

NEW ZEALAND CHESS ASSOCIATION.

BOOK OF THE ^{24th}~~23rd~~ CONGRESS.

Held at TIMARU,

December 26, 1910—January 4, 1911.

Edited and annotated
by
H. L. JAMES.

For who hath despised the day of small things? *Zech. IV, 10.*
Everything must have a beginning. *Axioms of Ahmad-bin-
Ali; I, 1.*
Sic itur ad astra. *Æneid; IX, 641.*



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Preface.

The present booklet is an attempt to lay before the chess public of New Zealand the results of the last Congress, held under the auspices of the New Zealand Chess Association, with some information on other matters of interest to colonial chess players. It is the first time that the Association has seen its way to publish any such record; but it is hoped now to make the publication an annual one that may in time come to be regarded as a kind of New Zealand chess year-book, albeit on a humble scale.

It is unfortunate, however, that on this, the first occasion of issuing a record, the quality of the play at the Congress should happen to be so very poor as it unhappily must be admitted to be, and so far below the standard of play on most similar occasions in the past. The explanation of this inferiority is to be found in the fact that, of the eleven competitors, six only had ever attended any previous Congress, and one of these had had but one such experience. The rest were new to the requirements of such a contest, and without much practice; and some, by their inexperience, were certainly unfit for such an ordeal. In view of the happenings at this Congress, the Association will probably feel it incumbent upon itself to effect some alteration in the rules at present governing these contests. The playing of three rounds in two days seems, as usual, to have severely taxed the physical endurance of some of the players; and the pitting of North against South, if not a mere accident, was an innovation that was certainly never contemplated by the Association.

The local Committee worked very hard to ensure the success of the Congress, and all the competitors carried away with them pleasant recollections of the kindness of the Timaru Chess Club and of the local players. The funds available were scanty, but of willing effort there was no lack. The N.Z. Press Association also earned the gratitude of chess players throughout the Dominion by their liberal reporting of the Congress.

The prizes were: 1st, £15 15s.; 2nd, £5 5s.; 3rd, £3 3s.; 4th, £2 2s.; 5th, £1 1s. There was also a Brilliancy Prize of £2 2s., presented by the Hon. J. A. Millar, Minister for Railways, and won by the Rev. C. E. Fox, to whom it was awarded for his game against Mr. Hicks.

The competitors were: W. E. Mason and John Mason, Wellington Chess Club; R. J. Barnes, Wellington Working Men's Chess Club; A. W. O. Davies and J. C. Grierson, Auckland Chess Club; E. Hicks, South Wellington Chess Club; J. Dunlop, Otago Chess Club; T. O. Mara and A. Beck, Timaru Chess Club; A. W. Gyles, Westport Chess Club; and the Rev. C. E. Fox, of the Melanesian Mission, Norfolk Island. The following notes on these players may be of interest:—

W. E. MASON, 34 years old at the time of the Congress, learned the game when 18 years of age, and on the present occasion secured the Championship for the third time, having competed in five previous Congresses, viz.: 1896 (not placed), 1900, Easter (tied with R. J. Barnes for first place, and won the Championship after twice playing off), 1900, Christmas (third place), 1903 (tied for first place with John Mason, and won the Championship in the play-off, having lost but one game out of fifteen), and 1904 (tied with John Mason for third place). He is a lawyer by profession. His record would probably be unequalled could he have attended these gatherings more frequently.

A. W. O. DAVIES, 35 years old, is a Welshman, and a comparatively recent but very acceptable ad-

dition to New Zealand chess. He is said to have been twice one of Dr. Lasker's opponents in the latter's simultaneous exhibitions, and to have had the honour of drawing his game on one of these occasions. He is Auckland's present champion, and has taken part in several previous Congresses, securing the Championship in December, 1904, and at Easter, 1908. In 1906 he was third, being first among the New Zealand players on that occasion. In other congresses he has always been well placed, and secured the Brilliancy Prize in 1908. His play is usually rapid, brilliant, and dashing. His profession is nearly as dryasdusty as that of the Masons: he is an accountant.

JOHN MASON, 30 years old, learned the game when 17 years of age. He was Champion of the colony last year, and has attended eight previous Congresses, viz.: 1901 (not placed), 1902 (tied for second place), 1903 (tied with W. E. Mason for first place, having lost but one game out of fifteen, but lost in the play-off), 1904 (tied for third place), 1905 (tied for first place, but lost in the play-off), 1906 (tied for fifth place, i.e., for third place among the New Zealanders), 1908 (fourth place), 1909 (tied with J. C. Grierson for first place, and won the play-off). Mr. Mason also secured the Brilliancy Prize in 1903, and again in 1905. He is another denizen of the dusty desert of the law.

R. J. BARNES, or "XXXXX" ("Five Ex"), as the facetious term him, has competed in every Congress save one held by the N.Z. Chess Association,—a total of twenty-two public appearances! On sixteen of these occasions he has figured in the prize list, taking second place six times, and securing the Championship in five cases (hence his nickname as above). On two of the occasions when he finally secured second place, he had tied for first place, but lost in the play-off. His public record stands unequalled in the colony, and his Club successes are also very numerous. Like Mr. Davies, he is an accountant.

J. C. GRIERSON, 54 years of age, the "preux chevalier" of New Zealand chess, was entirely out of form, and apparently suffering from serious nervous indisposition, at the present Congress. For he has taken part in these Congresses on several previous occasions, and secured the Championship at Dunedin in 1902. In 1909, at Auckland, he tied for first place with John Mason, but lost in the play-off. His Club record, too, is a very good one. A native of Cheshire, Mr. Grierson is another accountant.

EDWIN HICKS, 26 years old, is a young player of considerable promise, though his play abounds in eccentricities frequently far from commendable. He has taken part in one previous Congress, that at Auckland, 1909, where he was not placed.

The other competitors were without previous experience of such contests, and have only local Club records. Messrs. Dunlop and Mara showed the best average form, and may be expected to give a good account of themselves in the near future, both being young men. Mr. Gyles, 22 years old, will also do better when he overcomes the nervousness that seriously affected his play on this occasion. The Rev. Mr. Fox is normally isolated "in partibus infidelium," among "the heathen of the Northern Sea,"—to wit, the cheerful cannibals of the Solomon Islands,—whose chess is said to be at present but poor practice: opportunity is all he needs. But he devotes his time instead to the study of the Melanesian languages, on which he will probably soon become an acknowledged authority; and therein may be said to have chosen the better part. Mr. Beck has plenty of pluck and enthusiasm, but is much too weak a player for such a contest.

The Congress was held in the Technical School, Timaru, and was opened on Boxing Day, December 26, by Mr. J. Craigie, M.P., Mayor of Timaru, and in the morning the usual meeting of

players and Committee took place. The first round was begun in the afternoon, and thereafter the play proceeded at the rate of three rounds in two days, the fixed rate of play being 36 moves in the first two hours, and 18 moves in each succeeding hour. There was no play on Saturday evening, December 31, or Monday, January 2. The Congress was concluded on January 3, 1911, and after a pleasant drive on the morning of the following day, the players submitted to the usual photograph at 2 p.m., and were then entertained by Mayor Craigie at afternoon tea at the Arcade Café, His Worship having kindly consented to hand over the prizes to the winners, which he did with appropriate remarks. And so the 23rd Congress of the New Zealand Chess Association, like Hans Breitman's party, vanished into the Ewigkeit. It is hoped that this little volume of record of it may be of some interest to New Zealand chess players, especially to those who may in the immediate future take part in other similar meetings. It is believed also that this record may be of some use to young students and beginners of the game, if only for the numerous warnings it contains. The editor makes no pretension to any deep knowledge of chess, or any great critical or analytical ability, and has merely aimed at producing a readable and useful record. He will be thankful to have pointed out to him any mistakes he may have made, and feels sure that he possesses any number of kind friends who will be only too eager to do him this service. He desires gratefully to acknowledge the help received in his analyses from a well-known local fellow-amateur, who, unfortunately, insists on remaining anonymous,—“*vox et praeterea nihil.*”

The unthinking parrot-cry of “Pedantry!” will no doubt be raised against the editor for his spelling of Russian names. He can only reply that they are faithful and correct transliterations from the original Russian spelling,—made according to a rational system,—and not slavish copies, as usually

happens, of French or German forms. The Frenchman or German, having not the sound of the English ch, must perhaps resort to such distortions as Tschigorine or Tschigorin for the plain Chigorin; but, if an Englishman is to write "Tchigorin," he might as well spell "church" as "tchurtch" or "tschurtsch"! And if, as we usually see, Snosko-Borowski (an atrocious mixture of German and Polish spelling) for Znosko-Borovski, then why not "soo" for "zoo," and "wile" for "vile" and "file"?

Proofs have been carefully read, and every game checked at least twice over the board, and it is hoped and believed that errors and misprints have thereby been reduced to a forgivable minimum.

Following is the score-sheet of the Congress, wherein the prize-winners,—**who** in this case are also the "Sieggers," i.e., those who gained more than half the highest possible number of points,—are "roped off." It will be seen that, as among themselves, their scores are: W. E. Mason and Davies (equal), 4 each; John Mason, Hicks, and Mara (equal), 2 each; Dunlop, 1. The best score against these six prize-winners was made by Gyles (2½), while the redoubtable Barnes (who was not on this occasion the Barnes of old times) scored but 1 against them. The showing is an excellent one for the "new men," Messrs. Mara and Gyles.

	Mason (W. E.)	Davies	Mason (J.)	Dunlop	Hicks	Mara	Barnes	Fox	Gyles	Grierson	Beck	Total
Mason (W. E.)	...	0	1	1	1	1	1	1	1	1	1	9
Davies	0	...	1	1	1	1	1	1	1	1	1	8
Mason (J.)	0	0	...	1	1	0	1	1	1	1	1	6½
Dunlop	0	0	0	...	0	1	1	1	1	1	1	5½
Hicks	0	0	0	0	...	1	1	1	1	1	1	5
Mara	0	0	0	0	0	...	1	1	1	1	1	4
Barnes	0	0	1	1	0	0	...	0	1	1	1	2
Fox	0	0	0	0	1	0	0	...	0	0	0	0
Gyles	0	0	0	0	1	0	0	0	...	1	1	0
Grierson	0	1	0	0	0	1	0	0	0	...	0	0
Beck	0	0	0	0	0	0	0	0	0	0	...	0

INDEX OF PLAYERS.

The following table enables each player's games to be readily found. The references are to the games **by number**, not by page. The games are in each case entered **opposite** the name of the player who had the move, and **under** the name of the second player.

	Barnes	Beck	Davies	Dunlop	Fox	Grierson	Gyles	Hicks	Mara	Mason (J.)	Mason (W. E.)
Barnes	49	25	30	3	...	13	...
Beck	45	20	29	5	33	...
Davies ...	7	52	...	37	26	21
Dunlop ...	34	24	4	...	9	43	51
Fox ...	54	15	35	10	...	41
Grierson	2	28	50	40	...	11
Gyles	32	...	23	55	14	42	...
Hicks...	12	19	39	22	...
Mara ...	44	...	47	18	53	31
Mason (J.)	17	48	38	8	27
Mason (W. E.) ...	16	36	46	6	...	1	...

TABLE OF OPENINGS.

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GLOSSARY.

The following technical terms employed in this booklet are here explained for the benefit of those unfamiliar with them:—

Crotchet, minor.—The KRP or QRP at R₃ on the side on which the K is not located.

Crotchet, major.—The KKtP or QKtP at Kt₄ on the same side as above.

Development.—The preparation or placing of the mobilised forces in readiness for attack upon the adversary's K's position.

Double front of operations.—An arrangement of forces to be adopted by the attacking party when the Kings are located on opposite sides of the board. Therein, the pawn formation radiates from B₃ on the side facing the opposing K, and theoretically consists of pawns at R₄, Kt₄, B₃, K (or Q) 4, Q (or K) 5, and B₄.

Echelon.—KBP and KKtP or QBP and QKtP at their 4th, supporting the corresponding major oblique.

En appui.—The KRP or QRP at R₃ on the side on which the K is located.

En potence.—The KBP or QBP at B₄ supporting the corresponding major oblique.

Mobilisation.—The opening deployment of the forces in readiness for either attack or defence.

Objective plane.—The square on which the hostile K stands, together with the eight or fewer squares immediately adjoining it.

Oblique.—A line of pawns stretching from B₂ or Kt₂ diagonally across the board in the direction of the adversary's forces. It is "minor" when reaching only to the 4th rank, "major" when extended to the 5th rank, and "grand" when further extended to the 6th rank.

Operations, line of.—The process of attack after mobilisation and development are completed.

Parallel.—The KP and QP, or KP, QP and KBP, or QP and QBP, or KP and KBP, side by side on their fourth rank.

Games.

ROUND 1 (Dec. 26).

No. 1.

WHITE : W. E. Mason. BLACK : J. Mason.

1	P-Q4	P-Q4	23	QxR	R-Q1
2	P-QB4	P-K3	24	Q-Kt3	Q-Q3
3	Kt-QB3	Kt-KB3	25	Kt-Q4	B-K5
4	B-Kt5	B-K2	26	Q-B3	R-Kt1
5	P-K3	P-QKt3(a)	27	P-B3	B-Kt3
6	PxP	PxP	28	Q-B7	QxQ
7	Kt-B3	B-K3(b)	29	RxQ	R-Kt8ch
8	B-Q3	O-O	30	K-R2	R-QR8
9	O-O	QKt-Q2	31	RxRP	B-Q6
10	QR-B1	P-QB4	32	P-K4	B-B5
11	R-K1	B-Kt5(c)	33	P-R3	B-K3(e)
12	P-KR3	B-R4	34	KtxB	PxKt
13	B-B5	B-Kt3	35	P-QR4	P-R3
14	BxQKt	QxB	36	P-R5	P-R4
15	PxP	PxP	37	P-R4	R-R7
16	BxKt	BxB	38	P-R6	R-R8
17	KtxP	Q-Kt2(d)	39	R-R8ch	K-Kt2
18	KtxBch	PxKt	40	P-R7	P-K4
19	RxP	QxP	41	P-Kt4	PxP
20	Q-Q4	Q-Kt3	42	PxP	K-B2(f)
21	KR-QB1	QR-Q1	43	R-R8	Resigns (g)
22	R-Q5	RxR			

- (a.) Castles or QKt-Q2 is here the more usual, and probably better.
- (b.) B-Kt2 is more in accordance with the spirit of the opening, else why P-QKt3? This B is the attacking B, and its force should be directed against the objective plane from QKt2.
- (c.) At best a waste of time, and leading in the present case to loss of a P.
- (d.) The resulting doubled P is a mistake: Q-Q1 seems better.
- (e.) This B has made 9 out of Black's 33 moves! His fussy and useless career now ignominiously closes.
- (f.) Instantly fatal: R-R6, separating White's K and P's, followed by K-R2 and K-Kt2 alternately, might have been tried, but the game was probably lost anyhow.
- (g.) A dullish game, whose chief points are White's careful caution and the very unscientific disposition of Black's QB. Will it be believed that, although the opening was of a drearily hackneyed character, Black wasted 81 minutes over his first 11 moves!

DECEMBER 26.

No. 2.

WHITE : Grierson.

BLACK : Davies.

1 P-Q4	P-Q4	18 QR-K1	Q-B2
2 P-QB4	P-K4(a)	19 Q-B3	KR-K1
3 PxP	P-Q5	20 P-R3(g)	P-R5
4 Kt-KB3(b)	Kt-QB3	21 Kt-B1	Kt-KR4
5 QKt-Q2	B-KKt5(c)	22 Kt-K2	RxKt(h)
6 Kt-Kt3	BxKt	23 BxR(i)	Kt-Kt6
7 KPxB	Q-K2	24 R-B2(k)	P-Q6
8 P-B4	O-O-O	25 B-KB1(m)	B-B4
9 B-Q3(d)	P-KR4	26 B-K3(n)	Q-K2
10 P-QR3(e)	Q-K3	27 P-QKt4	Kt-Q5
11 Q-K2	P-B3	28 O-Q1	QKt-K7ch
12 O-O(f)	PxP	29 BxKt	PxB
13 PxP	QxP	30 QxRch	QxQ
14 Q-B3	B-Q3	31 BxB	Q-Q7
15 Q-R3ch	K-Kt1	32 KRxP	KtxRch
16 P-B4	Q-K2	33 K-B2	Kt-Kt6ch
17 B-Q2	Kt-B3	34 Resigns	

- (a.) A defence attributed to Albin, and sometimes to the South Australian player Charlick. It was first popularised at the Munich Congress, 1900. Since then, however, the "masters" have not taken kindly to it. The later Congress books furnish very few examples of it. Hannover, 1902, shows three only; the all-Russian, Kiev, 1903, three also; Ostende, 1905, one; Barmen, 1905, three; the all-Russian, St. Petersburg, 1907, one; Vienna, 1908, two; and no examples occur in the books of Coburg, 1904, Nürnberg, 1906, Ostende champion tourney, 1907, Prague, 1908, Düsseldorf, 1908, and St. Petersburg, 1909.
- (b.) This, with White's following move, is according to Alapin, and is deemed better than P-K4 or P-QR3, which were most in vogue at Munich.
- (c.) Here Janowski at Barmen, 1905, played against Bernstein P-KB3, retaking, after 6 PxP, with Q. He obtained a good game in the opening.
- (d.) All "book" so far.
- (e.) Needless caution, while mobilisation waits. Why not B-Q2? The loss of the game may be said to date from this move.
- (f.) This allows an exchange of P's that frees Black's game. As the gambit P cannot be maintained, better and more energetic was P-KB5. If, in reply, 12...QxKP, then P-B4; when 13...QxQ; 14 KxQ would leave a cramped game to Black, to whom other variations seem not more favourable.
- (g.) Feeble and needless again, and, as it turns out, actually bad. An exchange of both rooks, if possible,

- afterwards posting the B at K₁, and bringing the Kt round by Q₂, would be more effective.
- (h.) A fine attacking combination worthy of our dashing Welshman.
- (i.) The exchange is a Greek gift. It should be refused by RxR, followed (if 23...Kt-Kt6) by KR-K₁ and RxKt, thus getting possession of the open file.
- (k.) Even now 24 B-Q₃, KtxR; 25 KxR, were better.
- (m.) Here 25 BxP was probably rejected because of 25...B-B₄; 26 B-B₃, BxRch; 27 KxB, P-KKt₄. But perhaps he feared his fate too much.
- (n.) A fatal blunder. Better give up the exchange at once.

No. 3.

WHITE : Barnes. BLACK : Hicks.

1 P-K ₄	P-K ₄	21 PxP	RxP
2 Kt-KB ₃	Kt-QB ₃	22 QKt-R ₂	R-Kt ₁
3 B-Kt ₅	P-Q ₃	23 Kt-Kt ₄	Kt-B ₅
4 P-B ₃ (a)	B-Q ₂ (b)	24 BxKt	PxB
5 O-O	P-KR ₃ (c)	25 KKt-R ₂	P-R ₆ (i)
6 P-Q ₃ (d)	Kt-B ₃	26 QR-Q ₁	R-K ₃
7 R-K ₁	P-R ₃ (e)	27 P-B ₃	B-R ₅
8 B-R ₄	Q-B ₁ (f)	28 R-K ₂ (k)	P-KB ₄
9 QKt-Q ₂	B-K ₂	29 KR-Q ₂	PxKt
10 Kt-B ₁	B-Kt ₅	30 KtxP	B-Kt ₆
11 Kt-Kt ₃	P-KKt ₃	31 R-Q ₇	RxKt
12 P-KR ₃ (g)	BxP	32 PxR	RxP
13 PxB	QxP	33 R-Q ₈ ch	K-Kt ₂
14 Kt-R ₂	P-KR ₄	34 R-KB ₈	R-K ₇
15 Q-B ₃	P-R ₅	35 P-Kt ₅	R-KB ₇
16 QKt-B ₁	QxQ	36 P-Kt ₆	R-Kt ₇ ch
17 KtxQ	Kt-R ₄	37 K-R ₁	R-R ₇ ch
18 P-Q ₄	O-O-O	38 K-Kt ₁	R-Kt ₇ ch
19 BxKt	PxB		
20 PxP(h)	P-Kt ₄		

Drawn by perpetual check (m)

- (a.) Among the 2268 examples of the Ruy Lopez in the "Chess Digest" the Steinitz defence (3...P-Q₃) occurs only 139 times, and the text move follows in only 8 cases, the sole important example being a match game Gunsberg v. Steinitz in 1891. It was adopted, however, as early as 1851 by Bird against Horwitz in the first London tournament. It appears also in the first column of Steinitz's "Instructor."
- (b.) But Steinitz continues 4...P-B₄.
- (c.) Again the unnecessary premature crotchet! 5 Kt-KB₃ is vastly better.
- (d.) Inertia again! Surely the more energetic P-Q₄ is to be preferred.

- (e.) Black has now an "en appui" formation on each flank—a development alike feeble and needless in this case.
- (f.) Attacking the ghost of the en appui; but as the en appui materialises four moves later, the plan succeeds. Yet it is premature and unwise.
- (g.) In spite of the obvious intention of Black's 8th move!
- (h.) Here the formation of a double front of operations by P-Kt4 and P-QR4, with a view to attack on the Q's side, seems opportune. Or B-Kt5 may be suggested. Development and attack are rather to be chosen than pawn-grabbing.
- (i.) Here 25...QR-Kt3; 26 P-B3, B-B4ch; directing all available force towards the objective plane seems more scientific and more promising.
- (k.) Better than trying to keep the piece by 28 R-KB1, for then 28...P-KB4; 29 PxP, R-K7; 30 R-Kt1, B-Kt6; 31 P-B6, BxKtch; 32 K-R1, B-Kt6; and White's game is inferior.
- (m.) Mr. Hicks, as a junior, is to be congratulated upon the fine stand he has made against his redoubtable opponent.

No. 4.

WHITE : Dunlop.		BLACK : Fox.	
1 P-K4	P-K4	28 PxKt	Q-B3
2 Kt-KB3	Kt-QB3	29 P-R6	P-Kt3
3 B-B4	B-B4	30 Kt-B4	QxP
4 P-QKt4	B-Kt3	31 Q-Kt5	Q-Q5ch
5 P-QKt5(a)	Kt-R4	32 K-Kt3	Q-K4
6 KtxP	BxPch(b)	33 K-R4	K-B2
7 KxB	KtxB	34 R-KB1	Q-B3
8 KtxKt	Q-B3ch	35 P-Kt3	QxQch
9 Q-B3	Q-Q5ch(c)	36 KxQ	R-K6
10 Q-K3(d)	QxKt	37 R-KKt1	R-B6
11 B-Kt2	P-KB3	38 P-Kt4	PxP
12 Kt-B3	P-QB3(e)	39 RxP	R-K6
13 P-K5(f)	P-KB4	40 R-R4(g)	R-Kt6ch(h)
14 P-QR4	Kt-K2	41 R-Kt4	RxR
15 P-Q3	Q-K3	42 KxR	K-B3
16 Kt-K2	O-O	43 Kt-R3	P-Kt4(i)
17 Kt-B4	Q-B2	44 KtxP	K-Kt3
18 B-R3	R-K1	45 K-B4	P-Q4
19 P-R4	P-QKt3	46 Kt-K6	PxP
20 B-Q6	B-Kt2	47 PxP	B-Kt7(k)
21 P-B4	P-B4	48 Kt-B8ch	KxP
22 QR-K1	Kt-B1	49 Kt-Q7	B-B8
23 Q-Kt3	P-QR3	50 KtxKtP	K-Kt3
24 P-KR5	PxP	51 Kt-Q7	K-B2
25 RPxP	R-R7ch	52 P-Kt6	B-Kt7
26 R-K2	RxRch	53 KtxP	Resigns (m)
27 KtxR	KtxB		

- (a.) The usual and better continuation of this little-used opening is 5 P-QR4, P-QR3; 6 O-O, P-Q3. White's inferior line of play, adopted by no master, is given by Rosenthal in his "Traité" as tending to Black's advantage.
- (b.) "Toujours l'audace" certainly, but——! Rosenthal and Blake play here Kt-R3; Baird and Thorold, KtxB. The dashing recklessness of the text move is without precedent.
- (c.) If QxR, as perhaps at first intended, then of course 10 B-Kt2, QxP; 11 QKt-R3. and the Q is lost.
- (d.) Here Kt-K3 would have kept the piece won, for, if 10 QxR, then Kt-B3, followed by R-Kt1 and B-R3, wins the Q as before.
- (e.) Sheer feebleness, of course. Mobilisation by P-Q3 or Kt-K2, is needed.
- (f.) Naturally!
- (g.) Should apparently have lost the game.
- (h.) The following continuation seems to win for Black:—
40...R-K4ch; 41 K-Kt4, P-Kt4; 42 R-R5 (best), K-B3; 43 Kt-R3 (best), P-Q4. If now R or KtxP, then B-B1ch, followed by BxKt in the one case or B-B4 in the other. Moreover, in this White has several ways of going wrong.
- (i.) Throwing away his chances. 43...B-Kt7, followed, if 44 Kt-Kt5, by B-B8, should win. White's passed P cannot be queened.
- (k.) Quite wrong now: B-B1 is wanted.
- (m.) Yet another game lost owing mainly to a vegetating QB. Lesson—mobilise him.

No. 5.

WHITE : Beck. BLACK : Mara.

1 P-K4	P-K4	15 R-K1	Kt-Kt5
2 Kt-KB3	Kt-QB3	16 P-KR3	Kt-B3
3 P-Q4	PxP	17 Kt-B4	Kt-Q2(f)
4 KtxP	Kt-B3	18 P-KR4	B-R3
5 KtxKt	KtPxKt	19 Kt-R5	BxB
6 B-Q3(a)	B-B4(b)	20 QxB	KtxP(g)
7 O-O	P-Q3(c)	21 Q-B4	Q-Q3(h)
8 Kt-Q2(d)	O-O	22 B-R3(i)	BxP
9 P-QKt3	Kt-Kt5	23 BxKt	Q-Kt3
10 Q-B3	B-Q5	24 BxR	BxRPch
11 R-Kt1	B-K4	25 K-B1	Q-B3
12 P-Kt3	P-Q4	26 R-K2(k)	Q-B6
13 P-B4	P-Q5	27 QR-Kt2	Q-R8 mate
14 P-B5	Kt-K6(e)		

- (a.) The usual modern continuation; but P-K5, as played by Blackburne thirty years ago and revived by

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- Mieses at Hastings, 1895, seems at least equally good.
- (b.) Here P-Q4 is almost always played. The text move is quite ignored by masters in these latter days.
- (c.) The alternative is 7...O-O, as played by Schalopp against Tarrasch at Hamburg, 1885.
- (d.) So far the game is a copy of the 7th match game Vazquez v. G. H. Mackenzie, 1887 (International Chess Magazine, iv., 50). Here, however, Mackenzie played the Kt to B3, leaving the B's road fianchetto arrangement in the text.
- (e.) This premature attack is foredoomed to failure.
- (f.) As a result of the wildcat raid of this Kt and his hurried and inglorious retreat, Black has now a very bad game. He appears to have no good move here, though that in the text is perhaps the worst possible.
- (g.) Making bad worse: Q-K2 seems to be the least hopeless attempt available.
- (h.) Very ill-considered. After this he might resign at once.
- (i.) He could win equally, of course, if not quite so overwhelmingly, by P-B4.
- (k.) The wrong rook to the rescue! If, here, R-Kt2 instead, Black is left quite helpless. After Mr. Beck's fine stand, the colossal blunder embodied in this and his next move, throwing away a won game, is very regrettable.

ROUND 2 (Dec. 27).
No. 6.

WHITE : W. E. Mason.		BLACK : Hicks.	
1 P-K4	P-K4	20 B-K3	P-Kt3
2 Kt-KB3	Kt-QB3	21 QR-Q1	R-Q3
3 P-B3	P-QR3(a)	22 Kt-K5(d)	RxR
4 B-B4	Kt-B3	23 RxR	R-K1
5 P-Q4	B-Q3(b)	24 BxKtP	PxB
6 O-O	KtxP	25 Kt-B3	P-Kt5
7 R-K1	P-B4	26 Kt-R4	B-R2
8 B-Q5	Q-B3	27 K-B2	B-Kt1
9 BxQKt	QPxB	28 P-QR3	B-B5
10 PxP	BxP	29 R-Q2	P-Kt4
11 KtxB	OxKt	30 K-Kt3	R-K5
12 P-B3	B-Q2	31 Kt-Kt6	B-K3
13 PxKt	PxP	32 Kt-B4	B-Q2
14 Q-K2	O-O-O	33 Kt-Q3	P-B5
15 QxP	QxQ	34 Kt-B5	R-Q2
16 RxQ(c)	B-B4	35 KtxB	RxKt
17 R-K1	P-R3	36 RxR	KxR
18 Kt-O2	P-KKt4	37 KxP and wins.	
19 Kt-B3	P-B4		

- (a.) Here the usual and best move is P-Q4 or Kt-KB3. Other and inferior alternatives, seldom adopted, are P-B4, B-B4, and P-Q3. The text move is absolutely original—and bad. As a mere mobilising manœuvre, this crotchet formation, when the hostile front is extended in the opposite direction, is entirely purposeless and unscientific.
- (b.) As little to be admired as his 3rd move.
- (c.) White has skilfully taken advantage of Black's strange errors, and has already secured a win.
- (d.) An extraordinary blunder for so able and accurate a player. Almost anything would be better. The old story,—the difficulty of winning a won game. A piece is now lost, and the fight must be begun all over again. But Mr. Mason's greater experience and fine knowledge of the end game, assisted by his having Kt against B, relieve him from all anxiety.

No. 7.

WHITE : Davies.

BLACK : Barnes.

1 P-Q4	P-Q4	28 QR-B3	Q-B1
2 P-QB4	P-K3	29 QxQch(e)	KxQ
3 Kt-QB3	Kt-KB3	30 R-R3	K-K2
4 B-Kt5	QKt-Q2(a)	31 R-B2	QR-Kt2
5 P-K3	P-B3	32 P-R4	P-KR3
6 Kt-B3	Q-R4	33 B-K2	P-KKt4
7 Q-B2(b)	B-Kt5(c)	34 PxP	PxP
8 BxKt(d)	KtxB	35 R-R6	P-Kt5
9 Kt-Q2	Kt-K5	36 P-Kt3	K-Q1
10 KKtxKt	PxKt	37 P-R5	K-B2
11 B-K2	P-KB4	38 B-B4	R-Kt3
12 O-O	BxKt	39 QR-KR2	B-Q2
13 PxB	O-O	40 R-R7	P-R3
14 P-B3	PxP	41 R-B7	K-Q1
15 RxP	B-Q2	42 QR-R7(f)	B-B1
16 Q-Kt3	Q-B2	43 K-B2	R-K1
17 P-B5	QR-K1	44 K-K3	KR-Kt1
18 B-Q3	K-R1	45 K-B4	R-K1
19 QR-KB1	R-K2	46 B-Kt3	QR-Kt1
20 P-K4	P-KKt3	47 P-B4	KR-B1
21 Q-B2	QR-B2	48 R-B7	R-R1
22 P-K5	B-B1	49 P-Q5	RxR
23 Q-Q2	K-Kt2	50 RxR	R-Kt1(g)
24 Q-B4	Q-K2	51 B-R2	R-K1
25 P-KR4	R-Kt1	52 P-Q6	B-Q2
26 R-Kt3	K-B1	53 B-Kt1	R-B1
27 Q-R6ch	K-K1	54 B-Q3	R-Kt1

55 B-B1	K-K1(h)	75 K-Kt8	R-KKt8
56 B-Q3	K-Q1	76 K-B7	R-B8ch
57 K-K3	K-K1	77 K-K8	R-KKt8
58 BxP(i)	PxB	78 R-Kt8	P-R5
59 P-K6	B-B1	79 K-B7ch	K-R2
60 P-Q7ch	BxP(k)	80 R-KR8	R-B8ch
61 PxBch	K-Q1	81 K-Kt7	P-Kt3
62 K-B4	R-B1	82 PxPch	KxP
63 R-R5	KxP	83 R-R8	K-B4
64 RxP	R-KKt1	84 RxP	K-Q5
65 R-Kt5	R-K1	85 K-Kt8	K-K4
66 RxP	R-K8	86 P-Kt7	P-B4
67 R-Kt7ch	K-B1	87 R-R6	R-KKt8
68 P-Kt4	R-QR8	88 K-R7	K-Q5
69 K-K5	RxP	89 R-KKt6	R-R1ch
70 K-Q6	K-Kt1	90 K-Kt8	KxP
71 P-Kt5	R-R8	91 K-B8	R-B8ch
72 P-Kt6	R-KKt8	92 K-K7	R-K8ch
73 K-K7	P-R4	93 K-Q7	R-Q8ch
74 K-B7	R-B8ch	94 K-B7	Resigns (m)

- (a.) B-K2 is more usual here; but the text move, almost unknown at Hastings, where the 4 B-Kt5 variation was popularised, is now adopted by several masters.
- (b.) Thus far all is according to the strictest sect of the orthodox, but here Q-Kt3 is more usual.
- (c.) The position is identical with that in the game Janowski v. Marco at the Vienna tournament of 1898.
- (d.) But Janowski now played Kt-Q2, following later with the text move, after Black's 8...PxP.
- (e.) With the exchange of Q's White's attack, never very formidable, is spent. The inevitable recoil is immediate, but not serious. White has dropped the shadow, but soon grasps the substance.
- (f.) With the enemy's R's thus doubled on his second rank, Black's game is sadly cramped.
- (g.) With but one R each, both sides promptly go to school to worthy old Fabius Cunctator and Mr. Micawber.
- (h.) Royalty degraded to time-marking! This exhilarating exercise were better assigned to the R.
- (i.) Action at last, thank Heaven!
- (k.) This retiring ecclesiastic has three times emerged from his obscurity to venture as far as Q2, and has three times hobbled back again. He now leaves for the fourth time,—to attend his own funeral.
- (m.) Yet another awful warning against an unmobilised QB.

No. 8.

WHITE : J. Mason. BLACK : Grierson.

1	Kt-KB ₃ (a)	P-KKt ₃ (b)	21	PxB	R-Kt ₅
2	P-K ₄ (c)	B-Kt ₂	22	B-B ₄	RxB(n)
3	P-Q ₄	P-K ₃ (d)	23	PxR	O-O-O
4	QKt-B ₃	P-Q ₄	24	Q-Q ₂	R-Kt ₁ ch
5	P-K ₅ (e)	P-QR ₃ (f)	25	K-R ₂	Q-Q ₁
6	Kt-K ₂	P-QB ₄	26	R-KKt ₁	R-R ₁
7	P-QB ₃	PxP	27	K-Kt ₂	QxP
8	PxP	Kt-QB ₃	28	K-B ₁	K-Kt ₁
9	Kt-Kt ₃	KKt-K ₂	29	P-QR ₄	PR ₄
10	P-KR ₄	P-KR ₃	30	P-Kt ₃	Kt-Kt ₅
11	B-Q ₃	Q-Kt ₃	31	QR-B ₁	B-B ₁
12	Kt-K ₂	B-Q ₂	32	Q-B ₃	K-R ₁
13	O-O	Kt-B ₄	33	Q-B ₇	P-Kt ₃ (o)
14	B-Kt ₁	Q-Q ₁ (g)	34	QxKtP	B-R ₃ ch
15	P-KKt ₃	B-KB ₁ (h)	35	K-K ₁	Kt-Q ₆ ch
16	Kt-B ₄	R-KKt(i)	36	K-Q ₂	KtxR
17	BxKt	KtPxP	37	QxBch	K-Kt ₁
18	Kt-R ₅	B-K ₂ (k)	38	RxKt	Q-Q ₁ (p)
19	BxP	Q-Kt ₃ (m)	39	Kt-K ₅	Resigns
20	Kt-B ₆ ch	BxKt			

- (a.) The Gospel—yea, also, the Law and the Prophets—according to John.
- (b.) This fianchetto is entirely unscientific; and, though tried by Maroczy against Owen in the junior tourney at Hastings in 1895, and by Mieses against Blackburne at Breslau in 1889, is never used by any experienced masters,—not even, in their maturer time, by either of the two named. P-Q₄ is the approved move here.
- (c.) Blackburne and Owen both played here P-Q₄.
- (d.) As bad in principle as his first move. After P-KKt₃ the KP should remain unmoved in the opening, and the QBP and QP be mobilised at B₄ and Q₃ respectively—the pawn arrangement of the Sicilian Defence.
- (e.) This early advance is justified by Black's very defective mobilisation.
- (f.) To prevent the arrival of the hostile Kt at White's Q₆. This enforced waste of time is directly due to Black's very unscientific 3rd move.
- (g.) As he intends to castle QR, better do so now, and begin at once a King's side attack by P-B₃, B-K₁ and R-KB₁.
- (h.) An admission of the futility of his fianchetto.
- (i.) Immediate and vigorous attack by P-KKt₄ is now in order, for the objective plane and the hostile centre are both weak, and White's Q side unmobilised. It is, in fact, the enemy's "moment of lassitude," as Napoleon I. expressed it.

- (k.) A vain struggle with difficulties of his own making, for White's policy has so far been but Fabian and unenterprising.
- (m.) Which proves the folly of his 14th move.
- (n.) This sacrifice, bad as it is, is perhaps as good as anything else now; for the captured B threatened to be very troublesome. But if any advantage was hoped from the opened file the hope was illusory, for Black cannot hold the file.
- (o.) An ingenious suicide, avoiding a more lingering end.
- (p.) Three times this ill-fated Queen has hesitatingly left home, three times she has anxiously returned—and all in vain! Black's two bishops have been even less daring: each has ventured out one step, and each has hastily got back again. Such inactivity, combined with the faulty opening mobilisation, were sufficient to ruin a Lasker. Mr. Grierson has played greatly below his real strength.

No. 9.

WHITE : Dunlop.

BLACK : Gyles.

1 P-K4	P-K4	25 KxQ	BxP
2 Kt-KB3	Kt-QB3	26 PxPch	KxP
3 B-Kt5	Kt-B3	27 B-B4(e)	B-K5
4 O-O	KtxP	28 B-K5ch	K-K3
5 R-K1	Kt-Q3	29 K-B2(f)	R-B1ch
6 Kt-QB3	KtxB	30 K-Kt1	P-B4
7 KtxP(a)	B-K2(b)	31 R-KB1	RxRch
8 QKtxKt	KtxKt	32 KxR	K-B4
9 RxKt	P-Q3	33 K-B2	B-Kt8
10 R-K1	P-QB3	34 P-R3	K-K5
11 Kt-B3(c)	B-K3	35 B-Kt8	P-R3(g)
12 P-Q4	P-Q4	36 PxP	P-Q5
13 Kt-K2	O-O	37 K-K2	P-Q6ch
14 Kt-B4	B-Q2	38 K-Q2	B-R7
15 Q-B3	R-K1	39 B-Q6	B-K3
16 Kt-R5	B-Kt4	40 B-B8	B-Kt5
17 RxRch	BxR	41 P-Kt4	B-Q2
18 Q-KKt3(d)	P-B3	42 B-Kt7	B-Kt5
19 Kt-KtP	KxKt	43 B-Kt2	B-Q2
20 P-KR4	P-KR3	44 K-B3	K-K6
21 PxB	RPxP	45 B-B1ch	K-K7
22 P-KB4	Q-Q3	46 P-Kt3	B-B4
23 K-B2	B-Kt3		
24 PxP	QxQch		

Drawn.

- (a.) "Cunning play: if Black now takes one of the Kts he loses." (Lasker.)
- (b.) The variation is analysed in Lasker's "Common-sense in chess," and also in the American Chess Maga-

zine, 1897-98. The former continues: 8 Kt-Q5, O-O; 9 KtxKt, QPxKt, 10 KtxBch, K-R1; 11 KtxB, QxKt; etc.

- (c.) "You see how quickly White's attack has spent itself out. But then he did not make the most of his position at move 5" [by playing P-Q4] (Lasker).
- (d.) The play has been weak on both sides for several moves, and here the mobilisation of the QB is to be preferred to this will-o'-the-wisp attack.
- (e.) At last! But after the preceding exchanges the game might as well have been given up as a draw at once.
- (f.) The occupation of the open KB file is perhaps preferable.
- (g.) The rest of the game requires no notice, but here Black had better chances to win by 35...P-B5; for if 36 BxP or B-K5, then 36...K-Q6 and White loses his QKtP and, with it, the game. If, however, 36 K-K2, then 36...KxP; 37 BxP. K-K5; and though Black can perhaps only draw, he commands the centre.

No. 10.

WHITE : Fox.		BLACK : Mara.	
1 P-K4	P-K4	22 RxP	RxR
2 Kt-KB3	Kt-QB3	23 KtxR	R-R1
3 B-Kt5	P-QR3	24 Kt-B4	Q-R6
4 B-R4	Kt-B3	25 Q-K4	R-R3
5 O-O	KtxP(a)	26 Kt-Q6	BxKt
6 P-Q4	P-QKt4	27 PxB	P-R3
7 B-Kt3(b)	P-Q4	28 QxP	R-R4
8 R-K1(c)	B-K2	29 P-B4(g)	Q-Kt5ch
9 PxB	B-K3	30 K-B1	Q-R6ch
10 QKt-Q2	Kt-QB4	31 K-K2	Q-K3ch
11 Kt-KB1	KtxB	32 K-Q2	R-Q4
12 RPxKt	O-O	33 RxQ	RxQch
13 P-B3	P-Kt5	34 K-K3	R-Q8
14 B-K3	B-Kt5	35 R-K4	RxP
15 B-Q4(d)	KtxB	36 RxP	R-K3ch
16 PxB	P-QB4	37 R-K4	R-QKt3
17 Kt-K3	BxKt(e)	38 P-Kt4	R-Kt4
18 PxB(f)	P-QR4	39 K-Q4(h)	RxPch
19 O-O3	Q-Q2	40 K-K3	RxP
20 PxB	P-Q5		
21 Kt-B4	BxP		Drawn.

- (a.) Though this older and more venturesome continuation was persistently adopted by Schlechter in his recent match with Lasker, the usual modern move B-K2 is safer for lesser lights.
- (b.) Here P-Q5, recommended by Stern of Mannheim, is sometimes played.

- (c.) So far a copy of the Lasker-Schlechter games; but here Lasker invariably played P-QR4, a move first adopted by Winawer against Berger at Nürnberg in 1883, afterwards a favourite with Pillsbury, and now as familiar as the other usual move here—PxP. The text move, though played by Winawer against Schiffers in 1875, and by Schütz against Zukertort at Berlin in 1881, seems to be practically unknown now.
- (d.) This isolation of a doubled and blocked P is certainly not good. Moreover, he is left with the disadvantage of two Kt's against two B's.
- (e.) Of which disadvantage his opponent generously relieves him.
- (f.) Here QxB seems indicated.
- (g.) The only move, though a bad one.
- (h.) Yet after all he has a clear win here, and with this frightful blunder allows Black to draw! The aimless wood-shifting that continued to the 51st move needs no record.

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No. 11.

WHITE : Grierson.		BLACK : W. E. Mason.	
1 P-Q4	P-Q4	23 B-Q1	R-B8
2 P-QB4	P-K3	24 K-B1	B-Q4
3 Kt-QB3	Kt-KB3	25 P-QR4	R-R8(g)
4 B-Kt5	QKt-Q2(a)	26 K-K2	B-B3
5 P-K3	B-K2	27 R-Q4	P-K4
6 Kt-B3	O-O	28 R-QB4	BxKtP
7 B-Q3	P-QR3(b)	29 P-K4	B-B6ch
8 Kt-K5	PxP	30 KxB	RxB
9 KtxP	P-QB4(c)	31 R-B7	R-QKt8
10 Kt-K5	PxP	32 K-K3	R-Kt6ch
11 KtxKt(d)	PxKt(e)	33 K-K2	R-Kt5
12 KtxKtch(f)	BxKt	34 K-Q3	RxRP
13 BxB	QxB	35 RxKtP	R-R7
14 QB2	PxP	36 K-K3	P-QR4
15 QR-Kt1	B-Q2	37 R-R7	P-R5
16 O-O	QR-B1	38 P-B3	P-R6
17 QxP	QxQ	39 K-Q3	R-R8
18 RxQ	B-B3	40 K-B3	R-KB8
19 R-B1	KR-Q1	41 RxP	RxPch
20 B-K2	B-K5	42 K-Kt4	RxR
21 RxR	RxR	43 KxR	P-Kt3
22 R-Q2	K-B1	44 Resigns (h)	

(a.) Janowski notes here (La Stratégie, xxxvii., 335):
 "A trap: if 5 PxP, PxP; 6 KtxP, KtxKt; 7 BxQ,
 then 7...B-QKt5ch and wins."

- (b.) So far a copy of the game Schlechter v. Swiderski at Coburg, 1904, won by the latter. But here Swiderski played P-QKt3, which is scientific. With all due deference to our champion, it must be submitted that the text move is not so; for the formation of the crotchet is premature, while it may be advisable later on to mobilise the attacking QB at Kt2. In Game 21 Mr. Mason played here PxP.
- (c.) The inferiority of his 7th move is sufficiently clear now.
- (d.) The loss of a P, that seems inevitable after this, appears to have no real compensation.
- (e.) Here BxKt is obviously superior.
- (f.) There does not seem to be any serious objection to taking the rook: 12 KtxR, PxP; 13 R-Kt1, B-Kt5ch; 14 K-K2, KxKt, does not appear to afford Black any compensating attack.
- (g.) Here the simplest way of winning seems to be the exchange of all the pieces by 25...B-Kt6; 26 K-K2, BxBch; 27 RxB, RxR; 28 KxR, and the immediate march of the K to QB4, securing the opposition, followed by the advance of the Q side pawns. But the final result is certain, anyhow, and White does nothing to make it less so.
- (h.) A spiritless game, accurately played (his 7th move excepted) by the experienced controller of the Black forces.

No. 12.

WHITE : Hicks. BLACK : Davies.

1	P-K4	P-K4	21	KtxB(g)	RxKt
2	P-KB4	P-Q4	22	RxP	QR-Q1(h)
3	PxQP(a)	P-K5	23	K-K2	Kt-B3
4	Kt-QB3(b)	Kt-KB3	24	RxP	R-Q6
5	P-Q4(c)	B-QKt5	25	R-R3	KR-Q1(i)
6	B-B4	O-O	26	P-QKt4	Kt-Kt5
7	B-K3	KtxP	27	R-Kt3	KtxB(k)
8	BxKt	QxB	28	RxKt	R-Q7ch
9	Q-Q2	BxKt	29	K-B1	RxQKtP
10	QxB	P-QB3(d)	30	P-Kt5	P-QR4
11	Kt-K2	P-KB4	31	RxP	P-R5
12	P-KR4	Kt-Q2	32	P-Kt6	P-R6
13	Q-Kt3	QxQ	33	R-QR5	R-Q8ch
14	RPxQ	Kt-B3	34	R-K1	RxRch
15	P-B4(e)	B-K3	35	KxR	P-R7
16	K-B3	P-QR3	36	R-R8ch	K-B2
17	Kt-R4	QR-Q1	37	K-Q1	R-Kt8ch
18	R-Q1(f)	B-B1	38	K-B2	P-R8(Q)
19	Kt-Kt6	Kt-Q2	39	RxQ	RxR
20	P-Q5	PxP	40	K-B3(m)	K-K3 & wins

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- (a.) The intricacies of this, for White, dangerous counter-gambit may of course be avoided by 3 Kt-KB3.
- (b.) The old move 4 B-Kt5ch is among the things forgotten, and 4 P-Q3, favoured by the brilliant Hungarian, Charousek (whose continuation is 4 P-Q3, Kt-KB3; 5 Pxp, KtxKP; 6 Q-K2, QxP; 7 Kt-Q2, P-KB4!) was discredited by Pillsbury in 1904, who brilliantly demolished Charousek's powerful attack. So the text move is now general.
- (c.) Unwise originality, the usual continuation here being P-Q3 or Q-K2. The text move is never adopted by masters, for the simple reason that it leaves the troublesome black QP unmolested.
- (d.) The sacrifice of a P for an attack by B-Kt5, hindering White's castling, is tempting but dangerous; and, besides, White is not obliged to accept the offer, but may drive the B back by P-KR3.
- (e.) Exposing the K on all sides in this way cannot be recommended: 15 O-O-O is wanted here, followed as soon as may be by an advance of the QP and King's side pawns.
- (f.) Even now O-O-O were better, though not as good as if done without advancing QBP.
- (g.) Mistaken strategy—to give up Kt for B in such an open situation.
- (h.) Seizing the open file—
- (i.) And retaining it.
- (k.) Here exchange of Kt for B is justified by the resulting attack.
- (m.) The best move here is "Resigns"; but he struggled uselessly on 19 moves further! These being quite without interest, however, we will draw a veil over the harrowing spectacle of his last agonies.

No. 13.

WHITE : Barnes.		BLACK : J. Mason.	
1 P-K4	P-K3	14 Kt-R4(f)	O-O
2 P-Q4	P-Q4	15 P-KB4	Kt-B3
3 Pxp(a)	Pxp	16 P-KR3(g)	B-B4
4 Kt-KB3	Kt-KB3	17 R-K2	BxB
5 B-Q3	B-Q3	18 PxB	Kt-B4
6 B-K3(b)	Kt-B3	19 Q-B3	QR-B1
7 Kt-B3	P-QR3(c)	20 QR-K1	R-B2
8 O-O	Kt-K2	21 P-QR3	R-K1
9 R-K1	P-R3(d)	22 P-KKt4	Kt-R5
10 Q-Q2	P-B3	23 Q-Q2(h)	QR-K2
11 B-KB4	B-K3	24 Q-K3	Kt-Kt3
12 BxB(e)	QxB	25 Q-B3	Kt-Q2
13 Kt-K5	Kt-Q2	26 Q-B2	QKt-B1

27 P-Kt4	P-B ₃	30 RxR	QxR
28 KtxKt	KtxKt	31 Kt-B ₅	KtxKt
29 RxR	RxR	32 KtPxKt	K-B ₂ (i)

Drawn.

- (a.) Old-fashioned now, but considered safest by Gunsberg, and preferred by Chigorin to Kt-QB₃.
- (b.) Rarely played just here, but usually a move or two later. The exact order of the opening moves in this variation seems, however, to be of slight importance.
- (c.) Time wasted again in the premature formation of the minor crotchet. "Ambition should be made of sterner stuff."
- (d.) Nor does there seem to be any call yet for this "en appui." A champion should surely be bolder.
- (e.) Taking prompt advantage of Black's weak play.
- (f.) Certainly not good: the Kt remains useless ever after.
- (g.) Though the more advanced state of affairs may now justify this "en appui," the latter is a poor substitute for the attack that might now be instituted but for the bad location of White's QKt.
- (h.) This return demonstrates the weakness of his 14th move, the resulting awkward position of his QKt being the cause of his 18th, 19th, and 21st moves, all otherwise unnecessary and inferior.
- (i.) About here Black offered a draw, and it might very well have been accepted. As it was, it was not agreed to till the 64th move. The wood-shifting that follows, however, is to the last degree purposeless and wearisome, and we omit it. The one remarkable feature of this game is the fact that a player of Mr. Barnes's unequalled colonial record and extensive experience should keep his Kt out of play and useless for 16 moves—just half the fighting portion of the encounter!

No. 14.

WHITE : Gyles. BLACK : Mara.

1 P-K ₄	P-K ₄	11 Kt-QB ₃	O-O-O
2 Kt-KB ₃	Kt-QB ₃	12 BxP	KtxB
3 P-Q ₄	PxP	13 QxKt	QR-B ₁
4 B-QB ₄ (a)	B-B ₄	14 QxQ	KtxQ
5 Kt-Kt ₅ (b)	Kt-R ₃	15 B-Q ₂	P-KR ₃
6 Q-R ₅ (c)	Q-K ₂ (d)	16 Kt-B ₃	B-QKt ₅
7 P-B ₄ (e)	P-Q ₃	17 Kt-Q ₄	BxKt
8 P-KR ₃	B-Q ₂	18 BxB	KR-Kt ₁
9 O-O(f)	P-Q ₆ ch(g)	19 KtxP	B-Kt ₄
10 K-R ₁	PxP	20 R-B ₃	Kt-Kt ₃ (h)

21 P-KKt3	Kt-K4	29 Kt-Kt4	B-K7ch
22 BxKt	PxB	30 K-K3	RxP
23 P-B5	R-Q1	31 Kt-Q5	P-B3
24 R-B2	R-Q6	32 P-KR4	K-Q2
25 K-Kt2	KR-Q1	33 P-B6(i)	K-K3
26 QR-QB1	R-Q7	34 PxP	B-R4(k)
27 RxR	RxRch	35 P-Kt8(Q) ch	Resigns.
28 K-B3	B-Q6		

- (a.) Somewhat out of fashion: KtxP is the usual latter-day continuation.
- (b.) A premature attack, obsolete and inferior, but adopted, nevertheless, three times by Mr. Gyles in this Congress. P-B3, completing the pawn integral, is theoretically correct and scientific and the usual move in practice.
- (c.) KtxBP is much more usual here.
- (d.) Given by Rosenthal as "best": it is, of course, the only possible move.
- (e.) So far the game follows Rosenthal's analysis (1900) of this variation. He, however, continues here 7 O-O, Kt-K4; 8 B-Kt3, P-Q3; 9 P-KR3, etc., to Black's advantage; but, in this, 7...P-Q3 at once is to be preferred, as found in Lange's "Sammlung neuer Schachpartien," so long ago as 1857.
- (f.) The position now, though reached in a different way, is identical with that arrived at by Rosenthal, save that he retires White's KB to Kt3.
- (g.) Better O-O-O, as played by Mr. Grierson in Game 55.
- (h.) This and his following move constitute a piece of mistaken strategy, as they leave the adversary with Kt against B.
- (i.) The Kt cannot be taken, or Black's P queens: the P cannot be taken, or the RP will be lost. Yet this pretty move is not really effective.
- (k.) A terrible blunder: K-B2 offered good winning chances.

No. 15.

	WHITE : Fox.	BLACK : Beck.
1	P-K4	
2	Kt-KB3	
3	B-Kt5	11 Kt-Kt3(d) O-O-O
4	BxKt(b)	12 P-KR3(e) B-K3
5	KtxP	13 Kt-B3 B-Q4
6	Kt-KB3	14 P-QKt3(f) B-B3
7	Q-K2	15 B-Kt2 P-K6
8	QxQ(c)	16 PBxP BxP
9	Kt-Q4	17 R-R2 B-B3
10	Kt-K2	18 R-B2 B-Q3
		19 QKt-K2 QR-B1
		20 O-O-O R-B2

21 Kt-R5(g)	B-K2	31 RxPch	K-Q1
22 KtxP	RxKt	32 RxKRP	B-Q2
23 RxKt	BxR	33 B-Q6	K-B1
24 BxB	R-Kt7	34 B-Kt8	B-B4
25 BxR	RxKt	35 R-KB7	B-K3
[26 B-B6(h)	B-K5]	36 R-K7	BxP
27 R-B1	P-Kt3(i)	37 BxP	B-Q4
28 B-K5	B-Kt7(k)	38 BxP	R-K7
29 R-B7	R-K8ch(m)	39 K-B3	P-B5
30 K-Kt2	BxP	40 P-R3 and wins (n)	

- (a.) Schliemann's countergambit, popularised by Marshall, but at least as old as the London tournament of 1862, when Falkbeer played it against Hannah.
- (b.) The "books" are at variance here as to the best move. Steinitz, in his "Instructor," and Bardeleben and Mieses, in their "Lehrbuch," recommend P-Q4; Marshall and Taubenhaus, P-Q3; Preti, Tonetti, and Freeborough and Ranken, Kt-B3; while Hoffer hesitates between the last two. But no one advocates the text move, which is a sort of self-denying ordinance.
- (c.) He should imitate his opponent's wise example and get a piece out by Kt-B3.
- (d.) This strange beast appears to have "eaten of the insane root that takes the reason prisoner." He has now monopolised 6 moves out of the 11 played; and his frantic caracoles would go far to "make the angels weep." Mem.—Never move the same piece twice in the opening, if it can be avoided. "Much virtue in your If."
- (e.) A wholly unnecessary waste of time, and opposed to all principle.
- (f.) KtxB first seems somewhat better; but he has a bad game anyhow.
- (g.) The combination introduced by this move ingeniously transfers the advantage to White.
- (h.) This move and Black's reply do not appear on the official score sheet; but the sequel shows that they must have occurred here, though there is no apparent reason why Black should have made the move here assigned to him.
- (i.) Why not B-Kt7 at once, one wonders.
- (k.) Extremely bad now.
- (m.) Here, of course, he might as well resign at once.
- (n.) Here White should force the win at once by 40 R-B7ch, K-Kt1; 41 R-B5, B-K3 (or B2, or Kt1); 42 B-R5, any move; 43 RxP, BxR; 44 KxB; with B and 4 P's against the R. His conduct of the dreary ending,—here omitted as being quite without interest or value,—is extremely feeble. After his praiseworthy combination in moves 21-26 we expected a finer finish.

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ROUND 4 (Dec. 28).

No. 16.

WHITE : W. E. Mason.

BLACK : Barnes.

1	P-Q4	P-Q4	19	QR-B1	Q-B3(e)
2	P-QB4	P-K4	20	P-Kt5(f)	Kt-K2
3	PxKP	P-Q5	21	PxP	RxP
4	Kt-KB3	Kt-QB3	22	B-QB3	RxRch
5	QKt-Q2	B-KKt5	23	QxR	Q-K3(g)
6	P-KKt3(a)	B-Kt5	24	BxKt	QxB
7	B-Kt2	Q-Q2(b)	25	Q-Q7	Kt-B4
8	Q-Kt3	KKt-K2(c)	26	B-B6	R-KB1
9	P-QR3	BxQKtch	27	K-B1	Q-Kt7
10	BxB	O-O	28	R-K1	Kt-Q5
11	P-R3	BxKt	29	B-Q5	P-Kt3
12	BxB	KtxP(d)	30	R-K8(h)	Q-B8ch(i)
13	B-Kt2	KR-K1	31	K-Kt2	RxR
14	O-O	P-QB4	32	QxRch	K-Kt2
15	KR-Q1	KKt-B3	33	QxPch	K-R3
16	P-K3	P-QKt3	34	Q-B8ch	K-Kt4(k)
17	Q-B2	QR-Q1	35	P-B4ch	Resigns.
18	P-QKt4	Q-K3			

- (a.) For notes on the moves up to here see Game 2. The text move is Schlechter's, who recommends it in the Munich congress book, 1900, and played it at Bargambit P, which can seldom be long retained, and had better, therefore, be abandoned at once. The usual move here is, as in Game 2, Kt-Kt3.
- (b.) Other experts seem to prefer here KKt-K2; probably because (see, e.g., Johner v. Marshall, Vienna, 1908), if Black castles QR, White will at once develop an effective line of operations against the Q side;—
- (c.) A fact which now reveals itself to Black.
- (d.) As a result of the opening movements Black has now recovered the gambit P, but, in so doing, has given up his two B's for the hostile Kt's,—a strategical error as against so strong a mid-game player as his opponent.
- (e.) Though Mr. Barnes must have had good reasons for this apparently insufficient move, so unlike his usual enterprise, it may be suggested that here the obvious 19...PxKP offers better chances; for if 20 BxP, then 20...RxRch; 21 QxR, R-Q1, gaining the open file and threatening an advance of the Kt's. If in this 20...RxR instead, of course 21 KtxP wins a P; for any attempt to recover it by, e.g., 21 BxKt, KtxB; 22 PxKt, QxB, seems worse than useless. If White plays 20 PxP instead of BxP, then 20...Kt-Q6 and 21...KKt-K4; for if 21 BxKt then 21...QxB, and serious things threaten White. The

slight congestion of his Q's side and the threatened state of his K's wing suggest immediate attack upon them:

- (f.) Of course,—realising his opponent's error and seizing the psychological moment, as Black has just failed to do. Now Black's game is cramped, and White gets an attack, and the force of his hitherto ineffective QB is directed towards the objective plane.
- (g.) Proving, if proof were needed, the unwisdom of his 19th move.
- (h.) Neither here nor on his preceding move should this tempting attack be overwhelming, as the simple reply P-Kt3 (in this case already made) is sufficient.
- (i.) A bad blunder, of course: Q-Kt8ch, followed by Q-B4, bringing the Q into communication with the threatened objective plane, is necessary, and apparently sufficient.
- (k.) Immediately fatal: K-R4 would have made his defeat much more difficult; though, even then, 35 B-B3ch, KtxB; 36 QxKtch, K moves; 37 Q-K3ch, QxQ; 38 PxQ, wins for White.

No. 17

WHITE : J. Mason. BLACK : Davies.

1 P-K4	P-K4	20 Kt-B1	P-B4
2 Kt-KB3	Kt-QB3	21 P-Kt5(h)	Kt-K2
3 B-B4	Kt-KB3	22 Q-K2	PxP
4 P-Q3(a)	B-B4	23 QxP	Kt-B4
5 B-K3	B-Kt3	24 Q-Q3	Q-Kt2
6 Kt-B3	P-Q3	25 RxP	BxR
7 Q-Q2	B-K3(b)	26 Q-R3	K-B1
8 B-Kt3	Q-Q2(c)	27 QxB	K-Q2
9 Kt-K2	P-KR3	28 QxKtP	R-B1
10 Kt-Kt3	Kt-KKt5	29 Q-Q5	Kt-K2
11 O-O	P-KKt3	30 Q-K4	P-Kt4
12 P-Q4	BxB	31 R-K1	Q-B3
13 RPxB	KtxB(d)	32 Kt-K3	QR-K1
14 PxKt(e)	O-O-O	33 Q-Kt4ch	K-Q1
15 P-Kt4	PxP(f)	34 Q-K4	K-Q2
16 PxP	KR-B1	35 Q-Kt4ch	K-Q1
17 K-R1	K-Kt1	36 Q-K4	K-Q2
18 R-R3(g)	P-KR4		Drawn (i).
19 KR-R1	P-R5		

- (a.) This pianissimo variation is, by Janowski, Gunsberg, James Mason, and other masters, preferred to the showy attack Kt-Kt5. The game now degenerates into a Giuoco Piano of the dreariest kind.
- (b.) Against Mason at Paris, 1900, and against Chigorin at Cambridge Springs, 1904, Janowski played here

- B-Kt5, and won both games, the continuation in each case being: 7...B-Kt5; 8 Kt-Kt5, B-KR4; 9 P-B3, P-KR3; 10 Kt-R3, Kt-Q5; 11 BxKt, BxB; etc. That a player of Mr. Davies' dash should prefer the text move must give us pause indeed!
- (c.) All mechanical drill so far, suiting White's style exactly, but, by St. David, most strange on Black's part!
- (d.) Here O-O-O at once, followed by P-B4, suggests itself. There is no hurry for this exchange.
- (e.) The two open files, occupied by the rooks, compensate for the two doubled pawns.
- (f.) This dissolving of the doubled pawn is certainly not good; but Black's position is not satisfactory, anyhow,—perhaps owing to his having adopted a style of play so foreign to his genius.
- (g.) Though this obvious use of the open file for operations against the objective plane is tempting, the formation of the "en potence" at once (the echelon being already formed) by P-B4, followed by P-Q5, completing the major oblique, and by P-B5, threatening to complete the grand oblique, is more scientific, and should yield a stronger attack, leaving Black no time for attempts on the King's side. E.g., 18 P-B4, P-KR4; 19 Q-B3, P-R5; 20 Kt-K2, P-R3; 21 P-Q5, Kt-K2; 22 P-B5, B-R2; 23 R-R5, threatening Q-R3 and KR-R1, and Black has a lost game. If, in this, 21...Kt-K4, then 22 KtxKt, PxKt; 23 P-B5, etc., with the same result. If Black does not attempt a King's side counter-attack, but play 18...P-R3, then equally 19 P-Q5, 20 Q-B3, and 21 P-B5 wins for White.
- (h.) The premature formation of this echelon, instead of the completion of the major front by P-Q5, is theoretically incorrect; but is necessitated by the time that his 18th move has allowed to the enemy.
- (i.) A lucky escape for Black, and a most lame and impotent conclusion.

No. 18.

WHITE : Mara.		BLACK : Dunlop.	
1 P-K4	P-K4	10 R-K1(c)	B-K3
2 Kt-KB3	Kt-QB3	11 P-KB3	Kt-B4
3 B-Kt5	P-QR3	12 QxP	KtxB
4 B-R4	Kt-B3	13 PxKt	P-QB4
5 O-O	KtxP	14 Q-Q1(d)	B-K2(e)
6 P-Q4(a)	P-QKt4	15 Q-K2	P-Kt5(f)
7 B-Kt3	P-Q4	16 B-B4	O-O
8 P-QR4(b)	OKtxP	17 Kt-Q2	B-B3(g)
9 KtxKt	PxKt	18 B-K5	R-K1

19 P-B4	B-Q2	38 R-Kt3	P-Q6(m)
20 Q-B3	BxB	39 RxP	RxR
21 PxB	B-K3	40 KxR	K-B4
22 QR-Q1	Q-R5(h)	41 K-K3	K-Kt5
23 Q-K3	P-Q5	42 R-B1(n)	K-B4
24 Q-Q3(i)	B-Q4	43 R-B4(o)	P-B3
25 Kt-B3	Q-Kt5	44 PxP	KxP
26 QR-B1	QR-B1	45 K-B3	K-B4
27 K-B2	BxKt	46 R-K4	R-K3
28 QxB	QxQ	47 R-B4	R-QB3
29 PxQ	R-K3(k)	48 R-K4	R-B2
30 P-KB4	P-Kt3	49 R-K5ch	K-B3
31 K-B2	K-B1	50 K-K4	P-B5
32 R-Q1	KR-B3	51 PxP	RxPch
33 R-B4	K-K2	52 K-B3	R-B7
34 K-B3	P-KR4	53 RxP	RxP
35 P-KR4	K-K3	54 R-R6ch	K-B4
36 K-K4	P-QR4	55 R-R5ch	K-B3
37 R-KKt1	R-Q1		Drawn (p).

- (a.) Stronger than the obvious R-K1. The first 7 moves are the same as those of Game 10, which see for other notes.
- (b.) The older continuation is 8 PxP. The text move was first played by Winawer against Berger at Nürnberg in 1883. Black's reply, QKtxP, was suggested by Schallopp, the editor of the book of that tournament, who continues 8...QKtxP; 9 KtxKt, PxKt; 10 QxP, B-K3,—just as played by Schlechter in his match with Lasker,—with the alternative 10 PxP, B-QB4.
- (c.) So far a copy of the Lasker-Schlechter games; but this is a departure from the model,—why?
- (d.) Though even Lasker did not win against Schlechter's adopted variation, it may be doubted whether White has improved upon the World-Champion's strategy. Except that his R is at K1 his pieces are not yet mobilised, he has a doubled pawn, and his King's isolation invites attack, while his opponent has complete control of the board, a P extra, and two B's against Kt and B, and can readily and speedily castle. Can this really be the Ruy Lopez, "the bug that feared us all"?
- (e.) On principle, better than this merely defensive move is 14...B-Q3, directing a force at once against the isolated objective plane. If, in reply, PxP, then 15...PxP; 16 RxR, QxR; 17 Kt-B3, O-O; and if 18 KtxKtP, then 18...BxPch and 19 Q-Kt1. If 15 Kt-B3 or 15 P-B4, then equally 15...O-O, and Black's QP is safe.
- (f.) Looks strong; but P-B5 is scientifically more correct, and in the end more effective.

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- (g.) Perverse disregard of principle again. As at move 14 the B should go to Q3.
- (h.) A very effective move, seizing the initiative cleverly.
- (i.) Wasting time. As he has Kt against B, Q-K4 might be tried.
- (k.) The strategic error of his 15th move is now evident.
- (m.) An error of judgment based upon insufficient insight into the position. Endeavouring to clear a passage for his K side pawns, he overlooks the danger into which he runs, and opens the Q file to the adversary.
- (n.) Just so! Now Black cannot take the KRP because of 43 K-B3 followed by 44 R-KR1, mate.
- (o.) Now 43 K-B3, securing the opposition, followed by R-Q1, occupying the open file, is more promising and more scientific.
- (p.) Both sides have played the end game carefully, and the result was practically certain long ago. The ending tells the instructive tale of the doubled pawn.

No. 19.

WHITE : Hicks.

BLACK : Grierson.

1 P-K4	P-QB4	20 B-B2	Q-Kt2
2 P-Q4	PxP	21 Q-Kt5	P-R3
3 Kt-KB3	P-K3(a)	22 Q-Kt3	R-B1
4 KtxP	Kt-QB3(b)	23 P-B5(m)	BxP(n)
5 Kt-Kt5(c)	P-Q3(d)	24 Q-B7ch	K-Kt1
6 B-QB4(e)	P-QR3(f)	25 QxP	Q-Q2
7 Kt-Q4	Kt-B3	26 B-R4	QxQ
8 Kt-B3	KtxP(g)	27 BxQ	QR-Q1
9 KtxKKt	P-Q4	28 B-B6	B-K3
10 KtxKt	PxKt	29 P-B4	P-Q5
11 Kt-Kt5(h)	B-K2	30 RxRch	KxR
12 KtxBP	KxKt	31 BxP	BxP
13 B-O3	B-B3	32 P-OKt3	B-B2
14 O-O	P-K4	33 K-B2	K-K2
15 P-QB3	P-Kt3(i)	34 K-K2	K-K3
16 B-R6	B-KKt2	35 K-Q3	K-K4
17 Q-Q2	BxB(k)	36 R-QB1	R-Q3
18 QxB	Q-B3	37 R-B5ch	K-B3
19 P-KB4	P-K5	38 R-QR5 and wins	

- (a.) The usual modern method is by P-KKt3 combined with P-Q3, as in Game 31.
- (b.) Here the weight of authority favours Kt-KB3, though played by Morphy against Anderssen (9th match game).
- (c.) The correct move is Kt-QB3.
- (d.) Somewhat better than P-QR3, as played by Morphy in his 11th match game with Löwenthal, but inferior to Kt-KB3.

- (e.) But Morphy continued 6 B-KB4. Nowadays 6 Kt-B3 is preferred. The text move is inferior to either of these.
- (f.) So far a copy of a game Schwarz v. Minckwitz, 1879; but here the latter played 6...P-K4.
- (g.) This, with his following move, constitute a familiar evolution in the Vienna Game, and one to which Mr. Grierson appears to be partial. But its wisdom in this case is more than doubtful.
- (h.) Recovering his P: yet Kt-B3, threatening to win a piece, would compel 11...PxP, when 12 QxQ, KxQ; 13 B-B4, followed by R-Q1 and O-O, by locating the objective plane in the centre, exposed to the attacks of both rooks, would more than compensate for Black's extra P and his two B's. The text move weakens Black's centre pawns indeed, but gives him another open file.
- (i.) Here P-K5, completing the oblique, followed by R-B1 or R-K1, is obviously indicated and greatly preferable. The text move weakens his position, and is little better than a blunder.
- (k.) The mobilisation of QB should be effected here. This exchange is useless and feeble.
- (m.) A fine P sacrifice à la Morphy, opening up another line of force against the objective plane, getting rid of the important hostile QBP, and breaking up Black's game completely. And owing its effect to the error of the latter's 17th move;
- (n.) For had that B been at Q2 Black could now play with perfect safety 23...PxP.
- (o.) Black resigned on the 55th move: the rest is but the ghoulissh slaying of the slain. Mr. Hicks has played this game in fine forcible style throughout.

No. 20.

WHITE : Beck. BLACK : Gyles.

1 P-K4	P-K4	14 B-K3(f)	BxB
2 Kt-KB3	Kt-QB3	15 RxB(g)	Kt-Kt3
3 P-Q4	PxP	16 Q-K2(h)	P-KR4
4 KtxP	B-B4(a)	17 P-R3(i)	Kt-B5
5 KtxKt(b)	Q-B3	18 O-B1(k)	P-KKt4
6 Q-K2(c)	QxKt(d)	19 Kt-K2	QR-KKt1(m)
7 Kt-B3	Kt-K2	20 KtxKt	PxKt
8 Q-B3	B-Kt5	21 R-B3	P-B4
9 B-Q2	P-QR3(e)	22 RxP	PxP
10 B-Q3	P-Q3	23 BxKP	Q-Q2
11 O-O	B-K3	24 K-R2	P-Q4
12 KR-K1	O-O-O	25 B-B3(n)	R-Kt5(o)
13 P-QR3	B-QB4	26 RxR(p)	PxR

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27 B-K ₂	PxP	33 Q-Q ₃	R-B ₁
28 P-KKt ₃	Q-B ₃	34 R-Q ₂	B-B ₃
29 Q-Q ₁	P-Q ₅	35 BxB	QxB
30 B-B ₃	Q-B ₄	36 KxP(q)	R-KR ₁ ch
31 Q-K ₂	R-K ₁	37 K-Kt ₄	R-KKt ₁ ch
32 R-Q ₁	B-Q ₂	38 Resigns.	

- (a.) Against the same opponent, Mr. Mara (Game 5) played here the stronger Kt-B₃.
- (b.) The usual continuation is 5 B-K₃, Q-B₃; 6 P-QB₃, KKt-K₂; 7 Q-Q₂, P-Q₄. The text move is old, discredited, and quite out of use.
- (c.) Here Schallopp v. Riemann (Leipzig, 1879), played P-KB₄. Paulsen used to play 6 Q-B₃. The text move, blocking the KB, is inferior to either.
- (d.) QPxKt, letting out the QB, is greatly to be preferred.
- (e.) His present difficulties and all this woeful waste of time are the result of his neglect of mobilisation on his 6th move.
- (f.) Here White should have continued his attack upon the Q's side by Kt-K₂, followed by the advance of the QKtP and QRP, combined, if possible, as a double front of operations, with P-QB₃ and Kt-Q₄. His chances were excellent. His actual unmethodical method is but vain imagining.
- (g.) Even here 15 QxB could be made to fit in with the attack above suggested (which cannot now, however, be so effectively pursued), and would also remove the Q from threatening dangers.
- (h.) Here Q-Kt₃ is needed. If, then, 16...P-KR₄, then 17 P-KB₄ followed, if 17...P-R₅, by Q-B₂ and P-K₅. But anyhow he is now reduced to defence.
- (i.) The wrong P: the Kt should be kept out of White's B₄ by P-KKt₃.
- (k.) After the feeble pusillanimity of this and his two preceding moves, why does not White resign?
- (m.) Amounts to a blunder: 19...KtxKt should come first, for the P should not be doubled, the open file notwithstanding.
- (n.) He might now have tried to improve his position by 25 R-Q₁.
- (o.) Black misses his way here: 25 Q-Q₃; 26 P-KKt₃, P-R₅; would have yielded an attack difficult to parry.
- (p.) Here 26 BxR, PxB; 27 Q-Q₃, Q-Q₃; 28 Q-Q₂, R-B₁; 29 P-KKt₃, is obviously stronger.
- (q.) A final and frightful blunder, leaving the objective plane defenceless. Could Black do more than draw against 36 P-KB₄?

ROUND 5 (Dec. 29).**No. 21.**

WHITE : Davies.

BLACK : W. E. Mason.

1	P-Q4	P-Q4	22	BxB	Kt-B4
2	P-QB4	P-K3	23	R-B3	PxP
3	Kt-QB3	Kt-KB3	24	PxP	Kt-Q5
4	B-Kt5	B-K2	25	KR-Q3	KtxBch
5	P-K3	QKt-Q2	26	KtxKt	RxR
6	Kt-B3	O-O	27	RxR	R-B7
7	B-Q3(a)	PxP(b)	28	R-Q8ch	Kt-B1
8	BxP	P-B4(c)	29	Kt-B3	RxP
9	Q-B2	PxP	30	R-Kt8	P-Kt3
10	KtxP	Kt-K4	31	P-B5	PxP(f)
11	B-K2	Kt-Q4	32	RxP	Kt-K3
12	BxB	KtxB	33	P-QR4	R-Kt5
13	R-Q1	Q-Kt3	34	Kt-Q5	RxP
14	O-O	B-Q2	35	Kt-K7ch	K-Kt2
15	P-B4	QKt-Kt3	36	KtxPch	K-Kt3
16	R-B3(d)	KR-Q1	37	Kt-K7ch	K-B3
17	B-Q3	QR-B1	38	Kt-Q5ch	K-Kt2
18	Q-Kt3(e)	P-K4	39	RxP	Kt-B5
19	QxQ	PxQ	40	KtxKt	RxKt
20	KKt-K2	B-Kt5			
21	KR-B1	BxKt			

(Drawn (g).)

(a.) Here 7 R-B1 is the alternative.

(b.) Up to here the same as Game 11; but in it Mr. Mason here played the inferior P-QR3.

(c.) So far a copy of the game Pillsbury v. Schlechter, London, 1899, in which, however, Schlechter preceded this move with 8...P-QR3, justifiable now on account of the position of White's KB.

(d.) Somewhat premature, as proved by the retraction of it on move 21.

(e.) Though this, with the following exchange of Q's, deprives his attack of its most powerful factor, something must be done to remedy the weakness of his KP and centre.

(f.) Obviously not 31...K-Kt2; 32 P-B6! or 31...P-B3; 32RxP: so that the text move is forced.

(g.) A sound game throughout, with the legitimate result.
"O, si sic omnes!"**No. 22.**

WHITE : Hicks.

BLACK : J. Mason.

1	P-K4	P-K4	5	Kt-B3	B-B4
2	Kt-KB3	Kt-QB3	6	O-O	P-Q3
3	B-Kt5	P-QR3	7	P-Q3	B-K3
4	B-B4(a)	Kt-B3	8	Kt-Q5(b)	B x Kt

9 B x B	Kt x B	18 B x B	R-K5(g)
10 P x Kt	Kt-K2	19 B-B3	R-Kt5
11 P-B4	O-O	20 Q-K3	F-K1
12 P-Q4(c)	P x P	21 Q-Q2	R x Pch
13 Kt x P	Q-Q2	22 K x R(h)	Q-Kt5ch
14 B-K3	KR-K1	23 K-R1	Q-B6ch
15 Q-B3(d)	Kt-Kt3	24 K-Kt1	Kt-B5
16 P-QKt3(e)	R-K4	25 Resigns	
17 Q-Kt3(f)	B x Kt		

- (a.) This move, tamely giving up at once the Lopez grip and resolving the opening into a form of the Four Knights Game, with Black a move ahead, is quite unknown to "the books," seems to be Mr. Hicks' very own invention, and is bad both in principle and practice.
- (b.) The exchanges resulting from this injudicious advance give him a doubled and weak QP.
- (c.) Rightly getting rid of his weak pawn.
- (d.) Bad again: Q-Q3 is greatly preferable.
- (e.) His front,—with the oblique extended from R2 instead of Kt2 and out of touch with the objective plane, his Kt at Q4, instead of B3, and his Q at B3,—is now absolutely unscientific, and ensures early trouble for him. Black's front, on the other hand, is correct, save that his Kt might better be at B3. White's text move, so unlike Mr. Hicks' bold style, is apathetic to foolishness; R-K1 was needed.
- (f.) "Whom the gods wish to destroy they first make mad." We must cry aloud, and spare not, against this trifling on the edge of the abyss. Even now, though late, R-K1! But,
"Alas, regardless of their doom
The little victims play!"
- (g.) Behold, "destruction cometh as a whirlwind." (Prov. i., 27.)
- (h.) Otherwise, mate in four moves.
- (i.) "Author of . . . some devilish bad games," was young Morphy's description of Howard Staunton. Whether they were worse than the present one, so far as White is concerned, may be doubted.

No. 23.

WHITE : Gyles.		BLACK : Fox.	
1 P-K4	P-K4	6 Q-R5(a)	Kt-K4(b)
2 Kt-KB3	Kt-QB3	7 Kt-K6	OPxKt
3 P-Q4	PxP	8 OxKt	B-Kt5ch
4 B-QB4	B-B4	9 P-QB3	PxP
5 Kt-Kt5	Kt-R3	10 PxP	B-K2

11 QxKtP	B-B ₃	22 B-R ₃	P-QR ₃
12 QxKt	BxPch	23 P-B ₅	P-Kt ₃
13 KtxB	Q-Q ₅	24 PxP(e)	PxP
14 B-Kt ₂	QxB	25 R-KB ₁ (f)	R-KKt ₁
15 O-O-O	B-Q ₂	26 P-K ₅ (g)	B-Kt ₄ (h)
16 Q-B ₆	R-KKt ₁	27 KtxB	PxKt
17 R-Q ₄	Q-B ₄	28 RxR	KxR
18 KR-Q ₁	R-Q ₁	29 R-B ₈ ch	RxR
19 K-Kt ₁ (c)	Q-KKt ₄	30 BxR	P-B ₄ (i)
20 QxQ	RxQ		Drawn.
21 P-B ₄ (d)	RxP		

- (a.) The usual continuation here is: 6 KtxBP, KtxKt; 7 BxKtch, KxB; 8 Q-R₅ch, P-KKt₃; 9 QxB, P-Q₄; etc.
- (b.) Thus far the same as the 14th and 55th games, which see; in each of which Black played here correctly 6...Q-K₂ instead of the suicidal text move. Black has already a lost game.
- (c.) Obviously, as Mr. Gyles has himself pointed out, RxB wins a piece here: 19 RxB, RxR; 20 RxR, KxR; 21 QxBPch, K moves; 22 QxR, and Black may resign.
- (d.) No need for this waste of pawns: there is time now for P-Kt₃.
- (e.) Here P-B₆ seems to have been his intention, and is right, forcing 24...P-B₄; 25 R-Q₆, and Black can do nothing; for 25...RxP or 25...R-KB₇ is immediately fatal because of 26 R-Kt₁; and if 25...R-Kt₃, then P-K₅, to be followed by RxKtP, BxP, and B-K₇ as opportunity occurs.
- (f.) Worse than useless: P-K₅ at once, followed by Kt-K₄, should win. E.g.: 25 P-K₅, P-B₄; 26 R-Q₆, R-Kt₅; 27 P-R₃, R-Kt₄; 28 Kt-K₄, R-B₄ (or RxP); 29 Kt-B₆ch, and wins.
- (g.) A mere blunder now: the KR should go back to Q₁ first.
- (h.) "Our soul is escaped as a bird out of the snare of the fowlers." (Psalms; cxxiv., 7.)
- (i.) The ending appears to offer Black some winning chances; but he missed them and, after a weary waste of energy on both sides, admitted a draw on the 57th move. The game is shockingly bad; but "not being the worst stands in some rank of praise."

No. 24.

WHITE : Dunlop.		BLACK : Beck.	
1 P-K ₄	P-K ₄	4 PxP(b)	QxP(c)
2 P-KB ₄	PxP	5 Kt-B ₃	Q-Q ₁ (d)
3 Kt-KB ₃	P-Q ₄ (a)	6 P-Q ₄	B-Q ₃

7 B-B4	B-KKt5	19 R-K2	R-K1
8 O-O	Kt-KB3	20 QxB	QxQ
9 R-K1ch	K-B1	21 kxR	Q-Kt5ch
10 Q-Q3	P-KKt3(e)	22 K-B2	QxPch
11 Kt-Kt5	Kt-Q4	23 K-K2	QxRPch
12 KtxBP	KxKt	24 K-Q3	Q-R6ch
13 BxKtch	K-Kt2	25 K-B4	Q-Q2
14 BxQKtP	Q-R5	26 RxKt	Q-K3ch
15 BxP	BxB	27 P-Q5	PxPch
16 P-KKt3	Q-R6	28 BxP	Q-Q3(g)
17 BxR	P-QB3	29 R-KKt8ch	K-B3
18 PxB(f)	B-B6	30 Kt-K4ch	Resigns.

- (a.) A safe defence, but rarely adopted. In the Vienna Gambit Tourney of 1903 the game Gunsberg v. Pillsbury is the only example of it.
- (b.) More usual and better than Gunsberg's move P-K5, which allows Black to retain the gambit pawn without trouble and to obtain a strong position.
- (c.) 4...Kt-KB3 is best here. The text move invites White to rapid mobilisation.
- (d.) Here Salter played against Paulsen in the London Tournament of 1862, Q-QR4. He lost. After either move White's game is already superior.
- (e.) A blunder: the hostile KKt, being dangerous, should now be taken, even at the cost of the gambit pawn, which cannot anyhow be long maintained. Black's game is now lost.
- (f.) Though the resulting exchanges leave him with much more than an equivalent for the Q he thus sacrifices, the simple R-KB1, to be followed by QR-K1, was stronger.
- (g.) Blunder the Last and Greatest: the Q is now lost perforce. Better have gracefully resigned at once. This game, as a Congress one, is probably unique in character.
- "Can such things be,
And overcome us like a summer cloud,
Without our special wonder?"

No. 25.

WHITE : Barnes.		BLACK : Grierson.	
1 P-K4	P-K4	9 P-B3	B-K2(b)
2 Kt-KB3	Kt-QB3	10 R K1(c)	P-KR3(d)
3 B-Kt5	P-QR3	11 Kt-Q4	Q-Q2
4 B-R4	Kt-B3	12 P-KB4	KtxKt
5 O-O	KtxP	13 PxBt	P-QB4(e)
6 P-Q4	P-QKt4	14 B-K3	PxP
7 B-Kt3	P-Q4	15 QBxP	B-QB4(f)
8 PxB(a)	B-K3	16 Kt-B3(g)	BxBch

17 QxB	KtxKt	24 Q-B3	KR-Q1
18 QxKt	O-O	25 P-Kt4(n)	P-B4
19 QR-Q1	QR-Q1(h)	26 KPxPe.p.	R-Q3
20 R-Q4(i)	Q-R2	27 P-B5	PxP
21 K-R1	k-Q2(k)	28 PxP	B-B2
22 P-KR3	Q-Kt2(m)	29 Q-Kt4ch	Resigns.
23 KR-Q1	P-Kt3		

- (a.) The first 7 moves on each side are the same as in Games 10, 18, and 28, which see. Here, as in No 28, White follows the usual course, avoiding Schlechter's defence following on 8 P-QR4.
- (b.) All strict "book" so far; but here the text move is needlessly defensive: 9...B-QB4, as in Game 28, is usual and much better.
- (c.) QKt-Q2 followed by B-B2 seems better.
- (d.) Again the premature and needless "en appui"! Why not continue mobilisation by O-O or Q-Q2?
- (e.) The resulting isolated QP and his efforts to preserve it, are "the direful spring" of all his after agony.
- (f.) Very ill-judged: again mobilisation, continued by O-O or R-QB1, is the proper course.
- (g.) Hasty and weak: 16 RxKt, PxR (best); 17 BxB secures two pieces for the R; for, in this, 16...BxBch or 16...Q-R2 loses Black a piece.
- (h.) As this is not immediately necessary he might try to relieve the pressure on his centre by a counter demonstration against the enemy's left,—with P-QR4,—or by attack upon White's KP,—with P-B3. Or he could occupy the open file by QR-B1, afterwards bringing KR to Q1 if needed.
- (i.) Preventing advance of the hostile QP.
- (k.) Even here the rook manœuvre suggested in note (h) might be tried; or, better, simply P-B3, giving up the QP at once, as it is bound to fall at last. The text move gives him immediate trouble.
- (m.) Mere waste of time. In view of the obvious intent of White's last move, better was 22 Q-B2 followed, if Q's are not exchanged, by P-B3.
- (n.) "Is this the promised end,—or image of that horror?"

ROUND 6 (Dec. 29-30).

No. 26.

WHITE : Davies.		BLACK : Fox.	
1 P-K4	P-K4	7 Q-Q2	P-Q3
2 Kt-KB3	Kt-QB3	8 P-KR3(d)	B-K3
3 B-B4	B-B4	9 B-Kt3	Kt-K2
4 Kt-B3(a)	Kt-B3(b)	10 O-O	P-B3
5 P-Q3	P-KR3(c)	11 QR-K1	QBxB
6 B-K3	B-Kt3	12 RPxB	Kt-Kt3

13 Kt-K ₂	O-O	20 Kt-Q ₂	Q-Q ₁ (g)
14 Kt-Kt ₃	BxB(e)	21 P-R ₄	Kt-R ₂
15 PxB	Kt-R ₂	22 P-R ₅	PxP
16 Kt-B ₅	R-K ₁	23 PxP	Q-Kt ₄
17 Q-B ₂	R-K ₃	24 PxKt(h)	QxQ
18 Q-Kt ₃	Q-B ₃ (f)	25 PxKtoh, and wins (i)	
19 P-Q ₄	Kt-Kt ₄		

- (a.) Comparatively rare in master play: P-B₃, or O-O, or P-Q₃ is the usual continuation.
- (b.) Transposing into a well-known position in the KB Opening and Vienna Game.
- (c.) The unnecessary "en appui" again,—often formed in this sort of position "as a mere move to go on with," but none the better for that.
- (d.) But here formed with an object,—the prevention of exchange of his B against the hostile Kt. But as Black's Kt-Kt₅ can be properly answered by BxB, the next move is here also superfluous.
- (e.) Injudicious, as it opens up the KB file to White's advantage.
- (f.) A headlong Balaklava charge into the danger zone,—the open KB file. "C'est magnifique, mais ce n'est pas la guerre."
- (g.) "Then they rode back,——"
- (h.) "But not"——
- (i.) "Not the Six Hundred!" The rest is but easy massacre,—"all of them slain, slain with the sword,"—and Black resigned on the 35th move.

No. 27.

WHITE : J. Mason.		BLACK : Mara.	
1 P-K ₄	P-K ₃	21 Kt-Q ₃	Kt-Q ₂
2 P-Q ₄	P-Q ₄	22 Q-K ₂	Kt-Kt ₃
3 Kt-QB ₃	Kt-KB ₃	23 Kt-Kt ₂	Kt-B ₅
4 B-Kt ₅	B-Kt ₅ (a)	24 Kt-R ₄ (m)	P-QKt ₃
5 P-K ₅ (b)	P-KR ₃	25 Q-K ₁ (n)	Kt-R ₆
6 B-Q ₂ (c)	BxKt	26 R-K ₂	Q-QB ₁
7 PxB	Kt-K ₅	27 R-K ₃	R-B ₅
8 Kt-B ₃ (d)	P-QB ₄ (e)	28 Q-Q ₁ (o)	Kt-Kt ₄
9 B-Kt ₅ ch(f)	B-Q ₂	29 R-Q ₃ (p)	Q-R ₃
10 BxBch(g)	KtxB	30 Q-R ₅ (q)	QxKt
11 O-O	PxP(h)	31 Q-K ₈ ch	K-R ₂
12 PxP	KtxB	32 QxKP	Q-R ₆ (r)
13 QxKt	QR-B ₁	33 QxPch	P-Kt ₃
14 QR-B ₁ (i)	O-O	34 Q-B ₄	RxQP
15 Kt-K ₁	P-KB ₄ (k)	35 RxR	KtxR
16 Kt-Q ₃	R-KB ₂	36 R-K ₁	QxBP
17 Kt-B ₄	Kt-B ₁	37 P-KR ₃ (s)	QxRch
18 P-QB ₃	R-QB ₃	38 K-R ₂	Kt-K ₇
19 R-B ₂	KR-B ₂	39 Resigns.	
20 KR-B ₁	Q-K ₁		

- (a.) This, the McCutcheon defence, though not to be found in that very disappointing production, the so-called "4th edition" of Freeborough and Ranken's chess openings, received the seal of authority in the matches Marshall-Tarrasch, 1905, Lasker-Marshall 1907, and Lasker-Tarrasch, 1908. It was played also three times in the champion tourney at Ostende in 1907, once at Düsseldorf in 1908, and four times at St. Petersburg in 1909; but there were no examples of it at Prague or at Vienna in 1908, although at the Hamburg meeting of last year there were three. The latest edition (or, rather, reprint with supplement) of Cook's compendium gives 22 examples of this defence, and the Digest, vol. 4, has 21, all played in the years 1899-1904. So much for "H. E. Atkins, British Champion," and his 4th edition.
- (b.) Here Lasker played 5 B-Q3 in his 2nd and 12th games against Marshall, and in his 7th and 9th against Tarrasch. In his 6th, 8th, and 10th against the former, and in his 11th against the latter he played 5 PxP,—played also by him and by Bernstein against Znosko-Borovski at St. Petersburg, 1909, and by Schlechter against Marshall and Teichmann against Cohn at the same Congress,—and this seems to be the best counterblast to the McCutcheon. Spielmann at Düsseldorf, and Leonhardt, Teichmann, and Yates at Hamburg, adopted against John the text move,—5 P-K5.
- (c.) 6 PxKt is inferior, though played by Forgacs against Spielmann at St. Petersburg; but Dr. Tarrasch suggests the alternatives 6 B-K3 and 6 B-B1.
- (d.) 8 B-Q3, as in the 2nd match game Tarrasch v. Marshall, is the most usual move here, though Lasker, in his 4th match game with Marshall, and Janowski against both Marshall and Burn at Ostende in 1907, played 8 Q-Kt4. Lasker drew, Janowski won. The text move is entirely erroneous, and causes its inventor a vast of trouble.
- (e.) Taking instant advantage of White's error.
- (f.) This and the resulting exchanges help Black's mobilisation; but the alternative appears to be loss of a pawn or a very cramped game. Had White played B-Q3 on his last move his KKt could now go to K2, when his position would be far less irksome.
- (g.) Undesirable though this exchange is, there seems to be no good alternative.
- (h.) Obtaining a most potent open file.
- (i.) 14 KR-B1, followed by 15 QR-Kt1, securing the other open file, seems stronger.
- (k.) Weakening the KP without necessity: Q-Kt3, to be followed by R-B5 and KR-B1 if possible, seems more

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- scientific and effective; though, as it happens, Black's plan proves successful.
- (m.) A serious error, for Black's reply as in the text is obvious, and makes this move worse than useless. Better KtxKt at once, though the clouds are not thereby rolled away.
- (n.) In order to be able to retreat Kt without loss of P; but again Black's actual reply is obvious, and the P must now be given up lest worse befall.
- (o.) Disastrous: the P cannot be safely held much longer, and the immediate retreat of the Kt from his false and ineffective position is essential.
- (p.) To retreat the Kt now loses the exchange as well as the P; for after 29 Kt-Kt2, KtxP, if the Kt is not taken, then 30...Kt-K7ch forces a win at once.
- (q.) A frantic rashness absolutely amazing in so cautious a player, and plainly prompted by Giant Despair, for a graceful resignation is the only alternative.
- (r.) This fine riposte White had probably overlooked.
- (s.) A most determined and successful suicide. But

"Who would fardels bear,
To grunt and sweat under a weary life
When he himself might his quietus make?"

And the end is certain, anyhow. Mr. Mara has played remarkably well, while the ex-champion, in parts of the game, seems to have been sleeping in the consciousness of innocence and virtue. But, of course, "quandoque bonus dormitat Homerus,"—what time good old Homer goes a-woolgathering,—etc.

No. 28.

WHITE : Grierson.		BLACK : Dunlop.	
1 P-K4	P-K4	14 P-B3(d)	P-B5
2 Kt-KB3	Kt-QB3	15 PxKt(e)	PxB
3 B-Kt5	P-QR3	16 RxRch(f)	QxR
4 B-R4	Kt-B3	17 Kt-B3(g)	O-B7ch
5 O-O	KtxP	18 K-R1	R-KB1
6 P-Q4	P-QKt4	19 P-KR3(h)	BxRP
7 B-Kt3	P-Q4	20 PxB(i)	R-B6
8 PxP	B-K3	21 O-KB1	QxQch
9 P-B3	B-QB4(a)	22 RxQ	RxRch
10 B-B2(b)	P-B4	23 K-Kt2	R-B7ch
11 Kt-Q4(c)	KtxKt	24 K-Kt3	RxB
12 PxKt	B-Kt3	25 Resigns (k).	
13 B-K3	O-O		

- (a.) For notes on the opening so far, which is all strictly orthodox, see Games 10, 18, and 25.

- (b.) This move, though sometimes played at this point (e.g., by Mason against Albin at Monte Carlo, 1903) is usually preceded in master practice by QKt-Q2.
- (c.) QKt-Q2 and 11 P x P e.p., are the usual moves here.
- (d.) 14 P-B4, checking the advance of the hostile P, seems much better.
- (e.) This exchange, opening the KB file, is most unwise: B-B2 were better.
- (f.) And this exchange is worse than the other: Kt-B3 was here required.
- (g.) "Too late, too late!
Ye cannot enter now."
- (h.) What ??? No doubt the position seems hopeless; but, instead of this artful suicide, why not attempt to prolong existence by Kt-K2?
- (i.) Even now 20 Q-KKt1, QxB; 21 PxB, P-K7, though bad enough, is better than this. But
"In my sense 'tis happiness to die,"—and that at once.
- (k.) Only nervous or physical illness can account for Mr. Grierson's terribly sudden and complete collapse in what promised at first to be a well-fought game.

No. 29.

WHITE : Beck. BLACK : Hicks.

1 P-K4	P-K4	11 B-KB4	P-Q3
2 Kt-KB3	Kt-QB3	12 Kt-B3	B-Q2
3 P-Q4	Q-B3(a)	13 R-K4ch	K-B2
4 B-KKt5(b)	Q-Kt3	14 B-Kt3(e)	P-KKt4
5 P-Q5(c)	QxPch	15 P-KR4	P-KR3
6 B-K2	Kt-Q5	16 P-R5	P-KB4
7 O-O	QxB	17 R-Q4(f)	Kt-B3
8 KtxKt	QxQ	18 P-KB4	KtxRP
9 RxQ	PxKt	19 Kt-K2(g)	R-K1
10 RxP(d)	P-KB3	20 R-K1	KtxB

And White resigned 4 moves later after the exchange of pieces.

- (a.) Examples of this bizarrerie are fortunately as rare as they are undesirable: not one occurs, e.g., among the 596 Scotch samples in the Digest. The move seems to be one of Mr Hicks' very own originals. His word is Prospero's: "Deeper than did ever plummet sound I'll drown my book."
- (b.) Premature and shallow, very: 4 B-QB4 is in order here.
- (c.) Radically unscientific, ill-considered, and bad: B-K3; seems here the least of many evils.

(d.) The opening hardly more than begun and a piece lost already!

“Behold the consequence
Of ill-advised”—temerity!

(e.) By 14 QR-K1 he might now have ensured himself possession for some time of the open file.

(f.) Which now he voluntarily abandons, though he might have retired R to K2. But, after all, anything is good enough to lose with.

“Life is all a variorum,
We regard not how it goes.”

(g.) At last he resorts to suicide, as he might quite properly have done some moves back. Bad, bad, bad! Is this quite the worst game in the Congress? If not, why not?

No. 30.

WHITE : Barnes.

BLACK : Gyles.

1 P-K4	P-K4	13 B-Kt2(f)	K-Q1
2 P-Q4	PxP	14 R-K1	Q-B1
3 P-QB3(a)	Kt-QB3(b)	15 Q-Kt3	Kt-B3
4 Kt-KB3(c)	PxP	16 R-K2	P-B3(g)
5 B-QB4	PxP(d)	17 QR-K1	K-B2(h)
6 BxKtP	B-Kt5ch	18 R-K7ch	B-Q2
7 Kt-B3	Q-K2	19 BxKt	PxB
8 O-O	BxKt	20 RxBch	KxR
9 BxB	P-B3(e)	21 QxPch	K-Q1
10 P-K5	PxP	22 QxRch	K-B2
11 KtxP	KtxKt	23 QxRPch	K-Q1
12 BxKt	P-Q3	24 R-Kt1(i)	Resigns.

(a.) This risky “Danish Gambit” is or was a great favourite with the brilliant Mieses, but is rare in the practice of other masters.

(b.) Here PxP is usually played at once.

(c.) 4 PxP is to be preferred, as giving White a strong centre by restoring the parallel.

(d.) Notoriously risky, and rash to foolhardiness against an experienced opponent well versed in the opening and full-filled of guileful devices. He should play P-B7, or mobilise by P-Q3 and Kt-B3.

(e.) His method has been perversely wrong throughout, his mobilisation is quite incomplete and entirely inefficient, and disaster is certain.

(f.) White has practically a won game already, he having both B's, with most effective ranges, and the objective plane being threatened on all sides.

(g.) All this wild floundering is quite useless, for “the floods have lifted up their voice.” He might properly resign now: there appears to be no straw to catch at.

- (h.) "And I for sorrow sung,
That such a King should play bo-peep
And go the fools among." K. Lear, I., iv.
- (i.) "'Dead, Mr. Peggotty?' I inquired. 'Drown-dead,'
said Mr. Peggotty." White has played with his
well-known old-time energy, but Black—! Well,
he did not know the opening, and ignorance is not
always bliss.—An awesome lesson in how not to do it.

ROUND 7 (Dec. 30).**No. 31.**

WHITE : Mara. BLACK : W. E. Mason.

1 P-K ₄	P-QB ₄	24 KtxQP	KtxKt
2 Kt-KB ₃	Kt-QB ₃	25 PxB	RxP
3 P-Q ₄	PxP	26 BxKt	PxB
4 KtxP	P-KKt ₃	27 RxP	RxP
5 B-K ₃	B-Kt ₂	28 R-Q ₂	R-Kt ₇
6 B-K ₂	Kt-B ₃	29 KR-B ₂	P-QKt ₄
7 Kt-B ₃	P-Q ₃ (a)	30 K-R ₂	P-R ₃
8 KtxKt	PxKt	31 K-Kt ₁	P-Kt ₅
9 O-O	O-O	32 K-R ₂	K-B ₃
10 P-KR ₃	Kt-Q ₂	33 K-Kt ₁	P-Kt ₄
11 Q-Q ₂	Kt-Kt ₃	34 PxP	PxP
12 B-R ₆	P-KB ₄	35 K-R ₂	K-K ₄
13 BxB	KxB(b)	36 P-Kt ₃	P-B ₅
14 P-KB ₄	P-K ₃	37 PxP	PxP
15 QR-Q ₁ (c)	P-Q ₄	38 K-Kt ₂	K-K ₅
16 PxBP(d)	KPxP	39 K-R ₂	P-Kt ₆
17 P-QKt ₃ (e)	Kt-Q ₂	40 PxP	QRxP
18 K-R ₁ (f)	Kt-KB ₃	41 QR-Q ₂	RxR
19 Q-Q ₄	Q-QKt ₃	42 RxRch	R-K ₆
20 P-QKt ₄ (g)	R-K ₁ (h)	43 R-KB ₂	R-KKt ₆
21 B-KB ₃	B-QR ₃	44 R-QR ₂	R-KKt ₁
22 QxQ(i)	PxQ		
23 P-Kt ₅ (k)	R-K ₆		Drawn.

- (a.) The first 7 moves on each side are, with slight transposition, a copy of Lasker v. Showalter, New York, Oct., 1902. But Pillsbury and Teichmann played here in the same position against Moreau and Marco respectively (Monte Carlo, 1903)—7...O-O.
- (b.) So far the champion cannot be congratulated on his mobilisation, which, be it said with all reverence, is unscientific, not to say bad, in almost every detail,—note particularly the location of his K, KP, Kt, and QB. White's, on the other hand, is markedly correct.
- (c.) Rightly attacking at once the most vulnerable of several weak spots, and combining attack with mobilisation.

- (d.) But this exchange, freeing Black's game as it does, is very mistaken strategy. Better 16 P-K5 followed, if Black's B moves, by P-QKt3 and the early development of a line of operations against the weak objective plane.
- (e.) No need for this yet, for Black cannot play Kt-B5 at present on account of BxKt, winning a piece. KR-K1 or R-B3 might be considered.
- (f.) Again unnecessary: the Q's check is harmless. A rook-move, as above, is still good enough.
- (g.) Unnecessary and weakening; 20 Kt-R4, QxQ; 21 RxQ, and, if 21...Kt-K5, then 22 K-R2, followed by B-Q3, BxKt, and Kt-B5, remaining with Kt against B, seems preferable.
- (h.) Now Black gets possession of the file that White should have seized long ago.
- (i.) This exchange, now forced, strengthens Black's pawns.
- (k.) An ingenious dodging of gathering difficulties, the resulting exchanges securing an easy draw. The game, which, as at the 15th move, should have been a win for White, now degenerates into an unsuccessful attempt by Black to achieve the impossible, and a very successful attempt by White to do nothing whatever.

"The House of Peers, throughout the war,
Did nothing in particular,
And did it very well!"

No. 32.

WHITE : Gyles. BLACK : Davies.

1 P-K4	P-Q4(a)	16 KtxB	PxKt
2 PxP	QxP(b)	17 O-O	KtxP(m)
3 Kt-QB3	Q-QR4(c)	18 BxKt	P-KB4(n)
4 P-Q4	Kt-KB3	19 P-B3	BxB(o)
5 B-QB4(d)	B-Kt5(e)	20 PxB	Q-B3
6 P-B3	B-R4(f)	21 Q-K2	QxPch
7 KKt-K2	P-K3	22 Q-B2	P-K4
8 B-Q2	Q-Kt5(g)	23 QR-Q1	QxQch(p)
9 B-Kt3	Kt-B3(h)	24 KxQ	R-Q5
10 P-QK3(i)	Q-K2	25 KR-K1	KR-Q1
11 B-Kt5	O-O-O	26 RxR	PxR
12 Kt-K4	P-KR3(k)	27 B-Kt6ch	K-Kt1
13 KtxKt	PxKt	28 B-B7	P-KKt4
14 B-K3	B-Kt2	29 R-K8	RxR
15 Kt-B4	B-Kt3	30 BxR and wins (q).	

- (a.) The Centre Counter is rarely adopted by masters, Mises excepted. The wherefor of which will presently appear.
- (b.) The alternative is Kt-KB3, as played, e.g., by Gunsberg against Marco at Monte Carlo, 1902.

- (c.) This is quite an unscientific location for the Q; yet the only reasonable alternative, Q-Q₁, which is more usually adopted, practically throws away a move. These facts explain Note 1, above.
- (d.) The greatly better mobilisation is by B-Q₃ and Kt-K₂, as in Tarrasch v. Mieses, Monte Carlo, 1903. The text move belongs to the 3...Q-Q₁ variation.
- (e.) Though played by Mieses in the above-cited case, this move is here premature and therefore not good: 5...P-B₃, providing a retreat for the Q from her false position, is now an unhappy necessity.
- (f.) Though seemingly a part of his plan, this is woefully unscientific. The B's force should be directed towards the objective plane from the other side of the board.
- (g.) More waste of precious time. Here again, P-B₃;— though less good now than three moves back.
- (h.) Bad: the immediate retreat of the Q is imperative.
- (i.) Weak: better is 10 Kt-Q₅, Q-Q₃ (the only move); 11 B-KB₄, P-K₄; 12 PxP, KtxP; 13 Q-Q₄, KKt-Q₂; 14 KKt-B₃. For if 14...P-QB₄, then 15 BxKt, and Black must either lose the exchange or suffer worse things; if 14...O-O-O, then 15 QxRP, followed by 16 O-O-O; if 14...P-QB₃, then 15 Kt-K₄, followed, if 15...Q-Kt₃ (best), by Kt-B_{7ch}; and if 14...P-KB₃ or B-Kt₃ or B-K₂, then Kt-Kt₅. But Black's game is exceedingly bad anyhow.
- (k.) Here B-Kt₃ may be suggested instead of this feeble protest against Fate. But he seems to have no good move.
- (m.) Very ill-considered; for at best it but opens up lines of attack for the hostile rooks by 18 BxKt, P-QB₄; 19 P-B₃, PxB; 20 Pxp. But in the actual play he loses a piece also.
- (n.) "I am afeard . . . all this is but a dream," says Romeo.
- (o.) Here 19...P-K₄ fails because of 20 Q-K₂, retaining the piece; and, though 19...P-B₄ recovers the piece, it leaves Black with a bad game,—19...P-B₄; 20 R-K₁, PxB; 21 RxP, etc. Yet the text move is worse.
- (p.) This exchange, now practically forced, relieves him of any hope that late may linger.
- (q.) "What followed why recall?" Black's resignation was needlessly delayed until the 43rd move. The genial Welshman's play in this game is much below his average, and he handicapped himself at the very start.

No. 33.

WHITE : Beck.

BLACK : J. Mason.

1	P-K4	P-K4	13	Q-Kt5(c)	QxB
2	Kt-KB3	Kt-QB3	14	QxQ(d)	PxQ
3	P-Q4	PxP	15	Kt-K2	P-KB4
4	KtxP	Kt-KB3	16	Kt-B4	B-Q2
5	KtxKt	KtPxKt	17	P-KKt3	K-R1
6	B-Q3	B-B4	18	K-Kt2(e)	QR-K1
7	O-O	P-Q3	19	P-KB3(f)	R-K2
8	Kt-B3(a)	Kt-Kt5	20	B-K2	QR-B2
9	Q-B3	O-O	21	R-R1	R-Kt2
10	P-KR3	Kt-K4	22	Kt-R5(g)	PxP
11	Q-Kt3	B-K3	23	P-KB4(h)	R-K2
12	B-R6(b)	Q-B3	24	PxKt(i)	R-B7ch(k)

- (a.) For notes on the opening up to this point see Game 5.
 (b.) "Most excellent fooling," no doubt, but the B should be mobilised at K3.
 (c.) "It is the very error of the moon:
 She comes more nearer earth than she was wont,
 And makes men mad."
 (d.) Instead of "Resigns"!
 "O wad some Power the giftie gie us
 To see oursels as ithers see us!"
 (e.) Why not QR-K1, anticipating his opponent?
 (f.) "There's such divinity doth hedge a King,"—but not in this way.
 (g.) "Ambitious aim . . . with vain attempt." Here Kt-Q3 seems to be his best way of continuing his absurdly futile resistance.
 (h.) Of course KtxR loses two pieces for the R.
 (i.) Fatal? Yes; but nothing can avail him. "Natheless he so endured" for 8 more moves!
 (k.) "The rest is silence."

No. 34.

WHITE : Dunlop.

BLACK : Barnes.

1	P-K4	P-K4	13	B-R4	KtxP(d)
2	Kt-KB3	Kt-QB3	14	RxKt	P-KKt4
3	B-Kt5	Kt-KB3	15	R-B5(e)	PxB
4	O-O	P-Q3(a)	16	O-R3	O-O-O
5	Kt-QB3	P-KKt3(b)	17	QxP	OR-K1
6	P-Q4	PxP	18	O-B2	P-OR3
7	KtxP	B-Q2	19	P-OR4	R-K1
8	B-Kt5	B-Kt2	20	P-OKt4	O-B2(f)
9	P-KB4	KtxKt	21	R-R3	P-OKt3
10	BxBch	QxB	22	Kt-Q5	K-Kt2(g)
11	OxKt	Kt-R4(c)	23	RxR	BPxR
12	Q-Q3	P-KB3	24	R-QB3	QxR(h)

25 KtxQ	R-KB1	34 Q-K3ch	K-B3
26 Q-Q2	B-B3	35 P-Kt5	R-KKt2
27 Kt-Q5	B-Q1(i)	36 K-R2	P-R3
28 P-Kt5	P-QR4	37 Q-KR3	PxP
29 Q-R6	R-B2	38 Q-B8ch	B-B2
30 P-Kt4	R-Q2	39 PxP	K-R2ch
31 P-R4(k)	P-B3	40 K-Kt3	R-Kt2
32 PxPch	KxP	41 K-Kt4(m)	Resigns.
33 P-B4	K-B4		

- (a.) The transposition of this and his preceding move, though adopted by Lasker in the earlier part of his match with Tarrasch in 1908, was abandoned by him long before the match was over, and appears to be no improvement upon the regular Steinitz defence. See also Game 3.
- (b.) Misplaced originality: the usual B-K2 is better.
- (c.) That this inferior move is practically forced upon him shows that his departure from precedent on his 5th and 8th moves was unscientific. If here 11...O-O, then 12 BxKt, P-B4; 13 Q-Q3, BxB; 14 P-K5, wins a pawn. 11...P-B4 at once, 11...Q-K2, and 11...Q-Q1 are even worse.
- (d.) This move, again forced, breaks up his game.
- (e.) Better than recovering the P at once by BxP.
- (f.) Here RxR, with early occupation of the open K file, seems necessary.
- (g.) A blunder: the exchange must here be given up, as Q-Kt2, the only other alternative, loses a P. But the game is lost even in these variations. E.g.; 22...Q-Kt2; 23 RxR, QPxR; 24 R-B3; and White must win.
- (h.) Instead of this counsel of despair why not an immediate and graceful resignation?
- (i.) At last this skulking bishop makes pretence of being useful.
- (k.) Adopting a Fabian strategy and ingeniously luring his opponent on to self-destruction.
- (m.) "The Great Doom's image." Mr. Dunlop has played this game in good style throughout. The King's fianchetto, unless forced, is always unscientific as a feature of mobilisation; and the present instance well enforces the lesson.

No. 35.

WHITE : Fox. BLACK : Hicks.

1 P-Q4	P-Q4	4 B-Q2(b)	BxKt(c)
2 P-QB4	P-K3	5 BxB	Kt-K2
3 Kt-QB3	B-Kt5(a)	6 P-K3	O-O

7 Kt-KB3	Kt-QB3	19 P-B6	Q-B2
8 B-Q3	Kt-Kt3(d)	20 PxP	KR-Q1(h)
9 Q-B2	P-Kt3	21 QR-Kt1(i)	R-Q6
10 P-KR4	P-KB4	22 PxKt(Q)ch	KxQ
11 P-R5	Kt-R1(e)	23 B-K1	Q-B4
12 Kt-K5	KtxKt	24 B-R4(k)	R-KB1
13 PxKt	B-Kt2	25 Q-Kt2(m)	R-Q2
14 O-O-O	P-B3(f)	26 B-B6ch(n)	QxB
15 P-B4	Q-K2	27 PxQ	P-B4
16 P-KKt4	PxBP	28 P-K4	KR-B2
17 BxP	P-QKt4	29 R-R4	RxP(o)
18 PxP(g)	PxB	30 Q-Kt7, mate.	

- (a.) This mobilisation is inferior, being at best but lost time. The Digest's 910 examples of the Queen's Gambit Declined furnish but 7 samples of it.
- (b.) Unnecessary: the better reply, as played, e.g., by Pillsbury, is Kt-B3, threatening Q-R4 and Kt-K5. Black's B must then either take the Kt, and thereby strengthen White's centre, or retire with loss of a move.
- (c.) He now gives his opponent the advantage of two B's against B and Kt.
- (d.) And now he kindly provides him with a tangible point of attack.
- (e.) This noble Knight, having shown off his paces in a feeble way, now retires proudly, like little Jack Horner, to an undignified and lasting obscurity.
- (f.) Black's scheme of mobilisation is now a model of error, while White's, though decidedly imperfect, is greatly superior.
- (g.) An inspiration! By this timely sacrifice he opens up a line of operations against the objective plane and girds himself to smite Amalek.
- (h.) If 20...KxP then 21 P-B5, to be followed as opportunity offers, by P-K4, opening the QB diagonal for the B. The piece can always be recovered by Q-Kt2ch.
- (i.) Rightly withholding his hand from the slaying of Jack Horner, for in no wise shall this slaying escape him. So he strengthens his attack meanwhile.
- (k.) The Church militant indeed!
- (m.) "Marching as to war."
- (n.) The Church triumphant!
- (o.) A gigantic oversight; or possibly a generous endeavour to save further trouble, and an artistic method of effecting the inevitable surrender.
"Fling open wide the golden gates
And let the victors in!"

Mr. Fox was awarded for this game the special prize set apart for the most brilliant game of the Congress.

ROUND 8 (Dec. 31).

No. 36.

WHITE : W. E. Mason. BLACK : Beck.

1 P-K ₄	P-K ₄	12 QxQ	RxQ
2 P-Q ₄	P-Q ₄ (a)	13 P-B ₄	R-Q ₆
3 PxKP	B-K ₃	14 BxKt(b)	PxB
4 PxP	BxP	15 KR-Q ₁	KR-Q ₁
5 Kt-KB ₃	Kt-QB ₃	16 RxR	RxR
6 B-QKt ₅	Q-Q ₂	17 K-B ₁	K-Kt ₁
7 O-O	O-O-O	18 K-K ₂	R-Q ₂
8 Kt-B ₃	KKt-K ₂	19 P-K ₆ (c)	PxP
9 B-Kt ₅	P-KR ₃	20 Kt-K ₅	R-Q ₅ (d)
10 QBxKt	BxB	21 KtxPch	Resigns (e).
11 KtxB	QxKt		

- (a.) The Centre Gambit cannot be safely refused (and never is refused) in this or any other way. The text move seems to be Mr. Beck's very own invention, and leads at once either to loss of a P, as in this case, or to loss of the power of castling (by 3 PxP, PxP; 4 QxQ, etc.), White thereby permanently locating the objective plane upon the centre.
- (b.) The Champion, having an extra P and a Kt against a B, now doubles a hostile P and remains with an assured though perhaps far-off victory.
- (c.) Successful, as it happens; but R-Q₁, forcing exchange of R's, is certainly better strategy.
- (d.) Here we are again! "O wonderful, wonderful, . . . out of all hooping!"
- (e.) This "skittle" game,—for it is nothing more,—was finished inside of an hour. It is one that we would willingly let die.

No. 37.

WHITE : Davies. BLACK : Dunlop.

1 P-K ₄	P-K ₄	16 Kt-K ₄	QxP
2 Kt-KB ₃	Kt-QB ₃	17 PxP	QxP
3 Kt-B ₃	Kt-B ₃	18 Q-Q ₂	Q-Kt ₃
4 B-Kt ₅	B-Kt ₅	19 B-Kt ₃	Kt-K ₂ (h)
5 P-Q ₃	P-Q ₃	20 P-Q ₄	P-Q ₄
6 O-O	O-O	21 Kt-B ₅	P-B ₃ (i)
7 B-Kt ₅ (a)	BxKt	22 RxP(k)	Kt-B ₄
8 PxB(b)	B-Kt ₅ (c)	23 B-Q ₃	B-Kt ₅
9 P-KR ₃	B-R ₄ (d)	24 KtxP(m)	Q-Kt ₂
10 R-K ₁	P-KR ₃	25 BxKt	BxB
11 B-KR ₄ (e)	P-Kt ₄ (f)	26 Kt-B ₅	Kt-Kt ₄
12 B-Kt ₃	Kt-R ₂ (g)	27 QR-K ₁	Kt-K ₅ (n)
13 B-R ₂	P-B ₄	28 KtxKt	BxKt
14 PxP	P-Kt ₅	29 P-QB ₄	R-B ₂ (o)
15 Kt-Q ₂	Q-Kt ₄	30 PxP	PxP

31 P-QB4	R-QB1(p)	35 R-Kt1	Q-B4
32 Q-K2	RxQBP(q)	36 R-Kt8ch	K-R2
33 RxB	PxR	37 Q-B8	Resigns.
34 QxR(r)	Q-Kt5		

- (a.) The best continuation of this insufferably dull opening, in which it is dreadful to find the dashing Davies indulging, is here 7 Kt-K2. Though played even by great masters, we must still submit that the text move is unscientific, for the reasons given in note (d) below.
- (b.) So far a copy of the game Maroczy v. Pillsbury, London, 1899.
- (c.) Here again Kt-K2, as played by Pillsbury, Zukertort, Burn, and others, is best; for, if White QB takes Kt, the open KKt file will be to Black's advantage. The text move is not really any improvement upon the strategy of the great masters. Even Q-K2 is preferable.
- (d.) Showing the inferiority of his last move; for the B's force is restricted here and exerted in the wrong direction: it should be directed towards the objective plane from the other side of the board. Also, taking the Kt improves White's position (see note c), while a retreat along the B's diagonal involves the loss of a move.
- (e.) A mobilisation just as bad on White's part as on Black's. See notes (c) and (d).
- (f.) Premature, and therefore weak: Kt-K2 is still in order, though less effective than at his 8th move.
- (g.) For the third time of asking—Kt-K2! His plan should then be, by P-B3, Q-Q2, and Kt-Kt3, coupled with K-R2 and R-KKt1, to develop a line of operations against the objective plane. The Kt, now useless at his QB3, could then, if opportunity offered, occupy his KB5 with great effect. The pawn attack he now institutes is inadequately supported, and therefore unwise and fraught with germs of disaster.
- (h.) Kt-B3, seems much better, threatening an advantageous exchange and the doubling of his R's on the KB file. The text move gives White an opportunity that he promptly seizes.
- (i.) Decidedly not right. 21...P-K5 may be here suggested: for if Kt-Q7, then 22...Kt-Kt4; 23 KtxR, RxKt; 24 B-K2, Kt-B4.—with a strong attack, or if, in this 23 Kt-K5, then 23...Q-Kt2, threatening Kt-B4, etc.
- (k.) Now Black is in difficulties and his attack fails. His reply is very unsatisfactory, yet forced. The absence of his KP spoils everything.
- (m.) This capture, taking the Kt so far afield, seems hardly good. QR-K1 seems distinctly better.

- (n.) R-B2 first is desirable.
- (o.) As his immediate attack is exhausted he might mobilise the inactive QR by QR-K1. The text move is here unavailing.
- (p.) A pretty fancy (for, if 32 PxP, then 32...R-B7 and 33...KRxP) but altogether too redolent of fairyland. 31...R-Q1 is about all that is left now.
- (q.) "Night and negligence."
- (r.) "And, behold, it was a dream!"
- (s.) Black opened strongly, but soon weakened, and was drifting steadily towards loss, even without the final disastrous blunder.

No. 33.

WHITE : J. Mason. BLACK : Fox.

1 P-K4	P-K3	21 QxQch	KxQ
2 P-Q4	P-Q4	22 RxR	QKtxR
3 PxP(a)	PxP	23 P-KB3	P-QR4
4 B-Q3	B-Q3	24 R-K1	K-Q2
5 Kt-QB3(b)	P-QB3(c)	25 K-Q2	P-QKt4
6 Kt-B3(d)	B-KKt5	26 K-B3	QKt-B2
7 B-K3	Q-B2	27 B-B5ch	K-Q1
8 Kt-K2	Kt-Q2	28 B-Kt6(m)	K-Q2
9 Kt-Kt3	Kt-K2	29 R-KR1	Kt-K3
10 P-KR3	BxQKt(e)	30 P-KKt3	Kt-QB5
11 PxQB(f)	B-B5	31 B-B5	K-Q3
12 O-O2	BxB	32 BxKt	KxB
13 QxB	P-KR3(g)	33 P-B4	K-B3
14 O-O-O	Kt-B3(h)	34 R-K1	Kt-Q3
15 Kt-K5	O-O-O(i)	35 K-Q3	K-B2
16 KtxKBP	K-Kt1	36 R-K5	K-B3
17 QR-K1	Kt-B4(k)	37 P-B5	K-Kt4(n)
18 Q-K5	Kt-Q3	38 R-K6	Kt-K5
19 KtxKR	RxKt	39 R-Kt6 mate.	
20 Q-K7	R-K1		

- (a.) "This old-fashioned continuation is, after all, the safest." (Blackburne.)
- (b.) The usual move, of course, is here Kt-KB3. The text move is rare, and though adopted in the games Bird v. Schwarz (Vienna, 1873), Gunsberg v. Alapin (Monte Carlo, 1901) and Albin v. Halprin (Vienna, 1896), does not seem so good.
- (c.) The same continuation as in the last two games cited above. Schwarz had played here Kt-KB3, which is not so good.
- (d.) Seemingly better than Halprin's Kt-K2 or Gunsberg's Q-R5.
- (e.) Here B-K3 would give him a theoretically perfect mobilisation, such as is seldom attainable in actual

- play; though, of course, a move would thereby be lost. But, if he must exchange here at all, it is the other Kt that should be captured.
- (f.) Of course: now he is in possession of an open R file, his opponent kindly doing his mobilisation for him.
- (g.) More waste of time over the seemingly inevitable useless crotchet or "en appui": 13...O-O-O at once is what is wanted, as his Kt cannot be safely taken.
- (h.) Worse than useless: O-O-O is still the word.
- (i.) A monstrous blunder now, "horresco referens"; but the alternatives K-B₁ and R-KB₁ take hold on Sheol equally surely, though not so soon. His game is ruined, anyhow.
- (k.) Here better submit to the inevitable at once by KR-K₁. White must then take the R immediately, or it will escape him; and, failing that, he will have to move his Q or 18...KKt-Kt₁, will win a piece.
- (m.) Effectually restraining the enemy's cavalry, "smiting every horse with astonishment."
- (n.) The last stage in the funeral march of a marionette. His end was certain; but the manner of his passing is marvellous fine.

No. 39.

WHITE : Hicks.

BLACK : Gyles.

1	P-K ₄	P-K ₄	20	R-Kt ₅ (n)	P-KB ₄
2	P-KB ₄	P-Q ₄	21	KRxKt(o)	RxR
3	PxQP	P-K ₅	22	QxR	Q-B ₂ (p)
4	Kt-QB ₃	Kt-KB ₃	23	Kt-Kt ₃ (q)	KtxP(r)
5	P-Q ₃ (a)	B-QKt ₅	24	O-K ₂ (s)	K-B ₃ (t)
6	P-OR ₃ (b)	BxKtch	25	P-Q ₅	QxP
7	PxB	QxP(c)	26	B-Q ₄ ch	K-B ₂
8	P-Q ₄ (d)	O-O	27	RxP(u)	P-K ₆ ch
9	B-K ₂ (e)	Kt-B ₃	28	K-Kt ₁	R-KKt ₁
10	B-K ₃	Kt-QR ₄	29	RxR	KxR
11	P-R ₃	P-R ₄ (f)	30	QxP	K-B ₂
12	P-Kt ₄	Kt-B ₅	31	Q-K ₂	Q-K ₃
13	Q-B ₁	PxP(g)	32	Q-R ₅ ch(v)	Q-Kt ₃
14	PxP	BxP	33	QxPch	QxO
15	R-R ₄	BxB	34	KtxQ	KtxP
16	KtxB	Kt-KR ₄ (h)	35	BxP	K-B ₃
17	K-B ₂	P-KKt ₃ (i)	36	Kt-K ₃	KtxKt
18	Q-R ₁ (k)	K-Kt ₂	37	BxKt	Resigns (w)
19	R-KKt ₁ (m)	R-R ₁			

- (a.) For notes on the opening so far see Game 12, in which Mr. Hicks played here the much inferior P-Q₄. This time he chooses the better part, and keeps to one of the highroads. The other, 5 Q-K₂, is recommended by Steinitz.

- (b.) The usual continuation here, as in Jaenisch v. Staunton (London, 1851) and Tarrasch v. Walbrodt (Leipzig, 1894) is:—6 PxP, KtxP; 7 Q-Q4, BxKtch (better, 7...Q-K2). If 6 B-Q2, then 6...P-K6 (as played by Morphy), 7 BxP, O-O; 8 KKt-K2 (Schulten played 8 B-Q2), R-K1;—with a powerful game. The text move is certainly no improvement on the above practice.
- (c.) Even now Morphy's P-K6 might still be tried,—probably with nearly equally successful issue, as the resulting position is very similar to that in the Schulten game above.
- (d.) The necessity for this move, which leaves the hostile KP in a most galling position, is due to the ruinous waste of time involved, at a most critical moment, in his 6th move.
- (e.) Unsatisfactory; but so is everything else. Perhaps P-B4 might be tried.
- (f.) Instead of thus weakening his King's defences he should go on with his apparent plan by 11...Kt-B5; 12 BxKt, QxB; 13 Kt-K2, Kt-Q4; 14 Q-Q2, B-Q2; 15 O-O, B-Kt4; etc.
- (g.) A serious error,—thus to give the enemy possession of the open KR file. But his prospects are not now good, anyhow.
- (h.) To endeavour to get his KP advanced by 16...Q-K3 followed by 17...Kt-Q4 was a better plan, and might have repaired the error of his 13th move. The text move is another serious error. Mr. Gyles himself suggests that he should have played 16...P-KKt3 and 17...K-Kt2. But White's reply to P-KKt3 would be P-B5, to be followed by B-R6.
- (i.) Bad, of course, but now forced; for his last move has rendered impossible the correct defence,—the advance of his KBP.
- (k.) "Cry, 'Havock,' and let slip the dogs of war!"
- (m.) "The cry is still, 'They come!'"
- (n.) "Sauve qui peut!"
- (o.) "Farewell, my Arab steed!"
- (p.) He would need to make no excuses for resigning now.
- (q.) This is a blunder that should lose a piece at least, if not the game.
- (r.) A blunder matching his opponent's: his proper play is 23 R-R1. For then, if 24 RxPch, then 24...QxR, 25 KtxPch, K-B2; 26 QxR, QxKt; and victory will be very difficult for White. Or if 24 KtxBPch, then 24...QxKt; 25 RxQ, RxQ; 26 RxR, PxR; 27 B-B1 (if 27 P-Q5, then P-Kt3), K-Kt3; and White cannot win. Or, finally, if 24 Q-Q1, then R-R7ch, 25 K-K1, KtxB, 26 Q-B1 (if 25 Q-Kt1, then 25...Q-B5 threatening R-R8ch, and Q-B8ch, winning the Q). 26...KtxPch, 27 K moves, Q-R7; and White must lose.

- (s.) Seeing his danger at last.
 (t.) Even now, if only as a matter of scientific principle, R-R1, seizing the open file, is right; though not now nearly so powerful as before.
 (u.) This excellent though obvious stroke is rendered possible by Black's failure to play R-R1 on his 24th move. Of course White's R cannot now be taken, so he gets a P and a line of attack at one blow.
 (v.) The exchange of Q's here at once might have resulted in a draw only, as the Black K would be thereby brought into touch with his pawns. Mr. Hicks, when his wayward fancy will let him, plays with good judgment, and usually forcibly.
 (w.) An interesting game, remarkable in several ways, especially for the series of errors on both sides.

No. 40.

WHITE : Grierson.		BLACK : Mara.	
1 P-Q4	P-Q4	16 Q-QR4(h)	Q-Kt2
2 P-QB4	P-K3	17 Kt-K4	P-Kt4
3 Kt-QB3	Kt-KB3	18 Q-B2	Kt-Q4
4 B-Kt5	B-K2	19 BxB	KtxB
5 P-K3	QKt-Q2(a)	20 P-B4	QKt-Kt3
6 Kt-B3	P-QKt3(b)	21 B-B3	[Q-Kt3](i)
7 B-Q3(c)	B-Kt2	22 [Kt-Kt3]	QR-B1
8 Q-B2(d)	PxP	23 Q-Kt3	P-QR3
9 BxP	BxKt	24 B-K4	K-B4
10 PxB	P-QB4	25 RxRch	QxR
11 Q-Q3(e)	PxP	26 R-Q1	Q-B2
12 QxP	O-O	27 Q-Q3	P-R3
13 R-Q1(f)	Q-B2	28 BxKt	KtxB
14 O-O(g)	Kt-K4	29 Kt-R5(k)	RxKt
15 B-K2	KR-Q1	30 Resigns.	

- (a.) For notes on the opening moves see Games 1, 7, and 11. Here 5...O-O, as in Game 21, is slightly more orthodox.
 (b.) Here 6...P-B3, as played by Mason against Lasker at London, 1899, and against Maroczy at Monte Carlo, 1902, is by some preferred, and looks to the attainment of an open game by, later, P-K4.
 (c.) The object of Black's last move being, as the saying is, plain as a pike-staff, White should now play PxP, blocking the diagonal to the adverse QB when stationed at Kt2, and also avoiding the loss of a move that is now forced upon him by Black's 8 PxP.
 (d.) This is either an oversight or very bad judgment: it breaks up his game. Better was 8 O-O, or 8 R-QB1.

- (e.) As unwise as his last Q move. This queen is a "Queen of indiscretions." 11 R-Q1 may be here suggested, as it gives some prospect of attack.
- (f.) The objective plane being now right instead of centre, his plan of attack must be to occupy at once the open KKt file by R-Kt1, afterwards bringing the R's into co-operation by K-K2 and endeavouring to get his Q on to the KR file and his B to Q3. Under the changed circumstances the text move is waste of time.
- (g.) Perversely wrong: his plan should be as sketched in note (f). He should not have allowed the KKt file to be opened, but should certainly make the most of it now it is open.
- (h.) Another indiscretion on the part of Her Majesty! With feminine cowardice she flies the field where her powerful presence is needed. 16 Q-KR4 was the move here.
- (i.) This and White's next move do not appear in the official score; but the position and the sequel show that they must have been made here.
- (k.) The true inwardness of this appalling blunder, the hallucinations that gave birth to it, must for ever remain part of "the mystery of the cruelty of things." He had in the main recovered the ground lost in vain Q moves, and now 28 Q-Q8ch, forcing exchange of queens, looks like securing the draw. But "Diis aliter visum."

ROUND 9 (Jan. 2).

No. 41.

WHITE : Fox. BLACK : W. E. Mason.

1 P-Q4	P-KB4(a)	20 Q-Q3	R-R2
2 P-K3(b)	Kt-KB3	21 Q-Kt5	R-B1
3 Kt-QB3	P-K3	22 K-Kt1	QR-B2
4 B-Q3	B-OKt5(c)	23 R-Q2	Kt-B3
5 B-Q2	O-O	24 QxKtP(m)	Kt-K1
6 Kt-B3(d)	P-QKt3	25 QxRP(n)	Kt-Q3(o)
7 P-QR3(e)	BxKt	26 P-QKt3	R-R2
8 BxB	B-Kt2	27 Q-Kt4	R-Kt2
9 B-Kt4(f)	P-Q3	28 Q-R4	Kt-B5
10 P-QB4(g)	Kt-K5	29 R-Q2	KR-Kt1
11 Q-B2	Kt-Q2	30 P-QKt4(p)	R-R2
12 O-O-O(h)	P-QR4	31 O-Kt3	KtxRPch
13 B-B3	P-Q4	32 QxKt	RxQ
14 Kt-K1	B-R3	33 RxR	Q-QB2
15 P-KB3(i)	KtxB	34 K-Kt2	Q-B5
16 QxKt	Q-K2	35 KR-R1	R-QB1
17 Kt-B2	P-QB3	36 R-R8(q)	QxKtch
18 PxP(k)	BPxP	37 Resigns.	
19 BxB	RxB		

- (a.) This "Dutch" defence is seldom adopted by masters, and then generally against amateurs only. The most remarkable exceptions are the games Lasker v. Pillsbury (Paris, 1900) and Marshall v. Albin (Monte Carlo, 1903).
- (b.) The correct continuation, adopted by both Pillsbury and Albin, is here P-K4.
- (c.) Usually 4...P-QKt3 follows here, this B going to K2,—a more scientific mobilisation.
- (d.) Unscientific and against the spirit of the opening, which aims at an ultimate open game by P-KB3 and P-K4. The Kt should go to K2.
- (e.) "Woe is me that I sojourn in Meshekh!" Again this unnecessary move! He should pursue his mobilisation by 7 O-O.
- (f.) Quite useless, except as an aid to Black's mobilisation: O-O is still in order.
- (g.) Persisting in the formation of a front in the wrong direction, instead of endeavouring to re-form by O-O, Kt-Q2, and P-KB3.
- (h.) Extremely ill-judged, as the objective plane is located on his right, leaving Black ready for immediate advance on the left.
- (i.) At last; but "as one born out of due time."
- (k.) There is a fine choice of evils, no doubt, but it is not the least of these to open the QB file thus for the adverse rooks. Why prepare their way and make their paths straight after this wise?
- (m.) And now, as the Arab hath it, he opens unto them another door!
- (n.) And another!! These pawn captures are suicidal.
- (o.) Meantime his opponent, "like Teneriffe or Atlas, unre-moved," gathers the hosts of the heathen to the onslaught.
- (p.) Fighting the enemy's battle again; but in any case he is now left "as a night-shelter in a melon-patch, as a besieged city."
- (q.) Yet another of those final blunders so startlingly frequent in this Congress. Resistance might have been stubbornly prolonged at this or at his preceding move by R-QB1. Black has pursued his attack with excellent judgment and unrelenting persistence.

No. 42.

WHITE : Gyles.		BLACK : J. Mason.	
1 P-K4	P-QB3(a)	6 B-QKt5(d)	B-Kt5
2 P-Q4	P-Q4	7 P-KR3	B-R4(e)
3 PxP(b)	PxP	8 P-KKt4(f)	B-Kt3
4 Kt-QB3(c)	Kt-KB3	9 Kt-K5	Q-Kt3(g)
5 Kt-B3	Kt-B3	10 P-Kt5	Kt-Q2

11 KtxQP	Q-Q1(h)	23 Kt-K4	B-K2
12 KtxQKt	PxKt	24 Pxp	BxBP
13 BxP	R-B1	25 Kt-Q6(p)	Q-R4
14 BxKtch	QxB(i)	26 KtxR(q)	RxKt
15 Kt-B3(k)	P-K3	27 K-R2(r)	RxP
16 P-R3(m)	B-Q3	28 B-B2	RxB
17 B-K3	Q-Kt2	29 QxR(s)	QxPch
18 O-O(n)	O-O(o)	30 K-Kt1	B-K5
19 R-Kt1	B-KB4	31 Q-R2	BxPch
20 P-B4	P-B3	32 R-B2	BxRch
21 Q-B3	Q-QB2	33 KxB	QxQch
22 Q-Kt2	Q-B2	34 Resigns	

- (a.) This defence is seldom used by any masters other than its originators; though Lee, Teichmann, and Weiss have occasionally resorted to it.
- (b.) This continuation, though adopted by Teichmann in the 1st game of his match with Lee in 1901, is inferior to P-K5 or Kt-QB3.
- (c.) B-Q3 was Teichmann's move here. He won.
- (d.) The game has now lost all resemblance to a Carokann.
- (e.) Again, as in Game 1, we must protest against this location of the QB. "It is not, nor it cannot come to, good." Having pinned the Kt, he should now take it, else why B-Kt5 at all?
- (f.) This pawn advance is premature and not to be commended. Better proceed with mobilisation by B-K3.
- (g.) Here R-B1 must be preferred, occupying the open file and keeping a watch over the QP.
- (h.) This undignified scuttling back proves the utter badness of his 9th move. It loses both a move and a pawn!
- (i.) Look you on this fair picture,—Black's battle-line. Three pawns gone in exchange for one, and the remainder unmoved; his KB and KR at home, his QB on the wrong side of the board, his King uncastled! Is this art, or is it simply dismal failure? And how explain his ultimate win? Surely only in the sailor's way:
 "There's a sweet little cherub that sits up aloft
 And takes care of the life of poor Jack."
 Fortunately for him his opponent's mobilisation is also imperfect, but even so—!
- (k.) Cramping his own game: Kt-K3, followed by P-QB3, is greatly preferable.
- (m.) Again this apparently inevitable "unnecessary letter"! And that at a moment when vigorous action is particularly needed! Yet his previous move has made his position very difficult now.
- (n.) His 15th move has disorganised his game, and it is difficult to suggest anything worth doing now.

- (o.) Wisely refraining from pawn-hunting in an undeveloped position, Mr. Mason ably repairs his opening errors.
- (p.) Instead of this feeble attack the defensive P-B₃ is urgently needed,—as it has been ever since Black's 13th move. He should have seized upon this his only opportunity of taking this scientifically correct and in practice absolutely essential course.
- (q.) This win of the exchange is but an "ignis fatuus": better is, as Mr. Gyles has himself pointed out, KtxB, followed by P-B₃.
- (r.) Rash to madness: rather should he give up the exchange again by 27 QR-B₁, BxK_P; 28 Q-B₃, Q-Kt₃ch; 29 K-R₂, BxR.
- (s.) Better retake with K and try to fight it out with R and two P's against two B's,—after 29...BxK; 30 Q-R₈ch, K-B₂; 31 QxPch, etc. A forlorn hope, no doubt, but the text move amounts to resigning at once. For now the Church and the Eternal Feminine have him in thrall, and who shall escape from the clutches of the same?

No. 43.

WHITE : Dunlop.		BLACK : Hicks.	
1 P-K ₄	P-K ₄	11 P-Q ₃	B-K ₃
2 Kt-KB ₃	Kt-QB ₃	12 P-B ₅ (f)	P-R ₅ (g)
3 B-B ₄	Kt-Q ₅ (a)	13 Q-Kt ₄	BxB
4 O-O(b)	KtxKtch	14 B-Kt ₅ (h)	Kt-R ₃
5 QxKt	Q-B ₃	15 QxP	O-O-O(i)
6 Q-KKt ₃	B-B ₄	16 BxQ	PxB
7 Kt-B ₃	P-B ₃	17 RPxB	KtxP(k)
8 K-R ₁ (c)	P-QKt ₄	18 QxR(m)	Kt-Kt ₆ ch
9 B-Kt ₃	P-Q ₃	19 PxKt	RxQ mate.
10 P-B ₄ (d)	P-KR ₄ (e)		

- (a.) Another of Mr. Hicks' very own bad new moves: the 700 specimens of the Giuoco Piano in the Digest afford not a single example of it. Alas, in conception it is perhaps Birdesque, but in execution it is but Hicksy! Yet it succeeds! In the matter of "schwindels" such as this its inventor bids fair to outdo in a lesser sphere the hero of Cambridge Springs. Many a time and oft has the brilliant American overthrown the "bookish theoretic" with some such unscientific and unsound innovation (not quite like this, certainly), successful merely because of the hypnotic effect of its audacity. But this!—"It out-herods Herod: pray you avoid it."
- (b.) The spell at work! Of course the simple KtxP here gives White much the better game.
- (c.) Quite unnecessary: the obvious and best move is P-Q₃. The spell still works!

- (d.) Instead of making this premature advance he should still play P-Q3.
- (e.) Characteristic Marshall-Hicks method!
- (f.) The mobilisation of his QB by B-K3 should precede this extension of his front, especially as the objective plane is not yet located on the right.
- (g.) Another schwindel, again successful! It introduces a highly ingenious combination, but one that should have been quite ineffective.
- (h.) Quite correct, and should have made his opponent's trickery of none effect.
- (i.) Schwindel the third, but necessary now, and his only resource.
- (k.) After this Black's game should have been quite hopeless. But the schwindels still availed to ensorcel, for

"The curse is come upon me," cried
The Lady of Shalott."

- (m.) A last and overwhelming blunder. Even now Q-Kt4, gaining the Kt or exchanging Q for the two rooks (by 18...RxPch; 19 KxR, R-R1ch; 20 Q-R3, RxQ; 21 KxR) wins with ease. But Hypnotism must have her perfect work,—

"Und das hat mit ihrem Singen
Die Lorelei gethan!"

No. 44.

WHITE : Mara. BLACK : Barnes.

1	P-K4	P-K4	23	Kt-O7ch	BxKt
2	Kt-KB3	Kt-QB3	24	QxKt	Q-K3
3	B-Kt5	Kt-Q5(a)	25	Q-Kt5	R-K1
4	KtxKt(b)	PxKt	26	BxP	QxPch
5	O-O	P-KKt3(c)	27	QxQ	RxQ
6	P-QB3(d)	B-Kt2	28	BxBP	R-O6
7	PxP	BxP	29	P-O5	R-O7
8	P-Q3	Kt-K2	30	B-Kt8	RxQKtP
9	Kt-QB3	P-QB3(e)	31	BxP	B-B4
10	B-B4(f)	P-Q4	32	B-Kt8	R-Q7(k)
11	PxP	PxP	33	R-K1	K-B2
12	B-Kt3	B-K3	34	P-KR3	K-O3
13	B-K3	BxB(g)	35	P-R3	B-Q2
14	PxB	O-Kt3	36	B-B7	P-KKt4
15	P-Q4	O-O-O(h)	37	R-K3	P-Kt5
16	Kt-QR4	Q-R4	38	P-KR4	B-B4
17	R-B1ch	K-Kt1	39	P-R5	B-Q6
18	R-B5	Q-R3	40	B-K6	B-R2
19	Q-Q2	R-B1	41	R-KKt3	K-O5
20	KR-B1	RxR	42	RxP	RxR
21	KtxR	O-Q3(i)	43	BxR	KxP
22	Q-Kt4	Q-Kt3	44	B-B3ch and wins (m)	

- (a.) None knows better than Mr. Barnes the weak points of this favourite fancy of Bird's. Then why adopt it against an opponent who had already overthrown the then champion?
- (b.) Favoured by Steinitz: Lasker gives 4 B-QB4 as strongest.
- (c.) Bird's continuation here is P-KR4, in order to institute an immediate attack upon the objective plane; and the successes he achieved in this way are alleged as a reason for White's playing B-QB4 instead of KtxKt at his 4th move. But after 5...P-KR4; Steinitz continues 6 P-Q3, P-QB3; 7 B-R4, Kt-B3; 8 P-K5, Kt-Q4; 9 B-Kt3, Kt-Kt3; 10 Kt-Q2,—with advantage to White. The text move is apparently less strong than Bird's, and certainly quite as unscientific.
- (d.) Scientifically more correct than the more usual P-Q3, as it looks to extending the oblique properly from Kt2 instead of from B2. It is an attacking formation: the other is defensive.
- (e.) Properly not taking the Kt; to do so would be to re-establish a P at the important point, White's QB3.
- (f.) Allowing the advance of Black's QP: the B should go to R4.
- (g.) Very imprudent, strengthening the hostile centre pawns and opening the file to the hostile R. Old experience has not in this case attained to anything like prophetic strain. The B should retire to Kt2 or Kt3,—the latter for choice.
- (h.) Another imprudence worse than the previous one, and perilously near to being a blunder. He now gives up to the adversary an open file leading straight to White's objective plane!
- (i.) Hastily losing a move: Q-Kt3 at once is in order.
- (k.) What mysterious scheme does this portend? Surely RxRP is good enough; for if 33 P-Q6 then 33...R-Q7, and wherefore may not Black win? And if 33 R-Q1, then 33...R-R6, to be followed by R-Q6, and wherein is Black the worse off?
- (m.) Here Black should in reason have resigned, but obstinately refused to put an end to his own sufferings. His opponent did not play the ending as forcibly as he might have done, but finally secured Black's resignation on the 67th move (!), when a White Q loomed up on the logistic horizon. But from our tablets we have wiped all such "trivial fond records."

No. 45.

WHITE : Beck.

BLACK : Grierson.

1 P-K4	P-K4	10 O-O-O(e)	Kt-Kt3
2 Kt-KB3	Kt-QB3	11 BxB(f)	RPxB
3 P-Q4	PxP	12 B-B4	Kt-K4
4 KtxP	B-B4	13 Q-K2	KtxB
5 KtxKt(a)	KtPxKt	14 QxKt	O-O
6 B-Q3	Q-R5(b)	15 RxB(g)	Q-Kt5
7 Q-B3(c)	B-Kt2(d)	16 RxQBP(h)	Q-B5ch
8 B-K3	B-Kt3	17 K-Kt1	QxR & wins(i)
9 Kt-B3	Kt-K2		

- (a.) For the opening compare Games 5 and 20. Here B-K3, as played by Blackburne, Paulsen, Mason, and other masters, is correct.
- (b.) This, if attack, is premature, and therefore a tactical error; if mobilisation only, it is utterly unscientific; P-Q3 or Kt-B3 should be played.
- (c.) This entirely unscientific mobilisation of the Q seems to be to Mr. Beck even as that blessed word, Mesopotamia. In this Congress he played the Scotch every time he had the move, and the text move as often as his opponent would let him. This is chess "after the school of Stratford-atte-Bow." Here Q-K2 or O-O is to be preferred.
- (d.) As unscientific and as little to be commended as his last move. In the open game this B is the defensive B, and should be mobilised on his longer diagonal. P-Q3 is still in order.
- (e.) Were his Q at K2 White's mobilisation would now be well enough,—very much better than Black's.
- (f.) Nothing less than a blunder thus to open the R file on the side on which he has castled. To repair the error of his 7th move by Q-K2 were now best. 11 Q-B5, threatening to win a piece by B-Kt5 and B-K2, is useless against 11...Kt-K2.
- (g.) This capture is of doubtful value: P-KKt3, followed by a general advance on the K's side, seems desirable now.
- (h.) Innocent Trustfulness, how engaging thou art! But hark ye, friends: this is a chess congress!
- (i.) "This way, my lord: the castle's gently rendered." And so, in the fitness of things, should the game be. But White feebly struggled on till the 28th move, making up his mind to resign only when faced with unavoidable mate in one. But "what need we any further witnesses?"

ROUND 10 (Jan. 2-3).

No. 46.

WHITE : W. E. Mason. BLACK : Gyles.

1	P-K4	P-K4	15	QR-Kt1	QR-QKt1
2	Kt-QB3	Kt-KB3	16	Q-Kt4(k)	KR-B1
3	P-KB4(a)	P-Q4	17	RxBPch(m)	RxR
4	PxKP(b)	KtxP	18	B-K6	QxRP
5	Kt-KB3	B-KKt5(c)	19	R-QB1	Q-Kt7
6	B-K2(d)	BxKt(e)	20	R-Q1	QR-KB1(n)
7	BxB	P-QB3(f)	21	BxR	RxB(o)
8	O-O	KtxKt	22	Q-R4ch	K-K3(p)
9	KtPxKt	Kt-Q2	23	Q-Q8(q)	Q-R6(r)
10	B-R5	P-Kt3	24	Q-B8ch	R-Q2
11	P-Q4	Q-K2(g)	25	Q-Kt8ch	R-B2
12	B-Kt4	B-Kt2	26	Q-B8ch	R-Q2
13	B-QR3(h)	QxB	27	R-KB1	K-K2
14	BxKtch	K-K2(i)	28	Q-KKt8	B-R3

And White announced mate in 3 moves.

- (a.) Here 3 Kt-B3, converting the opening into the dreary Four Knights Game, is by some recommended.
- (b.) 4 PxQP brings on the Falkbeer Countergambit.
- (c.) This attack is premature, as the B cannot be maintained here, and must soon either retreat, with loss of a move, or be exchanged for the hostile Kt: 5 B-K2 is better.
- (d.) Steinitz tried here against Schlechter (London, 1899) Kt-K2, which enables the formation of the oblique by P-QB3 and P-Q4.
- (e.) Not necessary yet: 6...B-B4; 7 P-Q4, B-Kt5, is the better continuation.
- (f.) Here the showy attack Q-R5ch in a sense fails; because, after 8 P-KKt3 White's B supports his R. Yet, as it secures three passed pawns for the Kt, it seems playable.
- (g.) Black virtuously avoids sacrilege and declines the proffered B. In this he is probably wise, as White's resulting attack would be very violent.
- (h.) The beginning of an ingenious and powerful combination, which should have been decisive.
- (i.) 14 KxB is just as bad, or worse.
- (k.) Here the champion goes astray. Both on general scientific principles and as the key of his combination, Q-B3 is needed. It doubly attacks the hostile KBP and supports White's own weakest point, his foremost BP. Black has only three plausible replies, viz.: (A) KxB, (B) KR-KB1, (C) P-KB4 or P-KB3. If (A), then 17 QxPch, Q K2; 18 P-K6ch, K-Q1; 19 QxQch, KxQ; 20 R-B7ch, KxP; 21 RxB, with the better game. If (B), then 17 BxP (threatening QxP and Q-Q7ch), QxRP; 18 BxQP,

Q moves; 19 BxP, and should win. In this the B cannot be taken because of 17...PxB; 18 RxR, RxR; 19 QxPch, K-Q1; 20 QxB, and wins. If (C), then 18 Pxpch, KxB; 19 PxB, KR-K1; 20 R-Kt4, winning. The text move not only gives no such chances, but it leaves the QBP defenceless, and blocks the retreat of the B. Failing Q-B3 the retreat of the B to R3 would seem wiser.

- (m.) A blunder,—“neque semper arcum tendit Apollo,”—but his last move has given him a very difficult game.
- (n.) A blunder as bad as his opponent's: the other R should go to B1. For if then 21 B-Q7, then 21...Q-R6; and 22 Q-K6ch will be useless, and 22 P-K6 can be met by 22 QxP; for if 23 Q-R4ch, then 23...R-B3; 24 R-B1, QR-QB1 (or 24 QxP, Q-K6ch; 25 K-Q1, Q-R3, compelling the exchange of Q's). In any case Black wins.
- (o.) Here 21...KxB offers better chances, as White can do no more than draw, if indeed he can do as much.
- (p.) K-K1 here should win; for if P-K6 then R-B3; and if QxP, then QxBP (at B2).
- (q.) This raid, that proves so deadly, is now his only resource; but should lead at most to a draw only.
- (r.) Quite wrong, and a lost move at a most critical moment; for the Q is not thereby either brought into touch with the main action or enabled to undertake any counter attack upon Black's objective plane. 23...QxBP (at B3) would leave White a draw only (by perpetual check); for, if the White R moves off the Q file without checking, QxPch wins easily for Black. And if, in reply to 23...QxBP, White play 24 Q-Q6ch, to prevent which was probably the object of the text move, then 24...K-B4; 25 R-KB1ch, K-Kt4; 26 RxR, QxQPch; getting three or four pawns for the rook, and leaving White a draw at most.

No. 47.

WHITE : Mara. BLACK : Davies.

1 P-K4	P-K4	11 BxKt	KtPxB
2 Kt-KB3	Kt-QB3	12 KtxP	P-B4
3 B-Kt5	P-QR3	13 KKt-K2(f)	QR-Q1
4 B-R4	Kt-B3	14 P-B4	BxKRP(g)
5 O-O	B-K2(a)	15 PxB(h)	QxP
6 Kt-B3	P-Q3(b)	16 B-B2(i)	Kt-Kt5
7 P-Q3(c)	O-O(d)	17 B-Kt3	Kt-K6
8 P-KR3	B-K3	18 R-B2	KtxQ
9 B-K3	Q-Q2(e)	19 RxKt	B-B3
10 P-Q4	PxP	20 P-B5(k)	B-Q5

21 RxB	PxR	25 BxQ	PxKt
22 Kt-Q5	KR-K1	26 BxR	RxB
23 R-B4	P-QB3(m)	27 PxP	P-Q6
24 R-R4	QxR	28 PxP(n)	R-K1 & wins

- (a.) Schlechter's success with the more risky KtxP in his match with Lasker probably accounts for this safer continuation having been adopted but twice in the seven Morphy defences occurring in this Congress.
- (b.) P-QKt4 first is somewhat more usual, and hinders White's P-Q4.
- (c.) This defensive mobilisation is out of place on White's side, and gives Black the initiative. The correct continuation is: 7 P-Q4, P-QKt4; 8 PxP, PxP; 9 B-Kt3, with the better game.
- (d.) The alternative is B-Kt5: P-QKt4 is now unnecessary.
- (e.) Black's mobilisation is now in absolutely correct form. His opponent's want of vigour on his 7th move has materially assisted Black's efforts.
- (f.) Want of vigour again. As the object of Black's 9th move was quite obvious, better was KtxB, to be followed at once by P-KB3, and later, if possible, after mobilisation of Q and QR, by P-KB4.
- (g.) The Davies of old time,—almost lost to us in this Congress! Welcome, little stranger!
- (h.) A serious error. The B, of course, ought not to be taken. P-B5 may be suggested, shutting out for the present the hostile Q.
- (i.) He might as well resign now, as he has no means of preventing Kt-Kt5 and no sufficient parry to that move.
- (k.) As he thinks it worth while to go on he should try P-K5 in preference to this, which merely allows Black's B to become deadly.
- (m.) Though his superiority is so overwhelming that he can afford this sacrifice of the Q and two pawns for two minor pieces, the same is incorrect and probably not intentional. 25 Q-R4, to be followed by P-QB3, is quite good enough.
- (n.) "Quid multa?" He battled on heroically but vainly for 8 more moves, his motto "Ka whawhai tonu [au], ake, ake, ake." But the tomahawk descended at last. Enough: heoi ano; ka mutu.

No. 48.

WHITE : J. Mason.		BLACK : Dunlop.	
1 Kt-KB3(a)	P-Q4	5 B-Kt2	Kt-B3
2 P-Q4	P-K3(b)	6 B-K2	B-Q3(d)
3 P-K3	P-QB4	7 OKt-Q2(e)	P-QKt3
4 P-QKt3	Kt-QB3(c)	8 O-O	PxP

9 KtxP	KtxKt	27 Kt-B4	R-Q1
10 BxKt	Q-B2(f)	28 R-R1	Q-Kt2
11 P-KR3	B-Q2(g)	29 R-Q1	P-B3
12 R-QB1	B-K4(h)	30 Q-K6ch	Q-B2
13 Kt-B3	BxB	31 QxRP	PxP
14 QxB	O-O	32 Q-R5	Kt-B2
15 P-QB4	Q-Kt2(i)	33 Kt-K2	R-KB1
16 P-B5	PxP	34 Q-K1(n)	Q-B6(o)
17 RxP	KR-QB1	35 Q-B1	Kt-K3
18 B-Q3(k)	RxR	36 Kt-Q4	KtxKt
19 QxR	R-QB1(m)	37 RxKt	P-R4
20 Q-Q4	P-QR3	38 Q-Kt2	QxQch
21 P-KKt4	B-Kt4	39 KxQ	R-B4
22 BxB	QxB	40 R-QR4	K-B2
23 Q-K5	Q-K7	41 R-R7ch	K-Kt3
24 Kt-Q4	QxRP	42 R-Q7	R-K4
25 P-Kt5	Kt-K1	43 R-Q6ch	K-B4
26 KtxKP	QxKtP	44 K-B3	

Drawn (p).

- (a.) J.M. his mark once more.
- (b.) Janowski and other masters prefer 2...P-QB4.
- (c.) The sequel of opening moves may seemingly be here indefinitely varied, but "all your writers do consent" that the KKt should be mobilised before the QKt.
- (d.) K2 is the proper place for this B.
- (e.) And QB3, after advancing the QBP, is the proper place for this Kt.
- (f.) Apart from the fact that this is an unscientific mobilisation of the Q (which should be posted at Q2), he should seize the opportunity to advance P-K4, and then play B-Kt2.
- (g.) And this is an unscientific mobilisation of the B: P-K4, followed by O-O and B-Kt2, is to be preferred.
- (h.) Still gambolling from the right way: P-K4 and O-O is again in order.
- (i.) Now the reason why B2 is not the right post for the Q doth very clearly appear.
- (k.) The time is not yet for this: KR-B1 is scientifically correct.
- (m.) For now the open file falls into the hands of the enemy.
- (n.) This hasty retreat confesses the failure of his attack.
- (o.) Which now passes to Black.
- (p.) This game, of a tameness perilously near to "wood-shifting," is chiefly remarkable for serious errors of mobilisation on both sides in an opening in which uninterrupted correct mobilisation is comparatively easy.

No. 49.

WHITE : Barnes.		BLACK : Beck.	
1 P-K4	P-K4	11 B-K3	BxB
2 Kt-KB3	Kt-QB3	12 PxB	QR-K1(d)
3 P-Q4	Kt-B3(a)	13 QR-Q1	P-B4
4 PxP	KKtxP	14 Q-Q5	KtxP
5 B-QB4	P-Q4(b)	15 KtxKt	QxKt
6 QxP	B-K3(c)	16 Q-Q7ch	K-Kt1
7 QxKKt	Q-Q2	17 R-Q3	P-QR3
8 BxB	QxB	18 RxB	Q-K3
9 Kt-B3	O-O-O	19 R-B7	Resigns (e).
10 O-O	B-B4		

- (a.) This startling novelty must surely be original and unique. The 596 examples of the Scotch in the Digest show only 16 cases in which Black did not here take the P, and in no case was the text move played. The theory of the openings bids fair to be materially modified by the inventions aired at this Congress: sure, Dr. Lasker must be eagerly waiting for information thereanent!
- (b.) "A liberal hand!" Dear me, what signifies a pawn!—
- (c.) Or a knight either! "There, take it to you, trenchers, cups, and all!"—
- (d.) Or the open file! "Let it go, all!"
- (e.) At last,—instead of, as required by the fitness of things, at his 7th move! This gem of a game is of so pure a ray serene that it were but a brute part to rob it of any of its lustre by any omissions. "For this relief, much thanks," Mr. Beck. Laughter is more to be desired than analysis, after all! "Dulce est desipere in loco."

No. 50.

WHITE : Grierson.		BLACK : Fox.	
1 P-K4	P-K4	15 PxP	KtxP
2 Kt-KB3	Kt-QB3	16 Kt-K4	Kt-KB3
3 B-Kt5	P-QR3	17 KtxKtch	BxKt
4 B-R4	Kt-KB3	18 P-KKt4	B-B2
5 P-Q4	P-QKt4(a)	19 P-Kt5	B-K2
6 B-Kt3	P-Q3	20 Q-Q3	B-R4(f)
7 O-O	B-K2	21 P-KR4(g)	P-Kt3(h)
8 R-K1	B-Kt5	22 P-B4(i)	RxB
9 P-QB3	O-O	23 O-Q5ch	R-B2
10 P-Q5(b)	Kt-QR4	24 B-K4	P-B3
11 QKt-Q2(c)	Kt-Q2(d)	25 Q-Q3	BxKt
12 B-B2	Kt-Kt3	26 BxB	Q-Q2
13 P-QKt3	P-KB4	27 K-Kt2(k)	QR-KB1
14 P-KR3(e)	B-R4	28 R-K3	B-Q1

29 Q-Q1	B-Kt3	34 B-Kt4	Q-K4ch
30 B-Kt4(m)	RxPch	35 K-R3	R-B7
31 K-Kt3	Q-K2	36 Q-R1	Q-B6ch
32 R-KB3	KRxR	37 Resigns (n).	
33 BxR	P-K5		

- (a.) KtxP or Pxp is more usual here.
- (b.) So far a copy of the game Rosen v. Chigorin, Paris, 1900; but here Rosen played B-Q5.
- (c.) The B should be preserved by B-B2.
- (d.) Logic and strategy both require now KtxB.
- (e.) The unnecessary "en appui" again and its accompanying waste of time! Pxp at once is best.
- (f.) A blunder that should have lost at once: Q-K1 is his only hope here.
- (g.) A worse blunder than his opponent's: P-B6 at once would win at least a piece for a pawn. For if (A) 21...B-Kt3 (best), then 22 PxB, BxQ (best); 23 PxQ (Q), QRxQ; 24 B-Q1. In this, if 22...QxP, then 23 Q-Q5ch, B-B2; 24 Q-Q1. Again, if (B) 21...P-KKt3, then 22 Q-Q5ch, K-R1; 23 PxB, QxP; 24 B-Q1. Thirdly (C), if 24...BxP, then 22 QxPch, K-B2; 23 QxBch, followed by PxB. winning. Fourthly (D), if 21...BxKt, then 22 QxRPch, K-B2; 23 Q-Kt6ch, K-K3; 24 Q-B5ch, K-Q4; 25 QxBch, K-K3; 26 B-B5ch, K-B2; 27 Q-R5ch, K-Kt1; 28 Q-R7ch, K-B2; 29 QxPch, K-K1; 30 QxBch, and wins. There is no other alternative for Black. What obsession caused White to hold his hand here, who shall say?
- (h.) Q-K1 ought still to be preferred.
- (i.) His chance of immediate successful attack by P-B6 being now gone, it were better to continue with Q-Q5. E.g.: 22 Q-Q5ch, K-R1; 23 KtxP, PxKt; 24 QxPch, etc.
- (k.) Very ill-considered: B-Kt2 is much better, to be followed, if 27...QR-KB1 as in the text, by B-K3.
- (m.) Bad; but his game is gone now, anyhow.
- (n.) After his having held the game in the hollow of his hand at move 21, this is a terrible and painful collapse; in which, apart from errors of play already pointed out, the chief factors are the usual ones,—an open file and an unmobilised QB, with the latter's usual companion in ignominy, an unmobilised QR, which might as well never have been on the board. The White forces are cut completely in two and their rout is utter. Mr. Grierson is not himself in this Congress,—"Talbot is but shadow of himself." Black deserves credit for the vigorous manner in which, from the 21st move, he took advantage of the opportunity of recovery offered him.

ROUND 11 (Jan. 3).

No. 51.

WHITE : Dunlop.		BLACK : W. E. Mason.
1 P-K4	P-Q4	24 R-QB1 Pxp
2 Pxp	Qxp	25 RxP Q-Q5
3 Kt-QB3	Q-Q1(a)	26 QKt-B1 K-K1
4 P-Q4	Kt-KB3(b)	27 Q-Kt3 B-B2
5 Kt-KB3	P-QB3	28 Q-R3 Kt-Q4
6 B-QB4	B-KKt5	29 R-B4(k) Q-Kt3
7 B-K3	P-K3	30 R-QR4(m) P-QR3
8 B-K2(c)	QKt-Q2	31 Kt-B4(n) Q-B2
9 P-KR3(d)	B-KB4	32 Kt-K5 KR-K1
10 Kt-Q2	B-QKt5	33 KtxBch QxKt
11 B-B3	Q-R4	34 RxRch RxR
12 Kt-K2(e)	P-K4	35 Q-Q6 P-R3
13 P-QB3	B-K2	36 Kt-Kt3 P-B5
14 Kt-QKt3	Q-B2	37 Kt-K4 Q-K2(o)
15 Kt-Kt3	B-Kt3	38 K-B1 Q-KB2(p)
16 Kt-Q2(f)	R-Q1	39 Q-R3(q) Q-Kt3
17 O-O	O-O	40 Q-Q3(r) P-B6!
18 B-K4(g)	KtxB	41 Qxp Kt-B3
19 QKtxKt(h)	P-KB4	42 Kt-B3 Q-B7
20 B-KKt5	Kt-Kt3	43 R-R4(s) Q-B8ch
21 BxB	QxB	44 Kt-Q1(t) R-Q1
22 Kt-KKt3(i)	Pxp	45 Resigns.
23 R-K1	Q-B3	

- (a.) For notes on these opening moves see Game 32.
- (b.) P-QB3 at once is the more usual continuation.
- (c.) Not necessary yet: better O-O at once.
- (d.) Again that "unnecessary letter," the premature "en appui"! Here Kt-Q2 at once is surely sufficient. Or O-O may be suggested.
- (e.) Were he castled, this Kt could now go advantageously to K4.
- (f.) An acknowledgment of error: the Kt has to be withdrawn from its distant station, and time is lost.
- (g.) Unwise, as it enables the advance of Black's KBP. Better was Q-Kt3 and the mobilisation afterward of the QR.
- (h.) The capture should be made by the other Kt: the text move loses a pawn.
- (i.) Had he taken B with KKt at his 19th move he could now play Kt-B5, saving his pawn.
- (k.) R-Q3 is the more natural move,—to be followed, if 29...Q-Kt3, by R-QKt3.
- (m.) Wholly unscientific. It effects nothing, and withdraws the R from the scene of action (the centre); and time must be afterwards lost in bringing this piece into action again. Kt-B3 is in every way preferable.

- (n.) Merely forcing the Q to a better position: again Kt-B₃ is the move.
- (o.) Black should avoid the exchange of Q's, as it tends to weaken his game. White, on the other hand, should have seized his chance and exchanged at once.
- (p.) Realising his indiscretion and rectifying it,—with the loss of a move.
- (q.) He should endeavour to get his other pieces into more effective positions, the R particularly,—say by R-Q₄.
- (r.) Very feeble; but apparently his only move now.
- (s.) Midsummer madness merely. Though his game is no doubt hopeless, as he must now lose another pawn anyhow, yet fight might still be made by R-Q₄.
- (t.) Even now Q-Q₁ would prolong his life somewhat, but could not save him for long; as, after 44...QxP, the Kt must move, White loses a second P, and Black gets 3 passed pawns on the Q side. The text move is the worst possible. The loss of this game is chiefly attributable to the withdrawal of White's R at a critical moment to a position of utter uselessness.

No. 52.

WHITE : Davies. BLACK : Beck.

1 P-K ₄	P-K ₄	7 B-Q ₃	Q-K ₃ ch
2 P-KB ₄	P-Q ₄	8 K-B ₂	B-Q ₃ (d)
3 PxQP	QxP(a)	9 R-K ₁	B-K ₄ (e)
4 Kt-QB ₃	Q-B ₄ (b)	10 RxB	QxR
5 Kt-B ₃	PxP	11 KtxQ and wins (f)	
6 P-Q ₄	Q-B ₄ (c)		

- (a.) The only move here is P-K₅,—the Falkbeer counter-gambit.
- (b.) Better retreat this rash Amazon back to Q₁ at once.
- (c.) Even so did Goliath of Gath strut boastfully and alone before the lines of Israel,—yet his career was brief. And this thing is a parable. For this, look you, is not chess; nor can the Dragon of the Principality be thus overcome.
- (d.) "Did you ever? No, I never!" His game was lost already, of course, without this childish blunder. But this sort of thing gives us pause indeed, and awakens "thoughts that do often lie too deep for tears."
- (e.) Instead of this pitiful feebleness, why not resign at once in a respectable manner?
- (f.) Black squirmed blindly about for another 11 moves; but we have had our fill of this nightmare of the skittle alleys. Enough is as good as a feast.

No. 53.

WHITE : Mara.		BLACK : Hicks.	
1 P-K4	P-Q4	23 K-R2	R-K5
2 PxP	QxP	24 R-Q1	R-KKt5
3 Kt-QB3	Q-Q1	25 KR-Q2	P-Kt3
4 P-Q4	P-K4(a)	26 R-Q3(i)	R-K7
5 PxP	QxQch	27 R-Q8ch	K-Kt2
6 KtxQ	Kt-QB3	28 R-KKt1	RxBP
7 B-QKt5(b)	B-Q2	29 K-R3	R-B6ch
8 BxKt(c)	BxB	30 K-R2	Kt-Kt3
9 KKt-B3(d)	BxKt	31 R-KKt8	KtxKP
10 PxB	O-O-O	32 R-K1	KR-B7
11 O-O(e)	P-KR3(f)	33 RxR	RxR
12 B-B4	P-KKt4	34 K-Kt3	Kt-Kt5
13 B-Kt3	P-KB4	35 R-KB8	RxP
14 P-KB4	B-B4	36 Kt-B4(k)	R-Kt4
15 Kt-K3	Kt-K2	37 P-R5	R-K4
16 P-KR4	PxBP	38 Kt-Kt6	R-R4
17 BxP	R-Q5(g)	39 Kt-K7	Kt-K6
18 Kt-Kt2	R-Kt1	40 K-B4	Kt-Q4ch
19 B-K3	R-QB5	41 KtxKt	RxKt
20 BxB	RxB	42 RxP	RxRch
21 P-KB4	RxP		
22 R-B2(h)	R-B5		and wins (m).

- (a.) For notes on the opening so far see Games 32 and 51. The text move is another of Mr. Hicks' pet "schwindels" or undesirable novelties.
- (b.) Merely assisting in his opponent's mobilisation: B-KB4 was much superior.
- (c.) The preceding note again applies.
- (d.) Here Kt-K3 were better.
- (e.) Highly imprudent: Kt-K3 followed by B-Q2, and he could have castled QR, which should have been his aim throughout, and in which he should not have allowed his opponent to forestal him.
- (f.) As was to be expected, his opponent instantly begins preparations for an immediate attack upon the very insecure objective plane.
- (g.) An error that, as he is a P down, might have left him with a draw only. He would more effectively keep his attack going by 17...Kt-Kt3 first, winning the KRP by force; for, if 18 Kt-Kt2, then 18...KtxB; 19 KtxKt, R-Q5: etc
- (h.) Here or on the next move R-K1, backing up the KP, is advisable.
- (i.) This loses without fail: R-Q8ch at once, followed by QR-Q2 and R-KB8 (or R-KKt8 if the Black Kt goes to his Kt3) might fairly be expected to give him the better game.

- (k.) Now he could certainly honourably capitulate: further valour avails nothing.
- (m.) White resigned at move 51. It skills not to record the rest. We are not vivisectionists, nor are we interested in the cruel action of slow poison.

No. 54.

WHITE : Fox. BLACK : Barnes.

1 P-Q4	P-Q4	8 K-Q1(f)	B-Kt5ch
2 P-QB4	P-K4	9 B-K2	O-O-O
3 PxKP	P-Q5	10 P-KKt3(g)	BxBch
4 P-K3(a)	B-QKt5ch(b)	11 KxB(h)	QxBPch
5 B-Q2(c)	PxP	12 K-B2	KtxP
6 Q-K4ch(d)	Kt-QB3	13 Resigns(i).	
7 PxP(e)	Q-R5ch		

- (a.) For notes on the opening see also Games 2 and 16. Here the usual reply is Kt-KB3 or P-QR3, or (less good) P-K4. The text move gives White at once a very difficult game.
- (b.) The powerful combination hereby initiated was originated by Dr. Lasker, World-Champion, in a game played by him blindfold at Moscow, 9th Feb., 1899, against Messrs Falk, Boyarkov, and Blumenfeld, consulting. In the 22nd Congress of the N.Z. Chess Association, Auckland, 1908-9, Mr. H. L. James won with it against Mr. E. Rutherford a game that obtained the brilliancy prize. Examples of this form of Albin's countergambit are extremely rare; therefore, for comparison, both the above-mentioned games are given in full in the Appendix to this booklet; as it is believed that neither is generally available to students in New Zealand, while the variations are worthy of study, and Lasker's game is difficult or impossible to find in any English publication. The greater part of it appears certainly in the Digest, but without reference to any definite source. It is quoted in small part in the Munich Congress book (p. 116), and in full in the Wiener Schachzeitung of Feb., 1899 (p. 19).
- (c.) The alternative, K-K2, is even worse. E.g., 5 K-K2, Kt-QB3; 6 Kt-KB3, B-Kt5; 7 P-KR3, Q-R5; 8 B-Q2, O-O-O. In this, if 7 B-Q2, then 7...Q-K2, to be followed by O-O-O. And if 6 P-QR3, then 6...P-Q6ch; 7 QxP, QxQ; 8 KxQ, KtxPch; etc.
- (d.) Here 6 PxP at once is undoubtedly better. E.g.: 6 PxP, Q-R5ch; 7 P-KKt3, Q-K5; 8 Q-B3, QxQ; 9 KtxQ, B-Kt5; 10 B-K2, Kt-QB3; 11 Kt-B2, O-O-O; 12 O-O-O, QBxKt; 13 BxB, KtxP; 14 B-K2, etc. Or: 6 PxP, Kt-QB; 7 Kt-KB3, B-Kt5; 8 B-K2, Q-K2;

9 Kt-B₃, O-O-O; 10 R-QB₁, etc. Black does not seem to get, in any variation, more than an even game.

- (e.) Perhaps not now an improvement upon BxB, as played by the Russian allies and by Mr. Rutherford.
 (f.) This move allows Black a fatally rapid development. Better try P-KKt₃ at once, followed, if 8...Q-K₅, by BxB, giving up the exchange and then playing as soon as possible Kt-K₂, Kt-Q₂, and O-O-O.
 (g.) This is now but the imagining of a vain thing: Kt-KB₃ or Kt-QB₃ seems better; but his game is apparently beyond redemption now.
 (h.) And KtxB would seem somewhat less self-destructive here.
 (i.) Mr. Fox knows enough chess to know when he is beaten, and does not indulge in useless wood-shifting or "use vain repetitions as the heathen do." His courtesy and sense of the fitness of things in this matter are an example worthy of all acceptance by some of his fellow-competitors.

N.B.—The lines of play suggested in the notes to this game are intended by the editor as hints only. He hopes to see Dr. Lasker's striking and interesting combination fully dealt with elsewhere by some competent authority,—say, by Dr. Lasker himself.

No. 55.

WHITE : Gyles.

BLACK : Grierson.

1 P-K ₄	P-K ₄	23 R-QKt ₁	R-Q ₂
2 Kt-KB ₃	Kt-QB ₃	24 B-Kt ₂	P-QB ₄ (h)
3 P-Q ₄	PxP	25 Kt-Kt ₅	RxP
4 B-B ₄ (a)	B-B ₄	26 KtxB	KxKt
5 Kt-Kt ₅	Kt-R ₃	27 Q-R ₅ ch	K-Kt ₁
6 Q-R ₅	Q-K ₂	28 B-R ₃ (i)	BxKt(k)
7 P-B ₄	P-Q ₃	29 PxB	R-Kt ₁
8 P-KR ₃	B-Q ₂	30 P-B ₅	Kt-Q ₁
9 O-O	O-O-O(b)	31 R-Kt ₁	RxQR
10 B-Q ₃	P-B ₃	32 RxRch	Kt-Kt ₂
11 KKt-B ₃	Kt-B ₂	33 Q-Kt ₆	R-Kt ₄
12 P-QR ₄ (c)	P-KKt ₃	34 R-Kt ₁	Q-QB ₂
13 Q-R ₄	Kt-Kt ₅	35 QxQch(m)	KxQ
14 K-R ₁	P-KR ₃	36 B-B ₁	RxRch
15 Q-K ₁	KtxB	37 KxR	P-R ₄
16 PxKt	P-R ₃	38 K-Kt ₂	Kt-R ₄
17 P-QKt ₄ (d)	B-R ₂	39 B-Q ₂	Kt-B ₃
18 P-Kt ₅ (e)	P-Kt ₄	40 B-R ₆	Kt-K ₄
19 PxRP	P-Kt ₅ (f)	41 B-Kt ₇	Kt-Q ₂
20 PxPch	K-Kt ₁	42 P-R ₅	K-Kt ₂
21 PxP	BxP	43 B-R ₆	K-R ₃
22 Kt-R ₃	P-B ₃ (g)	44 B-B ₄	Kt-K ₄ (n)

45 BxKt	QPxB	51 PxP	P-R8(Q)
46 K-B2(o)	P-B5(p)	52 P-B7	Q-R1
47 PxP	P-Q6	53 KxP	Q-B3
48 K-K3	P-R5	54 P-B5	KxP
49 P-KB4	P-R6	55 K-B4	QxPch
50 PxP	P-R7	56 Resigns.	

- (a.) For notes on the opening moves see Game 14.
- (b.) Played with good judgment, relying upon the unmobilised condition of the adverse Q wing and intending immediate operations against the hostile K wing, now weakened by the unscientific position of the White Q and Kt due to premature attack. A better move than P-Q6ch, as played in Game 14.
- (c.) Premature attack again: mobilisation by Kt-Q2 is greatly to be preferred.
- (d.) White's mobilisation at this stage is worse than bad. True, he has in his pawn formation suggestions of a correct double front of operations; but, his KKt and KR excepted, the rest of his forces are all in depot. It is lamentable, and results entirely from that bane of youthful ardour—premature attack.
- (e.) In which he still persists!
- (f.) Dangerous: but P-Kt3, followed as it would be by the loss of a P and the entry of the adverse Kt into the vicinity of the objective plane, is equally or more so.
- (g.) There is serious lack of logic about this: BxKt first is the natural and correct move.
- (h.) Again BxKt is required, and again on his next move. After this prolonged attack of chess blindness Black should lose.
- (i.) Quite wrong, if only because it locates the B on a diagonal on which it can do no effective work. But he might win a P here by KtxP, for the Kt cannot then be taken because of 28...PxKt; 29 BxP, threatening Q-R7ch, or, if 29...K-B1. Q-R8ch, winning in either case.
- (k.) At last his eyes are opened and, thanks to his opponent's error, not too late. The removal of this useful Kt deprives White of his best chances of winning.
- (m.) And this exchange is quite in favour of Black, he having Kt against B in an open position, and White's pawns being difficult of defence by the B. White's salvation is now his doubled KBP.
- (n.) Though this seems theoretically inferior, it is difficult to suggest anything more satisfactory; and it would be impossible, with the clocks going, to consider sufficiently the numerous variations.

JANUARY 3.

- (o.) A logistic blunder: 46 P-B4 should give him a draw at least, with the winning chances all in his favour. E.g.: 46 P-B4, P-B5 (the only move to save the game); 47 PxBP, P-Q6; 48 K-B2, P-R5 (best); 49 PxP, P-R6; 50 P-K6 (best), P-R7; 51 P-K7, P-R8 (Q); 52 P-K8 (Q). Now Black is threatened with mate on the move by Q-QR8 as the position stands, and with mate by Q-Kt5 if he play KxP. Nor dare he allow an exchange of Q's as long as his QP is threatened by the White K, or if he loses it. Also 52...Q-R2, with the idea of interposing after 53 Q-QR8ch, is useless because of 53 Q-QR8ch, Q-R2; 54 Q-B6, and mate next move. Therefore Black can only play for a draw by perpetual check, and with great care may possibly secure it.
- (p.) Correct logistics this time: White's game is now lost.



Appendix.

ILLUSTRATION OF LASKER'S VARIATION IN ALBIN'S COUNTERGAMBIT.

(Compare Game 54 in the Congress).

Falk, Boyarkov, and Blumenfeld, consulting against Dr
Emanuel Lasker, Moscow, 9th February, 1899.

WHITE : Allies.

BLACK : Lasker.


11	P-Q4	P-Q4	11	B-Q6	PxB
2	P-QB4	P-K4	12	P-K6	PxP
3	PxKP	P-Q5	13	K-B1	Kt-B3
4	P-K3	B-QKt5ch	14	P-Kt4	P-Q4
5	B-Q2	PxP	15	P-Kt5	Kt-K4
6	Q-R4ch	Kt-QB3	16	PxP	KtxP
7	BxB	Q-R5	17	Q-B2	Kt-Kt5
8	Kt-K2	QxBPch	18	Kt-Q1	KtxQ
9	K-Q1	B-Kt5	19	KtxQ	R-Q7
10	QKt-B3	O-O-Och	20	Resigns.	

E. Rutherford against H. L. James, 22nd annual Congress
of the New Zealand Chess Association, Auckland,
31st December, 1909.


WHITE : Rutherford.

BLACK : James.

11	P-Q4	P-Q4	11	B-Q2	BxKt
2	P-QB4	P-K4	12	PxB	Kt-K2
3	PxKP	P-Q5	13	Q-B2	RxBch
4	P-K3	B-QKt5ch	14	KtxR	R-Q1
5	B-Q2	PxP	15	B-Q3	Kt-Kt5
6	Q-R4ch	Kt-QB3	16	B-B5ch	KtxB
7	BxB	Q-R5	17	QxKtch	K-Kt1
8	Kt-KB3	QxBPch	18	K-B1	QxKtch
9	K-Q1	B-Kt5	19	Resigns.	
10	B-K2	O-O-Och			



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