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NEW ZEALAND
CHESS ASSOCIATION.



THE NEXT BOOK.

Owing to the greatly increased price of production, it has only been possible to issue this book because the N.Z. Chess Association had (a) two years' savings to work on, (b) an ear-marked credit balance from the previous similar book, and (c) a donation covering the cost of Part II. of this book.

The issue of a similar book in 1921 will, presumably, only be possible provided: (1) The sale of the present book is very actively and successfully pushed by all well-wishers (don't leave it entirely to hon. secretaries), and also provided (2) various centres agree to join in meeting the cost of the 1921 book. If the larger centres will each guarantee fifteen pages (at, say, 10/- per page), and the smaller centres anything from 1 to 10 pages each, the issue of a book in the early part of 1921 will be possible, but not otherwise. The question of continuing or discontinuing these books will have to be determined within the next two months. Readers are therefore asked to kindly submit suggestions, and more particularly offers of assistance, to the N.Z. Chess Association as soon as possible. Please do not wait to be asked. The address of the Hon. Secretary (Mr. C. W. Tanner) is 188 Lambton Quay, Wellington.

NEW ZEALAND
CHESS ASSOCIATION.



Book of the 29th Congress.

Held at WELLINGTON,

DECEMBER 26TH, 1919,

TO

JANUARY 6TH -- 1920.

Edited and Annotated by J. A. CONNELL.

With a Club Directory compiled by F. K. KELLING.

In play there are two pleasures for your choosing
The one is winning, and the other losing.

—Byron, Don Juan.

I think that were I certain of success,
I hardly could compose another line;
So long I've battled either more or less,
With games that number more than ten times nine.

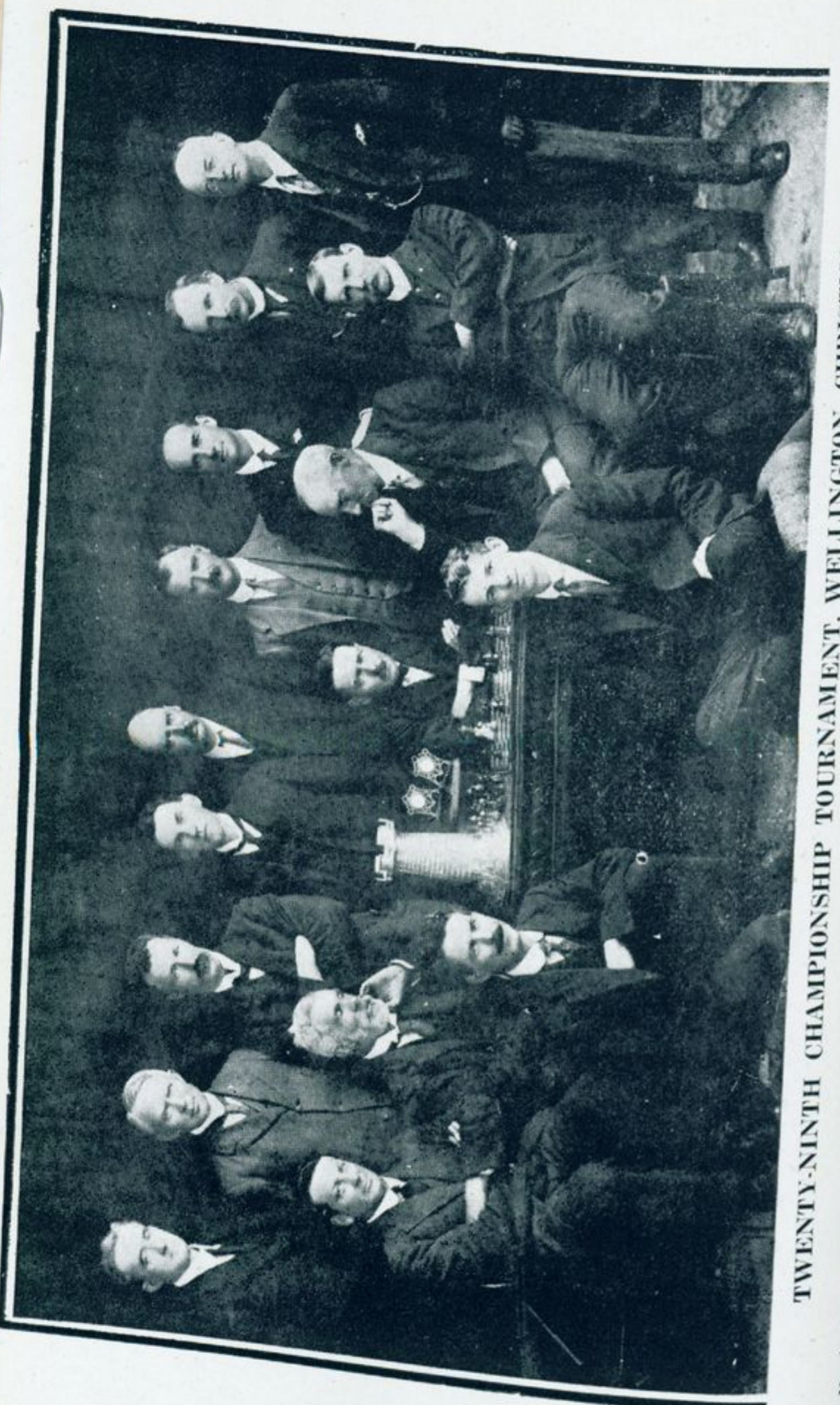
—Ibid. (Modern Adaptation).

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TWENTY-NINTH CHAMPIONSHIP TOURNAMENT, WELLINGTON, CHRISTMAS, 1919.

Back Row—E. S. Taylor (Hon. Sec. Congress Committee), T. Foully, F. K. Kelling, G. F. Dodds, E. H. Severne, W. E. Mason, F. C. Ewen, D. Wild, C. W. Tamer (Hon. Sec. N.Z. Chess Association).
Middle Row—E. A. Hicks, F. H. Smith, R. J. Barnes, J. A. Connell, J. Lindsay.
Front Row—C. M. [unclear]

PREFACE.

It was unfortunate for the cause of Chess (and probably for the success of this book also), that at a late period of the year the Editorship has fallen into the hands of one who cannot hope, for lack of time and other necessary equipment, to present to its readers a volume equal to those produced in former years by his friend, Mr. H. L. James, B.A. This circumstance is due to the mandate of Mr. James's medical adviser, and every chess player in New Zealand will heartily regret it, and accord to him unanimous sympathy.

To annotate a chess book containing ninety-one games is no light or brief task; but to put into it the "body," incisiveness, and brilliance of former Editors, and in a more limited space of time, is an impossible one. Hence the diffidence of the present Editor in undertaking the work is surely excusable, and he must trust to the forbearance of its readers if, in their opinion, its merits fall below the expected standard. Even an electric arc lamp loses its effulgence in the presence of the midsummer sun. What, then, can a tiny wax taper hope for?

After a lapse of five years, owing to the great World War, the 29th contest for the Championship of New Zealand was opened in Wellington on December 26th, and it was with extreme pleasure that those assembled (players and public alike) realised that the Royal game still claimed the interest of His Honour the Chief Justice, Sir Robert Stout, K.C.M.G., who presided at the opening ceremony.

The pervading tone of even a Victory Congress could not have been an exultant one, though these

five sad years were ended, because of the blanks left in the ranks of players and their friends, and more especially the ever-to-be-regretted demise of two ex-Presidents of the New Zealand Chess Association, the late Sir John Denniston and Mr. A. G. Fell, and of the late Mr. S. Mackay, a member of the Association, to each of whom feeling reference was made.

The welcome extended, and the entertainment afforded to the visiting players will be a pleasing remembrance of the tryst which wound up, as usual, with a lavish social entertainment, at which His Worship the Mayor of the City, Mr. J. P. Luke, C.M.G., M.P., presided, and presented the prizes won; two of which were held in abeyance pending adjudication by Messrs. R. A. Cleland and O. Balk, of Dunedin, to whom they were referred for decision. These were each of the value of two guineas—one presented by the President of the Association, Mr. W. Mackay, for the most brilliantly played game, and the other by a most liberal supporter of the game, Mr. W. E. Grantham, of Lower Hutt, for the best end-game. The former was won by the five times champion, R. J. Barnes, and the latter by the Editor of this book, who represented the Gisborne Chess Club at this Congress.

The time has now arrived when the Association should set a standard for these contests, as is done in older countries, for these reasons: (1) The multiplicity of entrants tends to reduce the standard of play, because of the strain it involves upon the players; (2) The extra expense imposed upon those who are non-residents; (3) The necessity for limiting the duration of the tourney to the available holiday; and (4) the absolute necessity, on the score of expense, for limiting the Congress book to 66 games at most; that is, 12 players. The latter reason cannot longer be ignored, owing to the increased cost of printing, if the book is to appear next year.

Whatever may be the cause, the play as a whole was not up to the average in this contest. Many of the games partook of the nature of mere skittles, and the records thereof—well, some were correct, others discipherable, and not a few were “past the size of dreaming.”

It may be noted that there was neither time nor necessity to go exhaustively into the book analyses, for, after all, it would be but mere repetition, or to count up how many times a particular move had been made. If it were necessary it should be done thoroughly, and a commencement made with 1.PK4, and to chase it back until it was

“Lost in the dim receding
Irrevocable years”—or centuries,

and all to no purpose.

It may seem also that the losing side has received more than its due share of annotations; but be it remembered that

“They that are whole need not a physician, but they that are sick.”

The absence of a glossary may also be noticed; any fair-sized dictionary will suffice on this occasion.

The fraternal spirit shown by the Wellington Bowling Club in inviting chess-playing bowlers to an afternoon on its green was availed of, and fully enjoyed. The result was as under:—

Chess Players.		Bowlers.	
Berry		Hyams	
Faulkner		Bennett	
Knowles		Hildreth	
Dodds (skip)	17	Ledger (skip)	16
Tanner		Russell	
Blake		Phelps	
Purchas		Whelan	
Connell (skip)	16	McLaren (skip)	17
	—		—
	33		33
		Stalemate.	

THE PLAYERS.

Many of the players are so well known, or have been noticed in previous volumes, that personal references might be omitted were it not that five out of the fourteen contestants had not taken part in previous tourneys, and one had been an absentee for about a quarter of a century.

W. E. Mason, first prize winner, and Champion now for the sixth time, can boast of a brilliant record in club and inter-club play, as well as in Championships. His play is solid rather than brilliant, though he can, and does, bring off a brilliant coup when the opportunity offers. His unique success has brought no jealous pangs to his opponents. No one is surprised when he wins, and that smile which he habitually wears on week days, as well as Sundays, is there also when he loses. Disaster could not efface it.

E. H. Severne, second prize-winner, has served his country as a machine gunner in France, and returned unscathed. A man of few words and many actions on and off the battle fields, he was Champion of the Canterbury Chess Club before the war, and has since improved, both in manner and method of play. He favours the close, solid game, and takes no risks. His tutorial collegiate work gives him plenty of time for book study, and he has not neglected it. If anything defeats him in the next contest, it will be overcaution.

R. J. Barnes, five times Champion of New Zealand, and winner of numerous other prizes over a long series of years, had to share the third prize on this occasion with his club-mate, "Kelling the Kind"; but as a solace for the half loss, he has also won the Brillancy Prize for his game against Ander-

son. Only the Champion can show a record such as his in this country, and yet it can never be said that "R.J." has "risen to the occasion." His limit is four feet three—he sits and laughs.

F. K. Kelling, twice Champion, and now the sharer of third prize with Barnes, is the live wire, and historian of New Zealand chess. With his pen and his pocket he supports it, and a more prodigious worker in the cause will probably never be found. He is the central fountain from which flows all chess news over the country, and keeps the interest going where it would otherwise dry up. "Kelling the Kind" is not a misnomer; but he is also Kelling the liberal and the good.

E. A. Hicks, fifth prize winner, who tied for first place with two others at Nelson in 1913, and winner of the Brillancy Prize at that Congress also, has not fulfilled the expectations then formed of him. This is probably due to his too frequent adoption of the Centre Counter Gambit, which is in no way suited to his style of play, for it affords such limited scope for his undoubted originality and skill. He was far more formidable with his favourite King's Gambit. When he corrects this error he will soar to the top again.

G. F. Dodds, erstwhile Champion of the Otago C.C., but now of Nelson, this time essayed his fifth attempt at Championship honours, and even his fifth position in this tourney does not truly display his real strength. In 1908 he won the Brillancy prize in his game against Barnes, and drew his games against the first and second prize winners on this occasion. He can draw molars or incisors with greater ease and less fight than those games afforded him.

G. P. Anderson made a respectable debut, which his English achievements and one year's champion-

ship of the South Wellington Club portended. He plays carefully, and has a good knowledge of the books.

J. A. Connell, winner of the prize for the best end-game played in this tourney, had to swallow defeats and doctors' nostrums in about equal quantities. His previous status rested mainly on his having beaten the present Champion in a couple of match games. He has now earned a reputation for audacity in undertaking the editorship of the present volume. The statement in a former issue that "he is a descendant of the Irish Kings" has been taken seriously. It should have been branded "this is a joke," and his hat still fits him.

T. Fouhy has nothing to blush at for a maiden effort. Devoid of the characteristic Irish impulsiveness which he ought to have inherited, but which probably the law of Entail deprived him of, he exhibits in his play a deliberateness and caution that has made Auld Reekie famous.

S. Faulknor is a young debutant of some promise, whose creditable score was aided by a good knowledge of the books and plenty of practice. When properly seasoned, he will certainly reach a much higher standard.

F. C. Ewen came to his first Congress with some credentials, having won the Championship of the Auckland Chess Club, in which the dual ex-Champion of the Dominion (Mr. J. C. Grierson) took part. But the allurements of the tennis courts proved too distracting for him on this occasion, and he did not do himself justice. He succeeded in one respect, however, that is, in making himself popular.

F. H. Smith, an old campaigner, who follows the honourable occupation of a back blocks pedagogue, reflected in his play the rustiness naturally resulting from his isolation from chess circles and

consequent want of practice. His score on this occasion (like those of some others) does not represent his real strength.

D. Wild came into the contest with nothing to suggest his ability to get into the prize list, and his very cursory acquaintance with book analyses was to him a serious handicap. Yet he succeeded in gaining some repute as a player by his draw with the Champion. His cognomen does not even suggest his character, which is agreeably companionable.

J. Lindsay was another unknown quantity as a player, with only a small suburban club's achievement as a handicap prize-winner. Unseasoned and inexperienced though he was, he won his last game in the contest with a little surprise brilliancy that was not expected of him.

GAMES.

FIRST ROUND.

No. 1.

Petroff Defence.

White—Lindsay.		Black—Anderson.	
1 P-K4	P-K4	20 PxP	BxP
2 Kt-KB3	Kt-KB3	21 QR-B1	P-QKt4
3 Kt-B3 (a)	Kt-B3	22 R-B2	KR-K1
4 P-QR3 (b)	B-B4	23 R-K1	R-K5
5 P-KR3 (c)	Q-K2	24 B-K3	Kt-Kt4
6 B-Kt5	P-QR3 (d)	25 Kt-Q2	BxKt
7 B x Kt (e)	QPxB (f)	26 RxB	R-K2
8 P-Q3	B-Q2	27 P-KR4	Kt-B2
9 Kt-K2	P-KR3	28 P-KKt3	P-Kt4
10 P-QKt4	B-Q3	29 P-R5	B-Q5
11 O-O	Kt-R2	30 Kt-B1	BxB
12 P-Q4	O-O-O	31 Kt-B	R-Q6
13 P-B4	PxP	32 R-R2	P-B4
14 QxP (g)	P-QB4 (h)	33 R(K2)-Kt2(k)	R-K5
15 PxP	BxP	34 K-Kt2	R-QR5
16 Q-K5	P-KB3 (i)	35 Kt-B2	Kt-K4
17 QxQ	BxQ	36 R-Kt1	P-Kt5
18 P-K5	B-K3	37 KtxKtP (l)	PxKt
19 B-B4	BxQBP	38 R-B2ch	R-B6 (m)

(a) Of this Lasker says: "The move produces the Four Knights' game, which has a tendency to produce a drawn issue."

(b) Too cautious. Why not B-B4, or P-Q4?

(c) Again too cautious. More vigorous development is wanted.

(d) Kt-Q5 is better, for if 7 KtxKt, PxKt; 8 Kt-K2, or QKtxP with the better game.

(e) Now "Xerxes did die.
So must I."

ROUND. 1.

(f) This valiant cleric might have spared his life to better purpose.

"It is so soon that I am done for,
I wonder what I was begun for."

(g) QKtxP is better. "Some people are so fond of ill-luck that they run half-way to meet it."

(h) Sappho survives! If instead BxRP, obviously the B cannot be taken, because of B-R7ch. And if 15 Q-R7, BxKKtP, 16 KxB, QxP with a winning attack. If again 15 QxKtP, QR-Kt is equally fatal.

(i) P-KKt4 commends itself here.

(k) Weak, but all the threats cannot be met.

(l) The only remedy now.

(m) From this point the score-sheet is ambiguous. Black eventually won on the 71st move.

No. 2.

Vienna Game.

White—Mason.

1 P-K4
2 Kt-QB3
3 P-KB4
4 PxKP
5 Kt-KB3 (a)
6 Q-K2 (c)
7 KtPxKt
8 P-Q4
9 Q-B2

P-K4
Kt-KB3
P-Q4
KtxP
B-KKt5 (b)
KtxKt (d)
Kt-QB3
B-K2
O-O

Black—Kelling.

10 B-Q3
11 BxPch(f)
12 Q-R4
13 Q-R6
14 B-Kt6 dis ch
15 BxRch
16 O-O
17 KtxKtPch
P-B3 (e)
K-R1
P-KKt4 (g)
R-B2
K-Kt1
KxB
B-KB1
Resigns

(a) So far this game follows Pollock v. Bird, Hastings, 1898.
(b) Here Bird played B-K2, which Bardeleben condemns in favour of the usual move, B-QKt5.

(c) The books are abandoned now, and this move demonstrates the weakness of Black's fifth move.

(d) Building up White's centre. Kt-Kt4, followed by P-Q5 seems preferable.

(e) Black's game is already sadly compromised, and this move makes it worse. P-B4 is here imperative. Even B-R4 would have given some relief.

(f) The coup de grace induced by Black's 10th move.

(g) There was no other option.
"O limed soul, that, struggling to be free,
Art more engaged."

No. 3.

Queen's Gambit Declined.

White—Ewen.

Black—Severne.

1 P-Q4
2 P-QB4
3 Kt-KB3
4 B-Kt5(a)
5 P-K3
6 B-Q3
7 O-O
8 PxP
9 Kt-B3
10 Kt-Q2
11 BxB
12 Q-B2
13 P-KR3
14 QR-K1
15 P-KB3
16 QxKt
17 Kt-Q1
18 Kt-B2
19 Kt-R1
20 P-B4
21 P-KKt4
22 Kt-Kt3
23 P-Kt5
24 BxKt
25 P-Kt3
26 QxP

P-Q4
P-K3
Kt-KB3
B-K2
QKt-Q2
O-O
P-QKt3
PxP
B-Kt2
Kt-K5(b)
QxB
QKt-B3
QR-QB1
KR-K1
KtxKKt
P-QB4
Q-Q3
Kt-R4
R-B2
QR-K2
Kt-B3
P-Kt3
Kt-K5
PxB
PxP
QxQ

27 PxQ
28 R-Q1(c)
29 R-B2(d)
30 R-K1
31 R-K2
32 RxR
33 R-K2(e)
34 P-QR4(f)
35 RxP
36 K-B1
37 K-B2
38 RxB
39 KxR
40 K-K4
41 PxP
42 PxP e.p.
43 K-B4
44 K-Kt4
45 K-R4
46 K-Kt4
47 K-Kt3
48 K-B3
49 K-Kt4
50 KxP
51 Resigns

R-Q2
KR-Q1
RxP
R-Q8
RxRch
R-Q7
P-K6
B-B6
R-Kt7ch
RxKt
RxP
RxRch
P-B3(g)
PxP
P-KR4
K-R2
KxP
P-QR4
P-Kt4ch
K-Kt3
K-B4
K-K4
K-Q5
K-B6

(a) "No good results from this early sortie of the Bishop"—Gunsberg. Yet Pillsbury has played it. Doctors differ.

(b) All this is well-trodden ground.

(c) The pawn cannot be saved, therefore this is mere waste of time.

(d) Kt-Q2 is no better, because of 30 B-R3.

(e) KtxP was the move, threatening Kt-B6 and R-K8ch; Mate following if White played RxP.

(f) Even now the KP should be taken.

(g) The winning move now. Black has played a sound game.

ROUND. 1.

No. 4.

Guioco Piano.

White—Dodds.

1 P-K4
2 Kt-KB3
3 B-B4
4 P-B3(a)
5 P-Q4
6 PxP
7 Kt-B3
8 O-O
9 B-K3
10 B-Q3
11 R-QB1
12 Q-B2
13 P-K5
14 PxP
15 B-K4
16 BxB
17 BxR

P-K4
Kt-QB3
Kt-KB3
B-K2(b)
PxP
P-Q3 (c)
O-O
P-QR3
Kt-QR4(d)
B-Kt5
P-QKt4
K-R1
PxP
Kt-Q2
BxKt
KtxP(e)
QxB

Black—Connell.

18 Kt-K4
19 B-Q4(g)
20 B-B3
21 Kt-Kt3(i)
22 Kt-B5
23 QR-K1
24 BxPch(l)
25 Q-K4
26 RxQ
27 B-B3
28 P-KR4
29 Kt-Kt3
30 PxP
31 KtxKt
32 K-R2
33 Kt-B6ch
QKt-B5(f)
Kt-B3(h)
Kt-Q1
Kt-K3
B-Kt4
Kt-B5(k)
K-Kt1
QxQ
R-Q1
P-R3
R-Q4(m)
Kt-Q3
KtxR
Kt-K7ch
PxP(n)
Resigns

- (a) Here Albin playing against Charousek, Mieses v. Marshall, Tchigorin v. Charousek, and Charousek v. Janowsky played the pianissimo P-Q3, while Steinitz used the text move in his first match against Lasker. James Mason, commenting on the latter says: "P-Q3 is generally admitted to be stronger."
(b) Steinitz, explaining why he adopted the obsolete P-B3, says: "The new idea which I had in view did not come to the surface, as Lasker was the first to alter the usual line of play by his eighth move, B-K2."
(c) 6 KtxP involves a risk (7 P-Q5, Kt-R4; 8 B-Q3, Kt-KB3; 9 Q-R4, P-QKt3, etc.), which cramps Black's game.
(d) White's superior development demanded something better.
(e) An egregious blunder. "A thing desired by the enemy."
(f) Kt-Kt3 was the better move. "Most forcible feeble" is this one.
(g) "Ordnained to sink me with the weight of woe."
(h) Still Kt-Kt3 is called for.
(i) "'Tis cruelty to load a falling man" as this move does.
(k) Fatal. "A deed of dreadful note."
(l) Of course! "A friend should bear a friend's infirmities, But Brutus makes mine greater than they are."
(m) Obfuscation simply.
"Give us death that is glorious and golden,
Crushed all out of shape."
(n) "Dead is Patroclus."

ROUND. 1.

No. 5.

Ruy Lopez, Morphy Defence.

White—Barnes.

1 P-K4
2 Kt-KB3
3 B-Kt5
4 B-R4
5 O-O
6 P-Q4
7 R-K1(b)
8 B-KKt5
9 B-R4
10 B-Kt3
11 P-QR4
12 KtxP
13 QxKt

P-K4
Kt-QB3
P-QR3
Kt-B3
KtxP(a)
PxP
P-Q4
P-B3
P-QKt4
B-K2
R-QKt1
KtxKt
B-Kt2

Black—Faulknor.

14 P-QB3
15 Q-K3
16 PxP
17 Kt-R3
18 PxP
19 Q-Q3
20 RxKt(f)
21 QxB
22 Q-K1
23 KtxP
24 R-Kt1
25 QxBch
P-QB4
R-QB1ch(c)
PxP
P-Q5(d)
PxP
Q-B2(e)
BxR
Q-B8ch(g)
QxP
K-B1
B-Kt5
Resigns

- (a) This capture should be made before the White B is driven from the Kt's file.
(b) Now the horse is tethered. "Ignorance of our misfortune is clear gain."
(c) Castling would have been better, though not affording adequate relief.
(d) This move simply paralyses his KR, which henceforth is useless. P-B5 followed by B-B4 might have afforded some "surcease of sorrow."
(e) Surely this must be a "project for extracting sunbeams from cucumbers." If not, what is it?
(f) "Dar'st thou despirit whom the gods incite."
(g) Simply reckless; but what else avails?
"The world's great ruler felt her venom'd dart;
Deceived by Juno's wiles, and female art."

No. 6.

Centre Counter Gambit.

White—Wild.

1 P-K4
2 PxP
3 Kt-QB3
4 P-Q3(a)
5 B-Q2
6 Kt-KB3
7 B-K2

P-Q4
QxP
Q-QR4
Kt-KB3
Kt-B3
B-Kt5
P-K3

Black—Fouhy.

8 P-QR3
9 P-QKt4(b)
10 P-R3
11 Kt-Kt1(c)
12 QxB
13 R-QR2(d)
14 Kt-KB3(e)
O-O-O
Q-R4
B-Q3
BxB
B-K4
Q-Kt3
BxKt

Continued: 15 BxB, Kt-Q4; 16 B-Q2, QxKtP; 17 R-Kt1, QxRP, 18

ROUND. 1.

RxP, KR-Kt1; 19 RxR, RxR; 20 K-Q1, Q-R8ch; 21 Q-K1, QxKtch; 22 K-B1, P-KR4; 23 K-Kt2, P-R5; 24 R-R1, R-Kt7; 25 B-K3, P-R6; 26 Q-R1, KtxB; 27 PxKt, QxP; 28 Q-B1, R-B7; 29 Resigns.

- (a) P-Q4 is preferable.
 (b) Premature. Kt-K4 was more to the purpose.
 (c) There is no occasion yet for this cramping move, but there are no good ones to choose from.
 (d) "The distant Trojans never injured me"; then why this timid sally? Kt-B3 was more urgent.
 (e) At last; but too late. The rest is chaos.

No. 7.

Hungarian Defence.

White—Hicks.

1 P-K4
 2 Kt-KB3
 3 B-B4
 4 P-Q3(a)
 5 P-B3
 6 P-QKt4
 7 P-QR4(b)
 8 P-KR3
 9 PxP
 10 QKt-Q2
 11 Kt-K4
 12 O-O

Black—Smith.

13 QKt-Kt5
 14 KtxB
 15 Q-Kt3(f)
 16 R-K1
 17 B-Kt5
 18 BxB
 19 Kt-R4
 20 KtxP(i)
 21 BxKt
 22 B-K4
 23 PxQ(l)

- (a) The alternative moves are Kt-B3, or Castles.
 (b) This early advance of the Pawns is, as a rule, not to be recommended. "Though this be madness, yet there is method in it."
 (c) B-Q2 upsets White's plans more effectively.
 (d) And now B-K3 dissolves the threats, and secures a better development.
 (e) P-KR3 is required, and if White replies with Q-Kt3, then Kt-B3. P-QKt4 is another of Black's resources; but the text move simply invites trouble.
 (f) "Here is metal more attractive."
 (g) P-QKt4 at least equalises the battle.
 (h) P-Kt4 is still a necessity.
 (i) Well played, yet "the dice of Zeus falls ever luckily."
 (k) The Kt's P still offers relief; not so effective now, however.
 (l) This game was a candidate for the Brilliancy Prize.

ROUND 2.

SECOND ROUND.

No. 8.

Queen's Gambit Declined.

White—Fouhy.

1 P-Q4
 2 P-QB4
 3 Kt-QB3
 4 B-B4(a)
 5 Q-Q2
 6 Kt-B3
 7 P-KKt3
 8 BxB(c)

P-Q4
 P-K3
 Kt-KB3
 B-Q3(b)
 O-O
 P-QR3
 PxP
 PxB

Black—Kelling.

9 B-Kt2
 10 P-QR4(d)
 11 O-O
 12 Q-B2
 13 P-K3
 14 Q-Kt1
 15 P-Kt3(e)
 16 Kt-K1(f)

P-Q4
 Kt-B3
 B-Q2
 R-K1
 Kt-QKt5
 Kt-Q6
 P-QKt4
 KtxKt

Continued: 17 RxKt, R-Kt1; 18 Kt-K2, PxRP; 19 P-QKt4, P-QR4; 20 Kt-B4, PxP; 21 B-B1, Kt-K5; 22 P-B3, Kt-Q7; 23 Q-B2, KtxPch; 24 K-Kt2, KtxRch; 25 RxKt, Q-R4; 26 Resigns

- (a) Zukertort, in his match with Steinitz, played here B-B4, B-Kt5, Kt-B3, and P-K3 in turn, and with varying success; but Steinitz favoured P-QB4, approved also by Tinsley and others.
 (b) But in no case did Steinitz play the text move (B-Q3) in reply.
 (c) "A worthy priest, and rich without a fault," but he died too soon.
 (d) "Pluck out the heart of my mystery." This bold advance is too deep for ordinary mortals.
 (e) Another objectless time-waster.
 (f) One bad move is as good as another.

No. 9.

Centre Counter Gambit.

White—Dodds.

1 P-K4, P-Q4; 2 PxP, QxP; 3 Kt-QB3, Q-Q1; 4 P-Q4, P-QB3; 5 B-QB4, Kt-KB3; 6 Kt-B3, P-K3; 7 O-O, B-Q3; 8 B-Kt5, P-KR3 (a); 9 B-R4, P-KKt4 (b); 10 B-Kt3, R-Kt1(c); 11 Q-K2, BxB; 12 BPxB, P-Kt5; 13 Kt-K5, QxPch; 14 K-R1, QKt-Q2; 15 KtxKt, KtxKt; 16 BxKP, K-Q1; 17 RxP, R-K1; 18 R-Q1, QxR; 19 KtxQ, K-B2; 20 QxP, K-Kt3; 21 K-Kt1, Resigns.

Black—Ewen.

- (a) Black has already drifted into helplessness. All but two of his pieces inert and practically crippled, he still pursues the stultifying policy. Why not Kt-Q2, P-Q4, Castles—anything?

ROUND 2.

- (b) What illogical ambition could have prompted this move? With all his pieces inoperative, he forces this episcopal duel.
- (c) "Jupiter, now assuredly is the time when I could readily consent to be slain, lest life should sully this ecstasy with some disaster."

No. 10.

Petroff Defence.

White—Wild.

1 P-K4
2 Kt-KB3
3 KtxP
4 Kt-KB3
5 Kt-B3(b)
6 P-Q4
7 B-Kt5ch
8 B-Q3
9 O-O
10 B-K2(c)
11 BxB
12 Kt-K2
13 P-KKt3
14 BxB
15 BxKt(f)
16 Kt-B3
17 Q-K2
18 P-B4
19 Kt-Q1
20 P-B3
21 Kt-K3
22 P-QR4
23 PxP

P-K4
Kt-KB3
P-Q3(a)
KtxP
Kt-KB3
P-Q4
P-B3
B-KKt5
B-K2
BxKt(d)
O-O
Kt-K5(e)
B-Kt4
QxB
PxP
Q-Kt3
R-K1
P-KB4
Q-Q3
P-QKt4
P-Kt3
P-QR3
BPxP

Black—Anderson.

24 R-R3(g)
25 KR-QR1
26 R-R5
27 Q-QB2
28 P-KKt4(h)
29 R-QB1
30 R-R3
31 KtxKt
32 Q-Kt3
33 RxQ
34 R-R3(i)
35 RxP
36 PxR
37 K-Kt2
38 R-Kt6
39 K-B2
40 K-K2
41 K-Q2
42 K-B1
43 RxP
44 R-Kt6
45 K-B2
46 Resigns

Kt-B3
Kt-K2
KR-QB1
K-Kt2
R-B3
QR-QB1
Kt-Q4
QxKt
QxQ
R-B5
RxQP
RxP
RxRch
R-B5
R-Kt
R-Kt6
P-Kt5
R-Kt7ch
RxP
P-K6
R-R8ch
P-K7

- (a) Tinsley says: "White must not play KtxP at once. The reply would be Q-K2 with a disagreeable attack, if not a winning game." Still Mason took the risk against Janowsky at Hastings, and the latter did not play Q-K2. Neither did Pillsbury against Lasker at Ostend. Pillsbury played the text move.
- (b) The usual move here is P-Q4.
- (c) Q-K2 or R-Q1 seems better.
- (d) Now Kt-K5 is playable with some effect.
- (e) Not so good now.
- (f) Kt-B4 promises better results.
- (g) KR-Q1 followed by P-B4 offers better chances.
- (h) The losing move.
- (i) P-Q5 should have been played.

ROUND 2.

No. 11.

Ruy Lopez—Morphy Defence.

White—Mason.

1 P-K4
2 Kt-KB3
3 B-Kt5
4 B-R4
5 O-O
6 R-K1
7 P-B3
8 P-Q4(a)
9 P-Q5(b)
10 Q-Q3
11 B-K3
12 PxP
13 BxKt(e)
14 P-KB4(f)
15 B-B2

P-K4
Kt-QB3
P-QR3
Kt-B3
B-K2
P-Q3
O-O
B-Kt5
Kt-Kt1
QKt-Q2
BxKt(c)
Kt-B4(d)
PxP
PxP(g)
P-KKt3(h)

Black—Barnes.

16 Kt-Q2
17 P-B4
18 K-R1
19 Q-KB3
20 R-K2
21 R-KKt1
22 QxBP
23 Q-K3
24 Kt-B3
25 P-K5
26 Q-K4
27 KtxB
28 Q-B5
29 P-K6
30 RxP

Q-Q2
KR-K1(i)
Kt-Kt5(k)
B-R5
P-KKt4(l)
Kt-K4
Kt-Kt3
Q-K2
P-KR3
K-Kt2
K-R1
PxKt
R-KKt1
PxP
Resigns

- (a) So far the game follows Duras v. Teichman. Here Duras played P-KR3.
- (b) This move dislodges the Kt which is not offensive yet; but it also obstructs the White B's bearing on the King's-side position.
- (c) B-R4, and Kt3, when required, gives Black a more defensive game. The opening of the Kt's file favours White's attack.
- (d) Mistaken strategy.
"A nutting went the gentle chimpanzee;
And what, you ask me, am I driving at?
Wait on, in less than twenty minutes we
Shall come to that."
Kt-R4 followed by B-Kt4 might have transferred the defence.
- (e) He falls and the nuts are still ripening.
- (f) An accumulator of perplexities, one of which has been solved by the reply PxP.
- (g) Interesting variations result from 14 Kt-Kt5, and from 14 Kt-R4; but 14 P-B5 should be played at once in any case.
- (h) Kt-R4 is the move now, and if 16 P-K5, then P-B4.
- (i) Kt-Kt5 seems better.
- (k) Now it has not the same effect, and R4 was the place for it.
- (l) And here R-K4 has our preference.

ROUND 2.

No. 12.

Four Knights' Game.

White—Severne.

1 P-K4	P-K4	12 P-KR3	B-K3(c)
2 Kt-KB3	Kt-QB3	13 Kt-R2	P-Q4
3 Kt-B3	Kt-B3	14 Q-B3	B-K2
4 B-Kt5	B-Kt5	15 Kt-Kt4	BxKt(d)
5 O-O	O-O	16 QxBch	K-R2(e)
6 P-Q3	P-Q3	17 Q-B5ch	K-Kt2
7 B-Kt5	P-KR3(a)	18 P-KB4	B-B4ch
8 B-R4	B-Kt5	19 K-R1	Kt-K2(f)
9 Kt-Q5	P-QR4(b)	20 BxPch	K-Kt1
10 P-B3	B-QB4	21 Q-Kt4ch	Resigns
11 KtxKtch	PxKt		

- (a) At this point the game is identical with Janowski v. Showalter (Match), except that here Showalter played Kt-K2, also with Bernstein v. Capablanca, whose 7th move was BxKt.
- (b) P-KR4 is imperative now; the text move is more than weak.
- (c) B-R4 still saves the situation, preventing the entry of Q at B3.
- (d) Necessary, but ineffective. R-K1 is but a less direct way of losing the game.
- (e) K-R1 is not so immediately fatal.
- (f) Quite useless. "The valiant Knight his weazon cut, and Atropus his packthread."

No. 13.

Centre Counter Gambit.

White—Connell.

Black—Hicks.

1 P-K4, P-Q4; 2 PxP, QxP; 3 Kt-QB3, Q-Q1; 4 Kt-B3 (a); B-Kt5; 5 B-K2, Kt-KB3; 6 Kt-K5, BxB; 7 QxB, P-B3; 8 P-Q3, P-K3; 9 B-Kt5, B-K2; 10 O-O, QKt-Q2; 11 KxKt, QxKt; 12 P-QR3, P-KR3; 13 B-R4 (b), P-KKt4; 14 B-Kt3, P-KR4; 15 B-K5 (c), R-R3; 16 Kt-K4, Kt-Kt5; 17 B-B3, O-O-O; 18 P-KR3, Kt-B3; 19 KtxP, R-Kt1; 20 P-B4, KR-Kt3; 21 B-Q2, Kt-R2; 22 R-B2, KtxKt; 23 PxKt, BxP; 24 BxB, RxR; 25 P-B3 (d), P-K4; 26 QR-KB1 (e), QxRP; 27 Q-K4, P-KB4; 28 Q-K2, R-Kt5; 29 Q-B3, QxQ; 30 RxQ, RxPch.; 31 K-R1, P-B5; 32 P-Q4, R(Kt7)-Kt5; 33 PxP, R-R5ch; 34 Resigns.

ROUND 2.

- (a) P-Q4, usually played, is much better.
- (b) B-Q2 was the reply.
- (c) Playing the enemy's game. Kt-K4 was wanted.
- (d) Drifting dreamily towards disaster. Q-B3 is urgent now.
- (e) A fatal blunder; but White played the whole game feebly.

No. 14.

Ruy Lopez—Classical Defence.

White—Faulknor.

Black—Lindsay.

1 P-K4	P-K4	15 K-R2	QR-Q1
2 Kt-KB3	Kt-QB3	16 Q-K2	KtxP
3 B-Kt5	B-B4(a)	17 P-B4	Kt-Q2
4 O-O	Kt-B3	18 P-B5	Q-K2
5 BxKt	QPxB	19 R-KKt1	P-B3
6 KtxP	O-O	20 B-R6	R-B2
7 Kt-QB3	B-Q5	21 Q-B4	K-R1
8 Kt-B3	B-Kt5(b)	22 B-B4	Kt-Kt3
9 P-Q3	Q-Q3	23 Q-K2(e)	R-K1
10 B-K3	B-K4	24 B-K3	Kt-B1
11 P-KR3	B-R4	25 P-R3(f)	Kt-Q3
12 P-Q4 (c)	BxKt	26 P-B3	P-QKt3(g)
13 PxB	Q-K3	27 Kt-Q1(h)	Q-Q2
14 PxB	Kt-Q2(d)		

Continued: 28 Kt-B2, KR-K2; 29 Kt-Q3, Kt-B5; 30 P-Kt3, Kt-Q3; 31 Kt-B4, KtxBP; 32 QR-Q1, Q-B1; 33 R-Q3, Kt-Q3; 34 Q-B2, P-B4; 35 Q-R4, R-B2; 36 B-Q4, K-Kt1; 37 Q-R6, R-K2; 38 Kt-R5, Kt-K1; 39 P-B4, P-B4; 40 B-Kt2, PxP; 41 QR-Kt3, Q-Q2, 42 BxP, RxR; 43 RxRch, RxR; 44 RxRch, QxR; 45 KtxQ, KtxKt; 46 P-B5, K-B2; 47 QxP, P-K6; 48 K-Kt2, Resigns (i).

- (a) This old-fashioned defence is seldom played now-a-days. Hoffer remarked: "If 3 B-B4 could be played safely, it would have put an end to the Ruy Lopez long ago."
- (b) BxKt and KtxP would have levelled things up again.
- (c) To allow the Bishop to be trapped in this simple fashion by a series of weak moves shows a remarkable lack of position judgment on Black's part.
"The mouse that always trusts to one poor hole
Can never be a mouse of any soul."
- (d) The policy continued.
- (e) The lady has been out shopping and returned empty handed.
- (f) Profound and feeble caution.

- (g) Shades of Morphy! What is a' this about?
 (h) And this? "It is marvellous in its mastery over that delightfully fortuitous inconsequence that is the adamant logic of dreamland."
 (i) This game was a candidate for both the Brillancy and the End-Game prizes. Peace be to its ashes, and to its score-sheet, also which was a puzzle in itself.

THIRD ROUND.

No. 15.

Sicilian Defence.

White—Smith.		Black—Connell.	
1 P-K4	P-QB4	25 R-KKt1	P-Kt3(o)
2 Kt-QB1	Kt-QB3	26 PxKt	PxP
3 Kt-KB3	P-K3	27 KtxKP	Rxpch
4 P-Q4	PxP	28 B-B2	Q-B6
5 KtxP	Kt-B3(a)	29 QR-KB1	Rxp(p)
6 B-K3(h)	B-Kt5	30 Kt-Kt5(q)	Q-R4
7 B-Q3	O-O	31 QxQ	PxQ
8 O-O	Kt-K4	32 Kt-K4ch	R-Kt3
9 P-KR3	Kt-Kt3	33 RxRch	PxR
10 P-B4	B-B4(c)	34 Kt-B5	B-B3
11 P-K5	Kt-K1	35 K-Kt3	R-B7
12 Q-Kt4	P-B4(d)	36 P-Q4	R-B6ch
13 Q-R5	P-QR3	37 K-R4	R-B6
14 K-R2(e)	P-Kt4(f)	38 K-Kt5	K-B2
15 KtxKP	PxKt	39 Kt-R6	B-Kt4
16 BxB	R-B2	40 KtxP	BxR
17 P-KKt4	Q-B2(g)	41 B-K1	RxRP
18 P-Kt4(h)	KtxKP(i)	42 P-Q5	B-Kt4
19 QR-K1	Kt-KB3(k)	43 B-Q2	R-Kt6ch
20 Q-R4	KtxB	44 K-R4	R-Kt5ch
21 PxKt	P-QR4(l)	45 K-R3	B-B8ch
22 KtxP	Q-B3	46 K-R2	R-Kt7ch
23 Kt-Q4(m)	Q-Q4	47 Resigns	
24 P-KKt5(n)	B-Kt2		

- (a) The position is now identical with the game Charousek v. Schiffers (1897).
 (b) Here Charousek played the unusual move (his own) P-QR3, which is not approved by the critics; but it won in that instance.

- (c) 10 BxKt, and if afterwards P-K5 is played, then Kt-Q4, seems better.
 (d) Even here BxKt is worth consideration.
 (e) A subtle move to win a pawn, and it succeeds.
 (f) Unmindful of the impending loss of the Pawn, which B-R2 would have prevented.
 (g) Tit for tat.
 (h) The B should have retired to K?
 (i) Winning back the P, but KtxBP would have secured two of them, and broken up White's game.
 (k) KtxB at once was better.
 (l) This move initiates a winning attack, which gained for Black the prize for the best End-Game played in the tourney.
 (m) Kt-Q6 has its claims, which would be met by 24 R-Q2.
 (n) At this point the position was submitted for the End-game competition.
 (o) The winning move.
 (p) Obviously the R cannot be taken, or Black mates in three.
 (q) If Kt-Q4, then Q-R4 is Black's reply.

No. 16.

Four Knights' Game.

White—Severne.		Black—Dodds.	
1 P-K4	P-K4	13 Kt-K2	P-QB4
2 Kt-KB3	Kt-QB3	14 P-QKt3	R-Q2
3 Kt-B3	Kt-B3	15 Kt-Kt3	Kt-R4
4 B-Kt5	B-B4(a)	16 KtxKt	BxKt
5 O-O	O-O(b)	17 Kt-Q2	P-KB3
6 BxKt	QPxB	18 P-KB4	KR-Q1
7 P-Q3	B-Kt5	19 QR-QKt1	KR-K1
8 B-Kt5	Q-Q3	20 P-QR4	P-QR4
9 B-K3(c)	QR-Q1	21 PxP	QxP
10 BxB	QxB	22 Kt-B4	Q-K3
11 Q-K2	P-QKt3	23 Q-B4	Q-Kt5
12 Q-K3	Q-K2	24 QxQ	BxQ Drawn(d)

ROUND 3.

- (a) Following the example of Steinitz and Tarrasch, B-Kt5 should be played here.
- (b) So far the game follows Janowsky v. Showalter but here the former played 6 P-Q3 and won.
- (c) This backing and filling is hardly commendable, a lost move often means a lost game.
- (d) A most uninteresting game, quite out of harmony with a Victory Congress. To agree to a draw in this position is hardly sportsmanlike, for it remains to be demonstrated that neither side can win, and until that can be done, at least with reasonable probability, draws should not be scored. But there is no law on the subject.

No. 17.

King's Gambit, Accepted.

White—Wild.

1 P-K4
2 P-KB4
3 Kt-KB3
4 PxP
5 P-Q4
6 B-Q3
7 Q-K2ch

P-K4
PxP(a)
P-KB4(b)
P-Q4
B-Q3
Kt-KB3
Q-K2

Black—Lindsay.

8 QxQch
9 O-O
10 R-K1ch
11 RxRch
12 Kt-B3
13 B-Q2(d)
14 Kt-K5

Continued: 15 KtxKt, PxKt; 16 R-KB1, P-QB4; 17 BxP, PxQP; 18 BxBch, PxP; 19 Kt-K2, B-Kt2; 20 R-B4, R-K1; 21 KtxP, R-K2; 22 Kt-K6ch, K-K1; 23 Kt-Q4, B-B1; 24 P-KKt4, P-R3; 25 K-B2, Kt-R2; 26 K-Kt3, Kt-Kt4; 27 P-KR4, R-K6ch; 28 K-B2 RxB; 29 PxR, Kt-R6ch; 30 K-Kt3, KtxR; 31 KxKt, K-K2; 32 P-Kt5, P-KR5; 33 P-QR4, P-R4; 34 Kt-B6ch, K-B2; 35 KtxP, B-R3; 36 P-Q4, B-Q6; 37 Kt-B6, B-B7; 38 P-R5, B-Q6; 39 Kt-Q8ch, K-K2; 40 Kt-K6, K-B2; 41 Kt-B7, K-K2; 42 P-R6, BxP; 43 KtxB, K-K1; 44 Kt-B7ch, K-K2; 45 KtxPch, K-B2; 46 P-B6, Resigns.

- (a) Albin says: "To accept the Gambit is better than to decline it. The defence has more resource than the attack."
- (b) This defence is neither practised nor recommended by any of the master players. Yet it is no worse than some others that are played occasionally.
- (c) Black here begins to drag his anchors. KxR was the move.
- (d) But the Wild wind has lulled. KtxP would have tightened the halyards still more.

No. 18.

Ruy Lopez, Morphy Defence.

White Mason.

Black—Faulknor.

1 P-K4
2 Kt-KB3
3 B-Kt5
4 B-R4
5 O-O
6 P-Q4
7 B-Kt3
8 PxP
9 P-B3
10 QKt-Q2(b)
11 Kt-Q4
12 B-B2
13 KtxB
14 KtxKt
15 Q-Kt4(d)
16 BxP
17 Q-R3
18 Q-R5(g)
19 BxR
20 QxP

P-K4
Kt-QB3
P-QR3(a)
Kt-B3
KtxP
P-QK:4
P-Q4
B-K3
B-K2
O-O
Kt-R4
P-QB4(c)
PxKt
PxKt
Q-Kt3(e)
Q-RQ1
P-R3(f)
R-B4
PxB
Kt-B5

21 P-QKt3
22 BxKt
23 QR-Q1
24 R-Q7
25 Q-R3
26 QxP
27 Q-Q2
28 R-Q3
29 R-K3
30 RxR
31 PxP
32 Q-R6
33 QxPch
34 Q-K8ch
35 Q-R5ch
36 R-Kt1
37 QxQ
38 R-K1
39 R-K2
40 R-B2

Kt-Q7
RxB
R-K7
P-Kt3
RxKP
Q-QB3
Q-K3
P-B5
B-B3
QxR
PxP
QxP
B-Kt2
K-R2
K-Kt1
Q-K4
BxQ
B-Kt7
B-R6
Resigns

- (a) Maroczy disapproves of this variation because it allows 4 BxKt, QPxP; 5 P-Q4, which, he says, "gives White the better end-game, in which Black attains equality only at considerable trouble."
- (b) Identical so far with Capablanca v. Chages. Here the latter replied 10 ... Kt-B4.
- (c) KtxKt should have been played first. This move loses a valuable pawn, and breaks up Black's strong pawn combination. To it, in fact, may be traced the subsequent loss of the game.
- (d) This, like Sir Joseph Porter's official mandate, is unanswerable.
- (e) Better, perhaps, would have been R-B2.
- (f) P-Kt3 was the better choice of two evils.
- (g) "Infuriate she kicked against the Imperial fact; vulnant she felt."
But there wasn't much to kick at, and Black might as well have realised the fact and resigned here.

ROUND 3.

No. 19.

Queen's Gambit Declined.

White—Fouhy.

1 P-Q4	P-Q4	32 K-B1	P-R7
2 P-QB4	P-K3	33 K-Kt2	R-Kt8
3 Kt-QB3	Kt-KB3	34 R-KKt1	RxR
4 B-Kt5	QKt-Q2	35 KtxR	R-Q7
5 P-K3	B-K2	36 K-B3	B-B6
6 Kt-B3	O-O	37 K-K3	R-Q8
7 B-Q3	P-QR3	38 RxRP	RxKt
8 O-O	PxP	39 K-B3	R-K8
9 BxP	P-Kt4	40 R-B2	B-Q5
10 B-Q3	B-Kt2	41 R-R2	R-QKt8
11 R-B1	P-B4	42 K-Kt4	R-Kt7
12 PxP(a)	KtxP	43 RxR	BxR
13 B-K2(h)	Q-Kt3	44 K-B5	P-R4
14 Q-B2	QR-Q1	45 P-R4	B-Q5
15 P-QKt4(c)	QKt-K5	46 P-B3	B-B7
16 KtxKt	BxKt	47 P-Kt4	BxP
17 Q-B7(d)	QxQ	48 PxP	B-Kt6
18 RxQ	BxP	49 K-Kt4	B-B5
19 P-QR4(e)	R-Q4	50 K-B5	K-R3
20 BxKt	PxB	51 K-Kt4	B-Q7
21 Kt-Q4(f)	B-Q3	52 K-R4	B-K8ch
22 R-R7	P-K4	53 K-Kt4	B-B7
23 B-B3	BxB	54 P-B4	PxP
24 KtxB	PxP	55 KxP	KxP
25 RxP	P-R6	56 K-B5	B-Q5
26 P-K4(g)	R-Q6	57 K-B4	K-Kt3
27 R-B1	R-Q1	58 K-Kt4	B-K4
28 K-B1	K-Kt2	59 K-R4	P-B4
29 K-K2	B-Kt5	60 PxP	KxP
30 P-R3	R-Kt6	61 Resigns	
31 P-Kt3	R-Kt7ch		

- (a) All book so far. Kt-K5 seems stronger, and if then 12 KtxKt; 13 PxKt, Kt-Q4; 14 KtxKt, BxB; 15 Kt-B3, etc. See also Notes, Game 23.
- (b) B-Kt1 is better.
- (c) Kt-Q4 should have been played.
- (d) Throwing away a pawn. Q-Kt2 would have saved it, and further trouble also.
"With ardour rapt he gazes,"
While his game goes to —
- (e) Bad again. Kt-Q4 was the move.
- (f) Too late now.
- (g) R-R4 gives better chances of capturing the dangerous pawn at R6.

No. 20.

Philidor's Defence.

White—Anderson.

Black—Kelling.

1 P-K4	P-K4	24 BxR	PxB
2 Kt-KB3	P-Q3(a)	25 RxKt	K-K2
3 B-B4	Kt-KB3	26 B-R4	K-B3
4 P-Q4	PxP	27 R-QKt1	P-QKt3
5 Kt-Kt5	P-Q4(b)	28 R-Kt4	R-QB1
6 PxP	Q-K2ch(c)	29 K-K2	B-Kt1
7 Q-K2	P-KR3	30 R-Kt2	R-B6
8 QxQch	BxQ	31 K-B2(f)	R-R6
9 Kt-KB3	P-B4	32 K-Kt2	RxP(R3)
10 PxP e-p.	KtxP	33 B-Kt3	B-B2
11 O-O	O-O	34 P-R4	B-K1
12 B-B4	B-KB4	35 K-Kt3	P-QR4
13 B-QKt3	K-RQ1	36 K-R2	P-QKt4
14 Kt-R3(d)	BxKt	37 B-Q5	P-R4
15 PxB	Kt-K5	38 P-Kt5ch	KxP
16 Kt-K5	KtxKt	39 R-Kt1	P-K5
17 BxKt	R-Q2	40 R-B1ch	K-K4
18 KR-K1	K-B1	41 B-B7	B-Q2
19 P-Kt4 (e)	B-R2	42 BxP	R-R6ch
20 P-KB4	P-B3	43 K-Kt1	RxP
21 P-B5	Kt-Q7	44 B-Q1	B-Kt5
22 B-K6	Kt-B6ch	45 Resigns	
23 K-B2	KtxR		

- (a) The opinion held by the masters of this defence is not of encouragement to adopt it. Thrice was it adopted at the Hastings' (1895) Tourney by Mason against Steinitz, Marco against Schiffers, and by Blackburne against Pollock, yielding equal results. So it need not, after all, be despised.
- (b) The necessity for this move shows the weakness of the defence, if weakness there is.
- (c) A new idea, and a good one.
"Never mind how the pedagogue proses,
We want not antiquity's stamp."
- (d) Always a bad place for the Kt. White's constricted development needed a more stringent laxative. Q2 was where the horse should have jumped to.
- (e) And here QR-Q1 was more hopeful.
- (f) Wasting time. B-Kt3 might have dissolved the doubled pawns.

ROUND 3.

No. 21.

Sicilian Defence.

White—Hicks.

1 P-K4
2 Kt-KB3
3 P-Q4
4 KtxP
5 QxKt
6 P-K5(b)
7 QKt-B3
8 Q-K4
9 B-K2
10 P-QR3
11 O-O
12 B-B3(e)
13 R-K1

P-QB4
Kt-QB3
PxP
KtxKt(a)
P-K3
Kt-K2
Kt-B3(c)
P-QR3
P-QKt4(d)
B-Kt2
Q-B2
R-QKt1(f)
Kt-Kt5(g)

14 Q-K2
15 PxB
16 B-K3
17 P-B4
18 QR-Q1
19 BxP(k)
20 Q-K4(l)
21 K-R1
22 P-B3
23 PxP e.p.
24 Q-Kt6ch
25 QKt7ch
26 Kt-Q5

Black—Ewen.

BxB
Kt-B3
B-K2(h)
P-Kt4(i)
PxP
P-KR4
R-Kt1ch
R-Kt5(m)
P-B4(n)
RxB
K-B1
K-K1
Resigns(o)

- (a) The approved modern development here is 4 P-KKt3.
(b) Truly Hicksian. An interesting variation now is 6 Q-B2, 7 Kt-B3, B-B4; 8 Kt-Kt5, Q-Kt3; 9 Kt-Q6ch, BxKt; 10 QxB, QxQ; 11 PxQ, with the better game.
(c) Kt-B4 is no better.
(d) P-Q4 answers the same purpose, and is much stronger, but its utility is questionable.
(e) There may be some hidden mystery in this move, but still P-Q4 is wanted, and if 13 PxP e.p., BxP.
(f) Quite useless.
(g) Why not QxP.
(h) What's a' this aboot? I dinna ken, my ain sel."
(i) "Phoebus rushed forth the flying bands to meet, Struck slaughter back, and covered the retreat."
(l) Well played!
(m) Quite unsound.
(n) A fatal error of judgment.
(o) "The generous Xanthus, as the words he said, Seemed sensible of woe, and drooped his head."

FOURTH ROUND.

No. 22.

Gioco Piano.

White—Faulknor.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-B3, P-Q3; 5 P-Q4, PxP; 6 PxP, B-Kt3; 7 O-O, Kt-R4; 8 B-Q3, Kt-KB3; 9 P-Q5, O-O; 10 P-QKt4, Kt-B3; 11 PxKt, PxP; 12

Black—Wild.

ROUND 4.

B-Kt2, R-K1; 13 QKt-Q2, B-Q2; 14 Q-B2, P-KR3; 15 Kt-B4, B-K3; 16 KtxB, BPxKt; 17 QxP, R-QB1; 18 Q-R4, R-K2; 19 Q-Q1, KR-B2; 20 R-K1, B-Kt5; 21 R-K3, Kt-R2; 22 Q-Q2, Kt-B3; 23 P-KR3, B-K3; 24 R-Q1, Kt-K1; 25 P-K5, P-Q4; 26 Kt-Q4, B-Q2; 27 R-Kt3, K-B1; 28 R-K1, Q-K2; 29 P-Kt5, R-Kt2; 30 B-R7, Kt-B2; 31 B-R3, QxB, 32 RxQ, Resigns (a).

- (a) "Good players know when to resign." Games like this are beyond criticism. Neither of the players can be complimented on the way the attack or the defence was conducted. There was no "booby prize" or this game might have won.

No. 23.

Queen's Gambit Declined.

White—Fouhy.

Black—Mason.

1 P-Q4
2 P-QB4
3 Kt-QB3
4 B-Kt5
5 P-K3
6 Kt-KB3
7 P-B5(b)
8 B-Q3
9 P-QKt4
10 O-O
11 BxB
12 Q-B2
13 Kt-K2
14 Q-B3(d)
15 P-Kt5(e)
16 PxBP
17 PxP(g)
18 KtxKt

P-Q4
P-K3
Kt-KB3
QKt-Q2(a)
B-K2
O-O
P-B3
R-K1
Kt-B1
KKt-Q2(c)
QxB
P-KB4
Q-B3
Kt-Kt3
P-K4(f)
PxBP
Kt(Kt3)xP
KtxKt

19 B-B2(b)
20 P-B4(k)
21 PxKt
22 R-B2
23 P-KKt4
24 RxP
25 Q-K1
26 QxR
27 K-Kt2
28 K-Kt3
29 B-B5
30 Q-R3
31 K-B4(m)
32 K-Kt5
33 K-R4
34 Q-R3
35 KxP
36 Resigns

B-R3(i)
BxKt
RxP
B-B5
QR-K1
RxR
RxP(l)
QxRch
Q-B8ch
R-B1
Q-K7
Q-K8ch
Q-B7ch
Q-Q7ch
QxRPch
P-Kt4ch
QxQ

- (a) Another variation preferred by some authorities is 4 B-K2, followed by 5 Kt-K5. Fox adopted it against Bernstein, 1916, and won.
(b) Here White departs from the tactics he adopted against Barnes (Game 19), where he played B-Q3, and lost a move without compensation, though the books do not condemn it. There is nothing to be gained by PxP, and the advance of the P to B5 is not sanctioned by authority, so development should be along other lines at present, say Q-B2.

- (c) Black's cramped position here had no other reasonable way to freedom.
- (d) Kt-B4 is better.
- (e) Useless. Kt-B4 may still be played with better prospects.
- (f) A disintegrating move, probing the enemy's ranks.
- (g) Now the weakness of White's 14th move is exposed, and he has no adequate reply.
- (h) Kt-Q4 is the only hope now.
- (i) More in this than meets the eye at first glance.
- (k) Not the best reply; KR-K1, though not good enough, was better.
- (l) A forceful move. The disintegration is now complete.
- (m) Why continue longer? Have we not heard that "good players know when to resign."

No. 24.

Queen's Gambit Declined.

White—Connell.		Black—Ewen.	
1 P-Q4	P-Q4	22 Q-RB7	QxP(f)
2 P-QB4	P-K3	23 P-K3	Q-B3
3 Kt-QB3	B-Kt5(a)	24 RxP	P-R5(g)
4 Kt-B3	Kt-KB3	25 R-R6	B-K3(h)
5 B-Kt5	O-O	26 Q-K5	QxQ
6 P-K3	BxKtch(b)	27 RxPch	K-R1
7 PxB	QKt-Q2	28 PxQ	R-B2
8 Kt-K5	Q-K1	29 R-QB6	B-Q2
9 PxP	PxP	30 QR-Q6	R-QB1(i)
10 KtxKt	KtxKt	31 P-K6	BxP
11 B-Q3	P-KB4	32 QRxB	R-B8ch
12 B-KB4	P-B3	33 K-Kt2	R-QR8
13 O-O	Kt-B3	34 R-Kt5	R-KKt2
14 P-B4	Kt-R4	35 R-K8ch	K-R2
15 R-K1(c)	Q-B2	36 BxPch	K-R3
16 PxP	PxP	37 RxR	KxR
17 QR-B1	KtxB(d)	38 R-K6	RxP
18 PxKt	P-QKt3	39 RxP	R-R6
19 R-K5	P-Kt3	40 B-K6	R-Q6
20 Q-K2	P-QR4(e)	41 R-R6	R-R6
21 R-K7	Q-B3	42 P-R4	Resigns

- (a) Not an instance of this move having been employed thus early can we find in master play.
- (b) Nor is this desirable, for it strengthens White's centre.
- (c) B-K5 would not have been good on account of the reply, P-B5.
- (d) Black gains nothing by this move, which gives White command of the open file.
- (e) Preparing for R-R2, but too late. Q-KKt2 was here imperative.
- (f) Not sufficient; but there is nothing better.
- (g) If now B-K3, which seems best, then 25 QR-Kt7ch, QxR; 26 RxQch, KxR; 27 QxB and wins.
- (h) And here R-B2 would be fatal because of 26 RxR, QxR; 27 Q-K5, etc.
- (i) A blunder which only hastens the end. "For sure such courage length of life denies."

No. 25.

Ponziani's Opening.

White—Kelling.		Black—Lindsay.	
1 P-K4	P-K4	16 P-Kt4	Kt-Kt3
2 Kt-KB3	Kt-QB3	17 Q-Q1	Kt-B5
3 P-QB3(a)	Kt-KB3(b)	18 B-K2	P-Kt4
4 P-Q4	P-Q3(c)	19 KKt-B3	R-Kt1
5 P-Q5	Kt-K2	20 P-Kt5	P-KR4
6 B-Q3	Kt-Kt3	21 PxP	QxP
7 B-KKt5	P-KR3	22 B-B1	K-R1
8 BxKt	PxB(d)	23 Kt-Kt5	B-R3
9 P-KKt3	P-QR3	24 B-K2	R-Kt1
10 QKt-Q2	B-Kt2	25 BxRP	R-KKt2(e)
11 Q-Kt3	O-O	26 K-Kt1	R-KB1
12 P-KR4	Kt-K2	27 B-Kt4	B-K1
13 Kt-R2	P-Kt3	28 Kt-B1	P-B5
14 O-O-O	P-QB4	29 Kt-Kt3	R-Kt3(f)
15 QR-Kt1	B-Q2		

Continued: 30 Kt-R5, KtxKt; 31 BxKt, R-Kt2; 32 R-Kt3, QxP; 33 R-KB3, Q-Kt7; 34 Kt-K6, R(B1)-Kt1; 35 KtxR, RxKt; 36 R-B6, QxPch; 37 K-R1, R-R2; 38 RxQP, K-Kt1; 39 R-Q8, K-B1; 40 P-Q6, P-B3; 41 RxBch, Resigns.

- (a) Though not recommended for match games, this opening is not yet fully analysed. The fact that the resultant game is as difficult for the defence as for the attack, should justify its adoption more frequently.

ROUND 4.

- (b) The correct reply.
 (c) Not the approved defence. KtxP, or P-Q4, should be played.
 (d) And here QxB is the better move, especially as Black intends to Castle KR.
 (e) Now the ill-judged operation in opening the KR file prior to castling KR is fully exposed. "Stands Scotland where it stood?"
 (f) From this point White's game plays itself.

No. 26.

Ruy Lopez, Morphy Defence.

White—Smith.		Black—Dodds.	
1 P-K4	P-K4	23 P-KR4	Kt-K5
2 Kt-KB3	Kt-QB3	24 B-K1	KR-R3
3 B-Kt5	P-QR3	25 P-B3	Q-R2ch
4 B-R4	Kt-B3	26 K-R2	Kt-B4
5 O-O	KtxP	27 B-B2	R(R5)-R4
6 P-Q4	P-QKt4	28 P-R5	P-Kt4
7 B-Kt3	P-Q4	29 B-K3	P-R3
8 PxP	B-K3(a)	30 P-B4	Q-B2
9 Kt-B3	KtxKt	31 P-Kt3	Kt-K5
10 PxKt	B-K2	32 PxP	BxP
11 Kt-Q4(b)	Kt-R4(c)	33 B-Q4	Q-KB2
12 KtxB	PxKt	34 Q-K2	Q-Kt2
13 Q-R5ch(d)	P-Kt3	35 B-K3	KtxBP
14 Q-Kt4	Q-Q2	36 Q-B2	RxB
15 B-Kt2(e)	P-QB4	37 R(Kt2)xR	RxR
16 P-QR4	P-B5	38 R-KB1	Kt-K5
17 PxP(f)	PxP	39 Q-Kt1	BxB
18 B-R2	O-O	40 QxB	RxPch
19 B-B1(g)	Kt-Kt2	41 K-R3	R-B6
20 B-Q2(h)	R-R5	42 Q-B4	RxPch
21 KR-Kt1	KR-QR1	43 Resigns	
22 R-Kt2	Kt-B4(i)		

- (a) So far the game follows No. 18, notes of which see.
 (b) The offer of the P was sound enough; but the subsequent attack, overlooking Black's reply (Kt-R4) was not good.
 (c) KtxP would not have been so good because of the reply, 12 P-KB4, and 13 P-B5 driving back both B and Kt, cramping Black's game.
 (d) Q-Kt4 wins a P. The check was useless.
 (e) R6 was the place for the B now, preventing Black Castling KR.

ROUND 4.

- (f) B-R2 should here have been played, followed by QR-Q1; but nothing that White could do was good enough.
 (g) Now his lordship returns from a useless excursion; but he should have stayed a little longer.
 "Nancy ran like a frightened 'en
 Hup the steps o' the Styshun."
 QR-Q1 was still better.
 (h) This prelate is still uneasy. R6 should have been his destination still.
 "Its no use to open the door o' success
 If a member can bolt so for nothin' or less."
 (i) White's game is now gone, and the rest is only a matter of time. Black has played the whole game splendidly.

No. 27.

Guioco Piano.

White—Hicks.		Black—Severne.	
1 PK4	P-K4	23 Q-K2	Kt-Kt6
2 Kt-KB3	Kt-QB3	24 R-R2	Kt-Q5
3 B-B4	B-B4	25 Q-Kt4	QxQ
4 P-QB3	P-Q3	26 PxQ	K-Kt2
5 O-O(a)	Kt-B3(b)	27 P-Kt3	Kt(Q1)-K3
6 P-Q3	O-O	28 P-B4	Kt-QB4
7 P-QKt4(c)	B-Kt3	29 R-Q1	Kt-Q2
8 P-QR4	P-QR3	30 K-B2	Kt-B3
9 P-KR3	B-K3	31 KtxKt	KxKt
10 Kt-R3	Q-K2	32 Kt-B3(f)	KtxKt
11 B-K3	B-R2	33 KxKt	QR-Q1
12 B-Kt3	BxKB	34 P-B5	P-Kt4
13 QxB	P-KR3	35 P-Q4	PxP
14 Kt-B4	Kt-Q1	36 RxP	QR-K1
15 P-Kt5	BxB	37 R-KR2	R-KR1
16 KtxB	Q-K3	38 K-K3	R-K4
17 P-B4	P-QKt3	39 R-Q5	R-K2
18 KR-QKt1	P-QR4	40 K-Q4	K-K2
19 Kt-Q5(d)	R-QB1	41 R-KB2	P-KB3
20 R-K1	Kt-Q2	42 R-KR2	KR-K1
21 Kt-R4	P-KKt3(e)	43 R-K2	
22 Q-Kt2	Kt-B4		

- (a) P-Q4 is more usual.
 (b) This move as against B-Kt5 at this stage, has the approval of Pillsbury, Lasker, Gunsberg and others.
 (c) Hicksian; but we can find no fault with it. Albin has played it; but in a slightly different combination.

ROUND 4.

- (d) B5 would seem to be the better position for this Knight.
 (e) Of course! "Ye cannot enter now."
 (f) A move had to be made; hence this one. Can either side do better? What can either do?

"These are questions nobody can answer,
 These are problems nobody can solve;
 Only we know that man is an advancer,
 Only we know the centuries revolve."

No. 28.

Two Knights Defence.

White—Anderson.		Black—Barnes.	
1 P-K4	P-K4	27 QxKP	QxP
2 Kt-KB3	Kt-QB3	28 B-Q3	Q-Kt1
3 B-B4	Kt-B3	29 K R2(b)	R-K1
4 Kt-Kt5	P-Q4	30 Q-Kt6(c)	R-K3
5 PxP	Kt-QR4	31 Q-B5	R-Q3
6 B-Kt5ch	P-B3	32 B-B2	Kt-Kt2
7 PxP	PxP	33 P-Kt4(d)	R-B3
8 B-K2	P.KR3	34 Q-Q3	Kt-B4
9 Kt-KB3	P-K5	35 Q-Q2	Q-Q4
10 Kt-K5	B-Q3(a)	36 Q-K2	Q-K3
11 P-Q4	O-O	37 QxQ(e)	RxQ
12 O-O	Q-B2	38 B-B5	R-K6
13 B-KB4	Kt-Q4	39 Kt-Q2	Kt-Kt6
14 B-Kt3	P-KB4	40 Kt-B4	R-K8
15 P-QB4	P-B5	41 K-Kt3	K-Kt1
16 PxKt	PxB	42 K-B2	R-K2
17 BPxP	RxRch	43 P-R5	P-R4
18 QxR	BxKt	44 B-B2	P-R5
19 PxB	Q-Kt3ch	45 Kt-K3	R-Q2
20 Q-B2	QxP	46 K-K1	K-B1
21 P-K6	BxP	47 P-Kt3	R-Q5
22 PxB	R-KB1	48 K-K2	Kt-B4
23 P-K7	RxQ	49 B-Kt1	R-Kt5
24 P-K8—Qch	R-B1	50 B-B5	P-R6
25 Q-K6ch	K-R1	51 K Q1	P-R7
26 P-KR4	QxR	52 Kt-B2	R-Kt8

(a) All book so far.

(b) An interesting variation here is 29 Kt-Q2, R-K; 30 Q-QKt4, R-K4; 31 Kt-B3, R-Q4; 32 B-B2 or Kt1, with a prospect of bringing the Kt into play at KKt6.

(c) Q-Kt4 looks more promising.

Resigns(f)

ROUND 5.

- (d) And here Kt-B3, relieving the Kt of his inertia, was more in accord with the science of the game.
 (e) Giving up his last chance of a draw. "So fell Egysthus."
 (f) This game, well played by Barnes, was the winner of the Brilliancy prize.

FIFTH ROUND.

No. 29.

French Defence.

White—Severne.		Black—Connell.	
1 P-K4	P-K3	23 B-K2	Q-B3
2 P-Q4	P-Q4	24 B-B3	QR-Q1
3 Kt-QB3	P-QB4(a)	25 R-Q3	Kt-Q3
4 PxQP	KPxP(b)	26 B-K5	Kt-Q5
5 Kt-KB3	B-K2	27 Q-K1	R-B2
6 PxP	Kt-KB3	28 P-KKt3	KR-Q2(d)
7 B-K2	BxP	29 B-Q4	P-QKt4
8 B-KKt5	B-K3	30 Q-Q1	P-KKt3
9 O-O	Kt-QB3	31 Kt-K2	B-B1(e)
10 B-Kt5	O-O	32 P-QB3(f)	B-Kt2(g)
11 B-Q3	B-K2	33 K-Kt2	QR-QB1(h)
12 P-QR3	P-QR3	34 BxB	RxB(i)
13 Q-Q2	Q-Q3(c)	35 Kt-Q4	Q-K1(k)
14 B-KB4	Q-Q2	36 KtxB	QxKt
15 Kt-K5	KtxKt	37 RxP	R-K1
16 BxKt	Kt-K1	38 R-K5	Q-B2
17 QR-Q1	P-B3	39 RxRch	QxR
18 B-Q4	Kt-Q3	40 Q-Q5ch	K-B1
19 Q-B4	Kt-B2	41 R-Q1	R-K2
20 Q-R4	P-B4	42 Q-Q8	K-B2
21 Q-Kt3	B-Kt4	43 QxQch	RxQ
22 P-B4	B-R3	44 R-K7ch	R-K2

Continued: 45 RxRch, KxR; 46 BxKt, PxB; and Black eventually resigned on the 68th move.

(a) Rather too early for this move, though it was played by Alapin against Aljechin (Russian Championship, 1912), and is suggested by Hoffer. In this game it led to the isolation of the QP which was subsequently the point of attack.

(b) Jas. Mason did not approve of this move, because, he says, "Black's winning outlook is poor, and a strong centre is the strength of the French Defence," yet Lasker recommends it. Doctors differ.

(c) Q-Kt3 would have been better.

- (d) Q-Kt3ch, and QxP would not have been good now because of the reply B-Q4 and KtxKt, winning a piece.
- (e) B-Kt2 at once would have saved time that was sadly wanted.
- (f) White is being allowed to stabilitate his position without much interference.
- (g) Vacillation simply, if nothing worse.
- (h) B-B2 was wanted. This move loses.
- (i) It was a move anyway; but one of the sort that should only be made

"When the world shall cease to wonder
At the genius of an ass,
And a boy's eccentric blunder
Shall not bring success to pass."

- (k) The game is lost now beyond recovery.

No. 30.

Guioco Piano.

White—Anderson.		Black—Mason.	
1 P-K4	P-K4	26 PxP	P-R5
2 Kt-KB3	Kt-QB3	27 K-R2	PxPch
3 B-B4	B-B4	28 RxP	Q-R4ch(k)
4 P-B3	Q-K2(a)	29 K-Kt2	R-Kt3
5 O-O(b)	P-Q3	30 RxR	B-R6ch
6 P-Q4	B-Kt3	31 K-R2	QxR
7 Kt-R3(c)	Kt-B3	32 Q-Kt1(i)	Q-R2
8 B-KKt5	(d) B-KKt5	33 Q-Kt5(m)	R-B3
9 P-Q5(e)	Kt-Kt1	34 K-Kt3(n)	R-Kt3
10 B-Kt5ch	QKt-Q2(f)	35 QxR	QxQch
11 Kt-B4	P-KR3	36 KxB	Q-Kt8
12 BxKKt	QxB	37 R-Kt2	Q-QB8
13 BxKtch	BxB	38 Kt-B4	K-B2
14 KtxB	RPxKt	39 K-Kt3	K-B3
15 Q-B2	O-O	40 R-KB2	K-Kt4
16 P-QR3	Q-B5	41 K-Kt2	P-QKt4
17 Kt-Q2(g)	P-KB4	42 Kt-R5	K-B5
18 P-KKt3	Q-Kt5	43 KtxP	K-Q6
19 P-KB3	Q-Kt3	44 R-B1	QxKtPch
20 QR-K1	R-B2	45 K-Kt1	QxBP
21 R-K2	QR-KB1	46 Kt-Q8	P-KKt4
22 R(K2)-B2	P-KR4	47 Kt-K6	P-KKt5
23 Q-Q1(h)	P-B5	48 P-B4	Q-Q7
24 K-Kt2(i)	R-B3	49 Kt-Kt7	PxP
25 R-Kt1	PxP	50 Resigns	

- (a) Pollock's favourite move. Pillsbury prefers the more usual Kt-B3.
- (b) P-Q4 first is what is recommended, and if then 5 PxP; 6 O-O, PxP; 7 KtxP, Kt-B3; 8 Kt-Q5 with the better game.
- (c) Never the best place for the Kt.
- (d) Teichman says: "To pin the Kt in the Guioco is, as a rule, bad.
- (e) This drives back the Kt, but it also restricts the power of the B at B4, and establishes a strong centre for Black.
- (f) 10 P-B3 would have isolated the RP, and weakened the Queen's side too dangerously, though there may be compensating advantages.
- (g) The attack has now passed to Black, and White's position exhibits incipient paralysis.
- (h) PxP should have been played here.
- (i) Mistaken strategy. R-Kt2 would have laid the foundation for a stonewall.
- (k) Decisive. There was no escape; but 29 K-Kt1 was the best reply.
- (l) If KxB, Black mates in two.
- (m) The lady should have cut short her journey at Kt3. "Yet if the gods demand her, let her sail."
- (n) And now her sacrificial rites are about to be performed. "For she strayed beyond the portal of the Garden of the Sun,
And she flirted with a mortal, which she oughtn't to have done."

No. 31.

Ruy Lopez, Morphy Defence.

White—Kelling.		Black—Wild.	
1 P-K4, P-K4;	2 Kt-KB3, Kt-QB3;	3 B-Kt5, P-QR3;	4 B-R4, P-QKt4;
5 B-Kt3, Kt-B3;	6 O-O, B-K2;	7 P-Q3, P-Q4;	8 PxP, KtxP;
9 Q-K2(a), B-KKt5(b);	10 Q-K4, B-K3;	11 P-B4, P-B4;	12 Q-K2, Kt-Kt3;
13 KtxP, KtxKt;	14 QxKt, Q-Q2;	15 R-K1, K-B2;	16 Kt-B3, PxP;
17 PxP, BxP;	18 BxBch, KtxB;	19 Q-B4, Kt-Kt3;	20 B-K3, QR-QKt1(c);
21 QR-Q1, Q-B1(d);	22 B-Q4, P-Kt4;	23 Q-K5, Q-B1;	24 Q-K6ch, K-K1;
25 B-B5, Kt-B1;	26 Kt-Q5, Q-B2;	27 KtxPch, K-B1;	28 R-Q8ch, K-Kt2;
29 Kt-K8ch, K-Kt1;	30 Kt-B6 dis ch, K-Kt2;	31 Kt-R5ch, QxKt;	32 R-Kt8 mate.

- (a) R-K1 is the approved move here.

ROUND 5.

- (b) Useless. Q-Q3 would have saved time and trouble, and the B could later be developed where more required.
- (c) "Inferior of purpose. 'Tis the eye of childhood that fears the painted devil." B-Q3 might be suggested as the better way.
- (d) "Brave men were living before Agamemnon," and brave women too, possibly; but Black's position admits of no heroics now, and he flounders on to the end.

No. 32.

Centre Counter Gambit.

White—Dodds.

Black—Hicks.

1 P-K4, P-Q4; 2 Pxp, Qxp; 3 Kt-QB3, Q-Q1; 4 P-Q4, P-QB3; 5 Kt-B3, B-Kt5; 6 B-K3, Kt-B3; 7 B-K2, P-K3; 8 O-O, B-Q3; 9 Kt-K5, BxB; 10 QxB, QKt-Q2; 11 QR-Q1, Q-B2; 12 P-B4, O-O-O(a); 13 KtxKBP, P-KKt4(b); 14 KtxKR, Pxp; 15 Kt-B7, PxB; 16 KtxBch(c), QxKt; 17 Qxp, R-Kt1; 18 Q-B4, Q-K2; 19 P-KR3, Q-Kt2; 20 R-Q2, P-QR3; 21 Kt-K4, KtxKt; 22 QxKt, Q-R3; 23 QR-B2, Resigns.

- (a) Black's development is not good, and this move, throwing away a pawn as well as the exchange, could surely have been no part of a premeditated plan.
- (b) And this is simple suicide. Scheme there is none unless it is

"In a fancied accordance with Moses, 4000 B.C. for a plan,
When he rushed the world and its woes;
'Twas the manner of primitive man."

- (c) This settles the argument. "Dealing destruction's devastating doom."

No. 33.

Centre Counter Gambit.

White—Faulknor.

Black—Fouhy.

1 P-K4	P-Q4	9 Kt-K5ch (d)	QxKtch
2 Pxp	Qxp	10 PxQ	BxQ
3 Kt-QB3	Q-QR4	11 BxKt	P-QB3
4 P-Q4	Kt-KB3	12 B-K4	BxB
5 Kt-B3	B-Kt5	13 BxB	PxKt
6 P-KR3	Q-R4(a)	14 B-B4	P-K3
7 Kt-QKt5	Kt-Q4	15 O-O(e)	B-B4
8 B-QB4(b)	K-Q2(c)	16 Q-RB1	Kt-B3

ROUND 5.

17 B-K4(f)	B-Kt3	23 K-B1	K-Q2
18 KR-Q1ch	K-K2	24 K-K2	B-Q5
19 BxKt	PxB	25 P-QKt3	BxKP
20 RxP	KR-Q1	26 B-K3	P-QR4
21 RxR(g)	RxR	27 R-Q1(i)	K-B3
22 R-B1(h)	R-Q4	28 RxR	PxR

Continued: 29 K-Q3, P-Kt5; 30 B-Q4, P-B3; 31 P-Kt3, P-Kt4; 32 K-K3, BxB; 33 KxB, K-Q3; 34 P-B3, P-R4; 35 P-R4, Pxp; 36 Pxp, K-B3; 37 P-B4, K-Q3; 38 K-Q3, K-B4; 39 K-K3, P-B4; 40 K-Q3, P-Q5; 41 K-Q2, K-B3; 42 K-K2, K-Kt4; 43 K-Q2, K-B4; 44 K-K2, K-B3; 45 K-Q2, K-Kt4; 46 K-K2, P-R5; 47 K-Q2, Pxp; 48 Pxp, K-B3; 49 K-K2, K-Q3; Drawn.

- (a) Enterprising certainly; but Lasker's move B-R4 might be preferred.
- (b) P-B4 would have done better service in dislodging the Kt, and giving the Q more scope.
- (c) Kt-R3 might be considered here.
- (d) A bit of Morphy; but only a bit, for it results in the loss of a P.
- (e) To keep up the pressure Castles Q-R was advisable.
- (f) Bxp would not have equalised forces because of Bxpch, in reply.
- (g) QR-Q6 would have saved the loss of a pawn later.
- (h) B2 was the best place for the Rook now.
- (i) To offer the exchange of rooks with a pawn down was not sound tactics.

No. 34.

Three Knights.

White—Lindsay.

Black—Barnes.

1 P-K4	P-K4	18 Pxp	B-Kt3
2 Kt-KB3	Kt-QB3	19 B-K3	B-Q4
3 Kt-B3	B-Kt5	20 Kt(K4)-Q2	Q-Q3
4 P-QR3(a)	B-R4	21 Q-B2	P-KB4
5 B-B4	P-Q3	22 Kt-B4	BxKt
6 O-O	Kt-B3	23 QxBch	Q-Q4
7 P-Q3	O-O	24 QxQ	RxQ
8 Kt-K2	B-K3	25 QR-Q1	KR-Q1
9 B-QKt5	Kt-K2	26 P-QKt4 (e)	P-B5
10 P-R3	Kt-Kt3	27 B-B1	Bxp
11 Kt-Kt3(b)	P-B3	28 Kt-R2 (f)	Bxpch
12 B-R4(c)	P-Q4	29 KxB	RxR
13 P-B3	Q-K2	30 K-K2	RxR
14 B-B2	QR-Q1	31 KtxR	K-B2
15 P-Q4(d)	QPxp	32 Kt-Q2	Kt-K4
16 Bxp	KtxB	33 K-B2(g)	Kt-Q6
17 KtxKt	Pxp	34 Resigns	

ROUND 6.

- (a) Kt-Q5 is the move now favoured. For purposes of description the text move would chime with the "harmless necessary cat," only that it was not necessary.
- (b) "Dumfounded they wes; but nae sigh did they gie." And they merely jumped up their two Kts to Kt3.
- (c) All this very cautious play results in a slightly better development for Black.
- (d) Q-K2 or Kt-B5 has more to recommend it than the text move; but PxP was the obvious one.
- (e) And here P-KKt3 was essential.
- (f) Another weakness. KtxB was wanted.
- (g) Blind blundering, of course, but this move merely hastened the end.

No. 35.

Scotch Gambit.

White—Ewen.

Black—Smith.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-Q4, PxP; 4 B-QB4, P-Q3(a); 5 Kt-Kt5, B-K3(b); 6 KtxB, PxKt; 7 BxP, Kt-B3; 8 O-O, P-Q4; 9 PxP, KtxP; 10 Q-R5ch, P-Kt3; 11 QxKt, QxQ; 12 BxQ, K-Q2; 13 Kt-Q2, R-K1; 14 Kt-Kt3, B-Q3; 15 BxKtch, PxB; 16 KtxP, R-K5; 17 B-K3, KR-K1; 18 QR-Q1, KR-K1; 19 Kt-B3, R-K2; 20 B-Kt5, R-K3; 21 KR-K1, RxR; 22 RxR, BxPch; 23 KxB, Resigns.

- (a) This move loses the game.
- (b) And this hastens the end. The game is badly played by Black, but it gives no true indication of his real strength. At his best he is a very formidable opponent.

SIXTH ROUND.

No. 36.

Philidor's Defence.

White—Hicks.

Black—Kelling.

1 P-K4	P-K4	15 Q-Q3	P-Kt5
2 Kt-KB3	P-Q3(a)	16 P-QB3	PxP
3 B-B4(b)	Kt-KB3	17 PxP	Kt-Kt4
4 Kt-B3	B-Kt5(c)	18 B-B2	P-Kt3
5 B-K2	B-K2	19 B-Kt2	Q-B1
6 P-Q4	BxKt	20 QR-Kt1(f)	P-B4
7 BxB	PxP	21 P-KB4	P-B5
8 QxP	Kt-B3	22 Q-B3	Q-B4ch
9 Q-R4(d)	O-O	23 K-R1	KR-K1
10 O-O	P-QR3	24 B-K4	BxP
11 Kt-Q5	P-QKt4	25 P-QR4(g)	BxB
12 Q-R3	Kt-Q5	26 PxKt	P-B6
13 B-Q1(e)	KtxKt	27 P-B5	Q-Q5
14 PxKt	B-B3	28 PxKtP	BPxP

ROUND 6.

29 Q-B7ch	K-R1	33 KR-K1	RxRch(h)
30 B-B2	Q-Kt2	34 RxR	R-R8
31 QxQ	KxQ	35 RxR	BxR
32 PxP	RxP	36 K-Kt1	K-B3

Continued: 37 K-B2, K-K4; 38 B-Kt3, K-K5; 39 K-K2, B-Kt7; 40 P-R3, K-Q5; 41 K-Q1, B-B8; 42 K-K1, B-Q7ch; 43 K-K2, B-B5; 44 K-K1, P-R4; 45 K-K2, P-Kt4; 46 K-K1, B-K4; 47 K-Q2, K-K5; 48 K-Q1, K-Q6; 49 B-B2ch, K-K6; 50 B-Kt6, K-Q5; 51 B-B7, P-R5; 52 K-B2, K-K5; 53 K-Q1, K-K6; 54 B-Kt6, K-B5; 55 B-R5, K-Kt6; 56 B-B3, K-B7; 57 K-B2, K-K6; 58 B-R5, K-B7; 59 B-B3, P-Kt5; 60 BxP, KxP; Drawn.

- (a) See Note (a), Game 20.
- (b) Zukertort has said that "K2 is the right place for the KB in this opening." 3 P-Q4 is the usual move.
- (c) Quite unusual, and useless, except to prevent P-Q4, which is merely delayed, not prevented.
- (d) Q-Q1 is better.
- (e) And now Q-Q3 would save time.
- (f) P-QR4 here would imprison the Knight, and is much stronger.
- (g) But now it is "An act that has no relish of salvation in't." P-B5 is the winning move, from which Black has but one chance of escape, viz., RxB, and that but a poor one.
- (h) A draw is now inevitable.

No. 37.

Queen's Gambit Declined.

White—Fouhy.

Black—Anderson.

1 P-Q4	P-Q4	16 QR-Q1	P-QK4
2 P-QB4	P-K3	17 B-K2	Q-B2
3 Kt-QB3	Kt-KB3	18 P-KKt4	P-K4
4 B-Kt5	QKt-Q2	19 PxBP	QxP
5 P-K3	B-K2	20 Kt-K4 (e)	KtxKt
6 Kt-B3(a)	P-KR3	21 RxKt	Kt-B3
7 B-R4	O-O	22 R-Q2	KtxP(f)
8 B-Q3	PxP	23 R-Q5(g)	QxPch
9 BxP	P-QKt3	24 K-R1	QxQ
10 O-O	B-Kt2	25 RxQ	P-K5
11 B-KKt3	BxKt(b)	26 R-B3	Kt-B3
12 QxB	B-Q3(c)	27 R-Q6	KR-Q1
13 Kt-Kt5(d)	BxB	28 R(B3)-B6	RxR
14 BPxB	P-QR3	29 RxR	R-QB1
15 Kt-B3	P-QB4	30 K-Kt1	R-B7

ROUND 6.

Continued: 31 K-B1, P-K6; 32 R-Q8ch, K-R2; 33 B-Q8ch, P-Kt3; 34 BxR, Kt-Kt5; 35 P-KR3, Kt-K4; 36 K-K2, P-B4; 37 KxP, Kt-B5ch; 38 K-K2, KtxP; 39 R-QR8, Kt-B5; 40 RxB, P-R4; 41 B-Q3, Kt-K4; 42 BxP, K-R3; 43 P-R4, K-Kt2; 44 P-R4, K-B1; 45 R-K6, Kt-B2; 46 P-R5, K-Kt2; 47 P-R6, Resigns.

- (a) So far a replica of games 19 and 23 (notes of which see); but in reply both Mason and Barnes (playing Black) Castled.
 (b) It is questionable whether this exchange is necessary. P-B4 or R-QB1 would have been as good.
 (c) And here P-QB4 is the better continuation.
 (d) Wasting time; P-K4 is more aggressive now.
 (e) Kt-Q5 should have had preference because it accomplishes the same object with a move in hand, the KtP still uncaptured, and the Black Knight in a less threatening position.
 (f) Well played, although the capture might have been prevented.
 (g) R-Q3 would have saved another victim.
 (h) Bad; but nothing avails now. White has played the ending very well.

No. 38.

King's Gambit Accepted.

White—Wild.

Black—Connell.

1 P-K4, P-K4; 2 P-KB4, PxP; 3 Kt-KB3, P-Q4; 4 PxP, QxP; 5 P-Q4, B-KKt5; 6 Kt-B3, B-Kt5; 7 P-QR3, BxQKt; 8 PxB, Kt-Q2; 9 B-Q3, Kt-Kt3; 10 O-O, O-O-O; 11 BxP, P-Kt4; 12 B-Q2, P-KR3; 13 Q-B1, Kt-K2; 14 P-QR4, P-R3; 15 P-R5, Kt-B5; 16 BxKt, QxB; 17 Kt-Q5, Q-K3; 18 KtxP, B-K7; 19 R-B2, B-B5; 20 KtxQR, RxKt; 21 Q-K1, Q-Q3; 22 Q-K5, Q-Q2; 23 R-K1, Kt-B3; 24 Q-KB5, K-Kt1; 25 QxQ, RxQ; 26 R-B6, KtxRP; 27 RxP, P-B4; 28 BxP, PxP; 29 PxP, B-Q4; 30 R-R8ch, K-R2; 31 B-B4, Kt-B3; 32 R-QB1, Kt-Kt5; 33 B-Kt8ch, K-Kt3; 34 P-B4, B-K5; 35 R-R5, RxP; 36 R-R6ch, B-B3; 37 R-Kt6, P-R4; 38 R-Kt7, K-R3; 39 R-Kt6, Kt-Q6; 40 R-B3, Kt-B4; 41 R-B2, Kt-K5; 42 K-B1, Kt-Q7ch; 43 K-K2, KtxP; 44 B-K5, KtxB; 45 R-R6, R-KKt5; 46 P-Kt3, R-K5ch; 47 K-Q2, P-R5; 48 R-R4, Kt-B6ch; 49 K-Q1, R-K8 mate (a).

- (a) "Some things are of that nature as to make One's fancy chuckle, while his heart doth ache." Those who seek for amusement or instruction in eccentricities are invited to provide their own comment on this game. All others are implored to pass it over with a condescending smile.

ROUND 6.

No. 39.

Ruy Lopez, Morphy Defence.

White—Ewen.

Black—Faulknor.

1 P-K4	P-K4	7 B-Kt3	Kt-QR4
2 Kt-KB3	Kt-QB3	8 QKt-Q2	KtxB
3 B-Kt5	P-QR3	9 KtxKt	B-K2
4 B-R4	Kt-KB3	10 B-Kt5	B-K3
5 P-Q3	P-Q3	11 Kt-R5	Q-Q2
6 P-KR3(a)	P-QKt4	12 O-O	Kt-R4(b)

Continued: 13 KtxP(c), PxKt; 14 QxKt, P-Kt3(d); 15 Q-R4, P-B3(e); 16 BxP, P-Kt4(f); 17 Q-R5ch, B-B2; 18 Q-B3, R-Kt1; 19 BxB, KxB; 20 Q-Kt3, Q-K3; 21 P-Q4, P-Kt5; 22 P-KR4, PxP; 23 QxPch, K-B1; 24 Q-B5ch, K-K1; 25 QxP, R-Q1; 26 Q-K3, Q-K4; 27 Kt-B6, Q-R4; 28 KtxR, QxP; 29 Q-Kt3 QxKt; 30 QR-Q1, Q-B1; 31 R-Q6, R-Kt4; 32 KR-Q1, Q-B4; 33 R-Q8ch, K-K2; 34 KR-Q7ch, K-B3; 35 Q-B4ch, Resigns.

- (a) The Duras variation, P-B4, might have had a trial here.
 (b) "Pleas'd with the danger when the waves went high He sought the storms," and then gave away a pawn when he should have castled KR.
 (c) Nicely played, and "with sanctity of reason."
 (d) Weak again. Castling KR, followed by P-KB3 gets rid of serious opposition at least for a time.
 (e) Playing the enemy's game once more.
 (f) "Confusion now hath made his masterpiece." "Cudgel thy brains no more about it."

No. 40.

Ruy Lopez—Classical Defence.

White—Smith.

Black—Lindsay.

1 P-K4	P-K4	11 P-QKt3	O-O
2 Kt-KB3	Kt-QB3	12 B-Kt2	Kt-Q2(d)
3 B-Kt5	B-B4(a)	13 Kt-B3	KR-K1
4 BxKt(b)	QPxB	14 K-B1	Kt-B1(e)
5 KtxP(c)	Q-Q5	15 Kt-K4	P-QKt3(f)
6 Kt-Q3	QxKPch	16 R-K3	R-K2
7 Q-K2	QxQch	17 QR-K1	QR-K1
8 KxQ	B-Q3	18 KtxB	PxKt
9 P-KR3	Kt-B3	19 Kt-B4	P-B3
10 R-K1	B-K3	20 P-Q3(g)	K-B2

Continued: 21 R-Kt3, P-KR3; 22 Kt-R5, P-Kt4; 23 KtxP, R(K1)-Q1; 24 R(K1)-K3, Kt-Kt3; 25 Kt-R5, Kt-R5; 26 R-K4, R-KKt1; 27

ROUND 6.

R(Kt3)-K3, R-Kt3; 28 P-KKt4, R-K1; 29 P-QB4, P-Q4; 30 R-K5, R-Q1; 31 P-B4, KtPxP; 32 KtxP, R-B3; 33 K-K2, R-Q3; 34 KtxB, R(Q3)xKt; 35 RxR, RxR; 36 RxR, KxR; 37 K-B2, PxP; 38 QPxP, K-B2; 39 K-Kt3, Kt-Kt3; 40 P-KR4, Kt-B1; 41 P-R5, Kt-K3; 42 B-B1, K-Kt2; 43 K-R4, P-B4; 44 P-B5, PxPch; 45 BxP, K-R2; 46 K-Kt4, K-Kt2; 47 K-B5, Kt-Q5ch; 48 K-K4, Kt-B7; 49 B-Q2, K-R2; 50 K-Q5, Kt-Q5; 51 K-Q6, Kt-B6; 52 B-K3, Kt-Q5; 53 K-B7, Kt-B4; 54 B-B4, Kt-Q5; 55 K-Kt2, P-Kt4; 56 KxP, P-Kt5; 57 K-Kt3, Kt-K7; 58 B-K3, Kt-B6; 59 KxP, KtxP; 60 B-Q2, K-R1; 61 K-Q4, K-R2, 62 P-B5, Resigns.

- (a) See note (a), Game 14.
 (b) Too early for this. P-B3 is usual.
 (c) And this should have been deferred till better support for it was available.
 (d) At R4 or Q4 the Knight had better opportunities to distinguish himself.
 (e) This errant Knight in looking for an adversary displays his strategy by avoiding him; seeking, apparently, what "the discordant harmony of circumstances would and could effect." His ambush is now effected.
 (f) Hush! This is part of the strategy.
 (g) "The proud Maecenia wastes the fruits of Troy." Why not KtxB? winning a piece; but "sweet mercy is nobility's true badge."

No. 41.

Ruy Lopez, Morphy Defence.

White—Mason.

1 P-K4
 2 Kt-KB3
 3 B-Kt5
 4 B-R4
 5 O-O
 6 R-K1
 7 P-B3
 8 P-KR3
 9 B-B2
 10 P-QR4
 11 P-Q4
 12 PxKtP
 13 KtxP
 14 PxP

P-K4
 Kt-QB3
 P-QR3
 Kt-B3
 B-K2
 P-Q3
 O-O(a)
 P-QKt4(b)
 Kt-QR4
 B-Kt2
 PxQP
 RPxP
 P-Kt5(c)
 Kt-B3

Black—Severne.

15 RxR
 16 P-Kt5
 17 Kt-QB3
 18 Kt-KB5(e)
 19 B-Kt3(f)
 20 B-Q5
 21 Kt-Q4
 22 Kt-B6
 23 KtxKtch
 24 BxB
 25 Q-Q5
 26 QxQ
 27 PxB
 28 P-B3

QxR
 Kt-K4(d)
 KKt-Q2
 B-KB3
 R-K1
 Kt-KKt3
 Kt-QB4
 Kt-K2
 RxKt
 QxB
 BxKt
 KtxQ
 Kt-B4
 P-KB4

ROUND 6.

29 B-K3(g)	Kt-Q6	59 K-K5	Kt-B4
30 R-Q1	PxP	60 B-K1	Kt Q3
31 PxP	Kt-Kt7	61 K-Q5	Kt-B2
32 R-Q4	R-K4	62 B-R5	Kt-Kt4
33 P-Kt6	PxP	63 P-R4	Kt-B2
34 RxP	RxP	64 P-B5	Kt-R3(h)
35 BxP	Kt-B5	65 P-B6ch	K-B1
36 R-Q8ch	K-B2	66 B-Q2	Kt-B4
37 B-Q4	R-K2	67 B-B4	Kt-K2ch
38 R-QR8	K-K3	68 K-Q6	Kt-B4ch
39 R-QB8	Kt-Q3	69 K-K6	Kt-Q5ch
40 R-B5	R-Kt2	70 K-B7	Kt-B4
41 K-B1	P-Kt3	71 K-Kt8	P-R3
42 R-K5ch	K-Q2	72 K-R7	P-Kt4
43 B-B5	K-B3	73 PxP	PxP
44 B-Kt4	Kt-B1	74 B-K5	Kt-K2
45 K-K2	R-KB2	75 P-B7	K-Q2
46 R-K8	K-Q2	76 P-Kt4	K-K3
47 R-B8	RxR	77 B-Kt3	K-B3
48 BxR	Kt-Kt3	78 B-Q6	Kt-B1
49 K-Q3	Kt-Q4	79 B-B5	K-K3
50 P-Kt3	Kt-B3	80 B-B2	K-K4
51 B-Kt7	Kt-Q4	81 K-R6	K-B5
52 K-Q4	Kt-K2	82 K-R5	Kt-K2(i)
53 K-B5	Kt-B3	83 B-Kt1	K-K4
54 K-Kt6	Kt-Q1	84 KxP	K-K3
55 P-B4	Kt-B3	85 B-B5	Kt-B1
56 B-B3	Kt-Q1	86 K-R6	K-Q2
57 K-B5	Kt-B3	87 P-Kt5	KxP
58 K-Q5	Kt-K2ch	88 P-Kt6	Resigns

- (a) Here the game departs from Lasker v. Janowsky (Match), the latter playing 7 B-Kt5.
 (b) And here it diverges from Duras v. Teichman (Ostend, 1906), where the latter played P-R3.
 (c) "Fine by defect and delicately weak." This pawn should not have been so ruthlessly sacrificed, and upon its demise hinged Black's ultimate perils. P-B3 was better, though Black's position was already not quite satisfactory.
 (d) The position here admits of no adequate defence, hence counter attack initiated by 16 Kt-Kt5 was the most feasible chance of equalising forces and positions.
 (e) The strongest position for the Kt, and giving White's forces the fullest freedom at one stroke, while Black's are immobile either for attack or defence.
 (f) 19 R-K2 followed by P-B4 might be suggested here as the readier road to success.

ROUND 6.

- (g) Well played
"He knew what's what, and thats as high
As methaphysic wit can fly."
- (h) This restive steed has now made seventeen successive
plunges, and still he snorts—but feebly. 'Did some pale
ghost inform him of its presence? or did it happen in
some other way?'
- (i) His last jump. Now "a very gentle beast, and of good
conscience."

No. 42.

Guioco Piano.

White—Dodds.

1 P-K4
2 Kt-KB3
3 B-B4
4 P-B3
5 P-Q3(a)
6 O-O
7 P-Q4 (b)
8 PxP
9 Kt-B3(c)
10 B-K3(d)
11 Q-Q3
12 Kkt-Kt5 (e)
13 P-KB4(f)
14 Kt-B3

P-K4
Kt-QB3
B-B4
P-Q3
Kt-B3
O-O
PxP
B-Kt3
B-Kt5
R-K1
Q-Q2
B-KR4
P-KR3
Kt-QKt5

Black—Barnes.

15 Q-Q2(g)
16 KtxKt
17 P-QR3
18 B-B2
19 B-Q3
20 PxB
21 BxR
22 Q-Q3
23 K-Kt2
24 QxR
25 KxKt
26 B-Kt3
27 K-K2
28 Resigns(h)

KtxKP
RxKt
QR-K1
Kt-B3
BxKt
KtxP
RxB
RxP
KtxQ
Q-R6ch
P-KR4
Q-Kt7ch

- (a) For notes on the opening see Game 27. The more en-
terprising P-Q4 at once would have saved time.
- (b) Why is a move wasted in getting this pawn here? Better
to have followed the example of Blackburne v. Tarrasch,
Tchigorin v. Charousek, and others by playing QKt-Q2.
- (c) Black has now obtained the better development, though
"Some griefs are medicinable." So is this one.
- (d) A strong laxative was required here, and B-KKt5 would
have supplied it.
- (e) And here Kt-Q2 was the only hope.
- (f) Instead of this further weakness, Kt-Q5 would have pre-
served the balance.
- (g) Obviously Q-K2, though not good, is better. The ex-cham-
pion of Otago has played this game far below his normal
capacity.
- (h) This game was also a contestant for the Brilliancy Prize.

ROUND 7.

SEVENTH ROUND.

No. 43.

Guioco Piano.

White—Ewen.

Black—Anderson.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-Q4, PxP; 4 B-QB4,
B-B4; 5 Kt-Kt5, Kt-R3; 6 BxPch, KtxB; 7 KtxKt, KxKt; 8
Q-R5ch, P-Kt3; 9 QxB(a), P-Q3(b); 10 Q-B4ch, P-Q4(c); 11
QxPch, QxQ; 12 PxQ, R-K1ch; 13 K-Q1, Kt-Kt5; 14 B-Q2,
KtxKP; 15 R-K1, B-B4; 16 P-KR3, RxRch; 17 BxR, Kt-B5;
18 P-KKt4, B-Q2; 19 P-KB3, KtxP; 20 P-R4, K-Kt2; 21
Kt-Q2, R-KB1; 22 K-K2, P-B4; 23 Kt-K4(d), B-B3; 24 KtxP,
BxPch; 25 K-Q3, BxP; 26 KxP, P-Kt3; 27 Kt-R6, B-B1; 28
P-B4, R-B2; 29 Kt-Kt8(e), Kt-Kt4; 30 B-B3, K-Kt1; 31 B-Kt4,
P-KR4; 32 K-K3, B-Kt5; 33 P-R5, R-B6ch; 34 K-Q4, Kt-K3ch;
35 K-K5, R-K6ch; 36 K-B6, Kt-B5; 37 K-Kt5, Kt-R6ch; 38
K-R6, R-K3; 39 R-K1, B-K7; 40 RxB, RxR; 41 B-B3, R-K6;
42 Kt-Q7, Kt-B5; 43 K-Kt5, Kt-R6ch; 44 K-R6, Kt-Kt8; 45
B-Q4, Kt-B6; 46 B-B3, P-R5; 47 Kt-B6ch, K-B2; 48 Kt-Kt4,
P-R6; 49 Kt-B2, P-R7; 50 Kt-R1, R-K5; 51 B-B6, KxB(f); 52
K-R7, K-B2; 53 Resigns.

- (a) Following an old variation in which Black gets the bet-
ter game.
- (b) P-Q4 is the book move.
- (c) And now B-K3 should be played.
- (d) B-Kt3 was the better move.
- (e) To prevent a check probably or some other deep and un-
discoverable purpose.
- (f) No label necessary. "Time shall unfold what plaited cun-
ning hides."

No. 44.

Greco Counter Gambit.

White—Lindsay.

Black—Mason.

1 P-K4
2 Kt-KB3
3 P-B3(a)
4 P-Q4(c)
5 Kt-Kt5
6 P-Q5(d)

P-K4
Kt-QB3
P-KB4 (b)
PxKP
Kt-B3
Kt-K2

7 B-QB4(e)
8 Kt-Q2
9 QKtxP
10 KtxKt
11 Q-R5 (f)
12 B-KKt5(g)

P-Q3
Kt-Kt3
KtxKt
B-K2
O-O
R-B4

Continued: 13 BxB, QxB; 14 Q-K2, Kt-B5; 15 Q-B1, R-B2; 16
P-KKt3, B-R6; 17 Q-Kt1, B-Kt7; 18 PxKt, BxKt; 19 O-O-O,

ROUND 7.

RxP; 20 R-K1, BxR; 21 B-Q3, BxP; 22 Q-Kt3, R-B6; 23 BxPch, KxB; 24 Q-Kt4, QR-K3; 25 Resigns.

- (a) "Like man to double business bound
I stand in pause where I shall first begin,
And both neglect."
Many better moves than the text could be found at this stage.
- (b) "And so not esteemed was he of the authorities," that few if any examples of this defence can be found in Master play, which is to be regretted because of the interesting positions it leads to, requiring fuller analysis.
- (c) Schlechter's move, Pxp, is best here.
- (d) And here B-K2 should have had preference.
- (e) Weak again. P-QB4 was the move. K2 was the better place for the B.
- (f) This move is worse than useless.
- (g) And this one—what can be said of it?
"And seeing ignorance is bliss,
And wisdom consequently folly—
The obvious result is this
That my short life was very jolly"—
for the second player.

No. 45.

Scotch Game.

White—Smith.

- 1 P-K4
- 2 Kt-KB3
- 3 P-Q4
- 4 KtxP
- 5 B-K3
- 6 P-QB3
- 7 Q-Q2
- 8 PxB
- 9 B-QB4
- 10 P-Q5
- 11 Kt-B3(b)
- 12 O-O
- 13 P-B4
- 14 P-K5

- P-K4
- Kt-QB3
- PxP
- B-B4
- Q-B3
- KKt-K2
- BxKt(a)
- P-Q3
- O-O
- Kt-Q1
- Q-Kt3
- B-Q2(c)
- P-KB4
- P-QR3(d)

Black—Wild.

- 15 R-B3
- 16 R-Kt3
- 17 Q-Q4(f)
- 18 P-K6
- 19 PxB
- 20 QxP
- 21 QR-KB1
- 22 Pxp e.p.
- 23 Q-K2
- 24 Q-R5
- 25 B-Q4
- 26 QxKt(R3)
- 27 R-R3

- (a) Not good. The book move is P-Q4.
- (b) B-KKt5 wins a Kt, for if 11 Q-K4; 12 Kt-B3 followed by P-B4.

ROUND 7.

- (c) P-KB3 was required. The text move is bad.
- (d) And here Kt-B1 was a necessity.
- (e) And now B-B1 would be useful.
- (f) A most excellent move.
- (g) R-B2 and Kt-B1 was the better continuation.
- (h) KtxP would have removed an obstruction.
- (i) This loses; but it was too late to mend matters.

No. 46.

Queen's Knight Opening—Caro Kann Defence.

White—Connell.

Black—Kelling.

- | | | | |
|--------------|----------|-------------|-----------|
| 1 Kt-QB3 (a) | P-QB3 | 20 Q-B2 | Q-Kt3 |
| 2 P-K4 | P-Q4 | 21 B-Kt4 | B-Kt4(c) |
| 3 Pxp | PxP | 22 QR-Q1 | K-K2 |
| 4 P-Q4 | B-B4 | 23 KR-K1 | QR-QB1(d) |
| 5 B-Kt5ch | B-Q2 | 24 Q-Kt3(e) | K-B1 |
| 6 B-KB4 | P-QR3 | 25 Kt-R5 | P-Kt3 |
| 7 B-Q3 | Kt-KB3 | 26 Q-Kt2(f) | P-Q5 |
| 8 KKt-K2 | P-K3 | 27 Kt-Kt3 | B-B3 |
| 9 O-O | B-K2 | 28 Q-Q2 | Kt-K4 |
| 10 Kt-Kt3 | Kt-B3 | 29 B-R3 | K-Kt2 |
| 11 B-K2 | Q-Kt3(b) | 30 Kt-K4 | B-K2 |
| 12 B-K5 | QxKtP | 31 Q-B4 | P-B3 |
| 13 Kt-R4 | Q-Kt5 | 32 K-R1 | R(R1)-B1 |
| 14 P-QB3 | Q-R4 | 33 Q-Kt3 | R-B7 |
| 15 BxKt | BxB | 34 Kt-Kt5 | PxKt |
| 16 R-Kt1 | P-QKt4 | 35 QxKtch | B-B3 |
| 17 Kt-B5 | QxBP | 36 QxKP | QxQ |
| 18 KtxB | KxKt | 37 RxQ | RxRP |
| 19 R-B1 | QxP | 38 R-Kt6 | R-Q1 |

Continued: 39 K-Kt1, P-Q6; 40 R-Kt7ch, K-R3; 41 R-KB7, R-Q3; 42 P-Kt3, P-Q7; 43 B-Kt4, P-Kt5; 44 R-QKt7, B-B6; 45 K-B1, P-R4; 46 P-B4, Pxp; 47 Pxp, P-R5; 48 B-B3, P-Kt6; 49 B-K4, R-K3; 50 R-B7, R-R8; 51 Resigns.

- (a) By a modern authority who has written a book this move has been dubbed an "extremely rare eccentricity." That is just why it was adopted on this occasion in anticipation of the Caro Kann defence, and its justification rests on what follows.
- (b) The utility of this move is doubtful compared with O-O, though it is allowed to succeed in capturing two pawns.

ROUND 7.

- (c) Kt-Q5 might have been considered here to have advantages.
- (d) A blunder. This throws the game away if White had taken advantage of it but to find a good move is difficult. Better K-B1.
- "Even the worthy Homer sometimes nods." This move is also a blunder—a thick-headed one. White here contemplated BxP—the correct move; but, as the medicos say, obfuscation supervened. The winning continuation was 24 BxP, PxB; 25 Q-B5, B-B3; 26 QxPch, K-B1; 27 QxRch, K-B2; 28 QxR, etc. Or if 25 ----- Kt-Q5; 26 QxBch, K-B2; 27 Q-B1ch, etc. Or if 24 ----- R-B2; 25 Q-B5, K-B1; 26 QxB, PxB; 27 RxKP, R-B2; 28 Kt-B5; Q-B2; 29 QR-K1, Q-B1; 30 Kt-Q6.
- (f) From this point Black gradually improves his position.

No. 47.

Ruy Lopez—Morphy Defence.

White—Faulknor.

1 P-K4
2 K-KB3
3 B-Kt5
4 B-R4
5 O-O
6 P-Q4
7 B-Kt3
8 PxP
9 P-B3(a)
10 QKt-Q2(b)
11 BxKt
12 R-K1
13 B-B2
14 P-QKt3
15 B-B4
16 Q-Q2
17 B-R6(d)
18 B-Kt1
19 Q-B4(e)
20 KtxP

Continued: 41 P-R4, B-R6; 42 K-Q4, B-B1ch; 43 K-K4, B-B7; 44 K-B3, B-K8; 45 P-Kt4, PxP; 46 KxP, KxP; 47 P-R5, P-R3; 48 Resigns.

- (a) For notes on opening see games 5 and 11.
(b) P-QR4, or R-K1 are the alternatives, either of which may be preferred.

Black—Dodds.

21 PxKt B-Kt4
22 Q-K4 P-B4
23 PxP e.p. RxP
24 R-K2 B-B4
25 Q-K8ch QxQ
26 RxQch K-B2
27 BxB KxR
28 BxR KxB
29 PxP PxP
30 P-Kt3 P-B6
31 P-B4 P-B7
32 R-QB1 R-QKt3
33 RxP B-B3
34 P-Q5 B-Q5ch
35 K-B1 R-Kt8ch
36 K-K2 R-Kt7
37 RxR BxR
38 K-Q3 K-Q3
39 K-B4 P-QR4
40 P-KR4 (f) P-KR4

ROUND 7.

- (c) Stronger may be Kt-B5, with a view to exchanging B for Kt or forcing B-B1.
- (d) "There is no terror, Cassius, in your threats." Though cunningly conceived, this move should have been reserved for better preparation.
- (e) The B should now have retired to B4.
- (f) Whatever chance there was of a draw could only be obtained by P-Kt4 here. After this "resigns" is the best move.

No. 48.

Centre Counter Gambit.

White—Severne.

Black—Fouhy

1 P-K4	P-Q4	18 KR-K1(e)	Kt-Kt3
2 PxP	QxP	19 P-KKt3	P-KB3
3 Kt-QB3	Q-QR4	20 R-K2	P-QB3(f)
4 P-Q4	Kt-KB3	21 B-Q6	K-B2
5 Kt-B3	B-B4	22 QR-K1	QR-B1
6 B-K2(a)	P-K3	23 P-B5	P-QKt4(g)
7 O-O	QKt-Q2	24 P-KKt4	P-KR3
8 B-KB4	B-Q3	25 P-KR4	P-QR4
9 O-Q2	B-QKt5	26 P-R5	KKt-B1
10 B-Q3(b)	BxKt	27 Kt-Q2	Kt-R2
11 QxB(c)	QxQ	28 P-KB4	P-B4
12 PxQ	BxB	29 PxP	QKt-B1
13 PxP	Kt-Q4	30 BxKt	KtxB
14 B-Q2	O-O	31 Kt-K4 (h)	KR-Q1
15 QR-QKt1(d)	P-QKt3	32 Kt-Q6ch	RxKt
16 P-QB4	Kt-K2	33 PxR	PxP
17 B-Kt4	KR-K1	34 R-K7 ch	K-B3

Continued: 35 P-K7, R-Q1; 36 R-K8, RxP; 37 RxKtch, R-B2; 38 RxRch, KxR; 39 R-QB1, K-K3; 40 RxPch, K-Q4; 41 R-B5ch, KxP; 42 RxKtP, Resigns.

- (a) Kt-K5 is the move here. For the text move a precedent is not easily found.
- (b) If this move was necessary here it proves the weakness of move 6.
- (c) And now PxP is not amiss.
- (d) More menacing is P-B4.
- (e) The position now should result in a draw, and moves like this are too pensive. Kt-K5, or even P-QR4 would show more life.

ROUND 7.

- (f) "Why doth man's yawning make another yawn?" Now Sir Timothy has "opened his mouth and put his foot in it." Why not P-B4 at once.
 (g) Disastrous. Pxp was a necessity.
 (h) The winning move, which Black should not have permitted.

No. 49.

Ruy Lopez—Morphy Defence.

White—Barnes.

1 P-K4
 2 Kt-KB3
 3 B-Kt5
 4 B-R4
 5 P-Q3
 6 P-B3
 7 QKt-Q2
 8 Kt-B1
 9 Kt-Kt3
 10 B-K3
 11 Q-Q2
 12 Pxp
 13 O-O
 14 P-QKt4
 15 B-B5
 16 B-Kt3 (c)
 17 P-Q4
 18 Q-K2(d)
 19 Kt-Q2
 20 P-B3
 21 PxB (e)
 22 Pxp
 23 Q-B4
 24 Pxp(f)
 25 Pxp
 26 QR-QB1
 27 Kt(Q2)-K4
 28 Q-Q3(h)
 29 R-Kt1
 30 B-R7
 31 Kt-B5
 32 Q-K4
 33 KtxR
 34 KtxQ
 35 R(Kt1)-Q1(i)
 36 B-B5
 37 P-QKt4
 38 R-Q3
 39 K-R1

P-K4
 Kt-QB3
 P-QR3
 Kt-B3
 P-Q3
 B-Q2
 P-KKt3
 B-Kt2
 P-KR3
 Q-K2(a)
 P-Q4
 KtxP
 O-O-O(b)
 P-B4
 Q-B3
 B-K3
 Kt(Q4)-K2
 P-K5
 Kt-QKt1
 BxB
 Kt-Q4
 KtxBP
 Kt-Kt4
 KtxP
 QxP
 R-Q2
 P-Kt4(g)
 Q-K3
 B-K4
 Kt(K1)-B3
 Kt(B3)xP
 Q-Q4
 QxQ
 KxKt
 Kt(Kt5)-B3
 K-K3
 R-KKt1
 Kt-K7ch
 R-Kt5

Black—Hicks.

40 Kt-Q2
 41 R-KKt3(k)
 42 PxR
 43 R-QKt1
 44 B-B8
 45 Kt-B3
 46 R-Q1
 47 Kt-Kt5ch
 48 B-B5ch
 49 R-QKt1
 50 BxB
 51 Kt-K6
 52 Kt-Q4ch
 53 KtxP(l)
 54 RxP
 55 R-Kt8
 56 K-Kt1
 57 R-QB8
 58 R-B6
 59 K-R2
 60 K-Kt1
 61 R-B8
 62 R-B7
 63 K-B1
 64 K-K1
 65 R-Q7ch
 66 R-Q8
 67 R-Kt8ch
 68 R-QB8
 69 K-K2
 70 K-Q3
 71 R-B6
 72 K-K3
 73 P-Kt3
 74 K-B4
 75 RxKt
 76 R-B6
 77 K-Kt5

Kt-B5
 RxR
 Kt-Q6
 K-Q4
 B-B6
 P-KR4
 K-K5
 K-K6
 K-K7
 BxP
 Kt(B3)xP
 Kt-Q4
 K-Q7
 PxB
 P-B3
 Kt-B3
 P-B4
 K-B6
 Kt-K5
 Kt(Q6)-B7
 Kt-Kt5
 P-B5
 K-Q6
 P-B6
 KtxP
 K-B7
 K-Kt7
 K-B8
 Kt-K5
 Kt(Kt5)-B3
 K-Q8
 K-K8
 K-B8
 K-Kt7
 KtxP
 P-B7
 Kt-K7ch
 Drawn(m)

ROUND 8.

- (a) Conducted so far on book lines with slight transpositions.
 (b) A bold experiment leading to interesting and original developments.
 (c) 16 BxKt, BxB; 17 P-Q4, P-K5; 18 Kt-K5 would have given White a very promising game.
 (d) And here 18 BxBch, QxB; 19 KR-K1 was the better continuation.
 (e) Preferable was KtxB.
 (f) P-K5 should have been played. If then 24 Q-Kt4; 25 Kt-B3, Q-K6ch; 26 K-R1 with the better game.
 (g) "Back to thy punishment false fugitive, and to thy speed add wings." Black has kept up the pressure very well.
 (h) No other choice had she.
 (i) BxKt would have eased the pressure a little.
 (k) Neglecting the potency of the King. P-Kt3, and bringing the K into the game as a belligerent was a more scientific policy.
 (l) "Upon such sacrifices, my Cordelia, the gods themselves throw incense." Playing for a draw in this way was now the only hope, and it succeeded masterfully.
 (m) This end-game was another unsuccessful competitor for the Grantham prize.

EIGHTH ROUND.

No. 50.

Queen's Gambit Declined.

White—Ewen.

Black—Lindsay.

- 1 P-Q4, P-Q4; 2 P-QB4, Kt-KB3; 3 B-Kt5, P-K3; 4 P-K3, B-K2; 5 Kt-KB3, QKt-Q2; 6 B-Q3, P-QKt3; 7 Q-R4, O-O; 8 O-O, B-Kt2(a); 9 Kt-K5, KtxKt; 10 PxB, Kt-Q2; 11 BxB, QxB; 12 P-B4, KR-Q1(b); 13 Q-B2, Q-R5(c); 14 Kt-Q2, Pxp; 15 BxP, P-QB4(d); 16 Kt-B3, Q-K2; 17 Kt-Kt5, Kt-B1; 18 P-KR4, QR-B1(e); 19 P-B5(f), Q-K1; 20 Pxp, Q-K2; 21 RxP, Q-K1; 22 RxB, Kt-Kt3; 23 P-K7dis. ch., Resigns.
 (a) By an unusual method of transposition we now arrive at an almost familiar position, White having the better development.
 (b) Necessary here was Kt-B4 in order to get rid of the adverse Bishop. Q-B4 would be met by R-B3.

- (c) P-Kt3 was the best reply.
 (d) Quite useless, and displaying a woeful want of conception of his necessities. Kt-B4 would still be useful; but Q-Kt5 was best.
 (e) Mere woodshifting. P-KR3 was the only move, and so obvious too.
 (f) Decisive.

No. 51.

Queen's Gambit Declined—Irregularly.

White—Fouhy.

Black—Connell.

1 P-Q4	Kt-KB3(a)	12 B-Q2	Kt-K5
2 P-QB4	P-K4(b)	13 Q-Kt4	Q-Q3(e)
3 PxP	Kt-Kt5	14 Kt-Q4	KtxEP
4 Kt-KB3	Kt-QB3	15 Kt-B5	RxKt
5 Q-Q5	B-K2	16 QxR	KtxR
6 P-KR3	Kt-Kt5	17 Q-B7ch	K-R1
7 Q-K4(c)	P-KB4(d)	18 B-B3	B-B1(f)
8 QxP	P-Q4	19 B-K5	Q-K2(g)
9 P-K6	Kt-KB3	20 BxPch	BxB
10 Kt-QR3	O-O	21 QxQ	BxKP
11 P-K3	P-QB3	22 QxKt	P-QKt3

Continued: 23 O-O-O, Kt-B2; 24 R-Q2, Kt-K5; 25 PxP, PxP; 26 R-Q4, R-B1ch; 27 Kt-B2, B-B1; 28 Q-K1, P-QR4; 29 B-Q3, Kt-B4; 30 Q-B1, B-Kt2; 31 R-KR4, R-B1; 32 RxPch, K-Kt1; 33 Q-K2, KtxBch; 34 QxKt, B-B4; 35 RxBch, KxR; 36 Q-Q4ch, R-B3; 37 QxQP, B-Kt3; 38 Kt-Q4, R-B8ch; 39 K-Q2, R-B7ch; 40 K-K1, RxQKtP; 41 Kt-K6ch, K-Kt1; 42 KtxB, KxKt; 43 P-KR3, P-Kt4; 44 Q-K6ch, K-R2; 45 Q-B7ch. Resigns.

- (a) This move is not "art made tongue-tied by authority," but one that has something to recommend it as a reply to P-Q4.
 (b) By the sacrifice of this P an attack is obtained; but whether it is analytically sound is a question yet to be decided.
 (c) Chasing a gallant knight is opposed to queenly modesty. She should have retired to her own boudoir.
 (d) P-Q4 at once would lose a piece because of PxPc.P.
 (e) Better would have been R-B3.

- (f) "We must take the current when it serves, or lose our ventures. A forced win is missed here, thus: 18 Q-Kt6ch; 19 K-K2, BxP; 20 QxB (either), Q-B7ch; 21 K-Q1, QxBch; 22 K-Q2, QxPch; 23 K-Q1, Kt-KB7ch; 24 K-Q2, Kt-Q5 dbl. ch; 25 K-Q1, Q-B8ch; 26 B-K1, and mate follows. There are, of course other variations, but with the same result.
 (g) A fatal blunder. BxP would have dispelled the attack, and equalised forces. Now Black is "wedged in that timber which he strove to rend," and the end is sure.

No. 52.

King's Gambit Declined.

White—Wild.

Black—Barnes.

1 P-K4	P-K4	20 Q-KKt3(h)	B-B3
2 P-KB4	P-Q4	21 B-B3	Kt-K5
3 Kt-QB3	Kt-KB3	22 Q-B3(i)	KtxBch
4 PxQP	P-K5(a)	23 QxKt	Q-K7(k)
5 P-Q3	PxP	24 Q-B3(l)	QxQ
6 QxP(b)	B-K2	25 KtxQ	R(K1)xR
7 B-Q2	O-O	26 RxR	K-B1
8 O-O-O(c)	B-KKt5	27 P-KKt3	R-Q4
9 Kt-B3	OKt-Q2	28 P-B3	P-KKt3
10 B-K2	P-QR3	29 K-B2	P-R3
11 Kt-K5(d)	Kt-B4	30 P-Kt3(m)	P-QKt4
12 Q-K3	BxB	31 P-QKt4	P-B4
13 QxB	KtxP	32 P-QR3	P-B5
14 KtxKt	QxKt	33 Kt-Q?(n)	R-Q6
15 K-Kt1(e)	Q-K3	34 Kt-K4	B-Kt2
16 Q-B3(f)	QR-Q1	35 K-Kt2(o)	P-B4
17 KR-K1	KR-K1	36 Kt-B5	BxPch
18 Kt-Kt4	Q-B5	37 K-B2	BxR
19 Kt-K5(g)	Q-Kt4	38 Resigns	

- (a) This in effect is the Falkbeer Counter Gambit, the soundness of which Pillsbury has demonstrated as against the Charousek attack.
 (b) BxP, with a view to castling KR, is better.
 (c) P-KR3 should have been played first, initiating the advance of the King's side pawns.
 (d) More to the purpose was P-KR3.
 (e) White is now a move behind because of his timid play.
 (f) "Necessity's sharp pinch," and another move lost.
 (g) "To be weak is miserable, doing or suffering." B-B3 was wanted.

ROUND 8.

- (h) Still B-B3 is required. The text move has no merit.
- (i) RxR may be played now, followed by Q-K3.
- (k) "Stabbed with a white wench's black eye," or a black one's white eye. It makes no difference. She inflicts no wound.
- (l) If only here White had played R-QB1, transferring the attack. For instance 24 R-KB1, QxKtP; 25 QxP, etc.
- (m) Weak again. R-K4 was wanted.
- (n) Even now R-K3 would have deferred trouble.
- (o) Bad again; but not a good move is left now.
"Some rise by sin, and some by virtue fall."

No. 53.

White—Kelling.

- 1 P-K4
- 2 Kt-KB3
- 3 P-B3
- 4 P-Q4
- 5 PxKP
- 6 QxQch
- 7 PxKt
- 8 PxKtP
- 9 P-KKt3
- 10 B-K3
- 11 Kt-Q2
- 12 O-O-O
- 13 B-R3(e)
- 14 B-B1
- 15 B-QB4
- 16 Kt-Kt3
- 17 B-Q5
- 18 RxB
- 19 Kt-Q2(f)
- 20 PxP
- 21 BxKt
- 22 R-Q3
- 23 R-Kt1
- 24 R-Kt3
- 25 K-Q1
- 26 R(Kt3)xP
- 27 RxR

Ponziani.

- 28 P-B3
- 29 K-K2
- 30 Kt-K4
- 31 P-KR3
- 32 R-Q5
- 33 P-R4
- 34 P-Kt3
- 35 R-Q8
- 36 R-KB8
- 37 R-B5
- 38 R Kt5ch
- 39 R-Kt4
- 40 K-Q3
- 41 K-B4
- 42 RxR
- 43 P-Kt4
- 44 PxP
- 45 K-Kt5
- 46 KxP
- 47 K-Kt4
- 48 P-R5
- 49 P-R6
- 50 P-R7
- 51 K-Kt5
- 52 P-R8-Q
- 53 Q-B3

Black—Smith.

- K-Kt3
- B-B5
- P-KR5
- R-B2
- R-Kt2(g)
- P-R4
- R-K2
- K-R2
- B-Q3
- K-Kt3
- K-R3
- K-R4
- B-K4
- R-Kt2
- BxR
- K-Kt3
- PxP
- K-B4
- K-B5
- KxP
- KxKt
- K-Q6
- BxPch
- P-B4
- P-B5
- Resigns(h)

(a) For notes on the opening see Game 25. There is a difference of opinion as to whether this move or P-Q4 is the better.

ROUND 8.

- (b) But now KtxKP should be played.
- (c) And now PxP or KtxKP are in order.
- (d) "Much sweat they spent in furious fight; Much blood they did effund." Without any advantage to either side.
- (e) Preferable, perhaps, would have been B-B4.
- (f) And here R-K1 might be suggested.
- (g) It is difficult to see how White could have got any advantage if Black had played 32 P-B3; and 33 K-B4.
- (h) "So may he rest in peace; his faults lie gently on him."

No. 54.

Guioco Piano.

White—Hicks.

- 1 P-K4
- 2 Kt-KB3
- 3 B-B4
- 4 P-B3(a)
- 5 P-Q4
- 6 PxP
- 7 O-O
- 8 B-K3
- 9 B-K2
- 10 Kt-B3
- 11 R-B1
- 12 Kt-Q5
- 13 Kt-Kt5
- 14 QxB
- 15 KtxB(f)
- 16 P-Q5

Black—Faulknor.

- 17 Kt-K6
- 18 P-B4
- 19 Kt-B7
- 20 KtxR
- 21 B-Q4
- 22 P-K5
- 23 BxP
- 24 KR-K1
- 25 P-Q6
- 26 Q-B4
- 27 PxKt
- 28 Q-B8
- 29 RxR
- 30 QxQch
- 31 R-K1

- R-B3
- Kt-Kt3
- Q-Q1
- QxKt
- R-B2
- PxP
- Q-K1
- R-K2
- R-K3
- Kt(Kt3)xB
- K-B1
- RxP
- KtxR
- KxQ
- Resigns

- (a) See note (a), Game 4.
- (b) So far all approved book.
- (c) Better was Kt-K2.
- (d) Not good. B-R2 was safer.
- (e) A bold bad move. 14 KtxP; 15 Q-B4, Kt-K4 or 15 Q-R5, P-R3 gets rid of all immediate trouble, and gives Black the better game.
- (f) White now proceeds to demolish his opponent, whose defence has fallen to pieces with "No power to avert his miserable end."

ROUND 8.

No. 55.

Four Knights' Game.

White—Severne.

1 P-K4
2 Kt-KB3
3 Kt-B3
4 B-Kt5
5 O-O
6 P-Q3
7 P-KR3
8 B-K3
9 PxB

P-K4
Kt-QB3
Kt-B3
B-B4(a)
P-Q3(b)
O-O
P-KR3
BxB(c)
Kt-K2

Black—Anderson.

10 B-B4
11 B-Kt3(d)
12 Q-K1
13 RPxB
14 Kt-R4
15 QxKt
16 KxKt(g)
17 Kt-Q5(h)
18 R-KB1

B-K3
Q-Q2
BxB(e)
Kt-Kt3
KtxKt
K-R2(f)
PxR
Q-K3
P-KB4

Continued: 19 Kt-B6ch, K-Kt2; 20 RxP R-R1; 21 Kt-R5ch, K-R1
22 R-B6, Q-K2; 23 Kt-Kt3, K-K1; 24 Kt-B5, Q-B1; 25 KtxRP, Q
Kt2; 26 P-KKt4, K-Q2; 27 P-Kt5, RxKt; 28 QxR, QxQ; 29 RxB
R-KKt1; 30 P-KR4, K-K2; 31 K-R2, K-B1; 32 R-B6, R-Kt3
33 R-B1, P-R4; 34 P-QB3, K-K2; 35 K-R3, P-QKt3; 36
K-Kt4, K-K3; 37 P-R5, R-Kt2; 38 R-B6ch, K-K2; 39 K-R5
R-Kt1; 40 K-Kt4, R-Kt2; 41 P-R6, R-R2; 42 K-R5, R-R1
43 R-B2, K-K1; 44 R-Kt2, K-B1; 45 P-Kt6, PxP; 46 RxB
R-R2; 47 R-B6ch, K-K2; 48 R-B5, R-R1; 49 R-Kt5, P-B6
50 R-Kt7ch, K-B3; 51 R-QKt7, P-Kt4; 52 P-R7, K-K3; 53
K-R6, R-B1; 54 K-Kt7, R-B6; 55 P-R8-Q, R-Kt6ch; 56 K-B8
R-B6ch; 57 White's move not recorded, Resigns.

- (a) Unusual. The options sanctioned by the experts are B-Kt5, P-QR3, or Kt-Q5. The text move appears to have been abjured by them.
(b) Another obsolete move. Kt-Q5 now would compel White to defend himself.
(c) The opening of the B's file in this way should favour White.
(d) White properly declines to follow his opponent's tactics.
(e) Pugnacious simply, and giving White more scope for his rooks.
(f) Aimless and bad. With White's guns trained on both his flanks, and an easy concentration on the K-side, the defence of which required better preparations with Kt-R2 as the initiatory step.
(g) Well played, and decisive; evidently unforseen by Black.
(h) The game is won now, though it takes 30 more well played moves to finish it.
"Our torments also may in length of time
Become our elements,"
but not in this instance.

ROUND 8.

No. 56.

Guioco Piano.

White—Dodds.

1 P-K4
2 Kt-KB3
3 B-B4
4 P-B3
5 O-O
6 P-Q4
7 Kt-Kt5
8 P-KR3
9 PxP
10 Kt-QB3
11 Kt-R4
12 KtxB
13 Q-R5(c)
14 BxKt(e)
15 B-K3(f)
16 Q-K2
17 P-QKt3
18 B-Q4
19 Kt-B3
20 Kt-Q2
21 KR-K1
22 B-Kt2
23 P-B3
24 Q-B2
25 Kt-B1
26 Q-Kt3
27 KtxQ
28 R-K2
29 RxKt
30 R-Q2
31 R(R1)-Q1
32 Kt-B1
33 Kt-K3
34 K-B2
35 P-QR4(h)
36 PxP
37 Kt-Q5ch
38 R-QR1

P-K4
Kt-QB3
B-B4
Q-K2
P-Q3
B-Kt3(a)
Kt-R3(b)
PxP
KtxQP
P-QB3
Kt-K3
PxKt
Kt-Kt1(d)
BxB
Kt-B3
P-Kt4
O-O
P-R3
KR-K1
B-Q2
P-B4
B-B3
Kt-R4
Q-Kt4
Kt-B5(g)
QxQ
Kt-Q6
KtxB
P-KKt3
KR-Q1
K-B1
K-K2
R-Q2
QR-Q1
PxP
BxRP
K-B1
B-B3

Black—Mason.

39 Kt-Kt6
40 R(R1)-Q1
41 P-Kt4
42 K-Kt3
43 R-QKt1
44 R(Kt1)-Q1
45 PxP
46 Kt-B8ch
47 KtxP
48 Kt-B5
49 R-QB1
50 R(B1)-Q1
51 K-Kt4
52 K-Kt3
53 R-QB1
54 R-B3
55 R-Kt3
56 R-Q8
57 K-B2
58 R-Kt2
59 Kt-K3
60 R(Q8)-Q2
61 RxR
62 R-Q2
63 Kt-B4ch
64 K-K3
65 Kt-Kt2
66 R-K5
67 RxKtP
68 R-Q5
69 Kt-R4
70 Kt-B5ch
71 RxR
72 RxP
73 R-B6ch
74 RxB
75 R-KB6(i)

R-K2
R-K3
K-K2
P-Kt4
R-KR1
P-R4
RxP
K-B1
R-R1
K-Kt1
P-Kt3
K-R2
K-Kt3
K-B3
R-QR1
R-R8
P-Kt4
P-Kt5
B-R5
P-Kt6
R-R7
RxR
K-K4
R-QB3
K-K3
R-QR3
B-Kt4
R-B3
B-R3
P-B5
P-B6
RxKt
P-Kt7
P-Kt8=Q
K-Q2
Q-Kt2
Drawn

- (a) See notes (a) and (b), Game 27, identical so far with this one; and also Note (a), Game 4.
(b) This position for the Kt is not a good one; but it is necessitated here because of Black's fourth move, Q-K2, instead of Kt-B3, which Pillsbury and others preferred.

- Pollock played 4 Q-K2, and beat Steinitz; but it was because the latter took risks to trap his opponent.
- (c) If this Royal tour was not undertaken to save the Kt from capture or retirement, it can only be described as "The palpable obscure." P-B4 would have done it better.
- (d) Now the Kt. dances home again; two moves lost.
- (e) Developing Black's game. P-R3 should have been preferred.
- (f) Q2 was the best temporary abode of the B now.
- (g) Forcing the exchange of Q's, which, being a P up, is good policy.
- (h) Desperation surely; if not, why give away a pawn?
- (i) The score-sheet contained no less than six other errors or omissions.
- Mr Dodds played this ending with masterly skill.

NINTH ROUND.

No. 57.

Zukertort's Opening.

White—Kelling.

Black—Faulknor.

1 Kt-KB3	P-Q4	19 Q-Kt4	Q-B3
2 P-Q4	P-QB4(a)	20 Kt-Kt3	R-Kt4
3 P-K3(b)	P-K3	21 Q R3(g)	R-Kt3(b)
4 P-QKt3 (c)	Kt-KB3	22 Kt-R5	Q-Kt4
5 B-Q3(d)	P-QKt3	23 BxKt	PxB
6 O-O	B-Kt2(e)	24 Kt-B4	B-B1
7 B-Kt2	B-Q3	25 Q-Kt3	QxQ
8 Kt-B3	O-O	26 RPxQ	R-Q3
9 Kt-K2	OKt-Q2	27 P-B4	B-Kt2
10 R-B1	R-K1	28 KR-K1	R(K1)-Q1
11 Kt-Kt3	P-K4(f)	29 Kt-K2	P-QR3(i)
12 PxBP	KtxP	30 Kt-B3	R-Q7
13 KtxKt	BxKt	31 K-B1	R(Q1)-Q3(k)
14 BxB	RxB	32 R(K1)-Q1	RxRch
15 P-QB3	Q-B2	33 RxR	RxRch
16 B-Kt1	Q-B3	34 KxR	P-KKt4
17 Q-B3	QR-K1	35 Kt-B3	P-Kt5(l)
18 Kt-B5	Kt-K5	36 Kt-R4	B-B3

Continued: 37 KtxKtP, P-B4; 38 K-K2, K-B2; 39 P-B3, P-QR4; 40 K-Q2, K-K3; 41 K-B3, K-Q3; 42 P-Kt4, BPxPch; 43 PxB, PxBch; 44 KxP, B-Kt2; 45 P-B5ch, K-B3; 46 Kt-B4, B-B1; 47 Kt-R5ch, K-Q4; 48 K-Kt5, B-K3; 49 K-Kt6, P-R3;

- 50 P-B6, K-K3; 51 Kt-Kt7ch, K-Q4; 52 K-B7, K-B5; 53 Kt-Q8, B-Q4; 54 K-Q6, BxP; 55 KtxB, K-Q6; 56 K-K5, K-K7; 57 KxP, KxP; 58 K-B4, KxP; 59 KxKtP, P-R4ch; 60 K-B4, K-B7; 61 Kt-K5, Kt-Kt7; 62 Kt-Kt6, K-B7; 63 Kt-R4, Resigns.
- (a) Too early for this advance. P-K3, or Kt-KB3 as played by Tchigorin against Steinitz, Blackburne v. Lee, and Mason v. Lee were better.
- (b) P-B4 was here played by Steinitz against Tchigorin.
- (c) This move, says Jas. Mason, is to a certain extent invited by the rather early advance of the Black QBP, and is more aggressive than B-K2, which is also good.
- (d) The first four moves on each side square with a consultation game, Liverpool v. B.C.C. (1891); but here the former played B-Kt2, while Lee played the text move against Blackburne, deferring B-Kt2 till his eighth move.
- (e) Mason here preferred B-K2.
- (f) Q-B2 might have been played first.
- (g) Inconscient how she stalks an immarcessibility absurd." This move offers Black a win.
- (h) And this one declines the honour. Obviously 21 B.B1, 22 Q-R4, P-KR3; 23 BxKt, RxB; 24 KtxR, RxPch; 25 KxR, QxQ, and wins.
- (i) Weak. One of the K-side pawns should show a little animation now, and the K itself be made use of.
- (k) P-B4 was wanted.
- (l) And now B-B3 was required. The last chance is gone.

No. 58.

Centre Counter Gambit.

White—Severne.

Black—Lindsay.

1 P-K4	P-Q4	8 O-O	BxKt
2 PxB	QxP	9 BxB	Q-KB4
3 Kt-QB3	Q-QR4	10 Kt-K2(c)	Q-Q2(d)
4 Kt-B3	B-Kt5	11 B-B4	P-K3
5 B-K2(a)	Kt-KB3	12 P-QB3	B-K2
6 P-Q4	Kt-B3	13 O-Kt3(e)	R-QKt1(f)
7 P-KR3	Q-KR4(b)	14 QR-Q1	Q-B1(g)

Continued: 15 Kt-Kt3, O-O; 16 KR-K1, R-K1; 17 Kt-K4, Kt-Q4; 18 B-R2, Kt-B3; 19 Q-B2, P-QR3; 20 B-K2, Kt-Q1; 21 B-K5, KtxKt; 22 QxKt, P-KB4; 23 Q-B4, Kt-B2; 24 BxBP, R-R1; 25 B-K5, R-R2; 26 B-Q3, B-Kt4; 27 Q-Kt3, P-Kt4; 28 P-KB4, B-R3; 29 P-QR3, K-B1; 30 R-K2, QR-K2; 31 R(Q1)-K1,

ROUND 9.

Q-Q2; 32 B-Kt1, Kt-Q1; 33 B-R2, Q-B1; 34 B-Q6, K-B2; 35 BxR, RxR; 36 Q-B3, K-B1; 37 P-KKt3, P-KKt3; 38 K-Kt2, B-Kt2; 39 P-Q5, Q-Kt1; 40 Pxp, B-B3; 41 Q-Q5, Q-Kt3; 42 R-Q1, KtxP; 43 RxKt, RxR; 44 QxR, Q-Kt2ch; 45 B-Q5. Resigns.

- (a) "It is most true, stylus virum arguit—our style bewrays us." Solidity and caution are the hall-marks of moves like this.
 (b) This move has been played before; but not with White B at K2.
 (c) And "this is miching mallecho; it means mischief"—if the Queen doesn't dance round some more.
 (d) She does.
 (e) Enterprise like this deserves success. A pawn is threatened.
 (f) "The Roman thought hath struck him," and "at this the blood the Virgin's cheek forsook," and she retires presently.
 (g) The pawn is now doubly secure; but oh!
 "Long lov'd, ador'd ideas, all adieu,"
 'Tis but a game of skittles that we view.

No. 59.

Guioco—Irregular Defence.

White—Anderson.

1 P-K4
 2 Kt-KB3
 3 B-B4
 4 P-Q4
 5 KtxP
 6 O-O
 7 Kt-QB3
 8 P-B4(h)
 9 QxKt
 10 P-B5
 11 Q-Q1
 12 B-B4(f)

P-K4
 Kt-QB3
 P-Q3(a)
 Pxp
 B-K2
 Kt-B3
 O-O
 KtxK1(c)
 P-B3
 P-QKt3(d)
 Q-B2(e)
 B-Kt2

13 Q-B3
 14 Q-R5
 15 QR-K1
 16 PxB
 17 Q-R4
 18 B-Kt5
 19 P-B6
 20 Pxp
 21 RxP
 22 BxQch
 23 QxP

Black—Dodds.

Kt-Q2(g)
 B-B3
 BxKt(h)
 Kt-B3
 QR-K1(i)
 KtxP(k)
 R-K4
 KR-K1
 QxR
 KxB
 Resigns

- (a) This method of playing the Philidor defence is unusual, and not sanctioned by authority. The Q-Kt should have been developed at Q2.
 (b) And this move exhibits the weakness of the method.
 (c) P-Kt5 cannot now be played with advantage; but Kt-QR4 can.

ROUND 9.

- (d) Better here was Kt-Kt5; but Black had already a difficult game.
 (e) Preferable was Kt-K1, to be followed by B-B3 and Q-K2.
 (f) Taking advantage of Black's weak Queen position.
 (g) And now we have "A brave man struggling in the storms of fate," with a gloomy outlook.
 (h) A serious mistake. The B was required for the defence of the Kt's P.
 (i) Kt-K1 was here the better defence.
 (k) Hopeless; but there was nothing better.

No. 60.

Centre Game.

White—Smith.

Black—Fouhy.

1 P-K4, P-Q4; 2 P-Q3, Pxp; 3 Kt-QB3, Kt-KB3; 4 B-K3, B-KKt5; 5 B-K2, BxB; 6 KKtxB, Pxp; 7 Kt-B4, Pxp; 8 Qxp, P-K4; 9 R-Q1, QKt-Q2; 10 KKt-KR4(a), Kt-Kt5; 11 Q-B5, KtxB; 12 QxKtch, QxQ; 13 RxQ, KtxPch; 14 KtxKt, KxR; 15 O-O, B-Q3; 16 R-Q1, KR-K1; 17 Kt-K3 R-K3; 18 Kt-K4, P-QKt3; 19 Kt-B5, R-Q1; 20 K-R1, R-KKt1; 21 P-QR4, P-KKt3; 22 Kt-R6, R-Kt2; 23 Kt-Kt5, R-K2; 24 R-Q3, P-KB4; 25 K-Kt2, P-K5; 26 R-Q5, K-B3; 27 R-Q2, B-B5; 28 R-B2ch, K-Kt2; 29 P-KR4, P-B4; 30 R-K2, K-R3; 31 K-B1, K-R4; 32 P-Kt3, K-Kt5; 33 R-Kt2, K-B6; 34 R-K2, Kxp; 35 P-B3, P-K6; 36 K-Kt2, P-B5; 37 K-R3, P-B6; 38 P-QR5, P-B7; 39 R-K1, K-Kt7; 40 Pxp, Pxp; 41 P-R5, P-B8-Q; 42 RxQ, KxR; 43 Kt(R6)xP, PxKt; 44 P-R6, R-Kt3; 45 Resigns.

- (a) The illegal move recorded here was actually played, and was not discovered until after the game was concluded. No note was made of the error, nor was it mentioned to the Umpire, who must therefore be excused from blame for the perplexity, time and trouble imposed upon the Editor in trying to make the move fit in somehow. Apropos of this incident may we not quote with slight alteration:

"There is an awkward thing which much perplexes, Unless, like wise Teresias, we had proved By turns the difference of the several sexes; Neither can show how the other moved (loved)."

It is not suggested that either or both were in love, or loved one another. They were simply playing a game for the Chess Championship of New Zealand.

ROUND 9.

No. 61.

Danish Gambit.

White—Ewen.

Black—Wild.

1 P-K4, P-K4; 2 P-Q4, PxP; 3 P-QB3, PxP; 4 B-QB4, P-Q3(a); 5 KtxP, P-KR3; 6 KKt-K2, Kt-KB3; 7 O-O, B-K3; 8 BxB, PxP; 9 Kt-B4, K-B2; 10 Q-Kt3, Q-B1; 11 KtxP, K-K2; 12 Kt-B4, R-R2; 13 Kt(B3)-Q5ch, K-K1; 14 Kt-K6, Kt-B3; 15 Kt(Q5)-B4, B-K2; 16 R-K1, Kt-B4; 17 KtxKt, PxKt; 18 P-K5, Kt-Q2; 19 Q-Kt8ch, Kt-B1; 20 P-K6, K-Q1; 21 R-Q1ch, B-Q3; 22 QxKt, mate.

(a) Starting from this point with a long series of increasingly bad moves, Black demonstrated that the Danish Gambit was a stranger to him.

No. 62.

French Defence.

White—Mason.

Black—Hicks.

1 P-K4	P-K3	15 Kt-R4	P-QKt4(d)
2 P-Q4	P-Q4	16 Kt-B5ch	BxKt
3 PxP	PxP	17 KtPxP	Q-R4(e)
4 Kt-QB3	P-B3(a)	18 B-KB4	Q-R5(f)
5 B-Q3	B-Q3	19 B-Kt4ch	Kt-B4
6 Kt-KB3	B-KKt5	20 B-K5	P-KR4(g)
7 O-O	Q-B2(b)	21 R-K3	Q-B5
8 R-K1ch	Kt-K2	22 BxKtch	BxB
9 P-KR3	B-R4	23 Q-B3	QxP(B7)
10 B-K2	QKt-Q2	24 Q-Kt3	B-K3
11 Kt-K5	B-Kt3	25 BxKtP	KR-Kt1
12 KtxKt	KxKt(c)	26 Q-Q6ch	K-B1
13 P-QR3	QR-K1	27 QxBPch	Resigns
14 P-QKt4	P-QR3		

(a) A departure from the books; but not an improvement. The P should have gone to B4. Kt-KB3 was the alternative.
 (b) This move should have waited. Kt-K2 and O-O were required.
 (c) Of doubtful value is this move. QxKt permitted Castling either side as required.
 (d) With the King now shut off from adequate K-side cover, this challenge, resulting in the opening of the Q-side to attack, is bad strategy.

ROUND 9.

(e) In the same category as the "harmless necessary cat" is this move. (No pun intended.)
 (f) P-KR4 was more defensive and necessary. The Q is simply touring in search of something she doesn't find.
 (g) And here P-B3 should have had first choice. This move, like the whole of Black's game, is not even Hicksian—not a schwindel in it.

No. 63.

Queen's Gambit Declined.

White—Connell.

Black—Barnes.

1 P-Q4	P-Q4	30 R(Q4)-Q3	P-QR4
2 P-QB4	P-K3	31 P-R3	P-Kt3
3 Kt-QB3	Kt-KB3	32 BxKt	PxB
4 B-Kt5(a)	QKt-Q2(b)	33 RxP	RxKtP
5 P-K3(c)	B-K2	34 RxR	R-Kt7
6 Kt-B3	O-O	35 RxP	R-Kt5
7 B-Q3	P-QR3(d)	36 P-B4(g)	R-Kt7
8 O-O	PxP	37 P-Kt3	P-R4
9 BxP	P-QKt4	38 P-R4	K-K3
10 B-Kt3	B-Kt2	39 R-R3	K-B4
11 Kt-K5	P-B4	40 R-R6ch	K-Kt5
12 KtxKt	KtxKt	41 R-B6ch	KxKtP
13 BxB	QxB(e)	42 P-K6	PxP
14 P-Q5	P-B5	43 K-B1	KxBP
15 B-B2	P-Kt5	44 RxPch	K-B6
16 P-Q6	Q-Kt4	45 RxP	R-KR7
17 Kt-K4	BxKt	46 K-K1	K-Kt6
18 BxB	QR-Q1	47 R-B6ch	KxP
19 R-B1	Kt-B3	48 R-Kt6ch(h)	K-R6
20 RxP	Q-K4	49 K-B1	R-R7
21 Q-Q4	QxQP	50 K-Kt1	P-R5
22 QxQ	RxQ	51 K-R1	R-R8ch
23 RxP	R-Q7	52 R-Kt7	R-R6
24 B-B3	KR-Q1	53 R-Kt1	R-KKt6
25 P-QKt3(f)	RxRP	54 R-Kt6	PxR
26 P-K4	K-B1	55 RxR(i)	P-Kt7
27 P-K5	Kt-Q4	56 K-Kt1	
28 R-Q4	K-K2	57 Resigns	
29 KR-Q1	R-Kt7		

(a) Seven times this position was reached at the Hastings (1895) Congress, and only once was QKt-Q2 adopted in reply; B-K2 being the popular fancy.

ROUND 10.

- (b) Played here possibly to catch the unwary, for if 5 PxP, PxP; 6 KtxP, KtxKt; 7 BxQ, B-Kt5ch, and Black wins.
 (c) P-K4 is favoured by Blackburne and others.
 (d) P-QKt3 is usually played.
 (e) These exchanges turn out to White's advantage.
 (f) White's intention here was to play P-QR4, but accidentally moved the Kt's P instead.
 (g) R-R6 was the move here. Only a draw is possible now.
 (h) Black showed his wisdom in declining a draw at this stage.
 (i) The only move that could have lost; but
 "So wills the fierce avenging Sprite."

TENTH ROUND.

No. 64.

Ponziani's Opening.

White—Lindsay.

Black—Dodds.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-B3, B-B4(a); 4 P-Q4, PxP; 5 PxP, B-Kt3; 6 B-QB4(b), P-Q3; 7 O-O, B-Kt5; 8 BxPch(e), KxB(d); 9 Kt-Kt5ch(e), QxKt; 10 P-B3, BxPch(f); 11 K-R1, Q-Kt3 12 PxBdis. ch(g), K-K1; 13 Q-Kt3, B-Kt3; 14 R-B5, KKt-K2; 15 R-Kt5, Q-B3; 16 Q-Q3(h), Q-B7; 17 Q-Q1, R-KB1(i); 18 Kt-Q2(k), B-K6; 19 P-Kt3(l), BxR(m); 20 Resigns(n).

- (a) Getting off the beaten track with a submarine in view.
 (b) Manoeuvring for position.
 (c) The first long-range shot proves a dud.
 (d) And is pocketed.
 (e) A second erratic shot shares the same fate. Ammunition running short.
 (f) The destroyer replies with a straight shot, but punches only a small hole.
 (g) A torpedo launched, but the destroyer dodges it.
 (h) Steering gear gone wrong.
 (i) Training the heavy guns.
 (k) A pellet en ricochet.
 (l) The last feeble kick of a brave fight.
 (m) "Oh! Sally Brown, Oh! Sally Brown
 How could you serve me so?
 I've met with many a breeze before;
 But never such a blow."
 (n) Surrender. Our worthy nautical friend has not distinguished himself in this encounter.

ROUND 10.

No. 65.

Petroff Defence.

White Faulknor.

Black—Anderson.

1 P-K4	P-K4	13 P-QKt4(i)	PxP
2 Kt-KB3	Kt-KB3	14 PxKt	B-Q4
3 P-Q4	P-Q4	15 Q-B2	BxP
4 PxKP(a)	KtxP	16 KtxP	P-QKt4
5 B-Q3	B-K2	17 B-K3	BxB
6 O-O	P-KB4(b)	18 KtxB	Q-Kt4
7 QKt-Q2	Kt-Q2	19 Q-Kt2	QR-K1
8 P-B4	QKt-B4(c)	20 KtxB	PxKt
9 Kt-Kt3	O-O(d)	21 QxP	RxP
10 KtxKt	KtxKt(e)	22 P-B4	RxP
11 B-K2	B-K3(f)	23 Q-Kt8ch	K-B2
12 Kt-Q4(g)	P-B3(h)	24 RxRch	Resigns

- (a) PxQP is more usual.
 (b) What object can be served by supporting the Kt in this position is not clear. It threatens nothing even if B-QB4 or B-KKt4 is played; therefore, B-KKt5 or O-O should have taken precedence to the text move, which inflicts partial paralysis on the QB.
 (c) P-B3 is an absolute necessity here to save loss of material as well as position.
 (d) And here P-Q5 would not be amiss.
 (e) Weak again. BxKt was better.
 (f) PxP was here the least objectionable procedure.
 (g) The winning move.
 (h) At last; but too late to be effective. The B should go home again.
 (i) Well played. Black's game is now hopeless.
 This game was a contestant for both the Brilliancy and End-game prizes, but it is easy to win a game when an opponent helps, as in this case.

No. 66.

Ruy Lopez—Morphy Defence.

White—Barnes.

Black—Smith.

1 P-K4	P-K4	12 R-K1	Kt-K3
2 Kt-KB3	Kt-QB3	13 Kt-Q2	KtxKt
3 B-Kt5	P-QR3	14 PxKt	P-Kt3
4 B-R4	Kt-B3	15 P-B4	P-KR4
5 O-O	KtxP	16 P-KR3	B-Kt2(f)
6 P-Q4	P-QKt4	17 Kt-B3	R-QR2
7 B-Kt3	P-Q4	18 Kt-Kt5	B-K3
8 PxP	Kt-K2(a)	19 Q-B3	Kt-B4
9 P-B3(b)	B-B4	20 Q-Q3	R-K2
10 B-Kt5	P-QB3(c)	21 P-KKt4	PxP
11 Kt-Q4(d)	KtxB(e)	22 PxP	Kt-R4(g)

Continued: 23 Q-K3, P-KB4; 24 PxPe.p., BxBP; 25 KtxB, Q-Q3; 26 K-B2, RxKt; 27 RxReh, QxR; 28 R-K1, BxPch; 29 K-B1, K-Q2; 30 RxQ, KxR; 31 Q-K1ch, K-Q3; 32 Q-K2, Kt-B4; 33 PxKt, R-R8ch; 34 K-Kt2, R-Kt8ch; 35 K-R2, PxP; 36 Q-Q3, Resigns.

- (a) All book so far.
 (b) 9 Kt-Kt5, KtxKt; 10 BxKt is the book continuation. 9 P-QR4 does not seem to be inferior. The text move is not unsound.
 (c) The only reason why this pawn should not have advanced to B4 is that it probably induced White to play Kt-Q4 with a view to capturing it, and thus gain a piece, but it was "too thin" even though it succeeded.
 (d) Was it throwing a mackerel to catch a sprat? Anyway the veteran has been caught napping for once.
 (e) "And Hudibras gave him a twist," which should have lost him the game.
 (f) Meekness is admirable sometimes; but not in this way. R4 was the better sanctuary for the B, preventing the entry of the Kt at Kt5.
 (g) Impossible; but it is the official record, and the contest does not reveal whether the actual move was R3 or R5. So all that can be said of subsequent play is that Black's move 23 ----- P-KB4 was a huge blunder.

No. 67.

Centre Counter Game.

White—Severne.		Black—Wild.	
1 P-K4	P-Q4	16 R-K1	B-Kt2(f)
2 PxP	QxP	17 Q-K2	O-O
3 Kt-QB3	Q-Q1	18 Kt-K4(g)	QR-B1
4 P-Q4	P-K3	19 KtxKtch	KtxKt
5 Kt-B3	Kt-KB3	20 QR-Q1	B-R3
6 B-K2	B-K2	21 Q-B2	BxKt
7 O-O	P-QKt3(a)	22 QxB	P-B4
8 Kt-K5	B-Kt2	23 Q-R6(i)	PxP
9 B-B3(b)	P-B3(c)	24 RxP	KR-Q1
10 Kt-K2	Q-B2	25 KR-Q1	R-Q2
11 B-B4	B-Q3	26 P-KKt3	QR-Q1
12 Kt-Q3	QKt-Q2	27 RxR(k)	RxR
13 BxB	QxB	28 RxR	KtxR
14 P-B3	Q-B2(d)	29 Q-R4	P-KKt3
15 Kt-Kt3	B-R3(e)	30 Q-K3(l)	K-B1

Continued: 31 Q-Q4, K-Kt1; 32 Q-K4, K-B1; 33 Q-KR1, K-Kt1; 34 Q-K4, K-Kt2; 35 Q-Q4ch, K-Kt1; 36 P-KR1, Kt-B1; 37 P-R5, P-K4; 38 Q-Q5, Kt-Q2; 39 P-R6, K-B1; 40 Q-R8ch, K-K2; 41 Q-KR8, Kt-B3; 42 Q-QR8, P-R4; 43 P-KKt1, Q-Q1; 44 P-Kt5, QxQ; 45 PxKtch, KxP; 46 BxQ, K-Kt1; and Black resigned after eight more moves.

- (a) The better continuation was Kt-Q4, etc.
 (b) Black's faulty development permits of this challenge.
 (c) Which, however, could be better met by acceptance, thus: 9 ----- BxB; 10 KtxB, QKt-Q2, etc.
 (d) Castles KR should not have been delayed longer.
 (e) Merely giving White time to develop his attack.
 (f) The game of see-saw is not the game of chess.
 (g) This gives White such superiority in position that the end should not be far off.
 (h) More vigorous would have been Kt-K5.
 (i) What dire calamity can this portend?
 (k) The first symptom of animation. Let it be greeted with hope and praise.
 (l) This move is given as recorded, and again we have an example of the necessity of properly checking the score-sheets, for, most probably, the move made was Q-K4, in which case Black could have claimed a draw after White's 34th move.

No. 68.

Ruy Lopez—Morphy Defence.

White—Connell.		Black—Mason.	
1 P-K4	P-K4	17 QR-Q1	Q-B3
2 Kt-KB3	Kt-QB3	18 K-R1	B-Q3
3 B-Kt5	P-QR3	19 R-KKt1	P-Kt3
4 B-R4	Kt-B3	20 R-Kt2	Q-K4
5 O-O	BK-2	21 R-Q5	Q-K3
6 P-B3(a)	O-O	22 R(Q5)-KKt5(g)	K-Kt2
7 B-B2(b)	P-Q3	23 B-B5(h)	Q-B3
8 P-Q4(c)	B-Kt5(d)	24 Q-Q2(i)	KR-K1
9 B-K3(e)	P-Q4	25 B-K4	B-B5
10 QKt-Q2	KtxKP	26 Q-Q5	BxR
11 KtxKt	PxKt	27 RxB	QR-Q1
12 BxP	PxP	28 Q-KB5	QxQ
13 PxP	Q-Q3	29 BxQ	K-B3
14 Q-B2(f)	BxKt	30 P-B4	PxB
15 PxB	KtxP	31 R-R5	R-KKt1
16 BxKt	QxB	32 Resigns	

ROUND 10.

- (a) A move much favoured by Steinitz, but he invariably played P-Q3 first. R-K1 was played here by Bernstein and Capablanca.
- (b) No hurry for this move. R-K1 was still best.
- (c) The position here is identical with Capablanca v. Black (Rice Tourney, 1916) except that Capablanca played R-K1 instead of B-B2, which he reserved till his ninth move.
- (d) Here Black played P-QKt4, driving back the B to B2, and following up with B-Kt5 as in the present game.
- (e) But here was the real diverging point where the Cuban Master introduced a novelty with 10 P-Q5, which is not fully endorsed by his critic, who says "B-K3" (as played in this game) "is safer." We doubt it.
- (f) Better was Q-Q2, and if 14 ... R-Q1 or B-B3 in reply; then 15 B-B4.
- (g) Here White misses his chance of bringing his Q more actively into the game by R-KB5, shutting off the black Q from King-side operations. Even R-KR5 was better than the text.
- (h) Quite useless. There was still time for R-R5, followed by Q-B1.
- (i) A mistake. This and White's following move surrenders what was up to now an interesting game, conducted latterly on original lines.

No. 69.

Queen's Gambit Declined—Irregular Defence.

White—Fouhy.

Black—Hicks.

1 P-Q4	P-K3	17 QxKt	P-B4
2 P-QB4	Kt-KB3(a)	18 KR-Kt1	R-K1
3 Kt-QB3	B-Kt5(b)	19 R-Kt7(e)	Q-B1
4 B-Q2	O-O	20 QR-Kt1	Kt-Kt3(f)
5 P-K3	P-QKt3	21 PxKt	QxR
6 Kt-B3	B-Kt2	22 P-R5	KR-Kt1
7 P-QR3	BxKt	23 B-Kt4(g)	PxP
8 BxB	P-Q4	24 B-Q6(h)	R-Q1
9 P-B5	B-R3	25 B-B5	P-QKt4
10 BxB	KtxB	26 P-Kt3	R-R3
11 P-QKt4(c)	Kt-Kt1	27 K-Kt2(i)	P-R3
12 O-O	P-B3	28 Q-Kt4	K-B2
13 P-QR4	QKt-Q2	29 K-B3(k)	KR-QR1
14 Q-Q3	Kt-K5	30 R-R1	Q-Q2
15 Kt-Q2(d)	PxP	31 R-R3	Q-Q1
16 KtPxP	KtxKt	32 B-Kt6(l)	RxB

Continued: 33 PxR, RxR; 34 QxR, QxP; 35 Q-Kt4, Q-Kt5

ROUND 10.

- 36 P-R4, Q-K2; 37 Q-Kt3, P-K4; 38 Q-B3, P-K5ch; 39 K-Kt2, Q-Q3; 40 P-R5, K-B3; 41 K-R3, K-Kt4; 42 Q-R1, KxP; 43 Q-R8, Q-Q2; 44 Q-QKt8, P-B5dis ch; 45 K-R2, PxKP; 46 PxP, K-Kt3; 47 Q-KB8, Q-KB2; 48 Q-Q6ch, Q-B3; 49 Q-B5, K-Kt4; 50 K-R3, Q-B8ch; 51 K-R2, K-Kt5; 52 Q-K7, Q-R6ch; 53 K-Kt1, QxPch; 54 K-R1, Q-R5ch; 55 Resigns.
- (a) Hicksian genius can never be confined within the limits of experience. P-KB4 (Dutch Defence) would have supplied a precedent. "Know then that I scorn your dull authorities."
- (b) All his own. Hicks would not be Hicks if he were not original, and originality must meet originality in his case or succumb.
- (c) Here P-B6 followed by Kt-K5 or Q-R4 as required was worth trying.
- (d) KR-B1 is more attractive.
- (e) P-R5 first was necessary.
- (f) A clever trap to catch the R, which should have been withdrawn.
- (g) Q-K2 would not have availed.
- (h) Best. For if 25 RxP, RxRP; and neither Q nor R can be captured safely.
- (i) No hurry for this. B-Kt4, and Q-B3 should have been the aim.
- (k) Marking time to no purpose. B-Kt6 was wanted here.
- (l) This hastens the time "When the scourge inexorable and the torturing hour call us to penance"; but there is no escape from the inevitable.

No. 70.

Queen's Pawn Opening.

White—Kelling.

Black—Ewen.

1 P-Q4, P-K3; 2 P-QB4, B-Kt5ch(a); 3 Kt-QB3, Kt-K2;
4 P-K4, O-O; 5 B-Q3, P-Q4; 6 P-QR3, PxKP; 7 BxP, BxKtch;
8 PxP, P-KB4; 9 B-B2(b), Kt-Q2; 10 Kt-B3, Kt-KB3; 11 O-O,
Kt-Kt3; 12 Q-K2, P-KR3; 13 P-QR4, P-QR4; 14 B-R3, R-K1;
15 QR-Q1, Kt-R4(c); 16 P-Kt3(d), Kt-B3(e); 17 Kt-K5, KtxKt;
18 PxKt, Kt-Q2(f); 19 Q-R5, P-QKt3; 20 R-Q2, B-Kt2(g);
21 KR-Q1, B-B3; 22 P-Kt4, Q-B1; 23 PxP, PxP; 24 BxP,
RxP; 25 Q-Kt6, Kt-B1(h); 26 BxKt, QxB; 27 Q-R7ch, K-B2;
28 R-Q4, Q-K2; 29 Q-Kt6ch, K-B1; 30 QxB, R-K1; 31 Q-B3,
K-Kt1; 32 B-R3, R-Kt4ch; 33 K-B1, R-KB1; 34 QxRch (i),
QxQ; 35 R-Q8, R-QB4; 36 B-K6ch, Resigns.

- (a) This method of meeting QP0 is not to be recommended; but if a player takes unsanctioned liberties he must also take the responsibility for what he does.
- (b) The result is already apparent in White's free scope for the deployment or concentration of forces. While Black has a weak King's pawn and centre, and much restricted chances for strategical operation of any kind.
- (c) There may be some excuse for the excessive animation of this buck-jumping gee-gee; but the difficulty is to discover it. "Some day we'll wander back again."
- (d) This "puts a stop to his gallop," as might have been foreseen.
- (e) There is always a vigorous backward movement in expert buck-jumping, dangerous to the rider.
- (f) Compelled to jump now: still backward.
- (g) Clearly the best of a bad choice here was P-B4, to limit the operations of the opposing bishops, and giving his own pieces a little more freedom.
- (h) Suicidal; but a pleasant suicide is better than long-drawn agony when a choice has to be made.
- (i) White finishes the operation in good style.

ELEVENTH ROUND.

No. 71.

Centre Counter Game.

White—Anderson.

1 P-K4
2 PxP
3 Kt-QB3
4 P-Q4
5 Kt-B3
6 B-K2
7 Kt-K5
8 KtxB
9 P-KB4
10 O-O
11 KtxKt
12 Q-Q3(c)
13 Kt-Kt3(d)
14 PxKt
15 P-B3
16 B-Q2
17 QR-K1
18 Q-K2(e)
19 Q-B3

P-Q4
QxP
Q-Q1
P-QB3(a)
B-Kt5
Kt-B3
BxB
QKt Q2
P-K3
Kt-K5(b)
QxKt
P-KB4
KtxKt
O-O-O
P-KR4
P-KKt3
B-Q3
QR-K1
R-R2

20 K-B2
21 R-KR1
22 RxP(f)
23 PxR
24 Q-Kt3(g)
25 Q-R2
26 P-Kt3
27 PxP
28 R-K2(i)
29 K-B1
30 Q-R3
31 Q-K3
32 B-K1
33 R-R2
34 R-K2
35 B-B2
36 P-Q5
37 QxKPch
38 Q-B7ch

Black—Hicks.

P-R5
QR-KR1
RxR
RxP
R-Kt5
P-Kt4
PxP
B-K2(h)
B-R5ch
Q-Q4
QxRP
K-Q2
Q-Q4
Q-B5ch
B-B3
P-QKt4
BPxP
K-B2
K-B1

39 Q-B8ch	K-B2	53 Q-Q8ch	K-R2
40 Q-B7ch	K-B1	54 Q-Q7ch	R-Kt2
41 K-K1(k)	BxPch	55 QxKtP	R-QB2
42 PxB	QxPch	56 Q-K2	Q-Kt5ch
43 R-Q2	Q-B8ch	57 R-Kt2	QxP
44 K-K2	Q-B5ch	58 Q-Q1	Q-K5ch
45 K-Q1	Q-KB8ch	59 K-K1	K-Kt3
46 K-B2	Q-B5ch	60 B-Q4	Q-Kt5
47 K-Kt1	Q-Kt5ch	61 Q-R4	K-B2
48 R-Kt2	Q-K5ch	62 R-KR2	Q-Kt3
49 R-B2ch	K-Q1	63 Q-Kt5	Q-QB3
50 Q-B6ch	K-K1	64 R-R7ch	K-Kt3
51 Q-B6ch	K-B2	65 QxQ	RxQ
52 Q-Q7ch	K-Kt1	66 RxP	Drawn(l)

- (a) P-KKt3 was Blackburne's move here.
- (b) If this is not making "cages for gnats and chains to yoke a flea," what is it? Preferable at this stage was B-Q3 or P-KKt3.
- (c) Better would have been P-B3, followed by Q-Kt3.
- (d) P-B3 should have been played first.
- (e) Q-B3 at once would have saved time for strengthening the defence.
- (f) There was nothing to fear from P-KKt4, which was better.
- (g) White has drifted into a difficult position, and this does not help matters. R-KKt1 answers present requirements.
- (h) Well played.
- (i) Alluring; but not good was Q-R8ch, because of the reply B-Q1, threatening R-R5 and Q-Q4.
- (k) Overlooking Black's clever reply. To have taken the B would probably have lost.
- (l) A most interesting game, and well played by both sides.

No. 72.

Caro-Kann Defence.

White—Lindsay.

1 P-K4
2 P-Q4
3 Kt-QB3
4 KtxP
5 Kt-Kt3
6 Kt-B3
7 B-Q3
8 P-QB3

P-QB3
P-Q4
PxP
Kt-KB3
QKt-Q2(a)
Kt-Kt3
B-Kt5
P-K3

9 O-O
10 Q-K2
11 P-KR3
12 QxB
13 Kt-K4
14 BxKt(b)
15 B-Q3
16 Q-K2(c)

Black—Fouhy.

B-Q3
Q-B2
BxKKt
O-O-O
KtxKt
P-KB4
P-KR3
Q-B2

Continued: 17 P-KB4, Q-B3; 18 B-K3, P-Kt1; 19 KR-K1, QR-Q1(d); 20 P-QB4, B-B2; 21 P-KKt3, Q-Kt3; 22 K-Kt2.

R-Kt1; 23 Q-KB2, PxP; 24 BxP, BxB; 25 QxB, RxQP; 26 Q-B3, RxB; 27 QxR, KtxP; 28 R-B2(e), Kt-Kt3; 29 R-B2(f), Kt-Q4; 30 K-R2, P-KR4; 31 R-KKt1, Q-Kt2; 32 Q-Kt3, Q-Kt4; 33 R-Kt2, P-R5; 34 Q-R3, PxPch; 35 R(B3)xP, P-R3; 36 Q-Kt5, K-B2; 37 Q-Q3, Kt-B5; 38 Q-KB3, KtxR; 39 QxKt, RxB; 40 QxR, K-Q3 41 P-R3, QxQ(g), and White won after thirteen more moves.

(a) P-K4 is the book move in this variation.
 (b) QxKt would have stopped the immediate advance of the KBP.

(c) Missing his chance. If 16 P-QR4, P-QR4; 17 P-QKt4, PxP; 18 P-R5, Kt-Q4; 19 P-QB4, Kt-B6; 20 P-B5, B-Kt2; 21 B-KB4, Q-Q2; 22 P-R6, and Black's game is gone.

(d) QR-Q1 is the move recorded; but as the QR already occupies this square it is assumed that KR-Q1 is meant.

"Full well the secrets of my soul she knew
 Better than e'er our parish Priest could do."

Some such prodigious capacity for inquisitiveness is a sine qua non in investigating these score-sheets, some of which would puzzle Beelzebub.

(e) Extremely feeble. Why not R-B3 at once?

(f) He gets there—in two feeble jumps when one step would suffice.

(g) The rest is simply not worth recording. White commenced well, but finished like a novice.

No. 73.

Ruy Lopez—Morphy Defence.

White Kelling:

1 P-K4
 2 Kt-KB3
 3 B-Kt5
 4 BxKt(a)
 5 P-Q3(b)
 6 P-KR3
 7 QxB
 8 Q-K3
 9 O-O
 10 Q-K3
 11 Kt-B3
 12 P-QKt3
 13 B-Kt2(c)
 14 Q-B3
 15 Kt-Q1

P-K4
 Kt-QB3
 P-QR3
 QPxB
 B-Kt5
 BxKt
 Q-B3
 B-Q3
 Q-Kt3
 Kt-B3
 O-O
 P-QKt3
 B-QB4
 B-Q5(d)
 BxB

Black—Severne:

16 KtxB
 17 Kt-B4
 18 Kt-K3
 19 Q-K2(e)
 20 P-KB3
 21 K-R2
 22 P-QKt4(f)
 23 P-Kt3
 24 Q-B2
 25 P-R3
 26 Q-Q2
 27 P-KB4(g)
 28 RxB(h)
 29 Resigns

QR-Q1
 Kt-Q2
 KR-K1
 Q-Kt4
 Kt-B4
 P-Kt3
 Kt-K3
 K-R1
 Q-K2
 Q-Q3
 Kt-Q5
 PxP
 QxR

(a) B-R4 is usual; but the text move is not condemned by the authorities. Lasker favours it.

(b) P-Q4 was Lasker's reply to Capablanca at St. Petersburg.

(c) The better scheme to initiate here would seem to be Kt-KB5 by way of K2 and Kt3.

(d) The B is strongly posted here, and compels White to waste three moves in getting free besides having his Kt left in a less favourable position, a clear evidence of faulty tactics.

(e) Kt-B5 is still to be preferred.

(f) Merely compelling White to play the game he intends to play.

(g) A miscalculation, which sadly weakens White's position.

(h) And this is blindness intensified.

No. 74.

Irregular.

White—Barnes.

Black—Ewen.

1 P-K4, P-Q3; 2 P-Q4, P-QB4(a); 3 Kt-KB3, Kt-KB3(b); 4 B-Q3, B-Kt5(c); 5 B-K3, PxP(d); 6 BxP, P-K4(e); 7 B-K3(f), B-K2; 8 Kt-B3, BxKt; 9 QxB, O-O; 10 O-O, QKt-Q2; 11 QR-Q1, P-KR3; 12 Kt-K2, Kt-R2; 13 Kt-Kt3, Kt-Kt4; 14 Q-K2, Kt-R2(g); 15 Kt-B5, Kt-B4(h); 16 BxKt(i), PxP; 17 B-Kt5, Q-R4(k); 18 KtxBeh, K-R1; 19 B-B4, P-KKt3; 20 Q-K3, K-Kt2; 21 Q-KKt3, Kt-Kt4; 22 QxPch, P-B3; 23 Q-B4, P-Kt4; 24 R-Q7, R-B2; 25 BxR, KtxB; 26 Kt-Q5, Resigns.

(a) Surely a novel way of playing the Sicilian Defence. Mental gymnastics sometimes display genius, but not always.

(b) And here perhaps the Petroff may avail.

(c) Even a taste of the Ruy Lopez reversed may be toothsome.

(d) Then "the Roman thought hath struck him," and at the point of his stiletto an enemy hath fallen.

(e) Avaunt thou palefaced monster. Who shall dare To unsheath his sword, shall be my victim here.

(f) The saint retires to calmer scenes of peace
 To pray that Allah may his force increase.

ROUND 11.

- (g) This "painful warrior famoused for fight"
May jump about from morning until night
In this beguiling fashion; but he can't
By such abortive tactics, slay an ant.
- (h) And here another "belted knight" takes up the running;
But where, O where is all his strategy or cunning?
To hari kari he his fell soul has consigned.
- (i) To lure this Saint to Hades was what was in his mind.
Etc., Etc., Etc., and Etc.
- (k) And now let the curtain be drawn over these tragedies
until some competent Poet may arise to embalm them in
their merited robes.

Mr. Ewen has not taken the game seriously, so why
should we?

No. 75.

Ruy Lopez—Morphy Defence.

White—Smith.

1 P-K4	P-K4	6 P-Q4	P-QKt4
2 Kt-KB3	Kt-QB3	7 B-Kt3	P-Q4
3 B-Kt5	P-QR3	8 PxP	B-K3
4 B-R4	Kt-B3	9 R-K1	B-K2(a)
5 O-O	KtxP	10 RxKt(b)	PxR

Continued: 11 QxQ, RxQ; 12 KKt-Q2, Kt-Q5; 13 Kt-QB3, KtxB; 14 RPxKt, B-QB1; 15 QKtxP, B-Kt2; 16 Kt-Kt3, O-O; 17 P-QB3, B-Kt4; 18 QKt-B1, P-KB3; 19 PxP, PxP; 20 P-QKt4, KR-K1; 21 QKt-Kt3, B-Q4; 22 Kt-B5, R-K8; 23 Kt-Q3, R-Q8; 24 RxP, B-B5; 25 B-B4, BxKt; 26 P-R3, RxKtch; 27 K-R2, RxP; 28 BxP, B-K5; 29 BxR, RxPch; 30 Resigns.

- (a) All well-trodden ground to this point.
- (b) Deliberate, apparently, and that is its chief merit. Mysterious also; but that does not add to its attractions. Unsound as well, and malignantly suicidal; but these things only enhance the mystery of its origin at such an early stage of the game. What naturally follows is but slow torture for the first player, so let it pass.

No. 76.

King's Gambit Declined.

White—Wild.

Black—Dodds.

1 P-K4	P-K4	18 Q-K1(f)	Kt-R4
2 P-KB4	B-B4	19 Kt-Kt4(g)	P-B4(h)
3 Kt-KB3	P-Q3	20 Kt-R2	P-B5
4 Kt-B3	Kt-QB3	21 BxKtP(i)	Kt-Kt6
5 P-B5(a)	Kt-B3	22 R-B2	R-B2
6 B-Kt5	O-O	23 BxB(k)	PxB
7 P-Q3	P-KR3	24 R-R5(l)	Q-K2
8 Q-K2(b)	Kt-Q5	25 Q-Q2	P-KKt4
9 KtxKt	PxKt	26 Kt-Kt4	K-Kt2
10 Kt-Q1	P-B3	27 P-Kt4(m)	P-R4
11 B-R4	BxB(c)	28 Kt-R2	PxP
12 O-O	B-K3	29 R-R4(n)	P-B4
13 Kt-B2	P-QKt4	30 P-B3	Q-Q2
14 B-Kt3	BxB	31 R-R1	QPxP
15 RPxB	P-Kt5	32 PxP	P-Kt6
16 B-Q2(d)	Q-Q2(e)	33 R-R3(o)	R-Q1
17 P-R3	QR-K1	34 RxP	KtxP

Continued: 35 PxKt, QxQ; 36 RxQ, RxR; 37 R-Kt5, R-QB2; 38 Kt-B3, R-Q8ch; 39 K-B2, K-R3; 40 K-K2, R-QR8; 41 Kt-K5, R-R7ch; 42 K-B3, R-R6; 43 R-K2, RxP; 44 Kt-Q3, R-B7ch; 45 K-B3, R-B3; 46 P-Kt3, PxP; 47 KxP, R-R6; 48 Resigns.

- (a) B-Kt5 is the usual move. The text move is not good.
- (b) Better would have been Kt-K2, followed by Kt-Kt3.
- (c) Well played. Obviously if PxP, R-K1 wins Q and P for R and B.
- (d) More aggressive and in keeping with the spirit of the opening was Kt-Kt4, obtaining a freer game.
- (e) White's last move permits this, for if 16 Kt-R4, Q-Q2; 17 BxRP, PxP; 18 KtxKtch with the much superior game. The text move gives Black that distinction.
- (f) Inviting attack. Kt-R1 was not amiss here.
- (g) Not good; but the alternatives are very limited, K-R2 being the best of them.
- (h) Of course. Black has outplayed his opponent, whose difficulties are not light.
- (i) Q-R4 might have relieved the situation.
- (k) B-Q2, followed by Q-Q1 offers better prospects.
- (l) Weak again. Why not Q-Q1 or Kt-B1.

- (m) P-B3 was better.
 (n) Bad again but Black had an effective reply to every move.
 (o) Nodding still. P-B4 was the move; but anyway
 "Destruction hangs o'er yon devoted wall,
 And nodding Ilion waits the impending fall."

No. 77.

Guioco—Transposed.

White—Connell.

1 P-K4
 2 B-B4
 3 Kt-QB3
 4 Kt-B3(a)
 5 P-Q4
 6 KtxP
 7 B-KKt5
 8 QxB
 9 Q-K3
 10 B-K2
 11 P-B3
 12 P-QKt3
 13 O-O
 14 Q-B2
 15 B-Q2
 16 B-Q3
 17 QR-K1
 18 P-K5
 19 PxBt
 20 P-Q4
 21 Q-Kt3
 22 P-B4
 23 R-K3(b)
 24 Kt-K2
 25 PxB
 26 R-B1
 27 B-Kt4
 28 Q-B3

Black—Faulknor.

29 K-R1
 30 B-K7
 31 B-R4
 32 R-Q3
 33 PxB
 34 Kt-Q4
 35 Q-B1
 36 R(Q3)-Q1
 37 KtxBP
 38 Kt-Q4
 39 Kt-B3
 40 RxP
 41 QxB
 42 Q Kt3
 43 Q-Q3
 44 RxQ
 45 R-KKt1
 46 R-K3
 47 KxR
 48 B-K1
 49 K-B2
 50 P-K6
 51 B-Kt4
 52 B-Q6
 53 P-KKt4
 54 P-B5
 55 B-K5ch
 56 R-Q3

Continued: 57 R-Q7ch(h), KxP; 58 R-Q6ch, KxB; 59 RxKt, PxB; 60 RxP, R-B1ch; 61 K-Kt2, R-B4; 62 R-KKt6, K-B5; 63 R-QB6, R-K4; 64 R-B3, R-K7ch; 65 K-Kt1, R-Kt7; Drawn.
 (a) So far an adaptation of the Guioco, which is not in the books.
 (b) Better, perhaps, would have been R-B1, to which the best reply would be P-R3.

- (c) The only alternative was P-Q5; but the advance could not have been sustained.
 (d) Black's first mistake. B-Q2 was necessary to prevent 37 Kt-B6, winning the exchange next move.
 (e) And here Q-KKt3 might have yielded better results.
 (f) Interesting here would have been 39 BxKt; 40 QxB, R-KB7; 41 BxR, KtxBch; 42 K-Kt1, KtxRdis. ch., etc.
 (g) Not the best. 41 R-Kt7 and KR-R7 would have given trouble.
 (h) No need to comment upon huge blunders like this. They tell their own tale, and the correct winning move was so obvious too.

"Some like to laugh,
 Some like to cry,
 Some like to chaff,
 Not I."

TWELFTH ROUND.

No. 78.

Centre Game.

White—Lindsay.

Black—Hicks.

1 P-K4, P-Q4; 2 PxB, QxP; 3 Kt-QB3, Q-Q1; 4 Kt-B3, B-Kt5; 5 B-K2, Kt-KB3; 6 P-Q3, P-B3; 7 B-K3, QKt-Q2; 8 Q-Q2, P-K3; 9 P-QR3, Q-R4; 10 P-KR3, BxKt; 11 BxB, B-Kt5, 12 O-O, B-Q3; 13 Kt-Kt5, QxKt; 14 P-QKt4, Kt-K4; 15 B-K2, QR5; 16 P-QB4, P-QKt4; 17 P-B5, B-B2; 18 P-B4, Kt(K4)-Q2; 19 P-Kt4, P-KR3; 20 B-Q4, Q-Kt6; 21 B-KB3, Kt-QKt1; 22 B-KKt2, Q-R5; 23 P-B5, P-K4; 24 KR-K1, Kt(B3)-Q2; 25 Q-Kt2, O-O; 26 B-K3, B-Q1; 27 P-Q4, B-B3; 28 P-Q5, Kt-R3; 29 PxB, Kt(Q2)xP; 30 PxBt, P-K5; 31 Q-Q2, KR-Q1; 32 Q-KB2, BxR; 33 RxB, QR-B1; 34 R-KB1, RxP; 35 P-Kt5, PxB; 36 BxP, P-B3; 37 Q-R2ch, Q-B5; 38 Resigns(a).

- (a) In this game we have originality on both sides. Black, evidently undecided as to which of the book moves—3 Q-Q1, or Q-R4 is the better, plays both in turn. Then her sable majesty, having appropriated a generous gift from the gods, goes meandering round the back doors aimlessly; but is driven back to seclusion where she ends her days. White rewards her ladyship with the gift mentioned in the vain hope of being a gainer thereby. There is no settled point of attack, and no plan discoverable on either side. To properly annotate such a game would fill too many pages, and cui bono?

No. 79.

Hungarian Defence.

White—Faulknor.

1 P-K4
2 Kt-KB3
3 B-B4
4 P-Q4
5 P-B3()
6 O-O
7 B-Q5

P-K4
Kt-QB3
B-K2
P-Q3
Kt-B3
KtxP
Kt-B3

Black—Smith.

8 BxKt
9 Pxp
10 KtxP
11 KtxP
12 KxB
13 K-Kt1
14 B-B4

PxB
Pxp
B-Q3(b)
BxPch(c)
Kt-Kt5ch
Q-R5
O-O

Continued: 15 B-Kt3, Q-R3; 16 Kt-K7ch, K-R1; 17 KtxB, P-KB4; 18 Kt-K7, Q-R4; 19 P-KB4, QR-Q1; 20 Q-B3, R-Q3; 21 KtxP, RxKt; 22 R-Q1, R-R3; 23 R-Q5, Q-Kt3; 24 Kt-Q2, Q-Kt3ch; 25 R-Q4, Kt-B3; 26 Kt-B4, Q-B4; 27 Kt-K5, P-Kt3; 28 B-B2, Q-Kt4; 29 R-Kt4, Q-R3; 30 B-B5, Q-B1; 31 BxR, QxB; 32 Q-B6, Q-K2; 33 R-Kt7, Resigns.

- (a) The books give P-Q5 here.
(b) There is nothing amiss here with QxQ, or B-Kt2. Why let a pawn go for nothing?
(c) Too impetuous and unsound. The game is lost by this move. Besides giving White force majeure, it increases the vulnerability of Black's position. It was a brave attack; but all was risked on the possibility of White finding the only effective reply—B-B4—three moves later.

No. 80.

Centre Counter Gambit.

White—Ewen.

1 P-K4
2 Pxp
3 Kt-QB3
4 P-QR3(a)
5 P-QKt4
6 Kt-KB3
7 B-K2
8 O-O
9 Kt-KR4
10 KtxB(c)
11 P-KR3(d)
12 P-Q4
13 P-B4(e)
14 BxKt
15 Kt-K4

P-Q4
Qxp
Q-QR4
P-QB3
Q-B2
B-B4(b)
P-K3
Kt-KB3
B-Kt3
RPxKt
B-Q3
QKt-Q2
Kt-R4
RxB
O-O-O

Black—Fouhy.

16 P-QB4
17 Kt-Kt5(f)
18 P-B5
19 Kt-B3
20 B-K3
21 R-B1(g)
22 BPxp
23 Q-R4(h)
24 RxKt
25 QxRP
26 BxB
27 Q-R8ch(i)
28 Q-R4
29 Q-Kt3
30 P-Kt5(k)

P-KB4
Kt-B1
B-K2
B-B3
Kt-Q2
P-K4
KtxKP
KtxKtch
Bxp
R-R5
R(R5)xB
K-Q2
Q-K4
K-B1
Pxp

Continued: 31 QxP, R-Q8ch; 32 RxR, RxRch; 33 R-B1, Q-Q5ch; 34 K-R2, RxR; 35 QxR, Qxp; 36 Q-B3, K-B2; 37 Q-Kt3ch, Q-Q3; 38 P-KR4, P-QKt4; 39 QxQ, KxQ; 40 K-Kt3, K-K4; 41 K-B3, K-Q5; 42 K-B4, K-B6; 43 K-Kt5, K-Kt6; 44 Kxp, Kxp; 45 KxKtP, P-Kt5; 46 P-R5, P-Kt6; 47 P-R6, P-Kt7; 48 P-R7, P-Kt8-Q; 49 P-R8-Q, Q-Kt2ch; 50 K-R2, Qxp; 51 Q-B8ch, Drawn.

- (a) This method of driving the Queen back is perhaps as good as the usual practice.
(b) The usual place for this B is Kt5, though it may not be the better one.
(c) The opening of the rook's file after Castling does not seem advisable while development waits. B-Kt2 has its allurements.
(d) P-Kt3 is better.
(e) Now that Black can hardly hope to castle KR, it is not too early to initiate a Queen's-side attack by 13 Q-Q3.
(f) 14 KtxBch, QxKt; 15 P-B5, Q-K2; 16 B-Kt2, etc., would have given White the better game.
(g) Q-Kt3 was the move. And if P-K4 in reply, 22 QPxp.
(h) And here B-B4 might have been tried, and if in reply KtxKtch, then 24 QxKt.
(i) Better was 27 R-K1, and if ——— R-K5; 28 Q-R8ch, K-Q2; 29 R-Q1ch, K-K2; 30 RxR, QxR; 31 Qxpch and should win.
(k) QR-B1 was the move; but the ultimate draw was now almost inevitable in any case.

No. 81.

French Defence.

White—Anderson.

1 P-K4
2 P-Q4
3 P-K5(a)
4 Kt-KB3(c)
5 QKt-Q2
6 Pxp
7 Kt-Kt3
8 B-Q3
9 Q-K2
10 B-Q2
11 BxKt
12 Q-Q3
13 B-Kt4
14 Kt-R4

P-K3
P-Q4
P-QB4(b)
P-QR3(d)
Kt-QB3
Bxp
B-R2
P-KR3(e)
Kt-Kt3(f)
PxB
Kt-K2
K-B2
Kt-B4

15 KtxP(g)
16 P-Kt4
17 KtxKt
18 Q-Kt3
19 P-KB4
20 O-O-O
21 B-Q2
22 Q-Q3
23 K-Kt1
24 P-Kt5
25 Q-R3
26 Pxp
27 K-R1
28 Pxp

Black—Connell.

R-K1(h)
Kt-R5
QxKt
Q-Kt4
Q-Kt3
Q-K5
B-Q2
Q-R5
QR-B1
B-Kt4
Q-K5
Qxpch(i)
Q-Kt3
Qxp

ROUND 12.

29 B-K3	R-KR1	41 QxRch	RxQ
30 Q-KB3	BxB	42 Kt-B7ch	K-R2
31 QxB	R(R1)-K1	43 KtxQ	B-K5
32 Kt-Q4	Q-R3	44 Kt-Kt4	BxP
33 Q-B2	R-KB1	45 Kt-B6ch	K-R3
34 P-B5	B-Q6	46 KtxP	R-B4
35 KtxP	R-KKt1(k)	47 P-Kt4	R-B7
36 P-KR4	R-Kt5	48 R-QB1	R-Q7
37 Q-Kt6	K-Kt1	49 R-B6ch	K-R4
38 QxKtP	R(Kt5)-B5	50 Kt-B4ch	KxP
39 KR-Kt1ch	K-R1	51 R-R6 mate	
40 Kt-Kt5	R(B5)-B2		

- (a) Bardelebin commenting on this move says: "This line of play leads to an interesting game, but is not so sound as 3 QKt-B3." Other authorities do not condemn the move.
- (b) As played by Burn against Albin.
- (c) Here Albin played P-QB3. The text move is quite good.
- (d) The proper move here was Kt-QB3.
- (e) KKt-K2, and Castles was best.
- (f) Hasty and ill-considered. He should have castled.
- (g) A risky move though it succeeded.
- (h) KxKt was quite safe. For instance 15 KxKt; 16 P-KKt4, Q-R5; 17 Kt-Q4, QxKtP; or 17 PxKtch, PxP; 18 R-Kt1ch, K-R2; 19 Q-Q2, R-K1; or again 17 B-B5, Qx1', with at least an equal game in each case.
- (i) Here again Black misses the way. He should have played 26 RxP; then 27 K-R1, B-Q5; 28 KtxB, QxKt; 29 B-B3, Q-R5; 30 Q-R5ch, P-KKt3; 31 Q-R3, B-B5; 32 K-Kt1, Bx1'ch; 33 K-R1, B-Kt6ch; 34 K-Kt1, Q-R7 mate. Or if: 29 Q-R3, RxB and should win, with a piece up.
- (k) R-B7 would be met by Q-Kt6, etc. White plays the end-game excellently.

No. 82.

Philidor's Defence.

White—Dodds.		Black—Kelling.	
1 P-K4	P-K4	9 Q-B2(c)	Kt-B3
2 Kt-KB3	P-Q3	10 P-QR3	P-QR3
3 P-QB3(a)	B-Kt5	11 P-R3	B-R4
4 P-Q4	PxP	12 O-O	Kt-Q2
5 PxP	P-KR3(b)	13 Kt-R2	B-B3
6 B-K3	Kt-KB3	14 Q-B3(d)	R-K1
7 B-Q3	B-K2	15 P-B4	B-Kt3
8 QKt-Q2	O-O	16 Kt-Kt4	P-KR4

ROUND 12.

17 Kt-B2	R-Kt1	32 R-Q2	Kt-B5
18 P-KKt4(e)	B-R5	33 R(Q2)-K2	Kt-K4
19 P-Kt5	P-B3	34 RxKt	PxR
20 P-B5(f)	BxBP	35 P-B6(h)	Kt-Kt1
21 PxB	RxB	36 KtxP(i)	QxP
22 B-B4ch	K-R1	37 B-B5	Kt-K2
23 QxR	BxP	38 Kt-B7ch	K-Kt1
24 Q-KB3(g)	BxKt	39 B-K6	K-R2
25 QxPch	B-R3	40 QxP	Kt-Kt3
26 Kt-Kt4	Q-B1	41 B-R2	Q-B5
27 QR-Q1	P-QKt4	42 Q-B3	R-Kt3
28 B-Q5	Kt-K2	43 Kt-K5	KtxKt
29 B-K6	Kt-QKt3	44 RxKt	R-Kt3ch
30 KR-K1	P-B4	45 Resigns(k)	
31 PxP	PxP		

- (a) P-Q4 is the standard move. See notes on this opening Games 20 and 36.
- (b) Why not B-K2, Kt-Q2, or some other developing move?
- (c) White has now the better development, and ought to win.
- (d) Theoretically wrong. QKt-B3 would have formed a more solid phalanx.
- (e) A bold move, by no means urgent, which calls for strong and continued support to the end. QR-K1 was good enough.
- (f) "Ambitions dreams expiring." Kt-R1 would have given safety, although White wins a piece for pawn, his exposed and disintegrated position requires more than that advantage in force.
- (g) Surely a miscalculation. Q-Q3 was best, because safest.
- (h) This position forms an interesting end-game study, in which White seems to have winning or drawing chances by 35 KtxP.
- (i) But now P-B7 ought to win. If 36 P-B7, Kt-B3; 37 Q-Kt6, Q-K2 or any other; 38 KtxB, etc. If 36 Kt-K2; 37 KtxP, R-Kt3; 38 Kt-Q7, etc. Again if 37 R-Q1; 38 Kt-Kt6ch, KtxKt; 39 QxKt, R-Q3; 40 B-B5, RxQch; 41 BxR and wins.
- (k) "Not through (his) our crime, or slowness in the course, Fell thy Patroclus, but by heavenly force."

No. 83.

Ruy Lopez—Morphy Defence.

White—Wild.

1 P-K4	P-K4	21 Kt-Q4	KtxKt
2 Kt-KB3	Kt-QB3	22 BxKt	P-KR4
3 B-Kt5	P-QR3	23 K-R1(i)	P-B4
4 B-R4	Kt-B3	24 Kt-B3	BxKt
5 O-O	KtxP	25 PxP	P-B4
6 R-K1	Kt-B4(a)	26 B-K3(k)	P-B5
7 BxKt	QPxB	27 B-Q2	B-K4
8 KtxP	B-K2	28 QR-Q1	QR-Q1
9 P-Q4	Kt-K3	29 K-Kt2(l)	B-B3
10 P-QB3(b)	O-O	30 K-B1	K-Kt3
11 Kt-Q2(c)	P-QB4(d)	31 RxR	RxR
12 PxP	BxP	32 B-B1	R-Q1
13 Kt-B1	P-KB3	33 RxR	BxK
14 Kt-B3	QxQ(e)	34 P-B4	K-B4
15 RxQ	B-Q3	35 K-K2	B-B3
16 B-Q2(f)	B-Q2	36 P-Kt3	P-Kt4
17 P-KR3	B-B3	37 PxP	PxP
18 Kt(B1)-R2	K-B2	38 B-Q2	P-B5
19 R-K1(g)	KR-K1	39 PxP	PxP
20 B-K3(h)	P-KKt4	40 B-K1	K-K3

Continued: 41 K-Q1, K-Q4; 42 K-B2, B-Q5; 43 K-Kt1, P-B6;
44 K-B2, K-B5; 45 P-R4, B-B3; 46 P-R5, B-Q5; 47 P-R6,
K-Kt4; 48 BxP, BxP; 49 P-R7, BxP; 50 B-B6, P-Kt5; 51
BPxP, PxP; 52 PxP, K-B5; 53 K-Q2, K-Q4; 54 K-K2, K-Q5;
55 K-B1, P-B6; 56 B-Kt5, B-Q5; 57 B-B1, B-B3; Drawn (m).

- (a) Favoured by Zukertort; but not often adopted now-adays.
(b) B-K3 would still have conformed to the books; but there is nothing amiss with the text move except that it temporarily demobilises either the Kt or B.
(c) More freedom would have been obtained from B-K3 at once.
(d) Taking advantage of White's restricted action.
(e) Practically forced to prevent Q-Kt3 with possibilities.
(f) Rather timid. B-K3 was the move.
(g) B-K3 was still preferable.
(h) At last! The move wasted in getting there might have been more profitably used.
(i) Another time-waster. Kt-B1 or B-K3 would not have been amiss.

No. 84.

Ruy Lopez—Morphy Defence.

White—Barnes.

Black—Severne.

1 P-K4	P-K4	21 QR-B1	Q-R4
2 Kt-KB3	Kt-QB3	22 QxQ	KtxQ
3 B-Kt5	P-QR3	23 B-Q3	QR-B1
4 B-R4	K-B3	24 P-Q5	RxR
5 P-Q3	P-Q3	25 RxK	R-QB1
6 P-B3(a)	B-K2	26 RxRch	BxR
7 QKt-Q2	O-O	27 Kt-Q2(c)	B-Kt4
8 P-KR3	P-QKt4	28 BxB(d)	KtxB
9 B-B2	R-K1	29 Kt-K2(e)	Kt-R2
10 Kt-B1	B-Q2	30 P-B3(f)	P-KKt3
11 Kt-K3	Kt-QR4	31 K-B2	P-B4
12 O-O(b)	P-B4	32 P-KKt3(g)	PxP
13 R-K1	Kt-B3	33 BxP	K-B2
14 P-Q4	B-KB1	34 P-KR4	B-B4(h)
15 Kt-B1	Q-B2	35 K-K3	Kt-KB3
16 B-Kt5	B-K2	36 P-KKt4	BxB
17 Kt-Kt3	P-KR3	37 PxP	KxKtPch
18 B-K3	Kt-KR2	38 K-B3	Kt-B3
19 Q-Q2	BPxP	39 Kt-KKt3	Kt-Kt2
20 PxP	B-B3	40 Kt-R1(k)	Kt-B4

Continued: 41 Kt-B2, P-QR4; 42 Kt-Kt1, P-Kt4; 43 PxP,
PxP; 44 Kt-B3, P-QKt5; 45 Kt-K2, K-Kt3; 46 Kt-Kt3,
Kt-R5; 47 Kt-Q3, P-Kt5ch; 48 K-K3, K-Kt4; 49 Kt-KB5,
KtxPch; 50 K-B2, Kt-B4; 51 KtxKt, PxKt; 52 Kt-Q6, Kt-B3;
53 K-K3, K-R5; 54 Kt-B7, Kt-Q2; 55 K-B2, P-Kt6ch; 56
K-Kt2, K-Kt5; 57 Kt-Q6, K-B5; 58 P-Kt3, Kt-B3; 59 Kt-B4,
KtxP; 60 KtxRP, Kt-B6; 61 Kt-Kt7, KtxP; 62 Kt-K4, Kt-B5ch;
63 Kt-Q3ch, K-Kt5; 64 Kt-B5, Kt-K7; 65 Kt-K4, Kt-B5ch;
66 K-Kt1, K-B6; 67 Kt-Q4ch, K-K7; 68 Kt-K4, K-K6; 49
Kt-Q6, K-B6; 70 Resigns.

- (a) Practised by Steinitz and advocated by Maroczy, Teichman, and others; but only in the classical defence to this opening.

- (k) "Necessity's sharp pinch." The earlier voluntary movement would have been better.
(l) R-K2 was the alternative, but only the ultimate draw was to be hoped for.
(m) Mr. Wild deserves congratulations in thus signalling his novitiate in championship play against such a formidable opponent.

ROUND 13.

- (b) Here 12 P-QKt4, Kt-B3; 13 P-Q4 was a promising alternative.
 (c) P-QKt4 seems better.
 (d) The more apparent P-Kt3 would have given Black no immediate attacking chances.
 (e) And here Kt(Q2)-B1 was better.
 (f) This line of pawns looked orderly and neat; but as the object in view was to win, rather than to construct a line of telegraph poles to the enemy country, P-QKt4 or P-B4 might have been risked.
 (g) Decidedly preferable was P-B4 in order to secure a passed pawn.
 (h) From this point the game was submitted for the End-game prize.
 (i) "Too late for heeding. Our hopes go out in tears." The loss of a P can only be avoided here by P-Kt3, a move that should have been made long ago, as suggested above.
 (k) Once more P-Kt4 is necessary, but
 "In spite of all temptation"
 To preserve his side's equation
 He remains a fixture still.

THIRTEENTH ROUND.

No. 85.

Sicilian Defence.

White—Lindsay.

Black—Connell.

- 1 P-K4, P-QB4; 2 Kt-KB3, Kt-QB3; 3 Kt-B3, P-K3; 4 QKt-K2, B-K2; 5 P-Q4, Pxp; 6 QKtxP, Q-Kt3; 7 P-B3, Kt-B3; 8 Q-B2, B-QB4; 9 KtxKt, QxKt; 10 B-Q3, Kt-Kt5; 11 R-B1(a); P-Q4; 12 P-KR3, Kt-B3; 13 P-K5, Kt-K5; 14 Kt-Kt5, KtxKt; 15 BxKt, P-KR3(b); 16 B-R4, P-QR4(c); 17 P-QR4, O-O; 18 P-B3, Q-B2; 19 P-KB4, B-Q2(d); 20 R-B3, QR-B1(e); 21 R-Kt5, Q-Kt3(f); 22 Rxpch, K-R1; 23 R-R7ch, K-Kt1; 24 R-R8ch. Resigns.
 (a) It is not easy to imagine why the K did not cross over to Kt1 at the same time.
 (b) By a series of irrational moves prompted by over confidence and tinged with obfuscation, Black has drifted into a difficult position.
 (c) Oblivious of the coming danger. There was still ample opportunity to prevent it.
 (d) B-K2 would still have saved trouble; but this induces it.
 (e) "Man's life's a vapour and full of woes. He cuts a caper, and down he goes."
 (f) B-B1 would still have saved trouble.

ROUND 13.

No. 86.

Danish Gambit.

White—Barnes.

Black—Kelling.

- | | | | |
|-------------|----------|-----------|---------|
| 1 P-K4 | P-K4 | 19 Kt-Q6 | BxKt |
| 2 P-Q4 | Pxp | 20 RxB | R-B1 |
| 3 P-QB3 | Pxp | 21 R-Q8 | Kt-R3 |
| 4 B-QB4 | Kt-KB3 | 22 RxQR | RxR |
| 5 KtxP | P-Q3(a) | 23 R-Q7 | Kt-B4 |
| 6 P-K5(b) | Q-K2(c) | 24 RxBP | K-R2(h) |
| 7 Kt-B3 | Pxp | 25 P-Kt4 | KtxP |
| 8 O-O | B-Kt5(d) | 26 B-Q3ch | K-Kt1 |
| 9 Q-R4ch | P-B3 | 27 RxQKtP | Kt-Kt3 |
| 10 B-KKt5 | BxKt(e) | 28 B-Kt6 | K-B1 |
| 11 PxB | Q-Kt5 | 29 K-Kt2 | Kt-Q4 |
| 12 QxQ | BxQ | 30 K-Kt3 | P-QR4 |
| 13 QR-Q1 | B-K2 | 31 Pxp | RxB |
| 14 R-Q3 | P-KR3 | 32 R-B7ch | K-Kt1 |
| 15 BxKt | BxB | 33 R-Q7 | R-R1 |
| 16 R(B1)-Q1 | O-O | 34 B-B7ch | K-R2 |
| 17 Kt-K4 | B-K2(f) | 35 BxKt | PxB |
| 18 P-QR4 | R-B1(g) | 36 RxB | R-K1 |

- (a) Of this opening, rarely played in Master contests, there are few examples; but Janowsky's analysis suggests here 5 — P-Q4; 6 Pxp, B-Q3, with an equal game.
 (b) In any defence adopted by Black this formidable move has to be provided for.
 (c) And this does it; but it imprisons the KB.
 (d) A good move; but it is a question if KKt-Q2 is not better.
 (e) Black could have won a piece here by P-QKt4; but would get a lost game by 11 KtxP, etc.
 (f) And here P-QR4 appears to be the more formidable, enabling Black to develop his Kt at R3 without risk.
 (g) Quite an unnecessary waste of time. P-QR3 would still hold the extra pawn.
 (h) K-R1 would have saved a move, and consequently the KtP, also the game possibly, for the Q-side pawns should predominate in such a position.
 (i) A well-played game, albeit an unsuccessful competitor in both the Brilliancy and End-Game Contests.

ROUND 13.

No. 87.

Ruy Lopez—Morphy Defence.

White—Faulknor.

1 P-K4
2 Kt-KB3
3 B-Kt5
4 B-R4
5 O-O
6 P-Q3(a)
7 B-Kt3
8 P-B3
9 B-B2
10 P-QR4(b)
11 QKt-Q2(c)
12 R-K1
13 Kt-B1
14 Kt-Kt3
15 -RK3(d)
16 P-KR3
17 P-Q4 (e)
18 PxP(B6)(f)
19 PxP
20 R-Q3

P-K4
Kt-QB3
P-QR3
Kt-B3
B-K2
P-QKt4
P-Q3
Kt-QR4
P-QB4
B-Kt5
O-O
Kt-B3
Q-B2
P-Kt5
Kt-K1
B-B1
PxBP
BPxP
PxP
Kt-K4(g)

Black—Severne.

21 R-Q2
22 QxKt
23 RxP
24 P-K5(h)
25 Q-Q3(i)
26 R-QB4
27 R-R3(k)
28 Q-K2(l)
29 R-Kt4
30 P-KB4
31 K-R1(m)
32 R-Kt6
33 RxRP(n)
34 QxR
35 R-K3
36 Q-K2(o)
37 RxB
38 R-Q3(p)
39 QxB
40 Resigns

KtxKtch
B-Kt4
B-B3
BxP
P-KB4
Q-K2
K-R1
B-K3
P-KKt3
B-B3
Kt-Kt2
B-R5
RxR
B-Q4
Q-B2
BxKt
B-K5
BxR
R-QB1

- (a) The more aggressive R-K1 followed by P-Q4 is more usual.
(b) This move finds favour in approximating positions. Here it is premature. Better would be P-KR3, or B-K3.
(c) B-K3 should have preceded this.
(d) Aimless and bad. P-KR3 was wanted.
(e) Worse still. Losing a pawn to no purpose. B-Kt3 followed by Kt-B5 would have set Black thinking.
(f) And here PxKP should have been played.
(g) Proving the weakness of White's 18th move.
(h) Well played, but not properly followed up.
(i) If 25 QxR, BxR; 26 Q-K4, Kt-B3; 27 QxB, QxB; 28 B-K2, QxB, QxB; 28 B-Kt2, B-Kt2 or K3; 29 RQ-B1, Q-Kt6; 30 R-B7, etc. But if 25 BxPch, K-R1; 26 Q-R5, Kt-B3 is Black's only escape.
(k) Kt1 was the better place for this rook.
(l) Forced. BxKt and Q-KSch, winning a piece was threatened.
(m) The K should have gone to R2.
(n) R-K3 might have been played with better effect.
(o) Here B-Kt2 would have been quite in order.
(p) The final error. Why not BxB, or B-Kt3?

ROUND 13.

No. 88.

Queen's Gambit Declined.

White—Fouhy.

1 P-Q4
2 P-QB4
3 Kt-QB3
4 B-Kt5(a)
5 P-K3
6 Kt-B3
7 P-QR3
8 PxP
9 B-Q3
10 PxP
11 O-O
12 P-K4
13 BxP
14 Q-Q3
15 BxKt
16 Kt-K5
17 P-KB4
18 Q-B3
19 QR-Kt1
20 RxP

P-Q4
P-K3
Kt-KB3
B-Kt5(b)
O-O
Kt-B3(c)
BxKt
P-QKt3(d)
Kt-Kt1(e)
PxP
B-Kt5(f)
PxP
P-B3
P-KR3
QxB
B-B1(g)
P-QR4
B-Kt2
R-R2(h)
Q-Q3

Black—Dodds.

21 KR-Kt1
22 KR-Kt3(i)
23 P-KR3(k)
24 BxP(l)
25 KtxKt
26 Kt-K5 (n)
27 RxQ
28 PxP
29 K-Kt2
30 R-QR6
31 K-Kt3
32 P-Q5
33 Kt-B4
34 P-Q6
35 KtxP
36 P-B5
37 K-B4
38 K-K4
39 K-Q5
40 K-B6

B-R1
R-K2
KR-K1
KtxB
R-K6(m)
QxR
BxQ
RxQBP
RxRP
R-R7ch
P-R5
P-R6(o)
R-Q1
R-R8
P-B3
P-Kt3
P-Kt4ch
R-K8ch
R-K4ch(p)
RxBP

Continued: 41 K-B7, R-KB1; 42 P-Q7, RxP; 43 Kt-Kt5, RxP; 44 P-Q8—Q, RxQ; 45 KxR, K-Kt2; 46 K-Q7, R-Q6ch; 47 K-Q6, K-Kt3; 48 Kt-Q4, P-R4; 49 R-R8, R-Q6; 50 K-Q4, RxKtch; 51 KxR, K-B4; 52 K-K3, P-R5; 53 K-B3, P-Kt6; 54 K-Kt2, K-Kt4; 55 RQ-Kt1, K-B5, and the game was drawn on the 64th move; but the record is unintelligible.

- (a) See Note (a), Game 3.
(b) B-K2 is more generally played here.
(c) Modern practise approves the development of this Kt at Q2.
(d) Aimless, unless it was intended to play B-Kt2; but that was not so.
(e) Admitting the soundness of the practice, and losing time. But why return? 6 PxP, and 7 ----- Kt-R4 was the better plan.
(f) This being so, what was the object of Black's 8th move—(P-Kt3)?
(g) More time wasted, and the B's destination after all is Kt2.
(h) It is useless to attempt to save the pawn.
(i) Too cautious. KtxQBP at once was more vigorous.
(k) No semblance of Donnybrook methods in this.—No; not even Kieliecrankie.

ROUND 13.

- (l) At last!
 (m) Here Black misses his way. He should have played 45 BxKt, and if 46 RxB, R-K8ch; 47 K-B2, R(K1)-K7ch; 48 K-Kt3, Q-Q2, etc.
 (n) The only safety valve, but a sufficient one.
 (o) Better was P-B3.
 (p) Preferable here was R-Q8ch, and bring the K to the support.

Note.—We are unable to follow the concluding moves from the official record.—Ed.

No. 89.

Gioco Piano.

White—Hicks.

Black—Wild.

- 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-B3, P-QR3(a); 5 O-O, P-Q3; 6 P-Q4, PxP; 7 PxP, B-R2; 8 R-K1, K-Kt-K2; 9 Kt-Kt5, Q-Q2(b); 10 BxPch, K-B1; 11 B-K6, QxB(c); 12 KtxQch, BxKt; 13 P-Q5, B-Q2; 14 PxKt, BxP; 15 Kt-B3, K-K1; 16 Kt-Q5, K-Q2; 17 Q-Kt4ch, K-K1; 18 Q-K6, Resigns.
 (a) The first of a series of bad moves. P-Q3, Kt-B3, or Q-K2 would have had the sanction of authority.
 (b) A fatal blunder. O-O was the only move here.
 (c) The proper move here was "resigns." "Thus repulsed our final hope is flat despair."

No. 90.

Scotch Game.

White—Smith.

Black—Anderson.

- | | | | |
|----------|---------|-------------|----------|
| 1 P-K4 | P-K4 | 9 KtxP | R-Kt1 |
| 2 Kt-KB3 | Kt-QB3 | 10 B-QB4(b) | Q-Kt3 |
| 3 P-Q4 | PxP | 11 O-O | Kt-K4(c) |
| 4 KtxP | B-B4 | 12 B-Q5(d) | Kt-B6ch |
| 5 B-K3 | Q-B3 | 13 K-R1(e) | KtxQ(f) |
| 6 P-QB3 | KKt-K2 | 14 KtxKt | BxB |
| 7 Q-Q2 | P-Q3(a) | 15 PxB | KtxB |
| 8 Kt-Kt5 | O-O | 16 KtxKt | Q-Kt4 |
| | | 17 Resigns | |

- (a) P-Q4 was the move.
 (b) B-K2 would have saved time and maintained the ascendancy.
 (c) "Would Jove (Smith) permit the meditated blow," or retire the B to K2?

ROUND 12.

- (d) "O Telemachus, the goddess said,
 "Too long in vain, too widely hast thou strayed."
 Back to K2 was his lordship's clear duty.
 (e) "Things without all remedy should be without regard.
 What's done is done," though it be a howling blunder.
 Why not resign at once?
 (f) "She seized a twig and up the tree she went," but the game goes on. Why? There's no more fun in it.

No. 91.

Sicilian Defence.

White—Mason.

Black—Ewen.

- | | | | |
|------------|----------|--------------|-----------|
| 1 P-K4 | P-QB4 | 12 Kt-K4 | Kt-Q5 |
| 2 Kt-KB3 | P-Q4(a) | 13 Q-Q1 | KtxKt |
| 3 PxP | QxP | 14 RxKt | Kt-QB3(d) |
| 4 Kt-QB3 | Q-Q1 | 15 Kt-B3 | P-B3(e) |
| 5 B-B4 | Kt-QB3 | 16 B-B4 | R-B1(f) |
| 6 O-O | Kt-KB3 | 17 P-Q4 | P-B4(g) |
| 7 R-K1 | B-KKt5 | 18 R-K6 | PxP |
| 8 P-Q3 | Kt-Q5(b) | 19 Q-K2 | P-KR3 |
| 9 Kt-K5(c) | B-K3 | 20 QR-K1 | K-B2 |
| 10 BxB | KtxB | 21 R-Q6(h) | Q-B2 |
| 11 Q-B3 | R QKt1 | 22 mate in 2 | |

- (a) This mixture of Sicilian and Centre Gambit, involving the loss of three moves for the mere exchange of a pawn, is not alone unscientific; it is bad.
 (b) "Dancing on a volcano," without due regard to either development or safety—P-K3 was the move.
 (c) "Though I am not splenitive and rash
 Yet have I something in me dangerous." Threatening mate next move.
 (d) Still neglecting necessary development. Why not P-K3?
 (e) This is like "the tawny lion pawing to get free his hinder parts," but still P-K3 was the better way.
 (f) Drifting towards disaster, and already a long way on the road thereto.
 (g) Wrong again. Better was Q-Q4; but
 "Tis a poor relief we gain
 To change the place and keep the pain."
 (h) No hinge or loop to hang a doubt on." Mate follows whatever Black does.

NEW ZEALAND CHESS ASSOCIATION.**TWENTY-FIRST ANNUAL REPORT.**

The following is the report presented at the annual general meeting of the New Zealand Chess Association:—

Gentlemen,—I have much pleasure in presenting this, the twenty-first annual report and balance-sheet of our Association. The period which it covers is practically our first post-war year.

Membership.—Eighteen clubs are now affiliated, the Ngaio Chess Club having joined during the year. There is the further gratifying feature that the Palmerston North Chess Club has been revived, and is applying for affiliation. Clubs have also been formed at Hastings, Fairlie, Kawhia, and by the Wellington Watersiders, and it is hoped that these will later on strengthen our Association by becoming members.

Tourneys, Matches, etc.—During the “war years” chess players in New Zealand, as elsewhere, had to content themselves with “marking time.” It is gratifying to note that the restoration of peace has led to a markedly increased activity all round. The large number of tourneys, matches, and telegraphic contests that have been held in New Zealand during the past twelve months is a very healthy sign, and augurs well for the future of chess in this Dominion.

New Zealand Adjudication Board.—During the year, Messrs. E. H. Severne, H. L. Andersen, and W. S. King were elected as the Canterbury members of the New Zealand Adjudication Board.

Championship of New Zealand.—A tourney to decide this title (which came into existence on 5th

September, 1879, and lapsed on 1st January, 1916, owing to war conditions) was held in Wellington during the Christmas-New Year holidays. There were fourteen competitors—viz., twelve from the North Island, and two from the South Island. Mr. W. E. Mason (Wellington) won the championship with the fine score of eleven wins and two draws. He is the Dominion's "record champion," as he now holds the title for the sixth time. Mr. E. H. Severne (Christchurch), who was the runner-up with the good tally of ten wins, one loss, and two draws, also played splendidly. The remaining prize-winners were: Messrs. Barnes and Kelling, of Wellington (tie for third prize), E. A. Hicks, of Napier (fourth), and G. F. Dodds, of Nelson (fifth). The brilliancy prize was won by Mr. R. J. Barnes (Wellington), and the end-game prize was won by Mr. J. A. Connell (Gisborne C.C.). It is hoped we shall in future have more competitors from the South Island, which, it may be added, has not furnished the champion since the year 1901.

Congress Book.—A book giving the games of the Championship Congress, a club directory, and various items of interest to our chessists is to be issued very shortly. It is being edited by Mr. J. A. Connell, who is well known as one of the Dominion's leading experts, and who was for some years a most energetic hon. secretary and treasurer of our Association.

Obituary.—The passing away of several valued supporters during the past twelve months is recorded with sorrow. The late Sir John Denniston was for many years president of the Canterbury Chess Club, as well as of our Association. On several occasions he donated the brilliancy prize of the annual congress. Messrs. S. Mackay, P. Still, W. Armstrong, and W. Brown, all of whom died in this city, were at one time or another delegates of this Association, which is greatly indebted to them

for their able work. The late Mr. Brown, it may be added, was the last survivor of those who took part in the championship tourney of 1888-9. Our sympathy is extended to the bereaved families, and also to the members of the Wellington Working Men's Chess and Draughts Club in connection with the death of their president, Mr. T. M'Elligott, and also the death of a former president, Mr. T. Carmichael.

Acknowledgments.—We are greatly indebted to the following: (a) Mr. J. G. W. Dalrymple, for his four years' valued service as our executive officer; (b) to all who have rendered financial assistance, either to the Championship Congress or to the General Fund; (c) to our president, Mr. W. Mackay (Wellington) and Mr. W. E. Grantham (Lower Hutt), for donating the brilliancy and end-game prizes respectively; (d) to Messrs. R. A. Cleland and O. Balk, of Dunedin, for adjudicating these special prizes; (e) to Mr. J. A. Connell, of Carterton, for editing the Congress Book; and (f) to the Congress Committee, for so ably carrying out the championship contest.

Finance.—From the balance-sheet it will be seen that, after meeting all liabilities—including expenses connected with the Congress Book—there will be a small credit balance with which to commence the year 1920-21. The outstanding subscriptions may be regarded as good. We shall need these, and also the various donations kindly made in the past, if we are to carry on effectively. It is hoped that we shall be able to continue publication of the annual Congress Book until the return of better times enables us to go in for a Year-book of New Zealand Chess.

Conclusion.—It only remains for me to voice the hope that our clubs will experience increased activity and prosperity in their second post-war year. This end would doubtless be assisted if our club sec-

retaries could be induced to give to their local papers popularly written weekly progress reports of tourneys, matches, etc., instead of, as is too often the case, merely contributing at lengthy intervals a few lines relating to an annual meeting, a telegraphic contest, or some other "State occasion."—C. W. Tanner, Hon. Secretary, New Zealand Chess Association.

ANNUAL GENERAL MEETING.

The annual general meeting of the New Zealand Chess Association was held at 52, Cuba Street, on Wednesday, 21st July, 1920.

Mr. C. W. Tanner (hon. secretary and treasurer) presented the annual report (given above), and also the balance-sheet, duly audited. The report and balance-sheet were formally adopted. The Association carries forward a small credit balance to the incoming year.

The election of officers resulted as follows:—Patron, His Excellency the Governor-General; president, Mr. R. A. Cleland (Dunedin); vice-presidents, North Island, upper half, the presidents of the Auckland C.C., Auckland Working Men's Club, and the Gisborne C.C.; lower half, Messrs. F. Kummer (Masterton), O. C. Pleasants (Wanganui), and W. Mackay (Wellington); South Island, upper half, Messrs. E. H. Severne and G. F. Dodds (Nelson), and the president of the Canterbury C.C.; lower half, Rev. Mr. Friberg and Messrs. L. D. Coombs (Dunedin), and D. Patterson (Oamaru); hon. secretary and treasurer, Mr. C. W. Tanner (re-elected); hon. auditor, Mr. A. Gyles (re-elected); hon. reporter, Mr. F. K. Kelling (re-elected).

The Palmerston North Chess Club was formally admitted to membership.

The Otago Club is willing to undertake the carrying out of the next Championship Congress, and Mr. A. W. Gyles accordingly moved that the Congress be held in Dunedin during the Christmas and New Year holidays. This was carried unanimously. Mr. A. W. Gyles gave notice to move at the next meeting that in future the poorest games played for the New Zealand Championship be dropped from the Congress Book, and that some of the best specimens of match play in other New Zealand centres be substituted therefor.

Mr. Tanner mentioned that a reminder is being sent to the English firm who some time ago acknowledged receipt of an order for chess clocks, but expressed itself as unable to execute the order for some little time to come.

Votes of thanks to last year's officers and other workers were carried by acclamation. A similar tribute to the chairman closed the meeting.

Address of Hon. Secretary to the N.Z. Chess Association:

C. W. TANNER,
188 Lambton Quay, Wellington.

NEW ZEALAND CHESS CLUBS.**NORTH ISLAND.****AUCKLAND CHESS CLUB.**

Founded Feb. 29, 1884, as the Grafton Chess Club; name changed April 2, 1885.

Club Room: 38 His Majesty's Arcade, Queen Street.
Meets on Mondays and Thursdays at 7.30 p.m., and on every week-day afternoon from 1 p.m. till dusk.

Hon. Secretary: J. F. Sullivan, c/o J. B. MacEwan and Co., Ltd., 36 Fort Street.

President: Mr. F. Harvey.

Vice-Presidents: Messrs. A. Wright and P. N. Stewart.

Committee: Messrs. A. E. Layland, M. Freeman, R. Barker, and R. McKenzie.

Results of tourneys in 1919-1920:—

- (a) Open Championship: F. C. Ewen 1st, J. A. Moir 2nd.
- (b) Open Handicap: P. N. Stewart 1st, J. S. Coyne 2nd.
- (c) Minor Level: H. N. Evans 1st, J. S. Coyne 2nd.
- (d) "Summer Handicap": J. S. Coyne 1st, H. M. Maddox 2nd.

As we go to press we learn that J. A. Moir has won this year's Championship Tourney.

Inter-club matches: The Auckland Club lost to Otago in 1919, but is showing splendid form this year, having scored very solid wins from the Masterton, Canterbury and Otago Clubs in quick succession.

The impending twenty-aside Auckland v. Wellington match will bridge a gap of sixteen years, as these clubs have not opposed each other since the year 1904.

Number of members: 61 full members, 19 hon. members.

The Club made a start with six members, one of whom, Mr. A. Ashton, is still a member. Mr. Gifford, now of Hamilton, was another. Mr. H. L. James (now of Wellington) joined the Club a month or two after its foundation. The honour of compiling the best match record is easily held by Mr. J. C. Grierson. He has won the N.Z. Championship twice (in 1903, and again in 1913), and the Auckland Championship no less than eleven times; besides being runner-up eight times! No other Auckland has won the N.Z. Championship.

Auckland Working Men's Chess Club.

Founded September 21, 1908.

Meets on Tuesday nights and Saturday afternoons at the Auckland Working Men's Club and Mechanics' Institute, Kitchener Street.

Hon. Secretary: W. R. Aislabie, 52 Pitt Street, Auckland.

President: Mr Purdy.

Committee: F. Harvey, V. Marshall, M. Freeman, R. Barker, and M. Hale.

Club Champion: M. Freeman.

Three tournaments are in progress. A travelling chess board and set of ivory men has been presented by Mr. H. B. Williamson for the Handicap Tourney.

Inter-Club Matches: The Club lost to Gisborne (4-5) and twice to Hamilton, viz., 2½-5½ in Nov., 1919, and 2½-8½ in July, 1920.

Takapuna Chess Club.

Formed in July, 1919.

Patrons: The Mayor, W. Blomfield, Hon. E. W. Alison, M.L.C., A. Harris, M.P., E. C. Cutten, S.M., H. Brett, R. Garroway, R. S. Thompson, and W. R. Wilson.

Hon. Sec.: E. C. Tucker (formerly of the Ngaio C.C.).

The Club was making a special feature of Ladder contests in its first year.

Kawhia Chess Club.

Formed in May, 1919.

President: W. T. Armstrong.

Vice-Presidents: A. E. Langley and T. Wackett.

Hon. Sec.: A. Macdonald.

Committee: E. Aubin, J. D. Jack, E. F. N. Morgan, and E. H. Schnackenberg.

Further particulars not available.

Hamilton Chess Club.

Founded in 1897.

Number of members, 14.

Meets on Thursdays at the Hamilton Public Library.

Hon. Sec.: R. Mears, Grey Street, Hamilton.

President: Mr. A. E. Day.

Vice-Presidents: Messrs. E. J. Stevenson and J. F. Strang.

Club Champion: F. Bullock.

No Tourney was held in 1919. The Club won both matches v. Auckland W.M. Club, scoring $5\frac{1}{2}$ to $2\frac{1}{2}$ in November, 1919, and $8\frac{1}{2}$ to $2\frac{1}{2}$ in July, 1920.

Ohura Chess Club.

Founded 1st June, 1920.

Number of members, 12.

Meets on Thursday nights at Chess Room, Main Street.

Hon. Sec.: W. H. S. Hughes, P.O. Box 17, Ohura.

Patron: W. K. Williams.

President: F. T. Glasgow.

Vice-President: T. Hegly.

A telegraphic match has just been played with Taumarunui, the result of which is not yet available. Play was reluctantly broken off about 5.30 a.m., as it was time to get the cows in! This enthusiasm

might be noted by those city players who think they are enthusiasts, but in reality have very shaky claims to the title!

Taumarunui.

Dr. Ernest H. Howard (who was a member of the Otago Chess Club in the years 1900-1901) is the organiser of chess in Taumarunui.

An eight-board match was recently played with the Ohura C.C., the result of which is not available as these notes go to the printer. Messrs. Dewdney, Andrews, P. Smith, and Taylor (manager Bank of Australasia) are assisting the cause of chess in this centre.

The New Plymouth Chess Club.

Founded: Sept. 1, 1920, at the Soldiers' Club.
Meets on Friday evenings.

Hon. Sec.: Mr. Frank Willis (formerly of Wanganui).

Patron: Mr. J. L. Perry.

President: Mr. E. Hine.

Vice-Presidents: Mr. S. G. Smith, M.P., His Worship the Mayor (Mr. Jas. Clarke), Messrs. George Grey, T. C. List, R. C. Hughes, and W. C. Weston.

Committee: Messrs. P. Stainton, Leo. Sim, J. J. Lomas, J. Bruce, H. B. Gibson, and H. J. Moverley.

A dozen players attended at the first weekly meeting. An active programme of tourneys and ladder contests is being arranged, and a telegraph match against Wanganui is mooted.

Stratford.

There is a fairly strong group of chess players in Stratford. Mr. F. Cook is the local Hon. Secretary. Negotiations are in progress for a match Stratford v. Masterton.

Wanganui Chess Club.

Founded in 1880.
 Number of members, 20.
 Meets on Mondays at the Club-room, St. Hill Street.
 Hon. Sec.: T. H. Battle, 33 Victoria Avenue.
 President: Owen C. Pleasants, Puriri Street.
 Vice-Presidents: Messrs. Harle and Thorp.
 Committee: Messrs. H. T. Brodie, H. Walpole, and
 A. McFarlane.
 Winner of Championship Tourney: Mr. O. C.
 Pleasants.
 Winner of Handicap Tourney: Mr. Batty.
 Matches were played against Masterton and Wel-
 lington South, both being won by Wanganui. A
 match with Nelson is in progress as these notes are
 being written.

Marton.**The Rangitikei Chess Club.**

Club Room: Coronation Hall.
 Meets on Friday evenings.
 President: W. Meldrum (N.Z. Champion in 1896).
 Hon. Sec.: Alex. Stewart.
 No further particulars available.

Palmerston North Chess Club.

Formed in 1894. First Hon. Sec., Mr. J. C.
 McCrea (who afterwards did so much for chess in
 Hamilton, and later on in Hastings). At the end of
 the first year the membership stood at 65. Early in
 the new century the Club fell on evil days, and be-
 came dormant.

The present Club was formed in December last.
 Meets every Tuesday, at 7.30 p.m., in the Y.M.C.A.
 rooms in Rangitikei Street.
 Hon. Secretary: Mr. Arthur Whitaker, 3 Grey
 Street.
 Membership, about 40.

The Club lost its first match, which was played
 during the Easter holidays against the Wellington
 Working Men's Club.

Gisborne Chess Club.

Founded: February 22, 1907. (An earlier Club
 was in existence here over thirty years ago.)
 Meets Wednesdays and Saturdays, at the Turanga-
 nui Library, 7.30 p.m.
 Hon. Sec.: Mr. A. Schlichting. Address: 267 Aber-
 deen Road.

There are a dozen active members. The tourney
 to decide the Club Championship was won by Mr. A.
 Schlichting, who thus won the gold medal presented
 by Mr. T. Gordon. The Club won an exciting tele-
 graphic match with the Auckland Working Men's
 Club by one game (5-4). Mr. J. W. Witty, the
 Club's veteran member, has been playing chess for
 73 years! In 1859, while in England, he took part
 in a correspondence tourney, which was won by the
 late Mr. C. W. Benbow (who subsequently migrated
 to Wellington, N.Z.). Mr. Witty's reputation in
 those far-off days was enhanced by his scoring a
 game from the famous Herr Lowenthal, the well-
 known German master, who was visiting England at
 the time.

Wairoa.

Visitors to Wairoa who are looking for chess are
 advised to get in touch with Mr. Claud R. Sainsbury
 (solicitor) and Mr. Edwin A. Hicks (address c/o
 Freezing Works), two well-known Congress players.

Napier Chess Club.

Founded in 1870.
 Number of members: 24 active, 6 honorary.
 Meets on Wednesday evenings at Salisbury Tea
 Rooms, Hastings Street.
 Hon. Sec.: G. L. Knowles, P.O. Box 171.

President: William Rose.
 Vice-Presidents: H. M. Murton and J. Mason (N.Z. Champion in 1910).
 Committee: Messrs. R. Lydford and O. Byatt.
 Champion Tourney won by H. M. Murton, W. C. Franks taking second prize. The special prize for most matches won in the season was won by Mr. G. L. Knowles.

Three matches have been played against Hastings, Napier winning two and drawing one. The telegraphic contest Napier v. Masterton was won by the latter (9-3). The "Hawke's Bay Herald" of 28/7/19 mentioned that "Mr. Andrews, of Bluff Hill, although close on 90 years of age, attends Club meetings regularly, and fully extends the strongest players."

Hastings Chess Club.

Founded in 1919.
 President: Mr. Newton.
 Hon. Sec.: Mr. Whibley.
 A two-round seven-aside match was played against Napier in July, 1919, Hastings being represented by Messrs. J. C. McCrea (formerly of Hamilton), Newton, Sheriff, Stevenson, Whibley, Lovell-Smith, and Turner. Altogether three matches have been played with Napier, of which Hastings lost two and drew the third.

Masterton Chess Club.

Founded March 2, 1910, by Mr. J. A. Connell.
 Membership 30.
 Life Members: Messrs. D. Guild, J. T. Dagg, and G. A. Jones.
 Meets on Mondays (7.30 p.m.) at Y.M.C.A. Rooms, Church Street.
 Hon. Sec.: A. Clemas, c/o Donald and Sons, Ltd., Box 138, Masterton.
 Patron: F. Kummer.

President: H. L. Thirtle.
 Vice-Presidents: F. P. Welch, Kemble Welch, P. Kummer, W. R. Jones, and R. J. Barton.
 Committee: H. E. Warner, B. Holmwood and G. Jackson.

Dagg Shield Tourney (Handicap): Won by H. E. Warner, runner-up B. Clemas.

The Club lost three matches (against Auckland, Wanganui, and Wellington South), and won one (against Napier).

Club Champion: F. Kummer.
 An "Easter Rally," promoted by this Club in April, 1919, was a decided success. The major event was a teams' tourney in which six clubs took part. It resulted as follows: Wellington Working Men's Club (the winners), 12½ points; Wellington Chess Club, 11½ points; Masterton, 7½ points; Wellington South, 6 points; Wairarapa, 5 points, and Wanganui, 2½ points.

The supplementary event was a one-life tourney (handicap) for those not engaged in the major event. This was won by Mr. H. E. Ashby, of the Wellington South Chess Club.

The visitors were entertained at a public dinner, and were given a most enjoyable motor outing. The various arrangements were perfect, and reflected the greatest credit on Mr. and Mrs. Clemas, and all who were associated with them in working up New Zealand's first (and so far only) Chess Rally.

The members recently presented Mr. Clemas with a silver-mounted salad bowl and set in appreciation of his valued services as Hon. Secretary during the past three years.

Mr. G. A. Jones was made a Life Member, and presented with a framed illuminated address in May, 1919, when his removal to Johnsonville terminated a nine years' active connection with the Club.

It may be added that an earlier Masterton Chess Club was formed about 40 years ago, with Mr. W.

Kummer, Senr., as its strongest player. His son, Mr. F. Kummer, and Rev. Wyndham Earee represented the Club at the N.Z. Championship Congress, held in Wellington, during the Easter holidays of 1900.

Wellington Chess Club.

Motto: "Long Live the King." (These words are shown on a ribbon entwined round a Staunton King.)

Founded on 20th June, 1866, by Mr. C. P. Powles.

This Club "lapsed" in the early seventies. Two of its members are still living in Wellington, viz., Mr. C. P. Powles and Mr. Montague Mosley.

The present club was founded on 1st July, 1876, as the result of a match "Town v. Civil Service." The canvass for membership and the arranging of other preliminaries were very effectively carried out by Mr. W. F. Barraud, who is the Club's only Life Member. For some years past he has been the only foundation member on the club's books. In his pioneer labours he was ably assisted by Mr. Edward Reeves, who died at Island Bay a few years ago.

Number of members: 38 active; 18 honorary.

Meets at 52, Cuba Street, on Tuesdays, Thursdays and Saturdays, 7.30 p.m.

Hon. Secretary: E. S. Taylor, 25 Panama Street.

President: W. Mackay.

Vice-Presidents: R. J. Barnes and G. H. Clutton.

Committee: W. E. Mason, D. Purchas, H. Godtschalk, H. A. Ward, and S. Faulknor.

Club Champion: 1919, A. W. O. Davies; 1920, R. J. Barnes. The new champion is W. E. Mason who has just won this year's Championship Tourney.

"Petherick" Tourney (handicap): 1919 winner, E. S. Taylor; 1920 winner, H. Jessup.

1919 matches: Wellington 8, Canterbury 6; Wellington 10½, Otago 4½; Bowlers 16, Non-Bowlers 14.

1920 matches: Wellington 11, Canterbury 6; Wellington 11½; Masterton 5½.

The club's "North" v. "South" match (open to visitors) resulted as follows: South 31 wins, North 26 wins.

The Club is about to play telegraphic matches with Auckland and Otago. In the past the Wellington Club has played 14 matches against Canterbury, winning 7, losing 4, and 3 ended in a tie. The Club has won all its seven matches against the Otago Club, and four of the five matches played against Auckland.

The Club's new rule allowing a member to challenge any one of the three players immediately above him on the ladder has greatly increased the popularity of this form of contest.

Wellington Working Men's Club.

Mr. W. Cowper Hill, who represented the Club at the 1914-15 Championship Congress, made the supreme sacrifice in the recent Great War.

The Chess section has flourished ever since it was put on an organised basis in 1888. There are at present about 30 active and 30 casual players.

Hon. Sec.: S. Faulkner, 91 Webb Street.

President: T. Norris.

Vice-President: W. Perry.

Committee: Messrs. Wring, J. Burgess, H. M. Resenberg, J. Coulter, and T. Costello.

1919 Handicap Tourney: J. Burgess, 1st; S. Faulknor, 2nd.

1919 Matches: W.M. Club, 8½; Wellington South, 4½.

1920 Matches: April, Ngaio 9, W.M. Club 7; Sept., Ngaio 4½, W.M. Club 9½; Easter, W.M. Club 16, Palmerston N. 5; August, Wellington South 12½, W.M. Club 7½.

Club Champion: R. J. Barnes.

Of fifteen matches played against the Wellington South Club, the W.M. Club has won 8, lost 6, and one ended in a tie.

Wellington South Club.

Founded: June 8, 1905.

Meets on Tuesdays, 7.30 p.m., at Newtown Public Library.

Membership: About 24.

Hon. Sec.: D. Purchas, Bay Street, Kilbirnie.

President: 1919, W. Armstrong (deceased); 1920, W. Berry.

Vice-Presidents: W. B. P. Perrott, Dr. Kemp, A. Clark, and F. K. Kelling.

Committee: G. P. Anderson, W. J. Harper, H. E. Ashby, and J. Mulvey.

Club Champion: D. Purchas (who also won the annual Handicap Tourney).

1919: Two matches won from Ngaio (7-4 and 9-5) and one from Masterton (21-18). The Club lost to Working Men's Club (4½-8½) and to Wanganui (5½-6½).

1920: The Club defeated W.M. Club (12½-7½) and drew with Ngaio (6-6).

The Club has an annual fixture with the Masterton Club, generally held on Labour Day. Wellington South won seven of the eight matches played to date.

Ngaio Chess Club.

Founded in 1912.

Membership: 24.

Meets on Mondays and Saturdays, 7.30 p.m., in the Schoolroom.

Hon. Sec.: H. Prince. Address: Ngaio, or c/o Combined Buyers, Ltd., Dixon Street.

Hon. Treasurer: J. A. Glasgow.

President: F. J. Brooker.

Vice-Presidents: E. Hicks, senr., and A. S. Green.

Committee: R. W. Hanger, W. J. Hicks, and the officers (ex officio).

Tourneys (1919): Championship: G. A. Jones, 1st; F. J. Brooker, 2nd. Handicap: W. J. Carman, 1st; J. Lindsay, 2nd.

Brilliancy Prize: H. Prince.

Second Grade: H. Prince, 1st; J. A. Glasgow, 2nd.

Mr. H. V. Croxton, the present N.Z. Rifle Champion, is one of the Club's prominent players. He won the annual tourney in the year 1913.

Matches: The Club has last two matches against the South Wellington Club, and has divided honours with the Working Men's Club (one win each).

Wellington Watersiders' Chess Club.

Membership: About 25.

Meets in "X" shed, Queen's Wharf.

Hon. Sec.: J. Kent, c/o "X" shed, The Wharf.

Handicap Tourney won by T. Nolan, Class 7; second prize, J. Burgess, Class 1; third prize, W. Wring, Class 3.

Represented at last Championship Congress by Mr. D. Wild.

SOUTH ISLAND.

Nelson Chess Club.

The present Club was formed July 2, 1912.

Meets on Tuesdays, 7.30 p.m., at the Nelson Bowling Club's Pavilion.

Membership: 16.

Hon. Sec.: C. N. Wilkinson, 14 Grove Street, Nelson.

President: A. E. Cresswell.

Vice-Presidents: G. F. Dodds and E. H. Severne.

Committee: A. Clausen, G. T. Kemp, and W. B. Griffin.

Matches: In 1919 two matches were played against the Marlborough C.C., Nelson winning both. In 1920 Nelson lost to Canterbury, and is about to play Otago. Matches have been played with Oamaru and Wanganui, but in each case the result of adjudication is not yet available. It is hoped that Messrs. E. H. Severne and G. F. Dodds will represent the Club at the Championship Congress to be held in Dunedin during the Christmas holidays.

An earlier Nelson Chess Club existed more than fifty years ago. A two-game match was played against the Christchurch Chess Club in June, 1866, both games being won by Christchurch. It is generally conceded that this was the first match played by telegraph in the Southern Hemisphere. The idea of playing this match first occurred to the late Mr. Charles Janion at the time that the telegraph line between the two centres was being completed.

Mr. J. A. Connell, Editor of Part I. of this Book, is one of Nelson's former chess champions. Some 24 years ago he won the first prize in a local tourney, with the fine score of 17 wins 1 loss. He learnt chess about 51 years ago, and celebrated his Caissie Jubilee by winning Mr. Grantham's prize for the best end-game of the last New Zealand Championship Tourney. This success naturally gave pleasure to a wide circle of friends, Mr. Connell having at various times actively furthered the cause of chess in Wanganui, Gisborne, Wairoa, Napier, Wairarapa, Blenheim, Nelson, Christchurch, and Timaru, besides having acted as Hon. Secretary to the N.Z. Chess Association for some years.

Blenheim.

Marlborough Chess Club.

Formed in 1905 (with Mr. S. M. Neville as President, Mr. J. A. Connell as Captain, and Mr. G. H. Clulden as Hon. Secretary).

President: J. H. Woolley.

Vice-President: J. Marsack.

Committee: H. B. Low, W. A. S. Willcox, J. Elvy, and W. Fairweather.

Several players have left the District, thus reducing the membership to 12. These meet privately on Mondays, keeping the embers alive till more prosperous days come along.

In 1919 a match was won from Havelock (which club has since disbanded). Two matches were lost to the Nelson Club.

Visitors to Blenheim requiring a game of chess should apply to Mr. W. A. S. Willcox, the Chief Postmaster, who has at different times been champion of the Invercargill and Oamaru Chess Clubs.

Westport Chess Club.

This Club is dormant at present. Visitors desiring a game of chess might apply to Rev. Alex. Miller, of St. Andrew's Manse (a former Auckland Champion) or to Mr. T. E. Maunsell (the local Stipendiary Magistrate), who is also a very strong player.

Christchurch.

Canterbury Chess Club.

Motto: "Ingenio contenditur."
Foundation: "The Christchurch Chess Club" was in existence in 1866, when a match was played by telegraph against Nelson, and won. (See notes on Nelson C.C.) The year of the founding of the Club is unknown. On October 18, 1879, the constitution of the Club was altered, and the name changed to "The Canterbury Chess Club," the first President being Mr. H. J. Tancred, sometime Chancellor of the University of New Zealand.

Membership: 58.

Members meet on Tuesdays, Fridays, and Saturdays at Inglis' Buildings, High Street, Christchurch.

Hon. Sec.: W. H. Joyce. Address: Christchurch Technical College.

President: V. G. Day, Esq., S.M.

Vice-Presidents: Messrs. R. A. Joseph and F. Woodford.

Committee: H. Kennedy, E. F. Wilson, W. B. Buckhurst, F. H. R. Neville, T. Hawkins, and W. Gibb.

1919: Summer Tourney won by L. J. Darwin. President's Handicap won by A. C. Twyford.

1920 Tourneys not yet completed.

In 1919 matches were lost to Otago and to Wellington.

In 1920 matches were lost to Auckland, Otago, and Wellington, but a win was scored against Nelson.

Mr. A. L. Barclay, one of the Club's leading players, made the supreme sacrifice in the recent Great War.

On reference to the Championship Roll on another page, it will be seen that the first three New Zealand Championship Tournaments were won by members of this Club, viz.: 1879 H. Hookham, 1889 A. M. Ollivier, and 1890 H. Hookham.

Mr. Harry Andersen, who plays at board 1 in the Club's telegraphic matches, is without doubt the Dominion's most expert problem solver, having for three years in succession put up the best New Zealand performance in the world-wide problem solving contest promoted annually on George Washington's Birthday by "The Good Companion Chess Problem Club" (headquarters in America).

Cheviot Chess Club.

Meets on Wednesdays at the Cheviot Library.

Membership: About 15.

President: Dr. Saunders.

Hon. Sec.: C. A. Hunt, c/o Dalgety and Co.

Timaru Chess Club.

Founded: August 15, 1879.

Patron: R. R. Taylor.

President: J. L. Howard.

Vice-President: R. Balfour.

Captain: A. M. Paterson.

Hon. Sec.: Gordon P. Wood.

Only one match was played last year, a win being scored from the Fairlie C.C. by 17½ to 6½.

No tourneys were held. It is hoped that, as the war is over, chess will once more flourish, and that the former programme of telegraph matches with other centres will be restored.

Fairlie Chess Club.

Founded by Rev. B. G. Fox in May, 1919.

Membership: 36.

Meets on Mondays and Fridays.

Shortly after the Club was formed it lost a match to the more seasoned Timaru players (6½—17½).

The following represented Fairlie: Rev. B. G. Fox and Messrs. F. Isitt, J. Trotter, J. Cartwright, R. L. Banks, D. Le Cren, A. Price, R. Braddick, C. Isitt,

— Scanes, Dr. Matheson, and — Annan.

The removal of Rev. Fox to Halkett was a great loss to the Club.

Oamaru Chess Club.

Formed about 30 years ago.

Membership: 16.

Members meet on Tuesdays and Saturdays at the

Athenaeum Buildings.

Hon. Sec.: Alex. Gow, Thames Street, Oamaru.

President: D. L. Patterson.

Vice-President: F. Humphries.

Committee: E. F. Armstrong, W. D. Burns, J. P.

Malcolm, J. B. Dunlop, K. Familton, and D.

Findlay.

Club Champion: J. B. Dunlop.

A closely-contested match was recently played against the Nelson C.C. The result of the adjudication of unfinished games is not available as we go to press. The Club is about to play its annual match with the Otago C.C.

Dunedin.

Otago Chess Club.

Founded in 1866, Sir Robert Stout taking a prominent part in the proceedings.

The coat of arms adopted by the Club has been described as follows:—"Queen and two pawns proper argent on a field sable. In a bordure argent is inscribed the motto 'Mind your P's and Q's.'"
Membership: 45.

Meets on Mondays, Wednesdays, and Saturdays at 7.30 p.m., in the Y.M.C.A. Buildings, Moray Place, Dunedin.

Hon. Sec.: D. Harris Hastings, 33 Moreau Street, St. Kilda, Dunedin. (Telephone 3076.)

President: Rev. N. Friberg.

Vice-Presidents: T. M. Gillies and R. J. Penrose.

Committee: R. A. Cleland, S. S. Myers, O. Balk, C. H. Black, L. D. Coombs, H. H. Henderson, and W. H. Allen.

1919 Tourneys: Senior Championship won by L. D. Coombs. Junior Championship, C. H. Black.

Handicap Tourney: W. G. Stenhouse 1, D. H. Hastings 2.

Otago Provincial Championships: Senior: R. A. Cleland 1, W. G. Stenhouse 2. Junior: H. H. Henderson 1, F. Warman 2.

The 1920 Tourneys are incomplete as these notes go to the printer.

1919 Inter-Club matches resulted as follows:—

In July: Otago 8, Canterbury 6.

In September: Otago 4½, Wellington 10½.

In October: Otago 9½, Auckland 4½.

(This being the first time that these clubs had opposed each other since 1873!)

July, 1920: Otago 11½, Canterbury 4½.

August, 1920: Otago 3, Auckland 9.

The Club is to play against the Oamaru, Nelson, and Wellington Clubs during the next few weeks.

The Club possesses a very valuable library (which in the main has been bequeathed by deceased members), and also an interesting and historic set of photographs. The names of the Club Champions are inscribed on the John Mouat Memorial Clock, which perpetuates the memory of one of the fathers of chess in Dunedin. Framed records are kept giving the names of the Club's Presidents and Senior and Junior Champions.

The Club has a large band of very capable problem solvers, headed by Mr. R. A. Cleland, who scored "the possible" when winning the New Zealand Chess Championship in 1899. This is the only time that a New Zealand champion has won his title without losing or drawing a game.

The next Tourney to decide the Chess Championship of New Zealand is to commence in Dunedin on Tuesday, 28th December next. The Otago Chess Club has set up very strong committees to make the necessary preliminary arrangements and to generally carry out the Championship Tourney on behalf of the N.Z. Chess Association.

Invercargill.

There appears to be no regular Chess Club in Invercargill, but visitors to the Athenaeum Building will often be able to get a game. The local champion is Mr. E. A. Le Petit, of the Railway Department's staff. He is also an expert problem solver, having taken first prize in the Good Companion Problem Solving held in Dunedin in February last.

OBITUARY.

"Brothers who have gone before us."

Hookham, Henry, died in Christchurch on 24th November, 1898, aged 74 years. Mr. Hookham was New Zealand's first chess champion, winning the pioneer Congress, which was held in Christchurch in September, 1879. He conducted the chess column in "The Canterbury Times" for many years.

Ollivier, A. M., died in Christchurch on 20th October, 1897. Mr. Ollivier was New Zealand's second chess champion through winning the 1888-89 Congress, which was held in Christchurch. He represented Canterbury at cricket and football in his earlier years.

Hay, David R., died in Melbourne, Victoria, on 20th October, 1914, aged 71. He was the last survivor of those who competed in New Zealand's pioneer Congress in 1879. He tied with the late Mr. Henry Hookham on that occasion, but lost the play-off, thus taking second prize. He had previously won the Otago Championship, and for many years conducted chess columns in Dunedin and Melbourne with marked ability.

Janion, Charles, died in Wellington on 24th November, 1912, aged 81. Represented the West Coast in New Zealand's pioneer Congress (1879), under the handicap of ill-health, induced by the long coach journey through heavy snow. Initiated the first telegraphic match played in the Southern Hemisphere (Nelson v. Christchurch in 1866). New Zealand chess owes much to his 50 years' connection with it.

Jacobsen, P. Frank, died in Wellington on 17th June, 1893. Took third prize in New Zealand's first Championship Tourney (1879), and was a very prominent prize-winner in local tourneys at Christchurch and Wellington. Was President of the Wellington Working Men's Club Chess Club for two years.

Mouat, John, died in Dunedin on 1st July, 1902. For many years a leading Otago player and Chess Editor of the "Otago Witness." Very successful in local tourneys. Won the Brilliancy Prize of the N.Z. Championship Congress held at Wanganui (January, 1896) for his game against Mr. H. Hookham.

Cocks, H. S., died at Christchurch January 22, 1897, aged 31. A player of exceptional promise. Was twice runner-up for the N.Z. Championship—viz., at the Congresses of 1894-5 and 1896-7. Mr. Cocks, who was on the teaching staff of Wellington College, was at one time the champion walker of New Zealand.

Colborne-Veel, J. V., died in August, 1895. One of the Canterbury competitors in the first Championship tourney of N.Z. (1879).

Didsbury, George, died in Wellington on 20th April, 1893. One of the Wellington C.C.'s. strongest players. Assisted in founding the Club, and was for some years a Vice-President. Widely known throughout New Zealand, having for many years held the position of Government Printer.

Grinsted, E. P., died in April, 1895, aged 20. Hon. Secretary of the Otago Chess Club, and a young player of great promise.

Ballance, Hon. John, died 27th April, 1893, aged 54. Founded the "Wanganui Chronicle." Represented Rangitikei (1875-1880), and Wanganui (1884-1892) in the N.Z. Parliament. Held various portfolios in the Grey and Stout-Vogel Governments, and finally became Prime Minister of N.Z., holding that position at the time of his widely lamented death. In later years his many public duties left him very little time for chess, but his splendid records in the matches, Parliament v. Wellington Chess Club, showed that he fully deserved the reputation he had of being (next to Mr. Benbow) the strongest player in the North Island, if not in the whole of New Zealand.

Hounsell, Jesse, died in Nelson 30th July, 1907, aged 75. Played for Nelson v. Christchurch in 1866, the first match played by telegraph in the Southern Hemisphere.

Hosking, Alfred, died in Auckland on 14th October, 1909, aged 68 years. For several terms a valued President of the Auckland Chess Club. Was Headmaster of the Mount Eden School for 26 years. Invented "Hosking's Tellurian," an instrument used in many schools for explaining the seasons. Mr. Hosking was the champion rifle shot of Victoria in 1874.

Benbow, Charles William, died in Wellington on 9th March, 1908, aged 66. One of those who founded the present Wellington Chess Club in 1876. Was for nearly 30 years the club's highly esteemed President. Learnt the game in 1858. In 1871, at Birmingham, he won a game from the celebrated French champion, M. Rosenthal, and in the same year was the only player to score from the famous J. H. Blackburne, when the latter was playing 20 games simultaneously. Mr. Benbow arrived in Wellington in 1875, and soon established himself as the prominent figure in

N.Z. Chess. He took part in many sides matches, and never lost a game for his club, scoring a few draws and a great many wins. Mr. Benbow drew both games played against the world-famous German master, Von der Lasa, when the latter paid a flying visit to Wellington in 1887. Edited the chess column in the "N.Z. Mail" for many years.

Forsyth, David, died at Dunedin on 30th December, 1909. Shortly after his arrival in New Zealand he won the Dominion Championship (Easter 1901.) He tied for second place at two subsequent Congresses. Prior to his arrival in New Zealand he had won the Championship of the Edinburgh Chess Club, and was twice runner-up for the Scottish Chess Championship. He was for fifteen years Hon. Secretary of the Scottish Chess Association. He edited chess columns in Falkirk, Glasgow and Edinburgh, and was for a time part-editor of the British Chess Magazine. Well-known the chess world over as inventor of the admirable system of notation that will carry his name down to posterity.

Whittem, William, died in Wellington on 15th March, 1895. For some years a Vice-President of the Wellington C.C., and one of its leading players, taking one of the higher boards in telegraphic matches, etc.

Remington, A. E., of Marton, died on 17th August, 1909, aged 53. A prominent member of the powerful Rangitikei Chess Club. Competed in the N.Z. Championship Tourney of 1895. At the time of his death he had represented Rangitikei in the New Zealand Parliament for many years.

Littlejohn, Alexander Ironside, died in Wellington on 25th May, 1910, aged 49 years. Born in Scotland, and came to N.Z. in 1879. A former champion of the Wellington Chess Club, and for

many years one of its most popular officers. He gave much encouragement to the promotion of the royal pastime. In his later years he suffered from heart trouble. It was owing to this that he only competed once for the New Zealand Championship, coming half a point behind the champion (Mr. Siedeberg) in the first Auckland Congress (1891-2).

Burton, George, died in Wellington on 28th May, 1910, aged 47 years. A popular member of the Wellington Chess Club, of which he was Hon. Secretary for two years. Mr. Burton was prominent in local cricket circles, gaining a place in the Wellington representative XI.

Gould, H. G. (Archdeacon), died in Dunedin on 27th September, 1914, aged 63. A widely-esteemed Vice-President of the N.Z. Chess Association. Played in the Christchurch Exhibition Congress (1906-7). Represented the Oamaru and Otago Clubs in telegraphic matches with distinction.

Woodford, J. D., died in Wellington on June 28th, 1913. Was Hon. Secretary of the Wellington Chess Club at the time of his death. Before arriving in Wellington, he rendered valuable services to the cause of chess in Christchurch. Was Hon. Treasurer of the Exhibition Congress held in that centre (1906-7). His son is a prominent member of the Canterbury C.C.

Arkwright, Hon. Francis, M.L.C., died March 1, 1915, at Bournemouth, England, aged 68. A strong chess player, and formerly a leading member of the powerful Rangitikei Chess Club. Represented East Derbyshire in the House of Commons 1874-80. Created a Member of the Legislative Council of New Zealand in 1895. Resigned July, 1906.

Millar, Hon. J. A., died on October 15th, 1915. Was formerly an active member and President of the Otago Chess Club, and a Vice-President of the New Zealand Chess Association. Was for many years a Dunedin representative in the N.Z. Parliament, and rose to Cabinet rank before being appointed to the Legislative Council.

Petherick, Edward Wade, died on Christmas Day, 1915, aged 75. The second white child born in Wellington. Was for several years a very popular President of the Wellington Chess Club, and one of its most generous supporters. Donated the trophies bearing his name, viz., "Petherick No. 1" (won outright by Mr. R. J. Barnes) and "Petherick No. 2" (which cannot be won outright). His very valuable private museum was bequeathed to the city, and formed the nucleus of the Wellington South Museum.

Manley, N. B. K. The Christchurch "Star" of August 18, 1917, says: "The late Mr. N. B. K. Manley, whose death was announced in the Wellington 'Post' recently, was formerly a keen member of the Wellington Chess Club, and was an exceedingly able editor of 'The N.Z. Chess Chronicle,' which made its first appearance just thirty years ago. It has often been regretted that this excellent paper—New Zealand's only 'chess monthly'—was allowed to become defunct for want of support that it so well merited. The few copies that are in existence are greatly treasured by their possessors."

Kirini Tame (or Tom Green), of Tuahiwi, North Canterbury, died in September, 1917. Was a keen student of chess, and was especially interested in problems, in which branch he was an expert composer and solver. For several years he was a regular contributor to the "Canterbury Times" chess column, and many of his

problems have appeared in that journal. Mr. Green could trace his descent back in a direct line for twenty-two generations to Uenuku and Paikea, famous names in Maori-Polynesian history. He was a student of the legends and history of his mother's race, his knowledge of "whakapapas" (family and inter-tribal genealogies) being very extensive and accurate. His evidence at Native Land Court sittings and on disputed points of South Island history was accordingly regarded as valuable.

Baird, R. M. (telegraph engineer for the Auckland district), died on October 7, 1917, aged 59. A very able chess player, whose fine chess column was an attractive feature of "The Katipo" (the monthly magazine of the Post and Telegraph Officers' Association).

Orr, Thomas, died in Wellington on November 5, 1917, aged 82. One of Wellington's veteran chessists. Mr. and Mrs. Orr (who survives her husband) were the first couple to be married in St. Paul's Pro-Cathedral (which was consecrated on June 6, 1866).

Lennox, J. M. The Auckland Chess Club's report for 1917 records with much regret the death of Mr. J. M. Lennox, a former President and generous supporter of the Club, and one of its highly valued veterans.

White, Sam. The Auckland Chess Club's report for 1917 also regretfully records the death of Mr. Sam White, one of the Club's earlier champions (he gained the title in 1894).

Hill, W. Cowper, died in France on September 17, 1916, from a wound received two days earlier. Had been Hon. Secretary and Treasurer of the Wellington Chess Club for two years when he enlisted. Represented the Club at the Championship Congress of 1914-5, narrowly missing the prize-list at this his first attempt.

Fell, Alfred George, died in Wellington on February 6, 1917, in his 69th year. At the time of his death, Mr. Fell was President of the Wellington C.C., and also of the N.Z. Chess Association. He had previously been the Association's Hon. Secretary and Treasurer for eight years, and he had also filled many offices in the Wellington C.C. during his eleven years' connection with it. The cause of chess in New Zealand is heavily indebted to him for his many and highly valued labours for its advancement. As a player, Mr. Fell also had a fine record. Represented Wellington consistently in telegraph matches against other centres. Mr. Fell, who was formerly Mayor of Blenheim, and also of Picton, left his valuable library to the Wellington Chess Club, a gift that is greatly treasured by the members.

Boenicke. The Otago Club's report for 1917 records the death of Mr. Boenicke, one of the oldest members. Mr. Boenicke bequeathed to the Club his library, and also his chessmen and clocks.

De Lautour, Dr. H. A., of Kilbirnie, died on June 22nd, 1917, while on a visit to the South Island. Was President of the Wellington East Chess Club (now defunct), and was a tower of strength to the Club in its matches.

Bryce, Hon. John, died at Wanganui on 17th January, 1913, aged 79 years. Represented Wanganui and other constituencies in the New Zealand Parliament between the years 1866 and 1891. Was a member of three successive Ministries, holding the portfolios of Native Minister and Defence. His advance on Parihaka in 1881 broke Te Whiti's "mana" and settled what had threatened to become a serious disturbance. As a chess player he had very few superiors in New Zealand, and as a correspondence player he probably had no superiors in these Islands.

Hullett, Rev. E. C., died in England in May, 1917, aged 72. Was a leading Wellington chessist in the seventies and early eighties, being at that time employed in the Civil Service. In 1878 he won the annual handicap tourney of the Wellington Chess Club (of which he was Hon. Secretary). In the following year he played at board 4 in the Club's first match against the Canterbury Chess Club.

Mason, Blake, died at Hastings, Hawke's Bay, on November 20th, 1918, aged 35. Was runner-up for the N.Z. Championship at his first Congress (1904-5),—a fine performance, seeing that he was only 21 years of age, and that eight of his thirteen opponents have at different times won the championship of the Dominion. At the 1906-7 Congress he was the only New Zealander to get as much as a draw from Mr. Viner (the Australian champion). At the Congress held in Wellington in April, 1908, Mr. Mason, though suffering from a severe cold, gained fourth prize. He was unable to compete at any of the later Congresses through taking up an accountability position in which it was impossible for him to get the necessary leave of absence.

Denniston, Sir John, died in Christchurch on 22nd July, 1919, aged 74. The late Mr. Justice Denniston (as he was often called) was for some years President of the Canterbury Chess Club, and also of the New Zealand Chess Association. He was a generous supporter of the game, and was frequently an interested spectator at telegraphic matches, and also at Championship meetings, to which he often donated the Brilliancy Prize. He was particularly strong in the end-game, of which he had made a close study.

Mackay, Samuel, died in Wellington on 24th December, 1919, aged 59. Joined the Wellington Chess Club about 35 years ago. Was a most

consistent player in the Club's "Petherick" Tourney, his last effort being to win the second prize in 1918. He also showed up well in inter-Club matches. Like his surviving brother, Mr. W. Mackay (the Club's President), he was a generous supporter of chess. At the time of his death he had for some years been one of the Club's Vice-Presidents, and also a member of the N.Z. Chess Council.

Barclay, A. L. The Canterbury Chess Club's fifty-third Annual Report (presented on October 7, 1919) reported that Mr. A. L. Barclay, one of the Club's leading players, had made the "supreme sacrifice in the Great War."

Armstrong, Walter, died in Wellington on 13th May, 1920, aged 72. Was President of the Wellington South Chess Club, and delegate to the N.Z. Chess Association for Wanganui, of which centre he was for many years a leading player. In the early days of Wanganui chess his association with the Hon. John Ballance and the Hon. John Bryce was of great assistance to him in his successful climbing of the chess ladder. He was a generous supporter of "the royal game."

Brown, William, died in Wellington on 26th May, 1920, aged 81. Arrived in New Zealand in 1883, and at once became prominent in Wellington chess circles, having had excellent practice with Revs. Thorold and Ranken before leaving Bath. Mr. Brown was the last survivor of those who took part in New Zealand's second Championship Congress (1888-9). He tied for second place at the 1893-4 Congress. Several local tourney prizes were annexed by him, and he was also very successful in inter-club matches.

Still, Peter, died in Wellington on 8th June, 1920, aged 64. For several terms he was a Vice-President of the Wellington Chess Club, and for

more than thirty years past he has been one of its strongest players. His record in sides matches and in telegraphic contests against the Otago, Canterbury, and Auckland Clubs is an exceptionally fine one. His play was of a uniformly high order, and many of the fine finishes won by him were due to conceptions of great depth. Mr. Still was for many years a delegate to the N.Z. Chess Association, representing the Auckland Chess Club on that body. He was also very successful in local bowling circles.

Levestam, H. A., died in Nelson on 11th February, 1889, aged 56. During the seventies chess matches were frequently played between Nelson and Waimea, and this fixture repeatedly proved Mr. Levestam to be Nelson's strongest chess player. He represented Nelson in the New Zealand Parliament for several years, and was M.H.R. for that city at the time of his death.

NOTE.

The Editor of Part II. of this book (Club items and "Obituaries") is well aware of its many shortcomings and imperfections. He has undertaken the work at short notice, and has of necessity had to do it very hurriedly, so as not to delay the issue of the book. The work has not been made easier by the fact that for some time past there have been only two chess columns in the South Island, and none at all in the North Island! However, a start has been made, and when, at a future date, the history of New Zealand chess is being written the matter contained in these pages and subsequent similar books may be of some small assistance.

1921/217

NEW ZEALAND
CHESS ASSOCIATION.



Book of the 29th Congress.

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