The victors will meet Somerset shortly to decide which of the two shall have the right to compete in the finals.

Overstrain of head work in chess, as well as in other occupations, often injuriously affects the brain. Mr. Steinitz suffered from this temporarily at Moscow, some years ago, after his defeat by Lasker, and now we much regret to hear that he has had another attack, which will probably prevent him from taking part in the Paris International Tourney. At the London Tourney last year he told the present writer that he felt very ill, and he certainly looked so. Another disappearance from the arena of chess, but we hope only a temporary one, and probably owing to the same cause, was that of Mr. Schiffers, who was taken ill after the London Tourney, and had to be placed under supervision, no report of his mental state having been made public since.

The *Schachmatny Journal*, the Russian chess journal which was issued for many years at St. Petersburg, and suspended at the beginning of 1898, has been resuscitated by its former publisher, A. K. Makaroff, and the first number was issued in January. The publisher's address is St. Petersburg, Kazanskaya 24, Magazin "T.^{va} X.^u Petchatí," and the subscription, post free, 12/- per annum. The first number of the new series gives a selection of games from the Vienna, Cologne, and London Tournaments; and from the correspondence tournaments organized by the journal. A portrait and memoir are given of E. J. Shabelsky, who died in 1898, who when in Paris some thirty years ago was a patron of the game at the Café de la Régence, and who was a patron of Russian chess till his death, and a keen player till the last.

Paignton (Devon) has just been the venue of an interesting chess match, when Totnes, with a strong team, through the energy of Mr. T. C. T. Blanshard, a well-known player, author, and problemist, visited the town. Mr. T. Winter-Wood, who took board No. 1. for Paignton, against Mr. T. W. Stainthorpe, is in his 82nd year, and his admiration of the game

as a "highly intellectual and rational pastime" is as keen as it was over half a century back. Much of the present interest in chess in Devon and Cornwall, so marked is due to his indomitable love for the game. Something over a decade ago, on his return to his native county, he sounded the bugle call, and awoke the slumbering spirit of the royal game, and to him it is unquestionably due the mighty band of fighters now seen throughout the "West Countree."—*Western Morning News*.

Chess at the Front.—Chess has been played under a good many extraordinary circumstances, but a match between teams of players on active service is, to say the least, rather unusual. A correspondent writing from No. 2 Field Hospital, Orange River, says that a match was played last week between the R.A.M.C. and the Cape Medical Staff Corps; the result being a rather easy victory for the regulars by 7 games to 1. Here is the score:—

R.A.M.C.					C.M.S.C.				
Private Farrell	1 1	Private Scholtz	0 0
Sergeant Duggan	1 1	Corporal Sinclair	0 0
Corporal Jones	1 0	Private Newton	0 1
Private Nock	1 1	Corporal Rosseau	0 0
<hr/>					<hr/>				
7					Cape Times. 1				

An important chess organization has been formed in Paris, consisting wholly of amateurs, and entitled "L'Association Française des Échecs." Its locale for the present is the Café Molière, 36, Rue Richelieu, and its officers for this year are: honorary president, M. Chaseray; acting president, M. Maurat; treasurer, M. Billecart; and secretary, M. Sittenfeld. Its object is to realize the union of different French chess clubs, to propagate the game in France, and to preside over the organization of an Amateur Congress at the close of the Exhibition. It has correspondents in various towns, Vienna, Marseilles, Genoa, &c., and its first *séance* was held on February 17th, when M. Rosen, champion of the Café de la Régence, played 25 simultaneous games, winning 19, drawing 4, and losing 2. Its first tourney was to begin on March 1st, and shortly there will be a match of two games by telegraph with the Vienna Club, which no doubt will prove very interesting. The stake will be a work of art given by the losing side, and the time-limit, 50 days for every 20 moves. One of the rules of this new Association is curious. It not only states that it is concerned exclusively with chess, but it formally forbids its members, during their meetings, to discuss political or religious subjects, as well as to play any game for money.

We have received an interesting letter from the secretary of the Havana Chess Club, confirming the report that it has been revived, and giving respecting it the following information. The address is No. 2 (A), Neptune Street, and the officers are: president, Señor Manuel Gomez Petit; vice-presidents, Sres. A. Ponce and A. de los Reyes Gavilan; committee, Sres. A. Fiol, A. Castellanos, Juan Corzo, and G. Herrera;

treasurer, Sr. Iglesias ; and secretary, Sr. José, J. O'Farrill. A match was being played of five games up, between Sr. Vasquez and Sr. Sterling, drawn games not counting, which by this time is probably finished. Our best wishes are hereby accorded to the Havana players for the renewed prosperity of their club.

The match at the Havana Club, between Sres. Vasquez and Sterling, was abandoned in favour of the former, after he had won two games, and two had been drawn. Another match was then arranged between Sres. Vasquez and Curzo of five games up. The latter won four straight games, and Sr. Vasquez then declined to play the fifth, which of course was a surrender. In this match the first three draws were not to count, but afterwards one-half to each. Another match of 7 games up was to begin on February 11th, between the same players, drawn games not counting at all. We have received some of the games in the first-named matches from Mr. Farrill, the secretary of the club, and hope to publish them in due course.

Lancashire.—The annual contest between Lancashire and Yorkshire was played on February 3rd, at Dyson's Restaurant, Church Street, Manchester, and resulted in favour of County Palatine by $20\frac{1}{2}$ to $12\frac{1}{2}$. The match was arranged for 30 players with six reserves, but in consequence of three Yorkshiremen failing to appear the contest became one of 33 players a-side. Play started at 3-15 and ceased at 7-15 p.m., when the four unfinished games were adjudicated by Herr J. Mieses, of Leipsic. At 7-30 the teams were entertained to dinner by Mr. A. E. Moore, president North Manchester Club. Mr. Moore proposed "The Queen," and the toast was duly honoured. Mr. Amos Burn proposed "Success to the Yorkshire Association," to which Mr. I. M. Brown, Bradford, responded, and proposed "Success to the Lancashire Chess Association," to which toast the hon. sec., Mr. T. A. Farron responded. Mr. John Wild, Liverpool, gave "The Northern Counties Chess Union," and said that a meeting was to be held in Birmingham shortly, when delegates representing the Northern, Midland, and Southern Chess Unions would endeavour to formulate a scheme for the establishing of a British Chess Union. Mr. C. W. Roberts, Birstall, responded. A vote of thanks to Mr. Moore and to Herr Mieses brought the proceedings to a close.

Want of space prevents our giving the detailed score, but we append the following analysis:—

					Lancashire.		Yorkshire.
Board Nos.	1 to 11	5½	...	5½
	„ 12 to 22	8	...	3
	„ 23 to 33	7	...	4
					20½		12½

On Saturday, February 17th, the third annual match between the Leagues of Manchester and Liverpool was played in Manchester, with 30 players on each side. Final score : Manchester League, $19\frac{1}{2}$; Liverpool League, $12\frac{1}{2}$. The remaining game was held for adjudication.

Scotland.—The 'Richardson' Cup. The final tie for this trophy was played on 10th February, in the Edinburgh Chess Club, between teams of the Glasgow Club and the Edinburgh Club, and resulted in a victory for Glasgow by 3 games to 2. The Glasgow Club was handicapped last year by the fact that its forces were somewhat divided, one or two of its strongest players electing to play for the Hillhead Club, of which they were also members. Whether the Glasgow Club would otherwise have been successful is of course a point that can never now be decided, and in any case, in a limited team of five a side, the struggle between the Glasgow, Edinburgh, and Dundee Clubs will always be very close.

It may be recollected that this handsome Cup was presented last year by Mr. J. B. Richardson, Pitgorno, Stirling, for competition amongst the Scottish chess clubs, and that the Dundee Club carried it off.

International Tournament.—The *B.C.M.* last month announced that the prospects of an International Tournament in Glasgow next year were not favourable, and, although it can hardly yet be said that such an event is probable, still the prospects have been greatly improved by the offer of £100 towards the prize fund by Mr. A. T. Reid, of the Glasgow Chess Club. A few other members of the club have also intimated subscriptions amounting to about £130, but the feeling has been generally expressed that unless the Executive of the Glasgow Exhibition of 1901 agree to provide satisfactory accommodation, and to give a substantial contribution to the prize fund, the tournament should not be proceeded with. A committee has been appointed to approach the Exhibition Executive, and the result will be duly announced.

Glasgow C.C. won by $8\frac{1}{2}$ to $5\frac{1}{2}$ in a match against the Edinburgh C.C., at the rooms of the former, on the 24th February.

An important match will be played on 2nd March, at Glasgow, between Glasgow C.C. and Liverpool C.C. The latter has always been victorious in previous encounters, and the Glasgow men are anxious to turn the tide if possible. They hardly expect to do so, but hope to make a good fight.

The Stirling C.C. is making good progress. On the 14th February, at Glasgow, it defeated the Burns Club by $7\frac{1}{2}$ to $5\frac{1}{2}$.

London Chess.—Despite war alarms, steady progress of play prevailed in the various clubs and chess resorts of the Metropolis during the past month.

The Ladies maintain their recent form, and are making great efforts to keep their position in the League Competition. On the 29th January, Hentschell was defeated by $4\frac{1}{2}$ to $3\frac{1}{2}$. On the 30th January, St. Paul's, Brixton, was defeated in a league contest by $5\frac{1}{2}$ to $2\frac{1}{2}$. On the 5th February, a splendid stand was made against Thornton Heath; final score: Thornton Heath $10\frac{1}{2}$, Ladies $9\frac{1}{2}$. On the 12th February, the Ladies beat a mixed team of Spread Eagle by 8 to 4. On the 15th February, they added to their successes in the League Competition by defeating Maida Vale by 5 to 3; this result, and a match scored by default against Polytechnic, gave the Ladies a clear lead in the "C" division. On the 22nd February, a League match against Clapham resulted as follows: Ladies 2, Clapham 2, and 4 games left for adjudication. In the Club Tournament the winners are: "A" Mrs. Anderson, "B" Miss Dakin, "C" Miss Read, "D" Mrs. W. W. White.

In the City of London Chess Club Tournament, Mr. Ward has been making good progress. The score now stands—Mr. Lawrence 12, with 3 to play; Mr. Ward $13\frac{1}{2}$, with 1 to play.

We are already on the eve of the annual contest by cable between Great Britain and the United States, which will be played on March 23rd and 24th, at the Café Monico. Each side is making great efforts to put the strongest possible team in the field. The score now stands 2 each, hence the forthcoming match is of great importance.

The West London Chess Club has suffered a loss by the departure of Mr. P. W. Sergeant (champion and absolute winner of the trophy), who has sailed for Hong Kong to take up the editorship of a local journal there. Mr. Sergeant is a very fine player, and was a tower of strength to the club. He was on the committee of the club for many years, and was also match captain. He had greatly endeared himself to all the members by his unvarying kindness and courtesy. Needless to say, he takes with him the best wishes of all the members.

London Chess League.—Play in all divisions of the League Competition has proceeded steadily during the month.

In the "A" division, the following matches have been played: On 29th January, Battersea scored $7\frac{1}{2}$ against Lee $6\frac{1}{2}$, with 6 games left for adjudication. On 29th January, East London scored 10 against Hampstead 8, and 2 left for the adjudicator. On 1st February, Ludgate Circus drew with East London, 10 each. On 5th ulto., the Metropolitan beat East London by $11\frac{1}{2}$ to $8\frac{1}{2}$. The same night, Spread Eagle scored 8 against North London 5, with 7 games left for adjudication. On the 14th, Hampstead drew with Lee, 10 each. The same evening, West London scored 10 against Athenæum 10, thereby drawing the match. On the 22nd, the Metropolitan scored $11\frac{1}{2}$ against Insurance $5\frac{1}{2}$, and 3 games left for the adjudicator's award. The same evening, Spread Eagle scored $9\frac{1}{2}$ against Lee $6\frac{1}{2}$, with 4 games for adjudication. On the 26th, Battersea scored 8 against East London 7, and 5 unfinished games. The leaders are Metropolitan 8 out of 9, and Battersea 4 out of 4.

In the other divisions the leaders are—"C" division, Ladies 5 out of 6, Clapham 5 out of 6. In the "D" division, Local Government Board 4 out of 5, and London County Council and North Kensington each 3 out of 4.

Wilts Oxonians v. Oxford University.—This match which is played annually before the Inter-University match, was played at the Varsity Club-room, in Oxford, on February 26th, and resulted in a win for the Old Oxonians. Score: Wilts Oxonians 5, Oxford University 4.

GAME DEPARTMENT.

The six following games are from a match now proceeding between Mr. Amos Burn, Liverpool, and Mr. G. E. H. Bellingham, Dudley. Nine games are to be played in all, and as the score is now $4\frac{1}{2}$ to $1\frac{1}{2}$ in favour of Mr. Bellingham, that gentleman cannot lose the match.

GAME No. 1,862.

First game of the match. Played at Liverpool.

French Defence.

NOTES BY JAS. MASON.

WHITE.

BLACK.

Mr. G. E. H. BELLINGHAM. Mr. A. BURN.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 3 |
| 2 P—Q 4 | 2 P—Q 4 |
| 3 Kt—Q B 3 | 3 Kt—K B 3 |
| 4 B—Kt 5 | 4 B—Kt 5 |

.....This pinning operation, only a move earlier, used to be considered a good thing in the French. But it was found that exchanging Bishop for Knight did not generally benefit the defence; and that if no such exchange occurred, time was necessarily lost in subsequent retirement of the Bishop. In the present case, it will be seen, Black has no choice, is practically forced to exchange,—not only his King Bishop for Queen Knight, but also his King Knight for Queen Bishop,—with the consequence that his further development is both difficult and inferior.

- | | |
|---------|-----------|
| 5 P—K 5 | 5 P—K R 3 |
| 6 B—Q 2 | |

The opening is ably managed by White. Neither 6 P×Kt nor 6 B—R 4 yields anything like the permanency of attack hereon following almost as a matter of course.

- | | | |
|-----------|-----------|-----------|
| 7 P×B | 6 B×Kt | 7 Kt—K 5 |
| 8 B—Q 3 | 8 Kt×B | 8 Kt×B |
| 9 Q×Kt | 9 P—Q B 4 | 9 P—Q B 4 |
| 10 Kt—B 3 | 10 P—B 5 | 10 P—B 5 |

.....With the doubled Pawn as objective. Doubtless the most promising way of staying or avoiding probable strong attack on the King, either Castled or as he stands. From this point a far-seeing and delicate policy is imposed on each of the players,—the greater difficulty of precise execution resting with the defence.

- | | |
|-------------|-----------|
| 11 B—K 2 | 11 Q—R 4 |
| 12 Castles | 12 Kt—Q 2 |
| 13 K R—K sq | |

To safeguard the presently endangered Pawn. Another and perchance better method would be through 13 Kt—K sq, following with P—B 4 and R—B 3 on occasion; for then, even supposing exchange of Queens to be compulsory (which it could not), White could more quickly carry out his designs on the King side,—with considerable chances of effective attack in prospect.

- | | |
|------------|------------|
| 13 Kt—Kt 3 | 13 Kt—Kt 3 |
| 14 B—B sq | 14 Q—R 6 |
| 15 P—Kt 3 | 15 Kt—R 5 |
| 16 R—K 3 | 16 Q—Kt 7 |
| 17 Q—B sq | 17 Q×Q |

.....This makes of course for draw. And, properly, to a draw it should come; the result of the various manœuvres hereafter notwithstanding.

- | | |
|------------|---------------|
| 18 R×Q | 18 B—Q 2 |
| 19 Kt—Q 2 | 19 K—K 2 |
| 20 P—B 4 | 20 P—K Kt 3 |
| 21 K—B 2 | 21 Q R—Q B sq |
| 22 R—Kt sq | 22 R—B 2 |
| 23 B—Kt 2 | 23 R—Q Kt sq |
| 24 P—Kt 4 | 24 R—B 3 |
| 25 K—K 2 | 25 R—Kt 3 |
| 26 R×R | 26 Kt×R |
| 27 R—R 3 | 27 R—K R sq |
| 28 Kt—B sq | 28 K—B sq |
| 29 Kt—K 3 | 29 K—Kt 2 |
| 30 R—B 3 | 30 R—Q B sq |
| 31 P—B 5 | 31 Kt—R 5 |
| 32 K—Q 2 | 32 R—B 3 |
| 33 P×Kt P | 33 P×P |
| 34 R—B 6 | |

Fishing, with exemplary patience and perseverance. But, to change the figure, there is naught to be caught,—unless the bird goes openly into the net spread out within its sight,—than which even stranger things have happened!

- | | |
|------------|------------|
| 34 Kt—Kt 3 | 34 Kt—Kt 3 |
| 35 P—K R 4 | 35 B—K sq |
| 36 P—Kt 5 | 36 P—K R 4 |

- 37 B—R 3 37 B—B 2
 38 R—B sq 38 Kt—B sq
 39 R—Q Kt sq 39 P—Kt 3

.....Or 39..., R—Kt 3 would be perfectly safe. The draw is easy enough if Black contents himself by going for it in the easiest way. But he gives himself needless trouble in moving these Pawns.

- 40 Kt—Kt 2 40 P—R 3
 41 R—K B sq 41 Kt—K 2
 42 K—K 3 42 P—Kt 4
 43 Kt—B 4 43 R—Kt 3
 44 K—Q 2 44 R—B 3
 45 R—Q Kt sq 45 K—B sq
 46 P—R 4 46 P x P
 47 R—Q R sq 47 K—K sq
 48 R x P 48 K—Q 2
 49 R—Kt 4 49 K—B 2
 50 K—B sq 50 Kt—B sq
 51 K—Kt 2 51 Kt—R 2
 52 K—R 2 52 Kt—Kt 4
 53 Kt—K 2 53 R—Kt 3
 54 R—Kt sq 54 K—Q 2
 55 R—K B sq 55 K—K 2
 56 R—B 3 56 R—Kt sq
 57 Kt—B 4 57 R—Kt 2
 58 R—Kt 3 58 R—Kt 3
 59 B—B sq 59 Kt—B 2
 60 B—K 2 60 R Kt sq
 61 B—B sq 61 B—K sq
 62 B—R 3 62 R—Kt 3
 63 R—B 3 63 R—Kt sq

.....May be deliberately inviting the sacrifice following,—to see what is in it. Certainly it must have been an obvious possibility in view of

both parties for a long time past. Of course 63..., B—B 2 would be all right; leaving the Rook to play later, as might be required.

- 64 B x P 64 Kt x B
 65 Kt x Q P ch 65 K—Q 2
 66 Kt—B 6 ch 66 K—B 2
 67 Kt x B ch 67 R x Kt
 68 R—B 6

Getting a sufficiency of Pawns for the piece, with very good winning chances. In reply to this, Black might better play 68..., Kt—B sq, preserving the Knight Pawn; then the result would be very doubtful, or winning for White would, at least, be extremely difficult. Black hardly makes the best of the ending; which, however, is very interesting and instructive.

- 69 R x P 68 K—B 3
 70 R—B 6 69 K—Q 4
 71 R—B 7 70 P—R 4
 72 R—Q 7 ch 71 R—Q Kt sq
 73 R—Q 6 72 K—K 5
 74 R—Q B 6 73 Kt—Kt 2
 75 R x P 74 Kt—B 4
 76 R—B 5 75 Kt—K 6
 77 P—K 6 76 Kt x P
 78 P—K 7 77 P—R 5
 78 P—R 6

.....He was going for a mate ! But White threatening to Queen, checking, stops all that; and after a move or two more it is a fair case of resignation.

- 79 R—Kt 5 79 R—K sq
 80 P—Kt 6 ! 80 K—B 5
 81 P—Kt 7 81 Resigns.

GAME No. 1,863.

Second game of the match. Played at Liverpool.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE. BLACK.
 Mr. A. BURN. Mr. G. E. H. BELLINGHAM.

- 1 P—K 4 1 P—K 4
 2 Kt—K B 3 2 Kt—Q B 3
 3 B—Kt 5 3 Kt—B 3
 4 Castles 4 Kt x P

- 5 P—Q 4 5 Kt—Q 3
 6 B—R 4

In effect, White offers a sort of Gambit, abandoning a valuable Pawn, in quest of some hoped for extraordinary advantage in opening position. A very doubtful manœuvre, probably indulged in by way of further experiment.

- 7 Kt—K 5
8 Kt—B 3
9 R—K sq
- 6 P—K 5
7 B—K 2
8 Castles
9 P—B 4

.....Or 9...., B—B 3, or 9...., P—B 3; as adopted by Pillsbury defending against Showalter, in their match some years ago in New York. But this move on the part of Mr. Bellingham seems stronger, and may well be really so in point of fact.

- 10 P—B 3 10 Kt × Kt

..... Letting the Pawn go, for sake of improving his position generally. The alternative would be to exchange Pawns, trying to maintain a tangible, numerical superiority. But the bolder actual course is fully justified by the event.

- 11 P × Kt 11 Kt—B 2
12 P × P 12 Kt × P
13 Q—Q 5 ch 13 Kt—B 2
14 Q × B P 14 P—Q 3
15 Q—K R 5 15 Kt—K 4
16 Kt—Q 5

A decisive error. Except by retreat, which might be taken as a too evident sign of weakness, 16 P—K R 3 would

be the correct way to provide for the safety of the Queen, whose danger through attack from Bishop is perfectly obvious.

- 16 B—R 5
17 P—K R 3 17 P—B 3

.....Simply gaining the Knight; for if it retires he takes the Rook for nothing. Otherwise, 17...., B × R; 18 B—K Kt 5, B—B 7 ch; 19 K—R sq, P—K Kt 3, &c., would leave Mr. Burn without remedy.

- 18 Kt—B 7 18 B—B 7 ch
19 K—R sq 19 Q × Kt
20 B—Kt 3 ch 20 K—R sq
21 R—B sq 21 B—Q 2
22 B—Kt 5 22 B—Q B 4
23 B—K 7 23 R × R ch
24 R × R 24 B—K 3

.....The process of reduction is instructive; and so indeed is the whole game from start to finish. Only when it becomes clear that he must exchange Queens, with nothing to look forward to but struggling on a piece behind, White resigns.

- 25 R—B 8 ch 25 R × R
26 B × R 26 Q—B 2
27 Resigns.

GAME No. 1,864.

Third game of the match. Played at Liverpool.

NOTES BY JAS. MASON.

WHITE.

BLACK.

Mr. G. E. H. BELLINGHAM. Mr. A. BURN.

- 1 P—K 4 1 P—K 4
2 Kt—K B 3 2 Kt—Q B 3
3 B—Kt 5 3 P—Q 3
4 P—Q 4 4 B—Q 2
5 Kt—B 3 5 Kt—B 3
6 Castles 6 P × P

.....Or 6...., B—K 2; the usual procedure. Objections to the present variation are that it frees White's King Bishop Pawn, gives greater scope to his Queen, and enables him to exchange Knights, rather than Bishop for Knight,—all without corresponding relief to Black's constrained position.

- 7 Kt × P 7 B—K 2
8 R—K sq

Apparently not intending any P—B 4, at least for some time yet. Otherwise 8 Kt × Kt would be well in order.

8 Castles

.....He might exchange Knights now, avoiding the doubled Pawn; or that would be a different and no worse continuation.

- 9 Kt × Kt 9 P × Kt
10 B—Q B 4 10 Kt—K sq

.....But Mr. Burn may have been bent upon some such scheme as he sets on foot here; essaying to give a comparatively new turn to an old game,—for as a rule, it is not this Knight that goes to Kt 2, as follows, but the Bishop.

- 11 B—B 4 11 P—Kt 3
 12 Q—B 3 12 Kt—Kt 2
 13 Q R—Q sq 13 K—R sq
 14 Q—Q 3 14 P—K B 4
 15 P—K 5 15 P—Q 4
 16 B—Q Kt 3 16 Kt—K 3
 17 Kt—K 2 17 P—Q R 4

.....There would be danger in going on with the King side Pawns, of course; but real if risky counter attack could be got that way.

18 P—B 4

The advantage of a passed Pawn and the disadvantage of a doubled one are two things in White's favour, and he makes the most of them.

- 19 B—B 2 18 P—R 5
 20 Q—Q 2 19 Kt—B 4
 20 B—K 3

.....If 20..., P×P?; 21 P—K 6!, threatening 22 Q—B 3 ch, a little examination will show that White would win a piece.

- 21 Kt—Q 4 21 Q—Q 2
 22 Kt×Q B P

Though this results in no actual gain of force, it leads on to the better position for the ending. With two Bishops against Bishop and Knight, and superior action of his Rook, White has much less to fear than his opponent, after the disappearance of the Queens.

- 23 P×P 22 Q×Kt
 24 P×B 23 Q—Kt 4
 25 B—Kt sq 24 Q×P
 26 B×Q 25 Q×Q
 27 B—B 3 26 Kt×P
 28 B—B 2 27 K R—Q sq
 28 K—Kt sq

- 29 R×R ch 29 B×R
 30 R—Q sq 30 B—K 2
 31 K—B sq 31 K—B sq
 32 P—Kt 3 32 K—K sq
 33 K—K 2 33 B—B 4
 34 P—B 4 34 P—B 3
 35 K—B 3 35 Kt—B 2
 36 P—K R 3 36 Kt—Q 4
 37 B—Q 4 37 B—K 2

.....Exchanging Bishops would scarcely help to a draw. With so many Pawns on White squares, the remaining Bishop would be stronger than the Knight,—indeed it actually comes to this with the Rooks absent.

- 38 P—Kt 4 38 Kt—Kt 5
 39 B—Kt sq 39 R—Q sq
 40 R—Q 2 40 B—B 4
 41 B—K 3 41 P×P ch
 42 P×P 42 B×B
 43 R×R ch 43 K×R
 44 K×B 44 Kt—Q 4 ch
 45 K—B 3 45 K—K 2
 46 B—K 4 46 K—K 3
 47 B×Kt ch

Securing a winning Pawn ending; perhaps a due conclusion to a most skilfully conducted game.

- 48 P—Kt 5 ! 47 K×B
 49 K—K 3 48 P—B 4
 50 K—Q 2 49 P—B 5
 51 K—B 3 50 P—R 6
 52 P—K 6 and wins. 51 K—B 4

For White either Queens the Rook Pawn just in time, or if not he crosses over and Queens one of his Pawns on the other side.

GAME No. 1,865.

Fourth game of the match. Played at Liverpool.

Vienna Game.

NOTES BY JAS. MASON.

- | | |
|--------------|--------------------------|
| WHITE. | BLACK. |
| Mr. A. BURN. | Mr. G. E. H. BELLINGHAM. |
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—Q B 3 | 2 Kt—K B 3 |
| 3 P—B 4 | 3 P—Q 4 |

- 4 P—Q 3 4 P×B P
 5 P—K 5

A bold opening—on both sides. At first sight it would appear as if this Pawn might be easily annexed by the enemy.

6 Q Kt—K 2
7 Kt—B 3
8 B × P
9 P—B 3

5 P—Q 5
6 Kt—Kt 5
7 Q Kt—B 3
8 Q—Q 4
9 P × P

23 R—Q B sq
24 P × P
25 R × B
26 P—R 3
27 R × P

23 P—K B 4
24 P—B 5
25 Q × R
26 P—K R 3
27 P—B 6

.....Of course there would be no gain to Black in taking it now; but, on the other hand, there would be no loss,—it would be a fairly even game.

10 Kt × P
11 Q—Q 2!
12 P × B

10 B—Kt 5
11 B × Kt
12 Kt(Kt5) × KP

.....And this mistake would be impossible. However, at this stage the position is more or less compromised, White being able to form a strong centre or to drive the Knight by P—K R 3 with good effect,—and strong attack always in prospect.

13 B × Kt
14 Q—K 3!
15 Kt × Kt
16 P—Q 4
17 B—Q 3

13 Kt × B
14 Castles
15 R—K sq
16 P—Q Kt 4!
17 B—Q 3

Rather, perhaps, 17..., B—K 2; saving much trouble. For Black would have to beware of 18..., B—B 3; and the protracted contest following would be avoided.

18 Q—R 3

17 B—Kt 2
18 R × Kt ch

.....Else White safely Castles. He must necessarily resign or play a desperate game.

19 P × R
20 K—Q 2?
21 K R—K sq
22 R—K 3

19 Q × K P ch
20 B—K 5
21 R—Q sq
22 P—Kt 5

28 R—Q 7
29 K—B 2
30 K—Kt 3
31 Q—K 6 ch
32 Q—K 4

28 Q—B 5 ch
29 R—B sq ch
30 Q—B 8
31 K—R sq

Compare this, e.g.: 32 Q—B 5, R—B 6 ch; 33 K—R 4, Q × P ch; 34 K—Kt 5, P—R 3 ch; 35 K—Kt 6, Q × P ch; 36 K—R 7, with mate well in sight. He goes a longer way round, but the end is the same—mate inevitable.

32 R—B 6 ch
33 R × P ch
34 Q—Kt 4 ch
35 P—R 3 ch
36 Q—B 8 ch
37 Q—B 8 ch
38 Q—R 8 ch
39 Q—B 6 ch
40 Q—K B 3 ch
41 Q—B 2 ch
42 Q—B 3 ch
43 Q—B 3 ch
44 Q × Q ch
45 P—B 7
46 Resigns.

33 K—R 4
34 K—Kt 5
35 R—Q 5
36 K—B 4
37 B—B 2
38 K—Q 4
39 K—B 5
40 K—Q 6
41 K—Q 7
42 K—Q 8
43 K—K 8
44 R—Q 7
45 B × Q
46 R—Q 8!

GAME No. 1,866.

Fifth game of the match. Played at Liverpool.

NOTES BY JAS. MASON.

WHITE.

BLACK.

Mr. G. E. H. BELLINGHAM. Mr. A. BURN.

1 P—K 4
2 Kt—K B 3
3 B—Kt 5
4 Castles
5 P—Q 4

1 P—K 4
2 Kt—Q B 3
3 Kt—B 3
4 Kt × P
5 Kt—Q 3

.....As often suggested in *B.C.M.*, this Knight need not now withdraw, but may stand for the moment in favour of the well-tryed 5..., B—K 2. As affairs go from this point, Black has no good future, looking to winning; whatever views there are in that direction remain throughout with his opponent.

6 B × Kt

Undoubtedly stronger than 6 B—R 4, as adopted by Mr. Burn in the first game of the match. If Black takes with Knight Pawn in reply, then the hasty retreat of his Knight leaves him as it were in part a move behind,—White being spared any move making the Knight's retreat compulsory.

- | | |
|------------|-----------|
| | 6 Q P × B |
| 7 P × P | 7 Kt—B 4 |
| 8 Q × Q ch | |

Mr. Bellingham now treads fairly familiar ground. In this very same manner he proceeded against his American antagonist in the cable match, 1899.

- | | |
|-------------|----------|
| | 8 K × Q |
| 9 R—Q sq ch | 9 K—K sq |

.....If 9..., B—Q 2 ?; 10 P—K Kt 4, Kt—K 2; 11 P—K 6, P × P; 12 Kt—K 5, &c., there would be loss,—probably a piece for a couple of Pawns. But, for his next move, perhaps 10..., B—K 2 would be satisfactory. The isolated Pawn at K 3 is rather blocking and weakening; while the opening of the Bishop's file confers no practical advantage.

- | | |
|--------------|------------|
| 10 Kt—B 3 | 10 B—K 3 |
| 11 Kt—K Kt 5 | 11 B—K 2 |
| 12 Kt × B | 12 P × Kt |
| 13 Kt—K 4 | 13 P—K R 3 |
| 14 P—Q Kt 3 | 14 R—Q sq |
| 15 B—Kt 2 | 15 K—B 2 |
| 16 K—B sq | |

The greater freedom of White's King is an important factor in the sort of ending most likely to follow. It is chiefly owing to this that he may be said to have considerably the better game.

- | | |
|------------|--------------|
| | 16 P—B 4 |
| 17 K—K 2 | 17 Kt—Q 5 ch |
| 18 B × Kt | 18 P × B |
| 19 P—K B 4 | 19 R—Q 4 |
| 20 K—Q 3 | 20 K R—Q sq |

.....It is hard to see how Mr. Burn could have shaped out any more favourable course hereabouts, or made himself more comfortable in the circumstances. And yet it proves inadequate.

- 21 P—K Kt 4

The superior action of White's Pawns, &c., in this region, must also be set to his credit.

- | | |
|-------------|-------------|
| | 21 K—Kt sq |
| 22 R—K B sq | 22 R—K B sq |
| 23 Q R—K sq | 23 P—Q Kt 4 |
| 24 Kt—Kt 3 | 24 B—R 5 |

.....What else but get rid of the Knight, trying for a draw with Rooks and Pawns?

- | | |
|-----------------|-------------|
| 25 P—B 5 | 25 R—K sq |
| 26 R—K 4 | 26 B × Kt |
| 27 P × B | 27 P—B 4 |
| 28 P—B 6 | 28 R—K B sq |
| 29 R (B sq)—B 4 | 29 P × P |
| 30 P × P | |

A curiously strong Pawn, this. The ending is unusually difficult and instructive. However Black's play may be supposed to be varied, there appears to be always a tendency in favour of White.

- | | |
|-------------|----------------|
| | 30 K—B 2 |
| 31 R—B sq | 31 R—Q B sq |
| 32 R—K R sq | 32 P—B 5 ch |
| 33 K—Q 2 | 33 P × P |
| 34 R P × P | 34 R (Q 4)—B 4 |

.....Or 34..., K × P; with many chances of a draw. When that Pawn is supported by another one, the affair becomes really serious; the counter attack here begun just falling short of its design.

- | | |
|------------|-----------------|
| 35 R × R P | 35 R × P ch |
| 36 K—Q 3 | 36 R (Bsq)—B6ch |
| 37 K × P | 37 R × Q Kt P |
| 38 P—Kt 5 | 38 R—B 5 ch |
| 39 K—K 5 | 39 R × R ch |
| 40 K × R | 40 R × P |

.....Now though Black has more Pawns than his adversary, they are evidently weaker,—further off from Queen.

- | | |
|--------------|-----------|
| 41 K—B 4 | 41 R—Kt 8 |
| 42 R—R 7 ch | 42 K—Kt 3 |
| 43 R—Kt 7 ch | 43 K—R 4 |
| 44 P—Kt 6 ! | |

Very fine. Virtually concluding a masterly exhibition of chess. Of course if Black takes, then 45 R—R 7 ch, R—R 3; 46 P—B 7 (or 46 R×R ch, 47 K—K 5), &c., winning. Had Black retired at 42, then 43 R×P would be the play; the united Pawns afterwards going on, easily winning.

45 K—K 5
46 R—Kt 8!
47 P—Kt 7
48 K×P
49 R—K B 8
44 R—B 8 ch
45 P—Kt 5
46 P—Kt 6
47 R—B 4 ch
48 K—Kt 3
49 Resigns.

GAME No. 1,867.

Sixth game of the match. Played at Liverpool.

NOTES BY JAS. MASON.

WHITE. BLACK.
Mr. A. BURN. Mr. G. E. H. BELLINGHAM.

1 P—Q 4
2 P—Q B 4
3 Kt—Q B 3
4 Kt—B 3
5 B—Kt 5
1 P—Q 4
2 P—K 3
3 Kt—K B 3
4 Q Kt—Q 2

The defence as from this point has been so well ascertained, and is withal so simple, that this move in attack should be given a rest; other employment of the Bishop, for instance at B 4 or Kt 2, being equally good, and better calculated to bring on more various and interesting play.

6 P—K 3
7 B—Q 3
8 B×P
9 P—Q R 4
5 B—K 2
6 Castles
7 P×P
8 P—Q R 3

Something like a novelty,—having the (perhaps not necessary) effect of imparting some flexibility to a very “wooden” kind of game.

10 Castles
11 B—R 2
12 P×P
13 Q—K 2
9 P—B 4
10 Kt—Kt 3
11 P×P
12 Kt(Kt 3)—Q 4

Threatening to gain a Pawn or two by 14 Kt×Kt, &c., should Black inadvertently develop his Queen Bishop. Hence 13..., R—K sq; *nearly* letting in accident, for want of support to the Bishop Pawn. Probably 13..., P—R 3 would be better—less risky. Considering the opening, the contest presently assumes an extremely animated character.

13 R—K sq
14 B—Q 2
15 R—Q B sq
14 K R—Q sq
15 Kt—K 5!

.....A way of winning a Pawn—and losing the game: 15..., Kt×Kt; 16 P×Kt, B×P; 17 Kt×P, B×R; 18 Q×K P, at once threatening the Queen and “smothered” mate! Of course it need not be so bad as this for Black, he need not take the Rook; but his capture of the Pawn would yet be a grave mistake,—even if nothing worse happened than loss of his Bishop Pawn in return.

16 R—Q 3
17 P×Kt
16 Kt×Kt
17 Kt—Q 4

.....The risk of 13..., R—K sq, instead of driving the Bishop from Kt 5, now comes into account. White's attack on the King side is very threatening; and though there may be some certainly better move than this of the Knight, its discovery puzzles the analyst.

18 Q—R 5!
19 Q—B 3!
20 B×Kt
18 P—K Kt 3
19 P—B 3
20 P×Kt

.....All this is in a manner forced,—in order to avoid what would most probably be a direct and deadly attack on his King's position.

21 B×B
22 B×Kt P
23 B×P
24 B—B 4
21 R×B
22 R—Kt sq
23 Q—Kt 3
24 B×P!

.....A simple game, two Pawns to the bad, would lose almost certainly. Salvation *may* be found in complication.

25 R—K 3

The obvious 25 Q—B 6 would preserve if not increase White's advantage. Against that, Black would have to take care of his Rook, somehow; and then opportune Q×K P, if nothing better, would be good enough for winning. Black could not venture on the check which Mr. Burn apparently apprehended: 25 Q—B 6, Q—Kt 8 ch?; 26 R—Q sq, and, whatever the continuation, White easily comes off with a winning superiority.

25 P×P
26 R(K 3)—Ksq 26 R—K B sq
27 Q—K 4 27 P—Q 6

.....If 27..., P×P; then 28 R×B! But if now 28 R×B?, Black mates in three. A draw is strongly foreshadowed. White has some attack left, but the defence is easily sufficient.

28 B×Q P

29 K—R sq

30 B—B 4

31 R—K B sq

32 R—B 6

33 Q R—K B sq

34 R—B 6

35 Q—B 3

36 Q—B 6 ch

37 R—Q 6

38 Q—R 4

39 Q×B ch

40 R—K sq

41 Q×Q ch

42 R—Q 3

43 R(Q 3)—K 3

44 K—Kt sq

45 R×P

28 Q×P ch

29 B—K sq

30 B—B 2

31 Q—Q B 4

32 K—Kt 2

33 P—K 4

34 Q—R 4

35 Q—Q sq

36 K—Kt sq

37 Q—K sq

38 B×B

39 K—Kt 2

40 Q—B 2

41 K(B sq)×Q

42 R—B 7

43 R—B 7

44 R—Q B 2

45 R(B 7)×P

Drawn game.

GAME No. 1,868.

An alternative move game, played in Warsaw, the pairs not consulting. From *Tygodnik Szachowy*.

Four Knights' Game.

NOTES BY M. J. TAUBENHAUS.

6 P—Q 4

6 P×P

.....Castling is still better.

WHITE.

BLACK.

M. ZABINSKY and M. S. WINAWER and
M. J. TAUBENHAUS. M. WASILEWSKY.

7 Kt—Q 5

7 B—B 4

.....If Kt×Kt; 8 P×Kt, P—Q R 3; 9 P×Kt, P×B; 10 Q×P, &c.

1 P—K 4

1 P—K 4

2 Kt—K B 3

2 Kt—Q B 3

3 Kt—B 3

3 Kt—B 3

4 B—Kt 5

4 B—Kt 5

8 B—Kt 5

8 B—Q 2

.....This B should go to K 3, and then be followed by P—Q R 3.

.....This is the correct continuation; if B—B 4, then White wins a tempo by 5 Kt×P, Kt×Kt; 6 P—Q 4. If now B—Q 3; 7 P—K B 4, B—Kt 5; 8 P×Kt, Kt×P; 9 Castles, B×Kt; 10 P×B, Kt×P, then Q—B 3 wins.

9 R—K sq

9 P—Q R 3

.....Now P—K R 3 was better, and if White play 10 P—K 5, then P×B; 11 P×Kt ch, K—B sq.

5 Castles

5 P—Q 3?

.....Castling now is best. If 5..., B×Kt; 6 P×B, Kt×P would be bad, as White gets the better game with 7 R—K sq.

10 P—K 5

10 P×P

11 Kt×P

11 Kt×Kt

12 R×Kt ch

12 K—B sq

13 Kt×Kt

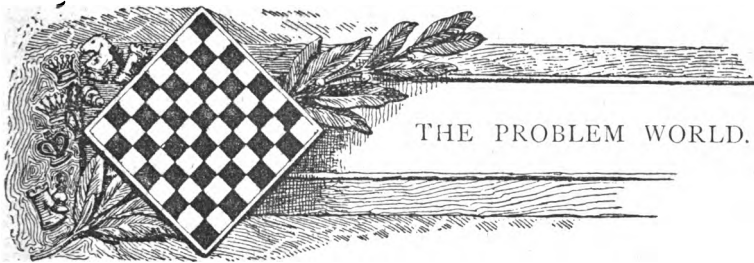
13 P×Kt

14 B—R 6 ch

14 K—Kt sq

15 Q—B 3

15 Resigns.



All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

B.C.M. NINTH INTERNATIONAL PROBLEM TOURNEY, 1899.

THE JUDGES' REPORT AND AWARD.

COMPARING the number of entries received in this, the Ninth Problem Tourney of the *P.C.M.* with the numbers in previous four-move competitions, results in a satisfactory augury for the increased popularity of this class of competition. We have had submitted to us 52 positions (exactly one half the receipts in the three-move tourney in 1897), and in both cases these numbers stand, we believe, as records for this country. Although the magazine has good grounds for congratulation in this respect, we feel bound to observe that similar success does not extend to the general accuracy of the entries, nor indeed is the standard of merit, excepting in the case of a few positions, very high. Just on 50 per cent. of the entries have succumbed, *viz.*, 24 problems have been proved unsound, whilst one (No. 31, "Poor Jean!") must be disqualified by reason of its anticipation in practically every detail by a previous four-mover. [See *B.C.M.*, vol. xix., p. 350.] This leaves but 27 to be dealt with.

Before considering the 27 problems which have survived analysis, we are tempted to refer to two or three of the unfortunate positions which have "gone under" upon examination. Among these are notably No. 18, "Palnatoke"; No. 33, "Nil admirari"; No. 35, "Opus speravi"; and No. 36 "Carmen." Of this quartette Nos. 33, 35, and 18, in order mentioned, would have been exceedingly strong candidates for the prizes. We deplore the unsoundness of these otherwise excellent compositions, since had they been free from destructive flaws the Tourney would have materially gained.

No. 33, "Nil admirari," especially would have appealed to our taste (but for its cooks and dual in mainplay), since it is a position of broad design and artistic in

detail. As intended there are six clean mates, an unusual display of purity, and on the score of difficulty and arrangement it would have stood high.

No. 35, "Opus speravi," would have been difficult, and there are some charming phases in its solution. The general conception strikes us as being unusually original.

No. 18, "Palnatoke," shows some capital and subtle work, and is a four-mover much above the average. If sound, however, it would have had to bear the burden of some duals, but its conspicuous merits would have carried them.

No. 36, "Carmen." This has some brightness and is a refreshing little conceit, whilst it certainly has a point of novelty. In this case the unsoundness is not very surprising.

There are a few other clever problems which have joined the discarded throng, but we must now take into consideration those which have successfully passed the scrutinizing ordeal.

After eliminating Nos. 1, 4, 7, 8, 12, 14, 18, 20, 22, 25, 26, 29, 31, 32, 33, 35, 36, 39, 43, 44, 45, 46, 47, 48, and 49, it will facilitate matters if we make a preliminary scrutiny of the remaining 27 positions, thus leaving for critical scaling those problems which demand more careful thought on account of their marked qualities. This process throws out Nos. 2, 9, 10, 13, 28, and 42. These six positions are distinctly inferior and are quite outclassed by the other sound entries.

In the next batch Nos. 3, 5, 11, 19, 21, 24, 30, 34, 41, and 51 will be found work of only a mediocre grade, and in those cases where they have good qualities, such qualities are shadowed by imperfections, and consequently this group must stand aside in favour of the remaining eleven. Seeing that some of these ten positions contain points of interest, and in some cases might have become good problems with more care or study, we append a few passing remarks upon each:—

No. 3, "Episcopalis." An extraordinary looking position, which comes well within S. Loyd's description of a problem of the American School: "The Pawns are huddled together in one corner like a herd of buffaloes, leaving the rest of the board as clear as a prairie." Apart from the uninviting setting, the problem has merit in an ingenious working out of a well-known recurrent theme. Klett, Lord, and Loyd have treated this strategic theme by arrangements which have almost become classic examples, and therefore on the score of originality this problem is weak since nothing of piquancy has been added. The powerful key move reduces considerably the difficulty imposed upon the solver.

No. 5, "Ludus turrium." The most that can be said of this arrangement is that it is an elaborated extension of a well known Arabian end-game taken from an old MS. of the British Museum. (White: K at K B 8, Rs at K B sq and Q sq, Kt at K B 3, P at K 4. Black: K at K 3, Rs at K R 2 and K Kt 3, Kt at K R 3, P at K 4. Mate in 3. 1 Kt—K 5 ch, R×Kt; 2 R—B 6 ch, &c.) The idea is bifurcated, and in this respect there is a degree of originality; but it is not originality which can command admiration since the combination is by its very character most natural, and circumstances rather than study seem to have indicated the possible union. This union, though praiseworthy, is not tendered in a form which can be regarded as artistic; the sacrificial key is clumsily designed—in fact there appears no design about it—for the Queen *has* to go to K sq (where else can she be of use?) to entice the Bishop from its protective position and to prevent the Queening of the Pawn. 1 Kt×P is a fairly promising opening, but after the defence of 1... B—B 4 (and this is provided against by the actual key), White's attack becomes paralysed.

No. 11, "You would pluck," &c. Very, very few four-movers are of much account wherein the key immediately threatens mate. The style was prevalent in

this country some twenty years ago, but ideas have advanced since, and now-a-days one seldom meets with such bombastic measures in the compositions of first-rate authors. In this case threat after threat leads to nothing artistic. There are twenty-five men in use to give effect to the composer's scheme, a force quite out of proportion to the results achieved.

No. 19, "The play's the thing." The first and second moves are decided features in this 4-er, and there is some point in the reasons which prevent their transposition. The problem, however, has little character beyond; it is a composition with one idea and does not belong to the accepted school of to-day.

No. 21, "Be that as it may." A class of problem much in favour in England some thirty years ago, and as a specimen of its style, it has merit, but it is lacking in good strategy, and further, there is none of that beauty and elegance which is derived from economy. It is true there are two clean mates, but in the one case the King's Knight is uninterested in the mating position, and in the other the *finale* is somewhat awkward. The Pawn at K B 6 seems to be placed to render the chief mate pure, but fortunately it is useful in the variation when the Black King gets to Q 3, but in this latter line there is a dual (hitherto unnoticed), for after 1..., K—Q 4; 2 Kt—K 5, K—Q 3, White may proceed with 3 B—B 3 or B 7 as well as 3 R—B 6 ch. It might be mentioned that the Pawns on the Kt's file are there to prevent the dual after 1..., K—Q 4; 2 Kt × P ch, K—K 5; 3 R—B 4 ch, &c.

No. 24, "Let us have peace." Too sadly laden with duals to be received seriously. Only a few of the moves at Black's disposal restrict White to one method of procedure. Wherever the Kts move, White has an option (or else can in some cases administer immediate mate), and if 1..., R × P, P—B 5 or P—Q R 3 or 4, there are dual continuations. There is a small dual if 1..., P × P; 2 Kt—Q 6 ch, K—B 5; 3 Q—B 5 or 6 ch, &c. The worst are when 1..., either Kt—Q 5 or Kt—Kt sq. The author intended 2 Q × Kt ch (Q—Q 5), Kt × Q; 3 Kt—K 6, &c., but this sacrifice and quiet move are unnecessary because of 2 Kt—Q 6 ch, K—B 5; 3 Kt—Q 5 ch, &c. What there remains that is accurate, is of little value, since J. Berger has already worked out this little sacrificial idea in a 4-er dedicated in 1875 to the Judges of the Tourney of the Westminster Chess Club (*Westminster Papers*, vol. viii., p. 69. See also Berger's Collection, problem No. 43). White: K at K Kt sq, Q at K Kt 8, B at K Kt 4. Kts at Q 7 and 8, Ps at K 4, Q 2, Q R 2, and 4. Black: Kt at Q 5, R at K R 3, Bs at K R 8 and Q B 2, Kts at Q Kt 5 and Q R 6, Ps at K Kt 3, 6, K 4, Q 6, Q B 3, and Q R 4. Mate in four. Solution: 1 Q—K 6, B × P; 2 Q—Q 6 ch, &c. If 1..., K × P; 2 Q—B 4 ch. If 1..., Kt—Kt 5; 2 Q—Q 6 ch, &c. If 1..., P—Kt 4; 2 Kt × P ch, &c. If 1..., P—Kt 7; 2 B—B 3, &c. If 1..., Kt—Q 5; 2 Q × B P, &c.

No. 30, "Rover." Considering the labour which must have been bestowed upon this problem, the result is meagre. There is something to be said in favour of giving the Black King five "flight squares, which requires careful manipulation, but if composers venture on *outré* themes, they must not expect their works to compare favourably with artistic designs or subtle strategy. Such problems may be classed as curios and little more. No. 30 comes remarkably near to an "achievement," the worth of which is doubtful. The most surprising and interesting play is when the Queen checks at R 4, but this ends in an uninteresting way. The key move is too demonstrative, but most likely the composer was at his wits' end to find a key, seeing the great power of the discovered check from the Queen.

No. 34, "Habs a Schneid." This four-mover does not attain the full strength designed by the author. For instance, the extraordinary mate intended in the main-play need not be reached (namely, 1 K—R 2, K—B 5; 2 Q—K sq, K—B 4; 3 P—K 4 dis ch, K—Q 3; 4 P—K 5 mate) since White can vary the play on the third move by 3 Q—R 5 ch. This is a bad flaw, but there is yet another. After 1..., K—B 7, White may continue with 2 Q—K sq, K—Kt 7; 3 B—K 4, &c. If 2..., K—Q 6; 3 Q—Q B sq, &c. The author intended the prettier move of 2 Q—R sq. With these defects, a poor key, and the remaining sound play not being of a high order, the whole thing after balance is found wanting.

No. 41, "Fiat jū." This position seems to be little more than an extension in moves of a trifling three-mover. There is nothing in the play which stands out as

marked beyond the two diagonal mates with the Queen—one at Q R 5 and the other at K R 7—all other play being of a very ordinary description. The key move is too irresistible, and is bad on principle; but there is just a suspicion of a set-off in the try of 1 Q—Kt 3.

No. 51. Only of medium quality. The mates that are echoed are interesting, but only one is economically clean. The variety is limited and the key a trifle too potent and obvious. It is a pity 2 Q—Kt 8 ch follows the two chief defences.

We are now left with only eleven problems for serious consideration, *viz.*, Nos. 6, 15, 16, 17, 23, 27, 37, 38, 40, 50, and 52. These problems we have scaled as per following table, and this taken in combination with the more or less brief criticisms which herewith accompany, will place the competitors and those interested in the contest in possession of the "pros and cons" of our decision. These problems can well be sub-divided in two classes—first and second—striking a natural line of division at one-half of the possible maximum of points. This we consider gives a very good basis whereon to limit the award of honourable mention.

No.	Motto.	Beauty.		Originality of Arrangement.	Construction.		Difficulty.	Total.
		Ideas.	Method.		Correctness.	Economy.		
	(Maxima :—)	20	20	10	10	20	20	100
6	Quid Refert?	10	10½	7	9	11½	9	57
15	Chanon	10½	11	8	9½	12	9	60
16	Contra vim, &c.	9	6½	6½	5½	8½	7½	43½
17	Deus fortitudo, &c.	10½	9	7	7	11½	9½	54½
23	Oft	7	8½	6	8½	9	9½	48½
27	Simplicity	8½	7	6½	5½	8½	8½	44½
37	Quid Picis?... ..	13	13½	8	8½	15	12	70
38	Simplicissimus	8½	9	6½	10	11½	6½	52
40	Terra Incognita	11	10½	7½	7	12	11	59
50	Wait a minute	11½	9½	7	9	12	9½	58½
52	Fire away	7½	9	7	7	8	7	45½

No. 6, "Quid refert?" This is a charming little problem, dainty, economical, and ingenious. The key is really first class and by no means easy to discover. It is true White is not endowed with many encouraging ways of attack, but there are two or three moves which offer some plausibility of opening. Considering the small force engaged this is a very clever problem, and one which must please all solvers; but on the other hand grand efforts are here out of the question, and these must assuredly tell in favour of compositions which display fine strategical themes, although the necessary material must be heavy, and there may even be slight constructional blemishes.

No. 15, "Chanon." A choice little four-mover, which improves with acquaintance. It is fair to recognize the fact that to manipulate two Bishops and Queen against virtually an unsupported King is exceedingly difficult, but in a general tourney

too much weight must not be placed upon the accomplishment, since the author elects his material and takes his chance against the unknown and perhaps more elaborate achievements of his rivals. The key move is good but the problem is not difficult to solve. The mating position shown after 1 B—R 5, K—K 6; 2 B—B 3, K—B 5; 3 B—Q 3, K—K 6; 4 Q—Kt 3 occurs again with the Black King at Q B 4 and Q 5. This echoing invariably fascinates, especially as here, when the White pieces are so delicately managed. We are not certain that the appearance of this mate three times in one problem has ever before been effected by any composer, and therefore the novelty must receive credit. The manoeuvring however is necessarily of a forceful or aggressive kind after the key move, and it is a matter for observation that there are two second moves only for White, since when 1..., P—K 4 there is a short mate. It is curious that although White has but slender force to handle, the White King is not used. There are some good tries, and 1 Q—R 3 is a very close thing.

No. 16, "Contra vim mortis," &c. The author here has undoubtedly met with a disappointment. With a most interesting and ingeniously contrived design, he has had to submit to a key move which has no merit whatever. Some of the play is captivating, but the stern determination of the opening creates distrust, which damps the interest in all "subsequent proceedings." There are a few duals, but it is hardly necessary to dwell upon the extent of their more or less baneful effect, when the key carries so much condemnation.

No. 17, "Deus fortitudo," &c. This is a heavy position, but as far as White is concerned it is made up by a liberal sprinkling of Pawns. The main line of play (and in this case there *is* one) is bright and clever. The key at first blush seems good, but in reality its necessity is striking because it is most essential—and this is unfortunately fairly obvious—that the Black Rook must be prevented from capturing the Kt, and the latter's removal is a futile measure. The Pawn advances so as to force, as it were, the Bishop to capture it in order to prevent the Kt mating at Q 6 (which comes about if 1..., R×P; 2 P—Q 4 ch, K×P; 3 Kt—Kt 8 ch, &c.), and in doing so blocks temporarily the Black Rook, and thereby time is gained for White to execute his prettily conceived intention. The third move of P—K 4 in the main play is a clever stroke.

No. 23, "Ofi." This has a brilliant and interesting main play, but rather a driving one, all other play is somewhat insipid. The key is capital, and had at least one other good idea been worked into the solution, the problem would have most likely become a first-class production. With such a fine key it is easy to understand how impossible it is to get all one wants.

No. 27, "Simplicity." A problem with some respectable points, but there are manifest weaknesses. The key is exceedingly strong, apart from the objection that it involves a capture, and one of the most potent defences 1..., B×P, leads to a dual continuation: 2 Q—B 2, the intention, and 2 Q—Kt 4. The following dual is also bad: 1 Q×P, P×B; 2 Q—R 3, B×P; 3 Q—B 3 ch, and the threat 3 Kt—Q 6. As a matter of fact there are only two defences which are accurate, as from the second move, namely 1..., P×B and K—Q 6. By White's first, the following continuations are threatened: 2 Kt—R 5, Q 6, K 5, and Q 2 dis. ch; and after 1..., P—B 4, White can also play 2 Q—R 3. Important moves 1..., K—K 5 and K×P, lead to short mates, as does also 1..., B—Q 2.

No. 37, "Quid Picis?" At first sight this position does not promise much, but the more it is studied the more admirable appear its play and construction. With the exception of 1 Q—Q 6 (which is a capital try, defeated only by 1..., B—K sq; 2 B×B, P×Kt), there is the greatest inducement to use the Kt for the first stroke, but Kt—B 5 is not obviously threatening. It must not however be overlooked that since this piece is *en prise* to Q B P, its removal as a key is faulty, notwithstanding the fact that it is placed at the mercy of the Black Bishop. The mainplay following this capture (1..., B×Kt) is both clever and beautiful, resulting in three pure mates, two of them being perfect in every way. There is a very minor dual on the third move, consequent upon the Black Bishop playing to B sq, R 6, &c., but this blemish is so slight no heed may be taken of it, especially seeing that 3 B—Kt 6 ch is forced after 2..., B—Kt 5. The next line of play, 1..., P×P; 2 Q—Q 4 ch, K×Kt; 3 R—K 3 is exceedingly pretty as well as piquant, and brings out a near "echo" of

one of the mates in the leader, and here it is worth special note that a similar *finale* is again echoed in the threat 1..., "any other"; 2 R—K 3 ch, P×R; 3 Kt—Q 6 ch, B×Kt; 4 B—B 3 mate; this feature is a most commendable one, worked out as it is with strict economy. The defence 1..., P—Q 7 forces a singular second move (2 R—B 3); its reason is not quite obvious, but 2..., P Queens, shows its necessity. In reference to the echoed mate with the Bishop, which mate occurs three times, it may be pertinent to point out here that this is not altogether a novelty, since a mate of a like kind is in evidence four times in a prize four-mover by Dr. F. Schindler (Dresden, 1892):—White: K at Q sq, Q at K Kt 7, B at K 2, Kt at Q 4, Ps at K R 4, 5, Q 2, Q B 5, Q Kt 2, and Q R 3. Black: K at K 5, B at Q Kt 5, Ps at K Kt 5, K B 2, Q B 3, Q Kt 3, and 6. Mate in four. Solution: 1 Q—B 6, P×P; 2 Q—B 5 ch, 3 Q—B 4 ch, &c. If 1..., K—Q 4; 2 Q—Q 6 ch, 3 Kt—B 3, &c. If 1..., B×Q P; 2 K×P, P×P; 3 Kt—B 3, &c. If 1..., B—R 4; 2 Kt—B 5, B×P; 3 Q—Q 4 ch, &c. This fact does not however detract from the merits of "Quid Piciis?" because it has quite a character of its own, and is in every way a superior production. Naturally one does not find a superfluous chess man on the board, but it requires considerable scraping of the surface to discover the wherefore of the Black Knight. In the absence of this piece there is a difficult cook by 1 Kt—B 2 (threatening 2 R—K 3 ch, &c.), followed by 1..., K—Q 4, by 2 R×P ch, &c. If 1..., P×P; 2 Q—Q 4 ch, &c.; and if 1..., P×Kt; 2 R—B 3, &c. As the Kt is present it can hardly be said that 1 Kt—B 2 is a fine try, as its mischievous intentions are so easily and naturally thwarted by 1..., Kt×Kt. Taking into account the moderately fair key, the quiet second and third moves by the Rook, the pleasant sacrifices (which give the problem a strong element of difficulty), followed by five pure mates with due observance of constructive principles of first-class order, this must be pronounced the finest of the eligible problems in this tourney.

No. 38, "Simplicissimus." One can hardly help being charmed with this little position, which is a specimen more of discovery or research than construction. Of course it requires considerable ability to see that with so little force such pretty play can be effected. The key is a give and take of one square, and is rather easy to decide upon because it is most suggestive to the solver that the Black King should be driven towards the opposing monarch. In one phase of the solution a slightly altered version of a well-known simple 2-er of G. E. Carpenter's is met with (viz., after 1 Q—Kt 6, K—Q 4; 2 K—K 2, K—K 5; 3 Q—R 5, &c.). In the 2-er referred to the key would be 1 Q from Q B 5—Q R 5. Altogether this is an arrangement (and a most natural posing of its class) of trifling effects, and though praiseworthy, cannot be embraced in the category of more subtle and elegant designs. It appears that W. A. Shinkman composed a similar problem some 14 years ago, but his version has not been published. This fact cannot lessen the merit of originality in "Simplicissimus."

No. 40, "Terra incognita." It is a pity the key is so strong, for although it does not cut off any of Black's liberty it is a move every solver would try on account of its rosy-looking prospects. The unusual and peculiarly clean mates form the charm of the problem, but they are brought about by too many checks associated with very little strategy. The defence 1..., P—R 6 is one likely to be overlooked, and neatly introduces echoes of the mates which follow 1..., K—B 5; 2 Q—Kt 4 ch, &c. There is a dual which must be reckoned with, but it is not very damaging (1..., K—Q 6; 2 Q—K 2 or Q 2 ch, &c.), since the more important line 1..., P—R 6; 2 Q—K 2 ch, &c. is accurate, and 1..., B—B 3 forces the other continuation, 2 Q—Q 2 ch, &c. It is an elegantly arranged position, and, seeing the presentation requires but 13 pieces, there is fair variety.

No. 50, "Wait a minute." A position with some admirable points. The key is unfortunately bad. It is true it cannot be taken as very aggressive, but the natural position for the Bishop is unmistakably Q 2 to arrest the advance of the forward Q P. To leave this Pawn free is manifestly out of the question, and consequently there can be no doubt as to the exact key. Leaving this serious weakness for the moment, one finds much to please; the second move in the chief line of play (2 Q—Q 8) is very fine, leading as it does to pretty mates. The other variations, though not so bright and economical, are ingeniously brought about, the block position after 1..., P—Q 3; 2 P—R 6 being unexpected. There are three quiet second moves, but in a composition of this kind, this is not very remarkable, since the Black King

is in the first stage fairly well invested, and he is without a good following. These quiet moves however offer some compensation to the weak opening, and the author is doubtless unlucky, as any passable key would leave the problem unsound. B from Q B sq to Q 2 looks like a case of "Hobson's choice." There is a slight third move dual after 1..., 2 B-B 3, K-K 6; 3 Kt-K sq, Kt sq or R 2.

No. 52, "Fire away." A very neat symmetrical idea with consequent echo mates, but beyond this there is no variety. The key move is curious (blocking up the Bishop), but a very superficial inspection is needed to show that a Rook is required on the Queen's side, and the option lies between R 2 and Kt 2, the latter square being quickly selected for obvious reasons. There is a dual if 1..., K-Q 2 which should not exist in a problem of this kind (*viz.*, either 2 Kt x P ch or 2 R-Kt 6), and a transposition of second and third moves after 1..., K x Kt followed by 2..., P-Q 7. It may be pointed out that the symmetry is best seen if we take Black's first move as 1..., K-K 4 or P-K 7, then 2 R-B 6 ch, &c.

THE AWARD.

First-class Problems.

- | | | |
|---------------------------------|-------|---------------------|
| 1. No. 37, "Quid picis?" | - - - | First prize. |
| 2. No. 15, "Chanon" | - - - | Second prize. |
| 3. No. 40, "Terra incognita" | - - - | Third prize. |
| 4. No. 50, "Wait a minute" | - - - | Fourth prize. |
| 5. No. 6, "Quid refert?" | } | Honourable mention. |
| 6. No. 17, "Deus fortitudo meo" | | |
| 7. No. 38, "Simplicissimus" | | |

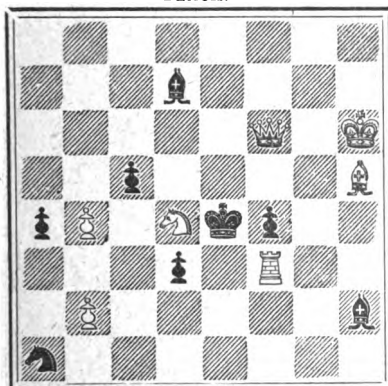
Second-class Problems.

8, No. 23, "Oft"; 9, No. 52, "Fire away"; 10, No. 27, "Simplicity"; 11, No. 16, "Contra vim mortis medicamina in hortis."

First Prize (£2 2s.).

By Karel Traxler, Bohemia.

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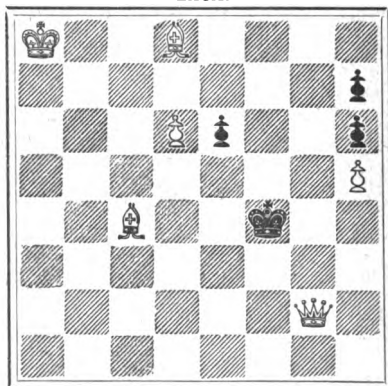
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White mates in four moves.

Second Prize (£1 10s.).

By Dr. E. Palkoska, Bohemia.

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WHITE.

White mates in four moves.

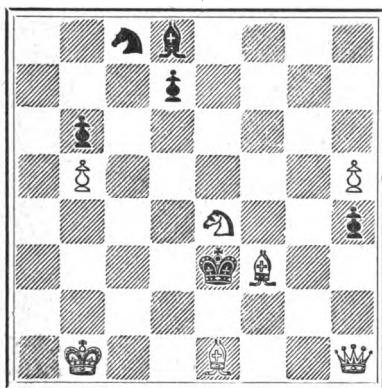
Third prize (£1).

By O. Nemo and F. Feigl, Vienna.

Fourth prize (10s.).

By W. A. Shinkman, Grand Rapids.

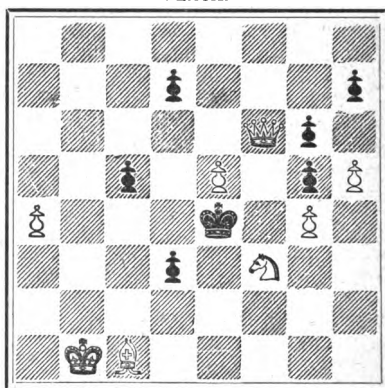
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WHITE.

White mates in four moves.

BLACK.



WHITE.

White mates in four moves.

First hon. mention : H. F. W. Lane (Stroud), for No. 6.

Second hon. mention : (composer's name at present unknown) for No. 17.

Third hon. mention : Zdeněk Mach (Bohemia), for No. 38.

NAMES OF COMPOSERS.—No. 1, H. D. Roome, Southsea; No. 2, E. V. Tanner, Kensington; Nos. 3, 4, 5, Rev. J. Jespersen, Svenberg; No. 6, H. F. W. Lane, Stroud; No. 10, Thomas Speakman, Balmain, N.S.W.; No. 11, X. Hawkins, Springfield, Miss., U.S.A.; No. 12, William Schafer, Newark, N.J.; No. 13, Ralph H. Bridgwater, Birmingham; No. 14, Josef Znamenáček, Cechy, Austria; No. 15, Dr. E. Palkoska, Bohemia; No. 18, J. Moller, Denmark; No. 19, W. Finlayson, London; No. 20, Dr. D. Melissinos, Patras, Greece; No. 22, Rev. R. J. Wright, Worthing; No. 23, H. F. L. Meyer, Sydenham; Nos. 24 and 27, Max Feigl, Vienna; No. 25, V. Kosěk, Bohemia; No. 26, F. Eastwood Purchas, Brighton; No. 28, Michele Miserandino, Palermo, Sicily; No. 29, H. Cudmore, London; No. 30, C. F. Putney, Independence, Iowa; Nos. 33 and 34, Konrad Erlin, Vienna; Nos. 35, 36, and 37, Karel Traxler, Bohemia; Nos. 38 and 39, Zdeněk Mach, Bohemia; No. 40, O. Nemo and F. Feigl, Vienna; Nos. 42, 43, and 44, Johann Smutny, Bohemia; No. 45, W. J. McArthur, Port Adelaide; No. 46, P. F. Blake, Manchester; No. 47, G. Burt Spencer, Minneapolis, U.S.A.; Nos. 50 and 51, W. A. Shinkman, Grand Rapids, U.S.A.

It will be observed that we do not give the author's names of Nos. 7, 8, 9, 16, 17, 21, 31, 32, 41, 48, 49, and 52. This is due to the fact that we have no sealed envelopes relating to these problems. Whether this is the fault of the competitors or that they have been overlooked or mislaid in consequence of Mr. James Rayner's death, we cannot say. No. 17

(honourably mentioned) is included in this list. We shall be glad if competitors will furnish us with the necessary information in order that our record may be complete.

We shall allow a month to expire before making the Judges' award absolute, and in the meantime we should be much obliged by a post card from the prize-winners giving us their exact addresses. This may save bother at the time when the prizes are despatched.

We cannot let this opportunity pass without tendering our most cordial thanks to Dr. Planck for the valuable work he has done in this competition. The task of dealing critically with 52 four-movers is not a light one, and we believe the joint award will be received with approval—at least we hope so.

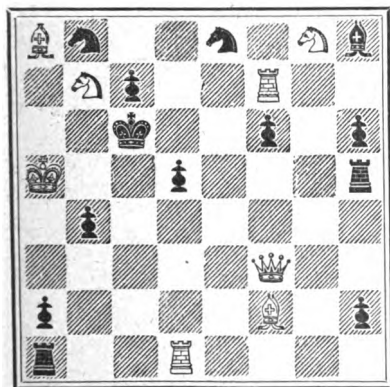
C. PLANCK.
B. G. LAWS.

“BIRMINGHAM DAILY POST” TOURNEY.—This two-move competition has just been concluded. There were some very interesting problems which will be seen by the three prize-winners we give below. Mr. T. H. Billington was the sole judge, his intended co-adjudicator withdrawing. We believe there are many who will have a decided preference for Mr. Gleave's problem in comparison with Mr. Blake's successful entry. A very curious incident in connection with this award has occurred, seeing that the solvers and judges had to deal with the two-movers only. An unsound position was awarded third prize, and not until after publication of the judge's decision was the defect discovered, notwithstanding the *Daily Post* claims to have an expert corps of solvers. The revised award is, 1st, Mr. P. F. Blake; 2nd, Mr. W. Gleave; 3rd, Mr. H. A. Wood; 4th, Mr. H. Greenwell. Specially commended problems by H. Greenwell and R. H. Bridgewater. We give the first three problems.

First prize.

By P. F. Blake, Manchester.

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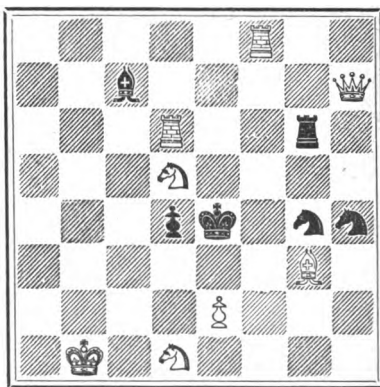
WHITE.

Mate in two.

Second prize.

By W. Gleave, London.

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WHITE.

Mate in two.

Third prize, by H. R. Wood (Shaw).—White : K at K Kt 4, Q at Q sq, R at K R 5, B at K B 6, Kt at K 8, P at Q Kt 2. Black : K at K 5, Rs at Q B 3 and 5, Kts at K Kt 3 and Q B 2, Ps at K 6 and Q Kt 6. Mate in two.

“BRITISH CHESS MAGAZINE” PROBLEM TOURNEY.—We have pleasure in submitting the following conditions for a Three-move Self-mate Problem Tourney. Competitors are invited to send one, two, or three positions, each bearing the stipulation of “White to play and compel Black to mate in three moves.” Each problem must perforce be original. Problems which have been published previously to their appearance as Tourney entries in our pages are not eligible. Each entry must have a distinguishing motto, and be accompanied by full solution, together with a separate sealed envelope bearing the motto of the problem, enclosing the name and address of the composer. Entries must be received by us not later than May 31st, 1900, from European composers, and not later than 30th June, 1900, from composers residing in any other country. Address : Problem Editor, *British Chess Magazine*, 21, Nelson Road, Stroud Green, London, N.

First Prize - - - £2 2s. Od.

Second Prize - - - £1 11s. 6d.

Third Prize - - - £1 1s. Od.

Fourth Prize “Chess, its poetry and prose,”

By Mr. A. F. Mackenzie, kindly presented by the author.

We have been fortunate in securing the services of Dr. Planck and Mr. Geo. Hume to act as judges, since we feel that the problem public will have thorough confidence in their judgment and wide experience.

We will commence the publication of the problems as soon as a sufficient number come to hand to warrant our making a start, when we will announce the conditions of our New Solving Competition.

Exchanges will oblige by being good enough to publish particulars of this Competition.

FOUR-MOVE SOLUTION TOURNEY.—We make out from the scores as published the following result of this competition :—

1st prize - - Rev. R. J. Wright, 273 points.

2nd prize - - “Gibson,” 247 points.

3rd prize - - W. H. Thompson, 230 points.

We will leave the competitor who considers himself entitled to the prize offered by “Gibson” to write and claim it, as we feel hardly in a position to award this prize.

In congratulating the winners we desire to thank the general body of solvers for their efforts, which have rendered the work of the Judges lighter.

The Rev. R. J. Wright informs us that this is the twelfth *B.C.M.* prize (exclusive of All-in successes) he has secured, seven of them being firsts.

We shall be obliged by our readers pointing out if any objection exists to the above.

ALL-IN SOLUTION TOURNEY.—Score Table :—

				Old Score. (See Feb.)	1482	1483	1484	1485	1486	1487	1488	1489	February Totals.
§ "East Marden"	255	2	2	3	3	-2	4	3	...	270
† A. C. White	72	2	2	3	6	4	4	3	7	103
** C. S. Earle	145	2	2	3	3	4	4	163
** Chas. Johnstone	379	2	2	3	3	4	393
** W. H. Thompson	136	2	2	3	3	4	4	3	7	164
†† "Beta"	161	2	2	3	3	4	175
†† "Gibson"	Cancelled	2	2	3	3	4	4	3	...	21
†† J. O'Hanlon	437	2	2	3	3	4	451
† V. H. Sladen	58	2	2	3	3	4	4	3	...	79
† J. D. Tucker	163	2	2	3	3	3	...	176
* Capt. G. A. Forde	158	2	2	-2	3	-2	161
* W. B. Muir	24
* R. M. Peake	481	2	2	3	6	4	4	3	...	505
** "D.C.T."	115	2	2	3	3	3	7	135
H. D'O. Bernard	243
H. S. Brandreth	119	...	-2	3	120
J. W. Dixon	452	2	2	3	3	...	4	466
"W.C.D."	367	2	2	3	3	-2	4	3	...	382
T. D.	2	2	3	3	4	4	18
I. Y. Fullerton	378	-2	2	3	3	4	4	3	...	395
Rev. A. H. L. Hastling	95
Eugène Henry	2	2	3	3	10
J. K. Macmeikan	205	2	2	3	3	4	4	3	...	226
P. G. Schofield	2	2	3	3	10
H. L. Stokes	423	2	-2	3	3	429
R. J. W.	577	2	2	...	3	584
E. E. Westbury	182	2	2	3	3	192
"K. W."	143
G. Woodcock	169

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

Further solutions received: Nos. 1482, —3, —4, and 1488, as also problems by Berry and Lane, at page 35, from Nikhilmath Maitra. Nos. 1482 and 1483 from V. Helen Macmeikan, and problems by Berry and Lane (p. 35) from P. G. Scholefield. The last-named solver wishes us to bring forward an old score of his compiled under a *nom de plume*. This we will endeavour to attend to next month.

R. J. W. has requested us to bring up to date some old scores of his, namely November, 1895 (p. 496), 165; January, 1896 (p. 40), 53; May, 1896 (p. 211), 53; and July, 1897 (p. 279), 33; making 304. This added to the 273 as shown in the table appearing last month (p. 81), makes a grand total of 577. By doing this R. J. W. becomes top scorer this month.

W. T. Thompson points out we omitted to give him 3 points for problem 1473, to which he was entitled. He is right, and we have made his figure 133, shown in last month's list, 136.

Problem No. 1494.—This is a 3-mover, and not to be solved in four. Solvers please note.

SOLUTIONS AND CRITICISMS.

Challenge Problem, by C. D. Locock and J. K. Macmeikan (p. 34).—Mr. Locock writes: The first solution, received January 6th, was a 12-move 'cook' by Mr. G. Hume, of Nottingham, to whom the small reward offered has been sent. His method is to take the B. Pawn with King and get mated at Q B 3, the King being blocked by a Knight at Q 4 and a Rook at Q 2, the White Q being at K B 7 and the Black K at Q R 3. The process can be effected in eleven moves. Mr. G. Schriess, of London, followed with an ingenious 12-move solution, also capable of being shortened by one move, in which the Knight is deployed to Q B 8, and a Rook sacrificed at Q B 5 (*via* Q B 3), thereby protecting the Black Q P. Both these solutions or similar ones were discovered by Mr. H. C. Moore, of Bath, and Mr. W. A. Shinkman, Grand Rapids. Mr. Shinkman also sent a variation on Mr. Hume's method, beginning with 1 K—Q 2 and compelling P—Q 6 sooner or later. The White K P takes this and proceeds to Q 4. Mr. F. A. Hollway, also of Grand Rapids, sent in an 11-move solution similar to Mr. Schriess's. One incorrect solution was received. I enclose an amended version in 11 moves, revised and corrected by Mr. Hume, who considers it "sound according to his present lights." It can be solved in twelve moves by Mr. Shinkman's K—Q 2 method, but not in eleven as far as I can see. We will give the version referred to probably next month.

By E. B. Schwann (p. 35).—1 B—Kt 7, P—B 4; 2 Kt—B 3, &c. If 1..., P—B 3; 2 B×P, &c. A clever little three-mover. The second move in the first line of play is unexpected and difficult, and completes a pretty block position. Solved by J. W. Dixon, A. C. White.

By C. V. Berry (p. 35).—1 Kt—Q 5, &c. An interesting position with a good key. There is unusual variety for a threat two-er, considering the Black King can join in the activity, and duals have been nicely prevented. Solved by R. M. Peake, J. W. Dixon, A. C. White, J. D. Tucker.

By H. F. W. Lane (p. 35).—1 Kt—K 7, &c. A good threat 2-er, with a few ingenious points. The threat is a little curious, since it seems so easy to thwart it, and in this feature lies a charm. Solved by R. M. Peake, J. W. Dixon, A. C. White, J. D. Tucker.

By P. F. Blake (p. 35).—1 R—Kt sq, &c. A fairly good problem of the conventional style, of which Mr. Blake is proving himself quite a master. Of course the prettiness of the key really makes this position, because there are but few points in what follows. There are eleven mates, and the arrangement is less artificial than most two-ers. Solved by R. M. Peake, J. W. Dixon, A. C. White, J. D. Tucker.

No. 1482, by C. V. Berry.—1 B—Q 4, &c. A capital key-move, but the variety is not striking, there being only five mates. Solved by R. M. Peake.

No. 1483, by T. Speakman.—1 Q—B 7, &c. After the key is made, the arrangement of the White pieces is very singular. The mates are rather common-place. The problem does not look like a block two-mover, and there are one or two misleading attacking moves. It is a pity the White Rook at Kt 7 is required only to guard K 7. We believe the arrangement is susceptible of alterations which would materially improve its construction and appearance. Solved by R. M. Peake.

No. 1484, by W. A. Shinkman.—1 Q—Q 8, Q—B 4 ch; 2 Kt—B 6, &c. If 1..., Q—B 6 or 8 ch; 2 Kt—B 6, &c. If 1..., Q—R 4 ch; 2 Kt—Kt 6 dis. ch, &c. If 1..., 2 Q—R 2, Q 2, or K 3 ch; 3 Kt×Q dis. ch, &c. If 1..., Q—B sq; 2 Q—R 4 ch, &c. Quite a Shinkmanian concert. The key move is of course plain, but the seven checks of Black on the first move, and those left him on the second move, are surprising and amusing. There are naturally duals but no one need worry about them.

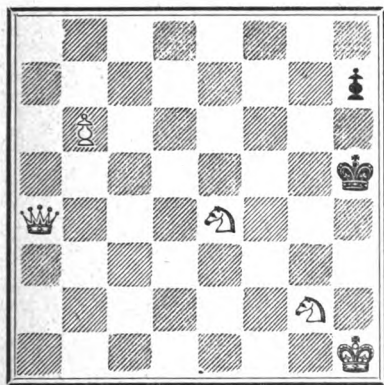
No. 1485, by B. G. Laws.—The author's key is 1 Q—Q 4, but our solvers have found a second. The first correspondent who pointed this out was Mr. Godfrey Heathcote, who suggests (that as the cook contains very pretty play) the White King should be

removed to K R sq and a Pawn added at Q Kt 6—see first diagram below. To get rid of the cook shift only the Pawn to Q B 6 (see second diagram).

Mr. Thompson has pointed out to us a pretty three-mover which was recalled to his mind by No. 1485. It bears hardly any resemblance, and as it may be new to the majority of our readers we repeat it. By R. Schwartz: White, K at K Kt 7, Q at K Kt 6, Kts at K 4 and K 6, P at K B 2; Black, K at Q 4. Mate in three.

SUGGESTION BY G. HEATHCOTE.

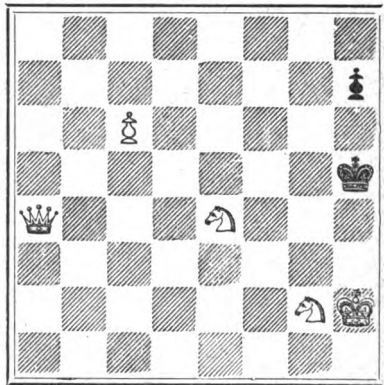
BLACK.



WHITE.
Mate in three.

AMENDMENT OF NO. 1485.

BLACK.



WHITE.
Mate in three.

No. 1486, by W. A. Shinkman.—1 Q—B 4, P—R 6; 2 Q—K 6, B—Kt 6 [If 2... B—K 8; 3 Q×B, &c. If 2... B—R 5; 3 K×B, &c. If 2... B—K 6 or Q 4; 3 Q—Q 6 ch, &c. If 2... Kt moves; 3 Kt—B 3 ch, &c.]; 3 Q×P ch, &c. If 1... B—K 8 or Kt 6; 2 Q×P ch, B×Q; 3 K×B, &c. If 1... others; 2 Q—B 7, K B 4 or Kt B 3 ch accordingly. A very pleasing little four-mover. White has to be very careful or Black would free himself from his blocked up position. It is curious that though White can at the onset play Q—K 6, he dare not do so until Black has advanced his R P. 1 K—Kt 4 looks hopeful, but Black can resist the siege by 1... B—K 8; and then if 2 Q—Q 3, B—Kt 6. It appears this problem has already appeared in the first number of *Ceske Listy Sachove* (March, 1896), and subsequently in the *Kentish Mercury*, but we were unaware of this till informed by Mr. Thompson.

No. 1487, by E. V. Tanner.—1 Kt—Q 4, K—K 5; 2 Q—Kt 8, K—Q 6 [If 2... P—B 5; 3 B—B 5 ch, &c. If 2... K×Kt; 3 Q—B 4 ch, &c.]; 3 Q—B 4, &c. If 1... K—K 4; 2 Q—Kt 3 ch, P—B 5 [If 2... K—B 3; 3 Kt×B P, &c. If 2... K—K 5; 3 B×P ch, &c. If 2... K×Kt; 3 Q—B 4 ch, &c.]; 3 Q—Kt 7 ch, &c. Although there is not much variety here, what there is, is very nice. The mate with the Bishop at Kt 5 is unexpected, though the Queen side Pawns indicate an excursion in their direction by the Black King, but this variation as pointed out by W. H. Thompson is marred, as White may play 3 Q—K 5 instead of 3 Q—B 4. The mate with Kt on the same square is also pretty. The key move is rather easy.

No. 1488, by B. G. Laws.—1 B—Q 7, K—Q 4; 2 Q—K 5 ch, K×Q or K—B 5; 3 R×P, or B—Kt 5 ch accordingly, &c. If 1... K×P; 2 Q—Kt 4 ch, K—B 7; 3 Q×Q P ch, &c. If 1... K Kt moves; 2 Kt—K 3 ch, K×P dis. ch; 3 Q—Kt 4 ch, &c. If 1... R moves, &c.; 2 Q—Kt 4 ch, K—Q 4; 3 Q×P ch, &c. This sui-mate has been fortunate enough to please nearly all our solvers, some of whom found it difficult. We think some of the play unusual, though the initial position is not elegant. Sui-mates with variety seldom are.

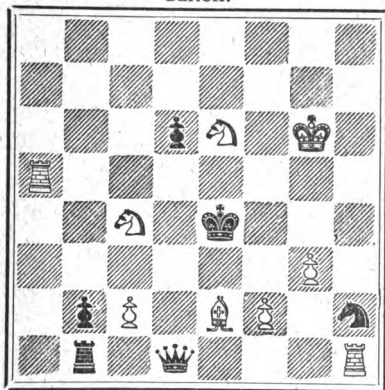
No. 1489, by W. A. Shinkman.—1 R—Kt 5, P—Q 4; 2 Kt (Kt 5)—B 7, P—Q 3; 3 R—Kt 3, K—B 4; 4 Q—Kt sq ch, P—Q 5; 5 Q—Kt 5 ch, P—Q 4; 6 Q—K 3, P×Q ch; 7 K—B 3, P—Q 5 mate. A very pretty series of moves, resulting in a quaint mate. It does not at first seem likely the White King is to be settled at B 3, King square seemingly to be the one appointed.

PROBLEMS.

No. 1497.

By W. A. CLARK,
Molesey.

BLACK.



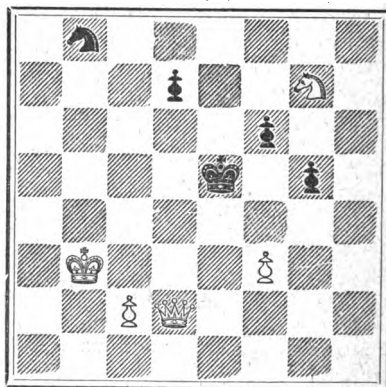
WHITE.

White mates in two moves.

No. 1498.

By GODFREY HEATHCOTE,
Manchester.

BLACK.



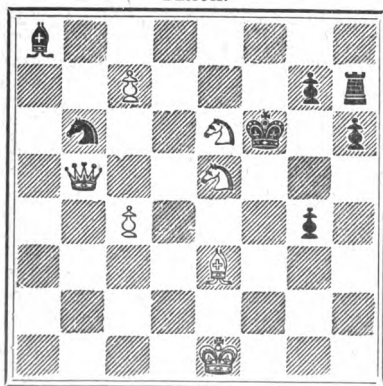
WHITE.

White mates in three moves.

No. 1499.

By PHILIP H. WILLIAMS,
Hampstead.

BLACK.



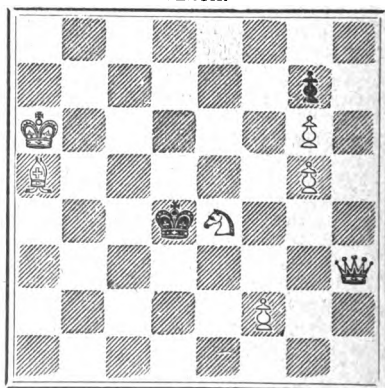
WHITE.

White mates in three moves.

No. 1500.

By E. V. TANNER, London.

BLACK.



WHITE.

White mates in four moves.

BRITISH CHESS MAGAZINE

APRIL 1900

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 94.)

AMONG the uncertainties of chess is the exact date of its introduction to Europe, but it is certain that it was not later than 700 A.D., and I think that probably it was some ninety years earlier. There was much intercourse between the Persians and the Byzantines, and the former are known to have been at that time, to a great extent, a race of chess players. But if the game was not brought to Byzantium (Constantinople) early in the 7th century by the Persians, it was before its close either by them or the Arabs, or by Greeks returning from Asia. Etymologically, the evidence is in favour of the Persian theory, and at quite as remote a period as the earliest I have mentioned, for the Byzantines named the game *Zatrikion*, from the Persian *Satrang*, or *Chatrang* (Hindu *Chaturanga*). Now, about the middle of the 7th century the language of Persia became greatly intermixed with Arabic words, as a consequence of the Arab conquest, and the Arabic word "Shatranj" superseded "Chatrang" among Persian writers and players. It must be remembered that these were not long at enmity with the Arabs, being converted wholesale from the ancient religion of Zoroaster to that of Mohammed. The same, as to conversion from something else, applied to a great part of Central Asia and Western India. Wherever the Arabs held sway chess was "Shatranj," and the game was played in their manner. But before the Arabic "expansion" a Persian prince—afterwards, as the Greeks called him, Chosroes II. of Persia—well known as a good chess player, had stayed in Byzantium as an exile, and when he came to his own again he maintained a bodyguard of a thousand Byzantine youths. It is therefore highly probable that chess was played at Byzantium some time before his death, which occurred in 628. But it does not seem to have spread westward for more than a century, so far as Byzantine influence is concerned. Yet chess was probably played in Spain by the Moors—as the Spaniards called the Arabs or Saracens, with

all of their race who came from Africa—within a year of the landing of the first body of Mohammedan invaders. That was in 710. Of the rapid military success of the Arabs and its connection with the spread of chess, I quote a few apt lines from an old number of *La Strategie*.—"About a century after the death of Mahomet (632), the Arabs, inspired by his teachings, had already made themselves masters of a great part of Asia—from the Indus to the Oxus, the Caucasus, and the Black Sea—of the whole northern coast of Africa, and all of Spain. From the latter country they invaded France, till Charles Martel inflicted that terrible defeat (732) upon them which made an end to their conquests in this direction. During the 9th century they appeared in Italy, conquered Sicily, and advanced as far as Rome. On the territory conquered by them arose several states, in which the arts and sciences flourished, for in the Middle Ages the Arabs were the representatives of civilization. They obtained a knowledge of the arts and sciences of the East and of ancient Greece, improved them, and carried them to the nations of Europe. The proof of this fact we may find in many Arabian terms adopted by all the European languages, such as alchemy, algebra, alcohol, almanack, &c. Among the arts which the Europeans owe to the Arabs we must count the game of chess, as is proved by the special terms employed in this game." And of a little later period the writer says—"In Spain, a country far removed from their native land, the Arabs attained the highest degree of intellectual development, especially under the reign of Hakam II. (961-976). Chess at that time was certainly known to the Moors of Spain, and a century later the Christian inhabitants were equally familiar with it. The Hebrew physician, Moses Sefardi, who was born in Aragon in 1062, and baptized in 1106, published a work: 'Disciplina Clericalis,' in which he contrasts the seven liberal studies of the learned—'dialectics, arithmetic, geometry, physics, music, astronomy, and grammar,' with the following seven pursuits of cavaliers—'horsemanship, swimming, archery, boxing and fencing, falconry, chess, and versification.'"

To return to the East once more, in the *Annals of the Muslims*, by Alu-l-Feda (about 1300, but a trustworthy work), we find a passage of much interest, showing that the Greeks as well as the Arabs had been long acquainted with chess in the time of the Empress Irene (latter part of the 8th century). Her son, the Greek Emperor Nicephorous, writing from Byzantium to the Caliph Harum-al-Rashid (he of the "Arabian Nights") addresses him, after some formal compliments, thus:—"The Empress (Irene), into whose place I have succeeded, looked upon you as a Rukh, and herself as a mere Pawn; therefore she submitted to pay you a tribute. This has been owing to female weakness and timidity. Now, however, I insist that you repay to me all the sums of money you ever received from her. If you hesitate, the sword shall settle our accounts." The Caliph, in great wrath, replied:—"In the Name of God, the Merciful and Gracious. From Harum the Commander of the Faithful, to the Roman Dog Nicephorous. I have read thine epistle, thou son of an infidel mother. My answer to it thou shalt see, not hear." Harum kept his word, instantly marching as far as Heracleia, wasting the Greek (or, as they were called, Roman) territories with fire and sword, and soon made Nicephorous sue for peace and consent to pay the tribute as before. This was in 802.

It has been supposed, but now appears more doubtful than it did to our ancestors, that the Empress Irene sent as a present to Charlemagne the set of carved ivory chessmen which, in an imperfect state (and looking very ancient), were shown in the Abbey of St. Denis till 1792. They were seen and described by Mr. Twiss, about 1780, and had been described by much older writers, both French and English. The pieces, doubtless through the French Revolution, are lost.* This set had the two Queens, and *may* have been the *first* set of chessmen with Queens instead of Viziers or "Farzen." Under the base of each King was inscribed, in Arabic, the maker's name—Joseph of Nakali.

But chess is mentioned a generation earlier in connection with France. King Pepin (the Great) presented a rich chessboard to the monastery of Maussac, about 760. This board, it is conjectured, he had received with certain other valuable presents (including the first organ seen in France) from Byzantium in 757. It does not follow that he played chess, but he may have done. One of the oldest chess stories—given as fact in a chronicle of 1060—is of a Bavarian prince, Okar, who, playing chess with the son of King Pepin—in France—enraged the Frank by continually beating him, and was struck such a blow with a Rook *or* a chessboard that he died from it. This anecdote, writes Dr. Forbes, is as well authenticated as any in history. But I don't feel sure of it.

Chess spread over France from the south, either from Spain or Italy, or both. And before the year 1000 it was played at the Anglo-Saxon court, in Scandinavia, the Hebrides, and in remote Iceland. There are numerous stories of, or references to, the game and its players in all these regions from the 9th or 10th century, and so on down the stream of time.†

The following verses are from the Scandinavian. I published them, some years ago, with the accompanying remarks, in the *Cheltenham Examiner*:—

An Icelandic *Saga* (historical or legendary poem), written in the twelfth century, and dealing with the exploits—half mythical—of Scandinavian heroes in Europe, quotes the following from a still older *Saga* written perhaps in Denmark or Norway a thousand years ago.

The god Odin, under the form of Gest the Blind, puts to King Heidrek the following queries (the translation is as nearly literal as possible)—

Heidrek answers—

Who are those lords,
Who ride in company,
Altogether in amity;
Who send out their people,
Over the lands,
To acquire habitations?
O King Heidrek,
Attend to the riddle!

Easy is the riddle,
O Gest the Blind,
This is the solution:
Itrec and Aundott every day
Play blithely at chess;
All their people are in amity
When they come into the bag,
But at enmity when in the field.

* But they may be recovered. This idea is commended to Mr. Platt. We would give—if we could afford it—half a million for those chessmen.

† Many of these are in "Twiss." The book (two volumes in one) is scarce, and when in good condition is worth about 20/-. The work may also be met with in two portions. A copy is in the reference department of the Cheltenham Public Library, and, no doubt, others are at the British Museum and other public libraries.

Gest again enquires—

Who are those ladies,
 Who their lords
 Slay without weapons ;
 The dark-coloured defend
 Throughout the day,
 But the fair-haired kill ?
 O King Heidrek,
 Attend to the riddle !

Heidrek replies—

Easy is the riddle,
 O Gest the Blind,
 Thus is it solved :
 The dark-coloured chess pieces
 Defend on the board.
 But the White destroy.

A third time Gest asks—

What is that animal,
 Which slays men's cattle,
 And is with iron
 All about clad :
 Sides it has eight,
 But no head.
 And many run after it ?
 O King Heidrek,
 Attend to the riddle !

Heidrek answers—

Easy is thy riddle,
 O Gest the Blind,
 This is the solution :
 It is a chessman
 On the table-board,
 Bold and crafty to acquire fee.

Whether there were originally more verses, dealing with the King, the Rook, and the "Bishop," probably no mortal knows. The "answers" given in the verses above refer to the Knight, the Queen (then a weaker piece), and the Pawn. The latter was octagonal in shape—as was proved by the discovery, in or about 1830, of a number of very ancient chessmen, buried under sand and well preserved, in the Isle of Lewis. They are now in the British Museum. The Kings and Queens are carved as such, seated on thrones. All the pieces are of walrus ivory, and are much ornamented. Some were once red, the others white. The style of carving is that of the 11th and 12th centuries.

Why the Pawns should be "with iron all about clad" we do not know, unless the chess pieces were very large and made of wood. Some, we know, were very large, more so than any in use now. A long time ago the game was sometimes played in the open air, with very large pieces, and the players had as much physical exercise at such chess as they would have now with billiards.

The lines above referring to the dark Queens defending, and the white destroying are very obscure. "Solutions invited" (it was not a case of White always having the first move)."

W. S. B.

CHELTHAM.

(*To be continued.*)

* Or if it was, it afterwards became customary for Black and White to move first alternately.



THE n QUEENS PROBLEM.

(Continued from page 48.)



AS we have already seen, the problem resolves itself into this: How to fill the blank spaces, 1..., 2..., 3..., 4..., 5..., etc., with the same numbers, so that all the pairs shall yield unlike sums, and also unlike differences.

If we write for the differences in general, $a, a+b, a+2b, a+3b, a+4b$, etc., we are sure of obtaining different values, so that all we have to do is to bring this series within the compass of the particular board by making n terms thereof = 0.

For the 5×5 Board, the series is $a, a+b, a+2b, a+3b, a+4b$. Hence $5a+10b=0$, or $a=-2b$ (the reader will see at once why the sums of all the differences must necessarily be zero). Substituting the value of a just found, the differences take this form, $-2b, -b, 0, b, 2b$, and by adding 1, 2, 3, 4, 5 respectively, we have for the quantities to fill the blank spaces, $1-2b, 2-b, 3, 4+b, 5+2b$.

Here, if $b=1$, we get - - - 4, 1, 3, 5, 2 }

And if $b=2$, we get - - - 2, 5, 3, 1, 4 }

If $b=3$, then - - - 5, 4, 3, 2, 1

And if $b=4$, then - - - 3, 3, 3, 3, 3

By deducting $5b$ from the fifth term of the general expression it takes this form, more likely to be within the compass of the board,

$$a, a+b, a+2b, a+3b, a-b.$$

Here $5a+5b=0$, or $a=-b$, giving for the differences in terms of b , $-b, 0, b, 2b, -2b$.

Adding 1, 2, 3, 4, 5 respectively, the desired ordinates, or numbers to fill the blank spaces are, $1-b, 2, 3+b, 4+2b, 5-2b$.

If $b=1$, then - - - 5, 2, 4, 1, 3 }

If $b=2$, then - - - 4, 2, 5, 3, 1 }

If $b=3$, then - - - 3, 2, 1, 5, 4

If $b=4$, then - - - 2, 2, 2, 2, 2

Again deducting $5b$, this time from the fourth term, the general series takes a still more favourable looking appearance, $a, a+b, a+2b, a-2b, a-b$.

Whence, $5a=0$, or $a=0$.

Differences, 0, $b, 2b, -2b, -b$.

Ordinates, 1, $2+b, 3+2b, 4-2b, 5-b$.

If $b=1$, then - - - 1, 3, 5, 2, 4 }

If $b=2$, then - - - 1, 4, 2, 5, 3 }

If $b=3$, then - - - 1, 5, 4, 3, 2

If $b=4$, then - - - 1, 1, 1, 1, 1

Next, deducting $5b$ from third term, we have $a, a+b, a-3b, a-2b, a-b$.

That is, $5a-5b=0$, or $a=b$.

Differences, $b, 2b, -2b, -b, 0$.

Ordinates, $1+b, 2+2b, 3-2b, 4-b, 5$.

If $b = 1$, then	- - - - -	2, 4, 1, 3, 5	}
If $b = 2$, then	- - - - -	3, 1, 4, 2, 5	}
If $b = 3$, then	- - - - -	4, 3, 2, 1, 5	
If $b = 4$, then	- - - - -	5, 5, 5, 5, 5	

That this was also a good form in which to put the expression for the differences, is shown by the fact that here, too, the first set of numerals of the pair last obtained is reached *directly*, that is, without any transformation. That transformation when necessary is so easy to make we have not thought it worth while to explain it.

Making one more deduction of $5b$, the general series becomes

$$a, a-4b, a-3b, a-2b, a-b.$$

$$\text{Whence, } 5a-10b=0, \text{ or } a=2b.$$

$$\text{Differences, } 2b, -2b, -b, 0, b.$$

$$\text{Ordinates, } 1+2b, 2-2b, 3-b, 4, 5+b.$$

If $b = 1$, then	- - - - -	3, 5, 2, 4, 1	}
If $b = 2$, then	- - - - -	5, 3, 1, 4, 2	}
If $b = 3$, then	- - - - -	2, 1, 5, 4, 3	
If $b = 4$, then	- - - - -	4, 4, 4, 4, 4	

We might go a step further still and deduct $5b$ from the first term also, but this would only bring us back to where we started. Notice that at each step the zero difference has shifted one place to the left, and if we completed the final deduction of $5b$, the result would be to bring it back to the middle place again.

We have thus obtained, mathematically, from one general expression, ten combinations of numbers suitable for occupying the blank spaces, all of them satisfying the required conditions, whether the problem be considered as an arithmetical puzzle, or as a 5-Queens Problem.

The two combinations first found, with the zero difference central, give two Poses of the Centric Forma, and they are all the poses thereof that are possible, or, to speak more precisely, all that are distinct, as the other six theoretical transpositions *fall upon the same squares*.

The other eight combinations of numerals that we found above, in pairs, are so many poses—that is the full possible number—of another Forma, non-symmetric. All the ten, as naturally follows from the method of deriving them from one expression, slide one into another, by moving the Queens one step, or two steps, or any number of steps, in any constant direction. Dr. August Pein, 1889, notices, in part, this interdependence of certain solutions of the problem, and credits the discovery to Lucas, *Le problème des huit reines*, in the *Revue Scientifique*, January to July, 1880, but this is seven years after the present writer had pointed out this striking feature, in Brownson's *Journal* (Dubuque).

Having just secured a copy of Pein's pamphlet, I am enabled to speak more fully than in the historical review at the opening of this series of articles. The work is very beautifully printed, and goes into the subject very minutely and clearly, and is valuable on account of its historical references, the citations from the correspondence of Gauss and Noack being especially full and interesting. But I must agree with Dr. Sprague that

there is a great deal of elementary detail. It is unfortunate that the monograph contains little that was new at the date of publication. Even in his very complete and accurate solutions for boards 9×9 and 10×10 , Dr. Pein had been anticipated, notably by Dr. Sprague, himself. The numerous diagrams and tables, however, make the German work of inestimable value.

The interdependence or sliding connection between different Formæ and transpositions thereof on the same board is a marked feature whenever n is of the form $6x$ plus or minus 1. It is never, however, so complete as in the case of the 5×5 board, where the entire ten poses, all the positions possible, are so related. To show this clearly, write any one combination, and add unity in succession to each term, and so continue until, finally, the same series recurs. Thus,

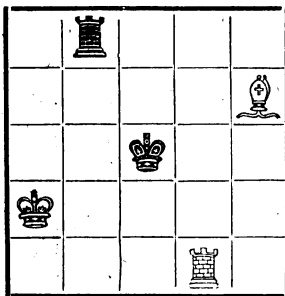
1, 3, 5, 2, 4.
 2, 4, 1, 3, 5.
 3, 5, 2, 4, 1.
 4, 1, 3, 5, 2.
 5, 2, 4, 1, 3.

Another addition of unity would bring us back to the first series.

If, now, these five arrangements of the numerals be reversed, end for end, we get the other five postures, or numerical solutions. Or, we might strike into any one of the above arrangements of the numerals, at any term thereof, and, selecting that as the first, read off and record the figures as they occur, *going in either direction*.

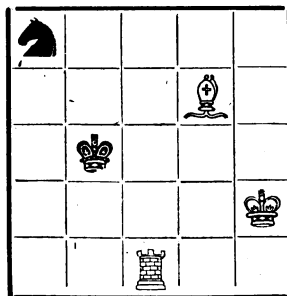
On the diagram the connection may be illustrated thus:—

5 × 5 FORMA.
CENTRIC.



White wins.

5 × 5 FORMA.
NON-CENTRIC.



White wins.

Here every piece is moved one place to the left, in doing which the White King passes off from the left edge and reappears at the other end of the row. For the sake of variety the Black Rook has been changed to a Black Knight. In any case the reader understands that the various pieces represent Queens, so far as the main investigation is concerned.

To record the Centric Formæ we may select the arrangement—

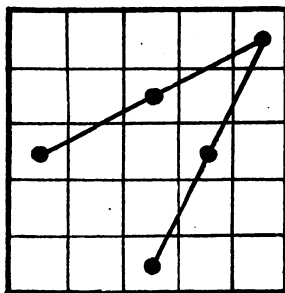
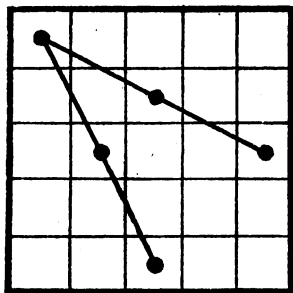
2, 5, 3, 1, 4.

For the Non-Centric—5, 3, 1, 4, 2, where the 2, which represents the White King, is merely brought over from the left end to the right end. Were it not for the special purpose of showing this connection, the better key for the non-centric Formæ would be 1, 3, 5, 2, 4, which shows the *straight line* to better advantage, the numbers being arranged in an ascending arithmetical progression with the common difference 2, whereas in 5, 3, 1, 4, 2, the common difference is 3, if the series be viewed as ascending. As a descending progression, however, the common difference is 2 also.

So, with regard to the centric formula 2, 5, 3, 1, 4, the ascending difference is 3, but the descending 2. In general, where there is a choice, the key formula should be written so that the series will increase by 2 to the right; then 2, 5, 3, 1, 4, would become 4, 1, 3, 5, 2, showing better the analogy with the non-centric formula. My idea is, that for boards from 4^2 to 8^2 inclusive there are such pronounced relations between all the Formæ that the mere index method of recording adopted by de Jaensch, and followed by Doctors Sprague, and Pein, and others, should be so far modified that the various Formæ may be grouped according to these more vital relations, and not upon the mere proximity of the marginal Queens to the corners.

As clearly shown above, it is not necessary to have two keys, since 1, 3, 5, 2, 4, covers the entire ten postures, provided we shift the origin from the corners to *other squares*, but it is certainly advisable to preserve the distinction between the two Formas, and inadvisable to have a changing origin. I do not advise, however, that, in order to obtain the eight poses of any Formæ, the one key for that Formæ be applied in *each of the two possible ways from every corner*, and not to transform that key by reversal, or by subtracting from $n \times 1$, unless it be desired to obtain all the possible arithmetical solutions.

As Doctors Pein and Sprague have devoted a great deal of space to this subject of *transposing*, I may be permitted here to give it some attention. To enter the single formula 1, 3, 5, 2, 4, upon the board there are *eight ways*, two from each corner.

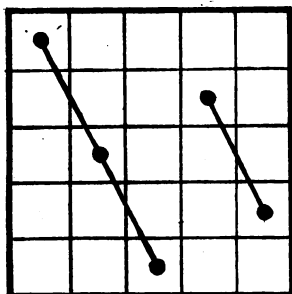


Four of these ways are shown on the two diagrams given above, the other four left for the reader to draw by analogy. Each of the links of three Queens represents a Pose of the numerals 1, 3, 5. The numerals 2, 4, are for the sake of clearness not entered, but the third diagram shows one complete Pose of the formula 1, 3, 5, 2, 4.

Here, the short link is the part of the *straight line* omitted in the two preceding diagrams. The other Pose, starting from the same corner, is shown on the fourth diagram.

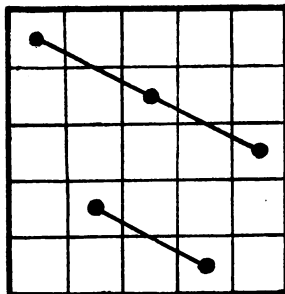
5 × 5 FORMA.

One Pose.



5 × 5 FORMA.

Another Pose from same corner.



It is my practice to "set up" any Forma, or any particular Pose thereof, *graphically*, as in the (4th) diagram. Even when I do not draw the lines actually, I make the movements of the Knight in my mind, and therefore have merely to retain the principle of the *straight line* and not the numbers. If the reader desires to make this straight line *continuous*, he may bend a diagram like either of the last two around a cylinder with the face outward, so that the right and left sides of the first, or the top and bottom of the second, will come together.

Should the reader desire to use the slower process of counting by the numbers of the key, he should by all means *neglect the suppressed ordinates* as only tending to confusion. The suppressed ordinates are of course, 1, 2, 3, 4, 5, the natural series. The best method for using the key 1, 3, 5, 2, 4, is to commence at any one of the four corners and place a Queen there for the figure 1; then decide whether you wish to place the second Queen in the next rank, horizontal, or the next file, vertical; the second Queen goes in the 3rd square of that rank or that file, which ever you may have decided upon; the third Queen goes on the 5th square, and, as you have decided, you do not have to think any more, as the next row *comes voluntarily*; the fourth Queen goes on the 2nd square and the fifth on the 4th. After entering the five Queens in one way from any corner, you may immediately try the other direction without any danger of becoming confused, as is generally the case in using the double co-ordinates.

(To be continued.)

G. E. CARPENTER.

CHESS LITERATURE.

"DAS SCHACHJAHRBUCH," 1899.



WE have received a review-copy of this nice little book from the publishers, C. Brügel & Sohn, of Ansbach, and have much pleasure in commending it to our readers. Hitherto we have been under the impression that a Chess Year Book

must be a sort of miniature Kelly's Directory, containing a list of all the known chess clubs in the world, and of the prominent players, together with the results of all the principal tourneys, matches, and problem competitions, &c., that took place within any particular year; but this little work is not so ambitious or wide reaching. It concerns itself only with the London International Tourney of last year, and is compiled and edited by Herr Bachmann, of Augsburg, well known as a strong player of that town, and as the conductor of a chess column in the *Augsburg Gazette*. We seem to have a recollection that, after one of our previous English International Tourneys, a German version of its history, together with a *precis* of the most important games, was issued to the chess world some time before the English authoritative statement was published; and this has been the case in the present instance. We are still waiting in April, 1900, for the book of the London Tourney of 1899, but in the meantime we are not sorry to have from a foreign source an historical account of the tournament, with a selection very fairly annotated, of some of its best games. In his introduction Herr Bachmann goes into the question of what the tourney might have been, had none of the best world's players been left out; but as this is a purely academical discussion, we do not further refer to it. We simply take the names of the masters who took part in the contest, and find that Herr Bachmann does not differ from us materially as to the result. There were, as is common knowledge, a number of abstentions, such as those of Herr Charousek, Dr. Tarrasch, Mr. Burn, and others, for various reasons, into which we do not intend to go, except to say that in most cases they were adequate ones, but we certainly affirm that, with regard to the actual players, no complaint was raised as to the result of their scores. We are therefore glad to welcome this little book as an instalment of what is to come after, when the full account of the London Tourney is published, and as it is in German, it may serve to stay the appetite of those German players who cannot wait for the complete development of the International Tourney History of 1899.

THE GAMES OF GRECO.

Translated and Edited by Professor Hoffman. With a Bibliography of Greco by J. A. Leon.

THIS is another of the valuable little books of pocket size on Chess and other games, which have been published lately by Messrs. Routledge and Sons, and to chess players, whether beginners or veterans, it will prove most instructive and interesting. The editor is evidently a man of versatile talents, for he has also edited works on Dominoes and Draughts, as well as on Cards and Table games. He appropriately dedicated the present work to Professor Ruskin, who, as was well known, was the special patron of brevity and brilliancy in chess. Mr. Ruskin died while the book was being printed, but the editor nevertheless retained the dedication as a tribute to his memory. In his preface, Prof. Hoffman says, "Greco was the Morphy of the 17th century, and it may

safely be said that in brilliancy and fertility of invention he has never been surpassed. Of his contests over the board, unhappily, no records remain ; but he left to succeeding generations a legacy in the shape of a collection of imaginary games, which, for vigour of attack, and ingenuity of combination are unique. For many years his work, save in the shape of quotations by later writers, has been inaccessible to all save the bibliophile, the latest English version (that of the late W. Lewis) having been out of print for more than half a century." This is followed in the editor's introduction by a short statement of all that is known of Greco's personal history, and the literary history of his work is given very fully in the learned appendix of Mr. Leon. Greco, it appears, was very casual in the arrangement of the games in his book, and Prof. Hoffmann has done good service in reducing them to order under their proper openings. They are accompanied by diagrams of the principal striking positions, and by notes, some of which are Prof. Hoffmann's own, and the rest are by previous editors of Greco. After the games there is a selection of Greco's end-games, some being well known, and others less celebrated.

We can see indications that some of our professional players have made use of Greco's suggestions, and notably Mr. Steinitz, in the *Giuoco Piano* Opening, where after the initial moves, 1 P—K 4, P—K 4 ; 2 Kt—K B 3, Kt—Q B 3 ; 3 B—B 4, B—B 4 ; 4 P—B 3, Kt—B 3 ; 5 P—Q 4, P × P ; 6 P × P, B—Kt 5 ch ; he advocated 7 Kt—B 3, and upon Kt × K P ; 8 Castles, giving up a Pawn for the sake of an attack. The following commendation of Greco in the editor's introduction we can most fully endorse. "It is this keenness of insight, this masterly use of a given opportunity, which makes Greco's games, like Morphy's off-hand play, such fascinating reading. They belong to the romance of the game—the poetry of Chess. But for the discriminating reader they are at the same time full of instruction. The best of players makes a mistake occasionally. Here we may find, in a series of brilliant object-lessons, on the one hand, the most effective warning against such mistakes, and on the other, instruction how best to take advantage of them when made by an opponent." Our readers, we are sure, will be glad to possess this cheap and valuable little book, and if they will put it in their pocket on a journey, with a folding chessboard in another pocket, they will not find the journey either tedious or long.

We give as specimens two of Greco's games, the first being that of which we have already quoted a few moves.

GAME No. 1,869.

Giuoco Piano.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—B 3	4 Kt—B 3
5 P—Q 4	5 P × P
6 P × P	6 B—Kt 5 ch
7 Kt—B 3	

The approved move here is, of course, B—Q 2, though Von der Lasa recommends K—B sq.

7 Kt × K P
8 Castles 8 Kt × Kt

.....Better B × Kt ; and after
9 P × B, P—Q 4 ; or Castles. White
may, however, play instead of 9 P × B,

9 P—Q 5, as in the game Schlechter v. Lasker, in the London Tourney of 1899, which was continued thus: 9... Kt—K 4; 10 P×B, Kt×B; 11 Q—Q 4, P—K B 4 (Castles better); 12 B—Kt 5, Kt×B; 13 Q×Kt P, R—B sq; 14 Kt×Kt, Q—B 3; 15 KR checks, K—Q sq; 16 Q×Q ch, R×Q; 17 R—K 2, P—K R 3; 18 Q R—K sq, P—B 3; and Black won.

9 P×Kt 9 B×P
10 Q—Kt 3 10 B×R

.....If 10... B×P; 11 B×P ch, K—B sq; 12 B—Kt 5, B—B 3; Q R—K sq, Kt—K 2; 14 B—R 5, and here Greco makes Black play Kt—Kt 3; which does not seem his best move, as he can play P—Q 4.

11 B×P ch 11 K—B sq

12 B—Kt 5 12 Kt—K 2
13 Kt—K 5

R×B, or R—K sq, would also win.

13 B×P
14 B—Kt 6 14 P—Q 4
15 Q—B 3 ch 15 B—B 4
16 B×B 16 B×Kt

.....The only move now.

17 B—K 6 dis. ch 17 B—B 3
18 B×B 18 P×B

.....If K—K sq; B×Kt P, and wins.

19 Q×B P ch 19 K—K sq
20 Q—B 7 mate.

GAME No. 1,870.

Giuoco Piano.

WHITE.

BLACK.

1 P—K 4 1 P—K 4
2 Kt—K B 3 2 Kt—Q B 3
3 B—B 4 3 B—B 4
4 P—B 3 4 Q—K 2

.....An old fashioned defence advocated by Lewis, and once very popular.

5 Castles 5 P—Q 3
6 P—Q 4 6 B—Kt 3

.....This is better here than P×P.

7 B—K Kt 5 7 P—B 3

.....Kt—B 3 was the correct move.

8 B—R 4 8 P—K Kt 4

.....Very reprehensible. Von der Lasa recommends P—K R 4 now.

9 Kt×Kt P 9 P×Kt
10 Q—R 5 ch 10 K—Q 2
11 B×P 11 Q—Kt 2

.....Kt—B 3 should, of course, be played here. The present move loses the game straight off, but it must be confessed, loses it very prettily.

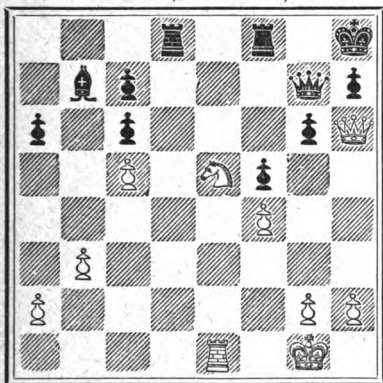
12 B—K 6 ch 12 K×B
13 Q—K 8 ch 13 Kt—K 2
14 P—Q 5 mate.

[The only thing we have to find fault with in this little book is, that in common with other chess authors and commentators, it speaks of *Chess Openings Ancient and Modern* as if it was the work of the late Mr. Freeborough only, entirely ignoring his partner the Rev. C. E. Ranken, who contributed as much of the matter as the Editor did. It is true that Mr. Ranken relinquished to Mr. Freeborough his share in the proprietorship of the book, but that does not lessen his claim to be associated with him in its production, and without that help, the book would probably have never been published.]

OBITUARY.

WE much regret to record the death of Mrs. Gilbert, of Hartford, Conn., U.S.A., who was formerly the Lady Chess Champion of America for nearly 25 years, and certainly the most prominent Lady chess player in the world. Unfortunately, on searching the back numbers of magazines of

BLACK (MR. GOSSIP).



WHITE.

Mrs. Gilbert announced mate in 21 moves!

and wonder how many of our readers will solve it.



Gloucestershire *v.* Somersetshire.—This match in the contest for the Championship of the Southern Counties Chess Union, took place on March 3rd, at Bristol. Gloucester and Somerset had each scored one by beating Wilts, and this match was to decide which county should take part in the final contest with the winners in the North-Eastern and South-Eastern sections. All the Gloucester players were Bristolians, and all the Somerset team came from Bath, except Mr. Crutwell, of Frome. After over three hours' play 4 games were unfinished, and these were adjudicated by Messrs. Moore and Wright. The final score showed a good win for Gloucester by $9\frac{1}{2}$ games to $6\frac{1}{2}$, which was exactly the same score as that by which they defeated Wilts.

Match: Lancashire v. Warwickshire.—This contest, the first between these counties, was played on March 10th, at the Athenæum, Princess Street, Manchester. It was arranged to start play at 3-30, but owing to the late arrival of the visitors (it was five o'clock when they arrived) the captains agreed that play should proceed till 7-30 instead of 6-30, when any Lancashire player could go if he wished and leave his game for adjudication. He could, however, continue play till 7-30 at his option. The arrangements were excellent. Badges were provided—red roses for the Lancastrians, and cornflowers for the Midlanders. There was a large gathering of spectators, who took a lively interest in the games. The Lancashire team was not so strong as the one which played against Yorkshire recently, and may be congratulated on its success in this first encounter. Mr. H. L. Overton acted as official scorer, and Herr Mieses was adjudicator. Score: Lancashire 13 (including one point by default—player absent), Warwickshire 7, drawn 10. After the match the teams dined together.

Yorkshire.—The present season's contest for the "Woodhouse" Challenge Cup was brought to a close on March 10th, when Bradford defeated Huddersfield by $5\frac{1}{2}$ to $3\frac{1}{2}$, with one game left for reference to the county committee, owing to some infraction of the time-limit rule. The full record of the competition is as follows:—

	MATCHES.					GAMES.		
	Played	Won	Lost	Drawn	Won	Lost	Drawn	Points.
Bradford.....	8	6	2	0	29	22	19	12
Sheffield.....	8	5	2	1	33	17	18	11
Leeds.....	8	4	3	1	21	23	16	9
Huddersfield.....	8	2	4	2	20	35	15	6
Hull.....	8	1	7	0	11	15	4	2

Hull retired after playing three matches, and Leeds scored four points; Bradford, Huddersfield, and Sheffield two points each, by default.

The Cup has been in competition fifteen times. Bradford has been successful six times, Leeds five, Sheffield two, and Hull two. By the conditions of the gift it will become the absolute property of the club winning it three times in succession, a feat which the present holders will accomplish if successful next season.

Chess in Scotland.—Mr. J. R. Longwill has won the West of Scotland cup, and, as he won it last year also, he only requires now to win it next year in order that it may become his property. Mr. Longwill's play is distinguished by great soundness and steadiness, while at the same time he is not the least afraid of a gambit either as first or second player.

An important match was played at Glasgow on March 3rd, when the Liverpool Club sent up a team of eleven to play the Glasgow Chess Club. This is the seventh match between these clubs, and on every occasion Glasgow has been beaten, so that they must acknowledge their inferiority. Score: Liverpool 7, Glasgow 4. The following is the score of one of the games. The Glasgow man played a very fine dashing game, which unfortunately is marred by the fact that the combination is not quite sound:—

GAME No. 1871.

Four Knights' Game.

WHITE.		BLACK.		11 Kt—Q 4		11 Kt—K 4	
Mr. KENDALL.		Mr. M'GROUTHER.		12 Q—K Kt 3		12 B—R 5	
1 P—K 4		1 P—K 4		13 Q—B 4		13 Q—Q 2	
2 Kt—K B 3		2 Kt—Q B 3		14 P—K R 3		14 P—K Kt 4	
3 Kt—B 3		3 Kt—B 3		15 Q—B 6		15 B × R P	
4 B—Kt 5		4 P—Q 3		16 Q × R ch		16 K—K 2	
5 Castles		5 B—K 2		17 Q × R		17 Q—Kt 5	
6 B × Kt		6 P × B		18 Kt—B 5 ch		18 K—Q 2	
7 P—Q 4		7 P × P		19 Kt—K 3		19 Kt—B 6 ch	
8 Kt × P		8 B—Q 2		20 K—R sq		20 B × P ch	
9 Kt—K B 3		9 B—K Kt 5		21 Resigns.			
10 Q—Q 3		10 Kt—Q 2					

The question of the international tournament in Glasgow next year is no further advanced than it was a month ago. The committee still awaits the reply of the Glasgow Exhibition authorities to the request for a grant of £300 towards the prize fund. Unless this is agreed to the chess committee are not disposed to go on with the matter.

Mr. B. B. Maxwell, the indefatigable secretary and treasurer of the Scottish Chess Association, has issued a most excellent and useful report, including a list of the members and financial statement, the latter showing a balance of £76 10s. 3d. at the credit of the Association. The members have been gratified by the honour done to their president, the Rev. C. M. Grant, who has just received the honorary title of D.D.

The annual meeting of the Association begins at Dundee on 13th April, when three competitions will be held, viz.: the major tournament, the winner of which is considered champion of Scotland; the minor tournament, for players of lesser strength; and a handicap tournament. All members of the association are eligible if they will forward their names not later than 12th April to the honorary secretary, Mr. B. B. Maxwell, Scottish Equitable Insurance Co., St. Andrew's Square, Edinburgh.

Scottish chess players have read with interest the proposal to form a national chess organization, and no doubt this matter will be considered at the meeting of their association in Dundee on 13th April. The Scottish association has gone on very steadily since its initiation in 1884. Its funds are in a healthy condition, and it carries out its annual programme in a satisfactory, if quiet, manner. While the Association will no doubt be glad to co-operate with any movement for the advancement of the game, it will probably be rather jealous of its independence, but doubtless there is no intention to prejudice this in any way.

London Chess.—We have to announce that a new chess club has been started in the West End. Its name is the "Off-hand Club," its home is 27, New Cavendish Street, Cavendish Square, W., and it aims at pleasantly mingling chess and social intercourse. Its playing strength is understood to be "medium weak," but it hopes to gather strength in the near future. The secretary is Mr. Geo. Arundale, B.A. LL. (Cantab.), and this gentleman will be glad to receive the names of intending members.

In the City of London Chess Club the Championship Tournament concluded on 16th March, when Mr. F. T. Lawrence was the victor with the fine score of $14\frac{1}{2}$ out of a possible 17, the holes in his score being 1 loss (to Mr. E. O. Jones) and 3 draws. Second came Mr. W. Ward, with 14 out of 17; and third Mr. E. O. Jones, with $11\frac{1}{2}$ out of 17. The contest was a close and exciting one from the first, and Mr. Ward ran Mr. Lawrence closely right through. Mr. Lawrence was the champion for the three years 1896, 7, and 8, and Mr. Herbert Jacobs for 1899. The "Invitation" Tournament will commence 5th April; one-half of the invited players will be recognised Masters, and the others leading amateurs, the prize fund being not less than £60. The club is to be heartily congratulated on this public-spirited action, and looking at the splendid array of amateur strength now in London, a most interesting contest will result.

London Chess League.—Play in the various divisions of the London Chess League is now well advanced, and the probable winners are showing themselves.

In the "A" division, on 1st March, Insurance defeated West London by $10\frac{1}{2}$ to $5\frac{1}{2}$, and 4 unfinished games. On the 5th, Ludgate beat Lee by $11\frac{1}{2}$ to $8\frac{1}{2}$. On 8th March, Metropolitan defeated Battersea by 11 to 6, and 3 unfinished games. On the 12th, Spread Eagle beat East London by 11 to 9. Metropolitan wins the contest by 9 out of 10 (all played).

In the other divisions satisfactory progress has been made, and the leaders are—"C" division, Ladies 9 out of 11 (all played), and as no other club can reach this score they are the winners. Every chess player will be delighted that "these fair dames of chess" have been so successful. "D" division, Local Government Board, 4 out of 5, all played; North Kensington, 4 out of 5 (all played); London County Council, 3 out of 4 (1 to play); it is therefore evident that the first place will be tied for.

BOAT-RACE CHESS.—Boat race week is upon us again, but it comes so late in the month that we can only chronicle the results now, leaving any detailed account for next month.

On the 26th, the combined Universities played the Metropolitan, with the following result: Metropolitan 15, United Universities 2. On the 27th, the Universities played the British Chess Club, the result being a win for the British C.C. by $9\frac{1}{2}$ to $7\frac{1}{2}$. On the 28th, the United Universities played their annual match against a mixed team of the City of London Chess Club, the result being City of London C.C. $13\frac{1}{2}$, United Universities $3\frac{1}{2}$.

The great match of the week, Oxford v. Cambridge, was played at the British Chess Club, on Friday, March 30th, and resulted in the victory of Cambridge by 5 games to 2. Play was started at twelve o'clock, Oxford having the move on the odd-numbered boards. At the adjournment (at 2 p.m.) matters were fairly equal, but after the resumption the Cantabs forged ahead and won easily. At 7-30 p.m. the teams dined with the members of the British Chess Club, Sir George Newnes in the chair.

PROPOSED NATIONAL CHESS ORGANISATION.



JOINT Conference of Delegates of the Northern Counties Chess Union, Midland Counties Chess Association, and Southern Counties Chess Union, was held on Saturday, March 3rd, at the Midland Institute, Birmingham, when the following were present:—A. E. Moore (Lancashire), I. M. Brown (Yorkshire), Rhodes Marriott (Cheshire), and Chas. Platt (Cumberland), representing the N.C.C.U.; J. Bonney (Staffordshire), D. Campbell (Worcestershire), A. H. Griffiths and A. J. Mackenzie (Warwickshire), for the M.C.C.A.; H. E. Dobell (Sussex), W. W. White (Kent), and Dr. J. W. Hunt (Middlesex) representing the S.C.C.U. It had been arranged for each body to send four representatives, but at the last moment Mr. J. H. Blake (Hampshire) was unavoidably prevented from attendance. Dr. J. W. Hunt was elected to the chair, and Mr. Mackenzie undertook the secretarial work of the Conference. After agreeing upon "individual" voting, the meeting proceeded to delimit the areas of the three Unions, which at present clash and overlap somewhat, and after a thorough discussion the following scheme was adopted:—

NORTHERN COUNTIES.—Cumberland, Cheshire, Durham, Lancashire, Lincoln, Northumberland, Westmoreland, and Yorkshire.

MIDLAND COUNTIES.—Bedford, Cambridge, Derby, Gloucester, Hereford, Huntingdon, Leicester, Monmouth, Northampton, Nottingham, Norfolk, Oxford, Rutland, Salop, Stafford, Suffolk, Warwick, and Worcester.

SOUTHERN COUNTIES.—The counties south of the Thames and the "Home counties," viz., Berkshire, Buckinghamshire, Cornwall, Devon, Dorset, Essex, Hampshire, Hertford, Kent, Middlesex, Somerset, Surrey, Sussex, and Wiltshire.

SUMMARY.—

		ACRES.		POPULATION (1891 Census).
Northern Counties	-	10,844,124 acs.	-	10,193,760.
Midland Counties	-	10,641,305 acs.	-	6,596,019.
Southern Counties	-	11,052,261 acs.	-	10,692,991.

It was agreed that—

- (a) This scheme should be submitted to the individual County Chess Associations, who might signify their agreement therewith, or furnish reasons for their disagreement.
- (b) No county can belong to two Unions.
- (c) No county can change from one Union to another without the consent of the majority of the Unions.

The principal item on the agenda was next proceeded with, and it was unanimously resolved—

"That this Conference of Delegates of the three Unions earnestly desires, in co-operation with the British Chess Association and other existing bodies, to form a National Organisation, represent-

ing the United Kingdom, which shall be to the British chess world what the 'M.C.C.' is to the cricket world."

In order to clear the ground and to give something tangible for discussion at a further meeting, the Conference next proceeded to outline the following scheme :—

- 1.—That this organisation be called [name left open].
- 2.—That its Objects be—
 - (a) To further the study and practice of chess in the United Kingdom.
 - (b) To encourage and promote national and international matches and tourneys.
 - (c) To arrange such other meetings and contests as may be deemed desirable.
 - (d) To act generally as the controlling chess authority in the United Kingdom.
- 3.—That the management of the [organisation] be vested in a Grand Council, consisting of twelve representatives from each of the following :—*a* London, *b* N.C.C.U., *c* M.C.C.A., *d* S.C.C.A., *e* Wales, *f* Scottish Chess Association, *g* Ireland.
- 4.—That the Grand Council shall elect a president, vice-presidents, treasurer, secretary, and an executive committee of eighteen (including the treasurer and secretary), which shall conduct the work of the [organisation], four to form a quorum. The executive shall elect its own chairman, and have power to fill any vacancy arising among the officers or its own body.

The meeting was adjourned till Saturday, May 12th, and it was decided to invite representatives from London, Scotland, Ireland, and Wales to meet the delegates of the three Unions at Simpson's Chess Divan, to carry the matter to a definite issue. Should the opportunity be deemed a favourable one, it is proposed to hold a mass meeting of chess players at the Cannon Street Hotel, or other central position, to formally inaugurate a National Chess Organisation.

In discussing the proposed National Organisation, every delegate expressed the opinion that before success could be achieved it was absolutely necessary to secure the co-operation of the existing British Chess Association, and also the help and assistance of the leading London clubs. At the present time there is, unfortunately, no Metropolitan Chess Union in existence, nevertheless we believe that London chess will be found to be adequately represented on May 12th at the meeting which will be held in London at Simpson's Divan.

Ireland and Wales are practically without chess organisation for matters of National importance, but notwithstanding this regrettable fact we hope to see these countries represented at the Conference on May 12th.

Scotland we are glad to say possesses a flourishing and vigorous Society, which can speak with authority on behalf of the players of that

country. We shall, therefore, be greatly surprised if the officials of the Scottish Chess Association do not co-operate, most heartily, in the efforts which are now being made in the interests of chess nationally.

With regard to the British Chess Association we note with pleasure that its co-operation is assured already. The hon. secretary, Mr. L. Hoffer, writing in the *Field* (March 10th), says:—"The necessity of a central power in chess, similar to the M.C.C. in cricket, has been proposed in the *Field* on various occasions * * * * We have, therefore, much pleasure in publishing the report of the meeting held in Birmingham."

THE CABLE MATCH.

THE fifth annual match by cable between the Great Britain and the United States was played on the 23rd and 24th March, the British team being located in the Café Monico, Piccadilly, London, which was put into direct cable communication with the American place of play. The British umpire in the States was Mr. Walter Penn Shipley, of Philadelphia. For America the umpire in London was Mr. L. Hoffer.

The British team was the same as last year, with the exception of Messrs. Lee and Ward. Mr. F. J. Lee is so well known that it is unnecessary to refer to his record, but chess players will remember that he entered the Master Tournament of the London International Chess Congress at the last moment, and despite want of practice made a gallant fight. Mr. W. Ward is a very strong Metropolitan amateur, and in this year's championship tournament of the City of London Chess Club his score was only half a point less than that of the winner, Mr. T. F. Lawrence. There were also two changes in the American team—Messrs. Delmar and Bampton, the remaining eight being the same as in the 1899 match. Mr. E. Delmar played in the 1896, 7, and 8 matches. Mr. S. W. Bampton is a leading player of Philadelphia. In 1895 and 6 he took part in the New York State Chess Association General Tournament, and won first prize on each occasion. He has also played, with a winning score each time, in many of the Pennsylvania Association contests against the New York Association.

The hour for starting play was 3-0 p.m. (Greenwich time). The pairing was received from the American side at 2-45. America won the toss and took the first move on the odd-numbered boards. At three o'clock the opening moves were exchanged, and play went on till seven o'clock, when an adjournment was made for dinner. After the resumption play proceeded till 11-30 p.m., when the score stood British $1\frac{1}{2}$, America $\frac{1}{2}$, but competent judges were of opinion that even to effect a drawn match the British players would have a hard task. The games finished were Jacobs *v.* Bampton, won cleverly by the former; and Ward *v.* Newman—a draw.

Play was resumed next day (March 24th) at 3-0 p.m. (Greenwich time), but matters went badly for the British side all through. Mr. Atkins soon resigned to Mr. Barry, and Mr. Lawrence resigned to Mr. Voight—making the score $2\frac{1}{2}$ to $1\frac{1}{2}$ in favour of the United States. The Americans kept their lead to the end and won the match by 6 to 4. Full score:—

UNITED STATES.					GREAT BRITAIN.				
Mr. H. N. Pillsbury	$\frac{1}{2}$	Mr. J. H. Blackburne	$\frac{1}{2}$
Mr. J. W. Showalter	$\frac{1}{2}$	Mr. F. J. Lee	$\frac{1}{2}$
Mr. J. H. Barry	1	Mr. H. E. Atkins	0
Mr. A. B. Hodges	$\frac{1}{2}$	Mr. G. H. Bellingham	0
Mr. E. Hymes	$\frac{1}{2}$	Mr. D. Y. Mills	$\frac{1}{2}$
Mr. H. Voight	1	Mr. F. T. Lawrence	0
Mr. F. J. Marshall	0	Mr. E. M. Jackson	1
Mr. S. W. Bampton	0	Mr. H. Jacobs	1
Mr. C. J. Newman	$\frac{1}{2}$	Mr. W. Ward	$\frac{1}{2}$
Mr. E. Delmar	1	Mr. H. W. Trenchard	0
6					4				

At board No 1, Pillsbury (America) and Blackburne (Britain) found themselves for the fifth time in a cable match, "face to face," though the broad Atlantic rolled between them. Blackburne got a very cramped position in a Philidor Defence with a P down, but towards the mid-game his position improved, and holding on with grim tenacity he effected a draw: The full scores of these splendid players in the five cable matches are, Blackburne 2 wins and 3 draws, and Pillsbury 3 draws. The American champion has to win his first cable game against the Englishman.

We append a tabulated record of the performances of every player who has played for Great Britain.

THE BRITISH PLAYERS.

NAMES.	1896	1897	1898	1899	1900	TOTALS.			
						Played	Won	Lost	Drawn.
Atkins, H. E.	$\frac{1}{2}$	1	$\frac{1}{2}$	0	0	5	1	2	2
Bellingham, G. E. H.	—	$\frac{1}{2}$	0	$\frac{1}{2}$	0	4	0	2	2
Bird, H. E.	0	—	—	—	—	1	0	1	0
Blackburne, J. H.	1	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	5	2	0	3
Blake, J. H.	—	0	—	—	—	1	0	1	0
Burn, Amos	0	—	0	—	—	2	0	2	0
Caro, H.	—	—	0	—	—	1	0	1	0
Cole, H. H.	—	1	—	—	—	1	1	0	0
Jackson, E. M.	1	1	1	0	1	5	4	1	0
Jacobs, Herbert	—	1	1	$\frac{1}{2}$	1	4	3	0	1
Lawrence, F. T.	—	0	—	0	0	3	0	3	0
Lee, F. J.	—	—	—	—	$\frac{1}{2}$	1	0	0	1
Locock, C. D.	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	—	4	0	1	3
Mills, D. Y.	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	5	1	0	4
Tinsley, S.	0	—	—	—	—	1	0	1	0
Trenchard, H. W.	—	—	1	$\frac{1}{2}$	0	3	1	1	1
Wainwright, G. E.	—	—	—	$\frac{1}{2}$	—	1	0	0	1
Ward, W.	—	—	—	—	$\frac{1}{2}$	1	0	0	1
British Total	3 $\frac{1}{2}$	5 $\frac{1}{2}$	5 $\frac{1}{2}$	4	4	48	13	16	19

It will be seen that four of the players have played in all the five contests, with the following results:—Mr. E. M. Jackson, 4 out of 5; Mr. J. H. Blackburne, 4 $\frac{1}{2}$ out of 5; Mr. D. Y. Mills, 3 out of 5; and Mr. H. E. Atkins, 2 out of 5; or a total of 12 $\frac{1}{2}$ out of 20, an exceptionally good result. Mr. Herbert Jacobs' score of 3 $\frac{1}{2}$ out of 4 is also noticeable.

THE AMERICAN PLAYERS.

NAMES.	1896	1897	1898	1899	1900	TOTALS.			
						Played	Won	Lost	Drawn.
Bampton, S. W.	—	—	—	—	0	1	0	1	0
Baird, D. G.	0	—	$\frac{1}{2}$	$\frac{1}{2}$	—	3	0	1	2
Barry, J. F.	1	1	1	1	1	5	5	0	0
Burille, C. F.	1	0	—	—	—	2	1	1	0
Delmar, E.	$\frac{1}{2}$	1	0	—	1	4	2	1	1
Galbraith, J. A.	—	—	0	—	—	1	0	1	0
Helms, H.	—	0	—	—	—	1	0	1	0
Hymes, E.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	5	0	0	5
Hodges, A. B.	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	5	3	0	2
Johnston, J. P.	—	—	—	$\frac{1}{2}$	—	1	0	0	1
McCutcheon, J. L.	—	0	—	—	—	1	0	1	0
Marshall, F. J.	—	—	—	$\frac{1}{2}$	0	2	0	1	1
Newman, C. J.	—	—	—	$\frac{1}{2}$	$\frac{1}{2}$	2	0	0	2
Pillsbury, H. N.	0	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	5	0	2	3
Robinson, A. K.	—	—	0	—	—	1	0	1	0
Showalter, J. W.	1	1	1	1	$\frac{1}{2}$	5	4	0	1
Teed, F. M.	—	0	—	—	—	1	0	1	0
Voight, A. G.	—	—	—	$\frac{1}{2}$	1	2	1	0	1
Young, F. K.	—	—	0	—	—	1	0	1	0
American Total	4 $\frac{1}{2}$	4 $\frac{1}{2}$	4 $\frac{1}{2}$	6	6	48	16	13	19

Five of the American players (that is half the team) have played in all the five matches, with the following results:—Mr. Barry, with the splendid record of 5 out of 5; Mr. Showalter, with 4 $\frac{1}{2}$ out of 5; Mr. Hodges, with 4 out of 5; Mr. Hymes, with 2 $\frac{1}{2}$ out of 5 (all draws by the way); and Mr. Pillsbury, with 1 $\frac{1}{2}$ out of 5; or a total of 17 $\frac{1}{2}$ out of 25, which is a little better record than the corresponding British one.

The score now stands: America has won three matches, with a total of 25 $\frac{1}{2}$ wins and 22 $\frac{1}{2}$ losses; and Britain has won two matches, with a total of 22 $\frac{1}{2}$ wins and 25 $\frac{1}{2}$ losses.

We may mention that Sir George Newnes, Bart., entertained the British team and officials at dinner on both days.



GAME No. 1,872.

The following highly interesting game was played at the Vienna Chess Club, in the middle of February.

Ruy Lopez.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Herr G. MARÓCZY Dr. A. KAUFMANN and
and K. SCHLECHTER. H. FÄHNDRICH.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—Q B 3 |
| 3 B—Kt 5 | 3 P—Q R 3 |
| 4 B—R 4 | 4 Kt—B 3 |
| 5 Kt—B 3 | 5 B—K 2 |
| 6 Castles | 6 P—Q Kt 4 |
| 7 B—Kt 3 | 7 Castles |
| 8 P—Q 3 | 8 P—Q 3 |
| 9 P—Q R 4 | 9 B—Kt 5 |
| 10 B—K 3 | |

If White had played here P×P, Black would have answered Kt—Q 5, giving up two Pawns for a very strong attack on the White Castled King.

- | | |
|-----------|------------|
| 11 B×Kt | 10 Kt—Q 5 |
| 12 Kt—K 2 | 11 P×B |
| 13 Kt—B 4 | 12 P—Q B 4 |
| | 13 P—Kt 4 |

.....A very venturesome attempt to force an attack on the King's side; but, as is usual in such a case, the other side obtains the attack.

- | | |
|-------------|------------|
| 14 Kt—Q 5 | 14 Kt×Kt |
| 15 B×Kt | 15 R—Kt sq |
| 16 P×P | 16 P×P |
| 17 P—K R 3 | 17 B—R 4 |
| 18 P—K Kt 4 | 18 B—Kt 3 |
| 19 P—K R 4 | |

Very energetic play; if Black answer P×P, then Kt—R 2 and P—K B 4, &c., with a strong attack, as the Rook's file will soon be opened for the White Rooks.

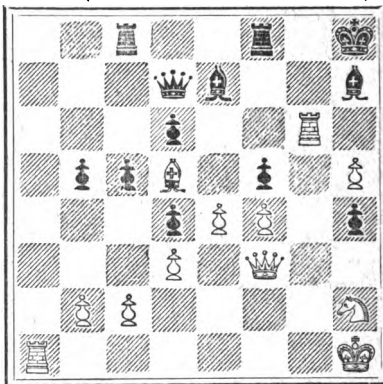
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|--------------|------------|
| 20 Kt—R 2 | 19 P—K R 4 |
| 21 P×R P | 20 P×RP |
| 22 P—K B 4 | 21 B—R 2 |
| 23 K—R sq | 22 K—R sq |
| 24 R—K Kt sq | 23 P—K B 4 |
| | 24 R—B sq |

.....Apparently with a view to be able to defend the second row by R—Q B 2 later on.

- | | |
|-------------|----------|
| 25 Q—B 3 | 25 Q—Q 2 |
| 26 R—K Kt 6 | |

Position after White's 26th move :—
R—K Kt 6.

BLACK (KAUFMANN AND FAHNDRICH).



WHITE (MARÓCZY AND SCHLECHTER).

An ingenious and profound sacrifice: White gets two passed Pawns for the exchange, but it is difficult to see how the Pawns can ever be forced on.

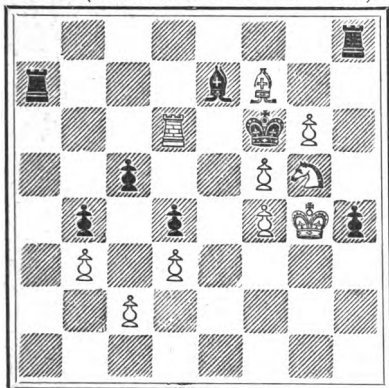
- | | |
|------------|----------------|
| 26 B×R | 26 B×R |
| 27 P×B | 27 K—Kt 2 |
| 28 Q—R 5 | 28 R—K R sq |
| 29 Q×P | 29 Q×Q |
| 30 P×Q | 30 R—B 2 |
| 31 Kt—Kt 4 | 31 R—K B sq |
| 32 B—K 6 | 32 B—B 3 |
| 33 R—R 6 | 33 R—Q sq |
| 34 R—Kt 6 | 34 P—Kt 5 |
| 35 R—R 6 | 35 R—K 2 |
| 36 K—Kt 2 | 36 R—Q B 2 |
| 37 K—R 3 | 37 B—K 2 |
| 38 P—Kt 3 | 38 R—K B sq |
| 39 B—B 7 | 39 R—Q sq |
| 40 Kt—B 2 | 40 R(Q sq)—Q 2 |
| 41 B—Q 5 | 41 R—R 2 |
| 42 R—Kt 6 | 42 R—Q sq |

..... Black could not afford to go after the White Pawns, e.g. 42..., R—R 7; 43 Kt—Kt 4, R×P; 44 R—Kt 8, R—Q sq; 45 R—Kt 7 and wins.

- | | |
|------------|-------------|
| 43 Kt—K 4 | 43 R—K B sq |
| 44 B—B 7 | 44 R—Q sq |
| 45 Kt—Kt 5 | 45 K—B 3 |
| 46 K—Kt 4 | 46 R—K R sq |
| 47 R×P ch | |

Position after White's 47th move :—
R × P ch.

BLACK (KAUFMANN AND FAHNDRICH).



WHITE (MAROCZY AND SCHLECHTER).

A brilliant move, which wins in a short time. White's play from the 31st move is very subtle and instructive, and forms one of the finest end-games we have ever seen.

48 Kt—K 4 ch 47 B × R
49 P—B 6 ch 48 K—K 2
50 P—Kt 7 49 K—Q 2
51 B—Q 5 50 R (R 2)—R sq
51 R (Q R sq)—K Kt sq

.....If this Rook move anywhere else, P—B 7 wins easily.

52 B × R 52 R × B
53 Kt × B 53 K—K 3

.....If K × Kt, K—B 5 and P—B 7 cannot be prevented.

54 Kt—K 4 54 Resigns.

GAME No. 1,873.

A brilliancy from the recent tournament at the British Chess Club.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE.

BLACK.

Mr. W. WARD-HIGGS. Mr. E. O. JONES.

1 P—K 4 1 P—K 4
2 Kt—K B 3 2 Kt—Q B 3
3 B—Kt 5 3 P—Q R 3
4 B × Kt

White does not much exert himself himself at the outset ; but after—well, see what happens.

5 P—Q 3 4 Q P × B
6 Castles 5 B—Q 3
7 Q Kt—Q 2 6 B—K Kt 5

Better 7 B—K 3. Even if this Knight were to stop at K 3 when he gets there, he would not be very well posted ; but his going on to capture the Bishop, thus opening the Rook file, is simply disastrous.

7 Kt—K 2

.....This, and not 7..., Kt—B 3, with a view to sometime ..., Kt—B 5 (or R 5), and ready ..., P—K B 4 if advisable.

8 Kt—B 4 8 Kt—Kt 3
9 Kt—K 3 9 P—K R 4

.....Very good,—whether or not White takes as follows. A move in advance upon the Castled King, it should in any case prove generally useful,—Black himself perhaps eventually Castling on the Queen side.

10 Kt × B

A blunder costing at least a piece and in fact the game. 10 P—K R 3 would be as right as possible ; for with that Black could sacrifice only at his peril,—the attacked Bishop would have to retire.

11 Kt—Kt 5 ! 10 P × Kt
12 P—K B 3 11 Q—Q 2

Position after White's 12th move :—

P—K B 3.

BLACK.



WHITE.

12 B—B 4 ch

.....The Knight might be won by 12..., P—K B 3; but it is still better to go for the King as here,—

seeing that White cannot play 14 P—K R 3 without losing the Knight just the same, *i.e.*, through 14..., P—B 3, &c.

13 K—R sq 13 P—Kt 6
15 Kt—R 3 14 R × Kt !
14 P × R 15 Q × R P
16 Q—K 2

An all but quite forlorn situation.
There is no good defence.

16 Kt—R 5
17 K R—Kt sq ! 17 B × R
18 K × B 18 Kt × P ch !
19 K—R sq

If 19..., Q × Kt, the Queen is lost, 20 P × P ch, &c. And when he resigns, he must do so,—or lose his Queen (21 Q × P, Kt—B 8 ch, &c), or be mated very shortly.

19 Kt × P
20 Q—Kt 2 20 Q—R 4 !
21 Resigns.

GAME No. 1,874.

First game of match, Vasquez *v.* Corzo. Played at the Havana Chess Club, February 2nd, 1900.

Sicilian Defence.

NOTES BY C. E. RANKEN.

WHITE.
Senor CORZO.

BLACK.
Senor VASQUEZ.

1 P—K 4 1 P—Q B 4
2 Kt—K B 3 2 Kt—Q B 3
3 P—Q 4 3 P × P
4 Kt × P 4 P—K 3

.....Modern theory says that this Pawn should be left unmoved, and that development should be sought by P—K Kt 3, B—Kt 2, P—Q 3, &c.

5 Q Kt—B 3 5 P—Q R 3
6 B—K 2 6 B—B 4
7 Kt—Kt 3

If 7 B—K 3, then Q—B 3; and White must now submit to a doubled Pawn.

8 B—K B 4 7 B—R 2
9 B—Q 6 ! 8 K Kt—K 2

Owing to his inferior opening, Black has now a very cramped game.

9 Castles
10 P—K R 4 10 P—Q Kt 4

..... P—K B 4 would probably give him more freedom, for 11 P × P, then R × P; or if 11 P—K 5, R—B 2; setting free his K Kt.

11 Q—Q 3 11 B—Kt sq
12 Castles Q R 12 Q—Kt 3
13 Kt—Q B 5

Threatening the Q P, Black's weak point, and covering the attack on his own K B P. This would have been all very well, but for his next move, which must have been an oversight, as it enables Black to force the exchange of Queens, and to isolate and double White's Pawns.

- 14 Q—Kt 3
15 B×Q
16 P×B
- 13 R—Q sq
14 Q×Kt
15 B×Q
16 P—B 4

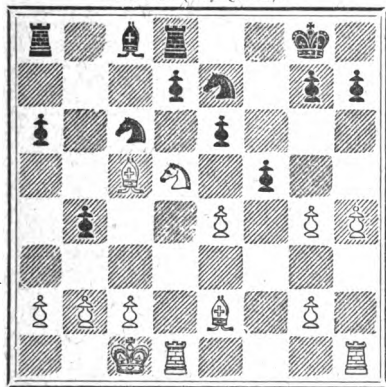
.....Black cannot be prevented now from obtaining a passed P, and he ought not to have lost the game after this; but at his next move, instead of simply playing P×K P, he throws away his advantage by P—Kt 5; though he may be excused, perhaps, for over-looking White's fine reply.

- 17 P—K Kt 4 17 P—Kt 5 ?
18 Kt—Q 5 !

Position after White's 18th move:—

Kt—Q 5 !

BLACK (VASQUEZ).



WHITE (CORZO).

- 19 P×Q P 18 P×Kt
19 R—K sq

.....If 19..., Kt×P; 20 B—B 4, with a great attack.

- 20 P×Kt 20 Kt×P
21 B—B 4 ch 21 K—R sq
22 P×P 22 Kt—K 4
23 B—Q 5 23 R—Q Kt sq
24 K R—K sq 24 R—Kt 4

.....This and the next moves of Black are very ingeniously conceived, and they appear to be his only way of escape from a fatal loss.

- 25 B—Q 6 25 R×B
26 R×R 26 Kt—Q 6 ch
27 R×Kt 27 R×R ch
28 K—Q 2 28 R—K 5
29 R—K 3

In most endings, with Rooks and a Bishop on each side of different colours, it is better for the player with the majority of Pawns not to exchange the Rooks, but in this ending the far away position of Black's King makes a difference.

- 29 B—Kt 2
30 B×R
31 P—Kt 4 31 P—K R 4
32 P×P 32 P×K B P
33 B×P 33 K—Kt sq

.....K—R 2 and R 3 was useless, for he could only win one Pawn, and would then be too late to stop the Pawns on the Queen's side.

- 34 B—Q 6 34 K—B 2
35 P—B 4 35 K—K 3

.....B—Kt 5 was the correct move here.

- 36 B—B 4 ! 36 P—Q 3
37 P—R 6 37 P×P
38 B×P 38 B—Kt 3
39 K—B 3 39 K—Q 2
40 K—Kt 4 40 K—B 3
41 B—Kt 7

B—K 3 seems indicated. White loses a good deal of time hereabouts.

- 41 B—B 2
42 B—R 4
43 B—K 7
44 K—Q 2
45 B—R 4
46 B—B 2
47 K—B 3
48 K—Kt 2
49 P—R 4
50 K—B 2
51 Resigns.

.....Resignation seems rather premature, as the win for White was not at all easy.

D 2a

GAME No. 1,875.

Second game of match. Played at the Havana Club, February 3rd, 1900.

Two Knights' Defence.

NOTES BY C. E. RANKEN.

WHITE.
Senor VASQUEZ.BLACK.
Senor CORZO.

- 1 P—K 4
2 Kt—K B 3
3 B—B 4
4 Kt—B 3

A favourite move here is P—Q 4, which always yields White a free and open game.

4 B—Kt 5

.....3...., Kt x P, is now known as an inferior variation, though it had its day, and may still be ventured on an unlearned opponent.

- 5 P—Q R 3

White may also continue with Kt—Q 5, or Castles, but P—Q 3 would be met by P—Q 4.

- 6 Q P x B
7 Castles

Too early. Q—Q 3, or B—K Kt 5, or P—K R 3, seems demanded here. At White's next move also Q—Q 3 was best.

- 8 P—R 3
9 R—K sq
10 P—Q Kt 4

There does not appear much use in this; Q—Q 3 was still preferable.

- 11 Q—Q 3
12 Kt—R 2
13 P—B 3
14 B—Kt 3
15 Q—K 3
16 Q x Q R P
17 Q—R 6
18 Q—K 2
19 P—Q B 4

White has gradually drifted into an inferior and cramped position, and some of his principal pieces have never

- 1 P—K 4
2 Kt—Q B 3
3 Kt—B 3

come into play. Still, he has four Pawns to two on the Queen's side, and Black will find it difficult to keep both of his doubled Pawns.

19 Q—R sq

.....A curious move, to make room for his Kt, but the Kt could come into play *via* B 4.

- 20 B—Kt 2
21 Q—B 2
22 P—B 4
23 P x Kt
24 R x P

- 20 Kt—B 3
21 Kt—Q 5
22 Kt x B
23 P—K 6!
24 P x P

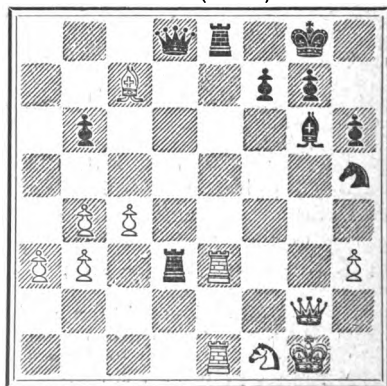
.....Sen. Corzo's manoeuvres in the last few moves have greatly improved his position. Obviously, White dare not take the Pawn on account of the reply R—Q 7.

- 25 R—K 2
26 Kt—B sq
27 B—K 5
28 R—K 3
29 Q x P
30 Q R—K sq
31 B x B P

- 25 Kt—R 4
26 R—Q 6
27 P—B 6
28 P x P
29 Q—Q sq
30 R—K sq

Position after White's 31st move:—
B x B P.

BLACK (CORZO).



WHITE (VASQUEZ).

All this part of the game has been well fought, and is very interesting. Now comes the decisive crisis. In making his 31st move White must have omitted to consider the effect of Black's giving up his Q for the two Rooks.

.....The winning move. We must highly compliment Sen. Corzo on his conduct of the latter portion of this game.

- | | | | |
|------------|----------------|-------------|-------------|
| 32 B×Q | 31 K R×R | 35 Q—K Kt 2 | 35 B—Q 6 |
| 33 B—R 4 | 32 R×R | 36 Q—R 8 ch | 36 K—R 2 |
| 34 Q—K B 2 | 33 R—R 8 | 37 K—B 2 | 37 R—R 7 ch |
| | 34 R (Q 6)—Q 8 | 38 K—B 3 | 38 R×Kt ch |
| | | 39 K—K 3 | 39 R—Q 8 |
| | | 40 Q—R 7 | 40 B—Kt 3 |
| | | 41 Resigns. | |

GAME No. 1,876.

Played in the match Lancashire v. Yorkshire, at Manchester, February 3rd, 1900.

Scotch Game.

NOTES BY R. TEICHMANN.

WHITE.

BLACK.

Mr. F. P. WILDMAN. Mr. T. CAIRNS.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—Q B 3 |
| 3 P—Q 4 | 3 P×P |
| 4 Kt×P | 4 B—B 4 |
| 5 B—K 3 | 5 Q—B 3 |
| 6 P—Q B 3 | 6 K Kt—K 2 |
| 7 B—Q Kt 5 | |

Better is here B—K 2.

- | | |
|-------------|-----------|
| 8 Castles | 7 Castles |
| 9 Kt—Q 2 | 8 Kt—Q sq |
| 10 B—Q 3 | 9 P—Q 4 |
| 11 Q Kt—B 3 | 10 B—Kt 3 |
| 12 B×P | 11 P×P |
| 13 Kt×Kt | 12 Kt—K 3 |
| | 13 Q×Kt |

.....Of course, if B retake, White would win a piece by B—Kt 5.

- | | |
|-----------|-----------|
| 14 B×P ch | 14 K—R sq |
| 15 B×B | 15 Q×B |
| 16 B—B 2 | |

.....It seems that B—B 2, B×B; 16 P×B, Q×P ch; 17 K—R sq would have left White with a winning attack.

- | | |
|------------|-----------|
| 17 Kt—Kt 5 | 16 Q×Kt P |
|------------|-----------|

Kt—Q 4 instead seems still to give White a good attack.

- | | |
|-------------|---------------|
| 18 Q—R 5 ch | 17 Kt—B 4 |
| 19 B—Kt 3 | 18 Kt—R 3 |
| 20 Q—R 4 | 19 B—Kt 5 |
| 21 B×B | 20 B—K 3 |
| 22 Kt×P | 21 P×B |
| 23 Kt×B P | 22 R—B 3 |
| 24 Q—Q Kt 4 | 23 Q R—K B sq |
| 25 P—B 3 | 24 Q K 7 |
| 26 K—R sq | 25 Q—K 6 ch |
| | 16 Kt—B 4 |

.....Black had a better move here in Q—K 4, threatening Kt—Kt 5, if the Queen guard the Knight.

- | |
|-----------|
| 27 P—Kt 3 |
|-----------|

Black threatened, of course, Kt—Kt 6 ch, P×Kt, R—R 3 ch.

- | | |
|------------|----------|
| 28 Q—K B 4 | 27 Q—K 4 |
|------------|----------|

If Kt—Kt 5 or Q×P, Black wins by Kt×P ch, P×Kt, Q×P, threatening R—R ch.

- | | |
|-------------|-----------|
| 29 Q R—K sq | 28 Q—B 4 |
| 30 P—B 4 | 29 Q—B 3 |
| 31 R—K 6 | 30 Kt—R 3 |

The saving move.

- | | | | |
|------------|------------|------------|-------------|
| 32 R × Q | 31 R × Q | 38 K—R sq | 38 R—Q 4 |
| 33 P × R | 32 P × R | 39 P—K R 3 | 39 R—Q 8 ch |
| 34 P—B 5 | 33 R × P | 40 K—R 2 | 40 R—Q B 8 |
| 35 Kt—R 6 | 34 R—B 4 | 41 R—K 2 | 41 Kt—Q 4 |
| 36 K—Kt sq | 35 Kt—Kt 5 | 42 R—K 6 | 42 R—B 7 |
| | | 43 K—Kt 3 | 43 R × R P |
| | | 44 R × P | |

White apparently overlooks that the King is driven to the corner again on the next move. P—K R 3 was better.

- | | |
|----------|--------------|
| 37 R—B 2 | 36 Kt—K 6 |
| | 37 R—Kt 4 ch |

At this stage the game was adjudicated by Herr Mieses a win for White. With the Q B P so far advanced and the King well in play, White should have no difficulty in forcing the game.

GAME No. 1,877.

Played in the 'Richardson' cup tie match, between Edinburgh Glasgow, 10th February, 1900. Score and Notes from the *Glasgow Weekly Herald*.

Sicilian Defence.

NOTES BY W. BLACK.

- | WHITE. | BLACK. |
|---------------|--------------------|
| Mr. W. BLACK. | Mr. J. G. THOMSON. |
| 1 P—K 4 | 1 P—Q B 4 |
| 2 Kt—Q B 3 | 2 Kt—K B 3 |
| 3 Kt—K B 3 | 3 Kt—Q B 3 |
| 4 P—Q 4 | 4 P × P |
| 5 Kt × P | 5 P—K 3 |
| 6 B—K 2 | 6 B—Kt 5 |
| 7 Kt × Kt | 7 B × Kt ch |
| 8 P × B | 8 Kt P × Kt |
| 9 Q—Q 4 | 9 Q—R 4 |
| 10 Castles | 10 Castles |
| 11 P—K B 4 | 11 P—Q 4 |
| 12 P—K 5 | 12 Kt—K 5 |
| 13 R—B 3 | 13 P—Q B 4 |
| 14 Q—K 3 | 14 P—Q B 5 |

..... This advance loses a Pawn, but its chief fault appears to be that it effectually blocks the Queens side, and leaves White free to push the attack on the King's side by P—K Kt 4, followed by R—R 3, &c. This was White's original intention, although he abandoned it and took the Pawn.

- | | |
|-----------|-------------|
| 15 B × P | 15 B—Kt 2 |
| 16 B—Kt 3 | 16 Q R—B sq |
| 17 B—Kt 2 | 17 R—B 2 |
| 18 R—Q sq | 18 K R—B sq |
| 19 Q—K sq | 19 Kt × P |

20 K—R sq

To prevent the Black Queen releasing herself by Q—Kt 3 ch, White's 19th move, Q—K sq, while primarily made to gain time (and possibly something more) by pinning the Kt, had also in view the original idea of transferring the game to the King's side by R—R 3 and Q—R 4. In the meantime White threatens to win the Kt by Q R—Q 3.

..... 20 P—Q 5
A very bad move, prompted, no doubt, by the temptation to at once attack the Rook and support the Kt.

21 K R—Q 3 21 B—R 3

..... Too late now. He should have played this the move before.

22 R × P 22 R—B 4

..... In his anxiety to free his Queen, Black overlooks the fatal reply. If he plays R—B sq, the reply R—R 4 wins the Knight. His best move was P—R 3.

23 B × Kt 23 R × B 24 Q × R ! 24 Resigns.

..... The only move. Black can neither take the White Queen nor save his own. Seldom has a solid looking game been so completely shattered by a single stroke.

The following games were played in the Cable Match, Great Britain *versus* United States, on March 23rd and 24th.

GAME No. 1,878.

Played at board No. 2.

Queen's Pawn Opening.

NOTES BY JAS. MASON.

WHITE. BLACK.
Mr. F. J. LEE, Mr. J. W. SHOWALTER,
Great Britain. United States.

- | | |
|-----------|------------|
| 1 P—Q 4 | 1 P—Q 4 |
| 2 P—K 3 | 2 Kt—K B 3 |
| 3 B—Q 3 | 3 Kt—B 3 |
| 4 P—K B 4 | 4 B—Kt 5 |

..... Striking out on comparatively untrodden paths. Mr. Showalter will have as little "Stonewall" as possible.

- | | |
|------------|-----------|
| 5 Kt—K B 3 | 5 P—K 3 |
| 6 P—B 3 | 6 B—Q 3 |
| 7 P—K R 3 | 7 B—K B 4 |
| 8 Q—B 2 | |

Doubling the Pawn would be no advantage; for his own King Pawn would be a fixed object of attack in certain circumstances; or the Black Knight would settle at K 5 very comfortably. Mr. Lee shows more than his customary boldness in his conduct of this difficult game.

- | | |
|--------------|------------|
| | 8 Kt—K 2 |
| 9 P—K Kt 4 | 9 B×B |
| 10 Q×B | 10 P—B 3 |
| 11 Q Kt—Q 2 | 11 Q—B 2 |
| 12 Kt—K 5 | 12 Castles |
| 13 R—K Kt sq | 13 P—B 4 |
| 14 Kt—B sq | 14 Kt—K 5 |
| 15 B—Q 2 | 15 P—B 3 |
| 16 Kt—B 3 | 16 P—K 4 |

..... Or 16..., P—Q Kt 4; that White might not so well Castle. But the text is about equally pressing.

- | | |
|------------|-----------|
| 17 QP×K P | 17 P×P |
| 18 P—B 5 | 18 P—B 5 |
| 19 Q—B 2 | 19 Kt—B 4 |
| 20 Castles | |

This, naturally,—now or never.

- | | |
|------------|--------------|
| | 20 Kt—Q 6 ch |
| 21 K—Kt sq | 21 Kt—B 3 |
| 22 R—Kt 2 | |

Seemingly for a guard to the Queen Knight Pawn. Perhaps there is nothing better. Yet the Rook is not well placed in a general way; and it certainly *looks* as if White should have too hard a road to travel.

- | | |
|------------|--------------|
| | 22 P—Q Kt 4 |
| 23 P—K 4 | 23 P×P |
| 24 Kt—Kt 5 | 24 K R—Kt sq |
| 25 Kt×K P | 25 P—Kt 5 |
| 26 P×P | 26 Kt—Q 5 |
| 27 Q—R 4 | 27 B×P |
| 28 B—B 3 | 28 B×B |
| 29 Kt×B | 29 Kt—B 5 |

..... Why not now 29..., Q—Kt 2, threatening 30..., Kt×Kt P and attacking the Rook? Any move or support of the Rook would allow this 30..., Kt×Kt P; and if 30 Q×P ch, K—R sq, &c., it would be much the same,—Black actually threatening mate for the time being, with almost certain winning advantage.

- | | |
|----------------|--------------|
| 30 R (Kt 2)Q 2 | 30 P—Q R 4 |
| 31 P—R 3 | 31 R—Kt 6 |
| 32 R—B sq | 32 Q R—Kt sq |
| 33 Kt—K 3 | 33 Kt—Q 6 |
| 34 Q×P ch | |

Practically assuring a draw. With a couple of Pawns for the exchange, and so few Pawns left in the ending, there is little to fear. Neither player errs in the concluding manoeuvres, and the draw results as a matter of course.

- | | |
|----------|---------------|
| | 34 Q×Q |
| 35 Kt×Q | 35 Kt×R |
| 36 K×Kt | 36 R×Kt ch |
| 37 P×R | 37 Kt—Kt 6 ch |
| 38 K—B 2 | 38 Kt×R |
| 39 K×Kt | 39 R—Kt 4 |

40 P—Q R 4	40 R—B 4	45 Kt×P	45 R—Q R sq
41 K—Q 3	41 K—B sq	46 Kt—B 4	46 R×P
42 Kt—Q 2	42 R—Q 4 ch	47 Kt×P	47 K—Q 3
43 K—K 3	43 K—K 2	48 Kt—B 3	
44 Kt—Kt 3	44 R—Q 8		Drawn.

GAME No. 1,879.

Played at board No. 3.

Sicilian Defence.

NOTES BY JAS. MASON.

WHITE. BLACK.
Mr. J. H. BARRY, Mr. H. E. ATKINS,
United States. *Great Britain.*

- | | |
|------------|-----------|
| 1 P—K 4 | 1 P—Q B 4 |
| 2 P—Q 4 | 2 P×P |
| 3 Kt—K B 3 | 3 P—K 3 |

.....The Pawn may be held, at all events for some time, by 3..., P—K 4; but only at the expense of a generally inferior opening. Of course White would not continue 4 Kt×K P?, because of 4..., Q—R 4 ch!, but, probably, 4 P—B 3, &c., with a fine and early attacking position.

- | | |
|---------|------------|
| 4 Kt×P | 4 Kt—K B 3 |
| 5 B—Q 3 | 5 Kt—B 3 |
| 6 B—K 3 | 6 P—Q 4 |
| 7 P×P | 7 Kt×P |

For safety, 7..., P×P seems preferable. Now, the Queen side Pawns become isolated and weak, while the Queen Bishop has no very good action, and the issue is practically staked on the somewhat doubtful counter attack following.

- | | |
|------------|----------|
| 8 Kt×Kt | 8 P×Kt |
| 9 B—Q 4 | 9 Q—Kt 4 |
| 10 Castles | 10 B—Q 3 |
| 11 B—K 2 | |

Rightly anticipating a move of the opposing Queen, threatening mate,—and, incidentally, the other Bishop. White's defence is difficult—but sufficient.

- | | |
|-------------|------------|
| | 11 Q—R 3 |
| 12 P—K Kt 3 | 12 P—K 4 |
| 13 B—Q B 3 | 13 Castles |
| 14 B—B 3 | 14 B—Kt 2 |

- | | |
|-----------|-------------|
| 15 R—K sq | 15 K R—K sq |
| 16 B—Q 2 | 16 Q—K 3 |
| 17 Kt—B 3 | 17 P—K B 4 |
| 18 Q—K 2 | 18 Kt—B 3 |

.....It looks as though 18..., Kt—Kt 5 would better keep up the irritation. Supposing that, White would have to look after his Queen Bishop Pawn for the moment; and the turning of the tables might not prove so easy as in the actual case.

- | | |
|-------------|------------|
| 19 Q R—Q sq | 19 P—K R 3 |
| 20 P—Kt 3 | 20 P—K 5 |
| 21 Kt—R 4 | 21 P—Kt 4 |

.....Risky, of course. But Mr. Atkins properly judges it inexpedient to "play for an end-game." Yet it is remarkable how suddenly and completely his attack "pegs out,"—more or less in consequence of this bold advance.

- | | |
|-----------|------------|
| 22 B—B 3 | 22 Kt—Q 4 |
| 23 B—R sq | 23 P—Kt 5 |
| 24 B—Kt 2 | 24 Kt—Kt 3 |
| 25 Q—Q 2 | |

To go upon the long diagonal, with evident advantage. There is no satisfactory reply.

25 Kt×Kt

.....If 25..., Q R—Q sq; 26 Kt×Kt, P×Kt; 27 Q—Q 4, &c., a Pawn would be lost. And 25..., B—K 4; 26 Kt—B 5, &c., would be equally unfavourable. The insecurity of Black's Pawns now comes into account, and the attack reverts to his adversary.

- | | |
|----------|------------|
| 26 Q×B | 26 Kt—Kt 3 |
| 27 Q—B 5 | |

Stronger than the obvious 27 Q—Q 4, merely *threatening* mate. The Rook goes in with deadly effect.

27 Q—Kt 3

.....The Knight would be driven off from Q 4 by the Pawn; but 27...., K R—K sq (freeing a square for the King) would probably afford a much better resistance. However, taken all

in all, at this stage Black's game is practically beyond remedy. He resigns only when mate in two is inevitable.

28 R—Q 6

29 K R—Q sq

30 R x R

31 R—Q 6

32 R—Kt 6 ch

33 Q x B P

28 R—K 3

29 Q R—K sq

30 Q x R

31 Q—K 2

32 K—R 2

33 Resigns.

GAME No. 1,880.

Played at board No. 8.

King's Pawn Game.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Mr. H. JACOBS,	Mr. S. W. BAMPTON,
<i>Great Britain.</i>	<i>United States.</i>

1 P—K 4

2 P—K B 4

3 Kt—K B 3

4 Kt x P

1 P—K 4

2 P—Q 4

3 Q P x P

4 B—K 3

.....Better perhaps 3.., B—Q 3; not merely defending.

5 Kt—Q B 3

5 Kt—K B 3

.....But here is a serious error, spoiling Mr. Bampton's game, as it were, at the outset. The correct continuation appears to be 4.., P—K B 4; 5 P—Q 3, Kt—K B 3, &c. For, as *The Standard* says, if White ventured upon 5 Q—R 5 ch, P—Kt 3; 6 Kt x P, B—B 2; 7 Q x B P, B x Kt; 8 Q—K 5 ch, Q—K 2; 9 Q x R, Kt—K B 3, his Queen would have had no escape; Black eventually Castling and bringing his remaining Rook to bear her capture.

6 Q—K 2

Not only menacing the Pawn, but also to check, and do other damage, if Black will not let it go forthwith.

6 P—B 3

7 Kt x P

8 Q x Kt

9 P—Q 4

7 Kt x Kt

8 B—K 2

9 Kt—Q 2

.....There would scarcely be any additional harm in 9...., B—R 5

ch, followed by 10...., B—Q 4 if White interposed. The Rook could not be taken in face of the check by discovery (White retiring 11 Q—K 2); but there would be complication from which Black *might* possibly benefit.

10 B—Q 3

11 Q—K 3

12 P—B 5

13 Castles

10 Kt—B 3

11 Castles

12 B—Q 2

Now force and position is all in favour of Mr. Jacobs; and, accident barred, his victory is therefore assured.

14 P—B 3

15 Q—Kt 3

16 B—K 3

17 Q—R 3

13 B—K sq

14 R—B sq

15 K—R sq

16 Kt—Q 4

17 B—B 3

.....There is no withstanding the attack. If 17...., Kt x B; 18 P—B 6, &c., a piece would be lost—if nothing more.

18 Kt—Kt 6 ch

Making at once a brilliant, sound, and instructive termination. Black may as well take the Knight as submit to further loss of the exchange.

18 P x Kt

19 B x P

20 P—K R 3

21 B—R 5

22 Q x R

23 Resigns.

19 P x P

20 B x B

21 B x P

22 R x R ch

23 B—Kt 5

GAME No. 1,881.

Played at board No. 10.

Queen's Pawn Opening.

NOTES BY JAS. MASON.

WHITE. BLACK.
Mr. H. W. TRENCHARD, Mr. E. DELMAR,
Great Britain. United States.

1 P—Q 4 1 P—Q 4
2 P—K 3 2 P—K 3
3 B—Q 3 3 Kt—Q 2
4 P—K B 4 4 P—K B 4

..... It is well thus to shut out the Bishop so apt to be dangerous when duly Castled. Brilliances from the checking sacrifice of that piece for the Rook Pawn are not uncommon. This "double stonewall" presages a "heavy" game.

5 Kt—K R 3 5 Q Kt—B 3
6 Kt—Q 2 6 P—B 4
7 P—B 3 7 P—B 5
8 B—B 2

Perhaps the Bishop should now go to K 2, for work on either wing. Probably he would be more useful in that situation; as one of the Knights would sufficiently control K 4, and exchange there if necessary.

8 P—Q Kt 4
9 Kt—B 3 9 B—Q 3
10 Castles 10 Kt—K 2
11 B—Q 2 11 Castles
12 Kt—K 5 12 P—Q R 4
13 P—R 3 13 P—R 5

..... Establishing a fairly solid block in this neighbourhood,—sign but no sure one of a draw.

14 Kt—B 2 14 Kt—K 5
15 B—K sq 15 R—B 3
16 B × Kt

As will be seen, Mr. Delmar soon returns to B sq with his Rook. If Mr. Trenchard were now to exchange Knights, to follow with 17 B—R 4, he would certainly be at no disadvantage. The Rook would have to return to B sq, or be given up for a minor piece; and, if the former, there would be 18

Kt—B 6, with exchanges if nothing else,—all by no means rightly in Black's favour.

16 Q P × B
17 Kt—Q 4
18 Kt—R 3 18 R—B sq
19 K—R sq 19 Q—K sq
20 K R—Kt sq 20 Kt—B 3
21 Kt—B 2

This Knight does much, but not much good. *A post facto* reason why he should have been got rid of on opportunity.

21 B—Kt 2
22 P—K R 3 22 B × Kt
23 B P × B

Taking with Queen Pawn would be no worse. After this White slowly but surely drifts into a losing position.

23 Kt—Q 4
24 B—Q 2 24 Q—Kt 3
25 Q R—K B sq 25 Q—K R 3
26 K—R 2 26 P—Kt 4
27 P—K Kt 3 27 K—R sq
28 Kt—Q sq 28 R—B 2
29 P—K Kt 4

He might more prudently wait; for this makes the advance, the threatened advance to B 5, all the more formidable. 30 P × P, &c., would mean either giving Black two terrible passed Pawns, or loss of the exchange.

29 P—B 5
30 Q—K sq 30 Q R—K B sq
31 B—B sq 31 Kt—K 2

..... On his way to the front. From this point onward Black manifestly has all the best of the play.

32 P—R 4 32 Kt—Kt 3
33 P—R 5 33 Kt—R 5
34 P × P 34 Kt—B 6 ch
35 R × Kt 35 P × R
36 Kt—B 2

If 36 P×P, P—B 7; 37 P×Q, P×Q=Q; 38 R×B, R—B 8, &c., White would soon be hopeless. As it goes, he makes a struggle.

37 Q—B sq	36 P×P.
38 Q—R 3	37 Q—Kt 4
39 B—Q 2	38 P—R 3
40 B—B sq	39 R—Kt 2
	40 Q—K 2

.....The only question is how to get at him. There is plenty of time for trying.

41 B—Q 2	41 R—Kt 4
42 Q—B sq	42 R(Kt4)—Ktsq
43 K—R 3	43 B—B 3
44 Q—Q B sq	44 Q—Kt 4
45 Q—K B sq	45 R—B 4

46 K—R 2	46 Q—R 5 ch
47 Kt—R 3	47 R×Kt P
48 B—K sq	48 Q×P
49 R×R	49 Q×R
50 Q—Kt sq	50 Q×Q ch
51 K×Q	51 R—R 4
52 Kt×P	52 R—R 8 ch!
53 K—B 2	53 R—R 7 ch
54 K—Kt 3	54 R×P
55 B—B 2	55 B—Q 4
56 Kt×B	56 P×Kt
57 K×P	57 R—Kt 6
58 P—K 6	58 K—Kt 2
59 B—R 4	59 P—Kt 5
60 Resigns.	

GAME No. 1,882.

Vienna Game.

SCORE AND NOTES FROM

Sachové Listy.

WHITE.

BLACK.

Herr P. K. TAXLER. Herr O. VALENTA.

1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 P—B 4	3 B—Kt 5

.....This move is not in accordance with the usual play. The approved continuation is P—Q 4, and then follows the well-known continuation 4 P×K P, Kt×P; 5 Kt—B 3, B—Q Kt 5 !.

4 P×P	4 B×Kt
5 Kt P×B	5 Kt×P
6 Kt—B 3	6 P—Q 4

.....Here it was better to Castle, but if the move in the text be played, to Castle as Black does after

the White K B is developed, is very bad.

7 P×P <i>e.p.</i>	7 Q×P
8 B—B 4	8 Castles
9 P—Q 4 !	9 Kt×P
10 Q—Q 3	10 R—K sq ch
11 Kt—K 5	11 Kt—Q 4
12 Castles	12 B—K 3
13 B—R 3	13 Q—Q sq
14 Kt×P	14 B×Kt
15 R×B !	15 K×R
16 Q×R P ! !	

Much better than Q—B 5 ch, as on that Black could defend himself much longer. Now both Q—B 5 ch and R—K sq ch are threatened. On 16..., Q—Kt 5, White mates or wins the Queen, on 16..., R—K 3; 17 Q—B 5 ch and Q×B, etc.

Black resigns.

GAME No. 1,883.

Four Knights' Game.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
M. M. TCHIGORIN. M. A. LEWIN.

- 1 P—K 4
2 Kt—Q B 3
3 Kt—B 3
4 B—Kt 5
5 Castles
6 P—Q 3
7 Kt P×B
8 B—Kt 5
9 B—Q B 4

- 1 P—K 4
2 Kt—K B 3
3 Kt—B 3
4 B—Kt 5
5 Castles
6 B×Kt
7 P—Q 3
8 Kt—K 2
9 K—R sq

.....Of 9..., Kt—Kt 3; 10
Kt—R 4 !, preventing P—K R 3, and
maintaining the Bishop at Kt 5 or R 4,
pinning the Knight.

- 10 P—Q 4

R—K sq first, to guard the King's
Pawn, would presumably have been
better.

- | | |
|-----------|-----------|
| 11 P×P | 10 Kt×K P |
| 12 B×Kt | 11 B—Kt 5 |
| 13 R—K sq | 12 Q×B |
| 14 Q×B | 13 B×Kt |
| 15 Q—B 4 | 14 Kt—Q 7 |
| 16 P×P | 15 Kt×B |
| 17 Q×Kt | 16 Q×P |

The game appears now to be per-
fectly even, except that White has a
doubled Pawn; but this is counter-
balanced by the open Queen's Knight's
file and the development of his R to
K sq.

- 18 P—K R 3 17 Q R—Q sq
18 R—Q 2

.....With a view to giving
the Queens for two Rooks, should
White attack the Queen by R—Q sq;
but this is mostly a bad bargain, when
there are Pawns on both sides of the
board, as the Queen's great mobility

enables her usually to win Pawns by
keeping the Rooks and Pawns attacked,
especially after the hostile King has
been exposed to checks.

- | | |
|-------------|---------------|
| 19 Q R—Q sq | 19 Q×R |
| 20 R×Q | 20 R×R ch |
| 21 K—R 2 | 21 R—Q 2 |
| 22 Q—Q R 4 | 22 P—Q B 3 |
| 23 Q×R P | 23 K R—Q sq |
| 24 P—Q B 4 | 24 R—K sq |
| 25 P—Q R 4 | 25 P—K R 3 |
| 26 P—R 5 | 26 R(Ksq)—K 2 |
| 27 K—Kt 3 | 27 K—R 2 |
| 28 Q—B 5 | 28 R—K 3 |
| 29 P—R 4 | 29 R—Q 7 |
| 30 P—R 5 | 30 R(Q 7)—K 7 |
| 31 Q—Kt 4 | 31 R(K 7)—K 4 |
| 32 K—R 4 | 32 R—K Kt 4 |
| 33 P—Kt 3 | 33 R—K 7 |
| 34 Q—Kt 6 | 34 P—K B 4 |

.....Black appears to play
for a win, otherwise he might have
checked at K 5 and taken White's
Queen's Bishop's Pawn; after which
it seems difficult to discover a continua-
tion for White which promises more
than draw, as Black will always be
able to gain the White Queen's Rook's
Pawn for his Queen's Knight's Pawn.

- | | |
|-------------|-------------|
| 35 K—R 3 | 35 P—B 4 |
| 36 Q×B P | 36 P—B 5 |
| 37 Q—Q 4 | 37 P×P |
| 38 Q—Q 3 ch | 38 K—Kt sq |
| 39 Q×R | 39 P—Kt 7 |
| 40 Q—K 8 ch | 40 K—R 2 |
| 41 Q—K 4 ch | 41 Resigns. |

.....Black's attacking com-
bination, initiated with his 36th
move, failed on account of White's
last two checks, which enabled him
to give his Queen for Rook and
Pawn, while one of the two Pawns
on the Queen's wing cannot be preven-
ted from Queening.

GAME No. 1,884.

Ruy Lopez.

NOTES BY R. TEICHMANN.

WHITE.

M. J. SYBIN.

- 1 P—K 4
2 Kt—K B 3
3 B—Kt 5
4 Castles
5 Kt—B 3
6 P—Q 4
7 B × Kt

BLACK.

M. M. TCHIGORIN.

- 1 P—K 4
2 Kt—Q B 3
3 Kt—B 3
4 B—K 2
5 P—Q 3
6 Kt—Q 2

This exchange, though good enough to draw, is not the best way to play against Black's last move; Kt—K 2—Kt 3, P—Q B 3, &c.; holding the centre and not exchanging anything at all, would leave Black with a cramped game.

- 8 P × P
9 Kt—K 2
10 Kt—Kt 3
11 B—Kt 5
12 B—K 3
13 Kt—R 4

I should prefer P—Q Kt 3 first, as P—K B 4 need not be feared.

- 14 Kt(Kt3)—B 5
15 B—R 6

This combination turns out in favour of Black; if White had played Kt × B, Black would also have obtained the better game by 15... Kt × B; 16 P × Kt, P × Kt.

16 Q—Q 3

- 17 Q × Kt
18 Q × K P

15 P × Kt

- 16 R—B 2
17 P × P
18 P—K B 4

A far better line of play would have been P × P, *e.g.*, 16 P × P, B—R 3; 17 Q—Kt 4 ch, K—B 2; 18 Q—Kt 7 ch, K—K sq; 19 Q × R P, and White remains with Rook and two passed Pawns against two minor pieces.

.....Black obtains now a very powerful attack.

- 19 Q × QB P
20 Kt—B 3
21 Q—Q 5
22 Q—Q sq
23 Kt—Kt 5

White would lose a piece by Kt—K 5 instead, on account of the answer Q—R 5.

- 24 K × B
25 Kt—R 3
26 Q—Q 4

- 23 B × P ch
24 R × B ch
25 Q—R 5

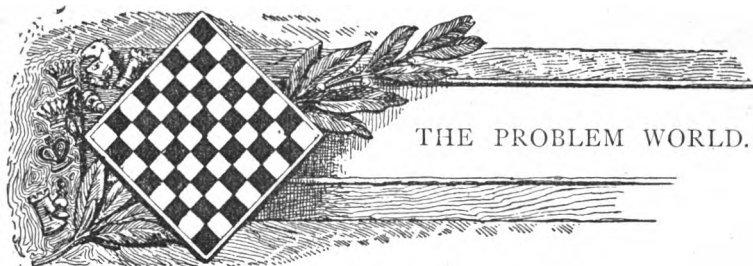
This loses at once; but White has no defence.

- 26 Q—B 5 ch
27 P—K Kt 3

If K—Kt sq, R × Kt; 28 P × R, R—Kt 2 ch and mates.

- 27 Q—Kt 5
28 Resigns.





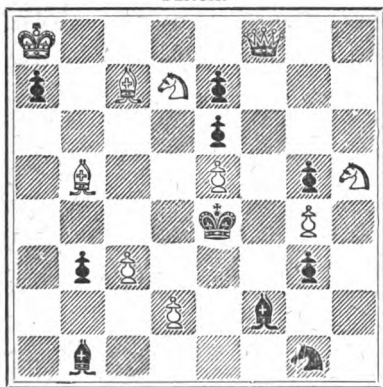
All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

"AFTONBLADET" PROBLEM TOURNEY.—The following three problems have been awarded the respective prizes in this competition. Up to time of writing the authors' names have not been disclosed.

First Prize.

Motto: "Inventia."

BLACK.



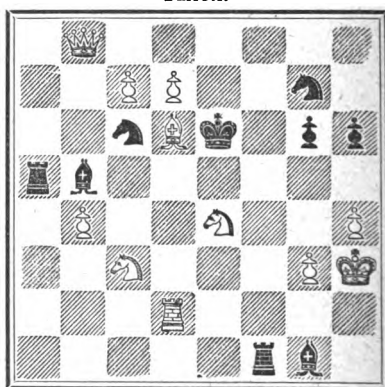
WHITE.

Mate in three.

Second Prize.

Motto: "Terra Incognita."

BLACK.



WHITE.

Mate in three.

Third prize. Motto: "En avant."—White: K at Q Kt 8, Q at Q sq, R at Q B 6, B at Q R 8, Kt at Q 3, Ps at K B 2, 4, K 5, and Q R 7. Black: K at Q 4, Rs at Q Kt 8 and Q R 7, B at Q B 8, Kts at K R 3 and Q R 5, Ps at K R 4, K Kt 5, K 5, Q 5 and 7, Q B 6, and Q Kt 3. Mate in three.

THE "HAMPSTEAD EXPRESS" announces its third Two-move Problem Tourney, to commence on May 1st. First prize, one guinea; second, *The Chess Bouquet* and some other chess books for other prizes.

ALL-IN SOLUTION TOURNEY.—Score Table:—

	Old Score. (See March)	1490	1491	1492	1493	1494	1495	1496	1497	March Totals.
§“East Marden”	270	4	2	3	3	3		4	4	293
†A. C. White	103	4	2	3	3	3	3	8	4	133
**C. S. Earle	163	4	2	3	3	3	3	4	4	189
**Chas. Johnstone	393	4	2	3	3		3	8		416
**W. H. Thompson	264	4	2	3	3	3	3	8	4	294
††“Beta”	175									
††“Gibson”	21	4	2	3	3	3	3	4	4	47
†J. J. O’Hanlon	451	4	2	3	3	3	3	8		477
†R. M. Peake	505	4	2	3	3	3	3	4	4	531
†V. H. Sladen	79	4	2	3	3	3	3	4	4	105
†J. D. Tucker	176	2	2	3	3		3			189
*Capt. G. A. Forde	161	4	2	3	3					173
*W. B. Muir	24									
**“D.C.T.”	135	2	2	3	3				4	149
H. D’O. Bernard	247	2	2	3	3		3		4	264
H. S. Brandreth	120	2	2	3	3					130
J. W. Dixon	466	4	2	3	3		3	4	4	489
“W.C.D.”	382	4	2	3	3	3		8	4	409
T.D.	18	4	2	3	3	3	3	4	4	44
J. Y. Fullerton	395	4	2	3	3		3	4	4	418
Rev. A. H. L. Hastling	95	2	2	3	3					105
Eugène Henry	10									
J. Kent	232	2	2							236
J. K. Macmeikan	226	4	2	3	3		3	4	4	249
P. G. Schofield	10									
“Selbats”		2	2	3	3	3	3	4	4	24
H. L. Stokes	429									
E. E. Westbury	192	4	2	3	3		3		4	211
“K. W.”	143	2	2	3	3		3		4	160
G. Woodcock	169	2	2	3	3	3	3	8	4	197

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

Further solutions received from H. D’O. Bernard of problems 1482 and 1483; 4 points are added to his last month’s score, making his carried forward points 247 instead of 243. P. Le Page has sent both solutions to No. 149. H. Hilton has sent correct solutions to Nos. 1490 and 1491, as well as problem at page 52. From “Selbats” correct replies to Nos. 1482, 3, 4, 5, 6, and 8. These came too late to count in the “All-in” competition.

W. H. Thompson’s score we see should be increased by 100 points. These were accidentally dropped in our January table.

R. Manley Peake is for the second time top.

We have not heard from Mr. Schofield respecting his old score. If he will supply us with dates we will do what he desires.

“B.C.M.” SUI-MATE TOURNEY.—We have to acknowledge the receipt of the following entries: “Reges cum reginis,” “Cur non?,” “Une bagatelle,” and “The boy in Kharki.”

Just a reminder to European sui-mate composers that the last date for receipt of problems from them is the 31st proximo. Other composers have until the 30th June next.

"FOUR-MOVE SOLUTION TOURNEY.—We find that the score of "Gibson" should be increased by four points, namely, in connection with problem No. 1436. These were reckoned in the All-in competition, but omitted from our own separate score sheet. His full score therefore is 251 points. This does not, however, alter his position with regard to the prizes.

Two competitors have suggested that they are entitled to "Gibson's" prize for a solver who had not previously won a prize in the *P.C.M.*, but in both cases they have secured the "All-in" honours during the progress of this tourney, namely: "D.C.T." (227 points)—see September issue, page 395, and W. B. Muir (202 points)—this solver was top with the last batch but one of the four-move tourney problems. We have had no other claimants, and if we hear from any, we shall probably ask the donor of the prize to settle the point. It may be argued that the condition can only be applied *ante* the commencement of this competition, but we have our doubts as to how far such a contention would come within the meaning intended by "Gibson."

OUR FOUR-MOVE PROBLEM TOURNEY.—We have been informed by Herr J. V. Stefanydes, of the *Sachové Listy*, that J. Chocholous is the author of Nos. 16 and 17. The latter problem, "Deus fortitudo mea," it will be remembered, was honourably mentioned.

Through a most unfortunate error the signatures of the Judges in the Award were misplaced. This occurred in the "making up" and after the proofs were revised. It is due to our esteemed *confrère* as well as to our readers that we should explain that the signatures should appear at p. 121, immediately after the mention of the four second-class problems, instead of following the editorial observations. We are sorry for this misplacement, which might lend itself to an uncomplimentary interpretation in Dr. Planck's regard, and we trust this notification will prove an acceptable rectification.

SOLUTIONS AND CRITICISMS.

By T. Taverner (p. 78).—1 R—K R 7, &c. Solved by A. C. White, J. W. Dixon, T.D., J. D. Tucker.

By P. F. Blake (p. 78).—1 Kt—R 5, &c. Solved by A. C. White, J. W. Dixon, T.D., J. D. Tucker.

By E. N. Frankenstein (p. 78).—1 Q—R 4, &c. Solved by A. C. White, J. W. Dixon, T.D., J. D. Tucker.

By B. G. Laws (p. 78).—1 R—Q 6, &c. Solved by A. C. White, J. W. Dixon, T.D., J. D. Tucker.

By R. H. Bridgwater (p. 82).—1 Q—Q R 5, &c. One of the cleverest waiting move problems we have met for a long time. It is certainly difficult, and the key is exceptionally clever. After the opening there is, however, not much play. Solved by A. C. White, J. W. Dixon, Rev. A. H. L. Hastling, R. M. Peake, G. Woodcock, T.D., Miss V. H. Macmeikan, J. D. Tucker, J. K. Macmeikan.

By A. C. Challenger (p. 82).—1 R—K B 3, &c. A nice delicate little arrangement, again on the waiting move principle, but rather small for tourney purposes. There are some points in the posing which are neatly effected, and as far as the pretensions of the problem go there is not much more to be desired. On the whole the scheme is one which has had the attentions of composers for so long and so often that on the head of originality the present illustration should, we think, score very little indeed. Solved by A. C. White, J. W. Dixon, Rev. A. H. L. Hastling, R. M. Peake, G. Woodcock, T.D., Miss Macmeikan, J. D. Tucker, J. K. Macmeikan.

By G. J. Slater (p. 82).—1 Kt—K 5, &c. It is always a pleasure to see Mr. Slater's work. This prize problem, though neat and pleasing, is rather devoid of special incident. There are only five mates, and perhaps the most unusual one (when Kt mates at B 6) is the best. This brings to our mind a little two-er by H. F. L. Meyer, published about the year 1878, in the *Hertford Times* and *Chess Players' Chronicle*, but it must be understood we do not in the least suggest the problems are alike. It is only in the arrangement of the White Queen and Bishop which recalls the earlier position, and we quote this simply because it may be interesting to our solvers. White: K at Q R 3; Q at K R sq; B at Q B 6; Kts at K Kt 6 and Q Kt 2; P at Q 2. Black: K at Q 5; B at K B 6; Kts at K 7 and Q B 4; Ps at K B 5 and K 4. Mate in two (1 Kt×B P). In Slater's two-er some composers would, we believe, have chosen double Black Pawns (K B 4 and 5) instead of the double White Pawns on the Kt's file, since the presence of these White Pawns advertise so plainly the King is allowed to travel. Solved by A. C. White, Rev. A. H. L. Hastling, R. M. Peake, G. Woodcock, T.D.

By C. V. Berry (p. 82).—1 Kt—K 4, &c. This is, for a prize problem, very thir. The idea is hackneyed, and there are but four mates. It is true it is a threat problem, but one expects more changes than are shown here. Solved by A. C. White, Rev. A. H. L. Hastling, R. M. Peake, G. Woodcock, T.D.

By H. Greenwell (p. 82).—1 Q—Kt 2, &c. Not very original. This idea has been worked out so efficiently by other composers during the past few years, that when it is presented one expects to find some special points. In this case there is not enough novelty introduced. Solved by A. C. White, Rev. A. H. Hastling, R. M. Peake, G. Woodcock, T.D.

No. 1490, by M. J. Meyer.—1 R—K 7, &c. Unfortunately an obvious second solution escaped our notice, namely 1 K×P.

No. 1491, by T. Speakman.—1 Q—B 4, &c. The key move is certainly good, but the variety is rather meagre and not very spicy.

No. 1492, by H. Gray.—1 Q—K 3, any move 2 B—Kt 6, &c. A clever little three-er, the key move being very good. There is only one line of play, but it is difficult to find. The idea is an old one, but it is not often illustrated, the reason being it does not lend itself very well to variety.

No. 1493, by C. Horn.—1 Q—Kt 4, B—Kt 2; 2 B×B ch, &c. If 1..., K—K 3 or B—B 3; 2 Kt—B 6 ch, &c. If 1..., K—B 3, or Ps move; 2 Q—B 3, &c. A position neatly put together, but the play is of a familiar character.

No. 1494, by W. A. Shinkman.—(This is a three-mover). 1 B—B 7, K—K 5; 2 Q—K Kt sq, &c. If 1..., K—B 4 or P—R 5; 2 Q—Q Kt sq, &c. The symmetrical play here is very pretty. It is a great pity the first move is so strong, but notwithstanding this drawback the problem is not an easy one to solve.

No. 1495, by E. V. Tanner.—1 Kt—K 3, P×Kt; 2 Q—Q B sq, &c. If 1..., K×Kt; 2 Q—K sq, &c. If 1..., K—Q 7; 2 Kt—B 3 ch, &c. If 1..., K—Kt 7; 2 Kt—K 2, &c. If 1..., any other; 2 Q—R sq ch, &c. A capital three-mover. The quiet second moves are pleasant features, and the key move really good. There is fair variety, with pretty mates, and the construction is accurate.

No. 1496, by E. V. Tanner.—This is unfortunately unsound. The author's intention is very pretty. 1 K—Kt sq, K—Q 4, Kt—Q 3, &c. If 1..., P—R 3; 2 Kt—Q sq, &c. If 1..., P—R 4; 2 Kt—B 4. The cooks are 1 Kt—Q sq, followed by Kt—B 3 ch, or K—Kt accordingly; and 1 Kt—Q 4, followed by 2 Kt—B 4, &c.

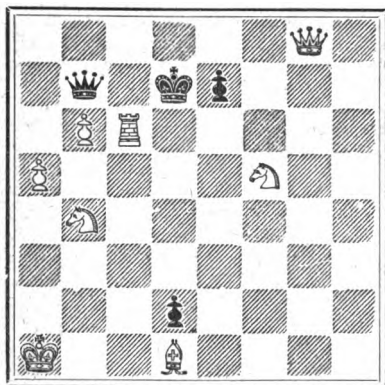
No. 1497, by W. A. Shinkman.—1 Kt—Kt 2 ch, K—Kt 5; 2 B—K 6 ch, K—R 4; 3 R×P ch, K×R; 4 Q—R 3 ch, B—R 5 mate. If 1..., K—Kt 5; 2 B—Kt 6 ch, K—Q 4; 3 R×P ch, K×R; 4 Q—Q 4 ch, B×Q mate. Although consisting of a series of checks, this problem is a most interesting one, the double line of play being especially pretty. For a four-mover it is not particularly difficult, but it is a position which has a charm.

PROBLEMS.

No. 1501.

By E. J. WINTER-WOOD,
Paignton.

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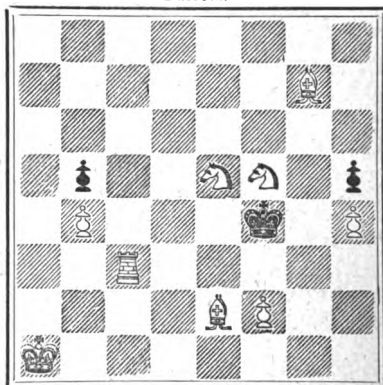
WHITE.

White mates in two moves.

No. 1502.

By X. HAWKINS,
Missouri, U.S.A.

BLACK.



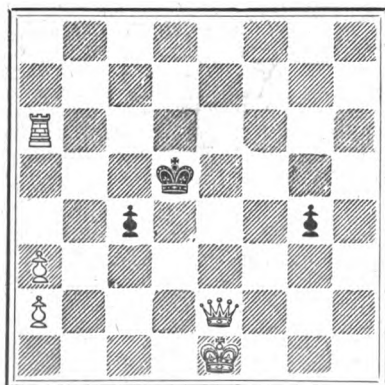
WHITE.

White mates in three moves.

No. 1503.

By B. G. LAWS,
London.

BLACK.



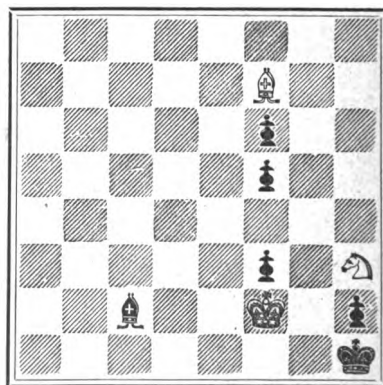
WHITE.

White mates in three moves.

No. 1504.

By W. A. SHINKMAN,
Grand Rapids.

BLACK.

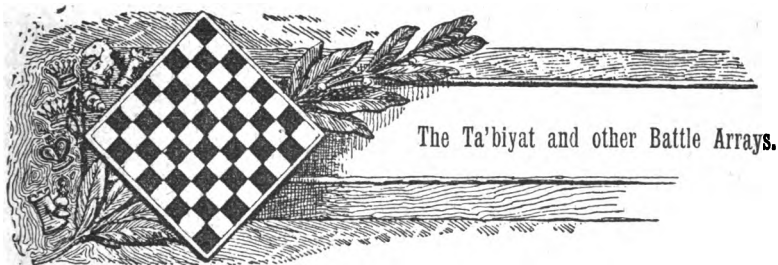


WHITE.

White mates in four moves.

BRITISH CHESS MAGAZINE

MAY 1900



MEDIÆVAL and modern Asiatic chess, from Turkey to Siam, is distinguished from the European game by the existence of the 'Battle-Array.' By this term, which I use here in preference to the Arabic Ta'biya (plural Ta'biyat), in order that I may just mention varieties which show no Arabic influence, is generally understood the re-arrangement of the forces on the chess board as the result of a peculiar method of development in which each player deploys his forces as he thinks best for a number of moves without regard to the development which his opponent is adopting. The two developments may be simultaneous or one may follow the other, but until the battle array is complete, it is obvious that no capture can take place. Once complete, the game continues by alternate moves, precisely as it has always done in Europe.

The main distinction between the battle arrays which obtain in different national games consists in the consciousness or unconsciousness of the development. Arabic, and modern Indian chess have never lost sight of the original arrangement of the forces, but further East in Burma and Siam, the existence of any earlier arrangement of the pieces has been entirely forgotten. The Siamese battle array only differs from the original array of the pieces in the fact that the sixteen Pawns have each been advanced one step. That the Burmese array is a development is best exemplified by the fact that different observers have noted different arrays, and that all from Captain Hiram Cox to Mr. Scott (Shway Yoe) state that other arrangements are permissible.

E I

The existence of the battle array in Asiatic chess can be easily and satisfactorily explained. Early chess undoubtedly suffered from the serious drawback that the game was slow in opening, or in coming to a point. Many moves were necessary before any collision of force was possible, and until the two forces came into collision the interest in the game must have been very small in comparison to what it became when the actual battle was in progress. The problem how to obviate or do away with this drawback confronted chess players everywhere, and is the key to all the modifications and improvements which have taken place in the game. European chess has proceeded on the principle that the best way of securing the desired result is to increase the power of the pieces, and every student of the history of European chess will recognise how tentative many of the attempts were, and how gradually the modern chess was evolved. In Asia* the problem has been solved on the principle that the period of development is of but little importance and should be got over as quickly as possible. With the restricted powers of the pawns and pieces the difference in value between one battle formation and another could not have appeared very great, and hence arose the custom of the battle array, by which this period of the game was got over rapidly, and with the real collision of force the game could commence with absorbing interest from the very first.

With these preliminary remarks I propose to pass on to the Arabic formations, and those which show Arabic influence, mainly because our information is more complete, and because the Ta'biyat can be made to throw considerable light upon the rules and customs of chess as it was played about the time of its arrival in Europe. With the exception of Mr. Bland, who contributed to the Asiatic Society in 1850 a paper on 'Persian chess, illustrated from Oriental sources, especially in reference to the great chess, improperly ascribed to Timur, and in vindication of the Persian origin of the game against the claims of the Hindus,' we have in English no work which treats the Ta'biyat with the importance that they deserve. Bland had a crotchet, and his paper is in support of it, but apart from it his work is scholarly enough and far in advance of anything on the history of chess before his time. Professor Forbes, who followed, also had a crotchet, and treats the Ta'biyat in the tenth chapter of his History, in a very brief and loose manner. One does not expect a professor of Oriental languages to perpetuate such a blunder as 'Ta'biyats.' Nor are we much better off in German works. Naturally the chief authority is Van der Linde, and in this, as in nearly every branch of the history of chess, students will always owe a deep sense of gratitude to him for his careful investigations after and translations from the original authorities, but preconceived ideas prevented him from paying much attention to the Ta'biyat. We are therefore thrown back upon the Arabic and Persian manuscript sources.

Of these the earliest is a MS. of 1140 which contains extracts from the works of Aladli† and Alsuli, which Schröder discovered in Constantinople, and of which he sent extracts which v. d. Linde printed in his 'Quellenstu-

* I except China, Corea, and Japan, where the development of chess has been very different, and appears to have been influenced by other board games.

† Aladli played before the Calif Mutawakkil, 847-862. Alsuli died about 947.

dien.' Another MS. of the same work, perhaps 200 years younger, is in the Khedivial Library, at Cairo.

Another Constantinople MS., perhaps a little later in date, bears the name of Allajlaj* as author, and treats exclusively of the opening of the game.

The Arabic MS. 7515 in the British Museum of 1257, has also a chapter on the Ta'biyat, and describes five of them. Forbes is in error when he says that there are eleven diagrams, he has mis-read Bland and supposed that all the eleven of Bland's Ta'biyat came from this MS.

Besides these several later MSS. contain Ta'biyat such as the Persian MSS. upon which Bland based his work, of which some are in the British Museum and the library of the Royal Asiatic Society, also Firdewsi's Turkish work of 1501, and more recent Turkish MSS.

Altogether from these sources v. d. Linde gives close upon 50 diagrams of different Ta'biyat. Many of these are evidently inaccurate, a few hopelessly so. Van d. Linde found so many in the Aladli-Alsuli MS. out of agreement with his otherwise-formed views of Arabic chess that he gave up the study of all excepting those in Allajlaj's work, the accuracy of which can be more easily established. In this I cannot entirely follow v. d. Linde. It seems to me a violation of the laws of probability to assume a different standard of accuracy for problems and for Ta'biyat; especially as we should naturally expect to see the Ta'biyat—the position approved by the great masters as the best to be obtained in the opening—copied carefully. Rather do I prefer to investigate the whole theory of Arabic chess afresh, and to abandon those theories with which repeated Ta'biyat disagree. It must not be forgotten that no Arabic treatise on the game gives anything like a clear view of the game and its rules. Our ideas of Arabic chess are drawn from a comparison with mediæval European chess, from the solutions to problems, and some have even been drawn from the rules of Timur's chess.

How was the Ta'biya played? Forbes (p. 106) says 'it was agreed that the first player should make his (let us say) twelve moves all at once, without, however, crossing the middle line of the board; after which the adversary was entitled to play up in succession an equal number of counter moves.' This I trace back to modern Indian sources, not more than 200 years old.† The analogy of modern Turkish and Arabic chess seems a safer guide, especially when the conservatism of the Arab character is kept in mind. Our authority is Major Grimm, a Hungarian patriot who was exiled to Aleppo. He says: ‡ 'The first time that I played with an Arab and had invited him to begin, he made 10 or 12 moves in succession with incredible rapidity without troubling himself about my game in the very least. When I asked him in great astonishment "When it would be my turn?" he rejoined in just as great astonishment "Why are you not moving?" All this moving is nothing but an alteration of the opening position, in which it does not matter at all whether the one makes a couple of moves more than the other. I have also noticed that during these preparatory

* Allajlaj was a pupil of Alsuli's. The author of the *Fihrist* (written 987-8) says he had seen Allajlaj, but he went to Shiraz in 970.

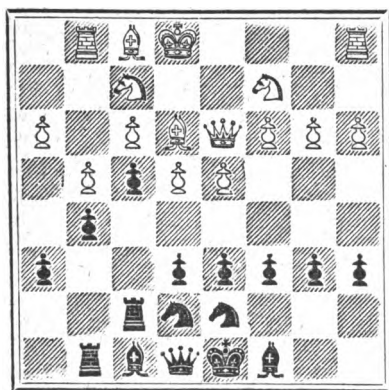
† And specially to Trevangadacharya's *Essays on Chess* (Bombay, 1814). Forbes borrowed his belief that (p. 109) 'the Oriental game appears to me to have been calculated to form better players in the true sense of the term, &c,' from the same work.

‡ In a letter to the *Schachzeitung*, December, 1865, pp. 361 seq.

moves they never make two moves consecutively with the same piece (except the King in Castling), so that the Pawns cannot come into contact. When each has arranged his army according to the new plan, the real game begins. For instance one moves P—K 3, P—K Kt 3, B—Kt 2, Kt—K B 3, K—K 2, R—K sq, K—Kt sq, P—Q Kt 3, B—Kt 2, P—Q 3, Q Kt—Q 2, Q—K 2, Q R—Q sq. Now he looks to see if his opponent has got so far. If not he waits a little.' Major Grimm was a player of some note (Forbes, p. 243), and his evidence may be relied on, based as it is on fourteen years' experience. I conclude, therefore, that in Arabic chess at all times the two players moved simultaneously. And this is the natural view of the matter. The players originally move alternately; the order of the moves up to a certain point appears immaterial, and the moves are played quickly, as there is no necessity for thought. From quickness of moving follows naturally confusion of order and simultaneous movement. There is nothing in the work of Allajlaj to show that the opening was played in any way different to the mediæval European opening, although the Ta'biya existed in his time, as is evidenced by his speaking of particular Ta'biyat by name. For the simultaneous or alternate play in order to arrive at the Ta'biya, in opposition to Forbes' view I also find confirmation in the following Ta'biya

Figure 1.

THE GOAT-PEG.



THE REPULSING ARRAY.

from the Aladli-Alsuli MS. (Fig. 1). It is the first among the Ta'biyat mentioned. The text says: 'This (*i.e.*, the White arrangement) is called Watidu-l'anzi (*i.e.*, the goat-peg; cf. Bland, No 4 and Firdewsi). This (*i.e.*, the Black arrangement) is called the Muraddad (*i.e.*, the repulsing opening; cf. Bland, No. 1). Jabir and Zairab (Rabrab) used to begin with it. It is an excellent opening, which must, however, be thoroughly understood, and a strong defence. It is called the repulsing opening from repulsing the two Knights (apparently so, but the Arabic passage is not very clear). You must be governed during the whole opening play by what is necessary, and proceed according to the opponent's moves. for this opening is only gained by adroitness, and God gives the result!' The advice to 'proceed according to the opponent's moves' could not apply unless the two players were playing alternately and simultaneously.

From this figure we learn a good deal. The array of each player is given a name, from which I infer that the Ta'biya was not a joint production, or the position as a whole, but only an arrangement of the men which each player endeavoured to secure for himself, and which was considered peculiarly suited for attack or for defence, or for both. The eight diagrams of the Aladli-Alsuli MS. contain therefore sixteen Ta'biyat. The complete accuracy of this diagram may be questioned, firstly from the advanced Black

Pawn on Q B 5, secondly from the position of the White Knights, thirdly from the position of the Kings and Ferses*, fourthly from the want of agreement in the number of moves required to form each position (16 for White, 19 for Black). There are, however, many Ta'biyat, some of which are indisputably correct, in which one or more Pawns have crossed the centre of the board. Compare the following from Allajlaj: (Fig. 2) position after Red (White)'s eighth move, which seems to be a preparatory position to the one we are considering. White has evidently strained every nerve to secure the advanced position for his Pawn. Forbes' condition that each player must keep to his own half of the board must therefore be abandoned as inaccurate. The White Knights certainly look on squares, difficult to imagine as correct. Possibly, comparing the position from

Figure 2.



Position after White's 8th move.

chess? It occurs in two diagrams in the Aladli-Alsuli MS.; but in none of Allajlaj's 32. The fourth diagram in the British Museum MS. is cross-wise, and naturally it occurs more frequently in the later Turkish MSS. The British Museum MS., in describing the arrangement of the pieces, says: 'This is the idea which the inventor of chess followed in the arrangement of the pieces. He placed the Shâh in the centre, because the King ought to be in the centre of his army; the Farzân at his side, because the Vizier stands near the King.' This seems to show that it was immaterial which centre square the King occupied, and even so late as Lucena (1498) we find advice given as to how a player can always make his Queen stand on whichever side of his King he prefers, by the trick of giving the board a half-turn. If Black had chosen his arrangement (in Allajlaj's figures the

Allajlaj, the Knights should be on K and Q 2, though they *may* have arrived at their strange position *via* R 3, and the rather obscure name 'Repulsing Opening' may have its justification from the double move of the Knights. The Arabic names of the Ta'biyat are however chiefly fanciful. We have the 'sword,' the 'old woman's ta'biya,' the 'winged opening,' the 'sheik's opening,' the 'scorpion,' 'Pharaoh's boulders,' the 'army,' the 'richly-girdled,' the 'shoulder,' the 'wonderful and lovely,' &c. The position of the Kings and Ferses is more remarkable. They are modern Asiatic! Is this cross-wise arrangement so old as old Arabic

* Such is the *only* English plural of Fers. Mr. Branch (*B.C.M.* 1899, p. 293) has been misled by the Arabic forms in -en which are all singular. One instance will be sufficient—from Chaucer's *De the Duchesse Blaunche* 1723 'Thogh ye had lost the ferses twelve' [explained by Prof. Skeat as 'all the men except the King; the Bishops, Knights, and Rooks being counted as one each.' Which does not strike me as satisfactory, for why should the Pawns alone be counted separately? Skinner in his *Dictionary* (1671) says: 'Fers, Feers, Feerses, men at chess,' but this is probably an attempt to explain the passage in Chaucer, and is too late (and too early) to have any practical value].

Black's Fers stands without exception on the *left* of the King) White could now either place his Fers on the left, *i.e.* cross-wise, or on the right of the King, *i.e.* normal, and the evidence that this was so seems to me too strong to be disregarded (it is supported by 13 per cent. of the Arabic diagrams accessible to me). While the normal arrangement was the commoner at first (European chess is sufficient evidence for this), and perhaps the more defensive, the cross-wise arrangement has gradually prevailed in Asia and become the rule. The want of agreement in the number of moves is also noteworthy. The following diagram (Aladli *v.* Alsuli, No. 6) shows that it is not of necessity a proof of incorrectness, for it is impossible to

Figure 3.
THE 'ARMY.'



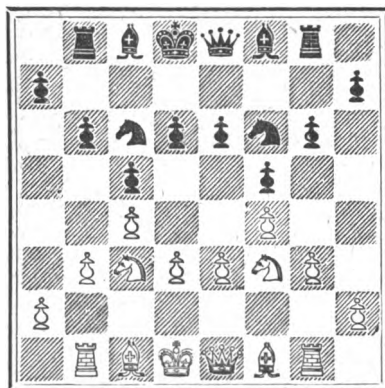
TA'BIYA RAKUTIFI (?).

alsayyala' Aladli-Alsuli MS.) and those resembling it, because it has the most correct development, and is formed regularly, and also all players have

reconcile the many moves required by Black with White's eight necessary moves. In Allajlaj, however, the number of moves is always correct, and we may fairly consider him the classic authority for Arabic chess, as his practice everywhere agrees with what we should expect from the analogy of European chess. I may perhaps quote Allajlaj's discussion of the Mujannah, since the British Museum MS. undoubtedly refers to the passage.

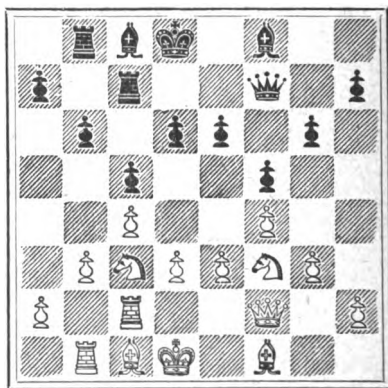
'I begin in God's name with the opening named Mujannah (= winged. 'Alsuli has said that among the openings mentioned by Aladli there are none which are more correct than these two, al mujannah and

Figure 4.



ALLAJLAI MS.

Figure 5.



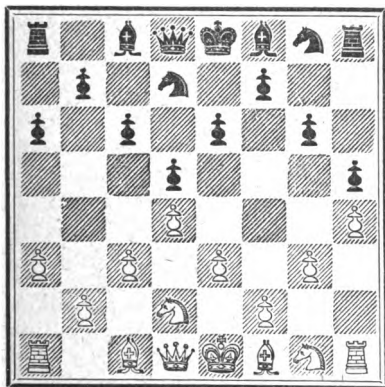
BRITISH MUSEUM MS.

expressed their preference for it. Also it is the only opening in which all the pieces (lit. animals) are developed in twelve moves. This is its form (Fig. 4) and we shall trace it from the first moves.'

The British Museum MS. opens with a later position in this opening (Fig. 5). 'The first is commonly called Hallaj's Opening (Hallaj, an admitted error for Lajlaj), since he chose it and considered it was better than the others because the pieces are developed in twelve moves.' This is the only Ta'biya, except those in Allajlaj in which we are given the number of moves necessary. The number given is obviously too few, and is plainly derived from the text in Al-lajlaj, but it is, I believe, the sole evidence on which the double step of the Pawn at opening has been supposed to have had its origin in Arabic chess. In Allajlaj it never occurs, and even if the evidence of the British Museum Ta'biya could be accepted—which it cannot be from its reference to Allajlaj—it would not establish the usual statement, that the centre Pawns and the Rooks' Pawns could alone make a double step at the start. In the Ta'biyat it is the Bishop's Pawns which are generally advanced to the fourth square, the centre Pawns are rarely advanced, and a study of the few end positions which are stated to be from actual play reveals an astonishing number in which the central Pawns have been left behind on their third squares, or even unmoved.

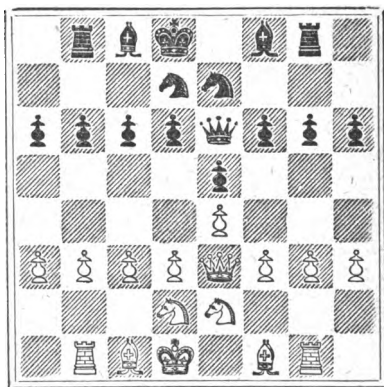
The Ta'biya just touched European chess. In the many collections of mediæval problems only two diagrams occur, one (Fig. 6) in the Spanish MS. copied by order of King Alfonso the wise of Castile at Seville in 1283 under indisputable Arabic influence, the other (Fig. 7) at the end of a Dresden MS. of the French translation of Cessoles of the fourteenth century. I give the two positions. The Alfonso MS. has no explanation or

Figure 6.



EUROPEAN TA'BIYA. ALFONSO MS.

Figure 7.



EUROPEAN TA'BIYA. DRESDEN MS.

comment. In the Dresden MS. the diagram follows one giving the ordinary position of the men which is described thus: 'Cest le premier gieu que xerxes le philosophe trouva des eschies. Et peut chascun eschet (*i.e.* Pawn) passer iii poins au premier trait.' And the commentary on it is: 'Cest

lautre gieu que le philozophe trouva et en ceste assiete chascun est en garde lun de lautre, lon ne les puet aler prendre en leur siege sans estre pris. Et le mieux est de traire tous jours en garde.' Best, certainly, but it is a counsel of perfection, and it remains yet to be shewn how one can always move so that every piece on the board is defended.

The Battle Array in India appears to be a modern innovation, since the evidence for it does not go back more than 200 years, and it appears to be due to other than Asiatic influences. Its similarity with 'Stroebeck' is remarkable, and suggests European influence of a bad type. The one player plays either four or eight moves, and then his opponent does the same. But the recent date of the Indian battle array gives it comparatively little importance for the history of chess.

H. J. R. MURRAY.

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 132.)



T seems probable that the Scandinavians, Germans, Huns, Poles, and Muscovites, became acquainted with chess before they became (or called themselves) Christians.* Or that some of them did. The first-named either learnt the game from the people of the lands we call France, Belgium, and Holland, or they brought the game direct from Byzantium or other coast towns of the Mediterranean. They were great navigators, sailing eastward to the Black Sea, and westward, not only to Iceland (which they colonised) but to "Vineland"—afterwards to be re-discovered and christened America. They probably introduced chess to Scotland and the North of England—very likely too, to Ireland—before the game spread to those then remote regions from the South of England. They were skilful carvers of walrus ivory and bone, and this helped to spread a knowledge of chess. The Germans and Poles were probably ignorant of the game for a generation or two after it had established itself in all other European countries. The Muscovites learnt it of the Tartars. And here we have a curious fact. The Russian name for the Rook is "Lodia"—Ship. Nowhere else in Europe is the piece so termed, and it is the more curious because for centuries after they played chess the Muscovites were entirely an inland people. So were, and are, the Tartars. The Persians never used the word "Ship" in connection with chess, nor did the generality of Hindu players at the time of the introduction of chess, or the two-armed form of the game, into Persia.

* "In the Scandinavian North existed a special Runic sign to denote the game of chess; now as it was only after the introduction of Christianity that the Latin alphabet was employed as a substitute for the Runes, it follows that the existence of a special Runic sign for chess proves that the game of chess was known in the Scandinavian countries before the final adoption of Christianity; that is, before the eleventh century." Such is the argument, but the weak point is that the sign *may* have meant another board game, known as Knæf-tafl.

But the oldest name for the piece on the corner square—though it then had the “Bishop’s” move and not that of the Rook—was “Ship” or “Boat.” This was the ancient Hindu term (still used by some, for the corner-square piece—now with a Rook’s move). It is clear therefore that the Moguls or Tartars got their chess very early from India and impressed it on the Muscovites, later on, with the names of the pieces unchanged other than by translation. The Russians have not adopted their chess names—as we have with several of ours—but have translated the words into their own language. With one exception, the “Ferz,” which they adopted at some time from the Persian. Dr. Forbes, who believed that the Chaturanga game (in which there was no “Ferz”) was very much older than the Shatranj or two-armed game, considered this a striking piece of evidence in favour of that theory, and held that the Tartars must have taught the Muscovites the Chaturanga game, and that, upon its being given up in Russia in favour of the “Shatranj,” the Russians then borrowed the word Ferz from the Persians for the piece which took the place of a not-required King (there is no “Queen” in Russian chess. The piece is the “Ferz,” not a Russian word). All the other pieces have Russian names—simply translations from the Sanscrit. For instance, the piece we call a Bishop is an Elephant in both Sanscrit and Russian. It need not be shaped so, but that is the name.

Much more could be said for the etymological argument on the side of Forbes, and the greater antiquity of chess in both Asia and Europe, as against Linde and the theory that the game is of less antiquity. But I must pass on, merely remarking that I can not believe that all the old stories, legends, references to the game as a thing well known, are baseless, or of much later date than they are supposed to be. Or that a knowledge of chess spread—in those times of imperfect communication—from Arabia to Iceland in a couple of centuries. And not merely a knowledge of the game, but its establishment all over Europe as something not at all novel.

Chess spread as far south as the confines of Abyssinia—from Arabia; (I believe there is no evidence of any knowledge of chess by Negroes or Bantus, though they all play draughts in some form) and as late as 1800 the Abyssinians were still playing the game in the old style, as regards the Bishops at least, for, wrote an English traveller, “I saw them jump their Bishops over their Knights,” and “the Bishop could only go three squares.” He was not a player, or he would have told us more. I have not been able to discover anything of Abyssinian chess more modern than this, but think it probable that the Bishops go on jumping—not over Knights only.

I have now, roughly, accounted for the geographical distribution of the game of chess on this planet. Some form of chess is doubtless played on many others (what would Linde say to that!), but the evidence thereof is scanty. We must however sometimes indulge in a little reasoning by analogy.

This would, I think, be an appropriate place to introduce the European chess terms, of as far back as we can go. But first it must be remembered that the Arabic words were much used in Southern Europe. These were—

chess, *Shatranj*; checkmate, *Shāh*-māt* (the King is dead); King, *Shah*, also *Shah!*, or *Chah!* The warning we call "check!"† *Ach-Chah* was also used, and from this we get the words "check," "echecs," "chess," and "exchequer." The word *fers*, for vizir, minister, general, was at first adopted without change; it is found in the Latin writings, *fers*, *ferse*, *ferzia*, and in the Spanish MS. of Alonzo *Alferza*. But very soon the Byzantines or Italians transformed this piece into a "Queen," as a sort of symbolical match for the King (the words *Fers* and *Regina* continued in use together for a long time, just as we have two names now for the Rook). The Rook was to the Arabians (in Europe as well as Asia) a *Rukh*—which word meant a champion or hero in the Persian, but to many of the Arabs a "Roc," the fabulous bird of gigantic size. Our Bishop to them was an Elephant—*al fil*, the elephant. Whence "*fol*," and "*fou*," in French, meaning "fool" or jester, and *alphin* or *alfin* in English—meaning nothing but that the term was adopted for the piece without translation. English players knew little or nothing of elephants; they soon used the alternative titles of "Bishop"—from a fancied resemblance in the ordinary shape of the piece to a mitre—and "priest," but Bishop chiefly.‡ In France, Italy, and Greece, an alternative was "Archer"—more sensible than either Bishop or Fool. The Knight was, and is, in Arabic, *Faris* or *Asp*, a horse. The Pawn, *Baydaq*, a foot soldier.

The following tables give the European chess terms of mediæval times. A few are doubtful as to antiquity, but are in use now or have been.

Old English.	Latin.	Greek.	Italian.	Spanish.	Portuguese.
Chesse	(See note)	Zantrikion } Santratzi }	Scacchi	Ajedrez	Xadrez
Kyng	Rex	Basileus	Re	Rey	Rei
Queen } Fers }	Regina } Ferzia }	Basilissa	Reina	Alferza } Regina } Dame }	Reinha
Rokis	Rochus	Pyrgos	Roccho	Roch	Roque
Alfyn	Alphilus	Toxeutes	Alfino	Alfil	Alfil } Bispo }
Knyht	Miles	Hippeus	Cavaliere	Cavaler	Cavalleiro
Pawny	Pedes	Pezos	Pedone	Peon	Peone
Checke	Scacus	Siak	Scacco	Jaque	Xaque
Mate	Mattum	—	Matto	Mate	Mate

NOTE.—Latin, *Latrunculorum Ludus*. *Scacehorumludus*, and *Shahiludium*. The Bishop was also *Calvus* (the shaven one), *Cornutus*, "mitred," and *Sagittarius*, an archer. The Knight was also *Eques*.

* *Shah* is Persian, adopted by the Arabs, but the Persian for our 'mate' was *mand*, meaning, not slain, but driven to his last resource.

† This word has no connection with the Arabic "Sheik" = chieftain.

‡ Not so much as *Alfyn* till the 16th century.

French.	German.	Dutch.	Danish.	Swedish.	Russian.
Echecs } Esches }	Schachspiel	Schaakspel	Skak	Schakspel	Shakhmat- noy
Roy } Rey }	Kuenec	Coning	Konge	Kung	Korol
Royne } Fierce }	Kuenegin	Coningin	Dronning	Drottning } Dam }	Ferz
Roch } Roc, Roke }	Roch	Roch	Taarn	Torn	Lodia
Alphin } Aufin }	Alfte } Läufer }	Oude	Loeber	Löpare	Slonie
Fol }					
Chevalier } Cavalier }	Ritter	Ridder	Springer	Springare } Hast }	Kon
Pion } Poun }	Bauer	Pion	Bonde	Bonde	Peashka
Echec	Schack	Schaak	Skak	Schack	Shakh
Mateson } Mat }	Matt	Matt	Mat	Mate	Matt

NOTES.—Half the French names are from the old “Romance” language. There are MSS. in this in the British Museum. The Dutch “Bishop” has long been “Spion,” and “Raadshur”; the Knight also “Paard.” It will be seen that several nations made of the Bishop a “leaper,” and of the Knight a “springer.” The Muscovites, alone of Europeans, call the Bishop an elephant—that is the meaning of *Slonie*. They still use the word *Ferz*, with an occasional alternative—“the old woman”! *Peashka* is a peasant. All over the world the chess Pawn is a peasant, a farmer (in a small way — a peasant) or—more dignified—an infantry soldier.

Turkish	Hungarian.	Bohemian.	Polish.	Irish.	Welsh.
Shatrenj	Sakk	Sachy	Szachy	Fithchioll } Brananoh }	Gwyddbwyll
Shah } Kiral }	Király	Král	Król	Righ	Brenhin
Pherz	Vezer	Dama	Królowa	Rioghan	Brenhines
Rukh	Bástya	Vez	Wieza	Caislean	Ydfrau
Alpil } Alfin }	Futar	Strelec	Laufer	Cashog	Esgob
At	Huszar	Jezdec	Kon	Laoch } Ridire }	Marchog
Paydah	Gyalog	Pesec	Pion	Kern	Gwystl
Kish-et	Sakk	Sachy	Szach	Cosg	Attalfa
Matet	Mat	Mat	Mat	—	Cydmarr

Many of the foregoing chess terms are unchanged to-day; some are spelt a little differently, and some are quite obsolete. I presume the Irish and Welsh are seldom, if ever, used. The others in the same table are all in use, and also the Russian, Swedish, Danish, and Portuguese.

W. S. B.

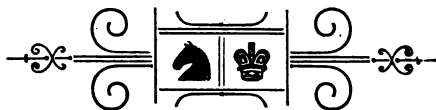
CHELTENHAM.

(*To be continued.*)

NOTES. — Concerning “Charlemagne’s Chessmen,” Mr. H. J. R. Murray, of Ormskirk, has kindly supplied me with information and drawings, the latter taken from old engravings. The pieces are not lost, but are in the National Library at Paris. So, at least, it appears from some account of them in a French magazine. They consist of two Kings, two Queens, three Chariots, four Horsemen, three Elephants, and one Pawn. Fifteen pieces, without—it is said—any inscription. But on another carved piece, an elephant with horses and riders, is the inscription in Arabic—“made by Joseph of Nakali.” But this piece does not belong to the set, and so may be either more or less ancient. The fifteen chessmen are certainly of ancient appearance, and the costumes are of the Byzantine and Frankish or early Norman period. The King is seated on a throne, in a sort of curtained chamber; two pages are drawing aside the curtain, whereby we see “Charlemagne”—perhaps. He has a beard, robe, sceptre, and of course, a crown. Of the Queen I have no illustration. The Elephant has two riders, but no howdah. One of the riders carries the hooked weapon used in managing elephants. The Chariot is really a warrior sitting in a chariot, which is drawn by four horses. The Knight *is* a Knight, in armour of the brave days of old. The Pawn is a dwarfish foot soldier, with sword and shield; he also is in partial armour. Where are his fifteen companions of his own rank? Stolen or given away, perhaps one by one, many generations ago.

Perhaps some reader of the *B.C.M.* will oblige by visiting the National Library this summer—many will, no doubt, be at the Paris Exhibition—and asking for a view of these unique chessmen. A report to the Editor should be worth publication.

Concerning the ancient chess Queen or Fers—I have, following several older writers, referred to this as “the weakest of the Pieces.” This statement—made rather by way of antithesis to the present position of the Queen in chess—is not quite accurate. There was a very slight difference in chess value between the Fers and the Alfyn, but what there was in favour of the Fers. This piece could cover 32 squares, and a single Alfyn only 8. But then the Alfyn gave check at a longer distance, and could do so unsupported, as regards the adverse King. It could check or capture (or move) over an occupied square, and it could occasionally give a smothered mate. Both Fers and Alfyn (singly) were decidedly weaker than a Knight.



OUR END-GAME TOURNEY.

We have received entries for the above from "Advancement," "Siam," and "A Traveller." An envelope has also reached us with the motto "Estulna," "Aberwyst," written upon it, but no end-games accompanying, unless they are inside the envelope, which of course we have not opened. We therefore again draw the attention of intending competitors to the conditions of the tourney, which were printed on the first page of our February number.

THE n QUEENS PROBLEM.

(Continued from page 137.)

TO apply the general expression $a, a+b, a+2b$, etc., to a board not of the form $6x$ plus or minus 1, requires some modification of the procedure, for in such cases the sums of the co-efficients of a and b will not be commensurate. Thus, for the 4×4 board we may, among other ways, deduct $5b$ from the third and fourth terms, when the expression takes this form,—

$$a, a+b, a-3b, a-2b.$$

Making their sum = 0, we have $4a-4b=0$, or $a=b$, and the differences are, $b, 2b, -2b, -b$. Adding 1, 2, 3, 4, respectively, the Ordinates sought are,—

$$1+b, 2+2b, 3-2b, 4-b.$$

Here the only value for b is 1, yielding—

$$2, 4, 1, 3.$$

So, for the 6×6 board, we may add $7b$ to the 1st, 2nd, and 3rd terms of the general expression, or deduct the same quantity from the 4th, 5th, and 6th. Adopting the second plan the differences would be—

$$a, a+b, a+2b, a-3b, a-2b, a-b.$$

Making their sum = 0 gives $a=b$, and the differences in terms of b are—

$$b, 2b, 3b, -3b, 2b, -b.$$

Whence the Ordinates are found—

$$1+b, 2+2b, 3+3b, 4-3b, 5-2b, 6-b.$$

Giving b its sole value, 1, we have—

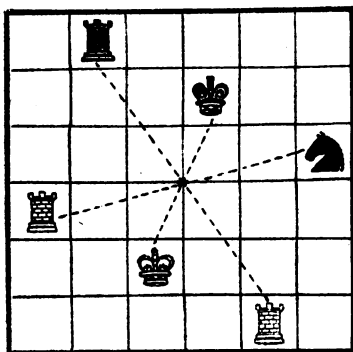
$$2, 4, 6, 1, 3, 5$$

Here the progression is not continuous, there being a change between 6 and 1. Instead of one straight line as obtained for the two 5×5 Forms we have now *two lines, parallel*.

As shown by the symmetry of the differences, or by the constant sum, 7, or $N+1$, of the terms equally distant from the middle, the 6×6 Forma

just found is Centric, although not approaching so near to absolute symmetry as does the 4×4 , or the Centric 5×5 Forma. Either of the two last named require only two poses on the board to produce a position that is precisely balanced as regards both the horizontal and the vertical axis, while the 6×6 Forma found requires four poses. The non-centric 5×5 Forma requires eight poses, so that it is still further removed from symmetry, although it is constructed, as we have seen, just as regularly as the Centric, or to speak more accurately, it is derived by the same regular rule or principle.

6 x 6 FORMA. CENTRIC.



White wins.

the symmetry as they form an *odd pair*.

The next diagram shows the four distinct poses of this Forma, and how they together produce a perfectly symmetrical figure, or ensemblage, where every Queen has seven counterparts precisely related to the centre of the board as itself. The interior octagonal figure, which shows the middle Queen of both links four times entered, is the same as the two-fold entry of the 4×4 Forma.

6 x 6 FORMA. FOUR POSES.

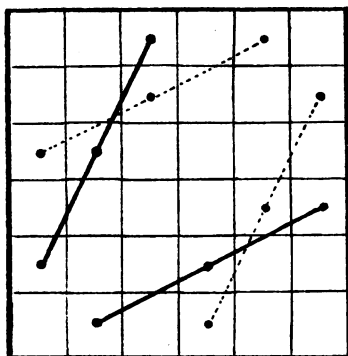
	4	1	3	2	
3		2	4		1
2	1			3	4
4	3			1	2
1		4	2		3
	2	3	1	4	

four marginal Queens occupy squares that would be coloured alike, and the two interior Queens the opposite colour. This peculiarity is best expressed by stating that if the key ordinates be added to their corresponding suppressed ordinates, four of the sums will be either all even, or all odd, and two the reverse. This is a natural consequence of the bipartite linear arrangement upon a board oddly even, that is, divisible by 2, but

By examining the accompanying diagram it will be seen that the pieces occur *in pairs, diametrically opposed*, that is to say, lines connecting such pairs will pass through the *centre* of the board. Hence the characteristic, *Centric*.

Although this position must be called centric, it will be noticed that no two of the diameters are of the same length. To be in the circumference of the same circle as the opposite Black and White Rooks, the opposite White Rook and Black Knight should be moved one square nearer the corner. Even then the two Kings would destroy

A peculiarity of the 6×6 Forma is that a single pose thereof occupies four squares of one colour, supposing the squares to be coloured alternately, as in the ordinary chess board, and only two squares of the other colour. This is shown by the odd pair of Queens in the diagram next but one preceding. The



not by 4.

A graphical illustration will conclude this part of the investigation. On the accompanying diagram, selecting the first half of the Queens, represented by 2, 4, 6, inscribe that line in two poses from one corner, and also in two poses from the corner diagonally opposite, as shown on diagram.

What is the result? We entered *half* of the Forma in four poses, and we get the *full* Forma in two poses.

Each unbroken line taken with the parallel dotted line give the complete position of 6 Queens. This not only makes very clear the geometrical principle of a pose, but also illustrates how the duplex nature of a Forma, or the similarity and parallelism of its two parts, reduces the number of distinct transpositions from 8 to 4. And by recurring to the 4×4 Forma it will be seen that the relation between the Queens is there quadruplex, and hence there can be but two transpositions in that case.

(To be continued.)

G E. CARPENTER.

OBITUARY.

Brighton Society (April 14th) records the death of Mr. A. C. Jackman, a member of the first class of the North London Club. Though an invalid for many years, Mr. Jackman was a genial companion and trusty friend. He was exceedingly fond of chess, and his play was of the attacking style, he was also a good solver, being particularly fond of end-games. For some months before his death he had been confined to house, and his absence from the club is one of the causes why the North London Club has done so badly this season.

REV. LEWIS WOODWARD LEWIS, M.A.

IT is with the deepest regret that we have to record the death of the Rev. Lewis W. Lewis, chairman of the Southern Counties' Chess Union, who was held in the most affectionate regard, and whose place can never be filled as he filled it.

He was the son of Dr. David Lewis, of London, and was born on December 5th, 1830. He entered Lincoln College, Oxford, in 1849, and took his degree in 1853. He was ordained in 1855, and all his clerical life has been spent in the county of Kent, viz., at Mersham, Luddenham, Faversham, Leysdown, and lastly at Meopham, where he has held the living for the last twenty-five years. In 1895 he was appointed Rural Dean of Cobham.

In 1858 he married the elder daughter of the late Lieut. Gen. T. Elwyn, R.A. His life was one of devotion to his sacred calling, and to so great an extent did he carry this that he disregarded entirely his personal comfort or convenience; it had indeed been obvious for some time past to those who had the pleasure of knowing him intimately that he had overtaxed himself, and the great strain had undermined his health. He was obliged at last to take to his bed, and his seven weeks' illness was borne with that Christ-like resignation, patience, and humility which were always such pronounced traits in his character. The very best medical skill was unable to arrest the wasting disease (pernicious anæmia) from which he suffered, and at the dawn of Easter day he passed to that rest for which his life of devotion to duty so well prepared him.

Our readers will remember Mr. Lewis more in connection with the chess world than with his office as parish priest. He was always a keen devotee of the game; even in his youngest days, and also while he was at Oxford, he indulged his love of it—and it is an open secret that his knowledge of the game was—to say the least of it—very convenient to him in that Spring time of life, when “young men’s fancies turn lightly to thoughts of love,” for Mrs. Lewis comes of an old chess family—her grandmother won a silver Queen in a contest held more than 100 years ago. It is easy to understand that a game of chess was often made the excuse for an additional meeting, and it is not to be supposed that a very correct record of the score of these games was kept.

Mr. Lewis was one of the promoters of the old Gundolph Chess Club at Rochester, and was for many years the match captain of the present Rochester Club. He was also a member of the St. George’s Club, the Four-Hand Club, City of London and Metropolitan Clubs, and chairman of the Southern Counties’ Chess Union; but probably he was best and most widely known in his connection with the Kent County Chess Association. It is not too much to say that he was the “rallying point” of this successful organisation. The mention of the Kent Association always carried with it the name of Lewis—and to mention his name in the chess world was to couple it with the Kent Association. His “personality” carried with it so great a charm that all with whom he came in contact fell under its fascination. He was the guiding spirit in this County Association, and not only won the affectionate regard of all its members but also the esteem of the members of kindred associations. He was always present at the matches, cheering and inspiring the members of his team, and will be missed quite as much by his opponents as his own members.

His devotion to the duties of match captain and chairman of the committee can only be fully appreciated by those who had the privilege of working with him. If he had any fault it was his excessive modesty—this was so pronounced, and he made such efforts to keep his work in the background, that very few indeed are acquainted with the immense amount of work he so successfully achieved.

He was a man of infinite tact and great ability. Everyone was always charmed by his high sense of humour, and his geniality was one of his especial features.

His extreme modesty and dread of publicity prevented the display of appreciation that his admirers would like to have made, but the Rochester Chess Club managed last year, by diplomacy, to present him with a very handsome set of ivory chessmen and a board, as a slight mark of their appreciation of his efforts in connection with their club. The presentation took place during the Annual Congress of the Kent County Chess Association, and Mrs. Lewis's identification with the chess world and the assistance she always gave her husband, were recognised by a presentation of a jewelled bracelet.

The parishioners who have been dependent on him, the chess world, and his very numerous circle of friends, acquaintances, and admirers will look in vain for anyone to fill his place. He was an ideal parish priest, husband, father, and friend, and his loss will be deeply mourned by all who knew him.

The funeral took place on Thursday. April 19th, at the beautiful old church of St. John the Baptist, Meopham, and was of the most impressive character. The whole of the parish were present, and it was very evident that Mr. Lewis had endeared himself to all who knew him, and that the loss was a personal one to everyone present.



Some of the following items were crowded out last month.

Herr Pelzer has won the Silver Cup, and therewith the title of Master of the Frankfort Chess Club.

The score in the American-Canadian Correspondence Tourney now stands at $46\frac{1}{2}$ to $34\frac{1}{2}$ in favour of America.

G. Viti and V. Volpi came out first and second in the Handicap Tourney of the Florence Academy of Chess.

Mr. Delmar won his little match with Major Hanham, at New York, for the prize given by Mr. Martinez, by 3 to 1, and one draw.

At the Amateurs Club, St. Petersburg. Romanowsky gained first prize, and the next four were divided by players with long names and equal scores.

C. Behting has won the Winter Tourney of the Riga Club with a score of 7 out of 10. Next to him came Lebedew and Müller with $6\frac{1}{2}$ games each.

Herr Lasker recently paid a visit to Wiesbaden, and played 15 simultaneous games at the chess club, winning them all. Herr Schottländer of Breslau was also a visitor there at the same time.

By a letter received from his nephew we rejoice to hear that Mr. Steadman, of the Johannesburg Chess Club, was not seriously wounded at Spion Kop, and has been able to rejoin his regiment at the front.

In the night of February 12th, a telegraphic match of seven games took place between Stockholm and Gothenburg. Owing to errors in transmission, one game could not be finished. Of the rest Gothenburg won 3, Stockholm 2, and 1 was undecided.

The editor of *La Nuova Rivista* states that his Mecenas, Sig. V. de Barbieri, has placed at his disposal a considerable sum of money as the first prize of a special National Tourney to be held at Leghorn. A chess club, named after the late Emilio Orsini, has been formed there.

In the telegraphic match between Vienna and Paris, the following will play on behalf of Austria: Herren Alapin, Fändrich, Halprin, Neumann, and Schlechter, all members of the Vienna Club, against Messrs. Billecard, Chaserai, Clerc, Maurat, Rosen, A. de Rivière, and Sittenfeld. The time-limit is 50 days for 20 moves.

The Manhattan Club lately organised a series of six games between Messrs. Lipschütz and Richardson, paying a remuneration of 15 dollars for each won game to the winner, and 5 to the loser, while for every drawn game each player was to receive 10 dollars. The first game was scored by Mr. Lipschütz, and the next two were drawn.

We are pleased to see that the Italian chess magazine, *La Nuova Rivista degli Scacchi*, has started with this year on a new life. It is now punctual in the time of its publication, and in many respects is very much improved. Nathless all the apathy of Italian chess players, we congratulate Sig. Salvioli on the energy he has displayed, and wish him every success.

The twelfth Congress of the German Chess Association is announced to be held at Munich, from July 21st to August 11th. There will be an International Masters' Tourney, with prizes from 1000 marks downwards, and two Haupt-turniere, with prizes from 500 to 300 marks, and two lower tourneys. The final programme will be published during the present month of May.

The double round tourney at the Amateur Club of St. Petersburg is ended, with the following result: Messrs. Tchigorin and Lewin, with 14½ points each, tied for the two highest places; M. Lebedeff comes next, with 12 points; Mr. Sybin fourth, with 10½ points; and Mr. Seyboth, who is the editor of the chess column in the *St. Petersburger Zeitung*, is fifth, with 9½ points.

We are glad to hear a better account of Mr. Steinitz, and it is hoped he will soon be well enough to return to his home in New York. He is, however, in very distressed pecuniary circumstances, and the Manhattan Club have generously subscribed 300 dollars towards his relief. Any contributions from this side will be most thankfully received by his daughter at 155, East 103 Street, New York.

The annual meeting of the Queensland Chess Association took place at Brisbane in February, when it was announced that nine clubs had been registered during the past year with a collective membership of 159 persons. Mr. Bell was elected president, Mr. Wilson hon. treasurer, and Mr. W. A. Smith hon. secretary. Mr. Smith was then presented with a handsome silver biscuit barrel in recognition of his three years valuable services as secretary.

Mr. Pillsbury has now attained the highest rank as a blindfold player. It will be remembered that Zukertort once played 16 simultaneous games *sans voir*, but he never attempted it again. Pillsbury has gone beyond this, for not only did he play that number on February 17th at the Chicago Chess Club very rapidly, making 466 moves in 5 hours 10 minutes, and winning 11 games, drawing 4, and losing only one; but afterwards at New Orleans he encountered blindfold 17 strong opponents simultaneously, and in less than eight hours he defeated ten of them, drew with five, and lost to only two. We believe he intends shortly to take on twenty at once, but we hope he will not overtax his brain, and fall into the pitiable condition of poor Morphy.

Southern Counties Chess Union.—The chess players of Bath held a meeting on April 9th, to consider the proposal to hold the S.C.C.U. Tournament in Bath this year, and decided to accept the proposal. The Mayor of Bath (R. E. Dickinson, Esq., M.P.) was appointed president of a representative committee of the County of Somersetshire, with Mr. L. T. Knight, secretary, and Dr. Cave treasurer. It is intended to raise the sum

of £60, and towards this sum £40 is already promised. The meeting will be held from September 3rd to the 12th.

Southern Counties Inter-County Championship.—On Saturday, April 7th, a match in this competition was played at the City of London Club, the contestants being Surrey and Essex. Surrey won by 10 games to 6.

Yorkshire.—The Yorkshire team has won the correspondence match against Kent, the scores at the time of writing being: Yorkshire 25, Kent 6, drawn 9. 9 games are in progress, and if any of these are unfinished on May 1st the positions will be submitted to Mr. J. H. Blake, Southampton, for adjudication.

York Club.—The season was brought to a close on Tuesday, April 10th, when the Lord Mayor (Alderman Rymer, J.P.) distributed the following prizes: the 'Hunter' Cup (16 competitors), Mr. F. O. Nelson; Handicap Tournament (22 competitors), first prize, Mr. A. Humphreys (who holds the 'Oswald Brown' Trophy for the second year in succession), Mr. L. R. Flint second, Mr. F. O. Nelson third; Continuous Tournament (12 competitors), Mr. F. O. Nelson; Attendance prize, Mr. R. Dutton. During the present season 8 matches had been played, result, 5 wins 3 losses.

We have received an interesting letter from Sen. José O'Farrill, the energetic secretary of the Havana Club, giving an account of Mr. Pillsbury's visit. He arrived by invitation from the club on March 12th, and stayed at Havana a week, during which he played several single off-hand games with Senores Ruiz, Corzo, and Vasquez, Dr. Reyes Gavilan, &c., with great success; a consultation game against Senores Blanco, Delmonte, and Ruiz, which was drawn; 42 simultaneous games, mostly allowing his opponents to consult with others, of which he won 38; and two blindfold exhibitions, in the first of which, with ten opponents, he won 8; and in the second, with 16 opponents, he won 11, lost 4, and drew 1. During the latter contest, there occurred a mistake, which Pillsbury proved to be one of his opponent by reciting all the previous moves. On the first five boards he had only single opponents, who were some of the best players of the Havana Club. At the rest of the boards consultation was permitted, which, with a time-limit, is always an advantage to the single player. Mr. Pillsbury, by his affability, modesty, and amiable manners, as well as by his skill, made a most pleasing impression on the Havana Club, and when he departed he left behind him many warm friends.

Isle of Wight Chess.—The sixteenth Annual Tournament for the championship of the Isle of Wight and the challenge cup, value 25 guineas, has just concluded, and has resulted in Mr. G. I. Gribble, of Beading, the hon. sec. of the Isle of Wight Chess Association, winning with the score of 4 wins and 1 loss; Messrs. F. A. Joyce (Newport), J. S. Flower (Ryde), and S. D. Caws (Cowes) tied for second place with 3 wins each. The Tournament was more than usually interesting, as the contest was confined to the best of the Island players—a Minor Tournament having been arranged for the first time. The entries for the championships comprised are the

best of the local talent, and the result proved how equally matched the competitors were. Mr. Gribble won the championship in 1893, and has been a prize winner on many occasions. He competed in the third class of the Amateur Tournament, at Salisbury, in 1898, when he tied for third prize, half a point below first and second; he has been the hon. sec. of the Isle of Wight Chess Association for many years, and his success is deservedly a popular one.

The Minor Tournament attracted nine entries, and was won by Mr. L. Hewett, of Cowes, with $6\frac{1}{2}$ out of 8; Mr. W. H. Hewett (the winner's father) taking second prize. This was the first year that the experiment of dividing the Tournament into two classes has been tried, and it has proved a great success.

Isle of Wight Chess League.—Five clubs entered for this competition, Newport, Sandown, Cowes, Shanklin, and Ryde, the latter club withdrawing after a few matches owing to the loss of several of their team. The matches were home and away, and Newport repeated their victory of last year, winning easily. Sandown took second place.

We have received the January opening number of the new Italian chess magazine, *Rivista Scacchistica Italiana*, which is a continuation in an Italian form of the now defunct bilingual *Ruy Lopez*. The new magazine is the official organ of the Italian Chess Association, as well as of the Florence Chess Academy, and the Turin Meridiana Chess Club. It is edited by Signor Guglielmetti, with the co-operation of Senor Gonzalez of Barcelona, and Signori Crespi of Milan, Cavalleri of Turin, and Tonetti of Rome. We wish this new venture a long life and much success, but as only the first issue has yet reached us, we hope it does not intend to count unpunctuality either a necessity or a virtue. The number contains the programme for the Italian National Tourney at Rome, which was to commence on April 19th, and to last three days. It is as follows:—The Tourney will be divided into two distinct groups. The principal one will be played on equal terms, and will be restricted to the strongest players. The other will have four classes, and will be open to all, but in both the participants must be members of the Italian Chess Association, Italians, or residents in Italy, according to the rules. In the principal tourney the entries will be restricted to twelve, and there are five prizes, the first, given by the King, a large gold medal and diploma. The second, given by the Prince of Naples, who is the hon. president of the Association, a medium sized gold medal and a fine silver cup. The third, given by Baron Sonnino, the acting president, a small gold medal, with a diploma, and another handsome prize. The fourth, 250 lire, a large silver medal, and diploma. The fifth a medium sized medal and diploma, with 150 lire. We have no space to reproduce all the rules, or the list of prizes for the second tourney, but we sincerely hope that with this good start Italian chess will no longer remain apathetic and cold, but will resume the place which it held in Europe in days of yore.

We have received from M. Rosenthal the following additions to the list of entries for the International Paris Tourney. "Besides the great players whom I saw in London at the last International Tourney, who

promised to take part, nine other champions have entered their names : Messrs. Alapin, Burn, Lee, F. Marshall, Sterling, Janowski, Didier, and Rosen, which brings the number to 22."

M. Rosenthal also sends us a programme of the Tourney, from which we learn that the number of players is fixed at 20, and that if more than these enter, the committee have power to decide which shall be chosen to play, though, if the first 20 entrants do not object, their number may be increased. The other rules are much the same as those of previous international contests, except that the first drawn games count for nothing, and must be replayed. Mondays, Tuesdays, Thursdays, and Fridays, from 2-0 p.m. to 7-0 p.m., and if any games be not finished at that hour, from 9-0 p.m. till midnight, are the times of play. Wednesdays and Saturdays are reserved for adjourned games, and for those that have to be replayed after the first draw. M. Rosenthal will act as umpire in case of any dispute between the players, and also as judge of the two games most worthy to claim the beauty-prizes given by Baron Rothschild, consisting of 500 and 300 frs. respectively.

M. Janowski played 40 simultaneous games at the Philidor Club, Paris, on February 24th, in the presence of 300 spectators, many of whom assisted the combatants with their advice. Notwithstanding this, M. Janowski won 31 games, lost only 4, and drew 5. The play lasted from 8-30 p.m. till 2 a.m. Another simultaneous performance in Paris took place on February 17th, at the Café Molière, under the auspices of the newly-formed Amateur French Chess Association. The performer was M. Rosen, winner of the Café de la Régence Tourney, who had 25 opponents, and vanquished 19 of them, losing to only 3, and drawing with the rest.

Chess in Scotland.—The Scottish Chess Association Annual Tournament began at Dundee on Good Friday, 13th April, when seven players each entered the Major and Minor Tournaments.

In the Major Tournament Mr. D. Y. Mills (Edinburgh) and Dr. McDonald (Foyers) tied for first place and the Championship of Scotland, with a score of five each. The tie will be played off within the next few weeks either at Edinburgh or Glasgow, as the meeting is dispersed.

Sheriff Spens played much below his form, while Mr. J. R. Longwill (Glasgow) also failed to do himself justice.

In a limited competition like this, with only seven a-side, a great deal depends upon luck, and certainly it does not do to have many drawn games.

On the whole, however, it is probable that the two best players are at the top, and the tie between the Dr. Macdonald and Mr. Mills should be interesting, although the general opinion is that Mr. Mills will win. General regret was expressed that neither Mr. W. N. Walker nor Dr. C. M. Grant could take part.

A comparatively young player, who is to be congratulated upon his creditable performance is Mr. Thomas Lupton, Stirling. His score by no means represents his chess powers. He had winning positions against several strong players, which he only failed to convert through want of experience. Mr. H. L. Forbes is steadily coming to the front.

In the Minor Tournament Mr. D. Spankie (Dundee) and Mr. D. Simpson (Falkirk) tied for first place with a score of 5 each. Handicap winners are: Messrs. A. S. Henderson (Perth) and R. E. Corrie (Dundee), who divide 1st and 2nd prizes.

At the annual business meeting of the Association it was decided that next year's Congress be held in Glasgow, and, on the motion of Sheriff Spens, Mr. A. T. Reid (Glasgow) was appointed president, in succession to the Rev. C. M. Grant (Dundee).

Mr. D. Y. Mills was re-appointed honorary secretary, and Mr. B. B. Maxwell (Edinburgh) was re-appointed secretary and treasurer.

The following is the detailed score in the Major Tournament:—

MAJOR TOURNAMENT.

	Thoms.	Macdonald.	Longwill.	Lupton.	Forbes.	Spens.	Mills.	Total.
Mr. H. J. Thoms	—	0	$\frac{1}{2}$	0	$\frac{1}{2}$	0	0	1
Dr. Macdonald	$\frac{1}{2}$	—	1	1	$\frac{1}{2}$	$\frac{1}{2}$	0	5
Mr. J. R. Longwill	$\frac{1}{2}$	0	—	1	$\frac{1}{2}$	1	1	3 $\frac{1}{2}$
Mr. T. Lupton	1	0	0	—	0	0	0	1
Mr. H. L. Forbes	$\frac{1}{2}$	0	$\frac{1}{2}$	1	—	1	0	3
Sheriff Spens	1	0	$\frac{1}{2}$	1	0	—	0	2 $\frac{1}{2}$
Mr. D. Y. Mills	1	1	0	1	1	1	—	5

Aberdeen *v.* Dundee.—The sixth annual match between the Aberdeen and Dundee Chess Clubs was held in the Grand Hotel, Aberdeen, on Saturday, 31st March. There were 16 players a-side, and the match finished in favour of Aberdeen by 13 $\frac{1}{2}$ to 11 $\frac{1}{2}$, this being the first instance in which the Granite City players have been successful. The Dundonians were afterwards entertained at dinner in the Grand Hotel. Mr. C. F. Ludwig, president of the Aberdeen Club, was in the chair.

Mr. J. R. Longwill has won the Championship of the Glasgow Chess Club, and thus he is this year champion both of the Glasgow Club and of the West of Scotland.

Sheriff Spens has won the Championship of the Hillhead Chess Club.

Regarding the proposed International Tournament in Glasgow next year, the managers of the Exhibition have replied that their chief difficulty is to find suitable accommodation, as their space is limited and there is a great demand for it. However they will be in a better position to decide about this shortly, and they have requested the chess committee to let the matter lie over till August. Nothing further will be done therefore towards raising subscriptions until the decision referred to is announced.

Match: Northern Counties *v.* Midland Counties.—This match, the first played by the Northern Counties Union, was contested at the De Grey Rooms, York, on April 7th, and resulted in favour of the North by 16 to 8, with 7 draws. First proposals were for 100 players on each side, but this number was reduced to 50, then to 38, and, finally, owing to the Midlanders having 7 defections on the morning of the match, to 31 a-side

which caused a re-arrangement of the teams—the North having no desire to claim 7 points by default. Play started at 4-15, with a time-limit of 20 moves an hour, and ceased at 8-45 p.m., when only three games—3, 9, and 24—were in progress. The first game finished was that at board 31, and from this result to the conclusion of play the lead was always with the North. The officials and the full score were as follows: hon. secs., Mr. I. M. Brown (N.C.C.U.) and Mr. A. J. Mackenzie (M.C.C.A.); assistant secretaries, Mr. O. C. B. Brown (York) and Mr. E. Rowe (Leeds); scorekeeper, Mr. W. Whitehead, Leeds. Mr. D. Y. Mills, Edinburgh, was the official referee, and to his judgment was submitted the position from board No. 9. After the match Messrs. I. M. Brown and A. J. Mackenzie spoke on behalf of their respective organizations, with the usual exchange of compliments.

NORTHERN COUNTIES.

Mr. F. Downey, Newcastle	1
Mr. G. H. Harrison, Sheffield	0
Mr. R. Marriott, Sale	*1
Mr. W. Atkinson, Hull	0
Mr. C. Löbel, Manchester	1
Mr. E. G. Sergeant, Newcastle	½
Mr. A. C. Haines, Bowness	½
Mr. J. A. Guy, Bradford	0
Mr. W. G. North, Hull...	*½
Mr. J. Birks, West Hartlepool	½
Mr. H. E. Wright, Stockton...	½
Mr. J. Musgrove, Leeds...	0
Mr. R. H. Philip, Hull	0
Dr. Shaw, Liverpool	0
Mr. S. H. Hall, Carlisle	1
Mr. R. Whitaker, Bradford	0
Mr. T. H. Lambert, Manchester	1
Mr. J. Foulds, Bradford...	½
Mr. J. Birks (jun.), Stockton...	1
Mr. D. Cook, Spennymoor	0
Mr. J. J. Shields, Hull	1
Mr. F. C. Howell, Leeds	1
Mr. S. M. Cockin, Wakefield	1
Mr. S. Nixon, Newcastle	*1
Mr. R. Appleton, Stockton	1
Mr. T. A. Peck, Sheffield	1
Mr. A. Grierson, Manchester	0
Mr. M. Jackson, Hull	1
Mr. C. W. Roberts, Bradford	1
Mr. F. O. Nelson, York...	1
Mr. J. Jonas, Leeds...	1

MIDLAND COUNTIES.

Mr. A. J. Mackenzie, Birmingham	0
Mr. E. Dale, Nottingham	1
Mr. H. Balson, Derby	*0
Mr. T. H. Billington, Handsworth	1
Mr. J. W. Morling, Northampton	0
Mr. C. F. Lewis, Birmingham	½
Mr. F. S. Smith, Oxford	½
Mr. H. Saunders, Birmingham	1
Mr. J. R. Wright, Derby	*½
Mr. D. Campbell, Kidderminster...	½
Mr. J. N. Derbyshire, Nottingham	½
Mr. J. A. Audley, Hanley	½
Rev. J. H. Robison, Walsall...	1
Mr. W. H. Clarke, Derby	1
Mr. G. W. Whyman, Derby...	0
Mr. E. Mackenzie, Birmingham	1
Mr. C. Blake, Birmingham	0
Mr. A. Turner, Erdington	½
Mr. J. Bonney, Birmingham	0
Mr. F. J. Burgoyne, Birmingham...	1
Mr. A. F. Chandler, Derby	0
Mr. H. Bodfish, Birmingham	0
Mr. J. A. Mackenzie, Birmingham	0
Mr. S. Myer, Hereford	*0
Mr. J. P. Derrington, Birmingham	0
Mr. A. Flavell, Birmingham...	0
Mr. A. Osborne, Birmingham	1
Mr. L. Skingley, Smethwick...	0
Mr. F. Law, Walsall	0
Mr. G. Bytheway, Walsall	0
Mr. T. Guest, Birmingham	0

19½

* Adjudicated.

11½

GAME No. 1,885.

Played at board No. 1.

*King's Gambit Declined.**Notes from Bradford Observer Budget.*

WHITE.

BLACK.

Mr. F. DOWNEY, Mr. A. J. MACKENZIE,
Newcastle. Birmingham.

1 P—K 4 1 P—K 4

2 P—K B 4 2 B—B 4

.....P—Q 4 leads as a rule to
a livelier game.

3 Kt—K B 3
4 B—B 4
5 P—B 3
6 P—Q 4

3 P—Q 3
4 Kt—Q B 3
5 Kt—B 3
6 B—Kt 3

.....6...., P×Q P; 7 P×P, B—Kt 5 is the orthodox course with an "even game" according to the books; though most players, we believe, would take White for choice.

7 Q—Q 3
8 B P×P
9 P—Q 5

7 Q—K 2
8 P×P
9 Kt—Kt sq

..... Black has already a very difficult game. If Kt—R 4, instead of the text move, then will probably follow Q Kt—Q 2, and P—Q Kt 4, and Black's K P would fall.

10 B—K Kt 5
11 Q Kt—Q 2
12 Q—K 2
13 Castles (Q R)

10 Q Kt—Q 2
11 Kt—B 4
12 P—Q R 4
13 B—Kt 5

14 B—Kt 5 ch
15 B×B ch
16 Kt—B 4

14 B—Q 2
15 Q Kt×B

Threatening P—Q 6.

17 K R—B sq
18 Kt—R 4

16 B—B 4
17 B—Q 3
18 P—K Kt 3

.....A blunder, but Black's position, like that of Ko-Ko, is 'most unpleasant.'

19 R×Kt
20 R—B sq
21 B×Kt
22 Kt—B 5

19 Kt×R
20 Q—Q 2
21 Castles

A pretty move, which Black probably overlooked. If P×Kt be taken, White mates in four, as thus: 23 Q—R 5, R moves; 24 Q—R 6, B—B sq; 25 Q—Kt 5 ch, B—Kt 2; 26 Q×B mate.

23 Q—K 3

22 P—K R 4
23 Resigns.

GAME No. 1,886.

Played at board No. 4.

French Defence.

WHITE. BLACK.
Mr. T. H. BILLINGTON, Mr. W. ATKINSON,
Handsworth. Hull.

1 P—K 4
2 P—Q 4
3 Kt—Q B 3
4 Kt×P
5 Kt—K B 3
6 B—Q 3
7 P—B 3
8 Q—B 2
9 P—K R 3
10 Kt×B ch
11 B—Q 2
12 B×Kt
13 Castles
14 Kt—K 5
15 B—B 4
16 B×Kt
17 Q R—K sq
18 P—K B 4
19 R—K 3
20 K R—B 3

1 P—K 3
2 P—Q 4
3 P×P
4 Kt—Q B 3
5 B—Q 3
6 K Kt—K 2
7 Kt—Kt 3
8 Q Kt—K 2
9 P—K B 4
10 Q×Kt
11 Kt—B 5
12 Q×B
13 Castles
14 Kt—Q 4
15 P—B 3
16 K P×B
17 Q—R 3
18 Q—Q 3
19 P—Q Kt 3
20 B—Q 2

21 R—Kt 3
22 R—Kt 5
23 P—K R 4
24 P—R 5
25 Q R—Kt 3
26 P—R 6
27 R×B P
28 Q×R
29 Q—Kt 5
30 R—K 3
31 P—K Kt 4
32 P—B 5
33 R—B 3
34 P×Q P
35 R×P
36 P—Kt 4
37 R×R ch
38 Q—Kt 7 ch
39 Q×B ch
40 Q×K R P
41 Q—K Kt 7

21 Q R—K sq
22 P—Kt 3
23 R—K 2
24 B—K sq
25 R—K Kt 2
26 R—K 2
27 R×R
28 Q—K 3
29 K—B sq
30 R—Q B 2
31 P—Q B 4
32 P×P
33 P×Q P
34 R—K B 2
35 P—Kt 4
36 Q—Q 3
37 B×R
38 K—K 2
39 K—Q sq
40 K—B sq
41 Q×Kt P

White mates in three.

London Chess.—The 47th annual meeting of the City Club was held during the past month, when there was a large attendance of members. Sir George Newnes, Bart., was re-elected president, and Mr. J. Walter Russell hon. secretary. The annual dinner of the club was held on April 25th, at the Hotel Cecil, Sir George Newnes being in the chair, and Mr. H. F. Gastineau and Mr. A. Mocatta in the vice-chairs. The great event of the evening was the presentation of a cheque for £400 to Mr. J. H. Blackburne. In making the presentation Sir George said he had pleasure in handing Mr. Blackburne the cheque as the National Testimonial which had been before the chess world for some fifteen months. This sum did not include all they hoped to get, as there were still some further subscriptions expected. Mr. Blackburne accepted the testimonial in very feeling terms. Great enthusiasm was aroused when Mr. Gastineau (now in his 85th year) rose to respond to the toast of the vice-presidents.

The Invitation Tourney at the City Club was commenced on April 5th, with the following competitors: Masters Messrs. J. H. Blackburne, I. Gunsberg, F. J. Lee, Jas. Mason, R. Teichmann, and L. Van Vliet. Amateurs: Messrs. E. O. Jones, T. F. Lawrence, R. Loman, S. Passmore, A. E. Tietjen, and W. Ward. The play has attracted considerable attention, curiosity being aroused to see how the amateurs would fare in a heavy contest against so many Masters. Want of space prevents us reviewing the play in detail, but we append a tabulated score sheet, giving the results up to April 27th.

	Blackburne.	Gunsberg.	Jones.	Lawrence.	Lee.	Loman.	Mason.	Passmore.	Physick.	Teichmann.	Tietjen.	Van Vliet.	Ward.	TOTAL.
Mr. J. H. Blackburne...	—	*	I	$\frac{1}{2}$		I	O	I		I		O	*	4½ out of 7
Mr. I. Gunsberg ..	*	—		I			O	I	*	O	I	I	I	5 out of 7
Mr. E. O. Jones ...	O		—	I	O	O		*		O	I		O	3 out of 8
Mr. T. F. Lawrence ...	$\frac{1}{2}$	O	O	—	I	I	O	*	*	O	I	$\frac{1}{2}$	O	4 out of 9
Mr. F. J. Lee ...			I	O	—	O	*	I	I	O	O	$\frac{1}{2}$		4 out of 8
Mr. R. Loman ...	O		I	O	I	—		I	I	*	O	O		4 out of 8
Mr. J. Mason ...	I	I	*	I	*		—	O	*		O	O	$\frac{1}{2}$	3½ out of 6
Mr. S. Passmore ...	O	O	*		O	O	I	—	O	O	O	O		1 out of 9
Mr. T. Physick ...	O	*	O	*	O	O	*	I	—			*		1 out of 5
Mr. R. Teichmann ...	O	I	I	I	$\frac{1}{2}$			I	I	O	I			7 out of 8
Mr. A. E. Tietjen ...		O	O	O	$\frac{1}{2}$	I	*	I		O	—	$\frac{1}{2}$	*	3 out of 8
Mr. L. Van Vliet...	I	O		$\frac{1}{2}$	$\frac{1}{2}$	I	I	*		O	*	—	$\frac{1}{2}$	5 out of 8
Mr. W. Ward ...	*	O	I	I			$\frac{1}{2}$			O	$\frac{1}{2}$	—		4 out of 7

Games marked * are unfinished.

The Ladies' Club.—Match engagements has been completed, and the results show great enterprise. Forty-one matches were played, of which 20 were won, 16 lost, and 5 drawn.

The North Kensington Chess Club has played 20 matches during the season, winning 13, drawing 2, and losing 5. The club tied with Local Government Board for the "D" division of the League Competition, but lost in the play-off by 4½ to 5½. Mr. E. J. Brooks has won the championship and Mr. G. C. Lambert the handicap.

The Willis Street Club (Poplar) has played 18 matches during the present season, winning 4, drawing 2, and losing 12. The club, however, has won the team and individual competition of the Federation of London Boys' Clubs; and a team of old Willis Street boys (six), playing for the Christ Church Young Men's Club, have won the competition of the Federation of Men's Clubs. Messrs. R. Briggs (section I.) and B. Spurr (section III.) tied for first and second places in the Gambit Tournament.

Battersea Chess Club.—The Battersea Chess Club has just concluded a very busy and most successful season. Twenty-four first team matches have been carried through, and have varied from 27 board to 10 board contests. Of these 17 have been won, 5 lost, and 2 drawn; while 20 have been played away and 4 only at home. In all 387 games have been played, 200 having been won, 104 lost, and 83 drawn. Two games only were lost by default, and these in the last match of the season, which was won by the Insurance C.C. by $10\frac{1}{2}$ to $9\frac{1}{2}$. In the Metropolitan Chess League ('A' division) 6 matches were won and 4 lost. The clubs defeated were North London, East London, West London, Athenæum, Lee, and Ludgate Circus. Victories have also been scored over Brixton, Rochester, South Norwood, Richmond, Nightingale Lane, Chelsea, Thornton-Heath, and Ibis. The best individual scores in twelve matches and over have been obtained by Messrs. F. Alexander (20 matches), 85%; F. Lewington (16), 81%; J. B. Mahony (13), 80%; E. Parkes (13), 80%; H. W. Piercy (12), 75%; T. Richardson (18), 66%; G. Hills (16), 62%; T. Liversage (21), 62%; T. Crassweller (21), 59%; B. W. Fisher (21), 59%; and G. Wernick (23), 59%. The second team has also scored well.

London Chess League.—Play in all three divisions of the League Competitions has now closed, with following result:—"A" division, Metropolitan first, 9 out of 10; Insurance second, 8 out of 10. "C" division, Ladies first, with 9 out of 11; Clapham 8 out of 11, and Herne Hill 8 out of 11, the second and third. "D" division, Local Government Board and North Kensington tied for first and second with 4 each, and in the play-off Local Government Board won by $5\frac{1}{2}$ to $4\frac{1}{2}$.

The following is the tabulated score of the "A" division:—

	I	2	3	4	5	6	7	8	9	10	11	Total.
1. Athenæum ...	—	0	0	1	0	0	0	0	0	0	$\frac{1}{2}$	1 $\frac{1}{2}$
2. Battersea ...	1	—	1	0	0	1	1	0	1	0	1	6
3. East London ...	1	0	—	$\frac{1}{2}$	0	1	0	0	1	0	1	4 $\frac{1}{2}$
4. Hampstead ...	0	1	$\frac{1}{2}$	—	1	$\frac{1}{2}$	1	0	1	0	$\frac{1}{2}$	5 $\frac{1}{2}$
5. Insurance ...	1	1	1	0	—	1	1	0	1	1	1	8
6. Lee ...	1	0	0	$\frac{1}{2}$	0	—	0	0	0	0	1	2 $\frac{1}{2}$
7. Ludgate Circus ...	1	0	1	0	0	1	—	1	0	1	$\frac{1}{2}$	5 $\frac{1}{2}$
8. Metropolitan ...	1	1	1	1	1	1	0	—	1	1	1	9
9. North London ...	1	0	0	0	0	1	1	0	—	0	0	3
10. Spread Eagle..	1	1	1	1	0	1	0	0	1	—	1	7
11. West London...	$\frac{1}{2}$	0	0	$\frac{1}{2}$	0	0	$\frac{1}{2}$	0	1	0	—	2 $\frac{1}{2}$

Match : Oxford *v.* Cambridge.—The 28th annual match between the Universities of Oxford and Cambridge, was played at the British Chess Club, and resulted as follows :—

CAMBRIDGE UNIVERSITY C.C.				OXFORD UNIVERSITY C.C.			
Mr. C. Tattersall, Trinity	Mr. F. Soddy, Merton
Mr. H. Sofilaw, Trinity Hall	Mr. A. W. George, New College
Mr. C. Wiles, St. John's	Mr. G. E. Ellis, Lincoln
Mr. E. Colman, Trinity	Mr. H. Wilton, Magdalen
Mr. W. Burnell, Caius	Mr. F. Babcock, Wad.
Mr. J. Wright, Trinity	Mr. H. Arthur, New College
Mr. W. Ostle, Jesus	Mr. G. Waterfield, Christ Church
			5				2

The scores now stand—Cambridge 18 matches won, with a total score of $157\frac{1}{2}$ points. Oxford 9 matches won, with a total of $130\frac{1}{2}$ points ; the remaining match was drawn—4 points each.

As some of our readers may be interested in the conditions under which this classical annual encounter is played, we give the following summary :—1st, the match is played by 7 men from each 'Varsity, who must be of not more than five years from matriculation and *bona-fide* in residence (thus a man cannot play in more than 5 matches at most).

2nd.—The teams are arranged in order of merit, and one game only is played at each board.

3rd.—The choice of move is decided each year by lot.

4th.—Time-limit is fixed at 20 moves per hour, duration of play generally about five hours, and unfinished games are adjudicated.

Minor points are that the match is generally played at the British C.C., and on the day, before the Boat-race is contested.

The foregoing rules are not in writing, for in chess as in all other Inter 'Varsity matches there is no need for rigid and exhaustive rules, as any small point of difference is invariably settled amicably between the two presidents.

There are a few points on which the Oxford U.C.C. and the Cambridge U.C.C. differ in constitution. In Oxford, for example, the club president is usually one of the strongest players, generally the absolute strongest, and he holds the office as long as he is in residence. He chooses the team, and plays first board. The Cambridge president is one of the strongest players (but not necessarily the absolute strongest), but he retires after one year's service and consequently does not always play first board. The team is selected by the committee. The Cambridge players have the privilege of wearing the 'Varsity colours, light blue and white, and bear the title "half blues."

International Universities Cable Match.—The second match by cable between Oxford and Cambridge Universities (for Britain) *versus* Yale, Harvard, Columbia, and Princeton Universities (for United States) was played on 20th and 21st April. The English team consisted of three Oxford players and three Cambridge players, and these played in the British Chess Club, except Mr. Soddy, who, being in the States, met his

opponent over the board in New York. The American team was comprised of two Harvard players, two Yale, one Princeton, and one Columbia. The result of the first day's play was one win for the States, as Mr. Soddy had resigned. Play on the second day went all in favour of England, the final result being a victory by $4\frac{1}{2}$ to $1\frac{1}{2}$, as shown on annexed score :—

BRITISH UNIVERSITIES.					AMERICAN UNIVERSITIES.				
Mr. Tattersall, Cambridge	$\frac{1}{2}$	Mr. Rice, Harvard	$\frac{1}{2}$
Mr. Softlaw, Cambridge	1	Mr. Hunt, Princeton	0
Mr. Ellis, Oxford	1	Mr. Sewell, Columbia	0
Mr. George, Oxford	1	Mr. Cook, Yale	0
Mr. Soddy, Oxford	0	Mr. Hopkins, Harvard	1
Mr. Wiles, Cambridge	1	Mr. Anstell, Yale	0
<hr/>					<hr/>				
$4\frac{1}{2}$					$1\frac{1}{2}$				

HASTINGS CHESS FESTIVAL.

THIS annual chess function was held in the club's rooms, Queen's Hotel, Hastings, and commencing on Friday, March 30th, continued for four days. The guests of the club were the chess masters J. H. Blackburne, F. J. Lee, and R. Teichmann. In addition to the usual programme of consultation, simultaneous, and blindfold play, the Congress was made an opportunity for a large chess match between the counties of Kent and Sussex, so that the players who took part might enjoy a "whiff of the briny" in sunny Hastings, and also have the pleasure of witnessing some master play. The attendance of visitors was therefore considerable at all the meetings.

The proceedings opened on Friday afternoon with a consultation game, and similar displays were given each afternoon, the pairings being :—

J. H. Blackburne with J. A. Watt against R. Teichmann with H. F. Cheshire.

J. H. Blackburne and H. W. Trenchard against F. J. Lee and R. Teichmann.

J. H. Blackburne and W. Ward against R. Teichmann and H. W. Trenchard.

R. Teichmann and F. J. Mann against F. J. Lee and A. C. Jenour.

F. J. Lee and R. G. Drake against J. H. Blackburne and J. Fitzpatrick.

These displays of chess are of great interest to the immediate onlookers, as the discussion of the play and plot between the consultants gives an admirable lesson in every phase of the game. The singular fact about these five games is that each were drawn; the masters were probably making them steady well thought out games, as a preliminary training for the City of London Tournament they were about to engage in.

The evening engagements were a simultaneous performance by R. Teichmann on Friday against 20, in which some pretty play was shown on many boards and most successfully completed in less than four hours, the master winning 15 and drawing 5 games. On the Monday evening, J. H. Blackburne played without sight against six members. Mr. Blackburne was in most happy form, pressing all his opponents with vigorous brilliant

play, to the great delight of the crowd of onlookers, who enjoyed also his occasional heavy sighs and humorous sallies; he brought the whole to a conclusion in about $3\frac{1}{2}$ hours, winning 5 and drawing 1 game. Without doubt, however, the Tuesday evening display of simultaneous consultation games was the most enjoyable to the many players, each master playing two games against three or four consultants at each board; Mr. Blackburne was opposed by Mr. J. A. Watt and friends, and Mr. Womersley and friends; Mr. Lee had Mr. H. E. Dobell with friends, and Mr. J. Fitzpatrick and friends against him; and Mr. Teichmann was opposed by companies led by Mr. Cheshire and Mr. Trenchard. The scores of the masters were eventually Mr. Blackburne $1\frac{1}{2}$, Mr. Lee $1\frac{1}{2}$, Mr. Teichmann 2. The suggestions of play, sometimes inapt, and the discussions of the various companies at the boards, interested and pleased everybody, and brought the Congress to a happy conclusion.

Kent and Sussex.—On Saturday, the second day of the Festival, this inter-county match was played. The arrangements were admirably carried out by Mr. H. R. Mackeson, hon. sec. of the Sussex Association; and Mr. Dobell, the Hastings hon. sec., with the assistance of Mr. W. W. White, hon. sec. of the Kent Association. It was hoped to have had 100 players on each side, but only 90 boards were engaged, and the match, although a most interesting and enjoyable gathering of the players, can in no way be regarded as a test match between the counties; Mr. White being disappointed in the non-attendance of several of the leading players of Kent, and for Sussex almost the whole of West Sussex was unrepresented, and even the large town of Brighton only sent four players; the burden of the match therefore fell on Hastings, which club supplied no less than 60 out of the 90 Sussex players. The match was played in the Public Hall, a good company of spectators being present to look on the proceedings, every arrangement was excellently planned, and promptly at time, 3-30 p.m., the play commenced. Kent scored the first win, and kept a slight lead until 6-30, the close of play-time, when the finished games were Kent 32, Sussex 30. Mr. Blackburne and Mr. Teichmann adjudicated the 28 incomplete games, and the final score was Sussex $46\frac{1}{2}$, Kent $43\frac{1}{2}$. Mr. White thanked the Sussex players for the hearty welcome extended to the players from his county, and a few observations from Mr. Mackeson and Mr. Dobell brought to a close a very interesting and close inter-county match.

The two following games were played during the Festival:—

GAME No. 1,887.

Giucco Piano.

NOTES BY R. TEICHMANN.		3 B—B 4	3 B—B 4
WHITE.	BLACK.	4 P—B 3	4 Kt—B 3
Messrs.	Messrs.	5 P—Q 4	5 P × P
R. TEICHMANN and	BLACKBURNE and	6 Castles	6 Kt × P
H. W. TRENCHARD.	WARD. P × P, followed by 7 P—	
1 P—K 4	1 P—K 4	K 5, P—Q 4; 8 B—Kt 3, P—B 7 !	
2 Kt—K B 3	2 Kt—Q B 3	may also be played here.	
		7 P × P	7 P—Q 4

.....This I consider better than
B-K 2; 8 P-Q 5, Kt-Kt sq; 9, R
-Kt sq, Kt-Q 3 (forced); 10 B-Kt
3 or Q 3, and White will soon obtain
an overwhelming attack.

8 P x B 8 P x B

9 Q-K 2

The exchange of Queens is, I think,
White's best line of play.

10 R-K sq	9 Q-Q 6
11 Kt-B 3	10 P-B 4
12 Kt x Kt	11 Castles
13 Q x P	12 P x Kt
14 Q-R 4	13 B-B 4

White must avoid the exchange of
Queens as the Black Pawn would be
very strong at Q 6.

15 B-Q 2	14 Q R-K sq
16 R x R	15 R-K 5
17 B-B 3	16 B x R
	17 B x Kt

.....R x Kt instead, looks very
promising, but would be met simply
by R-K sq.

18 Q-Kt 3

A miscalculation; White should have
played P x B first, but even then he
would have had rather a precarious
position.

19 B x Kt	18 Kt-Q 5
20 P x B	19 Q x B
21 R-K sq	20 Q x Kt P
22 Q-K 5	21 P-B 6
	22 Q x R P

23 Q x P (B 3)	23 Q-Q 4
24 R-K 5	24 Q x K B P
25 Q x Q	25 R x Q
26 R-K 7	26 K-B sq

.....R-B 2; 27 R-K 8 ch,
R-B sq; 28 R-K 7, R-Q B sq
would, of course, have won very easily.
The move made gives chances of a
draw.

27 R x B P	27 R-B 2
28 R-B 8 ch	28 K-K 2
29 P-B 6	29 K-Q 3
30 P x P	30 R x P
31 K-B sq	31 R-Q B 2
32 R-K R 8	32 P-K R 3
33 K-K 2	33 K-B 4
34 K-Q 3	34 K-Kt 5
35 P-K B 4	35 P-Q R 4
36 P-B 5	36 P-R 5
37 R-Kt 8 ch	37 K-R 6
38 R-Kt 6	38 R-B 4
39 K-K 4	39 R-B 7
40 R-Kt 6	40 R-B 2
41 P-B 6	41 P x P
42 R x B P	42 R-B 5 ch
43 K-B 3	43 R-R 5
44 K-Kt 3	44 R-R 4
45 P-R 4	45 K-Kt 5
46 K-Kt 4	46 R-Q R 4
47 R x P	47 P-R 6
48 R-Kt 6 ch	48 K-B 6
49 R-Kt sq	49 P-R 7
50 R-Q R sq	50 K-Kt 7
51 R x P ch	51 R x R

And the game was eventually drawn.

GAME No. 1,888.

King's Bishop's Gambit.

NOTES BY R. TEICHMANN.

WHITE.

BLACK.

Messrs.

Messrs.

J. H. BLACKBURNE R. TEICHMANN and
and J. A. WATT. H. F. CHESHIRE.

1 P-K 4	1 P-K 4
2 P-K B 4	2 P x P
3 B-B 4	3 P-Q 4
4 P x P	

The usual move is B x P.

5 K-B sq	4 Q-R 5 ch
	5 P-B 6

.....A feeble move, which
should have led, if not to loss of mater-
ial, to a bad position.

6 B-Kt 5 ch	6 P-B 3
7 Kt x P	7 Q-R 4
8 Q-K sq ch	

Here, Q-K 2 ch, followed by P x
P, would apparently have won a Pawn
for White with a good game.

- | | | | |
|-----------|---------------|------------|-------------|
| 9 B—K 2 | 8 B—K 2 | 24 P—Q 4 | 24 P—K B 4 |
| 10 Kt—B 3 | 9 Q × P (Q 4) | 25 Kt—Kt 5 | 25 B—B 5 ch |
| 11 P—Q 3 | 10 Q—Q sq | 26 K—B 2 | 26 P—K R 3 |
| 12 B—K 3 | 11 Kt—B 3 | 27 Kt—R 3 | 27 P—K Kt 4 |
| | 12 Kt—R 3 | 28 B—R 5 | |

.....Owing to White's very tame treatment of the position in his last five moves, Black has now obtained a very good development.

- | | |
|--------------|----------------|
| 13 Kt—Q 2 | 13 Kt—Q Kt 5 |
| 14 R—B sq | 14 Castles |
| 15 P—Q R 3 | 15 Kt(Kt5)—Q 4 |
| 16 Kt × Kt | 16 Kt × Kt |
| 17 B—B 3 | 17 Kt × B ch |
| 18 Q × B | 18 B—B 3 |
| 19 R—Q Kt sq | 19 R—K sq |
| 20 Kt—K 4 | 20 B—Q 5 |
| 21 Q—Kt 5 | 21 B—K 3 |

.....The Black allies thought they would have a great advantage for the end game, but it is doubtful whether P—B 3, in order to avoid the exchange of Queens and play for attack, would not have been stronger.

- | | |
|----------|------------|
| 22 P—B 3 | 22 B—Kt 3 |
| 23 Q × Q | 23 Q R × Q |

White's only resource; the Black allies were at this point pressed for time, and could, therefore, not work out the variations arising from the following sacrifice of the Rook; but they saw that they had at least a draw, and therefore they played R × P; on subsequent analysis, however, they discovered no winning continuation, and the game was drawn by a repetition of moves.

28 R × P

29 P × R

If B × R, R—K 5 dis. ch, and wins.

- | | |
|-----------|-------------|
| 30 K—Kt 3 | 29 B × P ch |
| 31 B—B 3 | 30 R—K 6 ch |
| 32 K—B 2 | 31 B—K 4 ch |
| 33 K—Kt 3 | 32 B—Q 5 |

White has no other move, as the discovered check would be fatal.

33 B—K 4

Drawn game.



GAME No. 1,889.

French Defence.

NOTES BY R. TEICHMANN.

- | | |
|------------------|----------------|
| WHITE. | BLACK. |
| M. M. TCHIGORIN. | M. S. LEBEDEV. |
| 1 P—K 4 | 1 P—K 3 |
| 2 Q—K 2 | |

Tchigorin's favourite variation, which has cost him many a game. The move cannot be proved to be absolutely bad; but it mostly involves loss of time with the Queen, and compels White to develop the King's Bishop to K Kt 2, which in open games seems always inferior.

3 Kt—Q B 3 2 Kt—Q B 3
 3 P—K 4 8 P × Kt
 ... This move, which was
 adopted already at the Hastings Tour-
 nament, 1895, by Albin and myself
 against Tchigorin, turns it into a
 Vienna game. It is obvious that this
 line of play does not refute M. Tchig-
 orin's innovation; but curious enough
 he has lost most games against those
 opponents who adopted this line of
 play.

4 P—K Kt 3 4 B—B 4
 5 B—Kt 2 5 P—Q 3
 6 Kt—Q 5

The object of this move is quite
 obscure; and I cannot see why White
 should already interrupt the quiet and
 simple process of development, pre-
 scribed by his position.

7 P—Q B 3 6 Kt—K B 3

He ought not to have allowed Black
 to exchange Knights, doubling the
 Queen's Pawn. With the Pawn at
 K 4 gone, White loses his hold in the
 centre, and the position of the fian-
 chettoed Bishop is thus rendered still
 more useless.

7 Kt × Kt

8 Kt—K 2
 9 Castles
 10 B—Kt 3
 11 Castles Q R

This is risky in the face of the
 already weakened Pawn position on
 the Queen's side, and with no prospects
 of counter attack.

11 P—Q B 3
 12 P × P
 13 P—Q 4
 14 B × P
 15 R × B
 16 Kt—B 3
 17 R—Q sq
 18 K—Kt sq
 19 Q—B 2
 20 Kt—Q 4

Not a good move, but I doubt that
 White has a satisfactory defence.

20 Kt × Kt
 21 R × Kt
 A blunder, which gives Black the
 opportunity for a very pretty finish.
 21 B—B 4 !
 22 Q × B 22 Q × B P
 23 Resigns.

GAME No. 1,890.

The following game was played in the Kolisch Tournament, at Vienna.

Irregular Opening.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
 Herr G. MAROCZY. Herr S. ALAPIN.

1 P—K 3 1 P—Q 3
 2 P—Q 4 2 Kt—K B 3
 3 Kt—K B 3 3 Q Kt—Q 2

.....With a view to playing
 P—K 4 and thus obtaining an open
 game.

4 P—B 4 4 P—K 4
 5 Kt—B 3 5 B—K 2
 6 B—K 2 6 Castles
 7 Castles 7 Kt—K sq

.....Black has now obtained
 an open game, that is he has played
 P—K 4; but there is no doubt that
 all these positions, with a Pawn

at K 4, supported by a Pawn at Q 3,
 with the King's Bishop shut in at K 2,
 are most unfavourable. The exchange
 of Pawns always frees White's game
 too much, while the backing up of the
 Pawn at K 4 causes Black to put his
 pieces in unnatural positions, and de-
 prives him of any attacking chance.
 The same remarks apply to the P—Q 3
 defence of the Ruy Lopez.

8 P—K 4

With this move White, in his turn,
 plays for an open game, with the
 advantage pointed out in the previous
 note.

8 P—Q B 3
 9 Q—B 2 9 B—B 3
 10 B—K 3 10 P—K Kt 3

E 3

- | | |
|-------------|------------|
| 11 Q R—Q sq | 11 Q—K 2 |
| 12 K R—K sq | 12 B—Kt 2 |
| 13 B—Q 3 | 13 Kt—B 2 |
| 14 Kt—K 2 | 14 P—Q B 4 |
| 15 P—Q 5 | 15 P—Q R 3 |

.....With the intention of breaking through on the Queen's side, a scheme which turns out in favour of White. There can be no doubt that the position required an advance of the K B P, with attack on the King's side; and Black should have made preparations for that.

- | | |
|-----------|------------|
| 16 Kt—B 3 | 16 R—Kt sq |
|-----------|------------|

.....Kt—Kt sq, with a view to P—K B 4, was better.

- | | |
|------------|-------------|
| 17 Kt—Q 2 | 17 P—Q Kt 4 |
| 18 P—Q R 3 | 18 P—Kt 5 |
| 19 P x P | 19 R x P |

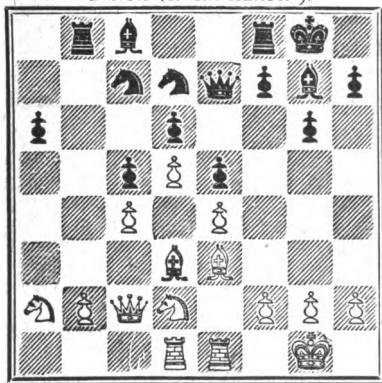
.....If Black had retaken with the Pawn, White would soon have obtained a strong Pawn attack by P—Q B 5.

- | | |
|-----------|------------|
| 20 Kt—R 2 | 20 R—Kt sq |
|-----------|------------|

Position after Black's 20th move:—

R—Kt sq.

BLACK (HERR ALAPIN).



WHITE (HERR MAROCZY).

- | |
|------------|
| 21 R—Kt sq |
|------------|

The decisive move; White threatens now P—Q Kt 4, and whatever Black may play, White must get the best of it on account of the better and freer disposition of his forces; Black having, besides, a very dangerous hole at his Q B 3.

- | |
|------------|
| 21 P—Q R 4 |
|------------|

.....In order to prevent the advance of the Queen's Knight's Pawn; but this isolated Pawn is thus placed in a most dangerous position, which necessitates its further advance, and ultimately, to avoid its loss, the sacrifice of the exchange.

- | | |
|------------|------------|
| 22 Kt—Kt 3 | 22 R—R sq |
| 23 B—Q 2 | 23 P—R 5 |
| 24 Kt—R 5 | 24 Kt—Kt 3 |
| 25 Kt—B 6 | 25 Q—K sq |
| 26 B—R 5 | |

Practically winning the Pawn. Black's next move saves the Pawn for some time, but places both the Knight and the Rook in a very awkward position.

- | | |
|-----------|----------|
| 27 Kt—B 3 | 26 R—R 3 |
|-----------|----------|

If B x Kt, R x B; 28 Q x P, B—Q 2; and recovers the Pawn.

- | | |
|------------|----------|
| 28 Kt—Kt 5 | 27 B—Q 2 |
|------------|----------|

To this move Black has no answer; he must lose the exchange for one Pawn, and the remainder is but of little interest, as White is able to bring his Rooks into play at once on the open Q Kt file.

- | | |
|-----------------|------------|
| 29 P x Kt | 28 Kt x Kt |
| 30 Kt x R | 29 R x B |
| 31 Kt—B 4 | 30 B x P |
| 32 B x Kt | 31 Kt x Kt |
| 33 P—Q Kt 3 | 32 B—Q 2 |
| 34 P—B 3 | 33 P—B 4 |
| 35 Q x P | 34 R P x P |
| 36 Q—Kt 7 | 35 Q—K 2 |
| 37 B—Kt 5 | 36 R—B 2 |
| 38 Q x Q | 37 B x B |
| 39 R x B | 38 R x Q |
| 40 K R—Kt sq | 39 R—R 2 |
| 41 R—Kt 8 ch | 40 R—R 5 |
| 42 P x P | 41 B—B sq |
| 43 R(Ktsq)—Kt 7 | 42 P x P |
| 44 R—Q 7 | 43 P—K 5 |
| 45 K—B sq | 44 P—K 6 |
| 46 R(Q 7)—Q 8 | 45 P—B 5 |

And White won.

GAME No. 1,891.

*Falkbeer Counter Gaubitz.*NOTES BY M. TCHIGORIN.
(From *Novaya Vremya*.)WHITE.
M. TCHIGORIN.BLACK.
M. SYBIN.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 P—K B 4 | 2 P—Q 4 |
| 3 Kt—K B 3 | 3 B—K Kt 5 |

.....It is impossible to recommend this defence. Practice shows that White develops the better game.

- | | |
|----------|------------|
| 4 B—K 2 | 4 P × B P |
| 5 P × P | 5 Q × P |
| 6 P—Q 4 | 6 B—Q 3 |
| 7 Kt—B 3 | 7 Q—K R 4 |
| 8 Kt—K 4 | 8 Kt—K B 3 |

.....By playing 8..., B × Kt; 9 B × B, Q—R 5 ch; Black prevents his opponent Castling, but White however obtains a beautiful game, as by 10 K—B sq. and also by 10 P—Kt 3, P × P; 11 P × P, Q—K 2 !; 12 K—B 2, by giving which the Pawn White it appears gets a very strong attack.

- | | |
|------------|-----------|
| 9 Kt × B | 9 P × Kt |
| 10 B × B P | 10 Kt—K 5 |

.....After 10..., P—Q 4; 11 B—Q 6, Kt—K 5; 12 B—R 3, Kt—Q B 3; 13 Castles, Black is driven to Castle on the Queen side, which he would not do without danger.

- | | |
|----------------|----------------------------|
| 11 Q—Q 3 | 11 Q—Q R 4 ch |
| |To defend the Q Kt P. |
| 12 P—B 3 | 12 P—Q 4 |
| 13 Castles K R | 13 Castles |
| 14 Kt—R 4 | 14 B × B |

.....After this exchange it appears impossible for Black to defend himself further than this. At least many variations tried after the game bore this assumption out. It would have been better to have retired the Bishop to K 3 and followed with P—K B 4. For the end-game, however, it must be admitted that the Black Pawns are unfortunately placed.

- | | |
|--------------|---------------|
| 15 Q × B | 15 Kt—Q 2 |
| 16 Kt—B 5 | 16 Q Kt—B 3 |
| 17 B—K 5 | 17 Q—Kt 3 |
| 18 Kt × Kt P | 18 K R—Q B sq |

.....If K × Kt, 19 Q—Kt 4 ch, K—R sq; 20 R × Kt, Kt × R; 21 Q—Kt 5!

- | | |
|---------------|-------------|
| 19 Kt—B 5 | 19 Q—K 3 |
| 20 R—B 4 | 20 R—B 3 |
| 21 Q R—K B sq | 21 R—K sq |
| 22 Kt—R 6 ch | 22 K—B sq |
| 23 Q—R 5 ! | 23 Q—K 2 |
| 24 Q—R 4 | 24 Resigns. |

.....Black resigned in view of Kt—B 5 and Q—R 6 ch.

GAME No. 1,892.

Third game of match. Played at the Havana Club, February 4th, 1900.

Vienna Opening.

NOTES BY C. E. RANKEN.

WHITE.
Senor CORZO.BLACK.
Senor VASQUEZ.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—Q B 3 | 2 Kt—Q B 3 |
| 3 P—B 4 | 3 P—Q 3 |

.....A perfectly safe defence, but inferior, we think, to P × P, though it certainly avoids some possible complications.

- | | |
|-------------|---|
| 4 Kt—B 3 | 4 P × P |
| |But having adopted this line of defence, Black should now be consistent by playing B—Kt 5. |
| 5 P—Q 4 | 5 P—K Kt 4 |
| 6 P—K R 4 | |
| |Leading to a sort of Hampe-Allgaier attack, and a most interesting game. |
| 7 Kt—K Kt 5 | 6 P—Kt 5 |
| | 7 P—K R 3 |

- | | |
|-------------|-----------|
| 8 Kt × P | 8 K × Kt |
| 9 B × P | 9 B—Kt 2 |
| 10 B—K 3 | 10 Kt—B 3 |
| 11 P—R 5 ! | 11 R—K sq |
| 12 B—B 4 ch | 12 K—B sq |

.....P—Q 4 "might come," as the Germans say, "into consideration here," for White cannot profitably take the Pawn, except with the Kt, whereupon Black replies with Kt—Q R 4; and seems to get the best of it.

- | | |
|-------------|-------------|
| 13 Castles | 13 Q Kt—R 4 |
| 14 B—Q 3 | 14 K—Kt sq |
| 15 P—Kt 4 | 15 Kt—B 3 |
| 16 B—B 4 ch | 16 K—R 2 |

.....K—R sq turns out afterwards to be safer.

- | | |
|--------------|-----------|
| 17 B—B 7 | 17 R—B sq |
| 18 B—Kt 6 ch | 18 K—R sq |
| 19 Q—Q 2 | 19 Q—K 2 |

.....Kt—K Kt sq was indicated here, and we see no objection to it, especially as it threatens presently a counter attack by Q—R 5 and P—Kt 6.

- | | |
|-----------|----------|
| 20 B × P | 20 B—Q 2 |
| 21 B—Kt 5 | |

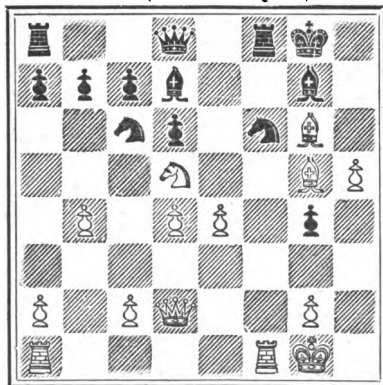
Black is now in difficulties, and can hardly escape some loss.

- | | |
|-----------|------------|
| | 21 K—Kt sq |
| 22 Kt—Q 5 | 22 Q—Q sq |

Position after Black's 22nd move:—

Q—Q sq.

BLACK (SENOR VASQUEZ).



WHITE (SENOR CORZO).

- 23 B × Kt

But here White misses his opportunity. He should have played 23 P—R 6, B—R sq; 24 P—R 7 ch, K—Kt 2; 25 R × Kt, &c.

- | | |
|--------------|-----------|
| | 23 R × B |
| 24 Kt × R ch | 24 B × Kt |
| 25 P—K 5 | |

Evidently this, or P—B 3 was necessary here.

- | | |
|-------------|-----------|
| | 25 B—Kt 4 |
| 26 R—B 8 ch | |

A miscalculation, for if K × R; 27 Q—B 2 ch, B—B 3; 28 P—R 6, K—Kt sq; 29 P × B, and wins. But if 26...., Q × R; 27 Q × B, Q—K 2; and Black should win.

- | | |
|------------------|---------------|
| | 26 Q × R |
| 27 Q × B | 27 Kt × Q P ? |
| 28 B—B 5 dis. ch | 28 Q—Kt 2 |
| 29 Q × Q ch | 29 K × Q |
| 30 B × B | 30 P × P |
| 31 B × P | 31 P—B 3 |

.....It was clearly useless to take the P, on account of R—Q B sq. A Kt against a Bi-shop has an advantage in attack, but it is far inferior in defence.

- | | |
|-------------|------------|
| 32 P—B 3 | 32 Kt—Kt 4 |
| 33 R—Q B sq | 33 R—Q sq |
| 34 P—R 4 | 34 Kt—B 2 |
| 35 P—B 4 | 35 R—Q 5 |
| 36 B—B 8 | 36 P—Kt 3 |
| 37 B—Kt 7 | |

Hardly, perhaps, advisable, because Black might now by K—R 3 have got rid of one of the dangerous passed Pawns; but instead he disunites his own Pawns.

- | | |
|---------------|------------|
| | 37 P—B 4 |
| 38 P × P | 38 P × P |
| 39 B—B 8 | 39 K—R 3 |
| 40 P—Kt 4 | 40 Kt—K sq |
| 41 R—K B sq ! | 41 Kt—Q 3 |

.....Black wants to give up his Kt for the two passed Pawns, and is cleverly prevented, for now if 41...., Kt—Kt 2; 42 R—B 6 ch, K—R 2; 43 P—R 6, followed by B—B 5 ch, and wins.

- 42 R—B 6 ch 42 K—R 2 52 R—Q 5 ch 52 K×Kt P
 43 B—K 6 43 P—K 5 53 R×P 53 K—B 5
 44 K—B 2 44 R—Q 7 ch 54 R—K R 5 54 R—K 6 ch
 45 K—K 3 45 R—Q 6 ch 55 K—Q 2 55 R—Q 6 ch
 46 K—K 2 46 R—Q Kt 6 56 K—B 2 56 R—Q sq
 47 B—Kt 8 ch 57 P—R 7 57 R—K R sq
 58 K—Q 2 58 K—Kt 5
 59 R—R sq 59 K—B 5
 60 R—B sq ch 60 K—K 4
 61 R—B 7 61 R—Q sq ch
 62 K—K 2 62 R—Q Kt sq
 63 R—Q Kt 7 63 R—Q B sq
 64 R—K Kt 7 ! 64 R—K R sq
 65 K—K 3 65 P—R 4
 66 R—Kt 5 ch 66 K—Q 3
 67 R—K R 5 67 K—B 3
 68 K×P 68 K—Kt 3
 69 K—B 5 69 K—B 4
 70 K—Kt 6 ch 70 K—Kt 5
 71 K—Kt 7 71 R×P ch
 72 K×R 72 Resigns.
- White naturally wishes to exchange pieces, and to get rid of the Kt, which attacks an adverse Pawn, while defending his own, for otherwise B—Q 5 looks his strongest course.
- 47 K×B
 48 R×Kt 48 R—Q B 6
 49 R—Q 8 ch
- And now ensues a not very scientific ending, in which the preponderance of White's Pawns at last obtains the victory.
- 49 K—B 2
 50 P—R 6 ? 50 K—Kt 3
 51 R—Q 6 ch 51 K—Kt 4

The two following games were played in the City of London Chess Club Invitation Tournament:—

GAME No. 1,893.

Score and notes from *The Penny Illustrated Paper*.

French Defence.

NOTES BY I. GUNSBURG.

WHITE. BLACK.
 Mr. J. BLACKBURN. Mr. E. O. JONES.

- 1 P—K 4 1 P—K 3
 2 Kt—K B 3 2 P—Q 4
 3 P×P 3 P×P
 4 P—Q 4

This is the normal variation: slow, but safe and sure. The transposition of moves by White playing 2 Kt—B 3 instead of P—Q 4 makes no difference.

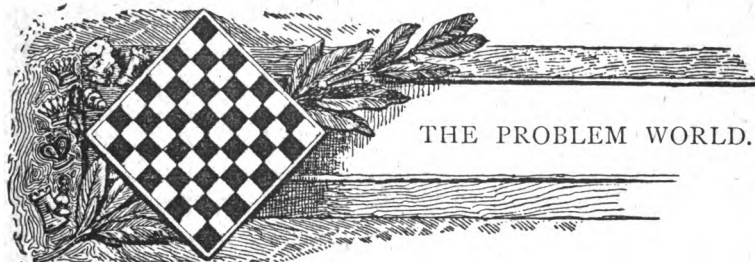
- 5 B—Q 3 4 Kt—K B 3
 6 Castles 5 B—Q 3
 7 B—K Kt 5 6 Castles
 8 Q Kt—Q 2 7 B—K Kt 5
 9 P—B 4 8 P—B 3
 10 P—K R 3 9 Q Kt—Q 2
 11 P—B 5 10 B—K 3
 11 B—K 2

.....Black is not playing in the best sense of the defence. He played B—Q 3 (in preference to B—K 2) in order to get command of the diagonal on to White's K R 2, and he should, therefore, have kept on it, particularly as by doing so he prevents Kt—K 5 for the time being. Similarly, it may be remarked that Black's Queen's Bi-hop might have played to K 3 at once, the only object for playing it to K Kt 5 being to get the Bishop on K Kt 3 for the purpose of defending the objective point of attack, the K R P.

- 12 Q—B 2 12 R—K sq
 13 K R—K sq 13 P—K R 3
 14 B—K B 4 14 Kt—B sq
 15 Kt—B sq 15 Q—B sq
 16 Kt—K 3 16 K—R sq
 17 Kt—B 5 17 B×Kt

.....The Bishop now dies under disadvantageous circumstances.

.....Black's position is beyond remedy.		28 Kt—Kt 4	28 R—B 2
22 R—Kt 2	22 B—B sq	29 Kt x P	
23 P—K 4	23 Kt—Q 3	A good game, vigorously played on the part of White.	
24 R—K 3	24 Kt—Kt 4		
25 Kt(Kt5)—B 3	25 Kt x B		29 R—B 3
26 P x Kt	26 K—R 2	30 Kt—Kt 5 ch	30 K—R sq
27 Q—Kt 3	27 B—Kt 2	31 Kt(R6)—B7ch	31 Resigns.



All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

B.C.M. SUI-MATE TOURNEY.—We have to make the following further acknowledgments of entries: "No Violence," "Bon jour," "Primum," "Conamen," "Tirocinium," "Ab origine," "Ecce homo," "Quid pro quo," "Bon jour Messieurs," "Mitre and Sceptre," "The Flying Column," "La Coqueluche," "Chi lo sa?" and "Arrêtons-nous ici."

A correspondent has enquired of us whether a position would be eligible for competition in our Sui-mate Tourney, the initial position of which would be a possible one only on the assumption that a certain (or uncertain for that matter) Pawn had been promoted. We have not taken the views of the judges upon this point, but we think that such a position would (as nothing has been stated in the conditions to the contrary) receive proper consideration, at the same time the author would obviously run the risk of losing points awarded under the head of "naturalness." With sui-mates one feels disposed to be a little less exacting on a question of this kind.

FOUR-MOVE SOLUTION TOURNEY.—"D.C.T." has very properly asked us to make an increase of 4 points in his score. Last month we gave it as 227, but we omitted to take into account his solution of problem 1413, acknowledged out of the regular order last October. Mr. W. H. Thompson has also pointed this out. This brings "D.C.T." score one mark higher than Mr. Thompson's, and the result should read:—

Rev. R. J. Wright	-	-	-	273 points.
"Gibson"	-	-	-	247 "
"D.C.T."	-	-	-	231 "
W. H. Thompson	-	-	-	230 "
A. C. White	-	-	-	200 "
W. B. Muir	-	-	-	198 "
V. H. Sladen	-	-	-	190 "

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See April)	1497	1498	1499	1500	April Totals.
§ "East Marden" ...	293	2	3	—	4	302
‡ A. C. White ...	133	2	3	—	8	146
** C. S. Earle ...	189	2	3	—	4	198
** Chas. Johnston ...	416	2	3	3	12	436
** W. H. Thompson ...	294	2	3	—	12	311
†† "Beta" ...	175
†† "Gibson" ...	47	2	3	3	8	63
† J. J. O'Hanlon ...	477	2	3	3	12	497
† P. L. Osborn	2	3	3	16	24
† R. M. Peake ...	Cancelled	2	3	—	12	17
† V. H. Sladen ...	105	2	3	3	16	129
† J. D. Tucker ...	189	2	3	3	4	201
* Capt. G. A. Forde ...	173	2	3	3	4	185
* W. B. Muir ...	24
** "D.C.T." ...	149
H. D'O. Bernard ...	264
H. S. Brendreth ...	130	2	3	—	—	135
J. W. Dixon ...	489	2	3	—	—	494
"W.C.D." ...	409	2	3	—	8	422
T.D. ...	44	2	3	—	8	57
J. Y. Fullerton ...	418	2	3	—	4	427
Rev. A. H. L. Hastling	105	2	3	—	—	110
Eugène Henry ...	10
J. Kent ...	236	2	—	—	—	238
Miss V. Helen Macmeikan	11	2	—	—	—	13
J. K. Macmeikan ...	249	2	3	—	—	254
J. M. Malcolm ...	—	2	3	—	4	9
P. G. Schofield ...	10
"Selbats" ...	24	2	3	—	4	33
H. L. Stokes ...	429
E. E. Westbury ...	211	2	3	—	—	216
"K. W." ...	162	2	3	—	—	167
G. Woodcock ...	197	2	3	—	4	206

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

Additional solutions.—Nos. 1490, 1491, and 1493 from Miss V. H. Macmeikan, 7 points, to which we have added 4 points for 1482—3, which we have already acknowledged, making 11 points shown in the first column of above table.

We find that K.W. sent in both solutions to No. 1490. We only gave him credit for one and now add 2 points to his old score, which brings it to 162.

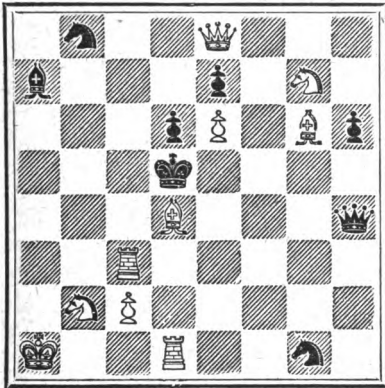
In the case of problem 1499 we have only given credit to those solvers who demonstrated "no solution."

J. J. O'Hanlon by his score this month has for the third time reached top place.

RUNDSCHAW PROBLEM TOURNEY.—The following 2-er has been going the rounds lately as the first prize winner in this competition.

By MAX FEIGL, Vienna.

BLACK.



WHITE.

Mate in two.

It will be observed that the first move is a fine one, but the problem is one which we fear would not be received with much popularity by the usual run of judges in this country. All White's pieces are employed to give but four mates. It is a case of artificial straining after a clean mate, and we cannot regard the achievement as in the least equal to the standard of this clever Viennese composer's three and four movers. The position brings to mind an old 2-er (published in the *Morning Post*, about 1884), which in a measure anticipates the idea above carried out. It is, however, inferior in many respects.

By B. G. Laws.—White: K at K sq, Q at Q Kt 7, R at K 3, Bs at K R 7 and Q Kt 2, Kts at K B 5 and Q 3. Black: K at Q B 5, Rs at Q sq and Q B sq, B at Q R 7, Ps at K B 3, K 7, Q R 3 and 4. Mate in two.

There is also a subsequent 2-er by S. Loyd worked on the same basis, which first saw the light, we believe, in 1892. It was one of ten two movers, all by the same author, submitted at a meeting of the New York Chess Association on 22nd February, 1892, for a test in solving over the board.

By S. Loyd.—White: K at K R 7, Q at K Kt 2, R at K B 6, Bs at K B 5 and K 7, Kts at K R sq and Q 7, P at K B 7. Black: K at K B 5, Rs at Q R 4 and 5, Kts at K R 3 and Q Kt 2, Ps at K R 5 and K 6. Mate in two.

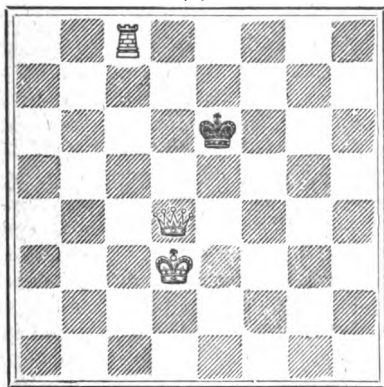
It will be seen that in all three problems the leading mate (which joined to the key move, practically constitutes the idea) is virtually identical, though the actual threat is different in each case.

"SCHACH PROBLEME."—We have received a copy of this collection of two-move problems, compiled by H. Bauerreiss, published at Ansbach. We must defer an extended notice of this little work until next month, owing to pressure on our space.

B.C.M. FOUR-MOVE PROBLEM TOURNEY.—Referring to the remarks of the judges concerning problem 38, "Simplicissimus," by Zdeněk Mach,

By J. HANC.

BLACK



WHITE.

Mate in three.

there was a mistake, but "F. Feigl" agrees with the name given in the sealed envelope, so until advised to the contrary we must assume the author knows his own name. All the same we believe Max Feigl will turn out to be the correct name, and the slip has been made by his colaboratem Herr Nemo, who forwarded the problem to us.

that in one phase of its solution it resembled a well-known two-mover of G. E. Carpenter's, Mr. W. H. Thompson has pointed out that No. 38 bears a still greater likeness to the annexed problem; he has not mentioned when and where it was published, and it is quite new to us. In any event the award is not materially affected by the coincidence our correspondent has been good enough to draw our attention to. We give the problem, believing comparison may be found to be interesting.

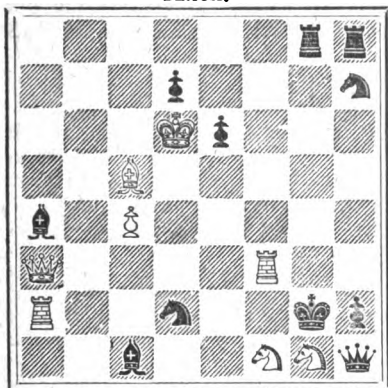
Two or three correspondents have written querying the accuracy of the name of the second author of the third prize problem. We felt

"SYDNEY MORNING HERALD" PROBLEM TOURNEYS.—The award in the Two-move Tourney announced some months ago has just come to hand from Sydney. Mr. J. J. Glynn has decided that the two following positions should receive first and second prizes respectively. According to the conditions as issued there was to be but one prize and that was a generous five pound note, but if the judge thought proper to award other prize places, prizes would be given—the values of these were not publicly announced. The result of this competition is, and we are well within the mark in saying so, an unique one. Mr. Clarke is in our opinion rather lucky to find Mr. Glynn the judge in securing first honours, but after that Mr. Mackenzie sweeps the board. His five entries take second and third prizes (which appear to be but a voluntary concession in the hands of the judge) and three honourable mentions—five problems with individual distinctions. With the hasty study we have made of the honoured problems, there forcibly impresses upon us the old conviction that the appointment of more than one judge produces a better balance than when the adjudication is left in the hands of a single expert. We cannot give the first honourable mention as the copy sent to us is evidently incorrect, but we give the rest of his problems.

First Prize.

By T. D. Clarke, Victoria.

BLACK.



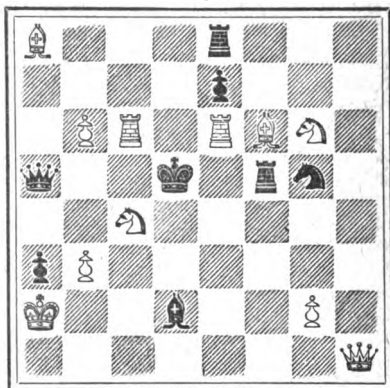
WHITE.

Mate in two.

Second Prize.

By A. F. Mackenzie, Jamaica.

BLACK.



WHITE.

Mate in two.

Third prize, by A. F. Mackenzie.—White: K at K 7, Q at K Kt 3, Rs at Q 3 and Q R 5, Bs at Q Kt sq and 8, Kt at K R 2 and Q B 5, Ps at K Kt 4, Q 2, Q Kt 4, and 6. Black: K at K 4, Q at Q R 8, Rs at K 8 and Q R 2, B at Q 8, Kts at K B 5 and Q B 2, Ps at K Kt 4, Q B 5, and Q Kt 6. Mate in two.

Second hon. men., by A. F. Mackenzie.—White: K at K R 7, Q at K 3, Rs at K sq and Q 2, B at Q 7, Kts at K 8 and Q R 4, Ps at K Kt 3, K 2, and Q Kt 3. Black: K at Q 4, Q at Q 5, Rs at K R 4 and 8, Kts at Q sq and Q Kt 2, Ps at K R 4, 7, K Kt 5, and K 4. Mate in two.

Third hon. men., by A. F. Mackenzie.—White: K at Q Kt 2, Q at Q B 7, Rs at Q 2 and Q Kt 4, Bs at Q Kt sq and Q R sq, Kts at K B 6 and Q Kt 7, Ps at K Kt 3, K B 2, 5, Q 3, 6, Q B 4, and Q R 2. Black: K at Q 5, Rs at K 8 and Q R 4, Kts at Q B 8 and Q R , P at Q Kt 3. Mate in two.

“SYDNEY MORNING HERALD” SIXTH INTERNATIONAL PROBLEM TOURNEY.—(1) Competitors may each send in not more than two original problems in diagram, accompanied by full solutions. White to play and mate in two moves. (2) Each problem to have a motto or device, and not the composer's name. The name and address to be enclosed in a separate sealed envelope, with the like motto. The seal will not be broken till the awards are made. (3) Each problem to have but one author, not to have competed in any other tourney or been published before. (4) Problems to be addressed to the Editor, *Sydney Morning Herald*, Sydney, New South Wales, and reach the office by December 1st next. The prize offered for the problem which the judge, Mr. J. J. Glynn, of Ryde, deems best is five guineas, and should he recommend it, two special prizes will also be given.

ERRATA.—There were some misprints in Mr. Mackenzie's letter in our February number which he desires us to correct. In line 5 (p. 77), for "mate elaboration" read "ornate elaboration"; in line 1 (p. 78), for "occur to one" read "occur to me"; in line 14 (p. 79), for "specimens of the genius" read "specimens of the genus." These errata were omitted accidentally in our last issue.

TO THE PROBLEM EDITOR OF THE *B.C.M.*

SIR,

As confuting the alleged mis-statement of fact in connection with his *House* and *Herald* problems, attributed to me by Mr. A. F. Mackenzie in his last letter, I beg to forward the following remarks for publication, with your permission, in the next issue of the *B.C.M.*

The statement that 'mate has been given,' when it refers to chess-play, predicates the completion of a trial of strength between two opposing forces. A *mate*, therefore, is the resultant of two equal and opposite forces acting at a point. From these two foregoing considerations, it becomes evident (1) that *force* is the only element participating in a mate, and (2) that *intensity of force* is the criterion of value between one mate and another; and consequently, the greater the mating-force the higher the value or merit of the mate.

By way of parenthesis, it may here be pointed out that the qualities described under the terms 'economy' and 'purity' are conventionalisms relating to construction; that is, they refer to the material medium (the Pieces and Pawns) by means of which impressions of the mate are conveyed to the receptive faculties of the mind. From this consideration, it is clear, these virtues can have no part or lot in the mate itself, as Mr. Mackenzie seemingly supposes.

Now, in the defending moves which lead up to the mates of a two-mover, three degrees of intensity in the repelling force are plainly perceptible. There is (1) the influence which determines the point from which the mate is to be given by one of the attacking forces. This is the lowest force, or force of *least* intensity. There is (2) a combined force comprising the power just previously indicated, acting in conjunction with an influence which *indirectly* affects the key-move by preventing "cooks"; and there is (3) a combined force, comprising the first-named power working conjointly with the influence that *directly* necessitates the making of the key-move. This is the highest force, or force of *greatest* intensity. Now, from what has been previously said, it reasonably follows that the mates in which this highest power is utilised, are to be deemed the chief or leading mates.

Now, in the *House* and *Herald* problems under consideration, the moves of Black that directly affect the key-move are $Kt \times R$ and $Kt \times P$; these moves therefore occur in the variations leading up to the chief or leading mates; and as the mate following $Kt \times R$ in the *House* problem is on precisely the same lines as the mate following $Kt \times R$ in the *Herald* problem, whilst the mate after $Kt \times P$ in the one problem is also on the same lines after $Kt \times P$ in the other, the identity of the leading mates is thus established; and therefore the statement in my letter of June last, which was to the effect that in these two problems the "leading mates" are "identical in both cases" is likewise shown to be true both in substance and in fact.

In his last paragraph Mr. Mackenzie dogmatizes on an individuality which he describes as an "undiscovered satellite." Now, according to a law of Psychology, perceptions and conceptions regarding an "undiscovered" or "unknown" body can never be more than figments or matters of conjecture. Therefore, his dictum as such, is invalid and untrustworthy on the very face of it.

H. CUDMORE.

54, Navarino Road, N.E., 16/2/1900.

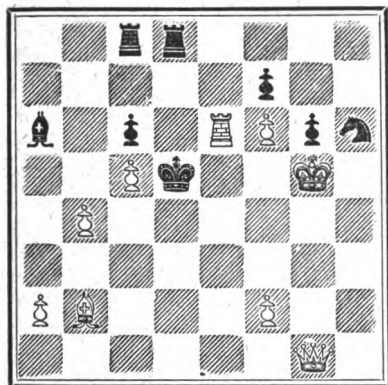
[This correspondence must now be regarded as closed.]

L'ECO DEGLI SCACCHI.—The award in the Three-move Problem Tourney, under the auspices of the Chess Circle of Palermo, has now been made. We announced the conditions in September, 1898. 67 positions were entered by 34 composers, England being represented by only P. G. L. Fothergill. The award was made by C. Salvioli, who has furnished a full report comprising careful criticisms of all the sound entries. The prizes are secured by the authors of the following problems.

First Prize.

By E. Pradignat, Saujon.

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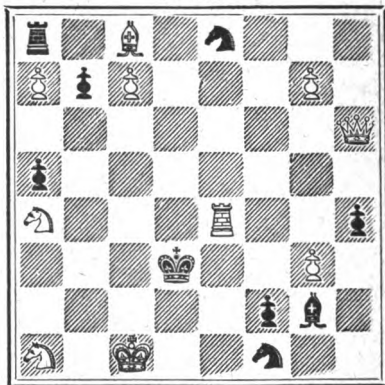
WHITE.

Mate in three.

Second Prize (*ex aequo*).

By A. F. Mackenzie, Jamaica.

BLACK.



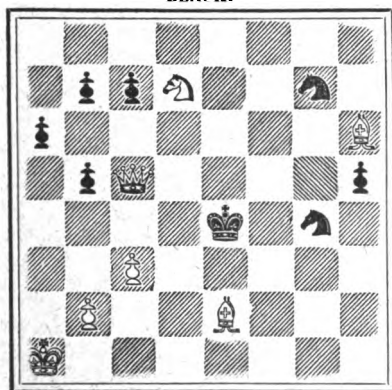
WHITE.

Mate in three.

Second Prize (*ex aequo*).

By David Marotti, Naples.

BLACK.



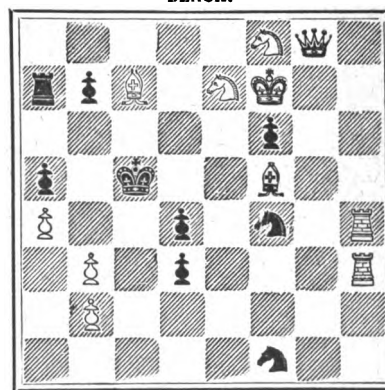
WHITE.

Mate in three.

Third prize.

By N. L. Valvo, Palermo.

BLACK.



WHITE.

Mate in three.

First hon. men., by V. Marin, Madrid.—White: K at K 2, Q at Q Kt 7, Bs at K B 8 and Q 3, Kt at Q B 7, P at K Kt 3. Black: K at Q 5, Rs at K R 7 and Q R 3, Bs at K Kt 8 and Q R 7, Kt at Q R 8, Ps at K R 2, K Kt 2, 4, 7, Q B 3, Q Kt 6, Q R 2, and 4. Mate in 3.

Second hon. men. (*ex æquo*) by J. Möller, Denmark.—White: K at K 8, Q at Q B sq, Bs at K sq and Q Kt sq, Kts at Q 8 and Q Kt 6, Ps at K R 2, 4, K Kt 2, Q 6, and Q Kt 4. Black: K at K 4, Rs at K B 7 and Q R 4, B at Q B sq, Kt at K R sq, Ps at K Kt 5, K B 3, K 6, Q 5, and Q R 3. Mate in 3.

Second hon. men. (*ex æquo*), by V. Marin, Barcelona.—White: K at K Kt sq, Q at Q Kt 4, R at Q 4, B at K Kt 4, Kts at Q sq and Q B 2, P at K 6. Black: K at K 4, Kt at K R sq, Ps at K R 5, K Kt 3, 4, K 2, Q 4, Q Kt 4, and Q R 6. Mate in 3.

Third hon. men. (*ex æquo*), by L. N. de Yong, Netherland.—White: K at Q B 4, Q at K Kt 6, B at K B 5, Kts at K 5 and Q B 2, P at Q Kt 7. Black: K at K B 5, Ps at K R 4, K Kt 2, K B 3, K 5, and Q B 2. Mate in 3.

Third hon. men. (*ex æquo*), by A. Noto, Palermo.—White: K at K R 4, Q at Q B sq, Bs at K 4 add Q B sq, Kt at Q 7, Ps at K R 5 and K Kt 2. Black: K at Q 4, P at Q 5. Mate in 3.

Problems by V. Cisar, Bohemia, D. Marotti, Naples, E. Palkoska, Bohemia, and V. Schiffer were also honourably mentioned.

SOLUTIONS AND CRITICISMS.

By K. Traxler (p. 121).—1 Kt—B 5. For full solution see p. 486, vol. xix. (problem 1450).

By Dr. E. Palkoska (p. 121).—1 B—R 5. For full solution see p. 227, vol. xix. (problem 1402).

By O. Nemo and F. Feigl (p. 122).—1 Q—Kt 2. For full solution see p. 37, vol. xx. (problem 1458).

By W. A. Shinkman (p. 122).—1 B—Q 2. For full solution see p. 86, vol. xx. (problem 1476).

By P. F. Blake (p. 123).—1 Q—K 4, &c. A clever two-mover of the threat order. The key is good, but at the same time, to the trained solver it is a most likely one to make. The adverse check and counter-stroke is a pleasing feature, albeit the mate in itself is far from artistic. There are in all eight mates, which is quite an unusual number in this class of strategy; it is true some of them are common-place, but the author has shown considerable skill in making one or two a little attractive. It is a pity the outlying Kt at Kt 8 is wanted merely to give a single mate. Solved by J. W. Dixon, R. Manley Peake, A. C. White, T. D., H. S. Brandreth, Miss V. H. Macmeikan, G. Woodcock, Rev. A. H. L. Hastling, J. D. Tucker.

By W. Gleave (p. 123).—1 Kt (Q 5)—K 3, &c. This two-mover has some capital points. It differs from the foregoing in being a block problem. The key move is of a most uncommon kind, and consequently is not very obvious. There are eight mates in this case and by far the majority have points of interest. All White's pieces are worked into the conception with much ingenuity, and the same must be said as regards the Black pieces. For our own part, we find more to admire in the construction and ideas of this problem than in Mr. Blake's, and we find from the remark we made at page 123 we are not alone in our preference for the second prize position. Solved by J. W. Dixon, R. M. Peake, A. C. White, T. D., H. S. Brandreth, Miss V. H. Macmeikan, G. Woodcock, Rev. A. H. L. Hastling, J. D. Tucker.

By H. R. Wood (p. 124).—1 R—Q B 5, &c. An inferior problem to the two foregoing. Again we have eight mates, but most of them are rather dull, the best being the

one when Q mates at Kt sq. The key is very fair and the accuracy of the problem is a noticeable point. It is very easy to solve, as White has a marked limit on his movements. Solved by J. W. Dixon, R. M. Peake, A. C. White, T. D., H. S. Brandreth, G. Woodcock, Rev. A. H. Hastings, J. D. Tucker.

By Geo. Heathcote (p. 127).—1 Kt—K 3, K—R 3 or Kt 2; 2 Q—K 8, &c. If 1..., K—R 5; 2 Q—Q 7, &c. If 1..., P—R 3; 2 Q—B 6, &c. This problem was not presented as a representative piece of work by Mr. Heathcote, but as was explained, simply an adaptation of our problem No. 1485, in order that only the cook alone was practicable. It will be noticed that the play in this version is not a little remarkable, seeing that it is the outcome of an accidental solution. It may be mentioned that the Pawn at Kt 6 is to prevent a dual after 1..., P—R 3. If the White King were placed on that square, then there would be a dual after 1..., K—R 5 by 2 Q—Q sq, so the White King has a useful office at R sq. Solved by W. H. Thompson, A. C. White.

By B. G. Laws (amendment, p. 127).—1 Q—Q 4, P—R 3; 2 Q—Q 8, &c. If 1..., K—Kt 4; 2 Kt—Kt 3 dis. ch, &c. If 1..., K—R 3 or Kt 3; 2 Q—B 6 ch, &c. The added Pawn seemed to us the only reasonable way of making the problem sound—it is rather a pity some more subtle device was not available. This problem was composed years ago for the purpose of being entered in Dr. Hunt's 'Limited' Pieces Tourney, but was not contributed, and it is just as well. The number of pieces was limited to six, so that it could not in its sound condition have been eligible. Solved by A. C. White.

By R. Schwarz (p. 127).—Note: The Black King should stand at K 4 and not Q 4. 1 Kt—B 4, K—Q 5; 2 Q—K 8, &c. If 1..., K×Kt; 2 K—B 3, &c. A choice little thing. With so few pieces and their position it is surprising that the Queen mates at Q R 4. The other line of play is neat and blends well.

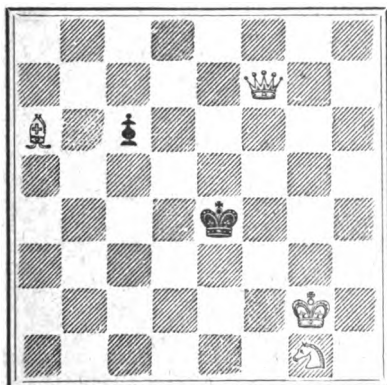
No. 1497, by W. A. Clark.—1 R—K sq, &c. Rather uncommon and containing a few points of interest. The key is unfortunately easily hit upon by reason of the out of the way position of the King's Rook. There are no duals, although at first sight it would appear there must be—these are ingeniously avoided.

No. 1498, by G. Heathcote.—1 K—Kt 4, Kt—R 3 ch, K—B 3, &c. If 1..., Kt—B 3 ch; 2 K—B 5, &c. If 1..., P—Q 4; 2 Q—R 2 ch, &c. If 1..., P—B 4; 2 Q—B 3 ch, &c. If 1..., any other; 2 Q—K 3 ch, &c. A most pleasing three-mover both as regards idea and construction. The key move is capital, and the subsequent moves of the White King amusing and pretty. Seeing that White has only Q, Kt, and two Pawns, the variety is considerable, and there is hardly a dull spot in the solution.

No. 1899, by P. H. Williams.—We regret to say this problem has no solution. The author's intended key is 1 Q—K 8, but Black has a frustrating move in 1..., P—Kt 4. We believe the problem can be easily set right, but the author will probably prefer to apply his own remedy.

By W. H. THOMPSON, Teneriffe.

BLACK.



WHITE.

Mate in three.

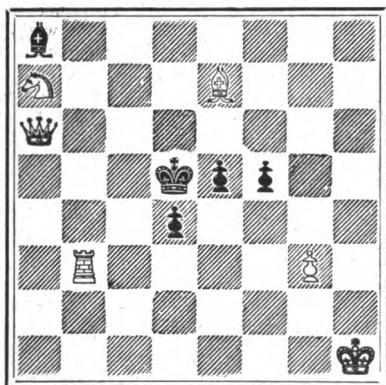
No. 1500, by E. V. Tanner.—We have been most unfortunate with the majority of this clever composer's problems of late. All his work is distinguished by good ideas and excepting for cases of unsoundness by intelligent construction. Inaccuracy through insufficient analysis is a fault which many composers are liable, and it is astonishing how easy it is to overlook the most obvious cook in one's own problems, which in another's problem would be easily detected if such a flaw was being sought for. The author's intended solution commences with 1 Kt—B 5, but 1 Q—K B 3, Q—K 6, and 1 Kt—Q 2 will equally answer the stipulations. Mr. W. H. Thompson has adopted one of the cooks, and has sent the result as per the annexed position. He writes: "It may be said to have composed it-elf, since the variations were ready made." We might mention the fact that only three solvers discovered the author's *modus*, viz., J. J. O'Hanlon, P. L. Osborn, and J. D. Tucker.

PROBLEMS.

No. 1505.

By E. E. WESTBURY,
Birmingham.

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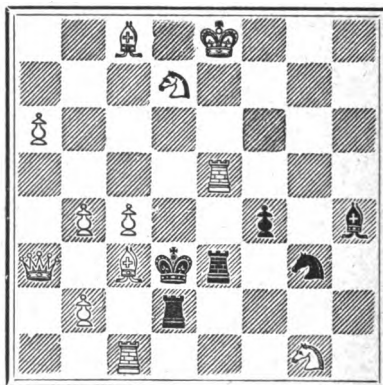
WHITE.

White mates in two moves.

No. 1506.

By A. E. MERCER,
Sheffield.

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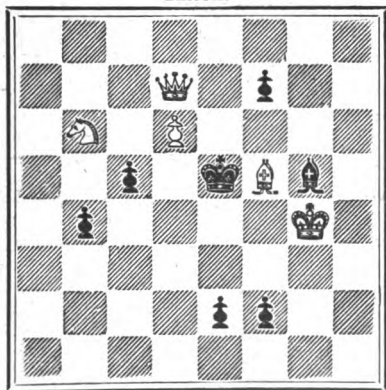
WHITE.

White mates in two moves.

No. 1507.

By G. HEATHCOTE,
Manchester.

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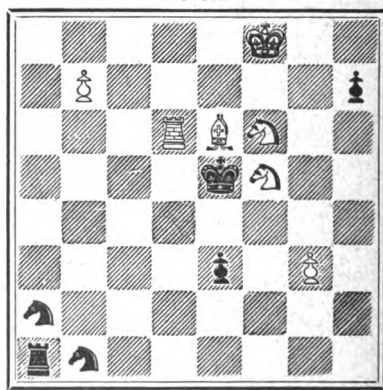
WHITE.

White mates in three moves.

No. 1508.

By G. E. CARPENTER,
Tarrytown, U.S.A.

BLACK.



WHITE.

White mates in three moves.

BRITISH CHESS MAGAZINE

JUNE 1900.

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 180.)

UNTIL the advent of the graceful "Staunton" chessmen, the shapes of the pieces in general use changed very slightly, with the exception of the Rook. The Arabs introduced him with a deep cleft in his head or top—like our Bishop but much more so. It was, unlike our Bishop, a symmetrical cleft, suggesting a pair of wings as seen in a picture of a bird flying. Perhaps it was meant to suggest the 'Roc'—the bird that could pick up and carry off elephants (see "Arabian Nights"). This piece—the chess Rook of early European chess—was represented in the armorial bearings of many noble families of England and Germany (and still is in several), and is supposed to have originated the name of Rookwood. Chessboards also, and portions of them, are to be found in heraldry. One or two cases, in Germany, are known to be of a very early date—I read that the Hohenzollerns, the ancestors of the present Emperor, had the squares of the chess board in their coat-of-arms in the tenth century—and it occurs to me that the colouring of half the squares, or of all of them in two colours, may have originated from a desire for contrast and ornament in such coats-of-arms.* From the chess player's point of view there was not so much need for contrast as there has been long since, for no piece moved diagonally more than two squares, and the Queen only one. Perhaps someone once played chess on his (or his master's) coat-of-arms, found it

* The greater part of a chessboard (the squares blue and gold), with some device in one corner, forms the "arms" of the ancient borough of Lewes, the county town of Sussex. The draughts player may claim it too, but in the case of the Hohenzollerns, &c., the records and traditions speak only of chessboards. In the tenth century heraldry was in its infancy, and perhaps "coat-of-arms" is not the correct term for the period. But there were family devices on shields, &c., and ornamentation in colours and gilding.

refreshing, and painted a chessboard accordingly. The first mention of coloured chess boards, in existing literature, dates from about 970.

But to return to the Rook or Roc. A century or two after the Italians had received the game, one or some of them blundered into the idea that the name meant what "roccho" did to them—a tower or castle. They shaped it as such, which perhaps was easier. To this Italian mistake or whim we owe the words "Castle" and "Castling" in chess, and the now almost universal shape of the piece in Europe. It is absurd, a fortress moving about the field of battle, but we have long got used to it. The elephant-and-castle idea is the result of mental confusion. The elephant should always have been placed next the King or Queen, and the corner-square piece should always have been either a "ship," "car," "chariot," "champion," "warder," "dromedary," "roc," or tower without an elephant.

The cleft in the top of the "fil"—which afterwards suggested the title of Bishop—may have been intended to suggest the defences of an elephant—his tusks. The shapes of the King, Ferz, Knight, and Pawn explain themselves. The King would naturally be the tallest, and the "Vizier" a modified King. I am speaking here of chess pieces meant for use, either "turned" or rudely carved, and in general use by the Arabs and most Europeans. Some of the more elaborate pieces, such as we see in the museums, were doubtless used on the board at times, or perhaps very often in the "upper circles." And where bone and leisure time were plentiful the humbler players carved a good many chessmen in fantastic shapes or in military representations. A letter from a Frenchman in Iceland, 1664, says—"The Icelanders are all players at chess, and there is no poor peasant but what has his chess-board and men, made of fish-bones, with his own hands, and carved with the point of his knife. The only difference between their pieces and ours is, that our Fools are Bishops with them, as they hold that ecclesiastics should be near the King's person. Their Rooks are little captains which the Iceland students call Centurions. They are represented with a sword by their side, and with swoln cheeks sounding a horn which they hold in both hands." It is a long jump from early European chess to 1664, but I think the Frenchman's letter would have been equally correct if written centuries before.

In my Danish table of chess terms, last month, I should have inserted the word *Hrókr*—Rook. That has been the Icelandic term from time immemorial, and doubtless was in use in Scandinavia generally. The word *Hrókr* is an important link in the chain joining Iceland to Arabia and Persia, for it means both in Scandinavian and Persian a "hero" or "warrior," as well as the chess piece we call a Rook. The Danish *Taan*, tower, is more modern. This fact, in conjunction with others, seems to me very strong evidence in support of the theory that the maritime Scandinavians brought home the game of chess from Byzantium, where they would meet Arabs and possibly Persians. And the Byzantines, too, at that early period would use the word *Roc* or *Rukh*. Sir Frederick Madden, who wrote more about Scandinavian chess and chessmen than any other Englishman has done, was misled to some extent by passages in the chronicles and sagas that—say Icelandic scholars of to-day—refer to the ancient game of "*hnef-tafl*," which was not our chess, nor yet draughts,

but a game similar to the early Irish "fithcheol"—something between "fox-and-geese" and chess.* But though Sir F. Madden wrongly concluded that certain references to this game proved a very remote antiquity for chess in Scandinavia, and although I find that the ancient riddles I quoted in April must be abandoned as chess evidence† for the period I was writing of (tenth century), still I think there are sufficient grounds for believing that the Scandinavians did play chess at that period—the latter part of it at any rate. Within two centuries there were references to "Skak" in Scandinavian literature—as to something well known and long established, and to Norse and Danish chess in French literature. Then we have the Isle of Lewis chessmen, which may have been carved considerably later, or not, but which show the armour and costume of the 11th century, and have this special feature—a point made much of by Sir F. Madden—that the "Hrókrs" are *biting their shields*. Now this biting of shields, in a warlike frenzy just before going into battle, was a habit of the particular kind of Scandinavian heroes known as the *Berserkar*, "death or glory boys," who rushed into the fray much as our friends the Dervishes do, or did. Well, this shield-biting custom was discontinued soon after Thor, Odin, and Co. became obsolete. This does not prove anything, but it strongly suggests the carving of chessmen in the 10th century. Sir F. Madden thought that the Isle of Lewis chessmen may have been made in the 12th century, but there has always been a strong tendency, in the carving of chessmen, to imitate pre-existing forms. It seems improbable that in the 12th century anyone would carve these shield-biting heroes for the first time. There are points too about the hair-dressing and the armour which suggest a greater antiquity than the 12th century.

Then it seems highly improbable that the Norsemen could visit the Mediterranean in large numbers, as they did, without becoming acquainted with the game of chess—which some of them would learn to play, the more so because of their carving proclivities. Says Sir F. Madden,—“Whether they derived their knowledge of the game from their intercourse with the Franks in the ninth and tenth centuries, or from Constantinople, may admit of a doubt; but the latter seems, on various accounts, more probable. As early as the beginning of the ninth century, Ragnar Lodbrog is reported to have visited the Hellespont; and before the middle of the eleventh century, the expedition of Harald Hardrad to the East, his amour with the Empress Zoe, his escape from prison by means of the Varangian guards, are matters of historical record. The early establishment of these Varangians as the Imperial Guard (who were undoubtedly Scandinavians), would of itself argue an intimate connection between the Greeks and Northmen, and this is corroborated by perpetual notices in the *Sagas*.”

* I should say that these games, where skill preponderated, were (with the Welsh "tawl-bwrdd" and others) descended from a common stock with chess—elder brothers (or sisters) of the Hindu game, from which our modern chess has developed. Unless, indeed, that Hindu game was as old as Dr. Forbes thought possible. In which case —?

† The riddles are undoubtedly of pre-Christian times, but the replies, referring to chess (Skak), which I got from Madden, were substituted for the original answers at a much later period. So say the Icelandic scholars, and though I should like to prove them wrong,—I can't! I had not made the acquaintance of these gentlemen in April, and knew less of "hnef-tafl."

I am told, what Sir F. Madden did not know, apparently, that none of the *Sagas* were written before the 12th century—though many of them refer to ancient traditions and myths. Chess (*Skak-tafl*) is mentioned in several of them, and in connection with old legends such as the following:—“Hervora, daughter of Angantyr, goes to the court of Godmund, King of Istunheim, in male disguise, and assumes the name of Hervar-dr. One day, as the old King was playing at chess (*lek at skaktaffli*), it happened that he had the worst of the game. Then Hervar-dr went up to him, and so played, that in a short time the game was restored, and Godmund had the advantage, which made him very joyful.” Now the game here was originally *hnef-tafl*—no doubt. But the substitution for it of *skaktafl* shows that at the period of the *Saga* chess was widely-known, popular, old-established. “All the northern nations had the game,” wrote Olaus Magnus, of chess—referring to a period which (I believe) included the tenth century. The *Saga* of Kroka Ref, an Icelander of the 10th century, has the following.—A present of a chessboard and set of men, made of the tecth of the walrus, sent from Greenland to King Harald Hardraad. The bearer thus accosted him: “Here is a chess-table, lord, which the most noble person in Greenland sends to you, and desires nothing in return but your friendship and wise counsel.” It was, adds the writer of the *Saga*, both a nut table and a chess table (*thad var bede hnottafl oc skaktafl*), and calculated to play at both games, which proves that the nut-table was a game of draughts, with the identical draughts-board of our day. Sixty four squares, though whether of two colours we cannot tell.*

Then as to the Danes having chess at a very early period, we have the evidence of Gaimar, who, writing about the year 1150, of the Anglo-Saxons, and of a mission of Edleworth from King Edgar† to the castle of Earl Orgar, in Devonshire, says—

“Orgar juout à un *eschés*,
Un *giu K*’ il aprist *aes Dancis*
Od liu juout Elstrueth la bele,
Sur ciel n’ont donc tele *damesele*.”

“Orgar was playing at the Chess,
A game he had learnt of the Danes;
With him played the fair Elstrueth,
A fairer maiden was not under heaven.”

Here is, at any rate, the tradition in the twelfth century that chess was introduced into England by the Danes in the 10th. Tradition also stated that chess was well known to the Normans at that period, and that the great grandfather of William the Conqueror was a first-class player (William himself was a player, and his father before him). Dr. Forbes held the opinion that the game first came to England in the reign of Athelstane, 925-940. Some scout this idea and suggest 1060-1100. I split the difference and say 999! But, seriously, there is good reason to believe that chess was well known in France, as well as Scandinavia and Germany, in the tenth century, and therefore known to some extent in England. There are chessmen (supposed) in the South Kensington Museum, labelled “6th to 10th century—Anglo-Saxon.” The period given is absurd, for English chessmen. There are only a few pieces, and possibly they may not be chessmen; if they are—they may be 10th to 12th century. It is asked—if chess was known in England before the Norman Conquest, why

* Possibly the colouring of half the squares of the chess and draughts board is due to draughts. The game seems to require it more than ancient chess did.

† 958—975.

are there no references to it in Anglo-Saxon MSS.? There are not very many Anglo-Saxon MSS. existing (other than legal documents), and Latin and—later—Norman-French were the languages of the learned and the Church and Court. In the Latin and French MSS. of the period of and immediately following the Conquest there are several references to chess—some stating or implying that the game had been known long before. We can place no reliance on the chess stories of Charlemagne and Pepin, but the existence of these stories in the 11th century—one as early as 1060—proves that chess was then no novelty in Western Europe.

W. S. B.

CHELTEMHAM.

(To be continued.)

P.S.—A philologist sends me a correction of a few of the chess terms given last month, and some additional varieties of the old spellings. "Pawny" should be *Pawne*—plural *Pawnys*. In Spanish, "Knight," *Cavallo*; and "Rook," *Roque*, as well as the terms given. Portuguese, *Delphino*, not "Alfil." In German, *Vende* is older for Pawn (peasant) than *Baur*, also in Dutch. And *Alte* and *Altfil* are additional very old German words for the Alfil. The old form of "Chess" in Swedish was *Skaktavils lek*, and the pieces *Konung*, *Drotning*, *Rok*, *Ollin* (Bishop), *Riddar* (Knight), and *Finna* (Pawn). In the note, "Raadshur" should have been *Raadsheer*. "Scacehorum" was a misprint for *Scacchorum*.

CHARLEMAGNE'S CHESSMEN.

DEAR SIR,—I think it will be interesting to your readers to hear that during a week's visit to Paris recently, I went to see the ancient chess pieces mentioned in the May number of the *B.C.M.* I made three attempts in all to see them. One failed because the National Library in which they are was not open on that day, and on my second attempt the officials in the main building seemed to know nothing about them. At last, however, I found that they were in a part of the building entered by a side door, but when discovered they were not very accessible, being placed on shelves in glass cases mostly above one's head. The description of them given in your last issue is on the whole very accurate, but there are seventeen pieces not 15 only, the chariots and the elephants being each four in number instead of three. The Kings and Queens appeared to me to be not exactly in a chamber, but under a sort of portico with their attendants, who in the case of the Queens are girls. The Queen holds in her hand something like a large flask, which may be a scent bottle. What I take to correspond with our Rooks are the elephants, which seemed to me certainly to have howdahs ornamented with figures on the outside, and the elephants were flanked by horse soldiers. To which of our pieces would the chariots correspond? They are each drawn by four horses placed so close together that they would certainly be unable to move. If these answer to our Rooks, then of course the elephants would correspond to the Bishops. The Kts are of course mounted, and have swords and shields, but it was difficult to see whether they were in armour. If any, it must have been chain armour. There is one group which I was quite

unable to make out, consisting of a man with no head, holding up one leg in his hand, and with a woman by his side, but perhaps this had got introduced among the pieces by mistake. The only Pawn is a dumpy little foot-soldier bending forward, and evidently very earnest in attack. The board on which the game was played with these pieces must have been very large, as they have four-square bases of quite two inches each side. I wished I could have had them out of the glass cases to examine them more perfectly, but this required a special order. They are ticketed, "Said to be Charlemagne's," and they are certainly very old indeed, for the ivory is much stained by age, and all the original sharpness of the sculpture quite worn down.

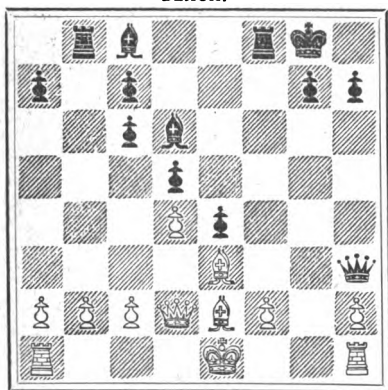
Yours truly,

C. E. RANKEN.

A MORPHY GAME.

IN a small selection of Morphy's play, published last year by Messrs. Routledge, a well-known position was given which occurred in a game in 1858 with Mr. H. E. Bird (White). Here it is. White now Castled; whereupon Morphy sacrificed his

BLACK.



WHITE.

White to play.

K R; and we get the following moves:—

- | | |
|-----------|-----------|
| 1 Castles | 1 R × B P |
| 2 B × R | 2 Q—R 6 |
| 3 P—B 3 | |

Here Steinitz (whom Max Lange, p. 138, follows) says: "This seems the natural move, but White loses at once all chance of victory, as Black can force a draw at least." He then suggests 3 Q—Kt 5, holding that, after 3..., P—K 6. White, by 4 Q—Q 8 ch, may gradually get out of his difficulties, and eventually win. He shows also that 13..., Q × Kt P ch; 14 K—Q 2, &c., should also turn out in White's favour. In the actual game Löwenthal claimed,

apparently with justice, that White had two chances of drawing by moves of the K. This Max Lange, perhaps by inadvertence, does not mention. Mr. W. P. Turnbull, however, has pointed out to the editor of the little work mentioned above, that Steinitz and Max Lange seem to have overlooked what he holds to be Black's best (and winning) reply to the supposed 3 Q—Kt 5, namely, 3..., R × P. This seems right; the variations being numerous and some of them elegant. For instance, try 4 Q—Q 8 ch, K—B 2; 5 R—Q 3, P × R; 6 B × P, B—B 5 ch; 7 K—Q sq, Q × B ch; 8 P × Q, B—Kt 5 ch; 9 K—K sq, R—Kt 8 mate.

If this is as it seems to be, admirers of the great American will have yet another example of his extraordinary judgment of position; the heavy sacrifice of the R being made not recklessly, but with unerring calculation of all the possibilities of the affair.

E.E.C.

THE n QUEENS PROBLEM.

(Continued from page 183.)

COMING to the 7×7 board, the regular series is—
 $a, a+b, a+2b, a+3b, a+4b, a+5b, a+6b.$

Equating the sum of these seven terms to zero, we get at once
 $7a+21b=0$, or $a=-3b$. This gives for the differences in terms
of b , $-3b, -2b, -b, 0, b, 2b, 3b$, with the zero in the middle. Adding 1,
2, 3, 4, 5, 6, 7, respectively, which, the reader will remember are the first,
or suppressed, ordinates, we have for the required or second ordinates—

$$1-3b \quad 2-2b, \quad 3-b, \quad 4, \quad 5+b, \quad 6+2b, \quad 7+3b.$$

$$\begin{array}{lcl} \text{If } b=1, \text{ then} & - & 5, \quad 7, \quad 2, \quad 4, \quad 6, \quad 1, \quad 3 \\ \text{If } b=2, \text{ then} & - & 2, \quad 5, \quad 1, \quad 4, \quad 7, \quad 3, \quad 6 \\ \text{If } b=3, \text{ then} & - & 6, \quad 3, \quad 7, \quad 4, \quad 1, \quad 5, \quad 2 \\ \text{If } b=4, \text{ then} & - & 3, \quad 1, \quad 6, \quad 4, \quad 2, \quad 7, \quad 5 \\ \text{If } b=5, \text{ then} & - & 7, \quad 6, \quad 5, \quad 4, \quad 3, \quad 2, \quad 1 \end{array}$$

Deducting $7b$ from 7th term of the regular series, equating sum to
zero, substituting and reducing we get for the ordinates—

$$1-2b, \quad 2-b, \quad 3, \quad 4+b, \quad 5+2b, \quad 6+3b, \quad 7+4b.$$

$$\begin{array}{lcl} \text{If } b=1, \text{ then} & - & 6, \quad 1, \quad 3, \quad 5, \quad 7, \quad 2, \quad 4 \\ \text{If } b=2, \text{ then} & - & 4, \quad 7, \quad 3, \quad 6, \quad 2, \quad 5, \quad 1 \\ \text{If } b=3, \text{ then} & - & 2, \quad 6, \quad 3, \quad 7, \quad 4, \quad 1, \quad 5 \\ \text{If } b=4, \text{ then} & - & 7, \quad 5, \quad 3, \quad 1, \quad 6, \quad 4, \quad 2 \\ \text{If } b=5, \text{ then} & - & 5, \quad 4, \quad 3, \quad 2, \quad 1, \quad 7, \quad 6 \end{array}$$

Deducting $7b$ from 6th term, the general series becomes—

$$a, \quad a+b, \quad a+2b, \quad a+3b, \quad a+4b, \quad a-2b, \quad a-b.$$

Which gives four new sets—

$$\begin{array}{l} 7, \quad 2, \quad 4, \quad 6, \quad 1, \quad 3, \quad 5 \\ 6, \quad 2, \quad 5, \quad 1, \quad 4, \quad 7, \quad 3 \\ 5, \quad 2, \quad 6, \quad 3, \quad 7, \quad 4, \quad 1 \\ 4, \quad 2, \quad 7, \quad 5, \quad 3, \quad 1, \quad 6 \end{array}$$

Deducting $7b$ from 5th term, then—

$$a, \quad a+b, \quad a+2b, \quad a+3b, \quad a-3b, \quad a-2b, \quad a-b.$$

Giving the four sets—

$$\begin{array}{l} 1, \quad 3, \quad 5, \quad 7, \quad 2, \quad 4, \quad 6 \\ 1, \quad 4, \quad 7, \quad 3, \quad 6, \quad 2, \quad 5 \\ 1, \quad 5, \quad 2, \quad 6, \quad 3, \quad 7, \quad 4 \\ 1, \quad 6, \quad 4, \quad 2, \quad 7, \quad 5, \quad 3 \end{array}$$

Deducting $7b$ from 4th term, then—

$$a, \quad a+b, \quad a+2b, \quad a-4b, \quad a-3b, \quad a-2b, \quad a-b.$$

$$\text{Or } 7a-7b=0, \text{ or } a=b.$$

Differences, $-b, 2b, 3b, -b, -2b, -b, 0$, where the zero has now
got to the right hand. From these differences the ordinates sought are—

$$1+b, \quad 2+2b, \quad 3+3b, \quad 4-b, \quad 5-2b, \quad 6-b, \quad 7.$$

Whence we obtain the four sets—

$$\left. \begin{array}{l} 2, 4, 6, 1, 3, 5, 7 \\ 3, 6, 2, 5, 1, 4, 7 \\ 4, 1, 5, 2, 6, 3, 7 \\ 5, 3, 1, 6, 4, 2, 7 \end{array} \right\}$$

A fifth deduction of $7b$ gives—

$$a, a+b, a-5b, a-4b, a-3b, a-2b, a-b.$$

Whence we derive four more sets—

$$\left. \begin{array}{l} 3, 5, 7, 2, 4, 6, 1 \\ 5, 1, 4, 7, 3, 6, 2 \\ 7, 4, 1, 5, 2, 6, 3 \\ 2, 7, 5, 3, 1, 6, 4 \end{array} \right\}$$

A sixth deduction, equating sums of the seven terms thus derived to zero, finding value of a in terms of b , substituting and adding first ordinates, gives four other arrangements—

$$\left. \begin{array}{l} 4, 6, 1, 3, 5, 7, 2 \\ 7, 3, 6, 2, 5, 1, 4 \\ 3, 7, 4, 1, 5, 2, 6 \\ 6, 4, 2, 7, 5, 3, 1 \end{array} \right\}$$

To go further and make another deduction of $7b$ would only result, as in the 5×5 investigation, in bringing the zero difference back to the middle place again. Altogether we have thus found by a mathematical solution, as simple as beautiful, seven groups of combinations, four in each group, each group showing four poses having a common square, 4 in the first, 3 in the second, 2 in the third, 1 in the fourth, 7 in the fifth, 6 in the sixth, and 5 in the seventh, making a complete cycle or period.

Classifying the 28 numerical solutions thus found to the question, how to fill up the blank spaces after 1..., 2..., 3..., 4..., 5..., 6..., 7... so as to produce sums that differ, and differences that differ, the entire 28 may be sifted down to these four—

$$\left. \begin{array}{l} 2, 4, 6, 1, 3, 5, 7 \\ 3, 5, 7, 2, 4, 6, 1 \\ 4, 6, 1, 3, 5, 7, 2 \\ 5, 7, 2, 4, 6, 1, 3 \end{array} \right\}$$

The first of these selected keys is at the head of the 5th group of four, the second at the head of the 6th group, the third at the head of the 7th group, and the fourth at the head of the first group. The 3rd and 4th groups do not produce any new Forma. The easiest way to detect a new Forma is to select those combinations arranged in an ascending arithmetical progression with 2 as the common difference, and notice where, and how often, the break from even to odd takes place. In the first set the *straight line* is divided into two parts, 3 Queens+4 Queens. In the second set into 3 parts, 3+3+1. In the third set into three parts, 2+4+1. In the fourth set into three parts, 2+3+2. In varying the Pose, this division into links of certain lengths *does not change*. It is only a change of Forma that changes the length of the links.

The striking parallelism, or inter-connection between the four Formæ above sifted out is very apparent from the way one may be derived from

the other by merely adding unity to the seven ordinates. A diagram will bring out this sliding relation even clearer.

FOUR 7×7 FORMÆ, *Sliding*.

	4	2			3	1
	3	1		4	2	
4	2			3	1	
3	1		4	2		
2			3	1		4
1		4	2			3
		3	1		4	2

If, here, we should lower all the 1's one place, we would merely get *another* pose of the same Forma, that is, 4 Q's+3 Q's. Raising the 4's we get another pose of 3, $1+4+2$. It is evident that we could derive the entire 28 transpositions in this manner, but how much superior is our mathematical development which gives them all, without repetition, and demonstrates that they are all derivable from one expression, and that a modified form of the analytical equation for a straight line.

Since in both the first and second Formas, as indicated by 1 and 2 respectively, in the appended

diagram, a corner square is occupied by a Queen, we might therefore derive the 6×6 Forma from either by merely omitting the corner Queen, with, of course, the two border rows which it occupies.

Omitting the 1 in upper right hand corner is the same as omitting 7 from the first key formula, when it would become 2, 4, 6, 1, 3, 5, precisely the arrangement found for the 6×6 Forma, by a method less simple and beautiful.

Omitting the corner 2 in the same diagram above is the same as omitting 1 from the second key formula, when it would become 3, 5, 7, 2, 4, 6, which must be reduced throughout by 1, since we took off the bottom row, giving 2, 4, 6, 1, 3, 5, as before. Or, better, we could put 3, 5, 7, 2, 4, 6, 1 in this order, representing another Pose thereof, 7, 2, 4, 6, 1, 3, 5. Now omitting 7, which is at the top, there remain 2, 4, 6, 1, 3, 5.

This leads us to remark that there are not only six Queens situated relatively alike in these two 7×7 Formæ, but also in the other two, and not only in the other two, but in any two of the four, however they may be compared, which of course depends upon the simple fact that sliding the Queens one square in any direction changes only one Queen, viz., the one crowded off the board, and which always goes to the opposite end of the row.


The generality of this remarkable inter-relation of the four 7×7 Formæ thus far found may be strikingly stated as follows:—Roll a diagram of any one of the positions or transpositions thereof in the form of a cylinder, and the broken lines will become a continuous series of Kt's moves in a constant direction. Then cut this cylinder open along the line between any two rows, and, when flattened out, the new diagram will show a correct position for the seven Queens. Now roll the original diagram, or any of those derived by the first cutting, in another cylinder parallel with the other two sides of the board, and the same will still hold true.

(To be continued.)

G. E. CARPENTER.

CHESS LITERATURE.


EL AJEDREZ MAGISTRAL.

UCH is the title of a folio volume of 128 pages, by Señor A. C. Vasquez, of Havana, which he sent us for a review notice. It is written, of course, in Spanish, and though the title, which means "Master Chess," would seem to demand a wider significance, the work is entirely upon the Evans Gambit. The author begins in his first chapter with the discovery of the gambit, by Capt. Evans, and proceeds to give practical examples of it in 32 games by various well known Masters of different periods. Chapter II. continues these illustrations with remarks and analysis. Chapter III. is occupied with forms of the gambit adopted by English players, and Chapters IV. and V. chiefly with those of the German school, though by no means confined to these nationalities. In Chapter VI. we have examples of the gambit refused, and of various counter gambits in the Evans attack, illustrated as before by selected games. For a student of this opening Señor Vasquez's book will prove a valuable *vade-mecum*, as we do not think it omits any new discovery with regard to the attack or defence from the time of La Bourdonnais and McDonnell to that of Steinitz, Tchigorin, and Lasker. The second volume of "El Ajedrez Magistral" will contain a selection of games played at Havana both by masters and amateurs, including Morphy, Mackenzie, Blackburne, Gunsberg, Steinitz, Lasker, Walbrodt, Taubenhaus, Lee, Golmayo, Pillsbury, &c.

"THE LIFE OF CHARLES TOMLINSON," F.R.S., F.C.S., &c.

By his Niece, Mary Tomlinson.

(London: Elliott Stock, 62, Paternoster Row, E.C. Price 5/-.)

HIS just published Memoir of our late esteemed confrère and friend possesses special interest for all chess players; especially those who have enjoyed the privilege of reading Professor Tomlinson's entertaining and instructive contributions to the literature of chess. The volume—written, Miss Tomlinson tells us, in deference to the opinions of friends who thought it due to the memory of her uncle that a sketch of his career, with some notice of the works that he accomplished, should be placed on record—is delightful reading, and yet only a simple tribute to the memory of one whose chief aim in life was to endeavour to benefit the world and to leave it better for his sojourn therein; a noble self-imposed stewardship he fulfilled most honourably. In the limited space at our disposal we are unable to review the various chapters of the book in detail, or to refer to the 32 volumes of which Professor Tomlinson was the author, but we must reproduce the following interesting account of a visit to Almondbury, in Yorkshire:—

"In the autumn vacation of 1859 I paid a visit to a village near Huddersfield, where a relative of mine was vicar. On the morning after my arrival I set out for a solitary ramble, trusting to chance to make it interesting. On approaching a village, the name of which was not pro-

nounced according to the spelling, I was struck with the brick-red appearance of the roads, which became more vivid under the influence of a slight shower. I was unable to account for this appearance, but on coming to a by-path the colour became still more vivid. Pursuing this path, I found myself in an extensive stone quarry, the vertical sides of which exhibited enormous patches of the tint in question. At the further end of the quarry a number of men were engaged in building up a stack of alternate layers of coal and fragments of rock. The men informed me that the stone of the neighbourhood not furnishing a durable road metal in its natural condition, it had long been the custom to harden it by the action of fire, for which purpose a stone stack was constructed two or three times a year, consisting of the refuse of the quarry after the building stone had been taken out. The stack occupied an area of about sixty feet square, and one side (or, where practicable, two sides) was made to rest against the vertical wall of the quarry, thus accounting for the red patches referred to. The stack continued to burn during two or three months, air-holes being skilfully arranged as in a brick-kiln. A coal-pit close to the quarry furnished an abundant supply of slack coal, and when the fuel was burnt out the stack was left to cool during two months. The calcined stone had now become greatly increased in hardness from being partially vitrified. Considerable labour had to be expended in breaking up the mass into fragments about the size of a hen's egg, and the process was assisted by the action of water poured upon the material while hot, or by the action of rain.

"I carried away some specimens of the rock, fired and unfired, and was surprised to find, on returning to the vicarage, that the details were as new to the vicar and his parishioners as they had been to me. They had noticed by night a fire in the direction of Almondbury, and supposing it to proceed from an iron furnace, inquired no further. There was no mention of the process in Phillips's geology of the district, or in Mr. Hobkirk's 'History and Natural History of Huddersfield and the Neighbourhood.' I then consulted the vicar's copy of Camden, who gave the following interesting particulars:—

"Six miles from Halifax, not far from the right side of the river Calder, and near Almondbury, a little village, there is a very steep hill, only accessible by one way from the plain, where the marks of an old rampire and some ruins of a wall, and of a castle well guarded with a triple fortification are plainly visible."

"He then goes on to say that these are really the remains of the Cambodunum of the Romans; that in early Saxon history there was a royal seat here, and a cathedral built by Paulinus, the apostle of these parts, and dedicated to St. Alban, whence the village of Albanbury, now called Almondbury. 'But,' continues Camden, 'in those cruel wars that Ceadwall the Britain and Penda the Mercian made upon Edwin, the prince of these territories, it was burnt down, which in some measure appears in the colour of the stones to this day.'

"The event here recorded occurred in the eighth or ninth century of our era. Eight centuries had elapsed before Camden wrote his description, and yet the marks of fire remained unobliterated during that long period. No cause, so far as I knew, had intervened since Camden's time to obliterate those marks of fire? why should they not therefore still be visible? 'For

this simple reason,' was the reply, 'that the whole of the ruin has long since been cleared away to make room for a public-house and tea-gardens, where our Yorkshire bands are fond of assembling for practice, and where parties of pleasure go to listen to them.'

"That is not a sufficient reason,' I rejoined. 'Stone is so plentiful in this district, that no one would think of carrying it from the top of the hill to the valley below, still less of carrying it from below upwards, where the ruin would furnish abundant material for constructing the musical hostelry, and I daresay enclosing it in a stone fence; and in addition to all this, I have no doubt there is plenty of stone scattered about bearing the marks of the Mercian fire to this day.'

"It was therefore agreed that we should ascend the Castle Hill next day; and in order to satisfy my host as to the action of heat on the sandstone, I put an unburnt fragment in the fire before retiring for the night, and in the morning it was of a bright red colour from the oxidation of the iron.

"We climbed the hill accordingly, and had no sooner arrived at the wall which surrounds the grounds of the public-house than we were struck with the red appearance of many of the stones of which it is built. This left no doubt that although a thousand years had elapsed since 'Ceadwall the Britain and Penda the Mercian' in those cruel wars burnt down the castle and cathedral of St. Alban, there was still before us evidence of the fact as narrated by Camden, rendered, if possible, still more striking on breaking open some of the stones, where the action of the fire had in some cases penetrated only a short distance and in others completely through, presenting to the eye that reddish tint as bright and fresh as that on the piece of stone which I had passed through the fire on the preceding night."

The book contains many references to chess and chess players, and we cordially recommend it to our readers.

OBITUARY.

DEATH OF RUDOLPH CHAROUSEK.



WE deeply regret to have to record the death, on April 19th, of the brilliant young Master player, Rudolph Charousek, who was born at Prague, on September 10th, 1873, and whose untimely death is a great loss to the chess world. He learnt the moves of the game in 1891 while a student at the Hungarian College at Kaschau; and five years later came into prominence as a player by defeating Herr Emanuel Lasker in the final round of the Nuremberg Tournament, in which he won the ninth prize. Later, during the same year (1896), Charousek tied with M. Tchigorin for first place in the Budapest Tournament, but lost a deciding match by 3 games to 1. His most notable performance was at Berlin, in 1897, when he won the first prize in the international tournament of 20 players with the fine score of 12 wins, 5 draws, and 2 losses. In the Cologne Tournament of 1898 he divided second, third, and fourth prizes with Messrs. Cohn and Tchigorin,

and his success was particularly gratifying as he had only just recovered from a serious illness. This was his last appearance in international contests, as his delicate constitution, weakened by phthisical affliction, was unequal to the strain of prolonged tournament engagements.

Speaking of Charousek as a player, our contemporary *The New Orleans Times-Democrat*, whose remarks we fully endorse, says:—

"No one of the few select grand players and first-prize tourney winners of the present time, has presented in his play such distinctively characteristic attributes of the boldness, soundness, and brilliancy united that marked the chess criterion of the Morphy era.

"The subjoined elegantly-achieved victory was achieved by Charousek in the seventh round of the International Chess Congress at Budapest, Hungary, in October, 1896. It speaks not a little of the daring of Charousek's play that both in this game and against Tchigorin in one at the Nuremberg Congress just afterwards against Pillsbury, he should have tried King's Gambits—drawing the latter, by the way.

GAME No. 1,895.

King's Bishop's Gambit.

SCORE AND NOTES FROM *The Times-Democrat.*

WHITE.

BLACK.

Herr R. CHAROUSEK. M. I. TCHIGORIN.

- | | |
|-----------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 P—K B 4 | 2 P×P |
| 3 B—B 4 | 3 Kt—Q B 3 |

.....A defence much exploited, if not invented by Mr. C. Moreau, of London. It was analysed unfavourably by Prof. J. Berger in the *Deutsche Schachzeitung*, and the present *partie* hardly tends to its rehabilitation.

- | | |
|---------|----------|
| 4 P—Q 4 | 4 Kt—B 3 |
|---------|----------|

.....4..., Q—R 5 ch; 5 K—B sq, P—K Kt 4; 6 Kt—Q B 3, B—Kt 2, &c., though not altogether satisfactory, is pretty surely better than the text-move.

- | | |
|------------|------------|
| 5 P—K 5 | 5 P—Q 4 |
| 6 B—Kt 3 | 6 B—K Kt 5 |
| 7 Q—Q 3 | 7 Kt—K R 4 |
| 8 Kt—K R 3 | |

Much better than the more obvious 8 Kt—K B 3, since now on 8..., Q—R 5 ch; 9 Kt—K B 2, &c.

- | | |
|------------|-------------|
| | 8 Kt—Q Kt 5 |
| 9 Q—Q B 3 | 9 Kt—R 3 |
| 10 Castles | 10 B—K 7 |

.....An error involving him immediately in serious difficulty; the

B should never have left his original diagonal. 10..., P—K Kt 4, instead, seems imperative.

- | | |
|--------------|------------|
| 11 B—R 4 ch! | 11 P—B 3 |
| 12 K B×P ch | 12 P×B |
| 13 Q×P ch | 13 K—K 2 |
| 14 Kt×P! | 14 Kt×Kt |
| 15 B×Kt | 15 P—K R 3 |

.....He has no time for 15..., B×R, for then White replies 16 K×B, Kt—Q B 2; 17 B—Kt 5 ch, P—B 3; 18 P×P ch, when if 18..., P×P; 19 R—K sq ch, and wins.

- | | |
|-----------|----------|
| 16 Kt—B 3 | 16 B—B 5 |
| 17 P—K 6! | |

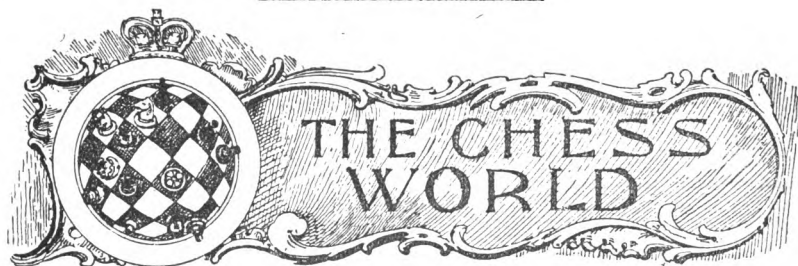
Very pretty and, with the elegant sequel, wholly decisive.

- | | |
|-----------|-------------|
| | 17 R—Q B sq |
| 18 B—B 7! | 18 P×P |

.....Of course, if, instead, 18..., Q×B, then 19 R×P ch, K—Q sq; 20 R—Q 7 ch, &c.

- | | |
|-----------------------------|-----------|
| 19 B×Q ch | 19 R×B |
| 20 Q—Kt 7 ch | 20 R—Q 2 |
| 21 R—B 7 ch | 21 K×R |
| 22 Q×R ch | 22 B—K 2 |
| 23 R—K sq! | 23 R—K sq |
| 24 P—Q Kt 3 | 24 K—B sq |
| 25 P×B, and Black resigns." | |

We deeply regret to have to record the death of Mr. Wilberforce Tribe, J.P., of Bristol, who was for many years a generous supporter of chess. For 10 years he had been president of the Bristol and Clifton Chess Club, and for about 25 years treasurer of the same club. His genial presence will be much missed in the club for which he had worked so long and so successfully. He was also treasurer of the Gloucestershire Chess Association; and for many years, right up to the time of his death, he had been president of the Cotham Social Chess Club, in Bristol. He was playing chess late on the evening before his death.



Mr. Charles Roberts, a member of the Southend-on-Sea and National Bank Chess Clubs, and now serving with the Mounted Infantry of the C.I.V. in South Africa, was one of the escort of the convoy that first reached Kimberley after the town was relieved, and whilst there he played a match against the President of the Kimberley Chess Club, which resulted in honours being divided (drawn game).

Thanks to the efforts of Mr. Martin D. McGrath, of Brookhaven, chess in Mississippi is now in a flourishing state. Quite recently a correspondence match Mississippi *v.* Nebraska was started, with 16 players on each side, and is proceeding satisfactorily. A new club—the Cherokee Chess Club—was organised in Brookhaven some months ago, and the enthusiasm of its members is very manifest.

Basingstoke C.C.—The Handicap Tournament at the Basingstoke Chess Club, for the possession of the Silver Rook, for which there were 23 competitors, resulted in a victory for Mr. Sidney Bird, after a tie with Mr. H. Gagen. The club wound up a very successful season with a supper on the 15th May, when the trophy was presented to Mr. Bird by the president of the club (Rev. H. R. Cooper Smith, D.D.).

The St. Petersburg Tourney was not played, as reported, at the Amateurs Club, but at a private one founded by M. Tchigorin, which has forty members. The first prize, as already stated, was divided between

Messrs. Tchigorin and Levine, who scored each $14\frac{1}{2}$. The third prize went to M. Lebedew, with 12; the fourth to M. Zybine, with $10\frac{1}{2}$; and the fifth to M. Sey with 9 points. Another tourney began on April 3rd.

Lancashire.—Manchester League. The annual meeting of this Society took place at the Manchester Club on May 5th, when satisfactory reports were presented and passed. The president, Dr. Wahltuch, occupied the chair, and he presented the various trophies to the representatives of the winning clubs. Results:—*The Reyner Shield*, St. Paul's. "A" League, *Silver King*, St. Paul's. "B" League, *Silver Queen*, Shaw Church Institute. "C" League, *Silver Rook*, Shaw Church Institute second team. "D" League, *Silver Knight*, Gorton Social. Mr. A. B. Rink was elected president, and Mr. H. Hartley hon. secretary for the ensuing year.

M. D. Janowski paid a visit to Moscow at the end of April, and met the Muscovites in simultaneous play and in consultation. Two of the consultation games Janowski won, and he lost two—one a Ruy Lopez, in which he adopted his favourite 4 Castles and 5 R—K sq attack; and the other a Queen's Gambit Declined, in which he played his 3..., P—Q R 3. At a banquet held in honour of M. Janowski, at the Moscow Chess Club, the chairman, M. N. Bostansholdo, announced that a second Russian National Tournament would be held at Moscow—probably in December. Mons. Janowski has promised to compete in this tournament.

Mr. Pillsbury was the guest of the Havana Club from March 12th to 18th, during which time he played 38 blindfold games, of which he won 29, lost 6, and drew 3; 42 simultaneous games, winning 38, losing 2, and 2 drawn; one consultation game which was a draw, and 7 single games, winning 5 and drawing 2. In the blindfold games he often took only one or two seconds to make his moves, and his longest time in a difficult position was six minutes! In one blindfold game a mistake occurred, and Pillsbury shewed it was not his by recalling the moves from the beginning. He made a great impression on the Havana players by his affability, modesty, and general knowledge, and his portrait will be placed among those of the celebrated players which adorn the walls of the club.

Chess in Scotland.—The various clubs have been chiefly engaged in winding up the season, which has been a fairly busy one all over.

The Glasgow Club had its general meeting on 14th May, Mr. P. Fyfe, the president, in the chair. The Championship Cup was handed over to Mr. Longwill, and the Minor Championship Cup to Mr. D. Robertson. Mr. Robert Pirrie was re-elected honorary president, and Sheriff Spens was elected president. Mr. Peter B. M. Roberts, at the earnest request of the members, accepted the important office of secretary for another year.

There is no further practical progress with the adjourned match between Mr. Mills and Dr. Macdonald for the Championship of Scotland.

The combatants have agreed to play off at Perth, but Dr. Macdonald evidently finds it difficult to get away from his professional duties at Foyers in Inverness-shire.

A correspondence match of two games has been commenced between the Vienna Chess Club and the Association Française des Echecs, of Paris. On the Vienna side the players are Messrs. Alapin, Neumann, Fähndrich, Halprin, and Schlechter. The Parisian players are: M. M. Arnous Riviere, Billecart, Chasseray, Clere, Maurat, Rosen, and Sittenfeld. The opening moves of the two games are:—

No. I.—1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—Q B 3; 3 Kt—K B 3, Kt—K B 3; 4 B—B 4, Kt×P; 5 Kt×Kt, P—Q 4; 6 B—Q 3, P×Kt.

No. II.—1 P—K 4, P—K 3; 2 P—Q 4, P—Q 4; 3 Kt—Q B 3, Kt—K B 3; 4 B—K Kt 5, B—K 2; 5 P—K 5, Kt—Q 2; 6 B×B, Q×B; 7 Kt—Kt 5, Q—Q sq; 8 P—Q B 3, P—Q R 3; 9 Kt—Q R 3, P—Q B 4; 10 P—K B 4.

The Paris Tournament.—Play in the Paris International Tournament was opened at the Grand Cercle, 16, Boulevard, Montmartre, on Thursday, May 17th, with the following seventeen competitors: Messrs. Lasker, Maroczy, Pillsbury, Janowski, Burn, Marco, Mason, Showalter, Mieses, Tchigorin, Schlechter, Marshall, Sterling, Rosen, Brody, Mortimer, and Didier. The prizes and conditions of play are:—Prizes, four Sevres vases, given by the Government, for the first four prizes, with added money 5,000, 2,500, 2,000, and 1,500 francs; fifth prize, 1,500 francs; and sixth, 1,000 francs. Play days: Mondays, Tuesdays, Thursdays, and Fridays. Time of play: 2 p.m. till 7 p.m., and 9 p.m. till 12 p.m. Time-limit: 30 moves in the first two hours, then 15 moves per hour. The first draw does not count; a second game has to be played, and if it results in a draw each player of such game will score $\frac{1}{2}$ point. This is the third International contest played in Paris. In 1867, 13 players were engaged, and the winners were Kolisch, Winawer, Steinitz, and Neumann, in the order named. The second contest took place in 1878, when 12 players contested, and the chief prizes were won by (1) Zukertort, (2) Winawer, (3) Blackburne, and (4) Mackenzie. At the time we go to press the leaders in the pending contest are Lasker, Maroczy, and Burn.

Southern Counties Union Inter-Counties' Championship—Surrey v. Gloucestershire.—This match, which proved to be the final in this season's S.C.U. county championship contest was played at Swindon on April 28th, and ended in a heavy defeat of Gloucestershire. Surrey had a strong team, and thoroughly deserved the splendid win by 11 games to 5. Five games were unfinished when the match was stopped, and were all counted as draws. Surrey is now, for the fifth time, champion county of the Southern Counties Chess Union. Its team had previously beaten Essex, who had come out top in the N.E. section. A match between Essex and Gloucestershire would have no effect on the championship, and will not now be played. Full score:—

SURREY.

Mr. A. W. Fisher	* 1
Mr. G. E. Wainwright	I 1
Mr. A. Curnock	I 1
Mr. P. Howell (absent)	O 1
Mr. H. W. Johnson	I 2
Mr. F. L. Anspach	I 2
Mr. A. J. Maas	I 1
Dr. Dunstan	* I 1
Mr. H. S. Leonard	I 1
Mr. T. B. Birdlestone	* I 2
Mr. W. C. Bowley	I 1
Mr. A. W. Lemon	I 1
Mr. Shaw Stewart	* I 2
Mr. T. R. Harley	I 1
Mr. P. J. Allingham	I 1
Mr. T. H. Moore	I 1

GLOUCESTERSHIRE.

Mr. N. Fedden
Mr. T. G. Wright
Mr. G. G. Parnall
Mr. F. Hutchins
Mr. H. H. Davis
Mr. H. M. Prideaux
Mr. O. Hunt
Mr. J. Templar
Mr. W. Berry
Mr. E. J. Taylor
Mr. A. T. Perry
Mr. J. L. Daniell
Mr. W. Hall
Mr. E. R. Tanner
M. W. S. Burton
Mr. H. A. Wall

II * Unfinished games scored as draws. 5

The list of winners since the institution of the competition is as follows: 1894, 1896, 1897, 1899, and 1900 Surrey won. In 1895 Sussex was victorious; and 1897 Cambridge won.

London Chess.—War excitement is evidently not conducive to the pursuit of chess, for since the close of the Invitation Tournament, at the City Club, there is but little to record.

Mr. J. H. Blackburne's many friends in London are much disappointed that he has not been able to take part in the pending Paris International Master Tournament, and the disappointment deepens into sorrow when they learn that the cause of his absence is serious eye failure. It is hoped that rest will result in complete recovery again, and that the failure will not be of a permanent nature.

The Invitation Tournament.—This interesting contest was brought to a close on May 5th, with the results given below. The score sheet is arranged in two groups, so as to show at a glance the play of Masters *v.* Masters, and Amateurs *v.* Masters.

	Teichmann.	Mason.	Gunsberg.	Van Vliet.	Blackburne.	Lee.	Ward.	Lawrence.	Loman.	Tietjen.	Jones.	Physick.	Passmore.	TOTAL.
Mr. R. Teichmann	—	1	1	1	0	1	1	1	1	1	1	1	1	9½
Mr. J. Mason	1	—	1	0	1	1	1	1	1	1	1	1	1	9
Mr. I. Gunsberg	0	0	—	1	1	1	1	1	1	1	1	1	1	9
Mr. L. Van Vliet... ..	1	1	—	—	1	1	1	1	1	1	1	1	1	9
Mr. J. H. Blackburne...	1	0	1	—	—	1	0	1	1	1	1	1	1	7½
Mr. F. J. Lee	0	0	0	1	1	—	1	0	0	1	1	1	1	5
Mr. W. Ward	0	1	0	1	1	1	—	1	1	1	1	1	1	8½
Mr. T. F. Lawrence	0	0	0	1	1	1	—	—	—	—	1	1	1	6½
Mr. R. Loman	1	0	0	0	0	1	0	0	—	1	1	1	1	4
Mr. A. E. Tietjen	0	0	0	1	0	1	0	0	1	—	0	1	1	3½
Mr. E. O. Jones	0	0	0	0	0	0	0	1	0	—	1	1	1	2
Mr. T. Physick	0	0	1	1	0	0	0	0	0	0	1	—	—	1½
Mr. S. Passmore	0	1	0	0	0	0	0	0	0	0	1	—	—	1½

First prize, £20, Mr. R. Teichmann. Second and third prizes divided by Messrs. Mason and Gunsberg, £12 each. Fourth prize, £8, Mr. W. Ward. Fifth, £6, Mr. Van Vliet. Sixth, £4, Mr. J. H. Blackburne. Seventh, £2, Mr. T. F. Lawrence.

PROPOSED NATIONAL CHESS ORGANISATION.

IN accordance with the terms of a resolution passed on March 3rd, at Birmingham, at a joint Conference of delegates of the three English Chess Unions, a meeting was held at Simpson's Divan, London, on Saturday, May 12th, to consider a draft scheme for the establishment of a National Chess Organisation. The delegates present were:—Dr. Hunt, chairman of reference committee Southern Counties Union; Mr. W. W. White, hon. sec. Kent Association; Mr. W. J. Russell, hon. sec. City of London Chess Club; Mr. T. H. Moore, hon. sec. London Chess League. Midland Counties Association: Mr. A. J. Mackenzie (hon. sec.) and A. H. Griffiths, J.P., Warwickshire; Mr. J. Bonney, Staffordshire; and Mr. D. Campbell, Worcestershire. Northern Union: Mr. A. E. Moore (chairman), Lancashire; Mr. R. Marriott, Cheshire; Mr. I. M. Brown (hon. sec.), Yorkshire; and Mr. T. A. Farron, Lancashire. Mr. Ward Higgs, Mr. H. S. Ward, Mr. E. B. Schwann, and other London players were also present. Letters of apology for non-attendance, but supporting the project before the meeting, were read from the Scottish Association, the Dublin and Belfast Clubs, and South Wales. Dr. Hunt was voted to the chair, and after his lucid explanation of the business for consideration, and free discussion of same, the following resolutions submitted from the Birmingham Conference were adopted and passed *nem. con.*:—

- 1.—That this organisation be called "The National Chess Federation of Great Britain and Ireland."
- 2.—That its objects be—
 - (a) To further the study and practice of chess in the United Kingdom.
 - (b) To encourage and promote national and international matches and tours.
 - (c) To arrange such other meetings and contests as may be deemed desirable.
 - (d) To act generally as the controlling chess authority in the United Kingdom.
- 3.—That the management of the Federation be vested in a Grand Council, consisting of twelve representatives from each of the following:—*a* London, *b* N.C.C.U., *c* M.C.C.A., *d* S.C.C.A., *e* Wales, *f* Scottish Chess Association, *g* Ireland.
- 4.—That the Grand Council shall elect a president, vice-presidents, treasurer, secretary, and an executive committee of eighteen (including the treasurer and secretary), which shall conduct the work of the Federation. The executive shall elect its own chairman, and have power to fill any vacancy arising among the officers or its own body.

A sub-committee, consisting of Messrs. I. M. Brown (N.C.C.U.), L. Hoffer (London), Dr. Hunt (S.C.C.U.), A. J. Mackenzie (M.C.C.A.), D. Y. Mills (Scottish Chess Association), T. H. Moore (London League), and a representative each of the British, City of London, and St. George's clubs was appointed to formulate a code of rules, and arrange for a general meeting in London as early as possible. Mr. E. B. Schwann was unanimously elected hon. secretary.

Throughout the negotiations, the representatives of the North and Midlands have recognised, clearly, that any attempt to found a National Organisation without the full co-operation of London would end in failure; therefore the further success of the movement depends entirely on the action of the Metropolitan chess authorities. The representative of the City of London Chess Club (Mr. J. Walter Russell) was unable to pledge his club to any policy, but stated that the whole subject would shortly be given full consideration by his committee. We hope that the City Club will support the movement enthusiastically. There never has been such a favourable opportunity as the present for an attempt to secure, for chess matters of National importance, the support of the great mass of players scattered throughout Great Britain and Ireland. But, whatever happens, some lasting good will follow the efforts of those who have advanced matters to the present stage. One result of the meeting at Birmingham being a cordial mutual understanding between the three Unions—a powerful combination that is now prepared to own allegiance to a properly constituted paramount authority such as “The National Chess Federation of Great Britain and Ireland” ought to be.

Northern Counties Chess Union.—The first annual meeting of the N.C.C.U. was held on Saturday, May 5th, at Dyson's Restaurant, Church Street, Manchester. Mr. A. E. Moore, chairman of committee, presided, and the following counties were represented: Lancashire, Yorkshire, Cheshire, and Cumberland. The hon. sec. (Mr. I. M. Brown) presented a report dealing exhaustively with the progress of the Union since its establishment in January, 1899; and the hon. treasurer (Mr. Rhodes Marriott, Cheshire) reported a surplus balance of £23 9s. 11d. After the adoption of the report, the meeting gave considerable attention to the proposed regulations for the Inter-Counties Championship Competition, and the following are the chief regulations adopted:—

1. The competition for the Northern Counties Championship shall be between representatives of the following counties: Northumberland, Cumberland, Westmorland, Durham, Yorkshire, Lancashire, Cheshire, and Lincolnshire.
2. The competition shall be an annual contest between teams to consist of not less than 15 players a-side, nor more than 30, but within these limits any two counties may fix any number by mutual agreement.
3. Time-limit twenty moves an hour.
4. Entries close December 1st; competition to be played on the “retire after defeat” principle; first round to be played during January, second during February, and the final during March. Official date for

play, third Saturday in month, but by mutual agreement any two counties may decide their match on any other day (Sundays excepted) during said month.

5. Every player must be a member of the County Association, and also possess one of the following qualifications :—

- (1) Birth in that county; (2) twelve months' residence, dating from January 1st, and also present residence in that county; (3) three years, immediately previous, membership of a club in that county. The restrictions are—(a) No player can play for more than one county in any twelve months, dating from January 1st. Players competing under club qualification are not allowed to transfer under club qualification to another county except (1) with consent of County Association he is leaving; or (2) two years' notice, dating from January 1st, but while such notice is running he may continue playing for his present county.

6. The Union has power to grant full authority to any club, clubs, or representative committee to raise a team in such counties where no County Association exists, and these are Northumberland, Durham, Westmorland, and Lincolnshire.

The election of officers resulted as follows: president, Mr. Amos Burn (Liverpool); vice-presidents, Sir George Newnes, Bart., Mr. L. Zölnner (Newcastle), Mr. A. E. Moore (Manchester), Colonel T. E. Vickers (Sheffield), The Lord Mayor of Liverpool (Mr. L. Cohen), Mr. J. Burgess (Manchester), and Mr. E. Woodhouse (Leeds); chairman of the executive committee, Mr. A. E. Moore (Manchester); vice-chairman, Mr. Charles Platt (Carlisle); hon. treasurer, Mr. R. Marriott (Sale); hon. secretary, Mr. I. M. Brown (Bradford). The chairman, vice-chairman, treasurer, and secretary were appointed the Managing Directorate of the Union.

Yorkshire Chess Association.—The fourth annual meeting was held at Bradford, on April 28th. The president of the Bradford Club (Mr. John A. Guy) opened the proceedings by giving the members a hearty welcome. The tournament attracted 39 players, and play in the first round started at 2-30 and continued till 5-15 p.m. During the interval between the first and second rounds the business meeting was held, the chairman being the Rev. J. L. Peach, of Malton, who presented the Woodhouse Cup and *Bradford Observer Trophy* to the winning clubs. Bradford and Leeds second respectively.

The report presented by the hon. sec., Mr. J. A. Woollard, recorded a successful season. For the annual County Tournament, which began in May, 1899, there were 28 entries in Class A, 18 in class B, and 28 in Class C, a total of 74, which is the highest number yet recorded. The competition was got through with commendable promptitude, and the interest was therefore well maintained throughout. The prize-winners were:—Class A (County Championship), first, Mr. G. H. Harrison, Sheffield; second, Mr. J. A. Woollard, Keighley. Class B, first, Mr. S. Holden, Leeds; second,

Mr. A. J. Smith, Malton. Class C, first, Mr. E. Weston, junr., Sheffield; second, Mr. W. Baker (Malton).

In conclusion, the report stated that a correspondence match of fifty players a-side was commenced in November last against Kent County Association. Although a few games still remained unfinished, a decisive victory for Yorkshire had already been achieved. Mr. Clifford Kitchin, who for some years discharged the duties of hon. treasurer to the Association with admirable tact and ability, resigned his office in November, in consequence of his removal to the South of England. Mr. S. Chrispin, of Huddersfield, kindly consented to fill the vacancy. The financial statement, after payment of all expenses, including £14 for prizes for county tournaments, showed a balance of £5 4s. 7d. to be carried forward. On the motion of Mr. I. M. Brown (Bradford), the report and balance sheet were adopted. The election of officers resulted as follows:—The Marquis of Ripon was re-elected president, Mr. S. Chrispin hon. treasurer, and Mr. J. A. Woollard hon. sec.

We append the results of play in Class A of the Tournament:—

FIRST ROUND.

Mr. G. Howitt (Bradford) beat Rev. J. L. Peach (Malton).
 Mr. J. Jonas (Leeds) beat Mr. W. S. Carey (Bradford).
 Mr. R. Whitaker (Bradford) beat Mr. S. Holden (Leeds).
 Mr. J. T. Fairbank (Farsley) beat Mr. J. A. Guy (Bradford).
 *Mr. J. E. Hall (Bradford) beat Mr. J. Foulds (Bradford).
 Mr. C. Quarkowsky (Bradford) beat Mr. W. Shaw (Bradford).
 Mr. I. M. Brown (Bradford) beat Mr. C. M. Roberts (Brighouse).
 Mr. F. P. Wildman (Leeds) beat Mr. J. A. Woollard (Keighley).

SECOND ROUND.

Messrs. Howitt and Jonas drew and divided.
 Messrs. Whitaker and Fairbank drew and divided.
 Mr. Hall beat Mr. Quarkowsky.
 Messrs. Brown and Wildman drew and divided.

* By default, player absent.

The Executive of the Y.C.A. met at Leeds, on May 19th, to arrange the details of play in the next County Championship Tournaments, for which the entries numbered 72. A, 25; B, 23; C, 24; with prizes of the aggregate value of £14 10s. 6d. The first round must be completed by July 7th, and the second by August 18th. A meeting of the general committee of the Association was afterwards held, under the presidency of the Rev. J. L. Peach, of Malton, when the constitution and the rules governing the "Woodhouse" Cup and *Bradford Observer* Trophy Competition were revised. Among the alterations made the most important was the rearrangement of the constitution of the executive committee, which will henceforth consist of one delegate from each affiliated club of fewer than twenty members, and two delegates from each affiliated club of more than twenty members. It was further decided that no player should be allowed to compete for both the *Bradford Observer* Trophy and the "Woodhouse" Cup during the same season, and that any club entering both competitions must lodge with the hon. secretary of the Association, not later than October 1st, a list of its strongest twenty players, who should be debarred from playing for the *Bradford Observer* Trophy.

Midland Counties Chess Association.—The inter-county championship contest has for the third year been most successful, every one of the ten counties being again engaged, and, for the most part, close and exciting matches being witnessed. In the first round only two matches were arranged, so as to reduce the number of counties to eight for the second round. Those old opponents Notts and Leicester met again, and Leicestershire, who won the championship in its first year, lost by the odd game. In this match an unusually fine game was won by Mr. Atkins from Mr. Marriott. A surprise awaited the Staffordshire men in the second round, and instead of proceeding to the final round, as they did last year, they found Salop just one too many for them and had to retire. Nottinghamshire had to try a second time before they could account for Derbyshire, who succeeded in drawing on their opponent's ground, but were not so fortunate in the match at Derby. In the third round Salop, a much improved county, made a good stand against the champions of last year, while Warwickshire beat Notts (away) by an unexpectedly large majority. This left Warwick and Worcester to contest the final. These counties had in the two years previous met in the semi-final, and the men of the "faithful city," with their strong Dudley and other contingents, had proved the stronger. The Worcestershire players came to Birmingham a man short, but yet succeeded in bringing the scores to $4\frac{1}{2}$ against $5\frac{1}{2}$, while 2 unfinished games were somewhat in their favour. One of these was given a draw however, and thus Warwickshire were given another chance. This they utilised to excellent effect, for though in the second match, at Stourbridge, they had 10 men against 12, the scores were left at 5 each, and 2 unfinished games were both given wins for the visitors. Messrs. Bellingham and Hollins met at the top board in these last two encounters, the latter proving successful on each occasion. The championship trophy, presented to the M.C.C.A. by the proprietor of the *Birmingham Daily Post*, will be held by Warwickshire for the ensuing 12 months. We append the full record of the competition and the score of the final match.

FIRST ROUND.

1899.		Played at		FIRST ROUND.		
Nov. 23.	—Northampton	Northamptonshire	6	Oxfordshire	6
„ 25.	—Nottingham	Nottinghamshire	6½	Leicestershire	5½
Dec. 28.	—Oxford	Oxfordshire	6½	Northamptonshire	4½

SECOND ROUND.

Jan.	7.—Nottingham	Nottinghamshire	6	Derbyshire	6
„	13.—Wellington .	Shropshire	6½	Staffordshire	5½
„	13.—Worcester	Worcestershire ...	9	Herefordshire .	3
„	27.—Oxford	Warwickshire ...	7	Oxfordshire	5
„	27.—Derby	Nottinghamshire	7½	Derbyshire	4½

THIRD ROUND.

Feb. 24.	—Wellington	Worcestershire ...	8	Shropshire	5
„ 24.	—Nottingham	Warwickshire ...	$9\frac{1}{2}$	Nottinghamshire	$4\frac{1}{2}$

FOURTH (FINAL) ROUND.

Mar. 31.	—Birmingham	Warwickshire ...	6	Worcestershire ...	6
April 28.	—Stourbridge	Warwickshire ...	7	Worcestershire ..	5

WARWICKSHIRE.

Mr. F. Hollins	1
Mr. A. H. Hyde	1
Mr. A. J. Mackenzie	1
Mr. W. T. Stallmann	1
Mr. J. J. Spencer (absent)	0
Mr. C. F. Lewis	0
Mr. W. B. Aldritt	1
Mr. W. R. Taylor	$\frac{1}{2}$
Mr. J. P. Savage	1
Mr. S. C. Hudley (absent)	0
Mr. E. Mackenzie	0
Mr. R. E. Davison	$\frac{1}{2}$

7

WORCESTERSHIRE.

Mr. G. Bellingham	0
Mr. W. Bridgwater	0
Mr. F. G. Jones	0
Mr. Frederick Brown	0
Mr. Frank Brown	1
Mr. A. H. Davies	1
Mr. W. R. Selleck	0
Mr. D. Campbell	$\frac{1}{2}$
Mr. W. A. P. Hughes	0
Mr. A. J. Griffiths	1
Mr. W. Dunn	1
Mr. H. B. Bennett	$\frac{1}{2}$

5

The annual general meeting of the Midland Counties Chess Association was held on Saturday, May 26th, at the Midland Institute, Birmingham, the president of the Association (Sir A. F. Godson, M.P.) in the chair. The annual report and balance sheet were passed. the chairman congratulating the Association on its position, work, and progress. He also hoped that the effort to found a National Chess Federation would be successful. Votes of thanks to the retiring officers were passed unanimously, and they were re-elected *en bloc*. President, Sir A. F. Godson, M.P.; vice-presidents, Councillor C. T. Bishop, Mr. J. T. Blakemore, Mr. A. H. Griffiths, J.P.; hon. treasurer, Councillor C. T. Bishop, Edgbaston; hon. secretary, Mr. A. J. Mackenzie, 13, City Road, Birmingham.

It was resolved to change the name of the organization to Midland Counties Chess Union, and to increase the number of names of players on the lists exchanged prior to county matches from fourteen to eighteen, the minimum of twelve players a-side remaining as at present. The new executive was instructed to report to the next general meeting on the question of affiliating county associations bodily, and also as to the relations of affiliated and unaffiliated clubs. The challenge trophy was presented to Mr. R. E. Davison, hon. secretary, on behalf of the Warwickshire C.A.

Blindfold Chess in Philadelphia.—The celebrated American Master, Mr. Harry N. Pillsbury, gave a marvellous display of his powers as an exponent of chess *sans voir*, at the Franklin Chess Club, Philadelphia, on April 28th, eclipsing all previous performances and establishing what will probably prove to be the record for all time. He encountered with splendid success, a team of twenty players, the majority of whom would test the powers of any Master single-handed *vis-a-vis*, and he compiled the brilliant result of 14 wins, 5 draws, and one loss. As this performance will undoubtedly become historic, we append the full details of the score sheet.

Board.	Adversary.	Opening.	Won by.
1.	Mr. S. W. Bampton	... Ruy Lopez	... Pillsbury.
2.	Mr. M. Morgan	... Sicilian	... Pillsbury.
3.	Mr. D. Stuart Robinson	... French	... Pillsbury.
4.	Mr. C. J. Newman	... P—Q 4	... Pillsbury.
5.	Mr. J. F. Magee	... Sicilian	... Drawn.
6.	Mr. J. A. Kaiser	... French	... Pillsbury.
7.	Mr. A. C. Baelay	... Fianchetto	... Drawn.
8.	Mr. W. Mimmelsbach	... P—Q 4	... Pillsbury.

Board.	Adversary.	Opening.	Won by.
9.	Mr. W. P. Shipley	Petroff	Drawn.
10.	Mr. L. S. Landreth	Vienna	Landreth.
11.	Mr. J. F. Roeske	Two Kts. Defence	Pillsbury.
13.	Mr. F. W. Doerr	Ruy Lopez	Pillsbury.
14.	Mr. J. H. Rhoads	Vienna	Drawn.
15.	Mr. W. O. Dunbar	Max Lange	Pillsbury.
16.	Dr. J. T. Wright	Hollandish	Drawn.
17.	Mr. W. J. Ferris	French	Pillsbury.
18.	Mr. R. R. Deardon	Sicilian	Pillsbury.
19.	Mr. S. R. Stadleman	Petroff	Pillsbury.
20.	Mr. Otto Hesse	P-Q 4	Pillsbury.

Play started at 3-o and was adjourned at 6-30 p.m., at which time Mr. Pillsbury had defeated Messrs. Newman, Mimmelsbach, and Morgan. The seance was resumed at 8 p.m., but before resuming the single player offered to describe the position of any game pending. No. 14 was selected for the illustration, and with unhesitating ease Mr. Pillsbury described accurately the name and position of each piece and Pawn on the board. The last game was finished at 11-15 p.m., and the complete time consumed was 6½ hours only—showing a marvellously quick rate of play, the average time consumed being about twenty minutes per game! For the foregoing facts, the two games appended, and the score of the recently concluded tournament at the Franklin Club, we are indebted to Mr. Walter Penn Shipley.

GAME No. 1,896.

Played at Board No. 1.

Ruy Lopez.

NOTES BY EMIL KEMENY.

WHITE. BLACK.
Mr. H. N. PILLSBURY, Mr. S. W. BAMPTON.

sans voir.
1 P-K 4 1 P-K 4
2 Kt-K B 3 2 Kt-Q B 3
3 B-Kt 5 3 Kt-B 3
4 Castles 4 Kt x P
5 P-Q 4 5 Kt-Q 3
6 B-R 4

The usual play is B x Kt, followed by P x P. The text move leads to more lively continuations, but involves the sacrifice of a Pawn.

6 P-K 5
7 R-K sq 7 B-K 2
8 Kt-K 5 8 Castles
9 Kt-Q B 3 9 B-B 3
10 B-B 4 10 R-K sq
11 Kt-Kt 4

Brilliantly played. The sacrifice of the Q P strengthens the attack. White has the Kt-Q 5 and Kt x Q B P continuation in view.

11 B x P
12 B-K 4
13 Kt x Kt
14 P-K B 3
15 K-R sq
16 P-K Kt 3
17 R-Q 3

.....P-K Kt 4 could not well be played. White answers B x Kt, followed by B x P ch or Q-R 6 according to Black's P x Q or R x Kt reply.

18 R-K R 3 18 P-K R 4
19 Kt x K B P

Another brilliant move, and quite deep, too. Black cannot capture the Kt with Q or R, for White ultimately wins the Kt and the exchange. Black, however, has the more promising Kt-B 4 and Kt-B 2 continuation at hand, followed by Q x Kt, which looks quite promising, but it does not prove a success.

19 Kt-B 4
20 Q-Kt 5 20 Kt-B 2

- 5 P—K 3 5 Q Kt—Q 2 15 Kt × Kt ch 15 P × Kt
 6 Kt—B 3 6 P—Q Kt 3
 7 P × P 7 P × P
 8 B—Q Kt 5

Giving the unseeing player a hold on the position, while the seeing one begins to perceive that he should have hied himself to his Castling fastnesses a little earlier.

8 B—Kt 2

.....If he Castles now White moves B—B 6, &c.

- 9 Kt—K 5 9 Castles

.....And he gets Castled all right, but—

- 10 B—B 6 10 R—Kt sq

.....There is nothing better, for if B × B, then Knight retakes, and on the Q—K sq follows with Kt × B ch and Kt × Q P.

- 11 B × B 11 R × B
 12 Kt—B 6 12 Q—K sq
 13 Kt × B ch 13 Q × Kt
 14 Kt × Q P 14 Q—K 5

.....Having left his Pawn behind him, Mr. Newman seeks a counter attack of some kind.

.....He does not retake with the Knight, for exchanging more pieces would be obviously fatal.

- 16 B—R 6 16 Q × Kt P

- 17 K—Q 2 Q—B 3!!!

The quickest move to settle the game.

- 17 Q × B P ch
 18 K—B sq 18 K—R sq
 19 R—K Kt sq

Observe the style of the game, this absolutely forces the aim at once.

- 19 Kt—K 4

..... Simply desperation. Had he moved R—K Kt sq, White would have forced mate by R × R ch, and Q—Kt 4 ch, and Q—Kt 7 mate.

- 20 P × Kt and wins.

Mr. Newman at this point resigned. In point of elegance the play could not have been surpassed by any Master over the board.

CHAMPIONSHIP TOURNAMENT, FRANKLIN CHESS CLUB.

Franklin Championship Tournament, 1899-1900. No. 15.	Newman.	Kemeny.	Shipley.	Bampton.	Griffith.	Morgan.	Robinson.	Young.	Kaiser.	Magee.	Won.	Lost.	Drawn.	Score.
*Mr. C. J. Newman	—	1	1	1	1	1	1	1	1	1	11	3	4	+13
Mr. E. Kemeny	1	0	—	0	1	1	1	1	1	1	11	3	4	+13
*Mr. W. P. Shipley	1	1	1	—	1	1	1	1	1	1	9	2	7	+12½
*Mr. S. W. Bampton	1	0	0	1	1	—	1	1	1	1	7	7	4	\$9
Mr. R. B. Griffith	1	0	0	0	1	1	—	1	1	1	8	9	1	8½
*Mr. M. Morgan	0	0	0	0	1	1	1	—	1	1	6	7	5	8½
*Mr. D. S. Robinson	1	0	1	0	0	0	0	1	—	1	8	9	1	8½
Mr. J. W. Young	0	1	0	0	1	0	1	0	1	—	4	9	5	6½
*Mr. J. A. Kaiser... ..	0	0	0	0	1	1	0	0	0	1	4	10	4	6
*Mr. J. F. Magee... ..	0	0	1	0	1	0	0	1	0	0	2	11	5	4½

* Took part in *sans voir* exhibition by Mr. Pillsbury, on April 28th, 1900.

† Tied for first and second prize. ‡ Third prize. § Fourth prize.



WE invite the attention of our readers to a recent discovery—a suggestion of Mr. Hoffer's, we believe, in the first place—of a fine attack for White in the King's Gambit. It has been well examined by Colonel Chisholm, of Cheltenham, who has tried it also in play with another strong player, and the conclusion come to is that "White in all cases has a very fine attack, and the end-game is in his favour." The opening moves are:—

WHITE.

- 1 P—K 4
- 2 P—K B 4
- 3 Kt—K B 3
- 4 B—B 4

BLACK.

- 1 P—K 4
- 2 P×P
- 3 P—K Kt 4
- 4 B—Kt 2

.....Often played when the Muzio is avoided.

- | | |
|--------------|-----------|
| 5 Castles | 5 P—Q 3 |
| 6 P—Q 4 | 6 P—K R 3 |
| 7 P—Q B 3 | 7 Kt—K 2 |
| 8 P—K Kt 3 ! | 8 P—Kt 5 |

.....If 8 P×P; 9 Q B×P, or K B×P ch may be played.

- | | |
|----------|---------|
| 9 Kt—R 4 | 9 P—B 6 |
|----------|---------|

.....So far, this will be found in Ranken and Freeborough's *Chess Openings*, p. 161, col. 21, of the first

edition. The new move is (instead of Kt×P)—

- 10 Kt—Q 2

This, apparently never thought of till recently, although the "King's Knight's Gambit" has existed for nearly or quite four centuries, gives a very similar attack to the Muzio Gambit, with the advantage of having a Knight placed on K R 4. The threat now is to sacrifice the Q Kt for the two Black Pawns, taking the second Pawn with Queen. Col. Law says—"With K Kt at R 4 I can see no safe continuation for Black." Unlike some known forms of the King's Gambit, this position may easily arise, if White tries to secure it, and if Black plays B—Kt 2. It is now Black's move. If

- 10 Castles

- 11 P×Kt

- 11 Q Kt×P

- 12 Q×P

What is Black's best move now? And if he had not played "Castles" what should he have done? To these queries replies are invited from the chess world.

This position may be looked upon as a problem of less than fifty moves. Black to move, and save his bacon. To draw will be no disgrace—can he do it?—*Cheltenham Examiner*.

GAME No. 1,898.

Played recently by correspondence between Mr. Steinitz and the Liverpool Club. The opening was a matter of arrangement. The notes are by the Liverpool playing committee.

Steinitz Gambit.

WHITE. MR. W. STEINITZ.	BLACK. LIVERPOOL CLUB.
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—Q B 3
3 P—B 4	3 P×P
4 P—Q 4	4 Q—R 5 ch
5 K—K 2	5 P—Q 4
6 P×P	6 B—Kt 5 ch
7 Kt—B 3	7 Castles
8 P×Kt	8 B—Q B 4
9 Q—K sq	

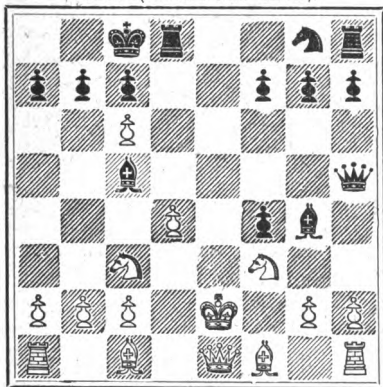
First suggested by Herr L' Hermet, of Magdeburg, and was supposed to reinstate the Steinitz Gambit, the course previously adopted—o P×P ch, K—Kt sq; 10 Kt—Q Kt 5, B×Kt ch; 11 P×B, P—Q R 3; 12 P—Q B 3, P×Kt—having proved bad for White.

9 Q—R 4

Position after Black's 9th move:—

Q—R 4.

BLACK (LIVERPOOL CLUB).



WHITE (MR. STEINITZ).

.....If R—K sq ch, 10 K—Q 2, Q—Q sq; 11 Q—B 2, &c.; and if 9 B×Kt ch, 10 P×B, R—K sq ch; 11 Kt—K 4, Q—R 4; 12 K—Q 2, P—K B 4; 13 B—R 3, Kt—R 3; 14 Q—B sq, and White should win in either case.

10 P×P ch

If 10 B×P, B×P, and White has no satisfactory reply; e.g., 11 Kt—Q sq, Q—Q Kt 4 ch; 12 K—Q 2, B×P

dis. ch, &c. Or 11 B—K 3, B×B; 12 K×B, R—K sq ch; 13 Kt—K 4, Kt—B 3; 14 B—Q 3, Kt×Kt; 15 B×Kt, P—B 4, &c. Or 11 Q—Kt 3, Kt—B 3; 12 B—Q 2, K R—K sq ch; 13 K—Q sq, B×Q Kt; 14 P×B, Kt—K 5, &c. But if Black, in reply to 10 B×P, adopts Herr L' Hermets' continuation of 10 R—K sq ch, he will lose as follows: 10 R—K sq ch; 11 K—Q 2, R×Q; 12 R×R, B—K 2; 13 P×P ch, K×P; 14 R—K 5, P—K B 4; 15 R—Kt 5 ch, K—B sq; 16 B—B 4, B—Q 3; 17 B—K 6 ch, K—Q sq; 18 B×B, Q—R 3 ch; 19 Kt—K Kt 5, Q×Kt ch; 20 K—Q 3, P×B; 21 Kt—Q 5, B—K 7 ch; 22 K×B, Q×P ch; 23 K—Q sq, Q×R ch; 24 K—Q 2, Q—Kt 7 ch; 25 K—B 3, Q—B 6 ch; 26 K—Kt 4, Q×Kt; 27 R×Q, P—Kt 3; 28 B×Kt, R×B; 29 R×P ch, and wins. If 18, Black plays P×B, then 19 Kt—Q 5, Q—R 3 ch; 20 Kt—K Kt 5, Q×Kt ch; 21 K—B 3, and wins. If 12 K—K sq, then 12 K R—K sq ch; 13 B—K 2, B×Q Kt ch; 14 P×B, Kt—K 5; 15 P×P ch, K×P; 16 R—Q Kt sq ch, K—R sq; 17 Q—R 4, Q×Q; 18 Kt×Q, Kt×P, and wins. If 10 P×B, B×Kt ch; 11 P×B, R—K sq ch; 12 K—Q sq, R×Q ch; 13 K×R, Kt—B 3; 14 B—K sq, and Black has a good game.

10 K—Kt sq

11 K—Q sq

A departure from the usual continuation, but probably best.

12 B—Q 2	11 B×P
13 P×B	12 B×Q Kt
14 P×B	13 B×Kt ch
15 B—K 2	14 Q×P ch
16 Q R—Kt sq	15 Q×Q B P
17 B—Q 3	16 Kt—B 3
18 K R—Kt sq	17 Q—B 3
19 Q—B 2	18 K R—K sq
20 Q—Q 4	19 Kt—Q 4

If R×P, then Kt—B 6 ch; 21 B×Kt, Q×B; 22 R—K Kt 2, R×B ch; 23 P×R, Q×P ch; 24 K—B sq, Q—B 6 ch; 25 K—Q sq, R—Q sq ch, and wins.

- 21 B × Kt 20 Kt—K 6 ch
 21 P × B
 If R × Q, then 22 B × R
 and wins.
 22 Q × Kt P 22 P—K B 4
 Mr. Steinitz overlooked
 this strong move when he played 22
 Q × Kt P.
 23 Q—K Kt 2 23 Q—Q B 6
 24 K—K 2

Q—K 2 was expected, but the text
 move is probably equally good.

24 P—B 5

See Diagram.

- 25 Q R—K sq

If R—Kt 3, then Q—Q 7 ch; 26
 K—B 3, P—K 7; 27 B × P, R—K 6
 ch; 28 R × R, Q × R ch; 29 K—Kt 4,
 R—Kt sq ch; 30 K—R 4, R × Q; 31
 R × R, P—B 6; 32 R—Kt 8 ch, K ×
 P; 33 B—Q 3, P—B 7, and wins.

- 26 K × P

If Q × P, then 26 Q—Q 7 ch; 27
 K—B sq, R—K B sq; 28 B—B 5, R—
 Q 4; 29 R—Kt 5, P—K 7 ch, &c.,
 and wins. If 28 K—Kt 3, then R ×
 Q ch; 29 R × R, R—Kt sq, &c., and
 wins.

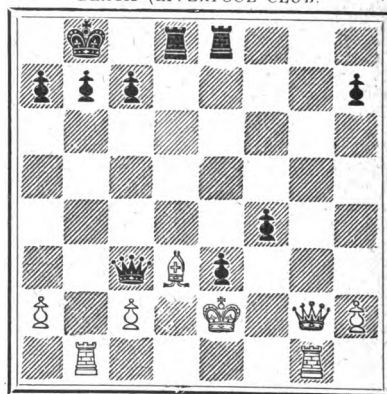
25 P—B 6 ch

- 27 K—Kt 4 26 R—B sq ch
 28 K—R 4 27 Q—Kt 2 ch
 29 K—Kt 3 28 Q—R 3 ch
 30 K—R 3 29 Q—Kt 4 ch
 31 K—Kt 3 30 Q—R 4 ch
 32 P—K R 4 31 R—B 3
 33 K—R 3 32 R—Kt sq ch
 34 K × Q 33 Q × P ch
 34 R—R 3 mate.

Position after Black's 24th move :—

P—B 5.

BLACK (LIVERPOOL CLUB.



WHITE (MR. STEINITZ).

GAME No. 1,899.

We have a very few more games left of the budget which was kindly
 sent us by Prince Dadian of Mingrelia some time ago, and here are two of
 them. The first was played some years ago at the Café de la Régence,
 Paris.

King's Gambit.

NOTES BY C. E. RANKEN.

WHITE.
 M. CLERC.

BLACK.
 PRINCE DADIAN.

- 1 P—K 4
 2 P—K B 4
 3 Kt—K B 3
 4 B—B 4
 5 Castles

- 1 P—K 4
 2 P × P
 3 P—K Kt 4
 4 B—Kt 2
 5 P—K R 3

- 6 P—Q 4
 7 P—B 3
 8 P—Q Kt 4

- 6 P—Q 3
 7 Kt—Q B 3

The intention being either to drive
 the Kt away, or to prevent Kt—R 4,
 but it is a weakening move, as will be
 seen later on.

- 8 K Kt—K 2
 9 P—K R 4

This too, after Castling K R, must be weak, for he could not safely open the R file. Better would be P—Kt 3.

- 10 Kt—R 2
9 Kt—Kt 3

But now before bringing the Kt to R 2, he should certainly have driven back Black's Kt by P—R 5. The R P would no doubt have fallen afterwards, but for the present it would have been cramping and useful.

- 11 Q—R 5
12 P—Kt 3
13 B—K 3
14 Kt—Q 2
15 Kt—Kt 4
16 P × P
17 B × P
10 Kt × R P
11 Q—B 3
12 Kt—Kt 3
13 B—Q 2
14 Castles Q R
15 Q—K 2
16 P × P
17 Kt × Q P !

.....Here the fault of White's 8th move becomes apparent.

- 18 B—K 3
18 Kt—B 7

- 19 R × P
20 Q × Q
21 R—Q B sq
22 Kt × Kt
23 Kt—Q 5
19 Q—R 5
20 Kt × Q
21 Kt × B
22 B—K 4

White's position was now open and dangerous, and this Kt was wanted where he stood. His best chance, perhaps, was to play his K—B 2, K 2, and Q 3.

- 24 K—R sq
25 R—R 7
23 KR—Ktsq ch
24 R—Kt 6

Fatal. He should have retired the R to B 2 to protect his K.

- 26 K—Kt sq
27 K—B 2
28 K—K sq
25 R—R 6 ch
26 R—Kt sq ch
27 R—Kt 7 ch
28 Kt—B 6 ch !

.....Pretty and decisive.

- 29 Kt × Kt
29 Mates in four.

GAME No. 1,900.

Played at Tiflis.

Indian Opening.

NOTES BY C. E. RANKEN.

- | WHITE.
MONS. SMITTEN. | BLACK.
PRINCE DADIAN. |
|--------------------------|--------------------------|
| 1 P—K 4 | 1 P—Q 3. |
| 2 B—B 4 | |

This opening is called the Indian opening, because it is often adopted by the Brahmin players in India. The best way to meet it is by 2 P—Q 4.

- | | |
|---------|------------|
| 3 P—Q 4 | 2 P—K Kt 3 |
| 4 Q—B 3 | 3 B—Kt 2 |

A specious but not advisable move.

- | | |
|------------|------------|
| 5 P—K 5 | 4 Kt—K B 3 |
| 6 Q—Q Kt 3 | 5 P × P |

Not, of course, P × P, on account of the reply B—Kt 5.

- | | |
|---------|-----------|
| 7 P × P | 6 Castles |
| 8 P—B 4 | 7 Kt—Kt 5 |

The Pawn cannot be safely kept, so he should have played P—K 6.

- | | |
|------------|------------|
| 9 Kt—K R 3 | 8 Q—Q 5 |
| | 9 Kt × K P |

.....This short little game certainly deserves a place among the "brevities and brilliances" of chess.

- | | |
|-----------|-----------|
| 10 P × Kt | 10 B × Kt |
| 11 Q × B | 11 Q × B |

And wins.



GAME No. 1,901.

Queen's Gambit Declined.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. A. BURN. Mr. H. E. ATKINS.

- 1 P—Q 4 1 Kt—K B 3
2 P—Q B 4 2 P—K Kt 3
3 Kt—Q B 3 2 B—Kt 2
4 P—K 4 4 Castles
5 Kt—K B 3

Whenever Black adopts the King's Fianchetto with a view to turn into an open game later on by playing P—K 4, White should advance both the Queen's and the King's Bishop's Pawn to the fourth, so as to prevent this as long as possible.

- 6 B—K 2 5 P—Q 3
7 Castles 6 Q Kt—Q 2
8 P × P 7 P—K 4

This capture does not commend itself. Simply B—K 3, followed by Q—B 2 and K—Q sq seems more to the purpose.

- 9 Q—B 2 8 P × P
10 P—Q Kt 3 9 P—Q B 3
11 R—Q sq 10 R—K sq
12 B—R 3 11 Q—B 2
13 B × B 12 B—B sq

An unfavourable exchange, as this Bishop might have taken up a commanding position either at Q Kt 2 or K 3.

- 14 R—Q 2 13 Kt × B
15 Q R—Q sq 14 B—Kt 5
15 Kt—K 3

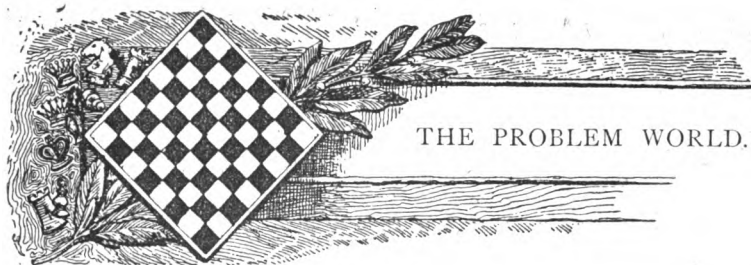
..... Black has now obtained an excellent game; but owing to his eagerness to exchange the Rooks off, the game soon drifts into a drawn position.

- 16 Q—Q 3 16 Kt—B 5
17 Q—K 3 17 K R—Q sq
18 B—B sq 18 R × R
19 R × R 19 P—Q Kt 3
20 P—K R 3 20 B × Kt
21 Q × B 21 K—Kt 2
22 P—K Kt 3 22 Kt—K 3
23 Q—K 3 23 R—Q sq
24 B—K 2 24 R × R
25 Q × R 25 Kt—Q 5
26 B—Q sq 26 Q—Q 2
27 K—Kt 2 27 Kt—K 3

- 28 Q × Q 28 Kt × Q
29 K—B 3 29 K—B 3
30 K—K 3 30 K—K 2
31 P—K B 4 31 P—K B 3
32 P—Q Kt 4

It is difficult to see what good can come from an advance of these Pawns. In the following moves White makes most unwarrantable attempts to win a drawn game, and his efforts are rewarded with the usual result in such a case, viz., he loses the game. His next move, which creates a most dangerous hole at his Q B 5, is responsible for all his further troubles.

- 33 P—Kt 5 32 Kt—B 2
34 P × P 33 P × P
35 B—Kt 3 34 K—Q 3
36 B—Kt 8 35 K—B 4
37 P—Q R 4 36 Kt—B sq
38 P—K R 4 37 K—Q 3
39 B—B 7 38 K—B 4
40 P—K R 5 39 K—Q 3
41 B—Kt 3 40 K—K 2
42 P—B 5 41 P × P
43 B—B 7 42 K—Q 3
44 K—Q 3 43 K—B 4
45 B × R P 44 K—Kt 5
46 B—Q sq 45 Kt—Q 2
47 K—Q 2 46 Kt—B 4 ch
48 B—B 2 47 K—B 5
49 Kt—K 2 48 Kt—K sq
50 K—K 3 49 Kt—Q 3
51 P—Kt 4 50 K—Kt 5
52 Kt—Kt 3 51 P—K R 3
53 Kt—R 5 52 Kt × R P
54 K—B 3 53 Kt—K sq
55 K—Kt 3 54 Kt—B 6
56 K—R 4 55 Kt × Kt P
57 B—Kt sq 56 Kt—Q 5
58 K—Kt 3 57 Kt—B 6 ch
59 B—B 2 58 Kt—Q 7
60 B—R 4 59 K—B 6
61 K—R 4 60 Kt × P ch
62 Kt—Kt 3 61 Kt(K 5)—Q 3
63 B—Q sq 62 P—Kt 4
64 Kt—R 5 63 Kt—K Kt 2
65 B—B 3 64 Kt(Q 3)—K sq
66 Resigns. 65 P—Kt 5



All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table:—

						Old Score. (See May)	1901	1902	1903	1904	May Totals.
§ "East Marden"	302	2	15	3	4	326
‡ A. C. White	146	2	21	3	4	176
** C. S. Earle	198	2	15	3	4	222
* Chas. Johnston	436	2	21	3	4	466
* W. H. Thompson	311	2	21	3	4	341
†† "Beta"	175
†† "Gibson"	63	2	21	3	4	93
† J. O'Hanlon	Cancelled	2	21	3	4	30
† P. L. Osborn	24	2	21	3	4	54
† R. M. Peake	21	2	18	3	4	48
† V. H. Sladen	129	2	3	3	4	141
† J. D. Tucker	201	2	3	3	...	209
* J. W. Dixon	494	2	12	3	...	511
* Capt. G. A. Forde	185	-2	3	186
* W. B. Muir	24	2	18	3	4	51
* "D.C.T."	149
H. D'O. Bernard	264
H. S. Brandreth	135	-2	3	136
G. H. Clutsam	—	2	12	3	4	21
"W.C.D."	422	2	12	3	4	443
T.D.	57	2	3	3	4	69
"Daddy"	40	-2	3	41
J. Y. Fullerton	427	2	15	3	4	451
Rev. A. H. L. Hastings	110	2	6	3	...	121
Arthur J. Head	—	2	6	8
Eugène Henry	10
J. J. Jones	468	2	3	3	4	480
F. Kent	238	2	12	3	4	259
Miss V. Helen Macmeikan	13	2	3	18
J. K. Macmeikan	254	2	12	3	4	275
J. M. Malcolm	9	2	6	3	4	24
P. G. Schofield	10
"Selbats"	33	2	9	3	4	51
H. L. Stokes	429
E. E. Westbury	216	2	18	3	4	243
"K. W."	167
G. Woodcock	206	2	18	3	4	233

* Previous winners. † Twice winners †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

R. Manley Peake sent in two solutions to No. 1496. We only gave him 4 points, these should of course be doubled. We have therefore added 4 to his 17 as shown in the April totals.

J. Y. Fullerton will find on page 126 problem No. 149 is given as a 3-er, and therefore his solution which takes four moves, cannot be credited.

J. J. Jones has asked us to restore his old score, which we do by bringing forward his total up to September last. It is proposed that we should limit the right of a solver to claim a back score which has almost been forgotten. In this case it is only a matter of months, but when it comes to years we agree a line should be drawn, and when we next repeat the conditions of this All-in competition, we will deal with the matter and incorporate a new rule.

Note: In the third honourable mentioned problem, by A. F. Mackenzie, at page 211, the figure which is dropped in the print is 6. The Black Kt stands at Q R 6.

The problem by A. Noto, at page 214, is wrongly notated. We repeat it by way of correction. White: K at K R 4, Q at Q B sq, Bs at K 5 and Q B 8, Kt at Q 7, Ps at K R 5 and K Kt 2. Black: K at Q 4, P at Q 5. Mate in three.

With the score of 511, J. W. Dixon makes his first appearance among the "stars."

"B. C. M." SUI-MATE TOURNEY.—We acknowledge the following further entries: "To be or not to be," "As you like it," "Noch nil da," "My little gift," "A trifle," "Aller aufang," "Et reliquit nos," "Ad nova fert animus," "Time is money," "Delta," and "Salve!" In all probability we shall commence the publication of these Tourney problems next month

"SYDNEY MORNING HERALD" PROBLEM TOURNEY.—The following position is the first honourable mentioned problem in this Tourney. We could not accurately read the printed Forsyth print sent to us, as the paper containing the positions was folded across the line where we went astray and became practically illegible—the type being very small—the creasing obliterated the text.

By A. F. Mackenzie.—White: K at K Kt 2, Q at Q Kt sq, Rs at Q B 5 and 7, Bs at K R 2 and K B 3, Kt at Q Kt 2, Ps at K Kt 4, Q Kt 3, and Q R 4. Black: K at Q Kt 3, R at Q Kt sq and Q R 8, Kt at Q 7 and Q R sq, Ps at K R 2 and Q R 3. Mate in two.

TAGLICHE RUNDSCHAW PROBLEM TOURNEY.—We gave the first prize problem in the two-move section last month. The following is the second prizier.

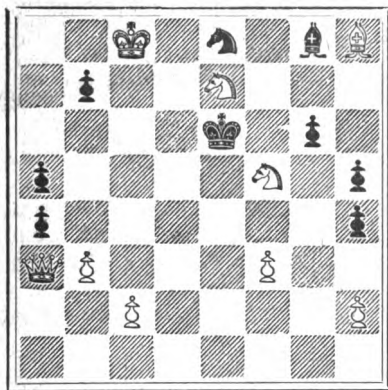
By Baron Wardener, Olchowce.—White: K at K R 7, Q at Q Kt 6, Rs at K 7 and Q B 2, B at K R 2, Kts at K sq and Q B 6, Ps at K 4 and Q Kt 3. Black: K at K 6, Q at Q B 4, Bs at Q Kt 5 and Q R sq, Ps at K R 4, K B 2, and Q B 6. Mate in two.

K. Erlin and O. Nemo (joint) and J. van Dyk were honourably mentioned.

In the three-move section, H. Braungart, H. J. Möller and C. Beting secured the three prizes in the order named; whilst O. Nemo, G. Buchmann, and Rev. J. Jespersen were honourably mentioned.

By H Braungart, Unterleinleiter.

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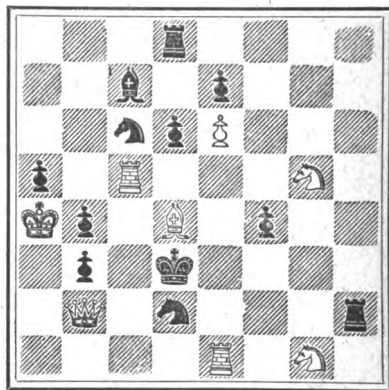
WHITE.

Mate in three.

Fourth prize *Aftonbladet* Problem
Tourney.

By Dr. E. Polkoska, Pardulitz.

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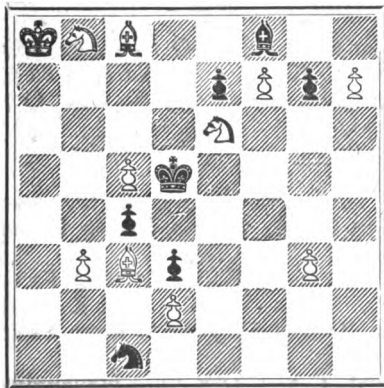
WHITE.

Mate in three.

"FOOTBALL AND FIELD."—The two following positions have been awarded the half-yearly prizes which are offered by the chess editor of this bright little column. The judge speaks highly of them, but we fear not every one will go so far as he does in praise.

By G. J. Slater, Bolton.

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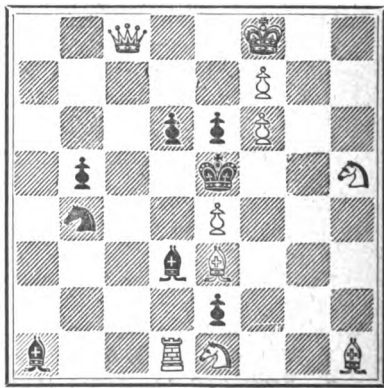


WHITE.

Mate in three.

By J. Nield, High Crompton.

BLACK.



WHITE.

Mate in two.

THE MOTTO AND SEALED ENVELOPE SYSTEM IN PROBLEM TOURNEYS.

—The propriety, or rather the necessity, of insisting upon the practically universal system of the motto device in problem competitions has engaged the attention of the New Zealand Chess press. Mr. Mouat of the *Otago Witness* advocates its abolition, whilst Mr. S. S. Blackburne of the *Canterbury Times* maintains its retention, and staunchly clings to the old belief that the most conscientious man may unwittingly become the machine of prejudice or favouritism, if he has knowledge of individuality. To our mind it does not require even the thinnest convincing edge of argument to assert the desirability that the authors' names in any competition connected with art, should be unknown to the judges. The principle is an old one, and, as is well known, is adopted in competitive trials of important guilds and companies in London. The reasons which existed for the institution of such a rule have not in any way changed which warrant its abandonment at the present age. Argue as Mr. Mouat will, he cannot go so far as to state that all judges are flint-hearted and quite devoid of sentimental bias. That they should desire to be proof against such human frailty we do not for one moment gainsay, and indeed we go so far as to say that we have confidence in the conviction we have long entertained—that there are judges appointed in Chess problem competitions who, knowing the names of all the entrants, would give their honest verdict upon the merits, and merits alone, of the works before them, quite unaffected by the popularity of a certain composer or swayed by friendly or local association. This means that even with or without the knowledge of the names of the competitors the award would in either event be just the same. Notwithstanding this feeling of ours, the safest course—and it is one which can cause no one annoyance or injury—is that a judge should have removed as far from the sphere of influence as possible the slightest inducement to waver in the honest personal judgment which he is expected to form according to his lights and experience. It would be little short of stupidity to expect every judge to rank with the ideal of Diogenes, and it is a comfort to know that no expert imagines he has such a surrounding envelopment of the sunshine of intelligence which the classical cynic is reputed to have enjoyed. Our general experience has taught us that it is preferable to remain in ignorance of the authorship of works *sub judice*. There is always the lingering presentiment that justice will not have full service, and with every earnest to do what is fair there is a kind of consciousness that undue preference may unaccountably be given, or that full appreciation may not be accorded to a particular work for fear of betraying what might be considered preferential admiration. Dr. Planck, in *The Chess Problem Text Book*, expressed the views of the authors of that work in this way—and for conciseness and close reasoning we cannot find anything better: “Another tendency of the day is the idea of doing away with the time-honoured system of mottoes and sealed envelopes, but this seems to be a step in the wrong direction. We do not wish to be uncharitable, but we ask—where was the original necessity for this system, and, if there were ever good reasons for its employment, what causes have led to their removal? The fact is, prejudice and bias are part and parcel of human nature—at least, so experience teaches us—and some judges, be they ever so just and honourable, would undoubtedly be

influenced more or less by great names, and might sometimes, in spite of themselves, illustrate the adage which describes the wish as father to the thought."

The comparison which Mr. Mouat has made with the English legal judicial practice is a weak one; the two things are not on the same plane. The sentiment is a noble one that endeavours to support the establishment of the indisputable tradition that the Englishman courts achievement in open, and detests underhand means of obtaining it. There might perhaps be something in the suggestion were the names of the competitors for ever suppressed, but the sealed envelope is not designed for the concealment of the competitors, but only that the adjudicator may work with an absolutely free mind on the actual artistic worth of the specimens of problem art placed before him for appraisal.

The method of some chess editors of dispensing with the motto business, by publishing the problems under a temporary anonymity (by numbers), virtually comes to the same thing as the rule insisting upon mottoes, &c., because only the editor or conductor is made cognizant of the authorship of the problems, and its rests with composers whether they have confidence in the administrator, and they are perfectly at liberty to refrain from contributing if they have any doubts or scruples. This plan is not open to much objection, because in many instances an editor can safely identify the handwriting, supported by postmark, of a great proportion of the communications; and that he should have, by means of a full knowledge of the composers' names and addresses, a censorship over the problems is only a right which is reasonable in many cases. At the same time, in an international tourney, or a tourney of importance, we should always hope to see the motto and sealed envelope system carried out rigorously, and thus protect the judges from the possibility of reproach by the thoughtless and uncharitable.

SCHACH-PROBLEME (by H. Bauerreiss, Ansbach).—This is apparently the first volume of a series, and is a most pleasing compilation. The little book deals only with two-movers selected from the works of composers throughout the globe. There are 100 two-movers selected, 19 of which are presented without the authors' names; the remainder is the work of 52 composers. It is a pity that so many anonymous positions are given, because in a publication of this kind it adds so much to the interest of the reader if he is made acquainted with the authorships of the problems he studies. We recognise a few of the unsponsored two-ers as the efforts of well-known men. The majority of the problems favoured with diagrams are popular favourites in this country, but there are a few, which by their inclusion, makes one wonder, or at least feel puzzled, at the compiler's reason for selection. The design of the book is good; each problem is accompanied by solution and comments and occupies one page. By carefully following the remarks which are appended, much may be gleaned in respect of the methods of solving. Every problem is treated to a short explanation of its weaknesses and merits, and in this way the little treatise may prove to be most useful to the young enthusiast, be he composer

or solver. The problems as a whole do not form a particularly happy century, since we notice among them many weaklings, but one cannot censure a compiler when in order to exhibit a certain feature in composition he has to exhibit the best specimen he has at hand, and that may perhaps happen to be a sorry affair. There are, however, some gems, and among them is one which we believe is not well-known in this country, namely No. 4, which is presented without the name of the composer given. It is, however, claimed by J. Dobrusky, but it is merely an adaptation of an erstwhile popular two-er by J. Paul Taylor. This is No. 4—White: K at Q 8, Q at K Kt sq, B at Q Kt 4, Kts at K R 6 and Q Kt 6, Ps at Q 3 and Q B 5. Black: K at K 4, Kt at K 6, P at K 3. Mate in two.

No. 24 of the collection (attributed to no composer) is but a two-move version of an old prize problem in a German Tourney, and as a two-mover is but a poor affair—to our mind in its three-move form it was not of much account, though it earned some popularity.

No. 31 again is given anonymously, probably because its scheme is based on an old prize winner by J. Paul Taylor. Compare No. 31. White: K at K Kt 8, Q at Q sq, R at K 8 and Q Kt 2, B at K B 8, Kt at K 3, Ps at K R 4 and 5. Black: K at K B 3, B at K R sq, Kts at K 4 and Q 5. Mate in two. By J. Paul Taylor. White: K at Q sq, Q at K R 8, Rs at K 7 and Q Kt sq, B at K Kt sq, Kts at K B 4 and Q Kt 6, Ps at K R 3, Q R 3, and 4. Black: K at Q B 6, Kts at K 4 and Q 5, Ps at Q 3, 4, and Q Kt 2. Mate in two.

No. 35 does not boast of an authorship, but is an improved edition of a problem of ours published in the *Chess Players' Chronicle* years ago. The presence of No. 41, by H. Lehner, is rather unaccountable, not only on account of its duals which absolutely ruin the design, but because the idea has had treatment so often before. Lehner's position is a simple one, viz., White: K at K R 7, R at Q 4, B at K R 8, Kts at K 3 and Q B 5, Ps at K B 2, Q 6, and Q B 3. Black: K at K 4, R at K B 3, P at K B 6. Mate in two.

Nos. 51 and 59 are very weak specimens of the two-move art, and seem absolutely out of place in the general good company in which they find themselves.

There are fifteen examples of two-move sui-mates, most of them being well known, but we quote two clever efforts which we believe may be new to many of our readers—Nos. 94 and 96.

By R. Braune.—White: K at K R 6, Q at Q 7, Rs at K 4 and Q B 7, B at K R 7, P at K R 5. Black: K at Q 4, Q at Q R 3, R at Q Kt 3, Kt at Q 3, P at K 7 and Q Kt 2. White compels Black to mate in two.

By W. A. Shinkman.—White: K at K 6, Q at K B 2, Rs at Q B 8 and Q R 4, Kts at K 8 and Q 3, Ps at K B 7, Q 2, 7, and Q B 2. Black: K at K 5, R at K 7, B at K B 8 and Q Kt 5, Kts at K R 2 and K Kt sq. White compels Black to mate in two.

There are a few small typographical errors, but they are not of importance. The diagrams, &c., are clearly printed; the brochure is issued in paper covers, but we do not know the price. It is certainly entertaining and should command support. Address: Druck und Verlag von C. Brügel and Sohn, Ansbach.

SOLUTIONS AND CRITICISMS.

"*Inventia*" (p. 164).—1 B—Kt 6, P×B; 2 K—R 7, &c. If 1..., B×B or B—B 4; 2 Q—B sq, &c. If 1..., K7—Q 4; 2 Q—B 8, &c. If 1..., B—Q 5; 2 Kt×P ch, &c. If 1..., any other; 2 P—Q 3 ch, &c. Several of our correspondents have expressed surprise that this problem has been awarded first prize in what was understood to be an important tourney. It certainly has no play of an attractive nature. Even the best line, which has some point, ends rather disappointingly. No doubt the author relies on the alternate clean mates which Black can virtually force White to give after 1..., B×B; 2 Q—B sq, B—K B 7 or Kt—K 7, and the mate in either case is clean. The only other clean mate is practically the same (when Q mates at Q R 8), and Black has to be careful to steer clear of spoiling purity. Solved by J. J. Jones, Rev. A. H. L. Hastling, R. M. Peake, A. C. White, G. Woodcock, J. D. Tucker, T.D.

"*Terra incognita*" (p. 164).—1 R—K B 2, K×P, R—R sq R×R, or Kt—K 2; 2 Kt—B 5 ch, &c. If 1..., Kt×Q; 2 P—B 8 (Queens), &c. If 1..., Kt—Q sq; 2 P×Kt (Knight) ch, &c. If 1..., Kt—R 2; 2 P—B 8 (Queens), &c. If 1..., any other move; 2 Q—Kt 8 ch, &c. There is more humour in the play here than genuine strategy. The first move is bad, as it immediately cuts off the Black King's retreat in two places, in fact in all it reduces Black's choice of moves by 13, and this is not adequately set off by the sacrifice. The promotion of the two White Pawns is amusing, but there is a decided lack of elegance in the whole affair. We cannot agree with those who prefer this to "*Inventia*." Solved by J. J. Jones, Rev. A. H. L. Hastling, R. M. Peake, A. C. White, G. Woodcock, J. D. Tucker, T.D.

"*En avant*" (p. 146).—1 Q—K 2, P×Kt; 2 Q—K 4 ch, &c. If 1..., P—Kt 4; 2 R—Q 6 dbl. ch, &c. If 1..., Kt—K B 4; 2 Q×K P ch, &c. If 1..., Kt elsewhere; 2 P—B 5, &c. If 1..., Kt—K B 4; 2 Kt—Kt 4 ch, &c. If 1..., P Queens; 2 Q×R ch, &c. If 1..., others; 2 Kt—B 5, &c. A problem with interesting variety, and some of the play is good. The key move is an easy one. The mate after 1..., P—Kt 4 is a surprise and is clean. We like this problem better than its two more successful rivals, notwithstanding its ungainly setting and the very natural key move. The two quiet second moves are features to be noticed, since they tend to make the problem difficult and in a measure redeem the weakness of the opening. Solved by J. J. Jones, R. M. Peake, A. C. White, G. Woodcock, T.D.

No. 1501, by E. J. Winter-Wood.—1 Kt—Q R 6, &c. The great drawback in this problem is the position of the Bishop. It is obvious it cannot move, and can only come into play on the King capturing the Rook. This at once limits White's choice. The absence of duals is a point, but the Black Queen has only eight squares at command, and there is not much variety. Three solvers have however gone astray in this apparently easy position.

No. 1502, by X. Hawkins.—We published this problem in error. We had detected it was unsound, but failed to mark the diagram and temporarily quite forgot the fact. There is a dual in the author's mainplay which alone would have been sufficient for its being rejected. The following keys will effect a solution: 1 B—B 4, B—B 3, B—Kt 4, Kt—K 3, Kt—R 6, Kt—K 7, and Kt—Q 4. We have received a note from the author that the Rook should stand at Q B 2, but then his solution will not work 1 B—B 4, P×B; 2 Kt—K 3 (K 7 ?), P—B 6, and no mate.

No. 1503, by B. G. Laws.—1 K—B 2, P—Kt 6 ch, K—K 3, &c. If 1..., P—B 6; 2 Q—Kt 5 ch, &c. If 1..., K—Q 5; 2 R—Q 6 ch, &c. This little problem has been very favourably commented on, but it is just one of those trifles which nearly compose themselves. It was annoying to have to put up with the ugly variation after 1..., K—Q 5, seeing that it necessitated the Pawn at R 2.

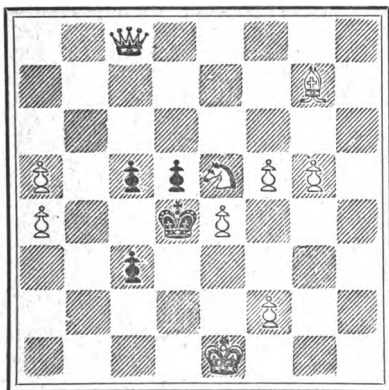
No. 1504, by W. A. Shinkman.—1 B—Q 5, B—K 5; 2 B—R 8, B×B [If 2..., others; 3 B×B, &c.]; 3 K—B sq, &c. If 1..., B—Q 8; 2 Kt—B 4, B—K 7; 3 Kt×B, &c. A smart idea very simply presented. The beauty is of course in the apparently eccentric second move, and considering the little material used it is much more difficult than would be expected. One correspondent writes: "Mr. Shinkman appears to infuse an element of American humour into his problems," to which view pretty well every one will subscribe.

PROBLEMS.

No. 1509.

By G. H. CLUTSAM,
London.

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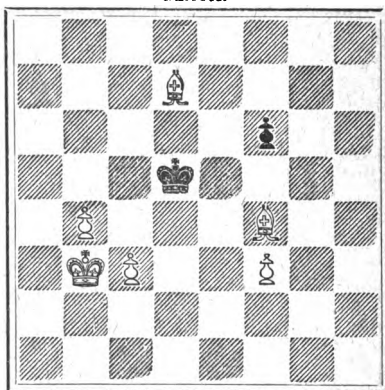
WHITE.

White mates in three moves.

No. 1510.

By F. M. TEED,
New York.

BLACK.



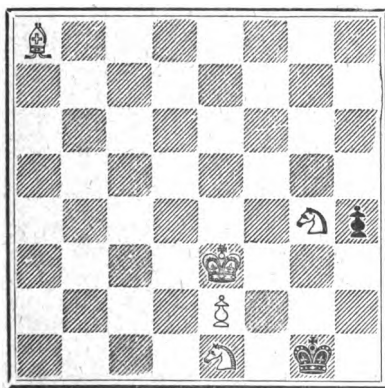
WHITE.

White mates in four moves.

No. 1511.

By W. A. SHINKMAN,
Grand Rapids.

BLACK.



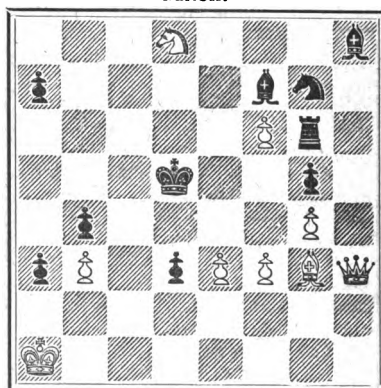
WHITE.

White mates in four moves.

No. 1512.

By Rev. J. JESPERSEN,
Svendberg.

BLACK.



WHITE.

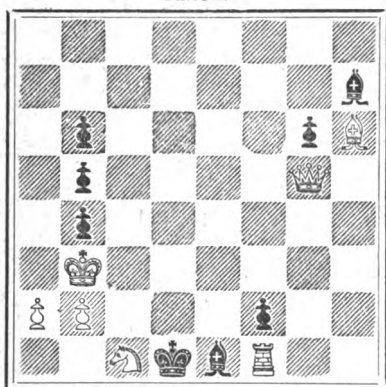
White mates in four moves.

PROBLEMS.

No. 1513.

By W. A. SHINKMAN,
Grand Rapids.

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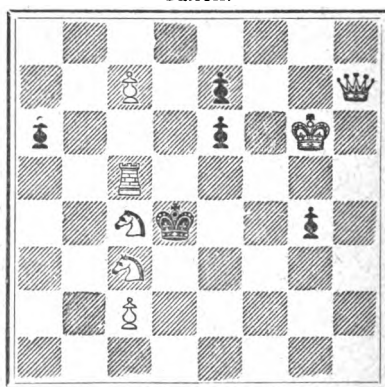
WHITE.

White compels Black to mate in
two moves.

No. 1514.

By A. F. MACKENZIE,
Jamaica.

BLACK.



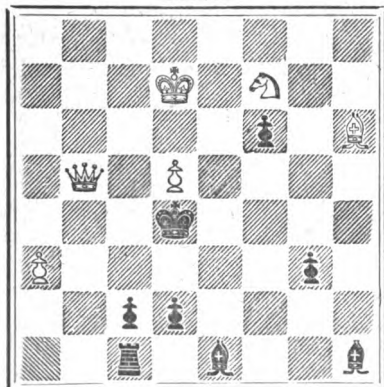
WHITE.

White mates in three moves.

No. 1515.

By J. CRAKE,
Hull.

BLACK.



WHITE.

White mates in three moves.

No. 1516.

By G. H. CLUTSAM,
London.

BLACK.



WHITE.


White mates in three moves.

BRITISH CHESS MAGAZINE

JULY, 1900.

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 217.)

S Mr. Swinton says, in his interesting but, at first, somewhat difficult-to-follow *Beginnings of Chess*—"The later Greek Empire first knew the game in Europe; and then Spain and Italy and France. The nations of the north, including remote Iceland, with its men of walrus tooth, played at it before the Norman Conquest; and England learnt it from the Northmen and Danes before it came through France.

Only in comparatively modern times European writers began to speculate about its origin and history—as, too, the earlier writers on heraldry were content to take it as it was, and to elaborate its rules—and then they wandered among thorny classical paths."

It may be doubted whether in the south of England the first knowledge of chess did not come from France—either as *Scaccus* or *Esches*. This seems probable, and considerably before the Norman Conquest. In Scotland and the North, however, chess was probably "a game they had learnt of the Danes.*" It would at first, in those regions, be *scaccus* or *skak*. The stories connecting King Canute with chess can not be relied on, for there is nothing to prove that the game in question was not the older one (in Europe) of "hneftaflæ." The word "skak" was not used in the oldest MSS. referring to them, and though Sir F. Madden and much earlier writers concluded that Canute played chess the matter is now considered doubtful.

But I will now cease to theorise on origins and introductions, and proceed to give a few proofs of a general knowledge of chess† all over Europe in the eleventh century. I have already quoted the old Bavarian chronicle, and its chess story of the Court of King Pepin. It is

* The romantic Chronicler Gaimar, who wrote about 1140-60, lived in the north of England.

† Among the cultured classes, such as they were.

known at least that this story existed in 1060. And I have quoted a Spanish reference of about 1110 to chess as a popular pastime, ranking with horsemanship, fencing, archery, "versification," &c. What has been called "the earliest mention of chess in Europe" is a perfectly well authenticated extract from a letter written about 1061 by Petrus Damiani (died 1072) Cardinal Bishop of Ostia (Italy) to Pope Alexander II. P.D. was ignorant of chess and prejudiced against it—as many have been in all ages, though less so now*—and he wrote—"I blush with shame whilst enumerating the other follies, such as falconry, and especially the passion for dice or chess (*scacorum*) which make a buffoon of a priest." Further on, he says, that whilst travelling with the Bishop of Florence, he learned that the latter had played chess in the hotel where they had spent the night; he imposed a penance upon him, taking his ground on the ecclesiastical canon, according to which bishops who play dice shall be deposed, and maintaining that in this canon chess, though not mentioned by name, is included in the word dice (*alea*). "We relate this," he adds, "that it may be known how foolish, indecent, and unbecoming this game is for the clergy." Similar denunciations of chess are found in later letters, &c., and the Bishop of Paris in 1208 forbade the clergy to keep a chessboard in their houses. But in the Church, as in castle and camp, the game grew in popularity, and one or two Popes having sanctioned it chess became everywhere "lawful" though not always and to everyone "expedient."

An ancient Latin poem, having for its subject the German legend of Ruodlieb, and written in the eleventh century if not earlier, mentions chess. Ruodlieb went to Africa, and there served a powerful King. At the conclusion of a war with another King peace was arranged by the German, who spent some time in the enemy's camp. There he played chess with the King and his officers, and "won much money"—but "at first" declined to take the stakes. (Chess was much played for money, until after the general use of playing cards. Hence a not altogether unnatural objection by many clerics. Still, it was purely a game of skill†, and was often played—as by comrades in a monastery—without any thought of gain.) This poem of Ruodlieb has been ascribed to Froumunt, who wrote a history of the Monastery of Tegernsee, and who lived at the end of the tenth and beginning of the eleventh century. Some fragments of the original, or very old, MS., were discovered in 1838 under the bindings of some old books in the Abbey of Tegernsee (Bavaria) and are now in the Munich Library. The story—the adventures of Ruodlieb—is believed to be older than the time of Froumunt, but possibly he or someone else in the eleventh century substituted "scaccus" for another game.

Those who have read Scott's "Count Robert of Paris," and some who haven't, may remember that the Princess Anna Comnena, daughter of the Byzantine Emperor Alexis, wrote a history known as the *Alexiad*. It was composed about 1100-1104. In this work the Princess says that her father

* As a lad I was playing chess with another; an elderly female came in—"gambling again!" was her exclamation, and this view has been shared by many old women of both sexes for more than ten centuries.

† Any association of dice with the form of the openings, or in any way with chess in Europe, was occasional only and unorthodox.

the Emperor, in order to dispel the cares arising from affairs of state, occasionally played chess at night, with some of his relations. She then states that "this game had been brought into use among the Byzantines (Greeks) from the Assyrians." She says nothing as to the time *when* the game came from Assyria, which may have been five centuries before she wrote. Her statement is evidence that chess came to Constantinople from Persia, and not from Arabia. Or rather, it is evidence that such was the belief in her time.

Wace, the English historian (more or less), born in the reign of Henry I., and writing about 1160, refers several times to chess—and once to the "greater" chess, which must have been known in England, and was probably some relation to the favourite game of the later "Timour the Tartar." He remarks, of the festivities at the coronation of King Arthur!—"Some played at hazard, which was an evil game; others at chess, either the less or greater." He says also that chess was well known at the court of Robert, Duke of Normandy, 1029-1035; and that Duke Richard I. (before 996) was a strong player. A few years later than Wace wrote Robert of Gloucester, whose reference to chess is well known—"Some with lance, some with sword without villainy, with playing at tables,* others at chekere."

The original versions of the Canute chess stories may have been only of that provoking other game "hnef-tafl," but in the time of Henry I., they are referred to as "sacchorum."

Aben Ezra, a European Jew, wrote a poem of 75 lines in Hebrew on the game of chess. He died (not in consequence) in 1174. A Latin translation is in Dr. Hyde's work.

I have now, as several have done before me, shown that the once general belief† that chess came to Western Europe with the returning Crusaders is erroneous. The game must have been known in England, &c., and well known in France and Spain, before the First Crusade was thought of. But undoubtedly the Crusades contributed to make chess still more generally known. Robert, Monk of St. Remy, who accompanied the first adventurers in 1095, mentions "scaci" among the amusements of the Prince of Babylon and his troops; but does not mention it as a diversion that was new to him. Another contemporary and eye-witness introduces "Corbagath the Soudan"‡ playing at chess (*scacis*) on the approach of the French host. Richard I. of England, when in Palestine, captured a caravan going from Babylon to Jerusalem with silks, &c., and among other things—chessmen and boards (*scaccaria*). And in 1235 Louis IX. of France received a present from the Hassassins§ of a set of chessmen made of crystal and gold (Sir F. Madden wrote that they were still to be seen in a private collection in Paris). And we know that

* Backgammon.

† From a statement in an old encyclopedia, and the works of two or three old chess writers.

‡ Do my readers know that the "Soudan," of which they have heard so much of late years, is the land or region of the Soudans. Soldans, = Sultans? There were many "Soudans" in old time (there are several still, "far from the madding crowd" of British, Egyptian, or French soldiers), and most of them were chess players.

§ Hence our word "assassin." They must have been nice people.

some of the Crusaders and Saracens played at chess together in time of truce, or when captive.

In Henry the Second's time, Gervase of Tilbury, nephew of that monarch, assures us that the Exchequer took its name from the chequered cloth spread in the Court, resembling the chess-board. Though of much later date the following references are interesting and important, as strong presumptive evidence that William the Conqueror was a chess-player, and that the game was popular among—at least—the Norman and Anglo-Norman "nobility and gentry." Gerard Legh, a writer on "Armory" in 1568, wrote of chess—"This pastime did that valiant prince King William the Conqueror so much use, that sometime he lost whole lordshippes thereat; as in Lincolnshire and elsewhere, I think the ancient evidences thereof can declare." And in a treatise compiled by one of the family of Rokewode, in the time of James I., he writes of the family arms—"And so came these 6 towers or chess Rooks, which some do affirm were originarely geven to the firste bearer of this coate for his excellent skill in this exercise, of in this respect playenge with the Conqueror at his first entery into this land. But whither yt was confirmed for his extraordinary understandinge of the game, or rather, as is more probable, for the experience of his fidelitie, and excellent service of his Sovereigne, with the defence of the comon weale in all tymes of danger, I wyll not curiously defyne." The same species of tradition is preserved in the family of Bunbury. "It is reported," says Randle Holme (1688, book; but probably earlier MS.) "that the ancestor of this family was a great lover of the game, and often exercised himself with William the Conqueror, who, in memory of his excellency therein, gave him three Chesse-Rooks for his coat-armour."

Dr. Hyde cites a Latin MS. poem from the Bodleian library, which he says was of the time of the Saxons. But it is now considered to have been "probably written at Winchester in the twelfth century." I have only two lines, but they are interesting. I give the English: "When the foot soldier arrives at the end of the board his name is changed, and he is called Fers." Whether the other lines give much information as to the game—the moves, &c.—I know not. But at about, or rather later than, the time when they were written (if not of "the time of the Saxons") a fairly complete account—the oldest in Europe with which I am acquainted—of the chess pieces and their powers was written by Alexander Neckam, abbot of Cirencester (1213) and foster-brother of King Richard I. He was born in 1157, at St. Alban's, and either at Paris, where he resided for a time, or at Cirencester later—or at both places—he wrote a great work, an account of almost every known subject, which he entitled "*De Naturis Rerum*." It was written in Latin, in many chapters, and one of these is on the game of chess. Till recently, that is, since 1860, chess writers were ignorant of its existence. The whole work was printed—in Latin, with an introduction in English—about 30 years ago; it had previously existed in MSS. only, about five in number. A few extracts have appeared in English, and the chess chapter was mentioned in a London paper, but it has never, I believe, been printed in English till now. I give it in full,* partly on that account.

* Kindly translated for me by Mr. T. Whittard, of Cheltenham.

CONCERNING CHESS.

I confess that I am under greater obligation to the Greeks than to the Trojans. And hence, as I have briefly discussed a game* due to the invention of the Trojans, it will be a task not disagreeable to me to write about the game of chess, which is said by some to owe its origin to the subtlety of Ulysses.

The footmen are placed in one line, the rest of the men according to various arrangements being allotted various places.† Yet, if the original invention of the game be followed, the footmen will be placed in order in the second line of the chess board, the men of higher rank being posted in the first line.

A footman moves straight forward, except when he is seeking to avenge upon the foe insults offered him. For, when he becomes a spoiler, he then makes an oblique step. But when, his course completed, he gains the furthest line, he attains the dignity of a Queen; but he seems to be deprived of the privilege of his sex. For on arriving at his Gades‡ (*i.e.*, goal) he becomes changed in sex, and enjoys a new and stately movement, like another Iphis,§ and he, who, as long as he retained the character of a private person used to move straight forward, after his promotion moves diagonally. The old man presenting the character of a Nestor is the scout who is commonly called Alphicus. || This piece has double the range of the Queen, moving obliquely, as one who lays an ambushade. The Knight, representing in the art of war the characteristics of those who follow a camp, moving in a way peculiar to himself, measures out the step of a Queen conjointly with the movement of a footman, partly taking an oblique course, and partly pursuing his way by a direct path. The Rook,** representing a soldier of the lighter equipment, who is also called by the ancients "double-headed Janus," for which reason too he is furnished with two heads,†† never condescends to move obliquely, but always preserves a direct course. The King, indeed, at the behest of dignity itself, sometimes moves with oblique step, and sometimes proceeds straight on. And it is a peculiarity belonging to his privileged rank, that he cannot be captured. Hence Louis le Gros, King of France, having been defeated by Henry I., King of England,‡‡ and betaking himself to flight, when a stalwart Knight was very keenly pursuing him as he fled, and was grasping at his horse's reins and loudly shouting that the King was captured, by way of appeal said "Begone! Thou ill-taught and insolent Knight; for it is not lawful for the King to be captured even on the chess-board!" And brandishing his sword he with a stroke like lightning clove in two the body of the Knight.

But let us get back to the lighter glory of the game of chess, to which players devote as much earnest attention as if they were likely to reap some

* Dicing, which he had dealt with in the previous chapter.

† See a conjectural explanation later on of this passage.

‡ Cadiz. This city was the limit to which Hercules extended his travels westward. Hence the meaning of "goal" Mr. Whittard has assigned to the word.

§ See Ovid, *Metamorph.* IX.

|| The Bishop, formerly the Elephant.

** Rochus.

†† See page 217. Before the Rook became a Castle he might be said to have had two heads.

‡‡ This anecdote has often been repeated. The battle was about 1120.

great advantage from victory. Nay more! while the victor thinks himself to be deserving of the laurel wreath, he who has lost the game is as much overwhelmed by defeat as if he had incurred a great disaster.

For the second time is the game begun, the lines of the two forces are ranged on opposite sides of the field, the footmen go forth from their places just as when they were before about to engage in battle with the foe. Each of the two players collects all his energies, each measures his own mental force by his success in the game. And while keenness of mind is believed to be thus successfully exercised, yet that keenness is blunted if worn down by protracted play. Sudden fits of anger arise, and the madness of the angry heart, though sought to be hidden within, is betrayed, now by the livid paleness of the face, now by the fiery redness that inflames the countenance. It often happens that loud reproaches are publicly uttered, and then the game is not only not conspicuous for seriousness, but degenerates into a brawl. O, how many thousands of souls were despatched to Orcus (*i.e.* died) upon the opportunity for feudatory quarrels afforded by that game in which Reginald Fitz-Eymon, playing at chess, arming himself with one of the chessmen* slew the noble Knight who was playing with him in the palace of Charlemagne!

And so the Abbot ends a quaintly interesting contribution to our knowledge of *his* knowledge. The paragraph concerning the original position of the pieces has not a little puzzled the few chess players who have studied "Neckam." He seems to say that once upon a time the position of the pieces and the Pawns was completely reversed. He certainly makes a distinction between the usual (or a frequent) custom of his time—as to arranging the pieces for a game—and the "original invention," which from his description was simply our normal position of to day.

I venture the following explanation, quoting Neckam and giving my ideas between brackets. "The Pawns are placed in one line [a broken line, as of infantry in battle and the Arabian chess "Ta'biya" or Battle Array] the rest of the men according to *various arrangements* being allotted various places [Different forms of "battle array," certainly known in France in Neckam's time, and in Spain]. Yet, if the original invention of the game be followed [the normal position as in 1900—or 900] the Pawns will be placed in *order* [straight rank] in the second line of the chess-board [front] the men of higher degree being posted in the first line" [rear rank].

This fits the case, and though we can find no reference, other than this, to the use of the "battle array" form of opening the game in England, I think it must be *the* explanation of the difficulty. It seems unlikely, too, that a way of commencing the game which was allowed in France would not be known in England.† Many ecclesiastics, knights, and

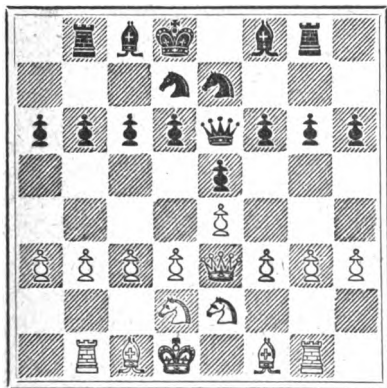
* Here we have again the story of the son of King Pepin and the son of Okarius, prince of Bavaria. The murder of the latter is supposed to have caused much further bloodshed.

† I find that Neckam probably wrote the greater part of his work in France, while quite a young man. If the chess chapter was so written, then, while it lessens the evidence for the "battle-array" in England, it increases the probability of my interpretation of Neckam's meaning being correct. For the "battle-array" was certainly known in France. But I hold that, as chess was played in the north of France, so it would be in the south (at least) of England, seeing how political, ecclesiastic, and scholastic ties bound together the learned men and the ruling and cultured classes of both countries.

nobles, travelled from one country to the other. Doubtless Neckam had seen chess played at Paris as well as in England. I fancy from the tone of his article that he was not much of a player himself, but that does not matter.

Here is a specimen of one of "the various arrangements" known in France, and probably in England, some years after and perhaps in the time of Abbot Neckam. He may have seen a game played from it—

BLACK.



WHITE.

"The Pawns in one line, the rest of the men being allotted various places."

It will be seen, from the annexed diagram, that the usual rule of "each Queen on her own colour" was not always observed. It may have been with "the original invention" position—*Rex ater in albo, servat regina colorem*" was written by some mediæval chess writer (Black King on White, the Queen on her own colour)—but it was not always so in problems and "tabiyat." Yet the Queens were always on *opposite* colours—excluding promoted Pawns, which of course might be on either—hence the mediæval Latin line, *Nam*

Regina non valebit impedire alteram.

W. S. BRANCH.

(To be continued.)

P.S.—Mr. S. J. Stevens (City of London C.C.) writes—"Reading the June *B.C.M.* I felt rather exercised in mind *re* the "Bishop's" cleft, as well as the same mark upon the Rook. I have a theory. The Rook used to be called 'Janus,' after the God that helped to christen our month of January, meaning in the case of the month looking both ways; backward to Winter and forward to Summer. In the case of the Rook that it would command two lines; and probably the cleft was originally a rude device referring to the god Janus, and if the Bishop had the well developed cleft when it held the corner position [a reference to Chaturanga] the Rook may have had the same mark in a minor degree when it changed place with the Bishop (to mark the change) and when the change had become quite established the Rook may then have discarded the original rudimentary sign altogether."

Mr. Stevens's theory is ingenious. But "the change became quite established" in Hindustan, where Janus was unknown. Or if "Chess" did *not* originate in "Chaturanga," still the "Bishop's" cleft was first suggested, probably, by the tusks of an elephant—his defence. The Rook's cleft—it was really much more than a mere cleft, and reminds one of the open wide-spread wings of a large bird, or a church reading desk—appears to have originated in Arabia, where, I think, Janus was quite unknown. The shape of the piece may have been suggested by the Arabic word

"Roc," meaning a gigantic bird (a mistake for the Persian "Rukh"—champion, hero), and then the learned in Europe, who did know Janus, called the "double-headed" chess Rook after him, because, in the Roman mythology, Janus "the most ancient King who reigned in Italy," is represented with two faces, which means that the real Janus was cute, knew what was going on about him, and couldn't be "taken in." He "was acquainted with the past and the future."

Concerning "the time of the Saxons" it is asked—"why no mention of chess (with other games) in the Anglo-Saxon vocabularies?" I am not sure that the "other games" are not all outdoor sports or childish pastimes. But if any indoor games of skill are included (as they are in English vocabularies of the 13th century, with chess) then I should say that for a long time after its introduction chess was looked upon as a foreign game, with no English name. And it was not universally known like other games. It was a game of the few till after the Conquest. And besides, it is admitted that chess *was* known in England for a century or more before its first mention in any now existing vocabulary. Why not (less known) another century?

THE n QUEENS PROBLEM.

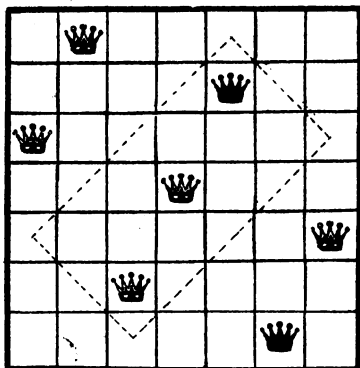
(Continued from page 225.)

SELECTING from the four systematic Formæ already found the one that is centric, and placing it upon diagram in one of its four poses, we notice that the diagonals indicated by the dotted liner are open, or free, so that a Queen, moving only as a Bishop, might make the circuit of four moves without obstruction, touching at each of the border squares. This at once suggests that the Queen at $a\ 5$ could be lowered to $a\ 3$ if the Queen at $g\ 3$ be raised to $g\ 5$. (We use the German Notation so as to indicate this particular pose, since we have given to the ordinates 1, 5, on eight-fold interpretation.)

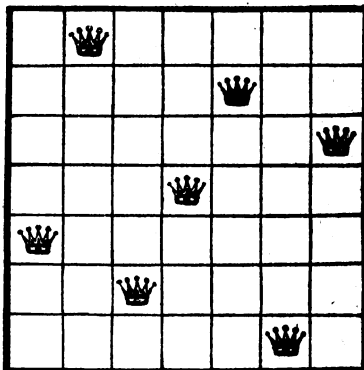
7 \times 7 FORMÆ—Centric.

NEW 7 \times 7 FORMÆ—Centric.

(No. 1.)



(No. 2.)



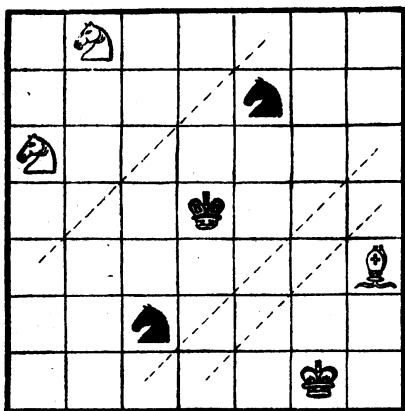
The result of this interchange of the two Queens is a new Forma, shown on the above diagram (No. 2). The formula 5, 7, 2, 4, 6, 1, 3, is now changed into 3, 7, 2, 4, 6, 1, 5, the terminal figures being interchanged. The equal summation of corresponding ordinates is therefore not interfered with, and hence the new Forma remains centric. By uniform sliding of all the Queens we saw that six of them retained their relative positions. In the new Forma there are only five such.

The *straight line* of seven Queens is now broken near each end. The position has lost, however, but little in regularity. The internal connection of the Queens by the Knight's move is extended to five, while the other two Queens hang on to the chain by the external leap of the Knight, being part of the regular straight line.

This Forma like the other Centric Forma, from which it was derived, has four poses. It does not *slide* like the other. None of the marginal Queens may be carried over to the opposite extremity of the row, since either one or both of the diagonals on which it would come will be found to be occupied.

In all of the five Formæ thus far obtained both long diagonals are closed. In the two Centric positions one Queen commands both diagonals, that is, it occupies the central square of the board. In the other three Formæ there is a separate Queen for each diagonal. The suggestion at once arises to seek a position in which one of the long diagonals is *free*.

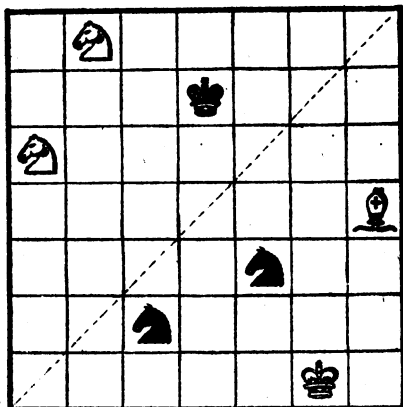
Reproducing the first 7×7 Centric this time, for the sake of variety, as a chess problem, we indicate thereon by dotted lines another system of vacant diagonals. Every possible Forma, no matter what the value of n , has $2n-2$ free diagonals, but they are not generally arranged so favourably for permitting simple manipulation as here. Fixing our attention upon the three dotted lines, and the Black King, Black Knight above, and White Bishop, we notice that we might raise the Black King in its own file until it meets the upper dotted line, and lower the Black Knight until it meets the corresponding dotted line, while the White Bishop would then find place on the rank vacated by Black King, where it is intersected by the third dotted line; all of which is seen and done more



White wins.

readily than explained. It is well to state, in passing, that the same transformation might be made with the Black King and the other Black Knight, and the White Knight dramatically opposed to the White Bishop. The change as made is equivalent to interchanging the files occupied by Black King and Black Knight, and then interchanging the ranks occupied by the Black King and White Bishop, thus reducing the three-fold transformation to a change by couples.

The next diagram shows the result of the change as first indicated. Perhaps we should have chosen the alternative procedure, for as now given the chess problem is destroyed as the White King is in check, and Black will win the Bishop, forcing a draw.

SIXTH 7×7 FORMÆ.

We have, however, succeeded in clearing one of the long diagonals and have secured, therefore, a new Formæ. The *straight line* has been still further broken. We first had a correspondence of six Queens, then five, and now there are but four. The Knight's move, however, still remaining a very conspicuous feature in the last position.

It has eight poses or distinct transpositions. It does not *slide*. The open diagonal suggests the formation of two different 8 Queens Formæ, by placing in one case a Queen on the extension of the free long diagonal upward, and in the other case down. Instead, however, of considering the derivation to be in this way, I think the reverse to be the more natural connection, for it will soon appear that the two 8 Queens Formæ are more regularly and systematically formed than is the sixth 7×7 Formæ. Just as the 4×4 more naturally follows the construction of the 5×5 , and 6×6 , two of the systematic 7×7 's, so the irregular 7×7 follows two of the systematic 8×8 's.

This section of our investigation closes with a 7×7 Magic Square, upon which the 32 postures or poses of the five Regular 7×7 Formæ are also Magic; thus 21, 31, 48, 33, 43, 11, 28, the sum of which is 175. The

 7×7 MAGIC SQUARE.

22	47	16	41	10	35	4
5	23	48	17	42	11	29
30	6	24	49	18	36	12
13	31	7	25	43	19	37
38	14	32	1	26	44	20
21	39	8	33	2	27	45
46	15	40	9	34	3	28

MAGIC DIAGONALS.

44	32	20	1	38	26	14
3	40	28	9	46	34	15
11	48	29	17	5	42	23
19	7	37	25	13	43	31
27	8	45	33	21	2	39
35	16	4	41	22	10	47
36	24	12	49	30	18	6

reader may commence at any square on the board and go by moves of the Knight in any constant direction. Indeed, he may not only do this by the Knight's move, but from one square to the 4th or 5th in the adjoining rank, or adjoining file, as he pleases.

A further diagram is appended, in which all of the 14 diagonals are equally Magic, that is, if any short diagonal be pierced out by projection, as for example, 1, 46, 42, 31, 27, 16, 12, the sum will be 175. It is constructed on the same principle as the proceeding diagram, only the numbers are entered by the 3 by 5 move.

(*To be continued.*) G. E. CARPENTER.

THE PARIS INTERNATIONAL TOURNEY.

THIS great and important contest, which began on May 17th, was brought to a conclusion on June 19th, at the Grand Cercle d' Echecs, Paris, with an issue pretty much in accordance with what had been for some time anticipated. We do not know whether the first prize winner, Dr. Lasker, is to be considered as representing Germany on this occasion or England. At any rate he has not only maintained his high position as world's champion, but by scoring $14\frac{1}{2}$ games out of a possible 16 against opponents most of whom are among the finest players in the world, he has considerably enhanced the reputation which he held before. His prize consists of 5000 francs, and a Sèvres vase presented by the President of the Republic. He lost one game only to Marshall, and drew three, one with Marco and two with Tchigorin.

The second prize of 2500 frs. and a vase was gained by Mr. Pillsbury, the American champion, who has so much distinguished himself on many occasions in matches and tourneys, and especially lately by his unequalled performances in blindfold play. His score was $12\frac{1}{2}$, and he lost only to Burn, Lasker, and Marshall, drawing one game with Mieses and two with Showalter. The third and fourth prizes of 2000 and 1500 frs. were divided equally between Maroczy and Marshall, who scored 12 points each. The former is the well-known Hungarian master, who made his *début* a few years ago in the Hastings tourney as the winner of the minor contest. The latter is the clever young American player who has taken part in the cable matches, and won the first prize in the London Minor Tournament last year. The fifth prize of 1500 frs. was secured by Mr. Burn with 11 points, and to him should be accorded a vote of thanks for having so well represented his country against such formidable opponents. M. Tchigorin won the sixth prize (1000 frs.) with $10\frac{1}{2}$ points, and the seventh and eighth, of 400 and 200 frs., were divided between Herren Marco and Mieses with 10 points each. Herr Mieses also won the first prize of 500 frs., given by Baron Rothschild for the best game played in the tourney, by his game with Mons. Janowski; and M. Tchigorin won the second prize of 300 frs. from the same donor by his game with Mr. Mortimer.

It remains only to say a few words about the non-prize winners. M. Janowski, who has been for years one of the principal representatives of France, was certainly most unfortunate in just missing a prize, for by his

past successes he deserved a higher place. The other two, Messrs. Rosen and Didier, have never taken part before in a great tourney, and will doubtless do better in future. Of Mr. Mason, as representing England, and long resident there, better things might perhaps have been expected, for he is a veteran tourney player, but he is out of practice, and has always been in great contests an uncertain quantity. We can hardly regard Mr. Mortimer as of sufficient calibre for a tourney like this, but in the regrettable absence of Messrs. Blackburne, Teichmann, and Lee, it was very plucky of him to enter. Of Messrs. Mieses and Showalter we have the same remark to make as of M. Janowski, they deserved from their high standing and meritorious past achievements better places in the final list of scores. Mr. Sterling, who represented Mexico, is a clever player, and has contended on equal terms with Sen. Vasquez and other experts at Havana, but he is hardly up to the mark for an international tourney. The lamentable illness and death of poor Charousek, the sad affliction of Mr. Steinitz, and the voluntary or compulsory abstinence from participation of Dr. Tarrasch and Mr. Blackburne, deprived the great Parisian Tournament of being all that it would otherwise have been, namely, a contest between the best living players of the whole world ; but it was nevertheless a thoroughly up to date tourney, remarkable, as most recent tourneys have been, for its narrow selection of openings, remarkable for its ups and downs of success in play, and remarkable too for the unanimity, good temper, and absence of what the Americans call "difficulties" with which it was conducted. The only complaints which came to our ears were the restrictions as to admission for spectators, and for the publication of the games. The Grand Cercle is no doubt a very exclusive club, but as it undertook itself the whole onus of initiating and carrying out such a contest as this, and making the necessary provision for large prizes, it could not be blamed for adopting measures to recuperate itself in some degree at least for the heavy expenses, and anxiety, and trouble that had to be incurred.

The prizes were distributed on June 21st, and on the same day Dr. Maurat, president of the Association Francaise des Echecs, of 36, Rue de Richelieu, sent an invitation to the masters to attend a soirée given in honour of their presence in Paris. Messrs. Lasker, Pillsbury, Brody, Burn, Rosen, Maroczy, Mieses, and Showalter were present. Two interesting consultation games were played. In both cases the Sicilian Defence was adopted. The opponents were Messrs. Burn and Mieses *v.* Maroczy and Showalter, result—a draw. Messrs. Pillsbury and Amateur opposed Messrs. Brody and Rosen, and a very lively game was won by Messrs. Brody and Rosen. On Friday, June 22nd, the Cercle Philidor of the Café du Globe Boulevard de Strasbourg gave a banquet in the Village Suisse, in the Exposition, in honour of the masters. Seventy persons sat down to the banquet, which was presided over by Monsieur A. de Rivière. The company included Messrs. Lasker, Janowski, Tchigorin, Rosen, Mieses, Burn, Pillsbury, Marshall, and most of the strongest Parisian amateurs. At the close of the banquet the chairman in his speech welcomed all the foreign players, and hoped it would tend to bring closer and more cordial relations between the different nations the players so aptly represented. Messrs. Lasker and Pillsbury replied. Monsieur Delarie, president of the Philidor

Club, announced that Mr. Pillsbury would give at the club's head-quarters a display of blindfold chess, playing 12 boards and allowing consulting. The Cercle de l' Association Francaise des Echecs was associating itself with the Philidor Club in this matter, and it was hoped that Parisian chess would benefit accordingly.

Lasker has gone to Switzerland for rest, Pillsbury and Marshall to London, and Burn to Germany, to await the commencement of the Munich Chess Congress, which will be international, and opens on July 21st. Many other of the Paris combatants will take part in it. It will be limited to 18 masters, and one game will be played daily from 9 a.m. to 1 p.m., and from 3 to 7 p.m. The first prize will be a silver cup given by Prince Luitpold, Regent of Bavaria, and 1000 marks; second prize, 800 marks; third, 600 marks; fourth, 400 marks; fifth, 300 marks; sixth, 250 marks; seventh, 200 marks; eighth, 150 marks. There will be a special prize of 300 marks given by Baron Rothschild for the largest number of won games in any score, and 200 for the next largest. There are besides a *Haupt-Turnier* and three minor tourneys, with good prizes, the whole being promoted and managed by the German Chess Association.

We conclude by expressing a hope that the Book of the Paris Tournament will be published within a reasonable time, and not with such a long delay as that of the London Tourney, which has not yet appeared.

Final scores:—

	Lasker.	Pillsbury.	Maroczy.	Marshall.	Burn.	Tchigorin.	Marco.	Mieses.	Schlechter.	Janowski.	Showalter.	Mason.	Brody.	Rosen.	Mortimer.	Didier.	Sterling.	Total.
Dr. Lasker...	—	I	I	O	I	$\frac{1}{2}$	$\frac{1}{2}$	I	I	I	I	I	I	I	I	I	I	14 $\frac{1}{2}$
Mr. Pillsbury ...	O	—	I	O	O	I	$\frac{1}{2}$	I	$\frac{1}{2}$	I	$\frac{1}{2}$	I	I	I	I	I	I	12 $\frac{1}{2}$
M. Maroczy ...	O	O	—	I	O	$\frac{1}{2}$	$\frac{1}{2}$	I	$\frac{1}{2}$	I	I	$\frac{1}{2}$	I	$\frac{1}{2}$	I	I	I	12
Mr. Marshall ...	I	I	O	—	I	$\frac{1}{2}$	$\frac{1}{2}$	I	$\frac{1}{2}$	$\frac{1}{2}$	O	I	I	I	I	I	I	12
Mr. Burn ...	O	I	I	O	—	$\frac{1}{2}$	O	I	I	I	O	$\frac{1}{2}$	I	I	I	I	I	11
M. Tchigorin ...	$\frac{1}{2}$	$\frac{1}{2}$	O	$\frac{1}{2}$	$\frac{1}{2}$	I	—	I	O	O	I	O	I	I	I	I	I	10 $\frac{1}{2}$
Herr Marco ...	$\frac{1}{2}$	O	O	O	O	$\frac{1}{2}$	I	—	I	I	O	I	I	I	I	I	I	10
Herr Mieses ...	O	$\frac{1}{2}$	O	O	O	O	I	O	—	$\frac{1}{2}$	I	I	$\frac{1}{2}$	I	I	I	I	10
Herr Schlechter...	O	O	$\frac{1}{2}$	$\frac{1}{2}$	O	O	I	$\frac{1}{2}$	O	—	$\frac{1}{2}$	I	$\frac{1}{2}$	I	I	I	I	10
Mons. Janowski...	$\frac{1}{2}$	O	O	O	O	$\frac{1}{2}$	O	I	O	O	—	I	I	I	I	I	I	9
Mr. Showalter ...	O	$\frac{1}{2}$	$\frac{1}{2}$	O	$\frac{1}{2}$	I	I	O	O	$\frac{1}{2}$	O	—	$\frac{1}{2}$	$\frac{1}{2}$	I	I	I	9
Mr. Mason ...	O	O	O	O	$\frac{1}{2}$	O	O	$\frac{1}{2}$	O	$\frac{1}{2}$	O	$\frac{1}{2}$	—	I	$\frac{1}{2}$	O	$\frac{1}{2}$	4 $\frac{1}{2}$
Dr. Brody ...	O	O	$\frac{1}{2}$	O	$\frac{1}{2}$	O	O	O	$\frac{1}{2}$	O	O	O	—	O	I	I	I	4
Mons. Rosen ...	O	O	$\frac{1}{2}$	O	O	O	O	O	O	O	O	$\frac{1}{2}$	O	—	O	$\frac{1}{2}$	I	3
Mr. Mortimer ...	O	O	O	O	O	O	O	O	O	O	O	O	O	O	—	I	O	2
Mons. Didier ...	O	O	O	O	O	O	O	O	O	O	O	$\frac{1}{2}$	O	$\frac{1}{2}$	O	—	I	1
Sen. Sterling ...	O	O	O	O	O	O	O	O	O	O	O	O	O	O	I	O	—	1

First prize, £200 and Sèvres vase - Dr. E. Lasker, 14 $\frac{1}{2}$.
 Second prize, £100 and Sèvres vase - Mr. H. N. Pillsbury, 12 $\frac{1}{2}$.
 Third prize, £80 and Sèvres vase - (Mr. F. J. Marshall, 12.
 Fourth prize, £60 and Sèvres vase - M. Maroczy, 12.
 Fifth prize, £60 - - - Mr. Amos Burn, 11.
 Sixth prize, £40 - - - M. I. Tchigorin, 10 $\frac{1}{2}$.

Seventh prize, £16 - - - - {Herr G. Marco, 10.
 Eight prize, £8 - - - - {Herr J. Mieses, 10.

Herr Schlechter finished with a score of 10, but was "counted out" of prize list in consequence of having more draws than Mieses and Marco.

The two brilliancy prizes offered by Baron Albert de Rothschild, of Vienna, and awarded with commendable despatch, were taken by Mieses (£20) for his game *v.* Janowski, and Tchigorin (£12) for his game *v.* Mortimer. We shall publish these games next month.

M. de Rivière announces that there will be, under his management, an International Tourney at Monte Carlo next winter, with 10,000 francs in prizes, and that the principal masters who played in the Paris Tourney have promised to take part in it.

The French *Union des Echecs* is about to be established, as a federation of the existing French clubs, with an annual tourney for the championship of France, to be held successively in the different provincial towns.

The following games were played in the Paris Tournament:—

GAME No. 1,902.

Petroff's Defence.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
 Mon. JANOWSKI. Mr. H. N. PILLSBURY.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—K B 3 |
| 3 Kt—B 3 | 3 Kt—B 3 |
| 4 B—Kt 5 | 4 B—Kt 5 |
| 5 Castles | 5 Castles |
| 6 P—Q 3 | 6 B × Kt |
| 7 P × B | 7 P—Q 3 |
| 8 R—K sq | 8 B—Q 2 |
| 9 R—Kt sq | 9 R—K sq |
| 10 B—Kt 5 | 10 P—K R 3 |
| 11 B—K R 4 | 11 P—R 3 |
| 12 B—R 4 | 12 R—Kt sq |

.....This difficult opening has been treated very carefully and almost cautiously by both sides, and the position now arrived at promises an exceptionally heavy and interesting game, if attempts should be made to win by either or both players.

13 K—R sq

Apparently preparatory to an even-
 tual advance of the King's side Pawns.

But it appears that B—Q Kt 3 should have been played first, in order to prevent Black's next move, by means of which he gets rid of the inconvenient pinning of his King's Knight.

13 Kt—K 2
 14 B—Q Kt 3

If B × Kt, then B × B, and if B × B Kt × B; in both cases Black would have a good game.

14 Kt—Kt 3
15 B—Kt 3
16 P—K R 3
17 R—K 3
18 B × Kt
19 R—K sq
20 K—R 2
21 Q—Q 2

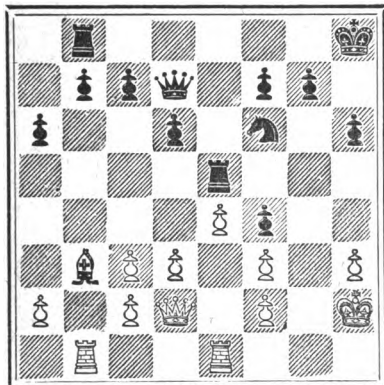
Somewhat risky, but White has an uncomfortable position, and this seems the only way to free himself.

21 B × Kt
22 P × B
22 R—K 4

Position after Black's 22nd move :—

R—K 4.

BLACK (MR. H. N. PILLSBURY).



WHITE (M. JANOWSKI).

23 R—K R sq

This scheme to obtain an attack by playing both Rooks over to the King's side fails on account of the great weakness of the two Pawns at K R 3 and K B 3. It seems, therefore, that Q × P would have been better; White perhaps discarded that move for the reason that Black could then have forced a draw by 23..., R—K R 4; 24 Q—Kt 3, R—Kt 4; 25 Q—B 4, R—K R 4, &c. To play 24 P—K R 4, in order to avoid the draw, looks very risky; Black would play Q—K 2, threatening Kt—Q 4 or P—K Kt 4, and obtain a strong attack.

- | | |
|---------------|------------|
| 24 K—Kt 2 | 23 R—K R 4 |
| 25 Q R—K Ktsq | 24 R—R 5 |
| 26 K—B sq | 25 Kt—R 2 |
| 27 R—Kt 4 | 26 Kt—Kt 4 |

The only line of play which looks promising. The Rook's Pawn is lost anyway, and White's last move forces Black to keep his Knight for a long time at K R 6 to guard the Bishop's Pawn.

- | | |
|----------|-------------|
| 28 R × R | 27 R × P |
| 29 R—R 4 | 28 Kt × R |
| 30 R—R 5 | 29 P—K Kt 4 |

If R × P ch at once, then Black might play K—Kt 2; 31 R—R 5, K—

Kt 3; 32 B × P ch, Q × B; 33 R × Kt, Q × Q R P.

- | | |
|-------------|------------|
| 31 R × P ch | 30 P—Kt 5 |
| 32 R—R 5 | 31 K—Kt 2 |
| 33 R—K B 5 | 32 P × P |
| 34 P—Q B 4 | 33 P—K B 3 |

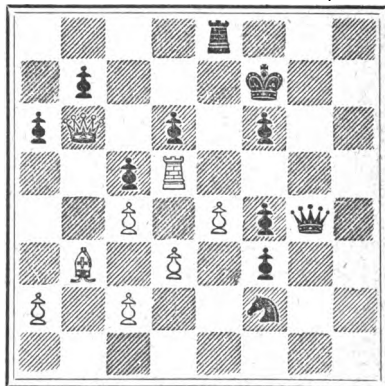
White's position is now hopeless. If Q—Q sq, Kt—Kt 4, threatening R—K R sq.

- | | |
|-----------|-----------|
| 35 Q—Kt 4 | 34 R—K sq |
| 36 Q—Kt 6 | 35 P—B 4 |
| 37 R—Q 5 | 36 K—B 2 |
| 38 K—K sq | 37 Q—Kt 5 |
| | 38 Kt × P |

Position after Black's 38th move :—

Kt × P.

BLACK (MR. H. N. PILLSBURY).



WHITE (M. JANOWSKI).

.....Black finishes the game in his usual energetic and brilliant style.

- | | |
|-------------|-------------|
| 39 R × Q P | 39 R × P ch |
| 40 K—Q 2 | 40 R—K 7 ch |
| 41 K—B sq | 41 R—K 3 |
| 42 Q × P ch | 42 R—K 2 |
| 43 Q—Q 5 ch | 43 K—Kt 2 |
| 44 R—Q 8 | 44 Q—K 3 |
| 45 Q—R 5 | |

Black announced mate in 6 moves.

.....Viz., 45..., Q—K 8 ch; 46 K—Kt 2, Kt—Q 8 ch; 47 K—Kt sq, Kt—B 6 ch; 48 K—Kt 2, Q—Kt 8 ch; 49 K × Kt, Q—R 8 ch; 50 K—Q 2, Q—K 8 mate.

GAME No. 1,903.

Queen's Gambit Declined.

NOTES BY R. TEICHMANN.

WHITE.
MR. MARSHALL.

- 1 P—Q 4
2 P—Q B 4
3 Kt—Q B 3
4 B—Kt 5
5 P—K 4

BLACK.
DR. LASER.

- 1 P—Q 4
2 P—K 3
3 Kt—K B 3
4 P—B 3

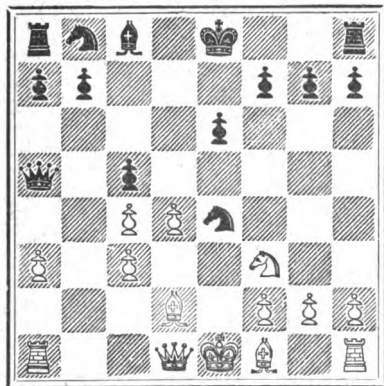
It is doubtful whether this early advance of the King's Pawn to the fourth is good; and I think that the continuation adopted by Mr. Lasker ought to have given him a good game.

- | | |
|-----------|-------------|
| 6 Kt×P | 5 P×K P |
| 7 Kt—B 3 | 6 B—Kt 5 ch |
| 8 P—Q R 3 | 7 P—B 4 |
| 9 P×B | 8 B×Kt ch |
| 10 B—Q 2 | 9 Q—R 4 |
| 11 Kt—B 3 | 10 Kt—K 5 |

Position after White's 11th move :—

Kt—B 3.

BLACK (DR. LASER).



WHITE (MR. MARSHALL).

If Q—B 2, Kt×B; 12 Q×Kt, Kt—B 3 or Castles, with a good game.

11 Kt×Q B P

.....This capture, venturesome though it may appear, is in my opinion quite sound, and should have won the

game. Of course, White's next move is forced, as either R—B sq or Q—B 2 would be met by P×P, followed by Q—K 4 ch.

- | | |
|------------|------------|
| 12 P×P | 12 Kt×Q |
| 13 B×Q | 13 Kt—Kt 7 |
| 14 P—Q R 4 | 14 B—Q 2 |
| 15 P—B 6 | |

This sacrifice of the Pawn was necessary, as otherwise the intended Kt—K 5 could have been answered with Kt—Q B 3, and if Kt×B, then Kt×B and Black would be able to extricate the Knight.

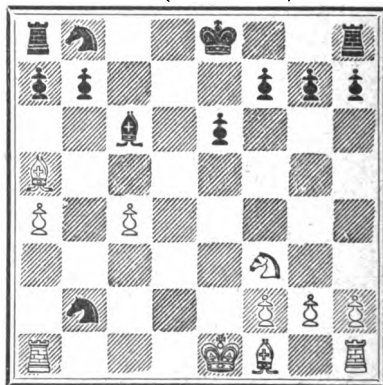
15 B×P

16 Kt—K 5

Position after White's 16th move :—

Kt—K 5.

BLACK (DR. LASER).



WHITE (MR. MARSHALL).

16 B—K 5

.....It is at this point that, in my opinion, Dr. Lasker misses a continuation which should have won him the game; viz., 16...., Kt—Q 2. White's only answer would have been obviously Kt×B, whereupon P×Kt, and now the Q R is available for the defence of the threatened Knight. I see no satisfactory continuation for White. If 17 B—B 3, R—Q Kt sq; 18 R—R 2, Kt×B P! At the same time Black's Kt—B 4 or K 4 is threat-

ened. The remainder of the game is full of interest, but the end is certain, since Black, in addition to the loss of the piece, is fighting in a bad King's position all through, which practically renders his advantage of Pawns useless. Nevertheless, Mr. Marshall deserves great credit for the faultless finish.

17 P-B 3	17 P-B 3	34 R-B 7 ch	34 K-K 3
18 B-B 3	18 B-B 7	35 B-Kt 5	35 P-Kt 4
19 K-Q 2	19 Kt x R P	36 R-R 7	36 P-Q 5
20 K x B	20 Kt x B	37 R-R 6	37 K-Q 4
21 Kt-Q 3	21 Kt-Q 4	38 K-B 2	38 R-Kt 2
22 P x Kt	22 P x P	39 R-R 8	39 Kt-B 3
23 Kt-B 5	23 P-Q Kt 3	40 K-Q 2	40 Kt-Kt 5
24 B-Kt 5 ch	24 K-B 2	41 R-Q 8 ch	41 K-K 4
25 Kt-R 4	25 Kt-B 3	42 Kt-Kt 2	42 R-Q B 2
26 Kt-B 3	26 K R-Q B sq	43 Kt-B 4 ch	43 K-B 4
27 K R-Q sq	27 Kt-K 2	44 R x P	44 R-B 4
28 K-Kt 2	28 R-B 4	45 B-K 8	45 R-Q 4
29 B-Q 3	29 P-Q R 4	46 Kt-K 3 ch	46 K-K 4
30 Kt-R 4	30 R-B 3	47 Kt x R	47 K x R
31 Q R-B sq	31 R-Q Kt sq	48 Kt x Kt	48 P x Kt
32 R x R	32 Kt x R	49 B-B 7	49 P-B 4
33 R-Q B sq	33 Kt-K 4	50 B-Kt 8	50 P-R 4
		51 B-B 7	51 P-R 5
		52 P-R 3	52 P-Kt 4
		53 B-K 8	53 K-B 5
		54 B-Q 7	54 P-Kt 6
		55 B x P	55 K-Kt 5
		56 B-Q 3	56 P-Kt 7
		57 K-B 2	57 K-R 6
		58 K-Kt sq	58 Resigns.

GAME No. 1,904.

Petroff's Defence.

NOTES BY R. TEICHMANN.

WHITE. MR. PILLSBURY.	BLACK. MR. MARSHALL.
1 P-K 4	1 P-K 4
2 Kt-K B 3	2 Kt-K B 3
3 P-Q 4	3 P-Q 4

.....An unusual move at this juncture; but it seems the best. Such identical positions always tend to equality and an early draw.

4 K P x P	4 P x P
5 B-B 4	

It is for the reason pointed out in note given above, viz., to avoid a drawish position, that Pillsbury prefers this move of doubtful value to the capture of the Pawn with either Q or Kt. It is curious to note that he might have adopted the same continuation (B-Kt 5 ch) which his opponent plays on him next move with such good effect.

5 B-Kt 5 ch	5 B-Kt 5 ch
6 Q-K 2 ch	6 Q-K 2 ch
7 P x P	7 P x P
8 P x P	8 P x P
9 Castles	9 Castles
10 P-B 4	10 R-K sq
11 B-Q 3	11 B-K Kt 5
12 B-Kt 2	

A mistake; Q Kt-Q 2 should have been played first, and White would have had a very good game.

12 Kt-K 5	12 Kt-K 5
13 Q Kt-Q 2	13 Q Kt-Q 2

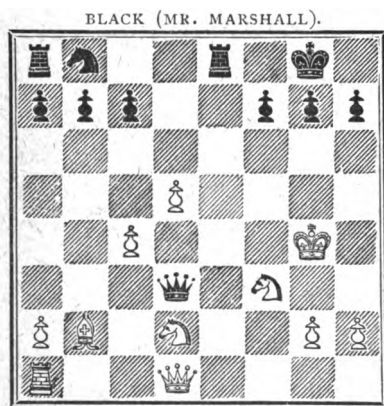
An unpleasant situation. The only move seems to be Kt-B 3, with the likely continuation 13 Kt-B 3, Kt-Kt 4; 14 R-K sq (compulsory), Kt x Kt ch; 15 P x Kt, Q x R ch; 16 Q x Q, R x Q ch; 17 R x R, B-Q 2, and White seems to have an even game. The move actually played by Pillsbury is a grave oversight.

G 2

- 14 R × Kt
15 K × B
16 K—Kt 3
17 K × B
- 13 Kt × P
14 B × R ch
15 Q—K 6 ch
16 Q × B

Position after White's 17th move:—

K × B.



17 R—K 7

..... The key move of the combination; it cuts off the retreat of the King and keeps all the White pieces hopelessly blocked. The remainder of the game is very well played by Marshall. We may point out that on the next move, instead of Kt—Q 2, he might have played P—K R 4 at once; but it would appear that after 18..., P—K R 4; 19 Q × R, Q × Q; 20 R—K sq, followed K—K 8 ch, White would have been able to offer a better resistance than in the variation adopted by Marshall.

- 18 K—R 3
19 R—B sq
20 Q—B 2
21 P—Kt 3
22 P—Kt 4
23 Q × Q
24 R—B 3
25 K—Kt 2
26 Kt × P
27 K—Kt 3
28 P—K R 3
29 P × P
30 K × P
31 Resigns.
- 18 Kt—Q 2
19 P—K R 4
20 Kt—B 4
21 P—K Kt 4
22 R × Kt
23 R × Q
24 P—B 4
25 B P × P
26 R—Q 7 ch
27 R × B
28 R—K B sq
29 P × P
30 K R—B 7

GAME No. 1,905.

Score and Notes from *Literature*.

Ruy Lopez.

NOTES BY S. TINSLEY.

WHITE. BLACK.
Monsieur DIDIER. Mr. H. N. PILLSBURY.

- 1 P—K 4
2 Kt—K B 3
3 B—Kt 5
4 Castles
5 P—Q 4
6 P × P
- 1 P—K 4
2 Kt—Q B 3
3 Kt—B 3
4 Kt × P
5 Kt—Q 3

We have noticed that this same variation has been played in other directions recently.

- 7 P—Q R 4
8 P—K 6
- 6 Kt × B
7 P—Q 3

A novelty well worth considering. Here, in a game Delmar v. Simonson, at the Manhattan Club, New York, the play was 8 P × Kt, Kt × P; 9 Kt × Kt,

P × Kt; 10 Q—B 3, B—Q 3; 11 Kt—B 3, Q—B 3; 12 Q—K 3, Castles, &c. White won.

- 8 B × P
9 Kt—K 4
10 B—Q 2
11 Kt—Q B 3

He could play either P—Q B 4 or P—K B 4 safely. But the text move is good.

- 11 B—K 2
12 P—K B 4
13 Kt—Q 5
14 P—B 5
15 Kt × B ch
16 R—K sq
17 B—Kt 5
18 B—R 4
19 P × P e p.
- 12 Kt—Kt 5
13 Castles
14 Kt—B 3
15 Q × Kt
16 Q—Q sq
17 P—K R 3
18 P—B 4

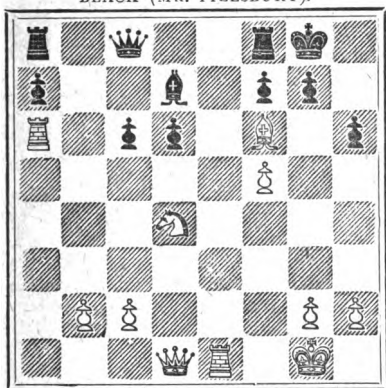
And here Kt—K 6 is feasible,

- 20 R—R 6
21 B×Kt

Position after White's 21st move:—

B×Kt.

BLACK (MR. PILLSBURY).



WHITE (M. DIDIER).

- 21 P×P
20 Q—B sq
.....If Q×R; 22 Q—Kt 4,
P—Kt 3; 23 Q—R 5, K—R 2; 24
Kt—B 3, threatening Kt—Kt 5 and
wins.

- 22 R—R 3
23 R—K B sq

It was necessary and best to play
Q—Kt 4 ch.

- 24 Q—R 5
25 Kt—K 2
26 Kt—Kt 3
27 Q—R 4
28 K—R sq
29 Q R—K B 3
- 22 R—K sq
23 R—K 5
24 Q—K B sq
25 P—Q 4
26 R—K 4
27 Q—B 4 ch
28 Q—B 5

Of course an oversight and a sensa-
tional blunder. The game is valuable
for its opening, and is mainly of high
interest.

29 Q×Q and wins.

GAME No. 1,906.

From the *County Express* (Worcestershire).

Evans Gambit Declined.

NOTES BY C. H. SHERRARD.

WHITE.
Monsieur ROSEN.

BLACK.
Monsieur DIDIER.

- 1 P—K 4
2 Kt—K B 3
3 B—B 4
4 P—Q Kt 4
5 P—Q R 4
- 6 Castles
7 B—R 3
8 P—B 3
9 P—Q 4
10 P—Kt 5
11 P×P
12 B—Q 3
- 1 P—K 4
2 Kt—Q B 3
3 B—B 4
4 B—Kt 3
- 5 P—Q R 3
6 P—R 3
7 P—Q 3
8 Kt—B 3
9 Castles
10 P×P
11 Kt—Q R 4
12 P×P

Probably stronger than P—Q Kt 5,
though this is still a moot point.

.....R—K sq might have
been played.

- 13 P—K 5

A clever move which gives Black an
awkward game.

- 14 Q—B 2
15 Kt×P
16 P×P
17 P×B
- 13 Kt—R 2
14 Kt—Kt 4
15 R—K sq
16 B×Kt
17 Kt—B 6 ch

See Diagram.

.....A beautiful move. If
P×Kt, then Q—Kt 4 ch; K—R sq,
B—R 6; R—Kt sq, R—K 8!

- 18 K—R sq
.....Kt—K 8 would have been
strong at this point.
- 18 Q—R 5

- 19 P × Kt 19 B—R 6
20 R—Kt sq 20 Kt—Kt 6

.....Monsieur Didier certainly goes "the whole hog." Of course the trouble is owing to the undeveloped condition of White's Queen's side.

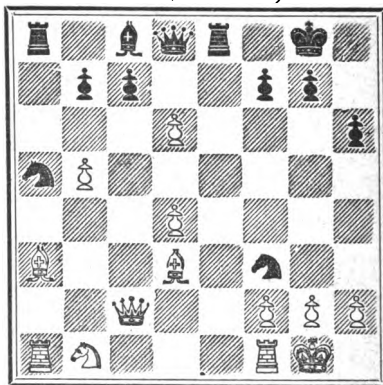
- 21 Q × Kt 21 Q × B P
22 B—K 4 22 R × B
23 P × R 23 B—Kt 7 ch
24 R × B 24 Q—K 8 ch
25 R—Kt sq 25 Q × P ch

.....It is difficult to decide which player deserves the most sympathy; White, who cannot win with three pieces to the good, or Black, whose brilliant tactics almost entitled him to hope for a win.

Drawn.

Position after Black's 17th move :—
Kt—B 6 ch.

BLACK (M. DIDIER).



WHITE (M. ROSEN).

GAME No. 1,907.

Queen's Gambit Declined.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. AMOS BURN. M. GEZA MAROCZY.

- 1 P—Q 4 1 P—Q 4
2 P—Q B 4 2 P—K 3
3 Kt—Q B 3 3 Kt—K B 3
4 Kt—K B 3 4 P—Q Kt 3

.....Black had a chance of equalising the game at once by P—Q B 4, which would have forced White to move his King's Pawn before bringing out his Q B.

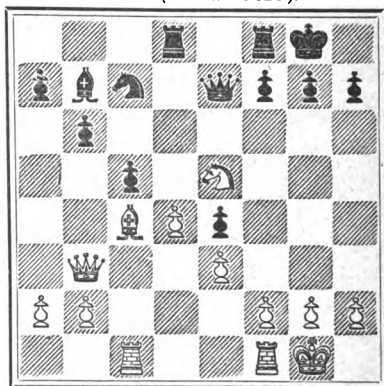
- 5 B—K Kt 5 5 B—K 2
6 P—K 3 6 Castles
7 R—Q B sq 7 B—Kt 2

.....Q Kt—Q 2 first was better, so as to prevent the White K Kt from entering at K 5.

- 8 P × P 8 P × P
9 Kt—K 5 9 P—Q B 4
10 B—K 2 10 Kt—K 5
11 B × B 11 Q × B
12 Kt × Kt 12 P × Kt
13 Q—Kt 3 13 Kt—R 3
14 Castles 14 Kt—B 2
15 B—B 4 15 Q R—Q sq

Position after Black's 15th move :—
Q R—Q sq.

BLACK (M. MAROCZY).



WHITE (MR. BURN).

- 16 Kt × B P

Very well played; R and two Pawns for two pieces, especially in the end-game, is mostly a good bargain.

- 17 B × R ch 16 R × Kt
 17 Q × B

- | | | | |
|---------------|-------------|------------------|-------------|
| 18 Q × Q ch | 18 K × Q | 35 P × P | 35 Kt—Q sq |
| 19 P × P | 19 P × P | 36 R—B 8 | 36 Kt—Kt 2 |
| 20 R × P | 20 Kt—K 3 | 37 R—B 7 | 37 Kt—Q sq |
| 21 R—B 2 | 21 R—Q 6 | 38 P—Kt 7 | 38 Kt × P |
| 22 K R—Q B sq | 22 P—K Kt 4 | 39 R (Kt 2) × Kt | 39 R—R 8 ch |
| 23 P—K R 3 | 23 K—B 3 | 40 K—Q 2 | 40 R—Q Kt 8 |
| 24 K—B sq | 24 R—Q 2 | 41 R × R | 41 B × R |
| 25 K—K sq | 25 P—K R 4 | 42 R—K B 7 | 42 Resigns. |
| 26 R—Q 2 | 26 R—K Kt 2 | | |
| 27 P—K Kt 3 | 27 P—R 5 | | |
| 28 P—K Kt 4 | 28 K—K 4 | | |
| 29 P—Q Kt 4 | 29 B—R 3 | | |
| 30 P—Q R 4 | 30 B—Q 6 | | |
| 31 R—Kt 2 | 31 R—K B 2 | | |
| 32 P—Kt 5 | | | |

See Diagram.

32 R—B 6

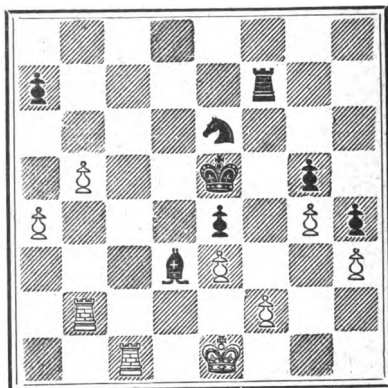
.....A venturesome move, which loses the game, as Black has to sacrifice his Knight for White's Q Kt P, and remains the exchange to the bad. It was better to leave the Rook on the second row, and place the King at Q 4, in order to be near the advancing Pawns; and it is not apparent how White then could have forced the game.

- | | |
|-----------|------------|
| 33 P—R 5 | 33 R × R P |
| 34 P—Kt 6 | 34 P × P |

Position after White's 32nd move:—

P—Kt 5.

BLACK (M. MAROCZY).



WHITE (MR. BURN).

GAME No. 1,908.

Vienna Opening.

NOTES BY R. TEICHMANN.

- | WHITE. | BLACK. |
|-----------------|----------------|
| Herr J. MIESES. | Mr. AMOS BURN. |
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—Q B 3 | 2 Kt—K B 3 |
| 3 B—B 4 | 3 Kt × K P |
| 4 Q—K R 5 | 4 Kt—Q 3 |
| 5 B—Kt 3 | |

Q × P ch leads to a drawn position. The move made initiates a premature though embarrassing attack, which is well defended by Mr. Burn.

- | | |
|-----------|------------|
| 6 Kt—Kt 5 | 5 Kt—Q B 3 |
| 7 Q—B 3 | 6 P—K Kt 3 |
| 8 Q—Q 5 | 7 Kt—B 4 |
| 9 P—Q 4 | 8 Kt—R 3 |
| | 9 P—Q 3 |

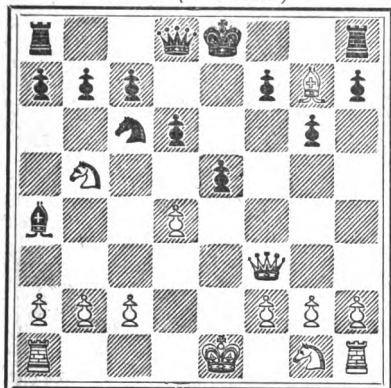
.....The saving clause; Black now completely turns the tables.

- | | |
|-----------|------------|
| 10 B × Kt | 10 B—K 3 |
| 11 Q—B 3 | 11 B × K B |
| 12 B × B | 12 B—R 5 |
| 13 B—Kt 7 | |

Position after White's 13th move :—

B—Kt 7.

BLACK (MR. BURN).



WHITE (HERR MIESES).

13 B x Kt

.....A very good move, which, however, seems forced, as R—Kt sq would be met by B—B 6, followed by P—Q 5, securing a piece.

14 B x R

14 Kt x Q P

15 Q—Q B 3

15 Q—Kt 4

16 P—K Kt 3

16 Castles

17 Kt—K B 3

White's game seems hopeless; but P—K B 4 might have been tried here.

17 Q—Kt 5

18 Kt—Kt sq

18 Q—K 5 ch

19 K—Q 2

19 R x B

20 P—B 3

20 Q—Q 4

21 K—K sq

21 R—K sq

22 R—Q sq

22 K—Kt sq

23 P—Kt 3

23 P—Q B 4

24 P—Q R 4

24 B—B 3

25 K—B 2

25 P—K 5

26 R—K sq

26 R—K 3

27 P—K R 4

27 P x P

28 R—R 2

28 Q—B 4

29 R x R

29 P x R

30 P—Q Kt 4

30 B x R P

31 P x B P

31 P x P

32 P—K Kt 4

32 Q—B 5

33 R—R 3

33 B—B 3

34 R—Kt 3

34 P—K 4

35 Q—Q 3

35 P—K 5

36 Q—B 3

36 P—Q Kt 3

37 Kt—R 3

37 Q x R ch

38 Resigns.

GAME No. 1,909.

*Queen's Gambit Declined.*NOTES FROM *The Field*.

WHITE. BLACK.
Mr. F. J. MARSHALL. Mr. A. BURN.

1 P—Q 4

1 P—Q 4

2 P—Q B 4

2 P—K 3

3 Kt—Q B 3

3 Kt—K B 3

4 B—Kt 5

4 B—K 2

5 P—K 3

5 Castles

6 Kt—K B 3

6 P—Q Kt 3

7 B—Q 3

7 B—Kt 2

8 P x P

8 P x P

9 B x Kt

9 B x B

10 P—K R 4

10 P—Kt 3

.....A bad move; 10..., P—K R 3 is compulsory. The immediate attack with 7 P—K Kt 4 need not be

feared, and in the meantime Black get time for R—K sq or any other move accordingly.

11 P—R 5

11 R—K sq

12 P x P

12 R P x P

..... B P x P might be considered; but Black has already the inferior game.

13 Q—B 2

13 B—Kt 2

.....The only move here obviously is K—Kt 2. Burn, of course, overlooked the fatal sacrifice.

14 B x P

14 P x B

15 Q x P

15 Kt—Q 2

16 Kt—Kt 5

16 Q—B 3

17 R—R 8 ch

17 Resigns.

GAME No. 1,910.

Queen's Gambit Declined.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. F. J. MARSHALL. Herr G. MARCO.

- | | |
|------------|------------|
| 1 P—Q 4 | 1 P—Q 4 |
| 2 P—Q B 4 | 2 P—K 3 |
| 3 Kt—Q B 3 | 3 Kt—K B 3 |
| 4 B—Kt 5 | 4 B—K 2 |
| 5 P—K 3 | 5 P—Q Kt 3 |
| 6 Kt—B 3 | 6 B—Kt 2 |
| 7 B—Q 3 | 7 Castles |

.....The right move is here
Q Kt—Q 2. The move made enables
White at once to institute an irresistible
King's side attack.

- | | |
|------------|-----------|
| 8 P × P | 8 P × P |
| 9 B × Kt | 9 B × B |
| 10 P—K R 4 | 10 P—Kt 3 |

.....This move gives White
the opportunity to force the Rook's
file open, after which Black's game
cannot be saved. But P—K R 3 looks
equally weakening, and would be met
by P—K Kt 4.

- 11 P—R 5

See Diagram.

- | | |
|------------------|------------|
| 12 R P × P | 11 P—B 4 |
| 13 Kt—K 5 | 12 R P × P |
| 14 P × B | 13 B × Kt |
| 15 Q—B 3 | 14 Q—Kt 4 |
| 16 Castles (Q R) | 15 Q × K P |
| 17 Q—R 3 | 16 K—Kt 2 |
| 18 P—B 4 | 17 Kt—B 3 |

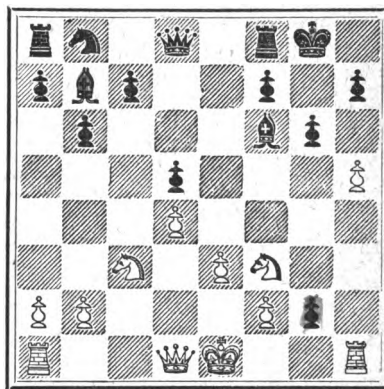
The winning move. It is noteworthy
that Burn had lost with the same varia-
tion against Marshall in 17 moves.
The fact that Marco played it, can
nevertheless only be explained by the
assumption that he analysed the varia-
tion and thought the attack unsound.
He very likely overlooked this move in
his calculations.

- | | |
|--------------|-------------|
| 18 Q—K 3 | 18 Q—K 3 |
| 19 Q—R 6 ch | 19 K—B 3 |
| 20 Q—Kt 5 ch | 20 K—Kt 2 |
| 21 P—B 5 | 21 Q—K 4 |
| 22 P—B 6 ch | 22 Q × P |
| 23 Q—R 6 ch | 23 Resigns. |

Position after White's 11th move:—

P—R 5.

BLACK (HERR MARCO).



WHITE (MR. MARSHALL).

GAME No. 1,911.

Ruy Lopez.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Herr SCHLECHTER. Mon. JANOWSKI.

- | | | | |
|------------|------------|-----------|------------|
| 1 P—K 4 | 1 P—K 4 | 5 P—Q 4 | 5 B—K 2 |
| 2 Kt—K B 3 | 2 Kt—Q B 3 | 6 Q—K 2 | 6 Kt—Q 3 |
| 3 B—Kt 5 | 3 Kt—B 3 | 7 B × Kt | 7 Kt P × B |
| 4 Castles | 4 Kt × P | 8 P × P | 8 Kt—Kt 2 |
| | | 9 Kt—B 3 | 9 Castles |
| | | 10 R—K sq | 10 R—K sq |

.....It seems that this move is proved bad by the line of play adopted by White in this game. Herr Alapin was the first to point out the strength of the move Q—B 4, and Tchigorin played it against Janowski in the tournament in London, but missed the right continuation several times and lost. It is difficult to say what is Black's best move at this stage, but I think that after 10 .., P—Q 4; 11 P×P *c.c.*, B×P, the game should be even, though Black can only hope to draw.

- | | |
|--------------|-----------|
| 11 Q—B 4 | 11 Kt—B 4 |
| 12 Kt—K Kt 5 | 12 B×Kt |
| 13 B×B | 13 Q×B |
| 14 Q×Kt | 14 R—K 3 |

.....It is obvious that Black has now a bad game; he has several weak and fixed Pawns, and an undeveloped Bishop against a very mobile Knight, while his chances of attack are very slight. Still, the game has yet to be won by White, and Herr Schlechter deserves great credit for his elegant and accurate play.

- | | |
|-------------|-----------|
| 15 Q—Q 4 | 15 B—Kt 2 |
| 16 Q—Q Kt 4 | 16 B—B sq |
| 17 Kt—K 4 | 17 Q—K 2 |

.....Q×P might have been risked here; if 18 Kt—B 5, then Q—Q 3, and I see no immediate disaster, while Black has a solid Pawn.

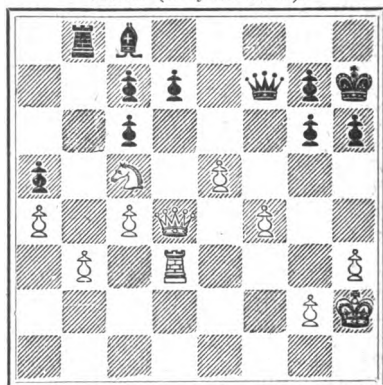
- | | |
|-------------|------------|
| 18 Kt—B 5 | 18 R—Kt 3 |
| 19 R—K 3 | 19 P—Q R 4 |
| 20 Q—Q 4 | 20 R—Kt sq |
| 21 P—Q B 4 | 21 P—R 3 |
| 22 P—Q Kt 3 | 22 K—R 2 |
| 23 R—Q sq | 23 Q—Kt 4 |

.....If P—Q 3, 24 P×P, Q×P; 25 R—K 8, with a good game, but this line of play would have given a better chance for Black than the actual continuation.

- | | |
|------------|------------|
| 24 R—Kt 3 | 24 Q—B 4 |
| 25 R×R | 25 P×R |
| 26 P—K R 3 | 26 R—R sq |
| 27 P—Q R 4 | 27 R—Kt sq |
| 28 R—Q 3 | 28 Q—Kt 4 |
| 29 K—R 2 | 29 Q—K 2 |
| 30 P—B 4 | 30 Q—B 2 |

Position after Black's 30th move:—
Q—B 2.

BLACK (M. JANOWSKI).



WHITE (HERR SCHLECHTER).

.....Having missed the chance pointed out in the previous note, of advancing the Queen's Pawn and freeing his Queen's Rook and Bishop, Black is now at the mercy of his opponent, who finishes the game in very pretty style.

31 P—K 6

Very neat. The move prevents Black from ever getting his Bishop and Rook into play by sacrificing his Queen's Pawn.

- | | |
|--------------|------------|
| 32 Q—K 5 | 31 P×P |
| 33 P—K Kt 4 | 32 Q—K 2 |
| 34 K—Kt 3 | 33 R—Kt 5 |
| 35 P—R 4 | 34 R—Kt 3 |
| 36 P—R 5 | 35 Q—B sq |
| 37 Q×R P | 36 P×P |
| 38 Q—K 5 | 37 R—Kt sq |
| 39 P—Kt 5 | 38 R—Kt 3 |
| 40 P—Kt 6 ch | 39 P—R 4 |
| | 40 K×P |

.....Compulsory; if K—Kt sq, either Q×P or Q—Kt 5 would win easily.

- | | |
|--------------|-------------|
| 41 Q—Kt 5 ch | 41 K—R 2 |
| 42 Q×R P ch | 42 K—Kt sq |
| 43 Q—Kt 5 | 43 K—B 2 |
| 44 R—K 8 | 44 Q—K 2 |
| 45 Q—R 5 ch | 45 Resigns. |

.....For White mates by force, viz., 45... P—Kt 3; 46 Q—R 7 ch, K—B 3; 47 Q—R 8 ch, K—B 2; 48 Q—Kt 8 ch, K—B 3; 49 K—B 8 ch, &c.

GAME No. 1,912.

Four Knights' Game.

NOTES BY R. TEICHMANN.

WHITE.
Herr SCHLECHTER.BLACK.
Dr. LASKER.

- 1 P—K 4 1 P—K 4
2 Kt—K B 3 2 Kt—Q B 3
3 Kt—B 3 3 Kt—B 3
4 B—B 4

An unusual move in this position,
B—Kt 5 being mostly preferred.

4 B—B 4

.....Lasker seems averse to
immediate complications, otherwise he
would have played Kt×P, which is
supposed to give Black a slight ad-
vantage.

- 5 P—Q 3 5 P—Q 3
6 B—K Kt 5 6 P—K R 3
7 B—K 3 7 B—Q Kt 5

.....This move is invariably
played by Mason, with White or Black,
in the *Giucco Piano*, whenever his
King's Bishop is challenged by B—K 3.

- 8 Castles 8 B×Kt
9 P×B 9 Castles
10 P—K R 3 10 P—Q 4
11 P×P 11 Kt×P
12 B—Q 2

The position is now identical (except
that both players have played P—K R
3) with one arrived at in a usual con-
tinuation of the *Vienna game*, viz.: 1
P—K 4, P—K 4; 2 Kt—Q B 3, Kt—
K B 3; 3 B—B 4, B—Kt 5; 4 P—Q
3, Kt—B 3; 5 Kt—B 3, P—Q 4; 6
P×P, Kt×P; 7 B—Q 2, B×Kt; 8
P×B, Castles; 9 Castles.

- 12 Q—Q 3
13 R—K sq 13 B—Q 2
14 R—Kt sq 14 Kt—Kt 3
15 B—Q Kt 5 15 K R—K sq
16 P—B 4 16 P—R 3
17 B×Kt 17 B×B
18 B—B 3 18 Kt—Q 2
19 R—K 3 19 P—B 4

.....With this move, which
leaves the King's Pawn weak, Black
plays for direct attack.

- 20 Kt—Q 2 20 R—K 3
21 Q—R 5 21 R—Kt 3
22 P—B 3 22 R—Kt 4

- 23 Q—R 4 23 Q—Kt 3
24 Q—B 2 24 P—B 5

..... Now the King's Pawn is
fixed, and as there is little prospect of
the attack on the King succeeding,
Black is gradually getting into some
difficulties.

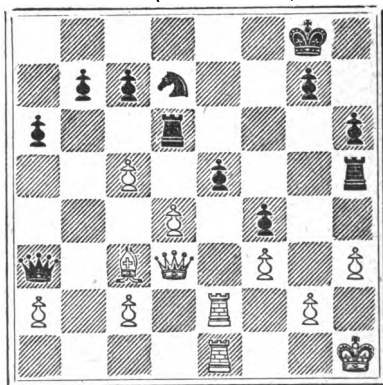
- 25 R—K 2 25 R—R 4
26 K—R sq 26 R—K B sq
27 Q R—K sq 27 Q R—B 4
28 Kt—K 4 28 B×Kt
29 R×B 29 Q R—Kt 4
30 Q—B sq 30 Q—Q 3
31 P Q 4 31 Q—R 6
32 Q—Q 3

B—R sq would have given White
good prospects. The move made leads
to some ingenious play on both sides.

- 32 R—Kt 3
33 R (K 4)—K 2 33 R—Q 3
34 P—B 5

Position after White's 34th move:—
P—B 5.

BLACK (HERR LASKER).



WHITE HERR SCHLECHTER).

- 34 Kt×P
35 Q—B 4 ch 35 Kt—K 3
36 B—Kt 4 36 Q—R 5
37 R×P 37 R—B 3
38 R—Q B 5 38 P—Q Kt 4

.....The saving move, which
must have been foreseen by Black, as
his position was very critical for the
last moves.

G 24

39 Q—B 3

Q—K 2 seems to be the better move here, and should, in my opinion, have given White good chances of drawing the game; e.g., 39 Q—K 2, Kt×R; 40 B×R, R(R 4)×B (this I think is forced; White threatens both Rooks, and would win against any other move like R—Kt 3 or K—R 2, by Q—Q 3!); 41 P×R, and White should draw, as Black apparently dare not play R×P, after which White would again obtain a dangerous attack with Q—Q 3.

39 Kt×R

40 P×Kt

41 R—K 8 ch

42 Q—K sq

43 R×R

44 Q—Q 2

45 Q—Q 8

46 Q×P ch

47 P—B 3

48 Q—B 6 ch

49 Q—K 4

50 Resigns.

40 Q×R P

41 K—B 2

42 R—K 3

43 Q×R

44 R—B 4

45 Q—B 5

46 K—Kt 3

47 Q—K 7

48 K—R 4

49 Q×Q

GAME NO. 1,913.

Score and notes from *The Field*.*Sicilian Defence.*

WHITE. Mr. J. W. SHOWALTER. BLACK. Herr J. MIESES.

1 P—K 4

1 P—Q B 4

2 Kt—K B 3

2 P—K 3

3 P—Q 4

3 P×P

4 Kt×P

4 Kt—Q B 3

5 Kt—Q B 3

5 Kt—B 3

6 Kt×Kt

As mentioned before, uniting Black's Pawns in the centre is contrary to principles. Of late, however, this move has become somewhat fashionable.

6 Kt P×Kt

7 P—K 5

7 Kt—Q 4

8 Kt×Kt

This move is not to our liking, although it may pass. Kt—K 4, however, seems preferable.

8 B P×Kt

9 B—Q 3

9 P—Q 3

10 B—K B 4

10 Q—B 2

11 Q—K 2

11 B—Q 2

12 Castles

12 P×P

13 B×K P

13 B—Q 3

14 B×Kt P

Here is the turning point of the game. He should have played 14 B×B, Q×B; 15 P—Q B 4, &c. The text move is inferior.

14 R—K Kt sq

15 B—B 6

B—B 3 would have been somewhat better.

15 B×P ch

16 K—R sq

16 Q—B 5

17 Q—R 5

If 17 B—Q Kt 5, then 17..., Q—R 3 and wins.

18 Q×B

19 P—K Kt 3

20 P—K B 3

21 P—K B 4

22 P—B 3

23 R—B 3

24 R—K sq.

17 Q×B

18 R—Kt 5

19 K—K 2

20 R—Kt 4

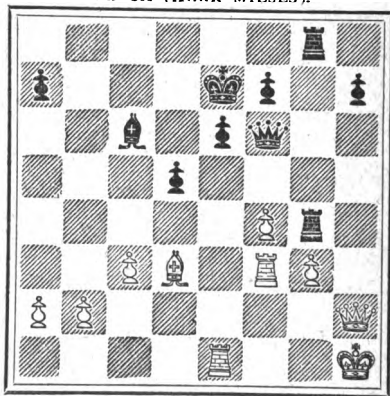
21 R—Kt 5

22 Q R—K Ktsq

23 B—B 3

Position after White's 24th move :—
R—K sq.

BLACK (HERR MIESES).



WHITE (MR. SHOWALTER).

24 P—K R 4

.....The beginning of a pretty final combination.

25 Q—K B 2

25 K—Q sq

.....A clever coup de repos. White has no valid defence.

26 Q×P

26 Q—R 5 ch

27 K—Kt 2

27 R×P ch

28 Resigns.

Ruy Lopez.

32 Q × B	32 R—K sq
33 B—Q 4	33 Q—K Kt 3
34 P—B 6	34 B—R sq
35 B—K 5	35 R—Q sq
36 P—B 7	36 R—K sq
37 Q—Q 4	37 Q—B 2
38 P—Q 6	38 Q—Q 2
39 B × P ch	39 Q × B
40 Q × Q ch	40 K × Q
41 P—Q 7	41 Resigns.



Surrey County Trophy Contest.—The Battersea Chess Club has finished a most successful season by winning the Surrey Trophy. The competitors were Brixton, Battersea, Herne Hill, South Norwood, Nightingale Lane, Richmond, and Thornton Heath. The matches are played with twelve boards. Battersea and Nightingale Lane each scored $4\frac{1}{2}$, and according to the rules had to play off the tie with 15 players a-side. A very close struggle gave the deciding match to Battersea, with a score of 8 games to 7. Appended is the full result :—

BATTERSEA.													NIGHTINGALE LANE.												
Mr. T. Crassweller	Sir Wyke Bayliss	1
Mr. Evan Creswell	Mr. G. A. Hooke	$\frac{1}{2}$
Mr. A. Curnock	Mr. H. S. Ward	0
Mr. B. Fisher	Dr. Dunstan	$\frac{1}{2}$
Mr. H. Anderson	Mr. W. Steers	$\frac{1}{2}$
Mr. R. Briscoe	Mr. W. T. Marshall	$\frac{1}{2}$
Mr. J. Mahony	Rev. G. Handler	0
Mr. H. Burt (Reserve)	Mr. J. A. Green	1
Mr. E. Parkes	Mr. B. F. Bussy	0
Mr. G. Wernick	Mr. W. E. Johnson	$\frac{1}{2}$
Mr. W. P. Plummer	Mr. S. B. Beale	$\frac{1}{2}$
Mr. F. Alexander	Mr. F. W. Glazier	$\frac{1}{2}$
Mr. T. Richardson	Mr. D. Henser	0
Mr. G. Hills	Mr. E. A. Cumming	$\frac{1}{2}$
Mr. F. Lewington	Mr. W. R. Dunstan	1
<hr/>													<hr/>												
8													7												


The adjudication of 3 unfinished games has caused delay in publishing result.

London.—The annual general meeting of the Ladies' Chess Club was held on May 28th, at 18a, Clifford Street, New Bond Street, the chair being taken by Mrs. Atherley-Jones, one of the vice-presidents. The hon. secretary Mrs. Bowles, and the match captain Miss Fox, reported a successful year's work. Lady Newnes having resigned the presidency, and Mrs. Bowles the honorary secretaryship, Mrs. Bowles was elected president, and Mrs. Robbins hon. secretary. The club is to be congratulated on retaining the services of Mrs. Bowles, who has done so much during her term of office as secretary to make the club the success it is. Miss Fox reported that of 42 matches played the club won 20, drew 4, and lost 18, a splendid performance considering the strength of the opposing clubs. The greatest honour was the victory in the "C" division of the London League Competition by 9 wins out of 11 matches played.

In our April number we announced that the Metropolitan Chess Club had won the "A" division in the League Competition with a score of 9 out of 10. This decision, however, was challenged by Insurance, which had scored 8 out of 10, and claimed one point as being due to them on their promotion to the "A" division. This claim being allowed made the result a tie, and the two clubs had to play this off. This they did on the 14th June, the result being that Metropolitan won by 14 against Insurance 5 and 1 left unfinished, Metropolitan thereby retaining its position as winner. This is the sixth time they have come in victors in this competition.

The Nightingale Lane Chess Club finished its season on 31st May. The most noteworthy match performance was tying with Battersea with $4\frac{1}{2}$ out of 6 matches in the Surrey Trophy Competition, but in the play-off Battersea won by one game.

KENT CHESS ASSOCIATION.

HE second annual Congress of the Kent Chess Association was held in the Victoria Hall, Rochester, beginning on Whit-Monday, June 4th, and proved a pronounced success. The proceedings started with the annual general meeting. The chair was taken by Mr. W. J. McLellan, who welcomed the members and visitors. He also alluded feelingly to the death of the Rev. L. W. Lewis. Mr. McLellan also referred to the fact that the handsome challenge cup for the county championship was the gift of Mr. W. W. White, an announcement received with marked applause. The chairman announced that both Mr. White, secretary, and Mr. Hunter, treasurer, were about to retire through pressure of business. Both had rendered very great assistance to the Association, and it was very much to be regretted that they could not see their way clear to continue in office.

Mr. White presented the report for the past season, which stated that four new clubs had been affiliated. Five new vice-presidents had been appointed. 120 new club and 10 new unattached members had joined. The total membership was now 554, and the Association continued to be the largest of its kind in existence.

Sixteen clubs took part in the tournament for the County Trophy, and were grouped in four sections. The winners of these sections were Canterbury, Lewisham, Rochester, and Tunbridge Wells. The final resulted in Rochester again securing the trophy, beating first Lewisham and then Canterbury, the latter ousting Tunbridge Wells.

In the Southern Counties Championship, Kent defeated Hampshire by $11\frac{1}{2}$ to $4\frac{1}{2}$, lost to Surrey by $11\frac{1}{2}$ to $4\frac{1}{2}$, and drew with Sussex. In a friendly match against Sussex, Kent lost by $46\frac{1}{2}$ to $43\frac{1}{2}$, and a correspondence match with Yorkshire was lost by 29 to 12. After speaking of the death of the Rev. L. W. Lewis, the report referred to the movement started for forming a National Organization, and concluded by mentioning that it had been decided to make Rochester the headquarters of the Kent County Association.

The treasurer, Mr. G. Hunter, presented his statement of accounts

for the year. The receipts amounted to £117 1s. 3d., and included a balance at the commencement of the year of £17, subscriptions £59, and contributions towards this Congress £22. The expenditure amounted to £93 11s. 11d., and left a balance in hand of £23 9s. 4d. The principal items were £47 for stationery, printing, and postage, and £32 for the expenses of the Congress last year.

Sir William Hart-Dyke, Bart., M.P., was re-elected president, and Councillor McLellan was elected chairman of the Council. Mr. A. E. Seaman (Rochester) was appointed hon. secretary, and Mr. Holford was appointed hon. treasurer. Messrs. G. Williams, H. F. Homan, and W. W. White were elected to represent the Association on the Southern Counties Union. Votes of thanks were accorded to Messrs. White and Hunter for the invaluable services they had rendered as secretary and treasurer respectively. A formal resolution was passed to enable the annual meeting of the Association to be held either in June or May. Some discussion took place on the policy of rescinding a rule of the County Cup Competition, which had provided that no club should be eligible the majority of whose members belonged to other clubs in the county. This rule was passed with the idea of preventing small clubs amalgamating for the purpose of winning the Cup, but it was claimed by the Thanet Club that it prevented them continuing as a club if their members continued to set up small clubs in the several places to which they belonged. Thanet in consequence retired from the Association but rejoined on the rule being rescinded.

The meeting concluded, the tournaments began and resulted as follows.

Championship Tournament.—There were six entries, and the scores were as follows: Mr. P. Hart-Dyke 4, Mr. O. C. Müller 4, Mr. C. H. Sherrard $3\frac{1}{2}$, Mr. A. L. Stevenson 2, Mr. W. B. Dixon $1\frac{1}{2}$, Mr. R. F. Jones 0. The contest produced some interesting games all round, and, as regards the leaders, was of a very close and exciting nature. The tie between Messrs. Müller and Hart-Dyke was played off subsequently to the Congress, and Mr. O. C. Müller by winning the first two games of a three-game match became champion for the ensuing year.

Special Tournaments.—There were three tournaments for those crowded out of the championship contest. In section A, the competitors were Messrs. W. B. Brooke, C. Chapman, R. Chapman, C. F. Corke, G. E. Dunster, and Mrs. Fagan. Mr. Brooke, Mr. C. Chapman, and Mrs. Fagan tied for the prize, and the two gentlemen very chivalrously resigned the prize in favour of the lady. In section B the entries were Messrs. J. Kearney, G. Fothergill, and A. T. Swinhoe, Dr. Firth, Miss Finn, and Miss Fox. The prize was won by Miss Finn with a score of 4. In section C Messrs. H. McLean, Whiteman, and W. Brock competed, and the prize was won by Mr. G. F. Whiteman.

"Knock-Out" Tournament.—Of these there were two, each with eight entries. In section A the prize was taken by Mr. C. H. Dodd, General Hutchinson being second. In section B Mr. E. B. Schwann was the winner, after playing the final with Mr. G. A. Youngman.

Ladies' Handicap.—There were nine entries. Mrs. Bowles and Mrs. Edwards tied for first place with a score of 6 each, and on playing off the tie Mrs. Edwards won. Miss Robertson was third, $5\frac{1}{2}$ points.

On Tuesday, the Rev. Dr. Elwyn Lewis, of Ongar, and a son of the late Rev. L. W. Lewis, presented, on behalf of the members of the K.C.C.A., a handsome gold watch to Mr. W. W. White, and a beautiful jewelled bracelet to Mrs. White. This presentation had been originated by the late Kent captain, the Rev. L. W. Lewis, and it had been very heartily taken up by the Kent Association, of which Mr. White took over the secretaryship in October, 1897, having proved his capabilities prior to that in the way he marshalled the forces of Kent as match conductor. When he became secretary there was no need for a match conductor, Mr. White being a fine type to prove the saying that no one can find so much time to do extra work as a busy man. In the three years that he held office he succeeded in nearly doubling the membership, he was instrumental in inducing others to originate new clubs, and not least among his many other works he succeeded in removing a certain "fly in the ointment" of the harmony of the Association by making it possible for the important and old established Isle of Thanet Club to re-join the Association. In making the presentation Dr. Elwyn Lewis was guilty of the pun that in every problem the Kent Association had to solve it was "White to move" for the benefit of Kentish chess. And the applause which greeted this joke was of the hearty sort which only a sincere appreciation of the truth of the simile could make possible. Mrs. White has done a great deal to help her husband in this work, and in thanking the members for their gifts Mr. White—who with his characteristic modesty disclaimed being responsible for the success of the Association—assured the members that but for her assistance in the clerical work he would have never been able to find time to carry on the duties so long.

In addition to the competitions, there were simultaneous and consultation games by Messrs. J. H. Blackburne and R. Teichmann, and blindfold exhibitions by the former. On Monday evening Mr. Blackburne encountered eight opponents blindfolded, with the fine score of 6 wins and 2 draws. On Tuesday, Messrs. Blackburne and Hart-Dyke played a consultation game against Messrs. Teichmann and Sherrard, the result being a draw. A previous consultation game played earlier in the day, between Messrs. Blackburne and Teichmann with amateurs in company, resulted in a smart win for Mr. Blackburne.

The Congress concluded on Wednesday with the prize presentation by Dean Hole, who congratulated the successful players, remarking that Mrs. Bowles had created a record by winning five tournament games on one day, and also made some interesting observations on the surrender of Pretoria, which had been announced during the progress of the Congress.

CORRESPONDENCE.

GAME No. 1892, p. 203.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

Senor Vasquez asks me to correct my note to move 26 of his game with Sen. Corzo, published in your May No. I wrote, "But if 26...",

Q × R; 27 Q × B, Q—K 2; and Black should win," quite overlooking the obvious continuation 28 B—B 7 dbl. ch, K × B; 29 Q—Kt 6 ch, and wins.

Yours truly,

C. E. RANKEN.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

The Magazine for June is just to hand, and, as usual, I have extracted much pleasure from the perusal of the same. There appears, however, to be a discrepancy on page 243 in that the alleged new variation in the King's Gambit is not the suggestion of Mr. Hoffer, neither is it of recent discovery. I have before me a game contested in 1877, between Hammond and McKenzie, at the Boston Club.

The game is a gem of the first water, and for the benefit of those who have not seen it would bear publishing.

WHITE.		BLACK.	
Mr. HAMMOND.		Mr. MCKENZIE.	
1 P—K 4		1 P—K 4	12 Q × P
2 P—K B 4		2 P × P	13 Q × B P ch
3 Kt—K B 3		3 P—K Kt 4	14 Kt—Kt 6
4 B—B 4		4 B—Kt 2	15 P × B
5 Q—Q sq		5 P—Q 3	16 P—K 5
6 P—Q 4		6 P—K R 3	17 B—Q 3
7 P—Q B 3		7 Kt—K 2	18 R—K B 6
8 P—K Kt 3		8 P—Kt 5	19 R × R P
9 Kt—R 4		9 P—B 6	20 Q—Kt 7
10 Kt—Q 2		10 P—Q B 3	21 B—K Kt 5
11 Kt (Q 2) × P		11 P × Kt	22 B × Kt
			23 Q × R
			24 B—Q 8 ch and wins.
			12 R—K Kt sq
			13 K—Q 2
			14 B × P ch
			15 R × Kt
			16 P—Q 4
			17 R—K Kt sq
			18 K—B 2
			19 R—K B sq
			20 K—Kt 3
			21 Q—K sq
			22 R—B 2
			23 Q × Q

Brooklyn Chess Club,
146, Mott Street,
Brooklyn, N.Y., U.S.A.,
June 13th, 1900.

Yours truly,

W. E. NAPIER.

END-GAME COMPETITION.

We have received the following entries for the *B.C.M.* End-game Tourney:—

Motto	-	-	"Advancement" (one position).
"	-	-	"R + B + Kt" (two positions).
"	-	-	"Siam," and "A Traveller" (two positions).
"	-	-	"By indirections find directions out."
"	-	-	"Defer not time, delay is dangerous."
"	-	-	"The Artful Dodger" (three positions).
"	-	-	"Oriens Silva," and "Cæsarea" (two positions).
"	-	-	"Gwyn" (two positions).
"	-	-	"Black Watch" (one position).
"	-	-	"Mountain Dew" (one position).
"	-	-	"Riga-London" (one position).

Motto	-	-	"Fertig" (one position).	
"	-	-	"Laboris gloria merces"	{ (One envelope, three positions).
"	-	-	"Nova temporu "	
"	-	-	"Simplex "	
"	-	-	"Fama crescit eundo "	{ (One envelope, two positions).
"	-	-	"Vino peliite curas "	
"	-	-	"Play "	{ (One envelope, three positions).
"	-	-	"How's that "	
"	-	-	"Tight corner "	

The first three in one envelope, which we have placed in brackets, sent on sealed envelope containing their names; and one envelope has reached us with the words "Estulna" and "Aberwyst" on it, but no end-game unless it is inside. "Riga-London" also sent his position, with the solution, and his name in one envelope not fastened up. We do not know whether those who have sent us two or more compositions under different mottoes in one envelope intend their entries to be separate ones, or a single one only. It is rather puzzling, and certainly, we consider, an infraction of the rules. Each competitor was entitled to send three positions, but when three or two under different mottoes arrive in one envelope, it is very difficult to decide how to treat them.

THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

"B. C. M." SUI-MATE TOURNEY. — The following further entries have come to hand: "K.Z.," "Ben Bolt," "Corkscrew," "E.N.R.," "Rosamunde," "Morituri," "Move on," "Festina lente," "Well, after all —," "The wild flower," "Into the jaws of death," and "Double entente." Also new versions of "The boy in kharki" and "Primum Conamen." The author of "Cavalry Charge" has mistaken the conditions of our competition, as he has sent in an ordinary direct mate two-mover, which is not eligible.

We have now 40 problems in all, which justifies us in commencing their publication this month. We shall continue them at the rate of at least four per issue until we have exhausted the stock. It is possible we may have one or two more to acknowledge in August.

In connection with this tourney we give the conditions of a Solving Competition, which will be run entirely independent of the All-in, but these sui-mates will be included in the latter competition. We hope our solvers will lend their assistance to the judges by doing their best to detect flaws where they may exist.

SUI-MATE SOLUTION TOURNEY. — This Tourney promises to be a light one for our solvers. The number of problems is not great, and the problems themselves will not, we believe, prove to be a severe tax upon the competitors' ability.

We commence the publication of the positions this month, and offer the following prizes:—

- | | | | |
|--------------|---|---|--|
| First prize | - | - | 10/6 and <i>The Chess Bouquet</i> . |
| Second prize | - | - | 7/6 and <i>Pollock Memories</i> . |
| Third prize | - | - | 5/- and <i>B.C.M. Guide to the Openings</i> . |
| Fourth prize | - | - | <i>Problems by F. C. Collins</i> <small>(Kindly offered by W. J. N. Brown)</small> . |

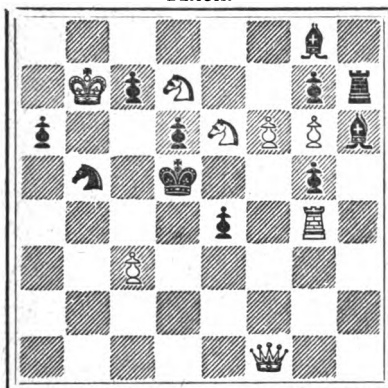
The rules which usually govern our solution competitions will obtain in this. Solutions to be received by us by the 10th of the month following the month of publication; three points to each correct solution; three points to a correct claim of no solution; three points for proving initial setting of position to be one that could not be arrived at by play; two points will be deducted for an unsound "demonstration." Should a problem be solvable in fewer moves than the number stipulated, then only so many points will be given as there are moves in the shortest solution. Solutions must comprise not only the key-move, but sufficient after-play (two or three variations) to show that the position has been really solved. If a solver flagrantly misses principal variations, we shall use our discretion as to withholding or docking points. In the case of ties we shall judge the solver to be winner who has furnished proof of the greatest number of damaging duals to principal variations. We do not need evidence of duals to indifferent lines of play, but only in "idea variations." Our decision must be regarded as final, but we will always re-consider a case if necessary.

"BRIGHTON SOCIETY'S" TWELFTH PROBLEM TOURNEY.—Prizes are offered for original and unpublished two-movers. The tourney will be divided into two sections: (1) direct mates; (2) self-mates. In each section there will be three prizes, 10s., 5s., and 2s. 6d. Composers may send in three problems in each section. Competing problems must reach the Chess Editor, 93, Richmond Road, Dalston, London, N.E., by December 1st; from abroad by January 1st, 1901. Names of the judges will be announced later.

There are always Solving Competitions in connection with these popular problem tourneys, which materially assist in sustaining the interest in Dr. Hunt's excellent chess work.

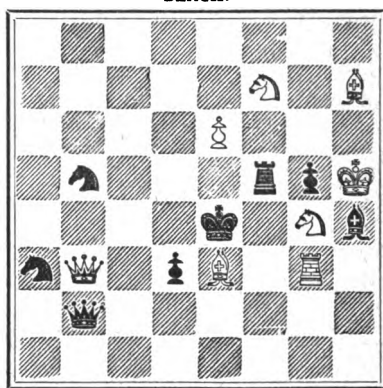
"LEISURE HOUR" PROBLEM TOURNEYS.—The Tourneys announced in our February issue have been concluded, with the following result:—Three-movers: first prize, F. Skalík, Prague, Bohemia; second prize, J. J. Colpa, Lange Mare, Leiden, Holland; third prize, J. Smutny, Pribram, Bohemia. Two-movers: first prize, Z. Mach, Loucen per Nymburk, Bohemia; second prize, P. K. Traxler, Veseli n. L. Bohemia; third prize, Godfrey Heathcote, Manchester. Very highly commended (three-movers), G. J. Slater, Z. Mach, A. F. Mackenzie, P. K. Traxler, Z. Mach and F. Skalík; with twelve problems (three-movers) highly commended. Highly commended two-movers: G. H. Clutsam, A. F. Mackenzie, M. Havel, Mrs. Fagan, H. F. W. Lane, H. Greenwell, P.G.L.F. Mr. E. B. Schwann was the judge. We give a few of the successful problems:—

First prize.
By F. Skalik.
BLACK.



WHITE.
Mate in three.

First Prize.
By Z. Mach.
BLACK.



WHITE.
Mate in two.

Second prize, by J. J. Colpa.—White: K at K R 6, Q at Q R 4, B at K Kt 7, Kts at K R 5 and K Kt 4, Ps at K Kt 2, Q B 5, and Q Kt 2. Black: K at K B 4, B at Q Kt 8, Kts at K B 8 and K 8, Ps at K R 7, K B 2, and Q R 7. Mate in three.

Third prize, by J. Smutny.—White: K at K R 8, Q at K B 7, B at Q B 7, Kts at K 6 and 8, Ps at K R 5, K B 3, 6, and Q B 2. Black: K at Q 4, Rs at Q B 8 and Q R 6, Ps at K R 2, K 6, 7, Q B 3, Q Kt 2, and Q R 5. Mate in three.

Second prize, by P. K. Traxler.—White: K at Q R 6, Q at K Kt 8, B at K B 4, Kts at K 3 and Q 8, Ps at Q Kt 2 and Q R 3. Black: K at Q B 4, Q at K B 3, R at Q B 8, Ps at K 5, K 6, and Q B 3. Mate in two.

Third prize, by Godfrey Heathcote.—White: K at K R 5. Rs at Q 3 and Q Kt sq, Bs at K Kt 7 and Q R 2, Kts at Q 8 and Q B 4, P at Q R 3. Black: K at Q B 4, Q at Q R 3, Kt at K B 7, Ps at K 3, Q B 2, and Q R 5. Mate in two.

ALL-IN SOLUTION TOURNEY.—Score Table:—

					Old Score. (See June)	1905	1906	1907	1908	June Totals.	
§“ East Marden ”	326	...	2	2	3	3	336
‡A. C. White	176	...	2	2	3	3	186
**C. S. Earle	222	...	2	2	3	3	232
**Chas. Johnston	466	...	2	2	3	9	482
**W. H. Thompson	341	...	2	2	3	9	357
††“ Gibson ”	93	...	2	2	3	3	103
†J. J. O'Hanlon	30	...	2	2	3	9	46
†P. L. Osborn	54	...	2	2	3	9	70
†R. M. Peake	48	...	2	2	3	9	64
†V. H. Sladen	141	...	2	2	3	3	151
†J. D. Tucker	209	...	2	2	3	3	219
*J. W. Dixon	Cancelled
*Capt. G. A. Forde	186	...	2	2	3	3	196
*J. J. Jones	480	...	2	2	3	3	490

A. Baker	2	2	3	6	...	13
H. S. Brandreth	136	...	2	2	3	143
G. H. C.	21	...	2	2	3	31
"Colonial"	—	...	2	2	3	16
"W.C.D."	443	...	2	2	3	450
T.D.	69	...	2	2	3	79
"Daddy"	41	...	2	2	3	51
I. Y. Fullerton	451	...	2	2	3	404
Rev. A. H. L. Hastling	121	...	2	2	3	131
A. J. Head	8	...	2	2	3	15
F. Kent	259	...	2	2	3	275
Miss V. Helen Macmeikan	18	...	2	2	3	22
J. K. Macmeikan	275	...	2	2	3	282
"Selbats"	51	...	2	2	3	61
E. E. Westbury	243	...	2	2	3	253
"K. W."	167	...	2	2	3	177
G. Woodcock	233	...	2	2	3	246

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

J. J. Jones this month becomes "top sawyer," it being his first elevation in this peg-away contest; he has now to start afresh.

SOLUTIONS AND CRITICISMS.

By Max Feigl (p. 209).—1 R—K R 3, &c. We feel we cannot add much to the remarks already made respecting this two-mover. The author of this problem as a composer commands general esteem, and we join in the recognition of talent, but in this case, notwithstanding we see point in this *Tagliche Rundschau* prize-winner, when the "novelty" is substracted there is very little to admire. The idea is good but as before hinted it is not new by a long shot. The problem is one which would form an excellent object lesson, but its application cannot here be made. There is one dual, but it is unimportant, and though it could easily have been prevented (namely by the addition of a Black Pawn at K R 4) we are not inclined to question the author's disregard for the trifling blemish. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, Capt. G. A. Forde, J. J. Jones, P. L. Osborn, T. D., J. D. Tucker, G. Woodcock, G. H. C.

By B. G. Laws (p. 209).—1 R—K 8, &c. There is no need to comment upon this. It came to the author as "a bright," immediately fixed on the board and it has ever since been regretted that more patience was not devoted to development. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, Capt. G. A. Forde, J. J. Jones, J. D. Tucker, G. Woodcock, G. H. C.

By S. Loyd (p. 209).—1 R—Q R 6, &c. This is a smart illustration of the idea shown in the preceding problems, and has points of its own. Loyd very seldom indeed follows the footprints of others, and in fact the chief characteristic of his problems is originality. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, Capt. G. A. Forde, J. J. Jones, J. D. Tucker, G. Woodcock, G. H. C.

By J. Hanc (p. 210).—1 Q—Kt 7, K—Q 4; 2 Q—R 6, &c. If 1..., K—Q 3; 2 K—K 4, &c. If 1..., K—B 4; 2 R—K 8, &c. It is hardly necessary to make comment upon this little problem. It is clearly an anticipation of "Simplicissimus" if, as we understand, it was originally published some years ago. There is, however, in Z. Mach's four-mover an extension of the idea, which gives the author some title, though not sufficient to warrant it to a place above decently constructed works inferior in artistic grace. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, Capt. G. A. Forde, J. J. Jones, P. L. Osborn, T. D., J. D. Tucker, G. Woodcock.

By T. D. Clarke (p. 211).—1 R—B 8, &c. There is a something in this problem which gives pleasure, but on the other hand there is much which offends the taste of the educated. The key is good and pretty but what else? The judge referred to the economy of its construction and spoke well of this feature. Where he found it, puzzles us. According to our lights it is outrageously uneconomical. Not the slightest claim can be made to purity, and though there may be just a little said for unity, it is so little that it can hardly be shown in the balance sheet. A good deal has been said in the

papers concerning this prize-winner, some regarding its honours as practically a presumption. We will not endorse such views cordially, since the author is not to blame because the judge magnified its merits and looked at its defects through a concave glass. We may refer to this subject next month; space forbids in this issue. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, Capt. G. A. Forde, J. J. Jones, T.D., H. S. Brandreth, J. D. Tucker, G. Woodcock, G.H.C.

By A. F. Mackenzie (p. 211).—1 Q—K sq, &c. A clever piece of bi-move mechanism. The key is very good, but the majority of the mates are awkward, though some are pointed. The chief constructive feature is the skilful way duals are avoided. At first it appears several duals must exist, but the author has ingeniously worked them out. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, Capt. G. A. Forde, J. J. Jones, P. L. Osborn, T.D., J. D. Tucker, G. Woodcock, G.H.C.

By A. F. Mackenzie (p. 211).—1 R—Q 8, &c. The idea of this problem has a freshness seldom met with now-a-days. The four discovered mates are we believe novel. The key has its points, though the moving piece is pretty obvious; the reason why 1 R—Q 7 will not answer is one of those niceties much appreciated and enjoyed by the solver. There is only one dual (when 1..., Q—B 6), and that is fairly harmless. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, J. J. Jones, P. L. Osborn, T.D., G. Woodcock, G.H.C.

By A. F. Mackenzie (p. 211).—The Black Pawn marked as being at K R 4 should stand at K R 3, 1 Q—Kt sq, &c. For a threat problem this has a capital key, and the variety produced is interesting, but we have our doubts as to the necessity of the Black Pawn at K R 7 and Black R at K R 4. No doubt the advanced Rook's Pawn has been used to accentuate the piquancy of the key-move—if so we do not think there is sufficient justification. The White King is usefully employed. Solved by R. M. Peake, A. C. White, J. J. Jones, G. Woodcock, G.H.C.

By A. F. Mackenzie (p. 211).—1 Q—Kt 7, &c. A strange composition, but ingenious in its artificial design. To carry out the ideas with accuracy must have been a difficult task, and though it cannot be described as an elegant piece of work, it is one which is deserving of admiration in the quaintly devised discovered mates, and generally speaking is much more original than one usually finds to be the case in symmetrical arrangements in two movers. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, J. J. Jones, G. Woodcock, G.H.C.

By E. Pradignat (p. 213).—1 Q—Kt 3, B—Q 6; 2 R—K 4, &c. If 1..., P×R; 2 Q—Kt 3 ch, &c. If 1..., K×R; 2 Q—K 5 ch, &c. If 1..., R—K sq; 2 R—Q 6 ch, &c. If 1..., Kt—Kt 4; 2 Q×Kt, &c. If 1..., any other; 2 Q—Kt 3 ch, &c. Rather an easy problem to solve, though the second move in the main play may cause the solver to pause. The chief play is very pretty, and the position is very neatly posed. The duals are trivial. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, J. J. Jones, P. L. Osborn, T.D., J. D. Tucker, G. Woodcock, G.H.C.

By A. F. Mackenzie (p. 213).—1 Kt—B 2, R×B; 2 Q—R 5, &c. If 1..., B×R; 2 Q—R 6 ch, &c. If 1..., K×R; 2 Q—K Kt 6 ch, &c. If 1..., Kt—B 3; 2 Kt—B 5 ch, &c. If 1..., B—B 6; 2 R—Q 4 ch, &c. If 1..., others; 2 Q—R 5, &c. The key move is much too strong, but the first two lines of play are exceedingly pretty. It is not however a very favourable specimen of this author's ability. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, J. J. Jones, P. L. Osborn, T.D., J. D. Tucker, G. Woodcock, G.H.C.

By D. Marotti (p. 213).—1 P—Kt 3, Kt—B 4; 2 Q—K 5 ch, &c. If 1..., Kt—K 3; 2 Q—B 5 ch, &c. If 1..., Kt—K sq; 2 Q—K 7 ch, &c. If 1..., P—R 4; 2 Q×Kt P, &c. If 1..., P—Kt 3; 2 Q—B 6 ch, &c. If 1..., P—Kt 5; 2 Q—B 4 ch, &c. If 1..., P—B 3; 2 Q—Q 6, &c. If 1..., P—R 5; 2 Q—Q 4 ch, &c. There is a lot of variety of a sort here. The two sacrifices of the Queen are rather conventional, but the simple construction gives the composition its charm. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, J. J. Jones, P. L. Osborn, T.D., J. D. Tucker, G. Woodcock, G.H.C.

By N. L. Valvo (p. 213).—1 Q—Kt 2, Kt×Q; 2 R(R 4)×P, &c. If 1..., K—Kt 5; 2 Q—Q B 2, &c. If 1..., R—R 3; 2 Q×P, &c. If 1..., R—R sq or P—Q 7; 2 Kt—Q 7 ch, &c. If 1..., Kt P moves; 2 Q—B 6 ch, &c. If 1..., Kt(B 8) moves; 2 Q—Q 2, &c. An awkward uneconomical problem, but it has some interesting features. It is just that class of composition we were accustomed to see years ago. Such a style is now out of date, though occasionally, as in this case, it is successful. Solved by R. M.

Peake, A. C. White, Rev. A. H. L. Hastling, J. J. Jones, P. L. Osborn, T.D., J. D. Tucker, G. Woodcock, G.H.C.

By V. Marin (p. 214).—1 Q—B 8, P—Kt 3; 2 B—R 3, &c. If 1..., R—Kt 3; 2 B×P ch, &c. If 1..., K—B 6; 2 Kt—Kt 5 ch, &c. If 1..., any other; 2 Kt—Kt 5 ch, &c. Pretty, particularly the mainplay, but it is a problem below V. Marin's best form. The Black Pawns have been liberally sprinkled on the board, but they are all doubtless of use. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, J. J. Jones, T.D., G. Woodcock, G.H.C.

By J. Möller (p. 214).—1 Q—B 4, R—K B 5; 2 Q—Q 5 ch, &c. If 1..., K×P; 2 Q—B 6 ch, &c. If 1..., P—Q 6; 2 B—B 3 ch, &c. If 1..., B—Kt 2 or B—Q 2 ch; 2 Kt—Q 7 ch, &c. If 1..., R—Q B 4; 2 Q×R ch, &c. If 1..., P—K 7; 2 Q×K P ch, &c. If 1..., any other; 2 Q×Q P ch, &c. A bright and well varied problem. The three sacrifices of the Queen are nicely brought in, though in one case the Q B is an idler. There are some duals, and the solution is rather easy as the key move is so strong. Solved by R. M. Peake, A. C. White, J. J. Jones, T.D., G. Woodcock.

By V. Marin (p. 214).—1 R—Q B 4, Kt P×R; 2 Q—Kt 8 ch, &c. If 1..., Q P×R or P—Q 5; 2 Q—Q 2, &c. If 1..., any other; 2 Q—B 3 ch, &c. A nice idea, but there is no variety to speak of. The key is good, though the escape square of Black King shows the expediency of moving the Rook for a start. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, T.D., G. Woodcock.

By L. N. de Yong (p. 214).—1 Q—Kt sq, K×Kt; 2 Q—Kt 3 ch, &c. If 1..., K×B; 2 Kt—Q 4 ch. If 1..., P—K 6; 2 Q×K P ch, &c. If 1..., P×Kt; 2 B—R 3, &c. If 1..., P—Kt 4; 2 Q—R 2 ch, &c. If 1..., P—Kt 3 or P—R 5; 2 Kt—Kt 6 ch, &c. If 1..., P—B 4; 2 Q—B 2 ch, &c. An excellent little problem. Capital key and sparkling variety. We prefer this to most of the foregoing problems in this tourney. We, however, do not care for the addition of the White Pawn and Black Pawn at Q B 2, since the variation caused is not particularly interesting and in a slight measure spoils the unity, still we can understand the temptation of bringing in the mate with K at Kt 4. Solved by R. M. Peake, A. C. White, Rev. A. H. L. Hastling, J. J. Jones, G. Woodcock.

By A. Noto (p. 214).—See correction at page 249 last month.

By W. H. Thompson (p. 215).—1 Q—B 6, K—Q 4; 2 Kt—K 2. If 1..., K—K 6; 2 Kt—B 3, &c. If 1..., P—B 4; 2 Q—K 6 ch, &c. It is unfortunate this position has such a closing up key. It is a pretty position, especially seeing the conditions under which the author has presented it. Solved by R. M. Peake, A. C. White, J. J. Jones, T.D., J. D. Tucker, G. Woodcock.

No. 1505, by E. E. Westbury.—1 Q—R 2, &c. Mr. A. J. Mackenzie, of the *Birmingham Post*, writes us that a correspondent has pointed out to him that this problem in identical form appeared in the *Daily Post*, Nov. 23rd, 1897, under the authorship of Dr. F. Bonner Feast. What is more curious is that the position bears a remarkable resemblance to the first prize winner in the *Manchester Weekly Times* Tourney.—See *B.C.M.*, March, 1893, problem 882. To save trouble of reference we give the latter 2-er in the Forsyth notation: 1 b 3 Kt kt 1, p Kt 6, kt 3 B 3, 4 k 1 p 1, 4 p 3, 2 R 5, 5 Q 1 K, 8. Mate in two.

No. 1506, by A. E. Mercer.—1 R—K 4, &c. There is a pretty point here, but the author has been most indulgent with the White forces to secure it. One correspondent remarked he was exceedingly pleased to see Mr. Mercer's name again as a contributor, but regretted he did not appear to better advantage. Why the sulky Bishop at Q B 8, when other more economical means were available. A little thought and this arrangement could be transformed into a very respectable two-mover.

No. 1507, by G. Heathcote.—1 Q—R 7, K×P; 2 Q—Kt 8 ch, &c. If 1..., B—K 6; 2 Q—K 7 ch, &c. If 1..., K—Q 5; 2 Q—R sq ch, &c. If 1..., others; 2 Kt—Q 7 ch, &c. A dainty three-mover, which has won its way into the good graces of our solvers. It is elegantly composed, and the variations, though not numerous are clear cut and usually finish with due regard to strict economy. The key is good, but the position is one which soon yields to a solver's careful scrutiny.

No. 1508, by G. E. Carpenter.—The author's key is 1 Kt—Q 4. Unfortunately 1 Kt—Kt 4 ch, followed by 2 Kt—R 4, spoils a pretty idea; as also a third key, 1 K—B 7. We have not had the pleasure of publishing one of Mr. Carpenter's problems for a long time, and we are very sorry indeed we did not catch this flaw. Mr. Carpenter will doubtless be chary of us in future, as it is well known this veteran composer seldom composes now-a-days.

PROBLEMS.

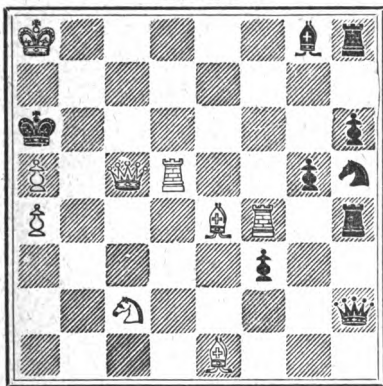
"B. C. M." SUI - MATE TOURNEY.

No. 1517.

Motto: "Reges cum reginis"

(T. P. No. 1.)

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WHITE.

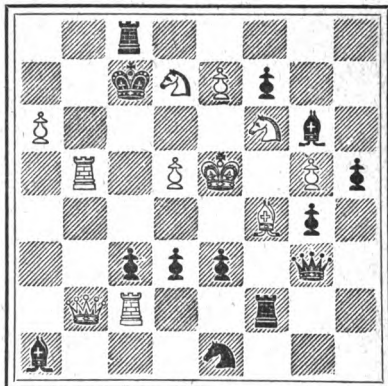
White compels Black to mate in three moves.

No. 1518.

Motto: "Cur non?"

(T. P. No. 2.)

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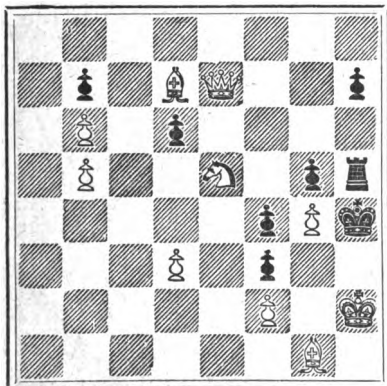
White compels Black to mate in three moves.

No. 1519.

Motto: "Une bagatelle."

(T. P. No. 3)

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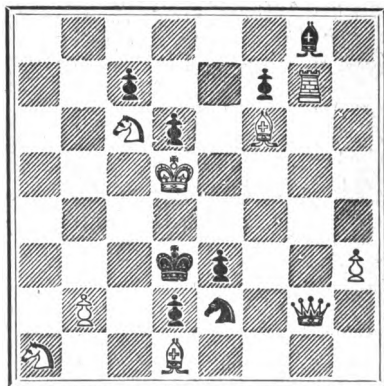
White compels Black to mate in three moves.

No. 1520.

Motto: "The boy in kharki."

(T. P. No. 4.)

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WHITE.

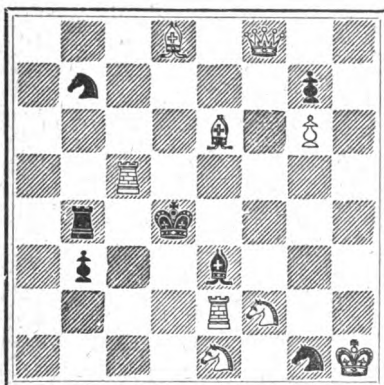
White compels Black to mate in three moves.

PROBLEMS.

No. 1521.

By A. F. MACKENZIE,
Jamaica.

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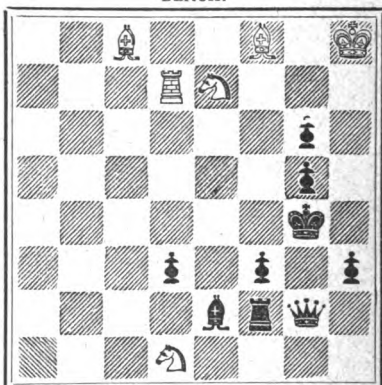
WHITE.

White mates in three moves.

No. 1522.

By J. K. MACMEIKAN,
Bradford-on-Avon.

BLACK.



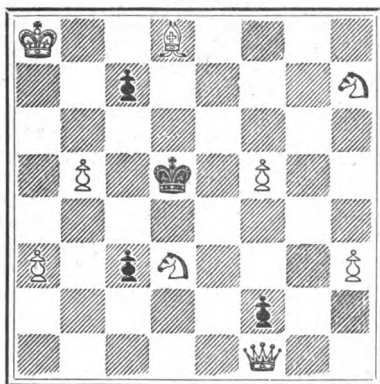
WHITE.

White mates in three moves.

No. 1523.

By E. J. WINTER-WOOD,
Paignton.

BLACK.



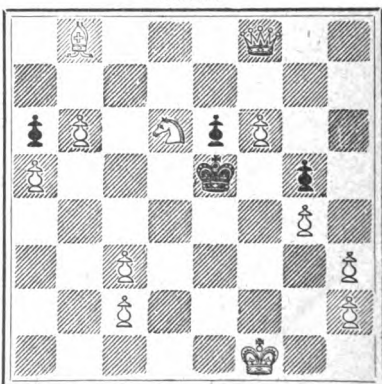
WHITE.

White mates in three moves.

No. 1524.

By G. H. CLUTSAM,
London.

BLACK.




WHITE.

White mates in three moves.

BRITISH CHESS MAGAZINE

AUGUST, 1900.

A COMMON-PLACE BOOK OF CHESS PASSAGES.

HE name of Francis Douce has been rather prominent lately in the London papers in connection with a mysterious box which he had left to the British Museum on the condition that it was not to be opened until 1900. So far as has been allowed to transpire the nation appears to have been hoaxed by the antiquarian, for the box is said to contain nothing of value.

Chess players may perhaps be allowed a smile at the curious freak on the part of one who was himself a lover of the noble game. Douce not only contributed a paper to the London Archæological Society in 1793, 'Some remarks on the European names of chessmen,' which was published in the eleventh volume of 'Archæologia,' but he was one of the earliest collectors of chess works and especially of chess references in general literature. The greater part of his library he bequeathed to the Bodleian Library, Oxford, and when recently in the Library I discovered a volume of chess references and stories gathered from all sources by the indefatigable antiquarian. The volume is bound uniformly with a copy of Twiss's 'Chess,' which two volumes are also interleaved and copiously annotated.

A note in the manuscript volume states that Douce had placed the volume at the disposal of Twiss, and that the chess extracts in Twiss's Miscellanies were taken from it. But Twiss can have only had access to the collection in an early state, for it is evident that Douce continued adding to it until the end of his life; and so it has occurred to me that chess players may like to know something 'in lighter vein' from this interesting volume.

Not the least curious are the illustrations which are inserted from I know not what sources. Here is Twiss's sketch of 'Charlemagne's Pawn,' which suggests that Twiss had defective sight or memory, for it is strangely unlike the Pawn in the National Library, Paris. Here is a group of players playing with the quaintest of men—apparently Italian of last century, and here again an engraving of a London chess club, with the Turkish Ambassador watching a game, with perhaps Philidor as one of the players.

Here also are two bookseller's chess catalogues—which have escaped the lynx eyes of v. d. Linde, and are probably unique.

One is Robert Triphook's, of 23, Old Bond Street, and contains: 'No. 350. Sensuit Jeux Partis £5 5s. 1528. I do not know of another copy.'

How the mouths of the collectors of chess libraries must water at this chance which their unconscious great grand parents let go for ever, for this unique work is now out of their reach in the Vienna Library.

No. 361 is a set of chess men exquisitely chased in silver of the Cinque Cento time (16th century), 32 in number; and I doubt not cheap at the £30 which Mr. Triphook asked. The 'Alfins' are 'fools with hood and bauble,' the Knights on horseback, the 'Rocs' are 'constables or governors with a baton or staff,' and the Pawns are in armour with shields. Where is this wonderful set now? The quest for it may give rise to a host of adventures.

This set reminds me of a note on another. Twiss ('Chess,' vol. I., p. 4) describes the most valuable set he had ever seen as one carved by the painter Van der Werf, and in the possession of his grandson, M. Gevers, of Rotterdam. Douce notes that he never expected to own this set, and yet in 1830 they came into his hands for 20 guineas. A Mr. Woodburne bought them of M. Gevers, and they were sold by him to Douce.

The other catalogue is Egerton's—Twiss's publisher, and called 'Echecsiana.' I note—

No. 7713, 'Du Jeu des Echets par Sperlin', imperfect, 2s. 6d. Is this the famous 'Traité de Lausanne,' one of the rarities of chess? Or is it another work which has vanished altogether, and once obtainable for half-a-crown? I ask because the description of 'Traité' in 'Linde,' and the description of Sperlin in 'Walker' do not agree.

Among the extracts are many relating to chess players. Who now remembers Alexander Blagrove, 'the excellent chess player in England,' whose memory seems alone to have been preserved in a MS. note in a book in the Ashmolean Museum, and whose nephew, Sir John Blagrove, achieved notoriety by having all his teeth drawn out, 'and after had a sett of ivory teeth in agayne.' Or Colonel Bishop and Dr. Potter, of whom we learn in the Aubrey letters (Aubrey died 1697) III., 503. 'Dr. Potter was a good chess player. Colonel Bishop, his contemporary at Trinity, accounted the best in England. I have heard Potter say that they two have played at Trinity College (I think two days together) and neither got the mastery. He would say that he looked upon the play at chess as very fit to be practised and learned by young men, because it would make them to have a foresight and be of use to them in their ordering of human affairs.' Truly there were great players of old, but here is the greatest (and fittingly remembered in the 'tallest' of all chess stories). It is a note of Douce's own. 'About the year 1680 there was living a Mr. Gordon, at Clunie, in Scotland, who seems to have been the most extraordinary chess player that ever appeared. He could checkmate the most skilful person at this game at any given move. A gentleman once chose to be checkmated at the sixth move, Gordon dictating the previous moves whilst he was occupied in reading a book. Before the move was made he said to the other party, 'I give you the choice of altering your game, if you see your danger.' But though another gentleman was looking on at the same time, and both good players, neither could perceive the move that was to give checkmate till it was given. I had this information from Dr. Calder, a good chess player who had often beaten Dr. Franklin, and who had known the person to whom the above circumstance happened. The doctor had also been shown the situation of the game but had forgotten it.' O! the pity of it, that so wonderful a feat should have missed recording. I am afraid the present generation will remain sceptical despite the evidence for the story

But after this Mr. Wilbraham, 'who had played at chess with Voltaire, Helvetius, and Marmoutel,' and Hugh McAulay Boyd 'who made a stand against Ct. Bruhl,' fall flat. We have met with a giant, and ordinary mortals interest us no more.

Some of the extracts are interesting. Henry VIII.'s wardrobe accounts showed that he at least owned the implements of play.

'It^m. one boxe blacke w^t chesemen graven in bone.'

'It^m. one bagge of grene velvett w^t chesemen and tablemen for same.'

There are seven other boards and men beside.

'It^m. a payer of chestmen in a case of blacke leather.'

Which is found later in an inventory of a closet at Greenwich. I have noticed similar entries of incomplete sets in other inventories.

Of other Kings and Princes of England, Douce gives passages showing that Henry VI., Henry VII., and Henry the much lamented son of James I. were all players. Henry VI. apparently preferred to play without a stake; Henry VII.'s carefully kept accounts show that he once lost 6/8 at chess, while Prince Henry expended 6/- on 'a little box with chessmen.' Many references show that in the middle ages the men were generally kept in a bag, and it was a favourite idea for the moralists that once in the bag King, Bishop, and Pawn were all alike.

I commend the following to the philologists. It is from the play 'Sir Giles Goosecap.'

'R. 'Tis time to leave your chests* ladies, 'tis too studious an exercise after dinner.

T. Why is it called chests?

H. Therefore they leane upon their chests that play at it.

T. I wood have it call'd the strife of wittes, for 'tis a game so wittie that with strife for maisterie wee hunt it eagerly.'

Another Elizabethan play—they seem to abound in chess allusions—Whetstone's Promos and Cassandra (1578) expresses a fact that has often since been noted: 'But as at cheastes though skylful players play Skyllesse vewers may see what they om yt.'

The Puritans seem to have looked on chess with considerable disfavour. One author speaks of 'the Babylonish game of cross and pile, and the anti-christian game of chess with Kings, and Queens, and Bishops in it.' And among a list of 'Memorable Occurrences in 1644,' Douce discovered the following scandalous conduct of the Parliamentary General, Waller.

'May 31. Waller attempting to pass Isis at Newbridg, and being then repulsed, retired to Abingdon, where he to revenge himself demolished Abingdon cross, defaced the church, burnt all the tables and chess boards in Abingdon, and plundered most of the people of their goods.'

Apparently chessmen under the Tudors were generally made abroad and imported, as a writer on political economy under Elizabeth—Stafford—urged that 'cardes, tables, and chesses' should be made in England, 'since we will needes have such things.'

Chess also filled its place in the phrase books of the Elizabethan period, and an extract from a work of Florio must close my brief excursion through Douce's garden. This passage gives us some idea of a sixteenth century game of chess, though I suspect that Florio—an Englishborn

* A common spelling of chess in the 16th century.

Italian—merely translated some foreign work and possessed no knowledge of chess himself; his language is plainly foreign.

'A. Doth it please you then to play at the chesse, a set or two?

S. Well yea sir, if you will give me the advantage.

A. Sir, I'll give you a Footman.

S. Sir, give me rather a Dame.

A. Go to, I'll give you a Bishop.

S. Order your peeces.

A. Sir, who shal play first.

S. Sir, let us rather cast lots for it.

A. It is your play.

S. Sir, in vaine may I believe that ever I shall winne one game of you.

A. Go to; let us play.

S. Keepe your legges (a proverb) I had been in good order if I had played my Horse.

A. Why sir, what danger is there?

S. Sir, I discovered myselfe, and your Horse had given checke to my King and to my Queene.

A. Sir, you are so longsome as a poet, you advise you too long.

S. I can play no more, for I grow worse and worse.

A. In truth, sir, if I had played the Dame I had been taken.

S. Checke.

A. Covered.

S. Checke and mat.

A. Of whom, sir?

S. Sir, of this footman and of my Queene.

A. Sir, there is neither checke nor mat, but covered.

S. Sir, truly I did not perceive it.

A. Sir, you have lost the game.'

And the two players settle down to a long discussion as to why a man feels a loss at chess more keenly than in any other game.

And there I must leave these two old-world gentlemen with their original ideas of odds, and their grave discussion of a perennial question, or I too shall be told that I am 'so longsome as a poet.'

H. J. R. MURRAY.

THE n QUEENS PROBLEM.

(Continued from page 267.)



THE application of the general series to the Board 8×8 affords some difficulty. As Schumacher quaintly writes in his letter to Gauss, "the problem is not so easy as it seems." These little differences are innocent looking things, but very elusive if we try to bind them down to a system, especially when n is even. The difficulty lies in the fact that the even Formas do not *slide* with that indifference that marked the two 5×5 , and four of the 7×7 Formas. Hence it is more necessary to take account of the numerical effect of the transformation, when a Queen passes off at one margin to re-appear on the opposite.

With the example of the 4×4 and 6×6 boards before us, we may seek first for the two parallel lines of Knight's moves. Without reference

to the differences we might write, directly, for the desired second Ordinates,

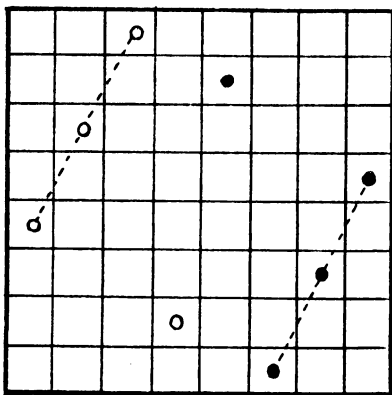
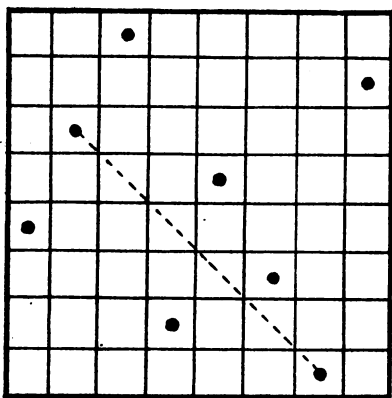
$$A, A+2b, A+4b, A+6b.$$

$$A+b, A-b, A-3b, A-5b.$$

The sum of these 8 terms should of course be 36. This gives $8A+4b=36$. Here b must be put equal to 1 or 5. Trying the first, the value of a would be 4. Substituting these values in our literal series, there results 4, 6, 8, 2, 5, 3, 1, 7. This, however, proves to be a pseudo-solution, since 6 and 1 represent Queens on the same diagonal, a fact readily indicated by their difference being the same as their ordinal difference (for the numerals expressing their ordinal place are the first, or supposed ordinates). It matters not, be it said in passing, whether the difference between 6 and 1 be plus or minus, if it is the same numerically as the difference between 2 and 7, then either the crucial sums or crucial differences will be alike. In this particular case 6 added to its suppressed ordinate 2, gives the same sum as 1 added to its ordinate 7.

Putting upon diagram the pseudo-forma above derived, in order to see what is the matter, we soon notice that we can get 1 off of the diagonal occupied by 6, by interchanging 1 and 3, and at the same time 5 and 7, which last change is necessitated by the first. These changes take place either by interchanging the ranks or interchanging the files. In either case the result will be as shown on the following diagram.

PSEUDO-POSITION.

8 × 8 FORM.—Centric and Parallel.
(No. 1.)

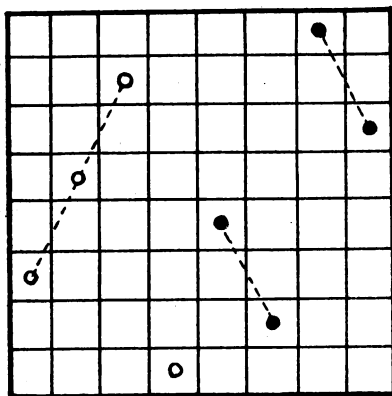
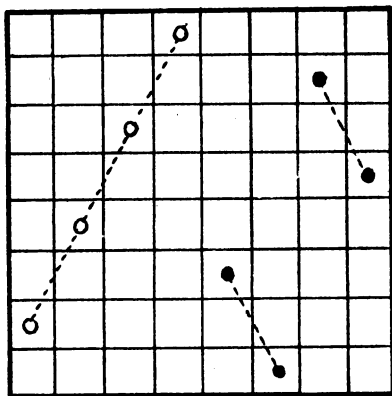
The pseudo-formula was 4, 6, 8, 2, 5, 3, 1, 7. The true series is—

4, 6, 8, 2, 7, 1, 3, 5,

Where the first half remains the same, but the second half has been entirely reversed.

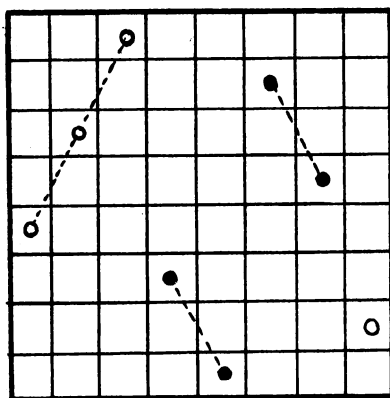
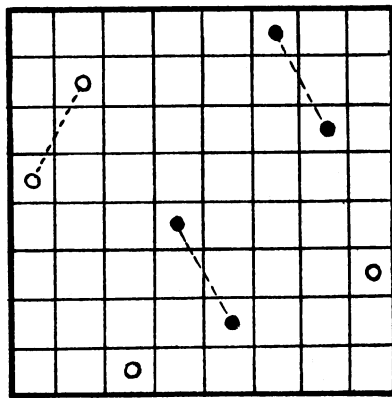
Reverting to the Pseudo-position, we notice further, that 1 may be got off of the other Queen's diagonal by a still simpler change, since all we have to do is to carry this Queen up to the other extremity of the file on which it stands as extended one square, that is, we move the Queen and the entire border row up to the upper side of the board. This gives us the following 2nd 8 × 8 Forma. The pseudo-series now becomes 3, 5, 7, 1, 4, 2, 8, 6, that is all the terms have merely been reduced by unity.

H 112

2nd 8×8 FORMA.—Divergent.3rd 8×8 FORMA.—Divergent.

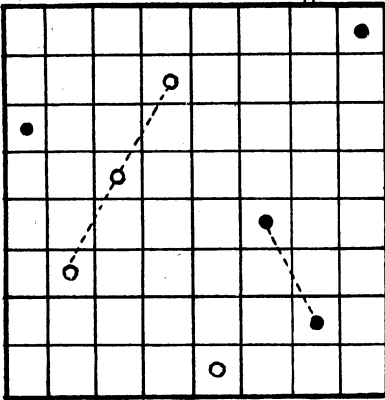
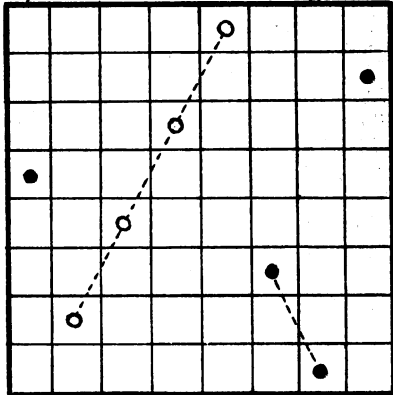
The examination of this new FORMA shows us that we may make a further change by carrying the lower border (with the Queen thereon) up to the top. This produces the above 3rd 8×8 FORMA. Here the series is 2, 4, 6, 8, 3, 1, 7, 5, being 1 less than in the last case, throughout, or 2 less than in the pseudo-formula.

Transposing the left hand Queen, in the last diagram, over to the right hand side, we get the 4th 8×8 FORMA. The series is now 4, 6, 8, 3, 1, 7, 5, 2, the only change being the shifting of the 2 (corresponding to the Queen moved) from the left end to the right end.

4th 8×8 FORMA.—Divergent.5th 8×8 FORMA.—Divergent.

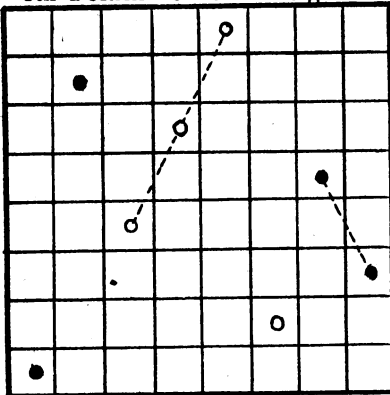
From the last position a fifth may be formed by transferring the Queen in upper row to the bottom, as shown in the 5th 8×8 FORMA given above. Unity has been added to all the terms of the preceding series, giving 5, 7, 1, 4, 2, 8, 6, 3.

We have now got to a position that does not slide any further, in new directions, but we may go back to the second Forma, 3, 5, 7, 1, 4, 2, 8, 6, and remove the right hand Queen to the left, with the result shewn on 6th Forma— 8×8 . Here the 6 is brought over to the other end of the series, which now runs 6, 3, 5, 7, 1, 4, 2, 8.

6th FORMA— 8×8 —Divergent.7th FORMA— 8×8 —Divergent.

In the last position (6th. Forma) two changes suggest themselves. First we may carry the bottom row up to the top, and second, we may march the corner Queen down the long diagonal and one square beyond, that is, in the last case, we may take both the border rows, for the Queen occupies both, and, with the necessary turn, enclose therewith the corner diagonally opposite. The first change produces the 7th Forma— 8×8 given above. All the numerals for this will of course be one less, 5, 2, 4, 6, 8, 3, 1, 7.

The second change referred to gives us the next diagram.

8th FORMA— 8×8 —Divergent.

Compared with the 6th formula the change of numerals is as follows: 6, 3, 5, 7, 1, 4, 2, are each increased by unity to represent the bodily lift, and the final figure 8 is decreased by 7 to represent its fall, and then it is carried over to the left to represent its horizontal motion, and the result is, 1, 7, 4, 6, 8, 2, 5, 3. Perhaps a better way to consider the connection between the 6th and 8th Formas, where the sole difference is that a single Queen is changed to the opposite corner, producing a position however, that must be admitted to be distinct, is this,—every Queen is moved one place diagonally upward, by which movement the Queen in

upper right hand corner would come on a 1 on another diagram placed in that angle, hence it is placed on a 1 of the diagram before us, 8th Forma.

This is the relation between the two series of numerals.

$$\begin{array}{ccccccccccc} 1 & - & 2 & - & 3 & - & 4 & - & 5 & - & 6 & - & 7 & - & 8 & - & 9. \\ 6 & - & 3 & - & 5 & - & 7 & - & 1 & - & 4 & - & 2 & - & 8. \\ 7 & - & 4 & - & 6 & - & 8 & - & 2 & - & 5 & - & 3 & - & 9. \end{array}$$

The co-ordinates of the shifted Queen are then 9, 9, on an imaginary board, or brought down to the corresponding corner of the board in hand by deducting 8 from both, leaving 1, 1; hence the second of these 1's naturally falls into the vacant place under the 1 of the first ordinates, that is below 6 and before 7.

G. E. CARPENTER.

(To be continued.)

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 264.)

SOME further acquaintance with chess-references in pre-14th-century MSS. induces me to attempt here a settlement of the vexed question—at least it vexed Dr. Forbes, and has puzzled others—of the limited move of the King in mediæval European chess. Readers of Staunton may remember the following passage in his *Hand book*:—"The original movement of the King, or "Rey" as it was first called in Europe, appears to have been very limited, since he was restricted from moving at all, except by the necessity of extricating himself from an adverse check. About the beginning of the thirteenth century he had the power of playing one square directly, but was not permitted to move or capture diagonally." This is repeated on page 81 of Rowland's *Problem Art*,* together with the equally erroneous statement that chess was introduced into England in the thirteenth century. Staunton, who at the time knew very little of old chess, had quoted the above from some articles on chess in Europe in the thirteenth century which appeared in the *New Monthly Magazine* of 1822; they were written by Lake Allen, with some assistance from Sir F. Madden. Neither of them had much studied Arabian or any Oriental works dealing with chess, and the statement that the King was once restricted from moving at all, except to get out of check, is a pure surmise founded on the idea that in the middle ages he had only half of his present power. There is not the slightest evidence of such restriction (as to the King not moving at all) and if it ever was so it was in the prehistoric period—before the Persians received the game, and probably long before. But I doubt if it ever was so.

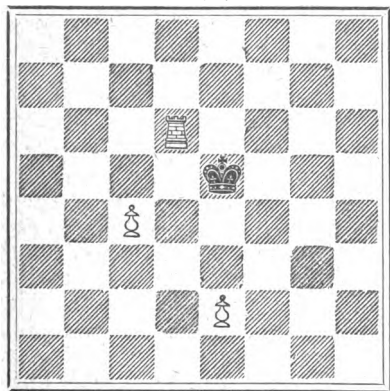
Staunton afterwards wrote—in his *Chess Praxis*—"The move and power of the chess King appear to have undergone no change from the earliest times beyond the commutation of his ancient leap† into the privilege

* An excellent work on the Problem Art.

† Not so very ancient. Dr. Forbes could find no reference to it in old Oriental chess, and I know of none in European till the 13th century. It may have begun in the 12th, or even earlier, but seems to have been unknown to Neckam.

of Castling" This, quoted with approval by Dr. Forbes, is the conclusion that anyone must come to who studies the Hindu, Persian, Arabian, and early European directions for play or references to the game, and the Arabian problems. The early European problems (all of later date than many Arabian) also show that the King moved as he does now—with possible exceptions for the purposes of the problemist only. There is one problem which bears out this latter view—if the problem is genuine—and there may, of course, have been others. The one in question, said to be from the British Museum, is given on page 83 of Rowland's *Problem Art*, with the condition "White to play and mate in three moves." This is

BLACK.



WHITE.

No White King. He is not required !

with others. But he may not have been able to read a certain specific condition attached to it, in Latin or old French, such as "The King to move straight only." All sorts of strange conditional problems are found in the collections of old time, though the majority, especially of the Arabian, are as plain and straight forward as those of to-day. In the present case, presuming that the King moves straight only, the solution is—1 R—K B 6, K—K 5; 2 R—B 5, K—K 6 or Q 5; 3 R—K 5, or B 4 accordingly, giving mate.

This position, with its solution, is given in the *Problem Art* as a proof that in the 13th century the chess King could not move or capture diagonally. Such as it is, it is the only "chess" evidence that I know of in support of that idea. But it is met by a considerable number of problems composed before, during, and after the 13th century, in which beyond all doubt the King's move was as it is now. Other evidence consists of two or three references to a limited move for the King in certain mediæval "moralities" and in the fanciful account of a "living chess" game by Rabelais—much later, and written after our modern chess had become fashionable in Western Europe. We will put this latter out of court, for it could only have been copied from something much older, and probably Rabelais was not a chess player. It does, however, imply that the idea of the restricted move had existed to some extent in France.

said to have been composed about the year 1300. I am inclined to think it genuine, and that, if so, it is older than the date mentioned. But Dr. Forbes knew nothing of it, and a partial search of the British Museum MSS. made for me has not discovered it. Neither is anything of the kind referred to in any printed book that I know of, other than the *Problem Art*. Writing to Mrs. Rowland on the subject, about a year ago, I was informed that the position had been supplied, as from the British Museum, by the late Mr. Andrews, problemist. It is quite likely that he, being interested in ancient problems, found this one

Mr. Allen's chief ground for the belief that the King could only move "straight," in and about the 13th century, was provided by the "morality" ascribed to Pope Innocent III. (1198—1216), but which is now believed to have been written in Latin by an English monk of the same name, and of that period. It is curious, though rather puerile. I give an abridgment: "This world is nearly like a chess-board, one point of which is White, the other Black, because of the double state of life and death, grace and sin. The *familie* of this chess-board are like the men of this world; they all come out of one bag, and are placed in different situations, and have different appellations, one is called King, another Queen, the third Rook, the fourth Knight, the fifth Alphin, the sixth Pawn. The condition of the game is that one takes the other, and when the game is finished they are put into the same place together. Neither is there any difference between the King and the poor Pawn; and it often happens that when one *familie* is thus put in its bag, the King lies at the bottom, just as the great will find themselves in their transit from this world to hell. In this game the King goes and takes in all the circumjacent places in a direct* line, a sign that the King takes everything justly. The Queen goes and takes in an oblique line, because women being an avaricious breed, whatever they take beyond their merit and grace, is rapine and injustice. The Rook is a judge, who perambulates the whole land in a straight line, and should not take anything in an oblique manner by bribery and corruption, nor spare anyone. But the Knight in taking goes one point directly and then takes an oblique circuit, in sign that Knights and Lords may justly take the rents due to them The poor Pawn always goes directly forward in his simplicity, but whenever he will take, does so obliquely. Thus man, whilst he remains satisfied with his poverty, lives in a direct line; but when he craves temporal honours, by means of lies, perjuries, favours, and adulation, he goes obliquely till he reaches the superior degree of the chessboard of this world; then the Pawn changes to *Fers*, just like poverty promoted to rank, fortune, and consequential insolence. The Alphins are the prelates of the Church, who rise to their Sees not so much by Divine inspiration as by royal power, interest, and ready money.† These Alphins move and take obliquely three points, for almost every prelate's mind is perverted by hatred or bribery, not to reprehend the guilty, or bark against the vicious, but rather to absolve them of their sins; so that those who should have extirpated vice are, in consequence of their own covetousness, become promoters of vice and advocates of the Devil In this chess-game the Devil says *che:k*, whenever he insults and strikes one with his dart of sin; and if he that is thus struck cannot immediately deliver himself, the Devil resuming the move says to him, *mate*."

I have left out some of the morals, but have left enough in to show the sermonising that was often made out of chess. It does not follow that the sermonizer was himself a player, or that he would be always correct in his particulars of the moves, &c. This custom of moralising on all sorts

* "Direct line" is said to have been interpolated by John Gallensis, another "morality" writer, about 1260. Perhaps Innocent was not guilty, and perhaps John was no player—and made a mess of it.

† A disappointed priest wrote this, not a Pope. The reference is the earliest I know of in England directly identifying Alphins with Bishops.—Apart from *Calvus*, "shaven one."

of known or supposed facts was prevalent throughout Christendom from about 800 to 1500.

But to return to the King's move. That he could, and did, move diagonally as well as straight—subject to the ordinary law of not going into check—both in Asia and Europe, from the earliest times of which there is any record down to the 14th century (after which there is no question about it) is proved by the following extracts from directions for play or accounts of the game.

"The King moves one square in all directions"—from the Sanscrit "*Bhavishya Purāna*," but dealing with "*Chaturanga*." Date uncertain.

"The King moved one square in all directions"—from the versified history of the Persian Empire, known as the "*Shāhnāma*," written by the Persian poet, Firdausi, towards the close of the 10th century A.D. He was writing of the introduction of chess into Persia, from India, an event which he placed at about 450 years before his time.*

"The King alone is neither captured nor is carried off by the sea when smitten ;
He moves on, that he may lay low his enemy, yet does not himself fall,
Because holding the chief place he is always on the sea
Each plank [square] about him scores [is] for his voyage."

From "the MS. of Einsideleusis," discovered in South Germany about 50 years ago. It is in Latin of the 10th or 11th century, and is believed by German experts in handwriting, &c., to be "of about 950." The poem, for such it is, has 365 verses upon chess ; one with the oldest known reference to a two-colour board I give later on.

"Let a King when about to move against a King proceed step by step,
Seeking on the first move to gain the second square,†
For thus he checks the liberty of his foe being moved far.

* * * * *

If check be cried to the King even by a single Pawn
He ought immediately to turn aside to the next square.
If he has no place to which he can go, let him hear checkmate !"

These six lines are from the "Poem of the time of the Saxons," but which is believed to have been written in the early part of the 12th century.

* See pages 325 and 326 of the *B.C.M.* of last year. Extracts from Dr. Forbes's translation of "*Firdausi*." But Dr. Forbes did not mention—neither did I know till recently—that while the names and the position of the pieces are taken from Firdausi's account of ordinary chess, the sixty-four square game with 32 pieces, the *moves* of the pieces are taken from a later chapter in which Firdausi describes an early form of "Great Chess"; 100 squares and 40 pieces. But the extra pieces are only two Camels and their two Pawns, on each side of the board. Dr. Forbes believed, probably correctly, that "the moves" of the other pieces—the 32—were exactly the same as in ordinary chess. This is borne out, too, by the oldest (and all other) Arabian problems. And by the fact that all the pieces that were common to both ordinary chess and "Timour's Great Chess" had exactly the same moves—the moves of the chessmen as described by Abbot Neckam and others in Europe. Also, the pieces of the *Chaturanga* game had the same moves, though some from different squares.

But Dr. Forbes should have explained that the "account of the moves" was not in the same "story" with that of the "arrangement of the pieces." His omission to do so has caused a lot of bother. But I am sure that he hadn't the slightest idea of committing the "literary fraud" that he has been charged with.

† Rendered, with some doubt, by v. d. Lasa as—"The King moves only one square at a time against the King. At the first move he strives to possess the second field [the King's leap," K—K 3] the liberty to be moved further [in his 1st move] is not permitted." The mediæval Latin is more obscure here than usual. If the "King's leap" was meant it is the oldest reference to it that I know of. It was not mentioned by Neckam.

They are not very strong on the King's move, but I think the implication is that he could move one square in any direction; if not, the contrary would have been stated.

Alexander Neckam (1180—1200) is plain enough—"The King sometimes moves with oblique step, and sometimes proceeds straight on."—This was unknown to Allen, as to Dr. Forbes and many others.

A description of the chess moves in old French (1220) is supplied to me, with translation. "The King is moved and used leaping forward and backward and sideways, in such a manner as is necessary to him for defence, and to carry on the game." But this is not clear as to the diagonal.

The "Book of Chess" of King Alfonso X. of Spain (1283)—"The King cannot move further than one square straight or oblique, like a person who looks about him on all sides and determines what he must do."

The 13th century "MS. of Deventer."—"He, when he pleases, makes the circuit of his eight squares."

Cessoles, in his celebrated chess sermons or moralities, which Caxton printed in 1474 with the title of "The Game and Playe of the Chesse," writing about 1270, plainly states that the King could move in any direction. I give Caxton's quaint translation:—"For whan he wele meve hym, he ought not to passe at the first draught the nombre of iii poynts [the King's leap—the origin of "Castling"]. All these yssues hath the King [move of R, Kt, or B] out of his propre place of his owen vertue whan he begynneth to meve. But whan he is ones mevyd fro his propre place, He may not meve but into one space or poynt, and so from one to an other. And therefore he may not meve but one poynt after hys fyrst mevyng but where that ever he goo forward or bacward or on that one side or that other or ellis *cor nerwyse*."

I think this is enough.* The King could move "cornerwise," according to Firdausi, Neckam, and Cessoles, and as is shown by the Arabian problems and all others that are not "conditional." Also in most of those that are.

The contrary view is based upon "Pope Innocent," one or two problems that cannot be solved unless the King's power is restricted, and several supposed authorities that Mr. Allen misunderstood—as has been shown by Dr. Forbes. Concerning the supposed restriction—"straight" movement only of King—Dr. v. d. Linde simply says "the idea is a mistake." Some players in the middle ages may have thought otherwise, just as we now have some who are always in doubt as to the proper way of Castling, or who understand not "*P × P en pas.*," but the evidence I have accumulated shows that from the earliest times the chess King has moved as he does now, apart from his possible first move in every game. The only *restriction* is, and ever has been,—*not to move into check*.

The oldest reference to a coloured chessboard, in existing literature, is the following from the Latin MS. found in South Germany (supposed date 950).

"There are some who have thought proper to stain these [squares] with two colours, That the two-coloured appearance may be pleasing, and better adapted.

As long as the colour shall be uniform the idea of order is not so well learned.

Alternate colours open out every path [to the view]."

* I am informed that the Hebrew chess poem I referred to (page 259) written about 1160, plainly states that the King moved anywhere—one square.

At whatever time this was composed, it is clear that the game of chess was extensively known in the writer's district. There are some who have thought proper," &c. Apparently a minority of players.

(To be continued.)

W. S. B.

P.S.—In the early chapters of this "Sketch"—which has rather outgrown my original idea of a sketch—I should, had I known of them, have referred to some ancient Indian chessmen preserved in the East India Museum. I learn that—"Almost a complete set of ivory chessmen is preserved, perhaps the most ancient examples now known to exist. These were found in 1856, mixed with a quantity of broken pottery, human bones, and other relics, amongst the ruins of some houses excavated on the site of the City of Brahmunabad in Sind, which was destroyed by an earthquake in the eighth century. The pieces are turned; plain in character, without ornament. Several are in a fragile state, having perished in the same way as the Assyrian ivories [not chessmen], and an attempt should be made to restore the lost substance. A few fragments of a chessboard were also found, incised with small circles, not interlacing. The chessmen and the squares of the board are black and white: ivory and ebony. The Kings and "Queens" are about three inches high; the Pawns one inch; and the other pieces are of different intermediate heights. Coins were also found of the Caliphs of Bagdad, about A.D. 750."

The *Illustrated London News* of 1857 has some drawings of these pieces, and a portion of the board. The pieces are Kings, or "Viziers" in some cases, with two or three Pawns, and one intermediate piece. Evidently not all of the "nearly complete set." With apparently one or two Kings from another set. The intermediate piece is plainly turned—no trace of a "cleft," or horse's head.

This is an earlier instance of the existence of two-coloured chessboards than I was aware of, and at first seems to upset the theory of the coloured chessboard in Europe originating in heraldry (only a conjecture; it is quite as likely that it did not). But the idea of two colours—a chequered board—is a simple one, and may have originated in more places than one, like the less simple matters of printing and gunpowder. But such chessboards were uncommon in Asiatic chess, and are not universal yet.

It was of some ancient and solitary chess King, of Eastern appearance but of unknown origin, that Jean Ingelow wrote—

"Haply some Rajah first in ages gone
Amid his languid ladies fingered thee,
While a black nightingale sun-swart as he,
Sang his one wife love's passionate orison:
Haply thou may'st have pleased old Prester John
Among his pastures, when full royally
He sat in tent,—grave shepherds at his knee—
While lamps of balsam winked and glimmered on.
What dost thou here? Thy masters all are dead:
My heart is full of ruth and yearning pain
At sight of thee, O King, that hast a crown
Outlasting theirs, and tells of greatness fled
Through cloud-hung nights of unabated rain
And murmur of the dark majestic town."

CORRESPONDENCE.

THE TA'BIYAT OR BATTLE ARRAY IN EUROPE.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

I observe in the July issue of the *B.C.M.* that Mr. Branch has made an attempt to establish the actual use of the Battle Array in early European chess. He has given some colour to this by what I can only term a non-natural rendering of a passage in Neckam. As understood by the eminent German Latinists who assisted v. d. Lasa for his 'Forschungen,' and I venture to add by the great majority of students—chess players and otherwise—who have studied the Latin, the passage reads in English simply 'The foot soldiers are therefore placed in one straight line [the idea of a broken line cannot be entertained for an instant] the remaining men being allotted different places according to their various natures. Moreover according to the first invention of the game the foot soldiers are arranged in the second line, the more valuable men being arranged in the first line.' Wright started the idea that the passage is difficult by blundering over the 'first and second line,' and propounding the solution that then pieces were in front, the Pawns behind. V. d. Lasa, years ago, in introducing Neckam to the attention of German chess players, followed Wright's version, but very soon abandoned it in deference to the unanimous opinion of the Latin scholars who were interested in the point. The natural meaning of the passage agrees with what we know from every other source as to European chess; and this being so, it seems to me absurd to adopt a non-natural interpretation. With regard to the question of the existence of the Battle Array in European chess, so far as evidence goes the only answer that can be given is that it did *not* exist. The usage of Ströbeck—at one time probably widely spread in Germany—has been quoted as a Battle Array; but even here the ordinary arrangement of the men is always adopted at the outset, and a 'fossil' opening can hardly be termed a Battle Array, or the *Giuoco Piano* that was practically universal in Italy last century, or the 'normal position' in the Evans in our own day ought to be called one also. The word 'Battle-array,' I take it, is used to imply a re-arrangement of the forces without regard to the re-arrangement pursued by the adversary, and cannot therefore be legitimately used in connection with modern chess. In the May issue of the *B.C.M.* I gave the only two diagrams in existence in European chess books which could be considered as examples of 'Battle Arrays.' There is absolutely no justification in either of the works from which they are extracted for any belief that these were ever actually used as Battle Arrays. The Alfonso codex is an 'advanced' treatise, and treats with great fulness of the arrangement of the men; it is incredible that this work (which devotes five chapters and nearly 40 pages to the theory of the game) could have omitted the Battle Array had it existed. The problems in it are evidently drawn from Arabic sources, and the unexplained Ta'biya was probably copied from one of these Arabic works without remark because it was not understood. The French MS.

now at Dresden gives a diagram (which Mr. Branch has borrowed from my paper in the *B.C.M.* for May) which it attributes to Xerxes, and which represents the simplest method of developing in order to arrive at a position where every piece is protected. The word 'gieu' (mod. Fr., 'jeu') probably means here as it constantly does in old French chess literature, 'position' merely.* We have plenty of 'advanced' chess works older than the Dresden MS. written in Latin and French. None of these gives or hints at Battle Arrays. The evidence is too slight to build upon, and the silence of all mediæval chess books (Neckam included) as to the existence of a Battle Array in Europe is for me—as for other students of European chess, decisive.

H. J. R. MURRAY.

Ormskirk, 3rd July, 1900.

CHESS LITERATURE.

"EL AJEDREZ MAGISTRAL."

WE have received from the author, Senor Vasquez, of Havana, the second volume of this work. The first volume, which we noticed in our June number, is entirely a dissertation upon the Evans Gambit. The second contains the games of two matches between Sen. Vasquez and Sen. Sterling, the young champion of Mexico, who took part in the recent international tourney of Paris; and also the games of two matches between the author and Sen. Corzo, a native of Madrid, who has been resident at Havana for 13 or 14 years, and is a very skilful player. Sen. Vasquez won the first match with Sen. Sterling by 4 to 0, and one draw, and the second by 2 to 0, and two drawn. In the first match with Sen. Corzo, Sen. Vasquez lost four games running, and then resigned. In the second one, however, which consisted of 18 games, he proved victorious by winning 7 to 5, while 6 were drawn. Sen. Vasquez prefaces the volume, which is beautifully printed, and copiously illustrated by diagrams, with an article published by him in a local Havana paper in 1894, describing the *pourparlers* of his first match with Sen. Sterling, and giving his own very decided views as to the merits of the old and new schools of chess in favour of the former. "It is not enough, he says, to make use of brilliancies on the board when opportunities present themselves (as the modernists proclaim); but what is better, and much finer, is to invent or search out those brilliancies by creating positions, by dint of daring, as Deschappelles, Cochrane, Kölsch, and Cochrane did, in their love of the ideal." We agree with Sen. Vasquez in his preference for the old style of play, but we fear that, as a rule, in the present day it must give place to the more accurate and realistic style of venturing nothing beyond what can be seen to be actually profitable to the attainment of a winning position, or to such an advantage as may lead to ultimate victory in the game.

* So v. d. Lasa translates it in his 'Forschungen.'

"CHESS ENDINGS FOR BEGINNERS," edited by J. H. Blake.

THIS little book, published by G. Routledge & Sons, does not lay claim to originality, but is generally a compilation of end-games previously published, for the aid of those whose education is defective in this department of chess. Mr. Blake acknowledges his indebtedness to Mons. N. Prédi, and Herr Berger and Mr. Freeborough for many of his positions, and we certainly think he has made a very good selection. We do not find that he has laid Horwitz and Kling also under contribution, but that may be because so few of their end-games were really elementary. The first part of Mr. Blake's work has been already published, under the title of "Fifty Pawn Puzzles," by the British Chess Co., and has met with warm approval. The second part carries on the same idea to positions with the other pieces, as well as Pawns, and on the whole it seems very satisfactory. In this part Mr. Blake begins with K and Q against K alone, proceeding to K and R, or K and two Rs *v.* K, and then introducing minor pieces and Pawns; but the order of arrangement is not systematically regular, though there is not one of the end-positions which is not practically useful. There are 68 endings in Part I., and 55 in Part II., all depicted on diagrams, at the end of the book, with solutions. Mr. Blake properly advises beginners not to look at the solutions, until they have tried in vain to solve the diagrams, and adds that in this case "the player will be surprised at how many games he will win or draw, which he would otherwise lose."

THE CRADLE OF CAISSA.

In Eden the garden of peace and repose,
Ere Satan had caused our first parents to grieve,
As Adam lay musing at sweet twilight's close,
In visions entranced he dreamt of his Eve.


Was it Fate boded ill, was't joy or remorse?
Some scribes of the ancients had thought that he wept,
Tears welled in his eyes, 'twas in triumph of course;
Though scripture has only recorded, he slept.

A theme he had pondered, the problem he solved,
(Such metempsychosis no mortal had seen,)
Sacrificial his plan, 'twas quickly resolved,
Unheeding the subtle old Serpent in wait,
A piece he gave up in exchange for a Queen,
And thus he secured a most beautiful mate!

S. J. STEVENS.

London, *July*, 1900.

SOUTHERN COUNTIES CHESS UNION.

E have much pleasure in giving publicity to the appended rules and regulations of the Amateur Tournament to be held at Bath, commencing Monday, September 3rd, at 6-30 p.m., and concluding Wednesday, September 12th.

1.—The Tournament will be conducted under the auspices of the Southern Counties Chess Union.

2.—*Locale.* Play will take place in the Banqueting Room of the Guildhall, by kind permission of the Mayor.

3.—*Competitors.* Competitors must be Amateurs, resident in the British Isles, and will be divided into three classes, according to strength. If there be more than fourteen entries in any class, competitors will be divided into sections.

4.—*Entrance Fees.* The Entrance Fees will be—in Class I., one guinea; Classes II. and III., half a-guinea.

5.—*Prizes.* Prizes will be awarded as follows—

Class I.—1st, £20	2nd, £10	3rd, £5
Class II.—1st, £8	2nd, £5	3rd, £2
Class III.—1st, £6	2nd, £4	3rd, £2

No third prize will be awarded in any class in which there are less than eight competitors. SPECIAL PRIZE.—“The Pollock Memorial Prize,” particulars of which are given in a separate notice.

6.—*Order of Play.* Each competitor shall contest one game with every other competitor in the same class or section. A won game shall count 1, a drawn game $\frac{1}{2}$, a lost game 0.

In the event of any class being sub-divided—

- (a) The winner in each section, or should there be only two sections, the highest two scorers in each shall play a final round.
- (b) In the event of a tie in any section the winners shall play off.
- (c) The competitors in the final round shall contest one game with each other.

In the event of a tie for first prize between two competitors, they shall at the direction of the committee play a match to be decided by the best of three games. In the event of a tie between more than two competitors, they shall play one game with each other.

Competitors tying for other prizes shall divide.

7.—*Hours of Play.* The hours of play will be from 10 a.m. to 2 p.m., and from 6-30 p.m. to 10-30 p.m., but not more than three games will be played in two days. Adjourned games must be played at the off sitting; or as arranged, with the consent of the committee.

8.—*Time Limit.* The Time Limit shall be at the rate of twenty moves an hour. Competitors exceeding the time limit must forfeit the game. The stewards will start all clocks at the time fixed for commencing play, and will be instructed to see that the time limit is enforced.

9.—*Adjournment.* At the time fixed for adjournment, the player whose turn it is to move must deliver his next move in writing, in a sealed envelope, to the steward. When the game is resumed, the steward will open the envelope, and will make the move on the board as written down. Analysing adjourned games is not allowed.

10.—*Scores.* Every competitor shall keep a score of each of his games, and at the conclusion of each game the winner, or in the case of a drawn game the first player shall hand his score sheet to the steward.

11.—*Defaulting Competitors.* In the event of any competitor withdrawing from the Tournament,—

H 2

(a) If less than half the games have been played, the entire score will be cancelled.

(b) Otherwise all unfinished games will be scored as lost.

12.—*Laws.* The Tournament will be held in accordance with the latest edition of "The British Chess Code."

13.—*Committee.* The arrangements are in the hands of the local committee, who—

(a) Will appoint stewards to see that the conditions are properly carried out.

(b) Will decide any point not provided for in these Regulations.

(c) Reserve the right to refuse any entry.

(d) Reserve the right to alter or modify any of these Regulations as circumstances may require.

NOTE.—*Every entry must be made on an official form, which may be obtained on application, and must, together with the entrance fee, be delivered to the Hon. Secretary on or before Friday, August 31st.*

In addition to the above prizes, the Rev. John Pollock, of Swansea, kindly provides a special prize, value £5, in memory of his late brother, W. H. K. Pollock. The prize will be awarded to the player whose residence is in either Somersetshire, Gloucestershire, or Wiltshire, and who in either Class I., II., or III. scores the highest percentage of won games. The prize will be presented in the form of books or other suitable article, at the option of the winner.

The committee has arranged with the York House Hotel to accommodate visitors at the inclusive terms of 10s. 6d. per day.

Further particulars may be obtained on application to the local hon. secretary,

LIONEL T. KNIGHT,


Church Institute, Bath.

OBITUARY.

Just as we go to press we learn with deep regret of the death of Sheriff Spens, one of the foremost of Scottish chess players and founder of the Scottish Chess Association. A full notice of his chess career will be published in our next issue.

GAME DEPARTMENT.

"A MEMORIAL OF AN INVITATION CHESS TOURNAMENT, FOR MASTERS AND AMATEURS, ARRANGED BY AND PLAYED AT THE CITY OF LONDON CHESS CLUB IN APRIL AND MAY, 1900, CONTAINING THE FULL SCORES OF THE GAMES PLAYED" (Longmans Green & Co.).

NDER the above title is published the book of this interesting contest, an account and tabulated result of which we gave in our May and June numbers. It is, of course, very unusual, and we might perhaps say unprecedented, that a book

of a tournament should appear so soon after the tourney has ended, and this has only been accomplished by the omission of all notes to the games, which are 78 in number. So many, and we think just, complaints have been made about the non-appearance of the book of last year's international tourney in London, that we cannot be surprised at the determination of the committee to issue this record as soon as possible, but speaking for ourselves, we should have been quite content to wait for it a little longer, if by that delay we could have had the games illustrated by diagrams and competent notes. The book is nicely got up, and contains, in addition to the games, an index to the openings adopted, the programme of the tourney, the rules of play, and complete tables of the results.

The following games were played in the Paris Tournament :—

GAME No. 1,915.

Queen's Pawn Opening.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Dr. LASKER. Mr. H. N. PILLSBURY.

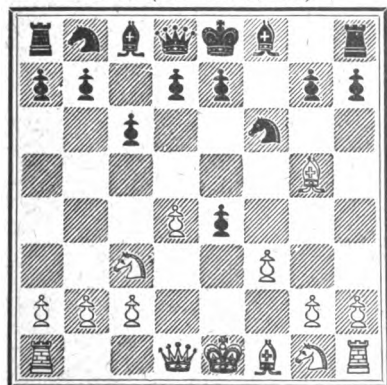
1 P—Q 4 1 P—K B 4
2 P—K 4

This seems the strongest continuation against P—K B 4. White wins the Pawn back, and obtains a good open game.

3 Kt—Q B 3 2 P × P
4 B—K Kt 5 3 Kt—K B 3
5 P—B 3 4 P—B 3

Position after White's 5th move :—
P—B 3.

BLACK (MR. PILLSBURY).



WHITE (DR. LASKER).

With this fine move, which turns the game into a sort of Blackmar Gambit, Dr. Lasker demonstrates the weakness of this whole line of defence, which was advocated by Steinitz. The old continuation 5 B × Kt, K P × B ; 6 Kt × P, Q—Kt 3 seems to be slightly in Black's favour.

5 P × P
6 P—K 3
7 B—Q 3 7 B—K 2
8 Kt—K 5 8 Castles

..... It is curious that Black should, thus early, have a hopeless game. There is no other defence to B × Kt, followed by Q—R 5 ch. Black should have played P—Q 3 on his 6th or 7th move; but even then I doubt whether he would have been able to develop his Queen's side in time to defend the threatened King's side attack.

9 B × Kt 9 R × B

..... If B × B, the move Q—R 5 would, obviously, have been played with even greater effect.

10 Q—R 5 10 P—K Kt 3

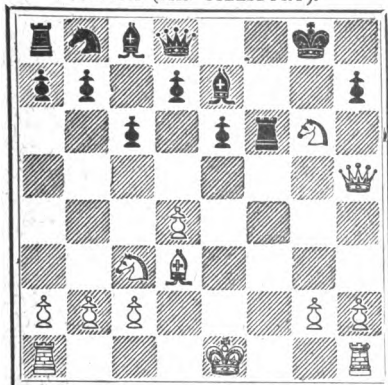
..... If Black had played P—K R 3, White would have obtained an overwhelming attack by Kt—Kt 4 or P—K Kt 4.

11 Kt × Kt P

Position after White's 11th move:—

Kt × Kt P.

BLACK (MR. PILLSBURY).



WHITE (DR. LASKER.)

11 Q—K sq

.....The Knight, of course, could not be taken; *e.g.*, P × Kt; 12 B × P, R × B (forced); 13 Q—R ch, K—R sq; 14 Castles K R and wins.

- | | |
|----------------|-----------|
| 12 Kt × B ch | 12 Q × Kt |
| 13 Castles Q R | 13 P—Q 4 |
| 14 Q R—K sq | 14 Kt—Q 2 |
| 15 R—K 3 | |

Here it would seem that White could have instituted an irresistible attack by advancing the King's Knight's Pawn and forcing open the King's Knight's file. With his King's position thus exposed and the Queen's side Pawns shut in, Black would have been unable to offer long resistance.

- | | |
|--------------|-------------|
| | 15 R—B 2 |
| 16 R—Kt 3 ch | 16 K—R sq |
| 17 B—Kt 6 | 17 R—Kt 2 |
| 18 R—B sq | 18 Kt—B 3 |
| 19 Q—R 4 | 19 Kt—Kt sq |
| 20 Q × Q | |

White has no choice but to exchange Queens or submit to a draw.

- | | |
|----------|----------|
| | 20 R × Q |
| 21 B—Q 3 | 21 B—Q 2 |

.....P to K 4 at once was not feasible on account of P × P, R × P, R—B 8.

- | | |
|-------------|--|
| 22 Kt—Kt sq | |
|-------------|--|

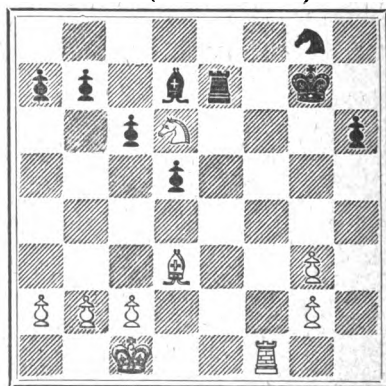
A deep manoeuvre; the Knight is played to K B 3, whence it is ready to enter at K 5 or K Kt 5 with great effect.

- | | |
|--------------|-------------|
| | 22 Q R—K sq |
| 23 Kt—Q 2 | 23 P—K 4 |
| 24 P × P | 24 R × P |
| 25 Kt—B 3 | 25 R—K 6 |
| 26 Kt—Kt 5 | 26 R × R |
| 27 P × R | 27 P—K R 3 |
| 28 Kt—B 7 ch | 28 K—Kt 2 |
| 29 Kt—Q 6 | 29 R—K 2 |

Position after White's 29th move:—

R—K 2.

BLACK (MR. PILLSBURY).



WHITE (DR. LASKER.)

30 Kt × P

White's deep play has now been rewarded with material gain, and owing to his otherwise unfavourable position, Black can never recover. But it should be pointed out that the game yet requires the utmost skill to win; Lasker, however, is equal to the occasion, and adds another specimen to his long list of remarkably fine endings.

- | | |
|------------|------------|
| | 30 Kt—B 3 |
| 31 Kt—B 5 | 31 B—Kt 5 |
| 32 R—B 4 | 32 B—B sq |
| 33 R—Q R 4 | 33 Kt—Kt 5 |
| 34 B—R 6 | 34 B—B 4 |
| 35 R—K B 4 | 35 Kt—K 6 |
| 36 P—B 3 | 36 K—Kt 3 |
| 37 R—B 2 | 37 B—K 5 |

- | | | | |
|--------------|-------------|--------------|-------------|
| 38 P—Kt 3 | 38 B×P | 69 Kt—B 4 ch | 69 K—R 3 |
| 39 B—Q 3 ch | 39 K—Kt 4 | 70 K—B 3 | 70 B—Q 8 |
| 40 R—B 8 | 40 K—Kt 5 | 71 Kt—Kt 2 | 71 B—R 4 |
| 41 R—Kt 8 ch | 41 K—B 6 | 72 P—Kt 4 | 72 B—K sq |
| 42 R—Kt 6 | 42 Kt—Kt 5 | 73 K—Kt 3 | 73 B—B 3 |
| 43 B—B 5 | 43 P—K R 4 | 74 K—B 4 | 74 B—Q 2 |
| 44 R—Kt 5 | 44 R—K 8 ch | 75 K—B 5 | 75 B—Kt 5 |
| 45 K—Kt 2 | 45 R—K R 8 | 76 Kt—B 4 | 76 B—K 8 |
| 46 B—Kt 6 | 46 K×P | 77 P—Kt 5 ch | 77 K—R 2 |
| 47 B×P | 47 B—B 6 | 78 P—R 5 | 78 B—B 6 |
| 48 B×Kt | 48 B×B | 79 Kt—K 5 | 79 B—Kt 2 |
| 49 R—Kt 6 | 49 R—R 7 ch | 80 Kt—B 6 ch | 80 K—R sq |
| 50 K—R 3 | 50 R—Q B 7 | 81 K—Kt 6 | 81 B—R 3 |
| 51 Kt—Q 3 | 51 K—R 4 | 82 Kt—Kt 4 | 82 B—Kt 7 |
| 52 Kt—K 5 | 52 B—B 4 | 83 Kt—R 6 | 83 B—B 6 |
| 53 R×P | 53 K—Kt 6 | 84 Kt—B 7 ch | 84 K—Kt sq |
| 54 R—Q B 5 | 54 R—Q 7 | 85 P—R 6 | 85 Resigns. |
| 55 Kt—B 6 | 55 K—B 5 | | |
| 56 Kt—Kt 4 | 56 P—Q 5 | | |
| 57 P×P | 57 R×P | | |
| 58 R—R 5 | 58 R—Q 2 | | |

See Diagram.

59 Kt—B 6

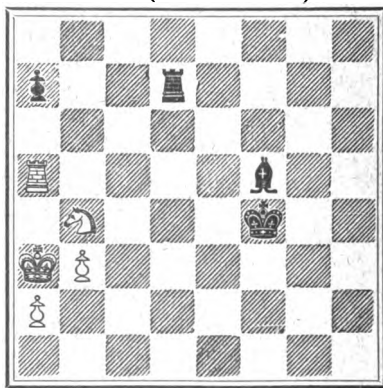
Good enough, but Kt—Q 5 ch would apparently have won a piece or the exchange (if K—B 6, Kt—B 6 !).

- | | |
|---------------|-----------|
| 60 Kt×R P | 59 B—K 5 |
| 61 Kt—Kt 5 | 60 R—Q 7 |
| 62 K—Kt 4 | 61 R—Q 4 |
| 63 Kt—B 7 | 62 B—Q 6 |
| 64 K×R | 63 R×R |
| 65 K—Kt 4 | 64 K—K 4 |
| 66 Kt—Kt 5 ch | 65 K—Q 3 |
| 67 P—R 4 | 66 K—B 3 |
| 68 Kt—R 3 | 67 K—Kt 3 |
| | 68 B—K 7 |

Position after Black's 58th move :—

R—Q 2.

BLACK (MR. PILLSBURY).



WHITE (DR. LASKER).

GAME No. 1,916.

Awarded the first brilliancy prize at the Paris Tournament.

Vienna Game.

NOTES BY R. TEICHMANN.

WHITE.

BLACK.

Herr J. MIESER. Mons. D. JANOWSKI.

1 P—K 4

1 P—K 4

- | | |
|------------|------------|
| 2 Kt—Q B 3 | 2 Kt—Q B 3 |
| 3 B—B 4 | 3 B—B 4 |

.....Kt—B 3 is better, in order to play B—Kt 5 in answer to P—Q 3.

4 P—Q 3
5 P—B 4
6 P—B 5

4 P—Q 3
5 Kt—B 3

This early advance of the King's Bishop's Pawn is strong, when White has not yet played his K Kt to B 3, and is therefore able to follow it up by P—K Kt 4 and Q—B 3 at once.

7 Q—B 3
8 P—K Kt 4
9 P—K R 4

6 Kt—Q R 4
7 P—B 3
8 P—K R 3
9 P—Q Kt 4

.....Black derives no benefit from this advance, which only weakens the Queen's side, where, in the nature of things, he will have to Castle. But it seems safe to say that his position is already beyond remedy.

10 B—Kt 3
11 R P × Kt
12 P × P
13 K Kt—K 2

10 Kt × B
11 P—K R 4
12 Kt × P
13 Q—Kt 3

.....The Queen appears to be out of play here; Q—B 2 was obviously better.

14 Kt—Kt 3
15 B—Kt 5
16 P—R 5
17 B—Q 2
18 P—R 6
19 Castles Q R
20 P × P
21 Q R—B sq
22 Q—B 7

14 Kt—B 3
15 B—Kt 2
16 Kt—R 2
17 Castles Q R
18 P—Kt 3
19 K R—Kt sq
20 P × P
21 K—Kt sq

The initial move to a fine combination.

23 Q × P
22 R—R sq
23 Q R—Kt sq

See Diagram.

24 Q—Kt 7

This brilliant move was apparently overlooked by Black when he gave up the Knight's Pawn. Of course if R × Q, 25 P × R, R—Kt sq; 26 R × Kt, and must win.

24 B—B sq
25 B × Kt
26 B—Kt 5
27 B × Kt
28 Kt—B sq
29 K R—K B sq
30 Q—Q 7
31 Kt—B 5
32 P × B
33 Q R × P
34 R—B 7
35 R—B 8

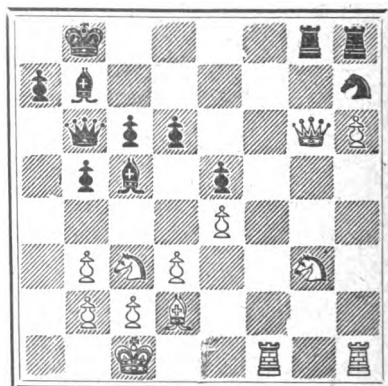
Another pretty move, which finishes the game at once; if R × R, 36 R × R, R × R; 37 Q × P ch, K—Kt 2; 38 Q × R, threatening Q—Kt 7, and Queening the Pawn.

35 Q—Q B 4
36 Q—K 7
36 Resigns.

Position after Black's 23rd move :—

Q R—Kt sq.

BLACK (M. JANOWSKI).



WHITE (HERR MIESES).



GAME No. 1,917.

The second brilliancy prize game at the Paris Tournament.

Steinitz Gambit.

NOTES BY R. TEICHMANN.

WHITE. M. TCHIGORIN.	BLACK. Mr. J. MORTIMER.
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—Q B 3
3 P—B 4	3 P×P
4 P—Q 4	4 Q—R 5 ch
5 K—K 2	5 P—Q 4
6 P×P	6 B—Kt 5 ch
7 Kt—B 3	7 Castles
8 P×Kt	8 Kt—B 3
..... The usual continuation B—Q B 4 is good enough.	
9 Q—K sq	9 R—K sq ch
10 K—Q 2	10 Q—R 4
11 Q—B 2	11 B—Kt 5
12 B—Q 3	12 R—K 6
13 P×P ch	13 K—Kt sq

.....Force of habit. I fail to see why Black did not simply play K×P; it is difficult to find how White then could ever have obtained a counter attack.

14 Kt—K 5

White takes immediate advantage of Black's weak move, and frees his

game by giving up his Queen for three pieces.

15 Q×R	14 R—K 7 ch
16 B×B	15 B×Q
	16 Kt—K 5 ch

.....B×Kt ch, instead, was advisable, with a view to drawing by perpetual check; e.g., 17 P×B, Kt—K 5 ch; 18 K—Q 3, Kt—B 7 ch, &c.; if White play K—K sq, then Q—R 5 ch.

17 K—Q 3	17 Kt—B 7 ch
18 K—B 4	18 Q—R 3
19 B—B 3	19 P—Q B 4
20 Kt—Q 7 ch	20 K—B 2
21 B×P ch	

Winning back the Queen, with a piece to the good. A very pretty skirmish.

22 Kt—Q 5 ch	21 Q×B
23 Kt×Q	22 K×Kt
24 P×P	23 Kt×R
25 P—Q Kt 4	24 B—R 4
26 R—Q sq ch	25 B—B 2
27 B—B 6 ch	26 K—K sq
	27 Resigns.

GAME No. 1,918.

*Vienna Opening.*NOTES FROM THE *Schachzeitung*.

WHITE. Herr J. MIESES.	BLACK. M. M. TCHIGORIN.
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—Q B 3
3 B—B 4	3 Kt—B 3
4 P—Q 3	4 B—B 4
.....B—Kt 5 is better.	
5 P—B 4	5 P—Q 3
6 P—B 5	6 Kt—Q R 4

.....Kt—Q 5, followed by P—B 3, might be considered here.

7 Q—B 3	7 P—B 3
8 P—K Kt 4	8 Kt—Q 2
9 P—Kt 5	9 Kt×B

.....Upon 9..., P—K R 3, would ensue 10 P—K R 4, and 11 P—Kt 5, because White's Q protects his Rook.

10 P×Kt	10 Kt—Kt 3
11 P—Kt 3	11 B—Kt 5

12 P—Q R 3 12 B × Kt ch
13 Q × B

The weakness of Black's Q P is now excellently taken advantage of by White.

14 P—Q R 4 13 Q—K 2
 14 P—B 3
.....If 14 .., P—Q R 4;
White plays 15 B—K 3, and then Castles.

15 Kt—B 3 15 P—Kt 3
.....He should have Castled as best.

16 P × B P 16 Q × P
17 B—Kt 5 17 Q—Kt 2
18 P—B 6 18 Q—K B 2
19 Castles (Q R) 19 P—K R 3
20 R × P 20 Q—B 2

.....Upon 20 .., P × B; 21 Q × P is at once decisive.

21 P—B 7 ch 21 K × P
22 Kt × P ch 22 K—Kt sq
23 R—Q 8 ch 23 Resigns.

A strongly and beautifully played game by Mieses.

GAME No. 1,919.

Score and Notes from the *Penny Illustrated Paper*.

Sicilian Defence.

NOTES BY I. GUNSBERG.

WHITE.

BLACK.

Mr. H. N. PILLSBURY. Herr J. MIESES.

1 P—K 4	1 P—Q B 4
2 Kt—K B 3	2 P—K 3
3 P—Q 4	3 P × P
4 Kt × P	4 K Kt—B 3
5 Kt—Q B 3	5 Kt—B 3
6 K Kt—Kt 5	6 B—Kt 5
7 P—Q R 3	7 B × Kt ch
8 Kt × B	8 P—Q 4
9 P × P	9 P × P
10 B—K Kt 5	10 Castles
11 B—K 2	11 P—Q 5
12 Kt—K 4	12 Q—R 4 ch
13 P—Kt 4	13 Q—K 4
14 Kt × Kt ch	14 P × Kt
15 B—R 6	15 P—Q 6

.....Hasty play. R—K sq was preferable, and would probably have won the game.

16 P × P 16 Kt—Q 5
17 B × R 17 K × B

.....If Kt × B, 18 B—Q 6 with advantage.

18 R—R 2 18 B—K 3
19 R—Q 2 19 R—K sq

.....If B—Kt 5, White plays 20 P—B 3, then B × P; 21 P × B, Kt × P ch; 22 K—B 2, and White has an advantage.

20 Castles 20 B—Q Kt 6
21 Q—Kt sq 21 B—Q 4

.....If Kt × B ch, then 22 R × Kt, Q × R; 23 Q × B, and White is a Pawn more.

22 B—Q sq 22 B × P

.....Clever and superior to Q—Kt 4, which would be met by 23 P—B 4.

23 K × B	23 Q—Kt 4 ch
24 K—R sq	24 Q × R
25 B—Kt 4	25 Q—B 5
26 R—Kt sq	26 P—B 4
27 B—R 5	27 Kt—B 6
28 R—Kt 2	28 R—K 7
29 R—Kt 2	29 R—K 7
30 Q—Q B sq	30 Q × Q P
31 Q—B 5 ch	31 R—K 2

Drawn.

Black cannot prevent perpetual check on B 8 and B 5.

GAME No. 1,920.

*Ruy Lopez.*NOTES FROM THE *Schachzeitung*.

WHITE. Dr. BRODY.	BLACK. M. M. TCHIGORIN.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 P—Q 3
5 P—Q 4	5 Kt—Q 2
6 Kt—B 3	
More lasting would be P—B 3, followed by R—K sq, Q Kt—Q 2, B sq, and Kt 3. Best, however, perhaps is P—Q 5, whereby Black's game would become very much cramped.	
7 Kt—K 2	6 B—K 2
This allows Black to obtain an equal game. Kt—Q 5 is stronger.	
8 Kt (B 3) × Kt	7 Kt × P
9 Kt × P	8 P × Kt
10 Kt—B 5	9 Castles
11 P—Q B 3	10 B—B 3
12 Kt—Kt 3	11 Kt—B 4
13 B—K 2	12 P—Q R 3
14 P—B 3	13 R—K sq
15 B—K 3	14 Q—K 2
	15 B—R 5

.....Black has now obtained a distinguished game, which is probably the consequence of White's time-losing Kt manœuvre 10 Kt—B 5, 12 Kt—Kt 3

16 B × Kt	16 P × B
17 B—Q 3	17 Q—Q 3
18 P—B 4	

A chance of a draw offered itself here by 18 Kt—B 5, B × Kt; 19 P × B, for now if Q—Q Kt 3; White plays 20 Q—Kt 3.

	18 R—Q sq
19 B—B 2	19 Q—Q Kt 3
20 Q—B sq	20 P—B 5 dis. ch
21 R—B 2	

If 21 K—R sq, B × Kt; 22 P × B, R—Q 3, &c.

	21 B—Kt 5
22 P—B 5	22 B—K 2
23 P—K R 3	

23 K—B sq would indeed save the loss of the exchange, but not the game, for then 23 . . , B—B 4; 24 R—Q 2, B—K 6; 25 R × R ch, R × R; 26 Q—Kt sq, Q—R 3, &c.

	23 B—Q B 4
24 Q—B 4	24 B × R ch
25 Resigns	

GAME No. 1,921.

*Petroff's Defence.*NOTES FROM THE *Schachzeitung*.

WHITE. Dr. BRODY.	BLACK. Mr. JAS. MORTIMER.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—K B 3
3 Kt—Q B 3	
Kt × P, or P—Q 4 is stronger.	
4 B—B 4	3 B—Kt 5
5 P—Q 3	4 P—Q 3
6 B—Kt 5	5 B—Kt 5
7 B—R 4	6 P—K R 3
	7 Q Kt—Q 2

.....The Kt is not in a good place here. 7... , P—Kt 4; 8 B—Kt 3, Kt—B 3, is stronger, with the threatening of Kt—Q 5.

8 Castles

White threatens now apparently a strong attack

	8 P—K Kt 4
9 B—K Kt 3	9 Kt—Kt 3

.....A total misunderstanding of the position. The Q Kt should go *via* B sq and Kt 3 to B 5.

H 2a

10 B—Kt 3 10 P—Q R 4
11 Kt—Q R 4

Possibly, with a view to the decisive
Pawn repulse in the centre.

12 B × Kt ch 11 Kt × Kt
13 P—B 3 12 P—B 3
14 P—Q 4 13 B—Q B 4
14 P—Q 4 14 B × Kt

.....This brings the Queen
into a favourable position.

15 Q × B 15 P × P
16 P—K 5 16 Q P × P
17 B × K P 17 B—K 2
18 K R—K sq 18 Castles
19 B—Q 2 19 K—B 2

.....In order to avoid the
threatening mate by Q—B 5.

20 Q R—Q sq 20 P—B 4
21 P × P 21 P—B 5
.....If 21..., P × P; 22 R ×
P, Q—B sq; 23 R—Q 6.
22 P—Q 5 22 B—Q 3
23 B—B 3 23 P—Kt 4
24 Q—B 5 24 R—R sq
25 R—K 6

Against this strong move there is no
defence.

25 P × R
26 Q—Kt 6 ch 26 K—Kt sq
27 B × Kt 27 Q—B 2
28 P × P

This threatens R × B, and mate.

28 Q—R 2
29 R × B 29 B × Q
30 Resigns

GAME No. 1,922.

Played on June 21st, at the Association Française des Echecs, Rue
de Richelieu, Paris.

Sicilian Defence.

NOTES BY JAS. MASON.

WHITE. BLACK.
Dr BRODY and Mr. H. N. PILLSBURY
M. ROSEN, and AMATEUR.

1 P—K 4 1 P—Q B 4
2 Kt—K B 3 2 Kt—Q B 3
3 Kt—Q B 3 3 Kt—K B 3
4 P—Q 4 4 P × P
5 Kt × P 5 P—Q 3

..After a prolonged period
of neglect, the *Sicilian Defence* now
appears to be undergoing a process
of rehabilitation; being frequently
adopted in important contests by many
of our leading players. Whether this
form of it, turning into a *King's Fian-
chetto*, or the other very different one,
in which there is early advance of the
King Pawn, is to be preferred,—this
yet remains a question. Some favour
the *Fianchetto*, some the more open
form, in which the Bishop deploys
the other way, and some are apparently
indifferent,—now using one form and
again the other, as if either should

equally serve. Probably, "which is
which" depends upon circumstances
(opponent included); but the defence
as here initially shaped makes the
more difficult or unfamiliar game.
Meanwhile, the "good old *French*"
takes its way to a well earned rest, if
it has not already gone quite out of
fashion.

6 B—K 2 6 P—K Kt 3
7 B—K 3 7 B—Kt 2
8 Castles 8 B—Q 2
9 P—K R 3

Or 9 Q—Q 2. This Pawn moves
not necessarily, but with a view to
complications; doubtless to prevent
exchanges from 9.., Kt—K Kt 5 if
the Queen moves as suggested.

9 Q—R 4

.....However, if Black were
to now Castle, matters should go all
well; for then the advance of White
Rook Pawn would be converted into
something very much like loss of time,
so far as making head in attack might
be concerned.

10 Kt—Kt 3 10 Q—B 2
11 Q—Q 2 11 P—K R 4

.....Again, safer and better to Castle K R. For, after this, the King must hold his ground in the centre or Castle otherwise; in either case being obviously more liable to attack than his adversary. Of course White could force exchange of Bishops (if 11..., Castles K R); but, with the Knights away on the other side, that would not hurt much,—there would be no such dreadful onslaught as follows.

12 P—B 4 12 P—R 5
13 Q R—Q sq 13 P—R 3
14 Kt—Q 5

The effect of this is to seriously cramp the enemy; driving their Queen Knight into obstruction, and thus costing them several moves.

15 P × Kt 14 Kt × Kt
16 Kt—Q 4 15 Kt—Kt sq
17 P—B 5 ! 16 P—R 4
18 B—Q 3 17 P × P
 18 P—B 5

..To support by 18 .., P—K 3 would be to invite other dangers. Thus, e.g., 18..., P—K 3; 19 Kt—Kt 5, B × Kt; 20 B × B +, and later P × P,—but the case could hardly be worse in reality, whatever it might be in appearance.

Or, letting the Pawn go, then 18..., B—K 4 looks the better play,—for, with that, the attacking Rooks could not so quickly and fatally double on the other Bishop Pawn, and the actual catastrophe would be averted.

19 R × P 19 B—K 4
20 R—B 3 20 Kt—R 3
21 Kt—Kt 5 ! 21 Q—B sq
22 Q R—K B sq 22 K R—Kt sq

.....Desperate counter attack. But to move or protect the Bishop Pawn would help nothing in saving the fortune of the day.

23 R × P 23 B × R P
24 Q—B 2 ! 24 Q—Kt 5

.....If 24..., R × P +; then 25 Q × R, B × Q; 26 R—B 8 +, with 27 B—B 5 +, and mate in two more moves.

25 R × P ch

Winning as a matter of course. A very fine game on the part of the White allies; though no doubt faulty, particularly as regards the opening, on the part of their opponents.

25 K × R
26 K—Q sq
27 B—Kt 6 ch 26 K—B sq
28 B—B 5 ch 27 K—Q 2
29 Q × R ch 28 Q × B
30 Q × R 29 K—Q 2
 30 Resigns.

GAME No. 1,923.

Played at Havana, in a match between Señores Vasquez and Sterling.

King's Gambit.

NOTES BY C. E. RANKEN.

WHITE. Senor VASQUEZ.	BLACK. Senor STERLING.
1 P—K 4	1 P—K 4
2 P—K B 4	2 P × P
3 Kt—K B 3	3 P—K Kt 4
4 B—B 4	4 B—Kt 2
5 P—Q 4	5 P—Q 3
6 P—B 3	6 P—K R 3

.....Black may also play here P—Kt 5 with advantage, practically forcing a Muzio form of attack upon

White, and having his own two Bishops in good play for the defence (see *Chess Openings A. & M.*, p. 163).

7 Castles 7 Kt—K 2
8 P—K Kt 3 8 P—Kt 5
9 Kt—R 4 9 P—B 6
10 Kt × P 10 P × Kt
11 Q × P 11 Castles
12 B × P ch 12 K—R 2

.....All these are book moves (see *Chess Openings*, p. 166), but here Black is recommended to play K—R sq.

13 Q—R 5 13 Kt—Kt sq

14 Kt—R 3 14 Q Kt—Q 2

.....This seems to be no improvement upon the old move Q—K 2, though bringing another piece to take part in the defence; for White could now continue 15 B x Kt ch, and if R x B; 16 R—B 7, or if K x B, 16 B x P.

15 Q—Kt 6 ch? 15 K—R sq
16 B—K 3 16 Q Kt—B 3
17 B x Kt 17 Kt x B
18 R x R 18 Q x R

.....B x R was preferable, but then also 19 R—K B sq, threatening R—B 7.

19 R—K B sq 19 Kt—B 3

.....He cannot now avoid the loss of a piece, but the question is whether he should interpose here the Kt or B. If 19... B—B 3; 20 P—K 5, Q—Kt 2; 21 R x B, Kt x R; 22 Q x Kt, Q x Q; 23 P x Q, K—R 2; 24 Kt—Kt 5, which seems no better for Black than the text-play.

20 P—K 5 20 Q—K sq
21 R x Kt 21 Q x Q
22 R x Q 22 B—B 4
23 R x P ch 23 B x R
24 B x B 24 P x P
25 P x P 25 R—K sq
26 B—Kt 5

This excellent move has a far-reaching effect, as will be seen hereafter, since it effectually blocks Black's Rook from coming into action at two important squares.

26 K—Kt sq
27 B—B 6 27 P—R 3
28 K—B 2 28 P—Kt 4
29 K—K 3

Marching to the relief of his beleaguered Kt.

29 K—B 2
30 K—Q 2 30 K—K 3

.....It will be observed now how completely the strong position of White's B shuts out the Rook from entering his game. R—K Kt sq appears useless, nor can Black safely remove the Rook far away, on account of the threatened advance of White's passed Pawns.

31 Kt—B 2 31 B x Kt
32 K x B 32 R—K Kt sq

.....Better probably would be K—B 4.

33 K—Q 3 33 P—B 4
34 K—K 4 34 P—R 4

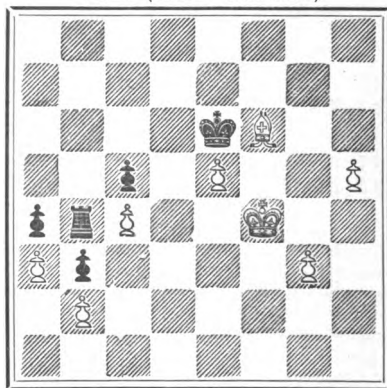
.....Black here initiates an ingenious effort to break though on the Q side, but it will be seen that he is powerless to do this and stop the passed Pawns as well.

35 K—B 4 35 P—Kt 5
36 P—B 4 ! 36 P—R 5
37 P—K R 4 37 R—Q Kt sq
38 P—R 5 38 P—Kt 6
39 P—R 3 39 R—Kt 5

Position after Black's 39th move :—

R—Kt 5.

BLACK (SENOR STERLING).



WHITE (SENOR VASQUEZ).

.....Prettily played. If P x R, P—R 6; and Queens one of the Pawns, with at least a draw.

40 P—R 6 40 R x P ch
41 K—K 3

The only safe course. K—Kt 5 would lose.

41 R—B 6 ch
42 K—K 4 42 R—B 5 ch
43 K—Q 3 43 R—Q 5 ch
44 K—B 3 44 R—Q 2
45 B—Kt 7 ! 45 R x B
46 P x R 46 K—B 2
47 K—B 4

This ending is masterly, and a great credit to Sen. Vasquez and his opponent.

47 Resigns.

GAME No. 1,924.

Played in the recent Tournament at the City of London Chess Club.

Ruy Lopez.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. R. TEICHMANN. Mr. L. VAN VLIET.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—Q B 3 |
| 3 B—Kt 5 | 3 P—Q 3 |
| 4 P—Q 4 | 4 B—Q 2 |
| 5 Castles | 5 K Kt—K 2 |

.....An inferior defence, which has been practiced by Steinitz; Kt—K B 3 is better.

- | | |
|-----------|-------------|
| 6 B—Q B 4 | 6 Kt × P |
| 7 Kt × Kt | 7 P × Kt |
| 8 Q × P | 8 Kt—B 3 |
| 9 Q—K 3 | 9 Kt—K 4 |
| 10 B—K 2 | 10 P—K Kt 3 |

.....There was no time for the development of the Bishop into the *Fianchetto* now; simply B—K 2 should have been played.

- | | |
|-------------|----------------|
| 11 B—Q 2 | 11 B—Kt 2 |
| 12 B—Q B 3 | 12 P—K B 3 |
| 13 P—B 4 | 13 Kt—K B 2 |
| 14 B—B 4 | 14 Q—K 2 |
| 15 Kt—Q 2 | 15 Castles K R |
| 16 Q R—K sq | 16 K R—K sq |
| 17 Q—Kt 3 | 17 B—K 3 |
| 18 B—Q 3 | 18 B—Q 2 |

.....Black has to guard against P—K B 5.

- | | |
|-----------|-------------|
| 19 B—B 4 | 19 K—R sq |
| 20 K—R sq | 20 P—Q Kt 4 |

- | | |
|-----------|------------|
| 21 B—Q 3 | 21 P—Q B 4 |
| 22 P—Kt 3 | 22 P—Q R 4 |
| 23 Kt—B 3 | 23 P—Kt 5 |
| 24 B—R sq | 24 P—R 5 |
| 25 Kt—R 4 | 25 K—Kt sq |

.....White threatened to obtain an overwhelming attack by P—K 5, followed by Kt × P ch.

- | | |
|------------|------------|
| 26 B—B 4 | 26 P × P |
| 27 R P × P | 27 K—B sq |
| 28 P—K 5 | 28 Q P × P |
| 29 P × P | 29 R × B |

.....I expected here P—K B 4; the sacrifice of the exchange should have lost the game.

- | | |
|-----------|----------|
| 30 R × R | 30 Q × P |
| 31 Q—Q 3 | 31 B—B 3 |
| 32 R—R 7 | 32 R—K 2 |
| 33 R × R | 33 Q × R |
| 34 Kt—B 3 | 34 P—B 4 |
| 35 B × Kt | |

A miscalculation; I intended to continue on my 37th move with Kt—Kt 5, but saw too late that Black could then play B × P ch, and Q × Kt ch. The simple move of B—Q 5 would have secured a winning advantage.

- | | |
|-------------|-------------|
| | 35 K × B |
| 36 Q—B 4 ch | 36 K—B sq |
| 37 R—K sq | 37 B—K 5 |
| 38 Q—R 6 | 38 B—Q B 6 |
| 39 R—Q sq | 39 B—Q Kt 2 |
| 40 Q—Q 3 | |

Abandoned as drawn.

GAME No. 1,925.

Played in the recent St. Petersburg Tournament.

Hamppe-Algaier.

NOTES BY M. TCHIGORIN.
(From *Novaya Vremya*.)

WHITE. BLACK.
M. SCHABELSKI. M. LEBEDIEFF.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—Q B 3 | 2 Kt—Q B 3 |

- | | |
|-------------|------------|
| 3 P—K B 4 | 3 P × P |
| 4 Kt—K B 3 | 4 P—K Kt 4 |
| 5 P—K R 4 | 5 P—Kt 5 |
| 6 Kt—K Kt 5 | 6 P—Q 3 |

.....This defence is invented, I am informed, by M. Alapin.

7 P—Q 4
8 B × P

7 P—B 3

16 Castles (Q R) 16 K Kt—K 2
17 Kt—K B 6 17 B × Kt
18 P × B 18 Kt—Q 4
19 B—K Kt 5 ?

But is the invention of value? How would Black now keep the advantage he is said to get if White retreat the Knight to R 3? This move has already been met with in practice; M. Levin, for example, has tried it successfully. If Black endeavours to escape perpetual check after 8..., P × Kt; 9 Q—R 5 ch, by 9., K—Q 2; 10 Q—B 5 ch, K—K 2; 11 Kt—Q 5 ch, K—B 2; 12 Q—R 5 ch, K—Kt 2, then 13 P × P! If instead of taking the Knight Black play 8., P—B 6, then 9 Kt—B 4.

By playing B—K R 6 and 1 then B—Kt 7, White would win at the very least the exchange and the R P.

9 R P × P 8 P × Kt
10 B—K 3 9 B—Kt 2
11 Q—Q 2 10 Q—K 2
12 Kt—Q 5 11 B—Q 2
13 Kt × B P ch 12 Q × K P
14 B—Q 3 13 K—Q sq
15 Kt—Q 5! 14 Q—K 2
15 Q—K sq

19 Q—B 2
20 K—B 2
21 B—Kt 3

White has already allowed Black to establish a good defence, but these two moves of the White Bishop, and the succeeding Pawn move, waste valuable time which Black utilises to get up a strong counter attack, which proves disastrous to White's game.

22 P—Q B 4 21 P—Q R 4
23 P—Q 5 22 Kt—Kt 5
24 Q—K 3 23 Kt—K 4
25 B—K B 4 24 Q—Kt 3
26 Resigns. 25 Kt—Q 6 ch

GAME No. 1,926.

Played at Woodhall Spa, August, 1893.

Vienna Opening.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. H. E. ATKINS. Mr. A. BURN.

1 P—K 4 1 P—K 4
2 Kt—Q B 3 2 Kt—K B 3
3 P—K Kt 3 3 B—B 4

.....I prefer here P—Q 4, which gives Black at once a good open game.

4 B—Kt 2 4 Kt—Q B 3
5 K Kt—K 2 5 P—Q 3

.....P—Q R 3, in order to preserve the valuable King's Bishop, seems advisable in this position.

6 Kt—R 4 6 B—K 3
7 P—Q 3 7 Q—Q 2
8 P—K R 3 8 P—K R 4
9 P—K B 4

A very good move, to which it is difficult to find a satisfactory answer. Black has now to pay the

penalty for leaving his King's Bishop in such an awkward position, attacked by the Knight.

9 P—Kt 3
10 P × P 10 Kt × P

.....Losing a piece; but there is no remedy.

11 Kt—Q B 3 11 B—Kt 3
12 P—Q 4 12 Kt—B 5
13 P—Q 5 13 B—Kt 5
14 P × B 13 Kt × K Kt P
15 Kt—B 4 15 B—B 7 ch

.....Kt—B 7 in order to get at least a Rook for two pieces might have been tried. There is nothing to be said about the remainder of the game, except that White plays a won game very well.

16 K—K 2 16 Castles Q R
17 B—R 3 17 B—Kt 3
18 P—Q Kt 3 18 Q Kt—K 4
19 Kt—R 4 19 B—B 7
20 R—B sq 20 B × P

21 Q—Q 4	21 K—Kt sq	34 Q—B 4	34 Q R—B sq
22 B—K 3	22 P—Kt 3	35 R(R sq)—B sq	35 Kt—R 2
23 Kt—B 3	23 Q R—K sq	36 Kt × P	36 R × R
24 P—Q R 4	24 P—K B 4	37 B × R	37 R—B sq
25 Kt—K 6	25 P—Q B 4	38 R—R sq	38 Kt—B 3
26 Q—Q 2	26 Kt—Q B 3	39 Kt × Kt	39 Q × Kt
27 B—B 4	27 B × B	40 R × P	40 R—K sq
28 R × B	28 Kt—Q sq	41 P—Q B 3	41 R—K 4
29 Kt × Kt	29 Q × Kt	42 Q × P	42 R × P ch
30 Q R—R sq	30 Kt—K B 3	43 K—B 2	43 Q—Q sq
31 K—Q sq	31 P × P	44 Q—Kt 7	44 R—K 4
32 B—K 6	32 P—K Kt 4	45 R—R 8	45 R—K sq
33 R—B 5	33 P—Kt 5	46 B—K 4	46 Resigns.

GAME No. 1,927.

The first of two games in progress by telegraph between Moscow and Riga. The game subjoined lasted from November, 1890, to April, 1900.

Vienna Game.

NOTES BY M. I. TCHIGORIN.

(From the *Novaya Vremya*.)

WHITE. MOSCOW.	BLACK. RIGA.
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 P—K B 4	3 P—Q 4
4 P × K P	4 Kt × P
5 Q—B 3	5 P—K B 4

.....If 5..., Kt—Q B 3, probably the best answer is 6 B—Kt 5. If 6 Kt × Kt, then 6..., Kt—Q 5 (if 5..., Kt × Kt, then 6 Q P × Kt !—B.C.M.).

6 K Kt—K 2

After 6 P × P *e.p.*, Kt × P; 7 P—Q 4, B—K 2; 8 B—K Kt 5, P—Q B 3 it is, well, reasonable to prefer Black's game. The *Handbuch* and Bardeleben consider 6 K Kt—K 2 to be best. In order to forestall the threat Q—R 5 ch after 7 Kt—B 4, it is said in the *Handbuch* that Black must defend the Q P with the Q B P, and on 7 Kt—B 4 reply P—K Kt 3, after which White's game in spite of the passed Pawn on K 5, is not much better. This indeed is only the personal opinion of the unknown author of the note. It is not always so, but a passed Pawn serves as something to work on towards win-

ning, and especially at the beginning of a game.

6 Kt—Q B 3

.....The defence of the Pawn it appears need not be with a Pawn.

7 P—Q 4 7 Kt—Q Kt 5

.....By playing 7..., B—Q Kt 5, Black in my view would have the better game. White is obliged to defend the Q P before playing 8 Kt—B 4, as in reply to that, 8..., Kt × P; 9 Q—R 5 ch, K—B sq; 10 Kt—Kt 6 ch, K—Kt sq; 11 Kt × R, Q Kt × Kt ch, or K Kt × Kt ch, &c. With the move 7..., Kt—Q Kt 5, the attack passes over to Black, and with it—surprising success. But to judge how far it is sound one ought to examine principally the position after the 10th move of Black.

8 K—Q sq 8 P—Q B 4
9 Kt—B 4

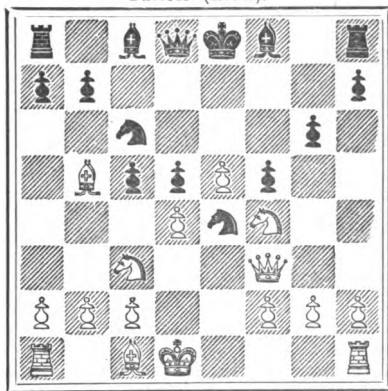
In the *Lehrbuch* of Mieses and Bardeleben is given 9 P—Q R 3? I draw attention to this game as to some extent clearing up the question of a satisfactory way of continuing the game on the lines chosen by White with 6 K Kt—K 2.

9 P—K Kt 3
10 B—Kt 5 ch 10 Kt—B 3

Position after Black's 10th move:—

Kt—B 3.

BLACK (RIGA).



WHITE (MOSCOW).

11 Q Kt × P

It is unknown to me why the Moscow amateurs did not play 11 K Kt × P. What continuation had they in view which determined them against it? It is clear that after 11..., Q B × P; or 11..., K—B 2; 12 Kt × Kt, that Black cannot take the Knight on Q 4 with the Queen. Upon 11..., B—K 3, White is left with a Pawn more, viz., 12 Kt × Kt, B P × Kt; 13 B × Kt ch, P × B; 14 Kt—B 6 ch, K—K 2; 15 Q × P, &c. It appears to be necessary for Black to play 11..., Kt × Kt; then 12 P × Kt, K—B 2 (if B—K 3; 13 Kt—B 4); 14 B—K 3, P × P; 15 P × P, B—K 3; 16 B × Kt, P × B; 17 Kt—B 4. White repels the attack and preserves the extra Pawn. If Black has no better continuation then one must describe the attack commencing 7..., Kt—Kt 5 as unsound.

The *Rigaer Tagblatt*, as a proof that M. Tchigorin's variation 11 K Kt × P instead of 11 Q Kt × P was no stronger, suggested the reply 11..., B—Kt 2, having in view 12 Kt × Kt, P × Kt; 13 Q × P, B—B 4!, and says after this, "the variations are not unfavourable for Black, viz., 14 Kt—B 6 ch, K—B sq!; 15 Q—B 4, Kt × Q P; 16 Kt—Q 7 ch, K—B 2 (16..., K—Kt sq; 17 Q × Kt); 17 B—B 4 ch, Kt—K 3, and Black has the better game." Tchigorin replies: "With

this it is impossible not to agree, White can scarcely save the Knight, as if 18 Q—Q 2, then Q—R 5 with the threat B—Kt 5 ch, and Black must win. But after 11 K Kt × P, B—Kt 2; 12 Kt × Kt, P × Kt; 13 Q × P, B—B 4; by playing 14 B × Kt ch, P × B; 15 Kt—B 6 ch, K—B 2!; 16 Q—B 4, Q × P ch (if 16..., P × P; 17 P—K Kt 4); 17 Q × Q, P × Q; 18 B—B 4, White ought not to lose. If 18..., B × Kt (necessary in view of P—K Kt 4); 19 P × B, K × P; 20 K—Q 2, &c.

11 K—B 2

..... 11..., B—Kt 2 is better.

12 B—B 4

It would be better to give up the Pawn, viz., 16 P—K 6 ch, B × P; 17 Kt × B, K × Kt (or 17..., Q × Kt; 18 Kt—Kt 5 ch); 18 Kt—B 4 ch, K—B 3; 19 B × Kt, Q × P ch; 20 Kt—Q 3, P × B; 21 B—K 3, but the game is clearly in favour of Black. An interesting variation would be: 16 P—K 6 ch, K—Kt 2?; 17 Kt—R 5 ch, K—Kt sq; 18 Q × Kt, P × Q; 19 Q—Kt—B 6 ch, Q × Kt; 20 Kt × Q ch, and then Kt—K 8 ch—a perpetual.

12 Kt × P

13 Kt—B6dis.ch 13 B—K 3

14 Kt × B 14 Kt × Kt dis.ch

15 K—K 2 15 Q—Q 5

16 B—Q 5?

In various positions of the game the Moscow players have chosen moves no better. How could Black win the game after 16 B × Kt ch, K × B; 17 Kt × Kt, Q × Kt (if Q × P, Q—Kt 3 ch); 18 Q × Q, P × Q; 19 B—B 4, B—Kt 2; 20 K—K 3 (if B × P, then 21 K × P, B × P; 22 R—Q Kt sq). In every case White has chances to draw.

16 R—Q sq

17 B × Kt on K 4 17 Q × K P

18 K—B 2 18 K × Kt

19 B × Kt P 19 P—Q B 5

20 P—K Kt 3 20 B—B 4 ch

21 K—Kt 2 21 R—Q 2

22 K—R 3 22 P—K R 3

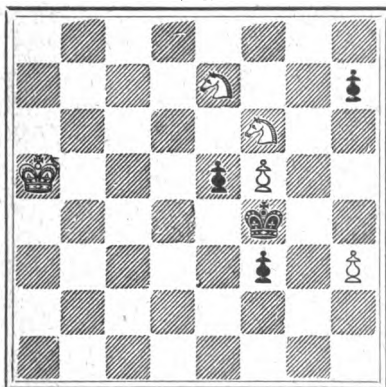
23 R—Q sq 23 R × B

24 R—Q 5 24 Kt—Kt 4 ch

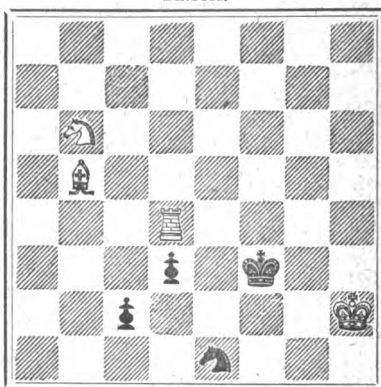
25 Resigns.

B.C.M. END-GAME TOURNEY.

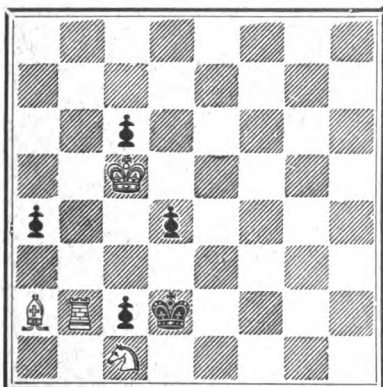
Solutions of the End-games must be sent direct to the Rev. C. E. Ranken, St. Ronan's, Malvern, the judge of the Tourney, who will determine which are entitled to obtain the solution prizes, which will be as follows :—For the best set of solutions each month up to the end of the publication of the entries, a 2/6 book ; and a 10/6 book for the solver making the best total results up to the publication of the last entries. Solutions must arrive by the first of the month succeeding to the publication of the End-games. Discoveries of flaws, or of shorter, or dual solutions, will count for these prizes.

"Advancement."**BLACK.****WHITE.**

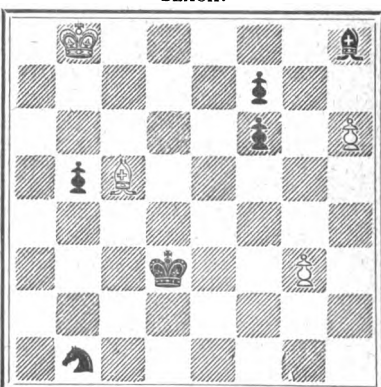
White to play and win.

"R + B + Kt," No. 1.**BLACK.****WHITE.**

White to play and draw.

"R + B + Kt," No. 2.**BLACK.****WHITE.**

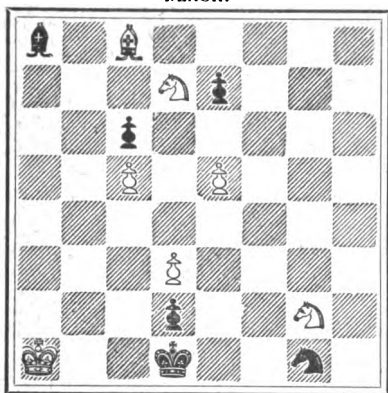
White to play and win.

"Siam."**BLACK.****WHITE.**

White to play and draw.

"A Traveller."

BLACK.

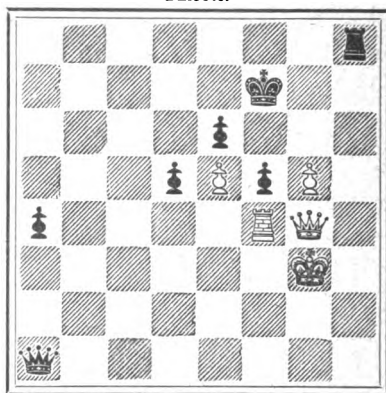


WHITE.

White to play and draw.

"Estulna."

BLACK.



WHITE.

White to play and draw.

** Solvers are requested to criticise the positions when sending solutions

THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

B. C. M. SUI-MATE SOLUTION TOURNEY.—We have no further acknowledgments to make. There are 40 problems in hand altogether, and for a Sui-mate competition this is a fairly good muster. We can promise our solvers a pleasant display, as a few of the problems are really very clever, but we must leave our solvers and readers to judge for themselves. We propose, as in the last Tourney, to refrain from criticising the entries when we publish the solutions. We do not adopt this plan with the idea the judges might be influenced by our remarks, but it is well, so we consider, that no shadow of suspicion may be cast.

"LEISURE HOUR" PROBLEM TOURNEYS.—We learn through the courtesy of our correspondents that the first prize three-mover is cooked, and the first prize two-mover has no solution! This is an unfortunate occurrence, and does not reflect well upon the management. We published the positions assuming their accuracy, and only looked at them superficially to see what were the authors' intentions. The first honourably mentioned two-mover is also cooked in a most barbarous manner, but this position has not appeared in our pages. Such a fiasco is in the first place attributable to the want of a properly constituted solution competition, and secondly to the appointment of only one judge.

ONE JUDGE SYSTEM IN PROBLEM TOURNEYS.—Whenever the adjudication of an important problem tourney is left in the hands of a solitary judge, be he a strong composer or an intelligent connoisseur of the art, the result of his award is frequently in some respects disappointing. To many minds there are glaring incongruities and evidences of personal idiosyncracies unduly displayed in the judgment. This state of affairs gives one occasion to pause for reflection, and the natural outcome is a shapely defined wonder why the destinies of a number of fine problems, among them probably some masterpieces, should be dealt with by an individual who may possess curious vagaries, humours, and *penchants*, which may insinuatingly sport themselves in his decision at the expense of sounder judgment based on universally adopted principles. The most seasoned expert of chess problems has special tastes or fancies, or to say the least perceptible preferences more or less marked, and these are almost bound to creep in some way into an adjudication undertaken. It is a pity it is so, but the fact remains, and it is a fact which is fairly well established among those who have had experience and have studied the results of tourneys in the past. One man holding the office of adjudicator has absolutely nothing to restrain or control him excepting his own sense of fairness, correctness, and what is proper, but his views on certain points may be eccentric as compared with views in common acceptance. Notwithstanding this, he is allowed to exercise to fulness his own peculiar personally acquired tastes, with the result that he may be a perfect danger among the problems he essays to appraise and review. This is manifestly an objection, and as the objection can so conveniently be avoided, it is a surprise that means are not adopted by managers of tourneys to render nugatory the possible evil.

It is said that old birds are not to be caught by chaff, and in bearing in mind the point conveyed in this time-honoured saying, it is pretty well known that there are composers who in recognising the risk of caprice, study the ruling points of the ideals and oddities of taste of men who have, and are likely to have, the time-being honour of judgeship. Such composers submit only such specimens of their skill as they feel assured will successfully appeal to the appreciation of the man who is going to pass judgment without any possible official reference to other authority. Of course this selection can only be made by an experience of previous results. This course, however, though showing astuteness on the part of the individual entrant, cannot in any way support the reasons for the appointment of only one judge, since any argument which might be endeavoured to be forced home that composers should all take the judge's views into consideration would be limp in the extreme. The observance of the composer results in an act of policy, but it does not in the least enhance the value of his work, and moreover it is not right that the test of the worth of a problem should rest not only with its own innate merits but should be subject to an outside element. An important tourney has for its object the congregation of fine problems in friendly rivalry, and it would be unreasonable to expect all the competitors (especially foreigners) to be able to discern with nicety the special and probable features which fascinate a particular mind.

The problem tourney recently concluded in the *Sydney Morning Herald*

brings this question most forcibly before us. Here one judge was nominated, and we have no reason for doubting that he did his work in an approved conscientious manner, but we have been unable to find anyone who is in agreement with him in the placing at least of the first prize. As the first prize was a very liberal one, the subject perhaps is more noticeable, but the value of the prizes after all, has nothing to do with a principle, and it is to be hoped that from the many expressions of dissatisfaction which have reached our contemporary, no longer will the one judge system be adhered to, but that a selection of at the least two judges will be made. The advantages of plural judges do not want pointing out, but it cannot be refuted that at least the influence of restraint, one over another, will prove beneficial in the interests of justice, domination of faddish ideas will be minimised, and many points worthy of keen observation and study will not be missed which with one man might escape attention.

The recently concluded problem tourneys of *The Leisure Hour*, also is a condemning instance of trusting to the ability of one composer. As there is another important point in connection with these *Leisure Hour* tourneys, we must let the subject stand over.

ALL-IN SOLUTION TOURNEY.—Score Table :—													
			Old Score. (See July.)	1509	1510	1511	1512	1513	1514	1515	1516	July Totals.	
§ "East Marden"	336	...	3	4	4	4	2	3	3	3	362
‡ A. C. White	186	...	3	4	4	4	2	3	3	3	212
‡ Chas. Johnston	482	...	3	4	4	4	2	3	3	6	511
** C. S. Earle	232	...	3	4	4	4	2	3	3	3	258
** W. H. Thompson	357	...	3	4	4	4	2	3	3	6	386
†† "Gibson"	103	...	3	4	4	4	2	3	3	3	129
† J. J. O'Hanlon	46	...	3	4	4	4	2	3	3	6	75
† P. L. Osborn	70	...	3	4	4	4	2	3	3	6	99
† R. M. Peake	64	...	3	4	4	4	2	3	3	3	90
† V. H. Sladen	151
† J. D. Tucker	219	...	3	4	4	-2	2	3	3	3	239
* Capt. G. A. Forde	196	...	3	4	4	4	2	3	3	3	222
* J. J. Jones	Cancelled	...	3	4	4	4	2	3	3	6	29
A. Baker	13	...	3	4	4	4	2	3	3	3	39
H. S. Brandreth	143
G. H. C.	31	...	3	4	4	4	2	3	3	3	57
"Colonial"	16	...	3	4	4	4	2	3	3	3	42
"W.C.D."	450	...	3	4	4	4	2	3	3	3	476
T.D.	79	...	3	4	4	4	2	3	3	-2	100
"Daddy"	51
J. Y. Fullerton	464	...	3	4	4	4	2	3	3	3	490
Rev. A. H. L. Hastling	131	...	3	4	4	4	2	3	3	3	157
A. J. Head	15	...	3	...	4	2	...	3	27
F. Kent	275	...	3	2	3	3	286
Miss V. Helen Macmeikan	22	...	3	4	4	2	35
J. K. Macmeikan	282	...	3	4	4	2	3	298
J. M. Malcolm	24	...	3	4	4	4	2	3	3	3	50
"Selbats"	61	...	3	4	4	4	2	3	3	3	87
E. E. Westbury	253	...	3	4	4	4	2	3	3	6	282
"K. W."	177	...	3	4	4	4	2	3	6	...	199
G. Woodcock	246	...	3	4	4	4	2	3	3	3	272

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

Charles Johnston, by his present month's score of 511, has earned a further lift. This is the fifth occasion he has distinguished himself in this little competition.

Note: Problem No. 1521 is a two-mover and not a three-mover as the printed stipulation makes it. We are sorry for the mistake.

Demands upon our space this month in other departments compels a curtailment in The Problem World.

SOLUTIONS AND CRITICISMS.

By A. Noto (p. 249).—1 B—K Kt 7, K—K 3; 2 Q—B 7, &c. If 1..., K—K 5; 2 Kt—B 6 ch, &c. If 1..., others; 2 Q—B 5 ch, &c. Very pretty; good key and clever main-play. It is a pity the White King could not stand at R 5 and thus save a White Pawn, but then 1 K—Kt 6 would be a cook. Solved by R. M. Peake, J. J. Jones, G. Woodcock.

By A. F. Mackenzie (p. 249).—1 R—K R 5, &c. A capital key-move, with some interesting mates. 1 B—Kt sq looks a promising opening, and doubtless has put not a few solvers off the track. We like this problem as well as any of Mr. Mackenzie's quintette in this Tourney. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock, G. H. C.

By Baron Wardener (p. 249).—1 Kt—Q 4, &c. A very creditable key-move, but the variety is small, and the duals are blemishes which would affect its placing in any English tourney. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock, G. H. C., H. S. Brandreth.

By H. Braungart (p. 250).—1 Kt—B 6, K×Kt; 2 Kt—Q 4 ch, &c. If 1..., K—Q 4; 2 Kt (B 5)—K 7 ch, &c. If 1..., P×Kt (B 5); 2 Kt—Q 8 ch, &c. If 1..., P×Kt (B 6); 2 Q—K 7 ch, &c. If 1..., Kt moves; 2 Q—Q 6 ch, &c. If 1..., P×P; 2 Kt (B 6)—Q 4 ch, &c. If 1..., P—Kt 4; 2 Kt (B 5)—Q 4 ch, &c. A bright and clever manipulation of the Knights. The economy is good and the mates are very interesting. The key move is not difficult to see, because it is fairly evident the Knight at K 7 must commence operations on account of the threatened check by Black. The duals are not serious. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock, G. H. C., J. D. Tucker.

By Dr. E. Polkoska (p. 250).—1 R—Q sq, Kt×B; 2 R—Q 5, &c. If 1..., P—Q 4; 2 R—B 3 ch, &c. If 1..., P×R; 2 Q×P ch, &c. If 1..., others; 2 Q×P ch, &c. A difficult three-mover with some excellent qualities. It is heavy and the key is a restricting one, and excepting for keeping the Black Knight pinned, the Rook at the bottom rank has no other office. The second move in the main-play is in a way an imitation of the first move, pinning the other Knight, and the device is a little amusing. There are other features which are intelligently worked in the position, rendering it a very praiseworthy effort. Solved by R. M. Peake, A. C. White, J. J. Jones, G. Woodcock, G. H. C., J. D. Tucker.

By G. J. Slater (p. 250).—1 Kt—Q 7, K×Kt; 2 Kt—B 6 dis. ch, &c. If 1..., K—B 3; 2 Kt—Kt 6, &c. If 1..., K—K 5; 2 Kt—Q 4, &c. If 1..., P×P or others; 2 Kt—Kt 6 ch, &c. A sprightly little affair, showing clever construction. Seeing the small amount of White force the result is satisfactory. There is a good try by Pawn Queens, but we cannot agree with the judge who considered Kt—R 6 was a great temptation. The Black Pawn at Q B 5 could, we believe, be spared. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock, G. H. C., J. D. Tucker.

By J. Nield (p. 250).—1 Q—B 2, &c. The construction is bad and results anything but pleasing. The dual is bad and economy weak. For a prize problem it is very disappointing. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock, G. H. C., J. D. Tucker, H. S. Brandreth.

By J. Dobrusky (p. 253).—1 B—Q 2, &c. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock.

By Anonymous (p. 253).—1 Q—Q R sq, &c. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock.

By J. P. Taylor (p. 253).—1 R—Q Kt 7, &c. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock.

By H. Lehner (p. 253).—1 K—Kt 7, &c. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock.

By R. Braune (p. 253).—1 Q—Q 8, &c. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, Capt. G. A. Forde, G. Woodcock.

By W. A. Shinkman (p. 253).—1 Kt—K sq, &c. Solved by R. M. Peake, A. C. White, J. J. Jones, Rev. A. H. L. Hastling, G. Woodcock.

No. 1509, by G. H. Clutsam.—1 Q—K 8, K×P; 2 Q—R 5, &c. If 1..., P—B 5; 2 Kt—B 6 dbl. ch, &c. If 1..., P—B 7; 2 Kt—B 4 dis. ch, &c. We believe there is more in this than has met the eye of some of our correspondents. We found it rather difficult, and the three lines are nicely blended. It is a pity so many White Pawns are necessary.

No. 1510, by F. M. Teed.—1 K—B 2, P moves; 2 K—Kt 2, K—B 5; 3 B—B 6, &c. If 1..., K—B 5; 2 B—B 6, &c. For a four-mover this is rather like milk for the babes. Mr. Teed no doubt quite recognized this when he sent it, but the point is its clean and elementary construction. There is, however, a little feature in the play, but it is indeed small.

No. 1511, by W. A. Shinkman.—1 B—R sq, P—R 6; 2 B—Kt 2, P×B [If 2..., P—R 7; 3 Kt—K 5, &c.]; 3 Kt—B 3 ch, &c. If 1..., K×B; 2 K—B 2, P—R 6; 3 K—B sq, &c. If 1..., K—B 8; 2 K—B 3, &c. Distinctly clever, and a little four-mover which deserves admiration. The first and second moves in the mainplay are capital. Two or three correspondents have pointed out that this position has been published—where we do not know. It was sent to us on an implied understanding that we had it first hand.

No. 1512, by Rev. J. Jespersen.—1 Q—R sq, B—K sq; 2 Q—B sq, B—Kt 4; 3 Q—K Kt sq (unfortunately 3 Q—B 7 seems also to answer). If 1..., K—B 4; 2 Q—B sq ch, B—B 5 or K—Kt 3; 3 Q×B or Q—B 6 acc., &c. If 1..., R×P; 2 Q—Q B sq, R—B 5; 3 Q—B 6 ch, &c. If 1..., R—R 3; 2 Q—Q B sq, R—R 8; 3 P—K 4 ch, &c. If 1..., others; 2 P—B 4 dis. ch, &c. We should not be surprised to learn that the Black Bishop at K R sq should be a Black Knight. The dual on the third move knocks all the beauty out of the main play, and practically demolishes the problem. We do not see any object for the Black King's Bishop, and if exchanged for a Black Knight it would destroy the dual line of play by playing 3..., Kt—B 2 after 3 Q—B 7.

No. 1513, by W. A. Shinkman.—1 Q—Q B 5, &c. This problem, like No. 1511, has also previously appeared. When our attention was called to the fact we remembered having seen it in the *Leeds Mercury W.S.* We are sorry we are not the first to be favoured with this pretty sui-mate.

No. 1514, by A. F. Mackenzie.—1 Q—R sq, K×R; 2 Q—B 6 ch, &c. If 1..., K×Kt; 2 Q—Q B sq, &c. If 1..., P—R 4 or P—Kt 6; 2 Kt—R 4, &c. If 1..., P—K 4; 2 Q—Q 5 ch, &c. This has delighted some of our solvers, one pronouncing it the gem of the number. It is an entertaining position, and has an element of surprise in it. The block after 1..., P—R 4 is curious. It is to be regretted the White Queen is posted so far away in apparent activity, but it can easily be understood with a Pawn on the eve of promotion and a fully endowed Queen in the field, counting the other force, with Black without impressive assistance, cooks were troublesome to contend with.

No. 1515, by J. Crake.—1 Kt—Q 6, B×P; 2 Q—B 5 ch, &c. If 1..., K—B 6; 2 Q—Kt 4 ch, &c. If 1..., any other; 2 Q—B 4 ch, &c. The main play of the problem is sharp, clear, and good, and it is a pity some other idea was not woven with it. It is not easy to suggest how this could have been done without taking the whole structure to pieces.

No. 1516, by G. H. Clutsam.—We are sorry to say this problem which has, as intended, some good qualities, is faulty. The author's key is 1 Q—R 2, but 1 B×P equally well effects the mate, though in a much less artistic manner.

PROBLEMS.

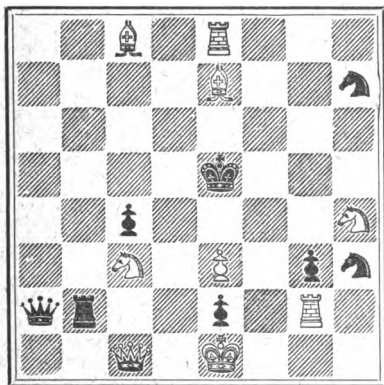
"B. C. M." SUI - MATE TOURNEY.

No. 1525.

Motto: "No violence."

(T. P. No. 5.)

BLACK.



WHITE.

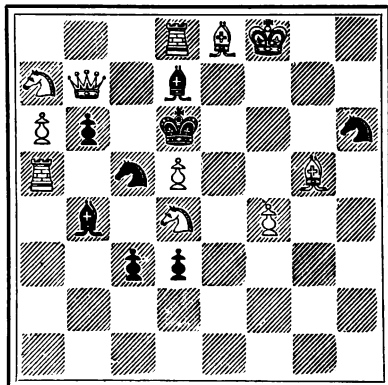
White compels Black to mate in three moves.

No. 1526.

Motto: "Bon jour?"

(T. P. No. 6.)

BLACK.



WHITE.

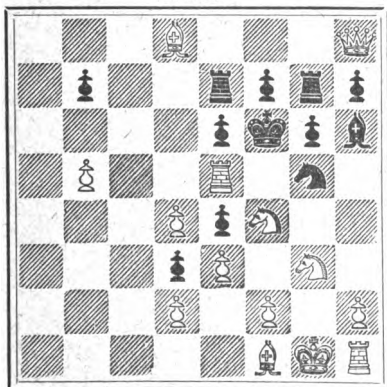
White compels Black to mate in three moves.

No. 1527.

Motto: "Primum Conamen."

(T. P. No. 7.)

BLACK.



WHITE.

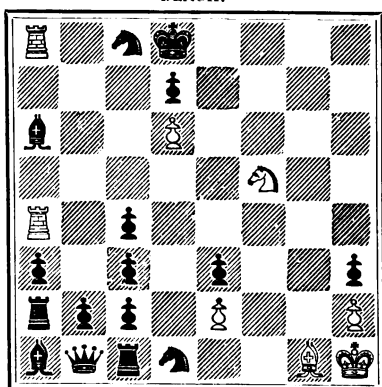
White compels Black to mate in three moves.

No. 1528.

Motto: "Tirocinium."

(T. P. No. 8.)

BLACK.



WHITE.

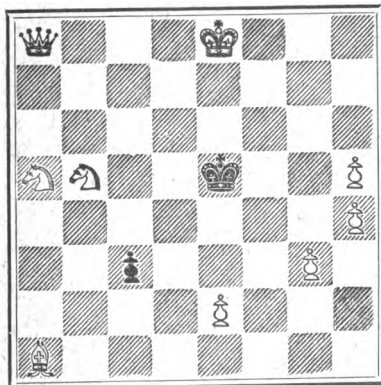
White compels Black to mate in three moves.

PROBLEMS.

No. 1529.

By E. J. WINTER-WOOD,
Paignton.

BLACK.



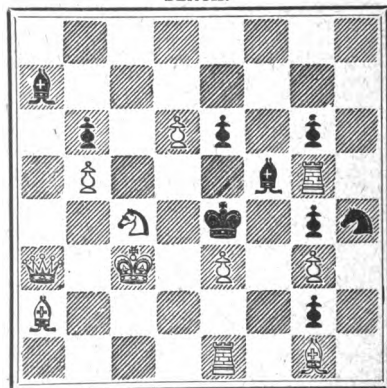
WHITE.

White mates in two moves.

No. 1530.

By W. H. GUNDRY,
Exeter.

BLACK.



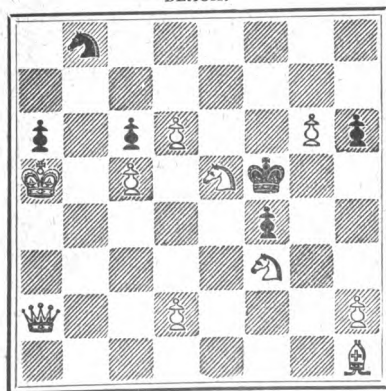
WHITE.

White mates in two moves.

No. 1531.

By G. H. CLUTSAM,
London.

BLACK.



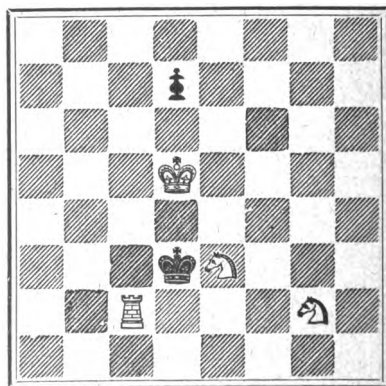
WHITE.

White mates in three moves.

No. 1532.

By W. A. SHINKMAN,
Grand Rapids.

BLACK.



WHITE.

White mates in four moves.

BRITISH CHESS MAGAZINE

SEPTEMBER, 1900.

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 309.)

FROM about the middle of the 12th century till the end of the 15th, and especially in the 13th, the game of chess—and the study of chess problems—excited more interest and was more generally popular than, in proportion to the population, is the case now.* One reason was the playing for money, and betting on problems, practices much in vogue in the absence of the less intellectual forms of gambling of our day. But chess is occasionally played for money now, and on the other hand a great many games—probably a large majority at any period—were not so played in the days of old. At all times there have been plenty of players satisfied with the beauty of the game and the excitement of the mental struggle, without the additional stimulus of a stake. I have no doubt that the mediæval romances gave exaggerated versions of such stories as had a basis of fact, and that the romancers often invented others. We

* I am referring to Europe, but no doubt the same remark applies to the Moham-medan world. Of course chess is more widespread now, for it was then unknown in America, Australia, and South Africa. A curious illustration of the general popularity of chess among the English gentry as late as about 1470 is given in Charlotte Yonge's "Grisly Grisell," a tale of the Wars of the Roses.—"What was that which his fingers had held till sleep had unclasped them? An ivory chessrook! Such was a favourite token of ladies to their true loves." . . . "We spoke our vows to one another in the garden of Westminster. She gave me this Rook, I gave her the jewel of my cap." This may be said to be "not historical," but I take it that Miss Yonge, who was well-read in mediæval literature, had some fact in mind.—The implication here is that a good many ladies had sets of their own, for they would not dare to "spoil" those of their fathers or brothers. The single Rook would in time, if all went well, find its way back to "Q R sq."

cannot place much credence in the tales of Knights and Princes playing chess for lands, castles, and the hands of fair ladies—more especially when we read that the loser was to lose his life! But the multiplicity of stories of this kind, and of references to stakes at chess, shows that the game was much more in the minds of people who could read, or listen to, the romantic tales and poems of the period, than it is now. The chief cause of this was the isolation, and, at ordinary times, the leisurely existence of the nobility. Of this one can read in Guizot's "History of Civilization," or in Demogeot's "French Literature." The latter remarks—"When during six winter months the feudal castle had remained hidden in clouds, no war, no tournaments, when but a few strangers and palmers had been seen, when these monotonous days, these interminable evenings filled with games of chess had passed away, they looked for the arrival of the poet. He came at last. That evening the baron, the knights, the ladies, assembled in the large hall to hear the poem that he had finished during the winter They gave him gold and garments." To this a modern French writer adds—"These poets wandering from castle to castle brought also with their stock of poems, stories, songs, romances, &c., a great quantity of chess problems for the entertainment of the inmates of the castle."

Most of the romances, stories, chronicles, &c., referring to chess, were, both in France and England, written in French or Latin—the latter chiefly by ecclesiastics. But some, and probably all, were translated in England into "the vulgar tongue," though very few of the MSS. have been preserved. The oldest English version of a chess story is in the Romance of Sir Tristrem, written about 1290*, but taken from a French original of greater antiquity. The captain of a Norwegian vessel is introduced, challenging anyone to play at chess with him for a stake of twenty shillings. The "English" (1290) is of course very old indeed; there is little in existence that is older, apart from Anglo-Saxon. It may interest some to see a specimen.

Ther com a schip of Norway,
To Sir Rohandes hold,
With haukes white and grey,
And panes¹ fair y fold:
Tristrem herd it say,
On his playing he wold
Twenti schilling to lay;
Sir Rohand him told
And taught:
For hauke silver he yold,²
The fairest men him raught³
A cheker⁴ he fond bi a chiere
He asked who wold play;
The mariner spac bonair,⁵

Child what wiltow lay?
'Ogain an hauke of noble air,
Twenti schillings to say.'

* * * *

Now bothe her wedde⁶ lys
And play thai bi ginne;
And sett he hath the *long asise*,
And endred⁷ beth ther inne:
The play beginne to arise,
Tristrem deleth atuinne.⁸

* * * *

Of play ar he wald blume,⁹
Sex haukes he gat and gaf.

* The oldest reference to chess in the English language seems to be the "Wyh pleyngge at tables, oher atte chekere," in the chronicle of Robert of Gloucester, 1265. A rather later date than I thought when writing page 259.

¹ Pence—money.

² Yielded—offered.

³ Reached.

⁴ Chessboard.

⁵ Courteously.

⁶ Pledge—stake.

⁷ Entered.

⁸ Tristrem plays to win.

⁹ I think this means "stop," "retire,"—"give up."

I give about half of the chess passage. The meaning of the whole of it I make out to be—a Norwegian ship comes to Sir Rohande's place, a castle by the sea or riverside, and its captain offers to play anyone at chess for a stake. He has on board a stock of hawks (then much valued) and much "fair pence." Sir Tristrem hears of the sailor's boast, and Sir Rohand tells Tristrem to stake twenty shillings against a fine hawk. "A chessboard he finds by a chair," and he challenges the sea-captain. The latter asks "Child, what wilt thou lay?" ("Child" was a term used frequently of men). "Twenty shillings—against one of those hawks." "Done." "Now both their stakes are placed, and play they begin." Tristrem gets, perhaps by lot, or by agreement, the "long asise."* They play six games (surely not all at the "long asise?") and Tristrem wins six hawks, which he gives away as fast as he wins them. Sir Rohand gets tired of looking on at this, and, taking "the fairest hawke that Tristrem wan that day," and telling his sons to go too, he departs, but leaves with Tristrem some more "pence" in case he wants cash. Seeing this, the foolish sailor says he will stake money and not hawks—and "Tristrem wan that day of him an hundred pound!" Timing clocks were not required.

Nearly as old is the chronicle of Guy of Warwick, in which adventures connected with chess find a place.

"Fabour say'd, Soudan check to thee,
Therefore the Soudan gan wroth to be—
Fabour, he say'd, sorrow on thy neck,
How durst thou say unto me check."

(The English here is somewhat modernised). The Sultan was evidently "a bad loser," and would not have been a popular member of a chess club. After some insulting language, he and Fabour came to blows, and Fabour struck one which proved fatal. He got home safely however—and that is all I know about him.

Very old English is the 'Boke of Penance,' in which a supposed penitent regrets that he has—among other things—spent so much time 'Til idel gammes chess and tablis, bot or einging hert and rime and fablis.'

The word chess came into general use in England towards the end of the 13th century. It is simply the old French *eschex*, though *echecs* was most used in northern France, and is the French term now. Mr. Swinton remarks that both words, and the Norse *Skak*, are derived from, not *Shatranj* or *Satranj*, but a term used in the game when the King was attacked. A French writer (Sarrasin) thought that the Roman *calculus* became *scalculus* (as in squadrons from quadrons) and thus *Scacis*; hence *skak*, *echecs*, &c. But this and several other points of chess etymology are matters of conjecture.

* A peculiar form of the game—not the ordinary game at all—in which the defence did not move unless checked or threatened with a capture. On the other hand, the attack had to win within a certain number of moves. So at least says an Anglo-Norman chess treatise in the British Museum. But I doubt if anyone would stake money on that game, for the defence. It seems probable that the 'long asise' form of the game was different in some way from the problem form in the Museum MS. A player might as well stake money on "Black" in a sound modern problem, of ten or twelve moves. White, or the attack, has a certain win from the beginning. Yet that 'sailor-man' agrees to take the defence; here is a mystery which may never be cleared up.

Among historical names mentioned in old English chess references we find Alexander the Great, King Richard I., &c. ; many others are only in the French, or Latin.

Chaucer mentions chess several times, the most notable example being in his "Boke of the Duchesse." He introduces himself as playing at chess, in a dream, with dame Fortune.

" At chess with me she gan to playe
With her fals draughts (moves) dyvers,
She staale on me and toke my fers,
And wharne I sawe my fers awaye
Allas I conthe no longer playe,
But seyde, farewell swete yuys,
And farewell ul that ever ther ys.
Therwith fortune seyde chek here,
And mate in the myd poynt of the chek here (chess board)
With a paune errante allas,
Ful craftier to playe she was
Than Athalus that made the game,
First of the Chesse, so was hys name."

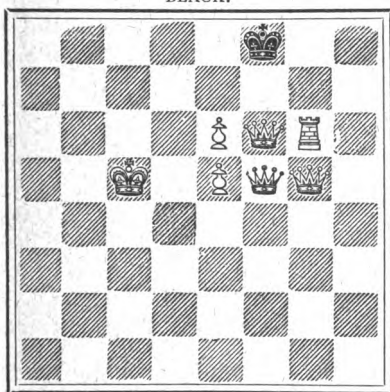
Athalus, Ulysses, Palamedes, Xerxes, Pythagoras—these, and a few more, each invented chess, according to European writers of the twilight ages. They all believed that the game was of great antiquity, and that it came from the East, but no one seems to have thought of India till the 17th century, when the English poet, Denham, wrote (earlier than Dr. Hyde)—"This game an Indian Brahmin did invent, The force of Eastern wisdom to express, From thence the same to busy Europe sent ; The modern Lombards stil'd it pensive chess."

But to return to Chaucer, for a brief space. The lines about the loss of his Queen (fers) may seem, to an ordinary player now, to imply that Chaucer's Queen was our Queen—after losing which we generally bid farewell to "all that ever there is." But it was not so. Our Queen of enormous power did not exist till, at the earliest, some fifty years after Chaucer's death—and later than that in England. His chess Queen was exactly the same piece as described by Firdausi and Neckam and Cessoles—apart from an extended "first" move, not known to Firdausi, and perhaps not to Neckam. The "fers" was of less value than a Knight, but still, in an ending its loss might easily mean defeat.

The weakness of the Queen—and of the Bishops—made it less easy than we find it (when we have a superiority of force) to give checkmate in the centre of the board. Such a win was therefore thought highly commendable—superior finish. Hence Chaucer's allusion to being mated "in the mid poynt of the chek here," and also the following story from the Italian.—There was a curate, who was a very pleasant man and a great chess player, living at Valdipesa. He often played for pastime with a gentleman of his neighbourhood, whom he used to checkmate five times out of six : notwithstanding which the gentleman would not only not allow it had been given him, but often asserted he had given it to the curate. One day it happened that the curate checkmated him in the middle of the chess board ; this the gentleman ashamed and displeased would not allow, which the curate perceiving ran to the bells, which he began to ring ; the peasants hearing this ran towards him in crowds, and when they had got near the parish church they wanted to know what was the matter. Said the curate to them,

"I want you to see, and bear witness that I have given him checkmate in the middle of the chess board." The clowns began to laugh, saying, "Master curate, you make us lose our time," and then went away. About a month after this, the same case happened, and the curate again rung the bells; the people again assembled, but not in such numbers as the first time; the curate desired them to look at the situation of the game; the peasants scoffed at him, saying, "You may ring as much as you please. we come no more." It happened soon after that a woman who was boiling lees in the curate's kitchen, set fire to the chimney: the curate immediately rang the alarm; the peasants were just returning from their work when they heard the bells, notwithstanding which they pursued their way home, saying to one another, "The curate is again playing at chess, let him ring, he had better mind his prayers." In the meantime his house was burnt down:—The next day the whole village was apprised of the fire; some pitied the curate, and others said he deserved it. Many of them went towards the church, where they found the poor parson standing, sorrowful and afflicted, who reproached them for not having assisted him, upon which they all told him as with one voice, "We thought you were playing at chess": to which the curate replied, "I was playing at chess with the fire, which has given me checkmate."

BLACK.



WHITE.

White undertakes to mate in five moves, and in the middle of the board.

Here is a problem of the period which shows this particular "point," mate in the middle of the board. Black's moves are all forced, but he is not in check till White has made his 5th move.

WHITE.

- 1 Q—K 4
- 2 Q—K 7
- 3 R—Kt 8
- 4 R—Kt 7
- 5 R—K 7 mate.

BLACK.

- 1 K—K sq
- 2 K×Q
- 3 K×P
- 4 K×P

This problem, with others similar in idea, was composed in or before the 13th century. I have tried to "cook" it, but can find no second key. The absence of second solutions was not thought so necessary as in our day, still, there being but one possible way of "doing the trick" must have been at all times and anywhere an admired feature in a chess composition.

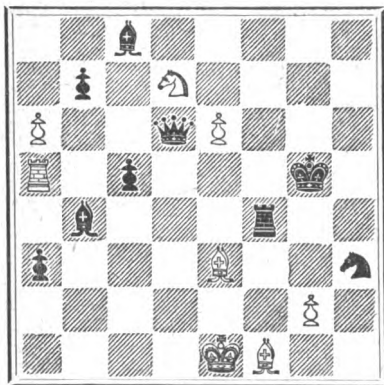
To understand the above, and the few problems that will appear in my concluding article, the reader must remember, or learn afresh, the difference between "the moves" of our time and of the period I am writing of. Excepting as regards the "first" moves (in each game) of the K, the Q, and the P, that "period" was of at least a thousand years in duration—and considerably more, as I believe, especially as it cannot be considered to have closed in India till about the middle of the 18th century. (In Western and Central Europe, two hundred years earlier.)

After his 1st move, the King moved—as now. After its 1st move, the

piece we call the Queen moved diagonally only, one square at a time,* in any direction; and the same applied to each Q made by pawn promotion (the Pawns could only become Queens). The Rook moved as now; also the Knight, and in Europe, from a very early period, the Pawns moved as now, including the optional first move; but taking *en passant* was not allowed everywhere. The Bishop (or Alfin) could move but two squares, diagonally, in any direction, with no control whatever of the square adjoining the one he stood on. But over that, whether occupied or not, he could jump, just as the Kt does. He was the weakest of the pieces, his range being so limited—there being so many squares of the board that he could never touch. His power extended over only seven squares, besides the one he started from, no matter how often he might be moved. Each Bishop had a diocese of eight particular squares, out of which he could never move, and no Bishop could ever encounter another! So “B × B” would have been an impossible move. Said a mediæval writer, in Latin, “a firm compact the shaven ones hold, not to hurt one another.”

It is the difference in the Bishop's move which is the chief distinguishing feature of old chess as compared with modern. The difference *re* the Queen is, of course, very important, but it is easily learned and remembered. The jumping Bishop, not checking a King on the same diagonal when close to him, or when four squares or more away from him, or checking over the head of another piece, causes the ordinary modern player who may look at ancient chess positions to understand them “with deeficulty.” The annexed diagram should be helpful to any such.

BLACK.



WHITE.

The Black King is in check, so he must move—he has a choice of six squares. If he were not in check, the Black Rook could move—he would not be pinned. The White K B can take the Black Kt (or could if it was White's turn to play). The Black Bishop between two Pawns does not protect either of them, but he does protect the Black Q. The unmoved Black B can take (if his K was not in check) either of the advanced White Pawns, but not the White Kt. When Black K has moved out of check the White B on K 3 can take the Pawn which is supported by Q.

The unmoved White B does not protect the Pawn on R 6. That Bishop, instead of taking the Kt, can go to Q 3, but not to K 2 or Q B 4. The White Rook is in no danger, nor is the Black Rook. The Black Q can take nothing, but it stops the White Pawn moving to K 7. If it were White's move he could, if he pleased, play K—Q sq. Here endeth ye lesson of ye Queens and ye Byshoppes.

(To be concluded.)

W. S. B.

* Because the Q moved diagonally only, one square at a time, some players may have been under the impression that the K should move straight only, one square.

CORRESPONDENCE.

THE TA'BIYAT OR BATTLE ARRAY IN EUROPE.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

As understood by the eminent English Latinist, Mr. Wright, who edited the printed edition of "Neckham," and by Mr. Whittard, who carefully translated Neckam's Chess Chapter for this magazine, Alexander Neckam distinctly stated that there were more ways than one of arranging the pieces to start a game of chess. A literal translation of what he wrote on this point is given on page 261 of the *B.C.M.* As regards the important word "yet," Mr. Whittard is very certain that "tamen" never meant "moreover," but always "yet," "still," or "notwithstanding," and that therefore a version implying but one mode of arranging the pieces is a non-natural translation.

Not being a Latinist myself, I must leave this question as undecided. But that the "Battle Array" idea was known in early European chess, to expert players, is I think as certain as are many things that are believed on but slight actual evidence, but with due regard to probabilities. The Arabs, who introduced chess to southern Europe, and who ruled in a great part of Spain for seven centuries, besides making settlements in Italy for a time, were partial to different forms of the "Battle Array." The "early Christian" chess players would learn of them not only "the moves," but many combinations *re* the openings—as they certainly did of the endings.

For what time the "Battle Array" continued to exist among European players is very uncertain, but the statement that it never existed at all seems to me to require proof, rather than the opposite statement that it did. The survival of—besides the Ströbeck opening position—only two diagrams showing "Ta'biyat" among European players is curious, but does not prove that this mode of opening the game was never used. I take it that numbers of such diagrams have long been lost. Interest in them would be gone when the great change occurred in the 15th century, and perhaps before, because they may have become obsolete in consequence of the general adoption of—from the normal position—the double step of the Pawn, the "King's Leap," the Queen's double step, and the moving K and Q at same time. All this may have been a remnant of the Battle Array idea. As to non-mention of it in the European chess treatises, such as they were, it can be accounted for. They dealt with the normal position, giving the names of the pieces and their separate moves and powers, and but little more (except problems). And I do not suppose that many but expert players, either in Arabia or Europe, used the Ta'biya form of opening. At all times the majority of chess players have been non-experts—not first-class, or even second. Many would not learn any special combinations, but would prefer to begin each game at the beginning.

Dr. Forbes treated the "Battle Array" as common to both Arabian and European mediæval chess. A writer in *La Strategie*, a few years ago, gave it as his opinion that these oriental openings "were not practised long in Europe." But that, "some traces of them are found in different localities." He instances Stroebek, and the custom (out of chess clubs) of moving two Pawns simultaneously, in the opening of a game, in Germany,

Holland, and Russia at the present time. He had seen this in Russia (a friend of mine has seen it in Mexico). Also, he points to Philidor as an authority for, in Germany, "moving out Rook's Pawn at the same time as Castling."

I mention all this because Mr. Murray implies that I am the first to bring the "Ta'biyat" into European chess.

Mr. Murray's first article in the August number is most interesting. I hope he will give us some more.

Cheltenham.

W. S. BRANCH.

THE n QUEENS PROBLEM.

(Continued from page 304.)



HERE $n = 9$, the general series is $a, a+b, a+2b, \dots, a+8b$, equating their sum to zero, we have

$9a+36b = 0$, or $a = -4b$, giving for the differences in terms of b ,

$-4b, -3b, -2b, -b, 0, +b, +2b, +3b, +4b$,

Adding the first Ordinates, or natural series of numbers, the required Ordinates are,

$1-4b, 2-3b, 3-2b, 4-b, 5, 6+b, 7+2b, 8+3b, 9+4b$.

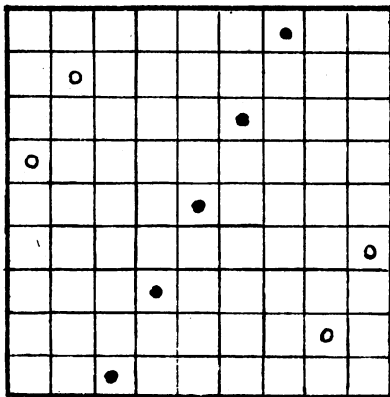
If $b = 1$, then, after transforming minus results by adding 9, or the necessary multiple thereof, there results,

6, 8, 1, 3, 5, 7, 9, 2, 4.

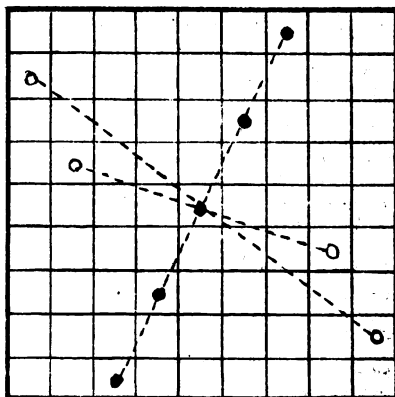
Although this is merely a Pseudo-form, we will diagram it to see whether it may not be modified by some simple change, so as to give a good result.

Here it requires but little attention to discover that the diagonal interference will be remedied by interchanging the two open circles on the left, and also the two on the right; that is, $a6$ goes to $b6$, and $b8$ to $a8$; and $i2$ to $i4$, and $i4$ to $i2$. The position thus obtained may well be numbered as the first 9×9 Form, since it is Centric, and the nearest possible approach to the general principle.

PSEUDO-FORM, 9×9 .



No. 1, 9×9 .
1, Group 1, Centric.

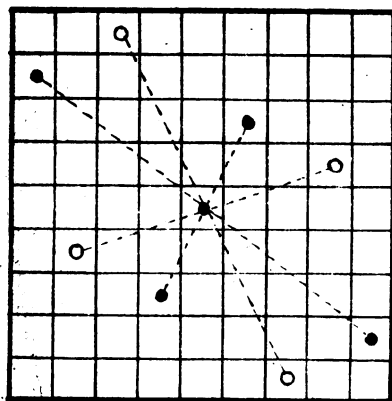


6, 8, 1, 3, 5, 7, 9, 2, 4 has been changed to 8, 6, 1, 3, 5, 7, 9, 4, 2, where the two end couples are reversed.

With a view to symmetry we may derive from this a new Centric by interchanging two other pairs; first, the Queen at *b* 6 may go down to *b* 4, while that on *h* 4 goes up to *h* 6; second, the Queen at *c* 1 goes to the top and the top Queen to the bottom. Or, the interchange in both cases, may be made the other way, *i.e.*, *c* 1 to *g* 1, and *g* 9 to *c* 9.

No. 2, 9×9 .

2, Group 1, Centric.



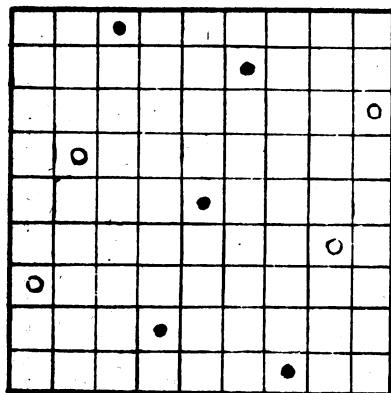
The four open circles show the pairs interchanged. In No. 1 the line of five Queens covers as many adjacent files in the middle of the board. The Queen at each end revolves a quarter of a circle around its neighbour, so that in No. 2, the five Queens occupy as many adjacent ranks, in the middle. With respect to the two isolated pairs in No. 1, the marginal Queen remains stationary while its satellite revolves also a quadrant, becoming likewise marginal.

In the expression for second Ordinates above derived, if we let $b = 2$, there arises the recurrent series,

2, 5, 8, 2, 5, 8, 2, 5, 8.

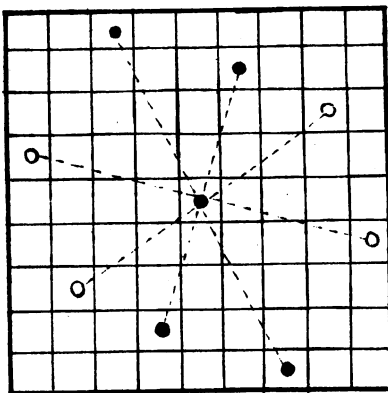
As this gives of course a three-fold interference, and six of the ranks would be unoccupied, it occurs to lower a triplet on one side, and raise that on the other, each one square leaving the middle triplet as it is, when all the ranks and files will be once occupied, and therefore, only once.

9×9 PSEUDO-FORM.



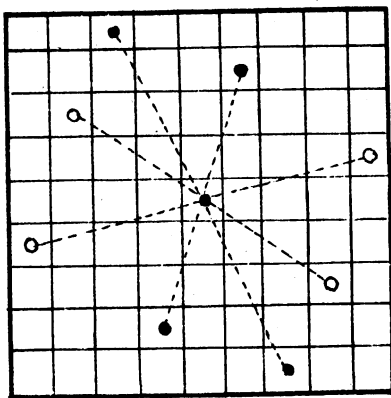
The result is a very regular arrangement, but it is too good to be true. However it is readily seen that the two open circles on the left need only to be interchanged to clear the diagonal interference on that side, and hence the same operation performed on the right hand side will perfect the position. These two similar interchanges made, the new Forma stands thus:—

No. 3, 9×9 .
3, First Group, Centric.



cut loose the two files on each side, and transfer each part thus separated to the opposite side, without disturbing the Queens or inverting the parts. We then have—

No. 4, 9×9 .
4, First Group, Centric.



connecting the pairs bisect each other at the central Queen. From the nature of the case it follows that there must be a central Queen for any position in this group, n being odd. We pass now to a group of positions where 8 of the Queens are symmetrically arranged, while the 9th Queen is out of the system. If there is a loss of complete symmetry, the next group will be found fully as interesting from the fact that, in every case, the 9th Queen, which is marginal, may be stationed at either end of the longest range at its command, and this without altering the Forma in

This could have been directly derived from No. 2 by systematic manipulation, but we preferred to show the resources of our method. A still simpler derivation will be noticed later.

From the last position a fourth Forma may be derived by interchanging two couples, or we may have recourse to the Pseudo-form last used, which plan is selected as it involves another method of exchanging the identical couples before manipulated. Looking back only to the next diagram but one above, we notice that instead of exchanging each couple within itself, we may also exchange the couples bodily, one with the other, that is, we may

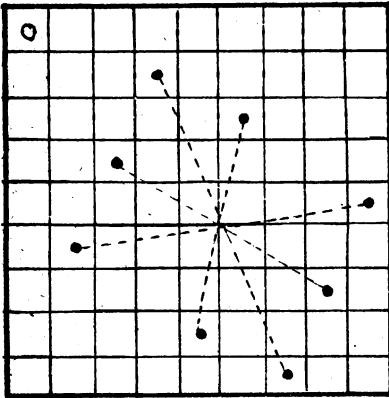
Here, as in No. 3, there are only two pairs of Queens connected by the Knight's move. They are built, like the Pseudo-form from which they were derived, upon the 2×4 move. In both Formæ the five dark Queens are in a continuous chain of such moves, and the other four Queens are similarly united in pairs, the sole difference between the Formæ being in the manner in which these two pairs are attached to the main chain by the Kt's move.

No other transformation is possible that will yield complete symmetry, and we have therefore finished the first group, Centrics, the feature of which is a central Queen around which four pairs are posed diametrically opposite, so that lines

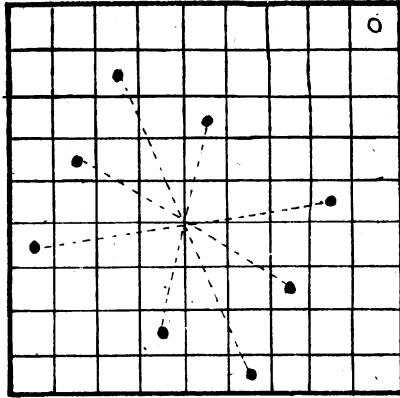
any one case, but merely changing the Pose. This group we will term Sub-symmetric. Two positions therein we can of course at once obtain from the Centric 8×8 Forma, since both long diagonals are there free.

The symmetry brought over from the 8×8 position shows also in the numerical key, 9, 4, 6, 8, 2, 7, 1, 3 5, the precise figures previously given being retained, the extra Queen being indicated by the 9 prefixed.

No. 5, 9×9 .
1, Second Group.



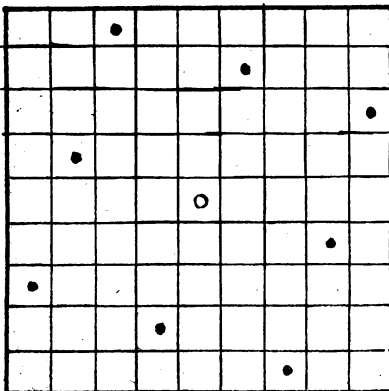
No. 6, 9×9 .
2, Second Group.



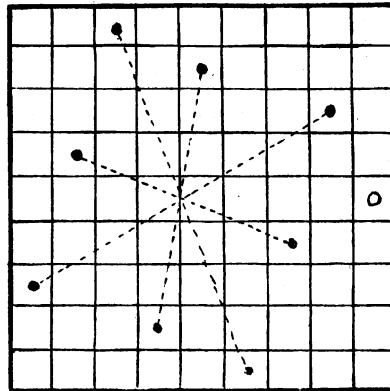
Here (No. 6) the numerals are arranged 4, 6, 8, 2, 7, 1, 3, 5, 9, being the same as before with the 9 placed at the other end. The sub-symmetry is of course indicated numerically by the equal sums $4+5$, $6+3$, $8+1$, $2+7$.

Although there are several other 8×8 Formæ with one or both long diagonals free, none of them are symmetric, and hence they cannot be directly utilized here. In seeking further examples of sub-symmetry, it will be well to take another look at the regular Pseudo-form already twice used.

PSEUDO-FORM, REPEATED.



No. 7, 9×9 .
3, Second Group.

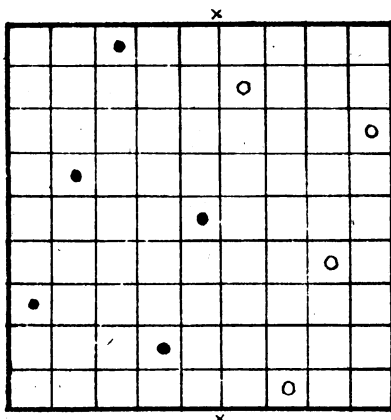
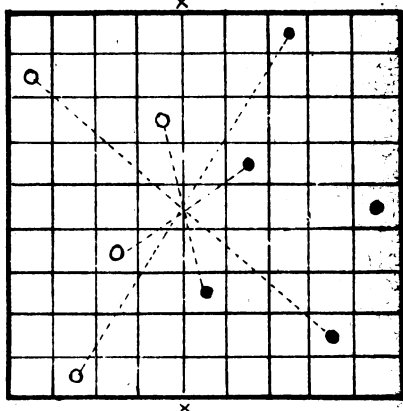


As the feature of the second group is that there shall be no central Queen, it occurs to take out the middle file and add it *on either side*, right hand or left hand. This brings the eight dark Queens one square nearer, and entirely frees the diagonal from a double guard. In the above diagram (No. 7) the file taken out is added on the right hand side.

Notice that on the opposite side the open circle would still be a Kt's move from the two nearest dark Queens, giving another Pose, and not a new Forma.

Coming back still once more to the Pseudo-form, we find that it is good for at least one more transformation. All we have to do is to cut the diagram in two parts, leaving the five dark Queens on one, and the four White Queens on the other, and then to attach one of the parts to the other side of the other part, giving us (No. 8, 9×9).

PSEUDO-FORM.

No. 8, 9×9 .
4, Second Group.

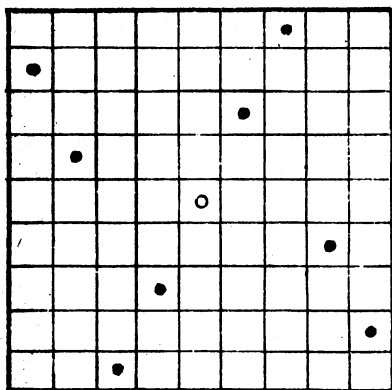
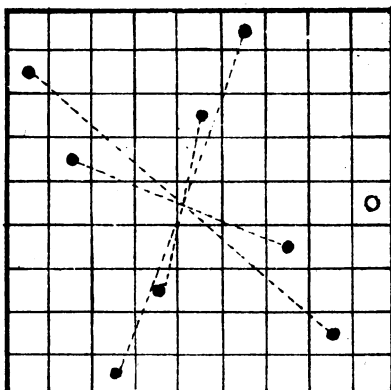
We might have got the same Forma but with the odd Queen on the opposite side by reversing, or revolving, or reflecting, the two systems in the Pseudo-form. For the five dark Queens the axis of revolution passes through the middle of the file on which stands the top Queen. For the White Queens, being even in number, the axis is the vertical line separating the two right hand files from the other two of that part. In the reversal, just as far as a Queen is to one side of that axis, just so far it goes to the other side. And while referring to this reversion of the two systems on the diagram intact as being equivalent to cutting the diagram in two parts, and then interchanging those parts, we may refer incidentally to the fact that the reversion of only one of the systems, four Queens, gives a new Forma. This Forma may be designated for the present by the letter A.

The 2×4 connection between the Queens in No. 8 is more marked than perhaps in any other case, for we may bring all the Queens within the circuit thus: $g\ 9, f\ 6, e\ 3, h\ 2, i\ 5, a\ 8$ (by bending the edges of the diagram together), $d\ 7, c\ 4, b\ 1$, and this, again, connects externally with $h\ 2$.

Recurring now to No. 1, which is here reproduced, we may get a new sub-symmetric precisely on the same plan as in obtaining No. 7, viz., by

taking out the middle file and adding it on either side, the right or left, at pleasure. Selecting the right hand side we have No 9, given below.

No. 1, REPEATED.

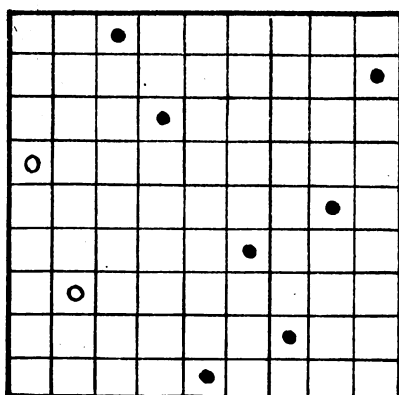
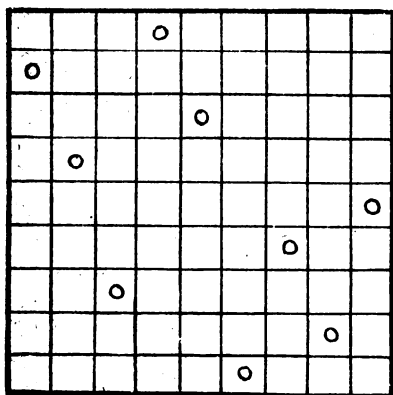
No. 9, 9×9 .
5, Second Group.

The reader should not fail to notice that instead of by the diameters, the distinctive features of each regular Forma may be well brought out by parallel lines; that is, in the sub-symmetrics, for example, the eight Queens may be separated into two systems precisely analogous. Thus, in the above (No. 9), the lines of the upper figure would run from *a* 8 to *b* 6, then to *e* 7, then to *f* 9. The precisely identical figure in lower half is *h* 2, *g* 4, *d* 3, *c* 1.

From No. 9 we get a new Forma by interchanging three Queens, *c* 1, *d* 3, and *f* 9. Following the regular process in such cases, we change *d* 3 to *c* 3 and *c* 1 to *d* 1; then *d* 1 goes to the top, and the top Queen to the bottom, giving B (to be classed), from which at once follows, by moving the left hand Queen over to the right, a position which we shall designate, until it is again called up, by the letter C (to be classed).

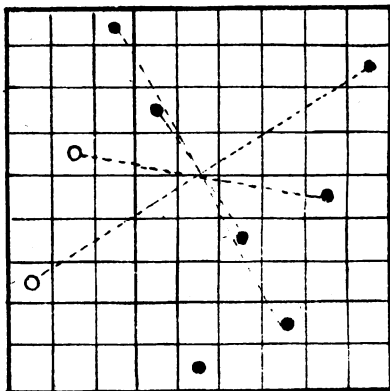
B (to be classed).

C (to be classed).

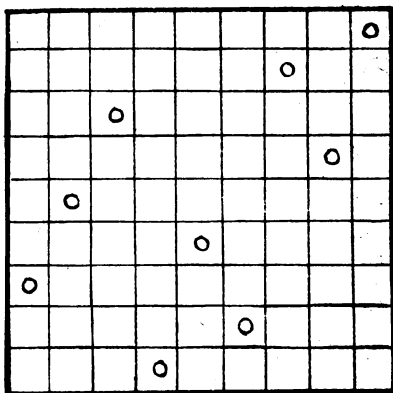


From this we get a Forma for our sub-symmetric group, by interchanging the two left hand files, producing No. 10. Here, the bottom Queen may go up to the top, giving another Pose, a feature, which, applying as it does to the entire group, cannot fail to interest the reader.

No. 10, 9×9 .
6, Second Group.

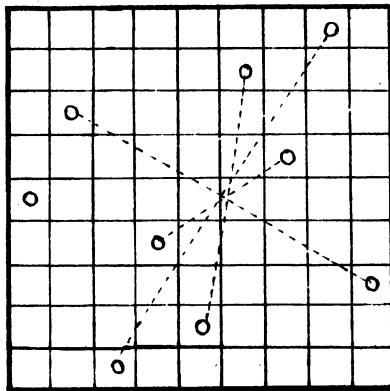


D (to be classed).

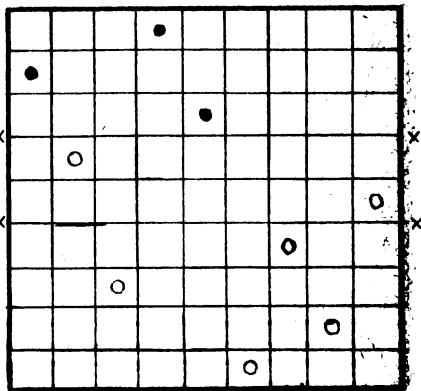


Taking, next, a position from the second group of the 8×8 Formæ, and adding a Queen at the upper right corner, we get D (to be classed) given above. All that is now necessary to get a sub-symmetric is to move the left hand file over to the right hand side. The result is given as No. 11. Now the Queen on left hand side may also go over to the right, reproducing this Forma in another Pose.

No. 11, 9×9 .
7, Second Group.

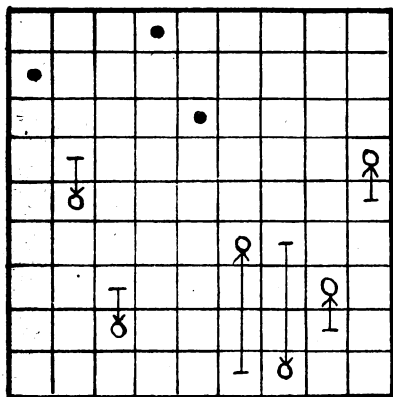


CALLING UP B.



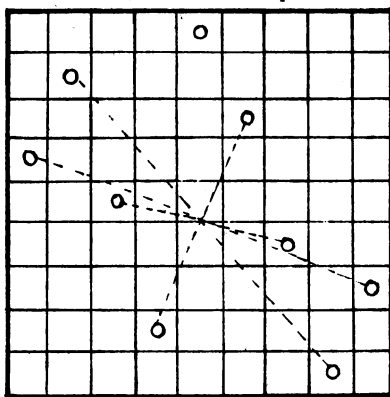
There remains yet another position belonging to this family (calling up B), which we may derive as follows : we perform a different transformation from that previously adopted, and it is the most radical change that we will have to make. It consists in revolving the four lower Queens on the line between second and third ranks. The Queen in third rank, being half a square above, goes half a square below ; the one in 4th rank goes to the first ; the one in first to the fourth ; and the one in second rank goes to the third. But as this still leaves the position defective, since the new Queen on *g 1* comes in line with *b 6*, the 6th and 5th ranks must therefore be interchanged also. The result is E (to be classed), where the arrows show the interchanges. A simpler derivation will follow. A change now, of the right hand Queen in E over to the left hand side, produces No. 12.

E (to be classed).

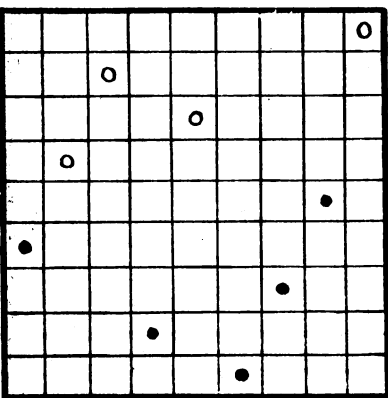


No. 12, 9 x 9.

8, Second Group.



The five upper Queens form the pentagonal figure so often met. If the upper Queen, which is the odd one, be placed at the bottom, then the



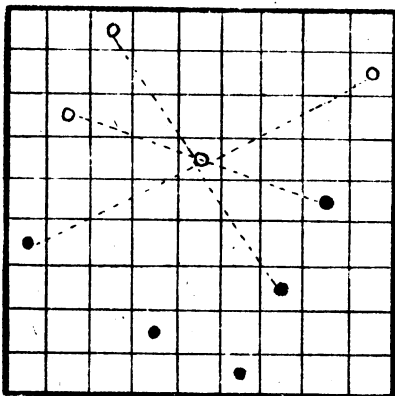
pentagon is filled out in the lower half, and the upper one becomes imperfect. Nearly all the positions in this group would impress the memory better if the two similar sets of Queens were connected directly instead of diametrically.

We come now to a group of positions comprising the remaining examples of symmetry. The first of these, with seven Queens centrally arranged, may be derived from No. 6.

Here, by exchanging the two upper files, and also the next two, we get a distinct Forma, which will be put as No. 13.

No. 13, 9×9 .

1, Third Group.



With the new family we have lost the peculiar feature of sliding from one pose into another of the same Forma, but, here, we may carry the bottom rank to the top, giving another Forma, viz., No. 3, one of the Centrics. Or, reversing the operation, No. 13 comes from No. 3 by carrying the left hand Queen of the latter over to the right, or the right to the left.

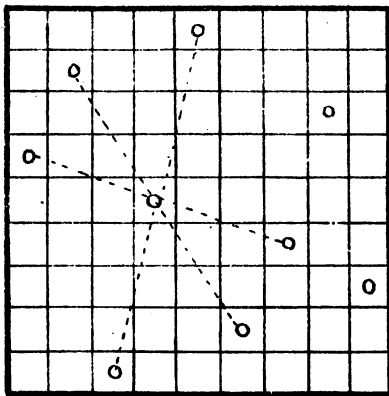
Besides this transformation of No. 3, we may in a similar manner reverse either of the other two marginal Queens, that is the top may be carried to the bottom, or the bottom to the top. But to preserve the two shorter diameters of No. 13 in the same pose, we may derive the

same result as last referred to by moving all the Queens of No. 13, diagonally down to the left one square, when of course the peculiar figure formed by the two shorter diameters remains. [The reader is advised to shade the two wings formed by these five Queens with a coloured pencil. Nos. 2, 3, 4, 5, 6 and 7, and others treated in this manner, show four wings, resembling a windmill, or a cross]

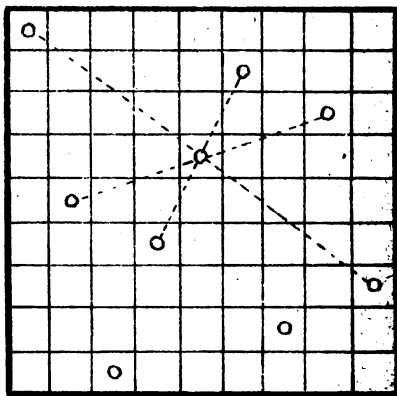
The long diameter of No. 13 has been broken, but another has taken its place. The connection with No. 3 (Centric) is very apparent, all that is necessary being to conceive the right hand Queen as changed to the left, when both long diameters would be restored, and we would have No. 3, though in a different pose.

No. 14, 9×9 .

2, Third Group.

No. 15, 9×9 .

3, Third Group.



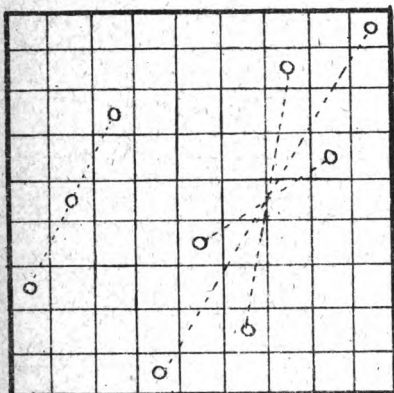
By adding a Queen at one end of the free diagonal of No. 9 of the 8×8 Formæ, we at once get another sub-symmetric, No. 15.

Here the bottom Queen carried to the top completes the harmony, producing our No. 2, by another method. Considering No. 2 as the parent position, then two poses of No. 15 result therefrom, according as we change top Queen to bottom or bottom to top.

The three last Formæ derived, almost deserve a special group, but in order not to make too minute a classification we include therewith those having six and five Queens respectively, diametrically arranged.

No. 16, 9×9 .

4, Third Group.

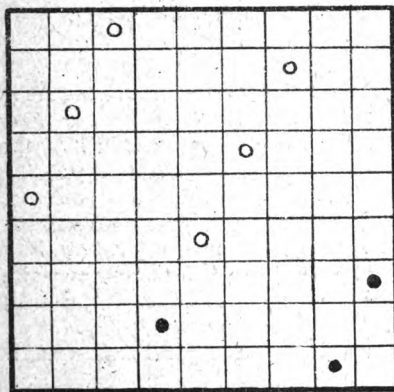


One such we may derive directly from No. 3, if the 8×8 Formæ, by merely adding a Queen at the proper end of the open diagonal. Indeed this has already been done, and the position designated D. We now reproduce it as No. 16.

Referred directly to No. 11, the present Forma differs only in the left hand Queen, which if carried over to the right comes in opposition with the uppermost of the three odd Queens now on the left. The Forma to be derived by adding the corner Queen at the other end of the same diagonal of the 8×8 position will come up later, as there are but four Queens whose connecting lines mutually bisect.

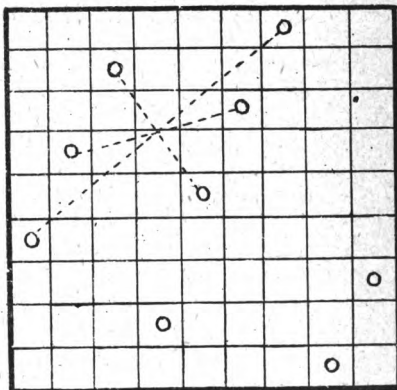
For the only other position containing six Queens symmetrically posted we may proceed thus: From the general series is easily derived the following Pseudo form, which is simply a position previously obtained with

PSEUDO-FORM.



No. 17, 9×9 .

5, Third Group.

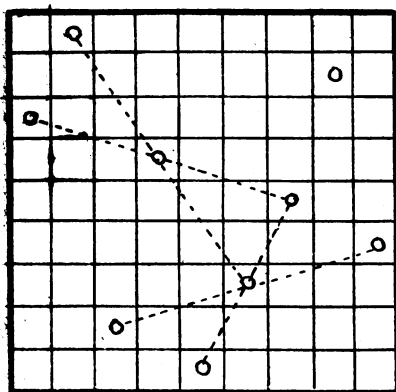


all the Queens lowered one square, or, simpler, the bottom Queen of the first Pseudo is now at the top; in still other words, the theoretical straight line of Knights' moves now begins at *a* 5 instead of *a* 6. Blacking the three lower circles in the adjoining diagram we then have three triplets. By lowering the left hand triplet one square, and raising the parallel triplet the same distance, leaving the dark triplet as it is, we get No. 17, given above.

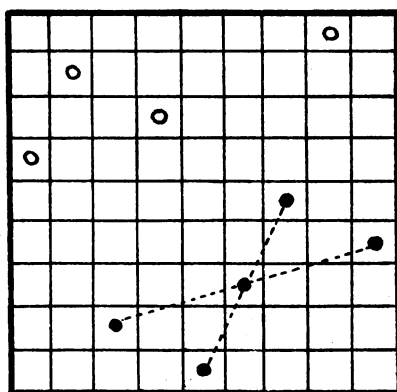
It will be remembered that No. 13 differs from No. 3 solely in changing a Queen from one side to the other. We may now get from No. 13 another Forma by carrying the left hand Queen over to the right hand side, No. 18. If the long diameter in No. 13 has been broken, there is some compensation in the duplicate set of five Queens in No. 18. One of the sets is seen in No. 14, and the other in No. 15. In No. 18 the four Queens in the upper part of the board may be interchanged, two and two, giving No. 19.

No. 18, 9×9 .

6, Third Group.

No. 19, 9×9 .

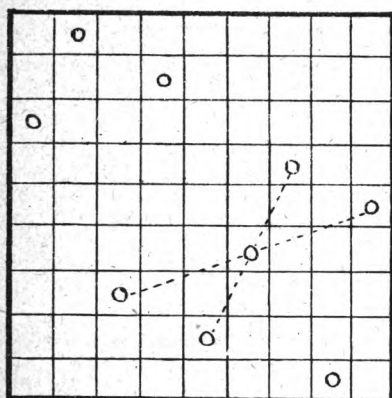
7, Third Group.



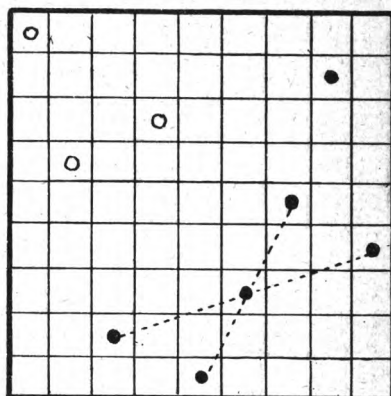
The open circles are the ones transformed. It is not a reversal of the entire figure formed by the four Queens, but the interchange takes place between adjoining ranks. Then by carrying the top Queen of No. 19 to the bottom we get No. 20 (see page 355).

Reverting to No. 18, we may exchange the Queens in upper part in a different manner than employed to get No. 19. Leaving the one near upper right hand corner as it is, the other three may be interchanged by the regular plan for three Queens, viz., *a* 7 goes to *a* 9, and *b* 9 to *b* 7; then interchanging the new *b* 7 with *d* 6, they take the positions *b* 6 and *d* 7, giving as the result No. 21 (see page 355), which may also be derived from No. 19, by interchanging *a* 6, *b* 8, and *h* 9, in that Forma, leaving *d* 7 and the group of five unchanged. The last three Formæ have the more compact system of five Queens out of No. 18. Herewith follows a Forma having the other set. No. 22 (see page 355). It may be derived from No. 13 by simply moving the right hand Queen over to the left side.

No. 20, 9×9 .
8, Third Group.

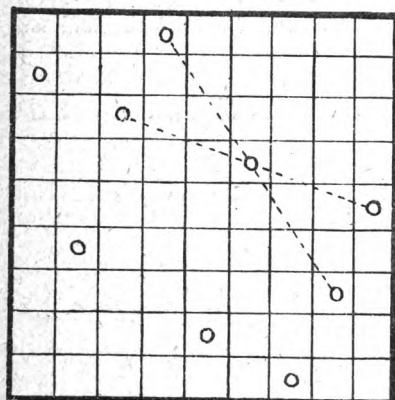


No. 21, 9×9 .
9, Third Group.

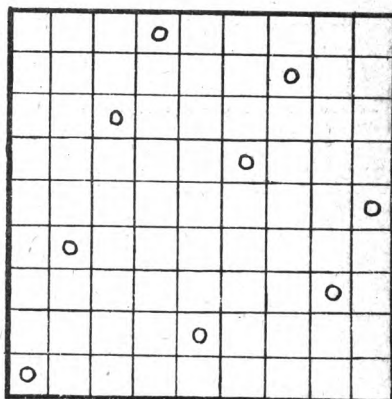


Another Forma with this particular set of five Queens may be secured from No. 12, 8×8 . Adding a corner Queen we have the annexed Pseudo-form.

No. 22, 9×9 .
10, Third Group.



PSEUDO-FORM.
From No. 12, 8×8 .

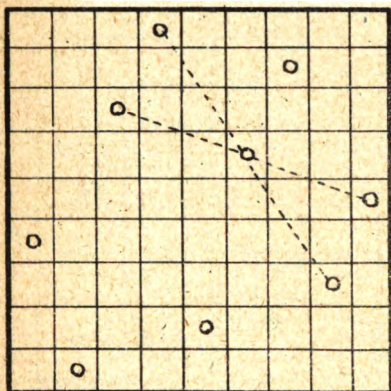


Here the added Queen placed on a diagonal already occupied may be exchanged with the Queen in adjoining file, giving us No. 23 (see page 356).

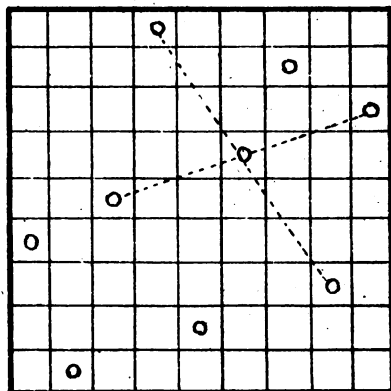
And here, by swinging the diameter connecting $c7$ and $i5$, so as to extend from $c5$ to $i7$, we get No. 24, which is shown on following page.

No. 23, 9×9 .

11, Third Group.

No. 24, 9×9 .

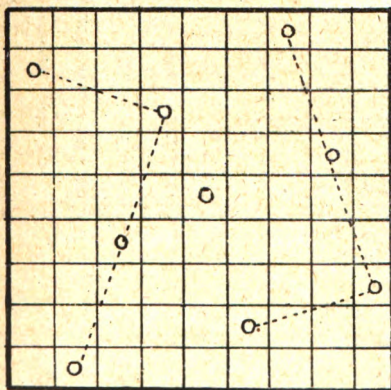
12, Third Group.



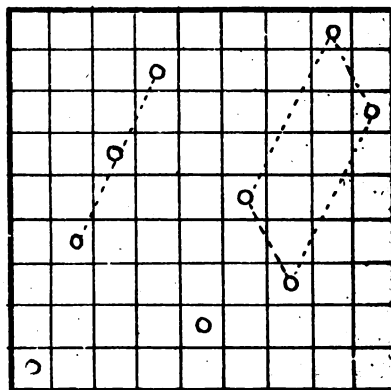
As the last two Formæ contain the L composed of four Queens connected by the 2×4 move, and as we have in hand a Forma containing two such figures, designated A, it may be well to class that position here (No. 25) before closing the group. Although the Queens are not diametrically opposed, four pairs of equal radius may be drawn from the central Queen. It will be remembered that this Forma results from the regular Pseudo so often employed, by reversing four of the Queens on either side of the central file.

No. 25, 9×9 .

13, Third Group.

No. 26, 9×9 .

1, Fourth Group.

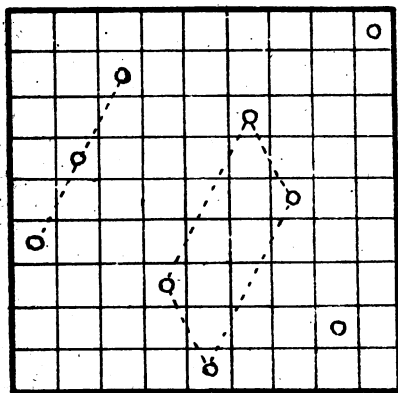


We start a new group with the remaining corner Queen formations. The first 8×8 Forma to be used will be that from which No. 16 was obtained, the extra Queen being now added at the other end of the free diagonal. No. 26.

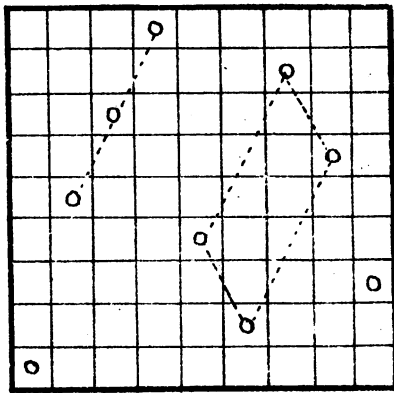
The next 8×8 Forma used has both long diagonals open, and as it is not symmetric, we may obtain four 9×9 Formæ therefrom.

No. 27, 9×9 .

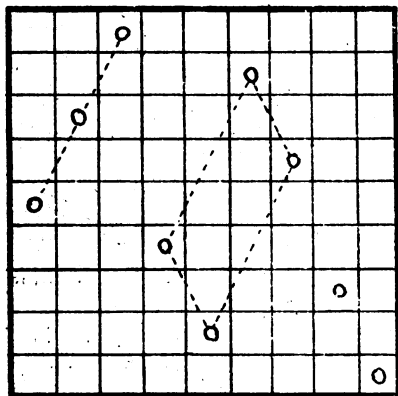
2, Fourth Group.

No. 28, 9×9 .

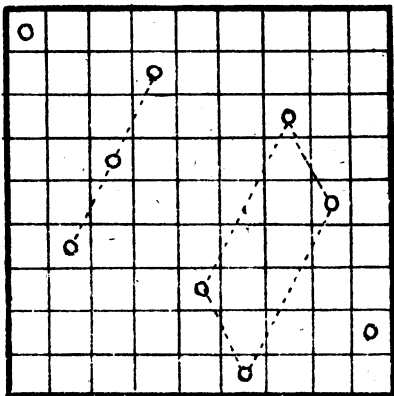
3, Fourth Group.

No. 29, 9×9 .

4, Fourth Group.

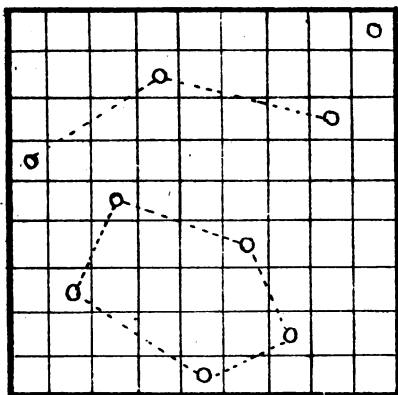
No. 30, 9×9 .

5, Fourth Group.

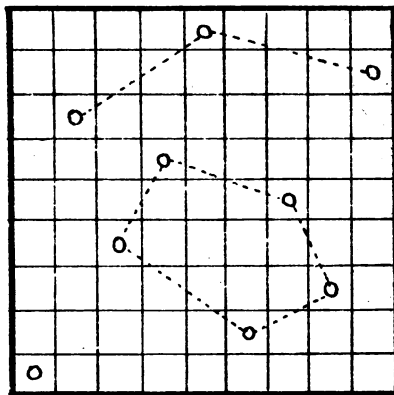


From No. 10 8×8 , which has one free diagonal, we get—

No. 31, 9×9 .
6, Fourth Group.

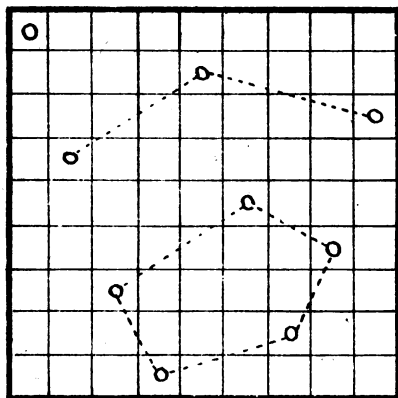


No. 32, 9×9 .
7, Fourth Group.

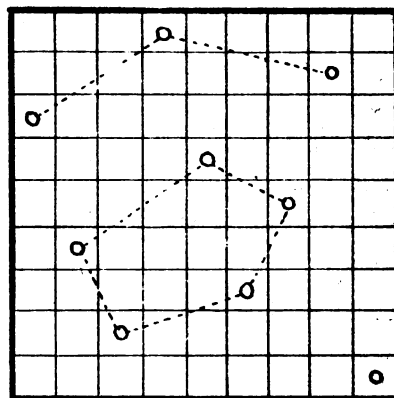


From No. 11, 8×8 , where the Pentagon is reversed, or reflected, we get two other 9×9 Formæ, viz:—

No. 33, 9×9 .
8, Fourth Group.

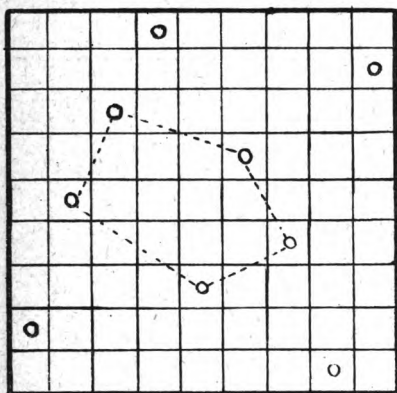


No. 34, 9×9 .
9, Fourth Group.

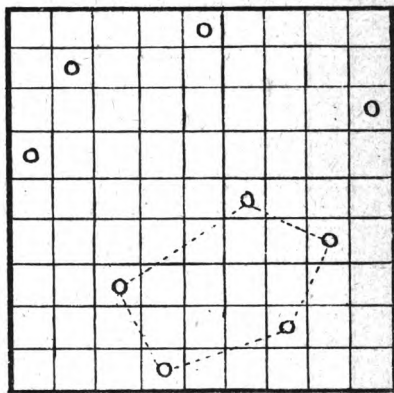


This group closes with two other positions in which the Pentagon is a distinguishing feature. No. 35 is obtained by carrying the top Queen of No. 26, the first of this group, down to the bottom. No. 36, we get from No. 33, by interchanging three Queens, $a\ 9$, $b\ 6$, and $e\ 8$. As usual in such cases, $a\ 9$ goes to $a\ 6$, and $b\ 6$ to $b\ 9$; then $b\ 9$ interchanging with $e\ 8$, the former goes to $b\ 8$, and the latter to $e\ 9$.

No. 35, 9×9 .
10, Fourth Group.



No. 36, 9×9 .
11, Fourth Group.

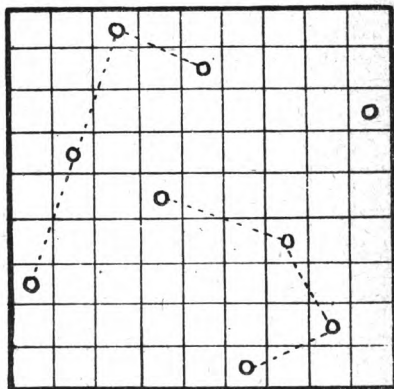
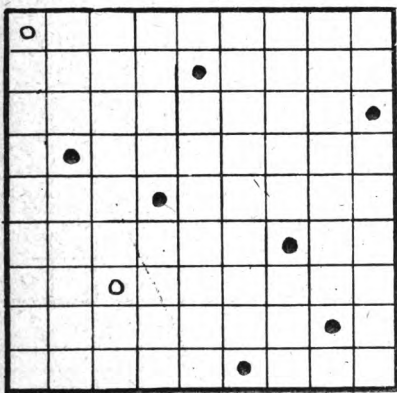


The remaining 9×9 Formæ may go into a fifth group.

Although the 8×8 Forma used in obtaining No. 31 has but one free long diagonal, we try what effect adding the extra Queen on the occupied diagonal will have. The result is the same as if all the Queens in No. 31 were moved one square to the right. All we have to do is to take in turn each of the Queens of the 8×8 Forma, and seek whether it may not exchange with the extra Queen. Such a Queen we find at *c* 3, as the diagonals converging at *a* 3 are open. Hence we have at once No. 37.

PSEUDO-FORM.

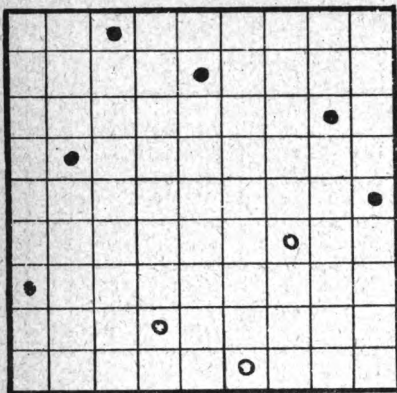
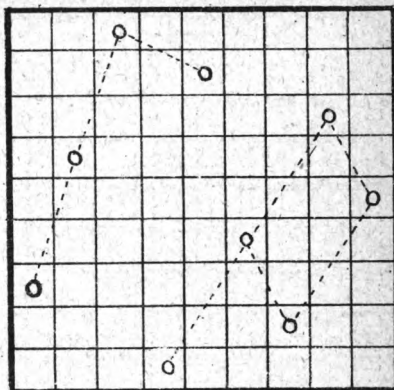
No. 37, 9×9 .
1, Fifth Group.



The next Forma has six Queens situated as in No. 7, the other three being interchanged according to the regular plan.

Here (No. 7) *d* 2 goes to *d* 1, and *f* 1 to *f* 2. Then, for the second pair, *f* 2 goes to *f* 4 and *g* 4 to *g* 2, producing No. 38.

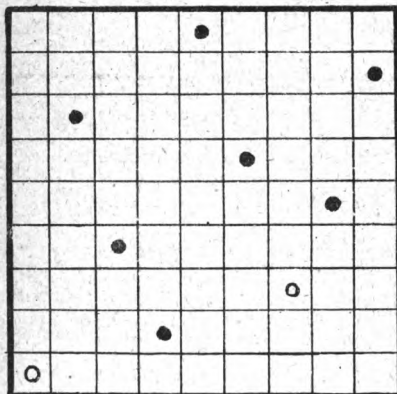
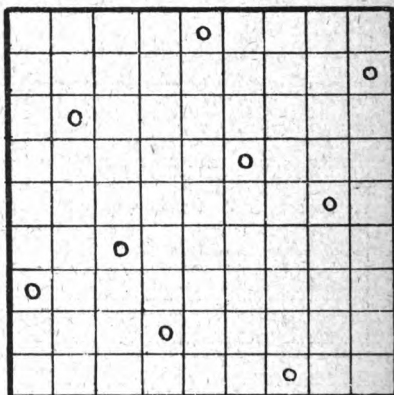
No. 7, REPEATED.

No. 38, 9x9.
2, Fifth Group.

This (No. 38) has seven Queens as in No. 12 of the 8×8 s, and may be easily derived therefrom (in the same way No. 37 was from another 8×8 position). As No. 38 is now posed, the corner Queen thus added would be at $a 9$, and the Queen exchanged therewith at $c 3$; then $a 9$ goes down to $a 3$, and $c 3$ up to $c 9$.

If we transfer the two upper rows of No. 24 to the bottom, we get the annexed Pseudo-form, which is the same as No. 33 raised one square, or it is No. 11 of the 8×8 s, with the Queen added on the *occupied* diagonal. To break the double guard change $a 1$ to $a 3$, and $g 3$ to $g 1$, giving No. 39.

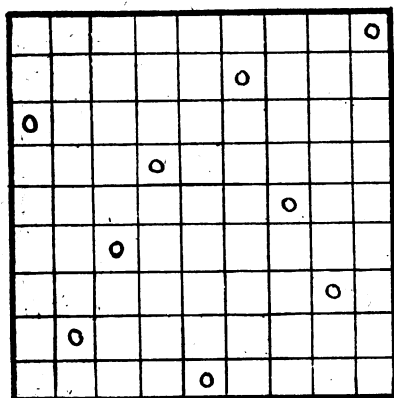
PSEUDO-FORM.

No. 39, 9x9.
3, Fifth Group.

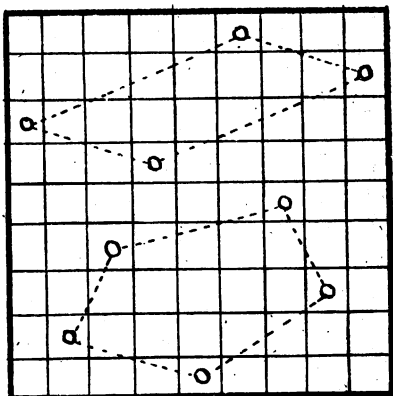
In a similar manner lowering No. 30 two squares, it gives this Pseudo-form. Here the two Queens thus brought to the top come on

diagonals already guarded, but the simple exchange of those two Queens relieves both, furnishing us No. 40.

PSEUDO-FORM.

No. 40, 9×9 .

4, Fifth Group.

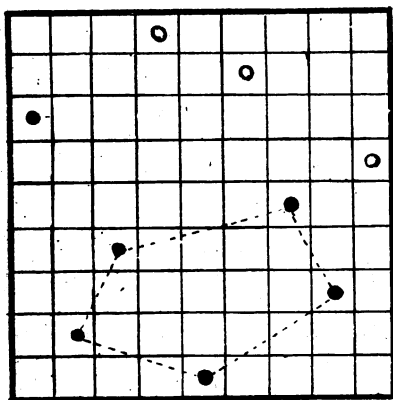


The Pentagon is larger and less regular than that previously designated.

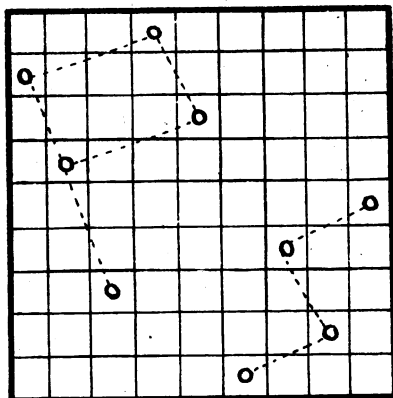
Then, from No. 40, we get a new Forma by interchanging three Queens of the quadrilateral, No. 41. The Queens interchanged are shown by open circles; $d6$ in No. 40 has gone to $d9$ in No. 41,—and $f9$, after going temporarily to $f6$, exchanges with $i8$ in No. 40, resulting in the final position $f8$ and $i6$.

No. 41, 9×9 .

6, Fifth Group.

No. 42, 9×9 .

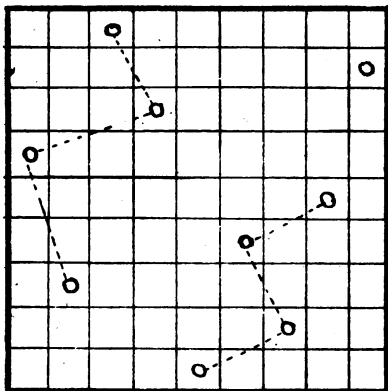
7, Fifth Group.



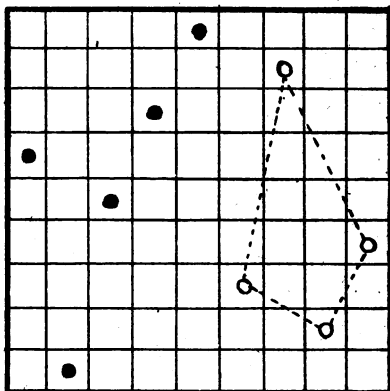
Next we call up "B," and give it as No. 42, and "C" as No. 43.

No. 43, 9×9 .

7, Fifth Group.



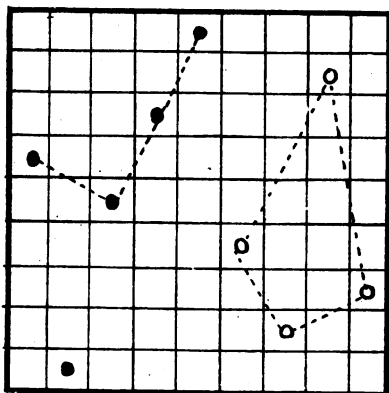
No. 19, repeated.



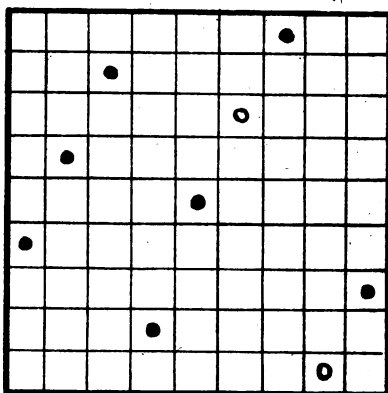
From No. 19, by interchanging the four right hand files, we get No. 44. The manner of the reversion is very simple and regular, being, in fact, another pose of the four Queens; thus, supposing the four open circles to occupy a board 4×8 , the ordinates for No. 19, taken from lower left hand corner of the reduced board, would be, 1, 3...2, 8...3, 2...4, 4, and these same ordinates in No. 44 are applied from lower right hand corner.

No. 44, 9×9 .

8, Fifth Group.

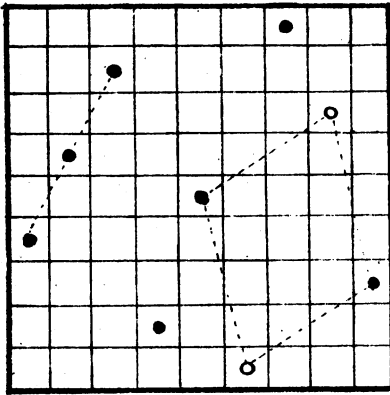


No. 17, repeated.

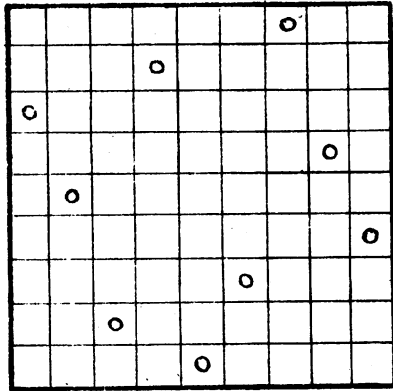


From No. 17 we get a New Forma (No. 45) by interchanging the two open circles.

No. 45, 9×9
9, Fifth Group.

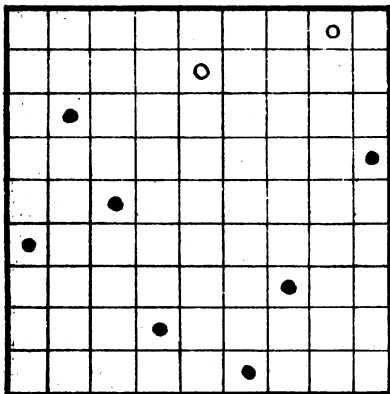


No. 7, repeated.

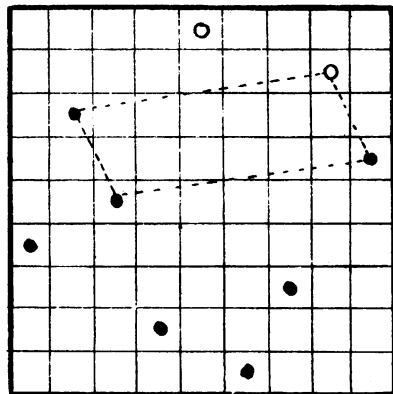


Another Formæ, and it is the last, is derived from No. 17. By transferring the right hand Queen to the left it comes on the same diagonal as the Queen, in 8th rank, but it is at once noticed that this 8th rank may interchange with the 9th.

PSEUDO (from No. 7.)



No. 46, 9×9 .
10, Fifth Group.



The method we have adopted in dealing with the 9×9 Formæ has the merit of showing the connection and points of difference of the various positions, besides its simplicity. For larger boards it would be well to secure all the possible transformations, and to classify them afterwards, thus saving considerable repetition, and often getting simpler derivations.

First.—All the corner Queen formations possible should be derived, not only from boards with one less Queen, but also from boards with one more Queen when they are easily obtained.

Second.—Queens may also be added at the corners of all the $n-1$ Formæ, whether the long diagonals are free or not, and then some simple exchange sought for that will clear the doubly occupied diagonal of one of the Queens.

Third.—Having acquired a considerable number of good results, seek for all those cases where a border Queen may be transferred to the opposite side.

Fourth.—Seek for cases where two or more ranks or files may be so transferred either with or without reversion of the movable part.

Fifth.—Sometimes a central Queen may be transferred to the margin, or a rank and a file may be inserted in a smaller board, or omitted from a larger.

Sixth.—Look for possible exchanges between the ranks or files, or four, then three, and five.

Seventh.—Construct Pseudo-forms not merely by adding Queens at the corners, but elsewhere; also, by changing a Queen from one side to the other whether the diagonals that it would control are already occupied or not; also, by systematic entry, either by Knight's move, or 2×4 , or 2×5 , &c.; and from these Pseudo-forms endeavour to secure a good result by interchanges.

By pursuing these and similar artifices, new positions will accumulate with great rapidity. One brings on another. There can hardly be any question that this graphical method is superior to Gauss's systematic trial, in that it has more of the element of systematic investigation, deducing the unknown from the known.

G. E. CARPENTER.

THE MUNICH CHESS CONGRESS.

THE choice of Munich for this year's meeting of the German Chess Association was a very happy one. That body has never, we believe, visited the Bavarian capital till now, and although the beautiful city is not, perhaps, much renowned for chess, it possesses attractions for the lovers of art and scenery which are celebrated the world over. Chess tournament players in the intervals of their hard conflicts want recreation, and when they can get it, as recently, at the Paris Exhibition, or among the art treasures of Dresden or Munich, it helps greatly to relieve the tedium and strain of their mental exertion.

The business meeting of the Association was held on July 22nd, and occupied nearly the whole day, from 9 a.m. to 6 p.m., for, on account of the recent death of the former secretary, Dr. Max Lange, new officers had to be elected, and an alteration of some of the rules, which had long been thought necessary, was part of the agenda. The new officers are: Dr. Trimborn, of Cologne, president; Dr. Gebhardt, of Coburg, vice-president; Dr. Tausch, treasurer; Dr. Schwann and Herr Schellenberg, secretaries; and Drs. Gottschall and von Scheve, auditors, together with a committee of five.

After the meeting, the drawing of numbers and pairing for the various tourneys took place. For the Masters' Tourney there were seventeen entries, but Mr. Tinsley, of London, having failed at the last moment next

day to put in an appearance, a fresh pairing had to be adopted for sixteen players. These, with the different countries they represented were as follows: America, Pillsbury and Showalter; Austria, Berger, Halprin, Marco, Maróczy, Popiel, Schlechter, and Wolf; England, Burn; France, Billicard and Janowski; Germany, Bardeleben, Cohn, Gottschall, and Jacob. All these are well known as having participated in previous important contests, with the exception of M. Billicard and Herr Jacob, who, however, had already made their mark in France and Germany.

Of the abstentions we think Herr Lasker acted wisely in not playing at Munich, for he could have gained no greater triumph than he already possesses, and he might possibly not have repeated his victory in Paris. Poor Steinitz is, of course, no more, and even had he been alive, he could not have come. We are sorry that our own Blackburne was not well enough to play, but England was most worthily represented by Mr. Burn, and we congratulate him most heartily on the position he attained. Why none of the St. Petersburg experts entered at Munich we do not know. We are hardly surprised at Tchigorin abstaining, but there are Alapin and other Riga players, who might have battled for their country. Germany also might, perhaps, have sent more combatants to enter the lists in their own National Association. For the chief Minor Tourney, many of whom were equal in strength to some of the Masters, the entrants were principally Germans. Why could not some of our leading amateurs, such as Atkinson, Blake, Bellingham, &c., have gone in for this competition? The first-named won every game last year in the Amsterdam Tourney, and he would surely have taken a good place in the *Haupt Turnier* at Munich.

With regard to the actual combatants in the Masters' Tourney, the great surprises were the unexpected success of Schlechter, and the failure of Janowski. The former has often been called "the drawing master," but to those who know him very unjustly, and this time he has vindicated his right to be ranked in the first flight of the Masters by tying for the chief honours with Pillsbury and Maróczy, a position which in no previous important contest he had ever attained. Janowski we do not think has been overrated by any means, but overdone. For at least eighteen months he has been engaged in hard matches and tourneys, chiefly in America, and he has evidently not the stamina to withstand the strain. To this cause may evidently be attributed the low place he took in the Paris Tourney, and we should advise him now to have a good rest. By dint of skill and energy Maróczy also tied with Pillsbury and Schlechter, but then broke down, and lost to the former a weakly played game in the tie-match, which relegated him to the third place. In the tie-match between Pillsbury and Schlechter each won one game, and two were drawn, which caused the first two prizes to be divided equally between them. We have not heard whether the other four ties between Berger, Janowski, Showalter, and Wolf, have been played off.

In the chief Minor Tourney the first prize of 600 marks was won, with a score of 17 games, by Herr Swiderski of Leipsic, who is therefore now a "Master." The second (400 marks) went to Dr. Olland of Utrecht, who scored 16 games. The third (300 marks) to Herr Edelheim of Berlin, with 15½ games. The fourth (200 marks) and fifth (150 marks)

were shared by Herren Exner of Hungary, and Kruger of Berlin, with 15 games each. The sixth prize (125 marks) was gained by Herr Richter of Oels with 14 games. The seventh (100 marks) by Dr. Mannheimer of Frankenthal, with 13½ games; and the eighth and ninth were divided between Herren Gutmayer and Rosenkranz of Berlin, with 12 games each. There were twenty-two entrants.

The following is the final score of the Master Tournament:—

	Maroczy.	Pillsbury.	Schlechter.	Burn.	Marco.	Cohn.	Berger.	Janowski.	Showalter.	Wolff.	Gottschall.	Popiel.	Halprin.	Billecard.	Bardeleben.	Jacob.	Total.
M. G. Maroczy	—	½	½	1	1	1	0	1	1	1	½	½	1	1	1	1	12
Mr. H. N. Pillsbury	½	—	½	½	½	1	½	1	1	1	1	1	1	1	1	1	12
Herr Schlechter	½	½	—	1	½	½	1	1	1	1	1	1	1	1	1	1	12
Mr. Amos Burn	1	½	1	—	1	1	1	1	0	1	1	1	1	1	1	1	10½
Herr G. Marco	1	½	½	1	—	½	1	1	1	1	1	1	1	1	1	1	10
Herr Cohn	0	0	0	0	½	—	1	1	1	1	0	1	1	1	1	1	8
Professor Berger	1	½	1	1	0	1	—	½	0	1	1	1	0	1	0	1	7½
M. Janowski	0	0	0	0	1	1	½	—	1	1	1	0	1	1	1	1	7½
Mr. J. W. Showalter	0	0	0	1	0	0	1	0	—	1	0	1	1	1	1	1	7½
Herr Wolff	0	0	0	½	0	0	0	0	1	—	1	1	1	1	1	1	7½
Von Gottschall	½	0	0	0	0	1	0	0	0	0	—	1	1	1	1	1	6½
Herr Popiel	½	0	0	0	0	½	0	1	1	0	0	—	1	1	1	1	6½
Herr Halprin	0	½	0	0	0	0	1	1	0	0	½	1	—	½	½	½	5
M. Billecard	0	0	0	0	0	0	0	0	0	0	½	½	½	—	0	1	3
Von Bardeleben	0	0	0	0	0	0	1	1	0	0	0	0	0	1	—	0	3
Herr Jacob	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	—	1½

First - - -	H. N. Pillsbury	} tie	- - -	1000 marks
Second - - -	C. Schlechter		- - -	800 "
Third - - -	G. Maróczy	- - -	- - -	600 "
Fourth - - -	A. Burn	- - -	- - -	400 "
Fifth - - -	G. Marco	- - -	- - -	300 "
Sixth - - -	W. Cohn	- - -	- - -	250 "
Seventh - - -	200 and 150 marks tie between Berger, Showalter, Janowski, and Wolff.			
Eighth - - -				

Maróczy receives Baron Rothschild's prize, 300 marks, for having won the largest number of games exclusive of draws.

Chess in Schools.—At the beginning of last year, the editors of *The School World*, believing that the game in schools had a great future before it, added a chess column to their paper. One feature of this column is the monthly competition for small prizes, which attracts many entries. Another is a series of inter-school correspondence matches, the first of which, commencing about fifteen months ago, has just finished. Six schools entered, the final round resulting in a tie for the prize (a set of handsome Staunton men and board) by Manchester Grammar School and Merchant Taylor's School, London. The chess editor of *The School World* informs us that he wishes to receive entries for a second tourney; these should be sent in by the end of September.

OBITUARY.

LORD RUSSELL OF KILLOWEN (Lord Chief Justice of England).

THE death of Lord Russell of Killowen, on August 10th, caused a feeling of widespread sorrow throughout the Kingdom. Born in 1833, he was in his 67th year when he passed away. In these pages we have simply to speak of Lord Russell as a chess player. When a young man at the Bar, Mr. Charles Russell was very much devoted to chess; resembling in this his great rival Sir Edward Clarke, who in the early fifties was often to be seen in the rooms of the City of London Chess Club. Mr. Russell was a great patron of the late Mr. William Steinitz when that genius of chess first came to this country, and he was a supporter of Steinitz in some of his early important matches. As a player Mr. Russell never obtained very great prominence, for he was always too busy a man to give more than a passing moment to the game.

That Lord Russell retained his interest both in the game and his old friend Steinitz, was manifest by his visits to the rooms during the progress of the last London International Master Tournament. On more than one occasion he devoted some time attentively regarding Steinitz's games. Lord Russell was president of the Metropolitan Club and presided at the last annual dinner.

DEATH OF MR. E. L. HARVEY.

DEEP regret has been caused in Belfast chess circles by the announcement of the death of Mr. Ernest L. Harvey, one of the best known exponents of the game in Ulster. Mr. E. L. Harvey, who was the younger son of the late Mr. William Harvey, of the firm of Harvey & M'Laughlin, studied at the Queen's College, Belfast, graduating in the Royal University, and was called to the Bar. He was exceedingly well known as a chess player throughout the United Kingdom, his style being at once brilliant and thoughtful. For several years he held the local championship, and continued to fully maintain his enthusiasm for and his active interest in the game, being at the time of his death treasurer of the Belfast Chess Club. Mr. Harvey, who was but thirty-four years of age, appeared to be in his usual health until quite recently, when symptoms of serious cardiac trouble developed themselves. He was attended during his illness by Drs. M'Kisack, Monypeny, and Storey, but their skilful services proved unavailing in averting the end. It may be mentioned that his elder brother, Mr. W. L. Harvey, is Municipal Commissioner at Bombay, a very important and responsible position. Amiable and courteous, Mr. E. L. Harvey had many friends, who will sincerely regret his death.

THE LATE MR. H. C. STEADMAN.

WITH deep regret we have to record that Mr. H. Clive Steadman, the well-known Johannesburg chess player, died on Monday, July 16th, at Fort Napier Hospital, Maritzburg. At one time Mr. Steadman resided in London, where he

acquired a good deal of his chess experience. He competed in several handicaps at the world-famed "Simpson's," receiving the odds of "Pawn and two moves" from the professionals. About ten years ago he came to South Africa for the benefit of his health, and proceeding to Maritzburg, became one of the mainstays of the City Chess Club there. Subsequently Mr. Steadman went to the Rand, and since that time occupied an important position on the Bonanza mine. He was one of the founders of the Johannesburg Chess Club, and both as secretary and as a player has always taken a leading part in its affairs. It was at Johannesburg that Mr. Steadman brought his strength up to what it was latterly. For the last few years he ranked in the first class with Mr. Michael. He was one of the representatives of his club at the South African Tournament held at Durban last year, where he distinguished himself by gaining a place amongst the prize-winners. Mr. Steadman, however, had other interests than chess. As a member of the S.A. League, and of the Uitlander Council, he took a prominent part in the political movements at Johannesburg prior to the war. At the outbreak of hostilities he enlisted in Thorneycroft's Mounted Infantry, and, as has already been recorded in these columns, was wounded at Spion Kop. He returned to the front, but—alas!—only to fall a victim to that dire malady, enteric fever. A gentleman in the best sense of the word, Mr. Steadman was a universal favourite, and will be greatly missed by all who knew him.—*Cape Times*.

DEATH OF MR. STEINITZ.

WE regret to learn of the death, at New York, on August 12th, of Mr. William Steinitz, chess champion of the world from 1866—when he defeated Herr Anderssen—to 1894, when he was defeated by Herr Lasker by 10 games to 5, with 4 draws, in a match for the championship and a stake of £800. This defeat by Lasker was practically final, for though Steinitz subsequently tried to assert his superiority in a second match against Lasker—1896-7—he was decisively defeated by 10 games to 2, with 5 draws.

As a very full account of the life and chess career of Mr. Steinitz, with portrait, was published in *B.C.M.*, vol. xii. pp. 1—6, and vol. xiv. pp. 162—4, we now confine our references to a concise record.

William Steinitz was born May 17th, 1836, at Prague (Bohemia).

In 1859 he began to be recognised as a rising player by winning third prize in the Vienna Chess Club Tournament. In 1860 he won second, and in 1861 first prize at the same club. In 1862 he visited London, and took part in the International Master Tournament of that year, finishing sixth—after Anderssen, Paulsen, Owen, MacDonnell, and Dubois.

For the next 20 years Steinitz was associated with English chess. In 1866 he defeated Professor Anderssen in a match by 8 games to 6, thereby becoming champion of the world, which honour he held until his defeat by Lasker in 1894. Steinitz was a famous match player, and never knew defeat in any even match until he met Dr. Lasker. Amongst other Masters whom Steinitz defeated in addition to Anderssen, were Bird, Blackburne, Golmayo, Gunsberg, Mackenzie, Tchigorin, Zukertort, and others. In Tournament play he was hardly seen at his best, for he generally spoiled

his score by clinging to some unsound opening development. In 1873 he won first prize at the Vienna International Tournament, after playing off a tie with Blackburne. In this tournament he won 16 games without loss. In 1882 he tied with Winawer for first and second prizes at the Vienna International Master Tournament of that year. In 1883 he was second to Zukertort in the London International Tournament. He played in most of the international tournaments between 1862—1883, and was always amongst the winners.


In 1884 Mr. Steinitz became a naturalised American citizen, and was the moving spirit in bringing about the New York International Tournament of 1889, but he was not a competitor; contenting himself with his literary work in connection therewith. In 1894 Herr Lasker defeated Mr. Steinitz in a match for the championship of the world. Mr. Steinitz chafed under this defeat, and there was talk of a return contest, but nothing resulted at the time. In 1895 he visited England, and competed in the Hastings International Master Tournament, winning fifth prize; Pillsbury being first, Tchigorin second, Lasker third, and Tarrasch fourth. Then came the Quadrangular Tournament, played in St. Petersburg 1895-6, the players being Lasker, Pillsbury, Steinitz, and Tchigorin. Result: Lasker first, Pillsbury second, Steinitz third, and Tchigorin fourth. It says much for Steinitz's skill at this time that in his individual encounters with Pillsbury the score was Steinitz 5, Pillsbury 1. He took part in the Nuremburg Tournament in July and August, 1896, winning 6th prize. In October, 1896, Mr. Steinitz defeated the celebrated Russian player, Herr Schiffers, by 7 to 5. Then came the return match with Dr. Lasker, played in Moscow, November 7th, 1896, to January 14th, 1897. Result: Lasker 10, Steinitz 2, with 5 draws. Soon after this Mr. Steinitz was attacked with a mental disorder, and for a brief time was put under restraint at Moscow, but was discharged as cured; and returned to the States, taking Vienna on his way, and playing there some off-hand games with Schlechter, with about an even result. Mr. Steinitz took part in the 1898 Vienna International Tournament, winning fourth prize with $23\frac{1}{2}$, Pillsbury and Tarrasch being equal for first and second with $27\frac{1}{2}$, and Janowski third with $25\frac{1}{2}$. Mr. Steinitz also competed in the Cologne Tournament of the same year, winning fifth position with $9\frac{1}{2}$; Mr. Amos Burn being first with $11\frac{1}{2}$, Charousek, Cohn, and Tchigorin coming next, $10\frac{1}{2}$ each. In 1899 Steinitz played in what was to be his last tournament—the London International of that year. There was a marked falling off in his play, and the continued strain of such a double-barrelled contest was evidently too much for the veteran, for he finished eleventh with $11\frac{1}{2}$ games out of a possible 28. As this was the last occasion that Messrs. Steinitz and Lasker met in play, we give a re-capitulation of the total scores in all their encounters:—

	Lasker Won.	Steinitz Won.	Drawn.	
First Championship Match, United States...	10	5	4	
Hastings International Tournament, 1895...	1	0	0	
Quadrangular Tourn., St. Petersburg, 1895	3	1	2	
Nuremberg Tournament, 1896 ...	1	0	0	
Second Championship Match, Moscow, 1897	10	2	5	
London International, 1899 ...	1	0	1	
Totals ...	26	8	12	J 3

Soon after the conclusion of the London Tournament, Mr. Steinitz returned to the States, but his health declined rapidly, and early during the present year he had to be again placed under restraint, as his mind was greatly affected. A little later news reached this country that he was improving, with hopes of recovery, but his illness terminated with death on Sunday, 12th August.

We have no space to devote to his abilities as a blindfold and simultaneous player, but to show how he kept these powers almost to the last we may mention that in Vienna in 1897 (after his Moscow illness) he played 22 games simultaneously, winning 17, drawing 2, and losing 3 only. As an analyst, the service which Mr. Steinitz rendered to chess has never been equalled. He had a ready pen and incisive style—though he too often dipped that pen in gall. His column in the *Field* was for years the chess column of the day. His work in the *Modern Chess Instructor* and his analysis of games in the *International Chess Magazine* was of a high order, but his base, scurrilous, and filthy abuse of Mr. James Séguin, the honourable and gentlemanly chess editor of the *New Orleans Times Democrat*, caused many issues of the magazine to be more suitable for consumption in the furnace than for preservation in the library of the chess-player.

WALTER COOK SPENS, LL.D.

COTTISH chess suffered a terrible blow on July 13th by the unexpected death of Sheriff Spens, the well-known chess editor of the *Glasgow Weekly Herald* and founder of the Scottish Chess Association.

“Walter Cook Spens was born in Glasgow in 1842. He came of an old Fifeshire family, the Spenses of Lathallan. He received his earlier education at the Glasgow Academy, and after attending the Universities of Glasgow and Edinburgh, was admitted to the Bar in 1865, at the age of 23! In 1870 he was appointed as a sheriff-substitute for Lanarkshire, and after presiding in Hamilton Sheriff Court for six years was transferred to Glasgow, where he spent the remaining years of his life. He achieved distinction as a judge, his numerous and important contributions to legal literature being recognised by the Glasgow University, which conferred upon him the honorary degree of LL.D.

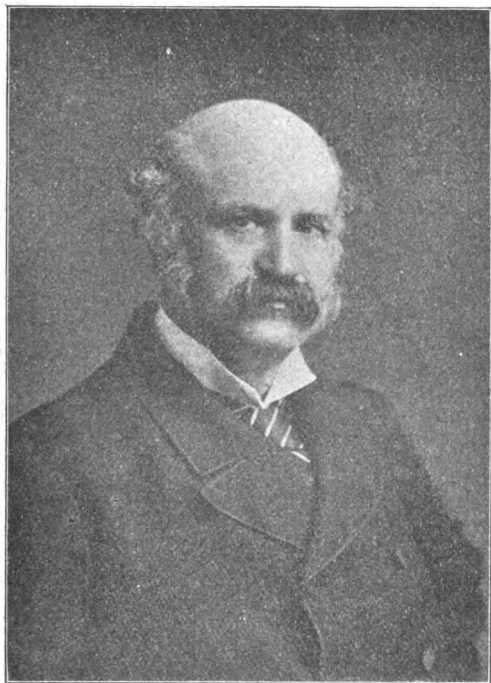
For the benefit of some of our English readers we may here explain that the Scottish Sheriff holds for life an official position of similar importance to that of an English county court judge, with the additional power of being able to deal with some criminal cases.

It is not often that a man gets his start in life and his tuition in chess from the same source, but this was so in the case of Sheriff Spens, for it was Sheriff Principal Henry Glassford Bell who appointed him sheriff-substitute, and it was the practice he had with Sheriff Bell that laid the foundation of Sheriff Spens' skill as a chess-player. Mr. Bell was a leading strong player, and at first he gave young Spens the odds of a Kt, but these odds were reduced gradually, and the pupil eventually became the equal if not the superior of his teacher.

In 1882 Sheriff Spens became chess editor of the *Glasgow Weekly Herald*, and in that column many of his problems were published. In 1884 he was mainly instrumental in forming the Scottish Chess Association. He was always a liberal supporter of the game, and in this respect his loss to Scottish chess is irreparable. He was the life and soul of the game in Scotland, and no great chess meeting or important movement could be successful without his countenance and support. His services to Scottish chess in connection with the Scottish Chess Association can never be overestimated, especially by those who know the time and financial aid he gave to further its interests. He became an active member of the Glasgow Club

in 1876, and "nowhere will his loss be so keenly felt and mourned as in the Glasgow Club, where he spent so many happy hours, and where he was so highly loved and honoured."

Mr. Spens was almost an ideal chess player. He loved the game for the pleasure which it returned as a reward for study of it, but he properly regarded it as an amusement and a recreation from more serious pursuits. His play was of a high order, and though he hardly did himself justice as a tournament player, he won several important national prizes. For example in 1894, at the Scottish Association meeting, he won the championship of Scotland, also the first prize in the handicap tournament, in addition to which he won a prize for the best game played. His style of play



THE LATE WALTER COOK SPENS, LL.D.

was refined and graceful. Always on the alert for brilliant combinations and pretty endings—in this resembling the late W. H. K. Pollock—he sometimes lost games which a stoic player would have won. As a problemist he cultivated a distinct penchant for four-movers founded upon the necessity of White avoiding a continuously threatened stale-mate. His tastes were most distinctly literary and artistic. At the time of his death he was a member of the Sir Walter Scott Club, the Ballad Club, the Art Club, the Glasgow Chess Club, and the University Club, Edinburgh. When barely out of his teens, he published a volume of poems entitled 'Dreams and

Realities,' and in 1881 a second volume, 'Darroll and Other Poems.' The present chess editor of the *Glasgow Herald*—Mr. W. Black, to whose kindness we are indebted for many of the facts in this notice, writes: "Few men could turn a sonnet more happily, and many which he contributed to the columns of the *Glasgow Herald* are characterized by such fine poetic grace and fancy that it is a pity they should not be preserved in more permanent form. We recall a few lines of one which he wrote in 1891, on the death of Capt. Mackenzie, our greatest Scottish chess player:

" 'He courteous moved alike to each and all;
He never sought with scathing words to sting;
Demeanor just the same to great and small,
The dignity that's said to hedge a king
Was nature's gift to him, and to his pall
That attribute of our dead friend will cling!'

"How truly these words apply to himself, and with what melancholy pathos they are now invested!"

We append a specimen of the Sheriff's skill as a player:—

GAME No. 1,928.

The last match game of Sheriff Spens. Brilliancy prize in the S.C.A. meeting at Dundee, April, 1900.

Double Fianchetto Defense.

NOTES BY D. Y. MILLS.

WHITE. BLACK.
Mr. H. J. THOMS. SHERIFF SPENS.

1 P—K 4 1 P—Q Kt 3
2 P—Q 4 2 P—K Kt 3
3 P—Q B 4 3 B—K Kt 2
4 Kt—Q B 3

I would give Black a chance of his double Fianchetto and play 4 P—K B 4.

5 P—Q 5 4 P—K 4
6 B—Q 3 5 P—Q 3
7 P—K Kt 4 6 Kt—K 2

A bold move but a good one. Black's game is now very cramped.

8 P—Kt 4 7 Kt—Q 2
8 Castles

... Risky. I would prefer P—Q R 4, to be followed if P—Kt 5 by Kt—Q B 4.

9 P—K R 4 9 Kt—K B 3
10 P—B 3 10 P—K R 4
11 B—Kt 5 11 P—Q B 3
12 Q—K 2 12 P—R 4
13 P—Kt 5 13 P×Q P
14 K P×P

In trying to get at his opponent's King he exposes his own.

14 P—K 5!

.....A capital rejoinder, which at once gives Black the sort of game he enjoys.

15 Kt×P 15 Kt×Kt
16 Q B×Kt 16 B—B 6 ch

.....But I prefer Q×B at once to this check; if then 17 Q R moves, R—K sq gives Black the advantage, for if 18 B×Kt, P—K B 4 wins a piece; and if P×Kt, then B×Kt P, with an excellent game.

17 K—Q sq 17 Q×B
18 R—Kt sq 18 Kt—B 7 ch
19 Q×Kt 19 P×P
20 K—B 2 20 Q—B 3
21 Q—Kt 3 21 B—K 4
22 Q—Kt 2 22 B—R 8
23 Q—Q 2 23 P—Kt 6
24 Kt—K 2 24 B—K 4
25 P—B 4 25 P—Kt 7
26 R—R 2 26 B—Q 5
27 R×P 27 B—Q B 4
28 P—R 5 28 B—B 4
29 R—Kt 5

- 29 P×P, P×P; 30 B×B, Q×B ch;
31 Q—Q 3, but White wanted to force
Black to play B×B.
- 29 B—Kt 5
30 K R—Q B sq
31 R—K sq
32 R×Kt!
33 P—R 5 ch!
34 R—Kt 7 ch!
- 35 K—R 3
36 Q—B 2
- If R—Kt 2, then Q—R 8, and
White's Q goes next move. A charm-
ing game from Black's 14th move, and
well deserving the brilliancy prize it
obtained.
- 36 Q—Q 5
37 Resigns.



GAME No. 1,929.

Played May 25th, 1900, in the Paris International Tournament. Score and notes from the *New Orleans Times-Democrat*.

Queen's Gambit Declined.

WHITE.
Dr. E. LASKER.

- 1 P—Q 4
2 P—Q B 4
3 Q Kt—B 3
4 Kt—B 3
5 P—K 3

BLACK.
Herr G. MAROCZY.

- 1 P—Q 4
2 P—K 3
3 Kt—K B 3
4 P×P
5 P—B 4

Was this a prognosticator of the
Marshall-Burn, and Marshall-Marco
games (*B.C.M.* pp. 278-279).

- 7 Kt—B 3
8 P×P
9 B—K 2
10 Castles
11 Q—K 2

.....This is, perhaps, justified
by the theoretic intent shown in Black's
seventh move, but we have rarely found
the advance of the Q B P for the
second player at so early a stage war-
ranted by the succeeding play; and
this game appears to confirm the
opinion.

- 6 B×P 6 P—Q R 3

.....Curiously timid, it would
seem. White as yet had no threat of
Kt—Q Kt 5, and Black's correct play
appears, by all means, to be 6..., B—
Q 2 at once, which might have averted
a deal of his later troubles.

- 7 P—K R 4

A very deep and far-reaching move,
for which one must note White's 23rd
coup, an outline of which at least was
undoubtedly in Lasker's mental per-
spective at the moment. 11 Q—B 2,
followed by P—Q R 3 and, possibly,
P—Q Kt 4, would be the natural con-
tinuation at this point for nineteen out
of twenty good players.

- 11 Q—R 4

.....Correct enough on "the
superficies of the case," but compare
his 16th move.

- 12 K R—Q sq 12 K R—Q sq
13 Q R—B sq 13 Kt—Q Kt 5

- 14 Kt—K 5 14 K Kt—Q 4
15 B—Kt 3 15 R—B sq

.....Forced, and yet not effective. White threatened (if 15..., Kt×Q R P, ex. gr.) 16 Kt×Kt, P×Kt; 27 Kt—Q B 4 !, &c., the sacrifice of the exchange being only a link in the chain.

- 16 Kt—K 4 16 Q—Q sq
17 P—B 4 17 P—Q Kt 3
18 B—Q 2 18 B—Kt 2
19 Kt—Kt 3 19 R—B sq

... ..Lasker is not in the habit of giving Pawns for nothing, and there is, of course, a reason for his offer of the K R P, but we confess we cannot see, on this brief examination, why 19..., B×K R P was not feasible.

- 20 P—B 5 20 P×P
21 Kt (Kt 3)×P 21 B—K B 3

See Diagram

- 22 Kt×B P

A beautiful sacrifice, rather obviously in view for quite a while back, but requiring the analysis of a master player of the champion's class to be certain of its exactitude.

- 22 R×Kt
23 Q—K 6 23 B×P ch
24 K—R sq 24 K—R sq

.....There is no resource. If ex. gr., 24..., Q—K B 3, then 25 R×R ch, B×R; 26 Q×B ch, &c., and wins easily.

- 25 Q×R 25 Kt—Q 6
26 R—B sq

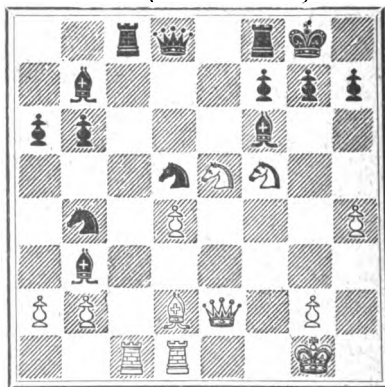
A splendid finish; this is one of the gems of Lasker's tournament play.

26 Resigns.

Position after Black's 21st move:—

B—K B 3.

BLACK (HERR MAROCZY).



WHITE (DR. LASKER).

GAME No. 1,930.

Played at Kieff, some time since, White, Prince Dadian, giving the odds of Q R to an amateur.

King's Gambil.

NOTES BY C. E. RANKEN.

WHITE BLACK
PRINCE DADIAN. AN AMATEUR.

- 1 P—K 4 1 P—K 4
2 P—K B 4 2 P×P
3 Kt—K B 3 3 P—K Kt 4
4 B—B 4 4 B—Kt 2
5 Castles 5 Q—K 2

.....Threatening to win the B, and though P—Q 4 would have defeated the design, the brilliant Prince lets him have his way for the sake of rapid development; but the sacrifice is, of course, unsound.

- 6 Kt—Q B 3 6 Q—B 4 ch
7 P—Q 4 7 Q×B

- 8 P—K 5 8 P—Kt 5
9 B×P 9 P×Kt
10 Q×P

White is now a Rook and two minor pieces behind, but it does not daunt him.

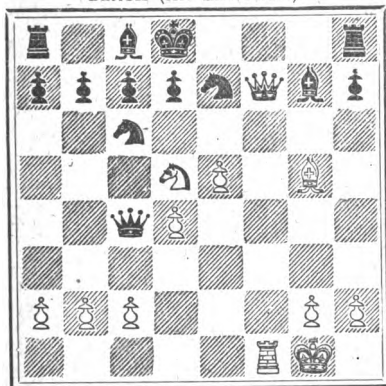
.....Q×P ch would, of course, be unsafe, on account of the reply B—K 3.

- 11 Kt—Q 5 11 K—Q sq
.....Black might have played Q Kt—K 2 here, or better perhaps, Kt×Q P, for White could not reply with Q—K 4 without losing his Q.
12 B—Kt 5 ch 12 K Kt—K 2
13 Q×P

Position after White's 13th move:—

Q × P.

BLACK (AN AMATEUR).



WHITE (PRINCE DADIAN).

13 B—B 3

..... There seems to be no way of saving the game now, unless it be by 13... Q × P ch; 14 K—R sq (if B—K 3, Q × K P), R—K sq (if Q × K P, then 15 R—B 5, and draws at least); 15 Kt × Kt, Kt × Kt; 16 Q × B, P—Q 3; 17 B × Kt ch, R × B; 18 R—B 8 ch, R—K sq; 19 Q—B 6 ch, K—Q 2; and now if 20 P—K 6 ch, R × P; and 21 Q × Q, is useless on account of R—K 8 ch; so that Black seems to work out of his difficulties.

14 R × B 14 R—K sq
15 Kt × Kt

Prince Dadian plays the finish very prettily.

15 Q × Q
16 Kt × Kt ch 16 Q P × Kt
17 R—Q 6 mate

GAME No. 1,931.

Played at St. Petersburg some years ago.

Greco Counter Gaubit.

NOTES BY C. E. RANKEN.

WHITE.

BLACK.

Gen. KUCHELEFF PRINCE DADIAN.
and Col. BOUTOURLINE. of Mingrelia.

1 P—K 4 1 P—K 4
2 Kt—K B 3 2 P—K B 4

..... A favourite opening with attacking players like Prince Dadian.

3 Kt × P 3 Kt—Q B 3
4 Q—R 5 ch 4 P—Kt 3
5 Kt × Kt P 5 Kt—B 3
6 Q—R 3

Q—R 4 is the correct retreat.

6 P × P

..... This sacrifice of the Rook is said to be the Prince's own invention.

7 Kt × R 7 P—Q 4
8 Q—R 4 8 B—Q B 4

..... Very bold. B—Kt 2 would seem to be indicated as the right move here.

9 B—K 2

Black's Q Kt threatened to become so troublesome that P—Q B 3 was necessary, which would also prepare for P—Q 4, followed by B—K Kt 5. The attempt to rescue the imprisoned Kt does not turn out well.

9 Kt—Q 5
10 B—R 5 ch 10 K—K 2
11 Kt—B 7 11 Q—Kt sq
12 K—Q sq

The allies should now have Castled, and if Kt took P, continued with Kt—B 3.

12 Q × P
13 R—K sq 13 B—K 3
14 P—Q B 3

Driving the Kt where he wanted to go. Why not Kt—R 6?

14 Kt—B 4
15 Q—B 4 15 Kt × B
16 Q × P ch 16 K—B 3
17 Q × B 17 Q—B 6 ch
18 K—B 2 18 Q—Q 6 ch
19 K—Kt 3

If K—Q sq, Black wins by Kt—Q 5.

19 P—Q 5 dis. ch
20 K—R 3 20 R—Q B sq
21 Q—K 5 ch 21 K × Kt
22 R × P

This is immediately fatal; the only move was P—Kt 3.

22 Mates in three moves.

GAME No. 1,932.

Consultation game played at the Association des Echecs, 36 Rue de Richelieu, Paris.

Sicilian Defence.

NOTES BY JAS. MASON.

- WHITE. BLACK.
MAROCZY and BURN and
SHOWALTER. MIESES.
- 1 P—K 4 1 P—Q B 4
2 Kt—Q B 3 2 Kt—Q B 3
3 Kt—K B 3 3 Kt—K B 3
4 P—Q 4 4 P × P
5 Kt × P 5 P—Q 3
6 B—K 2 6 B—Q 2
7 Castles 7 P—K Kt 3
8 B—K 3 8 B—Kt 2
9 P—K R 3 9 Castles
-See last August *B. C. M.*,
p. 322. Timely Castling as here makes
a pretty even game.
- 10 Q—Q 2 10 P—Q R 3
11 P—K B 4 11 Q—Q B 2
12 Kt—Kt 3
- There is no good attack to be had
against either King; so the principal
play naturally occurs on the Queen side.
- 13 Kt—Q 5 12 Q R—Q B sq
14 P × Kt 13 Kt × Kt
15 P—B 4 14 Kt—Kt sq
16 Q—Q Kt 4 15 P—Kt 3
- Here issue is joined in downright
hammer-and-tongs fashion; but it all
passes, leaving neither party a Pawn
or penny the worse.
- 17 B × Kt P 16 B × Kt P
18 Q R—Q Kt sq 17 Q—Kt 2
- Of course. Not 18 Kt—R 5?,
because of the check!

- 18 B—Q R 6
.....Rather than 18...., B—B
6; for, White taking the Queen would
not be so well posted on the Rook file.
Black must prevent 19 Kt—R 5 driving
the Queen to R sq; for that would
mean a sort of tie-up inviting disaster.
- 19 Kt—R 5 19 B × Q
20 Kt × Q 20 B—Q B 6
21 P—K Kt 4 21 B—R 5
22 R—B 3
- As the Rook does not cross over,
putting pressure on the solitary Pawn,
perhaps 22 B—Q 3 would be stronger.
- 23 B—Q 3 22 B—Kt 2
24 B—K 3 23 Kt—Q 2
25 R (B 3)—B sq 24 R—Q B 2
26 Kt—R 5 25 R—Q Kt sq
27 R × R 26 R × R
28 Kt—Kt 7 27 B—B 6
- An interesting ending follows; and
in the result, it appears that a draw is
fairly unavoidable.
- 29 P—Q B 5 28 K—B sq
30 B × R P 29 Q P × P
31 K—B 2 30 B—Q 5
32 K × B 31 B × B ch
33 R—Kt 4 32 P—B 5
34 R—B 4! 33 P—B 6
35 R × R 34 Kt—Kt 3!
36 K—Q 3 35 Kt × P ch
37 B—B 4 36 Kt × R
38 K—Q 2 37 P—B 7
- Given up as drawn

We extract from *The Yorkshire Post*, the score and notes of the following game played in the Munich Tournament.

GAME No. 1,933.

Queen's Gambit Declined.

- WHITE. BLACK.
M. JANOWSKI. M. MAROCZY.
- 1 P—Q 4 1 P—Q 4
2 P—Q B 4 2 P—K 4

.....We do not consider this
defence sound, but one must not
lose sight of the fact that Black gets
thereby a very open game. The play
of Maroczy shows how a fine player is

able to take advantage of this fact. The game will be found one of the best played in the tournament, but as will be seen, White himself gave Black the opportunity for slashing attacks, to which the open development of Black lends itself.

- | | |
|-----------|------------|
| 3 Q P × P | 3 P—Q 5 |
| 4 P—K 4 | 4 Q Kt—B 3 |
| 5 B—B 4 | |

The Bishop is the main cause of White's subsequent troubles. P—B 4, as played by Burn, is much superior, and does not give Black many attacking chances. Of course the game has to be played carefully, but then one does not get a Pawn for nothing.

- | | |
|-----------|------------|
| 6 B—Kt 3 | 5 K Kt—K 2 |
| 7 P—K R 3 | 6 P—K R 4 |

A weak rejoinder to Black's incisive move. P—K R 4 should have been played at once, to be followed by P—K B 4.

- | | |
|-----------|------------|
| 8 P—K R 4 | 7 P—K Kt 4 |
| 9 Kt—Q 2 | 8 P—Kt 5 |
| 10 P—B 4 | 9 Kt—Kt 3 |
| | 10 B—K 2 |

.....The Rook's Pawn is even better than the King's Pawn, otherwise he would have played P × P *e.p.*

- | | |
|----------|-------------|
| 11 B—Q 3 | 11 Kt × R P |
| 12 Q—K 2 | 12 Kt—Kt 3 |
| 13 P—K 6 | 13 P—R 5 |

.....The play becomes very keen on both sides. Black could have played P × P without any very great danger, except the very cramped position.

- | | |
|-------------|----------------|
| 14 Q × P | 14 B × P |
| 15 P—B 5 | 15 B—B sq |
| 16 B—R 2 | 16 Kt(Kt3)—K 4 |
| 17 Q—K 2 | 17 Kt × B ch |
| 18 Q × Kt | 18 Kt—Kt 5 |
| 19 Q—Q Kt 3 | 19 P—R 4 |
| 20 Kt—R 3 | |

Here P—R 4 was necessary.

- | | |
|-----------|--------------|
| 21 Q—Q sq | 20 P—R 5 |
| 22 K—B sq | 21 Kt—Q 6 ch |
| 23 Q—Kt 4 | 22 Kt × P |
| | 23 Q R—R 3 |

.....Another long-headed move.

- | | |
|-------------|--------------|
| 24 Kt—B 4 | 24 K—B sq |
| 25 Kt—Q 5 | 25 R—Q B 3 |
| 26 B—K 5 | 26 R—Kt sq |
| 27 Q—R 5 | 27 B—Kt 4 |
| 28 Kt—K B 3 | 28 Kt × P |
| 29 P—B 6 | 29 Kt—K 6 ch |
| 30 Kt × Kt | 30 B × Kt |
| 31 R—Q sq | 31 B—Kt 5 |
| 32 Q × R P | 32 B × Kt |
| 33 P × B | 33 R—B 7 |
| 34 B × P | 34 Q—R sq |
| 35 R—Q 3 | 35 Q—R 3 |
| 36 Resigns | |

A pretty finish to an exceedingly well-played game.

GAME No. 1,934.

The following interesting game was played in a recent match between the Manhattan (New York) and Franklin (Philadelphia) Clubs. We extract the score and notes from the *Brooklyn Daily Eagle*.

Sicilian Defence.

NOTES BY W. M. DE VISSER.

WHITE.

BLACK.

Mr. W. M. de VISSER, Mr. W. P. SHIPLEY,
Manhattan Club. *Franklin Club.*

- | | |
|------------|-----------|
| 1 P—K 4 | 1 P—Q B 4 |
| 2 P—Q Kt 4 | |

I adopted this unusual and probably unsound continuation (known as the Garrat Wing Gambit, and played quite often by the veteran H. E. Bird) because, knowing the Sicilian to be the favourite defence of the Philadelphia players, and one in which they are all thoroughly posted, I thought I should

have a better chance of winning through trying something Mr. Shipley had possibly never studied than by adopting one of the usual continuations which he knew better than I did. The little advantage White may obtain through an opportune development of his Q R or B, is scarcely sufficient to compensate for the Pawn sacrificed.

- | | |
|------------|------------|
| | 2 P × P |
| 3 P—Q R 3 | 3 P—K 4 |
| 4 Kt—K B 3 | 4 Kt—Q B 3 |
| 5 P × P | |

This capture might advantageously be delayed a move or two longer, until Black has moved his King's Bishop.

- | | |
|-----------|------------|
| | 5 B × P |
| 6 B—Q B 4 | 6 K Kt—B 3 |
| 7 Q—K 2 | 7 Castles |
| 8 Castles | 8 P—Q 4 |

.....It would seem as if Black was justified in giving back the gambit Pawn for the counter attack he now inaugurates.

- | | |
|-------------|------------------|
| 9 P × P | 9 Kt × P |
| 10 Kt × K P | 10 Kt—Q 5 |
| 11 Q—Q 3 | 11 Kt—K B 5 |
| 12 Q—K 4 | 12 Kt(B5)—K 7 ch |

Q—R 5 would be answered by K—R sq. I think, however, Mr. Shipley was a little too enterprising just here, and should have been satisfied with about an even game, which I think he could have secured by B—K 3.

- | | |
|------------|---------------|
| 13 B × Kt | 13 B—K B 4 |
| 14 Q—K 3 | 14 Kt × Q B P |
| 15 Q—K B 4 | |

Mr. Shipley told me after the game that he had overlooked this reply, thinking the Queen was obliged to play Q Kt 3.

- | | |
|------------|-----------|
| | 15 Kt × R |
| 16 Q × Q B | 16 Q—B 2 |

.....After this Black's game is hopeless. Q—Q 5 would probably have been better.

- | | |
|------------|-------------|
| 17 B—Kt 2 | 17 Kt—Kt 6 |
| 18 B—Q 3 | 18 P—K Kt 3 |
| 19 Kt—Kt 4 | |

Having had this continuation in view when I played 17 B—Kt 2, and being very short of time I made the move without considering any other. The text move wins without much difficulty, but much more conclusive would have been 19 Q—B 6, which wins absolutely in a few moves. In that case White threatens Kt—Kt 4, and, if Black endeavours to frustrate White's intention by driving away the Queen from B 6 by either B—K 2 or Q—Kt 3, the following pretty mate is accomplished, i.e., 19 Q—B 6, B—K 2; 20 Q—R 8 ch, K × Q; 21 Kt × B P ch, K—Kt sq; 22 Kt—R 6 mate!

19 B—B 6

.....There does not seem to be anything better to do.

- | | |
|----------------|-------------|
| 20 Q—B 6 | 20 B × Q |
| 21 Kt × B ch | 21 K—Kt 2 |
| 22 Kt—K8dis.ch | 22 K—Kt sq |
| 23 Kt × Q | 23 Q R—Q sq |
| 24 B—K 4 | 24 Kt × P |
| 25 Kt × Kt | 25 R × Kt |
| 26 B—Q B 3 | 26 R—K 7 |
| 27 Kt—Q 5 | 27 P—K B 4 |
| 28 B—Q 3 | 28 R—R 7 |
| 29 B—Q B 4 | 29 R—R 5 |
| 30 Kt—K 7 ch | mate. |

GAME No. 1,935.

Played in the Auxiliary Tournament of the American National Correspondence Play Association. We extract the score and notes from the *Brooklyn Daily Eagle*. *Petroff's Defence*.

NOTES BY A. E. SWAFFIELD

WHITE. (BROOKLYN). BLACK.

Dr. H. E. GREENE. Mr. J. H. BELLWOS.

(Crawfordsville, Ind.)

(Tulaco, O.)

- | | |
|--------------|--------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—K B 3 |
| 3 P—Q 4 | 3 P × P |
| 4 P—K 5 | 4 Kt—K 5 |
| 5 Q—K 2 | 5 B—Kt 5 ch |
| 6 K—Q sq | 6 P—Q 4 |
| 7 P × P e.p. | 7 P—K B 4 |
| 8 Kt—Kt 5 | 8 Castles |
| 9 Kt × Kt | 9 P × Kt |
| 10 Q—B 4 ch | 10 K—R sq |
| 11 Q × B | 11 B—Kt 5 ch |
| 12 B—K 2 | 12 B × B ch |

- | | |
|-----------|-----------|
| 13 K × B | 13 Kt—B 3 |
| 14 Q—K sq | 14 Q—R 5 |

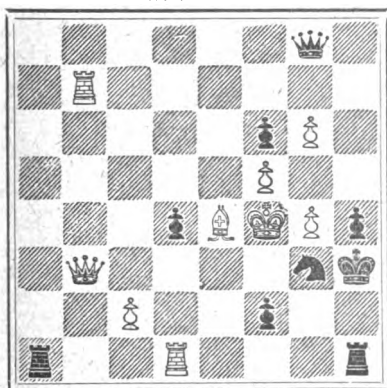
.....In his match with Lipschutz, Showalter played Q × P, which, while apparently not as aggressive as the text, is, we think, stronger.

- | | |
|-----------|---|
| 15 Kt—R 3 | |
| | Kt—Q 2?, P—K 6; 16 P × P, Q—Kt 5 ch; 17 Kt—B 3 (if K—Q 3, Kt—K 4! mate), Q × P ch and wins. |
| | 15 Q—Kt 5 ch |
| 16 K—B sq | 16 Kt—K 4 |
| 17 P × P | |
| | Q—K 2 was better, though Black has at least one good reply in Kt—B 6, followed by Q R—K sq. |
| | 17 P—K 6 |

- | | | | |
|--|-------------|--|-------------|
| 18 B × P | 18 P × B | 25 K—Kt sq | 25 Kt × R |
| 19 Q × P | 19 Q R—K sq | 26 P Queens | |
| 20 P—R 3 | | Of course, if Q × Kt, R—K 7 wins. | |
| Q—K Kt 3 is much better. | 20 Q—K R 3 | 27 K—R sq | 26 Q × P ch |
| 21 P—K Kt 3 | 21 Q—B 3 | 28 Q (B 8)—Q 7 | 27 Kt—B 6 |
| 22 P—K B 4 | | White has a lost game, and might well resign, but, as a choice of evils Q—Kt 4 at once was better. Black's play has been excellent throughout. | |
| White has greatly weakened his position by his last two moves, and this caps the climax. It is difficult to find a good move for White though. | 22 Q—Q B 3 | 28 Kt × Q | |
| 23 R—R 2 | 23 Kt—Kt 5 | 29 Q—Kt 4 | 29 R—K 8 ch |
| 24 Q—Q 2 | 24 Q—B 6 ch | 30 R × R | 30 Q × R ch |
| | | 31 Resigns. | |

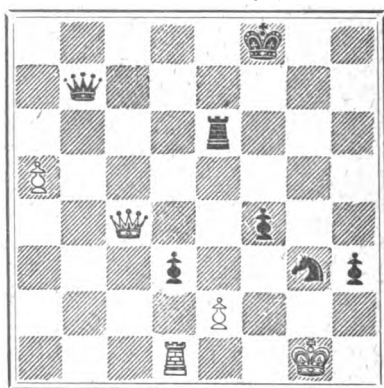
B.C.M. END-GAME TOURNEY.

"Black Watch."



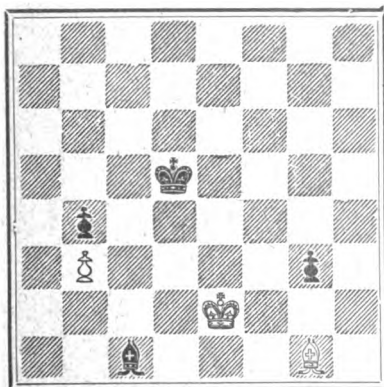
White to play and win.

"Mountain Dew."



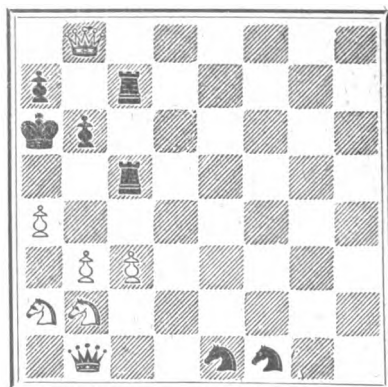
White to play and draw.

"Oriens Silva."



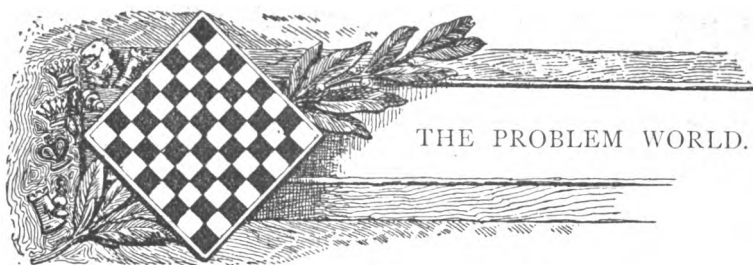
White to play and draw.

"Caesarea."



White to play and draw.

. Solutions to positions No. 1—6 will be published in our next issue.



All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See August.)	1517	1518	1519	1520	1521	1522	1523	1524	August Totals.	Sui-mate Tourney Totals.
§ "East Marden" ...	362	...	3	6	3	2	3	3	3	385	12
‡ A. C. White ...	212	...	3	3	3	4	3	3	3	214	9
‡ Chas. Johnston ...	Cancelled	...	3	6	3	4	3	3	3	25	12
** C. S. Earle ...	258	...	3	3	3	4	3	3	3	280	9
** W. H. Thompson ...	386	...	3	6	3	4	3	3	3	411	12
†† "Gibson" ...	129	3	3	3	3	4	3	3	3	154	12
† J. J. O'Hanlon ...	75	...	3	6	3	4	3	3	3	100	12
† P. L. Osborn ...	99	...	3	6	3	4	3	3	3	124	12
† R. M. Peake ...	90	3	3	3	3	2	3	3	3	113	12
† J. D. Tucker ...	239	...	3	3	...	2	3	3	3	256	6
* Capt. G. A. Forde ...	222	2	3	3	3	233	...
* J. Y. Fullerton ...	490	...	3	3	3	4	3	3	3	512	9
* J. J. Jones ...	29	3	3	3	3	4	3	3	3	54	12
"D.C.T." ...	149	3	3	3	3	2	3	3	3	172	12
A. Baker ...	39	3	...	4	3	3	3	55	3
H. S. Brandreth ...	143	-2	3	-2	...	142	...
G. H. C. ...	57	3	-2	6	-2	2	3	3	3	73	5
"Colonial" ...	42	3	3	2	3	3	3	59	6
"W.C.D." ...	476	...	3	3	3	2	3	3	3	496	...
T.D. ...	100	3	3	3	...	2	3	3	3	120	9
Rev. A. H. L. Hastling ...	157
A. J. Head ...	27	3	2	3	...	3	38	3
F. Kent ...	286
Miss V. Helen Macmeikan ...	35
J. K. Macmeikan ...	298
J. M. Malcolm ...	50
"Selbats" ...	87	3	...	-2	3	3	...	94	3
G. A. Thomas	3	3	3	9	9
E. E. Westbury ...	282	...	3	3	-2	4	3	3	3	299	4
"K. W." ...	199	3	...	2	3	3	3	213	3
G. Woodcock ...	272	...	3	3	3	2	3	3	3	292	9

* Previous winners.

† Twice winners.

†† Winner three times.

** Winners four times.

‡ Winner five times.

§ Winner six times.

Additional solutions received from G. P. Devey of problems No. 1501, 1502, 1504, 1505, 1506, 1507, and 1508. 1 R—K 6 will not solve 1503. From "Brahmin" of No. 1511, 1513, 1516, as also the six problems occurring in our notice of the *Scach-probleme*.

This month J. Y. Fullerton has the largest number of points to his credit, and is entitled to the usual prize.

SUI-MATE SOLUTION TOURNEY.—We propose in the table showing the All-in score to run a separate column which will indicate the accumulated totals month by month in the new competition. This will give our solvers a better chance of checking our award of points.

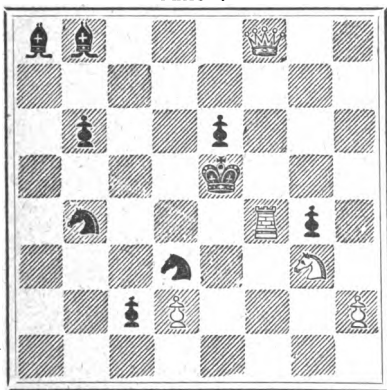
One competitor writes, "If a problem is an impossible position and sound in solution, would it not be better to give points for both? Also, if a position has more than one solution in less than the stipulated number of moves, would it not be better to give points for each solution? In case of ties this might decide the winners." In answer to the first question we propose that in the case of a problem being proved to be a position which could not have been arrived at by play, and has a solution, to give points under each head. We do not think the conditions laid down in our July issue suggest that we should act otherwise. On the other point, when a problem can be solved in fewer moves than intended, we will adhere to our rule; should say a three mover have more than one solution in two moves, then each of these solutions will count if given.

We think we should here mention the fact that we have allowed no marks to those solvers who sent in the author's intention to Tourney Problem No. 1 (1517), but only the full number to those who pointed out Black's defence, which spoils this otherwise interesting position. Two solvers gave 1 R—Q 4 as the key, and as we have not thought well to deduct points for those claiming that 1 R—Q sq was effective, we have not penalized the others, since the oversight in one case is identical with the other. 1 R—Q 4 is defeated by the same defence which frustrates the author's key.

"BIRMINGHAM MERCURY" PROBLEM TOURNEY.—The following

By J. B. Fisher, Deal.

BLACK.



WHITE.

Mate in two.

problem, which we give in the Forsyth notation, was awarded first prize in this two-move competition a month or so ago. By T. H. Billington, Birmingham.—b b 1 Q 4 / kt 4 R 1 B / 4 p 3 / 1 p 2 k 3 / 7 K / 3 kt 4 / 3 P 4 / 8 / Mtae in two.

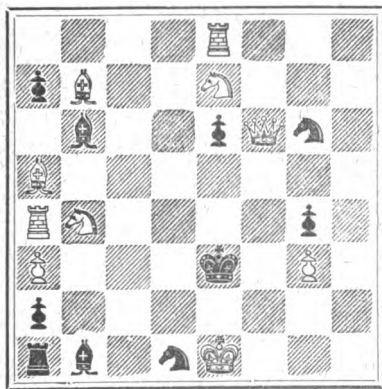
We do not think the judge would have given this first place had he been aware of the annexed two-mover published 5th April, 1882, in *The Chess Player's Chronicle*. We leave our readers to make the comparison, and merely remark that Mr. Billington is well enough known as a composer of original problems, and that as far as he is concerned he will not be thought to have had any intention of taking advantage

of another man's work. We only noticed the Birmingham problem quite recently, which is of course a superior rendering of the older work.

"OTAGO WITNESS" SEVENTH PROBLEM TOURNEY.—The judges, R. A. Cleland and O. Balk, in this two-move competition, have made their award. First prize, S. S. Blackburne, N.Z.; second, F. A. L. Kuskop, N.Z.; third, S. S. Blackburne; hon. mens., F. A. L. Kuskop, A. F. Mackenzie, and C. E. Lindemark. We append the two first mentioned problems, and specially congratulate Mr. S. S. Blackburne on his success. His problem is of its class a very good one. The second prize problem we do not think will stand a stern test on the head of originality.

By S. S. Blackburne.

BLACK.

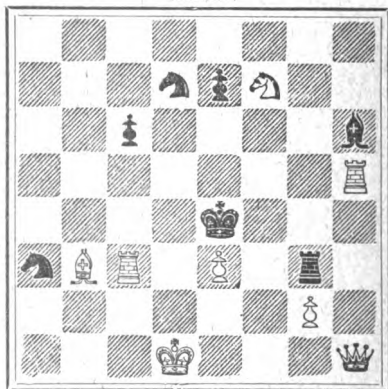


WHITE.

Mate in two.

By F. A. L. Kuskop.

BLACK.



WHITE.

Mate in two.

INTERNATIONAL PROBLEM TOURNEY.—We are pleased to give the particulars of an important Problem Tourney, to be held to celebrate the Paris Exhibition, 1900. Six classes of problems including end-games are invited. 1, Two-move direct mates; prizes, 60, 30, and 15 francs respectively. 2, Three-move direct mates; prizes, 80, 60, 40, and 20 francs respectively. 3, Four-move direct mates; prizes, 100, 70, 50, and 30 francs respectively. 4, Three-move sui-mates; prizes, 50 and 25 francs respectively. 5, Four-move sui-mates; prizes, 60 and 30 francs respectively. 6, End-game studies; prizes, 80, 60, and 40 francs respectively. If thought expedient, honourable mentions will be given in each section. Composers may compete in one or all sections (his number of entries do not appear to be limited), and an author may receive more than one prize in the same section. Joint problems are excluded. Each problem or end-game should have a distinct and different motto, and be properly diagrammed with full solution, and posted (postage prepaid) before the 15th of December, 1900 (up to which date corrections will be received), to M. Preti, editor of *La Stratégie*, 72, rue St. Sauveur, Paris 2^e. The postmark to be taken as evidence of date of posting. Another envelope, to answer the purpose of the usual "sealed envelope," and containing therein the mottoes of the problems, with author's full name and address, to be posted (postage prepaid) to M. Kieffer, proprietor of the Café de la Régence, 161, rue St. Honoré, Paris 1^{re}. The names of the judges will be published on the 15th of December, 1900, and the award given two months after the publication

of the last problem. The positions will appear in *La Stratégie*, *L'Univers Illustré*, and possibly other journals. The ordinary rules and conditions of problem competitions will obtain in this Tourney, which need not be repeated here. The judgment will stand for three months after the award has been made by way of probation, and any challenges or remarks thereon must be addressed to M. Preti.

PREMATURE PROBLEM AWARDS.—Last month we touched upon the injustice which may be occasioned by the adherence to an old, and, we had hoped, an obsolete practice—a practice though time-honoured has little to recommend it under modern conditions. We also incidentally referred to another point which is worthy of consideration, suggested by the result of the Award of the *Leisure Hour* conditions. The two subjects are very much akin, since the cause which supplies the evil in the one case is largely responsible for the defects, and even errors in the other.

The *Leisure Hour* published an Award made by an appointed judge; the names of the prize-winners were announced, and then a tempting prize of one guinea was offered to the reader who first sent in a cook. But why so late? Surely some similar precaution could have been taken beforehand, and thus have prevented what in this instance must turn out to be the creation of a mingled feeling of mistrust and disappointment. Out of the six "prize" problems one-third have been demonstrated to be unsound, whilst one of those which were honourably mentioned has also proved to be worthless. In the two-move section we believe the unsound honourably-mentioned problem by G. H. Clutsam has been raised to a position on the prize list. If this is so, it is a case of blunder upon blunder! It is plain even to the casual observer that there is something wrong with a system which allows an award to be made public, which as a matter of fact is tentative only, in a most crude degree. We admit it is politic for an award of judges to remain open for a reasonable time in order that the problems may be challenged, but for a set of problems to be labelled with distinction which have not passed the usual and proper test is as misleading to the public as it is unfair to the contributors. We do not remember carelessness or indifference carried to the extremes they have been in this competition, and it is a most unfortunate occurrence that the prestige of English adjudication should be so sullied. Awards by English judges by comparison with foreign awards have been particularly free from blunders as far as the accuracy of the problems is concerned. The *Leisure Hour* competition, however, notwithstanding that the judge's decision was provisional, is an incident which may seriously imperil the confidence which we believe has always been reposed in the ability, judgment, and honesty of analysts and experts in this country in regard to their adjudications. Most organizers of problem competitions wisely institute a solving tourney, and as these contests are eagerly welcomed, there is in this way an excellent precaution taken to ensure the soundness of the positions which are finally submitted to the judge or judges, and after such a scrutiny by an industrious band of solvers, followed by a careful investigation of the adjudicators, it is not very probable that serious inaccuracies will escape to stamp the concern as a deplorable farce.

* * Solutions and Criticisms held over until next month.

PROBLEMS.

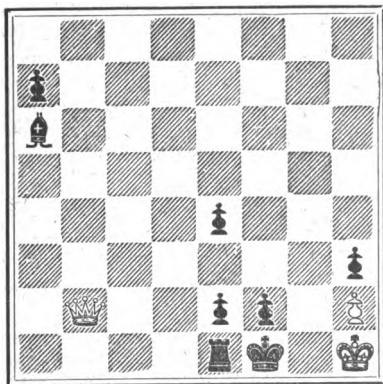
"B. C. M." SUI-MATE TOURNEY.

No. 1533.

Motto: "Ab origine."

(T. P. No. 9.)

BLACK.



WHITE.

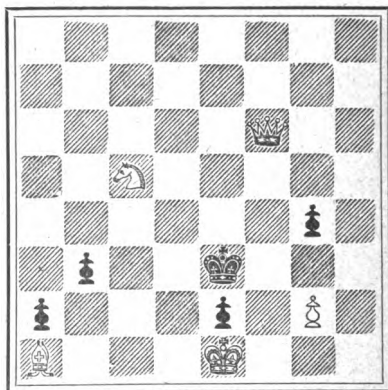
White compels Black to mate in three moves.

No. 1534.

Motto: "Ecce homo?"

(T. P. No. 10.)

BLACK.



WHITE.

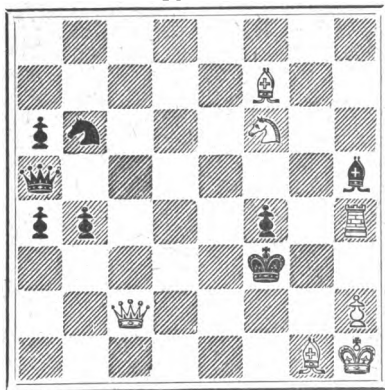
White compels Black to mate in three moves.

No. 1535.

Motto: "Quid pro quo."

(T. P. No. 11.)

BLACK.



WHITE.

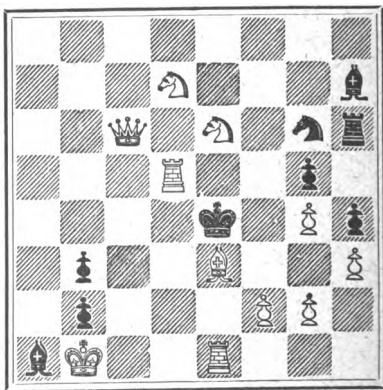
White compels Black to mate in three moves.

No. 1536.

Motto: "Bonjour, Messieurs."

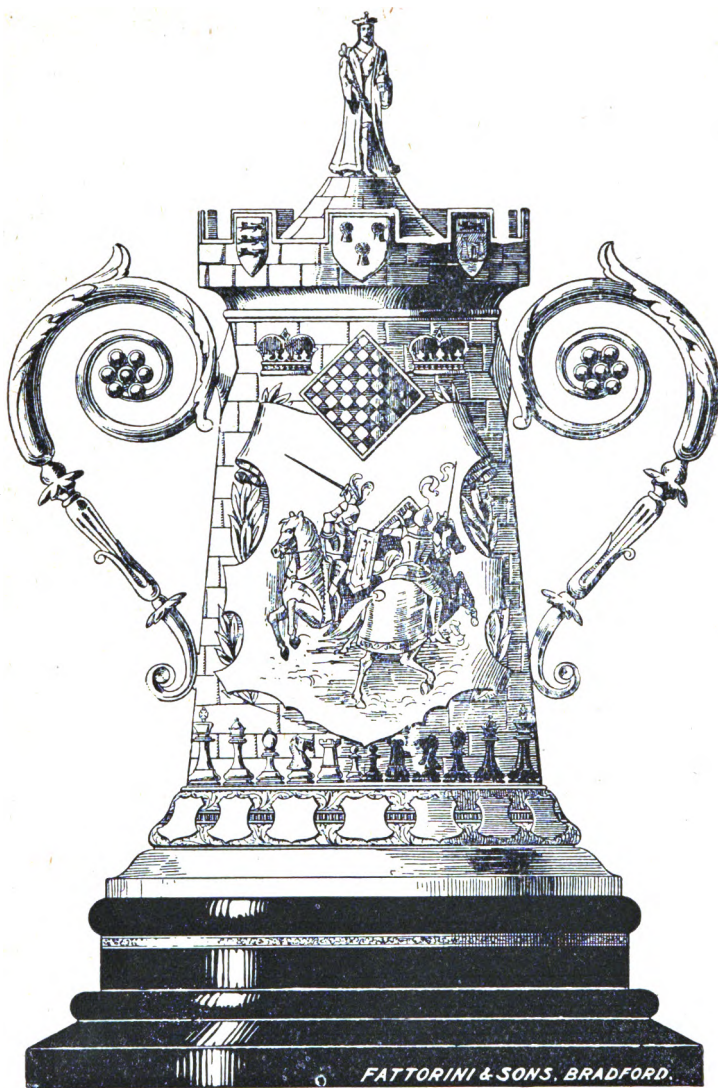
(T. P. No. 12.)

BLACK.



WHITE.

White compels Black to mate in three moves.



NORTHERN COUNTIES CHESS UNION
CHALLENGE TROPHY.


See page 409.

BRITISH CHESS MAGAZINE

OCTOBER, 1900.

A SKETCH OF CHESS HISTORY BEFORE THE SECOND REVOLUTION.

(Continued from p. 342.)

NE more story, introducing one of the best of the mediæval problems, and I have done with fiction. and with a few facts will conclude this "strange eventful history." The problem, unknown probably to the compiler who prepared the MS. from which it is taken (one in the British Museum,* of the 13th century, in French) was of Arabian origin, like many others in the European collections (and it must be added that nearly all, if not quite all. of the problems composed by Europeans—that is, Christian Europeans, for most of the Moors in Spain were Europeans just as the Jews of London are now—were, till some time after modern chess began. inferior in artistic merit to those produced by Mohammedans). The MS. commences with an address to the reader, in rhyme; the following is but a small portion of a translation.

Lordings, a little to me attend,
Who the game of chess love,
And I a game will tell you,
According as I have learnt it;
Particularly the game-parties,†
That divers people have taught me;
Of many masters I have learnt them,
Many times I have had advice:
And much it may be lawful to amend
For all who chess wish to play;

For he that would attentively
Of the game learn the science,
The subtle moves, the mates,
The defences, as we have learnt them,
May well see and perceive
That he who of game-parties has great
knowledge,
In all courts assuredly
Can play more skilfully.

* MS. Cotton, Cleop., B. ix. I., without date or title; written on vellum. There are fifteen coloured diagrams of problems and chess curiosities. Another MS., in the King's Library, 13 A. xviii., has the same positions and many more, with nearly 2000 lines of writing.

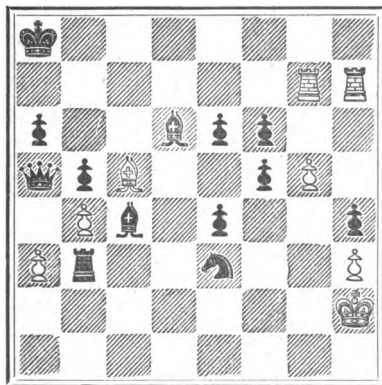
† Positions — Problems.

There are no openings; the first problem, or end-game, is introduced by the following tale. As I have said, the position is Arabic, but the story is —? It is entitled "Trouble makes a man think."

There were formerly two barons,
Who had learnt chess;
One day they sat down
To play at chess, and greatly they staked.
The one staked his head to be cut off,
The other his daughter, if he could not
mate him.
They played until he was *surprised* *
Who had staked his head on the game.
He was much troubled, preparing himself
for death.
When the news to the maid came
That her lover to death was delivered,
When she heard it, down the steps
From her chamber into the hall she entered.

She saw her lover surprised—much was
she concerned,
Long time she stood and studied
How she might deliver him:
Then she said, "He is very foolish
Who his head puts in ransom
At chess, unless he can well perceive
Beyond the ninth move, and see
What thing may aid him."
More she said not: her father was angry,
And swore it was ill-spoken.
The maid returned to her chamber.
The Knight on what she had said
Studied much, and so long surveyed it,
That he saw the defence and the check-mate,
As we have here learnt it.

BLACK.



WHITE.

Black to move and win.

Black is threatened with mate in two moves (White 1, R—R 8 ch, Black 1, B—B sq; White 2, R × B mate—for the Q can only move one square at a time. Or if Black 1, B—Kt sq; White 2, R—Q R 7 mate). But it is his move, and, as the lady has suggested, if he studies "what thing may aid him" and looks "beyond the ninth move," he has a won game.

The solution is given in 26 rhymed lines. In modern style we put it thus—

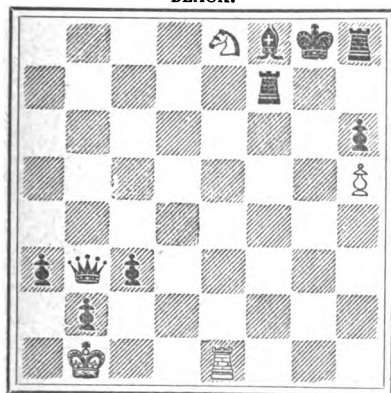
- | | |
|-------------------------------------|--------------|
| WHITE. | BLACK. |
| 1 — | 1 B—B 5 ch |
|White was not in check before. | |
| 2 K—Kt sq | |
| Otherwise Rook mates. | |
| 3 K—B 2 | 2 R—Kt 8 ch |
| 4 K × Kt | 3 R—K B 8 ch |
| 5 K—Q 4 | 4 R—B 6 ch |
| 6 K—Q 5 | 5 P—K 4 ch |
| | 6 R—Q 6 ch |

- | | |
|---|---------------|
| 7 K—B 6 | |
| K 6 would be in check, from B. | |
| | 7 R—Q 3 ch |
|Rook is protected by Bishop. | |
| 8 K—B 7 | 8 Q—Kt 3 ch |
| 9 K—B 8 | 9 B—K 3 mate. |
|A Bishop's check cannot be covered. | |
| All White's moves, after No. 2, are forced. | |

* A chess term, the precise meaning of which is not clear. Perhaps simply a position in which checkmate is threatened, with no obvious or easy defence.

There were in Europe in the later "Middle Ages" a great many MS. collections of problems, and a dozen or more of them exist still, besides copies. These are scattered among the chief public libraries, with a few in private hands (two of the original MSS. are in English, of about 1450). Bound up with some of them are brief descriptions of the game of chess, but there is not a single recorded game—till we get to the "Gottingen MS.," of about 1490, and in this all the games are "new chess"—the Q and B moving as with us, though there is no "Castling," and the "King's Leap" continues. Of 30 problems in this MS. eighteen are "new" chess, and twelve old chess. Before saying good-bye to the old problems, and touching briefly on the changes in the old game, I give a few more examples of the compositions that pleased, no doubt, some of our British ancestors (and Irish) as well as the continental players. The first four are from the collection of King Alfonso X. of Castile, made in 1280.

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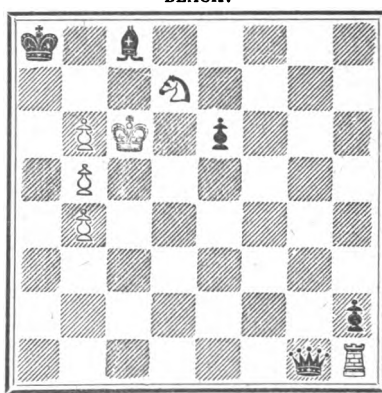


WHITE.

White mates in three moves.

- | | |
|----------------|----------------|
| 1 R—Kt sq ch | 1 K—R 2 (best) |
| 2 R—Kt 7 ch | 2 R × R |
| 3 Kt—B 6 mate. | |

BLACK.



WHITE.

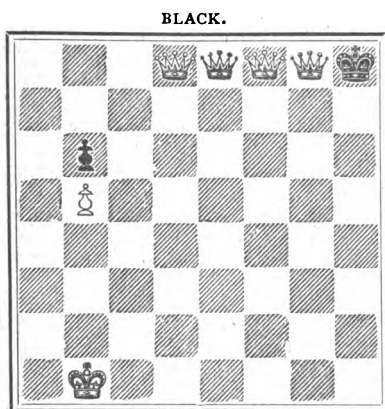
White mates in four moves *with the Rook*.

- | | |
|-------------|---------|
| 1 P—Kt 7 ch | 1 K—R 2 |
| 2 P—Kt 6 ch | 2 K—R 3 |
| 3 Kt—K 5 | 3 Q—B 7 |
| 4 R mates. | |

Here we have an ancient version of "Philidor's Legacy!"

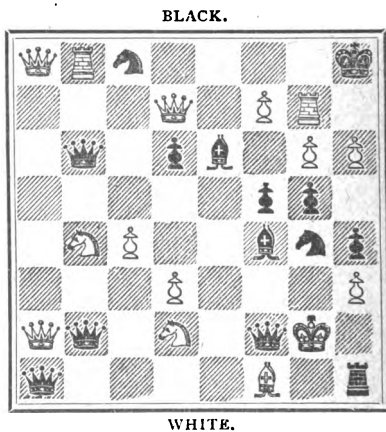
This is clever. White's 3rd move, stopping Black P, forces the Q to move and so lets out the Rook. The B can not move one sq only, so in this case not at all. This problem was probably composed in Arabia or Moorish Spain, a long time before Alfonso. For he gives it as mate in four simply; but if we consider the Black Q as a promoted P—about to make its first move as a Q—then it can move (*via* B 7) either to Kt 6 or K 8. The latter move, forcing R × Q, retards mate by one move. The other Black P "Queens," and White R mates. The original four-mover has become a five-mover. But the double step of the "Fers" at its first move in the game, or at the first move of each promoted Pawn, was not known to the early Arabs, or the first "Moors" in Spain. With this

exception, and that of the double step of the Pawn at starting, the moves of the pieces were exactly the same in the oldest Arabian problems known (and no doubt in older Arabian, Persian, and Hindu problems) and in all composed in Europe—or ‘improved’—up to the time of “new chess” (or “speed” chess) about 1470; and for another half century problems in old chess continued, the last, probably, being composed in Germany. As to the King’s Leap, also unknown to the early Arabians, that did not affect problems at all; or in a very few cases, like “Castling” in our problems of the past century.



White mates in seven moves.

The two Pawns are not wanted, but they have been there for more than 600 years and decline to leave.



“A liberal use of the pieces.” Black has to give perpetual check, which he does in artistic style. If it were White’s move he could mate in one move (in one way only—R—R 7). But it is Black’s move, and he draws the game as follows—

- | WHITE. | BLACK. |
|----------------------|-----------|
| 1 Q (Kt 8)—Kt 6 | 1 K—Kt sq |
| 2 Q (Q 8)—K 7 | 2 K—R sq |
| 3 Q (B 8)—R 6 | 3 K—Kt sq |
| 4 Q (K 8*)—K 6 | 4 K—R sq |
| 5 Q (K 7)—B 6 | 5 K—Kt sq |
| 6 Q (K 6)—B 7 ch | 6 K moves |
| 7 Q (R 6)—Kt 7 mate. | |

The Black P was originally placed on the board to prevent K K being solitary. For at one time a King despoiled of everything was done for.

- | WHITE. | BLACK. |
|-----------|-------------|
| 1 — | 1 R—Kt 8 ch |
| 2 K—B 3 | 2 R—Kt 6 ch |
| 3 K—K 2 | 3 R—K 6 ch |
| 4 K—Q sq | 4 R—K 8 ch |
| 5 K—B 2 | 5 R—B 8 ch |
| 6 K—Kt 3 | 6 R—B 6 ch |
| 7 K—R 4 | 7 R—R 6 ch |
| 8 K—Kt 5 | 8 R—R 4 ch |
| 9 K—B 6 | 9 R—B 4 ch |
| 10 K—Kt 7 | 10 R—B 2 ch |
| 11 K—R 6 | 11 R—R 2 ch |
| 12 K—Kt 5 | 12 R—R 4 ch |

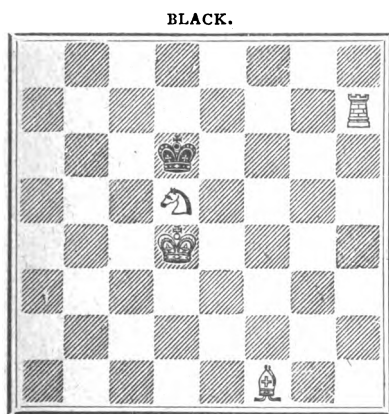
Perpetual check around the Black Queen at Black’s Q Kt 3.

* One Queen seems to jump over another. But in reality she is walking round, on the White diagonal, either side. A double-first-move as a Q.

The "Manuscript of Alfonso" (a King of Castile who was termed "the wise," and who reigned from 1232 to 1284) has been described as the oldest in Europe of those containing problems or diagrams. But one or two others in the British Museum may be rather older. Alfonso's is preserved at a monastic library near Madrid. It contains 103 problems, one "battle-array," and a little instruction in the game. The chess terms employed are: Rey, Alferza, Alfíl, Cavallo, Roque, Peon, Hague, Mate. Every diagram has a white square in the right hand corner, but in some European MSS. this rule is not observed.

The following four problems are from the collection of Nicholas de Nicolai, probably a lawyer of Lombardy—about 1300. I am not sure that his original MS. is existing, but many copies were made in Latin, Italian, and French. One of about 1330 is preserved at Florence. In this, Nicholas says that he composed some of the problems himself and collected the rest from books; there are 192 compositions. But a later copy has 300; many of these are modified versions of others in the same MS., and some probably were original problems unknown to Nicholas—or, as he called himself, "Bonus Socius" (good company!). In all, or most, of the copies as in one of the old French MSS. in the British Museum—examples are given of "the Knight's Tour." But this had been long known to the Arabians.

Here is a problem which, so far as "the moves" are concerned, might have been composed last month. Yet it may be a thousand years old, and is certainly not less than 600. It is not bad from the modern point of view, for there is no check till mate, and the King has two flight squares.



BLACK.

WHITE.

BLACK.

- | | |
|---------------|---------|
| 1 B—Q 3 | 1 K—K 3 |
| 2 K—B 5 | 2 K—K 4 |
| 3 R—K 7 mate. | |

WHITE.

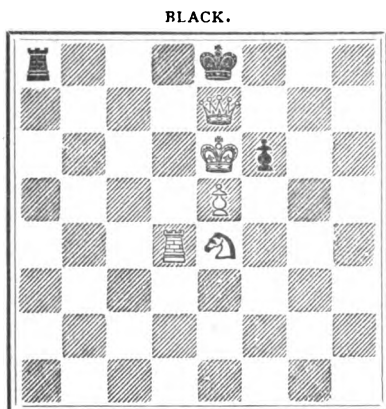
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- | | |
|---------------|---------|
| 1 — | 1 K—B 3 |
| 2 K—K 5 | 2 K—B 4 |
| 3 R—B 7 mate. | |

WHITE.
White mates in three moves.

Each mate is, or was, perfectly "pure," for the B did not command K 4 or B 4. That makes the problem all the neater, and I doubt if any better three-mover appeared in "modern chess," before

about 1840. If much older than the time of Nicholas de Nicolai there would have originally been a Black Pawn somewhere on the board (but unable to move) to prevent Black King being "bare." This Arabian idea was, like many more, continued in early European chess.



White mates in four with the Pawn.

(He could mate in one with the Kt, but that's not the "point").

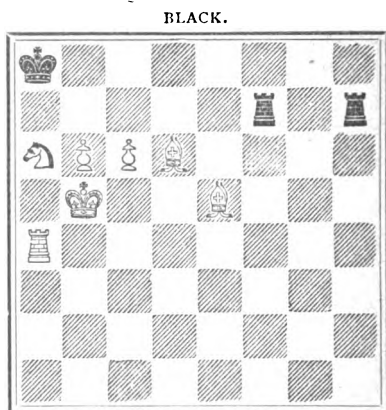
- | WHITE. | BLACK. |
|-------------|-------------|
| 1 R—Q 8 ch | 1 R × R |
| 2 Kt—Q 6 ch | 2 R × Kt ch |
| 3 P × R | 3 P—B 4 |
| 4 P mates. | ----- |

Problems of this character—mate with a Pawn placed originally in an "unlikely" position—were highly popular both in old chess and during the first two centuries of modern chess.

In this problem the Queen could be replaced by a White Pawn; it would make no difference to the solution.

Here is a good example of a mediæval Sui-mate. It may surprise some to learn that sui mate problems are so old—but the idea of "the losing game" is very ancient. I have no doubt that it existed even before chess was known in Arabia.

The following is clever. The Queen always protects the Rook when he is in danger, and always moves away from him when he is not. And although Black forces White to mate, yet Black never checks.



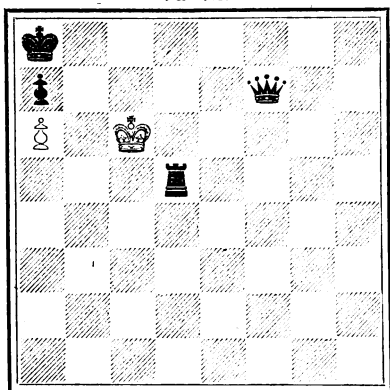
"Mate in two moves, neither less nor more."

Clever of its kind, for the key is not obvious, and there is only one key. Here we see what in a game would have been "impossible," for two White Bishops are on the same diagonal. The problem is therefore not Arabic; but in Europe such compositions were not infrequent. It has been suggested that the use of two Bishops to produce the same effect that we get with one Bishop was the cause, or one influence of the extension of the Bishop's power along the whole diagonal. But in this problem both pieces are required, because one can be taken—after White's first move. The solution is—

- | WHITE. | BLACK. |
|---|------------|
| 1 B (K 5)—B 7 | 1 Any move |
| 2 Kt moves accordingly, dis. ch from R, mate. | |

If White had moved 1, Kt—B 7 ch, it would have been mate in *one* move. For the B on Q 6 commands Kt 8 in any case.

BLACK.



WHITE.

Black to move and force White to check-mate in eight moves.*

The solution is—

BLACK.

WHITE.

- | | |
|----------|---------------|
| 1 Q—K 3 | 1 K—B 7 |
| 2 Q—B 4 | 2 K—B 6 |
| 3 Q—K 5 | 3 K—B 7 |
| 4 Q—Q 6 | 4 K—B 6 |
| 5 Q—B 5 | 5 K—B 7 |
| 6 Q—Kt 4 | 6 K—B 8 |
| 7 Q—B 3 | 7 K—B 7 |
| 8 Q—Kt 2 | 8 P × Q mate. |

There is only one solution. If White K does not attack Rook, but moves to B 8 whenever he can, it makes no difference; White is compelled to mate in eight.

I have now given, in this and former articles, specimens of the best styles of ancient problems. There were other kinds—drawing problems, or end-games; problems in which one side had to win by capturing everything, and so leaving opponent's King bare; problems in which mate had to be given with a B or other piece; problems with queer conditions—such as “the Rook may not be taken,” or such and such a piece “may not be taken by the King.” But I believe that few, if any, of these latter productions were composed by the Arabs, and nearly all their problems show care to obtain a “possible” position. Then there were “betting” problems—though any problem, old or new, might be wagered about. But what I refer to were cheating problems—of which perhaps the less said the better.

As stated before, the oldest known chess problem dates from the 9th century, and was ascribed to an Arabian Caliph. Naturally, a large number have long been lost, doubtless including many of before the 9th century. Those (of old chess) still preserved—numbering possibly a thousand, not counting duplicates—are all, probably, of Arabic or European origin, with one doubtful exception. That is the “Hindu position,” which, with a genuine Hindu legend, I gave in the *B.C.M.* last October. But I find it, slightly modified (and without any legend) in the collection of Nicholas de Nicolai. It is certainly oriental, and must be very old.† It may have originated in India, or in Persia or Arabia. There are different (and I think later) versions of the idea, but *minus* the Hindu story, in the Arabian collections.

* The Queen is on K Kt sq in the MS. with the remark, “New Queen,” implying that she was a promoted Pawn, and so could move two squares at first move. But this move would be impossible in a game, for she would not be on Black's eighth rank but his first. So I have corrected.

† It was shown to me, with its story, seven years ago by the late Mr. H. Lee, I.C.S., then at the head of the Municipality of Calcutta (by the way, he was the “Herald” who, at the great Delhi Durbar, mounted on horseback, proclaimed in English and Hindustani Her Majesty the Queen as Empress of India). The position had been supplied to him by a Hindu gentleman, as “a very ancient Hindu chess problem.”

The most recently composed problems with the old Queen's move would be, roughly, of about 1500 in Europe and 1700 in India or Persia. But for long after such problems had ceased to be composed they were examined with interest, and often solved. And some of them were published in books nearly a century after the introduction of "new," "speed," or "rapid" chess. A few ancient problems without Queens or Bishops have occasionally been reprinted—as "living" problems—within the present century.

I have held over till the last, except for an incidental reference here and there, the minor changes in the game of chess that were made from time to time before the great change which I call the "Second Revolution." The chief of these was the abandonment, about the 12th century—earlier perhaps in some countries—of the rule that if a player could not checkmate he might still win by taking all his opponent's pieces, if he had anything left himself. The Arabic stalemate, under certain conditions previously described, was also given up—in Europe—though the idea grew that he who had secured stalemate had won the game; this lasted in England till after 1800. The Arabic system—optional with each pair of players—of making a series of moves before the fight commenced, really taking up fresh positions for battle (without crossing the half of the board, or capturing anything) was, I believe, known in Europe and practised more or less by many good players. Further, that the well-known "Stroebeck" game is (or was) a survival of this.* But the point is disputed, except as to Turks and Moors.

As to the moves of the pieces, the changes were only slight extensions of power of, first, the Pawns—two steps at starting, optional, as now; then the King, at his first move only—being granted the power of moving as any one of his pieces, except that, moving as a Rook, he could not go farther than K 3 or Kt sq. The power of moving to Q Kt sq probably came later, my surmise being that it was to get him as near the Q R sq as he would have been to K R sq if he went that way. But the excuse was that he moved as if from Q sq, "because husband and wife are one." He could jump over anything next to him, whether moving as a Rook, Knight, or Bishop—and in going to Q Kt sq he could (I think) leap over Q and Q B. He could not capture anything in his leap, so that if he was checked, say by a Kt, he could not himself, moving as a Kt, take the checking piece. Nor could he leap at all when checked, a rule that survives to this day. But he could pass over a checked square as a Kt or a B would do. The "King's Leap" survived till the 17th century, and in a sense survives still, for our "Castling" is the combination in one move of two very usual moves in old chess. First the Rook moved up to the King, then at the next or a later move the King jumped over the Rook. So, historically, we ought to move the Rook first, when Castling, for the Rook could never leap over the King, or anything else. At least since his present record began. In far off pre-historic times possibly he could, like the Elephant, but moving straight—two squares only.

* It is said that the Stroebeck Opening died about 25 years ago. It would be interesting to hear from Stroebeck concerning this.

Our Castling is a modification of the King's Leap, and a combination of two moves in one; this combination began about 1560, and was usual in England about 20 years later. But instead of "Castling" a player could move his K as a Kt, B, or R, under the old conditions, till about 1690. Perhaps later; there was no fixed rule, and the move became obsolete simply because it was found to be generally very weak play—under modern conditions *re* the Q and the Bs. But there are games recorded in which one player "Castled" and the other moved his King as a Knight, generally to Q B 2.

About the time of origination of the King's leap the Queen also was allowed an optional extended "first move"—simply two squares instead of one, diagonally. But she could not leap; on the other hand, she could move one square in one direction and then one in another—to K 2 or Q B 2, and then to Q 3. Or she might have moved to K B sq or Q Kt sq, or K B 3 or Q Kt 3. Later on the double step was given to each Queen made by promotion of Pawns, at the first move as a Queen. Still later came the German "Joy-Spring"—each "Pawn Queen" being able to return to its original Pawn sq in three moves—three successive moves, but this would seldom occur in actual play.

These extensions of power—at the first move only of K, Q, or P—did not affect the game much. They gave it more animation in the opening, than had been there hitherto when playing from the normal position. But so did the Arabian "battle-array," which probably suggested the double-step of P and Q, and the K leap, and the moving of K and Q at same time, when starting from the normal position—our position to-day. Moving K and Q at same time, "because husband and wife are one," was the latest "improvement," till the Q and B got their present powers. The K could leap, or not, and the Q could move two steps or one, but they could be moved at the same time (counting as one move) until "old chess" died out.

These changes originated most likely in Italy. In course of time they affected Oriental chess, but it is nearly certain that the Arabians did not begin any of them. It was for only a brief period that, as the late Rev. W. Wayte put it, chess was played uniformly from the Ganges to the Atlantic.

Very little is known of the ancient chess openings, from the normal position, there being no games or openings in existence. But there are a few references to the moves, of since the 11th century, in some of the romances; a favourite first move was P—Q 4, and, less so perhaps, P—K 4. The Knights moved out early, but not quite so early as with us; probably the idea that it was bad to shut in the B Pawns—an idea held till late in the 18th century—was strong with the players of old chess. The Bishops were often soon played to K 3 and Q 3, or else to R 3, in which case the Rook's Pawns were first moved to R 4. The Bishops could, and often did, move to R 3 before the Kt Pawns were moved. At about the 8th move one of the Rooks—generally the K R—would be brought up to the King, and at the next move the King would jump over him—as with us in Castling. This was frequently done, but sometimes the K moved with a Knight's move to some other square, usually K Kt 2 or Q B 2. In the 13th century and later the King could make one of these moves—or as a B of the time, or simply one square as now—and at the same time the

Q could be moved to any vacant square within her "1st move" field. For a time, no Pawn could move two squares after any piece or Pawn had been captured—this is distinctly suggestive of the Arabian "Ta'biyat," for in those openings the rule was that the "opening" ceased and the fight began if anything was captured. But the idea that certain Pawns could only move one square, while others could move two, has no evidence to support it.

About 1450, in Spain or in Italy, someone, name unknown, suggested a change of immense importance. A revolutionary change—nothing less than making the Queen the strongest piece on the board.* The rapid spread of the idea—in less than a century it was the general rule in Europe—is the most surprising thing in the history of chess. Perhaps royal approval had something to do with giving it a good start. And it was a time of change, of new discoveries, of a great revival in literature, science, and art. Then the new invention of printing favoured the new idea—the first printed books dealing with practical chess gave prominence to the new game, or rather, the enlarged game, and by 1490 it had largely superseded old chess in Spain and Portugal and Italy and the South of France. England received it about 1490—1500, and it was the game of the majority of players before Queen Elizabeth reigned. When the old game died out in England—or let us say the British Isles—is unknown, but I have no doubt myself that it lingered on in remote corners till long after it was forgotten in London. Possibly till 1650.

Yet we often play a portion of the old game; when our Queens and Bishops are exchanged away, and our Kings have moved, and when no fresh Queen is made,—then the spirits of our 14th century chess-playing ancestors, watching over our shoulders, can follow our manoeuvres with as much interest and understanding as any young champion of to-day.

To sum up.—Chess was invented in India, before the sixth century, A.D. The "invention" was probably a development of an older and simpler game—something of the nature of chess (as were other ancient games in the East, and in Europe—"Kneftafl," "Fithcheal," &c.), but influenced by chance; wherefore a revolution in an existing game was effected, rather than the invention of a new one. The existing moves of the King, Rook, Knight, and Pawn, or some of them, may be much older than the present arrangement of the pieces at the commencement of a game. That position, however, was existing in the 10th century, almost

* Perhaps the first idea was simply an extension of the diagonal move, all across the board, making the Queen just like the modern Bishop. But if this had been done with the B—and some have thought that the busy B got his full diagonal power before the Q did—it would become rather confusing. Each player would practically be having three Bishops and no Queen. So, and if so, the power of moving the same distance 'straight' was added, to maintain her majesty as a piece of separate power. And that power, the Rook's and Bishop's combined, was enormous—probably more so than was at first anticipated. The new value of the Queen introduced a new term into the game, for, at least in England, it became customary to cry "Queen!" when the Queen was attacked. Players of to-day are amused at the idea, and may think it long obsolete. But only five years ago I played some games with an elderly clergyman, from the country, who cried "Queen!" each time he threatened mine, and he was quite surprised and rather hurt because I did not give him the same warning. "We always did so at Oxford!" was his exclamation.

certainly in the 7th, and probably earlier. Chess was known in Eastern and Southern Europe before the 10th century, and in all other parts in or before the 11th. Changes in the rules, but not much affecting the middle-game, were made by Europeans between 900 and 1300; before about 950 the game was played uniformly from the Ganges to the Atlantic, but never since. Yet the differences now are not great, for the modern European game has been, with some modifications, adopted by all players west of China, Tibet, and Burma (it is gaining ground too in Japan).

Modern chess began about 1450—60; the game of a majority of European players by 1520.

From "further information received," and reconsideration of the whole matter, I have come to the conclusion that our chess was not derived from "Chaturanga," more properly "Chaturaji"—the game of the four Kings, and that that game, meant for four players, was an adaptation of chess, with dice added. I never said it was otherwise, but only that Dr. Forbes did, and that the probabilities seemed to me to be on his side. But they are now on Dr. Linde's. The question is of interest to the antiquarian, but the ordinary player, probably, is content to know that his favourite game originated in India, more than a thousand years ago. My sketch of the chief features of its history before it became customary to play the game exactly as we play it now—is concluded. Such as it is, it is the fullest that has appeared in English. I hope that someone better qualified than myself will take up the story from the days of Lucena, Damiano, and Ruy Lopez, and continue it to those of Staunton and Ranken, Blackburne, Steinitz, and Lasker.

W. S. BRANCH.

Cheltenham.

CORRESPONDENCE.

THE TA'BIYAT OR BATTLE ARRAY IN EUROPE.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

As Mr. Murray in the August issue of the *B.C.M.* has characterised my rendering of the important passage from Neckam as *unnatural*, and has proposed another rendering as much to be preferred, I have thought it due to so able a correspondent and to your numerous readers to make some reply. I have, therefore, carefully re-examined the original Latin text, and have sought out and compared the two renderings with it and with one another, that I might ascertain the important differences between them, and might be able to arrive at a fair judgment of their respective merits. A large proportion of your readers may be interested in the original text, and will find the Latin quite easy of translation; I will, therefore, with your permission, give the passage as it stands in Wright's *Editio Princeps*. To this I will append my own rendering, and that which Mr. Murray prefers, denoting the two *less* important differences between them by the numerals (1) and (2), the two *more* important by the capital letters, (A) and (B).

The original Latin runs as follows:—"Pedites igitur in unâ lineâ disponuntur, reliquis secundum varias dispositiones varia loca sortientibus. Secundum primitivam tamen ludi adinventionem pedites in secundâ lineâ scaccarii ordinabuntur dignioribus personis in primâ lineâ dispositis."

I now give the two versions of the passage, only remarking that the first version, which is my own, was intended by me to be strictly literal, so as to avoid prejudice in interpretation. This, then, is *my* rendering.

"The footmen are placed in one line, the rest of the men according to various arrangements being allotted various places. Yet, if the original invention of the game be followed, the footmen will be placed in order in the second line of the chess board, the men of higher rank being posted in the first line."

And here is the version approved by Mr. Murray.

"The foot soldiers are therefore placed in one straight⁽¹⁾ line, the remaining men being allotted different places according to their various natures^(A). Moreover, ^(B) according to the first invention of the game the foot soldiers are arranged in the second line,⁽²⁾ the more valuable men being arranged in the first line."

Taking the two less important differences first, I notice that (1) Mr. Murray has introduced the word "*straight*," which has no equivalent in the Latin text, and (2) that he has omitted all translation of the word "*scaccarii*," which I have rendered "of the chess board." The importance of these divergencies may not appear to be very great, but they tend to disguise the true meaning. Thus the *interpolation* of the word "*straight*" limits the interpretation and forces the reader's assent to the dictum, that "the idea of a broken line cannot be entertained for an instant." Does a line of infantry cease to be *one line* because some of its constituents are pushed further forward than others, whether in obedience to the principles of strategy, or because of the nature of the ground or the exigencies of the advance? The line, provided it be continuous, may still remain a *unity*, though it may not be *straight*. As to the *omission* of the defining expression "*scaccarii*" = "of the chess board," I observe that it leads to a confusion between two essentially different things, viz., a *line of men*, and a *line of the board*. If, for instance, I would describe the normal position of the men at the beginning of a game, I might say that the *first line* (i.e., men occupying the front) consisted of Pawns, the second of the more valuable pieces, or I might say, as Neckam actually does, that the Pawns are placed on the second line (i.e., of the board), the more valuable pieces on the first.

I now turn to the much more important, nay essential, difference indicated at (A). Here the question arises, what is the natural rendering of the Latin word *dispositio*, which Mr. Murray renders *nature*? Now every one must allow, and I cannot suppose that Mr. Murray will deny, that the word by its composition implies "*a setting in different places*," and that by the universal consent of lexicographers its ordinary English equivalents are *arrangement*, *setting in array*, *placing in order*; and from this rendering I see no reason whatever to depart. It is somewhat curious to note, that when the kindred verb (*disponuntur*) in the same sentence, and its past participle (*dispositis*) in the second occur, Mr. Murray adopts the usual rendering, translating the former by "*are placed*," and the latter by

"being arranged." I fail to see the consistency of this. Can it be shewn that the word in question ever acquired the meaning Mr. Murray has assigned to it, and that the new meaning gained such prevalence as to supersede or claim a preference over the old? My 60 years' experience in the reading and teaching of Latin yields me no proof of any such growth of meaning. I do not, therefore, consider it safe to abandon the ordinary classical usage.

I come lastly to the translation of "*tamen*." Here (B) Mr. Murray substitutes "*moreover*" for "*yet*," a conspicuous departure from the recognised use of the particle. By adopting this rendering Mr. Murray obliterates the distinction which Neckam seems to be asserting between some method of setting up the men existing in his own day and the method which he conceived to be in accordance with primitive usage, and which, I may add, is now the normal method among European chess players. Wright shews by his paraphrase of the passage that he clearly realised the intention of Neckam to set forth in the first sentence something distinct from what is referred to in the second, though he failed to explain satisfactorily what that something was. V. d. Lasa, as I gather from Mr. Murray's report, resorted first to Wright and then to certain German Latinists, helplessly yielding himself to *authority*, and having himself no fixed opinion upon the matter in dispute. Rejecting, therefore, the views of V. d. Lasa supported by Mr. Murray, as being even less satisfactory than those of Wright, I am driven to some other explanation of Neckam's meaning.

Now in describing the method of his own day as opposed to the primitive arrangement, Neckam puts forward *variety* as its distinguishing characteristic. And I find that in the solution of the case ingeniously suggested by Mr. Branch this very *variety* is conspicuous; for he makes the arrangement of the men to depend almost entirely upon the foresight and judgment of the players, and it is evident that the arrangements would in such circumstances differ widely. Nor does it seem to me at all unlikely, that the educated men of those early times, who had eagerly received from the East the elements of other sciences, should also have adopted the Arabic battle array in chess, using it as an alternative to the normal arrangement.

THOMAS WHITTARD.

TO THE EDITOR OF THE BCM.

DEAR SIR,

I have to thank you for your kindness in giving me an opportunity of saying what will be a last word in reply to my critics.

When in Oxford in the end of August I submitted the passage in dispute to a recognised authority in mediæval Latin, and obtained his translation of the passage: 'The footsoldiers therefore are disposed in one line, the remaining men according to their various dispositions being allotted various places. And according to the first invention of the game the Pawns were arranged (reading *ordinabantur*) in the second line of the chessboard, the worthier people being disposed in the first line.' In thus translating he agreed with the German scholars, with v. d. Linde, v. d. Lasa,

and everyone who has examined the passage for himself since Wright until Mr. Whittard. I obtained his opinion on two special points which seemed of importance; (1) *linea* "straight line, of course"; (2) *tamen* "repeatedly used in mediæval Latin to introduce further and more particular information, and does not of necessity contrast two statements, as in classical Latin." I treasure a valuable canon of criticism which he gave me, "The obscure passages of mediæval writers should be translated in accordance with known facts, and should not be used as foundations for theories."

This translation practically disposes of Mr. Whittard's lengthy criticism. My version never claimed to be literal, only to give the natural meaning of the passage. And it has the all-important advantage of being historically accurate. The translation of *dispositio* by 'nature' *can* be supported by other late Latin passages, and there is no inconsistency in using what was one of the common meanings of the word in Neckam's time. If there be any inconsistency it is surely in Mr. Whittard's treatment of *linea*. Ten minutes' study of a mediæval Latin lexicon is more valuable for the solution of these points than a lifetime spent in teaching classical Latin.

Both Forbes and v. d. Lasa receive unkind treatment at the hands of my critics. Dr. Forbes nowhere treats the Ta'biyat as in use in Europe. His whole chapter upon them is based upon Asiatic usage. V. d. Lasa's own 'fixed opinion' on the meaning of Neckam is very strongly expressed in his *Forschungen* (pp. 69, 70), and I see nothing 'helpless' in obtaining the opinion of expert authorities, though I have heard it called obstinacy to stand out against them.

H. J. R. MURRAY.

CHESS SANS VOIR.



Extract from Mrs. Rhoda A. Bowles' chess column in *Womanhood* for August the following interesting account of the system adopted by Mr. H. N. Pillsbury, in his exhibitions of chess *sans voir*:—

Mr. Pillsbury had accepted Lord Westmeath's invitation to give one of his wonderful performances of blindfold play at the Metropolitan Chess Club, and, feeling that I was in a position to obtain some unique information regarding his method for these *séances*, I invited him to give me some particulars for the readers of *Womanhood*, and, knowing what strong opponents he would have pitted against him in the evening, I quite expected that he would have studied a little during the day. The hours slipped merrily by, however, with no signs of preparation, until it wanted but half an hour to the time for starting. When I said "Are you not going to prepare some opening for this evening's play?" he laughed, and replied, "Blindfold play don't need preparation; I only have to think out, and decide beforehand, which of my systems I will adopt." And lying dreamily back in an armchair, he mentally made up his mind—while clouds of smoke issued from his inevitable cigar—as to his *modus operandi* for that evening. This took about five minutes to do. He then said, "I guess I'm

ready now ; ask what you like." "First, I want you to tell me how you fix the boards in your memory ? and then, what openings you mean to play ?"

"My first object," said Mr. Pillsbury, "will be to take the twelve boards I have to play to-night and mentally group them in fours, No. 1 being boards 1, 4, 7, and 10 ; Group 2 will consist of 2, 5, 8, and 11 ; Group 3, of 3, 6, 9, 12 ; leaving, as you will see, a space of 3 between each number in the different groups. I shall play P to K₄ on all boards of Group 1, and if the usual reply of P to K₄ be made, my second move will be Kt to K B₃. Should they continue in the usual line of this opening by playing Kt to Q B₃, my third move will be on 1, 4, and 10, B to Q Kt₅, whereas on No. 7 I shall play B to B₄." Here I interrupted by asking, "Why this diversion ?" "Because," he replied, "I have now to begin to individualise the games." "And do you treat each group alike ?" "Oh, no ; in Group No. 2 I want, if possible, to get two Q's Gambits, and so for this purpose I shall play on boards 5 and 11, P to Q₄, and subdivide this group by playing P to K₄ on 2 and 8, and if possible turn these into the 'Vienna opening.' The third group I shall open with P to K₄ right along, and try to offer the King's Gambit on each of these boards." But what will you do if your opponents do not reply as you anticipate ?" I ask. "Oh, well, it's easy enough, if, for instance," said Mr. Pillsbury, "three people elect to play the French defence against me. We'll say, for example, one from each group ; well, I mentally form these into a new group altogether, and entirely eliminate them from the other groups." "But do you not find that as play proceeds and the games begin to form themselves into intricate complications, that you have greater difficulty in distinguishing them from each other ?" "Why, no ; it's not in the middle or end game that the difficulty lies, for then each has its individual characteristics and are quite as clear before me as you are at this moment ; the critical stage of the game is quite in the opening moves ; for one stitch dropped there would spoil the whole fabric."

Thus his mind was clear on every point before starting play, and when he took his seat at the Metropolitan Club, with face to the wall and back toward the twelve games he had to play, his first observation to his opponents (after the natural introductory remarks) was, "I play P to K₄ on every board except 5 and 11 ; there I play P to Q's 4 ; and with rapid succession move followed move, until at the end of the first half-hour it was found that Mr. Pillsbury had made no less than 96 moves ! His opponents had answered pretty nearly as he had anticipated ; there were unexpected moves made on boards Nos. 1, 2, and 9, however, and these, he afterwards told me, he mentally formed into a group of "irregular" openings.

He played very rapidly for about 2½ hours, when he suggested a slight rest for the players, and invited them to write on a slip of paper 30 words numbered. When this was done, Mr. H. L. Bowles (Vice-President) read the list aloud to Mr. Pillsbury, who memorised them in groups of five. Taking about ten minutes to complete the number, the paper was then handed to Mr. Winter-Wood, who invited Pillsbury to give the number of a word, or the word of a number, jumble fashion. These he answered correctly. He then went through the whole list backwards, giving the names and numbers correctly, and much to the astonishment of the people

who had tried to puzzle him by writing some outlandish names, &c. After this "rest" play commenced again on the eleven remaining boards—for Mr. Pillsbury had demolished his opponents (for three or four consulted at each board) on board No. 10 in very pretty style previous to the "rest"—and continued till 11 p.m., the final score being to Mr. Pillsbury 8 wins, 2 draws, and 2 losses. A truly wonderful performance, though not so good a result as when he recently played twenty games blindfold in Philadelphia against their strongest players, and won 14, drew 5, and lost only 1, in seven hours!

Another even more wonderful performance was one which he gave in Toledo, Ohio, early in the year. It consisted of twelve chess and four draughts games played blindfold, whilst at the same time he played duplicate whist. I have pleasure in giving one of the games of chess played in this exhibition, with notes by Mr. Pillsbury:—

GAME No. 1,936.

Queen's Pawn Opening.

WHITE.	BLACK.		
1 P—Q 4	1 P—Q 4	13 K R—K sq	13 R—B 3
2 Kt—K B 3	2 Kt—K B 3	14 B—R 3	14 P—Q R 4
3 P—K B 3	3 P—K 3	15 P—QB 4	15 Kt—K 5
4 B—Q 3	4 Q Kt—Q 2Hoping to escape from the attack with the loss of a Pawn.	
5 Q Kt—Q 2	5 P—Q Kt 3	16 P × P	16 Kt—Kt 4
6 Castles	6 B—Q 3White plays for the forced win; for if now 16 P × P. 17 B × Kt, P × B. 18 P—Q 5 and wins, for if then R—K 3, 19 P × R P × Q, 20 P × Kt ch followed by R—Q sq ch, White remain- ing a clear piece ahead.	
7 P—K 4	7 P × P	17 Q—Kt 3	17 R—Q B sq
8 Kt × P	8 B—Kt 2	18 P × P	18 Kt × P
9 Kt × B ch	9 P × Kt	19 R × Kt ch	19 P × R
10 B—K B 4	10 B × Kt	20 Q—Kt 6 ch	20 P × Q
.....An exchange which gives White a powerful attack with com- bined Bishops. Better was 10 Q—K 2.		21 B × P mate.	
11 Q × B	11 P—Q 4		
12 B—Q 6	12 Q R—B sq		

B.C.M. END-GAME TOURNEY.

Authors' Solutions of End-games *B.C.M. Tourney.*

"Advancement."—1 Kt—K 4, K × Kt (or A); 2 P—B 6, P—B 7; 3 Kt—B 5, K × Kt; 4 P—B 7, and wins. [A] 1.... P—R 4; 2 Kt—Q 2, P—B 7 (if P—K 5; 3 P—B 6, P—K 6; 4 Kt × P, K × Kt; 5 Kt—B 5, &c.); 3 K—Kt 4, K—K 6; 4 K—B 3, and wins.

"R + B + Kt," No. 1.—1 R—Q B 4, P—Q 7 (or A); 2 R × P, Kt × R (if P Queens, then B—K 2 ch, &c.); 3 B—K 8, K—Kt 5; 4 B—Q 7 ch,

K any; 5 B—Kt 4, K × B; 6 Kt—K 4, P Queens; 7 Kt—K 3 ch, and draws. [A] 1..., K—K 6; 2 B—R 4, P—Q 7; 3 R × P, P Queens; 4 R—B 3 ch, &c. If 1..., K—K 7; 2 R × P ch, and if 1..., K—B 7; 2 B—R 4, &c.

"R+B+Kt," No. 2.—The author's solution begins with 1 B—Kt sq, K × Kt; 2 R × P ch, K × B; 3 R—K R 2, P—R 6; 4 K × Q P, P—R 7; 5 K—B 3, P Queens ch; 6 K—Kt 3, and wins. This is the main play, and there are variations, which he sends rather in a tangle. There is, however, a simple second solution by 1 K × Q P, P—B 4 ch; 2 K—B 4, P—R 6 (if K × Kt; then K—B 3); 3 R × P ch, K × R; 4 Kt—Q 3, and wins.

"Siam."—1 B—B 8, K—K 5 (or A); 2 B—Kt 7, K—B 4; 3 B × B, K—Kt 3; 4 P—R 7, P—B 4; 5 B—B 3, K × P; 6 B—Kt 4, K—Kt 3; 7 K—B 7, K—Kt 4; 8 K—Q 6, K—Kt 5; 9 K—K 5, and draws. [A] 1..., Kt—B 6; 2 B—Kt 7, P—Kt 5; 3 B × B, P—Kt 6; 4 B × P, P—Kt 7; 5 P—R 7, P Queens ch; 6 K—B 8, Q—Q B 8; 7 P Queens ch, and draws.

"A Traveller."—1 Kt—B 6, K—K 7 (if K—B 7; 2 Kt—K 3 ch, K × P; 5 Kt—Q sq, &c. Or if 1..., Kt—K 7; 2 B—Kt 4, &c. Or if 1..., Kt—B 6; 2 Kt—K 4, &c. Or if 1..., B—Kt 2; 2 B—Kt 4 ch, &c.); 2 Kt—K 4, P Queens ch (or A); 3 K—Kt 2, K—B 6; 4 B—Kt 4 ch, K × B; 5 Kt—K 3 ch, and draws. [A] 2..., K × P; 3 Kt × P, K × Kt; 4 Kt—B 4, Kt—B 6; 5 K—Kt 2, &c.

"Estulna."—The author's solution is, 1 R × P ch, K—Kt 2 (best, for if P × R; 2 Q × P ch, and draws); 2 R—B 6? Q × P ch?; 3 Q—B 4, and draws. But see below.

B.C.M. End-game Solution Tourney.

"Advancement" cannot be solved by the author's method, 1 Kt—K 4, K × Kt; 2 P—B 6, P—B 7; 3 Kt—B 5, because now, instead of K × Kt, Black plays K—B 5; and if 4 P—B 7, P Queens; 5 P Queens, Q—R 8 ch; 6 K—Kt 4, Q—Kt 8 ch, and draws at least. The credit of this discovery is due to "Tota," who has also found a solution by 1 Kt—Kt 4, K—Kt 4 (best); 2 P—B 6, P—B 7; 3 Kt × B P, K × P; 4 Kt—Q 5 ch, and 5 Kt—B 3, and wins. Correct, though differing solutions by 1 Kt—Q 5 ch, 1 Kt—R 5 ch, and 1 Kt—Kt 4, or one or more of them, have likewise been sent by "X." J. J. Jones of Pendleton, and T. Dunnett, Liscard. J. D. Tucker, J. Y. Fullerton, and "Kiddall" are wrong.

"R+B+Kt" (No. 1) is solved by "Kiddall" thus: 1 B—B 6 ch, K—K 6; 2 R—K 4 ch, K—B 7 (if K—Q 7; 3 Kt—B 4 ch, K—B 6; 4

R × Kt, Kt × Kt; 5 R—Q B sq; 3 R—B 4 ch, Kt—B 6 ch; 4 R × Kt ch, K—K 7; 5 Kt—B 4, P Queens; 6 R—K 3 ch, and draws. The following clever solution is given by "Tota": 1 R—Q B 4, P—Q 7; 2 Kt—Q 5, Kt—Q 6; 3 R × P, P Queens; 4 B × Kt, Q—Q R 8 (if Q × B; 5 R—B 3); 5 R—K Kt 2, Q—K R sq ch; 6 K—Kt sq, Q—Q 5 ch; 7 K—R 2, Q × Kt; 8 B—K 2 ch, and draws. "X" has also solved it on the same lines, and T. Dunnett, but not fully. J. D. Tucker's and J. J. Jones' solutions are imperfect, and J. Y. Fullerton's wrong.

"R+B+Kt" (No. 2) is cooked by 1 K × Q P, which has been discovered by "Tota," "Kiddall" (who, however, omits two variations), T Dunnett, and J. J. Jones. J. Y. Fullerton and J. D. Tucker are wrong.

"Siam" was correctly solved by J. J. Jones in one variation, but no one else has solved it successfully. The nearest to it is "Tota's," which is, 1 P—Kt 4 ?, K—K 5; 2 B—B 8, K—B 5; 3 B—Kt 7, K × P; 4 B × B, K—R 4; 5 P—R 7, K—R 3; 6 B × P, K × P; 7 K—Kt 7, and draws. But then 7 .., P—Kt 5; 8 K—Kt 6 (if 8 K—B 6, Kt—B 6; 9 B—K 7, P—Kt 6; 10 B—R 3, Kt—Q 8, &c.), Kt—B 6; 9 K—R 5, Kt—Q 4; 10 B—Q 4, P—B 4; 11 K—Kt 5, P—B 5; 12 K—B 5, P—B 6; 13 B—B 2, K—Kt 3, and wins.

"A Traveller" has been solved by "Tota" in two ways, one beginning with 1 Kt—B 6, and the other with 1 K—Kt 2; by T. Dunnett with 1 K—Kt 2, and by "Kiddall" and J. Y. Fullerton with 1 Kt—Kt 6. At the risk of occupying too much space, it seems only fair to the composer to give the leading lines of these. "Tota," 1 Kt—B 6, K—K 7 (best); 2 B—Kt 4 ch, Kt—B 6 [All the solvers have missed the composer's beautiful conception of 2 Kt—K 4, allowing Black to make a Q ch]; 3 Kt—B 4 ch, K—K 6; 4 Kt—Kt 2 ch, K—B 7; 5 Kt—K 4 ch, K × Kt; 6 B × Kt ch, K × B; 5 Kt × P ch, K—K 6; 8 Kt—B 4 ch, K × P; 9 Kt—Q 6, K—Q 5; 10 Kt—B 8, P—K 3; 11 Kt—Kt 6, B—Kt 2; 12 Kt—Q 7, and now if B—B sq; 13 Kt—Kt 6, and draws. Also, "Tota," 1 K—Kt 2, K—K 7 (if Kt—B 6; 2 Kt—B 6, K—K 7; 3 Kt—B 4 ch, K—K 6; 4 Kt—Kt 2 ch, K × P; 5 B—R 6 ch, K—Q 5; 6 K—B 2, &c.); 2 Kt—B 4 ch, K—K 6; 3 Kt—Kt 2 ch, K—B 7; 4 K—B 2, Kt—B 6; 5 K—Q sq, and wins. T. Dunnett follows much the same lines as this last. "Kiddall's" solution runs 1 Kt—Kt 6, K—B 7 (if K—K 7; 2 B—Kt 4 ch, Kt—B 6; 3 Kt—K 3, K × Kt; 4 Kt—B 4 ch, &c.); 2 B—Kt 4 ch, K × P; 3 K—Kt 2, Kt—K 7; 4 B—B 5 ch, K—Q 5; 5 K—B 2, drawing at least, and J. Y. Fullerton works out the same method more in detail. All other solutions sent are wrong.

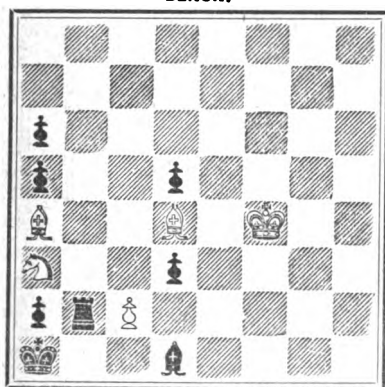
"Estulna" is cooked as a win for Black thus: 1 R × P ch, K—Kt 2; 2 R—B 6 (this is the author's move, but no other will save the game), Q—Kt 8 ch; 3 K moves, Q × Q ch; 4 K × Q, P—R 6; 5 R—B 2 (if R × P, R—Q R sq, and wins), R—Q R sq; 6 R—Q R 2, K—Kt 3; followed by R—R 5 ch, and wins. No solver has worked out this, but "Tota" and T. Dunnett are right in saying there is no draw.

We are much obliged to "Kiddall" for his general introductory remarks and particular criticisms, which will be very useful.

The judge has pleasure in awarding to "Tota" the monthly solution prize for solving the End-games in the August number, he having failed in only one variation of "Siam," and that a very difficult one. We regret the omission by inadvertence of the White King at his Q R 3 in the end-game "Cæsarea" in our last issue. That position will now remain open for competitive solution till October 31st.

"Fama crescit eundo."

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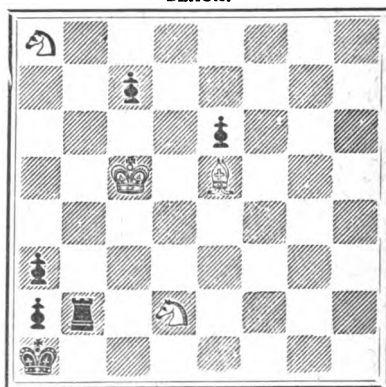


WHITE.

White to play and win.

"Vino pellite curas."

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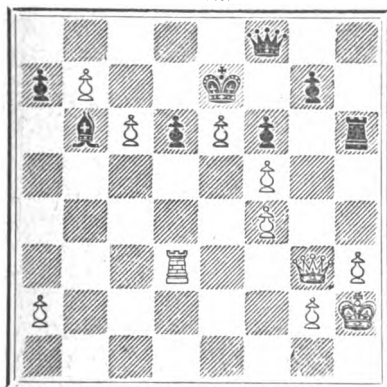


WHITE.

White to play and win.

"Gwynn," No. 1.

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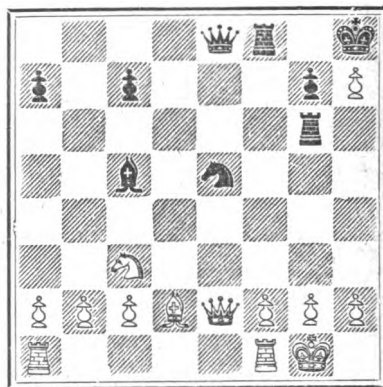


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White to play and win.

"Gwynn," No. 2.

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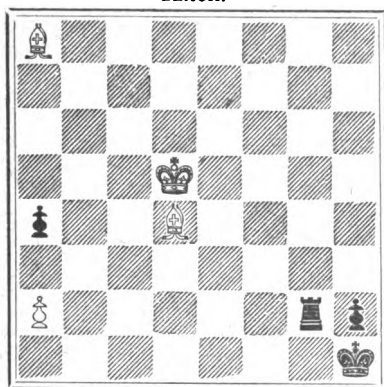


WHITE.

Black to play and win.

"Fertig."

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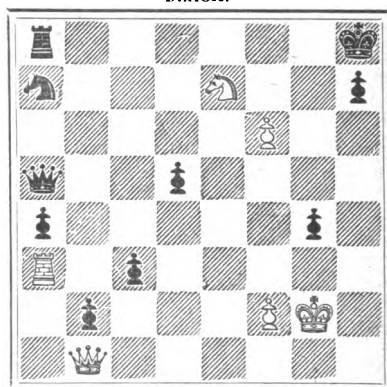


WHITE.

White to play and win.

"Defer not, delays are dangerous."

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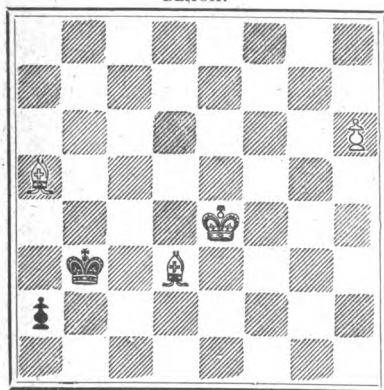


WHITE.

White to play and win.

"The artful dodger."

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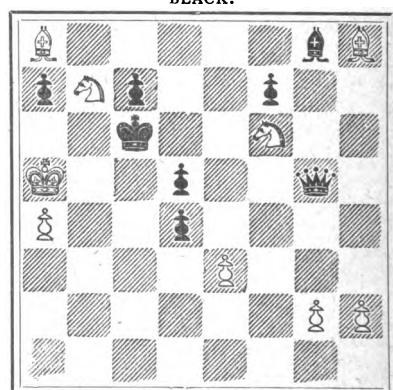


WHITE.

White to play and win.

"By indirections find directions out."

BLACK.



WHITE.

White to play and win.





The Southern Counties Chess Union, says an unofficial correspondent, have a sort of idea that it is time one of the East of England Southern Counties arranged for the Annual Tournament, as with the exception of Hastings, in 1895, the tournaments have been for years in the West. What about Rochester?

The Ladies' Chess Club opened for the winter season on Saturday, September 1st, at the new premises, 18a, Clifford Street, New Bond Street, London. The season promises to be a busy one, as in addition to the matches and other events, a Championship and two Handicap Tournaments are being arranged, to afford both old and new members ample opportunity to strengthen their play. The list of matches comprises no less than 25 engagements. The opening contest takes place on October 8th, against Ealing.

Manchester Ladies' Chess Club.—A meeting was held on September 25th, at 78, King Street, Manchester, when it was decided to form "The Ladies' Chess Club, Manchester." Mrs. Leo Grindon presided, and after rules had been adopted, the following officials were elected: president, Mrs. Leo Grindon; secretary, Miss Marion Millar, Mus. B., The Firs, Bowden; treasurer, Mrs. Waterhouse; tournament secretary, Mrs. Birley Copley. Further business will be transacted at the next meeting, which will be held at the Ladies' Club, St. Ann's Square, Manchester, on October 2nd.

The annual meeting of the Rochester Conservative Chess Club was held on September 13th, at the club head-quarters, the Victoria Hall Conservative Club, Rochester. The hon. sec., Mr. H. F. Homan, reported a membership of 50, together with the satisfactory results of their play, and that the club had won the Kent Cup for the fifth time in six seasons. Over this good news, however, a gloom was necessarily cast at the recollection being brought to mind that it was also during last season that the Kent Association and Rochester Club lost the services of the late Rev. Lewis W. Lewis. Other matters in the report were satisfactory. There was a small balance on the right side and several new members joined. A new hon. secretary was appointed in the person of Mr. W. Coleman, who has long been associated with the club, and who hopes to arrange a good programme of matches with London clubs—always a prominent feature in the Rochester Conservative Club season.

Spens Chess Memorial.—A special and representative meeting was held at the Glasgow Chess Club on 20th September, Mr. Robert Pirrie in the chair. After reference had been made by Mr. Pirrie to the great loss sustained by the death of Sheriff Spens, Mr. William Black was elected president of the club in place of the late Sheriff.

On the proposal of Mr. Black, it was decided to raise a fund of not less than 100 guineas, to be invested, and the proceeds to provide an annual Spens Memorial Prize for the Glasgow Club. This proposal was agreed to. Mr. Black also suggested that a National Memorial should be founded to take the form of a Challenge Cup, to be competed for in the East-West match. Mr. Lindsay, Stirling, preferred that the National Memorial should be attached to the Richardson Cup Competition in the shape of a medal to the winning team. Mr. Mills suggested a memorial on the lines of the Richardson Cup. Mr. Garwood suggested a cup for competition among the junior clubs.

Mr. Black stated that the following subscriptions had been promised :—

GLASGOW CLUB MEMORIAL.			NATIONAL MEMORIAL.		
Mr. Robert Pirrie	£10 10 0	Mr. W. N. Walker, Dundee ...	£10 10 0	0
Mr. A. B. Law	10 10 0	Mr. J. B. Richardson, Stirling	10 10 0	0
Mr. H. C. Fairlie	10 10 0	Mr. Robert Pirrie, Glasgow ...	5 5 0	0
Mr. Andrew T. Reid	10 10 0	Mr. A. B. Law, Glasgow ...	5 5 0	0
Mr. William Robertson...	...	10 10 0	Mr. Andrew T. Reid, Glasgow	5 5 0	0
Mr. William Black	10 10 0	Mr. William Black, Glasgow...	5 5 0	0

Ultimately the meeting agreed to appoint the following committee to collect subscriptions for a National Spens Chess Memorial, the nature of which to be decided afterwards :—Mr. W. N. Walker, Dundee; Mr. R. E. Corrie, Dundee; Mr. D. Y. Mills, Edinburgh; Mr. B. B. Maxwell, Edinburgh; Mr. J. B. Richardson, Stirling; Mr. D. Lindsay, Stirling; Mr. J. R. Henderson, Perth; Mr. Wm. Ewing, Burns Chess Club; Mr. A. T. Reid, president, Scottish Chess Association; Mr. P. B. M. Roberts, Glasgow Chess Club; Mr. Wm. Black, Glasgow Chess Club (convener). This committee will consider and inquire about the matter, and lay the chief proposals before the subscribers for their opinion.

The club discussed the question of an International Masters' Tournament in Glasgow next year, and finally decided that, in view of the subscriptions which Scottish chess players will be called upon to make in connection with the Spens Memorial, no further steps should be taken regarding such a tournament.

The meeting at the same time cordially thanked Mr. A. T. Reid for his handsome offer of £100 towards the prize fund.

THE LONDON CHESS LEAGUE.—The annual meeting of club secretaries in connection with the London Chess League was held on September 20th, in the rooms of the City Club. There was a large attendance, and full arrangements were made for the League Competitions. Mr. T. H. Moore, who has for so long acted as secretary of the League, was in charge of the proceedings. In the 'A' Division the entries are—

ATHENÆUM.
BATTERSEA.
Brixton.
EAST LONDON.

HAMSTEAD.
INSURANCE.
LEE.
LUD-EGLE.

METROPOLITAN.
NORTH LONDON.
WEST LONDON.

The matches in this division are played with teams of 20 a-side. The entrants are the same as last year, with the addition of Brixton, but Ludgate Circus and Spread Eagle Club have now amalgamated and play under the name of Lud-Eagle. Last year the Metropolitan won, after playing off a tie with Insurance (which had one point allowed in the score). This was the Metropolitan's sixth success. There is every prospect of a very keen competition this year, as many of the clubs are filled with a laudable desire to block the Metropolitan from securing another victory.

No entries were received for the 'B' Division. In the 'C' Division the following clubs entered—

BARNSBURY.
CLAPHAM.
KENNINGTON.
MAIDA VALE.

POLYTECHNIC.
ST. MARTIN'S.
TOYNBEE HALL.

WALTHAMSTOW.
WEST NORWOOD.
WILLIS STREET (POPULAR).

This is a falling off from the number which played last year. The matches in this division are played with 8 players a-side. Last year the competition was won by the Ladies' Club, which, however, plays this year in the 'Early Hour' Division.

In the 'Early Hour' Division, the entrants are—

FORREST GATE.
LADIES.

LONDON COUNTY COUNCIL.
LOCAL GOVERNMENT BOARD.

VICTORIA.
WOOD GREEN.

Play in this division commences at an earlier hour than in the other divisions, and there are 10 players a-side. Local Government won last year, after a tie with North Kensington, and it is expected that the contest this year will be a very keen one.

Play in all the divisions will begin early in October. In the cases of the Willis Street, Maida Vale, and St. Martin's Clubs, the usual extension of time was granted, and play with these clubs will commence later.

A very great number of matches (outside the League engagements) were arranged for, and there is every prospect that the forthcoming season will be a busy one.

THE SOUTHERN COUNTIES CHESS ASSOCIATION MEETING AT BATH.

IT is now a good many years since the old Counties Chess Association held one of its meetings at Bath. On that occasion the late Mr. Wayte was victorious, and there were some present who attributed his success partly to his being accustomed to the very relaxing climate of the ancient city in summer, for he had relations there, whom he was wont to visit in his holidays. Anyhow, the present writer then vowed that he would never again take part in a summer chess tourney at Bath, a vow which he has religiously kept, or he might perhaps have been among the competitors at the recent contest. It was not, however, we believe, generally known as it should have been that on this occasion any amateur resident in Great Britain was eligible to compete. The Southern Counties Association has before now held meetings confined to its own boundaries, but this time the entries at one guinea for Class I., and half a guinea for

Classes II. and III., were thrown open to all British amateurs in every part of the country, and the Amateur Championship Cup, which has been in the possession of Mr. Atkins of Leicester for the last six years, was again competed for by players in the highest class. The Mayor of Bath kindly granted the use of the Guildhall large banquetting room as the battle ground, and fighting began all along the line on September 3rd. The usual rules governing such contests prevailed, each combatant having to play one game with every other, but never more than three games in two days, at the pace of twenty moves an hour.

For Class I. the entries were: Messrs. Allcock, Jacobs, Schwann, Stevenson, and Ward, of the City of London Club; Mr. Jones-Bateman, of the St. George's Club, London; Messrs. Atkins of Leicester, F. Brown of Dudley, Cole of Conisborough, Wilmot of Birmingham, Elwell of Southampton, Parry of Shrewsbury, Gibbs of Plaistow, Lambert of Exeter, and Rumboll of Bath. The prizes in this class consisted of £20 for the first, £10 for the second, and £5 for the third. The entries for Class II. proved to be so numerous that it had to be divided into two sections, A and B, the two highest scorers in each section having to contend afterwards for the prizes. Several ladies entered this class, notably Mrs. Fagan and Miss Finn, of the London Ladies' Club. The prizes were, first £8, second £5, and third £3, the last of these being conditional on there being eight competitors, which also applied to Class III., the prizes in that class being £6, £4, and £2. In addition to these prizes, a special one of £5 was given by the Rev. J. Pollock, as a memorial of his late brother, to the player from Somerset, Wilts, or Gloucestershire, who in any class should make the greatest percentage of wins on his possible total score. This prize was awarded to Mr. Edwards, of Bristol (Class III.), who scored $8\frac{1}{2}$ out of a possible 10. Mr. Edwards also gained the second prize in his class, the first going to Mr. West of Market Drayton, and the third to Mr. Gribble of Brading. Two extra prizes were added by the committee, which were shared by Miss Fox of London, and Mr. Axtell of Bristol, who made equal scores. In Class II., Mr. Durant of Worthing, and Mr. McBean of London came out at the top of section A, whilst Dr. Dunstan of London, and Mr. R. Jones of Dover headed section B. On the pool between these four taking place, Mr. Durant lost to Messrs. Jones and McBean. Dr. Dunstan vanquished the latter and tied with Mr. Jones, but on playing off he won and obtained the first prize, Mr. Jones the second, and Mr. McBean the third. In Class I. the holder of the Cup, Mr. Atkins, distinguished himself as he did last year in Holland, by not losing a single game. His only drawn games were those with Messrs. Jacobs, Jones-Bateman, and Wilmot. We congratulate him on retaining with so much *éclat* his enviable position, and re-echo the wish expressed by the chess editor of the *Field* that he would enter the next international masters' tourney, to see what he could do with the strongest players of the world. The second prize winner, Mr. Jacobs, of London, had a neck and neck race with Mr. Atkins up to the very last; the game between them was his only draw, and his only loss was to Mr. Jones-Bateman until the final game, in which he unexpectedly succumbed to Mr. Cole. The third prizeman, Mr. Jones-Bateman, upheld the honour of the St. George's Club by his score of ten. He lost only one

game, that with Mr. Brown, but he had six drawn games, or he would probably have stood higher on the score list. Of the other competitors, Messrs. Brown of Dudley, Elwell of Southampton, Cole of Conisbro', and Wilmot of Birmingham deserve special mention. Mr. Ward played far below his strength, and failed to attain the position that was expected of him. The following is the final score. —

	Atkins.	Jacobs.	Jones-Bateman.	Brown.	Elwell.	Cole.	Ward.	Wilmot.	Parry.	Lambert.	Allcock.	Schwann.	Gibbs.	Rumboll.	Stevensen.	Total.
Mr. H. E. Atkins...	—	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	1	$\frac{1}{2}$	1	1	1	1	1	1	1	12 $\frac{1}{2}$
Mr. H. Jacobs ...	$\frac{1}{2}$	—	0	1	1	1	1	1	1	1	1	1	1	1	1	11 $\frac{1}{2}$
Mr. Jones-Bateman ...	$\frac{1}{2}$	1	—	0	1	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	1	10
Mr. F. Brown ...	0	0	1	—	$\frac{1}{2}$	1	0	0	1	1	1	1	1	1	1	9 $\frac{1}{2}$
Mr. F. J. H. Elwell ...	0	0	0	$\frac{1}{2}$	—	1	0	1	1	1	1	1	1	1	1	9 $\frac{1}{2}$
Mr. H. H. Cole ...	0	1	0	1	0	—	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	0	1	1	$\frac{1}{2}$	8 $\frac{1}{2}$
Mr. W. Ward ...	0	0	$\frac{1}{2}$	1	1	$\frac{1}{2}$	—	0	0	1	1	$\frac{1}{2}$	1	$\frac{1}{2}$	1	8
Mr. B. D. Wilmot...	$\frac{1}{2}$	0	$\frac{1}{2}$	1	$\frac{1}{2}$	1	—	—	0	0	$\frac{1}{2}$	1	1	1	1	7 $\frac{1}{2}$
Mr. J. E. Parry ...	0	0	$\frac{1}{2}$	0	0	0	1	$\frac{1}{2}$	—	$\frac{1}{2}$	1	$\frac{1}{2}$	1	1	1	7
Mr. C. J. Lambert ...	0	0	$\frac{1}{2}$	0	0	0	0	1	$\frac{1}{2}$	—	1	1	1	1	1	6 $\frac{1}{2}$
Mr. J. F. Allcock ...	0	0	0	0	0	0	0	$\frac{1}{2}$	0	0	—	1	1	1	1	4 $\frac{1}{2}$
Mr. E. B. Schwann ...	0	0	0	0	0	1	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	0	—	1	0	$\frac{1}{2}$	3 $\frac{1}{2}$
Mr. P. R. Gibbs ...	0	0	$\frac{1}{2}$	0	0	0	0	0	0	0	0	1	—	0	1	3
Mr. A. Rumboll ...	0	0	0	0	0	0	$\frac{1}{2}$	0	0	0	0	$\frac{1}{2}$	1	—	1	2
Mr. A. L. Stevenson ...	0	0	0	0	0	$\frac{1}{2}$	0	0	0	0	0	$\frac{1}{2}$	0	0	—	1 $\frac{1}{2}$

NORTHERN COUNTIES CHESS UNION.

Northern Counties Chess Union Challenge Trophy.—We have much pleasure in reproducing as our frontispiece an illustration of the handsome Challenge Trophy, presented by Mr. A. E. Moore, Manchester, for annual competition by the eight counties comprising the Northern Counties Chess Union. The Trophy is of sterling silver, in the form of a correct Staunton Chess Rook. In the centre is a panel bearing two Knights in armour, chased in high relief, and emblematic of the tournament. Above the panel, flanked by two crowns, appears a chess-board, the squares being distinguished by alternate frosting and burnishing. An outlined shield on the reverse side declares the purpose of the Trophy as follows:—

NORTHERN COUNTIES CHESS UNION COUNTY CHAMPIONSHIP CHALLENGE TROPHY.

Presented by Mr. A. E. Moore.

There is also space for the names of the winners, and further space for this purpose is provided by sixteen shields extending round the base. The arms of the counties of Lancashire, Yorkshire, Cheshire, Durham, Westmoreland, Cumberland, Lincolnshire, and Northumberland are heraldically

engraved on the rampart, and the cover is surmounted by an artistically modelled figure. The whole stands upon a silver encircled ebonized plinth. Although much decoration is evident, the whole has been blended to produce a Trophy of which all concerned may well be proud, and the work reflects much credit upon its designers and makers, Messrs. Fattorini & Sons, of Bradford.

The rules of the competition are as follows :—

The competition for the Northern Counties Inter-County Championship shall be between representatives of the following counties :—Northumberland, Cumberland, Westmoreland, Durham, Yorkshire, Lancashire, Cheshire, and Lincolnshire.

The competition shall be an annual contest between teams of from 15 to 30 players, representing county associations affiliated to the N.C.C.U., and in counties where no county association exists by teams selected by such club, or representative county committee, as the executive of the N.C.C.U. may grant plenary powers to.

The laws of the game as laid down in the British Chess Code shall govern the play in all contests. Any dispute which may arise shall be referred to the two captains, and, in case of their disagreeing, the hon. sec. of the N.C.C.U. shall submit the case to an independent umpire, whose decision shall be final and binding.

The competition shall be played in rounds on the retire-after-defeat principle. The first round shall be completed on or before February 1st; the second round on or before March 1st; and the final round before April 1st in each year.

The official date of play shall be the third Saturday in the respective months; but the matches may be played earlier in the month by mutual consent.

The successful county shall hold the trophy for twelve months, and shall give to the Union a guarantee for its safe custody.

The qualification for a player to represent any county in any match in the competition shall be membership of the County Association, where existing, and also one of the following :—

- (a) Birth in that county;
- (b) Or twelve months' immediately previous and present residence in that county (from January 1st);
- (c) Or three years' immediately previous and present membership of a club in that county.

RESTRICTIONS.

(1). No player shall play for more than one county in any twelve months, dating from January 1st.

(2). Any player competing under the club qualification shall not be allowed to transfer *under the club qualification* (c) to another county except (1) with the consent of the recognised authority of the county he is leaving, or (2) two years' notice (dating from January 1st) to the executive of the N.C.C.U.; but in the latter case the player may continue playing for his present county until the expiration of such notice.

MATCH REGULATIONS.

(1) The respective teams *may* consist of any number from 15 to 30 a-side, but in case of failure to arrive at a mutual understanding the teams *must* consist of 15 players on each side.

(2) In all matches *the duration of play* shall not be less than four hours if necessary.

(3) The county winning the toss shall take first move on the odd-numbered boards.

(4) The play shall be governed by a time-limit of 20 moves an hour.

(5) Games unfinished at the time for ceasing play shall be adjudicated by representatives of the respective teams, and failing their agreement the position or positions shall be forwarded within 48 hours to the secretary of the N.C.C.U., who shall submit the same within 24 hours for adjudication. A fee of 5/- (2/6 each side) to be sent with each position submitted.

(6) The time of commencement of play shall be between 3 p.m. and 4 p.m., the visiting county to have the right to fix, within these limits, the actual time of starting play, but must give its opponents five days' notice of time fixed. In the event of disagreement or misunderstanding, the official time shall be 4 p.m.

(7) Before the commencement of play the respective captains shall exchange lists of their teams arranged in order of strength, and no alteration shall be permitted. Each pair of players shall contest one game, counting 1 for win, $\frac{1}{2}$ for draw, and 0 for loss. At the time fixed for starting play *all* the clocks must be set in motion.

The full score of each match to be sent to the secretary of the Union by the responsible officials of the winning county within forty-eight hours of the conclusion of play.

All scores of games to be the property of the executive.

Entries for the Competition must be lodged with the hon. sec. N.C.C.U. not later than December 1st.

CORRESPONDENCE MATCH: NORTH v. SOUTH.

The arrangements for the Correspondence Match, Northern Counties Union v. Southern Counties Union are now completed, the competing teams being as follows:—

BOARD. NORTHERN COUNTIES.

- 1.—Mr. A. Burn, Lancashire v.
- 2.—Mr. G. A. Schott, Yorkshire v.
- 3.—Mr. F. Downey, Northumberland v.
- 4.—Mr. F. E. Spedding, Lancashire v.
- 5.—Mr. F. P. Wildman, Yorkshire v.
- 6.—Mr. F. C. Carroll, Lancashire v.
- 7.—Rev. W. C. Palmer, Lancashire v.
- 8.—Mr. J. Wilson, M.A., Lincolnshire v.
- 9.—Mr. W. Atkinson, Yorkshire v.
- 10.—Mr. J. Birks, Durham v.

SOUTHERN COUNTIES.

- Mr. W. H. Gunston, Cambridge
- Mr. C. D. Locock, Surrey
- Mr. W. Ward, London
- Mr. D. Y. Mills, Gloucestershire
- Mr. H. W. Trenchard, London
- Mr. T. Physick, London
- Mr. F. J. H. Ellwell, Hants
- Mr. S. Passmore, London
- Mr. H. Brewer, London
- Mr. H. F. S. Cheshire, Sussex

11.—Mr. C. H. Wallwork, Lancashire	v.	Mr. A. E. Tietjen, London
12.—Mr. W. Brunton, Yorkshire	v.	Mr. P. Howell, London
13.—Mr. J. A. Woollard, Yorkshire	v.	Mr. C. E. C. Tattersall, London
14.—Mr. E. G. Sergeant, Northumberland	v.	Mr. W. T. Pierce, Kent
15.—Mr. H. E. Wright, Durham	v.	Mr. C. J. Lambert, Devonshire
16.—Mr. C. Coates, Lancashire	v.	Mr. H. E. Moore, Somersetshire
17.—Dr. Shaw, Lancashire	v.	Mr. F. P. Carr, London
18.—Mr. J. Rogers, Lincolnshire	v.	Mr. C. J. Woon, London
19.—Mr. F. H. Wright, Yorkshire	v.	Mr. E. Emery, London
20.—Mr. P. R. Clifford, Yorkshire	v.	Mr. A. Curnock, London
21.—Dr. Lowenthal, Lancashire	v.	Mr. A. A. Bowley, Sussex
22.—Mr. J. Musgrove, Yorkshire	v.	Mr. F. N. Braund, Sussex
23.—Mr. T. H. Lambert, Lancashire	v.	Mr. R. C. Turnbull, London
24.—Mr. W. J. Greenwell, Northumberl'd	v.	Mr. F. H. Miles, Sussex
25.—Mr. G. H. Harrison, Yorkshire	v.	Mr. S. van Gelder, Somersetshire
26.—Mr. H. Doyle, Cumberland	v.	Mr. F. Anspach, London
27.—Mr. J. Foulds, Yorkshire	v.	Mr. M. Michael, London
28.—Mr. S. Keir, Lancashire	v.	Dr. Deighton, Cambridge
29.—Mr. J. H. Brooksbank, Cumberl'd	v.	Mr. W. E. Vyse, London
30.—Mr. J. Nicholson, Northumberland	v.	Mr. F. W. Flear, Huntingdonshire
31.—Mr. R. H. Philip, Yorkshire	v.	Mr. H. Erskine, Essex
32.—Mr. J. Higgins, Cumberland	v.	Mr. W. Bridger, Sussex
33.—Mr. P. R. England, Lancashire	v.	Dr. Dunstan, London
34.—Mr. W. Gledhill, Yorkshire	v.	Mr. T. B. Girdlestone, London
35.—Mr. H. Greenwell, Northumberl'd	v.	Mr. H. G. Lee, Somersetshire
36.—Mr. F. C. Howell, Yorkshire	v.	Mr. H. L. Bowles, London
37.—Mr. S. M. Cockin, Yorkshire	v.	Mr. T. M. Friedberger, Sussex
38.—Mr. A. E. Greig, Cheshire	v.	Mr. T. W. Newman, London
39.—Mr. J. J. Shields, Yorkshire	v.	Mr. T. E. Hayden, London
40.—Mr. W. D. Hawdon, Northumberl'd	v.	Mr. J. A. Watt, Sussex
41.—Mr. M. Jackson, Yorkshire	v.	Mr. H. D. O'Bernard, Devon
42.—Mr. F. Stainsby, Yorkshire	v.	Mr. F. Purchas, Sussex
43.—Mr. W. Nixon, Northumberland	v.	Mr. G. W. Williams, Essex
44.—Mr. C. W. Roberts, Yorkshire	v.	Colonel Chisholm, Gloucestershire
45.—Mr. C. J. B. Lowe, Lancashire	v.	Mr. T. Taylor, Devonshire
46.—Mr. D. Cook, Durham	v.	Mr. G. B. Capel, Somersetshire
47.—Mr. M. M. Holt, Lancashire	v.	Mr. G. V. Sutton, London
48.—Mr. C. Croft, Yorkshire	v.	Mr. J. A. Green, London
49.—Mr. W. H. Burgess, Lancashire	v.	Colonel E. Law, Gloucestershire
50.—Mr. C. Platt, Cumberland	v.	Mr. W. Mears, Devonshire

Play starts: October 1st, 1900, and concludes on April 15th, 1901. On the latter date all games in progress will be submitted to Mr. H. E. Atkins for adjudication. Two games will be played at each board. The time-limit is 48 hours, exclusive of Sundays and Bank Holidays. Both sides are well represented, and we think the Northern team will prove a hard nut to crack, the strength of the team being practically equal throughout after the first few boards.

GAME DEPARTMENT.

"MASON'S CHESS PRINCIPLES."—We have received from the publisher, Mr. Horace Cox, Brems Buildings, Chancery Lane, London, a copy of the *third* edition of Mr. James Mason's instructive guide to good chess play, and we cordially recommend it to every chess student who desires to improve his style and strength of play. Revised, enlarged, and brought up to date, it is the very best work the chess-player can have. If it has a fault it is that the price (2/6) is altogether too little for the 'exchange' received by the purchaser.

The British Chess Co. (Rock Mills, Stroud, Glos.) have sent us a sample of their "Miniature Chess Board and Chess Men," specially adapted for use by correspondence players. Price, 2/6. Size, $5\frac{1}{2}$ in. by 4 by $\frac{1}{2}$ in. Weight, 2 oz. The chessmen are ebony and boxwood pegged; and the chess board is very neat and strong with holes drilled in the centre of the squares and surplus holes for the captured forces. This convenient little outfit should prove acceptable to many players who enjoy correspondence play.

GAME No. 1,937.

Played recently by Correspondence.

Scotch Gambit.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Mr. E. G. SERGEANT, Newcastle.	Dr. CROOK, Norwich.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—Q 4	3 P × P
4 B—Q B 4	4 B—Q B 4
5 P—Q B 3	

Competent authorities are nearly all agreed that this is White's best move now, — tending to an even game. Exceptionally, however, it seems that M. Tchigorin prefers 5 Castles, whether with the sequence 5... Kt—B 3; 6 P—K 5, P—Q 4; 7 B—Q Kt 5 or 7 P × Kt, &c.; giving it as his opinion, "based partly on practice and partly on analytical research," that the advantage rests with White, and not as so many think with Black."—[*B.C.M.*, January, 1900, p. 21.] But it is not impossible that the Russian master credits the attack *per se* with some virtue properly due to his own individual skill; for the many may have reason, — and misattribution of cause may be fairly suspected, where it is sought to reverse a prevailing rule, merely on grounds of personal or singular experience.

5 Kt—K B 3

.....First of all, the principle of sound defence is to improve the position; while the attack develops, — tempered more or less by expediency of recovering the Pawn. Of course 5..., P × P is playable, but it has been found to give scope to much attack practically difficult to meet, and for which the immediate gain of material is scant compensation.

6 P × P

If 6 P—K 5, P—Q 4; there would be no advantage to White. From this point, there is no known line of play that should lead to more than equality.

6 B—Kt 5 ch

7 Kt—B 3

Very probably inferior to the usual 7 B—Q 2. This way, Black may gain and safely keep the Pawn, despite all White's efforts to the contrary. So much has been so well proved in times long gone by that the case hardly needs serious retrying.

7 Kt × K P

8 P—Q 5

Or rather 8 Castles. The advance is to soon, closing out a strong possible attack from sometime Q—Kt 3, and leaving the King to be involved unnecessarily in counter attack, not unlikely to occur in certain contingencies.

8 B × Kt ch

.....As here, for instance. If 8..., Kt × Kt; 9 B P × Kt, B × P+; 10 B—Q 2, B × B+; 11 Q × B, Q—B 3 or Kt—K 2; and, with *two* Pawns to the good, Black should have an ultimately easy game. As matters go, he gives up a piece for three Pawns; scarcely enough to be considered as anything approaching an advantage, at this early stage of the proceedings. Moreover, Dr. Crook observes: "If 8..., Castles, then it is doubtful if White could take the Knight. For after (9 P × Kt), Kt × Kt; 10 P × Kt, B × P+; 11 B—Q 2, R—K sq!; 12 K—B sq, B × R; 13 Q × B, Q P × Kt; and [Black] should win."

9 P × B
10 Q—Kt 3

9 Kt × Q B P

19 R × B

19 P—Q Kt 3

Better 10 Q—Q 3, as Mr. Sergeant says, avoiding the exchange of Queens; for with that of course White's power of attack greatly diminishes,—and the power of the Black Pawns is relatively increased.

11 B—K 3
12 B × Kt
13 Q × Q

10 Q—K 2 ch
11 Kt × Q P
12 Q—Kt 5 ch

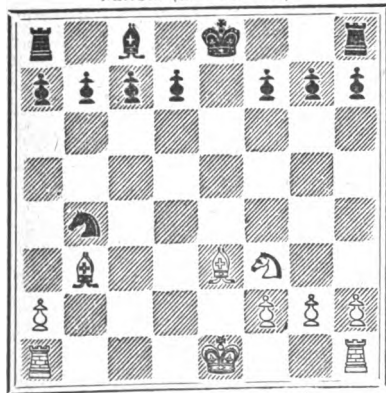
Or 13 K—K 2, to bring the Rook Pawn on the Knight file; where he would be somewhat stronger, as against the mass of adverse Pawns.

14 B—Kt 3
13 Kt × Q

Position after White's 14th move:—

B—Kt 3.

BLACK (DR. CROOK).



WHITE (MR. SERGEANT).

14 P—Q 3

..... Here Dr. Crook queries, "Black has now three Pawns for piece and 'ought' to draw; but could he play better with his Pawns?" This is a question which would require a lot of analysis to determine. Actually, the Pawns do very well in drawing. Trying to do better they might easily fare worse!

15 K—K 2
16 P—Q R 3
17 K R—Q sq
18 Q R—Q Ktsq

15 P—Q R 4
16 Kt—Q R 3
17 B—K 3
18 B × B

20 Kt—Q 4
21 Kt—Kt 5
22 Kt × P ch

20 P—K Kt 3
21 Castles Q R

This amounts to a beneficial exchange of the piece for three Pawns; the after situation being slightly in White's favour,—owing to the free range of his Bishop, as compared with Knight, and the weakness of Black's Queen Rook Pawn.

23 R × R
24 R × P
25 R × P
26 K—Q 3
27 R—Q B 6

22 R × Kt
23 P × R
24 Kt—B 2
25 R—K sq
26 R—K 4 ?

Threatening 28 R × Kt +, with probable 29 B—B 4 and a winning Pawn ending; this, or something equally good, should Black not retire his Rook.

28 R × R
29 K—B 4
30 B—Kt 6

27 R—K 3
28 Kt × R
29 Kt—Q sq
30 Kt—Q B 3

..... If 30..., Kt—Kt 2; 31 P—Q R 4, &c., the ending would be also a win for White.

31 K—Kt 5
32 B—Q 4

31 Kt—K 4

No need for this, apparently; the obvious 32 B × P would be all right.

33 K × P ?
34 K—Kt 5

32 Kt—Q 6
33 K—Kt 2

Better 34 P—Kt 3. Even when the draw is agreed to, there is a good deal in the position; but perhaps circumstances forbade play to an absolute finish,—and so the drawing compromise seems highly reasonable.

34 Kt—K 8

At this interesting juncture White offered a draw and Black accepted.

GAME No. 1,938.

Played in the recent Munich International Tournament.

Queen's Gambit Declined.

NOTES BY JAS. MASON.

WHITE.

M. JANOWSKI.

BLACK.

Herr MARCO.

- | | |
|------------|------------|
| 1 P—Q 4 | 1 P—Q 4 |
| 2 P—Q B 4 | 2 P—K 3 |
| 3 Kt—Q B 3 | 3 Kt—K B 3 |
| 4 B—B 4 | |

Assuming the question to be merely one of development, 4 Kt—B 3 is probably best. For so the Knight must be almost necessarily and soon employed, whereas the Bishop has a choice of occupation; and "reserve the greater option" is a general maxim of sound strategy which should seldom be safely ignored.

- | | | |
|---------|----------|----------|
| 5 P—K 3 | 4 P × P! | 5 Kt—Q 4 |
|---------|----------|----------|

.....Forcing what seems an obviously favourable exchange, — or else getting into condition to hold the Gambit Pawn.

- 6 K B × P

Now or most likely never. If, *e.g.*, 6 B—Kt 3, P—Q Kt 4!; 7 Kt × P?, B—Kt 5+; most of "the chances" would be in Black's favour; and otherwise White could hardly recover the Pawn, with an equal position. Thus M. Janowski theoretically handicaps himself at the start in this important game.

- | | |
|------------|-----------|
| 7 P × Kt | 6 Kt × B |
| 8 P—K Kt 3 | 7 B—Q 3 |
| 9 Kt—B 3 | 8 Kt—Q 2 |
| 10 B—Kt 3 | 9 Kt—Kt 3 |

Still, if now 10 B—Q 3, matters might come right after all,—the bad double and isolated Pawns notwithstanding. As actually posted here, the Bishop is comparatively harmless to the adversary after Castling,—and the attack so much the more readily repulsed.

- | | | |
|------------|----------|------------|
| 11 Castles | 10 B—Q 2 | 11 Castles |
| 12 Q—Q 3 | 12 B—B 3 | |

- | | |
|-------------|-----------|
| 13 Kt—Kt 5 | 13 P—Kt 3 |
| 14 K R—K sq | 14 B—K 2 |
| 15 R—K 5 | |

Committing himself beyond remedy. After this, loss of a Pawn or of the exchange is inevitable.

- | | | |
|------------|-----------|----------|
| 16 P—K R 4 | 15 B—B 3! | 16 B × R |
| 17 B P × B | 17 Q—K 2 | |

..... To play effectively on the isolated Pawn. Applying a judiciously mixed method of counter attack and opportune reduction, Herr Marco's advantage never for a moment fails; and after his 21..., P—Q B 4!, the final issue is beyond all reasonable doubt.

- | | |
|--------------|-------------|
| 18 P—B 4 | 18 Q R—Q sq |
| 19 P—R 5 | 19 B—Q 4 |
| 20 Q Kt—K 4 | 20 B × Kt |
| 21 Kt × B | 21 P—Q B 4! |
| 22 Kt—B 6 ch | 22 K—Kt 2 |
| 23 Q—B sq | 23 Kt—Q 2 |
| 24 Kt—K 4 | |

Letting the Knight go would be to bring the attack (such as it is) to an end. The rest is a struggle against material force, ingenious as it is vain.

- | | | |
|--------------|-----------|-----------|
| 25 R—B sq | 24 P × P | 25 P—B 3 |
| 26 Q—R 3 | 26 P × P | 26 P × P |
| 27 Kt—Kt 5 | 27 P × P | 27 K—R sq |
| 28 Kt × P ch | 28 K—R sq | |
| 29 P × B P | | |

If 29 P × Kt P, R—K Kt sq; it would be no better.

- | | | |
|-------------|------------|------------|
| 30 Kt × Q R | 29 P × P | 30 R × Kt |
| 31 Q—K 6! | 31 Q × Q | 31 Q × Q |
| 32 B × Q | 32 Kt—B sq | 32 Kt—B sq |
| 33 B—Kt 3 | 33 P—Q 6 | 33 P—Q 6 |
| 34 K—B 2 | 34 P—Q 7 | |

.....This Pawn will fall, of course; but yet there is ample margin for a winning ending,—and Black wants no more. The object of the

sacrifice is to eliminate the Rooks.

35 R—Q sq
36 P—B 5
37 K—K 3
38 R × P
39 K × R
40 B—K 6
41 K—K 3
42 B—B 8
43 B—Kt 7
44 P—B 6
45 B—K 4
46 K—B 4

35 Kt—Kt 3
36 Kt—K 4
37 K—Kt 2
38 R × R
39 K—B 3
40 Kt—B 3
41 K—K 4
42 P—Kt 3
43 Kt—K 2
44 K × P
45 P—K R 3
46 Kt—Kt 3 ch

47 K—Kt 3
48 B—Kt 7
49 B—K 4
50 K—R 3
51 B—R 7
52 B—B 2
53 B—K 4
54 K—R 2
55 K—Kt sq
56 B—R 7
57 B—Kt 8
58 P—Kt 3
59 Resigns.

47 K—Kt 4
48 Kt—K 4
49 P—R 5 ch
50 Kt—Kt 5
51 Kt—B 3
52 Kt—Q 4
53 Kt—B 5 ch
54 K—B 3
55 K—K 4
56 K—Q 5
57 Kt—Q 6
58 K—B 6

The following games were played in Class I. at the recent meeting of the Southern Counties Chess Union, at Bath.

GAME No. 1,939.

Queen's Pawn Opening.

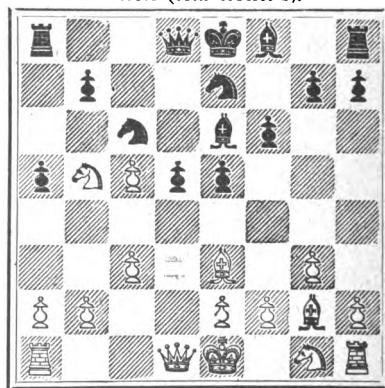
WHITE. BLACK.
Mr. F. BROWN. Mr. H. E. ATKINS.
1 P—Q 4 1 P—Q 4
2 B—Kt 5

8 Kt—Q R 3 8 B—K 3
9 Kt—Kt 5

Position after White's 9th move :—

Kt—Kt 5.

BLACK (MR. ATKINS).



WHITE (MR. BROWN).

3 P × P 3 P—Q B 4
3 P—B 3
.....Better would have been
3..., Q—R 4 ch; 4 Kt—B 3, P—K 3
getting back the Pawn.
4 B—K 3 4 P—K 4

.....A good centre, but the
weak Q P is the drawback.

5 P—Q B 3 5 P—Q R 4
6 P—K Kt 3 6 Kt—B 3

.....6..., Kt—Q R 3, attack-
ing the B P, might be considered.

7 B—Kt 2 7 K Kt—K 2

.....Now he gets a cramped
position.

9 Q—Q 2
.....Better would have been
9..., Kt—B 4. If 10 B × P, then 10...,
B × B; 11 Q × B, Kt × B; 12 Q—K 6
ch, Q—K 2; 13 Kt—B 7 ch, K—Q sq;
14 Q × Q ch, B × Q; 15 Kt × R, Kt—
B 7 ch; 16 K—Q 2, Kt × R, with an
even game eventually.

10 Kt—Q 6 ch 10 K—Q sq

11 Q—Kt 3

The manœuvre with the Queen is not successful. He might have developed the K Kt and Castled.

11 P—Q Kt 4

.....An ingenious counter attack at the compulsory expense of another Pawn.

12 Q x Kt P 12 R—Q Kt sq

13 Q—R 6 13 R x P

14 P—Q B 4

Weak. It allows Kt—Kt 5.

14 Kt—Kt 5

15 Q x P ch 15 Q—B 2

16 Q—R 4 16 K Kt—B 3

17 Q—R 8 ch 17 Kt—Kt sq

18 Kt—Kt 5

He has nothing better.

18 Kt—B 7 ch

19 K—Q sq

If 19 K—B sq, then 19 . . , Kt x R, threatening mate.

19 R x Kt
20 Kt x R

20 P x R

21 B x P

Better would have been 21 P—Kt 6, Q—B sq; 22 B x P, with three Pawns for a piece.

21 B x P

.....Ingenious. Mr. Atkins got well out of difficulties in this intricate game.

22 Q B x B

23 Q x Kt ch

24 Q—Kt 7 ch

25 B—Kt 3

26 P x Kt

27 P—K 3

28 K—K sq

29 Kt—K 2

30 Resigns.

22 Q x R

23 K—K 2

24 B—Q 2

25 Kt x B

26 R—Q B sq

27 Q—B 7 ch

28 Q—Q 6

29 R—B 7

From the *Standard*.

GAME No. 1,940.

Queen's Pawn Opening.

WHITE.

Mr. BROWN.

BLACK.

Mr. JONES-BATEMAN.

1 P—Q 4

2 B—Kt 5

3 Kt—Q 2

.....3...., P—B 4 would be advisable here.

4 K Kt—B 3

5 B—R 4

6 P—B 3

7 P—K 3

8 B—Kt 3

9 Kt—K 5

10 B x Kt

.....Preferable would be 10...., B—Kt 2.

11 P—Q B 4

11 B x Kt, P x B; 12 Q—Kt 3, followed by P—Q B 4, might be considered.

12 P x P

13 R—K Kt sq

P—B 3 looks more venturesome than it really is. White would get a good game with the three centre Pawns.

11 P—B 3

12 Q x P

14 B—Q B 4

15 K—K 2

16 Q x Q

17 K x Kt

White has nothing left now, and the game should result in a draw.

18 Q R—Q B sq

19 K—K 2

20 P—Q R 3

21 B x B ch

22 K R—Q sq

23 B—Q 3

24 R x B

.....Showing his hand too soon. He might have brought over the R to Kt 4 and performed the intended manœuvre of attacking the K R P with the Q R.

25 R—K R sq

26 P—K 4

To prevent 26...., P—Kt 6; 27 B P x P, Q R x P, with the better game.

27 P—K 5 ch

13 Kt—K 5

14 Q—R 4

15 Q x Kt ch

16 Kt x Q

17 P—K 3

18 B—Kt 5 ch

19 K—K 2

20 B—Q 3

21 K x B

22 R—Kt 4

23 B x B ch

24 R—K R 4

25 R—K Kt sq

26 P—K 4

27 K—Q 4

K 3

- 28 P—K Kt 3 28 K—K 5
Premature. 28..., P—B 5, and, if 29 P×P, then K—K 5 would have been better.
- 29 K—Q 2
 A subtle move, threatening to bring Black's King in a mating position.
 29 P—B 5
- 30 R—K sq ch 30 K—Q 4
30..., K—B 4 is the right move.
- 31 R—B 3
 Threatening 32 K—Q 3. P—Kt 3;
 33 R (K sq)—Q B sq, and a forced mate or loss of Rook.
 31 K×P
- 32 P—Kt 4 32 R×R P
 33 R—Q 3 ch 33 K—B 5
 34 R—K 4 ch 34 K—Kt 4
 35 R×P 35 R—R 4
He should have played 35..., R—Kt 2; 36 R—B 6, or R—Q 6, R—K 2, with fair chances, as White has also weak Pawns.
- 36 R—B 7 36 P—Kt 3
 37 R×P 37 R×P
 38 K—B 3
 Very pretty. If 38..., P—B 4, then 39 P—R 4 ch, K—B 3; 40 P—Kt 5, mate.
- 38 Resigns.
 From the *Field*.

GAME No. 1,941.

Queen's Gambit Declined.

- | WHITE. | BLACK. |
|---|-----------------|
| Mr. H. E. ATKINS. | Mr. H. H. COLE. |
| 1 P—Q 4 | 1 P—Q 4 |
| 2 P—Q B 4 | 2 P—K 3 |
| 3 Kt—Q B 3 | 3 Kt—K B 3 |
| 4 B—Kt 5 | 4 B—K 2 |
| 5 P—K 3 | 5 Castles |
| 6 Kt—B 3 | 6 P—B 3 |
| 7 B—Q 3 | 7 Q Kt—Q 2 |
| 8 Castles | 8 R—K sq |
| 9 Q—K 2 | 9 P—K R 3 |
| 10 B—B 4 | 10 P×P |
| 11 B×P | 11 Kt—Q 4 |
| 12 B—K Kt 3 | 12 Q Kt—B 3 |
|The text move enables White to advance P to K 4 advantageously. The alternative would therefore be 12..., Kt—Kt 3. If 13 P—K 4 or B—Kt 3, then 13..., Kt—B sq, &c. | |
| 13 P—K 4 | 13 Kt×Kt |
|Strengthening White's centre considerably. | |
| 14 P×Kt | 14 Q—R 4 |
| 15 Q—B 2 | 15 P—Q Kt 4 |
| 16 B—K 2 | |
| If 15 B—Kt 3, then 16..., P—B 4; 17 P—Q R 4, P—B 5; 18 B—R 2, P—R 3; 19 P×P, P×P; 20 B×P, Q×R; 21 R×Q, R×R ch; 22 B—B sq, with two Rooks for the Queen. | |
| 17 P—Q R 4 | 17 P—Kt 5 |
| 18 P×Kt P | 18 P×Kt P |
| 19 B—B 7 | |
| If 19 B—Kt 5, threatening with B—B 7 to win the Queen, then 19..., B—Q 2; 20 B—B 7, Q R—Q B sq, &c. | |
| 20 Kt—K 5 | 19 Q—R 4 |
| 21 P—K B 3 | 20 Q—R 5 |
| 22 P—Kt 3 | 21 B—Kt 2 |
| 23 Kt—Q 3 | 22 Q—R 6 |
| | 23 P—Kt 4 |
|A compulsory weakening, since Kt—B 4 wins the Queen. | |
| 24 Q R—B sq | |
| The attack becomes now irresistible. Black's defence is all forced, and Mr. Atkins finishes the game in good style, and elegantly. | |
| 25 Kt—B 2 | 24 P—Q R 4 |
| 26 Q—Kt 3 | 25 Q—R 4 |
| 27 P—R 3 | 26 Q—Kt 3 |
| 28 B×B | 27 B—Q sq |
| 29 R—B 7 | 28 K R×B |
| 30 B×B | 29 B—R 3 |
| 31 R—Q sq | 30 R×B |
| 32 K—Kt 2 | 31 Kt—R 4 |
| 33 Kt—Kt 4 | 32 Q—B 3 |
| 34 Q—B 4 | 33 Q—Kt 2 |
| 35 R—B 8 | 34 Q R—Q 3 |
| 36 R—B 5 | 35 Q—B sq |
| 37 R—B 7 | 36 R—R sq |
| 38 Kt—K 5, and White won after a few more moves. | 37 K—Kt 2 |
| From the <i>Standard</i> . | |

THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See Sept.)	Old Score. (Suis.)	1525	1526	1527	1528	1529	1530	1531	1532	Sept. Totals.	Sui-mate Tourney Totals.
§“East Marden” ...	385	12	3	3	3	6	2	2	3	4	411	27
‡A. C. White ...	214	9	3	3	3	3	2	2	3	4	257	21
‡Chas. Johnston ...	25	12	3	6	3	3	2	2	6	4	54	27
**C. S. Earle ...	280	9	3	3	3	3	2	2	3	4	303	21
**W. H. Thompson	411	12	3	6	3	6	2	2	3	4	440	30
††“Beta” ...	175		3	6		6	2	2	6	4	204	15
††“Gibson” ...	154	12	3	3	3	6	2	2	6	4	183	27
†J. J. O’Hanlon ...	100	12	3	6	3	3	2	2	6	4	129	27
†P. L. Osborn ...	124	12	3	6	3	3	2	2	6	4	153	27
†R. M. Peake ...	113	12	3	3	3	3	2	2	6	4	136	21
†J. D. Tucker ...	256	6	3	-2			2	2	3	4	271	10
**“W.C.D.” ...	496	9				3	3	2	2	3	513	15
*Capt. G. A. Forde	233					3	3	2	2	3	250	6
*J. Y. Fullerton ...	Cancelled	9	3	3	3	3	2	2	3	4	23	21
*J. J. Jones ...	54	12				3	3	2	2	6	74	18
“D.C.T.” ...	172	12	3	3	3	6	2	2	6	4	201	27
A. Baker ...	55	3		3	3	3	2	2	6	4	78	12
H. S. Brandreth ...	142						2	2	3		149	
G. H. C. ...	73	5	3	3	3	3	2	2	3	4	96	17
“Colonial” ...	59	6	3	3	3	3	2	2	3	4	82	18
T. D. ...	120	9	3	3	3	3	2	2	3	4	143	21
Rev. A. H. L. Hasling	157											
A. J. Head ...	38	3		3	3	3	2	2	3	4	58	12
F. Kent ...	286					3	2	2	3	4	300	3
Miss V. Helen Macmeikan	35											
J. K. Macmeikan ...	298											
J. M. Malcolm ...	50											
“Selbats” ...	97	6	3	3	3	3	2	2	3	4	120	18
G. A. Thomas ...	9	9	3	3	3	6					24	24
E. E. Westbury ...	299	4	3	3	3	3	2	2	3	4	322	16
“K. W.” ...	213	3		3	3	3	2	2	3	4	233	12
G. Woodcock ...	292	9	3	3	3	3	2	2	3	4	315	21

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

We find we omitted to notice “Selbat’s” solution of problem 1520. This necessitates the addition of three points to his All-in score as well as the Sui-mate Tourney, which we have made in the table above.

“W.C.D.” with his score of 513 is top this month.

It will be observed in the Sui-mate No. 1528, six solvers are credited with 6 points; this is because those correspondents point out the impossibility of the initial position and give the proper solution.

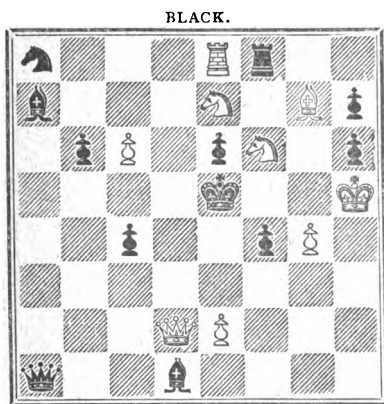
Note: In the diagrammed problem by J. B. Fisher, at p. 381 (Sept.), a White King should be added at K R 8. The absence of the White monarch does not affect the solution.

K 3a

THE "LEISURE HOUR" AGAIN.—We think it right in justice to the author of the two-mover ("Still Waters"), G. H. Clutsam, which has been, by reason of the unsoundness of Z. Mach's problem, awarded third prize, to mention the fact that he claims his problem to be sound. As given in the *Leisure Hour* it admits of a second solution by 1 R x P ch. Mr. Clutsam writes that the editor omitted a Black Bishop from K Kt 8. Possibly the *Leisure Hour* chess editor will give an explanation which so far he seems slow in making. The following is the position as contributed: By G. H. Clutsam, London.—r 3 R 3 / 1 b 1 p 4 / p 5 K p / Q 5 p 1 / 3 Kt B 1 R r / 1 P 2 k 1 p Kt / 2 P 5 / kt kt 1 q B 3 / Mate in two.

The problem which has been raised to third place is the following ("Stolen Moments"), by G. J. Slater, Bolton: 8 / 7 Q / 8 / 1 Kt p k 2 P 1 / 8 / 6 B 1 / 4 p 3 / K 7 / Mate in three.

By. J. Fridlitzius, Gothenburg.



Mate in three.

SWEDISH NATIONAL PROBLEM TOURNEY.—This has resulted in J. Fridlitzius, J. A. Ros, and L. Collijn taking the first, second, and third prizes respectively. Problems by H. A. W. Malmstrom, R. Sahlberg, G. A. Grenholm, and A. Ulander being honourably mentioned. The annexed is the first prize problem. J. Fridlitzius has composed some excellent problems, and this is a very good specimen of his ability.

PURITY IN TWO-MOVERS.—A few correspondents who have taken an interest in the problems of the *Leisure Hour* Two-move Tourney, have in their own way asked the question which may be given here as: "Are pure mates in two-movers in future to be of paramount importance?" This question has led to the further enquiry as to what is the greatest number of economically pure mates which has been worked into a bi-move problem. This latter query has doubtless been suggested by the fact that three such mates are shown in P. K. Traxler's two-mover (see *B.C.M.* for July, p. 291).

The first point we must dispose of now, in a more or less general way, because it is a subject which necessitates the explanation of many elements and considerations. Two-move composition, particularly as practised in this country, has become more or less an art of complexity—the composer strives for ample variety within tolerable limits, disregarding by force of circumstances those refined laws of economy which are rigorously applied to three and four-movers of the modern school. To demand that a

two-mover shall have an elaborate array of variations, and that the mates shall be economically pure, would be to deal a death blow to a class of composition so familiar and popular. Such a demand would meet with no response. The two things are inconsistent, and we should be sorry to see the problem which finds admirers almost the world over, become extinct, because inexorably drastic measures are to dominate the craft. On the other hand we feel that these complicated structures too frequently go beyond the limits of reasonableness, and are mere exhibitions of mixed elaborateness. Harking back some twenty-five years, it would have been then a bold thing to forecast the standard of work which is turned to good account in present current chess journals and columns. It is obviously true that the two-mover of to-day is ahead of the two-mover of a long ago yesterday. Some composers are inclined to the belief that progress is still in active operation, and that the model of a near to-morrow will be shaving perfection very closely, without being quite certain what this ideal really is. We think, however, the time will come when intricacy of construction will become tiring, and attention will be given to more artistic devices, with the result that a happy medium will be obtained, and greater attention given to artistic treatment. It is said that those problems which have clean mates are thin and devoid of strategy. This is true in a great many cases, but there are instances where there is full body in the work combined with sterling strategy, and we believe it is to a very large extent the neglect of affecting such a style which keeps it for the present suppressed and unappreciated.

With reference to the question as to what is the greatest number of economically pure mates exhibited in a two-mover, we are a little dubious on the point, but we believe four is the maximum, and give the two following examples which occur to us:—

By J. Dobrusky.—3 K 4 / 8 / 1 Kt 2 p 2 Kt / 2 P 1 k 3 / 1 B 6 / 3 P kt 3 / 8 / 6 Q 1. Mate in two.

By M. Havel.—1 b 1 Kt 4 / kt 3 p 1 kt K / 1 Q 6 / 2 P 1 k 1 P 1 / 1 P 6 / 2 p P Kt 1 P 1 / 4 r P 2 / 8. Mate in two.

The first of these compositions is, as we have before pointed out, an adaptation of one of J. Paul Taylor's problems, and at the same time a great improvement, whilst the other is quite a modern problem but has not much merit. It will be observed in these compositions there are four pure mates, wherein every White piece left on the board (King of course excepted) has direct service in the mating positions. These positions are not the only ones we can present, but they are for the moment sufficient to answer the purpose.

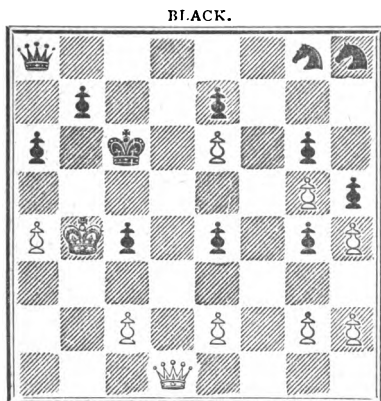
"NEW YORK CLIPPER."—"Miron," the veteran and genial chess editor of the bright chess department of this paper, in order to specially mark with distinction the publication of the 2,300th problem, which will appear in the *Cuipper's* page next year, invites composers to compete in its One-Problem Tourney. The problem must be original, in twenty-three moves, with motto and separate envelope arrangement, and must have the stipulation, "White to play and compel sui-mate in twenty-three moves."

Only one problem must be submitted by any competitor. The prizes offered are—First, 10 dollars in cash; second, one year's subscription to the *Clipper*; third, a copy of "Pollock Memories." Problems must reach "Miron," Campton Village, N.H., by December 29th next. Although the tourney is not to be regarded as international the invitation of "Come one, come all" is issued.

Our American *confrères* rather delight in signalling a special event by a specially composed problem, and it may be interesting to mention here that "Miron" has quite recently completed the 44th year of his editorship of the *Clipper*, and with the issue of 25th August, in order to celebrate his entry into the 45th year, the irrepressible J. Ney Babson stalks on the platform with a 45 move *sui-mate*. We have neither the inclination nor time to tackle this monster, and therefore refrain from presenting it, as we might not be thanked for the infliction, as masterly as the composition may be.

Speaking of long range problems, of which the chief exponents are unquestionably G. Reichhelm, J. N. Babson, and W. A. Shinkman, all hailing from America, brings us to the subject of a stupendous terror by the first named composer. Our contemporary, *Der Schachfreund*, quotes from the *Wiener Schachzeitung* an unusual challenge to solvers. The annexed problem is the longest unconditional direct mate it has been our fortune, whether good or bad, to meet. It is, we fancy, a record. O. T. Blathy has, we gather, curtailed the solution, and a prize of 100 crowns is offered to the solver who can supply the shortest *modus*, which must be at least ten moves less than 292 willed by the author. As solutions have to be mailed by October 1st, the invitation to our readers comes too late, but we know many solvers will evince curiosity, if not interest in making a distant acquaintance with the wonder, if only to regard it as a phenomenal creation.

By G. Reichhelm, Philadelphia.



White mates in 292 moves.

—B 2; 138 Q—K 5, K—B sq; 139 Q—Q 5, K—Kt sq; 140 Q—Q 8, 141 Q—Kt 6, 142 K—R 3, 149 K—Kt 2, 156 K—B 2, 163 K—Q 2, 170 K—K 2, 177 K—B 2, 184 K—Kt 2, 191 K—R 3, 198 P—Kt 4, K—B sq;

The author's solution in brief, giving little more than the principal stepping stones, is: 1 Q—Q 7, 2 P—R 5, 3 Q—Q 4, 4 Q—Q 8, 5 Q—Kt 6, 6 P—B 3, K—B sq (best); 7 Q—B 5, K—Kt sq; 8 Q—K 5, K—B sq; 9 Q—Q 5, K—B 2; 10 Q—Q 7, 11 Q—Q 8, 12 Q—Kt 6, 13 P—K 3, K—B sq (then repeat from 7th move); 20 P—Kt 3 (repeat), 27 K—R 3, 34 K—Kt 2, 41 K—B 2, 48 K—Q 2, 55 K—K 2, 62 K—B 2, 69 K—Kt 2, 76 P—R 3, P×P; 77 K×P, 84 K—Kt 2, 91 K—B 2, 98 K—K 2, 105 K—Q 2, 112 K—B 2, 119 K—Kt 2, 126 K—R 3, 133 K—Kt 4, K—B sq; 134 Q—B 5, K—Kt sq; 135 Q—K 5, K—R 2; 136 Q—Q 4; 137 Q×Kt, K

205 P×P, P×P; 206 K—Kt 2, 213 K—B 2, 220 K—K 2, 227 K—Q 2, 234 K—B 2, 241 K—Kt 2, 248 K—R 3, 255 K—Kt 4, K—B sq; 256 Q—B 5, K—Kt sq; 257 K×P, Q—R 2; 258 Q×Q, K×Q; 259 K—B 5, P—Kt 3; 260 P×P, K—Kt 2; 261 P—B 4, P—R 4; 262 K—Kt 5, P—R 5; 263 K×P, K×P; 264 K—Kt 4, K—B 3; 265 P—B 5, K—Q 4; 266 K—Kt 5, K×P; 267 K—B 8, K—B 2; 268 K—Q 7, P—K 4; 269 P—B 6, Kt—K 2; 270 P—B 7, Kt—Q 4; 271 P Queens, Kt—Kt 3; 272 K—Q 8, Kt×Q; 273 K×Kt, K—K sq; 274 K—B 7, K—K 2; 275 K—B 6, K—K 3; 276 K—B 5, &c. We consider the above will be quite sufficient for those who wish to study this position. We have left out the indications of check to save space.

SOLUTIONS AND CRITICISMS.

By F. Skalik (p. 291).—The author's solution is as follows: 1 R—B 4, P×R; 2 P—B 4 ch, &c. If 1..., B×Kt; 2 Q—Q 3 ch, &c. If 1..., K×Kt; 2 Kt—B 8 ch, &c. If 1..., P×P; 2 Kt (Q 7)×P ch, &c. If 1..., others; 2 R—B 5 ch, &c. Unfortunately 1 Kt×P (g 5) cooks this problem, followed by 2 R×P in reply to Kt×P. It is a great pity this flaw exists, because the problem as intended, is fine. The key is difficult and clever. We have no doubt the cook can be got rid of in several ways, but a simple way would be by adding a Black Rook at Q R 4. Solved by J. J. Jones (both solutions), R. M. Peake (both solutions), A. C. White (author's), J. D. Tucker (cook), G. Woodcock (author's).

By Z. Mach (p. 291). No solution. 1 Q—R 2 (as intended) is defeated by 1..., Q—K 7. The economy of this problem even if sound is by no means high, seeing the inartistic way K—B 5 is guarded, and the fact that a White Pawn could be substituted for the Bishop at K 3. Solved by J. J. Jones, R. M. Peake, A. C. White, G. Woodcock, H. S. Brandreth.

By J. J. Colpa (p. 291).—1 B—Q 4, K×Kt; 2 B—B 3 dis. ch, &c. If 1..., K—K 5; 2 Kt—B 2 ch, &c. If 1..., K—K 3; 2 Kt (Kt 4)—B 6, &c. If 1..., others; 2 Q—Q 7 ch, &c. This position, by reason of Skalik's problem succumbing, will take first prize. It is a pretty three-mover. The key is a capital one, especially as 1 B—B 3 is so tempting. It is a pity the White Pawn at Q Kt 2 is needed only to restrict White's second move after 1..., K×Kt. Such a device is hardly satisfactory, though in this case it is probably the only one available. The variety is not great, but what there is is very pleasing. Solved by J. J. Jones, R. M. Peake, A. C. White, J. D. Tucker, G. Woodcock.

By J. Smutny (p. 291).—1 Kt—Q 6, P—B 4; 2 Kt—Q 4 dis. ch, &c. If 1..., R—K Kt 8; 2 P—B 4 ch, &c. If 1..., K—K 4; 2 Kt—Q B 4 dbl. ch, &c. If 1..., others; 2 Q×P, &c. It does not require much thought to see that the Black King must not be permitted to skip off to Q B 5, consequently the key move is rendered comparatively speaking easy. The play after 1..., P—B 4 is elegant, but the other lines are not at all strong in strategy. There are duals, but these though regrettable are not serious, since they are brought in chiefly by the Rook at B 8 moving to any one of six squares, the dual continuation being the same in every case, and when 1..., P—R 3, the double play is a bagatelle defect. Solved by R. M. Peake, A. C. White, J. D. Tucker, G. Woodcock.

By P. K. Traxler (p. 292).—1 Q—Kt 7, &c. The Black Pawn marked as being at K 6 should be at Q 6. We fail to appreciate that this problem has special merits which counteract its imperfections. The key is a fair one, and the mates after Black King moves 1..., Q×Q; 1..., Q×B; and 1..., Q×Kt, are rather pretty—beyond this there is not much that is accurate. The duals are far too much in evidence for the problem to win favour with two-move admirers. Naturally the three clean mates are responsible for the position of this problem, which on account of the unsoundness of Mach's becomes chief prize winner in the *Leisure Hour* Tourney. Solved by R. M. Peake, A. C. White, J. D. Tucker, G. Woodcock.

By G. Heathcote (p. 292).—1 Kt—Q 6, &c. Considering the White Queen is absent from the field of operations, and there are eight mates, some of which are most interestingly developed, we much prefer this to the problem just dealt with, notwithstanding it falls short in the purity of its principal mates. This 2-er has, however, mates which are nearly clean. The immunity from duals is an artistic feature in this position, which we are in a position to state has met with a much more popular reception than those positions placed higher in the list. Solved by R. M. Peake, A. C. White, J. D. Tucker, G. Woodcock, H. S. Brandreth.

No. 1517 ("Reges cum reginis").—This has no solution. The intention is 1 R—Q sq, R—R 2; 2 R—B 6 ch, any; 3 Q—R 7 ch, &c. If 1..., Q×R; 2 R—Q 6 ch, Q×R; 3 Q—B 4 ch, &c. If 1..., R×R; 2 B—Q 3 ch, &c. If 1..., Q—Q 7; 2 Kt—Kt 4 ch, Q×Kt; 3 B—Kt 7 ch, &c. If 1..., Q—K 7; 2 Q—Kt 5 ch, Q×Q; 3 B—Kt 7 ch, &c. If 1..., B—K 3 dis. ch; 2 Q—B 8 ch, B×Q (best); 3 B—Kt 7 ch, &c. If 1..., any other; 2 B—B 3 ch, &c. Of course if 1..., Q—R 6, or ×Kt or B dis. ch, 2 Q—B 8 ch. This is defeated by 1..., Kt×R, then if 2 B—Q 3 ch, Kt×B; 3 Q—B 4 ch, R×Q!

No. 1518 ("Cur non?").—1 R—R 5, B—B 4 or K 4; 2 Q×P ch, B×Q; 3 K×B dis. ch, &c. If 1..., R—Q Kt sq; 2 Q—Kt 7 ch, R×Q; 3 R×P ch, &c. If 1..., R×R; 2 Q×P ch, R×R (best); 3 R—B 5 ch, &c. If 1..., any other; 2 Q—Kt 8 ch, R×Q; 3 R×P ch, &c. If 1..., K×B, B×Q, P or Kt×R; mate follows next move.

No. 1519 ("Une bagatelle").—1 B—B 8, P—Q 4; 2 P—Q 4, P—R 3 or R—R 3; 3 Kt—Q 7 or Q×Kt P ch acc., &c. If 1..., P×Kt; 2 Q×K P, P—R 3 or R—R 3; 3 B×P or Q×Kt P ch acc., &c. If 1..., P—R 3; 2 Kt—Q 7, P—Q 4; 3 P—Q 4, &c. If 1..., R—R 3; 2 Q×Kt P ch, &c. This has another solution: 1 P—Q 4, P—R 3; 2 Kt—B 7, P—Q 4; 3 B—K 8, &c. If 1..., P×Kt; 2 P×P, P—R 3; 3 P—K 6, &c. If 1..., P—Q 4; 2 B—B 8, followed by 3 Kt—Q 5 or Q×Kt P ch accordingly. Had this position been sound, Mr. W. H. Thompson points out that it bears some resemblance in idea to a fairly well-known two-move sui-mate by H. and E. Bettman, which won second prize in the *Buffalo Times* some years ago. White: K at K R sq, Q at K B sq, R at Q B 3, Bs at K R 2 and Q B 8, Kt at K 6, P at Q Kt 2. Black: K at K R 6, R at K R 5, B at K B 6, Kt at K Kt 7, Ps at K R 4, K Kt 5, K B 7, and Q Kt 5. Sui-mate in two. Key: 1 B—Kt 8, &c.

No. 1520 ("The boy in kharki").—1 R—Kt 3, Kt×R; 2 B—K 2 ch, Kt×B; 3 Q—Kt 6 ch, &c. If 1..., Kt—Q 4; 2 B—B 2 ch, Kt×B; 3 Kt—Kt 4 ch, &c. If 1..., Kt—B 6; 2 P×Kt, B—R 2; 3 Q—K 4 ch, &c. If 1..., Kt—B or Kt 8; 2 B—R 5, any; 3 B—Kt 3 or Q—K 4 ch accordingly, &c.

No. 1521, by A. F. Mackenzie.—This is a 2-mover and not a mate in three as mentioned. The error was corrected last month. We regret to say there are two solutions. The intended is B—R 5, but 1 B—B 7 also answers.

No. 1522, by J. K. Macmeikan.—1 Kt—K 8, K—R file; 2 R—R 7 ch, &c. If 1..., Q—R 7 or Kt 6; 2 R—Q 4 ch, &c. If 1..., Q elsewhere or K—Kt 6; 2 B—Q 6, &c. If 1..., others; 2 R—Q 4 ch, &c. Bearing in mind that the composer is quite a "young hand," this is a promising venture. There is a quaintness about the solution which has proved acceptable to some of our solvers. It is possible the construction might be improved. There is rather a singular dual which the author was unable to clear away. If 1..., P—R 7, White may continue with 2 B—Q 6 (allowing the adverse check) as well as 2 R—Q 4 ch.

No. 1523, by E. J. Winter Wood.—1 Kt—K 5; 2 K×Kt or K—K 5, 2 Q—Q 3 ch, &c. If 1..., others; 2 Q—B 4 ch, &c. There is an unsuspected dual if 1..., K—B 4 by 2 B×P. One does not often meet in these days with a 3-er in which the Black King has five squares out. In the July issue there are two, this and the preceding position. As a rule such problems are more exhibitions of what can be done than serious examples of problem strategy. It is unfortunate the Kt could not stand on some square other than Q 3, because the problem would be vastly improved.

No. 1524, by G. H. Clutsam.—1 Q—K 8, K×P; 2 Kt—B 5, &c. If 1..., K—Q 4; 2 Q—R 4, &c. If 1..., K—B 5; 2 Q—B 6, &c. This position is considerably damaged by a dual in the last variation, 2 Q×P being equally efficient. This last line of play as intended results in a very pretty mate. The first variation is good and has a nearly clean mate. The problem has the appearance of being drawn from No. 1509, by the same composer, or possible the case is *vice versa*.

No. 1525 ("No violence").—This has no solution. The intention 1 R—Kt 8, 2 R—Kt 5 ch, 3 Kt—B 3 ch, Kt×Kt. Mate is defeated by 1..., Q—R sq.

No. 1526 ("Bon jour!").—1 Q—B 7 ch, K×Q; 2 Kt (R 7)—Kt 5 ch, B×Kt;

3 Kt—K 6 ch, &c. If 1..., K×P; 2 Q×B ch, K moves; 3 Q—K 6 ch, &c. Also solved by 1 Q×P ch, 2 R×B ch, 3 Q—K 6 ch, &c.

No. 1527 ("Primum conamen").—1 Kt—Kt 2, P—Kt 3 (best); 2 Kt—R 5 ch, P×Kt; 3 Kt—R 4, &c. This position looks at first sight an "impossible" one, and for the satisfaction of a few correspondents we give an imaginary game worked out by "Gibson" to demonstrate the position: 1 P—K 3, P—Q 4; 2 P—Q R 4, B—Kt 5; 3 P—R 5, B—R 4; 4 P—R 6, P—K Kt 3; 5 P—K Kt 4, P—K 3; 6 P×B, Q—B 3; 7 P—R 6, Q—Kt 2; 8 P×Q, Kt—K B 3; 9 P—Kt 8 (Q), K—K 2; 10 Q—Kt 7, R—Kt sq; 11 Q—R 8, B—R 3; 12 R—R 5, R—Kt 2; 13 Kt—K R 3, Kt—K 5; 14 Q—Kt 4, K—B 3; 15 K—K 2, P—B 4; 16 K—B 3, Kt—Kt 4 (ch); 17 K—Kt 2, Kt—Q 2; 18 Q—K 4, P×Q; 19 P—Kt 4, P—B 5; 20 R—K 5, Kt—B 4; 21 B—R 3, Kt—Q 6; 22 P×Kt, R—K sq; 23 P—Kt 5, R—K 2; 24 P—Q 4, R—Q 2; 25 B—B 5, R—K 2; 26 B×R P, R—Q 2; 27 B—Kt 6, R—K 2; 28 P—R 7, R—Q 2; 29 P—R 8 (Q), R—K 2; 30 Q—R 3, R—Q 2; 31 Q—Q 3, B P×Q; 32 K—Kt sq, R—K 2; 33 Kt—B 3, R—Q 2; 34 Kt—K 2, R—K 2; 35 Kt—Kt 3, R—B 2; 36 Kt—B 4, R—Q 2; 37 B—Q 8 (ch), 37 R—K 2.

No. 1528 ("Tirocinium").—1 Kt—Kt 7, B—Kt 4 (best); 2 R (R 4)—R 7, B—R 3 or R 5; 3 R×B, &c. This is an impossible position, because all Black's pieces being on the board, White cannot consequently have made any captures; it is obvious therefore that Black's Q B's Pawns must have made seven captures, viz.: Q, K B, Kt, K B P, Q B P, the promoted K Kt P, and either the Q R P or the Q Kt P *after promotion*, but the latter Pawns could not have left their original files. In order to allow either of them to be promoted, Black's Q R P or Q Kt P must have stepped aside and then returned to its original file, making a total of nine captures, while only eight men are absent.

No. 1529, by E. J. Winter-Wood.—1 Q—B 8, &c. The key move is an indifferent one. The taking away of two flight squares, notwithstanding a corresponding liberty is given in another direction, is always weak, though possibly it may prove a bit difficult to the average solver who in a search for something artistically unexpected, may easily overlook a commonplace or aggressive key. In this two-mover the author has given us an illustration of three pure mirror mates, but we must point out that whilst this is a feature, the presentment of the problem is uneconomical. In no mate are all White's pieces used; in one two Knights are idle, in another Kt and Bishop, and in the third the Bishop. It seems to us quite possible to compose a 2-er with four mirror mates if economy is not to be studied, but such a problem would, beyond the fancy idea, be of little value we take it.

No. 1530, by W. H. Gundry.—1 K—B 2, &c. Probably it may not be considered properly within our province to say so, but we feel no hesitation in burdening ourselves with the risk of observing that during the past few months Mr. Gundry has shown signs of making good headway. No. 1530 is not so good a problem as several others we have seen of his, but it has merits which deserve to be encouraged, albeit the idea and in some measure the arrangement have not the charm of novelty. The packing which has been used, is inartistic, so much of the material being "dead-heads." There are only four mating moves, and this small figure of variety is a little out of proportion to the large force pressed into service from the chess box. Place this study under treatment by such purists as Shinkman, H. F. L. Meyer, Maximow, Rudolph L'Hermit, and the result to the author might be a surprise. Whilst retaining all the points worth retaining, there would be a distinguished finish which would deservedly court admiration. Probably, however, the theme would not attract such composers.

No. 1531, by G. H. Clutsum.—1 Kt—Kt 4, Kt—Q 2; 2 Q—K 6 ch, &c. If 1..., P—R 4; 2 Q—B 7 ch, &c. If 1..., K×Kt; 2 Q—K 6 ch, &c. If 1..., K—K 5; 2 Kt—B 2 ch, &c. The intended key move is not hard to find, but the sacrifice of the Queen and the mate after 1..., P—R 4 are elegant. It is noticeable that in Mr. Clutsum's problems the Pawns are much in evidence, and this composer obviously appreciates their utility in problem composition. There is, however, an easy second solution by 1 B—Kt 2, and it is strange so many solvers, including ourselves, failed to notice this crushing move.

No. 1532, by W. A. Shinkman.—1 K—K 5, P—Q 4; 2 K—B 4, P—Q 5 [If 2..., K—Q 5; 3 Kt—B 5 ch, &c.]; 3 K—K 5, &c. If 1..., P—Q 3 ch; 2 K—B 4, any; 3 Kt—K sq, &c. Considering the simplicity of the posing of this little creation, it is a little puzzling. Of course it has really no pretensions as regards difficulty, but one may readily go wrong at first shot. The play of the King and principal mate are pretty. Mr. W. H. Thompson again points out that this position has been published. It appeared in the *American Chess Magazine*, July, 1897. We did not know of this fact, otherwise we should not have given it, at least not without acknowledgment,

PROBLEMS.

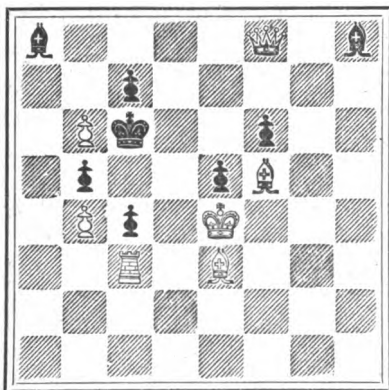
"B. C. M." SUI - MATE TOURNEY.

No. 1537.

Motto: "Mitre and Sceptre"

(T. P. No. 13.)

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WHITE.

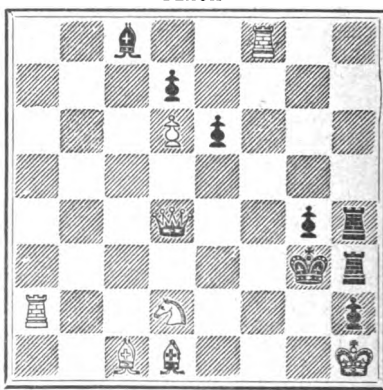
White compels Black to mate in three moves.

No. 1538.

Motto: "La Coqueluche."

(T. P. No. 14.)

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WHITE.

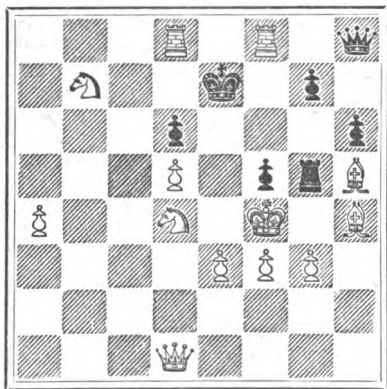
White compels Black to mate in three moves.

No. 1539.

Motto: "Chi lo sa."

(T. P. No. 15.)

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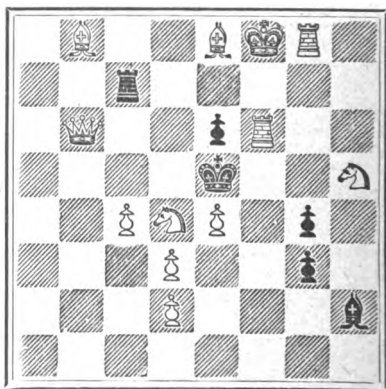
White compels Black to mate in three moves.

No. 1540.

Motto: "Arretons-nous ici."

(T. P. No. 16.)

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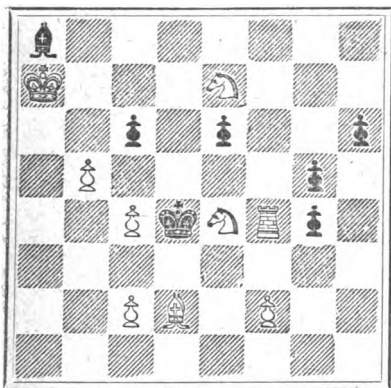
White compels Black to mate in three moves.

PROBLEMS.

No. 1541.

By H. F. W. LANE,
Stroud.

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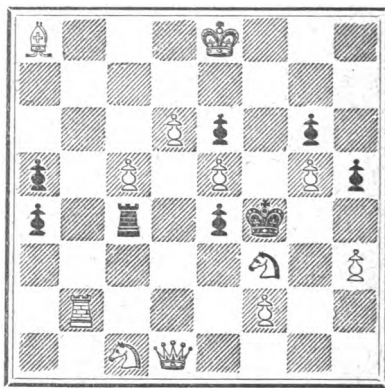
WHITE.

White mates in three moves.

No. 1542.

By Rev. J. JESPERSEN,
Svendberg.

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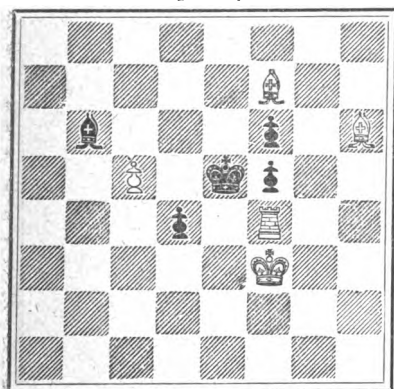
WHITE.

White mates in three moves.

No. 1543.

By W. A. SHINKMAN,
Grand Rapids.

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WHITE.

White mates in four moves.

No. 1544.

By G. H. CLUTSAM,
London.

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WHITE.

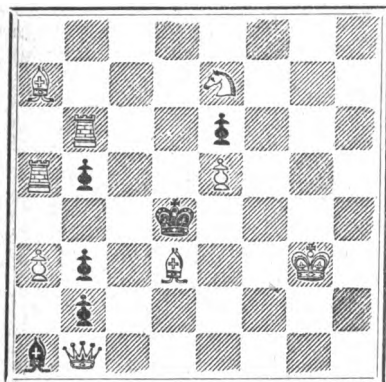
White to play and compel Black to
mate in three moves.

PROBLEMS.

No. 1545.

By Rev. J. JESPERSEN,
Svendberg.

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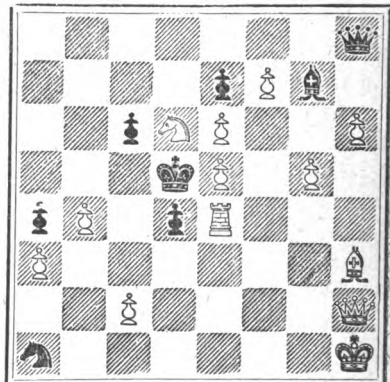
WHITE.

White mates in two moves.

No. 1546.

By G. H. CLUTSAM,
London.

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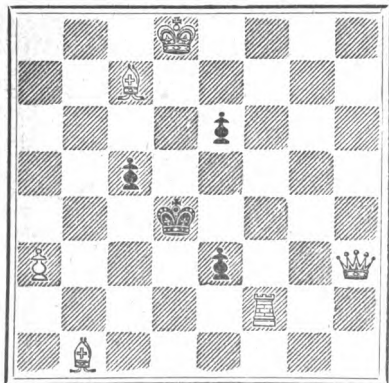
WHITE.

White mates in three moves.

No. 1547.

By G. HEATHCOTE,
Manchester.

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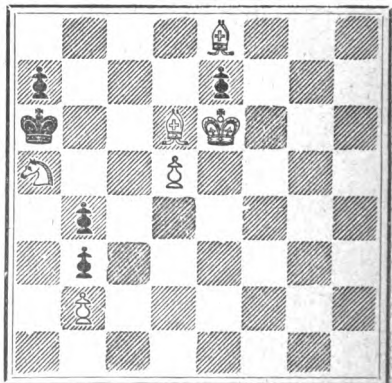
WHITE.

White mates in three moves.

No. 1548.

By W. A. SHINKMAN,
Grand Rapids.

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WHITE.

White mates in five moves.

BRITISH CHESS MAGAZINE

NOVEMBER, 1900.

MODERN DISCOVERIES IN CHESS HISTORY.

THE recent series of articles in the *B.C.M.*, 'A Sketch of Chess History before the Second Great Revolution' have probably given a fresh lease of life to the anecdotes and theories which passed as chess history a decade ago. The ordinary reader might easily conclude therefrom that our fathers knew all that was to be known of early chess history, and that Forbes and Madden are the leading authorities. It is close on seventy years since Madden contributed his paper on the Lewis Chessmen to *Archæologia*, it is forty-five years more or less since Professor Forbes commenced in the chess column of the *Illustrated London News* a series of articles upon the Early History of Chess, at the request of Howard Staunton, which he expanded into his History of Chess published forty years ago. That was before the dawn of the modern scientific study of Sanscrit, and our knowledge of Oriental literature has increased immensely since 1860. Forbes wrote professedly in support of a theory that chess is derived from Sir William Jones' *Catūrāji** or Game of the Four Kings, and in opposition to the theory of his contemporary Bland, that chess is derived from Timur's Game. What is more natural than to discover that our wider knowledge of Eastern literature has brought new facts to light which are of the most vital importance to any discussion on the accuracy or the inaccuracy of Forbes' theory?

Twenty-two years or so after the appearance of Forbes' History, a distinguished Dutch writer, Antonius Van der Linde,—a good English scholar but no Orientalist,† a player of such ability that some of his games were used to illustrate the fifth edition of the *Handbuch*,—proposed to himself to write the History and Bibliography of Chess for German chess-players. He wrote his work, and had almost finished printing it, when the result of the investigations of the great German Sanscrit scholar Weber came to him as a terrible surprise. He learnt from them that his implicit trust in Forbes had been misplaced, that Forbes was in serious—almost wilful—error as to the facts upon which he had based his theories, that as a result a large portion of his own work was worthless from the point of

* Following the ordinary custom of Sanscrit scholars in transliterating into Roman characters. The *C* is to be pronounced *ch* (as in chess).

† This does not affect his reliability, as all his translations from Oriental languages are by scholars reckoned among the first Orientalists of his day, whose assistance was willingly given.

view of historic fact, and that he had been throwing his money away. He suppressed the greater part of his work, sat down and rewrote it in the light of his new knowledge, but because he was a Dutchman, and expressed himself with all the vigour of which an angry Dutchman is capable, English chesswriters* with characteristic insularity, as our Continental friends express it, have ignored his conclusions, have suppressed his facts (which after all are not his but the common possession of all Sanscrit scholars), and have clung to Forbes' unfacts and have exalted Forbes' theory into fact, almost as a patriotic duty. A misguided policy, and as futile in the long run as Mrs. Partington's dealings with the Atlantic Ocean. I hold no brief for Van der Linde, I regret the introduction of any bitterness of language in any scientific or historical work, but I cannot but admit that he had some excuse. And to speak of his strictures on Forbes,† all of which had been proved up to the hilt by competent and independent critics, as 'grossly unfair' or as savage charges of fraud' savours of the rule of the petty attorney, 'No case; abuse plaintiff.'

But Linde's history is now twenty-six years old, and a whole generation of Sanscrit scholars have been burrowing into Indian corners, and discovering and printing since the *Geschichte und Litteratur des Schachspiels* appeared in 1874. What light have their labours thrown upon the Early History of Chess? It is my object to recount very briefly the present state of our knowledge, and so incidentally to point out some of the points in which the 'Sketch of Chess History' has perpetuated erroneous theories and misinterpreted facts. Suffice it to say that the main result has been to still further discredit Forbes‡, and to shew that Linde's 'earliest dates' for the mention of chess in Eastern countries can all be pushed back owing to the discovery of earlier sources of information. Students who desire to investigate more deeply must search in scientific periodicals such as the journal of the German Oriental Society, the reports of the meetings of the Academies of Berlin and Vienna, and the journal of our own Royal Asiatic Society. The last contained, January, 1898, a scholarly monograph on 'The Origin and Early History of Chess,' by Professor A. A. Macdonell, which is an able summary of the results of the investigations of Professors Weber, Jacobi, Nöldeke, and others in Sanscrit and Pahlavi literature; Professor Gildeneister did a similar service for Arabic chess in the journal of the German Oriental Society in

* With a few notable exceptions, as for instance W. E. Axon, and of course the Orientalists who have written on chess.

† Careful readers of Forbes and v. d. Linde will discover that every expression which v. d. Linde used of Forbes is quoted from Forbes, who dealt with an equally heavy hand with his predecessors.

‡ Thus anyone can now investigate for himself the well known controversy between 'Alpha' and Forbes concerning the accuracy of Forbes' translation from Firdausi's *Shahnamah*, by consulting Mohl's reliable edition with its parallel translation into French. 'Alpha' was entirely right in his contention that the account of the moves was an interpolation where Forbes inserted it. Forbes took the account from a later story in the *Shahnamah*, relative to the invention of a variety of chess on a 10×10 board, and made it suit the ordinary game by omitting the move of the camel. The falsification of the text has been perpetuated in the 'Sketch' [*B.C.M.*, 1899, p. 326]. The curious investigator will observe that Forbes carefully left himself a loophole of escape in his reply in case 'Alpha' came to closer quarters. The 10×10 game is interesting from its possible connection with the *dasapada* mentioned later on.

1875, and Van der Linde incorporated his results in his *Quellenstudien*, 1880—which may be regarded as an appendix to his *History*, and perhaps for other investigators the most valuable of the three volumes.

Of recent chess histories, the only two of any importance are Von der Lasa's *Forschungen*, which for the ordinary reader is far and away the best history of chess extant, and the Spanish work of Brunet y Bellet, which represents a mass of learning misapplied in the endeavour to overthrow the Indian origin of the game and to establish an Egyptian origin. His argument obtains a certain plausibility from the fact that he has absolutely disregarded any piece of evidence which tells against his theory; his ignorance of German, and lack of access to the better works on the game, have seriously affected the scholarship of his work; still on mediæval chess, and especially on that of Spain, he has collected a mass of valuable information, and he gives excellent illustrations of some old European chessmen.

What is the result?

In the first place the antiquity of the Sanscrit verses describing the *Caturaji* or Game of the Four Kings has to be given up. The *Bhavisya Purana* is almost certainly no longer in existence. There are indications that Radhacant, who gave the verses to Sir William Jones and mentioned this *Purana* as his source, was quoting not from the *Purana* but from other works still in existence, which do not contain the complete text as we now know it. None of the existing works which are said to be derived from the *Bhavisya Purana* contain any reference to the game of chess. The verses exist in three sources, none of which make any reference to a *Purana*. All are admittedly in the Bengal dialect,* and not in classical Sanscrit. The earliest is in a law work, 'The Institutes of Hindoo Law,' written by Raghunanda about 1500, and this is the earliest Indian evidence that we can produce for this supposed original form of chess. The Arabic writer Alberūni, who described this game in 1030, thus becomes our chief and earliest authority for it. But we shall see that the real chess was in existence long before.

Professor Macdonell, in a letter to the *Athenæum*, July 24th, 1897, gives the earliest direct mention of chess known to Sanscrit scholars. It occurs in the *Harsacarita* of Bāna, who is known with certainty to have lived in the 7th century A.D., and recounted the doings of Sriharsa the famous King of Kanyakubja, who flourished 618—650 A.D. He says in a punning passage 'Under this monarch only bees quarrel in collecting dews (dues), the only feet cut off are those in metre, only chessboards (*ashtāpada* = eight square) teach the position of the 'four members' (*caturanga*)'. There are earlier references to the *ashtapada*, as also to the *dasapada* or ten-square in Sanscrit literature, and as dice would hardly require such boards it may be supposed (but not assumed) that the *ashtapada* and *dasapada* refer generally to primitive forms of chess.† Nard, or backgammon

* Von der Lasa has, on the strength of this, hazarded the conjecture that the Game of the Four Kings was a Bengal development of the ordinary chess.

† From a passage in Harivansi the *ashtapada* appears to have been a game requiring dice. Two men play at the *ashtapada* with red and black dice (I fail to understand the object of coloured dice. Possibly red and black *men* are to be understood). After four throws of the dice they quarrel, and the one slays his opponent with the golden *ashtapada*—a use of the chessboard that has found abundant imitation in romance.

was played much in the same way that it is played to-day, on a board divided into twelve compartments with 15 men on each side.

Professor Jacobi had previously discovered two passages of the 9th century referring to chess. Both are in Kashmirian writers. The earlier occurs in the works of the poet Ratnākara, who flourished about 850. The passage is worded with the double meaning which is a favourite device of Sanscrit poets. According to one meaning an attendant of the God Siva is mentioned 'who turned not into a chessboard (*ashtāpada*) the enemy who had a four-square form, who abounded in foot soldiers, horses, chariots, and elephants, and who had the form of combination'; *i.e.*, in all probability the form of two halves which folded together, or were symmetrically arranged. The second passage, slightly later, occurs in a work of Rudrata, and consists of several stanzas of poetry, written in various patterns, which are to be read according to the chessboard (*caturangapīṭha*) squares of chariot (*ratha*),* horse (*turaga*), and elephant (*gaja*). From the instructions and solutions given it is possible to discover the moves of these pieces. The horse and chariot both move precisely as their descendants, the Knight and Rook of to-day. The elephant has a peculiar move, but it agrees exactly with the curious move recorded by Albēruni. 'The Indians in playing chess† move the elephant straight on—not to the sides—one square at a time like the Pawn, and to the four corners also one square like the *fīrzan*. They say that these five squares are the places occupied by the trunk and the four feet of the elephant.' [Sachau's translation in Trübner's Oriental Series I., 183.] This fivefold move to an adjacent square survives in Japan (the *ghin*), Siam (the *khon*), and Burma (*chein*), where however according to some authorities it is debarred from capturing straight forward.‡

Professor Weber had still earlier cited a passage in Halāyudha, a writer of the latter years of the tenth century, who requests his readers to draw a table of sixty-four 'corn-houses' as in the game of chess (*caturanga-kṛidāyām*) in order to exemplify the form of certain metres.

We have here the earliest hint of the celebrated calculation of Sissa. The story how that astute mathematician requested the sum of a geometrical progression of 64 terms has probably this amount of historical basis, that such a problem had been proposed in India, and had gathered the story round it. It is established beyond doubt that the Arabs derived their figures and their arithmetic from India, and that the Indian mathematicians revelled in long drawn-out calculations of the character is abundantly evidenced in Sanscrit literature.

Professor Macdonell's discovery seems to me to be of paramount importance. The appearance of chess in the middle of a catalogue of

* The idea that in the primeval chess the piece which corresponds to our Rook was a boat is one of the erroneous ideas which depend upon the mistaken view as to the date of the Bengalese texts describing the *Catūrāṅgī*. As a matter of fact the substitution of the boat for the chariot is an argument which tells *against* the antiquity of chess in the country in which the change has taken place. Few Russian scholars claim for Russian chess a greater antiquity than two or three centuries at the outside. The Sanscrit *roka*, which Forbes quotes, is a mere 'dictionary' word and probably arose from a misapprehension as to the meaning of the name of the chess-piece.

† It is evident from this passage that Albēruni—pace 'the Sketch' [*B.C.M.* 1899, p. 261] had seen the real chess in India.

‡ The move of the *chein* (or 'Bishop') as given in the 'Sketch' [*B.C.M.* 1899, p. 405] is wrong, and has arisen from a misreading of Hiram Cox.

common notions justifies the belief that chess was well known at the beginning of the seventh century, and that it must therefore have at least existed by the middle of the sixth century, and probably earlier.

Professor Nöldeke has called attention to the passages in Pahlāvi works. Pahlavi (really a method of writing) has been loosely used for the language spoken by Old Persians about the time of the Mohammedan Conquest. Previous writers had assumed the existence of the Pahlavi word *catrang* (*chatrang*) to explain the derivation of the Arabic *shatranj* from the Sanscrit *caturanga*. The actual discovery of the word is an important confirmation of the belief that chess passed from India by Persia to the Arabs. In the romance of Artachshir i Pāpakān, dating back from the years immediately preceding the conquest of Persia by the Arabs—early seventh century—we are told that Artachshir excelled his comrades in knightly accomplishments and in *catrang*. A more important work is a short treatise on the origin of chess, 'Madigane catrang,' a little work probably dating back to the years just subsequent to the Mohammedan Conquest—say 650 or so. It cannot well be later than this, for the Arabic word *shatranj* ousted *catrang* soon after the conquest. The work was published in 1885 in Bombay, with three other old Pahlavi texts as a contribution to the sources of Firdausi's Shahnamah. It is too long after the time to which it refers, to be accepted as historical evidence for the story, but it is undoubtedly directly or indirectly the source of Firdausi's well-known story of the Indian embassy bringing chess to Persia and demanding either the explanation of the game or tribute. It is interesting that Firdausi makes the embassy come from Kanoj or Kanyakubya, the very place where we have seen chess was well known within fifty years of Chosrau's death. The older treatise does not name Kanoj, but it plainly treats of real chess, as it enumerates two sides of 16 men each, the one side of diamond, the other of ruby, and mentions the King, the firzân, the horses and the foot soldiers, 'who in battle walk in the van.' Vazorgmeher explains the connection of the game with war, and beats Takhtaritus the Indian envoy at chess twelve times in succession. The probability of Firdausi's story containing a modicum of truth is decidedly increased by this treatise, but a more important piece of evidence for the historical foundation of the story is to be found in the fact that Masudi connects the coming of chess to Persia with the coming of the Pañcatantra, the collection of stories which influenced the Arabic fairy tales and the mediæval literature of Europe, and we know independently that this collection of tales arrived in Persia in the time of Chosrau Anosharvân (A.D. 531—579).

From Persia chess passed to the Arabs, and the nomenclature of Arabic chess shows profound traces of its passage through Persia. It is generally agreed now—in accordance with the general consensus of opinion of the earliest Arabic jurists—that the introduction of chess among the Arabs took place *after* the conquest of Persia, and therefore *after* the time of Mahomet. If the Koran had referred specifically to chess and condemned it, no chess player could have been accepted as a credible witness at law, and the game would not have spread with the rapidity with which it must have spread for the poet Farazdaq (who died 728—9) to have borrowed a

simile from the game 'hindered by my arm you remain a Pawn among the Pawns.'

It will be obvious that this new light on the early history of Indian chess profoundly affects the position of Forbes' theory as to the relationship between the *catūrāji* or Game of the Four Kings, and the ordinary *caturanga* or chess. The name *caturanga* 'the four-membered' was the regular epic name for the army, the game was called by the same name because it was regarded as an image of actual warfare. Actual warfare suggests naturally a battle between two armies and not four; and the curious internecine medley of treachery and carnage which the *catūrāji* presents as interpreted by Forbes, is *prima facie* an improbable representation of warfare. The fact that chess is now attested a full century and a half earlier than *catūrāji*, and presumptively from the Pahlāvi evidence much earlier still, supports the common sense view. The Madegane *catrang* distinctly treats of ordinary chess. Alberūni describes the peculiarity of the elephant's move in ordinary chess, as well as the four handed variety of which the Arabs had no knowledge in his time. The supporters of Forbes' theory are left to *a priori* arguments, and these may fairly be met by *a priori* arguments as to the difficulties attending the transformation, as Forbes has pictured it, of *catūrāji* into chess.*

The ultimate origin of chess and its connection with other board games has lately begun to receive attention from ethnologists especially in America. Stewart Culin (*Chess and Playing Cards*, 1898) has endeavoured to trace its connection with other Asiatic games of a divinatory origin, but owing to the insufficiency of the data available his arguments though suggestive cannot be considered conclusive.

Note.—I have marked many passages and statements in the 'Sketch of Chess History before the Second Revolution' for correction in the light of later knowledge than Forbes; several of these have been dealt with in the course of the above or in a recent article in this magazine on the Ta'biyas. The existence of the 'first' revolution in the sense intended is in the light of the references I have just given at the very least doubtful. 'The Sketch' keeps pretty closely to Forbes, and I feel sorry to have to show Forbes so unreliable an authority. Thus the problem (*B.C.M.* 1899, p. 493) attributed by Forbes to the Caliph Mutasim Billah, who reigned 833—842, is in the Arabic attributed to the Caliph Mu'tasan of the 13th century, and so it is accurately described in Forbes' own MSS. extracts from the Arabic. In the light of the inexplicable change of authorship made by Forbes; the claim that the problem is the most ancient on record is not one that can be maintained without further explanation, and if the word of late MSS. is to be accepted, I can cap Forbes with a problem composed by Mutasim's

* The following particulars as to the modern 'Game of the Four Kings' will probably interest chess players. I am indebted for them to Mr. J. Cresswell, military signaller, Peshawur. The game is played without dice, and apparently without stakes. It does not appear to be associated with any particular feast or religion. The game concludes when both the opponent's Kings are captured, or when all the opponent's men except the Kings are taken, or when the four Kings alone are left. [This happens when the piece capturing the last piece of the opponents can be captured the following move by the opponent's King.] There is no *attempt* by any player to capture his partner's King, nor is there any Pawn promotion. The absence of 'treachery' again tells against Forbes' theory of the transformation of Four-chess into Two-chess.

grandfather. the Caliph Mahdi. Again Forbes' whole theory of stalemate in Arabic chess can be easily overthrown by a very cursory examination of the Arabic problems in the MSS. of the British Museum. The Arabic rules were that the King lost in all cases on the capture of his last remaining man against a King with men who could not be reduced also to a bare King by the next move; a stalemated, but not bare, King drew as in modern chess. The idea that a stalemated King could change places with another piece which was then called 'fida' [Forbes p. 116, *B.C.M.* 1900, p. 5] is almost certainly taken from Timur's game (I believe due to Forbes having misread Bland), and erroneously extended to the ordinary chess. There is *no* evidence, so far as I am aware in the literature of Arabic chess which in any way hints at such a liberty.

The correspondence between Nicephorus and Hârûn rests on late authority—Albulfeda; his trustworthiness may be questioned in the light of the anonymous Kitâb Aluyûn, an earlier authority which contains other chess stories, but gives the letters without the chess allusions. The historian has to be on his guard in all mediæval works when he finds speeches and letters quoted verbatim: too often they are composed to order.

I have not attempted in this essay to deal with European chess, and so I make no attempt to refer to the many points in the later history of the game in which I find myself unable to agree with Forbes, Madden, and the 'Sketch.' These I hope to deal with in a work on the whole history of the game, for which I have been long collecting material, and which will I hope make the results of a host of investigations now enshrined in learned periodicals, accessible to the English-speaking chess world.

I am sorry that I have been unable to incorporate in this essay the results of a correspondence on the Early History of Chess which has been in progress during this summer in the *New York Nation*, but I have not yet secured a complete series of the letters.

H. J. R. MURRAY.

B.C.M. END-GAME TOURNEY.

Authors' Solutions of End-games *B.C.M.* Tourney.

"Black Watch."—1 Q × Kt ch, P × Q; 2 R—K B sq, R—K 8!; 3 B—B 6, R (R 8) × R or (A.B.); 4 R—R 7 ch, Q × R; 5 P × Q, R—K sq; 6 B × R, R—K 8 [the result of R—K Kt 8 should also have been given. C.E.R.]; 7 P—R 8 (Q) ch, K—Kt 7; 8 B—B 6 ch, K—B 8; 9 B—B 3, P—Kt 7; 10 Q—R 3, R—K 6; 11 B × P ch, K—K 7; 12 Q—R sq [White could also win by 12 Q—B 3 ch, R × Q; 13 B × R ch, K—Q 7; 14 B—Kt 2, K × P; 15 K—B 3, &c.—C.E.R.], K—Q 7; 13 B—K 4, R—K 8; 14 Q—Kt 2, and wins. (A) 3..., P—Kt 7; 4 R—R 7 ch, Q × R; 5 P × Q, R—K sq; 6 B × R, P—Kt 8 (Q); 7 P—R 8 (Q) ch, K—Kt 7; 8 R × Q ch, P × R (Q); 9 B—B 6 ch, K—B 7; 10 Q × R, Q—Kt 6 ch; 11 K—K 4, Q × P ch; 12 K—Q 3 (best), Q × P ch; 13 Q—K 4, and wins. [Black's mistake lay in taking the second Pawn. He should have played 12..., Q—K 7 ch; 13 K × P, Q—Q 7 ch; 14 K—K 4 (best), Q × P ch]

15 K—B 4, Q—Q 7 ch; obtaining either perpetual check or winning the remaining Pawn, and therefore drawing the game.—C.E.R.] (B) 3..., R—R 7; 4 R—R 7 ch, Q×R; 5 P×Q, R—K sq; 6 B×R, K—Kt 7; 7 B—Kt 5, R×P (he seems to have nothing better); 8 R—Q sq. and wins, according to the author, but Black could reply with K—R 7, threatening P—Kt 7; and if 9 K—B 3, then R—K 2; and there is no win established.

“Mountain Dew”—1 Q×P ch, K—Kt 2 or (A) (if any other move, 2 Q×Kt); 2 Q×Kt ch, R—Kt 3; 3 R×P, Q—B sq (if Q—K 5; 4 K—B 2, Q—B 4 ch; 5 R—B 3, Q—B 4 ch; 6 K—B sq. &c.); 4 P—R 6, Q×P; 5 K—B sq, Q—R 8 ch; 6 K—B 2, Q—B 3 ch; 7 K—K sq, Q—R 8 ch; 8 K—B 2, R×Q; 9 R×R ch, K moves; 10 R×P, and draws. (A) 1..., Q—B 2; 2 Q×Q ch, K×Q; 3 R×P, Kt×P ch; 4 K—R 2, Kt—B 5; 5 R—K B 3, R—K 7 ch (if R—K B 3; then 6 P—R 6); 6 K—Kt 3, R—Kt 7 ch; 7 K×Kt, P—R 7; 8 R—K R 3, and draws.

“Oriens Silva.”—1 K—B 3 (any other play loses), B—Kt 7; 2 B—Kt 6 (if 2 K×P, Black wins by B—Q 5), B—K 4; 3 B—R 5, K—B 4; 4 K—Kt 2, K—Kt 4; 5 B—Q 8, B—Q 3; 6 K—B 3, K—B 4; 7 B—R 5, K—Kt 4 (if K—Q 5, B×P); draw. It seems, however, that White may play 2 B—K 3, instead of B—Kt 6.

Cæsarea.”—1 Kt—Kt 4 ch, K—R 4; 2 Kt—B 6 ch, R (B 4)×Kt (if K moves, then again Kt—Kt 4 ch); 3 P—Kt 4 ch, K—R 3; 4 P—Kt 5 ch, K—R 4; 5 Kt—B 4 ch, R×Kt; 6 Q×R P ch, R×Q. Stalemate.

B.C.M. End-game Solution Tourney.

“Black Watch.”—“Tola.” Right as regards the initial moves, but he has missed the two important variations, 3..., P—Kt 7; and 3..., R—R 7; which are vital as regards the result, and has not quite accurately carried out the main play. The same observations apply to J. Y. Fullerton’s solution. Those of “T.D.” J. D. Tucker, and S. Matthews all omit the essential move 2..., R—K 8, and give only 2..., R×R. so are very imperfect. “Kiddall” sends the following, which has at least the merit of originality: 1 Q×Kt ch, P×Q; 2 R—R 7 ch, Q×R; 3 P×Q; P—B 8 (Q) ch; 4 B—B 3, Q×B ch; 5 K×Q, R—B 8 ch; 6 R×R, R×R ch; 7 K—K 2 (if K—K 4, Black wins by R—K 8 ch and R—K sq) P—Kt 7; 8 P—R 8 (Q) ch, K—Kt 6; and “Kiddall” says “White cannot do better than draw by perpetual check.” We doubt if he can get perpetual check, but even if he could, the solution would not fulfil the conditions, “White to play and win.”

“Mountain Dew.”—S. Matthews, “T.D.” and “Tola” are correct, J. D. Tucker and J. Y. Fullerton wrong. “Kiddall” sends observations, but no moves.

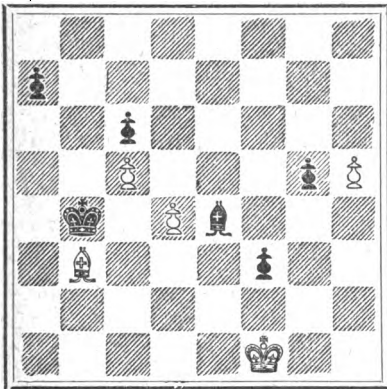
“Oriens Silva.”—Correctly solved by “Tola,” but rather meagrely; also by “T.D.” (using 2 B—K 3, instead of B—Kt 6), and by S. Matthews the same way. J. D. Tucker, J. Y. Fullerton, and “Kiddall” are wrong, and the latter will see that it is not so simple as he thinks.

"Cæsarea."—The competition as regards this end-game had to remain open for another month. It was correctly solved by "Tola," J. D. Tucker, "Kiddall," "T.D."

The judge is of opinion that none of the competitors of the Solution Tourney for the September end-games are deserving of the monthly prize, on account of their want of fulness and accuracy.

"Nova Tempora."

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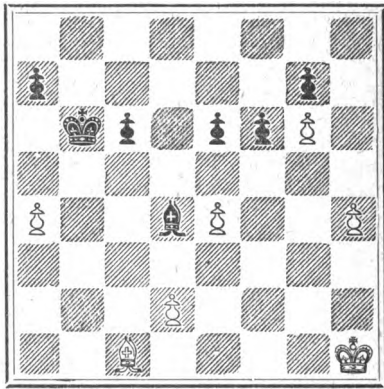


WHITE.

White to play and win.

"Simplex."

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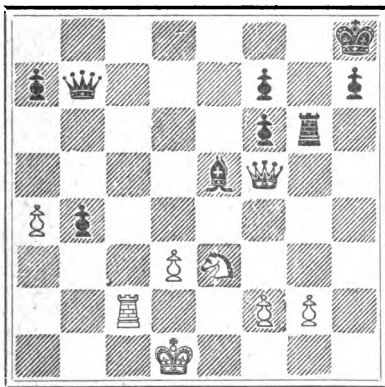


WHITE.

White to play and win.

"Laboris gloria merces."

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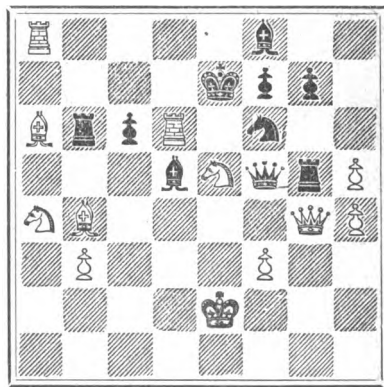


WHITE.

White to play and win.

"Play."

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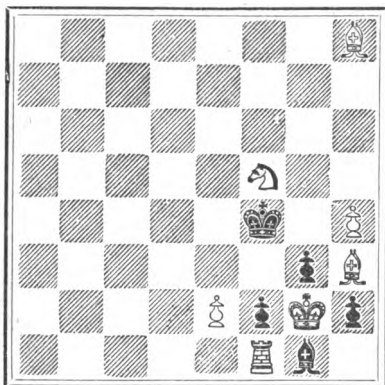


WHITE.

White to play and win.

"Tight corner."

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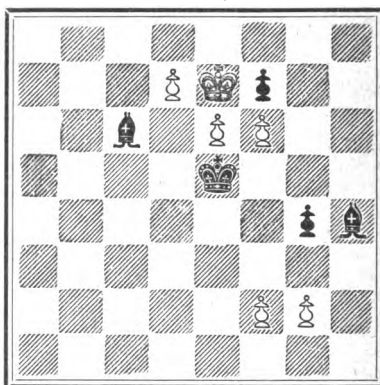


WHITE.

White to play and win.

"How's that?"

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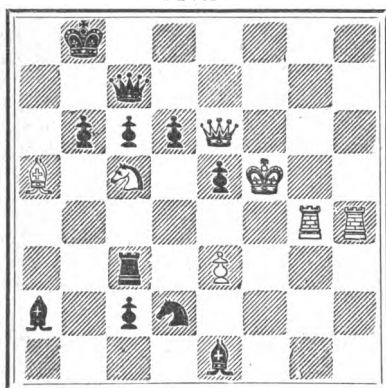


WHITE.

White to play and draw.

"Riga-London."

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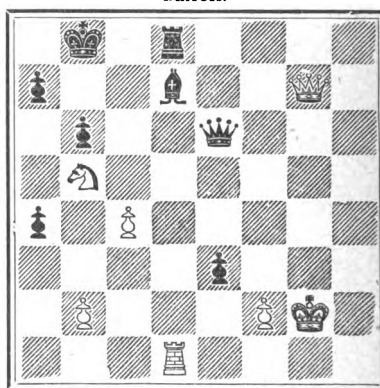


WHITE.

White to play and win.

"Dieu et mon droit."

BLACK.



WHITE.


White to play and win.

* * We are sorry to observe that mistakes occurred in both of Gwynn's end-games published last month. In No. 1 the two White Pawns at Q B 6 and Q Kt 7 should be Black, and in No. 2 the White Pawn at K R 7 must be replaced by a Black one. These positions will therefore stand open for the Solution Tourney till November 30th.




CHESS LITERATURE.

"CHESS OPENINGS FOR BEGINNERS." By the Rev. E. E. Cunningham.
Routledge & Sons. Price Sixpence.

 HIS is yet another of the very useful little books brought out by Mr. Cunningham, and we think one of the most valuable of all. Its object, as the author states in his preface, is "to give the beginner a short sketch of the various ways, more or less tried and approved, of starting a game of chess." For this purpose, it is taken for granted that the learner knows the positions and moves of the pieces and Pawns, and reasons are given him at every step for what he ought or ought not to do. Except in a few cases of special interest, the openings are not carried beyond six or seven moves on each side. One of these exceptions comprises the Lasker defence to the Evans Gambit, and Rosenthal's variation of the same by $9\ B \times P\ ch.$ &c. In other openings also the most modern ways of playing are noticed, but the chief merit of the book consists in the capacity of the author for placing himself in the position of a beginner, and thus knowing exactly how to instruct him in the first elements of the game.

THE SCHACHJAHRBUCH FOR 1899. VOLUME II.

C. Brügel & Sohn, Ansbach.

 HE title of this little volume, as we said last year in our notice of its first appearance then, gives no idea of the real nature of its contents. It is not in any way of the nature of a directory, and contains no list of chess clubs in Germany or elsewhere. It simply professes to be a complete yet brief review of the principal chess events which have taken place in one year in every part of the world. It is edited by Herr Bachmann of Ansbach, who must have expended much time, trouble, and writing materials in collecting and arranging his information, which he has evidently done very carefully, and which makes it wonderful that he should be able to produce all this in a neat book bound in cloth at the price of 1/6 in our money.

Not only, however, are the chess events of the past year recorded, with the names of prize-winners both in game and problem tournaments, but a selection of the games, annotated and diagrammed, and thirty of the prize problems, with solutions, are also given. The work is divided into fourteen chapters, the first being devoted to Germany, the second to Austro-Hungary, the third to the Netherlands, the fourth to Switzerland, the fifth to Scandinavia, the sixth to France, the seventh to Italy, the eighth to Spain and Portugal, the ninth (containing Lasker's chess tour) to Russia, the tenth (which is very meagre, and contains none of the London International Tourney games) to England, the eleventh to America, the twelfth to Asia, Africa, and Australia, the thirteenth to obituaries of noted players with specimens of their games, and the fourteenth to prize problems. We commend this little annual as far as it deals with the *Continent* of Europe, but cannot understand why our own country has been so shabbily treated,

especially because a supplementary chapter is added with a full record, and 12 games, of the Paris International Tourney of this year. Is it because Herr Bachmann was refused information and games of the London Tourney? No, this could not be, because he could have easily furnished himself with both from chess columns and magazines. We should like to know the reason. The excuse the editor gives is that the Book of the London Tourney is to contain a full account of it, but that book is not yet published and we don't know when it will be.

OBITUARY.



WE deeply regret to record the death of Mr. W. Sallitt Critchley, of Ilkley, who died suddenly at Glasgow on October 22nd, which city he was visiting for business purposes. Mr. Critchley has held the Ilkley Club's "Silver King" no less than five times, thereby clearly establishing his position as the strongest player in the club, and in matches he usually had charge of No. 1 board. Personally he was exceedingly popular, having a very even and cheerful temperament, and his loss will be most keenly felt. A meeting of the club's committee, of which he was a member, was to have been held on October 22nd to make arrangements for the ensuing season, but as the sad news had only just become known the meeting dispersed without transacting any business. Mr. Sallitt Critchley was for several years a member of the Bradford Chess Club, and his father, Mr. William Critchley, who is the president of the Ilkley Club, is the oldest member of the Bradford Chess Club and a past president.

CORRESPONDENCE.

THE TA'BIYAT OR BATTLE ARRAY IN EUROPE.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

Will you allow me space for a final reply to Mr. Murray's letter on pages 397-8. The version now favoured by Mr. Murray is a marked improvement upon his old one. Two errors are removed, and in a third case a dubious word has been substituted for one which I held to be erroneous. For (1) the interpolated word "*straight*" is *suppressed*, (2) the suppressed word "*saccarii*" is now admitted and is correctly translated, and (3) the word "*natures*" has been superseded by the word "*dispositions*." This last rendering is however ambiguous in meaning. The inexperienced reader would probably select that meaning of the ambiguous word which would make the whole sentence harmonious, and, finding *disponuntur* and *dispositis* both rendered *disposed* in the sense of *arranged*, he would naturally take the word "*dispositions*" to be equivalent to *disposings* or *arrangements*, which is in fact the ordinary and only translation of "*dispositiones*" in good Latin. But Mr. Murray gets away from the true notion of action upon the Pawns by the player to the strange idea of an inherent *inclination* residing in the Pawns themselves, and which he had before suggested by the word "*nature*."

For this Mr. Murray thinks it a sufficient justification to suggest, that Alexander Neckam used a barbarous dialect in which such errors were common.

Let me then discuss the assumption, by which it is attempted to make plausible the translation of *tamen* and *dispositi-nes* given by Mr. Murray. The assumption is that Alexander Neckam, a highly trained scholar, chosen for his great attainments to be a trusted Professor in the University of Paus, used the barbarous jargon current among ignorant and lazy monks. This is intrinsically incredible. Professor Brewer, who to a sound acquaintance with the classics added the habitual study of mediæval writers, says:—"Down to the thirteenth century it would not be easy to find among the chroniclers or miscellaneous writers of Latin in the Middle Ages very gross departures from the ordinary rules of Latin Syntax." Against the degraded lives and the self-indulgent habits of the cloistered ecclesiastics the educated men of Neckam's time directed their keenest satires, and made merry over their ignorance (see the lively writings of Walter Map and Giraldus Cambrensis). They were far from imitating them. Had Neckam written in the style imputed to him, most certainly Thomas Wright, whose acquaintance with the whole circle of Latinity was profound and almost unrivalled, and to whom for this very reason was entrusted by the Record Office the task of editing the works of Neckam, and of many others of the mediæval writers, would have instantly detected it. But he did not; on the contrary he recognised that Neckam was master of a sound Latin style, deviating but little from that called classical, and he interpreted his author accordingly. If, therefore, my contention as to style be true, it follows that it is to Mr. Murray's translation rather than to mine the epithet "unnatural" properly applies.

If the question between Mr. Murray and myself had concerned the antiquities of chess merely, I would not have presumed to enter into controversy with him; for I am well aware, from the perusal of the able and interesting papers contributed by him to your magazine, that his knowledge of these subjects is infinitely superior to mine.

THOMAS WHITTARD.



Wilts County Trophy, 1899-1900.—The four group winners, who will each receive a medal, were Messrs. R. S. Baker (Swindon), J. W. Clark (Salisbury), Rev. E. E. Smith (Bradford), and the Rev. J. F. Welsh (Warminster). In the play off the Rev. J. F. Welsh was victorious, and will hold the Cup for a year. Play was very keen, a drawn game between Messrs. Baker and Welsh running to 115 moves.

From a most interesting programme of the arrangements for the present season we gather that it is the intention of the members of the Hastings and St. Leonard's C.C. to keep their club in the very front of English chess societies. In addition to a list of 42 matches, the synopsis before us gives the arrangements for the *seven* tournaments (first series!) all to be completed before the end of January next. The season cannot fail to be one of great interest, especially as a chess holiday tour is again contemplated, this time in the South Wales district, Cardiff, Bath, Bristol, Cheltenham, &c., &c.

Kent and Sussex have just commenced a match by correspondence, 50 boards a-side. Kent are headed by Messrs. O. C. Müller and C. H. Sherrard, who are opposed respectively by Messrs. H. F. Cheshire and F. W. Womersley.

There are 14 clubs entered this year for the Kent Senior Cup; the contest will be played out in four sections or districts, the winners of which enter the final contest. The Junior or "Lewis" Memorial Cup has eleven clubs entered.—Canterbury on October 13th travelled to Hastings and played the opening match of the season with a second team of Hastings, who however were strong enough to win by $5\frac{1}{2}-4\frac{1}{2}$. Bromley opened their season in a match *v.* Crays and Orpington, whom they beat by $6\frac{1}{2}$ to $5\frac{1}{2}$.—The annual meeting of the Maidstone Church Institute Chess Club was held on Tuesday, October 16th. The report and balance sheet (the latter showing a satisfactory sum in hand) were read and adopted. Mr. F. Fremlin was re-elected president of the club, and Mr. G. A. Youngman was appointed secretary, in succession to Mr. A. T. Goodwin, whose retirement from the office was regretfully received. The report stated that out of eight matches played last year, three were won and five lost. Nine matches have already been arranged for the coming season. The prize-winners in the last year's tournament were as follows: Class 'A,' first Mr. F. A. Richardson, second Mr. H. T. Parks; Class 'B,' first Mr. S. C. Smith, second Mr. F. T. Grant. On October 27th Kent defeated Sussex, at the City of London Club, by $11\frac{1}{2}$ to $4\frac{1}{2}$.

Gloucestershire Chess Association.—A meeting was held on October 15th to receive the resignation of Mr. E. G. Clarke, as chairman, owing to his serious illness. Mr. W. Hall was elected chairman and treasurer, the latter post having been held by the late Mr. Tribe. It was reported that Gloucestershire was to retain its connection with the Southern Counties Union, anyway for this year; though the meeting was unanimous in the opinion that the Association should not in any case affiliate with the Midland Counties Union.

Bristol News.—Bristol and Clifton Club. The annual meeting of this club was held on October 6th, with Mr. F. Hutchins in the chair. The report made a sympathetic reference to the death of the late president, Mr. Wilberforce Tribe, J.P., and to the great loss sustained by the club. The Cup Tourney was again won by Mr. G. G. Parnall; Mr. T. G. Wright took second prize, and Messrs. Hunt and Axtell tied for the third and fourth prizes. The first prize in the Handicap Tourney was won by Dr. F. Merrick; Mr. W. M. Wright took second prize, and Messrs. Hunt and

Pinkerton tied for the third and fourth prizes. Of the three matches played by the first team, 2 were lost and 1 won; but the second team won 6 matches and lost only 1. The membership of the club continues good, and it was resolved afterwards to open a subscription list to try and wipe off the deficit in the accounts. Mr. F. Hutchins was elected president, and Mr. Hall treasurer, both in place of Mr. Tribe, while Mr. Morretti was re-elected hon. secretary.

The annual meeting of the Newcastle-on-Tyne Chess Club took place on October 25th, when the report and financial statement were presented. The former stated that the year had been one of trials and difficulties. Owing to the Art Gallery fire in January last the club was left without premises, and for a little time the prospects looked black indeed; but by the energy and generosity of the president, and the zeal of the members, temporary accommodation was obtained at the Church Institute, and the crisis passed successfully, and new premises eventually taken at No. 1, Newgate Street. The spirit and enterprise shown by members under difficulties augur well for the continued welfare and prosperity of the club. It was estimated that there would be a heavy falling off of members under the new conditions, but the foreboding proved incorrect. In matches the club never had a more successful season. The first team defeated Tees-Side Chess Association by 10 to 5. A correspondence match was played against Norwich, and was won by 6 games to 4. Five men played for Northern Counties Chess Union (with which the club became affiliated in December last) in their match against Midland Counties Chess Association, at York, and the honour of playing top board in this important encounter fell to a Newcastle representative, who justified his reputation by winning his game in good style. The second team played nine matches, winning all, with a total score of $75\frac{1}{2}$ games to $24\frac{1}{2}$. The medal presented to the club by Mr. J. W. Robson, to be held by the best performer in inter-club games, was won by Mr. F. O. Vipan with a score of 10 wins. Mr. W. W. Robson being second with 8 wins and 1 draw, and Mr. W. P. Thompson third with 8 wins and 1 loss. The Winter Handicap resulted in the first, second, and third prizes being divided between Messrs. E. G. Sergeant (class I.), J. Thompson (class IV.), and S. Nixon (class I.); Mr. T. Atkinson (class II.) fourth; fifth divided between Messrs. R. Stewart (class II.) and F. O. Vipan (class IV.). The Summer Handicap, winner of which holds "Engel" Cup until next competition, was won by Mr. F. Downey (class I). Mr. T. H. Elstub (class III.) being second. During the year Mr. J. H. Blackburne and Herr Mieses had visited the club professionally, and their visits were greatly enjoyed. The balance sheet disclosed a satisfactory state of affairs. Mr. A. E. Bainbridge was re-elected president, and Mr. Nixon secretary. The new committee will give immediate consideration to the question of organising a team to represent Northumberland in the Northern Counties Union County Championship Contest.

The Masters' Chess Union.—As an outcome, apparently, of the Munich Chess Congress, a Masters' Chess Union or Association has been established in Germany and Austria. The movement is clearly intended

to be international, and that prefix has therefore been made to it. The object of the Association is evidently to prevent chess players who are not of the first rank in strength of play from taking part in the highest class of international tournaments, and thereby uselessly prolonging the contests, and increasing the work which the real combatants have to do. From the first International Tourney of London in 1851, down to the present time, players who had no right to such a standing have intruded themselves into the first class, partly from a conceited idea of their own chess ability, and partly from the ambition to say that they have contended against the best players in the world; but as a rule they have been ignominiously defeated, though not without much unnecessary annoyance to the other competitors. In England a distinction is made between professional players and amateurs, but many of our amateurs rank quite as high as some of our professionals, so that these titles are no test of strength of play. In Germany and Austria however, the title of master is given only to those players who have been victorious in contests of importance, such as the *Haupt Turniere* of the German Chess Association, and thenceforth they are competent to enter for any international tourney. There is no distinction in Germany between professionals and amateurs, but every player is judged by his own merits and performances, which seems to be much the best mode of decision as to who shall be accepted and who rejected as the candidates for an international tourney. The rules adopted by the Masters' Chess Union are most strict and far reaching, for their purpose of determining who shall belong to their body, and in what manner its proceedings shall be conducted, and we can only wish it a world-wide extension and success.

Birmingham and District.—Chess matters have been at rather a low ebb for some time, but the visit of Mr. Blackburne to the Birmingham Chess Club, at the Midland Institute, has shown that there is every prospect of a season of considerable activity. At the annual meeting of the Birmingham C.C. Mr. A. H. Griffiths was elected president for the fourth time, and Mr. C. F. Lewis hon. secretary.—At Mr. Blackburne's miscellaneous display on October 18th, the Master won 17 games, drew 3, and lost to Messrs. Feeny and A. J. Mackenzie. On the following evening he played 6 games blindfold: won 2, drew 3, and lost to Mr. Wilmot. The Birmingham C.C. are arranging a match by telephone with the Liverpool Club. During the season it is intended to arrange a number of lectures upon the openings, when the fruits of Mr. Bellingham's studies of this subject will be utilised.—The St. George's Club will scarcely be so strong as usual, having recently lost by removals and other causes several strong players. Leeds C.C. is expected to visit the Saints early this season.—The Birmingham and District League has been reorganized lately, with a new secretary, in the person of Mr. F. Hubert Guest, of Smethwick. The 'A' division consists of: Bohemians (A), Smethwick, Sparkhill, St. George's (A), and West Bromwich Institute. The 'B' division has six clubs: Erdington (B), Newhall, Oratory, Redditch Liberal, Wesleyan and General, and Westminster Guild. Home and home matches will be played in each division.

The Midland Counties Union has arranged a new County Championship Competition, the first two matches in which will be contested this month (November), viz : Leicestershire *v.* Derbyshire, at Leicester, and Warwickshire *v.* Northamptonshire, at Birmingham.

Two newly formed clubs in this district are the Redditch Liberal and the Brierley Hill Clubs; and there is a prospect of an amalgamation of Walsall and Walsall Y.M.C.A. clubs.—The first local match was played on October 19th, between the Bohemians and the leading suburban club Erdington, who won the second division of the League last season with 7 clear wins. The Bohemian team visited, and were victorious by 11 games to 3.

The annual meeting of the Nottingham Club was held on October 16th, at the City Café. Mr. E. Mellor was elected president, and Mr. F. J. Hingley secretary. The club meets every Tuesday and Friday evenings, and visitors from other chess centres are always sure of a hearty welcome.

It is stated that the Tournaments held at Craigsidde Hydro (Llandudno) will be revived during the first week of 1901. The programme will comprise a Championship Contest (open only to previous winners of the Craigsidde Cup, and winners of first prize in Open Tourneys) and Tournaments for players of first class and second class strength of play.

A Chess Tournament for Masters only is to take place at Monte Carlo during the ensuing winter. A. Mons. Blanc has greatly interested himself in the matter, and has collected a fund of 21,000 frs. Twelve masters are to be invited to take part in the contest, which, owing to the beautiful locality at that season, should prove very attractive. It is now fixed to begin on February 15th, and if it should be successful, there is a prospect that, like the tourney at Llandudno for amateurs, it may remain as an annual event. Chess masters have usually not much to do in winter in the way of tournaments, so we may hope that those in Europe at any rate may find it, not only convenient, but profitable to attend it.

Cumberland Association.—The annual general meeting of the Cumberland Association was held at Tolson's Restaurant, Station Street, Cockermouth, on Saturday, September 29th, at 3-30 p.m. The president occupied the chair, and there was a good attendance of delegates. The secretary reported that owing principally to the interest in the war in South Africa it had been found impossible for matches to be arranged between the clubs for the possession of the Championship Cup which was in the possession of the Workington Club, but individual championships had taken place, resulting in the Senior Championship being won by Mr. H. Doyle, of Egremont; and Mr. T. Walters, of Workington, winning the Junior Championship. We append the full score of each competition. The treasurer's report showed a balance in hand of £10 9s. 9½d. The whole of the officials of the Association were re-elected as follows: president, Rev. J. T. Pollock, Brigham; hon. treasurer, Mr. Charles Platt, Wetheral, Carlisle; hon. secretary, Mr. J. Burchell, Workington. L 2

SENIOR CHAMPIONSHIP COMPETITION, 1899-1900.

FIRST ROUND.

Mr. J. H. Brooksbank, Workington	1	0	0	v.	Mr. D. Harkness, Workington	..	0	1	1	
Mr. J. H. Walker, Cockermouth	..	0	1	1	v.	Mr. B. Green, Cockermouth	...	1	0	0
Mr. J. Higgins (junr.), Workington	..	0	0	0	v.	Mr. G. M. Tickle, Maryport	..	1	1	1
Mr. T. Blackwell, Workington	...	0	0	0	v.	Mr. J. W. Watson, Brigham	..	1	1	1
Rev. J. T. Pollock, Brigham	...	1	0	1	v.	Mr. W. Wilson, Workington	...	0	1	0
Mr. W. A. Butler, Workington	1	0	$\frac{1}{2}$	1	v.	Mr. H. Needham, Workington	0	1	$\frac{1}{2}$	0
Mr. H. Doyle, Egremont...	...	1	0	1	v.	Mr. J. T. Crelling, Workington	0	1	0	0
Mr. C. Platt, Carlisle	...	0	0	1	v.	Mr. A. D. Firth, Harrington	...	1	0	0

SECOND ROUND.

Mr. G. M. Tickle, Maryport	...	0 1 0	v.	Mr. W. A. Butler, Workington	..	1 0 1
Mr. C. Platt, Carlisle	...	0 0	v.	Mr. H. Doyle, Egremont	...	1 1
Rev. J. T. Pollock, Brigham	...	0 1 1	v.	Mr. D. Harkness, Workington	..	1 0 0
Mr. J. H. Walker, Cockermouth	...	1 1	v.	Mr. J. W. Watson, Brigham	...	0 0

THIRD ROUND.

Mr. J. H. Walker, Cockermouth	...	1 0 0	v.	Mr. W. A. Butler, Workington	..	0 1 1
Rev. J. T. Pollock, Brigham	...	0 0	v.	Mr. H. Doyle, Egremont	...	1 1

FINAL ROUND.

Mr. H. Doyle, Egremont	...	1 1	v.	Mr. W. Butler, Workington	...	0 0
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JUNIOR CHAMPIONSHIP COMPETITION.

FIRST ROUND.

Mr. T. Walters, Workington	...	1 0 1	v.	Mr. W. Peill, Brigham	...	0 1 0
Mr. G. Yeomans, Cockermouth	...	0 $\frac{1}{2}$ 0	v.	Mr. F. Adair, Workington	...	1 $\frac{1}{2}$ 1
Mr. A. Kennard, Brigham	...	1 $\frac{1}{2}$ 1	v.	Mr. D. Pollock, Cockermouth	...	0 $\frac{1}{2}$ 1
Mr. D. Richardson, Workington, a bye.						

SECOND ROUND.

Mr. T. Walters, Workington	...	0 1 1	v.	Mr. F. Adair, Workington	...	1 0 0
Mr. A. Kennard, Brigham	...	1 1	v.	Mr. D. Richardson, Workington	...	0 0

FINAL ROUND.

Mr. T. Walters, Workington	...	1 1	v.	Mr. A. Kennard, Brigham	...	0 0
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First named in each case had choice of ground.

The annual general meeting of the Cheshire Chess Association was held in the rooms of the Stockport Chess Club, on Saturday, the 22nd September. Present, Mr. Thomas Kay (vice-president) in the chair, and other officers and delegates from various affiliated clubs.

A report for the past year was read by the retiring secretary, likewise a statement of accounts, but as both were presented in an incomplete state it was resolved—

“That the report, when embellished by the new Council, and the
“balance sheet when duly audited and found correct, shall
“be printed and circulated in the usual manner.”

The officers for the ensuing year were elected as follows: president, Mr. Thomas Kay, J.P., Stockport; vice-presidents, Mr. J. Macdonald, Birkenhead, Mr. J. Bramhall, Chester; hon. sec. and treasurer, J. Critchlaw, Altrincham; council, East Cheshire, Messrs. Jas. M. Kay (Sale), E. Berry (Hyde), and Geo. B. Gee (Macclesfield); West Cheshire, J. McMillan (Birkenhead), E. O. Greig (Birkenhead), and M. Johnson, Chester; auditor,

Mr. D. Pennington (Hyde); captains, East Cheshire, Mr. J. Burtinshaw, West Cheshire, Mr. J. Macdonald.

The draw for the Cheshire Cup Competition was left in the hands of the new council, likewise the match arrangements for the ensuing season.

The most interesting feature of the meeting was the presentation of the handsome Silver Challenge Cup of the Association to the winning club—Stockport—who after many years of hard fighting had at last achieved victory. To the Eastern chess players it will be most encouraging, inasmuch as with the exception of the Bredbury Club, who won the trophy some number of years ago, and the Sale and District Club, who were successful two years in succession (1896-7 and 1897-8) the Western teams have always been victorious. No doubt during the coming season there will be a keen contest for supremacy between Stockport, Birkenhead, and Sale and District.

On the invitation of Mr. R. Marriott, president of the Sale and District Club, it was unanimously resolved—

“That the next annual meeting be held in the rooms of the Sale
“and District Club on Saturday, September 21st, 1901.”

A vote of thanks having been accorded the retiring officers, the company was entertained to tea by the vice-president.

The sixth annual meeting of the Sale and District C.C. took place on October 1st, in the Sale Public Hall, under the chairmanship of Mr. Rhodes Marriott, president of the club. The report and balance sheet showed a flourishing state of affairs. After the presentation of the tournament prizes the election of officers was taken, and resulted as follows: president, Mr. E. A. Eason; hon. sec., Mr. J. M. Kay; hon. treasurer, Mr. Robert Grundy. The tournament prizes were won by the following members. Gold Medal Tourney—1st prize, gold medal (presented by Mr. Rhodes Marriott), Mr. G. H. Ogden with a score of 9; 2nd prize, a silver cream jug and sugar basin (presented by Mr. E. A. Eason), Mr. H. Harrison, $7\frac{1}{2}$; 3rd prize, a pair of bronze ornaments (presented by Mr. J. M. Kay), Mr. W. A. Hawes, 7; 4th prize (presented by Mr. C. Brevig), Mr. J. N. Ogden, $6\frac{1}{2}$; consolation prize, a silver cigarette case (presented by the club), Mr. W. H. Horsfall. The aggregate prize (presented by an anonymous donor), Mr. J. S. Donaldson; second-class championship prize (presented by Mr. G. H. Ogden), Mr. T. Grosse. The programme for the present season includes simultaneous play by Messrs. Kenrick, Brevig, and Marriott. The Fifth Gold Medal Tournament will start on November 5th, and the Class Competitions on November 12th.

Yorkshire.—The forty-seventh annual general meeting of the Bradford Club took place on September 18th. The report presented by the hon. sec., Mr. W. Shaw, stated that 18 new members had joined during the past season; that 20 matches had been played, of which 12 were won, 7 lost, and 1 drawn. The ‘Woodhouse’ Challenge Cup had been won for the second year in succession, a feat no other club had accomplished. A strong appeal was made to the members to make every effort to repeat the success during present season, in which case the Cup will pass into possession of the club. The ‘Silver King’ competition gold medal (27 entries) was

won by Mr. C. W. Roberts; and the 'Brown' prizes in the Gambit Tournament (19 competitors) were secured by Messrs. Quarkowsky, W. Shaw, and W. H. Midgley. The accounts showed a small deficit—after an expenditure of £25 3s. 2d. The club meets Tuesdays and Thursdays (7 to 11 p.m.) at the Bradford Café, Market Street, and any visitor will receive a cordial welcome. Mr. John A. Guy was re-elected president, and Mr. W. Shaw hon. secretary and treasurer. A Handicap (Silver King contest) Tournament, with 22 competitors, was started on October 16th.

We have received from the secretary of the Bradford and District Association a copy of the match fixtures in the present season's competition for the "Carey" Challenge Cup. Six City and Suburban clubs—Bradford 'B,' Deaf and Dumb Institute, Frizinghall, Horton Grange, Philidor, and Queensbury—play home-and-home contests; the competition starting November 2nd and closing on March 22nd. Last year seven clubs competed, and the Trophy was won by Horton Grange. Frizinghall is quite a new comer, the club having only been formally constituted on September 21st, at a well-attended meeting held in the Frizinghall Congregational School, where the club will meet on Friday evenings at 7 o'clock. Mr. Robert Gregson is the president, and Mr. G. E. Collins hon. sec.

The annual meeting of the Leeds Club was held on October 2nd, Mr. T. Smith in the chair. The report stated the club's second team had won the *Bradford Observer* Trophy for the first time. During the season 20 matches (first and second team engagements) had been contested, with following result—won 11, lost 5, drawn 4. The financial statement showed a deficit of £2 7s. 6d., but this was liquidated by voluntary subscriptions in the room at the close of the meeting. During the season 27 members had been elected and 18 had resigned. The club had been visited by Mr. Blackburne and Herr Mieses with gratifying results. The 'Reyner' Memorial Trophy and the Club Championship had been won by Mr. F. C. Howell. The Silver Cup Tournament by Mr. J. P. Myers (Class II). The club had to regret the loss by death of Mr. J. Craven (president of the club on many occasions), Mr. J. L. Bisbey, and Mr. C. H. Taylor. The election resulted as follows: president, Mr. S. R. Meredith (re-elected); hon. sec., Mr. R. C. Sumner; captain, Mr. E. Rowe; treasurer, Mr. J. Jonas. The club numbers ninety-nine members, and meets on Mondays, Thursdays, and Saturdays (7-30 to 11 p.m.) in the Coffee Room, Grand Restaurant, Boar Lane, Leeds. Three tournaments, as follows, have been arranged, and play fixed to begin during the week which ended October 27th:—(1) 'Rayner' Memorial Championship Tournament (Class I.); (2) Silver Cup (Class II.); (3) Silver King (Class III).

The annual meeting of the York C.C. took place at the head-quarters, Black Swan Hotel, on October 4th, when the report and balance sheet were presented. The former stated that of 8 matches played 5 were won and 3 lost. The Handicap Tournament for the 'Oswald Brown' Trophy was won by the president, Mr. A. Humphreys. The "Hunter Cup" was won by Mr. F. O. Nelson. The balance sheet showed a small surplus. The officers elected were—president, Mr. A. Humphreys; captain, Mr. F. O. Nelson; hon. sec. and treasurer, Mr. O. C. B. Brown. During the present season matches will be played against Malton and Thirsk, in addition

to 8 matches in the Minor Trophy contest, promoted by the County Chess Association, and two tournaments will be arranged as in previous years.

The seventeenth annual general meeting of the Sheffield and District Association was held on October 2nd, at the Westminster, Hotel, High Street, Sheffield, Mr. T. A. Peck in the chair. Colonel T. E. Vickers was re-elected president, Mr. G. A. Askham, hon. treasurer, and Mr. A. B. Shaw, of 3, Winco Road, Grimesthorpe, Sheffield, hon. secretary. The treasurer reported a satisfactory balance in hand. The meeting was representative of chess in the city, and the interest in the game is rapidly increasing. It was decided to compete for the 'Woodhouse' Cup, which Sheffield lost last year by only half a point.

We append a tabulated record of the League Competition for 1899-1900:—

	1	2	3	4	5	6	7	8	9	10	GAMFS.		Pts.
											FOR.	AGT.	FOR.
West End... .. (1)	—	0 1	0 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	114	49	16
Rotherham ... (2)	1 0	—	1 1	0 0	1 1	0 ½	0 1	½ ½	1 1	1 1	79½	67½	11½
Y.M.C.A. ... (3)	1 0	0 0	—	1 1	0 0	1 0	½ 1	½ 1	1 1	1 1	86	62	11
Arundel ... (4)	0 0	1 1	0 0	—	1 ½	1 1	1 0	0 0	1 1	1 1	80½	63½	11
Hillsbro' ... (5)	0 0	0 0	1 1	0 ½	—	1 ½	0 1	1 0	1 1	1 1	80½	71½	10
Cornish Place ... (6)	0 0	1 ½	0 1	0 0	0 ½	—	1 0	1 1	1 1	1 ½	76	73	9½
Walkley ... (7)	0 0	1 0	½ 0	0 1	1 0	0 1	—	1 1	1 0	1 1	68	82	9½
Heeley ... (8)	0 0	½ ½	½ 0	1 ½	0 1	0 0	0 0	—	1 1	1 1	73	77	8
H. E. & Co. ... (9)	0 0	0 0	0 0	0 0	0 0	0 0	0 1	0 0	—	0 1	29½	86½	2
Hutton's ... (10)	0 0	0 0	0 0	0 0	0 0	0 ½	0 0	0 0	1 0	—	46	101	1½
Points against	2	6½	7	7	8	8½	8½	10	16	16½	733	733	90

H. E. & Co. forfeited one match.

Winners of the Championship:—1893-4, West End and Y.M.C.A. tied; 1894-5, West End; 1895-6, West End; 1896-7, Y.M.C.A.; 1897-8, West End and Y.M.C.A. tied; 1898-9, West End; 1899-1900, West End.

A special meeting of the Executive of the Yorkshire Chess Association was held at the Leeds Club on October 6th, for the purpose of balloting the order of play in the 'Woodhouse' Challenge Cup and *Bradford Observer* Trophy competitions. Mr. O. C. B. Brown, York, presided, and there was a good attendance of delegates. The ballots resulted as follows:—

'WOODHOUSE' CHALLENGE CUP.

COMPETITORS—Sheffield (1), Huddersfield (2), Hull (3), Leeds (4), Bradford (5).

ROUND I. Oct. 20.	ROUND II. Nov. 3.	ROUND III. Nov. 17.	ROUND IV. Dec. 1.	ROUND V. Dec. 15.
4 v. 1.	4 v. 3.	3 v. 1.	5 v. 3.	2 v. 4.
3 v. 2.	2 v. 5.	5 v. 4.	1 v. 2.	1 v. 5.
ROUND VI. Jan. 12.	ROUND VII. Jan. 26.	ROUND VIII. Feb. 9.	ROUND IX. Feb. 23.	ROUND X. Mch. 9.
1 v. 4.	3 v. 4.	1 v. 3.	3 v. 5.	4 v. 1.
2 v. 3.	5 v. 2.	4 v. 5.	2 v. 1.	5 v. 2.

"BRADFORD OBSERVER" TROPHY.

COMPETITORS—Leeds 2nd (1), Leeds Blenheim (2), Farsley (3),
York (4), Crossgates (5).

ROUND I. <i>Oct. 27.</i>	ROUND II. <i>Nov. 10.</i>	ROUND III. <i>Nov. 24.</i>	ROUND IV. <i>Dec. 8.</i>	ROUND V. <i>Jan. 5.</i>
1 <i>v.</i> 2	3 <i>v.</i> 1.	1 <i>v.</i> 4.	5 <i>v.</i> 1.	2 <i>v.</i> 3.
3 <i>v.</i> 4.	2 <i>v.</i> 5.	5 <i>v.</i> 3.	4 <i>v.</i> 2.	4 <i>v.</i> 5.
ROUND VI. <i>Jan. 19.</i>	ROUND VII. <i>Feb. 2.</i>	ROUND VIII. <i>Feb. 16.</i>	ROUND IX. <i>Mch. 2.</i>	ROUND X. <i>Mch. 16.</i>
2 <i>v.</i> 1.	1 <i>v.</i> 3.	4 <i>v.</i> 1.	1 <i>v.</i> 5.	3 <i>v.</i> 2.
4 <i>v.</i> 3.	5 <i>v.</i> 2.	3 <i>v.</i> 5.	2 <i>v.</i> 4.	5 <i>v.</i> 4.

In all cases the matches will be contested at the rooms of the club whose number appears first on the draw. For example, the first round for the Cup is Leeds (4) *v.* Sheffield (1) at Leeds, and Hull (3) *v.* Huddersfield (2) at Hull, Bradford (5) a bye. Leeds beat Sheffield by 6 to 4.

It was also unanimously decided to enter the competition for the Northern Counties Chess Union Challenge Trophy. The match by correspondence against Kent has resulted as follows: Yorkshire 34½, Kent 14½. There were 50 players a-side, but one game was abandoned by mutual consent. Want of space prevents us from giving the full scores, but we may remark that 12 of the Yorkshire team are now playing for the Northern Union against the South.

Lancashire Chess Association.—The annual general meeting of this Association was held on Saturday, October 6th, at the rooms of the Liverpool Chess Club, Eberle Street, Mr. Amos Burn, president of the Association, in the chair. Thirty delegates attended from the various affiliated chess clubs, this being a much larger number than at any previous meeting. The hon. treasurer's (Mr. J. J. Seanor) statement of accounts showed a small surplus balance, although the expenses of the year had been very heavy. The hon. sec. (Mr. Thos. A. Farron) read the third annual report, which stated that the number of clubs affiliated is 22, as against 23 last year, being a decrease of one. It is hoped that in the coming year these figures will be increased, now that, in addition to county matches, there are competitions in connection with the Association which embrace all ranks of players, and will give an interest to the smaller clubs of the county.

During the year matches were played against Yorkshire and against Warwickshire. The Lancashire *v.* Yorkshire match was played on February 3rd, 1900, at the rooms of the North Manchester Chess Club, Dyson's Restaurant, Manchester, and proved a very great success. The Lancashire team, under the captaincy of Mr. Burn, was probably the strongest that the County Palatine had ever put in the field. The Yorkshire team was also an exceptionally strong one, and the greatest interest was taken in the match. Lancashire won by 14 games to 6 games, and 13 draws. The hon. secretary acknowledged the indebtedness of the Association to Mr. A. E. Moore, who entertained both teams to dinner; and to the North Manchester Club for the use of its rooms and other services. The match with Warwickshire was played in the Athenæum Lecture Hall, Manchester, on Saturday, March 10th, 1900. The Lancashire team was not quite so strong as in the

Yorkshire match, but was probably above the average. The commencement of the contest was very much delayed by the non-arrival of the Warwickshire team, and in consequence the arrangements were to some extent interfered with. Lancashire again scored a decided win by 13 games to 7 and 10 draws. The indebtedness of the council to the Liverpool and the North Manchester Clubs was recorded for their generosity in enabling the Association to entertain both teams.

The Championship Competition had more than justified its establishment, and there appears little doubt that next year an even greater number will compete. In Class 'A' twenty players entered. Twelve from Manchester, seven from Liverpool, and one from Lancaster. Dr. J. H. Shaw (Liverpool) won the first prize, value four guineas, and holds the title of champion of Lancashire for the year. Mr. Cairns (Liverpool) second prize, value £2 2s.

In Class 'B' eleven players entered. Seven from Manchester and four from Liverpool. Mr. F. W. Pilkington (Manchester) and Mr. J. R. Whiting (Liverpool) divided the prizes, value about £2 7s. 3d. each.

In class 'C' twelve Manchester players entered. Mr. A. Eva won the first prize, value £2 2s.; and Mr. E. Midgley the second, value £1 1s.

During the year Messrs. Moore and Farron attended a meeting in London, having for its object the formation of a British Chess Federation. The report stated that there seemed to be a doubt about obtaining the co-operation of London, but if that should be obtained it appeared likely that the Federation will be established on a satisfactory basis.

The report closed with the expression that the year had been a very successful one from every point of view, and it is hoped that the useful work which is now beginning to be accomplished by the Association will not be allowed to deteriorate, and that the interest and support so generously given in the past will be extended to it in the future.

The report and balance sheet were unanimously adopted.

The meeting decided to alter the rule relating to the election of two vice-presidents so that it should read "two or more vice-presidents." It was also decided to enter for the Northern Counties Union Challenge Trophy.

A cordial vote of thanks was passed to the retiring officers and committee, and a special vote of thanks to the hon. sec., Mr. T. A. Farron.

The election of officers for the ensuing year resulted as follows: President, Mr. Amos Burn; hon. sec., Mr. T. A. Farron; hon. treas., Mr. J. J. Seanor; tournament secretary, Mr. H. L. Overton (Manchester).

The following delegates were appointed to represent the Association on the Northern Union Executive: Mr. A. E. Moore (Manchester), Dr. J. Hepworth Shaw (Liverpool), and Mr. J. Burgess (Manchester).

A very hearty vote of thanks was passed to Mr. Burn for his conduct in the chair, and for his great services generally to the Association.

Manchester Chess Club.—The annual meeting of members was held at 6, Bank Street, on Saturday, September 29th. Mr. J. Burgess, the president, took the chair at 3 o'clock, and there was a good attendance of members. The report presented by the secretary stated that the number of members is 106. The enhanced subscription which has been in force during the year resulted in an increased income of £24. Seven inter-club matches were played during last season, five being won and two lost. The 'Bateson-Wood' Silver Cup was presented to the Rev. A. W. Baxter,

and the Championship Silver Cup and Gold Medal to Mr. F. C. Carroll. The meeting decided to continue the tenancy of the present premises. A passenger lift is in course of erection, which will add to the comfort and convenience of members. The officers and committee were appointed for the ensuing year: president, Mr. J. Burgess; vice-presidents, Messrs. A. Brodsky, W. Lancaster, and R. Marriott; hon. treasurer, Mr. W. Lancaster; hon. secretary, Mr. W. D. Bailey; librarian, Mr. W. Ruttle; tournament secretary, Mr. J. Holmes; committee, Messrs. W. Bowen, E. E. Cohen, B. Copley, B. Goodfellow, Dr. A. Wahluch, C. H. Wallwork, J. A. Wilson, G. W. Wright; auditor, Rev. A. W. Baxter.

The annual meeting of the North Manchester Club was held at the end of September, when 42 members were present. The report was satisfactory, and the financial statement disclosed a substantial surplus. It was decided to raise the subscription from 2/6 to 5/-, with an entrance fee of 2/6. Mr. Thomas A. Farron (hon. secretary Lancashire Chess Association) was re-elected president; Mr. H. W. Riley, treasurer; Messrs. W. H. Burgess and H. L. Overton hon. secretaries. The president complimented the club on its success during the past season, and said the credit was mainly due to the services rendered by the excellent secretaries. After the business the remainder of evening was devoted to the pleasures of a smoking concert. An excellent programme has been arranged for the present season.

A Tournament played on Handicap lines was started during October. First 10 games to count. Average attendance each club night (Thursday) 30 members. Prizes: Silver Cup, presented by Mr. W. Porter, value £6 6s., and to be won outright. The winners of most games in each class play off for the Cup, when it becomes the absolute property of the winner. Class prizes: first, £1 1s.; second, 10/6, are given in each class, but the winner of the Cup does not take a class prize. The 'Beckwith' Trophy, presented by Mr. H. G. Beckwith, is played for annually. The member winning the most games during the season is the holder for the year of this trophy. During the second half of season, January—April, a Gold Championship Medal is played for. Generally 18 to 20 players compete with each other on even terms; it is chiefly the first-class players who enter, but usually a few second-class men compete. Class prizes of £1 1s. and 10/6 are given. The club has 94 members, and meets at Dyson's Restaurant, Church Street, Manchester.

The annual general meeting of the Liverpool Club took place at the club rooms, Eberle Street, on September 24th, when the report and balance sheet were presented. From the former we learn that the Winter Handicap Tournament (24 entries), was played in two divisions. The winners were: first prize, £4, Mr. J. R. Whiting (Class III.); second and third prizes, £2 and £1, equally divided between Mr. F. E. Spedding (Class I.), and Mr. E. A. Greig (Class II.), and Mr. F. T. Edge (Class III.).

- (1) The Championship Tournament, for which there were 8 entries, resulted after a tie in the final round, in a win for Mr. A. Dod.
- (2) The "A" Tournament, 6 entries, was won by Mr. E. A. Greig.
- (3) The "B" Tournament was this year abandoned, there being insufficient entries.
- (4) The "C" Tournament—5 entries—resulted in a win for Mr. R. Lamb.

Two Handicap Skittle Tournaments were held during the season; the first, played on December 3rd, 1899, was won by Mr. J. H. N. Clissold, second prize of 16/- won by Mr. E. A. Greig; the second, played on 7th February, 1900, was won by Mr. A. Burn, second prize 16/- won by Mr. P. R. England. Two first team matches were played during the year against Manchester and Glasgow, Liverpool winning both engagements; the first by 6½ to 3½, and the second by 7 to 4. The financial statement showed the substantial surplus balance of £43 5s. 4d. The election of officers resulted as follows: president, Mr. W. Dod; vice-president, Dr. J. H. Shaw; hon. treasurer, Mr. S. Wright; hon. secretary, Mr. E. G. Phillips; hon. librarian, Mr. J. S. Edgar.

The annual business meeting of the Liverpool League took place on September 14th, at the Central Café, North John Street. There was a good attendance of club delegates. After the adoption of the report and balance sheet, which were both satisfactory, the election of officers was proceeded with and resulted as follows: president, Mr. James Lister, J.P. (re-elected); hon. secretary and treasurer, Mr. G. Kemball. The report stated that the third annual contest for the *Liverpool Weekly Mercury* Trophy, a Silver Rook on a massive ebony stand, and inclosed on a handsome mahogany case, and competed for by the clubs affiliated to the Liverpool and District League, was won by the Birkenhead Club for the second year in succession. The trophy was presented by the proprietors of the *Liverpool Mercury* in 1892, for competition among the players of the Liverpool District, but on the formation of the League it was converted into a Club Trophy, to be held yearly by the club having the best score at the end of the season. The first year the League team of the Liverpool Club was successful, but Birkenhead came out top in the two succeeding seasons. Full scores of last competition are appended:—

FIRST DIVISION.

	Played.	Won.	Lost.	Drawn.	Points.
Birkenhead	8	6	0	2	14
Central	8	5	2	1	11
City	7	3	4	0	6
Liverpool III.	7	2	4	1	5
North End	8	1	7	0	2

SECOND DIVISION.

Aintree	16	3	12	1	7
Balfour	15	3	11	1	7
Birkenhead II.	16	2	12	2	6
Central II.	16	15	1	0	30
City II.	16	13	3	0	26
North End II.	16	9	6	1	19
Richmond	16	11	5	0	22
S. Francis Xavier's ..	16	4	11	1	9
S. Michael's	15	8	7	0	16

THIRD DIVISION.

Aintree II.	11	2	8	1	5
Central III.	12	10	2	0	20
City III.	9	5	2	2	12
Richmond II.	12	10	1	1	21
St. Augustine's.	11	1	9	1	3
S. Francis Xavier II. ..	10	3	6	1	7
S. Michael's II.	11	3	6	2	8

LONDON CHESS.—The season just opening promises to be a very brilliant one.—The Ladies' Chess Club has arranged a full programme for the season, embracing no less than 32 matches. The first of these was played 8th October, when the Ladies beat Ealing by $6\frac{1}{2}$ to $5\frac{1}{2}$, and on 15th, the Ladies beat Alma Chess Club by 6 to 2.—The season at the City of London Chess Club promises to be a busy one. It opened 13th October with a blindfold exhibition by Mr. J. H. Blackburne, who scored 6 wins and 2 draws out of 8 games played. On the 25th October, Mr. James Mason gave an exhibition of simultaneous play, engaging 20 opponents. Matches have been arranged with the Ladies, Southend, London and Westminster Bank, the Inter Hospital, and Hastings. The usual Winter Tournament and Championship Competition will also be held. In the latter contest 23 entries have been made, including the strongest players of the club. The prize is the Club Medal and £15 given by the president.—The Metropolitan Chess Club has issued a match card, containing 33 matches in all, and the usual tournaments have been arranged. The members are full of fight this season, and mean winning the 'A' Division in the League contests.—The Insurance Chess Club has 33 matches on its card. Mr. T. F. Lawrence (City champion) is the match captain.—The Athenæum Chess Club is to the fore with 20 matches in all. Mr. F. M. Carson is the hon. secretary, and will be glad to receive names of players in the Camden Road and neighbouring district.—The Acton Chess Club is making arrangements for a busy season.—The North Kensington Chess Club is also arranging a large number of matches. Mr. G. E. Lambert is secretary *vice* Mr. H. E. Tripp, who has been compelled to resign by pressure of other duties. A Championship Tournament for a Silver Trophy is being arranged.—The East London Chess Club is an amalgamation of players, and is specially intended to improve play in the Eastern parts of London. Its annual subscription is only 5/- without any entry fees, and this allows a great number of players to join. Its match card contains a list of 33 matches in all; many of these being with clubs in the Eastern district. A Championship Tournament and a Continuous Tournament are features of the season. East end players are invited to join, and they will find the club located at the Langthorne Rooms, Stratford, Broadway, E, where there is ample accommodation for forty boards. The hon. secretary and match captain is Mr. J. F. Alcock, and the hon. assistant secretary is Madame Bonnefin, Westbury House, 202, High Road, Leytonshire, to whom all communications must be addressed.—The Barnsbury Chess Club is only in its second season, but the members are full of ambition, and have joined the 'C' Division of the League Competition. They have a card with 20 matches. They beat Longford on 12th October by 5 to 3, and Priory on the 15th by 4 to 2. The subscription is 5/- for the season, and the hon. secretary and treasurer is Mr. George Lansdell, 10, Stonefield Street, Islington. The members of the West London Chess Club held their half-yearly meeting on October 8th, when Dr. Burrell took the chair. Satisfactory reports were submitted by the hon. secretary and treasurer. Mr. Atherley-Jones, Q.C., M.P., was re-appointed president, and Mr. H. E. Williams hon. secretary. Mr. R. P. Michell was the winner of the Championship Trophy, which he holds for a year. The Summer Tournament was a great

success, no less than 504 games having been played. The match card is a full one, and arrangements are being made for a Winter Tournament. The club meets at the Brook Green Hotel, Hammersmith, and players in the district are cordially invited to join.—The Willis Street Chess Club is unlike any other club in London, for its members never grow old; for according to the rules of the Lads' Club, of which it forms part, when a youth reaches the age of 21 he passes from the club, leaving a vacancy for some younger lad. The "small boy" is therefore continually in evidence in the club proper, and many join the chess club, and as these are real working lads the club is doing no little in popularising chess amongst the huge working class neighbourhood wherein it is situate. The match card for the season contains 17 fixtures, including League matches. On the 11th October they beat the Public Record Office by 6 to 3, and it is worthy of note that one of the lads, J. Briggs, beat the warden-of Willis Street, Mr. H. Rodney, who played for his office. Mr. Rodney in a letter says: "I was rather interested in two games between Atkins and Brown in this month's *B.C.M.*, because Brown opened 1 P—Q 4 and 2 B—Kt 5. The first time I ever saw this opening it was played on me about a year ago by a boy called Turton (though more generally known as "Snatcher" in this club), and it seems rather a novelty. It is known here as the "Snatcher" Opening. The lads here are very fond of giving fancy names to their favourite developments. For instance, Ponziani is sometimes called "Spargians," and Ruy Lopez "Guy Lopez." The Queen is generally called "the Nelly," and the Knight "the Horse."

Dr. Smith has recently defeated Mr. E. O. Jones by 3 games to 0.—The Parliamentary chess group has suffered greatly in the General Election, both the Right Hon. Horace Plunkett and Mr. J. H. Parnell having been defeated in Ireland, and Mr. Straus in Cornwall, all three being in the team of 5 who played against United States in 1897. On the other hand the new Parliament boasts the presence of that widely known chessist, Sir George Newnes, Bart., and also of Col. Nolan; whilst Mr. Atherley-Jones, Q.C., and Mr. Henniker Heaton manfully kept their seats. Mr. A. Bonar Law, M.P., Glasgow, a strong player of the Glasgow Club, is a new man in Parliament, and if his legislative qualities are equal to those of his chess play he will become a very prominent politician. The next Inter-Parliamentary match will take place in February next.

RESULTS OF LEAGUE MATCHES.

"A" DIVISION.

October 18	...	North London	11	...	Insurance	9.
October 23	...	West London	10	...	Battersea	*9.
October 23	...	Lud-Eagle	12	...	Hampstead	8.
October 25	...	Metropolitan	15	...	Lee	5.

*One game left over for adjudication.

"C" DIVISION.

October 18	...	Clapham	7	...	Willis Street	1.
October 25	...	St. Martin's	4½	...	Barnsbury	3½.
October 25	...	Toynbee	6	...	Willis Street	2.

LONDON CHESS LEAGUE MATCH FIXTURES.

"A" DIVISION.

DATE.—1900.	CLUBS.	PLACE OF PLAY.
Thur., Oct. 18—North London	<i>v.</i> Insurance	Amhurst Club, Hackney
Tues., Oct. 23—Battersea	<i>v.</i> West London	City Club
Tues., Oct. 23—Hampstead	<i>v.</i> Lud-Eagle	The Library, High Street, Hampstead
Thur., Oct. 25—Metropolitan	<i>v.</i> Lee	Kohler's Restaurant, Coleman St., E.C.
Mon., Oct. 29—East London	<i>v.</i> Athenæum	City Club
Thur., Nov. 1—Lud-Eagle	<i>v.</i> Insurance	7, Whittington Avenue, E.C.
Thur., Nov. 1—Brixton	<i>v.</i> West London	City Club
Tues., Nov. 6—Battersea	<i>v.</i> North London	City Club
Thur., Nov. 8—Brixton	<i>v.</i> Hampstead	City Club
Mon., Nov. 12—Lud-Eagle	<i>v.</i> Lee	7, Whittington Avenue, E.C.
Thur., Nov. 15—Insurance	<i>v.</i> West London	The Cabin, Old Jewry
Thur., Nov. 15—Metropolitan	<i>v.</i> Brixton	Kohler's Restaurant, Coleman St., E.C.
Mon., Nov. 19—East London	<i>v.</i> Hampstead	City Club
Tues., Nov. 20—Battersea	<i>v.</i> Athenæum	City Club
Thur., Nov. 22—Lud-Eagle	<i>v.</i> Brixton	7, Whittington Avenue, E.C.
Wed., Nov. 28—Athenæum	<i>v.</i> Metropolitan	The Athenæum, Camden Road
Thur., Nov. 29—Insurance	<i>v.</i> East London	The Cabin, Old Jewry
Thur., Nov. 29—Battersea	<i>v.</i> Lee	City Club
Thur., Nov. 29—North London	<i>v.</i> Hampstead	Amhurst Club, Hackney
Mon., Dec. 3—Lee	<i>v.</i> North London	City Club
Wed., Dec. 5—Athenæum	<i>v.</i> Lud-Eagle	The Athenæum, Camden Road
Thur., Dec. 6—Metropolitan	<i>v.</i> East London	Kohler's Restaurant, Coleman St., E.C.
Mon., Dec. 10—Insurance	<i>v.</i> Hampstead	The Cabin, Old Jewry
Tues., Dec. 11—West London	<i>v.</i> Athenæum	City Club
Thur., Dec. 13—Battersea	<i>v.</i> Lud-Eagle	City Club
1901:		
Thur., Jan. 3—Insurance	<i>v.</i> Lee	The Cabin, Old Jewry
Thur., Jan. 10—East London	<i>v.</i> West London	City Club
Mon., Jan. 14—Athenæum	<i>v.</i> Lee	City Club
Thur., Jan. 17—Metropolitan	<i>v.</i> West London	Kohler's Restaurant, Coleman St., E.C.
Sat., Jan. 19—Hampstead	<i>v.</i> Athenæum	The Library, High Street, Hampstead
Thur., Jan. 24—East London	<i>v.</i> Battersea	City Club
Thur., Jan. 24—North London	<i>v.</i> Lud-Eagle	Amhurst Club, Hackney
Tues., Jan. 29—Hampstead	<i>v.</i> Metropolitan	The Library, High Street, Hampstead
Thur., Jan. 31—Brixton	<i>v.</i> North London	City Club
Mon., Feb. 4—East London	<i>v.</i> Lee	City Club
Tues., Feb. 5—West London	<i>v.</i> North London	City Club
Thur., Feb. 7—Brixton	<i>v.</i> Athenæum	City Club
Tues., Feb. 12—Hampstead	<i>v.</i> Battersea	City Club
Thur., Feb. 14—West London	<i>v.</i> Lee	City Club
Thur., Feb. 14—North London	<i>v.</i> Metropolitan	Amhurst Club, Hackney
Mon., Feb. 18—Lud-Eagle	<i>v.</i> East London	7, Whittington Avenue, E.C.
Tues., Feb. 19—Battersea	<i>v.</i> Brixton	City Club
Tues., Feb. 26—Battersea	<i>v.</i> Insurance	City Club
Wed., Feb. 27—North London	<i>v.</i> Athenæum	Amhurst Club, Hackney
Thur., Feb. 28—Lud-Eagle	<i>v.</i> Metropolitan	7, Whittington Avenue, E.C.
Thur., Feb. 28—West London	<i>v.</i> Hampstead	City Club
Mon., Mar. 4—East London	<i>v.</i> North London	City Club
Wed., Mar. 6—Athenæum	<i>v.</i> Insurance	The Athenæum, Camden Road
Thur., Mar. 7—Lud-Eagle	<i>v.</i> West London	7, Whittington Avenue, E.C.
Thur., Mar. 7—Brixton	<i>v.</i> Lee	City Club
Mon., Mar. 11—Hampstead	<i>v.</i> Lee	City Club
Thur., Mar. 14—Insurance	<i>v.</i> Metropolitan	The Cabin, Old Jewry
Thur., Mar. 21—East London	<i>v.</i> Brixton	City Club
Thur., Mar. 28—Metropolitan	<i>v.</i> Battersea	Kohler's Restaurant, Coleman St., E.C.
Thur., Mar. 28—Insurance	<i>v.</i> Brixton	The Cabin, Old Jewry

"C" DIVISION.

DATE.—1900.	CLUBS.	PLACE OF PLAY.
Wednes., Oct. 10—St. Martin's	v. West Norwood...	122, Newgate Street
Thursday, Oct. 18—Clapham	v. Willis Street ...	City Club
Thursday, Oct. 25—Barnsbury	v. St. Martin's ...	122, Newgate Street
Thursday, Oct. 25—Willis Street	v. Toynbee ...	Toynbee Hall
Wednes., Oct. 31—Kennington	v. West Norwood...	West Norwood
Thursday, Nov. 1—Clapham	v. St. Martin's ...	122, Newgate Street
Thursday, Nov. 8—Willis Street	v. West Norwood...	Gambit Café
Saturday, Nov. 10—Walthamstow	v. Toynbee ...	Toynbee Hall
Thursday, Nov. 15—Willis Street	v. Polytechnic ...	Gambit Café
Thursday, Nov. 15—Toynbee	v. Maida Vale ...	Gambit Café
Thursday, Nov. 22—St. Martin's	v. Toynbee ...	122, Newgate Street
Thursday, Nov. 22—Clapham	v. Maida Vale ...	Gambit Café
Friday, Nov. 23—Kennington	v. Barnsbury ...	8, Brixton Road
Tuesday, Nov. 27—Willis Street	v. Walthamstow ...	Walthamstow
Wednes., Nov. 28—Maida Vale	v. Polytechnic ...	Maida Vale
Thursday, Dec. 6—Barnsbury	v. Polytechnic ...	309, Regent Street
Saturday, Dec. 8—Walthamstow	v. West Norwood...	City Club
Tuesday, Dec. 11—St. Martin's	v. Polytechnic ...	122, Newgate Street
Thursday, Dec. 13—Kennington	v. Maida Vale ...	Gambit Café
Wednesday, Dec. 19—Clapham	v. West Norwood...	West Norwood
Wednesday, Dec. 19—Barnsbury	v. Maida Vale ...	Maida Vale
Thursday, Dec. 20—Kennington	v. Toynbee ..	Toynbee Hall
1901.		
Thursday, Jan. 10—Willis Street	v. Maida Vale ...	Gambit Café
Thursday, Jan. 10—Clapham	v. Walthamstow ..	City Club
Friday, Jan. 11—Kennington	v. Polytechnic ...	8, Brixton Road
Thursday, Jan. 17—Willis Street	v. St. Martin's ...	122, Newgate Street
Thursday, Jan. 17—Toynbee	v. Polytechnic ...	Kohler's Restaurant
Saturday, Jan. 19—Barnsbury	v. West Norwood...	West Norwood
Tuesday, Jan. 29—Polytechnic	v. West Norwood...	309, Regent Street
Thursday, Jan. 31—Kennington	v. Willis Street ...	Gambit Café
Thursday, Jan. 31—Clapham	v. Toynbee ...	City Club
Thursday, Jan. 31—St. Martin's	v. Maida Vale ...	122, Newgate Street
Tuesday, Feb. 5—Kennington	v. Clapham ...	Gauden Hotel, Clap.
Saturday, Feb. 9—Barnsbury	v. Toynbee ...	Toynbee Hall
Monday, Feb. 11—West Norwood	v. Maida Vale ...	Gambit Café
Monday, Feb. 11—Kennington	v. St. Martin's ...	122, Newgate Street
Thursday, Feb. 14—Clapham	v. Polytechnic ...	309, Regent Street
Tuesday, Feb. 19—Walthamstow	v. Maida Vale ...	City Club
Thursday, Feb. 21—Barnsbury	v. Willis Street ...	City Club
Tuesday, Feb. 26—Kennington	v. Walthamstow ...	Gambit Café
Thursday, Feb. 28—Toynbee	v. West Norwood...	Toynbee Hall
Thursday, Mar. 14—Barnsbury	v. Clapham ...	City Club
Tuesday, Mar. 19—St. Martin's	v. Walthamstow ...	122, Newgate Street
Monday, Mar. 25—Walthamstow	v. Polytechnic ...	City Club
Saturday, April 20—Barnsbury	v. Walthamstow ...	Walthamstow

"EARLY HOUR" DIVISION.

DATE.—1900.	CLUBS.	PLACE OF PLAY.
Thur., Nov. 1—Victoria	v. Forest Gate ...	18, St. Andrew's Street
Tues., Nov. 13—Ladies	v. Wood Green...	City Club
Thur., Nov. 22—Local Govt. Board	v. Forest Gate ...	City Club
Thur., Nov. 22—Victoria	v. Wood Green...	18, St. Andrew's Street
Tues., Nov. 27—Ladies	v. Lon. Coun. Council	City Club
Wed., Dec. 12—Local Govt. Board	v. Lon. Coun. Council	214, Piccadilly
Fri., Dec. 14—Ladies	v. Forest Gate ...	City Club

DATE—1901.	CLUBS.	PLACE OF PLAY.
Tues., Jan. 15—Ladies	v. Local Govt. Board	City Club
Thur., Jan. 24—Victoria	v. Lon. Coun. Council	18, St. Andrew's Street
Thur., Jan. 24—Forest Gate	v. Wood Green...	City Club
Tues., Feb. 5—Victoria	v. Ladies	City Club
Tues., Feb. 12—Local Govt. Board	v. Wood Green ..	City Club
Thur., Feb. 17—Lon. Coun. Council	v. Forest Gate ...	City Club
Thur., Feb. 28—Wood Green	v. Lon. Coun. Council	City Club
Thur., Mar. 21—Victoria	v. Local Govt. Board	18, St. Andrew's Street



GAME No. 1,942.

The two following games were played in the semi-final round of the competition for the Championship of Lancashire.

Queen's Gambit Declined.

NOTES BY JAS. MASON.

WHITE. BLACK.
Mr. J. CAIRNS, Mr. V. L. WAHLTUCH,
Liverpool. Manchester.

- | | |
|------------|------------|
| 1 P—Q 4 | 1 P—Q 4 |
| 2 P—Q B 4 | 2 P—K 3 |
| 3 Kt—Q B 3 | 3 Kt—K B 3 |
| 4 B—Kt 5 | 4 B—K 2 |
| 5 P—K 3 | 5 Q Kt—Q 2 |
| 6 Kt—B 3 | 6 P—Q Kt 3 |
| 7 B—Q 3 | |

Many experts prefer P × P in similar cases; when this Fianchetto sign is made in defence. They think it well to block intended action of adverse Bishop on the long diagonal; and also to "save a move,"—as, for instance, that which would apparently be lost here, should Black exchange in reply.

- | | |
|-----------|----------|
| 8 Castles | 7 B—Kt 2 |
| | 8 P—B 4 |

.....Either P × P, clearing the diagonal, or Castles would be a good alternative. The course of play from this point is not favourable to Black,—nor at all disagreeable to his opponent.

- | | |
|-------------|--------------|
| 9 Q—K 2 | 9 R—Q B sq |
| 10 Q R—Q sq | 10 P × Q P |
| 11 K P × P | 11 P × P |
| 12 B × B P | 12 B × Kt |
| 13 P × B | 13 Castles ? |
| 14 B—Q R 6 | 14 R × Kt |

.....Anyhow, it seems that Mr. Wahlutch here risks too much; or after this he has no good chance to win the game. The Rook, obviously in trouble, might be held,—this rash sacrifice being quite unnecessary.

- | | |
|-----------|-----------|
| 15 P × R | 15 Kt—Q 4 |
| 16 B—Q 2 | 16 B—Kt 4 |
| 17 K—R sq | |

Timely looking to the inevitable counter attack. White must defend carefully; but the burden of *doing* is mostly with his adversary,—and too heavy it proves.

- | | |
|--------------|-----------|
| 17 Kt—B 5 | |
| 18 B × Kt | 18 B × B |
| 19 R—K Kt sq | 19 Q—R 5 |
| 20 R—Kt 2 | 20 Kt—B 3 |
| 21 B—Q 3 | 21 Kt—Q 4 |

22 Q—K sq 22 Q—R 3

..... Better retire the Bishop about Q 3, to post the Knight at B 5, with some prospects of drawing. It would then be very difficult for White to utilise his exchange; whereas in the actual circumstances he easily does it,—easily winning.

23 P—B 4 23 Kt—B 2
24 P—Q 5! 24 P—B 4
25 B—B 2 25 P—K 4
26 Q—Kt 4 26 Q—R 4
27 Q—K 7! 27 Q—B 2
28 Q × Q ch 28 R × Q
29 B—Kt 3

The ending is very instructive. White gains a piece, or something practically equivalent, if stopped from going to Queen.

30 P—B 5 29 R—Q 2
31 P—Q 6 30 K—B sq
 31 P × P

..... If 31..., Kt—K sq; 32 B—R 4, R—Q sq; 33 B × Kt, R (or K) × B; 34 P—B 5, his condition would be equally desperate.

32 P × Kt 32 R × P
33 B—B 4 33 P—Kt 3
34 R(Kt2)—Ktsq 34 R—Q Kt 2
35 R—Q 8 ch 38 K—Kt 2
36 R(Ktsq)—Qsq 36 R—Kt 7
37 R(Qsq)—Q7ch 37 K—R 3
38 R—K R 8 38 P—K 5
39 P—K R 4 39 P—Kt 4
40 R(R8) × Pch 40 K—Kt 3
41 P—R 5 ch, and mates in two more moves.

GAME No. 1,943.

Played at Preston, in Lancashire County Championship Tourney.

Centre Counter Game.

NOTES BY JAS. MASON.

WHITE.
Dr. SHAW,
Liverpool.

BLACK.
Mr. KIER,
Lancaster.

1 P—K 4 9 Kt—K 2
2 P × P 9 P—Q Kt 3
3 Kt—Q B 3 10 Kt—K 5
4 B—B 4 10 B × Kt

..... As a rule this should be delayed until the Queen Bishop is got out somewhere on the King side. Either 4..., Kt—K B 3 or 4..., P—Q B 3 tends to a much less cramped sort of opening position.

5 Kt—B 3 5 Kt—K B 3
6 Castles 6 B—Q 3
7 P—Q 4 7 Castles
8 Q—Q 3 8 P—K R 3

..... Compared with 8..., P—Q Kt 3, &c., this looks like loss of time. After the exchange of Queens soon following, Black seems to be a move or more behind all through, and in consequence is unable to do anything but fight at a considerable disadvantage.

Very good,—pressing the weakness of the exposed Rook. Notwithstanding the absence of Queens, the contest abounds in lively and interesting phases, while the ending is particularly instructive.

..... Otherwise White could back up the Knight by P—K B 4, with evident general superiority.

11 P × B 11 Q × Q
12 B × Q 12 Kt—Q 4
13 P—Q B 4 13 Kt—K 2
14 B—K 4 14 Q Kt—B 3
15 P—Q Kt 3! 15 B—Kt 2
16 B—R 3 16 K R—K sq
17 Q R—Q sq 17 Q R—Q sq
18 P—B 4 18 Kt—B sq
19 Kt—B 3 19 Kt—R 4

..... The ensuing reductions, though doubtless natural and advisable enough, do not sensibly relieve the

discomforts of the situation. The penalty of defective development is not to be avoided.

- | | |
|--------------|------------|
| 20 B × B | 20 Kt × B |
| 21 P—Q Kt 4 | 21 R × R |
| 22 R × R | 22 R—Q sq |
| 23 R × R | 23 Kt × R |
| 24 Kt—Kt 5 ! | 24 P—Q B 3 |
| 25 Kt—Q 6 | |

Meaning to win, if possible; the most promising venture in that direction.

- | | |
|-----------|------------|
| | 25 Kt × Kt |
| 26 P × Kt | 26 Kt—Kt 2 |

.....Here 26..., K—B sq would be stronger,—very probably drawing. White would have to play P—Q B 5 soon; and with the Queen side securely blocked, Black should be able to hold his ground indefinitely.

- | | |
|------------|-----------|
| 27 P—Q B 5 | 27 K—B sq |
|------------|-----------|

.....But now the King's move is positively bad. The block should be established by 27..., P—Q Kt 4; leaving White to deal with a state of affairs similar to that suggested in the last preceding note.

- | | |
|-------------|------------|
| 28 P—Kt 5 ! | 28 K—K sq |
| 29 B P × P | 29 R P × P |
| 30 P × P | 30 Kt—R 4 |
| 31 P—B 7 | |

These Pawns being practically self-supporting, White has only to compel a "loosening" of the position, in order to use his King with decisive effect.

- | | |
|------------|-----------|
| | 31 K—Q 2 |
| 32 B—Kt 4 | 32 Kt—B 5 |
| 33 P—Q R 4 | 33 P—B 3 |
| 34 K—B 2 | |

.....A slip, apparently; for the Pawn lost in consequence was of some value. Still, so far as our own examination goes, Dr. Shaw retains a winning advantage.

- | | |
|------------|--------------|
| 35 K—K 3 | 34 Kt—Kt 7 ! |
| 36 K—Q 4 | 35 Kt × P |
| 37 P—Kt 4 | 36 P—Q Kt 4 |
| 38 P × P | 37 P—Kt 4 |
| 39 K—K 4 | 38 R P × P |
| 40 K—Q 4 | 39 Kt—Kt 3 |
| 41 K—K 4 | 40 Kt—R 5 |
| 42 K—Q 4 | 41 Kt—Kt 3 |
| 43 B—R 5 ! | 42 Kt—R 5 |
| 44 K—Q 3 | 43 K—B sq |

He wants to attack the isolated Pawn; or compel the other Black Pawns to advance,—winning one way or the other a really fine game.

- | | |
|-----------|------------|
| | 44 K—Q 2 |
| 45 B—Kt 4 | 45 Kt—Kt 3 |
| 46 B—B 5 | 46 Kt—B sq |

.....If 46..., Kt—R 5; 47 B—Q 4, &c., White would soon gain his point; but 46..., Kt—Q 4 would not render Black so immediately helpless. With this retreat all real resistance comes to an end.

- | | |
|----------------------|------------|
| 47 K—B 3 | 47 K—B 3 |
| 48 K—Kt 4 | 48 P—B 4 |
| 49 P—R 3 | 49 P—B 5 |
| 50 K—B 3 ! | 50 K—Q 2 |
| 51 K—Q 4 | 51 P—B 6 |
| 52 K—K 3 | 52 P—K 4 |
| 53 K × P | 53 Kt—Kt 3 |
| 54 B × Kt, and wins. | |

GAME No. 1,944.

The final game in Lancashire Chess Association County Championship Tournament.

Allgaier Gambit.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Dr. J. H. SHAW.	Mr. J. CAIRNS.
1 P—K 4	1 P—K 4
2 P—K B 4	2 P × P

3 Kt—K B 3	3 P—K Kt 4
4 P—K R 4	4 P—Kt 5
5 Kt—Kt 5	5 P—K R 3
6 Kt × P	6 K × Kt
7 P—Q 4	7 P—Q 4 !

8 B × P

8 P × P

.....Or 8..., Kt—K B 3; the idea being to at least postpone White's good use of his other Bishop. No doubt the capture here adds to the immediate difficulties of defence, already quite considerable; but, then, a Pawn is a Pawn, and, with a clear piece majority, Black should manage to pull through successfully.

9 B—B 4 ch 9 K—Kt 3

.....However, a wary course is absolutely necessary. The King being so directly involved, there is no time margin to work in, and a single even indifferent move may ruin all. Now 9..., K—Kt 2 would be much safer, and therefore much more to the purpose of sound defence.

10 Kt—B 3 10 Kt—K B 3

11 Q—K 2 11 B—Kt 5

.....Obviously, if 11..., Q × P; 12 R—Q sq. &c., the attack would be enlarged,—most probably to overwhelming proportions. But 9..., K—Kt 3 being ventured, it might now be better to continue 11..., B—Kt 2; for in all forms of this Gambit, this Bishop is at first badly wanted close at home.

12 P—R 5 ch 12 K—R 2

.....If 12..., Kt × P?; 13 R × Kt 1, and the Rook could be taken only under penalty of mate. As from this point the attack seems irresistible; even though Black should now avail himself of the better 12..., K—Kt 2, he could hardly survive. The force of adverse Queen, Bishops, Rooks, &c., virtually surrounding the King, is not to be denied.

13 Q—K 3 13 Kt—B 3

14 Castles Q R 14 B × Kt

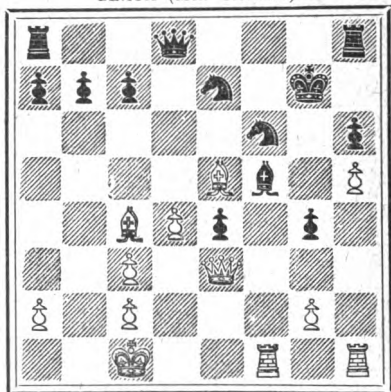
15 P × B 15 K—Kt 2

16 Q R—B sq 16 Kt—K 2

17 B—K 5 17 B—B 4

Position after Black's 17th move:—
B—B 4.

BLACK (MR. CAIRNS).



WHITE (DR. SHAW).

18 R × B

A brilliant finish. But, really, at this stage, Black could look for little else. If, for instance, 17..., R—B sq; 18 R × Kt, R × R; 19 B × R+, K × B; 19 Q × P+, &c., the win for White would be there all the same. A capital game on the part of Dr. Shaw; notwithstanding that in his defence Mr. Cairns shows himself a little "rusty!"

18 Kt × R

19 Q × K P

19 Q—Q 2

20 Q × P ch

20 K—B sq

21 B × Kt

21 Q—B 3

22 Q × Kt

22 Q × K B

23 B × R ch

23 Q—B 2

24 Q × Q ch

24 K × Q

25 R—B sq ch and wins.

GAME No. 1,945.

The following game was played on September 17th, at the Amateur Chess Club, St. Petersburg.

Giuoco Piano.

NOTES BY M. I. TCHIGORIN.

(From the *Novaya Vremya*.)

WHITE.

BLACK.

M. M. TCHIGORIN M. M. E. SCHIFFERS
and J. SEYBOTH. and A. LEWIN.

1 P—K 4

1 P—K 4

2 Kt—K B 3

2 Kt—Q B 3

3 B—B 4

3 B—B 4

4 Kt—B 3

L 3

Choosing a variation of the Giuoco Piano (4 Kt—B 3; 5 P—Q 3 and 6, B—K 3) seldom met with in the tournament and match games of well-known players. In reference to other continuations, in the books they pronounce contradictory and often peculiar judgments. As, for instance, after 4 P—Q 3, P—Q 3, Signor Salvioi considers the move 5 Castles to be bad (he puts a note of interrogation to it), but in proof of his opinion he only brings forward the well-known continuation 5..., Kt—B 3; 6 B—Kt 5, P—K R 3 !; 7 B—R 4, P—K Kt 4 !; 8 B—Kt 3, P—K R 4 !, &c. But White can play 6 B—K 3 or 6 Kt—B 3.

- | | |
|---------|----------|
| 5 P—Q 3 | 4 Kt—B 3 |
| 6 B—K 3 | 5 P—Q 3 |
| | 6 B×B |

.....In former times it was usual to retreat the Bishop to Kt 3. Steinitz, however, recommended the immediate exchange of the Bishops, although in the 17th game of his first match with Lasker (in 1894) he retreated the Bishop to Kt 3, and only after 7 Q—Q 2, Kt—Q R 4; 8 B—Q Kt 5 ch, P—B 3; 9 B—R 4 did he take the B on K 3.

- | | |
|----------|----------|
| 7 P×B | 7 Kt—R 4 |
| 8 B—Kt 3 | 8 Kt×B |

.....It is probably better to let this exchange wait a little. I should, if Black develop his game thus: 8..., Kt—Kt 5; 9 Q—K 2 (if 9 Q—Q 2, P—B 3; 10 Castles, Castles), and play P—K B 4 or if White played 9 P—K R 3, then Kt—R 3; and if 10 P—K Kt 4, P—K B 3. Of course eventually it would be necessary to take the B and then Castle.

- | | |
|------------|------------|
| 9 R P×Kt | 9 P—B 3 |
| 10 Castles | 10 Castles |
| 11 Q—K sq | 11 B—K 3 |

.....Now 11..., Kt—Kt 5 is better, in order to transfer the Kt to K 3.

- | | |
|-----------|-----------|
| 12 P—R 3 | 12 Kt—Q 2 |
| 13 Q—Kt 3 | |

Mr. Van Vliet in the *Sunday Special* suggests P—K Kt 4.

13 P—B 3

.....The same writer also suggests here P—K B 4; 13 P×P, B×P, as being better for Black.

- | | |
|-------------|-------------|
| 14 Kt—K R 4 | 14 P—Q R 3 |
| 15 P—Q 4 | 15 Kt—Kt 3 |
| 16 Q R—Q sq | 16 Q—K 2 |
| 17 P—Q 5 | 17 P×P |
| 18 P×P | 18 B—Q 2 |
| 19 P—K 4 | 20 Q R—B sq |
| 20 R—Q 2 | 21 K—R sq |
| 21 Q R—B 2 | 21 Kt—R sq |

.....The Kt is going to K sq for the defence of the Pawns on Q 3 and K Kt 2.

- | | |
|-------------|------------|
| 22 Kt—Q sq | 22 Kt—B 2 |
| 23 Kt—K 3 | 23 Kt—K sq |
| 24 Q Kt—B 5 | 24 B×Kt |
| 25 Kt×B | |

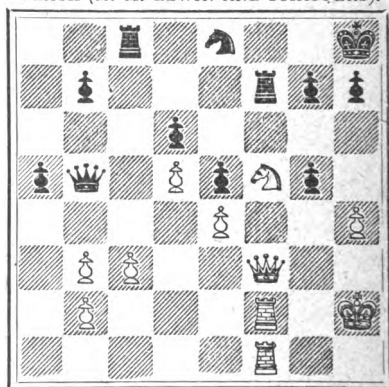
If P×B, then Black answers K—Kt sq !, forestalling the threat 26 Kt—Kt 6 ch, P×Kt; 27 Q—R 4 ch, K—Kt sq; 28 P×P.

- | | |
|------------|------------|
| 25 Q—Q B 2 | |
| 26 P—R 4 | 26 Q—Kt 3 |
| 27 K—R 2 | 27 Q—Kt 5 |
| 28 Q—K B 3 | 28 R—K B 2 |
| 29 P—Kt 4 | 29 P—Q R 4 |
| 30 P—Kt 5 | 30 P×P |
| 31 P—B 3 ! | |

Position after White's 31st move :—

P—B 3.

BLACK (M. M. LEWIN AND SCHIFFERS).



WHITE (M. M. SEYBOTH AND TCHIGORIN).

In order to free the Q and Q R from the defence of the Q B P and K P (see variations in next note).

31 Q—B 4

.....If Q×Kt P, the following interesting variations might be played: (A) 32 Q—R 3, P—Kt 5; 33 Q×Kt P, Kt—B 3; 34 Q—R 3 (threatening Kt×Q P and also Kt×Kt P), if Kt×K P, then 35 Kt×Q P, R×R ch; 36 R×R, Kt×Kt; 37 Q×R, and mate next move. (B) 32 P×P, P—Kt 3; 33 Kt—R 6!, R×Q; 34 R×R, Q×P ch (or 34.., Q—B 7 ch; 35 K—Kt sq); 35 K—R sq, and Black cannot defend themselves from mate—If 35.., Kt—B 3; then 36 R×Kt, R—K Kt sq; 37 R—B 8 !.

32 Q—R 5 32 P—K Kt 3

.....If 33.., Q—B 2, then 33 P×Kt P, P—K Kt 3; 34 Kt—R 6, R×R ch; 35 R×R, Kt—Kt 2 (or B 3), or Q—K 2; 36 Q—B 3. Black are struggling in a helpless position.

33 Q×P (Kt 5) 33 P×Kt
34 R×P 34 Kt—B 3

.....After R×R; 35 Q×R, Black could not defend themselves from mate.

35 R×Kt 35 R—K Kt sq
36 Q×R ch 36 K×Q
37 R×R

See Diagram

37 Q—K 6

.....If 37.., P—K R 3; White win easily by 37 P—R 5. If 37.., P—K R 4, White can bring the business to an end by the following continuation: 38 R (B 7)—B 5, K—

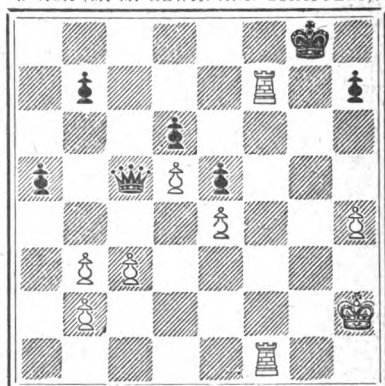
Kt 2; 39 R—Kt sq ch, K—R 3; 40 R—B 6 ch, K—R 2; 41 R—B 7 ch, K—R 3 (41.., K—R sq; 42 R—B 5); 42 R—Kt 3, Q—Kt 4; 43 P—B 4, Q—K sq; 44 R (B 7)—Kt 7, P—Kt 3; 45 R (Kt 3)—Kt 5.

38 R (B 7)—B 3 38 Q—R 3
39 K—R 3 39 K—Kt 2
40 R—Kt 3 ch 40 K—R sq
41 R—B 7 41 P—Kt 4
42 R—Kt 5 42 Resigns.

.....Black can do nothing, as the only moves he can make are suicidal.

Position after White's 37th move:—
R×R.

BLACK (M. M. LEWIN AND SCHIFFERS).



WHITE (M. M. SEYBOTH AND TCHIGORIN).

GAME No. 1,946.

Pillsbury National Correspondence Chess Association, U.S.A.—Some very entertaining play, which is sure to interest all students of the Ruy Lopez and furnish some useful points, occurred in a main tournament game between C. F. Pierce, of Los Angeles, Cal., and A. C. Clark, of San Bernardino, Cal., both of the Western Division. The manœuvres initiated by White's 14th move, which he claims as new, are of special interest. The score, with full analysis by the winner, and comments by A. E. Swaffield, of Brooklyn, follow.—*Brooklyn Daily Eagle*.

Ruy Lopez.

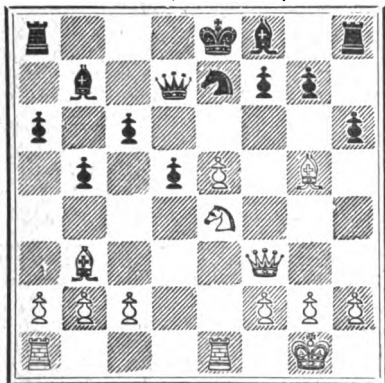
WHITE.	BLACK.		
Mr. C. F. PIERCE.	Mr. A. C. CLARK.	5 Castles	5 Kt×P
1 P—K 4	1 P—K 4	6 P—Q 4	6 P—Q Kt 4
2 Kt—K B 3	2 Kt—Q B 3	7 B—Kt 3	7 P—Q 4
3 B—Kt 5	3 P—Q R 3	8 P×P	8 Kt—K 2
4 B—R 4	4 Kt—B 3	9 Kt—Kt 5	9 Kt×Kt
		10 B×Kt	10 B—Kt 2

- 11 Q—B 3 11 Q—Q 2
 12 Kt—B 3 12 P—Q B 3
 13 K R—K sq 13 P—K R 3
 14 Kt—K 4 !

Position after White's 14th move :—

Kt—K 4.

BLACK (MR. CLARK).



WHITE (MR. PIERCE).

So far it is all book. This however is believed to be new.—C.E.P.

If 14..., Kt—B sq, Kt—Kt 3 or Kt—Kt sq, White maintains the better position by 15 Kt—Q 6 ch, B×Kt; 16 P×B dis. ch, K—B sq; 17 B—K 7 ch, &c. If 14..., P×Kt; 15 Q×P ch, K—Q sq; 16 Q R—Q sq, winning the Queen. If 14..., P×B; 15 Kt—Q 6 ch, K—Q sq; 16 Kt×B P ch, K—B 2; 17 P—K 6, Q—K sq; 18 Kt×R.—C.E.P.

While White wins the Queen after 14..., P×Kt; 15 Q×P ch, K—Q sq; 16 Q R—Q sq, it is doubtful whether he can win if Black continues 16..., P×B; 17 B—K 6 (best), Q—Q 4 !, as Black gets three pieces for the Queen. White *can* win, however, by the following remarkable line of play: after 15..., K—Q sq; 16 P—K 6, Q—K sq (best); 17 Q R—Q sq ch, K—B 2; 18 R—Q 7 ch, Q×R (if 18..., K—Kt 3; 19 B—K 3 ch, P—B 4; 20 Q—B 4, &c.); 19 B—B 4 ch !, Q—Q 3; 20 B×Q ch, K×B; 21 Q—B 4 ch, K—B 4; 22 Q—B 7 !, Black has very little choice. He can hardly afford to let the Bishop go, and yet if he plays B—B sq, then White replies R×P !, threatening mate in three by P—Q B 3 and R—K 5 ch. If now 23..., Kt—

Kt 3; 24 P—K 7, Kt×P (if B×P; 24 B—B 7 wins equally); 25 B—B 7, P—Q R 4; 26 P—Q Kt 4 ch, P×P; 27 R—K 5 ch, K—Q 5; 28 Q—Q 6 ch, Kt—Q 4 (if K—B 6, White mates in seven); 29 R×K 4 ch, and wins. If in the foregoing Black plays instead of 25 P—Q R 4, 25..., P—Q Kt 4; 26 R—B 4 ch, K—Kt 4; 27 R×P ch !, K×R (if K—B 4; 28 R—B 4 ch, and mates next move); 28 Q—Kt 6 ch, K—R 5; B mates.—A. E. Swaffield.

14 Kt—B 4

15 P—K 6 ! !

15..., Q—B 2; 16 P×P ch, K×P; 17 Q×Kt ch, K—Kt sq; 18 B—K B 4, with a winning game. If 15..., Q—B sq, 16 Q×Kt, P×B; 17 Q×P ch, K—Q sq; 18 Kt×P ch. Of course, 15 Q×P loses at once.—C.E.P.

15 P×P

16 Q×Kt

16 P×B

.....Any other move loses shortly. If 16..., P×Q; 17 Kt mates at Q 6. If 16..., P×Kt; 17 B×K P wins the Queen. 16..., P—K 4 or P—Kt 3 are unavailing. If 16..., B—K 2; 17 Q—Kt 6 ch, K—Q sq; 18 Kt—B 5, Q—B sq; 19 Kt×P ch, K—Q 2; 20 Kt—B 5 ch, and wins. If 16..., B—B sq; 17 Q—R 3, P×Kt; 18 R×P, P×B; 19 Q×R, &c.—C.E.P.

17 Kt×P

17 Castles

18 Q×K P

18 B—B 4

19 Kt—B 3

Not 19 Kt—B 7, on account of 19 B×P ch, K×B; 20 Q R—B sq, regaining the Pawn.—C.E.P.

19 Q R—B sq

20 P—B 3

20 R—B 5

21 Q×Q ch

21 K×Q

22 Kt—K 5 ch

22 K—Q 3

23 Kt—Q 3

23 R(B5)—K R 5

24 Kt×B

24 K×Kt

25 P—K R 3

25 P—Kt 4

26 P—B 3

26 B—B sq

27 K—B 2

27 K—Q 3

28 Q R—Q sq

28 B—B 4

29 R—Q 2

29 R—K B sq

30 B—B 2

30 B×P

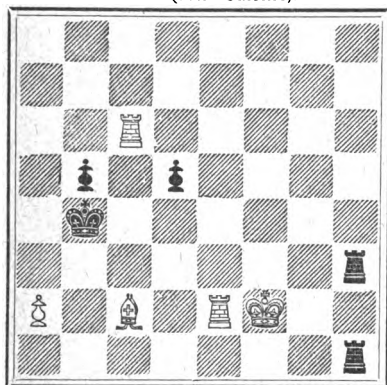
.....Affording some chances, if not properly met, and leaving some hope of drawing with Rook against Rook and Bishop.—C.E.P.

31 P × B 31 R × R P
 32 R—K 3 32 P—K Kt 5
 33 K—Kt 2 33 R(Bsq)—KRsq
 34 R(Q 2)—K 2 34 P × P ch
 35 R × P 35 R—R 8
 36 K—B 2 36 P—R 4
 37 R—B 6 ch 37 K—B 4
 38 P—Kt 4 ch 38 P × P
 39 P × P ch 39 K × P
 40 R × P 40 R(R sq)—R 6

Position after Black's 40th move:—

R (R sq)—R 6.

BLACK (MR. CLARK).



WHITE (MR. PIERCE)..

41 B—Kt 3
 Essential in order to secure the transfer of the King to the Queen's side.—C.E.P.
 42 K—Kt 2 41 R—Q 6
 43 R—Kt 2 42 R—R 4
 44 R—B 5 43 K—R 4
 45 B × P 44 R—Q 5
 46 R(Kt2)—QB2 45 R—Q Kt 5
 47 K—B 2 46 R—R 3
 48 K—K 3 47 R—Q 3
 49 B—Kt 3 48 R—K R 3
 50 R—Q 2 49 R—Q 3
 51 K—Q 3 50 R—K R 3
 52 K—B 3 51 R—Q Kt 3
 53 R—Q 4 52 R—K R 5
 54 K—Kt 2 53 R—R 6 ch
 55 K—R 3 54 R—K R 7 ch
 56 B—B 4 55 R—Kt 2
 56 R—R 6 ch

.....White now wins the Pawn and exchanges Rooks by R—R 4 ch, &c., remaining with a mating force. Black could have delayed the position only three moves by 56 R—Q B 7; 57 K—Kt 3, R—B 8; 58 K—Kt 2, R—K Kt 8; 59 B—Q 3, R—Kt 6, or R—Q 8, or R—Kt 7 ch, or K—R 3.—C.E.P.

57 B—Q 3 57 Resigns.

GAME No. 1,947.

Played in a match between Messrs. Burn and Bellingham (see March issue, page 106).

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE. MR. BELLINGHAM.	BLACK. MR. BURN.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 Kt × P
5 P—Q 4	5 B—K 2

.....See fifth game of the match (*B.C.M.*, March, 1900). There being no present need to retire the Knight, this practically necessary developing move seems to be in good order.

6 Q—K 2	6 Kt—Q 3
7 B × Kt	7 Kt P × B

8 P × P	8 Kt—Kt 2
9 Kt—B 3	

And here the formerly preferred continuation, R—Q sq with soon Kt—Q 4, makes the opening defence more difficult. But, somehow, perhaps from overwork, it has fallen into disuse; though no certainly stronger line of attack has yet been found to supply its place.

9 Castles	
10 R—K sq	10 R—K sq
11 Kt—Q 4	11 B—B 4!
12 Kt—Kt 3	

This Knight does no good service; and little or none should be expected from him,—in this neighbourhood.

On the whole, the opening must be considered as unfavourable to White; for his attack quickly vanishes, leaving him but a precarious defence, looking to a probable ending with inferior strength of Queen's side Pawns.

- | | |
|------------|-----------|
| 13 Q—R 5 | 12 B—Kt 3 |
| 14 B—Kt 5? | 13 P—Q 4 |
| 15 B—B 4 | 14 Q—Q 2 |
| 16 Q×Q! | 15 Q—B 4! |
| 17 R—K 2 | 16 B×Q |
| 18 Kt—R 4 | 17 R—K 3 |

Besides, there is a certain weakness about the King Pawn, requiring attention. Hence, probably, this otherwise unfavourable exchange; giving great scope to Black's Rook, and improving the position of his Pawns. Another way would be to prepare for P—K B 4, backing up; but this would involve other danger, from the presence of both adverse Bishops, with hardly any better prospect towards the ending.

- | | |
|------------|------------|
| 19 Kt×B | 18 P—B 4 |
| 20 P—Q B 3 | 19 R P×Kt |
| 21 P—B 3 | 20 P—Q B 3 |

A vent for the King; nothing more to the purpose. Prevent advance of Queen Pawn? Well, e.g., 21 R—Q 2, P—B 3; 22 P×P, R×R P; and Black has a palpable advantage. However, there is the alternative 23 B—Kt 3, to be able to back up as already mentioned. But (suppose) 21 B—Kt 3, R—R 5; 22 R—Q 2, P—B 3; 23 P—K B 4, P—K Kt 4!; and there is no seeing how White will stand any better than he does in the actual case.

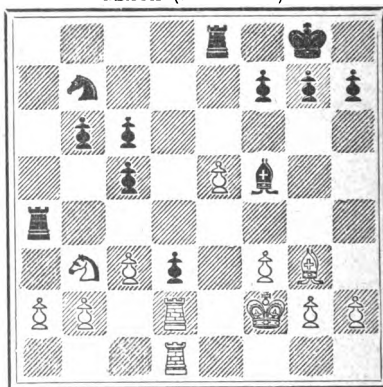
- | | |
|-----------|-----------|
| 22 B—Kt 3 | 21 R—R 5! |
| 23 R—Q 2 | 22 P—Q 5 |
| 24 K—B 2 | 23 P—Q 6! |
| | 24 R—K sq |

.....To dislodge or attack White Knight, with Pawn or Bishop, so that his own Knight may go into the game. A reason why White keeps his Pawn as K—B 3 is, that he fears the coming of Black Knight to K 5, with trouble in his train.

25 Q R—Q sq!

Position after White's 25th move:—
Q R—Q sq!

BLACK (MR. BURN).



WHITE (MR. BELLINGHAM).

- | | |
|---|----------|
| 25 P—Q Kt 4 | |
|Not good to take the Rook Pawn, because of 26 Kt—B sq, etc. From this position Black plays to win, and White to draw, and the task of each is about equally difficult. | |
| 26 P—K R 3 | 26 P—R 4 |
| 27 P—R 4 | 27 P—B 5 |
| 28 Kt—Q 4 | 28 B—Q 2 |

.....Gaining a Pawn; for he threatens the Knight—which has no safe retreat.

- | | |
|--------------|-----------|
| 29 P—Kt 3 | 29 R—R 6 |
| 30 P×P | 30 P×P |
| 31 R—Q Kt sq | 31 Kt—B 4 |
| 32 P—K 6 | |

Making a virtue of necessity. For if not this, it is clear some other Pawn would be untenable. Black takes with Knight in anticipation of 33 B—Q 6, which would be troublesome. Now it reduces to the question, whether the game should be drawn or not, owing to Bishops of different colours—or is Black's formidable passed Pawn sufficient to decide the matter in his favour?

- | | |
|-------------|------------|
| 33 Kt×Kt | 32 Kt×P |
| 34 R—Q B sq | 33 R×Kt |
| 35 B—B 4 | 34 P—Q B 4 |
| 36 B—K 3 | 35 B—R 5 |
| 37 B×P | 36 B—B 7 |
| | 37 R×R P! |

- | | | |
|---------------------------------------|---------------|---------------------------------------|
| 38 R—K sq | 38 R—Q B 3 | 44 B—K 3 |
| 39 B—Q 4 | 39 R—R sq | Or 44 R—K sq. Then if 44..., |
| 40 R—K 5 | 40 Q R—Q B sq | B—B 7; 45 R—Q B sq, Black could |
| Exchange of Rooks would | | hardly make an impression through |
| help to a draw. Therefore Black shuns | | giving Rook for Bishop; and otherwise |
| it, even at the expense of a Pawn. | | there would be fair drawing chances. |
| 41 R × R P | 41 P—B 3 | 44 R—K sq |
| 42 R—R 5 | 42 B—Kt 6 | 45 R—K sq |
| 43 R—R sq | 43 R—Q 3 | 46 K—B sq? |
| | | 47 Resigns. |
| | | 45 R (Q 3)—K 3 |
| | | 46 R × B |

GAME No. 1,948.

The following interesting game was played at the Augsburg Chess Club on August 21st last.

Falkbeer Gambit.

NOTES BY C. E. RANKEN.

WHITE.

BLACK.

Dr. E. LASKER.

Mr. PILLSBURY.

- | | |
|-----------|---------|
| 1 P—K 4 | 1 P—K 4 |
| 2 P—K B 4 | 2 P—Q 4 |
| 3 P × Q P | |

The fashionable continuation here appears to be Kt—K B 3, but we should like to know if 3 Q—R 5 has ever been tried; it seems quite playable.—C.E.R.

- | | |
|---|------------|
| 4 Kt—Q B 3 | 3 P—K 5 |
| The old move, B—Kt 5 ch, is pretty well exploded, but P—Q 3 leads to at least an equal game.—C.E.R. | |
| 5 Q—K 2 | 4 Kt—K B 3 |
| 6 P—Q 3 | 5 B—Q 3 |
| 7 P × P | 6 Castles |
| 8 Kt × Kt | 7 Kt × K P |
| 9 B—Q 2 | 8 R—K sq |

Herr Lasker here deviates from the book move, which is Q—B 3.—C.E.R.

- | | |
|---|------------|
| 10 Castles | 9 B—K B 4! |
| 11 Q—Kt 4 | 10 B × Kt |
| In order to develop his K B. | |
| 12 Q—Kt 3 | 11 P—K B 4 |
| 13 B—B 3 | 12 Kt—Q 2 |
| 14 Kt—R 3 | 13 Kt—B 3 |
| Because Black threatened Kt—R 4.—C.E.R. | |
| 15 B—K 2 | 14 Kt—Kt 5 |

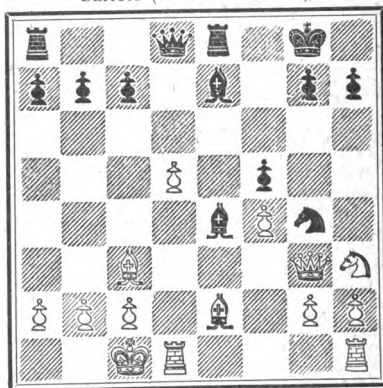
Kt—B 2 here was far preferable.
Kt—Kt 5 would be met by Q × Kt.

15 B—K 2

Position after Black's 15th move:—

B—K 2.

BLACK (MR. PILLSBURY).



WHITE (DR. LASKER).

- | | |
|-------------|--|
| 16 B × Kt | B—K 5, to provide more freedom for the Q, would not do, on account of Kt × B. [But instead of giving up his Q, why should not White play 16 Kt—Kt 5, sacrificing only a Pawn, and obtaining afterwards, if he wished, Bishops on opposite colours?—C.E.R.] |
| 17 B × B P | 16 B—R 5 |
| 18 B—K 6 ch | 17 B × Q |
| 19 P × R | 18 R × B |
| 20 P × B | 19 Q—K sq |
| | 20 B × Kt P |

21 KR—Ksq

If 21 R—R 2, B×Kt; 22 R×B, Q×P; and White has still fewer chances of attack.

21 B×Kt

22 R—Q 7

22 Q—Kt 3

.....This move of the Queen annuls White's attack, and his passed Pawn shortly becomes untenable.

23 P—Kt 3

If 23 R—K 5, then P—KR 3; and if 24 P—B 5, Q×Kt P, &c. [The object of White's 23rd move was to provide a retreat for his K before continuing the attack, but his game is now evidently hopeless.—C.E.R.]

23 R—K sq

24 R—K 5

24 B×P!

This game was played at the rate of 30 moves an hour. The notes, except where otherwise stated, are taken, and likewise the score, from the chess column of the *Augsburg Gazette*.

25 R×B P

On account of Q×R, R—K Kt 5 is useless.

25 Q×Kt P

26 K—Kt 2

Also now if 26 R—K Kt 5, Q×P ch, and wins.

26 P—K R 3

27 R×Q Kt P

27 R—Q B sq

28 B—Q 4

28 Q—Kt 7

29 R×R P

29 R×P.ch

30 K—Kt sq

If 30 K—R 3, R×P ch; 31 K—Kt 4, R×R; 32 B×R, Q—Kt 2 ch, and wins.

30 Q—Q 7

And wins.

GAME No. 1,949.

Played in a match between Messrs. Burn and Bellingham (see March issue, page 106).

Queen's Gambit Declined.

NOTES BY JAS. MASON.

WHITE.

BLACK.

Mr. BURN.

Mr. BELLINGHAM.

1 P—Q 4

1 P—Q 4

2 P—Q B 4

2 P×P

.....The rule is to decline the Gambit, for that the Pawn cannot be held; but falls almost as of course to the first of hostile Bishop.

3 Kt—K B 3

3 P—K 3

4 Kt—B 3

4 P—B 4

5 P—K 3

5 Kt—K B 3

6 B×P

As here, for instance, the theory being that this allows the first player to at once take up a comparatively excellent attacking position.

6 Kt—B 3

7 Castles

7 B—K 2

8 Q—K 2

8 Castles

.....If 8..., P×P; 9 R—Q sq, &c., there be no gain to Black; and he might possibly drift into complications while not yet Castled.

9 R—Q sq

9 Q—B 2

10 B—Q 2

10 B—Q 2

11 Q R—B sq

11 Q R—B sq

12 B—Q 3

12 P×P

13 P×P

Here, and in similar cases, the isolation of the Pawn is a very remote grievance indeed. Meanwhile there is the greater freedom, or facility of attack; a good sort of set-off—before-hand compensation.

13 Q—Q 3

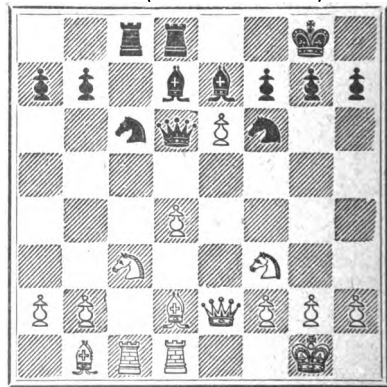
14 B—Kt sq

14 K R—Q sq

Position after Black's 14th move:—

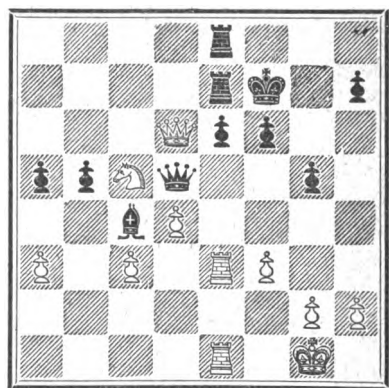
K R—Q sq.

BLACK (MR. BELLINGHAM).



WHITE (MR. BURN).

.....Inferior action of his



THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table :—

			Old Score. (See Oct.)	Old Score. (Suis.)	1533	1534	1535	1536	Oct. Totals.	Sui-mate Tourney Totals.
§ "East Marden"	411	27	3	3	3	3	423	39
† A. C. White	257	21	3	3	3	3	269	33
‡ Chas. Johnston	54	27	3	3	6	3	69	42
† W. H. Thompson	440	30	3	3	6	3	455	45
** C. S. Earle	303	21	3	3	3	3	315	33
†† "Beta"	204	15
†† "Gibson"	183	27	3	3	6	3	198	42
† J. J. O'Hanlon	129	27	3	3	6	3	144	42
† P. L. Osborn	153	27	3	3	6	3	168	42
† R. M. Peake	136	21	3	3	3	3	148	33
† J. D. Tucker	271	10	-2	3	3	3	278	17
** "W.C.D."	Cancelled	...	15	3	3	3	...	9	24
* Capt. G. A. Forde	250	6	3	-2	3	...	254	10
* I. Y. Fullerton	23	21	3	3	3	3	35	33
* J. J. Jones	74	18	3	3	3	3	86	30
"D.C.T."	204	30	3	3	3	3	216	42
A. Baker	78	12	3	3	3	3	90	24
H. S. Brandreth	149	...	-2	3	3	...	153	4
G. H. C.	90	17	3	3	3	...	105	26
"Colonial"	82	18	3	-2	3	3	92	28
T.D.	143	21	-2	3	3	3	150	28
Rev. A. H. L. Hasling	157
A. J. Head	58	12	3	3	3	...	67	21
F. Kent	300	3
Miss V. Helen Macmeikan	35	...	3	3	41	6
J. K. Macmeikan	298
J. M. Malcolm	50	...	3	3	3	-2	57	7
"Selbats"	120	18	3	3	3	...	129	27
G. A. Thomas	24	24	3	3	3	3	36	36
E. E. Westbury	322	16	3	3	6	3	337	31
"K. W."	233	12	3	3	3	3	245	24
G. Woodcock	318	21	3	3	6	3	333	36

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner six times.

We have received correct solution to problem No. 1520 from T.D., but as it came after expiration of the time-limit, no addition can be made to his score.

G. P. Devey has solved No. 1533, but his solution to 1534 will not work.

We have to make two alterations in this month's score. G. Woodcock points out that he sent in both solutions to No. 1531, and D.C.T. does the same respecting No. 1526. Both claims are correct, and three marks are consequently added in the foregoing table in each case.

W. H. Thompson has the heaviest score this month, which makes his fifth rise to the summit.

Mr. Thompson's rise this month completes eight years of "All-in." It was announced in November, 1892 and the first prize awarded for

December scores. The first winner was the late J. S. Russell, and he was followed by "East Marden," who next month will have made seven ascents in just over eight years.

FACTS AND TRIFLES.—The following two-mover has five pure and economical mates. We recalled the position just too late to refer to it last month. We should think five is the maximum, but we should like to hear from correspondents who know of other specimens. By Max Feigl.
 5 Kt kt 1 / K 2 p 4 / 1 Kt 2 P 3 / 4 k p Q 1 / 1 B 3 p 2 / 5 P 2 / 3 P 4 / 5 b 2 /. Mate in two.

The following two problems appear as competitive entries in the *Canterbury Times*, N.Z., of 22nd August last. Motto: "Economy."
 3 Kt 4 / 2 p 3 B 1 / q 3 p 3 / 2 k 5 / 2 Kt 5 / p Q 1 R 4 / K 4 kt 2 / 8 /
 Mate in two. Motto: "Economist."—8 / 8 / 7 K / 8 / 2 k 3 K 1 / 8 / 1
 Q 6 / 8 /. Mate in three. What will the judges say of these problems when they compare them to positions recently published. For instance, see G. Heathcote's prize 2-er in the *Leisure Hour* Tourney (*B.C.M.*, July, 1900, p. 291). As an adaptation "Economy" has its points, but the measure of originality is small. With reference to the 3-er it does not need much discernment to notice that it is a slightly varied arrangement of J. Hanc's problem which we gave in our issue of May last, page 210.

It may be instructive to some of our composing readers to study an alternative position to S. S. Blackburne's two-mover, which took first prize in the lately concluded tourney of the *Otago Witness* (see *B.C.M.*, September, 1900, p. 382). The author says: "The alternative position gives much more freedom; dispenses with the Black Rook and Pawn, and a White Pawn used to stop a cook; and adds piquancy to the mate following 1..., K moves." The author, however, finally decided that these advantages did not compensate for the triple mate which in the under-scored presentment occurs after 1..., B—Kt 7 or R 6. By S. S. Blackburne.
 1 B 3 R 2 / 1 P 3 Kt 2 / B 1 b 2 p Q kt / 8 / R 1 Kt 4 p / 5 k 1 P / 8 / 2 b 1 kt K 2 /. Mate in two.

The *Canterbury Times*, under its enthusiastic and able chess editor, Mr. S. S. Blackburne, has reprinted *in toto* our article on "The Motto and Sealed Envelope System," and Mr. J. Mouat, in the *Otago Witness*, in referring to our remarks concludes by saying: "We yield the point, therefore, in deference to authority—not to conviction that it is of consequence, but because it really is not of any great consequence." At which we are half sorry!

We have unfortunately muddled the mottoes of tourney problems 14, 15, and 16. The motto of No. 14 should be "The flying column," that of No. 15, "La Coqueluche," and that of No. 16 "Chi lo sa." Will our interested readers kindly correct their copies.

The sands of the current year are now fast running out, and we are within easy reckoning of Christmas; this has doubtless led our correspondent A. C. White to treat problem 1534 with a vein of humour. His solution gives: If (after the correct key and author's continuation) P becomes a *White* piece, 2 Q—K B 3 ch, P × Q; 3 P—Kt 3!

In reference to the 292-mover we re-produced last month, we find that O. T. Blathy is the author, and that it was dedicated to G. Reichhelm, and the prize which was offered is for clipping down O. T. Blathy's solution by at least 10 moves. We apologise to both gentlemen for the error we made.

W. H. S. M. writes in reference to this 292-er that the position does not show the possibilities of the game, for it is an impossible one, requiring as it does eight captures to bring White's Pawns where they are, whilst Black has only lost five pieces. Surely the author has much to answer for without this added complaint. The problem is presented as a curiosity, and it is perhaps excusable in the perpetration of such an enormity that he holds in contempt such a breach against the ordinary rules of composition.

The author of tourney problem No. 5, "No violence," writes that a Black Pawn should stand at Q R 2 or at Q Kt 2. We have referred to the original diagram as received by us, and it agrees exactly with the position as printed. The problem is therefore unsound.

Referring to our remarks last month on G. H. Clutsam's two-mover, "Still Waters," entered in the *Leisure Hour* Tourney, the author throws another light upon the inexplicable management of this Competition. He says, 'I find that I *had* myself omitted the Black Bishop on K Kt 8, which is unfortunate, for it is in my copy and was placed there with the intention of preventing the horrible cook. The conductors of the Tourney were so long in notifying me of the fact, and had indeed *forwarded me the prize*, that I was justified in thinking the missing Bishop was a slip in the printing of the problem.' The bungles are almost amusing, and perhaps further developments will transpire. It seems necessary now to resort to a further shifting, but let it be hoped with a better system of sifting.

Will our solvers please note that problem No. 1544 is a two-move *sui* and not a three-mover.

NEW PROBLEM TOURNEYS.—The Netherlands Chess Association have announced the conditions of an International Competition for three-movers. A composer may enter one, two, or three problems. Prizes: 25 guilders (equal to about £2), 15, 10, and 5—with honourable mentions should it be expedient. Problems with joint authorship will be excluded. The problems should have a motto, and be properly diagrammed with full solution, and sent (postage prepaid) to H. D. B. Meijer, Geldersche Kade 37, Amsterdam, Holland. Another envelope, containing the motto, with author's name and address, to be sent (postage prepaid) to Dr. A. van Rhijn, Donkersteeg, Leiden, Holland, with the words 'Problem Tourney' on the envelope. The problems as well as the letters to Dr. van Rhijn, from all parts of the world, should be posted before or on the 1st of January, 1901, up to which date corrections will be received. The postmark to be taken as evidence of date of posting. The mottoes of the competing problems will be published in the number of February, 1901, of the *Tijdschrift van den Nederlandschen Schaakbond* (address: Geldersche Kade 37, Amsterdam). The award will be published in the number of June, 1901, of the *Tijdschrift*. Judges: W. B. H. Meiners and H. J. den Hertog, Amsterdam. At the

General Meeting of the Netherlands Chess Association (in the beginning of August, 1901) the envelopes containing the mottoes and the names of the authors will be opened and the prizes distributed. The judgment will stand up to the date of the meeting by way of probation. Any challenges or remarks thereon must be addressed to H. J. den Hertog, Marnixkade 56, Amsterdam, Holland.

The *Hampstead and Highgate Express* announces a fourth tourney for two-move problems to commence early in January next. Not more than two entries from any competitor, with full solution and motto, will be received. The prizes will be one guinea and some books, as heretofore.

SCHACH PROBLEME (by H. Bauerriss, Ansbach).—The second volume of this capital treatise is published. We refer our readers to the review we gave of the first part in our June issue. The second section deals entirely with three-movers, and is in many respects an admirable work. As in the case of the two-movers, each problem is taken as a separate object lesson and the material points discussed. The method adopted by the author is a good one, and to a composer in his early days of problem construction it cannot fail to be of considerable value. The solver also will learn a deal from the suggestive remarks which are made, since it is a lucid guide showing what may be expected of certain combinations of pieces and inferentially what attempts should be abandoned as futile. 121 three-movers are comprised in the work, 12 being sui-mates. The selection on the whole is good. There are unfortunately about 17 problems given without the authors' names; this to our mind, as we stated before, is a pity. We recognize two or three of these as fairly well-known works by well-known authors. A vast proportion of the problems are naturally by continental composers, but English authors are represented by a few specimens. This fact should make the book all the more welcome to English students, as it gives an interesting insight into foreign methods of construction. Although presented in the German language this should not be a serious reason for its non-reception amongst English readers, as it is not difficult to trace the important points which are being handled, the notation lending much aid.

There are some interesting points to be observed in some of the problems. No. 18 (by Dr. Rohr), for instance, is a clever arrangement of an old 3-er by the late J. G. Campbell. The extra Pawns are justified by the additional variety secured for the more modern version—Compare. By J. G. Campbell. 8/6 B 1/7 Q/2 k 2 P 2/8/P 1 Kt 4 K/8/8/Mate in three. By Dr. Rohr. 6 Q 1/3 p 4/1 B 1 p 2 P 1/3 P 3 P/5 k 2/1 K 6/5 Kt 1 P/8/Mate in three.

The idea of No. 39, by Otto Fus, has been well manipulated; it is one that took our fancy years ago, and was fashioned as below. It was published in the *Leeds Mercury*, 1889. We also give No. 39, by Otto Fus. 3 Kt 3 K/8/1 r 2 Kt R 1 p/1 P 2 k 2 P/2 P 1 p 2 P/8/Q 2 P 4/8/Mate in three. By B.G.L. 4 R 3/Kt 2 k Kt 3/1 P 5 b/2 P 1 r 1 P b/8/4 p 3/Q 7/4 K 3/Mate in three.

Again in No. 89 (marked anonymous) is a re-production of a passing conceit of ours, which we also had printed in the *Leeds Mercury*, 1897.

No. 89. 8 / 3 Kt 2 p 1 / 4 b 3 / 2 K 1 p 3 / 6 p 1 / 1 p 1 k Kt 3 / 1 p 3 Q 2 / 8 / Mate in three. By B.G.L. 8 / 3 Kt 4 / 2 p 3 p 1 / 2 K 2 b p 1 / 4 Kt 1 p 1 / 3 k 4 / 5 Q 2 / Mate in three.

We give the foregoing cases more as instructive exercises in construction than as partaking of the nature of review. In such a collection of problems there is plenty to instruct and interest, and many other instances are full of suggestiveness.

There are several old favourites dotted here and there in the collection, and we notice an amendment of one of the *B.C.M.* old tourney problems in No. 88. It is worth re-producing. By Max Feigl. 8 / B Q p 2 p 2 / 5 P p 1 / 1 P Kt 1 k 1 P 1 / 3 r 3 P / p 3 Kt 2 p / 4 P 2 K / 8 / Mate in three.

There is a nice set of simply constructed problems, and it is rather notable that there are eleven positions in which White has only Q and B (plus in some cases, Pawns).

The Sui-mates are not a brilliant lot, but there are a few smart specimens.

We ought to mention that the price is exceedingly low. A postal order for 2/- would we understand cover the cost and postage of both volumes. We have derived much pleasure from a perusal of the little work, and trust it will meet with the popularity it deserves.

SOLUTIONS AND CRITICISMS.

By J. B. Fisher (p. 318).—Add White King at K R 8. 1 R—Q 4, &c. The author has clearly not made the most of the idea, as will be seen by the problem by T. H. Billington. Solved by J. J. Jones, H. S. Brandreth, R. M. Peake, G. Woodcock, A. C. White.

By T. H. Billington (p. 318).—1 R—B 4, &c. Change the key move and substitute a Kt (at K Kt 3) in place of the White Bishop, and the two problems are strikingly alike. This version is much the superior, but it is not sufficiently original to warrant its prominence in a Tourney. Solved by J. J. Jones, H. S. Brandreth, R. M. Peake, G. Woodcock, A. C. White.

By S. S. Blackburne (p. 382).—1 Q—B 5, &c. Of its class this is a very creditable performance. The key is really good for more than one reason, and the variety well managed and considerable. There are ten mating moves, and this is more than usual seeing that the Black King has a flight square. Economically the problem is a bit weak, but this may be said of most two-movers one comes across now-a-days. The Black Rook in the corner, and the advanced Q R P, an old friend in devices, is awkward, but we can understand a composer in certain Tourneys anxious about duals. See other version by the same composer on another page. Solved by J. J. Jones, H. S. Brandreth, R. M. Peake, J. D. Tucker, G. Woodcock, A. C. White.

By F. A. L. Kuskop (p. 382).—1 R—K Kt 5, &c. A nice and delicate arrangement of a fairly worn idea. No fault can be detected in the construction, and the key and principal variations are ingeniously managed. Solved by J. J. Jones, H. S. Brandreth, R. M. Peake, J. D. Tucker, G. Woodcock, A. C. White.

No. 1533 ("Ab origine").—1 Q—B 6. P—K 6; 2 Q×B, any; 3 Q×P ch, &c.

No. 1534 ("Ecce homo?").—1 B—Kt 2, P becomes B (best); 2 P—Kt 3, B×B; 3 Q—Q B 3 ch, &c.

No. 1535 ("Quid pro quo")—1 Kt—R 7, Kt—Q 4; 2 B×Kt ch, Q×B; 3 Q—K 2 ch, &c. If 1..., B—Kt 5; 2 R—R 3 ch, B×R; 3 Q—Kt 2 ch, &c. If 1..., any other; 2 Kt—Kt 5 ch, Q×Kt; 3 Q—Kt 2 ch, &c. Duals on the Kt moving anywhere but Q 4. Solved also by 1 B×B ch, Q×B; 2 R—R 3 ch, Q×R; 3 Q—Kt 2 ch, &c.

No. 1536 ("Bonjour, Messieurs").—1 Kt—Q 8, B—Kt sq; 2 R—K 5 dbl. ch, K—Q 6; 3 Q—B 2 ch, &c. If 1..., R—R 4; 2 Q×Kt ch, K×R or B×Q; 3 Q—Q 3 or P—B 3 ch accordingly, &c. If 1..., Kt—K 4; 2 Q—B 4 ch, Kt×Q; 3 P—B 3 ch, &c. If 1..., Kt elsewhere; 2 Q—K 6 ch, Kt or R×Q; 3 P—B 3 ch, &c.

PROBLEMS.

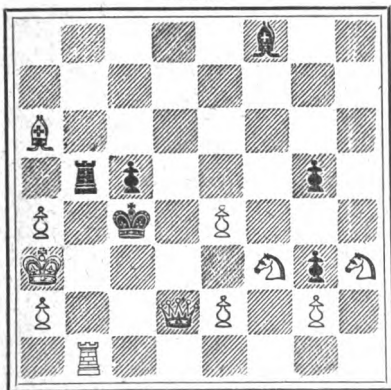
"B. C. M." SUI-MATE TOURNEY.

No. 1549.

Motto: "Arretons-nous ici"

(T. P. No. 17.)

BLACK.



WHITE.

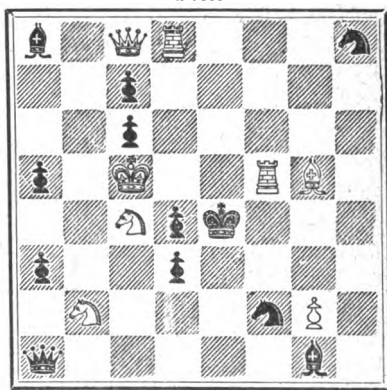
White compels Black to mate in three moves.

No. 1550.

Motto: "To be or not to be."

(T. P. No. 18.)

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WHITE.

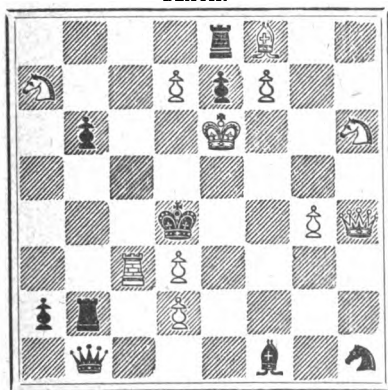
White compels Black to mate in three moves.

No. 1551.

Motto: "As you like it."

(T. P. No. 19)

BLACK.



WHITE.

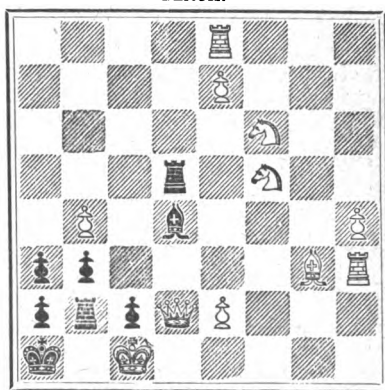
White compels Black to mate in three moves.

No. 1552.

Motto: "Noch nie da."

(T. P. No. 20.)

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WHITE.

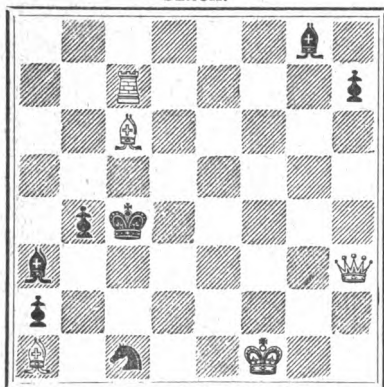
White compels Black to mate in three moves.

PROBLEMS.

No. 1553.

By E. E. WESTBURY,
Birmingham.

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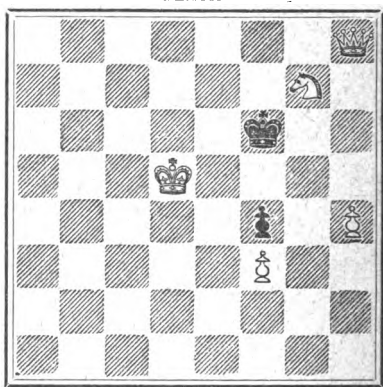
WHITE.

White mates in two moves.

No. 1554.

By W. H. GUNDRY,
Exeter.

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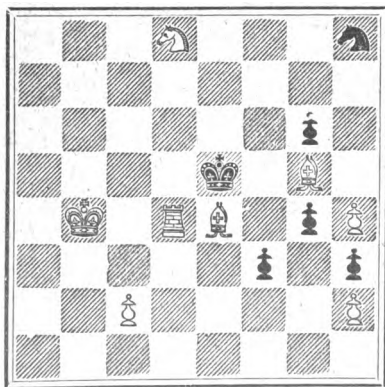
WHITE.

White mates in three moves.

No. 1555.

By Rev. J. JESPERSEN,
Svendberg.

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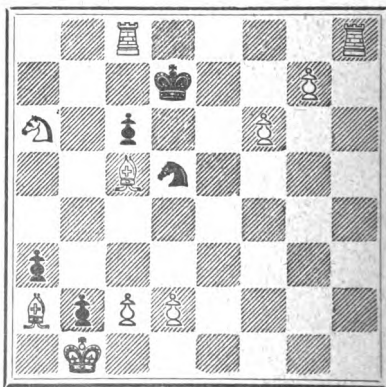
WHITE.

White mates in three moves.

No. 1556.

By FRANK E. PURCHAS,
Brighton.

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WHITE.

White mates in four moves.

BRITISH CHESS MAGAZINE

DECEMBER, 1900.

MODERN DISCOVERIES IN CHESS HISTORY.

WE have just obtained a copy of the *New York Nation* for the 16th August last, which contains a very important letter, eight columns long, by W.F., on "The Origin of Chess."

It is a remarkable coincidence that the letter covers—but in greater detail—the same ground that Mr. Murray covered in his article on "Modern Discoveries in Chess History" in the November *B.C.M.* The coincidence is the more remarkable because Mr. Murray's article was in our hands so long ago as the end of June, and must therefore have been the earlier written, but the publication of it was held over until the conclusion of Mr. Branch's "Sketch of Chess History before the Second Great Revolution." Both papers treat the subject of old Indian chess references on similar lines, and in the main, arrive at similar conclusions.

W. F. commences with a protest against guess-work history, and specially against the assumption that because chess is mentioned in the *Harshacarita* it is to be inferred that it existed by the middle of the sixth century—a view first stated by Macdonell. He shows that a similar train of reasoning would lead the guesser of the future to antedate the existence of many inventions of this century—the telephone or croquet for instance—and to imagine them as known by at least the middle of the eighteenth century. He is not quite consistent here, for his statement "The custom of colouring the squares originated in Spain" (p. 134, col. 1) has also no evidence in its favour, and the evidence of the chess poem at Einsiedeln tells against him.

W.F. is very severe upon unscientific English writers, and particularly upon that school of English writers who adopt "the conjectural style of research" or "reasoning by analogy."

He continues—much on the lines of the *B.C.M.* article—to cite the recent additions to our knowledge of the earliest years of Chess History. His examinations into the questions of date leave nothing to be desired, based as they are throughout on the best expert opinion. To the passages quoted in Mr. Murray's article he adds yet another early Sanskrit reference from the *Vāsavadattā* of Subandhu, who was a contemporary of Bāna. According to Professor Macdonell this work was "probably written quite at the beginning of the seventh century." This passage—to which attention

was first called by Mr. F. W. Thomas in 1898—is “a comparison of frogs leaping up in the fields, during the rainy season, to the chess-men jumping up on the squares of the chess-boards.” A further passage from the *Harshacarita*, quoted by Thomas, is only doubtfully chess. It is strongly figurative, and speaks of a person contracting a frown which darkened the chess-board (*ashtapada*) of his forehead—a simile suggested, according to Thomas, by the furrowed lines of the brow.

W.F.'s conclusions are so clearly put that we quote the paragraph in full:—“To sum up, the most ancient documentary indications of the existence of chess date from about the beginning of the seventh century A.D.; the possibly earliest and certainly least dubious mention of it occurs in a (Persian) biographical romance styled the ‘*Kārnāmāk*.’* The dialect of this tale is Middle-Persian, disguised by the medium in which it is written—a cryptogamic and otherwise bizarre form of orthographic expression known as Pahlavi. Neither the Sanskrit nor any other literature belonging to the native land of chess affords us, as yet, any assuredly earlier evidence of the game's existence. The oldest Arabic utterances relative to chess have been gathered with great diligence by the Arabist Gildemeister, and are published by Van der Linde (‘*Quellenstudien*,’ pp. 6—12). None of them are earlier than the eighth century, and of those cited from that period not one is wholly free from doubt, either in respect to its character or to the exactness of its date. It is needless to say that these three contiguous regions—North-western India, Persia, and Arabia—witnessed the earliest developments of the game.”

The letter concludes with a brief glance at the most recent contributions to our knowledge of Chinese and Japanese chess.


The price of a copy of the *Nation* in England is we believe only eightpence. No one interested in the History of Chess should rest content until he has secured a copy of this valuable contribution to the subject. The correspondence is contained in the issues of May 3rd, June 7th, 14th, August 16th, 13th, and October 4th, but the number referred to above is by far the most important.

CH E S S P L A Y E R S .

The following interesting and amusing article appeared in the *Yorkshire Weekly Post* of October 27th. Judging by the writer's style we have no hesitation in saying that the article is from the pen of a leading Leeds amateur, now engaged at one of the top boards in the Correspondence Match, Northern v. Southern Unions. A chess column, conducted by Mr. Gunsberg, was started in the *Weekly Post* of November 3rd, but we are not at all impressed with the issues that have appeared so far—the publication of chess problems with solutions attached is a very poor compliment to the chess intellect of Yorkshire. If the column is to prove a success and a help to “the many good chess players in Yorkshire,” more attention and space will have to be devoted to local and county chess affairs. But we believe this defect has only to be pointed

* Referred to by Mr. Murray under the title of ‘The romance of Artachshîr i Pâpakân,’ a title given to it by Nöldeke (*B.C.M.* 1900, p. 433).

out to receive attention. The *Post* justly claims to be *the* paper in Yorkshire, and this reputation has been earned by studious attention to local and county matters by a strong local staff; we are, therefore, confident that the editor of the *Post* will not be satisfied unless the chess column in his journal ranks second to none for local information and all other matters appertaining to the game.

N any game, such as cricket or chess, which combines scope for variety with strenuous endeavour of body or mind, the character of the player comes in time to be reflected in his style of play. As is natural, the cricketer or chess player derives his greatest pleasure from that method of play in which he is best fitted to excel. There is, indeed, a curious analogy between the two games, and the following sketches of typical chess players might with trivial alterations be applied to cricketers.

In the stress of modern chess competition, the quality of being able to pile up small advantages to the end of scoring a win is held in higher estimation than it was formerly. This style of play came, of course, from the Germans, whose genius, or at all events whose "capacity for taking pains" might well be expected to bring it to its greatest excellence. As this quality proves to be most successful in Tournament play, it has come to pass that for serious games it has much superseded the merit our chess-playing fathers most admired, that of bold attack and intricate combinations. Morphy may stand as the exemplar of the old style, and Lasker of the new.

Every chess club contains one or more examples of "The Game Winner," who, though he may not tower above his fellows in chess ability, has brought his chess mind to a truer balance, knows what he wants, and can be tenacious as a bulldog, or as shifty as a fox, to attain his object. He is keenly alive to the importance of keeping the draw in hand, and is chary of venturing on bold attacks without being assured that his communications are safe. These virtues, which in greater or lesser degree distinguish all game winners, from Emmanuel Lasker down to the champion of a village club, are dear to the heart of the club captain, and produce good figures when the scores are tabulated at the season's end.

Far different are the methods of "The Brilliant Player," whose admirers maintain that he has more real chess in him than any other member of the club. At the same time, they must admit that his score is often disappointing, for though he may pulverise the strongest opponent, he is quite as capable of losing to a weak one. In his match games, the critical positions he creates are often set up by the excited spectators on another board and keenly discussed, with much running to and fro to note the progress of the real battle. In practice, he is generally to be found with a piece to the bad, but always with a fierce attack on the adverse King. Naturally, he favours the more dashing gambits, but as in modern match play nobody will accept them, he is compelled to display his ingenuity in breaking through in a close game. He lives, however, in fervent hope that another Capt. Evans will arise and demolish the French Defence.

Another well-known type is "The Plodder." Most teams contain at least one example of him, and a useful and reliable man he is. He is often a man of mature age, who began plodding at the chess-board many years

ago, and plays no better now than he did in his youth. Or he may be a young man whose nature is averse to risks, and contains more set purpose than imagination. The typical plodder was never known to sacrifice a piece (intentionally) unless he descried a "mate in one" looming in the immediate foreground. Nothing delights him more than to win a Pawn in the early middle game. He then, as it were, "locks the door," and remains on the defensive, with a watchful eye for more Pawns. In contrast again to the brilliant player, whose timing clock often wags merrily when it is his opponent's turn to move, he attends shrewdly to that little monitor, and generally manages to get his moves within the hour with a minute to spare. His games generally extend to 50 or 60 moves, and it was a well-known plodder who remarked to Steinitz (who had played simultaneously ten members of the Leeds Club), "I congratulate myself, Mr. Steinitz, on having played the longest game with you." "Yes," said Steinitz (whose manners even thirty years ago were not too complaisant), "it was the longest game, and it was also the worst played game." The plodder we have always with us, and his sturdy race will never die out. His patient, pottering play is often rewarded by a draw, or an unfinished game, which is passed into the hands of an expert for adjudication, who sometimes discovers a win for our friend by a line of play which he would never have dreamed of himself in his most exalted moments.

A fair knowledge of the "books," the wisdom of all the best masters and analysts, is of great use to all chess players, but it should supplement, not supplant, natural ingenuity. The player who relies mainly on his theoretical knowledge of the openings is apt to be disconcerted by moves not provided for in the books, which throw him suddenly upon his own resources. "The Book Player" of the club is generally a young and intelligent man, whose mental pabulum, since the chess microbe entered his brain, has consisted almost entirely of chess literature. He will show you the latest defence to the Ruy Lopez, or the most fashionable mode of conducting Max Lange's attack, and if Lasker recommends a move he firmly believes that move to be the best, not only for players of Lasker's class, but for himself and everybody else. He is of a lively and genial disposition, and goes home looking the picture of happiness after having beaten a friend who played an unsound variation. Most fine players have passed through this stage of slavish adoration of authority.

In sharp contrast to the booky player is the individual who may be termed "The Surpriser." He knows nothing about the books—he openly derides them; and in his play flies outrageously in the venerable faces of the "principles." He has what is called "a quick sight of the board," and a good natural grasp of a position, qualities which, if joined to a little caution and an elementary respect for theory, would make a strong player. He makes preposterous moves, with such promptness and such an air of confidence that his opponent is often startled into making an ill-considered reply. His peculiar gifts are of course best adapted for play of the "skittling" variety, but if called on to fill a place in a match team, he may just as well play at one of the top boards, as his chance of success there is about the same as with a weaker player. In any case, his game will be the first finished, and he will go his way quite unconcerned at the result.

Every member of a chess club knows the player whose skill is mainly devoted to the setting of traps for his opponent. Of course, all strong players offer baits and devise traps, but incidentally, and not to the detriment of their position, while "The Trappy Player" has a tendency to make them the principal feature of his game. Some players of this stamp use other arts which can scarcely be considered legitimate, and will feign a sudden interest in one quarter of the board to try to draw attention from the seat of danger. Or the trappy one will endeavour to distract your thoughts by jocular remarks, and on occasion will burst forth into song to lull suspicions. Indeed he has been known to go the length of emitting despairing groans to give the impression that he has made a blunder, and only to throw off the mask of misery when the bait is taken.

Nearly all fine players who contend mostly with weaker opponents, fall into this trappy habit. The masters who give exhibitions of simultaneous play are often adepts at this sort of deceit. Of Blackburne, it is told that contending with a number of players he had a piece *en prise* on one of the boards, which piece, however, could not be taken without leaving open a mate or two. To leave the piece for capture might arouse suspicion, so he moved the piece attacked, but moved it illegally, paying the penalty of replacing it and moving the King instead. The local player was thus thrown off his guard, and gleefully made the capture, experiencing no doubt a "revulsion of feelings" on being promptly mated.

To possess a good specimen of "The Looker On" is, without doubt, an advantage to a chess club. He is sometimes a good player, with a lazy brain which prompts him to shirk a battle on his own account. He looks on very well indeed, quite Pawn and move stronger than he plays. He takes as much interest in your game as you do yourself, though he cynically rejoices to point out how you missed an elegant mate in three, when you are pluming yourself on what you think a clever win. Men there are who have been known as successful lookers on for half a lifetime, but who no one has ever seen actually playing the game; but these belong rather to the oddities than to the types of chess players. Altogether the influence of a good looker on is a distinct benefit to the club, acting as a tonic to the strong players, and with an educational effect on the beginners.

Other types may be briefly noticed—"The Finniking Man," who insists that the pieces must be of regular pattern, and each in the exact centre of its square. A bad light, a draughty position, an organ grinder outside, or any other unæsthetic circumstance, is certain to cause him to lose a "dead won game," therefore against such evils he is in a state of continual protest. Many players contract habits which, though neither illegal nor positively offensive, are yet disturbing to a nervous opponent. To singing and whistling the clubman soon grows callous, but the hovering with the hand above the piece to be moved, and the pointing with the finger to various squares, are condemned as "bad form," and are, as old George Walker said, "abominable habits." The bad loser, in the sense of showing resentment on being beaten, is almost non-existent; clubland is not the place and chess is not the game for such as he. As for the man who "had the better game," or who insists on showing how he ought to have won; alas, his name is legion, but if he must be condemned "how few of us should see salvation?"

There, are of course, many other types, and many variations of those here sketched, and these will be found just as long as chess clubs and human nature continue in their present vein. The observations of peculiarities of players' temperaments (unconsciously shown because of the absorbing nature of the game) is the lighter side of a pastime which is usually, and wrongly, supposed to be one of merely dry intellectual effort.

B.C.M. END-GAME TOURNEY.

Authors' Solutions of End-games B.C.M. Tourney.

"Fama crescit eundo."—1 K—K 3, B × P (if P × P; 2 K—Q 2, and 3 K—B sq); 2 B × B, P—R 5 (if P × B; 3 K—Q 2, &c.); 3 K—Q 2, P—R 4; 4 P—B 3 (if K—B sq, P—Q 7 ch, and draws), P—Q 5; 5 B × R ch, K × B; 6 Kt—B 4 ch, K—R 8; 7 K—Q sq! (if 7 K—B sq, P × B, and draws), P—R 6 [or (A), (B)]; 8 K—B sq, P—Q 7 ch (if P—R 5; 9 B × R P); 9 Kt × P, P—R 5; 10 B × P, and wins. (A) 7..., P—Q 7; 8 K × P, P—Q 6; 9 K—B sq, P—R 6; 10 Kt—Q 2, P—R 5; 11 B—Kt 3, and wins. (B) 7..., P × B ch; 8 K—B sq, P—Q 6 (if P—R 6; 9 Kt × P); 9 Kt—Q 2 and wins.

"Vino pellite curas."—1 Kt—Kt 6, P × Kt ch (if P—B 3; 2 B—B 3, P—K 4; 3 Kt (Kt 6)—B 4, P—K 5; 4 Kt (B 4) × P, P—K 6; 5 Kt mates); 2 K—B 6, P—Kt 4; 3 K—Kt 6, P—Kt 5; 4 K—R 5, P—Kt 6; 5 B—B 3, P—K 4; 6 K—R 4, P—K 5; 7 K × P, P—K 6; 8 B × R, mate. [There is, however, another shorter solution thus: 1 B—B 3, P—K 4 or (A); 2 Kt × P, P—K 5; 3 Kt—Kt 5, P—K 6; 4 Kt—Kt 3 ch, K—Kt 8; 5 Kt × P, mate. (A) 1..., P—B 3; 2 Kt—Kt 6, P—K 4; 3 Kt (Kt 6)—B 5, P—K 5; 4 Kt (B 5) × P, P—K 6; 5 Kt mates. This is not only shorter, but neater, than the author's, and it is a pity he did not see it.—C.E.R.]

"Gwyn" (No. 1).—1 R × P, K × R (if K K sq; 2 Q—Q 3, and wins. Or if 1..., Q—Q Kt sq; 2 R—Q 7 ch, K—K sq; 3 R × K Kt P, and wins); 1 Q—Q 3 ch, K—B 2; 3 Q—Q 7 ch, K—Kt sq; 4 P—K 7, and wins.

"Gwyn" (No. 2).—Black, 1 Kt—B 6 ch, K—R sq; 2 R × P, B—B 4 (if K × R; 3 Q—Kt 3 ch, and wins); 3 R × P ch, B × R; 4 Q—R 4, and wins.

"Fertig."—1 B—Kt 7 (necessary to prevent the R from attacking the K B, for now if R—Kt 7 or Kt 2; 2 B × R), R—Q 7; 2 K—K 5 dis. ch, R—Kt 7; 3 K—B 4, P—R 6; 4 K—B 3, R—Kt 7; 5 B—K 4, R—K Kt 7; 6 B—K 3, any; 7 mates in two moves. [We have shortened and corrected the author's solution, which was wrong. He has also omitted two important variations for Black, which we now give. The first is: 1..., R × P; 2 K—K 5 dis. ch, R—Kt 7; 3 K—B 5, P—R 6; 4 K—B 4, P—R 7; 5 K—B 3, P—R 8 (Q); 6 B × Q, R—Q 7; 7 B—Q 4!, R—K Kt 8; 7 B—K 4, and wins. The other is: 1..., P—R 6; 2 K—K 4, R—

Kt 7 (if R—Kt 5 ch ; 3 K—B 3, or if 2..., R—K 7 ch ; 3 K—B 4 dis. ch, R—Kt 7 ; 4 K—B 3, and wins) ; 3 B × R, P × B ; 4 K—Q 3 dis. ch, K—Kt 8 ; 5 K—B 2, and wins. Again, if 1..., P—R 6 ; 2 K—K 4, R—K B 7 ; 3 B × R, K—Kt 7 ; 4 K—K 3 dis. ch, K—B 8 ; 5 B—Kt 3, K—Kt 8 ; 6 B × P ch, and wins.—C.E.R.]

“Defer not, delays are dangerous.”—1 R—R sq, Q—B 2 (if P × R (Q) ; 2 Q—Kt 7, and wins). We need go no further, for unfortunately this pretty idea is spoiled by 2..., Q (R 8)—K B 8 ch ; 3 Kt—Kt 3 (if K × Q, then Q—Kt 4 ch, &c.), Q—B 2 ch ; 4 Q × Q, Q—R 6 ch ; 5 K—B 4, Q—R 7 ch, and wins.

“The artful dodger.”—1 B—B 3, K × B ; 2 P—R 7, P—R 8 (Q) ; 3 P—R 8 (B) ch (if he makes a Q, then K—Q 7 and draws), K moves ; 4 B × Q, and wins.

“By indirections find directions out.”—1 P—K 4, Q—Q 7 ch (if P × P dis. ch, then 2 Kt—B 5 dis. ch, and wins the Q) ; 2 K—R 6, Q—K 7 ch or (A) (if P × P, again Kt—B 5 dis. ch wins the Q) ; 3 K × P, P × P (best) ; 4 B—Kt 7, Q—R 7 or Q 8 (if Q—B 8 ; then still B—B 8) ; 5 B—B 8, Q × P ch ; 6 Kt—R 5 dble. ch, K—Kt 4 ; 7 B—B 6 ch, K × Kt ; 8 B × Q, and wins. (A) 2..., Q—Q 6 ch ; 3 K × P, P × P (best) ; 4 Kt × P (White cannot win here by 4 B—K 7, as in the mainplay, because of Black replies Q—Q R 6 or Q—Kt 8 ; but now, whatever Black does, he must lose his Q or be mated).

B.C.M. End-game Solution Tourney.

“Fama crescit eundo.”—We have discovered a shorter solution to this position. After the author's moves, 1 K—K 3, B × P ; 2 B × B, P—R 5 ; instead of 3 K—Q 2, play 3 K × P, P—R 4 ; 4 Kt—Kt 5, P—R 6 ; 5 K—Q 2, P—R 5 ; 6 B—K 5, P—Q 5 ; 7 Kt × Q P, R × B ch (if any other, 8 Kt—Kt 3 mate) ; 8 Kt × R ch, K—Kt 8 ; 9 Kt × P, mate. “Tola” has failed to solve this end-game, but he has sent a correct solution of “Cæsarea” ; and of “Vino pellite curas” two, both original, and the following the shortest : 1 K—B 4, P—B 4 ; 2 K—Q 3, P—B 5 ch ; 3 K—K 2, P—B 6 ; 4 B × P, P—K 4 ; 5 K—Q sq, P—K 5 ; 6 K—B sq, P—K 6 ; 7 Kt mates. Also of Gwyn No. 1, and two of No. 2, correcting the misprints himself. Also an original one of “Fertig” (though longer than the author's), which runs thus : 1 K—B 4, P—R 6 ; 2 B—K 5, K—Kt 8 ; 3 B × R, K × B ; 4 B × P, K × B ; 5 K—Kt 3 or 4, K—Kt 6 ; 6 K × P, K—B 5 ; 7 K—Kt 4, K—K 4 ; 8 K—B 5, K—K 3 ; 9 K—B 6, K—K 2 ; 10 K—B 7, and wins. His solutions of the remaining three are right, and he notices the flaw which we have mentioned in “Defer not,” &c., but we specially commend his full and accurate solution of the difficult final position in the October number. “Kiddall” is wrong in “Fama crescit eundo,” for if 1..., P × P ; 2 B need not take P, but K goes to Q 2 at once. And if 1..., B × P ; 2 B × B, P does not retake, as “Kiddall” gives, but Black plays P—R 5. In “Vino pellite curas” he is wrong

again, and apparently must have left out the B P at R 6. In "Gwyn" No. 1 he has been evidently misled by the misprint. In "Gwyn" No. 2 he gives the alternative solution rightly, but not the author's. The same remark applies to his solution (the cook) of "Fertig." In "Defer not" &c., he adopts 1 Q—K R sq. His defences, however, will not work, and the only available one seems to be 1... Q—Kt 5; whereupon, if 2 Q—R 6, Q—K 5 ch; 3 K—R 2 (best), P—Kt 6 ch; and now if 4 P × P, Q—K 7 ch; 5 K—R 3, Q—K 3 ch; 6 K moves, Q—B 2. Or if 4 K × P, R—Kt sq ch; 5 Kt × R, Q—Kt 3 ch, and wins. In "The artful dodger" solution, "Kiddall" is not quite artful enough, for he fails to see that in his variation White must make a Bishop instead of a Queen, or stalemate will ensue. His treatment of the last end-game in the October number is quite accurate as far as it goes, but it does not deal with the mainplay where the important move B—Kt 7 comes in.

Charles Jones is wrong in "Fama crescit eundo," and in "Gwyn" No. 2 mainplay, but right in the variations. In "Gwyn" No. 1 he has been deceived by the misprint. He is wrong also in the "Artful dodger," and in "By indirections," &c., but right in the two cooks of "Vino pellite curas," in "Cæsarea," and in the demolition of "Fertig." In "Defer not, delays are dangerous," he proposes a solution by 1 Q—B 5, and tries to prove that the defences 1... Q—Kt 5; or P—Kt 8 (Q) will not do. There are other defences equally useless, and the only one appears to be 1... P—Kt 8 (Q); combined with 2... Q—R 3; to which we will refer presently.

"W.H.S.M." fails to appreciate any difficulty in "Fama crescit eundo," and gives only initial moves and remarks. Of "Vino pellite curas" he presents three correct solutions, and he solves correctly "Gwyn" No. 1 and "Gwyn" No. 2. In "Fertig" he mentions the cook correctly. He is wrong in the "The artful dodger," and in "Defer not," &c., but in "By indirections," &c., he suggests an original solution by 1 P × P, which even if sound, does not appear to be quite so decisive as the author's, nor is it so subtle.

"T.D." fails in "Fama crescit eundo" by 7 K—B sq, instead of K × Q sq, a very natural error, and is wrong also in "The artful dodger"; but right in "Vino pellite curas," and in "Fertig" (the cook). His solution of "Gwyn" No. 2 is imperfect.

J. D. Tucker is wrong in "Fama," &c., in "Gwyn" No. 2, in "Fertig," and in "Artful dodger"; but correct in one variation of "Vino pellite curas." J. H. Garratt has rightly solved "Cæsarea," "Vino pellite curas" in two ways, and "Fertig," but the rest are wrong. J. Y. Fullerton is correct in "Vino pellite curas" (two solutions), "Fama crescit eundo," "Gwyn" No. 2, "Fertig" (the cook), and in a very full solution of "By indirections" &c. In "Defer not," &c., his beginning is right, but not the continuation, and in the others he is wrong. We beg to assure him that our verdict about his solutions of "Advancement" and "Es:ulna" was quite correct, but have no space to demonstrate.

G. A. Thomas solves "Cæsarea" accurately, and "Fama crescit eundo," the latter very completely. He sends three correct solutions of "Vino pellite curas," one of "Gwyn" No. 2, and one of "Fertig." In the "Artful dodger," like other competitors, he fails to see the use of the B at Q 3.

because of their mutual error in making a Q for White instead of a B, the latter being the "dodge" signified in the title. In "Defer not," &c., he adopts the 1 Q—B 5 attack, and gives no less than thirty variations, all tending to prove that that mode of play wins. It seems only a pity that so much time, trouble, and ingenuity should be spent on an unsound position. In the last October end-game he plays 1 P × P instead of 1 P—K 4, but does not give Black the best moves, which we think are: 1..., Q—Q 7 ch; 2 K—R 6, Q—Kt 5 threatening mate, and the result is not so decisive for White as by the author's 1 P—K 4.

"Heather" has given an original and correct solution of "Fama," &c., though he might have shortened and simplified it by 5 K—Q 2, and 6 B—K 5, &c. Two solutions of "Vino pellite curas," and one of "Gwyn" No. 2 are placed to his credit. "Fertig" is solved by him both by 1 K—B 4 and 1 B—Kt 7, but in note (A) of the latter there is a regrettable flaw, for Black can play 6..., R—Q 7; and there is then no win for White. The error was in playing 5 B—K 4, which arose from White's needing to lose a move, but this must be done by 3 K—B 5 and 4 K—B 4. He does not solve the "Artful dodger," but only shows how it can be done without the B at Q 3. Other competitors offer the same remark, but they fail to see that the purpose of the B there is to prevent White's making a Queen. In "Defer not," &c., "Heather" deserves great credit for the discovery of an apparently valid defence to the 1 Q—B 5 attack. It runs thus: 1..., P Queens; 2 Q × Q, Q—R 3 !; 3 Q—B 5, R—K B sq; 4 Kt × P, Kt—Kt 4, &c. (but Kt—B sq seems even better). As, however, the position is already disabled for a prize, any discussion about it can be only academic. "Heather's" solution of "By indirections," &c., is rather confused, and as he does not always give Black the best moves, and misses the author's method, we must pronounce it indecisive.

"Tola," with ten points, would again have taken the monthly prize, but he now informs us that his solutions were not intended for competition. G. A. Thomas therefore, who scored nine, is the prize winner this month.

TELEPATHY.

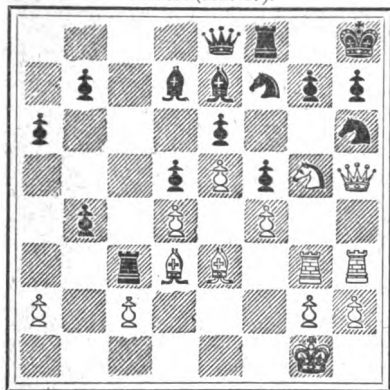
Unlike the force ruling the planetary way,
That tames with distance and is cooled with space,
This stronger grows; 'twill link and interlace
Terrestrial and divine in blending sway,
Its thread still draws us, tho' we fain would stay,
Yet onward pass; perchance we yet may trace,
Behind the impulse urging all our race,
The hand that moves the puppets in the play!

Death narrows not the range, nor ends the strife
Day ends not with the dark; beyond, the dawn
Unfolds and kindles newer power, rife
With influence; ampler though far withdrawn;
As when upon the chequered field of Life,
The occult hand of Fate hath Queened a Pawn!

GAME-ENDING.

The following game-ending occurred at the Brooklyn Chess Club, New York. Mr. Souweine conceded the odds of a Knight. The way in which White brings the game to a conclusion is very interesting.

BLACK (MR. S.).



WHITE (MR. SOUWEINE).

White to play continued—

Kt × R's P Kt—Q sq

.....Of course, if K × Kt, mate in two follows. Black here was perfectly willing to give up the "exchange," providing (as he thought) he could force the exchange of Queens.

Q × Kt !! P × Q
R × P Kt—B 2

.....Is there anything better?

R (R 6)—R 3, and wins.

The following curious variation is likely: if Kt—Kt 4, Kt × Kt dis. ch; K moves, Kt—B 7 ch; K × Kt, R—R 7 mate.

CORRESPONDENCE.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

I am sorry that in my short review of Herr Bachmann's *Schach Jahrbuch*, in your November number, I should have failed to recollect what I stated in my notice of his previous volume in the number for April last, namely, that in that volume he gave a large selection of games from the London Tournament. Of course this was a very sufficient reason for his giving no more in the last volume, and I regret that the fact was not retained in my memory, and that thereby I appeared to have done Herr Bachmann an injustice.

Yours truly,

THE REVIEWER.

MODERN DISCOVERIES IN CHESS HISTORY.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

I have read Mr. Murray's article on recent discoveries *re* early chess, several details of which are new to me, with the interest which I should be expected to feel in the subject. The article was evidently written before the concluding portion of my series saw the light, and in which I mentioned that I had ceased to believe in the probability of Dr. Forbes' theory *re* Chaturanga, or Chaturaji, being correct. But the

latest researches seem to show more than ever that Dr. Forbes was correct in giving to the game of chess a greater antiquity in India, Persia, Arabia, and Spain (and, by inference, in Europe, generally) than—a few years later—Dr. V. d. Linde thought probable. And some things, for want of clear evidence, remain matters of opinion. As to the ultimate origin of chess, I see nothing in the most modern discoveries to change—but rather to confirm—the view with which I began, that “the origin of chess is buried in the mists of antiquity,” but that the game almost certainly originated in India, and earlier than 500 A.D. In referring to “the first revolution” I had in mind not only the possibility of the Chaturaji theory being correct, but also the knowledge that there must have been a great change in the game between its invention and its spread into Persia and Arabia. If the change was only the abolition of the chance element it was a revolution—quite as important as that of 1500, or more so, for the game was just as much “chess” in 1400 as it is now. But there were probably changes in the powers of some of the pieces as well.

One statement in Mr. Murray's article I decidedly object to—that the critics of Dr. Linde quoted by myself showed prejudice against him because he was a Dutchman, and defended Dr. Forbes simply because he was an Englishman. My interests in chess are quite cosmopolitan, and so, I believe, were those of the late Rev. W. Wayte, Mr. Swinton, and the writer of some articles in the French *La Strategie*. It is true the French writer does not refer to Dr. Forbes, but he had read Linde, and disagrees with him entirely as to antiquity of chess in various European countries—expressing, in fact, Forbes's views on those points. But I have not been so bound to Dr. Forbes's “History” as Mr. Murray supposes. As I said in my first chapter, I found it a disappointing and very incomplete work, and I have consulted many others. I cannot read German, but have a general knowledge of the contents of Linde's works through other writers. As to the letters of Nicephorus and Hārūn—of interest as bearing on the question of a general knowledge of chess in Eastern Europe before the close of the eighth century—Gibbon, most sceptical of historians, accepts them, with the chess, as being genuine. But they are not necessary for a belief in the existence of chess in Eastern Europe by 800. As to chess in Russia, it is difficult to prove a negative, and I should want some very strong evidence to convince me that the game was not known in Muscovy by or before the time of Tamerlane.

Mr. Murray remarks that V. d. Lasa's History of Chess is the best for the ordinary reader. But there is no English translation, and he forgets that at least 99 per cent. of English-speaking chess players cannot read German. It was because of the absence of any work in English dealing with the changes—of all periods—in the game before it became fixed as now, that I attempted to sketch what was known or reasonably conjectured. I have not written for students of chess history—who in this country could probably be counted on one's fingers—but for ordinary players and problemists. Two years ago nine-tenths of these knew nothing of the subject, beyond the fact that chess was a very old game. Possibly now, through the *B.C.M.*, and newspaper extracts therefrom, the proportions may be somewhat different.

W. S. BRANCH.



TO OUR SUBSCRIBERS.

The Subscription for volume XXI., which begins with the next issue, is now due, and Subscribers will assist the Editor by remitting the amount—**EIGHT SHILLINGS**—not later than December 15th. Postal Orders to be *crossed* "& Co."—*The numbers of the orders should be kept for reference!* Cheques to be made payable to *British Chess Magazine*. All communications to be addressed: Editor, *British Chess Magazine*, 38, Park Cross Street, Leeds.

For the convenience of our American subscribers we have decided to accept \$2 in U. S. notes, in payment of one year's subscription. American exchanges will greatly oblige by giving publicity to this information.

We have not been able to give much foreign news lately, owing to the pressure of other matter. There are, however, some items which it may not be too late to notice.

We are extremely glad to hear that M. Schiffers has quite recovered from his sad illness.

A collection of the late R. Charousek's games has been edited by his countryman G. Maróczy, and will be published a little before Christmas at the office of the *Field*.

At the Manhattan Club, New York, a Two-round Tourney is being played, in which the strongest American players, except Pillsbury, such as Baird, Hodges, Hymes, Lipschütz, and Showalter are taking part.

Herr Mieses has been lately again on the war path in Holland and Sweden, doing battle in blindfold and simultaneous play at the Hague, Leyden, Amsterdam, Haarlem, Gothenburg, Stockholm, Upsala, &c., with his accustomed success.

An eight-paged monthly Chess Magazine is now being published in Switzerland as the organ of the Swiss Chess Association, and is to be devoted chiefly to the interests of the game in that country. It is edited by Herren Bachmann and Pestalozzi of Zurich, and Dr. Schaud of Schaffhausen.

Newcastle Weekly Chronicle Silver Knight Trophy.—The entries for this competition, play in the first round of which is to be completed by December 22nd, has attracted no less than 128 competitors, who have been handicapped in five classes. The odds range from Pawn and move to Rook.

Southern Counties Chess Union Championship.—A match in this competition was played on Saturday, November 24th, at the City of London Chess Club, between teams of 16 a-side representing Kent and Hampshire. The first named county won by 7 points (including one game by forfeit) to 2, with 7 draws.

There has been great activity recently at the Amateurs Club, St. Petersburg; besides three tourneys among the strongest players such as Tchigorin, Schiffers, Zybine, and others, there have been five handicap tourneys, and also matches and consultation games. It is a great pleasure to hear that M. Schiffers is again able to play chess as before.

On October 15th, the *Berlin Schachgesellschaft* inaugurated its winter season in an exceptional manner. All the Berlin clubs were invited, and over 100 players assembled. Herr Bierbach, the president, gave an address of welcome, and then there was a tombola tourney in which ladies took part, simultaneous play, a problem solving contest, &c. Herr Hochstadt gained the prize for the greatest number of games (36) won in the evening by very rapid play, and altogether a most enjoyable time was spent.

Wiltshire Chess Association. — The annual meeting was held at Trowbridge on October 31st. The officers were elected as follows: president, Mr. C. J. Woodrow (Salisbury); treasurer, Mr. A. Watson (Salisbury) re-elected; secretary, Mr. A. Schomberg (Devizes) re-elected. The County Cup was presented to Swindon, the County Medal (for second teams) also to Swindon, and the County Players' Trophy to Rev. J. F. Welsh (Warminster). A balance in hand of £10 was announced.

At a meeting of the Cowes Chess Club, held October 31st, Mr. S. D. Caws in the chair, Mr. Godfrey Baring, J.P., was re-elected president, and Mr. P. Hatchard kindly undertook the duties of secretary and treasurer. Mr. S. D. Caws was elected captain. Wednesday was again selected as the day of meeting, and the subscription fixed at 5/-, except in the case of families, when two of the number would pay 5/- each, and the remainder 2/6 each. The committee hope that ladies and gentlemen interested in chess will come forward and help to improve the position of the organization. Any information will be gladly furnished by the secretary, Mr. P. Hatchard, No. 1, The Parade, Cowes, I.O.W.

Staffordshire Chess Association.—The annual meeting was held at Stafford, on October 27th, Mr. P. Thomas presiding. The third annual report was read by the secretary. In the Inter-county Competition the County lost to Salop by $5\frac{1}{2}$ to $6\frac{1}{2}$. In the match against Cheshire, Staffordshire was successful by 17 to 6. The North and South of Staffordshire match was played at Stafford, on December 14th, when the South won by 11 to 4. For the Staffordshire Cup twelve clubs entered, Wolverhampton coming out victors in the final against Hanley. The balance sheet showed a surplus of £3 19s. 5d. Sir A. Hickman, M.P., was elected president. The secretary declined re-election, but at first meeting of the committee Mr. H. Siddons, Springfield House, Wallsall, accepted the office, and at the first Northern committee Mr. F. Balt, Hanley, was elected acting secretary for Northern division.

After the Munich Tourney, many of the Masters went to Vienna, and gave simultaneous exhibitions of their skill. Herr Lasker, for instance, played blindfold five games of chess, simultaneously with one of Tarot, a Hungarian card game, winning four at chess and drawing the other. We give the five games in our present issue. M. Janowski also played 15 simultaneous games at Vienna with strong opponents, winning ten, losing four, and drawing one. Messrs. Lasker, Maróczy, and Marco then made a trip into Hungary, and at Szegedin, Grosswardein, &c., astonished the natives with their simultaneous and blindfold exhibitions. At one place near Buda-Pesth, called Nagy Teteni, they found a people all of whom played chess, even the peasants. The two first-named masters have since been taking a chess tour through other parts of Europe with great success, and are now in England. In simultaneous play they have adopted the novel plan of one following the other round the tables, so that every opponent encounters each of them alternately; which ought, we think, to yield some advantage to their opponents, unless one master follows the other too quickly.

Surrey Chess Association.—We have much pleasure in announcing that Captain Beaumont, the president of the Surrey County Chess Association, has very kindly decided to entertain the members at the Crystal Palace, on Saturday, January 5th, 1901, to commemorate the beginning of the new century. The members of the County Association number about 300, and as Captain Beaumont intends issuing some invitations to ladies, some idea of the large number of guests he expects may readily be gathered. The following are items from the programme:—

3-0 p.m., Reception by the President (Captain Beaumont) and Mrs. Beaumont. 4-0 p.m., Rapid Transit Tournament. 5-30 p.m., blindfold play by Mr. Blackburne, blindfold play by Mr. Curnock, simultaneous play Mr. Hoffer, and a Problem Solving Competition (under the direction of Mr. B. G. Laws and Mr. E. Henderson), to be followed at 7-30 p.m. by a Smoking Concert. Mrs. Beaumont has promised some prizes for the rapid transit and problem solving competition.

A working committee (consisting of Messrs. Moore, Ward, Plummer, Henderson, and Baxter) has been formed to carry out the details. The secretaries of all the Surrey clubs will be asked to act as stewards.

NORTHERN COUNTIES CHESS UNION.—The following counties have entered the Competition for the handsome Challenge Trophy presented by Mr. A. E. Moore, of Manchester—Lancashire, Yorkshire, Cheshire, and Cumberland. The secretary of the Newcastle Club reports that the county of Northumberland will not be able to take part in the competition this year, but he wishes the undertaking every success, and perhaps by the time the second annual competition is being arranged a county team may be raised—at present the distance to be travelled appears to be the greatest drawback. Even more hopeful prospects are reported from Durham. At the present time an effort is being made to form a Durham Chess League of 12 clubs, and granted the success of this movement it will be easy to organise a county team, especially as there is already in existence an Association of clubs on Tees-Side, including the clubs of Middlesboro' and Saltburn. Lincolnshire will not be able to join in the fray this time, but there is every probability that before another season comes round efforts will be made to found a County Chess Association and raise a team to compete. Westmorland chess organisation for county purposes is practically *non est*.

LONDON CHESS.—Chief interest is at present centred on London Chess League matches, but during the past month several interesting encounters have occurred outside that Competition.

The Ladies have been very busy. On the 30th October, a team of 20 "fair ladies" contested a match against a mixed team of the City Club. For the first two hours the Ladies held their own gallantly, the score being 2 all, but in the end the Ladies lost by 12 to 8. The rooms of the club will be *en fete* on December 1st, when Dr. E. Lasker and Herr Maróczy will visit the club and give an exhibition of their skill as simultaneous players.

On the 8th November an interesting match—15 a-side—took place between the Metropolitan and Athenæum, the former winning by 11 to 4.

On the 8th November, Dr. E. Lasker and Herr Maróczy gave a novel exhibition of simultaneous chess at the South Place Institute, Finsbury. Each master moves alternately on each board, but without consulting each other. On this occasion they were opposed by 50 players, with the result that the dual players scored 43 wins and 5 draws, with only 2 losses. On the 15th, they repeated their performance, being opposed on this occasion by 41 players, the final score being dual players 36 wins, 4 draws, and 1 loss.

On the 21st November, a very remarkable simultaneous performance was given by Dr. E. Lasker at the City Club. As originally arranged Dr. Lasker undertook to play 25 games, and Herr Maróczy 25, but the latter was prevented playing by ill health, and owing to this a picked team of 25 of the very strongest of the City amateurs confronted Dr. Lasker when he commenced operations. The Dr. showed his respect for his opponents by opening P—Q 4 on every board. After four hours play time was called at 11 p.m., when the score stood Lasker 11 wins, 1 draw, and 3 losses, and 10 games for adjudication. Mr. Blackburne acted as adjudicator, and gave Lasker 3 wins, 3 draws, and 4 losses, thus making the champion's score, 14 wins, 4 draws, and 7 losses. The three players who won their games by play were Messrs. E. O. Jones, Gibbons, and Curnock; Messrs. Tietjen, Tattersall, Physick, and Dr. Smith were awarded wins after adjudication. This is a record in view of the strength of the players.

At the Battersea Club, the Winter Handicap has just started with 48 players—6 sections of 8 players each. Winners of sections will compete in a final pool for 6 prizes, ranging in value from 20/- to 5/-. Prizes are also given to encourage match play—League, Trophy, and Class I. matches—value 20/-. Open to all classes. Prize, value 10/6, for II. and III. team matches. Open only to Class II., III., and IV. players. Meetings of the club are held on three evenings each week all the year round, and there is every facility for plenty of good practice for players of all grades and strength. On November 1st, the club was successful by 8½ to 3½ in its match against Richmond in the Surrey Trophy contest.

RESULTS OF LEAGUE MATCHES.

"A" DIVISION.

October 29	Athenæum	12½	East London	7½.
November 1	Lud-Eagle	10½	Insurance	9½.
" 1	Brixton	8½	West London	*7½.
			* Four games left for adjudication.					
" 6	North London	10½	Battersea	*5½.
			* Four games left unfinished.					
" 8	Hampstead	13½	Brixton	6½.
" 12	Lud-Eagle	15	Lee	5.
" 15	West London	9	Insurance	*8.
			* Three games left over for adjudication.					
" 15	Metropolitan	14	Brixton	6.
" 19	East London	13	Hampstead	7.
" 20	Athenæum	10½	Battersea	9½.
" 22	Lud-Eagle	14	Brixton	*3.
			* Three games left unfinished.					

Play in the "C" Division is proceeding smoothly. Want of space prevents us giving detailed scores on this occasion, but in our next issue we shall publish a full tabulated record to date.

In the Early Hour Division four matches have been played. On November 1st, Forest Gate defeated Victoria. Wood Green drew with the Ladies on the 13th, and defeated Victoria on the 22nd ulto. On the latter date Local Government Board met Forrest Gate, the result being 5 to 4 in favour of the former, with one position left for adjudication.

GAME DEPARTMENT.

GAME No. 1,950.

Played in a recent match at the Manhattan Club, New York.

Scotch Gambit.

NOTES BY R. TEICHMANN.

3 P—Q 4

3 P—Q 4

WHITE.

BLACK.

Mr. ROETHING.

Mr. MARSHALL.

1 P—K 4

1 P—K 4

2 Kt—K B 3

2 Kt—Q B 3

.....An unusual move in answer to the Scotch game, which appears to be somewhat inferior to P×P.

4 P×Q P

This is not the best reply, since Black wins back the Pawn with slightly the better game, owing to the exposed position of the White King. I think Kt x P would be White's best play, but B—Q Kt 5 might also be played with advantage.

- | | |
|------------|--------------|
| 5 P x P | 4 Q x P |
| 6 K x Q | 5 Q x Q ch |
| 7 B—K B 4 | 6 B—K Kt 5 |
| 8 Q Kt—Q 2 | 7 Castles ch |
| 9 B—K 2 | 8 K Kt—K 2 |
| 10 B—Kt 3 | 9 Kt—Kt 3 |
| 11 B x B | 10 B x Kt |
| | 11 Q Kt x P |

..... Now Black has recovered the Pawn, and, moreover, obtained an attack in the centre, which he conducts with a great amount of daring and ingenuity.

- | | |
|------------|-------------|
| 12 B—K 2 | 12 B—B 4 |
| 13 K—K sq | 13 K R—K sq |
| 14 Kt—Kt 3 | 14 B—Q 5 |
| 15 Kt x B | 15 R x Kt |
| 16 R—Q sq | 16 R—Q R 5 |
| 17 P—Q R 3 | 17 P—K B 4 |
| 18 P—K B 3 | 18 P—B 5 |
| 19 B—B 2 | 19 P—Q R 3 |
| 20 B—Q 4 | 20 Kt—R 5 |
| 21 K—B 2 | 21 Kt—B 4 |
| 22 B—B 5 | 22 Kt—K 6 |
| 23 B x Kt | 23 P x B ch |
| 24 K—Kt 3 | |

K x P would obviously lose the exchange at least (Kt—Kt 5 dis. ch).

- | | |
|-------------|-------------|
| 25 K R—K sq | 24 Kt—Kt 3 |
| 26 P—R 3 | 25 Kt—B 5 |
| 27 B—Q 3 | 26 P—K R 4 |
| 28 K—R 2 | 27 P—R 5 ch |
| 29 P—K Kt 4 | 28 R—R 4 |

In anticipation of the threatened R—K Kt 4. Black has, by dint of uncommonly vigorous and clever play, succeeded in obtaining what would appear a winning game. It is difficult, however, to suggest an improvement in White's defence.

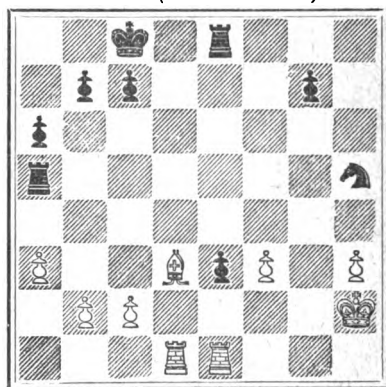
- | | |
|----------|------------------|
| 30 K x P | 29 P x P e.p. ch |
| | 30 Kt—R 4 ch |

- | | |
|-----------|--------------|
| 31 K—R 2 | 31 Kt—B 5 |
| 32 K—Kt 3 | 32 Kt—R 4 ch |
| 33 K—R 2 | 33 Kt—B 5 |
| 34 K—Kt 3 | 34 Kt—R 4 ch |
| 35 K—R 2 | |

Position after White's 35th move:—

K—R 2.

BLACK (MR. MARSHALL).



WHITE (MR. ROETHING).

35 R—Q 4

..... A pretty design. Black provokes White's next move B—Kt 6, in order to bring off a clever coup. White should perhaps have played B—K 4 instead.

- | | |
|--------------|---------------|
| 36 B—Kt 6 | 36 R—Q 7 ch ! |
| 37 K—Kt sq ! | |

Of course not R x R, P x R, R—Q sq (R x R ch ?, K—Q 2), R—K 7 ch, K moves, R—K 8 ch and wins.

- | | |
|------------|--------------|
| 38 B x R | 37 Kt—B 5 ! |
| 39 K—R sq | 38 Kt x P ch |
| 40 K—Kt sq | 39 Kt—B 7 ch |
| 41 K—R sq | 40 Kt—R 6 ch |
| 42 K—Kt sq | 41 Kt—B 7 ch |
| 43 R x R | 42 R x R |

..... This exchange is very weak and loses the game easily. It seems to me that by playing K—B sq instead, White had good chances of drawing the game, as Black's Pawn at K 6 would have fallen, without White

M 2

losing his Q Kt P. Black could not answer R—Q 7 on account of R × P, R × P, B—R 4 !

- | | | | |
|-----------|-------------|-------------|--------------|
| 44 K—B sq | 43 Kt × R | 52 B—Kt 6 | 52 P—R 6 |
| 45 B—B 7 | 44 Kt × P | 53 B—Kt sq | 53 K × P |
| 46 K—K 2 | 45 K—Q 2 | 54 B—R 2 | 54 K—B 4 |
| 47 K × P | 46 K—B 3 | 55 K—B 5 | 55 Kt—Q 3 ch |
| 48 K—B 4 | 47 K—B 4 | 56 K—Kt 6 | 56 Kt—Kt 4 |
| 49 P—R 4 | 48 Kt—B 5 | 57 K × P | 57 Kt × P |
| 50 P × P | 49 P—Q Kt 4 | 58 P—B 4 | 58 K—Q 5 |
| 51 P B 3 | 50 P—R 4 | 59 P—B 5 | 59 Kt—K 5 |
| | 51 P—R 5 | 60 P—B 6 | 60 Kt × P |
| | | 61 K × Kt | 61 P—B 4 |
| | | 62 Resigns. | |

GAME No. 1,951.

Game played in the recent Tournament promoted by the City of London Club.

Ruy López.

NOTES BY R. TEICHMANN.

WHITE. BLACK.
Mr. F. J. LEE. Mr. R. TEICHMANN.

- | | |
|------------|------------|
| 1 P—K 4 | 1 P—K 4 |
| 2 Kt—K B 3 | 2 Kt—Q B 3 |
| 3 B—Kt 5 | 3 P—Q R 3 |
| 4 B × Kt | |

This continuation, followed by the line of development as adopted by my opponent in this game, appears to give White a very good game.

- | | |
|----------|------------|
| | 4 Q P × B |
| 5 Kt—B 3 | 5 B—Q B 4 |
| 6 Q—K 2 | 6 Q—K 2 |
| 7 P—Q 3 | 7 B—K Kt 5 |

.....It seems doubtful, whether it is good to pin the Knight before White has Castled, considering that in this case he can safely play P—R 3 and P—Kt 4; but, with a view to Castling Queen's side, the development of this Bishop, at all cost, seemed advisable.

- | | |
|----------------|------------|
| 8 P—K R 3 | 8 B—R 4 |
| 9 P—K Kt 4 | 9 B—K Kt 3 |
| 10 B—Q 2 | 10 Castles |
| 11 Castles Q R | 11 P—B 3 |
| 12 Kt—K R 4 | 12 B—B 2 |

..I decided to keep this Bishop, as a strong factor in an eventual attack on the Queen's side. Curious enough, the very same Bishop decides the game on the 37th move.

- | | |
|---------------|-------------|
| 13 Kt—B 5 | 13 Q—B sq |
| 14 K—Kt sq | 14 P—K Kt 3 |
| 15 Kt—K 3 | 15 Q—Q 3 |
| 16 Q R—K B sq | 16 Kt—K 2 |
| 17 K Kt—Q sq | |

In order to play P—K B 4 on the next move. Black's P—K Kt 4 being forced to prevent this advance, White obtains again the square K B 5 for his Knight.

- | | |
|------------|-------------|
| | 17 P—K Kt 4 |
| 18 Kt—K 3 | 18 B—R 2 |
| 19 P—K R 4 | 19 P—R 3 |
| 20 P—R 5 | |

This move, which blocks the King's side, seems injudicious, as it allows Black to prepare an advance of his strong Queen's side Pawns. Apparently White reckoned on the weakness of Black's K R P, which would have to be supported by the Rook, as soon as White played one of his Knights to B 5.

- | | |
|-------------|------------|
| | 20 P—Q B 4 |
| 21 B—B sq | 21 Kt—B 3 |
| 22 Kt—B 5 | 22 Q—K 3 |
| 23 P—Kt 3 | 23 Kt—Q 5 |
| 24 Q—Q sq | 24 P—Kt 4 |
| 25 Kt—Q 5 | 25 R—Q 2 |
| 26 Q Kt—K 3 | 26 K—Kt 2 |
| 27 B—Kt 2 | 27 P—B 3 |
| 28 Kt—Kt 7 | 28 Q—K 2 |
| 29 K Kt—B 5 | 29 Q—Q sq |

30 Kt × Kt

This exchange is perhaps not good, as it undoubles Black's Queen's Bishop's Pawn and enables him to afterwards open his file for his Rooks.

30 B P × Kt

31 Kt—B 5 31 P—B 4

32 Q—K 2 32 Q—B 2

33 K—R sq 33 P—B 5

34 Kt P × P 34 P × P

35 R—Q Kt sq 35 K—R sq

36 P × P

The position is now critical. The move P × P appears to be forced, as otherwise P—B 6 would be fatal.

36 B × B P

37 Q—Q 2

See Diagram

An oversight, which gives Black an opportunity to win the game at once; but the alternative Q—B 3 might have been met with P—Q 6.

37 B × P

38 Q R—K sq

The Bishop cannot be taken, on account of Q—B 5 ch, followed by mate in two moves.

39 R—R 3

40 Q—R 5

41 Q—R 3

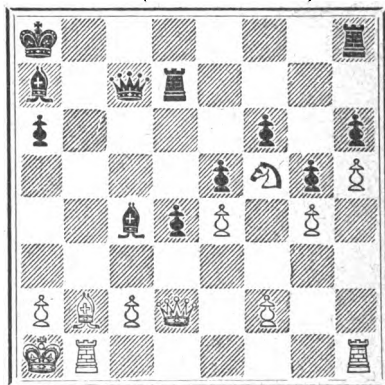
42 R—Q sq

43 Q—K B 3

44 Resigns.

Position after White's 37th move :—
Q—Q 2.

BLACK (MR. TEICHMANN).



WHITE (MR. LEE).

DOCTOR LASKER IN VIENNA.—On the 30th of September, before a numerous audience, Dr. Lasker played five games *sans voir*, while he took a hand, at the same time, in a strong game of Sarok. After 2½ hours' play Doctor Lasker won 4 games and drew 1. We extract the games and notes from the *Wiener Schachzeitung*.

GAME	No. 1,952.	No. 1,953.	No. 1,954.	No. 1,955.	No. 1,956.
WHITE.	Dr. STASSNY.	Dr. LASKER	Herr KOLA.	Dr. LASKER.	Herr
BLACK.	Dr. LASKER.	Dr. BRAM.	Dr. LASKER.	SPIELMANN.	HERMANN.
	<i>Irreg. Open.</i>	<i>French Defnce.</i>	<i>Guoco Piano.</i>	<i>Queen's G. Dec.</i>	<i>Irreg. Open.</i>
1	P—K 4	P—K 4	P—K 4	P—Q 4	P—K 4
	P—K 4	P—K 3	P—K 4	P—Q 4	P—K 4
2	Kt—K B 3	P—Q 4	Kt—K B 3	P—Q B 4	Kt—K B 3
	P—Q 4	P—Q 4	Kt—Q B 3	P—K 3	P—Q 4
3	P × P	Kt—Q B 3	B—B 4	Kt—Q B 3	P × P
	P—K 5	P × K P	B—B 4	Kt—K B 3	P—K 5
4	Kt—Kt sq	Kt × P	P—Q 3	Kt—B 3	Kt—Kt sq
	Kt—K B 3	B—K 2	Kt—B 3	P—Q B 4	Kt—K B 3
5	P—Q 3	B—Q 3	B—Kt 5	B—Kt 5	P—Q 3
	Q × P	Kt—K B 3	P—K R 3	P × Q P	Q × P
6	Kt—Q B 3	Kt—K B 3	B—K 3	Q × P	P—Q R 3
	B—Q Kt 5	Kt × Kt	Q—K 2	Kt—Q B 3	Kt—B 3
7	B—Q 2	B × Kt	P—K R 3	Q—R 4	Kt—Q B 3
	Q—K 3	Kt—Q 2	P—Q 4 (8)	B—K 2	Q—K 3

8	<u>Q-K 2</u>	Castles	<u>B x P (9)</u>	Castles	<u>P x P</u>
	<u>Kt-B 3</u>	<u>Kt-K B 3</u>	<u>Kt x B</u>	<u>Q-R 4 (12)</u>	<u>Kt x P</u>
9	<u>Kt x P</u>	<u>B-Q 3</u>	<u>P x Kt</u>	<u>P x P</u>	<u>Kt x Kt</u>
	Castles	Castles	<u>Kt-Kt 5</u>	<u>P x P</u>	<u>Q x Kt ch (15)</u>
10	<u>P-Q B 3</u>	<u>B-K Kt 5</u>	<u>P-Q B 4 (10)</u>	<u>P-K 3</u>	<u>Q-K 2 (16)</u>
	<u>Kt-Q 4 (1)</u>	<u>Kt-Q 4</u>	<u>B-B 4</u>	<u>B-K 3</u>	<u>B-K B 4</u>
11	Castles (Q R)	<u>B x B</u>	Castles (11)	<u>Kt-Q 4</u>	<u>Q x Q</u>
	<u>R-K sq</u>	<u>Q x B</u>	<u>B x B</u>	<u>R-Q B sq</u>	<u>B x Q</u>
12	<u>Kt-Kt 5</u>	<u>P-Q B 4</u>	<u>P x B</u>	<u>K-Kt sq (13)</u>	<u>P-Q B 3</u>
	<u>Q-Q 2</u>	<u>Kt-K B 5</u>	<u>B x P</u>	<u>P-K R 3</u>	Castles
13	<u>R-K 5</u>	<u>B-K 4</u>	<u>R-B 2</u>	<u>Kt x B</u>	<u>P-B 3 (17)</u>
	<u>P-K R 3</u>	<u>P-Q B 3</u>	<u>P-K 5</u>	<u>P x Kt</u>	<u>B-Kt 3</u>
14	<u>P x B (2)</u>	<u>R-K sq</u>	<u>K Kt-Q 2</u>	<u>Q-R 3</u>	<u>B-Q B 4</u>
	<u>P x Kt</u>	<u>P-K R 3</u>	<u>Kt-B 7</u>	<u>K-B 2</u>	<u>B-Q B 4</u>
15	<u>Q x P</u>	<u>R-Q B sq</u>	<u>Kt-R 3</u>	<u>B-K B 4</u>	<u>Kt-K R 3</u>
	<u>Kt-Q 5 !</u>	<u>P-K B 4 (5)</u>	<u>Kt x R</u>	<u>P-K 4</u>	<u>K R-K sq ch</u>
16	<u>B-Q B 3</u>	<u>B-Kt sq</u>	<u>Q x Kt</u>	<u>B-Kt 3</u>	<u>B-K 2</u>
	<u>Q-Q B 3</u>	<u>Q-Q Kt 5</u>	Castles	<u>P-K R 4 !</u>	<u>B-Q 6</u>
17	<u>K-Kt sq</u>	<u>R-B 3 !</u>	<u>Kt-Kt 5</u>	<u>Q-B 5</u>	<u>Kt-B 4</u>
	<u>Kt x B ch</u>	<u>B-Q 2 (6)</u>	<u>P-K B 4</u>	<u>P-K Kt 3</u>	<u>R x B ch</u>
18	<u>P x Kt</u>	<u>Kt-K 5</u>	<u>Kt-Q 4</u>	<u>Q-B 3</u>	<u>Kt x R</u>
	<u>Kt-Kt 4 (3)</u>	<u>B-K sq</u>	<u>P-B 5 !</u>	<u>P-R 5</u>	<u>R-K sq</u>
19	<u>P-Q B 4</u>	<u>R-Kt 3</u>	<u>R x P</u>	<u>R x P !</u>	<u>P-Q Kt 4</u>
	<u>Kt-B 6 ch</u>	<u>Q-K 2</u>	<u>R x R</u>	<u>Q-B 2</u>	<u>R x Kt ch</u>
20	<u>K-B sq</u>	<u>R (Kt 3)-K 3</u>	<u>P x R</u>	<u>Kt-Kt 5</u>	<u>K-Q sq</u>
	<u>Q-R 5 !</u>	<u>R-Q sq</u>	<u>P-K 6</u>	<u>Q-Kt sq</u>	<u>B-Q 3</u>
21	<u>Q-Q 2</u>	<u>P-K Kt 3</u>	<u>Kt (Q 2)-B 3</u>	<u>B-Q B 4</u>	<u>P-Kt 3</u>
	<u>Kt x R</u>	<u>Kt-R 6</u>	<u>B x P</u>	<u>K-Kt 2</u>	<u>B-K 4</u>
22	<u>Q x Kt</u>	<u>K-Kt 2</u>	<u>Q-K sq</u>	<u>R-Q 2</u>	<u>B-Q 2</u>
	<u>Q-R 6 ch</u>	<u>Kt-Kt 4</u>	<u>B x Q P</u>	<u>P x B</u>	<u>B-K B 3 !</u>
23	<u>K-B 2</u>	<u>P-B 4</u>	<u>Kt-B 5</u>	<u>B P x P</u>	<u>Q R-B sq</u>
	<u>B-Q 2</u>	<u>Kt-R 2</u>	<u>Q-B 2</u>	<u>P-K 5</u>	<u>Kt-K 4</u>
24	<u>P-Kt 5</u>	<u>Kt-B 3</u>	<u>Kt (B 3)-R 4</u>	<u>Q-K 2</u>	<u>P-K B 4</u>
	<u>P-Q R 3</u>	<u>R-B 3</u>	<u>R-K sq</u>	<u>Kt-K 4</u>	<u>Kt-Q B 5</u>
25	<u>Q-B sq</u>	<u>Kt-K 5</u>	<u>Kt x K P</u>	<u>B-Kt 3</u>	<u>R-B 2</u>
	<u>P x P</u>	<u>Kt-B sq</u>	<u>Q x P</u>	<u>Kt-Q 6</u>	<u>R-Kt 7</u>
26	<u>Kt-B 3</u>	<u>R-Q 3</u>	<u>Kt (R 4)-B 5</u>	<u>Kt-Q 4 !</u>	<u>R-R 2</u>
	<u>P x P</u>	<u>Kt-Kt 3</u>	<u>Q x Kt (B 4)</u>	<u>R x P !</u>	<u>B-Kt 8 !</u>
27	<u>Kt-Q 4 (4)</u>	<u>P-Q 5 !</u>	Resigns.	<u>Kt-K 6 ch</u>	<u>R-R sq</u>
	<u>B-R 5 ch</u>	<u>B P x P</u>		<u>K-Kt sq</u>	<u>R x B ch</u>
28	<u>K-Q 2</u>	<u>P x P</u>		<u>Kt (B 5) dis.cl.</u>	<u>K-B sq</u>
	<u>P-B 6 ch</u>	<u>Kt x Kt</u>		<u>K-Kt 2</u>	<u>B-Kt 3</u>
29	Resigns.	<u>R x Kt</u>		Drawn game.	<u>R-Q sq</u>
		<u>Q-B 2 (7)</u>		(14)	<u>R-Q B 7 ch</u>
30		<u>P x P</u>			<u>K-Kt sq</u>
		<u>R x P</u>			<u>R x QBP dis.ch</u>
31		<u>R x R at Q 8</u>			And mates in
		Resigns.			2 more moves.

NOTES.

(1) The blindfold player plays, of course, in a lively and aggressive style. If White would now take the Bishop, an interesting game would result by Kt—Q 5 and P—K B 4, in which Black would regain the piece with good chances of attack.

(2) With this move White exposes himself to a strong attack, which Dr. Lasker carries through in brilliant style.

(3) Excellent play. Q × P would have been of no avail, on account of the answer Q—Q B 5.

(4) Other moves are equally inefficient. Black concludes with pretty combination, resulting in a problematical pure mate.

(5) Black has maintained, so far, a circumspect defence; but his last moves weakens his K 3 and increases the difficulties of the position.

(6) Black is right in refusing the offered present Q × P, for, after R—Q Kt 3, Q—R 8, Q—Q 2, he would lose his Queen.

(7) A mistake made under pressure of time. All the other games were then already finished, so that Dr. Bram had to move very quickly.

(8) Sacrificing a Pawn for the attack.

(9) Better would have been P × P.

(10) The weakening of the point Q 3 allows the opponent to institute a very strong attack. The best move was Kt—Q B 3.

(11) The continuation 11 B × B, Q × B; 12 Kt × P, which was taken into consideration by some of the onlookers, was discarded by Herr Kola for good reasons. Black would answer P—K B 3, and obtain a decisive advantage after for instance 13 Q—R 5 ch, P—K Kt 3; 14 Kt × Kt P, Kt × P ch!

(12) In this game Lasker was fought with his own weapons. The opening is identical with the celebrated game, Pillsbury—Lasker, in the St. Petersburg Quadrangular Tournament. It is, therefore, only natural, that the champion should get into great difficulties. All the more admirable is the ingenious way in which he extricates himself from his dangerous position.

(13) Black threatened to win a Pawn by Kt × ? and Q × R P.

(14) A curious position. Black cannot avoid the draw. If he would change his move after Kt—B 5 ch and play 30..., K—B sq, in order to answer Kt—K 6 ch with K—K sq, White could obtain an advantage by playing 32 Kt—Kt 7 ch, K—Q 2; 33 R × Kt ch, P × R; 34 Q × P ch, Q—Q 3; 35 Q × Q, B × Q; 36 R × R, etc.

(15) The 4th and 6th move of White allows his opponent a slight advantage of development, which is sufficient for the blindfold player to evolve a winning game.

(16) After 10 B—K 3, Black would also remain with the better game by playing B—Q B 4.

(17) Slightly better would have been Kt—K B 3. After this, the move made, Black's attack becomes irresistible.

We extract the two following games and notes from the *L'Eco degli Scacchi* :—

GAME No. 1,957.

Played September 18th, at the Palermo Chess Club.

Allgaier Gambit.

WHITE.	BLACK.		
Signor A. NOTO.	Signor M. LAURIA.	3 Kt—K B 3	3 P—K Kt 4
1 P—K 4	1 P—K 4	4 P—K R 4	4 P—Kt 5
2 P—K B 4	2 P × P	5 Kt—Kt 5	5 P—K R 3
		6 Kt × P	6 K × Kt

7 P—Q 4
8 B × P

7 P—Q 4
8 Kt—K B 3

17 B × Kt P
18 B × B ch

17 P × R = Q
18 K—B sq

.....Instead of the stronger move P × P, Black contents himself here with only moves of development.

9 Kt—Q B 3

At this point White can continue with either 9 P—K 5, Kt—Q 2, or B—K 2. The text move answers more to what we said of the preceding move.

9 P—Q B 4 (?)

.....A *bizarre* move, made to avoid the beaten tracks. The proper continuation is 9..., B—Kt 5; 10 B—K 2, Kt—B 3; 11 Castles, &c.

10 B—K 2

10 Kt—Q B 3

11 P—K 5

11 P × P

12 Kt—Kt 5

12 Q—R 4 ch

13 P—B 3

Preparing a brilliant combination.

13 P × P

14 Castles!

14 B—B 4 ch

15 K—R 2!

15 P × P

16 P × Kt!

See Diagram.

16 B—K 3

.....If 16..., P × R; 17 Q × P ch, B—K 3; 18 Q—R 5 ch, K × P (if K—B sq, B × P ch); 19 B—K 5 dbl. ch, K—K 2; 20 B × Q, B—Q 3 ch; 21 K—R sq, K R—B sq; 22 K—Q sq, Q R—Q sq; 23 Q × R P, &c.

.....If 18..., K × B; 19 Q—Kt 4 ch, K—B 2; 20 Q—Q 7 ch, K—B sq (if Kt—K 2; 21 P × Kt); 21 Q—Kt 7 ch, K—K sq, and Q × R ch, &c.

19 Q × P

19 Q × R

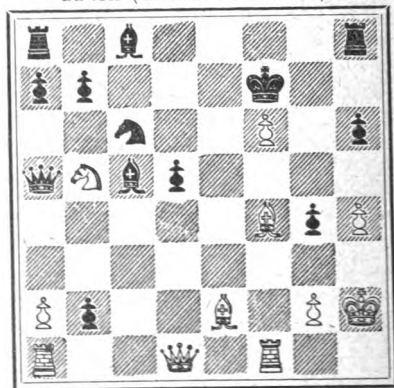
20 Mates in five moves.

.....By 20 B—Q 6 ch, K—K sq; 21 B—B 7 ch, K—Q sq or Q 2; 22 B—Kt 3 dis. ch, &c.

Position after White's 16th move:—

P × Kt!

BLACK (SIGNOR M. LAURIA).



WHITE (SIGNOR A. NOTU).

GAME No. 1,958.

Played at Palermo, August 25th, 1900.

Evans Gambit.

WHITE.

Signor V. NOTU.

1 P—K 4
2 Kt—K B 3
3 B—B 4
4 P—Q Kt 4
5 P—Q B 3
6 P—Q 4
7 Castles
8 Kt—Kt 5
9 P—B 4
10 Q—R 5

BLACK.

Signor A. LEONE.

1 P—K 4
2 Kt—Q B 3
3 B—B 4
4 B × P
5 B—R 4
6 P—Q 3
7 B—Q 2
8 Kt—R 3
9 P × Q P

He wished to try this attack, which seems a little stronger than P × P.

10 Castles

.....It was better to play Q—K 2 here.

11 P—B 5!

11 Q—B 3

.....Preventing the advance of the troublesome B P. If Kt—K 4; there followed 12 P—B 6, Kt × B; 13 P × Kt P, K × P; 14 Kt × R P, with a strong attack.

12 Kt—Q 2

White hastens to bring this Kt into play, preparing a trap into which Black falls.

- 12 B (R 4) × P
 If P × P; 14 Q Kt—B 3, B—Kt 3 ch; 15 K—R sq, and the Black Q must abandon the B 3 sq, with a continuation like that of the text.
 13 Kt(Q2)—KB3! 13 B × R
 14 Kt × K B P!

He might also have taken R P, but he thought this was stronger, because it compels Black to sacrifice his Queen.

- 14 Kt × Kt
 Evidently, if Q—K 2; there follows 15 Kt × Kt dble ch, K—R sq; 16 B—K Kt 5, Q—K sq; 17 Kt—B 7 ch, R × Kt; 18 B × R, &c.

- 15 B—K Kt 5 15 B—B 6

..... Trying to get three pieces for his Queen.

- 16 B × Q 16 P × B
 17 Kt—Kt 5

Unforeseen by Black, and it decides the game at once.

- 17 P × Kt
 18 Q × Kt P ch 18 K—R sq
 19 Q—B 6 ch 19 K—Kt sq
 20 R—B 3! 20 B—K 8
 21 R—R 3 21 Q Kt—K 4
 22 Q—R 6! 22 K R—Q sq
 23 P—B 6! 23 B—B 7 ch
 24 K—R sq 24 Resigns.

GAME No. 1,959.

The following is the first game concluded in the Correspondence Match, Northern Counties Union *v.* Southern Counties Union. Board 24.
Irregular Opening.

NOTES BY W. J. GREENWELL.

WHITE. BLACK.
 Mr. W. J. GREENWELL, Mr. F. H. MILES,
Newcastle-on-Tyne. St. Leonards-on-Sea.

- 1 P—K 4 1 P—K 4
 2 P—Q 3

Sound enough, though in the present game it leads to disaster; the object is to play a defensive game, with a move in hand.

- 2 Kt—K B 3
 3 P—K B 4 3 Kt—B 3
 4 Kt—K B 3

4 P × P, and if 4..., Q Kt × P, 5 P—Q 4 would not have been sound—*e.g.*, 5..., Kt × P, and White cannot take the Kt, on account of 6..., Q—R 5 ch; 7 P—K Kt 3, Kt × P; 8 Kt—K B 3, Q—K 5 ch, &c. If, in this variation, 6 Q—K 2, P—Q 4, and still, apparently, White cannot take the Kt. Compare the Greco Counter Gambit and Philidor's Defence.

- 4 P—Q 4
 5 Kt × P

A bad move. White expected 5..., Kt × Kt (the routine move in the corresponding variation of Philidor's Defence), in which case he would probably have had an excellent game—*e.g.*, 5..., Kt × Kt; 6 P × Kt, Kt—Kt 5; 7 P—Q 4, and if 7..., P × P; 8 B—Q B 4.

- 5 P × P

..... This seems to give Black a winning advantage, whatever White may play.

- 6 B—K 2 6 B—Q B 4
 7 Kt × Kt 7 P × Kt
 8 P—Q Kt 4 8 Q—Q 5
 9 P—B 3 9 Q—B 7 ch
 10 K—Q 2 10 P × P
 11 P × B 11 P × B

12 Q—K sq
 If 12 Q × P ch, then, of course, 12..., Kt—K 5 ch, winning the Q at least: if 13 K—Q sq, B—Kt 5.

- 12 Kt—K 5 ch
 13 K—B 2 13 B—B 4

14 P—Kt 4
 Desperation.

- 14 B × P

..... He might have played (perhaps more brilliantly) 14..., Kt—Kt 6 dis. ch, and, if 15 P × B, Kt × R: it is obvious that White could not play 16 Q × Kt.

- 15 Q × Q 15 Kt × Q
 16 R—K sq 16 Castles (Q R)
 17 B—Q 2 17 K R—K sq
 18 Resigns.

Black's play throughout is admirable. After 5..., P × P, White preferred "sudden death" (with, however, some chances of recovery) to slow, but apparently sure, extinction.

GAME No. 1,960.

Played at Alexandria, Egypt, in January, 1898. This game is prefaced by the following statement: "On August 23rd ult., the young master, A. Heinrichsen, died in the 24th year of his age. Born at Vilna, of German parents, he studied at the Gymnasium of Riga. In 1895 he went to St. Petersburg, and in 1896 to Berlin as a medical student. He was much given to chess, and in 1897 won the second prize in the Haupt Turnier of Berlin. Attacked by tuberculosis, he lost his energy before the end of the Cologne Tourney as to resign a won game to Steinitz. With him chess will lose one of its best future representatives. We take the score and notes of this game from *La Rivista Scacchistica Italiana*.

Queen's Gambit Declined.

WHITE. HEINRICHSON. BLACK. HABIL-GAZULCH.

- | | |
|------------|------------|
| 1 P—Q 4 | 1 P—Q 4 |
| 2 P—Q B 4 | 2 P—K 3 |
| 3 Kt—Q B 3 | 3 Kt—K B 3 |
| 4 B—B 4 | |

A move adopted by Steinitz, and considered inferior to B—Kt 5.

4 B—Q 3

.....Tarrasch prefers P—Q B 4.

- | | |
|----------|-----------|
| 5 B—Kt 3 | 5 Castles |
|----------|-----------|

.....Here it was absolutely necessary to play P—Q B 4. With the text move the position is quickly compromised.

- | | |
|---------|---------|
| 6 P—B 5 | 6 B × B |
|---------|---------|

.....From bad to worse. To open the R file on Castled King is contrary to every rule.

- | | |
|-----------|----------|
| 7 R P × B | 7 R—K sq |
|-----------|----------|

.....Preparing the advance of the K P, but White does not give him the time to do it.

- | | |
|------------|--------------|
| 8 P—K B 4 | 8 Kt—Q B 3 |
| 9 Kt—K B 3 | 9 P—Q Kt 3 |
| 10 P × P | 10 R P × P |
| 11 Q—B 2 | 11 Kt—Q R 4? |
| 12 P—K 4 | 12 P—K R 3 |

.....White now threatens P—K 5, and if P × K P, then Kt × P.

- | | |
|-------------|------------|
| 13 P—K 5 | 13 Kt—Q 2 |
| 14 P—Q Kt 4 | 14 Kt—Kt 2 |
| 15 B—Kt 5 | 15 Q—K 2 |
| 16 Kt—Kt 5! | 16 Q × P |
| 17 R × P! | |

Threatening R—R 8 ch.

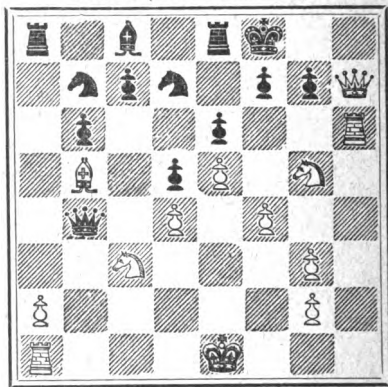
17 K—B sq

18 Q—R 7!!

Position after White's 18th move:—

Q—R 7 ch.

BLACK (HABIL-GAZULCH).



WHITE (HEINRICHSON).

- | | |
|--------------------------|--------------|
| | 18 Q × Kt ch |
| 19 K—K 2 | 19 Q—Kt 7 ch |
| 20 K—B 3 | 20 R—R 6 ch |
| 21 K—Kt 4 | 21 Q × R |
| 22 Mates in seven moves. | |

White announced this mate, and carried it out thus: 22 Q—R 8 ch. K—K 2; 23 R × P ch, P × R; 24 Q × P ch, K—Q sq; 25 Kt—B 7 ch, K—K 2; 26 Kt—Q 6 dis ch, K—Q sq; 27 Kt × Kt ch, B × Kt; 28 Q × Kt mate. If, instead of 21..., Q × R, Black had played Q × B, the mate would have been effected in eight moves.

GAME No. 1,961.

Played in the Haupt Turnier, at Munich.

Queen's Gambit Declined.

WHITE. BLACK.
Herr DYCHOFF, Junr. D. TRIMBORN.

- | | |
|------------|------------|
| 1 P—Q 4 | 1 P—Q 4 |
| 2 P—Q B 4 | 2 P—K 3 |
| 3 Kt—Q B 3 | 3 Kt—K B 3 |
| 4 B—Kt 5 | 4 B—K 2 |
| 5 P—K 3 | 5 Castles |
| 6 B—Q 3 | 6 P×P |
| 7 B×P | 7 P—Q Kt 3 |
| 8 Q—B 3 | |

Well answered. Black thereby becomes much constrained in his development.

- | | |
|------------|----------|
| 9 B×Kt | 8 P—B 3 |
| 10 P—K R 4 | 9 B×B |
| | 10 Q—K 2 |

.....Very carelessly played. So perfectly harmless was the advance of the R P, that it might have been quite ignored.

- | | |
|-------------|--------------|
| 11 B—Q 3 | 11 Kt—Q R 3 |
| 12 Kt—K R 3 | 12 Kt—Q Kt 5 |

.....Too late; P—Kt 3 should have been played. There now follows a pretty ending.

- | | |
|-------------|-------------|
| 13 B×P ch | 13 K×B |
| 14 Q—R 5 ch | 14 K—Kt sq |
| 15 Kt—Kt 5 | 15 B×Kt |
| 16 P×B | 16 P—K B 4 |
| 17 P—Kt 6 | 17 Resigns. |

Notes translated from the
Augsburg Gazette.

GAME No. 1,962.

Played by Correspondence in the fifth Tournament organised by the *Schachmatny Journal*. 28th November, 1894, to 9th January, 1895.

Queen's Gambit Declined.

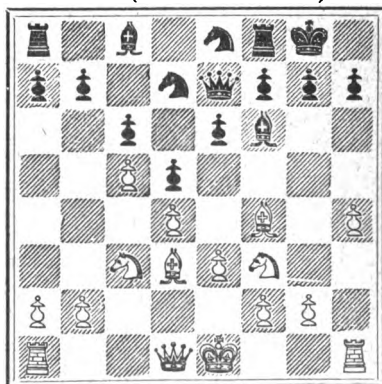
BLACK. WHITE.
B. KOJALOVITSCH. N. CHOLODKOVSKY.

- | | |
|------------|------------|
| 1 P—Q 4 | 1 P—Q 4 |
| 2 P—Q B 4 | 2 P—K 3 |
| 3 Kt—Q B 3 | 3 Kt—K B 3 |
| 4 B—Kt 5 | 4 B—K 2 |
| 5 Kt—B 3 | 5 Q Kt—Q 2 |
| 6 P—K 3 | 6 Castles |
| 7 B—Q 3 | 7 P—Q B 3 |
| 8 P—Q B 5 | 8 Kt—K sq |
| 9 B—K B 4 | 9 B—B 3 |
| 10 P—K R 4 | |

Position after Black's 10th move :—

Q—K 2.

BLACK (M. CHOLODKOVSKY).



WHITE (M. KOJALOVITSCH).

M 2a

The *Schachmatny Journal* describes this as "new ground." The idea, however, is a well-known one, dating back twenty years.

10 Q—K 2

11 B × P ch

11 K × B

Q—Q 3 and wins.

.....If 11..., K—R sq; the
continuation would be 12 B—B 2, P—
K Kt 3; 13 P—R 5, P—Kt 4; 14

12 Kt—Kt 5 ch 12 K—Kt sq
13 Q—R 5 13 Resigns.

GAME No. 1,963.

Played at Nuremberg, August 23rd, 1900.

Queen's Gambit Declined.

WHITE.
Herr SCHLECHTER.

BLACK.
Dr. TARRASCH.

1 P—Q 4
2 P—Q B 4
3 Kt—Q B 3
4 Kt—B 3
5 Kt × P
6 P—K Kt 3
7 B—Kt 2

1 P—Q 4
2 P—K 3
3 P—Q B 4
4 P × Q P
5 Kt—Q B 3
6 Kt—B 3

.....After 14..., Kt × P ch;
15 Q × Kt, P × Kt; 16 Q R—Q sq,
with the command of the open files,
White would still have the advantage.

15 Q R—Q sq 15 Q—B 2
16 B × Kt 16 P × B
17 Kt—K 3 17 B—R 6 ?
18 Kt × P 18 Q—B 5
19 Q—Q 2 ! 19 K—Kt 2

In this form of the opening the
Bishop is well placed here.

7 B—Kt 5

.....To relieve the pressure
on his Q P.

8 Castles 8 B × Kt
9 P × B 9 Castles
10 B—Kt 5 10 Kt—K 2

.....Upon 19..., B × R; would
follow 20 Kt × P ch, K—Kt 2; 21 Q
—Kt 5 ch, K—R sq; 22 Q—R 6, Q
—B 7; 25 P—K 4.

20 Kt × P 20 Q—Q B 3
21 Q—Kt 5 ch 21 K—R sq
22 R—Q 5 22 Q—B 7
23 Q—R 4 ! 23 B—B 4
24 P—K 4 24 B—Kt 3
25 R—R 5 25 Resigns.

.....Necessary, to maintain
the Q P.

11 B × Kt 11 P × B
12 P × P 12 Kt × P
13 Kt—B 5 ! 13 Kt × P
14 Q—K sq 14 Kt—Q 4

.....If 25..., K—Kt 7; 26 R
× P ch, B × R; 27 Q × B ch, K × Kt;
28 P—K 5 ch, and Black loses his
Queen.

Notes translated from the
Augsburg Gazette.

GAME No. 1,964.

Played in the sixth *Schachmatny Journal* Correspondence Tournament.
Score and Notes from the *Schachmatny Journal*.

Vienna Game.

NOTES BY M. ROMASHKEVITCH.
WHITE. BLACK.
N. TERESCHENKO. A. ROMASHKEVITCH.
1 P—K 4 1 P—K 4

2 Kt—Q B 3 2 Kt—K B 3
3 B—B 4 3 B—B 4
4 P—K B 4 4 Kt—Q B 3
5 Kt—B 3 5 P—Q 3

.....The game has transformed itself into a very well-known variation of the King's Gambit Declined.

- | | |
|-----------|------------|
| 6 P—Q 3 | 6 B—K Kt 5 |
| 7 P—K R 3 | 7 B×Kt |
| 8 Q×B | 8 Q—K 2 |

.....Here Black can play to win the exchange; 8..., Kt—Q 5; 9 Q—Kt 3, Kt×B P ch; 10 K—Q sq, Kt×R; Black having won the exchange has to undergo a strong attack. Various masters have played this attack, notably Tchigorin v. Pillsbury, at Hastings.

- 9 Kt—K 2

Perhaps White would do better to play 9 Kt—R 4, B—Kt 3; 10 Kt×B, R P×Kt; being left with two Bishops against the Knights.

- | | |
|-------------|-----------------|
| | 9 Castles (Q R) |
| 10 P—Q B 3 | 10 K R—K sq |
| 11 P—Q Kt 4 | |

Worse would be 11 B—K 3, for then B×B; 12 Q×B, P×P, followed if White retake with Kt or Q, by 13..., P—Q 4.

- 11 B—Kt 3

- 12 P—K B 5

Here, probably, the better move was 12 B—Q 5. If 12 B—Kt 5, then, 12..., P—Q 4!; 13 B×Kt, P×B; 14 P×P, Q×P; 15 Q—B 5 ch, Q×Q; 16 P×Q, R—K 4; 17 P—Q 4, R×P; 18 P—K Kt 4, R—B 6; 19 B—Kt 5. Black has the superiority in Pawns but the Bishop is locked in.

- 12 P—Q 4

.....A strong move, giving Black an undoubted superiority in position.

- 13 B×P

Weakly played; White obtains no apparent compensation. In my opinion White's best was 13 B—Kt 3; if 13 P×P, then 13..., P—K 5; 14 Q—Kt 3, Kt—K 4; with decisive attack. If 13 B—Kt 5, then P×P; 14 P×P, Kt×Kt P!!

- | | |
|-------------|-------------|
| | 13 R×B |
| 14 P×R | 14 P—K 5!! |
| 15 P×P | 15 Kt—K 4 |
| 16 Q—Kt 3 | 16 B—B 7 ch |
| 17 Resigns. | |

GAME No. 1,965.

Played at the Chess Amateurs' Club, at St. Petersburg, on September 8th, 1900. From the *Schachmatny Journal*.

King Bishop's Pawn Game.

WHITE. M. M. P. SABOUROFF
and E. SCHIFFERS. and W. JOUREVITSCH.

BLACK.

M. M. V. SEYBOTH
and W. JOUREVITSCH.

- | | |
|----------------|------------|
| 1 P—K B 4 | 1 P—Q 4 |
| 2 Kt—K B 3 | 2 P—Q B 4 |
| 3 P—K 3 | 3 Kt—Q B 3 |
| 4 P—Q Kt 3 | 4 Kt—B 3 |
| 5 B—Kt 2 | 5 P—K 3 |
| 6 B—K 2 | 6 B—Q 3 |
| 7 Castles | 7 Castles |
| 8 Q—K sq | 8 Q—K 2 |
| 9 Kt—K 5 | 9 Kt—Q 2 |
| 10 Kt×Kt (B 6) | 10 P×Kt |

- | | |
|-----------|----------|
| 11 P—B 4 | 11 P—K 4 |
| 12 P×K P | 12 Kt×P |
| 13 Kt—R 3 | 13 P—Q 5 |
| 14 B—Q sq | |

M. J. K. Porshneff notes that this was an oversight. If 14 P×P, then B×P; 15 Kt—B 2, P—Q B 4, and three pieces are out of play. Better would be 14 P—Q 3, and if P×P, then 15 Kt—B 2, with the better position.

- | |
|-------------|
| 14 Kt—Q 6 |
| 15 Resigns. |

GAME No. 1,966.

A game from the Prague Chess Club. From *Ceske Listy Sachove*.*Four Knights' Game.*

WHITE.	BLACK.	11 B—B 2	11 P—K B 4
Herr J. PARTAY.	Herr B. CHMELAR.	12 P—Q 3	12 P—B 5
1 P—K 4	1 P—K 4	13 Q—R 5	
2 Kt—K B 3	2 Kt—K B 3		13 P—Q 4, P×P; 14 Q—R 5, P—K Kt 3; 15 B×Kt P, and drawing is best here.
3 Kt—Q B 3	3 Kt—Q B 3		
.....The capture 3 Kt×P is to be preferred.			13 R—B 4
4 B—Kt 5	4 B—Kt 5	14 Q—B 3	14 Q—R 5
5 Castles	5 Castles	15 P—K R 3	15 R—Kt 4
6 Kt—Q 5	6 Kt×Kt	16 K—R 2	16 B—Kt 5
7 P×Kt	7 Kt—Q 5	17 Q—K 4	17 B×B P
8 B—R 4	8 P—Q 3	18 P—Q 4	18 Q—Kt 6 ch
9 P—B 3	9 Kt×Kt ch	19 K—R sq	19 P—B 6
10 Q×Kt	10 B—B 4	20 R×B	20 Q×R
		21 Resigns.	

GAME No. 1,967.

From *Ceske Listy Sachove*.*Danish Gambit.*

WHITE.	BLACK.	12 Kt—Q 5	12 Q×P
M. SOLDATIENKOFF.	M. DOURNOVO.Black would get a bad game, but still 12..., Q—Q sq is better.	
1 P—K 4	1 P—K 4	13 R—K sq	13 Q—Q 3
2 P—Q 4	2 P×P	14 Q—R 5	14 P—Q B 3
3 P—Q B 3	3 P×P	15 Kt—B 7 !	15 P—K Kt 3
4 B—Q B 4	4 P×PIf Q×Kt, mate ensues by 16 Q×B P ch, &c.	
5 B×P	5 Kt—K B 3	16 Q—R 6	16 Q×Kt
6 P—K 5	6 B—Kt 5 ch	17 B×P ch	17 K×B
7 Kt—B 3	7 Q—K 2	18 Q×R P ch	18 K—B 3
8 Kt—K 2	8 Kt—K 5	19 Q—R 4 ch	19 K—Kt 2
9 Castles	9 Kt×Kt	20 R—K 7 ch	20 R—B 2
10 B×Kt	10 B×B	21 Q—Q 4 ch	21 K—B sq
11 Kt×B	11 Castles	22 Q—R 8 ch	22 K×R
.....Here 11..., P—Q B 3 would have been better. The continuation might have been 12 Kt—K 4, Castles; 13 Kt—Q 6, Q×P; 14 R—K sq, Q—B 3.		23 R—K sq ch	23 K—Q 3
		24 Q—Q 4 mate.	

GAME No. 1,968.

Played by Correspondence in one of Mr. G. B. Fraser's Correspondence Tourneys.

Queen's Pawn Opening.

NOTES BY J. G. WOODS.

WHITE.

Mr. J. G. WOODS.

BLACK.

Mr. R. E. FRASER.

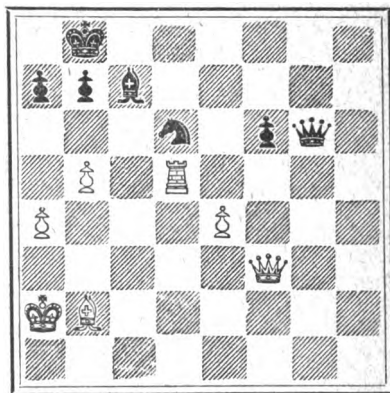
- | | |
|----------------|----------------|
| 1 P—Q 4 | 1 P—Q 3 |
| 2 P—K 4 | 2 Kt—Q 2 |
| 3 P—Q Kt 3 | 3 P—K 4 |
| 4 B—Kt 2 | 4 P—K B 3 |
| 5 Kt—K B 3 | 5 Kt—K R 3 |
| 6 Kt—Q B 3 | 6 P—Q B 3 |
| 7 B—K 2 | 7 Kt—B 2 |
| 8 Q—Q 2 | 8 P—K Kt 3 |
| 9 Kt—Q sq | 9 B—R 3 |
| 10 Kt—K 3 | 10 Q—K 2 |
| 11 P×P | 11 K Kt×P |
| 12 Kt×Kt | 12 Kt×Kt |
| 13 P—K R 4 | 13 B—K 3 |
| 14 P—K R 5 | 14 Castles Q R |
| 15 P×P | 15 P×P |
| 16 Castles Q R | 16 K—Kt sq |
| 17 K—Kt sq | 17 Kt—B 2 |
| 18 P—K Kt 3 | 18 B—Kt 2 |
| 19 P—Q B 4 | 19 B—R 6 |
| 20 P—B 4 | 20 P—K Kt 4 |
| 21 Q—B 2 | 21 Q B—B sq |
| 22 B—K B 3 | 22 P×P |
| 23 P×P | 23 B—R 3 |
| 24 Kt—Kt 2 | 24 Q R—K Kt sq |
| 25 B—R 5 | 25 B—K Kt 5 |
| 26 Q R—K sq | 26 B×B |
| 27 R×B | 27 R—Kt 5 |
| 28 R—R 4 | 28 K R—Kt sq |
| 29 R×R | 29 R×R |
| 30 Q—K B 2 | 30 Q—Q sq |
| 31 R—K 2 | 31 Q—R sq |
| 32 Q—B 3 | 32 R—Kt sq |
| 33 P—R 3 | 33 B—B sq |
| 34 Kt—K 3 | 34 B—K 2 |
| 35 K—R 2 | 35 B—Q sq |
| 36 Kt—B 5 | 36 B—B 2 |
| 37 P—Kt 4 | 37 Kt—Q sq |
| 38 R—Q 2 | 38 Kt—B 2 |

- | | |
|-----------|------------|
| 39 P—Kt 5 | 39 P×P |
| 40 P×P | 40 R—Kt 3 |
| 41 P—R 4 | 41 Q—K sq |
| 42 R—Q 5 | 42 Q—K 3? |
| 43 Kt×P | 43 Kt×Kt |
| 44 P—B 5 | 44 Q—Kt sq |
| 45 P×R | 45 Q×P |

Position after Black's 45th move :—

Q×P.

BLACK (MR. FRASER).



WHITE (MR. WOODS).

46 Q×P

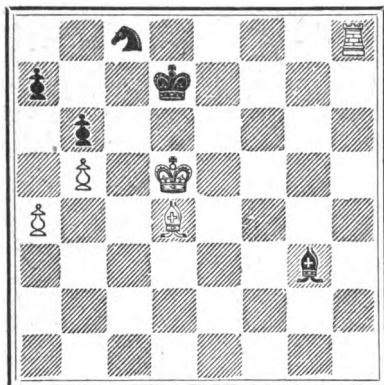
If 46 Q—Q 3, Q×P; 47 R×Kt, Q×R P ch; 48 K—Kt sq, B×R; 49 Q×B ch, K—B sq; and there is danger of Black's securing a draw.

- | | |
|-----------|------------|
| 47 B×Q | 46 Q×Q |
| 48 B—Q 4 | 47 Kt×K P |
| 49 K—Kt 3 | 48 Kt—Q 3 |
| 50 R—R 5 | 49 P—Kt 3 |
| 51 K—B 4 | 50 Kt—B sq |
| 52 R—R 8 | 51 B—Kt 6 |
| 53 K—Q 5 | 52 K—B 2 |
| | 53 K—Q 2 |

Position after Black's 50th move:—

K—Q 2.

BLACK (MR. FRASER).



WHITE (MR. WOODS).

54 R—R 7 ch

White might have played 54 B—B 6; if then (1) 54..., Kt—K 2 ch; 55 B×Kt, K×B; 56 R—R 7 ch, K moves; 57 R×P and wins. If (2) 54..., B—Q 3; 55 R—Q 8 ch, K—B

2; 56 K—K 6 and wins. If (3) 54..., K—B 2!; 55 R—R 7 ch, K—Kt sq; 56 K—B 6, and White still wins after a few moves.

54 Kt—K 2
55 R×Kt ch
55 K×R
56 K—B 6
56 K—K 3!
57 B—Kt sq

If 57 K—Kt 7, then K—Q 4, Black gains time by driving back the B, and is enabled to draw by attacking White's Rook's Pawn with the King.

57 B—Q 3!
58 B—B 2

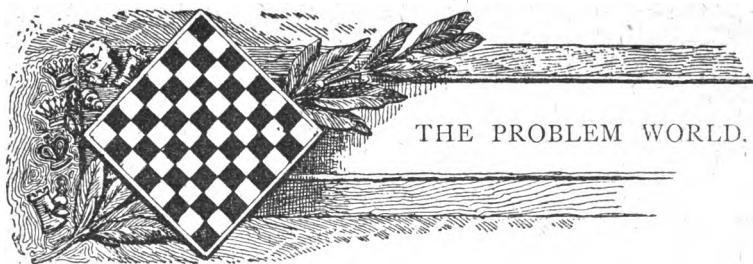
Again gaining time by driving the Black B from its most favourable position.

58 B—K 4
59 K—Kt 7
59 K—Q 4
60 K×P
60 K—B 5
61 K×P

If 60 B×P, Black draws.

61 Resigns.

REMARKS BY Mr. JAMES MASON.—Black's opening is a little *bizarre*, and on the whole seems to yield too little real development, with too much displacement of Pawns. White's *Fianchetto* might have been omitted—though there is nothing specific against it, and in the end it serves its purpose well. The play of Queen and Knight in the line of Black's Bishop proves inconvenient, and might easily be avoided—with perhaps better chance of securing an early tangible advantage than as it happens. But this is mere surmise. For safety Black would do better to exchange Rooks instead of 19..., B—R 6; or why not 19..., B—Q B sq? Neither apparently does he give sufficient heed in the other ways to the danger involved in the want of support to his Bishop defending the exposed Pawn at K 3. This goes far to account for the eventual loss of the game. The conclusion seems forced, that he should have exchanged Rooks and offered to exchange again. Up to and beyond 30 everything goes as might be expected, and the weakness of the unfortunate Pawn subsists. But 31..., Q—R sq is certainly a strange manoeuvre. Yet it is difficult to suggest any improvement. 36 Kt—B 5 obviously ties Black up more and more, as then the other weak Pawn comes in question. At 40 there are two isolated Pawns, dangerously attacked, and in the circumstances thereafter occurring both are very well looked after. But all the points of this position are against Black. 41..., Q—K 3. There appears to be nothing good here, though as a slip, losing at least a Pawn straight away, this hurries the catastrophe. Against other play White might go on B—R 3, or P—K 5, or Q—R 5, according to opportunity, with every chance of breaking up successfully the defence. The ending is extremely interesting. I believe the exchange should win in every case. Mr. Fraser's defence is about all there is possible. On the part of White it looks worth while to return the exchange—producing such a pretty encounter, Bishop v. Bishop!



All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table:—

	Old Score.	Old Score.	1537	1538	1539	1540	1541	1542	1543	1544	1545	1546	1547	1548	Nov. Totals.	Sui-mate Totals.
(See Nov.) (Suis.)																
§ "East Marden" ...	423	39	455	46
† A. C. White ...	269	33	304	43
‡ Chas. Johnston ...	69	42	112	57
‡ W. H. Thompson ...	Cancelled	45	44	60
* C. S. Earle ...	315	33
†† "Beta" ...	204	15	226	24
†† "Gibson" ...	198	42	241	57
† J. J. O'Hanlon ...	144	42	187	57
† P. L. Osborn ...	168	42	211	57
† R. M. Peake ...	148	33	188	45
† J. D. Tucker ...	278	17	315	29
* "W.C.D." ...	9	24	49	39
* Capt. G. A. Forde ...	254	10	277	17
* J. Y. Fullerton ...	35	33	67	45
* J. J. Jones ...	86	30	126	45
"D.C.T." ...	216	42	247	54
A. Baker ...	90	24	124	36
H. S. Brandreth ...	153	4	161	4
G. H. C. ...	105	26	138	38
T.D. ...	150	28	177	37
Rev. A. H. L. Hastling	157
A. J. Head ...	67	21	87	21
F. Kent ...	300	3
Miss V. Helen Macmeikan	41	6	50	9
J. K. Macmeikan ...	298	310	6
J. M. Malcolm ...	57	7
"Selbats" ...	129	27	166	39
G. A. Thomas ...	36	36	48
E. E. Westbury ...	337	31	374	43
"K. W." ...	245	24
G. Woodcock ...	333	36	370	48

* Previous winners. † Twice winners. †† Winner three times.

** Winners four times. ‡ Winner five times.

§ Winner seven times.

Additional solutions of 1539, 1540, and 1541 from "Cigaro Nicotini," whose other solutions are wrong. No. 1541, 1544, 1545, and 1546 from Eugène Henry.

"Beta" has written that he forwarded solutions in the September number. We regret we cannot trace his letter. We miss one or two sets of solutions this month—we hope next month the absent solvers will return to the arena.

As predicted last month, "East Marden" tops the list on this occasion, which is his seventh success in this competition. This speaks well for his persistent perseverance.

FACTS AND TRIFLES.—We have been asked on several occasions of late if the *American Chess Magazine* is really dead or merely slumbering. We fear it has passed away with the majority of chess journals. America seems particularly daring in many of its chess enterprises, cherishing a doomed notion that unbounded enthusiasm will eagerly support ventures none too modest in promised attainments. The *A.M.C.* has unfortunately dragged down with it the three-move tourney, and we understand several of our correspondents are interested in the result. We believe all the entries in the competition were duly published, but whether those responsible will exhume the problems from their present place of interment, and cause them to be sat upon in judgment and distribute the prizes we cannot say. The least that might have been done was to communicate with the competitors in some way or other. So long as an award remains outstanding the liability for prizes is a deferred one, which possibly will yet be deferred, and still further deferred! Morally speaking the conductors should keep faith with the contributors and see the thing out, in order to save the management from unpleasant inferences being drawn to its detriment.

Z. Mach has contributed to the *Leisure Hour* a revised setting of his two-mover which was tentatively awarded first prize in the late tourney. It is as follows: 8 / 4 K Kt 1 B / 4 P 3 / 1 kt P 2 r p 1 / 4 k 1 Kt b / kt Q 1 p B 1 R 1 / 1 Q 6 / 8 / Mate in two. The chess editor has explained in answer to our remarks upon the award, that in order to publish the whole of the entries by adding an extra page to the chess department, it would have taken sixteen months to present all the problems sent in—and consequently rather than keep his readers so long in suspense it was thought advisable to adopt the plan which has certainly not been a success. We still think that a scheme could have been devised to overcome the difficulty, even if the majority of the positions had to be given in letterpress. There is, however, another way, and that is adopting a weeding out system and materially reducing the number of problems to be published. This it is true might not be highly satisfactory, but it appeals to us as being far preferable to the course which was pursued.

The following uncommon and pretty two-mover has appeared in *Brighton Society* By Mrs. W. J. Baird.—6 K 1 / 2 R 1 p 3 / 3 b k 1 kt 1 / 3 p P p 2 / 3 R 4 / 1 Kt 6 / 7 B / 2 Q 5 / Mate in two. It will interest those who appreciate the work of this popular lady composer, that she has in contemplation the publication of a selection of her problems. We learn the volume will comprise 500 specimens. We do not remember, with the exception of S. Loyd, any composer issuing such a large number of compositions in one collection.

The *Canterbury Times* (of New Zealand) chess columns generally contain something worth reading or studying. We clip therefrom the following little story. We do not know who is responsible for its original narration or creation!

"The versatile Baden-Powell, when returning from India, had for a fellow passenger Dr. Higgins, now of Huddersfield. The doctor had lived in India for a number of years, and on leaving for his native land was presented by the Maharajah of Jeroochnabad with a beautiful set of ivory chessmen. In fine weather the doctor passed the time very agreeably in solving problems from some back numbers of the *Illustrated London News*, but if the steamer rolled at all the chessmen had an aggravating way of deserting their proper stations on the board, and capering about the deck; then the language used about them, their dusky donor, and the ivory-carvers of Jeroochnabad was worth hearing. All the available problems were mastered with one exception, which defied the doctor's skill. With the assistance of the steward, B.-P. obtained possession of the paper containing this problem, and tried in vain to solve it privately. Then the services of the chief officer were called into requisition; but as neither of them knew much about the game their combined efforts were quite futile. But help came from an unexpected quarter. The steward found a later copy of the *Illustrated London News* with the full solution of the problem. The published answer was carefully committed to memory. Next day, when Dr. Higgins fixed up the problem for another trial, B.-P. strolled up and commenced to chaff him about the difficulty experienced in solving a simple chess problem, and made a bet that he could find the answer in ten minutes. The wager was readily taken by the doctor, who had spent about a dozen hours over the chess-nut without getting at the kernel. A timekeeper was appointed, and B.-P. went to work, apparently plunged in the deepest thought. Several unavailing key-moves were intentionally tried, the correct defence being promptly shown by Dr. Higgins. A group of passengers and deck officers were now gathered round, and bets upon the result were freely made. After nine minutes' intense study, B.-P. demonstrated the correct solution of the problem, to the surprise of Dr. Higgins and the merriment of the onlookers."

An attractive event in the form of a Solution Tourney "over the board" will take place at Captain Beaumont's entertainment, at the Crystal Palace, on Saturday, the 5th January next. We understand the competitors will have to solve from printed diagrams, which will be supplied to them. These competitions though not frequent are interesting, and the one under contemplation would be rendered much more so if the names of many well-known solvers were listed to participate in the silent contest. The problems will be three in number, in two, three, and four moves. We do not suppose "B.-P." will be invited, but the competitors need feel no apprehension if he is. Captain Beaumont is an admirer of problems, and has been the composer of several, and has frequently shown tangible appreciation of the art.

We learn from the *Kingstown Society* that Mr. H. F. W. Lane, of Stroud, a composer of much promise, and who for some time past has become a successful competitor in several tourneys, is blind, the result of a gun accident. He is a young man of considerable ability, and an excellent

chess player. He has had special boards and men made for himself; one of a large size, with ivory men, and another, a travelling set, *in statu quo*, with ivory men. The dark squares are slightly raised, and the black men are slightly marked at their bases. He was a pupil at Clifton College, and is now at Oxford University.

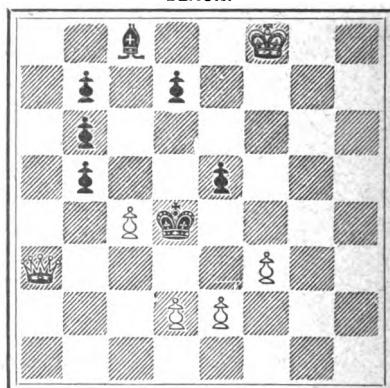
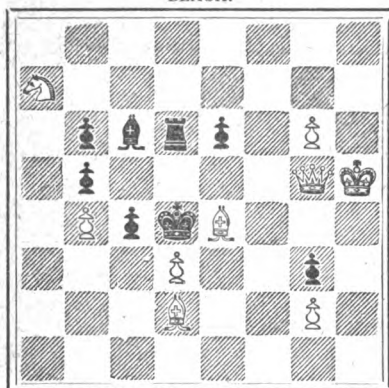
PROBLEM AWARDS.—The usual Half-yearly Tourney in *Football and Field* has resulted in the following positions securing the prizes offered.

By E. P. BELL, Folkestone.

By G. J. SLATER, Bolton.

BLACK.

BLACK.



WHITE.
Mate in two.

WHITE.
Mate in three.

The *Manchester Weekly Times* has just completed two Competitions, constituting its tenth Tourney. The following are the positions of the fortunate prize-winners.

First prize two-mover.

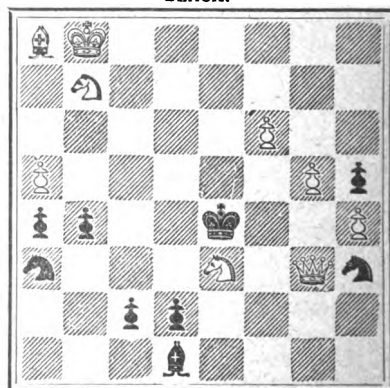
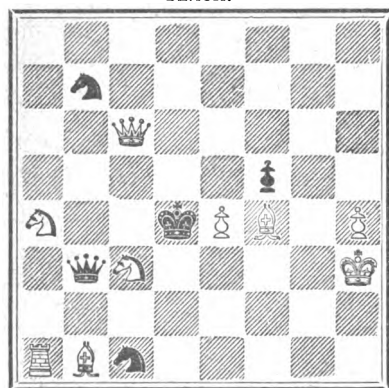
By P. H. WILLIAMS, London.

First prize three-mover.

By G. J. SLATER, Bolton.

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BLACK.



WHITE.
Mate in two.

WHITE.
Mate in three.

Second prize two-mover (*ex æquo*). By A. F. Mackenzie, Jamaica.
 1 B 6 / 1 p 3 Kt 2 / 3 Kt 1 kt 1 kt / 1 Q b 1 R 3 / 2 P k 2 p 1 / 2 p P 2 P
 1 / 8 / 3 R 2 K 1 / Mate in two. Ditto by A. Corrias, Italy.—4 Q b b 1 /
 2 K 5 / p p 1 B 4 / P 2 k 1 Kt 2 / 8 / 5 kt 2 / K 2 kt P 3 / 8 / Mate in two.

Second prize three-mover (*ex æquo*). By H. F. W. Lane, Stroud.—
 7 Q / 8 / 1 p 2 B 3 / p 1 P 1 R P 2 / 3 k Kt 3 / 5 p 1 p / 1 p 4 P q / b K
 1 Kt kt 1 r 1 / Mate in three. Ditto by P. G. L. Fothergill, Twickenham.
 8 / 1 p P 3 p 1 / 4 Kt 3 / 4 k 1 Kt p / 1 K 3 p 2 / 1 Q 4 p 1 / 8 / 8 / Mate
 in three. The judges were F. R. Gittins and E. Holt.

To those who are unyielding on the point of strict originality the two-mover by A. Corrias will probably offend their inflexible insistence when they compare it with the problems by T. H. Billington and J. B. Fisher, which we printed in our September number, *vide* page 381.

The *Kingstown Society* publish the result of a recent Two-move Tourney. The judges, Mrs. F. F. Rowland (chess editor) and E. J. Winter-Wood have signified their preference for the problems by H. F. W. Lane, P. F. Blake, and W. A. Clark, in the order named, which consequently earn prizes. The problems are as under:—

By H. F. W. Lane, Stroud.—2 K R 4 / Q 3 p 3 / 6 R Kt / 1 p 1 B k
 1 p P / 2 P 5 / B 4 r 2 / 1 q 1 p 4 / 3 b 4 / Mate in two.

By P. F. Blake, Stockport.—4 Kt 2 K / 1 kt 6 / 5 R 2 / 2 p 4 R /
 3 b k Kt 2 / 7 p / 3 Q 3 kt / 1 b 1 B 4 / Mate in two.

By W. A. Clark, East Molesey.—4 B 2 K / 8 / 1 p 2 p 3 / B 1 p 5 /
 kt 1 k 5 / 4 R 3 / 1 r 4 Kt 1 / 3 Q kt 1 b 1 / Mate in two.

SOLUTION TOURNEYS.—A Solution Tourney is to be started in the January number of *Knowledge*. The sum of one guinea is offered as first prize, and *Knowledge* free for twelve months as second prize. The conditions are as follows: the Tournament will begin on January 1st, 1901, and will include all the direct mates in two and three moves printed in *Knowledge* during the year 1901.

A Solution Tourney, under the usual conditions, has just commenced in the *Western Morning News*, and will be continued eleven weeks. The prizes are a guinea, *The Chess Bouquet*, and a set of chessmen. Solutions to be addressed “Queen’s Knight,” Kenwick, Paignton, South Devon. The paper is a penny paper, published at 31, George Street, Plymouth.

PROBLEM TOURNEYS.—The *Leisure Hour* announces two new Competitions for two and three-move problems. Three guineas are to be reserved for foreign composers, viz., two guineas for the best three-er, and one guinea for best 2-er. A reservation of three guineas will be similarly made for Colonial composers. Five guineas are to be awarded to British composers living in the United Kingdom. Three movers, two guineas, one guinea, and half-a-guinea; two-movers, a guinea and half-a-guinea; and one guinea will be given for the best problem by a lady, unless one of the best prizes should be won by a lady in the general British section. As consolation prizes twelve copies of the games played in the City of London Club Invitation Tourney, 1900, will be given for the twelve problems nearest in merit to the prize-winners. Problems sent in for competition must be the unaided

work of the senders, and must not have been printed or otherwise made public. Each one must be submitted in diagram form, and must be accompanied by a complete solution, giving all the leading variations, clearly written in any recognised notation. Both diagram and solution must be on one piece of paper, which must be headed by a *nom de plume* adopted by the competitor. The name and address of each competitor must be sent in a sealed envelope with the *nom de plume* written outside. These envelopes will not be opened until the award has been made. The last days for sending in the problems will be January 7th, 1901, for home competitors, February 15th for foreign competitors, and March 30th for Colonial competitors. All communications to be addressed to the Editor, *The Leisure Hour*, 56, Paternoster Row, London, E.C., and to be marked 'Chess' on the envelope. All entries must be accompanied by a 'coupon,' which can be obtained by purchase of the paper.

SOLUTIONS AND CRITICISMS.

By G. H. Clutsam (p. 420).—1 Q×R P, &c., as also 1 R×P ch. As we have before mentioned, a Black Bishop was intended by the author to stand at K Kt 8. This piece was accidentally omitted in his transcript, consequently the problem is struck out of the prize list. See remarks last month. Solved by J. J. Jones, A. C. White, R. M. Peake.

By G. J. Slater (p. 420).—The Pawn at White K 2 should by White. 1 Q—Q R 7, P—B 5; 2 Q—Kt 7 ch, &c. If 1..., K—B 5; 2 Q—R 4 ch, &c. If 1..., K—K 3; 2 P—K 4, &c. If 1..., K—K 5; 2 Q—K 7, &c. An elegantly arranged 3-er, with four nice variations, produced by only eight men. The first two lines of play are familiar enough, but like all Mr. Slater's problems there is a brightness in his own particular settings. Solved by R. M. Peake, Eugène Henry.

By J. Fridlitzius (p. 420).—1 K—R 4, Kt—B 2; 2 Q—Q 6 ch, &c. If 1..., R×Kt; 2 Q—Q 5 ch, &c. If 1..., Q—Q 5; 2 Kt—K 4 dis. ch, &c. If 1..., P—B 6; 2 Kt—R 5 dis. ch, &c. If 1..., Q—R 4; 2 Kt—Q 7 dbl. ch, &c. If 1..., R×R; 2 Kt×R or Kt—R 5 dis. ch, &c. If 1..., others; 2 Kt—Kt 6 ch, &c. The combination of the two Queen sacrifices, and the threat (which includes the key) are good, but the remainder of the play is not very interesting. There are duals, and generally speaking it is a problem which impresses one at first but does not maintain a fascination. Solved by A. C. White, R. M. Peake, Eugène Henry, G. Woodcock.

By J. Dobrusky (p. 421).—1 B—Q 2, &c. This is a beautiful two-mover in some respects, yet it has its drawbacks. The key move is not particularly good, and the whole scheme is, as we have said before, not original—Dobrusky's version being but an adaptation of an earlier production. Solved by A. C. White, R. M. Peake, Eugène Henry.

By M. Havel (p. 422).—1 P—B 6, &c. This is a threat with a poor key; the clean mates are not finished examples, and Black has to be very obliging! Solved by A. C. White, R. M. Peake, Eugène Henry.

No. 1537 ("Mitre and Sceptre").—1 P—Kt 7, K×P; 2 Q—B 8 ch, K—B 3; 3 Q×P ch, &c. If 1..., B×P; 2 R×P ch, P×R; 3 P—Kt 5 ch, &c. If 1..., B—Kt Kt 2; 2 P—Kt 8 (Kt) ch, K—Kt 2; 3 Q×B, &c.

No. 1538 ("The flying column"—misprinted "La Coqueluche").—1 R—K 8, P—K 4; 2 Q×K P ch, K—B 7; 3 Q×P ch, &c. If 1..., R moves; 2 Q×P ch, K—B 7; 3 Q—Kt sq ch, &c. If 1..., B—Kt 2 ch; 2 Kt—K 4 ch, B×Kt; 3 R—Kt 2 ch, &c. If 1..., B—R 3; 2 Kt—B sq ch, &c.

No. 1539 ("La Coqueluche"—misprinted "Chi la sa").—1 Q—Q R sq, P—Kt 3; 2 Kt×P ch, P×Kt; 3 Q—K 5 ch, &c. If 1..., Q—Kt sq; 2 R—B 7 ch, Q×R; 3 Kt×P ch, &c. If 1..., Q—R 2; 2 R (B 8)—K 8 ch, K—B 3; 3 B×R ch, &c. If 1..., Q×R; 2 Kt×P ch, &c. Solved also by 1 Q×R, P—Kt 3 (best); 2 R—R 7 ch, K—B 3; 3 B×R ch, &c.

No. 1540 ("Chi lo sa," wrongly given as "Arretous nous ici").—1 R—B sq, P—Kt 7; 2 Q×P ch, K×Kt; 3 Q—Q 6 ch, &c. If 1..., B—Kt 8; 2 Kt—B 3 ch, P×Kt; 3 Q—B 5 ch, &c.

No. 1541, by H. F. W. Lane.—1 Kt-B 8, K-K 4; 2 Kt (K 4)-Q 6, &c. If 1... P×R; 2 Kt (B 8)-Q 6, &c. If 1..., K×P; 2 Kt-Kt 6 ch, &c. If 1..., P×P; 2 B-B 3 ch, &c. If 1..., any other; 2 Kt (B 8)-Q 6, &c. A capital 3-er with some entertaining variety. The key is good and principal line of play clever. One can see in this the same hand which composed the second prize problem in the *Manchester Weekly Times* three-move competition. Of the two positions this is we consider the superior, and no doubt it was the outcome of the *M.W.T.* problem.

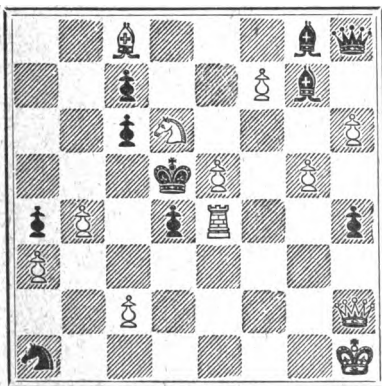
No. 1542, by Rev. J. Jespersen.—1 Q-Q 3, P×Q or K-B 4; 2 R-Kt 7, &c. If 1..., P×Kt; 2 Q×Kt P, &c. If 1..., R-Kt 5; 2 R×R, &c. If 1..., R-Q 5 or Ps move; 2 Q×R, &c. A good three-mover, quite in the author's sacrificial style. It is not difficult to see the intended main idea, but the reply—which by the way has not any special point in it—to 1..., P×Kt, is by no means easy to discover. R-Kt 7 for first move is tempting.

No. 1543, by W. A. Shinkman.—1 R-R 4, P-Q 6 (best); 2 B-B sq, B×P [If 2..., P-B 5 or B-R 4; 3 B-Kt 2 ch, &c.]; 3 R-Q 4, &c. Sweetly pretty in its antique design. Of course it is easy, this fact being due to Black's strong threatened defence of 1..., B×P. B-B 8 at first sight is a likely try, but the solver soon learns the reason why it must be abandoned. Previously published in the *American Chess Magazine*.

No. 1544, by G. H. Clutsam.—As mentioned last month this is a two-move su-mate. 1 Q-K R 6, R-Kt 8; 2 Q×P ch, &c. If 1..., R×P; 2 B×P ch, &c. If 1..., B×Q P; 2 Kt×P ch, &c. If 1..., B-B 5; 2 Kt-K 2 ch, &c. An ingenious bi-move Sui. The four variations are curiously and cleverly blended. It is a fairly easy problem, since it is pretty apparent the Queen must be removed from its defence of K 2.

No. 1545, by Rev. J. Jespersen.—1 B-B 4, &c. An unusual two-mover. The key is good, and though the chief mates are not pretty they have peculiar points.

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pretty, though not truly economical on account of the Rook being a passive member for the time being.

No. 1548 by W. A. Shinkman. 1 K-Q 7, P×B, 2 K-B 6 or 7, K×Kt, 3 K-Kt 7, P-R 3, 4 K-B 6, &c. If 1..., K×Kt, 2 K-B 6, P×B [if 2..., K-R 3, 3 B-Q B 7, P moves 4 B-Q 7 &c. If 2..., P-R 3, 3 B-B 7 ch &c.] 3 K-Kt 7, and continue as before. If 1..., P-K 3 or 4, 2 K-B 6, P moves (best) 3 B-Q B 7, P moves 4 B-Q 7, &c. If 1..., K-Kt 4, 2 K-B 7 dis ch, K×Kt [if 2..., K-R 3, 3 B×K P, K×Kt, 4 K-Kt 7 &c.] 3 B×K P, K or P-R 3, 4 B-Q 8 or K-B 6 acc. &c. If 1..., K-Kt 3, 2 B×K P, K×Kt [if 2..., K-R 3; 2 K-B 6, K×Kt, 4 K-Kt 7 &c. If 2..., K-Kt 4, 3 K-B 7 ch, K×Kt or R 3; 4 K-Kt 7, or B-Q 8, &c. If 2..., P-R 3, 3 K-B 8, K-R 2; 4 B-B 5 ch, &c.]; 3 K-B 7, K-R 3 or P-R 3; 4 B-Q 8 or K-B 6 acc. &c. For such an apparently simple position this is uncommonly bewildering. The echo of the discovered mate is cleverly brought about. Some of our solvers found it difficult, and one or two speak of it as being familiar—Mr. Thompson points out it was published in the *American Chess Magazine*, as also No. 1543.

PROBLEMS.

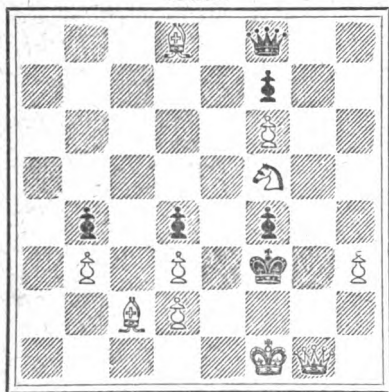
"B. C. M." SUI-MATE TOURNEY.

No. 1557.

Motto: "My little gift."

(T. P. No. 21.)

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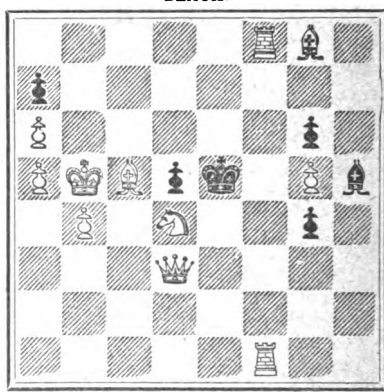
White compels Black to mate in three moves.

No. 1558.

Motto: "A Trifle."

(T. P. No. 22.)

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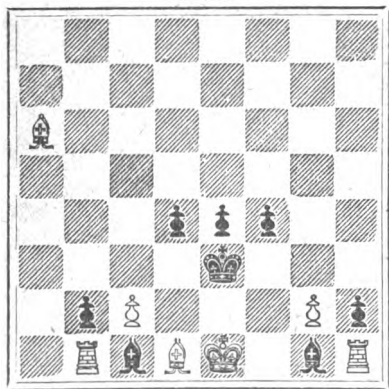
White compels Black to mate in three moves.

No. 1559.

Motto: "Aller aufang."

(T. P. No. 23.)

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WHITE.

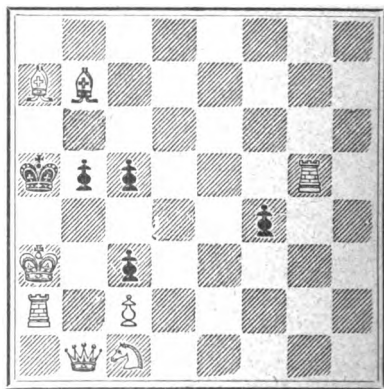
White compels Black to mate in three moves.

No. 1560.

Motto: "Et reliquit nos."

(T. P. No. 24.)

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WHITE.

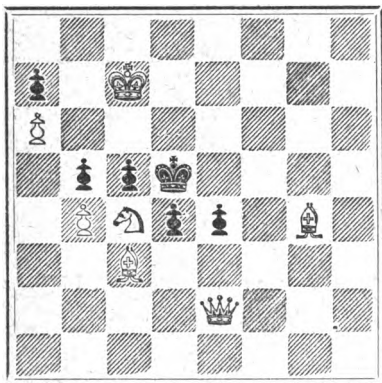
White compels Black to mate in three moves.

PROBLEMS.

No. 1561.

By G. H. CLUTSAM,
London.

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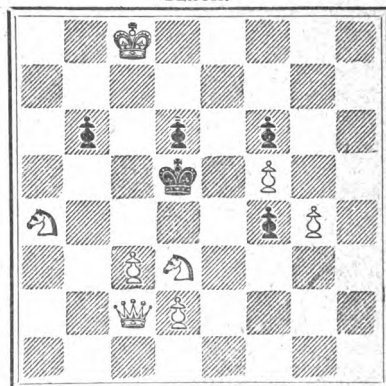
WHITE.

White mates in two moves.

No. 1562.

By MAX J. MEYER,
Jersey.

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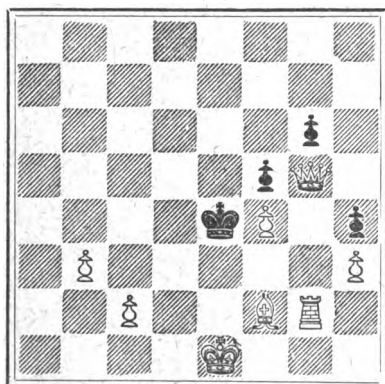
WHITE.

White mates in three moves.

No. 1563.

By GEO. J. SLATER,
Bolton.

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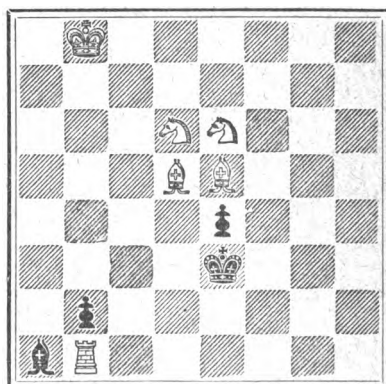
WHITE.

White mates in three moves.

No. 1564.

By W. A. SHINKMAN,
Grand Rapids.

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WHITE.

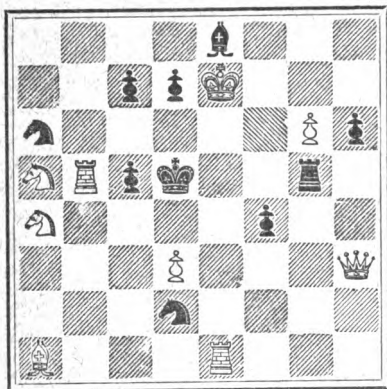
White mates in four moves.

PROBLEMS.

No. 1565.

By A. B. CRAIG,
Victoria.

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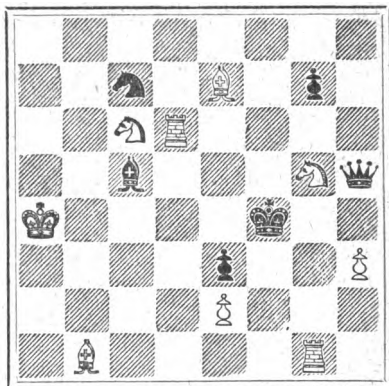
WHITE.

White mates in two moves.

No. 1566.

By PHILIP H. WILLIAMS,
Hampstead.

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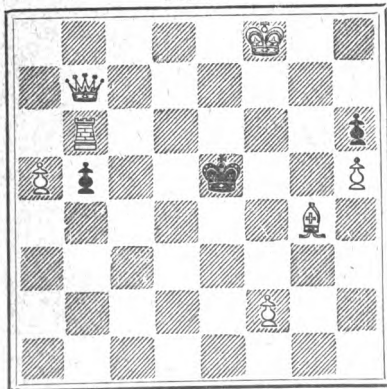
WHITE.

White mates in two moves.

No. 1567.

By G. H. CLUTSAM,
London.

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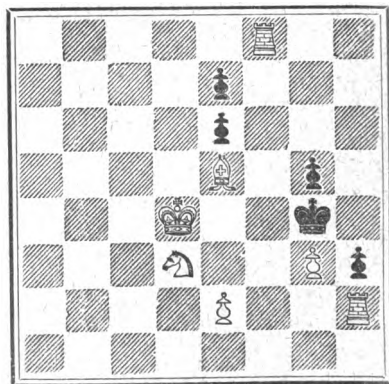
WHITE.

White mates in three moves.

No. 1568.

By E. J. WINTER-WOOD,
Paignton.

BLACK.



WHITE.

White mates in three moves.





DATE ISSUED	DATE DUE
FEB 26	MAR 12 '50





