


N.Z. CHAMPIONSHIP CONGRESS, NAPIER, XMAS, 1911.



STANDING—G. A. JONES, H. M. MURTON (Hon. Treasurer), E. J. MILES, J. A. CONNELL,
L. A. JOURDAIN, H. L. JAMES, C. R. SAINSBURY, R. C. SKIPAGE (President).
SITTING—E. H. SEVERNE, J. H. KIDD (Hon. Secretary), E. HICKS, F. K. KELLING, J. C.
GRIERSON, W. E. MASON (Champion), A. W. GYLES.

NEW ZEALAND CHESS ASSOCIATION.

Book of the 25th Congress



Timaru Congress Book.

Copies of this work can still be obtained from Messrs. S. and W. Mackay, Booksellers, Lambton Quay, Wellington. Price 1/6, or per post 1/8.

I can easier teach twenty what were good to be done than be one of the twenty to follow mine own teaching. *Merchant of Venice.*

This is his second fit. *Othello.*

Physician, heal thyself. *Luke ; IV., 23.*



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Preface.

The experiment of issuing a book of the Timaru Chess Congress, 1910-11, having proved a success, the New Zealand Chess Association have authorised this repetition of it in the form of a book of the Napier Congress, 1911-12, and hope to be able to issue similar booklets in connection with all their future Congresses. It is also proposed to extend the scope of the work next year so as to make it not merely a Congress record, but also a kind of year-book of New Zealand chess; and in this matter the Association confidently expects the support of all chess players in New Zealand. For the series of books of which this is the second cannot fail in a few years to form a useful reference set for young players, giving them more instruction in the theory of the game than can be obtained from manuals and books on openings of the usual kind, and presenting in a readable and condensed form information gathered from many sources and scattered through some hundreds of volumes,—much of it otherwise inaccessible to players in this country. The compilation of the present volume alone, for instance, has involved the consultation of some 70 or 80 volumes on chess in six different languages.

The rules governing the Napier Congress were in some respects different from those obtaining at Timaru. The time-limit, for instance, was 15 moves per hour, instead of 36 moves in the first two hours and 18 moves per hour thereafter; and the strain of playing three games every two days was somewhat eased by the provision that not more than 8 rounds should be played in 6 days. The system of allotment of prizes, adopted by the Association on the recommendation of the present

writer, was new also, and tried for the first time; the arrangement being that the fund available for prizes should be divided among the siegers (that is, those who scored more than half the highest possible number of points) in proportion to their over-averages (or the number of points scored by them in excess of half the highest possible number). This plan seems to have worked well and to have given satisfaction, and was certainly a great improvement upon the method used at Timaru. It reduces the first prize, but provides encouragement for a larger number of players, while at the same time tending to discourage the entry of absolute incompetents. It is the present writer's hope that the Association may ere long see fit to add to these reforms the equally desirable one of pairing competitors by lot only, without any special arrangements, such as have for so long obtained, as to the meeting of club-mates, brothers, and so forth.

The Napier Congress will live in the memory of those who were fortunate enough to take part in it as probably the most enjoyable ever held in this country,—certainly the most delightful the present writer has known. The royal hospitality and unbounded kindness of His Worship the Mayor, Mr. J. V. Brown, M.P.; the untiring courtesy and energy of Mr. J. H. Kidd (the invaluable Secretary), and the Rev. Mr. J. N. Dodds (most patient of umpires), and their extraordinary willingness to oblige in every possible way; the thorough-going excellence of all the Management Committee's arrangements; Napier's boast, the noble Marine Parade, upon which the Congress room opened; the glorious weather that prevailed throughout;—these things must make of the Napier Congress a delightful memory for evermore. It was the first Congress held in Napier: Heaven forbid that it should be the last!

The play at Napier was, on the whole, of a higher order than that at Timaru, though deplorable

blunders were not absent,—even in quarters where they might have been least expected. Strategic errors in the opening were very much less in evidence; and, in particular, the needless minor crotchet and en-appui (P-KR₃ and P-QR₃) were conspicuous by their almost total absence, whereas they were leading features at Timaru. The Editor feels that in this matter he has “done the State some service”; for he has been assured that his criticisms in the previous booklet have been of use in this regard. It grieved him then, it grieves him now, to have to be severe; but severity is wholesome and wise if it leads to improvement. Yet he is quite conscious that he is, in the matter of bad chess, himself the chief of sinners: the unenviable position of critic has been forced upon him, better men not caring to take either it or the hard work that goes with it. He is fully conscious also that it is one thing to sit quietly in one’s study over a game, with ample time in which to consider difficult variations, and quite another and much more arduous thing to engage in the storm and stress of actual battle, with a villainous clock jeeringly ticking off the few remaining minutes of one’s expiring hour. And always it is possible to condemn a man’s chess while esteeming highly the man himself. And while the Editor’s notes must consider the chess itself, without regard to extenuating circumstances, such circumstances exist in most cases in plenty. One man walks too much; another eats “not wisely, but too well”; indigestion, nerves, sleeplessness, headaches, neuralgia, toothache, and various other ills that flesh is heir to, present themselves when least welcome. “The little window where the sun comes peeping in at morn” is responsible for swear words; so also are the watchdog and the barndoor fowl.

“Hark, hark! Bow-wow! The watch-dogs bark!
 Bow-wow!
 Hark, hark! I hear
 The strain of strutting Chanticleer
 Cry ‘Cock-a-didle-dow’!”

So sings oft-times the harassed chess-player,—not lightly, as did Ariel, but, alas, with “curses, not loud, but deep.”

And to these things, that come upon us daily, like the care of all the Churches upon Paul of Tarsus, was added on one occasion at Napier the Salvation Army, that camped alongside the Congress Room and there discoursed most odious alleged music.—Mem.: Why armies at all, other than those of the chess board?—

The following notes on the competitors at the Congress may be of interest. Those whose names are marked by an asterisk (*) were also at the Timaru Congress, and further details concerning them will be found in the preface to the book of that Congress. For historical and biographical material touching New Zealand chess the Editor is here, and elsewhere in this preface, indebted to our chess historian, Mr. F. K. Kelling.

*W. E. MASON, of Wellington, now holds the Championship for the fourth time, and will in time, no doubt, equal or even surpass the record of our famous “Five-Ex” Barnes himself, who, by the way, was a felt want at Napier. His play, however, on the present occasion was not as good as usual; and his mistaken generosity in giving away Knights for nothing may excuse in some measure the similar blunders of lesser folk, for

“Suns of the world may stain when Heaven’s sun staineth.”

His best scoring was against the non-siegers, and even for his victory in the play-off for the Championship he was largely indebted to his opponent’s erroneous strategy.

*A. W. GYLES, late of Wellington, now of Westport, played splendidly, and justified the high expectations raised by his good showing at the Timaru Congress. He will undoubtedly find his name inserted ere long on that hollow monument of fame, the Championship Rook. Extreme nervous-

ness, however, seems to have afflicted him during the play-off for the Championship; and in the general tilting the Fatal Three was against him. For, like Banquo, he dreamed of the three Weird Sisters,—or Brothers in this case,—and they took avenging shape in the persons of the three J's,—James, Jones, and Jourdain,—and his games with these three were the only games he lost, while that with Mr. Jones was the latter's only victory!

“For Nature, so preposterously to err,
Sans witchcraft could not.”

*J. C. GRIERSON, of Auckland, his hosts of friends with great pleasure observed, had recovered from the dim eclipse that shed disastrous twilight over him at Timaru. He lost but two games, but drew four; whereas Mr. Gyles drew but one. His chances of first place were at one time extremely good; and had he not missed his way in his game with Mr. Gyles in the last round, in which he had at one stage a pretty certain win, the Championship would have been his.

*EDWIN HICKS, of South Wellington, was in his play as original, as unsound, as weak in strategy, as forceful in tactics, as interesting, as far from all trace of dullness, and especially as hypnotic, as ever. Almost invariably getting a bad game in the opening by eccentric “schwindels” and sublime disregard of the bookish theoretic, he yet generally triumphs at last by the mere mesmeric effect of his amazing audacity. When to his undoubted natural talent he adds more theoretical knowledge, he will fall natural heir to the Championship.

L. A. JOURDAIN, though he makes on this occasion his first appearance at these meetings, was strong enough some 16 years ago (in 1895) to defeat Champion Meldrum in a telegraphic match. His showing was extremely good, and, like Mr. Gyles, he secured his best results against the stronger players. He shows a remarkable preference for antiquated and obsolete openings.

FEDOR K. KELLING, of Wellington, who may aptly be called Kelling the Kind, is perhaps the best-known, as he is certainly the most popular and deservedly beloved, of all our New Zealand chess-players. He has served the cause of chess in the colony for many years, now as Secretary and general Factotum to the N.Z. Chess Association, now as their official reporter, now in this capacity, now in that. His chessic activity is endless, and comprehensive; and his contributions to chess literature in the newspaper press, genial and forbearing to a fault, full-filled of the milk of human kindness, and writ in a style unmistakably characteristic, are, like Sin's scaly folds, "voluminous and vast." He is an ex-Champion, and has attended the following previous Congresses:—1902-3, Dunedin (tied with O. Balk, D. Forsyth, and J. Mason for 2nd place); 1904-5, Camaru (unplaced, but won the Brilliancy Prize); 1905-6, Auckland (unplaced); 1906-7, Christchurch (unplaced); 1908, Wellington (second place); 1908-9, Dunedin (Champion); 1909-10, Auckland (unplaced). His performances, therefore, are very uneven, and he usually handicaps himself by attempting to combine Congress play and newspaper reporting; but he is always a dangerous opponent. Unfortunately, he has of late had a difficulty in obtaining from his office the leave necessary to enable him to attend these meetings; and his absence therefrom, as at Timaru, creates a yearning sense of loss.

E. J. MILES has for many years been a leading member of the Auckland Chess Club, and has achieved many club successes. So far as the present writer knows, Mr. Miles has attended three previous Congresses,—those at Wellington 1903-4, Auckland 1905-6, and Auckland 1909-10. "Of Paradise I cannot speak properly," says worthy old Sir John de Mandeville, "for I was not there." Even so of Mr. Miles; who must excuse errors and omissions in this notice, as he has failed to supply the Editor with the information requested, which was

necessary for the enlightenment of an anxiously inquiring public.

H. L. JAMES, originally of England, he rejoices to say, afterward of Auckland, but now a victim of the winds of Wellington, is the perpetrator of the present booklet and of the Book of the Timaru Congress. He has attended six previous Congresses, and, on the average, has taken a prize at each. At five of these Congresses,—those held either in Auckland or in Wellington,—he has been, so to speak, upon his native heath, and on these five occasions he uniformly appeared in the prize list at or about the fourth place. At Christchurch, 1906-7, he was, however, a total failure, the conditions being all against him, and he there came out last but one. Again on the present occasion he failed to get into the ordinary prize-list; but, en revanche, obtained the Brilliancy Prize, as he did also at Auckland in 1909-10, and so kept up his average of one prize for each Congress. His poor showing on the present occasion was certainly in part attributable to over-exertion on a six-and-a-half days' tramp of 127 miles into Napier, from the neighbourhood of Waiouru, over mountain roads of the steepest. E.p., we may remark that, like poor old Goldsmith when he passed

“Onward, where the rude Carinthian boor

Against the houseless stranger shuts the door,”

he once (and once only) experienced similar treatment on his own journey; but the boor in this case was of Kuripapanga, and his name was _____, Though offered payment at hotel rates, this aged curmudgeon refused the traveller any accommodation. Mr. James possesses,—for this bookless land,—a fair chess library, containing at time of writing some 235 separate works in about 430 volumes, and in 10 different languages. The best are those “made in Germany.”

C. R. SAINSBURY, of Hawke's Bay, made on this occasion his third appearance at these meetings, having attended at Christchurch in 1906-7

(unplaced), and at Auckland in 1909-10, where he got into the prize list. On the present occasion he was the only player who overthrew all three J's,—the Weird Three so fatal to Mr. Gyles. Isolated at Nuhaka, he has little opportunity for practice, but abundant leisure for book study and for correspondence play. In the Republic of the Silver River he resided some years, and there had the benefit, at Buenos Aires, of instruction in chess from Richard Teichmann, the victor in the international tournament at Karlsbad last year. He is an enthusiastic and generous supporter of colonial chess, and a gentleman born, sans peur et sans reproche, with all the charm of manner that to the character belongs.

E. H. SEVERNE, of Christchurch, learned chess when a boy at school. He competed at one previous Congress,—that at Auckland in 1909-10. His style is solid, not to say ponderous, and his staying-power and diabolic ability in drawing are the just terror of lesser artists. Systematically he plays for the draw: when he can bring himself to play for the win his position in future meetings is likely to be much higher than in the present one.

J. A. CONNELL, sometime of Ireland, but now of Wairarapa, was a competitor for the third time in these meetings. He was present at Wellington, 1903-4, where he was the only player who beat the Champion, W. E. Mason, and again at Wellington, 1907-8, where he was not placed. Fifteen years ago he won a local tourney at Nelson with the fine score of 17 wins and 1 loss. He learned chess at 13 years of age in good old St. Patrick's snakeless land; and, to this day, of the serpent there is in him none. A descendant of the Irish kings, Mr. Connell has all the generous impetuosity that is temperamental in his delightful countrymen, but is a serious handicap to an aspiring chess player; as it certainly proved to be to Mr. Connell on this occasion.

G. A. JONES, the President of the Masterton Chess Club, was a competitor for the first time on this occasion. He lacks, therefore, experience and the confidence it begets. Careful, painstaking, patient, and doggedly persevering, Mr. Jones will, with wider practice, easily take a higher place than his present one.

The present is the 25th Congress held under the auspices of the New Zealand Chess Association, and that at Timaru was the 24th, not, as stated in the Book thereof, the 23rd,—an error for which the Editor profoundly apologizes. The Championship went on this occasion (Napier) for the 15th time to Wellington.

The prize-fund of £30 provided prizes as follow, in proportion to the prize-winners' over-averages:—

Name.	Score.	Over-average.	Prize-Money.
			£ s. d
Mason	7½	2 (4)	7 0 0
Gyles	7½	4 (4)	7 0 0
Grierson	7	1½ (3)	5 5 0
Hicks	6½	1 (2)	3 10 0
Jourdain	6½	1 (2)	3 10 0
Kelling	6	½ (1)	1 15 0
Miles	6	½ (1)	1 15 0

The special Brilliancy Prize of £2 2s., presented by Mr. Skipage, the President of the Napier Chess Club, was awarded to Mr. James for his game against Mr. Miles (No. 47).

Appended are tables showing the openings adopted, the pairing of the players, and the complete score-sheet.

This book contains no glossary. If any such is needed, readers should consult the glossary in the Book of the Timaru Congress. A list is appended, however, of previous Congresses and Champions.

The same accomplished fellow-amateur who kindly read over the Editor's MS. last year has

favoured him with a similar service on the present occasion. Notes originating with this gentleman or mainly due to him are marked (A). For all the others the Editor is alone responsible.

In deference to a friendly suggestion, the Editor has added English versions to some of the tags of Latin and German quoted in this book; though he himself regards this as an undesirable and undignified concession to the weaker brethren.

Following is the score-sheet of the Congress, wherein the "siegiers" or prize-winners are "roped off."

	Mason	Gyles	Grierson	Hicks	Jourdain	Kelling	Miles	James	Sainsbury	Severne	Connell	Jones	Total
Mason	$\frac{1}{2}$	$\frac{1}{2}$	1	0	$\frac{1}{2}$	0	1	1	1	1	1	7 $\frac{1}{2}$
Gyles ...	$\frac{1}{2}$...	$\frac{1}{2}$	1	0	$\frac{1}{2}$	1	1	1	1	1	1	
Grierson ...	$\frac{1}{2}$	0	...	0	1	$\frac{1}{2}$	1	0	1	$\frac{1}{2}$	1	0	7
Hicks ...	0	0	$\frac{1}{2}$...	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	1	$\frac{1}{2}$	1	1	
Jourdain ...	1	1	0	...	$\frac{1}{2}$	1	0	$\frac{1}{2}$	1	1	1	$\frac{1}{2}$	6 $\frac{1}{2}$
Kelling ...	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$...	1	$\frac{1}{2}$	1	0	1	0	$\frac{1}{2}$	
Miles ...	$\frac{1}{2}$	0	$\frac{1}{2}$	0	0	...	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	1	6
James ...	1	0	0	1	$\frac{1}{2}$	$\frac{1}{2}$...	0	$\frac{1}{2}$	$\frac{1}{2}$	1	1	
James ...	0	1	$\frac{1}{2}$	$\frac{1}{2}$	0	0	1	...	0	$\frac{1}{2}$	1	1	5 $\frac{1}{2}$
Sainsbury ...	0	0	0	0	1	0	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	1	1	
Severne ...	0	0	$\frac{1}{2}$	0	0	$\frac{1}{2}$	$\frac{1}{2}$	1	...	$\frac{1}{2}$	1	1	5
Connell ...	0	0	0	0	1	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$...	$\frac{1}{2}$	1	
Connell ...	0	0	0	0	1	0	0	1	$\frac{1}{2}$...	0	1	4
Jones ...	0	1	0	$\frac{1}{2}$	$\frac{1}{2}$	0	0	0	0	$\frac{1}{2}$...	1	
Jones ...	0	1	0	$\frac{1}{2}$	$\frac{1}{2}$	0	0	0	0	0	0	...	2 $\frac{1}{2}$
Jones ...	0	1	0	$\frac{1}{2}$	$\frac{1}{2}$	0	0	0	0	0	0	...	2

It will be seen from this that, as among themselves, the scores of the siegiers are:—Gyles 4 $\frac{1}{2}$, Jourdain 4, Grierson and Miles (equal) 3 each, Mason and Hicks (equal) 2 $\frac{1}{2}$ each, Kelling 1 $\frac{1}{2}$. Mr. Gyles, therefore, though not actually Champion, really makes the best showing, he having won four of his games against the other six siegiers, and lost but one of them,—a remarkable performance. At Timaru, it will be remembered, where he was not placed, he yet made the best score against the prize-winners. This ability to overthrow the stronger players promises very well for his chess future. Of the five non-prize winners, Mr. James makes much the best showing against the siegiers.

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.

	Connell	Grierson	Gyles	Hicks	James	Jones	Jourdain	Kelling	Mason	Miles	Sainsbury	Severne
Connell	44	66	54	5	29	...	17
Grierson	39	...	15	57	...	25	3
Gyles ...	8	62	38	...	14	50	67	...	2	...
Hicks ...	34	...	56	...	16	4	22	45
James	21	59	35	11	...	47
Jones	32	27	61	...	48	6
Jourdain	52	...	10	37	23	..	64
Kelling	33	24	46	...	13	58
Mason ...	19	...	43	7	1	55	31
Miles	26	63	...	41	49	12
Sainsbury ...	42	9	53	...	28	65	...	36
Severne ...	60	51	20	...	30	40	18	...

PREVIOUS CONGRESSES AND CHAMPIONS

(Kindly supplied by Mr. F. K. Kelling).

- 1879-80: H. Hookham, of Christchurch.
 1888-89: A. M. Ollivier, of Christchurch.
 1889-90: H. Hookham, of Christchurch.
 1890-91: R. J. Barnes, of Wellington.
 1891-92: F. V. Siedeberg, of Dunedin.
 1892-93: F. V. Siedeberg, of Dunedin.
 1893-94: J. Edwards, of Wellington.
 1894-95: W. Mackay, of Wellington.
 1895-96: W. Meldrum, of Rangitikei.
 1896-97: R. J. Barnes, of Wellington.
 1897-98: R. J. Barnes, of Wellington.
 1898-99: R. A. Cleland, of Dunedin.
 *1900: W. E. Mason, of Wellington.
 *1901: D. Forsyth, of Dunedin.
 1901-02: R. J. Barnes, of Wellington.
 1902-03: J. C. Grierson, of Auckland.
 1903-04: W. E. Mason, of Wellington.
 1904-05: A. W. O. Davies, of Wellington.
 1905-06: R. J. Barnes, of Wellington.
 1906-07: W. S. Viner, of Perth, W. Australia.
 *1908: A. W. O. Davies, of Wellington.
 1908-09: F. K. Kelling, of Wellington.
 1909-10: John Mason, of Wellington.
 1910-11: W. E. Mason, of Wellington.

On the three dates marked with an asterisk the Congress was held at Easter, on all the other occasions during the Christmas-to-New-Year holidays.

TABLE OF OPENINGS.

Ruy Lopez (Morphy defence)	Nos. 3, 5, 6, 10, 12, 15, 19, 43, 46, 57, 58
———— (Berlin defence)	Nos. 24, 41
Four Knights' game	Nos. 20, 30, 50, 55, 62
Petroff's defence	No. 13
Giuoco Piano	Nos. 4, 13, 28, 45, 48
Two Knights' defence	No. 9
Scotch gambit	Nos. 31, 36
Philidor's defence	No. 29
King's gambit declined (2...B-B4)	No. 56
———— (Falkbeer counter-gambit)	No. 54
King's Bishop's Opening	No. 64
French defence (modern)	Nos. 2, 18, 23
———— (McCutcheon)	No. 14
———— (3 B-Q3)	Nos. 22, 34
———— (irregular)	No. 17
Sicilian defence	Nos. 1, 16, 33, 51, 53, 60
Centre counter-gambit	Nos. 39, 42, 63, 67
Caro-Kann	Nos. 40, 65
Queen's gambit	No. 52
———— declined	Nos. 8, 11, 21, 25, 26, 32, 35, 49
———— Albin's counter-gambit	No. 38
Queen's Pawn game	No. 37
———— (Zukertort form)	Nos. 47, 59, 61
———— (Dutch defence)	Nos. 7, 27
Bird's opening (From's gambit)	No. 44
Queen's Knight's opening	No. 66

CHAMPIONSHIP TROPHY

(From a photograph kindly supplied by Mr. F. K. Kelling).

“Thy neck is like the Tower of David builded for an armoury,

Whereon there hang a thousand bucklers,
All the shields of the mighty men.”

—Canticles iv., 4.



This trophy stands 20 inches high, and has space on its silver walls for 200 names. So far only 25 spaces have been filled (with the names given on p. xiv.), so that as the championship competition is an annual affair, this castle's strength has yet to mock to scorn the siege of 175 years! "But Allah is all-knowing!"

Games.

ROUND 1 (Dec. 27).

No. 1.

WHITE : Mason.

BLACK : James.

1 P-K ₄	P-QB ₄	13 P-B ₄	Kt-Kt ₃
2 Kt-KB ₃	Kt-QB ₃	14 B-B ₃	P-B ₃
3 P-Q ₄	PxP	15 KtxP	PxP(f)
4 KtxP	P-Q ₃	16 Q-B ₅	KtxKt
5 B-K ₂	P-KKt ₃	17 BxKt	BxB
6 B-K ₃	B-Kt ₂	18 RxB	Q-K ₁
7 Kt-B ₃	Kt-B ₃	19 PxP	RxRch
8 O-O(a)	O-O	20 KxR	R-B ₁
9 Q-Q ₂	P-Q ₄	21 Q-Q ₄	Q-B ₂ ch
10 QR-Q ₁ (b)	KtxKt(c)	22 K-Kt ₁	RxP(g)
11 QxKt	B-K ₃ (d)	23 R-Q ₈ ch	B-B ₁
12 P-K ₅ (e)	Kt-Q ₂	24 B-R ₆	Resigns.

- (a.) Either here or on his next move Kt-Kt₃ is to be recommended, preventing the advance of Black's QP.
- (b.) Here P-B₃ strongly suggests itself as desirable.
- (c.) An error arising from nervous timidity. There seems to be no good reason for not taking the pawn. For 10...PxP; 11 KtxKt, QxQ; 12 KtxKPch, K-R₁; 13 RxQ, B-K₃; does not appear to yield White any special advantage.
- (d.) Very bad. Instead of this pitiful pusillanimity, why not KtxP, followed by QxQ or KtxKt, according to circumstances?
- (e.) Of course! Now Black's game is as good as lost already.
- (f.) Frantic desperation merely.
- (g.) A hideous blunder. Though nothing is really sufficient here, yet R-B₁ would at least not have lost outright. "Funk" has been Black's trouble throughout this feeble game;—
 "It is Fear, O little hunter, it is Fear!"

No. 2.

WHITE : Gyles.

BLACK : Sainsbury.

1 P-K ₄	P-K ₃	5 P-K ₅	KKt-Q ₂
2 P-Q ₄	P-Q ₄	6 BxB	QxB
3 Kt-QB ₃	Kt-KB ₃	7 Kt-B ₃ (a)	P-QB ₄ (b)
4 B-KKt ₅	B-K ₂	8 Kt-Kt ₅	K-Q ₁ (c)

9 Kt-Q6	P-B ₃	17 P-B ₄	Q-Kt ₃ (d)
10 Q-Q ₂	Kt-B ₃	18 QxQ	PxQ
11 B-Kt ₅	KtxQP	19 PxQP	PxQP
12 KtxKt	PxKt	20 KR-Q ₁	B-K ₃ (e)
13 BxKt	KxB	21 P-B ₅	PxP(f)
14 QxP	R-B ₁	22 PxB	P-Q ₅
15 P-KB ₄	K-Q _r	23 Kt-B ₇ ch	K-K ₂
16 O-O	Q-QB ₂	24 KtxP	Resigns.

- (a.) Very unusual, but adopted by Marshall against Rosen at Paris in 1900. The modern continuation is Kt-Kt₅ or, preferably, B-Q₃; after which last Black may indeed win a pawn by 7...Q-Kt₅, but forwards thereby White's mobilisation and allows him to maintain his pressure upon the centre.
- (b.) Very bad: the formation of the minor crotchet by P-QR₃, as played by Rosen, is here a disagreeable necessity.
- (c.) Here Kt-R₃ seems preferable; but Black's game is disorganized, anyhow.
- (d.) A kind of harakiri or happy-despatch. But, under the circumstances, qu'importe?
- (e.) This belated bishop awakes at last. "Too late, too late!"
- (f.) Wild and useless recklessness; but "At least we'll die with harness on our back."

No. 3.

WHITE : Grierson.		BLACK : Miles	
1 P-K ₄	P-K ₄	16 B-K ₃	Q-B ₃
2 Kt-KB ₃	Kt-QB ₃	17 P-QB ₄	QR-Q ₁
3 B-Kt ₅	P-QR ₃	18 P-QKt ₃	R-Q ₂
4 B-R ₄	Kt-B ₃	19 P-KR ₃	KR-Q ₁
5 O-O	B-K ₂ (a)	20 Kt-B ₃	B-B ₄
6 P-Q ₄ (b)	PxP	21 KR-Q ₁	B-Q ₆ (i)
7 P-K ₅ (c)	Kt-K ₅	22 Q-K ₁	Q-KKt ₃
8 R-K ₁ (d)	Kt-B ₄	23 R-Q ₂	P-Kt ₃
9 BxKt(e)	QPxB	24 QR-Q ₁	P-KB ₃ (k)
10 KtxP	O-O(f)	25 B-B ₄	PxP(m)
11 P-QB ₃ (g)	Kt-K ₃	26 KtxP	Q-B ₄
12 B-K ₃	KtxKt	27 KtxR	RxKt
13 BxKt	B-K ₃ (h)	28 Q-K ₃	B-B ₃ (n)
14 Kt-Q ₂	Q-Q ₂	29 Q-K ₈ , mate.	
15 Q-K ₂	P-QB ₄		

- (a.) Considered safer than 5...KtxP, the move popularised by Schlechter in his match with Lasker in 1910, and most in evidence in consequence at this stage in the Ruy Lopez games occurring in the Hamburg tourney, later in the same year.

- (b.) In the most modern practice R-K1 is here usually played. After 5...B-K2 the recent international congress books show an overwhelming majority in favour of 6 R-K1; e.g.:—Karlsbad, 1907, R-K1 twelve times, P-Q4 once; Prague, 1908, R-K1 fifteen times, P-Q4 once; Düsseldorf, 1908, R-K1 five times; Vienna, 1908, R-K1 nine times; St. Petersburg, 1909, R-K1 nine times; Hamburg, 1910, R-K1 five times; San Sebastian, 1911, R-K1 four times. At Düsseldorf, Vienna, St. Petersburg, Hamburg, and San Sebastian P-Q4 was not played at all at this point.
- (c.) Here again R-K1, as played by Leonhardt against Cohn at Prague in 1908, is by Schlechter recommended as stronger than the text move.
- (d.) The alternative is KtxP, as played by Duras against Cohn, Karlsbad, 1907.
- (e.) The necessity for this undesirable exchange of a valuable B is the direct result of his 7th move.
- (f.) The better move here is Kt-K3, which secures for Black an easy mobilisation.
- (g.) Better is Kt-QB3 as in Neumann v. Post, Karlsbad, 1907.
- (h.) Here P-QB4, forcing the exchange of Queens, seems more advisable.
- (i.) Here Q-KKt3 at once is to be preferred.
- (k.) The immediate retreat of the Bishop from his false and ineffective position (by B-B4) is here imperative. The text move invites both P-K6 and, in certain cases, Kt-R5.
- (m.) Giving up the exchange in order to prevent the deadly P-K6. But if this is his only resource his game is lost.
- (n.) A final and colossal blunder, the painful outcome of a wildly floundering attempt to retrieve a desperate situation. Or, perhaps, merely resolute suicide; for, after all, why
 "In this harsh world draw thy breath in pain"?

No. 4.

WHITE : Hicks.

BLACK : Kelling.

1 P-K4	P-K4	10 BxKt	PxKt
2 Kt-KB3	Kt-QB3	11 B-Q3	Kt-Kt3
3 B-B4	B-B4	12 Q-Q2	P-Q4(e)
4 P-B3(a)	Kt-B3	13 P-K5	PxP(f)
5 P-Q4	PxP	14 Q-R6	PxP
6 PxP	B-Kt5ch	15 Kt-KKt5	Q-K2ch
7 Kt-B3(b)	O-O(c)	16 K-Q1	P-KB3
8 B-KKt5	P-Q3	17 KtxQP(g)	Q-Kt2
9 P-KR3	Kt-K2(d)	18 QxQch	KxQ

19 KtxRP	KxKt	36 Kt-B3	R-Q4
20 KtxB	K-R3(h)	37 R-Kt4	KR-Q2
21 BxKt	KxB	38 R-R4ch	K-Kt3
22 R-QB1	P-B3	39 P-QKt3	R-Q8ch
23 R-K1	P-R4(i)	40 K-Kt2	K-Kt2
24 Kt-Q3	B-B4	41 RxKtP	R-KB8(o)
25 K-Q2	QR-B1	42 R-Kt4ch	K-B2
26 Kt-B5	P-Kt3(k)	43 R-B4	RxPch(p)
27 Kt-K6	KR-B2	44 K-R3	K-K2
28 KtxP	B-Q2	45 QRxP	B-Kt8
29 R-K3	P-QB4(m)	46 R-B7ch	K-K1
30 R-Kt3ch	K-R3	47 R-B8ch	K-K2
31 Kt-B3	R-Q1	48 KR-B7ch	K-Q3
32 R-K1	B-K3ch(n)	49 RxRch	KxR
33 K-B1	B-B4	50 Kt-K5ch(q)	K-Q3(r)
34 Kt-R4	B-R2	51 Kt-B4ch(s)	Resigns.
35 R-K6	K-R4		

- (a.) The pianissimo variation (P-Q3), or O-O, is more in favour and safer.
- (b.) B-Q2 has been more generally favoured. The text move was recommended, however, so long ago as 1620 by Gioachino Greco, and revived by Steinitz. The Danish amateur Möller, by his continuation 7 Kt-B3, KtxP; 8 O-O, BxKt; 9 P-Q5! has again restored it to favour.
- (c.) Here KtxKP is invariably played by masters; but may lead to the Möller attack,—according to Dr. Gebhardt, “one of the strongest gambits on the board,”—of which two examples occurred in Vienna in 1908 and three at Karlsbad in 1907. Of these five, however, only one was won by White and two were drawn. The text move is inferior, extremely rare, and apparently quite unknown in master play.
- (d.) This, if necessary, shows the badness of his 7th move. Had he then taken the KP and exchanged B for Kt, he could have played eventually P-Q4, and so have freed his game, unless, indeed, White had replied with the Möller attack,—which, however, is not invincible. But 9...Q-K1 is good enough here; for, if 10 BxKt, then 10...BxKtch; 11 PxB, QxPch; followed by PxB. The text move leaves him “cabined, cribbed, confined.”
- (e.) Theoretically wrong, as it enables White to complete his major oblique; but the position hardly admits of anything better.
- (f.) As the hostile QKt threatens to become troublesome soon, it should now be taken, thereby setting the Q free and making use of the ineffective KB.
- (g.) Ecce signum,—behold the proof thereof!

- (h.) Deplorable and unnecessary: B-K₃, releasing QR, is here required. If, in reply P-B₄ or P-KR₄, then of course 21...P-KB₄. (A).
- (i.) Here B-K₂, to be followed by B-K₃, may be suggested. The text move is worse than useless, for the hostile Kt is harmless where he is, and should not be driven to a better position. (A).
- (k.) A pawn is now lost, anyhow, and Black's game can hardly be saved.
- (m.) Better seems P-KB₄: the result of the text move is that Black's K is cut off from his meinie.
- (n.) B-B₃ch, followed by taking off the dangerous Kt, were better; but his game is seemingly hopeless, anyhow.
- (o.) And this makes it quite so. In so dangerous a position the rooks should be kept in cooperation.
- (p.) Suicidal, for though
 "Es stand in alten Zeiten ein Schloss so hoch und hehr"
 (There stood in times of long ago a Castle grand and high);
- (q.) Now
 Die Mauern liegen nieder, die Hallen sind zerstört"! (Its ramparts down are fallen, its halls in ruins lie!)
- (r.) K-K₃ is here in theory much better, as it secures the Kt for the R, but practically is just as useless as the text move.
- (s.) Mr Hicks has conducted this game with skill and great vigour.

No. 5.

WHITE : Connell.

BLACK : Jourdain.

1 P-K ₄	P-K ₄	19 Q-R ₄	P-Kt ₃
2 Kt-KB ₃	Kt-QB ₃	20 Kt-B ₁	P-Q ₄
3 B-Kt ₅	P-QR ₃	21 PxKtP	PxKtP
4 B-R ₄	Kt-B ₃	22 Kt-K ₃	PxP
5 O-O	B-K ₂	23 PxP	B-K ₂
6 P-Q ₄	P-QKt ₄ (a)	24 Q-B ₂	Kt-B ₃
7 B-Kt ₃	P-Q ₃	25 P-K ₅	QxP(d)
8 O-Q ₃ (b)	KtxQP	26 Kt-B ₄ (e)	Q-Q ₄ (f)
9 KtxKt	PxKt	27 Kt-Kt ₆	Q-Q ₃
10 P-QR ₄ (c)	B-Q ₂	28 KtxR	RxKt
11 OxQP	O-O	29 B-B ₄	Q-Q ₂
12 P-QB ₃	P-B ₄	30 OR-Q ₁	Q-Kt ₂
13 Q-K ₃	B-B ₃	31 P-R ₃ (g)	P-B ₅ (h)
14 B-B ₂	Q-B ₂	32 B-Kt ₅ (i)	K-Kt ₂
15 Kt-Q ₂	KR-K ₁	33 R-KB ₁	Kt-Kt ₅
16 Q-Kt ₃	QR-B ₁	34 OxPch	K-R ₁
17 R-K ₁	B-B ₁	35 QxB.	Q-Kt ₃ ch
18 P-B ₃	Kt-R ₄	36 R-Q ₄	Resigns.

- (a.) For notes on the opening so far see Game 3. The usual move here is P \times P: the text move never occurs, apparently, in master play in this position, though Brody played it against Marco at Paris. But Brody hardly ranks as a master.
- (b.) An eccentricity of genius; but P-QB₃ is to be preferred; for, if 8...KtxKP, then B-Q₅!
- (c.) Q \times QP will not do, because of the threatened advance of the hostile QBP.
- (d.) Exposing the Q to attack thus is very bad tactics: Kt back to R₄ seems here the least unsatisfactory course. But his prospects are not bright, anyhow.
- (e.) Neglecting his opportunity: Kt-B₅ here wins a piece, or else gets the Q for, at most, R and Kt. E.g.: 26 Kt-B₅, Q-B₂; 27 KtxBch, RxKt; 28 RxR, Q \times R; 29 B-Kt₅, K-Kt₂; 30 R-B₁. (A).
- (f.) For some moves Black has been drifting steadily towards the shoals; but this is mere blunder. The Q should retire again to B₂; though even then Black has a bad game.
- (g.) A wholly unnecessary en-appui, and a second opportunity missed: RxB is the move here. For if, in reply, Q \times R, then 32 B-Kt₅, K-Kt₂; 33 R-KB₁; and if 31...Kt-Kt₅, then of course RxQ.
- (h.) Still blind to his danger: Kt-Q₄ here afforded him some defence.
- (i.) Again RxB would have been equally decisive and more artistic. Mr. Connell has conducted the attack with dash, certainly, but with insufficient directness, while his opponent has made a very ineffective resistance. Alas for

"These contrarious winds that held the King
So long in his unlucky Irish wars"!

No. 6.

WHITE : Jones.		BLACK : Severne.	
1 P-K ₄	P-K ₄	15 Kt-B ₁	Q-Q ₁ (g)
2 Kt-KB ₃	Kt-QB ₃	16 Kt-Kt ₃	P-KB ₃
3 B-Kt ₅	P-QR ₃	17 Kt-Q ₄	P \times P
4 B-R ₄	Kt-B ₃	18 KtxB	KtxKt
5 O-O	KtxP(a)	19 B \times P	R-KB ₃
6 P-Q ₄	P-QKt ₄	20 Kt-B ₅ (h)	K-R ₁
7 B-Kt ₃	P-Q ₄	21 KtxB(i)	Q \times Kt
8 P \times P	B-K ₃	22 RxP(k)	Q-Q ₃
9 P-QR ₄ (b)	P-Kt ₅ (c)	23 R-K ₁	QR-Q ₁
10 P-R ₅	B-K ₂ (d)	24 B-B ₃	Q-B ₁
11 B-R ₄	O-O(e)	25 B-O ₂	Kt-Q ₅
12 B \times Kt	R-Kt ₁ (f)	26 R-K ₃	Q-QB ₄
13 QKt-Q ₂	Kt-QB ₄	27 B-K ₂ (m)	O-B ₄
14 R-K ₁	Q-B ₁	28 R-KB ₃ (n)	KtxRch

29 BxKt(o)	KR-Q3	35 BxQ	R-Q8
30 Q-KB1	RxB	36 B-Kt5	RxQch
31 K-K1	QxRP	37 KxR	R-Q8ch
32 R-R1	Q-QB4	38 K-K2	R-QKt8
33 RxP	QxQBP	39 Resigns.	
34 R-QB6	QxR		

- (a.) This more venturesome continuation was adopted by Schlechter successfully in his match with Lasker, but B-K2 is safer for lesser lights.
- (b.) The usual move here is P-B3, though the text move was adopted by Köhnlein against Yates at Hamburg, 1910, and by Duz-Khotimirski against Salve at Kiev, 1903. Played a move sooner, instead of PxP, P-QR4 is Schalopp's suggestion, adopted by Schlechter against Lasker.
- (c.) Here both Yates and Salve played R-Kt1, apparently a better move. Nothing but dire compulsion can justify so premature an advance as that in the text.
- (d.) So far a copy of the amateur games Dittmann v. Kirschner, Dresden (Hauptturnier), 1892, and Höflein v. Degel, Hamburg Club tourney, 1901; but here both Kirschner and Degel played Kt-B4, practically the only possible course. The text move is a gross blunder.
- (e.) The piece cannot be saved. The only alternative to the text move appears to be a graceful resignation at once. "Farewell, my Arab steed!"
- (f.) Compelled to do now as he ought to have done on his 9th move.
- (g.) "See-saw, Jeremy Daw." This is wood-shifting in its finest flower; yet, que faire?
- (h.) The combination begun by this move is, in view of his unmobilised Q side, a grave error of judgment. He is a piece to the good already, and here he can win the exchange, and so still further increase his material advantage, besides mobilising his QB, by B-Kt5. For if, in reply, 20...R-Kt3, then 21 BxB, QxB; 22 RxP, K-B1; 23 Q-K2, R-K1; (or, in this, 22...R-K1; 22 Q-K2, etc.), and Black loses another piece. (A, in part.)
- (i.) Here BxKt, involving the exchange of Q's and of all the active minor pieces, was the right plan, leaving White with a B to the good.
- (k.) Pursuing a will-o'-the-wisp attack while mobilisation waits—a fatal error. BxKt, followed by B-K3 is now the only course.
- (m.) A quoi bon donc? R-Q5 offers here the best chance of escaping from the difficulties into which he has so blindly drifted; and it should still win.
- (n.) Material loss of some kind is here inevitable, but this is fatal. Less suicidal were 28 B-Q3! QxPch; 29 K-R1; and Black's attack must collapse.

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- (o.) P_xKt is not much better, because of 29...KR-Q₃; 30 B-Q₃, RxB; 31 P_xK, Q_xQP. Mr. Severne, having, "by the sufferance of supernal power," "Escaped the Stygian pool, though long detained In that obscure sojourn," pursues his attack with vigour, and "Springs upward like a pyramid of fire."

ROUND 2 (Dec. 28).

No. 7.

WHITE : Mason.

BLACK : Hicks.

1 P-Q ₄	P-KB ₄ (a)	25 Kt-K ₆ (n)	R-Q ₂
2 P-QB ₄ (b)	Kt-KB ₃ (c)	26 Q-Kt ₃	R-K ₂
3 Kt-QB ₃	P-K ₃	27 R-QK ₁	P-QKt ₄
4 Kt-B ₃	B-Kt ₅ (d)	28 Kt-Q ₄	QR-B ₂
5 P-K ₃ (e)	P-QKt ₃	29 B-Kt ₄	K-R ₁ (o)
6 B-Q ₂	O-O	30 B-K ₆ (p)	R-B ₁
7 B-K ₂	B-Kt ₂	31 R-KB ₁	P-B ₃ (q)
8 O-O	P-Q ₃ (f)	32 P _x BP	B _x P
9 R-B ₁	QKt-Q ₂	33 P _x P	B _x P
10 Q-Kt ₃ (g)	KB _x Kt	34 Kt _x B	Q _x Kt
11 B _x B	Q-K ₁	35 B-B ₄	Q-Kt ₃
12 KR-Q ₁	Kt-K ₅	36 Q _x Kt	P-K ₆
13 P-Q ₅ (h)	QKt-B ₄	37 P _x P	Q _x Pch
14 Q-B ₂	Kt _x B	38 K-R ₁	Q-Q ₅
15 Q _x Kt	P-K ₄	39 R _x R	Q _x R
16 Q-B ₂	P-K ₅ (i)	40 P-R ₃	P-R ₃
17 Kt-Q ₄	P-QR ₄ (k)	41 R-KB ₁	Q-K ₂
18 P-QKt ₃	R-B ₃	42 R _x Rch	Q _x R
19 Q-B ₃	R-Q ₁	43 P-Kt ₅	Q-B ₅
20 P-QR ₃ (m)	P-B ₅	44 Q-R ₈ ch	K-R ₂
21 P _x P	R _x P	45 Q-KKt ₈ ch	K-Kt ₃
22 P-QKt ₄	P _x P	46 Q-K ₆ ch	K-Kt ₄
23 P _x P	Kt-R ₅	47 Q-Kt ₄ ch	Resigns.
24 Q-KKt ₃	R-B ₃		

- (a.) This defence is inferior, and little used by masters. Also, if P-KB₄ is to be played at all in reply to 1 P-Q₄, it should be preceded by P-K₃ in order to avoid the Blackmar variations.
- (b.) The correct move here is P-K₄,—as in Freymann v. Forgacs, St. Petersburg, 1909,—introducing the (for Black) dangerous Blackmar variations.
- (c.) An antiquated continuation: the better move is P-K₃.
- (d.) Premature and unscientific: K₂ is the place for this B in the close game.
- (e.) So far a copy of the correspondence game Friedberger v. Bolland, 1903: but here, instead of the former's unnecessary P-QR₃, White follows the better example of Janowski v. Albin, Hastings, 1895.

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- (b.) Inferior: the usual and better move is B-Q3, or R-B1, or Q-B2. Up to this point, however, the opening has been painfully orthodox.
- (c.) In the 5th game of his match with Pillsbury (one of the very rare examples of White's 7 PxP) Showalter here played PxP,—a more scientific reply.
- (d.) Here reason and mobilisation alike require QxB.
- (e.) Had he played PxP on his 7th move this weakening of his pawns were unnecessary, as the QB could then have been mobilised at K3.
- (f.) KKt to Kt3 or Q4 is greatly to be preferred. (A.)
- (g.) Worse than feeble: P-KB4 first appears to be here a necessity, however disagreeable.
- (h.) R-KR1 is here to be preferred; but his game is now untenable, anyhow.
- (i.) Here 24...QR5ch; 25 K-Kt1, RxRch; 26 KxR, QxRP, offered better chances for successful resistance. (A.)
- (k.) "God's will, what simpleness is this!" By Saint Patrick, 'tis a noble suicide, charmingly conceived and most happily executed.
- (m.) "Oh, never was there Queen
So mightily betrayed!"

WHITE : Sainsbury.

No. 9.

BLACK : Grierson.

1 P-K4	P-K4	8 KtxKt	QxQ(e)
2 Kt-KB3	Kt-QB3	9 RxQ	PxKt
3 B-B4	Kt-B3	10 R-K1	P-KB4
4 P-Q4(a)	PxP	11 P-KB3	B-B4ch
5 O-O	KtxP(b)	12 K-R1(f)	B-B7
6 KtxP(c)	P-Q4	13 R-K2(g)	B-R3
7 BxP(d)	QxB	14 Resigns (h)	

- (a.) The old and more dashing continuation Kt-Kt5 is nothing accounted of "in the fatness of these pury times," and the Fabian P-Q3 is preferred even to the text move.
- (b.) Mobilisation here calls for B-B4.
- (c.) Here R-K1 is the only admissible move, and gives White a good game.
- (d.) Bad tactics: KtxKt followed by B-Q3 gives him a good game. (A)
- (e.) Hasty and inferior: PxKt here wins the piece outright.
- (f.) Extremely bad: B-K3 here would have recovered the piece and left him with a very fair game.
- (g.) R-Q1 were a less certain way of ensuring his own destruction, but not perhaps, at the long last, more helpful for his salvation.

(h.) Mr. Sainsbury played this wretched game very feebly. His explanation of his early surrender is that he made but 13 moves, so that a hard-hearted editor could make but 13 unkind remarks thereupon. Verily, "Wisdom is justified of all her children"!

No. 10.

WHITE : Jourdain.		BLACK : Gyles. <i>Jones</i>	
1 P-K4	P-K4	25 B-Q3	P-Kt3
2 Kt-KB3	Kt-QB3	26 P-Kt5	R-B4
3 B-Kt5	P-QR3	27 Q-Kt4	Q-B1
4 B-R4	Kt-B3	28 Q-R4	P-R4
5 O-O	P-QKt4(a)	29 R-KB1	Q-Q1
6 B-Kt3	KtxP(b)	30 Q-K1	Q-Q4
7 P-Q4	P-Q4	31 Q-K2	Q-K3
8 PxP	B-K3(c)	32 RxP	K-Kt2(m)
9 P-QR4	P-Kt5(d)	33 R-R4	Q-QB3
10 B-K3(e)	B-K2	34 Q-Q2	R-KR1
11 Kt-Q4	KtxKt	35 RxR	KxR
12 BxKt	P-QR4	36 Q-K1	P-Kt6
13 P-KB3	Kt-B4	37 Q-R4ch	K-Kt1
14 Kt-Q2	O-O	38 P-B5	R-B8
15 P-KB4	B-B4	39 PxP	RxRch(n)
16 Q-K2	Kt-K3	40 BxR	QxP
17 P-B3	P-B4	41 QxP	BxP
18 P-Kt4(f)	KtxB(g)	42 K-B2	Q-B4ch
19 PxKt	B-B1	43 K-Kt2	B-B5
20 Q-Kt2	B-R3(h)	44 Q-Q8ch	K-Kt2
21 R-B3	PxQP(i)	45 Q-B6ch	QxQ
22 R-R3	B-B5(k)	46 PxQch	KxP
23 KtxB	PxKt		
24 BxBP	R-QB1		Drawn.

(a.) It seems to matter little whether this or B-K2 is played here; but the two moves are part of one plan, and if the one is made the other usually follows.

(b.) So far a copy of Tarrasch v. Burn, Ostende Champion tourney, 1907; but here Burn played correctly B-K2. The text move is an error of inconsistency.

(c.) And thus far the moves are those of Rosenthal v. Winawer, 1870.

(d.) Here R-Kt1 is preferable: the premature advance in the text is a tactical error.

(e.) So far, with a few transpositions, the opening is the same as that of Game 6; wherein, however, Mr. Jones played here the stronger move, P-R5, Black's last move having afforded White a chance of incidental attack, and justified this delay in mobilisation.

(f.) Bold and good.

- (g.) Strengthening White's formidable pawn centre; yet the alternative 18...PxB; 19 PxB, PxP; 24 PxKt, PxKt; 21 PxPch, RxP; gives White a dangerous open KKt file, and leaves Black's QP weak.
- (h.) Better B-Kt2.
- (i.) R-QB1 at once is greatly preferable.
- (k.) "This was but a deed of charity,"—a lightening of the enemy's labours. "A little bit of Morphy" by P-Q6 were more to the purpose.
- (m.) Black does well to refuse the R, for he cannot recover his P. E.g.: 32...PxR; 33 QxP, P-KB4; 34 P-Kt6! R-B2 (best); 35 PxRch, QxP; 36 QxQ, KxQ, 37 BxP; and White must win.
- (n.) After this exchange there is little attack left. The study of the rest is but a weariness of the flesh: "I'll none of it."

No. 11.

WHITE : James.

BLACK : Kelling.

1	P-Q4	P-Q4	32	PxP(h)	Q-B3
2	P-QB4	P-K3	33	B-K6	B-B3(i)
3	Kt-QB3	Kt-KB3	34	P-B3	K-Kt2
4	B-Kt5	B-K2	35	Q-Kt3(k)	QR-Q1
5	P-K3	O-O	36	R-Q2	P-Kt5
6	Kt-B3	Kt-B3(a)	37	R-Kt2	P-KR4
7	B-K2(b)	P-KR3	38	P-R3	Q-R5
8	BxKt	BxB	39	RxKP(m)	K-B3
9	O-O(c)	PxP	40	P-B4(n)	BxR
10	BxP	Kt-K2	41	KxB	P-Q6
11	P-K4(d)	Kt-Kt3	42	R-K3	PxPch
12	P-K5	B-K2	43	RxRP	Q-Kt5ch
13	Q-B2(e)	P-R3	44	R-Kt3	QxP (at B4) (o)
14	B-Q3	Kt-R5	45	Q-B3ch(p)	Q-Q5
15	QR-Q1(f)	K-R1	46	Q-Q2	Q-K5ch
16	KtxKt	BxKt	47	K-B1	Q-R8ch
17	Kt-K2	P-QB3	48	K-B2	Q-R5
18	Q-B3	B-Q2	49	K-Kt2	K-K2
19	B-Kt1	P-KKt3	50	B-Kt3	Q-K5ch
20	Q-KR3	K-Kt2	51	K-B2	QxPch(q)
21	P-KKt3	B-K2	52	R-B3	Q-B4ch
22	Kt-B4	P-KB4	53	K-B1	R-Q3
23	P-R3	P-KKt4	54	R-K3ch	K-Q2
24	Kt-R5ch	K-Kt1	55	R-B3	K-B2
25	B-R2	Q-K1	56	B-R2	Q-B7
26	P-KKt4	K-R2	57	K-K1	P-Kt3(r)
27	Q-Q3	P-B4	58	QxQch	PxQ
28	KR-K1	PxP	59	R-B3ch	K-Q2
29	Kt-B6ch(g)	BxKt	60	RxP	R-KB3
30	PxB	P-K4	61	R-Q2ch	K-K2
31	P-B7	Q-K2	62	R-K2ch	K-Q2

63 R-Q ₂ ch	R-Q ₃	66 K-K ₃	R-Q ₁
64 R-R ₂	R-R ₃	67 R-Kt ₂	P-R ₅
65 K-K ₂	K-K ₂	68 K-B ₄	P-R ₆

and wins (s)

- (a.) So far all is of that strict orthodoxy so despised of dear old Doctor Tarrasch. But here, though P-QKt₃ or Lasker's suggested Kt-K₅ is sometimes tried, QKt-Q₂ is almost universally played. The text move is unknown to master play, and is a bare-faced violation of principle.
- (b.) Altogether too feeble: 7 BxKt, BxB; 8 PxP, PxP; 9 Q-Kt₃, Kt-K₂; 10 B-Q₃, seems to be here the required continuation.
- (c.) Though a move has now been lost, the continuation given above seems still to be available and correct.
- (d.) In spite of his too defensive strategy, White has now an excellent mobilisation. For this he has to thank Black's entirely unscientific and inferior 6th move.
- (e.) The threatened entry of the hostile Kt at R₅ or B₅ should now be prevented by P-KKt₃. "to keep the horse-men off from breaking in." As at Senlac, "Out, out!" is here the word.
- (f.) Another violation of principle, nearly as bad as Black's. This R should be mobilised at QB₁, leaving Q₁ for the KR. But the exchange of Kts on KR₅ should first be effected.
- (g.) Not quite satisfactory, but seemingly the only move to force the attack.
- (h.) Lamentable chess-blindness; QxQP is the obvious move here, and should apparently win. Moreover, though Dr. Lasker has occasionally indulged in the luxury of a triple pawn, the same cannot be recommended to humbler folk. "The triplex, sir, is a good tripping measure"; but not after this deplorable wise.
- (i.) Thanks to White's feeble 32nd move, the attack now passes to Black. White should, on his last move, have shut this dangerous B out from this diagonal by B-Q₅, sacrificing if necessary the foremost KBP.
- (k.) Feeble to the verge of imbecility: this powerful force should not be thus removed out of touch with the threatened objective plane. Defence and counter-attack both require here Q-K₂, which gives him a good game. The text move loses.
- (m.) Bad; but so is everything else.
- (n.) This sacrifice is now forced. "The pity of it, Iago!"
- (o.) "It is an ancient Mariner,
And he stoppeth one of three."
- (p.) Here R-Kt₆ch, so sagely and usefully suggested afterwards by irresponsible bystanders, is even less satisfactory than the text more.

- (q.) "Let us score their backs
And snatch 'em up, as we take hares, behind."
- (r.) The advanced P could, of course, be temporarily retained by K-Kt1; but this would take the K still further from the hostile KBP, from which he is already too remote. But the text move is time-marking merely.
- (s.) All is now over, and White might properly have resigned here. He struggled on, however, till the 86th move! But "this is too long: it shall to the barber's." Yet a recent ladder game between the same players extended to 133 moves! "Angels and ministers of grace, defend us!"

No. 12.

WHITE : Miles.		BLACK : Severne.	
1 P-K4	P-K4	14 RxQ	B-B4
2 Kt-KB3	Kt-QB3	15 R-QB1(e)	P-QB3(f)
3 B-Kt5	P-QR3	16 Kt-Q2	KR-K1
4 B-R4	Kt-B3	17 B-B4(g)	B-B3
5 O-O	KtxP	18 P-QB3	B-K3(h)
6 R-K1(a)	Kt-B4	19 R-K1(i)	QR-Q1
7 KtxP(b)	B-K2	20 P-QKt4	B-Q4
9 RPxKt	O-O	21 Kt-B1	B-K3(k)
10 P-Q4	KtxKt	22 P-B3	P-R3
8 B-Kt3(c)	KtxB(d)	23 K-B2	R-Q6(m)
11 PxKt	P-Q3	24 QR-Q1	RxR(n)
12 B-B4	PxP	25 RxR	R-Q1
13 BxP	QxQ	26 RxRch	BxR(o)

Drawn.

- (a.) Too obvious for unthinking adoption: the usual and much better move is P-Q4. There seem to be no examples of the text move in international congress play since Didier tried it against Maroczy at Paris in 1900.
- (b.) The old move, Kt-B3, appears to be inferior here, but should be his next one.
- (c.) Quite wrong, because an inexcusable waste of time. He should resume mobilisation by Kt-B3.
- (d.) Of course! Black gains a move, and the open R file gives White no equivalent.
- (e.) Having mobilised this R to some advantage, he now timidly withdraws it from action! Surely P-QB4 is here good enough, for 15...B-B7; 16 R-QB, BxP; 17 Kt-Q2, results for Black in the loss of the B for two pawns. "Vestigia nulla retrorsum" should be the watchword, friends.

- (f.) Outdoing his opponent in timidity. Here QR-Q1, occupying the open file so generously given up to him, is the proper course; for, if 16 BxBP, then R-Q2 followed by BxP.
- (g.) Had he advanced his QBP on his 15th move, this B could now be posted in its natural position at B3. At B4 it becomes, like the Psalmist, kos khora-both,—an owl of the wastes.
- (h.) Imitating the wretched strategy of his opponent in regard to the open file. Having got command of it, he should not now block it. QR-Q1 at once is to be preferred to the text move.
- (i.) Of course! He wakes up at last.
- (k.) Poor, hesitating, scared ecclesiastic! “‘E don’t know where ‘e are,” seemingly, or where he ought to be.
- (m.) At last, when no good purpose can be served by doing so, he plucks up courage to advance!
- (n.) Another abandonment of the open file! Noble competition in generosity! But why not KR-Q1?
- (o.) These exchanges leave nothing but the draw, which was agreed to on the 33rd move. The extraordinary dash and daring of both sides in this enthrallingly exciting contest must amaze and delight every beholder. So interesting, you know, my dears!

ROUND 3 (Dec. 28-29).

No. 13.

WHITE : Kelling.

BLACK : Mason.

1 P-K4	P-K4	21 P x P	BP x P
2 Kt-KB3	Kt-KB3	22 QR-B1	Kt-Q2
3 Kt-B3(a)	Kt-B3	23 R-B2(m)	KtxRP
4 B-B4	B-B4(b)	24 KR-QB1	Kt-B5
5 O-O(c)	P-Q3	25 P-Kt4	R-B3(n)
6 P-Q3	B-KKt5	26 R-B8	R x R
7 B-K3	B-Kt3	27 R x Rch	R-B1
8 K-R1(d)	Kt-K2	28 R x Rch	K x R
9 P-KR3	B-K3(e)	29 P-R3	P-QKt4
10 B-Kt3(f)	Kt-Kt3	30 Kt-K1	Q-B3
11 BxQB	P x B	31 Kt-B1	Kt-QKt3
12 Kt-K2	O-O	32 P-Kt3	Kt-Kt3
13 Kt-Kt3	Q-Q2	33 Kt-B3	Q-B2(o)
14 Q-Q2	QR-K1	34 Kt-Kt5	K-Kt1
15 P-Kt3(g)	P-Q4	35 KtxKP	Q-B2
16 BxB	RP x B	36 Kt-Kt5	Q-Kt6
17 KR-Q1(h)	Q-Q3	37 P-B4	P x P
18 Q-B3(i)	P-Q5	38 P x P	Q x RP
19 Q-Q2	Kt-B5	39 Kt-B3(q)	Kt-B5
20 P-B3(k)	P-B4	40 Q-QB2	KtxP

41 KtxP	QxQP	44 K-Kt2	KtxP
42 QxQ	KtxQ	45 K-B3	Kt-B6(r)
43 KtxP	Kt-B7ch	46 KtxKt	K-B2

Drawn.

- (a.) The usual continuation here is, of course, KtxP. The text move transposes into that dreary abomination the Four Knights' Game.
- (b.) And now we have our old nursery favourite, the Giuoco Piano, in one of its most charmingly guileless forms. But the better continuation here is 4...KtxP; 5 KtxKt, P-Q4; 6 B-Q3, P-B4.
- (c.) The pianissimo variation P-Q3, as in Game 48, is here most usual.
- (d.) So far a copy of Moreau v. Mason, Monte Carlo, 1903; but here the former played B-QKt5, which is right. The text move looks to the use of the open KKt file for attack after Black's BxKt; but as Black cannot be forced to this, White's move is a waste of time.
- (e.) Much better than retreating the B to R4, as James Mason did in the game above cited, for there it would be quite out of place, and its force exerted in the wrong direction.
- (f.) As on his next move he exchanges this B, the text move is mere waste of time. He should make his exchange at once: nihil obstat, as the Church says.
- (g.) Unscientific, and an inconsequent waste of time. He should begin the development of his defensive formation into an attacking one by establishing the parallel with P-Q4. As it is he allows Black the initiative.
- (h.) Not satisfactory; for if a R is wanted here, it should rather be the QR. But his position is difficult now, anyhow, owing mainly to the feeble strategy of his 15th move.
- (i.) Here an opportunity offers by PxP to regain the time lost by his last move. The text move is mere futility and a further loss of time.
- (k.) Entailing the legacy of a weak QP; but the open QB file and Black's two doubled pawns are some compensation.
- (m.) The position of White's Kts is a very unhappy one: K or Kt to R2 seems to be the unpleasant necessity here.
- (n.) Unwise; for the resulting rook exchanges weaken his game.
- (o.) Unnecessary, even if it were not actually bad: P-KR3 is the obvious need here.
- (p.) This advance seems unwise; but, owing to his weak QP, his game has few resources.
- (q.) This move should lose; but it is hard to find now a satisfactory continuation.

(r.) A terrible blunder, without any excuse of time-pressure, for he was at this moment only just beginning his third hour, and had 54 minutes to spare. QKt-Q3, though it might not ultimately avoid the draw, yet yielded extremely good chances of winning: the wild hallucination expressed in the text move throws them all away.

“Nay, but this dotage of our General’s O’erflows the measure.”

A draw is now certain, but was not declared till the 71st move! Of a verity, “he that endureth to the end shall be saved,” but “Patience is stale, and I am weary of it.” Heoi anò.

No. 14.

WHITE : Gyles.

BLACK : Jourdain.

1 P-K4	P-K3	24 BPxP	PxP
2 P-Q4	P-Q4	25 P-R4	KtxQP(i)
3 Kt-QB3	Kt-KB3	26 PxKt	R-B7ch
4 B-KKt5	B-Kt5	27 K-Q1	QR-QB1
5 B-Q3(a)	P-KR3(b)	28 Kt-B3(k)	P-Kt7
6 BxKt	BxKtch(c)	29 QR-Kt1	R-B8ch
7 PxB	QxB	30 K-K2(m)	KR-B7ch
8 P-K5	Q-K2	31 Kt-Q2(n)	QR-B5
9 Q-Kt4(d)	O-O	32 R-Kt3(o)	RxQP
10 Kt-K2(e)	P-QB4	33 R-Q3	R-K5ch
11 Kt-B4	P-B4	34 K-Q1(p)	R-B8ch(q)
12 Q-R5	B-Q2	35 RxR	R-K8ch
13 Kt-Kt6	Q-B2	36 KxR	PxR(Q)ch(r)
14 P-Kt4	R-QB1	37 K-K2	Q-QB3
15 KtPxP	KPxP	38 R-Q4	Q-Q2
16 KR-Kt1	P-QB5	39 K-K3	Q-R6ch
17 BxKBP	BxB	40 Kt-B3	K-K3
18 QxB	Kt-QB3(f)	41 K-B2	Q-B4
19 OxQch	KxQ	42 R-B4	Q-Q6
20 P-KB4	P-Kt4	43 R-B6ch	K-B4
21 P-OR3(g)	P-QR4	44 Kt-R4ch	KxP(s)
22 K-Q2	P-Kt5	45 Kt-Kt2ch	KxP
23 Kt-R4	P-Kt6(h)	46 R-K6ch	K-B4 and wins

(a.) For full notes on the opening, see Game No. 27 in the “Book of the 23rd Congress,” Timaru, 1910-11. The strongest move in this position seems to be PxP; as played, e.g., by Maroczy against Capablanca at San Sebastian in 1911, and by Lasker and Bernstein against Znosko-Borovski and Teichmann against Cohn at St. Petersburg in 1909. The text move was played by Chigorin against Fox, Cambridge Springs, 1904, and by Mieses against Marshall, Barmen, 1905, and was considered by Chigorin to be “no worse than others.” Praise indeed!

- (b.) Here Fox played the seemingly inferior PxP.
- (c.) And here Marshall played QxB, leaving this exchange till four moves later.
- (d.) Nothing is to be gained by this wild and premature attack. Mobilisation by P-KB4 and, as opportunity offers, Kt-B3 and O-O, calls for instant attention. But Mr. Gyles is a veritable Hotspur; and, like Antony, "he goes forth gallantly."
- (e.) Again P-KB4 and Kt-B3 is to be preferred. The attack he now institutes is quite unsound because entirely premature.
- (f.) An excellent move. He wisely attends to his mobilisation, while at the same time threatening the hostile Q by preventing White's reply Kt-K8ch to Black's move QxQ.
- (g.) A waste of precious time: Kt-R4 at once, threatening Kt-B5-Q6, were a more vigorous and effective plan.
- (A)
- (h.) The advance of this P is well-timed and happily executed.
- (i.) To this excellent stroke White seems to have no really adequate reply. Probably K-Q3 was his best; the capture of the Kt is very dangerous.
- (k.) Apparently too defensive: Kt-B5, threatening several things at once, would seem more effective.
- (m.) A logistic error, thus to put the K out of touch with the threatened point in the logistic horizon: 30 K-Q2 is here indicated; for Black can then gain nothing by KR-B7ch, and 30...QR-B7ch; 31 K-K3, R-B6ch; 32 K-K2, RxKt; 33 RxR, PxR(Q); 34. RxQ appears to reduce the affair to a draw.
- (n.) Better K-Q1, and continue as indicated in the previous note.
- (o.) Now K-Q3 is indicated, securing an easy draw. Both rooks should be kept in cooperation upon the logistic horizon, and the QP should be supported. Defence is here the first consideration.
- (p.) A fatal blunder now. The threatened logistic point being now sufficiently covered, the K should go to B3; for if, in reply, RxRP, then 35 Kt-Kt3, with excellent prospects. Even 34 K-B3, RxRP; 35 K-Q3, R-R8; 36 RxQP, RxKt; 37 KxR, RxR; 38 K-B7 would be far better than his actual play, and would apparently secure a draw.
- (q.) Winning forcibly and in good style.
- (r.) White might have honourably resigned now; but did not do so till the 57th move!
- (s.) "And then began a murder grim and great."
- N.B.—This game was awarded third place in the competition for the Brilliancy Prize. The following is the report of the adjudicators upon it:—

“Conducted with considerable enterprise on both sides. White had a winning position early in the game,—then wastes time and is caught napping on the 25th move, Black sacrificing Kt for P with a strong game. Even then White should have drawn easily, but is again trapped on move 34. Good entertaining chess.”

No. 15.

WHITE : Grierson.

BLACK : Jones.

1 P-K ₄	P-K ₄	14 BxP	P-KB ₄ (g)
2 Kt-KB ₃	Kt-QB ₃	15 PxPe.p.	RxP
3 B-Kt ₅	P-QR ₃	16 B-Kt ₅	RxKt(h)
4 B-R ₄	Kt-B ₃	17 BxB	QxB
5 O-O	P-QKt ₄	18 PxR	Kt-B ₅ (i)
6 B-Kt ₃	KtxP(a)	19 Q-B ₄ (k)	R-KB ₁
7 P-Q ₄	P-Q ₄	20 Q-Kt ₃	Kt-Q ₇
8 P-B ₃ (b)	B-K ₂ (c)	21 KR-Q ₁ (m)	KtxPch(n)
9 PxP	B-K ₃	22 K-R ₁	Kt-R ₅
10 B-K ₃ (d)	O-O	23 R-K ₁	R-B ₆ (o)
11 Kt-Q ₂	KtxKt	24 RxB	QxR
12 QxKt	Kt-R ₄ (e)	25 QxKt	Q-R ₆
13 B-B ₂	P-R ₃ (f)	26 QxQ	Resigns (p)

- (a.) For notes on the opening, see Game 10. The text move is incorrect and rare, though played by Winawer against Rosenthal in 1870. Morphy against Löwenthal played B-B₄; but modern theory requires B-K₂.
- (b.) In Game 10 Mr. Jourdain, following Rosenthal's lead, played here PxP,—apparently a better move.
- (c.) B-K₃ were better, reserving the KB for B₄ in case White takes the P.
- (d.) Of course! Now Black's game is unnecessarily cramped.
- (e.) Removing the Kt as far as possible from the scene of action, and driving the hostile B to a position to which he desires to go! A double strategic error that is certain to give its rash author a vast of trouble. Why not Q-Q₂ instead?
- (f.) Mere blindfold blunder. His position is weak now, anyhow; but P-KB₄ might yet have saved him:
- (g.) But not now.
- (h.) Perhaps as good as anything else, for the entry of this Kt into the near neighbourhood of the objective plane would now be decisive. But the best move seems to be “Resigns.”
- (i.) A belated and vain attempt to repair one of the errors of his 12th move.

- (k.) Very much better is Q-Q₃, which enables K-R₁ at once. There is a suspicion of shillyshally about the text move, and it allows Black to rally somewhat.
- (m.) An abject confession of error: in order to preserve his material advantage he now has to remove the one K to an ineffective position, and to lock up the other!
- (n.) Repeating one of the errors of his 12th move—driving the hostile K, as he drove the hostile B. into the haven where he would be! Very much better than this feeble strategy is R_xP; for, if then 22Q-Kt6, follows Kt-K₅, and White's attack is much weakened. Yet, even so, only the Chapter of Accidents holds any hope for Black.
- (o.) A final and decisive blunder; which, however, is merely a hastening of "the inevitable hour."
- (p.) Mr. Jones knows when he is beaten, and always shows a gentlemanly consideration for his opponents' time and patience. This is noteworthy; for, alas, "there be players that I have seen play"—but that is another story. This game was entered for the Brilliancy Prize; one doesn't quite see why. The adjudicators placed it last, and made no note upon it.

No. 16.

WHITE : Hicks.		BLACK : James.	
1 P-K ₄	P-QB ₄	23 P-B ₅ (f)	P _x P
2 P-KB ₄ (a)	P-K ₃	24 Q _x P	Q _x Q
3 Kt-KB ₃	P-Q ₄	25 R _x Q	R-K ₄ (g)
4 P _x P	P _x P	26 R _x R	B _x R
5 B-Kt ₅ ch(b)	B-Q ₂	27 P-Kt ₃	K-B ₂ (h)
6 B _x Bch	Kt _x B	28 Kt-B ₄	K-K ₃
7 O-O	B-Q ₃	29 K-B ₂	B-B ₂
8 Kt-B ₃	Kt-K ₂	30 K-B ₃	P-KR ₄ (i)
9 P-Q ₃ (c)	O-O	31 P-QR ₃	P-QKt ₄
10 Kt-K ₂ (d)	Q-B ₂	32 Kt-Kt ₂	K-B ₄
11 Q-K ₁	QR-K ₁	33 Kt-Q ₁	P-Kt ₄
12 Kt-R ₄	Kt-KB ₃	34 Kt-B ₂	P-Kt ₅ ch
13 Q-Kt ₃	Kt-Kt ₃	35 K-K ₂	Kt-B ₃
14 Kt _x Kt	BP _x Kt	36 P-B ₃	P-R ₅ (k)
15 Q-B ₃	Q-B ₂	37 P _x QP	P _x QP
16 Kt-B ₃	R-K ₂	38 Kt-R ₁	P _x P
17 B-Q ₂	KR-K ₁	39 P _x P	P-R ₄
18 QR-K ₁	P-Q ₅	40 K-B ₂	Kt-Q ₄
19 Kt-Kt ₅	B-Kt ₁	41 K-K ₂	B-Q ₃
20 P-QKt ₃	P-QR ₃	42 B _x P	B _x P
21 Kt-R ₃	Kt-Q ₄ (e)	43 Kt-B ₂	P-Kt ₅
22 R _x R	R _x R	44 K-Q ₂	B-Kt ₇ (m)

Drawn.

- (a.) A move not unusual some 50 or 60 years ago, but condemned by modern theory and unknown to modern practice. Morphy, at the age of 13 years, tried it against Löwenthal, but in his maturer time used to play Kt-KB₃—the modern continuation.
- (b.) Morphy played here, on the occasion above cited, P-Q₄. The text move merely assists Black's mobilisation.
- (c.) Rightly attending to mobilisation: the plausible attack, R-K₁, avails nothing. But better were P-Q₄, preventing any present advance of Black's QP.
- (d.) Better B-Q₂ at once. The whole of the combination, if it can be called such, originating with the text move and looking to a K side attack, is still-born and useless.
- (e.) A grave strategic error. He should seize the initiative, in this moment of the enemy's lassitude, by RxR. Then either 22 RxR, KxR; 23 BxR, Kt-Q₄; 24 P-Kt₃, P-QKt₄; or 22 BxR, R-K₆; Q-Q₁ (best), Q-K₃; gives him a good game.
- (f.) Practically forcing the draw, since Black cannot safely avoid the resulting exchange of Q's, and the position then remaining is one of perfect equality.
- (g.) Between this and R-Q₂,—the only other possible move,—is a choice of evils. Possibly the latter was a trifle better.
- (h.) Bad strategy: the opportunity of restricting the hostile Kt by P-QKt₄ should be seized at once.
- (i.) Here again P-QKt₄ is needed, and is the logical sequence to his last move.
- (k.) B-K₄ may be suggested as an alternative.
- (m.) The inevitable draw is now assured, and about here Black offered it in vain, and again at the adjournment on the 48th move, equally in vain. But on the following day Mr. Hicks consented to it without further play.

“Parturient montes, nascetur ridiculus mus.”

No. 17.

WHITE : Connell.		BLACK : Miles.	
1 P-K ₄	P-K ₃	12 P-KR ₃	Kt-B ₃
2 Kt-KB ₃ (a)	P-Q ₄	13 P-QB ₃	QR-K ₁ (f)
3 PxP	PxP	14 R-B ₁	P-KKt ₄
4 B-K ₂ (b)	Kt-KB ₃	15 B-Kt ₃	BxB
5 P-Q ₃ (c)	B-Q ₃	16 PxB	QxP(g)
6 B-Kt ₅	P-KR ₃	17 Kt-B ₃ (h)	P-Kt ₅
7 B-R ₄ (d)	B-K ₃	18 PxP(i)	KtxP
8 QKt-Q ₂	O-O	19 Q-K ₁	RxKt
9 Kt-Q ₄ (e)	P-B ₄	20 RxR(k)	Q-R ₇ ch
10 KtxB	PxKt	21 Resigns.	
11 O-O	Q-B ₂		

DECEMBER 28-29.

- (a.) An eccentricity of genius (the second we have had from the same distinguished source in this Congress,—see Game 5), but unknown in master play, save very rarely in that of Bird and Blackburne; the last recorded example being in Blackburne v. Jones, London Chess Club tournament, 1900.
- (b.) Here he should continue to imitate his master, Blackburne, by playing P-Q4, and so transposing into that authority's favourite "normal" variation. The text move is without precedent, too defensive, and opposed to the spirit of the opening; as the B should, after P-Q4, be posted at Q3, directing its force towards his objective plane.
- (c.) A worthy fellow to his last move!
- (d.) An unscientific position for the B, as already pointed out several times in the "Book of the 23rd Congress," Timaru. Having pinned the Kt, he should now take it.
- (e.) Going to great trouble to effect an undesirable exchange!
- (f.) A glance at the position now is enough to show the baneful effects to himself of White's eccentric and feeble strategy.
- (g.) So much for White's adventure, 6 B-Kt5.
- (h.) Preparing the way of the foe and making his paths straight. Why not Q-K1 at once?
- (i.) Suicide,
- "And after that, the Dark!"
- Even now, Kt-R2 might have delayed his end considerably. The text move loses a piece at least.
- (k.) Blunder of the most gigantic! QxQ would have kept the harp in Tara's halls for a brief space yet. But perhaps he did not think it worth while. Curiously enough, the final stage resembles somewhat that of Game No. 47, that ended so disastrously for Mr. Miles, who, in the present case, is the victor.

WHITE : Severne.		No. 18.		BLACK : Sainsbury.	
1	P-K4	P-K3	9	B-Q3(c)	P-B4
2	P-Q4	P-Q4	10	B-K2(d)	Kt-QB3
3	Kt-QB3	Kt-KB3	11	Q-Q2	O-O
4	B-KKt5	B-K2	12	Kt-Q1	PxP
5	P-K5	KKt-Q2	13	KtxP	KtxKt
6	BxB	QxB	14	QxKt	Q-B4
7	P-B4(a)	P-KB4(b)	15	P-B3	QxQ
8	Kt-B3	P-QR3	16	PxQ	Kt-Kt3
					Drawn (e)

- (a.) Of old the continuation here was Q-Q2: the favourite modern ones are Kt-Kt5 and B-Q3 (see Game 2, note a). The text move, of which the only serious recorded example is in the 12th match game Lipschütz v. G. H. Mackenzie, 1887, is decidedly inferior to any of these.
- (b.) Unnecessarily weakening his KP. The minor crotchet, P-QR3, is here correct, threatening P-QB4 or Q-Kt5, as may be most expedient.
- (c.) Rule-of-thumb wood-shifting. The changed circumstances require here B-K2.
- (d.) Loss of time, and,—funk? Why not O-O at once? For, if then 10...PxP, follows 11 KKtxP,—safely enough, owing to Black's unmobilised condition.
- (e.) This early decision in this classic example of perfunctory wood-shifting argues on the part of the two guilty ones either a far-reaching insight or a reprehensible indifference. It also shows that the Management Committee should be indued with power to prevent such trumpery tin-soldier sham-fights, and to compel competitors to display a little more of the praiseworthy spirit of the Kilkenny cats of famous memory:

"They scratched and they spit,
And they fought and they bit,
Till, instead of two cats, there weren't any."

N.B.—The Editor, having addressed to each of the competitors in this game his humble protest, coupled with the query, "How say you in mitigation of sentence?", received the following explanations;—characteristic, interesting, but, alas, insufficient:—

"The only decent thing to do was to bring such a deadly dull exhibition to as quick a conclusion as possible." (Mr. Severne.)

"I throw myself on the mercy of the Court, pleading a hitherto stainless character, and merely remarking that, were I certain of attaining to the three-score-years-and-ten allotted span of life, I should be only too glad to play all [such] games to a finish. In view of the fact, however, that I am not immortal, and that the support of a family takes up quite a lot of time, I must plead guilty to a desire to get such games over at whatever cost in the shortest possible time." (Mr. Sainsbury, slightly modified.)

ROUND 4 (Dec. 29).

No. 19.

WHITE : Mason.		BLACK : Connell.	
1 P-K4	P-K4	17 B-B2(k)	K-R2(m)
2 Kt-KB3	Kt-QB3	18 P-QKt4(n)	Kt-Kt2
3 B-Kt5	P-QR3	19 Kt-R4(o)	R-KKt1
4 B-R4	Kt-B3	20 KKt-B5	B-B1
5 O-O	P-Q3(a)	21 P-KB4	P-Kt3
6 R-K1(b)	B-Q2(c)	22 PxP	PxKt(p)
7 P-B3(d)	P-R3(e)	23 PxKt	RxKt
8 P-Q4	B-K2	24 PxP	Q-Q1
9 QKt-Q2	P-QKt4	25 Q-KB4	R-Kt4(q)
10 B-Kt3(f)	O-O	26 P-KR4	R-KKt1
11 Kt-B1	Q-B1	27 R-K7(r)	B-K1
12 Kt-Kt3	B-Kt5	28 B-Q2	QxR
13 P-Q5	Kt-R4	29 PxQ	B-Kt2
14 Q-Q3(g)	Kt-Kt2(h)	30 P-B6ch	K-R1
15 P-KR3	Kt-B4	31 Q-B5	Resigns.
16 Q-B1	B-Q2(i)		

- (a.) Here B-K2 or KtxP is usually preferred.
- (b.) And here P-Q4 is very much more general.
- (c.) The correct continuation here appears to be,—as in the second match game Tarrasch-Schlechter, 1911,—6...P-QKt4; 7 B-Kt3, Kt-R4; 8 P-Q4, KtxB; getting rid of White's obnoxious KB before it becomes too great a nuisance. The text move is inferior and unscientific; for Black's QB should be mobilised at Kt2 in this variation.
- (d.) Of course,—saving his important B, while also forwarding his mobilisation by establishing his salient.
- (e.) The first example in this Congress of the premature and unnecessary en-appui,—the symptom of weakness so conspicuous at the Timaru meeting last year. He should mobilise by B-K2.
- (f.) Played apparently of set purpose in order to tempt Black to waste of time by further pursuit,—as by P-QR4 or Kt-R4. Otherwise B-B2 at once were more logical.
- (g.) A strategical error. The exchange of Black's ineffective Kt for White's important B should not be allowed: B-B2 is the move here.
- (h.) And, contrariwise, KtxB is here required.
- (i.) "The wicked flee when no man pursueth." Why this undignified rush to the rear? The logical continuation is here BxKt and KtxB.
- (k.) At last! Now Black's opportunity is gone.
- (m.) Deliberately trespassing upon the diagonal controlled by the hostile B! And to what end?
- (n.) Exactly! Now Black's faint-hearted Kt is forced into endurance vile; and verily he shall by no means come out thence.

- (o.) Had the Black K remained on his Kt1 this move had been impossible, because of the reply KtxP, which would win a pawn at least.
- (p.) Pxp, and bring the QKt into action over Q3, is the only workable plan here. The text move, though winning a temporary advantage in material, shuts out his main descry from all action, and leaves the objective plane defenceless.
- (q.) As well R-KKt1 at once; though nothing really matters now. Being unwilling to resign at once, Black might have tried QxP or RxQBP, ineffectual howsoever. To the first White's reply is, of course, QxR; and his material advantage must then eventually win. To RxQBP White replies R-K7. Then either 26...K-R1; 27 Q-R4, RxB; 28 BxP; or 26...B-K1; 27 Q-Kt4, RxB; 28 BxP; or 26...RxB; 27 RxPch, K-R1; 28 Q-Kt4, threatening Q-Kt6, followed by Q-R7; and in every case White wins speedily. But these variations would at least give scope for error on White's part. As it is his attack plays itself; and "his biting is immortal; those that do die of it do seldom or never recover."
- (r.) Decisive and unanswerable.

No. 20.

WHITE : Severne.

BLACK : Gyles.

1 P-K4	P-K4	21 P-B5	Q-Q1
2 Kt-KB3	Kt-QB3	22 QR-Q1	Q-Kt4(h)
3 Kt-B3(a)	Kt-B3	23 B-B4	Q-B3
4 B-Kt5	B-Kt5	24 KR-K1	RxRch
5 O-O	O-O	25 KtxR	B-K3(i)
6 P-Q3	P-Q3	26 R-Q6(k)	Q-B2
7 B-Kt5	BxKt	27 B-Q1	B-Q4
8 PxB	Kt-K2(b)	28 Q-Kt3(m)	KtxB
9 Kt-K1(c)	Kt-Kt3(d)	29 QxKt	R-Q1
10 P-KB4(e)	P-B3	30 Kt-Q3(n)	Q-R4(o)
11 B-B4	Q-Kt3ch.	31 R-K1	Oxpch
12 K-R1	Kt-Kt5	32 Q-R2	Bxpch
13 Q-B3	Pxp	33 K-Kt1(p)	QxQch
14 BxP	QKt-K4	34 KxQ	B-K5
15 Q-Kt3	KtxB	35 Kt-K5(q)	R-Q4
16 PxKt(f)	R-K1	36 Kt-B4(r)	RxP(s)
17 P-KR3	Kt-K4	37 Kt-Q6	RxP
18 Kt-Q3	Kt-Kt3	38 KtxQKtP	Rxpch
19 BxP	RxP	39 K-Kt3	RxP
20 Q-B3(g)	P-KB4		and wins (t)

- (a.) Once more the Dullard's Delight, that dreary horror the Four Knights' Game! For notes on the opening, see Game 30.

- (b.) Here Q-K₂, to be followed by Kt-Q₁ and Kt-K₃, as played by Metger at Kiel in 1893, and adopted by Schlechter against Alapin at Vienna in 1898, is perhaps better. The text move is, in this position, Pillsbury's.
- (c.) Bad: the old move, B-B₄, or Tarrasch's continuation (as in Game 30), 9 BxKt, PxB; 10 Kt-R₄; is greatly to be preferred.
- (d.) Better seems to be P-B₃, to be followed, if possible, by Kt-K₁. The hostile QB would then remain a derelict of the air, like Muhammad's coffin.
- (e.) The logical sequence to his last move, but none the better for that, as his plan is quite perversely wrong-headed. He has nothing good, however, at this juncture, his last move having disorganised his game.
- (f.) Now he has a weak isolated P in the centre and a triple P on the Q's side: his game is practically lost already.
 "Write 'Lord have mercy on us!' on those three."
- (g.) White misses here his opportunity of a fair recovery. For the moment Black's unmobilised QB and unsupported R are weaknesses that outweigh White's disadvantageous pawn formation. The latter should, therefore, "take occasion by the hairs," as the Frenchman said, and attack at once by RxP, obtaining a good game, whether White take the R or not.
 (A in part)
- (h.) Mere waste of time. Why not Q-B₃ at once?
- (i.) Black does well on this and on his preceding move to complete his mobilisation instead of going a-hunting with his Q after the triple pawns (in this case by 25...KtxB; 26 QxKt, QxP), for they are, even in life, a weakness to White, and in the end they shall fall by the sword, and none shall deliver them.
- (k.) "Full of sound and fury,
 Signifying—nothing!"
- (m.) The force of his Q and B is exerted in the wrong direction, the force of his R is obstructed, and the force of his Kt and P's is almost non-existent. This deplorable inefficiency may be referred back mainly to his feeble and retrograde 9th move.
- (n.) Bad again, not to say fatal: better were Kt-B₃. But his case is quite hopeless, anyhow.
- (o.) Obvious, certainly: but excellent and decisive.
- (p.) The only respectable move here is "Resigns." To go on in such a position is absurd. "It shows a will most incorrect to Heaven."
- (q.) No worse than anything else he can do.
- (r.) Are we to laugh or are we to weep at these strange capers? In any case we must wonder.

- (s.) Here beginneth a cold-blooded massacre of the innocents! Poor, helpless, little pets!
- (t.) Enough! "I have supped full of horrors." But in spite of this slaughterous extermination of his camp-followers and reserves, White blindly stumbled on through 8 more moves! We will not follow him.

No. 21.

WHITE : James.

BLACK : Grierson.

1 P-Q4	P-Q4	23 Kt-B2(g)	B-B2
2 P-QB4	P-K3	24 Q-R4	K-R1
3 Kt-QB3	Kt-KB3	25 R-R2	R-Kt1
4 B-Kt5	QKt-Q2(a)	26 Kt-R1(h)	Q-Kt1
5 P-K3	P-B3	27 Q-K1	R-B1
6 Kt-B3	Q-R4	28 B-Q1(i)	Kt-Kt5
7 BxKt	KtxB	29 BxKt	BxB
8 Kt-Q2	B-Q3(b)	30 R-KB2	Q-Q1
9 P-B5(c)	B-K2	31 RxRch	QxR
10 P-QR3(d)	Q-B2	32 Q-B2	QxQch
11 Kt-B3	Kt-Q2	33 KxQ(k)	P-KKt3
12 B-K2(e)	P-K4	34 P-R3	B-B1
13 P-QKt4	P-K5	35 QKt-Kt3	P-Kt3
14 Kt-Q2(f)	O-O	36 Kt-K2	PxP
15 O-O	P-B4	37 QPxP	P-QR4
16 P-B3	R-B3	38 Kt-Q4	B-Q2
17 PxP	BPxP	39 Kt-Q2	PxP
18 RxR	KtxR	40 PxP	B-K4
19 Kt-B1	B-Q2	41 KKt-Kt3	K-Kt2
20 Q-K1	R-KB1	42 Kt-R5	BxKt(m)
21 Q-Kt3	Q-B1	43 PxB	K-B2
22 Kt-Q1	B-Q1		Drawn.

- (a.) The authorities are divided here between this move and B-K2; but as both are usually played in the first 7 or 8 moves, it seems to be a case of pot and kettle, save that the text move contains a well-known trap, for if 5 PxP, PxP; 6 Kt xP, KtxKt; 7 BxQ, then 7...B-Kt5ch; 8 Q-Q2, BxQch; 9 KxB, KxB, and wins.
- (b.) Played to take his opponent out of "the books." The orthodox move here is B-Kt5, to which the reply is Q-B2.
- (c.) Perverse violation of principle,—establishing a major oblique directed away from the objective plane, and thereby throwing the attack into the hands of his opponent! He should go on with his mobilisation by B-Q3.
- (d.) Deplorable dallying with Fate: B-Q3 is still the move, or Kt-Kt3 might be tried.
- (e.) In view of the threatened advance of the hostile KP, the support of his oblique by the echelon (P-QKt4) is

- now desirable. The text move allows Black to obtain a major oblique directed against the objective plane,—the basis of a dangerous attack.
- (f.) Now his game is seriously cramped, and Black has the attack and the control of the board, and it will need all White's dexterity to dodge destruction.
- (g.) Looks very dangerous; but he is aware of the risk his Q runs, and has also made a way of escape—though an awkward one. But it is essential to bring the Kts into action at any cost. "A horse, a horse, my Kingdom for a horse!"
- (h.) The saving clause. But how parlous is his case who can thus be forced "back to the sunset bound of Lyonesse"! Black threatened to win Q for R by P-KKt4, but this danger was foreseen by White when he made his 23rd move.
- (i.) Modesty is fearfully infectious,—even the Church now retires! All White's pieces save one have now refuged in their last line of defence, but despair now nerves them anew.
"They have tied me to a stake: I cannot fly;
But, bear-like, I must fight the course."
- (k.) Now ensues a theoretically interesting ending of bishops against knights, wherein the advantage should be with the former.
- (m.) This exchange, apparently forced, deprives Black of any slight advantage he may possess, and ensures the draw, which resulted on the 47th move.

No. 22.

WHITE : Hicks.		BLACK : Sainsbury.	
1 P-K4	P-K3	20 P x P	P x P(r)
2 P-Q4	P-Q4	21 QKt-Q4	KB x Kt
3 B-Q3(a)	Kt-KB3	22 B x B	P-KR4
4 Kt-QB3	P-QR3(b)	23 KR-Kt1	Q-Q3(s)
5 Kt-B3(c)	P-B4	24 B-B5	Q-B5ch
6 P x BP(d)	Kt-B3(e)	25 K-Kt1	QR-K1
7 P-K5(f)	Kt-Q2	26 QR-K1	R-B2
8 Kt-KKt5(g)	KKtxKP	27 Kt-Q4	K-R1
9 P-KB4	KtxB	28 KR-B1(u)	Q-B2
10 O x Kt	P-R3	29 Q-K3	Q-Q2
11 Kt-B3	B x P	30 Q-R6ch	K-Kt1
12 P-OR3	P-QKt4	31 R x P	R-R2
13 P-QKt4	B-Kt3	32 Q-B4	R-Kt2
14 Kt-K2	B-Q2(h)	33 R-K5	Kt-Kt3
15 B-Kt2(i)	O-O	34 R x Rch	O x R
16 P-KR4(k)	P-B3	35 Q-Q6	Q-K8ch(v)
17 O-O-O(m)	Kt-K2(n)	36 K-Kt2	Kt-K4
18 P-Kt4(o)	P-K4(p)	37 [Q-O8ch]	[K-R2]
19 P x P	B x P(q)	38 R-B8	Kt-B5ch

39	K-R ₂	[Q-K6](w)	43	R-B8ch	K-K ₃
40	R-R8ch	K-Kt ₃	44	R-K8ch	K-B ₂
41	[Kt-Kt ₃]	Q-K ₅	45	R-K7ch	QxR
42	Q-Kt5ch	K-B ₂	46	QxQch	Resigns (x)

- (a.) For notes on the opening, see Game 34. The usual move here is, of course, Kt-QB₃. The text move is too defensive, and has the draw in view; but was probably played by Mr. Hicks to take his opponent out of "the books."
- (b.) Bad,—as the minor crotchet, needlessly formed, always is. The right move, as played, e.g., by Spielmann against Burn, St. Petersburg, 1909, is P-B₄.
- (c.) Inadvisable here, for Black's reply is obvious. Better were B-KKt₅ first.
- (d.) And now B-K₃ seems necessary.
- (e.) Premature. Why not 6...PxP; 7 KtxP, KtxKt; 8 BxKt, QxQch; 9 KxQ, P-B₄; 10 B-Q₃, BxP; 11 B-K₃, BxB; 12 PxB, Kt-B₃?
- (f.) This sacrifice is characteristic Hicksian method, but unwise: B-KKt₅ or PxP is here in order.
- (g.) Better were the simpler O-O: this manoeuvre to secure the advance of his KBP is mistaken strategy.
- (h.) A grave error in mobilisation: Kt₂ is not only the theoretically correct post for this B, but in the actual position a very strong post for it.
- (i.) Correct; and a rebuke and object-lesson to his opponent.
- (k.) A thoroughly Hicksian idea; with a suggestion about it, however, of those mightier eccentrics, Bird and Marshall.
- (m.) Altogether too risky; but there is only a choice of evils, his unscientific evolutions on the K's wing having compromised his whole position.
- (n.) Feeble. The objective plane being now permanently located on the Q's wing, he should advance to the attack on it at once by P-QR₄. White could not reply QxKtP because of 18...B-K6ch, 19 K-Kt₁ (or Kt-Q₂), KtxP; 20 Q-Kt₇ (must), R-Kt₁, winning.
- (o.) This harum-scarum attack is now practically forced upon White owing to his own perilous position. And the badness of his opponent's last move gives this attack force.
- (p.) Plausible, but not good. Probably Q-K₁ would serve him better.
- (q.) Seemingly the only course: though it opens another avenue of attack against his K.
- (r.) Better, perhaps, to free his game a little by Kt-B₄.
- (s.) Rather worse than useless, the subsequent check at B₅ being harmless; but his game is very difficult now.

- (u.) Good,—forcing the hostile Q to a position out of touch with the objective plane; for if, in reply, Q-R3, then 29 Kt-B6.
- (v.) This useless counter-demonstration, involving as it does the removal of both Q and Kt out of touch with his own K, is a fatal error in tactics. Yet it is perhaps only a choice between a starving garrison and a rash sortie.
- (w.) The official score is hereabouts very defective. Black's 39th move appears as Q-K3,—an impossible blunder,—and White's 41st as Kt-B3,—an equally absurd one. The moves intended seem to be those given in the text. So also the 37th moves appear as Q-Q1 and K-B2. Of your charity, sirs, save us these worries.
- (x.) Having been allowed to work up an attack when, after his 17th move, he should have been reduced to defence, Mr. Hicks has conducted the same with vigour and ability, and deserves his win.

WHITE : Jourdain.		No. 23.	BLACK : Miles.	
1	P-K4		29	R-Q1
2	P-Q4	P-K3	30	Q-B2
3	Kt-QB3	P-Q4	31	Kt-Kt3
4	B-KKt5	Kt-KB3	32	Kt-B5(m)
5	BxKt(a)	B-K2	33	PxR
6	Kt-B3(b)	BxB	34	Kt-K2
7	B-Q3(d)	P-QKt3(c)	35	Kt-QB3
8	P-K5	B-Kt2	36	Q-Q4
9	P-KR4(e)	B-K2	37	R-Kt1
10	Q-Q2(g)	Kt-Q2(f)	38	R-Kt6
11	P-QR3(h)	P-QR3	39	Kt-Kt5
12	PxP	P-QB4(i)	40	QxQ
13	Q-K2	KtxBP	41	Kt-Q6ch
14	PxKt	KtxB	42	R-Kt8
15	P-Q4	R-QB1(k)	43	KR-QKt3(n)
16	Q-K3	R-B5	44	Kt-B7
17	Kt-Q2	Q-B2	45	KR-Kt7ch(o)
18	P-KKt4	R-B3	46	RxR
19	P-R5	P-QKt4	47	R-QKt1
20	PxP	P-Kt5	48	RxBch
21	R-QB1	BxP	49	P-B6
22	R-R3	P-R4	50	P-B7
23	P-B4	B-R3	51	RxB(p)
24	P-B5	K-K2	52	R-B5
25	Q-B4	P-R3	53	P-Kt5ch
26	P-B6	K-K1	54	P-R6
27	QxBP	PxP	55	P-R7
28	Q-B4	R-R2	56	RxPch
		B-K2		
				KxP

- (a.) The latest authorities seem to prefer to precede this move with PxQP. But White here follows the lead of Pillsbury in his game with Lasker at Cambridge Springs, 1904.
- (b.) Lasker, in the game above-cited, played here Kt-B3, which is more usual in this position. The text move is Teichmann's against Cohn, Karlsbad, 1907.
- (c.) Here Cohn played P-K4. The text move is bad: mobilisation calls urgently for attention.
- (d.) Entirely original this time! Such gigantic blunders are beyond criticism, and deserve our pity. Yea, they are "deeds to make Heaven weep, all Earth amazed." Nine days before this little gem of a game was played we read in a well-known chess column that Mr. Miles "is still famous for those deep combinations which so often spell disaster to the opponent who fails to notice the depth." Quite so!

No. 27.

WHITE : Jones.

BLACK : Hicks.

1 P-Q4	P-KB4	18 K-B3	KtxB
2 Kt-KB3(a)	P-Q3(b)	19 KtxKt	B-Q3
3 Kt-B3(c)	Kt-KB3	20 Kt-Q3	R-Q7
4 B-B4(d)	P-KR3	21 KR-Q1	RxR
5 P-KR4(e)	P-QKt3(f)	22 RxR	P-Kt3(m)
6 P-K3	P-K3	23 R-QB1	R-QB2
7 B-Q3	B-Kt2(f)	24 RxR	BxR
8 Q-K2	P-Q4(g)	25 P-QR4(n)	P-QR4
9 Kt-K5	QKt-Q2	26 P-QKt3(o)	K-K2
10 B-QKt5(h)	P-KR4	27 Kt-K5(p)	K-B3
11 BxKtch	KtxB	28 Kt-Q7ch	[K-Kt2](q)
12 Kt-Kt6	R-R2	29 P-Kt3	B-Q1
13 Kt-Kt5	B-R3	30 K-K2	B-B2
14 KtxBPch	QxKt	31 P-B4	K-B2
15 BxQ(i)	BxQ	32 K-B3	K-K2
16 KxB	R-B1	33 Kt-K5	BxKt
17 B-K5(k)	RxPch	34 BPxB	K-B2

Drawn.

- (a.) As noted in Game 7, the strongest answer to the Dutch Defence is P-K4. though P-QB4 is often played. (See Game 7.) The text move, once common enough, is now abandoned; the last recorded examples being in Izbinski v. Chigorin, St. Petersburg All-Russian tourney, Jan. 1906, and Berger v. Tartakower, Karlsbad, 1907. And Berger is passé.
- (b.) An entirely original and characteristic eccentricity. The correct move, and the only one ever made in this position, is P-K3.

- (c.) Not advisable yet: P-QB4 should come before this move, which is a violation of principle excusable only in view of Black's bizarreries.
- (d.) Aiming at the empty air. Better P-K3, afterwards mobilising this B by a fianchetto at Kt2.
- (e.) A leaf out of his opponent's book; though, unless his QB is to go back at once along the road he has just come, this queerly unscientific move is forced.
- (f.) Correct principle this time!
- (g.) Closing his B's diagonal and leaving his KP weak: two serious errors in strategy in one act! Better QKt-Q2 at once, and then, as soon as possible, BxKt.
- (h.) Somewhat more embarrassing for Black would seem to be 10 Kt-Kt6, R-R2 (or Kt1); 11 Kt-Kt5, R-B1; 12 KtxRP, R-QR1; 13 Kt-Kt5, R-B1; 14 P-R5,—and Black's fantastic vagaries should now punish themselves.
- "To wilful men
The injuries that they themselves procure
Must be their schoolmasters."
- (i.) In view of Black's disorganized condition and the opportunities for successful attack that it offers to White, the latter should retain his Q. 15 QxB, QxP; 16 O-O would here give him a strong game.
- (k.) Defective strategy: the B should go to Kt3, supporting the KBP and enabling K-Q3 in reply to the R's check, thus securing by force the command of the open QB file. Unless indeed he foresaw that he could dispense with possession of this file,—which he evidently did not, and could not be expected to do.
- (m.) Just so: White cannot now take undisturbed possession of the open file. The strategy of Mr. Hicks in refraining from the capture of White's QKtP, after his check on the 17th move, is so far quite successful. For the open file he fought: and, so far as this is concerned, moves 16-24 are an instructive lesson in strategy. Yet there is a fly in the ointment. Black should now reap the fruit of his earlier errors in mobilisation and strategy, such as his 8th move, which have resulted in an untenable position for him, and make the text move, otherwise the crown of a well-executed plan, a fatal logistic error. Yet nothing should now be sufficient to save him.
- (n.) A worse logistic error than Black's; for that was more or less forced, this is not. Kt-K5, attacking the weak rear pawns, is here correct, and wins. For if BxKt and PxP, the White K cannot be kept out of his KKt5; and then, when the moves of the P's of both parties on the Q side are exhausted, Black's K side P's will fall easy victims to the White K. If

the pieces are not exchanged, White wins the KKtP, and with it the game, as he has more reserve moves than Black. Mr. Hicks cannot be much blamed, however, for having failed to see so far ahead when he entered into his struggle for the open file.

- (o.) Persisting in his faulty logistics: Kt-K5 is still as effective as before;—
- (p.) But not now.
- (q.) Presumably the move here made; but the official score gives K-K2, which does not agree with the sequel. Both sides now carefully do nothing, as in the famous case of Earl Chatham and Sir Richard Strachan; and the resulting draw is a lucky escape for Black. "Fortune favours the brave"; and, eccentric and unwise as is too often Mr. Hicks' style, you shall find in it no weariness or timorousness, nor any dullness at all.

No. 28.

WHITE : Sainsbury.		BLACK : Jourdain.	
1 P-K4	P-K4	8 PxP	Kt-K3
2 Kt-KB3	Kt-QB3	9 Q-B3	KKt-Kt4
3 B-B4	B-B4	10 QBxKt	KtxB
4 O-O(a)	Kt-B3(b)	11 BxPch	K-B1(f)
5 P-Q4(c)	BxP(d)	12 Q-R5	P-KKt3
6 KtxB	KtxKt	13 Q-R6ch	Resigns.
7 P-KB4	KKtxP(e)		

- (a.) This variation, once fairly common, has been all but entirely abandoned of late years in favour of the more attacking P-B3 or the pianissimo P-Q3. There appears to be but one recorded example of it in master play since 1904,—viz., Freymann v. Teichmann, St. Petersburg, 1909.
- (b.) Here P-Q3 instead, as played by Teichmann, avoids the Max Lange attack, and allows of B-KKt5 in reply to White's P-B3.
- (c.) Max Lange's move, approved by Chigorin, but by Janowski considered unsound. "Custodes quis custodiet?"
- (d.) Decidedly more usual is PxP.
- (e.) The only available move here is P-Q3, as played, e.g., in Busch v. Gajdos in the Hauptturnier at Düsseldorf in 1908. The text move is mere blunder.
- (f.) Kt-K2 is no better: all is over in any case.
 "Ophelia.—'Tis brief, my lord."
 Hamlet.—'As woman's love.'"

No. 29.

WHITE : Connell.

BLACK : Kelling.

1	P-K ₄	P-K ₄	31	Kt-K ₅	KBxKt
2	Kt-KB ₃	P-Q ₃	32	BxB	BxKt
3	P-Q ₄	PxP(a)	33	QxB	Kt-Q ₇ (t)
4	KtxP	Kt-KB ₃	34	BxBP(u)	KtxR
5	B-Q ₃ (b)	QKt-Q ₂	35	QxKt	P-B ₃
6	Kt-B ₅ (c)	Kt-K ₄	36	Q-KB ₄	P-R ₅
7	Kt-Kt ₃ (d)	B-K ₂ (e)	37	P-R ₃	R-Q ₁
8	Kt-B ₃	O-O	38	K-R ₂	Q-Q ₃
9	P-B ₄	KtxB	39	QxQ	RxQ
10	PxKt	P-B ₃	40	K-Kt ₃	R-Q ₄
11	P-B ₅ (f)	P-QKt ₄ (g)	41	K-B ₄	K-Kt ₁
12	O-O	Q-B ₂ (h)	42	P-R ₄	K-B ₂
13	B-B ₄	K-R ₁ (i)	43	P-KKt ₄	R-Q ₈
14	R-B ₁	B-Kt ₂	44	K-Kt ₃	K-K ₂
15	K-R ₁	Q-Kt ₃ (k)	45	B-Kt ₄ ch	K-B ₂
16	R-QB ₂ (m)	P-QR ₄	46	K-B ₄	R-QKt ₈
17	QKt-K ₂ (n)	P-B ₄	47	B-B ₃	K-K ₂
18	Kt-Kt ₁	P-B ₅	48	B-Kt ₄ ch	K-Q ₂
19	PxP	PxP	49	B-B ₃	P-R ₃
20	Q-K ₁	Kt-Kt ₅ (o)	50	P-Kt ₅ (v)	R-B ₈ ch
21	P-KR ₃	Kt-B ₃	51	K-Kt ₄	RPxP
22	Kt-B ₃	Q-B ₃	52	PxP	R-Kt ₈ ch
23	Kt-Q ₄ (p)	Q-Q ₂	53	K-B ₄	RxP
24	P-K ₅	PxP	54	B-Q ₄	K-Q ₃
25	BxP	KR-K ₁	55	B-B ₃	K-Q ₄
26	Kt-B ₃	B-Q ₃	56	B-Kt ₄	R-Kt ₇
27	R-K ₂	B-R ₃ (q)	57	B-B ₈	K-B ₅
28	B-B ₃ (r)	RxR	58	K-B ₃	R-Kt ₄
29	KtxR	Kt-K ₅	59	B-Kt ₄	RxPch
30	[B-Q ₄](s)	P-B ₆			and wins (w)

- (a.) The Philidor is not popular, certainly, but few of the tournament books are without a sample or two of it; and, though dull, it remains playable. The usual move at this point is Kt-Q₂.
- (b.) And Kt-B₃ is correct here.
- (c.) A meaningless scamper around, Sioux-Indian fashion, while mobilisation waits!
- (d.) This fantastic creature has now been guilty of four out of White's seven moves! Quite a little circus, but— chess? "What is Thisby,—a wandering Knight?"
- (e.) Too tame: the advance P-Q₄ seems now opportune, making an open game of it.
- (f.) Having been too backward in coming forward, Black now has a very cramped game, and has allowed White to obtain a promising position,—somewhat marred, however, by a weak QP.
- (g.) A counter-demonstration on the Q side,—the only course left to him.

- (h.) Not good strategy, thus to place the Q on a file certain to be occupied by a hostile R. Better Q-Kt3ch. followed by B-Kt2 and QR-B1.
- (i.) Mysterious, very! Perhaps with the idea of retiring Kt to Kt1; but B-Kt2 and R-B1 are still available.
- (k.) Compelled now to do what he should have done at his 12th move, he loses a move.
- (m.) Futile: better were Q-K2, strengthening the centre and bringing the R's into cooperation. Or P-K5 at once might be played.
- (n.) Blocking his own game and imitating with this Kt the useless antics of the other. P-K5, leaving K4 open for this Kt, is here required.
- (o.) A quixotic adventure, and a lost move: QR-B1 might be played here.
- (p.) Here instead of this vain flourish, P-QKt3 is indicated, and seems to win a P. This engaging beast and his fellow-caperer have now between them made 9 out of White's 23 moves! They must be quite exhausted!
- (q.) Better was perhaps BxKt, to be followed by RxB, endeavouring to break up the formidable massing of White's forces.
- (r.) Weak: BxKt here gives White the advantage. For if, in reply, P-B6, then 29 BxBP, BxR; 30 KtxB. Or if 28...BxKt, then 29 BxPch. Or if 28...PxB, then 29 Q-B3, RxR (or BxKt); 30 QxKBPch. (A.)
- (s.) Now ensues a wild clash of arms of a very lively kind, in the course of which White's remarkable Knighterrantry receives its due reward. The official score gives here B-K4, which is impossible; B-Q4 was obviously the move made. Yet B-K5 would be better; though better still would be not to move the B at all. Q-R4 might be tried instead.
- (t.) Should be ineffective. Much better would be 33...Q-Q4; 34 B-R2 (forced), R-K1.
- (u.) No need for this sacrifice of the exchange: R-QB1 is a complete answer to Black's attack.
- (v.) Extremely bad logistics: P-R5 instead leaves Black nothing but a draw.
- (w.) In a spirit of sweet reasonableness White should here resign. He deferred, however, till the 66th move this obviously immediate obligation.

No. 30.

WHITE : Severne.

BLACK : James.

1 P-K4	P-K4	5 O-O	O-O
2 Kt-KB3	Kt-QB3	6 P-Q3	P-Q3
3 Kt-B3	Kt-B3(a)	7 B-Kt5(b)	BxKt(c)
4 B-Kt5	B-Kt5	8 PxB	Kt-K2

9 BxKt(d)	PxB	17 Q-B2	BxB(i)
10 Kt-R4(e)	K-R1(f)	18 BPxB	P-QR3
11 P-KB4	PxP	19 R-KB1	QR-KB1
12 RxP	Kt-Kt3	20 Q-Q4	K-Kt2
13 KtxKtch	BPxKt	21 KR-B3	Q-K4(k)
14 B-B4	Q-K2(g)	22 QxQ	BPxQ
15 Q-KB1(h)	B-K3	23 RxRch	RxR
16 B-Kt3	R-B2	24 RxRch	KxR

Drawn.

- (a.) The tedious dullness of this insufferable opening may be avoided somewhat here by B-Kt5, a move in vogue in the later seventies, and recently again recommended in some quarters. For notes on the opening, see also Game 20.
- (b.) As a mobilising manoeuvre this is unscientific, Kt-K2 being to be preferred; but it is here the first step in the attack by Kt-R4 favoured by Tarrasch.
- (c.) Somewhat out of fashion of late, Kt-K2 at once, as in Schlechter v. Duras and Tarrasch v. Vidmar, San Sebastian, 1911, being now preferred, the B being kept so that it may take up an attacking position later on at B4 in the event of White's P-KB4.
- (d.) The logical sequel to his 7th move, and the only justification for it.
- (e.) This move is the invention of Dr. Tarrasch. Its combination with the preceding one looks to an early attack on the K side.
- (f.) Utterly bad. A counter attack by way of the open file is not yet practicable while his mobilisation is so incomplete. Better were Kt-Kt3; but B-K3 followed by P-B3, as played by Mr. Kelling in Game 50, seems the best course.
- (g.) As a result of his 10th move Black has now a very inferior game. The text move is, indeed, ineffective, but so is everything else in his resourceless position.
- (h.) Better were P-Q4 to be followed, if 15...B-K3, by P-Q5. The weakness of the text move affords Black some undeserved relief.
- (i.) No necessity for this unwise exchange.
- (k.) Or for this still more unwise one. This miserable apology for a game, a probable draw from the start, now becomes an actual one, and was given up as such on the 29th move, after exchange of all the pieces. "Me taedet pudetque."

ROUND 6 (Jan. 1).

No. 31.

WHITE : Mason.		BLACK : Severne.	
1 P-K4	P-K4	4 B-B4(a)	B-B4
2 Kt-KB3	Kt-QB3	5 O-O	P-Q3(b)
3 P-Q4	PxP	6 P-B3	P-Q6(c)

7	P-QKt4(d)	B-Kt3	39	K-K3	K-B2
8	Q-Kt3(e)	Q-K2	40	R-KKt1	K-Kt3
9	P-QR4	P-QR3(f)	41	B-R1	R-Q2
10	BxQP	Kt-B3	42	K-Q2	QR-K2
11	QKt-Q2	O-O	43	B-Q4	R-QKt1
12	QKt-B4(g)	B-K3	44	K-B2	KR-K1
13	B-Kt5	BxKt	45	P-Kt5	K-B2
14	BxB	Kt-K4(h)	46	PxRP	PxP
15	QR-K1(i)	KR-K1	47	R-Kt4	R-KB1
16	Kt-Q4(k)	KtxB	48	P-R5	P-KB4(o)
17	QxKt	BxKt	49	PxP	K-K1
18	QxB	Q-K3	50	P-B6	R-R2
19	P-KB3	Kt-Q2	51	R-Kt7	R-B2
20	B-B4	P-KB3	52	B-Kt2	K-B1
21	R-QB1(m)	P-QKt3	53	R-Kt6	R-R1
22	KR-Q1	K-B2	54	B-B1	KR-R2
23	P-QB4	QR-Q1	55	KR-Kt4	Kt-Q2
24	R-Q2	P-R3	56	B-Kt2	R-B2
25	Q-Q5	Kt-K4	57	P-B4(p)	Kt-B4
26	P-Kt5	P-QR4	58	R-Kt7	KtxRP
27	QR-Q1	QxQ	59	RxRch	KxR
28	BPxQ	Kt-Q2	60	R-Kt7ch	K-B1
29	R-QB2	Kt-B4	61	B-Q4	R-Kt1
30	B-K3	K-K2	62	R-Kt6	RxR
31	K-B2	R-Q2	63	PxR	Kt-B4
32	R-B4	K-Q1	64	P-B5	Kt-K5
33	P-KKt4	K-K2	65	K-Q3	Kt-Kt6
34	P-R4	K-B2	66	B-K3	KtxP
35	K-Kt3	K-Kt3	67	B-B4	P-R4
36	B-B1	QR-K2	68	K-K4	Kt-R5
37	B-Kt2	R-Q2	69	B-R6ch	Resigns.
38	K-B4	QR-K2(n)			

- (a.) Here modern theory prefers KtxP.
 (b.) Avoiding the Max Lange attack.
 (c.) Played by Medley against the blindfolded Morphy, 1859. by Janowski against Marshall, Paris, 1900, and by both Spielmann and Süchting against Rabinovich at Prague in 1908. Steinitz advocates PxP; but the best move is Anderssen's B-KKt5, as played by him against Kolisch in 1860, the continuation being: 7 Q-Kt3, BxKt; 8 BxPch, K-B1; 9 BxKt (Steinitz recommends 9 PxP), RxB; 10 PxP, P-KKt4; and Black won. But the whole of the Scotch as a gambit is rusty with disuse.
 (d.) Morphy's move: Marshall (see above) played the inferior QxP.
 (e.) Morphy here completed first his double front of operations by P-QR4, keeping the text move till a little later. The Master doubtless had good reasons for this.

- (f.) Medley played here P-QR4: the text move seems to be at least as good.
- (g.) Morphy developed this Kt later on at KB3, and mobilised his QB at R3,—having in this, as always, the objective plane before his eyes. The text move is bad, as Black's reply is quite obvious.
- (h.) He might have ventured to take the proffered P: disaster does not seem to be a necessary consequence, though a doubled P (possibly two such) might result.
- (i.) Better, perhaps, KtxKt as played by Morphy, followed by QR-Q1. The text move leaves neither R any scope of action.
- (k.) A strategy psychologically defective, inasmuch as it gives Black an opportunity for just such wholesale exchanges as (always with the draw in view) his modest soul loveth.
- (m.) Repairing, with the inevitable loss of time, the error of his 15th move. Both sides now adopt in great perfection the method of Mr. Micawber; and the wearisome do-nothing dodgery that ensues would have tried with yet another trial the patience of Job.
- (n.) All this is not vacillation, it is ambition,—the humble ambition of the Drawing Master!
- (o.) Apparently mere desperation, for superior experience has told at last, and Black's stubborn resistance fails.
- (p.) Starving out the hostile garrison.
- (q.) Mr. Severne has done very well to keep his flag flying so long against the Champion. The ending, tedious enough, is yet instructive. The skilful way in which the Champion controls and restricts, first with his R and then with his B, the opposing Kt deserves some study. A little more legibility in his score-sheets would be welcome, however.

No. 32.

WHITE : Jones.

BLACK : Gyles.

1	P-Q4	P-Q4	16	Kt-K5	P-B5
2	P-QB4	P-K3	17	Q-K2(g)	Q-B1
3	Kt-QB3	Kt-KB3	18	R-Kt3	B-Q3
4	B-Kt5	B-K2	19	BxP	Kt-Kt3
5	P-K3	O-O	20	BxKt	BxKt
6	Kt-B3	QKt-Q2	21	BxPch	K-B1
7	B-Q3(a)	P-QKt3	22	RxP	Kt-Kt1
8	Kt-K5(b)	B-Kt2	23	RxKtch	KxB
9	B-B2(c)	PxP	24	RxR	QxR
10	KtxP	P-KR3(d)	25	Q-R5ch	K-Kt1
11	P-KR4	R-K1	26	Q-Kt5ch(h)	K-R2
12	Q-Q3	Kt-B1	27	PxB	Q-B2
13	O-O-O	P-QB4(e)	28	Q-Kt7ch	QxQ
14	R-R3	Q-B2(f)	29	BxQ	BxP
15	B-B4	Q-B3	30	R-Kt1 and wins (i)	

- (a.) For notes on the opening so far see Games 8 and 21. The text move is the usual one here, and is superior to Pxp, played by Mr. Gyles in Game 8.
- (b.) The name of the examples of the opening up to this point is Legion: "Ay, Madam, it is common." But here O-O is practically the only move in use.
- (c.) Preparing Q-Q₃; but to this end R-QB₁ followed by B-Kt₁ were a better plan.
- (d.) Better R-K₁ at once, without this weakening move.
- (e.) He might apparently safely have taken the B: 13...PxB; 14 Pxp, Kt-Kt₅; 15 Q-K₂, P-KB₄; 16 P-B₃, KtxP; 17 KtxKt, Bxp; etc. (A). Nevertheless, immediate attack upon the objective plane, as soon as it is permanently located, is a more scientific procedure.
- (f.) By his preceding move he rightly initiated a counter-attack upon his objective plane. He should go on with it at once by Pxp, and if in reply 15 Pxp, then B-R₃ followed by R-B₁; or if 15 Qxp, then QxQ, breaking the force of the hostile attack. The text move is worse than useless.
- (g.) Exactly so: played with excellent judgment! For the open QB file which, on his 14th move, Black might have secured, now eludes him "like that vain vision on Messina's tide," and with it is fled his chance of counter-attack,—the best defence he had. Also his QR is shut up and useless, and his Q and QB are cut off from communication with the threatened objective plane. His game is therefore already beyond redemption.
- (h.) Mr. Jones has pushed his attack ably and vigorously; but here he should crush all hope of further resistance by QxQch, followed by PxB, securing himself the win at once.
- (i.) "All of them slain, fallen by the sword," and Black resigned on the 35th move. But we will spare ourselves the piteous spectacle of his last feeble flutterings.

N.B.—This game was awarded second place in the competition for the Brilliancy Prize. The following is the report of the adjudicators upon it:—"Good game on part of White. Black would have had better prospects by playing 13 PxB, which would have left a good fighting game. White conducts the attack with vigour, and wins easily."

No. 33.

WHITE : Kelling.

BLACK : Grierson.

1 P-K₄ P-QB₄
 2 P-Q₄ Pxp
 3 Kt-KB₃ Kt-QB₃

4 KtxP P-KKt₃(a)
 5 P-QB₃(b) Kt-B₃
 6 B-Q₃ B-Kt₂

7	Kt-B ₃ (c)	P-Q ₃	29	Q-Q ₁	KR-B ₁
8	QKt-Q ₂	B-Q ₂	30	K-B ₁	P-K ₃
9	Kt-B ₁	Q-Kt ₃ (d)	31	K-Kt ₂	B-B ₃ (o)
10	Q-B ₂ (e)	R-QB ₁ (f)	32	Q-QKt ₁	B-Q ₁
11	B-K ₃	Q-Q ₁	33	RxR	RxR
12	P-QR ₃ (g)	Kt-KKt ₅	34	Kt-Kt ₄	P-B ₄
13	B-Q ₂ (h)	Q-Kt ₃ (i)	35	Kt-R ₆ ch	K-Kt ₂
14	Kt-K ₃	KKt-K ₄	36	Q-Kt ₃	Q-Q ₂
15	B-K ₂ (k)	KtxKtch	37	PxP	B-Q ₄
16	PxKt	Kt-Q ₅	38	Q-Q ₃	P-Kt ₄
17	Q-Kt ₁	KtxB	39	PxP	BxP
18	KxKt	B-Kt ₄ ch	40	P-R ₄	PxP
19	K-K ₁	Q-B ₄	41	R-Kt ₁	B-B ₃
20	Q-Q ₁ (m)	Q-R ₄	42	K-R ₁ dis.ch.	K-B ₁
21	P-QR ₄	B-QB ₃	43	B-B ₄	P-Q ₄
22	R-R ₃	O-O	44	B-K ₃	R-R ₈
23	P-Kt ₄	P-QR ₃	45	B-B ₅ ch	K-K ₁
24	P-QB ₄	P-QKt ₄	46	RxR	BxR
25	RPxP	PxP	47	Q-R ₆	B-Kt ₂
26	PxP	QxKtP	48	Q-R ₈ ch	Q-B ₁
27	Q-K ₂ (n)	Q-Kt ₂	49	QxQ	BxQ(p)
28	R-R ₅	R-R ₁			Drawn.

- (a.) Here Kt-B₃, played by Lasker in the 7th game of his match with Schlechter, 1910, is to be preferred, as it compels White's Kt-QB₃, thereby preventing Maroczy's variation.
- (b.) In this position very unusual, not to say unique, and distinctly inferior. The strongest continuation here is Maroczy's, viz. :—5 B-K₃, B-Kt₂; 6 P-QB₄! Kt-B₃; 7 Kt-QB₃, O-O; 8 B-K₂, P-Q₃; 9 Kt-Kt₃, followed by P-B₃ and Q-Q₂,—and Black is at a standstill. But 5 Kt-QB is a frequent move here.
- (c.) This retreat seems to be entirely uncalled for, not to say bad. He should go on with his mobilisation by B-K₃.
- (d.) Nothing is to be gained by this sortie. Better B-Kt₅ followed by Q-Q₂.
- (e.) White's whole plan of mobilisation is fantastic and unscientific, and against a more vigorous defence than the Sicilian, would lead to early trouble for him. Having taken 5 moves to bring out his Kts (it will take him another to finish the operation), he now places his Q on a file that may be occupied at any moment by a hostile R,—a fact that also makes it impracticable for him to castle QR. A better plan were Q-K₂ and B-K₃, followed as soon as may be by Kt-Kt₃ and O-O.
- (f.) Naturally: taking instant advantage of White's error.
- (g.) The necessity, if any, for this waste of time, is the direct consequence of his unscientific 10th move. But more useful and not more wasteful of time were here Q-K₂.

- (h.) More waste of time, which would have been not even apparently necessary had he played Q-K2 as his last move. But P-R3 was here quite good enough.
- (i.) Absolutely useless; especially as White's reply is not merely obvious, but the only logical move left him.
- (k.) This frantic desire to preserve the Church is quite unnecessary, and, coupled with his faulty 10th move, makes him trouble. KtxKt, followed by Kt-B4 or Kt-Q5 according to circumstances, is here quite good enough.
- (m.) "I shall have to go three or four miles out of town to get over the way," said the indebted Mr. Swiveller; but this Q has made three moves and got nowhere! Nine moves wasted,—3 with the Q, 2 with the B's, two with the Kts, one with the K, and one with the QRP,—9 moves out of 20! What virtue can there be in the Sicilian Defence if the attack can with impunity trifle with it after this sort? And what has Black been doing?
- (n.) The move he should have made 17 moves back!
- (o.) This flank march is too longsome, and cannot be commended. Direct frontal attack by P-Q4 is here in order. This B moreover is required at Kt2 for defensive purposes. Black's plan involves the complete and immediate loss of his attack.
- (p.) After this there is nothing left but an inevitable draw, to which, however, the parties did not agree till the 74th move! "What profit hath a man of all his labour that he taketh under the sun?"

No. 34.

WHITE : Hicks.

BLACK : Connell.

1	P-K4	P-K3	19	R-Q1	Q-K4
2	P-Q4	P-Q4	20	[RxP](i)	QR-Q1
3	B-Q3(a)	PxP(b)	21	R-QB1	R-Q4
4	BxP	P-KKt3(c)	22	R-QB2	KR-Q1
5	Kt-KB3	B-Kt2	23	R-K2	QxQ
6	P-B3	Kt-KB3	24	KRxQ	R-Q8ch
7	B-KKt5	OKt-Q2	25	K-B2	P-K4
8	OKt-Q2	P-B3	26	R-OR4	R-KB1ch
9	Kt-K5	Q-B2	27	K-Kt3	R-Q6ch
10	P-KB4(d)	KtxB	28	K-Kt4	R-B4(k)
11	OKtxKt	P-B3	29	P-KKt3	P-R4ch
12	Q-Kt3(e)	K-K2(f)	30	K-R3	P-R3
13	KtxKt(g)	BxKt	31	P-B6	PxP
14	Q-Kt4ch	P-QB4	32	RxP	K-Q3
15	PxP	B-B3	33	P-R4	B-B3
16	O-O4(h)	BxKt	34	P-R5	P-R5
17	QxB	PxB	35	R-R8	PxP
18	R-KB1	PxP	36	PxP	R-R4ch

37	K-Kt2	R-Kt4	49	R-QB6	K-K2
38	R-KB2	KRxPch	50	P-Kt4	K-Q2
39	K-B1	B-Kt4(m)	51	P-Kt5	R-K1(n)
40	QR-B8	R-Q7	52	P-B4	B-B2
41	KR-Q8ch	K-K2	53	P-B5	R-K1
42	QR-K8ch	K-B2	54	R-KKt6	P-K5
43	RxR	KxR	55	P-R7	B-K4
44	R-Q6	B-Q1	56	P-Kt6	R-QR1
45	P-R6	R-B6ch	57	P-B6ch	K-K2
46	K-K2	R-B2	58	R-R6(o)	R-KKt1
47	RxBP	R-QR2	59	P-Kt7 and wins.	
48	RxKtP	K-B2			

- (a.) For further notes on the opening, see Game 22. The text move is favoured by Tarrasch and Marco, but condemned as weak by Salvioli.
- (b.) Salvioli's continuation; but P-QB4 or Kt-KB3 (as in Game 2) is also good.
- (c.) Quite out of place, and unscientific; Kt-KB3 is the obvious and correct move here, after which Salvioli continues: 5 B-B3, P-B4; 6 B-K3, PxP; 7 BxP, Kt-B3; 8 BxKtch, PxP; 9 Kt-QB3, B-K2; 10 BxKt, QxQch; 11 RxQ, BxB; etc.
- (d.) Too risky at this stage: BxKt first is required.
- (e.) Ingenious,—for Black cannot now take either piece with P,—but insufficient and quite unsound. KtxKt is the move here.
- (f.) Incorrect: KtxKt would have won a piece.
- (g.) This, with his next move, constitute now a serious tactical error: by B-R4 he would keep his piece.
- (h.) A lost move, as the piece must now go, anyhow. Better were O-O.
- (i.) The official score—as is too often the case when Mr. Hicks is responsible for it—is here unintelligible. The move made at this point must, however, have been that that we have here set down.
- (k.) As this attack is futile, better it were to endeavour the relief of the threatened Q side P's by R-QR1 followed by K-Q2.
- (m.) Here he should have forced an exchange of rooks, and so secured the win, by KR-B6. If, in reply, 40 RxR then 40...RxRch, followed by R-R6 and R-R1, or by R-B5, as the case may be; and if 40 R-KB8, then 40...RxRch; 41 KxR, K-K2; and White should lose in either case.
- (n.) Here he could make certain of the draw by R-B2. The text move and his 4 next ones, allowing the steady advance of the hostile P's, constitute an amazing and fatal logistic blunder.
- (o.) Quite unnecessary: R-Kt8 wins at once; for, if RxR, then P-Kt7, followed by P-R8 (Q). Black did not resign till the 69th move, but we must turn our eyes

away from beholding vanity. White cannot boast himself because of this win, for he gave his opponent too many opportunities; and, after White's 12th move Black should have won.

N.B.—According to a contemporary newspaper report the game lasted 5 hours and extended to 91 moves; but the official score records only 69. Enough, too!

No. 35.

WHITE : James.

BLACK : Jourdain.

1 P-Q4	P-Q4	21 Q-R6	B-K4
2 P-QB4	P-K3	22 BxB	KtxB
3 Kt-QB3	P-QB4	23 BxKt	PxB
4 PxQP(a)	KPxP	24 Q-B4	B-Q4
5 Kt-B3	Kt-KB3	25 QR-B1	B-B3
6 P-KKt3(b)	Kt-B3	26 Kt-B3	RxRch
7 B-Kt2(c)	B-K3(d)	27 RxR	P-B4(o)
8 O-O	B-K2	28 Kt-Q5	Q-K3
9 P-Kt3(e)	O-O	29 Q-Kt5ch	K-B2
10 B-Kt2	R-QB1	30 Q-R5ch	Q-Kt3
11 PxP	BxP	31 QxQch	KtxQ
12 Kt-KKt5(f)	Q-Q2	32 Kt-K3	K-K3
13 Q-Q2(g)	P-KR3	33 Kt-Kt2(p)	B-Q4
14 Kt-B3(h)	KR-Q1	34 P-K3	R-B7
15 KR-Q1(i)	Q-K2	35 R-R1	K-Q3
16 Kt-QR4(k)	Kt-K5(m)	36 Kt-B4	KtxKt
17 Q-KB4(n)	P-KKt4	37 KtPxKt	P-R4
18 KtxP	PxKt	38 K-Kt2	P-R5
19 Q-B3	P-Kt5	39 PxP	RxRP
20 Q-B4	B-Q3		and wins (q)

- (a.) "I have never looked upon this move as correct: the logical continuation is P-K3" (Dr. Tarrasch).
- (b.) For notes on the opening so far, see Game 25. White's plan of mobilisation is Rubinstein's, and entirely modern, all the recorded examples dating only from last year. The Moscow-Riga and Anglo-American telegraphic matches each afford one, there was one at Karlsbad, and there were three at San Sebastian. In the 7th game of his match with Janowski Lasker played here B-Kt5, which is condemned by Tarrasch, who prefers B-B4.
- (c.) Moscow (see above) played here B-Kt5—with unfavourable results.
- (d.) Teichmann's move against Rubinstein, San Sebastian, 1911. Against the same opponent on the same occasion Capablanca played here B-K2,—played also by Rubinstein himself against Marshall at Karlsbad, 1911, and by Marshall against Burn in the Anglo-American match earlier in the same year. Against

- Burn at San Sebastian Nyemtsovich played here P-KR₃.
- (e.) Presumptuously deserting his guide, and adventuring needlessly and heedlessly into the unknown. Rubinstein played here PxP followed by P-QR₃—a mobilisation obviously far preferable.
- (f.) Bad: R-B₁ is the move here. (A.)
- (g.) Again R-B₁ is required, or he might play P-K₃. (A.)
- (h.) Losing an important move and seriously blocking his game. He should now go on with his apparent plan and take the B, the opened file notwithstanding.
- (i.) Practically fatal: Kt-QR₄ at once offered here the only reasonable chance of freeing his game.
- (k.) Bad as this now is, his other available moves are little better. Perhaps Kt-K₁ was his best chance. [Or he might play Q-K₁, followed by P-KB₃ or P-KB₄. (A.)]
- (m.) Correct: White's game is now hopeless. (A.)
- (n.) Merely one of a dozen ways of losing that are open to him. Better have resigned at once.
- (o.) Charmingly simple, and displaying a whole-souled belief in his opponent's capacity for childish blundering, but a useful move, nevertheless.
- (p.) Extremely unwise. He has, no doubt, a lost game, anyhow; but R-Q₂ offered much better chances than the text move.
- (q.) White should in reason have resigned now, but continued a useless resistance for 10 more moves. They need no record here: the game was, indeed, really lost on the 15th move. A kind friend calls this "a truly damnable game on the part of White." Sadly violent language, but, alas, too sadly true.
"Grieved to condemn, the Muse must yet be just."

No. 36.

WHITE : Sainsbury.		BLACK : Miles.	
1 P-K ₄	P-K ₄	19 Kt-K ₈ ch	RxKt
2 Kt-KB ₃	Kt-QB ₃	20 RxQch	PxR(f)
3 P-Q ₄	PxP	21 B-R ₆ ch	K-Kt ₁
4 B-QB ₄ (a)	B-B ₄	22 Q-Q ₅ (g)	Kt-K ₄
5 O-O	Kt-B ₃ (b)	23 P-B ₄ (h)	KtxP
6 P-K ₅	P-Q ₄	24 Q-KKt ₅ (i)	P-Q ₆ ch
7 PxKt	PxB	25 K-R ₁	Kt-B ₇ ch
8 R-K ₁ ch	B-K ₃	26 K-Kt ₂	K-R ₂
9 Kt-Kt ₅	Q-Q ₄	27 Q-Q ₅	QR-K ₂
10 Kt-QB ₃	Q-B ₄	28 PxP	PxP
11 QKt-K ₄	B-Kt ₃ (c)	15 B-Kt ₅	RxP
12 P-KKt ₄	Q-Kt ₃	16 Kt-B ₆ ch	K-B ₁
13 PxP	R-Kt ₁ (d)	17 Q-B ₃	R-B ₂
14 KtxB	PxKt	18 RxP	K-Kt ₂ (e)

29 B-Kt5	R-Q2	33 Q-B7ch	R-Kt2
30 Q-K6	R-Kt2	34 Q-R5ch	K-Kt1
31 P-B5	R-Q3	35 Q-K8ch(k)	K-R2
32 PxPch	RxP	Drawn by perpetual check.	

- (a.) The Scotch, not being a powerful opening, is not much used by modern masters, and is condemned by Tarrasch. In its gambit form, as in this game and in Game 31, it has become quite rare, the tournament books since 1904 showing but 3 examples in master play,—two at Prague in 1908 and one, Marshall v. Tarrasch, at Hamburg in 1910,—the last being the only recent instance in master play of the Max Lange attack in the Scotch. Mieses plays here 4 P-B3, which, however, is unscientific, and to which the correct reply is 4...P-Q4.
- (b.) The Max Lange attack that now follows is usually avoided here by P-Q3.
- (c.) All "book" so far, and a faithful copy of the game Marshall v. Tarrasch, Hamburg, 1910. But here Tarrasch played O-O-O, having in view the continuation 12 P-KKt4, Q-K4; 13 Kt-KB3, Q-Q4; 14 PxP, BxP; sacrificing a R for a strong counter-attack. Marshall disappointed him, however, by playing 12 KtxB before advancing the KKtP, and Tarrasch resigned on the 29th move! B-B1 is here sometimes played; but a defence that has involved so much and such early exposure of the Q to dangerous attack must certainly be condemned in any case. Dr. Gebhardt rightly bans it as "notoriously bad."
- (d.) Too risky: QxP is much to be preferred. For then 14 KtxB, PxKt; 15 B-Kt5, can be met by 15...R-KB1 or even 15...O-O.
- (e.) It is a choice of evils, but perhaps slightly better would be here QxB, giving up Q, R and P for Q and B. Material loss cannot be avoided, anyhow.
- (f.) And KxR, forcing 21 B-B4 and gaining a move, were better strategy here.
- (g.) White has a difficult game, as his bad position neutralises his material advantage. The text move seems to be now his only one.
- (h.) This abandons a P and exposes the K to the B's check. If this double tactical error is really forced upon him, his position must be even worse than it looks. But why not P-KR3? Black's check with Kt seems harmless.
- (i.) The official score gives here Q-Kt5 merely, leaving the exact move in doubt, and then makes confusion worse confounded by giving K-Kt1 as White's 26th move. It required two persons' researches, several hours' time, and much writing and analysis, to restore the text to order. For this slipshod way of

recording gives the unfortunate editor immense trouble and wastes his time terribly in otherwise unnecessary researches. "Pray you, avoid it!" (k.) White can, apparently, do no better, Black's R, Kt, and extra P, in his superior position, being together more than a match for White's Q;—the latter's slight material advantage being quite outweighed by his positional disadvantage. An instructive ending.

**ROUND 7 (Jan. 1-2).
No. 37.**

WHITE : Jourdain.		BLACK : Mason.	
1 P-Q4	P-Q4	29 BxQ	BxQ
2 P-QB4	P-QB3(a)	30 BxR	BxR
3 Kt-QB3	Kt-B3(b)	31 BxKt	BxP
4 P-K3(c)	B-B4(d)	32 PxB	PxB(q)
5 KKt-K2	P-K3	33 K-B2	R-K3
6 Kt-Kt3	B-Kt3	34 Kt-B5	R-Kt3
7 Q-Kt3	Q-B2	35 R-B2	R-Kt5
8 B-Q2	QKt-Q2	36 K-Kt3	R-Kt6ch
9 R-B1	Kt-Kt3	37 K-R4	P-Kt4
10 B-K2(e)	B-K2	38 KtxPch	K-R2
11 P-QR4(f)	O-O	39 Kt-B5	P-R4
12 P-R5(g)	KtxP	40 P-Kt5	P-R5
13 BxKt	PxB	41 K-Kt4	PxP
14 QxP	QxP(h)	42 KxP	R-KR6
15 O-O	Q-Q1	43 K-B6	P-Kt5
16 KR-Q1	B-Q3	44 KxP	P-Kt6
17 P-KB4	Kt-Kt5(i)	45 R-Q2	R-R8
18 P-R3	Kt-B3	46 K-B6(r)	K-Kt1(s)
19 P-K4	B-B2	47 Kt-K7ch	K-B1
20 B-K3	R-K1	48 KtxP	R-R3ch
21 Q-K2	Q-K2	49 K-K5	R-QB3
22 Q-B3	B-Kt3	50 K-Q4	R-QB7
23 KKt-K2	QR-Q1	51 K-Q3	R-B4
24 P-KKt4(k)	P-KR3	52 Kt-QB3	R-R4
25 Kt-Kt3(m)	P-B4(n)	53 K-B4	P-R6
26 PxP	BxP	54 KxKtP	PxP
27 Kt-Q5(o)	PxKt(p)	55 KxP and wins (t)	
28 BxB	BxKP		

(a.) This defence (probably adopted by Mr. Mason to take his opponent out of the books) is weaker than the usual P-K3 and unscientific, inasmuch as it obstructs the QKt, while in the Queen's Gambit Declined the correct mobilisation of this P is at B4. In master-books since 1904 showing but 8 examples of it, viz. :—Ostende, 1905, three; Barmen, 1905, one; Nürnberg, 1906, one; Karlsbad, 1907, one; Prague, 1908, one; and Hamburg, 1910, one.

- (b.) Marshall against Teichmann at Karlsbad and Neumann against Fleischmann at Barmen, played here P-K3; Leonhardt against Burn at Ostende played P-K4.
- (c.) The usual move here is Kt-B3, after the example of Pillsbury v. Marshall, Monte Carlo, 1903; but the text move occurs in Taubenhauß v. Wolf, Ostende, 1905, and in Marshall v. Alekhin, Hamburg, 1910.
- (d.) And Wolf and Alekhin both replied here, P-K3. The move of the B is, we must dare to say, unscientific, and his ultimate mobilisation at Kt3 we are compelled to call bad.
- (e.) Mr. Jourdain's method, on the other hand, is scientifically correct, and his mobilisation is now greatly superior to that of the Champion.
- (f.) No good purpose, however, is served by this advance. Perhaps O-O at once is here his best course.
- (g.) Devoted without sufficient reason to an untimely end is this luckless P: "morituri te salutant."
- (h.) This capture and the return of the Q to Q1, though apparently a loss of time, seem nevertheless justifiable enough here, if properly followed up. (A.) A pawn's a pawn for a' that, even as "pigs is pigs."
- (i.) This is either of an abysmal profundity beyond the reach of our poor plummet,—or simply blind blundering. He might have tried Kt-R4. [He should play Kt-Q4, to be followed by P-KB4, and so free his game (A)].
- (k.) Mr. Jourdain conducts his attack with great spirit, his "Bauernsturm" now looks quite giant-like. "Firm-paced and slow, a horrid front they form,—Still as the breeze, but dreadful as the storm."
- (m.) But here P-K5 seems to be required.
- (n.) This well-timed advance should have broken White's attack.
- (o.) Mistaken tactics: BxB seems here to be an unpleasant necessity.
- (p.) A blunder: 27...BxBch; 28 KtxB, RxRch; 29 KtxR, Q-Kt5, is the proper course here, and gives Black a level game at least. (A.)
- (q.) Though Black comes out of the fray with 3 P's against the Kt, they are no equivalent, his position being so broken up. His doubled P is his ruin.
- (r.) Correct logistics; for if, instead, 46 RxP, then 46...P-R6; 47 PxP, P-Kt7; 48 R-Kt5, P-Kt8(Q); 49 RxQ, RxR and draws. [But R-Kt2, threatening R-Kt7ch, Kt-K7, and Kt-Kt6 mate, seems stronger. (A.)]
- (s.) As this belated attempt to bring his K into action merely results in the immediate loss of a P without any sort of compensation, he might without loss of

- dignity resign at once. But he is of the mind of Cambronne: "La Garde meurt et ne se rend pas!"
- (t.) Enough: what followed
 "Is second childishness and mere oblivion."
 Mr. Jourdain, who played the game well, secured a mate on the 68th move without queening his P.

No. 38.

WHITE : Gyles.

BLACK : James.

1	P-Q4	P-Q4	16	P-Kt5	Kt-K4
2	P-QB4	P-K4(a)	17	KtxKt	BxB
3	PxKP(b)	P-Q5	18	QxB	QxKt
4	P-K4(c)	Kt-QB3	19	RxR	RxR(n)
5	P-B4(d)	P-KKt4(e)	20	Q-Kt4ch	K-Kt1
6	Kt-KB3(f)	B-KKt5(g)	21	B-Kt4	B-B4
7	P-QR3(h)	PxP	22	R-KB2(o)	P-Q6
8	BxP	B-K2(i)	23	BxB	QxB
9	B-K2	Q-Q2	24	Q-R4	Q-K6
10	O-O	O-O-O	25	Kt-Q2	Q-Q5
11	Q-Q3(k)	P-B3	26	Kt-B3(p)	RxKt(q)
12	PxP	KtxP	27	PxR	P-Q7
13	P-Kt4	Kt-KR4	28	QxKt	P-Q8(Q)ch and wins (r)
14	B-Q2	Q-K3			
15	R-R2(m)	KR-B1			

- (a.) For numerous notes on this counter-gambit see the editor's "Book of the Timaru Congress, 1910-11," games Nos. 2, 16, 54. and Appendix.
- (b.) In these latter days the gambit is frequently declined by 3 P-K3,—as played by Vidmar against Tartakower, Karlsbad, 1907,—which, by 3...PxQP; 4 KPxP, transposes into a well-known form of the French defence. More usual, but less commendable, is 3 Kt-QB3.
- (c.) Three instances of this continuation occurred at the Munich Congress in 1900, where Albin's counter-gambit was popular; but the move has been abandoned as inadequate, and Kt-KB3, recommended by the editors of the Munich book, is now preferred. At Munich, however, P-QR3 was chiefly favoured.
- (d.) Adopted twice by Burn at Munich. Janowski on the same occasion played here against Maroczy B-B4.
- (e.) A strong move, the invention of Schlechter, who played it against Burn at Munich. It breaks up the White pawns.
- (f.) Janowski's move, and better than Burn's continuation B-Q3. The moves thus far are those of Janowski v. Albin, Paris, 1902.
- (g.) But here Albin replied B-QKt5ch, when Janowski needlessly moved his K, B-Q2 being his right move. The text move aims at early castling QR.

- (h.) The necessity for this early formation by White of a defensive crotchet helps to give validity to Albin's countergambit. Here 7 B-K2 will not do because of 7...B-Kt5ch; 8 B-Q2, P-Q6!
- (i.) Faulty mobilisation: B-Kt2 and KKt-K2 is the correct plan here.
- (k.) This vile employ of Her Majesty as a mere Bar-Lass, like the loyal Catherine Douglas of Scottish memory, works to the same end as his 7th move. The Q stands here to stay the advance of the hostile QP,—“merely that, and nothing more.” [Kt-K1 or P-Kt4 was more to the purpose (A)].
- (m.) The attempt to win a piece here by P-Kt5 would not succeed, but would lead to a lively game, somewhat dangerous for White. E.g.: 15 P-Kt5, Kt-K4; 16 KtxKt, BxB; 17 QxB, QxKt; 18 R-B5, P-Q6; 19 RxQ, PxQ; 20 RxB, KR-B1; 21 Kt-B3, RxB, and White, in spite of his surplus of pawns, is in a difficult position. If, in this, 19 B-B3, then 19...QxR; PxQ, PxQ; and White's case is parlous.
- (n.) And still Black has not recovered his pawn, while his attack is slipping from him. He has strayed from the right path somewhere. Yet White's restrained and unmoved Kt is some compensation.
- (o.) A serious error, shutting the Gates of Mercy on himself,—not desirable strategy. His position is not good, certainly, but P-Kt3 offered some chances of winning eventually.
- (p.) A hideous blunder, as it seems. If, instead, Kt-Kt3, how is Black to do more than draw?
- (q.) But now, White might resign at once.
- (r.) “Go to, here's a simple line of life, here's a trifle of wives!” Yet Mr. Gyles resisted their united blandishments for 6 more moves! But what man that is born of woman shall at all survive a double dose of the Eternal Feminine?

No. 39.

WHITE : Grierson.		BLACK : Hicks.	
1 P-K4	P-Q4	12 Q-R4	P-QR3
2 PxP	Kt-KB3(a)	13 O-O-O	Q-R4
3 Kt-QB3(b)	KtxP	14 Q-Kt3(e)	B-Q3
4 KtxKt(c)	QxKt	15 P-Kt3(f)	P-B5(g)
5 P-Q4	Kt-QB3	16 PxP	P-KKt3
6 Kt-B3	B-Kt5	17 K-Kt1	Q-KB4(h)
7 P-B3	P-K4	18 KR-Kt1	P-KR4
8 B-K2	BxKt	19 R-Kt5	Q-B3
9 BxB	P-K5(d)	20 QR-Kt1	KR-Kt1
10 B-K2	P-KB4	21 BxP	BxKRP
11 B-K3	O-O-O	22 RxP	RxR

23 RxR	Q-B1	32 P-KR3	Kt-R4
24 Q-K6ch	K-Kt1	33 P-Kt3	Q-R7ch
25 QxP	BxB	34 K-Kt1	RxP
26 QxB(i)	Q-B4ch	35 R-Kt1	R-B7
27 K-B1	QxB	36 Q-B1	QxP
28 Q-Kt3	Q-K7	37 K-R1	Q-R4
29 Q-K3	Q-B8ch	38 R-K1	KtxPch
30 K-B2	R-KB1	39 Resigns.	
31 P-KB4	Q-KR8		

- (a.) Recommended by Blackburne, but since 1907 considered to be of doubtful worth. QxP at once is usually preferred.
- (b.) The usual move here is P-Q4, as recommended by Max Lange and played by Morphy. Burn, in the Champion Tourney at Ostende, 1907, played against Marshall Kt-KB3. Steinitz regarded 3 P-QB4, P-B3; 4 P-Q4, PxP; 5 P-B5, as the best continuation,—which, however, looks suspiciously unscientific. Lasker recommends 3 P-QB4, P-B3; 4 PxP, KtxP; 5 P-Q3, P-K4; 6 Kt-QB3, B-QB4. Znosko-Borovski (“Vysorossiski shakhmatny turnir, 1906”) says that 3 P-QB4, P-B3; 4 Kt-QB; PxP; 5 PxP, KtxP; 6 Q-B3 “gives White an excellent game.” Of old, however, B-Kt5ch was the move here; and this, having been adopted with success by Mortimer against Blackburne, Ostende, 1907, and by Mieses against Marshall, Karlsbad, 1907, is now regarded by many experts as the strongest continuation! Verily, “in the multitude of counsellors is safety”; “but where shall wisdom be found, and where is the place of understanding?” The text move is suggested by Schlechter,
- (c.) Who, however, continues now: 4 B-B4, KtxKt; 5 Q-B3.
- (d.) The premature pawn attack of this and his next move is characteristically Hicksy; but the “Schwindel” ought to lead him into difficulties.
- (e.) Here White should seize his opportunity and open his game by accepting the exchange of Queens (which Black should not have offered), following it up by P-Q5, leaving Black’s Kt in a useless position at his R4 and threatening to win the same by P-QKt4,—thus gaining time for the doubling of his R’s on the Q file. The text move loses much valuable time.
- (f.) Unnecessary, not to say feeble. P-QB4, to be followed by P-B5 and B-Q2 seems advisable here.
- (g.) A wanton recklessness that should lead ultimately to a lost game for him. (A.)
- (h.) Clearly overlooking White’s obvious reply. (A.)
- (i.) A fatal blunder: PxB, preserving a material advantage of two pawns, should ensure a win for him at last; for the best that Black can then do is apparently

26...Q-B8ch; 27 K-B2, Q-K7ch; 28 K-B1, QxRP. The rest is mere massacre. Mr. Grierson should have won this game, and his loss of it can be explained only by the hypnotic influence of his opponent's "Schwindel" play—seriously unsound and undeservedly successful. But Mr. Hicks played the latter part of the game very well.

No. 40.

WHITE : Severne.

BLACK : Kelling.

1 P-K4	P-QB3(a)	30 P-R3	R-Kt1
2 P-Q4	P-Q4	31 K-R1	KR-Q1
3 Kt-QB3(b)	PxP	32 P-R6	P-Kt3
4 KtxP	B-B4(c)	33 R-K2	R-B6
5 Kt-Kt3	B-Kt3	34 Kt-K5	BxKt
6 Kt-B3	P-B3(d)	35 RxB	RxP
7 B-QB4	Kt-Q2	36 RxKBP	R-K5
8 P-QB3	Q-B2	37 RxRP	RxP
9 Q-Kt3	Kt-R3	38 R-QKt1	R-Q7(k)
10 BxKt	PxB	39 RxBP	RxP
11 O-O(e)	O-O-O	40 R-B4	KR-K7
12 P-QR4	Kt-Kt3(f)	41 R-Kt3	R-Kt3
13 B-K6ch	K-Kt1	42 KR-QB3	R-Kt1
14 P-R5	Kt-Q4	43 P-Kt4	R-Q1
15 P-B4	Kt-B5	44 R-B1	KR-Q7
16 P-Q5	KtxB(g)	45 R-K4	R-Q8ch
17 PxKt	R-Q6	46 RxR	RxRch
18 Q-Kt4	P-QB4	47 K-Kt2	R-QR8
19 Q-K1	B-Kt2	48 RxP	RxP
20 Q-K2	KR-Q1(h)	49 R-K6	R-R7ch
21 KR-K1	P-R4	50 K-B1	P-Kt4
22 Kt-K4	P-KR3	51 K-K1(m)	P-KR4
23 Kt-B3	Q-B5	52 PxP	R-R6
24 Kt-K4	BxKt	53 R-K5	P-R3
25 QxB	QxQ	54 K-B2	RxP
26 RxQ	P-B4	55 K-Kt2	R-Q6
27 KR-K1(i)	BxP	56 P-R6	R-Q2(n)
28 R-R2	B-B6	57 R-R5(o)	R-R2
29 R-KB1	B-B3		Drawn.

- (a.) According to Marco this opening should bear the name of Marcus Kann only, Caro's study of it having added nothing to it worthy of mention. It is unsparingly condemned by Marshall and Janowski, and but little used in master play.
- (b.) Usual; but PxP, as played by Mr. Sainsbury in Game 65, sometimes occurs, as, e.g., in Fahrni v. Nyemtsovich, Karlsbad, 1911, Süchting v. Wolf, Düsseldorf, 1908, and Réti v. Duras, Vienna, 1908. Janowski and Berger and Schlechter recommend here

- P-K5, so as to compel Black to lose a move with P-B4.
- (c.) In vogue at London, 1899, and recommended by Tarasch, but nowadays regarded as inferior to Kt-KB3. Hoffer condemns it, and recommends P-K4.
- (d.) So far the moves are those of Kopa v. Caro, Barmen, 1905, but here Caro played the usual P-K3, which, according to Janowski, equalises the game. The text move is not good if only because it leaves the KP weak.
- (e.) But now it is obvious that it has also materially aided White's mobilisation.
- (f.) He should now advance the KP at once to K4: the text move cramps his game.
- (g.) This noble Knight's quixotic and fussy career has occupied 5 out of Black's 16 moves; but he now atones in some measure. "Nothing in his life became him like the leaving of it."
- (h.) The official score gives here KR-K1, but the R obviously went to Q1.
- (i.) The QKtP cannot be saved, for if R-K2, then ...R-Q8ch; 28 RxR, RxRch; 29 R-K1, RxR; 30 KtxR, BxP.
- (k.) A logistic blunder: K-B2 is the only move here. (A.)
- (m.) He could safely have taken the P here.
- (n.) A great logistic error: R-Q1 and K-B2 (or Kt2) are here required. (A.)
- (o.) A logistic error as great as his opponent's: R-Kt5 here wins at once. (A.) The text move, on the other hand, gives Black an easy draw.

WHITE : Miles.		No. 41.	BLACK : Jones.	
1 P-K4	P-K4	14 P-B4	P-KB4	
2 Kt-KB3	Kt-QB3	15 PxP e.p.	PxP	
3 B-Kt5	Kt-B3	16 BxKt	PxB	
4 O-O	B-K2(a)	17 B-K3	R-Kt1	
5 P-Q4(b)	QKtxP(c)	18 Q-R4	R-Kt3	
6 KtxKt	PxKt	19 R-Q3	P-QB4	
7 P-K5	Kt-Q4	20 QR-Q1(i)	P-Kt4(k)	
8 QxP	P-QB3	21 Q-B2	B-B1(m)	
9 B-QB4(d)	Kt-B2(e)	22 KtxQBP	BxKt(n)	
10 R-Q1(f)	O-O	23 R-Q8ch	K-Kt2	
11 Kt-B3	Kt-K3(g)	24 BxB	Q-B3(o)	
12 Q-Kt4	K-R1	25 QR-Q2	B-Kt2(p)	
13 Kt-K4	Q-B2(h)	26 QR-Q7ch	Resigns.	

- (a.) Safer for juniors than the more dashing KtxP.
- (b.) The usual move in masterplay is here Kt-B3. The text move belongs rather to the 4...KtxP variation.

- (c.) Here P x P or K K t x P is somewhat more usual; but the 5 P-Q4 variation is not much practised in any form. At Barmen in 1905 Baird played against Przepiorka 5...O-O. The text move seems to be unknown in masterplay.
- (d.) So far the moves are those of an amateur game, Carr v. Stevens, recorded in "Checkmate" for 1904; but here Carr played the B to Q3,—less effectively.
- (e.) Allowing the enemy too much initiative: Kt-Kt3, attacking the B, is much to be preferred. It could be followed up, if opportunity offered, by P-QB4 and P-Q4, freeing Black's game.
- (f.) Rightly maintaining the pressure upon Black's weak spot, his Q3, and indirectly threatening his Q also.
- (g.) This attempted counter-attack with inferior force is a tactical error, especially as it impedes his mobilisation. He should endeavour to distract the enemy's attention and to free his own game somewhat by P-QKt4 followed by P-QB4.
- (h.) He might have tried here 13...P-KB4; 14 P x P e.p., B x P; 15 Kt-Q6, B-K4. (A.)
- (i.) Somewhat hasty, as it would seem: Q-B2 first was preferable.
- (k.) For now Black might play P-B4, forcing the continuation 21 Kt-Kt5, P-KR3; 22 Q-R5, K-Kt2; 23 Kt-B3, etc.; though, certainly, this does nothing towards freeing his QR and does give him a weak KP.
- (m.) Mere panic: he should mobilise his QB at once at Kt2. For if, then R-Q7, Q-B3 would compel Kt-Kt3 and give Black the advantage.
- (n.) Even now B-Kt2, though much less useful than on his previous move, is to be preferred. His game is hopeless after this.
- (o.) Useless now, but so is everything else.
- (p.) So he takes his courage in both hands and commits violent suicide!
"Oh, what a rash and bloody deed is this!"

No. 42.

WHITE : Sainsbury.		BLACK : Connell.	
1 P-K4	P-Q4(a)	11 P-QKt4	Q-B2
2 P x P	Q x P	12 Kt-Q2	Kt-Q4
3 Kt-QB3	Q-QR4(b)	13 Kt x Kt	KP x Kt(k)
4 Kt-B3(c)	P-QB3(d)	14 P-KB4	P-KB4
5 P-Q4	B-Kt5	15 Kt-B3	B-K2
6 P-KR3(e)	B-R4(f)	16 Kt-K5	Kt-B3
7 B-K2	Kt-B3	17 P-B4	P x P
8 O-O	QKt-Q2(g)	18 B x P	Kt-Q4
9 P-QR3	P-K3(h)	19 B x Kt	P x B
10 B-K3	B-Kt3(i)	20 Q-R4ch	K-Q1

21	QR-B1	Q-Q3	27	B-B2	BxKt(n)
22	K-QB3	Q-K3(m)	28	R-K1	Q-KB3
23	KR-B1	B-Q3	29	RxB	R-K1(o)
24	Q-R5ch	P-Kt3	30	RxQP	K-K2
25	Q-Kt5	B-K1	31	R-B7	Resigns.
26	Q-Q3	B-Q2			

- (a.) This move, condemned by von Bilguer and for long regarded as inferior, owes its present revival to the brilliant Mieses.
- (b.) Generally preferred to the alternative Q-Q1, which simply throws away a move.
- (c.) The usual move here is P-Q4, as in Game 67. The text move, however, was recommended by Zukertort, and was in great vogue at Stockholm in 1906. It was played also by Chigorin against Znosko-Borovski at Nürnberg in the same year and against Tarrasch in the Ostende Champion Tourney of 1907. It has in view the immediate mobilisation of the K side.
- (d.) A necessary move in the 4 P-Q4 variation, but feeble and unnecessary here. The mobilising move B-Kt5 at once, or P-K4, is required, though Kt-KB3 was several times adopted at Stockholm.
- (e.) This en-appui is not necessary yet: B-K2 is the move, in pursuance of the idea underlying his 4th move.
- (f.) Wasting time in an almost entirely unmobilised position. Having pinned the Kt he should now take it, and immediately proceed with his mobilisation.
- (g.) This move is apparently part of a plan for castling QR, which, considering the position of his Q and the fact that his opponent is already castled KR and ready to begin an immediate Q-side attack, is strategically bad. He should get his K side mobilised and castle KR: P-K3 at once was needed.
- (h.) Having, seemingly, realised his error he now changes his plan, playing the dangerous trick of "swapping" horses in mid-stream!
- (i.) And now, instead of going on with his new plan by B-K2 and O-O, he veers again, rushing off into a will-o'-the-wisp attack upon a P that he cannot capture! Such want of purpose can have but one end: "unstable as water, thou shalt not excel."
- (k.) More kaleidoscope! He now gives up his vain attempt upon the hostile QBP (by BPxKt) and opens up avenues of attack against his own K instead!
- (m.) The futility of all this is really quite sad. For such is, after all, our human life, and such are all its vain endeavours!
- (n.) Fatal desperation; but as nothing can save him, why worry?

(o.) A final blunder,—in a position, however, that hardly admits of anything but blunders, and in the end of a game that, so far as Black is concerned, is of blunders all compact. Mr. Connell complained at this Congress of some unfitness arising from imprudence in diet. Alas, those sandwiches! Mr. Sainsbury has played well, however, even if in part indebted for his victory to their “metaphysical aid.”

N.B.—According to contemporary newspaper reports, this game extended to 40 moves. The official score, however, very considerably stops short at move 31. “Glory be!”

ROUND 8 (Jan. 2).

No. 43.

WHITE : Mason.

BLACK : Gyles.

1 P-K4	P-K4	25 P-QR4	P-Kt4
2 Kt-KB3	Kt-QB3	26 PxP	PxP
3 B-Kt5	P-QR3	27 R-R6	Kt-R5
4 B-R4	Kt-B3	28 K-B1	KtxP
5 O-O	B-K2	29 RxRch	RxR
6 P-Q4	P-QKt4	30 RxP	P-KKt5(g)
7 B-Kt3(a)	O-O(b)	31 B-K3	KtxPch
8 KtxP(c)	KKtxP(d)	32 K-Kt2	Kt-B6
9 B-Q5	Kt-Q3	33 K-Kt3	P-R4
10 BxKt	PxB	34 R-B5	R-K4
11 KtxQBP	Q-Q2	35 RxR	KtxR(h)
12 KtxBch	QxKt	36 K-R4	Kt-B5
13 Kt-Q2	B-Kt2	37 B-B1	Kt-K4
14 Kt-B3	QR-Q1	38 P-Kt4	K-B2
15 P-B3	P-QB4	39 KxRP	K-B3
16 B-K3	PxP	40 B-B4	Kt-Q6
17 BxP	Kt-B4	41 KxP	KtxPch
18 R-K1	Q-Q3	42 K-B3	Kt-Q8
19 B-K3(e)	Q-KKt3	43 P-B4	K-K3
20 Q-K2	Q-Kt5	44 PxP	K-Q4
21 B-B5(f)	BxKt	45 B-K3	Kt-B6
22 QxB	QxQ	46 P-Kt6	K-B3
23 PxO	KR-K1	47 B-B5	Kt-Q4
24 R-K4	P-B3	48 P-Kt5ch	K-Kt2

Drawn.

- (a.) For notes on the opening so far see Games 3 and 5. Fahrni against Petterson (Barmen, 1905) played here PxP first.
- (b.) A blunder: P-Q3 is here required.
- (c.) The right reply, taking immediate advantage of his opponent's error.
- (d.) So far the moves are those of Marco v. Brody, Paris, 1900; but here Brody played more correctly B-Kt2.

- The text move is inferior. Worse still would be 8...KtxKt; 9 PxKt, Kt-K1; etc.
- (e.) Apparently not quite satisfactory; but his position seems to allow of little else.
- (f.) The exchanges that ensue tend to give weight to his extra P; but this effect is neutralised by the resulting doubling of his KBP.
- (g.) Better strategy than KtxP at once, for then 30 K-Kt2, Kt-Kt4; 31 R-QKt6, gives White two passed P's on the Q side, without further trouble. The text move threatens mate in two moves.
- (h.) This exchange finally ensures the draw that has been hovering around for at least half the game so far; and for the rest of the performance the lights are not needed.

WHITE : Connell.		No. 44.		BLACK : Grierson.	
1 P-KB4(a)	P-K4(b)	26 R-B1	RxKtP		
2 PxP(c)	P-Q3	27 P-R4	P-R4		
3 Kt-KB3(d)	Kt-QB3(e)	28 P-B4	Q-B4		
4 P-B3	PxP	29 Q-Q1	Q-Kt5		
5 P-K4	B-KKt5	30 R-QB3	Q-B4		
6 B-K2	Kt-B3	31 BxP	RxKKtP		
7 P-Q3	B-QB4	32 B-K2	Q-Q5		
8 B-Kt5	P-KR3	33 Q-B1	Q-K6		
9 B-R4	Q-K2	34 P-B5	QxQch		
10 QKt-Q2	P-KKt4	35 KRxQ	B-R2		
11 B-Kt3	Kt-KR4	36 P-B6(m)	B-Kt3		
12 Q-R4(f)	KtxB	37 PxPch	KxP		
13 PxKt	B-Q2	38 P-Kt3	R-Kt8		
14 Q-B2	O-O-O	39 B-B1	R-KR1		
15 O-O-O(g)	B-B7	40 P-Q4(n)	PxP		
16 Kt-B1	Q-B3	41 R-Q3	R-R8		
17 KKt-R2	B-Kt3(h)	42 QR-Q1	K-R2		
18 Kt-Kt4	Q-K3	43 K-Kt2	B-R6		
19 QKt-K3(i)	P-KR4	44 B-K2	RxR		
20 Kt-Q5	PxKt	45 BxR	R-R7ch		
21 KR-B1	R-R3	46 K-R3	B-K3		
22 R-B5(k)	Kt-K2	47 B-B3	P-Kt5		
23 KtxKtch	QxKt	48 B-Q1	R-KB7		
24 KR-B1	B-K3	49 P-Kt4(o)	R-QR7 mate		
25 K-Kt1	R-R7				

- (a.) This, as first move, is, according to Dr. Tarrasch, not to be recommended either for attack or defence.
- (b.) Decidedly the best reply, instituting a counter-attack at once.
- (c.) Not advisable: White appears to have nothing better than P-K4, transposing into the King's Gambit.
- (d.) PxP is the usual continuation here.

- (e.) The better continuation here is 3...PxP; 4 P-K4, B-K3.
 (f.) This wild out-rush of the Q is mere waste of time: Q-B2 is perhaps now his best resource in his already bad position.
 (g.) And there is time here for the defensive R-KB1 first.
 (h.) Losing a move "misteerous." There is surely no just cause or impediment why he should not now take the P: e.g., 17...BxP; 18 KtxB. Q-B5ch; re-covering the piece without danger to the Q. Or he might maintain the pressure on the K side by P-KR4.
 (i.) This is worse than bad. The other Kt, if either, should go here; but perhaps, in spite of a possible second doubled P, Q-Kt3 was here his least evil choice.
 (k.) Utterly useless,—a blind rush at nothing! Yet he has really nothing worth doing now, his game being merely a chaotic jumble, without coordination and without purpose. But what saith the poet?—
 "Or has the shock so harshly given
 Confused me like the unhappy bark . . .
 And made me that delirious man
 Whose fancy fuses old and new,
 And flashes into false and true,
 And mingles all without a plan."
 For "shock so" some critics here suggest the reading "sandwich." (See Game 42, note (o).)
 (m.) True, this liberates at once the B he has just succeeded in locking up; but that imprisonment could not in any case last long, and anything is good enough to lose with. But the text move is not a bit of Morphy—not even a little bit.
 (n.) Nor is this, either; but his game is lost, anyhow.
 (o.) A neat and simple suicide in an intolerable position.
 "One more unfortunate, weary of breath,
 Rashly importunate, gone to [his] death."

No. 45.

WHITE : Hicks.

BLACK : Severne.

1 P-K4	P-K4	13 RxP	P-Q4(g)
2 Kt-KB3	Kt-QB3	14 RxRch	KxR(h)
3 B-B4	B-B4	15 Q-R5(i)	PxB
4 P-B3	P-Q3(a)	16 P-Kt6	B-K3(k)
5 P-Q4	PxP	17 Q-R8ch	B-Kt1
6 PxP	B-Kt5ch(b)	18 B-R3ch	Kt-K2
7 Kt-B3(c)	Kt-B3	19 R-B1ch	Kt-B3
8 O-O	O-O(d)	20 R-K1	KKt-Q4
9 Kt-KKt5(e)	BxKt	21 R-Q5	P-R4(m)
10 PxB	P-KR3	22 P-R4	P-Kt4(n)
11 P-B4	PxKt(f)	23 P-R5	P-Kt5(o)
12 PxP	KtxP	24 P-R6(p)	PxP

25 B-B ₁	R-R ₃	33 QxR	QxQ
26 BxPch	K-K ₁	34 P-Kt8(Q)ch	K-Kt2(r)
27 QxBch	K-Q ₂	35 Q-Q ₅ ch	Q-B ₃ (s)
28 RxKKtch	KtxR	36 QxQch	KxQ
29 QxKtch	K-B ₁	37 PxP	PxP
30 Q-B ₅ ch	K-Kt ₁	38 K-B ₂	P-Kt6
31 P-Kt7	Q-B ₃	39 PxP	PxP
32 Q-Kt5ch(q)	R-Kt ₃]	40 B-B ₁ , and wins (t)	

- (a.) The usual continuation here, and the only one allowed by Steinitz in his "Chess Instructor," is Kt-KB₃, etc., as in Game 4, q.v. Swiderski at Bar-men, 1905, tried Q-K₂, a move that has occurred five times since then in international tourneys, the last example being in Leonhardt v. Rotlevi, Karlsbad, 1911. The text move is rare, but occurred in Spielmann v. Janowski, Karlsbad, 1907, and in Maroczy v. Perlis, Vienna, 1908. It was also adopted by Maroczy in the famous game won from him by Leonhardt at Karlsbad in 1907.
- (b.) In all the three cases above quoted Black played here B-Kt₃, as did also Teichmann against Leonhardt in the National Tournament of the City of London Chess Club in 1904. The weight of authority, we regret to observe, is therefore against Mr. Severne. Why? Obviously because
- (c.) White can and should here reply B-Q₂, obtaining a rapid mobilisation. The text move, played by Mr. Kelling in Game 4, was there correct; but in this case Black's Kkt is not yet mobilised,—circumstances alter cases. Dare we suggest that Mr. Hicks is here playing by rote?
- (d.) White here does well to attend to his mobilisation before exchanging. He cannot win and retain the KP.
- (e.) Thoroughly characteristic,—the Hicksian method in its finest flower. If the schwindel succeeds, so: if not, at least it avoids dullness and gives scope to ingenuity.
- (f.) Giving the schwindel immediate validity. Black should not have heeded the siren, and should have declined the proffered Kt, mindful of Laocoon's cry, "Timeo Danaos, et dona ferentes" Why not P-Q₄ at once?
- (g.) And here RxR is certainly to be preferred. The text move opens up for White a new avenue of attack, and gives his QB great value.
- (h.) Forced: for QxR results in loss of Q or in mate in three moves.
- (i.) Mr. Hicks conducts his attack with great vigour and ingenuity. But this second sacrifice is quite unsound, nevertheless.

- (k.) Here Black could have repulsed the attack by KtxQP. For then White's B-R₃, whenever it occurred, could have been met by P-B₄; and Black could at any moment have given up a piece, or even two pieces, to secure his position. The text move is feeble tactics; for it is the flank attack by White's B that should be carefully provided for.
- (m.) This, with his two next moves, constitutes a round-about and longwhile way of shutting out the hostile B and mobilising his own R, that is a poor substitute for the method proposed in the previous note. Perhaps Q-Q₂, threatening both Q-R₅ and Q-Kt₅, to be followed in either case by Q-Q₈ch, was here his best chance. The R could then be mobilised either at Q₁ or K₁ as might be most expedient.
- (n.) But if here, instead of thus wasting time, he had played R-R₃, he could have won easily enough. For if in reply, P-R₅, then 23...R-Q₃; 24 P-R₆, PxP; and White's attack is over. (A.)
- (o.) There is no time for this: R-R₃ still offers winning chances. E.g.: 23...R-R₃; 24 P-R₆, PxP; 25 QxPch, K-K₁; 26 Q-Kt₇, P-Kt₅; 27 QxBch, K-Q₂; 28 RxKKtch, KtxR; 29 QxKtch, R-Q₃; 30 Q-B₅ch, K-B₃; 31 B-B₁, Q-B₃. (A.)
- (p.) The onset of the KRP is characteristic Hicksian tactics again,—though in the present case the most effective method.
- (q.) This and Black's reply do not appear in the official score; but the sequel shows that these moves must have been made here. Yet need for the text move there is none, for QxQ followed by P-Kt₈ (Q) wins at once. This over-refinement places his win in jeopardy.
- (r.) K-R₂, avoiding the check, is preferable.
- (s.) He should endeavour to avoid the exchange of Q's and to get his K forward. But his thought is for his foremost BP.
- (t.) Black continued an absurdly futile resistance till the 51st move, when the arrival of a White Q on the logistic horizon in two moves had become inevitable. But let us moderate our transports. Enough: "it is too much of joy!"

No. 46.

WHITE : Kelling.

BLACK : Jourdain.

1 P-K ₄	P-K ₄	6 Q-K ₂ (a)	P-Q ₃
2 Kt-KB ₃	Kt-QB ₃	7 P-B ₃ (b)	O-O
3 B-Kt ₅	P-QR ₃	8 P-Q ₃ (c)	B-Kt ₅
4 B-R ₄	Kt-B ₃	9 BxKt(d)	PxB
5 O-O	B-K ₂	10 P-QKt ₃	Q-Q ₂

11 B-Kt2(e)	Kt-R4	26 QxQ	RxQ
12 QKt-Q2	Kt-B5	27 R-Q1	QR-KB1(m)
13 Q-K3	P-KB4	28 K-Kt1	R-K6(n)
14 P-Kt3(f)	B-R6	29 B-Q4	R-K7
15 PxKt	PxKP	30 P-QR3	R-B4(o)
16 Kt-K1	PxBP	31 PxP	PxP(p)
17 QxKP	P-B6	32 R-QB1	R-K2
18 K-R1(g)	P-Q4	33 R-B6	R-Kt4ch
19 Q-QR4(h)	BxR	34 K-B2	R-Kt3
20 KtxB	Q-R6	35 R-B5	K-B2
21 Kt-Kt3	R-B3	36 RxP	R-Q3
22 Q-Q4	B-Q3(i)	37 R-B5ch	K-Kt3
23 P-B4	BxKt	38 R-B4	R-B2
24 KtxP	BxBP(k)	39 RxR	KxR
25 QxB	QxKtch		and wins (q)

- (a.) For notes on the opening so far see Game 3. The usual modern move here is R-K1, the text move being very rare. We have found but four recorded examples.
- (b.) Here Duras against Vijzelaar at Hilversum, 1903, and Leonardt against Salve, Nürnberg, 1906, both played BxKtch,—a move condemned by Tarrasch as strengthening Black's centre. Wolf at Ostende, 1905, played against Taubenhaus B-Kt3 and against Teichmann P-Q4. This last move would seem to be scientifically preferable to the others and to the text move, which last certainly gives too slow a mobilisation.
- (c.) P-Q4 is preferable here also.
- (d.) Certainly inferior strategy now: the natural continuation is by B-K3, QKt-Q2, and B-B2. The text move merely assists Black's mobilisation.
- (e.) And this fianchetto of the B is a mistake also; he should be kept on his longer diagonal for defensive purposes, in accordance with the principles of the open game.
- (f.) White's game is already inferior, but it cannot be improved by thus weakening the K's position. He might have tried P-B4, to be followed, if 14...PxP, by PxP.
- (g.) QKtxP, then 18...BxR; 19 KxB, Q-R5ch; 20 K-Kt1, QR-K1; 21 Q-B4ch, P-B4; 22 QxBP, B-Q3. Or if, in this, 20 K-K2, then 20...QR-K1; 21 K-Q1, P-Q4; 22 Q-Q4, RxKt; 23 KtxR, QxKtch (A). And if KKtxP, then 18...P-Q4; 19 Q-Q4, P-B4; 20 Q-QR4, Q-B4; 21 K-R1, BxR; 22 RxB, Q-R6, to be followed by B-Q3. In any case Black has the advantage.
- (h.) Removing his most powerful force far out of touch with the threatened objective plane. If this is really necessary his game is gone. Yet Q-Q4 is equally useless, because of 19...P-B4 followed, if

20 Q-QR4, by 20...Q-B4. And 19 Q-K3 seems even more fatal in view of the reply QR-K1.

(i.) Here R-K1 may be suggested; for if, in reply, P-B4, then follows 23...B-B4; 24 QxB, RxKtch, and mate next move.

(k.) Black's management of the attack is here very faulty. As pointed out by the judges in the Brilliancy Prize award, by B-Q3 he could now have paralysed White completely.

(m.) Having slept peacefully all through the storm this drowsy rook awakes unwillingly at last.

"'Twas the voice of the sluggard: I heard him complain,
'You have waked me too soon; I must slumber again.'"

But, being roused, he should still go to K1, threatening to pass thence to K6; for if 28 B-Q4, then 28...R-K7, threatening R-R6, and White must lose a pawn.

(n.) Feeble: he should begin the destruction of the weakened foe by R-B7. Else why has he doubled his rooks?

(o.) Still imagining vain things: 30...PxP; 31 KtPxP, P-B4; 32 BxBP, R-B4; 33 B-Q4 (or P-Q4), R-KKt4ch, would here win the hostile KRP, and so secure two united passed pawns on the K side, besides enabling an exchange of R's. Black's logistics are hereabouts very defective.

(p.) Even here 31...RxP; 32 B-B2, R-KKt4ch; 33 B-Kt3, R-QKt7, is a better plan. As it is he is actually reduced for a while to defence!

(q.) After this exchange there is, of course, no more shred of hope for White; yet Black did not secure his opponent's resignation till the 60th move! The remaining 20 moves of unnecessary wood-shifting require, however, no record. This game, in its earlier stages one continuous series of errors by White, and in its later stages a similar series of feeble efforts by Black, was a candidate, *mirabile dictu*, for the Brilliancy Prize! "To see, now, how a jest shall come about!"

N.B.—The following is the report upon this game made by the adjudicators in the competition for the Brilliancy Prize. They placed it fourth.

"Skilfully conducted by Black up to move 22. Goes wrong on move 24: had he played then B-Q3, White was without resource, and should resign."

No. 47.

WHITE : James.		BLACK : Miles.	
1 Kt-KB ₃	P-Q ₄	12 KtxKt	R-QB ₁
2 P-Q ₄	Kt-KB ₃	13 Q-K ₂	P-QR ₄
3 B-B ₄ (a)	P-K ₃ (b)	14 KR-Q ₁	O-O
4 P-K ₃	P-QKt ₃ (c)	15 Q-B ₂ (f)	P-R ₃
5 P-B ₄	B-Kt ₂	16 B-B ₅	P-B ₄ (g)
6 Kt-B ₃	P-QR ₃	17 Kt-K ₅	PxP(h)
7 PxP	PxP(d)	18 B-R ₇ ch(i)	K-R ₁
8 B-Q ₃	QKt-Q ₂	19 KtxBPch(k)	RxKt
9 O-O	B-K ₂	20 Kt-Kt ₆ ch(m)	KxB(n)
10 R-B ₁	Kt-R ₄ (e)	21 Kt-B ₈ dbch(o)	Resigns (p)
11 Kt-K ₂	KtxB		

- (a.) The usual move here is P-B₄ or P-K₃. The text move, adopted by Blackburne against both Steinitz and Chigorin at London, 1899, by Post against Spielmann at Barmen, 1905, and by Forgacs against Janowski at Nürnberg, 1906, is by Hoffer considered to be premature.
- (b.) Dr. Tarrasch recommends here P-B₄ or Kt-B₃; nor is White's plan of mobilisation fortunate enough to have this great authority's approval.
- (c.) Against Blackburne, as above, Steinitz played here Kt-B₃, Chigorin B-Q₃. The text move seems to be here without precedent in masterplay.
- (d.) Poor strategy and against all principle, making his fianchettoed B useless by blocking the diagonal. He should keep this open by retaking with Kt or B.
- (e.) A waste of time: better attend to mobilisation with O-O or R-QB₁ or even P-B₄.
- (f.) Instituting an immediate attack upon his objective plane the moment it is permanently located.
- (g.) B-Q₃ was the right move here. (A.)
- (h.) Thinking to win a piece, and quite regardless of the massing of the hostile forces against their objective plane. Better give up the exchange at once by KtxKt, as the only alternative is instant destruction. "For a field of the dead rushes red on my sight," and White has now a forced mate in 6 moves.
- (i.) "Our King . . . is prisoner to the bishop here."
- (k.) "Are the Knights ready to begin the triumph?"
"They are, my liege."
- (m.) "Great is the rumour of this dreadful Knight."
- (n.) "Bishop, farewell!"
- (o.) "Is there not a double excellency in this?"
- (p.) Because, if . . . 21 K-Kt₁, then 22 Q-R₇ch, KxKt; 23 Q-R₈, mate. Mr. Miles was too anxious about the mint, anise and cummin of the exchange, and too neglectful of the weightier matter of the law, the defence of the objective plane. Mr. James re-

ceived for this game the special prize for the most brilliant game of the Congress.

N.B.—Blushingly we append the remarks made upon this game by Mr. Harvey, the able editor of two Auckland chess columns; though “the lady doth protest too much, methinks,” and the term “master,” applied to such a bungler as the present writer, savours suspiciously of sarcasm. The opinion of the adjudicators in the competition for the Brilliancy Prize is also added.

“We offer our congratulations to Mr. H. L. James, the winner. Black’s 15th move is weak and leads directly to the débâcle: 15...KtB3 would have been preferable, and White’s next move (B-B5) shows that he was anxious to prevent this move. Even after this, it would probably have paid Black to make this move, even at the cost of the exchange. White’s 16th and two following moves appear to us to suggest that he was then contemplating the ending commencing with 19 KtxPch. As soon as this step is taken, it becomes clear that the end is forced; but it is the foresight to conceive, the confidence to sanction, and the nerve to execute a flawless plan of attack extending over seven or eight moves, which stamps such an ending as the work of a master. It is bold and elegant.”

Adjudicators’ note.—“Easily the best of the games submitted. White lost no time, and pressed the game skilfully. Black evidently underrated the attack, which came as ‘a bolt from the blue.’ The final combination, involving the sacrifice of three pieces, was well conceived and gracefully executed. The game is a credit to the winner and to the Congress.”

No. 48.

WHITE : Jones.

BLACK : Sainsbury.

1 P-K4	P-K4	13 Kt-B5	B-Kt3
2 Kt-KB3	Kt-KB3	14 P-KKt4	P-KR3
3 Kt-B3	Kt-B3	15 B-K2(d)	B-R2
4 B-B4	B-B4	16 P-KR4	P-QKt4
5 P-Q3	O-O(a)	17 P-Kt5(e)	KtxKP
6 B-K3	BxB(b)	18 KtxKt	KtxKt
7 PxB	P-Q3	19 PxP(f)	KtxP
8 Q-Q2	P-QR3	20 Kt-Kt5	Q-K2
9 P-Q4	B-Kt5	21 P-K4	P-KB4
10 P-Q5(c)	Kt-K2	22 KtxB	KxKt(g)
11 P-KR3	B-R4	23 Q-Kt5	R-B3(h)
12 Kt-KR4	K-R1	24 O-O-O	P-B5(i)

25	R-Q ₃ (k)	Q-B ₂	30	PxQ	R-Kt ₆
26	P-R ₅ (m)	P-B ₆	31	QR-Kt ₁ (p)	RxR
27	BxP(n)	RxB	32	RxR	R-B ₁ (q)
28	Q-Kt ₆ ch	K-R ₁	33	Resigns.	
29	QR-Q ₁ (o)	QxQ			

- (a.) For notes on the opening so far see Game 13. Here P-Q₃ is almost invariably played. The text move is premature and without precedent.
- (b.) Not good strategy, as it strengthens White's centre and opens up the KB file for White's R.
- (c.) Entirely unscientific, closing his own B's long diagonal and establishing a major oblique in the wrong direction. Apparently he feared the loss of a P; but O-O was here quite good enough.
- (d.) The Q's powerful force should first be utilised by Q-Kt₂. The text move hampers the Q, and makes his attack a vanity and vexation of spirit.
- (e.) Premature and ineffective now. He seems to have at this crisis nothing better than B-B₃.
- (f.) Which means that his attack is now in a sense like the Queen of Sheba,—there is no more spirit in it. And verily it is "as a shadow that passeth away."
- (g.) Going,—
- (h.) Going,—
- (i.) Gone! The attack now passes to Black.
- (k.) KR-Kt₁, keeping his hold on the KKt file and the R's in cooperation, is to be preferred here.
- (m.) And here again likewise. The text move allows a dangerous onrush of the hostile BP.
- (n.) There does not seem to be any real necessity as yet for this sacrifice, which appears to be due to a painful panic, but is said to have been based on some airy hallucination about winning the exchange. B-B₁ might have been tried.
- (o.) It is not good strategy to allow the exchange of Q's thus unnecessarily in such a position; and, if he must do it, he should take first. But he might have tried Q-Kt₂. The text move is fatal; but is an attempt to remedy the evil results of his having separated his R's on his 25th move.
- (p.) This further exchange completes his ruin; but defeat is inevitable now in any case.
- (q.) Seizing the open file and thereby winning easily. Thanks to his opponent's premature castling, Mr. Jones early obtained a good attack, but ruined it by bad strategy on his 10th move, and still worse tactics on his 15th.

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ROUND 9 (Jan. 3).

No. 49.

WHITE : Miles.

BLACK : Mason.

1 P-Q ₄	P-Q ₄	20 B-Kt ₃	Q-K ₃
2 P-QB ₄	P-K ₃	21 P-B ₃	KtxRP(k)
3 Kt-QB ₃	P-B ₄	22 Q-R ₄	Kt-Kt ₅ (m)
4 PxQP(a)	KPxP	23 QxKt	P-R ₃
5 PxP(b)	P-Q ₅ (c)	24 QR-B ₁	P-Kt ₄
6 Kt-K ₄	Q-Q ₄ (d)	25 Q-Q ₂	Kt-Q ₂
7 Kt-Q ₆ ch	BxKt	26 P-B ₄	B-R ₂ (n)
8 PxB	QxP(e)	27 P-B ₅	Q-K ₂
9 Kt-B ₃	QKt-B ₃	28 Kt-B ₃ (o)	Kt-B ₄
10 P-K ₄	Kt-B ₃	29 Q-QB ₂ (p)	R-QB ₁
11 B-Q ₃	B-Kt ₅	30 Q-Q ₁	P-Kt ₄ (q)
12 O-O	O-O	31 K-Kt ₂	K-Kt ₂
13 R-K ₁	QR-Q ₁	32 B-K ₅ ch	P-B ₃
14 P-KR ₃	B-R ₄ (f)	33 BxQP	KtxB
15 B-KKt ₅ (g)	KR-K ₁	34 QxKt	RxR
16 P-KKt ₄	B-Kt ₃	35 RxR	QxP
17 B-R ₄ (h)	P-KR ₄ (i)	36 QxQ	RxQ
18 Kt-R ₂	PxP	37 R-B ₇ ch	K-R ₃
19 PxP	Kt-Kt ₅	38 K-Kt ₃	Resigns.

- (a.) For notes on the opening see Games 25 and 35. P-K₃, as in Game 25, is the orthodox move here, but the text move is in favour of late.
- (b.) Usual, but Rubinstein favours Kt-B₃, as in Game 35. Schlechter recommends P-K₄, which was played against him by Marshall at Monte Carlo, 1904, and adopted by Janowski against Süchting at Barmen, 1905, and by Burn against Janowski at Ostende in the same year.
- (c.) The correct move here, and the only one in good use, is Kt-KB₃. The advance of the QP in so unmobilised a position is premature and a strategical error that involves a weak isolated P, which he ultimately loses.
- (d.) Apparently waste of time merely: Kt-KB₃ seems still to be in order, if only as a step towards fuller mobilisation.
- (e.) Now, as a consequence of his ill-judged 6th move, his unsupported Q becomes a weakness.
- (f.) As several times pointed out in the Book of the Timaru Congress, 1910-11, this is not a scientific location for the B. If he cannot now safely take the Kt or retire the B along his major diagonal (which he cannot do), his 11th move was an error.
- (g.) Here White could, of course, get the B for two P's by P-KKt₄; but apparently preferred not to endanger his strong position. (A.) He rightly gives first attention to his mobilisation.

- (h.) Here this move is justified: White's pawn position, and the exposed location of Black's Q, make all the difference. The KP cannot be advanced yet.
- (i.) Not very useful; but, in such a position, what is?
- (k.) A gross blunder,—a luxury in which a Champion should not indulge. But even if it were not that, it would still be a strategical error, for such is always mere pawn-hunting in an insecure position. KtxB is the logical continuation; but he has a bad game, anyhow.
- (m.) Throwing away in his despair a move as well as the piece. Why not P-R₃ at once?
- (n.) This ignominious but forced retreat of the B before the advancing P's, and his resultant exclusion from action, is a consequence of Black's unscientific 14th move.
- (o.) With the release of his cavalry from their purely defensive position as a rearguard and their re-entry into the fighting line, White's victory is assured; and Black's game is now hopeless.
- (p.) Hasty, and a lost move: Q-Q₁ at once is right. But qu'importe?
- (q.) Queer: but needs must when the Devil drives. There is no salvation for him now, in any case.

No. 50.

WHITE : Gyles.

BLACK : Kelling.

1 P-K ₄	P-K ₄	17 BxKt	Q-R ₄
2 Kt-KB ₃	Kt-QB ₃	18 BxQR	QxB
3 Kt-B ₃	Kt-B ₃	19 Kt-B ₃	P-KR ₃
4 B-Kt ₅	B-Kt ₅	20 P-K ₅	P-Q ₄
5 O-O	O-O	21 P-QR ₄	Q-R ₄ (f)
6 P-Q ₃	P-Q ₃	22 P-B ₄	Q-B ₂
7 B-Kt ₅	BxKt	23 PxP	BPxP
8 PxB	Kt-K ₂	24 P-R ₅	R-B ₁
9 Kt-R ₄	B-K ₃	25 R-QB ₁	Q-K ₂
10 P-KB ₄ (a)	P-B ₃	26 Kt-K ₁	R-B ₅
11 B-R ₄	Q-R ₄ (b)	27 R-Kt ₁	Q-QB ₂
12 PxP	QxKP	28 R-Kt ₅	P-R ₃
13 Q-Q ₂	QR-Q ₁ (c)	29 R-Kt ₆	Q-K ₂
14 P-Q ₄	Q-R ₄	30 Q-Q ₃	R-Kt ₅ (g)
15 RxKt(d)	QxKB(e)	31 Q-QR ₃	Q-R ₅
16 RxB	PxR	32 QxR	Resigns.

- (a.) For notes on the opening see Games 20 and 30. The logical move is here BxKt.
- (b.) "Oh, the wild charge they made!" But this headlong outrush, taking the Q quite out of touch with the K's quarters, cannot be commended. Better were PxP, followed soon by Kt-Kt₃.

- (c.) Here again, why not Kt-Kt3? There would be time enough for the text move later on.
- (d.) That this dashing and destructive attack can be made with impunity is entirely due to the very faulty tactics of Black's 11th and 13th moves.
- (e.) The Q is now hopelessly cut off from the scene of action; but if, instead of the text move, PxB, then BxKBP, threatening both BxKt and mate in two moves by Q-R6-Kt7. A piece is, therefore, lost in any case.
- (f.) This location seems to have a fatal fascination for this "queen of sad mischance": this is her third visit thereto.

"Why, she would hang on [it]
As if increase of appetite had grown
By what it fed on."

- But as well this move as anything else, after all.
- (g.) A terrible blunder,—or perhaps a despairing resort to suicide as an escape from further torture. For the game might, indeed, be greatly prolonged, but could hardly be saved in the end.

No. 51.

WHITE : Severne.

BLACK : Grierson.

1 P-K4	P-QB4	15 KtxKt	BxKt
2 Kt-KB3	Kt-QB3	16 P-KB3	B-K2
3 P-Q4	PxP	17 P-B4	B-K3
4 KtxP	Kt-B3(a)	18 R-Q1	R-Q1
5 Kt-B3	P-KKt3	19 B-K3	R-Q2
6 KtxKt	KtPxKt	20 B-Q4	O-O
7 B-B4(b)	P-Q3(c)	21 O-O	KR-Q1
8 P-K5	Kt-Kt1(d)	22 B-B3	B-B1
9 PxP(e)	PxP	23 P-B4	B-Kt2
10 Q-Q4(f)	Q-B3(g)	24 BxB(i)	KxB
11 QxQ	KtxQ	25 B-B3	R-QB1
12 B-B4	B-K3	26 R-Q2	P-Q4
13 B-K2(h)	R-QKt1	27 PxP	BxP
14 P-QKt3	Kt-Q4	28 BxB	PxB(k)

Drawn.

- (a.) Played by Lasker in the 7th game of his match with Schlechter, 1910. It compels White's reply Kt-B3, so avoiding Maroczy's system of attack (by P-B4, etc.). But Mr. Grierson's general preference is for the older and more usual P-KKt3, as in Game 33.
- (b.) Here P-K5 at once seems preferable, the continuation being either 7...Kt-Kt1; 8 Q-B3, Q-R4; 9 B-B4, P-B3; 10 P-K6, as in Post v. Swiderski, Ostende, 1906; or 7...Kt-R4; 8 P-KKt4, Kt-Kt2 (followed soon by Kt-K3), which seems safer for Black. But Black has in any case a very difficult game after White's 7 P-K5.

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- (c.) Here Bernstein suggests Q-R4, threatening both KtxP and Q-QB4.
- (d.) So far, with transposition of moves 6 and 7, the players follow the Schlechter-Lasker game above-cited; but here Lasker played Kt-Kt5.
- (e.) Better was Q-B3 and, if 9...P-Q4, then 10 KtxP, PxKt; 11 BxP, and wins. Any other defence by Black of his KBP results, in this, in the loss of his QBP;—for instance, 10...B-K3, 11 Kt-Kt4; etc. The text move is a tactical error, and very feeble.
- (f.) Q-B3 would be ineffectual now, but the text move is more so. Unless, indeed, it was designed “as most like it was,” to bring about exchange of Q’s.
- (g.) Falling in with the enemy’s views; but, in his disorganized position, he can do no better. He must stave off attack at all costs.
- (h.) Mr. Severne actually declines an exchange!
“Are things what they seem,
Or is visions about?”
- (i.) But,—great happiness!—he now recovers from his brief aberration; and Richard is himself again, exchanging merrily! (See also moves 24, 27, 28.)
- (k.) After these exchanges a dismal draw is all that is left, and duly ensued on the 37th move. The rest is without interest, and we gladly omit it.
“A gentle riddance: draw the curtains; go!”

No. 52.

WHITE : Jourdain.		BLACK : Hicks.			
1	P-Q4	P-Q4	22	Q-R5ch	K-Kt1
2	P-QB4	PxP(a)	23	KtxKt	RxKt
3	P-K3(b)	P-QB4(c)	24	RxR	QxR
4	Kt-KB3	P-QKt4(d)	25	QxQ	PxQ(m)
5	P-QR4	P-Kt5	26	K-B1	R-B1(n)
6	BxP	B-R3(e)	27	B-Q2	R-B5
7	BxB	KtxB	28	P-R5	P-QR3
8	O-O	P-K3	29	B-B3	K-B2
9	Q-K2	Q-B1	30	K-K2	P-Kt3
10	Q-Kt5ch(f)	K-K2	31	P-R3	K-K3
11	Kt-K5	P-B3	32	K-B3	P-B4
12	Kt-B6ch	K-B2	33	B-Q4	R-R5
13	PxP	KtxP	34	B-B3	P-Kt4(o)
14	R-Q1	B-K2	35	P-KKt3	P-R4
15	KtxB	KtxKt	36	B-Q4	RxP
16	QxP	R-QKt1	37	P-R4	PxP
17	Q-K1(g)	Kt-Kt6	38	PxP	R-R8
18	R-R3	Q-B7	39	K-B4	R-KKt8
19	Kt-QB3(h)	KR-Q1	40	P-B3	R-Kt7
20	RxKt(i)	QxR	41	B-B3	R-R7
21	Q-K2	Kt-Q4	42	K-Kt3	R-R8

43 B-Q4	P-R4	53 B-Q4	K-Kt5
44 B-B3	P-R5	54 P-B5	K-Kt4
45 B-Q4	K-Q3(p)	55 P-B6	K-B3
46 K-B4	RxPch	56 K-B2	K-Q2
47 KxP	R-R8	57 K-Kt3	K-K3
48 B-K5ch	K-B4	58 K-B2	P-R7
49 K-Kt5	P-R5	59 K-Kt2	R-KB8
50 P-B4	P-KR6	60 KxP	RxP
51 K-Kt4	K-B5	61 BxR	KxB
52 K-Kt3	K-Kt6		Drawn.

- (a.) Janowski, in the 3rd edition of the "ABC des échecs," approves of this acceptance of the gambit. Dr. Tarrasch, on the other hand, thinks it unfavourable for Black, as he thereby gives up a move to his opponent and abandons his hold on the centre. But the worthy Doctor nevertheless regards the acceptance of the gambit as "far from being so bad as the orthodox defence" (his pet aversion) 2...P-K3; 3 Kt-QB3; Kt-KB3; etc.
- (b.) According to Pillsbury, Hoffer, and other authorities this is mistaken strategy, as Black can and ought to reply P-K4: they advocate Kt-KB3 here. Dr. Tarrasch, however, thinks the text move "probably hardly weaker than Kt-KB3." But this faint-hearted support is in itself a condemnation.
- (c.) Here P-K4 is correct, and gives him an open and favourable game.
- (d.) This attempt to maintain the gambit P is notoriously useless and unsound, and characteristically bad strategy. PxP or P-K3 is here correct.
- (e.) Persisting manfully in his high-souled contempt for the bookish theoretic. But he should play P-K3, to be followed by Kt-KB3.
- (f.) The attack he now institutes, though it wins a P and prevents Black's castling, is premature and undertaken with insufficient force. The text move is therefore a tactical error. Better was P-K4, so as to bring the B into play at K3 or B4, and then the Kt at Q2.
- (g.) White has now gained a P indeed, but his attack is completely repulsed and his mobilisation very inferior to Black's. His positional disadvantage outweighs his material gain. If, here, 17 Q-QB4, then 17...Kt-Q4, to be followed by R-Q1 or R-Kt5.
- (h.) Kt-Q2 is, if anything, worse.
- (i.) The loss of the exchange is now compulsory.
- (m.) After these wholesale exchanges, a draw is the most probable result, though Black still retains some slight advantage.
- (n.) A logistic blunder: R-Kt5 would have won the hostile QRP and left Black with all the chances in his

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favour, he being the exchange to the good. After the text move a draw is a practical certainty. (A, in part.)

- (o.) His K side P's being now secure from attack by the B, and his opponent's K cut off from them for the present, correct logistics require that Black should bring his K over to the Q side at once. This course, however, though scientifically correct, can scarcely be expected to alter the inevitable result. The game is a draw. Yet Black's frontal attack upon the strongest part of the enemy's position is nevertheless incorrect.
- (p.) Apparently realising at last that his logistics so far are at fault. It can make no difference now, however. Mr. Hicks agreed to a draw on the 66th move, 40 moves after it had become evident that, in the ordinary course of things, no other result was possible! Of a truth he is "a friend that sticketh closer than a brother"! (Proverbs, xviii., 24.)

No. 53.

WHITE : Sainsbury.

- | | | |
|---|--------|-----------|
| 1 | P-K4 | P-QB4 |
| 2 | Kt-QB3 | Kt-QB3(a) |
| 3 | Kt-KB3 | P-KKt3 |
| 4 | P-Q4 | PxP |
| 5 | KtxP | B-Kt2 |
| 6 | B-K3 | P-Q3 |

BLACK : James.

- | | | |
|----|------------------|-----------|
| 7 | Q-Q2(b) | Kt-B3 |
| 8 | P-B3 | O-O(c) |
| 9 | O-O-O | P-QR3(d) |
| 10 | P-KKt4 | P-QKt4(e) |
| 11 | KtxKt, and wins. | |

- (a.) The better reply to White's unusual second move is P-K3.
- (b.) The usual move here is, of course, B-K2. White here follows the lead of Dr. R. C. Macdonald, who, in the British Championship Tourney at Hastings in 1904 took W. J. Napier by surprise with this and the following move, which aim at an immediate K side attack.
- (c.) White's intentions being quite transparent, Black should delay castling for the present and play B-Q2, preparing to begin a counter-attack upon the Q side as soon as White has castled QR.
- (d.) B-Q2 is still the word: the QR should be got to QB1 immediately, if not sooner.
- (e.) For the third time of asking, B-Q2! But the appalling blunder in the text is beyond criticism, and rather a subject for the student of hallucinations and of the psychology of attention;
 "Yea, this solidity and compound mass,
 With tristful visage, as against the Doom,
 Is thought-sick at the act!"

Black blundered on uselessly for another 7 moves to a simple mate; but the rest is quite unfit for publication, and so also is his language concerning this—er—game. The Recording Angel, therefore, blots them both out with a tear.

No. 54.

WHITE : Connell.

BLACK : Jones.

1 P-K ₄	P-K ₄	16 BxP(i)	R-K ₁
2 P-KB ₄	P-Q ₄	17 R-B ₃	Kt-R ₄ (k)
3 PxQP	P-K ₅	18 Q-Q ₃	P-KKt ₃
4 B-QB ₄ (a)	Kt-KB ₃ (b)	19 BxB	Kt-Q ₃ (m)
5 Kt-K ₂ (c)	B-KKt ₅	20 QR-KB ₁	Kt-Kt ₂
6 O-O	B-QB ₄ ch	21 P-QKt ₃ (n)	QKt-B ₄
7 K-R ₁	QKt-Q ₂ (d)	22 Kt-K ₄	Kt-R ₅
8 P-Q ₄	Kt-Kt ₃	23 KR-B ₂	KKt-B ₄
9 B-Kt ₃ (e)	BxKt	24 P-KKt ₄	RxKt
10 QxB	BxP	25 PxKt	KtxP
11 P-B ₃	B-B ₄	26 R-KKt ₁	Q-R ₅
12 P-B ₄ (f)	O-O(g)	27 R-Kt ₄ (o)	R-K ₆
13 Kt-B ₃	P-K ₆	28 QxR	QxR
14 B-B ₂	P-QR ₃ (h)	29 PxQ	KtxQ
15 P-KR ₃	Kt-B ₁	30 BxKt, and wins (p)	

- (a.) For notes on the opening see Games 12 and 39 in the Book of the Timaru Congress, 1910-11. The old move here was B-Kt₅ch, Charousek used to play P-Q₃, and the approved modern move is Kt-QB₃. The text move at this juncture is of rare occurrence anywhere, and quite unknown in masterplay, though Chigorin played it as his 5th move (after 4 Kt-QB₃, K-KB₃) against Marshall at Karlsbad, 1907.
- (b.) The usual reply in this position is B-B₄.
- (c.) Correct is here Kt-QB₃, obtaining Chigorin's position in the game above referred to, and making it very difficult for Black to get compensation for his sacrificed P.
- (d.) Very much better is KtxP at once: he should endeavour to take immediate advantage of White's backward mobilisation.
- (e.) The attempt to win a piece by QPxB, KtxB, 10 P-QKt₃ might not in the end be successful, and would in the meantime dangerously break up his game. On this occasion, therefore, he eschews wild adventure and chooses the better part of steady play.
- (f.) Thanks to Black's strategic error on his 7th move, White's mobilisation is now greatly improved.
- (g.) Mistaken strategy again: His aim should be to castle QR and to attack vigorously on the K side. To this end he should now play Q-K₂.

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- (h.) Mere waste of time: once more, Q-K2!
- (i.) As a consequence of his very faulty evolutions, Black now loses his valuable KP and with it practically all his chances of winning.
- (k.) He now completes a career of error with a fatal blunder. BxB was here about his only resource; though even then his game was hardly redeemable.
- (m.) Being a piece and pawn down, and having no position to speak of, he might now very fittingly resign.
- (n.) Very feeble and quite unnecessary. White should push his attack by BxKt followed, if 21...QxB, by Kt-K4, or if 21...PxP, by P-KB5. Then, in this latter case, if 22...PxP, follows 23 RxB, KtxR; 24 QxKt, winning easily.
- (o.) Here White could have secured his win at once by 27 QxR, QxRPch; 28 R-R2, Kt-Kt6ch; 29 RxKt, QxR; 30 B-Q1! threatening to win the Q (by B-B2), and having two B's against a P. Or 27 QxR, Kt-Kt6ch; 28 RxKt, QxR, though not so immediately fatal to Black, is quite sufficiently so.
- (p.) Why Mr. Jones, whose courtesy in such matters is well known, should have thought it worth while to go on after this, is a mystery that passeth all understanding. Mr. Connell finally effected a mate on the 46th move.

ROUND 10 (Jan. 4).

No. 55.

WHITE : Mason.

BLACK : Sainsbury.

1	P-K4	P-K4
2	Kt-KB3	Kt-QB3
3	Kt-B3	Kt-B3
4	B-Kt5	B-Kt5
5	O-O	O-O
6	P-Q3	P-Q3
7	B-Kt5(a)	BxKt(b)
8	PxB	P-QR3(c)
9	B-R4	P-QKt4
10	B-Kt3	B-K3
11	Kt-Q2	BxB
12	RPxB	R-K1(d)
13	P-KB4	Q-K2
14	Q-K1	P-R3
15	PxP	PxB
16	PxKt	PxP
17	R-B5	K-Kt2

18	Q-Kt3	R-R1
19	QR-KB1	R-R3
20	Kt-B3	QR-KR1
21	P-R3	Kt-Q1
22	Kt-R2	Kt-K3
23	Kt-Kt4	Kt-B5
24	K-R2	Kt-R4
25	Q-K3	R-Kt3
26	P-Kt3	Q-K1
27	Q-R7	Q-B3
28	Q-Q4	Q-Kt3
29	KtxP(e)	KtxKt(f)
30	RxKt	QxQ(g)
31	RxPch	K-R3
32	PxQ	R-R2
33	P-QKt4	RxR
34	RxR	Resigns (h)

- (a.) For notes on the opening see Games 20 and 30. Some authorities recommend here Kt-K2, a move favoured by Maroczy.

- (b.) This move is here somewhat out of fashion of late, Kt-K2 at once being mostly preferred.
- (c.) The usual continuation here is Kt-K2; but B-Q2, as played by Teichmann against Schlechter at Hamburg, 1910, is good and safe enough. The older move, Q-K2, is still preferred by some. Mr. Sainsbury's system of defence, embodied in this and his next following moves, appears to be original: Mr. Mason has in this game no difficulty in proving its unsoundness.
- (d.) Here P-R3 at once seems desirable.
- (e.) At last! Black's game is now hopeless.
- (f.) QxQ at once is no better, if it is not even worse.
- (g.) Compulsory, but fatal; for without his Q he has now no defence.
- (h.) This game has been throughout of a somewhat wood-shifting tameness quite in keeping with the dreary opening, which is justly branded by Marco as "stupid" (stumpfsinnig).

No. 56.

WHITE : Hicks.

BLACK : Gyles.

1 P-K4	P-K4	29 K-Q3	P-Kt4
2 P-KB4	B-B4	30 R-R1	R-QB1
3 Kt-KB3	P-Q3	31 R-QB1	K-B2
4 P-Q4(a)	PxQP	32 P-R4	P-R3
5 KtxP(b)	Kt-KB3	33 P-R5	K-K2
6 Q-Q3	O-O(c)	34 R-KR1	R-KR1
7 B-K3(d)	R-K1	35 R-K1	K-Q3
8 Kt-Q2	BxKt	36 R-K5	R-KB1
9 BxB	KtxP	37 B-K1	R-B2
10 O-O-O	KtxKt	38 R-K2	R-K2
11 Q-KKt3(e)	Kt-Kt6ch	39 B-Q2	Kt-Kt2
12 BPxKt	P-KB3	40 RxR(i)	KxR
13 B-Q3	Kt-Q2	41 P-QKt4	K-Q3
14 Q-R4	Kt-B1	42 PxP	KxP
15 P-KKt4(f)	P-QB4	43 P-Kt4ch	K-Q4
16 B-B3	P-Q4	44 B-B1	Kt-K3
17 P-Kt5	P-Q5	45 B-Q2	Kt-Kt2(k)
18 PxP	QxP	46 B-K1	Kt-K1
19 QxQ	PxQ	47 B-B2	Kt-Q3
20 KR-Kt1ch	K-B2	48 B-Kt1	Kt-K5
21 B-B4ch(g)	B-K3	49 BxP	KtxP
22 BxBch	KtxB	50 B-B6	Kt-K5
23 B-Q2	R-KKt1	51 B-R4	Kt-Q3
24 R-Kt3	RxR	52 K-K3(m)	K-B5
25 PxR	P-B4	53 B-K7	Kt-B2(n)
26 R-R1	K-Kt3	54 K-B3	Kt-R1
27 K-B2	R-K1	55 K-Kt3	Kt-Kt3
28 R-R4(h)	P-KR4	56 B-Q6	K-Q4

57 B-Kt8	K-K5	61 B-Q6	P-B5
58 B-B7	P-R5ch	62 K-R3	P-B6
59 K-R3	KtxPch	63 K-R2	K-K6
60 KxP	Kt-Q6	64 Resigns (o)	

- (a.) The orthodox and usual continuation here is, of course, B-B4, though Kt-B3 (Chigorin's favourite) and P-B3 are also in frequent use. The text move is very rare, and apparently the only recorded instances of it in masterplay are in Albin v. Marco, Dresden, 1892, and Bardeleben v. Przepiórka, Düsseldorf, 1908.
- (b.) Practically the only available move: B-Q3, played in both the games above-cited, abandons the P and gives Black an easy game.
- (c.) Premature: Black should here gain time by 6 BxKt, QxB; 7 Kt-B3.
- (d.) Recklessly disregarding of Black's obvious reply: B-K2 is needed here.
- (e.) RxKt at once were perhaps better, avoiding the disturbance of his Q side pawns. The text attack is futile.
- (f.) The onward rush of this P is in true Hicksian style, but ineffective. He might now, by KR-K1, have challenged Black's possession of the open file.
- (g.) And this, with the exchange that follows, merely helps Black in completing his mobilisation. Why not B-Q2 at once?
- (h.) Simply throwing away a move, as, after Black's obvious reply, the R must go back again if he is to be of any use. But
"Facilis descensus Averno; sed revocare gradum—"
 (The going down to Hell is easy, but to come up again,—*"ay, there's the rub."*)
- (i.) After this exchange, Black's Kt and P must, in the ordinary course of nature, win against White's B.
- (k.) Black's logistics are weak and without effective plan. The Achilles'-heel of White's position,—otherwise a strongly entrenched one,—is his KKtP. Against this, therefore, Black should act at once by Kt-B1, Kt-Kt3, and P-R5. White's only defence is B-K1, and after the exchange of P's his centre is broken and his K driven by the Kt's check from his strong defensive post at Q3, and Black gets possession with his K of the important square, his K5. And thereafter White's game is hopeless, for his KRP is easily held in check by Black's Kt. E.g., 45...Kt-B1; 46 B-K1, Kt-Kt3; 47 B-B2, P-R5; 48 PxP, KtxPch; 49 K moves, K-K5! and wins. If, in this, 48 BxP, then 48...PxP; 49 B-K3, P-Kt7; 50 B-B2 (or Q4 or B5), P-Kt8 (Q); 51 BxQ, KtxPch; 52 K moves, K-B5; winning equally. Or 48 B-K1, with the same

result. Or 48 K moves, P x P; 49 B x P, K-K5 and wins.

- (m.) A serious logistic blunder. The K should maintain, until forced from it, his present strong position in opposition, and the B should mark time by patrolling the diagonals K1-R4 and R4-Q8. White is then secure on the Q side, as Black's Kt cannot by any ingenuity attack the KtP, and if he checks (after Kt-B5) at Kt7, White forces him back to B5 by K-B2 and then returns his own K to his entrenchment at Q3. But even then Black should win by the advance of his KRP, first manoeuvring his Kt to Kt3 (by, say, Kt-K1, Kt2 (or B2), K3, B1, and Kt3. Yet much simpler and less longsome and difficult would have been the process set forth in the preceding note.
- (n.) Black's logistics are very unsatisfactory. White's K having moved to the K side, his weak point is now his KtP. Black should now proceed to attack and capture it (it cannot be saved) by Kt-K5, B6, and R7. True, White might in the meantime attack and capture Black's KRP; but his game would be hopelessly lost, nevertheless.
- (o.) The whole of the end game from move 40 onwards is interesting, if only for the examples of defective logistics or end-game strategy pointed out above.

No. 57.

WHITE : Grierson.

BLACK : Jourdain.

1 P-K4	P-K4	16 P x P	P-Kt5
2 Kt-KB3	Kt-QB3	17 O-O	O-O
3 B-Kt5	P-QR3	18 Kt-B5	P x P
4 B-R4	Kt-B3	19 KtxBch	KtxKt(g)
5 P-Q3(a)	P-Q3	20 BxRP	KtxP(h)
6 P-QB3(b)	B-Kt5(c)	21 P x Kt	P x B
7 P-KR3	B-R4(d)	22 Q-Kt3ch	K-R2
8 Q-K2	Q-Q2	23 Q x KP	Kt-Kt3
9 B-K3	B-K2	24 Q x BP(atB6)	Kt-B5(i)
10 QKt-Q2	P-R3(e)	25 Q-KB3	Q-Q3
11 Kt-B1	P-Q4	26 QR-Q1	Q-K4
12 Kt-Kt3	B x Kt(f)	27 R-Q7(k)	R-KKt1(m)
13 Q x B	P-Q5	28 R x Pch	K-R1
14 B-Q2	P-QKt4	29 Q x Kt	Resigns.
15 B-Kt3	P x P		

- (a.) The usual continuation here, adopted in all the other 10 Morphy defences occurring at this Congress, is O-O. The pianissimo variation in the text is little used of late,—there appear to be only 14 examples of it in international tourney play since 1904, and in 11 of these cases Black replied P-Q3, as in the text.

- (b.) But this move is entirely abandoned now in favour generally of Kt-B₃ or P-KR₃. Duras, however, at Karlsbad (1907), Prague (1908), and Hanover (1910) systematically played in this position (on 8 separate occasions) P-B₄,—a move of which he seems to be the sole advocate. It aims at preventing the advance of Black's QKtP.
- (c.) And this reply is quite without precedent; the usual one being P-KKt₃: K₃ or Q₂ is a more fitting position for this B.
- (d.) Again, as already on several previous occasions, we must protest against this unscientific location of the QB. As we observed in the Book of the Timaru Congress, 1910-11, "having pinned the Kt he should now take it, else why B-Kt₅ at all?"
- (e.) He now has the minor crotchet and the en-appui both in evidence,—a weakness of mobilisation, we thankfully observe, not of very frequent occurrence in this Congress.
- (f.) Now he does what he should have done on his 7th move: B-R₄, therefore, was a lost move.
- (g.) A blunder: QxKt seems to give him a safe game.
- (h.) Taking the bull by the horns in truly Jasonic fashion. The move is perhaps his best, though it not only breaks up the K's position,—which seems inevitable,—but also exposes the Q to attack by the hostile R's and loses a P.
- (i.) Black's game is now entirely disorganized, and the text move, useless as it is, is perhaps not worse than the others available.
- (k.) "This castle hath a pleasant seat."
- (m.) Abandoned of Hope and a prey to black Despair, he now desperately fordoes himself. But, in such evil case, who shall blame him? "Fall, and cease!"

No. 58.

WHITE : Kelling.		BLACK : Miles.	
1 P-K ₄	P-K ₄	14 BxP	R-Kt ₁
2 Kt-KB ₃	Kt-QB ₃	15 Kt-QR ₄	KR-Kt ₂
3 B-Kt ₅	P-QR ₃	16 B-R ₅	B-K ₃
4 B-R ₄	Kt-KB ₃	17 P-QKt ₃	R-Kt ₄
5 O-O	B-K ₂	18 B-B ₃	P-B ₅
6 P-Q ₄	O-O(a)	19 Kt-Q ₄	PxP
7 R-K ₁ (b)	PxP	20 BPxP(f)	R-QB ₁
8 BxKt	QPxB	21 KtxR	BPxKt
9 QxP	P-B ₄ (c)	22 BxKt	BxB
10 QxQ	RxQ	23 P-K ₅	B-Q ₁
11 Kt-B ₃	P-QKt ₃ (d)	24 Kt-Kt ₂ (g)	B-R ₄
12 B-B ₄	P-B ₃ (e)	25 KR-Q ₁	B-B ₆
13 B-B ₇	R-Q ₂	26 QR-B ₁	P-Kt ₃

27 Kt-Q ₃ (h)	K-Kt ₂	47 KR-B ₄ (p)	B-K ₃
28 P-KR ₃	P-Kt ₅	48 R-Q ₄ (q)	BxP
29 Kt-B ₄	B-B ₄	49 RxRP	B-K ₃
30 Kt-Q ₅	R-B ₄	50 R-R ₇	R-QR ₈
31 K-B ₁ (i)	B-K ₃	51 P-R ₅	B-B ₄
32 KtxB(k)	PxKt	52 K-K ₃	R-R ₆ ch
33 R-Q ₃	P-B ₇	53 K-Q ₂	R-R ₇ ch
34 P-KKt ₄	P-KR ₄	54 K-B ₃	B-K ₃
35 R-Q ₂	PxP	55 P-R ₆	K-B ₃
36 PxP	BxKtP	56 K-Kt ₄	K-B ₄
37 KRxP	RxP	57 K-Kt ₅	P-Kt ₄
38 P-B ₄	R-K ₅	58 PxP	KxP
39 R-B ₂	B-R ₆ ch	59 R-R ₈	P-B ₄
40 K-Kt ₁	B-Q ₂	60 R-Q ₆	B-Kt ₆
41 K-Kt ₂	B-Kt ₄	61 P-R ₇	K-B ₅
42 K-B ₃	R-K ₃	62 K-Kt ₆	B-B ₇
43 R-B ₃	R-K ₈ (m)	63 R-K ₄ ch	B-K ₅
44 P-R ₄	B-B ₈	64 K-B ₅ (r)	K-K ₆
45 KR-B ₂	B-R ₆ (n)	65 KR-Q ₈	BxR
46 R-B ₆ (o)	B-B ₄	66 RxB	K-B ₆

Drawn.

- (a.) For notes on the opening see Game 3. The usual continuation here is PxP; hardly anything else is ever played at this juncture, and the text move is extremely rare. The only recorded instances of it in masterplay seem to be in Marshall v. Brody and in Marco v. Chigorin, both at Paris in 1900.
- (b.) Here Marshall played, characteristically, P-Q₅,—a premature advance,—while PxP was Marco's move. Black having castled, the text move is not now so effective as in the ordinary variation (in reply to 5...B-K₂).
- (c.) Better keep the square Q₁ for the QR, and gain a move at the same time, by 9...QxQ; 10 KtxQ, P-B₄.
- (d.) Black has already, thanks to the inferior strategy of his 9th move, a bad game. He seems to have here nothing better than B-K₃, in spite of the isolated KP that is likely to result from this. The text move is very poor.
- (e.) Perhaps better were 12...Kt-K₁; 13 Kt-Q₅, B-Q₃; but a P would still be lost even then.
- (f.) If 20 KtxR, Black gets compensation for the loss of the exchange in manner and form following: 20...BPxKt; 21 Kt-Kt₂, R-QB₁; 22 B-Q₄ (best), PxBP; threatening KtxP and P-B₈ (Q) or B-QKt₅ and B-Q₇.
- (g.) White is now a P and the exchange to the good, and should win.
- (h.) But this is not the way to do it: by inferior strategy he loses his opportunity, for R-Q₃ wins at once. E.g.: 27 R-Q₃, BxKt; 28 RxRch, BxR; 29 R-K₈ch,

K-Kt2; 30 RxB, followed by R to B6 or B5 according to Black's play, winning another P. Or: 27 R-Q3, P-Kt5; 28 Kt-Q1, B-B4; 29 R-K3, winning the P equally. Any other reply by Black to White's R-Q3 loses a piece. The text move allows the hostile KB to become securely entrenched in a galling position at his own QB6.

- (i.) He seems to have nothing better, but this should reduce the game to a very probable draw.
- (k.) Compulsory now, if the KP is to be saved; but, in parting with his Kt he parts with his best hope of avoiding the draw.
- (m.) These futile manoeuvres so far from his base endanger his game and risk the loss of the draw.
- (n.) This should apparently have been a losing move.
- (o.) Here 46 K-B2, R-KR8; 47 R-B1, RxR; 48 RxR, B-Q2; 49 R-Q1, B-B1 (or B3); 50 R-Q6, followed by the immediate advance of the K to K5, is a line of action that naturally suggests itself and should win. The text move is parlously like a blunder.
- (p.) Here again R-B1 is to be preferred; for, if then, B-K5ch follows K-B2 and a simple exchange of R's, and White retains his advantage.
- (q.) And again R-B3 is here good enough, for White could still reply to the B's check by K-B2. The text move is mistaken strategy.
- (r.) No better result is obtainable from RxBch and queening the P: he cannot do more than draw, do what he may. He has managed to fritter away completely the win that he had in hand on his 27th move. Both sides in this game have been at pains to prove that "humanum est errare."

WHITE : James.

1	P-Q4	P-Q4
2	Kt-KB3	Kt-KB3
3	B-B4	P-K3
4	P-K3	B-K2(a)
5	P-B4	PxP
6	BxP	O-O
7	Kt-B3	P-QR3(b)
8	O-O	P-QKt4
9	B-Q3	Kt-Q4
10	Kt-K2	B-Kt2
11	R-B1	KtxB
12	KtxKt	B-Q3(c)
13	Kt-K2(d)	P-KB4
14	Kt-K5	R-B3
15	P-KB4	R-R3

No. 59.

BLACK : Jones.

16	Q-K1	Kt-Q2
17	KtxKt	QxKt
18	Kt-Kt3	Q-K2
19	R-KB2	R-KB1
20	Kt-B1	QR-B3
21	P-K4	PxP
22	BxKP	BxB
23	QxB	R-B1
24	R-K1	P-B4
25	P-Q5	P-B5
26	R-B3	R-K1
27	K-R1	Q-B3
28	R-K2	B-B4
29	Q-K5	R-K2
30	QxQ	Resigns (e)

- (a.) For notes on the opening so far see Game 47. The text move equally with P-QKt3, as played by Mr. Miles in Game 47, seems to be quite unknown in masterplay, the usual move being B-Q3, QKt-Q2, or P-QB3.
- (b.) This minor crotchet is not needed, for White's Kt-QKt5 can be answered by B-Q3. P-QKt3 followed by B-Kt2 is preferable.
- (c.) This venerable ecclesiastic makes two bites at a cherry. He should have gone in one act to Q3 on the 4th move, and so have saved a move.
- (d.) But as this noble Knight is compelled to feast in the same way, qu'importe?
- (e.) At this stage it was found that Black had overstepped his time-limit, and he accordingly resigned;—a contretemps greatly to be regretted, as Mr. Jones had made an excellent fight, and had obtained the attack, and for many moves kept it well in hand.
 "Look at the clock!" said Winifred Price."
 (Ingoldsby.)
 "And it is marvel he out-dwells his hour." (Merchant of Venice.)

No. 60.

WHITE : Severne.

BLACK : Connell.

1 P-K4	P-QB4	26 Q-K1	P-Q4
2 Kt-KB3	Kt-QB3	27 P-QKt4	Q-B5
3 P-Q4	PxP	28 Kt-B5	Q-Kt4
4 KtxP	Q-Kt3(a)	29 Kt-R4	P-Q5
5 Kt-Kt3	P-K4	30 Kt-Kt6	QR-Kt1
6 B-K3	Q-B2	31 QR-B1	B-Kt6
7 Kt-B3(b)	B-Kt5	32 R-B5	Q-K1
8 B-Q2(c)	BxKt	33 R-Q3	B-K3
9 BxB	KKt-K2	34 P-Kt4	Q-Kt3
10 B-B4	O-O	35 Q-Q2	B-B4
11 B-Q5(d)	P-Q3	36 R-Kt3	P-R4
12 O-O	P-QR4(e)	37 P-R3	PxP
13 P-R4(f)	Kt-Kt5	38 RPxP	Q-B2
14 BxKt	PxB	39 R-R3	B-Kt3
15 Q-Q2	KtxB	40 R-R1	P-K5
16 PxKt	Q-B5	41 PxP	BxP
17 Kt-B1(g)	B-B4	42 Q-B4	B-B3(m)
18 P-B3(h)	PxP	43 P-R6	PxP(n)
19 QxP	QxQP(i)	44 RxB	Q-R2
20 Q-Kt3	Q-B3(k)	45 Kt-B4	P-Q6ch
21 Kt-Q3	B-K3	46 Q-K3	Q-Q2
22 Q-Kt4	KR-Q1	47 Q-K6ch	QxQ
23 KR-Q1	P-B3	48 RxQ	RxP
24 P-B3	B-B2	49 Kt-K3	P-Q7
25 P-R5	Q-B2	50 QRxRP	R-K5

51 K-B ₂	KR-Q ₅	56 R-Q ₃	R-K ₄
52 QR-R ₃	R-K ₂	57 K-K ₂	P-B ₄
53 R-Q ₁	R-K ₃	58 K-B ₂	P-B ₅
54 K-K ₂	RxP	59 Kt-B ₁	RxR
55 KxP	R-Kt ₆	60 RxR(o)	

Drawn.

- (a.) For this quaint bizarrerie you shall look in vain through volumes endless. It is a complete stranger to masterplay,—“and, therefore, as a stranger give it welcome.”
- (b.) P-QB₃ and then QKt-Q₂ is, under the circumstances, distinctly a better plan.
- (c.) For now, to avoid the threatened doubled P, he has to lose a move.
- (d.) Mere waste of time; but probably meant to tempt an exchange, more Severnino.
- (e.) Here B-K₃ seems more natural and effective.
- (f.) Not necessary: Q-Q₃ is quite good enough and more aidant and remediate for his mobilisation.
- (g.) This cramping move gives him a bad game at once. But he is in a ticklish position anyhow, and needs to walk very delicately, and a good move does not seem to be open to him at this crisis.
- (h.) He seems to have nothing better than this awkward move. If Kt-Q₃, then 18...P-Kt₆!, and White will toss on a still more stormy sea of troubles.
- (i.) Better was QxQ followed by KR-QB₁; thus equally winning a P and at the same time seizing the open file.
- (k.) The following venture might be here made with every chance of success:—20...QxQ; 21 KtxQ, B-B₇; 22 R-R₃, P-QKt₄; 23 Kt-R₁, BxP; 24 P-QKt₃, P-Kt₅; 25 RxB, RxR; 26 PxR, R-R₁, having three P's for the B, with some prospect of eventually getting the Kt for one of them.
- (m.) Here B back to Kt₃ seems safe enough, and prepares the advance of his P to Q₆, should a chance therefor arise. The text move gives him immediate trouble.
- (n.) He must now either part thus with the B for a P or lose the exchange. “Thus the whirligig of time brings in his revenges.”
- (o.) Two or three more moves were played by each side, but they are unintelligible, something having apparently dropped out from the official score,—which last, be it remarked e.p., is throughout defective and illegible to a painful extent.

ROUND 11 (Jan. 4-5).

No. 61.

WHITE : Jones.

BLACK : Mason.

1 P-Q4	P-Q4	8 O-O-O(f)	PxKt
2 Kt-KB3	P-QB4(a)	9 QxP	B-Q2
3 P-B4(b)	P-K3	10 BxKt	QxB
4 Kt-B3	Kt-KB3(c)	11 Q-Q2	O-O-O
5 B-Kt5(d)	PxQP	12 P-QR3	BxP
6 QxP(e)	Kt-B3	13 Kt-Kt5(g)	Kt-QR4
7 Q-Q2	P-Q5	14 Resigns (h)	

- (a.) A thoroughly modern variation dating apparently only from the Stockholm tournament of 1906, in which it occurred in the games Bernstein v. Giersing and Englund v. Marco. Adopted by Rubinstein in his match with Mieses, the text move is said by Dr. Tarrasch to be "much better than either of the defensive moves P-K3 and P-QB3."
- (b.) More usual here is P-K3.
- (c.) Giersing at Stockholm played out the other Kt. He lost; but it is to be remembered that his opponent was Bernstein.
- (d.) So far the moves are those of Rubinstein v. Duras, Prague, 1908; but here the former played this B to B4. As he is in some sort the originator or chief exponent of the variation as a whole, Mr. Jones might safely have continued to follow him.
- (e.) Better was here KtxP: as it is, he loses much time and gets a very bad game.
- (f.) But this is mere blunder,—due, apparently, to the hallucination that after Black's PxKt, he could play QxQ mate! This must seem the work of that sweet Puck who "misleads night-wanderers, laughing at their harm." But so bad is White's position, as a result of his 5th move, that the text move is perhaps not so very much more disastrous than any other.
- (g.) If PxB, then 13...Q-R8ch; 14 K-B2, Kt-Q5ch; 15 Kt (or Q)xKt, B-R5ch, winning the Q. But all roads lead to Rome.
- (h.) A terrible warning against rash wandering from beaten paths. Having before us a Master's example, let us hearken to his voice: "This is the way, walk ye in it."

No. 62.

WHITE : Gyles.

BLACK : Grierson.

1 P-K4	P-K4	5 O-O	O-O
2 Kt-KB3	Kt-QB3	6 P-Q3	P-Q3
3 Kt-B3	Kt-B3	7 B-Kt5	BxKt(a)
4 B-Kt5	B-Kt5	8 PxB	Kt-K2

9 Kt-R4(b)	Kt-Kt3(c)	23 B-B4	Q-Q4
10 KtxKt	BPxKt(d)	24 BxR	QxB
11 B-B4ch	K-R1	25 QxP	Q-K2(k)
12 Q-Q2	P-B3	26 R-K3	Q-QB2
13 P-B4	Q-K1	27 Q-K5(m)	Q-B1
14 PxP	PxP	28 Q-K6	Q-Q1
15 R-B3	B-K3	29 Q-K7(n)	Q-B1
16 B-Kt3	BxB	30 P-KR3(o)	R-Kt1
17 RPxB	P-QR3	31 P-B4(p)	Q-Kt1
18 R-Kt3	R-Q1	32 R-Q3	P-R3
19 R-KB1	R-Q3(e)	33 RxKt	R-K1
20 [Q-B2](f)	Q-K3(g)	34 Q-Q6	PxR
21 P-Q4(h)	PxP(i)	35 QxPch	K-Kt1
22 P-K5	QxKP	36 QxKtPch	Resigns.

- (a.) For notes on the opening so far see Games 20, 30, and 55. Schallopp recommends here 7...B-Kt5; 8 BxKKt, PxB; 9 Kt-Q5, Kt-Q5. The exchange in the text is, in the most modern practice, usually omitted, Kt-K2 or Q-K2 being played at once instead; but B-Q2 is a safe substitute for any of these.
- (b.) This "Tarrasch" attack should be preceded, as in Game 30, by BxKt.
- (c.) For now Black has the opportunity of freeing his game by P-B3 and Kt-K1, leaving White's QB treading the empty air.
- (d.) RPxKt is here to be preferred, enabling later on Kt-R2, and avoiding the B's check.
- (e.) Feeble: the right move here is KtxP (!) winning the exchange. E.g.: 19...KtxP; 20 RxRch, QxR; 21 Q-K3, KtxR; and White cannot play 22 BxR because of the reply Q-B8 mate. (A. in part.) The loss of the exchange could be avoided in this by 21 Q-K1 instead of Q-K3, but even so White would lose a P.
- (f.) The official score gives here Q-R4,—an absurdly impossible move. The move assigned to him in the text is the only one that can be made to agree with the sequel. If it was not the move made, then many moves must have been dropped in the official score,—which is unlikely. "Oh that mine adversary had written a book" (to quote the A.V.'s mistranslation of Job xxxi., 35), if it were to be as full of errors as the score-sheets of the present Congress!
- (g.) A serious mistake: Kt-Q2 was here in order (that is, assuming White's last move to have been as in the text).
- (h.) A well-timed advance,—though a fairly obvious move,—and well followed up on his next move.
- (i.) The losing move: R-Q2 gives Black an even game at least. (A.)

- (k.) Probably anxious to avoid undoubling White's QBP by QxQ, and thinking to keep his game better by preserving Her Majesty; but better a Queen exchanged than a Queen playing the hunted fugitive and scurrying about for several moves like a frightened coney of the rocks.
- (m.) "The Princess comes to hunt here in the park."
- (n.) "Her love is not the hare that I do hunt."
- (o.) "We'll hunt no more to-day."
- (p.) This time-marking is both weak and unnecessary. He should force the win at once by ³¹ RxKt, PxK; ³² QxBPch, R-Kt2; ³³ R-Q3! But Black's game has been hopeless since his loss of the exchange on the 24th move.

No. 63.

WHITE : Miles.

BLACK : Hicks.

1 P-K4	P-Q4	19 BxPch	RxB
2 PxP	Kt-KB3	20 KtxR	Q-K2
3 P-Q4	KtxP	21 Kt-K5	QKt-B3
4 P-QB4(a)	Kt-KB3(b)	22 Q-Kt3	R-Q1(i)
5 Kt-QB3	P-K3(c)	23 P-KB5	Kt-B1
6 Kt-B3	P-QKt3	24 PxP	QxP
7 B-K2(d)	B-K2	25 Kt-B3	Kt-Kt5
8 O-O	QKt-Q2	26 B-B2	Kt-Q2
9 B-B4	Kt-R4(e)	27 P-Q5(k)	Q-Kt3
10 B-K3	B-Kt2	28 P-KR3	QKt-K4
11 Q-Q2	KKt-B3	29 KtxKt	KtxKt
12 QR-Q1	B-Kt5	30 B-Q4	Kt-B2(m)
13 Q-B2	BxKt	31 QR-K1	Q-Q3
14 QxB	P-KR3	32 R-K6	Q-Q2
15 Kt-K5	Kt-K5	33 R-Kt6	P-B3
16 Q-B2	Kt-Kt4(f)	34 RxPch	K-B1
17 P-B4	Kt-R2(g)	35 Q-B3(n)	Resigns.
18 B-R5	O-O(h)		

- (a.) For notes on the opening see Game 39. The text move is usual here, though Kvicala v. Spielmann at Prague, 1908, played B-Q3, and Burn v. Tartakower at St. Petersburg, 1909, Kt-KB3.
- (b.) Some prefer here the so-called Schuster gambit,—4...Kt-Kt5; 5 Q-R4ch, QKt-B3; 6 P-QR3, Kt-R3; etc., which may (or may not) win White's Q—probably not. This temptation, which must have appealed strongly to him, Mr. Hicks very rightly resists. The text move is correct.
- (c.) Tartakower, in the 3rd game of his match with Shories at Barmen in 1905, played here P-QB3, which seems to be no improvement upon the text move.

- (d.) So far the moves are those of Marco v. Gunsberg, Monte Carlo, 1902; but here Marco played B-B4 and Gunsberg replied B-Q3.
- (e.) Characteristic in style, but worse than useless, as it effects nothing, save the indirect and brief support of the QBP, and the Kt must return at once with loss of a move. He might have tried P-QR3.
- (f.) Meantime his R's and Q are unmobilised and his K uncastled! Why not O-O or Q-Q2? The text move is again worse than useless, and invites attack.
- (g.) This unhappy beast must surely suffer from an uneasy conscience. He has made 8 out of Black's 17 moves, and now shrinks away into a corner, modestly anxious to avoid public notice! After so much waste of time Black's game is in theory already lost.
- (h.) And this makes it actually so. Perhaps KtxKt, followed by Q-K2, was his least disastrous course; but nothing is really good.
- (i.) This R, having waited so long, might wait a bit longer, and B-K5 might be played, bringing the idle B into communication with the threatened objective plane.
- (k.) Black's QB is now utterly useless, and might as well be off the board; and a graceful resignation would now become Black well.
- (m.) The wanderings of this distracted Knight are really quite an Odyssey. He has made 12 of Black's 28 moves, he has slain two of the foe, he has traversed about a third of the board, and now behold him all but home again—too late. For now his house is left unto him desolate.
- (n.) And fain must he perish in the ruins thereof;—
“The paths of glory lead but to the grave!”

No. 64.

WHITE : Jourdain.		BLACK : Severne.	
1 P-K4	P-K4	14 Kt-K3	P-QKt3
2 B-B4(a)	B-B4(b)	15 P-KKt4	P-KB3
3 Q-K2(c)	P-Q3(d)	16 P-KR4	K-B2(i)
4 Kt-QB3(e)	Kt-KB3	17 P-Kt5	K-K1
5 P-Q3	Kt-B3(f)	18 Q-R5ch	K-Q2
6 B-Kt5	B-K3	19 PxRP	PxP
7 P-KB4	BxB(g)	20 QxP	K-B3
8 PxB	BxKt	21 Kt-Kt4	Kt-Kt1
9 RxB	P-KR3(h)	22 Q-K3	QR-B1
10 BxKt	QxB	23 Q-QKt3	Q-K2
11 Kt-Q5	Q-Q1	24 Q-Kt5ch	K-Kt2
12 O-O-O	O-O	25 Q-Q5ch	K-Kt1(k)
13 P-KB5	Kt-K2	26 P-QR4	Q-B2

27 Q-Q3	P-QR4	44 Q-Kt4	Q-R3
28 P-QKt3	Q-R4	45 Q-Kt6	Q-R1
29 Q-KKt3(m)	Kt-K2	46 Q-Kt4	Q-R3
30 K-Kt2	R-B2	47 K-R3	Q-R2
31 Q-R3	R-R1	48 Q-Kt3	Q-R3
32 R-KR1	Kt-Kt1	49 Q-B2(p)	Q-R2
33 QR-KKt1	Kt-K2	50 P-QB3	Q-R1
34 Q-KB3	KR-R2	51 P-QKt4	PxP
35 Q-B2	Q-B2	52 PxP	Q-R3
36 Kt-K3	R-R4(n)	53 P-R5	PxP
37 Kt-Q5	KtxKt	54 PxP	Q-B5
38 BPxKt	Q-R2(o)	55 P-R6ch(q)	K-B1(r)
39 R-Kt4	R-R3	56 QxQ	PxQ
40 Q-Kt2	R-R4	57 R-QKt3	RxP
41 R-Kt7	Q-R3	58 P-R7	R-R7ch
42 R-Kt8ch	K-Kt2	59 K-R3	Resigns.
43 RxR	QxR		

- (a.) This "King's Bishop's Opening," once popular enough, is of late fallen upon evil days and into much disuse.
- (b.) The classical defence: the usual and stronger reply is the Berlin defence, Kt-KB3.
- (c.) The trail of hoary antiquity is over all this variation. The text move goes back to the matches between Labourdonnais and McDonnell in the Year of Grace 1834, it having been adopted by the former in the 19th and 21st games of the 1st match. The only other recorded example of it in masterplay seems to be in 1872, when Schallopp played it against Anderssen. It is given indeed, by Rosenthal as the correct thing in his "Traité," 1901; but Rosenthal was then himself outworn. Kt-KB3 and P-QB3 appear to be the moves in favour here nowadays.
- (d.) Played by Labourdonnais in the 19th game above mentioned. In the 21st he played here Kt-KB3, as did also Anderssen against Schallopp.
- (e.) Better P-QB3. McDonnell played here P-Q3.
- (f.) Here P-KR3 first, preventing the pinning of the KKt, is desirable.
- (g.) This and his following move, giving up both B's and dragging the hostile KR into action, constitute a serious strategical error. To be preferred here is PxP.
- (h.) He now adds to the mistake embodied in his two previous moves by making a move that would have been useful some time back, but is now merely an invitation to the adversary to do as he had intended to do!
- (i.) Now ensues a prolonged flight of the K, by which Black achieves the feat of avoiding the threatened K side attack and castling QR in 8 moves instead

- of in one!—"Sisera lighted down off his chariot and fled away on his feet."
- (k.) It is achieved, and Sisera is safely tented at last! But what of his host meanwhile? For the loss of time (and of a P) involved in this remarkable performance must prove very serious for Black.
- (m.) Waste of time. If he wishes to defend P with Q he should play Q-R₃ at once.
- (n.) All this demonstration against White's KRP amounts merely to time-marking, for the P cannot be won. Yet "to labour and to wait" is about all there is left to him now.
- (o.) But this is very inadvisable, as it confines too much the KR, and renders possible the resulting attack by White. Better was KR-R₂.
- (p.) All the "heavy-headed revel, east and west," of the last few moves might well have been omitted. With the text move we resume our studies.
- (q.) Winning by force, whether the P be taken or not.
- (r.) K-R₁ is no better, because of 56 Q-B₂.

No. 65.

WHITE : Sainsbury.		BLACK : Kelling.	
1 P-K ₄	P-QB ₃	28 B-K ₃	K-B ₃ (m)
2 P-Q ₄	P-Q ₄	29 RxR	RxR
3 PxP(a)	PxP	30 Kt-K ₁	R-B ₆
4 Kt-KB ₃	B-B ₄ (b)	31 B-Q ₂	R-B ₅
5 Kt-B ₃	P-K ₃	32 R-B ₁ (n)	RxR
6 B-QKt ₅ ch	Kt-B ₃	33 BxR	K-B ₄
7 O-O	B-Q ₃	34 K-Kt ₁ (o)	K-K ₅
8 R-K ₁	KKt-K ₂	35 K-B ₁	Kt-B ₄
9 P-QR ₃	B-KKt ₅ (c)	36 Kt-B ₃	P-B ₃
10 B-K ₂	P-QR ₃	37 B-Kt ₂	K-Q ₆
11 Kt-KKt ₅	B-KB ₄	38 P-Kt ₄	Kt-K ₂
12 Kt-B ₃ (d)	Q-B ₂	39 Kt-K ₁ ch	K-B ₅
13 P-R ₃	P-R ₃ (e)	40 K-K ₂	Kt-Q ₄
14 B-Q ₃ (f)	BxB	41 K-Q ₂	B-B ₅ ch
15 QxB	O-O	42 K-B ₂	B-Kt ₄ (p)
16 Kt-Q ₁ (g)	Kt-Kt ₃	43 Kt-Q ₃	Kt-B ₂
17 K-R ₁	QR-B ₁	44 Kt-B ₅	B-R ₅
18 B-K ₃	QKt-K ₂	45 Kt-K ₄	B-Kt ₄
19 Kt-B ₃ (h)	P-Kt ₄	46 Kt-B ₅	P-B ₄
20 R-K ₂ (i)	Q-R ₄	47 PxP	PxP
21 KR-K ₁	R-B ₃	48 Kt-Q ₃	B-B ₃
22 Q-Q ₂	KR-B ₁	49 Kt-K ₅ ch	K-Q ₄
23 KtxQP(k)	QxQ	50 K-Q ₃	Kt-K ₃
24 KtxKtch	KtxKt	51 K-K ₃	B-Kt ₄ ch
25 BxQ	RxP	52 K-B ₃	KtxPch
26 P-QKt ₄	K-R ₂	53 BxKt	KxB
27 KR-QB ₁	K-Kt ₃	54 Kt-B ₆ ch	K-B ₅

55 Kt-Kt8	B-B8	59 K-B6	P-Kt4
56 KtxP	BxP	60 KxP	B-Q7
57 K-B4	P-Kt3	61 K-Kt6	P-QKt5
58 K-K5	BxP	62 KtxP	KxKt
			and wins (q)

- (a.) For full notes on the opening see Game 40. Here Kt-QB₃ is almost always played.
- (b.) And Kt-QB₃ seems to be usual here; but the variation beginning 3 Pxp is of infrequent occurrence in any form.
- (c.) Mere waste of time: O-O, or Q-B₂ at once, was here good enough.
- (d.) Two moves given away quite gratuitously by each side! Noble competition in generosity!
- (e.) And now each side has a minor crotchet and an en appui,—a feebleness of mobilisation less common in this Congress than at Timaru. “We therefore have great cause of thankfulness.”
- (f.) Why not B-K₃ at once?
- (g.) And why this and his next move at all?
 “[White] moves in a mysterious way
 His wonders to perform:”
- (h.) But loses a move over it, and gets a bad game. If he intended this move he would have done better to have posted his QB at Q₂ instead of K₃.
- (i.) Worse than useless, as it throws away another move; but the position does not appear to admit of anything good.
- (k.) The only move to avoid immediate disaster.
- (m.) Quite a little Royal progress! “Le roi s’amuse”; but he will presently be useful in the forefront of the battle.
- (n.) In view of the advanced position of his opponent’s K it was not good strategy to exchange R’s, thereby increasing said K’s effectiveness; but the weakness of his isolated KP makes his game very difficult in any case.
- (o.) Bad logistics: he should check the hostile K’s advance by P-B₃.
- (p.) Better B-B₂, to be followed by B-Kt₃ and Kt-B₅.
- (q.) White struggled on quite vainly for 10 more moves, resigning only when a Black queen on the logistic horizon was inevitable in two moves; but there is no need to study his latter end.

No. 66.

WHITE : Connell.

BLACK : James.

1 Kt-QB ₃ (a)	P-Q ₄ (b)
2 P-Q ₄ (c)	B-B ₄
3 P-K ₃ (d)	P-K ₃ (e)

4 P-KKt ₄ (f)	B-Kt ₃
5 P-KR ₄	P-KR ₄
6 P-Kt ₅	B-Q ₃

7	Q-K ₂	Q-Q ₂	35	R-Kt ₁	R-K ₁
8	Kt-B ₃	Kt-QB ₃	36	Q-B ₂ (n)	RxB
9	P-R ₃	KKt-K ₂	37	PxR	Q-K ₆ ch
10	B-R ₃	P-R ₃	38	K-Kt ₂	QxBP
11	R-KKt ₁	Kt-B ₄	39	Q-B ₂ (o)	Q-Kt ₅ ch
12	B-Q ₂	Q-K ₂ (g)	40	K-R ₂ (p)	R-K ₇
13	O-O-O	Kt-R ₄ (h)	41	RxQ	RxQch
14	KtxP	PxKt	42	R-Kt ₂	RxRch
15	QBxKt	BxP	43	KxR	P-R ₇
16	B-B ₃	P-Kt ₄ (i)	44	RxP(q)	P-R ₈ (Q)
17	PxB	QxRPch	45	R-Q ₂	Q-B ₆
18	B-Kt ₂	Q-R ₅	46	R-KB ₂	QxQP
19	Kt-K ₅	O-O	47	P-B ₆	Q-Q ₄ ch
20	KtxB	PxKt	48	K-Kt ₃	QxBP
21	BxKt	RxB	49	R-B ₃	Q-K ₅ (r)
22	P-KB ₄	P-Kt ₅	50	R-B ₄	Q-K ₈ ch
23	K-Q ₂	Q-B ₃	51	K-Kt ₂	K-Kt ₁
24	Q-Q ₃	P-R ₄	52	R-B ₂	Q-K ₅ ch
25	R-QB ₁ (j)	P-R ₅	53	K-Kt ₁	QxP
26	P-B ₄	Q-Q ₃	54	R-Kt ₂	K-B ₂ (s)
27	PxP	RxQP	55	R-B ₂ ch	K-K ₃
28	Q-B ₄	P-B ₄	56	R-Kt ₂	K-B ₄
29	K-K ₂	P-R ₆	57	R-B ₂ ch	KxP
30	B-R ₁	R-Q ₁	58	R-Kt ₂ ch	K-B ₅
31	PxP	Q-K ₃	59	R-B ₂ ch	K-K ₆
32	B-K ₅ (k)	P-Kt ₆	60	R-QR ₂	Q-Kt ₆ ch
33	K-B ₃ (m)	K-R ₂	61	R-KKt ₂	QxRch
34	B-Q ₄	P-Kt ₇	62	KxQ	P-Kt ₄

and wins (t)

- (a.) This extremely rare eccentricity, dubbed by Mr. Connell the "Fraser Gambit," is strongly recommended by Griffith and White in their "Modern chess openings," 1911; but their advocacy will not suffice to establish a move so shunned by masters. It was adopted, indeed, three times by Mr. Leather, of Liverpool, at the Amsterdam Tournament of 1889; but he does not rank above ordinary amateurs, and his full score on that occasion was 0 out of a possible 8! The only recorded examples of its use by genuine masters are in Blackburne v. Noa, London 1883, and Tinsley v. Showalter, London, 1899. Hoffer says of it: "1 Kt-QB₃ is only permissible if White can continue with P-K₄ to get an open game. But if he keeps a close game, the QKt on B₃ interferes with the establishment of a centre." You shall search in vain for any instance of its use by any Continental master.
- (b.) Considered by Bird to be the best reply. It aims at preventing the establishment of a centre by White, and was played by both Noa and Showalter in the above-cited games.

- (c.) But here both Blackburne and Tinsley continued,
P-K₃.
- (d.) Griffith and White (see above) give here P-B₃.
- (e.) Kt-KB₃ first is desirable here.
- (f.) This wild and premature pawn attack should lead to
no good result.
- (g.) Preparing for a Q side attack in view of Black's
obvious next move.
- (h.) More vigorous was BxP; for if, in reply, PxB, then
14...QxRPch; 15 K-Kt₁, Kt-Q₃; threatening both
BxPch and Kt-B₅,—and White would be in serious
difficulties.
- (i.) The result of an hallucination: Black expected to re-
cover the B by QxPch! "I was the more de-
ceived." B-Q₃ was the move heré, retaining the
better game.
- (j.) This and his next move constitute a serious strategic
error, inasmuch as they allow Black to establish two
strong united passed pawns on the Q side. The
ultimate loss of the game is largely attributable to
this mistake. Q-Kt₃ may be here suggested,—to
be followed, if 25...Q-Q₃, by P-B₃.
- (k.) Bad: QxP is the move here, and breaks Black's only
hope. (A.)
- (m.) The KtP cannot be taken because of 33...R-Q₇ch
winning the Q. Nor can it be taken on his next
move because of RxB winning a piece.
- (n.) This gives Black an opportunity (which he seizes at
once) for a sudden and vigorous onslaught. Yet
it is difficult to suggest anything better, White's
choice of moves being very small indeed.
- (o.) Intended to protect his KRP. Yet it were, perhaps,
better to give it up at once, and to play for the draw
by K-R₁, followed by interposing Q in reply to
checks by hostile Q. White should at all costs
keep his R's in cooperation.
- (p.) Fatal. Equally so was Q-Kt₃, because of
40...R-K₇ch; 41 K-B₁ (or R₁), QxQ; 42 RxQ, P-R₇.
But he might still have drawn at least, and even
had some winning chances, by K-R₁. E.g.: 40
R-K₁, Q-R₆ch; 41 Q-R₂, QxQch; 42 KxQ, R-K₇ch;
43 K-Kt₃, R-Q₇; 44 P-B₆, RxP; 45 P-B₇, R-QB₅;
46 R-Kt₂, RxP; 47 RxP, PxR; 48 RxP, and Black
cannot expect to do more than draw. And if, in
this, he attempts to rush the position by 43...P-R₇ at
once, he loses,—somewhat as follows:—44 P-B₆!
PxR(Q); 45 RxQ, R-QB₇; 46 P-Q₅, K-Kt₁; 47 K-B₄,
K-B₂; 48 K-K₅, K-K₂; 49 P-Q₆ch, K-Q₁; 50 K-K₆,
RxP; 51 RxP, winning.
- (q.) The Christian virtue of resignation would be well in
place here, instead of the ridiculous posturings of
the next 31 moves.

- (r.) There is no need for manoeuvring with the Q: QxR at once wins with certainty, as Black's doubled P, here a great advantage, holds the fort (Black's KB₃ and KB₄), and is unassailable by White's K, who will be gradually driven back until he is forced to abandon his unhappy pawns to the enemy's tender mercies,—which of a truth are like to be as those of Cromwell at Drogheda. Black relies too much upon his superior force, forgetful of logistic science.
- (s.) Which, however, with the advance of the K, he now puts into victorious practice.
- (t.) White continued, till mated on the 75th move, a childishly absurd resistance that "cannot but make the judicious grieve." But "I hold it not honesty to have it [here] set down." Alas for those fearsome sandwiches once more! Verily, he that eateth thereof, "he feedeth on ashes." (Isaiah xlv., 20.)

N.B.—During the overnight adjournment of this game Mr. Connell, in the course of a newspaper controversy with Mr. James, published a letter in which he referred to this game, and expressed himself as confident of winning it! This incident deserves to rank as one of Whistler's "instances" wherein is "pleasingly exemplified" how "the Serious Ones of this Earth, carefully exasperated, have been prettily spurred on to unseemliness and indiscretion, while overcome by an undue sense of right."

GAME TO DECIDE THE CHAMPIONSHIP (Jan. 5).

No. 67.

WHITE : Gyles.		BLACK : Mason.	
1 P-K ₄	P-Q ₄	13 Q-K ₁ (f)	O-O-O
2 PxP	QxP	14 B-KKt ₅ (g)	K-Kt ₁
3 Kt-QB ₃	Q-QR ₄	15 Kt-KB ₄ (h)	P-KR ₃
4 P-Q ₄ (a)	Kt-KB ₃	16 QBxKt	KtxB
5 B-Q ₃ (b)	B-Kt ₅	17 QKt-K ₂ (i)	KR-K ₁
6 KKt-K ₂ (c)	P-K ₃	18 Q-KB ₂ (k)	QBxKt
7 B-Q ₂ (d)	P-QB ₃	19 KtxB	B-R ₇ ch
8 O-O	Q-B ₂	20 K-R ₁	Kt-R ₄ (m)
9 P-KB ₄ (e)	B-Q ₃	21 KR-K ₁	RxKt
10 P-KR ₃	B-R ₄	22 RxR	Kt-Kt ₆ ch
11 P-B ₅	PxP	23 KxB	Kt-K ₅ ch
12 BxP	QKt-Q ₂	24 Resigns (n)	

- (a.) For notes on the opening see Game 42. The text move, recommended by Dr. Tarrasch, is the usual one here, but Kt-B₃, recommended by Zukertort, has been much in use of late, particularly at the Stockholm tournament of 1906, where it was the

- usual continuation. Schlechter recommends B-B₄, which was played several times at S. Petersburg, 1909.
- (b.) Played by Tarrasch against Mieses, Monte Carlo, 1903; but K-B₃, recommended by Lasker and by Bernstein, and played by Weiss against the latter at San Sebastian, 1911, is to be preferred; for then, in reply to Black's B-Kt₅, White can play B-K₂, rapidly mobilising his K side,—as in Chigorin v. Tarrasch, Ostende Champion tourney, 1907.
- (c.) Better than P-B₃, as played by Schiffers against Tarrasch, Leipzig, 1894, which merely drives the B back at last to Kt₃,—under the circumstances a good position for him.
- (d.) Tarrasch against Mieses (as above) played this B to B₄, intending Q-Q₂ and Kt-Kt₃, leaving Black's B in a useless and awkward position.
- (e.) Premature: B-KB₄ first, enabling Q-Q₂ and so freeing the KKt, is to be here preferred.
- (f.) This is rather worse than useless: having failed to get his QB to its proper post at B₄, he should now remove it to K₃.
- (g.) These operations on the K side constitute a very mistaken plan of strategics. The objective plane being now permanently located on his left, and his own King's position being threatened, he should endeavour immediate attack by Kt-K₄ followed by the advance of the pawns on the Q side.
- (h.) Kt-K₄ being now inadvisable, because of 15...KR-K₁.
- (i.) Here, though sadly belated and shorn of much of the strength it would earlier have had, Q-Q₂ seems to be again required, if only as a time-saving measure. The text move fatally cramps his game,—already bad.
- (k.) Quite useless, and so, apparently, is everything else.
- (m.) "Ay, there's the rub." White might as well resign now; for, behold, vengeance cometh, and that speedily.
"Some little talk awhile of Me and Thee
There was,—and then no more of Thee and Me"!
- (n.) With R and B against Q some fight might still be made, of course; but, with ordinary care on Black's part, the result is certain. The ending, though far less immediately and crushingly effective, is in method the same as that of the "Brilliancy" game,—No. 47. Mr. Gyles made the serious strategical mistake of massing his forces against the K side, where he had nothing to attack, instead of securing his defences and acting early and vigorously against his objective plane. He was also—naturally enough—very nervous, and hurried his moves unduly, his time for the whole game being only 30 minutes.

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