

$\frac{1}{2}$ Red calf.

218
10666.

CORRECTIONS.

- Page 20, note (c). *For* Schaehwelt *read* Schachwelt.
,, 38, White's 4th. move should read, P-K5.
,, 51, note (d), *For* as *read* are.
,, 57, 1st. line. *For* this *read* thus.
,, 60, note (f). *For* le chandelle *read* la chandelle.
,, 72, note (n). *For* rückständen *read* rückständigen.
,, 78, note (k). *For* K-Kt5ch *read* Kt-Kt5ch.
,, 79, note (g). *For* Black *read* White.

26th CHAMPIONSHIP CONGRESS, NELSON, 1913.



Standing.—C. R. Sainsbury, J. C. Grierson (Champion), T. E. Maunsell, W. E. Mason, F. K. Kelling, G. F. Dodds.
Sitting.—E. Hicks, G. C. Cole, E. H. Severne, R. J. Barnes, A. W. Gyles, H. L. James.

NEW ZEALAND CHESS ASSOCIATION.

Book of the 26th Congress



HELD AT NELSON,

December 26 1912, to January 7, 1913.

Edited and annotated

by

H. L. JAMES.

With a Club Directory.

Of Nelson and the South
Sing the glorious day's renown. *Campbell (amended).*

For a man may fail in duty twice
And the third time may prosper. *Tennyson.*

Go it three times. *Popular Opera.*



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1913.

Preface.

For the third time the New Zealand Chess Association puts before its public the results of its annual Championship Tournament. On this occasion an attempt has been made to increase somewhat the usefulness of the work by including some information of a year-book character anent the chess clubs of the colony. It has not been possible, however, to expand much in this direction;—firstly, because the information obtainable was scanty, unimportant, or altogether wanting; and secondly, because at present a much enlarged book is beyond the means of the Association. The Editor, moreover, feels that this portion of the work has of necessity suffered by being left in his own incompetent hands instead of the extremely capable ones of our chess historian, Mr. F. K. Kelling. This gentleman, by reason of his position as Official Reporter to the Association and of his accumulated mass of manuscript matter relating to New Zealand chess, must seem of all men the most suitable for such service. His difficulty would have been not how to fill the space available for such information, but how to buckle within the belt of rule the exuberance of his knowledge; for, like Gilbert's Major-General, he is "teeming with a lot of news." As it is, because of the small bulk of such information herein given, it would be premature to call this booklet a "year book": the title is too grandiloquent. It may come to be suitable in future years, however, for the idea is like Rumour in the Libyan towns,—"*vires acquirit eundo.*"

The Nelson tournament was an extremely enjoyable one, approaching closely in this regard the previous one at Napier; and it is safe to say that never have the competitors in any of these tourna-

ments been treated with greater kindness or with more royal hospitality. The weather was perfect and glorious throughout; every afternoon the Nelson ladies provided most acceptable teas; the competitors were taken on two separate occasions for drives round the orchard country of Stoke, and to this day the memory of the fruit they there did eat is sweet in their mouths; an exceedingly pleasant social evening closed the tournament; and, finally, the President of the Nelson Chess Club, Mr. G. F. Dodds, entertained the competitors most royally at his private residence. And now they are longingly reminiscent of Nelson, as the starving desert-wearied Hebrews of Egypt: "We remember the fish which we did eat in Egypt freely,—the cucumbers and the melons." Yea, and the strawberries; for one competitor, in a burst of ecstatic confidence, committed to writing his opinion that the Nelson tournament was the best he had attended, for it was the only one at which he had had strawberries and cream!

"Oh, joy; oh, rapture unforeseen!"

The Nelson Borough Council very kindly gave to the Committee the use of their Chamber, and the Congress was opened therein by His Worship the Mayor of Nelson, Mr. T. A. H. Field, at 10.30 a.m. on Thursday, December 26. As at Napier, the rate of play was 15 moves per hour, three rounds being played in two days, subject to the provision that not more than 8 rounds should be played in 6 days. There is a growing feeling, however, that this method involves too much strain; and there are those who advocate for the future the playing of but one round each day, in which case the time-limit might be restored to what it was some years ago—18 moves an hour. No part of any round was played on Saturday night, Dec. 31, or on Friday morning, Jan. 3, these times being reserved for the playing off of unfinished games. After the tenth round the usual photograph of the competitors was taken under the shade of some of those

trees that beautify the streets of Nelson, and help to give this delightful little town its indescribable charm.

The Nelson Congress is specially remarkable for the unexplainable and hopeless collapse of the Wellington competitors. Accustomed for years to filling most of the places on the prize list, and usually to securing the Championship also, Wellington now sees in the prize list but one of her four representatives, and that one (Mr. Barnes) fallen far from his customary high estate; while one of them (the present writer) is so low that he can fall no further. And the previous year's champion, Mr. Mason, who has four times occupied that honourable position, is down among the dead men too, closely accompanied by Mr. Kelling, another ex-champion. Verily, it is for Wellington a time of gloom, "a day of clouds and thick darkness."

"The flowers of the forest are a' wede awa!"

The South Island representatives, on the other hand, did very well. Their best man, Mr. Gyles, was, however, until lately, himself a Wellington player. So also was Mr. Hicks, who on the present occasion represented Napier. And these two tied with Mr. Grierson for first place. In the person of Mr. Grierson the Championship goes for the second time to Auckland.

The following notes on the competitors are here added. Those whose names are marked with an asterisk (*) were also at the Napier Congress, and further details respecting them will be found in the preface to the book of that Congress. For Mr. Barnes see the preface to the Book of the Timaru Congress, 1910-11.

*J. C. GRIERSON, of Auckland, wins the Championship on the present occasion for the second time; and he is the only Auckland representative who has ever won it. Yet on the present occasion, in spite of his success, his play was disappointing, and luck favoured him considerably. In

their games with him, Mr. Cole indulged in useless sacrifices; Mr. Kelling threw away his game by futile waste of time with his Knights; Mr. James, on the 27th move, could have secured a good game, but missed his chance; Mr. Barnes was ill, and played feebly; Mr. Dodds threw away a piece on the 15th move; and Mr. Gyles, by an infantile blunder, allowed Mr. Grierson a mate on the move (Game 67). In his first game with Mr. Gyles, too, Mr. Grierson, on the 23rd move, failed to take a piece left (by a blunder) unsupported, and in his second with the same opponent, threw away a pawn for nothing; while against Mr. Sainsbury's careful defence he could effect nothing, though he might fairly have been expected to beat him.

*A. W. GYLES, of Westport, again, for the second time consecutively, ties with the Champion for first place; and it is humanly certain that but "a few more years shall roll, a few more seasons come," before he will be Champion himself. Nay, he may be so next year. He is an earnest and enthusiastic student of Chess, but somewhat too much devoted to text books and too prone to accept unreservedly the latest ipse-dixit of some book or other of openings. The practice of the masters rather than the theories of amateurs should be his guide. He plays a strong game, but his youthful eagerness and impetuosity (his age is 24) often betray him. In his game with Mr. James he failed to take a P left en prise, with Mr. Cole he indulged in a needless P sacrifice, with Mr. Dodds he overlooked the obvious loss of a piece, and with Mr. Grierson he left a Knight unsupported in one game, and in the other overlooked a childish simple mate on the move.

*EDWIN HICKS, now of Napier, lately of South Wellington, ties on this occasion with the Champion and Mr. Gyles for first place, having improved considerably on his performance at Napier last year; and it is an open question whether his name or that of Mr. Gyles will first or most often adorn

the Championship Rook. Both are young, both are close students of chess, both have good natural ability,—though in this last Mr. Hicks is probably the better. Originality, too often running into eccentricity and wild rashness, is the leading feature of his play. His play is strong and his influence hypnotic.

R. J. BARNES, of Wellington, five times a Champion, made on this occasion his 23rd public appearance! But, alas, he sadly failed to maintain his ancient and honourable reputation. During part at least of the Congress he was afflicted with acute neuralgia, and Richard was not by any means himself. Against the other siegers he seems to have been quite helpless; but, on the other hand, he was the only sieger who won against all the seven unplaced men,—a feat to which even the Champion was unequal. So we may hope that he may yet shine out again in his old-time brilliancy and dim for still a while the twin stars from Westport and Napier.

*E. H. SEVERNE, of Christchurch, has, we rejoice to see, taken to heart our advice tendered to him in the Book of the Napier Congress, and has this time endeavoured after more than the draw. His style has become greatly more aggressive and enterprising, and verily he has now his reward,—he has obtained a place in the prize-list, and four men who at Napier took place above him he now triumphantly overcrows. And he will do even better yet.

*FEDOR K. KELLING, of Wellington, who at Napier just managed to squeeze in among the siegers, has this time just failed to do so, and the gap is considerable between him and the lowest sieger, Mr. Severne. His play, generally strong and full of danger for an unwary opponent, is sometimes,—notably on this occasion in his game with Mr. Grierson,—lamentably and unaccountably feeble. Unevenness is the note of his performances.

*W. E. MASON, of Wellington, four times a Champion, shares on this occasion in Wellington's downfall. He was for some reason entirely out of form; yet, but for the misunderstanding, regrettable from every point of view, that robbed him of a seemingly sure win against Mr. Maunsell, he would have just qualified as a sieger. But his play on this occasion was very far below his usual standard, and its badness could only be due to some latent ailment. "How are the mighty fallen!"

G. F. DODDS, the chief player of Nelson, and five years ago the Champion of the Dunedin Chess Club, made on this occasion his second appearance at these Congresses. By profession a dentist, he was very seriously handicapped by the fact that all his fellow-practitioners were absent from Nelson, and that the charming females of that no less charming town had chosen the time of the session of the Congress for their dental refitting and toothache attacks. He was kept very busy in consequence, and only with difficulty sat through the Congress. No man so overworked could be expected to do himself justice over the chess board; and his score is no index to his real strength, for at Dunedin in 1908 he was awarded the Brilliancy Prize for his game against the formidable Mr. Barnes.

GORDON C. COLE, of Wakefield, Nelson's second representative, made on this occasion his first appearance at these Congresses. His weak point seems to be the openings. As first player he uniformly played the so-called Zukertort opening, and, as second, showed an unwise preference for over-defensive measures. With wider practice and experience, however, Mr. Cole will easily take a higher place than his present one, for he has on his side Youth and her proper companion, Courage.

*C. R. SAINSBURY, of Hawke's Bay, has not this time done as well as he did at Napier: his lack

of opportunity for practice tells strongly against him. Yet the stand made by him against the Champion was an able and creditable one. But, though Mr. Sainsbury fails to do himself justice at these meetings, his courteous and genial presence would be much missed thereat; and his generous support of New Zealand chess, and of these congress books in particular, suffices to cover any multitude whatever of chessic sins.

Of *H. L. JAMES, of Wellington, who, in the face of failure the most complete at this Congress, has yet the audacity to attempt to edit this record thereof, perhaps the less said the better. He was at the time, and had been for several weeks previously, undergoing a course of medical treatment. Perhaps—only perhaps—this may serve as an excuse. And his motto must now be: Resurgam.

T. E. MAUNSELL, of Carterton, in the Wairarapa district, made at Nelson his first appearance in these Congresses. He seems to be hardly strong enough for such a contest, his only real win being against Mr. James, which, under the circumstances, is worth very little, though therein Mr. Maunsell showed considerable tenacity, and played well. But his games with Mr. Sainsbury and Mr. Kelling were skittles of the schoolroom.

In the present booklet games that seemed to be of markedly inferior merit have not been printed in columns, the Association deeming this an unnecessary waste of space. As to which games should be regarded as inferior the Editor has acted upon the opinion of the same anonymous amateur who kindly read over his manuscript both on the present occasion and on the two previous ones. But the games of the Champion (Mr. Grierson) have been given columns always, out of respect for his position, not by any means because they are all to be regarded as of superior or distinguished merit; for unfortunately there is a regrettable poverty of imagination about some of them. The Editor feels

keenly, indeed, that his own position in the score-sheet of the Congress deprives him of any right to this or any other opinion upon the play of his fellow-competitors; but the Association has insisted upon throwing upon him once more the onerous task of editing their book, and he therefore has no option. Criticism becomes his duty, "ruat coelum," however incompetent he may feel and however valueless his remarks may be. But for notes marked with capitals (A, B, &c.) he is not responsible, being indebted for them to the anonymous friend mentioned above.

The prize fund at Nelson was the same as at Napier, viz., £30, and provided prizes as follow, in proportion to the prize-winners' over-averages:—

Name.	Score.	Over-average.	Prize-Money.
Grierson	8½	3 (6)	£ s. d. 7 4 0
Gyles	8½	3 (6)	7 4 0
Hicks	8½	3 (6)	7 4 0
Barnes	7½	2 (4)	4 16 0
Severne	7	1½ (3)	3 12 0

The special Brilliancy Prize, of £2s. 2s., presented by Mr. B. Trathen, of Nelson, has been awarded to Mr. Hicks for his game against Mr. Barnes. The adjudicator was Mr. R. A. Cleland, of Dunedin, himself an ex-champion.

Mr. G. O. Sainsbury, a brother of Mr. C. R. Sainsbury, kindly gave a prize of £1 1s. for the best score against the siegers. However, Messrs. Mason, Dodds, Sainsbury, and James having tied for this honour with the grand score of one point each (!), full-filled with a sense of their unworthiness, modestly waived their claims to any part or lot in Jacob.

Appended are tables showing the openings adopted and the pairing of the players; and now

here followeth the complete score-sheet of the Congress, wherein the "siegiers" or prize-winners are "roped off."

	Grierson	Gyles	Hicks	Barnes	Severne	Kelling	Mason	Dodds	Cole	Sainsbury	James	Maunsell	Total	
Grierson ...	—	1	0	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	1	} $8\frac{1}{2}$	
Gyles ...	0	—	1	1	1	1	$\frac{1}{2}$	0	$\frac{1}{2}$	1	1	1		
Hicks ...	1	0	—	1	1	1	$\frac{1}{2}$	1	1	$\frac{1}{2}$	$\frac{1}{2}$	1		
Barnes ...	$\frac{1}{2}$	0	0	—	0	1	1	1	1	1	1	1		} $7\frac{1}{2}$
Severne...	0	0	0	1	—	$\frac{1}{2}$	1	1	1	1	$\frac{1}{2}$	1		} 7
Kelling ...	0	0	0	0	$\frac{1}{2}$	—	0	1	1	1	1	1	} $5\frac{1}{2}$	
Mason ...	$\frac{1}{2}$	0	$\frac{1}{2}$	0	0	1	—	0	1	1	1	0	} 5	
Dodds ...	0	1	0	0	0	0	1	—	0	$\frac{1}{2}$	1	1	} $4\frac{1}{2}$	
Cole ...	0	$\frac{1}{2}$	0	0	0	0	0	1	—	1	0	1	} $3\frac{1}{2}$	
Sainsbury ...	$\frac{1}{2}$	0	$\frac{1}{2}$	0	0	0	0	$\frac{1}{2}$	0	—	1	1		
James ...	0	0	$\frac{1}{2}$	0	$\frac{1}{2}$	0	0	0	1	0	—	0	} 2	
Maunsell ...	0	0	0	0	0	0	1	0	0	0	1	—		

It will be seen from this that, as among themselves, the scores of the siegiers are:—Gyles and Hicks (equal) 3 each, Grierson $2\frac{1}{2}$, Severne 1, Barnes $\frac{1}{2}$. Therein again is evidence of the capacity of Mr. Gyles and Mr. Hicks:

“A hair, perhaps, divides the false and true.”

It will be remembered that at Napier Mr. Gyles occupied an exactly similar position.

In conclusion, the Editor apologises for the late appearance of this booklet. He can only plead the calls of business and the seductions of domestic bliss: for four months his abode has been a kind of private hospital,—almost constantly the haunt of quite a varied tribe of illnesses, as in Hiawatha's wigwam sat Bukadawin and Ahkosewin.

INDEX OF PLAYERS.

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

	Barnes	Cole	Dodds	Grierson	Gyles	Hicks	James	Kelling	Mason	Maunsell	Sainsbury	Severne
Barnes ...	—	20	...	4	...	16	58	45	84
Cole ...	64	—	39	...	52	...	30	12	...
Dodds ...	40	6	—	55	...	15	...	28
Grierson ...	49	19	...	—	67	7	...	37	61	...
Gyles	32	8	25	—	...	62	...	50	38
Hicks ...	26	68	44	—	...	63	...	33	3	...
James	60	36	43	...	21	—	18
Kelling ...	9	56	—	5	47	35	22
Mason	48	23	31	...	57	11	...	—
Maunsell	66	13	2	...	54	...	41	—	...	10
Sainsbury	53	...	14	...	42	...	29	24	...	59
Severne	17	46	1	...	51	27	...	65	—

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————— (Zukertort form)	Nos. 11, 12, 30, 39, 52, 57, 64

Part i.

Games.

ROUND 1 (Dec. 26).

No. 1.

Four Knights' Game.

WHITE : Severne.

BLACK : Grierson.

1 P-K4	P-K4	24 R-R4	K-Kt1
2 Kt-KB3	Kt-QB3	25 QR-R1	P-KKt3
3 Kt-B3	Kt-B3	26 P-B4(h)	P-B3
4 B-Kt5	P-QR3 (a)	27 Q-B2	Q-Q3
5 BxKt (b)	QPxB	28 K-Q2	Q-K2
6 O-O	B-KKt5	29 R-K1	R-K1
7 P-Q3	B-Q3	30 P-K5(k)	P-KB4
8 P-KR3(c)	B-R4(d)	31 R-R2	R-Kt2
9 B-Kt5	P-R3	32 Q-R4	Q-Q2
10 BxKt(e)	QxB	33 Q-B2	B-Kt5
11 P-KKt4	B-Kt3	34 Q-K3	Q-K2
12 K-Kt2	Q-K2	35 Kt-R4(m)	P-Kt3
13 Q-Q2	O-O-O	36 Kt-B3	P-KKt4
14 P-R3	P-KR4	37 PxP	RxP
15 Q-Kt5	PxP	38 Kt-R2(n)	R-Kt3
16 PxP	Q-Q2	39 Kt-Kt4	K-Kt2
17 KtxP(f)	BxKt	40 P-Q4	R-Q1
18 QxB	QxPch	41 Kt-Q3	P-B4
19 Q-Kt3	Q-Q2	42 PxP	PxP
20 R-R1	B-R4	43 K-B1(o)	P-B5
21 QR-KKt1	R-R3	44 Kt-B5ch	K-B1
22 K-B1	QR-R1	45 KtxP(p)(A)	RxKt
23 K-K1(g)	KR-R2	46 R-R6	Q-Q2(q)

Continued:—47 KR-R1, Q-K3; 48 Q-QB3, R-Kt3; 49 K-Kt1, Q-Q4; 50 R-R7, R-K1; 51 Q-KKt3, KR-K3; 52 Q-Kt1, K-Kt1; 53 Q-Kt3, RxP; 54 QR-R1, KR-K2; 55 KR-R6, R-K7; 56 R-R7, Q-K4; 57 QxQ, KRxQ; 58 K-R2, R-K7; 59 R-Kt7, RxP; 60 QR-R7, R-QB1; 61 K-Kt1, R-B7; 62 P-R4, B-K7; 63 R-R6, B-Q6ch; 64 K-R1, B-B7; 65 R-R6, B-Kt6; 66 R-Kt1, R-K1; 67 R-R5, KR-K7; 68 R-QB1, R-K8; 69 K-Kt1, QR-K7; 70 Resigns.

(a.) This move, occasionally resorted to in the seventies and eighties, is almost entirely unknown in twentieth century practice. The congress books since

DECEMBER 26.

1900 show but two examples of it, viz., in Trimborn v. Leonhardt, Hilversum, 1903, and in Maróczy v. Schlechter, Vienna, 1908.

(b.) And this reply, though suggested by Hoffer as early as 1881, seems to be all but unknown in practice, the solitary recorded example of it being apparently in the Trimborn-Leonhardt game above quoted. In every other available instance B-K4 was the move here.

(c.) So far a copy of the Trimborn-Leonhardt game; but here Dr. Trimborn played K-R1, with the obvious intention of utilising the Kk file for attack in the event of Black's BxKt.

(d.) Once more, as in the previous books, we must demur. Having pinned the Kt he should now take it, if he cannot withdraw the B to K3.

(e.) An object-lesson to his opponent.

(f.) Mistaken strategy thus to open up lines of attack against his own King: R-R1 at once was the move here.

(g.) To avoid the B's check and the resulting loss of the exchange, "I will return into my house whence I came out."

(h.) Better P-K5 at once, and bring the Kt into action, over K4, at KB6 or QB5.

(k.) Too late! His Kt cannot now occupy K4.

(m.) Merely wasting a move: Kt-Q1 might be tried here,

(n.) As it might here also: White's attempts to bring this unhappy Kt into action are not judiciously made.

(o.) White, emulating his own performance against Mr. Jourdain at Napier (Book of the 25th Congress, p. 89), when he managed to extend the operation to 8 moves, has succeeded in castling QR in 6 moves instead of in one. In the face of a more vigorous attack such a manœuvre should have been by now fatal.

(p.) This is mere blunder, though White's position is a very difficult one now.

(A) P-K6 here, and White's game is at least equal to Black's,—he should, indeed, win.

(q.) Proposing a Q sacrifice (at Q8); but RxR followed by QxP was much better, winning immediately. As it is, it takes him 7 more moves to get the P, and much other wise unnecessary woodshifting follows feebly thereupon.

No. 2.

Ruy Lopez.

WHITE : Maunsell.

BLACK : Gyles.

1 P-K4

P-K4

5 PxP(d)

Q-B3(e)

2 Kt-KB3

Kt-QB3

6 BxKt(f)

QPxB

3 B-Kt5

B-B4(a)

7 O-O

P-K5

4 P-B3(b)

P-B4(c)

8 R-K1

QBxP

9 P-Q4(A)	B-Q3	13 RxB	B-Q3
10 Kt-Kt5	O-O-O	14 Q-Kt4ch	K-Kt1
11 KtxKP	BxPch	15 B-Kt5	QxBP
12 K-R1	BxKt	16 BxR(g)	Q-B8mate

(a.) This, the risky so-called "Classical Defence," was adopted twice by Mr. Gyles in this Congress, as a result of a study of Griffith and White, and once by Mr. Maunsell in imitation of Mr. Gyles. In spite of the advocacy of Griffith and White, however, this defence is too dangerous. The Congress books since 1900 afford but two examples of its use in master play,—viz., by Schlechter against Tarrasch at Monte Carlo, 1903, and by the same against Gunsberg at Monte Carlo, 1904. Janowski, however, adopted it in an offhand game with Tietz in 1902. Some three or four instances of its use by amateurs complete the record of its public appearances during the past 13 years!

(b.) Tarrasch and Gunsberg both played here against Schlechter O-O—practically the only alternative in use; but the text move is usually recommended, and is the only one given by Steinitz in his "Chess Instructor."

(c.) The move supposed to rehabilitate the classical defence.

(d.) P-Q4, recommended by T. F. Lawrence, is most favoured here.

(e.) Passmore's reply, adopted by Griffith and White.

(f.) Quite out of place here: mobilisation by P-Q4 is needed.

(A.) Here P-Q3 would seem to win a P [for 9...O-O-O is met by 10 B-Kt5!—Editor].

(g.) A gigantic oversight, paralleled by his opponent, however, in Game 67. He should have tried Kt-Q2, threatening R-KB1. "Let him shun castles."

No. 3.

Giuoco Piano.

WHITE : Hicks.		BLACK : Sainsbury.	
1 P-K4	P-K4	11 B-K3	KBxKt
2 Kt-KB3	Kt-QB3	12 PxB	P-Q4
3 B-B4	B-B4	13 B-Q3	PxP
4 P-B3	P-Q3(a)	14 BxP	P-B4(f)
5 P-Q4(b)	PxP	15 BxKt	PxB(g)
6 PxP	B-Kt5ch(c)	16 Q-Kt3ch	K-R1(h)
7 Kt-B3(d)	KKt-K2	17 Kt-K5	B-R4
8 O-O	O-O	18 P-KB4	R-B3
9 Kt-KKt5(e)	P-KR3	19 QR-Kt1	Kt-Q4
10 Kt-B3	B-Kt5	20 B-B1	Kt-Kt3

21 P-KR3(k)	Kt-Q2	35 QxQ(o)	RxQ
22 P-Kt4	PxP	36 R-Kt1	Kt-Kt3
23 PxP	BxP	37 K-B3	P-Kt4
24 Kt-B7ch	RxKt	38 K-K4	R-K2ch
25 QxR	Q-R5	39 K-B3	PxP
26 R-Kt2	B-R6	40 BxP	R-B2
27 R-Kt2(n)	BxR	41 K-Kt4	Kt-Q4
28 KxB	Q-Kt5ch	42 BxRP	KtxP
29 K-B2	R-KB1	43 R-QB1	KtxP
30 Q-K7	Q-B4	44 R-QR1	Kt-Kt5
31 B-K3	Q-B7ch	45 RxP	Kt-Q4
32 K-B3	Q-B4	46 K-Kt5	K-R2
33 R-KKt1	Q-R4ch	47 K-R5	Kt-B3ch
34 K-B2	Q-B2		Drawn.

(a.) The usual move here, and the only one approved by Steinitz, is Kt-B3. Alapin favours, however, Q-K2. The text move is rare, but was played by Burn against Leonhardt at Karlsbad, 1911, by Perlis against Maróczy at Vienna, 1908, and by Spielmann against Janowski and Maróczy against Leonhardt at Karlsbad, 1907.

(b.) The correct reply.

(c.) The right move being B-Kt3, as played in all four games cited above. The text move is bad; for White can reply B-Q2, obtaining a rapid mobilisation. Also says Marco: "Beginners often allow themselves to be misled by seeming analogies into 6...B-Kt5ch. This is entirely bad, because of 7 K-B1, threatening P-Q5 followed by Q-R4ch." The moves so far are those of Bohman v. Michelsen, 3rd Scandinavian Congress, Stockholm, 1905.

(d.) Playing by rote, as in the same position in his game against Mr. Severne at Napier last year. His proper course is pointed out in the previous note.

(e.) Merely throwing away a move: B-K3 at once is quite good enough.

(f.) Unwise,—opening up a line of attack against his own King.

(g.) Saving his QKt-P, but enabling White to establish his Kt in a most galling position.

(h.) He should play K-R2.

(k.) The initial move of a dangerous attack, which Black, however, meets very well.

(m.) Seems best. The alternative is KtxKt followed, if 24 QPxKt, by R-Kt3; but then White keeps the advantage by 25 P-Kt5, as Black cannot then play PxP (otherwise a strong move), because of 26 P-B5!

(n.) Better seems to be here KR-B2.

(o.) After this exchange a draw is the probable result,—a result, in view of the potent witchcraft working against him, that is creditable to Mr. Sainsbury's powers as a Medicine-Man.

No. 4.

Caro-Kann Defence.

WHITE : Barnes.

BLACK : James.

1 P-K4, P-QB3(a); 2 P-Q4, P-Q4; 3 Kt-QB3(b), PxP;
 4 KtxP, Kt-KB3(c); 5 KtxKtch(d), KtPxKt(e); 6 Kt-B3(f),
 B-Kt5; 7 B-K2, P-K3(g); 8 B-K3(h), Kt-Q2(k); 9 Q-Q2,
 Q-K2(m); 10 O-O-O, B-Kt2; 11 KR-K1, P-QR4(n);
 12 P-KR3, B-B4; 13 Kt-R4, B-Kt3; 14 P-KB4, P-KB4;
 15 Kt-B3, Kt-B3; 16 B-Q3, Q-B2(o); 17 Q-B2, Kt-Q4; 18
 Kt-K5, P-B3; 19 KtxB, RPxKt; 20 P-B4, Kt-Kt5; 21 B-Kt1,
 O-O-O; 22 P-R3, Kt-R3(p); 23 R-Q3, Kt-B4 (q); 24 PxKt,
 RxR; 25 BxR and wins.

(a.) This defence, which made its first appearance in masterplay in the eighties of last century, was for long of rare occurrence. Within the last half-dozen years, however, it has greatly increased in favour, though, as Griffith and White remark, it is not easy to see why; and it was played 14 times at Karlsbad in 1911.

(b.) The usual and strongest continuation. If P-K5, Black replies B-B4, with a freer game than in the French defence.

(c.) The most modern variation. The old move here (up to 1906) was B-B4, regarded as inferior by Hoffer, who recommends P-K4 instead (played by Düras against Mieses, Prague, 1908).

(d.) Better than Kt-Kt3, to which Black should reply P-K4! as in Game 68.

(e.) Or KPxKt, which is perhaps better; though Vidmar considers the choice a matter of taste only. According to Lasker the text move gives Black stronger pawns, but KPxKt allows more play with the pieces. The theoretical objection to KPxKt is that it leaves the enemy with a majority of P's on the Q side, while Black's majority on the K side is neutralised by his doubled P.

(f.) More usual is B-QB4. If B-KB4 or B-K3, with the idea of castling QR, Black replies Q-Kt3. The text move and Black's reply thereto occurred twice at Hamburg, 1910 (Köhnlein and Yates against Nyemtsovich).

(g.) So far as in the game Yates v. Nyemtsovich; but here the latter played first Q-B2, in order to prevent White's B-KB4.

(h.) This B should go to K-B4.

(k.) And Black should seize the opportunity allowed him, and play B-Q3.

(m.) The Q should still go to B2.

(n.) Very mistaken tactics: his position does not admit of such an attempt at counter-attack.

(o.) At last, in 3 moves instead of one!" "Where are you going to, my pretty maid?"

(p.) This enforced retirement of the Kt into a position of comparative inactivity in the rear practically means a

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lost game for Black, even without the hideous blunder that immediately follows.

(q.) Blind blundering, due to the silly hallucination that White's R was unsupported. The feeble flutterings that followed need no record. Black resigned on the 44th move.

No. 5.

Petroff Defence.

WHITE : Kelling.

BLACK : Mason.

1 P-K4	P-K4	19 Q-Kt3(B)	R-K1(g)
2 Kt-KB3	Kt-KB3(a)	20 Kt-R3	Q-Q2
3 KtxP	P-Q3	21 Kt-B2	B-K5
4 Kt-B3	KtxP	22 Q-B4	Q-B3
5 P-Q4	P-Q4	23 Q-Kt3	R-K3
6 B-Q3	B-K2(b)	24 KtxB	RxKt
7 B-K3(c)	O-O	25 R-K2	QR-K1
8 O-O	B-K3	26 QR-K1	QR-K3
9 P-B3	Kt-Q2	27 R-KB2(h)	R-Kt3
10 R-K1	B-Q3	28 Q-B3	R-B3
11 QKt-Q2	QKt-B3	29 Q-Kt3	R-Kt3
12 BxKt(d)	PxB	30 Q-B3	R-B3
13 Kt-Kt5	Kt-Kt5	31 Q-Kt3	R-R3ch
14 QKtxP(A)	BxPch	32 K-Kt1	KR-R5
15 K-R1	KtxB	33 R-B4	R-R8ch
16 PxB	B-B4	34 K-B2	RxR
17 KxB	BxKt	35 KxR	Q-Kt4(k)
18 Q-Kt4	B-Kt3	36 R-R4	R-K3

Continued:—37 P-Q5, R-K1; 38 P-B4, QxKtP; 39 K-Q1, Q-Kt8ch; 40 K-K2, QxRPch; 41 K-B3, Q-B7; 42 QxBP(m), Q-Q8ch; 43 K-Kt3, Q-K8ch; 44 K-R3, RxPch; 45 P-Kt3, Q-B8ch; 46 K-Kt4, R-K5ch; 47 Resigns.

(a.) This defence, played with predilection and success by Pillsbury, has not been popular of late, though a favourite with F. J. Marshall. Prague 1908, Nürnberg 1908, and Karlsbad 1907, show but one example each, and in the Ostende Championship Tourney 1907, and at St. Petersburg 1909, and Vienna 1908, it was not played at all. It has produced some extremely brilliant games, but its epitaph now is "Ichabod."

(b.) The old orthodox move. Marshall plays here B-Q3, more attacking but more risky. The usual modern course is by Kt-QB3 followed by B-K2, as in Game 62.

(c.) The only move here in masterplay is O-O, almost always followed up by R-K1. The text move renounces the attack, and is altogether too cautious.

(d.) Ill-advised: better were Q-B2, followed (if 12... B-KB4) by Kt-R4.

(A.) Here 14 KtxB, BxPch; 15 K-B1, Q-R5; 16 KtxR, wins for white. [But if Black reply to 14 KtxB by KtxB, there follows 15 RxKt, PxKt; 16 KtxP; and, though White may have a slight advantage, the win is not obvious.—Editor.]

(e.) White has now a weak KP,—certain to be a trouble to him ere long. He should have played KtxB followed, if 16...PxKt, by RxKt.

(f.) Here P-KB4, to be followed, according to White's reply, by Q-K2 or P-KR3, seems rather to be chosen. It keeps back the hostile weak KP.

(B.) Here White, by playing P-K4, could convert his weak P into a strong one.

(g.) Preventing the advance of the hostile KP: White's chance has passed.

(h.) The otherwise meaningless see-saw of the next four moves had the clocks in view: it is a little juggle with the time limit.

(k.) Now White's pawns fall an easy prey to the sword of Azrael. The game is over.

(m.) "Rachel weeping for her children . . . because they are not."

No. 6.

Falkbeer Counter-gambit.

WHITE : Dodds.

BLACK : Cole.

1 P-K4, P-K4; 2 P-KB4, P-Q4; 3 Kt-KB3(a); QPxP(b); 4 KtxP, B-Q3; 5 B-B4(c), BxKt; 6 PxB, Q-Q5; 7 Q-K2, QxP; 8 O-O(d), Kt-KB3; 9 P-Q3, B-K3; 10 Kt-B3, BxB; 11 PxB, QKt-Q2; 12 B-B4, Q-K2(e); 13 K-R1, P-B3(f); 14 QR-Q1, O-O; 15 B-Q6, Q-K3; 16 BxR, RxB; 17 R-B4(g); Q-K4, 18 Q-K3, P-KKt4; 19 KR-B1(h), Kt-Kt5; 20 Q-R3, QKt-B3; 21 Q-Kt3, QxQ; 22 PxQ, P-K6; 23 QR-K1, Kt-B7ch; 24 K-Kt1, QKt-Kt5; 25 R-K2, R-Q1(k); 26 P-QKt3, R-Q3; 27 RxP, KtxR(m); 28 RxKt, Kt-Kt5; 29 R-K2, K-B1; 30 P-R4, P-KR3; 31 P-Kt4, R-K3(n); 32 P-B5, RxR; 33 KtxR, K-K2; 34 Kt-Q4, P-R3; 35 Kt-B5ch, K-Q2; 36 K-B1, Kt-B3; 37 P-B4, Kt-K5; 38 K-K2, Kt-B6ch; 39 K-Q3, KtxP; 40 K-B2, P-KR4; 41 Kt-Kt7, P-Kt3; 42 K-Kt3, P-Kt4; 43 KtxP, K-K3; 44 PxB, RPxB; 45 Kt-Kt7ch, K-B3; 46 Kt-K8ch, K-K2; 47 Kt-Q6, P-B3; 48 P-Kt4, K-Q2; 49 Kt-K4, K-K3; 50 Kt-Q6, K-Q2; 51 P-Kt3, K-K2; 52 Kt-B8ch, K-Q2; 53 Kt-Kt6ch(o), KtxKt; 54 PxKt, K-B1; 55 K-B3, K-Kt2; 56 K-Q3, KxP. And White resigned 8 moves later.

(a.) According to Znosko-Borovski (Vsorossiski Shakhmatny Turnir, 1906) this method of evading the Falkbeer gambit "gives an equal game" Marco, however, says that it "can scarcely be held to be advantageous"; and

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that, if White fears Falkbeer's ghost, he should not play 2 P-KB4. "Under which king, Bezonian?"

(b.) Marco considers that "Black already has an excellent game; both B's are ready for action, the Q is mobile, the black KP a thorn in the opponent's flesh": and that "For these advantages . . . White has not the least compensation." Lasker suggests as "interesting" the variation 3 . . . B-KKt5; 4 B-K2, BxKt; 5 BxB, PxBP; 6 O-O, P-Q5; 7 P-Q3, P-KKt4; 8 P-KKt3, Kt-QB3; 9 PxP, PxP; 10 BxP, KKt-K2; finding it "difficult to decide who [then] has the better game."

(c.) The usual move here is Q-K2 or P-Q4. The sole instance of the text move in masterplay seems to be in Anderssen v. Schallopp, so long ago as 1864!

(d.) So far as in the Anderssen-Schalopp game; but here Anderssen played (preferably) P-Q4, giving up a second P in order to a rapid mobilisation. He won on the 13th move.

(e.) Black now has a bad game, do what he may. He should have castled ere this,—“there would have been a time for such a word.”

(f.) Making bad worse, and leading to the loss of the exchange. (g.) Frontal attack with insufficient force,—a grave tactical error. Better Q-K3.

(h.) Repulsed, of course! The attack now passes to Black, and White gets a bad game, the exchange notwithstanding.

(k.) This R should go to K1, supporting the valuable KP, and purposing R-K3 and R-KR3.

(m.) For now, if Black could play RxR, he would have a much better game.

(n.) R-Q5 is the move here, winning a P.

(o.) A fatal logistic error, which loses his most valuable P, and with it the game. The return of the Kt to Q6 would apparently have kept the draw in hand.

ROUND 2 (Dec. 27).

No. 7.

Ruy Lopez.

WHITE : Grierson.

BLACK : Hicks.

1 P-K4
2 Kt-KB3
3 B-Kt5
4 P-Q4(b)
5 P-K5
6 O-O
7 R-K1
8 KtxP

P-K4
Kt-QB3
Kt-B3(a)
PxP(c)
Kt-K5
B-K2
Kt-B4
O-O(d)

9 P-QB3(e) Kt-K3
10 Kt-B3 P-B3
11 B-QB4 K-R1
12 BxKt PxP
13 PxP RxP
14 Q-K2(f) R-Kt3
15 B-B4 B-Q3
16 Kt-K5 BxKt

17 BxB	P-Kt3	36 R-QB7	R-Q1
18 B-Kt3	B-Kt2	37 P-R3(n)	B-B5
19 Kt-Q2	Q-K2	38 R-K1(o)	R-Q7(p)
20 Kt-B3	R-KB1	39 B-Q4	P-R4
21 QR-Q1	Kt-Q1	40 RxP	KtxB
22 Kt-K5	R-kt4	41 PxKt	RxQP
23 P-KB4(g)	KR-B4	42 RxRP	P-R5(q)
24 K-R1	Kt-B2	43 QR-K5	R-Q7
25 R-Q7(h)	RxKt	44 P-QKt3	PxP
26 RxQ	RxQ	45 QR-K3	R-QB7
27 RxR	Kt-Q3	46 R-QKt1	P-Kt7
28 KRxP	B-Q4	47 K-R2	B-R7
29 R-K5	BxP	48 QR-K1	BxR
30 K-Kt1(k)	K-Kt1	49 RxB	P-Kt5
31 R-K2(m)	R-QB1	50 K-Kt3	P-Kt6
32 B-B2	P-QR4	51 K-B3	K-B2
33 B-Q4	P-B4	52 P-Kt4	R-B6
34 B-K5	Kt-B4	53 K-Kt2(r)	R-B8
35 R-Kt7	P-QKt4	54 Resigns	

(a.) The Berlin defence, once about as frequent as Morphy's, has of recent years been almost entirely abandoned in favour of the latter,—another confirmation of the Great Master's insight,—and occurred, e.g., but once at St. Petersburg, 1909, and not at all at San Sebastian, 1912.

(b.) O-O is here almost invariably played, though instances of P-Q3 and Kt-B3 occur sporadically,—“apparent rari nantes,” etc. The tourney books since Paris, 1900, where it occurred two or three times, seem to furnish but two examples of the text move, viz., in Albin v. Mortimer, Monte Carlo 1902, and Vijzelaar v. te Kolsté, Hilversum 1903. It is a poor continuation.

(c.) The correct reply.

(d.) Mortimer continued here 8...KtxKt; 9 QxKt, Kt-K3; 10 Q-K4, P-QB3; 11 B-Q3, P-Q4. He lost.

(e.) This completion of the oblique could wait. Something more vigorous, as, e.g., B-B4 or Kt-QB3, might be tried.

(f.) Unnecessary anxiety to preserve Her Majesty. QxQ, followed by B-Kt5 and Kt-Q2, may be here suggested.

(g.) Feeble: R-Q7 is here the move.

(h.) At last!

(k.) Why he does not now take the QBP is one of “the mysteries of Hecate and the night”; for, if then 30...Kt-B5, his retort is KR-K7, and Black is lost, for 31...R-Q1 can be met by RxRP, followed by QR-Q7.

(m.) RxQBP is still available. White's play is altogether too Fabian.

(n.) There is absolutely no occasion for this: RxP is right, and wins; for then 37...R-Q8ch; 38 K-B2, B-B5;

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39 P-KKt4, Kt-K2; 40 R-K5, R-Q7ch; 41 K-Kt3, RxKtP; 42 B-Q6! would be disastrous for Black.

(o.) And here R-KB2, cramping howsoever, should be preferred. His weak spot is his QKtP: it should be defended at all costs, as a bulwark against the advance of the hostile Q side pawns.

(p.) Seizing his opportunity at once; but his next move is too venturesome: the P should go rather to R3.

(q.) Skilfully maintaining his attack upon the hostile QKtP, White's weak point, instead of pawn-hunting by RxP.

(r.) Fatally bad logistics: he might still hope to draw by K-K4.

No. 8.

Giuoco Piano.

WHITE : Gyles.

BLACK : Dodds.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, P-Q3(a); 4 P-Q4 (b), PxP; 5 KtxP, Kt-K4(c); 6 B-Kt3, Q-R5; 7 Kt-QB3, P-QB3; 8 Kt-B3, KtxKtch; 9 QxKt, B-K3(d); 10 B-KB4, Kt-R3; 11 P-KR3, Q-B3; 12 P-Kt4(e), P-KKt4; 13 KR-Kt1, QxB; 14 QxQ, PxQ; 15 P-Kt5, Kt-Kt1; 16 Kt-K2; 17 BxB; 18 RpxB, B-Kt2; 19 KtxP, BxP; 20 QR-Q1, R-Q1; 21 Kt-R5, K-K2; 22 P-KB4, P-KR3; 23 Kt-Kt3, PxP; 24 Kt-B5ch, K-K3; 25 RxP, B-B3; 26 R-Kt4, Kt-R3; 27 KtxKt, RxKt; 28 Resigns.

(a.) A move always rare in this position, and apparently unknown to the masterplay of the past ten years.

(b.) In the latest available example, Reggio v. Albin, Monte Carlo, 1903, White played here P-KR3; but, the variation having been so little practised, the best continuation seems to be quite undetermined.

(c.) So far as in two games in the Minckwitz-Mieses match, 1871, in both of which, however, Black here played KtxKt.

(d.) The principle "knights before bishops" seems applicable here, and Kt-B3 may be suggested both now and on his next move. His idea appears to be to keep open the diagonal Q1-R5 for the retreat of the Q; but there seems no necessity for this.

(e.) A fearsome blunder, the outcome of the heady impetuosity of flaming youth; Q-K3 seems satisfactory here. Further comment is needless.

No. 9.

Queen's Gambit Declined.

WHITE : Kelling.

BLACK : Barnes.

1 P-Q4
2 P-QB4
3 Kt-QB3

P-Q4
P-K3
Kt-KB3

4 B-Kt5
5 P-K3
6 Kt-B3

QKt-Q2
B-K2
P-QR3(a)

7 B-Q3	P-B4	24 P-Kt4	R-B5
8 BPxP	KPxP	25 R-R3	KR-QB1
9 PxP	KtxP	26 Kt-B3	Q-Q3
10 B-B2	B-K3	27 R-Q1(g)	RxP
11 O-O	O-O	28 QxKt	PxQ
12 R-B1	R-B1	29 RxQ	R-B8ch
13 B-Kt1	R-K1	30 K-B2	PxKt
14 Q-B2(b)	QKt-K5	31 RxB	RxB
15 B-R4(c)	KtxKt	32 R-Q2	QR-QB8
16 BxKt	Kt-K5	33 RxP	KR-B7
17 B-B3(d)	B-QKt5	34 K-K2	RxRch
18 Q-Q3	BxB	35 KxR	R-QR8
19 PxB	P-QKt4	36 K-B3	RxP(h)
20 Kt-Q4	Q-Kt4	37 P-R3	R-R5
21 P-KB4(e)	Q-K2	38 R-B1(k)	K-B1
22 P-B5	B-Q2	39 R-Q1	K-K2
23 R-B3(f)	Q-K4	40 K-Kt3	R-K5

Continued:—41 R-Q3, P-QR4; 42 K-R3, R-K4; 43 K-Kt3, P-R4; 44 K-B3, PxP; 45 PxP, R-B4ch; 46 K-Kt3, P-Kt5; 47 K-R4, P-B3; 48 R-Q4, R-K4; 49 P-K4, K-B2; 50 K-Kt3, K-Kt1; 51 K-B4, K-R2; 52 K-Q3, R-Kt4; 53 K-B4, R-Kt2; 54 K-Kt3, K-R3; 55 R-Q5, K-Kt4; 56 RxP, KxP; 57 R-R6, K-B5; 58 R-K6, R-Q2; 59 KxP, R-Q5ch; 60 K-B3, RxP; 61 K-Q3, R-K4; 62 Resigns.

(a.) Strictly orthodox so far; but here the correct move is O-O, as (with transposition) in Game 22. This minor crotchet has in view an attack upon the hostile KB by P-QKt4 (as in Game 56) after the exchange of P's at B5; but this plan is not universally approved.

(b.) Too rash, thus to put the Q on an open file already occupied by a hostile R. He might have tried Kt-Q4.

(c.) Waste of time: BxKt at once is quite good enough.

(d.) A mistake, thus to break up his Q-side pawns: BxB was sufficient.

(e.) Involving a weak KP, but alternatives are neither many nor good.

(f.) This and his next two moves, attempting a K-side attack, are a tactical error. The enemy having command of the centre and of the QB file, defence should be White's first care, and the R's should be kept in co-operation. His present troubles may all be referred to his anxiety about his weak and isolated QBP, the result of his error of judgment on his 17th move.

(g.) He has only a choice of evils now, and the QBP, the cause of so much worry, cannot in any way be saved. But, after the exchanges involved in White's present plan, Black's united Q-side pawns must, at the long last, win.

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(h.) After this loss,—with a minority of P's, and with two united passed P's against him,—if White had now resigned, which of us would condemn him?

(k.) Confessing the error of his 23rd move; after 4 moves wasted and nothing accomplished, this wind-blown rook returns to his nest,—his position at the 11th move!
 "Seven men from all the world
 Back to port again."

No. 10.

Scotch Gambit.

WHITE : Maunsell.

BLACK : Severne.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-Q4, PxP; 4 B-B4(a), B-B4; 5 Kt-Kt5(b), Kt-R3(c); 6 Q-R5(d), Q-K2(e); 7 O-O(f), P-Q3; 8 Q-K2(g), B-Kt5(h); 9 Q-Q2, Kt-K4; 10 B-K2, BxB; 11 QxB, O-O; 12 Kt-KB3, KKt-Kt5; 13 KtxKt, KtxKt; 14 Kt-Q2(k), QR-K1; 15 K-R1, P-B4; 16 P-B3(m), K-R1; 17 P-QKt3, PxP; 18 KtxP, Kt-Kt3; 19 B-Kt2(n), P-Q4; 20 QR-K1, PxKt; 21 PxP, RxBch; 22 QxR, Q-K4; 23 B-B1, B-Q3; 24 P-Kt3, R-KB1; 25 Q-R3, Q-B3; 26 R-Kt1, Q-B6ch; 27 Q-Kt2, Kt-K4; 28 B-B4, QxQch; 29 KxQ, Kt-B2; 30 R-KB1, K-Kt1; 31 B-B1, R-K1; 32 R-K1, B-K4; 33 B-B4, Kt-Q3; 34 BxB, RxB; 35 K-B3, K-B2; 36 P-QR4, P-QR4; 37 K-B4, K-K3; 38 P-KKt4, P-KKt4ch; 39 K-B3, P-R3; 40 P-R3, P-Kt3; 41 R-K2, R-QB4; 42 Resigns.

(a.) For notes on the opening see Games 31 and 36 in the "Book of the 25th Congress, Napier, 1911-12." Here it may be added that since Hamburg, the Scotch has figured three times only in international congress play,—once at San Sebastian in 1911, and twice at Karlsbad in the same year; and in none of these cases was this gambit form adopted.

(b.) Premature attack,—a tactical error. Better is O-O, as played by him in the next round; but best is P-B3 (the Dutch attack), as in Spielmann v. Süchting, Karlsbad, 1911.

(c.) Disastrous would be Kt-K4, because of 6 Q-R5, Kt-R3; 7 Kt-K6, PxKt; 8 QxQKt, threatening either BxKt or QxB or QxKtP. Even 5...Kt-K4; 6 KtxBP, would be bad for Black.

(d.) The line of play here adopted by White is an improvement upon the once-popular variation of the mid-Victorian epoch, viz., 6 KtxBP, KtxKt; 7 BxKtch, KxB; 8 Q-R5ch, P-KKt3; 9 QxB, P-Q4!—which is to Black's advantage.

(e.) The correct reply.

(f.) "If 7 KtxBP, KtxKt; 8 BxKtch, QxB; 9 QxB, P-Q3, White, although he has got his pawn back,—and he

can always do that in somewhat similar form,—has nevertheless lost all attack. Castling is, therefore, preferable.”—(Gunsberg.)

(g.) This delays his advance of his KBP,—an advance which, contrariwise, he should aim at making now as soon as possible,—and, in conjunction with his next move, seriously blocks his own game. The en-appui, P-KR3, is here required.

(h.) Naturally! “Aroint thee, witch, aroint thee!”

(k.) But for the bad position of his Q, the result of his 8th move, now were the psychological moment for P-KB4;

(m.) And even now it were better than the text move, which is much too defensive.

(n.) A painful blunder. He is still reaping the Dead Sea fruit of his 8th move! Q-B4 might have been tried, however.

No. 11.

Queen's Pawn Game.

WHITE : Mason.

BLACK : James.

1 P-Q4, P-Q4; 2 Kt-KB3, Kt-KB3; 3 P-B4, P-B4; 4 P-K3, P-K3(a); 5 B-Q3(b), Kt-B3; 6 Kt-B3, B-K2(c); 7 O-O, O-O; 8 P-QKt3, P-QKt3; 9 B-Kt2, B-Kt2; 10 R-B1, R-B1; 11 Kt-QR4, P×QP; 12 KP×P, P×P(d); 13 P×P, Kt-QKt5(e); 14 B-Kt1, Q-Q2(f); 15 Kt-K5, Q-K1; 16 QKt-B3, Kt-B3; 17 R-K1, KtxKt(g); 18 P×Kt, Q-B3; 19 Kt-K4, Kt-Q2; 20 Q-Kt4, KR-Q1; 21 Kt-B6ch, BxKt; 22 PxB(h), P-Kt3; 23 B-K4, Q-B2; 24 BxB, QxB; 25 Q-Kt5(k), K-R1; 26 RxP, R-KKt1; 27 R-K7, R-B4; 28 Q-R6, Q-B1; 29 RxP, Kt-B1; 30 RxPch, Resigns.

(a.) The present position, which seems a rarity, occurred in an offhand game, Jasnogrodsky v. Mieses, played at Boston in December, 1903.

(b.) And Jasnogrodsky continued here, Kt-B3.

(c.) Better have continued the “Bindfaden” by B-Q3.

(d.) A premature and unwise exchange. He might have tried Kt-K5 or, at the cost of a move, have remedied by B-Q3 the mistake of his 5th move.

(e.) Useless, merely driving the hostile B to a better post: B-Q3 seems still advisable.

(f.) Mere blind blundering: B-Q3 was still in order.

(g.) Another blunder, which allows the hostile QP to become a powerful attacking force.

(h.) And Black might as well have resigned at once. This miserable apology for a game, vilely played by Black, is now practically over.

(k.) “Après moi le deluge.”

No. 12.

Zukertort Opening.

WHITE : Cole.

BLACK : Sainsbury.

1 Kt-KB3	Kt-QB3(a)	24 B-B1	Kt-QB5
2 P-Q4	P-Q4	25 P-KR4	Q-Q1(k)
3 P-K3	Kt-B3	26 Kt-Kt3	KxKt
4 P-QB4	P-K3	27 RxKt	B-K2
5 P-QR3	B-K2	28 B-R6	B-Kt4(m)
6 Kt-B3	O-O	29 BxB	QxB
7 B-Q3	P-QKt3(b)	30 PxQ	Kt-Q7ch
8 O-O	B-Kt2	31 K-K1	KtxQ
9 P-QKt4	R-B1	32 QR-R3(n)	K-B1
10 B Kt2	R-K1	33 RxP	Kt-Q5
11 R-B1	P-QR3	34 QR-R3	QR-Q1
12 Kt-K2	PxP	35 K-Q2(o)	Kt-K3
13 BxBP	Kt-Kt1(c)	36 P-Kt6	PxP
14 Q-Kt3	BxKt(d)	37 R-QB1	R-Q2
15 PxB	B-Q3	38 K-K3	Kt-Q5(p)
16 K-Kt2	P-QKt4(e)	39 R-R8ch	K-K2
17 B-Q3	QKt-Q2	40 RxR	KxR
18 R-KR1	P-K4	41 P-B4	K-Q1
19 P-K4	Kt-R4	42 R-B3(q)	R-K2
20 QR-KKt1	R-K3	43 PxP	Kt-K3
21 K-B1	Q-B3(f)	44 PxKt	RxP
22 B-Kt1	Kt-Kt3(g)	45 B-Q3	RxP
23 P-Q5(h)	KR-K1	46 R-B6	Resigns

(a.) A glaring violation of principle: in the close game (evidently intended by White) the QBP should be played out before the QKt goes to B3; P-Q4 or Kt-KB3 is here the move. The text move, unknown in masterplay, occurred in Piper v. Benina, Vizayanagaram (or Junior) Tourney, London, 1883, and in Krüger v. Lewitt, Dresden (Junior Tourney) 1892. Both these games were lost by Black.

(b.) Black is already beginning to suffer from the ill-effects of his first move,

(c.) Of which some such ignominious retreat as this (with loss of time) is the necessary consequence.

(d.) A great strategical error, thus to open up roads of attack for the enemy: B-Q4 might be tried here.

(e.) Leaving behind him a weak QBP: first P-B4 were better.

(f.) R-Kt3 first, retaking with RP if the R be captured, seems here better.

(g.) Now he withdraws an important force from the defence of the threatened objective plane. This Kt can be of little service on the Q's side: he should go to KB1, strongly aiding his King.

(h.) And now Black's R is driven out of the main action,—a result of his hasty 21st move.

(k.) And now his Q also flies the field: retreat is general. "They fled every man to their tents."

(m.) Ingenious: but the simple B-B1 was probably better. After the exchanges resulting from this move Black's Kt remains seriously isolated.

(n.) Tempting, but not strong: it endangers his attack. He should endeavour to get his B into the fighting line, and to make effective use of his superplus of P's on the K side, before the adversary's R's can become dangerous on the Q side. To this end the continuation 32 P-B4, Kt-Q5; 33 PxP, RxP; 34 P-B4, KR-K1 (or K2); 35 P-K5, seems both necessary and sufficient, Black's moves being practically forced, and the resulting position being a winning one for White. The text move should lead to a draw.

(o.) He seems now to have no better continuation, though it is a poor substitute for the plan suggested above, and allows the Black Kt to escape from the leaguer and take up a less dangerous and more effective position.

(p.) A lamentable backsliding: the Kt returns to the dangers from which he has just escaped! He should go to B5, stopping the advance of the hostile KBP. No need thus to beard the lion in his den.

(q.) The Kt is now lost, and with it the game. Mr. Cole save in adopting an inferior course at his 32nd move (see note (n.)), has played carefully and well, and deserves his win.

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No. 13.

Scotch Gambit.

WHITE : Maunsell.		BLACK : Grierson.	
1 P-K4	P-K4	17 P-KKt3	KtxKt
2 Kt-KB3	Kt-QB3	18 KtxKt	B-B4
3 P-Q4	PxP	19 KtxQP(c)	Q-Kt3
4 B-B4	B-B4	20 Q-R4	BxKt
5 O O	Kt-B3	21 QxRP	Q-QR3
6 P-K5	P-Q4	22 Q-B5(d)	B-Kt3
7 PxKt	PxB	23 P-QKt4	Q-R5
8 R-K1ch	B-K3	24 QR-K1	R-Q8(e)
9 PxP(a)	R-Kt1	25 K-Kt2	RxR
10 P-B3	Q-Q2	26 RxR	R-K1
11 B-Kt5(A)	P-Q6	27 RxR	QxR
12 QKt-Q2	B-K2	28 Q-K3(f)	QxQ
13 BxB	QxB	29 PxQ	P-Kt4
14 KtxP	O-O-O(b)	30 K-B3	K-Q2
15 R-K3	Q-B3	31 P-K4	K-K3
16 QKt-K5	QxP	32 K-K3(g)	K-K4, and wins

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(a.) For notes on the opening, see Game 36 in the "Book of the 25th Congress, Napier, 1911-12." The "book" move here is 9 Kt-Kt5, as played by Mr. Sainsbury in that game. The text move, with White's continuation, abandons the attack at once, and relieves Black of the serious difficulties which in this "Max Lange" variation usually do so sorely beset him.

(A.) B-R6, followed by Kt-Kt5, seems more to the purpose.

(b.) Now the attack passes to Black; and his QP becomes very troublesome.

(c.) Perhaps not an oversight or blunder, but rather a deliberate sacrifice in order to get rid of the galling QP. And with two pawns against the piece he might still hope to draw.

(d.) Better to exchange Q's, separating the hostile pawns and depriving his opponent of his most dangerous fighting force.

(e.) Of course not QxRP, because of 25 R-K7, R-Q2; 26 RxR, KxR; 27 R-K7ch, and mate next move.

(f.) Circumstances alter cases,—and logistics. The R's being all exchanged, White should now avoid exchange of Q's, as on his 22nd move he should have welcomed it, and endeavour to tempt or force Black to move some of his pawns, and so deprive himself of some of his reserve moves for the ending.

(g.) Suicide of the simplest, as it gives up to the enemy both the opposition and a P. He might have tried K-B4, followed by the advance of KKtP and KRP. White resigned after six more (useless) moves.

No. 14.

Giuoco Piano.

WHITE : Sainsbury.

BLACK : Gyles.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 O-O(a), P-Q3(b); 5 P-B3, Kt-B3; 6 P-Q4, PxP; 7 PxP, B-Kt3; 8 Kt-B3, B-Kt5; 9 B-QKt5, O-O; 10 BxKt(c), PxP; 11 B-Kt5, K-K1; 12 R-K1, P-KK3; 13 B-R4, P-KKt4; 14 B-Kt3, Kt-R4; 15 Q-Q3, KtxB; 16 BPxKt, Q-B3; 17 QR-Q1, R-K2; 18 K-R1, QR-K1; 19 R-K3(d)(A), B-KR4; 20 P-QR3(B), B-Kt3; 21 Kt-K1(c), BxKP; 22 KtxB, RxKt; 23 RxR, RxR; 24 Kt-B3, Q-K2; 25 Kt-K5, P-Q4; 26 P-R3, QK3(D); 27 Kt-B3, P-Kt5; 28 PxP, QxP; 29 K-R2, Q-R4ch; 30 K-Kt1, Q-Kt5; 31 K-R2, Q-K3; 32 Q-B3, R-K6; 33 R-K1, RxQ; 34 RxQ, PxR; 35 PxR(e), P-B4, and wins.

(a.) This variation, once fairly common, has been almost 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.) Avoiding the Max Lange attack.

(c.) So far as in an amateur game Alexander v. Physick, 1902; but here the former played B-K3.

(d.) This line of play loses a P.

(A.) I prefer here R-KB1.

(B.) Waste of time when time is precious: P-K5 was better, although the position is difficult.

(C.) Why? P-KKt4 was a much better move.

(D.) Here BxP was quite safe and tricky. [For, if then 27 KtxQBP, follows 27...R-K8ch; 28 K-R2, B-Kt8ch; 29 K-R1, B-B7ch; 30 K-R2, Q-K6; 31 QxQ, RxQ; etc.—Editor.]

(e.) These exchanges leave Black with a won end game; and White resigned on the 53rd move.

No. 15.

Centre Counter Gambit.

WHITE : Dodds.

BLACK : Hicks.

1 P-K4	P-Q4	15 BPxKt(h)	P-KR4
2 PxP	Kt-KB3(a)	16 B-K3(k)	P-Kt5
3 Kt-QB3(b)	KtxP	17 Kt-K5	P-B3
4 P-Q4	Kt-KB3	18 Kt-Q3	P-R5
5 Kt-KB3	B-B4	19 Kt-B4(m)	PxP
6 B-QB4	P-K3	20 PxP	P-K4
7 O-O	B-K2	21 Kt-K2(n)	Q-B2
8 Kt-K2(c)	QKtQ2	22 QR-B1(o)	B-Kt5
9 Kt-B4	P-B3	23 Kt-B3(p)	Q-R2
10 R-K1	Kt-Kt3	24 PxP	Q-R7ch
11 B-Kt3(d)	P-KR3	25 K-B2	R-R6
12 P-B4(e)	P-Kt4	26 K-B1(q)(A)	RxP
13 Kt-K2(f)	Kt-K5	27 Q-K2	B-Q6
14 Kt-Kt3(g)	KtxKt	28 Resigns.	

(a.) Played by Morphy against Anderssen (5th match game), and recommended by Blackburne, but since 1907 considered to be of doubtful worth.

(b.) Marco prefers here 3 P-Q4, KtxP; 4 P-QB4,—the continuation in the Morphy game above-cited. For full notes, see Game 39 in the Editor's "Book of the 25th Congress, Napier, 1911-12."

(c.) He should mobilise the QB by B-K3 or B-KB4. This and the following move of this Kt are a waste of time.

(d.) Considering the position of the hostile KP, which makes this B ineffective on this diagonal, he would do well to retire to another (by B-Q3), on which he can do better work. As it is, this B remains cloistered and useless ever after.

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(e.) More waste of time: the mobilisation of the QB by B-K3 is a pressing necessity, especially as, in view of the threatened K side attack, it may soon be advisable to take the KkT over Q2 to KB1, in which case he would, at Q2, block the unmobilised B. Moreover, if this P is to be moved at all yet, it should go only to B3, and so support the QP.

(f.) Were the B at K3 or the QBP at B3, this Kt could now retire to Q3, a much better post for him.

(g.) With a K side attack in active progress against him he cannot afford thus to trifle with his defences by allowing a displacement of his K side pawns. The Kt should go to B3.

(h.) This is, perhaps, rather worse than RPxKt, because it must ultimately allow White a passed KP.

(k.) The Church awakes at last,

(m.) And perforce goes to sleep again, as the natural move B-B2 is vain, because of the loss of the QP by 19 B-B2, PxP; 20 BxP, QxPch.

(n.) Here he should seize the opportunity to force the exchange of Q's by 27 PxP, PxP; 28 QxQ, RxQ; 29 Kt-K2. Black cannot in this avoid the exchange, for 27...Q-B2 leads to immediate disaster for him by PxP, winning a piece at least.

(o.) K-B2, followed by R-R1, seems to be now required: careful defence should be his first consideration.

(p.) Terribly bad tactics—removing from the objective plane one of its chief defences! R-B1 is a painful necessity here.

(q.) Abandoning his entrenchments without a struggle. To give up the exchange by Kt back to K2 was now his only hope, though indeed a poor one.

(A.) He might play PxP. Black's best reply would be K-B1, when White would have to give up the exchange by Kt-K2, but with quite a playable game. But, if to 26 PxP, Black reply QxPch, then 27 K-Kt1, Q-R7ch; 28 K-B2, R-B6ch; 29 QxR, and White wins.

(r.) Not more immediately fatal than anything else: he is absolutely without resource. Mr. Hicks has played this game with great vigour, and in fine and characteristic style.

No. 16.

Ruy Lopez.

WHITE: Barnes.

- | | |
|----------|---------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | Kt-B3 |
| 5 U-O | P-Q3(a) |

BLACK: Mason.

- | | |
|-----------|--------|
| 6 P-Q4(b) | PxP(c) |
| 7 KtxP | B-Q2 |
| 8 BxKt(d) | PxB |
| 9 Kt-B3 | B-K2 |
| 10 P-KR3 | O-O |

11 B-K3	R-K1	23 RxR	Kt-Kt3
12 R-K1	P-B4(e)	24 Q-K4	B-K4
13 Kt-B3	B-B3	25 KtxB	KtxKt
14 Q-Q3	Kt-Q2(f)	26 P-B4	Kt-Kt3
15 Kt-Q5	BxKt	27 P-B5	Kt-K4
16 PxB	B-B3	28 P-B6(h)	R-K1
17 R-Kt1	R-Kt1	29 PxP	P-B4
18 P-QKt3	Kt-B1	30 Q-B4	QxP
19 R-K2	Q-Q2	31 R-K3	Q-B2
20 QR-K1	Q-Kt4(g)	32 B-R4	Q-R4(k)(A)
21 P-B4	Q-Q2	33 B-B6	Kt-Q2(B)
22 B-Kt5	RxR	34 Q-Kt3ch	Resigns

(a.) Much more usual here is B-K2, which occurred, for instance, at San Sebastian (1911) 4 times, at San Sebastian (1912) 3 times, and at Karlsbad (1911) 17 times, as against 3 occurrences of the text move at Karlsbad and one such at the second San Sebastian meeting. At St. Petersburg, 1909, B-K2 was played here on 9 occasions, the text move not at all. Nor did the latter occur at Karlsbad 1907; though at Ostende, 1906, there were several instances of it.

(b.) Here BxKt is somewhat more frequent.

(c.) And P-QKt4 is the usual reply here, forcing White's 7 PxP; for if 7 B-Kt3, then 7...KtxP; 8 KtxKt, PxKt; 9 QxP, P-B4; 10 Q moves, P-B5; etc.

(d.) Unnecessary! Mobilisation by QKt-B3, as in Tarrasch v. Marco, Ostende, 1905, and in a consultation game, Janowski and others v. Taubenhaus and others, 1901, is here to be preferred.

(e.) Largely owing to his 5th move Black has now a cramped game.

(f.) Apparently an unpleasant necessity; for 14...P-Q4; 15 PxP gives Black a bad pawn position for the end game.

(g.) A serious oversight, losing a valuable move at a critical moment: Kt-Kt3 should be played at once.

(h.) The victorious advance of this P is well imagined, and most effective.

(k.) A fatal error: the entry of the B at B3 should have been at any cost prevented. Perhaps K-R1, to be followed in case of need by R-KKt1, was his best course. But his game was very difficult anyhow.

(A.) After 32...K-R1; 33 Q-R6, R-B1, Black has still a playable game: White's advantage is small, if any.

(B.) Probably the worst move possible; but there are no good ones.

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No. 17.

Four Knights' Game.

WHITE : Severne.

BLACK : Cole.

1 P-K4	P-K4	20 Kt-Q2	P-B4(A)
2 Kt-KB3	Kt-QB3	21 R-Kt2	KR-Kt1
3 Kt-B3	Kt-B3	22 KR-Kt1	R-R4
4 B-Kt5	B-Kt5	23 PxP	KtxQP
5 O-O	O-O	24 Kt-B4	QR-R1
6 P-Q3	P-Q3(a)	25 RxP(g)	RxR
7 B-Kt5(b)	BxKt(c)	26 RxR	R-QB1
8 PxB	P-KR3(d)	27 Kt-Q6	KtxP
9 B-KR4	Kt-K2(e)	28 KtxR	KtxR
10 BxKt	PxB	29 Kt-Kt6	KtxP
11 Kt.R4	P-QR4	30 P-B4	Kt-Kt4
12 B-B4	Q-Q2	31 KtxP	Kt-Q5
13 P-QR3	P-Kt4	32 P-Kt4	Kt-Kt6
14 B-R2	Q-Kt5	33 K-B2	K-B1
15 QxQch	BxQ	34 K-K3	K-K2
16 P-KB4	B-K3	35 Kt-Kt6	Kt-B8
17 P-B5	BxB	36 Kt-Q5ch	K-B1
18 RxB	P-R5(f)	37 KtxP	K-K2
19 Kt-B3	P-Q4	38 Kt-Kt8ch, and wins (h)	

(a.) Marshall treats this dreary and stupid opening in an original manner by playing here P-Q4: see, e.g., Cohn v. Marshall, Karlsbad, 1911. For full notes on the opening see Games 20 and 30 in the "Book of the 25th Congress, Napier, 1911-12."

(b.) Considered by Berger and Schlechter not so strong as it is by many supposed to be. They agree with Hoffer in preferring Kt-K2, to be followed by Kt-Kt3.

(c.) This exchange is better omitted, so that the B may take post usefully at B4 in the event of White's P-KB4. An alternative is B-Kt5, as recommended by Dr. Tarrasch in "Schaehwelt," and played by Teichmann against both Forgacs and Spielmann at San Sebastian, 1912.

(d.) Mistaken tactics, being an attempt at an assault upon White's K's position, which is at present unassailable. Pillsbury's move, Kt-K2, seems also to be insufficient, though approved by Hoffer. Best appears to be the older move Q-K2, to be followed by Kt-Q1 and Kt-K3; but B-Q2, as played by Teichmann at Hamburg, 1910, is good and safe enough.

(e.) So far the moves are those of Janowski v. Marco, Monte Carlo, 1901, but here the latter played K-R2. Disastrous would be here P-KKt4, because of 10 Kt-P, PxKt; 11 BxP, followed by P-KB4.

(f.) This flank advance is premature and a tactical error, weakening both QKtP and QRP. K-R2, with a view to the occupation of the KKt file by the KR, were a better move.

(A.) This move loses the KtP and the game.

(g.) The evil result of Black's ill-considered 18th move: his game is now hopeless.

(h.) The final massacre needs no record. White succeeded at last in forcing Black's resignation on the 55th move by threatening the unpreventable arrival of four Queens upon the logistic horizon! "Horresco referens!"

"There those three [? four] Queens

Put forth their hands, and took the King, and wept."
Crocodile tears i' faith!

No. 18.

French Defence.

WHITE : James.

BLACK : Kelling.

1 P-K4, P-K3; 2 P-Q4, P-Q4; 3 PxP, PxP; 4 B-Q3, B-Q3; 5 P-QB3(a), Kt-QB3; 6 Kt-B3, B-KKt5; 7 B-K3, Kt-B3; 8 QKt-Q2, O-O; 9 Q-B2, B-R4; 10 P-KR3, B-Kt3; 11 BxB(b), BPxB; 12 O-O-O, P-QKt4; 13 B-Kt5, P-QR4; 14 P-KR4(c), Kt-K2; 15 Kt-R2(d), Q-Q2(e); 16 QR-K1, P-B4; 17 KKt-B3(f), PxP; 18 KtxP, KR-QB1; 19 BxKt, PxP; 20 R-K6(g), P-Kt5; 21 K-Q1, Kt-B4; 22 QKt-B3, KtxKt; 23 KtxKt, B-K4; 24 Q-K2(h), PxP; 25 PxP, BxKt; 26 R-R3, QR-Kt1; 27 Resigns.

(a.) One of the Kt's should be mobilised: this formation of the salient is premature and bad, and apparently without precedent.

(b.) This, in combination with his next move, is a serious strategic error. He should complete his mobilisation by O-O, and would then be prepared for either attack or defence. This exchange should be left to Black to effect.

(c.) Feeble and useless: the position does not admit of such slow-coach methods. He might have tried 14 Kt-K5, Kt (or B) xKt; 15 PxKt (or B), B (or Kt) xP; 16 Kt-K4.

(d.) More feeble folly,—withdrawing the Kt entirely from the scene of action. The course suggested in note (c) is, mutatis mutandis, still open to him:

(e.) But not now.

(f.) An abject confession of error. But as he cannot at all prevent the opening of the QB file, it were better to try PxP, followed by B-K3.

(g.) It is difficult to suggest anything for him in the deplorable position into which White has drifted, but either now or on his next move R-R3 might be played. The text move loses the exchange at least, and is not the way in which to pluck out of the nettle Danger the flower Safety.

(h.) Mere desperation, of course: he might as well resign at once.

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ROUND 4 (Dec. 23).

No. 19.

Ruy Lopez.

WHITE : Grierson.

BLACK : Cole.

1 P-K4	P-K4	20 R-R3	KR-K1(q)
2 Kt-KB3	Kt-QB3	21 R-Kt3	KKtxP(r)
3 B-Kt5	P-QR3	22 PxKt	K-R1(s)
4 B-R4	Kt-B3	23 Q-R5	K-R2
5 P-Q3	P-QKt4(a)	24 QxBP	B-B3
6 B-Kt3	B-K2(b)	25 BxP	R-K2
7 P-B3(c)	P-Q3	26 Q-Kt6ch	K-R1
8 P-KR3	O-O	27 B-K3(t)	P-Q4(u)
9 QKt-Q2	B-Q2(d)	28 B-Kt3	KtxP(v)
10 Kt-B1	Kt-KR4(e)	29 PxKt	P-B3
11 P-Kt3(f)	Q-B1(g)	30 Kt-B3(w)	P-R4
12 Kt-Kt1(h)	Kt-B3	31 Kt-Kt5(x)	BxKt
13 Kt-K3	B-K3	32 BxB	P-R5
14 P-Kt4	Q-Kt2(k)	33 BxR	QxB
15 Kt-B5	P-KR3(m)(A)	34 K-B1	PxB
16 P-KR4(n)	BxKt	35 PxKtP	P-Q5
17 KtPxB	Kt-QR4(o)	36 R-Q1(y)	R-R1
18 B-B2	QR-Q1	37 QxBP	R-R7
19 P-Kt4(p)	Kt-E3	38 R-Kt5	Resigns(B)

(a.) An old-fashioned move, not unusual in the eighties, but very rare now, though lately occasionally adopted to avoid the Düras variation (6 P-B4), following on the usual modern move 5...P-Q3 (see the games Düras-Perlis, Vienna 1908, and Düras-Schlechter, Karlsbad 1911). But this variation is not so irresistible that it need be thus avoided, for this defence is apt to lead Black into worse difficulties, and both the games here mentioned were won by Düras (White).

(b.) Played by Dr. Perlis, as above; Schlechter played here P-Q3.

(c.) And Düras continued here against Perlis P-QR4.

(d.) In this and such-like positions the more logical mobilisation of this B is at Kt2.

(e.) Waste of time, at best.

(f.) Being somewhat behindhand in his mobilisation, he is probably right in not trying to win a P here by KtxP. Yet the same is tempting.

(g.) Should be quite useless: better to retract at once, by Kt-B3, his vain last move.

(h.) "Johnny comes marching home again!" We are unkind enough to think that this apparently faint-hearted retreat is unnecessary, and savours rather of wood-shifting than of championship chess. Why not Kt-Kt5, or simply P-K3? Black can hardly venture to take the RP, for to do so would be to open up an avenue of attack against

his own K. White has now all his pieces save one on their base line, and all but two on their original squares! Fortunately for him, his opponent's mobilisation, though more complete, is defective in plan.

(k.) And this makes it worse. Q-Q2 may be suggested here, or even P-Kt3, though his game is difficult anyhow. The text move removes the most powerful force out of touch with the K's quarters—a grave strategic error.

(m.) Assisting in the work of breaking up his K's position. Better were R-K1; followed as soon as might be by B-B1 and Kt-K2.

(A.) Black might safely play here, on account of White's retarded mobilisation, BxKt. Then, if KtPxB, follows 16 QR-Q1 and 17 P-Q4. And if, in reply to QR-Q1, White play B-Kt5, we have 17...P-Q4; 18 BxKt, PxP; 19 PxP, Kt-K4; and Black recovers the P with a free game.

(n.) Tempting is here 16 BxP, PxP; 17 KtxRPch, 18 K moves, P-Kt5. But his backward mobilisation is a drawback thereto.

(o.) This merely drives the hostile B to a somewhat better post, and puts his own Kt out of play. Better were QR-Q1 at once, with a fair game.

(p.) Quite unnecessary: the Kt was harmless at R4, and the B cannot be usefully brought back to Kt3.

(q.) Better K-R2, to be followed by R-KKt1 and B-B1.

(r.) Mere desperation, and about equivalent to resignation: K-R2 might still have been played.

(s.) For the third time of asking—K-R2!

(t.) Instead of this panicky retreat, why not BxPch? For then either 27...BxB; 28 Q-R5ch, K-Kt1; 29 P-B6! or 27...RxB; 28 Q-R6ch, K-Kt1; 29 QxB: and Black's game is over.

(u.) Worse than useless: he should endeavour to bring to his beleaguered King's aid as soon as possible his Q and Kt, which he can do by Kt-Kt1-Q2-B1, and P-B3,—varying the order of moves as may be expedient.

(v.) This second sacrifice is simple suicide: Kt-Kt1 was still available; though his last move has greatly increased his difficulties.

(w.) "As one born out of due time."

(x.) "He rushed into the field and, fighting foremost, fell."

(y.) Though anything is good enough to win with here, something more energetic would be better, and P-B6 would finish matters at once.

(B.) This game is poor rubbish.

No. 20.

Ruy Lopez.

WHITE : Barnes.

BLACK : Gyles.

1 P-K4	P-K4	16 B-K2	RxB
2 Kt-KB3	Kt-QB3	17 Q-Kt3	Kt-B5
3 B-Kt5	B-B4	18 B-Kt4(d)	Q-B2
4 P-B3	P-B4	19 P-R3	P-KR4
5 P-Q3(a)	P-Q3(b)	20 B-B3	R-Kt3
6 O-O(c)	PxP	21 Q-R4	K-Q2
7 PxP	Kt-B3	22 K-R2(A)	P-B3(e)
8 B-QB4	B-KKt5	23 P-Kt(f)	B-Q1
9 P-QR4	P-QR3	24 Q-Kt3	P-R5
10 P-QKt4	B-Kt3	25 Q-Kt1	B-Kt4
11 Q-Q3	BxKt	26 QR-Q1	R-KB1
12 QxB	Kt-K2	27 K-R1	R-B3
13 B-KKt5	Kt-Kt3	28 B-Kt2(g)	Kt-K7(h)
14 Kt-Q2	Q-Q2	29 P-KB4	KtxQ
15 BxKt	R-KB1	30 Resigns(k)	

(a.) For notes on the opening, see Game 2. Here the usual move is P-Q4, as recommended by Lawrence, or PxP, as in Game 2, or ExKt, preferred by Gaspary. The text move, to which Griffith and White give but one column, is inferior to any of these, and very rare, being inconsistent with the preceding move. It was tried by Flechsig against Schal'opp, July 1879, "weighed in the balances, and found wanting."

(b.) Schal'opp's reply here was Kt-B3: Griffith and White give PxP. The text move appears to be bad.

(c.) For now, by the obvious P-Q4, White should secure some advantage.

(d.) White's plan for some time past has been to prevent his opponent's castling. But perseverance in it is damaging his position, and the text continuation is not good. Better were Q-Kt4, inviting an exchange of Q's in order to break the force of Black's threatening attack.

(A.) Better were K-R1.

(e.) Right: the winning move.

(f.) His only resource to avoid immediate material loss, but his position is now hopelessly embarrassing. His case is Samson's "They compassed him in and laid wait for him."

(g.) The inevitable collapse. A blunder or false step of some kind was a certainty in the strain of dealing with such a position.

(h.) Of course—winning the Q. "The Philistines be upon thee, Samson."

(k.) Because, not only is his position hopeless, but it was found that he had exceeded his time limit when considering his 28th move.

No. 21.

Centre Counter-gambit.

WHITE : James.		BLACK : Hicks	
1 P-K4	P-Q4	27 KtxB	RxKt
2 PxP	Kt-KB3	28 R-KKt1	R-R5
3 Kt-QB3	KtxP	29 P-B5	B-Q2
4 KtxKt	QxKt	30 QR-KB1	P-Kt3
5 Kt-B3(a)	B-B4(b)	31 PxP	PxP
6 P-Q3	P-K3	32 R-Kt3	P-B4(e)
7 B-K2	B-K2	33 R-B1	R-KB5
8 O-O	P-QB3	34 PxP	R-B7
9 B-K3	Q-Q1	35 PxPdis.ch	K-Kt1
10 Kt-Q4	Kt-Q2	36 R-B7	QRxPch
11 P-KB4	Kt-B3	37 K-Kt1	BxP
12 P-KKt4(c)	Kt-Q4	38 BxP	R-R8ch
13 Q-Q2	KtxB	39 K-Kt2	KR-R7ch
14 QxKt	B-B4	40 K-B3	BxQP
15 P-B3	B-Kt3	41 RxP	R-K8
16 P-B5	Q-R5	42 B-R3(f)	B-K7ch
17 Q-B4(A)	P-B3	43 K-K4	B-B8dis.ch
18 K-R1	P-K4	44 K-B5	BxBch
19 Q-K4	B-B2(d)	45 KxP	B-B8
20 Kt-B3	Q-R6	46 R-KR7	R-B7ch
21 P-B4	O-O-O	47 K-Kt5	B-B5
22 P-R3	P-KR4	48 P-KKt7	B-K3
23 P-Kt5	Q-Kt5	49 R-R8ch	K-Kt2
24 P-Kt6	B-K1	50 P-Kt8(Q)	BxQ
25 P-Kt4	B-Q5	52 RxB	KxP
26 QxQ	PxQ		Drawn(g)

(a.) For notes on the opening, see Game 15 in this book, and Game 39 in the "Book of the 25th Congress, Napier, 1911-12" (Grierson v. Hicks). The moves so far are those of the latter game, but here Mr. Grierson played P-Q4. The text move was Alapin's against Blackburne, Breslau, 1889.

(b.) But Blackburne replied here P-K4, making an open game of it.

(c.) A risky attack; but early and vigorous action is necessary against so resourceful an opponent. "Similia similibus curantur."

(A.) He might have taken the B; for then might follow 17...RPxP; 18 R-B2, B-Q3; 19 Kt-B3, and White should apparently win.

(d.) As a result of much ingenious manœuvring on both sides Black has at last most skilfully saved the piece that seemed at first irretrievably lost.

(e.) Apparently a logistic error, giving up two pawns for one. First K-Kt2 might be played.

(f.) Giving up the piece of set purpose in the attempt to push on his KKt-P, and also in order to break the force of Black's two united pawns,—justifiable logistics.

(g.) A lively and interesting game, requiring, however, in our opinion, very little comment. It explains itself, and who runs may read. The combatants agreed to a draw on the 57th move.

No. 22.

Queen's Gambit Declined.

WHITE : Kelling.

BLACK : Severne.

1 P-Q4	P-Q4	20 RxR	R-B3
2 P-QB4	P-K3	21 K-Kt2	R-K3
3 Kt-QB3	Kt-kB3	22 B-Kt3	RxR
4 B-Kt5	B-K2	23 KtxR(h)	Kt-K3
5 P-K3	O-O	24 Kt-B2	Q-Q2
6 Kt-B3	QKt-Q2	25 Kt-Q1	Kt-Kt4
7 B-Q3	P-QKt3	26 Q-K3	B-B3
8 O-O(a)	B-Kt2(b)	27 P-B4	Q-R6ch
9 R-B1	R-B1	28 K-Kt1	B-Kt4
10 PxP	PxP	29 Q-B2	Kt-K3
11 Q-B2(c)	P-B3(d)	30 BxP	KtxQP
12 B-B5(e)	P-KR3	31 B-Kt2	Q-Q2
13 BxKt	BxB	32 KKt-K3	Q-Q3(k)
14 B-Q3(f)	P-B4(g)	33 Kt-B3	B-B3
15 Q-Q2	PxP	34 BxB	QxB
16 PxP	P-R3	35 KKt-Q5	Kt-B4
17 B-B2	R-K1	36 KtxB	QxKt
18 P-KKt3	Kt-B1	37 Kt-Q5	Q-K3
19 KR-K1	RxRch	38 KtxP	QxP(m)

Drawn.

(a.) This variation of the opening is Pillsbury's, popularised by him at Hastings, 1895. Here, however, he used to continue with PxP at once (closing the diagonal to Black's QB), followed by Kt-K5 and P-KB4.

(b.) Black takes immediate advantage of his opponent's slip, and takes possession of the diagonal, which cannot now be closed to his B.

(c.) False strategy: the proper post for the Q is K2, as in Game 45. White seems to be misled here by the seeming analogy of the Napier "brilliancy" game (see "Book of the Napier Congress, 1911-12," p. 66), the position of White—save that here his QB is at Kt5, and in the Napier game was at B4—being identical in both. But Black's position differs materially, so the analogy fails.

(d.) Not advisable, as the P here impedes both B and R. Its natural post is B4.

(e.) False analogy continued: this move, successful in the Napier game, is here premature, the QKt not being yet ready for action on the K's side.

(f.) An abject confession of failure.

(g.) Another, confessing the error of his 11th move. Both players contrite! "Have mercy upon us miserable sinners," saith the Litany.

(h.) In this position, after all these exchanges and the exhaustion of the heavy guns, the odour of a drawn battle begins already to be redolent around.

(k.) A little more enterprise here,—by Kt-K7ch and (if then 33 K-R1) Q-Q7,—would not be amiss.

(m.) The draw is now quite perfect, but the parties indulged each in 17 more moves of futile wood-shifting before agreeing thereto! An exercise of "Sitzfleisch" indeed, and a "linked sweetness long drawn out"! Yet the weather was fine.

No. 23.

Ruy Lopez.

WHITE : Mason.

BLACK : Dodds.

1 P-K4	P-K4	18 P-Q6 dis. ch	K-R1
2 Kt-KB3	Kt-QB3	19 PxKt	QxP
3 B-Kt5	P-QR3	20 Q-K2(m)	Q-Kt4(n)
4 B-R4	B-B4(a)	21 R-KKt1	QR-Q1
5 O-O(b)	Kt-B3(c)	22 QR-Q1	RxR
6 P-B3	P-QKt4	23 BxR	P-K5
7 B-Kt3	P-Q3	24 Kt-Kt1(o)	P-B5(p)
8 P-Q4(d)	B-Kt3	25 K-B1	P-K6(q)
9 P-KR3(e)	O-O	26 Q-Kt4	Q-Q4
10 B-Kt5	B-Kt2(f)	27 K-K1	Q-Q6
11 R-K1(g)	P-R3	28 R-B1	P-B6(r)
12 B-K3	KtxKP(h)	29 PxP	QxKt
13 P-Q5	KtxKBP	30 R-Kt1	R-B2
14 BxKt	BxBch	31 Q-Kt6	QxKtP
15 KxB	Kt-K2	32 R-Kt2	QxBPch
16 Kt-R3	P-KB4(k)	33 Resigns(s)	
17 KtxKP	PxKt		

(a.) This inferior move was sometimes played during the sixties and seventies, since which time, if we except its adoption by the all-but unknown Varain against Metger at Kiel 1893, there seem to be but two examples of it in masterplay, viz., in Baird v. Taubenhau, New York 1889, and in Mieses v. Lewitt, 1894,—this latter merely an off-hand game. The move is analysed and discussed by W. T. Pierce and J. H. Blake in the British Chess Magazine, 1902 (pp. 348 and 388), and was adopted by one Dinesman against Pillsbury in the latter's simultaneous blindfold performance at Paris, June 21, 1902, and by H. Ward

against E. D. Fawcett in the same year. Voilà tout. Theory and experience both prove the move bad.

(b.) Played by Mieses (1871) and Schallopp (Leipzig 1877) against Winawer, by Baird against Taubenhau (New York 1889), and by Mieses against Lewitt (1894). In the other recorded examples of this variation P-B₃ was the move here.

(c.) Winawer played here P-QKt₄, Taubenhau and Lewitt P-Q₃.

(d.) This advance appears to be premature, and is the ultimate cause of considerable trouble to him. Better were seemingly P-Q₃.

(e.) Unnecessary waste of time. Why not B-Kt₅ at once?

(f.) This B is in the open game the defensive B, and should be kept on his longer diagonal, in touch with his King's quarters: B-Q₂ is the move here.

(g.) Were his QP at Q₃ (see note (d)) he might now properly play QKt-Q₂.

(h.) Falling at once into the trap set for him by the adversary. Better would seem to be Kt-Q₂.

(k.) Risky, but counter-attack is his best hope now.

(m.) Not much use, apparently; but que faire?

(n.) This excellent stroke was perhaps overlooked by White.

(o.) . . . "He saith, 'I will return into my house whence I came out.'" This Kt, being entirely out of play, must be brought into action somehow; and, though the text move is very unsatisfactory, so also is the only alternative, Kt-B₂. And again the "fons et origo mali," the first source of all this trouble, is his too impetuous 8th move (see notes (d) and (g)).

(p.) The advance of these pawns is well-timed and decisive.

(q.) But here the wrong one goes on: P-B₆ was immediately fatal to White, who had then no means of avoiding loss in a move or two of either R or Q. For Q-Q₂ and Q-B₂ are his only plausible replies, and then, in either case, PxP dble. ch; 27 K-K₂, Q-Kt₆; and White's game is quite hopeless. The text move is less vigorous, and to some extent jeopardises his win by allowing too much time to the enemy.

(r.) "A little bit of Morphy,"—ingeniously gaining time for his attack by sacrificing a P, and thereby closing an avenue of attack upon his own R.

(s.) For upon K-B₁ follows BxP; and, if then 34 QxR, we have 34...Q-Q₆ch; 35 K-Kt₁ (best), QxBch; 36 K-R₂, Q-Q₃ch; 37 K moves (best), BxR; 38 KxB, Q-K₄, and wins.

N.B.—This game was entered for the Brilliancy Prize. The adjudicator placed it fourth, and remarks upon it:

“A rough and tumble in the early stages, but I would not call it a brilliancy. From the 19th move Black's game plays itself.”

No. 24.

Petroff Defence.

WHITE : Sainsbury.

BLACK : Maunsell.

1 P-K4, P-K4; 2 Kt-KB3, Kt-KB3; 3 Kt-B3, P-Q4(a); 4 PxP, KtxP; 5 B-B4, KtxKt; 6 KtPxKt, B-KKt5(b); 7 BxPch, KxB; 8 KtxPch, K-K1; 9 QxB, Q-B3; 10 Q-B8ch, K-K2; 11 B-R3ch, Resigns (c).

(a.) If the Four Knights' Game is to be avoided here it should be by B-Kt5, as in Game 54. The text move is absolutely original—and bad. It merely helps on the hostile mobilisation.

(b.) Going from bad to worse: instead of this fatal and childish blunder, B-Q3 seems to be here required.

(c.) The immediate loss of his Q being only part of his troubles. In this nightmare of the skittle alleys, which it were a mere freak of fancy to call chess, White disposed of his opponent in 25 minutes, of which only 5 were required by himself! So with Caesar may he say: “Veni vidi, vici.”

ROUND 5 (Dec. 30).**No. 25.**

Centre Counter Gambit.

WHITE : Gyles.

BLACK : Grierson.

1 P-K4	P-Q4(a)	19 P-R4(f)	KR-Q1
2 PxP	QxP	20 Q-K3	Kt-Kt3
3 Kt-QB3	Q-QR4	21 P-B3(g)	KtxP
4 P-QKt4(b)	Q-K4ch(c)	22 R-K2	Kt-Kt3
5 B-K2	P-QB3	23 P-Kt4(h)	Kt-Q4(k)
6 Kt-KB3	Q-B2(d)	24 P-KKt5	QxBP
7 P-Q4	B-B4	25 QxQ	KtxQ
8 O-O	P-K3	26 R-K4	Kt-R6ch
9 R-Kt1	Kt-B3	27 K-Kt2	KtxP
10 Kt-KR4	B-Kt3	28 R-Kt4	P-R3
11 P-Kt3(e)	B-K2	29 R-KKt1	K-R1
12 B-KKt5	Kt-K5	30 K-B1	R-KKt1
13 KtxKt	BxKt	31 QR-Kt3	P-QR4
14 BxB	QxB	32 RxKt	PxR
15 R-K1	Kt-Q2	33 R-R3	K-R2
16 P-KB4	O-O	34 Kt-B5 dis. ch	K-Kt3
17 B-Q3	BxB	35 Kt-K7ch	K-B3
18 QxB	Q-B3	36 KtxRch	RxKt

37 PxP	R-QR1	41 P-B4	R-B4ch
38 R-B3ch	K-K2	42 K-K2	R-B5
39 R-Kt3	P-B3	43 PxP	RxP
40 P-R4	RxP	44 PxPch	PxP, and wins (m)

(a.) This defence, for long regarded as inadequate, and lately revived by the brilliant Mieses, and practised particularly by the Scandinavian players, seems to be once more going out of fashion, occurring but rarely in master-play during the past four years. At Hamburg 1910 (master's tourney) it was adopted but once, at San Sebastian 1911, and Karlsbad 1911, twice on each occasion, and at San Sebastian 1912 not at all. Whereas at Karlsbad 1907 there were eleven examples of it, and at Stockholm 1906 twelve.

(b.) Like his adoption of the classical defence to the Ruy Lopez (Games 2 and 20), this excessively rare move, which took Mr. Grierson completely by surprise, is a result of Mr. Gyles' study of Griffith and White, who say that it gives White "an attack which is extremely difficult to meet." Maybe: but why then is it shunned by masters? A prolonged and very careful search reveals but one example of its use in masterplay, viz., by Leonhardt against Mieses, Prague, 1908: the game was drawn. Griffith and White copy from this game for the first 7 moves.

(c.) Leonhardt here took the P, and Mieses replied R-Kt1.

(d.) The position now would certainly seem to justify White's bizarre 4th move: he has 3 pieces mobilised, while Black has only his Q out, and that not too well posted! Logically Black should now lose: he should obviously have accepted the proffered pawn.

(e.) No pressing need for this: mobilisation by B-K3 is to be preferred. This and his preceding move are a grave waste of time, and also seriously weaken his position.

(f.) Now or hereabouts he should endeavour to get his misplaced Kt into play again by Kt-B3.

(g.) Establishing a double front of operations, which, as the Kings are both castled KR, would be a serious strategical error, even if it did not, as in this case, involve the immediate loss of a P.

(h.) Is this an artful trap or an incredible and astounding blunder; or is the score-sheet at fault? We pause for a reply.

(k.) Assuming the score-sheet to be correct, why not now simply QxKt? What pitfall fears he, or what gin? He need not afterwards take the KKtP, so that, if White had any thought of attack by Q-K5 and R-KKt2, it was but vain imagining. However, the text move wins

another P and secures the attack—and the game. Let us be therewith content.

(m.) White's next move here might properly have been "Resigns." He continued, however, a ridiculously futile resistance for 23 more moves! Let us take them as read.

No. 26.

Two Knights' Defence.

WHITE : Hicks.

BLACK : Barnes.

1 P-K4	P-K4	18 Q-Q7	Kt-B3
2 Kt-KB3	Kt-QB3	19 Q-QB7(k)	R-B2
3 B-B4	Kt-B3(a)	20 Q-R2(m)	P-B5
4 Kt-Kt5(b)	P-Q4	21 P-Kt3	Q-R4
5 PxP	Kt-QR4	22 PxP	B-B6(n)
6 P-Q3(c)	P-KR3	23 R-KKt1	QR-KB1
7 KKt-B3	P-K5	24 Kt-Kt5	P-R3
8 Kt-Q4(d)	B-QB4(e)(A)	25 Kt-Q6	R-Q2
9 P-QB3(f)	BxKt	26 Q-Kt3	K-R2
10 PxB	O-O(g)	27 P-B5	K-R1(o)
11 P-QKt4	B-Kt5	28 R-QB1	Kt-K1
12 Q-R4	KtxB	29 Q-K5	KtxKt(p)
13 PxKt	P-B3	30 PxKt	RxBP(q)
14 Kt-B3	PxP	31 R-B8ch	K-R2
15 P-B5(h)	Kt-R4	32 Q-K6	Q-B2(r)
16 B-K3	P-B4	33 RxPch	Resigns(s)
17 P-KR3	Q-R5		

(a.) For the opening, see also Game 42.

(b.) A premature attack, once very popular, now superseded by P-Q4 or, more usually by P-Q3.

(c.) Better than B-Kt5ch, of old the orthodox move here.

(d.) An eccentricity of genius, practically the only move ever made here being Q-K2,—as in Salwe v. Marshall, Vienna, 1908, in the examples occurring in the New York tournament, 1889, and in all the earlier specimens. All the authorities, without exception, are in this matter against Mr. Hicks.

(e.) With all due deference we suggest Q3 as a better post for this B. But why not first B-KKt5 and KtxB?

(A.) The text move is to be preferred to B-KKt5.

(f.) This cannot be good, involving, as it does, an isolated triple pawn. B-K3 may be suggested, or even Kt-Kt3.

(g.) Apparently premature, White's reply being quite obvious. He might have tried P-QKt3, with a view to retiring Kt to Kt2, and leaving his opponent a triple isolated pawn. As it is, White is enabled to establish a strong Q-side game. According to the Brilliancy Prize adjudicator, Black should play here PxP.

(h.) Correct tactics! White's position is now very threatening.

(k.) A cunning move, and very much better than pawn-hunting by QxQKtP.

(m.) Now begins the weaving of the sorcerer's web, and the triumph of hypnotism. "Twist ye, twine ye!"

(n.) Merlin ensorcelled! For, were this not so, would not Black now withdraw the B to a useful position, say to Q2, instead of shutting him up where he is quite ineffective himself, but immensely increases the effectiveness of the hostile R?

(o.) "For all my mind is clouded with a doubt."

(p.) The potent spell still works, urging Black on to an exchange which but opens an avenue of attack for the hostile QR!

(q.) And to a capture that brings that R down upon him at once! "Sans witchcraft," Black would probably have played here QxBP.

(r.) And to suicide! For now, but for "the charm of woven paces and of waving hands," he would play QR-B2.

(s.) For, if 33...QxR, then 34 QxQRch, Q-Kt3; 35 R-KR8ch! KxR; 36 QxQ and wins.

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

N.B.—Mr. Hicks was awarded for this game the special prize donated by Mr. B. Trathen, of Nelson, for the most brilliant game in the Congress. The adjudicator remarks upon it: "Although Black at move 10 should play PxP, yet the remainder of the game is vigorously contested on both sides, and the concluding move, RxPch, is a veritable thunderbolt."

No. 27.

Caro-Kann Defence.

WHITE : Severne.

BLACK : James.

1 P-K4	P-QB3	15 O-O-O	O-O(d)
2 P-Q4	P-Q4	16 P-KKt4	P-QB4
3 Kt-QB3	PxP	17 B-K3	QR-B1
4 KtxP	Kt-KB3	18 B-Kt2	KR-Q1
5 KtxKt	KtPxKt	19 BxKt	RxB
6 B-KB4(a)	B-B4(b)	20 PxP	RxRch
7 Kt-B3	P-K3	21 RxR	BxP
8 Kt-R4	B-Kt3	22 BxB	RxB
9 KtxB	RPxKt	23 R-Q7(e)	R-QKt4
10 P-KR3	Kt-Q2	24 P-QR4	R-Kt3
11 P-QB3	Kt-Kt3	25 P-Kt4	P-Kt4
12 Q-Kt3	Q-Q4	26 P-Kt5	P-R3
13 QxQ	KtxQ	27 P-B4	PxP
14 B-Q2	B-K2(c)	28 RPxP	P-B4

29 K-Q2	K-Kt2	38 PxP	P-R7
30 K-B3	K-B3	39 R-Q1	P-Kt6
31 K-Q4	PxP	40 P-B6	P-Kt7
32 K-B5	PxP	41 P-B7	P-R8(Q) (h)
33 KxR	P-Kt5	42 R-Q5ch	P-B4(k)
34 KxP	P-K4(f)	43 P-B8(Q)	P-Kt8(Q)
35 R-Q3(g)	P-K5	44 QxPch	K-R3
36 R-Q6ch	K-Kt4	45 P-K4	Q-Kt1(m)
37 P-B5	P-K6		Drawn.

(a.) For notes on the opening so far, see Game 4, wherein Mr. Barnes played here (more correctly) Kt-B3, the move adopted by both Köhnlein and Yates against Nyemtsovich at Hamburg, 1910. Leonhardt's move, 6 P-QB3, is also better than the text move. But best seems to be B-QB4, as in Johner v. Kostich, Karlsbad, 1911, to be followed by Kt-B3 and, by-and-by, by Q-QKt3.

(b.) Neglecting his opportunity: correct is here Q-Kt3.

(c.) Too tame: better B-R3, forcing exchange of B's and remaining with Kt against B.

(d.) Perverse error,—exposing his K unnecessarily, taking his K away from the support of his minority of P's on the Q side, and withdrawing his R from an open file,—three strategic mistakes in one act! O-O-O was here the only move.

(e.) "The whirligig of Time brings in his revenges." The evil results of Black's 15th move are now painfully apparent, and he should lose.

(f.) The bravery of desperation,—"all is lost save honour."

(g.) Trifling with Fate by bad logistics, and risking his win,—which he could now secure at once by P-B5. E.G. :—35 P-B5, P-R7; 36 R-Q1, P-K5; 37 P-B6, P-K6; 38 PxP, P-Kt6; 39 P-B7, P-Kt7; 40 P-B8 (Q), P-Kt8 (Q); 41 R-Q6ch, and wins in every possible variation; for sooner or later, in order to avoid early mate, Black will be compelled to give up his Q and his KRP for Q or R, and White will then queen his KtP. If, in this on his 40th move, Black queen the RP instead of the KtP, White replies 41 Q-B3ch, followed by RxQ, winning at once.

(h.) P-Kt8 (Q) is apparently no better, for White could still reply as in the text.

(k.) A hasty move,—like marriage. K-B3 offered better chances of a draw, as White would then, after the queening of the pawns, be apparently reduced to fall back upon a perpetual check, the shelter afforded the Black K by the BP hardly allowing White time for the important advance of his KP as in the text.

(m.) This appalling blunder, which throws the game away at once, was made hastily at sealing-time, under the

hallucination that he had a draw in any case. Before resuming after the adjournment, and without seeing the sealed move, Mr. Severne agreed to the draw, doubtless gasted by the suffragetic strength of the Eternal Feminine arrayed against him. Imagine his bliss when it was pointed out to him that in this position he had had a forced mate in 4 moves (by R-Q6ch, Q-B6ch, R-Q7ch, and QxQ)! Instead of the text move, Black should have sealed Q-Kt2ch. Then 45 R-Q7 (best), QxPch; 46 QxQ, QxRch; and, though he might still equally have lost, his collapse would at least have been delayed. Two queens, and no win! "Put not your trust in princes,"—still less in the Eternal Feminine! "Varium et mutabile semper femina."

No. 28.

French Defence.

WHITE : Dodds.

BLACK : Kelling.

1 P-K4	P-K3	23 P-Kt5	P-R5
2 P-Q4	P-Q4	24 Kt-R1(i)	Kt-R2
3 Kt-QB3	Kt-KB3	25 Q-Kt4	B-K2
4 Kt-B3(a)	KtxP	26 P-KB4(k)	PxP e.p.
5 KtxKt	PxKt	27 P-Q5(m)	BxKKtP
6 Kt-Kt5	Kt-B3	28 BxB	KtxB
7 P-QB3(b)	Q-Q4(c)	29 K-R2	P-B4
8 P-QKt3	P-KR3	30 Q-B4	Q-B3
9 B-QB4	Q-KB4	31 QR-K1	R-QB1
10 P-KKt4	Q-Kt3	32 R-K3(n)	Kt-K5
11 Kt-R3	B-Q3	33 KRxP	RxP
12 Kt-B4	Q-R2	34 RxR	KtxR
13 Q-K2(d)	P-R3	35 Q-Kt8ch	K-B2
14 P-Kt4	P-QKt4	36 PxPch(o)	K-Kt3
15 B-Kt3	Kt-K2	37 QxB	Q-K4ch(p)
16 P-QR4(e)	P-QB3	38 K-Kt2	R-R4
17 PxP	BPxP	39 Q-KB7ch	K-R3
18 O-O	B-Kt2	40 Kt-B2	R-Kt4ch
19 Kt-R5(f)	Kt-Q4	41 Kt-Kt4ch	PxKt
20 B-Q2(g)	Kt-B3(h)	42 PxP	RxPch
21 Kt-Kt3	Q-Kt3	43 K-R1	Kt-K7
22 P-R3	P-KR4	44 R-B2	R-Kt8, mate

(a.) This move, which risks the loss of a P at once, appears to be quite original and without precedent.

(b.) Better were here B-K3, which, while leaving the Q side pawns undisturbed, supports the KBP and blocks the advance of the hostile KP.

(c.) It may be questioned whether to retain the P in this way is worth while. Its defence thereby involves too much exposure for the Q, and should leave him with a backward mobilisation.

(d.) Better Q-B2: the text move results in a broken and unscientific pawn formation on both wings.

(e.) Attempting to establish a double front of operations before either party's objective plane is permanently located,—a strategic error of the very first magnitude,

(f.) As a consequence of which he now finds himself in difficulties.

(g.) Better have seized this opportunity to get rid of the dangerous hostile Kt, which is capable of doing him much mischief in the scattered and disorganised condition of his forces.

(h.) Realising his mistake in having offered the exchange of the Kt. The same cannot be taken now, because of the opening of the KKt file; and the attack, therefore, passes to Black.

(i.) This retreat of his cavalry to a position of comparative uselessness in the extreme rear is the beginning of the end.

(k.) Premature: B-Q1 is required,—to be followed by P-KB3. B-B2 will not do; for then, after 26...BxKKtP; 27 BxB, KtxB, he cannot play the KBP either to B4 or B3, because of 28...Kt-B6ch (or KtxBPch); 29 K-Kt2 (RxKt loses the exchange), QxQ; 30 PxQ, P-R6ch; 31 K-B2 (or Kt3), K-QB1; and White must lose. But, as he has no defence for his KKtP, there is little hope for him in any case.

(m.) Not a little bit of Morphy, but mere desperation. His game is quite disorganised and, like the Scotchman's dictionary, "nae verra connectit."

(n.) If PxP, then 32...Kt-K5, and White cannot play 33 RxP, because of the reply Kt-Q7.

(o.) A bad oversight: by QxBch, followed, if 36...K-Kt3, by Q-QB7, he might now have restored some balance to the battle. The text move either permits the B to escape or, as in the actual play, allows Black the fatal check with Q and the control of the centre.

(p.) The combination of this and Black's next move makes White's game quite hopeless. He could properly resign now.

No. 29.

Giuoco Piano.

WHITE : Sainsbury.

BLACK : Mason.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 O-O, Kt-KB3(a); 5 P-Q4, BxP; 6 KtxB, KtxKt; 7 P-B4, P-Q3; 8 PxP, PxP; 9 B-Kt5, B-K3(b); 10 B-Q3(c), Q-K2(d); 11 Kt-Q2, O-O-O; 12 Kt-KB3(e), B-Kt5; 13 K-R1, P-KR3; 14 B-R4(f), P-Kt4; 15 B-B2, Kt-R4; 16 P-QR4, Kt-B5; 17 BxKt, RxB; 18 Q-Q2, BxKt; 19 RxB, P-Kt5; 20 RxKt(g), PxR; 21 QxP, P-KR4; 22 P-QKt3,

P-KB₃; 23 R-KB₁, R-Q₃; 24 P-Kt₃(h), K-Kt₁; 25 K-Kt₂, Q-Kt₂; 26 Q-B₅, P-R₅; 27 R-B₄, PxP; 28 PxP, Q-R₃; 29 K-B₁, Q-R₈ch; 30 K-K₂, Q-R₇ch; 31 K-B₁, QxKtP; 32 QxKtP, R-R₈ch; 33 K-K₂, R-R₇ch; 34 K-Q₁, RxBch; 35 PxR, QxPch; 36 Resigns.

(a.) The Max Lange attack that now follows may, of course, be avoided here by P-Q₃, as in Games 14 and 59.

(b.) The usual move at this juncture is Q-K₂, threatening Q-B₄.

(c.) And "the books" here advocate Kt-R₃.

(d.) Better is B-Kt₅ with following sacrifice of the B, as in the correspondence game Oskam v. Wursche, Karlsbad, 1903, viz.:—10...B-Kt₅; 11 Q-K₁, Kt-K₃; 12 BxKt, PxP; 13 Q-R₄, P-KR₄; 14 P-KR₃, R-KKt₁; 15 PxP; etc.

(e.) Better, as the objective plane is now permanently located on his left, to prepare for immediate attack on the Q side by P-B₃, to be followed by Q-B₂ and the advance of the other Q side pawns,—forming a double front of operations.

(f.) A bad location for the B, inviting the following attack. Better B-K₃ at once, as it is not advisable to take the Kt.

(g.) This sacrifice is not obviously necessary. Why not R-K₃?

(h.) Very imprudent, as the advance of the hostile KRP could easily be foreseen. But his game is not now good, anyhow.

No. 30.

Zukertort Opening.

WHITE : Cole.

BLACK : Maunsell.

1 Kt-KB₃, P-Q₄; 2 P-Q₄, Kt-KB₃(a); 3 P-K₃(b), P-QKt₃(c); 4 P-QB₄, P-K₃; 5 P-QR₃, P-QR₄(d); 6 Kt-QB₃, Kt-B₃(e); 7 B-Q₃, B-Q₃; 8 O-O(f), O-O; 9 Q-B₂(g), Kt-K₂; 10 P-K₄(h), PxKP; 11 KtxP, Kt-Kt₃; 12 B-Kt₅, B-K₂; 13 QR-Q₁(k), B-Kt₂; 14 Kt-K₅, KKtxKt; 15 BxB, KtxB; 16 BxKt, BxB; 17 QxB(m), Q-Q₃; 18 Q-B₃, P-KB₃; 19 P-B₅(n), PxP; 20 Kt-B₄, Q-Q₄; 21 Q-QB₃, PxP; 22 RxP, Q-KKt₄; 23 KtK₃, KR-B₁; 24 R-Q₇, Kt-Q₄(o); 25 KtxKt, PxKt; 26 RxBP, RxR; 27 QxR, Q-Q₇; 28 Q-B₁, QxQ(p); 29 RxQ, K-B₂(q); 30 R-B₇ch, K-K₃; 31 RxP, R-QB₁; 32 P-KKt₃, R-B₈ch; 33 K-Kt₂, P-Q₅; 34 K-B₃, R-K₈; 35 R-Kt₈, K-Q₄; 36 P-QKt₃, R-QKt₈; 37 R-Q₈ch, K-K₄; 38 R-K₈ch, K-Q₃(r); 39 R-Q₈ch, K-B₂; 40 RxP, RxPch; 41 K-Kt₂, RxP; 42 R-KR₄, K-Kt₃; 43 RxP, R-QB₆; 44 R-R₈, R-B₂; 45 R-K₈, K-Kt₄(s); 46 P-R₄, P-R₅; 47 R-QKt₈ch, K-R₄; 48 R-QR₈ch, K-Kt₅; 49 R-QKt₈ch, K-R₆; 50 P-R₅, K-R₇;

51 R-Kt6, P-R6; 52 P-R6, R-KR2; 53 RxP,
 R-QKt2; 54 R-KKt6, K-Kt8; 55 R-Kt7, R-Kt1; 56
 P-R7, R-KR1; 57 R-Kt7ch, K-B7; 58 R-B7ch, K-Kt7;
 59 R-Kt7ch, K-B7; 60 R-R7, K-Kt7; 61 P-Kt4, P-R7; 62
 P-Kt5; P-R8(Q)(t); 63 RxQ, KxP; 64 R-R1, R-KKt2; 65
 P-B4, K-B6; 66 R-Q1, R-QB2(u); 67 R-QB1ch, Resigns.

(a.) The old move: the most modern continuation here is P-B4, in much vogue since the Stockholm tournament of 1906, and frequent in the practice of Rubinstein.

(b.) And here the most favoured reply is P-B4 also, as played, e.g., in all the five cases in which this position occurred at San Sebastian, 1912.

(c.) And again P-B4 is the move, as in all six examples of this position at Düsseldorf 1908. Or the older move P-K3 might be tried, maintaining the "Bindfaden." The text move is quite out of place.

(d.) Fantastic and utterly unscientific: B-Kt2 or B-K2 is now required.

(e.) Unscientific again, and against all principle: B-Kt2 is now required,—to prevent P-K4.

(f.) White should seize the opportunity to advance the KP, so obtaining a strong centre.

(g.) Still neglecting the gifts of Providence!

(h.) At last!

(k.) This R should go to QB1, Q1 being reserved for the KR.

(m.) After all these exchanges a draw is already probable.

(n.) Had his R's been at their scientifically correct posts, QB1 and Q1, this move were much more effective. But even now it is good, as it breaks up the hostile Q-side P's, though it also temporarily loses a P.

(o.) Better Kt-B4: the text move gives him an isolated QP, difficult to defend, and sure to be a serious weakness in the ending.

(p.) Bad: his best chance of drawing now lay in retaining the Q.

(q.) But this ingenious scheme for supporting the QP should have drawn now easily enough.

(r.) And this ill-judged manœuvre greatly endangers the draw. The K should remain in touch with the QP, and White could then hardly venture to do aught but keep up a perpetual check.

(s.) A logistic error: P-R5 at once is required, so as to be able to reply by R-QR2 to White's R-QR8.

(t.) Another. Best was RxP at once, which would either win a dangerous P or leave him with a Q against R and two P's.

(u.) Escaping from a life of utter despair by a sudden and violent suicide.

ROUND 6 (Dec. 30-31).

No. 31.

French Defence.

WHITE : Grierson.		BLACK : Mason.	
1 P-K4	P-K3	16 B-R4(g)	P-KR3
2 P-Q4	P-Q4	17 B-Kt3	B-Q3
3 Kt-QB3	Kt-KB3	18 Kt-KR4	P-Q5
4 P-Kt5(a)	KKt-Q2	19 RxKt(h)	RxR(k)
5 P-B4(b)	P-QB4	20 Kt-K4	B-K2(m)
6 PxP(c)	KtxP(d)	21 B-Q3	R-B8ch
7 P-QR3	P-QR3(e)	22 QxR	BxKt
8 B-K3	Kt-B3	23 Q-B3	Q-K2
9 Kt-B3	B-K2	24 R-KB1	BxB
10 B-K2	Kt-Q2	25 QxB	R-KB1
11 O-O	O-O	26 RxRch	QxR
12 K-R1	P-B3	27 Q-Kt6	B-B4
13 P-B5(f)	PxKP	28 Q-Q6	QxQ
14 PxP	Kt-B3	29 KtxQ	BxB
15 B-KKt5	BxP	30 PxB(n)	P-QKt4

Continued:—31 K-Kt1, K-B1; 32 K-B2, K-K2; 33 Kt-K4, P-QR4; 34 K-B3, K-K3; 35 P-KKt4, Kt-Q1; 36 P-KR4, P-Kt3; 37 K-K2, Kt-Kt2; 38 K-B3, P-QR5; 39 K-K2, Kt-Q3; 40 Kt-Q2, P-KR4; 41 K-B3, K-Q4; 42 PxP, PxP; 43 K-K2, Kt-B4; 44 Kt-K4, KtxP; 45 Kt-B6ch, K-K3; 46 KtxP, Kt-B4; 47 K-B3, Kt-K6; 48 K-K2, K-Q3; 49 Kt-B6, K-B3; 50 K-Q2, Kt-Q4; 51 Kt-Kt4, K-Q3; 52 Kt-B2, Kt-K6; 53 Kt-K4ch, K-B3; 54 Kt-B6, P-Kt5; 55 PxP, K-Kt4; 56 Kt-Q7, Kt-Kt5; 57 K-B2, KxP; 58 K-Q2, K-Kt4; 59 K-K2, K-B3; 60 Kt-Kt8ch, K-Q3; 61 Kt-R6, Kt-K6; 62 K-Q2, Kt-Q4; 63 K-K2, Kt-B3; 64 Kt-Kt4, K-B4; 65 Kt-R6ch, K-Kt3; 66 Kt-Kt4, K-Kt4; 67 Kt-B2, Kt-Q4; 68 K-B3, Kt-K6; 69 KtxKt, PxKt; 70 KxP, K-Kt5; 71 K-Q2, K-Kt6; 72 K-B1, P-R6; Drawn (o).

(a.) This advance at this stage, recommended by Steinitz, was for some time very popular: it is now usually preceded by B-Kt5, as in Games 37 and 65.

(b.) The usual move: QKt-K2, sometimes played with a view to the advance of the QBP, is inferior, because it blocks the KB.

(c.) Chigorin against Maróczy, Karlsbad 1907, played here Kt-B3.

(d.) Better follow the advice of Bardeleben and Mieses, postponing the capture and playing Kt-QB3, as in Johner v. Gattie, Ostende 1906. But BxP would be bad, because of the reply Q-Kt4!

(e.) The unnecessary minor crotchet again. Better mobilise his QKt by Kt-B3 at once.

(f.) This advance seems premature, and for the loss of a P that results therefrom there appears to be no real compensation. Preferable would seem to be P x P, leaving Black with a weak KP.

(g.) As repeatedly pointed out in the previous N.Z. Congress books, this evolution with the B is to be avoided. Why not simply Q-K1?

(h.) A bold sacrifice,—perhaps best, as the alternative (Kt-Kt1) gives him a cramped and backward game.

(k.) P x R were perhaps preferable, giving him a strong centre and saving a move; for then, in reply to White's Kt-K4 follows P-B4.

(m.) Preferring to abandon the advantage of the exchange rather than face the risks involved in attempting to keep it by R-B1 or B2.

(n.) After all these wholesale exchanges a draw is a practical certainty, for Black's KP is too weak to be of any value. But 42 more moves were made by each side before this draw was agreed upon! "Great cry and little wool, as the Devil said when he sheared his hogs." Nevertheless, as the joint product of the present and of the late Champion, the game is here given in full, but without further comment.

(o) "The night has been long,—
Ditto-ditto my song,—

And, thank Goodness, they're both of them over!"

No. 32.

Hungarian Defence.

WHITE : Gyles.

BLACK : Cole.

1 P-K4	P-K4	19 P x Kt	B x Pch
2 Kt-KB3	Kt-QB3	20 K-B1	P-B5
3 B-B4	B-K2(a)	21 K-Kt2	R-K1
4 P-Q4(b)	P-Q3(c)	22 Kt-Q4	P-KKt3(g)
5 P-B3(d)	Kt-B3	23 P-Kt4	P-KR4
6 QKt-Q2	B-Kt5	24 B-R3	R-K6
7 Q-R4(e)	O-O	25 QR-Q1(h)	P-R5(k)
8 B-Kt5	B x Kt	26 K-R3	R x QBP
9 Kt x B	Kt x P	27 B-Kt2	R-K6
10 B x Kt	P x B	28 K-Kt4	R-Q4
11 Q x P	P-B4	29 Kt-Kt3	R x R
12 Q-Q5ch	R-B2	30 R x R	P-R6
13 P x P	P x P	31 B-Q4(m)	R-K7
14 Q x Qch	B x Q	32 K x RP	R-R7ch
15 Kt x P	R-K2	33 K-Kt4	K-B2
16 Kt-B6	R-Q2	34 R-KKt1	R-R5ch
17 P-B3	B-R6ch(f)	35 K-K5t	R-R4ch
18 P-Kt3	Kt x P		Drawn by perpetual check.

(a.) This so-called Hungarian defence, considered by Marco a "solid opening," has never been common in masterplay, and has for years been almost entirely abandoned, but reappeared once at Karlsbad, 1907 (Spielmann v. Rubinstein), and thrice at San Sebastian, 1912, where Rubinstein, Duras, and Schlechter each adopted it against Leonhardt. Mr. Cole is therefore here in good company.

(b.) Correct: "needlessly dilatory tactics [? strategics] are best met by central advance" (James Mason.)

(c.) Played at San Sebastian by all the three masters mentioned above.

(d.) Leonhardt, however, continued here twice P x P and once P-Q5; but B-K3 appears best. The text move, blocking the QKt, is a premature formation of the salient.

(e.) This unqueenly outrush achieves nothing. "Pustói bochyónok grómko zvutít" (An empty barrel makes a loud noise) say our Russian friends. Better were simply Q-B2.

(f.) Enterprising play, taking advantage in an ingenious manner of White's retarded mobilisation.

(g.) Feeble,—spoiling a good combination. R-K4 seems right here, keeping White's QB locked up, and threatening R-Q3 and R-KKt3 (or KKt4), as may be.

(h.) The object of this P sacrifice is not clear.

(k.) Nor is that of this advance. Why not R x P at once?

(m.) Unwisely obstructing his R: R-Q8ch, followed by K x R P, may be suggested, with possible winning chances.

No. 33.

French Defence.

WHITE : Hicks.

BLACK : Maunsell.

1 P-K4, P-K3; 2 P-Q4, P-Q4; 3 P x P, P x P; 4 Kt-KB3, Kt-KB3; 5 B-Q3, B-Q3; 6 O-O(a), B-K3(b); 7 Kt-B3, P-QB4(c); 8 B-KKt5, P-B5(d); 9 B-K2, P-QR3; 10 R-K1, O-O; 11 P-QR3, QKt-Q2; 12 Q-Q2, P-Kt4; 13 B-Q1, P-R3; 14 B-K3, P-Kt5; 15 Kt-K2, Kt-K5; 16 Q-B1, QKt-B3; 17 P-R3, P-Kt4(e); 18 P x P, B x KtP; 19 P-B3, B-Q3; 20 B-B2, Q-Q2; 21 P-R4(f), B-KKt5; 22 Kt-K5, B x Kt; 23 P x B, B x Kt; 24 R x B(g), Kt-R2; 25 P x P(h)(A), P x P; 26 B-Q4(k), P-B4(m); 27 P x P, e.p., KKt x P; 28 B-QB5(n), KR-Q1; 29 R-K7, Q-Kt5; 30 Q-K3, Kt-B1, 31 R-K5, QKt-R2; 32 B x Ktch, Kt x B; 33 P-B3(c), Q-Q2(p); 34 R-K7, Q-B4; 35 B-Q4, K-B1; 36 P-KKt4, Q-Kt3; 37 R-KKt7, Q x R(q); 38 B x Qch, K x B; 39 Q-K7ch, K-Kt3; 40 R-K1(r), R-KB1; 41 Q-Q6ch, Kt-B3; 42 Q-K5, R-B2; 43 Q-B5ch, K-R3; 44 K-Kt2, R-KKt1; 45 R-KR1ch, K-Kt2; 46 Q x Pch, K-B1; 47 Q-R6ch, QR-Kt2; 48 P-Kt5, K-K1 49 R-K1ch, K-Q2; 50 P-B4, R-R2; 51 Q-Kt6, Kt-R4; 52 Q-K6ch, K-B2; 53 Q-K5ch, K-B1; 54 P-B5, R-QKt2; 55 Q-K8ch, K-B2; 56 R-K7ch, R x R; 57 Q x Rch, K-Kt3; 58 Q-K8,

Kt-Kt2; 59 Q-Kt6ch, K-R2; 60 K-B3, RxP(s); 61 QxKtch, Resigns.

(a.) So far but "the old, old story,"—come down to us from the time of Morphy and the London Tournament of 1851.

(b.) The usual and correct reply here is the "Bindfaden" one, O-O. The text move, tried by Löwenthal in the 12th game of his match with Morphy, seems to be unknown to the masterplay of the past 50 years.

(c.) Better would seem to be Löwenthal's P-B3, establishing the defensive salient. Black is working on the analogy of the closer forms of the opening.

(d.) Completing a major oblique directed away from his objective plane—notoriously bad strategy. He should go on with his mobilisation by QKt-Q2.

(e.) Unwise. This move is not needed for defence and, as attack, is misjudged, for he is committed to an attack on the Q side, and should now support the same by P-QR4.

(f.) Now Black's unwisely advanced KKtP becomes an excellent point of attack for the enemy.

(g.) These exchanges, practically forced upon Black, leave White with the better position and the advantage of two B's against 2 Kts,—securing at least a draw, with all the chances of winning in his favour.

(h.) He could here win a P by 25 KBxKt, PxP; 26 PxP, PxP; 27 BxP; for, if then 27...KtxB, follows 28 QxKtch, K moves; 29 R-K3 and wins at once.

(A.) If, in the line of play given in note (h.), Black play 27...Q-Kt5 then R-K3 follows at once.

(k.) And the course recommended in note (h) is still open to him, instead of the less forcible text move.

(m.) Rash to foolhardiness thus to tear down his own defences. Why not Q-K3, staying the advance of the hostile KP and strengthening the position generally?

(n.) The P could still be won by 28 QBxKt, etc.

(o.) And again here by B-K7 followed by RxPch. But, as the wind bloweth where it listeth, even so is Mr. Hicks a law unto himself. And in this case Wisdom is justified of her child.

(p.) His position is deplorable, but perhaps Q-R4 was his best course here. The text move is fatal.

(q.) Forced, of course; but, against such an opponent, the position would now justify his immediate resignation.

(r.) RxPch is the move here, winning a P.

(s.) At last a graceful suicide, which might quite properly have had place many moves previously. White's time for this game was 1 hour 50 minutes: Black's was just double this!

No. 34.

Ruy Lopez.

WHITE : Barnes.

BLACK : Severne.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-Kt5, P-QR3;
 4 B-R4, Kt-B3; 5 O-O, P-QKt4; 6 B-Kt3, B-K2; 7 P-Q4(a),
 P-Q3(b); 8 P-QR4(c), B-Kt5; 9 R-K1(d)(A), KtxQP; 10
 PxP, KtxB; 11 PxKt, PxP; 12 RxR, QxR; 13 Q-Q3(e),
 B-Q2; 14 Kt-B3, Q-Kt2; 15 P-QKt4, O-O; 16 Kt-Q2,
 B-B3; 17 Kt-B1, R-K1; 18 Kt-Kt3, B-B1; 19 B-Kt5, R-K3;
 20 Kt-B5, P-Kt3; 21 Kt-R6ch, BxKt; 22 BxB, Kt-Kt5; 23
 B-Kt5, Kt-B3; 24 P-B3, K-Kt2; 25 R-R1, R-K1; 26 Q-Q2,
 Kt-Kt1(f); 27 Q-KB2, R-R1; 28 R-Q1, Q-B1; 29 P-R4,
 P-R3; 30 B-K3, P-B4; 31 PxP, QxP; 32 Q-K2, Q-Q2; 33
 P-B4(g), PxP; 34 BxP, R-K1(h); 35 Q-Q3, Q-Kt5; 36
 Q-Q4ch(k), K-R2; 37 Q-B2(m), R-KB1; 38 R-KB1(n),
 RxB; 39 Resigns.

(a.) The last two moves on each side being but a transposition in the ordinary form of the Morphy Defence, the best move here is R-K1 as played, e.g., by Schlechter against Gottschall, Koburg 1904.

(b.) Englisch, in an offhand game with Rosanes in 1889. played here PxP; the text move is better.

(c.) Better than this flank attack appears to be the completion of the salient by P-B3, as in Fleissig v. Englisch, Kolisch tourney, Vienna 1890.

(d.) An oversight that not only loses an important P, but also leads to complete disorganisation of his Q side.

(A.) No doubt an oversight: White has a bad game from now on.

(e.) As a result of his blunder on his 9th move and of his premature and ill-judged attack, White's Q side pawns are completely broken up and practically reduced to one against three, while two of his forces are still unmobilised. "Quo, Musa, tendis?"

(f.) "Crowned with faith and constant loyalty," this noble knight devotes himself steadily to the defence of his King.

(g.) Considering his inferiority in material and the fact that he has no decided advantage in position to counterbalance it, these attacking manœuvres are out of place and unwise. Rather should he now tread a while in the footsteps of good old Fabius Cunctator.

(h.) The natural result is that the attack is easily repulsed, and at once taken up by Black.

(k.) And this attempt to resume it is simply suicidal. He should have devoted himself to careful defence instead by, say, Q-Kt3. But his hopes were not bright, anyhow.

(m.) Apparently not more fatal than anything else: he has little resource now.

(n.) Yet here P-KKt3, instead of the blunder in the text, would have left him some chance still.

No. 35.

Queen's Pawn Game.

WHITE : Kelling.

BLACK : Sainsbury.

1 P-Q4, P-K3(a); 2 P-QB4, Kt-KB3; 3 Kt-QB3, P-Q4;
 4 B-Kt5, B-K2; 5 P-K3(b), P-QKt3(c); 6 Kt-KB3, QKt-Q2;
 7 B-Q3, B-Kt2; 8 O-O, O-O; 9 R-B1, P-B4; 10 PxQP,
 KtxP; 11 BxB, QxB; 12 B-Kt1, QR-B1; 13 Q-Q3, P-B4(d);
 14 P-QR3, KKt-B3(e); 15 B-R2, P-KR3(f)(A); 16 QxP,
 Kt-Q4; 17 Q-R3, K-R1; 18 Kt-R4, R-KB3; 19 Q-Kt3,
 KtxKt; 20 PxKt, P-KKt4(g); 21 Kt-B3, BxKt(h); 22 PxB,
 QR-KB1(k); 23 Q-R3, K-Kt2; 24 Q-Kt4, P-KR4; 25 Q-K4,
 P-K4; 26 B-Kt1, K-R3(n); 27 K-R1, RXP(o); 28 Q-Kt6,
 mate.

(a.) Endeavouring to provoke in reply P-K4, and intending then to play the French Defence.

(b.) By transposition a stereotyped position in the Queen's Gambit Declined has now been reached. Of the exact sequence of moves adopted in the text good examples seem hitherto to be wanting.

(c.) A frequent move in this position in the later part of last century till Pillsbury at Hastings introduced his now well-known attack, but very little used in twentieth century practice. The modern procedure is by O-O, followed by QKt-Q2, or the same moves in reverse order.

(d.) Leaving an extremely weak KP. Better much was P-Kt3.

(e.) Better QKt-B3, followed soon by Kt-K5 or R-Q1.

(f.) The en-appui, here of doubtful value, at the expense of a P! He should have played K-R1.

(A.) K-R1 was needed here: the text move loses a P and the game.

(g.) Highly imprudent: Kt-B1 was needed.

(h.) Opening up another avenue of attack against himself: K-KKt1 was rather to be chosen.

(k.) His R's now shut out from action his Kt—a piece urgently needed in the defence.

(m.) Useless: R-B4 might now have been played, with a view to getting the Kt into action over B3.

(n.) In this game Mr. Sainsbury seems determined to choose ever the worser part and to do himself as much injustice as may be. R-B4 might still have been played; but, if the K must move, it should be to R1.

(o.) An incredible blunder, not unparalleled, unhappily, in this Congress, but none the less ghastly for that. "And it came to pass that, when Isaac was old, and his eyes were dim so that he could not see," etc.

No. 36.

Vienna Opening.

WHITE : James.

BLACK : Dodds.

1 P-K4, P-K4; 2 Kt-QB3(a), Kt-QB3(b); 3 B-B4(c), P-Q3(d); 4 P-Q3, Kt-B3; 5 P-KR3, B-K2; 6 P-B4, Kt-QR4; 7 Kt-B3, KtxB; 8 Pxkt, Kt-Q2; 9 O-O, P-QB3; 10 P-QKt3, Q-B2; 11 Kt-K2(f), Kt-B3; 12 Kt-Kt3(g), P-KR4; 13 Q-Q3, P-KKt3; 14 B-Kt2(h), Q-Kt3ch; 15 K-R1, PxP; 16 Kt-K2, R-KKt1; 17 QR-Q1, P-Kt4(k); 18 KKt-Q4(m), P-R5; 19 QR-K1(n), Kt-R4; 20 P-K5, PxP; 21 Kt-B5, Q-B2; 22 KtxB, Qxkt; 23 Q-R7(o), Kt-B3; 24 Q-R6, B-B4; 25 BxP(p), QxB; 26 kt-Q4(A), Kt-K5; 27 Kt-B3, Kt-Kt6ch(q); 28 K-Kt1, Kt-K7ch; 29 RxKt, QxR; 30 R-K1, QxRch; 31 KtxQ, O-O-O; 32 Q-B6, B-K3; 33 Kt-Q3, R-Kt3; 34 Q-K5, R-K1; 35 P-QKt4, P-Kt3; 36 P-Kt5(r), B-Q2; 37 Q-Q4, KR-K3; 38 P-B5, PxKtP; 39 PxP, PxP; 40 Q-Q5, B-B3; 41 QxKKtP, R-Kt3; 42 Q-B5ch, B-Q2; 43 QxKBP (at B2), KR-Kt1; 44 K-B2, P-B6(s); 45 PxP, BxP; 46 Kt-B4, B-Q2; 47 Kt-Kt5, P-R6(t); 48 Kt-Q7ch(u), RxKt; 49 QxRch, R-K1; 50 Q-Kt7, B-K3; 51 Q-K5, B-Q2; 52 Q-Kt7, R-K3; 53 Q-R8ch, K-Kt2; 54 QxP(v), R-K7ch; 55 KxR, BxQ; 56 P-K2, K-B3; 57 K-Q3, K-Q4; 58 P-B3, B-B4ch; 59 K-Q2, K-B5; 60 P-B4, B-Q6; 61 Resigns.

(a.) The Vienna, though never very frequent, varies much in vogue among masters, sometimes occurring several times in a tournament, sometimes being almost or quite absent. At Karlsbad, 1907, for instance, 210 games yielded 13 examples, a percentage of 6.19; while only 2 are to be found among the 139 games of the Master's Tourney at Nürnberg in the preceding year,—a percentage of 1.42. For other notes on the opening, see Game 38.

(b.) Of old B-B4 was usual here, and the most favoured move now is Kt-KB3. The text move may expose Black to the storm and stress of the Pierce, the Steinitz, or the Hampe-Allgaier gambit,—any one of which, however, may be just as dangerous for the attack as for the defence.

(c.) Gambolling from the gambit way (3 P-B4) and proposing to himself a path less "beset with pitfall and with gin." Paulsen's move here, P-KKt3, is nowadays regarded as inferior.

(d.) B-B4 is sometimes played here, as (by transposition) in Chigorin v. Janowski, Ostende Champion Tourney, 1907; but may expose Black to great difficulties if White continue 4 Q-Kt4 (see Mieses v. Chigorin, Ostende 1906). The text move is altogether too defensive, and seems to be quite unknown in masterplay.

(e.) The B is usually retreated in such positions to Kt3; but, in the present case at least, this seems likely to be merely a waste of time, for White's position after the capture of the B is not a bad one.

(f.) As a result of his inferior third move Black has now a cramped and difficult game, and White should aim at keeping it so. This Kt should not be removed thus needlessly from his commanding position. Better go on with mobilisation by B-K3.

(g.) The Kt in this position invites attack. He seems here to have nothing better than to go back to QB3. even at the cost of a move.

(h.) Mere blind blundering: B-K3 is still the move.

(k.) Premature advance—a "schwindel" worthy of Mr. Hicks: Kt-R2 may be here suggested, to be followed as soon as may be by B-K3 and O-O-O.

(m.) More blind blundering: BxKt is here the move, and should give Black great trouble and confute the "schwindel."

(n.) Unnecessary. He could still save the situation and keep a good game by Kt-B5 at once. For then either (A) 19...BxKt; 20 BxKt, BxB; 21 PxB, O-O-O, or (B); 19...Kt-R4; 20 KtxPch, BxKt; 21 QxB, B-K3 (21...Kt-Kt6ch would be fatal because of 22 KtxKt, PxB; 23 B-B6!); 22 B-R3, P-QB4; 23 QxP, QxQ; 24 BxQ: or (C) 19...Kt-R4; 20 KtxB, KxKt; 21 QxPch, K-K1; 22 B-R3, P-QB4; 23 QxQ, PxB. And always White's game is good enough.

(o.) There seems to be no good or sufficient reason why he should not now recover a P by BxP. The text move is apparently due to a childish oversight,—he failed to see Black's actual and obvious retort.

(p.) But now this is more mere blind blundering and an inexcusable oversight.

(A.) Kt-B3, tempting B-K5, was worth trying. For then 27 KtxB, BxKt; 28 Q-R7, recovers the piece. But Black could keep it by Kt-K5 instead of B-K5.

(q.) A blunder as bad as any of his opponent's: Q-B4 first is indicated, to be followed as may be by O-O-O.

(r.) Better P-R4.

(s.) Digging a pit for his opponent, and falling into the midst of it himself.

(t.) Nothing can here enable him to avoid the loss of the exchange at least.

(u.) Here, as pointed out afterwards by Mr. Barnes, his proper course is 48 QxKR, RxQ; 49 Kt-Q7ch, K moves; 50 KtxR, securing at once the draw at least, with winning chances.

(v.) Yet he still had the draw in hand, if he had not thus deliberately thrown it away. For this Q sacrifice was intentional, and not an oversight.

"How poor are they that have not patience!"

ROUND 7 (Jan. 1).

No. 37.

French Defence.

WHITE : Grierson.		BLACK : Kelling.	
1 P-K4	P-K3	29 Kt-R2	Q-Kt2(r)
2 P-Q4	P-Q4	30 KKt-Kt4	P-QR4(s)
3 Kt-QB3	Kt-KB3	31 Kt-B6	B-B1
4 B-KKt5	B-K2	32 R-B2	Kt-Kt1
5 P-K5	KKt-Q2	33 QKt-Kt4	Kt-Q2
6 BxB	QxB	34 KtxQKt	KxKt
7 Kt-Kt5(a)	Kt-Kt3(b)	35 R-B4(t)	P-R4(u)
8 P-QB3(c)	P-QR3	36 RxRch	KtxR(v)
9 Kt-QR3	O-O(d)	37 Kt-B6ch	K-B2
10 B-Q3	P-KB3(e)	38 Q-B4	K-K2
11 Q-R5	P-Kt3	39 Q-Kt5	K-B2
12 Q-R4	Q-Kt2	40 K-R2(w)	Q-R1
13 P-KB4	PxP	41 B Q1	Kt-Q2(x)
14 BPxP	Kt-R5(f)	42 KtxRP	P-Kt5(y)
15 R-Kt1	P-B4	43 Kt-B4	Q-Kt2
16 Kt-B3	P-B5(g)	44 K-Kt1	PxP
17 B-B2	Kt-Kt3(h)	45 PxP	Q-Kt1
18 O-O	Kt-B3	46 KtxKtP	Q-Kt2
19 Q-Kt3	B-Q2	47 B-R5	Kt-Kt3
20 QR-K1	Kt-K2(i)	48 Kt-B4ch(z)	K-Kt1
21 Kt-R4	QR-B1(k)	49 Q-Q8ch	Q-B1
22 Kt-Kt1	Kt-R1(m)	50 Q-Kt5ch	Q-Kt2
23 Kt-Q2	P-QKt4	51 B-Kt6	K-R1
24 R-K2	RxRch(n)	52 Q-Q8ch	Q-Kt1
25 KtxR	R-B1	53 QxKt	K-Kt2
26 Kt-K3	Q-R3(o)	54 Q-B7ch	K-R3
27 P-KR3(p)	Kt-Kt3(q)	55 Q-K7	P-R5
28 Kt-B3	K-R1	56 P-Kt4	Resigns

(a.) Formerly P-B4 was usually played here. The text move has taken its place, but B-Q3 is now considered more satisfactory than either.

(b.) Generally preferred now to the older Q-Q1 and to Alapin's suggestion, K-Q1.

(c.) P-QR4, at one time favoured here, is apt to lead to a wild time of storm and stress for both players.

(d.) So far all "book": P-KB3 at once is, however, generally recommended here. At Karlsbad, 1911, Alapin tried with success against Spielmann Kt-B3. Maróczy, the great exponent of the French Defence, prefers P-QB4.

The text move is needlessly defensive, and could wait: counter-attack, as vigorous as possible, is Black's cue now.

(e.) Quite inadvisable now: P-QB4 and P-KB4 are his only choice here.

(f.) A painful waste of time in his unmobilised condition and critical situation; P-QB4 was still the move.

(g.) Establishing a major oblique directed away from the hostile K's quarters, and thereby greatly strengthening the enemy's attack.

(h.) Confessing the futility of his 14th move.

(i.) Rather QR-K₁, to be followed, as opportunity may offer, by this Kt over Q₁ to B₂, and by the KKt over B₁ to K₂. The Kts, played as in the text, embarrass each other.

"Like two spent swimmers that do cling together
And choke their art."

(k.) The R here accomplishes nothing, as only by sufferance of the adversary can this file be opened for him. Black should here aim rather at the exchange of both R's, so as to break somewhat the force of the attack. Therefore 21...RxRch; 22 RxR, R-KB₁; and if 23 RxRch, then KxR, and Black is much safer.

(m.) A move has already been lost with this ill-fated Knight: this Puss-in-the-Corner business that now loses another with him is the natural result of Black's last two moves, which have reduced this cavalry brigade to a state of utter inefficiency.

(n.) This exchange, of course, merely assists in bringing the hostile QKt into the haven where he would be; yet it is apparently more or less forced.

(o.) So as to be able to reply to the threatened Kt-Kt₄ with Q-B₈ch, forcing exchange of Q's; but Kt-B₂, to be followed by Kt-K₁, were a better counterblast.

(p.) Making Black's plan of none effect by providing a retreat for the K.

(q.) To support the B after White's Kt-Kt₄-B₆; but K-R₁ at once might be played, the better development of this Kt being as in note (o).

(r.) Showing the futility of his 26th move,—a lost one.

(s.) A vain attempt to promote a counter-attack on the Q side. There is no time for such: Kt-Kt₁ at once is to be preferred.

(t.) As he exchanges rooks next move, why not do so now, and avoid the loss of a move?

(u.) Still further weakening his precarious position. Better RxR, followed by Q-B₁.

(v.) Bad; but his position is now all but hopeless anyhow.

(w.) Time-marking;—starving out the hostile garrison.

(x.) Fatal, as it turns out, but apparently not necessarily so, though dangerous; but the only alternative, Q back to Kt₂, is not promising either.

(y.) He should take the Kt; for then, after 42...PxKt; 43 BxPch, K-B₁; White could not force a win against the best play, and must be content with a perpetual check.

(z.) Here White could force the win of Q for one or both of his pieces in 7 moves (or mate in fewer) by: 48

Kt-R8 dbl. ch., K-Kt1; 49 Q-Q8ch, Q-B1; 50 B-B7ch, K-Kt2; 51 Q-B6ch, K-K2; 52 B-Kt6ch, K-Kt1; 53 B-R7ch, KtxB; 54 QxQ. In this, by playing 49...K-R2, Black can get both pieces for the Q (by 50 B-Kt6ch, QxB; 51 KtxQ, KtxKt), but in no way thereby delays his inevitable fate. But, after all, all roads lead to Rome.

N.B.—This game was entered for the Brilliancy Prize (Oh, “never mind the why and wherefore”), and the adjudicator placed it fifth, and remarked upon it: “Chiefly remarkable for the vagaries of the Black KKt. This piece moves 11 times in quite an irresponsible manner. It occupies the square QKt3 four times, and ultimately dies heroically at its post [there]. Black’s attention is so much taken up with manœuvring this Kt, that the rest of his game suffers, and White wins.”

No. 38.

Vienna Opening.

WHITE : Gyles.		BLACK : Severne.	
1 P-K4	P-K4	18 RxPch	K-Q1
2 Kt-QB3	Kt-KB3(a)	19 B-Kt3	P-QB4(p)
3 P-KB4	P-Q4(b)	20 KR-Kt1	PxP
4 PxKP(c)	KtxP	21 KxRP	K-K1
5 Q-B3(d)	KtxKt(e)	22 R-Kt8ch	B-Q1
6 KtPxKt(f)	B-K2(g)	23 PxP(q)	QR-Kt1
7 P-Q4	P-QB3(h)	24 B-K1	K-B1
8 Kt-R3(k)	BxKt	25 RxBch	K-Kt2
9 QxB	Kt-Q2	26 KR-Q7(r)	K-Kt3
10 B-Q3	Q-R4	27 P-Kt4	P-R4
11 B-Q2	O-O-O(m)	28 RxBP	PxP
12 O-O	QR-B1(n)	29 R-B6ch	K-R4
13 B-B5	Q-B2(o)	30 KR-B7	R-K1
14 B-B4	Q-Q1	31 R-R7ch	RxR
15 QR-Kt1	P-KKt4	32 RxRch	K-Kt3
16 BxKtch	QxB	33 R-Q7	K-B4
17 QxQch	KxQ	34 RxP and wins.	

(a.) For notes on the opening, see also Game 36. Marco observes (1907) that it is “noteworthy that 2...B-B4 has of late years become very rare, although this defence is extremely solid, and obviates many difficulties.”

(b.) The usual and correct reply to White’s gambit move. P-Q3, as in Spielmann v. Salve, Nürnberg 1906, occasionally occurs, but is inferior.

(c.) Making a risky game of it for both sides.

(d.) A move introduced about 1889, for a time much favoured, and of late again revived by Spielmann. But Kt-B3 is now more usual.

(e.) The usual move here is P-KB4, and gives Black an easy game. The text move is weaker and inadvisable.

(f.) "Stronger still is 6 QPxKt, followed by B-KB4 and O-O-O." (Schlechter.)

(g.) Q-R5ch, followed by exchange of Q's at his K5, may be here suggested, though Schlechter prefers the text move.

(h.) So far as in the game Curnock v. Physick in the London Championship Tournament, 1903; but here the latter played B-K3, which seems to be better; but Black's game is in any case inferior, mainly owing to his 5th move.

(k.) Enabling Black to gain a move by exchanging: B-Q3 at once is to be preferred.

(m.) Obviously very risky; but the K can hardly remain at K1, and O-O, even if possible, would be even more dangerous than the text move.

(n.) Bad, of course, but not worse than anything else he can do. His game is already resignable.

(o.) Why not to Q1 at once?

(p.) Seems purposeless. He might have tried KR-Kt1.

(q.) Since Black cannot in any case save his B, this is better than winning it at once by P-K6 and B-B7.

(r.) Why not force the win at once by RxR followed by R-Q7, remaining with R, B, and 5 P's against R and 3 P's? But the game is now over, anyhow, though Black continued a quite futile resistance till the 40th move.

No. 39.

Zukertort Opening.

WHITE : Cole.

BLACK : Hicks.

1 Kt-KB3	P-Q4	18 QR-B1	O-O
2 P-Q4	B-Kt5(a)	19 Kt-K4	KR-B1
3 P-K3(b)	P-K3(c)	20 Kt-B5	Q-R2
4 P-B4(d)	P-QB3	21 Kt-Kt3	B-Q3
5 P-QR3(e)	Kt-KB3	22 RxRch	RxR
6 B-K2	BxKt	23 R-B1	R-Q1
7 BxB	PxP	24 Kt-B5(g)	BxKt
8 Q-B2	P-QKt4	25 PxB	QxP(h)
9 P-QKt3	PxP	26 P-Kt3	Q-Q3
10 BxPch	KKt-Q2	27 Q-B3	P-R3
11 BxKtch	QxB	28 P-KR4	K-R2
12 QxP	P-QR3	29 Q-B2ch	Q-Q6
13 B-Kt2(f)	Kt-B3	30 P-R4	QxQ
14 O-O	Kt-R4	31 RxQ	P-Kt5
15 Q-B3	Kt-B5	32 K-Kt2(k)	P-QR4
16 Kt-Q2	KtxB	33 R-Kt2(m)	R-Q6
17 QxKt	B-K2		and wins(n)

(a.) This quaint move, not uncommon in the eighties and nineties, and a favourite with Chigorin, seems to be forgotten in twentieth century practice, its latest appearance having been apparently at Monte Carlo 1902, when

Chigorin played it against von Scheve. The approved modern move is P-QB4.

(b.) Sometimes formerly adopted, but von Scheve played here B-B4. Steinitz used to favour P-B4.

(c.) As in Bardeleben v. Chigorin, Hastings 1895.

(d.) B-K2 is the all but invariable reply here.

(e.) The minor crotchet,—as usual, a waste of time. The B's check could do him no harm. Better mobilise by, say, Q-B2.

(f.) This B should be mobilised now at Q2 and the Kt at B3 on his next move. He need not be in such a hurry to castle.

(g.) An oversight though dating apparently from his 22nd move: P-Kt3 was now desirable.

(h.) With a pawn to the good, and that on the Q-side, Black's ultimate victory, though perhaps not assured, is very greatly facilitated.

(k.) A logistic blunder that throws the game away at once. P-QR5, staying the advance of the hostile RP, and so separating it from its fellow, left him some slight chance of drawing.

(m.) Quite useless now, and so is everything else. R-B5 e.g. would be answered by R-Q4.

(n.) White resigned six moves later.

No. 40.

Ruy Lopez.

WHITE : Dodds.

BLACK : Barnes.

1 P-K4	P-K4	22 QxB	Q-Q2
2 Kt-KB3	Kt-QB3	23 Q-K4	P-KB4
3 B-Kt5	P-QR3	24 Q-K3	R-KB1(h)
4 B-R4	Kt-B3	25 P-B4(k)	K-Kt1
5 O-O	KtxP(a)	26 R-K2(m)	K-B2
6 R-K1(b)	Kt-B4	27 Q-Q2	R-K1
7 BxKt(c)	QPxB	28 RxR	KxR
8 KtxP	B-K2	29 B-B2	Q-K3
9 Kt-QB3	O-O(d)	30 P-QKt3	Q-K5
10 P-Q4	Kt-K3	31 P-Kt3	Kt-K2
11 Kt-K2	P-B3	32 Q-Q1	P-KKt3(n)
12 Kt-KB3	R-K1	33 P-QKt4(o)	K-Q2
13 P-B3	Kt-B1	34 P-QR4	P-QKt4
14 Kt-B4	B-Q3	35 BPxP	BPxP
15 Q-Kt3ch	K-R1	36 P-R5	Kt-Q4(p)
16 B-Q2	B-KKt5	37 Q-Q2	Q-Kt8ch
17 RxR(e)	QxR	38 B-K1	Q-Kt6
18 R-K1	Q-B1(f)	39 K-B2	Q-B5
19 P-B4	KBxKt(g)	40 P-R3	Q-Kt6
20 BxB	Kt-Kt3	41 K-K2	Kt-B3
21 B-Kt3	BxKt	42 Q-Q3	Q-K3ch

43 Q-K3	Kt-K5	49 Q-Kt1ch	K-Q4
44 K-Q1	Q-B5	50 Q-Kt8ch	K-B3
45 P-Kt4	K-K3	26 QxQ	PxQ
46 PxPch	PxP	52 K-K2(r)	K-Kt4
47 Q-Kt1(q)	K-Q4	53 K-Q1	P-B6
48 Q-Kt8ch	KxP	54 Resigns.	

(a.) More usual, and for amateurs safer, is Ranken's move B-K2, as in Game 34.

(b.) Best and most usual here is P-Q4, as played, e.g., in all the 8 examples of this variation occurring in the 3 tournaments at San Sebastian and Karlsbad in 1911-12. Schlechter, however, adopted the text move against Freymann at St. Petersburg 1909, and there is a score or so of recorded examples of it in the last 30 years of the 19th century. But the move belongs to the Berlin defence, and is out of place here.

(c.) The usual 19th-century move here. The present-day move, as played by Schlechter (see above), is Kt-B3.

(d.) The moves thus far as those of Burille v. Taubenhau, New York 1889.

(e.) "Take much thought rather than a distant pawn with your queen." (James Mason.) Excellent advice, very carefully followed by Mr. Dodds in this case; yet QxP seems safe enough in this position, and general principles are not of cast iron.

(f.) This view of the matter now commends itself to Black, and White's opportunity passes.

(g.) Skilfully gaining time and remaining with Kt against B.

(h.) Avoiding the exchanges, and enabling his K to move.

(k.) Weakening his KP in the effort to avoid Black's Q-Q4,—questionable strategy.

(m.) Mere time-marking: better imitate his experienced opponent, and bring his K a step nearer the centre in preparation for the end-game.

(n.) Black has skilfully brought about a weakening of his opponent's position, and has now a distinct advantage.

(o.) Which this advance of the hostile pawns cannot diminish. Yet White's choice here appears to be Hobson's only.

(p.) With this advance of his cavalry, so long held in reserve, Black's victory is practically assured.

"Ask yonder Knight in arms
Both who he is and why he cometh hither."

(q.) This raid of the Q into the hostile camp is a tactical miscalculation, as his own position is too insecure, and the draw cannot be forced. Passive resistance is his only chance.

(r.) K-B2 was here on principle preferable, but could hardly be expected to do more than postpone somewhat the inevitable hour. But Mr. Dodds has made an excellent stand against his redoubtable opponent.

No. 41.

Petroff Defence.

WHITE : Maunsell.

BLACK : Mason.

1 P-K4, P-K4; 2 Kt-KB3, Kt-KB3; 3 Kt-B3(a), Kt-B3; 4 B-B4(b), B-B4(c); 5 P-Q3, P-Q3; 6 B-KKt5(d), B-K3(e); 7 BxB(f), PxB; 8 P-QR3(g), O-O(h); 9 Kt-R4, B-Kt3; 10 KtxB, KPxB; 11 O-O, Q-K1; 12 P-QB3, Q-Kt3; 13 Q-K2, Kt-KR4; 14 B-Q2(k), R-B5(m); 15 P-KKt3, KR-KB1(n); 16 K-R1, QR-K1; 17 QR-K1, R-K2; 18 P-QKt3, Kt-B3; 19 B-B1, Q-Kt5; 20 P-QR4(o), KtxKP; 21 QxKt, QxKtch; 22 QxQ, RxQ; 23 R-K3, R-B1; 24 B-Kt2, QR-B2; 25 K-Kt2, Kt-K2; 26 R-K2, Kt-Q4; 27 P-QB4, Kt-Kt5; 28 R-K3, P-B4; 29 B-B3, Kt-B3; 30 R-K2, R-B6; 31 R-Q1, P-K5; 32 B-K1, Kt-Q5; 33 RxP, P-Q4; 34 PxB, PxB; 35 R-K5, Kt-B7; 36 R-Q2, Kt-Q5; 37 RxP, KtxP; 38 R-Kt2, Kt-Q5; 39 RxP, Kt-B7; 40 K-Kt1, KtxBch; 41 RxKt, RxBPch; 42 K-K3, P-QKt3; 43 R-QKt1, KR-B3; 44 R-R5, R-R7; 45 R-R4, KR-B7(p).

(a.) The usual continuation here is, of course, KtxP. The text move transposes into that "stupid" weariness the Four Knights' Game.

(b.) The better and usual move here is B-Kt5.

(c.) Now we have our old nursery favourite, the Giuoco Piano in one of its most charmingly guileless forms. But the better continuation here seems to be 4...KtxP; 5 KtxKt, P-Q4; 6 B-Q3, P-KB4, as played against Tartakower at Karlsbad, 1911, by both Spielmann and Leonhardt; and if, in this, White play 5 BxBch (instead of KtxKt), Black will obtain the better game. The text move, however, avoids complications.

(d.) Chigorin's favourite move B-K3, played by both Tartakower and Löwenfisch at Karlsbad, 1911, is here more usual. Little is to be gained by pinning the Kt thus before the adversary has castled.

(e.) So far as in Schlechter v. Lasker, Paris 1900; but therein the latter played now P-KR3, the correct retort to the useless pinning of the Kt.

(f.) Playing the adversary's game for him by strengthening the hostile centre and opening the KB file for the hostile R,—a double strategical error.

(g.) Feeble: O-O is here required.

(h.) And here Black should first have preserved his valuable B by P-QR3. Owing to the weakness of his

opponent's last move "there would have been a time for such a word."

(k.) An abject confession of the futility of the pin, his 6th move.

(m.) Tempting, but apparently useless. The R cannot, of course, be safely taken; but neither can the attack which he leads be sufficiently supported.

(n.) Ecce signum!

"What should be spoken here where our fate, Hid in an auger-hole, may rush and seize us?"

(o.) This loses a P: Kt-Kt1 seems to be indicated here.

(p.) After the [wood-] shifting scene of the past 20 moves of so, Black by this move secured the advantage. But in doing so he overstepped the time limit, and the game was therefore scored against him. "Hinc illae lacrimae."

No. 42.

Two Knights' Defence.

WHITE : Sainsbury.

BLACK : James.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, Kt-B3(a); 4 O-O(b), B-K2(c); 5 Kt-B3, P-Q3; 6 P-Q3, O-O; 7 Kt-K2, Kt-OR4; 8 B-Kt3, KtxB; 9 RPxKt, B-Kt5; 10 Kt-Kt3, Kt-K1; 11 P-R3, B-K3; 12 B-K3, P-KB4(d); 13 Pxp, Bxp; 14 KtxB, RxKt; 15 R-R4, R-B2(e); 16 Q-Q2, Kt-B3(f); 17 Kt-Kt5, P-QR3; 18 KtxR, KxKt; 19 P-KB4, K-Kt1; 20 Pxp, Pxp; 21 B-Kt5, Q-Q3; 22 BxKt, BxB; 23 R-K4, R-KB1; 24 Q-Kt4, P-B4; 25 QxKtP, R-Kt1(g); 26 RxB PXR; 27 R-KKt4ch, K-B1; 28 QxKRP, Resigns.

(a.) The Two Knights' Defence, though warmly advocated by Marshall, is otherwise little accounted of in these latter days, occurring, for instance, but twice at Düsseldorf 1908, twice at St. Petersburg 1909, once at San Sebastian 1911, and not at all at Hamburg (master tourney 1910), Karlsbad 1911, or San Sebastian 1912.

(b.) A continuation always rare, and now quite obsolete. The orthodox move here is P-Q4, as played at St. Petersburg, or (more usual) P-Q3, as at San Sebastian and Düsseldorf.

(c.) Practically a hapax legomenon,—original and bad. The usual reply to White's 4 O-O, in the few recorded instances of that variation, is B-B4 or KtxP.

(d.) Premature, involving too much loss of time. Q-Q2 first were better.

(e.) An unnecessary retreat to an exceedingly ill-chosen position. Q-Q2 is still in order.

(f.) The coping-stone to an edifice of blunder; for now cometh "the day of the great slaughter, when the towers fall." For the third time of asking, Q-Q2!

(g.) Bad, of course,—overlooking White's sacrifice of the exchange;—but his position is hopeless, anyhow.

ROUND 8 (Jan. 1-2).

No. 43.

Vienna Opening.

WHITE : James.

BLACK : Grierson.

1 P-K4	P-K4	15 QR-K1	KR-K1
2 Kt-QB3	Kt-KB3	16 Kt-Kt3(k)	P-KR3
3 B-B4	KtxP(a)	17 BxKt	BxB
4 Q-R5(b)	Kt-Q3(c)	18 Kt-K5	R-K2
5 QxKPch(d)	Q-K2	19 P-Kt3(m)(A)	QR-K1
6 QxQch	BxQ	20 P-KB4	B-R5
7 B-Kt3	O-O(e)	21 R-K3	BxKt
8 Kt-B3	P-QB3	22 RxB	B-B4
9 P-Q4(f)	Kt-B4	23 BxB(n)	KtxB
10 O-O	P-Q4	24 R-Q3	P-B3
11 Kt-K2(g)	B-K3	25 Kt-B3	R-K7
12 P-B3	Kt-Q3(h)	26 R-B2	KR-K2
13 B-B2	Kt-Q2	27 KR-Q2(o)	Kt-Q3
14 B-Kt5	Kt-B3	28 R-Q1	R-K5

Continued:—29 P-Kt3, R-K6; 30 K-B1, Kt-Kt4; 31 R-K1, RxQR; 32 RxRch, K-B2; 33 K-K2, RxBP(p); 34 R-QKt8, R-B7ch; 35 K-Q3, RxQRP; 36 RxPch, K-K3; 37 RxKtP, R-QKt7; 38 Kt-Q2, K-B4; 39 K-K3, KtxP; 40 RxP, KtxP; 41 KtxKt, RxKtch; 42 K-Q4, R-Kt7; 43 R-QB7, RxP; 44 RxP, R-KKt8; 45 KxP, RxP; 46 Resigns.

(a.) The most usual move here is B-B4 or (rather less often) Kt-B3; but B-Kt5, as in Mieses v. Johner, Karlsbad, 1907, is sometimes played. The text move, by Marco considered the best, appears to date from the Paris tournament of 1900, when both Burn and Marco adopted it against Mieses.

(b.) Better than either KtxKt or BxPch, each of which allows Black an easy game. Marco objects to the text move,—a favourite with Mieses,—as a premature mobilisation of the Q, but admits that, on the other hand, it retards Black's mobilisation.

(c.) Generally considered to be the only possible move, though Marco considers Kt-Kt4, followed by Kt-K3, to be playable.

(d.) More usual is here B-Kt3 at once, as played by Jaffe against Alekhin at Karlsbad, 1911, and by Mieses himself on numerous occasions; but the text move, adopted by Mieses against Teichmann at Monte Carlo, 1903, and against Réti at Vienna, 1908, is safer, and should give an even game.

(e.) Réti's move (see above): Teichmann played here Kt-B4.

(f.) Presumptuously deserting his guide: Mises (v. Réti) played this P to Q3, and afterwards his K to Q2, not castling.

(g.) He now finds it necessary to lose time in defending his QP and (on his next move) to adopt a defensive salient instead of an attacking one,—two proofs of the unwisdom of his 9th move and a justification of Réti's P-Q3.

(h.) And now the "holes" at White's K4 and QB4 make themselves disagreeably felt as a further evil result of his error.

(k.) But Black has similar weak spots at his K4 and QB4, and White might here aim at these by taking this Kt over B1 to Q3.

(m.) Now,—still, in the ultimate analysis, as a result of his erroneous 9th move—he has a weak QBP. "Behold how great a matter a little fire kindleth!"

(A.) He should play P-KB4: the text move is too defensive, and a waste of time.

(n.) The retreat of the B to Q1 was apparently better than this exchange, which brings the hostile Kt into action—as Black intended; but White's game is not good, anyhow.

(o.) Blindly groping, "more puzzled than the Egyptians in their fog." Now surely might White have resumed the attack and greatly improved his game by P-KKt4, followed by P-Kt5. "But, oh, vain boast! Who can control his fate?"

(p.) From now onwards White's game is hopeless, and his strength fades steadily away,—like that magic cat of Mr. Grierson's native heath (Cheshire) whom Alice glimpsed in Wonderland.

"'Twas ever thus: from childhood's hour
I've seen my fondest hopes decay!"

No. 44.

King's Bishop's Opening.

WHITE : Hicks.

BLACK : Gyles.

1 P-K4	P-K4	11 QxQ	BxQ
2 B-B4(b)	Kt-QB3(b)	12 Kt-Q5	B-Kt3
3 P-B4(c)	B-B4	13 P-B6(f)	BxB
4 Kt-KB3	P-Q3	14 PxP	R-KKt1
5 Kt-B3	Kt-B3	15 B-R6(g)	B-K3
6 P-B5(d)	Kt-QR4(e)	16 Kt-B6ch	K-K2
7 B-K2	Kt-Kt5	17 KtxRP(h)	B-Q5
8 P-Q4	PxP	18 B-Kt5ch	P-B3
9 KtxP	Q-B3	19 B-R6	K-B2
10 BxKt(A)	QxKt	20 Kt-B8	B-B5

21 O-O-O	Kt-B3	35 RxR	Kt-K4
22 P-B3	B-K4	36 K-B2(n)	Kt-B2
23 P-QKt3	B-R3	37 R-KKt1	K-Kt3
24 P B4	R-K1	38 K-Q3	KtxP
25 P-KKt4	RxP(k)	39 K-K3	K-B3
26 BxR	KxB	40 R-B1ch	K-K2
27 Kt-Q7	B-B5ch	41 R-KKt1	Kt-K3
28 K-Kt1	R-K3(m)	42 P-QKt4	B-Q2
29 QR-K1	P-Kt3	43 P-K5	PxP
30 P-KR4	B-B1	44 K-K4	Kt-Q5
31 KR-B1	B-KR3	45 R-Kt7ch	K-K3
32 KtxBP	RxKt	46 P-Kt5	K-Q3
33 P-Kt5	BxKtP	47 Resigns	
34 PxB	RxR		

(a.) This opening, once popular enough, has of late almost entirely disappeared from masterplay, being kept alive mainly by Spielmann, who resorted to it three times at Nürnberg 1906, twice at San Sebastian 1911, and once at each of the following: Karlsbad 1907, Vienna 1908, Prague 1908, St. Petersburg 1909, and Hannover 1910. The tournament books since 1905 show only four other examples of it, it being played once by Leonhardt at Nürnberg, twice by Gottschall at Düsseldorf, and once by Tartakower at Hannover.

(b.) The usual reply here is Kt-KB3 or B-B4, the former being preferred. The text move was adopted, however, by Przepiorka against Leonhardt (Nürnberg), and by both Perlis and Speijer against Spielmann (St. Petersburg and Hannover),—also by Wolf against Albin, Monte Carlo, 1903.

(c.) This "schwindel" attack is quite premature. He should transpose into the Vienna Opening by Kt-QB3, or be content to aim at the establishment of the pianissimo Italian game by P-Q3 and Kt-KB3. His opponent is not this time to be ensorcelled, however. The restraint shown by Mr. Gyles during the first few moves is commendable—and remarkable.

(d.) A premature extension of his front, which is sure to cause him trouble soon.

(e.) But Mr. Gyles does not take proper advantage of it. The attack he now institutes is as premature as his opponent's, being made upon an impregnable point (KB2). Better were central advance by P-Q4,—“the antidote to nearly all gambits,” and specially effective against a prematurely-formed major oblique such as White now has.

(A.) Here QKt-Kt5 was worth consideration, as it wins a P at least.

(f.) Schwindel the second! The resulting attack looks giant-like, but is quite unsound, and deservedly un-

successful. Instead of this chasing chimaeras, he should take off Black's important KB and then castle.

(g.) Better than this madcap sacrifice were 15 Kt-B6ch, K-K2; 16 KtxB, RxP; 17 Kt-K3, BxKt; 18 BxB, RxP; 19 O-O-O; though his game would even then be inferior.

(h.) KtxR at once, followed by O-O-O, seems less perilous. White would remain with K and P against two pieces, and his position would be better than in the actual continuation.

(k.) Much better than RxKt.

(m.) Apparently too timorous and defensive. He might play at once R-K2, for White cannot then improve his game by taking the KBP. E.g.—29 KtxKBP, KxKt; 30 QR-KB1, K-Kt4; 31 P-KR4ch, KxKtP; 32 KR-Ktich, B-Kt6! (not KxP); and White should lose. White's actual ingenious method of saving his piece was probably not foreseen by Black, whose ultimate victory, nevertheless, can hardly be prevented, anyhow.

(n.) Useless as this is, there seems to be nothing better.

No. 45.

Queen's Gambit Declined.

WHITE : Barnes.

BLACK : Sainsbury.

1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, Kt-KB3; 4 B-Kt5, B-K2; 5 P-K3, QKt-Q2; 6 Kt-B3, P-QKt3; 7 B-Q3, B-Kt2; 8 O-O, O-O; 9 R-B1, R-B1(a); 10 Q-K2, K-R1(b); 11 R-B2, P-KR3; 12 B-R4(c), P-B4; 13 KR-B1, Kt-K1; 14 BxB, QxB; 15 PxQP, KPXP; 16 B-B5, KKt-B3; 17 Kt-K5, R-B2; 18 KtxKt, KtxKt; 19 BxKt, QxB; 20 PxP, RxP(d); 21 R-Q1, Q-B3; 22 R-Q4, R-B5; 23 QR-Q2, RxR; 24 RxR, Q-Q2; 25 Q-Q2, Q-B4; 26 Q-Q1, R-B1; 27 P-KKt4, Q-K3; 28 KtxP, Q-B3; 29 P-K4, Q-B8; 30 QxQ, RxQch; 31 K-Kt2, R-B7; 32 R-Kt4, BxKt; 33 PxB, R-Q7; 34 R-Kt5, R-Q5; 35 K-B3, K-Kt1; 36 P-KR3, K-B1; 37 K-K3, R-Q8; 38 K-K4, K-K2; 39 P-KR4, K-Q3; 40 P-B4, R-K8ch; 41 K-B5, R-Q8; 42 P-R5, RxPch; 43 RxRch, KxR; 44 P-Kt5, P-Kt4; 45 PxP, PxP; 46 K-B6, K-K5; 47 KxP, K-B4(e); 48 K-Kt7, P-R4; 49 P-Kt3, P-Kt5; 50 KxP, K-B3; 51 P-B5, Resigns.

(a.) So far, with transpositions and omitting the exchange of P's (which herein comes later), the position is the same as in Game 22, which see for note.

(b.) Why? Surely P-B4 at once is good enough, without this waste of time. Perhaps, however, he is preparing for KtPxB (and the use of the open Kt file for attack) after White's BxKt. But, as White cannot be forced to such capture, again, Why?

(c.) Presumably to avoid the continuation suggested in the preceding note: otherwise, as repeatedly pointed out in the previous books, not to be recommended.

(d.) Considering with how experienced an opponent he has to deal, Black's isolated QP is practically certain to be his ruin. As a matter of fact it becomes an object of attack by the whole of White's forces, and, of course, falls,—and so the end. This somewhat woodshifty game, "simplex munditiis," seems to require but little comment.

(e.) If here KxP, then 48 K-Kt6 (K-B6 draws), K-K4; 49 KxP, K-B3; 50 P-Kt4! P-R3; 51 P-R3, K-B2; 52 K-Kt5 and wins, for the Black King must keep guard over White's KRP, and, in the mean season, the White King sweeps away the Black pawns.

N.B.—The adjudicator in the Brilliancy Prize competition placed this game third, and remarked upon it: "Black's 42nd move, RxPch, is suicidal: R-B8 would be a sufficient defence. The legitimate conclusion should be a draw."

No. 46.

Centre Counter Gambit.

WHITE : Severne.

BLACK : Dodds.

1 P-K4, P-Q4; 2 Pxp, Qxp; 3 Kt-QB3, Q-QR4; 4 P-Q4, P-K3(a); 5 Kt-B3, B-Q3(b); 6 Q-Q3(c), P-QB3(d); 7 B-Q2, Q-B2; 8 O-O-O(e), Kt-B3; 9 P-KR3, Kt-Q4(f); 10 Kt-K4, P-QR4(g); 11 KtxB, QxKt; 12 P-B3(h), P-QKt4; 13 Q-Kt1, Kt-Q2; 14 B-Q3, P-KR3; 15 KR-K1, QKt-Kt3; 16 Kt-K5, Kt-R5(k); 17 B-Kt6(m), QR-R2(n); 18 B-K4, R-B2(o); 19 Kt-Q3, B-R3; 20 BxKt, BPxB; 21 B-B4, RxPch(p); 22 PxB, Q-R6ch; 23 K-Q2, QxBPch; 24 K-K3, Kt-Kt3; 25 R-QB1, Kt-B5ch; 26 K-B3, Qxp; 27 Kt-K5(r), P-Kt4; 28 RxKt(s), QPxk; 29 B-B1, B-Kt2ch; 30 K-Kt3(t), P-QKt5; 31 Q-B2, Q-Q4; 32 P-B3, P-B6; 33 Kt-Kt4, Q-Q3ch; 34 K-B2, K-K2; 35 R-Q1, B-Q4; 36 R-K1, P-R5; 37 Kt-K3, Q-B4; 38 K-Kt3, Q-B2ch; 39 K-B2, Q-R2; 40 K-Kt3, B-R1(u); 41 Q-Q3, Q-B2ch; 42 K-B2, R-Q1(v); 43 Q-Kt5(w), R-QKt1; 44 QxRP, Q-B4; 45 K-Kt3, B-B3; 46 Q-Kt3, R-QR1(x); 47 Kt-B2, R-QKt1(x); 48 KtxP, Q-Q3ch; 49 K-B2, Q-Q5ch; 50 R-K3, RxKt(y); 51 B-R3, Resigns.

(a.) For notes on the opening, see Game 25. The usual move here is Kt-KB3, as played, e.g., by Mieses himself, the latest apostle of the Centre Counter, against Schlechter, St. Petersburg 1909. P-K4 sometimes occurs here; but the text move is bad, as it shuts in the QB and, after the subsequent P-QB3, which is pretty sure to be needed by-and-by, creates a weakness at Q3. There seems to be but one example of it in masterplay, viz., in Taubenhaus v. Lee, Bradford 1888,—a very poor authority.

(b.) Better Kt-KB₃, both on general principles and because, if this B has to go soon to Kt₅, as he may have to do, a move is now lost.

(c.) B-Q₃ and O-O seems a better plan: the Q is out of place here, and blocks the KB.

(d.) Necessary now or on his next move, the "hole" at Q₃ notwithstanding. The alternative is B-Kt₅, losing a move. Sad, sad!

(e.) The normal method of procedure for White in this opening is to castle KR and attack vigorously on the Q side,—a strategy that seems quite applicable in the present case.

(f.) The mobilisation of his Q side by Kt-R₃ and B-Q₂, with a view to O-O-O, is here to be preferred.

(g.) Intending apparently to castle KR and take up the attack, he now begins the formation of a double front of operations. But as he is still on the defensive, and as he cannot advance his KP, the attempt to form such a front is quite premature and a tactical error. Mobilisation (see preceding note) is still in order.

(h.) Owing to his injudicious 6th and 8th moves, White is now at some stand for a good continuation. His unmobilised KB and exposed Q are his trouble; but it is questionable whether this method of cure, involving the shutting up of the Q at Kt₁, is really the best.

(k.) Chasing the shadow of an attack and neglecting necessary defence. Here O-O is indicated, and seems safe enough, even though the array of White's Q and B's looks so giant-like.

(m.) This sudden attack must have startled Mr. Dodds as the summer thunder did old Horace, and Mr Severne plays the part of Jove:

*"Per purum tonantes
Egit equos volucrumque currum."*

(n.) Again O-O seems desirable and safe.

(o.) For the third time of asking, O-O! Black is wasting time in a vain attempt to institute and continue a Q side attack of his own while his defences claim first attention; and his R, moreover, is here badly placed.

(p.) The only alternative is to give up the exchange at once by, say, Q-K₂.

(q.) Apparently KtxP, followed by KtxR, reducing his material loss to a piece (instead of a R) for two P's, would here be better.

(r.) He might here try to maintain his material advantage by Q-B₂ to be followed by B-K₅, or (if 27...Q-B₃) by K-Kt₃, or (if 27...Kt moves) by Q-B₅.

(s.) The only alternative being the loss of a piece. With 3 P's for the Kt, Black's prospects are now good enough.

(t.) This forced and prolonged flight of the King from his citadel at QB1, during which White's pawns are decimated, is alone sufficient to prove his 8th move erroneous.

(u.) He might now have essayed to draw by continuing a see-saw of the Q between R2 and B2, leaving upon his opponent the onus of varying the procedure. To cloister the B thus, where he has no range of activity at all, is to "mar all with this starting."

(v.) A serious oversight, costing a valuable pawn, and ultimately the game. He had in view, no doubt, the sacrifice of the exchange at Q7, but White's reply prevents this.

(w.) For now, after 43...R-Q7ch; 44 BxR, PxB; follows QxKtPch and the loss of the QP.

(x.) Both alike useless. If he has nothing better his game is gone.

(y.) So he suddenly seeks in suicide an escape from a more lingering end.

No. 47.

Ruy Lopez.

WHITE : Kelling.

BLACK : Maunsell.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-Kt5, B-B4; 4 BxKt(a), KtPxB(b); 5 O-O, P-B4(c); 6 KtxP(d), PxP(e); 7 Q-R5ch(f), K-K2(g); 8 Q-B7ch, K-Q3; 9 Kt-B4, mate (h).

(a.) This exchange at this stage is inferior and quite without precedent. It gives up tamely the Lopez grip and the advantage of the move, and assists Black's mobilisation, whose doubled BP does not compensate White for these disadvantages.

(b.) He should retake with QP, opening up lines of operation for his Q and QB.

(c.) Not good: P-Q3 is to be preferred. Mr. Maunsell essays to wear the armour of Mr. Gyles; but he has not proved it, and it is a world too wide for him.

(d.) Unwise, in his very backward state of mobilisation. P-Q4, "the antidote to all gambits," might be played here.

(e.) Unless to provoke White to the attack that follows, this move seems of questionable worth: Kt-B3, preparing for castling, were better.

(f.) Though this "naheliegend" attack is certain to win a pawn and the exchange (by 7 Q-R5ch, P-Kt3; 8 KtxP, Kt-B3; 9 Q-K5ch, B-K2; 10 KtxR, P-Q3), it is premature and inadvisable, as it exposes his Q to great harassment, thereby costing him much time and forwarding the enemy's mobilisation, while his own Q side is entirely unmobilised. "Le jeu ne vaut pas le chandelle."

(g.) Is this a knavish jest, a simple suicide, or a dainty dream?—No, it is not chess. Now P-Kt3, as

above—But no! Why use sledge-hammers for slaying butterflies?

(h.) "I have had a dream,—past the wit of man to say what dream it was. Man is but an ass if he go about to expound this dream."

No. 48.

Queen's Gambit Declined.

WHITE : Mason.

BLACK : Cole.

1 P-Q4	P-Q4	21 KR-Q1	KR-K1
2 P-QB4	P-K3	22 QR-B1	P-QR4
3 Kt-QB3	Kt-KB3	23 Q-B2	P-B4
4 B-Kt5	B-K2	24 PxP	PxP
5 P-K3	P-QKt3(a)	25 RxR	RxR
6 PxP	PxP	[26 P-QR3(e)]	R-Q3]
7 Kt-B3	Kt-Q2	27 QxP	QxPch
8 B-Kt5	B-Kt2(b)	28 Kt-K2	Q-Q7
9 Kt-K5	O-O(c)	29 R-B2	Kt-K5ch(f)
10 B-B6	BxB(d)	30 PxKt	R-B3ch
11 KtxB	Q-K1	31 K-Kt3	Q-R8ch
12 KtxBch	QxKt	32 K-Kt4	K-Kt3ch
13 KtxP	Q-K5	33 K-B5	R-B3ch
14 Kt-B4	Q-B4	34 K-K5	R-K3ch
15 BxKt	Q-R4ch	35 K-Q5	Q-Q8ch
16 K-B1	KtxB	36 Kt-Q4	Q-R4ch
17 P-B3	QR-Q1	37 K-B4	QxQch
18 Q-K1	Q-R3ch	38 QxQ	RxP(g)
19 Q-K2	Q-Kt2	39 K-Kt5, and wins	
20 K-B2	P-B3		

(a.) As in Game 35, which see, O-O is the correct move here.

(b.) This variation of the opening is somewhat older than Pillsbury's, adopted in Games 22 and 45, and has been largely superseded thereby. The position at this point, except that Black has moved his QKt instead of his QBP, is the same as in the game Maróczy v. Schwarz, Kolisch Tourney, Vienna, 1900. Having done so, he should now castle at once.

(c.) The QP cannot now be saved. This fact, considering who is his opponent, means also the loss of the game.

(d.) The only alternative, R-Kt1, is even worse, as it locks up the R at Kt2, while the P is lost just the same.

(e.) This move and Black's reply thereto are not in the official score, yet the sequel shows that they must have been made about here either alone or in combination with some other unrecorded moves. Again we must protest against such disconcerting lacunae in the score-sheets.

(f.) A fatal miscalculation: he apparently expected to be able to draw by perpetual check.

(g.) Now, with a piece down, Black might quite properly resign. He kept up a despairing rally, however, for another 7 moves.

No. 49.

Sicilian Defence.

WHITE : Grierson.

BLACK : Barnes.

1 P-K4	P-QB4	8 O-O	BxKt
2 P-Q4	PxP	9 KtxKt(c)	KtPxKt
3 Kt-KB3	Kt-QB3	10 PxB	P-Q4
4 KtxP	P-B3(a)	11 PxP	BPxP
5 Kt-QB3	P-K3	12 P-QB4	Kt-K2
6 B-K3	P-QR3	13 B-R5ch	P-Kt3(d)
7 B-K2(b)	B-Kt5	14 B-B3	B-Kt2

Continued:—15 R-K1, P-K4; 16 PxP, BxP; 17 B-B5, BxB; 18 QxB, O-O; 19 Q-QKt3ch, R-B2; 20 QR-Q1, Q-B2; 21 B-Q6, Q-R2; 22 R-K2, Kt-B4; 23 P-QB3, K-Kt2; 24 KR-Q2, Q-Kt2; 25 QxQ, RxQ; 26 B-R3, QR-QKt1; 27 P-Kt3, K-B2; 28 B-Kt4, P-KR4; 29 P-QR4, Kt-Q5; 30 R-Q3, Kt-B3; 31 R-Q7ch, K-K1; 32 RxR, RxR; 33 R-Q6, KtxB; 34 PxKt, Rxl'; 35 RxRP, K-K2; 36 P-R5, R-R5; 37 R-R7ch, K-K3; 38 P-R6, K-B4; 39 R-R8, P-K5; 40 P-R7, R-R8ch; 41 K-Kt2, R-R7; 42 K-B1. Drawn.

(a.) Apparently original and unique,—an eccentricity possibly due to the severe neuralgia from which Mr. Barnes was at the time suffering. The usual move is, of course, Kt-B3.

(b.) White is content with the stereotyped plan of mobilisation,—

(c.) But should not thus strengthen Black's central pawns.

(d.) The inadvisability and weakness of Black's 4th move now leap to the eyes, as our French friends say; yet they are not seriously damaging in the end. The rest of this perfunctory performance, full fraught with guileless simplicity and void of any taint of interest, we dismiss with our blessing.

No. 50.

Ruy Lopez.

WHITE : Gyles.

BLACK : Mason.

1 P-K4	P-K4	5 P-Q3(a)	B-B4(b)
2 Kt-KB3	Kt-QB3	6 P-B3(c)	P-QKt4
3 B-Kt5	P-QR3	7 B-B2(d)	P-Q4
4 B-R4	Kt-B3	8 QKt-Q2(e)	O-O

9 P-KR3	B-K3	27 Kt-B6	QxRP
10 Q-K2	PxP	28 KtxR	RxKt
11 PxP	Q-K2	29 QxP	Q-R6
12 Kt-B1	B-B5	30 RxP	QxPch
13 B-Q3	BxB	31 K-R2	R-KKt1
14 QxB	QR-Q1	32 Q-Kt6	Q-Kt4
15 Q-B2	P-Kt5(f)	33 QxQRP	Kt-B3
16 Kt-Kt3	PxP	34 R-KB5	Q-Kt3
17 PxP	Q-Q2	35 R-B6	R-KB1
18 O-O	P-KR3(g)	36 RxP	Q-B2
19 Q-R4(h)	Kt-Q5	37 R-KB5	Q-K2
20 Q-Q1	KtxKtch	38 R-K6.	Q-Q1
21 QxKt	Q-Q6	39 Q-B1	Q-Q2
22 B-K3	BxB	40 R-R6	K-R2(n)
23 PxB	QxBP(k)	41 P-K5	Q-QB2
24 Kt-B5	Kt-R2	42 Q-B3(o)	Kt-Q2(p)
25 QR-B1	Q-R4(m)	43 RxR	Resigns
26 Kt-K7ch	K-R1		

(a.) This continuation, a favourite with Anderssen, and quite popular in the seventies and eighties, is very rare in twentieth century practice until within the past five years (the great Barmen book, e.g., contains no examples of it), but seems to be of late rising again in estimation. Maróczy considers it weaker than O-O or Kt-B3.

(b.) The usual move here—any other is quite rare—is P-Q3. The text move is Janowski's: he recommends it in the "A B C des échecs," and played it against Gunsberg at Hannover in 1902, and against Düras at Nürnberg in 1906. And Morphy adopted it in the 2nd game of his match with Anderssen in 1859. Hoffer condemns it.

(c.) Usual, and adopted by both Anderssen and Gunsberg, as above. Hoffer recommends O-O, as played by Albin in the 6th game of his match with Marco in 1901. Maróczy suggests B-K3, the move adopted by Düras against Janowski as above.

(d.) Hoffer and Maróczy both prefer B-Kt3. The idea of the text move is ultimate attack upon Black's KR2.

(e.) So far a copy of the Anderssen-Morphy game; but here Anderssen played PxP. Maróczy recommends Q-K2, to be followed by the ultimate mobilisation of this Kt at Kt3, as at last effected in the present game.

(f.) What this may portend and what is the true inwardness thereof is beyond our ken. But why not R-Q2, doubling the R's on the Q file?

(g.) Instead of this unnecessary en-appui, which wastes valuable time, Q-Q6 may be suggested. If then 19 Q-R4, Kt-K2; for White could not then play 20 KtxP, because of the reply QxKt!

(h.) In view of Black's ingenious reply, a lost move. Better were mobilisation by, say, B-Kt2.

(k.) This capture soon proves to have been injudicious. Q-B5 may be suggested, but the separation of the Q from the threatened K's quarters makes Black's game in any case difficult.

(m.) A serious oversight: Q-Kt5 seems to be required here.

(n.) His only hope of a draw—and it does not amount to much—appears to be here Q-K2: the text move is a blunder that loses at once.

(o.) Not K-R1 because of the reply Kt-K5, threatening Kt-Kt6ch, and so saving the piece,—

(p.) Which, however, his opponent now generously presents to him without further struggle. K-Kt1, repairing the error of his 40th move might have prolonged the agony somewhat. But after all, better "a short, sharp, shock" than a lingering sickness.

No. 51.

Centre Counter Gambit.

WHITE : Severne.

BLACK : Hicks.

1 P-K4	P-Q4	27 BxKt	PxP
2 PxP	QxP	28 B-Q4	P-QKt3
3 Kt-QB3	Q-QR4	29 R-QB1	R-Q4
4 P-Q4	P-QB3(a)	30 RxP	RxP
5 Kt-B3(b)	B-Kt5(c)	31 K-B2	K-B1
6 B-K2	BxKt	32 K-K2	Kt-Q2
7 BxB	P-K3(d)	33 K-Q3	P-B3(m)
8 B-K3(e)	B-Kt5	34 P-KB4	K-K2
9 Q-Q3	Kt-B3	35 R-R2	P-QR4
10 B-Q2	QKt-Q2	36 P-Kt3	K-Q1
11 P-QR3	R-Q1	37 R-R1	R-Q4
12 O-O	BxKt	38 K-K3	Kt-B4
13 QxB(f)	QxQ	39 R-QKt1	K-B3
14 PxQ	Kt-Kt3	40 P-Kt4	P-QKt4
15 B-K3	KKt-Q4	41 R-Kt2	P-R5
16 B-Q2(g)	O-O	42 K-K2	Kt-Kt6
17 KR-Kt1	R-Q2	43 B-K3	Kt-R4
18 P-QR4	R-K1	44 R-R2	Kt-B5
19 B-K2	P-K4	45 B-B1	R-Q1
20 PxP	RxP	46 P-R3	K-B4
21 B-Q3(h)	Kt-B3	47 K-K1(A)	R-Q6
22 P-KB3	R-QR4	48 R-QB2(n)	RxRP
23 R-Kt4(k)	P-B4	49 K-B1	P-R6
24 R-Kt5	RxR	50 K-Kt2	Kt-K6ch
25 PxR	P-B5	51 BxKtch	RxB
26 B-K3	PxB	44 K-B2	R-Q6, and wins (o)

(a.) A move generally needed sooner or later in this opening, but, in masterplay, apparently never made in this variation at this early stage, unless its adoption by one Heral three times at Vienna 1873 (against Anderssen, Gelbfuhs, and Fleissig) be considered a case in point. On that occasion Anderssen lost, the others drew. The usual and correct move here is Kt-KB3.

(b.) The reply to Heral of both Gelbfuhs and Fleissig: Anderssen played B-Q3 first.

(c.) Against Gelbfuhs Heral played here Kt-B3.

(d.) So far a copy of the Fleissig-Heral game; but here Heral played Kt-B3. The text move, though leaving a "hole" at Q3, seems equally good.

(e.) Q2 is the correct post for this B in this variation. As he goes there two moves later, the text move seems to be made for the sole purpose of allowing of Q-Q3: it is a lost move.

(f.) BxB is the obvious reply here, and gives White a substantial advantage in position. The exchange of Q's on the other hand, improves the enemy's game, whether P or B retake, White's two B's notwithstanding.

(g.) Having sown the wind on his 13th move, already he begins to reap the whirlwind.

(h.) Both this Bishop and his even more timorous fellow-ecclesiastic are men of peace, easily wearied of war's alarms, and of a most retiring disposition. Yet they go to and fro upon the earth, and walk up and down therein; for between them they have now made 8 cut of White's 21 moves!

(k.) Better were B-K3 followed, if 24 KKt-Q4, by BxKt and P-QB4. The text move loses at least a P.

(m.) Theoretically better were P-Kt3, making the K-side pawns unassailable by the hostile B.

(A.) A terrible oversight, losing a valuable P at once, and with it the game.

(n.) The official score gives R-KB2, and Black's reply as RxP simply. This carelessness in recording,—of which these are not the only examples in this game, and which is nearly as characteristic with Mr. Hicks as his hypnotic schwindelism,—causes the Editor immense and quite unnecessary trouble.

(o.) The game is now quite over, though White continued to the bitter end a childishly futile resistance for 9 more moves!

No. 52.

Zukertort's Opening.

WHITE : Cole.

BLACK : Kelling.

1 Kt-KB3, P-Q4; 2 P-Q4, B-B4(a); 3 P-K3(b), P-K3;
4 B-Q3(c), B-Kt3; 5 P-B4, B-Kt5ch; 6 B-Q2, QBxB; 7

BxB, BxP; 8 Kt-K5, B-Kt4; 9 Kt-QB3(d), B-B3; 10 Q-R5(e), Q-B3; 11 P-Kt4, P-KKt3; 12 Q-R3, P-KR4; 13 Kt-K2, B-Kt4; 14 R-KKt1, Pxp; 15 Q-Kt2, Kt-R3; 16 Kt-KB4, P-B3; 17 P-KR3, Pxp; 18 KtxRP, Kt-R3; 19 B-B3, Kt-B2; 20 Kt-Kt5, O-O-O; 21 R-R1(f), Q-Kt2; 22 Kt-R3(g), QR-Kt1; 23 Kt-KB4, Kt-K1; 24 K-Q2, Kt-B3; 25 P-B3, Kt-Q2; 26 KtxKt, KxKt; 27 QR-KKt1, P-Kt4; 28 P-K4, Q-R2; 29 Kt-R5, Q-Kt3; 30 Q-R2, Pxp; 31 Pxp, P-B3; 32 P-Q5, P-K4; 33 KtxPch(h), QxKt; 34 BxP, Kt-Kt5; 35 BxQ, RxQch; 36 RxR, KtxR; 37 Pxpch, BxP; 38 K-Q3, K-K3; 39 RxP, RxR; 40 BxR, K-K4; 41 B-K3, BxPch(k); 42 K-B3, P-R3, and wins (m).

(a.) Like B-Kt5 in Game 39, this move, of not infrequent occurrence once upon a time, is an almost complete stranger to twentieth century masterplay. It does not seem even to have had as much weight of authority as B-Kt5.

(b.) The more approved move here is P-B4, as in Game 57: the text move belongs to the early eighties.

(c.) Apparently never occurring in masterplay at this juncture. In the present case it leads soon to the loss of a P.

(d.) Here may be suggested Q-Kt4 first, endeavouring to impede the adversary's castling KR.

(e.) Better Q-Kt4, as suggested above. The text move leads to embarrassments and the ultimate loss of another P.

(f.) This should be preceded by O-O-O,

(g.) Because now he cannot play RxKt on account of the reply QxR, and then if 23 KtxKBP follows 23...Q-R8ch, etc., winning R for P.

(h.) Seeing that he is already two pawns to the bad and has no very marked attack upon his objective plane, this sacrifice can hardly be expected to result in anything but the loss of the game. It is foolhardy. Q-Kt2 again seems to be here his move.

(k.) Now, after all the Sturm and Drang, he is a clear piece down, and he must gird himself to resignation.

(m.) The remaining 10 moves, which exhibit White's game completely hopeless and demoralised, need no record here.

No. 53.

Giuoco Piano.

WHITE : Sainsbury.

BLACK : Dodds.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 O-O, Kt-KB3; 5 P-Q4, BxP; 6 KtxB, KtxKt; 7 P-B4, P-Q3; 8 Pxp, Pxp; 9 B-Kt5, Q-Q3(a); 10 Kt-B3(b), B-K3(c); 11 B-Q3(d), B-Kt5; 12 Q-Q2, O-O-O; 13 R-B2(e);

P-KR3; 14 B-R4, Q-Kt3; 15 K-R1(f), P-Kt4; 16 B-Kt3, KR-K1; 17 QR-KB1, Kt-R4; 18 RxP, KtxBch; 19 PxKt, Q-Kt3; 20 KR-B2(A), P-B3; 21 Q-Q3, R-R1; 22 K-Kt1, P-R3; 23 Kt-K2, BxKt; 24 BxB, KtxP(g); 25 B-Kt4ch, K-Kt1; 26 RxKt, P-KR4; 27 B-B5, Q-Kt2; 28 K-B2(h), P-R5; 29 P-KKt4, R-Q5(k); 30 R-B3, KR-Q1; 31 Q-B1(m), Q-B3; 32 K-Kt1, KR-Q3; 33 KR-B3(n), Q-Kt2; 34 R-K1, Q-K2; 35 KR-B1, Q-Q1; 36 Q-B5, Q-K2; 37 Q-B1, Q-Q1; 38 Q-B5, Q-R1; 39 R-B3, R-Q7; 40 Q-B3(o), Q-Kt2. Drawn.

(a.) For notes on the opening so far, see Game 29. The usual and best move here is Q-K2, which equally threatens Q-B4, and at the same time clears the Q file for the R and avoids exchange of Q's in the event of the forced removal of the Kt from Q5.

(b.) P-B3 is here the move, winning a P (by either 10...QB4; PxKt, QxB; 12 PxP, Kt-Q2; 13 Q-Q5, QxQ; 14 PxQ, KtxP; 15 R-K1, P-KB3; 16 B-B4; or 10...Kt-B3; 11 QxQ, PxQ; 12 BxKt, PxB; 13 RxP.

(c.) Q B4 seems feasible now, in spite of the retort BxPch.

(d.) And here Kt-Kt5 may be suggested, to be followed after 11...KtxKt; 12 BxKtch, by exchange of Q's.

(e.) Correct tactics this time.

(f.) Too defensive. The objective plane being now permanently located on the Q side, immediate attack in that direction is in order; and Kt-Q5 may be suggested as a beginning thereof. The text move throws the attack into the hands of the enemy.

(A.) Why retreat the R? Kt-Q5, threatening Q-R5, is indicated.

(g.) A blunder that should have cost the game: KtxB was quite good enough.

(h.) Again unnecessarily defensive; the Q side pawns should advance to a counter-attack: P-QKt4 is the move.

(k.) And Black now prevents it.

(m.) R-K1 should first be played.

(n.) An opportunity here offers to break through Black's defences (at the cost of the won piece) by B-B8 followed by BxP; though possibly nothing more than a draw could be expected to result.

(o.) Again White might have attempted more activity by B-Q7, utilising his material advantage. The actual finish is "a most lame and impotent conclusion."

No. 54.

Petroff Defence.

WHITE : Maunsell.

BLACK : James.

1 P-K4
2 Kt-KB3

P-K4
Kt-KB3

3 Kt-B3
4 P-Q3(b)

B-Kt5(a)
Kt-B3

5 B-Q2	P-Q4	25 B-B1	R-K3
6 PxP	KtxP	26 Q-Q1	Kt-Q1
7 P-QR3	KtxKt	27 B-Q2	BxBch
8 BxKt	B-Q3	28 KRxB	RxR
9 P-Q4	Q-K2	29 RxR	QxRch
10 B-K2	P-K5	30 QxQ	RxQ
11 Kt-Q2	B-K3(d)	31 KxR	Kt-B2
12 KtxP	B-Q4	32 P-Kt4	PxP
13 KtxBch	QxKt	33 PxP	K-Q2
14 O-O	O-O-O(e)	34 K-Q3	Kt-Q3
15 Q-Q3	P-KR4	35 B-K1	K-K3
16 P-QKt4	R-R3	36 B-Kt3	Kt-B5(g)
17 B-Kt2	R-K1	37 BxP	KtxP
18 P-KB3	KR-K3	38 K-K4	Kt-B5
19 QR-K1	R-K6	39 P-Q5ch	K-K2
20 Q-Q2	Q-K2	40 K-Q4	K-Q2
21 R-B2	P-B3	41 B-Kt8	P-R3
22 P-B3	P-QKt4	42 K-B5	Kt-K4
23 Q-B2	B-B5	43 P-R3	Kt-B6
24 K-B1	P-Kt4	44 K-Kt6, and wins (h)	

(a.) Avoiding that horror of horrors the Four Knights' Game. The move—the usual one at this stage in the Three Knights' Game—is, in the Petroff, a favourite with Rabinovich, who adopted it, for instance, four times at Karlsbad 1911, but rare in the practice of other masters, though adopted by Pillsbury against Albin at Monte Carlo 1903.

(b.) Bad, the sole recorded example being apparently the game Fox v. Pillsbury, given in "Checkmate" for 1904. The usual move here is KtxP or B-B4, the latter more frequently. The former, condemned by James Mason on the ground of its being a waste of time, was played against Rabinovich in three of the four Karlsbad games mentioned above.

(c.) Had White played here B-K2 the position would now be the same as in the Fox-Pillsbury game at the same stage.

(d.) A childish blunder: O-O was here good enough.

(e.) Better O-O; for White is in a better position for attack upon the Q's wing than Black is upon the K's wing, and can "get his knife in fust."

(f.) So far Black has dodged skilfully the difficulties into which his 11th and 14th moves plunged him. Here, however, RxB, while ultimately leading to the same wholesale exchanges, would gain an important move: e.g., 27...RxB; 28 KRxB. K-Q2!; 29 K-B2, BxR; 30 RxB, QxRch; 31 QxQ, RxQch; 32 KxR, Kt-B2. Yet the final result might not be altered, even so.

(g.) Faulty logistics: K-Q4 first, securing the opposition, was the correct course here. Then, if 37BxKt, PxB;

and then, after P-R₃ on each side; the White K must retire, and Black gets control of the centre, with every prospect of a draw. The text move, on the contrary, gives White control of the Board and a practically certain victory.

(h.) Black's Q-side pawns must now fall, and the fight is over. Black resigned on the 57th move; but of the rest there needeth no memorial. Mr. Maunsell played this game well. Having been given early in its course, by errors of his adversary, an advantage which he could scarcely have obtained *vi et armis*, he thereafter kept a grip on the same throughout, and gave his opponent no compensating chances. "Too cruel, anywhere!"

ROUND 10 (Jan. 3).

No. 55.

Sicilian Defence.

WHITE : Dodds.

BLACK : Grierson.

1 P-K4	P-QB4	16 Kt-R4	Kt-K2
2 Kt-KB3	P-K3	17 Q-B4	B-Kt2
3 B-Kt5(a)	P-QR3	18 Q-K3	Q-Q2
4 B-B4	P-Q4	19 P-R3	R-B3
5 PxP	PxP	20 P-KKt4(f)	P-KR4
6 B-K2	Kt-QB3	21 PxP	B-R3
7 P-Q4	Kt-B3	22 P-B4	Q-Q3
8 Kt-B3	B-B4	23 R-KB1	K-Q1
9 P-QR3	R-B1	24 B-Kt4	P-B4
10 B-KKt5(b)	B-K3	25 B-K2(g)	P-B3
11 QR-B1(c)	Q-Kt3	26 R-QB2	B-B2
12 Kt-QR4(d)	Q-R4ch	27 Q-B3	[B-K1](h)
13 P-B3	P-B5	28 Kt-Kt6	KtxKt(k)
14 BxKt	PxB	29 Resigns	
15 Q-Q2(e)	QxKt		

(a.) The usual move here, of course, is P-Q4 or Kt-B3,—the latter for choice. The next move is an utterly premature attempt to mobilise the B, and appears in this position to be quite original and unique. It occurred certainly at this point in Bardeleben v. Süchting, Vienna, 1908; but therein Black's second move was Kt-QB3, not P-K3.

(b.) This B were better employed at K3.

(c.) And this R should be held in reserve awhile, ready to go, if necessary, to Kt1 in answer to Black's Q-Kt3. A better plan here would be PxP (isolating Black's QP) followed by O-O.

(d.) Forced, or a P is lost,—yea, and more also; but after this removal of his cavalry out of all touch with the main action, White's battle is as good as lost.

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(e.) And this terrible oversight makes it utterly so. It were perhaps best to give up the QP here and castle at once, playing Kt-B5 in answer to Black's P-Kt4; or he might play Kt-B5 first and castle afterwards. Otherwise he should play P-QKt4 and free the Kt, with a fair game.

(f.) Dazed by the loss of his Kt, White's play since has been but a stumbling in the dark, and this attempt at decided action but makes his case worse. "The Me within Thee blind!"

(g.) This pitifully ineffectual ecclesiastic has now twice rushed blindly forth into the world and twice has been beaten back to his retirement by the Legions of the Pit; and "verily I say unto you he shall by no means come out thence." Alas, that the Gates of Hell should so prevail against the Church!

(h.) The score-sheet gives here B-B1: presumably the move intended was that in the text.

(k.) His eyes still scarfed up by seeling night, White next played (himself knows not why) Q-B2, and rightly at once resigned. But his game was lost in any case, quite apart from any such grisly hallucinations.

No. 56.

Queen's Gambit Declined.

WHITE : Kelling.		BLACK : Gyles.	
1 P-Q4	P-Q4	24 Kt-B5	Q-Kt6
2 P-QB4	P-K3	25 P-K4(m)	P-K4
3 Kt-QB3	P-QB4	26 P-QR4(n)	QR-Kt1
4 Kt-B3	Kt-QB3	27 P-Q5(o)	B-Q2
5 P-K3	Kt-B3	28 B-K3(p)	BxKRP
6 B-Q3	P-QR3(a)	29 Q-K2	Kt-Q2
7 O-O	PxBP	30 Kt-R6	R-R1
8 PxBP	P-QKt4	31 R-R2	Kt-B1(q)
9 B-K2(b)	P-B5(c)	32 B-Kt6	R-Q3
10 P-QKt3(d)	P-Kt5	33 Kt-B7	R-B1
11 Kt-QR4(e)	P-B6	34 BxP	R-KR3
12 Kt-K1(f)	Q-B2	35 Q-KB2	QxQch
13 B-B3	B-Kt2	36 KxQ	B-Q2
14 Q-B2	B-Q3	37 P-Q6	Kt-K3(r)
15 P-KR3	O-O	38 BxP	KtxKt
16 Kt-Q3	R-R2	39 PxKt	RxP
17 QKt-B6	B-R1	40 BxP	R-K3
18 P-R3(g)(A)	BxKt	41 R-Q3	P-B3
19 KtxB	P-QR4	42 P-QKt4	KR-B3
20 BxKt	BxB	43 B-Q2	R-B5
21 P-B3(h)	R-Q1(k)	44 K-K3	R-R2
22 Kt-Q3	R-Kt2	45 KR-R3(s)	B-K3(t)
23 R-Q1	R-Kt4	46 R-Kt2(u)	B-Q2

47 P-R5(v)	B-Kt4(w)	57 R-R1	QR-Q2
48 R-Q3	K-B2	58 KR-QKt1	R-Q7ch
49 R-Q6	R-Kt2	59 K-Kt3(y)	R-Kt2ch
50 R-R2	R-B3	60 K-R3	QRxP
51 R-Q8	K-K2	61 RxR	RxR
52 R-KR8(x)	P-R3	62 R-QB1	R-Q5
53 K-B2	R-Q3	63 P-R6	BxP
54 BxP	B-B5	64 R-QKt1	B-Q6
55 R-Kt2(B)	PxB	65 Resigns	
56 RxP	K-K3		

(a.) For notes on this form of the opening, see Game No. 25 in the "Book of the 25th Congress, Napier, 1911-12." The correct move at this point is B-K2. or, first, PxB. The minor crotchet now established should be ineffective, because White can and should balk Black's little plan by PxKP and PxBP, as in Game 9, leaving his opponent with an isolated QP. Mieses says of it (1911): "This method of development, favoured for long, is nowadays regarded as a failure."

(b.) So far a copy of the game, Leonhardt v. Düras, San Sebastian, 1911, but here Leonhardt retired the B to Q3, keeping watch over his K4 and enabling, in the event of Black's P-Kt5, Kt-K4.

(c.) This advance is premature and not to be recommended: he should mobilise by B-K2 or simply play PxB.

(d.) Here P-QR4 is required, as in the Leonhardt-Düras game (and many others), but now this would mean the retreat of the Kt back to Kt1. Nevertheless it were preferable to the text move, which allows the enemy to occupy with his P's a galling advanced position.

(e.) K4 were a much better post for this Kt. That he cannot now go thither shows the inferiority of White's 9th move; for, had the B retired to Q3 and thence (if necessary to B2, Kt-K4 were now possible.

(f.) Here P-QR3, besides leaving the KtP weak, would not achieve its object, because of the reply P-QR4. For then 13 Kt-B5, BxKt; 14 PxB, QxQ; 15 RxQ, B-Kt2; followed by O-O, and White's game is inferior. But his locked-up QB is a serious weakness, and the text move does nothing towards removing it. His plan should apparently be now to endeavour to liberate the B by B-B4, R-K1, and P-K4.

(g.) Just as useless now as it would have been on his 12th move, and having the same drawbacks.

(A.) BxKt, followed by P-B3, is better.

(h.) Feeble: at once P-K4, liberating the inactive B, is here the natural plan,—

(k.) Which Black seizes the opportunity to prevent.

(m.) At last! But by the course suggested in note (f) this absolutely essential move might have been made

11 moves ago! Such delay in mobilisation must be very dangerous. "While the grass grows the horse starves." Now, too, owing to his weakening 21st move, White's K's position is unpleasantly open to attack.

(n.) And now he has a permanently weak and "rückständen" QKtP.

(o.) And now a pawn position unscientific in almost every detail, its one compensation being the passed QP. The trail of defeat is over all his battle.

(p.) And now he loses an important P!

"When sorrows come, they come not single spies
But in battalions!"

(q.) KR-QB1, preventing the B's raid that follows, may be here suggested.

(r.) Having allowed the incursion of the hostile B, Black has now no means of saving his Q-side pawns; for R-Kt1 is met by 38 Kt-Q5, and if Black then play RxP, he loses his R by Kt-K7ch. So the chances now are all in favour of White, whose two united passed P's become very strong.

(s.) Better perhaps to post the other R here and to let this one continue to "observe" the hostile B, thus enabling an advance of the QKtP, of which the text move does not admit.

(t.) A mistake, giving White a chance, of which he fails to avail himself. The B should be kept on the diagonal K1-R5.

(u.) Defective strategy: the R's, having been gotten into co-operation, should be kept so. He should seize the opportunity to advance the QKtP, the threatened attack of the hostile B upon the R being harmless. If after P-Kt5, Black return his B to Q2; then follows 47 P-Kt6, and if Black takes the RP he loses at once, while the outlook is very unfavourable for him in any case.

(v.) A logistic error: 'tis the other P that he should try to get forward first.

(w.) Of course! Now, the B's being of opposite colours, the advance of White's pawns is completely stayed, and his advantage vanishes at once accordingly. Not only so, but, as a rearguard, his KtP is much weaker than his RP.

(x.) The separation of his R's far as the poles asunder cannot be good. He should rather aim at bringing them again into co-operation.

(B.) A blunder: R-B2 would save the piece and give White a safe game.

(y.) Another and a final blunder: K-K1 was the move here. Yet his resignation a few moves later would seem to be premature, nevertheless.

No. 57.

Queen's Pawn Game.

WHITE : Mason.

BLACK : Hicks.

1 P-Q4	P-Q4	30 RxRch	RxR
2 Kt-KB3	B-B4(a)	31 RxRch	KxR(d)
3 P-QB4	BxKt(b)	32 PxP	BPxP
4 RxB	P-K3(c)	33 B-Kt4	Kt-Kt3
5 Q-Kt3	P-QKt3	34 K-Kt3	P-KR4
6 P-K3	Kt-KB3	35 P-QR4	B-B2
7 B-Q3	B-K2	36 B-Kt5	B-Q1
8 O-O	O-O	37 B-Q6	P-R4
9 R-Q1	P-B3	38 B-K2	P-R5ch
10 Q-B2	QKt-Q2	39 K-B2	B-K2
11 P-QKt3	R-B1	40 B-R5	BxB
12 B-Kt2	P-KR3	41 PxP	Kt-B1
13 QR-B1	B-Q3	42 B-K8	K-B3
14 P-KR3	R-K1	43 K-K2	P-K4
15 Kt-K5	B-Kt1	44 K-Q3	Kt-K3
16 P-B4	Kt-B1	45 B-B6	PxP
17 P-R3	KKt-Q2	46 BxP	PxP
18 Q-B2	P-KB4	47 KxP	K-K4
19 Q-B3	KtxKt	48 BxKt	KxB
20 QPxKt	R-B2	49 K-B4	KxP
21 K-R1	Q-R5	50 KxP	K-B4(e)
22 K-R2	P-KKt4	51 K-Kt4	K-Kt6
23 P-Kt3	P-Kt5	52 KxP	KxP
24 PxQ	PxQ	53 K-Kt4	KxP
25 R-KB1	Kt-Kt3	54 P-R4	P-Kt4
26 RxP	KtxP	55 P-R5	P-Kt5
27 R-Kt3ch	K-R2	56 P-R6	P-Kt6
28 QR-KKt1	KR-K2	57 P-R7	P-Kt7
29 B-B3	R-KKt2	58 P-R8(Q)	P-Kt8(Q)

Drawn(f)

(a.) For this see Game 52, note (a).

(b.) The best move here is P-K3, a move which, played by Chigorin, Mieses, Winawer, Bauer, etc., might also be good enough for Mr. Hicks. The text move, however, was adopted by Walbrodt against Caro, Vienna 1898.

(c.) PxP was here Walbrodt's move. He won, the continuation being: 5 Q-R4ch, P-QB3; 6 QxBP, P-K3; etc.

(d.) After this silencing of the heavy guns a drawn battle is the most likely result.

(e.) Yet Black has at last succeeded in turning it slightly to his advantage.

(f.) Just why is not quite clear. Mr. Hicks has played the whole game excellent well, and he might now have made an effort to win with his P,—a difficult task certainly, but not an absolutely impossible one.

No. 58.

French Defence.

WHITE : Barnes.		BLACK : Maunsell.	
1 P-K4	P-K3	19 KR-Q1	O-O
2 P-Q4	P-Q4	20 Q-R4	P-QKt4
3 PxP	PxP	21 Q-B2	R-B2(f)
4 Kt-KB3	Kt-KB3	22 Q-B5	R-Q1(g)
5 B-Q3	B-Q3	23 Q-R3	Kt-K5(h)
6 Kt-B3(a)	B-K3	24 QR-Q5	QR-KB1(k)
7 B-K3	QKt-Q2	25 Q-K6(m)	KKt-B3
8 O-O	P-B4	26 R-Q6	R-K1
9 Kt-QKt5	Q-Kt3	27 Q-B5	QR-K2
10 P-B3(c)	BxPch	28 Q-R3	Kt-K5
11 KtxB	P-B5	29 R-K6	RxR
12 BxP	PxB	30 QxR	KKt-B3
13 P-Q5(d)	QxKt	31 Kt-B3	P-KR3
14 PxB	PxP	32 KtxP	KtxKt
15 Q-Q6	Q-B3	33 R-Q8ch	K-R2
16 Q-R3	P-QKt3(e)	34 QxKt	P-Kt3(A)
17 QR-Q1	P-K4	35 B-Q4	Resigns
18 R-Q6	Q-Kt2		

(a.) The usual move here is O-O, as in Game 33; but the text move is also often played, as, e.g., by Schlechter against Spielmann at San Sebastian 1912.

(b.) Much better is Spielmann's reply P-B3, establishing a defensive salient. See also Game 33, note (c), regarding this and Black's 8th move.

(c.) Better probably KtxB first. He seems to have overlooked Black's audacious reply,

(d.) But, with characteristic ingenuity, by this move turns the position to his advantage.

(e.) Unnecessary waste of time. White had no intention of capturing the RP with B, because of the reply Kt-Kt3 followed by Kt-B1. K-B2, freeing the KR, is here the move.

(f.) Unnecessary and feeble: the R's should in such a position be kept in co-operation. Better is P-K5, threatening Kt-K4-Q6.

(g.) Whereby he pins his own Kt, making it for a time useless.

(h.) Useless; but he seems to have no sufficient move.

(k.) Should be at once fatal: KKt back to B3, though it might lose a P, were better than this.

(m.) "Now, gods that we adore, whereof comes this?" Why not win the piece at once, and with it the game, by RxKt?

(A.) A blunder. Why not Q-K5? If then 35 QxP, Black replies Kt-Kt5, and has a good game. Previous to the text move the game seemed quite even.

No. 59.

Giuoco Piano.

WHITE : Sainsbury.

BLACK : Severne.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 O-O, P-Q3; 5 P-Q4(a), KtxP; 6 KtxKt. BxKt; 7 P-QB3, B-Kt3; 8 Q-Kt3, Q-K2; 9 K-R1, B-K3; 10 P-B4, BxB; 11 QxB, Pxp; 12 Bxp, Q-K3; 13 Kt-Q2, Kt-K2; 14 Q-Q3, Kt-Kt3; 15 Q-Kt3, O-O; 16 P-Kt3, Kt-K4; 17 BxKt, QxB; 18 QxQ, PxQ; 19 Kt-B4, P-KB3; 20 KtxB(b). RPxKt; 21 P-QR4, K-B2; 22 QR-Q1, KR-Q1; 23 K-Kt1, K-K2; 24 K-B2, RxR; 25 RxR, R-Q1; 26 RxR, KxR; 27 K-K3, K-Q2; 28 P-KKt4(c), K-K3; 29 P-KR4, P-Kt3; 30 K-B3, P-R4; 31 Pxp(d), Pxp; 32 K-K3, P-KB4; 33 K-Q3, P-B3; 34 K-K3, P-Kt4; 35 P-R5, Pxp; 36 Kxp, K-B3; 37 K-B3, K-B4; 38 Resigns.

(a.) Here P-B3, as played by Mr. Sainsbury in Game 14, is the only orthodox continuation. The text move, besides losing a P, makes the establishment of the parallel impossible, and gives White trouble in the formation of a centre.

(b.) Mistaken strategy: the Kt should be retained and the Q file occupied with a R.

(c.) The advance of these pawns is a logistic error: he should take the opposition by K-Q3.

(d.) This exchange leaves White helpless, and he might now resign.

No. 60.

Vienna Opening.

WHITE : James.

BLACK : Cole.

1 P-K4	P-K4	18 O-O-O	K-R2
2 Kt-QB3	Kt-KB3	19 QR-Kt1	R-R1
3 B-B4	B-K2(a)	20 P-KR4	K-Kt1
4 P-Q3	P-Q3(b)	21 P-R5(m)	B-R2
5 P-B4	Pxp	22 P-Kt5(n)	Pxp
6 Bxp	Kt-B3	23 Bxp	Kt-K1
7 P-Q4	O-O	24 B-K3	P-B3
8 Kt-B3(c)	Kt-KR4(d)	25 Kt-Q5(o)	K-B1(p)
9 B-K3	B-R5ch	26 Kt-B4	Kt-Q1(q)
10 P-Kt3	B-K2	27 Kt-Kt6ch	BxKt
11 Kt-Q2	Kt-B3(e)	28 QxB	Kt-B2
12 Q-B3	B-Q2	29 P-R6	KtxP
13 B-Q3	B-Kt5(f)	30 BxKt	B-Q1
14 Q-Kt2	B-R4	31 Bxpch	QxB
15 P-KR3	B-Kt3(g)	32 QxQch	KtxQ
16 P-QR3(h)	Q-Q2	33 RxRch	Resigns(r)
17 P-KKt4(k)	P-KR3		

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(a.) Best is here KtP, as in Game 43. In master-play the sole example of the bizarre text move seems to be that of Sournin v. Süchting, Ostende 1906,

(b.) In which, however, Süchting followed it up here with P-QB₃,—a move obviously and from every point of view preferable to the text move, which simply invites immediate attack.

(c.) White's mobilisation is now an admirable one for attack.

(d.) Black's present position admits of nothing but careful defensive tactics, and the short lived attack he now institutes is entirely premature, and certain to recoil upon himself.

(e.) "As you was!" Black has now lost four moves and done nothing! "Son of man, can these bones live?" "For three transgressions of Israel, and for four, I will not turn it away."

(f.) Probably intended to interfere with his opponent's castling, but why waste two moves over it? Moreover, it does not effect its object, and does aid the adversary's attack.

(g.) This retreat could have been delayed, and he might now have got rid of the threatening hostile KB by Kt-QKt5.

(h.) Preventing the move suggested above, and so preserving his valuable B.

(k.) The beginning of the end: White's attack, in view of the mobility of all his forces and the ineffectual crowding of Black's on the K wing, must now be irresistible.

(m.) "The Assyrian came down like the wolf on the fold."

(n.) "The cry is still, 'They come!'"

(o.) "Their horsemen shall come from far; they shall fly as the vulture that hasteth to eat."

(p.) The skipping King, he ambled up and down."

(q.) "Here come two noble beasts in!" What a position for his Kts! He might quite reasonably resign now.

(r.) His position being pitifully hopeless. "I saw all Israel scattered over the hills as sheep that have no shepherd."

N.B.—Entered in the Brilliancy-Prize competition, this game was placed second, and the adjudicator remarked upon it: "Played with great dash by White; but Black's opposition is too weak."

ROUND 11 (Jan. 4).

No. 61.

Ruy Lopez.

WHITE : Grierson.

BLACK : Sainsbury.

1 P-K4	P-K4	15 Q-K2(m)	Q-Q2
2 Kt-KB3	Kt-QB3	16 B-Q2(n)	P-QKt4(o)
3 B-Kt5	P-QR3	17 B-Kt3	PxP
4 B-R4	Kt-B3	18 PxP	Kt-R4
5 P-Q3(a)	P-Q3	19 O-O-O(p)	KtxBch
6 P-QB3(b)	B-K2(c)	20 PxKt	Q-B3
7 QKt-Q2(d)	O-O	21 QR-K1	B-Q3
8 Kt-B1	B-K3(e)	22 Kt-R2	QR-Q1(A)
9 Kt-Kt3	Kt-Q2(f)	23 Kt-Kt4	KtxKt
10 Kt-B5	P-R3(g)	24 QxKt	B-K2
11 P-KKt4	BxKt(h)	25 QR-Kt1	B-B3
12 KtPxB	K-R2	26 R-Kt2	R-KKt1
13 P-R4	Kt-B3	27 KR-Kt1	Q-R1(q)
14 P-R5(k)	P-Q4	28 Q-K2	Q-B3

Continued:—29 K-B2, Q-R1; 30 R-Kt4, Q-B3; 31 P-B3, QR-K1; 32 Q-Kt2, R-Q1; 33 Q-B1, QR-K1; 34 Q-B1, R-Q1; 35 KR-Kt2, QR-K1; 36 R-R2, R-Q1; 37 Q-KR1, Q-Q3; 38 Q-KB1, Q-B3; 39 K-B1, QR-K1; 40 Q-R1, R-Q1; 41 K-Kt1, Q-Q3; 42 B-B1, Q-Q6ch; 43 K-R1, Q-Q8; 44 R-Kt1, QxKtP; 45 K-Kt1, Q-B5. Drawn.

(a.) For a note on this continuation see Game 50.

(b.) The Steinitzian method: the alternatives on record are chiefly BxKt and Kt-B3.

(c.) Somewhat more usual has been here P-KKt3,—as, e.g., in the game Düras v. Teichmann at San Sebastian 1911, and in all four examples of this variation in the tournaments at Karlsbad 1911 and San Sebastian 1912, and the authorities, including the Handbuch, mostly prefer this move and the subsequent mobilisation of the KB at Kt2 instead of at K2. The text move was adopted on the last-named occasion by Burn against Capablanca and by Maróczy against Düras. Mieses suggests B-Q2,—a move once about as usual as that in the text.

(d.) The usual move here, and played by Capablanca as above: Düras played against Maróczy O-O, as did also Johner against Leonhardt, Karlsbad 1907.

(e.) So far a copy of the Capablanca-Burn game above-cited (and of several others), but here the usual move—as, e.g., in that game and in Tarrasch v. Teichmann, Hastings 1895—is P-QKt4. The text move usually occurs later, or the B is mobilised at Q2 or Kt2.

(f.) Intending, no doubt, P-KB4; but, as White can (and does) forestal him in this, better were P-KKt3, to keep the dangerous Kt from Black's KB4.

(g.) Better BxKt at once.

(h.) For now White establishes a major oblique and obtains an open KKt file—two important and powerful aids in a dangerous K side attack.

(k.) Better keep this P at R4, where it supports the attack by rendering possible K-Kt5ch, and devote attention to the mobilisation of the Q side by (as opportunity may offer) Q-K2, B-Q2, and O-O-O. The text move deprives his attack of much of its force.

(m.) Here 15 BxKt, PxB; 16 KtxP, Pxp; 17 KtxQBP, Q-Q3; 18 KtxB, QxKt; 19 Q-K2, KR-K1; would appear to win a P for White without any very serious resultant trouble for him.

(n.) And here again 16 BxKt, PxB; 17 Pxp, Pxp; 18 Q (or Kt) xP, seems to attain the same result as in note (m),—which Black by his next move prevents.

(o.) Needless waste of time: QR-Q1 may be here suggested.

(p.) And B-B2 seems right here, preserving a valuable attacking force and leaving the hostile Kt in a bad position.

(A.) Here P-R4 may be suggested [with a view to the formation of a double front of operations.—Editor.]

(q.) A sealed move which, with the repetitions that follow, was evidently made under pressure of the time limit, for it is otherwise quite objectless. P-R4, preparing for counter-attack on the Q side, may be suggested. But Black now resorts to Fabian tactics of the strictest kind and to a strictly passive resistance, and maintains this policy to the end; and his carefully entrenched position proves impregnable to all assault.

No. 62.

Petroff Defence.

WHITE : Gyles.		BLACK : James.	
1 P-K4	P-K4	15 B-R4	Kt-B3
2 Kt-KB3	Kt-KB3	16 P-R3	B-Q2(m)
3 KtxP(a)	P-Q3	17 Q-Q3	R-K1(n)
4 Kt-KB3	KtxP	18 B-B2	B-KB1
5 P-Q4(b)	P-Q4	19 KtxP	Kt-K5
6 B-Q3	Kt-QB3(c)	20 BxP	B-B4
7 O-O	B-K2	21 Kt-K3	B-Kt3
8 P-B4(d)	B-K3(e)	22 B-B4	KtxQBP
9 R-K1	Kt-B3	23 Q-B4	P-Kt4(o)
10 P-B5	P-KR3(f)	24 Q-B3	BxB
11 Kt-B3	O-O	25 KtxB	Kt-K3
12 P-QR3	B-Kt5	26 QxKt	KtxB
13 B-QKt5	Kt-Q2(g)	27 RxR	QxR
14 B-K3(h)	P-R3(k)	28 QxQ	RxQ

29 R-K1	RxRch	39 K-Q3	K-Q3
30 KKtxR	P-QB4	40 K-Q4	P-B3
31 PxP	BxP	41 P-QR4	Kt-K4
32 P-QKt4	B-Kt3	42 PxP	PxP
33 Kt-K3	BxKt(A)	43 K-K3	Kt-B3
34 PxB	Kt-Q4	44 K-B4	K-K3
35 K-B2	Kt-Kt3	45 P-R4	P-Kt4ch(p)
36 P-K4	Kt-B5	46 PxP	PxPch
37 Kt-B2	K-B1	47 KxP	K-K4
38 K-K2	K-K2	48 P-Kt4 and wins.	

(a.) Steinitz is his "Chess Instructor" (1889) strongly recommended the daring P-Q4 here. It has produced some extremely brilliant games, but the text move is still generally preferred.

(b.) The usual move, the only one given by Steinitz, and until lately practically universal; but nowadays Kt-B3 is frequently played here.

(c.) The usual move here is B-K2 first: the text move is recommended by Dr. Gebhardt, but is of rare occurrence, though played by Teichmann against Reggio, Monte Carlo 1903, and by Rosenkrantz against Romanovski in the 4th Russian National, St. Petersburg 1906. Best is probably Marshall's favourite, B-Q3, wherewith he has given new life to the Petroff.

(d.) So far as in the two games cited above, but here both Reggio and Romanovski played R-K1.

(e.) Weak: this B should go to Kt5. The text move makes impossible P-KB4—an important evolution in this variation—and sows the seed of ultimate loss.

(f.) Even now, though at the cost of a move, B-Kt5 might be played,—better now than, as actually happens, two moves later.

(g.) A silly oversight: Kt-Kt1, intending P-QB3, and followed, if Black replies Q-K2, by B-K3, seems now his only course.

(h.) An oversight matching his opponent's: "blind Thammyris and blind Maeonides." Why not KtxP?

(k.) Worse than useless, as it weakens the QKtP. Better Kt back to B3 at once, or even B-K3.

(m.) B-K3 supporting the threatened QP is still the move.

(n.) Again Kt-Kt1 followed by P-QB3 and, as a last resource, by P-KKt3, seems to be his only course. The combination of this and his next move implies another oversight, involving the loss of the QP,—yea, and more also; and this time White does not match it.

(o.) BxB at once is no better—possibly rather worse, as, after 23...BxB; 24 KtxB, Kt-K3; 25 P-Q5, KtxB; 26 PxKt: Black's Q side pawns are broken up. But the wholesale exchanges that follow give additional weight to White's extra P.

(A.) Black would do better to keep the B.

(p.) Black has made a good fight of it, battling bravely against the many difficulties entailed upon him by his feeble and foolish 8th move, the first cause of all his woes. But this logistic blunder deprives him of his last faint hope of a draw. P-Kt3 followed by K-B2 might have saved him,—perhaps! But now “the rest is silence.” Black resigned on the 56th move.

No. 63.

French Defence.

WHITE : Hicks.		BLACK : Kelling.	
1 P-K4	P-K3	14 KR-K1	R-K1(d)
2 P-Q4	P-Q4	15 Kt-B5	Kt-Q2
3 PxP	PxP	16 Kt-Q6(e)	R-B1(f)
4 Kt-KB3	Kt-KB3	17 BxKt	BxB
5 B-Q3	B-Q3	18 BxBPch	K-R1
6 O-O	O-O	19 R-K8	Q-B2(g)
7 Kt-B3(a)	K-B3(b)	20 RxQR	RxR
8 Kt-K2	Kt-K2	21 Q-Kt3	B-B3
9 P-B3	Kt-Kt3	22 BxP(h)	Q-Kt3
10 B-KKt5	B-KKt5	23 B-Kt3	P-QR4(k)
11 Kt-Kt3	P-B3(c)	24 Kt-B7ch	K-Kt1
12 P-KR3	QxBKt	25 Kt-K5ch	Resigns
13 QxB	B-K2		

(a.) Somewhat more usual here is B-KKt5, which was played, e.g., at St. Petersburg 1909 in 4 of the 5 examples of this form of the opening, P-B3 being played in the 5th case.

(b.) P-B3, establishing a defensive salient, as recommended in the notes to Games 33 and 58, is here also to be preferred.

(c.) The logical result of this prolonged “Bindfaden” (or identity of position) should be a draw. But “the best laid schemes o’ mice and men gang aft agley.”

(d.) Better mobilise the Q and bring the R’s into co-operation by Q-B2.

(e.) The move suggested for Black in the preceding note would have prevented this destructive raid.

(f.) If BxB then 17 QxPch, followed by RxRch, winning the Q.

(g.) No, not now! Q-B3, in the hope of securing an exchange of Q’s and so weakening the attack, were more promising tactics. At B2, too, the Q is unsupported, whereby Black loses a P. The text move is, in fact, fatal.

(h.) The bitter fruit of Black’s ill-advised 19th move.

(k.) Pitifully ineffective: P-Kt3 or to give up the exchange by R-KB1 and (after the check) RxKt, seems to be his only chance, little as it amounts to.

No. 64.

Zukertort Opening.

WHITE : Cole.

BLACK : Barnes.

1 Kt-KB3(a), P-Q4; 2 P-Q4, P-K3(b); 3 P-K3, P-QB4;
4 P-QB4(c), Kt-QB3; 5 P-QKt3, Kt-B3; 6 Kt-B3, B-K2(d);
7 B-Kt2, O-O; 8 B-Q3(e), Kt-QKt5; 9 R-QB1, KtxBch;
10 QxKt, P-QKt3; 11 O-O, B-Kt2; 12 PxQP, KPxP; 13
KR-Q1, R-B1; 14 Kt-K2, Kt-K5; 15 Kt-B4(f), B-KB3; 16
B-R3, P-KKt4(g); 17 PxP(h), PxKt; 18 BPxP, RxR; 19
RxR, PxKP; 20 PxKP, R-K1; 21 PxP, Q-R4; 22
P-QKt4, QxRP; 23 Kt-Q4(k), BxKt; 24 PxB, R-R1; 25
R-B7, QxB; 26 Q-KB3(m), QxQ; 27 PxQ, Kt-Q3; 28 R-Q7,
R-R3; 29 P-Kt5, R-Kt3; 30 P-QR4, Kt-B4; 31 K-B2, KtxP;
32 K-K3, KtxKtP; 33 PxKt, RxP; 34 Resigns.

(a.) G.C.C. his mark for the fifth time! In this Congress Mr. Cole has played thusly every time he has had the move. In this matter the mantle of Mr. John Mason, who was such a felt want both on this occasion and at Napier, has fallen in more than ample measure upon Mr. Cole.

(b.) Often played; but the most modern continuation (see Game 30, note (a)) is P-QB4 at once.

(c.) Played at Dresden 1892 by Loman against Walbrodt, who replied PxP; but P-QKt3 seems to be most in favour for White here, though there be (like Ranneforth, of Schachkalendar fame) who "hae their douts."

(d.) By transposition we are now arrived at the normal "Bindfaden" position which Black usually completes here by P-QKt3.

(e.) Hasty, losing either a move or an important B: he should play R-B1 first.

(f.) Not a promising post for the Kt.

(g.) Ecce signum: the Kt must now be sacrificed or retreated—with loss of time.

(h.) Bold,—Mr. Cole is of the Captains Courageous,—but this sacrifice of the Kt for 2 P's, especially when faced by so experienced an opponent, cannot at all be recommended.

(k.) He now has a choice of evils, but probably P-Kt5 (or R-B2), giving the B a little freedom, was the least thereof.

(m.) A miscalculation, for, as it turns out, he cannot recover the piece. Yet QxQ, the only alternative, would also lose,—equally surely though not so soon.

No. 65.

French Defence.

WHITE : Severne.

BLACK : Mason.

1 P-K4, P-K3; 2 P-Q4, P-Q4; 3 Kt-QB3, Kt-KB3; 4 B-Kt5, B-K2; 5 P-K5, Kkt-Q2; 6 BxB. QxB; 7 Kt-Kt5, Kt-Kt3; 8 P-QB3(a), B-Q2(b); 9 QKt-R3(c), P-QB4; 10 Kt-B2, Kt-B3; 11 Kt-B3, O-O; 12 B-Q3, P-B5(d); 13 B-K2, Kt-R5; 14 Q-B1, P-QKt4; 15 B-Q1, P-Kt5; 16 Kt-K3, PXP; 17 PXP, Kt-Kt3; 18 O-O, P-B3(e); 19 PXP, PXP; 20 K-R1, P-B4; 21 P-Kt3, B-K1; 22 Kt-Kt2, R-B3; 23 Q-K3, Kt-B1; 24 Kt-K5, KtxKt; 25 QxKt, Kt-Q3; 26 Kt-B4, Kt-B2; 27 Q-K3, R-R3; 28 B-B3(f), Q-Q3; 29 KR-K1, Kt-Kt4(g); 30 KtxKP, RxKt; 31 QxKtch, B-Kt3; 32 RxR, QxR; 33 Q-K3, Q-Q2; 34 Q-K5, R-Q1; 35 R-K1, B-B2; 36 Q-K7, K-Kt2; 37 B-R5, QxQ; 38 RxQ, R-KB1; 39 RxP, R-QKt1(k); 40 BxB, R-Kt8ch; 41 K-Kt2, R-QB8; 42 BxPch, K-R3; 43 R-R3, Resigns.

(a.) For notes on the opening, see Game 37.

(b.) !!!!! An astounding blunder, hardly excusable in a tiro, amazing beyond expression in a player of Mr. Mason's honourable record. But chess-blindness is no respecter of persons.

(c.) Ecce signum! For White, playing by rule-of-thumb, blunders now as badly in his turn. After 9 KtxBPch, K-Q1; 10 KtxR, how shall Black purge his game to a pristine state of health?

(d.) Establishing a major oblique directed away from his objective plane,—a strategic error that always strengthens the enemy's position. PXP followed by Kt-Kt5 is here a better plan, checking for a time White's attack and leaving the hostile QP weak.

(e.) His mistaken and futile counter-attack on the Q side having been repulsed—and it was foredoomed from the first,—he must now look to his defences; but this, with the bulk of his forces cut off from the K's wing, is now no easy task.

(f.) Or R-QKt1; but not at once KtxQP because of 28...Q-Kt2, winning the Kt.

(g.) A blunder, that loses the essential KP and with it, almost certainly the game: Kt-Q1 or, better perhaps, B-Q2 is necessary here. But his difficulties are well-nigh insurmountable in any case.

(h.) Another blunder, involving the loss of another P: QxQ seems his only move here, though his chances of drawing are in any case but slight.

(k.) Even a Champion quadruply crowned cannot expect to do anything but lose in such a situation. He should here resign at once: this and his three remaining moves are absurdly superfluous. Mr. Mason has played in this game far below his real strength: "Talbot is but shadow of himself."

No. 66.

Centre Counter Gambit.

WHITE : Maunsell.

BLACK : Dodds.

1 P-K4 P-Q4
 2 PxP QxP
 3 P-Q4(a) Kt-QB3(b)
 4 Kt-KB3 B-Kt5
 5 B-K3(c) P-K3
 6 P-B4(d) Q-Q2(e)
 7 B-K2 O-O-O
 8 Kt-B3(f) BxKt
 9 BxB KtxP
 10 O-O P-KKt3(g)
 11 P-QR4 P-QR3
 12 P-R5(h) P-KB4
 13 BxKt QxB
 14 Q-Kt3 Q-R2
 15 Kt-R4 P-K4

16 B-Q5(k) Kt-K2
 17 B-K6ch K-Kt1
 18 Q-QB3 Kt-B3
 19 P-B5 Kt-Q5
 20 Q-B4 KtxB
 21 QxKt BxP
 22 QxKP B-Q3
 23 Q-B3 KR-K1
 24 P-QKt4(m) B-K4
 25 Q-B4 BxR
 26 RxB Q-Q5
 27 Q-B1 R-K7
 28 Q-B1 RxP
 29 Resigns(n)

(a.) For notes on the opening, see Game 25. The only move here to retain a positional advantage is Kt-QB3; unless, indeed, as by some recommended, the King's side be rapidly mobilised by Kt-KB3 and B-K2. The text move is a piece of finesse never found in masterplay except in the apparently solitary instance in which Fritz adopted it against Blackburne, Breslau 1889.

(b.) The correct reply to White's inferior move is P-K4, securing a good open game.

(c.) The first four moves are as in the Fritz-Blackburne game; but here Fritz played B-K2. He won.

(d.) This P goes too far, for as Black usually castles QR in this variation, the P will be likely to be wanted later on at B3 as the pivot of a double front of operations. Fritz played here Kt-B3, a better move.

(e.) Mr. Dodds has so far faithfully copied in exact order Blackburne's moves in the game above cited.

(f.) The weakness of his 6th move now stands revealed. Were the QBP unmoved or at B3, QKt-Q2 would make everything right; but now the reply to this would be B-Kt5. So a P is lost perforce.

(g.) This fianchetto and the en-appui which he forms next move are a waste of valuable time. He should mobilise and endeavour to get rid of the threatening hostile B's by B-B4, followed by KtxBch, BxB; and Kt-KB3.

(h.) White has here an opening for an enterprising attack by Kt-Kt5. For firstly, dear friends, if then PxKt, follows 13 RPxP, Q-Q3 or P-QB3 (must); 14 R-R8ch, K-Q2 (or B2); 15 RxR. KxR; 16 BxKt, winning a second P, with a very superior position. Secondly, beloved, if 12...KtxBch, then 13 QxB, and the Kt cannot now be taken without immediate disaster, while KR-Q1 is also threa-

tened, with serious consequences for Black. And thirdly, my brethren, if 12...KtxKt, then 13 Q-Kt3, and the attempt to save the Kt by 13...Kt-Q3 will fail because of 14 KR-Q1, P-QB3; (must, BxPch being threatened) 15 B-Kt6, R-K1; 16 P-B5, threatening the complete demolition of Black's position by 17 RxKt, 18 QR-Q1, 19 BxP, and 20 RxBPch. The text move weakens White's attack.

(k.) Here again White misses his chance: he should try P-B5. Then, if 16...P-K5, follows 17 Kt-Kt6ch and wins. E.g. (i.): 17...K-Kt1; 18 KR-Q1, RxR; 19 RxR, B-K2; 20 Q-K6, etc.: or (ii.) 17...PxKt; 18 PxP, Q-Kt1; 19 QR-B1ch, K-Q2; 20 Q-B7ch, K-Q3 (Kt or B to K2 leads at once to loss of Q); 21 KR-Q1ch, K-K4; 22 Q-B7ch, QxQ; 23 PxQ, etc. It would seem therefore that, in reply to 16 P-B5 Black would have to move Kt or B, when, by Q-K6ch and Kt-Kt6 White attains the goal in much the same way as above. But with the text move and its continuation he completely throws away his attack,—

(m.) And, with this oversight, the game also. He might have moved one of his R's.

(n.) A deplorable collapse of a very promising structure. "Oh, what a fall was there, my countrymen!"

GAMES TO DECIDE THE CHAMPIONSHIP (Jan. 6).

No. 67.

Queen's Gambit Declined.

WHITE : Grierson.

BLACK : Gyles.

1 P-Q4	P-Q4	13 P-B4	PxP
2 P-QB4	P-K3	14 QxP	B-R3
3 Kt-QB3	Kt-KB3	15 Q-B2	BxB
4 B-Kt5	B-K2	16 QxB	Kt-Q2
5 P-K3	Kt-K5(a)	17 KR-B1	P-B4
6 BxB	QxB	18 Kt-Q2(b)	PxP
7 Kt-B3	KtxKt	19 Kt-B1	Kt-B4
8 PxKt	P-QKt3	20 Q-Kt4	P-Q6
9 Q-Kt3	P-QB3	21 Kt-Kt3	P-B4
10 B-K2	O-O	22 KtxP	Q-K3(c)
11 O-O	B-Kt2	23 QxPmate	
12 PxP	KPxP		

(a.) This move, like his classical defence of the Ruy Lopez, and his 4th move (P-QKt4) in the Centre Counter Gambit, Mr. Gyles has culled from the "Modern Chess Openings" of Griffith and White, who star this variation and give four columns to it, quoting Lasker and Capablanca as favouring it. The move is, however, entirely unknown in tournament masterplay. Why? Presumably because it is inferior.

(b.) The loss of a P that results from this oversight might easily have cost Mr. Grierson this game and the championship: PxP was necessary here.

(c.) ! ! ! ! Speechless we gape, for how find words?

“O Horror, Horror, Horror!
Confusion now hath made his masterpiece!”

By the obvious Q-B3 Mr. Gyles could have retained an advantage, and possibly ultimately have secured the championship. But now—suicide, sudden and violent!

“Then out went the candle, and we were left darkling.”

No. 68 (Jan. 7).

Caro-Kann Defence.

WHITE : Hicks.

BLACK : Grierson.

1 P-K4	P-QB3	36 Kt-K4	KtxKt
2 Kt-QB3	P-Q4	37 RxKt	R-Kt7
3 P-Q4	PxP	38 R-R4	RxP
4 KtxP	Kt-B3	39 P-K4	K-Q3
5 Kt-Kt3(a)	P-K4(b)	40 B-Q3	R-R5
6 Kt-B3(c)	PxP	41 K-B1(k)	P-B4
7 QxP	QxQ(d)	42 R-R6	PxP
8 KtxQ	B-QB4	43 RxPch	K-K4
9 B-K3	Kt-Q4	44 B-K2	P-Kt5
10 Kt-K4	B-K2(e)	45 K-Q2(m)	P-Kt6
11 B-Q3	KtxB	46 K-K3	R-R8
12 PxKt	Kt-Q2	47 R-Kt5ch	K-B3
13 Kt-KB5(f)	P-KKt3	48 B-B3(n)	PxB
14 KtxB	KxKt	49 KxP	R-KKt8
15 R-KB1	Kt-K4	50 P-B3	B-B4
16 O-O-O	B-K3(g)	51 R-Kt2	K-Kt4
17 P-KR3	QR-Q1	52 R-Kt4	B-R6
18 P-QKt3	P-Kt3	53 R-Kt5ch	B-B4
19 R-B2	B-B4	54 R-Kt4	B-B7
20 R-B4(h)	P-B4	55 R-Kt4ch	K-B4
21 Kt-B2	B-K3	56 RxP	B-K5ch
22 P-KR4	R-Q2	57 K-B2	R-QB8
23 P-KKt4	P-KR3	58 K-K2	R-B7ch
24 R-K4	Kt-B3	59 K-Q1	K-B5
25 B-Kt5	RxRch	60 R-R3	R-KKt7
26 KxR	R-Q1ch	61 R-R4ch	K-K6
27 K-B1	Kt-Kt5	62 R-R3ch	B-B6ch
28 P-R3	Kt-Q4	63 K-B1	R-KB7
29 K-Kt2	Kt-B3	64 P-B4	K-Q6
30 R-KB4	P-Kt4	65 R-Kt3	KxP
31 PxP	PxP	66 R-Kt7(A)	K-Kt6
32 R-R4	P-R4	67 R-KB7	R-B7ch
33 P-Kt4	BPxP	68 K-Kt1	B-K5
34 PxP	PxP	69 Resigns	
35 RxP	R-Q7		

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(a.) For notes on the opening so far, see Game 4. Here KtxKt, as in Games 4 and 27, is correct: the text move, though tried by Mieses against Düras (Prague, 1908), and by the latter against Tartakower (Karlsbad, 1911) is inferior—

(b.) Because of this excellent riposte, made in both the above-cited cases.

(c.) The choice of Düras: Mieses played here B-K3.

(d.) So far a copy of the Düras-Tartakower game; but here Tartakower played QKt-Q2.

(e.) This retreat is a waste of time. Better would seem to be BxKt, followed, if possible, by P-KB3, B-B4, Kt-Q2, and O-O-O.

(f.) This attack upon the Church seems to serve no useful purpose. Better go on with his mobilisation by O-O. The queens being away, Black can afford to dispense with castling, and the displacement of his K harms him not.

(g.) Better than Kt-Kt5, which would give White too much time. Moreover, in view of the exposed position of his own K, Black cannot yet safely take his opponent's KP and thereby open up an avenue of attack against himself, so that it skills not to advance against it.

(h.) This engagement of his R on the 4th rank proves ultimately very unfavourable for White, as it allows a hostile K to establish itself at last (move 35) on White's 2nd rank,—with fatal result for White.

(k.) Weak strategy and want of position-judgment. In anticipation of Black's next move and in view of the threatened advance of the Black KktP,—an advance certain to be deadly, as it is supported by both B and R,—White should retire R to R1, defending his rear and temporarily preventing the advance of Black's BP. The K cannot get soon enough to the threatened logistic point and, against so much force, will be of little use when there. If he is to move at all he should go to B3.

(m.) His best chance now seems to be to give up B for KtP and then endeavour by an early exchange of rooks to secure a draw. A "pease alley," certainly, as the butler said, but forced upon him three moves later.

(n.) Forced, though bad, for immediate resignation is the only alternative. The text moves makes White's win to tarry more in coming, and perhaps affords some chances of a draw, shadowy howsoever.

(A.) His drawing chances would have been here much increased by R-Kt8 instead of the text move. Mr. Hicks has played well a difficult ending, but slips when success (so far as the draw is concerned) has almost crowned his efforts.

N.B.—This game was entered for the Brilliancy Prize, "the Lord knows why,"—beg pardon, but the words are

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Byron's (see his "English bards," etc.).—and the adjudicator placed it last, and remarked upon it: "Apparently the players are afraid of each other, and go on the principle of reducing things to the lowest common denominator. Nothing calls for comment except the last move of the B which, as it happens, commands the two squares on which the R can check; but I look upon this as something of an accident, as the position has not been forced, and it arises through the White R's having played to a wrong square. Generally R against R and B is a draw."

Part II.

Miscellaneous.

Affiliated Clubs.

The close of the year 1912 saw sixteen chess clubs affiliated to the New Zealand Chess Association. The nature and conditions of such affiliation will be found set forth in the rules of the Association, and need not be repeated here. Following are such details concerning these clubs as the Secretary of the Association has been able to obtain from the various club secretaries. In some cases, however, the Editor, being obliged to consider the question of space, has been forced to curtail the information supplied. But the Wellington Working Men's Club having made special arrangements with the Association, their voluminous contribution is given in full, and the Editor disclaims all responsibility for its matter or wording. "During the year" in these notes means during 1912.

AUCKLAND.

AUCKLAND CHESS CLUB.

Founded Feb. 29, 1884, as the Grafton Chess Club; name changed Apr. 2, 1885.

Club Room, 24 His Majesty's Arcade, Queen St.—Meets Mon., Thurs., and Sat., at 7.30 p.m.—Open also every week-day afternoon from 1 p.m. till dusk.

President: Rev. H. B. Wingfield.—Vice-Presidents: J. C. Grierson and E. Harland.—Secretary: A. E. Layland.—Treasurer: F. Harvey.—Commit-

tee: M. Freeman, E. J. Miles, F. Morgan, H. Sachs, G. A. Wilson, A. Wright.

The Club numbers 60 or 70 members. It consisted originally of six, one of whom, Mr. A. Ashton, is still a member. Mr. Gifford, now of Westport, was another; and the present Editor joined the Club a month or two after its foundation.

The Club has played no matches with other clubs during the year, but has been internally active. An anonymous donor has presented a silver "Gambit" cup, valued at £10 10s., to be competed for in the annual handicap tournament. This becomes the possession of the member who, never having taken part in a New Zealand Championship tourney, scores the highest number of points in the Club's handicap tourney on two (not necessarily consecutive) occasions.

AUCKLAND WORKING MEN'S CHESS CLUB.

Founded Sept. 21, 1908.

Meets at Working Men's Club, Coburg St., on Tues. and Fri. evenings.

President: C. F. Mark.—Vice-President: R. Barends.—Secretary (Chess section): M. Freeman.—Secretary (Draughts section): A. G. Norton.—Treasurer: C. Clark.—Committee: J. C. Grierson (consulting member, Chess section), F. Harvey, W. McDowall, P. Mackay (consulting member, Draughts section), J. Trickett.—Handicappers: R. Barends, M. Freeman, T. Wigg.

The Club has played no matches with other clubs during the year, but two handicap tournaments have had place within the Club itself.

CHRISTCHURCH.

CANTERBURY CHESS CLUB.

Founded Oct. 18, 1879, the first president being Mr. H. J. Tancred, sometime Chancellor of the University of New Zealand.

Meets in the Y.M.C.A. Buildings, corner of Cambridge Terrace and Hereford St., Tues. and Friday, 7.30 p.m.

President: E. H. Severne, B.A.—Vice-Presidents: R. A. Joseph and H. J. Nightingale.—Secretary: Roy Lovell-Smith.—Treasurer: Hans Kennedy.—Committee: F. J. Brookes, W. H. Buckett, T. Cooper, T. Hawkins, J. S. Kennedy.

During the year the Club played two telegraphic matches,—one with the Westport Club, June 15 and 22, and one with the Timaru Club in September. Results: Canterbury $3\frac{1}{2}$, Westport $2\frac{1}{2}$; Canterbury $7\frac{1}{2}$, Timaru $2\frac{1}{2}$. Two handicap tournaments among the Club members themselves also took place during the year,—one for seniors and one for juniors.

DUNEDIN.

OTAGO CHESS CLUB.

Founded 1866.—Motto: "Mind your P's and Q's."

Club room, 228 Princes St.—Meets Mon., Wed., and Sat., from 8 to 11 p.m.—Open also daily from 9 a.m. to 6 p.m.

Subscription: Adult members 21s., junior and honorary members 10s 6d.

President: H. J. Armstrong.—Vice-Presidents: Ven. Archdeacon Gould, P. Maclaurin.—Secretary: A. V. Fraer (P.O. Box 428).—Treasurer: R. A. Cleland.—Committee: E. W. Ackland, O. Balk, L. D. Coombs, A. Ellis, F. J. Mouat, S. S. Myers.—Librarian: T. M. Gillies.—Delegates to the Council of the N.Z. Chess Association: R. J. Barnes and J. Welton.

The Club's present champions are: Senior, R. A. Cleland; junior, J. A. Boreham.

From time to time many valuable books have been donated, and the Club now has a splendid chess library.

During the year the Club played two matches over the board with the Oamaru Club (telegraphic matches having been found to be too tedious), the first at Dunedin, and the second at Oamaru. Results: 1st, Otago $10\frac{1}{2}$, Oamaru $6\frac{1}{2}$; 2nd, Otago, 17, Oamaru 8.

The Club also played a match against the Dunedin Athenaeum, Sept. 15. Results: Otago 17, Athenaeum 10.

Within the Club itself the year has witnessed a match President ($7\frac{1}{2}$) v. Vice-President ($9\frac{1}{2}$), and the usual North v. South Dunedin match (North $8\frac{1}{2}$, South $7\frac{1}{2}$).

GISBORNE.

GISBORNE CHESS CLUB.

Founded Feb. 22, 1907 (a former Club was in existence here, however, over 25 years ago).

Club room, Turanganui Library.—Meets Wed. and Sat. at 7.30 p.m.

President: J. W. Witty.—Vice-President: W. F. Crawford.—Secretary and Treasurer: H. A. King.—Committee: P. Andrews, J. H. Bull, F. Faram, F. S. Malcolm.

During the year telegraphic matches were played with Hamilton, Napier, and Wairoa (2).

MARTON.

RANGITIKEI CHESS CLUB.

No details supplied.

MASTERTON.

MASTERTON CHESS AND DRAUGHTS CLUB.

Founded March 9, 1910.

Meets at the Y.M.C.A. rooms, Mon. and Wed., at 7.30 p.m.

MISCELLANEOUS.

President: Fritz Kummer.—Vice-Presidents: J. T. Dagg and G. A. Jones.—Secretary: W. K. Welch.—Treasurer: T. J. Thompson.—Committee: W. J. Gibson, J. Sedcole, W. Wilkerson, C. Winchester.

During the year the Club played and won a telegraphic match with Hamilton, and a match over the board with a mixed team from the Wellington clubs. Within the Club itself two handicap tourneys took place.

NAPIER.

NAPIER CHESS CLUB.

Founded 1870.

Meets at the Borough Council Chambers on Thur., 7.30-10.30 p.m.

President: R. J. Skipage.—Vice-Presidents: T. McCarthy and L. A. Jourdain.—Secretary and Treasurer: W. A. Clark.—Committee: Messrs Ellison, Fischer, Murton, Penrose, and Riddell.

During the year 1912 the Club played a drawn telegraphic match with Gisborne.

NELSON.

NELSON CHESS CLUB.

Founded July 2, 1912.

The Club is at present (Feb. 18, 1913) without a place of meeting, but is endeavouring to get a room in the Institute. In the meantime it meets at the business premises of Mr. Dodds on Fridays at 7.30 p.m.

President: G. F. Dodds.—Vice-President: G. H. Clutten.—Secretary and Treasurer: C. H. Wilkinson.—Committee: A. P. Allport, J. Carmine, G. F. Dodds, J. G. Littlejohn, B. Trathen.

The Club numbers at present 23 members. During the year a handicap tourney was held.

OAMARU.**OAMARU CHESS CLUB.**

The Club meets Tues. and Fri., 7.30-10 p.m.

President: A. Gow.—Vice-President: J. P. Malcolm.—Secretary and Treasurer: H. P. S. Familton.—Committee: C. Banks, J. E. Broad, K. Familton, D. Findlay, — Mowbray, and D. Sinclair.

During the year the Club won a telegraphic match with Timaru ($7\frac{1}{2}$ to $4\frac{1}{2}$), and lost two matches with the Otago Chess Club over the board ($6\frac{1}{2}$ to $10\frac{1}{2}$ and 8 to 17).

TIMARU.

Founded Aug. 15, 1879.

Meets in the Unitarian Hall, Church St., Tues. and Fri., 7.30-10.30 p.m.

President: A. Beck.—Vice-President: A. Paterson.—Secretary and Treasurer: G. P. Wood.—Committee: H. Gourley, B. Hayes, J. Mallouk, E. J. Mills.

During the year the Club played and lost two telegraphic matches,—one with the Canterbury Club and one with Oamaru. Within the Club itself a handicap tourney was played, 24 members taking part therein.

WHANGANUI.

No details supplied.

WELLINGTON.**WELLINGTON CHESS CLUB.**

Founded July 1, 1876.

Club Room, 9 King's Chambers.—Meets Wed. and Sat. at 8 p.m.

President: E. W. Petherick.—Vice-Presidents: A. G. Fell and P. Still.—Secretary: J. D. Wood-

ford.—Treasurer: A. Gyles.—Committee: H. V. Croxton, F. K. Kelling, E. B. Kennedy, W. E. Mason, W. Simm.—Match Committee: A. G. Fell, A. Gyles, W. E. Mason.

This Club is admittedly the strongest in the colony. The late Mr. C. Benbow, hitherto the best-known New Zealand player, was its President for 31 years continuously (1877-1908). The Club's representatives have achieved the Championship of New Zealand 9 times out of 26, and other members of the Club (Messrs. Barnes and Kelling) have taken this honour on 6 other occasions. A list of Champions will be found in the Napier Congress Book. The Club has a splendid match record. It has been defeated but once, and that by Auckland, since 1886. Mr. Petherick, the present President, has generously given several handsome trophies to the Club, and the Petherick Trophy tourneys have been an annual feature in the Club's proceedings since 1904. During the year 1912 the members engaged in several other tourneys among themselves, of which the Summer Tourney is not yet (Feb. 1913) completed. On Nov. 13, 1912, Mr. W. E. Mason gave an exhibition of simultaneous play, winning 5 games and losing 2.

WELLINGTON SOUTH CHESS CLUB.

Founded June 8, 1905.

Meets in the Newtown Public Library on Fridays at 8 p.m.

President: B. B. Allen.—Vice-Presidents: D. Armstrong, Dr. Bowerbank, Rev. D. H. Jenkins, Dr. Kemp, R. A. Wright.—Secretary and Treasurer: D. Purchas.—Committee: W. J. Harper, W. B. P. Perrott, A. Weine, H. Welton.

During the year the Club played a match with the local Working Men's Club, winning by 8 to 4, and two with Wellington East, winning one by 5 to 3, and losing the other (5 to 6). The usual an-

nual handicap tourney was played within the Club itself, the trophy being a silver Knight, which was won outright by Mr. Allen, the President.

WELLINGTON WORKING MEN'S CLUB AND
LITERARY INSTITUTE: CHESS SECTION.

The chess section was organised in 1888.

Meets in one of the rooms of the Club, which is always open for this purpose.

President: E. Mace.—Vice-Presidents: W. G. Lightfoot and J. McNee.—Secretary: F. K. Kelling.—Treasurer: James Wilson.—Committee: R. J. Barnes, J. Burgess, and J. Reid.—Delegates to the Chess Association: J. G. W. Dalrymple and J. Milesi.

The chess players of this Club have for many years past constituted one of the senior clubs of the New Zealand Chess Association, under the title "Wellington Working Men's Chess and Draughts Club." Away back in the "eighties" the playing of these games flourished in the Club under the presidency of the late Mr. George Fisher, M.H.R., himself a very strong exponent of both games. His successors in the Presidential chair have also done their best to foster and encourage these games, which were put on an excellently organized basis in the year 1888, and have been regularly and liberally catered for by successive Executives ever since.

The Club's earlier records are, unfortunately, not complete, so that a full list of the Hon. Chairmen and Hon. Secretaries is not available. Members are, however, mindful of the good work done by the Hon. J. Rigg and Messrs. McGirr, Harrap, W. H. Jones, Harrison, R. Gibbs, R. Carmichael, H. A. W. McKenzie, G. Anderson, G. Gyton, Apperley, and W. G. Lightfoot as chairmen for the Club's Chess and Draughts Section. Members are also grateful for the work done in the office of Hon. Secretary by Messrs. Barnes, Falkiner, J. E. Perry, Brown, Browning, J. L. Mackinlay, Easton-Taylor, Apple-

garth, and F. K. Kelling. The last-named has been in harness for the past 10 years, and has received more than one presentation from his fellow-members in appreciation of his services, besides being made a "life member" of the Club. The services of the Club's delegates to the New Zealand Chess Association, Messrs. J. G. W. Dalrymple and J. Milesi, are also greatly appreciated.

Mr. Charles Janion, one of our earlier office-bearers, died in this city on 21st November last, aged 81 years. In 1866 he inaugurated the first telegraphic chess match in New Zealand (two consultation games, Nelson v. Christchurch, both won by the latter), and in August, 1879, he took part, at Christchurch, in the first Chess Championship Congress of New Zealand, representing Kumara with great credit. At the time of his death he was a Vice-President of the New Zealand Chess Association, and for 50 years he had laboured hard and unselfishly for the cause of chess in New Zealand. He was greatly esteemed and beloved for his never-failing kindness and courtesy, being in late years frequently termed "the Grand Old Man of N.Z. Chess."

In its earlier years the Club had an annual match with the Wellington Chess Club. Although the latter generously conceded the services of those who were members of both clubs, it nearly always won, the margins, however, often being small ones. This fixture gave place to an annual match against the Wellington South Chess Club, shortly after the latter club was founded. Of the seven matches to date, Wellington South has won 4, the Working Men's Club 2, and the contest of 1907 ended in a tie,—12 points each.

The Club has played two telegraphic matches, defeating a powerful Rangitikei team in 1894 by 6½ games to ½, and also winning a 13 a-side match with the Marlborough C.C. in August, 1905, scoring 9 games to the Marlborough C. Club's 4. At Easter, 1904, the Club sent a team of 14 players to

Wanganui to contest a two-round match with the local Chess Club, the result being a tie,—14 wins each. A match against the Wairarapa team, which toured Wellington during Coronation week (June, 1911), was won by $5\frac{1}{2}$ games to $3\frac{1}{2}$. A match with the newly-formed Wellington East C.C. was won in April last by 11 games to 3. In 1908 two matches were played against a Hutt and Petone combined team, each side scoring one win. In the Teams' Tourney of the Wellington Chess League, held in 1911, for which 7 teams entered, the Working Men's Club came third, winning four matches and losing two. Amongst its own members the Club has held two "territorial" matches, entitled "Te Aro versus Rest of Club," honours being easy. On each occasion more than 50 players were paired, a month being allowed for the completion of the fixtures. The Club's 1912 Handicap Tourney was won by J. Burgess (Class V.), the runner-up being E. H. Eton (Class VIII.).

It is worthy of note that the Club's membership has been represented at each of the Annual Championship Tourneys of New Zealand from 1888 onwards. Mr. W. Brown was a competitor in 1888, and Mr. R. J. Barnes has competed ever since, with the exception of the Napier Congress (1911-2), when Mr. F. K. Kelling's entry kept up the continuity of representation. Mr. Barnes is well-known as New Zealand's "Record Champion," he having won the much-coveted Championship no less than 5 times in his illustrious career, besides taking 6 "seconds" and a number of minor prizes. Congress prizes have also been won by Messrs. W. Brown, Sandford, and F. K. Kelling. The first-named arrived in 1883 from Bath, England, where practice with the Revs. Thorold and Ranken and other leading English amateurs had made him a very formidable exponent of the game. He retired a few years ago (on reaching the three-score and ten), his withdrawal being greatly regretted. Mr. Sandford, an old Cambridge University repre-

sentative, has returned to London. Mr. Kelling has scored five Congress prizes (including on one occasion the Championship), but missed the prize-list in his four "hot weather" tourneys. The Club's membership has thus annexed prizes at 21 of the last 25 New Zealand Championship Tournaments, a record of which it may justly be proud.

During the past two decades the Club has successfully carried out a very heavy programme of handicap tourneys, sides matches, etc. Some of these contests have been held for the special purpose of encouraging players of lesser experience. In last year's annual handicap tourney, there were sixteen competitors, and the whole of the 120 games comprising the contest were played off shortly after the expiry of the scheduled dates. This entire absence of defaults evidences the keen interest taken by members in the royal game, and surely justifies the Club's Executive in regarding the outlook for the year 1913 as a particularly bright one.

WESTPORT.

Founded in 1900: revived in 1910.

Meets in the Chess Room, Public Library, every evening, the special time being Sat., 7.10 p.m.

President: A. Gifford, M.A.—Vice-President: J. Simpson.—Secretary and Treasurer: A. W. Gyles.—Committee: Messrs. Lowther, McDonald, Risk, Solomon, and Taylor.

During the year the Club played a telegraphic match with the Canterbury Club, losing by $2\frac{1}{2}$ to $3\frac{1}{2}$.

GENERAL NOTES.

Besides the 16 affiliated clubs, there are many minor clubs scattered here and there about the colony, though "of their names be no memorial,"—so far as the Association is concerned. Late in the seventies of last century there was a flourishing one at Kumara (of all places!), greatly helped by Mr. C. Janion,—for whom see p. 96. Chess is encouraged also at the Otago Boys' High School, Dunedin, and the Waitaki Boys' High School, Oamaru. A chess club was started at the former institution in 1912 by the Secretary of the Otago Chess Club, Mr. A. V. Fraer, and the Otago Club allows the youthful hopefuls the free use of its rooms. The chess and draughts club at the Waitaki School, started in 1911, is in a very flourishing and active condition. Beginning with only 12 members who knew nothing of the game, this club's membership is now a large one,—some of the members, like H. B. Mackenzie, being of quite a respectable strength. May the excellent example of these two institutions find many followers among the educational establishments of a land in which intellectual pursuits are all too much neglected, while the hoodlumism of the football field and the gambling of the racecourse draw our folk in thousands,—“who for the most part are capable of nothing but inexplicable dumb show and noise.”

S. & W. Mackay,

Booksellers,

WELLINGTON.

CHess BOOKS IN STOCK:—

- Modern Chess Openings, 3s
Complete Chess Guide (Lee and Gossip), 3s 6d
Principles of Chess (Mason), 4s 6d
Social Chess (Mason), 3s
Marshall's Chess Openings, 5s
Year Book of Chess, 1911-1912, 4s 6d each
Modern Chess Primer (Cunnington), 2s
1000 End Games (Tattersall), 2 vols., 6s each
Chess Studies and End Games (Horwitz and Kling),
8s 6d
The Hastings Chess Tournament, 5s
Chess (by Hoffer), 1s 3d
Gossip's Guide to Games at Odds, 1s 3d
Walker's Chess Studies: 1000 games, 7s 6d
City of London Chess Tournament, 1900, 2s
Chess Congress of 1862 (Owenthal), 5s
Chess Tournament of 1851 (Staunton), 5s
The Match, "Lasker v. Schlechter, 2s
The Modern Chess Problem (Williams), 5s
Chess Problems (Blackburne), 3s 6d

NEW ZEALAND CHESS ASSOCIATION.

Book of the 26th Congress



HELD AT NELSON,

December 26 1912, to January 7, 1913.

Edited and annotated

by

H. L. JAMES.

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