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THE BOOK OF THE
SIXTH AMERICAN CHESS
CONGRESS

CONTAINING
THE GAMES OF THE INTERNATIONAL CHESS TOURNAMENT
HELD AT NEW YORK IN

1889.

(One issue only of 500 copies.)

EDITED BY W. STEINITZ.

COPY NO.

405.

ISSUED TO
PETER G. TOEPFER, Milwaukee.



NEW YORK

—
1891.

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TO SEÑOR DON CELSO GOLMAYO,
THE CHESS CHAMPION OF THE SPANISH NATIONALITIES,
IN HIS CAPACITY OF PRESIDENT OF THE HAVANA CHESS CLUB,
WHICH BY ITS GENEROUS PATRONAGE OF THE GAME
HAS CHIEFLY CAUSED THE GREAT REVIVAL OF CHESS WITHIN RECENT YEARS,
AS WELL AS IN RECOGNITION OF HIS ADMIRABLE PERSONAL QUALITIES,
THIS BOOK IS DEDICATED
BY THE EDITOR.

PREFACE.

If the editorial merits of this book should disappoint the anticipations of the Chess world, I can only plead in extenuation that they do not satisfy my own. According to my original plan which, no doubt, the Committee of the Congress would have cheerfully supported if the means at their disposal had allowed it, the annotations to the games would have been more extensive and the illustrative diagrams more numerous. But, as explained in the Committee Report, the financial affairs of the Congress were not in a flourishing condition, and consequently the printing expenses of the book had to be cut down as much as possible by abbreviating the notes which was done especially in the latter part of this work.

However, I feel confident that my own editorial shortcomings will be covered fully by the contents of this volume, which, I may fairly say, stands hitherto unsurpassed in the main as a collection of tournament games, owing to the number of competitors, which was unprecedented for a double round contest, as well as on account of the average of strength exhibited in the play.

W. STEINITZ.

MARCH, 1891.

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REPORT OF THE COMMITTEE OF THE SIXTH AMERICAN CHESS CONGRESS.

NEW YORK, March, 1891.

The organization of an International Chess Congress in America which would attract the competition of the greatest Chess masters of different nationalities has been for a long time the aim of lovers of the game in this country, and various efforts were made in that direction by the promoters of previous tournaments held in the United States. But all the movements for that purpose did not produce the desired effect, and the five Chess Congresses which were carried through in America previous to the one which is the subject of this report, did not assume a real international character, though on each occasion some foreign residents entered into the competition. The chief obstacle to the realisation of the project was that when a movement for a tournament was started, public expectation generally allowed only a short time for preparations, and owing to the wide distances which separate Chess amateurs on this continent, the organizers of such meetings could only collect a comparatively small amount of funds for prizes during the few months which, according to custom, they had at their disposal. However, the interest in the game grew rapidly after the visits to America of Mr. Steinitz in 1882 and of the late Mr. Zukertort in the following year, but more especially in consequence of the great match between the two masters for the Championship of the World, which was fought out on American ground in 1886.

In the early part of that year, while the above-named contest was in progress in New York, the desirability of holding an International Chess Congress in this country was strongly urged by Mr. Max Judd, of St. Louis, and Mr. F. M. Teed, of Brooklyn, at a dinner given by the New York Chess Club, and the general public took up the idea with great enthusiasm. It was felt that the country which at its First National Chess Congress had produced the immortal Paul Morphy, ought not to stand behind other nations in the promotion of the game. At the next general meeting of the club the famous problem composer, Mr. S. Loyd, who was then the President of the society, formally brought a motion before the club to organize an International Chess Congress under its auspices, and the resolution was unanimously adopted by the members, who charged a committee with preparing the preliminaries. The latter decided to form a provisional committee consisting of delegates from the principal American Chess Clubs. This plan proved, however, a failure after a short trial, for,

owing to various causes which need not be detailed, the attendance of members of the provisional committee fell off slowly, some of the clubs withdrew their support after a few meetings, and the whole movement was for some time in great danger of failing altogether. However, the work in favor of the project was kept alive by the persistent efforts of Messrs. Ellsworth, Dr. Jentz, Schubert, and Steinitz, and the Sixth American Chess Congress was finally and successfully inaugurated on the basis of a plan of which the main outlines were suggested by Mr. Steinitz. The scheme, as subsequently amended, comprised in the first place the reconstitution of the Committee to the effect that it should form a body independent of any Chess society, and that amateurs of high standing and repute in the Chess world should be added to their number by unanimous ballot only. In that manner a most influential and impartial new Committee was formed within a few months, and the preparatory steps for the promotion of the project were energetically pushed forward. The other main features of the plan on which the Congress was ultimately organized are best presented in the subjoined first programme of the new Committee, which was issued in January, 1887.

“For centuries the games of Chess has stood preëminent among the intellectual pastimes of civilized nations. It has been cultivated and extolled by the wise and great of all ages, and notably in recent times by such exponents of modern progress as Leibnitz, Voltaire, Franklin, Diderot, Lessing, Goethe, Buckle, etc., as affording an admirable training for the highest faculties of the human mind.

“The estimation in which the game was held by our predecessors has found a responsive echo among the foremost thinkers of our own day. With the development of the arts and sciences the advancement of the royal game has steadily kept pace, and it is a gratifying sign of the progress of our time that the practice and the literature of the game have made rapid strides into popular favor; indeed, so keen has been the interest excited by the Chess tournaments and matches between masters recently held in different parts of the world, that the telegraph has been brought into requisition for transmitting the results of such contests, and even the full scores of games have been cabled across the Ocean.

“The importance of Chess Tournaments is abundantly attested by the enthusiasm which has been manifested for such contests on each occasion since the London Tournament of 1851, which brought out Anderssen, and more especially after the American Tournament of 1857, which gave Paul Morphy to the world, and inaugurated the most brilliant era in the annals of Chess.

"Apart from the popularizing influence of such contests upon the practice of the game, it can not be questioned that the serious play enforced by stringent rules and encouraged by adequate prizes can not fail, while developing the powers of the contestants, to result in the production of games which, in the point of quality, must, as a rule, far surpass the specious results of off-hand skirmishes, and give enduring exemplars of Chess excellence. In support of this assertion, it may be stated, that many of the Chess masters of the present day have first come prominently into notice in such encounters, and that their success has been chiefly due to the training received in this severe school.

"For twenty-five years Europe has taken the lead in encouraging and promoting the noble pastime; and although within that period a strong desire has been frequently expressed on the part of many influential amateurs in this country to enter into a friendly rivalry with Europe in advancing the popularity of Chess by International tournaments, a concerted action among the various Chess organizations throughout the country, which was deemed essential to the success of such an enterprise could not be secured, and the project was suffered to languish.

"With the view of giving practical expression to the wishes of the leading Chess players of this country, the Sixth American Chess Congress has been formed. The Committee charged with the preparation of a plan for a tournament, which should be at once feasible and insure the fullest measure of justice to all concerned, participants and subscribers, herein present their preliminary propositions relying upon the patriotism and enterprise of their fellow countrymen and the public spirit and devotion to the cause of Chess of their co-workers everywhere, to aid them in their endeavor to inaugurate a contest which shall be memorable in years to come for its equitable regulations, and whose published record shall constitute an important addition to the literature of the game. It is believed, moreover, that the plan proposed, which differs in some important particulars from the methods heretofore established, will meet the approval of all true lovers of Chess, inasmuch as the novel features which form in a measure its essential character, seem adequate to eliminate, as far as may be, every element of chance, which has so often been a disappointing factor in tournaments. In view of the international character of the proposed Congress, the Committee now venture to appeal to amateurs throughout the world for their cordial support of this Chess enterprise."

"In order that the scheme may be rendered, in a measure, self-supporting, it is proposed to publish an historical and critical account of the Congress and Tournament, which will be embodied in a handsome volume, and issued to subscribers only. This book will be edited by Mr. W. Steinitz, and will contain all the games of the Tournament, and, should the subscriptions reach a sufficient amount to warrant the holding of a Minor and a Problem Tournament, the best games of the former, and at least a considerable portion of the competing problems will be incorporated.

"The Book of the Tournament will not be purchasable after the Congress, since but one edition will be issued, and when all the subscribers have been supplied, the plates will be destroyed, thus enhancing the value of the work to the possessors. In order to afford subscribers the fullest protection, the Committee will make every reasonable endeavor to secure their rights in other countries. The price of the book will be \$10, and the subscription-list will be open to all who may desire to possess the record of so important an event, and to aid in its accomplishment.

"The edition will be strictly limited to the number of subscribers, but no subscriber shall be called upon for the amount of his subscription until he shall receive from the Committee a copy of the subscription-list showing that at least \$5,000 has been raised from all sources.

"It is the purpose of the Committee to make the Tournament a contest for the real championship of the world, thus avoiding the controversies and disputes that have so often arisen at the end of tournaments, which, owing to the absence of a regulation providing for a match, have rendered them fallacious tests of superiority.

"In addition to the First Prize which will be \$1,000, minimum, a trophy representing such championship will be provided and held, subject to challenge under fair and equitable conditions, thus combining the advantages of a tournament and a championship match, to consist of at least seven games up, forming part of the tournament, and to be incorporated in the Book of the Congress.

"It has been decided that a Two-Game Tournament shall be held, and that the rules of the London Tournament of 1883 shall, in the main, form the basis of the regulations to govern the contest.

"*At least* \$5,000 should be realized from the sale of the book and from donations to enable the Committee to provide for the various prizes, after deducting all the expenses incidental to its publication. If *more* than \$5,000 be raised, the excess will be devoted in equitable

proportions to increasing the regular prizes either in number or in value and to such special prizes as the Committee may decide upon. It is also contemplated to institute a Minor and a Problem Tournament in connection with the Congress, should sufficient funds for such a purpose be collected.

"As soon as practicable a complete set of rules and regulations for the government of the Congress will be made public, together with a list of the minimum prizes, for the information of the Chess community and for the guidance of those who may desire to enter as contestants.

"Though the Committee hope to secure from subscription to the book the minimum funds required for holding the Tournament, they also appeal to generous lovers of the game for donations, in order to enable them to carry out their design in a manner which will place this enterprise above all others hitherto devised to enhance the popularity of our elegant pastime.

In conclusion, the Committee invoke all lovers of our time-honored and noble game to make this an occasion for an earnest effort in aid of so important an enterprise, and especially do they call upon Americans to render that cordial and generous support which is essential to carry the work of the Congress to a successful issue.

"W. W. ELLSWORTH,	} The Corresponding Committee	
"CONSTANTINE SCHUBERT,		of the Sixth American
"W. STEINITZ,		Chess Congress."

Consistent with the leading principles of this programme further amendments were subsequently made in the plan on which the Congress was to be founded, which gave general satisfaction. Efficient measures were provided for the purpose of enabling the holders of copies of the only authorized edition of the Book of the Congress to verify their genuineness. Among other provisions for that purpose it was decided that the books should be numbered consecutively, and that the name of each original owner of a copy should be printed on the title page along with his number, and the collective subscription list with like names and numbers should also be published inside the book. It was also arranged that the copyright of the book should be secured in England and America, and that some of the pages of the book should be printed on paper containing a water-mark showing the figure of a Chess King, and the words, "Sixth American Chess Congress."

In order to ensure as much as possible the fairness and impartiality of the rules and regulations which were to guide the conduct of the chief tournament and of the contemplated Championship match, the Committee determined that a preliminary set of rules should be published at least three months before the final rules were to be issued, so as to give the public, and especially intending competitors, an opportunity of criticising the proposed provisions and of suggesting amendments. The plan of the Committee was fully approved of in leading Chess organs all over the world. There was some opposition in America, as might have been expected, considering the novelty of the enterprise, but the objections raised were merely of a supposititious character, and it is scarcely necessary to say that the assumptions or suspicions on which they were based were in no way subsequently verified by facts. In the main, however, the warmest support was given to the aims of the Congress in the American Chess columns, and notable among the supporters of the movement were Mr. Emmet Hamilton, of the *Pioneer Press*, St. Paul, Minn., Mr. Ben R. Foster, of the *Globe Democrat*, St. Louis, Mr. Miron J. Hazeltine, of the *New York Clipper*, Mr. P. Reichhelm, of the *Philadelphia Times*, Captain E. S. Huntington, of the *Boston Weekly Post*, and H. Bennecke, of *Bahn-Frei* New York.

The response to the appeal of the Committee was a very fair one considering all the obstacles that had to be overcome. In estimating the difficulties that had to be encountered, it should be especially borne in mind that the minimum amount of \$5,000, which the promoters of the Congress thought necessary for its organization, was more than treble the sum than what had been subscribed on any former occasion in America for holding a tournament. The number and membership of Chess clubs and Chess associations was much smaller at the time when the movement was started than it is now, and this was also the first time that a scheme for organizing a Chess Congress was founded on expectations of at least partial support from countries outside of the one in which the tournament was to be held.

In August, 1888, over \$4,400 had already been promised, and as a considerable number of subscribers in and outside of the Committee had already voluntarily paid their contributions in advance, and further delay would have caused great disappointment, the Committee felt justified in accepting a kind offer from Mr. Max Judd, of St. Louis, and Mr. J. Spencer Turner, of Brooklyn, who proposed to guarantee that the remaining \$600 which were wanted in order to

complete the required minimum of \$5,000 would finally be raised by the Committee from all sources. This enabled the Committee to call for all the funds that had been subscribed, and to proceed vigorously with the preparation for the Congress and with the framing of the preliminary rules which were issued in the following October. Chiefly in consequence of suggestions from intending English competitors, some alterations were made in those rules, and the final programme was issued in January, 1889, as follows:

"THE TOURNAMENT."

The Tournament shall commence on Monday, March 25th, 1889, at one o'clock.

PRIZES.

First Prize	\$1,000.00
Second	"	750.00
Third	"	600.00
Fourth	"	500.00
Fifth	"	400.00
Sixth	"	300.00
Seventh	"	200.00

Special Prize for the best game, offered by

Messrs. Fred. Wehle and Frank Rudd 50.00

One quarter (\$250.00) of the First Prize will be retained until after the conditions of the Championship Match have been fulfilled.

RULE I.

Entrance Fee and Deposit.

The Entrance Fee is \$25.00, and in addition to this a deposit of \$25.00 shall be made, subject to Rules V, VI, XXI.

The Entrance Fee and Deposit must be paid to the Treasurer on or before Thursday, March 21st, 1889.

RULE II.

Two Games, Pairing and First Move.

Each player shall play two games with every other player. The pairing for both rounds will be scheduled before the commencement of play. The players will draw for the First move, which shall be taken alternately afterward in the games between the same pair, except in conforming with Rule III.

RULE III.

Drawn Games.

In the first round Draws shall count half for each player. In the

second round the first draw shall not count, but a second game shall be played (in which the first move shall be drawn by lot), and if it results in a draw it shall count half for both players.

RULE IV.

Ties among Prize Winners.

The prizes will be awarded according to the final score. If two players tie for the First Prize, they shall play a match for the first winner of two games, exclusive of draws; but after four draws the match shall terminate, and if the score be even the prizes shall be divided; but if either player shall be a game ahead he shall be declared the victor.

In the case of ties for any other than the first prize, the players may agree to divide the prizes, or they may play off the tie, as in the case of a tie for first prize.

RULE V.

Withdrawing after First Round.

At the close of the first round any player may withdraw from the Tournament, and his deposit of \$25.00 will then be returned to him. He shall be entitled to any prizes falling to him according to his score.

RULE VI.

Withdrawing before the close of either Round.

Any player withdrawing from the Tournament before the completion of either round, save with the sanction of the Committee, for sufficient cause shown, will forfeit his deposit of \$25.00, and any prize he may be entitled to.

RULE VII.

Days Fixed for Play.

In the First Round, Mondays, Tuesdays, Wednesdays, Thursdays, Fridays and Saturdays are days fixed for play; but in the Second Round, Thursday shall be a bye day.

On each day of play every player shall play, from the commencement to the termination of the Tournament, with the player against whom he is scheduled to play.

RULE VIII.

Bye Days.

In the Second Round Thursdays are bye days, and on those days players who have made a drawn game must play against each other. All games unfinished on play days must be played off on these bye

days; and when a player has to play out an unfinished game and a draw, the former will have the precedence, but such player must play off the draw as soon as he has completed his unfinished game. When both players of an unfinished game standing over from a previous day have finished their game set down for any play day before the adjournment, they can be called upon by the Committee to play out such unfinished game during the evening hours of play. Arrears must be played out at the end of the Tournament, if required by the Committee; but this will only be insisted on when the score for a prize is dependent on the result.

RULE IX.

Hours Fixed for Play.

Play will commence daily at 1 o'clock P. M. and continue till 5 P. M. There will then be an adjournment of two hours, when play will be resumed until 11 P. M. Throughout these hours of play, both on play days and bye days, at least one member of the Committee will be present, to be referred to by the players in case of dispute. All questions of fact will be at once decided by such member of the Committee, who may take the evidence of spectators. The players have, however, a right of appeal to the Jury, and eventually to the Judges.

RULE X.

Time Limit and Clocks.

The time limit is fixed at 15 moves an hour and will be regulated by stop-clocks.

The player who exceeds the time limit forfeits the game, which will be scored as won by his opponent. It is the duty not only of his antagonist, but of any competitor aware of the fact, to bring at once to the notice of a member of the Committee present any infraction of the time limit, and he will decide on the facts of the case. No mere onlooker may interfere in any way, either as regards the time limit or any infraction of the ordinary rules of play, unless called on to give evidence as to facts.

RULE XI.

Absentees.

The clock of the player who does not appear at the hour fixed for play, or after the adjournment, will be set in motion by the member of the Committee present, and after a delay of one hour the game will be lost by the absentee under the time limit. If he arrives before the expiration of the hour, he must make 15 moves in whatever interval

of time is left at his disposal. Should neither player appear within one hour of the time fixed, the game shall be counted as lost against both players.

RULE XII.

Adjournments.

At the hour fixed for adjournment the player whose turn it is to move must deliver his next move in writing, in a closed envelope, to the member of the Committee present. Such envelopes will be opened after the adjournment by the member of the Committee then present, in the presence of both the competitors, and such member will make on the board the move as written down. Consultation and analyzing moves on a Chess board during the adjournments are strictly prohibited, and any competitor proved guilty of the same shall be expelled from the Tournament by a three-fourths vote of the Jury.

RULE XIII.

Scores of the Games.

All the games are the property of the Sixth American Chess Congress. The winner of a game, or the first player in a drawn game, is bound to deliver, at the latest on the second play day, a correct, legible copy of the same to the member of the Committee present in the room, or any official appointed for the purpose. The non-compliance with this rule involves a penalty of \$5.00, at the discretion of the Committee.

RULE XIV.

Arrangements between Players.

Each competitor is bound in honor to play all his games with his full strength. No player is allowed to waive any exaction of a penalty, either under the rules of the Tournament or the general laws of Chess. All arrangements which may influence the final result of the Tournament, unless sanctioned by the Committee, are prohibited. Any first offer of any arrangement shall be made in the presence of a Committee-man. Any competitor violating this rule shall be expelled by a three-fourths majority vote of the Jury.

RULE XV.

Rules for Play.

The Chess rules adopted for the Tournament are the American Code as laid down in the Book of the Fifth American Chess Congress.

RULE XVI.

Unplayed Games.

In case of any competitor withdrawing from the Tournament

before he has completed either round, his score will stand good, and the unplayed games will be forfeited to his opponents. But any competitor who may have a prospect of a prize, or a higher prize, by increasing his score, and who has lost or drawn against the retiring player, may claim to play a substitution game under Tournament rules against a competitor whom the Committee shall select, and who shall be as nearly as possible equal in strength with the retiring player. The result of such game shall in no way affect the score already made by the opponent selected, and shall be final for the competitor who claimed to play the substitution game. Any increase in the latter's score shall, however, only count against such competitors as have scored their games by default against the retiring player, but shall not count against players who have played with the retiring competitor over the board.

RULE XVII.

Cancellation of Tickets.

The Committee reserve the right to cancel, at any time and for just cause, tickets for admission issued to visitors, and the Committee will refund the money for tickets so cancelled.

RULE XVIII.

Forfeit.

Any player who has been expelled from the Tournament shall forfeit all rights to any prize and his entrance fee and deposit money.

RULE XIX.

Jury.

The twelve Jurymen have been also appointed by the Committee and shall decide all questions between players not otherwise provided for. A player may, however, appeal from their decision on any point of law to the Judges. Seven Jurors shall constitute a quorum.

RULE XX.

Judges.

The three Judges have been also appointed by the Committee and shall exercise the power of deciding appeals from the Jury. Their decision shall in all cases be final.

Any vacancies in the Jury or among the Judges shall be filled by the Committee.

RULE XXI.

Modification of the Rules.

The Committee reserve to themselves the power to modify any of

the rules, by and with the unanimous consent of the competitors.

RULES FOR THE CHAMPIONSHIP MATCH.

1. The winner of the Tournament shall be bound to play the Championship Match if duly challenged. He shall not be obliged to play for stakes, but may insist upon a maximum of \$500.00 a side.

To ensure compliance with this rule, one-fourth of the amount of the FIRST PRIZE shall be held as a forfeit until the Championship Match is completed or the time for challenge has expired.

2. The winner of the Tournament shall receive at least \$250.00, whether he wins or loses the match. Special prizes may also be awarded if the funds allow.

3. The match must begin within a month after the chief prize of the Tournament has been decided.

4. If the winner of the Tournament be a resident and the challenger a foreign player, the Jury may decide when the match shall begin.

5. If the winner of the Tournament be a foreign player, he shall have the option of fixing the time to any period within a month.

6. The match shall be for the first seven games up, draws not counting, but after ten draws each draw shall count half for each player. The match shall be played at the rate of four games per week, at least. If at the end of four weeks the match is not finished, the Committee may, at the request of either player, decide that the score as it shall stand at that time shall be decisive, with the exception that the challenger must be at least one game ahead in order to be entitled to victory, while the winner of the Tournament shall be declared the victor of the match if he has made even games.

7. The right of challenge shall belong to the prize winners in the order of their score.

8. Any player winning less than third prize, non-prize winners and non-contestants shall be allowed to challenge only for Fellow-championship.

9. If less than four European players enter the Tournament, the match contest shall not involve the championship of the World, but only that of the Sixth American Chess Congress.

10. If a non-contestant desires to challenge for the Fellow-championship, he shall notify the Committee before the commencement of the Tournament, and shall deposit the maximum stakes as per Rule II. The Jury shall have power to overrule the right of any challenger (provided there may be more than one) by a three-fourth vote at a full meeting, the vote to be taken by ayes and noes. The

Jury shall also decide other points of controversy that may arise during the Tournament or the match by majority vote, and its transactions shall be placed on record and published in the Book of the Congress."

Two more special prizes of \$50 each were subsequently added to those above-named, namely, one for the best game of the tournament, donated by Professor Isaac L. Rice, and one for the player who did not win any of the chief prizes but made the best score against the prize winners in the second round, donated by Dr. O. F. Jentz.

In reference to the alterations made in the rules at the suggestion of some competitors, the Committee find it necessary to report in consequence of some regrettable incidents which occurred during the Congress, that it would have been more advisable to retain one of the original rules which gave the jury and the judges disciplinary powers over the players in case of any violation of the rules, or of conduct prejudicial to the interest of the Congress.

They also find that the provision to the effect that no alteration in the rules could be made without the *unanimous* consent of all the players prevented arrangements which would have been otherwise greatly beneficial to the Congress. The Committee are now of opinion that, especially as regards regulations of minor importance, the organizers of tournaments ought to reserve to themselves the right of making alterations with the consent of two-third or, at the utmost, of three-fourths of the competitors.

In due time no less than twenty competitors, the largest number that has ever taken part in a double round International tournament on a grand scale, had announced their intentions of competing in the contest, and it can fairly be said, that with few exceptions, the contestants included the greatest Chess masters of the day, and of different nationalities.

In that connection it is due to mention that the non-participation of Mr. Steinitz was a great disappointment to the majority of Chess amateurs. The Committee beg to say on this subject that they would have been highly gratified if Mr. Steinitz had been one of the contestants, and they are of opinion that whatever the result of his competition might have been, it would have in no way affected his impartiality as a critic in the Book of the Congress, which had been confided to his editorship. They also wish to state that they would have taken the fullest responsibility for any decision in matters of dispute in which eventually the interest of Mr. Steinitz might have been directly or indirectly involved, and being conscious that all

their members only wished fair play to prevail, they would not have been embarrassed or influenced in the least by the fact that Mr. Steinitz had been one of the principal promoters of the Congress. However, Mr. Steinitz seems to have entertained different opinions in the matter, and having previously announced in the *International Chess Magazine*, in consequence of some adverse criticism in the press, that he did not intend to join the contest, he adhered to that resolution. The Committee, though they respect the motives of Mr. Steinitz, beg to say that his participation would have greatly added to the interest of the tournament.

The Congress was inaugurated by a dinner given by the Manhattan Chess Club, to which the players and the members of the Congress Committee were invited. The foreign competitors were cordially welcomed by various speakers, and in return the former expressed their highest satisfaction with the programme and the preliminary arrangements of the Committee.

The tournament was formally opened in commodious rooms at No. 8, Union Square, with an appropriate and eloquent speech by the President of the Congress, Mr. J. Spencer Turner, and some slight amendments to the rules were passed by unanimous consent of the players.

In like manner it was decided by all the players that Messrs. Delmar and Showalter should be admitted as competitors, though they had failed to pay their entrance fees in proper time provided by the rules. A special concession was also made to Mr. Delmar, who, in consideration of his business engagements, was allowed to commence his games one hour later in the afternoon than the other players. The pairing then took place, and the tournament was started on the same afternoon.

The names of the players are as follows:

D. G. Baird, New York; J. W. Baird, New York; H. E. Bird, England; J. H. Blackburne, England; C. F. Burille, Boston, Mass.; A. Burn, England; E. Delmar, New York; G. H. D. Gossip, England; I. Gunsberg, England; J. M. Hanham, New York; Max Judd, St. Louis, Mo.; S. Lipschutz, New York; N. MacLeod, Canada; D. M. Martinez, Philadelphia, Pa.; J. Mason, England; W. H. K. Pollock, England; J. W. Showalter, Georgetown, Ky.; J. Taubenhause, Paris, France; M. Tschigorin, St. Petersburg, Russia; and Max Weiss, Vienna.

Most of the questions that arose in the course of the contest were of little importance and were settled at once by the member of the Playing Committee present. Only one case of dispute was

brought before the jury and was finally decided upon by the judges on appeal in reference to points of law. It happened between Messrs. Judd and Tschigorin in a game in the first round. On the 46th move Mr. Judd claimed the application of the fifty moves time limit, according to the code of the United States Chess Association. The Umpire, Mr. Rose, allowed the claim, but at the end of fifty moves, at the request of Mr. Tschigorin, ordered the game to proceed further. This decision Mr. Judd declined to accept and claimed a draw at once, without continuing the game under protest, as regards the point of law which he might have done. The judges finally decided that Mr. Judd had forfeited the game anyhow by not abiding with the decision of the Umpire, as distinctly provided in the same code. At the recommendation of the judges the law on the subject was subsequently changed, by unanimous consent of the players, to the effect that in case a fifty move count has been demanded and allowed, the Umpire shall, at the expiration of fifty moves, determine whether or not the game is a draw, subject to appeal to the jury.

The tournament proceeded without interruption in the manner provided by the programme, with the exception of the day of the Centennial celebration, which had been appointed a legal holiday by the legislature, and the day previous on account of the preparations for the festive procession which had to pass the place of meeting of the Congress, and must have greatly disturbed the players. Almost all the competitors had, however, the satisfaction of witnessing the grand and rare spectacle of the Centennial festivity from the windows of the room in which the tournament was conducted.

At the end of the tournament there was a tie between M. Tschigorin, of St. Petersburg, and Herr Max Weiss, of Vienna. Both these masters expressed a desire not to be compelled to play a championship match, as provided by the rules, and as there was no other challenge for the title and the prizes offered for the purpose, the Committee decided that this contest should not take place.

Although it had been determined to inaugurate the Congress if a minimum sum of \$5,000 was subscribed, the estimate of the Committee of the actual costs of the tournament and of the issue of the Book of the Congress naturally exceeded that sum, but then it was expected that the increase of expenditure would be more than covered by the proceeds from gate monies of the visitors, the entrance fees of the players, additional subscriptions and donations, etc. At the beginning of the tournament the main source of income on which the Committee had relied, namely, the sales of visitors'

tickets was large, and there seemed to be reasonable prospects that the Committee would have a balance over the expenditures to which they already stood pledged.

At this time the competitors in the tournament joined unanimously in a petition to the Committee requesting that the entrance fees, amounting to \$500, should be divided among the losers as consolation prizes according to the Gelbfuhs system. The petition contained a quite unprecedented request on the part of the players, and was altogether extraordinary, considering that it put a sort of moral pressure on the Committee to dispose eventually in favor of the competitors in the Master Tournament of a very considerable portion of the funds which might have been used for other purposes mentioned in the programme, like the Minor Tournament, or a problem competition. The Committee, nevertheless, assented to the proposition on the distinct condition, however, that all the previously incurred liabilities and obligations of the Congress should be first discharged.

But at the conclusion of the tournament, the Committee found that they had to face a large deficit as regards the costs of the issue of the Book, to which they stood pledged. In stating the causes of this unfortunate disappointment, the Committee regret to announce that a considerable number of subscribers failed to honor their subscriptions. There was also a falling off in the second round in the receipts from the gate money, and hardly anything was realized from that source during the last few weeks of the tournament chiefly owing to the impossibility of securing the unanimous consent of all the players to a slight change in the hours of play during the evening which is the best time for an exhibition in the City of New York. Under all the circumstances, however, the condition which was positively attached to the decision of the Committee in reference to the consolation prizes petitioned for by the competitors had not been fulfilled, and the Committee found it impossible to carry out their contingent promise in that respect.

The deficit in the finances was subsequently covered by supplementary subscriptions which were chiefly raised among the members of the Committee, but also by an advance of some of its members on about thirty extra copies which the Committee ordered to be additionally printed. In making this statement the Committee beg to point out that they have in no way evaded the spirit or the letter of their original programme, for they were entitled to the course taken in consequence of a very liberal concession on the part of Mr. Steinitz,

who, according to his original agreement with the Committee, had a claim for his literary services as editor of the book on a much larger number of copies than were additionally issued. But owing to the unfavorable financial condition of the funds, Mr. Steinitz ceded all his rights to the Committee. After recording a cordial vote of thanks to Mr. Steinitz, the Committee arranged that he should receive ten extra copies besides a remuneration of \$500 which was as much as the Committee could afford to pay, and then it was decided that the extra copies to which Mr. Steinitz would have been entitled should be appropriated and used in the above described manner for the purpose of recovering expenses.

The special thanks of the Committee are due to the Manhattan Chess Club and the Brooklyn Chess Club who have allowed the Congress the use of their rooms for holding the meetings of the Committee. Special votes of cordial thanks of the Committee were also recorded to the Hon. Treasurer, Mr. F. Rose, who, at great sacrifice of time and of private expenses in connection with the Congress, fulfilled the arduous and responsible duties of his office, and to Dr. F. Mintz, who, with very few exceptions, attended daily during play hours at the tournament and acted most efficiently as Umpire on behalf of the Committee.

The Committee also acknowledge with gratification the compliment paid to the Congress by the Anderssen Schach Club of Breslau, which society sent one of their prominent members, Herr Paul von Frankenberg, as a special representative to witness the master tournament.

The numbering of the books has been regulated as follows: Copy No. 1 was offered to the highest bidder and the announcement that such a disposition would be made was published in the *International Chess Magazine* in June, 1889, and was repeated in that journal several times. The privilege of possessing that book was acquired by Mr. C. H. Bruel for the extra sum of \$30, outside of his subscriptions. Book No. 2 was awarded to the President, Mr. J. Spencer Turner, who, through his influence and active co-operation, had greatly aided the Committee in their efforts. For the next numbers donators or subscribers of more than one copy were drawn in groups according to the amount of their contributions. Subscribers of single copies are numbered according to date of payment of their subscriptions.

The final arrangements in reference to the printing and issue of the Book of the Congress were entrusted to a committee consisting of Dr. Louis Cohn, and Messrs. Frère, Holladay, Moehle, and Steinitz.

SCORE OF THE TOURNAMENT.

PLAYERS.	Baird, J. W.	Baird, D. G.	Bird	Blackburne	Burille	Burn	Delmar	Gossip	Gunsberg	Hanham	Judd	Lipschutz	Martinez	Mason	MacLeod	Pollock	Showalter	Taubenhaus	Tschigorin	Weiss	Total	Prizes
M. Tschigorin	11	11	11	11	10	11	01	11	00	11	11	10	11	00	11	11	11	11	11	11	29	tie 1st & 2d }
Max Weiss	11	10	11	10	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	29	
I. Gunsberg	11	11	11	01	01	10	11	11	—	11	10	10	11	11	11	11	11	01	11	10	28½	8d
J. H. Blackburne	11	11	11	—	11	01	11	11	10	10	01	10	11	10	10	11	10	11	10	01	27	4th
A. Burn	11	00	11	10	11	—	11	11	11	01	11	11	11	00	11	11	10	01	00	11	26	5th
S. Lipschutz	11	11	10	01	11	01	11	10	11	11	00	—	11	11	11	10	11	11	01	10	25½	6th
J. Mason	11	01	10	01	11	11	00	11	01	11	10	10	11	—	11	11	10	01	11	01	22	7th
Max Judd*	11	00	00	10	11	00	10	10	01	10	—	11	11	11	11	01	11	11	00	00	20	
E. Delmar	11	10	11	00	01	00	—	10	00	11	01	00	11	11	01	10	10	01	10	00	18	
J. W. Showalter	11	10	10	01	11	01	11	01	00	10	00	10	11	00	11	11	—	10	10	00	18	
W. H. K. Pollock*	11	11	01	00	01	00	01	00	10	11	10	01	00	11	11	—	10	11	00	01	17½	
H. E. Bird	10	11	—	00	11	00	00	00	00	11	11	11	10	01	11	10	01	10	00	11	17	
J. Taubenhaus	11	01	11	00	00	10	11	11	10	01	00	10	10	11	11	10	01	10	10	11	17	
D. G. Baird	10	—	00	00	10	11	01	01	00	00	11	00	11	10	11	10	01	10	00	01	16	
C. F. Burille	11	01	10	00	—	00	10	11	10	11	10	00	00	10	11	10	00	11	01	00	15	
J. M. Hanham	01	11	00	01	10	10	00	10	00	—	11	00	01	01	11	10	11	11	00	00	14	
G. H. D. Gossip	11	10	11	00	01	00	01	—	00	01	01	01	00	10	00	11	10	10	00	10	13½	
D. M. Martinez	01	00	01	10	11	00	00	11	00	10	10	10	—	11	01	11	10	01	00	00	13½	
J. W. Baird	—	01	11	00	10	00	00	01	00	11	00	00	10	00	10	00	00	00	00	00	7	
N. MacLeod	01	10	00	01	00	00	10	11	00	00	00	00	10	00	—	00	00	00	00	00	6½	

* Messrs. Judd and Pollock divided the special prize for the best score against the prize winners in the second round.

Account of the Hon. Treasurer, F. ROSE.

THE SIXTH AMERICAN CHESS CONGRESS, 1889.

<i>Dr.</i>	\$	Cts.	<i>Cr.</i>	\$	Cts.
Received from Donations and Subscriptions . . .	5,324	69	Expenses incurred previous to Organization of Congress, paid to C. Schubert . . .	180	01
" from Players, Entrance Fees and Deposits . . .	970	65	Rent of Hall . . .	599	92
" Gate Money . . .	2,169	30	Gas Co. deposit . . .	15	00
" from Sale of Properties . . .	107	20	Deposits returned to Players . . .	470	65
" Interests on Deposit . . .	34	16	Paid for Editing and Printing Book of Congress and Paper for same . . .	1,622	46
" for Special Prizes . . .	150	00	Prizes: 1st, \$1,000; 2d, \$750; 3d, \$600; 4th, \$500; 5th, \$400; 6th, \$300; 7th, \$200 . . .	8,750	00
" from Gas Co. (deposit refunded) . . .	15	00	Special Prizes (three of \$50 each) . . .	150	00
			General Expenses . . .	1,684	09
			Cash in hand . . .	298	87
	8,771	00		8,771	00
Cash on hand . . .					
Deficit . . .	298	87			
	71	13			
	370	00	Estimated further expenses for completing Printing, Binding and Delivering Book of Congress . .	370	00

We, the undersigned, have examined the accounts and vouchers of the Hon. Treasurer and find them correct in accordance with this balance sheet.
New York, May, 1891.

THOS. FRÈRE }
ADOLPHE MÖHLE } *Auditing Committee.*

SUBSCRIPTION LIST.

Name and Address	Donation	Subscription	Book Number
Addicks, J. Edward, Boston, Mass.	\$25	\$20	80, 31
Adler, Dr. J., New York		10	417
Academischer Schach Club, Munchen, Germany		10	290
Alapin, Simon. St. Petersburg, Russia		10	458
Albany Chess Club, Albany, New York		10	422
Allen, Herbert M., Boston, Mass.		10	408
Anderson, Dr. H. A. C., New York		10	421
Angresius, C. F., New York		10	414
Anthony, Edwyn, Hereford, England		10	206
Argall, H. K., Whitchurch, England		10	240
Arnold, Dr. A. B., San Francisco, Cal.		10	285
Austin, Geo. M., Boston, Mass.		10	316
Bachmann, S., New York		10	357
Baird, John W., New York		10	245
Ballantine, Wm. A., New York		10	314
Barclay, A. Chas., Philadelphia, Pa.		10	279
Beethoven Club, Rio De Janeiro, Brazil		10	257
Beinecke, B., New York		10	381
Bell, Wilson, New York		10	386
Bennecke, H., New York		20	105, 106
Bennecke, L., Chicago, Ill.		10	183
Bennett, H. J., Fall River, Mass.		10	272
Berendsohn, S., New York		10	244
Berliner Schachgesellschaft, Berlin, Germany		10	212
Bertolette, Levi A., Wilmington, Del.		10	251
Bigelow, Dr. A. T., St. Paul, Minn.		10	217
Bijur, Nathan, New York		10	444
Bissell, Judge J. B., Denver, Col.		10	167
Blanchard, J. G., New Orleans, La.		10	301
Blathy, O. T., Buda-Pest, Hungary		10	209
Boll. Rev. J. A., Gettysburg, Pa.		10	145

SUBSCRIPTION LIST.

XXIX

Name and Address	Donation	Subscription	Book Number
Bonner, Robert, Providence, R. I.	10	10	324
Boskowitz, J., New York	10	10	479
Boston Chess Club, Boston, Mass.	10	10	321
Bostwick, O. M., New York	10	10	199
Briggs, Rev. H. C., Plymouth, England	10	10	288
Briggs, Geo. E., Peekskill, N. Y.	2	10	447
Bristol, John I. D., New York	10	10	319
Brock, D. T., Chicago, Ill.	10	10	215
Brown, Henry H., Philadelphia, Pa.	10	10	159
Brown, H. G. A., Croydon, England	10	10	462
Brown, Isaac M., Leeds, England	10	10	487
Bruel, C. H., Brooklyn, N. Y.	70	60	1, & 6 to 10
Buck, Chas. F., New Orleans, La.	10	10	59
Bucklin, Geo., Providence, R. I.	10	10	329
Burn, Amos, Liverpool, England	10	10	424
Burns, A., Melbourne, Australia	15	10	43
Carpenter, Geo. E., Tarrytown, N. Y.	10	10	146
Carpenter, R. P., Neodesha, Kan.	10	10	194
Cartwright, Bruce, Honolulu, H. I.	10	10	474
Cassel, Hartwig, New York	10	10	468
Chambers, John D., Glasgow, Scotland	10	10	433
Champion of the New York <i>Staats Zeitung</i> corre- spondence Tournament, 1890	10	10	467
Champion, C. P., Quebec, Canada	10	10	163
Charlick, H., Adelaide, Australia	10	10	366
Chess Editors' Association, Detroit, Mich.	2.10	—	—
Chittenden, S. B. Jr., Brooklyn, N. Y.	10	10	304
Cincinnati Chess Club, Cincinnati, O.	10	10	213
City of London Chess Club, London, England	10	10	420
Clark, Henry C., Providence, R. I.	10	10	143
"Clipper," New York,	15	10	45
Club de Ajedrez de la Habana, Havana, Cuba	10	10	55
Club Internacional, Panama, Colombia	10	10	465
Cobb, D. McLeod, Brooklyn, N. Y.	10	10	415
Cohn, Dr. Louis, New York	30	99, 100, 101	
Cohn, Louis D., New York	30	96, 97, 98	
Cohn, W. D., New York	10	10	156
Colony, A. L., Olean, N. Y.	10	10	409
Columbia Chess Club, New York	10	10	365
Congdon, General James A., Syracuse, N. Y.	10	10	338
Conill, Enrique, Havana, Cuba	10	10	185
Conrath, Adam, Milwaukee, Wis.	10	10	162

Name and Address	Donation	Subscription	Book Number
Converse, E. C., New York	10		411
Cook, Eugene B., Hoboken, N. J.	5	10	73
Cowan, N. Dominguez, City of Mexico	5	10	65
Cox, James, Brooklyn, N. Y.	25	10	32
Crane, L. T., Brownsville, Cal.		10	187
Crane, F. W. C., Lyons' Farms, N. J.		10	186
Craske, Robert, Boston, Mass.		10	168
Creswicke, Henry, Barrie, Canada	10	10	53
Cross, R. J., New York		10	470
Cunningham, J. G., London, England		10	359
Dalton, Dr. W. R., New York		10	348
Davidson, H., New York		10	326
Davieson, Dr. Samuel, Chicago, Ill.		10	340
Decknatel, J. A., New York		10	441
Deckner, F. W., Brooklyn, N. Y.		10	271
De Fonmartin, H., Portsea, England		10	325
Delehanty, E. J., Brooklyn, N. Y.		10	227
Dennis, C. E., Bayonne, N. J.		10	277
Densmore, D. J., Brooklyn, N. Y.		10	155
De Riviere, J. Arnous, Paris, France		10	221
De Soyres, Rev. John, St. John, N. B.		10	232
De Terbecq, E. Huytens, Liege, Belgium		10	262
De Thomsen, Baron C., New York		10	393
De Visser, W. M., New York		10	307
Diggs, I. Ross, Baltimore, Md.		10	344
D'Oench, Dr. F. E., New York		10	390
Douglas, John A., New York		10	305
Dreher, C. W. C., Brooklyn, N. Y.		10	229
Dreier, Carl, Chicago, Ill.		10	216
Edwards, Chas. N., Brooklyn, N. Y.		10	374
Ellsworth, Wm., Brooklyn, N. Y.		10	320
Ellsworth, W. W., Brooklyn, N. Y.	12.57	10	46
Elson, Jacob, Philadelphia, Pa.		10	276
Eno, W. F., Brooklyn, N. Y.		10	151
Erkenbrecher, Albert, Cincinnati, O.		10	129
Erskine, Oswald, St. Boswell's, Scotland		10	310
Ettlinger, A., New York		10	371
Euphrat, S., Cincinnati, O.		10	147
Faehndrich, Hugo, Buda-Pest		10	360
Ferguson, R. W., Flushing, L. I.	20		111, 112
Ferrell, Dr. H. V., Carterville, Ill.		10	153
Ferris, W. J., Newcastle, Del.		10	222

SUBSCRIPTION LIST.

XXXI

Name and Address	Donation	Subscription	Book Number
Finlay, D. J., Brooklyn, N. Y.		10	273
Fish, George H., New York		10	336
Flanner, Chas., Columbus, Kan		10	439
Ford, E. A., New York		10	480
Foster, Ben. R., St. Louis, Mo.		10	178
Frank, Philip, New York		10	286
Frankenberg, Paul von, Breslau, Germany		10	377
Frazer, Dr. Persifor, Philadelphia, Pa		10	144
Frère, Thos., New York		30	90, 91, 92
Transferred to Frère Eugène, Brooklyn, N. Y.			91
" " Frère Walter, " "			92
Fuller, W. J. A., New York		10	220
Galveston Chess Club, Galveston, Texas		10	476
Gamble, James, Belfast, Ireland		10	446
Gilley, E. S., Brooklyn, N. Y.		10	333
Glasgow Chess Club, Glasgow, Scotland		10	397
Golmayo, Celso, Havana, Cuba	5	10	71
Gomes, J. Coelho, Lisbon, Portugal	10	10	48
Gorham, H. M., Gold Hill, Nevada		10	180
Grant, James, New York		10	396
Green, Robert F., Liverpool, England		10	293
Greene, Rev. J., M.A., Rostrevor, Clifton, England		10	436
Gross, H. B., Philadelphia, Pa.	15	10	44
Grutter, A. L., Brooklyn, N. Y.		10	195
Haas, Frederic, New York		10	247
Haldeman, Dr. H. W., Girard, Kan		10	401
Hall, M. G., Portland, Oregon		10	429
Hamburger, Felix, New York		10	469
Hamel, John B., Philadelphia, Pa.		10	255
Hamilton, Emmet, St. Paul, Minn		10	188
Hamilton, E. J., New Orleans, La.		10	322
Hard, George M., New York		10	455
Hartshorne, R. B., New York		10	230
Hasse, Dr. F., Chicago, Ill.		10	256
Hawkins, X., Springfield, Mo.		10	343
Hazeltine, Miron, Compton Ville, N. H.	5	10	72
Hebard, George, Rochester, N. Y.		10	451
Heintz, George, Annapolis, Md.		10	333
Hellwitz, L. H., New York		10	330
Henderson, J., Montreal, Canada		10	130
Henry, T. W., Sanford, Fla.		10	265
Heppenheimer, Dr. F. C., New York		10	372
Herrera, J. M., Havana, Cuba		10	399

Name and Address	Donation	Subscription	Book Number
Herzog, Max, New York		10	223
Heydebrand, und der Lasa, T. von, Wiesbaden, Germany	5	10	69
Hibbard, Chas. M., New York		10	361
Hicks, T. M. B., Williamsport, Pa.		10	164
Hinckle, C. F., Philadelphia, Pa.		10	407
Hoerber, W. A., Mount Vernon, N. Y.	5	10	64
Hoeland, Adolph H., New York		10	136
Hoelke, E., St. Louis, Mo.		10	173
Hoeninghaus, F., New York		10	392
Hoffer, L., London, England,		10	207
Hoffman, C. E., New York		10	353
Holl, George, New York		10	133
Holladay, Professor Waller, New York	80	102, 103, 104	
Holman, John O., St. Louis, Mo		10	252
Holzschuh, J. J., Minneapolis, Minn		10	191
Homatow, T. Y., Taschkent, Russia		10	267
Hopkins, J. S. D., Parrott, Colorado		10	226
Horton, F. M., New York		10	343
Horton, Harding S., New York		10	263
Hughes, George N., Baltimore, Md.		10	150
Hulse, J. W., St. Louis, Mo.		10	394
Hume, J. C., New York		20	113, 114
Hunt, M. S., Hamilton, Bermuda		10	242
Huntington, Captain E. S., Boston, Mass.	5	10	63
Hutchins, Dr. H. S., Batavia, N. Y.		10	442
Hyde, J. E. Hindon, New York		10	440
Ickelheimer, H. R., New York		10	443
Ingalls, C. H., New York		10	128
Isaacson, Dr. Chas. B., New York		10	341
Jackson, Right Rev. Dr. Henry Melville, Bishop of Alabama, Montgomery, Alabama		10	385
Jacoby, Gustav, New York		10	331
Jeanes, Henry S., Philadelphia, Pa		10	154
Jentz, Dr. O. F., New York	15	10	3
Jervis, B. F., Ithaca, N. Y.		10	157
Jokisch, L. H., Centralia, Ill.		10	152
Josephi, J., New York		10	484
Josephson, A., Brooklyn, New York.		10	176
Judd, Max, St. Louis, Mo.	10	40	49 to 52
Judd, Maurice, Toledo, O.	2		
Kaiser, J. A., Philadelphia, Pa.		10	260

SUBSCRIPTION LIST.

XXXIII

Name and Address	Donation	Subscription	Book Number
Kaltenbach, E. J., New York	10		370
Kaltenbach, H. J., New York	10		475
Kann, Max, Paris, France	10		241
Kean, A. D., Orillia, Canada	10		293
Kellogg, A. B., Buffalo, N. Y.	10		138
Kinnier, John A., Lynchburg, Va.	10		131
Kinzbach, F., Cincinnati, O.	10		148
Knapp, J. P., New York	10		379
Koehler, G., Philadelphia, Pa.	10		428
Kuhne, F. W., Fort Wayne, Ind.	10		254
Kunstadter, J. J., New York	10		482
Kuntz, L., Sweet Spring, Mo.	10		210
La Bourdonnais Chess Club, New York.	10		410
Lambert, C. J., Glenoak, Exeter, England	10		461
Langdon, Francis E., Jr., Portsmouth, N. H.	10		395
Latham, Fredk. G., Charleston, S. C.	10		384
Lee, James M., Pittsfield, Mass.	10		160
Leerburger, Sig., New York	10		416
Lehmann, Ernest, London, England	10	10	57
Lester, W. E., Gold Hill, Nev.	10		181
Lewis, Dr. E. R., Indianapolis, Ind.	10		175
L'hommede, G. A., Kansas City, Mo.	10		214
Lichtenstein, B., New York.	10		488
Lindberg, L. E., Chicago, Ill.	10		318
Lipschutz, S., New York	10		127
Liverpool Chess Club, Liverpool, England	10		425
Long, Thomas, Dublin, Ireland	10	10	58
Loveman, Adolf, Nashville, Tenn.	10		225
Lucas, Carroll, Menomonie, Wis.	10		171
Lukenbach, J. W., Brooklyn, N. Y.	10		327
Lurie, Dr. J. H., New York	10		354
Lyman, H. D., New York	10		134
Mackey, James, Kobé, Japan	10		486
Macleod, G. W., Calcutta, India	10		295
Mac Leod, E. J., B.A., Quebec, Canada	10		427
Maltzan, Joachim, New York	10		345
Manhattan Chess Club, New York	20		107, 108
Manvel, F. C., Brooklyn, N. Y.	10		298
Marquand, Joseph, New York	10		389
Marshall, A. W., Adelaide, Australia	10		367
Martin, Frederick, New York	10		368
Martinez, A., New York	10		202

Name and Address	Donation	Subscription	Book Number
Maynard, G. V., New York	10	437	
McAfee, Dickerson, Quincy Ill.	10	253	
McAllister, Geo. W., Philadelphia, Pa.	10	208	
McConnell, James, New Orleans, La.	10	284	
McKendrick, Q. K., Brooklyn, N. Y.	10	311	
McWilliams, R. E., Buffalo, New York	10	346	
Mead, F. B., Orange, N. J.	10	182	
Meredith, Wm., Merchantville, N. J.	10	165	
Merian, P. A., New York	20 40	88 to 41	
Messiter R. P., Brooklyn, N. Y.	10	452	
Meyer, Chas. E., Freeport, Ill.	10	224	
Meyer, Robert, Shanghai, China	10	457	
Michaelis, Major O. E., Augusta, Me.	10	193	
Milburn, James, St. Louis, Mo.	10	233	
Miller, Daniel, Baltimore, Md.	10	258	
Mimms, John H., St. Albans, Vt.	10	363	
Minor, Gov. W. T., Stamford, Conn.	10	323	
Mintz, Dr. F., New York	10	356	
Mitchell, Dr. E. D., Memphis, Tenn.	10	464	
Möhle, Adolphe, New York	30	93, 94, 95	
Moliner, Adolfo, Havana, Cuba	5 10	68	
Montreal, Chess Club, Montreal, Canada	10	205	
Morgan, Mordecai, Philadelphia, Pa.	10	306	
Morgan, J. M., Philadelphia, Pa.	10	303	
Morrell, Daniel, Hartford, Conn.	10	380	
Morse, J. E., Bayonne, N. J.	10	334	
Napoleon, Arthur, Rio de Janeiro, Brazil	10	412	
Neuer Wiener Schachclub, Wien, Austria	10	460	
Neugass, C. Brooklyn, N. Y.	10	315	
Neustadtl, Dr. Hermann, Prague, Austria	10	235	
Newark Chess Club, Newark, N. J.	10	174	
New Orleans Chess Checker and Whist Club, New Orleans, La.	10	291	
New York Turn Verein, New York	10	302	
Nichols, S. S., Galveston, Texas	10	169	
Nicholson, Dr. J. E., Oakland, Cal.	10	454	
Nicholson, Frank, Phoenix, Arizona	10	274	
Northcroft, Henry, Sevenoaks, England	20 10	42	
O'Farrell, Patrick, Washington, D. C.	10	404	
O'Higgins, P. C., Brooklyn, N. Y.	10	294	
Orr, W. B., Brooklyn, N. Y.	10	418	
Osborne, W. F., Ansonia, Conn.	10	249	
Paddock, William L., Pittsfield, Mass.	10	398	

SUBSCRIPTION LIST.

XXXV

Name and Address	Donation	Subscription	Book Number
Paredes, Leon, Havana, Cuba.		10	351
Paterson, William S., New York		10	203
Paull, Irwin, Wheeling, W. Va.		10	406
Peake, Alfred S., Clontarf, Dublin, Ireland.		10	432
Pendlebury, R., Cambridge, England.		10	456
Pendleton, Thomas F., Brooklyn, N. Y.		10	419
Peres, Hardwig, Memphis, Tenn.		10	448
Perrin, Frederick, Brooklyn, N. Y.		10	196
Phoenix Chess Club, Dublin, Ireland.		10	431
Ponce, Alberto, Havana, Cuba.	5	10	74
Pozo, Andres Fernandez, Asturias, Gijon, Spain		10	281
Preti, Numa, Paris, France.		10	261
Price, J. H., Wilmington, Del.		10	182
Providence Chess Club, Providence, R. I.		10	141
Pryor, Roger A., Jr., New York		10	349
Q, E. E.,		10	459
Rabotkin, Wladimir, St. Petersburg, Russia.		10	266
Ramsey, R. H., Philadelphia, Pa.		10	430
Raymond, R. W., Brooklyn, N. Y.		10	248
Redding, Joseph D., San Francisco, Cal.		10	435
Redwine, J. B., Atlanta, Ga.		10	149
Reynolds, John, New York		10	161
Rice, Professor Isaac L., New York		10	4
Rice, Charles M., Worcester, Mass.		10	388
Richardson, Dr. Horace, Boston, Mass.		10	264
Richardson, Clarence B., Cheyenne, W. T.		10	388
Richardson, P., Brooklyn, N. Y.		10	135
Richmond Chess Club, Richmond, Va.		10	309
Riedel, Dr. E. H., New York	2	—	
Robinson, A. K., Philadelphia, Pa.		10	289
Rockwell, Col. A. F., Philadelphia, Pa.		10	231
Rode, Fred., Chicago, Ill.		10	335
Rogers, Howard J., Albany, N. Y.		10	466
Rohrer, Daniel, Worthington, Minn.		10	308
Rolfe, George B., Brooklyn, N. Y.		10	137
Rose F., Brooklyn, N. Y.		50	77 to 81
Rosenberg, H., Providence, R. I.		10	142
Ross, R. M. Calcutta, India		10	296
Rother, R. M., Baltimore, Md.		10	400
Rothschild, Baron Albert von, Vienna, Austria		10	347
Rothschild, Leopold, New York		10	246
Rowland, T. B., Clontarf, Dublin, Ireland		10	488

Name and Address	Donation	Subscription	Book Number
Rowse, E. S., St. Louis, Mo.		10	192
Rudd, Frank, Brooklyn, N. Y.	15	50	11 to 15
Rumsey, J. Edward, Westfield, N. J.		10	358
Rush, Murray, Radnor, Pa.		10	402
Russell, James A., Baltimore, Md.	10	10	47
Rutherford, W. Watson, Liverpool, England.		10	426
Ruthven, James A., New York		10	376
Sabonzooff, P., St. Petersburg, Russia		10	297
Sage, W. H., Wellington, Ohio.		10	218
Salmon, George, D. D., Dublin, Ireland.		10	299
Sanders, Rev. Thomas Cooke, Oxford, England.		10	184
Sands, W. P., Brooklyn, N. Y.		10	275
Schalopp, E., Steglitz, Germany.		10	211
Scheele, W. F., New Orleans, La.	5	10	70
Schieffelin, H. H., New York		10	140
Schirmer, Julius, New York.		10	282
Schlesinger, S. B., New York		10	485
Schmelling, C., Wilkesbarre, Pa.		10	189
Schmid, Dr. C., Blasewitz, Dresden, Germany		10	283
Schmitt, Joseph, New York		10	362
Schneider, A. F., St. Louis, Mo.,	5	10	66
Schubert, Constantine, Brooklyn, N. Y.	40	10	5
Schull, L., Watertown, Dakota.		10	270
Schumann, Charles W., New York.		10	378
Schwartz, B., New York.		10	263
Schweitzer, Henry, New York.		10	109
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SPECIAL PRIZE GAMES.

* * *

Game No. 1.

Played in the first round, March 30th.

For winning this game Mr. Gunsberg was awarded the special prize of \$50 donated by Messrs. Frank Rudd and Fred. Wehle for the best game in the tournament.

GIUOCO PIANO.

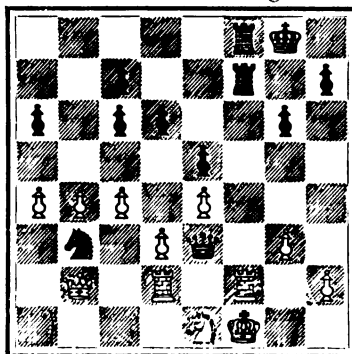
<i>White</i>	<i>Black</i>
J. Mason.	I. Gunsberg.
1 P—K4	P—K4
2 KKt—B3	QKt—B3
3 B—B4	B—B4
4 P—Q3	P—Q3
5 B—K3	B—Kt3 (a)
6 P—B3	Kt—B3
7 QKt—Q2	Q—K2
8 P—QR4 (b)	B—K3
9 B—QKt5	B×B
10 P×B	P—QR3 (c)
11 B×Kt ch.	P×B
12 P—QKt4	O—O
13 O—O	Kt—Kt5
14 Q—K2	P—KB4
15 P×P	B×P
16 P—K4	B—Q2
17 Kt—B4	Kt—B3

18 Kt—K3 P—Kt3
19 P—B4 (d) Kt—R4

Position after Black's 29th move.

Kt—Kt6

Black—I. Gunsberg.



White—J. Mason.

- (a) We prefer here B×B, followed by Kt—R4.
- (b) This advance is premature and leaves a hole at QKt3. He ought to have Castled first with the option of manœuvring on either side.
- (c) We prefer to gain a move by O—O, as the RP is generally rather better posted at R3 than at R3, and White, unless he loses a move with his Bishop, is bound to exchange.
- (d) The hole created in the centre at Q4 involves him in great difficulties. He ought to have played again Kt—QB4, with the view of entering at R5 and keeping the adverse Bishop engaged for the defence of the QBP.

20 P—Kt 3 (e)	B—R6	26 R—Q2	Q—Kt 4 (h)
21 R—B2	Kt—Kt 2	27 Kt (K3)—Kt 2	B × Kt
22 Q—Kt 2	Kt—K3 (f)	28 K × B	Q—K6
23 R—K sq. (g)	R—B2	29 K—B sq.	Kt—Kt 6 (i)
24 QR—K2	QR—KB sq.	30 Resigns. (i)	
25 Kt—K sq.	Kt—Q5		

(e) Perhaps necessary though inconvenient, as the adverse Bishop obtains attacking entrance at R6.

(f) Black's manœuvring for obtaining command with his Knight of the adverse weak centre spot is admirable.

(g) A great error of judgment. He ought to have filled the gap at Kt2 with his QKt in order to be enabled to play QR—KB sq. and keep possession of the KB file.

(h) Black keeps hold of the attack with an iron grip.

(i) Winding up with a master *coup* of extraordinary depth and beauty. See diagram on previous page.

(j) For wherever the QR may move, Black answers 30 . . . R × R ch.; and after 31 R × R, 31 Kt—Q7 ch.; 32 Q × Kt, 32 Q × Q. Or if 30 R × R, 30 R × R ch.; 31 R—B3, 31 Kt—Q7 ch., and wins. The whole game is a splendid specimen of Mr. Gunsberg's strategical skill in open positions.

* * *

Game No. 2.

Played in the second round, May 11th.

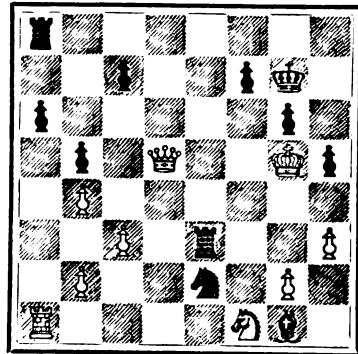
For winning this game Mr. Pollock was awarded the special prize of \$50 donated by Professor Isaac L. Rice for the most brilliant game in the second round.

RUY LOPEZ.

<i>White</i>	<i>Black</i>
M. Weiss.	W. H. K. Pollock.
1 P—K4	P—K4
2 KKt—B3	QKt—B3
3 B—Kt 5	P—QR3
4 B—R4	Kt—B3
5 P—Q3	P—QKt4
6 B—Kt 3	B—B4
7 P—B3	P—Q4
8 P × P	Kt × P
9 Q—K2 (a)	O—O
10 Q—K4	B—K3
11 Kt × P (b)	Kt × Kt
12 Q × Kt	Kt—QKt 5 (c)
13 O—O (d)	Kt × QP
14 Q—R5 (e)	B × B

Position after Black's 26th move
K—Kt 2.

Black—W. H. K. Pollock.



White—M. Weiss.

15 P×B	R—K sq.	22 K—Kt 3	R—K6 ch.
16 Kt—Q2	Q—K2	23 K—Kt 4 (j)	Kt—K7
17 P—QKt 4 (f)	B×P ch. (g)	24 Kt—B sq.	P—Kt 3
18 K—R sq.	Q—K8 (h)	25 Q—Q5 (k)	P—R4 ch.
19 P—R3	Kt×B (i)	26 K—Kt 5	K—Kt 2 (l)
20 R×Q	R×R ch.	27 Kt×R (m)	P—B3 ch., and
21 K—R2	B—Kt 8 ch.	mates in two moves. (n)	

- (a) The opening is the same as occurred in two match games between Anderssen and Morphy, excepting that Anderssen retreated his B—B2 on the 6th move. White has obtained the superior position chiefly owing to Black's 7th move, P—Q4, which loosens the KP. Instead of the text move we would prefer, however, 9 O—O, threatening Kt×P, followed by P—Q4, and if 9... QB—KKt5; 10 P—KR3, 10 B—R4 (or 10... B×Kt; 11 Q×B, 11 QKt—K2; 12 R—K sq., with a fine attack); 11 P—Kt 4, 11 QB—KKt3; 12 Q—K2, winning at least a Pawn with a very good game.
- (b) He could have obtained much the best of the game by 11 Kt—Kt 5, 11 P—Kt 3; 12 Kt×B, etc.
- (c) The soundness of this sacrifice is questionable.
- (d) For after 13 P×Kt, 13 B×P ch.; 14 K—Q sq., 14 Q×P ch., 15 B—Q2 we think that the attack against White's King could not be sustained, and Black had only two Pawns for the piece and, therefore, the worst as regards material.
- (e) Not good. 14 Q—Kt 3, 14 B—Q3; 15 Q—B3 would have been superior.
- (f) He had no means of saving the Pawn, for if 17 Kt—B3, 17 Kt×BP, and White dare not take with the Rook on account of Q—K8 ch. and mate next move.
- (g) Beautiful play. It will be easily seen that White cannot capture the two pieces on account of the mate in two moves impending afterward by Q—K6 ch. and Q—K8 mate.
- (h) The prelude to a most ingenious and splendidly conceived line of attack.
- (i) This sacrifice of the Queen for no more than two pieces is based on a most profound and brilliant idea, such as has very rarely occurred in actual play.
- (j) Best. If 23 Kt—B3, 23 Kt—K7 ch.; 24 K—Kt 4, 24 R—K5 ch.; 25 K—Kt 5, 25 B—K6 ch.; 26 K—B5, 26 Kt—Kt 6 mate.
- (k) Very tempting but no doubt overlooking the beautiful surprise which Black has in store. His best play was 25 Q—R6, with the following probable continuation: 25... P—B4 ch.; 26 K—Kt 5, best, 26 R—KB sq.; 27 Q×R ch. (but if 27 R×P, 27 R—Kt 6 ch.; 28 Kt×R [or 28 K—R4, 28 R×KtP, and wins] 28... B—K6 ch.; 29 K—R4, 29 P—Kt 4 ch., and wins), 27 K×Q; 28 Kt×R, followed by K—B6, with legitimate hopes of drawing.
- (l) Truly magnificent. See diagram.
- (m) There was actually no defence. If 27 Q×R (or 27 Q—Q7, 27 R—K4 ch.; 23 K—R4, 28 K—R3, and wins), 27... P—B3 ch.; 28 K—R4, 28 B—B7 ch.; 29 P—Kt 3, 29 R×KtP, and White has only one useless check by sacrificing the Queen, after which mate follows by R—Kt 5 dble. ch., or by B×Kt if Kt×R.
- (n) Mr. Pollock's play from the 17th move renders this game one of the finest monuments of Chess ingenuity, and altogether it belongs to the most brilliant gems in the annals of practical play. The mate is effected after 28 K—R4 by 28... B—B7 ch.; 29 P—Kt 3, 29 B×P mate.

* * *

TSCHIGORIN'S GAMES.

* * *

Game No. 3.

Played in the first round, April 6th.

PONZIANI OPENING.

<i>White</i>	<i>Black</i>		
D. G. Baird.	M. Tschigorin.		
1 P—K4	P—K4	23 QR—Q2	Kt—K2
2 Kkt—B3	QKt—B3	24 Kt—K sq.	KR—Q sq. (e)
3 P—QB3	P—Q4	25 Kt—Q3	Kt—KKt3
4 Q—QR4	P—KB3	26 B—B5 (f)	QR—QB sq.
5 P—Q3 (a)	B—QB4	27 Kt×B	P×Kt
6 P—QKt4	P×P	28 B—Kt6	R—K sq.
7 P×P (b)	B—Q3	29 R—QB sq.	Kt—KB5
8 B—QB4	Q—K2	30 P—KB3 (g)	Kt×Kt
9 Q—Kt3	Q—B sq.	31 R×Kt	R—B5 (h)
10 P—QR4	B—Q2	32 K—B2	KR—QB sq.
11 Kt—QR3	KKt—K2	33 B—K3	P—KKt3
12 P—R5	P—QR3	34 K—K2 (i)	P—B4
13 Kt—QB2	Kt—Q sq.	35 P×P ch.	P×P
14 B—Q2	Kt—QB sq.	36 P—KKt3 (j)	P—KR4
15 P—KR3 (c)	Q—K2	37 P—KR4 (k)	P—B5
16 Kt—K3	B—K3	38 P×P	P×P
17 O—O	B×B	39 B—Q2 (l)	Kt—K4 (m)
18 Q×B	Q—B2	40 R—Q4	R×R
19 KR—Q sq.	Q×Q	41 P×R	R×R
20 Kt×Q	K—B2	42 B×R	Kt—Kt3
21 B—K3	K—K3 (d)	43 B—Q2	K—Q4
22 R—QR2	Kt—KB2	44 K—Q3	Kt×RP
		45 B×P	Kt×P
		45 Resigns.	

- (a) White blocks his KB without need. B—QKt5, as usually played here, is preferable.
- (b) A little speculation at the expense of a Pawn would, we think, have been justifiable here, and White might have proceeded with 7 P×B, 7 P×Kt; 8 P×P, 8 Q—Q4; 9 Q—K4, 9 Q×BP; 10 QB—QR3, 10 Q—R4; 11 R—Kt sq., with a strong attack.
- (c) Useless as usual, and toward the end it weakens his position on this wing.
- (d) Black is making good use of his King, and his not having Castled before exchanging Queens is a little advantage to him.

- (e) Black has brought his blocked-up pieces into play in an admirable manner.
- (f) White has also played excellently thus far, and the move in the text gives him the advantage in position.
- (g) But he does not pursue it properly. P—QB4, which kept the adverse QP still more weakened, would have hardly left more prospect for Black than a draw, which, moreover, he could only secure by very cautious play.
- (h) Black seizes his opportunity quickly and occupies the weak point formed by White's omission on the 80th move.
- (i) The King was more needed where he stood for the protection of the K side.
- (j) Not good, as it enables the opponent to break through in the centre with a troublesome attack
- (k) Still more compromising his K side.
- (l) This injudicious retreat seals his fate. The proper play was 39 B—Q4, whereupon might have followed 39 . . . Kt—K4; 40 R—KKt sq., 40 Kt×R; 41 K×Kt, and we think that, owing to the bad position of Black's Pawns on both wings, White ought to secure a draw at least, and in fact he has so much the better chance of winning that we believe Black would have avoided that line of play.
- (m) Securing the exchange of the heavy pieces, after which the Knight plays havoc among the scattered and weak adverse Pawns on the K side and the centre.

* * *

Game No. 4.

Played in the second round, May 6th.

PONZIANI OPENING.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	D. G. Baird.	6 P×P	Q×P
		7 O—O	B—K3
		8 P—Q4	P×P (a)
1 P—K4	P—K4	9 P×P	P—QR3 (b)
2 KKt—B3	QKt—B3	10 Kt—QB3	Q—Q sq. (c)
3 P—QB3	P—Q4	11 B×Kt ch.	P×B (d)
4 Q—QR4	P—KB3	12 B—KB4	K—B2
5 B—QKt 5	KKt—K2	13 KR—K sq. (e)	13 Q—Q2 (f)

- (a) 8 . . . P—K5 is probably better still. If White answer 9 KKt—Q2, Black may support the Pawn by P—KB4, and White's majority of Pawns on the Q side will do no harm for the ending, as in most contingencies Black will be enabled to Castle on the Q side. If, however, 9 P—B4, 9 Q—KR4; 10 P—Q5, 10 P×Kt; 11 P×Kt, 11 P—QKt3, and should win, for Black threatens Q—Kt5 or else P—QR3, followed by B—QB sq.
- (b) Loss of time that makes itself soon felt. 9 O—O would have been the right move here, followed by Q—R4 in reply to Kt—B3.
- (c) This weak move is altogether injurious to his position. Q—KB4 would have been the right play.
- (d) The only move under the circumstances. If 11 . . . Kt×B; 12 P—Q5, 12 B×P; 13 R—Q sq., 13 P—QKt4; 14 Q—KR4, 14 Kt—K2 or —Kt5; 15 Kt×B, 15 K×Kt; 16 Q—K4 ch., and wins.
- (e) White develops his attack with energy and accuracy.
- (f) Necessary in consequence of White's last move. If, for instance, 13 . . . Kt—

14 Kt—K4	B—Q4 (<i>g</i>)	19 B×B	B×Kt (<i>m</i>)
15 Kt—QB5	Q—Kt5 (<i>h</i>)	20 Kt—B4	Q—Kt4
16 B—Kt3	Kt—B4 (<i>i</i>)	21 Q—Kt3 ch.	B—Q4
17 Kt—Q3 (<i>j</i>)	B—Q3 (<i>k</i>)	22 Kt×B	P×B (<i>n</i>)
18 P—KR3 (<i>l</i>)	Q—kt3	23 Kt—B4 disch.	Resigns.

Kt3 (or 18... Kt—Q4, 14 R×B, 14 Kt×B [or 14... K×R; 15 Q×P ch., and wins]; 15 R×QBP, etc.); 14 lt×B, 14 K×R; 15 R—K sq. ch., 15 K—Q2; 16 P—Q5, with a winning attack.

(*g*) Forced again, for if 14... Kt—Q4; 15 QKt—Kt5 ch. wins, as obviously Black's Queen would be lost by Kt—K5 ch. if P×lt.

(*h*) The Queen is only out of play here. Q—B sq. would have been better..

(*i*) Still worse, and in fact the losing move. Kt—Kt3, in order to keep the diagonal free for the Queen, was his only resource. If, however, 16... B×Kt; 17 P×B, 17 Q×P; 18 Kt—K6, with a winning game.

(*j*) Threatening check with either Knight at K5.

(*k*) His game was untenable. If 17... B×Kt; 18 P×B, 18 Q×BP (or 18... Q×QP; 19 Q×BP, 19 B—Q3; 20 QR—Q sq., with a fine attack); 19 Kt—B4, with a powerful attack.

(*l*) With his usual power Mr. Tschigorin proceeds to disorganize the adverse game.

(*m*) If P×B, White replies equally with Kt—B4, followed by Kt×B and Q—Q7 ch.

(*n*) A blunder, but anyhow he must have come out with two Pawns behind and a hopeless ending after 22... P×Kt, his only move; 23 Q×P ch., 23 K—Kt3; 24 R—K4, 24 Kt—R3; 25 Q×Q ch., 25 P×Q; 26 B×P, etc.

* * *

Game No. 5.

Played in the first round, April 15th.

KING'S GAMBIT DECLINED.

<i>White</i>		<i>Black</i>	
M. Tschigorin.		J. W. Baird.	
1 P—K4	P—K4	14 P—QR3 (<i>h</i>)	Q—Q2
2 P—KB4	B—QB4	15 R—B3	K—R sq.
3 KKt—B3	P—Q3	16 QR—KB sq.	QR—KB sq.
4 Kt—B3 (<i>a</i>)	QKt—B3 (<i>b</i>)	17 Kt—KB5	Kt—KR4 (<i>i</i>)
5 B—Kt5 (<i>c</i>)	Kt—B3	18 R—KR3	B×B
6 P—Q3	O—O	19 Q×Kt	B—KR3
7 B×Kt	P×B	20 Kt×KtP (<i>j</i>)	K×Kt
8 P×KP (<i>d</i>)	P×KP	21 P—KKt4	B—B5 (<i>k</i>)
9 Q—K2 (<i>e</i>)	R—K sq. (<i>f</i>)	22 Q×RP ch.	K—B3
10 B—K3	B—QKt3	23 Q—R4 ch.	K—Kt2
11 O—O	B—QR3 (<i>g</i>)	24 Q—R7 ch.	K—B3
12 K—R sq.	Q—Q3	25 Kt—QR4	Q—Q3
13 Kt—KR4	R—K3	26 P—QKt4	B—QB sq.
		27 Kt—B5	K—K2
		28 Q—R4 ch.	K—K sq.
		29 Kt×R	Q×Kt (<i>l</i>)

30 R—KKt sq.	R—KKt sq.	33 Q × RP	Q—KKt 3
31 Q—KB2	R × P (m)	34 Q—KB2	R × R ch. (p)
32 R—R8 ch. (n)	K—Q2 (o)	35 Q × R	Q × Q ch.

- (a) By a transposition of moves a variation in the Vienna Opening is here arrived at.
- (b) Not a good move, as it gives an opportunity for a strong reply. KKt—B3 is preferable.
- (c) This combination of a Ruy Lopez plan with the King's Gambit was first introduced by the editor against Mr. Blackburne in 1870.
- (d) In the above-mentioned game White played here 8 Kt—R4, which is much stronger. In actual play occurred 8... B—Kt3; 9 Kt × B, 9 RP × Kt; 10 P × P, 10 P × P; 11 Kt × P, which White could do now safely, the Black KB being exchanged. But it will be observed that Black could not save the Pawn on the 8th move excepting at the expense of having an ugly trebled Pawn formed by the answer Kt × B.
- (e) Of course, White dare not capture the KP now, on account of the rejoinder Q—Q5.
- (f) In the present position we would have preferred defending the Pawn by Q—K2, followed by R—QKt sq. in reply to B—K3.
- (g) This Bishop is badly placed on this diagonal.
- (h) In order to shut out the adverse Queen from any attack on the Queen's wing.
- (i) The loose position in which this Knight is placed is disastrous to his King's side. Kt—K sq. was the proper play.
- (j) Mr. Tschigorin dashes in with his usual impetuosity, but we must, in the first place, express strong misgivings about the soundness of this sacrifice, excepting as far as securing a draw is concerned, whereas the more solid preliminary, 20 QKt—QR4 would have won by force, *e. g.*, 20 QKt—QR4, 20 Q—B sq.; 21 Kt—B5, 21 R—Kt3 (or 21... R—B3; 22 P—KKt4, 22 P—Kt4; 23 R—KKt sq., and wins); 22 Kt—K7, winning easily.
- (k) The only move to preserve the piece. R—Kt3 is of no use, as White would still answer P—Kt5, and the Bishop dare not capture the Pawn on account of Q × P mate.
- (l) His eagerness to seize an attack on the King's side compromises his position on the other wing, where he had, moreover, a better chance of breaking through successfully. The right move was B × Kt, and then White had to take care against the strong entrance of Q—Q5 by P—QB3, whereupon Black could well proceed to dissolve his doubled Pawn by P—QB4, with a very good game and two Bishops against a Rook, for which, no doubt, White had two Pawns; but as the surplus of Pawns was separated on two wings they were not much to be feared, and the two Bishops, with the attack in hand, had the best of the game.
- (m) This is ruinous. He ought to have preserved the QRP by P—QR3, in order not to allow the opponent a passed Pawn on each wing, which is all the more harrassing for the ending, as both are on the Rook's file, and it therefore takes longer for the King to come to the succor when either advances.
- (n) Finely played. He drives the King out in a manner that blocks the adverse Bishop.
- (o) If 32... K—K2; 33 Q—B5 ch., whereupon if 33... Q—Q8; 34 Q × Q ch. wins either the Rook or Bishop.
- (p) Much as the exchanges that follow facilitate matters for the opponent, it was not so clear at this stage that Black had no chance for the ending with his two Bishops, especially as he can apparently win some Pawns, and, moreover, Black has hardly any more promising resource.

36 K × Q	B—B8	41 R × B	B—K6 ch.
37 P—KR4 (q)	B—QR3 (r)	42 K—Kt 2	B—Kt 3
38 P—R5	K—K2	43 P—B4	B—Q5
39 P—R6	K—B3	44 R—R8	Resigns.
40 R—QR8	B × KRP		

(q) This fine *coup* practically finishes the game.

(r) 37... B × P would have led to an amusing finish with 38 P—R5, 38 B × P; 39 P—R6, 39 B—K2; 40 P—R7, 40 B—B3; 41 R—B8, 41 K—K2, best; 42 R × B, and wins.

* * *

Game No. 6.

Played in the second round, May 15th.

TWO KNIGHTS' DEFENCE.

White	Black		
J. W. Baird.	M. Tschigorin.	15 P × P	Q—Q5
1 P—K4	P—K4	16 P—QB3	Q—Q3
2 KKt—B3	QKt—B3	17 B—K3	B × B
3 B—B4	Kt—B3	18 P × B (d)	Q × P
4 Kt—Kt 5	P—Q4	19 Kt—Q2	KR—Q sq.
5 P × P	Kt—QR4	20 R—B4	QR—Kt sq.
6 P—Q3	P—KR3	21 KKt—B sq.	R—Kt 7
7 Kt—KB3	P—K5	22 P—KKt 4 (e)	R—Q6
8 Q—K2	Kt × B	23 QR—Kt sq.	R × R
9 P × Kt	B—QB4	24 Kt × R	B × P
10 P—KR3	O—O	25 Q—QKt 2	R—Q8
11 Kt—R2	P—QKt 4 (a)	26 Kt (Ktsq.)—Q2	B—Q6
12 P—QKt3 (b)	P × P	27 R—B2	Q—B2 (f')
13 P × P	B—R3	28 K—R sq. (g)	Q—Kt 6 (h)
14 O—O	P—QB3 (c)	29 R—Kt 2	Q × RP ch.
		30 R—R2	R × Kt ch.
		31 Kt × R	Q × Kt mate.

(a) The "Modern Chess Instructor" recommends here 11... P—K6; 12 B × P, 12 B × B; 13 P × B, 13 Kt—K5; 14 Kt—B sq., 14 Q—R5 ch.; 15 P—Kt3, 15 Q—B3; 16 P—B3, 16 B—B4, with the superior game, for evidently Black now threatens Kt—B4. The move in the text is old, but hardly gives any advantage to Black.

(b) Salvio's "Teoria e Pratica" gives the following continuation: 12 QKt—B3, 12 P × P; 13 Q × P, 13 Q—Q3; 14 O—O, 14 B—R3; 15 Kt—Kt5, 15 Q—Kt3; 16 P—QR4, 16 Kt × P; 17 Q × Kt, 17 P—QB3; 18 Q × KP, 18 P × Kt; 19 P—R5, with a Pawn ahead and the superior game. The line of play here adopted is much inferior.

(c) Black conducts the counter-attack quite in accordance with the ruling of the *German Handbuch*. He could have recovered the Pawn at once by 14... Q × P; 15 P × Q, 15 B × Q; 16 R—K sq., 16 B—B5, but at the expense of another Pawn the attack is now kept up with full forces.

- (d) Much better was keeping a hold on the adverse KP by 18 Q×B, 18 B×P; 19 R—K sq., 19 B—Q6; 20 Kt—Q2, 20 Q×P; 21 Kt—KKt4, etc.
- (e) Weak. He ought to have relieved the QKt at once from his pinioned position by Q—K sq., in order to be enabled to play Kt—Kt3 or Q—B sq.
- (f) Still stronger was, we believe, Q—B4, which threatened Q×KP as well as to break up White's game by P—KR4.
- (g) An error. K—Kt2 might have prolonged the game which, however, was lost, as Black could answer Q—K4 with the object of advancing P—KR4.
- (h) The finishing touch. White's position becomes shattered.

* * *

Game No. 7.

Played in the first round, April 12th.

TWO KNIGHTS' DEFENCE.

<i>White</i>	<i>Black</i>		
H. E. Bird.	M. Tschigorin.	14 Kt—Kt sq.	P—Q4
1 P—K4	P—K4	15 KP×P	P×P
2 KKt—B3	QKt—B3	16 P—QB3	B—Kt 3
3 B—B4	Kt—B3	17 P—B5	B—B2
4 Q—K2 (a)	B—B4	18 B×Kt	Q×B
5 Kt—B3	P—Q3	19 Kt—B3	Q—KKt 3
6 P—Q3	Kt—QR4	20 P—Kt 3	B—Q2
7 P—QR3 (b)	Kt×B	21 P—Kt 5	P—QR3
8 P×Kt	O—O	22 Kt—R4	Q—B3 (e)
9 B—Kt 5	P—B3	23 P—R4	P×P
10 P—KR3 (c)	Q—K2	24 P×P	R—R4
11 R—Q sq.	Q—K3	25 P—QB4 (f)	Q—K2
12 P—QKt 4	B—Kt 3	26 Kt—QB3	P×P
13 Kt—KR4	B—Q5 (d)	27 P—Kt6	B—Kt sq.
		28 Kt—K4	B—K3
		29 Q—R5	P—B3 (g)

- (a) Not as strong as the authorized move Kt—Kt5.
- (b) B—Kt3 is often preferred in similar positions, with the view of keeping the centre compact.
- (c) Of course useless and weak as generally in the opening.
- (d) Seizing the attack at once by this and the next move with fine perception.
- (e) Much better was Q—K3, as the sequel shows.
- (f) An excellent move that in connection with what follows neutralizes the effect of Black's attack for a long time.
- (g) Black goes astray and nearly loses the hard-earned fruit of his labors. The right plan was 29... P—Kt3; 30 Q—R6, 30 P—B6, breaking up all attack. For should White attempt any heroic measures, the game might further proceed: 31 P—KKt4, 31 P—B7; 32 R—Q6 (or 32 R—QB sq., 32 B—Q4, etc.), 32... R—R8 ch.; 33 K—K2, 33 R×R; 34 P—Kt5, 34 P queens; 35 Kt—B6 ch., 35 Q×Kt. and wins. But it should be pointed out that White had most probably an ingenious variation in view, in case Black played 29... P—KB4;

30 Kt—B5	B×Kt	43 Q—Q6	K—B2
31 Q×B	P—Kt 3	44 Q×QP	Q×P (B2)
32 Q—B3	Q—K3	45 Q—Q5 ch. (j)	K—Kt 2
33 O—O	R—Kt 4	46 R—Kt sq.	R—B2 (k)
34 Q—K2	P—R3	47 R—Kt 6	R—K2
35 Q—B2	P—B4	48 R—Q6	K—R2
36 Q—R4 (h)	R—Kt 7	49 K—Kt 2	P—R4
37 Kt—B3 (i)	P—K5	50 P—Kt 4	R—Kt 2
38 Kt—Q5	P—B6	51 K—Kt 3 (l)	Q—K2 (m)
39 Kt—B7	B×Kt	52 Q—Q2	Q—K4 ch.
40 P×B	R—Q7	53 Q—B4 (n)	P—R5 ch.
41 R×R	P×R	54 Resigns.	
42 Q—Q4	Q—QB3		

viz., 30 Kt—Kt 5, 30 P—KR3; 31 Kt—Kt 6, 31 Q×Kt; 32 Q×Q, 32 P×Q; 33 Kt×R, 33 K×Kt; 34 R—Q3 ch., 34 K—K2; 35 R×B, 35 R—R3 ch.; 36 K—Q2, 36 R×R; 37 R×P ch., 37 K—KB3 or Q sq.; 38 P—B5, 38 P—B5 ch.; 39 K—B2, and wins.

(h) Mr. Bird plays all this in very fine style.

(i) 37 Kt—Q3, and if 37... P—B3; 38 Kt×P was good enough to win.

(j) White has played the latter part of this very interesting game with great ingenuity, and he had a won position up to this, but he impetuously lets the adversary slip out. 45 R—QKt sq. first was the right move, and Black could not escape from the effects of the threatened Q—Q5 ch. or Q×RP. The most probable continuation was: 45... R—Q sq.; 46 Q×RP, 46 R—KKt sq.; 47 R—Kt 6, 47 R—Kt 2; 48 P—R4, with a winning attack.

(k) By the check on the previous move White has injudiciously made room for this valid defence.

(l) In his usual dashing manner Mr. Bird still aims at an attack against the adverse King, though his forces are inferior.

(m) An excellent move. He threatens Q—Kt 4 with destructive effect.

(n) Of course this is an immediately fatal blunder. 53 K—Kt 2 was his only move, but he could not hope to hold out long after 53... Q×P; 54 P×BP, 54 P×P ch.; 55 K—R sq., 55 P—K6; 56 P×P, 56 Q—K4, threatening Q—Kt 6.

* * *

Game No. 8.

PONZIANI OPENING.

Played in the second round, May 13th.

White	Black	5 Kt×P	Q—Q4
M. Tschigorin.	H. E. Bird.	6 Kt×Kt (b)	P×Kt
1 P—K4	P—K4	7 B—B4	Q—Q3
2 KKt—B3	QKt—B3	8 P—Q3 (c)	P×P
3 P—B3	P—Q4	9 O—O	B—K2
4 Q—R4	P×P (a)	10 B×QP	B—Q2
		11 R—Q sq.	Kt—B3

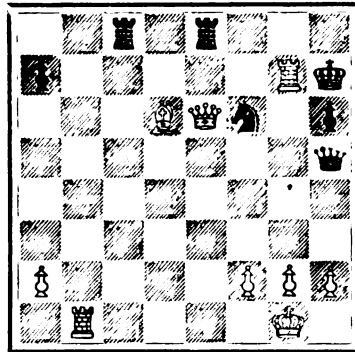
12 Kt—R3 Kt—Kt 5
 13 B—KB4 Q—QB4
 14 B—KKt 3 B—Q3 (e)
 15 Q—K4 ch. K—B sq.
 16 Q—B3 (f) B—K3 (g)
 17 P—QKt 4 (h) Q×BP
 18 Kt—Kt 5 Q×KtP
 19 Kt×B (i) P×Kt
 20 B—KB5 K—Kt sq.
 21 B×B P×B
 22 Q×P K—B2 (j)
 23 QR—Kt sq. Q—QB4
 24 Q—Q7 ch. K—Kt 3
 25 R—Kt 7 QR—KKt sq.
 26 Q—B7 ch. K—R3
 27 Q×KP ch. Kt—B3
 28 B—B4 ch. K—Kt 3
 29 R—Kt 3 (k) P—KR3
 30 R—Kt3 ch. K—R2
 31 B×QP Q—KR4
 32 R—QB sq. (l) R—QB sq.

33 R—Kt sq. KR—K sq. (m)
 34 R×KtP ch. (n) K×R

Position after White's 34th move.

R×P ch.

Black—H. E. Bird.



White—M. Tschigorin.

- (a) Inferior to 4 P—B3, first adopted by the Editor against the late Mr. Wisker.
 (b) This, we believe, is new and very ingenious in connection with the sequence.
 (c) White is sure to recover the Pawn here given up.
 (d) There seems to have been nothing better. It was too hazardous to try and maintain the Pawn by 9 B—B4, for then would follow 10 B—KB4, 10 Q—Q2 (obviously if 10... Q×B; 11 B×P ch., and wins); 11 R—K sq. ch., 11 B—K3 (or 11... K—Q sq., 12 Kt—Q2, followed by Kt—B3, with an excellent attack); 12 Q—R3, recovering the Pawn, with the superior position.
 (e) An ill-considered move which allows the adversary a strong attack, whereas P—KR4 instead would have given White no time for offensive operations.
 (f) Necessary, as Black threatened B×B.
 (g) This weak move leaves the QBP without sufficient protection, of which circumstance the opponent cleverly takes advantage. Kt—K4 was much better.
 (h) Mr. Tschigorin now assumes the attack in his usual spirited manner.
 (i) Stronger than 19 B×B ch., 19 P×B; 20 Kt—B7, 20 Kt—K4; 21 Kt×B ch., 21 K—Kt sq., etc.
 (j) If 22... R—Q sq. (obviously the Rook is lost by B×P if he move elsewhere); 23 R×P, and Black dare not retake on account of Q—K8 mate!
 (k) Up to this White has pursued his attack with masterly skill, but here he could have made an end of all resistance at once by 29 R—Q3, which equally threatened R—Kt 3 ch., followed by Q—R3 mate, with the important difference that Black's King could not effect his exit by 29... P—KR3, for after 30 R—Kt 3 ch., 30 K—R2, White simply takes off the Knight with the Queen, winning a piece and preparing an unavoidable mate.
 (l) Feeble, as Black's prompt reply shows.
 (m) Overlooking the opponent's profound combination. Q—Q4 instead would have forced the exchange of Queens, and though, of course, he would have remained under the disadvantage of a Pawn behind, he could still hope to make a fair struggle for a draw.
 (n) A magnificent sacrifice. See diagram.

35 R—Kt 7 ch.	K—Kt3	41 Q—Kt sq. ch.	K—K7
36 Q—B7 ch.	K—B4	42 R—Kt 2 ch (<i>r</i>)	K—K6
37 R—Kt 5 ch.	K—K5	43 Q—K sq. ch.	K—Q5
38 P—B3 ch.	K—K6 (<i>o</i>)	44 Q—Q2 ch.	K—B5
39 Q—Kt 3 ch.	K—K7 (<i>p</i>)	45 R—Kt 4 mate.	
40 Q—Kt 2 ch.	K—Q6 (<i>q</i>)		

- (*o*) Of course, K—Q5 would subject him to the additional loss of the Knight which the opponent would capture with a check. But K—Q6 would have prevented his being mated. His game was, however, clearly lost even then.
- (*p*) If 39... K—Q7; 40 B—B1 ch., 40 K—K sq. (or 40... K—K7; 41 Q—Kt 2 ch., followed by Q—Q2, ch. etc.); 41 Q—Kt sq. ch., 41 K—K7; 42 Q—KB sq. mate.
- (*q*) A curious finish might have occurred if Black had played 40... K—Q8; for after 41 Q—Kt sq. ch., the same kind of a mate could be forced by White as in actual play in reply to 41 K—K7 or —Q7, but if 41... R—B8; 42 Q—Q3 ch., 42 K—K sq.; 43 B—Kt 3 mate.
- (*r*) All this is splendid. White disdains winning the Queen, having calculated to a nicety that he will drive the opponent into a fine mating net.

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Game No. 9.

Played in the first round, April 9th.

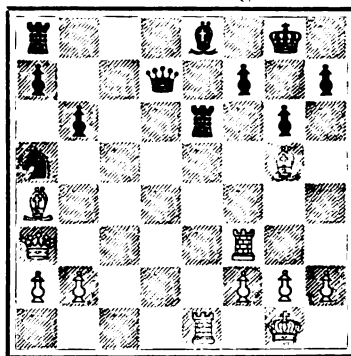
QUEEN'S GAMBIT.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	M. Tschigorin.	22 Q—QB5	P—Kt 3
1 P—Q4	P—Q4	23 Q—R3 (<i>h</i>)	Kt—R4
2 P—QB4	P×P	24 R—B3	Q—Q sq.
3 KKt—B3	P—QB4 (<i>a</i>)	25 B—Kt 5	Q—Q2
4 P—K3 (<i>b</i>)	P×P	26 B—QR4	R—K3 (<i>i</i>)
5 B×P (<i>c</i>)	QKt—B3 (<i>d</i>)		
6 P×P	P—K3		
7 O—O	Kt—B3		
8 Kt—B3	B—K2		
9 B—K3	O—O		
10 R—B sq.	Q—R4		
11 Q—K2	R—Q sq.		
12 KR—Q sq.	B—Q2 (<i>e</i>)		
13 P—Q5	P×P		
14 Kt×P	Kt×Kt		
15 R×Kt	Q—B2		
16 Kt—Kt 5	B—K sq.		
17 Q—R5	B×Kt (<i>f</i>)		
18 R×B	Q—Q3		
19 B—Kt 3	Q—B3		
20 R—Kt 3	R—Q3		
21 R—K sq.	P—KKt 3 (<i>g</i>)		

Position after Black's 26th move.

R—K3

Black—M. Tschigorin.



White—J. H. Blackburne.

27 R × R	Q × R	39 K—B2	K—Q sq.
28 P—R4	Kt—B5	40 Q—R6	Q—Q4.
29 Q—Kt 3	B × B	41 K—K3	Q—K3 ch. (l)
30 Q × B	P—B4 (j)	42 K—Q3	P—R5
31 P—QKt 3	Kt—K4	43 Q—Kt 5 ch.	K—B sq.
32 R—K3	Q—Q4	44 Q—B sq. ch	K—Kt 2
33 P—B3	P—QR4	45 Q—B4	Q—Q3
34 B—B6	Kt—Q2	46 K—B3	P × P
35 B—Kt 2	K—B2 (k)	47 P × P	Kt—K4
36 Q—KB4	R—K sq.	48 B × Kt	Q × B ch.
37 R × R	K × R		Drawn.
38 B—Q4	Q—K3		

- (a) We would not recommend this advance in this position and prefer P—K3.
- (b) White could safely play 4 P—Q5, which Pawn could be sufficiently supported. As Black would have to push P—K3 sooner or later, White would obtain a passed Pawn in the centre, which, though it might be isolated, would be very strong. If then 4... P—QR3; 5 P—QR4, etc.
- (c) An unworthy trap for a master against another one, and, moreover, it might have endangered his game by proper play on the other side.
- (d) If Black had looked out for a considerable advantage so early in the opening for the second player, he would have surely answered 5... Q—R4 ch.; 6 B—Q2, best, 6 Q—Kt 3, winning a Pawn without his being subjected to much inconvenience in the development. Of course if 5... P × P at once, White wins by B × P ch.
- (e) Black has adopted the lines of defence introduced by the editor against Zukertort, but he ought to have stopped here the advance of the adverse QP by 12... QKt—Kt 5, followed soon by Kt—Q4, and we believe he had the advantage. If White answered 13 B—Q2, then 13... Q—KR4, etc.
- (f) Best. If 17... P—KR3; 18 R × R, 18 Kt × R (or 18... B × R; 19 Kt—K6, etc.); 19 Kt × P, 19 Kt × Kt, best (or 19... K—B sq; 20 Kt × Kt, 20 B × Q; 21 Kt—K6 ch., and wins); 20 B × Kt ch., 20 B × B; 21 Q × B ch., 21 K × Q; 22 R × Q; with a Pawn ahead.
- (g) Necessary; if 21... Kt—Q5; 22 B × Kt, 22 R × B; 23 R—KB3, 23 Q—KKt 3; 24 Q × Q, 24 RP × Q; 25 R × B ch., 25 R × R; 26 B × P ch., 26 K—B sq.; 27 B × R disch., and should win. Or if 21... Q × KtP; 22 B—Q4, 22 Q or R or Kt × B; 23 R × B ch., 23 R × R; 24 Q × BP ch., and wins.
- (h) We do not like this manœuvre which posts the Queen much out of play for a short-lived attack.
- (i) A fine rejoinder that breaks the attack and leaves Black with an advantage in position. See diagram.
- (j) We think that Black now lets the victory slip, for we can see no reason against 30... Kt × P. If 31 Q—Q4, 31 Kt—B5 threatening Q—K8 ch., followed by Q—K4 ch. and exchanging Queens, with a Pawn ahead and an excellent game.
- (k) An excellent move which avoids the coming danger, threatened by the adverse Queen entering on the K side, via KB4.
- (l) P—QR5 first would have given him some prospects of more than a draw, which is now the legitimate result.

* * *

Game No. 10.

Played in the second round, May 8th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	J. H. Blackburne.	19 Kt—K3	R—K2
1 P—K4	P—K3	20 P—KKt 3	Kt—Kt 3
2 P—Q4	P—Q4	21 K—Kt sq.	Q—Kt 2
3 P×P	P×P	22 K—B sq. (e)	Q—R3
4 KKt—B3	KKt—B3	23 Kt—Kt sq.	K—R sq.
5 B—Q3	B—Q3	24 B—Kt 4	Q—B sq.
6 O—O	O—O	25 R—K2	Q—QB sq.
7 B—KKt 5	B—KKt 5	29 P—KB4	B—Q2 (f)
8 QKt—Q2	QKt—B3 (a)	27 Kt×P	B×B
9 P—QB3	Kt—K2 (b)	28 P×B	R×R
10 Q—B2	Kt—Kt 3	29 Q×R	K—Kt 2
11 QR—K sq.	KR—K sq. (c)	30 Kt—K3	Kt×K2
12 R×R ch.	Q×R	31 Kt—B3	Q—K3
13 QB×KKt	P×B	32 P—QKt 3	P—QKt 3
14 P—KR3	B—K3	33 K—B2	K—B sq.
15 K—R sq. (d)	Q—KB sq.	34 Kt—B5	Kt×Kt
16 R—K sq.	Q—R3	35 Q×Q	P×Q
17 B—B5	R—K sq.	36 P×Kt	P×P
18 Kt—B sq.	Kt—B sq.	37 Kt×R4	K—B2
		38 Kt×P	Resigns. (g)

(a) The sameness of development which is the usual characteristic of this form of opening is now relieved by a line of play that would have been more fitting for the first player to adopt.

(b) In the present game the now recognized tactics for the two sides are reversed. Usually White develops QKt—B3, followed by Kt—K2, while Black contents himself with the defensive development of QKt—Q2, followed by P—QB3.

(c) This is already an error of judgment, for he weakens himself by this exchange and the opponent may now safely double Black's KBP, which he could not venture upon so easily if Black retained the KR, which, after removing K—R sq., could be brought to bear on the open KKt file.

(d) Superfluous in the turn which the game takes.

(e) White's manœuvring for the ending is excellent, and Black is evidently reduced to waiting moves.

(f) A blunder which gives up the key of his position in the Queen's centre. B×B was now the only move.

(g) Black's game was lost. Still the resignation is chivalrous at this point, for he could have held out for very long.

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Game No. 11.

Played in the first round, April 2d.

QUEEN'S PAWN OPENING.

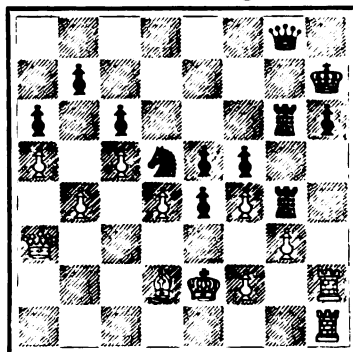
White	Black		
C. F. Burille.	M. Tschigorin.	16 Kt—B3	Kt—R2 (<i>i</i>)
1 P—Q4	P—Q4	17 P—KR4	Kt—B3
2 P—K3	KKt—B3	18 Q—B4	Q—K sq.
3 KKt—B3	B—Kt 5 (<i>a</i>)	19 P—QR4	Kt—Kt 5
4 B—K2	P—K3	20 Kt—K2	K—R2
5 P—QR3 (<i>b</i>)	QKt—Q2	21 Kt—B4	R—B3
6 QKt—Q2 (<i>c</i>)	B—Q3 (<i>d</i>)	22 P—KR5	B × Kt (<i>j</i>)
7 P—QB4	P—QB3 (<i>e</i>)	23 KtP × B	R—KB sq.
8 P—QB5	B—B2	24 Q—K2	Q—Q2
9 P—QKt 4	O—O	25 Q—B4	QR—Q sq.
10 B—Kt 2	Kt—K5	26 B—B3	Q—KB2
11 Kt × Kt	P × Kt	27 B—Q2	R—KKt sq.
12 Kt—Q2	B × B	28 B—B3	P—KKt 3
13 Q × B	P—KB4	29 P × P ch.	R × P
14 P—KKt 3 (<i>g</i>)	Kt—B3 (<i>h</i>)	30 K—K2 (<i>k</i>)	QR—KKt sq.
15 Kt—Kt sq.	P—KR3	31 QR—KKt sq. (<i>l</i>)	Q—Kt 2

- (a) An unfavorable development for the Bishop in this opening.
- (b) Such an early advance of the RP is useless and even disadvantageous, P—QB4 was by far better.
- (c) We prefer the development of this Kt—QB3 after P—QB4..
- (d) This Bishop is better posted in this opening at K2, especially for the second player, and in view of the advance of the adverse Pawns on the Q wing.
- (e) Allowing the opponent a strong array of Pawns on the Q wing that might have endangered his game. P × P was, we believe, his best play.
- (f) This exchange is injudicious, as it deprives his K side of the protection of minor pieces. Kt—Kt 3 was more congenial to the position and could have prepared a strong Q side attack.
- (g) The hole here made is a sore point on his K side. 14 P—B3, and if 14... P × P; 15 P × P, was his best plan, and he had then an even game at least.
- (h) Any attempt of a centre attack by 14... P—K4 would have been premature on account of 15 Q—B4 ch., 15 K—R sq.; 15 P—Q5, etc.
- (i) With this fine move Black compels the adversary to weaken his K side still more, as he threatens Kt—Kt 4, followed by Kt—B6, which White cannot afford to allow.
- (j) By the exchange of this Bishop he practically abandons the option of attempting to break through with his KP, which he might have reserved. The K side attack on the Knight file on which he relies is not of much value.
- (k) White has reserved this move with excellent judgment. As long as his KRP was on the board, he was bound to keep K2 square free in order to provide by Q—K2 against any double attack on that Pawn by the adverse Queen and Knight.
- (l) He ought to have kept Black busy on the other wing by P—Kt 5, followed by QR—Kt sq.

32 R—Kt 2 Q—KB sq.
 33 Q—Kt 3 Q—K sq.
 34 Q—B4 P—QR3
 35 Q—Kt 3 Kt—B3
 36 R (Kt 2)—R2 Kt—Q4
 37 B—Q2 R—B3
 38 P—QR5 (m) R—Kt 5
 39 Q—B2 R (B3)—Kt 3
 40 Q—B sq. Q—KKt sq.
 41 Q—R3 P—K4 (n)
 42 P—KB3 (o) P×P ch.
 43 Q×P Kt—B3
 44 R—QB sq. Kt—K5
 45 B—K sq. Q—R7 ch.
 46 Resigns.

Position after Black's 41st move.

P—K4
Black—M. Tschigorin.



White—C. F. Burille.

- (m) Creating a block for himself as well as for the opponent that indicates his playing for no more than a draw, and perhaps this was his best plan now.
- (n) See diagram. The attack opened herewith has many chances of success, but we do not think that it should have altered the drawish character of the game.
- (o) A blunder. He could do no possible good by breaking up his K side too, and he ought to have accepted the sacrifice of the centre Pawn anyhow. After 42 QP×P, 42 Kt—QB2; 43 Q—B3, 43 Kt—Kt 4; 44 Q—B2, Black could hardly effect more than a draw.

* * *

Game No. 12.

Played in the second round, April 27th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	C. F. Burille.		
1 P—K4	P—K4	12 K—K2 (d)	Kt—Q5 ch. (e)
2 P—KB4	B—B4	13 K—Q2	B—K2
3 KKt—B3	P—Q3	14 Q×P	Kt—B3
4 Kt—B3	KKt—B3	15 Q—Kt 3	Kt—KR4
5 B—B4	Kt—B3	16 B×B	Q×B
6 P—Q3	B—KKt 5	17 Q—B2 (f)	Q—Kt4 ch.
7 P—KR3	B×Kt	18 Q—K3 (g)	Q×P ch.
8 Q×B	Kt—Q5	19 Kt—K2	Kt—K4
9 Q—Kt 3 (a)	O—O (h)	20 QR—KKt sq.	Q—B6
10 P×P	P×P	21 Q—B5	Kt×B ch.
11 B—KKt 5	Kt×P ch. (c)	22 Q×Kt	Kt—B5
		23 Kt—Q4	Q—B7 ch.
		24 K—B3	QR—Q sq. (h)
		25 R—K sq.	P—QB4 (i)

26 Kt—Kt 3	R × P ch.	32 K—B3	R—Q3
27 Q × R	Kt × Q	33 P—K5	R—Q5
28 K × Kt	Q × P	34 Kt—K4	R—Q6 ch.
29 R—QB sq.	R—Q sq. ch.	35 K—Kt 4	Q—Kt 7 ch.
30 K—K3	Q × P	36 K—R5	Q—Kt 3 ch.
31 Kt × P	Q—Q7 ch.	37 Resigns.	

- (a) This bold and ingenious line of play was first introduced by Blackburne against Anderssen in the Vienna Tournament of 1873.
- (b) 9...Kt × P ch. is quite safe and yields a material advantage, though no doubt it is very difficult to defend afterward. The probable continuation is as follows: 10 K—Q sq., 10 Kt × R; 11 Q × KtP, 11 K—Q2 (a move first pointed out by the *Oesterreichische Schachzeitung*); 12 P × P, 12 P × P; 13 QB—KKt 5, 13 KR—Kt sq.; 14 Q × P ch., 14 Q—K2; 15 B—K6 ch., 15 K—B 3, and Black ought to come out with the superior game.
- (c) Premature and very dangerous. B—K2 was the correct play.
- (d) Giving away his advantage. He could have retained a powerful attack by 12 K—Q sq., with the following probable continuation: 12...Kt × R; 13 Kt—Q5, 13 B—K2; 14 Kt × B ch., 14 Q × Kt; 15 R—B sq., 15 K—R sq.; 16 Q—R4, 16 P—Kt 4; 17 R × Kt, 17 P × B; 18 R—R6, 18 P—KB3; 19 R × P ch., 19 K—Kt sq.; 20 Q—R5, and wins.
- (e) Excellent play and much better than Kt × R.
- (f) This retreat is injudiciously chosen. Q—K3 was more safe.
- (g) Giving up a Pawn for a remote prospect of an attack on the K side, which cannot be realized against correct play. The best plan was 18 K—B2, 18 Kt—Kt 6; 19 KR—K sq. (not 19 P—KR4, on account of 19...Kt × R, and wins), 19...QR—Q sq.; 20 QR—Q sq., with a defensible game.
- (h) A fine and decisive move, for he threatens R or Q × Kt, followed by Kt—K7 ch. as well as his crushing next move.
- (i) After this White's game is hopeless, and, as will be seen, Black pursues him very skilfully to the end.

* * *

Game No. 13.

Played in the first round, March 26th.

IRREGULAR OPENING.

White	Black		
A. Burn.	M. Tschigorin.	7 B—Q2 (a)	O—O
		8 Q—B2	Kt—K5
		9 O—O	Kt—Q2
1 KKt—B3	P—KB4	10 KR—Q sq.	QKt—B3
2 P—Q4	P—K3	11 B—K sq.	Q—K sq.
3 P—B4	KKt—B3	12 B—K2 (b)	B—Q2
4 P—K3	P—Q4	13 QR—B sq.	R—Q sq.
5 Kt—B3	P—B3	14 Q—R4	B—Kt sq.
6 B—Q3	B—Q3	15 Kt—K5	B—B sq.

- (a) We would prefer O—O, followed by Kt—K sq. and P—KB3.
- (b) Obviously with the view of preventing the opponent from playing Q—R4, whereupon Kt—K5 would follow.

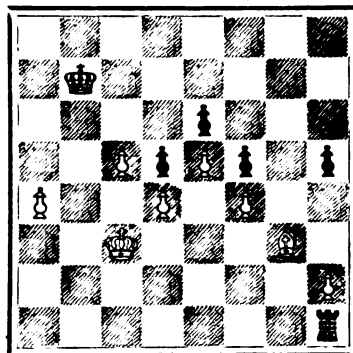
16 P—B3 Kt×Kt
 17 P×Kt P×P
 18 Q×P Kt—Q4
 19 B—B2 Kt—Kt3
 20 Q—Kt3 B×Kt(c)
 21 P×B Q—K2
 22 B—Kt3(d) Q—B4
 23 R—Q4 R—Q4
 24 R(B sq.)—Q sq. KR—Q sq.
 25 B—R4(e) R—K sq.
 26 P—KB4 R×R
 27 KP×R Q—Q4
 28 Q—B2(f) Kt—B5(g)
 29 B—B2 B—Q2
 30 Q—R4(h) Kt—Kt7
 31 Q×RP Kt×R
 32 B×Kt Q—Kt4
 33 Q—R4 Q×Q(i)
 34 B×Q K—B2
 35 K—B sq. R—QR sq.
 36 B—QKt3 P—QKt3(j)
 37 K—K2 B—B sq.
 38 K—Q2 B—R3
 39 P—B4 P—QKt4
 40 P—B5 P—Kt5
 41 K—K3(k) B—B8(l)
 42 P—Kt4 P—Kt3(m)
 43 P×P(n) KtP×P
 44 B—K sq. R—QKt sq.
 45 K—Q2 B—Kt7
 46 K—B2 K—K2
 47 B—B4 K—Q2
 48 K—Kt3 B—Q4
 49 B×B BP×B
 50 B×P K—B3
 51 P—QR4 R—KKt sq.
 52 B—K sq. R—Kt8

53 B—Kt3 R—Kt8 ch.
 54 K—B3 P—R4
 55 B—R4 R—KR8
 56 B—Kt3 K—Kt2(o)

Position after Black's 56th move.

K—Kt2

Black—M. Tschigorin.



White—A. Burn.

57 K—Q2(p) P—R5
 58 B—B2 R×P
 59 K—K2 P—R6
 60 K—B3 R—Kt7
 61 P—R5 R—Kt sq.
 62 B—Kt3 K—R3
 63 P—B6 K×P
 64 P—B7 K—Kt3
 65 P queens R×Q
 66 B—R4 R—B6 ch.
 67 K—B2 K—Kt4
 68 K—Kt sq. K—B5
 69 Resigns.

(c) The exchange of Bishop for Knight is only exceptionally advisable, and at this juncture we see no prospective advantage for Black that would place the position outside of the common rule.

(d) Much better was R—Q4 at once.

(e) B—B2, threatening P—QB4 or P—K4, would have increased the advantage of his position.

(f) Owing to this weak move the attack is transferred to the opponent, as White's centre Pawns are all made useless by Black's very clever reply. The right play was 28 B—B3, and if 28... Q—B5; 29 R—Q2, after which he could again play B—K2, followed by P—QB4. But it should be noticed that he could not now play 28 P—B4 on account of 28... Q—K5; 29 Q—B3, 29 Q—B7, winning a Pawn.

(g) Excellent play that paralyzes White's centre.

(h) An extraordinary blunder that loses the exchange.

- (i) Much better was, we believe, 33... Q—Q6 with the probable continuation: 34 Q—Kt3, 34 R—R sq. (threatening R×P, etc.); 35 B—B2, 35 Q—Q7; 36 P—Kt3, 36 P—QKt4; 37 B×P, 37 Q×RP; 38 Q×Q, 38 R×Q; 39 B—K4, 39 R—R8 ch.; 40 K—Kt2, 40 R—QB8, and wins.
- (j) An excellent move, the object of which will be soon seen.
- (k) The Q side was his weak point, and, we believe, K—B2 was more correct.
- (l) For Black could have more forcibly played 41... B—Kt4, threatening B—R5, after which if White avoided the exchange by B—B4, Black would answer R—QKt sq., followed by P—Kt6.
- (m) Obviously if 42... P×P; 43 P—B5, with a fine attack.
- (n) Injudicious. 43 P—Kt5 was much better. As it is, White enables the opponent to operate alternately on two open files with his powerful Rook, which should have been avoided.
- (o) With this beautiful move which has been splendidly prepared by the previous march of the King and the manœuvres of the Rook, Black throws the onus of moving on the opponent in a manner that ensures victory for the former. The ending is a model of fine calculation on the part of Mr. Tschigorin. See diagram..
- (p) Nor could he save the game by 57 K—Kt4, 57 K—R3; 58 K—Kt3, 58 R—Q8; 59 B—B2, 59 R—B7; 60 B—Kt sq., 60 R—KKt7, and wins.

* * *

Game No. 14.

Played in the second round, April 19th.

KING'S GAMBIT.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	A. Burn.	7 O—O	Q—K2 (b)
		8 Kt—R3	QKt—B3
		9 P—QKt4 (c)	Kt—B3 (d)
1 P—K4	P—K4	10 P—Kt5	Kt—Q sq.
2 P—KB4	P×P	11 P—K5	P×P (e)
3 KKt—B3	P—KKt4	12 Kt×P	B—K3
4 B—B4	B—Kt2 (a)	13 B×B	Kt×B
5 P—Q4	P—Q3	14 QKt—B4	Kt—Q4
6 P—B3	P—KR3	15 B—R3	Q—B3

- (a) The Muzio and Salvio variations that arise from 4... P—Kt5 give the second player more advantage than this old defence which leads to a cramped game for Black.
- (b) We much prefer 7... QKt—B3, and if, as the authorities recommend, 8 Q—Kt3, then 8... Q—Q2 (not 8... Q—K2, as given in the books; threatening Kt—R4. Once White's KB can be got rid of there is little danger for Black's game, provided also that the King's file remain closed.
- (c) A novel and ingenious mode of attack.
- (d) This is an error of judgment of which White takes advantage with prompt vigor.
- (e) If 11... Kt—Kt5; 12 P×P, 12 P×P; 13 R—K sq., with an excellent attack.

16 R—B sq.	P—KR4 (<i>f</i>)	23 R—B2	Q—B5
17 Q—R4	P—Kt3 (<i>g</i>)	24 R (K sq.) × P ch.	Kt—K3
18 Q—R6	Kt—Q sq.	25 Q—Kt7	P—KB4
19 QR—K sq. (<i>h</i>)	Q—K3	26 R × P (<i>i</i>)	R—Q sq.
20 Kt—B6	Kt—K6	27 Q × BP	and mates in a few
21 Kt × Kt	P × Kt		moves.
22 R—B3	P—K7		

(*f*) A feeble move which causes the loss of the game. His best defence was 16... Kt—QKt3; and if 17 P—Q5, 17 Kt—KB sq., etc.

(*g*) This compromises his position beyond remedy. His only resource was 17... Kt—Kt3; 18 Kt × Kt, 18 BP × Kt; 19 Q—B4, 19 Q—Q sq., etc.

(*h*) After this powerful stroke Black's game becomes completely disorganized.

(*i*) A merciless *coup de grace*, threatening Q × R ch., followed by R—B7 mate.

* * *

Game No. 15.

Played in the first round, March 25th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	E. Delmar.		
1 P—K4	P—K3	23 B—K3	Q—Kt2
2 P—Q4	P—Q4	24 R × R ch.	R × R
3 QKt—B3	KKt—B3	25 Q—Q2	K—R2
4 P × P (<i>a</i>)	P × P	26 P—QKt3	B—B2
5 Kt—B3	B—Q3	27 P—KR4 (<i>f</i>)	P × P
6 B—Q3	P—B3	28 P × P	B—R4
7 O—O	O—O	29 B—B4	B—B6
8 QB—Kt5	QB—Kt5	30 P—Kt3	Q—Kt5 (<i>g</i>)
9 Kt—K2	QKt—Q2 (<i>b</i>)	31 K—R2	Q—K3
10 Kt—Kt3	KB × Kt	32 Q—K3	Q—KB3
11 BP × B (<i>c</i>)	Q—Kt3	33 B—K5	Q—K2
12 K—R sq.	Kt—K5	34 R—KB sq.	P—Kt4
13 B—KB4	P—KB4	35 R—B2	Q—KB2
14 Q—B sq.	QR—K sq.	36 B—Q6	R—KKt sq.
15 P—B3	QKt—KB3	37 B—B4	Q—R4
16 Kt—K5	Q—Q sq.	38 R—B sq.	R—Kt5
17 Q—B2	B—R4	39 Q—B2 (<i>h</i>)	P—QR4
18 QR—K sq.	P—KR3	40 B—K5	Q—Kt3
19 K—Kt sq. (<i>d</i>)	P—KKt4	41 R—K sq.	Q—B4
20 B—B sq. (<i>e</i>)	Kt—Q2	42 Q—K3	Q—Kt3 (<i>i</i>)
21 B × Kt	BP × B	43 Q—B2	Q—B4
22 Kt × Kt	Q × Kt	44 Q—K3	Q—Kt3
		45 Q—B2	Q—B4
		46 B—B7 (<i>j</i>)	Q—QB sq.
		47 B—K5	Q—B4

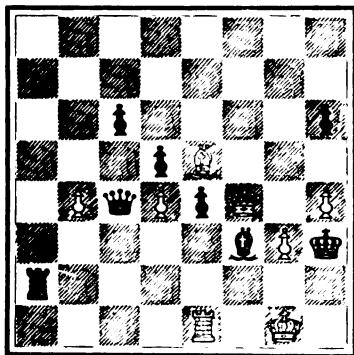
48 P—R4	Q—Q2	58 K—R2	Q—B5
49 R—QR sq.	Q—QKt 2	59 R—QKt sq.	K—Kt 5 (o)
50 P—QKt 4	P×RP (k)	60 K—Kt sq.	Q—Q6
51 R×P (l)	Q—Kt 4	61 R—K sq.	R—Kt sq.
52 R×P	Q—Q6	62 Q—QKt 2	R—QR sq.
53 R—QR sq.	Q×QBP	63 Q—QB sq.	R—R7 (p)
54 Q—QR2	K—Kt 3	64 Q—B4 ch.	K—R6 (q)
55 K—R3	K—R4 (m)	65 Q—B5 ch.	B—Kt 5
56 R—KB sq.	Q—Q6	66 Q—KB sq. ch.	Q×Q ch.
57 Q—KB2	R—Kt 3 (n)	67 K×Q	R—R6

- (a) Leading to a dull continuation, which is already too well known in all its feasible consequences to present any new features of interest. We consider, moreover, that after 4 P—K5, 4 KKt—Q2; 5 P—KB4, White ought to obtain the better game.
- (b) In this and similar positions it is not good play to capture the Knight, for the adversary will obtain a very strong attack, after removing K—R sq., by R—KKt sq., and then manœuvring his Q—KR3, via KB sq., a line of play first introduced by the editor against Mr. Blackburne in their first match in 1868.
- (c) The hole left at K3 causes him great trouble all through this game, and the open file for his Rook is worthless. On general principles it was much better to retake with the RP.
- (d) We fail to see the object of this, and 19 Q—Kt 3 appears to us much stronger, for if, for instance, 19... Q—Kt 3; 20 Q×Q, 20 P×Q; 21 B—K3, 21 Kt—Kt 5; 22 Kt×Kt, 22 B×Kt; 23 B—KB4, and White will be able to fix his Bishop at K5, with a good game.
- (e) A move lost. Compare White's 23d move.
- (f) Injudicious. P—KKt 4, followed by P—KR3, would have been our choice. White's game was then quite safe on the K side, and he could afterward initiate operations on the Q wing.
- (g) Black has vigorously seized the occasion for a strong attack during the last three moves, and he has formed two more holes in the adverse camp that are of good service to him later on.
- (h) In order to obtain liberty for R—K sq., which he could not do at once on account of the rejoinder R×P ch., forcing mate in a few moves.
- (i) Threatening again R×P ch.
- (j) White evidently plays for more than a draw, and he must have either underrated his opponent or misjudged the position in now trying to win.
- (k) Black plays here with excellent judgment. If 50... P×KtP; 51 P—R5, 51 P×P; 52 P—R6, 52 Q—R2; 53 B—Q6, and Black's Pawns on the Q side cannot advance, while White's QRP remains strong.
- (l) The play on both sides is here very interesting, and White in turn had to exercise great caution and foresight. The tempting move 51 P×P, though it forms a passed Pawn, would have been bad on account of 51... P—R6, and if 52 R×P, 52 Q—Kt 8; 53 Q—Kt sq., 53 Q—B7 ch.; 54 K—R3, 54 R—Kt sq., with a winning attack.
- (m) Black boldly marches on with his King, having well calculated that he cannot sustain any harm.
- (n) Still better was R—Kt sq., in order to be ready for R—QR sq., when opportune.
- (o) Another bold advance of the King that still more confines the adversary.
- (p) All played in the highest style, and so far from his fearing any danger for his King, he foresees that the latter will only be driven into a position where he can be of more active service for the attack.
- (q) See diagram on next page.

Position after Black's 64th move

K—R6

Black—E. Delmar.



White—M. Tschigorin.

- | | |
|-----------------|-------------|
| 68 B—B4 | R—Q6 (r) |
| 69 K—B2 | R—B6 ch. |
| 70 K—Kt sq. | R—QKt 6 |
| 71 B×P | R×P ch. (s) |
| 72 K—B2 | R—B6 ch. |
| 73 K—Kt sq. | K×P |
| 74 R—K3 | R—B2 |
| 75 R—QB3 | B—Q2 |
| 76 K—Kt 2 | R—B3 |
| 77 B—Q2 | B—B sq. |
| 78 B—K sq. ch. | K—Kt 4 |
| 79 P—Kt 5 | B—Kt 2 |
| 80 P×P (t) | B×P |
| 81 R—Kt 3 ch. | K—R4 (u) |
| 82 B—Q2 | B—Kt 2 |
| 83 R—Kt 5 ch. | K—R5 |
| 84 R—Kt 7 | R—QKt 3 |
| 85 B—Kt 5 ch. | K—R4 |
| 86 B—K3 | R—Kt 6 |
| 87 K—B2 | K—R5 |
| 88 R—R7 ch. (v) | K—Kt 5 |
| 89 R—Kt 7 ch. | K—B4 |
| 90 R—Kt 5 ch. | K—K3 |
| 91 R—Kt 6 ch. | K—Q2 |
| 92 R—KR6 | B—B3 |
| 93 R—R7 ch. | K—B sq. |

- | | |
|-------------------|-------------|
| 94 R—KKt 7 | K—Kt sq. |
| 95 R—KKt sq. | K—Kt 2 |
| 96 R—QB sq. | B—Kt 4 |
| 97 R—B2 | B—B5 |
| 98 R—B sq. | K—Kt 3 |
| 99 R—K sq. | K—Kt 4 |
| 100 R—Q sq. | K—Kt 5 |
| 101 B—Q2 ch. | K—R6 |
| 102 B—B sq. ch. | K—R7 (w) |
| 103 B—K3 (x) | K—Kt 7 |
| 104 R—K sq. | R—Kt sq. |
| 105 B—B4 | R—KR sq. |
| 106 R—K3 | B—Q6 |
| 107 R—Kt 3 | K—B6 |
| 108 B—K3 | R—KB sq ch. |
| 109 K—Kt 2 | R—B4 |
| 110 B—B2 | K—B7 |
| 111 R—K3 | K—Q7 |
| 112 R—Kt 3 | R—B3 |
| 113 K—Kt sq. | B—K7 |
| 114 R—QR3 | B—Q6 |
| 115 R—R2 ch. | K—Q8 |
| 116 K—Kt 2 | R—Kt 3 ch. |
| 117 K—R2 | R—KB3 |
| 118 K—Kt 2 | R—B6 |
| 119 R—R sq. ch. | K—Q7 |
| 120 R—R2 ch. | B—B7 |
| 121 R—QR sq. | R—QKt 6 (y) |
| 122 B—R4 | P—K6 |
| 123 K—B3 | B—K5 ch. |
| 124 K—B4 | R—Kt 8 |
| 125 R—R2 ch. | B—B7 |
| 126 K—K5 | R—KR8 |
| 127 B—Q8 | R—R4 ch. |
| 128 K—Q6 | K—Q6 |
| 129 K—B5 | P—K7 |
| 130 R—R3 ch. | K—K5 |
| 131 R—R7 | R—R8 |
| 132 B—QR5 | K—B6 |
| 133 B—Q2 (z) | B—K5 |
| 134 R—R3 ch. | K—B7 |
| 135 R—R2 | P queens |
| 136 Resigns. (aa) | |

(r) We think he ought to have preserved his RP by P—R4, which would have much increased his winning chances.

(s) We believe that 71... K×P, leaving the QKtP still *en prise*, would have served his purpose better; for if 72 R—K3 ch., 72 R×R; 73 B×R, 73 K—B6; 74 B—QB sq., 74 K—K7, and he either will advance his KP soon to victory or he will gain the QP, and his two passed centre Pawns will win.

- (*t*) If 80 P—Kt 6, 80 P—B4; 81 P × P (or 81 R × P, 81 R × P, etc.), 81... P—Q5, with a strong attack.
- (*u*) This might have spoiled all his winning prospects. K—B4, in order to cross over to the Q side, was by far better.
- (*v*) With this injudicious check he compromises his game, for, as will be seen, Black obtains winning entrance on the other side with his King. He ought to have kept on moving the Rook on the same file, to Kt 6 and Kt 8 alternately.
- (*w*) Black's play of this fine ending, and especially his march with the King, is a model of correctness and depth of calculation.
- (*x*) He had nothing better. If 103 R—Q2 ch., 103 K—Kt 8; 104 R—Q sq., 104 R—B6 ch.; 105 K—Kt 2, 105 R—B8, and wins.
- (*y*) After long and very clever manœuvring Black has secured the well-supported advance of the KP without being harrassed by checks, and he must win in the end.
- (*z*) The position is very singular and instructive. If 133 K × P, 133 R—R4 ch., followed by R × B, and wins; or, if 133 R—B7 ch., 133 K—K6; 134 R—K7 ch. (or, 134 K × P, 134 B—Kt 6 ch., and wins); 134... B—K5, winning easily.
- (*aa*) For the Rook remains defended after 136 B × Q ch., 136 K × B; 137 R—R sq. ch., 137 K—B2.

* * *

Game No. 16.

Played in the second round, April 18th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
E. Delmar.	M. Tschigorin.	10 P × Kt	B—KB4
1 P—Q4	P—Q4	11 Q—K2	O—O—Q
2 P—K3	KKt—B3	12 Kt—Q4	B—Kt 3
3 B—Q3 (<i>a</i>)	P—B3 (<i>b</i>)	13 O—O	K—Kt sq.
4 P—KR3 (<i>c</i>)	QKt—Q2	14 P—QR4	P—KR4
5 KKt—B3	Q—B2	15 P—R5	P—R3
6 P—QKt 3	P—K4	16 KR—QB sq.	Kt—Q2
7 P × P	Kt × P	17 Kt (Q4)—B3	QR—K sq.
8 B—Kt 2	B—Q3	18 P—Q4 (<i>d</i>)	P—KB4
9 QKt—Q2	Kt × B ch.	19 Kt—KR4 (<i>e</i>)	B—R2
		20 Q × KRP (<i>f</i>)	P—KKt 4 (<i>g</i>)
		21 Kt—Kt 6 (<i>h</i>)	Kt—B3

- (*a*) We prefer 3 P—QB4, followed mostly by Kt—B3.
- (*b*) With the view of forming an attack in the K centre, as will be seen.
- (*c*) Useless, and weakening the K side on which he may be bound to Castle.
- (*d*) Probably to prevent Kt—B4, but we believe he might have safely played 18 B × P, for if 18... KR—Kt sq.; 19 B—B3, 19 Kt—B4; 20 Kt—K sq., with a Pawn ahead and a good game.
- (*e*) The plan of attack here instituted is radically faulty.
- (*f*) He must have overlooked Black's forcible answer.
- (*g*) Mr. Tschigorin now assumes the offensive with his accustomed vigor.
- (*h*) If 21 Q × P, 21 QR—Kt sq.; 22 Q—R5, 22 B—Kt 3; 23 Q—Kt 5, 23 R—R4, and wins; or if 19 Kt—B3, 19 Kt—B3; 20 Q × P, 20 Q—KB2, with an irresistible attack.

22 Q—R6 (i)	KR—Kt sq.	29 K—R sq. (l)	Q × P ch.
23 Kt—K5	B × Kt	30 K—Kt sq.	Q × P ch.
24 P × B	R—Kt 3	31 K—B sq.	P—Kt 6
25 Q × R	B × Q	32 B—K5 ch.	Q × B
26 P × Kt	P—Kt 5	33 R—K sq.	Q—Q5
27 P—Kt 3 (j)	R × P (k)	34 Resigns.	
28 P × R	Q × P ch.		

(i) If 22 Q × P, 22 KR—Kt sq.; 23 Q × Kt, 23 R × Kt; 24 Q × P, 24 R × P ch., and wins.

(j) Kt—B sq., followed by P—Kt 3 in reply to P × P, might have at least prolonged the defence.

(k) A master *coup* of the highest order of ingenuity.

(l) If 29 K—B sq., 29 P—B5, threatening B—Q6 mate; 30 K—K2, 30 Q—Kt 7 ch.; 31 K—Q sq., 31 P × KP, and wins.

* * *

Game No. 17.

Played in the first round, April 4th.

DOUBLE RUY LOPEZ.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	M. Tschigorin.	23 P—R3	P × P
		24 P × P	B—Kt 6
1 P—K4	P—K4	25 R—QKt sq.	QR—Q sq. (g)
2 QKt—B3	KKt—B3	26 R—Kt 2	P—QB4
3 Kt—B3	Kt—B3	27 Kt—B5	P × P
4 B—Kt 5	B—Kt 5	28 BP × P	R—B2
5 O—O	O—O	29 Q—K2 (h)	B—B sq.
6 P—Q3	P—Q3	30 B—B3	Q—K3
7 B × Kt (a)	P × B	31 R—KB2	R (B2)—Q2
8 Kt—K2	B—Kt 5	32 R—Q2	R × R
9 Kt—Kt 3	Kt—R4 (b)	33 B × R	P—B4
10 P—KR3	Kt × Kt	34 Q—Kt 5	Q—B5 (i)
11 P × Kt	B—Q2 (c)	35 Q × Q	B × Q
12 P—Kt 4	B—B4 ch.	36 B—B3	P × P
13 K—R sq.	R—Kt sq.	37 P × P	P—R6
14 Q—K sq.	K—R sq.	38 R—Q2	R × R
15 P—B3 (d)	P—QR4 (e)	39 B × R	P—R7
16 R—QKt sq.	Q—K2	40 B—B3	B × P
17 B—Kt 5 (f)	P—B3	41 B—Kt 2	B—B4
18 B—Q2	B—K3	42 P—Kt 5	B—K3 (j)
19 P—QKt 3	P—Q4	43 P × P	P × P
20 Kt—R2	Q—Q2	44 P—Kt 4	B × Kt
21 QR—Q sq.	P—R5	45 P—Kt 5	B × P ch.
22 P—Kt 4	B—Q3	46 K—R2	B—Q5
		47 Resigns.	

(a) As usual, such an exchange early in the opening does not turn out advantageous.

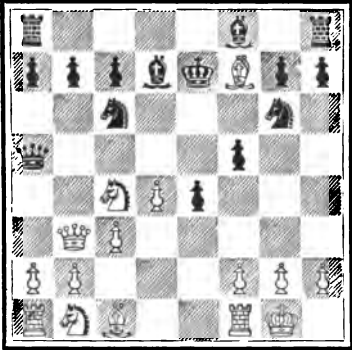
- (b) A very good way of playing for the second party, which we believe was first introduced by Herr Winawer.
- (c) Better than B—K3 at the present juncture, though he has to play it to that square later on. His object is at this stage to guard all points and to provide in advance against any contingent adverse attack by Q—R4 after P—QB3.
- (d) P—QKt 3 was much better.
- (e) Black conducts the attack on the Q side in true modern style. Albeit his doubled Pawn, he has the superior game on account of the strength of his two Bishops.
- (f) B—K3 here and on the next move, with the object of getting rid of the adverse two Bishops, was a more hopeful plan.
- (g) The KR would have been much better placed here on that square if only for the reason that it provided at once a retreat of the KB—B sq., and guarded that valuable Bishop against being exchanged for the adverse Knight.
- (h) White ought not to have hesitated to exchange Knight for Bishop, in order to remain with Bishops of opposite colors, which gave him excellent drawing prospects.
- (i) This energetic move decides the battle, for after the exchange of Queens which is forced, as Black threatens R × B, followed by Q—B8 ch., Black has an easy task, as he forms a far advanced Pawn and ultimately wins one of his opponent's.
- (j) Promptly forcing the entrance of his B—Q5, which wins a piece.

* * *

Game No. 18.

Played in the second round, May 3d.

PONZIANI OPENING.

<i>White</i>	<i>Black</i>	Position after White's 13th move
M. Tschigorin.	G. H. D. Gossip.	Kt—B4
		Black—G. H. D. Gossip.
1 P—K4	P—K4	
2 KKt—B3	QKt—B3	
3 P—B3	P—Q4	
4 Q—R4	P—B3	
5 B—Kt 5	KKt—K2	
6 P × P	Q × P	
7 O—O	B—Q2	
8 P—Q4	P—K5	
9 KKt—Q2 (a)	Kt—Kt 3 (b)	
10 B—QB4	Q—QR4	
11 Q—Kt 3	P—B4	

White—M. Tschigorin.

- (a) A new move, we believe, and one that deserves great attention.
- (b) Inauspicious. P—KB4 was clearly better.

12 B—B7 ch. K—K2 (c) 14 B—Kt5 ch. K×B
 13 Kt—B4 (d) Q—R3 (e) 15 Kt—Q6 double ch. mate.

(c) Quite a comical blunder that leads to an early and drastic end.

(d) Either a piece is won or mate in two follows, as actually occurred. See diagram.

(e) Giving up a piece by B—K3 was the only move to save the mate or loss of a Queen, but, of course, the game was gone.

* * *

Game No. 19.

Played in the first round, April 10th.

SCOTCH GAMBIT.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	I. Gunsberg.	23 Q×B ch.	Q×Q
1 P—K4	P—K4	24 R×Q	KR—K sq.
2 KKt—B3	QKt—B3	25 QR—K sq. (i)	R×R
3 P—Q4	P×P	26 K×R	K—Q2
4 Kt×P	B—B4	27 R—K4	R—Kt sq.
5 B—K3	Q—B3	28 P—QKt3	R—Kt4
6 P—QB3	KKt—K2	29 K—B2	R—QB4
7 Kt—B2	P—Q3 (a)	30 K—K sq. (j)	R—QR4
8 QKt—R3	B×B	31 R—K2	R—KR4
9 Kt×B	P—QR3	32 P—KR3	R—QR4
10 B—K2 (b)	Q—Kt3	33 K—Q sq.	P—Kt4
11 P—B3	P—B4 (c)	34 P—QR4	P—R4
12 P×P	Kt×P	35 R—K4	R—Q4 ch.
13 Kt×Kt	B×Kt	36 K—B2	P—QR4
14 O—O	B—K3 (d)	37 P—QKt4 (k)	P×P
15 B—Q3	Q—B3	38 R×P	R—KB4
16 R—K sq. (e)	Kt—K4	39 K—Q3	P—R5 (l)
17 B—K4 (f)	O—O—O (g)	40 K—K3	P—B4
18 P—QB4 (h)	Kt×QBP	41 R—Kt2	R—K4 ch.
19 B×P ch.	K×B	42 K—Q2	R—K sq.
20 Q—Kt3 ch.	K—B sq.	43 K—B3	R—K6 ch.
21 Kt×Kt	Q—Q5 ch.	44 K—B4 (m)	K—B3 (n)
22 Q—K3	Q×Kt	45 R—Q2	R—R6 (o)
		46 P—R5	P—Q4 ch.
		47 Resigns. (p)	

(a) 7... B×B; 8 Kt×B, 8 Q—K4; as recommended in the "Modern Chess Instructor," is stronger. White has nothing better than 9 Q—B3 (for if 9 B—Q3, or Kt—Q2, Black will answer P—Q4, with the effect of isolating the KP), and then Black proceeds with 9... O—O, followed soon by P—KB4, with the superior game.

(b) We prefer QKt—B2, so as to be prepared to enter with that Knight at Q4 at the earliest opportunity.

- (c) Well played, as it forces for Black the majority of Pawns on the Q side and an open K file.
- (d) Guarding against the reply Q—Kt 3 ch. after O—O. But O—O—O was better, as he is driven to that later on in a more unfavorable position.
- (e) Threatening R × B, followed by B—B4 in case Black Castles K side.
- (f) An excellent move, which at least causes Black great inconvenience.
- (g) R—QKt sq. was, we believe, his best reply. The move in the text subjects him to a powerful attack.
- (h) White enters on an artificial plan of attack and does not perceive the plain truth of the position. 18 Q—Q4 would have won a Pawn at least, with the superior game; for if 18... P—QB4 (or 18... P—Q4; 19 B × RP, or if 18... K—Kt sq.; 19 B × KtP, 19 K × B; 20 P—KB4, etc.); 19 B × P ch., 19 K × B; 20 Q—K4 ch., 20 K—Kt sq.; 21 P—KB4, 21 B—B4; 22 P × Kt, and should win.
- (i) Instead of this, which allows Black's King to come out and facilitates the attack of the adverse Rook on the open QKt file, we would have preferred R × R, followed by K—B2.
- (j) Altogether an ill-judged manoeuvre of the King, which stood much stronger where he was, being nearer the adverse passed QP. He was also better placed at B2 for the purpose of assisting the advance of his Pawns on the K side, especially the BP, which would have become harrassing to the opponent, since Black's King was cut off from the centre. R—K2 was the right move.
- (k) As usual, the party that tries to force a drawn game loses. It is difficult to see how White could have been persuaded to such an attempt of matching an isolated RP against two combined passed centre Pawns.
- (l) A very fine move which settles White's Pawns on the K side and neutralizes with two Pawns the opponent's three.
- (m) A gross error that loses speedily. But even after 44 K—Q2, 44 R—R6, Black was bound to win.
- (n) The natural reply that wins.
- (o) Splendid play, which forces the game in the simplest and quickest manner.
- (p) For after 47 R × P, 47 R—R5 ch.; 48 K—Kt 3, 48 R—Kt 5 ch., Black obviously wins a clear Rook.

* * *

Game No. 20.

Played in the second round, May 10th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	M. Tschigorin.	4 P—Q3	Kt—B3
		5 Kt—B3	P—Q3
1 P—K4	P—K4	6 B—KKt 5 (a)	B—K3 (b)
2 KKt—B3	QKt—B3	7 Kt—Q5	QKt—R4
3 B—B4	B—B4	8 B—Kt 3	Kt × B
		9 RP × Kt	B × Kt (c)

- (a) We do not approve of this pinning.
- (b) By P—KR3 Black could either drive back the Bishop or effect an exchange favorable to his position.
- (c) Inferior to 9... P—B3, for if 10 B × Kt, 10 P × B; 11 Kt—K3, 11 P—Q4, and we prefer Black.

10 P × B	P—KR3	22 P—B3	B—Kt 3
11 B × Kt	Q × B	23 P—QKt 3	R—K2
12 O—O	O—O	24 P—Kt 3 (f)	KR—K sq.
13 Kt—Q2	Q—Kt 3	25 K—Kt 2	R—K6
14 K—R sq.	QR—K sq.	26 Q × Q	R × Q
15 P—QKt 4	B—Kt 3	27 Kt—B4	R—R7
16 Kt—B4	P—K5 (d)	28 Kt × B	RP × Kt
17 R—R3 (e)	Q—B4	29 P—B4	R (K sq.)—K7
18 P × P	Q × P	30 R—QB sq.	R (K7)—Q7
19 R—QB3	B—Q5	31 P—Kt 5	K—B sq.
20 Kt—Q2	Q—K2	32 R—K sq.	R—K7
21 R—KB3	Q—K7	Given up as drawn. (g)	

(d) Of questionable value, for it relieves White of one of his doubled Pawns.

(e) This fine move brings the Rook into communication with the centre and the K wing.

(f) White cautiously makes provision to bring the King to the succor for the ending.

(g) There is no weak point on either side and no chance of breaking through for either party.

* * *

Game No. 21.

Played in the second round, May 18th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	I. Gunsberg.		
1 P—K4	P—K3	14 B—K5	B—Q3
2 P—Q4	P—Q4	15 B × B	Q × B
3 P × P (a)	P × P	16 K—R sq.	B—Kt 3
4 KKt—B3	KKt—B3	17 P—QKt 3	KR—K sq.
5 B—Q3	B—K2 (b)	18 B × B	RP × B
6 Kt—K5	Kt—B3	19 R—K sq. (f)	R × R ch.
7 Kt × Kt (c)	P × Kt	20 Q × R	R—K sq.
8 O—O	O—O	21 Q—Q2	P—Q5
9 Kt—B3	B—KKt 5 (d)	22 Kt—R4	Kt—Q4
10 P—B3	B—R4	23 R—K sq. (g)	R × R ch.
11 B—KB4 (e)	P—B4	24 Q × R	Kt—Kt 5
12 B—K5	P × P	25 Q—K2	Kt × RP
13 B × P	P—B4	26 Q—B4	Q—K4
		27 P—R3 (h)	Q—K8 ch.
		28 K—R2	Kt—B8 (i)
		29 Resigns.	

(a) We notice in all the games of this opening in which Mr. Tschigorin is the first player that the Russian master prefers the old line of continuation for White.

(b) New, but hardly as good as the commonly played 5... B—Q3.

- (c) This allows Black to form a good centre later on. After 7 KB—QKt 5, 7 B—Q2; 8 Kt × B, 8 Q × Kt; 9 O—O, we slightly prefer White, on account of the two Bishops.
- (d) We do not see any use in this, and would have much preferred to dissolve the doubled Pawn by P—QB4.
- (e) Our suggestion is probably not congenial to Mr. Tschigorin's style, but we have no doubt, according to our principles, that Kt—QR4, followed by B—K3, was his correct play; and if he only stopped the advance of the adverse QBP, he was bound to obtain the superiority in the end, on account of the opponent's doubled QBP and isolated QRP.
- (f) The game resolves itself into a position which by rights ought to lead to a draw.
- (g) Much better was 23 P—QB3, 23 Kt—K6; 24 R—K sq., followed by P × P.
- (h) The natural and usual move in similar positions, but a blunder in this exceptional and curious instance. P—KKt 3 was the only move to save the game, and though Black would keep a Pawn ahead even in that case, the game would most likely have ended in a draw.
- (i) Black shrewdly grasps his advantage. He now wins the game by force, as he threatens Kt—K7, to which his opponent has no defence.

* * *

Game No. 22.

Played in the first round, March 27th.

EVANS GAMBIT.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	J. M. Hanham.	8 B—K3 (c)	KKt—K2
		9 QKt—Q2	O—O
1 P—K4	P—K4	10 Q—B2	Kt—Kt 3
2 KKt—B3	QKt—B3	11 K—R sq.	P—Kt 3
3 B—B4	B—B4	12 QR—K sq.	B—Kt 2
4 P—QKt 4	B × P	13 B—Q5	P × P
5 P—B3	B—Q3 (a)	14 Kt × P	Kt—B5
6 O—O	Q—B3 (b)	15 KB × QKt	P × B (d)
7 P—Q4	P—KR3	16 Kt—B5	P—B4
		17 P—B3 (e)	QR—K sq. (f)

- (a) This favorite defence of the late Hungarian master, Herr Szen, was latterly revived by some of the strongest players in Boston.
- (b) The Bostonians generally adopt here P—KR3, followed by KKt—B3.
- (c) Much stronger is here QKt—R3, which Black cannot well exchange without subjecting himself to a strong attack, while otherwise White also obtains a very good game by manœuvring that Knight via QB2—K3.
- (d) 15... B × Kt was the straight-forward and better course. If White then exchanged that Bishop, no harm was done to Black's position, and the latter's four Pawns against two on the Q side became, if anything, stronger. But it would anyhow prevent White's answer 16 Kt—B5, which gave that Knight a strong position, for in that case Black would answer 16... Kt × P, and if then 17 K × Kt (or 17 Kt × B, 17 Kt × B, with two Pawns ahead), 17... Q × Kt, etc.
- (e) To prevent Kt × P, followed by Q × Kt.
- (f) Black blocks his pieces too much by this. The KR was of no use at KB sq.

18 Kt—QB4	Kt—Kt 3	35 B—Kt 3	R × R
19 R—Q sq.	R—K3	36 Kt × R	Q—Q2
20 QKt × B	P × Kt	37 P—KR3 (j)	Q—K3
21 P—QB4	KR—K sq. (g)	38 K—Kt sq.	Kt—K2
22 Q—R4	R—R sq.	39 K—B2	B—Q2
23 Q—Q7	B—R3	40 B—B4	Kt—B3
24 Q—R4	B—Kt 2	41 Kt—B5	Kt—R4
25 Q—Q7	B—R3	42 Kt—K3	Q—B3
26 Q—B6	Q—Q sq.	43 Kt—Q5	K—B2
27 Q—R4	B—Kt 2	44 P—K5	Q—R5 (k)
28 R—B2	Q—B2	45 P × P	Q × RP ch.
29 KR—Q2	B—B3	46 K—Kt 3	Q × BP
30 Q—Kt 3	R—Q sq.	47 Q—K5	Kt—B3
31 B—B2	Q—Q2	48 Q—Q6	B—K3 (l)
32 Q—B3 (h)	P—B3	49 Q—B7 ch.	K—B sq.
33 R × P (i)	R × R	50 B—Q6 ch.	Resigns. (m)
34 R × R	Q—QB2		

and might have been employed for the same purpose. But better still was, we believe, KR—Q sq.

- (g) B—B3, in order to attempt a diversion on the Q side by P—QR3 and P—QKt 4, or else Kt—K2 with the object of exchanging the troublesome adverse Knight, were by far better.
- (h) Cleverly compelling Black first to weaken his Pawns on the K side before proceeding to recover the Pawn.
- (i) We would have preferred 33 Kt × P, 33 Q—B2; 34 B—Kt 3 (it is noteworthy that the more tempting 34 Kt—Kt 5 is not satisfactory on account of 34... R × R; 35 Kt × Q, 35 R × R ch.; 36 B—Kt sq., 36 Kt—B5 threatening R × B ch., followed by Kt—K7 ch.); 37 Q—B2, 37 R—Q3; 38 Kt—Q5, 38 Kt—K3, and as the most important avenues to Black's game are closed to White's Queen, the two Rooks can make a very good fight for a draw at least), 34... Kt—K4; 35 B × Kt, 35 R × B; 36 Kt—B5, with the superior game. It was anyhow not very good to exchange Black's Rook at K3 which was not well placed.
- (j) Of no use. His King could start at once toward the centre.
- (k) Black had played the greater part of this game remarkably well, and, we believe, he had a won game at this point but for the grave error which he now commits. 44... P—B4 was good enough, provided that if White answered 45 P—K6 ch., the only correct reply was 45... Q × P (for if 45... B × P; 46 B × RP, etc.). Of course White would have then continued the attack with 46 B—K5, but then 46... P—KKt 4; 47 B—Kt 8, 47 Q—Kt 3, etc., would make Black's game safe, and the Pawn ahead ought to tell in the end.
- (l) If 48... B—K sq.; 49 Q—B7 ch., 49 K—K3 (or 49... K—Kt 3; 50 Q × P ch., 50 K—B4; 51 Q—Kt 4 mate); 50 P × P, and wins.
- (m) After 50... K—K sq., his only move, White forces a neat mate by 51 P—B7 ch., 51 B × P; 52 Q—B8 ch., 52 Kt—Q sq.; 53 Kt—B7 mate.

* * *

Game No. 23.

Played in the second round, April 20th.

TWO KNIGHTS' DEFENCE.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	M. Tschigorin.	15 Kt—B4	B × Kt
1 P—K4	P—K4	16 Q × B	B × B
2 KKt—B3	QKt—B3	17 P × B	Q—Kt 3
3 B—B4	KKt—B3	18 Q—B sq.	QR—Q sq.
4 P—Q3 (a)	B—B4	19 Kt × KP	Q—Q3
5 P—QB3	P—Q3	20 P—Q4	Kt × P
6 B—K3	B—Kt 3	21 O—O	P—QB4 (d)
7 QKt—Q2	O—O	22 R—B4	Kt—Kt 6
8 Q—K2	P—Q4	23 Q—K sq.	P × P (e)
9 B—Kt 3	P—KR3 (b)	24 P × P	Kt—R4
10 P—KR3 (c)	B—K3	25 R—R4	Kt—B3
11 B—B2	P—Q5	26 Kt—B4	Q—Q4
12 P × P	Kt × P	27 Kt—K3	Q—Kt 4
13 Q—Q sq.	Kt × B ch.	28 Q—B2	KR—K sq.
14 Q × Kt	Q—Q3	29 Kt—B5	R—Q4
		30 R—KB sq. (f)	R × Kt
		31 Resigns.	

- (a) White turns the opening into a Giuoco Pianissimo.
 (b) There is here some reason for this usually weak move, as Black intends to inconvenience the adverse QB, and has no attack to fear on the K side.
 (c) But on White's part the precaution is useless.
 (d) A fine attacking move that ought to have yielded more by force than it did.
 (e) By this exchange Black loses part of his advantage. He ought to have retreated Kt—R4 at once, and then proceeded as in actual play. The difference being that White could not afterward gain time (compare White's 27th move) again by Kt—K3, this square being blocked by his own Pawn, a weak one as it stood, of which, however, he is now relieved.
 (f) White has played very ably to get out of all positive disadvantage, and but for this great blunder the game was even. The right move was, of course, 30 R—B4, whereupon if 30... Kt—K5; 31 Q—B sq., 31 Kt—Q7; 32 Q—B2, and no more than a draw ought to be the legitimate result.

* * *

Game No. 24.

Played in the first round, March 30th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	M. Tschigorin.	3 B—Kt 5	P—QR3
1 P—K4	P—K4	4 B—R4	Kt—B3
2 KKt—B3	QKt—B3	5 P—Q4 (a)	P × P

- (a) We prefer in this position the development by P—Q3 and P—QB3.

6 O—O	B—K2	53 P—R8 queens	Q—QKt4 (<i>n</i>)
7 P—K5	Kt—K5	54 Q—KKt8 ch.	K—B5
8 Kt×P	O—O	55 Q—Q8	K—Kt5
9 Kt—B5	P—Q4	56 Q—Q7 ch.	K—Kt4
10 P×P en pass.	B×Kt	57 Q—Kt7 ch. (<i>o</i>)	K—B4
11 P×B (<i>b</i>)	Kt×P	58 Q—B7 ch.	K—K5
12 B—KB4 (<i>c</i>)	Kt—QB4	59 Q—B3 ch.	K—Q5
13 B—QKt3	Kt×B	60 Q—B2 ch.	K—B6
14 BP×Kt (<i>d</i>)	Kt—Q4	61 Q—K sq. ch. (<i>p</i>)	K—Kt7
15 Q—B3	B×Kt	62 Q—Q2 ch.	K—R6
16 QR×B	P—QB3	63 Q—K3 ch. (<i>q</i>)	K—R4
17 B—Q2	R—K sq.	64 Q—Q4 ch.	Q—Kt5
18 B—B3	Q—Kt4	65 Q—R7 ch.	K—Kt6
19 KR—K sq.	Q—Kt3	66 Q—K3 ch.	Q—B6
20 QR—Q sq.	P—B3 (<i>e</i>)	67 Q—QKt6 ch.	K—B7
21 P—KR3	P—KR3	68 Q—B2 ch.	K—Q6
22 K—R2	K—R2	69 Q—B3 ch.	K—Q7
23 P—QKt4	P—KB4	70 Q—B4 ch.	K—Q8
24 P—QR3	R—K5	71 Q—B sq. ch.	K—Q7
25 R×R	P×R	72 Q—B4 ch.	K—K7
26 Q—Kt3	R—K sq.	73 Q—K4 ch.	K—Q8
27 R—K sq.	R—K2	74 Q—B3 ch.	K—B7 (<i>r</i>)
28 B—Q4	Q—B4	75 Q—B2 ch.	K—B8
29 Q—Kt4	P—KKt3	76 Q—B sq. ch.	K—Kt7
30 K—Kt3 (<i>f</i>)	P—KR4	77 Q—B2 ch.	Q—B7
31 Q—R4	K—R3	78 Q—Kt6 ch.	K—R6
32 K—R2	P—KKt4	79 Q—R5 ch.	Q—R4
33 Q—Kt3	Q—B5	80 Q—B5 ch.	K—Kt6
34 P—KR4 (<i>g</i>)	Q×P ch.	81 Q—K3 ch.	K—Kt5
35 Q×Q	P×Q	82 Q—Q2 ch.	K—Kt4
36 K—Kt sq. (<i>h</i>)	K—Kt4	83 Q—Kt2 ch.	Q—Kt5
37 B—K3 ch.	K—Kt5	84 Q—K2 ch.	K—Kt3
38 B—B5	R—K3	85 Q—K3 ch.	P—B4
39 P—B3 ch.	K—B4	86 Q—K6 ch.	K—R4
40 P×P ch. (<i>i</i>)	R×P	87 Q—R2 ch.	K—Kt4
41 R—B sq. ch.	Kt—B5 (<i>j</i>)	88 Q—Q5	Q—B5 ch.
42 B—Q6	K—Kt5	89 K—R sq.	K—Kt5
43 B×Kt	R×B	90 Q—Kt7 ch.	K—B6
44 R×R ch.	K×R	91 Q—KKt7 ch.	Q—Q5
45 K—R2	K—Kt5	92 Q—K7	P—B5
46 P—R4 (<i>k</i>)	P—Kt3	93 Q—R3 ch.	K—Q7
47 P—QKt3	P—R4 (<i>l</i>)	94 Q—Kt4 ch.	K—K7
48 P×P	P×P	95 Q—Kt5	K—Q7
49 P—Kt4 (<i>m</i>)	P×P	96 Q—Kt4 ch.	Q—B6 (<i>s</i>)
50 P—R5	P—Kt6	Forfeited by time limit.	
51 P—R6	P—Kt7		
52 P—R7	P—Kt8 queens		

(*b*) This move gives White the superior development, whereas 11 B×Kt, 11 Kt×P leaves the game even.

(*c*) P—QB3 was preferable.

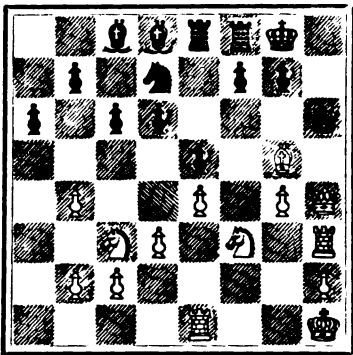
- (d) White gives the opponent command with his Knight in the centre, but obviously he had nothing better, for if $RP \times Kt$, Black would win a Pawn after the exchange of Queens.
- (e) $P-KB4$ at once would have gained time.
- (f) An adventurous movement of White's King that only causes him loss of time.
- (g) An excellent resource for drawing purposes if he had only played properly afterward.
- (h) $26 B-K3$ ch. was the right move that equalized the game without much trouble, for if Black moved the King, then the White King could safely enter at $R3$, and if $36 \dots Kt \times B$; $37 R \times Kt$, $37 K-Kt4$; $38 P-B3$, $38 K-B5$; $39 R \times P$ ch., and draws.
- (i) The exchange of Pawns was injudicious. $K-B2$, followed by the exchange of Rooks and afterward $K \times P$, in case Black exchanged Pawns, made a draw more probable, and White could expect no more.
- (j) Excellent play. Black does not allow the opponent to take possession of the upper row with his Rook.
- (k) At this point Mr. Judd claimed a fifty moves count.
- (l) Black impetuously throws away a sure win in a short number of moves. He could easily gain the opposition and throw the onus of moving on the opponent by $47 \dots K-B5$; $48 K-R3$, $48 K-Kt4$; $49 K-R2$, $49 K-Kt5$. White's Pawn moves on the other wing could then be easily exhausted, and Black's King would gain entrance at $Kt6$, followed by $P-KR6$, winning easily.
- (m) Black had evidently overlooked this fine answer.
- (n) $Q-KKt8$ was, we believe, better adapted to keep everything safe and to lead the King over to the Q side without his being subjected to many checking troubles.
- (o) Again $Q-Q8$ ch. was better.
- (p) Simply capturing the RP that hampered the advance of his King gave him much better prospects of drawing, as Black's QBP could not advance far without giving White again many checking opportunities that would have impeded its progress.
- (q) As a rule in such positions, the closer to the adverse King the checks are given the more effective they are. $Q-B3$ ch. was the right play, and whatever Black might do either the checks would continue or the adverse Queen could only interpose in a manner that left his QBP unprotected, which gave additional chances of a draw for White.
- (r) If Black exchange Queens, he can only effect a draw.
- (s) Mr. Judd stated afterward that he played the greater part of this ending in reliance on his having the legal right of claiming a draw if he could only extend the game to fifty moves after he had claimed the count without being mated. Having accomplished his object he refused to go on with the game, which he might have done under protest without damaging his rights. But his interpretation of the rule was not sustained on appeal, and Mr. Judd was also adjudged to have forfeited the game on the ground that he did not abide by the decision of the umpire to proceed with the same.

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Game No. 25.

Played in the second round, April 24th.

KING'S GAMBIT DECLINED.

<i>White</i>		<i>Black</i>	Position after Black's 24th move.	
M. Tschigorin.		M. Judd.	Q—R3	
			Black—M. Tschigorin.	
1 P—K4	P—K4			
2 P—KB4	B—B4			
3 KKt—B3	P—Q3			
4 Kt—B3	KKt—B3			
5 B—B4	Kt—B3			
6 P—Q3	P—QR3 (a)			
7 P—B5	Kt—QR4			
8 B—Kt3 (b)	Kt×B			
9 RP×Kt	P—B3			
10 Q—K2	B—Kt3			
11 B—Kt5	B—B2			
12 O—O	Q—K2			
13 K—R sq.	B—Q2			
14 P—QKt4 (c)	R—Q sq. (d)			
15 Q—B2	B—B sq.			
16 QR—K sq.	O—O			
17 P—Kt4	QR—K sq.			
18 R—KKt sq.	K—R sq. (e)			
19 Q—R4	B—Q sq.			
20 R—Kt3	P—R3			
21 R—R3	K—Kt sq.			
22 B×P	Kt—Q2			
23 P—B6 (f')	Q×P			
24 B—Kt5	Q—R3 (g)			
25 Q×Q	P×Q			
26 B×P	B—B3			
27 B×R	Kt×B			
28 R—Kt3	Kt—Kt3			
		29 Kt—Q sq.	K—B sq.	
		30 Kt—K3	Kt—B5	
		31 Kt—B5	R—Q sq.	
		32 P—KKt5	B—K2	
		33 Kt (B3)—R4	B—K3	
		34 P—Kt6	QB×Kt	
		35 P—Kt7 ch.	K—Kt sq.	
		36 Kt×B	Kt—Kt3	
		37 QR—KKt sq.	B—B3	
		38 R×Kt (h)	P×R	
		39 R×P	K—B2	
		40 R—Kt4	B×P (i)	
		41 R×B ch.	Resigns.	

(a) Black clearly cannot afford this loss of time, which enables the adversary to block the QB. O—O is here the proper move. If White then play P—B5, Black may answer QKt—R4, followed by P—QB3 and P—Q4.

(b) P—QR3, which Anderssen used to play in similar positions, is, we believe, stronger, as Black has nothing better than to exchange the Bishop, and the open Q file will add to White's advantage.

(c) Preparing an attack in case Black should play O—O—O.

(d) We think that Black would have been safer, nevertheless, with his King by O—O—O than on the other wing, where he is driven to take shelter subsequently. His Rook is also an obstruction now for his QB, which subsequently has to be posted at Q sq.

(e) B—Q sq. at once, in order to release his Queen, was by far better.

- (*f*) Though this wins the exchange, 23 B—Kt5, 23 P—B3; 24 B—Q2, followed by R—KKt sq. and P—Kt5, was much more forcible.
- (*g*) This ingenious move, whereby Black escapes at the expense of the exchange from the pressure of an apparently irresistible attack against the King, was probably overlooked by White in his forecalculation on the 23d move.
- (*h*) Winding up with irresistible power.
- (*i*) There was no remedy, as Kt—R6 ch. was threatened.

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Game No. 26.

Played in the first round, April 8th.

HUNGARIAN DEFENCE.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	S. Lipschütz.	6 P—KR3 (<i>c</i>)	P—QR3 (<i>d</i>)
		7 O—O	O—O
		8 B—K3	Q—K sq. (<i>e</i>)
1 P—K4	P—K4	9 Q—K2	B—Q sq.
2 KKt—B3	QKt—B3	10 QR—Q sq.	Kt—Q2
3 B—B4	B—K2 (<i>a</i>)	11 P—R3	K—R sq.
4 P—Q4	P—Q3	12 KR—K sq.	Kt—K2 (<i>f</i>)
5 Kt—B3 (<i>b</i>)	Kt—B3	13 Kt—Kt5 (<i>g</i>)	Kt—KKt3 (<i>h</i>)

- (*a*) This opening received the name of the Hungarian Defence after having been adopted by the Chess Club of Pesth in the correspondence match against Paris, over thirty years ago.
- (*b*) The Giuoco Piano system, commencing with P—QB3 at this juncture is, we believe, more efficient for the purpose of retaining pressure against the adverse confined position.
- (*c*) The present precaution, which we are opposed to on general principles, was hardly as necessary at this juncture as the retreat of B—QKt3 or O—O.
- (*d*) For instead of this unmeaning move Black could at least equalize the game by 6...KKt×P; 7 Kt×Kt (if 7 B×P ch., 7 K×B; 8 Kt×Kt, 8 P×P; 9 Kt×P [or 9 KKt—Kt5 ch., 9 K—Kt sq.; 10 Q—B3, 10 B—B3; 11 Q—Kt3 ch., 11 P—Q4, and Black ought to keep his Pawn ahead], 9...Kt×Kt; 10 Q×Kt, 10 P—Q4, and we prefer Black's position), 7...P—Q4; 8 B×P, 8 Q×B; 9 Kt—B3, 9 KB—QKt5; and if 10 P×P, 10 Q×Q ch.; 11 K×Q, 11 QB—KKt5 will soon recover the Pawn, with the better game.
- (*e*) Since White has O—O, Black was deprived of the resource of Kt×KP, for White would capture the Knight, followed, in reply to P—Q4, by B×P, Kt—QB3, and then accordingly P—Q5 or P×P.
- (*f*) Much as Black's pieces seem to be cramped up, he had still a well defensible game, with good prospects of opening a counter-attack if he had only played P—KB4 at once.
- (*g*) We believe that White was more sure of obtaining the advantage by 13 P×P, 13 P×P (or 13...Kt×P; 14 Kt×Kt, 14 P×Kt; 15 R—Q2, with the view of entering Kt—Q5 as soon as Black withdraws his Knight from K2); 14 R—Q2, etc.
- (*h*) Black's patience has broken down with this injurious move. 13...P—KRg was still good enough for defensive objects; for if 14 Q—R5, 14 K—Kt sq.;

14 Kt×RP (i)	K×Kt	28 B—Q4	Q×B ch. (m)
15 Q—R5 ch.	K—Kt sq.	29 R×Q	R—B sq.
16 Q×Kt	P—QB3 (j)	30 R—KB sq.	K—Kt 2
17 Q×QP	K—R sq.	31 R×R	Kt×R
18 P×P	Kt×P	32 R—Q8	P—QKt 4
19 B—B5	R—KKt sq.	33 R—K8	Kt—Q2
20 B—Kt 3	B—B3	34 P—K5	Kt—Kt 3
21 P—KB4 (k)	Kt—Kt 3	35 R—Kt 8 ch.	K—R3
22 P—B5	B—K4	36 P—K6	R—R2
23 Q—Q2	Kt—B sq.	37 R—K8	K—R2
24 Q—Kt 5	Kt—R2	38 P—K7	B—Q2
25 Q—R5 (l)	P—KKt 3	39 R—QKt 8	Kt—B5
26 P×P	P×P	40 B×Kt	P×B
27 Q×B ch.	Q×Q	41 R—Q8	Resigns. (n)

15 Kt—B3, 15 Kt—KB3; 16 Q—R4, 16 Kt—Kt 3; 17 Q—Kt 3, 17 Kt—R4, with the superior game.

(i) Fine play.

(j) A desperate effort to avoid the entrance of the hostile Knight at the expense of another Pawn. But we believe that 16... B—B3; 17 Kt—Q5, 17 Q—Q sq.; 18 Kt×B ch., 18 Q×Kt gave more hope of fighting for a draw, though, no doubt, by best play White was bound to win.

(k) Much stronger was 21 B—Q4, whereupon, if 21... Kt—Q2; 22 Q—KB4, followed by P—K5, would also win the KBP, at least.

(l) 25 Q—R4 would have kept up the attack in a manner that was likely to lead to a more interesting finish, for Black could not attempt to release his KR by 25... P—KKt 3 on account of 26 P×P, when, if 26... P×P, the Rook could be captured by the Bishop, whilst 26... R×P would be obviously disastrous, owing to the reply R—Q8 ch.

(m) Simple and good enough, especially as there was little prospect of keeping up the attack otherwise.

(n) Black has struggled bravely, but he has to succumb at last to superior force, backed up as it is by accurate and energetic play. Even after 41... B—K sq.; 42 R×B, he would have to give up the Rook for the Pawn immediately, in order to stop its queening, for if 42... K—Kt 2; 43 R—Kt 8 ch., and wins.

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Game No. 27.

Played in the second round, May 7th.

VIENNA OPENING.

White	Black		
S. Lipschütz.	M. Tschigorin.	5 P—QR3 (a)	P—Q3
		6 Kt—R4	B—Kt 3
		7 Kt×B	RP×Kt (b)
1 P—K4	P—K4	8 P—QB3	Kt—K2
2 QKt—B3	QKt—B3	9 P—KB4 (c)	P×P
3 B—B4	Kt—B3	10 QB×P	P—Q4
4 P—Q3	B—B4	11 P×P	QKt×P

12 Kt—K2	O—O	21 Q—B sq. (f)	Q—K2
13 O—O	Q—K2	22 P × Kt	Kt—B3
14 Q—Q2	B—K3	23 Kt—B 5	Q—Q sq. (g)
15 QB—Kt 5	Q—B4 ch.	24 Kt × KtP (h)	K × Kt
16 Kt—Q4	Kt—KKt 5	25 B—K5	K—Kt sq.
17 QR—K sq.	P—KR3	26 B × Kt	Q—Q6
18 B—R4	QR—K sq.	27 Q × RP	Q—Kt 3 (i)
19 QB—Kt 3 (d)	KKt—K6 (e)	28 Q—R8 mate.	
20 P—QKt 4	Kt × B		

- (a) With the view of preserving the KB against an exchange by QKt—Q4, but we do not think this is worth the time lost.
- (b) His open QR file and the prospect of an attack on the Q centre neutralize the adverse two Bishops.
- (c) We prefer Kt—K2, followed by O—O, in order to reserve the option of advancing P—Q4 or P—KB4, according to circumstances. He creates thus early a hole at K3 that afterward causes him trouble.
- (d) His best plan was now to retreat B—KB2, which would have equalized the game.
- (e) An error of which the opponent very cleverly takes advantage. By playing the other Knight to the same square he could have at least won a Pawn, with an excellent position.
- (f) This fine manoeuvre secures fully the material temporarily given up, with an irresistible attack.
- (g) All this is forced, and he cannot avoid the disaster which his opponent prepares on the next move.
- (h) This powerful stroke disorganizes the adverse position.
- (i) Probably under pressure of the time limit, and having a hopeless game, Black hastily left himself open to mate at once; but there was nothing to be done. After 27... Q—R2 (the only move); 28 Q—Kt 5 ch., 28 Q—Kt 3; 29 Q—R4, 29 Q—R2; 30 R—B4, 30 B—Q2; 31 Q—Kt 3 ch., 31 Q—Kt 3; 32 R × R, 32 R × R; 33 R—R4, 33 R—K8 ch.; 34 K—B2 forces mate in a few more moves.

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Game No. 28.

Played in the first round, April 13th.

QUEEN'S FIANCHETTO.

White	Black		
M. Tschigorin.	N. MacLeod.	4 P—KB3 (a)	P—Q3
		5 KKt—R3	P—K3
		6 O—O	Kt—B3
1 P—K4	P—QKt 3	7 P—B3	B—K2
2 P—Q4	B—Kt 2	8 B—K3	P—KR3 (b)
3 B—Q3	Kt—KB3	9 QKt—Q2	Kt—R2

- (a) Like in all close games, it is impossible to get up an early attack in this opening, and the plan instituted here of fortifying the centre Pawns by the advance one step of the BP on each side is now recognized as the best. It was first introduced in a game between the editor and Mr. Mongredien.
- (b) As usual, this weakens the K side.

10 P—KB4	P—Q4	26 Q—B4	R—K3
11 P—K5 (c)	Q—Q2	27 P—QR3	P—KKt 4
12 Q—R5	B—KB sq.	28 Q—B7	B—K2
13 P—B5 (d)	O—O	29 R—B6 (e)	B—QB sq.
14 Kt—B4	K—Kt sq.	30 R×B ch.	Q×R
15 P×P	P×P	31 Q×R	B×R
16 B×Kt	R×B	32 Q×B	K—R sq.
17 Q—Kt 6	R—R sq.	33 P—R3	P—Kt 5
18 Kt×KP	R—K sq.	34 P×P	R—B sq.
19 Kt—B4	Kt—Q sq.	35 Q—Q6	R—Q sq.
20 R—B3	P—QB4	36 Q—K7	R—KKt sq.
21 QR—KB sq.	P×P	37 Q—B7	Q×P
22 P×P	B—R3	38 Q×P ch.	K—Kt sq.
23 R—QB sq.	Kt—K3	39 P—K6	Q—Kt 6
24 Kt×Kt	R×Kt	40 Kt—B sq.	Q—Kt 3
25 Q—B7	R—K2	41 B—B4 ch.	Resigns.

(c) Now that Black's Bishop is blocked by his own Pawn and no pieces can enter at White's K4, the advance of this Pawn becomes advantageous.

(d) The attack here commenced soon yields the material advantage of a Pawn and practically decides the issue at once, considering the disparity of play between the two opponents.

(e) This and White's next move form points of some interest in a struggle that has been a foregone conclusion for some time.

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Game No. 29.

Played in the second round, May 14th.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	M. Tschigorin.		
1 P—K4	P—K4	12 Kt—Kt 5 (h)	B—B4
2 P—QB3 (a)	KKt—B3 (b)	13 P—KKt 4 (i)	B—B sq.
3 P—Q4 (c)	P—Q4 (d)	14 P—Kt 4	B—Kt 3
4 P—KB4 (e)	Kt×P	15 Kt×KP (j)	Q—R5 ch.
5 Kt—B3	P×QP	16 K—Q2	B×P
6 Q×P	P—QR3	17 Q—Kt 2	B—KB4
7 B—B4 (f)	B—K3	18 K—B2	KR—K sq.
8 B—Q3	Kt—QB3	19 Kt—Q2	R×Kt (k)
9 Q—K3	B—QB4	20 Kt×R	R—K sq.
10 Q—K2	O—O	21 K—Kt 2	B×Kt
11 B×Kt (g)	P×B	22 Q—K2	Kt×P (l)
		23 R—K sq.	Q×R
		24 Resigns.	

(a) This old opening is very rarely adopted in modern play. The preliminary of 2 KKt—B3, 2 QKt—B3 makes the advance of the QBP more feasible.

(b) We agree with the German "Handbuch" in giving 2... P—Q4 the preference.

- (c) The German "Handbuch" gives here the following continuation: 3 P—KB4, 3 P×P; 4 P—Q3, 4 P—Q4; 5 P—K5, 5 Q—K2; 6 Q—K2, 6 Kt—Kt5; 7 Kt—B3, 7 QKt—B3; 8 B×P, with the better game.
- (d) A new line of play which seems to lead to an early equalization.
- (e) Simply throwing away a valuable Pawn. 4 P×QP, 4 Q×P; 5 P×P would have made an even game of it.
- (f) Losing valuable time. Obviously B—Q3 at once was better.
- (g) With so few pieces in play this exchange forebodes early disaster, especially as he cannot recover the Pawn by it.
- (h) If 12 Q×P, 12 R—K sq. wins speedily.
- (i) Still more weakening his K side, which is already in bad condition.
- (j) Disastrous. 15 QKt—Q2, and if 15... P—KR3; 16 P—KR4, might have given him a chance of holding out.
- (k) Decisive, and making the rest easy.
- (l) Black's superiority of force and play asserts itself irresistibly.

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Game No. 80.

Played in the first round, March 29th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	D. M. Martinez.	8 Q—B3	Kt—KB3
		9 Kt—B2	Kt—B3
1 P—K4	P—K4	10 P—Q3 (c)	Kt—QKt5 (d)
2 P—KB4	B—B4	11 Q—K2	Q×Kt ch.
3 KKt—B3	P—Q3	12 Q×Q	B×Q ch.
4 Kt—B3	P—QR3 (a)	13 K×B	Kt×QBP
5 P×P	P×P	14 R—QKt sq.	Kt—KKt5 ch.
6 Kt×P	Q—Q5	15 K—Kt3	P—KR4
7 Kt—Q3 (b)	B—Kt3	16 Kt—Q5 (e)	K—Q sq. (f)

- (a) QKt—B3 was now the only correct play.
- (b) Introduced by the editor in a game against Señor Golmayo, in a similar position. The difference that Black has previously lost a move by advancing P—QR3 is strongly in White's favor.
- (c) An error that at least compromises his advantage. This kind of game requires great patience, and he should have postponed developing his Q side. 10 B—K2, with the view of eventually retreating B—Q sq. in reply to the attack by QKt—Kt5, was the right play.
- (d) This excellent answer recovers the Pawn, with rather the better position.
- (e) A grave error that, we believe, ought to have cost him the game. P—KR3 was his right defence, and then the answer, P—R5 ch., could not harm him, as Black had no time for making preparations, and was bound to save his Knight.
- (f) A piece of good luck for White. In his better days Mr. Martinez would, no doubt, have seen that he could here win the game, as pointed out by Mr. Delmar, viz., by 16... P—R5 ch.; 17 K—B4, 17 P—KB3 (threatening P—Kt4

17 P—KR4 (<i>g</i>)	B—K3	38 K—B3	P—B4 (<i>o</i>)
18 Kt—B3	Kt—Q5 (<i>h</i>)	39 P—Kt3 (<i>p</i>)	Kt—K4
19 B—B4	P—QB3 (<i>i</i>)	40 B—K2	R—Kt4
20 P—Kt3	K—Q2	41 B—K3 (<i>q</i>)	R×P (<i>r</i>)
21 Kt—R4	K—K2	42 B—B4	R×P ch.
22 Kt—Kt6	QR—KKt sq.	43 B×R	Kt(K4)×B
23 B—Q2	P—Kt4 (<i>j</i>)	44 B—B7	K—K3
24 P×P	P—B3	45 B×P	Kt—KB7
25 B—B3	Kt—Kt4	46 R—R4	R—KB sq.
26 B—Kt4 ch.	K—K sq. (<i>k</i>)	47 B×Kt	R—B6 ch.
27 P×P	Kt—Q5 (<i>l</i>)	48 K—Q2	P×B
28 K—B4	K—B2	49 K—K2 (<i>s</i>)	R—R6
29 B—B5	Kt—Kt4	50 R×R	Kt×R
30 Kt—B4 (<i>m</i>)	Kt×P	51 R—QKt sq.	K—K4
31 P—R4	Kt—Q2	52 R×P	K×P
32 B—B2 (<i>n</i>)	Kt—B6	53 R—P	Kt—B5 ch.
33 R—B sq.	R—Kt5 ch.	54 K—B sq.	K—Q5
34 K—K3	Kt—R7	55 P—R5	K—B4
35 R—R sq.	Kt—Kt5	56 P—R6	K—B3
36 K—Q2	B×Kt	57 R—KB7	Resigns.
37 KtP×B	P—R4		

ch., followed by Kt—Q5 mate); 18 B—K3 (or 18 P—K5, 18 P—Kt4 ch.; 19 K—K4, 19 P—B4 ch.; 20 K moves, 20 Kt—Q5 mate), 18... Kt—K4, and wins.

(*g*) He does not overlook it twice.

(*h*) Useless. K—Q2, followed by QR—KKt sq., was by far stronger.

(*i*) Also weak. The hole on the Q side is soon utilized by the opponent. K—Q2 was again the right move.

(*j*) The sacrifice of a Pawn, though it embarrasses the opponent for some time, is hardly justifiable in this position. He could have prepared the same sort of attack by P—KB3.

(*k*) Loss of time, as soon shown. K—B2 was superior.

(*l*) Again time lost, for he has to beat a retreat almost immediately.

(*m*) His Knight was well enough placed, and P—R4 at once was preferable.

(*n*) Much stronger was, we believe, 32 P×Kt, whereupon, after 32... Kt×B; 33 P×BP, 33 P×P; 34 Kt—K5 ch., 34 K moves; White's attack by 35 P—Q4 would soon become irresistible.

(*o*) If 38... P—R5, then still 39 P—Kt3.

(*p*) With this excellent move White releases at last his long blocked-up pieces on the K side.

(*q*) A fine move that forces, at least, the gain of the adverse KRP, which is the key to Black's position.

(*r*) Desperate. He now must lose the exchange, but there was nothing good.

(*s*) Winning plainly and surely. The exchange of Black's Rook is now obviously forced.

* * *

Game No. 31.

Played in the second round, April 23d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	M. Tschigorin.	21 QR—K sq.	K—B2 (<i>e</i>)
1 P—K4	P—K4	22 Kt—KB3	R—Q4
2 KKt—B3	QKt—B3	23 K—B sq.	KR—Q sq.
3 B—Kt 5	Kt—B3	24 P—KR3	P—R3
4 O—O	Kt × P	25 Kt—K5	R—Q7
5 P—Q4	P—QR3	26 R(K4)—K2	P—QR4 (<i>f</i>)
6 B × Kt	QP × B	27 Kt—KB3	R × R
7 Kt × P	B—K2	28 R × R	P—R5
8 R—K sq.	Kt—Q3	29 Kt—Q2	P × P
9 B—Kt 5	B—K3 (<i>a</i>)	30 P × P	R—Q6
10 B × B	Q × B	31 K—K sq.	K—Q3 (<i>g</i>)
11 P—QB4 (<i>b</i>)	O—O—O	32 R—K4	P—QKt 4
12 Kt—QB3 (<i>c</i>)	KR—K sq.	33 K—K2	R—QB6
13 P—Q5	P × P	34 R—K3	R × R ch.
14 Kt × P	Q—KB sq.	35 K × R	K—B4
15 P—QKt 3 (<i>d</i>)	P—QB3	36 K—Q3	K—Kt 5
16 Kt—Kt 6 ch.	K—B2	37 K—B2	B—Q4
17 P—B5	Kt—K5	38 P—Kt 3	B—K3 (<i>h</i>)
18 Q—B sq.	Q × P	39 P—R4	P—QB4
19 R × Kt	Q × Q ch.	40 K—Kt 2	P—Kt 3
20 R × Q	K × Kt	41 K—B2	P—R4 (<i>i</i>)
		42 K—Kt 2	B—Q4
		43 K—B2	P—B4

- (*a*) Of course if B × B, White wins the Queen by Kt × QBP disch.
- (*b*) The attack thus far conducted leads to an even game, but no more, and we disapprove of this advance which weakens the Pawns on the Q side without any corresponding advantage in position.
- (*c*) White would only compromise himself further by P—Q5, as Black might reply Kt—B4 either before or after P × P, and White's QP would soon be lost.
- (*d*) Necessary, as Black threatens Kt × P, etc.
- (*e*) Black has played very ably, and he has come out with a Pawn ahead, and otherwise an equal position, at least. His last retreat threatens R—Q7, which he cannot do now, as he would be subjected to the loss of the exchange by the reply Kt—B4 ch.
- (*f*) Instead of this he ought to have played his King forward via Kt 3 and Kt 4 and he would have won without much difficulty, as the entrance of his King at QR6 and the consequent gain of all the Pawns on the Q side, could not be prevented.
- (*g*) Again K—Kt3, followed by K—Kt4, was much better.
- (*h*) The manoeuvres of the Bishop are very fine, if done with the object of weakening the adverse Pawns, and gaining ultimately access for his King on that wing. But Black fails to take advantage of that in the end.
- (*i*) Those precautions are unnecessary and not much to the point. He could as well proceed with the advance of the BP at once.

44 K—Kt 2	P—QB5 (j)	50 Kt—Kt 4	B—B8
45 P × P	P × P	51 Kt—B2	B—Q6
46 Kt—Kt sq.	B—K5	52 Kt—K3	B—K7
47 Kt—B3	B—B6	53 Kt—Kt 2	
48 Kt—R2 ch.	K—B4	Given up as drawn. (l)	
49 K—B3	B—K7 (k)		

(j) Premature. B—K5 first would have won without any difficulty.

(k) 49... B—B3; 50 Kt—Kt 4, 50 B—Kt 4; 51 Kt moves, 51 K—Q4, with the view of abandoning the QBP and entering with his King on the K side, would have won with ease.

(l) A very lucky escape for White, for Black has still a won game. All he had to do was to manœuvre his B—QKt 4 in right time, when the opponent had to move his Knight away from the command of Black's Q4 (and he could easily gain a move for that purpose), whereupon Black's King would enter on the K side via Q4, as indicated in our last note, or else via Q5, in case White moved his King.

* * *

Game No. 32.

Played in the second round, May 21.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	D. M. Martinez.	9 Q—Kt 3 (b)	Kt × P ch.
1 P—K4	P—K4	10 K—Q sq.	Kt × R
2 P—KB4	B—B4	11 P × P	P × P
3 KKt—B3	P—Q3	12 R—B sq. (c)	Kt—B3
4 Kt—B3	P—QR3 (a)	13 Q × KtP	K—Q2
5 B—B4	Kt—QB3	14 R × Kt	K—B sq.
6 P—Q3	B—KKt 5	15 R × P	B—Q3
7 P—KR3	B × Kt	16 B—KKt 5 (d)	Q—K sq. (e)
8 Q × B	Kt—Q5	17 Kt—Q5	R—KKt sq. (f)
		18 R × P ch. and mates in two moves.	

(a) This loss of time contributes greatly to his early disaster.

(b) In consequence of Black's dilatory 4th move this venture is now, we believe, sound. He sacrifices no more than the exchange virtually, as the adverse Knight that gains the Rook will remain imprisoned and ultimately be lost.

(c) An excellent move that much increases the difficulties of the defence.

(d) Prompt and energetic.

(e) If 16... Q—Kt sq.; 17 R × P ch., and wins.

(f) K—Kt sq. might have given him time for some further resistance, but his game was past recovery.

* * *

Game No. 33.

Played in the first round, April 1st.

IRREGULAR OPENING.

White	Black		
M. Tschigorin.	J. Mason.		
1 P—KB4	P—Q4	17 Kt×B	Q×Kt
2 P—K3	P—K3	18 P—Kt 4	B×B
3 KKt—B3	KKt—B3	19 Kt×B	P—Kt 3 (d)
4 P—QKt 3	P—B4	20 P×P	KtP×P
5 B—Kt 2	B—K2	21 B—B3	K—R sq.
6 B—Q3 (b)	Kt—B3	22 K—R sq.	R—KKt sq.
7 O—O	O—O	23 Q—R6	R—QKt sq.
8 Kt—B3	B—Q2	24 Kt—R4	Q—K2
9 P—QR3	P—QR3	25 R—KKt sq.	Kt—B3
10 Q—K sq.	P—QKt 4	26 Kt—B5 (e)	P—R4
11 Q—Kt 3	P—B5	27 P—Q4	P×P en pass.
12 B—K2	Kt—K sq.	28 P×P	Kt—Q sq.
13 P×P	KtP×P	29 P—Q4	Kt—B2
14 Kt—Q sq.	P—B4 (c)	30 Q—R4 (f)	Kt—K5
15 Kt—K5	B—B3	31 R×R ch. (g)	R×R
16 Q—R3	Q—B2	32 Q—K sq.	Kt×Kt
		33 P×Kt	Q×P
		White forfeited by time. (h)	

- (a) As explained in the "Modern Chess Instructor" we, as a rule, do not approve on principle of the early advance of any but the two centre Pawns.
- (b) The Bishop is not well placed here, being subject to the attacks of the advancing hostile Pawns on the Q side, as will be seen.
- (c) Unnecessarily furnishing the opponent with a mark for his attack with the KKtP, and also forming a hole in the centre. Moreover, R—QKt sq. was obviously a stronger move.
- (d) Again R—QKt sq. was manifestly better, for if 20 Kt—R4, 20 Kt—Q5 (threatening Kt×B ch.); 21 P×Kt, 21 Q×Kt, with the superior game.
- (e) Obviously this cannot be taken.
- (f) Allowing a cleverly concealed mine to be sprung upon him and losing a valuable Pawn in consequence.
- (g) Of course if Q×Q, he is mated by Kt—B7 ch.
- (h) Black had evidently the best of the game anyhow, with a Pawn ahead and having repelled the adverse attack.

* * *

Game No. 34.

Played in the second round, April 26th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	M. Tschigorin.	6 P—K4	B × P
1 P—Q4	P—Q4	7 P × P (c)	Kt—B3
2 B—B4	P—QB4 (a)	8 B—Kt 5 ch.	K—K2
3 B × Kt (b)	R × B	9 Kt—B3	Kt × P (d)
4 P × P	Q—R4 ch.	10 Q—Q2	Kt × Kt (e)
5 Kt—B3	P—K3	11 Q—Kt 5 ch.	P—B3 (f)
		12 Q × B ch.	K—B2 (g)
		13 B—K8 ch.	Resigns.

(a) First played by the editor against Mr. Mason in the London Tournament of 1883.

(b) The above-named game proceeded 3 P × P, 3 QKt—B3; 4 KKt—B3, 4 P—B3, with an excellent game.

(c) In our notes in the Book of the London International Tournament of 1883, where this variation is pointed out, we give the continuation: 7 B—Kt 5 ch., 7 K—B sq.; 8 P × P, 8 Q—Kt 3, with a good game.

(d) Overlooking that White's ingenious answer subjects him to a strong attack: and, moreover, that in reply to 9... B—Kt 5, White had no better answer than 10 P—Q6 ch., whereupon Black would obtain an excellent game by 10... B × P.

(e) An extraordinary blunder. He could still obtain a fair game by 10... B—Kt 5; 11 Kt × Kt ch. (or 11 Q—Kt 5 ch., 11 K—B sq., etc.), 11... P × Kt; 12 P—B3, 12 Q × B; 13 P × B, 13 R—K sq., etc.

(f) Losing the Queen in two more moves, but it was all over anyhow. If 11... K—Q3; 12 Q—K5 ch., followed by Q × B, wins equally, or if 11... K—B sq.; 12 Q × B ch., 12 K—Kt sq.; 13 Q × Kt, 13 Q × B; 14 Q—B7, and wins.

(g) If K—Q sq., he is mated in two moves, commencing with Q—Q6 ch.

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Game No. 35.

Played in the first round, March 28th.

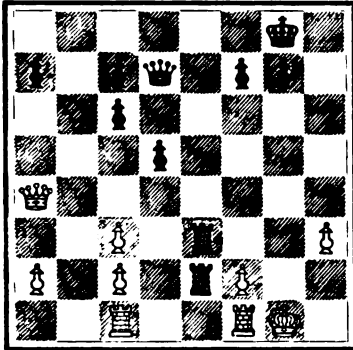
FOUR KNIGHTS GAME.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	M. Tschigorin.	6 Kt × Kt	KtP × Kt
1 P—K4	P—K4	7 B—Q3 (a)	P—Q4
2 QKt—B3	KKt—B3	8 P—K5 (b)	Kt—Kt 5
3 Kt—B3	Kt—B3	9 O—O	O—O
4 P—Q4	P × P	10 P—KR3 (c)	Kt × KP
5 Kt × P	B—Kt 5	11 B × P ch.	K × B
		12 Q—R5 ch.	K—Kt sq.
		13 Q × Kt	R—K sq.

Position after Black's 21st move

QR × B

Black—M. Tschigorin.



White—W. H. K. Pollock.

14 Q—Kt 3	B—KB4
15 B—Kt 5	Q—Q2
16 QR—B sq.	R—K3
17 Q—B4	B × Kt (d)
18 P × B	R—K7
19 Q—QR4	QR—K sq.
20 B—K3 (e)	B × RP
21 P × B	QR × B (f)
22 QR—K sq. (g)	Q × RP
23 R × R	R × R
24 R—Kt sq.	R—K5
25 Resigns.	

- (a) 7 Q—Q4, 7 Q—K2; 8 P—B3, 8 P—Q4; 9 B—KKt5 brings about a position of the Scotch Gambit which is demonstrated in the "International Chess Instructor," in favor of White.
- (b) Wrong on principle, as it allows Black a strong majority of Pawns on the Q side. 8 P × P, 8 P × P; 9 B—QKt5 ch., as played by Señor Golmayo against Captain Mackenzie, is the right play.
- (c) The attack against the adverse King which he aims at by giving up the KP in exchange for Black's KRP is worthless and only damages additionally his position, on account of the counter-attack which the opponent obtains on the open K file with his Rooks. Black also gains the combination of two Bishops against Bishop and Knight, the latter being besides badly posted for any purpose. Much better was 10...QB—KB4; 11 R—K sq., 11 R—K sq., and if 10...KB—QB4; 11 R—K2, or if 10...P—Q5; 11 P—QR3, 11 B—R4; 12 P—QKt4, etc.
- (d) Though the parties remain with Bishops of opposite colors, Black obtains a very strong attack, which places great difficulties in the way of the defence.
- (e) Overlooking a beautifully-conceived and finely worked-out combination. 20 Q × RP, and if 20...B × RP; 21 B—B4 would have given good prospects of parrying the attack.
- (f) This and the foregoing move of Black are played in most admirable style, and leave no hope for the opponent. See diagram.
- (g) Of course, if 22 P × R, 22 Q × P; 23 R—B2, 23 Q—Kt6 ch., and wins.

* * *

Game No. 36.

Played in the second round, April 22d.

EVANS GAMBIT.

White	Black		
M. Tschigorin.	W. H. K. Pollock.	3 B—B4	B—B4
		4 P—QKt4	B × P
		5 P—B3	B—B4
1 P—K4	P—K4	6 O—O	P—Q3
2 KKt—B3	QKt—B3	7 P—Q4	P × P

8 P×P	B—Kt 3	28 P—Kt 4	B×Kt
9 Kt—B3	Kt—R4	29 P×B	B×P ch.
10 B—KKt 5	P—KB3	30 K—R sq.	B×Kt (f)
11 B—B4 (a)	Kt×B	31 B×B	P—Q5
12 Q—R4 ch.	K—B2 (b)	32 B—Q2	Q—Q4 ch.
13 Q×Kt ch.	B—K3	33 K—Kt sq.	R—K7
14 Q—K2 (c)	Kt—K2	34 R—B2	R×R
15 P—K5	Kt—Kt 3	35 K×R	Kt—B sq.
16 B—K3	P—Q4	36 B—R6 ch.	K—Kt sq.
17 P×P	P×P	37 Q—K8	Q—Q3
18 Kt—Q2	Q—Q2 (d)	38 Q—B8	Q—R7 ch. (g)
19 P—B4	B—KB4	39 K—K sq.	Q—Kt 6 ch.
20 Q—B3	P—B3	40 K—K2 (h)	P—Q6 ch.
21 Kt—Kt 3	QR—K sq.	41 K—Q sq.	Q—Kt 8 ch.
22 QR—K sq.	R—K2	42 K—Q2	Q—Kt 7 ch.
23 P—KR3	KR—K sq.	43 K—B3	Q—B7 ch.
24 B—Q2	R×R	44 K—Q4	Q—Kt 7 ch.
25 B×R	B—B7	45 K—K4	Q—K7 ch.
26 Q—R5	K—Kt 2		
27 P—B5	R—K4 (e)		Drawn. (i)

- (a) B—K3 is, we believe, preferable.
- (b) This novelty is the invention of Mr. Pollock and has a great deal in its favor, on general principles. It seems better anyhow than the usual continuation, 12...Q—Q2; 13 Q×Kt, 13 Q—B2; 14 Kt—Q5, threatening Kt×B, or else Q—QR3.
- (c) In a subsequent game between the same players Mr. Tschigorin played here P—Q5.
- (d) We much prefer R—K sq., followed soon by K—Kt sq.
- (e) An excellent move which, by attacking the KBP once more, compels White to shut his Queen out of play by the advance of the Kt P.
- (f) Black has played up to this remarkably well, but fails at the critical moment. There were two clear and simple ways of winning here, namely, in the first place, 30...R×B; 31 R×R, 31 B×Kt; 32 P×Kt, 32 P×P, and wins with ease. Secondly, 30...Kt—B5; 31 Q—R4, 31 B×Kt; 32 B×B, 32 P—Q5 (threatening Q—Q4 ch.); 33 R×Kt, 33 P×B, and wins.
- (g) The series of checks that follow could do no good by proper play of the opponent, whereas we believe that simply 38...P—Q6 would have won, for if 39 B×Kt, 39 Q×B; 40 Q×Kt P, 40 Q—K sq., etc.
- (h) 40 K—Q2 would have compelled Black to retreat again by Q—Q3, for if 40...Q—QB6 ch.; 41 K—K2, 41 P—Q6 ch.; 42 K—B sq., 42 Q—B4; 43 Q×Kt P, and wins. By the play in the text, however, he still leaves winning chances for Black.
- (i) A strange consummation such as sometimes, but rarely, occurs between masters. Mr. Pollock could hardly have bestowed much attention to this position, or else he would not have consented to a draw. After 46 K—Q4, best (if 46 K—B4, 46 Q—Q7 ch. wins the Bishop), 46...Q—K2 threatens Q—Q2 ch. White has, therefore, nothing better than 47 B×Kt, whereupon 47...Q×B; 48 Q—K6 ch. (if 48 Q×Kt P, 48 Q—Q sq. ch., followed by P—Q7, and wins), 48...Q—B2; 49 Q—B8 ch., 49 K—Kt 2, and should win.

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Game. No. 37.

Played in the second round, April 25th.

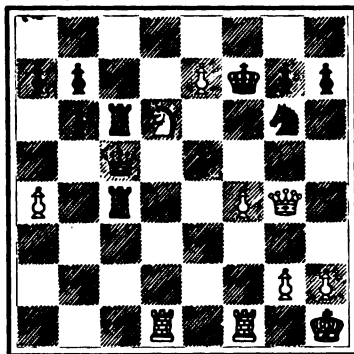
EVANS GAMBIT.

<i>White</i>	<i>Black</i>
M. Tschigorin.	W. H. K. Pollock.
1 P—K4	P—K4
2 KKt—B3	QKt—B3
3 B—B4	B—B4
4 P—QKt 4	B×P
5 P—B3	B—B4
6 O—O	P—Q3
7 P—Q4	P×P
8 P×P	B—Kt 3
9 Kt—B3	Kt—R4
10 QB—KKt 5	P—KB3
11 B—KB4	Kt×B
12 Q—R4 ch.	K—B2
13 Q×Kt ch.	B—K3
14 P—Q5 (a)	B—Q2
15 Kt—K2	Q—K sq. (b)
16 P—QR4	KKt—K2
17 B—K3	Kt—Kt 3 (c)
18 B×B	BP×B
19 Q—Kt 4	Q—K2
20 Kt—Kt 3	KR—QB sq.
21 Kt—Q4	R—B4
22 P—KB4	QR—QB sq.

Position after White's 33d move.

Kt×QP ch.

Black—W. H. K. Pollock.



White—M. Tschigorin.

23 Q—Q2 (d)	R—B5 (e)
24 Kt—K6	Kt—R5 (f)
25 Q—Q sq.	B×Kt
26 P×B ch.	K—Kt sq. (g)
27 Q—Kt 4 (h)	Kt—Kt 3
28 Kt—B5	Q—QB2 (i)

- (a) Compare notes to the previous game between the same players up to this point.
- (b) It was better to develop the K side by Kt—K2 and R—K sq. or B sq. The Queen should have been reserved for a better post.
- (c) Q—Q sq., in order to be enabled to retake with the RP in reply to B×B, seems better. Now his QP becomes isolated and weak and is the mark of the hostile attack for a long time.
- (d) We do not see the object of this preparation, and Kt—K6 at once appears stronger.
- (e) Black ought to have now retreated Kt—B sq. in order to prevent White's strong entrance of Kt—K6.
- (f) If 24... B×Kt; 25 P×B ch., and should the Queen retake, he loses a piece by P—B5.
- (g) Again he could not retake with the Queen on account of P—B5, followed by Q—R5 ch.
- (h) The K side attack is congenial to Mr. Tschigorin's style, and he pursues it here with consummate mastery.
- (i) Of course, if Q×P, he loses the Queen by Kt—R6 ch.

29 P—K7	K—B2 (<i>j</i>)	34 P × P disch.	R—B3
30 QR—Q sq.	Q—B4 ch.	35 P queens ch. (<i>n</i>)	
31 K—R sq.	R—B3		K × Q
32 P—K5 (<i>k</i>)	BP × P (<i>l</i>)	36 Q—Q7 ch.	K—B sq.
33 Kt × QP ch. (<i>m</i>)		37 P × R	Resigns.
	R × Kt		

(*j*) R—K sq., with the intention eventually of sacrificing the exchange for the advanced Pawn, would have given him a better chance of making a longer fight. But if R × P, White would have answered Kt × P.

(*k*) The initiation of a splendidly conceived attack.

(*l*) If 32... QP × P; 33 R—Q8, 33 Kt × KP (or 33... R—K3; 34 P—K8 queening ch., 34 R × Q; 35 Kt—Q6 ch., and wins); 34 Q × P ch., 34 K—K3; 35 Kt × Kt, threatening P—B5 ch., and wins.

(*m*) The crushing stroke. See diagram.

(*n*) Finishing with accuracy and elegance.

* * *

Game No. 38.

Played in the first round, April 5th.

EVANS GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	J. W. Showalter.	14 Kt—B5	Q—Q2
		15 Q—B3	Q—K3 (<i>b</i>)
		16 Kt—QR5	R—R2 (<i>c</i>)
1 P—K4	P—K4	17 P—B4	Kt—K2
2 KKt—B3	QKt—B3	18 P—Kt4	K—R sq.
3 B—B4	B—B4	19 P—QKt5 (<i>d</i>)	P × P
4 P—QKt4	B—Kt3	20 RP × P	P—QKt3
5 P—QR4	P—QR3 (<i>a</i>)	21 Kt—QKt3	KR—R sq.
6 P—B3	Kt—B3	22 R × R	R × R
7 P—Q3	P—Q3	23 Kt—B sq.	Kt(K2)—Kt sq.
8 O—O	O—O	24 K—R sq.	Kt—Q2
9 B—K3	B × B	25 P—Kt5 (<i>e</i>)	P—KB3 (<i>f</i>)
10 P × B	B—K3	26 P × P	Kt(Q2) × P
11 QKt—Q2	B × B	27 R—Kt sq.	P—Kt3
12 Kt × B	Kt—K2	28 Kt—R4	K—Kt2 (<i>g</i>)
13 Kt—R4	Kt—Kt3	29 Kt—K2	Kt—K2

(*a*) A better plan is 5... Q—PR4; 6 P—Kt5, 6 Kt—Q5; for if 7 Kt × P, 7 Q—Kt4, with an excellent attack.

(*b*) Necessary, as White threatened Kt × Kt P.

(*c*) His best defence, as he could not afford P—Kt3 and allow the opponent's Knight to occupy the hole at his QB3. Nor was QR—Kt sq. a good resource, for White, by subsequently advancing the wing Pawns on the Q side, would have forced the opening and command of the QR file for his own Rooks.

30 Kt—B3	Q—B2	39 Q—R3	K—R sq.
31 Kt—B5 ch.	K—R sq.	40 Q—K6	Kt—Kt sq.
32 Kt—R6	Q—Kt2	41 Kt—B6 (k)	Kt×Kt
33 R—KBsq.	Kt(K2)—Kt sq.	42 R×Kt	R—KB sq.
34 Kt—Q5 (h)	Kt(Kt sq.)×Kt	43 R×R ch.	Q×R
35 Kt×Kt (i)	R—R sq.	44 Q—Q7	Q—B6
36 Kt—Q5	K—Kt sq.	45 Q—Q8 ch.	K—Kt2
37 K—Kt2	R—R7 ch.	46 Q×P ch.	
38 K—Kt sq. (j)	R—R sq.		Drawn (l).

(d) Not a good move, as it brings the adverse inactive Rook into good play.

(e) This advance is useless and even dangerous.

(f) Black had now the superior game, and he might have waited with this advance until the adverse KKt removed and attacked the BP. In the meanwhile he could prepare an attack on the Q side by R—R6, threatening Kt—QB4.

(g) He was well enough defended on the K side, and on this and the next two moves he might have more effectively played R—R6.

(h) An excellent move that ought to have yielded him some advantage.

(i) This looks well enough, but in reality we believe he has no more winning chances after this, whereas 35 Q×Kt left him a good margin of prospects of success. Black had nothing better than 35... Q×Q (for if 35... Kt—Kt sq.; 36 Q—Q8, threatening Kt—B6, etc.; or if 35... R—R sq.; 36 Kt×BP), and then after 36 R×Q, 36 K—Kt2; 37 R—K6, White had much the superior game.

(j) If K—Kt3, Black obtains a winning attack by the reply Kt—B4 ch.

(k) There is now nothing left but to play for a draw.

(l) White cannot escape perpetual check after Black has moved K—R3.

* * *

Game No. 39.

Played in the first round, May 4th.

TWO KNIGHTS' DEFENCE.

White	Black		
J. W. Showalter.	M. Tschigorin.	6 B—Kt5 ch.	P—B3
		7 P×P	P×P
		8 B—K2	P—KR3 (a)
1 P—K4	P—K4	9 Kt—KB3	P—K5
2 KKt—B3	QKt—B3	10 Kt—K5	Q—B2 (b)
3 B—B4	Kt—B3	11 P—Q4	P×P en pass.
4 Kt—Kt5	P—Q4	12 Kt×QP	B—Q3
5 P×P	Kt—QR4	13 P—KB4 (c)	O—O

(a) In the "Modern Chess Instructor" 9 Kt—KR3 is recommended here as the safest plan to get rid of the counter-attack.

(b) This or B—Q3 first are now considered the strongest continuations for Black. Mr. Tschigorin favors the move in the text.

(c) This weakens the centre without any need. 13 Kt—Q2 is good enough to

14 O—O	B—KB4	28 B—R3	B—B2
15 Kt—B3	QR—Q sq.	29 Q—B2	R—Q4
16 Q—K sq.	KR—K sq.	30 R—Q3	R—KR4 (g)
17 Q—Kt3	Kt—B5	31 K—Kt sq. (h)	B—Kt6
18 P—Kt3 (d)	Kt—Q4	32 Q—Q2	R—K7 (i)
19 Kt×Kt	P×Kt	33 Q—Q sq.	B—B2 (j)
20 B—Kt4	B×Kt	34 QR—KB3	Q—K4
21 Q×B (e)	Kt—K6	35 R—B4	Q—K6 ch.
22 B×Kt	R×B	36 QR—B2	R×R
23 Q—Q2 (f)	B×P	37 R×R	B—Kt6
24 Q—B2	B×P ch.	38 Q—K2	B×R ch.
25 K—R sq.	P—Q5	39 Q×B	Q×Q ch.
26 QR—Q sq.	B—Kt6	40 K×Q	R—QB4
27 Q—Q2	Q—K2	41 Resigns.	

protect the RP indirectly, for Black being a Pawn minus on the Q wing cannot venture on the sacrifice of a piece for three Pawns by 13... B×P; 14 P—KKt3, 14 B×P; 15 P×B, 15 Q×P ch.; 16 Kt—B2, especially as White's QKt is now ready at once to break the attack by Kt—KB sq.

- (d) A weak move, of which Black takes advantage with a fine rejoinder. Much better was Kt—B2, followed by B—Q3.
- (e) He had to lose a Pawn anyhow, for if 21 P×B, 21 B—B4 ch.; 22 K—R sq., 22 Kt—K6; 23 B×Kt, 23 B×B; 24 R×B, followed by R×P, but the plan adopted loses two Pawns; besides that it disorganizes the K side completely.
- (f) Of course, if Q×B, Black answers B—B4.
- (g) Some beautiful variations are hidden in this simple-looking attacking move.
- (h) It would seem, for instance, that White is likely to break the attack by 31 R×R, 31 P×R; 32 Q—B3, but then would follow 32... P—K7; 33 Q—R8 ch. (best, if 33 R—K sq., 33 Q—K4; 34 Q—R8 ch., 34 B—Kt sq., and wins; or if 33 Q×R, 33 Q—K6 ch., and wins), 33... Q—B sq.; 34 Q×Q ch., 34 K×Q; 35 R—K sq., 35 R—Q4; 36 B—Kt4 or K—Kt sq., 36 B—Kt6, and wins; for if R×P, Black mates by R—Q8 ch.
- (i) Black conducts the attack with masterly skill.
- (j) After this, which has been beautifully prepared, the game is practically over. It is altogether a fine example of forcing on a K side attack in spite of all efforts of the opponent, who evidently tried to exchange pieces, as he had good hopes of obtaining a draw in the ending on account of the Bishops of opposite colors, although he was a Pawn behind.

* * *

Game No. 40.

Played in the first round, April 11th.

VIENNA OPENING.

White	Black		
J. Taubenhaus.	M. Tschigorin.	3 B—Kt5	Kt—B3
		4 Kt—B3	B—Kt5
		5 O—O	O—O
1 P—K4	P—K4	6 B×Kt (a)	QP×B
2 QKt—B3	QKt—B3	7 Kt×P	R—K sq.

8 P—Q4	B × Kt	21 P—B3	K—B2
9 P × B	Kt × P	22 K—B sq.	K—K3
10 R—K sq. (b)	B—B4	23 K—K2	K—Q4
11 P—Kt 4	B—Kt 3	24 K—Q3	P—Kt 4
12 Kt × B	BP × Kt (c)	25 B—K7	P—QR3
13 Q—Q3	Kt—B3 (d)	26 B—B8	P—KR3
14 B—Kt 5	Q—Q2	27 B—Kt 4	K—K3 (f)
15 P—KR3	R × R ch.	28 P—QB4	Kt—B3
16 R × R	R—K sq.	29 B—Q2	P—Kt 4
17 R × R ch.	Kt × R	30 B—K sq.	Kt—K sq.
18 Q—K4	Kt—Q3	31 B—Kt 3	Kt—Q3
19 Q—K2	Q—K sq.	32 P—B5	
20 Q × Q ch.	Kt × Q (e)		

Drawn.

- (a) The game is now transformed into a regular Double Ruy Lopez, and this continuation leads to a dreary equalization.
- (b) A little trap that, we believe, presents the only feature of interest in this game. If Black be tempted to answer 10... Kt × QBP; then 11 Q—KB3, 11 Kt—Q4; 12 Q × P ch., 12 K—R sq.; 13 Kt—Kt 6 ch. wins.
- (c) On principle we generally prefer taking with a Pawn toward the centre, and therefore RP × Kt was here undoubtedly better.
- (d) For now he might have kept the Knight strongly planted in the centre, at least for a time, by P—KB4 if he had previously retaken with the RP, as above suggested. It would then have been somewhat compromising for White to attempt driving away the Knight by P—KB3, as Black could have continued with Q—R5.
- (e) After the slaughter of the heavier pieces the game drags itself tediously into a draw.
- (f) Kt—Q3 does no good either, for White need not capture it since Black cannot well enter into the game by Kt—B5, on account of the rejoinder B—B8.

* * *

Game No. 41.

Played in the second round, May 14th.

RUY LOPEZ.

White	Black		
		4 P—Q4	P × P
		5 O—O	B—K2
M. Tschigorin.	J. Taubenhaus.	6 P—K5 (a)	Kt—K5
1 P—K4	P—K4	7 Kt × P	O—O
2 KKt—B3	QKt—B3	8 B—KB4 (b)	Kt × Kt (c)
3 B—Kt 5	Kt—B3	9 Q × Kt	P—Q4

- (a) 6 Kt × P, which, we believe, has not been suggested or adopted before, deserves a trial for the attack. Evidently Black cannot well answer 6... Kt × P, on account of the reply 7 Kt—B5, etc.
- (b) This is novel, but we doubt the experiment. 8 Kt—B5 leads to some complications, but by best play on both sides the game ought to be equalized.
- (c) The right move for Black, which, we think, ought to give him the pull, is 8...

10 P × P en pass.	Kt × P	25 R × QBP	R—Q7
11 Kt—B3 (<i>d</i>)	B—B4 (<i>e</i>)	26 P—B4	Kt—Q6
12 B—R4	B—B3 (<i>f</i>)	27 R—Q7	R—K7
13 Q—B5 (<i>g</i>)	P—QKt 3	28 B—B3	R—K6
14 Q—B6 (<i>h</i>)	B × Kt	29 R—QBP	B—R5
15 Q × B	Kt—K5	30 R—B3 (<i>l</i>)	B—Q2
16 Q—K5	Q—B3	31 R—Q sq.	B—B4
17 Q × Q	P × Q (<i>i</i>)	32 K—B sq. (<i>m</i>)	R × B ch.
18 KR—K sq. (<i>j</i>)	QR—B sq.	33 P × R	Kt × KtP
19 B—B6	Kt—B4	34 R—Q4	P—QR4
20 R—K7	B × P	35 P—QR3	Kt—R3
21 P—QKt 4	Kt—Q6	36 R—Q6	Kt—B4
22 B—KR6	Kt—K4 (<i>k</i>)	37 R × KtP	Kt—K3
23 B × R	K × B	38 R—Kt 5	B—R6 ch.
24 B—Kt 7	R—Q sq.	39 K—B2	Resigns.

P—B3, with the probable continuation : 9 B—B4 ch., 9 K—R sq.; 10 Kt × Kt, 10 KtP × Kt; 11 Q—Q4, 11 P × P; 12 B × P, 12 Kt—B3; 13 Kt—B3, 13 P—Q3; 14 QB—KKt 3, 14 P—Q4, with the better game.

(*d*) 11 B—Q8 or —R4 gave him a more legitimate chance to play for a win.

(*e*) For now Black could have produced a dead draw by 11... Kt × B; 12 Q × Q (if 12 Kt × Kt, 12 P—QB3; 13 Q × Q, 13 B × Q leads to the same position), 12... B × Q; 13 Kt × B, 13 P—QB3; 14 Kt—B7 (or 14 Kt—Q4, 14 B—B3, with the better game. Again, if 14 Kt—Q6, 14 B—B2; 15 Kt × B, 15 B × B; 16 Kt—K7 ch., 16 K—R sq.; 17 Kt—B5, best [or else the retreat of the Knight will be cut off by P—KKt 3]; 16... QR—Q sq., with a slight superiority), 14... B × Kt, and no more than a draw can be expected, on account of the Bishops being of opposite colors, with even Pawns.

(*f*) 12... Kt—K5; 13 Q × Q, 13 B × Q would have equalized his game, whereas now his position becomes inferior.

(*g*) Finely played. He threatens to isolate the QP at once, and should Black retreat B—K2, then Kt—Q5 would follow. Otherwise the attack might also be continued with QR—Q sq.

(*h*) White has now two Bishops against Knight and Bishop, and he has formed an ugly hole at QB6, which subsequently causes the opponent great embarrassment.

(*i*) In order to reserve Kt—B4 in case White should take the QBP, whereupon he would either recover his Pawn or else exchange Knight for Bishop and remain with Bishops of opposite colors.

(*j*) We should have preferred the preparation 18 B—B6, 18 QR—QB sq.; 19 P—QKt 4, for it was important to hold the Knight aloof from the occupation of QB4.

(*k*) Black seems to have labored under some false alarm, or else he must have overlooked that White's 27th move retains the great advantage of the exchange ahead. There was no danger in 22... KR—Q sq., and the game might have proceeded : 23 B—Kt 7, 23 R—Kt sq.; 24 R × QBP, 24 Kt × KtP; 25 P—QR3, 25 Kt—Q6; 26 B—QR6 (or 26 B—K4, 26 QR—QB sq., etc.), 26... Kt—B4; 27 R × P (if 27 KB—QB4, 27 R—Q2, etc.), 27... R—R sq., with at least an even game.

(*l*) It is a feature of Mr. Tschigorin's style that he handles the Rooks with a special skill that we do not think has ever been equalled. Noteworthy instances of this peculiarity in his play over the board will be found in his second game against Mackenzie, played in the London tournament of 1883, and in his third game of the contest against the editor, played at Havana.

His analysis of the two games of the match by telegraph and correspondence between St. Petersburg and London, as well as the actual conduct of those games in which Mr. Tschigorin was the leader of the Russian council, also comprise some beautiful manœuvres with the Rooks of the greatest depth and ingenuity.

- (*m*) White quietly threatens now B—K2, and Black has nothing left but the desperate sacrifice that follows, which, of course, cannot save the game.

* * *

Game No. 42.

Played in the first round, April 3d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	M. Weiss.	15 Q—K2	B—Kt5
1 P—K4	P—K4	16 Q—B sq.	B×Kt (<i>e</i>)
2 K—Kt—B3	Q—Kt—B3	17 B×Kt	B—R4
3 B—Kt5	Kt—B3	18 B—Q3	QR—K sq. (<i>f</i>)
4 P—Q4	P×P	19 B—KB4	P—B3 (<i>g</i>)
5 O—O	B—K2	20 P×P	R×R
6 P—K5	Kt—K5	21 Q×R	Q×Q ch.
7 R—K sq.	Kt—B4	22 R×Q	R×P
8 Kt×P	O—O (<i>a</i>)	23 B—Kt3	P—KR3
9 Q—Kt—B3 (<i>b</i>)	Kt×Kt	24 K—B sq.	K—B2
10 Q×Kt	P—QB3	25 P—KB3	R—K3
11 B—B sq.	P—Q4	26 R×R	K×R
12 Kt—Q sq. (<i>c</i>)	Kt—K5	27 K—K2	B—K sq.
13 B—Q3	Q—R4 (<i>d</i>)	28 B—Kt8	B—Q3
14 Q—K3	B—QB4	29 B×P	B×P
		30 B—QKt6	K—Q3
		31 P—QKt4	K—K3

- (*a*) We think that Black ought to exchange Knights first.
- (*b*) For now White might obtain the superior game by 9 Kt—B5, and if 9... P—Q4; 10 B×Kt, 10 P×B (or 10... B×Kt; 11 B×QP, 11 B×P; 12 B×P ch., etc.); 11 Kt×B ch., 11 Q×Kt; 12 B—K3, etc.
- (*c*) He allows the opponent the majority on the Q side, and also exposes himself to a strong attack against the K wing. P×P in passing is certainly better.
- (*d*) Trying to catch a Pawn on the assumption that White might answer 14 P—QB3, whereupon would follow 14... B—QB4; 15 P—QKt4, 15 B×Q, etc. But we believe he might have been well satisfied with dislodging the adverse Queen quite out of play at R4 by B—QB4 at once, followed by P—KB4, with an excellent game.
- (*e*) This exchange spoils an excellent attack. P—KB4 was still the right play. White had no better answer than P×P in passing, whereupon the Knight would retake, with much the superior game.
- (*f*) Much preferable was 18... P—B3; for if 19 P—K6, 19 QR—K sq., and White's isolated Pawn ought to fall in the end.
- (*g*) The opening of the KB file comes too late now and leads only to a series of exchanges which resolve the game into a dreary ending.

32 B—Q4	B—K4	53 K—Kt3 (i)	B—Q2
33 K—K3	B×B ch.	54 K×P	B—B3
34 K×B	P—QKt3	55 B—Kt5	B—B6
35 P—KB4	K—Q3	56 B—K8	B—K7
36 P—B3	P—B4 ch.	57 B—B7	B—Q6
37 K—K3	B—QR5	58 B—B4	B—B4
38 P—Kt3	B—Q8	59 B—Kt3	B—Q2
39 B—Kt5	B—Kt5	60 B—B4	B—B3
40 P—R3	B—B4	61 P—Q5 (j)	B—Q2
41 K—Q2	P—Kt4	62 B—Kt5	B—Kt5
42 P×P	P×P	63 B—B6	B—K7
43 K—K3	B—Kt3	64 K—B3	K—K4
44 B—K2	B—B4	65 K—Kt4	K—Q3
45 B—Q sq.	B—Kt3	66 B—Kt5	B—Kt5
46 B—Kt3	B—B4	67 B—B4	B—Q2
47 P—R4	P—Q5 ch. (h)	68 B—Kt3	B—K sq.
48 P×P	P×KtP	69 B—R2	B—Q2
49 K—Q2	B—Kt3	70 B—B4	B—K sq.
50 K—B sq.	B—B4	The game was given up as drawn on the 82d move.	
51 K—Kt2	B—K5		
52 B—B4	B—B3		

(h) This practically amounts to a sacrifice of a Pawn, for which there was hardly any necessity. 47... K—B3; 48 P—R5, 48 P×P; 49 P×P, 49 K—Kt4, was sufficient to draw, and Black evidently could not hope for more. In fact, his difficulties to secure that event are now very much increased.

(i) White has played remarkably well in order to gain the Pawn.

(j) The position is very peculiar. As a rule, the Pawn ahead would win with Bishops of even color, but here the White King cannot gain entrance on either side. Black's defensive play with the Bishop, in order to avoid an exchange and not allow the adverse King to cross, deserves the highest commendation. The rest requires no comment. White tries in vain to outwit his clever opponent, who, by cautious manœuvring, proves the futility of any attempt at winning on the part of his adversary.

* * *

Game No. 43.

Played in the second round, April 29th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	M. Tschigorin.	5 O—O	Kt×P
		6 P—Q4	P—QKt4
1 P—K4	P—K4	7 B—Kt3	P—Q4
2 KKt—B3	QKt—B3	8 P×KP	Kt—K2
3 B—Kt5	P—QR3	9 Kt—Kt5	Kt—QB4 (a)
4 B—R4	Kt—B3	10 Q—B3	B—K3
		11 Kt—B3	Kt×B

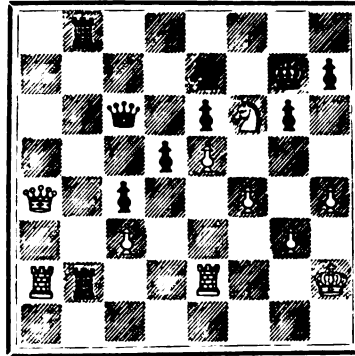
12 RP × Kt Kt—Kt3
 13 R—K sq. B—K2
 14 Q—R5 Q—Q2
 15 Kt × B P × Kt
 16 P—B4 O—O
 17 P—Kt3 P—B4
 18 Q—K2 Q—B3
 19 B—Q2 KR—Q sq. (b)
 20 Kt—Q sq. P—B5 (c)
 21 P × P KtP × P
 22 P—B3 (d) B—B4 ch.
 23 B—K3 Kt—K2
 24 Q—B2 B × B
 25 Kt × B R (Q sq.)—Kt sq.
 26 R—K2 R—Kt6
 27 R—KB sq. (e) Q—Kt3
 28 K—R sq. Q—Kt2
 29 Q—Kt2 R—KB sq.
 30 P—R4 (f) P—QR4
 31 R—R sq. Q—Kt3 (g)
 32 R—R2 Q—B4
 33 Q—B2 P—Kt3 (h)
 34 K—Kt2 (i) R (B sq.)—Kt sq.
 35 Kt—Kt4 Q—B3
 36 K—R2 P—R5
 37 Kt—B6 ch. K—Kt2

38 Q—R7 R (Kt6)—Kt2
 39 Q × P R × P (j)

Position after Black's 39th move.

R × P

Black—M. Tschigorin.



White—M. Weiss.

40 Q × Q R × R ch.
 41 R × R Kt × Q
 42 R—R2 P—Q5 (k)
 43 R—R6 R—QB sq.
 44 R—Kt6 Kt—Q sq. (l)

- (a) So far Black has adopted the best defence. But here we recommend, as in the "Modern Chess Instructor," Kt × Kt, followed by P—QB3.
- (b) We do not think this as good as B—Q sq., with the object of posting the Bishop at Kt3 eventually, but anyhow in order to play Kt—K2, whence the Knight might be manœuvred to KB4, or, if necessary, to the Q side, via QB sq.
- (c) P—Q5 first was more likely to yield an advantage.
- (d) Correctly played. He now stops the advance of the adverse QP for a long time, for Black cannot afford to isolate his QBP.
- (e) This Rook has afterward to return to his present post, and he might as well have remained there in order to watch against the advance of the adverse QRP.
- (f) We do not see much object in this. It was preferable to retain the Pawn unmoved, in order to play it one or two squares in the ending, where such an option is generally of great importance.
- (g) Q—Kt4 was better, as it gave him the option of pushing the QRP further.
- (h) He suffers much afterward from the hole which he now creates without any necessity that we can see, for he might at once have played R—Kt sq., and if 34 P—B5, which apparently he was afraid of, then 34... R—KB sq.; 35 P—KKt4, 35 P—Q5; 36 P × P, 36 Q × QP, with an excellent attack.
- (i) As will soon be seen, K—R2 was far better.
- (j) A very fine rejoinder. See diagram.
- (k) His subsequent play makes it evident that he did not intend to play for a draw, and, under the circumstances, this advance was rather risky.
- (l) The sacrifice of a Pawn was not justifiable in this position, for he could not expect to win by it while 44... P × P, threatening P—B7, and then to support

45 P × P	P—B6	71 K—B5	Kt—B7
46 R—Kt sq.	R—B5	72 Kt—B4	K—Q2
47 R—QB sq.	P—B7	73 Kt—Q2	Kt—K6
48 Kt—K8 ch. (m)	K—B sq.	74 Kt—K4	Kt—B4
49 Kt—Q6	R—B6	75 K—B4	K—K2
50 K—Kt 2	K—K2	76 K—Q3	Kt—R3
51 K—B2	K—Q2	77 K—K2	Kt—Kt 5
52 Kt—K4	R—B5	78 K—B3	Kt—R7 ch.
53 Kt—B6 ch.	K—K2	79 K—Kt 2	Kt—Kt 5
54 Kt—Kt 4 (n)	Kt—B3	80 Kt—B2	Kt—K6 ch.
55 Kt—K3	R × P	81 K—B3	Kt—B4
56 R × P	Kt—Kt 5	82 Kt—Q sq.	Kt—R3
57 R—B7 ch.	R—Q2	83 Kt—K3	Kt—B4
58 R × R ch.	K × R	84 Kt—Q sq.	Kt—R3
59 Kt—Kt 4 (o)	K—K2	85 Kt—B2	K—B2
60 Kt—B6	P—R4	86 K—Kt 2	Kt—Kt 5 (q)
61 K—B3	Kt—Q6	87 Kt × Kt	P × Kt
62 Kt—K4	Kt—K8 ch.	88 K—B2	K—K2
63 K—K2	Kt—B7	89 K—K3	K—Q2
64 K—Q3	Kt—Kt 5 ch.	90 K—Q4 (r)	K—B3
65 K—B4	Kt—Q4	91 K—B4	K—Kt 3
66 K—B5 (p)	Kt—K6	92 K—Q4	K—B3
67 K—B6	Kt—B4	93 K—K4	K—Q2
68 K—B7	Kt—K6	94 K—Q4	K—B3
69 Kt—Q6	Kt—Q4 ch.	95 K—B4	K—Kt 3
70 K—B6	Kt—Kt 5 ch.		Drawn.

this dangerous passed Pawn by Kt—Q5 or —Kt 5 left White no other option than to draw at once by 45 R—Kt 7 ch., 45 K—B sq.; 46 Kt × P ch., 46 K—Kt sq.; 47 Kt—B6 ch., etc.

- (m) White is playing with deep foresight. It seems at first glance that 48 P—Q5 would win, but on examination it will be found that it would compromise White's game; for after 48... P × P; 49 Kt × P, 49 Kt—K3; 50 Kt—K3, 50 R—B6, and if now 51... Kt × P; 52 Kt—Q5, winning the exchange.
- (n) Again, P—Q5 looks better than it is in reality, for after 54... Kt—Kt 2; 55 P—Q6 ch., 55 K—Q sq.; 56 Kt—Kt 4, 56 Kt—B4, threatening Kt—Q6 ch., would win for Black.
- (o) White here weakens his chance of winning by allowing the advance of P—KR4, supported by another Pawn. 57 P—Kt 4 was the right move here, for then, if Black's KRP advanced two squares, White could at least isolate it by exchanging.
- (p) The march upward on which White enters is of no use, and he has to retrace his steps.
- (q) A highly ingenious way of settling the draw, and one that required exact calculation in its support. The position is one of rare beauty in end play, for White is a Pawn ahead and his Pawns are all compact. He now also doubles one of his own Pawns, and all the Black Pawns are isolated. Yet, as will be seen, White cannot win.
- (r) If 90 P—R5, 90 P × P; 91 K—K4, 91 K—K2; 92 P—B5, 92 P × P ch.; 93 K × P, 93 P—R5; 94 K × P, 94 P × P, and draws.

* * *

Game No. 44.

Played in the second round, May 9th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	M. Weiss.		
1 P—K4	P—K3	24 K—B sq.	Kt—K3
2 P—Q4	P—Q4	25 P—KKt3	Kt—Kt4
3 P×P (<i>a</i>)	P×P	26 K—Kt2	Kt (Kt4)—K5
4 KKt—B3	KKt—B3	27 P—B3	Kt—Q3
5 B—Q3	B—Q3	28 Q—K5	Kt (B3)—K sq.
6 O—O	O—O	29 Kt—K3	Q—K2
7 QB—Kt5	QB—Kt5	30 K—B2	Kt—B3
8 QKt—Q2	QKt—Q2	31 P—KR4	Kt—Q2
9 P—B3	P—B3	32 Q—B4	Kt—B3
10 Q—B2	Q—B2	33 B—Q3	Kt (B3)—K sq.
11 P—KR3	B×Kt	34 Kt—Kt4	K—Kt sq. (<i>b</i>)
12 Kt×B	P—KR3	35 Kt—K5	Kt—B2
13 B—Q2	KR—K sq.	36 B—B2	Kt—K3
14 QR—K sq.	Kt—B sq.	37 Q—Kt4	Kt—KB sq.
15 Kt—R4	B—B5	38 Q—B4	P—KKt4
16 Kt—B5	R—K3	39 P×P	P×P
17 R×R	Kt×R	40 Q—B sq.	P—B3
18 R—K sq.	R—K sq.	41 Kt—Kt4	Q—Kt2
19 Q—B sq.	B×B	42 Q—KR sq.	K—B2
20 Q×B	Kt—B5	43 Q—K sq.	Kt—Q2
21 R×R ch.	Kt×R	44 Kt—K3	Q—R sq.
22 Q—K3	K—B sq.	45 K—Kt2	Q—K sq.
23 B—B2	Kt—B3	46 K—B2	Q—KR sq.
		47 Kt—Kt2	Q—R7 (<i>c</i>)
		48 P—Kt3	Kt—KB sq. (<i>d</i>)

(*a*) The sameness of the development on both sides and the tediousness of the greater part of this game ought to show sufficient objection against the old form of continuation which is here adopted. On this ground alone 3 QKt—B3 is preferable, but we believe the first player will obtain at least a little the superior game against any defence that Black can adopt in reply to the latter move.

(*b*) So far, the nature of the opening has resolved the play on both sides, as often happens in this debut, into a sort of game of patience, which presents to us no point of interest to comment upon, excepting that Black played the more passive part. Here it is noteworthy that White threatened 35 Kt×P, and, obviously, if 35... P×Kt, mate in three moves would have followed.

(*c*) Again, the marches and counter-marches of both parties since our last note left anyhow no impression, and had hardly much object. By the move in the text Black puts his Queen much out of play, but this would not have mattered much but for his next move, which allows the adversary to form a strong centre attack.

(*d*) It has been justly said that a counter-attack is generally the best defence, and this holds good in the present case. His right play was 48... P—KB4, and if 49 P—QB4, 49 P—Kt5; 50 P×KtP, 50 Kt—B3; 51 P×P, 51 Kt (B3)—K5 ch.;

49 P—QB4 (e)	P × P (f)	66 Kt—B4 ch.	K—Q2
50 P × P	Kt × P	67 K—K4	K—Kt4
51 B—Kt3	P—Kt4	68 K—B5	K—K2 (k)
52 Q—K4 (g)	Q—R6	69 P—Q6 ch.	K—B2
53 Q × P	Q—Q2	70 P—Kt4	Kt—Q5 ch. (l)
54 B × Kt ch.	P × B	71 K—K4	Kt—K3
55 Q × QBP ch.	Kt—K3 (h)	72 K—Q5	Kt—Q sq.
56 P—Q5	Kt—Q sq.	73 P—R6	K—K sq.
57 Kt—K3	Kt—Kt2	74 Kt—R5	K—Q2
58 Q—K4 (i)	Kt—Q3 (j)	75 Kt—Kt7	Kt—K3
59 Q—R7 ch.	K—K sq.	76 Kt—B5 ch.	Kt × Kt
60 Q × Q ch.	K × Q	77 Kt × Kt	K—Q sq.
61 K—K2	Kt—Kt4	78 K—B6	K—B sq.
62 K—Q3	K—Q3	79 P—Q7 ch.	K—Q sq.
63 P—R4	Kt—B2	80 K—Q6, and mates in four moves. (m)	
64 K—Q4	Kt—R3		
65 P—R5	Kt—B2		

52 B × Kt, 52 Kt × B ch.; 53 K—B3, 53 Q—R4 ch.; 54 K—K3, best (if 54 P—Kt4, 54 Q—R6 ch., and wins), 54... Q—Kt4 ch., and draws. The feeble move in the text shows that Black underrated the clever plan of the opponent.

(e) White has conducted this dreary game with remarkable patience and perseverance, always having an eye for the remotest chance of an attack, and his endurance is now rewarded with at least the gain of a Pawn.

(f) There was hardly anything better. White threatened to enter at QR5, and if 49... P—Kt3; 50 P × P, 50 P × P; 51 Q—Kt4, 51 K—K2; 52 Q—R4, 52 P—R4; 53 Q—B6, and wins a Pawn.

(g) On this excellent move White had evidently based his previously planned attack, whereby he temporarily gave up a Pawn. Clearly, Black has no escape from the loss of two Pawns in return.

(h) Best. If K—K2 or —Kt2, White plays Kt—K3 with still more effect.

(i) Much better than 58 Q—B6, 58 Q × Q; 59 P × Q, 59 Kt—Q3; 60 P—B7, 60 K—K3; 61 Kt—QB4, 61 Kt—B sq., etc.

(j) He could not avoid the exchange of Queens, for if he moved the King, he would either be subject to a check from the Knight or would have to allow White's Queen to enter at Kt6.

(k) If 68... Kt—Q5 ch.; 69 K × P, 69 Kt × P; 70 Kt—K5 ch., and wins.

(l) The game could hardly be saved, but 70... P—R3; 71 P—Q7, 71 K—K2; 72 P—Q8, queening, ch., 72 K × Q; 73 K × P, 73 Kt—Q5 would have prolonged the fight.

(m) For Black must advance the BP, which White will take and queen first, with checkmate.

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WEISS' GAMES.

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Game No. 45.

Played in the first round, March 29th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. G. Baird.	M. Weiss.	16 KR—K sq.	Kt×P
1 P—K4	P—K4	17 Kt×Kt	P×Kt
2 KKt—B3	QKt—B3	18 R×KP	B—Q3
3 B—QKt 5	P—QR3	19 B—KKt 5	Q—Q2
4 B—R4	Kt—B3	20 KR—K sq.	P—QB3
5 O—O	Kt×P	21 Q—Q4	B—KB4
6 P—Q4	P—QKt 4	22 B×B	Q×B
7 B—Kt 3	P—Q4	23 Q—KB6	R×R ch.
8 P×P	B—K3	24 R×R	Q×Q
9 QKt—Q2	Kt—QB4	25 B×Q	K—B2
10 P—QB3	B—K2	26 B—KKt 5	R—K sq.
11 B—QB2	O—O	27 R×R (c)	K×R
12 Kt—Kt 3	Kt×Kt	28 K—B sq.	B—K4
13 P×Kt	P—KB3 (a)	29 B—K3	P—QKt 5
14 Q—Q3 (b)	P—KKt 3	30 B—Q2	P×P
15 B—KR6	R—K sq.	31 P×P	K—Q2
		32 K—K2	P—B4
		33 K—Q3	B×RP (d)

- (a) A dangerous venture in this position. Much better and safer was Q—Q2.
- (b) For White could have proceeded now with 14 Kt—Q4, and if 14...Kt×Kt; 15 P×Kt, and White's four Pawns against two majority on the K side would have been stronger than Black's Q wing and could have easily formed a vehement attack against the exposed Black King. If, however, 14...Q—Q2, the game might have continued: 15 Q—R5, 15 P—Kt 3; 16 B×P, 16 P×B; 17 Q×P ch., 17 K—R sq.; 18 Q—R5 ch., 18 K—Kt sq.; 19 B—R6, 19 R—B2; 20 Kt×Kt, 20 Q×Kt; 21 QR—K sq., threatening R—K3, with a fine game. The move in the text only enables Black to fortify his defence.
- (c) This allows Black the usually telling majority of Pawns on the Q side, which, under the circumstances that the adverse King is much further away from the centre and Q wing than his own, is specially advantageous for the opponent in the ending. 27 R—QR sq., and if 27...R—K7; 28 K—B sq. was by far better.
- (d) The capture of this Pawn, which seems very hazardous, gives Black good

34 P—Kt3	P—KR4	48 K—K8	P—R7
35 K—K2 (<i>e</i>)	P—R5	49 B—Kt2	K×P
36 P×P	B—K4	50 K—Q7	K—K4
37 K—B3 (<i>f</i>)	B—KB3 (<i>g</i>)	51 K—B6	B—R6
38 K—Kt4 (<i>h</i>)	P—QB5	52 B—QR sq.	K—K5
39 P×P	P×P	53 K—Kt5	K—Q6
40 P—R5	P×P ch.	54 K—R4	B—B sq.
41 K×P	K—K3	55 K—Kt5	B—K2
42 K—Kt6	P—R4	56 K—B6	B—B3
43 P—B4	P—R5	57 K—Kt5	B×P
44 P—B5 ch.	K—K4	58 K—R4	B×B
45 B—B sq.	B—K2	59 K—R3	P—B6
46 K—B7	B—QB4	60 Resigns.	
47 P—B6	P—R6		

winning chances, with a sure draw at the worst. The latter contingency Black provided for with great ingenuity.

- (*e*) At this point White could have played for winning a piece, and a very interesting and exceptional position might have arisen, thus: 35 B—Kt5, 35 P—QR4; 36 K—K2, 36 P—B5; 37 P×P, 37 P×P; 38 K—B sq., 38 P—QR5; 39 B—B sq., best, 39 P—KR5; 40 K—Kt2, 40 P×P; 41 P×P, 41 B×P; 42 K×B, 42 K—K3; 43 K—B4, 43 K—Q4 (if 43... P—Kt4 ch.; 44 K—K4, 44 P—Kt5; 45 K—Q4, 45 P—Kt6; 46 K×P, 46 P—Kt7; 47 B—K3, and wins), and Black will either keep the adverse King engaged on the K side or else himself enter at Q6 and draw by giving up the QRP for the BP.
- (*f*) An error that costs the game. The right play was 37 K—Q3, and if 37... B—B3; 38 B—Kt5, 38 B×B; 39 P×B, 39 K—K3; 40 P—QB4, 40 P—Q5; 41 K—K4, and draws.
- (*g*) With sharp insight Black grasps the winning situation.
- (*h*) If now 38 B—Kt5, 38 B×B; 39 P×B, 39 K—K3; 40 K—Kt4, 40 P—B5, and wins; for if 41 P—Kt4, 41 P—Q5 gives him a passed Pawn, which White's King can no more catch.

* * *

Game No. 46.

Played in the second round, April 23d.

RUY LOFZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	D. G. Baird.	7 P—B3	KKt—B3
1 P—K4	P—K4	8 P—Q4	Kt×KP
2 KKt—B3	QKt—B3	9 P×P	O—O
3 B—QKt5	P—QR3	10 B—Q5	Kt—QB4
4 B—QR4	P—QKt4 (<i>a</i>)	11 B—K3	Kt—K3
5 B—Kt3	B—QKt2	12 QKt—Q2	Kt—QR4
6 O—O	B—K2 (<i>b</i>)	13 Kt—K4	P—QB4 (<i>c</i>)
		14 B×B	Kt×B
		15 Q—Q5	Q—B2

16 KR—Q sq.	KR—Q sq. (<i>d</i>)	32 R×R ch.	K—B2
17 B—KKt5	B×B	33 R—K2	R—KB3 (<i>j</i>)
18 Kt (B3)×B	P—KR3	34 R—KB2	P—B6
19 Kt—KB3 (<i>e</i>)	P—B5 (<i>f</i>)	35 R—Q sq.	P—QR4
20 P—KKt3	Kt (Kt2)—B4	36 R×R ch.	K×R
21 Kt—Q6	Q—B3	37 K—B2	P—Kt5
22 Q×Q	P×Q (<i>g</i>)	38 K—K2	P—R5
23 Kt—Q4	Kt×Kt	39 K—Q3	P—Kt6
24 K×Kt (<i>h</i>)	Kt—Q6	40 Q—KB sq. ch.	K—K3
25 P—KB4	Kt×QKtP	41 R—K sq. ch.	K—Q3
26 P—B5	Kt—R5	42 P—QR3	K—B4 (<i>k</i>)
27 P—K6	P×P	43 R—K4	P—Kt7 (<i>l</i>)
28 P×P	Kt×BP	44 K—B2	K—Kt4
29 R—K sq. (<i>i</i>)	Kt—Q4	45 R—K5	K—B5
30 P—K7	R×Kt	46 R—K4 ch.	K—Kt4
31 P queens ch.	R×Q	47 R—K5	K—B5

(*e*) A defence introduced by L. Paulsen, but we consider the early advance of the wing Pawns objectionable on principle.

(*b*) If 6... Kt—B3; 7 Kt—Kt5 would be a strong answer.

(*c*) Black is suffering much from the weakness of his QP, owing to the early removal of its natural protection, the QB. The move now made leaves two unpleasant holes in his Q centre. B×B, followed by Kt—B5, was a much better resource.

(*d*) In accordance with modern theories the KR is now often employed on the Q side instead of making attempts of an attack with that piece against the adverse King, as used to be the fashion among former masters. The systematic adoption of this feature of play occurred, we believe, first in the last match between the editor and Mr. Zukertort.

(*e*) White's attack has been very well conducted up to this point, where, as Mr. Teed afterward pointed out, he could have won a Pawn, with a fine attack, by 19 Kt×KBP, 19 K×Kt; 20 Q×Kt, for, obviously, if 20... Q×Q; 21 Kt—Q6 ch., recovering the Queen, with a Pawn ahead.

(*f*) Black is utilizing his opportunity of releasing himself in an excellent manner by this and the next two moves.

(*g*) Mr. Baird has thus far fairly outmanœuvred his great opponent. He got rid of his weak QP and has formed a strong majority of Pawns on the Q side.

(*h*) This error costs a valuable Pawn. The right play was P×Kt, whereupon Black's Knight could not well enter at R5 or Q6 on account of the rejoinder P—QKt3.

(*i*) Obviously necessary, as Black threatened Kt—K7 ch.

(*j*) Apparently to prevent the adverse King from crossing, and he only helps the opponent toward that object, as the latter gains time by opposing his Rook, which was much in his own way; whereas 33... P—B4; 34 R (Q4)—Q sq., 34 P—Kt5; 35 K—B2, 35 P—B6 would have made victory sure on the Q side in a few moves.

(*k*) In the way of his Pawn, that might have been well used for driving off the adverse King. 42... P—B4 was much superior, for if 43 R—K4, 43 P—B7; 44 K—Q2, 44 Kt—B6, followed by Kt—R7, and wins.

(*l*) The wrong Pawn. Again 43... P—B7 would have won easily, for if 44 R—K sq. (or 44 K—Q2, 44 Kt—B6, as above), 44... Kt—K6; 45 K—B3, 45 Kt—Q3 ch.; 46 K—Q2, 46 Kt—Kt7; 47 K—B3, 47 Kt—B5, followed by Kt×RP, and wins.

48 R—K4 ch.	K—B4 (m)	58 R—KB sq. (p)	K—Kt 7 (q)
49 P—KR4 (n)	P—KR4	59 R—B4	Kt—K6 (r)
50 R—K sq.	K—Q5	60 R×P	Kt—Q8
51 R—Q sq. ch.	K—K6	61 R—QB4	K—B6
52 R—K sq. ch.	K—B7	62 K—Kt sq.	K—K7
53 R—KR sq.	K×P	63 R—P (B6)	K—Q7
54 R—K sq.	K—B7 (o)	64 R—Q6 ch.	K—K7
55 R—KR sq.	K—Kt 6	65 R—QB6	K—Q6
56 K—Kt sq.	Kt—K6	66 R—Q6 ch. (s)	
57 K—R2	Kt—B5		Drawn.

(m) He sees at last that he may abandon the RP.

(n) For if 49 R×P, 49 Kt—K6 ch.; 50 K—Kt sq., 50 Kt—B5, followed by Kt—Q7, and wins. However it was not good play to advance that Pawn, as it facilitates Black's breaking in on the K side with his King, whereas the KRP could have been more easily defended.

(o) Black has excellently manœuvred to obtain a winning position again, but fails to seize it promptly. 54... K×P was safe enough, for if 55 R—K4 ch., 55 K—Kt 6; 56 R×P, 56 Kt—K6 ch.; 57 K—Kt sq., 57 Kt—B8, followed by Kt—Q7, and wins.

(p) White has most ingeniously constructed a fine position that would draw by perpetual check or stalemate in case Black played P—B7 at once or Kt—Q7.

(q) If 58... Kt—Q7 (or 58... P—B7; 59 R—B3 ch., 59 K×P; 60 R—B4 ch., 60 K—Kt 4; 61 R—B5 ch., and the King is hunted by perpetual check, or stalemate is effected); 59 R—Kt sq. ch., 59 K—B7; 60 R—Kt 2 ch., 60 K—K8; 61 R—Kt sq. ch., 61 K—K7; 62 R—K sq. ch., 62 K—Q6; 63 R—K3 ch., 63 K—B7; 64 R×P ch., and draws. But, nevertheless, Black could have won here by the following course: 58... P—KKt 4; 59 P×P, 59 P—B7; 60 P—Kt 6, 60 P—Kt 8, queening ch.; 61 R×Q, 61 P×R, queening ch.; 62 K×Q, 62 Kt—Q7 ch.; 63 K moves, 63 Kt—K5; 64 P—Kt 7, 64 Kt—B3, and wins.

(r) The Chess editor of the *Australasian*, of Melbourne, pointed out that Black could win here by Kt×P.

(s) The only proper course. If he tried P—QR4. Black would answer Kt—K6, followed by Kt—B5, winning.

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Game No. 47.

Played in the second round, May 25th.

SICILIAN OPENING.

White	Black		
D. G. Baird.	M. Weiss.	5 Kt—QB3	P—Q3 (a)
		6 B—K3	P—KKt 3
1 P—K4	P—QB4	7 B—K2 (b)	B—Kt 2
2 KKt—B3	QKt—B3	8 O—O	B—Q2
3 P—Q4	P×P	9 P—QR3 (c)	O—O
4 Kt×P	Kt—B3	10 Q—Q2	R—B sq.
		11 P—R3 (d)	Kt—K4

12 KR—K sq.	Kt—B5	24 Kt—B2	B—B3
13 B×Kt	R×B	25 B—B4	B×KP
14 QR—Q sq.	P—QR3	26 Q—K2	B×Kt (B6)
15 Q—Q3	R—B sq.	27 Q×B	Q×Q
16 B—Kt5 (e)	P—R3	28 P×Q	P—Q4
17 B—B sq.	P—QKt4 (f)	29 Kt—Q4	B×Kt (i)
18 Kt—Q5	Kt—K sq.	30 R×B	P—R5 (j)
19 P—QB3	P—K3	31 R—Kt4	R—B5
20 K—Kt4	Q—Kt3	32 R—OB sq.	Kt—Kt2
21 B—K3	Q—Kt2	33 B—K5 (k)	P—B3
22 Q—Q2 (g)	K—R2	34 B—Q6	R×R (l)
23 Kt—B3	P—QR4 (h)	35 BP×R	R—B2

- (a) This move, in conjunction with the next, has come into fashion of late, having been introduced in the Frankfort Tournament by Louis Paulsen. It is a line of play that cannot be easily demonstrated as disadvantageous for the second player, yet we think that the entrance which White obtains for his pieces at Q5 should give the first player the superior game, as Black must sooner or later play P—K3, and thus weaken his QP.
- (b) Instead of which we would recommend 7 Kt—Q5, which, we believe, was first proposed in the *Deutsche Schachzeitung*. White then threatens Kt—Kt5, and if 7... P—K3 (or 7... P—QR3; 8 Kt×QKt, 8 P×Kt; 9 B—Kt6, and wins); 8 Kt×Kt ch., 8 Q×Kt; 9 Kt—Kt5, 9 Q—Q sq.; 10 QB—KB4, 10 P—K4; 11 B—K3, with much the superior game.
- (c) We see no use for this.
- (d) Not as good as P—KB3.
- (e) Also useless, unless he intended to exchange the adverse Knight, followed by Kt—Q5.
- (f) We do not approve of this advance, which, as will be seen, subjects him to a strong attack on his Q side.
- (g) White has obtained the better game but practically abandons his advantage with this and the next move. Kt—Kt3, followed by B—Q4 or B—B4, was the proper play.
- (h) With this and the following move Black forces the gain of a Pawn, with an excellent game.
- (i) An ill-advised and premature exchange. After R—B5 instead (whereupon, of course, White could not capture the Kt P without losing the Bishop), followed by P—QKt5, Black had it all his own way.
- (j) This becomes now necessary, for White threatens P—QR4, which would soon win both Pawns on the Q side; and if 30... R—B5, then still 31 P—QR4, and then if 31... R×R; 32 P×R, followed accordingly by R—R sq. in reply to P×P, or by R—QB sq. in answer to P—Kt5, in each case with the superior game. Or, if 31... R×P; 32 R×R, followed by R—R sq.; or, if 31... P×P; 32 R×R, followed by R—K4.
- (k) White's last three moves are each very finely conceived, and are evidently in accordance with his general plan of attack, which he has managed very cleverly to wrest from his opponent, albeit the latter is a Pawn ahead and has a Knight against a Bishop, with a compact position of Pawns, whilst White's Pawns are broken up. With the excellent move in the text he deliberately provokes the advance of the hostile BP in order to gain time, as will be seen.
- (l) If R—Q sq., White answers, of course, B—K7, winning a Pawn, and this contingency was clearly aimed at by White's 33d move. We, however, would have preferred that line of play, followed by R—QKt sq., which would have secured the draw more easily than giving the opponent an open file for his Rook by the exchange in the text.

36 R—B8	Kt—B4	75 K—B5	K—Q2
37 B—B5	R—QKt2	76 K—Kt6 (s)	K—B sq.
38 R—B6	Kt—Kt2	77 K—B6	Kt—B4
39 B—B8 (m)	P—K4 (n)	78 B—Kt5	Kt—Q5 ch.
40 R×P	Kt—B4	79 K—Kt6 (t)	Kt×BP
41 B—Q6	R—Kt3 (o)	80 K—R7	Kt—Q5
42 B×P	R×R	81 P—Kt6	Kt—B3 ch.
43 B×R	K—Kt sq.	82 K—R8	Kt—R4
44 K—B sq.	K—B2	83 B—K7	Kt—Kt2
45 B—K5	K—K3	84 B—QKt4	Kt—Q sq.
46 P—B4	Kt—K2	85 B—Q6	Kt—Kt2
47 K—K2	Kt—B3	86 B—B7	Kt—R4
48 B—Kt7	P—R4	87 K—R7	Kt—Kt2
49 K—Q3	Kt—K2	88 K—R6	Kt—R4 ch.
50 B—R6	Kt—B4	89 K—Kt5	Kt—K3
51 B—Kt5	K—Q3	90 K—B6	Kt—Q5 ch.
52 B—B6	K—B3	91 K—Q6	Kt—B4 ch.
53 B—K5	Kt—R5	92 K—Q5	Kt—K2 ch.
54 K—K2	K—Q2	93 K—Q6	Kt—B4 ch.
55 B—B6	Kt—B4	94 K—B5	K—Kt2
56 K—Q3	K—K3	95 B—Q8	K—B sq.
57 B—Kt5	K—Q3	96 B—Kt5	K—Kt2
58 B—B6	K—Q2	97 B—Q8	K—B sq.
59 B—Kt5	K—K3	98 B—B6	K—Kt2
60 B—Q8	Kt—Q3	99 B—Kt5	Kt—Kt6
61 B—Kt5	Kt—QB5	100 B—Q8	Kt—B4
62 K—B3	K—B4	101 B—Kt5	Kt—Kt6
63 P—B3	K—K3	102 B—Q8	Kt—B4
64 P—R4	Kt—K6	103 B—B6	Kt—Kt6
65 K—Q3	Kt—B5	104 B—Q8	Kt—B4 (u)
66 K—B3	K—B4	105 B—Kt5	Kt—Kt2 (v)
67 B—R6	Kt—K6 (p)	106 K—Q5 (w)	K×P
68 K—Q4 (q)	Kt—B5	107 K—K5	K—B3
69 K×P	Kt×KtP	108 K—B6	Kt—B4
70 K—B5	Kt—B5	109 K×P	Kt—Kt6
71 K×P	Kt×P ch.	110 P—B5	K—Q2
72 K×P	Kt—B5	111 P—B6	K—K sq.
73 P—Kt5 (r)	K—K3	112 P—B7 ch.	K—B sq.
74 K—Kt4	Kt—Q3	113 B—R6 ch.	Resigns.

(m) All very well played by White.

(n) A more simple and sure draw could have been effected, we believe, by 39 K—Kt sq.; 40 B×Kt, 40 K×B; 41 R×P, 41 R—QB2; 42 R—Q6, 42 R—B7; 43 R×P, 43 R×KtP; 44 R×P, 44 R—Kt6, followed by R×RP.

(o) Best, apparently. If 41... P—K5; 42 P×P, 42 P×P; 43 B—B5, 43 R—Q2; 44 R—QKt6, etc. Or, if 41... Kt×B; 42 R×Kt, 42 P—Q5; 43 R—Q5, 43 K—Kt2; 44 R×KP, 44 R—Q2; 45 K—B sq., and should win.

(p) This is one of those positions which is generally lost by the party that first attempts to win. The manœuvring on both sides had made no impression, and Black could easily draw, either by alternating the move of the King or that of the Knight, provided that he either kept the QP defended or was ready

at once to capture the KtP in case the adverse King moved away. But he has allowed himself now incautiously to be trapped into a losing position.

- (q) Taking advantage of the adverse error with great precision.
 (r) But here White again gives his opponent a reprieve. K—Kt5 would have decided the victory completely, for wherever Black played the Knight, K—B6 would win easily.
 (s) Again P—Kt6, followed by K—Q5, with the view of crossing over to the K side, would win.
 (t) K—Q5 wins in a similar manner, no matter which Pawn Black takes.
 (u) The repetition seems to have been made under pressure of time limit.
 (v) This helps the adversary to see his way clear, for White obviously gains a move now in playing the King to the other side, as he will attack Pawn and Knight simultaneously. But White could have won without that previously, and at present if he had only hit on the idea of abandoning the KtP. For, supposing 105... Kt—Kt6; 106 K—Q5, 106 K×P; 107 K—K6, 107 K—B3; 108 K—B6, 108 K—Q3; 109 K×P, 109 K—K3; 110 B—Q8, 110 K—Q2; 111 B—R5, 111 K—K3; 112 B—K sq., and wins.
 (w) He sees it at last, and the rest is obvious.

* * *

Game No. 48.

Played in the first round, April 6th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	M. Weiss.	10 Q×Kt	O—O
1 P—K4	P—K4	11 B—KB4 (c)	P—QB3 (d)
2 Kt—B3	QKt—B3	12 P—QR5 (e)	P—KB3
3 B—QKt5	KKt—B3	13 Kt—QB3	P×KP
4 O—O	Kt×KP	14 B×KP	R—B2
5 P—Q4	B—K2	15 Kt—K4 (f)	P—Q4
6 R—K sq.	Kt—Q3	16 Kt—KKt3	Q—KB sq.
7 P×KP (a)	Kt×B	17 B—Q2	B—Q2
8 P—QR4	Kt (Kt4)—Q5 (b)	18 P—QB3	QR—K sq.
9 Kt×Kt	Kt×Kt	19 P—QKt4	P—QR3
		20 B—Q4	B—Q3
		21 R×R	Q×R

- (a) This sacrifice is the invention of the present leader of White, but it is dangerous if well met.
 (b) For the Pawn may be maintained by 8... Kt×KP; 9 R×Kt, 9 Kt—Q3; 10 Q—K2, 10 P—KB3, etc.
 (c) An excellent move that greatly hampers Black's game.
 (d) If P—KB3 at once, White would answer Q—B4 ch., followed by P×P and B×P, with a winning game. But the move in the text, nevertheless, was dangerous, as it left a weak spot at Q3. K—R sq. was a better preparation.
 (e) Loss of time. QKt—B3 was much stronger.
 (f) 15 B—Q6 was certainly better and gave him drawn chances, whereas now Black, with his two Bishops, the open KB file and the majority of Pawns on the Q side, obtains the superior game.

22 R—K sq.	R—K2	39 Kt—B3	P—QR4
23 R×R	Q×R	40 Kt—K5 ch.	K—K3
24 Q—K3	Q×Q (<i>g</i>)	41 B—B5 (<i>n</i>)	P—KKt 4
25 B×Q	P—KKt 3	42 Kt—KB3	P×P ch.
26 B—Q4	K—B2	43 K×P	B—B8
27 K—B sq.	P—KR4	44 Kt—Q4 ch.	K—Q2
28 P—R3 (<i>h</i>)	P—R5	45 K—B3	P—R5
29 Kt—K2	B—KB4	46 Kt—KB5	B—Q6
30 K—K sq.	B—K5 (<i>i</i>)	47 Kt—R6	B—K2
31 P—KB3	B—Q6	48 B—K3	P—R6
32 K—B2	B—QB5	49 B—QB sq.	B—KKt 4
33 B—KR8 (<i>j</i>)	P—B4 (<i>k</i>)	50 B×P	B×Kt
34 P×P	B×P ch.	51 K—Kt 4	B—K5
35 B—Q4	B—Q3	52 K×P	B×P
36 K—K3 (<i>l</i>)	B—B2	53 B—B5	K—B3
37 P—KB4 (<i>m</i>)	B×RP	54 B—Q4	K—Kt 4
38 Kt—Kt sq.	B—Q sq.	55 Resigns.	

- (*g*) Black has a slight advantage for the ending, and also apparently relies on his superior skill, which does not disappoint him in the end play.
- (*h*) Just what his astute opponent is aiming at. White ought to have avoided placing the Pawns on the K side on white squares, where they were liable to attacks from the adverse QB and rather difficult to defend. K—K sq., followed by Kt—B sq., was the correct play.
- (*i*) Skillfully compelling the advance of another adverse Pawn on a white square and still more weakening the Pawns on the K side.
- (*j*) An error of judgment. His only chance of playing for a draw consisted in moving the Bishop backward and forward on the Q side diagonal from Q4—R7.
- (*k*) A fine move that virtually decides the game by breaking the chain of Pawns on the Q side and isolating the QRP.
- (*l*) Making it more easy for the opponent, but even after his best defence, 36 B—Kt 6, 36 K—K2, Black had much the superiority, as White could not make much use of his Knight and King. If, for instance, 37 Kt—Q4, 37 B—Kt 6 ch.; 38 K—Kt sq., 38 B—KB5, threatening B—Q7, with a winning game.
- (*m*) If 37 B—Kt 6, 37 B×B, followed by P—QR4 or K—K3, wins equally for Black.
- (*n*) He could not hope to save the game by Kt×P, for Black would answer K—B4, followed by B—K2. The move adopted was the only one to stop the adverse passed RP, and of course only effects his object temporarily.

* * *

Game No. 49.

Played in the second round, May 6th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
M. Weiss.	J. W. Baird.		
1 P—K4	P—K4	20 Kt—K5	Kt—KB3
2 KKt—B3	KKt—B3	21 B—QB4	Kt—K5
3 Kt×P (a)	P—Q3	22 Kt×Kt	B×Kt
4 Kt—KB3	Kt×P	23 QR—K sq.	B—R2
5 P—Q4	P—Q4	24 P—KB4	B—Q3
6 B—Q3	B—K2	25 B—Q4	B—KB4
7 O—O	O—O	26 P—KKt 4	B—Q2 (f)
8 P—QB4	Kt—KB3 (b)	27 P—B5	P—KB3
9 Kt—QB3	P×P	28 Kt—Kt 6	R—K sq.
10 B×BP	B—KKt 5 (c)	29 Kt—B4	B×Kt
11 B—K3	Kt—QB3	30 Q×B	K—R2
12 P—QR3	P—QR3 (d)	31 B—B3 (g)	R×R
13 P—QKt 4	B—Q3	32 R×R	B—QB sq.
14 B—K2	P—KR3	33 Q—K4	Q—Q3
15 Q—Q2	Kt—KR2	34 K—Kt 2	Kt—Q2
16 Kt—K4	B—K2	35 Q—K8	P—QKt 4
17 P—KR3	B—KB4 (e)	36 R—K7 (h)	Kt—K4
18 Kt—Kt 3	B—Kt 3	37 B×Kt	P×QB
19 P—Q5	Kt—Kt sq.	38 Q—B7	Q×R
		39 Q×Q	P×B
		40 P—B6	Resigns.

(a) The old attack, which ought only to equalize the game, whereas, we believe, 3 P—Q4, recommended in the "Modern Chess Instructor," gives White a manifest superiority.

(b) A very good move if properly followed up.

(c) Instead of this pinning, which, as usual, is disadvantageous, Black should have played QKt—Q2, followed by Kt—Kt 3, so as to keep command of the isolated QP, which White could not well advance in the meanwhile, as Black would afterward continue the attack upon it by KB—QKt 5.

(d) Q—Q2 was much better.

(e) Here and afterward it would have been much better to withdraw the Bishop right back to B sq. at once, where he has ultimately to take refuge.

(f) Compare our previous note.

(g) White has obtained an overwhelming superiority of position, which would have warranted a sacrifice of the exchange at this point that was likely to lead to a more brilliant finish. 31 R—K6 was the right move, for if 31... B×R; 32 BP×B, and Black could never escape the effects of the double action of White's Queen and KB on the open diagonal, besides the bearing of Bishop and Rook against the KBP.

(h) This finishes the game virtually.

* * *

Game No. 50.

Played in the first round, April 4th.

SICILIAN OPENING.

<i>White</i>	<i>Black</i>		
M. Weiss.	H. E. Bird.		
1 P—K4	P—QB4	27 B×Kt(i)	B×B
2 QKt—B3	QKt—B3	28 Kt×P	B×Kt
3 P—KKt3 (a)	P—KKt3	29 P×B	P—B3 (j)
4 B—Kt2	B—Kt2	30 Q—K3	K—B2
5 P—Q3	P—Q3	31 Q—B4 (k)	Q—R4
6 KKt—K2	P—KR4	32 B—K3 (l)	Q×RP
7 P—KR3 (b)	B—Q2	33 R—Q2	Q—R4
8 B—K3 (c)	Kt—Q5	34 P—B5 (m)	R—Kt5
9 Q—Q2	R—Kt sq. (d)	35 R—Q4	R×KtP
10 Kt—Q sq.	Q—B sq. (e)	36 Q—Kt5 (n)	Q—K8 ch. (o)
11 P—QB3	Kt—QB3 (f)	37 R×Q	P×Q
12 P—Q4	P—Kt3	38 R(Q4)—Q sq.	K—K3 (p)
13 P—KB4	Kt—R4	39 R—QKt sq.	KR—QKt sq.
14 P—Kt3	Kt—R3	40 R×R	R×R
15 Kt—B2	Q—R3	41 P—R4	P—R4 (q)
16 O—O	B—Kt4	42 P—R5	P×P
17 P—B4	B—Q2	43 P×P	P—R5
18 QR—Q sq.	Q—B sq.	44 K—Kt4	P—R6
19 K—R2	Kt—B3	45 P—R6	B—K5
20 P×P (g)	KtP×P	46 P—B6	B×P
21 P—K5	P×P	47 P—R7	R—Kt sq.
22 B×P	Kt—B4	48 R—QR sq.	R—KR sq.
23 Kt—Q3	P—R5 (h)	49 R×P	R×P
24 P—Kt4	Kt—Kt6	50 B×P	R—R8
25 Kt×Kt	P×Kt ch.	51 R—R6	R—Kt8 ch.
26 K×P	Q—B2	52 K—B4	R—B8 ch.
		53 K—Kt4	

Drawn.

- (a) One of Louis Paulsen's innovations. It is a good way of leading the first player's game in this opening.
- (b) Good and necessary in order to be enabled to advance P—KKt4 should Black try to open his KR file by P—R5.
- (c) We prefer Kt—Q5 and then leaving himself the option as long as possible of retreating Kt—K3, which latter square is now blocked.
- (d) The meaning of this at such an early stage is not clear.
- (e) Q—B2 was a better development, though the text move threatened eventually B×RP, and whichever piece would take the Bishop, then Queen might retake, followed by Kt—B6 ch.
- (f) Black finds a hitch in his contemplated plan. If 11...B×P; 12 B×Kt, 12 B×B; 13 B×B, and wins.
- (g) Attack and defence have been well conducted by the two respective players.

But here we would have preferred P—Q5, followed soon by Kt—Q3, which would have made the subsequent attack by P—K5 much stronger.

- (h) The sacrifice of the Pawn to which this leads, though it opens the R file, is not warranted by the position.
- (i) Best, if 29 P × P, 29 Kt × P; 30 Q—B4 (or 30 Kt × Kt, 30 B × Kt ch., and wins), 30... P—Kt4, and wins.
- (j) 29... Q × P ch.; 30 Q—B4 would clearly effect no more than an exchange of Queens, for, obviously, if Q × B, White mates by Q × P; but, nevertheless, this was his best play under the circumstances, and gave him better prospects of drawing than the plan which he pursues.
- (k) After Black's last bold move the sacrificing tactics were quite appropriate, and we believe that 31 B × P, 31 K × B, best; 32 R × P, followed by Q—KKt5, were good enough to win.
- (l) Again a little more enterprise on the part of White would, we think, have secured him the victory, thus: 32 P—K6 ch., 32 K—Kt2, best; 33 B × KP, 33 Q—B6 ch.; 34 R—B3, 34 Q × R ch.; 35 Q × Q, 35 B × Q; 36 K × B, 36 R × P ch.; 37 K—K4, followed by R—Q7, and then he may capture the RP or advance the QBP, with a winning game.
- (m) A feeble move; and all the more so as he could have instituted a fine attack by R—Q6.
- (n) White had no other means of parrying the adverse attack. If 36 P × P, 36 P—K4, followed by R—K sq., and wins. Or if 36 R—Q6, 36 R × B ch.; 37 Q × R, 37 P × R; 38 R × P ch., 38 K—Kt2; 39 R × QP (or 39 KP × P, 39 R—K sq.; 40 R—K6 [if 40 Q—B2, 40 Q—B6 ch., and wins], 40... R × R; 41 Q × R, 41 Q—B6 ch., followed by Q—B3, and the passed RP will win), 39... Q—B2, etc.
- (o) An ingenious answer which secures a draw at least, with better prospects of winning for his own side on account of his strong RP.
- (p) Unnecessary delay. KR—QKt sq. was by far stronger.
- (q) By best play on both sides the game was drawn under any circumstances, but it would have given White more trouble to effect that result if Black had exchanged Pawns here, so as not to allow the opponent to form a passed Pawn.

* * *

Game No. 51.

Played in the second round, May 3d.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	M. Weiss.	5 B—Kt2	B—K2
		6 B—K2	P—B4
		7 O—O	O—O
1 P—KB4	P—Q4	8 Q—K sq.	Kt—B3
2 P—K3	KKt—B3	9 P—QR3	P—QKt4
3 KKt—B3	P—QR3 (a)	10 P—Q3 (b)	B—Kt2 (c)
4 P—QKt3	P—K3	11 QKt—Q2	R—B sq.

- (a) Such a wing Pawn move should be retained at least.
- (b) White's disposition of Pawns is quite contrary to modern maxims of play. His centre is thoroughly weak.
- (c) It was much better to leave this Bishop at home for a time, in order to keep

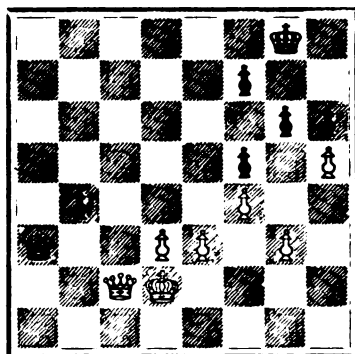
12 Q—Kt3 Kt—K sq.
 13 Q—R3 B—B3 (*d*)
 14 Kt—K5 Kt×Kt
 15 B×Kt Kt—Q3
 16 B—Kt4 P—B5
 17 Kt—B3 R—K sq.
 18 Kt—Q4 P×KtP (*e*)
 19 P×P P—Kt3
 20 QR—B sq. R×R (*f*)
 21 R×R Kt—B4
 22 B×Kt KP×B
 23 B×B Q×B
 24 P—QKt4 R—QB sq.
 25 R×R ch. B×R
 26 Q—B3 Q—K2
 27 K—B2 Q—R5 ch.
 28 Q—Kt3 Q—K2 (*g*)
 29 K—K2 P—QR4
 30 Q—K sq. (*h*) P×P
 31 P×P (*i*) B—Q2
 32 P—Kt3 Q—Q3
 33 Q—B3 Q—R3
 34 Q—Kt2 B—K3
 35 P—R4 P—R3
 36 K—Q2 Q—R5
 37 Kt—B2 P—Q5 (*j*)
 38 Kt×P B—Q2
 39 K—B3 (*k*) Q—Q8
 40 Q—KB2 Q—R8 ch.
 41 K—Q2 Q—R7 ch. (*l*)
 42 Kt—B2 B—K3
 43 K—B sq. B—Kt6
 44 Q—Q2 Q—R5
 45 Q—B3 B×Kt

46 Q×B Q×P
 47 K—Q sq. Q—R6
 48 K—Q2 P—Kt5
 49 P—R5 (*m*) P×P (*n*)

Position after White's 49th move.

P—R5

Black—M. Weiss.



White—H. E. Bird.

50 Q—B8 ch. K—Kt2
 51 Q×P Q—Kt7 ch.
 52 K—Q sq. Q—Kt8 ch.
 53 K—K2 Q—B7 ch.
 54 K—B3 P—Kt6
 55 Q—K5 ch. K—B sq.
 56 Q—Q6 ch. K—Kt sq.
 57 Q—Q8 ch. K—Kt2
 58 Q—Q4 ch. K—Kt sq.
 59 Q—Q8 ch. K—Kt2

Drawn.

the KP protected, for the likely contingency that the formation of a centre-attack commencing by P—KB3, after withdrawing Kt—K sq., would become feasible.

- (*d*) Black fails here to disorganize the adverse K centre and Q side, which he could have done apparently by 13... P—Q5; 14 P—K4, 14 P—KB4; 15 P—K5 (if 15 P×P, 15 P×P, and Black will soon obtain the stronger position on the open K file, owing to the bad placement of White's pieces), 15... Kt—QB2, followed by Kt—Q4, and White's two holes at K3 and QB3 will be sore points in the latter's game.
- (*e*) We can see nothing for Black to fear that was not on the board before, and the opening of the adverse game was quite premature, for it could be well reserved with advantage, as White could not well initiate the exchange of Pawns. 18... P—KKt3 at once was the right play; and if, for instance, 19 KtP×P, 19 QP×P; 20 P—K4, 20 B×B; 21 P×B, 21 Kt×P, etc.; for if 22 Kt×KP, 22 Q—Kt3 ch., and wins.
- (*f*) Allowing the opponent the open file for the Rook without good cause. 20... Kt—B4, with the probable continuation, 21 R×R, 21 B×R; 22 B×Kt, 22 KP×B; 23 Kt—B3, 23 K—Kt2; 24 Q—Kt3, 24 Q—QR4, was good enough.

- (g) Black rightly distrusts his position for the ending with Bishop against Knight, for with one Pawn isolated and another doubled he would have been at a disadvantage after exchanging Queens.
- (h) An excellent answer if properly pursued.
- (i) White ought to have retaken with the Queen, forcing the exchange. It was then an easy matter for him to get his King in at Q4, after withdrawing the Knight, which could then manœuvre to QB5. Being sure of breaking in finally by P—K4, he could so time his Knight and Pawn moves as to make it at least extremely difficult for the opponent to save the game, whereas he himself would not run the slightest risk.
- (j) The sacrifice of the Pawn is, we believe, in no way justifiable. We see no danger for Black in moving Bishop or King, and sometimes even the Queen, backward and forward, as White could gain nothing by Q—K5, for he could not well get his Knight into play without leaving himself open to perpetual check or the loss of a Pawn.
- (k) A very weak move just at the time when he had a winning game in hand by 39 P—R5 (an ingenious move adopted later on by Mr. Bird at a critical juncture), 39... P × P (if 39... P—KKt4; 40 P × P, 40 P × P; 41 Kt—B3, threatening P—R6, and wins); 40 Kt—K2 or P—K4, with a fine game.
- (l) Very fine and deep play, for, as will be seen, he has to keep on the R file in order to play subsequently Q—R4, which recovers the Pawn and gives him some winning chances. The closer check, which is usually better, would not have served that purpose, for after 41... Q—Kt7 ch.; 42 Kt—B2, 42 B—K3; 43 Q—K sq., followed by Q—QB sq., Black will have to struggle for a draw only.
- (m) An ingenious move that in actual play succeeds to save a hopeless game. See diagram.
- (n) But not in analysis, we think, for the following line of play seems to win: 49... P—Kt6; 50 Q—B8 ch., 50 K—Kt2; 51 Q—B3 ch. (or 51 P × P, 51 Q—R7 ch.; 52 K—Q sq., 52 P—Kt7; 53 Q—B3 ch., 53 K × P; 54 Q—QB6 ch., 54 K—R2, and wins), 51... K—R2; 52 P × P ch., 52 K × P; 53 Q—B6 ch., 53 K—R2; 54 Q—KB6, 54 Q—R7 ch.; 55 K—Q sq., 55 P—Kt7; 56 Q × P (B5) ch., 56 K—Kt sq. (the only move to win); 57 Q—Kt4 ch., 57 K—R sq.; 58 Q—B8 ch., 58 K—Kt2; 59 Q—Kt4 ch., 59 K—B3; 60 Q—R4 ch., 60 K—K3; 61 Q × P ch. or P—B5 ch., 61 K—Q2, and wins.

* * *

Game No. 52.

Played in the second round, May 16th.

SICILIAN DEFENCE.

<i>White</i>	<i>Black</i>	4 P—Q4	P × P
M. Weiss.	H. E. Bird.	5 Kt × P	B—Kt2
		6 B—K3	P—Q3
1 P—K4	P—QB4	7 B—K2	B—Q2
2 QKt—B3	QKt—B3	8 O—O	P—KR4 (a)
3 Kt—B3	P—KKt3	9 P—B4	P—R5

- (a) The rush of this Pawn here and on the next two moves only tends to weaken it for the end, and should have no attacking effect if coolly met.
- (b) White has thus far properly shown no fear of the hostile wing attack, but here

10 Q—Q2	P—R6	39 P × P ch.	K × P
11 P—KKt3	Kt—B3	40 R—Kt sq.	R × R
12 QR—Q sq. (b)	Kt—KKt5 (c)	41 Kt × R	B—B6
13 Kt × Kt	P × Kt	42 Kt—Q2	B—K5 ch.
14 B—Q4	B × B	43 K—B3 (j)	P—Q5 ch.
15 Q × B	Q—Kt3	44 K—B4	B—Q4 ch.
16 B × Kt	B × B	45 K—B5 (k)	P—Q6
17 R—Q2	R—R4	46 P—Kt5	P × P
18 P—Kt3	Q × Q ch. (d)	47 P × P	B—K3
19 R × Q	R—QB4	48 P—Kt6	B—B sq.
20 R—Q3	P—B4	49 K—B4	B—R3 ch.
21 R—B2	R—R4 (e)	50 K—B3	K—Q4
22 R—K3	R—Kt sq.	51 P—Kt7 (l)	B × P
23 R—Q2	K—B2	52 K × P	K—K4
24 P—R4 (f)	R—Kt5	53 K—K3	B—Q4
25 P × P (g)	P × P	54 Kt—Kt sq.	B—Kt2
26 K—B2	R—B4	55 Kt—B3	B—R3
27 Kt—R2	R—K5	56 Kt—Q sq.	B—B5
28 P—B4	P—Q4	57 Kt—B2	B—B8
29 P × P	P × P	58 Kt—Q sq.	B—R3
30 R—B3	R × R	59 Kt—B3	B—B5
31 Kt × R	R—Kt5	60 Kt—R4	B—R3
32 R—Kt2	P—K3 (h)	61 Kt—B5	B—B5
33 K—K sq.	P—R3	62 Kt—Q7 ch.	K—K3
34 K—Q2	K—K2	63 Kt—B8 ch	K—B2
35 K—Q3	K—Q3	64 Kt—R7	K—Kt3
36 Kt—R2	R—K5	65 K—B8 ch.	K—B2
37 Kt—B3	R—K8 (i)	66 K × Q7	K—K3
38 P—Kt4	P—K4		Drawn.

it was necessary to provide first a retreat for his important QB by K—Kt sq., and then his game would have been perfectly safe, with the advantage in the centre.

- (c) Well played. Black obtains the superior position after this.
- (d) All in excellent form. The strong centre gives him a great pull for the ending, and this exchange has been judiciously timed after bringing his KR into good play.
- (e) With the object of inducing the opponent to advance the RP or else of keeping the adverse Knight engaged for the defence, but probably R—Kt sq. at once would have saved time.
- (f) An injudicious advance which weakens his QKtP.
- (g) This exchange of Pawns ought to have been put off as long as possible in order not to strengthen the adverse centre.
- (h) 32... P—Q5; 33 Kt—Kt5 (or 33 Kt—Q5, 33 R—Kt sq.), 33 P—R4 was, we believe, superior.
- (i) Injudiciously playing for more than a draw, which he could easily accomplish by returning with the R—Kt5.
- (j) This is a very instructive position. If 43 Kt × B, 43 QP × Kt ch. (it should be noted that retaking with the other Pawn would lose, for White's King would retreat to K2 and afterward easily stop both passed Pawns by K—K3 or —Q3 accordingly, while Black's King could not prevent both the adverse Pawns from queening); 44 K—K3, 44 K—Q4; 45 P—Kt5, 45 P × P; 46 P × P, 46 K—B4;

47 P—KKt4 (or 47 K—B4, 47 K×P; 48 P—Kt4, 48 P×P; 49 K×KtP, 49 K—B5, and wins), 47...P×P; 48 K×P, 48 P—Kt6, and wins.

(k) Beautiful play and leading to a winning advantage, we believe.

(l) But with this White, we think, throws away a won game, which he might have obtained by 51 Kt—B4, with the following most probable as well as instructive continuation: 51...K—K5 (we see nothing better; if 51...K—B4; 52 Kt—K3 wins the KBP, and afterward, by manœuvring the Knight back to K3 and then to Q sq. and KB2, all Black's Pawns will soon fall, leaving White with two combined passed Pawns ahead, which wins easily); 52 Kt—Q6 ch., 52 K—B6; 53 Kt×P, 53 K—Kt7 (or 53...K—K7; 54 Kt—Q4 ch., followed by Kt—Kt3); 54 P—Kt4, 54 K×P; 55 P—Kt5, 55 K—Kt8, best; 56 P—Kt6, 56 P—R7; 57 P—Kt7, 57 P—R8 queening; 58 P—Kt8 queening ch., 58 K—B7, best; 59 Q—Kt3 ch., 59 K—B8 (or 59...K—K7; 60 Q—K3 ch., and either mates by Q—Q2 or wins the Queen by Kt—Kt3 ch.); 60 K—Q2, and wins.

* * *

Game No. 53.

Played in the first round, April 1st.

RUY LOPEZ.

White	Black		
J. H. Blackburne.	M. Weiss.	15 QR—Q sq.	Q—Kt3
		16 Kt—R4	Q—Kt5
		17 Q×Q (d)	B×Q
1 P—K4	P—K4	18 R—K4	B—KKt5 (e)
2 KKt—B3	QKt—B3	19 R×R ch.	R×R
3 B—Kt5	Kt—B3	20 P—KB3	B—KB4
4 P—Q4	P×P	21 P—B3	B—K2
5 O—O	B—K2	22 P—QKt3	P—QKt4
6 R—K sq. (a)	O—O	23 Kt—Kt2	B—B3
7 Kt×P (b)	Kt×Kt	24 B—Q2	R—Q sq.
8 Q×Kt	P—Q4	25 P—QKt4	P—KR4
9 P×P	Kt×P	26 B—K sq.	R×R ch.
10 KB—QB4 (c)	B—K3	27 Kt×R	B—B7
11 B×Kt	B×B	28 Kt—K3	B—Kt8
12 Kt—B3	B—K3	29 P—QR3	K—B sq.
13 Q—K4	P—QB3	30 K—B2	B—Q6
14 B—B4	R—K sq.	31 P—Kt3	K—K2

(a) A deviation from the usual course which, like most others in this opening, leads to no more than an even game.

(b) If 7 P—K5, 7 Kt—K sq.; 8 Kt×P, 8 Kt×Kt; 9 Q×Kt, 9 P—Q4, with a good game.

(c) Not a good plan. Developing a new piece by QKt—B3 was by far better.

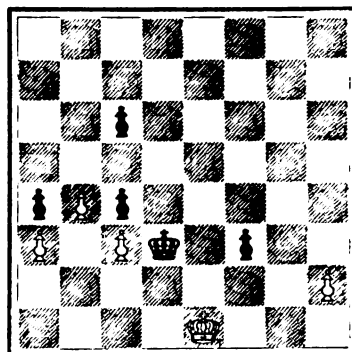
(d) The exchange of Queens leaves him with the inferior game on account of the adverse two Bishops and the weakness of his Q side Pawns. Much better was 17 R—Q4, 17 Q—Kt4; 18 B—K5, for if 18...B—Q4; 19 Kt—B3, 19 B×Q, 20 Kt×Q, etc.

32 P—KB4 (*f*) K—K3
 33 K—B3 B—Q sq.
 34 B—B2 P—R4
 35 Kt—Q sq. B—B7
 36 Kt—K3 B—Kt 6
 37 K—K4 P—B4 ch.
 38 K—Q3 (*g*) P—QR5
 39 Kt—Kt 2 B—B5 ch. (*h*)
 40 K—Q2 K—Q4
 41 B—Q4 P—Kt 3
 42 Kt—K3 ch. K—K5
 43 Kt×B P×Kt
 44 K—K2 P—Kt 4
 45 B—K3 P×P
 46 B×P B—B3
 47 B—Q2 P—R5 (*i*)
 48 P×P (*j*) B×RP
 49 B—K3 B—B3
 50 B—Q2 P—B5
 51 B—K sq. P—B6 ch.
 52 K—B2 B—R5 ch.
 53 K—B sq. B×B
 54 K×B K—Q6 (*k*)
 55 P—R4 K×P
 56 P—R5 K—Kt 6
 57 P—R6 P—B6
 58 P—R7 P—QB7
 59 K—Q2 P—B7
 60 P queens P—QB8 queens
 ch.

Position after Black's 54th move

K—Q6

Black—M. Weiss.



White—J. H. Blackburne.

61 K×Q P queens ch.
 62 K—Q2 Q—B7 ch.
 63 K—Q3 Q—QB7 ch.
 64 K—K3 Q—B6 ch.
 65 Q×Q ch. K×Q
 66 K—K4 K—Kt 6
 67 K—Q4 K×P
 68 K—B3 K—R7
 69 K—B2 P—R6
 70 K—B sq. K—Kt 6
 71 Resigns.

- (e) Herr Weiss is one of the greatest masters of simplifying positions, and he can well rely on his judgment in the ending, which he conducts with exemplary skill.
- (*f*) The ultimate cause of his disaster. He ought to have avoided as long as possible to move this Pawn, which protected his centre against the entrance of the adverse King.
- (*g*) Of course he could not capture the Pawn on account of B—B7 ch.
- (*h*) This move should be compared with the finish, where Black wins on account of the weakness of White's QRP. The intuitive judgment shown by Herr Weiss in the conduct of this ending would alone be sufficient to qualify him as a master.
- (*i*) The insight of Herr Weiss right into the end of this classical game is above praise. The manner in which he dissolves the adverse Pawns on the K side is only a little item of his deep calculation.
- (*j*) Nothing better. If 48 B—K sq., 48 P×P; 49 P×P, 49 B—K4, and wins, for wherever White's King moves, Black forces entrance for his King on the other side.
- (*k*) The rest speaks for itself, for every move of the opponent is forced. Very likely, Herr Weiss had foreseen the present position and played for it some moves ago, before exchanging Bishops, but, undoubtedly, he must have fore-calculated the very end of this game sixteen moves later, when he did effect the exchange and relied on the move in the text.

Game No. 54.

Played in the second round, April 26th.

CENTRE COUNTER GAMBIT.

<i>White</i>	<i>Black</i>		
M. Weiss.	J. H. Blackburne.	22 R × B	R × R
		23 P × R	R—B7
1 P—K4	P—Q4	24 R—Kt sq.	B—Q5 (i)
2 P × P	KKt—B3 (a)	25 B—Q2	R × P
3 P—Q4 (b)	Q × P	26 R × R	B × R
4 QKt—B3	Q—QR4	27 B—K3	P—R3
5 Kt—B3	P—B3	28 K—Q2	K—B sq.
6 Kt—K5	QKt—Q2	29 K—B2	B—K4
7 Kt—B4	Q—Q sq.	30 K—Kt 3	K—K sq.
8 B—K2	P—KKt 3	31 K—B4	K—Q2
9 P—Q5 (c)	P × P	32 K—B5	B—B2
10 Kt × P	Kt × Kt	33 P—B3	P—K3
11 Q × Kt	B—Kt 2	34 P—R4 (j)	P—Kt 3 ch.
12 P—KR4	O—O	35 K—B4	K—B3
13 P—R5	Kt—B3	36 B—B2	P—B3
14 Q × Q	R × Q	37 B—K3	B—Q3
15 P × P	RP × P	38 B—Q4	P—K4
16 B—Q3 (d)	B—K3 (e)	39 B—K3	P—Kt 4 ch.
17 B—Q2	QR—B sq.	40 P × P ch.	P × P ch.
18 Kt—K5	Kt—Q2 (f)	41 K—Kt 3	K—Q4
19 Kt × Kt	R × Kt	42 B—B2	P—B4
20 QB—QB sq.	B—B5 (g)	43 K—B3	P—Kt 4
21 R—R3 (h)	B × B	44 P—Kt 4	P × P
		45 P × P	B—QB4

- (a) Q × P at once is more generally adopted among practitioners of this rarely played opening.
- (b) We think that White may also get the advantage by 4 P—QB4, 4 P—B3; 5 P—Q4, 5 P × P; 6 P—B5, etc.
- (c) White had, we believe, the superior position, but by this advance and its consequent exchanges he loses all advantage and even yields the opponent an important attacking diagonal for his KB.
- (d) Not good. He ought to have shut out the adverse KB from bearing on his QKtP by advancing P—QB3.
- (e) An excellent square for the Bishop now, and it shows great judgment on Mr. Blackburne's part that he makes no attempt of advancing his KP.
- (f) A fine rejoinder which gives Black the best of the game by force.
- (g) One of those unassuming but yet forcible moves that show fine powers of judgment. Black now wins a Pawn, play as White may.
- (h) If 21 B × B, 21 R × B; 22 P—QB3, then, of course, 22... R × P, etc.
- (i) All this is played with consummate skill by Black.
- (j) We think he would have stood a better chance for a draw by not advancing this Pawn, for then it would have taken Black a much longer time to form a passed Pawn, and this was the chief danger for White.

46 B—K sq.	P—K5 (<i>k</i>)	53 K—Q3	B—B7
47 P×P ch.	K×P	54 B—R5	P—Kt6
48 B—Q2	B—K6	55 B—B7	P—Kt7
49 B—K sq.	K—B6	56 B—R2	B—Kt3 (<i>l</i>)
50 K—Kt4	K×P	57 K—Q2	K—Kt5
51 K×P	K—B6	58 Resigns.	
52 K—B4	P—Kt5		

(*k*) Black must have looked very far ahead before making this advance, for, as will be seen, the winning process after this is very difficult and required the greatest exactitude in its execution.

(*l*) The ending is a fine study, and is played with masterly skill by Mr. Blackburne.

* * *

Game No. 55.

Played in the first round, March 25th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	C. F. Burille.		
1 P—K4	P—K4	16 Q×RP	R—Kt2
2 KKt—B3	QKt—B3	17 Q—R5	Q—B3
3 B—Kt5	Kt—B3	18 Kt—R4 disch.	K—K2
4 O—O	Kt×P	19 Kt×Kt ch.	Q×Kt (<i>c</i>)
5 P—Q4	B—K2	20 Q×Q	P×Q
6 Q—K2	Kt—Q3	21 Kt—B3	R—R sq.
7 B×Kt	QP×B (<i>a</i>)	22 P—KKt3	KR—R2
8 P×P	Kt—B4	23 B—Kt5 ch.	K—B sq.
9 R—Q sq.	B—Q2	24 P—KR4	P—B5 (<i>d</i>)
10 P—K6 (<i>b</i>)	P×P	25 Kt—K4	B—KKt5
11 Kt—K5	B—Q3	26 R—Q2	B—B4 (<i>e</i>)
12 Q—R5 ch.	P—Kt3	27 Kt×B	P×Kt
13 Kt×KtP	Kt—Kt2	28 R×P	P×P
14 Q—R6	Kt—B4	29 P×P	R—Q2 (<i>f</i>)
15 Q—R3	R—KKt sq.	30 R—B6 ch.	R—B2
		31 R—B sq.	R×R
		32 B×R	R—R4
		33 B—Kt5	Resigns.

(*a*) Black drops into an ingenious trap, but an old one, which, if we recollect rightly, first occurred between Herren Lepke (White) and L. Paulsen (Black) in a game played at Leipzig about the year 1863.

(*b*) The Pawn here given up is well invested.

(*c*) P×Kt might have made a longer fight of it, but his position was inferior, besides his being a Pawn behind.

(*d*) Quite ruinous. It was most important for his defence to keep the adverse Knight aloof as long as possible.

- (e) Speculating on Bishops of opposite colors for helping to draw, but the position of his King is too much against him.
- (f) It was lost anyhow. If 29... B×P; 30 R—KB sq. ch., 30 K—Kt sq.; 31 R—Q8 ch., 31 K—Kt 2; 32 B—B6, and wins. Likewise if 29... B—Q2 (or 29... R—B2; 30 B—B6, and wins); 30 R—B sq. ch., 30 K—K sq.; 31 R—K sq. ch., 31 K—B sq.; 32 B—B6, and wins.

* * *

Game No. 56.

Played in the second round, April 18th.

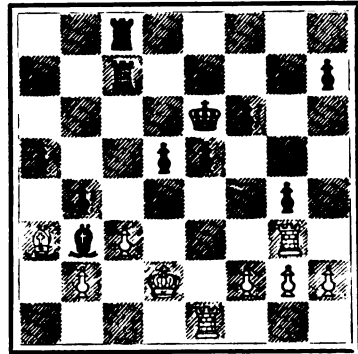
RUY LOPEZ.

<i>White</i>	<i>Black</i>		
C. F. Burille.	M. Weiss.	13 B—B5	Q×Q
1 P—K4	P—K4	14 B×Q	Kt—B3
2 KKt—B3	QKt—B3	15 Kt—R4	K—B2
3 B—Kt 5	Kt—B3	16 QR—Q sq.	P—QKt 3
4 O—O	Kt×P	17 Kt—B5	P—Kt 3
5 P—Q4	B—K2	18 Kt—K3	B—R3
6 P—Q5	Kt—Q3	19 KR—K sq.	QR—QB sq.
7 Kt—B3	Kt×B (a)	20 P—QB3	KR—Q sq.
8 Kt×Kt	Kt—Kt sq.	21 R—Q2	Kt—R4
9 P—Q6 (b)	B×P	22 B—Kt 4	Kt—B5 (d)
10 Kt×B ch.	P×Kt	23 Kt×Kt	B×Kt
11 Q×P	P—KB3	24 KR—Q sq. (e)	B—K3
12 B—K3 (c)	Q—K2	25 B—Q6	P—KKt 4 (f)
		26 P—QR3	R—B3
		27 P—QR4 (g)	B—Kt 6

- (a) The simpler plan, in order to break the attack, is 7... P—K5; and if 8 P×Kt, 8 QP×P; 9 B—K2 (or 9 B×P ch., 9 P×B; 10 Kt—K5, 10 B—Q2, and retains his Pawn, with a good game), 9... P×Kt, etc.
- (b) There is more, we believe, in this ingenious sacrifice than comes out in actual play in this game.
- (c) Here it is where White seems to fail in grasping the position. The right move was Kt—Q2, with the following likely continuation: 13... Q—K2; 13 Kt—K4, 13 Q×Q; 14 Kt×Q ch., 14 K—K2; 15 Kt—Kt 5, 15 Kt—B3; 16 P—QKt 3, with a strong attack.
- (d) The Pawn ahead warranted him to play for more than a draw, which was the likely result after this exchange, as the parties remained with Bishops of opposite colors. We would have preferred Kt—Kt 2, followed soon by P—Q3 and Kt—B4.
- (e) Loss of time that turns out serious in this position. 24 P—B4 instead was likely to lead to the following continuation: 24... P×P; 25 R—K7 ch., 25 K—Kt sq.; 26 QR×P, 26 R×R; 27 R×R, 27 R—K sq.; 28 B—K7, with a very probable draw.
- (f) With this fine move Black prevents P—KB4 and keeps the adverse Bishop in jeopardy, for the latter can be several times attacked where he stands, and is threatened with loss by P—QR4 if driven back to QKt 4.
- (g) He had nothing better, as B—Kt 6, followed by K—K3 and P—QR4, were threatened.

- 28 R—R sq. K—K3
 29 B—R3 P—QR4
 30 R—Q3 P—Q4
 31 R—QB sq. KR—QB sq. (h)
 32 R—KR3 R (B3)—B2
 33 K—B sq. B × P
 34 K—K sq. B—Kt 6
 35 K—Q2 P—Kt 4
 36 R—K sq. P—KKt 5 (i)
 37 R—Kt 3 (j) P—QKt 5 (k)
 38 Resigns. (l)

Position after Black's 37th move
 P—QKt 5
 Black—M. Weiss.



White—C. F. Burille.

- (h) Black has most skilfully squeezed the gain of a second Pawn out of this position, and he is in no hurry to take it, but groups his forces in fine strategic order for the attack which he is ready to direct at several points. We have hardly ever seen such a cleverly constructed position with Bishops of opposite colors after the exchange of Queens.
- (i) A beautiful master *coup* that cuts off the adverse King from his retreat on the K side, and thus forces the gain of a piece by his next advance.
- (j) A little better was R—R6, but only for a slight prolongation of the game that could not be saved.
- (k) Compare diagram.
- (l) For after 38 P × P, 38 R—B7 ch.; 39 K—Q3 (or 39 K—K3, 39 P—Q5 ch.; 40 K—Q3, 40 R × BP, threatening B—B7 ch. or B—B5 ch., and wins; or if 39 K—Q sq., 39 R—B8 ch.; 40 K—K2, 40 R[B sq.]—B7 ch.; 41 K—B sq., 41 B—B5 ch., and wins), 39... P—B4, and White has no resource. If, for instance, 40 P—B4, 40 P—K5 ch.; 41 K—K3, 41 P—Q5 ch.; 42 K × P, 42 R—Q sq. ch.; 43 K—K3, 43 R—Q6 mate.

* * *

Game No. 57.

Played in the first round, April 9th.

IRREGULAR OPENING.

White	Black		
A. Burn.	M. Weiss.	5 P—K3	P—B3 (b)
		6 B—Q2	B—Q3
		7 Q—Kt 3 (c)	Q—B2
1 KKt—B3	P—Q4	8 QR—B sq.	P × P
2 P—Q4	B—B4 (a)	9 B × P	QKt—Q2
3 P—B4	P—K3	10 B—K2	Q—Kt 3
4 QKt—B3	KKt—B3	11 Q × Q (d)	P × Q

12 P—QR3	P—K4	17 Kt—KB3	KR—Q sq.
13 O—O	O—O	18 B—Q3	
14 KR—Q sq.	P×P	The game was here abandoned as drawn.	
15 Kt×P	B—Kt3		
16 B—K sq.	B—QB4		

- (a) Not a good development for this Bishop, which may be wanted on the Q side.
- (b) As it is mostly Black's best plan to advance P—QB4 sooner or later in this opening, the move in the text must cause some loss of time.
- (c) R—QB sq. first seems stronger, for in some consequent situations it may be quite good play to advance P—B5, and the QKtP should be kept available for pushing immediately to Kt4 in support of the array of Pawns.
- (d) Both parties being favorites for high prizes, they seem to be anxious not to run the slightest risk and to secure a draw against each other. This is, no doubt, legitimate, but it nevertheless forms one of the drawbacks that renders tournament play an unsatisfactory test of strength.
- (e) As both sides evidently aim at a draw, it would have been waste of time to go on in such an equal position.

* * *

Game No. 58.

Played in the second round, May 8th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	A. Burn.		
1 P—K4	P—K4	11 R—K sq.	Kt—K3 (a)
2 KKt—B3	QKt—B3	12 B—K3	R—Kt sq.
3 B—Kt5	Kt—B3	13 QR—Kt sq. (b)	P—QR3
4 O—O	Kt×P	14 Kt—K4	Kt×Kt
5 P—Q4	B—K2	15 B×Kt	P—Q4
6 Q—K2	Kt—Q3	16 Kt—B5	B×Kt (c)
7 B×Kt	KtP×B	17 B×B	R—K sq.
8 P×P	Kt—Kt2	18 Q—Q3	Q—Kt4
9 Kt—B3	O—O	19 Q—QB3	B—B4
10 Kt—Q4	Kt—B4	20 R—K3	B—Kt3
		21 B—R7	R—R sq. (d)
		22 Q×P	B—K5 (e)
		23 P—KB3	B×QBP

- (a) The game has been normally developed on both sides, and is now quite equal.
- (b) Better than forming a hole by P—QKt3, and also superior to 13 Kt×Kt, 13 BP×Kt; 14 B×P, 14 R×P; 15 B—Q4, 15 R—Kt5, etc.
- (c) With this exchange the game drifts into a draw on account of the Bishops being of opposite colors, though some complications arise later on.
- (d) A difficult move to hit at, and, we believe, the only one to save the game.
- (e) Also finely played, and by far superior to B×P at once, for, by compelling the advance of White's KBP, White's Rook will be left unprotected if Bishops are exchanged, and thus Black will gain time.

24 QR—K sq. (f)	B—B4	27 Q × Q	B × Q (g)
25 B—B5	Q—Q sq.	28 P—QR3	P—QB3
26 R—Q sq.	Q—Q2	Drawn.	

(f) If 24 Q × B, 24 R × B; 25 QR—K sq., 25 Q—K2, followed soon by P—QB4, with the better game.

(g) The game is now easily drawn.

* * *

Game No. 59.

Played in the second round, May 17th.

VIENNA OPENING.

White

Black

A. Burn.

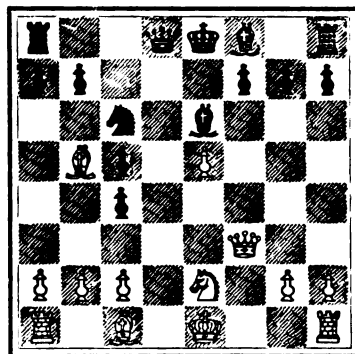
M. Weiss.

1 P—K4	P—K4
2 QKt—B3	KKt—B3
3 P—KB4	P—Q4
4 P × KP	Kt × P
5 Q—KB3 (a)	Kt × Kt
6 Q NP × Kt (b)	P—QB4 (c)
7 B—Kt 5 ch. (d)	Kt—QB3
8 P—QB4	B—K3
9 Kt—K2	P × P (e)
10 B × Kt ch.	P × B
11 Q × P ch.	B—Q2
12 Q—Q5	B—K3
13 Q—B6 ch. (f)	B—Q2
14 Q—Q5	B—K3

Drawn.

Position after Black's 9th move
P × P

Black—A. Burn.



White—M. Weiss.

(a) An ingenious move introduced by Mr. Lipschütz in this tournament.

(b) We prefer 6 KtP × P, with the following probable continuation: 6... B—K2 (or 6... P—QB4; 7 Q—Kt3, etc.); 7 P—Q4, 7 O—O; 8 B—Q3, 8 P—QB4; 9 P × P, 9 B × P; 10 Q—Kt3, 10 K—R sq.; 11 Kt—B3, with a strong attack.

(c) Not a good move. Black is bound here to provide by B—K2 against the adverse strong answer Q—Kt3.

(d) Which White would have done much better to adopt, for the line of play here initiated leads to a dry draw.

(e) Mr. Weiss generally secures a draw at the first opportunity, more especially against a strong opponent; but it should be stated that it required good position judgment at this point to arrive at his decision, as the position of the Black Pawns on the Q side look unfavorable for the ending. See diagram.

(f) White is wise in turn to be satisfied with a draw. Black's Pawns on the Q side, though one is isolated and two are doubled, can be well defended, and his two Bishops may be well brought into action toward the end, whereas the

isolated White KP will be troublesome to the other side, and his QBP may also in some contingencies become the object of the hostile attack that might compel its advance and leave a disagreeable hole at White's Q3.

* * *

Game No. 60.

Played in the first round, April 4th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
M. Weiss.	E. Delmar.		
1 P—K4	P—QB3	21 Kt—B5	Q—B sq.
2 P—Q4	P—Q4	22 B—Kt 2	P—KR4
3 P×P (a)	P×P	23 P—KR4	R—Q sq.
4 B—Q3	QKt—B3	24 Kt—K6	R—Q3
5 P—QB3	P—K3	25 B—R3	Q—B5
6 B—KB4	B—Q3	26 Kt×P	Kt×P (d)
7 B×B	Q×B	27 Q×Q	P×Q
8 Kt—B3	KKt—K2	28 R×Kt	Kt—B6 ch.
9 O—O	Kt—Kt 3	29 K—Kt 2	Kt—Kt4
10 R—K sq.	B—Q2	30 QR—K sq.	R—Q7
11 QKt—Q2	Kt—B5	31 QR—K2	R—Q6
12 B—B sq.	O—O—O (b)	32 Kt—K6	Kt×B
13 P—QKt 4	P—B3	33 K×Kt	P—R5
14 Kt—Kt 3	P—K4 (c)	34 R—K3	P×P disch.
15 P—Kt 5	Kt—K2	35 K×P	R—Q7
16 P×P	P×P	36 P—R4	R—Kt sq. ch.
17 Kt×P	QR—KB sq.	37 R—Kt 7	R—K sq.
18 Kt×B	Q×Kt	38 Kt—B5	R×R
19 P—Kt 3	Kt (B5)—Kt 3	39 P×R	R—QB7
20 Q—Q4	K—Kt sq.	40 R×P ch.	K—R sq.
		41 R—QB7	P—R3
		42 P—Kt 6	Resigns.

(a) We consider QKt—B3 better.

(b) He is more liable to a strong attack on this wing than on the other.

(c) An error that costs a Pawn.

(d) Another worse blunder, costing a clear piece, but the game was lost anyhow, as White was two Pawns ahead already, and if 26... Q×KtP; 27 R×Kt, 27 Kt×R; 28 Kt—B5, and wins a piece. The game ceases to be of much interest after this and requires no further comment.

* * *

Game No. 61.

Played in the second round, May 7th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
E. Delmar.	M. Weiss.		
1 P—KB4	P—Q4	33 P × B	Kt—R5
2 KKt—B3	KKt—B3	34 R—Kt 3	R—Kt 2
3 P—K3	P—B4	35 Q—Kt 5	Q—QB2
4 P—QKt 3	P—K3	36 R—B2	P—R4 (i)
5 B—Kt 2	B—K2	37 R—Q3	Kt—B6 ch.
6 B—Q3 (a)	P—QR3	38 K—B sq.	K—R2
7 P—QR4 (b)	Kt—B3	39 R—K3	R—Kt sq.
8 O—O	O—O	40 Q—Q3	R—QB sq.
9 Kt—K5	Kt—QKt 5 (c)	41 R—Kt 2	Kt—R5
10 B—K2	Kt—Q2 (d)	42 R—KB2	Kt—Kt 3
11 P—B3 (e)	Kt—QB3	43 P—R3 (j)	K—Kt 2
12 Kt—B3	P—QKt 3	44 P × P	RP × P
13 P—Q4	B—Kt 2	45 R—Kt 3	R—KR sq.
14 B—Q3	R—B sq.	46 Q—Q2	Q—K2
15 QKt—Q2	P—B4	47 K—K2	R—R8
16 Q—K2	P—QR4	48 K—Q3	Q—R5
17 Kt—K5	QKt × Kt	49 R (B2)—Kt 2	R—KB8 (k)
18 BP × Kt	R—KB2	50 K—B2	Kt × BP (l)
19 Kt—B3	Kt—B sq.	51 R—Kt sq.	R × R
20 QR—Q sq.	P—Kt 3 (f)	52 R × R	Kt—R6
21 P—Kt 3	R—Kt 2	53 R—Kt 2	R—B2
22 K—B2 (g)	P—KKt 4	54 B—B sq.	P—B5
23 R—KKt sq.	Q—K sq.	55 Q—K2	P—Kt 6
24 Kt—K sq.	Kt—Kt 3	56 Q—B3	R—KB2
25 Kt—Kt 2	P × P	57 B × P (m)	Kt × B
26 KP × P	P—Kt 5	58 R × P ch.	K—B sq.
27 K—K sq.	B—Kt 4	59 Q—Kt 4	Q—R7 ch.
28 B—Kt 5	Q—K2	60 K—Kt sq.	Kt—K7 (n)
29 R—Q3	B—QB3	61 R—Kt 2	Q—R8 ch.
30 B × B	R × B	62 K—R2 (o)	Kt × P ch.
31 R—B sq.	R—KB2	63 K—Kt 2	Q—Kt 8 ch. (p)
32 Kt—B4 (h)	B × Kt	64 K × Kt	R—QB2 ch.
		65 K—Q2	Q—Kt 7 ch.
		66 K—K3	R—B6 ch.
		67 Resigns. (q)	

(a) An early attempt at a K side attack that cannot be commended. The Bishop blocks the QP, and consequently also restricts the action of the QKt.

(b) Necessary in pursuance of his plan, as otherwise Black would advance P—QKt 4 and P—QB5. His Q side becomes now still more weakened, but he could not play P—QB4, as Black would answer P × P, followed by P—QKt 4, with a strong majority of Pawns on the Q side.

(c) An excellent answer.

- (d) Here we certainly would have preferred P—Q5. Whether or not White exchanged Pawns, his position became then still more inferior, and especially in the latter case Black could first exchange Pawns, and he had then the option of pursuing the attack either by exchanging Queens or by KKt—Q4.
- (e) Still more blocking his game on the Q side, but it was unavoidable now; and this is only a natural consequence of his weak disposition of forces on the 6th and 7th moves. The Knight had to be driven back, and he has no more the QRP at his disposal for the purpose.
- (f) P—KKt4 was quite safe and gained a clear move, or even two, for the KR, which he afterward plays to KKt2, was even stronger there for the purpose of pressing his attack, than at his present post.
- (g) Probably with some vague idea of getting his King into safety on the other side, and then to institute his own attack on the K wing. But we see neither use nor necessity for this plan.
- (h) Weak for more than one reason. The point at KB4 was likely to become his stronghold and the adversary's KBP could not advance for some time. His own Pawn which is now placed on that square becomes a source of trouble subsequently, and Black obtains a good working majority of Pawns on the K side. Q—Q sq., with the view of opposing B—B sq., was by far superior.
- (i) This closes the KR file for his Rook, and by right play of the opponent a draw was likely to result, whereas if he did not advance that Pawn, he had good prospects of breaking through by R—Kt3 and R—R3.
- (j) The plan pursued on this and the next move is a very injudicious one. The opening of the KR file is ruinous to his position.
- (k) Black's manœuvring against the weakest points on the adverse K side has been executed with remarkable foresight and consistency, and he has it now all his own way.
- (l) Good enough, no doubt, but still stronger and preparing a more speedy finish was Q—R8.
- (m) A desperate effort, but his only chance of prolonging the fight, in view of the threatened Kt—Kt4.
- (n) The termination that follows is a skilful piece of strategy.
- (o) Best, evidently. If K—Kt2, Black mates in two moves, and if 62 K—B2, 62 Q—B8 ch.; 63 K—Q3, 63 Kt—B5 ch., and wins the Queen.
- (p) Fine play that forces the mate absolutely.
- (q) 67... Q—B8 ch.; 68 R—Q2, 68 Q×R mates him neatly.

* * *

Game No. 62.

Played in the first round, March 27th.

DOUBLE RUY LOPEZ.

<i>White</i>	<i>Black</i>	3 Kt—B3	Kt—B3
G. H. D. Gossip.	M. Weiss.	4 B—Kt5	B—Kt5
1 P—K4	P—K4	5 O—O	B×Kt (a)
2 QKt—B3	QKt—B3	6 QP×B	P—Q3
		7 Q—K2	P—KR3 (b)

- (a) We do not approve, as usual, of this early exchange of a Bishop for a Knight.
- (b) Nor would we recommend this advance of a wing Pawn, which leaves a mark for the hostile attack in case Black has to O—O on that wing.

8 B×Kt ch. (c)	P×B	20 Q—B2	B—K3
9 P—KR3	O—O	21 Kt—Kt3	P—KB3
10 P—B4	P—B4	22 K—Kt2	K—B2
11 Kt—R2	Q—K2	23 Q—Q2	P—R4
12 P—KKt4 (d)	P—Kt4 (e)	24 P—R4	Q—Q2
13 P—KR4 (f)	Kt—R2	25 Q—B2	Q—K sq.
14 P—R5 (g)	B—K3	26 Q—Q2	K—Kt2
15 B—K3	KR—Q sq.	27 Q—B2	K—R2
16 P—KB3	Kt—KB sq.	28 Q—Q2	B—Q2
17 P—QKt3	B—Q2 (h)	29 B×Kt (i)	BP×B
18 KR—Q sq.	Kt—K3	30 Q—Q3	B—K3
19 Kt—B sq.	Kt—Q5	Given up as drawn. (j)	

- (c) We believe that White had a slight advantage, which is now given away again. Kt—K sq. or —Q2, with the view of supporting the KP by P—KB3 and with the option of forming an attack on either side, strongly assisted by the two Bishops, was a far more promising plan than this exchange.
- (d) This endangers his own K side without much prospect of success for his attack against the opponent.
- (e) A feeble answer. Kt—R2 was far better, and he could then remove his R—K sq., followed by Kt—B sq. and afterward Kt—Kt3, which would have commanded with good effect the weak spots formed in the adverse camp.
- (f) A very good answer that gives White the initiative.
- (g) But he immediately neutralizes his advantage quite unnecessarily. K—Kt2, followed by R—KR sq., was the right play.
- (h) He obtains no advantage from the plan which he pursues, whereas, we believe, he had the better prospects of making an impression by manœuvring his Knight via Q2 to QKt3 and then to prepare breaking through at Q4 by P—QB3.
- (i) The position was quite equal for some time, but this exchange gives Black the stronger centre.
- (j) A creditable performance for White, but we think that Black would have been justified in going on with an attempt to win. QR—QKt sq., for the purpose of stopping the advance of P—QB3, might have been a good preparation. He could afterward remove K—Kt2, and we believe he had good prospects of forming an attack in the Q centre by P—QB3 and P—Q4, his strong point being that all the White Pawns were fixed on White squares, while he had retained a Bishop of the same color.

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Game No. 63.

Played in the second round, April 20th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	G. H. D. Gossip.	3 B—Kt5	P—QB3
		4 B—R4	Kt—B3
		5 O—O	Kt×P
1 P—K4	P—K4	6 P—Q4	P—QKt4
2 KKt—B3	QKt—B3	7 B—Kt3	P—Q4

8 P×P	B—K3	19 QR—K sq. (f)	Q—Kt 5 (g)
9 P—B3	KB—QB4 (a)	20 Q—Q3	P—QB4 (h)
10 QKt—Q2	O—O	21 P×P	B×P ch.
11 B—B2	B—KB4 (b)	22 K—R sq.	B—R2 (i)
12 Kt—Kt 3 (c)	B—Kt 3	23 Q×P	QR—Q sq. (j)
13 KKt—Q4	Kt×Kt (d)	24 Q—Kt 7	R—QR sq.
14 P×Kt	B—KKt 3	25 R—K4 (k)	KR—Kt sq. (l)
15 P—B3	Kt—Kt 4	26 Q×R ch.	R×Q
16 B×Kt (e)	Q×B	27 R×Q	
17 P—B4	B×B	And after a few more moves Black resigned.	
18 Q×B	Q—K2		

- (a) This Bishop is better placed at K2 in this form of opening.
- (b) Much better was Kt×Kt, followed by Kt—K2 and KB—QKt 3, after which he could well assert his majority of Pawns on the Q side.
- (c) A powerful move that with the following one creates a weakness on the adverse Q side.
- (d) He had hardly anything better. If 12 B—Q2, 12 P—B3; 13 Kt—Kt 4, 13 K—R sq. followed by Q—K2 and P—KB4, with a vehement attack.
- (e) We do not approve of this exchange, and would have preferred B×B, followed by P—QR4, and White had then the double option of breaking in on the QR file as well as of pursuing the attack on the QB file after playing B—K3.
- (f) An ill-considered move that greatly imperilled his game. Q—B3, followed by QR—QB sq. in order to keep command of the QB file by Kt—B5, if necessary, was the correct play.
- (g) An excellent move which greatly amends his position, and in fact gave him a little the better game if properly followed up.
- (h) But Black spoils his advantage immediately with a bad blunder which loses a Pawn, whereas 19... P—QR4, threatening P—QR5, would have maintained at least an even game, for if 20 P—QR3, 20 Q—B5; 21 KR—Q sq., 21 P—R5; 22 Kt—B sq., 22 QR—Q sq., etc.
- (i) A retreat of the Bishop was necessary, as the loss of a piece was threatened by P—QR3, but B—Kt 3 was much better.
- (j) The final fatal error, which loses a clear piece. KR—Q sq., if anything, might have prolonged the struggle.
- (k) Vigorously winding up with a neat catch of a piece at least.
- (l) White facilitates the matter for the opponent still more. He need only have lost the Bishop by 25... QR—Kt sq.; 26 Q×R, 26 Q×R; 27 Q×B, but, of course, his game was lost.

* * *

Game No. 64.

Played in the first round, April 2d.

QUEEN'S FIANCHETTO.

<i>White</i>	<i>Black</i>		
M. Weiss.	I. Gunsberg.	31 P—KR4 (j)	P—QR4
1 P—K4	P—QKt 3	32 P—R3	B—B sq.
2 P—Q4	B—Kt 2	33 Q—Q3	B—Q3
3 B—Q3	P—Kt 3	34 R×R	R×R
4 P—KB4 (a)	B—Kt 2	35 R×R	Q×R
5 KKt—B3	P—K3	36 K—R2	Kt—B3
6 P—B3	P—KB4 (b)	37 B—K sq.	Kt—Kt 5 ch.
7 P—K5 (c)	Kt—K2	38 K—R3	K—R2
8 O—O	O—O	39 Q—K2	K—Kt 2
9 Kt—R3	QKt—B3	40 K—Kt 2	K—B2
10 Kt—B4	Kt—Q4	41 Q—Q3	Q—Q4
11 P—KKt 3 (d)	Q—K sq.	42 K—B sq.	P—K4 (k)
12 Kt—K3	Kt×Kt	43 BP×P	B×P (l)
13 B×Kt	Kt—K2	44 K—K2	B—B3
14 Q—Kt 3 (e)	K—R sq.	45 P—Kt 3	K—K2
15 QR—Q sq.	P—KR3	46 K—Q sq.	K—Q3
16 B—K2 (f)	R—KKt sq.	47 K—B2	Q—K5
17 P—B4	Q—B2	48 B—Q2	Kt—B7 (m)
18 R—B2	B—KB sq. (g)	49 Q×Q	P×Q
19 B—KB sq.	B—Kt 2	50 Kt—K5	P—R4 (n)
20 B—Kt 2	P—Q3	51 Kt×P	Kt—Q6
21 P×P (h)	P×P	52 B—K3	K—Q4
22 R—K2	B—K5	53 K—B3	P—Kt 4
23 Kt—Q2	B×B	54 P—QKt 4	P×P ch.
24 K×B	P—Q4	55 P×P	K—K3
25 Kt—B3 (i)	P×P	56 Kt—B8 ch.	K—B4
26 Q×P	QR—QB sq.	57 Kt—Q7	B—K2
27 Q—Kt 3	Kt—Q4	58 Kt—B5	B—Q3 (o)
28 B—B2	R—B3	59 Kt×Kt	P×Kt
29 R—B2	Q—QKt 2	60 K×P	B×KKtP
30 R(Q sq.)—QB sq.	R (Kt sq.)— QB sq.	61 B—Kt 5	B—Q3
		62 B—Q2	B—K2
		63 B—K sq.	

Given up as drawn. (p)

- (a) It is often important in this form of opening to support the K centre by P—KB3, and the BP ought, therefore, to be retained.
 (b) Premature. Kt—K2 first would make this advance much safer.
 (c) It would have been also good play to exchange the Pawns and keep open the square at K5 for the entrance of the KKt. White had then better prospects of blocking the adverse QB by P—QB4 and P—Q5 after duly protecting the Q centre Pawn by B—K3.

- (d) We would have rather retreated the Kt—K sq. with the same object of protecting the BP for the purpose of playing afterward Kt—K3. The move adopted opens a dangerous diagonal for the adverse QB, though this piece is covered for the present.
- (e) We prefer Q—K2 or Q—B2.
- (f) R—B2, with the view of retreating B—KB sq., would have saved time.
- (g) Useless. He has to abandon his plan immediately.
- (h) This exchange of Pawns is injudicious, and at any rate could have been well postponed after the preliminary 21 R—K2 or KR—Q2, to which Black could not answer 21... P×P, on account of 22 Kt×P, 22 B×Kt; 23 B×B, 23 QR—Kt sq.; 24 BP×B, 24 R×B; 25 B×RP, and should win.
- (i) Much better was P—B5, which established the majority of Pawns on the Q side.
- (j) Not as good as P—KR3. The hole at KKt4 becomes troublesome later on. Obviously, he had to provide safe quarters for his King, as he was liable to a discovered check if he removed his Knight, since Black could easily open the diagonal for his Queen by exchanging Rooks.
- (k) Well played. He gets rid of the weak KP and clears entrance for his King in the adverse centre, should he succeed in exchanging Queens.
- (l) We think that Kt×P, which forced the exchange of Knights, was still more favorable to his winning prospects. White was afterward bound to protect the QP by B—B2, and Black thus gained time for P—QR5, which still more weakened White's Q side.
- (m) The greater part of this game has been played by Black carefully and with very good judgment. He had now much the better position for the ending if he had only played 48... K—Q4 first, and then after 49 B—B3, 49 B—K2; 50 P—QR4, 50 B—Q3, White's KKtP could no more be protected; for if 51 B—K sq., 51 Kt—K6 ch.; 52 K—Q2, 52 B—Kt 5 ch.; 53 K—K2, 53 Kt—B7 disch.; 54 Q×Q ch., 54 P×Q; 55 B×B, 55 P×Kt ch., and wins.
- (n) His best course now. If 50... B×Kt; 51 P×B ch., 51 K×P; 52 B—K3, and wins both Pawns on the Q wing.
- (o) Finely played and securing a draw, albeit he remains a Pawn behind.
- (p) A remarkable position. White cannot win with his extra Pawn, as the entrance of his King into the adverse game is blocked in all directions, and if he advance the QP, the adverse King will easily catch that Pawn.

* * *

Game No. 65.

Played in the second round, April 27th.

PETROFF'S DEFENCE.

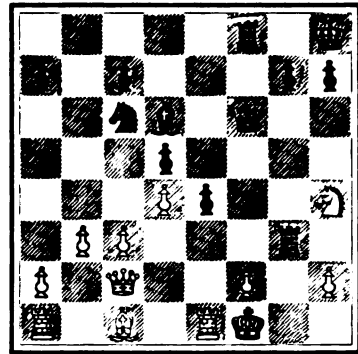
<i>White</i>	<i>Black</i>		
I. Gunsberg.	M. Weiss.	3 Kt×P	P—Q3
		4 Kt—KB3	Kt×P
		5 P—Q4	P—Q4
1 P—K4	P—K4	6 B—Q3	QKt—B3
2 KKt—B3	KKt—B3	7 O—O	B—K2

8 R—K sq. (a) B—Kt5
 9 P—B3 P—B4
 10 QKt—Q2 (b) O—O
 11 Q—Kt3 K—R sq. (c)
 12 Q×KtP R—B3
 13 Q—Kt3 R—Kt sq.
 14 Q—B2 R—KKt3
 15 P—QKt3 (d) B—Q3
 16 B—K2 B—KR6
 17 B—B sq. Q—B3
 18 P—Kt3 (e) B×B
 19 K×B R—KB sq.
 20 Kt×Kt (f) BP×Kt
 21 Kt—R4 R×P (g)
 22 P×R B×P
 23 K—Kt2 (h) B×Kt
 24 B—K3 Q—B6 ch.
 25 K—R2 (i) B—K2
 26 K—Kt sq. R—B3
 27 K—B sq. Q—Kt5 (j)
 28 Q—Q sq. R—B6

Position after Black's 21st move

R×P

Black—M. Weiss.



White—I. Gunsberg.

29 QR—B sq. Q—R6 ch.
 30 Resigns. (k)

- (a) Certainly better than 8 P—B4, which is recommended by authorities and usually adopted by practitioners.
- (b) There was no necessity for this precaution, and Q—Kt3 at once was stronger.
- (c) The sacrifice of the Pawn, though actually successful, is not sound, we believe. 11... P—QKt3 was the correct play, for if then 12 B×Kt, 12 BP×B, and White dare not capture the KP on account of the rejoinder Kt—R4.
- (d) Useless. B—K2, followed by Kt—B sq., would have been the play to release himself, with a Pawn ahead.
- (e) Compromising. He could still obtain a good game by 18 R—K3, for if 18... P—B5; 19 Kt×Kt, 19 P×Kt; 20 R×P, 20 QB—KB4; 21 B—Q3, and should Black take the Rook, White will recover the exchange, with two Pawns ahead.
- (f) This is a gross error of judgment in view of the powerful pieces now directed against his King on the open KB file.
- (g) A most beautiful masterstroke. See diagram.
- (h) Clearly, if Kt—Kt2, Black would answer B×P, with an easily won game.
- (i) If 26 K—Kt sq., 26 R—B3 is also quite decisive.
- (j) To all appearance a very quiet move, but in reality a powerful one, which denotes the highest order of genius. It will be seen that it prepares the irresistible entrance of the Rook.
- (k) The termination is wonderfully fine and leaves White no resource. If 30 K—K2, 30 R×B ch., and mates next move by Q—Kt7. And if 30 K—Kt sq., 30 B—Q3 (threatening mate in five moves by B—R7 ch., followed by B—Kt6 and then Q—R7 ch. and R×P ch., etc.); 31 Q—B2, 31 R—B3, and wins.

* * *

Game No. 66.

Played in the first round, April 10th.

PHILIDOR'S DEFENCE.

White	Black		
M. Weiss.	J. M. Hanham.	26 P—QB3	R—Q sq.
1 P—K4	P—K4	27 P—KB3	P—B5
2 KKt—B3	P—Q3	28 R×R ch.	B×R
3 P—Q4	Kt—Q2	29 Q—B2	B—K2
4 B—B4	P—QB3	30 B—K sq.	Q—B4 ch.
5 O—O (a)	B—K2	31 K—B sq.	Q—Kt4
6 P×P	P×P	32 P—QKt3	P×P
7 Kt—B3	KKt—B3	33 Q×P	Q—R5
8 Q—K2	O—O	34 Q×Q (e)	Kt×Q
9 B—KKt5 (b)	Q—B2	35 P×P	B×P
10 QR—Q sq.	P—QKt4	36 B—Kt3	B—Q3
11 B—Q3	Kt—B4	37 KB—QB4	K—B sq.
12 B—KR4	P—Kt5	38 K—K2	K—K2
13 Kt—Kt sq.	B—KKt5	39 K—Q3	P—KB3
14 QKt—Q2	Kt—K3	40 B—Q5	B—Kt5
15 B—Kt3	Kt—Q2	41 B—QKt3	Kt—B4 ch.
16 KB—QB4	Kt—Q5	42 K—B4	K—Q3
17 Q—Q3	Kt×Kt ch.	43 B—QB2	K—B3
18 Kt×Kt	QR—Q sq.	44 B—KB2	Kt—K3
19 Q—K3	P—KR3 (c)	45 B—R4 ch.	K—Q3
20 R—Q3 (d)	B×Kt	46 B—R7 (f)	Kt—B2
21 Q×B	Kt—Kt3	47 B—Kt8	P—R4
22 R×R	B×R	48 P—Kt3	P—Kt4
23 B—K2	B—B3	49 P—KR3	P—R5 (g)
24 Q—Kt3	P—QR4	50 P×P	P×P
25 R—Q sq.	P—QB4	51 B—K8	B—R6
		52 B—B7	B—Kt5
		53 B—R7 (h)	B—K8

- (a) Not as good as Kt—Kt5, played by Mr. Delmar against the same opponent at this stage.
- (b) As a general rule it is better to post this B—K3 where he is in communication with both wings.
- (c) Time is wasted here that might have been better used by K—Rsq. and P—B3.
- (d) R—Q2 seems better, in order not to block the KB.
- (e) Both parties have played the middle game with great care and caution, and a draw ought to result by rights after the exchange of Queens, though White has a slight advantage with his two Bishops.
- (f) White is playing with great ingenuity in order to confine Black's King or drive him back and make room for his own, but by its nature the position ought to have been a drawn one, nevertheless.
- (g) At last Black unsuspectingly gets himself into difficulties. B—K8 was the right move, which would have kept the game even.
- (h) White presses hard on the opponent. He threatens B—KB2.

54 B—B5 ch.	K—Q2 (<i>i</i>)	60 B×Kt	K×B
55 KB—KKt 6 (<i>j</i>)	Kt—R3 (<i>k</i>)	61 B×RP	B—Kt 6
	K—Q sq.	62 B—Kt 6	K—Q3
56 B—B5 ch.	K—K2	63 P—R4	B—K8
57 B—Kt 6 ch.	Kt—Kt sq.	64 B×B	B×P
58 K—Kt 5	Kt—Q2	65 B—K sq.	P—B4
59 B—B7 (<i>l</i>)			Resigns.

(*i*) Best, or White wins by B—K7.

(*j*) White's manœuvring is a splendid specimen of end play with two Bishops.

(*k*) This is fatal. He could still hold out by 53... B—Kt 6; 56 B—B5 ch., 56 K—B3; 57 B—K7, 57 Kt—K sq., and if 58 B—KKt 6, 58 K—Q2, etc.

(*l*) Which leaves no chance of resistance.

* * *

Game No. 67.

Played in the second round, May 10th.

STONEWALL OPENING.

<i>White</i>	<i>Black</i>		
J. M. Hanham	M. Weiss.	21 P×P (<i>g</i>)	P×P
1 P—Q4	P—Q4	22 B—B4	KR—K sq.
2 P—KB4 (<i>a</i>)	B—B4 (<i>b</i>)	23 R—K sq.	Q—B4
3 P—K3	P—K3	24 P—KR4	P—B6
4 KKt—B3	KKt—B3	25 P×P	P×P
5 P—QB3	B—K2	26 B—K3	Q—B5
6 B—K2 (<i>c</i>)	Kt—K5	27 B—B sq.	R—K4
7 QKt—Q2	O—O	28 KR—K2	QR—K sq.
8 O—O	P—QB4	29 B—Kt 5	K—R sq.
9 Kt×Kt	B×Kt	30 Q—B4	B—Q4 (<i>h</i>)
10 R—B2	Kt—B3	31 Kt—K3 (<i>i</i>)	Q×P
11 Kt—Q2	B—Kt 3	32 Kt×B	Q×Kt
12 P—KKt 3 (<i>d</i>)	P—B3 (<i>e</i>)	33 B×B	R×R (<i>j</i>)
13 Kt—B sq.	P—K4	34 B×P ch.	K—Kt sq.
14 P—B5	B—B2	35 R×R	R×R
15 B—Kt 5	Q—Kt 3	36 Q—Kt 8 ch.	K×B
16 B×Kt	P×B	37 P—B6 ch.	K—Kt 3
17 P×KP	P×P	38 P—R5 ch.	K×RP
18 Q—Kt 4	B—B3	39 P—Kt 4 ch.	K—Kt 3
19 P—K4 (<i>f</i>)	P—B5	40 Q—Kt sq. ch.	P—B7
20 B—K3	P—Q5	41 Q—KB sq.	P—QB8 queens
		42 Resigns.	

(*a*) Mr. Ware, of Boston, is the inventor of this opening, which he named as quoted above. He won a game therewith against the editor in the Vienna Tournament of 1882, but it cannot be recommended on principle, as it leaves the KP weak, as well as a hole at K4.

- (b) A good plan of meeting this opening, as it takes double command at once of the hole in the hostile camp.
- (c) If 6 B—Q3, 6 B×B; 7 Q×B, 7 O—O, followed by P—QB4, and Black obviously has the advantage whether White exchange Pawns or not. In the former case Black's Bishop will bear heavily against the K side, and in the latter White will not be able to advance the KP without at least isolating his QP.
- (d) Quite useless. Kt—B sq. at once was much better.
- (e) Black rightly selects the point where to break in. White's opening has left two marks of attack in the centre.
- (f) After long and troublesome manoeuvring White has at last succeeded in advancing his KP, but much to the detriment of his position in the centre, as well as to the disadvantage of his forces in quality, as Black has two Bishops against his Knight and Bishop.
- (g) This injudicious exchange exposes his already weak KP additionally to the action of the hostile Rooks on the open K file. B—Kt5 was by far better.
- (h) It required deep and accurate calculation to make sure of the efficiency of this move for winning purposes.
- (i) For not alone what actually occurred had to be provided for, but it would also seem that after 31 B×B, 31 P×B; 32 Q—R6, White is likely to draw, but Black had the following fine and far-sighted resource at his disposal: 32... Q—Q5 ch.; 33 K—R2, 33 R×P; 34 R×R, 34 B×R; 35 R×B (there appears to be nothing better), 35... Q×R; 36 Q×BP ch., 36 K—Kt sq.; 37 Q—Kt5 ch., 37 K—B2, and Black will soon escape with his King at Q3 via K2, with an easily won game.
- (j) What now actually follows had, no doubt, also to be clearly reckoned with by Black on the 30th move, and the termination of the game shows how precisely and far ahead the calculation of Herr Weiss had been worked out.

* * *

Game No. 68.

Played in the first round, April 13th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
M. Judd	M. Weiss.	8 Q—K2	B—K3
		9 B—Kt3	Kt—K2
		10 P—Q4	P×P
1 P—K4	P—K4	11 Kt×P	B×B
2 KKt—B3	QKt—B3	12 RP×B	O—O
3 B—B4	B—B4	13 O—O	P—Q4
4 P—Q3	KKt—B3	14 P×P	KKt×P
5 QKt—B3	P—Q3	15 Kt×Kt	Kt×Kt
6 B—KKt5 (a)	P—KR3	16 Kt—B5	Kt×B
7 B—K3	B—Kt3	17 P×Kt (b)	K—R2

- (a) Clearly loss of time.
- (b) The isolation of the KP, which Black has skilfully manoeuvred for, could no more be avoided, for if 17 Kt×Kt, 17 R—K sq., followed by B×Kt, has the same effect.

18 K—R sq. (c)	P—KKt3	25 P—KKt3 (e)	P—KKt4
19 Kt—Q4	Q—K2 (d)	26 K—Kt sq.	P—Kt5
20 Q—QB4	P—KB4	27 R×P (f)	R×R
21 R—B3	QR—K sq.	28 R×R	B×Kt
22 QR—KB sq.	Q—K5	29 Q—B7 ch.	B—Kt2
23 P—QKt4	P—B3	30 Resigns.	
24 P—B3	P—R3		

(c) QR—Q sq. first was much better play.

(d) Much stronger than 19... B×Kt; 20 QR—Q sq., and if 20... P—QB4; 21 P—B3, etc.

(e) White has labored for a long time under difficulties in consequence of the weakness of his KP, against which the opponent has directed operations with well-judged persistency. His game was not easy to defend, though probably K—Kt sq., followed by waiting moves with his Queen, might have led to a draw, but the move in the text subjects him at once to a strong attack that must cause the loss of a Pawn, at least, within a few moves.

(f) A blunder which costs a piece. He could still hold out for some time after 27 R—B4, 27 Q×P ch.; 28 K—R sq.

* * *

Game No. 69.

Played in the second round, May 14th.

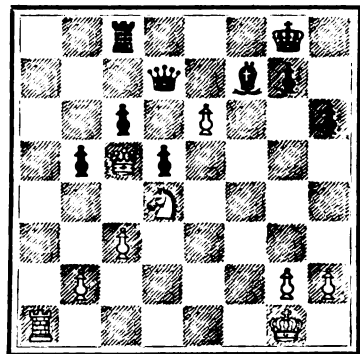
RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	M. Judd.		
1 P—K4	P—K4	20 R×R	P—QR4
2 KKt—B3	QKt—B3	21 P×P	R×P
3 B—Kt5	Kt—B3	22 Kt—Kt3	R—R sq.
4 O—O	Kt×P	23 Q—B5 (h)	P—B3
5 P—Q4	P—QR3		
6 B—R4	P—QKt4		
7 B—Kt3	P—Q4		
8 P×P	Kt—K2		
9 P—QB3	Kt—B4		
10 Kt—Q4	Kt×B (a)		
11 RP×Kt	B—K3 (b)		
12 B—Kt5	Q—Q2		
13 B×Kt	B×B		
14 P—KB4	B—QB4 (c)		
15 K—R sq.	B×Kt		
16 Q×B	O—O (d)		
17 P—QKt4 (e)	P—KB3 (f)		
18 Kt—Q2	P×P		
19 P×P (g)	R×R ch.		

Position after White's 27th move.

P—K6

Black—M. Judd.



White—M. Weiss.

24 Kt—Q4	R—QB sq.	32 R—K2	Q—B5 ch. (m)
25 K—Kt sq. (i)	B—B2 (j)	33 Kt—B3	R—KB sq.
26 R—R sq.	P—R3 (k)	34 Q×BP	Q×RP
27 P—K6 (l)	B×P	35 Q×P ch.	K—R sq.
28 R—R7	Q—K sq.	36 Q×KtP	Q—R5 ch.
29 R—K7	Q—R4	37 K—Kt sq.	R×Kt
30 R×B	Q—Q8 ch.	38 P×R	Resigns.
31 K—B2	Q—Q7 ch.		

- (a) It is perhaps better to reserve this exchange and to play P—QB3 first.
- (b) Here we decidedly prefer P—QB3, as the QB is subject to inconvenience when the hostile KBP advances.
- (c) Much better was P—QB4, compelling the adverse Knight to retreat or to exchange for the Bishop, in which latter case Black could strengthen his centre by retaking with the Pawn.
- (d) Had Black perceived the importance of White's next move, he would have played 16... P—QR4, and if 17 P—QKt4, 17 P—R5; 18 P—QKt3, 18 O—O, and though his QRP might have been isolated it could be well defended, especially as his Bishop is of the same color, and at any rate he would have been better off than he is in actual play, where all the Pawns on his Q side are paralyzed after White's reply.
- (e) A splendid *coup* in true modern style. The advanced Pawn commands at once the two holes at the adverse QB4 and QR4 and prepares the strong entrance of his Knight on the Black squares.
- (f) Black's desperate efforts to effect a break in the centre leave no impression, for the adverse Pawn which he succeeds in isolating is strong enough.
- (g) Played with fine judgment and well foreseeing that the Pawn cannot alone be well defended, but will form an excellent means of attack after his Knight reaches Q4, which cannot be prevented.
- (h) Herr Weiss draws his advantage out of this position in an admirable manner. This was far stronger than the apparently more feasible Kt—B5.
- (i) A quiet *coup de repos* which makes Black's defence extremely difficult. His obvious object is not to allow the adversary to occupy the open KB file with Rook or Queen and then to threaten mate when White's own Rook will be engaged with attacking operations on the open QR file.
- (j) He might have prolonged the defence by 25... P—KR3, whereupon if 26 R—R sq., 26 Q—B2; 27 Q—Q6 (or 27 Kt×P, 27 K—R2, etc.), 27... B—Kt5, etc.
- (k) Overlooking a very ingenious manœuvre which the opponent had in store, but he had hardly anything good. If, for instance, 26... B—K sq. (or 26... Q—Kt5; 27 Kt×BP, 27 K—R sq.; 28 Kt—K7, and wins; or if 26... B—Kt3; 27 P—K6, 27 Q—K sq.; 28 R—R6, etc.); 27 P—K6, 27 Q—Q sq. (or 27... Q—QB2; 28 Kt—B5, 28 R—Kt sq.; 29 Kt—K7 ch., 29 K—R sq.; 30 R—KB sq., and wins in a few moves); 28 R—KB sq., 28 P—R3; 29 Kt—B5, 29 R—B2; 30 Kt×RP ch., 30 P×Kt; 31 Q—B8 ch., 31 K—R2; 32 R—B7 ch., 32 R×R; 33 P×R, and wins.
- (l) A beautiful masterstroke that forces the gain of a piece, after which White's victory is easily accomplished. See diagram.
- (m) Of course, if 32... R—B sq. ch.; 33 Q×R ch., and wins.

* * *

Game No. 70.

Played in the first round, March 30th.

RUY LOPEZ.

White	Black		
M. Weiss.	S. Lipschütz.		
1 P—K4	P—K4	21 K—B2	B—Q3
2 KKt—B3	QKt—B3	22 B—Q2	R—K sq.
3 B—Kt5	P—Q3	23 R—K sq.	B—K5
4 B×Kt ch.	P×B	24 P—B3	K—Q2 (e)
5 P—Q4	P—KB3 (a)	25 Kt—K5 ch. (f)	P×Kt
6 O—O	Kt—K2	26 R×B	P×P
7 Kt—R4	P×P (b)	27 R—R4	P—Kt4
8 Q×P	Q—Q2 (c)	28 R×P	P—Kt5
9 P—KB4	Q—Kt5	29 R—R4	R—KB sq.
10 KKt—B3	P—QB4	30 P—KR3	P—KR4
11 Q—K3	B—Kt2	31 R—K4	K—B3
12 Kt—B3	Q—Q2	32 P—B4	R—QKt sq.
13 B—Q2	O—O—O	33 B—B3	R—QR sq.
14 KR—Q sq.	Q—B3	34 P—QR3	R—KKt sq.
15 B—K sq.	P—Q4 (d)	35 P×P	P×P
16 P×P	Kt×P	36 P—QR4	K—Kt2
17 Kt×Kt	R×Kt	37 R—K6	R—Kt4
18 R×R	Q×R	38 R—K4 (g)	R—R4
19 Q—K8 ch.	Q—Q sq.	39 B—Q2	R—B4
20 Q×Q ch.	K×Q	40 B—B3	R—R4
		41 B—Q2	

Drawn game.

- (a) An excellent and novel idea that goes far to strengthen our opinion of the defence adopted on the 3d move. Black's centre is thus kept unassailable and White's pieces are greatly hampered in any effort of attack.
- (b) This loosens his centre unnecessarily, and at any rate prematurely. The right play was 6... B—R3; 7 R—K sq., 7 B—B5; and if 8 P—Q5, 8 Kt—K2, with a very good game.
- (c) Not as good as Kt—Kt 3, followed by B—K3 if White answer Kt—B5.
- (d) Black now relieves his cramped game by a line of play that leads to various exchanges, but still keeps a little margin of advantage on his side for the ending on account of his retaining two Bishops against Bishop and Knight.
- (e) Unprepared for White's reply. B—Q4 was now the right play that still kept up a slight advantage.
- (f) An ingenious and far-sighted *coup* which temporarily gives up a Pawn but yet secures a draw, and that was all that White could aim at in this position.
- (g) The game had assumed a drawish aspect for some time and is now decided in that way clearly.

* * *

Game No. 71.

Played in the second round, April 24th.

VIENNA OPENING.

White	Black		
S. Lipschütz.	M. Weiss.	15 B—Kt 5 ch.	Kt—B3
1 P—K4	P—K4	16 KR—Q sq. (d)	O—O (e)
2 QKt—B3	KKt—B3	17 R×P	B—K2 (f)
3 P—B4	P—Q4	18 B×Kt	P×B
4 P×KP	Kt×P	19 R—QR5	B—K3
5 Q—B3	Kt×Kt	20 R—Kt7	B—B3
6 KtP×Kt	P—QB4	21 R (R5)×P (g)	B×P
7 P—Q4 (a)	P×P	22 B—Q4	B×B ch.
8 P×P	Q—R5 ch.	23 Kt×B	P—QB4
9 Q—B2	B—Kt 5 ch.	24 Kt—B6	B—K3
10 K—K2	Q×Q ch. (b)	25 R—B7	R×R
11 K×Q	B—B6	26 Kt×R	R—R sq.
12 R—Kt sq.	B×P ch.	27 Kt—Kt 5	R—QB sq. (h)
13 B—K3	B×P	28 R×R ch.	B×R
14 Kt—B3	B—Q3 (c)	29 Kt—Q6	B—K3
		30 Kt—K4	

Given up as drawn. (i)

- (a) A singular error early in the game. In this and kindred positions of this opening Q—Kt 3 is the strongest move.
- (b) White was nicely caught to lose two Pawns anyhow, and in such a position Black need not have hurried to exchange Queens, and might have well proceeded with 10... Q—K5 ch.; 11 K—Q sq. (or 11 B—K3, 11 Q×BP ch.; 12 K—B3, 12 Q—K5 ch.; 13 K—K2, 13 Kt—B3, with a fine attack), 11... B—B6; 12 R—Kt sq., 12 B×P, with a much more easily won game than he obtained in actual play.
- (c) The routine post chosen for this Bishop rather thoughtlessly is now unfavorable. It was much better to place him at KB3, or else to retreat to B2.
- (d) White has well utilized the adverse error pointed out in our last comment, and he now recovers at least one Pawn.
- (e) For if 16... B—K3; 17 P—QB4, etc.
- (f) We do not see what Black was afraid of, and why he does not preserve at least the other Pawn by B—B2.
- (g) White has fought an up-hill battle with great ingenuity after his mistake in the opening, but we would have preferred here 21 R(Kt7)×RP; for if Black exchanged Rooks, then White's QRP became very strong at once, while if Black answered 21... QR—Kt sq., then 22 B—Q4 would also give White much the superiority.
- (h) Black plays for no more than a draw, and his judgment is right and his play for that object very skilful. If he allowed himself to be tempted to advance the QBP further, White would, nevertheless, win that Pawn ultimately, with a very favorable position for supporting his passed Pawn with his King.
- (i) We should have liked to have seen a few more moves made on each side in this highly instructive position, and we believe White was rather hasty in consenting to a draw at once, for it seems to us that there is but one somewhat difficult line of play to effect that object, viz.: by 30... B—B4; 31 K—K3, 31

K—B sq.; 32 P—B3, 32 K—K2; 33 Kt×P, 33 K—Q3; 34 Kt—K4 ch., and now 34... K—K4 will, no doubt, draw; but if, for instance, 34... B×Kt, which is very tempting; 35 K×B, 35 K—B4 (if 35... any other move, White plays K—Q4, followed by the advance of the QBP, which will soon fix Black's King, and then either Black's KKtP or KBP will be obliged to move, for the advance of Black's RP can be easily neutralized by pushing on White's RP in reply; whereupon White will gain winning entrance on the K side); 36 K—K5, 36 K—B5; 37 K—Q6, 37 K×P; 38 K—K7, 38 P—B4; 39 K—B7, 39 P—Kt3; 40 K—Kt7, 40 P—Kt4; 41 K—B6, and wins. There are other variations which all lead to the same result mostly by a mere transposition of moves, and the main line of play here analyzed seems at any rate to point to the conclusion that White was likely to win with his passed Pawn unless Black preserved the Bishop and did not exchange it for the Knight; but even in the latter case the draw was not altogether obvious. Black was also likely to lose if he advanced P—B5 at any time and allowed White's King entrance at Q4.

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Game No. 72.

Played in the second round, April 25th.

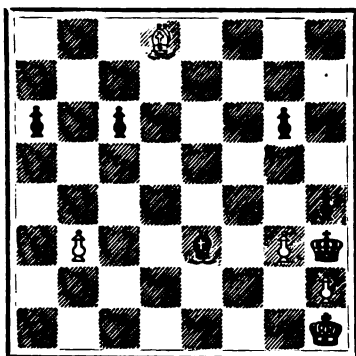
RUY LOPEZ.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	M. Weiss.	25 R×Q	B×R
1 P—K4	P—K4	26 P—QR3	P—Kt3
2 KKt—B3	QKt—B3	27 R—K sq.	R—K sq.
3 B—Kt5	Kt—B3	28 B—K3	B—Kt6 (<i>f</i>)
4 O—O	Kt×P	29 B—Q2 (<i>g</i>)	R×R ch.
5 P—Q4	B—K2	30 B×R	B—Kt4 (<i>h</i>)
6 Q—K2	Kt—Q3	31 Kt—K2	B—QB5
7 B×Kt	KtP×B	32 P—B4	B—KR3
8 P×P	Kt—Kt2	33 K—B2	B×Kt
9 Kt—B3	O—O	34 K×B	B×P
10 B—B4 (<i>a</i>)	Kt—B4	35 P—KKt3 (<i>i</i>)	B—B8
11 KR—K sq.	Kt—K3	36 P—QKt3	B×P
12 B—K3	P—B3	37 B—Q2	P—Q4
13 Q—B4	P×P	38 B—B4	P—B3
14 Kt×P	B—B3	39 K—Q3	K—Kt sq.
15 Kt—Q3	K—R sq.	40 B—K3 (<i>j</i>)	P—QR3 (<i>k</i>)
16 Kt—K2	B—Kt2 (<i>b</i>)	41 K—B2	K—B2
17 QR—Q sq.	Q—B sq.	42 K—Kt sq.	P—Q5
18 Q—KKt4 (<i>c</i>)	P—Q3	43 P×P	P×P
19 Kt—Kt3	P—B4	44 B×P	B—Q3
20 P—QB3 (<i>d</i>)	Q—Q2	45 K—B2	K—K3
21 Kt—B4 (<i>e</i>)	QR—K sq.	46 K—Q3	K—B4
22 B—B sq.	B—B sq.	47 K—K3	K—Kt5
23 Kt×Kt	R×Kt	48 K—B2	K—R6
24 Q×R	Q×Q	49 K—Kt sq.	P—KR4
		50 B—B6	B—B4 ch.
		51 K—R sq.	B—K6

Position after Black's 52d move

P—KR5

Black—M. Weiss.



White—S. Lipschütz.

52 B—Q8	P—KR5 (l)
53 B—B7	P×P
54 B×P (m)	P—Kt 4
55 B—Q6	P—Kt 5 (n)
56 B—B7	K—R5
57 K—Kt 2	K—Kt 4
58 K—Kt 3	K—B4
59 B—Q6	B—Q7 (o)
60 K—R4	B—B5
61 B×B	K×B
62 P—Kt 4	K—B4
63 K—R5	P—B4 (p)
64 P×P	P—R4
65 P—B6	K—K3
66 K×P	P—R5
67 P—B7	K—Q2
68 P—R4	P—R6
69 Resigns.	

- (a) So far all is in the usual style, but B—K3 is here preferable, and, as will be seen on the 12th move, White has lost time by the move in the text.
- (b) The Bishop is not well placed here. Q—K sq. was much better and would have enabled him to obtain soon the most favorable formation of Pawns that is usually aimed at by first-class masters in this opening, namely, by advancing P—Q8 and P—QB4. Black's game was then preferable, as he has already gained the strategical advantages of two Bishops against Knight and Bishop and the majority of Pawns on the Q side.
- (c) The transfer of the attack against the adverse K side, which was more than sufficiently protected, was ill-judged. Much stronger was 18 Kt—Q4, which hampered the adverse development of Pawns. The probable continuation was: 18... Kt×Kt; 19 B×Kt, 19 Q—Q sq.; 20 Kt—QB5, with an excellent game.
- (d) We believe that P—QKt 3 would have made the Pawns on the Q wing stronger for the ending.
- (e) The series of exchanges to which this leads leave White with the slightly inferior position.
- (f) Black takes possession of the hole which he has skilfully managed to form on the hostile Q wing.
- (g) This loses a most valuable Pawn. The right play was P—KB4, and though White had a little the inferior game, he could well struggle for a draw.
- (h) Herr Weiss seizes his opportunity with masterly precision.
- (i) P—KR3 would have enabled him to make a better fight for a draw.
- (j) White defends himself ingeniously with two Pawns behind, and he forms a counter-attack with inferior forces that creates difficulties for the opponent, though there are only one piece on each side and a few Pawns on the board.
- (k) Black is equal to the occasion. It was important to advance this Pawn in view of the sacrifice of the QP that becomes necessary later on for the purpose of releasing the confined Bishop.
- (l) The ending is beautifully played by Herr Weiss. Obviously, the RP cannot be taken by the Bishop on account of the reply P—KKt 4, and it would be equally disadvantageous for White to answer P×P, as Black would then play B—KB5 and win both the Rook Pawns easily. See diagram.
- (m) Best. For if 54 P×P, 54 B—B7, and wins.

- (n) Black could have shortened the road to victory thus : 55...P—R4; 56 B—B7, 56 B—B5; 57 B×B (best ; if 57 B×P, Black wins easily by B×P, followed by the advance of the KtP), 57...P×B; 58 K—Kt sq., 58 P—B4; 59 K—B2, 59 K×P; 60 K—B3, 60 P—R5; 61 P×P, 61 P—B5, and it will be easily seen that if White advance the RP, Black's QBP will queen first and then win White's Queen by Q—KR8 ch., while otherwise the queening of one of the Pawns cannot be stopped by White's King. It should, however, also be noticed that if a similar plan be adopted by Black without making the important key move which we propose, namely, 55...P—R4, the game would end in a draw, as White would advance P—Kt 4 after the exchange of Bishops.
- (o) Remarkably fine and accurate. He threatens to drive back the King by B—K8 ch. and then to walk over to the other side with his own King and fetch the last Pawn on that wing.
- (p) The culmination of a fine continuation, which undoubtedly has been well prepared in advance. The whole ending is played by Herr Weiss with consummate mastery.

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Game No. 73.

Played in the first round, April 5th.

QUEEN'S BISHOP PAWN OPENING.

<i>White</i>	<i>Black</i>		
N. MacLeod.	M. Weiss.	22 B×Kt	B×B
1 P—K4	P—K4	23 K—Q2	B—K5
2 P—QB3	P—Q4	24 P—KR3	B—B5 ch.
3 Kt—B3	P×P	25 K—K2	B—Q3
4 Kt×P (a)	Q—Q4	26 P—B3	B—Q4
5 P—Q4	P×P en pass.	27 Kt—Q4	P—KKt 3
6 Kt×P (b)	Kt—KB3	28 P—Kt4	K—B2
7 B—K3	Kt—B3	29 P—R3	Kt—B5 ch.
8 Kt—Q2	B—Q3	30 K—K3	Kt×P
9 Q—B3	O—O	31 R—KR sq.	B—B5 ch.
10 B—K2	B—KB4	32 K—K2	B—QB5 ch.
11 B—Kt5 (c)	KR—K sq.	33 K—K sq.	B—Kt 6 ch.
12 Q×Q	Kt×Q	34 K—Q2	Kt—B7
13 K—Q sq.	P—KR3	35 R—KKt sq.	B—B5 ch.
14 B—R4 (d)	R×B (e)	36 K—K sq.	Kt—Q6 ch.
15 K×R	R—K sq. ch.	37 K—Q sq.	P—KR4
16 K—Q sq.	B×Kt	38 K—B2	P—R5
17 R—K sq.	R×R ch.	39 R—KR sq.	B—Kt 6
18 K×R	Kt—B5	40 K—Q2	Kt—B7
19 B—Kt 3	Kt×P ch.	41 R—KKt sq.	B—B5 ch.
20 K—Q sq.	Kt—K4	42 K—K sq.	Kt—Q6 ch.
21 Kt—Kt 3	P—KB4	43 K—B sq.	B—K6 (f)
		44 Resigns.	

(a) 4 Q—R4 ch., 4 QKt—B3 would transform the game into a position of the

Ponziani Opening, which is more favorable for White than the line of play in the text.

- (b) White has now a weakness in the centre that later on becomes troublesome.
 (c) The waste of a move here with this Bishop has serious consequences. He was, however, already on the defence and his position a little inferior. His best plan was 11 Q×Q, 11 Kt×Q; 12 QKt—KB sq.
 (d) Falling into a cleverly-laid trap. B—K3 was his only move, but of course a Pawn was then lost. In view, also, of the relative strength of the players the adverse victory was assured.
 (e) Fine play.
 (f) Black's play from the 14th move is a good specimen of clever tactics with two minor pieces against the Rook in the ending, but it required no comment, as obviously the superiority of force and of play was on his side. At this point he wins easily, for wherever the Rook may move, a discovered check of the Knight either at B7 or B5 will cause its loss.

* * *

Game No. 74.

Played in the second round, May 4th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
M. Weiss.	N. MacLeod.		
1 P—K4	P—K4	11 P—K5	P×P
2 KKt—B3	P—Q3	12 Q×P	B—Q3
3 P—Q4	P×P	13 Q—Q4	B×Kt
4 Q×P	QKt—B3	14 P×B	P—R3
5 B—QKt 5	B—Q2	15 B×Kt	Q×B
6 B×Kt	B×B	16 Q×Q	P×Q
7 Kt—B3	Kt—B3	17 Kt—Q5 (b)	P—KB4
8 B—Kt 5	B—K2	18 Kt—K7 ch.	K—R2 (c)
9 O—O—O	O—O	19 Kt×P	B×P
10 KR—K sq.	P—QR3 (a)	20 R—K4 (d)	P—KR4 (e)
		21 R—R sq.	B—Q3
		22 R—KKt 4 (f)	Resigns.

- (a) A ruinous loss of time. 10... Kt—K sq., as played by Harrwitz against Morphy in this position, is by far better.
 (b) White's superior development now decides the game rapidly.
 (c) If 18... B×Kt; 19 R×B, 19 KR—K sq.; 20 R×QBP, 20 R—K7; 21 R—Q5, 21 R×KBP; 22 QR×P, 22 R—KB sq.; 23 P—KR4, with a Pawn ahead and a fine game.
 (d) A fine move that at least gains a Pawn, with a winning position.
 (e) His best reply was B—Q3, but even then the game could not have been saved.
 (f) Black is neatly caught in a mating position, from which there is no escape.

* * *

Game No. 75.

Played in the first round, April 12th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	D. M. Martinez.	16 Kt—K4	Q—Q sq.
1 P—K4	P—K4	17 Kt×B ch.	R×Kt
2 KKt—B3	QKt—B3	18 Kt—KB6 ch.	K—R sq.
3 B—QKt 5	Kt—B3	19 Q—R4 (<i>f</i>)	P—KR4
4 O—O	Kt×P	20 P—KKt 4	P—Q4
5 P—Q4	B—K2	21 KtP×P	P—Kt 4 (<i>g</i>)
6 Q—K2	Kt—Q3	22 B×P	Q—KB sq.
7 B×Kt	KtP×B	23 P—R6	R—QKt sq.
8 P×P	Kt—Kt 2	24 P—QKt 3	Kt×B
9 Kt—Q4	O—O	25 Q×Kt	R—K3
10 QKt—B3	Ki—QB4	26 R—Q4	B—K7
11 R—K sq.	R—K sq. (<i>a</i>)	27 R—K sq.	B—KB6
12 R—Q sq. (<i>b</i>)	B—R3 (<i>c</i>)	28 R—B4	B—K5
13 Q—KKt 4	Q—B sq.	29 R—Kt 4 (<i>h</i>)	E—Kt 3
14 Kt—B5	P—KKt 3	30 P—R4	R—QKt 5
15 B—K3 (<i>d</i>)	Kt—K3 (<i>e</i>)	31 R—Kt 3	Q—K2
		32 P—R5	R×Kt
		33 P×B, and wins. (<i>i</i>)	

- (*a*) Black does not recover from this weak move. The right play was 11...Kt—K3; and if 12 Kt—B5, 12 P—KB3, with a good game.
- (*b*) An ingenious move, considering that he has lost time with this Rook.
- (*c*) Much better was 12...B—Kt 2; for if 13 Q—Kt 4, 13 B—KB sq.; 14 Kt—B5, 14 K—R sq.; 15 B—Kt 5, 15 Q—B sq.; and should White proceed with 16 Kt—R6, Black would answer 16...P—Q4, and White dare not capture the BP at once, and against any other move his attack will also soon be broken either by Q—Q2 or Kt—K3 or P×Kt, accordingly.
- (*d*) White is playing with beautiful accuracy and judgment.
- (*e*) This lets in another powerful piece for the attack, but there was no help for it. Obviously, White threatened Kt×B ch., followed by B×Kt, and if 15...B—B sq.; 16 B×Kt, 16 B×B; 17 R×P, which, obviously, Black dare not capture on account of the rejoinder Kt—R6 ch.
- (*f*) Still stronger was 19 B—R6, 19 Kt—Kt 2 (there seems to be nothing better, as White threatens Q—R4, followed by B—Kt 7 ch.); 20 Q—R4, 20 Q—B sq.; 21 Kt×RP, 21 K×Kt; 22 B—Kt 5 disch., and wins.
- (*g*) Nothing better. If K—Kt 2, White answers B—R6 ch., winning easily.
- (*h*) Not as precise and short as 29 R(K sq.)×B, 29 P×R; 30 R—Kt 4, which left no hope of escape from mate in a few moves, as simply Q—Kt 7 ch., followed by mate with the Pawn, was threatened.
- (*i*) Easy enough now, for Black must give up a clear Rook. If 33...R—K3; 34 P—Kt 7 ch., 34 K—Kt sq.; 35 P—R7 ch., and wins.

* * *

Game No. 76.

Played in the second round, May 13th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	M. Weiss.	16 P—QKt 4 (c)	Q—K3
1 P—K4	P—K4	17 K—Kt 2	Kt—Kt 3 (d)
2 K—Kt—B3	Q—Kt—B3	18 K—Kt 3	P—B4
3 B—B4	B—B4	19 KP×P	P×P
4 Kt—B3	Kt—B3	20 P—QKt 5	P×P
5 P—Q3	P—Q3	21 Kt—Kt 5	Q—B4
6 B—K3	B—Kt 3	22 Q×P (Kt 4)	Q×Q
7 Q—K2	B—K3	23 P×Q	KR—Kt sq.
8 P—KR3 (a)	B×B	24 Kt×P	Kt—K2
9 P×B	B—R4 (b)	25 Kt—B6 (e)	R—Kt 3
10 B—Q2	B×Kt	26 P—B5	R×Kt
11 B×B	Q—K2	27 P×Kt	RP×P
12 O—O—O	O—O—O	28 B×P	R—B6 ch.
13 R—Q2	Kt—Q2	29 P—B3	R—KKt sq.
14 KR—Q sq.	KR—B sq.	30 B—Kt 3	R×KtP
15 P—KKt 4	P—KKt 3	31 R—Q3	R×R
		32 R×R	K—Q2
			Drawn.

- (a) More likely to do harm than good in the opening. B—Kt 3 was better.
- (b) Kt—K2, followed by P—QB3 or Kt—Kt 3, was more adapted to give Black a good game than this aim at a mere exchange of another piece.
- (c) Rather bold, considering the position of his King.
- (d) This was tempting, but is the source of Black's coming troubles. It was absolutely necessary to keep this Knight at Q2 so as to prevent any eventual advance of the adverse QBP, which would strike at the root of Black's position, while the advance of White's QKtP would do no harm. He should have played P—KB4 at once.
- (e) White has excellently taken advantage of the opponent's slight error, pointed out in our last note, and he has come out with a Pawn ahead. However, he hesitates now and loses the fruit of his fine play, which ought to have secured the victory if he had only played here 25 P—B5 at once. Obviously, if Black allowed his two Rooks to be exchanged, White would afterward gain the KP, and the latter's two passed Pawns would win without much difficulty. And if 25... Kt—Q2; 26 P×P, 26 P×P; 27 R×P, with two Pawns ahead, for Black dare not answer 27... R×P on account of the rejoinder R×Kt, followed ultimately by Kt—B6 ch.

* * *

Game No. 77.

Played in the second round, May 17th.

RUY LOPEZ.

White

Black

Position after White's 27th move

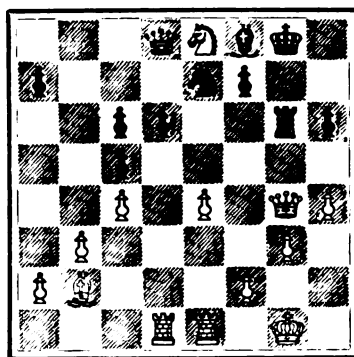
M. Weiss.

D. M. Martinez.

 $\mathbf{K}_t \times \mathbf{R}$

Black—D. M. Martinez.

1 P—K4	P—K4
2 K Kt—B3	Q Kt—B3
3 B—Kt 5	Kt—B3
4 P—Q3	P—Q3
5 Kt—B3	B—K2
6 B×Kt ch.	P×B
7 P—Q4	P×P
8 Kt×P	B—Q2
9 O—O	P—QB4 (a)
10 K Kt—K2	O—O
11 Kt—Kt 3	R—K sq.
12 R—K sq.	P—KR3 (b)
13 P—Q Kt 3	B—KB sq.
14 B—Kt 2	Kt—Kt 5 (c)
15 P—KR3	Kt—K4
16 Kt—Q5	P—QB3 (d)
17 Kt—K3	Kt—Kt 3
18 P—QB4 (e)	Kt—KB5 (f)
19 Q Kt—B5	B×Kt
20 Kt×B	Q—K Kt 4 (g)
21 Q—B3	Kt—Kt 3 (h)
22 QR—Q sq.	R—K3
23 P—K Kt 3	QR—K sq.
24 P—KR4	Q—Q sq.
25 Q—Kt 4	Kt—K2 (i)
26 Kt×KtP (j)	R—Kt 3
27 Kt×R (k)	R×Q
28 Kt—B6 ch.	K—R sq. (l)
29 Kt×R disch.	B—Kt 2
30 Kt×i'	Q—KB sq.



White—M. Weiss.

31 R×P (<i>m</i>)	B×B (<i>n</i>)
32 R—Q8	K—Kt 2
33 R×Q	K×R
34 Kt—B5	Kt—Kt 3
35 R—Q sq.	K—K sq.
36 P—KB4	Kt—K2
37 Kt×Kt	K×Kt
38 K—B2 (<i>o</i>)	P—QR4
39 K—B3	B—Q5
40 P—K5	K—K3
41 K—K4	P—B4 ch.
42 P×P en pass.	B×P
43 P—KR5	B—B6
44 P—Kt 4	B—B3
45 P—Kt 5	Resigns.

- (a) Premature anyhow, as it only blocks in the KB still more and also gives access at Q4 to the adverse pieces, which cannot be driven away without weakening the QP. The better plan was O—O and then to reserve the option as long as possible of advancing either the QP or QBP.
- (b) This is weak and unnecessary. KB—B sq. at once was the right play, and if White proceeded by B—Kt5, then Black would at any rate gain a move by P—KR3.
- (c) By far better was P—KKt3, which he could well afford, as he had nothing to fear from an advance of the adverse KBP, especially as the adverse KB, which in similar positions creates difficulties against the K side, was already

- exchanged, and he would also thereby be enabled to counteract, by KB—Kt 2, the bearing of the adverse QB against his K side.
- (d) His centre becomes disorganized by this advance. We believe he might have safely ventured instead on P—B5, for though he lost a Pawn thereby, the attack on the open QKt file would afford him compensation, especially as White's QBP would have been doubled.
- (e) An excellent move which shows accurate judgment. It completely paralyzes Black's centre.
- (f) A defensive development like Q—B2, followed by QR—Q sq., was more congenial to the position.
- (g) The attack on the K side which is here instituted proves abortive in a few moves, and he only deprives his weak QP of an additional protection by this sally. Kt—Kt 3 at once was by far better.
- (h) He could not attempt to relieve himself by P—Q4, as White threatened to win a piece by B—B sq.
- (i) His game was still good enough for reasonable expectations of a draw, but by this seductive manoeuvre he leaves himself open to a most ingenious rejoinder, of which his opponent avails himself in a masterly manner.
- (j) Exceedingly beautiful in its connection with the sequence.
- (k) Admirable. See diagram.
- (l) No better was 28... K—Kt 2; 29 Kt×R disch., 29 K—Kt 3; 30 Kt—K5 ch., with an irresistible attack.
- (m) All most beautiful play.
- (n) Of course this was an error. He should have played K—R2; but even then White would win easily with his two Rooks, by 31 B×B, followed by doubling the Rooks on the Q file; for after 31... Q×B, best, Black could not stir with his Queen without subjecting his KBP to the fatal capture from the Knight.
- (o) The rest is easy enough.

* * *

Game No. 78.

Played in the first round, April 15th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	J. Mason.	6 B×Kt ch.	P×B
		7 P—Q4	P×P
		8 Kt×P	P—B4 (b)
1 P—K4	P—K4	9 Kt—B6	Q—Q2
2 KKt—B3	QKt—B3	10 Kt×B	Q×Kt
3 B—Kt 5	Kt—B3	11 B—Kt 5	B—Kt 2
4 O—O	B—K2 (a)	12 Kt—Q5	B×Kt
5 Kt—B3	P—Q3	13 P×B (c)	Q—Q2 (d)

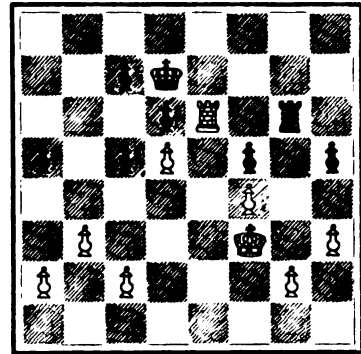
- (a) Kt×P is the usual and better move.
- (b) A grave error of position judgment. B—Q2 was imperative.
- (c) White's QP is, at least for a long time, worth the two Pawns in front of it, on account of the hole at Black's QB3, which the latter will not be able to get rid of in the middle game.
- (d) By far better was 18... Q—Q sq.; 14 R—K sq. ch., 14 K—B sq.; 15 Q—B3,

14 R—K sq. ch.	K—B sq.
15 B×Kt	P×B
16 Q—B3	R—KKt sq. (e)
17 Q×P	R—K sq.
18 P—QKt3 (f)	R—Kt2
19 R×R ch.	Q×R
20 K—B sq.	Q—K2
21 Q×Q ch.	K×Q
22 R—K sq. ch.	K—Q2
23 P—KB4	P—B4
24 K—B2	P—QR4
25 K—B3	R—Kt3
26 P—KR3	P—R4
27 R—K6 (g)	R×R
28 P×R ch.	K×P
29 P—KKt4	RP×P ch.
30 P×P	P×P ch.
31 K×P	K—B3
32 P—B5	P—B3
33 P—R4	P—Q4
34 K—B4	P—B5
35 P×P	P×P
36 P—B3	K—B2
37 K—K5	K—K2
38 P—B6 ch.	K—B2
39 K—Q6	K×P
40 K×P	K—K3

Position after White's 27th move

R—K6

Black—J. Mason.



White—M. Weiss.

41 K—B5	K—Q2
42 K—Kt5	K—Q3
43 K×BP	K—B3
44 K—Q4	K—Q3
45 P—B4	K—B3
46 P—B5	K—B2
47 K—Q5	K—Q2
48 P—B6 ch.	Resigns.

15 P—KR3, etc., and then after the exchange of Queens the KBP could be more easily protected and the exchange of one of the Rooks effected by R—K sq. if necessary, while the other Rook had a prospect of entering the centre via KKt sq. and KKt4.

(e) His game was bad, but the loss of the Pawn makes it worse, and he ought to have stuck to it as long as possible by advancing P—KB4. But 16...K—Kt2 was not satisfactory for that purpose on account of 17 Q—Kt3 ch., 17 K—B sq.; 18 Q—B4, and if 18...P—B4; 19 Q—R6 ch., 19 K—Kt sq.; 20 R—K3, and wins.

(f) This is an important move for making the ending quite safe. Its object is to prevent Black from playing P—B5 and then to form an attack against the QKtP by R—QKt sq., which would, at least, help Black to dissolve his doubled Pawn.

(g) Finishing off in a most vigorous manner. Herr Weiss has a genius not alone for end games, but also for simplifying positions in order to reduce them to such. In the further progress of the game it need only be noticed that White forms a passed KBP which keeps Black's King fixed on the K side until his Pawn moves on the other wing are exhausted, and then White's King crosses over and sweeps them off. Another remarkable feature of the position and of White's play is that the latter wisely leaves the QBP unmoved until Black is no more able to form a passed Pawn in the Q centre. See diagram.

* * *

Game No. 79.

Played in the second round, May 15th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. Mason.	M. Weiss.	13 O—O	P—KB4
1 P—K4	P—K4	14 P×P	B×P
2 KKt—B3	QKt—B3	15 Kt×B	R×Kt
3 B—B4	B—B4	16 Q—K2	QR—KB sq.
4 P—Q3	Kt—B3	17 P—B3	Q—B3
5 B—K3	B—Kt3 (a)!	18 QR—Q sq.	R—B5 .
6 Kt—B3	P—Q3	19 R—Q2	P—Kt4
7 Kt—K2	B—K3	20 Kt—K sq.	P—Q4
8 B—QKt5	O—O	21 Kt—B2	P—K5
9 B×Kt (b)	P×B	22 P—Q4	P—B4
10 B—Kt5	P—KR3	23 P—QKt4 (d)	P×KtP
11 B×Kt (c)	Q×B	24 P×P	P—B3 (e)
12 Kt—Kt3	Q—K2	25 P—QR4	Q—Q3
		26 R—Kt sq.	B—B2 (f)
		27 P—Kt3	R—B6

(a) B×B may also safely be adopted here, and by subsequent careful play on Black's part, he can prevent the opponent from dissolving the doubled Pawn in the centre, which ought to become troublesome in the ending.

(b) We do not approve of the plan pursued here and in the next two moves for White, as the opponent obtains two Bishops, with a strong centre.

(c) It would have been dangerous to try sacrificing tactics like 11 B—R4, 11 P—KKt4; 12 Kt×P, 12 P×Kt; 13 B×P, for Black could answer now 13... B×P ch., and if 14 K—B sq. (obviously, if 14 K×B, 14 Kt—Kt5 ch., etc., or if 14 K—Q2, 14 Kt×KP ch., and wins), 14... K—Kt2, followed by R—KR sq., with a piece ahead and a safe game.

(d) Attack and defence have been excellently conducted by the respective players. The move in the text is very fine, as it was important for White to keep the QP well protected in order to close the diagonal for the adverse Bishop. If 23 P×P, 23 B×P; 24 R×P, 24 B×P ch.; 25 K—R sq., 25 B—Kt3; 26 R×R, 26 Q×R; 27 R—Q sq., best (if 27 P—KR3, Black's best plan is to exchange Queens by Q—KB8 ch., and then to play R—KB7, winning a Pawn), 27... Q—B7; 28 Q—B4 ch., 28 R—B2, and the advance of Black's KP ought soon to win.

(e) Necessary for the defence as well as for the attack, as White threatened P—Kt5, followed by Kt—Kt4.

(f) Perhaps good enough, as it forces an ugly hole on White's K side, which probably might have been better utilized than it actually was. But it is noteworthy that White offers and Black neglects the capture of the Queen for two Rooks, which, no doubt, under ordinary circumstances would generally be in favor of the two heavy pieces; but in the present position the force of the passed KP, and its being immediately available, was not taken sufficiently into account, and we believe it would have been sound play to give up the two Rooks, *e. g.*, 26... R×P; 27 Q×R, 27 R×Q; 28 R×R, 28 P—K6; 29 R—K2 (or 29 Kt×P, 29 B×P, with a strong attack), 29... Q—Kt3; 30 R—Kt3 (if 30 R—Q sq.; 30 Q—R4, threatening Q—Kt5, etc.), 30... Q—K5; 31 R(Kt3)×P, 31 B×P; 32 Kt×B, 32 Q×Kt; 33 K—R sq., 33 Q×P; 34 R—K8 ch., 34 K—B2, and should win.

28 R—KB sq. (g)	Q—Q2 (h)	37 K—R sq.	Q—R6 ch.
29 K—Kt 2	P—KR4	38 K—Kt sq.	Q × Kt ch.
30 Kt—K3	P—R5	39 R (B sq.)—B2 (l)	B—B5
31 P—Kt 5	RP × P	40 R—K2 (m)	Q—Kt 6 ch.
32 RP × P	R (B sq.)—B2 (i)	41 K—B sq.	Q—R6 ch.
33 R—B2	P × P	42 K—Kt sq.	Q—Kt 6 ch.
34 Q × P	Q—Q3 (j)		Drawn.
35 Q × P	R × KtP ch. (k)		
36 P × R	Q × P ch.		

- (g) Probably White realized his danger now and would not, therefore, allow the two Rooks to be given up for the Queen.
- (h) Waste of time. He ought to have gone on with the KRP at once, and, we believe, winning was an easy matter. His Queen was much better placed for this plan of attack where she was.
- (i) A good move. It was necessary to protect the Queen as well as the Bishop once more, in order to make his next exchange of Pawns safe. This Rook also threatened to come in strongly at KR2. He would gain nothing now by Q—Q3, as White would answer Q—K sq.
- (j) If 34... B × P; 35 Q × Q, 35 R × Q; 36 P × B, 36 R × Kt; 37 R—B5, 37 R—Q6; 38 R × P ch., 38 K—R2; 39 R—B sq., 39 R—Q7 ch.; 40 K—R3, 40 R × P; 41 K—Kt 4, 41 R—Kt 2; 42 R × R ch., 42 K × R; 43 R—B7 ch., and ought to draw.
- (k) A far-sighted combination, which secures a draw at least.
- (l) He could not escape the draw by interposing the other Rook, for Black would answer immediately 39... Q—Kt 6 ch.; and if 40 R—Kt 2, 40 Q—K6 ch., whereupon the same Rook would have to interpose again; for if 41 R (B sq.)—B2, 41 Q—K8 ch., and mates next move; or else if 41 K—R sq., 41 Q—R6 ch., etc.
- (m) If 40 Q—K6, 40 Q—Kt 6 ch.; 41 K—B sq., 41 Q—Q6 ch.; 42 K—K sq. (or 42 R[QB2]—K2, 42 P—K6, and wins; or if 42 R[KB2]—K2, 42 B—R7 disch.; 43 K—Kt 2, 43 Q—Kt 6 ch., and wins), 42... Q—K6 ch., and neither Rook dare interpose, for mate would follow accordingly by Q—KKt 8 or Q—B8. There was nothing more than a draw for White in this perilous position, and Mr. Mason rightly played for it at once.

* * *

Game No. 80.

Played in the second round, May 21st.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>	5 P—B4	P—QB4
M. Weiss.	J. Mason.	6 P × P	QKt—B3 (a)
1 P—K4	P—K3	7 P—QR3 (b)	B × P
2 P—Q4	P—Q4	8 Q—Kt 4	O—O
3 QKt—B3	KKt—B3	9 B—Q3 (c)	P—B4
4 P—K5	KKt—Q2	10 Q—R3	B × Kt
		11 R × B	Kt—B4 (d)

12 B—Q2	Kt × B ch.	19 B—K3	Kt—K2
13 Q × Kt	P—QR3 (e)	20 Kt—Q4 (g)	Kt—B4
14 O—O—O	P—QKt 4	21 Kt × Kt	R × Kt
15 Kt—K2	B—Q2	22 R—Q2	R—QB sq.
16 P—KKt 4	P × P	23 R—Kt 5	R × R
17 R × P	B—K sq. (f)		Drawn.
18 Q—KKt 3	B—Kt 3		

- (a) A good idea and much superior to $\beta \dots B \times P$, to which White would reply 7 Q—KKt 4, as in a game between the editor and Señor Vazquez (compare Vol. IV. *International Chess Magazine*, April, 1888, p. 120).
- (b) We think the best plan to maintain a slight advantage is 7 B—K3, 7 B × P; 8 B × B, 8 QKt × B; 9 KKt—B3, etc.
- (c) Kt—B3 was, we believe, preferable.
- (d) This and the preceding exchange are well played. Black now secures either another exchange of an important hostile attacking piece, or else, should White retreat B—K2, Black obtains a strong entrance with his Knight at QKt 5.
- (e) A necessary precaution now, for he cannot afford to let the adverse Knight in at Kt 5.
- (f) With this well-conceived retreat Black soon secures himself on the K side against any kind of assault.
- (g) Clearly playing at once for a draw, and for fair reasons. If Mr. Weiss had lost this game, he would not have been sure even of the second prize, for he would have tied for second and third with Mr. Gunsberg. By drawing this game he secured the tie for first and second prizes, and as the position gave hardly any promise for more than a draw, Mr. Weiss was clearly justified in forcing that result as early as possible.

* * *

Game No. 81.

Played in the first round, April 11th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>	<i>White</i>	<i>Black</i>
W. H. K. Pollock.	M. Weiss.	6 P × P	B × P
1 P—Q4	P—Q4	7 P—K3	Kt—B3
2 Q—Q3 (a)	KKt—B3	8 Kt—B3	P—QKt 4
3 B—B4	P—K3	9 B—K2	B—Kt 2
4 QKt—B3	P—QR3 (b)	10 O—O	O—O
5 P—QR3	P—B4	11 Kt—Q4	Q—Kt 3 (c)
		12 Kt × Kt	B × Kt
		13 P—QKt 4	B—K2

- (a) Eccentric and not commendable.
- (b) As usual, we object to the early advance of a wing Pawn on either side. 4... P—QB4 was quite safe, and if 5 Q—Kt 5 ch., 5 QKt—Q2; or if 5 Kt—Kt 5, 5 Kt—R3, etc.
- (c) We should have preferred Kt—K2, with the following probable continuation: 11... Kt—K2; 12 B—Kt 3, 12 Kt—Q2; 13 P—B4, 13 Kt—QB sq.; 14 B—B3, 14 Kt—Q3; 15 P—QKt 3, 15 R—B sq., with the superior game.

14 B—K5	Kt—Q2		K—R sq.
15 B—Q4	Q—B2	32 B×P (g)	P×B
16 P—B4	QR—B sq.	33 Q×P	Q—Kt 2 ch.
17 P—K4 (d)	P×P	34 R—Kt 2	B—Kt 2
18 Kt×P	B×Kt	35 R—KKt sq.	R—QB2
19 Q×B	Kt—B3	36 Q—R5 ch.	K—Kt sq.
20 B×Kt (e)	B×B	37 Q—Kt 6	R—K2
21 B—Q3	P—Kt 3	38 Q—Kt 3	R—B6
22 QR—Q sq.	KR—Q sq.	39 Q—Q6	R (B6)—K6
23 Q—B3	Q—Kt 3 ch.	40 Q—Q8 ch.	K—R2
24 K—R sq.	R—B6	41 Q—Q2	Q—K5
25 P—Kt 4	R×P	42 Q—Q6	R—K8 (h)
26 P—B5	KP×P	43 Q—B5	R×R ch.
27 P×P	K—Kt 2	44 Q×R	B—Q5
28 P×P	BP×P	45 Q—B sq.	R—KKt 2
29 QR—K sq.	R—KB sq.	46 Q—Q3	Q×Q
30 Q—Kt 4	R—B6	47 Resigns.	
31 R—KKt sq. (f)			

(d) White has cleverly retrieved the inferiority of his position in the opening and takes the initiative for a centre attack.

(e) We think that the position of the two Bishops and their bearing against the adverse King was quite worth a Pawn, and he ought to have avoided the exchange. After 20 Q—B3, 20 Q×P; 21 B—Q3, 21 Q—B3; 22 Q—R3, 22 KR—Q sq.; 23 B—K5, 23 P—KKt 3; 24 R—B3, 24 Kt—R4 (24... Kt—K sq. or —Q2, subjects him to mate in three moves by Q×RP ch., R—R3 ch. and R—R8 mate); 25 P—B5, 25 KP×P; 26 B×P, etc.

(f) 31 P—KR4 would not amount to much if Black answered Q—K6, followed by Q—R3 or —KKt 4 accordingly.

(g) The sacrifice is unsound against such a formidable opponent.

(h) Black has concentrated his forces both for defence and attack in an admirable manner, and he now finishes off with a few vigorous strokes.

The game played in the second round between the same opponents won the special prize for the most brilliant game of that round, and is given on page 2.

* *

Game No. 82.

Played in the first round, March 28th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	J. W. Showalter.		
1 P—K4	P—K4	20 Kt—Q4	Kt—B4
2 KKt—B3	QKt—B3	21 Kt×Kt	B×Kt
3 B—Kt5	B—K2 (<i>a</i>)	22 B×QP	Q—B2
4 Kt—B3 (<i>b</i>)	B—KB3 (<i>c</i>)	23 P—B4	B—Kt5
5 P—Q3 (<i>d</i>)	QKt—K2	24 Q—K3 (<i>g</i>)	R—K sq.
6 P—Q4	P×P	25 Q—QR3	B×R
7 Kt×P	Kt—Kt3	26 B×R	B—K7
8 O—O	P—B3	27 R—K sq.	R×B
9 B—QB4	P—Q3	28 R×B	Q×QBP
10 B—K3	KKt—K2	29 R—K sq.	Kt×P
11 Q—Q2 (<i>e</i>)	O—O	30 Q—KB3 (<i>h</i>)	R—Q sq.
12 QR—Q sq.	P—Q4	31 P—QKt3	Q—B2
13 P×P	P×P	32 B—Kt3	Q—B4 ch.
14 B—Kt3	B—K3	33 B—B2	Q—Q3
15 P—B4	B×Kt	34 B—Kt3	Q—Q5 ch.
16 B×B	Q—Q2	35 B—B2	Q—Q7
17 B—B5	KR—Q sq.	36 R—KB sq.	Kt—Kt3
18 Kt—K2	P—Kt3	37 B—K3	Q—Q4 (<i>i</i>)
19 B—B2	Q—Kt2 (<i>f</i>)	38 Q×Q	R×Q
		39 R—QB sq.	R—Q2 (<i>j</i>)
		40 R—B8 ch.	Kt—B sq.
		41 B—B sq. (<i>k</i>)	P—B4

(*a*) A deviation from the usual order of Black's development that might be turned somewhat in White's favor at once.

(*b*) Namely, by 4 P—Q4, and if 4... Kt—B3 for the purpose of bringing about the ordinary variation, then 5 Kt—B3, 5 P×P (if 5... B—Kt5; 6 O—O, with the superior game; for should Black answer 6... B×Kt; 7 P×B, 7 Kt×P; 8 Q—K sq., etc.); 6 Kt×P, 6 O—O; 7 O—O, and White has a much better position than he usually obtains so early in the opening.

(*c*) Novel, but otherwise of no merit.

(*d*) Much stronger was Kt—Q5.

(*e*) We would have preferred P—KB4, followed, if Black O—O, by B—Kt3, which would not allow Black to release his game by P—Q4, as then the KP would be ready to advance to K5.

(*f*) A valuable Pawn is now lost that might have been saved by P—KB4.

(*g*) Much better was 24 B—Q4, 24 B×R; 25 Q×B, threatening Q—Kt4, with a powerful attack.

(*h*) If B×P, Black would answer Q—B3, winning.

(*i*) Rather impetuous. Q—Q2 enabled him to make better preparations for the ending.

(*j*) Black has made a splendid fight so far, and by rights he ought to have defeated his great opponent even now if he had only continued 39... P—KR4, and if 40 R—B7, 40 Kt—K4, threatening Kt—Kt5.

(*k*) By this beautiful move White recovers the Pawn, with a good game.

42 B—R3	R—KB2	56 K—B sq.	R—B8 ch.
43 R—R8	P—KKt 4 (<i>l</i>)	57 K—K2	R—KKt 8 (<i>n</i>)
44 B×Kt	R×B	58 P—R6	R×P ch.
45 R×P	P—B5	59 K—Q3	R×P
46 K—B2 (<i>m</i>)	P—R4	60 P—R7	R—QR7
47 R—QKt 7	R—B3	61 R—Kt 8 ch.	K—B2
48 P—QR4	P—Kt 5	62 P queens	R×Q
49 P—Kt 4	R—QB3	63 R×R	P—R5 (<i>o</i>)
50 P—R5	P×P	64 R—R4	K—Kt 3
51 P×P	R—B7 ch.	65 R×P	K—Kt 4
52 K—B sq.	R—B8 ch.	66 K—K3	P—R6
53 K—K2	R—B7 ch.	67 R—B8	K—Kt 3
54 K—B sq.	R—B8 ch.	68 K—B4	Resigns.
55 K—K2	R—B7 ch.		

(*l*) If P—QR4, White would answer R—QKt 8.

(*m*) Unnecessary. He might have proceeded at once with R—Kt 7 and the advance of the Pawns on the Q wing.

(*n*) Black ought to have been well satisfied with a draw, especially in the first round, where it scored half, but he is trying to do more and evidently at some risk.

(*o*) This Pawn practically defends all others and is now too far advanced from his natural support, the King. No doubt, the move in the text was merely the result of a miscalculation. Its effect is fatal to Black's game. P—B6 instead would have produced a well-known book position which is absolutely drawn. The point of the play is that Black can evidently defend the RP with the King if attacked by the Rook alone. Should White, however, also bring his K—R4, then all Black has to take care of is that his RP be not taken with a check and that his King do not move too far away from his Pawns. The King moves best alternately to K—Kt 3 and KB3, but not to R3. If Black take that precaution, then neither Rook nor King will be able to take the RP, or else the two remaining Pawns will advance victoriously.

* * *

Game No. 83.

Played in the second round, April 22d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	M. Weiss.	8 B—R4	P—R3 (<i>d</i>)
		9 Kt—K2	Kt—KR2
1 P—K4	P—K4	10 P—KKt 4 (<i>e</i>)	P—KR4 (<i>f</i>)
2 KKt—B3	QKt—B3	11 Kt—R2	P—Q4
3 B—Kt 5	Kt—B3	12 P×QP (<i>g</i>)	Q×P
4 O—O	B—K2 (<i>a</i>)	13 B—Kt 3	Q—Q sq
5 P—Q3 (<i>b</i>)	P—Q3	14 P—QB3	B—Q3
6 P—KR3 (<i>c</i>)	O—O	15 Kt—Kt 3	Q—R5
7 Kt—B3	P—QR3	16 K—Kt 2	P×P
		17 Kt×P (<i>h</i>)	K—R sq.

18 P—KB4	P—B4	21 B×P	B×P ch.
19 Kt×P	Kt×Kt	22 K—B2	Q×B ch.
20 P×Kt	P—B5 (i)	23 Resigns.	

- (a) 4...Kt×P is preferable.
- (b) For now White might proceed with the attack, thus: 5 P—Q4, 5 Kt×P (or 5...P×P; 6 Kt×P, and if 6...Kt×P; 7 Kt—B5, with an excellent attack); 6 P×P, 6 P—QR3; 7 KB—QB4, with the advantage that the KB occupies a commanding diagonal, whereas, in other variations of this opening, this Bishop is driven back to QR4, and time has to be lost to get him into activity; besides that, Black usually obtains the opportunity of exchanging it for the KKt by Kt—QB4.
- (c) Loss of time, as usual.
- (d) No better than the opponent's 6th move. It was preferable to retreat Kt—K sq., followed soon by P—KB4.
- (e) Weakening the K side still more.
- (f) An excellent initiation of the attack on the K side.
- (g) This exchange of Pawns is injudicious, as it subsequently facilitates the opening of the KB file for the adversary by P—KB4. Much better was P—KB3.
- (h) A grave error of judgment. By retaking with the Pawn he could effectually prevent the attack of P—KB4, which would be even disastrous for the opponent to attempt, *e. g.*, 17 P×P, 17 K—R sq.; 18 R—KR sq., 18 P—KB4 (or 18...P—KB3; 19 Kt—B3, 19 Q×P; 20 Kt—R4, and wins); 19 Kt—B3, 19 Q×P; 20 Kt—Kt5, and wins.
- (i) After this powerful move White's game becomes altogether disintegrated.

* * *

Game No. 84.

Played in the first round, March 26th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
		8 P×P	B—K3
		9 P—B3	B—B4
J. Taubenhau.	M. Weiss.	10 B—KB4 (a)	P—Kt4
1 P—K4	P—K4	11 B—B sq. (b)	P—Kt5
2 KKt—B3	QKt—B3	12 Kt—Q4	Kt×KP
3 B—Kt5	P—QR3	13 B—KB4	Kt—Kt3
4 B—R4	Kt—B3	14 B—K3	B×Kt (c)
5 O—O	Kt×P	15 Q×B	P—QB4
6 P—Q4	P—QKt4	16 Q—Q sq.	Q—Q3
7 B—Kt3	P—Q4	17 Kt—Q2	Kt×Kt

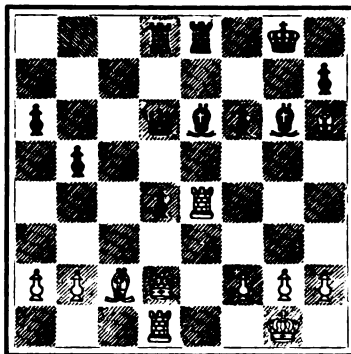
- (a) This costs a valuable Pawn. The right play was 10 QKt—Q2, 10 Kt×Kt; 11 B×Kt, 11 O—O; 12 R—K sq., followed by B—K3, with a little the better game.
- (b) If 11 B—KKt3, then, of course, 11...P—KR4, with a winning attack.
- (c) Much better was P—KR4, after which the Pawn could have been more easily maintained without giving White attacking opportunities.

18 Q×Kt	O—O
19 B—R6	KR—K sq.
20 KR—K sq. (d)	P—Q5 (e)
21 B—B2	P—B3 (f)
22 QR—Q sq.	QR—Q sq.
23 P×P	P×P
24 R—K4 (g)	B×P
25 R×R ch. (h)	R×R
26 B×Kt	P×B
27 B—K3	P—Q6
28 Q×P	Q×Q
29 R×Q	B—B5
30 R—Q6	R—K3
31 R×R	B×R
32 K—B sq.	K—B2
33 B—Q4	B—B5 ch.
34 K—K sq.	K—K3
35 K—Q2	P—B4
36 K—K3	P—R4
37 B—Kt6	P—R5

Position after White's 24th move

R—K4

Black—M. Weiss.



White—J. Taubenhaus.

38 K—Q4 (i)

Drawn.

- (d) Q—Kt5 would be of no use on account of the reply Q—Q sq.
- (e) Rather premature. P—QR4, with the view of advancing P—R5, seems more promising.
- (f) If 21... QR—Q sq.; 22 Q—Kt5, 22 Q—K2; 23 B×Kt, 23 RP×B: 24 Q×Q, 24 R×Q; 25 B—Kt5, and wins.
- (g) White has fought very well against large odds in the hands of a formidable opponent, and this fine move awards him at last a draw in a game in which the chances were otherwise strongly against him after his mistake in the opening.
- (h) The only way to avoid loss. If 25 R×P, 25 Q×R; 26 Q×Q, 26 R×Q, and wins, for, of course, the Rook dare not retake on account of the mate impending from the other Rook.
- (i) The ending has also been well played by White, who had still to exercise some care not to lose, being a Pawn behind.

* * *

Game No. 85.

Played in the second round, April 19th.

RUY LOPEZ.

White	Black		
M. Weiss.	J. Taubenhaus.	4 O—O	Kt×P
		5 P—Q4	P—QR3
		6 B—R4	P—QKt4
1 P—K4	P—K4	7 B—Kt3	P—Q4
2 KKt—B3	QKt—B3	8 P×P	B—K3
3 B—Kt5	Kt—B3	9 P—B3	B—K2

10 R—K sq.	O—O (a)	30 Kt—B5	Q—R2
11 Kt—Q4	Kt × Kt (b)	31 P—B4 (h)	R × B (i)
12 P × Kt	Q—Q2 (c)	32 BP × R	B × P
13 P—B3	Kt—Kt 4	33 R × B	Q × Kt
14 P—KR4	Kt—R6 ch.	34 Q—K3	Q—B sq.
15 P × Kt	KB × P	35 R—KB2	Q—K2
16 R—K2	B × P	36 B—B2	B × B
17 Kt—B3	P—QB3	37 R × B	R—KB sq.
18 B—B2	P—B3	38 R—B4	R × R
19 Q—Q3	P—Kt 3	39 Q × R	P—B4
20 B—B4	P × P	40 Q—B6	Q × Q
21 B × P	B—Kt 4	41 P × Q	P—B5
22 KB—QKt3 (d)	R—B2	42 R—Q2	K—B2
23 R—R2	B—B4	43 R × P	K × P
24 Q—K2	R—K sq.	44 R—QB5	P—B6
25 Q—Kt 2	B—K6 ch.	45 P × P	P × P
26 K—R sq.	B—Q6	46 R × P	P—KR4
27 R—Q sq.	B—B4 (e)	47 R—QR3	K—B4
28 Q—Kt 3 (f)	P—Kt 5 (g)	48 R × P, and wins.	
29 Kt—R4	R(B2)—K2		

- (a) He ought to have avoided the necessity of the exchange that follows, which fortifies the adverse centre and leaves his own QBP weak. Q—Q2 was better.
- (b) If now 11...Q—Q2; 12 Kt × B, and no matter how Black may retake, White answers R × Kt, winning a piece. And if 11...Kt—R4; 12 B—B2, winning at least a Pawn.
- (c) P—KR3 was now absolutely necessary in order to provide an ultimate retreat for the Knight, which obviously has no escape after White's next two moves. It should be noticed that 12...P—KB4 was of no use on account of 13 P × P in passing, 13...R × P (or 13...B × P; 14 R × Kt, and wins); 14 P—B3, 14 Kt—Q3; 15 R × B, and wins.
- (d) A very good move with the object of playing Kt—K4 eventually.
- (e) Of course, if B—QB5, White would answer Q × P ch.
- (f) An excellent move which shuts out the adverse Bishop.
- (g) This does not mend matters, but Black had no good move. If R(B2)—K2 at once, White could effectually answer Kt × K4.
- (h) Good enough, but we think that Kt—K4 was still stronger; for if 31...K—B sq.; 32 Kt—Q6, threatening Kt × B, followed by P—B4.
- (i) A desperate effort to retrieve a lost game, but unavailing against the opponent's correct play.

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THE TIE CONTEST BETWEEN MESSRS. TSCHIGORIN AND WEISS FOR FIRST AND SECOND PRIZES.

* * *

Game No. 86.

First game, played May 22d.

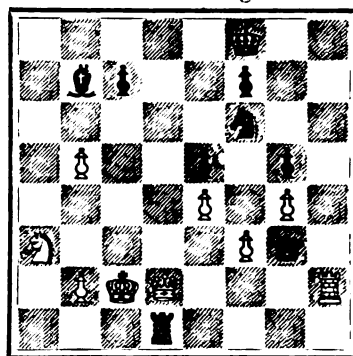
RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	M. Tschigorin.		
1 P—K4	P—K4	26 P—R3	P—Kt 5 (i)
2 KKt—B3	QKt—B3	27 BP×P	P×P
3 B—Kt 5	P—QR3	28 R×R (j)	R×R
4 B—R4	Kt—B3	29 P×P	R—R6
5 Kt—B3	B—Kt 5 (a)	30 B—Q sq.	B—Kt 4
6 Kt—Q5	B—K2	31 Kt—K3	K—B sq.
7 P—Q3	P—Q3	32 Kt—B4	R—R7
8 Kt×B	Q×Kt	33 R—Kt 2	R—R8
9 P—B3	P—KR3 (b)	34 K—B2	P—Q4
10 P—KR3 (c)	O—O	35 Kt—R3 (k)	B—B3
11 P—KKt 4 (d)	Kt—R2	36 P—Kt 5	B—Kt 2
12 R—KKt sq. (e)	Kt—Q sq.		
13 B—K3	Kt—K3 (f)		
14 P—KR4	P—KKt 4		
15 P×P	P×P		
16 Q—K2	Q—B3		
17 O—O—O	Kt—B5		
18 B×Kt (g)	Q×B ch.		
19 Kt—Q2	K—Kt 2		
20 P—B3	B—K3		
21 B—Kt 3 (h)	R—R sq.		
22 R—R sq.	Kt—B3		
23 K—Kt sq.	B—Q2		
24 QR—Kt sq.	P—Kt 4		
25 Kt—B sq.	P—R4		

Position after Black's 40th move

R×B

Black—M. Tschigorin.



White—M. Weiss.

37 R—B2	R—Kt 8	48 Q—Q8 ch.	K—R2
38 Q—Q2	Q—Kt 6	49 Q×P	Q—Q6 ch.
39 R—R2	P×P	50 K—B sq.	Q×BP
40 QP×P	R×B (<i>l</i>)	51 Q×KP	Q×KtP
41 R—R8 ch. (<i>m</i>)	K—Kt 2	52 Q—B5 ch.	Q×Q
42 Q×P ch.	K×R	53 P×Q	K—Kt 2 (<i>o</i>)
43 Q×Kt ch.	K—Kt sq.	54 K—Q2	Q—B3
44 K×R	Q—B7	55 Kt—Q4	K—K4
45 Kt—B2 (<i>n</i>)	Q—B8 ch.	56 K—B3	P—B3
46 K—Q2	Q×KtP		
47 P—Kt 4	B—R3		Drawn.

- (a) Not a good move in this situation. The German authorities justly prefer B—K2 at this juncture.
- (b) No more justifiable than usual.
- (c) With the object of supporting a Pawns' attack against the K wing, and as the opponent has already furnished a mark by advancing his KRP, and White means to O—O—O, this plan is feasible.
- (d) This is premature and only leaves an opening in White's camp at KB4. The advance ought to have been reserved, at any rate, until after due preparation by B—K3 and O—O—O.
- (e) If 12 P—Kt 5, 12 P—KR4; 13 Kt—R4, 13 P—KKt 3; 14 B—Kt 3, 14 K—Kt 2, and Black will have the initiative by P—KB3 sooner or later.
- (f) Black is manœuvring excellently against the weak point in the adversary's battle order.
- (g) This exchange was not advisable, as it allows the opponent to bring his inactive Knight into good play. 18 Q—B sq. was quite safe, for if 18... Kt—Q4; 19 Kt×KtP, 19 Kt×B; 20 Kt×Kt, 20 Kt×Q; 21 Kt×Q ch., with a Pawn ahead. The retreat of the Queen and the retaining of the QB would also be more effective for the purpose of instituting a centre attack subsequently by P—Q4.
- (h) As the King had to move subsequently in order to relieve the Knight, we should have preferred K—Kt sq. at once.
- (i) A bold sacrifice of a Pawn, but its soundness is, we think, very questionable.
- (j) The exchange of Rooks is injudicious, and he must have at least gained a move by simply retaking with the Pawn at once, for if then 28... R×R; 29 R×R, 29 R—QKt sq.; 30 R—R3, 30 R×P; 31 Kt—K3, threatening Kt—K2, as well as Kt—Q5 eventually, and should win.
- (k) Kt—Q2 was, we believe, a safer defence.
- (l) This beautiful sacrifice is now forced as the only resource, but, no doubt, it was previously foreseen and relied upon. See diagram.
- (m) This is, of course, also compulsory for White, for if K×R, Black would sweep off the Pawns, commencing with Q×BP ch.
- (n) With this feeble move White lets a sure victory slip out of his hands. The proper play was 41 K—B sq., with the following probable continuation: 41... Q—B8 ch. (of course, if 41... B×P; 42 Q—Q8 ch., and wins); 42 K—Q2, 42 Q—B7 ch.; 43 K—B3, 43 Q—Q5 ch.; 44 K—B2, 44 B—B sq.; 45 Q—Kt 5 ch., followed by Q—Q2, and White ought to win, slowly but surely.
- (o) After this the draw is secured.

* * *

Game No. 87.

Second game, played May 23d.

PONZIANI OPENING.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	M. Weiss.	15 Q—Kt 3	K—R sq.
1 P—K4	P—K4	16 B—K3	P—KKt 3
2 KKt—B3	QKt—B3	17 Kt—Q4	Kt—Kt 3
3 P—B3	Kt—B3 (a)	18 Q—B3	B—Kt 2
4 P—Q4	Kt×P	19 QR—Q sq.	Q—Q2
5 P—Q5 (b)	Kt—Kt sq.	20 P—QKt 3	QR—K sq.
6 B—Q3	Kt—B4	21 P—B4	Kt—B sq. (d)
7 Kt×P	Kt×B ch.	22 B—Kt 5	Kt—K2
8 Kt×Kt	P—Q3	23 B—B6	Kt—Kt sq. (e)
9 O—O	B—K2	24 B×B ch.	K×B
10 Kt—Q2	O—O	25 KR—K sq. (f)	P—QR3
11 Kt—B3	B—B4	26 Q—QB3	Kt—B3
12 Kt—Q4	B×Kt	27 Kt—B2	Q—Q sq.
13 Q×B	B—B3	28 R—Q3	R×R ch. (g)
14 Kt—B5 (c)	Kt—Q2	29 Kt×R	K—Kt sq.
		30 R—K3	R—K sq.
			Drawn.

- (a) We prefer the defence 3... P—Q4, which, we believe, gives the second player at least a slight advantage in position.
- (b) 5 B—Q3, 5 P—Q4; 6 Kt×P, 6 Kt×Kt; 7 P×Kt, threatening to win a Pawn by B×Kt, followed by Q—R4 ch., is, we believe, stronger.
- (c) The Knight is here exposed to an attack from the adverse KtP, which enables Black afterward to retreat his B—Kt2 and make his K side secure. B—K3, or else Kt—K2, followed by Kt—Kt3, was preferable.
- (d) An excellent move that shows great foresight. He recognizes the necessity of bringing the Knight to the K side in order to neutralize the adverse attack.
- (e) This fine defensive move, which has evidently been well forecalculated, provides a guard for the King against the diagonal attack which White threatens by Q—QB3 after exchanging Bishops.
- (f) No more promising was 25 Q—QB3, 25 Kt—B3; 26 R—Q3, 26 Q—Q sq.; 27 R—B3, 27 R—K4, etc.
- (g) The game now drifts into an easy draw.

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Game No. 88.

Third game, played May 24th.

DOUBLE RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Weiss.	M. Tschigorin	14 P—KKt 4	Q—K2
1 P—K4	P—K4	15 B×B	BP×B (c)
2 KKt—B3	QKt—B3	16 R—B2	Q—K3
3 B—Kt 5	Kt—B3	17 P—QKt 3	P—QR4
4 Kt—B3	B—Kt 5	18 P—QR4	P—B3 (d)
5 O—O	O—O	19 Q—K3	QR—Kt sq.
6 P—Q3	P—Q3	20 QR—KB sq.	P—Q4
7 B×Kt (a)	P×B	21 P—Kt 5	P—Q5
8 Kt—K2	B—Kt 5 (b)	22 Q—Kt 3 (e)	P×P
9 Kt—Kt 3	Kt—R4	23 R×R ch.	R×R
10 P—KR3	B×Kt	24 R×R ch.	K×R
11 Q×B	Kt×Kt	25 Q×KtP	K—B2
12 P×Kt	B—B4 ch.	26 K—B2	Q—B3
13 B—K3	B—Kt 3	27 Q×Q ch.	K×Q
			Drawn.

- (a) White's opening is of a very tame character, and there is little scope for complications in that sort of game.
- (b) We prefer 8...KB—QB4; for if 9 P—Q4, 9 P×P; 10 QKt×P, 10 Kt×P; 11 Kt×P, 11 Q—K sq., followed by B—Kt 2, with the superior game.
- (c) Certainly inferior to RP×B, which would have preserved some good attacking prospects in the centre as well as on the open QR file.
- (d) We would have avoided as long as possible this advance which only affords the adversary an early opportunity of dissolving his doubled Pawn, as will be seen.
- (e) With the last two moves White, who was evidently aiming at a draw, attains his object.

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Game No. 89.

Fourth game, played May 27th.

PONZIANI OPENING.

<i>White</i>	<i>Black</i>		
M. Tschigorin.	M. Weiss.	3 P—B3	Kt—B3
1 P—K4	P—K4	4 P—Q4	Kt×P
2 KKt—B3	QKt—B3	5 P—Q5	Kt—Kt sq.
		6 B—Q3	Kt—B3 (a)
		7 Kt×P	P—Q3

- (a) A deviation from the second game of the tie, in which Herr Weiss played Kt—B4.

8 B—Kt 5 ch.	B—Q2	19 B—Kt 3	B—Kt 2
9 Kt×B	QKt×Kt	20 K—B sq.	Kt—B3
10 O—O	B—K2 (b)	21 Kt×Kt ch. (f)	B×Kt
11 B—Kt 5	O—O	22 B—R4	P—QKt 4
12 QB×Kt	B×B (c)	23 B—B2	P—QR4
13 Kt—Q2	Kt—B4	24 R×R ch.	R×R
14 O—Kt 4 (d)	P—QR3	25 R—K sq.	R×R ch.
15 B—B4	R—K sq.	26 K×R	P—Kt 5
16 KR—K sq.	Q—Q2	27 K—Q2	P×P ch.
17 Q×Q (e)	Kt×Q	28 P×P (g)	
18 Kt—K4	P—KKt 3		

Drawn.

- (b) Though White has two Bishops and Black's KB is confined, the former's advantage is set off by the quick development of all of Black's minor pieces and by the difficulty of White in clearing his Q side and at the same time keeping his far-advanced QP well defended.
- (c) Herr Weiss here shows excellent judgment in the manner of recapture, for by keeping the Knight at Q2 he makes sure of obtaining possession of the open K file for the Rook, and also of driving off the adverse Bishop by P—QR3, followed by Kt—QB4, or else of effecting another exchange that clears his game. Had he retaken with the Knight, he would have been under the necessity soon of weakening his Pawns on the Q side by P—QR3 and P—QKt 4, in order to dislodge the adverse Bishop from his commanding position.
- (d) If 14 P—QKt 4, the game might have proceeded : 14... P—QR3; 15 P×Kt, 15 P×B; 16 P×P, 16 B×P; 17 R—QB sq., 17 P—Kt 5; 18 P×P, 18 Q×QP, with the superior game.
- (e) The issue is practically decided, for it is evident that neither side will venture anything that might lead to more than a draw.
- (f) This settles the draw conclusively—Bishops of opposite colors and Pawns even.
- (g) The game, as a whole, would be hardly worthy of record only for its importance in the result of the Tournament.

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GUNSBERG'S GAMES.

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Game No. 90.

Played in the first round, April 6th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	D. G. Baird.	12 P—R3 (c)	P—R3
1 P—K4	P—K4	13 P—Q4	P × P (d)
2 KKt—B3	QKt—B3	14 Kt × P	O—O
3 B—B4	B—B4	15 O—O	QR—K sq.
4 P—Q3	P—Q3	16 R—Q sq. (e)	Kt—B4
5 P—B3	Kt—B3	17 P—B3 (f)	Kt × Kt
6 Q—K2	B—K3	18 R × Kt	R—K3
7 B—Kt3	B × B (a)	19 P—QB4	Q—K2
8 RP × B	Q—Q2	20 R—Q sq.	R—K sq.
9 Kt—R3	B × Kt (b)	21 Q—KB2	Kt—R4 (g)
10 R × B	P—KR3	22 R—R5 (h)	R—K4
11 P—QKt4	Kt—K2	23 R—R sq.	P—QB3 (i)
		24 P—Kt4	Kt—B3
		25 B—Q2	P—Q4 (j)

- (a) It is not worth while, for the sake of forming a doubled Pawn, to open the adverse R file. As will be seen, for instance, in the present game the QR comes in strongly for the attack on the third row.
- (b) P—QR3, with the view of retreating B—R2, was better than this exchange.
- (c) As usual, we see no necessity for this move on either side.
- (d) Not good, as it allows the adverse Knight a better post than he had. Kt—Kt3 was better.
- (e) The defensive move P—KB3 was more called for, and might have been followed by Q—KB2 if Black still played Kt—B4.
- (f) Of course, if Kt × Kt, the Queen retakes.
- (g) Kt—Q2 was much preferable.
- (h) Useless and even dangerous. The proper move was P—KKt4 at once.
- (i) Black could have obtained here the much superior position at least by 23... P—KB4; 24 P—Kt4 (if 24 P × P, 24 R—K7, and wins), 24... P × KP; 25 P × Kt, 25 P—K6; 26 B × P, best (if 26 Q—K2, 26 Q—R5, followed by R—Kt4 ch. and R—Kt6, with a winning game), 26... R × B, with much the best of the game.
- (j) R—K3, followed by Kt—Q2, was safer.

26 B—B3	P × KP (<i>k</i>)	46 R × BP	R—QB7
27 B × R	Q × B	47 R—B7	P—R4
28 P—B4	Q—K3	48 P—B6	P—R5
29 Q—K2	P—R4	49 R × P	R—B6 ch.
30 P—Kt 5	Kt—Q2	50 K—B2	Kt—Q4
31 Q—K3	P—B3	51 R—B8 ch.	K—R2
32 P—QB5	P × P	52 R—R4 ch.	K—Kt 3
33 P × P	Kt—K4 (<i>l</i>)	53 R—Q4	Kt—K2
34 Q × P	Q × P	54 R—B7	K—B3
35 R—B3	Q—Kt 5 ch.	55 R—Q8	R—B4
36 Q × Q	P × Q (<i>m</i>)	56 R—B8 ch.	K—K3
37 R—K3	Kt—B6 ch.	57 R—K8	R—B4 ch.
38 K—B2	R—KB sq.	58 K—K3	R—B2
39 K—Kt 3	Kt × P	59 K—Q4	P—Kt 4
40 K × P	Kt—R2	60 K—B5	P—Kt 5
41 R—K7	Kt—B3 ch.	61 R—R7	K—B3
42 K—Kt 3	R—Kt sq.	62 P—B7	P—Kt 6
43 R—Q4	P—QKt 3	63 R × Kt	R × R
44 R—QB7	P × P	64 R—R6 ch.	Resigns.
45 P × P	R × P		

- (*k*) Still there was no necessity for sacrificing the exchange. He could well play 26... R—K8, and if 27 P—K5 (27 BP × P, 27 P × P; 28 P × P, 28 R—K7; 29 Q—Kt 3 [if the Queen move elsewhere, Black obtains an excellent attack by Q—K6 ch. or Kt—Q2, accordingly], 29... Q—K6 ch.; 30 K—R sq., 30 Kt—K5, and wins), 27 Kt—Q2; 28 P × P (if 28 P—B4, 28 P × P; 29 P—B5, 29 R × P, and Black has two Pawns for the exchange, with the better position), 28... P × P; 29 P—B4, 29 Kt—Kt 3, etc.
- (*l*) With this Black delivers the key to his position. 33... Q—KB4; 34 R—KB sq., 34 Q—Kt 3; 35 R—K sq., 35 Kt—B3 might have given him fair prospects of fighting for a draw.
- (*m*) After the exchange of Queens, Black makes a hard struggle, but he has to succumb to superiority of material and skill.

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Game No. 91.

Played in the second round, May 4th.

QUEEN'S FLANCHETTO.

<i>White</i>	<i>Black</i>		
D. G. Baird.	I. Gunsberg.	7 KKt—B3	P × P
1 P—K4	P—QKt 3	8 P × P	P—KR3
2 P—KKt 3	B—Kt 2	9 B × Kt	Q × B
3 B—Kt 2	P—K4 (<i>a</i>)	10 P—B3	O—O
4 P—Q3	P—KB4	11 P—QKt 4	B—K2 (<i>c</i>)
5 Q—K2	KKt—B3	12 QKt—Q2	P—QB3
6 B—KKt 5 (<i>b</i>)	B—QB4	13 P—QR4	P—Q3
		14 O—O	Kt—Q2
		15 KR—Q sq.	Q—K3

16 Kt—B sq.	P—QR4	36 P—KB4	R—R7 ch.
17 Kt—K3	R—B2	37 K—R3	P×P
18 Kt—B5	B—KB sq.	38 R (K4)×P	K—R2
19 B—R3	P×P (d)	39 R—K4	R—Q7
20 Kt×QP (e)	Q×B	40 R—QB sq.	K—Kt 3
21 Kt×R	Q—K3 (f)	41 R—KB4	K—R2
22 Q—Q2	Kt—B4	42 R (B4)—B sq.	P—KR4
23 Kt—Q8	Q—B3	43 R—KB5	K—R3
24 Kt×B	Q×KKt	44 R—Q5	P—Kt 4 (k)
25 Kt×Kt	B×Kt (g)	45 R—Q6 ch.	K—Kt 2
26 P×P	B—Q5	46 P—Kt 4 (l)	P×P ch.
27 R—QKt sq. (h)	R—KB sq.	47 K×P	R—Kt 7 ch.
28 R—KB sq.	Q×KP	48 K—B5	R—B7 ch.
29 QR—K sq.	Q—Q4	49 K—K4 (m)	R×P
30 R—K2	Q—B6	50 R—QKt sq.	B—B3
31 Q—B2	P—QB4	51 R—KB sq.	B—Q5
32 P×P	P×P	52 K—B5	R—B7 ch. (n)
33 Q—K4 (i)	Q×Q	53 R×R	B×R
34 R×Q	R—QR sq.	And the game was ultimately abandoned as drawn.	
35 K—Kt 2 (j)	R×P		

(a) Anderssen favored this move in this form of opening, but usually P—K3 is preferred.

(b) QKt—B3 was better play.

(c) Better was B—Q3, as it protected the BP and threatened P—QR4, with the better game.

(d) Black is not sufficiently on his guard and allows himself to be outwitted cleverly.

(e) Very finely played.

(f) If 20 K×R, 20 R×Kt, and, of course, Black could not retake on pain of losing his Queen.

(g) 25... P×P; 26 Q—Q3 would have cost a piece.

(h) White does not support his advantage with the same skill as he exercised in obtaining it. 27 R—R2, with the view of forming a winning passed Pawn on the QR file and also protecting the KBP once more, would have spared him a troublesome defence and given him free hand for the offensive. If then 27... B—B6; 28 Q—B2, 28 B×P; 29 Q—B4 ch., 29 K—R sq.; 30 R—Q3, and wins.

(i) Throwing away his most valuable Pawn. 33 R—Kt sq., 33 P—K5; 34 R—Kt 3, 34 P—K6; 35 R×P, 35 B×R; 36 R×B, was, perhaps, his best plan.

(j) Much better was 35 R—QB sq., 35 R×P; 36 R—B2, for if 36... P—B5; 37 K—Kt 2, 37 K—B2 (if 37... P—B6; 38 R×QBP, and wins); 38 P—KB4, winning a Pawn.

(k) Black has defended himself in a masterly manner, and he clears the board from adverse Pawns by this advance which threatens mate in two moves.

(l) Best, for otherwise P—Kt 5 ch., followed by B—B3 ch., would win the exchange.

(m) Obviously, if 59 K×P, 59 B—K6 ch., and wins.

(n) The position is a theoretically well-known drawn one, and with common care Black was bound to effect that result.

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Game No. 92.

Played in the second round, May 9th.

QUEEN'S FIANCHETTO.

<i>White</i>	<i>Black</i>		
D. G. Baird.	I. Gunsberg.	23 Kt—R4	P × P
1 P—K4	P—QKt 3	24 P—KB3	P—KR4
2 P—KKt 3	B—Kt 2	25 Kt—B5 (<i>f</i>)	B × Kt
3 B—Kt 2	P—KKt 3	26 P × B	Kt—K4 (<i>g</i>)
4 P—QB3	B—KKt 2	27 P—Q4 (<i>h</i>)	P × QP
5 P—Q3	P—K3	28 P × QP	Kt × BP ch.
6 Kt—KB3	Kt—K2	29 B × Kt	P × B
7 O—O	O—O	30 Q × P	B × P ch.
8 R—K sq.	P—QB4	31 K—R sq.	B × P
9 B—KB4	P—Q3	32 QR—Q sq.	B—K4
10 QKt—Q2	QKt—B3	33 P—B6	Q × P
11 Kt—QB4 (<i>a</i>)	P—K4	34 Q × P	R—B2
12 B—KKt 5	Q—Q2	35 Kt—Q2	R—KR2
13 B × Kt (<i>b</i>)	Q × B	36 R—KKtsq. ch.	K—R sq.
14 Kt—K3	QR—Q sq.	37 Q—B3 (<i>i</i>)	Q—R3
15 Kt—Q5	Q—Q2	38 Kt—B sq.	Q—R4
16 Kt—KKt 5 (<i>c</i>)	P—KR3	39 Q—Q5	R—KB sq.
17 B—KR3	P—KB4	40 R—Kt 2	R—Kt 2
18 Kt—B3	Q—KB2	41 R × R	K × R
19 B—Kt 2	B—B sq.	42 R—QB sq.	K—R sq.
20 Kt—K3 (<i>d</i>)	P—B5	43 Q—Kt 7	Q—Kt 4 (<i>j</i>)
21 Kt—B sq.	P—KKt 4	44 R—B7	P—B6
22 P × P (<i>e</i>)	P—Kt 5	45 R—R7 ch.	K—Kt sq.
		46 Kt—K3	P—B7 (<i>k</i>)
		47 Resigns.	

(*a*) The development on both sides was rather unwieldy and contrary to established principles, but White scores the first point here in weakening the adverse position and forming a weak Pawn and a hole in the opposite centre.

(*b*) But he would have done better now to preserve his Bishop and to retreat the same to Q2.

(*c*) This Knight and afterward the Bishop enter in the game on an adventurous attack that only leads to time-losing retreats. Kt—Q2 was by far better.

(*d*) Very injudicious. He withdraws his stronghold in the adverse centre only to make it the mark of hostile Pawn attacks and to shut it up almost uselessly on the K side. The right play was 20 Kt—Q2, and if 20... P × P; 21 Kt (Q2) × P, 21 K—R sq. (obviously, if Q × Kt, White wins the Queen by Kt—B6 ch.); 22 P—QB4, which he could well afford now, considering that he had a piece more at his disposal for a wing attack by P—QKt4 and P—QR4, in case Black played Kt—Q5, as Black's KB was out of play on the K side.

(*e*) Almost anything was bad now, as Black threatened P—Kt 5, followed by P × P or P—B6.

(*f*) The sacrifice of a Pawn, to which this amounts, gives him only temporary relief.

(*g*) Of course, Black provides at once against the adverse intended sally by P × P

attacking the Knight, and this cuts off all prospects for White of recovering his Pawn.

- (h) White's game is broken up anyhow, and perhaps this gave him the best chance of prolonging resistance at the cost of two Pawns.
 (i) A pretty point. If 37 Q—K2, 37 P—B6; 38 Kt×P, 38 Q×Kt ch., and mates by R×P.
 (j) Practically deciding the game.
 (k) A more artful finish than Q×Kt.

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Game No. 93.

Played in the first round, April 13th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	J. W. Baird.		
1 P—Q4	P—Q4	13 Kt×QBP	Q—B2 (e)
2 P—K3	P—K3	14 P×Kt	B—B3 (f)
3 KKt—B3	KKt—B3	15 Q—K2	KR—Q sq.
4 B—Q3	P—QB4	16 B—K3	B—K5
5 P—QKt3	Kt—QB3	17 QR—QB sq.	B×B
6 O—O	P×P (a)	18 Q×B	B—Q3
7 P×P	B—K2	19 P—KB4	Q—K2
8 P—B3 (b)	O—O	20 R—KB3	QR—QB sq.
9 QKt—Q2	B—Q2	21 QR—KB sq.	B—QKt5 (g)
10 Kt—K5	Q—Kt3	22 P—KB5	P—K4
11 K—R sq.	Kt×P (c)	23 Kt×P	Q×Kt
12 QKt—B4 (d)	P×Kt	24 P×Q	R×Q
		25 P×Kt	QR—K sq. (h)
		26 B×P	R×R
		27 P×R	P×P

- (a) The exchange of Pawns is not to be recommended until White has also advanced P—QB4, when both Pawns may be exchanged, with an even game.
 (b) Irregular and indifferent.
 (c) Very good play. Black isolates the adverse Q centre Pawn and obtains the better position by this clever *coup*.
 (d) Best. If 12 P×Kt, 12 Q×P, and recovers his piece, with two Pawns ahead.
 (e) 13... Q—B4 would have been bad, for after 14 P×Kt he could not capture the QP on account of the rejoinder B×P ch.
 (f) Here and later on Black ought to have played Kt—Q4, followed by KB—KB3, which would have exercised great pressure against White's weak point in the Q centre.
 (g) B—Kt sq. was the right play here and would have left him considerable advantage in position, for it would have stopped the only attack that White could avail himself of as a compensation for his weak centre, namely, the advance of P—B5 that follows.
 (h) 25... B—B4; 26 B×B, 26 R×R; 27 P×R, 27 R×B gave him much better chances for a draw.

28 B—Q4	R—K7	34 R—KR4	B—K2
29 B×P	R×P	35 B×B ch.	K×B
30 R—QB sq.	R—R sq.	36 R—R6	R—R4 (j)
31 R—B7	P—Kt 3	37 R×P	R×P
32 R—B4	B—B4	38 K—Kt 2	Resigns. (k)
33 R—Kt4 ch. (i)	K—B sq.		

(i) We believe the following line of play would have made more sure of an easy victory: 33 P—Kt4, 33 B—Q3; 34 R—Q4, 34 B—B2; 35 R—Q7, 35 B—B5; 36 B—Q4, 36 R—Kt sq.; 37 P—Kt5, followed by P—B6, threatening B×P, etc.

(j) The QKtP was the key to his position if he had any hope of drawing, and it was imperative to defend the same with the Rook.

(k) Black chivalrously resigns, and, no doubt, his game was lost, especially when fighting against such a strong master. He could have made, however, a long struggle of it if he had chosen.

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Game No. 94.

Played in the second round, May 14th.

QUEEN'S FIANCHETTO.

<i>White</i>	<i>Black</i>		
J. W. Baird.	I. Gunsberg.	20 P—B4	P—B4
1 P—K4	P—QKt 3	21 P×P e. p. ch.	KKt×P
2 P—Q4	B—Kt2	22 Kt—B2	Q—Kt 3
3 B—Q3	P—Kt3	23 Kt—R3	QR—K sq.
4 Kt—K2	B—Kt2	24 K—R sq.	Kt—Kt 5
5 O—O	P—K3	25 R—K2	B—Q4
6 B—K3	Kt—K2	26 QR—K sq.	P—R3
7 P—QB3	O—O	27 P—R3	Q—Q sq.
8 Q—Q2	P—Q3	28 Kt—K4	Q—R5
9 B—R6	P—QB4	29 K—Kt sq. (b)	KKt—B3
10 Kt—R3	QKt—B3	30 Kt—Q6	R—QKt sq.
11 QR—B sq.	P—Q4	31 Kt—B2	R—Kt 3
12 P—K5	P—R3	32 QKt—K4	Kt×Kt
13 Kt—B2 (a)	P—B5	33 Kt×Kt	Q×BP (c)
14 B×BP	P×B	34 Q—B2	Kt—B3
15 Kt—Kt 3	Kt—QKt sq.	35 P—KKt 3	Q—B6
16 B×B	K×B	36 R—KB sq.	B×Kt
17 Kt—K3	P—QKt4	37 R×Q	B×Q
18 Kt—Kt 4	Kt—Kt sq.	38 R×B	Kt—Q4
19 KR—K sq.	Kt—Q2	39 R—KB sq. (d)	R×R ch.
		40 K×R	Kt—K6 ch.
		Resigns.	

(a) White's development was so far unexceptional, and he had rather the better position, which promised even more if he had played now 13 B×B, 13 K×B;

14 P—KB4, and if 14... P—KB4; 15 P×P en pass. ch., 15 R×P; 16 P—KKt4. The unfortunate blunder in the text leaves his game at once hopeless, with a piece behind, against such an opponent.

- (b) In order to utilize the QKt, which he cannot do at once, as Black would then be at liberty to capture the KKt with the Queen, White's KtP being pinned by the Bishop.
- (c) There is hardly anything further noteworthy in the game, as Black naturally ends the adverse stubborn resistance by simplifying matters.
- (d) Of course, a final blunder.

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Game No. 95.

Played in the first round, April 11th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>	<i>9 QKt—Q2</i>	<i>Q—K2</i>
I. Gunsberg.	H. E. Bird.	10 QR—K sq.	P—R5
		11 P—KR3	B—KR3
1 P—Q4	P—K3	12 P—K5	P×P
2 P—K4	P—QKt 3	13 P×P	O—O—O
3 B—Q3	B—Kt 2	14 B—K4	B×B (K6) (c)
4 KKt—B3 (a)	P—Kt 3	15 B×B ch.	K×B
5 O—O	B—Kt 2	16 R×B	Kt—R3
6 P—B3	P—KR4 (b)	17 Q—K4 ch.	K—R3 (d)
7 B—K3	P—Q3	18 P—B4	Kt—B4 (e)
8 Q—B2	Kt—Q2	19 R—R3 ch.	Resigns.

- (a) Not a good post for the Knight in this opening, as it is mostly of great importance to support the K centre by P—KB3, which square is now blocked for that Pawn.
- (b) At this point Black might have utilized White's objectionable 4th move by 6... P—KB4. If 7 P×P, 7 KtP×P, with the superior game. Or if 7 P—K5, 7 Kt—R3, again with the better position. Finally, if 7 QKt—Q2, 7 KKt—B3, followed soon by O—O, and we prefer Black's game. The move in the text is weak.
- (c) The adverse attack is greatly strengthened by this exchange. Kt—QB4 was by far better.
- (d) His game was bad even if he had made the best move at his disposal, namely, 17... K—B sq., whereupon, after 18 Q—R8 ch., 18 Kt—Kt sq.; 19 Kt—Q4, White would have won a Pawn at least, with a fine game; but the move in the text is a curious blunder that confines the King in a mating net.
- (e) If 18 P—QKt 4, his only other alternative, 19 Q—B6 ch., followed by R—R3 ch., wins equally.

* * *

Game No. 96.

Played in the second round, May 11th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	I. Gunsberg.	31 R—Kt 2	Q—QB6
1 P—KB4	P—QKt 3	32 Kt—Kt sq.	Q—QKt 6
2 P—K4	B—Kt 2	33 B—Kt 5	P—R6
3 P—Q3	P—K3	34 Kt—Q2	P—R7 ch.
4 KKt—B3	P—Q4	35 K—B2 (d)	Q—B7
5 P—K5	P—QB4	36 Q—K2	R—R6
6 B—K2	QKt—B3	37 Kt—K4	Q×Q ch.
7 P—B3	R—B sq.	38 K×Q	B—B2
8 P—QR3	P—Kt 3	39 Kt—B6 ch.	K—B sq.
9 P—QKt 4	P—Q5	40 Kt—Kt 4	P—B4
10 P—Kt 5	QKt—K2	41 Kt—B2 (e)	R—QR6
11 P—B4	Kt—B4	42 B—B sq.	R—R7 ch.
12 P—QR4	KKt—R3	43 K—B3	K—B2
13 Kt—R3	Kt—Kt 5	44 Kt—R3	R×P
14 Kt—B2	B×Kt	45 R—K2	P—K4
15 B×B	Q—R5 ch. (a)	46 Kt—Kt 5 ch.	K—B3
16 P—Kt 3 (b)	Kt×KtP	47 K—Kt 2	P—K5
17 P×Kt	Q×P ch.	48 R—B sq.	P—K6
18 K—Q2	Q×P ch.	49 Kt—B3	R—KR sq.
19 K—K2	Q×P ch.	50 K—R sq.	R×P (f)
20 K—B sq.	Kt—R7 ch.	51 B—Kt 2	R—K sq.
21 K—Kt 2 (c)	B—Q3	52 R—Q sq.	R—K5
22 Q—K sq.	Kt×B	53 B—R sq.	P—Kt 4
23 K×Kt	Q—B4 ch.	54 Kt×RP	R—KR5
24 K—K2	Q—Kt 5 ch.	55 K—Kt sq.	R×Kt
25 K—B sq.	Q—B6 ch.	56 R×R	B×R ch.
26 K—Kt sq.	Q×P	57 K×B	R—B7 ch.
27 Kt—R3	P—KR4	58 K—Kt 3	P—B5 ch.
28 R—QR2	P—R5	59 K—Kt 4	P—K7
29 Q—B sq.	Q—QKt 6	60 R—K sq.	R—R7
30 R—KB2	Q—Kt 6 ch.	61 K—B3	K—B4
		62 Resigns.	

(a) The outcome of the early manœuvring on both sides, which was very irregular, especially on White's part, is that the latter's pieces are much confined and his Pawns are in a weak position, which gives Black an opportunity for instituting a vehement attack at the cost of a piece, for which he obtains no less than four Pawns.

(b) Best. If 16 K—Q2, 16 Kt×RP would win.

(c) A much better plan was 21 R×Kt, 21 Q×R; 22 P—R5, with good prospects of a strong counter-attack on the Q side.

(d) It was much better to get rid of the adverse dangerous passed Pawn by giving up the exchange. After 35 KR×P, 35 B×R ch.; 36 R×B, 36 Q—Kt 6 ch.;

37 R—Kt2, White had more legitimate hopes of making a good fight against the adverse superiority of Pawns.

(e) If 41 Kt×P, 41 K—B2, followed by QR—KR sq., would soon win with ease.

(f) A position of the rarest curiosity. Black has seven Pawns for the piece. Of course, he can hardly help winning now.

* * *

Game No. 97.

Played in the first round, April 8th.

IRREGULAR OPENING.

White	Black		
I. Gunsberg.	J. H. Blackburne.	15 Q—B3	B—Kt2
1 P—K4	P—K4	16 Q—Kt3	R—Q2
2 KKt—B3	QKt—B3	17 Kt—B3	P—B3 (f)
3 P—QR3 (a)	P—KKt3 (b)	18 QR—Q sq.	QR—Q sq.
4 P—Q4	P×P	19 R×R	R×R
5 Kt×P	B—Kt2	20 B×P (g)	P—QB4
6 B—K3	KKt—K2	21 B—Kt8 (h)	Q—Kt6
7 Kt—QB3	P—Q4	22 Q—R3	R—Q8 (i)
8 B—QKt5	O—O (c)	23 P—B4	P—B4
9 P×P	Kt×P	24 B×P	B×Kt
10 QKt×KKt (d)	Q×Kt	25 B—R5	R×R ch.
11 B×Kt	P×B	26 B×R	Q—Q8
12 O—O	B—QR3	27 P×B	Q×B ch.
13 R—K sq.	KR—Q sq. (e)	28 K—Kt2	B×P
14 P—QB3	Q—B5	29 Q—R4	B—Q5
		30 Q—Q8 ch.	K—Kt2
		31 Q—B7 ch.	K—R3

(a) Mr. Gunsberg sometimes favored this indifferent move after both parties had brought out both Knights to their B3. He now adopts it earlier, and, in our opinion, throws the advantage of the first move away.

(b) We think that Black may reply 3...Kt—B3, and if 4 Kt—B3, 4 B—B4; 5 P—QKt4, 5 B—Q5, with a good game.

(c) The offer of a Pawn rests on a deep and sound combination.

(d) If 10 KKt×QKt, 10 P×Kt; 11 KB×P, 11 Kt×B; 12 P×Kt (if 12 Q×Q, 12 Kt×BP ch., etc.), 12...R—QKt sq., with the superior game.

(e) We should have preferred Black's game if he had now played QR—Kt sq. We consider this and Black's next move weak.

(f) Almost compulsory, but no doubt disadvantageous, as it blocks out the Bishop from his most important range.

(g) This was an error. He had the best of the position and could have improved it by 20 Kt—Q2, 20 Q—Q6 (or 20...Q—QR5; 21 B—Q4, threatening Kt—K4, etc.); 21 Kt—Kt3, 21 KB—B sq.; 22 Kt—R5, 22 B—R sq.; 23 B—Q4, etc.

(h) This makes matters worse. Mr. Gunsberg afterward pointed out that he might have probably released himself by advancing P—QR4.

(i) Black takes advantage of the situation with prompt vigor. Of course, he threatens now B×Kt.

32 Q—Kt 3	Q—K7	43 Q—B4	Q—Q5
33 P—QR4	Q×QBP	44 Q—B sq. ch.	K—R4
34 Q—R4 ch.	K—Kt 2	45 Q—B7	Q—K4
35 P—R5	Q—K7	46 Q—Q7	P—R3
36 P—R6	B—B3 (<i>j</i>)	47 P—B4	Q—Q5
37 Q—KB4 (<i>k</i>)	Q×RP	48 Q—QB7	Q—K5 ch.
38 Q—B7 ch.	K—R3	49 K—B sq.	Q—Q6 ch.
39 Q×BP	Q—K3	50 K—Kt 2	B—Q5
40 Q—B8 ch.	B—Kt 2 (<i>l</i>)	51 Q—B sq.	Q—K7
41 Q—Q8	Q—KB3	52 K—R sq.	Q—B6 ch.
42 Q—B7	Q—K4	53 Resigns.	

(*j*) It required great courage and foresight on Black's part to let the apparently dangerous hostile Pawn advance so far, especially as White has now the formidably-looking Q—QR4 at his disposal.

(*k*) It will now be easily seen that if 36 Q—QR4, 36 B—Q5; 37 P—R7, 37 Q×P ch.; 38 K—R3, 38 Q×BP ch.; 39 K—R4, 39 B—B3 ch., and wins. But, evidently, Mr. Blackburne must have foreseen this several moves back, and the highest credit is due to him for devising this clever resource.

(*l*) K—R4 was preferable, but Black anyhow wins now without difficulty.

* * *

Game No. 98.

Played in the second round, May 7th.

QUEEN'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	I. Gunsberg.		
1 P—Q4	P—Q4	19 Kt—K2	Kt—K5
2 P—QB4	P—QB3 (<i>a</i>)	20 B×Kt	P×B
3 P—K3	Kt—B3	21 P—B4	P×P en pass.
4 Kt—QB3	P—K3	22 Kt×P	P—QR4
5 Kt—B3	P—QKt 3	23 Q—K sq.	Q—K2
6 B—Q2 (<i>b</i>)	B—Q3	24 Q—R4	Q×Q (<i>h</i>)
7 QR—B sq.	O—O	25 Kt×Q	Kt—Kt 3 (<i>i</i>)
8 Q—B2 (<i>c</i>)	B—Kt 2	26 R—B6	B—B2
9 P—KR3 (<i>d</i>)	QKt—Q2	27 QR—KB sq.	R—K2
10 P×P (<i>e</i>)	KP×P	28 KR—B2	B—K5
11 B—Q3	R—K sq.	29 Kt (R4)—B3	B—Q6
12 O—O	R—QB sq.	30 R—K sq.	QR—K sq.
13 B—B5	P—Kt 3	31 Kt—B4	B—K5
14 B—Q3	P—B4	32 Kt—Kt 5	B—B3
15 Q—R4 (<i>f</i>)	P—B5	33 R—QB sq.	P—R3
16 B—Kt sq. (<i>g</i>)	P—QR3	34 Kt—B3	KB×Kt
17 Q—Q sq.	P—QKt 4	35 P×B	B×Kt (<i>j</i>)
18 Kt—R2	P—Kt 5	36 R×B	P—B4
		37 P—R3 (<i>k</i>)	P—B6 (<i>l</i>)
		38 KtP×BP	Kt—B5
		39 BP×P (<i>m</i>)	Kt×B

40 R—Q3	Kt—K5	50 P—R4	Kt—B6
41 P×P (<i>n</i>)	R—R sq.	51 P—Kt 4	P×P
42 R—B6	K—B2	52 P×P	Kt—K7 ch.
43 P—R6	R—K3	53 K—B2	Kt×P
44 P—Q5	R×R	54 P—R5	Kt—K3
45 P×R	R×P	55 P—R6	R×P (<i>p</i>)
46 P—B7	R—B3	56 P—R7	R—B7 ch.
47 R—Q7 ch.	K—K3	57 K—Kt 3	R—QR7
48 R—Kt 7	K—B3	58 R—QKt 7	R—R6 ch.
49 R—Q7	R—B4 (<i>o</i>)	59 K—B2	K—Kt 4

- (a) At least a valuable move in the development is lost by adopting this defence.
- (b) We would in this situation rapidly bring out B—Q3, followed by O—O, in order to form an attack in the centre by P—K4. QR and QB may then be better employed elsewhere than they are in the early part of this game.
- (c) If done with the object of playing P—K4 sooner or later this was good play, but not for the plan which he pursues.
- (d) This is of no use.
- (e) And this is absolutely bad. The opponent obtains complete command of the centre thereby, and on the Q side his position is also superior already. P—K4 was still the right play.
- (f) Also very weak and compromising. It was necessary to exchange Pawns in order to make their array on the Q wing less powerful. Anyhow, if he did not chose to exchange, Q—Q sq. was better, and time is thrown away additionally by this move.
- (g) If Q×RP, Black would play 16... B—B3 and White's Queen had no escape.
- (h) Black has systematically conducted the attack on the Q side quite heedless of the adverse attempt at a counter-demonstration against his King. As his opponent is now reduced to an offer of exchanging Queens, he promptly accepts the challenge, having the superiority of Pawns on the Q side, with two powerful Bishops to support his attack on that wing, which is bound to succeed ultimately. The game is conducted by Mr. Gunsberg in remarkably fine style of modern art.
- (i) Much better was B—K5 or —QR3.
- (j) We think that Black impetuously exchanged his two Bishops, that might have yielded him greater winning facilities, for the two Knights, which could not much impede his progress.
- (k) An error, of which the adversary avails himself with profound ingenuity. He ought to have reserved this strong move, which would have secured him an even game, at least, if he had first played KR—KB2, protecting his Bishop.
- (l) Fine and very deep play.
- (m) He was bound to give up the piece, for if either Rook protected the Bishop, the reply P—Kt 6 would win in a few moves. The play adopted gave him still fair drawing chances.
- (n) Which, however, he now throws away. P—Kt 5 would have made it much more difficult for Black to win.
- (o) Black masters this extremely difficult position in the most skilful manner. He has to remove his Rook in order to allow his Knight to manœuvre. If Kt—B6 at once, White would answer R—Q6 ch. and win.
- (p) Black has admirably picked up, one by one, the adverse most dangerous Pawns, and it is quite a study, even for adepts, to follow his end play.

60 R—KR7	Kt—Q5 (<i>q</i>)	74 R—Kt 4 ch.	R—B5
61 R—QB7 (<i>r</i>)	K—B5	75 R—Kt 3	Kt—K5
62 R—B4	R—R7 ch.	76 R—Kt 4	P—Kt 4
63 K—K sq.	K—K5	77 R—Kt 3	R—B7 ch.
64 R—B7	K—K6	78 K—Kt sq.	R—B6
65 R—B3 ch.	K—B5	79 R—Kt 4	K—B5
66 R—B4	K—K4	80 R—R4	P—Kt 5
67 R—B7	K—B3	81 K—Kt 2	R—B7 ch.
68 R—R7	Kt—Kt 4	82 K—Kt sq.	R—QB7
69 R×P	R×P	83 R—R sq.	K—B6
70 K—B2	K—Kt 4	84 R—B sq. ch.	R—B7
71 R—R sq.	K×P	85 R—R sq.	R—Kt 7 ch.
72 R—QKt sq.	R—B2 ch.	86 Resigns.	
73 K—Kt 2	Kt—B6		

- (*q*) His mating efforts only lead to prolongation. The simplest way to end matters was 60...Kt—KB5; 61 K—K sq., 61 R—R7, followed by Kt—Q4 and Kt—KB3, winning the KKtP, and the two passed Pawns could not be stopped.
- (*r*) Threatening to win the Knight by R—B4, should Black capture the Pawn. Of course Black was bound to win the game even then, but a very long fight could have been made of it. No further comment is necessary, excepting that White offers very stubborn resistance in a hopelessly lost case.

* * *

Game No. 99.

Played in the first round, April 1st.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	C. F. Burille.	16 K—R2	K—R sq.
1 P—K4	P—K4	17 P—Kt 4	P—B3
2 KKt—B3	QKt—B3	18 Kt—B5	P—Kt 3
3 B—B4	B—B4	19 Kt×Kt	Q×Kt
4 P—Q3	P—Q3	20 Kt—R4	Q—K3
5 P—B3	Kt—B3	21 P—KB4	P×P
6 Q—K2	Q—K2	22 R×P	Kt—Kt sq.
7 QKt—Q2	B—K3	23 R—B3	P—B3
8 B—Kt 3	B×B (<i>a</i>)	24 B—K3	P—Q4
9 RP×B	Kt—KKt 5	25 P×P	Q—K4 ch.
10 O—O	O—O	26 K—Kt sq.	QR—K sq.
11 P—R3	Kt—B3	27 P—Q4	Q×P (Q4)
12 P—QKt 4	B—Kt 3	28 Kt—Kt 2	R—K5
13 Kt—R4 (<i>b</i>)	Q—Q2 (<i>c</i>)	29 P—KKt 5 (<i>d</i>)	P—KB4
14 QKt—B3	Kt—K2	30 P—QB4 (<i>e</i>)	Q—Q sq.
15 B—Kt 5	Q—K3	31 P—B5	B—B2
		32 Q—Q3 (<i>f</i>)	P—QR3
		33 P—KR4	Kt—K2

34 QR—KB sq.	R—K sq.	48 Q—QKt 3	Kt—Q4
35 R—R3	Kt—Q4	49 Kt—B3	B—B5
36 B—Q2	K—Kt 2	50 B×B	Q×B
37 P—R5	Q—K2	51 Q—Q3	K×P
38 P×P	P×P	52 K—B2	P—KKt 4
39 R—R6	R—KR sq.	53 Q—K2	Kt—B3
40 Q—R3	Q—K sq. (g)	54 Q—K6	K—R4 (i)
41 R—K sq.	R×R ch.	55 P—Q5 (j)	K—Kt 5 (k)
42 Kt×R	Kt—B5 (h)	56 Q×Kt	Q×Kt ch.
43 Q—KB3	R×R	57 K—Kt sq.	Q×P
44 P×R ch.	K—R2	58 Q—K7	Q—Q8 ch.
45 K—B sq.	Kt—Q4	59 K—B2	Q—Q7 ch.
46 K—B2	Kt—B3	60 K—Kt sq.	K—B6 (l)
47 K—B sq.	Q—K5	61 Resigns.	

- (a) The opponent gets now a slight advantage with his open QR file and gains time by attacking the Bishop with his QKtP.
- (b) We would have preferred P—Kt 5 first, so as to drive back the QKt into the first row. White could then proceed with Kt—QB4 or with Kt—KR4, as in the text.
- (c) With correct perception of the exigencies of the situation, Black makes room at K2 for his QKt, but Q—K3 was better for the purpose and would have saved time.
- (d) The game has been evenly played on both sides up to this, which we consider weak. It gives Black a strong passed Pawn, whilst advancing his own KtP too far without sufficient support.
- (e) And by this advance he destroys the fighting power of his Q wing, and his four Pawns on that side are worth no more than the adverse three, for he is bound on the next move to push the BP still further, and Black thus obtains a fine post for his Knight at Q4, while White's QP and QKtP remain weak.
- (f) If 32 R×P, 32 P—B5; 33 Q—Q3, 33 R×B, and wins.
- (g) Black's parrying off the attack shows science and strength.
- (h) With this skilful move Black turns the game decidedly in his favor.
- (i) Black masters the situation with fine judgment. This was the simplest and most efficient plan, especially with the view of avoiding perpetual check.
- (j) If 55 Q×Kt, 55 K—Kt 5; 56 Q×P ch., 56 Q×Q; 57 Kt×Q, 57 K×Kt, and after advancing the BP, Black will cross over with his King to the Q side, winning easily.
- (k) Black does not swerve from his victorious path. Had he taken the Pawn with the Knight, White would have answered K—Kt 2, and a draw was likely to occur.
- (l) Terminating a well-played game in excellent style.

* * *

Game No. 100.

Played in the second round, April 29th.

DOUBLE FIANCHETTO.

<i>White</i>	<i>Black</i>		
C. F. Burille.	I. Gunsberg.	18 Q—B2 (<i>g</i>)	P—QKt 4
1 P—K4	P—QKt 3	19 Kt—Q2	B—K6
2 P—Q4	B—Kt 2	20 QKt—QKt 3	P—Q3 (<i>h</i>)
3 B—Q3	P—KKt 3	21 P × P (<i>i</i>)	P × P
4 B—K3	B—Kt 2	22 P—Q5	P × P
5 P—QB3	P—K3	23 B × P ch.	K—R sq.
6 QKt—Q2	KKt—K2	24 B × Kt (<i>j</i>)	B × B
7 Kt—K2	O—O	25 QKt—Q4	B—Q4
8 O—O	P—KB4	26 P—QR4	P—QR3
9 P—B3 (<i>a</i>)	QKt—B3	27 P × P	P × P
10 P—K5 (<i>b</i>)	Kt—Q4	28 R—R7 (<i>k</i>)	QR—K sq. (<i>l</i>)
11 B—KB2	B—KR3 (<i>c</i>)	29 Q—Q sq.	R—K4 (<i>m</i>)
12 R—K sq. (<i>d</i>)	Kt—K6	30 Kt—Kt sq. (<i>n</i>)	B—B5 (<i>o</i>)
13 B × Kt	B × B ch.	31 R—R sq.	B × R
14 K—R sq.	Q—R5	32 Q × B	KR—K sq.
15 Kt—QB4	B—B7 (<i>e</i>)	33 QKt—K2	B × Kt
16 R—KB sq.	P—B5 (<i>f</i>)	34 Kt × B	R—K8
17 B—K4	QR—QKt sq.	35 Q × P	Q—B7
		36 Resigns.	

- (*a*) White has opened and developed his game in the true spirit of the modern style, which prescribes the guarding of the centre against the action of the two Bishops.
- (*b*) But White now departs at once, without the least necessity, from the leading idea that ought to govern his play, and he allows the adverse Knight entrance by this advance.
- (*c*) Black manœuvres energetically and judiciously against the weak adverse point at K3.
- (*d*) The best way to equalize matters was 12 Kt—QB4, 12 P—QKt 4; 13 Kt—QR3, 13 Kt—K6; 14 B × Kt, 14 B × B ch.; 15 K—R sq., 15 P—QR3; 16 Kt—B2, 16 KB—KR3; 17 P—KB4, etc.
- (*e*) We question this move, which shuts out his Bishop from re-entrance on the K side and confines the same practically at K6, for he cannot stop long at his present post.
- (*f*) This advance allows White's Bishop to enter at K4 and thus to neutralize the action of his own QB against the K side, but it was only the forced sequence of his last move. If he played P—QKt 4, White would reply Kt—QR3, followed by Kt—QB2.
- (*g*) Which blocks his best square for the QKt that ought to have retreated at once to R3, with the view of occupying the same.
- (*h*) His centre becomes weak by this advance.
- (*i*) Much stronger was 21 P—QR4, 21 P—QR3; 22 P × P, 22 P × P; 23 Kt—R5, etc.
- (*j*) The exchange releases the adverse King and deprives him of all chance of attack. Black's two Bishops assert themselves powerfully hence.

- (k) Much better was Q—Q sq. at once, in order to make room for Kt—B2.
 (l) And now Black assumes the offensive, which is carried through to the end with vigor and ingenuity.
 (m) Threatening 80... R × P ch., followed by R—R4 mate.
 (n) P—KR3 was his best defence that might have prolonged the fight, at any rate.
 (o) A masterstroke that wins in a few moves.

* * *

Game No. 101.

Played in the first round, March 25th.

KING'S BISHOP'S OPENING.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	A. Burn.	14 Kt × Kt	K—R sq.
1 P—K4	P—K4	15 O—O—O	Kt—Q3
2 B—B4	KKt—B3	16 Kt × Kt	P × Kt
3 Q—K2	Kt—B3	17 P—B4	P—B3
4 KKt—B3	B—B4	18 QR—K sq.	Q—QB2
5 Kt—Kt5 (a)	P—Q4 (b)	19 Q × Q sq.	B—Q2
6 P × P	Kt × P	20 Q—B3	B—B3
7 P—Q3	O—O	21 Q—Kt3	QR—K sq. (c)
8 Kt—QB3	Kt—B3	22 B—Kt3	P—QR4
9 QKt—K4	Kt—Q5	23 KR—B sq.	P—R5
10 Q—Q sq.	B—Kt3	24 B—B2	B—R2
11 P—QB3	Kt—B4	25 P—QR3	P—QKt4
12 Q—Kt3	Q—K2	26 Q—R3	B—Q4
13 B—Q2	Kt × Kt	27 P × P	QP × P
		Drawn by mutual consent. (d)	

- (a) A premature attack that ought to have been disadvantageous to White.
 (b) He could not play 5 O—O, on account of 6 Kt × P, 6 R × Kt; 7 B × R ch., 7 K × B; 8 Q—B4 ch., winning the exchange. But, nevertheless, the move in the text was not the best, for it subjects him to a considerable attack for a long time, whereas 5... Kt—Q5; 6 Q—Q sq. (if 6 B × P ch., 6 K—B sq.; 7 Q—B4, 7 Q—K2, threatening P—QKt4, as well as P—KR3, and ought to win), 6... O—O, and Black will obtain the superior development.
 (c) Both parties have alternately attacked and defended with great caution and good judgment, but we believe that here 21... P—Q4; 22 B—Kt3, 22 P—K5 was more promising for Black, who could at once form a strong centre Pawn, whereas White could not have asserted his superiority of Pawns on the Q wing for a very long time, having Castled on that side.
 (d) The game is about even in position and forces, but, for all that, we think that at such a stage of the game, where the issue seems still quite uncertain, a draw by mutual consent between two favorites for high honors is an unsatisfactory result.

* * *

Game No. 102.

Played in the second round, April 18th.

RUY LOPEZ.

White	Black		
A. Burn.	I. Gunsberg.	11 Kt—B3	Kt—K4 (d)
1 P—K4	P—K4	12 R—K sq.	Kt—B2
2 KKt—B3	QKt—B3	13 Q—Q4	R—K sq. (e)
3 B—Kt5	Kt—B3	14 R×R ch.	Q×R
4 O—O	Kt×P	15 R—K sq.	Kt—K4
5 P—Q4	Kt—Q3 (a)	16 Kt—Q2 (f)	P—QR3 (g)
6 P×P (b)	Kt×B	17 P—KB4	Q—KB sq.
7 P—QR4	Kt—Q3	18 KKt—K4	Kt—B2
8 B—Kt5	P—B3	19 Kt—Q5 (h)	K—R sq.
9 P×Kt	B×P (c)	20 Kt×B	Kt×Kt
10 B—R4	O—O	21 Kt×QBP (i)	Kt—B4
		22 Q—B2	Resigns. (j)

- (a) The authorized move is B—K2 at this point. The text move is premature.
- (b) First played by Mr. J. W. Baird (see *International Chess Magazine*, Vol. III., January, 1887, p. 25). We do not approve of this sacrifice of a Pawn, especially as White may obtain a good game by 6 B×Kt, 6 KtP×B; 7 P×P, 7 Kt—Kt2; 8 B—Kt5, 8 B—K2; 9 B×B, 9 Q×B; 10 R—K sq., etc.
- (c) He could not well capture the Bishop on account of 12 R—K sq. ch., 12 K—B2; 13 Q—Q5 ch., 13 K—Kt3; 14 P×P, 14 Q—B3; 15 Kt—B3. with an excellent attack; for if 15...B—K2; 16 R×B, 16 Q×R (or 16...Kt×R; 17 Kt—K5 ch., 17 K—R3, best [if 17...K—R4; 18 Q—Q sq. ch. and wins]; 18 Kt—B7 ch., and ought to win); 17 R—K sq., 17 Q—B3; 18 Kt—K4, with a fine game.
- (d) B—K2 or P—KKt4 were quite good enough and led to less complications, with a Pawn plus.
- (e) An ill-judged offer of an exchange, whereby he deprives himself of an important defensive piece and brings the adverse QR into activity.
- (f) An excellent move, which practically decides the game.
- (g) There was hardly anything better. If, for instance, 16...Q—B sq.; 17 Kt—Kt5, 17 Kt—B2; 18 Kt×B, 18 Kt×Kt; 19 B—Kt3, 19 Kt—K sq.; 20 Q—Q5 ch., 20 K—R sq.; 21 Q—K4, etc.
- (h) In very vigorous style.
- (i) Threatening also Q×Kt.
- (j) Black may get two pieces for the Queen by 23...Kt×B; 23 R—K8, 23 Q×R; 24 Kt×Q, but then he cannot save the loss of another piece, for if 24...Kt—B4; 25 Kt—B7, 25 R—Kt sq.; 26 Q—R7, and wins.

* * *

Game No. 103.

Played in the first round, April 15th.

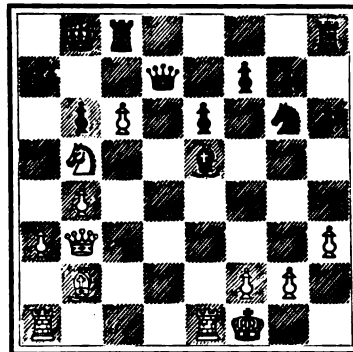
FRENCH DEFENCE.

White	Black
I. Gunsberg.	E. Delmar.
1 P—K4	P—K3
2 P—Q4	P—Q4
3 QKt—B3	P×P
4 Kt×P	P—KR3 (a)
5 KKt—B3	KKt—B3
6 B—Q3	QKt—Q2
7 O—O	Kt×Kt
8 B×Kt	Kt—B3
9 B—Q3	B—Q3
10 P—B4	P—B3 (b)
11 B—B2	P—QKt3
12 Q—Q3	B—Kt2
13 R—K sq. (c)	Q—B2
14 P—QR3	O—O—O
15 Q—B3	P—B4
16 P×P	B×P
17 P—R3 (d)	K—Kt sq.
18 P—QKt4	B—Q3
19 Kt—Q4	R—QB sq.
20 B—Q3	Kt—Q4 (e)
21 Q—Kt3	Kt—B5

22 B—B sq.	B—R3
23 P—B5 (f)	B×B
24 K×B	B—K4 (g)
25 B—Kt2 (h)	Kt—Kt3
26 Kt—Kt5	Q—Q2
27 P—B6 (i)	Q×P

Position after White's 27th move
P—B6

Black—E. Delmar.



White—I. Gunsberg.

- (a) This and the last move were opposed to recognized principles of development.
 (b) His QB becomes still more blocked by this advance.
 (c) Black was already weak enough on the K side, and as he evidently intended O—O—O, a preparation for an attack by P—QR3, followed by P—QKt4, was more in order.
 (d) Hardly necessary, and therefore loss of time. 17 P—QKt4, 17 B—Q3; 18 B—Kt2, was safe enough, for if 18... B×Kt; 19 Q×B, 19 B×P ch.; 20 K—B sq., 20 B—Q3; 21 P—B5, 21 P×P; 22 P×P, 23 KR—QB sq., with an excellent attack.
 (e) With this and the next move Black compromises his position, whereas he could have obtained here an excellent game by 20... P—K4; 21 Kt—B5 (if 21 Kt—Kt5, 21 Q—B3, threatening mate, followed by Q×Kt, winning); 21... Q—B3; 22 B—B sq., 22 B—B2, etc.
 (f) This profound and fine move initiates a series of equally deep masterstrokes which lead to the gain of a piece.
 (g) Obviously, he could not capture the Pawn, and if B—K2, he lost a piece at once by the reply Kt—Kt5, followed by B×Kt ch.
 (h) Threatening R×B, and if Q×R, then Kt—B6 ch., winning the Queen.
 (i) The decisive link in the chain of a masterly combination. White wins a piece, which practically ends the game. See diagram.

28 B × B ch.	Kt × B	40 R—K4	P—B4
29 R × Kt	P—B3	41 R—QKt 4	K—R4
30 Q—R4	P—QR4	42 R—Kt 2	R—B8
31 R—K3	Q—Q2	43 R—Kt sq.	R × R (Kt 8)
32 P × P	R—B4	44 R × R	K × P
33 Kt—B3	Q—B sq.	45 Kt—Q6	R—KB sq.
34 P × P	Q—Kt 2	46 K—K2	R—B3
35 Q—R7 ch.	Q × Q	47 R—Kt 6	P—Kt 4
36 P × Q ch.	K × P	48 K—Q3	R—B sq.
37 P—QR4	P—K4	49 K—B3	R—QR sq.
38 R—Q sq.	KR—QB sq.	50 Kt—B4	Resigns.
39 Kt—Kt5 ch.	K—R3		

* * *

Game No. 104.

Played in the second round, May 15th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
E. Delmar.	I. Gunsberg.	20 Q × P (g)	R × Kt
1 P—K4	P—K4	21 Q—K8 ch.	K—R2
2 KKt—B3	QKt—B3	22 Q × Q	B × Q (h)
3 B—Kt 5	Kt—B3	23 R × R	B × R
4 O—O	Kt × P	24 R—K7	B—Kt 3
5 P—Q4	Kt—Q3	25 P—Kt 4	R—Q8 ch.
6 P × P	Kt × B	26 K—Kt 2	R—Q7
7 P—QR4	P—Q3 (a)	27 P—QB4	B × P
8 P × Kt	Kt × P	28 R × BP	P—Kt 3
9 R—K sq. (b)	B—Kt 5	29 P—B4	B—B4 disch.
10 R—R4 (c)	B—K2	30 K—Kt 3	B × P
11 Kt—B3	O—O (d)	31 R × RP	R—Q6 ch.
12 Kt—Q5	R—K sq.	32 K—B2	R—Q5
13 B—B4	B × Kt	33 K—K3	R × QBP
14 P × B	B—Kt 4	34 P—B5	K—R3
15 B × Kt	P × B	35 R—KB7	B—B4 ch.
16 R—Kt 4	R—K3	36 K—B3	R—B8
17 Kt × P (e)	R—Q3	37 K—K4	R—K8 ch.
18 Q—K2	P—KR4	38 K—Q5	R—K2
19 R—QB4 (f)	R—B sq.	39 R × R	B × R
		40 K—K6	B—B3
		41 Resigns.	

(a) In the present new variation Black ought not to maintain his Pawn plus with great comfort, and the line of play adopted by Mr. Gunsberg against Mr. Burn in the same form of opening, viz.: 7... Kt—Q3, is preferable.

(b) By far more promising appears to us the continuation 9 Kt × Kt, 9 P × Kt; 10 Q—K2, 10 B—Q3; 11 P—KB4, 11 P—KB3 (or 11... Q—K2; 12 P × P, 12 Q × P; 13 Q × Q, 13 B × Q; 14 R—K sq., 14 P—KB3; 15 B—B4, recovering the Pawn, with the superior game); 12 Q—R5 ch., 12 P—Kt 3; 13 Q—R6, etc.

- (c) 10 Kt×Kt, 10 B×Q; 11 Kt—B6 disch., 11 B—K2; 12 Kt×Q, 12 B×P, would only increase Black's advantage.
- (d) 11... P—QB3; 12 P×P, 12 P×P; 13 B—B4, 13 Kt×B ch.; 14 P×Kt, 14 B—K3 was, we think, the simplest way of maintaining his advantage, whereas much trouble is now caused by the adverse Knight.
- (e) We cannot help opining that this clever *coup* had not been sufficiently taken into account by his opponent, for it seems to us sound if only rightly continued.
- (f) At this critical juncture White spoils a game that had been creditably conducted on his part, considering especially that he had been fighting against a great master, and that he had sacrificed a Pawn in the opening. The right play in this rarely interesting and instructive position was 19 R—Kt 3, 19 R—B sq. (19... P—R5; 20 R—Kt 2, 20 P—R6; 21 R—Kt 3 leads only to a line of play similar to that of our main variation, without any difference in Black's favor, for the main point is that White should keep up the attack against the Bishop, which cannot be easily defended if Black wish to gain the Knight); 20 Q×P, 20 P—B3; 21 Q—K8 ch., 21 Q×Q; 22 Kt×Q, 22 R—Q7 (or 22... R—Q2; 23 P—KB4, and, obviously, if B×P, White wins by Kt×BP ch.); 23 Kt×KtP, 23 K×Kt; 24 P—KB4, with at least an even game. The move in the text loses.
- (g) He might have saved the piece by 20 P—Kt 6, 20 R×P; 21 Kt—Kt 5, 21 R×R (of course, not 21... R×Kt, on account of 22 R×R, followed by Q×R); 22 Q×R, but then Black's attack by R—KKt 3 or B—B5 would have been irresistible, besides that he remained with two Pawns ahead.
- (h) In the hands of a master like Mr. Gunsberg a piece was sure to win in the ending, and the game requires no further comment, though the further play will be interesting to students who are not experts.

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Game No. 105.

Played in the first round, April 3d.

GIUOCO PIANO.

White	Black	6 P×B	Kt—R4
I. Gunsberg.	G. H. D. Gossip.	7 B—Kt 5 ch. (b)	P—QB3
1 P—K4	P—K4	8 B—R4	P—QKt 4
2 KKt—B3	QKt—B3	9 B—Kt 3	Kt×B
3 B—B4	B—B4	10 RP×Kt	Kt—R3 (c)
4 P—Q3	P—Q3	11 O—O	O—O
5 B—K3 (a)	B×B	12 Kt—B3	K—R sq.
		13 Q—K sq.	P—R4

- (a) Usually the QKt is brought out first to B3 before opposing Bishops.
- (b) This diversion from the ordinary course in similar situations, namely, to retreat B—Kt 3 at once or to develop QKt—Q2, is, if anything, slightly in Black's favor, for the latter aims at an attack on the Q wing, and White's course of play, therefore, only aids his development of Pawns on that side.
- (c) Very good and original. This placement of the Knight has its favorable aspects, as it neither obstructs the KBP nor shuts out the Queen from the K side even temporarily, and one or the other would be the case if this Knight had developed elsewhere.

14 Kt—K2	P—Kt3 (<i>d</i>)	30 R—Kt sq.	P—Kt5
15 P—Q4	Kt—Kt5	31 R—Kt7	K—Kt sq.
16 Q—Q2	P—B4	32 Q—Kt2	Q—Kt4
17 KP×P	P—K5 (<i>e</i>)	33 P—Kt3	B—B sq.
18 Kt—K sq.	Q—R5	34 R—R7	P—R4
19 P—R3	B×P	35 Kt—Kt2	R—B6
20 P×Kt	B×P	36 Q—Kt8	R—B sq.
21 R×R ch.	R×R	37 Q—B7	B—B4
22 Kt—B4	P—Kt4	38 Kt—B4	Q—R3
23 Kt—R3	B—Q2 (<i>f</i>)	39 Kt×RP	Q—R sq.
24 P—Q5 (<i>g</i>)	P—B4	40 Q—K7	B—Kt3
25 Kt—B2	P—R5	41 Q—K6 ch.	B—B2
26 P×P	P×P	42 Q×P ch.	K—R2
27 P—QKt3 (<i>h</i>)	B—Kt4	43 Q—B5 ch.	K—Kt sq.
28 P—B4	B—Q2	44 Kt—B6 ch. (<i>i</i>)	Resigns.
29 P×P	B—B4		

(*d*) With the object, probably, of advancing P—KB4 and to retake with the KtP if White then exchanged Pawns. This would have been a good plan eventually, and so far from Black having anything to fear on the K side from breaking open his KKt file, he was likely to be the first to obtain an attack on that wing.

(*e*) Black enters here on a high-spirited attack that on its true merits, as far as its inception and conduct for some time is concerned, deserved a better fate than was accorded to it.

(*f*) Black has played remarkably well up to this after the sacrifice of the piece, but his calculations go astray here altogether. 23... B×Kt; 24 P×B, 24 Q×P; 25 Kt—Kt2, 25 P—KR4, with the view of removing the Queen eventually to Kt5 for Kt6 and to advance the RP ultimately to R6, was the only right course, and we believe it would have secured Black a draw, with some winning chances.

(*g*) White ought not to have given the opponent another opportunity of exchanging, and Kt—B2 at once was better.

(*h*) White assumes the attack, and his skill being supported by a piece ahead, the result is a foregone conclusion.

(*i*) The termination is pretty.

* * *

Game No. 106.

Played in the second round, April 29th.

QUEEN'S FIANCHETTO.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	I. Gunsberg.	4 B—K3	B—Kt2
1 P—K4	P—QKt3	5 P—QB3	P—Q3
2 P—Q4	B—Kt2	6 Kt—K2	Kt—Q2
3 B—Q3	P—Kt3	7 O—O	KKt—B3
		8 P—B3	O—O
		9 Kt—Q2	P—B4

10 R—B sq.	R—B sq.	26 R × B (f)	R × R
11 P—Q5 (a)	Kt—K4	27 Q—Q2	P—K5
12 B—Kt sq.	P—QKt 4	28 R—B2	Kt—B3
13 P—KR3	QKt—Q2	29 Kt—R5	R—Kt5
14 K—R2	Kt—Kt 3	30 Kt—B6 (g)	Q—Q3 ch.
15 P—QKt 3	KKt—Q2	31 Q—B4	R × B
16 P—QB4	P × P	32 Q × Q	P × Q
17 P × P (b)	B—QR3	33 B—B4	Kt(B3) × P
18 P—B4	R—Kt sq.	34 B × P	R—QB sq.
19 KR—B3 (c)	B—Kt 7 (d)	35 P × P	RP × P
20 QR—B2	Kt—R5	36 Kt—K7 ch.	Kt × Kt
21 QKt—Kt 3	R—Kt 5	37 B × Kt	B—K4 ch.
22 B—B sq.	B—KKt 2	38 P—Kt 3	P—K6
23 Q—Q3	Kt (R5)—Kt 3	39 R—B3	Kt—Q4
24 P—K5 (e)	P × P	40 Resigns.	
25 P—B5	B × P		

- (a) There is no reason yet for changing his strategical disposition of forces and simply keeping the two centre Pawns well protected. As a rule, neither of White's KP or QP should advance unless the opponent play the corresponding adjoining Pawns two squares. Thus, in the present instance, White should have waited with the advance of P—Q5 until Black played P—K4. As it is, Black obtains good entrance at K4 with his pieces, which become troublesome to White's position.
- (b) By far better was 17 Kt × P, and if 17... Kt × Kt; 18 R × Kt, 18 B—R3; 19 R—R4, etc.
- (c) The Rook is useless on this row. B—Q3, in order to play R—QKt sq. soon, was the correct plan.
- (d) This and the next two moves of Black are high style of Chess in the conduct of the Q side attack.
- (e) A desperate effort to retrieve a game that is already seriously compromised. He could not, however, save the QBP, for if 24 Kt—Q3, 24 Kt × P; 25 R × Kt, 25 Kt—Kt 3, and wins.
- (f) He was bound to give up the exchange anyhow. If 26 Q—Q sq., 26 P—K5, followed by B—Q6, also wins a Rook for a Bishop.
- (g) His game was untenable, but of course it did not improve matters to give up a clear piece in addition to the material already lost.
- (h) For, wherever the Bishop may move to, the reply R—Kt 7 wins another clear piece.

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Game No. 107.

Played in the first round, March 26th.

INDIAN OPENING.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	I. Gunsberg.	17 P—QR4	B—R3
1 P—K4	P—K4	18 P—R5	Kt—Kt 6 (<i>f'</i>)
2 P—Q3 (<i>a</i>)	P—KB4 (<i>b</i>)	19 Q × Kt (<i>g</i>)	B × B
3 P × P	KKt—B3	20 P × B	R × P
4 P—KKt 4	P—KR3 (<i>c</i>)	21 R—B3	QR—K sq.
5 B—Kt 2	P—Q4	22 QR—KB sq.	P—B4
6 P—KR3	B—B4	23 Q—Q sq.	B × P
7 KKt—B3	Kt—B3	24 R × R	R × R
8 O—O	O—O	25 R—B4	P—B5
9 Kt—B3 (<i>d</i>)	R—K sq.	26 Q—Q2	P—Q5
10 Kt—K2	B—Kt 3	27 B × P	P—R4
11 Kt—Kt 3	Q—Q3	28 B—B3 (<i>h</i>)	P—R5
12 K—R2	P—K5	29 Q—Kt 2	P × Kt ch.
13 Kt—R4	P × P	30 Q × P	B—K5 (<i>i</i>)
14 P × P	Kt—Q5	31 K—Kt 2	31 P—Q6
15 B—K3	B—Q2	32 Q—R4	B × B ch.
16 Kt—Kt 6	B—Kt 4 (<i>e</i>)	33 R × B	R × R
		34 K × R	P—Q7
		35 Resigns.	

- (*a*) Though this opening has been in favor with strong players of East India, whence it also derives its name, it cannot be recommended. By steady development on the part of the opponent, White ought ultimately to be inconvenienced by the restricted action of his KB.
- (*b*) Very bold, and in fact injudicious, for White has already gained an important developing move for the ordinary defence of the King's Gambit.
- (*c*) Necessary now, and therefore all the more disadvantageous to his game.
- (*d*) White could have also much increased his advantage here by Kt × P, followed by P—Q4, in reply to Kt × Kt.
- (*e*) No doubt an oversight, such as Mr. Gunsberg rarely commits. As will be seen, White wins a piece by force in consequence.
- (*f*) If 18 B—B4; 19 P—QKt 4.
- (*g*) He would have been more comfortable on the K side, and could have sooner assumed the attack if he had been satisfied with two minor pieces for the Rook, by 19 P × B, 19 Kt × R; 20 P × P.
- (*h*) White has played the greater part of the game very well, but he ruins his game by the present move just at a time when he could have secured the victory with a little more enterprise, thus: 28 P × P, 28 Kt × P; 29 Kt × Kt, 29 R—K7 ch.; 30 Q × R, 30 B × Q; 31 B—Q5 ch., 31 K—R2 (if 31... Q × B, then, of course, 32 Kt—K7 ch. and wins); 32 Kt—Kt 3, 32 K—R3; 33 Kt—K4, 33 Q—Kt sq. (if 33... Q × B; 34 R—R4 ch., 34 B—R4; 35 R × B ch., 35 K × R; 36 Kt—B4 ch., and wins); 34 K—Kt sq., 34 B—R4; 35 R—R4, 35 Q × P; 36 Kt—Kt 3, and wins.
- (*i*) This completely disorganizes the adverse game.

* * *

Game No. 108.

Played in the second round, April 19th.

PHILIDOR'S DEFENCE.

<i>White</i>		<i>Black</i>	
I. Gunsberg.		J. M. Hanham.	
1 P—K4	P—K4	17 P × P	Q × P
2 KKt—B3	P—Q3	18 Q—Kt 6	B—K3
3 P—Q4	Kt—Q2	19 B × B	Q × B
4 KB—B4	Q—B3	20 Q × Q	P × Q
5 QKt—B3	P—QB3	21 R—B3	R—R2
6 B—KKt 5	Q—Kt 3	22 K—Q sq.	R—Q2
7 P—KR4	KKt—B3	23 K—K2	R × R
8 P × P (a)	Kt × P	24 P × R	B—B5
9 Kt × Kt	P × Kt	25 R—Q sq.	R × R
10 Q—Q3 (b)	P—KR3	26 Kt × R	K—B2
11 B × Kt	Q × B	27 Kt—B2 (g)	B—Q3 (h)
12 O—O—O	B—K2	28 P—R5	K—B3
13 QR—KB sq. (c)	P—QKt 4	29 Kt—R3	P—K4
14 B—Kt 3	P—QR4	30 K—B2	B—B4 ch.
15 P—KB4 (d)	O—O (e)	31 K—Kt 3	B—K6
16 Q—Kt 3	B—Q3 (f)	32 K—Kt 4	P—B4
		33 P—Kt 3	P—Kt 4
		34 P—QB4	P—QKt 5
		35 K—Kt 3	K—K3

Drawn.

- (a) Black will be relieved now of a weak Pawn and his confined KB is made free. We would have preferred Q—K2.
- (b) Again we prefer Q—K2, in order to leave room for B—Q3 eventually.
- (c) The K side attack here initiated, though it is ingeniously conducted by White, effects no advantage. The more steady preparation by P—KB3 supported the centre and left White in possession of the open Q file.
- (d) Unsound against best play.
- (e) 15... P—R5, and if 16 P × P, 16 Q—R3 was safe enough.
- (f) Again Black loses an opportunity by 16... P × P; 17 R × P, 17 Q—K4; 18 P—QR4, 18 B—Q3; 19 KR—B sq., 19 B—K3; 20 Q—K sq. or —Q3, 20 B × B; 21 P × B, 21 P—Kt 5, followed by Q—QB4 ch., winning the exchange.
- (g) A careless move that greatly endangered the game. Kt—K3, with the object of supporting the RP by Kt—Kt 2, kept the game even.
- (h) Whereas now there was nothing to stop Black from entering at Kt 3 with the view of playing K—R4, whereupon White's KRP must have fallen soon, and with it the game. After this omission the game assumes a clear drawn aspect, which is ultimately the result.

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Game No. 109.

Played in the second round, May 2d.

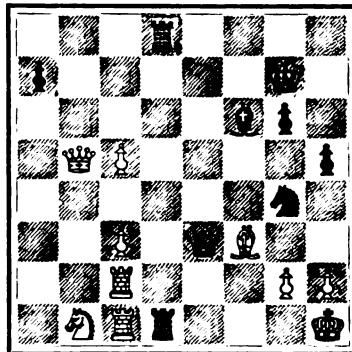
STONEWALL OPENING.

White	Black		
J. M. Hanham.	I. Gunsberg.		
1 P—Q4	P—Q4	33 Q—Q3	K—Kt 2
2 P—KB4	P—KKt 3 (a)	34 Kt—Q2	Kt(Q3)—B5
3 P—K3	B—Kt 2	35 Kt—Kt sq.	B—B3
4 B—Q3	P—Kt 3	36 P—K4	P×P
5 P—B3	B—Kt 2	37 B×P	R—Q2
6 Kt—B3	Kt—Q2	38 Q—B3 (j)	Kt—K4
7 QKt—Q2	KKt—B3	39 Q—K2	Kt—Kt 5
8 O—O	O—O	40 B—QB5	Kt—R5 (k)
9 Kt—Kt 5	P—K3	41 Q×P (l)	Kt×B
10 R—B2	Kt—K sq. (b)	42 P×Kt	R (B sq.)—Q
11 Kt—B sq. (c)	Kt—Q3 (d)		sq. (m)
12 Kt—Kt 3	P—QB4	43 B—B3 (n)	Q—K6 ch.
13 B—Q2	Q—K2	44 K—R sq.	R—Q8 ch. (o)
14 B—K sq.	QR—B sq.		
15 R—QB sq.	R—B2		
16 KR—B2	KR—QB sq.		
17 Kt—B sq.	P—B3		
18 Kt—R3	P—K4 (e)		
19 B—B2	P—B5 (f)		
20 B—K2	B—B3		
21 P—QKt 3	KtP×P (g)		
22 RP×P	P—QKt 4		
23 P—QKt 4 (h)	Kt—Kt 3		
24 B—Kt 4	B—Q2		
25 B—R4	Kt—B4		
26 B—B2	P—KR4		
27 B—K2	Kt—Q3		
28 BP×P	P×P		
29 P×P	B×P		
30 Kt—B4	Q—B2		
31 B—B3	B—K3 (i)		
32 Kt×B	Q×Kt		
		45 Q—B sq. (p)	Q—B5 (q)
		46 Resigns.	

Position after Black's 44th move

R—Q8 ch.

Black—I. Gunsberg.



White—J. M. Hanham.

- (a) We would recommend the following treatment of this opening, viz.: To advance P—K3, followed by P—QB4, and then we would develop the KKt at R3, followed by P—KB3 and Kt—B2, which would give Black an early opportunity of breaking through by P—K4.
- (b) We do not approve of this, as it gives White an opportunity of getting rid of his weak KP by advancing it.
- (c) And no doubt White ought to have availed himself of such a chance, which does not again offer itself all through, and his game consequently remains hampered.

- (*d*) Black rectifies his previous error, and again he has the best of the game.
- (*e*) The formation of Black's attack on the Q wing and in the centre is excellently devised, and his Rooks are well posted, whilst those of his opponent are quite inactive.
- (*f*) We would not have closed up this file now, but would have reserved the option of breaking through either with the QBP or KP, for White could not do anything in the meanwhile. Kt—B sq., followed by Kt—K3, appears to us far better.
- (*g*) We do not approve of this capture, and would have preferred P—QKt 4.
- (*h*) This creates another bad spot at QB4, instead of which he could advantageously have played R—R2, followed by doubling Rooks.
- (*i*) 31... B—B4 was not good, on account of 32 Kt × QP, 32 B × R; 33 R × B, and Black must give up the exchange; for if he remove the Rook, then follows Kt × Kt and B—Q5.
- (*j*) Clearly losing a move. Q—K2 at once was the proper play.
- (*k*) We do not consider this sound, though in actual play it leads to a fine termination in favor of Black.
- (*l*) For instead of this premature capture White ought to have first attacked the Knight by P—KR3, and he could afterward take the KtP safely.
- (*m*) This powerful move leaves Black without resource.
- (*n*) No better was 43 Q—K2, whereupon would follow 43... Q—K4; 44 P—Kt 3, 44 R—K2; 45 R—K sq., 45 R (Q sq.)—K sq., followed by Q × BP ch., with a winning game.
- (*o*) A beautiful sacrifice. See diagram.
- (*p*) Of course, if he take the Rook with the Bishop, the reply Q—K8 ch. forces mate, and 45 R × R only delays the disaster by one move.
- (*q*) An artistic finish. White can only play P—Kt 3, whereupon the crushing answer Q × B ch. follows.

* * *

Game No. 110.

Played in the first round, March 29th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	M. Judd.	5 B × Kt	B × B
1 P—K4	P—K3	6 Kt—B3	P × P (<i>b</i>)
2 P—Q4	P—Q4	7 Kt × P	O—O
3 QKt—B3	KKt—B3	8 P—B3	P—QKt 3
4 B—KKt5 (<i>a</i>)	B—K2	9 B—Q3	R—K sq.
		10 P—KR4	Kt—Q2
		11 KKt—Kt 5	Kt—B sq.

- (*a*) Sometimes adopted by strong masters, but we consider 4 P—K5 more promising for the first player.
- (*b*) 6... O—O, and if 7 B—Q3, 7 P—QB4 was stronger. The exchange of Pawns allows the opponent to fortify his Q side and to occupy a good post for his Knight in the centre.

12 Q—B3 (c)	R—Kt sq.	23 Kt—B sq.	B—R3
13 O—O—O	B—Kt 2	24 Kt—Q2	Q—KB2
14 Q—K3	B—K2	25 Kt—B3 (i)	QR—Q sq.
15 B—Kt 5	P—QB3 (d)	26 R—R6	B—Kt 4
16 B—B4	P—QKt 4	27 P—Kt 4	K—R sq.
17 B—Kt 3	P—Kt 5	28 Kt—K5	Q—QB2
18 P—QB4	B—B sq.	29 QR—R sq.	R—K2
19 P—B5 (e)	Q—B2	30 Kt×P ch.	Kt×Kt
20 P—B4	P—B4 (f)	31 R×Kt	R—Q4
21 Kt—Kt 3	B×Kt (g)	32 KR—R6	Resigns.
22 RP×B	P—Kt 3 (h)		

(c) White's conduct of the attack is of the highest order.

(d) Rather than to block his QB and weaken his position on the Q side he ought to have played 15... Kt—Q2. There was not so much danger in his position as might appear at first sight, and, on the contrary, we think that if White precipitated his attack, he was likely to get the worst of the game. If, for instance, 16 Q—Q3, 16 P—KR3; 17 B×Kt, 17 Q×B; 18 Kt—B5, 18 B×QKt; 19 Q—R7 ch., 19 K—B sq.; 20 P×B, 20 Q—B3; 21 Kt—B3 (or 21 Q—R8 ch., 21 K—K2; 22 Q×P, 22 P×Kt; 23 Q×KtP ch., 23 K—B sq.; 24 P—R5, 24 P—K4, with a piece ahead), 21... P—KB3, with the superior game.

(e) Black's pieces are now much blocked, but, in our opinion, the advance in the text weakened too much the QP for the ending, and we would have preferred P—KB4, followed by P—KKt 4, which eventually reserved the option for White of effecting a breach in the Q centre by P—Q5, after removing K—Kt sq.

(f) His centre becomes extremely weak by this advance. P—KB3 was his right play. He could afterward remove his R—Q sq., followed by B—Q2 and B—K sq., with a good game.

(g) It could not mend matters to give the opponent an open KR file at once, and P—KKt 3 was a better defence. If, however, 21... K—R sq.; 22 Kt×BP, 22 P×Kt; 23 Kt—B7 ch., 23 K—Kt sq.; 24 Kt—Q6 disch., and wins.

(h) This gives the adversary a strong foothold for his Rooks at White's R6, but he could not otherwise defend the KBP, which White threatened to take with the Knight.

(i) The handling of the Knights is one of Mr. Gunsberg's strong points, and here is a remarkable instance of his skill in manœuvring this piece.

(j) White's formation of the attacking forces has been managed in a thoroughly scientific manner, and his final assault is irresistible.

* * *

Game No. 111.

Played in the second round, April 23d.

QUEEN'S FIANCHETTO.

White	Black		
M. Judd.	I. Gunsberg.	3 P—KB3	P—Kt 3
		4 P—B3	B—Kt 2
		5 B—Q3	P—K4
1 P—K4	P—QKt 3	6 P—Q5	KKt—B3
2 P—Q4	B—Kt 2	7 B—K3	O—O

8 Kt—K2	P—Q3	39 B×B ch.	K—R2
9 Kt—Q2	QKt—Q2	40 R—Kt 4	R—R8 ch.
10 Kt—B sq.	P—QR4	41 K—Q2	R—R7 ch.
11 R—B sq.	Kt—B4	42 K—B3	R×P
12 P—KKt 4 (a)	Kt×B ch.	43 B—B6	R—KB7
13 Q×Kt	Kt—Q2	44 B—Q8	R—B2
14 R—B2	Kt—B4	45 K—Q3 (h)	R—Q2
15 Q—Q2	Q—B3 (b)	46 B—Kt 5	K—Kt 3
16 B×Kt	Q×P (c)	47 K—K4	R—B2
17 Q—K3	Q×KtP (d)	48 B—Q8 disch.	K—R2
18 B—R3	P—KB4	49 R—Kt 3	R—B5 ch.
19 P—QB4	P×P	50 K—K3 (i)	P—R5
20 R—Kt sq.	Q—B6	51 P×P	R×BP
21 P—Kt 3	R—B2	52 R—Kt 2	K—R3
22 B—B sq.	B—QB sq.	53 R—QR2	K—R4
23 Kt—B3	B—B4	54 P—R5	P×P
24 R—B2	Q—R4	55 R×P	P—B3
25 Kt—Kt 3	Q—R5	56 P×P	R×P
26 Q—Kt 5	Q—R6	57 K—K4	R—B5 ch.
27 QKt×P	B×Kt	58 K—B5	R—B5 ch.
28 Kt×B	R×R	59 K—K6	R—Q5
29 Kt×R	Q—B6 ch. (c)	60 B—B6	K—Kt 3
30 Q—Q2	Q—KB6	61 R—R7	R—B5
31 Q—K3	Q—B4	62 R—Kt 7 ch.	K—R4
32 Q—K4	Q—B2	63 B—Kt 5	R—B8
33 B—K3	R—KB sq.	64 K×P	P—K5
34 P—KR4 (f)	K—R sq.	65 R—K7	R—K8
35 Kt—R3 (g)	P—R3	66 K—Q5	R—Q8 ch.
36 Q×KtP	Q×Q	67 K×P	R—K8 ch.
37 R×Q	R—B6	68 K—B5	R—B8 ch. (j)
38 B×RP	R×Kt	69 B—B4	Resigns.

(a) White's opening play is to be commended thus far. Here we would prefer preserving the KB by retreating the same to Kt sq. The premature advance in the text allows Black two marks of attack as soon as he will be ready to advance the KBP.

(b) Much superior was P—KB4. A breach on that file was then forced, and he could soon support his attack on the K side by B—QB sq.

(c) Black drops into a shrewdly-laid trap. He ought to have first retaken the Bishop.

(d) If 16... Q×R; 17 Kt(K2)—Kt 3 wins the Queen.

(e) He had nothing better. If Q×RP, he obviously lost the Queen by the reply R—R sq.

(f) The play on both sides since Black lost a piece deserves the highest praise. Black has made a splendid fight against large odds, while White, in parrying the attack, had to encounter great difficulties. The latter now assumes the offensive vigorously and skilfully.

(g) He threatens to enter with the Knight at K6, via Kt 5, and in reply to Q—B6 he would still play Kt—Kt 5.

(h) His simplest and best plan was to enter on the Q wing with his King, via QKt 2, R3 and R4 up to QB6, after protecting the QKtP by R—Kt 3.

(i) K—Q3 would have saved much trouble.

(j) Black runs into a mating position, but there was nothing to be done. If he

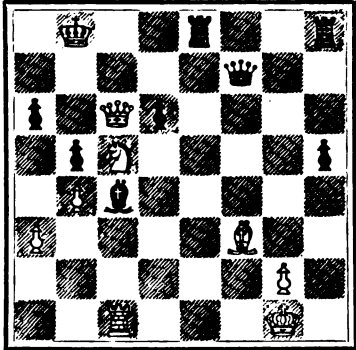
exchanged Rooks, the adverse RP wins theoretically, as Black has an extra Bishop, which commands the last square that the Pawn has to reach in queening.

* * *

Game No. 112.

Played in the first round, April 6th.

CENTRE COUNTER GAMBIT.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	I. Gunsberg.	34 R (Q sq) — Q4 (f)	Q—R5
1 P—K4	P—Q4 (a)	35 Q—B2	Q—Kt 4
2 P×P	Q×P	36 Kt—K6	Q—R3
3 QKt—B3	Q—QR4	37 R—Q sq.	B—Kt sq.
4 P—Q4	QKt—B3 (b)	38 Kt—B5 (g)	Kt—B6 ch.
5 P—Q5	Kt—Kt 5	39 R×Kt	P×R
6 B—B4 (c)	B—B4	40 B×P	Q—Q3 (h)
7 B—Kt3	O—O—O	41 Kt—K4	Q—B5
8 B—Q2	Q—Kt 3	42 P—Q6 (i)	B×P (j)
9 P—QR3	Kt—QR3	43 Q—B5	Q—B2
10 KKt—K2 (d)	P—K4	44 R—QB sq.	P—Kt 4
11 Kt—Kt 3	B—Kt 3	45 Q—B6	P×P
12 O—O	P—KB4	46 Kt—B5 (k)	P×Kt
13 Q—K2	Q—KB3	Position after White's 46th move	
14 B—QB4	Kt—B4	Kt—B5	
15 P—QKt 4	Kt—Q2	Black—I. Gunsberg.	
16 Kt—Kt 5	K—Kt sq.		
17 P—B4	P—QR3		
18 Kt—B3	P×P	White—S. Lipschütz.	
19 R×P	B—Q3	47 Q—R8 ch.	K—B2
20 KKt—K4	Q—K4	48 Q—B6 ch.	K—Kt sq.
21 Kt×B	Q×Kt	49 Q—R8 ch. (l)	
22 R—B2	R—K sq.	Given up as drawn.	
23 Q—B sq.	KKt—B3		
24 B—B4	Kt—K4		
25 P—R3 (e)	KKt—Q2		
26 R—Q sq.	P—R3		
27 B—K2	B—R2		
28 Kt—R4	P—KKt 4		
29 B×Kt	Kt×B		
30 P—B4	P—Kt 5		
31 P×P	P×P		
32 Kt—B5	Q—K2		
33 R—B4	P—KR4		

(a) This opening allows the first player to gain important time in the development, and is therefore not to be commended.

- (b) New but not good. However, against the old move, 4...P-K4, we would recommend 5 P-Q5, which secures the majority on the Q side, with the better game.
- (c) 6 Kt-B3 is superior; for if 6...B-B4 or P-K3; 7 B-Kt5 ch. would give White a strong attack at once.
- (d) Kt-KB3, with future attacking views at K5 or Kt5, was preferable.
- (e) B-K2 served the same object practically of preventing the entrance of the adverse Knight, and was preferable on principle.
- (f) White has assumed the attack again very cleverly, and he has the best of the game. Q-B2 was, however, preferable here, whereas the move in the text has little object and ultimately loses time.
- (g) 38 R-B6, and if 38...P-Kt6; 39 Q-B4 would have maintained his superiority without loss of material.
- (h) A much better defensive move was 40...R-Q sq., which would have closed White's principal avenue of attack.
- (i) Mr. Lipschütz makes an excellent fight with inferior forces and very nearly succeeds.
- (j) This ought to have lost by rights. 42...B-B2, and if 43 Q-B5, 43 R-QB sq. was his best play. If, however, 42...R x Kt; 43 P-Q7, winning.
- (k) Very fine indeed, but, unfortunately, he himself overlooks its real force. See diagram.
- (l) A lucky escape for Black, for White could have won with ease by 49 R x B, 49 R-K8 ch. (if 49 P x R, White wins the Queen by Q-R8 ch. and Q-Kt7 ch.); 50 K-B2, 50 R-B8 ch.; 51 K x R, 51 Q x R ch.; 52 K-Kt sq., 52 R-R2, best; 53 Q-Kt6 ch., 53 K-B sq.; 54 Q x P ch., and then proceeds to win the Rook by Q-R5 ch. and Q-Kt7 ch., after which he has an easy task to win the game.

* * *

Game No. 118.

Played in the second round, May 6th.

RUY LOPEZ.

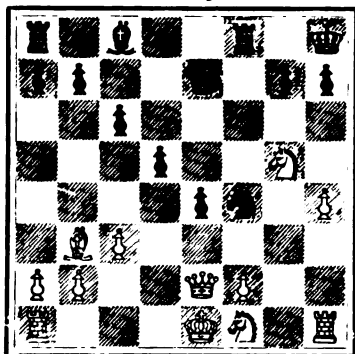
<i>White</i>	<i>Black</i>		
I. Gunsberg.	S. Lipschütz.	4 P-Q3	Kt-K2 (a)
		5 P-QB3 (b)	Kt-Kt3
		6 QKt-Q2	P-B3
1 P-K4	P-K4	7 B-B4 (c)	B-K2
2 KKt-B3	QKt-B3	8 Kt-B sq.	O-O
3 B-Kt5	Kt-B3	9 Q-B2	P-Q4

- (a) Mortimer's variation, founded on the idea that Black cannot capture the KP at once on account of the rejoinder P-QB3, followed by Q-R4 ch., winning a piece.
- (b) In our "Modern Chess Instructor" we recommend here 6 KB-QB4, with the main continuation: 6...Kt-QB3; 7 Kt-Kt5, 7 P-Q4; 8 P x P, 8 Kt x P; 9 Q-B3, 9 B-K3; 10 Kt x B, with the superior game.
- (c) Preferable in such situations is B-R4, where he is not exposed to the attacks of the centre Pawns, and has the option of retreating afterward to Kt3 or B2, according to circumstances.

Position after Black's 18th move

Kt × P

Black—S. Lipschütz.



White—I. Gunsberg.

- | | |
|--------------------------|-------------------------|
| 10 B—Kt 3 | Kt—R4 (<i>d</i>) |
| 11 P—Kt 3 (<i>e</i>) | K—R sq. (<i>f</i>) |
| 12 P—KR4 (<i>g</i>) | P—KB4 |
| 13 B—KKt 5 (<i>h</i>) | BP × P (<i>i</i>) |
| 14 B × B | Q × B |
| 15 Kt—Kt 5 | P × P |
| 16 Q × P | P—K5 |
| 17 Q—K2 (<i>j</i>) | Kt (R4)—B5 (<i>k</i>) |
| 18 P × Kt | Kt × P (<i>l</i>) |
| 19 Resigns. (<i>m</i>) | |

- (*d*) With this excellent move Black prepares an attack that is well supported by the disposition of his pieces.
- (*e*) As will be seen, the hole becomes very troublesome soon. 11 Kt—K3 was much safer, for if 11... P—Q5; 12 Kt—B4, 12 B—B3; 13 P × P, 13 P × P; 14 B—Q2, and White has gained the point that the dangerous advance of the adverse QBP is stopped and that his Knight cannot well be attacked by P—QKt 4 on account of the rejoinder Kt—R5.
- (*f*) A good preparation for the coming onslaught, considering that his plan is to advance P—KB4, and White has then also the option of exchanging the QP.
- (*g*) White recklessly neglects his own safety for a fanciful sort of an attack. 12 Kt—K3 was imperative, and if 12... B—K3; 13 Kt—B5 would, at least, greatly delay any adverse attack.
- (*h*) An error of judgment, whereby the exchange is forced of a strong defensive piece that additionally protected his tender point at KB4, besides that it costs a valuable Pawn which he could ill spare at this stage of the game, and that he allows the opponent to open his KB file, which contingency he ought to have avoided as long as possible. 13 P × QP, 13 P × P were, at any rate, necessary preliminaries, and he might then more safely have pursued his plan by 14 B—Kt 5, with fair prospects of making his defence good, for if Black answered 14... P—K5, then 15 Kt—Q4, etc.
- (*i*) Black breaks in with irresistible force.
- (*j*) Absolutely fatal, but his game was not enviable either after his best move, 17 Q—Q sq., 17 Kt—B3; 18 Kt—K3, 18 Kt—K4; 19 B—B2, 19 B or Kt—Kt 5, with a fine attack.
- (*k*) Black dashes in with a masterly manoeuvre.
- (*l*) See diagram.
- (*m*) For he evidently has nothing better than 19 Q—B2, whereupon follows 19... Kt—Q6 ch.; 20 K—Q sq., 20 R × P, threatening the fatal B—Kt 5 ch.

* * *

Game No. 114.

Played in the first round, April 12th.

QUEEN'S BISHOP PAWN OPENING.

<i>White</i>	<i>Black</i>		
N. MacLeod.	I. Gunsberg.	15 B × Kt	P × B
1 P—K4	P—K4	16 Q—B2 (<i>d</i>)	P—K5 (<i>e</i>)
2 P—QB3	P—Q4	17 P × P	P × P
3 KKt—B3	P—KB3	18 Kt—Q4	P—K6
4 B—K2 (<i>a</i>)	P × P	19 QKt—B3	B—K5
5 Q—R4 ch.	Kt—B3	20 Q—K2	P—QB4
6 Q × KP	P—B4	21 Kt—B2	P × P ch.
7 Q—QR4	B—Q2	22 K × P	KR—Kt sq.
8 B—Kt5	P—QR3	23 KR—Q sq.	Q—K3
9 B × Kt	B × B	24 Kt—K3	QR—K sq.
10 Q—Q sq. (<i>b</i>)	B—Q3	25 Kt—B4	B—Kt6 ch.
11 P—Q3	Kt—B3	26 K—Kt sq.	B × Kt
12 P—KR3 (<i>c</i>)	Q—K2	27 Q × Q ch.	R × Q
13 B—Kt5	O—O—O	28 P × B	R—K7
14 QKt—Q2	P—R3	29 K—R sq. (<i>f</i>)	B—B5
		30 R—K sq. (<i>g</i>)	R—R7 mate.

(*a*) White might obtain three Pawns for the Knight by 4 Kt × P, 4 P × Kt; 5 Q—R5 ch., 5 K—K2; 6 Q × KP ch., 6 B—K3; 7 P × P, 7 Q × P; 8 Q × BP ch., 8 Kt—Q2, but as his Pawn superiority is divided on two wings and his pieces are, moreover, little developed, White's game would be much inferior.

(*b*) White has lost a number of moves, whereas Black has grouped his pieces and Pawns in an excellent attacking order.

(*c*) Useless, as usual.

(*d*) A little better was Q—K2.

(*e*) Black is not slow to press the attacking opportunity which he holds with energy to the end.

(*f*) K—B sq. might have prolonged the game which, however, there was no means of saving.

(*g*) The mate could only be delayed at the cost of a clear Rook by R—Q2, and White probably preferred the happy despatch at once.

* * *

Game No. 115.

Played in the second round, May 13th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	N. MacLeod.		
1 P—K4	P—K4	41 K—B2	K—Kt 3
2 P—KB4	P—Q3 (<i>a</i>)	42 K—Kt 3	P—B5
3 KKt—B3	QKt—B3 (<i>b</i>)	43 P—R4	Kt—B3
4 B—B4 (<i>c</i>)	B—Kt 5	44 R—Q2	K—R3
5 O—O	P×P	45 P—Kt 5 ch.	K—R4 (<i>k</i>)
6 Kt—B3	Kt—B3 (<i>d</i>)	46 R—QB2	Kt×P
7 P—Q4	P—KKt 4	47 R—B6	Kt—Kt 3
8 Q—Q3 (<i>e</i>)	B×Kt	48 R×BP	Kt×P
9 R×B	Q—Q2	49 R—R7 ch.	K×P
10 P—QR3 (<i>f</i>)	P—KR4	50 R×Kt	K—B4
11 B—Kt 5	P—R3	51 K—B2	K—Q4
12 B—R4	P—Kt 4	52 K—Q3	K—K3
13 Kt×P (<i>g</i>)	P×Kt	53 K—K4	K—B3
14 B×P	K—K2 (<i>h</i>)	54 R—R8	K—K3
15 P—Q5	Kt—K4	55 R—K8 ch.	K—B3
16 B×Q	Kt×Q	56 K—Q5	K—B4
17 B—B6	Kt×B	57 R—QKt 8	K—Kt 5
18 B×R	Kt—K7 ch.	58 R—Kt 3	K—B4
19 K—R sq.	P—Kt 5 (<i>i</i>)	59 R—KR3	K—B3
20 R—B2	Kt—Q5	60 K—K4	K—Kt 4
21 R—Q sq.	P—Kt 6	61 R—KB3	K—Kt 5
22 P×P	P×P	62 R—QKt 3	K—Kt 4
23 R×Kt	B—Kt 2	63 R—Kt 8	K—B3
24 R—B4	R×B	64 R—KKt 8	K—K3 (<i>l</i>)
25 P—B3	Kt—Kt 6	65 R—Kt 6 ch.	K—B2
26 QR—KB sq.	R—KB sq.	66 R—R6	K—K2
27 R—B5	Kt—B4	67 K—B5	K—Q2
28 P—Kt 4	Kt—Q6	68 R—R7 ch.	K—B3
29 R (B sq.)—B3	Kt—B7 ch.	69 K—K4	K—B4
30 K—Kt sq.	B—K4	70 R—B7 ch.	K—Kt 3
31 R×P	Kt×P	71 R—B4 (<i>m</i>)	K—Kt 4
32 R—K3	P—KB4	72 K—Q5	K—Kt 3
33 R—R7 ch.	K—Q sq.	73 R—B2	K—Kt 2
34 R—Q3	Kt×P	74 R—B6	K—Kt sq.
35 K—B sq.	R—R sq. (<i>j</i>)	75 K—K6	K—Kt 2
36 R×R ch.	B×R	76 K—Q7	K—Kt sq.
37 R×P	B—K4	77 R—Kt 6 ch.	K—R2
38 R—Q3	K—B sq.	78 K—B6	B—Q5
39 K—K sq.	K—Kt 2	79 R—Kt 7 ch.	K—R sq.
40 K—Q2	Kt—K5 ch.	80 R—Kt 5	B—K4
		81 K—Q5	K—R2
		82 K—K6	K—R sq.
		83 R×B	P×R

84 K × P	K—Kt sq.	89 P—Kt 4	K—K3
85 K × P	K—B sq.	90 P—Kt 5	K—K2
86 K—Kt 5	K—Q sq.	91 P—Kt 6	K—K sq.
87 K—Kt 6	K—K sq.	92 K—R8	Resigns.
88 K—Kt 7	K—K2		

- (a) In thus declining the gambit Black inconveniently shuts up his KB without his having the compensation of a Pawn plus.
- (b) If now 3... P × P; 4 P—Q4, 4 P—KKt4; 5 P—KR4, 5 P—KB3 (if 5... P—Kt5, White may either retreat Kt—KKt sq., with a very good game, or, as some practitioners prefer, he may bring about a strong form of the Allgaier Gambit by Kt—Kt5).
- (c) We prefer in this situation B—Kt5.
- (d) Black could have also safely played here 6... Kt—K4, and if 7 Kt × Kt, 7 P × Kt! (not 7... B × Q, which leads to a well-known mating combination by 8 B × P ch., 8 K—K2; 9 Kt—Q5 mate); 8 Q × B, 8 Q—Q5 ch., etc.
- (e) Much stronger play was 8 P—KKt3, for if 8... B—R6; 9 B × P ch., etc. Or if 8... P × P; 9 QB × P, with an equally vehement attack.
- (f) We consider this useless. Even now P—KKt3 would have been strong enough. In reply to QKt—Kt5, which White seemingly wishes to guard against, he had a good answer by Q—K2.
- (g) The sacrifice is more bold than sound, as Black's actual play proves for a considerable time.
- (h) Very good, but still better was 14... R—QKt sq.; 15 P—Q5, 15 R × B, and if 16 P × Kt, 16 Q × P, and wins.
- (i) Which loosens his strongest Pawn on the K side. By far better was 19 B—Kt2, 19 B—B6; 20 Kt—Q5.
- (j) His Rook was a powerful auxiliary for his attack, and he ought never to have allowed its exchange, and much less ought he to have offered to exchange the same, more especially as he loses a very valuable Pawn thereby. After 35... P—B5, his winning ought only to have been a question of time.
- (k) Black, after having carefully played for a great series of moves, allows himself to be lured into a very clever trap, which loses a piece. 45... K—Kt2, and if 46 K—Kt4 or 46 P—R5, 46 Kt—Kt5, followed by Kt—K6, made his game more safe and easy for a draw, whereas his defence now becomes very difficult.
- (l) With this imprudent move his fate is decided. With good judgment he has kept all along with his King within reach of his Bishop and BP as much as possible, but now his King is driven back to the second row and the rest is easy for an experienced master like his opponent. K—B2 was the right play, and if 65 R—Kt4, 65 K—B3, etc.
- (m) White could have much shortened the winning process by 71 R—K7, threatening R × B at once. After gaining the two Pawns he could easily reach with his King the square at KKt6 in front of his passed Pawn, which would have produced a well-known theoretical position, in which the Pawn would win even if Black's King stood at KKt sq. and had the opposition, and no matter which side had to move first.

* * *

Game No. 116.

Played in the first round, March 28th.

TWO KNIGHTS' DEFENCE.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	I. Gunsberg.	16 B—B2 (<i>f</i>)	Kt × KtP
1 P—K4	P—K4	17 Q—K4	O—O
2 KKt—B3	QKt—B3	18 QKt—Q2	KR—K sq.
3 B—B4	Kt—B3	19 Kt—K5	Kt × Kt
4 Kt—Kt 5	P—Q4	20 P × Kt	B × KP
5 P × P	Kt—QR4	21 O—O (<i>g</i>)	B—QB5 (<i>h</i>)
6 B—Kt 5 ch.	P—B3	22 Q—KR4	B × B
7 P × P	P × P	23 KR—K sq.	B—B3
8 B—K2	P—KR3	24 Q—R3	Kt—R5
9 Kt—KB3 (<i>a</i>)	P—K5	25 QR—Kt sq.	B—QB6
10 Kt—K5	B—Q3	26 B—K3	QB—QKt 4
11 P—Q4	Q—B2 (<i>h</i>)	27 KR—Q sq.	QR—Q sq.
12 P—KB4	P × P en pass.	28 Kt—Kt 3	Kt—Kt 7
13 Kt × P (B3)	Kt—Kt 5	29 R × R	Q × R
14 Q—Q3 (<i>c</i>)	B—K3 (<i>d</i>)	30 B—B2	Kt—Q8
15 B—K3 (<i>e</i>)	Kt—B5	31 Q—B3	Kt × B
		32 Q × B	Kt—Q8
		33 Resigns. (<i>i</i>)	

- (*a*) In the "Modern Chess Instructor" 9 Kt—KR3 is recommended at this juncture.
- (*b*) The last two moves are, we believe, Mr. Tschigorin's invention, but anyhow his favorites. They, no doubt, give the second player a strong counter-attack.
- (*c*) His best play, and anyhow he could not attempt to save the RP. If 14 P—Kt 3, 14 QB—KB4, and White cannot develop himself. If, for instance, 15 QKt—Q2, 15 B × P ch., with a winning game.
- (*d*) Black in turn could not play for winning a Pawn without greatly embarrassing his game. If 14... Kt × P; 15 Kt × Kt, 15 B × Kt; 16 Q—K4 ch., 16 B—K3; 17 P—QKt 4, 17 B—Kt 6 ch.; 18 K—Q sq., 18 Kt—Kt 2; 19 P—Kt 5, 19 Kt—Q sq.; 20 P—QB4, with a strong attack.
- (*e*) Weak play that greatly assists the adverse development. 15 B—Q2, and if 15... Kt—B5; 16 P—QKt 3 were vastly superior.
- (*f*) Rather than to give up the QKtP we would have retreated QB—B sq., but White's game was anyhow inferior.
- (*g*) White had no good defence.
- (*h*) This powerful move breaks up the adverse game completely.
- (*i*) White was helpless for a long time with a piece behind, and all further resistance now is utterly useless. If 33 Q—Kt 4, 33 P—QR4; 34 Kt × P, 34 P—QB4, and wins, for if Q × P or B, Black mates by R—K8.

* * *

Game No. 117.

Played in the second round, April 21st.

GIUOCO PIANO.

White	Black		
I. Gunsberg.	D. M. Martinez.	14 B—B2	Q—Kt 4
1 P—K4	P—K4	15 B—K3 (b)	R—R3
2 KKt—B3	QKt—B3	16 P—B4 (c)	Q—R4
3 B—B4	B—B4	17 P—Q4 (d)	P—R6 (e)
4 P—Q3	Kt—B3	18 P—QKt 3 (f)	P×P
5 B—KKt 5	P—Q3	19 B×P	B×B
6 Kt—B3	B—K3	20 Kt×B	O—O (g)
7 Kt—Q5	B×Kt	21 P—Kt 3	R—K sq. (h)
8 B×B	Kt—K2	22 Kt—Kt 5	R—Q sq.
9 B—Kt 3	Kt—Kt 3	23 P—K5 (i)	R—K sq. (j)
10 Q—K2	P—KR3	24 P—B4	P×P
11 B—Q2	Q—Q2	25 B×Kt	P×B
12 O—O—O	P—QR4	26 P×P	QR—K3
13 P—B3	P—R5 (a)	27 Q—Q2	Q×Q ch.
		28 R×Q	R×P
		29 Kt×RP	R—K8 ch. (k)

- (a) Against best play such an early attempt at forcing an attack before the pieces are well developed ought only to weaken his Pawns for the ending.
- (b) We would have preferred KR—K sq., threatening P—Q4, which forces an exchange of Queens, with the advantage for White, who has two Bishops and a strong centre.
- (c) Careless and very weak, especially for such a master as Mr. Gunsberg. Kt—Q2, with the view of entering at QB4, was safe enough.
- (d) White's game is already inferior. If 17 B×B, 17 P×B, and White's QP remains weak. Or if 17 B—Q2, 17 Q—Kt 3, etc. But he makes matters much worse by the move in the text. K—Kt sq. was imperative.
- (e) All the consequences of this highly ingenious *coup* could not have been foreseen by White, or else he would probably have guarded against it.
- (f) If 18 P×B, the game might have proceeded: 18... P×P ch.; 19 K×P, 19 Q×P; 20 K—B sq., 20 Kt×P; 21 Q—Q3, 21 Q—R8 ch.; 22 B—Kt sq., 22 R—R7; 23 Q—Kt 3, 23 R—R6; 24 Q—Kt 2, 24 R—B6 ch., and wins.
- (g) 20... Q—Kt 4 ch.; 21 K—Kt sq. (if 21 Q—K3, 21 Q×Q ch., with the superior game), 21... Q×P was not safe on account of 22 Kt—B5, and if 22... O—O; 23 P—KR4, with a fine attack. But we believe that 20... Kt—B5, followed by Q—K4, would have still maintained a strong attack, with the better position.
- (h) Black loses valuable time with this and the next two moves. Kt—K4, followed by Kt—QB3, would have prepared a strong entrance of his Knight at QKt 5.
- (i) A beautiful surprise.
- (j) If 23... Kt×P; 24 Q×Kt, 24 P—B3; 25 R×P, 25 P×Kt; 26 R×R ch., 26 Q×R; 27 R—Q sq., 27 Q—QB sq.; 28 P×P, 28 R—K3; 29 Q—Q4, with a Pawn ahead and the superior game.
- (k) The exchange of Rooks was disadvantageous. He had still slightly the better game, with his doubled Rooks and his King secure, while that of the adversary

30 R×R	R×R ch.	54 R—K2	K—B4
31 K—Kt 2	Kt—K5	55 Kt—K3 ch.	K—K4
32 R—Kt 2	K—B2	56 Kt—Q5 disch.	K—Q3
33 Kt—B2	R—Q8	57 R—KB2	K—K4
34 R—K2	Kt—B3	58 P—R4	R—R8
35 P—QKt 4	P—KKt 4 (<i>l</i>)	59 R—K2 ch.	K—Q3
36 P—QR4	R—Q6 (<i>m</i>)	60 Kt—K3	R—R6 ch.
37 P—R5	P—R4	61 K—K4	K—K3
38 P—Kt 5	Kt—Q2	62 R—QKt 2	R—R3
39 Kt—Kt 4	R—Q3	63 Kt—Q5	R—R6
40 Kt—Q5	P—B3	64 R—Kt 6 ch.	K—B2
41 P×P	P×P	65 Kt—K3	R—R2
42 Kt—B7	P—B4	66 R—QB6	R—R4
43 K—B3	R—QB3	67 K—K5	R—R6
44 Kt—Q5	R—QR3 (<i>n</i>)	68 R—B7 ch.	K—K sq.
45 R—K7 ch.	K—Kt 3	69 K—K4	R—R4
46 R×Kt	R×P	70 Kt—Q5	R—R6
47 Kt—K3	R—R7	71 R×P	R×P
48 R—Q6 ch.	K—B2	72 K—K5	P—Kt 4
49 Kt—B2	R—R4	73 K—K6	K—Q sq.
50 K—Q3	R—R5	74 R—R5	K—B sq.
51 R—Q5	R—R4	75 P—B5	P×P
52 R×KtP	P—Kt 3	76 P—B6	R—Kt 3 ch.
53 R—K5	K—B3	77 K—K5	Resigns. (<i>o</i>)

was rather exposed. P—QB3, followed by the systematic advance of the Pawns on the K side, was likely to increase his advantage.

(*l*) He ought to have brought his Knight at once to the succor of his threatened Q wing by Kt—Q2. White evidently could not then advance P—QR4 on account of the reply Kt—Kt 3, and if 36 P—B5. 36 Kt—Kt sq., and again the march of the adverse Pawns is stopped, for White cannot play P—Kt 5 on account of the rejoinder R—Q4. Black's Knight may afterward enter at QB3 or QR3, with a good game.

(*m*) Also a move lost. The Rook at this place only gives White an attacking opportunity later on.

(*n*) An extraordinary blunder which finally loses a game that was well played in the main by Black. Kt—Kt sq., followed by Kt—R3, was the right play and would have most likely led to a draw. After this White wins easily, though Black makes a stout resistance.

(*o*) For, obviously, if 77... R×P; 78 Kt—K7 ch., and wins.

* * *

For the game in the first round between the same players, which is given on page 1, Mr. Gunsberg was awarded the special prize for the best game in the tournament.

* * *

Game No. 118.

Played in the second round, April 16th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	J. Mason.		
1 P—K4	P—K4	12 P—B3	Kt—Q2
2 KKt—B3	KKt—B3	13 Kt—B3	Kt—B3
3 P—Q4	Kt×P	14 B—Kt5	Q—Q3
4 P×P (a)	P—Q4	15 QR—K sq.	B—Q2
5 B—Q3 (b)	Kt—B4	16 Kt—R4	QR—K sq.
6 O—O	Kt×B	17 Kt (R4)—B5	B×Kt
7 Q×Kt	B—K2	18 Kt×B	Q—Q2
8 Kt—B3	P—QB3	19 Q—R3 (e)	K—R sq.
9 Kt—K2	P—B3 (c)	20 R—K3	B—Q sq.
10 Kt—Kt3	P×P (d)	21 B×Kt	B×B
11 Kt×P	O—O	22 KR—K sq.	R×R
		23 R×R	P—KKt3
		Given up as drawn. (f)	

(a) 4 B—Q3, 4 P—Q4; 5 Kt×P is superior.

(b) P×P in passing was better. The opponent obtains a slight superiority after this.

(c) Against a modern master such a far-advanced Pawn like the one at K5 becomes a source of weakness. Black adopts the proper course to free his game and to obtain the superior position.

(d) But this spoils the effect of his last good move. He ought to have Castled first, with the intent of following it up by QB—KKt5 or Kt—Q2, which would have compelled White to exchange Pawns, with a difference of position considerably in Black's favor.

(e) White would have done better simply to retreat Kt—Q4. The trap which he lays here, namely, by threatening B×Kt, followed by Kt—R6 ch., was sure to be seen by his clever opponent, and he only compromises his position for the ending.

(f) We think that Black had a slight advantage for the ending with the majority of Pawns on the Q side and Bishop against Knight after 24 Kt—Q4, 24 Q×Q; 25 R×Q, 25 R—K sq.; 26 R—K3, 26 R—K2. It was probably not sufficient to win, but he could run no risk, for his part, in trying further conclusions.

* * *

Game No. 119.

Played in the second round, April 24th.

DOUBLE RUY LOPEZ.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	J. Mason.	23 P—QKt 4	K—B2
1 P—K4	P—K4	24 QR—B sq.	B—B5
2 KKt—B3	QKt—B3	25 Kt—Kt 2	B—K3
3 Kt—B3	Kt—B3	26 Kt—Q3	B—B5
4 B—Kt 5	B—Kt 5	27 KR—Q sq.	P—Kt 4
6 O—O	O—O	28 R—Q2	P—R4
6 R—K sq.	P—Q3	29 Kt—Kt 2	B—K3
7 B×Kt (a)	P×B	30 P—QB4	P—Kt 5
8 P—Q4	P×P	31 P—B5	B—K2
9 Q×P (b)	B—QB4	32 P—R4	R—Q sq.
10 Q—Q3	Kt—Kt 5	33 P—Kt 3	R×R (g)
11 Kt—Q sq.	P—QR4 (c)	34 B×R	B—Kt 6
12 P—KR3	Kt—K4	35 K—B sq.	R—Q sq.
13 Kt×Kt	P×Kt	36 B—K3	R—QR sq.
14 Q—KKt 3	P—B3	37 K—K2	R—Q sq.
15 P—R3	B—K3	38 Kt—Q3	B—K3
16 Q—QB3	Q—Q5	39 Kt—Kt 2	B—Kt 6
17 B—K3	Q×Q	40 R—B3	R—QR sq.
18 Kt×Q	B—Q3	41 B—B sq.	B—K3
19 Kt—R4	KR—Kt sq. (d)	42 Kt—B4	B×Kt
20 P—QKt 3	R—Kt 4	43 R×B	R—Q sq.
21 Kt—Kt 2	R (Kt4)—Kt sq.	44 B—Kt 2	K—K3
22 Kt—Q3 (e)	P—R5 (f)	45 R—B3	

Given up as drawn.

- (a) A dry, dull game is the result of this exchange, and the opponent, with his two Bishops and the rather stronger centre, though he has a doubled Pawn, keeps the draw more sure in hand.
- (b) Kt×P seems preferable.
- (c) 11...R—K sq.; 12 P—KR3, 12 Kt—K4; 13 Kt×Kt, 13 R×Kt kept his Q centre more compact and was likely to give him an advantage in the end.
- (d) Well played. It was very important for Black to prevent or delay B—B5 or P—QKt 3, followed by P—B4 on the part of the adversary, and, as will be seen, he judiciously leaves his QR at R sq. with the object of advancing his QRP later on.
- (e) If P—QR4, the answer KB—QKt 5, followed by B—B6, would force the exchange of the Knight, and on account of Bishops remaining of opposite colors a draw will be easily effected.
- (f) An excellent move that weakens White's Pawns on the Q wing, at least for attacking purposes.
- (g) The game is simplified and practically blocked for either side in all directions. Neither player can hope to open the game without much weakening his position, and a draw is the natural result.

Game No. 120.

Played in the first round, March 27th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	W. H. K. Pollock.	20 P × Kt	Q × P
1 P—K4	P—K4	21 Q—B5	P—KB3
2 KKt—B3	QKt—B3	22 P—QKt 3	Q—B3 (<i>f</i>)
3 B—Kt 5	P—QR3	23 QR—B sq.	P—Kt 3
4 B—R4	Kt—B3	24 Q—B3	P—B4
5 P—Q3	P—QKt 4	25 Kt—Q2	Q—B6
6 B—Kt 3	P—Q4 (<i>a</i>)	26 Kt—B4	P—K5
7 P × P	Kt × P	27 Q—K2	B—B4
8 P—QB4 (<i>b</i>)	P—Kt 5	28 K—R sq.	R—Q4
9 O—O (<i>c</i>)	B—K2	29 R—B sq.	P—B3
10 R—K sq.	Q—Q3	30 R—B2	B—R2
11 QKt—Q2	B—Kt 5	31 QR—KB sq.	B—Kt sq.
12 P—R3	B × Kt	32 P—Kt 4	P—B5 (<i>g</i>)
13 Q × B	R—Q sq.	33 P × P	R × P
14 Kt—K4	Q—Q2	34 Kt—K3 (<i>h</i>)	P—Kt 4
15 B—QB4	O—O	35 K—Kt 2	Q—K4
16 B—K3 (<i>d</i>)	Kt × B	36 K—R sq.	Q—B6
17 P × Kt	Kt—R4 (<i>e</i>)	37 K—Kt 2	Q—K4
18 B × P	Q—K3	38 K—R sq.	R—B6
19 B—B4	Kt × B	39 R × R	P × R
		40 Q—B2 (<i>i</i>)	R—Q5
		41 Kt—B5	R—K5

(*a*) The defence is similar to the one adopted by Morphy against Anderssen, but the former did not play P—Q4 until he had developed KB—QB4 in reply to White's P—QB3. The difference of position is, we believe, greatly in favor of White, who, we hold, ought to obtain at least a slight advantage anyhow if Black attempt an early advance of P—Q4.

(*b*) Quite in accordance with modern principles of play. By compelling the adversary to advance a Pawn further into his own camp he is likely to obtain an advantage in the end.

(*c*) White could have won a Pawn here by 9 Q—K2, 9 Q—Q3; 10 P—Q4, 10 P—B3; 11 P × P, 11 P × P; 12 Kt × P, 12 Kt × Kt (or 12... Q × Kt; 13 B × Kt, etc.); 13 P—KB4, etc.

(*d*) Superfluous. 16 B × P, 16 Kt—Q5; 17 Q—Q sq. were good enough to leave White with an advantage.

(*e*) Remarkably clever.

(*f*) Obviously, if Q × BP, he would lose the Queen by Kt × P ch.

(*g*) A very interesting attack is here formed by Black, which called for the greatest caution of the opponent to meet its difficulties.

(*h*) If 34 R × R, 34 Q × P ch.; 35 K—Kt sq. (or 35 Q—R2, 35 Q × Q ch.; 36 K × Q, 36 P—Kt 4, etc.), 35... B × R, and if 36 R × B, 36 Q—Kt 6 ch., and wins.

(*i*) Best. If 40 R × P, 40 R—Q8 ch., and wins.

42 Q-Q2 (j)	R-K7	47 Q-Kt 5 ch.	K-B sq.
43 Q x P ch.	K-B sq.	48 Q-Q8 ch.	K-B2
44 Q-R6 ch.	K-Kt sq.	49 Q-Q7 ch.	K-B sq.
45 Q-Kt 5 ch.	K-B sq.	50 Q-B8 ch.	K-B2
46 Q-R6 ch.	K-Kt sq.		Drawn.

(j) Both parties have exercised their ingenuity in attempts to win, but each player was carefully on the watch, and a forced draw is now the result.

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Game No. 121.

Played in the second round, April 20th.

QUEEN'S FLANCHETTO.

<i>White</i>	<i>Black</i>
W. H. K. Pollock.	I. Gunsberg.

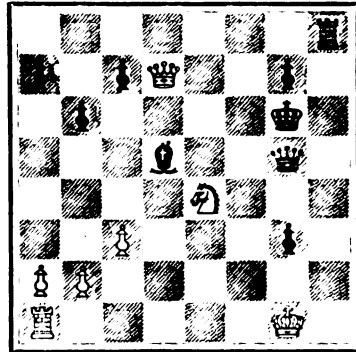
1 P—K4	P—QKt 3
2 P—Q4	B—Kt 2
3 B—Q3	QKt—B3 (a)
4 P—QB3 (b)	P—K4
5 P—Q5	QKt—K2
6 Kt—K2 (c)	P—KB4
7 O—O (d)	P×P
8 B×P	KKt—B3
9 Kt—Kt 3	Kt×B
10 Kt×Kt	B×QP
11 Q—R5 ch.	Kt—Kt 3
12 B—Kt 5	B—K2
13 B×B	Q×B
14 QKt—Q2	O—O
15 Kt—Kt 5 (e)	R—B4 (f)
16 Q×P ch.	K—B sq.
17 P—KR4	R×Kt
18 P×R	Q×P
19 P—KKt 3	K—B2
20 Q—R3	R—KR sq.
21 P—KB4	Kt×P (g)

22 $R \times Kt$ ch.	$P \times R$
23 $Q \times P$ ch. (<i>h</i>)	$K-Kt3$
24 $Kt-K4$	$P \times P$ (<i>i</i>)

Position after Black's 24th move

$$P \times P$$

Black—I. Gunsberg.



White—W. H. K. Pollock.

25 R—K sq.	Q—R5
26 Kt—B2 (<i>j</i>)	Q—R8 ch.
27 Kt×Q	R×Kt mate.

(a) A novel idea in this opening. Most practitioners of this debut develop this Knight at Q2 after advancing P-Q3, or else they play P-K3 and P-QB4 first, before bringing out QKt-B3.

(b) Best, undoubtedly. If Kt—K2, Black may answer Kt—Kt5 and exchange the important KB.

(c) A weak move. He ought to have foreseen the opponent's clever reply, which either breaks White's centre or much relieves the cluster of Black's pieces on the K side. P—QB4 was the right play.

- (d) He gives up a Pawn designedly, but the attack on which he speculates as a compensation proves unsatisfactory. His best plan was now either 7 P—KB3, in which case Black could not advance P—B5 on account of the rejoinder 8 P—KKt3, or he might have played also 7 P×P, whereupon, after 7... B×P; 8 Kt—Kt3, Black dare not play 8... B×KtP on account of 9 Q—R5 ch., 9 P—Kt3; 10 P×P, 10 KKt—B3; 11 P—Kt7 disch., 11 Kt×Q; 12 P×R, queening, and wins.
- (e) The upshot of all this is that White has lost a fine centre Pawn and remains with the inferior position.
- (f) Black might have been satisfied with his plain winning advantage, which he could have retained simply by P—KR3, but he plays for higher game, and on the merits of position judgment his aim was as correctly measured as it was ingeniously conceived.
- (g) The moves on both sides from the 15th, the point of our last comment, were probably foreseen by both players, as they were pretty nearly forced for each party. At this critical juncture, however, Black impetuously goes astray in the pursuance of his attack. He could have made much more sure of his victory by 21... Q—K2, threatening Q—B4 ch., whereupon, after 22 P×P disch., 22 K—Kt sq.; 23 Q—Kt4, 23 Kt×P; 24 Q—Q4 (there seems nothing better), 24... R—R8 ch.; 25 K—B2, 25 R—R7 ch. Black wins with ease accordingly by R—Kt7 ch. or Kt—Q6 disch.
- (h) White allows himself to be unduly intimidated. 23 Q×R was his only chance, and, moreover, a good one for drawing purposes. The game must then have proceeded: 23... Q×P ch.; 24 K—B sq., 24 B—Kt7 ch. (if 24... P—B6; 25 Q—R5 ch., 25 K—B3, best; 26 Q—R sq., etc.); 25 K—K2, 25 Q—KB6 ch.; 26 K—Q sq., 26 Q—Kt8 ch.; 27 K—B2, 27 Q×R (thus far we follow in the main variation the analysis of the *Deutsche Schachzeitung*), and now White has a fair chance of drawing by 28 Q—R2.
- (i) A very neat surprise. Of course White dare not take the Queen, for he is mated by R—R8 ch. See diagram.
- (j) Leaving open a little brilliant which his clever opponent immediately seizes upon, but there was no salvation for his game under any circumstances.

* * *

Game No. 122.

Played in the first round, April 9th.

RUY LOPEZ.

White	Black	6 Q—K2	Kt—Q3
J. W. Showalter.	I. Gunsberg.	7 B×Kt	KtP×B
		8 P×P	Kt—KB4 (a)
1 P—K4	P—K4	9 Kt—B3 (b)	O—O
2 KKt—B3	QKt—B3	10 B—B4	P—Q4
3 B—Kt5	Kt—B3	11 P×P en pass. (c)	P×P
4 O—O	Kt×P		P—Q4
5 P—Q4	B—K2	12 KR—K sq.	

- (a) The authorities justly prefer 8... Kt—QKt 2.
- (b) For now, after 9 Q—K4, 9 P—Kt3; 10 B—B4, White would have obtained the superior position.
- (c) It was not good to relieve Black of his doubled Pawn. R—Q sq. was by far

13 QR—Q sq.	B—K3	29 P×P	R—K sq.
14 Kt—K4	KR—K sq.	30 K—B sq.	B—Kt 4 ch.
15 QKt—Kt 5	B—Q2	31 K—Kt 2	R—K7
16 Q—Q3	P—KR3	32 R—B sq.	B—B3 ch.
17 Kt—R3	P—Kt 4	33 K—B sq.	B—B6
18 B—K5	P—Kt 5	34 P—R3	P—B5
19 Kt—Q4	Kt×Kt	35 P—Kt 4	P—B6
20 B×Kt	P—QB4	36 P—QR4	R—Q7
21 B—K5	B—KB3	37 P—Kt 5	R—Q5
22 Q×P (<i>d</i>)	B×B	38 R—R sq.	R—QKt 5 (<i>g</i>)
23 R×B	B—B3 (<i>e</i>)	39 K—Kt sq.	P—Kt 4
24 R×R ch. (<i>f</i>)	Q×R	40 K—B sq.	R—Kt 7
25 Q—Q2	P×Kt	41 K—K sq.	R×QBP
26 Q×P	Q—K3	42 P—R5	R—K7 ch.
27 Q—Kt 5 ch.	Q—Kt 3	43 K—B sq.	P—B7
28 Q×Q ch.	P×Q	44 Resigns. (<i>h</i>)	

better, and his subsequent plan of action should have been Kt—QR4, followed accordingly by P—QB4 or by B—K3, with the view of entering with the Knight at QB5.

(*d*) White overlooks the adversary's deep design, and he falls into a snare with this tempting move that costs a piece. 22 B×B, 22 Q×B; 23 Q—Kt 3 was his best play and left the game about even: for if 23...Q×P; 24 Kt—B4, followed by P—KR3, would give White a good attack.

(*e*) Profound and most beautiful.

(*f*) If 24 Q×Q, 24 KR×Q, and must win a piece.

(*g*) With a piece ahead it was easy to win, but there is mastery in the manner in which Black stops the adverse Pawns and confines the hostile King in a mating position, which is brought about at the end.

(*h*) For White will play next R—Q7.

* * *

Game No. 123.

Played in the second round, May 5th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	J. W. Showalter.	9 Q—K sq.	P—B3
1 P—K4	P—K4	10 Q—Kt 3	P—QKt 4
2 KKt—B3	QKt—B3	11 B—Kt 3	Kt—Kt 3
3 B—B4	B—B4	12 Kt—Kt 5	P—QR4
4 P—Q3	P—Q3	13 P—QR3	R—R2
5 B—K3	B×B (<i>a</i>)	14 P—KR4	B—R3
6 P×B	Kt—B3 (<i>b</i>)	15 R—B2	P—B4
7 O—O	O—O	16 R—Q sq.	P—B5 (<i>c</i>)
8 Kt—B3	Kt—K2	17 B—R2 (<i>d</i>)	P—R3 (<i>e</i>)
		18 Kt—B3	Q—Kt 3
		19 Kt—Q2	P—Kt 5 (<i>f</i>)

20 Kt × P (g)	B × Kt	32 R—QB sq.	P—Kt 6
21 Kt—R4 (h)	Q—B3	33 P—B4 (m)	K—B2
22 B × B	Q × Kt	34 R—B3	R—Kt 2
23 R × Kt (i)	K—R2 (j)	35 P—B5	R—B2
24 B × P	QR × B (k)	36 P—Q4	QP × P
25 Q × Kt ch.	K—Kt sq.	37 R × P	R—K2
26 R × R	R × R	38 P—Q5	R—Kt 2
27 Q—K6	Q—Q2 (l)	39 K—K2	K—K sq.
28 Q × Q	R × Q	40 R—B6	K—Q2
29 P × P	P × P	41 K—Q3	K—Q sq.
30 R—KB sq.	R—R2	42 K—B3	R—KB2
31 K—B2	R—QB2	43 K × P	R—B7

- (a) The doubling of the adverse Pawn opens the opponent's KB file, but we believe the advantages are equalized, and the move in the text may be adopted with safety.
- (b) It is also a good plan to play Kt—QR4 and to get rid of the adverse KB.
- (c) The plan of attack pursued by Black is original and ingenious. As far as the present game goes to show, it is well worthy of further practical trials.
- (d) We would have preferred exchanging Pawns, with the view of instituting a centre attack as a set-off for his weak Pawns.
- (e) Black, after having patiently and judiciously left the K side to take care of itself, imperils a good game with undue precautions against an imaginary danger on the K wing. The move adopted only weakens the K side, whereas 17... P—QKt5; 18 Kt—K2, 18 Q—B sq., threatening also Q—Kt5, would have given him an excellent game on the Q side without the least danger to his other wing.
- (f) He resorts at last to this manoeuvre, which would have been advantageous to him a few moves ago. And it is now not alone too late, but quite a failure, owing to his opponent having cleverly utilized time to bring his KKt, that previously stood a useless sentry on the K side, to the succor on the threatened Q wing.
- (g) A very fine masterstroke, especially in conjunction with White's next move.
- (h) When it comes to the combination point, Mr. Gunsberg's play can only very rarely be improved upon for depth and ingenuity. It was most important to get this Knight out of the way, or else Black could afterward gain time and preserve his piece ahead by P × Kt or P × P. The next few moves will show how beautifully White has provided in advance for this critical juncture to get Black's Queen out of play.
- (i) In keeping with his brilliant forecast.
- (j) If 23... P × Kt; 24 Q × Kt ch., 24 K—R sq.; 25 Q × RP ch., 25 K—Kt sq.; 26 R—KB sq., followed by R—B3, and wins in a few moves.
- (k) Best. If Kt—R sq., the reply B—QKt3 wins a third Pawn, with an irresistible attack.
- (l) A desperate attempt of a diversion by 27... P × P would have been equally useless after 28 R—KB sq., 28 P × P; 29 Q × R ch., 29 K—R2; 30 Q—B5 ch. (it is noteworthy, however, that if 30... Q—Kt3, an apparently good move, then 30... Q—R8; 31 P—QB4, 31 P—R5, followed by P—R6, gives Black good chances of a draw), 30... K—R sq.; 31 Q—B8 ch., 31 K—R2; 32 R—B7, 32 P—Kt8, queening ch.; 33 K—R2, and wins.
- (m) The rest is caution and end game science combined on the part of White, who has obviously a won game, while Black can only struggle tenaciously against hope.

44 R—B2	R—B8	47 K—Q5	R—R4
45 K—B4	R—KR8	48 R—KB2	R—Kt 4
46 P—Q6	R×P	49 K—B6	Resigns.

* * *

Game No. 124.

Played in the first round, April 9th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	I. Gunsberg.	35 P×P	B×P
1 P—K4	P—K4	36 Kt (K3)—B5	B—B sq.
2 KKt—B3	QKt—B3	37 R—R sq.	B—QB4
3 B—Kt 5	P—QR3	38 Kt—K3	B—K2
4 B—R4	Kt—B3	39 Kt—B4	R—QB4
5 O—O	Kt×P	40 Kt×P	R×P
6 P—Q4	B—K2	41 Kt (R5)—B6	R—R6
7 Q—K2	P—B4 (a)	42 R—Kt sq.	K—B2
8 P×P	O—O	43 Kt×B	K×Kt
9 B—Kt 3 ch.	K—R sq.	44 K—Kt 2	R—Q6
10 B—Q5 (b)	Kt—Kt 5 (c)	45 R—Kt 4	B—Q2
11 B×Kt	P×B	46 K—B sq.	R—Q7
12 Q×P	P—Q4	47 K—K sq.	R—R7
13 P×P en pass.	B×P	48 P—R4	P—R4 (j)
14 B—Kt 5	B—KB4	49 P—B3	P—Kt 3
15 Q×Kt (d)	B×Q	50 Kt—K2	B—B sq.
16 B×Q	QR×B	51 R—Kt 6	R—R3 (k)
17 P—QB3	B—Q3	52 R×R	B×R
18 QKt—Q2	B—B5	53 Kt—B4	K—B2
19 Kt—Kt 3	R—Q3	54 K—Q2	B—B sq.
20 KR—K sq.	R—R3	55 K—K3	K—B3
21 QKt—Q4	B—Q2 (e)	56 Kt—Q3	B—B4
22 R—K7	B—B sq.	57 Kt—Kt 4	B—B sq.
23 QR—K sq.	B—Q3	58 K—B4	B—B4
24 R—K8	K—Kt sq.	59 Kt—Q5 ch.	K—K3
25 P—KKt 3	P—QB4	60 Kt—K3	K—B3
26 Kt—QB2	P—QKt 4	61 Kt—Q5 ch. (l)	K—K3
27 R×R ch.	K×R	62 Kt—B3 (m)	K—Q3
28 Kt—K3	P—R4	63 K—Kt 5	K—K3
29 Kt—Kt 5	P—B5	64 Kt—K2	K—B2
30 P—QR4 (f)	B—K2	65 Kt—Q4	B—Kt 8
31 Kt—B3	P×P	66 P—B4	B—Q6
32 Kt×P	B—R3	67 P—B5 (n)	B—Kt 8
33 Kt—K3 (g)	R—R4 (h)	68 P×P ch.	B×P
34 Kt—Q4 (i)	P—R6	69 Kt—K2	K—Kt 2
		70 Kt—B4	Resigns.

- (a) The innovation cannot be recommended.
- (b) White could have obtained here a powerful attack by 10 QKt—B3, and if 10... Kt × Kt; 11 P × Kt, 11 P—Q3; 12 R—Q sq., etc. Or if 10... Kt—QB4; 11 R—Q sq., 11 P—Q3; 12 B—KB4, etc.
- (c) The sacrifice of the Pawn was neither necessary nor judicious, and he could have played Kt—QB4 with much greater safety.
- (d) Well played. He keeps his Pawn ahead, with a good game.
- (e) Loss of time, as immediately shown.
- (f) Excellent play which breaks the adverse Q wing.
- (g) He could not capture the RP at once on account of the rejoinder B—Q sq., which left the Knight no escape, but better was Kt (KB3)—Q2, threatening R—K5 or R—K4, always keeping the RP attacked and preventing the advance of the other Pawn.
- (h) P—R6 at once was preferable.
- (i) For 34 R—QR sq., 34 B—Kt4; 35 Kt—Q4 would have stopped the advance and gained time besides with the entrance of his Knight.
- (j) Black has played remarkably well against the large odds of a Pawn for a draw, and he could have accomplished his object but for this unwise move which creates holes on the K side, into which afterward the White King enters with effect, as will be seen. He ought to have confined himself to moves of his King and Bishop without touching either Pawn, and with ordinary caution the game was drawn.
- (k) After 51... B—B4; 52 Kt—B4, 52 K—B2; 53 R—Q6, followed by R—Q2, White's King would also be released.
- (l) A highly instructive position of rare occurrence in actual play. Had White exchanged Knight for Bishop, he could only draw, albeit he was a clear Pawn ahead and all pieces were exchanged.
- (m) Masterplay. It forces the decisive entrance of his Knight at Kt5, or else a passed KP, which equally wins. Obviously, he intends next Kt—K4, which will accomplish one of the two objects.
- (n) A most skilfully-conducted ending.

* * *

Game No. 125.

Played in the second round, May 8th.

QUEEN'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
		4 B—Kt 5	B—K2
I. Gunsberg.	J. Taubenhau.	5 B × Kt (a)	B × B
1 P—Q4	P—Q4	6 P—K3	P—QKt 3 (b)
2 P—QB4	P—K3	7 Kt—B3	B—Kt 2
3 KKt—B3	KKt—B3	8 P × P	P × P
		9 R—B sq.	P—QR3 (c)

- (a) As usual, we believe that the two Bishops have the advantage, and we, therefore, consider the exchange inadvisable.
- (b) We would have preferred 6... P × P; 7 B × P, 7 O—O; 8 Kt—B3, 8 P—B4; and if 9 P × P, 9 Q—R4, with a very good game.
- (c) Unnecessary, and therefore not commendable, for, on general principles, the

10 B—Q3	Kt—Q2	29 Q—K5	B × B (<i>h</i>)
11 O—O	O—O	30 R × R ch.	Q × R
12 Kt—K2	P—Kt3 (<i>d</i>)	31 P × B	K—B2
13 Kt—B4	B—K2	32 Q—B3	Q—Q6
14 Q—Kt3	Kt—B3	33 Q × Q	P × Q
15 KR—Q sq.	B—Q3	34 Kt—Q2	K—K3
16 Kt—K2	R—K sq.	35 K—B sq.	K—Q4
17 Kt—Kt3	Kt—Kt5	36 P—Kt3 (<i>i</i>)	Kt—Q2
18 Kt—B sq. (<i>e</i>)	P—KB4	37 K—K sq.	P—Kt4 (<i>j</i>)
19 P—KR3	Kt—B3	38 Kt—Kt sq.	Kt—K4
20 Kt (B3)—Q2	R—K2	39 Kt—B3 ch.	K—B3
21 B—K2	R—B sq.	40 K—Q2	Kt × P ch.
22 B—B3	P—B4 (<i>f</i>)	41 K × P	Kt—Kt8
23 P × P	P × P	42 P—K4	Kt × P
24 P—R3	K—Kt2	43 K—K2 (<i>k</i>)	P × P
25 Q—Q3	P—B5 (<i>g</i>)	44 Kt × P	P—R3
26 Kt × P	R × Kt	45 P—Kt4	
27 R × R	P × R		Given up as drawn.
28 Q × B	R—Q2		

option of moving a Pawn—especially a wing Pawn—one or two squares should be reserved as long as possible.

- (*d*) Nor can we see any utility or urgency for this advance. P—QB4 was in time now and for the next few moves.
- (*e*) If P—KR3 at once, Black would answer Kt × KP.
- (*f*) At last Black adopts this important attacking move on the Q side. His long preparations have done no harm, but hardly any good. For instance, his KB was rather better placed in the early part of the opening at KB3 for supporting this sort of an attack than he is now at Q3.
- (*g*) Falling into a cleverly-hidden snare, whereby he loses a Pawn. Either B—K4 or Kt—K5 were the right play.
- (*h*) If 29... R × R; 30 B × R, 30 Q × B; 31 Q—K7 ch., etc.
- (*i*) This seems loss of precious time, and it also blocks a square which, apparently, he could better use for his Knight after 36 K—K sq., and if 36... Kt—Q2; 37 Kt—Kt3, followed by Kt—Q4, with excellent winning prospects.
- (*j*) A fine move for the purpose of preparing a drawn position.
- (*k*) He could not afford to allow Black two passed Pawns, and the game is quite equal, without leaving either side scope for attack.

* * *

Game No. 126.

Played in the second round, May 17th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
I. Gunsberg.	J. Taubenhaus.	3 B—B4	B—B4
1 P—K4	P—K4	4 P—B3	Kt—B3
2 KKt—B3	QKt—B3	5 P—Q3	P—Q3
		6 Q—K2	B—K3

7 B—KKt 5 (a)	B×B (b)	21 Kt—Kt 4	Q—R5
8 P×B	Kt—K2	22 Kt (Kt4)—Q5	Kt—R4
9 B×Kt	P×B	23 P—Kt 4	Kt—Kt 6
10 QKt—Q2	Q—Q2 (c)	24 K—Kt 2	P—KR4
11 O—O—O	Kt—Kt 3	25 Q—B5	Kt—B4
12 P—KKt 3	O—O—O	26 P×Kt	Q×BP
13 Kt—K sq.	P—B4	27 Kt—Q7 ch.	R×Kt
14 Kt—Q3	P×P (d)	28 Q×R	Q×P (B4)
15 Kt×P	Q—B3 (e)	29 Kt×P	Q×Kt
16 Kt—B6	Q—R3	30 Q×QP	Q×Q
17 Q—Kt 4 ch.	K—Kt sq.	31 R×Q	K—B2
18 K—Kt sq.	B×P (f)	32 R—KB6	R—KB sq.
19 Kt×B	Kt—K2	33 KR—KB sq.	Resigns.
20 Kt—Q3	Kt—B3		

(a) Usually White retreats here B—Kt3, and it is original play to allow the doubling of the Pawn, which it seems is amply compensated by opening the Q file. Still, we would have preferred playing QKt—Q2, with the option of retaking with the Knight in case Black exchange Bishops, or else of gaining time by Kt—QKt3, with the view of playing the QB to Q2 or K3 eventually.

(b) Much better was Kt—K2 at once.

(c) Probably Kt—Kt3, with the view of developing Q—K2, would have turned out better. The Queen is now on a post where she will be somewhat harassed by an attack from the adverse Rook on the Q file which, though at present covered, will be opened soon.

(d) It was imprudent to allow the adverse QKt thus to strengthen the attack already formed. B—Kt3 was the proper move.

(e) If now 15...B—Kt3; 16 P—B5, 16 P×P; 17 KKt×BP, and uncovers the attack alluded to in our note to Black's 10th move.

(f) The game is of no further value after this blunder which seems to have been committed under some misapprehension of the position and probably under the influence of a false alarm as regards the security of his Queen. After 18...P—KR4; 19 Kt×P (or 19 Q—K4, 19 Q—B3, etc.); 19...P—K5, his game was inferior, but still defensible.

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BLACKBURNES GAMES.

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Game No. 127.

Played in the first round, April 4th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
D. G. Baird.	J. H. Blackburne.	26 B—Q6	R (R6)—R5
1 P—K4	P—K4	27 B—B5	Kt—B4
2 QKt—B3	KKt—B3	28 P—Kt 4	Kt—R3
3 P—B4	P—Q4	29 P—KR3	Kt—B2
4 P×KP	Kt×P	30 R—Q4	P—Kt 3 (l)
5 Q—B3	QKt—B3	31 B×P (Kt 6)	Kt—K4
6 B—Kt 5	Kt×Kt	32 B—B5 (m)	Kt—Q2
7 KtP×Kt (a)	B—K2	33 B—K7	P—B4
8 P—Q4	O—O	34 QR—Q sq.	R (R5)—R4
9 B—Q3 (b)	P—KKt 3 (c)	35 P—Kt 5	Kt—Kt 3
10 B—KR6 (d)	B—QKt 5 (e)	36 B—B6	P—Q5
11 B—Q2	P—B3 (f)	37 B—Kt 4	Kt—R5 ch.
12 Q—Kt 3	P×P (g)	38 K—B sq.	B×B
13 P×B (h)	P—K5	39 P×B	Kt—B6
14 B—K2	Kt×QP	40 K—Q2	R×P (n)
15 O—O—O	Kt—B4	41 R×R	R×R
16 Q—QKt 3	P—B3	42 Kt—K2 (o)	P—K6 ch.
17 Kt—R3	P—QR4	43 K—K sq.	Kt×R
18 B—KKt 5 (i)	Q—Q3	44 K×Kt	R—R8 ch.
19 B—KB4	Q×P	45 Kt—B sq.	P—K7 ch. (p)
20 Q×Q	P×Q	46 K×P	R×Kt
21 K—Kt 2	R—R6 (j)	47 K—Q2	R—KKt 8
22 KR—K sq. (k)	B—Q2	48 B—K7	R—Kt 7 ch.
23 R—Q2	KR—R sq.	49 K—Q sq.	P—B5
24 R—QR sq.	Kt—Kt 2	50 B×P	P—B6
25 Kt—Kt sq.	B—K3	51 B—B5	K—B2
		52 K—K sq.	R—Q7
		53 Resigns.	

(a) Some of the competitors in this tournament gave preference to QP×Kt at this juncture, but we approve of the move in the text as the stronger one.

- (b) 9 Kt—K2 was more in order of development. If Black answered 9...P—KB3, then 10 Kt—B4, with the better game.
- (c) Not necessary yet, and therefore he ought not to have volunteered to make a hole on the K side even for the sake of laying a very ingenious trap.
- (d) White allows himself to be induced to this tempting move which causes loss of time and of strategical ground as well.
- (e) An ingenious surprise. He threatens to win the Bishop by Q—R5 ch., and if White take the Rook, then, of course, B×P ch. would be the answer.
- (f) If Black had reserved this move and played B—R4 first, he was sure of getting the better game.
- (g) Practically this amounts to a bid for a draw.
- (h) For after 13 B×P instead, we see nothing better than 13...P×B, whereupon White, of course, may draw by perpetual check or not, at his own option. If, however, 13...Q—B3; 14 B—Q3 disch., 14 K—R sq.; 15 P×B, 15 P—K5; 16 B—K2, 16 Kt×QP; 17 B—QB3, 17 Kt×P ch.; 18 K—Q2, 18 P—Q5; 19 K×Kt, 19 P×B; 20 Q×P (QB3), and should win.
- (i) Not as good as simply P×P, which presented no danger whatsoever.
- (j) Black has now obtained three Pawns for the piece, or quite an equivalent, with a strong game.
- (k) White might have played for a draw here if he had chosen by 22 B—Q2, 22 R—R5, best (if 22...P—B4; 23 P—B3, and should win); 23 K—Kt3, 23 R—R6 ch.; 24 K—Kt2, etc.
- (l) This very fine move not alone saves a game that otherwise would have been lost, but also gives Black the advantage in a few moves.
- (m) R—Q sq., followed by B—B2 in reply to Kt—Q2, was better.
- (n) The latter part is a beautiful example of fine ending play with Pawns against a piece on the part of Mr. Blackburne, and this is a remarkably interesting point in which Black's mastery assures a quick victory. The capture in the text is much stronger than Kt×R.
- (o) If White's Rook try to escape, Black would answer P—Kt6, and then that Pawn would further advance and win the Rook clear.
- (p) After that all is, of course, plain sailing for Black.

* * *

Game No. 128.

Played in the second round, May 3d.

SCOTCH GAMBIT.

<i>White</i>	<i>Black</i>	5 P—QB3	B—B4
J. H. Blackburne.	D. G. Baird.	6 B—K3	KKt—K2
1 P—K4	P—K4	7 Q—Q2	O—O
2 KKt—B3	QKt—B3	8 Kt—B2 (a)	B×B
3 P—Q4	P×P	9 Kt×B	P—Q3
4 Kt×P	Q—B3	10 Kt—R3	P—QR3
		11 QKt—B2	Q—Kt3

- (a) 8 Kt—Kt5, 8 B×B; 9 Q×B, looks stronger, for, seemingly, Black cannot save a Pawn. But this is not the case, for after 9...Q—K4; if 10 P—KB4, 10 Kt—Q4 (as played by Mr. Delmar in a game against Captain Mackenzie); with the preferable game.

12 P—B3	P—B4	30 Kt × Kt	R × Kt ch.
13 B—B4 ch.	B—K3	31 K—Kt 3	R—B3
14 P × P	Kt × P	32 R—K7	R—B2
15 B × B ch.	Q × B	33 R—K8 ch.	R—B sq.
16 O—O	Kt × Kt (<i>b</i>)	34 R × R ch.	K × R
17 Kt × Kt	QR—K sq.	35 K—B4	K—K2
18 Kt—Q5	Q—B2 (<i>c</i>)	36 K—K5	K—Q2
19 P—KB4	Kt—Q sq.	37 P—B5	P—QR4
20 P—QKt 3	P—B3	38 P—KR4	K—K2
21 Kt—Kt 4	R—K5 (<i>d</i>)	39 P—R5	P—R3
22 Q × P	R × P	40 P—Kt 3	K—Q2
23 R × R	Q × R	41 K—B5	K—K2
24 Q × Q	R × Q (<i>e</i>)	42 P—KKt 4	K—B2
25 Kt—Q3	R—B4	43 K—K5	K—K2
26 R—K sq.	R—Q4	44 P—R3	K—Q2
27 R—K3	Kt—K3	45 K—B5	K—K2
28 P—B4	R—Q5		Drawn.
29 K—B2	Kt—B5		

- (*b*) Black has skilfully obtained an advantage over his opponent, which, according to our principles, is considerable, especially in the ending, namely, the majority of Pawns on the Q side, besides an open KB file. It was better, however, not to exchange at this point and to play QR—K sq. first, the difference being that if White exchanged Knights, the Rook would retake and at once enter in the game, while otherwise it was also better to retain another minor piece for manœuvring until an ending could be forced.
- (*c*) Q—Q2 was better, for it gave him the option afterward of withdrawing Kt—K2 or —Q sq. In the latter case he had the additional advantage that a good square was left open for his Knight at KB2.
- (*d*) Black could run no risk in trying to win, and he ought to have advanced P—Q4. If it came to an ending, Black's superiority in the centre was of greater account than White's majority on the K side.
- (*e*) The game is drawn now, but still it required the exercise of some skill and judgment on each side to hold the balance of position at all points, as will be easily seen from the actual play.

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Game No. 139.

Played in the second round, May 16th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
D. G. Baird.	J. H. Blackburne.	5 Kt × P	B—K2
1 P—K4	P—K4	6 B—Q3	Kt—B3
2 KKt—B3	KKt—B3	7 Kt × Kt	P × Kt
3 Kt—B3	P—Q3 (<i>a</i>)	8 O—O	O—O
4 P—Q4	P × P	9 P—KR3 (<i>b</i>)	Kt—K sq.
		10 Kt—K2	P—Q4
		11 Kt—Q4	B—Q2

12 P—QB3	R—Kt sq.	31 Q × P ch.	Q × Q
13 K—R sq.	B—QB4	32 P × Q	R—KB2
14 P—QKt4 (c)	B × Kt	33 K—Kt2 (i)	R—B4
15 P × B	P × P	34 K × P	R × KtP ch.
16 B × P	Kt—Q3	35 K—R4 (j)	R—Kt3
17 B—B3	Q—R5 (l)	36 P—B4	K—B2
18 P—R3	KR—K sq.	37 P—B5	R—R3 ch.
19 B—Kt4	P—KB4	38 K—Kt5	R—R6
20 P—Kt3	Q—B3	39 K—Kt4	B—Kt7
21 B—B3	Kt—K5	40 R—KB2	R—Kt sq. ch.
22 B—B4	B—K3 (e)	41 K—B4	B—Q4
23 R—B sq.	B—Q4 (f)	42 B—B7	K—B3
24 B × P	R—Kt2	43 B—K5 ch.	K—B2 (k)
25 B—K5	Q—R3	44 B—B7	K—B3
26 P—KR4 (g)	P—Kt4	45 B—K5 ch.	K—B2
27 B × Kt	B × B ch.	46 P—R4 (l)	P—KR4
28 P—B3	B—Q4	47 B—B7	K—B3
29 Q—Q2	P—B5	48 B—K5 ch.	K—K2
30 K—Kt sq. (h)	P × KtP	49 Resigns.	

- (a) White's last move transposed the position into one of a Three Knights Game. The only two good moves that are at Black's disposal at this point are 3... B—Kt5; or 3... QKt—B3. The move in the text causes obstruction to the development of Black's KB.
- (b) Useless waste of time. 9 P—KB4, and if 9... P—Q4; 10 P—K5, 10 B—B4 ch.; 11 K—R sq., 11 Kt—Kt5; 12 Q—K sq., would have given White a fine position.
- (c) A bad error that exposes him to the loss of an important Pawn.
- (d) We cannot see what more Black could expect from this move than from the gain of material by the simple R × P.
- (e) Threatening B—QB5.
- (f) Black gives up a Pawn for an attack on the K side, but by best play he ought not to have recovered its value.
- (g) K—R2 was better.
- (h) White plays with proper caution. K—Kt2, which is apparently better, would have subjected him to much inconvenience on account of the reply P—Kt5.
- (i) We think that White could legitimately try for a win by 33 P—B4, followed by R—QB3. Even if he had afterward to sacrifice the Rook for Bishop and the advanced KtP, he remained sufficiently strong to secure a draw with good winning chances.
- (j) K—B2 was obviously much better.
- (k) If K—K2, White would answer R—K sq.
- (l) White had no right to expect more than a draw, and, trying to force a win, he sets all caution aside, and his King is caught in a mating net which his opponent had just gained time to prepare.

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Game No. 130.

Played in the first round, April 12th.

VIENNA OPENING.

White	Black		
J. H. Blackburne.	J. W. Baird.	23 Q—K2	P—KB3
1 P—K4	P—K4	24 P—KB4	B—KKt sq.
2 QKt—B3	B—B4	25 P×KKtP	BP×P (g)
3 B—B4 (a)	KKt—B3	26 R×R	Kt×R
4 P—Q3	P—QB3	27 R—KB sq.	Q—K sq.
5 Kt—B3	P—Q3	28 Kt—B6 ch.	B×Kt
6 O—O	O—O	29 R×B	Q—K2
7 Kt—K2	Q—K2	30 R—B2	Kt—Kt 3
8 B—KKt 5 (b)	P—KR3	31 Kt—B3	R—KB sq.
9 B—KR4	QB—KKt 5	32 P—Q5	B—B2 (h)
10 P—KR3 (c)	B—K3 (d)	33 Kt—K sq.	B—K sq.
11 KB—QKt 3	QKt—Q2	34 Kt—Kt 2	R×R (i)
12 P—QB3	KR—K sq.	35 Q×R	P—B4
13 B—B2	B—Kt 3	36 Kt—K3	B—Q2
14 K—R sq.	Kt—KB sq.	37 B—Q sq.	Q—Kt 2
15 B×Kt	Q×B	38 B—KKt 4	B—K sq. (j)
16 KKt—Kt sq.	P—KKt 4 (e)	39 B—R5	Q—K2
17 Kt—Kt 3	Kt—Kt 3	40 Q—B5	B—B2
18 Kt—R5	Q—K2	41 K—Kt sq.	Q—QB2
19 Q—B3	B—Q sq.	42 Q—B6 (k)	Kt—R sq.
20 P—KKt 3	K—R2	43 Kt—B5	B×B
21 P—Q4	R—KB sq.	44 Q×RP ch.	K—Kt sq.
22 K—R2	QR—B sq. (f)	45 Q×B	Kt—B2
		46 Q—Kt 6 ch.	Resigns.

- (a) P—KB4 is mostly preferred for the attack here. The move in the text is, of course, quite sound development.
- (b) B—K3 seems much preferable.
- (c) And this we consider altogether objectionable.
- (d) For after 10...B×Kt; 11 P×B, 11 P—KKt 4; 12 QB—KKt 3, 12 K—Kt 2, followed by Kt—R4 and P—KB4, we would have much preferred Black's game.
- (e) We rather like the outcome of Black's game from the struggle for position comprised in the manœuvring of both sides, however, the hole at KR5, now formed, is a little drawback. 16...Kt—Kt 3; and if 17 Q—Q2 (otherwise Black would play Kt—B5), 17...Q—Kt 4 left Black with some superiority that would have increased if it came to an ending.
- (f) Useless. P—KB3 was much better.
- (g) Black defends very well. 25...RP×P would have been dangerous on account of the answer 26 P—KR4 and if 26...P×P; 27 P×P, 27 Kt×P; 28 Q—Kt 4, and wins.
- (h) 32...P×P; 33 P×P, 33 R—B3 could not do much harm and anyhow secured Black a passed centre Pawn that in the ending might have become formidable.

- (i) His game drifts into inferiority after this exchange which gives White virtually command of the open KB file, for Black cannot well offer to exchange Queens, owing to the weakness of his QP which in the ending is liable to be attacked by the adverse Knight entering at KB5.
- (j) Loss of time. His best defence was now B×B, followed by Kt—R sq. in order to play Kt—KB2 as soon as possible and thus to cover his weak points.
- (k) White has only been waiting for the adverse Queen to move in order to occupy this winning post.

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Game No. 131.

Played in the second round, May 13th.

CENTRE COUNTER GAMBIT.

<i>White</i>	<i>Black</i>		
J. W. Baird.	J. H. Blackburne.	13 P—KKt 4	QR—Q sq.
1 P—K4	P—Q4	14 Q—B2	Kt—Kt 3
2 P×P	Q×P	15 B—Q2	QKt—Q4
3 QKt—B3	Q—QR4	16 QR—Q sq.	Q—B2
4 P—Q4	P—KKt 3 (a)	17 Kt—K2	Kt—Q2
5 Kt—B3	P—QB3	18 Kt—Kt 3 (c)	P—QB4
6 B—Q3 (b)	B—Kt 2	19 P—B3	P×P
7 O—O	B—Kt 5	20 P×P	Kt—Kt sq.
8 B—K3	Kt—Q2	21 R—B sq.	Kt—QB3
9 P—KR3	B×Kt	22 B—B3	Q—Kt 3
10 Q×B	KKt—B3	23 Kt—K2	R—Q2
11 Q—K2	O—O	24 KR—Q sq.	KR—Q sq.
12 P—B4	P—K3	25 P—B5 (d)	KP×P
		26 P×P	B—R3 (e)
		27 Q—R4 (f)	B×R

- (a) Mr. Blackburne greatly favors this combination of the King's Fianchetto with Centre Counter Gambit. Like in most close games no absolute winning advantage can be proved for the first player against this form of defence, but, as will be seen, in the present instance the aspect of White's position looks more favorable for a long time, and Black is greatly hampered in his development.
- (b) White could improve his game here at once by 6 Kt—K5, with the view of supporting the Knight in the centre by P—KB4, or else of playing Kt—QB4 in some contingencies.
- (c) No fault can be found with White's development thus far, and he has retained a slight advantage in position. However, at this point he allows the opponent to open an avenue for attack, which might have been closed by 18 P—QB4, 18 Kt—Kt 3; 19 B—K3, with the superior game.
- (d) The position was still about even, but this ill-considered advance forebodes disaster.
- (e) Naturally, Mr. Blackburne spies the weak point opened to his attack which he vigorously directs against the same.
- (f) Black obviously threatened B—K6, and if 27 B—Q2, 27 B×B; 28 R×B, 28 Kt (Q4)—Kt 5, followed by Kt×QP, winning.

28 R×B	Kt—K4	42 Q×R	Q×B ch.
29 B—K4	P×P	43 Q—Kt sq.	Q×P ch.
30 Q—Kt 3 ch.	Kt—Kt 3	44 Q—R2	Q—K8 ch.
31 B×P	R—K2	45 Q—Kt sq.	Kt—Kt 6 ch.
32 Q—B2	Q—KB3	46 K—R2	Kt—B8 ch.
33 Kt—Kt 3	R—K6	47 K—Kt 2	Q—Kt 6 ch.
34 Kt—K4 (g)	R×Kt	48 K×Kt	Q×B ch.
35 B×R	Q—Kt 4 ch.	49 K—K sq.	P—Kt 3
36 K—R2	Q×R	50 Q—Q4	Q—R8 ch.
37 B—Q2	Q—B2 ch.	51 K—Q2	Q—R7 ch.
38 K—R sq.	Kt (Q4)—B5	52 K—B3	Q—K4
39 P—KR4	Kt—R4	53 K—B4	Q×Q ch.
40 B—K sq.	Q—K2	54 Resigns.	
41 B—KB3	R×P		

(g) An oversight that costs a piece and virtually ends the game. R—KKt sq. might have prolonged resistance.

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Game No. 132.

Played in the first round, April 10th.

ENGLISH OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	J. H. Blackburne.	21 B×R	Q—Kt sq.
1 P—QB4	P—KKt 3	22 Kt—Kt 3	R—B sq.
2 P—Q4	P—Q4	23 B—KB3	B—K5
3 P×P	KKt—B3 (a)	24 Kt—B5 (f)	B×B
4 KKt—B3 (b)	B—Kt 2	25 P×B	Kt—B4
5 P—K3 (c)	O—O	26 B—Kt 4	Kt—R5
6 B—K2	Kt×P	27 Q—Q sq.	B—B sq. (g)
7 Kt—B3	Kt×Kt	28 P—B4	P—R4
8 P×Kt	Kt—Q2	29 P—B3 (h)	Q—R2 (i)
9 P—QR4	P—QB4	30 K—R sq.	Kt—B4
10 Q—Kt 3 (d)	P×P	31 Q—Q3	B—Kt 2
11 BP×P	Kt—B4	32 R—Q sq.	Q—R sq.
12 Q—B2	P—Kt 3	33 P—Q5	Q—R2
13 R—R3	B—B4	34 P—K4	Kt—Q5
14 Q—Q sq.	Kt—K5	35 P—K5	Kt—B4
15 O—O	R—B sq.	36 R—QB sq.	P—R5
16 B—Kt 2	Kt—Q3	37 K—Kt 2	Q—R sq.
17 Kt—Q2	R—B2	38 K—R3 (j)	R—Q sq.
18 P—R5 (e)	P—QKt 4	39 R—Q sq.	Q—B sq.
19 R—B3	P—QR3	40 P—K6	B—Q5 (k)
20 Q—R sq.	R×R	41 R—QB sq. (l)	R×P
		42 Q—K4	Kt—K6
		43 P—B5	R×P (m)

44 R—K sq.	B × Kt	50 Q—K3	P—Kt 4
45 B × B	Q × B	51 Q—Kt 6	R × P
46 R × Kt	P—B3	52 R × R	Q × R
47 P—B4	K—Kt 2	53 Q—B6	Q—B8 ch.
48 R—Q3	Q—B8	54 Resigns. (n)	
49 R—KB3	Q—B5		

- (a) A very bold venture so early in the game.
- (b) And it might have been severely punished by 4 Q—R4 ch., 4 B—Q2 (or 4... Q—Q2; 5 Q × Q ch., 5 Kt or B × Q; 6 QKt—B3. Or 4... P—QB3; 5 P × P, 5 Kt × P; 6 P—K3, etc.); 5 Q—Kt 3, with a Pawn ahead and an excellent game.
- (c) Anyhow 5 Kt—B3, and if 5... Kt × P; 6 P—K4 were much superior.
- (d) Both this and the foregoing move are weak play and help the opponent's development of pieces.
- (e) This helps the adversary to establish a well-supportable passed Pawn on the Q wing. P—KB3, with the view of forming a centre by P—K4, was obviously better.
- (f) And now his position is inferior on both wings. He ought to have retreated again B—K2, which merely acknowledged loss of time.
- (g) Not of much use, as he has to retreat again afterward.
- (h) It will be noticed that White could not previously capture the QRP on account of the rejoinder Q—QR sq.
- (i) Q—R sq. was better.
- (j) This misadventurous movement causes disastrous loss within a few very clever moves of the opponent.
- (k) Deep and fine play.
- (l) If 41 Kt—Q7, 41 R × Kt; 42 P × R, 42 Q × P; 43 K—Kt 2, 43 Kt—K6 ch.; 44 K—Kt sq., 44 Q—R6; 45 Q or R—Q2, 45 Q × BP, and wins.
- (m) Very clever; for if White reply 44 Q × B, then 44... R × P ch.; 45 K × P. 45 Kt—B4 ch., and wins the Queen. After this the opponent becomes exhausted from want of fighting material and cannot hold out long.
- (n) For after 54 K—Kt 4 follows 54... Q—QB5 ch., winning easily.

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Game No. 133.

Played in the second round, May 10th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	H. E. Bird.	3 B—Kt 2	P—K3
		4 KKt—R3	P—Q4 (b)
		5 O—O	B—K2
1 P—Q4	P—KB4	6 P—Kt 3	O—O
2 P—KKt 3 (a)	KKt—B3	7 P—QB4	P—B3

- (a) First played by the editor against the late Mr. Wisker in the London Tournament of 1872.
- (b) The weakness of Black's centre is now fully established, and his retained KP remains a drawback to his position all through.

8 B—Kt2	Kt—R3	33 QP×P	Kt—K3
9 Kt—B3	B—Q2	34 B—Q4	R—B2
10 Kt—B4	Q—K sq.	35 B—K2	B—R2
11 P—K3	B—Q3	36 Kt—Kt3	B—Kt sq.
12 Kt—Q3	R—Q sq. (c)	37 Kt—Q2	B—B2
13 Q—K2	B—B sq. (d)	38 K—R sq.	Q—B sq.
14 P—B5	B—Kt sq.	39 R (Kt sq.)—Kt3	
15 P—QKt4	Kt—K5		Q—K2
16 P—B3	Kt×Kt	40 Kt—Kt sq.	B—Kt sq.
17 B×Kt	Kt—B2	41 Kt—B3	Kt×B
18 P—B4	Q—Kt3	42 Q×Kt	B—K3
19 Kt—K5	Q—B3	43 Kt—Kt5	R—QB sq.
20 P—QR4	P—QR3 (e)	44 R—QB3	KR—KB sq.
21 KR—Kt sq.	B—Q2	45 Kt—Q6	B×Kt
22 B—B sq. (f)	Q—R3	46 BP×B	Q—Q2
23 Q—KB2	B—K sq.	47 K—Kt2	R—B5
24 Kt—B3	Q—B3	48 B×R	P×B
25 Kt—Q2	P—KKt4	49 R×P	Q—Kt4
26 Kt—Kt3	B—Q2	50 R—B2	K—Kt2
27 Kt—R5 (g)	P×P	51 R (R3)—QB3	R—QR sq.
28 KP×P	B—B sq.	52 R—B5	Q—Kt8
29 P—Kt5	RP×P	53 Q—Kt2	R—R8
30 P×P	P×P	54 Q×Q	R×Q
31 B×P	Q—Kt2	55 R—Q2	Resigns.
32 R—R3	P—K4		

(c) He cannot attempt to release himself by 12... P×P; 13 P×P, 13 P—K4, on account of 14 P—B5, followed by Q—Kt3 ch. and Q×KtP.

(d) The advance of Black's KP has again been indirectly stopped by White's last move which defends the QB, and in case of 13... P×P; 14 P×P, 14 P—K4 enables White to play effectively 15 P×P, 15 B×P; 16 Kt×B. 16 Q×Kt; 17 Kt—Q5, with the superior game.

(e) After this injudicious advance the fate of Black's game is practically sealed. for the point of the adverse attack on the QKt file has now a double mark.

(f) It would have saved White time and trouble first to exchange his Knight for the adverse QB which was of the same color as the squares on which the majority of Black's Pawns were posted, and therefore afforded great protection to Black's game, especially at the point at which White intended to break in, namely, at Black's QKt4.

(g) White has manœuvred most skilfully in order to rectify his omission on the 21st move, and he has now succeeded in drawing off the adverse QB from the protection of White's point of attack at QKt5. The rest is played by White with accuracy and correct judgment, while Black could only make desperate attempts of relieving himself by the sacrifice of a Pawn on the 32d move and on the 47th move by giving up the exchange. But, of course, his efforts were of no avail.

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Game No. 134.

Played in the first round, March 30th.

ENGLISH OPENING.

<i>White</i>	<i>Black</i>		
C. F. Burille.	J. H. Blackburne.	18 Kt—K4	P—B4
1 P—QB4	P—KKt 3	19 P—B5	Q—B2
2 KKt—B3	B—Kt 2	20 Kt—Q6	Kt—B3
3 P—Q4	P—Q4	21 Q—B4 ch.	K—R sq.
4 P—K3 (a)	KKt—B3	22 QR—Q sq.	Q—K2
5 Kt—B3	O—O	23 P—Kt 4	R—Q2
6 P—QKt 3	P—QB4	24 P—KR4 (e)	B—Kt 2
7 B—Kt 2 (b)	P×QP	25 QR—KKt sq.	Kt—KR4
8 KKt×P	P—K4	26 P—R3	P—B5
9 Kt—B3	B—Kt 5	27 P—K4	Kt—Kt 6
10 P—KR3 (c)	B×Kt	28 R—R2	B—B3
11 P×B	P—Q5	29 P—Kt 5 (f)	Kt—QR4
12 Kt—K2	Kt—B3	30 Q—Q5	P—Kt 3 (g)
13 Kt—Kt 3	P×P	31 R—Q sq.	P×P
14 P×P	Q—Kt 3	32 Q×BP	KR—Q sq.
15 K—B2	QR—Q sq.	33 B—B3	Kt—QKt 6
16 Q—B sq.	B—R3 (d)	34 Q—B4	R×Kt
17 B—K2	Kt—Q2	35 Q×Kt	Kt×B
		36 B—Kt 4 (h)	R×B (i)
		37 B×Q	B×B

(a) 4 P×P is the right move; for if 4... Q×P; 5 QKt—B3 gains a move, while, if 4... KKt—B3; 5 Q—R4 ch., 5 B—Q2; 6 Q—Kt 3, maintains his Pawn, with the superior position.

(b) If 7 QP×P, 7 Kt—K5 wins the exchange.

(c) An error on both sides. 10 QKt×QP was quite safe, for if 10... P—K5; 11 Kt×Kt ch., 11 B×Kt, and either Q×Q, followed by Kt—Q2, or B×B, followed by Q—Q4, would keep the Pawn ahead, with a good game.

(d) Not of much use. Kt—Q2 was stronger.

(e) White has extricated himself from the inferiority of his opening, with a very good game, which he might have maintained by continuing operations on the Q side, commencing with R—Q2 with the view of doubling Rooks. With the present and the next move, which are evidently made for the purpose of initiating a K side attack, he only opens one for the opponent.

(f) Owing to this error his Q wing, which was well fortified, is also loosened, and his position in the centre, which had to rely for support on the chain of Pawns on the Q side, is broken up in a few moves.

(g) The enemy is now beaten on the whole line.

(h) No remedy. If 30 R×R, 30 Q×R; 31 K×Kt, 31 Q—Q6 ch.; 32 K—B2, 32 Q—K6 ch., and wins in a few moves. But by the move in the text he gives his opponent an opportunity for a masterly finish.

(i) The position is congenial to Mr. Blackburne's brilliant style, and he makes the most of it at once.

38 Q×R (*j*) R×Q 40 Resigns.
 39 K×Kt R—QR8

(*j*) If 38 Q—K6, 38 B—B4 ch.; 39 K—Kt2 (or 39 K×Kt, 39 R (Qsq.)—Q7 mate),
 39... R—Kt8 ch.; 40 K—R3, 40 R—Kt6 mate.

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Game No. 135.

Played in the second round, May 24th.

QUEEN'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	C. F. Burille.	27 Q×Q	B×Q
1 P—Q4	P—Q4	28 Kt—B6	B—B4
2 P—QB4	P—K3	29 P—B3	R×R ch. (<i>h</i>)
3 QKt—B3	KKt—B3	30 R×R	B—Q6
4 Kt—B3	B—K2 (<i>a</i>)	31 K—B2	R—R sq.
5 B—B4	P—QR3 (<i>b</i>)	32 K—K3	P—QR4
6 P—K3 (<i>c</i>)	O—O	33 P—R3	P×P
7 R—QB sq. (<i>d</i>)	P×P	34 P×P	B—B4 (<i>i</i>)
8 KB×P	P—QB4	35 P—Kt4	B—Q6
9 O—O (<i>e</i>)	P—QKt4	36 P—B4	K—Kt2
10 B—K2	P—B5	37 P—B5	R—R5
11 Kt—K5	B—Kt2	38 Kt—Q5	R—R sq. (<i>j</i>)
12 B—B3	Kt—Q4	39 Kt—B4 (<i>k</i>)	R—R5
13 B×Kt	B×B (<i>f</i>)	40 P—B6 ch.	K—B sq.
14 Q—Kt4	B—KB3	41 Kt×B	P×Kt
15 KR—Q sq.	B—Kt2	42 R×P	K—K sq.
16 P—K4	Q—K sq.	43 R—Q4	R—R sq.
17 P—KR4	K—R sq.	44 R—Q5	R—Kt sq.
18 P—R5	Kt—B3	45 K—Q4	R—B sq.
19 Kt×Kt	Q×Kt	46 R×P	R—B8
20 P—K5	B—K2	47 R—Kt8 ch.	K—Q2
21 P—Q5	P×P	48 R—Kt7 ch.	K—K sq.
22 Kt×QP	B—B4	49 R—K7 ch.	K—B sq.
23 B—K3	QR—Q sq. (<i>g</i>)	50 P—QKt5	R—Kt8
24 B×B	Q×B	51 K—B5	R—B8 ch.
25 P—R6	P×P	52 K—Q6	R—Q8 ch.
26 P—Kt4	Q—B sq.	53 K—B7	R—B8 ch.
		54 K—Kt7	R—KKt8
		55 P—Kt6	Resigns. (<i>l</i>)

(*a*) In the present variation of this opening this is apt to lose a move, and 4...
 P×P is preferable, for if 5 P—K4, 5 B—Kt5; but if White reply 5 P—K3,
 5 P—QB4 makes the game even.

(*b*) Rather an unpleasant necessity now.

- (c) Having developed his Q side White could have safely played for a block by P—QB3, which would have greatly harassed the opponent.
- (d) O—O at once was better.
- (e) White allows the adversary the important advantage of a well-supported majority of Pawns on the Q side. P×P was his best play, and though Black could then exchange Queens, White had a little the better development.
- (f) Black has played with excellent judgment after the opening moves, but he ought to have retaken here with the Pawn in order that the adversary should not form a K centre and also for the purpose of protecting the advanced QBP once more, thus facilitating early operations with the QKtP and QRP.
- (g) It was better to play the KR thus, if only for the purpose of allowing the KB or respectively the Queen after the exchange of Bishops to come to the support of the K side at KB sq.
- (h) Black has come out with a Pawn ahead and a strong passed Pawn on the Q side. The exchange of Rooks at this point was unnecessary and hardly good policy. Black had more prospects of attack with the two Rooks than with one, especially as the adverse Rooks were not well placed.
- (i) Black is wasting very important time. R—Kt5 would have compelled White's Knight to retreat to Q5, and then Black could proceed with K—Kt2, followed accordingly by K—Kt3 or P—KR4.
- (j) The loss of another move at this critical juncture is fatal. 38... P—R4; 39 P—B6 ch., 39 K—Kt3; 40 Kt—B4 ch., 40 K—Kt4; 41 Kt×B, 41 P×Kt; 42 R×P (or 42 P×P, 42 K—B4, and should win), 42... P×P would have thrown the onus of playing for a draw on the opponent, and with hardly much prospect of success.
- (k) By this mastermove White wins a Pawn in a manner that makes it easy for him to proceed to victory in the ending.
- (l) For if 55... R×P; 56 K—B8, 56 R—B5 ch.; 57 R—B7, and wins.

* * *

Game No. 136.

Played in the first round, April 15th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>	5 P×P	Kt×P (b)
J. H. Blackburne.	A. Burn.	6 Kt×Kt	Q×Kt
1 P—K4	P—K4	7 B×P	B—Q3
2 QKt—B3	KKt—B3	8 Q—Q2	O—O
3 P—B4	P—Q4	9 Kt—B3	Kt—B3
4 P—Q3	KP×P (a)	10 B—K2	Kt—Q5
		11 Kt×Kt (c)	Q×Kt

- (a) 4... QP×KP is more usual and slightly better.
- (b) If 5... B—Q3; 6 Q—K2 ch., 6 Q—K2; 7 Q×Q ch., 7 K×Q; 8 KKt—K2, with the superior game; for if 8... P—KKt4; 9 P—KR4; or if 8... Kt—R4; 9 Kt—QKt5, 9 P—KKt4; 10 P—KR4, etc.
- (c) On account of his having the majority of Pawns on the Q side White had obtained a little the better game, but he never recovers from the careless play

12 B × B	Q × P	37 Q—Kt8 ch. (g)	K—R2
13 O—O	Q—Q5 ch.	38 R—K8	Q × P ch.
14 K—R sq.	Q × B	39 K—R sq.	Q × P ch.
15 R—QKt sq.	P—QKt3	40 K—Kt sq.	Q—Q5 ch.
16 R—Kt4	B—K3	41 K—R sq.	K—R3
17 R—KR4	QR—Q sq.	42 R—K5	R—B4
18 P—Q4 (d)	Q—K2 (e)	43 R—K8	R—QB4
19 R—R5	R—Q4	44 R—R8 ch.	B—R2
20 R × R	B × R	45 P—Kt3	R—B8 ch.
21 P—B4	B—K5	46 K—R2	Q—B7 ch.
22 B—Q sq.	B—Kt3	47 B—Kt2	R—B7
23 B—R4	Q—Q3	48 Q—Q6 ch.	P—B3
24 Q—K3	Q—K3	49 Q—B4 ch.	Q × Q
25 Q—QB3 (f)	Q—K7	50 P × Q	P—KKt4
26 R—K sq.	Q × RP	51 P × P ch.	P × P
27 B—B6	P—QR4	52 K—Kt sq.	R—B8 ch.
28 K—Kt sq.	P—R3	53 K—B2	K—Kt2 (h)
29 P—R4	R—Q sq.	54 R—QB8	B—B4
30 B—Q5	Q—R5	55 R—B7 ch.	K—B3
31 Q—KKt3	R—Q3	56 R—QKt7	P—Kt4
32 Q—K5	P—R4	57 R—Kt6	B—Q2
33 Q—Kt5	R—KB3	58 K—K3	K—K4
34 Q—K5	Q—B7	59 R—Kt7	K—Q3
35 Q—Kt3	P—B3	60 Resigns.	
36 B—B3	Q × P		

at this juncture which throws away a Pawn. A reversal in the order of two moves made him all right, and 11 B × B, 11 Q × B; 12 Kt × Kt, 12 Q × Kt; 13 P—B3 were safe and good enough.

- (d) With a Pawn behind White is reduced to trying dodges which, though cleverly conceived, do not succeed against such a strong opponent.
- (e) If 18... B × P; 19 P—QB4, 19 B—Kt6; 20 Q—Q3, and wins.
- (f) By exchanging Queens he might have isolated the KP, but it would do him no good, as he could not afford to exchange Rooks afterward if Black opposed R—KB sq., while Black, if allowed to reach B7 with his Rook, would soon win either by R × QRP or B—K5.
- (g) White tries to make up by ingenious tactics for the loss of strategical ground, but this very rarely succeeds.
- (h) Depriving the opponent of his last hope of winning a piece by B—K4. Though Black could afford to lose it and would win with his Pawns, commencing with P—Kt5, it was, of course, better to make shorter and surer work of it by the move in the text.

* * *

Game No. 187.

Played in the second round, May 15th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
A. Burn.	J. H. Blackburne.	8 O—O	B—KKt 5
1 P—K4	P—K3	9 B—K2 (c)	Kt—K5
2 P—Q4	P—Q4	10 Kt—Q2 (d)	B×B (e)
3 QKt—B3	KKt—B3	11 Kt×B	Kt×Kt
4 P×P (a)	P×P	12 Q×Kt	B—Q3
5 Kt—B3	Kt—B3	13 B—B4	R—K sq.
6 B—Q3	B—K2 (b)	14 B×B	Q×B
7 B—K3	O—O	15 Kt—Kt3	

Given up as drawn.

- (a) Leading into the old grooves of this opening, which only equalizes the game, whereas after 5 P—K5, 5 KKt—Q2; 6 P—KB4, 6 P—QB4; 7 P×P, 7 Kt×P (or 7... B×P; 8 Q—Kt4, with a strong attack); 8 Kt—B3, White has the better game.
- (b) There is no good reason for giving this the preference over B—Q3.
- (c) Quite safe, with better prospects of an ultimate attack on the K side, was 9 Kt—K2, 9 B×Kt; 10 P×B, 10 Kt—Kt5; 11 P—B3, 11 Kt×B; 12 Q×Kt, followed by K—R sq. and R—KKt sq. or else by Kt—Kt3 and QR—K sq.
- (d) We query this move, which, we think, might have subjected White to a slight disadvantage.
- (e) For after 10... Kt×Kt; 11 P×Kt, 11 B×B; 12 Q×B, 12 Kt—R4; 13 P—QB4, 13 P—QB3, we somewhat prefer Black's game, for this reason, that White must either keep Queen and Knight engaged for the protection of the QBP or else he must exchange Pawns, in which case the BP will retake and the isolated Black Pawn at Q4 will be unassailable, while White's QBP will be exposed to attack. If, as a third alternative, White advance P—B5, Black will also get the better position by answering P—QKt3.
- (f) It is all so even that no more than a draw could be expected on either side.

* * *

Game No. 188.

Played in the second round, May 20th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn	J. H. Blackburne.	3 B—Kt5	Kt—B3
1 P—K4	P—K4	4 O—O	P—Q3 (a)
2 KKt—B3	QKt—B3	5 P—Q4	P×P
		6 Kt×P	B—Q2

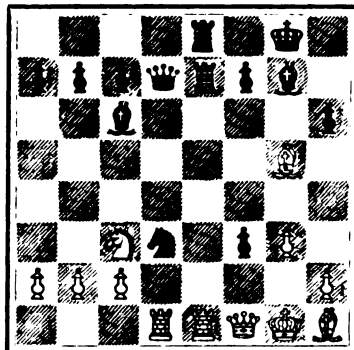
- (a) Not as good as on the previous move, for White's reply forces him to capture the Pawn, and thus White's KKt is brought into the centre for the attack;

7 QKt—B3	B—K2
8 B—K3	O—O
9 B—K2	R—K sq.
10 B—B3 (b)	B—KB sq.
11 B—Kt 5	P—KR3
12 B—B sq. (c)	P—KKt 4
13 P—KKt 3	Kt×Kt
14 Q×Kt	B—Kt 2
15 Q—Q sq.	B—B3
16 R—K sq.	Q—Q2
17 B—Kt 2	R—K2
18 Q—Q3	QR—K sq.
19 B—Q2	Kt—Kt 5
20 P—B3 (d)	Kt—K4
21 Q—B sq.	P—Q4
22 QR—Q sq. (e)	P×P (f)
23 B×P	P×P
24 B—R sq. (g)	Kt—Q6 (h)
25 R×R	B—Q5 ch.
26 B—K3	R×R
27 Q×Kt	R×B
28 Q×B	R—K8 ch.
29 K—B2	Q×Q ch.

Position after Black's 24th move

Kt—Q6

Black—J. H. Blackburne.



White—A. Burn.

30 R×Q	R×B (i)
31 R—KR4	R—QB8
32 Kt—K4	R×P ch.
33 K×P (j)	P—B4
34 Resigns.	

whereas, when Black plays P—Q3 on the 3d move, he is not, in answer to 4 P—Q4, obliged to capture the Pawn, but may reply 4... B—Q2, which keeps his own Pawns compact and the hostile KKt inactive.

- (b) Much stronger was P—B4, followed by B—B3, with a formidable centre that could not be broken up, and with the further prospect of forming an attack by the advance of the wing Pawns on the K side.
- (c) This and the previous move of White are useless. His QB evidently stood much better at K3 than at home.
- (d) A weak move, which loosens the K side and shuts out his KB from activity. Either QR—Q sq. or P—KR3 were better.
- (e) Very feasible but for the deep and ingenious countermining which the opponent springs upon him. He had, however, also, a bad game after 22 P×P, 22 B×P; 23 Kt×Kt, 23 Q×Kt; 24 B—B3, 24 Kt—B3, etc.
- (f) Very fine play, and preparing a still more beautiful surprise.
- (g) Of course, he could not allow the Bishop to be taken by the Pawn, for Black's continuation with Kt—B6 ch. would be ruinous to him. And if 24 B—R3, 24 P—B7 ch.; 25 K×P, 25 Kt—Kt 5 ch.; 26 B×Kt, 26 B—Q5 ch.; 27 B—K3, 27 R×B, threatening mate by R—K7 double ch., and wins.
- (h) A splendid master *coup* of the highest ingenuity. See diagram.
- (i) Black has come out of the struggle with a formidable Pawn ahead, which wins in a few moves.
- (j) A piece was lost anyhow. If 33 K—B sq., 33 B—Kt 4 ch.; 34 K—K sq. (or 34 K—Kt sq., 34 P—KB4; 35 Kt—B2 [if 35 Kt—B6 ch., 35 K—B2, and wins], 35... R—B8 ch., and wins.) 34... R—K7 ch.; 35 K—Q sq., 35 R×Kt; 36 R×R, 36 P—B7, and wins.

* * *

Game No. 139.

Played in the first round, April 13th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
E. Delmar.	J. H. Blackburne.	17 Kt—R4 (<i>d</i>)	Kt×B
1 P—K4	P—K4	18 P×Kt	Kt—Q2
2 KKt—B3	QKt—B3	19 KKt—B5 (<i>e</i>)	B×Kt
3 B—B4	B—B4	20 Kt×B	Q—B3
4 P—B3	Kt—B3	21 R—Q sq. (<i>f</i>)	P—QKt3
5 P—Q3	P—Q3	22 P—R4	O—O—O
6 P—QKt4	B—Kt3	23 R—R3 (<i>g</i>)	Kt—B4
7 P—QR4 (<i>a</i>)	P—QR4	24 R—QR sq.	Q—K3
8 P—Kt5	Kt—QKt sq. (<i>b</i>)	25 Q—K2	P—Kt3
9 Q—K2	B—Kt5 (<i>c</i>)	26 Kt—Kt3	P—R4
10 P—R3	B—R4	27 P—B3	P×P
11 B—K3	QKt—Q2	28 P×P	Q—K2 (<i>h</i>)
12 QKt—Q2	Q—K2	29 P—Kt5 (<i>i</i>)	QR—B sq.
13 Kt—B sq.	P—R3	30 R—KR2	P—B3
14 P—Kt4	B—Kt3	31 Q—Kt4 ch.	K—Kt2
15 Kt—Kt3	B×B	32 QR—R2	P×P
16 Q×B	Kt—Kt3	33 P—R5 (<i>j</i>)	R—B5
		34 Q—Q sq.	P×P
		35 Q—Q5 ch.	K—Kt sq.

- (*a*) The premature advance of the Pawns on the Q side only tends to weaken that wing.
- (*b*) Usually Kt—K2 is played here, but this retreat has very much in its favor, for, as will be seen, this Knight becomes much sooner available for the attack against the adverse Q side which furnishes already a good mark for an early campaign on that wing.
- (*c*) We prefer B—K3. The position in which this Bishop is subsequently placed at KKt3 reduced Black's advantage which would have been otherwise more considerable.
- (*d*) White, by good play on the K side, had recovered ground that gave promise of further improvement for his position but for the precipitated attack at this juncture, which allows the opponent to place the Pawns on the other wing in a bad state. 17 B—Kt3, and if 17...P—Q4; 18 Kt—Q2, 18 O—O—O; 19 P—KB3 would have balanced affairs on the Q wing, with good prospects of attack on the K side on account of the blocked position of Black's Bishop.
- (*e*) The offer of the exchange of the Knight for the adverse almost useless Bishop is still more damaging to his game. Kt—Kt2 instead would have prepared better ability for this Knight via K3 after removing the Queen.
- (*f*) Within a few moves he has to beat a retreat with this Rook. The best plan was now K—Q2, with view of a march up with his King as far as QR3, if necessary, in order to protect his QRP.
- (*g*) The post chosen for this Rook helps to break up his K side.
- (*h*) The last series of moves is a succession of masterly tactics on Black's part.
- (*i*) He would have been just as uncomfortable after 29 P—R5, 29 Q—Kt4, etc.
- (*j*) The Pawn was lost anyhow. If 33 P×P (or 33 Q×P, 33 Q×Q; 34 P×Q, 34

36 QR—K2	P—R5	41 Kt—B5	Kt—B4
37 Kt—B5	Q—K3	42 Kt×RP (<i>k</i>)	P×Kt
38 Q×Q	Kt×Q	43 R×P	KR—B7
39 Kt—K7	KR—KB sq.	44 Resigns.	
40 K—Q2	R—B8		

R×R; 35 R×R, 35 R—B6, and wins), 38... R×R; 34 R×R. 34 R—B5, winning the KtP.

(*k*) Which amounts to resignation.

* * *

Game No. 140.

Played in the second round, May 14th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	E. Delmar.	11 P—B3	Kt—B4
1 P—Q4	P—KB4	12 P×P	QKt×P
2 P—KKt3	KKt—B3	13 Kt—B2	B—B4
3 B—Kt2	P—B3 (<i>a</i>)	14 P—KKt4	B—Kt3
4 KKt—R3	P—K4	15 P—Kt5	Kt—R4
5 P×P	Q—R4 ch.	16 B×Kt	Kt×B (<i>e</i>)
6 Kt—B3	Q×P	17 B×B ch.	P×B
7 B—B4	Q—K2 (<i>b</i>)	18 Q—Kt4	Kt—R4
8 O—O	P—Q4	19 Kt—Q3	K—B2
9 R—K sq. (<i>c</i>)	QKt—Q2 (<i>d</i>)	20 R×Q ch.	B×R
10 P—K4	BP×P	21 Kt—K5 ch.	K—Kt sq.
		22 Q—K6 ch.	Resigns.

(*a*) The plan here initiated greatly helps the adverse development of minor pieces.

(*b*) The precursor of disaster. Q—B4 was his only good move.

(*c*) The depth and beauty of this and the next move will show itself fully seven moves later from this point.

(*d*) K—Q sq. or —KB2 might have prolonged the defence, but in each instance White could proceed with P—K4, followed by P—KB3, with a fine attack.

(*e*) If 16... P×B; 17 QKt×P, 17 Kt×B; 18 Kt—Q6 ch. wins equally.

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Game No. 141.

Played in the first round, April 2d.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. H. Blackburne.	24 R—B3 ch.	K—Kt sq.
1 P—K4	P—K4	25 Kt—B5	Kt—B4
2 QKt—B3	KKt—B3	26 B—B4	Kt—K5
3 P—B4	P—Q4	27 K—Kt 2	P—KKt 4
4 P×KP	Kt×P	28 B—B sq.	Kt—K4
5 Kt—B3	QKt—B3	29 R—B sq.	P—KR4
6 Q—K2	B—KB4 (a)	30 P—KR4	P—Kt 5
7 Q—Kt 5 (b)	Kt—B4	31 B—B4	Kt—B6
8 P—Q4	P—QR3	32 Kt—Q6	Kt×Kt
9 Q—K2	Kt—K3 (c)	33 B×Kt	R—K7 ch.
10 B—K3	B—QKt 5	34 R—B2	R—K6
11 Q—B2	O—O	35 B—Kt 4	P—Kt 3
12 R—Q sq.	P—B3	36 B—Q6	R×P
13 P×P	Q×P	37 K—B sq.	R—K6
14 B—Q3	B×B (d)	38 R—K2	R×R
15 R×B	B×Kt ch.	39 K×R	Kt—Q5 ch.
16 P×B (e)	Kt—R4 (f)	40 K—Q3	Kt—B4
17 O—O	Kt—QB5	41 B—B7	P—Kt 4
18 B—B sq.	QR—K sq.	42 P—B3	K—B2
19 P—Kt 3	P—B3	43 B—K5	K—K3
20 Kt—R4 (g)	Q×Q ch.	44 B—B4	P—B4
21 R×Q	Kt×P	45 B—B7	P—B5 ch.
22 R×R ch.	K×R	46 K—Q2	P—Q5
23 K—B sq.	Kt—K3	47 P×P	K—Q4
		48 K—B3	Kt×QP
		49 P—R3	Kt—B3

- (a) New, and it strikes us as a very good idea.
- (b) This is certainly not an advantageous answer, for, as will be seen, the Queen is driven back, with considerable gain of position for the opponent. But even after 7 P—Q3, 7 Kt×Kt; 8 P×Kt, 8 P—Q5 Black's game seems to be a little preferable.
- (c) Kt—K5 instead would have strongly fixed a piece in the centre, which Black could not afford to exchange for a long time, and which made it difficult for the adverse Queen to remove from her present post without obstruction to one of her own pieces.
- (d) If 14 B×Kt ch.; 15 P×B, 15 B×B; 16 P×B, with a good game.
- (e) White has made an excellent fight of the opening, considering the pressure of a skilfully-conducted counter-attack to which his game was early submitted in a new variation, and he could have now equalized the game fully by R×B. The move adopted subjects him to great disadvantage on the Q side.
- (f) Black is not slow to occupy the vantage ground.
- (g) Dropping into a shrewdly-laid trap which costs a Pawn. The ending that follows is played by Mr. Blackburne with scientific accuracy and is worthy of study, but the actual play illustrates its chief points.

50 B—B4	P—R4	55 K—B sq.	P—Kt 6
51 B—B7	P—Kt 5 ch.	56 B—B4	K—Q6
52 P×P	P×P ch.	57 K—Kt sq.	Kt—Q5
53 K—Q2	K—K5	58 B—Kt 5	Kt—K7
54 B—Q6	P—B6 ch.	59 Resigns.	

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Game No. 142.

Played in the second round, April 27th.

QUEEN'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	G. H. D. Gossip.	19 B—QB3	Q—Kt 4 (c).
1 P—Q4	P—Q4	20 Kt—KB4	P×P
2 P—QB4	P—K3	21 RP×P	B—K3
3 QKt—B3	KKt—B3	22 B×Kt (d)	P×B
4 Kt—B3	B—Kt 5 (a)	23 Kt×B	R×Kt
5 Kt—K5 (b)	O—O	24 K—Kt 2	R—Kt 3
6 P—K3	P—B4	25 R—KR sq.	Kt—K4
7 P×BP	B×P	26 R—R5	Q—K2 (e)
8 P×P	P×P	27 Q—R sq. (f)	P—B3
9 Kt—Q3	B—Q3	28 B×Kt	P×B
10 B—Q2	Kt—B3	29 R—QB8 ch.	K—B2
11 Kt—Kt 5	B—Kt sq.	30 R—B5 ch.	K—K3
12 B—K2	P—QR3	31 Q—R3	R—B3
13 Kt—R3	R—K sq.	32 R—Kt 5 disch.	K—Q4
14 O—O	Kt—K5	33 Q—Kt 4	R—B2
15 B—KB3	Q—R5	34 R—Kt 6	R—B3
16 P—KKt 3	Q—B3	35 R×P	R×P ch.
17 B—Kt 2	P—KR4	36 K×R	Q—B3 ch.
18 R—B sq.	P—R5	37 K—Kt sq.	Q—B6
		38 R—Q7 ch.	Resigns. (g)

(a) The disadvantage of this pinning ought soon to become manifest, for, if Black exchange the Knight he obviously strengthens the adverse centre, while otherwise he must lose time with that Bishop.

(b) White retards his development with useless manoeuvres of this Knight that would have been better left where it was, and, in consequence, Black gains time for a counter-attack.

(c) Up to this Black's play, after the first few opening moves, is quite praiseworthy, and he has formed a K side attack that would have promised well had he now moved 19... Q—Kt 3, and if 20 Kt—B4, 20 B×Kt; 21 KP×B, 21 P—R6, with a strong attack.

(d) We do not think that the exchanges that follow ought to have turned in White's favor, and we would have preferred B—K sq.

(e) This is a fatal error. Black's game would have been still preferable after 26... Q—B3. The reply 27 Q—R sq. was then harmless, on account of 27...

Q—B6 ch.; 28 K—B sq. (best if 28 K—Kt sq., 28 R×P ch.; 29 P×R, 29 Q×KP ch.; 30 K—R2, 30 Q—K7 ch., and wins; for if 31 K—Kt sq., 31 Kt—B6 ch. forces the gain of the Queen, and, of course, after 31 K—R3, 31 Q×R ch., Black wins equally), 28... Q×Q ch.; 29 R×Q, 29 Kt—Q6.

(f) White now forces the game with his usual skill.

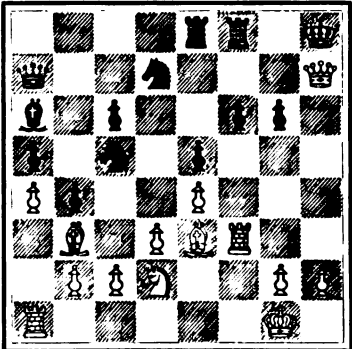
(g) White mates in two more moves, commencing with Q—Kt 8 ch.

* * *

Game No. 143.

Played in the first round, March 25th.

VIENNA OPENING.

White	Black	17 B—K3 (g)	P—Kt 3
J. H. Blackburne.	J. M. Hanham.	Position after Whites 23d move Q×P ch. Black—J. M. Hanham.	
1 P—K4	P—K4		
2 QKt—B3	B—B4		
3 P—B4	P—Q3		
4 Kt—B3	KKt—B3		
5 B—B4 (u)	P—B3 (b)		
6 P—Q3	Q—K2 (c)		
7 Q—K2	P—QKt 4		
8 B—Kt 3	P—OR4		
9 P—QR4	P—Kt 5		
10 Kt—Q sq.	B—R3		
11 P×P	P×P		
12 B—Kt 5	QKt—Q2		
13 Kt—K3	B×Kt (d)		
14 Q×B	Kt—B4 (e)		
15 Kt—Q2	Q—R2 (f)		
16 Q—Kt 3	KKt—Q2		
		White—J. H. Blackburne.	

(a) We believe that 5 P×P, 5 P×P; 6 Kt×P, 6 Q—Q5; 7 Kt—Q3 may be played safely.

(b) A line of defence introduced by Anderssen in the Baden Tournament of 1870, but it has justly fallen into desuetude.

(c) Not a good move, for the Queen is wanted on the other side and should be reserved for being played to Q—Kt 3 after advancing P—QKt 4. Besides, the KP was now indirectly protected already, as White could not capture twice on account of the ultimate Q—Q5.

(d) The bad place chosen for his Queen on the 6th move makes this disadvantageous exchange an unpleasant necessity; for if 13... P—Kt 3; 14 Kt—Kt 4, 14B—Q3; 15 KR—B sq., with a fine attack.

(e) P—KR3, with the view of forcing an exchange or driving the adverse Bishop further off by P—KKt 4, was undoubtedly better.

(f) Even now he ought to have attacked the Bishop with the same object. The move in the text allows the opponent to institute a powerful attack.

(g) Excellent play which compels the opponent to weaken his K side.

18 O—O	O—O (<i>h</i>)	22 R—B3 (<i>l</i>)	QR—K sq.
19 Q—B2 (<i>i</i>)	K—Kt 2 (<i>j</i>)	23 Q × P ch., and mates in three	
20 Q—R4 (<i>k</i>)	P—B3	moves. (<i>m</i>)	
21 Q—R6 ch.	K—R sq.		

(*h*) This is fatal, but his game could not hold out for long anyhow, for if 18... P—B3, White could either proceed with R × P at once, followed by Q × KP, winning two Pawns for the exchange with a powerful attack, or he might preface that manœuvre by R—B3 and doubling Rooks.

(*i*) Threatening B × P ch. and Kt—QKt 3.

(*j*) It is difficult to suggest anything better. In fact, the opponent's attack is already irresistible.

(*k*) Playing for higher game than the gain of a Pawn, as will be seen very soon.

(*l*) White prepares a most beautiful termination.

(*m*) A charming finish. See diagram. After 23... K × Q the mate is effected by 24 R—R3 ch., 24 K—Kt 2; 25 B—R6 ch., 25 K moves; 26 B × R mate.

* * *

Game No. 144.

Played in the second round, April 18th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	J. H. Blackburne.		
1 P—K4	P—K4	23 Kt—K sq.	P—K5
2 KKt—B3	QKt—B3	24 Kt—B2	Kt—K4
3 B—B4	B—B4	25 Kt—K3	Kt—B6
4 P—B3	Kt—B3	26 R—Q sq.	R—K4
5 P—Q3	P—Q3	27 KR—R sq.	R—KB sq.
6 B—K3	Q—K2	28 Kt (Q2)—B4	R—K3
7 Q—K2	O—O	29 R—Q6 (<i>e</i>)	R × R
8 QKt—Q2	B × B	30 Kt × R	Kt—K4
9 Q × B	P—QR3 (<i>u</i>)	31 R—Q sq. (<i>f</i>)	Kt—Q6
10 B—Kt 3	K—R sq.	32 R—Q2	P—QKt 4
11 Q—Kt 5	B—K3	33 P—B3 (<i>g</i>)	P—B5
12 B—B2	P—R3	34 P × P	Kt—R4
13 Q—R4	QR—Q sq.	35 Kt (Q6)—B5	P—Kt 3
14 P—KR3 (<i>h</i>)	Kt—KR2	36 Kt × RP	Kt × P ch.
15 Q × Q	Kt × Q	37 K—Q sq.	Kt × KP (<i>h</i>)
16 P—Q4	Kt—Kt 3	38 R—R2	Kt (K5)—B7 ch.
17 P—KKt 3 (<i>c</i>)	P—KB4	39 K—K2	K—Kt 2
18 P × KP	QP × P	40 Kt (R6)—Kt 4	Kt × RP
19 P × P	B × P	41 K—Q2	Kt—Kt 4
20 B × B	R × B	42 K—B2	Kt—B6
21 K—K2	Kt—B3	43 R—K2	Kt—B5
22 R—R2 (<i>d</i>)	P—B4	44 R—B2	Kt—K8 ch.
		45 K—Q sq.	Kt (K8)—Q6
		46 R—Q2	P—R4 (<i>i</i>)
		47 P—R4 (<i>j</i>)	R—KR sq.

48 Kt—R2	R—K sq.	61 P—R6	K—Kt 3
49 Kt (R2)—Kt 4	P—Kt 5	62 P—R7	K—B4
50 P×P	P×P	63 Kt—R6 ch.	K—K3
51 Kt×P	R—K8 ch.	64 K—Kt 7	R—Kt 7 ch.
52 K—B2	R—B8 ch.	65 K—B7	R—B7 ch.
53 K—Kt 3	Kt—K3	66 K—Kt 7	K—Q2
54 R×Kt (k)	Kt—B4 ch.	67 P queens	R—Kt 7 ch.
55 K×P	Kt×R ch.	68 K—R7	R—R7 ch.
56 K—Kt 5	Kt×P	69 K—Kt 8	R—Kt 7 ch.
57 Kt×Kt	R—QKt 8	70 Q—Kt 7 ch.	R×Q ch.
58 P—R5	R×Kt ch.	71 K×R	
59 K—B6	R—QR7		
60 K—Kt 6	P—Kt 4		Drawn.

- (a) With the object of playing QKt—R4, but of no use against White's answer.
 (b) Threatening to advance P—KKt 4, which attack Black evades by offering to exchange Queens.
 (c) Castling was preferable, and the entrance of Black's Knight at KB5, which is prevented by the move in the text, would cause him less trouble than the hole which is formed at KB3 in consequence of this advance.
 (d) Weak and unintelligible. There was no reason against placing this Rook on its natural post at Q sq.
 (e) We would have preferred Kt—Q6, followed by the other Kt—KB5.
 (f) If Kt×P, Black would reply forcibly R—QKt sq.
 (g) Premature and the cause of great difficulties. 33 Kt(K3)—B5 was a good preparation for this move, and it also threatened to bring the King into play via K3, attacking the isolated KP once more.
 (h) Much stronger was 37... R—B6; 38 Kt(R6)—Kt 4, 38 Kt×KP; 39 R—R2, 39 R—Kt 6, with a fine attack.
 (i) With this ill-considered move Black gives the victory out of hand. After 46... R—KR sq.; 47 Kt—R2, 47 R—R6; 48 Kt(K3)—B sq., White's pieces would have been all blocked and Black gained time to advance the KKtP, supported by the King.
 (j) A very clever answer that breaks the adverse Pawns on the Q wing.
 (k) At the temporary cost of the exchange, White effects a draw now by a far-sighted and cleverly-initiated combination.

* * *

Game No. 145.

Played in the second round, April 25th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	J. M. Hanham.	3 B—B4 (a)	B—K2
1 P—K4	P—K4	4 Kt—B3	P—QB3
2 KKt—B3	P—Q3	5 P—Q4	Kt—Q2
		6 O—O	KKt—B3

- (a) We consider this stronger than the time-honored 3 P—Q4, 3 P×P; 4 Q×P.

7 Q—K2	O—O	28 B×P	Q—R4
8 B—K3	Q—B2	29 Q—QB sq.	R—K3
9 B—Kt 3	P—KR3 (<i>b</i>)	30 B—Q2	Q—K4
10 Kt—KR4 (<i>c</i>)	Kt—Kt 3 (<i>d</i>)	31 B—B4	Q—R4
11 Kt—Kt 6	R—K sq.	32 B—K3 (<i>k</i>)	Kt—QKt 4 (<i>l</i>)
12 P×P (<i>e</i>)	P×P	33 B—Q2	Kt×Kt
13 P—KR3 (<i>f</i>)	B—Q3	34 B×Kt	Q—R5 (<i>m</i>)
14 QR—Q sq.	B—K3	35 R—K sq.	R×P
15 B×B	R×B	36 P—Kt 3	R×R ch.
16 Kt—R4	QKt—Q2	37 Q×R	Q×RP
17 Kt—B5	B—B sq.	38 P—Kt 5	P×P
18 P—KKt 4 (<i>g</i>)	Kt—R2	39 P—R6 (<i>n</i>)	Q—QB7
19 P—KR4	R—Kt 3	40 Kt—Q4	Q—Kt 3
20 K—R sq.	Kt—B4	41 Q—K5	Q×P ch.
21 R—KKt sq.	Kt—K3	42 K—Kt 2	Q—Q3
22 R—Kt 3	R—Q sq.	43 Q—K2	Q—Q4 ch.
23 QR—KKt sq.	Kt—Q5 (<i>h</i>)	44 K—R3 (<i>o</i>)	Q—R8 ch.
24 Q—B sq. (<i>i</i>)	Kt×P	45 K—Kt 4	Kt—B3 ch.
25 B—B sq.	Kt—Q5	46 K×P	R—Q4 ch.
26 P—R5 (<i>j</i>)	R—B3	47 K—B4	B—Q3 ch.
27 P—B4	P×P	48 Resigns.	

(*b*) As often this is compromising.

(*c*) White has so far pursued the plan of development of pieces, relying on obtaining the advantage in consequence of the confined position of Black's KB, and this was the correct course. But he now carelessly gives the opponent an opportunity of relieving himself.

(*d*) 10... Kt×P; 11 Kt—Kt 6, 11 R—K sq.; 12 Kt×Kt, 12 P—Q4; 13 Kt×B ch., 13 R×Kt; 14 QB×RP (best, for if White remove the Knight, then P×P follows), 14... P×B; 15 Kt—Kt 3, 15 Kt—B sq. was much better.

(*e*) A useless exchange, more especially as White had a much stronger way of pursuing the attack by P—KB4.

(*f*) We believe that Kt×B ch., followed by P—KB3, was preferable anyhow, and, of course, we do not approve of this advance in general.

(*g*) The attack instituted by this and the next move was not likely to succeed, considering the great defensive power at Black's disposal on the K side.

(*h*) Black's manœuvres with the Knight from the 20th move were remarkably well conceived, and he now either wins a Pawn or gets rid of one of the opponent's attacking pieces.

(*i*) Mr. Blackburne must have either overrated his attack or underrated his opponent in thus giving up a valuable Pawn. B×Kt, followed by Kt—Kt sq., in reply to P×Kt, was the only right play.

(*j*) This is not good. Probably P—B4 at once would have given him a better chance, as it left him the option of advancing P—Kt 5 eventually.

(*k*) As Mr. Blackburne had previously drawn a game against the same opponent in the same round, he seems to have been reluctant to fight for a draw which, according to the rules, would have scored half. Events did not justify his hazarding to win.

(*l*) An excellent rejoinder which practically forces the game.

(*m*) Remarkably well played.

(*n*) White makes a stubborn fight in the hope of catching the opponent at some mistake.

- (o) Hopeless, but there was no chance. If K—R2, Black wins the exchange by B—Q3, and if 44 K—Kt sq., 44 B—B4; 45 R—Q3, 45 Kt—B sq., followed by Kt—K3, and wins.

* * *

Game No. 146.

Played in the first round, March 28th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
M. Judd.	J. H. Blackburne.	16 R—R3	Q—K sq.
1 P—K4	P—K4	17 Q—K2	Q—B2
2 KKt—B3	KKt—B3	18 B—Q2	P—Q5
3 Kt—B3	P—Q3	19 Kt—B sq.	QR—K sq.
4 P—Q4	P×P	20 P—QKt3	B—Q4
5 Kt×P	B—K2	21 Kt—Kt3	R—K3
6 B—Q3	Kt—B3	22 Q—R5	Q×Q (c)
7 Kt×Kt	P×Kt	23 R×Q	Kt—Kt5 (d)
8 O—O	O—O	24 R×BP	KR—K sq.
9 P—B4	P—Q4	25 K—Kt sq.	P—Kt3
10 P—K5	B—B4 ch.	26 R—Kt5	Kt—R3
11 K—R sq.	Kt—Kt5	27 Kt—K2	Kt—B2
12 Q—K sq.	P—B4	28 R—Kt4	Kt—R3
13 Kt—Q sq. (a)	B—K3	29 R—R4	K—Kt2 (e)
14 Kt—K3	Kt—R3	30 R×Kt (f)	B—QKt5
15 R—B3 (b)	K—R sq.	31 R×RP ch. (g)	K×R
		32 B×B	R—QKt sq.
		33 B—QB5	Resigns.

- (a) White has conducted the attack with remarkable ability, but now we would have preferred the following line of play: 13 Kt—R4, 13 B—Kt3; 14 P—KR3, 14 Kt—R3; 15 P—QB4, 15 P×P; 16 B×P ch., 16 K—R sq.; 17 B—K3, with a fine attack.
- (b) Like most K side attacks, the one here started ought to have been well defensible. We would have preferred B—Q2, followed by R—Q sq., after which operations with the Pawns on the Q side promised much better than the move in the text, for White had already formed a strong passed Pawn in the centre that enabled him to press for an ending with great advantage.
- (c) A very strange failure of perception, especially for a master like Mr. Blackburne, and, moreover, as 22... R—Kt3 covered one of those brilliant ideas that would have so well suited Black's usual style. For if then 23 B×P, 23 Q×B; 24 Kt×Q, 24 B×P ch.; 25 K—Kt sq., 25 B×R disch. (better than 25... B—B6 disch.; 26 Q×R, etc.); 26 K—B2! (if 26 Kt—Kt3, 26 P—Q6 disch.; 27 K—R sq., 27 B—KKt5, and wins), 26... B×Kt, with three pieces for the Queen and a fine attack.
- (d) Black has no means of saving the Pawn which forms the key to his position.
- (e) There was little to be done in order to spin out the fight for very long, but anyhow he deprives himself of all such hope by this move.
- (f) White gets hold of the decisive advantage with promptitude.
- (g) The shortest and best way in order to dispose of further trouble. With two pieces against the Rook and two Pawns, besides that a third Pawn is sure to fall soon, White has an easy task.

Game No. 147.

Played in the second round, April 22d.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	M. Judd.	13 Kt—R4	B—K3
1 P—K4	P—K4	14 Kt—B5	R—K sq.
2 QKt—B3	KKt—B3	15 P—Kt 4	B—B sq.
3 P—B4	P—Q4	16 B—B4	B × Kt (<i>d</i>)
4 BP × P (<i>a</i>)	Kt × P	17 P × B	Kt × P
5 Kt—B3	B—K2	18 B × Kt	P—B3
6 Q—K2 (<i>b</i>)	Kt × Kt	19 P—Q4	K—R sq.
7 KtP × Kt	O—O	20 R—B3 (<i>e</i>)	P × P
8 P—Kt 3 (<i>c</i>)	B—KB4	21 P × P	B—Q3
9 P—Q3	P—B4	22 R—KR3	P—KR3 (<i>f</i>)
10 B—KKt 2	Kt—B3	23 Q—Q2	P × B (<i>g</i>)
11 O—O	R—B sq.	24 R × P ch. (<i>h</i>)	K—Kt sq.
12 R—Kt sq.	P—QKt 3	25 B × P ch.	K—B sq.
		26 P—B6 (<i>i</i>)	P × P
		27 R—R3 ch.	Resigns. (<i>j</i>)

- (*a*) We prefer 4 KP × QP, when the game might proceed : 4... P—K5; 5 P—Q3, 5 KB—QKt 5; 6 P × P, 6 Kt × KP; 7 Q—Q4, and should Black venture on 7... Q—R5 ch.; 8 P—Kt 3, 8 Kt × P, he would lose by 9 Q—K3 ch.
- (*b*) If 4 P—Q3, 4 Kt × Kt; 5 P × Kt, 5 P—QB4, with the better game.
- (*c*) We do not approve of this and would prefer Q—B2, followed by B—K2.
- (*d*) Black has played remarkably well up to this, but by the present premature exchange, with the view of the sacrifice that follows, he compromises his game at the point when he could have much improved his position by 16... P—B3, to which we hardly see any satisfactory answer; for if 17 P—Q4, 17 B × Kt, followed by P × QP, or if 17 Kt—Q6, 17 B × Kt; 18 P × B, 18 B—B2, followed by Kt—K4.
- (*e*) An excellent move which initiates a beautifully-conceived attack.
- (*f*) Necessary; for if 22... P × B; 23 R × P ch., 23 K × R; 24 Q—R5 ch., 24 K—Kt sq.; 25 B × P ch., and mates in two moves.
- (*g*) Useless, of course. But Black could only escape immediate disaster at the cost of a piece, namely, by B—B sq., whereupon White would have withdrawn B—B4, winning also without much difficulty.
- (*h*) Mr. Blackburne now finishes off with his usual brilliancy and precision.
- (*i*) A beautiful stroke.
- (*j*) For mate follows after 27... K—K2; 28 R—R7 ch. and Q—R6 mate.

* * *

Game No. 148.

Played in the first round, April 5th.

QUEEN'S GAMBIT DECLINED.

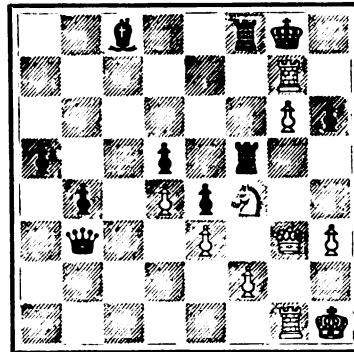
White	Black
J. H. Blackburne.	S. Lipschütz.
1 P—Q4	P—Q4
2 P—QB4	P—K3
3 QKt—B3	KKt—B3
4 Kt—B3	P—QKt 3
5 B—Kt 5 (a)	B—K2
6 P—K3	B—Kt 2
7 R—B sq.	QKt—Q2
8 P×P (b)	P×P
9 B—Q3	O—O
10 O—O	Kt—K5
11 B—KB4	P—QB4
12 Q—K2	P—B4
13 KR—Q sq. (c)	P—B5
14 B×Kt	BP×B
15 Kt—K5	Kt—B3 (d)
16 P—KKt4 (e)	Q—K sq.
17 Q—B sq.	B—Q3 (f)
18 P—KR3	R—Q sq.
19 Q—Kt 2	P—QKt 4
20 Kt—K2	P—Kt 5
21 Kt—Kt 3	Kt—Q2

22 Kt×Kt	R×Kt
23 Kt—K2	B×B
24 Kt×B	QR—KB2
25 P—Kt 5	R—B4
26 K—R sq.	P—QR4
27 R—KKt sq.	B—B sq. (g)
28 Q—Kt 3	Q—R5

Position after White's 33d move

R×P ch.

Black—S. Lipschütz.



White—J. H. Blackburne.

- (a) Either B—B4 or P—K3 are generally preferred in this form of opening. As will be seen, White has to lose a move with this Bishop later on.
- (b) It is not advisable to exchange this Pawn early. The right time for it is when the adverse QBP is played to QB4, and then both Pawns should be exchanged.
- (c) As usual, Mr. Blackburne neglects the safety of his Q side in order to speculate on a K side attack, but even for the latter purpose K—Kt sq. would have been better. The correct play, however, was P×P, followed by KR—Q sq.
- (d) Much stronger was 15...Q—K sq., whereupon, if 16 P—QKt 3, which against the move in the text might have given White the advantage, the following continuation might have occurred: 16...P—QKt 4; 17 QKt×KtP; 17 Kt×Kt; 18 Kt—B7, 18 Q—Q2; 19 B×Kt (or 19 Kt×R, 19 Kt—Q6; 20 Kt—B7, 20 Kt×B, and wins), 19...QR—B sq., and should win.
- (e) While now White undoubtedly would have obtained the superiority by the move above indicated, 16 P—QKt 3. The move in the text also weakens his K side.
- (f) Black loses time. There was no real danger against his K side, and he could have proceeded with his attack on the other wing at once by P—QKt 4 with more sure effect.
- (g) Necessary; for he could not at once attack by Q—R5 on account of Kt—K6, followed by Kt—QB5.

29 P—Kt 3 (<i>h</i>)	P × P (<i>i</i>)	33 R × P ch. (<i>k</i>)	K × R (<i>l</i>)
30 P × P	Q × P	34 Kt—R5 ch.	R × Kt
31 R—B7	P—R5 (<i>j</i>)	35 Q—B7 ch.	K—B3
32 P—Kt 6	P—R3	36 Q—Q6 ch.	Resigns. (<i>m</i>)

(*h*) The introduction to a mating scheme which, though avoidable, is of the highest merit for ingenuity and beauty of conception.

(*i*) By this move Black forfeits all winning prospects which he could still hold by 29... Q—Kt 4.

(*j*) Black seems oblivious to the coming disaster, but even if he had foreseen the opponent's beautiful combination, he could no more avoid defeat. If 31... Q—R5; 32 P—Kt 6, 32 P—R3; 33 Q—R4, followed by Kt—R5 or Q—K7 accordingly, and wins. Or if 31... QR—B2; 32 R × R, 32 R × R; 33 P—Kt 6, 33 P × P; 34 Kt × P, 34 B—B4 (otherwise White wins by Q—R4); 35 Kt—K5, 35 R—Kt 2; 36 Q—Kt 5, with a winning attack.

(*k*) A magnificent surprise. See diagram.

(*l*) No help for it. If 33... K—R sq.; 34 R—R7 ch., 34 K—Kt sq.; 35 P—Kt 7, and wins.

(*m*) For after 36... K—Kt 2, obviously the only move to delay mate, Q—K7 ch. and mate in two more moves follows.

* * *

Game No. 149.

Played in the second round, May 4th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	J. H. Blackburne.	19 B—Kt 5 ch.	K—Q sq.
1 P—K4	P—K3	20 B—B6	R—QKt sq.
2 P—Q4	P—Q4	21 Kt—Kt 5	K—K2
2 QKt—B3	KKt—B3	22 Kt—K2	B—R3
4 P—K5	KKt—Q2	23 Kt—Q4	P—B3
5 P—B4	P—QB4	24 P × P ch.	P × P
6 P × P	Kt—QB3 (<i>a</i>)	25 Kt (Kt5) × KP	Kt × Kt
7 P—QR3 (<i>b</i>)	Kt × BP (<i>c</i>)	26 R—K3	K—Q3
8 P—QKt 4	P—Q5 (<i>d</i>)	27 R × Kt ch.	K—B4
9 QKt—K2	P—Q6	28 B—K3	K—B5
10 Kt—Kt 3	Q—Q5 (<i>e</i>)	29 K—B2	B × P (<i>g</i>)
11 P—B3	Q × BP ch.	30 R—R sq.	B—QB sq.
12 B—Q2	Q—B5	31 R × B	B × R
13 P × Kt	Kt—Q5	32 Kt × B	P—Kt 4
14 R—B sq.	Q—Q4 (<i>f</i>)	33 R × P	P—Kt 5
15 B × P	Q—Kt 6	34 B—K4	KR—QB sq.
16 Q × Q	Kt × Q	35 R × P	P—Kt 6
17 R—B3	Kt × P	36 R—Q7	P—Kt 7
18 Kt—K4	P—QKt 3	37 R—Q4 ch.	K—Kt 6
		38 R—Q sq.	R—B7 ch.
		39 B × R ch.	K × B

40 R—Q2 ch.	K—B6	50 P—R6	R—KR8
41 R×P	R×R ch.	51 K—Kt 6	K—K5
42 K—B3	K—B5	52 P—B5	K—B5
43 B—Q4	R—Kt 6 ch.	53 P—Kt 5	K—Kt 5
44 K—K4	R—Kt 8	54 P—R7	R×P
45 B×P	R—K8 ch.	55 K×R	K×P
46 K—B5	R—K7	56 P—Kt 6	K—Kt 5
47 P—Kt 4	K—Q4	57 P—Kt 7	K—R4
48 P—R4	R×Kt	58 B—Kt 2 (<i>h</i>)	Resigns.
49 P—R5	R—K8		

- (a) If B×P at once, White would answer Q—Kt 4, with a strong attack. The preparation in the text is more difficult to answer, but yet we think that White ought to retain, at least slightly, the better game by best play.
- (b) 7 B—K8, 7 B×P (or 7... KKt×BP; 8 Kt—B3, etc.); 8 B×B, 8 Kt×B; 9 Kt—B3, and if 9... O—O; 10 QKt—Kt 5, 10 Kt—K5; 11 B—Q3, leads, we believe, to a position more in White's favor than could be obtained by the play in the text.
- (c) 7... B×P was superior.
- (d) Black much overshot the mark with his counter-attack, whereas, after 8... Kt—Q2, he could either enter with his Kt at QKt 3 effectively or else at KB sq. after playing B—K2. No doubt, his development would have required care and patience, but we think he had a little the better game on account of the hole at White's QB4.
- (e) As will be seen from White's answer, this is a mistake that costs a piece.
- (f) Black probably overlooked that after White's answer he could not capture the KtP on account of the winning rejoinder B—K4. 14... Kt—B7 ch.; 15 Q×Kt, 15 Q×Q; 16 R×Q, 16 P×R; 17 B—Q3, 17 B×P, gave Black more chance of making a fight.
- (g) The object of Black in fighting on a game that was practically lost for some time becomes declared now. He evidently only plays in the hope that the adversary will commit some very serious error, and, as will be seen, he does not abandon that vain hope as long as he has a piece left on the board.
- (h) Black's faint speculation on a stalemate is disappointed.

* * *

Game No. 150.

Played in the first round, April 11th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	N. MacLeod.	3 KKt—B3 (<i>b</i>)	B—KKt 5
		4 B—K2	P×BP
		5 P×P	Q×P
1 P—K4	P—K4	6 P—Q4	Kt—QB3
2 P—KB4	P—Q4 (<i>a</i>)	7 Kt—B3	B—Kt 5

- (a) A favorite defence of the late Herr Falkbeer.
- (b) The usual continuation is 3 P×QP, 3 P—K5; 4 QKt—B3, 4 KKt—B3, and

8 O—O	B × QKt	20 Q—Q3	K—B sq.
9 P × B	P—KKt 4 (c)	21 P—B4	Kt—Kt 3
10 Kt × P	Q × Kt (d)	22 P—Q5	P—KR4
11 B × B	P—B4	23 P—B5	Kt—Q2
12 B—R5 ch.	K—Q2	24 B—Q4	Kt—Kt sq.
13 B × P	Q—B3 (e)	25 P—B6	P—Kt 3
14 B—K5	Q—K3	26 Q—R3	P—R4
15 B × R	KKt—K2	27 R—K7	Q—Kt 3
16 B—K5	R—KKt sq.	28 B—K5 (f)	Kt—R3
17 B—B3	Kt—Q sq.	29 Q—Q3	Kt—B4
18 R—K sq.	Q—B2	30 R × P ch.	K—Kt sq.
19 R—Kt sq.	Kt—Q4	31 R × P ch.	Resigns.

then if the attack proceed with 5 Q—K2, a move introduced by the editor in the Paris Tournament of 1867, we believe that White will retain his Pawn, with a good game.

(c) Of course, an error that makes his already inferior position still worse.

(d) If 10... B × B; 11 Q × B ch., etc.

(e) After this blunder, which costs a Rook, his game becomes hopeless.

(f) White could also finish off by 28 R × P ch., 28 K × R; 29 B × P ch., 29 K—B sq.; 30 P—B7, and wins easily.

* * *

Game No. 151.

Played in the second round, May 11th.

QUEEN BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod	J. H. Blackburne.	17 Q—K5	R—B3 (e)
1 P—K4	P—K4	18 B—B2	Kt × P (R3)
2 P—QB3	KKt—B3	19 Kt—KB4	B—B2
3 P—Q4	Kt—B3	20 R—KKt sq. (f)	Kt—B4
4 P—B4 (a)	Kt × KP (b)	21 Kt—B5 (g)	P—QKt 3 (h)
5 Q—B3	P—Q4	22 QKt—K6	R × Kt
6 BP × P	B—K2	23 Kt × R	Q × P ch.
7 B—Q3	Kt—Kt 4	24 K—Q sq.	Q—R4 ch.
8 B × Kt	B × B	25 K—B sq.	Q—R3 ch.
9 Kt—K2	B—K3	26 Kt—B4 (i)	Kt—R5
10 Kt—Q2	Kt—K2	27 Q—Kt 5	Q × Q
11 Kt—QKt 3	O—O	28 R × Q	Kt—B6
12 P—KR4 (c)	B—R3	29 R—Kt 2 (j)	P—B4
13 P—Kt 4	P—KB3	30 P × P	P × P
14 Q—Kt 3	P × P	31 P—Kt 3	K—B sq.
15 P—Kt 5 (d)	P—K5	32 K—Kt 2	P—Kt 4
16 P × B	Kt—B4	33 Kt—R3	P—KR3
		34 Kt—B2	R—Kt sq.

35 Kt—Kt 4	P—KR4	46 R—K sq.	Kt—Q6 ch.
36 Kt—K3	P—Kt 5	47 B × Kt	B × B
37 R—R sq.	K—K2	48 K—B3	R × P
38 R—Q sq.	R—Q sq.	49 R × P ch.	B × R
39 Kt—B5 ch.	K—B3	50 R—K4 ch.	K—Q3
40 Kt—R6	B—Kt 3	51 R × B	R—R4
41 Kt × P ch. (<i>k</i>)	P × Kt	52 R—KKt 2	R—R3
42 R × KtP	Kt—K4	53 R—Kt 7	P—R3
43 R—B4 ch.	K—K2	54 R—QR7	K—Q4
44 P—B4	P—K6 (<i>l</i>)	55 K—Kt 2	R—QKt 3
45 P × P	P—K7		Drawn.

- (a) Bold and not to be recommended. KKt—B3 is better.
- (b) 4... P × P, and if 5 P—K5, 5 Kt—Q4; 6 Kt—B3, 6 P—Q3; 7 P—QB4, 7 Kt—K6 would have given Black the superior game.
- (c) Black has allowed himself to be caught in an ugly position, and White promptly seizes the attack.
- (d) White impatiently makes too great demands on his game. 15 P × P would have left his attack strong enough, without danger to his game.
- (e) We see no need for this sacrifice. 17... P × B; 18 Q × B ch. (or 18 Kt—KB4, 18 B—B sq., etc.), 18... K—R sq. left Black with even material and a good game, whereas it is very doubtful now whether his attack is worth the piece given up.
- (f) 20 Kt—QB5 was by far better, for if 20... R—B4; 21 Kt (B5)—K6, etc.
- (g) White endangers his game step by step. His best plan was now 21 P—R5, and if 21... Kt—R5; 22 R × P ch., 22 K × R (or 22... K—R sq.; 23 R—Kt 3, etc.; or if 22... K—B sq.; 23 R × B ch., 23 K × R; 24 Q × QP ch., etc.); 23 Q—Kt 5 ch., 23 K—R sq.; 24 Q × Kt, etc.
- (h) Whereas now Black might have safely played 21... Kt × RP, and if 22 R × P ch., 22 K × R; 23 Kt—K6 ch. (or 23 Q—Kt 5 ch., 23 R—Kt 3, etc.), 23... B × Kt; 24 Kt × B ch., 24 K—R sq.; 25 Kt × Q, 25 Kt—B6 ch.; 26 K—K2, 26 Kt × Q; 27 P × Kt, 27 R—B4, and should win.
- (i) Better was 26 Kt—Kt 5, and if 26... Kt—R5; 27 B—Q sq.
- (j) 29 R × QP would have won without difficulty; for if 29... P—KKt 4; 30 B × P, etc. Or if 29 B × R, 29 Kt × B, and Black will soon lose another Pawn.
- (k) White has allowed the adverse Pawns to push on too far, and he can do no better than to sacrifice a piece for the two most dangerous ones on the K side.
- (l) Black, on seeing that he has no chance to win, decides to play for a draw, and he attains that object in an ingenious manner.

* * *

Game No. 152.

Played in the second round, May 17th.

DANISH GAMBIT.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	N. MacLeod.	28 R × P ch.	K × R
1 P—K4	P—K4	29 Q × R	R—K sq.
2 P—Q4	P × P	30 P—KR4	Q—Kt 3
3 P—QB3	P × P	31 K—R2	R—K8
4 B—QB4	KKt—B3 (a)	32 Q—QB3	Q—Kt 8 ch.
5 KKt—B3	P × P	33 K—R3	Q—R8 ch.
6 B × P	B—Kt 5 ch.	34 K—Kt 3	R—Kt 8 ch.
7 QKt—Q2	P—Q3	35 K—B4	Q × RP ch.
8 O—O (b)	B—Kt 5 (c)	36 K—K3	Q—R6 ch.
9 Q—Kt 3	P—Q4 (d)	37 P—B3	Q—K3 ch.
10 P × P	B × QKt	38 K—Q3	Q—Q4 ch.
11 B—R3 (e)	B × Kt	39 K—K3	Q—K4 ch.
12 P × B	Kt—Ktsq. (f)	40 Q × Q	R—K8 ch.
13 KR—K sq. ch.	B × R	41 K—B4	R × Q
14 R × B ch.	Kt—K2	42 B × R	P × B ch.
15 B—Kt 5 ch. (g)	Kt—Q2	43 K × P	K—B2
16 K—R sq. (h)	O—O	44 P—QR4	P—QKt 3
17 R × Kt	Kt—Kt 3	45 K—Q5	P—KR4
18 R—K5	Q—B3	46 K—B6	P—R5
19 Q—K3	KR—B sq.	47 K × P	P—R6
20 B—Kt 2	Kt × P	48 K—Kt 7	P—R7
21 Q—K4	Q—KKt 3 (i)	49 K × P	P queens
22 Q—Q4	R—Q sq.	50 K × P	Q × P
23 B—Q3	Kt—B5	51 P—R5	Q—R sq.
24 Q × Kt	R × B	52 P—R6	K—K2
25 R—Kt 5	R × BP	53 K—R5	K—Q3
26 Q—K5	P—KB3 (j)	54 K—Kt 6	Q—Kt sq. ch.
27 Q—Q5 ch.	Q—B2	55 K—R5	K—B4
		56 Resigns.	

(a) We prefer 4... P × P; 5 Q3 × P, 5 P—Q3, followed by KKt—KR3.

(b) White could already recover one of his Pawns by 8 B × P ch., and if 8... K × B; 9 Q—Kt 3 ch., etc.

(c) Black ought not to have delayed Castling any longer.

(d) This looks feasible, and but for the ingenious sacrifice held in store by the opponent it might have been good enough, probably. The right play was, however, KB × QKt.

(e) Profound, beautiful and sound.

(f) His best defence. If 12... Q—B sq.; 13 R—K sq. ch., 13 B × R; 14 Q—K3 ch., and wins. Or if 12... K—Q2; 13 Q × P, etc.

(g) Spoiling a fine game. He probably hoped that Black would answer 15... P—QB3, whereupon 16 P—Q6, 16 P × B; 17 R × Kt ch. would win the Queen without allowing Black to Castle. But he could produce even a better effect

simply by 15 Q×P, and if 15... Kt—Q2 (or 15... O—O; 16 B×Kt, 16 Q—B sq.; 17 Q×R, and wins); 16 B×Kt, 16 Q—B sq. or —Kt sq.; 17 Q—B6, followed by P—Q6 and Q—Q5, with a winning game.

- (h) White could have still won the Queen for two Rooks, with an excellent game, by R×Kt ch. In neglecting this and allowing the opponent to Castle, with the exchange behind, he either misjudges his position or he trifles with his young opponent.
- (i) Black's play, after his narrow escape, is of a high order. Of course, he may allow the Knight to be taken, for he would recover the piece by P—QB3 without giving the opponent time for the only dangerous attack by R—Kt 5.
- (j) Mr. MacLeod qualifies himself, with the latter part of this game, as a dangerous tournament opponent for first-class masters when they are not up to their mark. Black has now an easy task to win.

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Game No. 153.

Played in the first round, March 27th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	D. M. Martinez.	13 P—B4	B—K3
		14 Kt—B3	P—KKt 4
1 P—K4	P—K4	15 B—Kt 3	Kt—R4
2 QKt—B3	QKt—B3	16 Kt—Q2	Kt—Kt 2 (c)
3 B—B4	B—B4	17 P—B3	Kt—R4
4 P—Q3	Kt—B3	18 Q—B2	P—B3
5 B—KKt 5 (a)	Kt—QR4	19 Kt—K2	P—R4 (d)
6 B—Kt 3 (b)	P—B3	20 P×P	Kt×B (e)
7 Kt—B3	P—KR3	21 Kt×Kt	B×RP
8 B—KR4	P—Q3	22 K—K2	P—R4
9 Kt—R4	Kt×B	23 KR—QKt sq.	K—B2
10 RP×Kt	B—Kt 5 ch.	24 P—Kt 4	B—Kt 3 (f)
11 P—B3	B—R4	25 P—B5	R×R
12 P—QKt 4	B—B2	26 R×R	P×P (g)
		27 P×P	Q—Q5

- (a) Kt—B3 is the natural and better move.
- (b) P—QR3 is the correct play here, for if Black exchange Knight for Bishop, White, at any rate, will keep command of the centre.
- (c) Black has obtained the superior game, and he might have much improved his position by Kt—B5, for White was bound to capture the Knight, whereupon the KtP would retake, opening a strong attack by Q—Kt 4 or R—KKt sq.
- (d) This only relieves the adversary of a troublesome doubled Pawn.
- (e) He ought to have still reserved that Knight for entrance later on at KB5.
- (f) B—B2 was certainly better, and he ought not to have allowed his QP to be exchanged, for it afforded him good attacking opportunities later on by pushing it to Q4.
- (g) Again B—B2 was preferable, in order that the opponent should not obtain an open QKt file and should not be relieved of his weak QKtP.

28 R—QB sq.	B—B2	58 Kt—B3	B—Kt2
29 R—QKt sq.	P—Kt 4	59 Kt—R4 ch.	K—Kt 4
30 P×P en pass.	B×P	60 R—B7	R—R6 ch.
31 Q×P	R—Q sq.	61 K—B2	B—K5
32 R×B	Q×QP ch.	62 R—Kt 7 ch.	K—R3
33 K—B2	Q×Kt ch.	63 R—KB7	R—R3
34 Kt—K2	Q—R7	64 R—K7	B—Kt 3
35 R—R6	Q—Kt 6	65 Kt—B3	R—R7 ch.
36 R—R7 ch.	K—Kt 3	66 K—Kt sq.	R—R8 ch.
37 R—K7	B—B2	67 K—B2	B—B4
38 R—Kt 7	Q—B5	68 P—Kt 4	P×P
39 R—Kt 6	Q×Q	69 P×P	B×P
40 R×Q	R—Q7	70 Kt×P	B—R4 (j)
41 P—Kt 3 (h)	R—Kt 7	71 Kt—Q7	P—B4
42 K—K3	B—K sq.	72 K—Kt 3	R—R4
43 R—Q6	R—Kt 6 ch.	73 Kt—K5	K—Kt 4
44 K—B2	B—Kt 4	74 Kt—B3 ch.	B×Kt
45 R—Q2	P—Kt 5	75 K×B	R—R6 ch.
46 Kt—Kt sq.	B—Q6	76 K—B2	K—B5
47 R—R2	P×P	77 R—K2	R—R6
48 Kt×P	B×P	78 K—Kt 2	R—K6
49 Kt—Q2	B—Kt 8	79 R—R2	R—Q6
50 R—R sq.	R—Kt 7	80 K—B2	R—B6 ch.
51 K—K3	B—R7 (i)	81 K—Kt 2	R—K6
52 R—QB sq.	B—Q4	82 K—B2	R—K5
53 R—B5	B—Kt 2	83 R—Kt 2	R—R5
54 R—B3	B—R3	84 R—B2	K—K5
55 Kt—K4	K—B4	85 R—K2 ch.	K—Q5
56 Kt—Q2	R—R7	86 K—B3	
57 P—R3	R—R8		

Drawn game.

- (h) The Pawns on the K side are now loosened and their defence gives him much trouble later on.
- (i) Black has very cleverly gained a Pawn, but here his best plan was to retreat B—KB4, followed by R—B7 or else by R—Kt 5, with the view of advancing P—R5.
- (j) In a very large number of positions Rook and Bishop win against Rook, theoretically, and he had certainly more chance of success in actual play with a piece ahead than by merely keeping a Pawn plus.

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Game No. 154.

Played in the second round, April 20th.

CENTRE COUNTER GAMBIT.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	J. H. Blackburne.	20 Q—K sq.	B—Kt 2
1 P—K4	P—Q4	21 P—B5	QR—Q sq.
2 P×P	KKt—B3	22 Q—B2	P—K3 (f)
3 P—Q4 (a)	Q×P	23 B—B4	Q—B3
4 QKt—B3	Q—Q sq.	24 P×KP	P×P
5 B—Q3	P—KKt 3	25 Q—K2	R—Q5
6 P—KR3 (b)	B—Kt 2	26 B—K5	R—Q2
7 Kt—B3	O—O	27 QR—K sq.	KR—Q sq. (g)
8 Kt—K2	QKt—Q2	28 B×Kt	R—Q7
9 Kt—K5 (c)	Kt×Kt	29 B—K4 (h)	R×Q
10 P×Kt	Kt—Q4	30 B×Q	R×R
11 B—K4	P—QB3	31 B×R	R×R ch.
12 P—KB4	Q—B2	32 K×R	B×B
13 P—B4	Kt—Kt 3	33 B—B7	P—QKt 4
14 P—QKt 3	Kt—Q2	34 B—Q6	B—B sq.
15 B—K3 (d)	Kt×P	35 B×B (i)	K×B
16 O—O (e)	Kt—Q2	36 K—B2 (j)	P×P
17 R—Kt sq.	Kt—B3	37 P×P	B—Kt 2
18 B—QB2	P—B4	38 Kt—B sq.	K—K2
19 Kt—Kt 3	P—Kt 3	39 Kt—Q2	K—Q3
		40 P—Kt 3	P—QR4
		41 K—K3	P—B5

- (a) We prefer 3 P—QB4, 3 P—QB3; 4 P—Q4, 4 P×P; 5 P—B5, with the majority of Pawns on the Q side and a very good game.
- (b) 6 Kt—B3, and if 6... B—Kt5; 7 Kt—K2, 7 B×Kt; 8 P×B presents a better position for White than he obtains after the undue precaution in the text.
- (c) Premature. He ought to have waited with this entrance until the adverse QKt removed, and in the meanwhile he ought to have advanced P—QB3.
- (d) White allows himself to be caught. A valuable Pawn is now lost.
- (e) Of course if 16 P×Kt, 16 Q×P, attacking Rook and Bishop.
- (f) Instead of allowing the KP thus to be isolated, which drawback is scarcely compensated by opening the KB file, we would have retreated Kt—K sq., threatening to exchange by B—Q5 or else to play B—K4, followed by Kt—Q3.
- (g) Black seems to take chances in this position, for strict calculation proves this to be incorrect.
- (h) White struggled manfully against the large odds of a Pawn in such powerful hands. With a little more fortitude at this decisive juncture he would have carried the day. 29 Q—K4, 29 R×P ch.; 30 K×R, 30 Q—B2; 31 B×R left White three pieces, including two Rooks, and a strong attack for the Queen.
- (i) He had a better chance by retaining this Bishop, for if he succeeded in exchanging his Knight for the hostile KB, he would remain with Bishops of opposite colors, and the draw would be easily effected.
- (j) P×P first, in order to keep his own Pawns on the Q side together, was better.

42 P—QR3 (<i>k</i>)	K—K4	52 Kt×RP	B×P
43 Kt—Kt sq.	P—Kt 4	53 K—B3	K—Q5 (<i>o</i>)
44 Kt—B3	B—B3	54 Kt—Kt 6	P—K4
45 Kt—Q sq.	B—K5	55 Kt—Q7	P—K5 ch.
46 Kt—B3	B—B7	56 K—B2	P—K6 ch.
47 Kt—K2	P—R4	57 K—K sq. (<i>p</i>)	B×P
48 Kt—B3 (<i>l</i>)	P—R5	58 Kt—B6	B—B6
49 P—Kt 4 (<i>m</i>)	B—Kt 6 (<i>n</i>)	59 Kt—R7	P—Kt 5
50 Kt—K4	B×P	60 Resigns.	
51 Kt×BP	B—B8		

(*k*) Subsequently Black's Bishop gains entrance at White's QKt3 in consequence of this unnecessary advance.

(*l*) P—R4 was his only hope. His game was sure to be lost if he allowed his Pawns, at a distance from his King, to be fixed on squares of the color of the adverse Bishop.

(*m*) It becomes worse now as he does not exchange, for two Pawns instead of one will be liable to capture in the end.

(*n*) The onus of moving is now cleverly thrown on the opponent, and Black is sure to snap off some Pawns that are in his way either with the King or with his Bishop.

(*o*) With this fine stroke the adverse King as well as his Knight are cut off from any communication with the K centre that might stop the advancing KP.

(*p*) If 57 K—B3, 57 B×P ch.; 58 K—Kt 2, 58 P—R6 ch., etc.

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Game No. 155.

Played in the first round, March 29th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	J. Mason.	13 P—KB4 (<i>d</i>)	Q—K2
1 P—K4	P—K3	14 R—B3	P—QB4
2 P—Q4	P—Q4	15 R—Kt 3	P—B4 (<i>e</i>)
3 QKt—B3	QKt—B3 (<i>a</i>)	16 P×P en pass.	Q×P
4 Kt—B3	B—Kt 5	17 R—KB sq.	P×P
5 B—Q3	Kt—B3	18 P×P	Kt—B3
6 P—K5 (<i>b</i>)	Kt—K5	19 P—B3	Kt—K2
7 B—Q2	Kt×B	20 Q—K sq.	Kt—B4
8 Q×Kt	P—KR3 (<i>c</i>)	21 R—R3	Kt—Q3
9 O—O	O—O	22 QR—B3	B—Q2
10 Q—K3	B×Kt	23 P—Kt 4	R—B2
11 P×B	Kt—R4	24 Q—Kt 3	Kt—K sq.
12 Kt—Q2	P—QKt 3	25 P—Kt 5 (<i>f</i>)	P×P
		26 P×P	Q—Q sq.
		27 Q—R4	R—B4 (<i>g</i>)

28 B × R	P × B	31 P—Kt 6 ch.	K—B3 (h)
29 R—K3	K—B sq.	32 KR—Kt 3	Resigns.
30 Q—R8 ch.	K—B2		

- (a) Not advisable in this opening, for in the large majority of its forms it is of the greatest importance for Black to advance P—QB4 as early as possible, and this Pawn is now blocked.
- (b) The play on both sides has been irregular, but it might have been turned into an old variation, favorable to the first player, at this point by 7 P × P, 7 P × P; 8 O—O, and if 8... QB—Kt 5; 9 Kt—K2, 9 B × Kt; 10 P × B, and White has the better game with his two Bishops and the prospect of an attack on the K side after removing K—R sq.
- (c) Not good. As will be seen it furnishes very soon a mark for the hostile attack on that wing.
- (d) Formidable as this looks and actually turns out, we would have much preferred dissolving the doubled Pawn on the Q side by 13 P—QB4, for if 13... P × P; White could either obtain the better position by 14 Kt × P, or he might win the exchange by Q—K4.
- (e) Whereas now Black could obtain the superior position on the Q side by 15... P—B5; with no harm to fear for his King, for if 16 P—B5, 16 P × P; 17 Q × P, 17 P—B3; 18 B—K2, 18 P × P; 19 P × P, 19 Q × P, threatening Q × R with a Pawn ahead and the better game.
- (f) White's attack is conducted with relentless power.
- (g) 27... K—B sq. afforded no more relief on account of 28 R × R ch., 28 K × R; 29 P—Kt 6 ch., 29 K—B sq.; 30 R—B3 ch., 30 Kt—B3; 31 Q—R8 ch., 31 K—K2; 32 Q × P ch., and wins a piece.
- (h) Equally fatal was 31... K × P; 32 Q—R5 ch., 32 K—B3; 33 R (R3)—Kt 3, and mates in a few moves.

* * *

Game No. 156.

Played in the second round, April 23d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Mason.	J. H. Blackburne.	6 Kt × P	B—Q2
		7 B × Kt (b)	P × B
		8 QKt—B3	B—K2
1 P—K4	P—K4	9 P—B4	O—O
2 K Kt—B3	QKt—B3	10 Kt—B3	Kt—K sq. (c)
3 B—Kt 5	Kt—B3	11 B—K3	P—Kt 3
4 O—O	P—Q3 (a)	12 Kt—K2	Kt—Kt 2
5 P—Q4	P × P	13 P—B4	Q—B sq.

- (a) Recommended in the "Modern Chess Instructor" on the previous move, but if adopted at the present stage, it allows the first player a strong attack.
- (b) We prefer 7 Kt × Kt, 7 P × Kt; 8 B—Q3, etc.
- (c) Much better was 10... P—Q4; and if 11 P—K5, then 11... Kt—K sq.

14 B—Q4	P—B3 (<i>d</i>)	36 P×B	Kt—B5
15 P—QKt3	P—QB4	37 Kt×KtP	Q×KP
16 B—Kt2	B—B3	38 Q—K3	R—KKt3 (<i>j</i>)
17 Kt—B3	Q—Kt5	39 Kt—K4	R—Q sq.
18 Kt—Q5	B—Q sq.	40 Kt×P	Q—Kt2
19 Q—Q2	P—QR4	41 K—R2	R—Q5
20 QR—K sq.	P—R5	42 R—K sq.	Kt×P
21 P—KR3	Q—Q2	43 Q×P (<i>k</i>)	Q×Q
22 Kt—R2 (<i>e</i>)	P×P	44 R×Q	Kt—Kt4
23 P×P	R—Kt sq.	45 R—B2	R×KtP
24 R—B3	B×Kt	46 R—K8 ch.	K—Kt2
25 Q×B ch.	Q—K3	47 R—K7 ch.	K—R3
26 Kt—Kt4	P—R4	48 R—B8	R—Kt sq. (<i>l</i>)
27 Kt—B2	R—K sq.	49 R—B6 ch.	K—R4
28 Q—Q3	Q—B2	50 R—K5	P—R6
29 P—KKt4	P—R5	51 Kt—K6	R—Kt7 ch.
30 P—B5 (<i>f</i>)	P—Kt4	52 K—R sq.	R—QKt7
31 R—KB sq.	R—Kt3 (<i>g</i>)	53 R (B6)—B5	R—Kt8 ch.
32 P—K5 (<i>h</i>)	QP×P	54 K—R2	R—Kt7 ch.
33 Kt—K4	B—K2	And after some repetitions of moves on each side the game was declared drawn.	
34 B×P	P×B (<i>i</i>)		
35 P—B6	Kt—K3		

- (*d*) Black's pieces are now fearfully blocked up and a hole is formed in his centre. R—K sq., followed by KB—B sq., was more likely to relieve him.
- (*e*) Feeble play, more especially as 22 P—K5 was strongly indicated for the attack. The following was then a likely continuation to occur: 22...QP×P; 23 BP×P, 23 B×Kt; 24 P×B, 24 B—K2; 25 P—K6, 25 Q—Q3; 26 Kt—Kt5, 26 P×Kt; 27 Q—B3, 27 R×R ch.; 28 R×R, 28 B—B sq.; 29 R—B7, and wins.
- (*f*) Again P—K5, threatening Kt—K4, looked more promising, for if 30...P—B4; 31 KtP×P, 31 KtP×P (or 31...Q or Kt×P; 32 Kt—K4, with a fine game); 32 K—R sq., with a strong attack.
- (*g*) B—K2 was now a better move and ought to have given Black the superior game, for he had nothing to fear on the K side or in the centre, and he could concentrate an attack with his Rooks on the QKt file. Eventually he could also advance P—QB3, and bring his Knight via K sq. (after removing KR) to QB2.
- (*h*) A fine sacrifice of a Pawn founded on a deep calculation.
- (*i*) 34...R—Q sq.; 35 Q—B3, 35 Kt—K sq., made it less difficult for Black to defend.
- (*j*) If 38...Q×Kt: 39 R×Kt, etc.
- (*k*) White permits himself to be intimidated by the adverse bold sacrifice, or else he overrated the attack arising from the move adopted. We can see no danger to his game after 43 R×Kt, 43 R (Q5)×P; 44 Kt—K4, etc.
- (*l*) A little pitfall. If White take the Rook, Black would recover the same by Kt—B6 ch., at the same time threatening an unavoidable mate, wherever the White King may move to in the meanwhile.

* * *

Game No. 157.

Played in the second round, May 1st.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	J. Mason.	22 P—B4	Q—Q5
1 P—K4	P—K4	23 QR—Q sq.	B—Q4
2 KKt—B3	KKt—B3	24 Kt—B3	Q—Kt3
3 P—Q4	Kt×P	25 P—B5	B—Kt6
4 B—Q3	P—Q4	26 R—QKt sq.	Q—Q5
5 Kt×P	B—K2 (a)	27 R—B3	KR—K sq.
6 O—O (b)	O—O	28 P×P	P×P
7 P—QB4 (c)	KKt—B3	29 B×P	R—KB sq.
8 P×P	Kt×P	30 QR—KB sq. (g)	B—B5
9 QKt—B3	KKt—B3	31 R×R ch.	B×R
10 B—K3	B—K3	32 Q—B3	Q×P ch.
11 R—B sq.	P—B3	33 K—R sq.	Q—Kt2
12 Q—B2	QKt—Q2	34 B—Kt sq.	B×R
13 P—KR3	Kt—Kt3	35 Q×B	Q—K4
14 P—KKt4	P—KR3	36 Kt—K4	B—Kt2
15 P—R3 (d)	KKt—Q4	37 P—Kt5	P×P
16 Kt—K4	Kt—Q2	38 B—R2 ch.	K—R sq.
17 Q—Q2 (e)	Kt×B	39 Q—B3	B—R3
18 Q×Kt	Kt×Kt	40 K—Kt sq.	Q×P
19 P×Kt	Q—Kt3	41 Kt—B3	Q—B8 ch.
20 Q—K2	P—Kt3 (f.)	42 K—Kt2	R—Q7 ch.
21 K—R2	QR—Q sq.	43 Kt—K2	R×B (h)
		44 Q—B6 ch.	B—Kt2

- (a) Much better than B—Q3, though in either case White's development remains superior.
- (b) White could have gained an important move here by 6 Q—K2, which compelled Black's Knight to retreat to KB3 or Q3.
- (c) The attack is conducted in the old style of play, but we do not think that it compensates the isolation of the QP.
- (d) In order to provide in advance against Kt—QKt5, as one of Black's Knights is sure to enter at Q4, but Q—Q sq., with the view of retreating B—Kt sq., was better. The hole here formed at QKt3 becomes very inconvenient later on.
- (e) He ought not to have allowed the exchange of his QB which would have better retreated to Q2.
- (f) Weak. The hole here formed subjects him to a much stronger attack than he would have incurred if he allowed the adverse KBP to advance to B5 unchallenged.
- (g) White has well utilized the mark of attack furnished to him by the opponent at the point of our last comment, and he has won a Pawn which ought to have given him a lasting advantage, but he now commits an error that costs the exchange and the game. B—B5 was the right play.
- (h) Much stronger was Q—B7, which also won a piece without allowing White so many checks.

45 Q—Q8 ch.	K—R2	68 Q—B5 ch.	Q—Q4
46 Q—Q3 ch.	K—R3	69 Q—K3 ch.	K—Q3
47 Q—Q6 ch.	K—R4	70 Q×RP	P—B4
48 Q—K6 (i)	R×Kt ch.	71 Q—Kt 8 ch.	K—B3
49 Q×R ch.	K—Kt 3	72 Q—K8 ch.	K—Kt 3
50 Q—K8 ch.	K—B4	73 Q—K3	K—Kt 4
51 Q—Q7 ch.	K—K5	74 Q—K8 ch.	K—B5
52 Q×B	Q—Q7 ch.	75 P—QR4	K—Q5
53 K—B sq.	K—B6	76 K—B2	Q—B4 ch.
54 Q—B7 ch.	Q—B5	77 K—Kt sq.	P—B5
55 Q—Kt 3 ch.	K—K5 disch.	78 Q—R8 ch.	Q—K4
56 K—K2	Q—R7 ch.	79 Q—Q8 ch.	K—K5
57 K—B sq.	Q—Q7	80 Q—QB8	K—K6 (j)
58 Q—K6 ch.	K—B5	81 K—Kt 2 (k)	P—B6
59 Q—B4 ch.	K—K4	82 P—R5	Q—Q4 ch.
60 Q—B5 ch.	K—K5	83 K—Kt sq.	K—Q7
61 Q—K7 ch.	K—B6	84 Q—KB8	Q—Q5 ch. (l)
62 Q—B7 ch.	Q—B5	85 K—Kt 2	P—B7
63 Q—Kt 3 ch.	K—K5 ch.	86 Q—K7	P queens
64 K—K2	Q—R7 ch.	87 Q×KtP ch.	K—Q8
65 K—B sq.	Q—Q7	88 Q—R5 ch.	K—K8
66 Q—K6 ch.	K—B5	89 Q—K8 ch.	Q (B8)—K6
67 Q—B4 ch.	K—K4	90 Resigns.	

- (i) White makes a fine resistance, and he recovers a whole Rook by this excellent move, but he already sacrificed too much, and he has to succumb to the superiority of Pawns which the adversary retains.
- (j) Black has patiently advanced with his King and has cleverly parried all attempts of the opponent to obtain a perpetual check. The fight on both sides has been in the main a tedious one, but here a very interesting and instructive point arises, and Black's play is highly to be commended.
- (k) He could not capture either Pawn on account of 81... Q—Kt 6 ch.; 82 K—R sq., best, 82 Q×RP ch.; 83 K—Kt sq., 83 Q—Kt 6 ch.; 84 K—R sq., and then accordingly Black would force the exchange by Q—R5 ch. or Q—B6 ch., and win either with the QBP which would queen first with a check, or with QKtP after fetching with his King the adversary's last Pawn.
- (l) This powerful move cuts off all hope for the opponent.

* * *

Game No. 158.

Played in the first round, March 26th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	J. H. Blackburne.	3 B—B4	B—B4
1 P—K4	P—K4	4 P—B3	Kt—B3
2 KKt—B3	QKt—B3	5 P—Q3	P—Q3
		6 QKt—Q2	Q—K2
		7 Kt—B sq.	B—K3

8 B—Kt 3	O—O—O (a)	30 Kt—R7 ch.	K—Q2
9 B×B ch.	P×B	31 Q—B4	K—K sq.
10 P—QKt 4	B—Kt 3	32 Q—Kt 5 ch. (g)	K—B2
11 P—QR4	P—QR4	33 Kt—B6	KR—Q2
12 P—Kt 5	QKt—Kt sq.	34 Kt—Kt 8	R—Q sq.
13 Kt—K3	QKt—Q2	35 Kt—B6	R—Q2
14 O—O	KR—Kt sq.	36 Kt—Kt 8	R—Q sq.
15 Kt—B4	Q—K sq.	37 Kt—B6	R—K sq. (h)
16 Kt×B ch.	Kt×Kt	38 Q—Kt 7	K—Kt sq.
17 B—K3	QKt—Q2	39 R—Kt 3	Q—B7
18 P—Kt 6 (b)	Kt×P	40 Kt—K7 ch. (i)	R×Kt
19 Q—Kt 3	Kt—R sq. (c)	41 Q—B8 ch. (j)	K—Kt 2
20 QR—Kt sq.	P—QKt 3	42 R—Kt 3	P—R4
21 P—Q4	Kt×P	43 Q×Kt	R—Q8 (k)
22 P×P	P—Q4 (d)	44 Q—B3	KR—Q2
23 P—B4	P—KKt 4	45 R×P ch.	P×R
24 P×P	P—Kt 5	46 Q—B6 ch.	K—R2
25 Kt—Q4 (e)	Kt—B4	47 Q—R4 ch.	K—Kt sq.
26 Q—B2	R×P	48 Q×P ch.	K—B sq.
27 Kt—Kt 5	Q—Kt 3	49 Q—B3 ch.	Q—B4
28 Q—B sq.	KR—Q sq.	50 Resigns.	
29 B×Kt	P×B (f)		

- (a) The game has opened on both sides on most approved methods, but it is more usual for either party to take refuge with the King on the K side.
- (b) The attack obtained by this sacrifice lasts long, but by proper management the Pawn ahead on the other side should outlive the assault.
- (c) Best, if he wants to keep the Pawn, and good enough, we think. If, however, 19... QKt—Q2; 20 Q—Kt 5, 20 P—Kt 3; 21 Q—R6 ch., 21 K—Kt sq.; 22 QR—Kt sq., with a fine attack.
- (d) The adversary is thus allowed to open another file for his Rooks by his next Pawn advance. 22... Kt—QB4; 23 B×Kt, 23 QP×B; 24 Kt—Kt 5, 24 R—Q4; and if 24 KR—Q sq., 24 R×KP were safe enough.
- (e) Kt—K sq., followed by Kt—Q8, was much better. If, however, 25 Q—B4, 25 P×Kt; 26 Q×Kt, 26 R×P ch.; 27 K—R sq., 27 R×RP ch.; 28 K×R, 28 Q—R4 ch., and wins.
- (f) Black allows his strongly fortified position of Pawns to be broken up, probably in order to get his Knight into play. With a little more patience he need not have minded his Knight being shut up nor any attack on his King after 29... R×B; 30 Kt—R7 ch., 30 K—Q2 (of course not 30... K—Kt sq., on account of the reply Q×R); 31 R—Q sq. ch., 31 K—K sq., etc., whereas now the opponent obtains the better game, with a sure draw at least.
- (g) If 32 Kt—B6, 32 Q×R; 33 R×Q (or 33 Kt×R, 33 Q—QKt 3, and wins), 33... R—Q8 ch., with the superior game.
- (h) Black it not justified in the present position to refuse the draw.
- (i) This loses, while 40 R—KKt 3 with the probable continuation 40... P—KR4; 41 P—B3, 41 R—Q7; 42 P×P, 42 P—R5; 43 Kt—K7 ch. gave White a winning advantage.
- (j) Loss of time. If he meant to hold out, 41 Q×Kt ch. saved a move at any rate.
- (k) All hope of escape is now cut off for White.

* * *

Game No. 159.

Played in the second round, April 19th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	W. H. K. Pollock.	27 P—QB4	B × Kt
1 P—K4	P—K4	28 B × B	B—K3
2 QKt—B3	QKt—B3	29 Q—K4	Q—Q2
3 B—B4	Kt—B3	30 R—Q sq.	QR—Kt sq. (g)
4 P—Q3	B—Kt 5	31 R—B2	B—B4
5 Kt—K2 (a)	P—Q3	32 Q—K sq.	R—R sq. (h)
6 O—O	B—Kt 5 (b)	33 KR—Q2	B—Kt 3
7 P—B3	B—K3	34 Q—Kt 3	Q—B2
8 B—QKt 5 (c)	O—O	35 P—B4	QR—Kt sq.
9 B—Kt 5	P—KR3	36 P × P	R × KP
10 B—KR4	B—B4 ch.	37 B—Q4	R—KKt 4
11 B—B2	B—Kt 3	38 Q—B2	R—KB4
12 Q—Q2	P—Q4	39 Q—Kt sq.	Q—Q2
13 P × P	Kt × P	40 B—B3	R—K sq.
14 Kt × Kt	Q × Kt	41 R—K sq.	R × R
15 Kt—B3	Q—Q3	42 Q × R	R—R4
16 Kt—K4	Q—K2	43 P—Q4	Q—Q3
17 B × Kt (d)	P × B	44 P—R3	K—R2
18 Q—B3	B—Q4	45 R—K2	P—QB4 (i)
19 QR—K sq.	P—B3	46 P—Q5	Q—B5
20 Kt—B5	P—QR4 (e)	47 P—QKt 3	B—B4
21 P—QR4	Q—B2	48 R—K3	B—B7
22 K—R sq.	KR—K sq.	49 B × RP	R—K4 (j)
23 Q—Q2	Q—R4	50 R × R	Q × R (k)
24 Kt—Q7	R—R3 (f)	51 Q × Q	P × Q
25 Q—K2	Q—B2	52 B × P	B × P
26 Kt—B5	QR—R sq.	53 P—R5	B × P
		54 P—Q6	B—Kt 4
		55 P—R6	Resigns.

(a) In consequence of Black's last irregular move a sort of Lopez defence with a move ahead might have been formed by White here, by Kt—KB3.

(b) The two players have taken each other quite out of the books. Though not much harm is done by the last move, it can be no advantage to induce the opponent to fortify his K centre.

(c) White being some moves ahead and, being well guarded in the centre, might have tried here Kt—Q5, a move which used to be much in favor with the late Mr. Zukertort in similar positions that sometimes arose from the Three Knights Game or the Double Ruy Lopez.

(d) White now obtains by this a fairly promising attack against the adverse weakened Q side.

(e) The advance of this Pawn only exposes the same still more for the end. Q—B2 at once, followed by KR—K sq., were better.

- (f) A curious and ingenious resource but for which Black's game would be broken up, for the latter would be compelled to exchange his KB in order not to lose a Pawn, and White would retain Knight against Bishop for the ending in a most favorable position for his side, on account of Black's isolated and doubled Pawns on the Q wing.
- (g) Loss of time, as will soon be seen.
- (h) Of course he is bound to retreat again, as he cannot afford to lose the RP.
- (i) The long manoeuvring of both parties did not effect any impression, and by the nature of the game a draw ought to have ensued, chiefly on account of the Bishops being of opposite colors. The move in the text, however, greatly compromises Black's position, for it shuts out the Rook from protecting the important RP and provokes the further advance of a hostile Pawn that in the ending would have had difficulty to assert itself if Black's QBP had been kept unmoved at QB3. 45... B-B2; 46 P-Kt3, 46 Q-R6; 47 Q-Kt sq. ch., 47 B-Kt3; 48 Q-Kt2, 48 Q-Q3, were his proper defence for a draw.
- (j) His game was now bad already, but he deprives himself of all chance of a good resistance by this blunder.
- (k) No better was 50... P×R; 51 B×P, and if 51... B×P; 52 Q-Kt sq. ch., 52 K-R sq.; 53 Q×B, 53 Q-B8 ch.; 54 K-R2, 54 Q-B5 ch.; 55 Q-KKt3, and wins.

* * *

Game No. 160.

Played in the first round, April 3d.

QUEEN'S GAMBIT DECLINED.

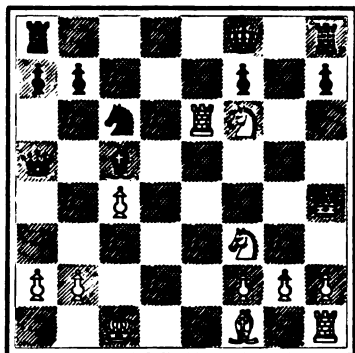
<i>White</i>	<i>Black</i>		
J. H. Blackburne.	J. W. Showalter.	6 Q×P	Kt-B3
		7 Q-R4	P-Q5 (a)
1 P-Q4	P-Q4	8 O-O-O (b)	P-K4
2 P-QB4	P-K3	9 P-K3	B-QB4
3 KKt-B3	KKt-B3	10 P×P	P×P
4 Kt-B3	P-B4	11 Kt-Q5	Q-R4 (c)
5 B-Kt5	P×QP	12 B×Kt	P×B
		13 Kt×P ch.	K-B sq. (d)

- (a) So early in the opening the positions were naturally well balanced up to this point, when Black commits himself to a grave error of position judgment that practically delivers his game to a powerful hostile attack. 7... P×P; 8 R-Q sq., 8 B-Q2 would have kept the game still even.
- (b) Mr. Blackburne enters at once on the road to victory which is clear to his keen perception.
- (c) Every one of Black's moves since his 7th was forced, unless he submitted to the loss of a Pawn at once. But now he could only choose the manner of losing it, and the option selected involves his King in difficulties from which he cannot extricate himself, whereas 11... B-K2 left more show of a fight.
- (d) If 13... K-Q sq.; 14 Kt×QP, 14 Kt×Kt; 15 R×Kt ch., 15 B×R; 16 Q×B ch., 16 K-B2 (or 16... K-K2; 17 Kt-Q5 ch., 17 K-Q3, best [if 17... K-Q2; then 18 B-Q3. or if 17... K elsewhere; 18 Q-B6 ch., and wins in a few moves]; 18 Kt-B3 disch., followed by Q×R; 17 Q-B4 ch., 17 K-B3; 18 B-K2, with an irresistible attack.

Position after White's 15th move

R × B

Black—J. W. Showalter.



White—J. H. Blackburne.

- | | |
|-----------------|----------|
| 14 R—K sq. | B—K3 |
| 15 R × B (e) | P × R |
| 16 Q—R6 ch. | K—B2 (f) |
| 17 Kt—Kt 5 ch. | K—K2 |
| 18 Q—Kt 7 ch. | K—Q3 |
| 19 Q—Q7 ch. (g) | K—K4 |
| 20 Q × KP ch. | K—B5 |
| 21 Kt—R3 mate. | |

(e) In grand style. See diagram.

(f) If K—K2 at once, mate is effected in two moves by Q—Kt 7 ch. and Q—Q7 mate.

(g) Having probably in his forecalculation of other variations relied on this move, White adopts the same without noticing that he could mate at once by Kt (B6)—K4.

* * *

Game No. 161.

Played in the second round, April 29th.

RUY LOPEZ.

White	Black		
J. W. Showalter.	J. H. Blackburne.		
1 P—K4	P—K4	14 B—K3	P—Kt 5
2 KKt—B3	QKt—B3	15 Kt—Q2	P—KR4
3 B—Kt 5	P—Q3	16 P—QR4	B—R3
4 P—Q4	B—Q2	17 P—R5	B × B ch.
5 B × Kt	B × B	18 Q × B	K—Kt 2
6 Kt—B3	P—B3	19 P × P	BP × P (f)
7 KKt—R4	P—KKt 3 (a)	20 Kt—B4 (g)	R—R sq.
8 O—O	Q—K2	21 Kt × KtP (h)	B—K sq. (i)
9 P—B4	P × BP	22 Kt × R (j)	K × Kt
10 B × P	O—O—O (b)	23 R—R3	R—R2
11 P—Q5	B—Q2	24 KR—R sq.	P—KR5
12 Q—Q4 (c)	P—Kt 3 (d)	25 Q—K2 (k)	Q—Q sq.
13 Kt—B3 (e)	P—KKt 4	26 Q—R6	Q—B2
		27 Kt—R4	B × Kt
		28 R × B	Q—B4 ch.
		29 K—R sq.	R—QB2

30 R (R4)—R3	P—R6	44 P—R4	P—R5
31 R—QB3	Q—B7	45 R—KKt3	K—Q3
32 Q—B sq.	Q—Kt3	46 K—B5	K—K2
33 R—R6	P×P ch.	47 R—QR3	K—B2
34 K×P	Q—Kt sq.	48 P—B4	Kt—K2 ch.
35 R (R6)—B6	R×R	49 K—Kt4	Kt—Kt3
36 P×R	Kt—K2	50 R×P	K—Kt2
37 Q—R6 (l)	Q×P	51 R—R5	K—R3
38 Q—Kt7 ch. (m)	Q×Q	52 R—KB5	K—Kt2
	K×P	53 P—B5	Kt—K2
39 P×Q ch.	P—Q4	54 R—B sq.	Kt—B3
40 K—Kt3	Kt×P	55 K—B5	Kt—Q5 ch.
41 P×P	K—B3	56 K—K4	Kt—Kt6
42 R—Kt3 ch.	P—R4	57 K—Q5	Resigns.
43 K×P			

- (a) We much prefer 7...Kt—K2; for if 8 O—O, 8 P×P; 9 Q×P, 9 Kt—Kt3; 10 Kt—B5, 10 Kt—K4; followed by P—KKt3 or Kt—B3, with a good game.
- (b) This hazardous move is severely punished by the opponent's well-formed attack that follows.
- (c) Finely played. He can well afford to give up a piece in this position.
- (d) If 12...P—KKt4; 13 Q×RP, 13 P—QB4; 14 P×P in passing, 14 P×P (or 14...B×P; 15 Kt—B5, etc.); 15 R—B3, and if Black take either piece, then the reply Kt—Q5 wins, for if then P×Kt, White checks with the Rook at B3 and mates in a few moves.
- (e) White could still give up the piece and advance the QRP, *e. g.*, 13 P—QR4, 13 P—KKt4; 14 P—R5, 14 P×B or Kt; 15 P×P, 15 RP×P; 16 Q—B4, 16 B—K sq.; 17 R—R7, with an irresistible attack.
- (f) If RP×P, White could have proceeded to double the Rooks, commencing with R—R3.
- (g) Threatening R×P ch., followed by Q×P ch. and R—R sq. mate.
- (h) Beautiful play.
- (i) He had nothing better, for if P×Kt, the answer R×R, followed by Q×KtP, wins.
- (j) We should have preferred retaining the Knight by withdrawing it to B4, threatening Kt—R5 ch. and R—R3, but the capture is good enough.
- (k) White might have won the Queen for two Rooks by R×P ch., and remained with a winning superiority, but the opponent's Rook and Bishop against the Queen might have made some troublesome fight.
- (l) He could have made shorter work of it by 37 P—B7, 37 Q—Kt2; 38 Q—B4, 38 Kt—B sq.; 39 R—Kt3, 39 Kt—Kt3; 40 R—Kt, and wins.
- (m) Simple and decisive. After this the game presents no further points of interest, as White's natural superiority wins with ease.

* * *

Game No. 162.

Played in the first round, April 6th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	J. H. Blackburne.	15 Kt—B3	P—Q4
1 P—K4	P—K4	16 P—K5	B—K2
2 KKt—B3	QKt—B3	17 Q—B2	B—KB4
3 B—Kt 5	Kt—B3	18 P—KKt 4	B×B
4 O—O	P—Q3	19 Q×B	P—KB4
5 Kt—B3	B—K2	20 Kt—Q4 (a)	B—B4
6 P—Q4	P×P	21 K—Kt 2 (b)	B×Kt
7 Kt×P	B—Q2	22 P×B	Kt—K3
8 Kt×Kt	P×Kt	23 R—B2	R—Kt 5
9 B—Q3	O—O	24 B—K3	P×P
10 P—KR3	Kt—K sq.	25 P×P	Q—R5 (c)
11 Kt—K2	B—B3	26 Q—Q sq.	P—B4
12 P—QB3	P—Kt 3	27 P×P	QR×BP (d)
13 P—KB4	R—Kt sq.	28 B×R	Kt×B ch.
14 Kt—Q4	Kt—Kt 2	29 R×Kt (e)	R×R
		30 Q×P ch.	K—B sq.
		White forfeited by time limit. (f)	

- (a) For the purpose of keeping his Pawns on the K side in attacking order it was necessary for his Knight to guard against the entrance of the hostile Queen on the K wing after Black removed the Bishop. K—Kt 2, and eventually K—Kt 3 afterward, was his best play.
- (b) But having played as he did on the last move, he had nothing better than to close the avenue of attack for Black's Queen on the K side by P—Kt 5. We should have then still preferred White's game on account of his strong passed Pawn on K5, and owing to the opponent's Pawns on the QB file being doubled.
- (c) Black now assumes the attack and pursues the same with his wonted mastery.
- (d) This powerful blow strikes at the root of the adverse position on the K side, and the latter's game must soon fall to pieces.
- (e) Nothing better. If K—B sq., the Queen mates at R8, and in reply to K—B8 or —Kt sq., the answer Kt—R6 ch. wins.
- (f) White at this point forfeited the game by time, but it was hopeless anyhow. If 31 R—KB sq., 31 Q×P ch.; 32 K moves, 32 Q—Kt 4 ch., followed by R×R, and White's Queen will also be lost soon.

* * *

Game No. 163.

Played in the second round, May 6th.

QUEEN'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
J. H. Blackburne.	J. Taubenhaus.	3 KKt—B3	KKt—B3
1 P—Q4	P—Q4	4 Kt—B3	B—K2
2 P—QB4	P—K3	5 B—B4	O—O
		6 P—K3	P—QKt 3
		7 Q—B2	B—Kt 2

8 P × P'	P × P	16 R × Kt	Kt × R
9 B—Q3	QKt—Q2	17 R—Q sq.	B—B3
10 O—O	P—B4	18 R × Kt	Q—Kt 3
11 P × P (a)	P × P	19 B—Q6	KR—K sq. (e)
12 QR—Q sq.	P—KR3 (b)	20 Q—B4 (f)	Q × P
13 B—B5	Kt—R4 (c)	21 Q × P ch.	K—R sq.
14 Kt × P	B × Kt (d)	22 P—Kt 4	Resigns.
15 R × B	KKt—B3		

- (a) We have always advocated this exchange of Pawns in similar situations. The adverse Pawn becomes otherwise formidable, as Black may push P—QB5 and support that Pawn soon by P—QKt 4, with a strong majority on the Q wing that especially in the ending becomes dangerous.
- (b) Quite useless. Kt—QKt 3 was evidently better.
- (c) This extraordinary blunder early in the game not alone loses a Pawn, but quite disorganizes Black's position.
- (d) If 14... Kt × B; 15 Kt × B ch., 15 Q × Kt; 16 R × Kt, and wins more easily still.
- (e) If 19... KR—Q sq.; 20 B—B7 leaves no room for further defence.
- (f) White's play is only what could be expected of such a great master when an adverse blunder gives him an early opportunity.

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BURN'S GAMES.

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Game No. 164.

Played in the first round, April 12th.

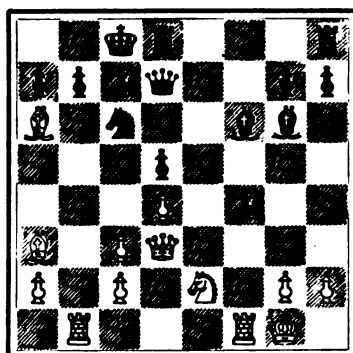
VIENNA OPENING.

<i>White</i>	<i>Black</i>
D. G. Baird.	A. Burn.
1 P—K4	P—K4
2 QKt—B3	KKt—B3
3 P—KB4	P—Q4
4 P×KP	Kt×P
5 Q—KB3	Kt—QB3
6 B—QKt5	Kt×Kt
7 KtP×Kt	B—K2
8 P—Q4	B—K3 (a)
9 Kt—K2	Q—Q2
10 O—O	P—KB3 (b)
11 P×P	B×P
12 B—QR3 (c)	O—O—O
13 Q—Q3	B—B2
14 QR—QKt sq.	B—KKt3
15 B—QR6 (d)	Kt—QR4 (e)
16 B×P ch. (f)	Kt×B
17 Q—QR6	P—QB3 (g)
18 B—Q6 (h)	KR—K sq.
19 Q×RP	Q—KB2
20 Q—Kt8 ch. (i)	K—Q2
21 R×Kt ch.	K—K3
22 Kt—B4 ch.	K—B4
23 Kt×QP ch. (j)	K—Kt4 (k)
24 B—B4 ch.	K—R4

Position after White's 15th move

B—QR6

Black—A. Burn.



White—D. G. Baird.

25 R×Q	R×Q
26 Kt×B	P×Kt
27 R×P	R—QKt7
28 R×P	R×BP
29 R—B5 ch.	K—Kt5
30 P—R3 ch.	K—R5
31 K—R2	R×KtP ch.
32 K×R	R—Kt7 ch.
33 K—B3	Resigns.

(a) Black is making preparations for O—O—O, but he would have been more safe by taking shelter on the other wing at once, followed by P—KB3, at the earliest opportunity.

- (b) Anyhow premature. O—O was still best, but if he intended O—O—O, he should not have delayed it now.
- (c) Well played. He restricts thereby the adverse option of Castling, being sure of a strong attack on the other side on account of the open QKt file.
- (d) This very beautiful stroke has evidently been played for and well prepared with White's last two moves. See Diagram.
- (e) Clearly if 15...B×Q, he loses a piece by 16 B×P ch., 16 K—Kt sq.; 17 B×Kt disch., 17 K—B sq.; 18 B×Q ch. and P×B.
- (f) In most excellent style, and showing genius of a very high order.
- (g) If 17...Q—B2; 18 R×Kt, 18 K—Q2; 19 Q—Kt 5 ch., and wins.
- (h) White's conduct of the attack up to this cannot be improved upon.
- (i) But with this White somewhat spoils a beautifully played game. The fine *coup de repos*, 20 Kt—B4, would have left Black no escape from mate in a few moves.
- (j) This leads to a rather prosaic end of a most ingeniously conducted attack.
- (k) He ought not to have allowed the check with the Bishop, which afterwards, on the 28th move, enables White to win the QBP. K—Kt 5, would have made a better fight of it; but, of course, his game was lost by proper play on the other side.

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Game No. 165.

Played in the second round, May 13th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	D. G. Baird.		
1 P—K4	P—K4	11 P×P	B×Kt
2 KKt—B3	QKt—B3	12 P×B	B×P
3 B—QKt 5	P—QR3	13 O—O	B—KKt 3
4 B—R4	KKt—B3	14 P—K4	R—Kt sq.
5 P—Q3	B—QB4	15 Q—K2 (c)	B—KR4
6 P—QB3	P—QKt 4	16 Q—K sq.	K—R sq.
7 B—B2	O—O	17 B—Q2	Kt—QR4
8 QKt—Q2	P—Q3	18 Q—Kt 3	P—QB4
9 Kt—KB sq.	Kt—KKt 5 (a)	19 Kt—KR4	Q—Q2
10 Kt—K3 (b)	P—KB4	20 P—KR3	Kt—KB3
		21 R—KB2	P—QB5
		22 P—Q4 (d)	Kt—QB3
		23 B—K3 (e)	P×P

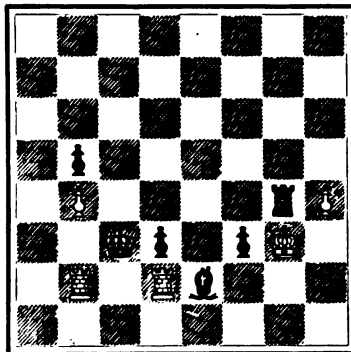
- (a) A novelty, but a somewhat risky one.
- (b) For 10 P—Q4, 10 P×P; 11 P×P, 11 B—Kt 5 ch.; 12 QKt—Q2, would, we think, still more improve White's position.
- (c) Q—K sq. at once was clearly better.
- (d) By far better was 22 P—QKt 3, 23 P×QP; 23 Q×QP etc.
- (e) Black on the last move ought to have exchanged Pawns first, while White ought no more to have given him that opportunity.

24 P×P Kt—QKt 5
 25 B—QKt sq. Kt—Q6 (f)
 26 B×Kt P×B
 27 Q—KB4 KR—K sq.
 28 P—K5 Kt—Q4
 29 Q—KKt 5 Kt×B
 30 Q×Kt P×P
 31 P×P QR—Q sq.
 32 R—Q2 Q—Q4
 33 R—K sq. Q×QRP
 34 Q—Kt 5 B—K7
 35 Kt—B5 Q—B2 (g)
 36 P—K6 Q—B3
 37 Q×Q P×Q
 38 P—K7 R—QR sq. (h)
 39 R—QB sq. K—Kt sq.
 40 R—QB7 K—B2
 41 Kt—Q6 ch. K—K3
 42 Kt×R R×Kt
 43 P—QKt 4 R×P
 44 R—B6 ch. (i) K—K4
 45 R×RP K—Q5
 46 K—B2 K—B6 (j)
 47 R (R6)—R2 R—K5
 48 R (R2)—Kt 2 P—KR4
 49 P—KKt 3 P—KB4
 50 R—QR2 P—R5
 51 P×P R×KRP
 52 K—Kt 3 R—K5
 53 R (R2)—Kt 2 P—B5 ch.
 54 K—B2 P—B6
 55 K—Kt 3 R—Q5
 56 P—R4 R—Kt 5 ch. (k)
 57 K×R (l) P—B7 ch.
 58 R×B P×R
 59 R×P P queens
 60 R—K4 K—Q6
 61 R—KB4 Q—Kt 7 ch.
 62 K—B5 K—K6
 63 R—Kt 4 Q—Q4 ch.
 64 K—Kt 6 K—B6
 65 R—Kt 5 Q—K5 ch.

Position after Black's 56th move

R—Kt 5 ch.

Black—D. G. Baird.



White—A. Burn.

66 K—Kt 7 Q×RP
 67 R×KtP Q—K2 ch.
 68 K—R6 Q—Q3 ch.
 69 K—Kt 5 Q—K2 ch.
 70 K—R6 K—Kt 5
 71 R—QB5 Q—K6 ch.
 72 K—Kt 6 Q—K5 ch.
 73 K—B6 Q×P
 74 R—Kt 5 ch. K—B5
 75 R—B5 ch. K—K5
 76 R—K5 ch. K—Q5
 77 R—KKt 5 Q—Q3 ch.
 78 K—Kt 7 K—K5
 79 R—Kt 6 Q—K2 ch.
 80 K—R sq. K—B4
 81 R—Kt 7 Q—K4 (m)
 82 K—R7 K—B3
 83 K—Kt 8 Q—KR4
 84 R—QR7 Q—Kt 5 ch.
 85 K—R7 Q—R6 ch.
 86 K—Kt 8 Q—Kt 6 ch.
 87 K—R7 Q—R7 ch.
 88 Resigns.

(f) Black's play since the opening moves is of a remarkable fine character.

(g) 35... Q—Ktsq. was superior, and the probable continuation was: 36 Kt—Kt 3, 36 R—Q4; 37 Kt×B, 37 QR×P; 38 Q—Kt 4, 38 Q—B5; 39 Q×Q, 39 P×Q; 40 K—B sq., 40 K—Kt sq.; 41 P—QKt 4, 41 K—B2, and should win.

(h) This turns out better than it deserved. The more simple plan was 38... R—Q4; 39 P—KKt 4, 39 K—Ktsq.; 40 K—B2, 40 R×Kt; 41 P×R, 41 K—B2 (not 41... R×P at once on account of the rejoinder R×P), remaining at least with a Pawn ahead.

- (i) A grave error of judgment. He ought to have exchanged Rooks, followed by K—B2, and soon afterward by R—QR2, which would have won with out difficulty.
- (j) The key to victory. Black's conduct of the ending is quite exemplary.
- (k) Black might have won previously in a simple manner by R×KtP, but he most probably aimed at this exceedingly ingenious termination. See diagram.
- (l) It was all over. If 57 K—B2, 57 R—Kt7 ch., followed by P—B7, wins equally.
- (u) A theoretical position and won according to theory.

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Game No. 166.

Played in the first round, March 29th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	J. W. Baird.	16 B—R2	B—KKt5.
1 P—K4	P—K4	17 Kt—K sq.	Kt—R4 (c)
2 KKt—B3	QKt—B3	18 Kt×Kt	B×Kt
3 B—Kt5	P—QR3	19 P—B3	Kt—K2
4 B—R4	Kt—B3	20 B—B2	B—Kt3
5 P—Q3	B—B4	21 Q—K2	Kt—B3
6 P—B3	P—QKt4	22 R—Q sq.	Q—B2
7 B—Kt3	P—Q3	23 Kt—B2	KR—K sq.
8 QKt—Q2 (a)	O—O	24 KR—K sq.	P—KB4
9 Kt—B sq.	P—R3	25 Kt—K3	P×QP
10 Kt—Kt3	Kt—K2	26 Kt—Q5	P—Q6 (d)
11 O—O	Kt—Kt3	27 Kt×Q	P×Q
12 P—Q4	B—Kt3	28 R×QP	R(K sq.)—Q sq.
13 B—K3	QR—Kt sq.	29 R×Kt	R—Q8
14 Q—B2 (b)	P—B4	30 B×B	R×R ch.
15 P—QR3	P—B5	31 K—B2	R—QR8
		32 K×P (e)	B—B2
		33 Kt×RP	R—K sq.

- (a) White adopts a sort of Giuoco Piano attack which, as pointed out in the "Modern Chess Instructor," is very effective in most variations of this opening.
- (b) A weak move that allows the opponent to obtain the better position on the Q side.
- (c) Black could have bettered his position still more by P—Q4 at this juncture. He could then reserve playing the Bishop back to the centre at K3, whereas now the Bishop is driven back to the K side.
- (d) Not having calculated as far ahead as his opponent, he allows himself to be outgeneralled at a critical point. 26... Q—KB2; 27 Kt×B, 27 R×Kt; 28 B×P, 28 Kt×B; 29 R×Kt, 29 P—Q4; 30 P—K5, best, 30 B—Q3; 31 Q—K3, 31 B—K5; 32 B—Kt sq., 32 R×P, would have made a perfectly even game of it.

34 Kt—Kt 4	P×P	45 K×R	R—B sq.
35 P—KB4	P—K6	46 B—Kt sq.	P—KR4
36 B×P	K—R2	47 K—B2	P—R5
37 R—B5	R—QKt sq.	48 B—K4	B—R4
38 P—R3	B—Kt 3	49 K—K3	R—K sq.
39 P—B5	B—B2	50 K—B4	B—K7
40 K—B2	B—K sq.	51 B—Q5	R—B sq.
41 R—B7	K—Kt sq.	52 Kt—B6	B—Q6
42 B—Q4	B—B2	53 Kt—K5	R—B2
43 R—K7	K—B sq.	54 B—B5 ch.	K—K sq.
44 R—K sq. (f)	R×R	55 B—QB6 ch.	Resigns.

(e) The depth and ingenuity of White's forecalculation becomes patent now that Black has adopted the line of play that seemingly was most dangerous to the opponent.

(f) The adverse Rook kept two pieces inactive, and the best plan for White was to force an exchange.

* * *

Game No. 167.

Played in the second round, April 23d.

DOUBLE RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	A. Burn.		
1 P—K4	P—K4	18 B—Kt 3	Q—R3
2 K—Kt—B3	QKt—B3	19 P×KP	P×P
3 Kt—B3	Kt—B3	20 P—KR3 (e)	Kt—K6
4 B—Kt 5	B—Kt 5	21 Kt×Kt	Q×Kt ch.
5 O—O	O—O	22 K—R2	B—B3
6 P—Q3	P—Q3	23 B×P	B×P
7 B×Kt (a)	P×B	24 Q—Kt 3 ch.	K—R sq.
8 Kt—K2	Kt—K sq.	25 R—B7	R—KKt sq.
9 P—QB3	B—B4	26 QR—KB sq. (f)	Q—KKt 4
10 B—K3	B—Kt 3	27 B—KKt3	B—Q4
11 Q—R4	P—QB4	28 KR—B5	Q×R
12 Kt—Q2	B—Q2	29 R×Q	B×Q
13 Q—B2	P—KB4	30 P×B	KR—KB sq.
14 P—KB4 (b)	Kt—B3 (c)	31 R—KKt 5	QR—K sq.
15 P×KP	Kt—KKt 5	32 B—K5	R—B2
16 Kt—QB4	Q—R5	33 K—Kt 3	P—R3
17 B—B4 (d)	BP×KP	34 R—KR5	K—R2
		35 Resigns.	

(a) The early exchange of Bishop for Knight is disadvantageous.

(b) The complications arising therefrom are favorable for Black. P—KB8, with the view of an ultimate attack in the Q centre, was better.

- (c) We query this and would have preferred 14...KP×P; and if 15 B×KBP, 15 P—Kkt 4, followed by P—B5. or if 15 Kt×P, 15 Kt—B3, in each case with the better game.
- (d) Whilst now White, it seems, could maintain the Pawn by 17 P—KR3, whereupon might have followed 17...Kt×B; 18 Kt×Kt, 18 P—QB5 (or 18...BP×P; 19 KP×QP, 19 KP×QP; 20 Q×P, 20 P—B5; 21 Q—Q5 ch., 21 K—R sq.; 22 Kt—Q4, etc.); 19 P—Q4, 19 QP×P; 20 Kt×QBP, 20 KP×P; 21 Kt×B, 21 RP×Kt; 22 KP×P with a Pawn ahead.
- (e) If 20 Kt×P, 20 Kt×Kt; 21 B×Kt, 21 Q—K6 ch.; 22 K—R sq., 22 B—B3, recovering the Pawn with the superior game.
- (f) An error that costs the game. His best play was 26 Kt—Kt 3, for if 26...B×P; 27 B×P ch., 27 R×B; 28 R×R, and if 28...Q—B7; 29 Kt—R sq.

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Game No. 168.

Played in the first round, March 27th.

RUY LOPEZ.

White	Black		
H. E. Bird.	A. Burn.	11 P—KR3 (d)	P—Q4
1 P—K4	P—K4	12 Kt—Kt 3	Kt—Q5 (e)
2 KKt—B3	QKt—B3	13 P×Kt (f)	B×B
3 B—Kt 5	Kt—B3	14 Q—Q2	P×KP
4 Q—K2 (a)	P—Q3 (b)	15 P×P (K4)	P×P
5 P—B3	B—Q2	16 Kt×P	QR—Q sq.
6 P—Q3	P—KKt 3	17 Q—B2	Kt×KP (g)
7 QKt—Q2	B—Kt 2	18 Kt×Kt (h)	B×Kt
8 Kt—B sq.	O—O	19 B×RP (i)	KR—K sq.
9 B—Kt 5	P—KR3 (c)	20 P—B3	Q—R5 ch.
10 B—K3	Q—K2	21 P—KKt 3	Q×B
		22 Resigns.	

- (a) Often favored by Mr. Bird, but indifferent in its effects mainly for the reason that, as a rule, the Queen ought not to be brought out early, and it is mostly better later on to bring her into play in the centre or on either of the wings.
- (b) A good answer. P—QR3, followed by P—QKt 4, is also good at this juncture, but it should be noticed that 4...B—B4 would lose a Pawn on account of 5 B×Kt, 5 QP×P; 6 Kt×P, 6 Q—K2 or Q5; 7 Kt—Q3, and if 7...Kt×P; 8 P—KB3, wins a piece.
- (c) It makes all the difference when a hostile piece is attacked by this advance that often injures the game when adopted without sufficient cause.
- (d) White could have better utilized time by KB—QB4.
- (e) Some preparation move like R—K sq. was, we believe, needed in order to make this sound.
- (f) For now White could have won the Pawn with a good game by 13 B×Kt, 13 B×B (if 13...P×B; 14 Kt×P); 14 B×KP, 14 P×P; 15 B×Kt, 15 B×B; 16 Kt×P, 16 KR—K sq.; 17 O—O—O.
- (g) Black proceeds now to demolish the adverse position with masterly energy.
- (h) If 18 Q×Kt, 18 Q×Q; 19 Kt×Q, 19 B×Kt; 20 O—O—O, 20 B×B ch.; 21 P×B, 21 B—B3, and wins.
- (i) A blunder that loses a piece, but White has hardly a good move.

Game No. 169.

Played in the second round, April 20th.

SICILIAN OPENING.

<i>White</i>	<i>Black</i>		
A. Burn.	H. E. Bird.	25 QR—K sq.	R—R sq.
1 P—K4	P—QB4	26 Q×P	Q×Q
2 QKt—B3	QKt—B3	27 R×Q	B—Kt 4
3 P—KKt 3	P—KKt 3	28 KR—K sq.	R—R2
4 B—Kt 2	B—Kt 2	29 B—K4	K—B sq.
5 P—Q3	P—Q3	30 B×KtP	R—KR sq.
6 KKt—B3	P—QR3	31 B×P ch.	K—Kt 2
7 P—KR3 (a)	B—Q2	32 KB—R5	Kt—B2
8 O—O	R—R2 (b)	33 R—B5	R×B (f)
9 Kt—Q5	P—KR4	34 R×R	R—Q2
10 P—B3	Kt—B3	35 P—Kt 3	B—Q6
11 Kt×Kt ch.	B×Kt	36 R×P (g)	R×P
12 B—K3	Q—B sq.	37 P—Kt 5	B—B4
13 K—R2	P—R5	38 B—B6 ch.	K—Kt 3
14 P—KKt 4	B—K4 ch. (c)	39 R—K2	R—Q6
15 Kt×B	Kt×Kt	40 K—R2	P—R4
16 P—KB4	Kt—B3	41 R—KKt 2	P—Kt 4
17 P—Q4	P—Kt 3	42 P—B4	P—Kt 5
18 P—Q5	Kt—Q sq.	43 B—K7	P—R5
19 Q—B3	P—B3	44 P×P	R—R6
20 P—K5	QP×P	45 B×P	R×P (R5)
21 P×P	Q—Kt sq.	46 B—K7	R—R6
22 K—R sq. (d)	P×P	47 B×P	R—Q6
23 Q—K4 (e)	R—Kt sq.	48 B—K7	R—K6
24 B—Kt 5	Q—Q3	49 B—B6	Kt—Q3
		50 R—R6 ch.	K—B2
		51 P—Kt 6 ch.	Resigns.

(a) Less objectionable in the present opening, where the KB remains on the K side, than in the general open games where the same Bishop is usually removed to the other wing.

(b) It is difficult to qualify such a move in the early part of the game. If at all feasible at any time, its adoption might well have been postponed.

(c) That only helps White to relieve his KBP for the attack, and it also gives away a Bishop for a Knight, leaving White with two Bishops.

(d) Very clever. Black is now prevented from capturing KP with the Queen, for the latter would then be lost by the answer B—KB4.

(e) 23 B—R6 (threatening mate in two moves, commencing with Q—B8 ch.) 23 ... B—B4; 24 P×B, 24 R×B; 25 P×P, 25 R×P (or 25... K—Q2; 26 Q—Kt 4 ch., followed by P—Kt 7, and wins); 26 Q—B8 ch., 26 K—Q2; 27 Q—B5 ch., winning the Rook, made a quicker end of the game.

(f) Black has little choice. If... 33 Kt—R3; 34 R—Kt 5 ch., 34 K—R2; 35 B—Kt 6 ch., 35 K—Kt 2; 36 R—K6, and wins in a few moves.

(g) 36 P—B4 was clearly stronger, but White was bound to win with ordinary care, and the rest tells its own tale.

Game No. 170.

Played in the first round, April 8th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
C. F. Burille.	A. Burn.	15 P × P	Kt × P
1 P—K4	P—K4	16 O—O	Kt (Q4)—B5 (a)
2 Kk—B3	QKt—B3	17 B × B	Kt × B
3 B—B4	B—B4	18 Q—Kt 4	R—R5 (b)
4 P—Q3	Kt—B3	19 P—QB4	Kt (K3)—B5
5 B—K3	B—Kt 3	20 KR—Q sq.	Q—R sq.
6 QKt—Q2	P—Q3	21 P—KR4	Kt—K3 (c)
7 Kt—B sq.	Kt—K2	22 Kt (Kt 3)—B5	Q—Q sq. (d)
8 B × B	RP × B	23 P—R5	Kt—K2
9 Kt—K3	Kt—Kt 3	24 Kt—R6 ch.	K—R sq.
10 P—B3	P—B3	25 Kt × P ch.	R × Kt
11 Kt—Q2	P—QKt 4	26 Q × Kt	Q—KB sq.
12 B—Kt 3	O—O	27 Kt—Kt 4 (e)	Kt—B4
13 Kt (Q2)—B sq.	B—K3	28 Kt—K3 (f)	Kt—Q5
14 Kt—Kt 3	P—Q4	29 Q × KP	Kt—K7 ch.
		30 K—R sq.	R—R sq. (g)
		31 P—R6 (h)	R—K sq.

(a) The play on both sides was so far correct and unexceptionable. Here, however, we would have preferred playing the other Knight to the same square, in order to keep in hand the advance of the KBP with or without first pushing P—KKt 3, according to circumstances.

(b) 18... Q × P; 19 R—Q sq., would be disastrous.

(c) Black rectifies just in time the previous misdirection of his attack. If 21... R × P; 22 R × R, 22 Q × R; 23 P—R5, 23 Kt—K2; 24 Q—Q7, with the superior game.

(d) Causing the loss of a Pawn. Q—K sq., was the correct play.

(e) 27 Q × KP was the simplest way of avoiding errors of his own and brilliancies of the opponent. If then 27... R × P; 28 R—KB sq., 28 R—B3; 29 Kt—Kt 4, 29 R—B4 or —B2; 30 R × R, followed by R—KB sq., with a winning game.

(f) Having committed himself to a centre attack, he was bound to abide by it. A retreat meant defeat; and, moreover, he could win the second Pawn with perfect safety, *e. g.*, 28 Kt × P, 28 R—K2 (or 28... R—B3; 29 Kt—Q7 or even Q—Q7, etc.); 29 Kt—Q7, 29 R × Q; 30 Kt × Q, 30 R—K sq. (or 30... R—Q3; 31 P—B5, etc.); 31 Kt—Q7, 31 P × P; 32 Kt—Kt 6, and should win.

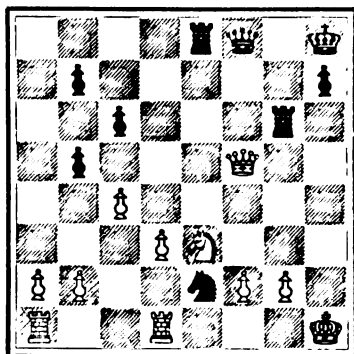
(g) Black's fine tactics make it very difficult for the opponent to defend himself, in spite of the large material odds which he has acquired.

(h) Practically an assistance to the adversary, as the RP formed a strong protection for White's King. The only good play, however, was the following, though it seemingly cramped up White's pieces: 31 R—KB sq., 31 R—K sq.; 32 Q—R2, 32 R × P; 33 Q—R4, 33 R × R ch.; 34 R × R, 34 Q—Q3; 35 Kt—B5, followed by P—R6, with a winning game. If, however, 31 Kt—Kt 4, 31 R—K sq.; 32 Q—R2, 32 R × P; 33 Kt × R, 33 Q × Kt, with a strong attack.

Position after Black's 33d move.

R—Kt 3

Black—A. Burn.



White—C. F. Burille.

32 P × P ch.	R × P
33 Q—KB5	R—Kt 3 (i)
34 P—KKt 4 (j)	R—B3 (k)
35 Q—Kt 5	R—Kt 3
36 Q—B5	R—R3 ch.
37 K—Kt 2	R—B3
38 R—R sq. (l)	R × Q
39 Kt × R	P × P
40 P × P	Q—Kt sq.
41 R—R4	Kt—B5 ch.
42 K—Kt 3	Kt—Kt 3
43 R—R6	Q × P
44 QR—KR sq.	Q—B5 ch.
45 K—Kt 2	Q—P ch.
46 Resigns.	

- (i) One of those rare situations in which fine mastery can assert itself in an original manner. Black with two Pawns behind can afford to exchange Queens and yet win the game by force. Of course this is what can be called a stroke of good luck, but as a rule such fortunate accidents only happen to great masters. See diagram.
- (j) If 34 Q × Q ch., 34 R × Q; 35 Kt—B sq. (or 35 P—Kt 4, 35 R × BP; 36 Kt—B5, 36 R × KtP; 37 R—KB sq., 37 R × Kt, and wins), 35... R—R3 ch.; 36 Kt—R2, 36 R (B sq.)—B3 (threatening R × Kt ch., followed by R—R3 mate); 37 P—Kt 4, 37 R × P, and wins.
- (k) As will be seen anon on the 36th move, when the same position is forced, R—R3 ch. is the winning key move.
- (l) If White remove the Queen, then of course the reply R × P ch.. followed by Q—B6 ch., would win in a few moves.

* * *

Game No. 171.

Played in the second round, May 7th.

DOUBLE RUY LOPEZ.

White	Black		
A. Burn.	C. F. Burille.	8 B × P	B × P
		9 R—Kt sq.	QB × B (a)
1 P—K4	P—K4	10 R × B	B—B sq.
2 KKt—B3	KKt—B3	11 B—Kt 5 (b)	B—Kt 5
3 QKt—B3	QKt—B3	12 P—KR3	B—K3
4 B—Kt 5	B—Kt 5	13 Q—Q2	P—KR3
5 O—O	O—O	14 B—R4 (c)	K—R sq.
6 P—Q3	P—Q3	15 KR—QKt sq.	KR—KKt sq.
7 B × Kt	B × Kt	16 P—QB4	P—Kt 4
		17 B—Kt 3	Kt—R4 (d)

18 P—Q4	Kt×B	36 R—KR sq. ch.	K—Kt sq.
19 P×Kt	P—KB3	37 K—B2	P—KB4 (<i>h</i>)
20 P—Q5	B—Q2 (<i>e</i>)	38 K—Kt 2	P×P
21 P—Kt4	B—K sq.	39 Kt×P	Q—Kt 3
22 Kt—R2 (<i>f</i>)	B—Kt 3	40 Kt—Q2	R—B7
23 Q—K3	Q—K2	41 K—B sq.	R×P
24 Kt—B sq.	P—KR4	42 R—KKt sq.	R (Kt 7)—B7
25 P×P	B×RP	43 Q—K4	R—B8 ch.
26 Kt—Kt3	Q—R2	44 R×R	R×R ch.
27 R—Kt 7	P—Kt 5	45 K—Kt 2	Q×Q
28 Q—B2	QR—KB sq.	46 Kt×Q	R—B5
29 P×P (<i>g</i>)	B×P	47 Kt—Q2	R—Q5
30 Q×RP	B—Q2	48 K—B sq. (<i>i</i>)	B—K7
31 R (Kt 7)—Kt 3	Q—R5	49 R—Kt 8 ch.	K—B2
32 Q—K3	R—Kt 5	50 R—Kt 7	P—K5
33 K—B2	R—B5 ch.	51 R×P ch.	K—K sq.
34 K—K2	B—Kt 5 ch.	52 Kt×P	R×Kt
35 K—Q3	Q—Kt 4	53 P—B5	Drawn. (<i>j</i>)

- (a) A stop is now put to Black's imitation line of play, for if 9... R—Kt sq.; 10 B×B, and wins.
- (b) Having gained a point on the Q side by the first possession of the open QKt file for his Rook, it was all the more advisable to leave the King side alone and to direct his Bishop against the Q side by B—K3.
- (c) Though the opponent cannot advance P—KKt 4 at once, the Bishop will be ultimately driven back out of play on the K side.
- (d) In consequence of White's Bishop being deplaced on the K side and quite inactive at least for a long time, Black had the better game; and his superiority of position was more likely to grow if he retained his Knight instead of endeavoring to exchange the same for the almost useless adverse Bishop. Kt—Q2, was the proper play.
- (e) The Bishop was more wanted on the K side and B—B2 would have saved time.
- (f) A better plan was Q—K3, with the view of playing Kt—Q2.
- (g) We do not think that White had anything serious to fear on the K side, and he could have proceeded with his attack on the opposite wing with good prospects of success. *e. g.*, 29 R×RP, 29 P×P; 30 R(Kt sq.)—Kt 7, 30 R—B2; 31 P—B5, 31 P×KKtP; 32 P×P, 32 B—B6 (if 32... P×P; 33 Q×BP ch., and wins); 33 Q×B, 33 R×Kt; 34 R—Kt 8 ch., 34 R—Kt sq.; 35 R×R ch., 35 K×R; 36 Q—Kt 4 ch., and wins.
- (h) The position of both parties is critical, and the play on both sides is very interesting.
- (i) Best, if 48 K—B3, 48 B—B4; 49 R—Kt 8 ch., 49 K—B2; 50 Kt—Kt 3 (or 50 R—Kt 7, 50 R—Q6 ch.; 51 K—B2, 51 R×QP disch., followed by R—QB4 and should win), 50... K—K2, and Black's KP ought to decide in favor of his side.
- (j) Black has still the best of the game with Rook and Bishop against Rook, after clearing the board of Pawns, which involved a long and tedious process, the winning was hardly possible against such a skilful opponent, or at least quite uncertain. It was, therefore, the wisest course to give the game up as drawn.

* * *

Game No. 172.

Played in the second round, May 9th.

FOUR KNIGHTS GAME.

<i>White</i>	<i>Black</i>		
A. Burn.	C. F. Burille.	30 Q × Q	B × Q
1 P—K4	P—K4	31 R—Q5	P—B5 (<i>g</i>)
2 K Kt—B3	K Kt—B3	32 B—R4 (<i>h</i>)	R—K2 (<i>i</i>)
3 Kt—B3	Kt—B3	33 R—Q4	B—K4
4 B—Kt5	B—B4 (<i>a</i>)	34 R × P	B × B
5 Kt × KP	Kt × Kt (<i>b</i>)	35 R × B	R—Kt7
6 P—Q4	B—Kt5	36 B—Kt3	R—K7
7 P × Kt	Kt × P	37 R—QB sq. (<i>j</i>)	P—QR4
8 Q—Q4	Kt × Kt	38 P—QR4	B—K sq.
9 P × Kt	B—K2	39 K—B sq.	R—K5
10 O—O	O—O	40 R—K sq.	R × R ch.
11 B—Q3 (<i>c</i>)	P—Q4	41 K × R	P—QKt4
12 P—QB4	B—K3	42 P × P	B × P
13 P × P	Q × P	43 R—B5	R—Kt8 ch.
14 Q—KB4	QR—Q sq.	44 K—Q2	B—B8
15 B—K3	P—KB3 (<i>d</i>)	45 R × P	B × P
16 Q—KR4	P—KR3	46 B—B4	R—Kt5
17 QR—K sq. (<i>e</i>)	Q—Q2	47 B—Q3 ch.	K—Kt sq.
18 P × P (<i>f</i>)	R × P	48 P—QB4	K—B sq.
19 Q—K4	P—QB4	49 P—KR4	R—Kt7 ch.
20 B—B sq.	R—K sq.	50 K—K3	R—Kt6
21 B—Kt2	B—B4	51 K—Q4	R—Kt7
22 B—B4 ch.	K—R2	52 P—KB4	R—KB7
23 Q—K2	R—QKt3	53 K—K5	R—B6
24 Q—K5	R—KB3	54 B—Kt6	R—KKt6
25 Q—K2	R—QKt3	55 P—R5	R—QB6
26 B—B3	B—Kt3	56 K—Q4	R—KB6
27 R—Q sq.	B—Q3	57 R—K5 (<i>k</i>)	R × P ch.
28 Q—Q2	Q—QR5	58 K—K3	R—B6 ch.
29 B—Kt3	Q—KB5	59 K—K2	K—Kt sq.
		60 B—K4	Resigns. (<i>l</i>)

(a) Inferior to the Double Ruy Lopez that can now be formed by B—Kt5 which leads to an even game.

(b) 5... B × P ch.; 6 K × B, 6 Kt × Kt; 7 P—Q4, is still more in White's favor, especially after 7... QKt—Kt5 ch.; 8 K—Kt sq.

(c) Not as strong as 11 QB—KB4 which will make it very difficult for Black to develop. If 11... P—KB3; 12 P × P, 12 B × P; 13 Q—B4 ch., followed by B × P. Or if 11... P—Q4; 12 P × P en pass., 12 B × P; 13 QR—Q sq.

(d) A weak move that exposes him to a strong attack.

(e) As matters turn, the other Rook could have been better placed here.

(f) 19 Q—K4, 19 P—KB4; 20 Q × KtP, would have gained important material and broken up the adverse Q side besides forming a strong passed centre Pawn.

- (g) A good move that might have much improved his game.
 (h) If 32 B×BP, 32 R—QB sq.; 33 R—Q4, 33 B—K4, and wins.
 (i) This error costs a valuable Pawn and the game which was considerably in his favor. 32... R—K5 was quite safe in the meanwhile, and he threatened the formidable R—QR3. If 33 P—KB3, 33 B—K6 ch.; 34 K—R sq., 34 R—K2, etc. Or if 33 R—Q7, 33 B—K4; 34 P—B3, 34 R—K6, with the superior position.
 (j) White holds his Pawn tight and wins therewith in the end.
 (k) White's end play is remarkably fine, and the finish is beautiful.
 (l) R—KKt6 is the only move to save the immediate loss of a piece, and then White plays K—B2, winning at least the exchange in a position which leaves no room for Black offering any resistance.

* * *

Game No. 173.

Played in the first round, March 30th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
E. Delmar.	A. Burn.	14 Kt—K2	P—KB4
		15 P—KB3	O—O
		16 O—O	QR—Kt sq.
1 P—K4	P—K4	17 P—QB3	B—R3
2 KKt—B3	QKt—B3	18 P—QB4 (d)	B—B sq.
3 B—Kt 5	Kt—B3	19 Kt—QKt 3	B—Q2
4 P—Q3	P—Q3	20 QKt—B3	P—QB3
5 B×Kt ch. (a)	P×B	21 P×P (e)	P×P
6 P—KR3	P—KKt 3	22 Q—Q2	K—R2
7 B—Kt 5	P—KR3	23 K—R2	P—B5
8 B—K3	B—KKt 2	24 B—B2	R—B4
9 QKt—Q2	Q—K2	25 R—KR sq. (f)	R—KKt sq.
10 Kt—QKt 3	P—QB4	26 K—Kt sq.	B—KB sq.
11 KKt—Q2	Kt—Q2	27 R—R2	R—R4 (g)
12 QR—Kt sq. (b)	Kt—KB sq.	28 K—B sq.	Q—Kt 2
13 Kt—QB sq.	Kt—K3 (c)	29 K—K sq.	Kt—Q5

- (a) Anderssen favored this continuation for some time, but it is now very rarely adopted and generally recognized as inferior to P—QB3 at this point.
 (b) Probably with the intention of advancing P—QKt 4 after withdrawing the Knight from QKt 3, but anyhow the preparation of such a plan was premature.
 (c) Black's manœuvring for possession of the centre has been executed in an original way, and his position has gradually greatly improved.
 (d) With this his centre becomes weakened. Q—B2 or Kt—B sq. were better.
 (e) This injudicious exchange of Pawns increases Black's advantage.
 (f) White sees the attack coming and prepares making his exit to the other side.
 (g) This move is superfluous, and Q—Kt 2, followed by R—Kt 4, would have saved time.

30 Kt × Kt	BP × Kt	37 P—QR4	R—Kt 7
31 Kt—K2	R—Kt 4	38 R—KB sq.	B—R5
32 Kt—Kt sq.	R × P	39 Q—Q sq.	B × B
33 R × R	Q × R	40 Kt—K2	B—K6 ch.
34 Q—K2	B—B4	41 K—K sq.	Q × RP
35 P—QKt 4	B—K2	42 Q—B2	R—KR7
36 K—Q2	Q—R7	43 Resigns. (h)	

(h) White has stubbornly fought a hopeless battle, but he can hold out no longer. If, for instance, 43 P—Kt 5, then mate could be effected in 6 moves by 43... Q × R ch.; 44 K × Q, 44 B—R6 ch.; 45 K—K sq., 45 R—R8 ch.; 46 Kt—Kt sq., 46 R × Kt ch.; 47 K—K2, 47 B—B8 ch.; 48 K—K sq., 48 B × QP disch. mate.

* * *

Game No. 174.

Played in the second round, April 24th.

FRENCH DEFENCE.

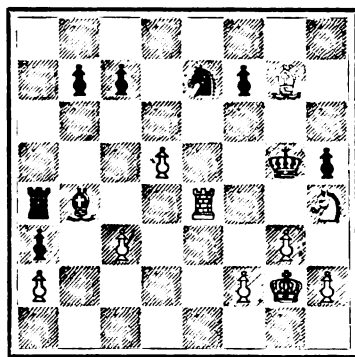
<i>White</i>	<i>Black</i>		
A. Burn.	E. Delmar.		
1 P—K4	P—K3	25 K—Kt 2	P—R6
2 P—Q4	P—Q4	26 P—QKt 4	R—R5
3 QKt—B3	P × P (a)	27 B—B4	B × P (h)
4 Kt × P	KKt—B3	28 P—Q5 (i)	Kt—K2
5 Kt × Kt ch.	Q × Kt	29 B—K5 ch. (j)	K—Kt 4
6 Kt—B3	P—KR3 (b)		
7 B—Q3	B—Q3		
8 O—O	O—O		
9 Q—K2	Kt—B3		
10 Q—K4	R—Q sq.		
11 P—QB3	P—K4 (c)		
12 R—K sq. (d)	P—KKt 3 (e)		
13 B × RP	QB—KB4		
14 Q—K2	P—K5 (f)		
15 B × P	R—K sq.		
16 Q—Q3	R × B		
17 R × R	Q—KR sq.		
18 B—Q2	K—Kt 2		
19 QR—K sq.	Q—R4		
20 Q—Kt 5 (g)	B × R		
21 Q × Q	P × Q		
22 R × B	P—QR4		
23 Kt—R4	K—B3		
24 P—KKt 3	P—R5		

(a) Inferior to 3... KKt—B3.

Position after White's 30th move.

B—Kt 7

Black—E. Delmar.



White—A. Burn.

30 B—Kt 7 (k)	Kt—Kt 3 (l)
31 R—K5 ch. (m)	Resigns.

- (b) Unless he retreat $Q-Q$ sq., this is probably his best, though it is not very good. If, however, $6...QKt-B3$; $7 QB-KKt5$, $7 Q-Kt3$ (or $7...Q-B4$; $8 B-Q3$, $8 Q-R4$ ch., best [$8...Q-Kt5$; $9 P-KR3$, $9 Q \times KtP$; $10 R-R2$, wins the Queen, as occurred between the editor and Mr. Bird]; $9 P-B3$, with the superior game); $8 B-Q3$, $8 P-B4$; $9 P-KR4$, with a strong attack.
- (c) A Pawn is here thrown away without improving his position, $Kt-K2$ instead gave prospects of slow extrication if he conducted his game with patience.
- (d) White tempers his attack with due discretion. Any rush like $12 Q-R7$ ch., $12 K-B$ sq.; $13 R-K$ sq., would have deprived him of his advantage, for after $13...QB-KKt5$, there was not much in White's game, and this was probably what Black had speculated upon in advancing $P-K4$ on the 11th move. But the play in the text is a fine *coup de repos* that merely threatens to win by compelling Black to play.
- (e) There was hardly anything better, if $12...P-KKt4$; $13 P-KR4$, with a fine attack, and if $12...R-K$ sq., the game might have proceeded $13 Q-R7$ ch., $13 K-B$ sq.; $14 P \times P$, $14 Kt \times P$; $15 Kt \times Kt$, $15 B \times Kt$; $16 B-K3$, $16 P-QKt3$; $17 B-Q4$, with a fine attack.
- (f) He had no time for $P \times P$ on account of the threatened $QB-KKt5$, and he prefers giving up an other Pawn in the hope of getting up a counter-attack in the centre that may compensate for the loss of material.
- (g) This forces an exchange and establishes White's superiority of Pawns.
- (h) Desperate, but it was otherwise also death, though a slower one. If $27...B \times B$; $28 R \times B$ ch., $28 K-Kt2$ or $K2$ (if $28...K-K3$; $29 P-Kt5$, threatening to follow it up by $P-Q5$ ch. and $R \times R$, wins easily); $29 R-B5$, with a winning game.
- (i) A fine double-edged answer, for it not alone breaks all hostile attack on the Q side, but also involves a finely conceived and well concealed threat of a mate in a few moves against the adverse King.
- (j) White's play might form the theme of a fair problem. This is the initiation of a combination five moves deep, in which the mate is effected in actual play.
- (k) See diagram of position after this capital move.
- (l) He could only save the mate by giving up the Rook and retreating $B-Q3$.
- (m) Excellent play. He mates now by $P-B4$ ch. and $P-KR3$.

* * *

Game No. 175.

Played in the first round, April 10th.

VIENNA OPENING.

White	Black	3 P-B4	P-Q4
G. H. D. Gossip.	A. Burn.	4 P-Q3	KP \times BP
1 P-K4	P-K4	5 P-K5 (a)	Kt-Kt5
2 QKt-B3	KKt-B3	6 B \times P	P-Q5 (b)
		7 Kt-K4	QKt-B3

- (a) This advance subjects him to disadvantage. $5 P \times QP$ was the correct play.
- (b) With excellent judgment Black cuts off communication between the two wings for the adversary and isolates White's KP.

8 K—Kt—B3	Q—Q4	35 K—B5	R—B3 ch.
9 P—B4	P × P en pass.	36 K—K5	R—B5
10 Kt × P	B—Kt 5	37 R—K2 (<i>g</i>)	K—B2 (<i>h</i>)
11 P—KR3	KKt × P (<i>c</i>)	38 R—Q2	R × BP
12 B × Kt (<i>d</i>)	Kt × B	39 R—Q7 ch.	K—K sq.
13 Q—K2	O—O	40 R—R7	R—B3
14 Q × Kt	Q × Q	41 R—R8 ch.	K—B2
15 Kt × Q	R—K sq.	42 R—R7 ch.	K—B sq.
16 P—Q4	B × Kt ch.	43 R—Q7	K—K sq.
17 P × B	P—KB3	44 R—R7	P—Kt 3
18 B—B4 ch.	B—K3	45 R—R8 ch.	K—Q2
19 O—O	P × Kt	46 R—R7 ch.	K—B sq.
20 B × B ch.	R × B	47 R—Kt 7	R—Q3
21 P × P	R × P	48 R—Kt 6 (<i>i</i>)	K—Q2
22 QR—Q sq.	R—K2	49 K—B5	P—B4
23 R—Q5	QR—K sq.	50 R—Kt 7 ch.	K—B3 (<i>j</i>)
24 P—B4	P—KR3 (<i>e</i>)	51 R × P	P—B5
25 K—R2	R—K7	52 R—R8	K—Q4
26 R—Q7	R (K sq.)—K2	53 R—QB8	K—Q5
27 R (B sq.)—Q sq.	K—B2	54 R—KKt 8	P—B6
	R (K7) × R	55 R—Kt 6	R—Q4 ch.
28 R (Q sq.)—Q2	K—K sq.	56 K—K6	P—B7
29 R × R (Q2)	R—K6 ch. (<i>f</i>)	57 R × RP	P queens
30 K—Kt 3	R—K3	58 R—B6	Q—B sq. ch.
31 K—B4	P—KKt 3	59 K—B7	R—Q2 ch.
32 P—KR4	K—K2	60 K—Kt 3	Q—KKt sq. ch.
33 P—Kt 4	P—Kt 4 ch.	61 Resigns.	

- (c) Black energetically utilizes his opportunity of winning a Pawn and reducing forces for the end game.
- (d) 12 Kt × Kt instead, would have made a considerable difference in his favor. for after 12... Kt × Kt; 13 Q—K2, 13 O—O; 14 Q × Kt, 14 Q × Q; 15 B × Q, 15 R—K sq.; 16 P—Q4, 16 P—KB3; 17 B—B4 ch., 17 B—K3 (or 17... K—R sq.; 18 O—O, 18 P × B; 19 B—B7, recovering his Pawn with the superior game. for if 19... R—K2; 20 Kt—Q5, and wins); 18 B × KBP, 18 B × B disch.; 19 B—K5, 19 B—Q3; 20 O—O—O, and though he must lose a Pawn, he will have a better game than in actual play.
- (e) The hole here unnecessarily formed makes it difficult for him subsequently to prevent the entrance of the adverse King on this wing. R—B2 was better.
- (f) Loss of time. 30... R—Q2, and if 31 R—K2 ch., 31 K—Q sq., followed by P—QB3, opened the Q side for his King, and he was bound to win one of the adverse Pawns on that wing, which decided the game.
- (g) White fights ingeniously, though overweighted in material as well as strength of the opponent. He saves both Pawns for a time, for whichever Black might take, White would discover check by removing the King, and win the Rook.
- (h) Very much superior was 37 K—Q2, as his King had then more liberty to enter on the Q side, and the gain of a Pawn was certain anyhow.
- (i) 48 K—B5 at once might have prolonged the fight, but could do no more if Black answered P—QB4, followed by R—QB3 in answer to R × RP
- (j) Black's victory is now clearly established.

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Game No. 176.

Played in the second round, May 10th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	G. H. D. Gossip.	22 P—QB4 (e)	P—KB4
1 P—K4	P—K4	23 B—B sq.	R—KB sq.
2 KKt—B3	QKt—B3	24 P—B3	QR—K sq.
3 B—Kt 5	P—QR3	25 Q—KB2	Kt—B4
4 B—R4	Kt—B3	26 B—B2	P—QR4
5 P—Q3 (a)	P—Q3	27 P—QKt 3	Kt—R3
6 P—QB3	P—KKt 3	28 B—Kt sq.	P—QKt 3
7 QKt—Q2	B—Kt 2	29 B—Kt 2	P—B5 (f)
8 Kt—B sq.	Q—K2	30 R—Q2	R—KB2
9 Kt—K3 (b)	B—Q2	31 R (Q2)—K2	R (B2)—K2
10 O—O	O—O	32 K—R sq.	P—B3 (g)
11 R—K sq.	Kt—Q sq.	33 Q×P	Kt—Kt 5 (h)
12 B—B2	B—B3 (c)	34 P—QR3	R—QKt sq.
13 B—Kt 3	Kt—K3	35 Q×P	Kt×P
14 Kt—Q5	B×Kt	36 P×Kt	P×P
15 P×B	Kt—QB4	37 P—QKt 4	P—Q5
16 P—Q4		38 B—R2 ch.	K—R sq.
	Kt (B4)—Q2 (d)	39 Q—Q5	R—Q sq.
17 B—Kt 5	KR—K sq.	40 Q×Q	R×Q
18 P×P	Kt×KP	41 P—KR3	P—Kt 4
19 Kt×Kt	P×Kt	42 R—K4	P—Q6
20 Q—K2	Q—Q3	43 B×P	R×B
21 QR—Q sq.	Kt—Q2	44 R×R	B×R
		45 R×B	P—Q7
		46 B—Kt 3	R—Q6

- (a) This line of play is, we believe, the strongest in this opening after Black on the 3d move has played P—QR3.
- (b) White conducts the attack in the main on the same plan as was first developed by the editor in the first game of his match against Mr. Blackburne in 1876. The difference in the defence being that Black in that game had brought out his KB—K2.
- (c) It was necessary now to guard by P—QB3 against the entrance of the hostile pieces in the centre.
- (d) If 16... Kt×B; 17 Q×Kt, winning a Pawn.
- (e) White has a little the better game which he has acquired by tactics most approved of by the modern school. He has two Bishops against Bishop and Knight as well as the majority of Pawns on the Q side.
- (f) This advance weakens his centre still more.
- (g) A blunder that costs at least a couple of Pawns.
- (h) Black seems to have been altogether confused by his last oversight, and he virtually throws away a piece to boot for an imaginary attack on the adverse Queen. There is no further interest in the game, as White is a clear piece ahead and soon forces an exchange of Queens.

47 B—Q sq.	R×P	59 B×R	K—Q5
48 R—Q5	R—R7	60 B—B7	K—K4
49 K—Kt sq.	P—R3	61 K—Q3	K—B3
50 K—B2	K—Kt 2	62 B—R5	K—K4
51 K—K2	R—Kt 7	63 K—B4	K—K3
52 R×QP	R×P	64 K—Q4	K—Q3
53 B—B2	R—Kt 3	65 B—Kt 4	K—K2
54 R—Q7 ch.	K—B3	66 K—K5	K—B sq.
55 R—KR7	K—K4	67 K—B5	K—Kt 2
56 R—KKt 7	R—Kt 7	68 B—R5	K—R2
57 K—Q2	R—Kt 3	69 K—B6	Resigns.
58 R—Kt 6	R×R		

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Game No. 177.

Played in the first round, April 2d.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
A. Burn.	J. M. Hanham.	25 R—Kt 4 (<i>d</i>)	Kt—Q4 (<i>e</i>)
1 P—K4	P—K4	26 P—QR3 (<i>f</i>)	R×B
2 KKt—B3	B—Q3	27 P×Q	R×Q
3 P—Q4	Kt—Q2	28 P×Kt	R×RP ch.
4 Kt—B3	P—QB3	29 K—Kt sq.	P×P
5 B—K2	B—K2	30 R—Kt sq.	P—Q5
6 O—O	KKt—B3	31 Kt—K4	R—K2
7 B—K3	O—O	32 R—KKt 2	R×R ch.
8 Kt—K sq.	Kt—K sq.	33 K×R	Kt—R4
9 P—KB4	B—B3	34 R—QR sq.	Kt—Kt 3
10 QP×P (<i>a</i>)	P×P	35 R×RP	B—Kt sq.
11 P×P	B×P	36 R—R sq.	P—Kt 4
12 Kt—B3	B—B2	37 B—Q3	P—R3
13 K—R sq.	Q—K2	38 Kt—B5	K—Kt 2
14 B—KKt 5	P—KB3	39 B—K4	Kt—B5
15 B—R4	Kt—Kt 3	40 Kt×P	Kt—K6 ch.
16 Q—Q4	B—Kt 5	41 K—B2	Kt×P
17 QR—K sq.	R—Q sq.	42 R—R8 (<i>g</i>)	B—B5
18 Q—K3	Kt—Q3	43 P—Kt 5	P—Q6
19 Q—B4	B×Kt	44 R—Q8 (<i>h</i>)	B—K6 ch.
20 P×B	Kt (Q3)—B5	45 K—B sq.	Kt—Q5
21 Q—B sq.	Q—Kt 5 (<i>b</i>)	46 K—K sq.	P—Q7 ch.
22 R—Kt sq.	Kt×P (<i>c</i>)	47 K—Q sq.	Kt×KtP
23 Q—R6	R—Q2	48 R—Q3	B—B5
24 B×BP	KR—B2	49 Kt—B5	Kt—Q3
		50 K—K2	P—R4
		51 K—B2	P—Kt 5

52 R—Q5	P—R5	63 R—QR sq.	K—Kt 4
53 B—B2	B—K6 ch. (i)	64 R—Kt sq. ch.	Kt—Kt 6
54 K—Kt 2	B × Kt	65 R—QR sq.	R—Q6
55 R × B	R—K7 ch.	66 K—Kt 2	Kt—B4
56 K—B sq.	R—K8 ch.	67 K—R2	K—Kt 5
57 K—Kt 2	P × P ch.	68 R—Kt sq. ch.	Kt—Kt 6
58 K × P	P queens ch.	69 R—QR sq.	R—Q7 ch.
59 B × Q	R × B	70 K—Kt sq.	K—R6
60 K—Kt 4	R—Q5 ch.	71 R—R2	Kt—K7 ch.
61 K—R3	K—B3	72 K—R sq. (j)	R—Q8 mate.
62 R—B sq.	Kt—B4		

- (a) This is wrong in more than one way. 10 BP × P, 10 P × P; 11 P—Q5, would have secured the majority of Pawns on the Q side. It had also the effect of blocking the action of the adverse Bishop, and kept a Pawn in front of White's isolated KP which after this and White's next move becomes uncovered and exposed to adverse attack on the open file.
- (b) Black's play has been steady and correct, and he now wins a Pawn by force.
- (c) As White's last move could have no effect on the Q wing, it would have been better to avoid complications on the K side by K—R sq.
- (d) Overlooking the adversary's ingenious reply. 25 R—Kt 2 made his attack irresistible, for if 25... K—B sq. (or 25... K—R sq.; 26 QR—KKt sq., 26 R × B; 27 Q × R, and wins); 26 R × P, 26 R × R; 27 R—KKt sq., and wins.
- (e) Very fine indeed.
- (f) 26 Kt × Kt was of course out of question on account of the rejoinder Q × R ch. And if 26 P × Kt, 26 Q × R; 27 P × Q, 27 P × Q, and wins.
- (g) White is playing to win against the odds of a Pawn, and he bears the penalty of the risk. R—R6, threatening R—Kt 6 ch. and R × RP, would have drawn easily enough.
- (h) Even now he could draw without difficulty by B × P.
- (i) The quickest winning plan was 53... P—Kt 6 ch.; 54 K—Kt 2, 54 R—K7 ch.; 55 K—B sq. (or 55 K—Kt sq., 55 P—R6, and wins. Or if 55 K—R3, 55 P—Kt 7, and wins), 55... R—B7 ch.; 56 K—Kt sq., 56 P—R6, and wins.
- (j) This and the foregoing move are dying attempts to save a hopeless game.

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Game No. 178.

Played in the second round, April 27th.

STONEWALL OPENING.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	A. Burn.	4 P—K3	QKt—B3
		5 P—B3	Kt—B3
		6 B—Q3	B—Q2
1 P—KB4	P—Q4	7 QKt—Q2	B—K2
2 P—Q4	P—K3	8 Kt—K5	O—O
3 KKt—B3	P—QB4	9 O—O	R—QB sq.

10 R—B2	B—K sq.	21 P×QP (i)	Q×P
11 Kt—B sq.	Kt—K5 (a)	22 B—B4	Q—Q3
12 R—QB2 (b)	P—B4 (c)	23 Q—K2	B—Kt 3
13 P—QKt 3	K—R sq.	24 QR—Q sq.	QR—Q sq.
14 B—Kt 2	Kt—B3 (d)	25 P×P (j)	B×P
15 P—KR3	R—KKt sq.	26 Kt—K3	B×RP
16 P—KKt 4	P—KKt 4	27 R×R ch.	R×R ch.
17 R—Kt 2	Kt—K5	28 Kt—Kt 5	Q×KBP
18 Kt—B3 (e)	P×QP	29 Kt—Kt 2	Q×Kt
19 P—QB4 (f)	P×KBP (g)	30 Q×Kt	Q×Kt ch. (k)
20 P×KBP (h)	B—B3	31 Resigns.	

- (a) The adverse game ought to suffer long from the hole in the centre formed in the early part of the opening, but it is rather a relief for White to have that weak square filled by an adverse Pawn that has to remain stationary for some time, and Black ought not to have given that opportunity. A better plan was Kt—Q2, for if White did not exchange, then might follow P—KB3, and afterward B—KB2 with the view of ultimately breaking the centre by P—K4.
- (b) Nor ought White to have hesitated to exchange, for after 12 B×Kt, 12 P×B; 13 Kt—Kt 3, 13 Q—Q4 (if 13... P—KB4; 14 Q—Kt 3, winning a Pawn); 14 Q—Kt 3, White had at least an equal game.
- (c) We prefer P—KB3, for after the move in the text the weakness of White's KP is quite neutralized by the same defect on the other side.
- (d) We do not see the object of withdrawing this Knight which has to return to its present post within a few moves.
- (e) The position is much entangled, but we believe that the complications that have been challenged on both sides have turned in White's favor, whose King is more safely placed than that of the opponent. He could have obtained the advantage by 18 Kt×Kt, 18 B×Kt; 19 P—QB4, with a strong attack.
- (f) Ingenious, and if well continued, it should have given him the best of the game.
- (g) Black subjects himself needlessly to a strong attack. 19... B—B3 was the right play.
- (h) 20 B×Kt, 20 BP×B (if 20... QP×B; 21 Kt×QP is even worse for Black, for if now 21... B—B3 [or 21... Kt×Kt; 22 Q×Kt ch., and wins]; 22 Kt×Kt, 22 Q×Q; 23 B×B ch., and wins); 21 Kt×QP, 21 B—B3; 22 Kt×P, 22 Q—K2; 23 B×B ch., 23 Q×B; 24 Kt×BP, was much better.
- (i) He had a bad game anyhow, but it could do no good to undouble the adverse Pawn and allow Black's Queen to enter in the centre. Perhaps Q—K2 at once might have given him a better chance.
- (j) His game was untenable, but after this the opponent is enabled to make short work of it.
- (k) In the simplest manner remaining two pieces ahead.

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Game No. 179.

Played in the first round, April 5th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
M. Judd.	A. Burn.	23 B—B2	P—QB3
1 P—K4	P—K4	24 Q—KB sq.	Kt—Q3
2 KKt—B3	QKt—B3	25 P—QR4	Q—B2
3 B—B4	B—B4	26 B—Kt 3	Q—B sq.
4 P—Q3	KKt—B3	27 R—B2	Q—Q sq.
5 QKt—B3	P—Q3	28 QR—K sq.	R (B2)—K2
6 B—KKt 5	KB—QKt 5 (a)	29 R (B2)—K2	Kt (K4)—B2
7 O—O	B×Kt	30 Q—B2	Kt—KKt 4
8 P×B	Kt—K2	31 K—Kt 2	Kt (Kt 4)—B2
9 R—Kt sq.	Kt—Q2	32 R—K3	Kt—Kt 2
10 Kt—R4	QKt—Kt 3	33 R (K sq.)—K2	Kt—B4
11 B—QKt 3	O—O	34 Q—K sq.	R×R
12 Kt—B5 (b)	B×Kt	35 R×R	R×R
13 P×B	Q—Q2	36 Q×R	P—KR3
14 P—KKt 4 (c)	P—Q4	37 B—B2	Kt—Q3
15 P—KB4 (d)	P—KB3	38 Q—K2	Kt (Q3)—Kt 2
16 B—KR4	Kt—B3	39 P—KR4 (g)	Q—Q2
17 P×P (e)	Kt×P	40 B—Q4	K—R2
18 B—KKt 3	QR—K sq.	41 B—B2	Q—Q sq.
19 P—KR3	K—R sq.	42 Q—K sq.	Q—Q2
20 B—B2	Kt—QB sq.	43 Q—K2	K—R sq.
21 B—B5	R—B2	44 K—B sq.	K—R2
22 R—B4 (f)	P—QKt 3	45 K—K sq.	Q—Q3
		46 K—Q sq. (h)	Q—B5
		47 B—K3	Q—Kt 6

(a) Kt—K2 is much to be preferred.

(b) White, in our opinion, had the advantage in position which he could still have improved by 12 P—KB4 at this juncture, for if 12... P—KR3; 13 B×Kt, 13 Q×B; 14 Q—K sq., 14 P×P; 15 R×P, and of course if 15... P—KKt 4; 16 Kt—B5, with much the superior game.

(c) If 14 P—B6, 14 P×P; 15 B×P, 15 Kt (K2)—Q4; 16 B—R4, 16 P—KB3.

(d) But now that the Bishop could not eventually be attacked by Kt—Q4, as in the last variation, P—B6 was a good move which White could advantageously follow up by Q—B3.

(e) B—Kt 3 gained a move, for Black was bound to exchange Pawns sooner or later.

(f) The K file was the one on which to concentrate his heavy pieces, as seen later on.

(g) The opponent has indicated long ago by his movements that he would be satisfied with a draw, and White would have done better also to be content with the same issue. The move made has an aggressive appearance, but as the attack on the K side cannot be sustained, it only loosens his own Pawns on that wing.

(h) The march of the King to the other side is altogether injudicious and only

48 P—KR5	Kt—Q3	67 Q—Kt 6 ch.	K—Kt sq.
49 B—B2	Q—R6	68 Q—K 8 ch.	Q—B sq. (o)
50 B × Kt (i)	P × B	69 Q—K6 ch.	Q—B2
51 K—B sq.	P—B5 (j)	70 Q—B 8 ch.	K—R2
52 B—R2 (k)	P × P	71 K × Kt	Q × RP
53 P × P	Kt—B2	72 Q—Q7	Q—Q8 ch.
54 P—B4	Kt—K4	73 K—Kt 4	Q—Q5 ch.
55 P × P	Kt × P ch.	74 K—Kt 3	Q—B5 ch.
56 K—Kt sq.	Kt—B5	75 K—R3	Q—B4 ch.
57 Q—Q sq.	Q—QB6 (l)	76 K—R4	P—R3
58 Q—B2	Q—K8 ch.	77 Q—Kt 7	Q—B5 ch.
59 K—Kt 2 (m)	P × P	78 K—R3	P—Q5
60 K—R3	Q—Kt 6 ch.	79 Q—K4	Q—B4 ch.
61 B—Kt 3	Q × P	80 K—Kt 3	Q—Kt 4 ch.
62 P—R5	Q—Kt 8 (n)	81 K—B2	Q—B5 ch.
63 Q—B3	Kt—K7	82 K—Kt sq.	Q—Kt 5 ch.
64 Q—Q2	Q—B4 ch.	83 K—Kt 2	Q × P ch.
65 K—Kt 2	Kt—Q5	84 Resigns.	
66 Q—Kt 2	Kt × B		

affords the opponent opportunities. The King was better placed on the K side, as his weakened Pawns on that wing required additional support eventually.

- (i) After this exchange his position becomes weaker still, P—QR5 was anyhow better.
- (j) Not as good by any means as 51... Kt—B2 at once, for if 52 P—Q4 (the move which Black evidently intended to prevent by the play in the text), 52... P—B5; 53 Q—K8, 53. Kt—R sq., with a winning attack.
- (k) 52 P × P, 52 Q × BP; 53 P × P, followed soon by Q—Q3, was far better in playing for a draw, and no more could be expected by rights.
- (l) Excellent play. He threatens Kt—Q6, followed by Q—K8 ch., if White guard the mate by Q—B2.
- (m) If 59 Q—B sq., 59 Q—K5 ch.; 60 Q—B2, 60 P × P, and should win.
- (n) Better than 62... Q × RP; 63 Q—B7, winning the QRP, after which White's QRP will become troublesome.
- (o) After this Black has only to be careful not to allow the adversary a perpetual check which of course he guards against and then wins without difficulty.

* * *

Game No. 180.

Played in the second round, May 4th.

DOUBLE RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	M. Judd.	3 Kt—B3	Kt—B3
		4 B—Kt 5	B—Kt 5
		5 O—O	O—O
1 P—K4	P—K4	6 P—Q3	P—Q3
2 KKt—B3	KKt—B3	7 B × Kt	P × B

8 Kt—K2	B—Kt 5	31 Kt—Kt 3	K—R2
9 Kt—Kt 3	Kt—R4	32 Q—K2	Q—B2
10 P—KR3	Kt × Kt	33 Q—Q2	Q—K2
11 P × Kt	B—Q2	34 R—B3	K—Kt sq.
12 Kt—R4	P—Q4	35 Kt—R5	B—Q2
13 Q—K2	B—Q3	36 Q—B2	B—K sq.
14 B—K3	P—Q5 (a)	37 Kt—Kt 3	B—Q2
15 B—Q2	R—Kt sq.	38 Kt—K2	R—B2
16 P—Kt 3	Q—K2	39 Q—R4	KR—B sq.
17 R—B2	B—QKt 5 (b)	40 Kt—Kt 3	R—Kt 3
18 P—R4	B × B	41 Kt—B5	B × Kt
19 Q × B	Q—B4	42 Kt' × B	R—B2
20 QR—KB sq.	P—B3	43 R—Kt 3	K—R sq.
21 P—KKt 4	Q—K2	44 R—Kt 6	R—Kt sq.
22 Q—R5	B—K3	45 R—B3	R—Q sq.
23 Kt—B3	P—KR3 (c)	46 R (B3)—Kt 3	R—QKt sq.
24 K—R2 (d)	Q—Q3	47 R (Kt 3)—Kt 4	R—Q sq.
25 K—R sq. (e)	P—QB4	48 Q—Kt 3	R—QKt sq.
26 Q—Q2	P—R3	49 R—R4	R—Q sq.
27 Kt—Kt sq.	Q—B3	50 Q—K sq.	R—QKt sq.
28 Q—K2	Q—Q2	51 Q—Q2	R—Q sq.
29 Q—B3	Q—B2	52 R—R5	R—Q3
30 Kt—K2	Q—Kt 3	53 Q—B2	R—Q sq.

- (a) In the nature of this dreary opening both parties manœuvre for a long time in a manner that in no way disturbs the equilibrium, and it is often difficult to judge what influence any single move will exercise on the future of the game. The text move, however, is a flagrant strategical error that practically deals a dead blow to Black's game, at least as far as his winning chances were concerned. Owing to his QKtP being doubled, he had no chance of breaking through on the Q wing, nor could he hope of opening the game on the KB file of which his opponent had evidently too strong a command. His only prospect of making an attacking impression for the purpose of counteracting any hostile attack on the K side rested, therefore, on his opening the Q centre at some time or other. By closing the Q file now, he allows the adversary subsequently to heap up all his pieces for an attack on the K side without his being able to offer opposition at any point.
- (b) The exchange of Bishops which he now aims at was not advisable, for in the ending the Knight is usually stronger than the Bishop when on the latter's side a Pawn is doubled. Besides, this Bishop was necessary for the defence of the majority of his Pawns, for five of them were already posted on black squares, and it could be easily foreseen that he would have also to move P—QB3.
- (c) The advance of this Pawn leaves two strong marks for the hostile attack on the K side. If at all necessary, it should have been delayed until he had advanced P—KKt 4 which practically closed all avenues of attack on the K side for the enemy, at least for a long time.
- (d) The loss of the Queen would have been the penalty for 24 Q × RP, for after 24... R—R sq.; 25 Q—Kt 7, 25 Q—Q3, the Queen had evidently no escape.
- (e) The game takes a tedious turn from this point up to White's 74th move. Black could do nothing better than to wait either for an adverse blunder or else for the final death-blows to his game as soon as the opponent discovered the right line of attack which White ultimately hits at after various other experiments.

54 Q—R4	R—QKt sq.	76 R—KKt sq.	R—QKt sq.
55 K—Kt sq.	R—Kt 3	77 K—R sq.	R—Q sq.
56 Q—Kt 4	R—Kt sq.	78 P—KKt 4	R—Q3
57 K—B2	R—Q sq.	79 R—Kt 2	R—B sq.
58 Q—R4	R—QKt sq.	80 P—Kt 5	P×P
59 K—K2	R—Kt 3	81 R×R	P×R
60 Q—Kt 4	R—Kt sq.	82 P×P	Q—KB2
61 Q—Kt 3	R—Q sq.	83 Q×Q	R×Q
62 K—Q2	R—QKt sq.	84 P×P	P×P
63 Q—R4	R—Kt 3	85 R—Kt 6	R—Q2
64 Q—Kt 4	R—Kt sq.	86 K—R2	P—QR4
65 R—R4	R—Q sq.	87 R×P ch.	K—Kt 2
66 Q—R5	R—QKt sq.	88 R—Kt 6 ch.	K—B2
67 K—K sq.	R—Q sq.	89 K—Kt 3	R—Q sq.
68 K—B sq.	R—QKt sq.	90 K—Kt 4	K—K2
69 K—Kt sq.	R—Q sq.	91 K—Kt 5	R—KR sq.
70 K—R2	R—QKt sq.	92 R—Kt 7 ch.	K—K sq.
71 R (R4)—Kt 4	R—Q sq.	93 K—B6	R—R3 ch.
72 R—Kt 3	R—QKt sq.	94 R—Kt 6	R—R7
73 R—B3	R—Q sq.	95 K—K6	K—B sq.
74 P—KR4 (f)	R—QKt sq.	96 P—B6	Resigns.
75 R—B sq.	R—Q sq.		

(f) White has at last found the weak spot in the enemy's army, and Black's resistance soon breaks down.

(g) If 96... R—KB7; 97 R—R6, 97 K—Kt sq.; 98 P—B7 ch., 98 R×P; 99 R—R8 ch., 99 K—Kt 2; 100 R—R7 ch., and wins.

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Game No. 181.

Played in the first round, April 13th.

RUY LOPEZ.

<i>White</i>		<i>Black</i>	
A. Burn.		S. Lipschütz.	
1 P—K4		P—K4	11 Kt—B sq.
2 KKt—B3		QKt—B3	12 P×B
3 B—Kt 5		P—Q3	13 K—Kt 2
4 P—Q4		B—Q2 (a)	14 Kt—Kt 3
5 KB—QB4 (b)		B—K2	15 R×P
6 O—O		Kt—B3	16 B×Kt
7 R—K sq.		O—O	17 Kt—K2 (e)
8 P—B3		B—Kt 5	18 R—KKt sq.
9 Q—Q3		Q—B sq. (c)	19 B—K6
10 QKt—Q2		K—R sq.	20 K—R sq.
			21 R—Kt 4
			22 Q—Kt 5
			23 Q×KR5
			B×Kt (d)
			Kt—KR4
			P—KB4
			P×P
			Kt—B5 ch.
			P×B
			B—Kt 4
			Q—B4
			Q—B3
			B—R3
			QR—Q sq. (f)
			QR—Kt sq.
			Kt—K2

24 P—Q5	Kt—Kt3	33 R×B	Q×R
25 Kt—Q4	Kt—K4	34 R×Q	K×R
26 R—Kt2	P—B3	35 Q—Kt5 ch.	K—B sq.
27 R—K sq.	P—QR3	36 Q—B6 ch.	K—K sq.
28 R (K sq.)—KKt sq.	P—B4	37 Q—R8 ch.	K—K2
	KR—Q sq.	38 Q×P ch.	K—B3
29 Kt—B5	P—QKt4	39 Q—R6 ch.	K—K2
30 P—Kt3	P—QR4 (h)	40 Q—Kt7 ch.	K—K sq.
31 P—KR4 (g)	B×Kt	41 P—R5	R—Q2 (i)
32 Kt×KKtP		42 Q—K8 ch.	Resigns.

- (a) Black's last move and this are recommended in the "Modern Chess Instructor" as the best defence in the Ruy Lopez.
- (b) A position that might arise in Philidor's Defence is now formed, with the difference, however, that Black is a move ahead, namely, the development of B—Q2.
- (c) Black has obtained an early superiority of position and could have made it manifest now by 9... B×Kt; 10 P×R, 10 P×P; 11 P×P, 11 P—Q4; 12 P×P, 12 Kt×P; 13 Kt—B8 (or 12 B×Kt, 12 Q×B; 13 Kt—B8, 13 Q—KR4, with the superior game), 12... QKt—Kt5, with a strong attack.
- (d) This exchange comes too late, for he cannot now open the Q file as in the above position. In fact, at the present juncture, it only strengthens the adverse centre and opens an attack against himself on the KKt file.
- (e) White has already transferred the attack to his side, but B—K6 first, would have still more strengthened his position.
- (f) White's answer shows the weakness of this move. Kt—K2 or —Q sq. were, no doubt, better.
- (g) A fine prelude to the final attack that has been strategically prepared with great judgment and circumspection. His object is to prevent Black on the 39th move from interposing Kt—Kt3 on pain of his losing a piece by P—R5.
- (h) Black is so encircled in all directions that he cannot avoid disaster. If 31... R—Kt2; 32 Kt×B, 32 Q×Kt; 33 Q×Q, and of course if Black retake, he is mated in two moves.
- (i) A clear Rook is now lost, but the issue was decided in White's favor under any circumstances.

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Game No. 182.

Played in the second round, May 14th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	A. Burn.	3 B—Kt5	Kt—B3
1 P—K4	P—K4	4 O—O	Kt×P
2 KKt—B3	QKt—B3	5 P—Q4	P—QR3
		6 B—R4	P—QKt4
		7 B—Kt3	P—Q4

8 P×P	Kt—K2 (a)	48 R—K2 ch.	K—Q6
9 P—QB3	Kt—B4	49 R—K7	R—R7 ch.
10 B—B2	B—B4 (b)	50 K—R sq.	P—R3
11 Kt—Q4	B×B	51 R—Q7	K—K4
12 Q×B	Q—Q2	52 R—K7 ch.	K—B4
13 P—KB4 (c)	P—KKt3	53 R—K sq. (k)	R—KB7
14 Kt—Q2	Kt—K3	54 R—K7	B—B3
15 QKt—B3	B—Kt2	55 R—K sq.	K—Kt3
16 Kt×Kt	P×Kt	56 R—QKt sq.	R—Q7
17 B—Q2 (d)	P—QB4	57 R—Kt5	R—K7
18 P—QR4	O—O	58 R—QB5	B—K4
19 P×P	P×P	59 R—B6 ch.	K—Kt4
20 B—K3	P—B5	60 R—B4	R—Q7
21 B—B5	R×R	61 R—K4	K—B4
22 R×R	R—QB sq. (e)	62 R—KR4	K—Kt4
23 B×Kt	Q×B	63 R—K4	B—Q5
24 Kt—Q4	P—KKt4 (f)	64 R—B4	B—K6
25 Q—K2 (g)	P×P	65 R—K4	R—K7
26 Q—Kt4	K—R sq.	66 R—QR4	K—B4
27 Kt×KP	B×P	67 R—QKt4	K—K4
28 Q—B5	Q—B3	68 R—KR4	K—Q4
29 Q×Q	B×Q	69 R—KKt4	B—Q5
30 R—Q sq.	P—Kt5	70 R—R4	R—K3
31 R×P	P×P	71 K—Kt2	K—B5
32 P×P	B×P	72 R—B4	K—Q6
33 Kt×P	B—Kt7	73 R—B3 ch.	K—Q7
34 R—Q7 (h)	P—B6	74 R—B sq.	R—K7 ch.
35 Kt—K2	P—B7	75 K—R sq.	B—B7
36 R—Q2 (i)	P—B8 queen- ing (j)	76 R—R sq.	K—K6
37 Kt×Q	B×Kt	77 R—R6	P—R4
38 R—K2	K—Kt2	78 R—K6 ch.	K—B6
39 P—Kt3	K—B3	79 R×R	K×R
40 K—Kt2	K—B4	80 K—Kt2	B—Q5
41 R—B2 ch.	K—K5	81 P—Kt4	P—R5
42 R—R2	R—B2	82 P—Kt5	K—K6
43 R—KB2	B—K6	83 K—R3	B—K4
44 R—R2	R—B8	84 P—Kt6	B—B3
45 R—Kt2	B—Q5	85 K—Kt4	K—K5
46 R—R2	R—K8	And the game was given up as drawn.	
47 R—QB2	R—QB8		

(a) Anderssen's favorite move and, we believe, Black's best play at this juncture, for it makes the QBP available for attack at QB4 or defence at B3. The Knight that stood undefended at B3 with little scope of action, can be made better use of on the K side, from the post where it is now placed and might even, in some contingencies, be played to QB sq. after removing the QB. The temporary blocking up of the KB is of no consequence.

(b) We prefer 10...Kt—K3, with the probable continuation: 11 Kt—Q4, 11 P—QB4; 12 Kt×Kt, 12 B×Kt; 13 P—KB4, 13 P—KKt3, etc., with the difference in Black's favor that he retains the QB which is of the same color as that on

which the majority of his own Pawns are placed, and this is of great importance for the attack as well as the defence.

- (c) Here, and for some moves later, White could have obtained the superiority on the Q side by P—QKt 4, forming a hole at Black's QB4, and also preparing to force an opening of the QR file by P—QR4.
- (d) Feeble. P—QKt 4 was still in time and much superior.
- (e) Best, as White threatened R—R7 in reply to which he would now interpose R—B2.
- (f) A very fine move that upsets the adverse apparently formidable attack.
- (g) White was in a situation of difficulty. If 25 R—R6, 25 P×P; 26 R×P, 26 Q—KB2; 27 Q—B5, 27 R—R sq., with a good game. And if 25 P—KKt 3, 25 P×P; 26 P×P, 26 R—KB sq., and White must abandon all attack in the centre by withdrawing Kt—K2, for if 27 R—KB sq., 27 R×P; 28 R×R, 28 Q—Kt 4 ch. Or if 27 Q—Q2, 27 B—R3, etc.
- (h) 34 R—Kt 5 was better, for if 34...P—B6; 35 Kt—Q3, etc. Or if 34...B—Q5 ch.; 35 K—B sq., 35 R—KB sq.; 36 P—Kt 3, 36 P—B6; 37 K—K2, etc.
- (i) In order to prevent Black from playing R—K sq. If 36 K—B2, 36 R—KB sq. ch.; 37 K—Kt 3 (if 37 K—K sq., 37 B—B6 ch., and wins. Or if 37 K—K3, 37 R—K sq. ch., followed by R×Kt, and wins), 37...B—K4 ch.; 38 K moves, 38 R—B7, and wins.
- (j) As both White's pieces could not well move from their present post, Black might have entered at once with his King on the march toward the centre which would have made it more difficult for the opponent to defend. The game is now drawn, especially on the ground that the only Pawn that Black has left is a RP, which has finally to reach a white square, and therefore one of a color opposite of that to his Bishop. Theoretically, Black cannot win under the circumstances, even if he should win both the white Pawns and exchange Rooks.
- (k) White here claimed a count of fifty moves.

* * *

Game No. 183.

Played in the second round, May 18th.

BISHOP'S GAMBIT.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	A. Burn.	6 KKt—B3	Q—R5
		7 P—KR4	B—Kt 2 (a)
		8 Kt—B3	P—KR3
1 P—K4	P—K4	9 P—Q4	Kt—K2
2 P—KB4	P×P	10 KB—B4 (b)	B—Kt 5 (c)
3 B—B4	P—Q4	11 B—K2	QKt—B3
4 B×P	Q—R5 ch.	12 P—Q5	O—O—O
5 K—B sq.	P—KKt 4	13 B—Q2	Kt—K4

- (a) Best, if 7...P—KR3; 8 B×P ch., 8 Q×B (or 8...K×B; 9 Kt—K5 ch., and wins); 9 Kt—K5, 9 Q—B3; 10 Q—R5 ch., 10 K—K2; 11 Kt—Kt 6 ch., 11 K—Q sq.; 12 Kt×R, 12 Q×Kt; 13 P×P, with an excellent attack.
- (b) Q—Q3 is much preferable here.
- (c) Not as strong as QKt—B3, threatening P—Kt 5.

14 QKt—Kt 5	B × Kt (<i>d</i>)	29 Q × R	R—QB sq.
15 P × B	K—Kt sq.	30 R—QB2	R × R
16 P—QB4	P—QB3	31 Q × R	P—QR3
17 Kt—Q4 (<i>e</i>)	Kt × QBP	32 P—Kt 3	Q—K6
18 Kt × P ch.	Kt × Kt (<i>f</i>)	33 Q—K2	Q × Q ch.
19 B × Kt	Kt—K4	34 B × Q (<i>i</i>)	K—B2
20 B—K2	P—KB4	35 K—Kt 2	K—Q2
21 B—B3	P × KP	36 B—Kt 4 ch.	K—Q sq.
22 P × KP	Q—Kt 3 (<i>g</i>)	37 K—B3	P—R4
23 B × Kt ch.	B × B	38 K—K2	B—B6
24 B—B3	KR—KKt sq.	39 K—B3	K—K2
25 KR—Kt sq.	Q—QKt 3	40 B—B8	P—Kt 3
26 P—B5	R—QB sq. (<i>h</i>)	41 P—R4	B—B3
27 R—Kt 2	R—B5	Drawn game.	
28 R—B sq.	R × R		

(*d*) K—Kt sq. at once was better, we believe.

(*e*) He offers to give up a Pawn which he afterwards recovers, but time and trouble is wasted that might have been used for consolidating his position. Kt—B3 was better play.

(*f*) Best. If 18... P × Kt; 19 B × Kt, 19 P × P; 20 P × P, 20 Kt × P; 21 Q—Kt 3 ch., and wins a piece at least, for if 21... Kt—Kt 3; 22 B × P, winning the Queen.

(*g*) Black's attack has been ingeniously conducted, but is not consistently pursued here. 22... P—B6; 23 B × Kt ch., 23 B × B; 24 B × P, 24 QR—KB sq.; 25 K—Kt 2, 25 P—Kt 5 was more promising, for if 26 B × P, 26 KR—Kt sq.; 27 K—R3, 27 R × B; 28 Q × R, 28 R—B6 ch., and wins.

(*h*) Q × P instead would have won two Pawns, and he had then two passed Pawns on each of the two wings, which would have assured victory in the ending, though the Bishops were of opposite colors.

(*i*) White has wriggled out of his difficulties after a patient and clever defence, and the game drifts into an easy draw.

* * *

Game No. 184.

Played in the first round, March 28th.

RUY LOPEZ.

White	Black		
A. Burn.	N. MacLeod.	6 P—Q3	P—KR3 (<i>c</i>)
		7 Kt—K2	B—Q2
		8 P—B3	P—R3 (<i>d</i>)
1 P—K4	P—K4	9 B—R4	Q—K2
2 KKt—B3	QKt—B3	10 Kt—Kt 3	O—O—O
3 B—Kt 5	Kt—B3	11 P—Kt 4	B—Kt 3 (<i>e</i>)
4 O—O	B—B4 (<i>a</i>)	12 P—Kt 5	Kt—QKt sq.
5 Kt—B3 (<i>b</i>)	P—Q3	13 P × P	Kt × P

14 B×B ch.	Kt×B	26 Q×P ch.	Q×Q
15 P—Q4	P—Kt 3	27 Kt (B4)—Q6 ch.	
16 P—QR4	QR—B sq.		K—Q sq.
17 P—R5	B—R2	28 R×Q	P×P
18 R—Kt sq.	Kt (Q2)—Kt sq.	29 KR—Kt sq.	Kt—B3
19 Q—Kt 3	P—QB3	30 B—B sq. (g)	Kt—B2
20 B—R3 (f)	P—QB4	31 B—Kt 5 ch.	K—Q2
21 P×KP	P×P	32 R×Kt ch. (h)	K—K3
22 Kt×P	Q—B2	33 R×Kt	P—B5
23 Kt—B4	P—R4	34 B—B6	R—R4
24 P—K5	P—R5	35 R—Q sq.	R—R6
25 Kt—K4	P—R6	36 R—B7	Resigns.

- (a) Irregular and incorrect. Kt×P is the best move here.
 (b) White could have obtained the better game immediately by Kt×P.
 (c) Useless for the defence, and at least premature for the attack.
 (d) This advance drives the adverse Bishop to a better post, to which White anyhow intended to retreat. The move is also specially objectionable under the circumstances that he intends O—O—O.
 (e) B—R2 might have saved some valuable time on the 17th move.
 (f) White pursues his attack with admirable correctness. He could win a Pawn at once by P×P, followed by Kt×P, but he justly prefers the move in the text as a preliminary which establishes connection between the two Rooks and also compels the adversary to block his pieces still more, for he threatens now B×QP, and Black's answer is forced.
 (g) Powerful and accurate.
 (h) Winning two pieces, for obviously if K×Kt, White mates by R—Kt 7.

* * *

Game No. 185.

Played in the second round, April 22d.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	A. Burn.	5 Kt×P	Q—Q4
1 P—K4	P—K4	6 Q—R4	Kt—K2
2 P—QB3	P—Q4	7 Kt×Kt	P×Kt (a)
3 Kt—B3	QKt—B3	8 B—K2 (b)	Kt—Kt 3
4 B—Kt 5	P×P	9 O—O	B—Q2
		10 R—K sq.	B—Q3
		11 B—B4 (c)	Q—KR4

- (a) Not as good as 7...Kt×Kt, with the following probable continuation: 8 O—O, 8 B—Q2; 9 R—K sq., 9 O—O—O; 10 R×P, 10 P—QR3; 11 B×P, 11 Kt—Kt 5, and should win.
 (b) B—B4 was no doubt much better.
 (c) 8 P—Q3, 8 P—KB4; 9 P×P, 9 P×P; 10 B—B3, were far superior.

12 R × P ch.	K—Q sq.	25 Q—B3	Q—Q8
13 P—KR3	B × RP (<i>d</i>)	26 P—B5 (<i>h</i>)	B—R3 (<i>i</i>)
14 Q × BP (<i>e</i>)	B—B sq.	27 P—Q3	R—K8
15 Q × R	Q—Q8 ch.	28 Kt—Q2	Q × R
16 B—B sq.	Q × B	29 Q—Q4	Q × RP
17 Q—Kt 8	P—KB4	30 P—B6	Q—K3
18 R—K6 (<i>f</i>)	K—Q2	31 Kt—B3	R—B8
19 R × B ch.	K × R (<i>g</i>)	32 Q—R7	Q × BP
20 Q × RP	R—K sq.	33 Kt—Q4	Q—Kt 2
21 Q—Q4 ch.	K—K2	34 Q × Q	B × Q
22 Q × KtP ch.	K—Q sq.	35 Kt × P	B—R3
23 Q—B6 ch.	R—K2	36 P—KKt 3	R × B ch. (<i>j</i>)
24 P—QB4	K—K sq.	37 Resigns.	

(*d*) This is hazardous play, and all the more unjustifiable as Kt—B5 was evidently much stronger, for White could not take the two pieces on account of the ultimate Q—Q8 ch.

(*e*) Failing to perceive the right answer which was 14 B—K2, for if 15... Q—R3; 16 P × B, 16 Q × RP; 17 B—Kt 4, 17 Q—R3; 18 Q × BP, and should win.

(*f*) There was no necessity for this and the subsequent sacrifice of the exchange, and he could have safely retreated R—K3.

(*g*) Finely played and giving Black a much better prospect of escaping from a series of checks than P × R.

(*h*) This error loses at once. He could hold out for some time at least by 26 Q—Kt 3, 26 Q—K8; 27 P—B5, and if 27... Kt—B5; 28 P—B6.

(*i*) Well played and decisive. It prevents the Queen from protecting the Bishop at B4.

(*j*) An excellent finishing stroke which wins another piece.

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Game No. 186.

Played in the first round, April 4th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	D. M. Martinez.	10 Kt × Kt	P—Q3
1 P—K4	P—K4	11 P—KB4	Kt—Kt 3 (<i>b</i>)
2 KKt—B3	QKt—B3	12 Kt—Q4	P—KB4 (<i>c</i>)
3 B—Kt 5	Kt—B3	13 Kt—KKt 3	O—O
4 O—O	Kt × P	14 Q—Q3	Kt—R5
5 P—Q4	B—K2	15 B—K3	Q—K sq.
6 P—Q5	Kt—Q3	16 QR—K sq.	Q—B2
7 QKt—B3	P—K5 (<i>a</i>)	17 P—QB4	B—B3
8 KKt—Q2	Kt—K4	18 R—K2	B—Q2
9 KKt × P	Kt × B	19 KR—K sq.	QR—K sq.
		20 Kt—QB2	P—QB4 (<i>d</i>)
		21 P—QKt 4	P—QKt 3

22 P—Kt 5	R—K2	50 Kt—Q2 (g)	Kt—R2
23 P—QR4	KR—K sq.	51 Kt—QKt3	Q—R4
24 P—QR5	P×P (e)	52 Q—B3	Q—B2
25 Q—QR3	P—R5	53 Kt×RP	B×Kt
26 Q×RP	B—QB6	54 R×B	Kt—B3
27 R—Q sq.	P—QR4 (f)	55 P—KR3 (h)	Kt—K5
28 R—Q3	B—QKt 5	56 R—Kt 2	B—B sq.
29 R—KB2	Q—B3	57 R—R sq.	P—KKt 4
30 Q—Kt 3	K—B sq.	58 P—R4	P—Kt 5
31 R—KB sq.	Q—Kt 3	59 Q—QR3	B—Kt 2
32 R—B2	Q—B3	60 Q—Q3	K—R2
33 Q—Kt sq.	K—Kt sq.	61 K—R2	B—R sq.
34 Q—Kt 3	P—KR3	62 Kt—K3	Q—R4
35 B—B sq.	Q—B2	63 R—K sq.	B—Kt 2
36 B—Kt 2	K—R2	64 R (Kt 2)—K2	B—B sq.
37 R—Q sq.	B—B sq.	65 K—Kt 2	Q—Kt 3
38 R—QR sq.	B—Kt 2	66 Kt—B sq.	B—Kt 2
39 Q—Q3	B—B sq.	67 B—R sq.	Q—B2
40 Kt—KB sq.	Q—R4	68 R—K3	R—QR sq.
41 Kt (QB2)—K3	K—Kt sq.	69 Q—B2	B×P (i)
42 Kt—QB2	Q—Kt 5	70 P×B	Q×P
43 Kt—Kt 3	Q—Kt 3	71 K—Kt sq.	R—R7
44 Q—KB sq.	Q—B2	72 Q—Kt 3	Q—QR sq.
45 Q—Q3	B—Q2	73 B—Kt 2	P—Q4
46 Kt—KB sq.	Q—R4	74 R (K3)—K2	R—R5
47 Kt (B2)—K3	Q—B2	75 Q—Q3	R—Q2
48 P—Kt 3	Kt—Kt 3	76 Kt—Q2	P—B5
49 Kt—QB2	Kt—B sq.	77 Q—K3	R—Kt 5

- (a) The correct move in this variation for the purpose of obtaining an early equalization.
- (b) Kt—Kt 5, with the view of returning to KB3, was better.
- (c) His centre and Q side become now blocked, and rather than subject himself to such a confined position, he ought to have played 12... O—O, whereupon if 13 P—B5, 13 Kt—K4; 14 P—B6, 14 P×P; 15 B—R6, 15 R—K sq., with a defensible game.
- (d) If 20... B×P; 21 Q—Kt 3, with the superior game.
- (e) A dangerous opening for the adverse heavy pieces is made by this move. B—QB sq. was better.
- (f) Under the circumstances that he had exchanged Pawns on the 24th move, his last three moves were ingeniously conceived for the purpose of covering his Q side.
- (g) After a great deal of useless manœuvring on both sides, White spots the hostile weak point and proceeds to win the advanced QRP.
- (h) In allowing the adverse Knight entrance in the centre he makes his victory doubtful, whereas, after B×Kt, he had a comparatively easy task to keep his King safe and to advance his winning QKtP in due time.
- (i) Black ought to have been more than satisfied with a draw, considering that he was a Pawn behind, nor was there any more particular danger to his game than there had been all along since he lost the Pawn, and the sacrifice was, therefore, unjustifiable.

78 Kt×Kt	QP×Kt	83 Q×Q ch.	K×Q
79 R—R sq. (j)	Q—Q sq.	84 R×R	P—B6
80 Q—B5	R×B	85 R—QB2	R—Q6
81 Q×KBP ch.	K—Kt2	86 P—Kt6	K—K2
82 Q—K5 ch.	Q—B3	87 P—Kt7	Resigns.

(j) Q—B5 at once was stronger still.

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Game No. 187.

Played in the second round, May 3d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	A. Burn.	16 Q—K2	B—B4
1 P—K4	P—K4	17 Kt—B3	Q—K3
2 KKt—B3	QKt—B3	18 P—QKt3	R—KKt5 (c)
3 B—Kt5	Kt—B3	19 Kt—K4	B—K2
4 O—O	Kt×P	20 Kt—Q4	Q—Kt3
5 P—Q4	B—K2	21 P—KB3	R—R5
6 Q—K2	Kt—Q3	22 K—R sq.	P—KB4
7 B×Kt	KtP×B	23 Kt—B2	K—R sq.
8 P×P	Kt—Kt2	24 Q—K sq.	Q—Kt6
9 B—K3	O—O	25 P—KR3	B—R3
10 R—Q sq.	Q—K sq.	26 P—QB4	B—QB4
11 Kt—B3	Kt—B4 (a)	27 Q—K3	Q—Kt3 (d)
12 B×Kt (b)	B×B	28 P—QKt4 (e)	R×Kt
13 Q—B4	B—K2	29 R×R (f)	P—B5
14 Kt—Q4	R—QKt sq.	30 Q—B3	B×R
15 QR—Kt sq.	R—Kt5	31 Q×B	Q×R ch.
		32 Resigns.	

- (a) It is best to play P—KB3 at the earliest favorable opportunity in this opening, for it opens the KB file and establishes the majority of Pawns on the Q side, and there could be no objection to this move at this stage.
- (b) White has now two Knights against two Bishops, and, therefore, the worst in quality of pieces, especially for the ending.
- (c) This Rook is afterward much out of play and does not make any impression on the K side. P—Q4 or P—KB3 were anyhow much stronger.
- (d) Preparing a trap for the contingency that White should try to advance the Pawns on the Q wing.
- (e) White drops into it just at a point when, owing to the bad position of Black's QR, he could have secured the advantage by P—KB4.
- (f) Fatal. 29 P×B, 29 R×P; 30 R×P, 30 P—B5; 31 Q—K sq., was still rather in White's favor.

* * *

Game No. 188.

Played in the first round, April 6th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	J. Mason.	20 Q—R5	P—R3
1 P—K4	P—K4	21 R—B4	P—B5
2 KKt—B3	QKt—B3	22 B—K2	Q—B4 ch.
3 B—Kt 5	Kt—B3	23 K—B sq.	QR—Q sq.
4 O—O	B—K2 (a)	24 Q—B3	R—Q2
5 Kt—B3	P—Q3	25 R—Kt 4	K—B sq.
6 P—Q4	P×P	26 Q—Kt 3	Q—Q5
7 Kt×P	B—Q2	27 B—B3	Q—Q7 (f)
8 Kt×Kt	B×Kt	28 Kt—K2	Q×P
9 Q—K2 (b)	Q—Q2	29 Q—B4	Q×KtP
10 B—Q3	O—O	30 K—B2	B—Q5 ch.
11 B—K3	P—QR3	31 K—K sq.	Q—R8 ch.
12 QR—Q sq.	Q—B sq. (c)	32 K—Q2	P—B6 ch.
13 P—B4	B—Q2	33 K—B2 (g)	Q×P ch.
14 P—B5	B—B3	34 K—Q3	Q—B5 ch. (h)
15 R—B3 (d)	R—K sq.	35 K—B2	B—K4
16 R—R3	P—QKt 4	36 Q—B sq.	P—Kt 5
17 B—Q4	B—Kt 2	37 K—Q sq.	P—Kt 6
18 R—KB sq. (e)	P—B4	38 R×RP	P—Kt 7
19 B×Kt	B×B	39 R—R8 ch.	K—K2
		40 Q—Kt 5 ch.	B—B3
		41 R×R ch.	K×R, and wins

(a) Kt×P is authorized and best at this juncture.

(b) B×B ch. gave White a clear superiority of position in the centre and on the Q wing.

(c) Necessary, as White threatened P—K5.

(d) A more energetic way of pressing the attack was 15 P—KKt 4, 15 Kt—Q2; 16 P—Kt 5, 16 P—B3 (if 16... Kt—K4; 17 P—B6, with an excellent attack); 17 B—QB4 ch., 17 K—R sq.; 18 P—KR4, with a fine game.

(e) A feeble move that gives the opponent time to consolidate his forces for a counter-attack on the Q side and in the centre, whilst 18 Kt—Q5, 18 Kt×Kt; 19 P×Kt, 19 B—B3 (if 19... B×P; 20 Q—R5, 20 P—KR3; 21 B×KtP, and wins); 20 Q—Kt 4, gave White an excellent game.

(f) Black breaks into the Q flank irresistibly after having cautiously guarded his own centre and K wing.

(g) If 33 K—Q3, 33 Q—Q8 ch., and mates next move.

(h) Black wins now with facility.

* * *

Game No. 189.

Played in the second round, May 6th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Mason.	A. Burn.		
1 P—K4	P—K4	24 Kt×R	B×P (<i>d</i>)
2 KKt—B3	QKt—B3	25 B×P	Q—K4
3 B—Kt 5	Kt—B3	26 B—B2	Kt—K2
4 O—O	Kt×P	27 P—KR3	B—R4 (<i>e</i>)
5 P—Q4	B—K2	28 Kt—Q3	Q—B3 (<i>f</i>)
6 P×P	O—O	29 B—Kt 5	Q—Kt 2
7 Q—Q5 (<i>a</i>)	Kt—B4	30 B×Kt	Q×B
8 B—K3	Kt—K3	31 Kt—B4	B×KtP
9 P—B3	P—B3 (<i>b</i>)	32 Kt×B	Q—K4
10 P×P	B×P	33 Kt—Kt 3 (<i>g</i>)	B—Q5
11 B—Q3	Kt—K2	34 Kt—B5	B—Kt 3
12 Q—Kt 3	P—Q4	35 P—Kt 3	K—B2
13 Q—B2	P—KKt 3	36 K—Kt 2	Q—B3
14 Kt—R3	P—B3	37 Q—K2	P—B4
15 KR—K sq.	Q—B2 (<i>c</i>)	38 Q—R5 ch.	K—B sq.
16 Q—Q2	B—Q2	39 Q×P	P—B5
17 QR—Q sq.	QR—K sq.	40 Q×P	Q—K4
18 Kt—B2	Kt—B sq.	41 Q—B8 ch.	K—B2
19 QKt—Q4	Kt×Kt	42 Q—Q7 ch.	K—B sq.
20 P×Kt	B—Kt 5	43 Kt—Q6	Q—B3
21 QB—R6	B—Kt 2	44 Q—K8 ch.	K—Kt 2
22 R×R	R×R	45 Kt—B5 ch.	K—R2
23 R—K sq.	R×R ch.	46 Kt—K7 disch.	K—Kt 2
		47 Q—Kt 8 ch.	K—R3
		48 Kt—B5 ch. (<i>h</i>)	Resigns.

- (*a*) Out of the usual groove, but indifferent in its results. White develops his pieces quickly, but the far advanced Pawn at K5 will soon enable the adversary at least to equalize the game.
- (*b*) A very good move in accordance with modern principles in this and similar positions when the opponent's Pawn has advanced to K5, for it forces the opening of the KB file and exchanges a wing Pawn for one in the centre, besides opening the KB file for the Rook and forming a majority of Pawns on the Q side.
- (*c*) Black had already the best of the game on the grounds given in our last comment, but he ought to have proceeded to disentangle the minor pieces first, and he could well reserve developing the Queen perhaps to another post later on. Kt—Kt 2, with the view of entering with one of the Knights at KB4, or playing B—KKt 5, was in many respects stronger.
- (*d*) Black increases his majority of Pawns on the Q side, and consequently his advantage for the ending. His K side was safe enough by proper play, and he could well afford to give up a Pawn on the K side for the one in the Q centre.
- (*e*) B—K7 was much better.

- (f) A grave blunder which loses a piece. Q—Q3 was his only move.
 (g) 33 Q—R6, 33 Q—K2; 34 B—B5, 34 B—K4 (otherwise White wins by B—K6 ch., followed by Kt—B4, threatening Kt—Kt6 ch.); 35 P—B4, 35 B—Q5 ch. (if 35... B—Q3; 36 B×P ch., and either wins the Queen by Kt—B6 ch., or else forces mate in a few moves); 36 K—R2, 36 K—R sq.; 37 B—B8, threatening 38 B×P, was a more direct way to victory.
 (h) Winning the Queen, but more precise was 48 Q—R7 ch., followed by Q—R4 mate.

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Game No. 190.

Played in the first round, April 3d.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	A. Burn.	18 Kt—Q4	Kt×Kt
1 P—K4	P—K4	19 Q×Kt	K—R2
2 KKt—B3	QKt—B3	20 P—KB4	P×P
3 B—B4	B—B4	21 Q×P	B—Q3
4 P—B3	Kt—B3	22 Q—Q4	QR—Q sq.
5 P—Q4	P×P	23 QR—K sq. (e)	Q—B3
6 B—KKt5 (a)	P—KR3	24 R—QB sq.	Q—Kt3
7 B×Kt	Q×B	25 Q—B3	B—Kt5
8 P—K5	Q—K2 (b)	26 Q—K5	R—Q4
9 O—O	P×P	27 Q—K4	B—Q7
10 Kt×P	O—O	28 QR—K sq. (f)	P—KB4
11 Kt—Q5	Q—Q sq.	29 Q—B3	B×R
12 Q—Kt sq. (c)	B—K2 (d)	30 R×B	R—Q7 (g)
13 Q—K4	P—Q3	31 K—R sq.	KR—Q sq.
14 QR—Q sq.	B—K3	32 P—KKt4	R×KtP
15 B—Q3	P—KKt3	33 B—B2	R×B
16 Kt—K3	K—Kt2	34 P×P	P×P
17 B—Kt sq.	Q—K sq.	35 Kt—Kt4	B—Q4
		36 R—K7 ch.	K—R sq.
		37 Resigns.	

- (a) A new venture that involves the sacrifice of a Pawn for an attack which seemingly presents great difficulties to the opponent for a long time.
 (b) If 8... Kt×P; 9 Q—K2, 9 P—Q3; 10 P×P, and wins a piece.
 (c) Threatening Kt—B6 ch., followed by Q—KKt6 ch., which would win in a few moves.
 (d) We prefer K—R sq., with the view of retreating Kt—K2.
 (e) If 23 Q×P, 23 Q—B3, threatening B—QB4.
 (f) 28 K—R sq. would not save the exchange, as Black could answer R—Q5.
 (g) It is now an easy matter for Black to win.

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Game No. 191.

Played in the second round, April 29th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	W. H. K. Pollock.	23 Q—Q2	Q—R4
1 P—K4	P—K4	24 Kt—B5	P—Kt 3 (e)
2 KKt—B3	QKt—B3	25 B—Kt 3 ch. (f)	K—R sq. (g)
3 B—Kt 5	P—QR3	26 Q×P ch.	Q×Q
4 B—R4	Kt—B3	27 Kt×Q	B—B sq.
5 P—Q3	B—B4	28 Kt—B7 ch.	K—Kt 2
6 P—B3	P—QKt 4	29 Kt—Kt 5	K—R3
7 B—B2	P—Q4	30 P—KR4	Kt—R4
8 Q—K2	O—O	31 B—Q5	B—Kt 5
9 P×P	Kt×P (a)	32 R—Q2	QR—Q sq.
10 O—O	R—K sq.	33 R—B2	P—B3
11 R—K sq.	B—Kt 2 (b)	34 B—K6 (h)	R—Q6
12 QKt—Q2	Kt—B5	35 K—R2	B—Q8
13 Q—B sq.	B—Kt 3	36 R—QB sq.	B—R4
14 Kt—K4	P—KB4 (c)	37 P—KB3	R—Q7
15 B×Kt	P×Kt (d)	38 QR—Q sq.	B—K6
16 B—Kt 5	Q—Q3	39 Kt—B7 ch.	K—R2
17 P×P	P—R3	40 R×R	B×R
18 QR—Q sq.	Q—Kt 3	41 R—Q sq.	Kt—B5
19 B—R4	R—KB sq.	42 K—R3	P—Kt 4 (i)
20 QB—KKt 3	QR—K sq.	43 Kt×KP	Kt×Kt
21 Kt—R4	Q—R4	44 B×Kt	R—K sq.
22 Q—K2	Q—Kt 4	45 B—B5 ch.	K—Kt sq.
		46 R×B	R×B
		47 P×P	Resigns.

(a) We prefer Q×P, followed as soon as possible by QB—KKt 5.

(b) This Bishop is not well placed on this diagonal. B—KB4 would have had more bearing against the adverse Q side and also afforded more protection to his own K side.

(c) This loses a Pawn without necessity. Kt—Kt 3 was certainly better.

(d) 15... P×B; 16 B—Kt 3 ch., 16 K—B sq.; 17 QKt—Kt 5 would have lost the exchange.

(e) Black plays more desperately than was called for by the situation. Though he was a Pawn behind, he held still a fair position. Kt—Q sq., followed by Kt—K3, was his best play.

(f) Winning another Pawn by force.

(g) If K—R2, White would, of course, reply Q—Q7 ch.

(h) He sees through the adverse clever scheme. Better than 34 Kt—B7 ch., 34 K—R4; 35 Kt×R, 35 P×B; 36 P—QKt 4, 36 Kt—B5; 37 Kt—B6, 37 P×P, threatening P—K6, and Black, though the exchange behind, has still some fight left.

(i) It was all hopeless, and he could only speculate on some blunder on the part of the opponent, which, however, does not occur.

* * *

Game No. 192.

Played in the first round, April 11th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	J. W. Showalter.	19 Q × Q	P × Q
1 P—K4	P—K4	20 R × Kt	P—B4
2 KKt—B3	QKt—B3	21 P—B3	P × P
3 B—Kt 5	Kt—B3	22 P × P	P—QR3
4 O—O	Kt × P	23 R—K7	P—Kt 4
5 P—Q4	B—K2	24 B—B2	R—B2
6 P—Q5	Kt—Q3	25 QR—K sq.	B—Kt 2
7 Kt—B3	P—K5	26 B—Kt 3	K—B sq.
8 Kt—Q2	Kt—Q5 (a)	27 KR—K6	R—Q sq.
9 B—R4	P—KB4	28 P—KB4	B—B sq.
10 KKt × P	P × Kt	29 KR—K3	R—Kt 2 ch.
11 Q × Kt	B—B3	30 K—B2	R—Kt 5
12 Q—K3	Q—K2 (b)	31 K—B3	K—Kt 2 (d)
13 R—K sq.	B × Kt	32 P—KR3	R—Kt 3
14 Q × B	O—O (c)	33 R—K8	R × R
15 Q × P	Q—B3	34 R × R	R—Kt 8
16 B—K3	Kt—B4	35 R × B	R—KR8
17 Q—KB4	P—Q3	36 K—Kt 3	P—KR4
18 P—QB3	Kt × B	37 R—QKt 8	R—Kt 8 ch.
		38 R—R4	Resigns.

(a) Weak; for he cannot maintain the Pawn, and he only subjects himself to an inferior position. Kt—K4 was the right play.

(b) Also useless. B × Kt, followed by O—O, was preferable.

(c) He could not save the Pawn. If 14... P—B3; 15 B—B4, 15 P × P; 16 B × Kt, 16 Q × B; 17 Q × P, 17 R—B sq.; 18 QR—Q sq., followed by B—Kt 3, with a winning game.

(d) This accelerates his defeat which, however, could not be averted for long, as White was a clear Pawn ahead, with the superior game.

* * *

Game No. 193.

Played in the second round, May 11th.

RUY LOPEZ.

White	Black		
J. W. Showalter.	A. Burn.	17 P--B4	Q—Q sq.
1 P—K4	P—K4	18 QR—Q sq.	Q—B sq.
2 KKt—B3	QKt—B3	19 KR—K sq.	B—KB4 (e)
3 B—Kt 5	Kt—B3	20 Q—Q2	Q—Q sq. (f)
4 O—O	Kt×P	21 B×P (g)	P×B
5 P—Q4	P—QR3 (a)	22 Q×P ch.	B—R2 (h)
6 B×Kt	QP×B	23 R—Q3	B—Kt 4
7 Q—K2	B—KB4 (b)	24 Q—R5	Q—B3
8 Kt—B3	Kt×Kt	25 R—R3	Q—Kt 2
9 Q×P ch.	B—K3	26 R—K4	P—B3 (i)
10 P×Kt	Q—Q3	27 Kt—Kt 6 ch.	K—Kt sq.
11 Q—KKt 5	P—R3	28 Kt—K7 ch.	K—R sq.
12 Q—K3	B—K2	29 Kt—Kt 6 ch.	K—Kt sq.
13 Kt—K5	O—O	30 Kt—K7 ch.	K—R sq.
14 Q—Kt 3	K—R2 (c)	31 Kt—B5 (j)	Q—B2 (k)
15 B—B4	Q—Q4	32 R—K7	K—Kt sq.
16 Q—Q3 ch. (d)	K—R sq.	33 Q×B ch. (l)	Q×Q
		34 R (R3)×Q ch.	Resigns.

- (a) 5...B—K2 is in authorized order. The slight alteration in the sequence of moves gives White an opportunity for a novel and rather strong attack.
- (b) If 7...Kt—Q3; 8 P×P, 8 Kt—B4; 9 R—Q sq., 9 B—Q2; 10 P—K6, 10 P×P; 11 Kt—K5, with a winning game. But 7...Kt—KB3 seems rather better than the move in the text.
- (c) A slight error that causes him great trouble afterward. K—R sq. was the proper play.
- (d) In consequence of the place chosen by Black for his King on the 14th move White now gains important time for his development with this check.
- (e) Perhaps B—B3 first would have been wiser policy in the main, for he had the advantage for the ending, owing to his two Bishops, and he had no need to face dangerous complications.
- (f) White threatened Kt×QBP, and Black's KB required protection.
- (g) A high-spirited sacrifice, considering the strength of his opponent, and, moreover, it is one that was not likely to be beaten in actual play, for it cannot easily be demonstrated unsound even in analysis.
- (h) If 22...K—Kt sq.; 23 R—K3, 23 B—R5; 24 R—B3, 24 B×QBP (if 24...Q—Kt 4; 25 R—KKt 3, and wins); 25 R—Q2, followed by R—KR3, and wins.
- (i) Black has hit on the right play up to this, where, however, he fails to grasp the situation by 26...K—Kt sq.; 27 R—KKt 3 (or 27 R—KKt 4, 27 P—B3; 28 P—KB4, 28 B—KB4, and should win), 27...P—KB3; 28 R—K sq., 28 QR—K sq.; 29 P—KB4, 29 B—KKt 3, with a winning game.
- (j) Having recovered time, which he was probably short of on the 30th move, Mr. Showalter seizes the right plan with great ingenuity.
- (k) If 31...Q—Q2; 32 Kt—K7, and wins.
- (l) Much better game than R×Q.

Game No. 194.

Played in the first round, April 1st.

RUY LUPEZ.

<i>White</i>	<i>Black</i>		
A. Burn.	J. Taubenhaus.		
1 P—K4	P—K4	22 P—KB3	R—B4
2 KKt—B3	QKt—B3	23 B—K5	Kt—K3
3 B—Kt5	Kt—B3	24 B—Kt3	P—KR4
4 O—O	Kt×P	25 K—R sq.	QR—KB sq.
5 P—Q4	B—K2	26 Q—K3	B—B sq.
6 Q—K2	Kt—Q3	27 Kt—K2	P—B4
7 B×Kt	KtP×B	28 Q—Kt3	B—R3
8 P×P	Kt—Kt2	29 Q—R3 (e)	B—Kt2
9 Kt—Q4	O—O	30 Q—Kt3 (f)	B—B3
10 Kt—QB3	Kt—B4	31 Kt—Kt sq.	Kt—Q5
11 R—K sq. (a)	Kt—K3	32 Q—B3	Kt—K3
12 B—K3	R—Kt sq.	33 R—Q2	P—Q5
13 Kt—B5	P—B3	34 Q—Q3	Q—R3
14 Kt×B ch.	Q×Kt	35 R (Q2)—K2	Kt—Kt4
15 P×P	Q×P	36 P—KB4 (g)	P—R5
16 QR—Kt sq.	P—Q4 (b)	37 P×Kt	Q×P
17 B×P	R—R sq.	38 R—K6 (h)	B—Q4
18 B—K3	Q—Kt3 (c)	39 R—K8	P×B
19 QR—Q sq. (d)	B—R3	40 R×R ch.	R×R
20 Q—Q2	QR—Q sq.	41 Q×P	Q×Q
21 B—Q4	Kt—B5	42 P×Q	R—B7
		43 R—K2	B×P ch.
		44 K—R2	R×R
		45 Kt×R	B—K5

(a) Probably better than R—Q sq., usually played in this variation earlier or at this point.

(b) He ought not to have left the RP unprotected any longer.

(c) If 18...P—Q5; 19 Kt—K4, followed by B—Q2.

(d) It was better, no doubt, to play the other R—Q sq. in order to make room for the retreat of Q—K sq., followed by Kt—K2.

(e) He could not venture on R×P on account of the rejoinder P—B5.

(f) This only drives the Bishop to a better place. 30 Q—R7, and if 30...B—B3; 31 Q—R6, 31 B—Q2; 32 Kt—B3, threatening Kt—K4 or R—K5, would have dislodged the adverse Bishop from an important diagonal and opened better opportunities for a counter-attack or offering exchanges.

(g) If 36 P—KR4, 36 Kt×P; 37 Kt×Kt, 37 R×Kt; 38 P×R, 38 R×P, with a winning game. But this, as well as the effect of the threatened P—R5, could have been better parried by 36 R—K5, 36 R×R; 37 R×R, 37 P—R5; 38 B×RP, 38 Q×B; 39 Q—Kt6, 39 Kt×P; 40 P×Kt, and if 40...B×P ch.; 41 Kt×B, 41 R×Kt; 42 R—K8 ch., 42 R—B sq.; 43 Q—K6 ch., and wins.

(h) There was hardly else to do. If 38 Kt—R3, 38 R—B8 ch.; 39 R×R, 39 R×R ch.; 40 Kt—Kt sq., 40 P×B; and if 41 Q×P, 41 Q—B8, and wins.

46 K—Kt sq.	B × P	77 Kt—Q sq.	K—Kt 5
47 K—B2 (<i>i</i>)	K—B2	78 K—Q4	B—B6
48 Kt—B4	B—K5	79 Kt—B3	K—Kt 6
49 K—K2	P—B5	80 Kt—Kt 5	B—K7
50 K—Q2	P—Kt 4	81 Kt—B3	B—Q6
51 Kt—R3	K—B3	82 Kt—Kt 5	K—B7
52 Kt—B2	B—B6	83 K—K3	K—Q8
53 K—B2	P—Kt 5	84 Kt—B3 ch.	K—K8
54 K—Q2	K—K4	85 K—Q4 (<i>j</i>)	K—Q7 (<i>k</i>)
55 K—B2	K—Q4	86 Kt—Q5	K—Q8
56 K—Q2	K—B4	87 K—K3	K—K8
57 K—B2	K—Kt 5	88 K—B4 (<i>l</i>)	K—Q7
58 K—Q2	P—B4	89 K × P	B—K5
59 K—B2	P—B6	90 Kt—Kt 6	P—B6
60 P × P ch.	P × P	91 Kt—B5 ch.	K—Q6
61 P—R4	K × P	92 Kt—R3	K—K6 (<i>m</i>)
62 K × P	K—Kt 4	93 K—Kt 5 (<i>n</i>)	B—Q6
63 Kt—Q3	K—B3	94 K—B6	K—Q5
64 Kt—B4	K—Q3	95 P—Kt 4	K—B4
65 K—B4	B—K5	96 K—K5	B—R2
66 K—B3	B—Q4	97 P—Kt 5	B—Kt 3 (<i>o</i>)
67 K—Q3	K—K4	98 K—B6	K—Kt 5
68 K—K3	B—Kt 2	99 K × B	K × Kt
69 Kt—R5	B—B sq.	100 K—B7	P—B7
70 K—Q3	B—K3	101 P—Kt 6	P queens (<i>p</i>)
71 Kt—B4	P—B5 ch.	102 P—Kt 7	Q—B5 ch.
72 K—K3	B—B4	103 K—Kt 3	Q—Kt 5 ch.
73 Kt—K2	K—Q4	104 K—B7	Q—B4 ch.
74 Kt—B3 ch.	K—B4	105 K—Kt 8	K—Kt 5
75 K—B4	B—Q2	106 K—R8	Q—R4 ch.
76 K—K3	B—B3	107 Resigns.	

(*i*) A wearysome ending ensues now which taxes the patience of both players to the utmost.

(*j*) Kt—Q5 was his only good move here.

(*k*) It is strange that apparently both players should have overlooked an easy way to victory by K—B7.

(*l*) White was now probably worn out, as is usually the case with a player who fights against large odds and has to be constantly on the watch, while his opponent, who, at any rate, can hardly lose, may take it easy. Ingenious as the scheme is which now Black plans, a master like Mr. Burn would have seen through it under ordinary circumstances. 88 Kt—B3, 88 K—B8; 89 K—B4, 89 K—B7; 90 K × P, 90 K—K6; 91 K—Kt 5, 91 K—Q7; 92 Kt—Kt 5 would have drawn the game.

(*m*) Black's conduct of the ending from this point is a regular study. He paralyzes the adverse King and Pawn for some moves and also gains time for cutting off the retreat of the adverse Knight.

(*n*) If 93 Kt—B4 ch., 93 K—Q5, followed by B—Q6, and wins.

(*o*) For ingenuity of conception and execution Black's ending plan of attack belongs to the finest specimen of end play in the actual game.

(*p*) A regular book position is now formed in which Black wins with ease.

* * *

Game No. 195.

Played in the second round, April 26th.

DOUBLE RUY LOPEZ.

White	Black		
J. Taubenhaus.	A. Burn.	20 P—B4	KR—Kt 2
1 P—K4	P—K4	21 P—Kt 3	B—B6 (e)
2 QKt—B3	QKt—B3	22 Kt—B3	B—KKt 5
3 Kt—B3	Kt—B3	23 P—KR3	B × Kt
4 B—Kt 5	B—Kt 5	24 R × B	P—Kt 3
5 O—O	O—O	25 Q—B2	B—K4
6 B × Kt	KtP × B (a)	26 Kt—K2	R—K2 (f)
7 P—Q3	P—Q3	27 K—R sq. (g)	Q—Kt 3
8 Kt—K2	Kt—K sq. (b)	28 Q—Q2	QR—K sq.
9 Kt—Kt 3 (c)	P—QB4	29 P—QKt 4 (h)	R—Kt sq.
10 P—B3	B—R4	30 P × P	P × P
11 B—Kt 5	P—KB3	31 P—Kt 4 (i)	Q—Q sq.
12 B—K3	R—Kt sq.	32 Kt—B3	R (K2)—Kt 2
13 Q—K2	P—B3	33 R—QB sq.	R—Kt 7 (j)
14 QR—Q sq.	Kt—B2	34 R—QB2	R × R
15 Kt—K sq.	Kt—K3	35 Q × R	Q—R4
16 P—KB4	P × P	36 Kt—Q sq.	Q—K8 ch.
17 B × P	Kt × B	37 K—Kt 2	P—KR4
18 R × Kt	B—K3	38 R—B2	P × P
19 R—B2	R—B2 (d)	39 P × P	B—Q5
		40 R—B sq.	Q—R5
		41 Q—K2	K—Kt 2

(a) Pursuant to general principles, it is mostly better to capture toward the centre.

(b) 8 P—QB4 was much preferable.

(c) For now White might have obtained a very good game by 9 P—B3, 9 B—QB4 (if 9... B—R4; 10 Q—R4, winning a Pawn); 10 P—Q4, etc.

(d) Black dare not capture the RP on account of the rejoinder P—QKt 4.

(e) Black has skilfully forced the advance of the adverse Pawns on the Q side for the purpose of gaining entrance for this Bishop which keeps command of the hostile weakened centre.

(f) Q—Kt 3 was preferable, and Black's best plan was afterward to try forcing an opening by the advance of the QRP.

(g) We think that White could have extricated himself, with an even game, by P—Q4.

(h) As Black dare not capture this Pawn on pain of losing a piece, this move practically only gives the opponent command of an open QKt file, which White cannot keep closed for long. P—Q4 was even now good for a draw, we believe.

(i) Weak; and the source of trouble on the K side.

(j) 33... Q—R4 was stronger and likely to lead to the following continuation: 34 Kt—Kt sq., 34 Q—R5; 35 Kt—B3, 35 Q—Kt 5; 36 Kt—Kt sq., 36 Q × Kt; 37 R × Q, 37 R × R ch.; 38 K—Kt 2, 38 QR—Kt 7, and wins.

42 R—R sq.	Q—Kt 4	53 K—K4	P—R7
43 K—B3 (<i>k</i>)	B—K4 (<i>l</i>)	54 R—B7 ch.	K—B sq.
44 Q—K3	Q×Q ch.	55 R—QR7	P—B4 ch.
45 Kt×Q	R—Kt 7	56 P×P	P×P ch.
46 Kt—Kt 2	R×P	57 K—Q5	P queens
47 Kt—B4 (<i>m</i>)	B×Kt	58 R×Q	R×R
48 K×B	P—R4	59 K×P	P—B5
49 R—QKt sq.	P—R5	60 P—Q4	P—B6
50 R—Kt 6	P—R6	61 P—Q5	P—B7
51 R×P (<i>n</i>)	R—R8	62 P—Q6	P queens
52 P—K5	R—B8 ch.	63 Resigns.	

(*k*) White defends himself very ingeniously, but his game is too much broken up on both wings.

(*l*) R—Kt 8 was likely to lead to a successful attack without exchanging heavy pieces, but, of course, this is good enough, as it wins a Pawn.

(*m*) The reduction of his forces weakens his defence, but he could not make much use of his Knight anyhow. If 47 Kt—K3, 47 R—Q7; 48 R—Q sq., 48 R×R; 49 Kt×R, 49 B—Q5, and wins.

(*n*) No better was 51 R—R6, 51 R—R8; 52 K—Kt 3 (or 52 K—K3, 52 P—R7; 53 K—Q2, 53 R—KR3, and wins), 52...P—R7; 53 K—Kt 2, 53 K—Kt 4, and wins. It will be seen from this variation, as well as from actual play, that Black had well calculated his end play up to the winning point.

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LIPSCHÜTZ' GAMES.

* * *

Game No. 196.

Played in the first round, April 3d.

VIENNA OPENING.

<i>White</i>		<i>Black</i>	
S. Lipschütz.		D. G. Baird.	
1 P—K4	P—K4	14 B—Q2	P—QB4
2 QKt—B3	B—B4	15 Q—R4	Kt—Q3
3 P—KB4	P—Q3	16 B—B3	R—K sq. (c)
4 Kt—B3	QKt—B3	17 P—QKt 3	Kt—Kt 4
5 QKt—R4 (a)	B—Kt 3	18 B—Kt 2	Kt—Q5
6 Kt×B	RP×Kt	19 R—B2	B—Q2
7 B—Kt 5	Kt—B3	20 P—R4	R—R2
8 P—Q3	Q—K2	21 QR—KB sq.	P—QB3
9 O—O	O—O	22 P—KR3	P—QKt 4
10 B×Kt (b)	P×B	23 P×P	P×P
11 P×P	P×P	24 B×Kt	BP×B
12 K—R sq.	Kt—K sq.	25 P—KKt 4	P—B3 (d)
13 Q—K sq.	P—KB3	26 Q—Kt 3	R—QB sq.
		27 P—R4	R (R2)—B2
		28 Q—Kt 2	Q—K3
		29 R—KKt sq.	R—B6 (e)

(a) We much prefer B—Kt 5 at this juncture.

(b) This merely equalizes the game, whereas, P—B3 instead, would have retained a slight advantage of position.

(c) Unnecessary. 16... Kt—Kt 4 was safe, for if 17 B×P, 17 P—KKt 4; 18 Kt×P, 18 P×Kt; 19 R×R ch., 19 K×R, and White's attack does not amount to much in comparison to the superiority of a piece on the other side, for which Black has only given up two Pawns.

(d) We believe that Black's prospects of attack on the Q side were better than those of the opponent on the other wing, and he could at once proceed to concentrate his forces on the open QB file, commencing with R—QB sq. KR—R sq., with the view of exchanging Rooks by R—R3, was also better.

(e) Feeble play. P—KKt 4 made his game safe on the K side, and left him free hand for the attack on the other side.

30 P—Kt 5	BP × P	39 Q—B2	Q × Q
31 P × P	R—KB sq.	40 R × Q ch.	K—Kt 2
32 Q—Kt 3	B—B3 (f)	41 R—Kt 5	P—Kt 5
33 P × P	Q × P ch.	42 R × KP	K—R3
34 R—R2	Q—B3	43 K—R2	P—Kt 4
35 Kt—Kt 5 (g)	P—Kt 3	44 K—Kt 3	K—Kt 3
36 Q—R4	R—B2 (h)	45 R—K7	R—B4
37 Kt × R	Q—B6 ch.	46 P—K5	Resigns.
38 R (R2)—Kt 2	K × Kt		

(f) The Bishop is here injudiciously removed from a good post to one on which he is of little use, and moreover obstructs his own Rook from getting into action again at QB2 or B sq.

(g) This very clever *coup* decides the game in favor of White, whose skilful tactics on the K side for some time are highly commendable.

(h) There was no good defence. If 36... B—Q2; 37 R—B2, 37 Q—Kt 2 (of course, if 37... Q × R; 38 Q—R7 mate); 38 R × R ch., 38 K × R!; 39 R—B sq. ch., 39 K—K sq.; 40 R—B7, 40 Q—Kt sq.; 41 R—R7, and wins.

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Game No. 197.

Played in the second round, April 29th.

RUY LOPEZ.

White	Black		
D. G. Baird.	S. Lipschütz.	18 P—QKt 3	QR—K sq.
1 P—K4	P—K4	19 B—Kt 2	P—Q4
2 KKt—B3	QKt—B3	20 P—K5	R × P
3 B—Kt 5	P—Q3	21 Kt—B3	R × R
4 O—O	B—K2	22 R × R	B—Q3 ch.
5 B × Kt ch.	P × B	23 K—R sq.	R × R ch.
6 P—Q4	P × P	24 Kt × R	P—Q5
7 Kt × P	B—Q2	25 Kt—Q sq.	B—K5
8 P—KB4 (a)	Kt—B3	26 Q—Q2	Q—Q4
9 QKt—B3	O—O	27 P—QB3 (e)	Q × BP (f)
10 P—KR3	P—B4	28 Kt—B2	B—Kt 6
11 Kt—B3	B—B3	29 K—Kt sq.	B—B5
12 R—K sq.	R—K sq.	30 Q—Q sq.	B—K6
13 P—B5 (b)	R—Kt sq.	31 Q—K2	Kt—Q4
14 R—QKt sq.	Q—B sq. (c)	32 P × P	P × P
15 K—R2	B—B sq. (d)	33 Kt—B3	QB × Kt (g)
16 Q—Q3	Q—Kt 2	34 Q × B	Q × Q
17 Kt—Q2	R—K2	35 P × Q	Kt—B5 (h)
		36 Resigns. (i)	

(a) Against the defence adopted by Black it is probably the best plan to support the centre by P—KB3, or at any rate to reserve the KBP in case such a sup-

port should be necessary. Its immediate advance leaves the KP weak and makes it a very sensitive point of attack.

- (b) This advance renders his position in the centre quite precarious, and if he had foreseen the tremendous centre attack to which he would be subjected, he would have seized his last chance of staving off the same by Kt—Q5 at this point.
- (c) A very fine and shrewd preparation for the attack. He prevents White's releasing himself by Kt—Q5, for now he may answer B × Kt, followed by the capture of the KBP.
- (d) The plan of attack here pursued in the K centre by R—K sq. and then withdrawing B—B sq. was first adopted by the editor against various American players in 1882 and 1883, in a similar position which arose in another form of this opening from the defence 8... P—QR3; 4 B—R4, 4 KKt—K2. It is still more effective here, as Black could also bring his QB and the Queen to bear against the weak adverse KP, and Mr. Lipschütz espies his opportunity in this position with acute judgment.
- (e) Almost all White's moves were forced since Black's 16th move, and he can actually do nothing now to retrieve himself.
- (f) Threatening Q × RP ch.
- (g) Good enough, but he could have won also by 33... Kt—B5; 34 Q—Q sq. (or 34 Q—R6, 34 QB × KKt, and wins; for if 35 P × B, 35 Q—Kt4 ch., etc.), 34... Kt × RP ch.; 35 P × Kt, 35 B × Kt, and wins.
- (h) Black's play throughout this game is an excellent specimen of modern style.
- (i) If 36 B—R3 or R sq., 36 Kt × P ch. wins, while otherwise Black wins by B × Kt, followed by Kt—Q6 ch.

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Game No. 198.

Played in the first round, April 11th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	S. Lipschütz.	4 B × Kt ch.	P × B
		5 P—Q4	P—KB3 (a)
		6 P—KR3 (b)	Kt—K2
1 P—K4	P—K4	7 P × KP	BP × P
2 KKt—B3	QKt—B3	8 B—KKt 5	Q—Q2 (c)
3 B—QKt 5	P—Q3	9 O—O	P—KR3 (d)

- (a) This strongly supports the soundness of Black's defence on the 3d move. Players of the old school used to capture the QP at this juncture, but the move in the text keeps the adverse KKt inactive for a long time, and is therefore a great improvement.
- (b) The advance of this Pawn contributes greatly toward the weakness of his K side later on.
- (c) A good move, though contrary to old notions of development. It dispenses with the necessity of weakening the K side by the advance of the KRP.
- (d) But this is inconsistent with his last move, though it introduces a K side attack. 9... Kt—Kt3; 10 QKt—B3, 10 B—K2; 11 B × B, 11 Q × B; 12 Kt—

10 B—K3	P—KKt 4	21 K—R sq.	B—R5
11 Kt—R2	Kt—Kt 3	22 R—KKt sq.	B—B7
12 Q—R5	Q—B2	23 R—KB sq. (f)	B—K6
13 QKt—B3	Kt—B5	24 R (B sq.)—K sq.	R (R2)—Kt 2
14 Q×Q ch.	K×Q	25 Kt—KB sq.	B—B7
15 KR—K sq.	B—K2	26 P—KKt 4	P×P e. p.
16 QR—Q sq.	B—K3	27 Kt×P	B×R
17 P—QKt 3	R—R2	28 R×B	R×Kt
18 P—B3	P—KR4	29 Kt×R	R×Kt
19 Kt—K2	QR—KKt sq.	30 Resigns.	
20 B×Kt (e)	KtP×B		

K2, 12 B—R3, followed by O—O, afforded a stronger attack than the plan here initiated.

(e) White has thus far kept his K side quite secure, but plays the adverse game with this exchange. 20 R—Q2, and if 20... Kt×Kt; 21 R(Q2)×Kt, 21 P—Kt 5; 22 BP×P, 22 P×P; 23 Kt×P, 23 B×Kt; 24 P×B, 24 B—R5; 25 B—B2 would have drawn without much difficulty.

(f) It made little difference what he played now. The onslaught of the adverse Rooks on the open KKt file could not be checked.

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Game No. 199.

Played in the second round, May 11th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	J. W. Baird.	18 QR—Q sq.	P—Q3
1 P—K4	P—K4	19 Q—Q5 (h)	B—Q2
2 KKt—B3	QKt—B3	20 Q—R5	Kt—K4
3 B—Kt 5	P—QR3	21 Kt×Kt	BP×Kt
4 B—R4	Kt—B3	22 Kt—B3	B—B3
5 O—O	B—K2	23 Kt—R4	R—K2
6 P—Q4	O—O (a)	24 Kt—B5	Q—K sq. (i)
7 P×P (b)	Kt×KP	25 Q—R6	R—B2
8 P—QB3 (c)	Kt—B4	26 P—KB4	Q×QB sq.
9 B—B2	R—K sq.	27 Q—R5	Kt—Kt 3
10 B—B4	Kt—K3	28 Kt—R6	R—Kt 2
11 QB—KKt 3	P—B3	29 P×P	P×P
12 Q—Q3	Kt—B sq. (d)	30 R—KB sq.	Q—Q sq. (j)
13 B—Kt 3 ch.	Kt—K3 (e)	31 B—Kt 3	Q—KB sq.
14 QKt—Q2	K—R sq.	32 Q—KB3	Q—B4 ch.
15 B—B2	Kt—B sq.	33 B—B2	Q—B sq.
16 KR—K sq.	P—QKt 4 (f)	34 Kt—B7 ch. (k)	R×Kt
17 P×P	P×P (g)	35 B×R	Kt—B5 (l)
		36 R×B	Resigns.

- (a) P—QKt 4 is the right play.
- (b) White might have also proceeded with 7 QKt—B3, which would have secured the superiority of position.
- (c) A very good move, the object of which will be soon perceived.
- (d) Now that White's QB was out of the way and could not easily be brought to bear against the hole on the K side, it would have been better to advance P—KKt 3.
- (e) Of course, if 13...K—R sq.; 14 B—B7, and wins.
- (f) The breaking up of his K side is the result of this. 16...P×P; 17 Kt×P, 17 Kt×Kt; 18 B×Kt, 18 P—Q3 were preferable, and Black had then rather the better game for the ending on account of the majority of Pawns on the Q side.
- (g) Best, if 17...B×P; 18 B×P, 18 R×R ch.; 19 R×R, 19 Q×B; 20 R—K8 (threatening Q×P mate), 20...P—Kt 3; 21 R×Kt ch., with a strong attack and a Pawn ahead.
- (h) An excellent move.
- (i) He had much better prospects of parrying the attack if he had exchanged Bishop for Knight.
- (j) If 30...Q—KB sq.; 31 B×Kt, 31 P×B; 32 Kt—B7 ch., 32 K—Kt sq.; 33 Q—R8 ch., 33 K×Kt; 34 QR×B ch., 34 K—K sq.! (if 34...K—K3; 35 Q—R3 mate); 35 Q×Q ch., 35 K×Q; 36 R×B ch., and wins.
- (k) A well-nursed attack is now brought to its culmination, and White breaks in with irresistible force.
- (l) A piece was lost beyond remedy, for if Q×B, the Rook remained undefended.

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Game No. 200.

Played in the first round, April 9th.

SICILIAN OPENING.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	H. E. Bird.	4 P—Q4	P×P
		5 Kt×P	B—Kt 2
		6 B—K3	P—Q3
1 P—K4	P—QB4	7 B—K2	B—Q2
2 QKt—B3	QKt—B3	8 O—O	P—KR4
3 Kt—B3	P—KKt 3	9 Q—Q2 (a)	P—R5 (b)

- (a) White ought to have taken the earliest opportunity of fixing his Knight at Q5, as the opponent could not get rid of it excepting by an exchange later on that would open White's K file or by advancing P—K3, which would leave Black's KP weak.
- (b) Black proceeds in his usual way with an advance of the Pawns on the K side, which may cause just a little inconvenience to the opponent, but at great hazard to his own game, for the further such Pawns are pushed the weaker they become for the ending.

10 P—KR3 (c)	Kt—B3	58 K—R2	K—B5
11 P—R3 (d)	Kt×Kt	59 Kt—Kt 3	P—Kt 3
12 B×Kt	B—B3	60 Kt—Q4	R—R3
13 B—Q3	Q—R4	61 Kt—B5	R—K3
14 Q—K2	Kt—R4	62 Kt—Q4	R—K5
15 B×B	Kt×B	63 Kt—Kt 3	R—K7
16 QR—K sq. (e)	Kt—K3	64 Kt—Q4	R—Q7
17 Q—K3	P—KKt 4	65 Kt—B6	R—K7
18 B—K2	Kt—B5	66 Kt—Q4	R—K5
19 B—Kt 4	Q—K4	67 Kt—Kt 3	R—B5
20 R—Q sq.	R—KKt sq.	68 Kt—Q2 ch.	K—Q6
21 Q—Q4	Q×Q	69 Kt—Kt 3	R—K5
22 R×Q	B—Q2	70 Kt—B sq. ch.	K—B7
23 B×B ch.	K×B	71 Kt—Kt 3	K—Q6
24 P—B3	KR—QB sq.	72 Kt—B sq. ch.	K—B5
25 R—B2	R—B4	73 Kt—Kt 3	R—K7
26 Kt—Q sq.	QR—QB sq.	74 Kt—Q4	R—Q7
27 Kt—K3	R—Kt 4	75 Kt—B6	R—K7
28 P—B3	R—B3	76 Kt—Q4	R—K4
29 R (Q4)—Q2	P—K3	77 Kt—B6	R—K6
30 Kt—Kt 4	P—B4	78 Kt—Q4	R—K sq.
31 P×P	P×P	79 Kt—B5	R—K3
32 Kt—K3	R—K4	80 Kt—Q4	R—KB3
33 Kt—B2	R—B sq.	81 Kt—B2	R—K3
34 Kt—Q4	R (B sq.)—K sq.	82 Kt—Q4	R—K4
35 R—B sq.	Kt—R4	83 Kt—Kt 3	R—B4
36 R (B sq.)—Q sq.	Kt—Kt 6	84 Kt—Q4	R—B7
37 K—B2	P—Kt 5	85 Kt—Kt 3	R—K7
38 BP×P (f)	Kt—K5 ch.	86 Kt—Q4	R—K8
39 K—B sq.	Kt×R ch.	87 Kt—B6	R—K5
40 R×Kt	P×P	88 Kt—Q4	K—Q6
41 P×P	R—K5	89 Kt—Kt 3	K—B7
42 P—Kt 5	R—B sq. ch.	90 Kt—R sq. ch.	K—Q8
43 Kt—B3	P—R6	91 Kt—Kt 3	R—KB5
44 R—KB2 (g)	P×P ch.	92 K—Kt sq.	R—K5
45 K×P	R (B sq.)— B5 (h)	93 K—R2	K—B7
46 Kt—R2	R×R ch.	94 Kt—R sq. ch.	K—Q6
47 K×R	K—K3	95 Kt—Kt 3	K—K6
48 Kt—B3	K—B4	96 K—Kt sq.	R—KB5
49 Kt—Q4 ch.	K×P	97 K—R2	K—Q6
50 Kt—Kt 5	P—Q4	98 Kt—B sq. ch.	K—B7
51 Kt×P	R—KR5	99 Kt—Kt 3	R—B8
52 K—K3	K—B4	100 Kt—R sq. ch.	K—Q6
53 Kt—Kt 5 (i)	K—K4	101 Kt—Kt 3	R—Q8
54 Kt—Q4	R—R6 ch.	102 Kt—Q4	K—B5
55 K—Q2	R—R7 ch.	103 Kt—Kt 3	R—Q6
56 K—B sq.	K—K5	104 Kt—B sq.	R—Q7
57 K—Kt sq.	K—Q6	105 Kt—Kt 3	R—Q8
		106 Kt—R sq.	P—Q5
		107 P×P	R×P

108 Kt—Kt 3	R—Q8	136 Kt—Q2 ch.	K—Q5
109 Kt—R sq. (j)	R—Q7	137 Kt—Kt sq.	R—R7 ch.
110 Kt—Kt 3	R—K7	138 K—Kt 3	K—Q6
111 Kt—R sq.	R—KB7	139 Kt—B3	R—R sq.
112 Kt—Kt 3	R—B5	140 K—Kt 4	R—Kt sq. ch.
113 Kt—Q2 ch.	K—Q6	141 Kt—Kt 5	K—K5
114 Kt—Kt 3	R—B5	142 K—B4	R—B sq. ch.
115 Kt—R sq.	R—B sq.	143 K—Kt 4	K—Q4
116 K—Kt 3	R—B5	144 Kt—B3 ch.	K—B3
117 K—R2	R—KR5	145 K—B4	K—Kt 3 disch.
118 K—Kt 3	R—R7	146 K—Kt 4	K—R3
119 K—R2	K—B5	147 Kt—Q sq.	R—Q sq.
120 Kt—Kt 3	R—K7	148 Kt—K3	R—Kt sq. ch.
121 Kt—R sq.	R—K4	149 K—B3	R—B sq. ch.
122 Kt—Kt 3	R—Q4	150 K—Kt 4	K—Kt 3
123 Kt—R sq.	R—Q7	151 Kt—Q5 ch.	K—R3
124 Kt—Kt 3	R—K7	152 Kt—K3	R—Kt sq. ch.
125 Kt—R sq.	P—Kt 4	153 K—B3	K—R4
126 Kt—Kt 3	P—Kt 5	154 Kt—B4 ch.	K—R5
127 P × P	K × P	155 Kt—Q2	R—B sq. ch.
128 Kt—B sq.	R—K6	156 Kt—B4	K—Kt 4
129 K—Kt sq.	K—B5	157 P—Kt 3	K—B4
130 K—B2	K—Q5	158 Kt—Kt 2	R—KR sq.
131 Kt—Kt 3 ch.	K—B5	159 Kt—Q3 ch.	K—Kt 4
132 Kt—Q2 ch.	K—Kt 5	Drawn by decision of the umpire after a count of fifty moves had taken place at the request of White.	
133 K—Q sq.	K—B4		
134 K—B2	R—KR6		
135 Kt—Kt 3 ch.	K—B5		

- (c) Later on, when he has to make use of his KBP, he feels greatly embarrassed by having this Pawn advanced. Again 9 Kt—Q5 was his best play, and if 9... P—R6; 10 P—KKt3, 10 KKt—B3; 11 P—KB3, with the superior game.
- (d) Also weak, for the simple reason that it is unnecessary, and, as a general rule, it is always better to reserve an unmoved wing Pawn until it can be distinctly settled whether it can be made more useful on the 3d or on the 4th square.
- (e) This Rook was of more service on the Q file at once. A few moves later White sees the necessity of occupying that post and acknowledges the omission at the cost of time.
- (f) An extraordinary error that costs the exchange and ought to have cost the game.
- (g) White defends very well. Hé threatens now Kt—K5 ch.
- (h) Ill-judged. He ought to have tried to retain the two Rooks as long as possible, or at least until he could snatch an adverse Pawn or form a passed Pawn for himself. R—Kt5 ch., followed by moving the same R—B5, was his best plan.
- (i) White has very cleverly managed to keep a Pawn ahead, and, moreover, his own Pawns are compact, while the adverse ones are isolated. A draw is the natural result, and the rest of this long and weary game consists in futile efforts on the part of Black to force the game, while White has an easy task to repel the adverse plans.
- (j) A count of fifty moves was here claimed.

* * *

Game No. 201.

Played in the second round, May 8th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	S. Lipschütz.		
1 P—KB4	P—Q4	27 K—R sq.	B—K sq.
2 P—K3	P—K3	28 R—KKt sq.	B—Kt 3
3 KKt—B3	KKt—B3	29 P × P	R × P (<i>i</i>)
4 P—QKt 3	P—B4	30 Q—Kt 3	R—R sq.
5 B—Kt 2	B—K2	31 Kt—R3	R (R sq.)—
6 Kt—B3	P—QR3		KB sq. (<i>j</i>)
7 B—Q3 (<i>a</i>)	P—QKt 4	32 Kt (B3)—Kt 5	B × Kt
8 O—O	Q—B2 (<i>b</i>)	33 Kt × B	R × Kt (<i>k</i>)
9 Q—K sq.	Kt—B3	34 Q × R	Q—R3
10 P—QR4	Kt—QKt 5 (<i>c</i>)	35 R—Kt 3	Q—R2
11 R—B sq. (<i>d</i>)	Kt × B	36 QR—KKt sq.	Q—KB2
12 P × Kt	Q—Kt 3	37 Q—Kt 4	R—R sq.
13 P × P	P × P	38 P—R4	R—R2
14 Q—Kt 3	O—O	39 Q—Kt 5	Q—K sq.
15 Kt—Q sq.	R—Q sq.	40 K—R2	Q—Q2 (<i>l</i>)
16 Kt—K5	Kt—K sq.	41 P—R5	B—B4
17 Kt—B2	R—R7	42 Q—B6 (<i>m</i>)	Q—KB2
18 R—Kt sq.	P—B3	43 R × P ch.	Q × R
19 Kt (B2)—Kt 4 (<i>e</i>)	Kt—Q3 (<i>f</i>)	44 Q—Q8 ch.	K—B2
20 Kt—B3	Kt—B4	45 R × Q ch.	K × R
21 Q—R3	P—Kt 5 (<i>g</i>)	46 P—R6 ch.	K—B2
22 P—K4	Kt—Q5	47 Q—Kt 6	R—K2
23 B × Kt (<i>h</i>)	P × B	48 Q × QP	R—Kt 2
24 P—K5	P—B4	49 Q—Kt sq.	K—K sq.
25 Kt—B2	B—Q2	50 Q—B5	K—Q2
26 P—Kt 4	R—KB sq.	51 K—Kt 3	R—Kt sq.
		52 Q—Q6 ch.	K—B sq.
		53 K—B2 (<i>n</i>)	R—Kt 2
		54 K—K3	Resigns.

(*a*) The Bishop is not well posted here, as he is liable to be driven back by the advance of the adverse Pawns on the Q side.

(*b*) P—B5 would have been also good play.

(*c*) Well conceived.

(*d*) If 11 P × P, 11 P—B5; 12 KtP × P, 12 P × P; 13 B—K4, 13 Kt × B; 14 Kt × Kt, 14 Kt × P, and wins.

(*e*) A fine idea.

(*f*) If 19... P × Kt; 20 Kt—R6 ch. draws at least at White's option, for 20... K—R sq. is his best answer (if 20... K—B sq.; 21 P × P disch., with a winning attack), and then White may check alternately at B7 and R6, or he may proceed with P × P after checking with the Knight at B7 and keep up a strong attack.

- (g) Not as good as blocking up the adverse Bishop by 21... P—Q5, whereupon, if 22 P—K4, 22 Kt—Q3; 23 P—K5, 23 Kt—B4; 24 P×P, 24 P×P, with the superior game.]
- (h) White has much improved his game. His Bishop was rather an encumbrance to him, and he has now exchanged it for an adverse active piece and formed an ugly doubled Pawn in the hostile centre.
- (i) Not well judged. B×P, followed by R—B2, was now his best play.
- (j) Black proceeds with his attack, being evidently unaware of his own danger and underrating the force of White's last capital move. R—B2 was still his best play.
- (k) There was no other remedy, for White threatened Kt×RP, and if 33... Q—Kt2 or R2; 34 Kt×KP, with a winning game.
- (l) This is fatal. B—B4 and then moving the Queen alternately to B sq. and K sq. furnished a much better defence.
- (m) Mr. Bird makes, as usual, the most of a fine K side attack once he has it in his grasp.
- (n) With true insight into the position, White enters on a march with his King right up to QB6, which cannot be prevented unless Black leaves one of his Pawns undefended, and in either case White wins with ease.

* * *

Game No. 202.

Played in the first round, March 29th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	C. F. Burille.	5 P—K5	P—QB4
		6 P—QB3	P—B5 (c)
		7 B—B2	P—QKt4
1 P—K4	P—K3	8 O—O	P—QR4
2 P—Q4	P—QKt3	9 Kt—Kt5 (d)	P—KKt3 (e)
3 B—Q3	B—Kt2	10 Q—B3	Kt—KR3 (f)
4 Kt—KB3 (a)	P—Q4 (b)	11 Q—R3	Q—Kt3

- (a) An ordinary position of the Queen's Fianchetto having arisen, White ought to have played either the established P—KB3 at once or Kt—R3 at this juncture, reserving P—KB3.
- (b) Black could now proceed with P—KKt3, followed by P—KB4, which would also dislodge or exchange the adverse KP, with somewhat better effect for his position.
- (c) This advance is anyhow premature and generally compromising, for it gives the opponent first option of opening the game by P—QKt3, while if the Pawn remained at QB4, Black had the choice of taking that initiative, it being generally inadvisable for White, in similar positions, to exchange the QBP when Black can retake with the Kt P.
- (d) Very well played. White perceives the point of attack with acute judgment.
- (e) Best. If 9... P—KR3; 10 Q—R5, 10 P—KKt3 (or 10... Q—K2; 11 Kt×BP, 11 Q×Kt; 12 B—Kt6, and wins); 11 B×P, 11 P×B; 12 Q×P ch., 12 K—Q2; 13 Q×KP ch., 13 K—B2; 14 Kt—B7, and wins.
- (f) Inferior to Q—Q2, for it subjects him to great disadvantage in position.

12 B—K3 (<i>g</i>)	Kt—Q2	30 Kt—B3	K—Q2
13 Kt—Q2	Q—B3	31 Q—R3	R—R sq.
14 QR—QB sq.	Kt—Kt 3	32 Q—R5	B—B3
15 Q—R4	Kt—Kt sq.	33 K—R sq.	K—B2
16 QKt—B3	P—KR3	34 R—KKt sq.	Q—B sq.
17 Kt—R3	B—Kt 2	35 P—KKt 4	Kt—K2
18 Kt—Q2	Kt—K2	36 Kt—R4	P × P
19 P—KB4	Kt—Q2	37 R × P	R × R
20 Q—Kt 3	R—KKt sq.	38 Q × R	R—Kt sq.
21 Kt—B2	Kt—KB4	39 Q—R3	B—Q2
22 B × Kt	KtP × B	40 R—KKt sq.	R × R ch.
23 Q—R4 (<i>h</i>)	Kt—B sq.	41 K × R	Q—Kt 2 ch.
24 Kt—R sq.	Kt—Kt 3	42 Q—Kt 3	Q—R2
25 Q—B2	Q—Q2	43 Q—K sq.	Q—B7
26 Kt—Kt 3	Kt—R5	44 B—B sq.	Q—Q6
27 Kt—R5	Q—K2	45 P—QR3	
28 Q—Kt 3	Kt—Kt 3	Black lost by time limit. (<i>i</i>)	
29 Kt × B ch.	R × Kt		

(*g*) P—KKt 4, threatening Kt × RP, followed by P—Kt 5, was stronger here and for some more moves.

(*h*) In support of his plan of bringing his Kt—KKt 3, which, as will be seen, he is aiming at, Q—R3 was better.

(*i*) The game was quite even, and it is certainly an unfortunate termination for Black to lose on the 45th move, and therefore only with one move short of the time limit.

* * *

Game No. 203.

Played in the second round, April 23d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
C. F. Burille.	S. Lipschütz.	12 B—R6	Kt—Kt 2
1 P—K4	P—K4	13 Kt—R2	B—Kt 4
2 KKt—B3	QKt—B3	14 B × Kt	K × B
3 B—Kt 5	P—Q3	15 Q—Q3	P—KB4
4 P—Q4	B—Q2	16 P—B3	B—R3 (<i>e</i>)
5 B × Kt (<i>a</i>)	B × B	17 K—Kt 2	Q—R5
6 Kt—B3	Kt—B3	18 Kt—K2	R—B2
7 P—Q5 (<i>b</i>)	B—Q2	19 P—QB4	QR—KB sq.
8 P—KR3 (<i>c</i>)	B—K2	20 P—Kt 3	K—Kt sq. (<i>f</i>)
9 B—K3	O—O	21 QR—Kt sq.	B—B5
10 O—O	Kt—K sq.	22 Kt × B	P × Kt
11 P—KKt 4 (<i>d</i>)	P—KKt 3	23 KtP × P (<i>g</i>)	P × P
		24 R—Kt sq.	R—Kt 2 ch.
		25 K—R sq.	R—Kt 6

26 P—B5	R—B3 (<i>h</i>)	32 Q—QB2	R×R ch.
27 BP×QP	Q×P (<i>i</i>)	33 R×R	R×R ch.
28 Q—Q2	P×KP	34 K×R	Q—Kt 6 ch.
29 P×BP	P—K6	35 Q—Kt 2 (<i>k</i>)	P—K7
30 Q—QKt 2	R (B3)—KKt 3	36 Resigns.	
31 QR—QB sq.	B—B sq. (<i>j</i>)		

- (*a*) An unfavorable exchange, especially at such an early stage of the game.
- (*b*) White's centre Pawns are now placed in such a manner that Black will have the initiative of opening the game either by the advance of the KBP to B4 or by P—QB3, while White will have difficulties to make the corresponding BP available.
- (*c*) Of no more use here than in most positions of the kind, and on the contrary, as will be seen later on when White is compelled to advance the KBP, a dangerous hole is formed at his Kt 3.
- (*d*) Making matters still worse on the K side, for Black had nothing to fear on that wing, whereas White only furnishes an additional mark for the hostile counter-attack initiated by Black's reply.
- (*e*) Played with deep forethought. B—B5 at once seems to be gaining time, for he had to adopt it later on the 21st move, but it would have been premature now as long as Black's King stood at Kt 2, for White could have answered Kt—K2, threatening Kt×B, followed by Q—B3 ch., thus either compelling Black's Queen to keep guard at home or winning the QBP, which would have greatly discomfited the adverse Q side before Black could make any impression on the other wing.
- (*f*) Black makes his preparations beautifully for the coming attack.
- (*g*) The better plan was KP×P, followed by QR—K sq.
- (*h*) More expeditious was 26...P×KP; 27 Q×P, 27 B—KB4, winning the exchange.
- (*i*) Threatening a brilliant termination by Q×Kt ch., followed by R—R3 mate.
- (*j*) Unnecessary; for he could have finished off by exchanging, as done one move later.
- (*k*) There was no help for it. If 35 K—B sq., 35 B—R6 ch., and wins. Or if 35 K—R sq., 35 Q—K8 ch.; 36 K—Kt 2, 36 Q—Q7 ch., and wins.

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Game No. 204.

Played in the first round, April 12th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	E. Delmar.	3 P—K5 (<i>a</i>)	B—B4
		4 B—Q3	B—Kt 3
1 P—K4	P—QB3	5 P—KB4	P—K3
2 P—Q4	P—Q4	6 KKt—B3	P—QB4
		7 P—B3	Kt—QB3

- (*a*) QKt—B3 is, we believe, White's best play here.

8 O—O	P—B5	31 Kt—Kt 6 (e)	P × Kt
9 B—B2	Kt—R3	32 RP × P	Q—B2
10 QKt—Q2 (b)	P—Kt 4	33 P—Kt 7	R—Kt sq.
11 R—K sq.	B—K2	34 Q—R7	Q—B2
12 Kt—B sq.	Q—Kt 3	35 P × B queens ch.	
13 Kt—K3	B × B (c)		R × Q
14 Q × B	P—Kt 3	36 Q × Q	R × Q
15 P—KKt 4	O—O—O	37 R—Kt 7	R × R (f)
16 P—B5 (d)	KtP × P	38 P × R	Kt—K2
17 P × P	QR—Kt sq. ch.	39 P × P	P × P
18 K—R sq.	Kt—KKt 5	40 B × KtP (g)	Kt—Kt sq.
19 Kt × Kt	R × Kt	41 K—R4	K—Q2
20 P—B6	B—B sq.	42 K—R5	K—K sq.
21 B—K3	R—Kt 3	43 K—Kt 6	P—R4
22 R—KKt sq.	Q—Kt 2	44 B—K sq.	Kt—K2 ch.
23 P—KR4	P—Kt 5	45 K—B6	K—Q2
24 P—R5	R × R ch.	46 K—B7	Kt—B4
25 R × R	P—KR3	47 P queens	Kt—R3 ch.
26 K—R2	Q—R3	48 K—B8	Kt × Q
27 Q—Kt sq.	Q—R4	49 K × Kt	K—B3
28 B—Q2	Q—Kt 4	50 K—B7	K—Kt 4
29 Kt—R4	Q—Kt 3	51 K × P	Resigns.
30 K—R3	P—R4		

- (b) 10 P—QKt3 was the right move to give White the best of the game. Obviously, if then 10...P—Kt 4; 11 P—QR4, and Black's chain of Pawns will be broken, with the much superior game for White on both wings.
- (c) The exchange being unnecessary, as there was nothing threatened, it could not be good either, as Black is afterward compelled to form a hole on the K side in order to stop the advance of the adverse Pawns.
- (d) White courageously goes on with his attack regardless of the exposed position of his King, and he is right in his estimate of the security of his position.
- (e) Quite a model of play of the modern style. As will be seen, the movements of the King were a necessary preparation for the ending and enabled White to win quicker. It should also be noticed that Black, being unable to make use of his Rook, could not afford to open the QKt file by exchanging Pawns, for White would then have obtained an irresistible attack on that file. The consequence is that Black has to lose the QKtP after the exchange of the heavy pieces.
- (f) All forced. If 37...R—B sq.; 38 R—R7, followed by B × RP and P—B7, wins with ease.
- (g) Of course, this is the deathblow to Black's game.

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Game No. 205.

Played in the second round, May 13th.

ENGLISH OPENING.

<i>White</i>	<i>Black</i>		
E. Delmar.	S. Lipschütz.	18 Kt—K3	P—KKt4
1 P—QB4	P—K3	19 B—R3	Q—Q sq.
2 QKt—B3	KKt—B3	20 B—B5	B—Kt2
3 P—KKt3 (a)	P—Q4	21 P—KKt4 (e)	B—Kt3
4 P×P	P×P	22 Q—Q3	R—K5 (f)
5 B—Kt2	P—B3	23 B×B	P×B
6 P—Q3	KB—QB4	24 QR—Q sq.	Kt—B sq.
7 P—Q4 (b)	B—Q3	25 Kt—B sq. (g)	R×P ch.
8 Kt—B3	O—O	26 Kt—Kt3	R—B5
9 O—O	R—K sq.	27 P—K4	P×P (h)
10 Q—B2	B—KKt5	28 R×P	Q—Q4
11 B—Q2	QKt—Q2	29 Kt—K5	R—Q sq.
12 Kt—Q sq.	Kt—K5	30 R (Q sq.)—K sq.	R×R
13 Kt—K3	Kt×B	31 Q×R (i)	Q×P
14 Q×Kt	B—R4	32 Kt—B4 (j)	Q×Q
15 Kt—B5	B—B sq.	33 Kt×Q	R—Q2
16 KR—K sq.	P—KR3 (c)	34 P—Kt3	P—Kt3
17 P—QR3 (d)	Q—B3	35 Kt (B4)—Q6	P—B4
		36 P—QR4	Kt—K3

- (a) The combination of the Fianchetto with this opening is at least an indifferent continuation, and we are inclined to think that it transfers the lead to the other side.
- (b) He thereby repudiates his previous move, which in reality was a good one according to modern principles, or at any rate much better than the one made now, as it creates trouble in the centre which is soon occupied by Black's pieces that cannot be easily dislodged.
- (c) Being safe on the K side against a Pawn attack, this move, with the object of avoiding an exchange of Queens that might be offered by Q—Kt5, is justifiable.
- (d) There is no perceptible object pursued by this advance. K—B sq., intending to withdraw Kt—Kt sq. and then to play P—KB3, was more game.
- (e) Very weak. Again K—B sq. was preferable.
- (f) Indeed very smart and, of course, more than safe, for its aggressiveness against the Q centre and the K side is of a lasting character. Of course, White dare not capture the Rook on pain of his losing a piece by the reply P×B.
- (g) An oversight evidently, but his game was already inferior, as Black threatened Kt—K3, followed by Kt—B5.
- (h) Still stronger was, we believe, 27... Q—B3; 28 R—K3, 28 Kt—K3, etc.
- (i) If 31 R×R, 31 B×Kt; 32 R×B, 32 Q×R, and wins.
- (j) No further comments are necessary. Black is two Pawns ahead and the exchange of Queens is forced. There are no features of great interest in the ending.

37 Kt—K8	R—Q6	50 K—R sq.	P—Kt 5
38 Kt (K4)—Q6	Kt—B5	51 Kt—B7	B—Q5
39 P—R3	Kt × P ch.	52 Kt—Kt 5	K—Kt 4
40 K—Kt 2	Kt—B5 ch.	53 R—Q6	K—R5
41 K—Kt sq.	K—B sq.	54 Kt × B	P × Kt
42 Kt—Kt 5	P—R3	55 R × QP	K—R6
43 Kt (Kt 5)—B7	B—Q5	56 K—Kt sq.	P—Kt 6
44 Kt—K6 ch.	Kt × Kt	57 R—Q sq.	R—QR7
45 R × Kt	R × P	58 R—Kt sq.	R × P
46 Kt—B7	K—B2	59 K—B sq.	P—QKt 4
47 R—Q6	R—Kt 7	60 R × P	P—Kt 7 ch.
48 R—Q7 ch.	K—B3	61 K—B2	R—R7 ch.
49 Kt × P	B × P ch.	62 Resigns.	

* * *

Game No. 206.

Played in the first round, April 8th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	G. H. D. Gossip.	14 Q—B2	QR—Q sq.
1 P—K4	P—K4	15 B—Kt 5	R—K3
2 QKt—B3	B—B4	16 B—B4	Q—Kt 3
3 P—KB4	P—Q3	17 R—Kt sq.	R—Q2
4 Kt—B3	B—KKt 5	18 K—R sq.	Q—R3
5 Kt—QR4 (a)	B × Kt (b)	19 P—QR3	P—B5 (d)
6 Q × B	P × P	20 P—K5	P × P (e)
7 Kt × B	P × Kt	21 P × Kt	P × P
8 Q × P	KKt—B3	22 KB × P	R—K7
9 P—Q3	O—O	23 Q—Kt 3	Q × BP
10 B—K2	Kt—B3	24 B × P ch.	K—B sq. (f)
11 B—K3	Kt—Q5	25 B—Q3	R—K sq.
12 B—Q sq. (c)	R—K sq.	26 B—KKt 5	Q—Q3
13 O—O	Q—Q3	27 Q—R4	P—KB3
		28 B—Kt 6	Kt—K3 (g)

White mates in two moves.

- (a) This is premature. Either P—KR3 or B—B4 is the right move here.
- (b) Black rectifies the opponent's shortcoming by still more premature play. P × P first would have made it very difficult, if not impossible, for White to recover the Pawn without serious inferiority of position.
- (c) With a more compact centre and two Bishops against two Knights, White can afford such retreating movements. For the ending especially his game is much stronger on account of Black being saddled with an ugly doubled Pawn.
- (d) A ruinous error. He ought to have removed R (Q2)—K2, but his game was inferior anyhow.

- (e) Obviously, if the KKt move, White answers B—KKt 4, winning the exchange, and if he meant to show further fight, the play in the text seemed to give him most opportunity for it.
- (f) If K × B, White wins the Rook by the answer Q—R3 ch.
- (g) His game was beyond redemption.

* * *

Game No. 207.

Played in the second round, April 26th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip	S. Lipschütz.	19 B—K2	Kt—K4
1 P—K4	P—K4	20 Q—Kt 2	B—K3
2 QKt—B3	B—B4	21 P—Q3	QR—Q sq.
3 P—B4	P—Q3	22 B—B4	Kt—Kt 3
4 Kt—B3	KKt—B3	23 Q—Kt 3	Q—K2
5 P × P	P × P	24 P—KR4	Kt × B
6 Kt × P	Q—Q5	25 Q × Kt	B—Q5
7 Kt—Q3 (a)	B—Kt 3	26 K—Q2	P—QB3
8 Q—B3	O—O	27 Kt—Q sq.	B—B sq.
9 Kt—B2	Kt—B3	28 P—B3	B—B3
10 P—QR3	Kt—K4	29 Q—B2	P—QKt 3 (e)
11 Q—B4 (b)	Kt—R4 (c)	30 K—B2	B—K3
12 Q—R4	Kt—Kt 3	31 P—Kt 5	B—K4
13 Q × Kt	Q × Kt ch.	32 P—Q4	B—B2
14 K—Q sq.	Kt—B5 (d)	33 Kt—K3	KR—K sq.
15 Q—B3	Q—R5	34 B—Q3	P—QR4
16 P—R3	Kt—Kt 3	35 QR—Q sq. (f)	P—QKt 4
17 P—KKt 3	Q—Q sq.	36 Kt—B5	Q—B sq.
18 P—KKt 4	Q—R5	37 P—Kt 4 (g)	P × P
		38 RP × P	R—R sq.
		39 R—R sq.	R × R

- (a) This variation first occurred in a game between the editor and Mr. Max Judd, played in 1888.
- (b) Q—K2 was now, we believe, his only good defence.
- (c) Much stronger was now QKt—Kt 5.
- (d) P—KB4 was more promising for his attack.
- (e) Probably both players were under pressure of time limit on the 30th move, or else both would not have overlooked that Black could here recover the Pawn by simply Q × P and remain with a patent superiority of position.
- (f) R—KB sq. or K—Kt sq. would have better supported his attack.
- (g) There was nothing particular to fear on that wing, and he might have gone on with his attack on the other side by P—R5. The exchanges that follow tend to produce a drawn position.

40 R×R	R—R sq.	50 B—K4	P—B4
41 R×R	Q×R	51 P×P	B×P
42 K—Kt sq.	Q—R6	52 K—B3	P—Kt 3
43 Q—QKt 2	Q—R sq.	53 P—R5 (j)	P×RP
44 P—B4 (h)	P×P	54 K×P	B—K6
45 B—B2	B×Kt (i)	55 P—Kt 6	RP×P
46 P×B	B—Q3	56 P×P	P—B3
47 Q—R2	Q×Q ch.	57 K—Q5	
48 K×Q	B×P		Drawn.
49 K—Kt 2	K—B sq.		

(h) An oversight that throws away a Pawn.

(i) Black might have made an effort now to win the game, considering that he had two Bishops, and he might have tried Q—KB sq., followed by P—KB3, without running any risk. By the move in the text, which leaves the parties with Bishops of opposite colors, a draw is declared.

(j) This clever move secures the draw in an easy manner. It would have been otherwise doubtful whether White could draw if he had allowed Black to capture the two Pawns without forming doubled Pawns.

* * *

Game No. 208.

Played in the second round, May 16th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	G. H. D. Gossip.	19 BP×P	QP×P
1 P—K4	P—K4	20 P×P (d)	Kt×P
2 QKt—B3	QKt—B3	21 B—Kt 3	K—B sq.
3 B—B4	Kt—B3	22 Q—R5	K—Kt 2
4 P—Q3	B—B4	23 B—K3	KR—Q sq.
5 P—QR3	P—Q3	24 B—Q4	Q—K sq.
6 Kt—R4	B—Kt 3	25 Q—R3	P—QB4
7 Kt×B	RP×Kt	26 B×Kt	Q×B
8 P—QB3	B—Kt 5 (a)	27 QR—K sq.	Q—B2
9 P—B3	B—R4	28 Q—R5	Kt—B sq.
10 Kt—K2	P—KR3	29 R—K3	P—B5
11 O—O	P—KKt 4	30 Q—K2 (e)	Q—B4
12 B—Kt 3	Q—K2	31 B×P	R—K sq.
13 B—B2	Kt—Q sq.	32 B—K6	Kt×B
14 Kt—Kt 3	B—Kt 3	33 P—QKt 4 (f)	Kt—B5
15 Kt—B5	B×Kt	34 P×Q	Kt×Q ch.
16 P×B	Kt—R2	35 K—B2	R×R
17 P—Q4	P—KB3	36 K×R	Kt×P
18 P—KB4 (b)	Kt—B2 (c)	37 P×KtP	R×P
		38 K—Q4	Kt—K7 ch.
		39 K—B5	R—B6 ch.

40 K—Kt 5	Kt—Q5 ch.	57 K—B3	Kt—Q4
41 K—Kt 4	R—B3	58 R—QR7	R—B5 ch.
42 P—Kt 4	K—B2	59 K—Kt 3	R×P
43 R—Q sq.	R×P ch.	60 R—QR sq.	R—B5
44 K—B5	R—B3 ch.	61 R—K sq.	P—B4
45 K—Q5	Kt—K7	62 R—K2	R—Kt 5 ch.
46 R—QR sq.	Kt—B5 ch.	63 K—B3	R—QR5
47 K—K4	K—K2	64 K—Kt 3	R—R6 ch.
48 R—R7	R—B2	65 K—B2	P—Kt 5
49 R—R8	P—R4	66 R—K8	P—B5
50 P×P	Kt×P	67 R—K4	R—R7 ch.
51 R—KR8	Kt—B5	68 K—Kt sq.	P—Kt 6
52 P—R4	R—B5 ch.	69 R—K sq.	Kt—K6
53 K—B3	R—B6 ch.	70 R—QKt sq.	P—B6
54 K—Kt 4	R—KR6	71 K—R sq.	R—KR7 ch.
55 R—R7 ch.	K—Q3	72 K—Kt sq.	P—B7 mate.
56 R×P	R×P ch.		

- (a) This and the next move are not good on general principles, and B—K3 was superior.
- (b) Fine play which enables him to dissolve his doubled Pawn and altogether to free his game for the attack.
- (c) If 18...KtP×P; 19 B×P, and, of course, the Bishop cannot be taken on account of the rejoinder R—K sq.
- (d) Much stronger was 20 Q—B3, 20 P—B3; 21 B—K3, etc.
- (e) An extraordinary failure of judgment at a critical juncture, which throws away a won game. The right play was 30 KR—K sq., 30 R—Q2, best (if 30...Q—B4 ch.; 31 K—R sq., 31 P×B; 32 R—K7 ch., 32 K—R sq.; 33 Q—B7, and wins); 31 R—R3, 31 P×B; 32 Q×P ch., 32 K—B2; 33 Q—R5 ch., 33 K—Kt sq.; 34 Q—R3 ch., 34 K—B2; 35 R—R7 ch., 35 Kt×R; 36 Q×Kt ch., 36 K—B sq.; 37 Q—R8 ch., followed by Q×R, with a Pawn ahead and the superior game.
- (f) A sad error which settles his defeat, whereas 33 P×Kt, 33 R×P; 34 KR—B3 would most probably lead to a draw. The game presents no further interest, as White now loses a piece in a simple position.

* * *

Game No. 209.

Played in the first round, April 15th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	J. M. Hanham.	3 KKt—B3	P—Q3
1 P—K4	P—K4	4 Kt—B3	KKt—B3 (a)
2 P—KB4	B—B4	5 P×P	P×P
		6 Kt×P	Q—Q5

- (a) This loses a Pawn without sufficient attack for it. Once the above line of

7 Kt—Q3 (b)	B—Kt 3 (c)	17 Q—Q sq.	P×P
8 Q—B3	O—O (d)	18 QKt×P	R×Kt (K5)
9 Kt—B2	Kt—B3	19 Kt×R (g)	Kt—K7 ch.
10 B—K2	B—Q2	20 K—R sq.	R×R ch.
11 P—Q3	Q—B4	21 Q×R	Q×BP
12 Q—Kt 3	Kt—Q5	22 Kt—Kt 5	B—B7
13 B—Q sq.	QR—K sq.	23 B—K3 (h)	P—KR3
14 O—O	B—Kt 5 (e)	24 Q×B	P×Kt
15 B×B	Kt×B	25 R—K sq.	Resigns.
16 Q×Kt	P—KB4 (f)		

declining the Gambit has been adopted it seems difficult at this juncture to find a satisfactory defence. 4...QKt—B3 is objectionable on account of 5 B—Kt 5, and against 4...B—Kt 5 White may proceed with 5 P—KR3 or 5 B—B4 with advantage. 4...Kt—Q2, as played by Mr. Hanham in the second round against the same opponent, seems, therefore, Black's best play at this juncture.

- (b) A line of play first adopted by the editor against Mr. Max Judd, and we consider it quite sound.
- (c) If 7...Kt×P; 8 Q—K2, 8 P—KB4; 9 Kt×B, 9 Q×Kt; 10 P—Q3, and wins.
- (d) 8...B—KKt 5; 9 Q—B4, 9 Kt—B3; 10 P—KR3, 10 B—Q2 (or 10...B—R4; 11 P—KKt 4, 11 B—Kt 3; 12 B—Kt 2); 11 B—K2 would also leave White with a Pawn plus and a safe game.
- (e) A miscalculation at least, in which Black overrates his attack.
- (f) He could do no better now; for if Kt×P, then B—R6, etc.
- (g) Vigorous and correct. It is very rarely that a player may face several discovered checks and double checks with impunity, as is the case here, but still it required courage and cool calculation to verify that White ran no risk in apparently exposing himself thus.
- (h) The attack is completely broken and White's superiority of material is more than enough to win.

* * *

Game No. 210.

Played in the second round, May 15th.

STONEWALL OPENING.

White	Black		
J. M. Hanham.	S. Lipschütz.	8 B—Q2	O—O
1 P—Q4	P—Q4	9 B—K sq.	P—QKt 4
2 P—KB4	P—K3	10 P—QR3	Kt—K5 (a)
3 P—K3	P—QB4	11 QKt—Q2	P—KB4 (b)
4 P—QB3	KKt—B3	12 R—QB sq.	P—B5
5 KKt—B3	Kt—B3	13 K—R sq.	P—QR4
6 B—K2	P—QR3	14 R—R sq.	B—Q2
7 O—O	B—Q3	15 R—KKt sq.	P—Kt 5
		16 Q—B2	Q—K2
		17 Kt—K5	KR—Kt sq. (c)

18 Kt × B	Q × Kt	33 Q—R5	Q—Kt 3
19 P—Kt 4	Q—K2	34 Q—R8	R—Kt sq.
20 Kt × Kt	BP × Kt	35 Q—R4	Q—Kt 7
21 Q—R4 (<i>d</i>)	Q—Kt 2	36 Q—R7	R—Kt 2 (<i>h</i>)
22 RP × P	P × P	37 Q—R8	R—Kt sq.
23 Q—Q sq.	R × R (<i>e</i>)	38 Q—R7	Q—Kt 3
24 Q × R	P × P	39 B × P ch. (<i>i</i>)	Q × B
25 B × P	B—Kt 5	40 Q × R	Q—R6 (<i>j</i>)
26 P—Kt 5	B × B	41 R—K sq.	Q—B6 ch.
27 P × B	P—Kt 3 (<i>f</i>)	42 K—Kt sq.	Q—Kt 5 ch.
28 B—Kt 4	K—B2	43 K—R sq.	Q—B6 ch.
29 Q—R3 (<i>g</i>)	Q—Q2	44 K—Kt sq.	Q—Kt 5 ch.
30 Q—B5	Kt—K2	And after some repetitions of moves the game was abandoned as drawn.	
31 R—R sq.	Q—B3		
32 Q—R7	R—Kt 2		

- (a) We prefer here Kt—K sq. or —Q2 so as to give White's crowded pieces little opportunity for exchanging and in order to prepare an early centre attack by P—KB3 and P—K4.
- (b) Unless he beat a retreat with the same Kt—B3, thus losing time, he had nothing better, and his K centre is now quite as weak as that of his opponent.
- (c) Much better was P × RP, followed by P—R5, with the view of entering with the QKt via QR4 at Kt 6.
- (d) The plan pursued by White on this and the next two moves was unlikely to relieve his Q side, whilst P—QR4 instead greatly tended to neutralize the adverse attack on that wing.
- (e) Much inferior to Kt—R4, followed by Kt—Kt 6, which must have given Black undisputed possession of the QR file for his heavy pieces.
- (f) Feeble. 27... R—R sq.; 28 Q—Q sq. (or 28 Q—Kt sq., 28 Q—Kt 6, with the superior game), 28... Kt—K2 made his K side safe and gave him full command on the other wing.
- (g) Excellent play which places the opponent on the defensive, for he must guard against Q—Q6, which could not be sufficiently parried by Kt—Q sq., as White would then gain a powerful entrance on the K side by Q—K5.
- (h) If 36... Q × P; 37 B × P ch., 37 K × B; 38 R—R6 ch., 38 K—B2; 39 R—KB6 ch., and wins.
- (i) Ingenious, as Black evidently dare not capture the Bishop with the King on account of the rejoinder R—R6, but he can do no more than draw for all that.
- (j) The saving clause.

* * *

Game No. 211.

Played in the second round, May 20th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	J. M. Hanham.	16 Q—B3	B—Q sq.
		17 P—Q4	Kt—Kt 5
		18 P—Kt 3	Kt × B
1 P—K4	P—K4	19 Q × Kt	B—Kt 3
2 P—KB4	B—B4	20 Kt—K2	B × B
3 KKt—B3	P—Q3	21 Q × B	P × P (<i>h</i>)
4 Kt—B3	Kt—Q2 (<i>a</i>)	22 Kt—B4 (<i>i</i>)	Q—R2
5 B—B4	KKt—B3	23 Kt(R4) × P (<i>j</i>)	Kt × Kt
6 P—Q3	P—QB3	24 Q—K6 ch.	Kt—K2
7 Q—K2	Q—K2	25 Kt—R5	Q—Kt 3
8 P—B5 (<i>b</i>)	P—KR3 (<i>c</i>)	26 Kt—B6 ch.	Q × Kt (<i>k</i>)
9 B—K3 (<i>d</i>)	B—Kt 5	27 R × Q	R—QB sq.
10 O—O	B—R4 (<i>e</i>)	28 R—B7	R—B2
11 K—R sq.	B—B2	29 QR—KB sq.	R—Q2
12 B—QKt 3	Kt—B sq.	30 Q—B6	R—Kt sq.
13 QR—K sq. (<i>f</i>)	P—KKt 4	31 R—B8 ch., and mates next	
14 P × P e. p.	P × P (<i>g</i>)	move.	
15 Kt—KR4	B—K3		

(*a*) KKt—B3 is preferable.

(*b*) The blocking plan with Pawns is generally a doubtful one to play in the early part of the game unless the chain of Pawns arranged with the view of forming a blockade, can be well preserved. Otherwise the opponent is likely to obtain first option of opening the game, with the additional advantage that he can prepare his attack against the stationary Pawns for a long time.

(*c*) Guarding against the attack by KKt—Kt 5. But better was B—Kt 5, which equally prevented that sortie, for then Black could answer P—Q4.

(*d*) B—Q2, with the view of O—O—O and then forming an attack on the K wing by the advance of Pawns on that side, was preferable.

(*e*) B × Kt, followed by P—Q4, was now a good plan.

(*f*) The K file was not so likely to be opened as the Q file, or perhaps even the QR file, in case Black advanced P—QKt 4. But anyhow it would have been better to reserve placing this Rook elsewhere, and P—Q4 instead might have soon decided on which file the Rook could be most favorably posted.

(*g*) Much better was Kt × P.

(*h*) Black has wriggled very well out of a confined and complicated position in which he had the worst of the game for a long time. Here he could have asserted his advantage by B × P, which won a clear Pawn without allowing the adversary any compensating counter-attack such as is afforded by the text move.

(*i*) Very well played and the beginning of a beautifully-conceived winning continuation.

(*j*) Play of very high order.

(*k*) There was no other defence. If 26...K—Q sq., White mates by Q—Q7, and if 26...K—B sq., 27 Kt—Q5 disch., and wins.

* * *

Game No. 212.

Played in the first round, March 27th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	M. Judd.	19 Q—R4	P—KB3
1 P—K4	P—K3	20 KR—K sq.	QR—K sq.
2 P—Q4	P—Q4	21 R—K3	Q—Q sq.
3 QKt—B3	KKt—B3	22 Q—R5	P—KKt 3
4 P—K5	KKt—Q2	23 Q—R6	R—B2 (<i>d</i>)
5 P—KB4	P—QB4	24 QR—K sq. (<i>e</i>)	P—B4
6 P×P	B×P	25 Kt—B2	R—Kt 2
7 Kt—B3 (<i>a</i>)	QKt—B3	26 Kt—Kt 5	Kt—B sq.
8 B—Q3	P—QR3 (<i>b</i>)	27 P—KKt 4 (<i>f</i>)	P—Q5
9 Q—K2	Q—B2	28 R—Kt 3	Q—Q4 ch.
10 Kt—Q sq.	Kt—Kt 3	29 K—Kt sq.	R—B sq.
11 B—K3	B×B	30 P×P	KP×P
12 Kt×B	B—Q2	31 P—Kt 3	R—B7
13 O—O	Kt—Kt 5	32 Q—R4	KR—QB2
14 K—R sq.	R—QB sq.	33 P—R4	R—K7 (<i>g</i>)
15 Q—B2 (<i>c</i>)	Kt×B	34 R×R (<i>h</i>)	R—B8 ch.
16 P×Kt	O—O	35 Kt—Q sq.	R×Kt ch.
17 Kt—Kt 4	B—Kt 4	36 K—B2	Q—R8
18 QR—Q sq.	Kt—Q2	37 Q—R3	B×P (<i>i</i>)
		38 Q—Kt 2 (<i>j</i>)	Q×Q ch.
		39 R×Q	B×R

- (*a*) White fails to grasp the real point of this attack. Q—KKt 4, as played by the editor against Señores Golmayo and Vazquez at Havana in 1888, is by far stronger than the move in the text.
- (*b*) With some reason, as he wishes to post his Q—B2 on the next move..
- (*c*) White ought to have kept the QB file closed against the adversary, and P—QB3 was the right move for that purpose as well as for the reservation of a future attack by the advance of P—QB4, either after playing P—QKt 3 or even without such support, according to circumstances.
- (*d*) P—KB4 first was absolutely necessary.
- (*e*) For White might have obtained now the superior game by 24 P×P, 24 Kt×P; 25 Kt (Kt 4)—K5, 25 R—Kt 2; 26 Kt—Kt 5, with a strong attack.
- (*f*) Black was well fortified on the K wing, and any attempt to storm his position on that side did not appear auspicious. But anyhow P—Q4 first, in order to prevent Black's powerful reply, was a necessary safeguard to his own game before entering on such a venture.
- (*g*) A deep-sighted and fine combination is initiated herewith.
- (*h*) White was not bound to take, and he could retreat R—KB sq., but then his game could not hold out longer if Black first played B—K sq., followed by KR—B7.
- (*i*) Remarkably ingenious.
- (*j*) If 38 R×B, 38 Q—Kt 8 ch.; 39 K—B3, 39 R×R ch., and mates next move.

40 K×B	R—QKt 8	50 K—Kt 6	R—Kt 5 ch.
41 K—Q3 (<i>k</i>)	R×P ch.	51 K—R7	K—B3
42 K×P	P—KR3	52 R—Q2	R—Kt 4
43 P—K6	P×Kt	53 P—R4	P—B5
44 P—K7	R—Kt 5 ch.	54 R—KKt 2	R×P
45 K—B5	R—K5 (<i>l</i>)	55 K×P	P—B6
46 P×Kt queening ch.	K×Q	56 R—B2	R—R6
47 P—R5	R—P	57 K—Kt 6	K—B4
48 R×P	K—B2	58 K—B4	K—Kt 5
49 R—Kt 2	R—QR5	59 Resigns.	

(*k*) If 41 P—K6, 41 R×P; 42 P—K7, 42 R—K6 ch., etc.

(*l*) Cutting off the adversary's last hope.

* * *

Game No. 213.

Played in the second round, April 20th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	S. Lipschütz.		
1 P—K4	P—K4	23 Kt×Kt	KP×Kt
2 KKt—B3	QKt—B3	24 R—K3	R—KKt sq.
3 B—Kt 5	P—QR3	25 R—KR3 (<i>e</i>)	Q—KB sq.
4 B—R4	KKt—B3	26 R—Q7	R—Kt 2
5 O—O	Kt×P	27 B×R (<i>f</i>)	Q×B
6 P—Q4	B—K2 (<i>a</i>)	28 P—K6	R—KB sq.
7 R—K sq.	Kt—Q3	29 P—QB3	B—B sq.
8 P×P	Kt—B4	30 R×KBP	R×R
9 Q—Q3 (<i>b</i>)	P—KKt 3	31 P×R	Q×P
10 Kt—B3	O—O	32 R—K3	B—K3
11 Kt—Q5	Kt—Kt 2	33 P—KR4	K—Kt 2
12 Kt×B ch.	Q×Kt	34 Q—Q8	P—R4
13 B—KKt 5	Q—K sq.	35 Q—Q4 ch.	K—Kt sq.
14 QR—Q sq. (<i>c</i>)	P—Kt 4	36 P—R3	P—R5
15 B—Kt 3	Kt—Q sq.	37 Q—K5	B—Q4
16 B—B6	QKt—K3	38 Q—K8 ch.	Q×Q
17 Q—K4 (<i>d</i>)	R—Kt sq.	39 R×Q ch.	K—B2
18 Q—KR4	Kt—KB4	40 R—K5	P—B3
19 Q—KKt 4	B—Kt 2	41 P—KB4	B—K3
20 B×Kt	QP×B	42 K—B2	K—K2
21 Kt—Q4	P—KR4	43 K—K3	K—Q3
22 Q—Kt 5	K—R2	44 K—Q4	B—B2
		45 P—KKt 3	B—Q4
		46 R—K8	P—B4 ch. (<i>g</i>)
		47 K—Q3	B—B5 ch.

48 K—K3	B—K3	56 K × P	B—R7
49 R—KB8	K—K2	57 R—Kt 6	K—B2
50 R—QKt 8	B—Q2	58 R—R6	B—Kt 6
51 R—Kt 6	B—K sq.	59 K—Kt 4	B—Q8
52 K—Q3	K—Q sq.	60 R × P	B × R
53 R—Kt 8 ch.	K—K2	61 R × B	P—Kt 4
54 P—B4 (h)	P × P ch.	62 RP × P	Resigns.
55 K × P	B—B2 ch.		

- (a) Irregular and injudicious. P—QKt 4 is here the only move.
- (b) White skilfully forces a hole on the K side and pursues the attack with great energy.
- (c) B—B6 was of more importance to his attack. He threatened then Kt—Kt 5, followed by Q—KR3.
- (d) Kt—Kt 5 was far better and would have much embarrassed the opponent at once. For he could not answer Kt—QB4 on account of the reply Q—Q5. Nor could he well exchange Knights, as his K side then became still more weakened.
- (e) Evidently threatening R × P ch., after which mate in a few moves is unavoidable.
- (f) White's conduct of the attack was of the highest order, but here a gem of a finish escapes his attention. 27 R × P ch., 27 P × R; 28 Q × P ch., 28 K × Kt; 29 P—K6, would have won the Queen for two pieces, as Black had nothing better than 29... P × P, and then R × R ch. would follow. If 29... R × P ch.; 30 K—B sq., 30 R—Kt 2; 31 P × P ch., 31 Q × P; 32 R × Q, and wins. Or if 29... R—R2; 30 Q—Kt 5 ch., 30 R—Kt 2; 31 B × R, 31 Q × B; 32 P × P ch., 32 K—R sq. (if 32... K—B sq.; 33 Q—K7 mate. Or if 32... K—R2; 33 P—B8, becoming a Knight, ch., followed by Q × Q mate); 33 Q—R5 ch., 33 Q—R2; 34 P—B8 queening ch., followed by Q × Q mate.
- (g) The advance of this Pawn loosens his Q side, but he could not help that for long. If, for instance, 46... B—K3; 47 R × B ch., 47 K × R; 48 K—B5, 48 K—Q2; 49 P—QB4, 49 P × P; 50 K × P, followed by Kt—Kt 4, and wins. Or if 46... B—Kt 6; 47 R—KR8, followed by R—R7, and then R—KKt 7, after which he will either be able to force the exchange of Rook for Bishop, or advance the QBP and break the Pawns on the Q wing.
- (h) The winning *coup* which has been led up to with consummate skill.

* * *

Game No. 214.

Played in the first round, April 10th.

PONZIANI OPENING.

<i>White</i>	<i>Black</i>		
N. MacLeod.	S. Lipschütz.	3 KKt—B3	QKt—B3
		4 B—Kt 5	P × P
1 P—K4	P—K4	5 Kt × P	Q—Q4
2 P—QB3	P—Q4	6 Q—R4	Kt—K2
		7 Kt × Kt	Kt × Kt

8 O—O	B—QB4 (a)	23 P—Kt 4	B—R7 ch.
9 R—K sq.	O—O	24 K—R sq.	R—B7
10 B×Kt	Q×B	25 R—K sq.	B—K7 (c)
11 Q×Q	P×Q	26 R×B	R×R
12 P—QKt 4 (b)	B—Q3 (c)	27 P—QB4	R—R3
13 R×P	B—KB4	28 Kt—B2	R×RP
14 R—K sq.	KR—K sq.	29 Kt—Q4	B—K4 ch.
15 R—Q sq.	B—B7	30 K—Kt sq.	R×QP
16 R—B sq.	B—Q6 (d)	31 R—K sq.	P—B3
17 R—Q sq.	R—K7	32 Kt—B5	R×B
18 B—Kt 2	QR—K sq.	33 P—B4	P—Kt 3
19 Kt—R3	QR—K3	34 Kt—K7 ch.	K—B sq.
20 QR—B sq.	R—B3	35 Kt×KtP ch.	P×Kt
21 P—B3	R—R3	36 P×B	P×P
22 P—R3	R—Kt 3	37 Resigns.	

- (a) Recommended by Herr Neumann, and good enough to ensure the superiority in the ending. However, we prefer the following line of play which does not involve the exchanging of Queens, and wins a piece in case White tries to gain the KP, *e. g.*: 8... B—Q2; 9 R—K sq., 9 O—O—O; 10 R×P (or 10 B×Kt?, 10 B×B; 11 Q×RP, 11 B—QB4, and wins, for if Q—R4, Black answers B×P ch., and if 12 Q—R8 ch., 12 K—Q2 wins equally), 10... P—QR3; 11 B×P, 11 Kt—Kt 5, and wins.
- (b) He only drives the Bishop to a better square, 12 R×P, 12 QB—KB4; 13 R—K5, gave him more prospects of extracting himself, though, no doubt, Black could win now by the answer 13... B—Q6, and if 14 R×B, 14 R—K sq. If, however, 13... QR—K sq., then might follow 14 P—Q4, 14 R×R; 15 P×R, 15 R—Q sq.; 16 Kt—Q2, 16 R—Q4; 17 P—QKt 4, 17 B—K2! (if 17... B—QKt 3; 18 P—QB4, 18 R×P; 19 P—B5, 19 R—K8 ch.; 20 Kt—B sq., 20 B—Q6; 21 B—Kt 2, and wins); 18 P—QB4, 18 R×P; 19 Kt—B3, etc.
- (c) B—QKt 3 would have led to a similar line of play as that adopted in the actual game, with a more decisive advantage in Black's favor.
- (d) Black has also gained a move by his fine manœuvring in occupying this strong post which blocks all the adverse pieces.
- (e) Black has mastered the position most skilfully, and his victory is now assured.

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Game No. 215.

Played in the second round, May 10th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	N. MacLeod.	4 P—Q3	B—K2 (b)
		5 P—KB4	P×P
		6 QB×P	B—Kt 5
1 P—K4	P—K4	7 Kt—B3	Kt—B3
2 QKt—B3	P—Q3 (a)	8 P—KR3	Kt—KR4
3 B—B4	KKt—B3	9 Q—Q2 (c)	B×Kt

10 P × B	B—R5 ch.	26 P—Kt 3	KR—QKt sq.
11 K—Q sq.	Kt—Q5 (<i>d</i>)	27 KR—KKt sq.	P—QB4 (<i>g</i>)
12 Q—K3	Kt × B (<i>e</i>)	28 P—KB5	R × R
13 Q × KKt	Q—B3	29 R × R	P × QP
14 Q × Q	B × Q	30 P × QP	P—Kt 4
15 Kt—Q5	B—Q sq.	31 R—R7	K—B sq.
16 P—B4	P—QB3	32 Kt—Q5	R—Kt 2
17 Kt—K3	P—QKt 4	33 R—R2 (<i>h</i>)	B—Q sq.
18 B—Kt 3	P—QR4 (<i>f</i>)	34 P—B6	K—Q2
19 P—QB3	Kt × B	35 R—KKt 2	P—Kt 5 (<i>i</i>)
20 P × Kt	P—KKt 3	36 P × P	P × P
21 K—K2	B—Kt 3	37 R × P	K—K3
22 P—Q4	P—KR4	38 R—R4	R—R2
23 P—Kt 4	K—Q2	39 R—R8	R—Q2
24 P × P	B × RP	40 R—K8 ch.	Resigns.
25 K—Q3	B—B2		

- (a) Black is already at some disadvantage, owing to his KB being confined.
- (b) B—K3 is now better. The doubled Pawn that White could create would be compensated by the open KB file, and the probability that White would have to advance his own KBP two squares sooner or later, thus enabling Black to dissolve that doubled Pawn.
- (c) B—K3 instead would have given White a stronger attack. If then 9... B—R5 ch.; 10 K—Q2, whilst now we prefer the adverse game.
- (d) Kt—K4 was better, for White could not well take that Knight, as a hole would be formed at his KB4 which would be strongly commanded by Black's minor pieces. If then 11 Q—K3, 11 P—QB3; 12 KB—QKt 3, 12 Q—B3, with the superior game.
- (e) Black loses all his advantage now, and he has the inferior position for the ending, his Pawns not being so compact as those of the opponent. Kt—K3 was by far better.
- (f) B—Kt 3, threatening to win a piece by Kt × B, would have gained an important move at least.
- (g) The hole here formed makes his game soon untenable. B—Q sq., with the view of playing P—KKt 4 in reply to P—B5, was his best defence.
- (h) A quicker way of winning was 33 Kt—K7 ch., 33 K—Kt sq.; 34 Kt—B6, 34 B—Kt sq. (or 34... K—Q2; 35 P—Q5, followed by R—KB8, with a winning game); 35 P—K5, 35 P × P; 36 P × P, 36 K—B2; 37 Kt × B, 37 R × Kt; 38 R × R, 38 K × R; 39 P—K6, 39 P × P; 40 P—B6, and wins.
- (i) His game becomes quite hopeless after this. K—K3, followed by B × P, gave him a better chance of prolonging the struggle.

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Game No. 216.

Played in the first round, March 26th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	S. Lipschütz.	25 Kt—K7 ch.	K—R sq.
1 P—Q4	P—Q4	26 R—K sq.	B—Kt 2
2 P—K3	P—K3	27 P—K4	Q—B6
3 KKt—B3	KKt—B3	28 Q—R4 (e)	P×P
4 B—Q3	B—K2 (a)	29 B×P	B×B
5 P—QKt 3	P—QKt 3	30 R×B	Q—B4 ch.
6 B—Kt 2	B—Kt 2	31 K—B sq.	P—KKt 4 (f)
7 QKt—Q2	QKt—Q2	32 Q—Kt 3	Q×Kt
8 P—QB4	P—QB4	33 Q—K5 ch.	K—Kt sq.
9 Q—K2	R—QB sq.	34 P—B4	Q—B4
10 R—QB sq.	O—O	35 P—B5	Q×Q
11 O—O	Kt—K5	36 R×Q	Kt—B5
12 P×QP	KP×P	37 R—K7	R—R sq.
13 Kt—K5 (b)	P×P	38 R—Q7	K—Kt 2
14 Kt×Kt (Q7)	Q×Kt	39 K—B2	P—QR4
15 B×P	Q—K3	40 P—KKt 3	Kt—R4
16 Q—R5	B—KB3	41 R—Kt 7	R—QB sq.
17 Kt—B3	B×B	42 R×KtP	R—B7 ch.
18 Kt×B	Q—KB3	43 K—B3	R×QRP
19 P—B3 (c)	P—KKt 3	44 P—QKt 4	P×P
20 Q—R6	Kt—B4	45 R×P	R×P
21 B—Kt sq.	B—R3	46 R—QR4	Kt—B3
22 KR—Q sq.	Kt—K3	47 R—R6	P—R3
23 Kt—B5 (d)	R×R	48 K—K3	P—Kt 5
24 R×R	Q—Kt 7	49 K—B4	R—B7 ch.
		50 K—K5	R—K7 ch.
		51 Resigns.	

- (a) For the second player this is the best place for the Bishop in this opening. Some masters adopt this development for the KB even when they have the first move.
- (b) White could break all attack against the K side by B—R6, forcing the exchange of the adverse KB that has such a bearing against the K wing.
- (c) His KP becomes weak and the source of trouble. No doubt he had to guard against R×R, followed by Q×BP ch., but he could better do that by R×Kt, followed by Q—R3 and afterward Q—Kt 3. His Knight was then a strong fixture in the centre that would have kept a commanding position up to the ending.
- (d) An ill-advised manœuvre that ultimately imperils the Knight. Anyhow, he ought to have exchanged Rooks first before adopting this *sortie*.
- (e) A fatal error. Q—B sq. was now his only move.
- (f) Black has cleverly played for winning the piece and now attains his object. The game is virtually over after this.

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Game No. 217.

Played in the second round, April 19th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	D. M. Martinez.	16 P—KB4	P×P
1 P—K4	P—K4	17 R×P	B—K2
2 KKt—B3	QKt—B3	18 Kt—KB3	Kt—Kt3
3 B—Kt5	Kt—Q5 (a)	19 B×B ch.	P×B
4 Kt×Kt	P×Kt	20 R—KB7	P—K4
5 P—Q3	Q—R5 (b)	21 QR—KB sq.	K—K3
6 Q—B3 (c)	Q—B3	22 R—B5	QR—KB sq.
7 Q×Q (d)	Kt×Q	23 B—K sq.	P—B4
8 O—O	P—B3	24 B—Q2	B—B3
9 B—QB4	P—Q3	25 Kt—R2	P—Kt4
10 B—KKt5 (e)	Kt—Kt5 (f)	26 Kt—Kt4	B—Kt2
11 Kt—Q2	B—K3	27 P—Kt3	P—KR4
12 B—QKt3	P—KR3	28 Kt—R2	Kt—K2
13 B—KR4	P—KKt4	29 R×R	R×R
14 B—KKt3	K—Q2	30 Kt—B3	
15 P—KR3	Kt—K4		

Black lost the game by exceeding
the time limit. (g)

- (a) A favorite defence of Mr. Bird.
 (b) The position forms no exception from others in the opening when, as a rule, it is inadvisable to bring out the Queen early in the hostile camp.
 (c) White ought to have Castled and sooner or later he would gain a move with his Knight via Q2—KB3, and in some contingencies he could advance P—KB4 before bringing the Knight out, with a good game in either case.
 (d) Q—K2 was preferable.
 (e) The better plan was, we believe, P—KB4, followed by Kt—Q2 and Kt—KB3.
 (f) B—K2 was better.
 (g) An unsatisfactory result of a well-fought game which now stood pretty even still. Black might have now dissolved the doubled Pawn by P—Q4.

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Game No. 218.

Played in the first round, March 28th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	S. Lipschütz.		
1 P—Q4	P—Q4	31 Q—R6	B—B5
2 B—B4	P—K3 (<i>a</i>)	32 Q—R4	R—K sq.
3 P—K3	KKt—B3	33 K—B sq.	R×R ch.
4 KKt—B3	P—QKt 3	34 K×R	B—Q3
5 B—Q3	B—Kt 2	35 Q—Q8 ch.	Q—B sq.
6 QKt—Q2	QKt—Q2	36 Q×Q ch.	K×Q
7 O—O	B—K2	37 P—KR4	B—Kt 6 ch.
8 Kt—K5	O—O	38 B—B2	B—K4
9 Kt×Kt	Q×Kt	39 P—R5	K—Kt 2
10 B—K5	P—QB4	40 P×P	P×P
11 P—QB3	Kt—K sq.	41 B—QB5 (<i>g</i>)	B—B sq.
12 Q—R5	P—Kt 3	42 K—B2	B—B4
13 Q—K2	P—B5	43 B×B	P×B
14 B—B2	P—B3	44 P—KKt 3	P—B5 (<i>h</i>)
15 B—KKt 3	P—KB4 (<i>b</i>)	45 P×P	B×P
16 Kt—B3	B—Q sq.	46 B—K3	B—Q3
17 Kt—K5	Q—Kt 2	47 B—Q4 ch.	K—Kt 3
18 P—KB3	B—B2	48 K—K3	K—B4
19 P—K4 (<i>c</i>)	P—B5	49 B—Kt 6	B—R7
20 B—B2	Kt—B3 (<i>d</i>)	50 K—K2	B—B5
21 P×P	P×P	51 B—K3	B—K4
22 KR—K sq.	QR—K sq.	52 P—R3	B—Q3
23 B—QR4	R—K2	53 B—Q2	B—B4
24 Q—Q2	P—QR3 (<i>e</i>)	54 B—K sq.	B—Q3
25 Q×P (<i>f</i>)	P—QKt 4	55 B—Q2	B—B4
26 B—B2	Kt—Q2	56 B—K3	B—Q3
27 Q—Q2	Kt×Kt	57 K—Q2	P—R4
28 P×Kt	R×P	58 P—R4	P×P
29 B—Q4	R×R ch.	59 B—Kt 6	P—R6
30 R×R	Q—B2	60 P×P	B×P
		61 B×P	B—B4
		62 B—B7	

Drawn.

(*a*) P—QB4 is superior.

(*b*) We prefer Black's development after the early struggle for position, but he weakens his centre here and forms a hole at his K4 quite unnecessarily. This neutralizes the advantage he had gained on the Q side, whereas, after P—QKt 4 instead, his attack on the Q wing had to be minded first by the opponent.

(*c*) Premature. He ought to have played Q—Q2 first before advancing this Pawn.

(*d*) We see no reason for Black not gaining a Pawn by 20... B×Kt; 21 P×B, 21 Q×P; 22 B—Q4, 22 Q—B2, with a safe game.

(*e*) After this his game becomes inferior. Kt—R4 first was his best play.

- (f) Still stronger was 25 B—B6, and whether Black then exchanged Knight or Bishop or retreated B—B sq., White was bound to increase his advantage.
- (g) In order to prevent the strong adverse advance of P—Kt 5.
- (h) Black has well calculated that this leads to a draw. As will be seen, he holds the adverse King aloof from the centre by the help of his Bishop, which he is careful not to exchange, and neither side can enter the other game.

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Game No. 219.

Played in the second round, April 22d.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	J. Mason.	16 O—O	P—Kt 3 (c)
1 P—K4	P—K3	17 Q—R3	B—B sq. (d)
2 P—Q4	P—Q4	18 Kt—B3	Kt—Q2
3 QKt—B3	KKt—B3	19 Kt—K3	R—B2
4 P—K5	KKt—Q2	20 QR—K sq.	Kt—Kt 3
5 P—B4	P—QB4	21 Kt—Kt 4	B—Kt 2
6 P×P	QKt—B3	22 Kt—R4	P—Kt 4
7 Kt—B3	B×P	23 Kt—B6 ch.	K—Q sq.
8 B—Q3	P—QR3	24 Kt—B3	P×P
9 P—QR3	P—QKt 4	25 Q—R4	K—B sq.
10 P—QKt 4 (a)	B—R2	26 Q×BP	Kt—Q sq.
11 Kt—KKt 5 (b)	Kt—B sq.	27 Kt—Q4	Kt—B5 (e)
12 Q—R5	Q—K2	28 Kt—Kt 3 (f)	Kt×RP
13 Kt—Q sq.	B—Kt 2	29 Kt—B5	R×Kt (g)
14 B—K3	P—KR3	30 P×R	Q×P ch.
15 B×B	R×B	31 K—R sq.	B—B3 (h)
		32 R—R sq.	B—Kt 2
		33 Q—B sq.	Kt—B5

- (a) White's QBP, as well as his QRP, is here weakened and holes are formed on the Q side that afterward cause much trouble.
- (b) The attack on the K side here commenced makes no serious impression.
- (c) Not a good move nor necessary. Sooner or later White would have been bound to withdraw the Queen from her present post where she could do no good.
- (d) Also useless. Kt—Q2 at once was preferable.
- (e) Black has extricated himself from his difficulties and assumes the attack on the weakest adverse point. His manœuvring for that object was excellently devised.
- (f) It was hardly advisable to give up the Pawn, and R—R sq. was his best move.
- (g) There was no necessity for this doubtful sacrifice. 29... P—QR4; 30 Kt×B, 30 Kt×Kt; 31 P×P, 31 Kt×P were good enough to maintain the Pawn, with the superior game.
- (h) Loss of time.

Game No. 220.

Played in the first round, March 25th.

VIENNA OPENING.

White	Black		
S. Lipschütz.	W. H. K. Pollock.	15 Q × B	P × Kt
1 P—K4	P—K4	16 B × Kt	Q × B
2 QKt—B3	KKt—B3	17 R—B7	R—Q2
3 P—B4	P—Q4	18 QR—KB sq.	KR—Q sq.
4 P × KP	Kt × P	19 Q—Kt 5	P × P
5 Q—B3	Kt × Kt	20 P × P	R × R
6 KtP × Kt	B—K3	21 R × R	Q × P (c)
7 P—Q4	P—QB4	22 R—B sq. (d)	Q—R2
8 R—Kt sq.	Q—B2	23 Q—K7	Q—R3
9 B—Kt 5 ch.	Kt—B3	24 P—KR3	P—R5
10 Kt—K2	O—O—O (a)	25 K—R2	Q—K6 (e)
11 O—O	B—K2	26 Q × P ch.	R—Q2 (f)
12 B—K3	P—KR4	27 R—B3	Q—K8
13 Kt—B4	B—Kt 4 (b)	28 Q—B4	K—B2
14 Kt × B	B × B ch.	29 Q—B2 ch. (g)	K—Q sq. (h)
		30 Q—QB5	Resigns. (i)

- (a) Black treats this variation in an original way that seems to lead to an early equalization.
- (b) Best. If 13... B—Kt 5; 14 Kt × QP, etc.
- (c) The game was still even, and a draw was almost declared by 21... Q—B6, after which the most probable continuation was 22 Q—B4, 22 Q—K8 ch.; 23 Q—B sq., 23 Q—K6 ch.; 24 Q—B2, 24 Q—B8 ch., and draws. The text move loses.
- (d) This is a *coup de repos* of the kind that, in our opinion, denotes greater mastery than the conception of brilliant terminations. Such a winning retreat with its consequences in actual play alone could not be easily conceived nor anticipated by the opponent. Black's game is now absolutely lost.
- (e) Black can only wait for his doom. If 25... R—Q2; 26 Q—B8 ch., 26 R—Q sq.; 27 Q—B5 ch., 27 K—Kt sq.; 28 R—B7, 28 R—QB sq.; 29 Q—Q6 ch., 29 K—R sq.; 30 R—B8, and wins.
- (f) If K—Kt sq., White wins easily by Q—B7, followed by the advance of the KP.
- (g) The finish may be called artistic and scientific as well.
- (h) If 29... K—Kt 3; 30 Q—B5 ch., followed by R—QR3 ch., and mate next move.
- (i) Unless he gives up the Queen by Q—Kt 6 ch., 30... R—K2 is the only move to delay mate, and then White proceeds with R—B8 ch., followed by Q—Q6 ch.

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Game No. 221.

Played in the second round, April 18th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	S. Lipschütz.	39 R—B2	Kt—Q5
1 P—K4	P—K4	40 KR—KB sq.	Kt—B3
2 KKt—B3	QKt—B3	41 B—B sq.	P—KR3
3 B—Kt5	P—Q3	42 P—Kt5	RP×P
4 P—Q4	B—Q2	43 P×KtP	R—KB sq.
5 O—O	B—K2	44 P—KKt4	K—K3
6 Kt—B3	Kt—B3	45 B—Q2	R—B2
7 B—K3	O—O	46 P—Kt6 (g)	R (B2)—B sq.
8 Q—K2	B—KKt5 (a)	47 P—Kt5	Kt—K2
9 B×Kt	P×B	48 P×P	R×P
10 P×P	P×P	49 R×R	P×R
11 P—KR3	B×Kt	50 P—Kt7	K—B2
12 Q×B	Q—Q3	51 K—B2	K×P
13 P—R3	Q—K3	52 K—K3	K—B2
14 QR—Q sq.	P—QR4	53 K—Q3	K—K3
15 R—Q3	QR—Kt sq.	54 K—B4	Kt—B3
16 B—B sq.	Kt—K sq. (b)	55 K—Kt5	Kt—Q5 ch.
17 P—QKt3	B—Q3	56 K—Kt6	Kt×BP
18 P—QR4	Kt—B3	57 K—Kt7	R—KKt sq.
19 Kt—Q sq.	R—Kt5 (c)	58 B×P	R—Kt6 (h)
20 R—K sq.	R (Kt5)—Kt sq. (d)	59 K—B8	Kt—Q5
21 Kt—K3	Kt—Q2	60 B—Q8	P—B4
22 Kt—B5	Kt—B4	61 P×P ch.	Kt×P
23 Q—Kt4	Q—Kt3	62 R—QKt sq.	Kt—Q5
24 R—Kt3 (e)	Q×Q	63 P—R5	R—Kt sq. (i)
25 P×Q	Kt—K3	64 K—B7	R×B (j)
26 B—Q2	R—R sq.	65 K×R	Kt—B3 ch.
27 R—Q3	KR—Q sq.	66 K—B7	Kt×P
28 B—B3	P—B3	67 K—Kt6	Kt×P
29 Kt×B (f)	P×Kt	68 R×Kt	P—K5
30 P—Kt3	K—B2	69 K—Kt5	K—Q4
31 KR—Q sq.	K—K2	70 R—Kt sq.	P—K6
32 P—B3	Kt—B4	71 R—Q sq. ch.	K—K5
33 QR—Q2	K—K3	72 K—B4	P—K7
34 B—Kt2	Kt—Kt2	73 R—KR sq.	K—K6
35 P—KB4	Kt—B4	74 K—B3	P—Q4
36 R—K2	K—K2	75 R—R3 ch.	K—B7
37 B—R3	Kt—K3	76 R—R2 ch.	K—B8 (k)
38 R (K2)—Q2	P—QB4	77 R—R sq. ch.	K—B7
		78 K—Q2	K—B6
		79 R—K sq.	K—K5
		80 R×P ch.	K—Q5

81 R—R2	K—B5	84 K—Q3	K—Kt 4
82 R—R4 ch.	P—Q5	85 R—R8	K—B3
83 R—R5	K—Kt 5	86 K—B4	Resigns.

- (a) Black's defence has kept the game quite even up to this, which is disadvantageous to his Q side. 8... R—K sq., and if 9 QR—Q sq., 9 Q—B sq. would have left the position still well balanced.
- (b) This retreat loses time, for he cannot afford to open the game by P—KB4, which, no doubt, was intended to be prepared by this move, as this plan would leave his KP isolated.
- (c) Again a lost move, for he has immediately to retreat in order to guard against the loss of a valuable Pawn by B—Q2.
- (d) A little better was perhaps 20... R—R sq.; 21 B—Q2, 21 R (Kt 5)—Kt sq., etc., but not 21... R—Q5, on account of 22 R×R, 22 P×R; 23 P—K5, 23 B×P; 24 B—B4, 24 Kt—Q2; 25 B×B, 25 Kt×B; 26 Q—K4, and wins.
- (e) White has obtained the superior position on both wings, but he overlooks here a plan which we believe was quite decisive. R—QB3, threatening accordingly B—R3 or R—B4, followed by B—K3, must have soon gained a valuable Pawn that would have been sufficient to give White a winning game.
- (f) No necessity for this, and it could do no good either to undouble the adverse Pawns and to strengthen the hostile centre. The right play was P—KB3, with the view of manœuvring his Knight via K3—QB4.
- (g) White has kept up a spirited attack very skilfully, but he goes too far with the same in virtually sacrificing this Pawn by advancing it thus.
- (h) Black in turn had now a won game, but 58... Kt—Q5; 59 R—QKt sq. (if 59 P—Kt 4, 59 Kt—Kt 6, etc.), 59... R—Kt 6; 60 P—Kt 4, 60 Kt—Kt 6; 61 K—R6, 61 P—B5, was his best plan; for if now, for instance, 62 B—Kt 6, 62 P—... 3 R×Kt, 63 P—B7, and wins. The play in the text gives the opponent an opportunity for a highly ingenious counter-attack that still keeps Black's King in jeopardy, though forces are already much reduced.
- (i) With this his winning prospects are altogether abandoned, while R—Kt 2, followed accordingly by Kt—B3 or —Kt 4, made it still difficult, if not impossible, for White to escape with a draw.
- (j) This involves also the sacrifice of the Knight within a few moves, leaving Black with three Pawns for the Rook. But the Pawns are not advanced well enough to secure victory, and a draw ought to have been the legitimate result.
- (k) Black, most injudiciously, is not satisfied with a draw which he could easily secure by K—K3, and he has to bear the usual penalty for attempting to win a game drawn by its nature, for after the opponent's reply his own game can no more be saved.

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Game No. 222.

Played in the first round, April 2d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	S. Lipschütz.	36 R (K4)—K2	R—K sq. (<i>j</i>)
		37 P—KR3	QR—Q sq.
1 P—K4	P—K4	38 Kt—Kt 6	R×R
2 KKt—B3	QKt—B3	39 R×R	K—B2
3 B—Kt 5	P—Q3	40 K—B2	R—K sq.
4 P—Q4	B—Q2	41 Kt—K5 ch.	K—Kt sq.
5 B×Kt	B×B	42 K—Kt 3	P—R3
6 Kt—B3	Kt—B3 (<i>a</i>)	43 P—KR4	B—B sq. (<i>k</i>)
7 Q—K2	Q—K2	44 R—Q2	R—Q sq.
8 B—Kt 5	P—KR3	45 R×R ch.	B×R
9 B×Kt	Q×B	46 Kt—B6 (<i>l</i>)	B—B3
10 P—Q5 (<i>b</i>)	B—Q2	47 P—Kt 5	K—B2 (<i>m</i>)
11 QKt—Kt 5	Q—Q sq.	48 P×B	K×P
12 Q—B4	P—QB3	49 P—R3	B×P
13 Kt—B3	B—K2	50 P—Kt 4	P×P
14 O—O	O—O	51 P×P	B—Q2
15 P×P	P×P	52 Kt—K5 (<i>n</i>)	B—B sq.
16 QR—Q sq.	Q—Kt 3	53 P—R5 (<i>o</i>)	K—K3
17 Kt—K2	B—K3 (<i>c</i>)	54 K—B3	B—Kt 2 ch.
18 Q—B3	QR—Kt sq.	55 K—K3	K—Q3
19 P—QKt 3	P—KB4	56 K—Q4	B—Kt 7
20 Kt×P (<i>d</i>)	P×Kt (<i>e</i>)	57 K—K3	B—Kt 2
21 Q×KP	K—B2 (<i>f</i>)	58 Kt—Q3	B—B sq.
22 P×P	B—B sq.	59 Kt—B5	K—B3
23 Kt—B4	Q—Kt 4	60 Kt×P	B—Kt 5
24 KR—K sq.	Q×Q	61 P—Kt 5 ch.	K—Kt 3
25 R×Q	B—B3	62 K—Q4	B×P
26 R—B5	R—Kt 3	63 Kt—Kt 4	B—K7
27 P—KKt 4	R—K sq.	64 Kt—Q5 ch.	K—Kt 2
28 Kt—Kt 6	R—K5	65 Kt—B3	B—B8
29 P—KB3 (<i>g</i>)	R—Q5 (<i>h</i>)	66 P—QB5	P—R4
30 R—K sq.	R—Q sq.	67 P—KB5	P—R5
31 R—B4	B—R3	68 P—B6 ch.	K—Kt sq.
32 R (B4)—K4	R (Kt 3)—Kt	69 P—Kt 6	P—R6
	sq. (<i>i</i>)	70 Kt—K4	P—R7
33 P—QB4	B—Kt 2	71 P—B7 ch.	K—Kt 2
34 P—B4	P—B4	72 K—B5	B—R3 (<i>p</i>)
35 Kt—K5 ch.	K—Kt sq.	Drawn by mutual consent.	

(*a*) P—KB3 is the best defence at this juncture.(*b*) White could now obtain a strong advantage by 10 Q—B4 first.(*c*) 17... Q×Kt P; 18 R—Kt sq., 18 Q—R6; 19 R—Kt 7, 19 KR—Q sq. would

have caused a cumbersome defence for some time, but we believe the extra Pawn was worth that trouble.

- (d) This dashing sacrifice of a piece for three Pawns keeps the attack in hand for some time, but as the majority of Pawns is separated on two wings, the advantage of material is on the side of Black, especially as the latter has two Bishops for the ending.
- (e) If 20... B—B3; 21 Kt—QB4, and White escapes with a Pawn ahead.
- (f) Better still was, we believe, 21... R—B3; 22 Kt—B4 (if 22 P×P, 22 B—B2; 23 Q×B, 23 R—K sq., etc.), 22... K—B2; 23 Kt×B, 23 R×Kt; 24 Q×KBP ch., 24 R—B3, having exchanged the Knight and keeping up an attack on the open KB file.
- (g) P—KR3 was better.
- (h) 29... B—Q5 ch.; 30 K—R sq., 30 R×KKtP; 31 Kt—K5 ch., 31 B×Kt; 32 P×R, 32 B—B2 would have soon transferred the attack to Black.
- (i) P—QB4 first, with reservation of option to double the Rooks on the Q file, was superior.
- (j) It was certainly of advantage to drive off one of the adverse Rooks from the K file by B—R5.
- (k) Careless play. R—Q sq. was now his best.
- (l) White's play all along since he sacrificed the piece is highly praiseworthy, considering the difficulty of his position, and he now emanates with a won game by this adroit stroke.
- (m) Evidently best. If 47... B—Kt2; 48 Kt—R5, and otherwise he cannot move the KB without its being captured or ceasing to guard against Kt—K7 ch., winning the other Bishop.
- (n) Kt—Q4 was more confining for the adverse King and Bishop.
- (o) Virtually the cause of White's failure to win. The advance of this Pawn injured his prospects of success, for the Pawn is afterward liable to attack and capture from the hostile Bishop, and, moreover, it now blocks a square which eventually might have been at least threatened to be occupied by White's King, and then Black would be compelled to play P—KKt3, whereupon the RP could push on to R5, forcing a way for the winning access of his King.
- (p) Black's play against heavy odds has been remarkably clever and to the point, and he now makes his escape from a perilous position with a draw.

* * *

Game No. 223.

Played in the second round, April 29th.

CENTRE GAMBIT.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	J. W. Showalter.	3 Q×P	QKt—B3
		4 Q—K3 (a)	P—Q3 (b)
1 P—K4	P—K4	5 QKt—B3	Kt—B3
2 P—Q4	P×P	6 Kt—B3 (c)	B—K2
		7 B—Q3	O—O

- (a) This way of opening has been brought into favor by Wilfried Paulsen.
- (b) P—KKt3, followed by B—Kt2, which was first adopted by Winawer, is, we believe, the most satisfactory line of defence.
- (c) We think that the preparation by B—Q2 for O—O—O is more in order,

8 O—O	KKt—Kt5	26 Q—K6	Q×QBP
9 Q—K2	KKt—K4	27 R—K2	Q—Kt8 ch.
10 Kt×Kt	Kt×Kt	28 R—K sq.	Q—B7
11 Kt—Q5	B—R5	29 R—K2	Q—Kt8 ch.
12 B—Q2 (<i>d</i>)	P—KB4	30 R—K sq.	Q—B7
13 P×P	Kt×B	31 R—K2	Q—Q8 ch.
14 Q×Kt	QB×P	32 R—K sq.	Q—B7
15 Q—B4	K—R sq.	33 Q—R6 ch. (<i>h</i>)	K—Kt sq. (<i>i</i>)
16 P—KKt3 (<i>e</i>)	B—B3	34 Q×P ch. (<i>j</i>)	R×Q
17 Kt×B	Q×Kt	35 R×R ch.	K—R sq.
18 B—B3	Q—Kt3	36 R—Kt5 disch.	R—B3 (<i>k</i>)
19 P—KB3 (<i>f</i>)	R—B2	37 B×R ch.	K—R2
20 R—B2	QR—KB sq.	38 R—K7 ch.	K—R3
21 QR—K sq.	P—KR4 (<i>g</i>)	39 B—K7 ch.	K—R2
22 KR—K2	B—Q2	40 B—B3 disch.	K—R3
23 R—K7	B—B3	41 K—K6 ch.	K—R2
24 R(K sq.)—K3	Q—Kt4	White mates in three moves. (<i>l</i>)	
25 P—B4	Q—KB4		

for White will be safe then, while the opponent will hardly be able to Castle on the same wing, and, therefore, the attacking advance by P—KB4 should be reserved.

- (*d*) We should have preferred 12 P—KKt3, and if 12...P—QB3; 13 Kt—K3, followed by P—KB4, with a very good game.
- (*e*) 16 Q×P was not good, on account of 16...Q×Q; 17 Kt×Q, 17 QR—B sq.; 18 Kt—Kt5, 18 R×P, threatening B—Q6.
- (*f*) Obviously necessary, for otherwise Black will play B—K5, threatening Q—Kt5 and afterward Q—B6.
- (*g*) B—Q2 at once would have prevented White from doubling the Rooks on the K file, and was in many other respects superior. He could not, of course, capture the BP now on account of the reply R×B, which, if he retake, would cost the Queen by the rejoinder B×P ch.
- (*h*) White tries another scheme, which succeeds, though by rights it ought not to have altered the result which legitimately was a draw.
- (*i*) No doubt, he overlooked the adversary's ingenious design. He ought to have interposed Queen at R2, and even if White answered Q—Kt5, he would not have found it difficult to effect a draw.
- (*j*) This fine sacrifice was certainly his best resource, as it gave him some winning chance without risk; but it does not lead to a conclusive win.
- (*k*) A fatal error. He ought to have moved 36...K—R2, and after 37 R—K7 ch. (if 37 R—Kt7 ch., 37 K—R3; 38 R—K6 ch., 38 R—B3, and wins), 37...R—B2; 38 R×R ch., 38 K—R3; 39 B—Kt7 ch., 39 K—R2, White has no more than a draw. Another way was: 36...K—R2; 37 R—K7 ch., 37 K—R3; 38 R—K6 ch. (or 38 B—Kt7 ch., 38 K—R2; 39 B×R disch., 39 K—R sq.; 40 B—Kt7 ch., 40 K—Kt sq., and White can only draw); 38...R—B3; 39 R×R ch., 39 K—R2, and draws.
- (*l*) The mate is forced by 42 R—Kt7 ch., 42 K—R sq.; 43 R—R6, 43 Q—R2; 44 R (R6)×Q mate.

* * *

Game No. 224.

Played in the first round, April 4th.

HAMMPPE-ALLGAIER GAMBIT.

White	Black		
J. Taubenhaus.	S. Lipschütz.	16 B × R	Q × B
1 P—K4	P—K4	17 K—Kt 2	Kt—Q2
2 QKt—B3	QKt—B3	18 Kt—Kt 5	Kt—Kt 3
3 P—KB4	P × P	19 B—Q3	B—Q2
4 Kt—B3	P—KKt 4	20 Kt × BP	R—QB sq.
5 P—KR4	P—Kt 5	21 P—K5 ch.	B—B4
6 Kt—Kt 5 (a)	P—KR3	22 Kt—K6	Kt × QP (f)
7 Kt × BP	K × Kt	23 R—K sq. (g)	Kt—Kt 5 (h)
8 P—Q4	P—B6 (b)	24 B × B ch.	Kt × B
9 P × P	B—K2 (c)	25 P—QB3	Q—K sq.
10 B—B4 ch.	K—Kt 2	26 P × Kt	B × RP (i)
11 B—K3	P—Q3	27 Kt—Kt 5 ch.	K—R3
12 P—KB4	P—KR4	28 Q—Q3	Q—B3 ch.
13 P—Q5	Kt—Kt sq.	29 K—Kt sq.	Q—Kt 3 ch.
14 O—O	Kt—KR3 (d)	30 K—R sq.	Q—B3 ch.
15 B—Q4 ch.	K—R2 (e)	31 K—Kt sq.	

Given up as drawn. (j)

- (a) A bold opening to play in a tournament.
- (b) Though the game is defensible even without this move, it is probably better to close the adverse KB file and to give up in the way adopted in the text the Pawn that cannot be maintained anyhow.
- (c) Here we prefer B—Kt 2, followed by K—K sq., in reply to B—B4 ch.
- (d) This loses the exchange unnecessarily, for Kt—Q2 instead would have enabled him to interpose the Bishop in reply to White's next move.
- (e) Best. For if the Bishop interpose, White answers P—K5, followed soon by P—K6.
- (f) Black has played very ingeniously and has well developed his blocked-up pieces for the attack, for which, however, the K centre furnished a surer aim than this move, which was probably selected for no better reason than that it comprised a pretty trap, for White could not answer 23 B × B ch., 23 Kt × B; 24 Q × Kt, on account of 24...Kt—K6 ch. 22 P × P was, however, much stronger, for it brought Queen and Bishop into play very soon.
- (g) A very good answer.
- (h) If 23...Kt—Kt 3; 24 B × B ch., 24 Kt × B; 25 Q—Q3, 25 K—Kt 3; 26 Kt—Q4, 26 Q—B sq.; 27 P × P, 27 B × QP; 28 R—K6 ch., and wins.
- (i) Black had still a won game, we believe, by 26...Q—B3 ch.; 27 K—R2 (if 27 K—Kt sq., the game might proceed 27...Q—Kt 3 ch.; 28 K—R sq. [or 28 K—B sq., 28 B × P, etc.], 28...Q—B7; 29 Q—Q3, 29 R—B7; 30 Q × Kt ch., 30 K—R3, and wins), 27...Kt × P, with an irresistible attack.
- (j) Black repeats his moves, which means he offers a draw. We believe, however, that 30...Kt—Kt 6 ch. promised well for his winning prospects, as the following probable continuation will show: 31 K—Kt 2, 31 Q—B3 ch.; 32 Kt—K4, 32 Q—B7 ch.; 33 Q × Q, 33 R × Q ch.; 34 K—Kt sq., 34 P × P, with the superior game.

Game No. 225.

Played in the second round, May 3d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
S. Lipschütz.	J. Taubenhaus.	18 Q × B	Q × Q
1 P—K4	P—K4	19 R × Q	R—B2
2 KKt—B3	QKt—B3	20 R—K3	P—KKt3
3 B—Kt5	Kt—B3	21 P—QKt3	R—Q sq. (c)
4 O—O	Kt × P	22 QR—K sq.	KR—Q2
5 R—K sq.	Kt—B3 (a)	23 P—B3	P—QB4
6 B × Kt	QP × B	24 Kt—K2	B—B2
7 Kt × P	B—K2	25 P—QB4	R—Q7
8 P—Q4 (b)	O—O	26 Kt—B3	P—B4
9 P—QB3	B—K3	27 R (K sq.)—K2	R × R
10 Kt—Q2	P—B4	28 R × R	K—B sq.
11 QKt—B3	Kt—Kt5 (c)	29 K—B2	R—Q6
12 B—B4	Kt × Kt	30 Kt—Kt5	P—QR3
13 B × Kt	P—QB3	31 Kt—R3	K—Kt2
14 Q—B sq.	B—Q4	32 Kt—B2	P—B5
15 Q—K3	P × P	33 K—K sq.	K—B3
16 Kt × P	P—B3 (d)	34 R—Q2 (f)	R × R
17 B—B7	Q × B	35 K × R	P—KKt4

Drawn.

- (a) 5... Kt—Q3 is, as usual in similar positions, the best defence. He might have been greatly hampered in his development after the inferior move in the text.
- (b) For now White might have more effectively carried out the idea of an attack which the editor introduced in a kindred position in his last match with the late Mr. Zukertort, the positions being alike with the exception that Zukertort had played 5... Kt—Q3, namely: 8 Q—K2 (threatening Kt × QBP if Black answer O—O), 8... B—K3; 9 P—Q3, and again Black cannot Castle on account of the reply Kt × KBP. It will now be seen that for the purposes of defence in this variation Black's Knight is better posted at Q3 than at KB3, for in the former case Black would at this point gain time by Kt—KB4, threatening Kt—Q5, whereas, in the present position, if Black play 9... Kt—Q4, White obviously answers P—QB4.
- (c) P—B3, with the view of playing Q—Kt3, followed by QR—Q sq., or else of entering in the centre by Kt—Q4, would have better maintained Black's slight superiority on account of his two Bishops.
- (d) He had to guard against B × KtP, but R—K sq. served the same object and was better.
- (e) Indirectly providing against P—QB4, to which Black would now reply B × QBP.
- (f) Both parties play cautiously and well, and a draw results from the nature of the position.

* * *

Game No. 226.

Played in the second round, May 9th.

RUY LOPEZ.

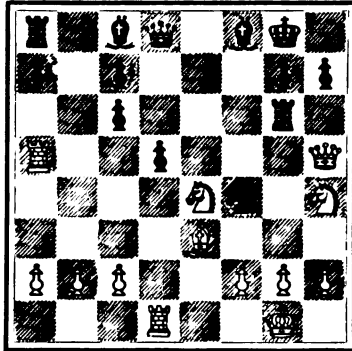
White	Black		
J. Taubenhaus.	S. Lipschütz.	12 Q—Kt 4	Kt—K3 (a)
1 P—K4	P—K4	13 Kt—B5 (b)	P—B3
2 KKt—B3	QKt—B3	14 B—R6	R—B2
3 B—Kt 5	Kt—B3	15 QR—Q sq.	P × P
4 O—O	Kt × P	16 R × KP	B—Q3 (c)
5 P—Q4	B—K2	17 R—R5 (d)	QB—B sq.
6 Q—K2	Kt—Q3	18 B—K3 (e)	R—B3
7 B × Kt	KtP × B	19 Kt—K4 (f)	R—Kt 3
8 P × P	Kt—Kt 2	20 Q—B3	B—B sq.
9 Kt—B3	O—O	21 Q—R5	P—Q4 (g)
10 Kt—Q4	Kt—B4	22 Kt—R4 (h)	Kt—B5 (i)
11 R—K sq.	B—R3	23 B × Kt (j)	QB—KKt 5
		24 KR × QP	P × R
		25 Q × QP ch.	Q × Q

- (a) Careless play that might have cost him the game. K—R sq. was his only good move.
- (b) It is still more strange that White should have overlooked such a good opportunity of obtaining a winning position by 13 B—R6, 13 Kt—Kt 4! (if 13... K—R sq.; 14 Kt × Kt, and wins); 14 B × P, 14 K × B; 15 P—KR4, 15 P—KB4; 16 P × P en pass., 16 B × P; 17 P × Kt, 17 B × P; 18 QR—Q sq., 18 R—B5; 19 Kt—K6 ch., 19 P × Kt; 20 R × Q, and wins.
- (c) Forced. For White threatened R × Kt. If 16... Q—K sq., then still 17 R × Kt, 17 P × R; 18 Kt × P, and wins. Or if 16... Q—QB sq.; 17 B × P, 17 R × B (or 17... Kt × B; 18 Kt × B ch., and wins); 18 Kt × R, winning easily.
- (d) If 17 Kt × B, 17 P × Kt; 18 R × P?, 18 Q—B3, and wins. The move in the text was his best resource, as Black would also win a piece by Q—B3 if the Rook retreated to K sq.
- (e) Obviously, if Kt × B, the Pawn retakes, and White's Rook is attacked by the Queen.
- (f) We think that 19 R × P, 19 R × R; 20 B × R was sound and his best course; for if 20... R—Kt 3; 21 Q—QB4, 21 Q—Kt 4; 22 Kt—Kt 3, 22 P—QB4?; 23 QKt—K4, 23 Q—K4 (or 23... Q—Q sq.; 24 B × P, and wins); 24 Kt × B, 24 P × Kt; 25 P—Kt 4, etc.
- (g) A very clever trap, no doubt, but fraught with great danger to himself if the opponent only saw through it. P—Q3 was the right play.
- (h) But White stumbles into it and ruins his game at a point where he might have obtained the advantage by 22 P—QB4, 22 Q—K sq. (threatening to win the Queen by R × P ch.); 23 Kt (K4)—Kt 3, 23 P × P; 24 Kt—R4, and if 24... Kt—B5; 25 Q—K5, and wins.
- (i) The fortune of the battle is completely turned by this remarkably ingenious *sortie* which victoriously liberates all the beleaguered black forces. See diagram.
- (j) His game was gone. If 23 Q—B3, 23 Q × Kt; 24 Q × Kt (or 24 B × Kt, 24 QB—KKt 5, and wins), 24... R—Kt 5, and wins.

Position after Black's 22d move

Kt—B5

Black—S. Lipschütz.



White—J. Taubenhaus.

- | | |
|------------------------|-------|
| 26 R×Q | R—QB3 |
| 27 P—KR3 (<i>k</i>) | B—K3 |
| 28 R—Q2 | B×QRP |
| 29 P—QKt3 (<i>l</i>) | B—Kt8 |
| 30 Kt—QB3 (<i>m</i>) | R×Kt |
| 31 R—Q7 | B×P |
| 32 B—K5 | R—B4 |
| 33 B—Q4 | R—B3 |
| 34 Kt—B3 | B×P |
| 35 Resigns. | |

(*k*) The fight could have been much prolonged by 27 R—Q2, 27 B—K2; 28 B—Kt3, etc. The move adopted costs a valuable Pawn.

(*l*) Black's answer sufficiently shows at once that this plan of keeping the adverse Bishop shut up, on which White had apparently relied previously, is altogether abortive.

(*m*) A blunder, but the game could not be saved anyhow.

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MASON'S GAMES.

* * *

Game No. 227.

Played in the first round, March 27th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
D. G. Baird.	J. Mason.	4 KKt—B3	B—KB4
1 P—K4	P—K3	5 B—Q3	B×B
2 P—Q4	P—Q4	6 Q×B	KKt—B3
3 P×P	P×P	7 O—O	B—Q3
		8 R—K sq. ch.	
		Game lost by forfeit.	

* * *

Game No. 228.

Played in the second round, April 20th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Mason.	D. G. Baird.	6 QKt—B3	P—Q3
1 P—K4	P—K4	7 B×Kt ch.	P×B
2 KKt—B3	QKt—B3	8 P—Q4	P×P
3 B—Kt 5	P—QR3	9 Kt×P	B—Q2
4 B—R4	Kt—B3	10 P—KB4	O—O
5 O—O	B—K2	11 Kt—KB3	P—KR3 (a)
		12 P—KR3 (b)	Kt—R2
		13 B—K3	B—K3

(a) The advance of this Pawn is the cause of his trouble at the end of the game. Kt—K sq. was preferable.

(b) White's advance of this wing Pawn has also an attacking object, and he intends to push the Kt P at the earliest opportunity.

14 Q—K2	B—KB3	32 K—R2	R—QKt sq.
15 P—K5	B—K2	33 Q—R4 (e)	Q—Q sq.
16 QR—Q sq.	P—Q4	34 Q—Kt 3	R—R sq.
17 QKt—R4	Q—Kt sq.	35 P—KR4	R—KKt sq.
18 P—QKt 3	K—R sq. (c)	36 R (K sq.)—K2	Q—QB sq.
19 B—Q4	Q—K sq.	37 R—Kt 2	Q—R3
20 Kt—B5 (d)	B × Kt	38 P—Kt 5	QR—K sq.
21 B × B	R—KKt sq.	39 P—Kt 6	P × P
22 Kt—Q4	B—Q2	40 P—K6	B—B sq.
23 QR—K sq.	Q—Q sq.	41 Q × P	Q—B8
24 Q—B2	Q—K sq.	42 Q—Kt 3	Kt—B3
25 Q—R4	Q—Q sq.	43 R—K sq.	Q—R3
26 Q—B2	P—QR4	44 P—B5	Kt—K5 (f)
27 P—QR4	Q—QB sq.	45 R × Kt	P × R
28 R—K3	Q—K sq.	46 P—QB4	Q—R sq.
29 KR—K sq.	Q—Q sq.	47 Q—Kt 6	B × P
30 P—KKt 4	R—K sq.	48 P—B6 (g)	Resigns.
31 Q—Kt 3	Q—B sq.		

- (c) Feeble. Q—Kt 4, followed by KR—QKt sq., was the right play and left the game still even.
- (d) Black ought to have still challenged the exchange of Queens at Kt 4 on the last move. His omission is now severely punished by loss of ground.
- (e) White does not play a portion of this game with his usual decision, and he resorts sometimes to useless repetition moves. The plan which he ultimately adopts, namely, of advancing the Pawns on the K wing, could have been initiated here already.
- (f) His game was not to be saved at length, but this was just what White was waiting for, as it enables him to finish off with a few elegant strokes.
- (g) The termination is very beautiful.

* * *

Game No. 229.

Played in the first round, April 4th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	J. Mason.	8 Kt—Q5	P—B4
		9 Kt × B ch.	Q × Kt
1 P—K4	P—K4	10 B—Kt 5	Q—B2
2 KKt—B3	QKt—B3	11 B—QB4	B—K3
3 B—Kt 5	Kt—B3	12 B × B	Q × B
4 O—O	B—K2	13 P × P	Q × P
5 Kt—B3	P—Q3	14 B—Q2	Q—R4
6 P—KR3	O—O	15 Kt—Kt 5	Q—Kt 3
7 P—Q3	Kt—K sq.	16 P—KB4	P × P
		17 R × P	R × R

18 B × R	P—KR3	47 K—B2	K—Kt 4
19 Kt—B3	Q—B2	48 B—Q6	K—R5
20 Q—Q2	Kt—B3	49 B—K7	P—R4
21 P—R3 (a)	Kt—KR4	50 B—Q6	Kt—Kt 4
22 B—K3	R—K sq.	51 B—B4	Kt—K5
23 Q—B2	P—QR3	52 B—K5	Kt—B7
24 R—K sq.	Kt—K4	53 B—Q6	P—Kt 4
25 Kt × Kt	R × Kt	54 B—B7	Kt—K5
26 Q × Q ch.	K × Q	55 B—K5	P—Kt 5
27 B—B2	R × R ch.	56 RP × P	P × P
28 B × R (b)	Kt—B5	57 P × P	K × P
29 K—B2	Kt—K3	58 B—B4	K—R5
30 K—K3	P—Q4	59 B—K5	K—Kt 4
31 B—Kt 3	K—B3	60 B—B4	K—B3
32 P—Q4	K—B4	61 B—K5	K—Q2
33 B—K5	P—KR4	62 B—B4 (d)	K—K3
34 P—KKt 3 (c)	P—KKt 4	63 B—K5	K—B4
35 K—B3	P—Kt 5 ch.	64 P—Kt 3	P × P ch.
36 P × P	P × P ch.	65 K × P	Kt—B7
37 K—K3	P—B4	66 K—R4	K—K5
38 P—B3	P—B5	67 K—Kt 5	Kt—Q6
39 B—Q6	K—B3	68 B—B6	K—B6
40 B—B4	K—K2	69 B—K5	K—K5
41 B—K5	K—Q2	70 B—B6	Kt—B8 (e)
42 K—Q2	K—B3	71 K—Kt 4 (f)	Kt—K7
43 K—B2	Kt—Kt 4	72 K—B5	Kt × KtP
44 K—Q2	K—Q2	73 B—K5	Kt—K7
45 K—K3	Kt—K3	74 Resigns.	
46 K—Q2	K—B3		

- (a) The game has been quite evenly contested so far, but the useless advance in the text causes him embarrassment in the ending.
- (b) A draw ought to be the legitimate result arising from this position.
- (c) It would have probably facilitated his playing for a draw if he had not advanced this Pawn.
- (d) He allows himself to be wearied by the patient manœuvring of his clever opponent. If he had looked out as sharp as he had done through the greater part of the game, he would have seen the importance of trying to exchange the isolated QKtP at once in order to be in time to stop the adversary's King from entering at K5. 62 P—Kt 3, 62 P × P ch.; 63 K × P, 63 Kt—B7; 64 K—B2, 64 K—K3; 65 K—Q2, 65 K—B4; 66 K—K3 would have brought White's King up for the defence of the centre in proper time.
- (e) After a delay of one move Black sees the decisive effect of this fine *coup*.
- (f) No help for it. If K—B5, Black would answer Kt—Kt 6 ch.

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Game No. 230.

Played in the second round, May 3d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Mason.	J. W. Baird.		
1 P—K4	P—K4	17 Kt—B3	B—Q5
2 KKt—B3	QKt—B3	18 Kt×B	Q×Kt
3 B—Kt5	P—QR3	19 R—Q sq.	Q—B4
4 B—R4	Kt—B3	20 B—K3	Q—B3
5 P—Q3	B—B4	21 Q—B3	B—B sq.
6 P—B3	P—QKt4	22 R×R (d)	R×R
7 B—B2	P—Q4	23 R—Q sq.	R—Q3
8 Q—K2 (a)	P×P	24 R×R	Q×R
9 P×P	P—KR3	25 Q—K2	B—Kt2
10 QKt—Q2	O—O	26 P—B3	Kt—Q2
11 P—KR3	B—K3	27 Q—B2	P—QB4
12 P—QKt3 (b)	P—Kt5 (c)	28 K—B sq.	K—B sq.
13 P—QB4	Kt—Q5	29 Q—Q2	Q—K2
14 Kt×Kt	Q×Kt	30 Q—B2	K—K sq.
15 R—QKt sq.	QR—Q sq.	31 Q—Kt3	K—B sq.
16 O—O	Q—Q2	32 Q—B2	K—K sq.
		33 Q—Kt3	K—B sq.

Drawn.

(a) P×P is the usual move here, but this also seems to be good.

(b) This and the last are not to our taste and principles. Kt—B sq., with the view of entering with the Knight at K3, was much better.

(c) A fine answer which gives Black possession of the centre with his minor pieces.

(d) Which practically means playing for a draw, but neither side had anything better.

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Game No. 231.

Played in the second round, May 17th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. Mason.	J. W. Baird.		
1 P—K4	P—K4	3 B—B4	B—B4
2 KKt—B3	QKt—B3	4 P—Q3	P—Q3
		5 B—K3	B—Kt3 (a)
		6 QKt—Q2	Kt—B3
		7 Q—K2	Q—K2

8 Kt—B sq.	B—Q2	24 Kt—B3	P—B3
9 B—Kt 3	O—O	25 Kt—R4	Q—B2
10 B—Kt 5	P—KR3	26 QR—KKt sq. (d)	P—Q4
11 B—KR4	Kt—QR4	37 Kt—B5	P×P
12 Kt—K3	P—B3	28 P×P	KR—Q sq. (e)
13 P—KR3	B×Kt (b)	29 P—R4	R—Q2
14 P×B	Kt×B	30 P—Kt 5	B×Kt
15 RP×Kt	Q—K3	31 P×BP (f)	B×P
16 B×Kt	Q×B	32 R×P ch.	K—B sq.
17 O—O	Q—K2	33 Q—R5	B—R2
18 Kt—Q2	Q—Kt 4 (c)	34 Q×RP	P—K5 disch.
19 K—R2	B—K3	35 K—R sq.	R×R
20 R—B2	P—R3	36 R×R	Q—R4
21 QR—KB sq.	Q—R5	37 R—K7 ch.	K—Kt sq.
22 P—KKt 4	QR—B sq.	38 Q—Kt 7 mate.	
23 R—Kt 2	Q—Q sq.		

- (a) We prefer B×B, followed by Kt—R4, and exchanging the other Bishop.
 (b) 13... Kt×B; 14 RP×Kt, 14 B—Q sq., was now much better play.
 (c) P—KB4 would have equalized positions.
 (d) White has energetically taken advantage of the time lost by the adversary to form a strong K side attack.
 (e) In view of the coming onslaught of the adverse Pawns, which were sure to give him an opportunity of opening the KB file, this Rook stood better where it was, and the QR should have been employed for occupying the Q file here, as well as previously on the 22d move.
 (f) Brilliant, profound and absolutely decisive, as will show itself within a few moves.

* * *

Game No. 232.

Played in the first round, April 2d.

SICILIAN DEFENCE.

<i>White</i>	<i>Black</i>		
J. Mason.	H. E. Bird.	5 P—Q3	P—Q3
		6 O—O	P—QR3
		7 P—QR3	Kt—B3
1 P—K4	P—QB4	8 P—R3	O—O
2 KKt—B3	QKt—B3	9 B—K3	P—K3 (b)
3 Kt—B3	P—KKt 3	10 P—K5 (c)	P×P
4 B—B4 (a)	B—Kt 2	11 B×BP	R—K sq.

- (a) Not commendable in this opening, as Black may effectively answer P—K3, followed by KKt—B3 and P—Q4.
 (b) He should have first supported the QBP once more by P—QKt 3.
 (c) An excellent answer that gives White the better game.

12 Kt—K4	P—Kt 3	38 Q—K2	P—Kt 5 (<i>d</i>)
13 B—K3	Kt—Q4	39 RP×P	P×P
14 Q—Q2	P—B3	40 P—B4	P×P
15 QR—Q sq.	P—QKt 4	41 Q×P	R—R sq.
16 B—R2	P—B4	42 P—Q5	KR—R3
17 B—Kt 5	Q—B2	43 Q—Q4	Q—R2
18 B×Kt	P×B	44 Q×KtP	R—Kt 3
19 Kt—B6 ch.	B×Kt	45 Q—B3	Q—R8 ch. (<i>e</i>)
20 B×B	Q—Q3	46 R—K sq.	Q×P
21 B—Kt 5	B—Kt 2	47 Q—B7	R—Kt 2
22 P—Q4	P—K5	48 Q—B6	R—R7
23 B—B4	Q—K3	49 R—KB sq.	Q—Kt 4
24 Kt—K5	QR—B sq.	50 Q×Q	R×Q
25 Kt×Kt	Q×Kt	51 P—Q6	R—Q4 (<i>f</i>)
26 P—QB3	R—K3	52 R—B sq.	K—Kt 2
27 KR—K sq.	R—KB sq.	53 R—Kt 3	K—B3
28 R—K3	R—B2	54 KR—QB3	B—K3
29 R—Kt 3	Q—K sq.	55 R—Kt sq.	R (Q4)—R4 (<i>g</i>)
30 P—KR4	P—KR4	56 R—Kt 6	R—R8 ch.
31 R—K sq.	K—R2	57 K—R2	R—Q8
32 QR—K3	Q—K2	58 R—B7	R (R4)—R8
33 R—Kt 5	B—B3	59 P—Q7 (<i>h</i>)	R—R8 ch.
34 QR—Kt 3	B—K sq.	60 K—Kt 3	R (QR8)—Q8
35 Q—Q sq.	R—B sq.	61 B—Kt 5 ch.	K—K4
36 R—K3	P—R4	62 R—B5 ch.	Resigns.
37 Q—Q2	B—B2		

(*d*) Black has successfully withstood the adverse onslaught on the K side, but endangers the centre by this compromising attempt of a demonstration on the Q wing.

(*e*) Ill-judged. White's QP was the more dangerous one, and he ought to have captured the same at once.

(*f*) Black's best plan of defence was to manœuvre one of his Rooks to his second row and the other on his first row, and then to bring up his K—K3.

(*g*) 55... R—R2; 56 R—B7, 56 R×R; 57 P×R, 57 R—B4, gave him good prospects of a draw, whereas he now drifts into a losing position.

(*h*) White has most skilfully conducted his part and decides his victory finally by this excellent stroke.

* * *

Game No. 233.

Played in the second round, April 27th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	J. Mason.	23 R—Kt 5	P × P
1 P—KB4	P—Q4	24 RP × P	Q—B3
2 P—K3	P—QB4	25 B—Kt 4	P—R3
3 KKt—B3	P—QR3	26 B × Kt	P × B
4 P—QKt 3	QKt—B3	27 KR—Kt 3	P—Q5
5 B—Kt 2	P—K3	28 P—K4	P—Kt 4 (c)
6 B—K2	Kt—B3	29 Q—Kt 2 (d)	R—KKt 2
7 O—O	B—K2	30 P × BP	Q × P
8 Q—K sq.	O—O	31 Q—Q5 ch.	B—B2
9 P—Q3	Kt—K sq.	32 Q × BP	R—Q sq.
10 Kt—K5	B—Q2	33 R—KB sq.	R—Q4
11 Q—Kt 3	P—B4 (a)	34 Kt × B (e)	R × Kt
12 Kt—Q2	B—B3	35 Q × KtP	K—R2
13 QKt—B3	P—QKt 4	36 KR—B3	P—Kt 5
14 Q—R3	Kt × Kt	37 KR—B2	P—R4
15 B × Kt	B × B	38 Q—K sq.	Q—Q2
16 Kt × B	Kt—Q3	39 R—K2	KR—KB4
17 R—B3	B—K sq.	40 R—K4	Q—Q4
18 P—KKt 4	R—R2	41 K—Kt sq.	K—R3
19 K—R sq.	P—QR4 (b)	42 Q—B2	R—Q2
20 QR—KKt sq.	P—Kt 5	43 QR—K sq.	Q—B2
21 KR—Kt 3	P—R5	44 R—K6 ch.	K—R2
22 P × BP	Kt × P	45 QR—K4	KR—Q4
		46 Q—R4	Q—B4
		47 R—B6 (f)	Resigns.

(a) As usual, we condemn such a move that leaves a hole in the centre. P—B3 was by far better.

(b) Somewhat premature. It was preferable to endeavor to get rid of the dangerous adverse Knight in the centre by Kt—B2.

(c) The opponent has formed his attack most skilfully, and it is difficult to suggest anything good for Black. Of course, if 28... P × KP; 29 Kt—Kt 4, followed by Kt × RP ch., with a winning game.

(d) Excellent play and decisive within a few moves.

(e) In Mr. Bird's happy mood. Of course, he recovers the Queen immediately by Kt × P ch., but still this is very pretty.

(f) Virtually his victory was secured for some time, but the Queen is here caught very neatly.

* * *

Game No. 234.

Played in the first round, April 13th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	C. F. Burille.	21 P × Q	P × QP
1 P—KB4	P—Q4	22 R × P	P × P
2 P—K3	KKt—B3	23 R × P ch.	K—Kt sq.
3 P—QKt 3	P—K3	24 R—Q sq.	R × R ch.
4 B—Kt 2	B—K2	25 K × R	Kt—Q4
5 KKt—B3	P—QB4	26 K—Q2	R—R4
6 B—Q3	Kt—B3	27 P—KR4	P—KR3
7 P—QB3 (a)	Q—B2	28 R—KKt 4	P—KKt 4
8 Kt—R3	P—QR3	29 P × P	R—R7 ch.
9 Kt—B2	P—K4 (b)	30 K—Q3	R × Kt (e)
10 P × P	Kt × P	31 K × R	Kt × P ch.
11 Kt × Kt	Q × Kt	32 K—Q3	Kt × R
12 Q—B3	B—Q3	33 P × Kt	P × P
13 B—K2	B—Kt 5 (c)	34 K—K4	K—B2
14 Q—B sq.	Q—R4	35 K—B5	K—Q2
15 B × B	Q × B	36 K—B6	K—K sq.
16 Q—B3	O—O—O	37 P—QR4	P—R4
17 O—O—O	KR—K sq.	38 K × P	K—K2
18 P—B4 (d)	B—K4	39 K—B5	P—B3
19 B × B	R × B	40 K—B4	K—Q3
20 P—Q4	Q × Q	41 K—K4	K—K3
		42 K—Q4	K—Q3

Drawn.

(a) This and the last move are not commendable.

(b) Black has obtained the superior development, but we believe he might have made more of his advantage by initiating a wing attack with 9... P—QKt 4, and if 10 P—QR4, 10 QKt—R4, etc.

(c) Even now P—QKt 4 was stronger.

(d) An excellent move which relieves White's position and fully equalizes matters.

(e) Black has ingeniously fought for a win against his formidable opponent, and he has succeeded by fine play to gain a Pawn, but the position of his King is against him, and he can do no more than draw.

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Game No. 235.

Played in the second round, May 14th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
C. F. Burille.	J. Mason.	18 QR—Q sq.	Q—K3
		19 P—B4	O—O
		20 P—B5	Kt—Q4
1 P—K4	P—K4	21 P × P (e)	P × P
2 KKt—B3	KKt—B3	22 Q—B2	Kt × B
3 B—B4 (a)	Kt × P	23 Q × Kt	R × P (f)
4 Kt—B3	Kt × Kt	24 Kt—B3	P—QB4
5 QP × Kt	Q—K2 (b)	25 R—Q2	KR—QR sq.
6 O—O	P—KB3	26 KR—Q sq.	R—R8
7 R—K sq.	P—Q3	27 R × R	R × R ch.
8 Kt—R4	B—K3 (c)	28 K—B2	R—R sq.
9 Q—B3	P—B3 (d)	29 Q—K4	R—QKt sq.
10 B × B	Q × B	30 Q—QR4	P—K5
11 B—K3	P—KKt3	31 R—K2	R—K sq.
12 Q—Kt3	B—Kt2	32 Kt—Q2	P—B4
13 P—KB4	Q—K2	33 Kt—B4	R—KB sq.
14 P × P	QP × P	34 Q—R6	P—B5
15 Q—B2	P—Kt3	35 P—QKt3	P—B6
16 P—R4	Kt—R3	36 P × P	R × P ch.
17 Q—K2	Kt—B2	37 Resigns.	

(a) An old attack that has justly fallen into desuetude among modern players, as it affords insufficient compensation for the Pawn sacrificed.

(b) 5... P—KB3; 6 O—O, 6 Q—K2, is the only defence, and it makes a great difference to reverse the order of the two moves, for in reply to the text move White could win at once by Kt—Kt5. 6... P—Q3 is also bad on account of 7 Kt × P, 7 Q—K2 (7... P × Kt would be disastrous on account of 8 B × P ch.); 8 B × P ch., 8 K—Q sq.; 9 O—O, with a strong attack.

(c) A very noteworthy novelty that seems to do away with many difficult complications that are incidental to this form of opening.

(d) Kt—B3 was preferable.

(e) It was much better to delay opening the R file for the opponent. He evidently overlooks that on the 23d move Black gains time by attacking the Knight.

(f) Black's defence in the middle part has been admirable, and, with two Pawns ahead, he now assumes the attack which he conducts to the end with consummate mastery.

* * *

Game No. 236.

Played in the first round, April 5th.

ENGLISH OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	E. Delmar.	31 P × P	B × R ch.
1 P—QB4	P—K3	32 B × R	R—QB sq.
2 P—K3	P—Q4	33 P—QKt 4	Q—B3
3 P—Q4	P—QKt 3	34 B—K3	P × P (<i>h</i>)
4 QKt—B3	KKt—B3	35 P × P	Kt × B
5 Kt—B3	B—Kt 2	36 R × Kt	Q—B8 ch.
6 P × P	P × P	37 Q × Q	R × Q ch.
7 B—K2 (<i>a</i>)	B—Q3	38 K—B2	R—Q8
8 O—O	O—O	39 P—KKt 4	R × P
9 B—Q2	P—QR3	40 R—QB3	R × P
10 R—QB sq.	QKt—Q2	41 R—B8 ch.	K—B2
11 B—Q3	Kt—K5	42 R—B7 ch.	K—K3
12 B—K sq.	KR—K sq.	43 R × RP	R—Kt 6 (<i>i</i>)
13 KKt—Q2	Q—R5	44 P × P ch.	P × P
14 P—KB4 (<i>b</i>)	Q—R3	45 R—R6 ch.	K—B2
15 B × Kt	P × B	46 K—K2	K—Kt 2
16 Kt—QB4	P—KB4	47 R—R5	K—Kt 3
17 Kt—K2 (<i>c</i>)	B—Q4	48 R—Kt 5 ch.	K—B3
18 P—QKt 3 (<i>d</i>)	QR—Q sq. (<i>e</i>)	49 R—R5	P—QKt 4 (<i>j</i>)
19 Kt × B	Q × Kt	50 R—R6 ch.	K—Kt 2
20 Q—B2	QR—B sq.	51 R—R5	K—Kt 3
21 Q—Kt 2	Kt—B3	52 R—Kt 5 ch.	K—B3
22 Kt—Kt 3	P—KKt 3	53 R—R5	R—KB6
23 P—KR3	B—Kt 2	54 R—R6 ch.	K—Kt 2
24 R—KB2	Kt—Q4	55 R—QKt 6	R × KRP
25 Kt—B sq.	P—QR4	56 R × P	K—Kt 3
26 B—Q2	Q—KB3	57 R—QKt sq.	R—KB6
27 Kt—Kt 3 (<i>f</i>)	P—QB4	58 R—KKt sq. ch.	K—B3
28 Kt—K2	B—R3 (<i>g</i>)	59 R—B sq.	R × R
29 P—QR3	B × Kt	60 K × R	K—K3
30 R × B	P × P	61 K—K2	K—Q4
		62 K—K3	K—QB5
		63 Resigns.	

(*a*) This is a feeble move. He would obtain a slight advantage by 7 B—Kt 5 ch. for if 7... P—B3, then 8 B—Q3, and Black will be under the necessity later on of advancing P—QB4 in order to free his QB, whereupon White, by exchanging, will loosen the adverse centre. If, however, 7... QKt—Q2; 8 Kt—K5, 8 P—QR3; 9 B—B6, 9 B × B; 10 Kt × B, 10 Q—B sq.; 11 Kt—K5, with the preferable game.

(*b*) He suffers from this injudicious advance and the consequent weakness of his KP all through the game. His proper play was 14 P—KKt 3, with the following probable continuation: 14... Q—R6; 15 P—B3, 15 Kt—Kt 4 (or 15... Kt × KKt; 16 Q × Kt); 16 P—K4, 16 P × P; 17 KKt × P, with a good game.

- (c) We should have preferred 17 Q—Kt3, 17 K—R sq.; 18 KR—B2, followed by the same R—QB2, which would have kept Black on the defensive for a long time.
- (d) There seems to be no necessity for this advance, which breaks holes at QR3 and QB3.
- (e) The same R—B sq. was better. He has to lose a move later on in order to rectify the omission. It was pretty clear that his attack would have to be formed by the advance of the QBP, and therefore the Rook ought to have occupied the file at once.
- (f) A grave error of judgment, of which the opponent takes advantage with great precision. He ought to have stopped the advance of the QBP, and either Q—R3 or P—QKt4 were his best play.
- (g) Black manages his attack with great forethought and in excellent style. He forces now the isolation of the adverse QP as well as freedom for a strongly-supported passed centre Pawn which gives him a great advantage for the ending.
- (h) This and the following are simple and perhaps good enough; but much stronger and leading to a quicker termination was, we believe, 34... Q—B6; 35 Q—R2, 35 R—B5; 36 K—B2, 36 K—Kt2; 37 P×P, 37 P×P, and now Black threatens Q—Q8, followed by Kt×B or R—B7 ch., and if 38 Q—Kt sq., 38 Kt×B, followed by Q—Q7 ch., and wins. Or if 38 Q—Kt2, 38 Kt×B; 39 Q×Q, 39 Kt—Q8 ch., and wins. Or if 38 Q—Q2, 38 Q×RP, etc.
- (i) This excellent move prevents the adverse King from crossing and threatens to win another Pawn by R—B6 ch.
- (j) Black has gained a move very cleverly and repeats the same manœuvre in the next series of moves, with the effect of exchanging his QKt P for the adverse RP and afterward winning easily with two Pawns to one. The ending is finely played by Mr. Delmar.

* * *

Game No. 237.

Played in the second round, May 4th.

VIENNA OPENING.

White	Black	7 P—KKt3 (b)	Q—K5 ch.
E. Delmar.	J. Mason.	8 Q×Q	P×Q
1 P—K4	P—K4	9 B—KKt2	QKt—B3
2 QKt—B3	KKt—B3	10 P—Q4	P×P en pass.
3 P—B4	P—Q4	11 B×Kt ch.	P×B
4 P×KP	Kt×P	12 P×P	B—R3
5 Q—B3	Kt×Kt	13 P—Q4	P—QB4
6 KtP×Kt	Q—R5 ch. (a)	14 Kt—K2	P×P
		15 P×P	R—Q sq.

- (a) A novel idea, but hardly an improvement against best play on the other side.
- (b) We think that White could have obtained the better game by 7 Q—Kt3, 7 Q—K5 ch.; 8 K—Q sq.

16 B—K3	B—Kt 5 ch.	27 P × P	R × R
17 K—B2	B × Kt (c)	28 B × R	B × P
18 K × B	B—R4	29 P—KR4	P—Kt 3
19 KR—Q sq.	R—Q4	30 B—K3	B × B
20 QR—B sq.	B—Kt 3	31 K × B	K—K2
21 P—KKt 4	O—O	32 K—Q4	K—Q2
22 P—KKt 5	R—K sq.	33 K—B5	K—B2
23 R—B6	R—K3	34 P—R4	K—Kt 2
24 R × R	P × R	35 K—Kt 5	K—B2
25 R—Q2	K—B2		Drawn.
26 K—B3	P—QB4		

(c) After this exchange the game is equalized. We think that Black had previously the best of the game, and B—R4 at once, followed by B—Kt 3, was the right play.

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Game No. 238.

Played in the second round, May 9th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
E. Delmar.	J. Mason.	16 P—QB3	Q—B3 (c)
1 P—K4	P—K4	17 Kt—K7 ch.	B × Kt
2 KKt—B3	QKt—B3	18 Q × Q	QR—Q sq.
3 B—Kt 5	Kt—B3	19 QR—Q sq.	P—Kt 4
4 O—O	P—Q3	20 R × R	R × R
5 P—Q4	B—KKt 5 (a)	21 B × BP	R × B
6 P × P	Kt × P	22 Q × R ch.	K × Q
7 Q—Q5	Kt—B4	23 R × B ch.	K—Kt 3
8 R—K sq.	B—K2	24 R × BP	Kt—B4
9 P × P (b)	Q × P	25 R × KRP	Kt—Q6
10 Kt—QB3	O—O—O (c)	26 R—KKt 7	Kt × KtP
11 B × Kt	B × Kt (d)	27 R × KtP	Kt—Q8
12 B × P ch.	Kt × B	28 P—R4	Kt × QBP
13 Q × B	B—B3	29 P—R5	Kt—Kt 5
14 B—B4	Q—QR3	30 P—R6	P—R4
15 Kt—Q5	R—Q2	31 P—R7	P—R5
		32 P queens	Resigns.

(a) An error. B—Q2 or P × P are the only good moves here.

(b) White is trying to make more of the position than is in it, apparently. B × Kt ch., followed by Q × P ch., was more simple and better.

(c) Obviously better was 10... B—K3; 11 Q × Q, 11 P × Q; 12 Kt—Q4, 12 R—QB sq., with a fair defensive game; for if 13 P—QKt 4, 13 B—KB3, etc.

(d) 11... P × B; 12 Q × BP, 12 B—B3 would have given White more trouble.

- (c) Of course, a miserable blunder, after which resignation was in order. The game is of no further interest, excepting to remark that Black fights on stubbornly against hope, and White properly simplifies matters on the 21st and 22d moves by giving up the Queen again.

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Game No. 239.

Played in the first round, March 25th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. Mason.	21 R—B2	P—B3
1 P—K4	P—K4	22 Kt—R3	R—K5
2 QKt—B3	KKt—B3	23 P—KKt3	KR—K sq.
3 P—B4	P—Q4	24 K—Kt2	Kt—K2
4 P—Q3	P×KP	25 Kt—B4	P—KB4 (c)
5 BP×P	Kt—Kt5	26 P—KR4	P—Kt3
6 Kt×P	Kt×KP	27 R—Q sq.	K—Kt2
7 P—Q4	Kt—Kt3	28 P—Q5	P×P (d)
8 KKt—B3	B—KB4	29 Kt×P	R—Q sq.
9 B—Q3 (a)	B—K2	30 Kt—K3	Kt—B3
10 O—O	O—O	31 R×R	Kt×R
11 P—B3	P—QB3	32 Kt—B2	Kt—B3
12 K—R sq.	Kt—Q2	33 R—Q2	K—B3
13 Kt—Kt3	B×B	34 K—B2	Kt—K4
14 Q×B	Kt—B3	35 P—Kt3	P—B5
15 Kt—B5	Q—Q2	36 R—Q8	P×P ch. (e)
16 B—Kt5	Kt—Q4	37 K×P	R—Kt5 ch.
17 B×B	Kt (Q4)×B	38 K—R3	P—KR4
18 Kt—Kt5 (b)	Kt×Kt	39 Kt—Q4	R—K5
19 Q×Kt	Q×Q	40 R—B8 ch.	K—K2
20 R×Q	QR—K sq.	41 R—QKt8	R—K6 ch.
		42 K—Kt2	R×P
		43 R×P ch.	K—B3

- (a) 9 Kt—Kt3 would have taken better advantage of Black's previous move which was somewhat feeble.
- (b) 18 Kt×Kt ch., 18 Kt×Kt (or 18...Q×Kt; 19 QR—K sq.); 19 Kt—K5 was more promising.
- (c) Much better was Kt—B4, with the view of entering with the Knight at K6 or Q3.
- (d) We think that Black was more likely to obtain an advantage by 28...R—Q sq.; 29 P—Q6 (if 29 Kt—K6 ch., 29 R×Kt, and wins), 29...Kt—B sq.; 30 KR—Q2, 30 Kt—Kt3, followed by Kt—Q2, and White's far-advanced Pawn will be weak in the end.
- (e) Not as good as 36...K—B4, with the probable continuation: 37 R—B8 ch., 37 K—Kt5; 38 R×P ch., 38 R×R ch.; 39 P×R, 39 Kt—Q6 ch., winning both Pawns on the K side.

44 R×P	Kt—Q6	47 K—Kt 2 (g)
45 R—R5 (f)	Kt—B5 ch.	Drawn.
46 K—B2	Kt—R6 ch.	

(f) R—R4 was much better.

(g) On the previous move White ought to have played K—B sq., which gave him very good winning prospects. But he could even now force the same position, for Black had nothing better than Kt—B5 ch. White's consenting to a draw was anyhow premature, for he could well go on in this position without any risk of losing, and with fair winning chances.

* * *

Game No. 240.

Played in the second round, April 18th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	G. H. D. Gossip.	16 Kt—Kt 3	Kt—B4
1 P—Q4	P—Q4	17 P—K4	KKt—K2
2 P—KKt 3	KKt—B3	18 P×P	Kt×QP
3 B—Kt 2	P—K3	19 Q—Q2	QKt—K2
4 P—QR3	P—B4	20 Kt—Q4	Q—R5
5 P—QB3	Kt—B3 (a)	21 P—B4	Kt—B4
6 Kt—B3	B—Q3	22 Kt×Kt	R—B7
7 P—QKt 4 (b)	P—QKt 3	23 Q—Q4	R×B ch. (e)
8 O—O	O—O	24 K×R	Q—B7 ch.
9 QKt—Q2	B—Kt 2	25 Q—B2 (f)	Kt—K6 ch.
10 R—Kt sq.	P×KtP	26 K—R2 (g)	Kt×R ch.
11 BP×P (c)	Q—Q2	27 R×Kt	Q×Kt
12 B—Kt 2	KR—B sq.	28 P—Kt 4	Q—Q6
13 Kt—K5	B×Kt	29 P—B5	R—QB sq.
14 P×B	KKt—Kt 5	30 R—QB sq.	R×R
15 P—R3	Kt—R3 (d)	31 B×R	Q—B6

Given up as drawn.

(a) We disapprove of White's two last moves, and Black ought to have taken advantage of them by advancing P—B5.

(b) White here cleverly rectifies the unfavorable previous disposition of his Pawns on the Q side.

(c) RP×P, with the view of subsequently instituting an attack on the open QR file, was preferable.

(d) He dare not answer KKt×KP on account of the reply P—Kt 5 which would cost him a piece.

(e) Very spirited, but we do not consider it sound.

(f) Best, for if 25 K—Kt sq., 25 Kt×BP, threatening mate by Q—KKt 7 as well as Kt×RP ch., and winning with ease.

(g) Here is the turning point. White could have won now, we believe, by 26 K—Kt sq., 26 Q×Kt (or 26...Q—K5; 27 Q—B3, 27 Q×Q; 28 R×Q, and should win); 27 Q×Kt, 27 Q×RP; 28 K—B2, etc. After the move in the text a draw must ensue.

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Game No. 241.

Played in the second round, April 25th.

FRENCH DEFENCE.

White	Black		
G. H. D. Gossip.	J. Mason.	18 R—B sq.	B—Kt 3
1 P—K4	P—K3	19 B—Q2	P—QB4
2 P—Q4	P—Q4	20 B—R6	R—QKt sq.
3 QKt—B3	KKt—B3	21 QR—K sq.	Kt—Q sq.
4 P—K5	KKt—Q2	22 B—Q3	P—QR4
5 P—B4	P—QB4	23 K—B sq.	P—R5
6 P×P	Kt—QB3	24 P—QR3 (d)	Kt—Kt 2
7 Kt—B3 (a)	B×P	25 P—B5 (e)	P—B5 (f)
8 Kt—K2 (b)	Q—Kt 3	26 P×P	B×P
9 P—B3	B—B7 ch.	27 B—B2	Kt—B4
10 K—Q2	Q—K6 ch.	28 Kt—Q4	O—O
11 K—B2	Q—K5 ch.	29 Kt×B	P×Kt
12 Q—Q3	Kt—B4	30 R×R ch. (g)	R×R
13 Q×Q	Kt×Q	31 B—K3	Kt—Kt 6 ch.
14 Kt (K2)—Q4	B—Q2	32 B×Kt	B×B ch.
15 Kt×Kt (c)	P×Kt	33 R×B	BP×B
16 B—Q3	Kt—B4	34 R—K2	R—B5 (h)
17 B—K2	Kt—Kt 2	35 K—Q2	K—B2
		36 R—K3	R—B7 ch.
		37 R—K2	R×R ch.

- (a) Perhaps White's best plan in this situation is 7 Kt—R4, and if 7...Kt×BP; 8 Kt×Kt, 8 B×Kt; 9 Q—Kt 4, etc.
- (b) Hardly good, though not as dangerous as Black's reply would lead to believe.
- (c) White has defended himself very ingeniously, but it was inadvisable here to strengthen the adverse centre by this exchange.
- (d) Unnecessary and weakening his Q side.
- (e) Very good to all appearance, as Black cannot well take the Pawn, but dangerous nevertheless, as it isolates the KP.
- (f) If 25...P×P; 26 Kt—Kt 5, 26 P—KKt 3; 27 P—K6, with a fine attack.
- (g) This and the next move invite disaster. R—B3 was by far better.
- (h) A very fine preparation for a winning ending. The object is not to let the adverse King cross at K3 without Black being enabled to exchange Rooks by R—K5 ch.

38 K × R	K—Kt 3	49 P—R5	P—Q7
39 K—K3	K—B4 (i)	50 K—Kt 4	P queens
40 K—Q4	P—R4	51 P—Kt 3	Q—QR8
41 P—Kt 3	P—Kt 4	52 P—B4	K—Q5
42 P—R3	P—R5	53 K—Kt 5	Q—B6
43 P—Kt 4 ch.	K—B5	54 K—B6	Q × KtP
44 K—B5	K × P	55 P—R6	Q × P ch.
45 K—Kt 4	P—Q5	56 K—Kt 7	Q—Kt 4 ch.
46 K × P	P—Q6 (j)	57 K—R7	K—B4
47 K × P	K—K5	58 K—R8	K—B3
48 P—R4	K—K6	59 Resigns.	

(i) Black now easily exhausts the adverse waiting moves and wins the KP by force, after which his victory is assured, as will be seen.

(j) Most beautiful and, no doubt, the result of forecalculations before exchanging Rooks.

* * *

Game No. 242.

Played in the first round, April 8th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	J. M. Hanham.		
1 P—Q4	P—Q4	21 R—Kt 2	P—B4 (e)
2 B—B4	KKt—B3	22 P—B3	P—B5
3 P—K3	P—K3	23 B—B2	R—QB sq.
4 B—Q3	B—K2	24 K—R2	R—QB2
5 Kt—Q2	P—QKt 3	25 P—KKt 4	R—Kt 2
6 P—KR3 (a)	B—Kt 2	26 QR—KKt sq.	R—B3
7 KKt—B3	QKt—Q2	27 P—Kt 5	R—B sq.
8 O—O	O—O	28 Q—K sq.	P—Kt 4
9 Kt—K5	Kt × Kt	29 P—KR4	Kt—B2 (f)
10 B × Kt	Kt—K sq.	30 Kt—B3	B—B3
11 Q—R5	P—Kt 3	31 B—Q sq.	B—K sq.
12 Q—K2	P—KB3	32 P—R5	Kt—Q3
13 B—R2	P—KB4 (b)	33 R—R sq.	P × P
14 B—K5	B—B3	34 K—Kt sq.	Kt—K5
15 P—KB4 (c)	Kt—Kt 2 (d)	35 Kt—K5	K—R sq. (g)
16 B × B	R × B	36 B × P	QR—Kt sq.
17 Kt—B3	P—QR4	37 B × B	Q × B
18 Kt—K5	R—KB sq.	38 R—R6	Q—K2
19 P—KKt 3	Kt—K sq.	39 Q—R4	P—Kt 5
20 R—B2	Kt—Q3	40 P × P	P × P
		41 R—R2	P—B6
		42 Kt—Kt 6 ch. (h)	Resigns.

(a) In order to bring out KKt—B3 without being subjected to an exchange by the reply Kt—KR4.

- (b) Not good. B—Q3 was his right play.
- (c) Kt—B3 would have secured possession of the hole in the centre with one of the minor pieces.
- (d) Whereas now Black ought to have exchanged Bishops, thus planting an adverse Pawn on the weak point of his game, which was anyhow better than to allow an adverse minor piece to occupy that square. He had then also free hand for an attack on the Q side, while White was much hampered with a doubled Pawn in the centre.
- (e) This ought to have been done long ago, and he ought to have systematically pushed the Pawns on the Q side with the view of effecting a breach on the QKt file by the ultimate advance of P—QKt5.
- (f) The plan indicated in our last comment was in time almost at every move since our last remark and would have given him the better game. But Black wastes his energies with unnecessary defensive tactics.
- (g) Just the square which he ought to have avoided, for he gets squeezed up with his King. He ought to have still pursued the plan of attack on the Q side, such as he institutes three moves later, at a time, however, when the opponent has been enabled already, chiefly owing to the present text move, to concentrate all his forces irresistible against Black's King.
- (h) White's final formation of the K side attack is incapable of improvement.

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Game No. 248.

Played in the second round, May 7th.

STONEWALL OPENING.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	J. Mason.	13 QKt—B3	P—B5
1 P—Q4	P—KB4	14 P—KKt4	P—QKt4
2 P—KB4	KKt—B3	15 P—Kt5	QKt—B3
3 KKt—B3	P—K3	16 Q—Kt2	Kt×Kt
4 P—K3	B—QKt3	17 Kt×Kt	P—Kt3
5 B—Q3	B—Kt2	18 R—K2	B—Q3
6 P—B3	B—K2	19 Kt—B3	P—QR4
7 QKt—Q2	O—O	20 B—Q2	P—Kt5
8 O—O	Q—K sq.	21 B—K sq.	B—R3
9 Q—K2	Kt—K5	22 P—KR4	B—Kt4
10 R—K sq.	P—Q3	23 B—Q sq.	R—B sq. (b)
11 B—B2	P—Q4 (a)	24 Q—R3	K—Kt2
12 Kt—K5	P—B4	25 R—R2	R—KR sq.
		26 P—R5	Q—K2
		27 R—Kt2	Q—QB2

- (a) Inconsistent with his last move. He had no need to form a hole at his K4, and P—QB4 was quite safe and good.
- (b) Black has ably pursued the Q side attack; but, as usual, the QKt file is the one on which he will be likely to force a breach, and he ought to have occupied the same at once by R—QKt sq.

28 P—R6 ch. (c)	K—B2	33 B × Kt	QP × B
29 Kt—Q2	KR—Q sq.	34 Q—Kt 3	B × Kt (d)
30 Kt—B3	K—K2	35 BP × B	
31 B—QB2	QR—Kt sq.		Drawn.
32 Kt—K5	B—K sq.		

(c) Useless, and even bad. His only chance of counter-attacking the adverse operations on the other wing consisted in his keeping a menace open on the K side which he now deliberately closes for all his pieces.

(d) Playing for a draw and hardly much called for, considering the strength of his position on the Q wing and the security of his own King in comparison with the unsettled position of the hostile monarch. After 34... B—Kt 4 we would have greatly preferred Black's game.

* * *

Game No. 244.

Played in the second round, May 18th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
J. Mason.	J. M. Hanham.	13 P—B3	P × P
1 P—K4	P—K4	14 P × P	Kt—K sq.
2 KKt—B3	P—Q3	15 Kt—R3	P—B4
3 B—B4	P—QB3	16 P—QB4	P—B5
4 P—Q8	B—K2	17 Kt—Q3	Kt × Kt
5 O—O	Kt—B3	18 B × Kt	B—Q sq.
6 B—Kt 3	O—O	19 Q—B2	P—KKt 3
7 P—KR3 (a)	QKt—Q2	20 B—Q2	Q—K2
8 Kt—K sq.	P—QR4	21 Kt—Kt 5	B—Kt 3 ch.
9 P—QB3	Kt—B4	22 K—R sq.	B—Q2
10 B—B2	Kt—K3	23 Kt—B3	Kt—Kt 2 (c)
11 P—Q4	Q—B2	24 QR—K sq.	Q—R5
12 P—Q5 (b)	Kt—B4	25 B—B sq.	Kt—R4
		26 Kt—K4	B—Q5
			Given up as drawn. (d)

(a) As usual, useless and injurious. Later on, when he is under the necessity of advancing P—KB3, a hole is formed at his KKt3 that causes him great trouble.

(b) Premature, at least, and hardly good. Kt—QR3 or B—K3 were much better.

(c) Black has developed his locked-up forces with great skill, and he is quite safe on the Q side, while he has the best of the game on the other wing.

(d) An unsatisfactory termination. We believe that Black had the superiority on the K side and could soon establish an effective attack by the advance of P—KKt 4.

* * *

Game No. 245.

Played in the first round, April 11th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	J. Mason.	25 B × R	B—K4
1 P—K4	P—K4	26 P—QKt3	K—K3
2 KKt—B3	QKt—B3	27 K—B sq.	K—Q4
3 B—Kt5	Kt—B3	28 K—K2	P—Kt5
4 O—O	B—K2	29 P × P	BP × P
5 P—Q4	P × P	30 K—K3 (<i>f</i>)	P—R5
6 P—K5	Kt—K5	31 P—QB4 ch.	K—K3
7 R—K sq.	Kt—B4	32 P—B4	P—R6 (<i>g</i>)
8 Kt × P	Kt × Kt	33 P × P	P × P
9 Q × Kt	O—O	34 B—Kt3	B—Q3
10 Kt—B3	Kt—K3	35 K—K4	K—B3
11 Q—K4	Kt—B4 (<i>a</i>)	36 B—R2	B—B4
12 Q—K2	P—Q4	37 K—B3	K—B4
13 P × P en pass.	B × P	38 K—Kt3	B—Q3
14 Kt—K4	Kt × Kt	39 K—B3	P—R3
15 Q × Kt	P—KB4 (<i>b</i>)	40 B—Kt3	B—R6
16 Q—K2 (<i>c</i>)	B—Q2	41 B—R2	B—B4
17 B × B	Q × B	42 K—Kt3	B—K6
18 Q—B4 ch.	Q—B2	43 K—B3	B—Q7
19 Q × Q ch.	K × Q (<i>d</i>)	44 B—Kt3	P—B3
20 B—Q2	KR—K sq.	45 P—R4 (<i>h</i>)	B—Kt5
21 B—B3	P—KKt4	46 B—R2	B—B4 (<i>i</i>)
22 P—KR3 (<i>e</i>)	P—KR4	47 K—Kt3	K—K5
23 R × R	R × R	48 K × P	K—Q6
24 R—K sq.	R × R ch.	49 K—Kt4	K—B6
		50 P—B5 (<i>j</i>)	K × P
		51 P—B6	K × BP

(*a*) Black wastes time in the developement, P—QB3, followed by P—Q4, was better.

(*b*) His centre becomes weak after this advance, P—QB3 was the right play.

(*c*) Q—B3 was superior.

(*d*) Black has outmanœuvred his opponent, and he has now the better game with his King more ready for action in the centre.

(*e*) His last move and this were useless for his plan of exchanging Rooks, which he might have instituted at once.

(*f*) P—KKt3 was now necessary in order to avoid the danger of the opponent forming a strong passed Pawn.

(*g*) Excellent play, as it gives Black winning chances.

(*h*) This advance endangers his game. He ought to have confined himself to moving his Bishop backward and forward.

(*i*) Black is forming a beautiful plan. He threatens now B—Kt8 in case White move B—Kt8.

(*j*) A much surer draw could have been effected by playing the King up to K6 via KB5.

52 K—B5	K—Q4	59 K—B7	B—B4
53 B—B7 (<i>k</i>)	B—B sq. (<i>l</i>)	60 K—K8	K—B3
54 P—R5	P—B4	61 P—B7	K—Q4
55 B—K5	P—B5	62 B—B6	K—K3
56 B—B3	K—B3	63 B—B3	B—Q3
57 K—K6	P—Kt 4	64 B—K sq.	
58 P × P en pass.	K × P		Drawn.

(*k*) A most injudicious waste of time. P—R5 at once was his only salvation.

(*l*) Black does not take proper advantage. The right play was P—Kt 4, forming two powerful combined passed Pawns that would have won without much difficulty. Now, no more than a draw can be obtained by force.

* * *

Game No. 246.

Played in the second round, May 11th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	M. Judd.		
1 P—Q4	P—Q4	25 Q—B7	Q—Q7
2 B—B4	P—QB4	26 Q—K5	Q—B5
3 B × Kt	R × B	27 Q × Q	R × Q
4 P × P	Q—R4 ch.	28 R—Kt 3	B—Q4
5 Kt—B3	P—K3	29 R—R3	P—R3
6 P—K4	B × P	30 R—QKt sq.	R—B sq.
7 B—Kt 5 ch.	K—K2	31 K—K2	R—B2
8 P × P	Kt—B3	32 K—K3	P—KKt 4
9 P—Q6 ch. (<i>a</i>)	B × P	33 R—Kt 2	P—KR4
10 Q—Q2 (<i>b</i>)	B—Kt 5	34 B—K2	R—KB4
11 B—Q3	R—Q sq.	35 B—Q3	R—K4 ch.
12 K—Kt—K2	Kt—K5	36 K—Q2	R—QB4
13 Q—B4	Kt × Kt (<i>c</i>)	37 R—Kt 4	B—B3
14 P × Kt (<i>d</i>)	B × P ch.	38 P—R4	K—K2
15 Kt × B	Q × Kt ch.	39 R—Q4	R—R4
16 K—K2	B—Q2	40 R × R	R × R
17 QR—Kt sq.	B—B3	41 P × P	R × KtP
18 KR—Q sq.	P—KR3	42 B—B sq.	R—R4
19 Q—B7 ch.	K—K sq. (<i>e</i>)	43 R—KR4	K—B3
20 Q—Kt 3	QR—B sq.	44 R—B4 ch.	K—Kt 2
21 K—B sq.	R—Q4	45 R—KR4	K—Kt 3
22 P—B3	QR—Q sq.	46 B—B4	K—Kt 4
23 QR—K sq.	K—B sq.	47 P—Kt 3 (<i>f</i>)	B × P
24 Q—B4	R—Q5	48 B—Kt 3	B—Kt 5
		49 R—R sq.	R—K4
		50 B—B4	B—B6 (<i>g</i>)
		51 Resigns.	

- (a) He ought to have stuck to the Pawn which formed his only compensation for the adverse superior development. Nor can we see any danger for White after 9 P×P, 9 Kt—K5 (or 9...QB×P; 10 Kt—K2, 10 KR—Q sq.; 11 Q—B sq., and should maintain his Pawn); 10 Q—Q5, 10 B×P ch.; 11 K—B sq., 11 Kt—B3 (if 11...Kt×Kt; 12 Q—KKt 5 ch., with an excellent attack); 12 Q—Q3, 12 B—Kt 3; 13 P×P, etc.
- (b) This trap compromises his game. Kt—K2 was the correct play.
- (c) Black has beautifully parried the opponent's attack and has assumed a strong offensive which wins a Pawn at least.
- (d) If 14 Q×R, 14 Kt—Q4 disch.; 15 P—QB3, 15 B—Q3; 16 Q—R8, 16 Kt—Kt 3, and wins.
- (e) K—B sq. was preferable.
- (f) Probably an oversight, but he could not hold out for long either after 47 R—R2, 47 P—R5.
- (g) Quite decisive, for he threatens K—Kt 5, and if White answer R—R4, the reply R—K5 forces the exchange of Rooks. Black's play throughout this game is highly commendable.

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Game No. 247.

Played in the first round, April 3d.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	J. Mason.	12 P—QR4 (b)	P—R3
1 P—K4	P—K4	13 B—B2	B—K3
2 P—QB3	QKt—B3 (a)	14 KKt—R2	Q—Q2
3 Kt—B3	Kt—B3	15 P—B4	O—O—O
4 P—Q4	P×P	16 Kt—K2	QR—Kt sq.
5 P—K5	Kt—KKt sq.	17 P—KKt4 (c)	P—B4
6 P×P	P—Q4	18 Kt—Kt 3	P—Kt 3
7 Kt—B3	B—QKt 5	19 P—Kt 3 (d)	P×P
8 B—Q3	P—KR3	20 Kt×P	B×Kt
9 B—K3	KKt—K2	21 P×B	P—KR4
10 O—O	B—R4	22 P—Kt 5	Q—R6
11 P—KR3	B—Kt 3	23 Kt—R sq. (e)	Q×B ch.
		24 Resigns.	

- (a) The authorized move, P—Q4, is stronger.
- (b) This weakens the Q side.
- (c) Rather hazardous in the face of the hostile attacking arrangements on the same wing.
- (d) K—R sq. was now the right play.
- (e) Of course a grave blunder. K—B2 or R—B3 left him still with a good game.

* * *

Game No. 248.

Played in the second round, April 29th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
J. Mason.	N. MacLeod.	27 R—Q sq.	R × KR
1 P—K4	P—K4	28 R × R	R—K5
2 KKt—B3	P—Q3	29 R—KB sq.	P—R3
3 P—Q4	P × P	30 K—B sq. (f)	P × P
4 Q × P	QKt—B3	31 P × P	R—R5
5 B—QKt 5	B—Q2	32 P—R6	P × P
6 B × Kt	B × B	33 P × P	R × P
7 B—Kt 5	Kt—B3	34 R—B4	R—R8 ch.
8 Kt—B3	B—K2	35 K—Q2	R—QR8
9 O—O—O	O—O	36 R × P	R × P
10 P—KR3 (a)	Kt × P (b)	37 K—Q3	K—B sq.
11 Kt × Kt	B × Kt	38 P—B4	K—K2
12 Q × B (c)	B × B ch.	39 K—Q4	K—Q2 (g)
13 K—Kt sq.	B—B3	40 K—B5	P—B4
14 P—KR4	R—K sq.	41 K—Q5	P—R6 (h)
15 Q—Q3	P—QKt 4 (d)	42 P × P	R × P
16 P—KKt 4	P—QR4	43 R—Kt 7 ch.	K—B sq.
17 P—Kt 5	B—K4	44 R—KB7	R—KB6 (i)
18 P—R5	P—R5	45 P—B5	P—B5
19 Q—Q5	P—B3 (e)	46 K—Q6	R—Q6 ch.
20 Q × QBP	R—QB sq.	47 K—B6	P—B6
21 Q—Q5	R—B4	48 R—B8 ch.	R—Q sq.
22 Q—Q3	P—Kt 5	49 R × P	K—Kt sq.
23 Kt × B	QR × Kt	50 K—Kt 6	R—R sq.
24 P—KB4	R—K6	51 P—B6	R—Kt sq.
25 Q × QP	Q × Q	52 R—B7	R—K sq.
26 R × Q	R—K8 ch.	53 R—Kt 7 ch.	K—B sq.
		54 R—QR7	K—Q sq.
		55 R—R8 ch.	Resigns.

(a) Usually disadvantageous, as often pointed out, and quite bad here as it costs a Pawn.

(b) Very well played.

(c) If 12 B × B, 12 Q × B; 13 KR—K sq., 13 P—KB4; 14 Kt—Q2, 14 Q—B2, threatening Q × RP, etc.

(d) Much better was 15...P—B3, for if 16 Q × P, 16 Q—Kt 3; 17 Q—R3! (if 17 P—QKt 3, 17 Q—R4, with a fine attack), 17...Q × BP, etc.

(e) Black selects the best move for the defence, as White threatened P—Kt 6.

(f) P × P first was much better.

(g) K—Q3 was the right play on principle in order to keep the adverse King at a further distance as long as possible.

(h) 41...P—B5 first was the right play, for if 42 K—K4, 42 K—B3; 43 R—Kt 5, 43 P—R6; 44 P × P, 44 R × P, and draws with ease.

- (i) Black has made a splendid fight, especially considering the strength of his opponent, and he had still a draw now by rights of the position, but he allows himself to be caught now by his shrewd opponent. After 44... K—Q sq.; 45 R×P, 45 R—R4 ch.; 46 P—B5, 46 R—R8, Black could prevent loss by subsequent good play.

* * *

Game No. 249.

Played in the first round, April 10th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	D. M. Martinez.	19 B—B3	Q—Kt 5
1 P—K4	P—K4	20 Q×P	B—K3
2 QKt—B3	QKt—B3	21 P—KR3	Q—Kt 3
3 B—B4	Kt—B3	22 B×B (<i>d</i>)	Q×B
4 P—Q3	P—KR3	23 Q×KtP	Q×QRP
5 P—B4	B—Kt 5	24 Q—Kt 2	Q×Q
6 Kt—B3	P—Q3	25 R×Q	KR—B sq.
7 P—B5 (<i>a</i>)	P—Q4	26 B—R5	Kt—Kt 3
8 P×P	Kt×P	27 P—Q4	R—B5
9 O—O	Kt×Kt	28 P—B3	R—R5
10 P×Kt	KB×P	29 R—B5	Kt—K2
11 R—Kt sq.	O—O	30 R—QB5	Kt—B3
12 K—R sq.	Q—B3 (<i>b</i>)	31 R×Kt	R×B
13 Kt—Q2 (<i>c</i>)	B×Kt	32 P—B4	R—R8 ch.
14 B×B	Kt—K2	33 K—R2	P—QR4
15 Q—B3	Q×P	34 KR—Kt 6 (<i>e</i>)	K—B sq.
16 Q—K2	Q—Q2	35 P—Q5	R—QB3
17 Q×P	Kt—Kt 3	36 R—QB6	P—R5
18 Q—Kt 3	Kt—R sq.	37 P—Q6	P—R6
		38 R—R2	K—K sq.
		39 P—B5	R—R4 (<i>f</i>)

- (*a*) Chiefly in consequence of Black's weak 3d move White had obtained an early superiority of position, provided that he reserved the option of opening the KB file. The advance in the text, however, not alone abandons his advantage but costs a valuable Pawn besides.
- (*b*) 12... B×P would have increased his superiority. For if 13 R×P, 13 Kt—R4, with a fine game, whereas after the move in the text his position becomes much inferior.
- (*c*) An excellent move that gives White the attack again.
- (*d*) Much stronger was 22 R—B3, 22 QR—B sq.; 23 Q—KB4, threatening R—Kt 3, etc.
- (*e*) Loss of valuable time which, in fact, deprives him of a victory that could have been secured by the persistent advance of his centre Pawns.
- (*f*) Black has made a masterly defence and now equalizes matters to the extent that, though he remains a Pawn behind, he can draw with common care.

40 R—B8 ch.	K—Q2	62 P—Kt 4	R—B3 ch.
41 R—B7 ch.	K—Q sq.	63 K—K5	R—B8
42 R×BP	KR×P	64 R—Q4	R—K8 ch.
43 R×KtP	R—Q4	65 K—B4	R—B8 ch.
44 R—KB2	R—KB4	66 K—Kt 3	R—B3
45 R×R	R×R	67 P—R5 ch.	K—Kt 2
46 R—QR7	R—Q4	68 R—Q7 ch.	K—Kt sq.
47 R×P	R×P	69 R—QR7	R—B8
48 K—Kt 3	R—Kt 3 ch.	70 R—R5	K—Kt 2
49 K—B3	K—K sq.	71 R—KB5	R—Kt 8 ch.
50 P—Kt 3	K—B sq.	72 K—B4	R—K8
51 K—B4	R—B3 ch.	73 R—R5	R—K2
52 K—Kt 4	R—Kt 3 ch.	74 R—R6	R—QB2
53 K—B4	R—B3 ch.	75 R—Kt 6 ch.	K—R2
54 K—K4	R—B8	76 R—K6	K—Kt 2
55 P—R4	R—B7	77 K—B5	R—B4
56 R—R5	K—Kt 2	78 R—K5	R—B2
57 R—KB5	Q—QR7	79 K—K6	R—B5
58 K—B3	K—Kt 3	80 K—B5	R—B2
59 R—K5	R—R6 ch.	81 R—Q5	R—B2 ch.
60 K—B4	R—R5 ch.	82 K—K6	R—B5
61 R—K4	R—R3		Drawn.

* * *

Game No. 250.

Played in the second round, May 10th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	J. Mason.	15 Q—B2	Q—R4
1 P—K4	P—K4	16 Kt—K5	B—K3
2 KKt—B3	KKt—B3	17 P—KB3	B—QKt 5
3 Kt×P	P—Q3	18 P—QR3	B×Kt
4 KKt—B3	Kt×P	19 Q×B	Q×Q
5 P—Q4	P—Q4	20 P×Q	Kt—Q4
6 B—Q3	QKt—B3	21 B—Q2	P—B3
7 O—O	B—K2	22 Kt—Q3	P—QKt 4 (b)
8 P—QB4	Kt—B3	23 Kt—B5	B—B2
9 Kt—B3	O—O	24 KR—K sq.	KR—K sq.
10 B—K3 (a)	QKt—Kt 5	25 K—B2	Kt—Kt 3
11 R—QB sq.	Kt×B	26 R×R ch.	R×R
12 Q×Kt	P×P	27 R—K sq.	R×R
13 Q×P	P—B3	28 K×R	Kt—B5
14 Q—Kt 3	Q—Kt 3	29 B—B sq.	B—Q4 (c)
		30 K—B2	K—B2
		31 P—KR4	P—KKt 4

32 P×P P×P 34 K—Kt3 P—QR4
 33 P—Kt4 P—KR3 Drawn.

- (a) 10 P—B5, and if 10... P—QKt3; 11 QKt—R4 was more worthy of consideration.
 (b) With this advance Black weakens the Pawns on the Q side. Much better was 22... Kt—Kt3, for if 23 Kt—B5, 23 B—B5, followed by R—B2.
 (c) The game, which has been rather uneventful all through, soon resolves itself into a drawn position.

* * *

Game No. 251.

Played in the second round, May 20th.

PETROFF'S DEFENCE.

White	Black		
D. M. Martinez.	J. Mason.	13 Kt—K5	Kt—KB sq.
		14 QR—Kt sq. (b)	B—KKt4
1 P—K4	P—K4	15 Q—B3	B×B
2 KKt—B3	KKt—B3	16 Q×B	Q—B2
3 Kt×P	P—Q3	17 P×QB3	QR—B sq.
4 Kt—B3	Kt×P	18 Q—R4	P—KB3
5 P—Q4	P—Q4	19 Kt—Kt4	B×Kt
6 B—Q3	B—K2	20 Q×B	QR—Q sq.
7 O—O	O—O	21 P—KB3	Q—KB2
8 R—K sq.	Kt—Q3	22 K—B2	R×R
9 QKt—B3 (a)	P—QB3	23 R×R	R—K sq.
10 B—B4	B—K3	24 R×R	Q×R
11 Kt—K2	Kt—Q2		Drawn. (c)
12 Kt—Kt3	R—K sq.		

- (a) 9 P—QKt3, 9 B—K3; 10 Kt—Q2, with the view of forcing on the advance of the QBP, were more promising.
 (b) Hardly of the least use, even if intended as a waiting move.
 (c) There was no more in the game for some time.

* * *

Game No. 252.

Played in the first round, April 9th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	J. Mason.	16 B × B	Kt × B
1 P—K4	P—K4	17 K—Kt sq. (c)	R—K sq.
2 KKt—B3	QKt—B3	18 Kt—B sq.	Q—Q2
3 B—B4	B—B4	19 Kt—B5	B × B
4 P—B3	Kt—B3	20 QKt × B	R—K4
5 P—Q3	P—Q3	21 P—Kt 5 (d)	R × Kt
6 B—K3	B—Kt 3	22 P × Kt	R × P (B6)
7 QKt—Q2	Kt—K2	23 Kt × QP	Q—B4 ch.
8 Q—Kt 3	O—O	24 K—R sq.	P × P
9 O—O—O (a)	P—B3	25 Q × P	R—K sq.
10 P—Q4	P × P (b)	26 KR—Kt sq. (e)	K—Kt 2
11 Kt × P	P—Q4	27 P—QR3	R—B7
12 P × P	P × P	28 P—B4	QR—K7
13 B—Q3	B—Kt 5	29 QR—Kt sq.	Q—Q6
14 P—B3	B—KR4	30 Q—Kt 4	R—K5
15 P—Kt 4	B—Kt 3	31 QR—QB sq.	R × RP
		32 KR—K sq.	
		Drawn. (f)	

(a) Rather bold, for we believe that Black has the first chance of instituting an attack after this.

(b) 10... Kt—Kt 5; 11 Kt—B sq., 11 P—Q sq. were superior.

(c) Hardly necessary for pursuing his attack. Kt—B sq. at once was preferable.

(d) White conducts the attack remarkably well.

(e) This and the next move are superfluous. A systematic advance of the QBP was more likely to succeed, as Black could form no attack in the meanwhile.

(f) Black makes the better bargain, for after 32 Q—B3 we still prefer White's game.

* * *

Game No. 253.

Played in the second round, May 8th.

RUY LOPEZ.

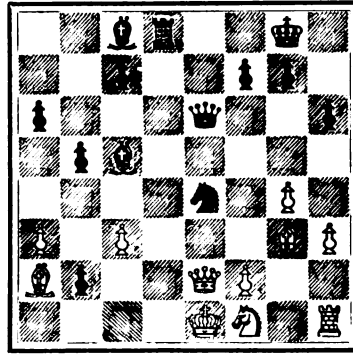
<i>White</i>	<i>Black</i>		
J. Mason.	W. H. K. Pollock.	3 B—Kt 5	P—QR3
1 P—K4	P—K4	4 B—R4	Kt—B3
2 KKt—B3	QKt—B3	5 P—Q3	B—B4
		6 P—B3	P—QKt 4
		7 B—Kt 3	P—Q4

- | | |
|-----------------|--------------|
| 8 Q—K2 | O—O |
| 9 B—KKt5 (a) | P×P |
| 10 P×P | Q—K2 |
| 11 QKt—Q2 | R—Kt sq. (b) |
| 12 Kt—B sq. | P—KR3 |
| 13 B—R4 (c) | Kt—QR4 |
| 14 B—B2 (d) | P—Kt5 |
| 15 P—QR3 (e) | P—Kt6 |
| 16 B—Q3 | R—Kt3 |
| 17 P—R3 (f) | R—Q sq. |
| 18 P—Kt4 | R (Kt3)—Q3 |
| 19 R—Q sq. | Kt—B5 (g) |
| 20 Kt—Q4 (h) | P×Kt |
| 21 B×Kt (B4) | P×P |
| 22 R×R | Q×R |
| 23 P×P | P—Kt7 |
| 24 B—R2 | Kt×KP |
| 25 B—KKt3 | Q—K3 (i) |
| 26 B—Kt sq. (j) | Kt×QBP |
| 27 Q×Q | R—Q8 mate. |

Position after Black's 25th move

Q—K3

Black—W. H. K. Pollock.



White—J. Mason.

- (a) The pinning is useless and even disadvantageous under the circumstances that Black's KB is still in communication with the K side and White is liable to be driven back and cut off from his Q wing, as happens. QKt—Q2 was better.
- (b) P—KR3 was preferable now that White could have been compelled either to exchange or to fall back on the K side at R4.
- (c) He would have done better to retreat B—Q2.
- (d) Here is an instance to show that B—B2 is generally preferable in this form of opening on the 7th move.
- (e) Ingenious, as Black obviously dare not capture either Pawn without subjecting himself to the loss of a piece by the reply P—QKt4.
- (f) White fails to see through the adverse highly ingenious scheme. Kt—K3, with the view of Castling, was his only good play.
- (g) Ingenious and powerful. He threatens Kt×QKtP.
- (h) There was hardly anything better, bad as this is.
- (i) A regular gem of a game on Mr. Pollock's part. The termination is charming. See diagram.
- (j) If 26 Q×P, 26 Kt×QBP disch., followed by R—Q8 mate; and, of course, if 26 B×Q, 26 P queens ch., and mates next move.

* * *

Game No. 254.

Played in the first round, May 26th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. Mason.	J. W. Showalter.	15 Kt—K4 (<i>b</i>)	Kt—B3
1 P—K4	P—K4	16 Kt × BP	Q—Kt3
2 KKt—B3	QKt—B3	17 P—Q4	P—K5
3 B—B4	B—B4	18 Kt—R4	Kt—K2
4 P—Q3	P—Q3	19 Q—Kt3	P—KR3
5 B—K3	B—Kt3	20 Kt—Kt6	Kt—B4 (<i>c</i>)
6 P—B3	Kt—B3	21 R × Kt	B × R
7 QKt—Q2	O—O	22 Kt—K7 ch.	K—R2
8 B—Kt3	Kt—K2	23 Kt × B	P—Kt3
9 Kt—B4	B × B	24 Kt—Q6	Kt—R4
10 P × B	Kt—Kt3	25 Q—K5	Q—B2
11 O—O	P—Kt4	26 R—KB sq.	P—B3
12 QKt—Q2	P—B4	27 Q—Q5	QR—Q sq.
13 Q—K sq.	P—Q4 (<i>a</i>)	28 Kt—K6 (<i>d</i>)	Q—K2 (<i>e</i>)
14 P × P	Kt × P	29 Kt × R ch.	Q × Kt
		30 Q—Kt7 ch.	K—R sq.
		31 Kt—B7 ch.	Resigns.

- (*a*) The game was fairly conducted by Black and about even up to this point, but the text move is an error that costs a Pawn.
- (*b*) With fine perception White seizes the winning advantage.
- (*c*) His game was bad, no doubt, and he could not much stir with any of his pieces, even after the best defence at his disposal, namely, 20. . . Kt × Kt : 21 Q × Kt. The loss of two minor pieces for the Rook, to which he now subjects himself, makes matters evidently worse.
- (*d*) As could only be expected, Mr. Mason has carried on the attack with precision and energy after he had gained a piece, and he now brings the game to a decisive conclusion.
- (*e*) If 28 Q × Kt, 28 Q × Q, followed by Kt × R ch.

* * *

Game No. 255.

Played in the second round, April 19th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	J. Mason.	3 B—Q3 (<i>a</i>)	P—QB4 (<i>b</i>)
1 P—K4	P—K3	4 P × QP	KP × P (<i>c</i>)
2 P—Q4	P—Q4	5 P × P	B × P
		6 KKt—B3	KKt—B3
		7 O—O	O—O

8 Kt—B3	P—KR3	30 B—K4	K—B2
9 B—KB4	Kt—B3	31 Kt—R4	R×RP
10 P—QR3	B—KKt5	32 P—Kt5	P—QKt3
11 Q—Q2 (<i>d</i>)	R—K sq.	33 Kt—B5	B—B4
12 KR—K sq.	B×Kt	34 K—Kt2	K—B3
13 P×B	Kt—Q5	35 Kt—Kt3	P—Kt3
14 K—Kt2	Q—Q2	36 B—Q3	P—Kt4
15 B—K5 (<i>e</i>)	Kt×KBP (<i>f</i>)	37 Kt—K4 ch.	K—K4
16 Q—B4	Kt×R ch.	38 Kt—Q2	K—B5
17 R×Kt	Q—Kt5 ch.	39 Kt—Kt sq.	R—R8
18 Q×Q	Kt×Q	40 Kt—B3	P—Kt5
19 P—B4	P—B3	41 Kt—K2 ch.	K—Kt4
20 K—B3	Kt×P ch.	42 Kt—Kt3	P—KR4
21 K—Kt3	P×B	43 Kt—K4 ch.	K—B5
22 K×Kt	P×P	44 Kt—B6	R—KKt8
23 R—KB sq.	B—Q3		ch. (<i>g</i>)
24 Kt×P	QR—B sq.	45 K—R2	P—Kt6 ch.
25 K—Kt2	R—B4	46 K—R3	R—R8 ch.
26 P—Kt4	QR—B sq.	47 K—Kt2	R—R7 ch.
27 Kt×P	R—KB sq.	48 K—B sq.	P—Kt7 ch.
28 Kt—Kt6	R×R	49 Resigns.	
29 K×R	R—B6		

(*a*) Rarely adopted and not commendable.

(*b*) 3... P×P; 4 B×P, 4 KKt—B3 gives Black a good game at once.

(*c*) If 4... Q×P, Professor Berger recommends 5 QKt—B3, 5 Q×QP (of course if 5... Q×KtP, White's Queen is lost by the answer 6 B—K4); 6 Kt—B3, with a strong attack.

(*d*) Hardly a good plan in this position.

(*e*) Dropping into a trap, after which the opponent has an easy task to win. B—Kt3 was his right play.

(*f*) Fine play. Obviously White dare not take the Knight on account of the crushing rejoinder Q—Kt5 mate.

(*g*) Direct to the point.

* * *

Game No. 256.

Played in the first round, April 12th.

KING'S BISHOP GAME.

<i>White</i>	<i>Black</i>		
J. Mason.	J. Taubenhaus.	4 P—Q3	B—Kt5
1 P—K4	P—K4	5 Kt—B3	P—Q3
2 B—B4	KKt—B3	6 P—KR3	O—O
3 QKt—B3	Kt—B3	7 B—KKt5	B×Kt
		8 P×B	Q—K2
		9 Kt—Q2	Kt—Q sq.

10 Q—B3 (a)	Kt—K3	33 K—B2	R (Kt sq.)—
11 B × Kt	Q × B		R sq.
12 Q × Q	P × Q	34 R—Kt3	Kt—K sq.
13 Kt—B sq. (b)	Kt—Kt2	35 B—Q sq.	Kt—B2
14 P—Kt4 (c)	B—K3	36 B—B3	P × P (f)
15 B—Kt3	KR—Q sq.	37 KP × P	Kt—R3
16 Kt—K3	P—B3	38 B—K4	R—R3
17 P—B3	K—B sq.	39 B—B5	R—QB sq.
18 K—K2	B—Q2	40 P—KR4	Kt—B4
19 K—Q2	Kt—K3	41 B—B2	R (R3)—R sq.
20 Kt—Kt2	K—K2	42 K—B3	P—Kt3
21 K—K3	R—KKt sq.	43 P—R5	Kt—Kt2
22 P—QB4 (d)	Kt—B4	44 P—R6	Kt—R4
23 R—R2	P—KR4	45 B—Q3	P—Kt4 (g)
24 P—QB3	R—R sq.	46 P—Kt5 (h)	Kt × P
25 QR—R sq.	R—R2	47 B × Kt	P × B
26 P—Q4	Kt—R3	48 R—Kt sq.	P × P
27 K—B2	QR—R sq.	49 R × P	R—R2
28 K—Kt3	P × KtP	50 R (Kt5)—R5	P—B3
29 BP × P (e)	Kt—B2	51 K—K4	R (B sq.)—
30 P—Q5	Kt—K sq.		KKt sq.
31 Kt—K3	Kt—Kt2		
32 R—KKt sq.	R—KKt sq.		Lost by forfeit. (i)

(a) Not as strong as 10 P—Kt3, 10 Kt—K3; 11 B—K3, with the view of advancing P—KB4 or P—Q4.

(b) 13 P—Kt3 would have prevented effectually the adverse strong reply; for if then 13... Kt—Kt2; 14 P—B4, with the superior game.

(c) Whereas now White is compelled to form an inconvenient hole at his B4 in order to stop the advance of the adverse KBP, this KtP also becomes ultimately the mark of a hostile attack.

(d) Weak. P—Q4 was much better.

(e) He forms a passed Pawn on the KR file, but it is of little use to him owing to the adverse King being close to it, whereas his weak Q side cannot so easily be supported.

(f) We should have preferred blocking the centre by P—QB4 and then to commence operations by P—QR3, followed early by P—QKt4.

(g) After excellent preparations Black breaks in at the adverse weak point.

(h) If 46 P × P, 46 R × BP, and either White's QKtP or QBP will soon fall.

(i) The opponent had much the best of the game anyhow. The probable continuation was 52 K—B3! (if 52 Kt × P, 52 R—Kt5 ch.; 53 K—Q3, 53 B—QKt4, and wins), 52 R—Kt3, followed soon by P—KB4, etc.

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Game No. 257.

Played in the second round, May 13th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
J. Taubenhause.	J. Mason.	14 B × B	Kt × B
1 P—K4	P—K4	15 Kt—Q2	Q—B3
2 KKt—B3	KKt—B3	16 Kt—B3	B—Q2
3 Kt × P	P—Q3	17 QR—K sq.	QR—K sq. (d)
4 KKt—B3	Kt × P	18 R × R	R × R
5 P—Q4	P—Q4	19 R—K sq.	Kt—K5
6 B—Q3	QKt—B3	20 Kt (B3)—R4	Kt × Kt
7 O—O	B—K2	21 Kt × Kt	R—KB sq.
8 P—B3 (a)	O—O	22 Kt—B3	P—B5
9 Kt—K sq.	P—B4	23 Kt—K5	P × P
10 Q—B2 (b)	B—Q3	24 RP × P	B—B4
11 P—KKt3	Kt—K2	25 R—K3	Kt—Kt4
12 Kt—Kt2	P—B3	26 B × B	Q × B
13 B—KB4 (c)	Kt—Kt3	27 Q × Q	R × Q
			Drawn.

- (a) A new idea which we consider to be better, at any rate, than the old plan of advancing the QBP, which causes the isolation of the QP.
- (b) Much better was P—KB3, followed by B—B2 and Kt—Q3. Black's pieces were then clustered together, with little chance of entering into White's game, while the latter had good prospects of obtaining command with his Rooks on the open K file, as well as of ultimate occupation of K5 with one of his minor pieces.
- (c) P—KB3 first was preferable.
- (d) There is little scope for action on either side, and the general exchange that follows leads to a clear draw.

* * *

Game No. 258.

Played in the second round, May 21st.

KING KNIGHT'S OPENING.

<i>White</i>	<i>Black</i>		
J. Mason.	J. Taubenhause.	3 B—B4	P—B4 (a)
1 P—K4	P—K4	4 P—Q4 (b)	P × KP (c)
2 KKt—B3	QKt—B3	5 Kt × P	P—Q4
		6 B—QKt5	Q—Q3
		7 B—KB4	Q—B3

- (a) Very hazardous in an important game against a strong opponent.
- (b) P—Q3 is, we think, the simplest plan to maintain the advantage, for White has the same position as in the King's Gambit Declined, with a move ahead.
- (c) Black could have made it more difficult for the opponent either by 4... P—Q3

8 B—Kt 3	B—Kt 5 ch. (d)	23 BP × P (f)	K—Q2
9 P—B3	B—R4	24 P—B4	Q—Kt 4
10 Q—R4	B—Kt 3	25 P—B5 (g)	Q × Kt
11 Kt × Kt	B—Q2	26 P × B	P × P
12 Kt—K5	P—B3	27 Q—Kt 3	Kt—Kt 3 (h)
13 Kt × B	K × Kt	28 Q × KtP	Kt × B
14 B—K2	Kt—K2	29 Q × P ch.	K—K3
15 B—Kt 4 ch.	K—K sq.	30 P × Kt	Q—Q5 ch.
16 Kt—Q2	P—KR4	31 K—R sq.	Q × KP
17 B—R3 (e)	R—KB sq.	32 Q × P ch.	Q—Q3
18 O—O	P—Kt 4	33 Q—Kt 7	QR—Kt sq.
19 B—K5	Q—Kt 3	34 Q—KKt 7	R—KKt sq.
20 P—KKt 3	P—Kt 5	35 Q—B7 ch.	K—K4
21 B—Kt 2	P—R5	36 Q—B4 ch.	Resigns. (i)
22 QR—K sq.	P × P		

or 4...Kt—KB3 at this juncture. If, however, 4...KP × QP; 5 P—K5 leads to a position similar to the Falkbeer variation in the King's Gambit Declined, with a move ahead for White.

(d) Loss of valuable time or of a piece is the consequence of this ill-considered development. QB—KB4 or Kt—K2 were his best defences, but he had already much the worst of the position.

(e) His best plan was again to retreat B—K2, followed by Kt—B sq.

(f) Retaking with the Bishop wins with less trouble.

(g) If 25 Q—Kt 4, 25 Q × B; 26 Q × B, 26 P × Q, winning the QRP, would make a hard fight of it.

(h) He might have made a more stout resistance after P—QKt 4 instead.

(i) For after 36...K—K3, follows 37 Q—B5 ch. and Q—B7 ch., winning a Rook.

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JUDD'S GAMES.

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Game No. 259.

Played in the first round, March 26th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	D. G. Baird.	20 P × P	R × P
1 P—K4	P—K4	21 R—Q sq.	B—QR3
2 KKt—B3	QKt—B3	22 R—R3	R—Q5
3 B—QKt 5	P—QR3	23 KKt—B sq.	Kt—B3
4 B—QR4	Kt—B3	24 Kt—QKt 3	R × R
5 P—Q4	B—K2	25 B × R	B × B
6 O—O	O—O	26 Kt × B	Q—K8
7 P—Q5 (a)	Kt—Kt sq.	27 B—K2	Q × Kt
8 Q—K2	P—Q3	28 B × B	R—QKt sq.
9 P—KR3	Kt—K sq.	29 R—QB3	Q × P (d)
10 P—KKt 4 (b)	P—KR4	30 Q × Q	R × Q
11 Kt—R2	B—Kt 4	31 R—R3	P × P
12 Kt—Q2	B—B5	32 RP × P	Kt—R2
13 P—KB3	Q—R5	33 Kt—R2	Kt—Kt 4
14 Q—Kt 2	P—QKt 4	34 B—B sq.	R—QB7
15 B—Kt 3	Kt—Q2	35 K—R sq.	K—R2
16 P—QR4 (c)	R—QKt sq.	36 K—Kt sq.	K—Kt 3
17 P × QKtP	QRP × P	37 K—R sq.	K—B3
18 P—QB3	Kt—B4	38 K—Kt sq.	P—Kt 3
19 B—B2	P—QKt 5	39 K—R sq.	K—K2
		40 K—Kt sq.	Kt—Q2
		41 R—K3	K—Q sq.

(a) Not as good as 7 R—K sq.

(b) As usual such a premature attack leads to his discomfort on the K side.

(c) Usually good, but not in his present undeveloped condition where he only helps the adverse attack with this move. P—QB3, followed by B—B2, was his best plan.

(d) Black's conduct of the Q side attack and the manner in which he finally gains an important Pawn on that wing is highly commendable.

42 K—R sq.	Kt—Kt 3	63 R—R2	R—B6
43 R—R3	Kt—QB5	64 K—Kt 2	Kt—K3 (g)
44 B × Kt	R × B	65 R—R sq. ch.	K—K7
45 K—Kt 2	R—B8	66 R—R2 ch.	K—K6
46 K—Kt 3	K—Q2	67 K—Kt 3	R—B8
47 R—R2	R—QKt 8	68 R—R3 ch.	K—K7
48 K—Kt 2	K—B sq.	69 R—R2 ch.	K—K8
49 R—KB2	K—Kt 2	70 K—R4	P—Kt 4 ch.
50 Kt—B sq.	K—Kt 3	71 K—Kt 3	Kt—B5
51 Kt—Kt 3	R—Kt 6	72 R—QKt 2	R—Q8
52 Kt—B sq.	K—Kt 4	73 R—R2	R—Q7
53 Kt—R2	K—B5	74 R—R sq. ch.	K—K7
54 R—R2	K—Q5	75 Kt—B sq.	R—Q6
55 R—R4 ch.	K—K6 (e)	76 Kt—R2	R—Q8
56 K—Kt 3 (f)	R—B6	77 R × R	K × R
57 R—Kt 4	K—K7	78 K—B2	Kt—R6 ch.
58 K—Kt 2	R—B7	79 K—Kt 2	K—K2
59 R—Kt 3	P—QB3	80 K × Kt	K—B7 (h)
60 P × P	K—Q8 disch.	81 Kt—B sq.	K × Kt
61 K—Kt 3	R × P	82 K—Kt 3	K—Kt 8
62 R—Kt 2	R—QB sq.	83 Resigns.	

(e) Black's march with the King is very fine Chess.

(f) Best. If 56 R—B4, 56 K—B5; 57 R × P, 57 R—Kt 7 ch.; 58 K—R sq., 58 K—Kt 6; 59 Kt—B sq. ch., 59 K × BP, with a winning game.

(g) After long and, in the main, very pertinent manœuvring he has at last gained this very important square for the Knight, whence he will occupy the still more commanding post at KB5.

(h) A most remarkable and highly ingenious finish.

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Game No. 260.

Played in the second round, April 19th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
D. G. Baird.	M. Judd.	9 QKt—Q2	Kt—Q2
1 P—K4	P—K3	10 P—B3	Kt—B sq. (a)
2 P—Q4	P—Q4	11 Kt—K5	P—B4 (b)
3 P × P	P × P	12 B—Kt 5	R—K2
4 K—Kt—B3	K—Kt—B3	13 B × Kt	P × B
5 B—Q3	B—Q3	14 Kt—Kt 4	B × Kt
6 O—O	O—O	15 Q × B ch.	Kt—Kt 3
7 R—K sq.	R—K sq.	16 B—Q3	P—B5
8 QB—Kt 5	B—K3	17 B—B5	Q—KB sq.
		18 P—KKt 3	K—R sq.
		19 Kt—B sq.	QR—K sq.

20 R—K3	Q—R3	35 Kt—Kt 4	P—B4
21 QR—K sq.	R×R	36 B×P	Kt×B
22 R×R	Kt—K2	37 R×Kt	K—B sq.
23 Q—K2	Q—B sq.	38 R—Kt 5 (e)	Q—R sq.
24 B—B2 (c)	R—Q sq.	39 Kt—R6	Q—B3
25 K—Kt 2	P—Kt 4	40 R—B5	Q—Kt 3
26 P—QR3	P—QR4	41 R×P ch.	K—K sq.
27 Q—B3	Q—Kt 2	42 Q—K2 ch.	Q—K5 ch.
28 Q—K2	Q—B sq.	43 Q×Q	P×Q
29 Q—R5	Q—Kt 2	44 R×P	P—Kt 6
30 Q—K2	Q—B sq.	45 R—QR7	B—Kt 5 (f)
31 Q—R5	Q—Kt 2	46 Kt—B5	R—Q4
32 R—B3 (d)	K—Kt sq.	47 Kt—K3	R×P
33 Kt—K3	P—Kt 5	48 P×R	P—B6
34 RP×P	P×P	49 R—R sq.	Resigns.

- (a) 10... P—KR3; and if 11 B—R4, 11 P—B3, followed by Q—B2, was preferable.
 (b) An injudicious initiative of an attack which soon places his position at a disadvantage.
 (c) Long delay is caused after this in making his advantage clear. The much superior plan was to direct his attack against the weak QP by B—R3, followed by B—Kt 2. He could then also bring the Knight to bear against that Pawn at K3 after removing Queen and Rook.
 (d) After some time limit repetitions White seizes the attack at the right point.
 (e) More simple and decisive was Kt—B6.
 (f) Just on the chance of an error, for in case White played 45 P×P, Black would win by P—Kt 7.

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Game No. 261.

Played in the first round, April 3d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	J. W. Baird.	6 P—Q4	O—O
1 P—K4	P—K4	7 R—K sq. (a)	P—QKt 4
2 KKt—B3	QKt—B3	8 B—Kt 3	P—Q3
3 B—Kt 5	P—QR3	9 P—B3	B—Kt 5
4 B—R4	Kt—B3	10 B—K3 (b)	Kt—QR4
5 O—O	B—K2	11 B—B2	Kt—B5 (c)
		12 B—QB sq.	Q—Q2
		13 P—QKt 3	Kt—Kt 3

- (a) New, we believe, in this situation and stronger than the more usual P×P.
 (b) P—Q5, in order to weaken the adverse QBP, was better.
 (c) Here or on the next move Black ought to have advanced P—QB3 in order to secure his Q side.

14 P—Q5	B × Kt (d)	35 Q—Kt 5	Q × Q
15 Q × B	Q—Kt 5	36 Kt × Q	R × QBP
16 Q—Q3	KKt—Q2	37 Kt—B7 ch. (k)	K—Kt sq.
17 R—K3	P—KB4 (e)	38 B—K6	R—B7
18 P—KB3 (f)	P × P	39 Kt × QP disch.	K—R sq.
19 R × P	Q—Kt 3	40 Kt—B7 ch.	K—Kt sq.
20 Q—K2	Q—B2	41 Kt × KP disch.	K—R sq.
21 P—QB4	Kt—B3	42 Kt—B7 ch.	K—Kt sq.
22 R—R4	P × P	43 Kt—Q8 disch.	K—R sq.
23 P × P	QKt—Q2	44 Kt—B6	P—KR4
24 Kt—B3	Kt—B4	45 R—Kt 7	R—B3
25 B—K3	QKt—Q2 (g)	46 R × P	R × RP
26 B—KB5 (h)	K—R sq.	47 Kt—K7	P—KR5
27 Q—QB2	Kt—KR4 (i)	48 B—B5 (l)	R—R8 ch.
28 R × Kt	Q × R	49 K—B2	R—R7 ch.
29 B × Kt (j)	B—Kt 4	50 K—K3	R × B
30 B × B	Q × B	51 Kt × R	R—R8
31 Q—KB2	R—B5	52 P—Q6	R—Q8
32 Kt—K4	Q—Kt 3	53 P—Q7	K—R2
33 R—Kt sq.	QR—KB sq.	54 Kt—Q4	Resigns.
34 Q—Kt 3	Q—R3		

(d) This exchange rather fortifies the opponent's game.

(e) Altogether injudicious, in view of the attack to which he is afterward exposed.

(f) Much better than 18 P × P, 18 Kt—QB4; 19 Q—Q sq., followed by Kt × QP or B—Kt 4, accordingly.

(g) Kt—R4, followed by P—Kt 3, was his best defence.

(h) This and the next move are excellently devised and lead to a winning position.

(i) If 27... P—R3; 28 B × P, 28 P × B; 29 R × P ch., 29 K—Kt 2; 30 B—Kt 6, and wins.

(j) His victory is now only a question of time.

(k) He regains, with large interest, the Pawn which he has very ingeniously sacrificed on the last move.

(l) The termination is very pretty and is powerfully played by White.

* * *

Game No. 262.

Played in the second round, April 29th.

CENTRE GAMBIT.

White	Black		
J. W. Baird.	M. Judd.	4 Q—K3 (a)	P—KKt 3 (b)
1 P—K4	P—K4	5 B—B4	B—Kt 2
2 P—Q4	P × P	6 KKt—B3	P—Q3
3 Q × P	QKt—B3	7 Q—QKt 3	Q—K2 (c)
		8 O—O	Kt—Q sq.
		9 Kt—B3	PQ—B3

10 P—QR4	B—K3	40 B—Q2	P—QR3
11 B—Q2	B×B	41 B—K sq.	Q—K5
12 Q×B	Q—K3	42 Q×Q	P×Q
13 Q—Q3	Kt—K2	43 Kt—R2 (<i>f</i>)	B—Q5 ch.
14 K—Kt—Kt 5	Q—Q2	44 K—R sq. (<i>g</i>)	K—B2
15 QR—Q sq.	P—KB3	45 Kt—B sq.	K—K3
16 Kt—B3	Kt—B2	46 P—KKt 4	Kt—Kt 2
17 B—K3 (<i>d</i>)	O—O	47 K—Kt 2	K—Q4
18 Kt—Q4	Kt—K4	48 B—Q2	Kt—K3
19 Q—K2	P—KB4 (<i>e</i>)	49 Kt—K3 ch.	B×Kt
20 P—B4	Kt—Kt 5	50 B×B	Kt—Q sq.
21 B—B sq.	P×P	51 K—B2	Kt—B3
22 Kt×KP	QR—K sq.	52 B—Kt 6	Kt—Kt 5
23 Q—B3	Kt—Q4	53 K—K3	P—R3
24 P—R3	Kt—K4	54 B—R7	Kt—Q6
25 Q—QKt 3	Kt—KB2	55 K—Q2 (<i>h</i>)	Kt×BP
26 Kt—Kt 3	Kt—R3	56 P—KR4	Kt—Q6
27 K—R sq.	K—R sq.	57 B—K3	P—KR4
28 P—B4	Kt—K2	58 P×P	P×P
29 Kt—B3	Kt (K2)—B4	59 B—Kt 5	K—K4
30 Kt×Kt	Kt×Kt	60 B—Q8	K—B5
31 K—R2	R—K7	61 B—K7	K—B6
32 Q—Q3	KR—K sq.	62 B—Kt 5	Kt—B5 (<i>i</i>)
33 KR—K sq.	R×R	63 K—Q sq.	P—K6
34 R×R	R×R	64 B×Kt	K×B
35 Kt×R	Q—K3	65 K—K2	P—R4
36 Kt—B3	B—B3	66 K—K sq.	K—B6
37 P—QKt 3	K—Kt sq.	67 K—B sq.	P—K7 ch.
38 K—Kt sq.	P—Q4	68 K—K sq.	P—Kt3
39 P×P	P×P	69 Resigns.	

- (a) Introduced by Wilfried Paulsen in the tournament of Wiesbaden, and since greatly favored by various masters.
- (b) Adopted first by Winawer, and a good defence as far as practical results have shown.
- (c) Q—Q2, threatening Kt—R4, was superior.
- (d) Kt—Q4 at once, with the view of opening an attack by P—KB4, was here indicated.
- (e) With good insight into the position, Black seizes the opportunity to liberate his game.
- (f) A bad place for the Knight. One of the consequences of this feeble move is that on the next move White has to get his King out of play for the ending. Kt—Q2 was the proper play.
- (g) If 44 K—B sq., 44 Kt—K6 ch.; 45 K—B2, 45 Kt—Q4 disch.; 46 K—Kt3, 46 B—K6, winning a Pawn.
- (h) His game was inferior previously, but, of course, he was bound to stick to his equal number of Pawns as long as possible, and there was no present need of giving up one.
- (i) Which practically finishes the game.

* * *

Game No. 268.

Played in the first round, April 1st.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	M. Judd.	21 QR—B2	KR—Kt sq.
1 P—KB4	P—QB4	22 Q—Kt 5	Q—KB sq. (c)
2 P—K3	P—K3	23 P—KR3	P—KKt 3 (d)
3 KKt—B3	KKt—B3	24 P—K4	P—Q5 (e)
4 P—QKt 3	P—Q4	25 B—B sq.	B—B sq.
5 B—Kt 2	B—K2	26 Q—Kt 3	P—R3 .
6 B—K2	Kt—B3	27 Q—R2	B—K3
7 O—O	O—O	28 K—R sq.	K—R2
8 Q—K sq.	Kt—K5 (a)	29 P—KKt 4	P × KP
9 P—Q3	B—B3	30 P × P	P—B5
10 Kt—K5	Kt—Q3	31 R—B3	P × P
11 Kt—Q2	B × Kt	32 P × P	R—B6 (f)
12 P × B	Kt—B4	33 Q—Q2	R × R
13 B—Kt 4	QKt—K2 (b)	34 Kt × R	B × QKtP
14 B × Kt	P × B	35 Kt × QP	B—B5
15 Kt—B3	B—K3	36 R—B6	Q—Kt 2
16 P—QR4	P—QR4	37 P—K6 (g)	P—KKt 4
17 Kt—R4	R—B sq.	38 R × BP	Q × R
18 QR—Q sq.	P—QKt 3	39 P × Q	B × P
19 Q—Kt 3	K—R sq.	40 Kt—B5	Kt—Kt 3
20 R—Q2	R—B3	41 Q—Q4	B—Kt 6
		42 Q—Q7 ch.	Resigns.

(a) A development of the Q side was more in order.

(b) P—Q5 would have isolated the adverse front KP and blocked the hostile QB with better prospects for Black's game.

(c) The K side was better guarded if he had not crowded his heavy pieces on that wing and tried a diversion on the other flank by the advance of P—B5.

(d) Unnecessary and weak.

(e) It was much better to capture the centre Pawn, which either allowed him the time for the defence that his opponent required to recover the Pawn, or left him a Pawn ahead as some compensation for the attack which the adversary had anyhow.

(f) Q—Kt 2 first was stronger.

(g) With his usual energy Mr. Bird grasps the winning opportunity.

* * *

Game No. 264.

Played in the second round, April 26th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	H. E. Bird.	18 P × B	Kt—B3
1 P—K4	P—K4	19 R—B3	Kt—Kt 5
2 KKt—B3	QKt—B3	20 Kt—Q4	O—O—O
3 B—Kt 5	Kt—Q5	21 QR—KB sq.	R—R2
4 Kt × Kt	P × Kt	22 Kt—K2	R—K sq.
5 P—Q3 (a)	P—KB4	23 Kt—B4	Kt—K4
6 P—QB3	P—QB3	24 R—Kt 3 (d)	P—R5
7 B—QB4	B—B4	25 Kt—Kt 6	Q—Kt 2
8 Q—B3 (b)	Q—K2	26 Kt × P	Q—R sq.
9 O—O	P—Q3	27 R—B4	Kt × P
10 P—KR3	B—K3	28 R (R4)—Kt 4	K—B2
11 Kt—Q2	P—KKt 4	29 Q—R sq.	Q × P
12 B × B	P × B	30 K—R2	QR—KR sq.
13 Kt—Kt 3	P—Kt 5	31 Q—KB sq.	R × Kt ch.
14 Q—Kt 3	P × RP	32 R × R	R × R ch.
15 Q × RP	P × P	33 K—Kt sq.	Q—K8
16 P × P	B—Kt 3	34 Q × Q	Kt × Q
17 B—K3 (c)	B × B	35 R—Kt 7 ch.	K—Kt 3
		36 Resigns.	

(a) The "Modern Chess Instructor" recommends 5 O—O, and continues 5... P—QB3; 6 B—R4, 6 Kt—B3; 7 R—K sq.

(b) Kt—Q2, with the view of playing Kt—KB3 or —QKt 3, was superior.

(c) It was preferable to shut out the adverse Bishop and to form a strong centre by P—Q4. His own Bishop had more scope of action in all directions than that of the opponent.

(d) Overlooking or under-estimating the opponent's ingenious reply which gives Black just the sort of a lively attack that suits Mr. Bird's style.

(e) The finishing stroke of a well-played game on Black's part.

* * *

Game No. 265.

Played in the first round, April 12th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
C. F. Burille.	M. Judd.	3 B—Kt 5	Kt—B3
1 P—K4	P—K4	4 O—O	B—K2
2 KKt—B3	QKt—B3	5 P—Q4	P × P
		6 P—K5	Kt—K5
		7 R—K sq.	Kt—B4

8 Kt × P	Kt × Kt	29 B—B2	Q—B2
9 Q × Kt	O—O	30 Q—Q2	Q—Kt 3
10 Kt—B3	Kt—K3 (a)	31 B—K3	R—K sq.
11 Q—K4	Kt—B4 (b)	32 R—K sq.	Q—K5
12 Q—Q4	Kt—K3	33 P—QR3	P—KB4
13 Q—Q sq.	P—Q3	34 Q—KB2	Q—K2
14 Kt—Q5	P × P	35 Q—Kt 3	B—K5
15 Kt × B ch.	Q × Kt	36 B—Q4	Q—Q2
16 R × P	R—Q sq.	37 Q—K3	P—QR3
17 Q—K sq.	Q—Q3	38 B—K5	Q—KB2
18 B—QB4	P—QB3	39 R—Q sq.	B—Q4
19 P—QB3	P—QKt 3	40 Q—B2	R—K3
20 B—B4	Q—B sq. (c)	41 R—Q3	R—Kt 3
21 B—KKt 3	P—QKt 4	42 R—Kt 3	B—K5
22 B—Kt 3	Kt—B4	43 R × R	Q × R
23 B—B2	B—K3	44 Q—Q2	P—KR4
24 B—KR4 (d)	Kt—Q6	45 Q—Q8 ch.	K—R2
25 B × Kt	R × B	46 Q—Kt 5	Q × Q
26 P—KB4	R—Q4	47 P × Q	
27 R × R	B × R		Drawn. (e)
28 P—QKt 4	P—KB3		

(a) P—QB3, followed by P—Q4, is the simplest way to equalize the game.

(b) Justly apprehensive of the effect of B—Q3 which would force him to advance P—KKt 3 and thus weaken his position on the K side.

(c) If 20... Kt × B; 21 R—K8 ch., 21 R × R; 22 Q × R ch., 22 Q—B sq.; 23 B × P ch., and mates next move.

(d) Q—K8 was much more promising for his attack.

(e) Making a draw sure.

(f) On account of Bishops of opposite colors and equality of position and forces otherwise. No other result could be expected since our last comment.

* * *

Game No. 266.

Played in the second round, May 13th.

RUY LOPEZ.

White	Black		
M. Judd.	C. F. Burille.	5 O—O	Kt × P
1 P—K4	P—K4	6 P—Q4	P—QKt 4
2 KKt—B3	QKt—B3	7 B—Kt 3	P—Q4
3 B—Kt 5	P—QR3	8 P × P	B—K3
4 B—R4	Kt—B3	9 P—B3	B—K2
		10 R—K sq.	O—O
		11 Kt—Q4	Kt × Kt (a)

12 P×Kt	P—KR3 (b)	24 QR×B	P—QB4
13 P—B3	Kt—Kt 4	25 R—B6	R—Kt sq.
14 Kt—B3	P—QB3	26 Q—Kt 5	P×P
15 B—B2	R—K sq.	27 P×P	R—B2
16 P—B4	P—Kt 5 (c)	28 B—Q3	R—QKt 2
17 P×Kt (d)	P×Kt	29 P—KR4	K—R sq.
18 P×RP	P—Kt 3 (e)	30 B×RP (g)	R—Kt 7
19 P×P	B—Kt 4	31 R—KB2	Q—Kt 3
20 R—Kt sq.	K—R2	32 R×R	Q×R
21 R—B sq.	R—R2	33 Q—B4	Q×RP
22 P—Kt 3 (f)	R—KR sq.	34 B—B8 (h)	Resigns. (i)
23 Q—R5	B×B		

- (a) Kt—R4 was a better defence. If, however, 11... Q—Q2 (or 11... Kt×KP; 12 P—KB3, and wins); 12 Kt×B, 12 Q or P×Kt; 13 R×Kt, and wins.
- (b) Otherwise the Knight is lost by P—B3, followed by P—KR4.
- (c) He had hardly any better move. If 16... Kt—R2; 17 P—B5, 17 B—QB sq.; 18 Q—Q3, 18 B—Kt 4; 19 P—B6, 19 P—Kt 3; 20 Q—Kt 3, with a powerful attack.
- (d) Kt—R4 was, we believe, stronger play.
- (e) He is now two Pawns to the bad and cannot hope to retrieve himself. 18... P×KtP was surely his only chance. White could not then venture at once on a direct attack against the K wing. If, for instance, 19 P×P, 19 P×B queening; 20 Q—R5 (or 20 Q—Q3, 20 Q×B, and wins), 20... P—KB4; 21 P×P en pass., 21 Q×B; 22 R×B, 22 Q—R2; 23 P—B7 ch., 23 K×KtP, and should win.
- (f) This seems useless, and Q—R5 at once was more to the point.
- (g) He might have aimed at higher game by 30 QR—KB sq., with the likely continuation, 30... R—Kt 7; 31 P—R7, 31 R—K sq. (if 31... R—KKt 2; 32 R×B, 32 Q×Q; 33 R—K8 ch., and wins); 32 P—R5, with a fine attack.
- (h) A very beautiful and decisive move.
- (i) For if 34... B×B; 35 R×B, 35 R×R; 36 Q—B6 ch., and mates next move. He could hold out for some time longer by 34... Q—R2, but White's superiority of Pawns and position was bound to win.

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Game No. 267.

Played in the first round, April 4th.

DOUBLE RUY LOPEZ.

<i>White</i>	<i>Black</i>		
E. Delmar.	M. Judd.	3 Kt—B3	Kt—B3
		4 B—Kt 5	B—Kt 5
		5 O—O	O—O
1 P—K4	P—K4	6 Kt—Q5	B—R4 (a)
2 Kt—B3	QKt—B3	7 P—Q3	Kt×Kt

- (a) 6... Kt×Kt; 7 P×Kt, 7 P—K5; 8 P×Kt, 8 QP×P, is a more favorable continuation for Black.

8 P×Kt	Kt—Q5	34 K—Kt 2	P—QKt 4
9 Kt×Kt	P×Kt	35 R—B2	P—Kt 5
10 P—Q6 (b)	P—QB3	36 P—K4	P×P
11 B—QB4	B—Kt 5 (c)	37 B×P	R—QB sq.
12 Q—Kt 4	Q—B3	38 B—B2	R—K sq.
13 P—QB3	B×P (Q3) (d)	39 B—Q sq.	R—K6
14 B—KKt 5	Q—Kt 3	40 B×P	R×BP
15 Q×QP	B×P ch.	41 B—B3	B—B2
16 K×B	Q×B	42 B—Q sq.	B—Q4 ch.
17 Q—Q6	Q—Kt 3	43 K—R2	R—B8
18 Q×Q	RP×Q	44 R—Q2	R—R8
19 QR—K sq.	P—Q4	45 K—R3	R×P
20 B—Kt 3	B—K3	46 R×R	B×R (g)
21 R—K3	KR—K sq.	47 K—R2	B—Q4
22 KR—K sq.	K—B sq.	48 K—Kt sq.	K—Kt 4
23 P—Q4	B—Q2	49 K—B2	P—B5
24 K—Kt 3	R×R ch.	50 P—Kt 4	K—R5
25 P×R	R—K sq.	51 B—K2	P—Kt 4
26 B—Q sq.	P—KB4	52 B—Q sq.	P—B6 (h)
27 K—B3	K—B2	53 B×P	B×B
28 R—R sq.	P—KKt 4	54 K×B	P—R3
29 P—KKt 3	K—B3	55 K—K4	K×P
30 B—B2	B—K3	56 K—K5	K—B6
31 P—QKt 4	B—B2	57 K—Q6	K—K5, and
32 R—R2	B—Kt 3 (e)		wins.
33 R—Q2 (f)	R—KR sq.		

(b) He virtually gives up a Pawn in order to retard the adverse development, and, as usual, material beats position.

(c) Not as strong as Q—B8 at once.

(d) Much superior to 13... P×P; 14 B×P ch., 14 R×B; 15 Q×B, with a good game.

(e) Black's play in order to form the present position and the winning idea which is here developed are uncommonly fine.

(f) If, for instance, 33 P—QR4, 33 P—Kt 5 ch.; 34 K—B4 (or 34 K—Kt 2, 34 R×P, and wins. Or if 34 K—B2 or —K2, 34 P—B5, and wins); 35 R—K5 ch., 35 B×R; 36 QP×B, followed by B—B2, winning easily.

(g) With two Pawns ahead Black wins without difficulty after the exchange of Rooks.

(h) Simple and decisive.

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Game No. 268.

Played in the second round, May 3d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	E. Delmar.	27 K—K2	P—QR4
1 P—K4	P—K4	28 P—KR3 (<i>d</i>)	P—KR5
2 KKt—B3	QKt—B3	29 K—Q sq.	R—Q sq.
3 B—Kt 5	P—QR3	30 K—B2	P—R5
4 B—R4	Kt—B3	31 P—QKt 3	R (K3)—Q3
5 O—O	P—QKt 4	32 R (K sq.)—K2	R (Q3)—Q2
6 B—Kt 3	B—K2	33 Kt—B sq. (<i>e</i>)	P × P ch.
7 P—Q4	KKt × P	34 P × P	R—R2
8 R—K sq.	P—Q4	35 R—Q2	R (Q sq.)— QR sq.
9 P × P	B—K3	36 K—Q sq.	B—K3
10 P—B3	O—O	37 R—Kt 2	R—B8 ch.
11 B—B2 (<i>a</i>)	QB—Kt 5	38 K—K2	R (R sq.)—R7
12 B—KB4	B—QB4	39 R × R	R × R ch.
13 B × Kt (<i>b</i>)	P × B	40 Kt (K4)—Q2	B × P (<i>f</i>)
14 Q × Q	QR × Q	41 K—B2	B—B5
15 Kt—Kt 5	KR—K sq.	42 K—Kt sq.	R—R8
16 P—K6	P—KB3	43 Kt × B	P × Kt
17 Kt × KP	R × P	44 P—Kt 3	P × P
18 QKt—Q2	QR—K sq.	45 K—Kt 2	Kt—Q6
19 K—B sq.	B—Kt 3	46 Kt × P	Kt—B5 ch.
20 P—B3	B—KB4	47 K—R2	R—QB8
21 R—K2	P—Kt 4	48 Kt—K4	R—B7 ch.
22 B—Kt 3 (<i>c</i>)	K—B2	49 K—R sq.	Kt—Q4
23 QR—K sq.	P—KR4	50 R—K sq.	Kt × P (<i>g</i>)
24 B—B2	Kt—K4	51 Kt—Q6	P—Kt4
25 B × B	P × B	52 R—K6	R—Kt 7
26 R—K3	K—Kt 3	53 Resigns.	

(*a*) 11 Kt—Q4, 11 Kt—R4 (if 11...Q—Q2; 12 Kt × B, followed by R × Kt, and wins); 12 B—B2 was superior.

(*b*) Not a good exchange. B—Kt 3 was preferable.

(*c*) If 22 Kt × P ch., 22 R × Kt; 23 R × R ch., 23 K—B2, and should win.

(*d*) Weakening his K side still more.

(*e*) This exposes his Q side to a strong attack.

(*f*) Black has very cleverly wrestled this Pawn from his opponent.

(*g*) The adverse position is now untenable.

* * *

Game No. 269.

Played in the first round, April 15th.

FRENCH DEFENCE.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	M. Judd.	36 R × R	R—B5
1 P—K4	P—K3	37 R—R sq.	R × BP
2 P—Q4	P—Q4	38 P—R5	R × P ch.
3 QKt—B3	KKt—B3	39 K—Kt sq.	Kt × P (g)
4 P—K5	Kt—Q2	40 P—R6	Kt—B3
5 P—B4	P—QKt 3 (a)	41 P—R7	Kt × P
6 B—Kt 5 (b)	P—QB3	42 R × P ch.	K—B sq.
7 B—Q3	P—QB4	43 P—Kt 3	R—Kt 5
8 P × P	P × P	44 K—B2	P—R5 (h)
9 P—QKt 3	Kt—B3	45 P × P	R × P
10 Kt—B3	B—K2	46 K—Kt 3	P—Kt 4
11 O—O	Kt—Kt 5	47 Kt—Q6	R—KB5
12 B—K2	B—R3	48 R—R8 ch.	K—K2
13 P—QR3 (c)	B × B	49 Kt—Kt 5	P—B4
14 Kt × B	QKt—B3	50 R—KKt 8	R—QKt 5
15 Kt—Kt 3	P—Kt 3	51 Kt—R7	R—Kt 6 ch.
16 Q—K2	P—QR4	52 K—B2	P—Kt 5
17 B—Kt 2	P—KR4	53 Kt—B6 ch.	K—Q3
18 QR—Q sq.	Q—Kt 3	54 Kt—Q4	R—Kt 3
19 Q—B2 (d)	P—B5	55 R—Kt 6	K—K4
20 Q × Q	Kt × Q	56 K—K3	R—R3
21 Kt—Q4 (e)	B—B4	57 Kt—Kt 5	R—B3
22 K—R sq.	Kt × Kt	58 K—Q3	R—B5
23 B × Kt	B × B	59 R—Kt 8	R—Kt 5
24 R × B	P × P	60 Kt—B7	R—Kt 6 ch.
25 P × P	K—Q2	61 K—K2	R—Kt 2
26 P—KR4	KR—QB sq.	62 R—Kt 7	P—B5
27 Kt—K4	K—K2	63 R—Kt 5 ch.	K—B3
28 Kt—Q6	R—B6	64 Kt × KP	K × Kt
29 R—QKt sq.	Kt—Q2	65 R × KtP	K—B4
30 Kt—Kt 5	R—B4	66 R—Kt 8	R—K2 ch.
31 P—R4	QR—QB sq.	67 K—Q3	P—B6
32 R (Q4)—Q sq.	R—B7	68 R—B8 ch.	K—Kt 5
33 P—QKt 4 (f)	P × P	69 R—Kt 8 ch.	K—B5
34 R × P	R—B8	70 K—Q4	R—KB2
35 R—QKt sq.	R × R ch.	71 R—QB8	P—B7
		72 R—R sq.	K—Kt 6, and wins.

(a) The present form of this opening has not been much developed in practice and analysis, and the move in the text has to be taken into account in its theoretical examination.

(b) 6 Kt—B3, 6 P—QB4; 7 P—B5, was likely to lead to a lively attack. If, for

instance, 7... QBP×P; 8 KKt×P, 8 Kt×P; 9 B—Kt 5 ch., 9 B—Q2; 10 P×P, 10 P×P; 11 Kt×KP, etc.

- (c) B×B, followed by Q—K2, would have developed his game more rapidly.
- (d) He should have given no opportunity for exchanging Queens, as the opponent had the advantage for the ending on the QB file which he could soon open. K—R sq. was the right play.
- (e) Premature. He ought to have tried to obtain command of the square with one of his minor pieces, for which purpose Kt—K2 first was the move.
- (f) This advance is ruinous. 33 Kt—R3, and if... 33 R—R7; 34 R—R sq. was decidedly superior.
- (g) Black has four Pawns for the piece which he intends to give up for White's QRP, and that is more than enough.
- (h) After getting rid of the adversary's last Pawn his victory is only a matter of common care and attention.

* * *

Game No. 270.

Played in the second round, May 15th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	G. H. D. Gossip.	19 B—Q2	Q—Kt 6 (c)
1 P—K4	P—K4	20 P—B4	Kt (B5) × B
2 KKt—B3	QKt—B3	21 Kt×Kt	B×P
3 B—Kt 5	P—QR3	22 R×Kt ch. (d)	P×R
4 B—R4	Kt—B3	23 Kt—KB sq.	B×Q
5 O—O	Kt×P	24 Kt×Q	P—KB4
6 P—Q4	P—QKt 4	25 K—Kt sq.	O—O—O
7 B—Kt 3	P—Q4	26 Kt—B sq.	KR—K sq.
8 P×P	Kt—K2	27 K—B2	P—K6 ch.
9 P—B3	B—KKt 5	28 K—K2	R—Q3
10 R—K sq.	P—QB3	29 R—B sq.	KR—Q sq.
11 B—B2	Kt—Kt 3	30 P—KKt 3	R—Q7 ch. (e)
12 P—KR3 (a)	B×Kt	31 Kt×R	R×Kt ch.
13 Q×B	Kt×P	32 K—K sq.	R—Kt 7
14 Q—B5	B—Q3	33 K—B sq.	R×P
15 P—B3 (b)	P—Kt 3	34 R—K sq.	R—B6 ch.
16 Q—B4	Kt—QB5	35 K—Kt sq.	R—B7
17 Q—R6	Q—Kt 3 ch.	36 B—Kt 3	P—B5
18 K—R sq.	Q—B7	37 B—Kt 8	R×KtP
		38 B×RP	P—B6
		39 R—QR sq.	B—B5

- (a) QKt—Q2 was by far better.
- (b) A grave error after which his game soon becomes disorganized.
- (c) Black has assumed and carried out the attack in excellent style, and he wins at least the exchange.
- (d) Best, if Kt—B sq. at once, Black would answer Q×R.
- (e) The simplest and most effective plan.

40 R—KB sq.	R—Kt 7 ch.	43 R × P	P × R ch.
41 K—R sq.	R—R7 ch.	44 K—B sq.	B—Kt 6
42 K—Kt sq.	P—B7 ch.	45 Resigns.	

* * *

Game No. 271.

Played in the first round, April 6th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	M. Judd.		
1 P—K4	P—K4	31 Kt—Q2	K—B2
2 KKt—B3	QKt—B3	32 K—Kt 2	P—KKt 3
3 B—B4	B—B4	33 R—K3	R—KR sq.
4 P—Q3	KKt—B3	34 P—R4	K—K2
5 QKt—B3	P—Q3	35 P—Kt 4	R—QR sq.
6 P—QR3	QB—Kt 5 (a)	36 R—K sq.	Kt—Kt 2 (h)
7 KB—Kt 5 (b)	O—O	37 R—KR sq.	Kt—Q3
8 B × Kt	P × B	38 R—QR sq.	P—KB4
9 P—KR3	B—Q2	39 P—KB3	Kt—B5 (i)
10 O—O	Kt—K sq.	40 Kt × Kt	B × Kt
11 P—Q4	P × P	41 P—R5	P × P (j)
12 Kt × P	Q—R5	42 R × P	R × R
13 B—K3	B—Kt 3	43 P × R	K—Q3
14 Kt—B3	Q—R4	44 Kt—R4	B—Kt 4
15 B × B	RP × B	45 Kt—Kt 2	K—B4
16 P—KKt 4 (c)	Q × RP	46 P—B3	B—R3
17 Kt—R2	P—KR4	47 K—Kt 3	P × P
18 P × P	R—R4	48 P × P	K—Q3
19 Q—B3	R—Kt 4 ch. (d)	49 K—Kt 4	P—B4
20 K—R sq.	Q—R4	50 K—Kt 5	B—Kt 2
21 R—KKt sq.	R × P	51 Kt—B4 ch.	K—K3
22 Q—Kt 3	Q—K2 (e)	52 Kt—Q2	K—B2
23 QR—K sq.	R—R6	53 Kt—B4	B × P
24 Q—B4	Q—K4 (f)	54 Kt × P ch.	K—K3
25 Q × Q	P × Q	55 Kt × P (k)	B × Kt
26 R—Q sq.	B—K3	56 K × B	K—Q3
27 R—Q3	Kt—Q3 (g)	57 K—B5	K—B3
28 R × R	B × R	58 K—K5	K—Kt 4
29 Kt—B3	P—KB3	59 K—Q5	K × P
30 R—Kt 3	B—K3	60 K × P	K—R5
		61 P—B4	K—Kt 6
		62 K—Kt 5	P—B3 ch.

Drawn.

(a) Neither this move nor the one to which it is a reply are commendable.

(b) Much stronger was Kt—K2.

(c) A grave oversight that uselessly throws away a Pawn.

(d) Useless. Q—R4 at once was much better.

- (e) Not as strong as Q—B3 which would have kept the adverse Queen in a more confined position.
- (f) P—Kt 3, followed by Kt—Kt 2 and Kt—KR4, was more promising.
- (g) This Rook had a more valuable command than that of the adversary, and he ought to have retreated it to R5.
- (h) A weak move. Kt—B2, with the view of advancing P—KB4, was the proper play.
- (i) Not a favorable exchange. 39... Kt—Kt 4; 40 Kt×Kt, 40 P×Kt; 41 P—R5, 41 P×P, followed soon by K—Q2, was a stronger continuation.
- (j) Forced. If, for instance, 41... P—QB4; 42 P×KtP, 42 R×R; 43 P—Kt 7, and wins.
- (k) White has accomplished his object of drawing against the large odds of a Pawn with great ability.

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Game No. 272.

Played in the second round, May 6th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
M. Judd.	J. M. Hanham.	15 P×P	Q—Kt 3
		16 Kt—Kt 3 (c)	P—Q4
		17 P—Kt 4 (d)	P—KR3
1 P—K4	P—K4	18 Kt—Kt 2	P×P
2 KKt—B3	P—Q3	19 B×P	B—Kt 4
3 P—Q4	Kt—Q2	20 Kt—B4	Kt—R2
4 P—B3	B—K2	21 QR—K sq.	Kt—B3
5 B—K3	KKt—B3	22 Q—KB3	P—QR4
6 B—Q3	P—QB3	23 B—Kt sq.	R×R
7 QKt—Q2	Q—B2	24 R×R	P—R5
8 R—QB sq.	O—O	25 Kt—B5	Q×P
9 O—O	R—K sq.	26 R—Q sq.	B×Kt
10 Kt—K sq.	Kt—B sq.	27 Q×B	Q—K7
11 P—KB4 (a)	Kt—Kt 5	28 R—KB sq.	Q×P ch. (e)
12 Q—B3	B—B3	29 Q×Q	Kt×Q
13 P—B5 (b)	Kt×B	30 R—K sq.	K—B sq.
14 Q×Kt	P×P	31 B—B2	Kt—B3

- (a) P—KR3 would have been justifiable here, as Black's pieces were so much crowded.
- (b) This precipitated advance exposes him to a powerful attack. 18 BP×P, followed by Kt—Kt 3, was necessary.
- (c) He had hardly anything better. If either Kt—B3, Black would capture the KBP.
- (d) Obviously he could not advance the KP, as Black would simply capture the same with the Rook.
- (e) Black's conduct of the attack has been of a very high order and is now rewarded with two Pawns plus, which wins without much trouble.

32 Kt×P	B×P	49 B—Q sq.	K—B3
33 B—Kt3	R—Q sq.	50 Kt—Kt3	K—Kt4
34 R—K5	P—KKt3	51 Kt—Q4	K×P
35 Kt—B5	P—Kt3	52 Kt—K6	Kt—Q6
36 Kt—R4	P—QKt4	53 B—K2	K—R5
37 Kt—B5	R×P	54 B×Kt	B×B
38 P—QR4	P×P	55 Kt×P	B—K5
39 B×P	R—K4	56 Kt—K2	K—Kt4
40 R×R	P×R	57 K—Kt3	P—R4
41 B—Kt3	K—K2	58 K—R2	P—R5
42 K—Kt2	B—K5 ch.	59 K—Kt sq.	B—B6
43 K—B2	Kt—Kt5 ch.	60 Kt—B sq.	P—Kt6
44 K—Kt3	P—B4	61 Kt—K2	B×Kt
45 P—R3	Kt—K4	62 K—Kt2	K—Kt5
46 P—R4	P—Kt4	63 K—Kt sq.	P—Q5
47 P—R5	P—B5 ch.	64 K—Kt2	P—Q6
48 K—R2	P—Kt5	65 Resigns.	

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Game No. 273.

Played in the first round, April 2d.

KING'S KNIGHT OPENING.

<i>White</i>	<i>Black</i>		
M. Judd.	N. MacLeod.	14 P—B4	P—KKt3
1 P—K4	P—K4	15 Q—R3	Kt—R4
2 KKt—B3	P—QB3 (a)	16 P—K5	B—B4 ch.
3 Kt—B3 (b)	P—Q3	17 K—R sq.	QR—K sq.
4 P—Q4	B—Kt5	18 Kt—K4	B—K2
5 P×P	B×Kt	19 B—R6	Kt—Kt2
6 Q×B	P×P	20 QR—Q sq.	P—KB4 (d)
7 B—B4	Kt—B3	21 P×P en pass.	B×P (e)
8 O—O	B—K2 (c)	22 B—B4 ch. (f)	P×B
9 Q—Kt3	O—O	23 R×Kt	Q—B sq.
10 Q×KP	QKt—Q2	24 Kt×B ch.	R×Kt
11 Q—B5	P—QKt4	25 R×Kt ch.	K—R sq.
12 B—Q3	B—Q3	26 Q×Q (g)	R×Q
13 B—KKt5	Q—B2	27 R×QBP	R—KKt sq.
		28 R—K sq.	R—Q3
		29 P—KR3	Resigns.

(a) Though this excentric move does not cause any loss of material, it damages his position.

(b) If Kt×P, Black will soon recover by Q—K2, followed by P—Q3.

(c) Losing a valuable Pawn.

(d) An error which loses speedily, but his game was anyhow bad.

- (e) This loses a piece, but even if he retook with the Knight, the reply Kt—Kt 5, followed by B×Kt, would win the exchange, at least, for White.
 (f) White has played throughout with much superior skill which asserts itself energetically to the winning end.
 (g) More elegant would have been 26 B—Kt 5, 26 Q×Q; 27 B×R, 27 Q—B4; 28 R×KtP disch., and wins.

* * *

Game No. 274.

Played in the second round, April 27th.

INDIAN OPENING.

<i>White</i>	<i>Black</i>		
N. MacLeod.	M. Judd.	20 P—KR4	P—KR3
1 P—K4	P—K4	21 Kt—B3	Kt×BP
2 P—Q3 (a)	QKt—B3 (b)	22 R—B sq.	R—QB sq.
3 P—KB4	P—Q4	23 P—K5 ch.	K—B2
4 QKt—B3 (c)	B—QKt 5	24 P—K6 ch. (g)	K—B3
5 B—Q2	P×BP	25 K—Kt sq.	Kt—Kt 5
6 Kt×P	Q—R5 ch.	26 R—Q sq.	K×P
7 P—Kt 3 (d)	P×P	27 P—R3	Kt (Kt 5)—B3
8 Kt—B3	P—Kt 7 disch.	28 P—Q4	R—B sq.
9 Kt×Q	P×R queens	29 K—B2	K—Q3
10 Kt×P ch.	K—Q sq.	30 K—K3	K—Q4
11 Kt×R	B—KR6	31 R—KKt sq.	Kt—B4 ch.
12 Q—B3	Q×B ch.	32 K—Q3	R—K sq.
13 Q×Q	B×Q	33 R—KB sq.	R—K5
14 B×B	Kt×B	34 P—Kt 4	R—B5
15 K×B (e)	Kt—K2	35 K—K2	Kt (B3)×P ch.
16 Kt—B3	K—Q2	36 Kt×Kt	Kt×Kt ch.
17 Kt—K5 ch. (f)	K—K3	37 K—K sq.	Kt—B7 ch.
18 Kt×P	R×Kt	38 K—K2	B×R
19 Kt—Kt 5 ch.	K—B3	39 K×R	Kt×P
		40 Resigns.	

- (a) This move is much in favor with some strong players among the Brahmins of India, and the opening has been named, accordingly, the Indian Opening.
 (b) We consider B—B4 the best answer.
 (c) 4 P×QP, 4 Q×P; 5 QKt—B3, 5 KB—QKt 5; 6 B—Q2, would have given him a good game.
 (d) White attacks with great courage, but he falls short in his reckonings.
 (e) Pieces are even and White is a Pawn ahead, but his Knight has no escape.
 (f) He should at any rate have tried to maintain his compact majority of Pawns on the Q side, which he could have done by P—QB3, for, obviously, Black could not capture the QP on account of the rejoinder R—Q sq.
 (g) On the chance that Black might take the Pawn, whereupon the reply R×Kt, followed by Kt—Q4 ch., would recover the piece.

Game No. 275.

Played in the first round, April 9th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	M. Judd.		
1 P—K4	P—K4	33 R—Q sq.	Q × R ch.
2 Kt—B3	QKt—B3	34 B × Q	R × B ch.
3 B—Kt 5	P—Q3	35 K—Kt 2	KR—Q sq.
4 P—Q4	B—Q2	36 R—B2	Kt—Kt sq.
5 P × P	P × P	37 Q—B4	QR—Q3
6 O—O	B—Q3	38 Q—K3	Kt—R3
7 Kt—B3	Kt—B3	39 Q—K2	R—Q6
8 QB—Kt 5	Kt—K2	40 Q—R5	Kt—Kt sq.
9 Q—K2	P—B3	41 Q—B7	QR—Q2
10 QR—Q sq.	Q—B2 (a)	42 Q—B4	R—Q3
11 B—QB4	Kt—Kt 3	43 R—K2	P—KR3
12 Kt—KR4	Kt × Kt	44 K—B2	K—R2
13 B × Kt	B—KKt 5 (b)	45 K—K3	Kt—K2
14 P—B3	B—R4	46 Q—B7	QR—Q2
15 Q—K3 (c)	Kt—Q2	47 Q—B4	P—B4
16 K—R sq.	Kt—Kt 3	48 Q—K6	Kt—Kt sq.
17 B—QKt 3	O—O	49 K—B4	R—Q3
18 P—QR4	QR—K sq.	51 Q—Kt 6 ch.	K—R sq.
19 Kt—K2	K—R sq.	52 R—K2	R—K2
20 P—KKt 4	B—Kt 3	53 Q—Kt 4	QR—Q2
21 Kt—Kt 3	B—K2	54 Q—Kt 3	R—K sq.
22 B × B	Q × B	50 Q—B7	QR—Q2
23 Kt—B5	B × Kt	55 Q—Kt 6	QR—K2
24 KtP × B	R—Q sq.	56 K—B3	R—Q sq.
25 P—QB3	Kt—B sq.	57 Q—Kt 4	QR—Q2
26 P—KB4	P—QKt 3	58 K—B4	P—QR4
27 Q—Kt 3	P × P	59 P—Kt 3	K—R2
28 Q × P	P—KB3	60 R—Kt sq.	K—R sq.
29 QR—K sq.	Q—Q3	61 Q—Kt 2	K—R2
30 Q—R4	Q—Q7	62 K—Kt 4	Kt—K2
31 R—B4	Kt—K2 (d)	63 K—R5	Kt—B3
32 R—KKt sq.	R—Q2 (e)	64 Q—B sq.	Kt—K4
		65 R—Kt 3	R—Q7
		66 Q—KKt sq.	KR—Q2
		Drawn by mutual consent. (f)	

(a) The better plan was 10... Kt—QB sq.; 11 B—QB4, 11 P—KR3, with a good game wherever White's Bishop may retreat.

(b) The aspect of Black's game has become unfavorable. He had to stop the dangerous advance of the adverse KBP two squares, and the move in the text along with the next move was his best plan for the purpose, but he exposes himself to other inconveniences.

(c) This gives Black the desired time to withdraw his Knight without ill effect. B × Kt, followed by B—Q3, would have formed one of Winawer's favorite

positions in which the Knight and Bishop are much stronger than the two Bishops on account of the doubled Pawn on the other side that cannot easily be dissolved, to which may be added in the present instance the blocked situation of Black's QB.

- (d) Attack and defence have been well planned and executed by the two players up to this. But here Black ought to have played Kt—Q3, with the view of Kt—KB3, which either forced an exchange, or enabled the Knight to enter at KKt4 with good defensive effect.
- (e) An error. 32...R—Q3; 33 Q—Kt4, 33 P—KKt4, and if 34 P×P en pass., 34 Kt×P, was his best defence. But it should be noticed that Black could not leave the diagonal commanding his own KR3 without being subjected to a brilliant mate. If, for instance, 32...Q×KtP; 33 Q×P ch., 33 K×Q; 34 R—R4 mate, the Black Queen being no more able to interpose at R3.
- (f) White has mismanaged his game by aiming at impossible mating manoeuvres instead of directing his forces at once against the adverse Q side. At present, Black, who has defended himself splendidly, has, in our opinion, the best of the game and had fair prospects of winning. If, for instance, 67 K—R4 (there seems nothing better), 67...R—K7, 68 R—K3, 68 R—QKt7; 69 P—B1, 69 R (Q2)—Q7, with an excellent attack, for, supposing now 70 K—R3, then still 70...R×P ch.; 71 Q×R, 71 R×Q ch.; 72 K×R, 72 Kt—Kt5 ch., and wins.

* * *

Game No. 276.

Played in the second round, May 8th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	D. M. Martinez.	12 B—K3	K—R sq.
		13 QR—Q sq.	Q—K sq.
		14 Kt—B5	Kt—K3
1 P—K4	P—K4	15 Kt—K4	R—QKt sq. (b)
2 KKt—B3	QKt—B3	16 P—QB3	R—Kt4
3 B—Kt5	Kt—B3	17 P—KB4	P—Q4
4 P—Q4	Kt×P	18 Kt (K4)—Kt3	B—B4
5 O—O	B—K2	19 B×B (c)	Kt×B
6 Q—K2	Kt—Q3	20 Kt—Q4	R—Kt3
7 B×Kt	KtP×B	21 P—Kt3	P—Kt3 (d)
8 P×P	Kt—Kt2	22 Q—KB2	Kt—K3
9 Kt—Q4	O—O	23 P—B5	Kt—Q sq.
10 QKt—B3	Kt—B4	24 P—B6	B—K3 (e)
11 R—K sq.	P—QB4 (a)	25 Q—B4	R—KKt sq.

- (a) It is essential for the defence to play K—R sq., followed by P—KB3, as soon as possible, and he should not have wasted any time on the K side.
- (b) Useless. B—Q sq., in order to move safely P—KB3, was the right play.
- (c) Kt—Q4 at once, in order to prepare the advance of the KBP, was stronger.
- (d) This only assists the adverse attack. 21...Kt—K3; 22 Q—KB2, 22 P—QB4, was clearly better.
- (e) Very feeble. Kt—K3 was more likely to furnish a defence.

26 Kt—B3	Q—B sq.	35 Q—Kt 5	P—Q5
27 R—Q4	B—B sq.	36 P×P	P×P
28 Kt—Kt 5	Kt—K3	37 R—K4	P—KB4 (<i>h</i>)
29 Q—R4	Kt×Kt	38 P×P en pass.	Q—Q2
30 Q×Kt	B—K3 (<i>f</i>)	39 R (K4)—R4	B—Kt sq.
31 R—KR4	P—B4	40 Q×KtP	R—KB sq.
32 R—R6 (<i>g</i>)	R—Kt sq.	41 Kt—B5	R—B2
33 Q—R4	R—Kt 2	42 Q—Kt 7 ch.	Resigns.
34 P×R ch.	Q×P		

(*f*) A thoughtless move, probably adopted under time pressure, as the number of the move leads to assume. P—KR3, followed by K—R2 in reply to R—R4, was his only hope of saving the game.

(*g*) White's attack is conducted in a masterly manner, and this powerful stroke wins by force.

(*h*) Desperate, but there was no legitimate hope.

* * *

Game No. 277.

Played in the first round, April 8th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	W. H. K. Pollock.		
1 P—K4	P—K4	22 Q×P	Q—Q5 ch.
2 KKt—B3	QKt—B3	23 K—R sq.	B—Kt 3
3 B—Kt 5	P—QR3	24 Q×QBP	R—B2
4 B—R4	Kt—B3	25 Q—B6	QR—KB sq.
5 O—O	Kt×P	26 Q×RP	Q×KtP
6 P—Q4	P—QKt 4	27 R—Q sq.	Q—QB7
7 B—Kt 3	P—Q4	28 Q—Q6	Q×RP
8 P×P	B—K3	29 P—KR4	Q—B5 (<i>c</i>)
9 P—B3	B—K2	30 R—Q4	Q—B8 ch.
10 B—B2	O—O	31 K—R2	Q—B2
11 R—K sq.	P—KB3	32 Q—Q5	Q—Kt 2
12 Kt—Q4	Kt×Kt	33 Q—Kt 3	P—KR4
13 P×Kt	P×P	34 R—QKt 4	R—QKt sq.
14 P—B3	Kt—B3	35 P—B4	B—B4 (<i>d</i>)
15 R×P	B—B2	36 Q—Kt 3 ch.	K—R2
16 Kt—B3	B—Q3	37 Q—Kt 5	B—Kt 5
17 B—Kt 5 (<i>a</i>)	B×B	38 P—K6	R—Kt 2 (<i>e</i>)
18 P×B	P—Q5	39 B×R	Q×B
19 Kt—K4	P—Q6	40 R×P	R×R
20 Kt×Kt ch. (<i>b</i>)	P×Kt	41 Q×R	Q—B3
21 QB×P	P×B	42 Q—Kt 7 ch. (<i>f</i>)	K—R3
		43 P—Kt 3 (<i>g</i>)	Q×KP
		44 Q—Kt 2	Q—K7 ch.
		45 Q×Q	B×Q

46 K—Kt 2	K—Kt 3	51 K—K5	K × P
47 K—B2	B—R3	52 P—B5	K × P
48 K—K3	K—B4	53 P—B6	B—QB5
49 K—Q4	K—Kt 5	54 Resigns.	
50 K—Q5	B—Q6		

- (a) The positions would have been fairly balanced but for this venture which turns out unfavorable, owing to the opponent's very ingenious play. R—K2 was the correct move.
- (b) He was bound to lose the exchange, but the sacrifice of a Rook, though he gets three Pawns for it and some attack, was not justified. P × Kt was his only good move.
- (c) Threatening R × B, followed by Q × RP ch.
- (d) Black sees in time the adverse ingenious trap. If 35... K—R2 at once; 36 P—B5, 36 B × P; 37 R × P, and wins. But we believe that Q—B3, followed by Q—B7, would have better answered all purposes.
- (e) Excellent and correct play which breaks all attack and produces a winning ending for Black.
- (f) If 42 Q—Kt 6, Black would win still more quickly by Q × RP ch., followed by Q—K8 ch. and Q × KP.
- (g) No better was 43 P—K7, 43 Q × RP ch.; 44 K—Kt sq., 44 K—Kt 3, followed by K—B2, etc.

* * *

Game No. 278.

Played in the second round, May 7th.

EVANS GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	M. Judd.	10 Q × Q	B × Q
1 P—K4	P—K4	11 B × R	B × R
2 KKt—B3	QKt—B3	12 B—Q3 (b)	K—K2
3 B—B4	B—B4	13 B—Kt 7	B—K3
4 P—QKt 4	B—Kt 3	14 B—R6	B × P
5 P—Kt 5	Kt—R4	15 O—O	B—Q5
6 Kt × P	Kt—R3	16 B—Q2	Kt—B5
7 P—Q4	P—Q3	17 B—Kt 4 ch.	Kt—Q3
8 B × Kt	P × Kt	18 P—B3	B—Kt 3
9 B × KtP	Q × QP (a)	19 P—QB4	B × Kt (c)
		20 R × B	B—Q5
		21 P—B5	Kt—K sq.

- (a) A new idea, and, as far as can be judged from the present game, a very good one, for it clearly and quickly equalizes forces and position, which, we believe, is not the case in most forms of this opening.
- (b) Black likewise regains the Pawn after 12 B—Kt 3, 12 K—K2; 13 B—Kt 7!, 13 B—Q2; 14 B—R6!, 14 B × P, etc.
- (c) B—Q5 at once was decidedly better.

22 B—R3	K—B3	46 P—R5 (<i>h</i>)	P—B3
23 B—B4	Kt—Kt 2	47 B—R4	P—B4
24 R—Kt 3	Kt—K3	48 K—Q3	K—R3
25 R—B3 ch.	K—Kt 3	49 K—B4	K—Kt 4
26 R—Kt 3 ch.	K—B3	50 B—Q7 (<i>i</i>)	B—B sq. (<i>j</i>)
27 R—B3 ch.	K—Kt 3	51 K—Kt 5	K—B5
28 P—KR4 (<i>d</i>)	P—KR4	52 B—B5	K—K6
29 R—B5	R—K sq.	53 P—R6	K—Q5
30 B—K2	R—KR sq.	54 P—R7	B—Kt 2
31 P—Kt 3	P—QB3 (<i>e</i>)	55 B—K6	K × P
32 P × P	P × P	56 K × BP	K—B6
33 B—B4	R—QKt sq.	57 B—B5	P—K5
34 K—Kt 2	R—Kt 8	58 K—Q5	P—K6
35 B—K2	Kt—Kt 2	59 K—K6	P—K7
36 R—B3 (<i>f</i>)	P—R4	60 K—B7	B—R sq.
37 B—Q3	R—Kt 6 (<i>g</i>)	61 K—Kt 8	P queens
38 B—QB4	R × R	62 K × B	P—R5
39 K × R	K—B3	63 B—Kt 6	Q—K2
40 K—K2	Kt—K3	64 K—Kt 8	P—R6
41 P—B3	Kt × P	65 B—B7	K × P
42 B × Kt	B × B	66 K—Kt 7	P—B4
43 P—Kt 4	P × P	67 K—Kt 8	Q—K4
44 P × P	B—K2	68 Resigns.	
45 B—Kt 3	K—Kt 2		

(*d*) White is not satisfied with a draw, and the result does not justify his conclusion.

(*e*) An excellent move which transfers the attack to Black.

(*f*) If 36 R—Kt 5 ch. ?, 36 K—R3, followed by P—B3, and wins.

(*g*) We would have preferred 37... R—QR8; 38 B—B4, 38 Kt—K3; 39 K—R3 (or 39 B × Kt, 39 P × B, followed by P—R5, then R—QKt 8 and R—QKt 6, winning), 39... Kt—Q sq., followed by P—KB3 and Kt—QKt 2.

(*h*) B—R4 at once, followed immediately by K—Q3, would have drawn without difficulty.

(*i*) The true cause of his disaster, whereas 50 K—Q5, 50 K × P; 51 K—K6, 51 B—B sq.; 52 K × P, would have drawn with ease.

(*j*) The manner in which Black now wins, though Bishops are of opposite colors and his own Bishop is blocked, makes this ending one of the finest of that description.

* * *

Game No. 279.

The game in the first round between Messrs. Showalter and Judd was scored by Mr. Judd by default.

* * *

Game No. 280.

Played in the second round, April 18th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	M. Judd.		
1 P—K4	P—K4	23 Kt—B5	B × Kt (c)
2 KKt—B3	QKt—B3	24 Kt × Q	B × Q
3 B—Kt 5	P—Q3	25 Kt × R	B—Kt 7
4 P—Q4	B—Q2	26 R—KKt sq.	K—Q2
5 B × Kt	B × B	27 Kt—Kt 6 ch.	K—K2
6 Kt—B3	Kt—B3 (a)	28 O—O—O (d)	Kt—K7 ch.
7 Q—K2	Q—K2	29 K—Q2	Kt × R
8 B—Kt 5	P—KR3	30 R × Kt	B × P
9 B—R4	P—KKt 4	31 K—K3	P—K5
10 P—Q5	B—Q2	32 B—K sq.	B × KtP
11 B—Kt 3	B—Kt 2 (b)	33 B × KtP	R—QKt sq.
12 Kt—Q2	P—R3	34 R—QKt sq.	B—K4
13 Kt—B4	P—KR4	35 Kt—B4	B × KRP (e)
14 P—B3	P—R5	36 Kt × P (f)	P—R4
15 B—B2	Kt—R4	37 Kt × KP disch.	P × B
16 P—KKt 4	Kt—B5	38 K × B	P—B3
17 Q—B sq.	P—QKt 4	39 P—QB4 (g)	P × P en pass.
18 Kt—K3	P—Kt 5	40 R × R	B × R
19 Kt—Q sq.	B—Kt 4	41 Kt × P	K—Q3
20 Kt—B4	P—QB3	42 P—R4	K—K4
21 QKt—K3	P × P	43 P—R5	P—B4
22 P × P	QR—B sq.	44 P—R6	P × P ch.
		45 K × P	K—Q3
			Drawn.

(a) P—KB3 is superior.

(b) Q—Q sq., followed by P—QB3, would have left him the option of utilizing his Bishop either at Kt 2 or on the Q side via K2.

(c) Overlooking a fine win by 23... R × Kt; 24 Kt × Q, 24 R × BP; for if 25 Q—Kt sq., 25 Kt—R6; 26 Q—Kt 2, 26 R—K7 ch., and wins.

(d) He had hardly anything better. If 28 B—K3, 28 B × P; 29 B × Kt, 29 KtP × B; 30 K—B2, 30 B—K5, followed by R—QKt sq., winning soon another Pawn with a fine game.

(e) An error. 35... B—B5 ch.; 36 K—B2, 36 R—Kt 4, must have won soon.

(f) A very fine rejoinder.

(g) Very well played. This secures the draw.

* * *

Game No. 281.

Played in the second round, April 25th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	M. Judd.		
1 P—K4	P—K4	42 B—Q4	R—Q4
2 KKt—B3	QKt—B3	43 K—B2	B—B5
3 B—Kt 5	P—QR3	44 P—Kt 3	B×KP
4 B—R4	KKt—B3	45 B×B	R×B
5 O—O	B—K2	46 R—Q4	P—Q4
6 P—Q4	P×P	47 K—B3	K—B2
7 Kt×P (<i>a</i>)	Kt×Kt	48 P—R4	K—K3
8 Q×Kt	P—Kt 4	49 R—R4	R—K8
9 B—Kt 3	P—B4	50 K—B4	K—B3
10 Q—Q sq.	P—B5	51 R—R6 ch.	R—K3
11 P—K5	Kt—Kt sq.	52 R—R8	R—K5 ch.
12 Q—Kt 4	P—Kt 3 (<i>b</i>)	53 K—B3	K—K4
13 B×P	P×B	54 R—R3	R—QB5
14 Q×BP	R—Kt sq.	55 R—K3 ch.	K—B4
15 Kt—B3	R—Kt 5	56 R—R3	R—B8
16 Q—K2	B—Kt 2	57 R—Q3	R—B4
17 P—QR3	R—Kt 3	58 K—K2	K—Kt 5
18 B—K3	R—K3	59 K—K3	R—R4
19 Q—B4	P—KR4	60 K—Q4	R—R8
20 P—B4	Kt—R3	61 K×P	R—Kt 8
21 Kt—Q5	B×Kt	62 K—K5	R×P
22 Q×B	Kt—B4	63 R—Q4 ch.	K—R6
23 B—B2	O—O	64 K—B6	R—Kt 5
24 QR—Q sq.	Q—B sq.	65 R—Q sq.	K×P
25 P—B4	Q—B3 (<i>c</i>)	66 K—K5	R—Kt 7
26 P—QKt 4	R—B sq.	67 K—B4	R—B7 ch.
27 P—B5	R—B2	68 K—K3	R—B3
28 R—Q3	R—Kt 2	69 R—KKt sq.	P—Kt 4
29 KR—Q sq.	P—R4	70 R—R sq. ch.	K—Kt 5
30 Q—B4	Q—Kt 4	71 R—Kt sq. ch.	K—B4
31 Q×Q	R×Q	72 K—B2	K—Kt 3 disch.
32 B—K sq.	P×P	73 K—Kt 2	R—QR3
33 P×P	P—Kt 4	74 R—QKt sq.	R—R7 ch.
34 P×P	B×KtP	75 K—B3	P—Kt 5 ch.
35 B—B3	Kt—K6	76 K—Kt 3	R—R6 ch.
36 R—K sq.	Kt—B7	77 K—Kt 2	K—Kt 4
37 R—K2 (<i>d</i>)	Kt×P	78 R—Kt 5 ch.	K—R5
38 R—Kt 3	R—Kt 3	79 R—Kt 2	R—KB6
39 R—Kt 2	B—B8	80 R—R2	K—Kt 4
40 R×R ch.	P×R	81 R—R8	R—B3
41 R×Kt	R×P	82 R—R5 ch.	R—B4
		83 R—R8	P—R5
		84 R—R3	R—QKt 4
		85 R—R2	P—R6 ch.

86 K—Kt 3	R—Kt 6 ch.	93 K—R sq.	K—Kt 6
87 K—R2	K—R5	94 R—Kt 3 ch.	K—B5
88 R—R4	R—Kt 7 ch.	95 R—Kt 3 ch.	R—K5
89 K—R sq.	R—KB7	96 R—Kt sq.	P—Kt 6
90 K—Kt sq.	R—B6	97 K—Kt sq.	K—Kt 5
91 K—R2	R—K6	98 K—R sq.	P—R7
92 R—Kt 4	R—K7 ch.	99 Resigns. (e)	

(a) An early error which costs a piece.

(b) 12... K—B sq. was preferable.

(c) It was much better to break the adverse centre and get rid of his isolated QP by P—Q3.

(d) White has played an up-hill battle remarkably well, and he now recovers a piece by an ingenious trap, but still he remains with the worst of the game.

(e) With very few exceptions Black has played with masterly precision throughout this ending which, though theoretically won, is extremely difficult to conduct in practical play. His winning entrance with the King at K6 was no more to be prevented.

* * *

Game No. 282.

Played in the first round, April 10th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
M. Judd.	J. Taubenhaus.	13 Q × Kt	Q—Q2
		14 KR—Q sq.	QR—Q sq. (b)
		15 P—QR4	P—KB3
1 P—K4	P—K4	16 P × BP	R × BP
2 KKt—B3	QKt—B3	17 Q—K2	P—B3
3 B—Kt 5	P—QR3	18 P × P	RP × P
4 B—R4	Kt—B3	19 R—R7	Q—Q3
5 O—O	Kt × P	20 R—K sq.	B—B2
6 P—Q4	P—QKt 4	21 B—B2	B—B sq.
7 B—Kt 3	P—Q4	22 Q—Q2	R—K sq.
8 Kt × KP (a)	Kt × Kt	23 P—QKt 4 (c)	Q—K4
9 P × Kt	B—K3	24 KR—R sq.	B—Q3
10 B—K3	B—K2	25 P—Kt 3	Q—R4
11 P—QB3	O—O	26 R—R8	R—K3
12 Kt—Q2	Kt × Kt	27 R (R sq.)—R7	B—K4

(a) As this gives Black an unobstructed majority of Pawns on the Q side at once, we cannot recommend this diversion from the usual course 8 P × P.

(b) The source of future trouble. He ought to have kept this Rook at R sq., in order to guard against White's opening the QR file by P—QR4. P—QB3 was the move.

(c) An excellent move which quite neutralizes the adverse majority of Pawns on the Q side.

28 R×R ch.	R×R	39 P—B4	P—Kt 3
29 B—Q3	B—Kt 3	40 K—B3	Q—R6
30 B×B	Q×B	41 Q—K3	Q—B8 ch. (e)
31 R—R sq.	P—R4	42 K—Kt 4	Q—KR8
32 R—K sq.	P—R5 (d)	43 Q—R7 ch.	K—Kt sq. (f)
33 B—Q4	P×P	44 Q—Kt 8 ch.	K—R2
34 RP×P	B×B	45 Q—K5 (g)	K—Kt sq. (h)
35 R×R ch.	Q×R	46 K—Kt 5	Q—K5
36 Q×B	Q—K8 ch.	47 Q—B6	Q—Q6
37 K—Kt 2	Q—K3	48 K—R6 (i)	Resigns.
38 Q—Q3	K—B2		

(d) The advance of this Pawn is hardly judicious. It leads to no more than an exchange on the wing on which the opponent is already superior in Pawns, and as will be seen, his King gets into difficulties in the ending in consequence.

(e) Q—R8 ch. would have drawn with ease, for of course White could not then answer K—Kt 4, as he would be mated at once by Q—R4.

(f) A fatal error. K—B3 or —K3 would have still drawn.

(g) A beautiful move.

(h) If 45... Q—R3; 46 Q—K7 ch., 46 K—Kt sq. (or 46... K—R sq.; 47 Q—R4, and wins); 47 Q—Kt 5, followed by P—B5, winning.

(i) The termination is played by Mr. Judd with acute ingenuity.

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Game No. 288.

Played in the second round, May 10th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	M. Judd.		
1 P—K4	P—K4	14 Kt—K4	P—QR3 (a)
2 KKt—B3	QKt—B3	15 QR—Q sq.	Q—K sq.
3 B—Kt 5	Kt—B3	16 Kt—B5	B—Q sq.
4 O—O	Kt×P	17 B—B sq.	P—KB3
5 P—Q4	B—K2	18 B—R3	R—B2
6 Q—K2	Kt—Q3	19 P×P	B×P
7 B×Kt	KtP×B	20 Kt—QB5 (b)	B—B6
8 P×P	Kt—Kt 2	21 Q—Kt 4	P—Q3
9 Kt—B3	O—O	22 R—K3	P×Kt
10 Kt—Q4	Kt—B4	23 R×B	Kt—Q5 (c)
11 R—K sq.	K—R sq.	24 R—K3	Q—Kt sq.
12 B—K3	R—QKt sq.	25 Q×P ch. (d)	R×Q
13 P—QKt 3	Kt—K3	26 Kt×R	Q—Q4 (e)
		27 R—Q2	K×Kt
		28 R—Kt 3 ch.	K—B2
		29 K—B sq.	Q—K4

30 B—Kt 2	B—B4	33 R—K3	Q—Kt 8 ch.
31 P—QB3	Kt—K3	34 K—K2	R—Q sq.
32 R—B3	Q—K5	35 Resigns.	

- (a) Black rectifies what seems to have been overlooked previously by both parties. There is no reason why White on the last move should not have played Kt × Kt, followed by B × P.
- (b) White allows himself to be outgeneralled here by his far seeing opponent. The effect of this is that he must ultimately lose a piece at least.
- (c) Black's plan and play are of the highest order.
- (d) He could not spoil much, the game was lost anyhow.
- (e) Threatening Kt—K7 ch.

* * *

DELMAR'S GAMES.

* * *

Game No. 284.

Played in the first round, April 11th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
E. Delmar.	D. G. Baird.		
1 P—Q4	P—Q4	29 B—Kt 4	K—B2 (e)
2 P—K3	KKt—B3	30 K × P	Q—Kt 2
3 B—Q3	P—K3	31 Kt—B3	R—K sq.
4 P—QKt 3	P—QB4	32 P—QR4	Kt—R sq.
5 B—Kt 2	QKt—B3	33 KR—R2	Kt—Kt 3
6 P—QR3	P × P (a)	34 R—R7	Q—B sq.
7 P × P	B—Q3	35 B—B sq.	R—K2
8 KKt—B3	B—Q2	36 KR—R6	Q—Kt 2
9 QKt—Q2	QR—B sq.	37 B—R5	Kt—B sq.
10 P—QB4	B—Kt sq. (b)	38 Kt—K5	B—K sq.
11 P—B5	Q—K2	39 B—K3	Q—Kt sq.
12 O—O	Kt—KKt 5	40 B × B	R × B
13 P—KR3 (c)	P—KR4	41 R—R8	Q—Kt 2
14 R—K sq.	Kt—R3	42 P—QR5	K—Q sq.
15 P—QKt 4	P—KKt 4	43 QR—R6	K—B2 (f)
16 P—QKt 5	Kt—Q sq.	44 P—Kt 6 ch.	P × P
17 Kt—K5	P—Kt 5	45 RP × P ch.	K—Kt sq.
18 P—Kt 3	P—R5	46 B—B2	R—QB sq.
19 P × KtP	P × P	47 K—R4	R—Q sq.
20 P—KB4	B × Kt	48 K—R5	K—B sq.
21 R × B	P—KB4	49 B—R4	Kt—Q2
22 P—Kt 5	Kt—Kt 5	50 R (R8)—R7	Q—B sq.
23 B × P	R—R8 ch. (d)	51 Kt × Kt (g)	Q × KBP
24 K × R	Kt—B7 ch.	52 Kt—B6	Q × QP
25 K—Kt 2	Kt × Q	53 R—B7 ch.	K—Kt sq.
26 R × Kt	Kt—B2	54 R (R6)—R7	Q—Q8 ch.
27 R—K2	K—Q sq.	55 K—R6	Q—QR8 (h)
28 R—KR sq.	Q—B sq.	56 R × P ch.	K—R sq.
		57 R—R7 ch.	Q × R
		58 R × Q ch.	K—Kt sq.
		59 B—Kt 3 ch.	Resigns.

- (a) There is no reason for such an exchange until White also advances P—QB4, and it is generally disadvantageous before.
- (b) It was undoubtedly better to exchange Pawns.
- (c) An ill-considered move which only furnishes a mark for the adverse Pawn attack on that wing.
- (d) Black has conducted his attack splendidly and with accurate judgment, but he should have contented himself here with coming out a clear Rook ahead by 23... Kt×R; 24 QP×R (or 24 B—B2, 24 KKt—B2; 25 P—Kt 6, 25 Q—R5, and wins), threatening Q—R2, with an overpowering attack. By the move in the text he wins the Queen for two pieces, and this is by no means always a favorable exchange and generally a troublesome game to play.
- (e) 29... Kt—R sq.; 30 K×P, 30 Kt—Kt 3, gave him more prospect of relief.
- (f) Black's pieces are fearfully blocked, and he has no good defence.
- (g) White has by steady and beautiful play gained a third piece for the Queen, for, obviously, Black dare not retake on pain of losing the Queen by the reply R—R8. His attack is besides irresistible.
- (h) If 55... Q—KR8, mate would be effected by 56 R×P ch., 56 K—R sq.; 57 R—R7 ch., 57 K—Kt sq.; 58 Kt—Q7 ch., 58 K—B sq. (or 58... R×Kt; 59 R—R8 ch., and mates next move); 59 P—Kt 7 ch., 59 K—B2; 60 P queens ch., and mates next move.

* * *

Game No. 285.

Played in the second round, May 11th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. G. Baird.	E. Delmar.	12 B—Kt 5	Q—Q2 (c)
1 P—K4	P—K4	13 B×Kt	R×B
2 KKt—B3	QKt—B3	14 Kt—K4	R—Kt 3
3 B—Kt 5	P—B4	15 Kt—Kt 3	B—K3
4 P—Q3 (a)	Kt—B3	16 KR—K sq.	P—B4
5 O—O	B—B4	17 Q—K3	R—KB sq.
6 P×P	O—O	18 P—KB3	Q—B2
7 Kt—B3	P—Q3	19 R—K2	B—B5
8 B×Kt	P×B	20 R (K2)—K sq.	R—K3
9 P—Q4 (b)	P×P	21 Q—B3	R—R3
10 Kt×P	B×Kt	22 P—Kt 3	B—Q4
11 Q×B	B×P	23 QR—Q sq.	B—B3
		24 Q—K3	Q—Kt 3
		25 P—QB4	P—R4

- (a) Either 4 P—Q4, 4 P×QP; 5 P—K5, as recommended by the "Modern Chess Instructor," or else 4 P×P, with the likely continuation: 4... P—K5; 5 Q—K2, 5 Q—K2; 6 B×Kt, 6 QP×P; 7 Kt—Q4, etc., are stronger replies to Black's last move which is an unsound defence.
- (b) White has evidently lost a move.
- (c) We should have preferred 12... B×P, with the probable continuation: 13 Q—B4 ch., 13 K—R sq.; 14 Q×P, 14 Q—Q2, with a strong passed Pawn in the centre and the superior position.

26 Q—K7	Q—B7	37 R—K2	R—QB5
27 Q—K2	Q—Kt 3	38 R (Q3)—K3	P—Q4
28 Q—K7	Q—B7	39 Kt—R5 (<i>f</i>)	R—Q3
29 Q—K2	Q×Q	40 R—K8 ch.	K—B2
30 R×Q	R (R3)—B3	41 R (K8)—K7 ch. (<i>g</i>)	
31 P—QR4	R—Kt sq.		K—Kt 3
32 R—Q3	K—B sq. (<i>d</i>)	42 P—Kt 4	P—Q5
33 K—B2	R—Kt 5	43 R×P ch.	K—R3
34 R (K2)—K3	B×RP (<i>e</i>)	44 R (K2)—K7	R—B8
35 P×B	R×QBP	45 K—Kt 3	Resigns.
36 R—K4	R—B7 ch.		

(*d*) R—B sq., with the view of doubling the Rooks on the QKt file, was certainly better.

(*e*) The sacrifice of the piece, though it gives him three passed Pawns, was unjustifiable in view of the bad position of his King.

(*f*) This powerful move gives winning force to his attack.

(*g*) It was more correct to check with the other Rook and to draw the adverse K—Kt 3 without giving him the option of retreating to B sq.

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Game No. 286.

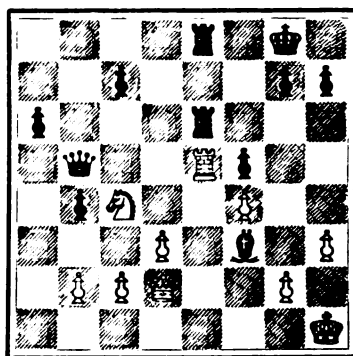
Played in the first round, March 28th.

RUY LOPEZ.

White	Black		
J. W. Baird.	E. Delmar.	19 Kt—K4	Q—Kt 3
1 P—K4	P—K4	20 Q—Q2	P—KB4
2 KKt—B3	QKt—B3	21 Kt—B2	Q—Kt 6
3 B—Kt 5	P—QR3		
4 B—R4	Kt—B3		
5 O—O	B—K2		
6 Kt—B3	P—QKt 4		
7 B—Kt 3	O—O		
8 P—Q3	P—Q3		
9 P—KR3 (<i>a</i>)	Kt—QR4		
10 Kt—KR2	Kt×B		
11 RP×Kt	P—Kt 5		
12 Kt—K2	P—Q4		
13 P×P	Q×P		
14 Kt—Kt 3	B—Kt 2		
15 P—KB3	B—B4 ch.		
16 K—R sq.	B—Kt 3		
17 B—Kt 5	Q—K3		
18 B×Kt	Q×B		

Position after Black's 33d move
B×Kt

Black—E. Delmar.



White—J. W. Baird.

22 QR—K sq.	R—B3	31 R—K5	R—K3
23 Kt—Q sq.	R—Kt 3	32 P—KB4	R (B sq.)—K sq.
24 Kt—K3	R—KB sq.	33 Kt—B3	B × Kt (e)
25 Kt—QB4	B—Q5 (b)	34 R × Q	R—K8 ch.
26 R—K2	B—QB4	35 K—R2	P × R
27 R × KP (c)	B—Q3	36 Kt—K5	R—K7
28 Kt × B	Q × R	37 Q × P	R × P ch.
29 Kt—B4 (d)	Q—Kt 4	38 K—R sq.	R × Kt
30 R—K sq.	B—Q4	39 Resigns. (f)	

- (a) Much better was Kt—K sq., preparing P—KB4.
 (b) This might have cost a valuable Pawn. R—K sq. was the right move.
 (c) Breaking down just on reaching the winning point. 27 Kt × P, 27 B—Q8; 28 P—Q4, 28 P—QB4; 29 KR—K sq., followed by Kt—B sq., repelled the whole adverse attack, with a Pawn ahead.
 (d) If 29 Kt × B, 29 Q—Kt 4, and wins.
 (e) A very beautiful sacrifice of the Queen. See diagram.
 (f) For if P × R, the reply R—Kt 4 disch. wins the Queen.

* * *

Game No. 287.

Played in the second round, April 22d.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
E. Delmar.	J. W. Baird.	10 Kt—KB sq.	QR—Q sq. (b)
1 P—K4	P—K4	11 Kt—Kt 3	K—R2
2 KKt—B3	QKt—B3	12 Kt—R5	KR—Kt sq.
3 B—B4	B—B4	13 Kt × Kt ch.	P × Kt
4 P—B3	Kt—B3	14 QB—KKt 3	Q—B sq.
5 Q—K2	P—Q3	15 O—O—O	B—KKt 5
6 P—Q3	O—O	16 P—KR3	B—KR4
7 B—KKt 5	P—KR3	17 Q—B2	P—QR3
8 B—R4	Q—K2 (a)	18 QR—KB sq.	P—QKt 4 (c)
9 QKt—Q2	B—K3	19 B—Q5	Kt—K2
		20 Kt—R4 (d)	P—QB3 (e)
		21 B—Kt 3	Q—Kt 2

- (a) B—K3, in order to play eventually QKt—Kt sq., followed by the same Kt—Q2, would have sooner relieved his Queen and KKt.
 (b) K—R sq., followed by R—KKt sq., for the purpose of advancing P—KKt 4 safely, was now imperative in order to prevent the breaking up of his K side.
 (c) It was now high time to take off the Knight, and it could be well foreseen that he would have little use for his QB unless he now exchanged it.
 (d) Kt—K sq. was a better retreat.
 (e) Kt × B was preferable.

22 K—Kt sq.	K—R sq.	34 P—Kt 5	Kt—K2
23 B—R2	P—Q4 (<i>f</i>)	35 P × RP	R—KKt sq.
24 P—KKt 4	B—Kt 3	36 R—Kt 7	Kt—B sq. (<i>g</i>)
25 P—KB4	R—Q2	37 KR—Kt sq.	Q—B sq.
26 P—B5	QB—KR2	38 P—R5	Kt—Q3
27 Kt—B3	B—Kt 3	39 Q—B2	QR—R sq.
28 Q—K2	KR—Q sq.	40 Q—QB5	R—QB sq.
29 B—B2	Kt—Kt sq.	41 Kt—R4	Kt—Kt 2
30 B—Kt sq.	B—R2	42 Q—R7	R—QKt sq.
31 B × B	R × B	43 Kt—Kt 6 ch.	P × Kt
32 QR—Kt sq.	Q—B sq.	44 RP × P	Q—B4 (<i>i</i>)
33 P—KR4	Q—Q3	45 R × B mate.	

(*f*) Now and on the last move Black might have foiled the adverse plan of attack on the K side by Q—Kt 4.

(*g*) Black is virtually fighting with a piece minus, and he had few options. If 36... R × R; 37 P × R ch., 37 K—Kt sq. (or 37... K × P; 38 R—Kt sq. ch., followed by Q—Kt 2, and wins); 38 Kt—Kt 5, threatening Q—R5, and if then 38... P × Kt; 39 P × P, 39 K × P; 40 P—B6 ch., followed accordingly by R × B or Q—R5, and wins.

(*h*) An oversight, of course, but his game was clearly lost even after his only move 44... R × R; 45 P × R ch., 45 K × P; 46 P × B, followed by R—Kt 6, etc.

* * *

Game No. 288.

The game in the first round between Messrs. Bird and Delmar was scored by Mr. Delmar by default.

* * *

Game No. 289.

Played in the second round, April 19th.

IRREGULAR OPENING.

White	Black		
H. E. Bird.	E. Delmar.	9 O—O	QKt—Q2
1 P—KB4	P—K3	10 Q—K sq.	Q—B2
2 P—K3	P—Q4	11 Q—Kt 3	R—KKt sq.
3 KKt—B3	B—Q3	12 Kt—K5	P—KKt 3
4 P—QKt 3	KKt—B3	13 Kt—R3	Kt—R4
5 B—Kt 2	P—B4	14 Q—B3	P—B3
6 B—Kt 5 ch. (<i>a</i>)	B—Q2	15 Kt × B	Q × Kt
7 P—QR4	P—QR3	16 P—B4 (<i>c</i>)	P—B4
8 B—Q3	B—B3 (<i>b</i>)	17 P—KKt 4	KKt—B3
		18 P—Kt 5	Kt—K5
		19 QR—Q sq.	O—O—O

20 P×P	P×P	38 R—R2	R—Kt 3
21 B—K2	P—B5 (<i>d</i>)	39 R—QB sq.	R—QB sq.
22 P×P	Q×RP	40 K—K3	Kt—Kt 6
23 Kt—Kt sq.	Q—Kt 6	41 R—B3	R—K sq. ch.
24 B—Q4	B—B4	42 K—B2	P×P
25 P—Q3 (<i>e</i>)	B×B	43 R×P	Kt—B4
26 P×B	Kt—B6	44 R—B3	R—Kt 5 (<i>g</i>)
27 Kt×Kt	Q×Kt	45 R (R2)—B2	R×P ch.
28 Q×P	Kt—Kt sq.	46 B—B3	R—QB sq.
29 Q—B5 ch.	Kt—B3	47 K—Kt 3	R—QKt 5
30 P—Q5	Q—Q5 ch.	48 K—R3	P—QR4
31 Q×Q	Kt×Q	49 P—Q4	R×P
32 K—B2	KR—K sq.	50 R—Kt 2	R—Q6
33 B—B3	P—Kt 3	51 R—Kt 6 ch.	K—K4
34 R—QKtsq. (<i>f</i>)	K—B2	52 R—K6 ch. (<i>h</i>)	Kt×R
35 R—Kt 2	R—QKt sq.	53 R×R (Q6)	Kt—B5 ch.
36 B—Kt 2	K—Q3	54 Resigns.	
37 P—R4	P—Kt 4		

- (*a*) This and his next two moves are neither usual nor advantageous.
 (*b*) We should have preferred Kt—B3, threatening QKt—Kt 5.
 (*c*) The reversal in the order of moves was injudicious. P—KKt 4, first, would have given him an excellent attack.
 (*d*) Black has the attack for a little while after this, but his King becomes much exposed. He, however, could hardly help that, for if 21... B—B2 or —K2; 22 P—Q3, 22 Kt—Q3; 23 R—B sq., with a strong attack.
 (*e*) Still better was, we think, Kt—B3.
 (*f*) The waste of time incurred on this and the next two moves seriously imperils his game. KR—K sq. was obviously better.
 (*g*) Black's defence and counter-attack are conducted in high style. He now wins a Pawn, with the superior game.
 (*h*) Winding up with a blunder, but his game could not be saved.

* * *

Game No. 290.

Played in the first round, April 6th.

GIUOCO PIANO.

White	Black		
E. Delmar.	C. F. Burille.	5 P—Q4	P×P
		6 P×P	B—Kt 5 ch.
		7 B—Q2	B×B ch.
1 P—K4	P—K4	8 QKt×B	P—Q4
2 KKt—B3	QKt—B3	9 P×P	KKt×P
3 B—B4	B—B4	10 Q—Kt 3	QKt—K2
4 P—B3	Kt—B3	11 O—O	O—O

12 KR—K sq.	P—QB3	34 Q—Kt 3 ch.	K—Kt 2
13 QR—B sq. (a)	Kt—QKt 3	35 R—K2	Kt—Q4
14 B—Q3	Kt (K2)—Q4	36 R—K4	Kt—B5
15 P—QR4	Kt—KB5	37 Q—K3	Kt—Q4
16 B—Kt sq.	B—K3	38 Q—Q2	Q—K2
17 Q—B2	P—Kt 3	39 P—B3 (f)	R × P
18 P—R5	Kt (Kt 3)—Q4	40 R—K sq.	R—B5
19 Q—QB5	P—QR3 (b)	41 K—R sq.	Q—R5
20 Kt—K4	B—B4	42 Kt—Q3	R × P
21 Q—R3 (c)	R—K sq.	43 R—K8	R—K5
22 Kt—Q6	R × R ch.	44 R—QKt 8	R—K2
23 R × R	B × B (d)	45 Kt—B5	Q—QB5 (g)
24 R × B	Q—B2	46 Q—KB2	Q—QB8 ch.
25 R—K sq.	R—Q sq.	47 K—Kt 2	Q—Kt 4 ch.
26 Kt—K4	R—K sq.	48 K—R sq.	Kt—B5
27 P—KKt 3	P—KB4	49 P—KR4	Q—Q4 ch.
28 Kt—K5	P × Kt	50 K—R2	R—K7
29 P × Kt	Kt × P	51 R × P ch.	K—R3
30 R × P	Kt—Q4	52 Q × R	Kt × Q
31 Q—KB3 (e)	R—KB sq.	53 Kt—Q7	Q—B6
32 Q—Kt 4	R—B4	54 Resigns.	
33 Q—KKt 3	Kt—B3		

(a) New and of doubtful utility, whereas the theoretical continuation 13 Kt—K5, maintains the attack.

(b) In order to prevent P—R6, but we would have preferred 19... Kt—B2, making room for the strong B—Q4, and if then 20 Q—Kt 4, 20 R—Kt sq., etc.

(c) A feeble move. Kt—K5, followed eventually by Kt—QB4, was superior.

(d) Well played. The opponent cannot afford to give up three pieces, including a Rook, for the Queen.

(e) White wastes here several moves. Q—QB5 was, we believe, his best play.

(f) White would have done better on the previous move to accept the draw which the opponent offered by a repetition of moves, and he now punishes himself by a regular blunder which costs a very valuable Pawn.

(g) 45... R—K8 ch.; 46 K—Kt 2, 46 Kt—K6 ch., would have won the Queen at once, for if 47 K—B3, then 47... Q—Kt 5 ch.; 48 K—B2, 48 Q—Kt 7 ch.; 49 K × R, 49 Q—B8 ch. mate.

* * *

Game No. 291.

Played in the second round, May 6th.

HUNGARIAN DEFENCE.

<i>White</i>	<i>Black</i>		
C. F. Burille.	E. Delmar.	27 Kt—K4	Q—K2
1 P—K4	P—K4	28 R—Kt 3	B—Kt 2
2 KKt—B3	QKt—B3	29 K—Kt 2	Kt—B3
3 B—B4	B—K2	30 Q—Q3	Kt—R2
4 Kt—B3 (a)	Kt—B3	31 Q—B2	Kt—B sq.
5 P—Q3	P—Q3	32 K—R2	P—QR4
6 Kt—K2	QKt—R4	33 K—R sq.	Kt—Q2
7 B—Kt 5 ch.	P—B3	34 KR—Kt sq.	K—B sq.
8 B—R4	P—QKt 4	35 R—R2	Kt—B3
9 B—Kt 3	Kt×B	36 KR—R sq.	Q—Q sq.
10 RP×Kt	P—KR3	37 Kt×BP (d)	P×Kt
11 Kt—Kt 3	O—O	38 B×P ch.	K—Kt sq.
12 O—O	Kt—K sq.	39 B×P	R—QB sq. (e)
13 P—Q4	Q—B2	40 B—B3	Kt—K sq.
14 B—K3	P—QR3	41 R×P	Q—B3
15 Q—K2	B—Kt 5	42 R—R8	Kt—Q3
16 P—R3	B—K3	43 R×R ch.	Kt×R
17 KR—Q sq.	P—QB4	44 R—K sq. (f)	Q—B6 ch.
18 P—Q5	B—Q2	45 K—R2	Kt—K2
19 P—B4	P—Kt 5	46 R—K3	Q—B5 ch.
20 K—R2 (b)	P—B4	47 K—Kt 2	Kt—Kt 3
21 P×P	B×P	48 R—Kt 3	Kt—R5 ch.
22 Kt×B	R×Kt	49 K—Kt sq.	B—B sq.
23 P—Kt 4	R—B2	50 R—K3	R—QR2
24 R—KKt sq.	Q—Q2	51 Q—Kt sq.	P—K5
25 R—Kt 2 (c)	P—Kt 4	52 B—Q4	R—KB2
26 Kt—Q2	B—B3	53 Q—K sq.	Kt—B6 ch.
		54 R×Kt	Q×R
		55 Q—B3	Q—Q8 ch.

(a) It is best to treat this opening on the Giuoco Piano system by 4 P—QB3, and then Black's KB is not well placed.

(b) Kt—B5 was now the proper play in order to prevent Black from opening the KB file.

(c) R—Kt 3 was superior.

(d) Both parties have played a waiting game with little aim. The sacrifice of the piece is feasible and sound, for White obtains more than sufficient material for the piece given up, and he ought to have secured a draw subsequently, but still if he had taken into account the full effect on his position of Black's ingenious 39th move, he probably would have hesitated in adopting this resource.

(e) Very fine. He threatens Q×QP ch.

(f) R—R8 would have kept at least the adverse Rook engaged to defend the Knight and gave him better prospects of exchanges, after which his large majority of Pawns might have asserted itself.

56 K—Kt 2	R—B6	59 Q—Kt 6	R—Kt 6 ch.
57 B—K3	B—Q3	60 K—R2	R × P ch. (g)
58 Q—Q4	Q—K7	61 Resigns.	

(g) The termination is beautifully played by Black.

* * *

Game No. 292.

Played in the first round, April 9th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
E. Delmar.	G. H. D. Gossip.		
1 P—K4	P—K4	19 R—R2	P—Kt 3 (c)
2 KKt—B3	QKt—B3	20 QR—KB2	P—KB3
3 B—B4	B—B4	21 Q—R3	K—Kt sq.
4 P—QB3	Kt—B3	22 P—Kt 5	Kt—R4
5 Q—K2	P—Q3	23 Kt—B5 (d)	P × Kt
6 P—Q3	Q—K2 (a)	24 Q × Kt	P × KtP
7 P—QKt 4	B—Kt 3	25 R × P	R × R
8 P—QR4	P—QR3	26 P × R	Kt—B2
9 B—K3	B × B	27 P—K4	Q—B3
10 P × B	O—O	28 Kt—K3	Q—R3
11 O—O	B—K3	29 Q—Kt 4	Q—Kt 2
12 QKt—Q2	B × B	30 P—B6	Q—B sq.
13 Kt × B	P—QR4	31 Kt—Q5	Q—Q sq.
14 P—Kt 5	Kt—Q sq.	32 P—KR4	K—R sq.
15 Kt—R4	P—KKt 3	33 Q—R5	Q—Q2
16 Q—KB2	Kt—R4 (b)	34 R—B5	P × P
17 P—Kt 4	Kt—Kt 2	35 Kt—K7 (e)	Q—K sq.
18 Q—Kt 3	K—R sq.	36 Q × P	P—R3 (f)
		37 K—R2 (g)	K—R2
		38 Q—Kt 4	Q—KB sq.
		39 R—R5	Resigns.

(a) This square should be reserved for Black's QKt to withdraw to.

(b) Q2 was a much better position for this Knight.

(c) Toward the end of the game the hole made here at QB3 and his being unable to push the QBP in consequence, has a bad influence on his position.

(d) White brings his well-planned attack virtually to a culmination here in breaking up the K side. The rest is almost mere detail for a skilled player.

(e) Decisive. He threatens to win the Queen by Kt—Kt 6 ch., followed accordingly by Kt × KP disch. or R—R5 ch.

(f) White could compel that advance by R—R5.

(g) Unnecessary delay. 37 R—R5, 37 K—R2; 38 Q—Kt 4, forced the game at once.

* * *

Game No. 298.

Played in the second round, May 8th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	E. Delmar.	24 Q—Q sq.	K—Kt 2
1 P—K4	P—K4	25 P—QKt 4	P—Q4
2 QKt—B3	B—B4	26 B—B5	Q—K sq.
3 P—B4	P—Q3	27 KP×P	P×P
4 Kt—B3	QKt—B3	28 Q—QR sq.	Q—B3
5 B—Kt 5	B—KKt 5	29 Q—R7 ch.	K—B sq.
6 P—KR3	B×Kt	30 P—Kt 5	Q—Kt 2
7 Q×B	Kt—B3	31 Q×Q ch.	K×Q
8 Kt—R4	B—Kt 3	32 B—B8	Kt—K sq.
9 Kt×B	RP×Kt	33 P—B6 (b)	P—Kt 3
10 P—Q3	Kt—Q2	34 B×P	P×P
11 P—QB3	Q—B3	35 P×P	Kt×P
12 O—O	Q—K2	36 B—Kt 7	Kt—K5 (c)
13 P—B5 (a)	O—O—O	37 P—R4	P—QB3
14 B—K3	Kt—B3	38 K—Kt 2	P×P
15 P—KKt 4	P—KR3	39 P×P	K—Kt 3
16 P—B4	QR—KKt sq.	40 K—B3	P—B4
17 B×Kt	P×B	41 B×P	Kt—Q7 ch.
18 P—QR4	K—Kt 2	42 K—B4 (d)	P×P
19 P—R5	P×P	43 K×P	K×P
20 R×P	R—QR sq.	44 B—QB3	Kt—K5
21 KR—QR sq.	R×R	45 B—K5	K—B4
22 R×R	R—QR sq.	46 K—B3	K—Q4
23 R×R	K×R	47 B—R sq.	Kt—Q3
			Drawn.

- (a) White has obtained the superior position, but the blocking tactics were hardly as suitable to his attack as reserving the option of opening the KB file.
- (b) He has conducted his attack skilfully against a very clever defence up to a manifest superiority for the ending, which he could have now obtained by P—QB5 instead of the seductive but in reality weak move in the text.
- (c) Intending, if White capture the Pawn, to answer Kt—Kt 4, threatening Kt—B6 ch. as well as Kt×RP ch. But, obviously, Kt—R2 had the same effect and was by far more safe, for we believe that White could have won subsequently after the move in the text.
- (d) Failing to grasp a fine winning opportunity by 42 K—K3, 42 Kt—B5 ch. (or 42...Kt—B8 ch.; 43 K—K2, and wins. Or if 42...Kt—K5; 43 K—B4, and should win); 43 K—Q4, 43 Kt×B; 44 K×Kt, 44 P×P; 45 K—B4, and it will be found on examination that after Pawns are cleared White remains with the KRP ahead and reaches with his King the square at KKt 7 before Black's King can come further than to K sq. White's Pawn cannot, therefore, be stopped from queening.

* * *

Game No. 294.

Played in the second round, May 18th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
E. Delmar.	G. H. D. Gossip.	27 Q—B3	KR—Q sq.
1 P—K4	P—K4	28 R—Q sq.	P—QKt 4 (<i>f</i>)
2 KKt—B3	QKt—B3	29 P—Kt 3	P—Kt 5
3 B—B4	B—B4	30 B—Kt 2	Kt—R4
4 O—O	P—Q3	31 P—Kt 5	Kt × P
5 P—B3	B—Kt 3	32 Q—R5	Kt—Q5
6 P—Q3	B—Kt 5	33 P—Kt 6	P—R3
7 QKt—Q2	Kt—B3	34 B—B sq.	K—Kt sq.
8 R—K sq.	O—O	35 K—R2	P—B4
9 Kt—B sq.	Q—Q2	36 R—Kt 5 (<i>g</i>)	P × P
10 Kt—K3 (<i>a</i>)	KB × Kt	37 P × P (<i>h</i>)	Kt—B6 ch.
11 B × B	Kt—QR4	38 Q × Kt	R × R
12 B—Kt 3	Kt × B	39 B—K3	Q—KB3
13 P × Kt	P—QR3	40 Q—R5	R (Q sq.)—Q3
14 B—Kt 5 (<i>b</i>)	K—R sq. (<i>c</i>)	41 R × P	Q × KtP
15 P—R3	B × Kt	42 Q × Q	R × Q
16 Q × B	Kt—Kt sq.	43 B × BP	P—Kt 6
17 P—KKt 4	P—KB3	44 R—K8 ch.	K—B2
18 B—Q2	Kt—K2	45 R—B8 ch.	K—K3
19 P—R4 (<i>d</i>)	QR—Q sq.	46 P—B4	K—Q2
20 P—B4	P—QB4	47 R—QKt 8	R—Q7 ch.
21 P—Kt 4 (<i>e</i>)	Kt—B3	48 K—R3	P—Kt 7
22 P × P	P × P	49 P—B5	R—QB3
23 R—K3	Kt—Q5	50 B—R3 (<i>i</i>)	R—Q6 ch.
24 Q—Q sq.	Kt—B3	51 K—Kt 4	R × B
25 B—B3	Q—K3	52 R × P	R × P
26 R—Kt 3	R—Q2	53 R—Kt 7 ch.	K—K sq.
		54 R × P	R × P ch., and wins.

(*a*) B—Kt 3 first was much better.(*b*) A useless move, as he cannot venture to capture the Knight after Black's judicious reply.(*c*) If 14 B × Kt, 14 P × B; 15 P—KR3, 15 B × P, and should win.(*d*) This and the next move are weak. He had far better chances of retrieving fortunes by trying conclusions in the centre, commencing with P—Q4.(*e*) This advance, though it gets rid of a doubled Pawn, has its ill effects, as he is compelled to open the Q file for the adversary and thus to expose his weak QP to a strong attack.(*f*) Excellent play.(*g*) A desperate move which loses the exchange.(*h*) If 36 R × P, 36 Q × Kt, followed by Kt—B6 ch., wins still more easily.(*i*) This loses a piece, but his game was past redemption.

* * *

Game No. 295.

Played in the first round, April 1st.

KING'S BISHOP OPENING.

<i>White.</i>	<i>Black</i>		
J. M. Hanham.	E. Delmar.		
1 P—K4	P—K4	18 Q—B3	P×P
2 B—B4	KKt—B3	19 B×P	R—R5
3 P—Q3	P—B3	20 Kt—K3	Kt—K4
4 Q—K2	B—K2	21 Q—Q sq.	P—QKt 4
5 KKt—B3	O—O	22 Kt—Kt 2	B—B4
6 O—O	P—Q4	23 Kt—Kt 3	B—Kt 3
7 B—Kt 3	B—KKt 5	24 Kt—QB sq.	Q—B3
8 QKt—Q2	P—QR4	25 Kt—Q3	Kt—QB5
9 P—B3	P—R5	26 K—R sq.	Kt×B
10 B—B2	Kt—Q2	27 Kt×Kt	Kt×P
11 P—KR3	B—R4	28 Q—B2	Q—B6 (d)
12 P—KKt 4	B—Kt 3	29 Kt×R	Q×P ch.
13 P×P (a)	Kt×P	30 K—Kt sq.	Kt—K7 ch.
14 Kt—B4 (b)	KR—K sq.	31 Q×Kt	R×Q
15 P—Q4 (c)	P×P	32 Kt×B	Q×KtP
16 B×B	RP×B	33 P—R4 (e)	Q—Q5
17 Kt×QP	P—R6	34 P—R5	R×KBP (f)
		35 KR—K sq. (g)	R—QR7 disch.
		36 Resigns.	

- (a) Owing to the rather reckless attack of his opponent, White has obtained the superiority of position which chiefly rested on the inactivity of Black's QB. By the text move he not alone throws away his advantage, but drops rapidly into a much inferior game. R—K sq., followed by Kt—KB sq., was his proper course.
- (b) If 14 Kt×P, 14 Kt—KB5; 15 Q—B3, 15 Kt×Kt; 16 Q×Kt, 16 Kt×QP, with much the superior game.
- (c) It made matters worse for him to open the K file for the adverse Rook, and besides he ought to have neutralized Black's very strong 17th move by B—Q2.
- (d) A very fine and deep combination. Black gives up the Queen for three pieces, but he calculates with excellent judgment that the position and the Pawns which he gains will more than make up for the sacrifice.
- (e) He might have made a better fight of it by KR—K sq. or QR—Q sq., but Black's preponderance of Pawns was bound to win, especially as White had little prospect of concentrating his forces, and his QKt was almost imprisoned.
- (f) Masterly play.
- (g) A blunder, of course, but even after 35 R×R, 35 Q×R ch.; 36 R—B sq., 36 Q×P; 37 Kt—B8, 37 Q—B2, his game was quite untenable.

* * *

Game No. 296.

Played in the second round, April 26th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
E. Delmar.	J. M. Hanham.	15 P—QB4	B—Q2
1 P—K4	P—K4	16 P—Q5 (a)	P—QB4
2 KKt—B3	P—Q3	17 R—QKt sq.	P—Kt3
3 B—B4	B—K2	18 R—Kt2	B—B sq.
4 P—QB3	KKt—B3	19 KR—QKt sq.	B—Q sq.
5 Q—K2	P—QB3	20 B—B2	R—K2
6 P—Q4	Q—B2	21 Kt—K sq.	Q—Q2
7 B—Q3	QKt—Q2	22 P—KB3	B—B2
8 B—K3	Kt—B sq.	23 Kt—Q3	R—Q sq.
9 QKt—Q2	B—K3	24 Kt—KB sq.	Kt—R2
10 P—QR3	P—KR3	25 Kt—Kt3	P—B3
11 P—QKt4	P—QR3	26 Kt—B5	R—B2
12 R—QB sq.	Kt—Kt3	27 P—KKt4	Q—K sq.
13 O—O	O—O	28 K—R sq.	K—R sq.
14 KR—K sq.	QR—K sq.	29 Q—B2	KKt—B sq.
		Drawn by mutual consent. (b).	

(a) The opening has been of a draggish sort and this tends to block the position. 16 P×P. 16 P×P (or 16... Kt×P; 17 Kt×Kt, 17 P×Kt, followed by P—B5); 17 P—B5, followed soon by Kt—B4, was, we believe, preferable.

(b) The position was unripe for any attempt to break in at present, but we believe that White had the best of the game, nevertheless. He could either afford to wait for a favorable opportunity on the Q side, or perhaps better still, he might have closed the same by P—Kt5 and then directed his heavy pieces to the KKt file where the opponent's KRP and KBP furnished good marks for an attack on White's part by advancing the KRP and KKtP. The draw by agreement in such a position, with full forces on the board, is disappointing at least.

* * *

Game No. 297.

Played in the second round, May 16th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
E. Delmar.	J. M. Hanham.	4 B—B4	P—QB3
1 P—K4	P—K4	5 P—B3	Q—B2
2 KKt—B3	P—Q3	6 Kt—Kt5 (a)	Kt—R3
3 P—Q4	Kt—Q2	7 P—KB4	B—K2
		8 BP×P (b)	P×P
		9 O—O	O—O

10 Q—Kt 3 (c)	B—B3	18 R—Q sq.	P—QR5
11 B—K3	Q—Q3	19 P—QR3	P × P (f)
12 Q—Q sq.	B—Q sq.	20 P—K5 (g)	Q × P (h)
13 QKt—R3	B—B2	21 QB × P	Q—K2 (i)
14 Q—R5	P—QR3 (d)	22 Q × Kt (j)	Kt—B3
15 QR—K sq. (e)	P—QKt 4	23 B × Kt	Q—B4 ch.
16 B—Q3	P—QR4	24 Kt—Q4	P × Q
17 Kt—B2	B—Kt 2	25 B × RP mate.	

- (a) This and the move following form a very strong attacking combination.
- (b) His attack would have been quite as strong if he had not exchanged Pawns and Castled first, which we consider preferable, as it kept the adverse Queen more confined and reserved the option of advancing P—B5.
- (c) Much better was Q—R5. He has afterward to lose several moves in order to gain that square.
- (d) Instead of this feeble move Black could have broken the attack by 14... Kt—B3; 15 Q—R4, 15 P × P; 16 B × P (best, if 15... P × P; 16 Q × RP ch., 16 Q × Q; 17 B × Q ch., 17 K × B; 18 KKt—Kt 5 ch., with a Pawn ahead), 16... B—Kt 3, etc.
- (e) We can see no reason why White did not capture the BP with the Knight, which, besides winning a Pawn, would have given him an irresistible attack, *e. g.*, 15 Kt × BP, 15 Kt × Kt; 16 R × Kt, 16 K—R sq.! 17 QR—KB sq., and Black cannot stir, for if 17... Kt—B3; 18 QR × Kt, and wins.
- (f) Black drops at last into an ingeniously hidden trap. He ought to have avoided the exchange of Pawns still longer.
- (g) Very fine and decisive.
- (h) His best chance was now 20... Kt × P; but he was bound to lose after 21 B × P ch., 21 K—R sq.; 22 Kt × QP, followed by Kt—B5, etc.
- (i) Overlooking his only defence, namely: 21... B—Kt 3.
- (j) This ingenious stroke wins in fine style.

* * *

Game No. 298.

Played in the first round, March 27th.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	E. Delmar.	4 P × P	P—Q4
		5 P × P en pass.	Kt × P
1 P—K4	P—K4	6 Kt—B3	B—K2
2 P—QB3	KKt—B3 (a)	7 B—Q3	Kt—B3
3 P—Q4	Kt × P	8 O—O	B—Kt 5
		9 P—KR3 (b)	B—R4

- (a) P—Q4 is a better answer.
- (b) As the opponent was preparing to Castle on the other side, the advance of this Pawn was quite inadvisable since it gave, especially the adverse KKtP, easier opportunities of breaking through later on.

10 B—KB4	Q—Q2	27 Kt—Kt 6	R×R
11 QKt—Q2	O—O—O	28 R×R	R×R
12 Q—Kt 3	P—KKt 4	29 K×R	K—K sq.
13 B×Kt	B×B (c)	30 K—Kt 2	K—B2
14 Q—Kt 5 (d)	B—Kt 3	31 P—B3	P×P ch.
15 B×B	RP×B	32 K×P	K—B3
16 Q×KKtP	R—R4	33 K—B4	P—Kt 4
17 Q—Kt 4	Q×Q	34 P—KKt 4	P—Kt 5
18 P×Q	R—R3	35 P—Kt 5 ch.	K—Kt 2
19 Kt—K4	QR—R sq.	36 Kt—K7 (f)	Kt—K4
20 Kt×B ch.	P×Kt	37 P—B6 ch.	K—B2
21 P—KKt 3	P—KKt 4	38 K—B5	P—R4
22 K—Kt 2	P—B4 (e)	39 P—Kt 6 ch.	Kt×P
23 P×P	P—Kt 5	40 Kt×Kt	P—R5
24 Kt—R4	Kt—K2	41 Kt—R8 ch.	K—Kt sq.
25 R—R sq.	K—Q2	42 P—B7 ch.	K—Kt 2
26 QR—K sq.	Kt—B3	43 P—R3	Resigns.

(c) Black had much the best of the game, but altogether spoils his position by this impetuous move which loses a valuable Pawn. Q×B was the correct play.

(d) Excellent play. He threatens B—B5 besides Q×KKtP.

(e) Making matters worse, as it could not succeed excepting by some blunder on the other side.

(f) White's play in this game, after the opponent's mistake, is highly commendable.

* * *

Game No. 299.

Played in the second round, April 20th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
E. Delmar.	N. MacLeod.		
1 P—K4	P—K4	12 Kt×B	R—K sq.
2 KKt—B3	P—Q3	13 P—KB3	P—Q4
3 P—Q4	P×P	14 O—O—O	P×Kt
4 Q×P	QKt—B3	15 P—KB4	B—B4
5 B—QKt 5	B—Q2	16 Kt—B5	P—K6
6 B×Kt	B×B	17 KR—K sq.	R—K5
7 B—KKt 5	KKt—B3 (a)	18 P—KKt 3	P—K7
8 B×Kt	Q×B	19 R—Q2	KR—K sq.
9 Q×Q	P×Q	20 R—Q3	B—B7
10 QKt—B3	O—O—O (b)	21 K—Q2	B×R ch.
11 Kt—Q4	B×P (c)	22 K×B	R—Q sq.
		23 R—K3	R—Q8 ch.
		24 K×P	R×R ch.
		25 Kt×R	R—QR8

26 P—QR3	R—QKt 8	44 P—B5	R×Kt (g)
27 P—QKt 3	K—Q2	45 K×R	P—R5
28 Kt—Q5	P—KB4	46 K—B4	K—K3
29 Kt—B6 ch.	K—K2	47 P—R5 (h)	P—R6
30 Kt—Q5 ch. (d)	K—Q3	48 K—Kt 3	K—Q4
31 Kt—K3	K—K3	49 K×P	K×P
32 Kt—Q sq.	K—B3 (e)	50 K—Kt 3	K—Q5
33 P—R3	P—B3	51 P—R6	K—K5
34 K—Q2	P—QKt 4	52 K—B4	K—B6
35 Kt—B3	R—KR8	53 K—Q5	K×P
36 P—KR4	R—KKt 8	54 K—K5	K—Kt 5
37 Kt—K2	R—QR8	55 K—B6	K×P
38 Kt—Q4	R×P	56 K—Kt 7	K—K6
39 Kt×QBP	R—R3 (f)	57 K×RP	P—B5
40 Kt—Q4	R—Q3	58 K—Kt 7	P—B6
41 K—K3	P—QR3	59 P—R7	P—B7
42 P—B4	P×P	60 P queens	P queens
43 P×P	P—QR4		Drawn.

- (a) Better than P—KB3 at this point, which leaves an inconvenient hole in the centre at K3.
- (b) The "Modern Chess Instructor" recommends here 10...P—B4; 11 P×P, 11 KR—Kt sq.; 12 K—B sq., 12 O—O—O, with the better game.
- (c) The best reply to White's weak last move.
- (d) If 30 Kt×P, 30 R—KR7; 31 P—KR4, 31 R—R7 ch.; 32 K—Q3, 32 R—KKt 7, and wins.
- (e) Black's play has been thus far almost faultless, and if he had not wasted time here, he had an easy victory by 32...R—R8; 33 P—QR4, 33 K—Q4; 34 Kt—B3 ch., 34 K—B4, followed by K—Kt 5 and the advance of the QBP.
- (f) P—QR4 was here much stronger.
- (g) Black impetuously sacrifices the exchange when he could have won without difficulty by 44...R—Q4; 45 P—B6, 45 R—B4; 46 Kt—Kt 3, 46 R×P (not 46...R—B6 ch.; 47 K—Q2, 47 R×Kt; 48 P—B7, and wins); 47 Kt×P, 47 R—B4; 48 Kt—Kt 7, 48 R—Q4, and wins.
- (h) White's play for a draw on this and the 47th move should be compared with the 55th move, and it will be seen that he effects his purpose by a remarkably ingenious and far-sighted combination.

* * *

Game No. 300.

Played in the second round, April 25th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
E. Delmar.	N. MacLeod.	13 P—Q3	Q—Kt 4
1 P—KB4	P—Q4	14 Q—B3	Kt—B4
2 KKt—B3	QKt—B3 (a)	15 Kt—B3	P—QKt 3 (d)
3 P—K3	B—Kt 5	16 Kt × P	P × Kt
4 B—K2	P—K3	17 Q × P ch.	B—Q3
5 P—QKt 3	P—B4	18 P × B	Q × KP ch.
6 B—Kt 2	Kt—B3	19 K—R sq.	P × P
7 O—O	P—QR3	20 QR—K sq.	Q—Q7
8 P—QR3	P—R3 (b)	21 B—K5 (e)	Kt—K5
9 Kt—K5	Kt × Kt (c)	22 Q—Kt 7 ch.	K—K3
10 P × Kt	B × B	23 B—B4	Q × BP
11 Q × B	Kt—K5	24 P × Kt	P × P
12 Q—R5 ch.	K—Q2	25 R × P ch.	K—B4
		26 B × RP disch.	Resigns.

- (a) In accordance with the spirit of this opening he should advance P—QB4 before bringing out this Knight to its present post.
 (b) As usual we disapprove of these kind of waiting moves on either side.
 (c) This exchange subjects him to considerable attack.
 (d) A grave error which compromises his game beyond remedy.
 (e) After this the manner of his winning becomes mere detail, but, as will be noticed, White infuses some life and spirit in his termination.

* * *

Game No. 301.

Played in the first round, April 3d.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	E. Delmar.	8 Kt—K3	QB × Kt
1 P—K4	P—K4	9 P × B	KKt—K2
2 KKt—B3	QKt—B3	10 P—QKt 4	Kt—Kt 3
3 B—B4	B—B4	11 Kt—Kt 2	Kt—Q sq.
4 O—O	P—Q3	12 P—QR4	P—QR3
5 P—QB3	B—Kt 3	13 B—K2	Kt—K3
6 Kt—R3	B—KKt 5	14 P—Q3	P—KR4
7 Kt—B2	Q—B3	15 P—QR5	B—R2
		16 K—R sq.	P—B3
		17 B—K3	KKt—B5

18 Kt × Kt	Kt × Kt	31 Q—K5 ch.	K—R sq.
19 B × Kt	Q × B	32 P—Q5	KR—K sq.
20 Q—K sq. (a)	P—KKt 4	33 Q—B5	Q × KtP
21 QR—Q sq.	O—O—O	34 R—QKt sq.	Q—K2
22 P—Q4 (b)	P × P	35 P—Q6 (d)	R × P
23 P × P	P—Q4	36 KR—QB sq.	R—Q2
24 Q—B3	P × P	37 Q—QKt 5	Q—K3
25 B × RP (c)	P × B	38 R—B6	Q—Q4 (e)
26 Q × P ch.	K—Kt sq.	39 Q × Q	R × Q
27 Q × RP	Q × P ch.	40 R—B7	P—KB4
28 K—Kt sq.	Q—Kt 5 ch.	41 R—Kt 2	R × P
29 K—R sq.	Q—B sq.	42 Resigns.	
30 Q—Kt 5 ch.	Q—Kt 2		

- (a) The two parties have developed in an original manner, and the outcome of their early manœuvring is equality in position and forces which could be still more assured by Q—QB sq. at this juncture.
- (b) An error which costs an important Pawn. Q—Q2 first would have made the advance safe.
- (c) Though his position has deteriorated, there was hardly any need for such a desperate answer, and he had good drawing prospects with Bishops of opposite colors if he had played Q—K3.
- (d) In order to open the Q side for his inactive Queen, but it can make no impression on Black's surplus of a piece.
- (e) The natural and easiest way to break all resistance.

* * *

Game No. 302.

Played in the second round, April 29th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
E. Delmar.	D. M. Martinez.	9 P—Kt 5	Kt—K2
1 P—K4	P—K4	10 B—K3	Kt—Kt 3 (a)
2 KKt—B3	QKt—B3	11 P—KR3	B × B
3 B—B4	B—B4	12 P × B	B—K3
4 P—B3	Kt—B3	13 QKt—Q2	B × B
5 Q—K2	P—Q3	14 Kt × B	P—Kt 3 (b)
6 P—Q3	P—KR3	15 QR—B sq.	Q—K2
7 P—QKt 4	B—Kt 3	16 O—O	O—O—O
8 P—QR4	P—QR4	17 KKt—Q2	K—Kt 2
		18 Kt—Kt 3	R—QR sq.
		19 Q—R2	KR—KB sq. (c)

- (a) P—B3 is here better, for in reply to the text move White could advantageously exchange Bishops.
- (b) All the more weak, as he intends to Castle on the Q side.
- (c) K—Kt sq. was better with the same object, viz., to remove the KKt safely,

20 Kt (B4)—Q2	Q—K3	49 K—B3	K—Kt5
21 P—B4	Kt—Q2	50 Kt—Kt4	Kt—B5 (<i>h</i>)
22 P—Q4	Kt—K2	51 Kt×BP	K—B4
23 P—B5	QP×P	52 Kt—R7	P—Kt5 ch.
24 P×P	K—Kt sq.	53 K×P	Kt×P ch.
25 Q—B2	R—QB sq. (<i>d</i>)	54 K—B3	Kt—B5
26 Kt—B4	P—KB3	55 Kt—Kt5	K—Q3
27 KR—Q sq.	R—R2	56 P—KKt3	K—K2
28 Q—Q2	Kt—KB sq.	57 P—R4	K—B3
29 P×P	P×P	58 K—K2	Kt—Kt7
30 Q—Q6 ch.	Q×Q	59 Kt—B3	Kt—B5
31 R×Q	Kt—Q2	60 P—Kt4	Kt—Q3
32 Kt×KtP (<i>e</i>)	R×R ch.	61 K—Q3	K—K3
33 Kt×R	Kt×Kt	62 P—R5	Kt—B2
34 R×Kt ch.	K—B2	63 P—Kt5	K—K2
35 R—K6	K—Q2	64 P—Kt6	Kt—R3
36 P—Kt6	R—Kt2 (<i>f</i>)	65 Kt×P	K—K3
37 Kt—Kt3	K×R	66 K—Q4	K—B3
38 Kt—B5 ch.	K—Q3	67 Kt—B3	K—Kt2
39 Kt×R ch.	K—B3	68 K—K5	Kt—Kt sq.
40 Kt×P ch.	K×P	69 Kt—R4	K—R3
41 Kt—Kt3	Kt—B3	70 Kt—B5 ch.	K×P
42 K—B2	Kt—R4	71 P—Kt7	K—Kt3
43 Kt—Q2	K—B4	72 K—K6	Kt—B3
44 K—K2	K—Kt5 (<i>g</i>)	73 P—K5	Kt—Kt sq.
45 Kt—B3	Kt—B5	74 Kt—K7 ch.	K×P
46 Kt—R4	K×P	75 Kt×Kt	K×Kt
47 Kt—B5	P—Kt4	76 K—Q7	Resigns.
48 Kt×P	Kt—Q3		

which he could not do at once, *e. g.*: 19...Kt—Q2; 20 R×P, 20 Q×R; 21 Kt×QP ch., 21 P×Kt; 22 Kt×RP ch., winning the Queen, with a strong attack.

(*d*) R—R2 would have saved time.

(*e*) By far stronger was R—K6 first, which would have driven the adverse Knight into comparative inutility for the ending, or else would have compelled Black to remove R—K sq. in order to defend the piece that was thus attacked, and in either case White could then capture the KtP with greater advantage.

(*f*) 36...R—R sq.; 37 P—Kt7, 37 R—QKt sq.; 38 R—Kt6 (or 38 R—R6, 38 R×P, threatening R—Kt8), 38...K—B2, would have ensured the draw.

(*g*) Kt—B3, with the view of playing Kt—K2 eventually, was now the right play.

(*h*) An error. His only chance of drawing was to preserve the KBP. His King was then in time to stop the advance of the passed RP which White could form by P—KKt3 and P—KR4. After this Black's game is lost, and the opponent, though he wastes some moves, wins finally in pretty style.

* * *

Game No. 303.

Played in the first round, April 2d.

FOUR KNIGHTS' GAME.

White	Black		
E. Delmar.	W. H. K. Pollock.	20 P—QKt 3	P—QKt 4
1 P—K4	P—K4	21 B—B4	R—B3
2 KKt—B3	QKt—B3	22 B—K5	P—QKt 5 (g)
3 QKt—B3	KKt—B3	23 B×KtP	R—KKt sq.
4 B—Kt 5	P—QR3 (a)	24 B—K5	KR—QB sq. (h)
5 B×Kt	QP×B	25 K—Kt 2	B—B4
6 Kt×P	Kt×P	26 K—Kt 3	R—K sq.
7 Kt×Kt	Q—Q5	27 R—K3	P—Kt 4 (i)
8 O—O	Q×KKt	28 B—B6	R×R
9 R—K sq.	B—K3	29 P×R	R×P
10 P—Q4	Q—KB4 (b)	30 R—Q4	K—K3
11 P—KKt 4	Q—Kt 3	31 B×P	P—R4
12 B—Kt 5 (c)	P—KR4 (d)	32 B—Q8	R×QRP
13 P—Q5	P×P	33 P—K4	B—R2
14 Q×P	B—Q3 (e)	34 B—B7	R—R6
15 Kt×B ch.	P×Kt	35 R×QP ch.	K—K2
16 Q—KB5	K—Q2	36 R—QR6	K—Q2
17 Q×Q	P×Q (f)	37 B×P	B×P
18 QR—Q sq.	QR—QB sq.	38 K×P	B—Kt 2 (j)
19 R—Q2	P×P	39 R—Q6 ch.	K×R (k)
		40 B×P ch.	K—B3
		41 B×R	K—Kt 3

- (a) There is no better play at this juncture than to form the Double Ruy Lopez by 4... B—Kt 5.
- (b) Not as good as 10... Q—Q4.
- (c) Initiating a pretty combination, but hardly as efficient, and even safe, as 12 Kt—Kt 5.
- (d) For Black would have obtained the better game by 12... P—KR3; 13 P—KB4 (if 13 B—R4, 13 P—KR4, etc.), 13... P×B; 14 P—B5, 14 Q—R3; 15 Q—K2; 15 O—O—O; 16 P×B, 16 P×P, etc.
- (e) Best. If 14... B×Q; 15 Kt—B sq. double ch., and mates next move.
- (f) Nothing more than a draw should ensue from this position.
- (g) 21 R—R4, with the view of offering the exchange of Rooks by R—Q4 if White took the KtP, was much superior.
- (h) Loss of time. R—K sq. was the proper play.
- (i) His K side becomes very weak through this, and his Bishop loses support at an important post. K—B2 was the best plan.
- (j) Overlooking the adverse ingenious reply. B—Q4 would have drawn with ease.
- (k) His game was gone. If 39... K—K2; 40 B×P, followed accordingly by R—R6 disch. or R—QKt 6 disch., and wins. Or if 39... K—K sq. (of course he is mated if he play K—B sq.); 40 R—Q8 ch., 40 K—K2; 41 B×P ch., and wins in a manner similar to that which occurred in actual play.

42 B—K7	B—Q4	50 P—Kt 5	K—K3
43 P—Kt 4	B—K5	51 P—Kt 6	K—Q2
44 P—R4	K—B3	52 K—B4	K—B sq.
45 K—B4	B—Q6	53 K—K5	K—Q2
46 P—R5	K—Q2	54 K—B6	K—B3
47 B—B5	K—K3	55 K—Kt 7	B—K5
48 P—R6	K—B3	56 P—R7	B × P
49 K—K3	B—R2	57 K × B, and wins.	

* * *

Game No. 304.

Played in the second round, April 27th.

HUNGARIAN DEFENCE.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	E. Delmar.	30 P—R5	P—QB4
1 P—K4	P—K4	31 P × P	P × P
2 KKt—B3	QKt—B3	32 R—R7	R—KB sq.
3 B—B4	B—K2	33 Q—K2	R—Q5
4 P—Q4	P—Q3	34 P—KKt 3	P—Kt 5
5 Kt—B3	Kt—B3	35 K—Kt sq.	B—Q4 (e)
6 B—K3	B—KKt 5	36 P—K6	Q × P (f)
7 B—QKt 5 (a)	P × P	37 KR × P (g)	R × R
8 Q × P	O—O	38 Kt × R ch.	K—Kt sq.
9 Q—Q2	Kt—K4	39 Q × Q	B × Q
10 Kt × Kt	P × Kt	40 Kt—Kt 5	B—B4
11 B—Q3	P—B3	41 K—B2	P—R3 (h)
12 P—B3	B—K3	42 Kt—B7	R—Q2
13 O—O	Q—B2	43 Kt × P ch.	K—R2
14 K—R sq.	QR—Q sq.	44 R × R ch.	B × R
15 Q—B2	P—QKt 3	45 Kt—B7	K—Kt 2
16 P—QR4	Kt—Q2	46 Kt—K5	B—K3
17 Q—Kt 3	Kt—B4 (b)	47 K—K3	K—B3
18 B—R6	B—B3	48 K—B4	P—Kt 4
19 P—B4	Kt × B	49 Kt × P ch.	K—K2
20 P × Kt	K—R sq.	50 Kt—K3	K—Q3
21 P × P	Q × P	51 K—K4	B—B2
22 B—B4	Q—KR4	52 K—B5	P—B5
23 P—K5	B—R5	53 P—KKt 4	P—Kt 5
24 Q—K3	P—KKt 4 (c)	54 K—B6	B—Q4
25 B—Kt 3	B × B	55 P—Kt 5	P—B6
26 Q × B	R—Q5	56 P × P	P × P
27 Kt—K4	KR—Q sq.	57 P—Kt 6	B—K5
28 Q—B2 (d)	Q—Kt 3	58 P—Kt 7	B—R2
29 Kt—Q6	R × P	59 P—R4	K—B4
		60 P—R5 (i)	K—Q5
		61 Kt—B2 ch.	K—K5

62 P—R6	K—B5	68 Kt—Kt 6	B—R7
63 Kt—Kt 4	K—Kt 5	69 Kt—K5	K—Kt sq. (j)
64 Kt—Q5	K—R4	70 K—Kt 6	B—K3 (k)
65 Kt×P	K×P	71 Kt—QB6	B—B4 ch.
66 Kt—Q5	B—Kt sq.	72 K—R6	Resigns. (l)
67 Kt—K7	K—R2		

- (a) A sort of Philidor's Defence, in which White is a move behind, has resulted from the opening. White would have done better on the fourth move to play P—QB3.
- (b) K—R sq. instead would have saved him much trouble.
- (c) His KB sq. is a sore point of his game after this advance, and his King becomes much exposed.
- (d) More solid and, therefore, presumably more effective on its merits was Kt—Q6.
- (e) The simple Q—Q6 would have given him a telling superiority of position, and he is already a Pawn ahead for the ending.
- (f) Dropping into an ingeniously laid trap. There was no reason against B×P.
- (g) Charming play. He threatens R×P ch., followed by mate with the other Rook.
- (h) Uselessly throwing away a Pawn, whereas we believe that after 41... R—Q7 ch.; 42 K—K3, 42 R×KtP, followed by the advance of P—B5, he could win without difficulty.
- (i) This goes very near to letting the victory slip, while K—Q4 would have given him time to advance the RP further, and then his winning was assured.
- (j) At last he walks into the trap which his astute opponent had still held in reserve. The point of this very curious position is just that he should not move the K—Kt sq., but rather keep him at R3 or R2, and also, as long as possible, to guard KKt sq. with his Bishop at a distance.
- (k) His game is lost now as White also threatens Kt—Q7 or Kt—Kt 4 with the same effect.
- (l) For if K—B2, White still answers Kt—K7.

* * *

Game No. 305.

Played in the first round, April 10th.

SICILIAN DEFENCE.

White	Black		
J. W. Showalter.	E. Delmar.	6 B—K3	P—Q3
		7 B—K2	B—Q2
		8 O—O	P—QR3
1 P—K4	P—QB4	9 P—B4 (a)	Kt—B3
2 KKt—B3	QKt—B3	10 B—B3	Q—B sq.
3 P—Q4	P×P	11 P—KR3	O—O
4 Kt×P	P—KKt 3	12 Q—Q2	Q—B2
5 QKt—B3	B—Kt 2	13 QR—Q sq.	QKt—R4

- (a) Here and even previously Kt—Q5 would have greatly improved his position.

14 P—QKt 3	QR—B sq.	56 K—Kt 4	R × R ch.
15 KKt—K2 (<i>b</i>)	P—QKt 4	57 K × R	R—K7
16 R—B sq.	P—Kt 5	58 P—QR4	R—QKt 7
17 Kt—Q sq.	Kt—B3	59 R—B8 ch.	K—B2
18 Kt—B2	Kt—Q sq. (<i>c</i>)	60 R—QKt 8	B—B4
19 Q × KtP	R—Kt sq.	61 R—Kt 7 ch.	K—B3
20 Q—Q2	Kt—B3	62 P—R4	B—Kt 5
21 P—B4	KR—Q sq.	63 R—Kt 6 ch.	K—B2
22 Kt—Kt 3 (<i>d</i>)	P—KR4	64 K—B5	R × P
23 Kt—K2	P—K4	65 R—Kt 7 ch.	K—K sq.
24 QR—Q sq.	B—K3	66 P—B5	R—B6 ch.
25 Kt—B3	P × P	67 K—K6	R—K6 ch.
26 B × BP	Kt—K4	68 K—Q6	R—K5
27 Kt—Q3	QR—B sq.	69 P—R5	R—R5
28 B—Kt 5	R—Q2	70 K—K6	R—K5 ch.
29 Kt × Kt	P × Kt	71 K—Q6	R—R5
30 Kt—Q5	B × Kt	72 K—K6	R—K5 ch.
31 KP × B	P—K5 (<i>e</i>)	73 K—B5	R—R5 (<i>j</i>)
32 B × Kt	B × B	74 R—Kt 8 ch.	K—Q2
33 B × KP	B—K2	75 P—B6 ch.	K—B2
34 R—B3	R—K sq.	76 R—Kt 7 ch.	K—B sq.
35 K—R sq.	P—R4	77 R—KR7	B—B4
36 QR—KB sq.	B—Kt 5	78 P—R6	R × QRP
37 Q—QB2	Q—K4	79 R—KKt 7	R—R5
38 B—Q3	B—Q3	80 P—R7	B—Q5
39 P—Kt 3	B—B4	81 R—KB7	R—R3
40 Q—KKt 2 (<i>f</i>)	R (Q2)—K2	82 K—K4	B—B6
41 R—B4	Q—B6	83 K—Q3	B—K4
42 Q—QB2	Q—K4	84 R—Q7	B—Kt 7
43 Q—KKt 2	Q—B6	85 K—B2	B—Q5
44 Q—QB2	Q—K4	86 K—Q3	B—Kt 7
45 P—KKt 4 (<i>g</i>)	P × P	87 R—R7	R—R6 ch.
46 R × KtP	Q—R4	88 K—B2	B—Q5
47 R—Kt 3	R—K6	89 R × P	K—B2 (<i>k</i>)
48 B × P (<i>h</i>)	P × B	90 R—R4	B—Kt 3
49 Q × P ch.	Q × Q	91 R—KKt 4	R × P
50 R × Q ch.	K—R2	92 R—Kt 6	B—Q5
51 R—QB6	B—Q5	93 K—Q3	B—K4
52 R—KB7 ch.	K—Kt sq.	94 K—K4	R—K2
53 R—B4	R—K8 ch.	95 R—K6	
54 K—Kt 2	R—Kt 8 ch.		
55 K—B3	R—B8 ch. (<i>i</i>)		

Drawn.

(*b*) Not as good as retreating the other Knight the same way.(*c*) An oversight, no doubt.(*d*) His attack was now clearly on the other wing, and he only wastes time with this move.(*e*) Relying on remaining with Bishops of opposite colors, which often gives drawing chances even against a superiority of Pawns.(*f*) Q—Q2, followed by Q—KB4, had more promising aspects.

- (g) Considering the position of his King, this advance does not create a very hopeful position for winning purposes, and evidently the opponent could play for no more.
- (h) And this still less improves his auspices.
- (i) R—K6 ch., followed by R—K5 disch., would have drawn at once.
- (j) Some repetition moves were made here by both parties.
- (k) Both parties have courageously fought for a win in dubious positions, but now that Black's King can no more be confined on the last row while White's King is far off, the draw is declared.

* * *

Game No. 306.

Played in the second round, May 10th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
E. Delmar.	J. W. Showalter.	14 P—Kt3	B—B3
		15 P—Q3 (c)	B—K3
1 P—KB4	P—Q4	16 Kt—Q2	Kt—K2
2 KKt—B3	KKt—B3	17 B×KtP	R—Kt sq. (d)
3 P—K3	P—K3	18 B—K4	Q—Q2
4 P—QKt3	P—QB4	19 K—B sq.	R—Kt3
5 B—Kt2	B—K2	20 P—KR3	Kt—B4
6 B—Q3	Kt—B3	21 B×Kt	B×B
7 P—QR3	O—O	22 Kt—K4	P—B5
8 Kt—Kt5	P—Q5	23 KtP×P (e)	B×Kt
9 Q—B3	P—K4	24 P×B	Q—B3
10 Kt—K4	Kt×Kt (a)	25 R—K sq.	KR—Kt sq.
11 B×Kt	P×BP	26 R—QKt sq.	Q—Kt2
12 P×BP	B—R5 ch.	27 Q—Q3	R×B
13 K—Q sq. (b)	R—K sq.	28 R×R	Q×R ch.
		29 K—Q2	Q—B6 ch. (f)

- (a) Quite a relief for White's Q side which has only been sadly blocked by the latter's premature K side attack. R—K sq. would have improved Black's position.
- (b) Unnecessary. He might have quite as well advanced P—KKt3 now as on the next move without spoiling his right to Castle.
- (c) It was dangerous to win the QBP after exchanging the Bishop, as Black would afterward play R—QKt sq., followed by B—Kt2 and Q—Q2, gaining a fine command of important diagonals.
- (d) Not as strong, we believe, as 17... Kt—Q4, for if 18 B×Kt (or 18 B×R, 18 B—Kt5; 19 B×Kt, 19 Q×B!, and wins); 19 B×B, 19 Kt—K4; 20 B×Kt, 20 P×B; 21 P—Q6, with a vehement attack.
- (e) White is getting confused by the opponent's dashing attack. 23 Kt×B ch., 23 P×Kt; 24 KtP×P, 24 KR—Kt sq. (or 24... R—K6, 25 Q—Kt2, etc.); 25 QR—R2 made his position all right, with two Pawns ahead.
- (f) Feeble. After B—K2 instead White could not hold out long.

30 K—K2	B—K2	44 P×P	R×P
31 Q×Q	P×Q	45 P—K7	R—K7 ch.
32 K—Q3	B×P	46 K—Q5	P—B7
33 R—QR sq.	B—Kt 7 (g)	47 R—R7 ch.	K—B sq.
34 R×P	R—Q sq. ch.	48 K—Q6 (h)	K—Kt sq.
35 K—K3	B—B8 ch.	49 P—B7 ch.	K×R
36 K—B3	K—B sq.	50 BP queens	B—R6 ch.
37 P—QB5	K—K sq.	51 K—Q5	P queens
38 P—B6	R—B sq.	52 Q—Q7 ch.	K—Kt 3
39 R—R6	K—Q sq.	53 Q—Q8 ch.	Q—B2
40 P—K5	K—B2	54 P queens	R×Q
41 P—B5	R—Q sq.	55 Q×R	Q—Q3 ch.
42 K—K4	R—Q7	56 K—K4	Q—K2 ch.
43 P—K6	P×P	57 Q×Q	B×Q, and wins.

(g) Much inferior to B—B4, which preserved his passed RP, guarded his own second row against the usually inconvenient entrance of the adverse Rook, and kept the hostile King quite confined.

(h) Black has made a very fine defence and the most of his position under great difficulties, but it is not enough against the large material odds on the other side.

* * *

Game No. 307.

Played in the first round, March 29th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
E. Delmar.	J. Taubenhaus.	17 Q—B3	Q—Q2
1 P—Q4	P—Q4	18 Kt—R3	QR—B sq.
2 P—K3	KKt—B3	19 Kt—KB2	R—B7
3 B—Q3	P—K3	20 B—B sq.	P—K5 (d)
4 KKt—B3	B—Q3	21 P×P	P×P
5 P—QKt 3	P—QKt 3	22 Q—Q sq.	R—B2
6 B—Kt 2	O—O	23 Kt—B4	B—Kt 6
7 QKt—Q2	B—Kt 2	24 B—Kt 2	Q×Q
8 P—QR3	P—B4	25 QR×Q	B×P
9 Kt—Kt 5	QKt—Q2	26 B×Kt	B×B
10 Q—K2	R—K sq. (a)	27 Kt—Q6	R—K3
11 Q—B3 (b)	P×P	28 Kt—Kt 4	B—R3 (e)
12 P—KR4 (c)	Kt—K4	29 Kt×B ch.	P×Kt
13 Q—R3	Kt×B ch.	30 R—B5 (f)	R—Q2
14 P×Kt	P×P	31 KR—Q5	B—Q6
15 P×P	P—K4	32 QR×B	P×R
16 O—O	P—KR3	33 Kt—B5	K—R2
		34 K—B2	R—B3
		35 R—KR sq.	P—Q7

36 R—Q sq.	R—B8	40 P—KKt 4	K—Kt 4
37 K—K2	R × R	41 Kt—B3 ch.	K × P
38 K × R	R—Q6	42 Resigns.	
39 Kt—Q4	K—Kt 3		

- (a) Preparing a severe punishment for White's unscientific early onslaught by P × P, followed by P—K4.
- (b) This does not mend matters. The retreat of KKt—B3 was his only remedy.
- (c) If 12 P × P, 12 P—K4; 13 P × P (or 13 Q—R3, 13 P—K5, followed by P—KR3), 13... Kt × P; 14 B × Kt. 14 R × Kt ch., and wins a piece.
- (d) Black's two centre Pawns formed a wall against the entrance of White's minor pieces, and we think it was better to leave them untouched and to double the Rooks on the open QB file, followed by QR—B6, which would have made it much more difficult for White to disentangle his crowded pieces without loss.
- (e) A very skilful move, and practically decisive.
- (f) His only other alternative was 30 KR—K sq., 30 B—Q6, followed soon by R—B6, with a winning game. But, of course, the text move is also fatal, for he must now lose the exchange.

* * *

Game No. 308.

Played in the second round, April 23d.

CENTRE COUNTER GAMBIT.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	E. Delmar.	12 B—B2	P—QKt 3
1 P—K4	P—Q4	13 Kt—K5	B—Kt 2
2 P × P	Q × P	14 B—B4 (a)	O—O—O
3 QKt—B3	Q—Q sq.	15 B—KKt 3	P—R4
4 Kt—B3	P—K3	16 B—KR4	QR—Kt sq.
5 P—Q4	KKt—B3	17 P—KB4	P—B4
6 B—Q3	P—B3	18 P—R4	Kt—Q4
7 O—O	B—Q3	19 B—K4	B × Kt
8 Q—K2	Q—B2	20 QP × B (b)	K—Kt sq.
9 Kt—K4	Kt × Kt	21 P—R5	P—B4
10 B × Kt	Kt—Q2	22 P × P en pass.	KKtP × P
11 P—B3	Kt—B3	23 P × P	P × P
		24 B × Kt (c)	B × B
		25 R—B2	Q—KB2

- (a) As Black evidently intended to Castle on the Q side and then to attack the K side, it was not advisable to make this piece a mark of the hostile Pawns, especially as P—KB4 at once would have much strengthened his centre.
- (b) White had still the advantage and could have added to the strength of his position by 20 BP × P, fearless of 20... P—KKt 4; 21 QB—KB2, 21 Kt—B5; 22 Q—B2, 22 P × P; 23 B × P, etc.
- (c) The more enterprising 24 P—B5 might have led to the following continua-

26 Q—Kt 5	K—B2	33 B—B2	Q—Q2
27 P—QKt 4	R—R sq.	34 B—Q4	P—K4 (d)
28 R×R	R×R	35 Q—R5 ch.	K—B sq.
29 P×P	R—R8 ch.	36 Q—R6 ch.	K—Q sq.
30 R—B sq.	R×R ch.	37 Q—Kt 6 ch.	K—K sq.
31 K×R	P×P	Drawn.	
32 Q×P ch.	B—B3		

tion: 24... Kt—B5; 25 R×Kt, 25 Q×R; 26 B×B, 26 K×B! (if 26... Q×B; 27 B—B3, with a fine attack); 27 B—Kt 3, 27 R×B! (after 27... Q×P or —KKt 5; 28 Q—R6 ch., 28 K—B3; 29 P—B4, threatening Q—R4 or —Kt 5 ch., Black's game is hopeless); 28 P×R, 28 Q×BP; 29 R—KB sq., with the superior game.

(d) The manner in which Black has played for a draw, since our last comment, is very clever and instructive. If now White reply P×P, he commences an endless series of checks by Q—KB4.

* * *

Game No. 309.

Played in the second round, May 2d.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
E. Delmar.	J. Taubenhaus.		
1 P—KB4	P—K3	23 R×P	Kt (B3)—Q4 (e)
2 KKt—B3	P—QKt 3	24 B×QP	Kt—K6
3 P—K3	B—Kt 2	25 B×Kt	Kt×Q
4 B—K2	B—K2	26 B×Q	Kt—Kt 5
5 P—QKt 3	B—B3	27 B—K7	Kt×B
6 P—B3	KKt—R3	28 B×R	R×B
7 O—O	P—Q3	29 P—Q5	Kt×P
8 P—Q4	P—Kt 3	30 R—K7	B—B sq.
9 Q—B2	Kt—Q2	31 KR—K sq.	B—B6
10 P—K4	B—Kt 2	32 KR—K4	P—Kt 4
11 B—Q3	KKt—Kt sq.	33 R—K8	B—B4
12 P—K5 (a)	Kt—K2	34 KR—K7	B—QKt 5
13 Kt—R3	P—QR3	35 R×R ch.	K×R
14 P×P	P×P	36 R—QB7	B—Kt 8
15 Kt—B4	Kt—KB3	37 P—QR4	P×RP
16 B—R3	Kt—B sq.	38 P×P	B—B7
17 QR—K sq.	O—O	39 R—B6	B×P
18 Kt—Kt 5	P—Kt 4	40 R×QRP	B—B4 ch.
19 Kt—K5 (b)	Kt—K2	41 K—R sq.	B—QB7
20 Kt (K5)—B3	R—B sq.	42 R×P	Kt—Q6
21 P—B4 (c)	P—R3	43 P—R3	Kt—B7 ch.
22 Kt×KP (d)	P×Kt	44 K—R2	Kt—K5
		45 P—Kt 3	K—K2
		46 K—Kt 2	Kt—B3
		47 Kt×P	B—Q6

48 K—R2 (f)	B—K6	60 R—KKt sq.	K—B3
49 P—Q6 ch.	K—Q2	61 P—Kt5 ch.	K—B4
50 R×Kt	B×Kt	62 R—Kt2	B—K6 (g)
51 R—B7 ch.	K×P	63 P—Kt6	B—Q4
52 P—R4	B×P	64 R—K2	B—Kt4 ch.
53 R—B5	B—Q7	65 K—R3	B—R3
54 R—B3	K—K3	66 R—QB2	K—Kt4
55 P—Kt4	K—K4	67 R—B5	K×P
56 P—R5	B—B5 ch.	68 R×B ch.	K×P
57 K—R3	B—K3	And after a few more moves the game was given up as drawn.	
58 K—R4	B—Q7		
59 R—B sq.	B—QB5		

- (a) White has gradually obtained the better game, but it would have been wiser play to reserve the advance of either of the centre Pawns at this early stage.
- (b) Ingenious. White will obtain a powerful attack by B×R, followed by BP×P, if the offer of the sacrifice be accepted.
- (c) He could not venture on B×QKtP on account of the rejoinder Q—R4.
- (d) He gets three Pawns for the piece, which are, however, separated on two wings, and, therefore, the efficiency of the sacrifice is doubtful.
- (e) The other Knight would have better served the same purpose, and if White replied R×QP, Black would have gained time by Q—R4.
- (f) 48 P—Kt4 was better, for if 48... B×P; 49 R×Kt, 49 B×P ch. !; 50 R—B3, 50 B—K6; 51 P—R4, and should win.
- (g) Black has played the ending masterly but overlooks here an easy draw by 62... B—K8 ch.; 63 K—R3, 63 B—KB8, etc.

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SHOWALTER'S GAMES.

* * *

Game No. 310.

Played in the first round, April 1st.

FOUR KNIGHTS' GAME.

<i>White</i>	<i>Black</i>		
D. G. Baird.	J. W. Showalter.	15 B—Kt 3	Q—Q2
		16 K—Kt 2	QR—K sq.
1 P—K4	P—K4	17 QR—K sq. (b)	P—Q4
2 KKt—B3	QKt—B3	18 Kt—B5	B×Kt
3 Kt—B3	Kt—B3	19 KP×B (c)	P—K5
4 B—B4	B—B4	20 Kt—R2	P—KKt 3
5 P—Q3	P—Q3	21 P×KtP	BP×P
6 O—O	B—KKt 5	22 P—Q4	B—B2
7 P—KR3 (a)	B—R4	23 Q—K3	Kt—R4 (d)
8 B—K3	Kt—Q5	24 P×Kt	B×Kt (e)
9 B×Kt	B×B	25 K×B (f)	R—B6
10 Q—K2	O—O	26 Q—Kt 5	Q×P ch.
11 Kt—Q sq.	K—R sq.	27 K—Kt sq.	P×P
12 P—B3	B—QKt 3	28 R×P	R×R
13 Kt—K3	P—B3	29 Q—Q8 ch.	K—Kt 2
14 P—KKt 4	B—Kt 3	30 Q—B7 ch.	R—B2
		31 Resigns.	

- (a) Kt—K2 is quite safe and in many ways preferable.
 (b) Quite misjudging the necessities of the position which now required his withdrawing his KKt, probably best to K sq., followed by P—KB3.
 (c) His position rapidly grows to the bad. If 17 KtP×P, 17 Kt—R4; 18 K—R2, 18 Kt—B5; 19 Q—Q sq., 19 P—Kt 3, with a fine attack.
 (d) A first-class move which, by proper continuation, should have carried the hostile position by force in the shortest time.
 (e) But more decisive was here 24... B—B5; 25 Q—K2, 25 Q×P; 26 P—B3, 26 P×P; 27 Q—B2, 27 R×R; 28 B—Kt 6, etc., while the text move left it open for White to make a long fight of it by Q—Kt 5 without retaking the piece.
 (f) Of course this is fatal and allows the enemy to storm the field with united heavy forces.

* * *

Game No. 311.

Played in the second round, April 26th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	D. G. Baird.	19 R—B2	B—R5 (<i>d</i>)
1 P—K4	P—K4	20 R—K2	B—B3
2 K—Kt—B3	Q—Kt—B3	21 K—R sq.	Q—B sq.
3 B—Kt 5	P—QR3	22 Q—Q3	B—K4
4 B—R4	P—Q—Kt 4	23 Kt—Q2	P × P
5 B—Kt 3	B—Kt 2 (<i>a</i>)	24 P × P	P—B3
6 O—O	B—K2	25 Kt—B3	P—Kt 3
7 P—Q4	P—Q3	26 Kt—Q4	B × Kt
8 P—QB3	B—B3	27 Q × B	Kt—Q2
9 P—QR4	K—Kt—K2	28 B—B6	R—Q—Kt sq.
10 Q—Q3	P × RP	29 Q—R7	Kt—K4
11 B × RP	O—O	30 R × RP	Kt × B
12 P—Q5	Q—Kt—Kt sq.	31 R × Kt (<i>e</i>)	Q—KB4
13 Kt—Kt 5 (<i>b</i>)	Kt—Kt 3	32 R—K sq.	QR—K sq. (<i>f</i>)
14 Kt—KR3	B—B sq.	33 R—Q sq.	R—B2
15 P—KB4	B × Kt	34 Q—QR sq. (<i>g</i>)	Q—K4
16 Q × B	P × P	35 P—QB4	R (B2)—K2
17 B × P	Kt × B	36 R—KKt sq.	Q—KB5 (<i>h</i>)
18 R × Kt	P—QB3 (<i>c</i>)	37 Q—KB sq.	Q—R5
		38 Q—B3 (<i>i</i>)	R—K8
		39 P—KR3	R (K sq.)—K6

- (*a*) One of Louis Paulsen's early experiments. The Bishop is hardly well placed on this diagonal.
- (*b*) White ought to have at once directed his attack against the Q side where he had obtained the superior position, commencing with P—B4.
- (*c*) A good move in order to get rid of his weak QBP which he is sure to recover by Q—Kt 3 ch. if White capture it.
- (*d*) Waste of time, as White was not likely to shut out his Queen by P—KKt 3.
- (*e*) White's latter play quite satisfied the position, and after directing his attack against the Q side he has obtained much the superiority. However, 31 P × Kt would have given him quite an advantage, for if 31... Q—B4; 32 R—K7, 32 Q—Kt 8 ch. or —KR4; 33 Q—Kt sq., threatening QR—R7, and should win. Whereas, after the text move his game becomes rather difficult to defend.
- (*f*) Much stronger than Q × P or R × P, for in either case White would reply R—B7.
- (*g*) Q—KKt sq., followed by R—R6, in order to retreat R—R sq. eventually, was now the best course.
- (*h*) Remarkably beautiful and powerful. He threatens Q—B7, or in case White play P—KR3, to enter at KKt 6, followed by R—K8, and there seems to be no escape for White.
- (*i*) After 38 P—KKt 3, 38 Q—K5 ch.; 39 Q—Kt 2 (or 39 R—Kt 2, 39 Q—Q5;), 39... Q—Q6; his game was also lost.

40 Q—Kt 4	Q—B7	44 K—R4	Q—K8 ch.
41 R×R	R×R ch.	45 P—Kt 3	R—K5
42 K—R2	Q—Kt 8 ch.	46 Resigns.	
43 K—Kt 3	R—K6 ch.		

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Game No. 312.

Played in the first round, April 9th.

FOUR KNIGHTS' GAME.

<i>White</i>	<i>Black</i>		
J. W. Baird.	J. W. Showalter.	23 Kt—B3	B—B3
1 P—K4	P—K4	24 R—K2	P—Kt 3
2 KKt—B3	QKt—B3	25 P—B3	Q—B2
3 Kt—B3	Kt—B3	26 Kt—K5	B—B4
4 B—Kt 5	B—B4	27 B—K3	P—KR4
5 Kt×P	Kt×Kt	28 B—Q4	Q—Q3
6 P—Q4	B—Q3	29 K—R sq. (e)	P—B4
7 P—B4	QKt—Kt 5 (a)	30 B—K3	K—Kt 2
8 P—K5	B—K2	31 Q—Q2	B—K5
9 P—KR3	Kt—R3	32 Kt—Q3	QR—QB sq.
10 P×Kt	B×P	33 R—Q sq.	KR—Q sq.
11 O—O	Kt—B4 (b)	34 Kt—B2	B—B4
12 R—K sq. ch.	K—B sq.	35 Kt—Q3	P—Q5
13 P—Q5 (c)	B—Q5 ch.	36 P×P	P×P
14 K—R2	B—B7	37 Kt—K sq. (f)	Q—B3
15 R—K2	B—Kt 6 ch.	38 B—Kt sq.	B×P (g)
16 K—Kt sq.	P—QB3	39 Kt—B3	P—Q6
17 P×P	KtP×P	40 R—K3	B—B4
18 B—Q3	P—Q4	41 Kt—K5	Q—B7
19 B×Kt	B×B	42 KR—K sq.	B×Kt
20 R—K5	B—K3 (d)	43 P×B	B—Kt 5
21 Kt—K2	B—R5	44 Q×Q	R×Q
22 Kt—Q4	B—Q2	45 R—QKt sq.	P—Q7
		46 Resigns.	

(a) 7... Kt—Kt 3, and if 8 P—B5, 8 Kt—Kt sq.; 9 P×Kt, 9 RP×Kt, is a better defence.

(b) White could have obtained a stronger position by 11 P—KKt 4, not minding 11... B—R5 ch.; 12 K—B sq.

(c) Kt—K2 was now more correct.

(d) B—Q3 would have saved time two moves later.

(e) Feeble. P—QKt 4, threatening Q—R4, would have given him a strong attack.

(f) 37 Kt—K5, 37 P—Q6; 38 KR—K sq., was a more promising defence.

(g) White's game becomes broken up after this.

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Game No. 813.

Played in the second round, May 8th.

CENTRE COUNTER GAMBIT.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	J. W. Baird.	12 P—QR3	Kt—R3
1 P—K4	P—Q4	13 B—B2	Q—B2
2 P×P	KKt—B3	14 Kt—K5	B—Q3
3 P—Q4	Kt×P	15 B—KB4	Q—Q sq. (c)
4 P—QB4	KKt—B3	16 QR—Q sq.	Q—K sq.
5 KKt—B3	P—K3	17 R—Q3	B—K2
6 Kt—B3	B—K2	18 R—R3	P—KKt3
7 B—Q3	O—O	19 B—R6	R—KKt sq.
8 O—O	K—R sq. (a)	20 Q—B3 (e)	R—KB sq.
9 B—K3	QKt—B3	21 B×R	Q×B
10 Q—K2	Kt—QKt 5 (b)	22 B×KtP (f)	K—Kt 2
11 B—QKt sq.	P—QB3	23 B×BP	Q—Q sq.
		24 R—Kt 3 ch.	K—R sq.
		25 B—R5	Resigns.

(a) In this opening Black gets a cramped game on the Q side which he ought to have tried to relieve at once by P—QKt 3 or P—QB4.

(b) He only assists the adversary's development on that wing by this *sortie*.

(c) Black wastes time which he can ill afford to spare in this position. He ought to have played long ago B—Q2, and in some contingencies this Bishop could have retreated to K sq. with good defensive effect.

(d) His game was bad, but there was no immediate necessity for this ruinous advance.

(e) Prompt and vigorous. He threatens Kt—K4.

(f) A fine settler.

* * *

Game No. 814.

Played in the first round, April 6th.

EVANS GAMBIT.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	H. E. Bird.	5 P—B3	B—B4
1 P—K4	P—K4	6 O—O	P—Q3
2 KKt—B3	QKt—B3	7 P—Q4	P×P
3 B—B4	B—B4	8 P×P	B—Kt 3
4 P—QKt 4	B×P	9 Kt—B3	B—Kt 5
		10 Q—R4	K—B sq.
		11 B—KKt 5 (a)	Q—B sq.

(a) New in this position, but not of much use, as it drives Black's Queen to a better post.

12 P—Q5	B × Kt	33 Q—B3	R—QR sq.
13 P × B	Kt—K4	34 B × Kt	Q × Q (e)
14 B—K2	Q—R6	35 R × Q	Kt × B
15 Q—Q sq.	Kt—KB3	36 K—B sq.	K—K2
16 Kt—R4	P—KR4	37 R—B7	K—Q sq.
17 Kt × B	RP × Kt (b)	38 R (Kt sq.)—B sq.	
18 Q—Kt 3	Kt—R2		R—Kt sq.
19 B—Q2	Kt—Q2	39 P—B4	P—B3
20 KR—QB sq.	Kt—B4	40 —B5 (f)	K—K2
21 Q—K3	Kt—B3	41 R—Kt sq.	K—Q sq.
22 B—B sq.	Q—Q2	42 B × P	R—B sq.
23 Q—B3	R—K sq. (c)	43 R × P (Kt 7)	P—Kt 3
24 P—QR4	P—R5	44 P × P	R × P
25 P—R5	R—R4	45 B—Kt 3	R—Kt 5
26 B—K3	P—R6	46 P—B3	R × B
27 B—KB4	R—R5 (d)	47 P × R	R—B7
28 B—Kt 3	R—R3	48 K—Kt sq.	R—Kt 7 ch.
29 P × P	P × P	49 K—R sq.	R × P
30 QR—Kt sq.	Q—Q sq.	50 R—Kt sq.	R × R ch.
31 Q—Kt 4	Kt (B3)—Q2	51 K × R wins.	
32 B—Kt 5	Q—B3		

- (b) Black could have much strengthened his counter-attack by 17...KKt—Kt 5; 18 QB—KB4! (if 18 P × Kt, 18 P × P; 19 QB—KB4, 19 Kt—B6 ch., and wins, for if 19...K—R sq.; 20 Q × P ch., and mates next move, while, obviously, after 20...P × Kt; 21 P × P, threatening mate, Black must give up the Queen), 18...P—KKt 4; 19 B—Kt 3, 19 RP × Kt, etc.
- (c) The Rook stood better on the open QR file, and he ought to have proceeded with P—R5 at once.
- (d) Loss of time which could have been much better used for the purpose of making his Q side safe by P × P.
- (e) The exchange of Queens deteriorates his game. There was no danger to be apprehended from the adverse Queen remaining on the board, and if White exchanged, Black evidently gained time by retaking with the Rook and attacking the KBP.
- (f) White's ending play is remarkably fine, and he has now arrived at a winning position.

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Game No. 315.

Played in the second round, May 6th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	J. W. Showalter.	3 QKt—B3	KKt—B3
		4 Kt—B3	P—K3
1 P—KB4	P—Q4	5 Kt—K2	Kt—B3
2 P—K3	P—QB4	6 Kt—Kt 3 (a)	B—K2
		7 B—Q3	P—QR3

8 O—O	P—QKt 3	29 Q—Kt 3 ch.	B—Kt 2
9 P—B3	B—Kt 2	30 Kt—K5	R—R3
10 B—B2	QR—B sq. (b)	31 R × R	B × R
11 P—Q4	P—KR4	32 R—KB sq.	K—R2
12 P—B5	P—R5	33 R—B7	Q—B sq.
13 Kt—R sq.	Kt—K5	34 Kt—B4	B—Q3
14 P × KP	P × KP	35 B × P	K—R sq.
15 Kt—B2	Kt × Kt	36 Kt—Kt 6 ch.	R × Kt
16 R × Kt	K—Q2	37 B × R	Q—B3
17 P—K4	R—B sq.	38 R × P	P—B5
18 B—K3	K—B2	39 R—Kt 8 ch.	B—QB sq. (e)
19 P × BP	P × BP	40 R × B ch.	Q × R
20 Q—K2	P—Q5	41 Q—R4 ch.	K—Kt 2
21 B—Q2	P—K4 (c)	42 B × P	Q—Kt 5
22 B—Q3	R—QR sq.	43 Q—Kt 5 ch.	K—B sq.
23 P × P	KP × P	44 Q × P ch.	B—B2
24 R—QB sq.	K—Kt sq.	45 Q—R6 ch.	K—Q2
25 R—B4	P—R4	46 Q—Kt 5 ch.	K—K2
26 R—QB sq.	Kt—Kt 5	47 B—B5 ch.	K—Q sq.
27 P—QR3	Kt × B	48 Q—Q3 ch.	K—B sq.
28 Q × Kt	B—R3 (d)	49 Q—R3	Resigns.

(a) The manœuvres of this Knight so early in the game are original and worth trying, considering that this piece is generally difficult to place at a later stage of this opening after the common development.

(b) 10... P—B5, and if 11 P—QKt 3, 11 QKt—R4, would have been good play here.

(c) K—Kt sq. was much better.

(d) Useless. R—R3 or P—R5 were evidently superior.

(e) If the other Bishop interposed at Kt sq., then followed Q—Kt 4, threatening Q—R5 ch. White now finishes an excellently-conducted attack with great energy and precision.

* * *

Game No. 316.

Played in the first round, March 27th.

EVANS GAMBIT.

White	Black		
J. W. Showalter.	C. F. Burille.	4 P—QKt 4	B × P
		5 P—B3	B—R4
		6 O—O	Kt—B3
1 P—K4	P—K4	7 P—Q4	O—O
2 KKt—B3	QKt—B3	8 Kt × P (a)	Kt × KP
3 B—B4	B—B4		

(a) 8 P × P, 8 Kt × P; 9 R—K sq., gives White a more lively attack. Compare a game, played between the editor and Mr. Devidé and published in the August number, 1890, of the *International Chess Magazine*, page 246.

9 Q—R5	Kt × Kt (<i>b</i>)	13 B—Kt 5	Q—K sq.
10 P × Kt	P—B3 (<i>c</i>)	14 QR—K sq.	B—Q sq.
11 Kt—Q2 (<i>d</i>)	Kt × Kt (<i>e</i>)	15 B—B6 (<i>g</i>)	P—Q4
12 B × Kt	B—Kt 3 (<i>f</i>)	16 Q—Kt 5	Resigns.

(*b*) The proper plan of defence was 9...P—Q4; and if 10 Kt × P, 10 R × Kt; 11 B × P, 11 Kt—Q3, and should win.

(*c*) Simply 10...P—Q3; and if 11 P × P, 11 P × P, would have now improved his game.

(*d*) Finely conceived.

(*e*) If 11...B × P (or 11...Kt × QBP; 12 B—R3, etc.); 12 Kt × Kt, 12 B × R; 13 QB—KKt 5, 13 Q—K sq.; 14 Kt—B6 ch., 14 P × Kt; 15 QB × P, and wins. But 11...Kt—QB4 was now his best defence.

(*f*) This feeble move loses in a short time. 12...P—Q4; and if 13 P × P en pass., 13 P × P, left him still with a Pawn ahead on the Q side and a defensible game on the other wing.

(*g*) White conducts the attack with irresistible power.

* * *

Game No. 317.

Played in the second round, April 20th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
C. F. Burille.	J. W. Showalter.	11 K—R sq.	O—O—O
1 P—K4	P—K4	12 B × P	Q—Kt 2
2 QKt—B3	QKt—B3	13 P—B3	Kt—B3
3 P—B4	P × P	14 Q—R4 (<i>b</i>)	R—KKt sq.
4 KKt—B3	P—KKt 4	15 Kt—K3	KKt—R4
5 B—B4	P—Kt 5	16 P—Q5	Kt × B (<i>c</i>)
6 O—O	P × Kt	17 P × Kt	KB—QB4
7 P—Q4	P—Q4	18 Q—Kt 5	B—Kt 3
8 Kt × P	B—KKt 5 (<i>a</i>)	19 P—R4	R—Q3
9 P × P	B—R6	20 P—R5	R—KKt 3
10 R—B2	Q—Kt 4 ch.	21 Kt—Kt 4	B × Kt
		22 Resigns. (<i>d</i>)	

(*a*) By a transposition of moves an old attack in the Muzio Gambit has been formed, and the defence has been conducted in accordance with theoretical prescription. Black obviously threatens now P—B7 ch.

(*b*) Kt × Kt, followed by Q—Q2, was his only continuation to avoid the irresistible counter-attack which Black now institutes.

(*c*) Black courageously proceeds with his onslaught against the adverse King, having calculated to a nicety that his own King, though apparently dangerously exposed, could not get into serious trouble before Black has completed victorious operations on the other wing.

- (d) For Black threatens $B \times P$ ch., followed by $R-Kt 8$ ch., and if $22 P \times B$, $22 R \times P$; $23 R (B2)-KB sq.$, $23 R-Kt 8$ ch.; $24 R \times R$, $24 Q \times R$ ch.; $25 R \times R$, $25 R \times R$ mate.

* * *

Game No. 318.

Played in the first round, March 29th.

SCOTCH GAMBIT.

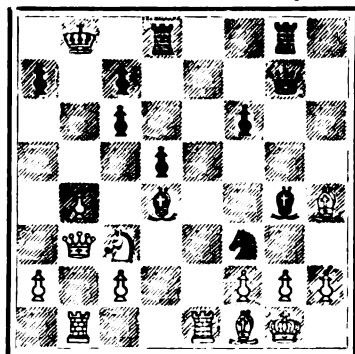
White	Black		
J. W. Showalter.	G. H. D. Gossip.	12 Kt-B3 (d)	B-Q2
		13 Q-R5	O-O-O
		14 B x P	P-B3
1 P-K4	P-K4	15 B-R4	Q-Kt 2
2 KKt-B3	QKt-B3	16 B-R6 ch.	K-Kt sq.
3 P-Q4	P x P	17 B-Kt 3	KR-Kt sq.
4 Kt x P	Kt-B3	18 Q-Q sq.	Kt-Kt 5 (e)
5 Kt x Kt	KtP x Kt	19 B-B sq.	Kt-K4
6 B-Q3	P-Q4	20 P-QKt 4	B-KKt 5
7 P-K5 (a)	Kt-Kt 5	21 Q-Kt sq. (f)	B-Q5
8 O-O	B-QB4	22 Q-Kt 3	P-KR4
9 B-KB4 (b)	P-KKt 4	23 QR-Kt sq.	P-R5 (g)
10 B-Q2 (c)	Kt x KP	24 B x P	Kt-B6 ch. (h)
11 R-K sq.	Q-K2		

- (a) The advance is not favorable to his game on general principles, as it establishes a strong majority of Pawns on the Q side for the opponent, and his own KP is practically lost. The proper play is $7 P \times P$, $7 P \times P$; $8 B-Kt 5$ ch., $8 B-Q2$; $9 B \times B$ ch., $9 Q \times B$; $10 O-O$, $10 B-K2$; $11 Kt-Q2$, as played by Señor Golmayo (White) in a match against Captain Mackenzie at Havana. See "Modern Chess Instructor," Part I, p. 66.
- (b) Having Castled on the K side, while the opponent had still the option of Castling either side, it was unwise to place this Bishop in the way of being attacked by the adverse Pawns, and the right play was $9 Kt-Q2$, whereupon, of course, Black could not capture the KP on account of the rejoinder $R-K sq.$, followed by $Kt-B3$. If, however, $9 P-KR3$, a fine variation might have arisen, which was first pointed out in the London *Chess Monthly*, and afterward occurred in a match game between Messrs. Delmar (White) and Lipschütz, viz., $9. . Kt \times KP$; $10 R-K sq.$, $10 Q-B4$; $11 Q-K2$, $11 O-O$; $12 Q \times Kt$, $12 Q \times P$ ch.; $13 K-R sq.$, $13 B \times P$; $14 P \times B$, $14 Q-B6$ ch.; $15 K-R2$, $15 B-Q3$, and wins.
- (c) Probably best, if $10 B-Kt 3$, $10 P-KR4$; $11 P-KR3$, $11 P-R5$; $12 B-R2$, $12 Kt-R3$, with a strong attack.
- (d) $12 Q-R5$ at once would have failed on account of $12... P-KR3$, and if $13 B \times P$, $13 Kt-B6$ ch., and wins.
- (e) Black wastes time here. He could have at once proceeded with $QB-KKt 5$, followed by $P-KR4$, with the same attack as he institutes on the 20th move.
- (f) $B-K2$ was his best defence.
- (g) The initiation of a masterly combination eight moves deep.
- (h) See diagram.

Position after Black's 24th move

Kt—B6 ch.

Black—G. H. D. Gossip.



White—J. W. Showalter.

25 P × Kt	B × P disch.
26 B—Kt 3	Q × B ch.
27 P × Q	R × P ch.
28 K—R2	B × P
29 B—R3	R × B ch. (i)
30 Resigns.	

- (i) One of the finest specimens of sacrificing play on record. Mr. Gossip deserves the highest praise for the ingenuity and depth of combination which he displayed in this game.

* * *

Game No. 319.

Played in the second round, April 23d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. W. Showalter.	17 Q × Q ch.	K × Q
1 P—K4	P—K4	18 R—K5 ch.	K × P (c)
2 KKt—B3	QKt—B3	19 P—R5	B—Q2
3 B—Kt 5	Kt—B3	20 R × P	B—B3
4 O—O	Kt × P	21 R—QB5	KR—Q sq.
5 P—Q4	B—K2	22 Kt—B3	R—Q3
6 R—K sq.	Kt—Q3	23 Kt—Q sq.	QR—Q sq.
7 P × P	Kt × B	24 Kt—K3 ch.	K—B6
8 P—QR4	Kt × P	25 R—R3	K—K7
9 Kt × Kt	Kt—Q3	26 R—K5	R—Kt 3 ch.
10 B—Kt 5	Kt—B4 (a)	27 Kt—Kt 2 disch.	K—Q7
11 Kt × BP	K × Kt	28 R—KKt 3	R × R
12 Q—Q5 ch.	K—Kt 3	29 P × R	K × P
13 P—KKt 4	B × B	30 P—QKt 4	R—Q8 ch. (d)
14 Q × Kt ch.	K—R3	31 Kt—K sq. ch.	K—B6
15 P—KR4	P—Q4 (b)	32 P—Kt 5	R—Q4
16 P × B ch.	Q × P	33 R—K7	R—Q2
		34 R—K3 ch. (e)	K—Kt 5 (f)
		35 P × B	P × P

36 R—K5	P—B4	45 K—Kt 2	K—Kt 3
37 Kt—B2 ch.	K × P	46 K—R3	R—QB2
38 R × P ch.	K—Kt 3	47 R—KR8	P—R3
39 R—K5	P—QR4	48 K—R4	K—Kt 2
40 Kt—K3	P—B4	49 R—KKt 8	R—K2
41 Kt—B4 ch.	K—Kt 4	50 P—Kt 4	K—B2
42 Kt × P (<i>g</i>)	K × Kt	51 P—Kt 5	
43 R × P ch.	K—Kt 5		Drawn.
44 R—B8	K—Kt 4		

- (a) 10... B × B is, of course, out of question on account of the rejoinder Kt—B6 disch., and if 10... P—B3; 11 Q—R5 ch., 11 K—B sq. (or 11... P—KKt 3; 12 Kt × P, etc.); 12 Kt—Kt 6 ch., and should win.
- (b) Black has defended himself remarkably well against the opponent's highly ingenious onslaught, and he is sure to remain with a Pawn ahead, with a good position, but he could have secured a still greater advantage by advancing this Pawn only one step.
- (c) K—B3, followed by B × P, would have given him less trouble in the end.
- (d) In excellent style Black has made fine use of his King and has arrived at an ending which he ought to have won without difficulty if he had only simplified matters here by B × Kt, followed by R—Q2.
- (e) White proves great powers of ingenious resource in this game which seemed to be several times almost hopeless.
- (f) 34... K—Q7 or —Q5; 35 P × B, threatening P × R, was still worse for Black, and he selects the right course in giving up the piece at once.
- (g) It was no use playing for more than a draw with a Knight against three Pawns, and White properly simplifies matters for that purpose.

* * *

Game No. 320.

Played in the second round, May 9th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. W. Showalter.	6 P × P	B × P
		7 KKt—B3	Kt—B3
1 P—K4	P—K4	8 P—B3	P × P
2 QKt—B3	KKt—B3	9 P × P	B—Q3
3 P—B4	P—Q4	10 Kt—Kt 3 (<i>c</i>)	O—O
4 P—Q3	P—Q5	11 B—K2	P—KR3
5 Kt—K2 (<i>a</i>)	B—Q3 (<i>b</i>)	12 R—QKt sq.	R—K sq.
		13 O—O	P—QKt 3

- (a) 5 P × P, 5 P × Kt; 6 P × Kt, 6 Q × P; 7 P × P, 7 KB—QKt 5; 8 B—Q2, 8 B × P; 9 R—Kt sq., is preferable.
- (b) Not as good as 5... Kt—B3, and if 6 P × P, 6 KKt—Kt 5, etc.
- (c) 10 Q—B2, 10 Q—K2; 11 B—Kt 5, with the view of forcing on the QP and forming a strong centre, was better.

14 Q—B2	Q—K2	28 B—Kt 4	B × R
15 B—Q2	B—Q2	29 Q × B	Q—B7
16 Q—Kt 3	QR—Q sq.	30 Q—B4	Q—R2 ch.
17 QR—K sq.	P—KKt 4	31 K—Kt sq.	Q—Kt 2
18 Kt × P (d)	B × Kt	32 B—R5	R—Q2
19 P × B	P × Kt	33 R—K sq.	P—QB4
20 B × P	Q—B4 ch.	34 R—K4	R (Q2)—K2
21 P—Q4	Q × B	35 Q—Q2	K—B sq.
22 P—K5	B—K3	36 R—Kt 4	Q—R2
23 Q—Kt 5	Q—K6 ch.	37 R—R4	R × P
24 K—R2	Kt—K5	38 Q—B4	Q × B
25 B—B3	Q × BP	39 R × Q	Kt—K7 ch.,
26 R × Kt	Kt × P		and wins.
27 Q—Kt sq.	B—B4		

(d) A grave blunder which costs at least one piece, and as his error consisted in his overlooking the force of Black's 20th move, he loses another piece, after which Black has no trouble to win.

* * *

Game No. 321.

Played in the first round, April 12th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	J. M. Hanham.		
1 P—K4	P—K4	20 P—QKt 3	K—B sq.
2 KKt—B3	P—Q3	21 B—Q3	R—Kt 2
3 P—Q4	Kt—Q2	22 Kt—B3	Kt—Kt sq.
4 Kt—B3	P—QB3	23 KKt—Kt sq.	P—B4
5 B—K2	B—K2	24 P—B3	Kt—B3
6 O—O	P—KR3	25 P—QKt 4	K—B2 (c)
7 B—K3	KKt—B3	26 P—QR4	P—R3
8 P—KR3	P—KKt 4	27 P—R5	Q—Q5
9 Kt—R2	Q—B2	28 KKt—K2	Q—B7
10 Q—Q2	Kt—B sq.	29 KR—Kt sq.	QR—KKt sq.
11 QR—Q sq.	Kt—Kt 3	30 QR—KB sq.	Q—R5
12 B—B3	B—K 3 (a)	31 Q—K sq.	Q—R4
13 KR—K sq.	Kt—B5	32 Q—B2	Kt—R2 (d)
14 P—Q5	P × P (b)	33 Kt—B sq.	Kt—Kt 4
15 P × P	B—Q2	34 QKt—K2	Kt—R2
16 B × Kt	KtP × B	35 P—B4	Kt—B sq.
17 B—K2	KR—Kt sq.	36 R—Q sq.	Kt—Kt 3
18 K—R sq.	Q—Kt 3	37 Kt—B3	Kt—R5
19 B—B sq.	R—QB sq.	38 B—B sq.	Kt × BP
		39 B—K2	Q × P ch. (e)
		40 P × Q	R × R ch.
		41 R × R	R × R ch.

42 Q × R	Kt × Q	58 P × P	K × P
43 K × Kt	P—K5	59 Kt—Q2	K—K4
44 B—R5 ch.	K—B3	60 K—Kt 4	K—B3
45 Kt—Kt 3	K—K4	61 Kt—Kt sq.	B—K3 ch.
46 K—B2	B—R5 ch.	62 K—Kt 3	K—K4
47 K—K2	P—B6 ch.	63 Kt—B3	K—Q5
48 B × P	P × B ch.	64 Kt—K2 ch.	K—K5 (<i>h</i>)
49 K × P	P—B5 (<i>f</i>)	65 Kt—Kt sq.	K—Q4
50 Kt—K2	B × P	66 Kt—B3	P—Kt 5
51 Kt × P	B—B4	67 K—B4 (<i>i</i>)	K—B4
52 P—Kt 5	B—Kt 4	68 Kt—R2	K—Kt 4
53 Kt—K6	B—Q6	69 Kt × P	B × Kt
54 P × P	P × P	70 K—K3 (<i>j</i>)	
55 Kt × B	P × Kt	And after a few more moves the	
56 P—B5	B—K5 ch.	game was given up as drawn.	
57 K—Kt 3 (<i>g</i>)	B × P		

- (*a*) The opponent's weak eighth move has given him opportunities for a strong attack which he ought to have pursued without delay by Kt—B5. Anyhow, B—Q2 was better if he intended to develop that piece first.
- (*b*) B—Q2 was again preferable.
- (*c*) We saw no reason for not taking the QKtP here and on the next two moves.
- (*d*) Instead of this useless move he might have more effectively tried to get his inactive KB round to QR2 via Q sq., QB2, and QKt sq. White could hardly prevent this plan, for he had always to guard against the sacrifice of the adverse Knight for the KRP.
- (*e*) The culmination of a deep laid and highly ingenious plan.
- (*f*) Letting a sure victory slip. B—K8 first would have driven back the Kt—R2 in order to protect the QKtP which, obviously, he could not afford to lose, and then the advance of P—B5 would have won the KRP.
- (*g*) K—Kt 4 was clearly better.
- (*h*) Waste of precious time. K—B5 gave him excellent winning prospects.
- (*i*) Fine play. White now draws in an ingenious manner.
- (*j*) A well-known book position. White will reach QR sq., from which post he cannot be driven off by the adverse Bishop, and only a stalemate can be effected by the opponent.

* * *

Game No. 322.

STONEWALL OPENING.

Played in the second round, May 13th.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	J. W. Showalter.	3 P—K3	B—B4
1 P—Q4	P—Q4	4 KKt—B3	P—K3
2 P—KB4	KKt—B3	5 P—B3	P—B3
		6 QKt—Q2	B—Q3
		7 B—K2	QKt—Q2

8 Kt—K5	O—O (a)	23 P—B6	Q—KB2
9 O—O	P—B4 (b)	24 Q—K2	P×P
10 P—KKt4	B—K5	25 P×P	Kt—Q3
11 P—Kt5	Kt—K sq.	26 B—K3	B—B2
12 Kt×B	P×Kt (c)	27 B—R6	B—Kt3
13 Kt×Kt	P×P (d)	28 QR—Q sq.	Kt—K sq.
14 Kt×R	P—Q6	29 Q—QKt5	R×R
15 B×P	P×B	30 R×R	B—B2
16 Kt×KP	P×Kt	31 R—Kt sq. ch.	K—R sq.
17 Q×P	Q—K2	32 B—Kt7 ch. (e)	Kt×B
18 P—K4	P—K4	33 P×Kt ch.	K—Kt sq.
19 P—B5	B—B4 ch.	34 Q—Q5	Q×Q
20 K—R sq.	R—Q sq.	35 P×Q	
21 Q—B3	B—Kt3	And after a few more moves	
22 P—QR4	P—QR4	Black resigned.	

(a) Kt—K5 was the correct play in order to keep possession of the hole in the centre, and also to prepare driving off the hostile Knight by P—KB3.

(b) Black thus qualifies his fifth move as loss of time, and in trying to rectify the omission on the Q wing, he loses sight of the danger to which his K side is exposed. Again Kt—K5 was the proper play.

(c) Of course, a blunder which costs the exchange, but his game was already bad even after 12... B×Kt; 13 QP×B, 13 P×Kt; 14 Q—B2, 14 P—B4; 15 B—B4, 15 Kt—B2; 16 Q—Kt3, etc.

(d) If 13... Q×Kt; 14 P×P, wins a clear piece.

(e) 32 Q—Q5, 32 Q×Q; 33 P×Q, 33 Kt×P (or 33... Kt—Q3; 34 P—B7, 34 Kt×P; 35 B—Kt7 ch., 35 K—Kt sq.; 36 B×P ch., and wins); 34 B—Kt7 ch., etc., would have won more quickly.

* * *

Game No. 323.

Played in the first round, April 8th.

QUEEN'S BISHOP PAWN GAME.

White	Black		
N. MacLeod.	J. W. Showalter.	12 B×Kt (b)	P×B
1 P—K4	P—K4	13 Kt—B4	Q—B3
2 P—QB3	P—Q4	14 Kt—R5	Q—K4
3 K—Kt—B3	QKt—B3	15 Q×P	Q×Kt (c)
4 B—Kt5	P×P	16 Q×R	B—Q3
5 Kt×P	Q—Q4	17 P—B4 (d)	P×P en pass.
6 Q—R4	KKt—K2	18 P—KKt3 (e)	B—B4 ch.
7 Kt×Kt	Kt×Kt	19 K—R sq.	B—R6 (f)
8 P—QB4	Q—K3	20 Q×BP	Q—K4
9 O—O	B—B4	21 P—Q4	Q×QP
10 Kt—B3	O—O	22 R—Q sq.	B—KKt5
11 Kt—Q5	Q—Kt3 (a)	23 R×Q	B×Q ch.
		24 K—Kt sq.	B×R ch., and wins.

- (a) As usual in this opening White is hampered in his development, and his position in this instance has become still more inferior, owing to his weak eighth move. Black now assumes the attack with wonted vigor.
- (b) If 12 Kt×P, 12 B—R6; 13 P—KKt3, 13 Kt—Q5; 14 Q—Q sq., 14 Kt—B6 ch.; 15 K—R sq., 15 Q—R4, threatening B—Kt7 ch., and wins.
- (c) Well played. The position was worth the sacrifice of the exchange.
- (d) If 17 P—KKt3, 17 Q—B6 followed by B—R6, and wins. Or if 17 P—KR3, 17 B×P; 18 Q×KP, 18 QB—KB4, and wins.
- (e) Again best, for if 18 Q×BP, 18 QB—KKt5; 19 Q—K3, 19 Q×P ch.; 20 K—B2, 20 Q—R5 ch.; 21 P—Kt3 (or 21 K—Kt sq., 21 B—R7 ch.; 22 K—R sq., 22 B—Kt6 disch., and mates next move), 21...Q—R7 ch., and wins.
- (f) 19...QB—KKt5; 20 Q—K4, 20 Q—R6; 21 R×P, 21 B×R ch.; 22 Q×B, 22 R—K sq., would have settled the game much more speedily.

* * *

Game No. 324.

Played in the second round, May 7th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	N. MacLeod.	13 Kt—B2	B×Kt
		14 Q×B	B—Kt4
		15 Kt—R3	Kt—K6
1 P—K4	P—K4	16 Q—K4	P—KKt3
2 P—KB4	P—Q3	17 Kt×B	P×Kt
3 KKt—B3	QKt—B3	18 R—K sq.	R—K sq.
4 B—B4	P×P	19 Q—B3	Kt—K4 (b)
5 P—Q4	Kt—B3	20 P×Kt	Q×B
6 O—O	P—Q4	21 B×Kt	P×B
7 P×P	KKt×P	22 R×P	Q—Kt4 (c)
8 Kt—B3	B—K3	23 R—KB sq.	R—K2
9 Q—K2	B—K2	24 Q—B6	QR—K sq.
10 Kt—K4	O—O	25 K—R sq.	Q—R3
11 P—B3	P—KR3 (a)	26 P—K6 (d)	Resigns.
12 B—Q3	B—KKt5		

- (a) Black has ably defended himself in an original manner. Here, however, he loses precious time. 11...R—K sq. instead conveyed a rather unpleasant threat against the adverse Knight and Queen on the same file within two moves.
- (b) An error that causes him great trouble. Q—Q2 was the proper play.
- (c) The losing move which his opponent perceives with a keen eye. Q—R3, in order that he might reach Q—K3 speedily, was his best plan.
- (d) Finely played and unanswerable in view of the terrible second check, threatened by R—KR3. after 26...R×P; 27 Q×P ch.

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Game No. 325.

Played in the first round, April 15th.

HUNGARIAN DEFENCE.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	D. M. Martinez.	36 R—QB7	R—QKt sq.
1 P—K4	P—K4	37 R×P	R×P
2 KKt—B3	QKt—B3	38 P—K5	K—Kt sq.
3 B—B4	B—K2	39 R—KKt4 ch.	K—B sq.
4 O—O	P—Q3	40 R—KR4	Kt—Kt2
5 P—QB3	Kt—B3	41 R—R8 ch.	K—K2
6 P—Q4	O—O (a)	42 R—R7	K—B sq.
7 Q—B2	B—Kt5	43 R—R8 ch.	K—K2
8 QKt—Q2	P—QR3	44 R—R7	K—B sq.
9 P—QR3	Kt—K sq.	45 P—K6 (e)	Kt×BP
10 P—KR3	B—Q2	46 R—B7 ch.	K—K sq.
11 Q—Q3	K—R sq.	47 R×P	Kt—Q3
12 P—KKt4	B—B3	48 R—B4	P—R4
13 R—Q sq.	Q—K2	49 R—Q4	K—K2
14 Kt—KB sq.	P—KKt3	50 R—Q5	R—Kt4
15 Kt—K3	Q—Q sq.	51 R—Q3	K×P
16 Kt—Q5	B—Kt2	52 R—K3 ch.	K—B4
17 QB—KKt5	P—B3	53 R—Kt3	R—Kt6
18 B—R4	P—KKt4	54 R—B3 ch.	K—K4
19 B—KKt3	P—KR4	55 R—K3 ch.	K—B5
20 Kt—K3	P—R5	56 P—QB4	R—Kt8 ch.
21 B×P (b)	P×B	57 K—Kt2	Kt×P
22 Kt×P	Kt—K2	58 R—B3 ch.	K—K5
23 QKt—B5	B×Kt	59 R—KKt3	Kt—K4
24 KtP×B	B—R3	60 P—R4	P—R5
25 Q—B3	Kt—Kt2	61 P—R5	R—Kt3
26 P×P	Q—K sq. (c)	62 R—Kt7	R—QR3
27 P×QP	P×P	63 K—Kt3	R—KB3
28 R×P	R—Q sq.	64 K—Kt2	R—QR3
29 QR—Q sq.	R×R	65 R—Kt8	K—B5
30 R×R	B—Kt4	66 K—B sq.	Kt—QB5
31 Q—KKt4	B×Kt	67 R—Kt6	R—R4
32 Q×B ch.	Q—R4	68 P—R6	Kt×P
33 Q×Q ch.	Kt×Q	69 P—R7	R—KR4
34 R—Q7	P—Kt4	70 R—R6	
35 R×Kt (d)	P×B		

And after a few more moves the game was given up as drawn.

(a) 6... Kt×P; 7 B—Q5, 7 Kt—B3; 8 B×Kt ch., 8 P×B; 9 P×P, 9 Kt—Q2; 10 P×P (or 10 B—B4, 10 P—Q4:), 10... P×P, was more likely to lead to some superiority of his position.

(b) The sacrifice is well warranted by the position, and he calculates deeply that he must obtain sufficient material for it.

- (c) If 26...BP×P; 27 P—B6, recovering the piece, but Q—B sq. was much better.
 (d) B×P first would have cleared the road to victory.
 (e) White might have been well satisfied with a draw here, in view of the dangerous adverse Pawn which Black would soon make a passed one.

* * *

Game No. 326.

Played in the second round, May 15th.

TWO KNIGHT'S DEFENCE.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	J. W. Showalter.	17 P×P	R×P
1 P—K4	P—K4	18 QKt—Kt5 (d)	B×Kt
2 KKt—B3	QKt—B3	19 Kt×B	R×Kt
3 B—B4	Kt—B3	20 B×P (e)	Q—R5
4 P—Q3 (a)	B—B4	21 Q—Kt3 ch.	K—R2
5 Kt—B3	P—Q3	22 O—O—O	Q×B ch.
6 P—KR3	P—KR3	23 K—Kt sq.	R×KBP
7 Kt—K2	B—K3	24 Q—Q5	Q—Kt3 ch.
8 B—QKt5	O—O	25 K—R sq.	R—K7
9 P—B3	B—Kt3	26 Q—B3	R—KB7
10 P—KKt4	P—Q4	27 Q—Q5	R—K7
11 Q—R4 (b)	P×P	28 Q—B3	R—KB7
12 P×P	B—Q2	29 Q—Q5	QR—KB sq.
13 Kt—Kt3	P—R3	30 P—KR4	Q—Kt7
14 B×Kt	B×B	31 Q—Q3 ch.	P—K5
15 Q—B2	Kt×KP (c)	32 Q—B4	R×P
16 Kt×Kt	P—B4	33 Q—Q5	P—K6
			Lost by forfeit. (f)

- (a) Kt—Kt5 is the recognized better move.
 (b) 11 Q—B2 was the right play, but 11 B×Kt, 11 P×B; 12 Kt×P, 12 P×P; 13 Kt×QBP, 13 Q—K sq., would have subjected him to a strong attack.
 (c) A bold sacrifice.
 (d) Evidently overlooking that after Black's next move he could not capture the Rook on account of the impending mate by Q—Q8.
 (e) As Black was not likely to take the Bishop, it makes matters still worse.
 (f) His game was evidently lost anyhow.

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Game No. 327.

Played in the first round, April 13th.

KING'S BISHOP GAME.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	J. W. Showalter.	37 K—Kt sq.	R × P
1 P—K4	P—K4	38 R—R5	P × P
2 B—B4	KKt—B3	39 R × P	R—Kt 6 ch.
3 KKt—B3	Kt—B3 (<i>a</i>)	40 K—B2	B—B5
4 P—Q4 (<i>b</i>)	Kt × KP	41 R—KB5 (<i>g</i>)	R—Kt 5
5 O—O	P—Q4	42 K—B3	R—Kt 8
6 B—QKt 5	P × P	43 K—B2	R—Kt 5
7 Kt × P	B—Q2	44 K—B3	R—Kt 6 ch.
8 B × Kt	P × B	45 K—B2	K—B sq.
9 P—KB3	Kt—B3 (<i>c</i>)	46 R—Q5	K—Kt sq.
10 R—K sq. ch.	B—K2	47 R—KB5	R—Q6
11 Q—K2	P—B4	48 B × P	B × B
12 Kt—Kt 3	B—K3	49 R × B ch.	K—B sq.
13 P—KB4	P—B5	50 R—QB5	R—Q2
14 P—B5	B × P	51 K—K3	K—K2
15 Kt—Q4	B—K5	52 R—B6	K—Q sq.
16 P—QKt 3	P × P	53 R—KB6	K—B sq.
17 RP × P	O—O	54 K—K4	K—Kt 2
18 B—Kt 2	B—QB4	55 P—B4	P—B3
19 K—R sq.	Q—Q2	56 R—B4	K—Kt 3
20 Kt—Q2	KR—K sq.	57 R—K5	P—QB4
21 R—KB sq.	Q—Kt 5 (<i>d</i>)	58 R—KB5	R—Q5 ch.
22 Kt × B	R × Kt	59 K—K3	R × P
23 Q × Q	Kt × Q	60 R × P	R—Q5
24 R—R4	QR—K sq.	61 R—B sq.	R—Q sq.
25 P—R3	Kt—B3	62 R—Kt sq. ch.	K—R4
26 Kt—B5	R × R	63 R—R sq. ch.	K—Kt 5
27 P × R	R—K3	64 R—Kt sq. ch.	K—R6
28 P—Kt 4	Kt—K sq.	65 R—QB sq.	K—Kt 5
29 P—Kt 5	R—K5 (<i>e</i>)	66 R—Kt sq. ch.	K—R5
30 B × P	Kt—Q3 (<i>f</i>)	67 R—QB sq.	K—Kt 4
31 Kt × Kt	B × Kt	68 R—Kt sq. ch.	K—B3
32 B—B6	R × P	69 R—Kt 2	P—B5
33 R—QKt sq.	R—QKt 5	70 R—Q2	R—KR sq.
34 R—R sq.	P—KR3	71 K—Q4	R—R5 ch.
35 P—B3	R—Kt 7	72 K—B3 (<i>h</i>)	K—B4
36 R × P	R—R7 ch.	73 R—Q8	R—R6 ch.
		74 K—B2	R—KKt 6

Drawn.

(a) 3... Kt × P is the proper play, as the answer 4 QKt—B3 has been proved unsound beyond doubt.

(b) An ordinary position of the Two Knights' Defence is here formed, in which Kt—Kt 5 is recognized as the strongest continuation.

- (c) Kt—B4, in order to play Kt—K3 sooner or later, was superior.
 (d) He has tenaciously kept the two Pawns which the adversary had sacrificed for the attack, and it was to his advantage to exchange, but still better was clearly to capture the QBP.
 (e) Losing sight of the adverse ingenious reply 29... Kt—Q3, and if 30 Kt × P, 30 R—KKt3, kept his superiority of position and material.
 (f) If Kt × B, White has perpetual check with his Knight.
 (g) A very curious and most cleverly conceived position has been brought about by White, who threatens B × P, and then to recover at least the piece, no matter how Black might retake.
 (h) White's defence was a masterpiece of end play. He has now reached with his King his goal in front of the adverse passed Pawn, and the draw is theoretically forced and easy.

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Game No. 328.

Played in the second round, May 14th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	W. H. K. Pollock.	15 Kt—Q2	Kt × Kt
		16 Q × Kt	O—O
		17 Q—K2	QR—K sq.
1 P—K4	P—K4	18 R—K sq.	P—KB4 (d)
2 KKt—B3	QKt—B3	19 R—Kt3	Q—B5
3 B—Kt5	P—QR3	20 R—B3	Q—Kt5
4 B—R4	Kt—B3	21 P—KR3	Q—R4
5 O—O	Kt × P	22 P—K6	R—K2
6 P—Q4	P—QKt4	23 Q—K5	B × Kt
7 B—Kt3	P—Q4	24 P × B	P—B3
8 P × P	Kt—K2	25 P—Kt4	Q—Kt3
9 R—K sq. (a)	B—Kt2 (b)	26 B—B2	B—B sq.
10 B—K3	KKt—B4	27 R × P	R × R
11 P—B3	Kt × B	28 B × R	Q—R3
12 R × Kt	B—B4 (c)	29 Q—Q6	Q—B3
13 Kt—Q4	Q—Kt4	30 Q—Q8 ch. (e)	Resigns.
14 Q—K2	B—Kt3		

- (a) Threatening R × Kt, followed by B × P ch.
 (b) Kt—QB4 was better.
 (c) P—QB4 was the right play.
 (d) It is difficult to see how he could expect any good from this, while it was very obvious that White's strong centre Pawn must become dangerous. P—QB4, with the view of soon following it up by B—B2, was clearly superior.
 (e) The termination has been vigorously conducted by White who now wins the interposing Queen by the reply B × P ch.

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Game No. 329.

Played in the first round, March 30th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	J. W. Showalter.	22 P—Kt 4	P—R4
1 P—K4	P—K4	23 B—Q4 (<i>b</i>)	P—R5
2 KKt—B3	QKt—B3	24 Kt—B sq.	B—B sq.
3 B—Kt 5	Kt—B3	25 Kt—K3	B—K3
4 O—O	Kt×P	26 K—R sq.	R—B2
5 P—Q4	B—K2	27 P—B3	Q—R4
6 Q—K2	Kt—Q3	28 R—KB sq.	P—R6
7 B×Kt	KtP×B	29 Q—R4 (<i>c</i>)	P×P ch.
8 P×P	Kt—Kt 2	30 Kt×P	QR—KB sq.
9 Kt—Q4	O—O	31 Q—B6	B—Kt 5
10 QKt—B3	Kt—B4	32 P—B4	B—B6
11 R—K sq.	Kt—K3	33 K—Kt sq.	Kt×BP
12 Kt—B5	P—B3	34 Kt×Kt	R×Kt
13 Kt×B ch.	Q×Kt	35 Q—K6 ch.	K—R2
14 P×P	Q×P	36 P—KR3	Q—Kt 4 ch.
15 Kt—K4	Q—Kt 3	37 K—R2	R—K5 (<i>d</i>)
16 Kt—Kt 3	P—Q4 (<i>a</i>)	38 Q×R ch.	P×Q
17 P—QB3	Kt—B4	39 R (B sq.)—B2	P—K6
18 B—K3	Kt—Q6	40 R—KKt 2	Q—B5 ch.
19 KR—Q sq.	B—R3	41 K—Kt sq.	B×R
20 Q—B2	P—B4	42 R×B	Q—B8 ch.
21 R—Q2	P—B5	43 K—R2	R—B7
		44 Resigns.	

(a) Black has obtained much the best of the game with the majority of Pawns on the Q side and the open KB file.

(b) The better way was now to stop the next adverse advance by P—KR4.

(c) Undoubtedly his only defence was P—Kt 4. His game becomes disorganized after this.

(d) Black's attack has been straight to the point, and his victory is assured by this paralyzing stroke.

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Game No. 330.

Played in the second round, April 24th.

MUZIO GAMBIT.

<i>White</i>	<i>Black</i>		
J. W. Showalter.	J. Taubenhaus.	3 KKt—B3	P—KKt 4
1 P—K4	P—K4	4 B—B4	P—Kt 5
2 P—KB4	P×P	5 O—O	P×Kt
		6 Q×P	Q—B3
		7 P—K5	Q×P

8 B × P ch. (a)	K × B	18 Q—QKt 5	B—K2
9 P—Q4	Q—KB4 (b)	19 Q × P	Q—K5
10 P—KKt 4	Q—Kt 3	20 QR—K sq.	Q × P ch.
11 Kt—B3	KKt—B3	21 R—B2	B—Q2
12 B × P	P—Q3	22 Q × P	B—QB4
13 B—Kt 3	K—Kt 2	23 K—Kt 2	Q—Q4 ch.
14 Kt—Q5	Kt × Kt	24 R—B3	KR—KB sq.
15 Q × Kt	Kt—B3	25 B—B4	QR—B sq.
16 Q—B4	P—Q4 (c)	26 P—B4	Q × R ch.
17 Q × P	B—K3	27 Resigns.	

(a) Cochrane adopted this move first when giving the odds of the QKt to inferior players, and under similar condition Morphy and other masters also favored it, for it leads to fine traps into which a Knight player is likely to fall, and also ensures in most continuations a speedy co-operation of the two Rooks for the attack. But it actually hampers White's game in playing this variation to have the QKt on the board and lose time in its development. Altogether this form of the Muzio Gambit is really too bold for a tournament, and the superiority of material which Black gains should break the attack soon, as is the case here.

(b) Best, for if 9... Q × P ch.; 10 B—K3, which piece Black, obviously, dare not capture.

(c) The tables are turned with this move, and Black's attack with superior forces can hardly fail.

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POLLOCK'S GAMES.

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Game No. 331.

Played in the first round, April 15th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
D. G. Baird.	W. H. K. Pollock.		
1 P—K4	P—K4	27 R×BP	B—K5
2 QKt—B3	KKt—B3	28 R×RP	B×QKtP (e)
3 P—B4	P—Q4	29 P—QR4	B—Q5
4 P×KP	Kt×P	30 R—QB7	K—Q3
5 Q—B3	QKt—B3	31 R—B sq.	B—QKt3
6 B—Kt5	B—QB4	32 R—B4	B—Q4
7 Kt×Kt (a)	P×Kt	33 R—KKt4	P—KKt3
8 B×Kt ch.	P×B	34 R—R4	P—R4
9 Q×KP	O—O	35 R—QKt4	K—B4
10 Kt—B3	B—K3	36 R—Kt5 ch.	K—B3
11 P—B3	B—Q4	37 R—Kt sq.	B—QB5
12 Q—K2	Q—K2	38 R—Kt4	K—B4
13 P—Q4	B—Kt3	39 R—Kt2	B—R4
14 O—O	P—B3	40 R—Kt8	B—QB2
15 B—B4	QR—K sq.	41 R—Kt sq.	B—Kt3
16 K—R sq.	P—QB4	42 R—Kt2	B—R4
17 P—QR3 (b)	QBP×P	43 R—Kt8	B—Kt3
18 P×QP	P×P	44 R—B8 ch.	K—Q4
19 B×P	R×Kt (c)	45 R—QR8	K—B3
20 R×R	B×P	46 R—B8 ch.	B—B2
21 QR—K sq.	Q×B	47 R—KB8	K—Kt2
22 Q×Q	R×Q	48 R—B3	B—Q4
23 R×R	B×R (B6) (d)	49 R—Q3	B—K5
24 R—K8 ch.	K—B2	50 R—Q4	B—KB4
25 R—Q8	B—KB3	51 R—Kt4 ch.	K—R3
26 R—Q7 ch.	K—K3	52 R—Kt5	B—Q2
		53 R—Kt4	B—Kt3
		54 R—KB4	K—R4
		55 R—B6	B—KB4

56 R—Q6 B—K6 75th move, but ultimately given
 57 R—QB6 K × P up as drawn.

The game was prolonged to the

- (a) It was probably better to play KKt—K2 and not to accept at once the ingenious sacrifice of the Pawn, which gives the opponent a strong attack for a long time.
- (b) Loss of time. Either Q—Q3 or QR—K sq. were better.
- (c) Black wins two minor pieces and a Pawn for the adverse Rook by this very pretty sacrifice, but the weakness of his position on the Q side soon acts as a set-off against the advantage which he now gains.
- (d) Obviously, if he take the other Rook, White would have won by R—B5.
- (e) A long and rather uninteresting struggle ensues now, in which neither side can make a winning impression.

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Game No. 332.

Played in the second round, May 15th.

SCOTCH GAMBIT.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	D. G. Baird.	13 K—R sq.	B × Kt
1 P—K4	P—K4	14 P—B4	Q—B3
2 KKt—B3	QKt—B3	15 B × B	Q—R3
3 P—Q4	P × P	16 P—B5	Kt—B3
4 Kt × P	Q—B3	17 Q—K sq.	B—Q2
5 KKt—B3 (a)	B—B4	18 Q—Kt 3	R—KKt sq.
6 Kt—B3	B—Kt 5 (b)	19 B—B4	K—B sq.
7 B—Q2	KKt—K2	20 QR—Q sq.	R—K sq.
8 P—QR3	B—R4	21 R—B4	Kt—K4
9 B—Q3	P—Q3	22 R—R4	Q × R (d)
10 P—R3	Kt—K4	23 Q × Q	Kt × B
11 Kt × Kt	Q × Kt	24 P—K5 (e)	Kt—K6
12 O—O	P—QR3 (c)	25 R—K sq.	Kt × KBP
		26 Q—QKt 4	B—B3
		27 K—R2	P—KR4

- (a) A remarkable novelty.
- (b) As he cannot well afterward exchange, this Bishop is still worse placed now. Kt—Q5 was his best play.
- (c) Much inferior to P—QB3, with the view of playing B—B2.
- (d) The result justifies his speculating on making a better fight with two pieces for the Queen than with a Pawn behind and a very bad game after 22... Q—B3; 23 R × P.
- (e) Of course, an error. R—K sq. was the right play.

28 P×P	P×P	36 K—R3	R×P
29 R—K5	R×R	37 Q—Q4	R—B4
30 B×R	K—K2	38 Q—B6	B—Q4
31 P—Kt 4	P×P	39 Q—Q4	B—Kt 6
32 P×P	K—Q2	40 Q—QKt 4	R—Kt 4 (<i>f</i>)
33 B—B4	P—KKt 4	41 Q—K4	Drawn by mutual consent.
34 P×Kt	P×B		
35 Q×KBP	R—Kt 7 ch.		

(*f*) Black has guarded all points, and the adverse King cannot gain any effective entrance into his game. His defence with two pieces against the Queen is a very fine specimen of play in a position of that character.

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(Game No. 333.)

Played in the second round, May 17th.

HUNGARIAN DEFENCE.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	D. G. Baird.	24 Kt×R	Q—Kt 4 ch.
1 P—K4	P—K4	25 K—Kt sq.	R×Kt
2 KKt—B3	QKt—B3	26 KR—B sq.	B—R5
3 B—B4	B—K2	27 Q—K4	Kt×B (<i>f</i>)
4 P—Q4	P—Q3	28 K×Kt	R—KB sq.
5 P—B3	Kt—B3	29 R—Q5	Q—Q sq.
6 Q—Q3	O—O	30 R×QBP	Kt—Kt 4
7 P—Q5	Kt—Kt sq.	31 Q×QKtP	Kt—K3
8 B—Kt 3	P—QR4 (<i>a</i>)	32 R—Q5	Q—B sq.
9 P—KR3	P—KR3	33 Q—Kt 5 (<i>g</i>)	Q—R sq.
10 B—K3	Kt—R2	34 Q—R5	Q—B3
11 P—Kt 4	P—QB4	35 K—B3	R—Kt sq.
12 P—B4	P—R5	36 R—Kt 5	R—QB sq.
13 B—B2	B—Q2	37 Q×P	Q—K5
14 Kt—B3	Kt—R3	38 R—Q sq.	B—K8 ch.
15 P—QR3	Kt—B2	39 K—Kt 3	Kt—Q5 ch.
16 B×QBP	P×B	40 K—R2	Kt×R
17 Kt×P (<i>b</i>)	B—R5 (<i>c</i>)	41 Q×Kt	B—R5
18 Kt×B	Q×Kt	42 P—Q7	R—Q sq.
19 P—K5	P—KKt 3	43 Q—Q5	Q—KB5
20 O—O—O (<i>d</i>)	B×P	44 P—B5	Q—B7
21 P—Q6	Kt—K3	45 P—B6	R—Kt sq.
22 Kt—Q5	Kt—Q5 (<i>e</i>)	46 P queens ch. (<i>h</i>)	B×Q
23 Kt—Kt 6	Q—Q sq.	47 Q×B ch.	R×Q
		48 R×R ch.	K—R2
		49 P—B7, and wins.	

(*a*) We disapprove on general principles of White's early advance on the seventh move. Black's retort at this juncture is all the more feeble, as he could have

obtained the superiority of position at once by 8...KKt—Q2; 9 B—B2 (or 9 B—K3, 9 Kt—R3), 9...Kt—B4; 10 Q—K2, 10 P—B4, etc.

- (b) He might have been well satisfied with recovering the piece and getting the superior game by P—B6, but the plan adopted is of doubtful value.
- (c) He should not have allowed his adversary to free at once his KP for action. 17...B—K sq.; 18 Kt—B3, 18 B—R5; 19 P—K5, 19 P—Kt3, made it more difficult for the opponent to proceed with his attack.
- (d) It was hardly advisable to give up a Pawn, and he could well adopt K—K2, with the view of playing P—B4 soon.
- (e) Q—Q sq. was the simplest defence, but if he intended to give up the exchange, it was only justifiable in this position if he had played B—Q5, instead of the text move.
- (f) He abandons his stronghold in the adverse centre without cause, Q—Q sq., which made room for KKt—Kt4, was by far better.
- (g) Q×Q, followed by K—B3, would have worked quicker toward the winning end.
- (h) One of Mr. Pollock's bright surprises. Black cannot afterward stop the adverse BP from queening.

* * *

Game No. 334.

Played in the first round, April 1st.

EVANS GAMBIT.

White	Black		
W. H. K. Pollock.	J. W. Baird.	12 P—B5	Kt×Kt (c)
1 P—K4	P—K4	13 P×Kt	B—Kt3
2 KKt—B3	QKt—B3	14 B—Kt2	P—Q4
3 B—B4	B—B4	15 P—B6	Kt—Kt3
4 P—QKt4	B×P	16 P—K5	R—K sq.
5 P—B3	B—R4	17 K—R sq.	P×P
6 P—Q4	P×P	18 Kt—Q2	P—B3 (d)
7 Kt×P (a)	Kt—K4 (b)	19 P×P	R—K3
8 B—Kt3	P—Q3	20 Kt—B3	R—K5
9 O—O	Kt—K2	21 B—B2	R—Kt5
10 P—KB4	QKt—B3	22 P—KR3	R×KtP
11 Q—R5	O—O	23 Kt—Kt5 (e)	R×B (f)
		24 Q×RP ch.	K—B sq.
		25 Q×P mate.	

- (a) There is always refreshing originality in Mr. Pollock's play. The innovation will hardly strengthen the attack theoretically, but in practice it was well worth adopting exceptionally.
- (b) Much inferior to KKt—K2 or —B3.
- (c) 12...B—Kt3, and if 13 B—Kt2, 13 Kt—K4, or if 13 B—K3, 13 P—Q4 was his correct defence.
- (d) If 18...P×P or —KB4, then equally 19 Kt—B3, threatening Kt—Kt5, with a fine attack.
- (e) Of course, White dare not take the Rook on account of the reply Kt—B5 ch.
- (f) A blunder, but his game was anyhow gone.

Game No. 335.

Played in the second round, April 29th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	W. H. K. Pollock.	18 B—Q3	P × P
1 P—K4	P—K4	19 Q × P	B—QB4
2 KKt—B3	QKt—B3	20 Q—KB4	P—Q5
3 B—Kt 5	P—QR3	21 B—Q2	B—B5
4 B—R4	Kt—B3	22 B—K4	B—Q4
5 O—O	Kt × P	23 B—Q3	Q—K3
6 P—Q4 (<i>a</i>)	P—QKt 4	24 P—QKt 3	Q—K2
7 B—Kt 3	P—Q4	25 Q—R6	B—Kt 5
8 P × P	B—K3	26 B—Kt 5	Q—B sq.
9 P—B3	B—K2	27 Q—R4	B × R (<i>d</i>)
10 R—K sq.	O—O	28 B—R6	Q × B (<i>e</i>)
11 QKt—Q2	Kt × Kt	29 Q × Q	KB—QB6
12 Q × Kt (<i>b</i>)	Q—Q2	30 R—KB sq. (<i>f</i>)	R—K sq.
13 Q—Q3	KR—Q sq.	31 P—B4	B—Q7
14 B—B2	P—KKt 3	32 P—KR4 (<i>g</i>)	R × P
15 Kt—Q4	Kt × Kt	33 P—KKt 4	R—K6
16 P × Kt	P—QB4	34 Q—Kt 5	B—Kt 2
17 Q—K3 (<i>c</i>)	QR—B sq.	35 K—R2 (<i>h</i>)	R × B
		36 P—R5	B—K6
		37 Resigns.	

(*a*) 6 R—K sq. might strengthen the attack in a continuation similar to the one that occurred in the match between Messrs. Steinitz and Zukertort, viz., 6... Kt—QB4; 7 B × Kt, 7 QP × B; 8 Kt × P, 8 B—K2; 9 Q—K2, 9 Kt—K3; 10 QKt—B3, with the better game.

(*b*) In order to place sooner KB and Q on the same diagonal with threats of mate. Compare White's fourteenth move.

(*c*) He ought to have exchanged Pawns at once, followed by B—Kt 5.

(*d*) Overlooking the force of the adverse reply. R—Q2, in order to make room for Q—Q sq. and afterward accordingly B—K2 or —B sq., was imperative.

(*e*) This desperate resource was his only one, as White threatened Q—B6.

(*f*) Much better was R—Q sq.

(*g*) He could hardly do much worse, as he not alone loses a most valuable centre Pawn, but he is also compelled by the opponent's reply, which threatens to win the Queen by R—KR4, to compromise altogether his K side with the advance of the KKtP.

(*h*) If 35 B—Kt sq., 35 R—Kt 6 ch.; 36 K—R2, 36 R—Kt 7 ch.; 37 K—R3, 37 R—QB6 ch., and wins.

* * *

Game No. 336.

Played in the first round, March 29th.

CENTRE COUNTER GAMBIT.

<i>White</i>	<i>Black</i>		
H. E. Bird.	W. H. K. Pollock.	28 P—KKt 3	Q—Q6 (e)
1 P—K4	P—Q4	29 Q—R4	Q—Kt 4
2 P×P	KKt—B3	30 Q—KKt 4 ch.	R—Kt 4
3 B—Kt 5 ch.	P—B3 (a)	31 Q—B8 ch.	K—R2
4 P×P	P×P	32 Q—Q7	Q—QB5
5 B—K2	P—K4	33 R—Q sq.	Q—K3
6 P—Q3	B—QB4	34 Q—Q3 ch.	K—Kt 2
7 KKt—B3	P—K5	35 Q—B2	R—K4
8 P×P	Q—Kt 3	36 K—Kt 2	B—Kt 3
9 O—O	Kt×P	37 R—Q2	R—QB4
10 Q—K sq.	O—O	38 Q—Q sq.	R—Q4
11 QKt—Q2	R—K sq.	39 P—B3	R—K4
12 Kt×Kt	R×Kt	40 P—B4	R—K8
13 Q—Q sq.	Kt—Q2	41 Kt—B5 ch. (f)	Q×Kt
14 B—Q3	R—K2	42 Q×R	P—R5
15 P—B3	P—QR4	43 Q—K2	P—R4
16 Q—B2	P—KR3	44 Q—Q3	Q—QB4
17 B—KB4	Kt—B3	45 Q—KB3	K—R3
18 QR—K sq.	B—K3	46 R—K2	Q—Q5
19 B—K5 (b)	B×RP	47 Q×BP	Q—Kt 8 ch.
20 B×Kt	R×R	48 K—R3	Q—B8 ch.
21 R×R	P×B	49 Q—Kt 2	Q—Q8
22 P—B4 (c)	R—Q sq.	50 P—B5	B—Q5
23 B—B sq.	B—Kt 6	51 Q—B3	K—Kt 2
24 Q—K2	B×QBP (d)	52 Q×RP	Q—B8 ch.
25 Q—QB2	B×B	53 K—R4	Q—QB8
26 R×B	Q—Kt 4	54 Q—Kt 4 ch.	K—B sq.
27 Kt—R4	R—Q4	55 Q—B4	Q—B4
		56 Q—R6 ch., and mates in two more moves.	

(a) Not as good as 3... B—Q2; 4 B×B ch., 4 Q×B ch., and if 5 P—QB4, 5 P—QB3, etc.

(b) It could in no way improve his position to give up the QRP, and, moreover, it would have greatly strengthened his Q side to advance P—QKt 3.

(c) The attempt to shut out the adverse QB is futile, and he only exposes himself to greater attack on that wing.

(d) Finely played, for if 25 Q×B, 25 B×P ch.; 26 K—R sq., 26 B×R; 27 Kt×B, 27 Q—B7, followed by R—Q8, and wins.

(e) Much better was B—Q5.

(f) Black's last move was a grave error, and White takes hold of the attack with great ingenuity. He must win the exchange, for if Black move the King. White answers Q—Kt 4, winning still more easily. The rest of the game is a struggle against hope on Black's part.

Game No. 337.

Played in the second round, April 23d.

SICILIAN DEFENCE.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	H. E. Bird.	22 K—B sq.	P—Kt 4 (c)
1 P—K4	P—QB4	23 B—K2	Kt—Q4
2 P—Q4 (a)	P×P	24 QR—B sq.	Kt—K6
3 KKt—B3	QKt—B3	25 R—B4	K—Kt 3
4 Kt×P	P—Q3	26 R—K sq.	K—Kt 4
5 B—K3	P—KKt 3	27 R—B2	Kt—Q4
6 Kt—B3	B—Kt 2	28 P—KKt 4 (d)	RP×P
7 B—K2	Kt—B3	29 P×P	P—K6
8 Q—Q2	P—KR4	30 R×P ch.	K—Kt 3
9 P—KR3	O—O	31 Kt—B3	P—B3
10 O—O—O	B—Q2	32 Kt—R4 ch.	K—Kt 2
11 P—KB4	Kt×Kt	33 P—Kt 5	R—R sq.
12 B×Kt	B—B3	34 P×P ch.	Kt×P
13 B—Q3	Q—R4	35 R—Kt sq. ch.	K—B2
14 K—Kt sq.	P—K4	36 R—Kt 6 (e)	R×Kt
15 B—K3	KR—Q sq.	37 R (Kt 6)×Kt ch.	K—K2
16 P—B5 (b)	P—Q4	38 R×B	R—R7
17 B—R6	P×P	39 B×P	R—R8 ch.
18 B×B	K×B	40 R—B sq.	R×R ch.
19 Kt×P	Q×Q	41 B×R	R—KB sq.
20 Kt×Q	P—K5	42 B—K2	R—B7
21 B—B4	P×P	43 K—Q sq.	R—Kt 7
		44 K—K sq.	Resigns.

(a) Out of its usual turn which is generally on the 3d move, but it makes no difference excepting if Black should accept the continuation 2...P×P; 3 KKt—B3, 3 P—K4, after which White, although he dare not play 4 Kt×KP on account of the rejoinder 4...Q—R4 ch., winning the Knight, will yet obtain a good attack by 4 P—QB3.

(b) Premature and misjudging the position which required Q—B3 to be played first.

(c) Black, after having won a Pawn by hard play, commences an artificial line of attack that in the end involves him in difficulties, whereas the simple P—K6 at this juncture, with the view of entering soon with the Knight at K5, would have won in an easy manner.

(d) Excellent, and practically decisive, as it recovers the Pawn, with much the superior game.

(e) The telling blow. It wins a piece.

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Game No. 338.

Played in the first round, April 10th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
C. F. Burille.	W. H. K. Pollock.	12 B—Q2	B × B ch.
1 P—K4	P—K4	13 K × B	B—Q2
2 QKt—B3	KKt—B3	14 Q × P	K—R sq.
3 P—B4	P—Q4	15 P—K6	Q—Kt 4 (b)
4 P × KP	Kt × P	16 Q—Q6	R—B3
5 Q—B3	Kt × Kt	17 QR—K sq.	Kt—B3
6 KtP × Kt	B—K2	18 P × B (c)	P—KR4
7 P—Q4	O—O	19 R—K8 ch.	K—R2
8 B—Q3	P—KB4	20 Q—B7	R—Q sq.
9 Kt—K2	P—B4 (a)	21 P—KR4	Q—R3
10 Kt—B4	P × P	22 P—KKt 3	R—KB sq.
11 P × P	B—Kt 5 ch.	23 P—Q5	Q—B3
		24 P × Kt, and wins.	

- (a) If played on the last move, it would have been very good, as it threatened P—B5, but now it is quite a mistake, whereby the key of his centre is delivered.
- (b) Virtually losing a piece, though he may delay its capture for one move.
- (c) For all practical purposes the game which has been well-played by White is finished with this threat of a mate in two moves by R—K8 ch.

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Game No. 339.

Played in the second round, May 10th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	C. F. Burille.	6 Q—K2	B—K3
1 P—K4	P—K4	7 B—Kt 3	P—B3
2 KKt—B3	KKt—B3	8 P—Q4	B—Q3
3 B—B4	Kt × P	9 O—O	O—O
4 Kt—B3	KKt—B3	10 B—Kt 5	R—K sq.
5 Kt × P	P—Q4	11 P—B4	Q—Kt 3
		12 Q—B2	Kt—K5 (a)
		13 Kt × Kt	P × Kt

- (a) His previous move would have greatly helped him out of his difficulties into which he got, chiefly owing to his omission on the third move to exchange Knights, if he had now pursued what at any rate should have been its

14 P—B4 (<i>b</i>)	B—B2 (<i>c</i>)	18 K—R sq.	P—B3
15 P—KB5	B × Kt	19 B × P	Q—B5 (<i>d</i>)
16 P—B5	Q—B2	20 B—K5 (<i>e</i>)	Resigns.
17 BP × B	B × P ch.		

object. viz.: 12...QB—KB4, and if 13 B × Kt, 13 P × B; 14 Q—Kt3 ch., 14 K—B sq., etc. But he has now aggravated his bad situation by the text move.

(*b*) This fine move prepares a victorious onslaught on either of the wings, and Black cannot cover both.

(*c*) If 14...Q—B2; 15 P—KB5, 15 QB—QB sq.; 16 Kt × KBP, with an excellent attack.

(*d*) If 19... P × B; 20 P—K7 disch., 20 K moves; 21 Q × P mate.

(*e*) Wit and science are combined in White's play. He wins a piece now, for he threatens P—K7 disch., followed by R—B8 ch., and mates next move.

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Game No. 340.

Played in the first round, April 12th.

STEINITZ GAMBIT.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	W. H. K. Pollock.	22 P—KKt 3	R—KKt sq.
1 P—K4	P—K4	23 B—Kt 3	R—R4 ch.
2 QKt—B3	QKt—B3	24 K—Kt 2	Kt—Q4 (<i>d</i>)
3 P—B4	P × P	25 B × Kt	R × B
4 P—Q4	Q—R5 ch.	26 P—QKt 4	B—Q3
5 K—K2	P—Q4	27 Kt—B2	P—KR4
6 P × P	B—Kt 5 ch.	28 Kt—K4	B—K2
7 Kt—B3	B × Kt ch.	29 B—K3	R—Kt 3
8 K × B (<i>a</i>)	Q—R4 ch.	30 QR—Q sq.	K—B3
9 K—B2	Q × Q	31 P—B4 (<i>e</i>)	R × R
10 Kt × Q	Kt × P	32 P—Kt 5 ch.	K—B2
11 P—B3	Kt—B7	33 R × R	P—B4
12 B—Kt 5 ch.	P—B3 (<i>b</i>)	34 Kt—B3	B—Q3
13 P × P	B—B4 ch.	35 Kt—Q5 ch. (<i>f</i>)	K—Kt 2
14 K—B3	O—O—O	36 R—KB sq.	P—R5
15 P × P ch.	K × P	37 Kt—B4	B × Kt
16 R—QKt sq.	P—Kt 4	38 B × B	P × P
17 B—QR4 (<i>c</i>)	P—Kt 5 ch.	39 P × P	R—Kt 5
18 K × BP	Kt—Q5	40 K—B3	Kt—Q5 ch.
19 R—K sq.	Kt—K3 ch.	41 K—K3	Kt—K3
20 K × P	Kt—B3 ch.	42 R—Q sq.	R—Kt 3
21 K—R3	R—Q4	43 R—Q5	Kt—Kt 2
		44 P—B5	Kt—R4
		45 K—B3	R—KB3

46 R—Q7 ch.	K—B sq.	48 P—B6	Kt×B
47 R×P	R—K3	49 K×Kt	Resigns.

- (a) It was not alone safe, but in fact better to retake with the Pawn, which would practically compel Black to sacrifice his Knight and to play O—O—O, with one strong piece less for the usual attack. Any attempt at harrassing the King further by 8...Q—K2 ch.; 9 K—B2, 9 Q—R5 ch.; 10 K—Kt sq., 10 Q—Kt 4 ch.; 11 B—Kt 2, would only help to consolidate White's forces.
- (b) After Queens are off the board, such a sacrifice of a Pawn becomes, of course, still more hazardous.
- (c) Still stronger was P—KR4 first.
- (d) 24...Kt—Kt 5; 25 P—KR3, 25 Kt—K4, might have made it more difficult for White to make his game quite safe.
- (e) Very well played.
- (f) 35 P—Kt 6 ch., 35 K—B3! (obviously, if 35...P×P; 36 Kt—Kt 5 ch.; and wins); 36 P×P, 36 R—Kt sq.; 37 Kt—Kt 5, was more forcible, but, of course, he is also bound to win in the way he plays.

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Game No. 341.

Played in the second round, May 13th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	G. H. D. Gossip.	15 B—B2	Kt—Kt 5
1 P—K4	P—K4	16 B—Kt sq.	B—Q2
2 KKt—B3	QKt—B3	17 P—Q4	Kt—R5
3 B—B4	B—B4	18 Q—Q2	Kt×Kt
4 P—B3	Kt—B3	19 Q×Kt	Kt—B3
5 P—Q3	P—Q3	20 B—B2	P—QR4
6 P—KR3	B—K3	21 K—Kt sq. (b)	Kt—Kt 5
7 B—Kt 3	Q—K2	22 P×P	Kt×B
8 B—K3	B×QB	23 Q×Kt	P×P
9 P×B	O—O	24 R—Q5	B—B3
10 P—B4	Kt—KR4 (a)	25 R×RP (c)	Q—B3
11 P—Kt 4	Kt—B3	26 Kt—Q2 (d)	Q—R7
12 Kt—B3	QR—K sq.	27 R—Q sq.	Q×P
13 Q—K2	Kt—Q2	28 R—R3	Q—K7
14 O—O—O	Kt—B4	29 R—KKt 3	R—Q sq.
		30 R (Kt 3)—Kt sq.	R—Q5
		31 R (Kt sq)—K sq.	Q—Kt 7

- (a) Useless, as he cannot enter at Kt 6 after White's reply.
- (b) He ought to have carefully guarded his Bishop against being exchanged for the Knight, as the majority of his Pawns stand on white squares, and his opponent retained a Bishop commanding that color.
- (c) The Pawn does him no good, as the opponent is sure to recover it, with the stronger position.
- (d) If 26 R—B sq., 26 Q—R3, etc.

32 K—B sq.	KR—Q sq.		Q × RP
33 P—KR4	Q × KtP	36 P—Kt 4 (e)	R × Kt
34 R—KKt sq.	Q—B5	37 Resigns.	
35 R (Kt sq.)—K sq.			

(e) The fate of the game was decided even without this blunder.

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Game No. 342.

Played in the first round, April 4th.

TWO KNIGHTS' DEFENCE.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	W. H. K. Pollock.	18 P—R3	B—R4
1 P—K4	P—K4	19 P—KKt 4	B—Kt 3
2 KKt—B3	QKt—B3	20 B—K3	P—KR4
3 B—B4	Kt—B3	21 P—Kt 5	P—R5
4 P—Q3	P—Q4 (a)	22 P—Kt 4 (c)	B—R4
5 P × P	Kt × P	23 K—Kt 2	P—K5
6 O—O	B—K2	24 Kt—Q2	B × R
7 R—K sq.	B—KKt 5	25 R × B	R—K sq.
8 B—QKt 5	Q—Q3	26 Kt—B4	R—Q sq.
9 QKt—Q2	P—B3	27 P × P	P × P
10 Kt—K4	Q—Q2	28 R—Q5	B—K4
11 P—B4	Kt (Q4)—Kt 5	29 R—B5 (d)	B—Q5
12 P—B5	O—O—O	30 R—KR5	B × B
13 P—QR3	Kt × QP (b)	31 Kt × B	R—Kt sq. ch.
14 B × Kt (Q3)	Q × B	32 K—B sq. (e)	Kt—K4 (f)
15 Kt—Q6 ch.	R × Kt	33 R × P	Kt—B6
16 P × R	Q × Q	34 R—Kt 4 (g)	Kt—R7 ch.
17 R × Q	B × P	35 K—K2	Kt × R, and wins.

(a) His KP becomes weak and subject to inconvenient attack after this.

(b) The two Pawns which he obtains for the exchange are separated on the two wings, and, especially so early in the game, they are no equivalent.

(c) An error which allows the opponent to recover the exchange, with a Pawn ahead. It was high time to withdraw Kt—Q2.

(d) R × R ch., followed by P—Kt 5, gave better prospects in fighting for a draw.

(e) Feeble. K—R sq. was his only salvation.

(f) Beautiful play. He wins the exchange by force.

(g) Mate by R—Kt 8 ch. and R—K8 being threatened, he had no other resource. If R × P, he loses a clear Rook by the answer Kt—Q7 ch.

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Game No. 848.

Played in the second round, May 3d.

PHILIDOR'S DEFENCE.

White	Black		
W. H. K. Pollock.	J. M. Hanham.	24 B—B2	B—Q2
1 P—K4	P—K4	25 P—B4	P × P
2 KKt—B3	P—Q3	26 Kt × KP	B—B4 (<i>d</i>)
3 P—Q4	Kt—Q2	27 Kt × Kt ch.	P × Kt
4 P—B3	B—K2	28 B × B	R × Q
5 B—QB4	KKt—B3	29 R × R	Q—Kt 4
6 Q—K2	O—O	30 KR—B3	Q—R5
7 P—KR3	P—B3	31 R—K4	Q—R3
8 B—Kt 3	P—Q4	32 B × R	Q—B8 ch.
9 P × QP	P—K5	33 K—R2	Q × KtP
10 Kt—K5	P × P	34 R × P	K—Kt 2
11 Kt—Kt 4 (<i>a</i>)	Kt—Kt 3	35 R—B3	P—R4
12 B—KB4	B—K3	36 R—K7 ch. (<i>e</i>)	K—Kt 3
13 Kt—Q2	P—QR4	37 B × P	Q × QP
14 P—QR4	KKt—Q2 (<i>b</i>)	38 B—K4 ch.	K—R3
15 O—O	P—B4	39 R—R7 ch.	K—Kt 4
16 Kt—K5	B—Kt 4	40 R—Kt 7 ch.	K—R3!
17 Kt × Kt	Kt × Kt	41 R—Kt 6 ch.	K—R2
18 B × B	Q × B	42 R—B7 ch. (<i>f</i>)	K—R sq.
19 P—B3	KR—K sq. (<i>c</i>)	43 R—K6	K—Kt sq.
20 P × P	BP × P	44 R—QKt 7	K—B sq.
21 QR—K sq.	Kt—B3	45 R—QR6	Q—Q sq.
22 Q—K3	Q—Kt 3	46 R—KR6	Q—Q5
23 R—B2	QR—B sq.	47 R—R8 ch.	Q × R
		48 R—Kt 8 ch.	K—Kt 2
		49 R × Q, and wins.	

(*a*) Kt—Q2, with the view of playing Kt—KB sq., was, we believe, preferable.

(*b*) Anderssen's favorite retreat for the KKt, viz., K sq., would have served Black's purpose better, as it would have given no opportunity to the adversary on the seventeenth move to effect an exchange.

(*c*) If 19... P—K6; 20 P—KB4 isolates the advanced Pawn which must soon fall.

(*d*) An error of which the opponent avails himself most beautifully. K—R sq. was his best defence. If, however, 26... Kt × Kt, the game might have proceeded 27 B × Kt, 27 Q—R4; 28 P—KKt 4, 28 Q—R5; 29 B—Q5 ch., 29 K—R sq.; 30 Q × R ch., 30 R × Q; 31 R × R ch., and mates next move.

(*e*) The mating net could have been drawn tighter here by R (K4)—KB4.

(*f*) A much shorter and finer finish is here missed by 42 R—B4, 42 K—R sq. ! (or 42... Q—R8; 43 R (B4)—B6, etc.); 43 R—B5, 43 Q—Q8; 44 B—B3, and wins.

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Game No. 344.

Played in the first round, March 30th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	N. MacLeod.	15 Q—Q3	Kt—R3
1 P—K4	P—K4	16 R—B3	B—KB4
2 KKt—B3	QKt—B3	17 Q—B sq.	P—B4
3 B—Kt 5	P—QR3	18 P—Q5	P—QKt 4
4 B×Kt	QP×B	19 Kt—K3	P—Kt 5
5 Kt×P	Q—Q5	20 Kt—K2	B—K5
6 Kt—Kt 4 (a)	Q×P ch.	21 R—R3	Kt—B4
7 Kt—K3	B—Q3	22 Kt—Kt 3	Kt×Kt (K6)
8 P—Q4	Kt—B3	23 B×Kt	Q×P (c)
9 O—O	O—O	24 QR—Q sq.	Q—K3
10 Kt—B3	Q—Kt 3 (b)	25 P—B5	Q—K sq.
11 P—B4	Kt—Kt 5	26 Q—B4 ch.	K—R sq.
12 Kt—QB4	P—B3	27 Kt×B	QR—Q sq.
13 R—B3	Q—R4	28 Kt×B	P×Kt
14 R—R3	Q—B2	29 Q—R4	K—Kt sq.
		30 Q×P ch.	K—B2
		31 B—R6	Resigns.

(a) Original as well as strong.

(b) Q—K2 was better.

(c) Faulty, and causing the loss of a piece, whereas B×QP gave him a safe superiority of material.

* * *

Game No. 345.

Played in the second round, April 29th.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	W. H. K. Pollock.	9 Q—QR4	B—Q6
1 P—K4	P—K4	10 R—K sq.	Q—Q2
2 P—QB3	P—Q4	11 P—QB4 (a)	P—K5
3 Kt—B3	QKt—B3	12 R—K3	P×Kt
4 B—Kt 5	P—B3	13 R×P	Q—K3
5 Q—R4	KKt—K2	14 R—K3	Q×P
6 O—O	P×P	15 Q—Q sq.	B—B7
7 Q×P	B—KB4	16 Q—B3	Q—Q4
8 B×Kt ch.	P×B	17 Q—K2	B×Kt
		18 R×B	Q×RP
		19 Q—Q3	Q—Q4

20 Q—R6	K—B2	32 Q × RP	Kt—B5
21 Q—Kt 7	Q—R7	33 Q—B2	Q—Q4
22 Q × R	Q × R	34 P—B3	R × P ch.
23 R—K sq.	Q—R7	35 K—R sq.	R × P ch. (b)
24 Q—Kt 8	Q—R4	36 K × R	Q—R4 ch.
25 Q—Kt 3 ch.	Q—Q4	37 K—Kt 3	Q—Kt 4 ch.
26 Q—Kt 8	Q—Q2	38 K—B2	Q—Kt 7 ch.
27 Q × RP	Kt—Q4	39 K—K3	Q—K7 ch.
28 Q—Kt 8	R—Kt sq.	40 K × Kt	B—Q3 ch.
29 Q—Kt 3	B—Kt 5	41 K—Kt 4	Q—Kt 7 ch.
30 Q—B2	R—K sq.	42 Resigns.	
31 R—B sq.	R—K7		

(a) A badly played opening further degenerates with this move which costs a piece.

(b) Black announced here mate in nine moves. The finish is worthy of a much better game.

* * *

Game No. 346.

Played in the first round, April 6th.

EVANS GAMBIT.

<i>White</i>	<i>Black</i>		
W. H. K. Pollock.	D. M. Martinez.	14 KKt—K4	Kt—K2
1 P—K4	P—K4	15 B—R3	KKt—B3
2 KKt—B3	QKt—B3	16 QR—K sq.	B—K3
3 B—B4	B—B4	17 Kt—Q5	Kt × P
4 P—QKt 4	B × P	18 Kt × B	RP × Kt
5 P—B3	B—R4	19 P—B4	B × B
6 O—O	P—Q3	20 Q × B	R × B (b)
7 P—Q4	P × P	21 Q—Kt 4	R × P
8 Q—Kt 3	Q—B3	22 Kt—Kt 3	Kt—B3
9 P × P (a)	B—Kt 3	23 Q—Kt 3	R—R4
10 P—K5	P × P	24 P × Kt	Q—K3
11 P × P	Q—Kt 3	25 Q—KB3	O—O (c)
12 Kt—Kt 5	Kt—Q sq.	26 Kt—B5	Kt—K2
13 QKt—B3	P—KR3	27 Kt—Q4	Q—Q4
		28 Q—Kt 4	R—R5
		29 R—K4	Kt—Kt 3

(a) An obsolete form of this opening. Waller's attack by 9 P—K5, 9 P × P; 10 R—K sq., is the only way to keep up the pressure.

(b) If 20... Kt × Q; 21 Kt—B6 ch., and mates next move.

(c) Practically this ends the fight, as White's sacrifice of Pawns could only be compensated by an attack direct against Black's King which, however, has now taken safe refuge.

30 P—K6	P—KB4	41 R—Kt 7 ch.	K—Q3
31 Kt×P	Q×R	42 R×P	K—B3
32 Q×Kt	R×Kt	43 R—KB7	P—B5
33 Q×R	Q×Q	44 P—Kt 4	P—Kt 4
34 R×Q	R—K5	45 P—R4	P—B6
35 R—B7	P—B4	46 K—Kt 3	P—B7
36 R—K7	P—Kt 3	47 R—B sq.	P—Kt 5
37 K—B2	K—B sq.	48 P—Kt 5	P×P
38 K—B7 ch.	K—K sq.	49 P×P	P—Kt 6
39 R—B6	K—K2	50 R—B sq.	K—Q2
40 R×P	R×P (<i>d</i>)	51 Resigns.	

(*d*) The stronghold of White's last hope is gone.

* * *

Game No. 347.

Played in the second round, May 6th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	W. H. K. Pollock.		
1 P—K4	P—K4	26 Q—Kt 3	B×Kt (<i>b</i>)
2 KKt—B3	QKt—B3	27 R×B	P×P
3 B—Kt 5	P—QR3	28 P×P	Kt—R3
4 B—R4	Kt—B3	29 B—Q sq.	R (R2)—Kt 2
5 P—Q3	B—B4	30 R—Kt sq.	Kt×BP
6 Kt—B3	O—O	31 Q—R3 ch.	R—R2
7 O—O	P—Q3	32 Q—B3	Kt—R5
8 B—KKt 5	Kt—K2	33 Q×P ch.	Q×Q
9 Q—Q2	B—K3	34 R×Q	Kt—Kt 3
10 KKt—R4	Kt—Kt 3	35 QR—B sq.	Kt—B5 (<i>c</i>)
11 Kt—B5	B×Kt	36 P—Q4	Kt—K3
12 P×B	Kt—K2	37 R (B sq.)—B5 (<i>d</i>)	R×R
13 B×Kt	P×B (<i>a</i>)	38 P×R	Kt—Kt 4
14 P—KKt 4	P—Q4	39 R—Q6	P×P
15 Q—R6	Q—Q3	40 P—B6	Kt—K3
16 QR—Q sq.	K—R sq.	41 B—Kt 4	R—R3
17 K—R sq.	R—KKt sq.	42 B×Kt	R×P (<i>e</i>)
18 P—B3	R—Kt 4	43 R—Q8 ch.	K—Kt 2
19 B—Kt 3	P—B3	44 B—Kt 4	P—Q6
20 QR—K sq.	QR—KKt sq.	45 P—B4 (<i>f</i>)	P×P (<i>g</i>)
21 Kt—Q sq.	QR—Kt 2	46 K—Kt 2	P—B4
22 P—B3	B—Kt 3	47 B—Q sq.	R—Kt 3 ch.
23 B—B2	Kt—Kt sq.	48 K—B2	R—B3 ch.
24 Q—R4	P—KR4	49 K—Kt 2	R—Kt 3 ch.
25 Kt—B2	R—R2	50 K—B2	R—B3 ch.

Drawn.

- (a) Black has the better position after the exchanges with the strong centre which he can form, and the open KKt file that, as will be seen, can be utilized for the attack with heavy pieces.
- (b) B—B2, threatening Q—Q sq. or —K2, followed by P—K5, was much stronger.
- (c) The more simple K—Kt sq. was more safe too.
- (d) P × P, followed by B—B2, was better.
- (e) A very clever resource whereby he obtains Pawns sufficient for the piece given up, besides a strong attack.
- (f) White defends with remarkable ingenuity in an apparently hopeless position.
- (g) No more than a draw could have resulted after 45... P—Q7; 46 P × P, 46 R—B8 ch.; 47 K—Kt 2, 47 P queens; 48 B × Q, 48 R × B; 49 R—Q7, etc.

* * *

Game No. 348.

Played in the second round, May 9th.

GRECO COUNTER GAMBIT.

White	Black	8 Q × Q ch.	K × Q
D. M. Martinez.	W. H. K. Pollock.	9 B—KB4	P—B3
1 P—K4	P—K4	10 Kt—Q2	B—KB4
2 KKt—B3	P—KB4 (a)	11 O—O—O	Kt—Q2
3 P—Q4 (b)	P × KP	12 B—K2	P—B4 (d)
4 Kt × P	KKt—B3	13 B—K3	R—B sq.
5 Kt—Kt 4 (c)	P—Q4	14 Kt—B sq. (e)	P × P (f)
6 Kt × Kt ch.	Q × Kt	15 B × P	B—B4
7 Q—R5 ch.	Q—B2	16 Kt—K3 (g)	B—K3
		17 B × B	Kt × B (h)

- (a) Mr. Pollock is very partial to this dangerous opening which he sometimes adopts against the strongest players in important tournament games.
- (b) 3 P × P brings about, by a transposition of moves, a variation of the Philidor, for the reply 3... P—Q3 is considered best by all authorities, after which the "Modern Chess Instructor" proceeds with 4 P—Q4, 4 P—K5; 5 Q—K2, 5 Q—K2, 6 KKt—Q2!, etc.
- (c) The line of play initiated here and pursued in the next two moves is new, we believe, but hardly advisable, as Black's Pawns form a strong centre that becomes all the more formidable after the exchange of Queens.
- (d) With this advance Black gratuitously loosens his centre, and the weakness of his QP gives him the inferior position. He ought to have played B—K2, followed by R—KB sq. and —KKt sq., and his game was still slightly preferable.
- (e) An excellent move for the defence as well as for the preparation of a counter-attack in the centre.
- (f) This capture was unwise. He ought to have abandoned his plan of operations against the adverse King, and secured his own game by P—B5.
- (g) Well played. He gains a Pawn by force, with an excellent position.
- (h) If R × B, White equally wins a Pawn by P—QKt 4.

18 Kt×P	Kt—R5	23 R×P ch.	K—R3
19 Kt—B4 (<i>i</i>)	B×RP (<i>j</i>)	24 P—KKt 4	R—KKt 3
20 R—Q7 ch.	K—B3 (<i>k</i>)	25 P—KR4 (<i>m</i>)	R×R
21 Kt—R5 ch.	K—Kt3	26 R—Q6 ch.	R—Kt 3
22 KR—Q sq. (<i>l</i>)	R—B3	27 P—Kt 5 mate.	

(*i*) White conducts the attack with vigor and accuracy.

(*j*) The opponent threatened Kt×B, followed by B—Kt4 ch., and he could scarcely do better than what he did. If 19...B—B4; 20 P—KKt4, 20 P—KKt4; 21 Kt—R3, etc., or if 19...KR—K sq.; 20 B—Kt5, and wins; or if 19...Kt—B4; 20 P—QKt4, 20 Kt—Q6 ch.; 21 B×Kt, 21 P×B; 22 R×P, remaining with two Pawns ahead.

(*k*) The retreat of the King to the last row also left little hope of saving the game, for White might simply sweep off the Pawns on the Q side and win easily.

(*l*) It is rarely that such a fine position arises in the ending after the exchange of Queens. White has very cleverly driven the opponent into a mating net. He threatens now an elegant mate by 23 R×P ch., 23 K—B4 (or 23...K—R3; 24 R—Q6 ch., and mates next move); 24 B—Kt4 ch., 24 K—K4; 25 R—Kt5 mate.

(*m*) A masterly finish.

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Game No. 349.

Played in the first round, April 5th.

TWO KNIGHTS' DEFENCE.

White	Black		
W. H. K. Pollock.	J. Taubenhaus.	19 B×B	Q×B
1 P—K4	P—K4	20 P—KKt 4	P—B5
2 KKt—B3	QKt—B3	21 Kt×P	Kt×Kt
3 B—B4	Kt—B3	22 Q×Kt	P—Kt 4
4 Kt—Kt 5	P—Q4	23 B—Q6 (<i>c</i>)	P×P
5 P×P	Kt—QR4	24 R—Q5 (<i>d</i>)	Q×QBP
6 P—Q3	P—KR3	25 Q×Q	P×Q
7 KKt—B3	P—K5	26 R×QP	K—Kt 2
8 Q—K2	Kt×B	27 R—K sq.	B—B2
9 P×Kt	B—QB4	28 K—B sq.	KR—K sq.
10 P—KR3	O—O	29 R×R	R×R
11 Kt—K5 (<i>a</i>)	Q—K2 (<i>b</i>)	30 K—Q2 (<i>e</i>)	R—QKt sq.
12 Kt—Kt 4	Kt—R2	31 K—B3	R—K sq.
13 Kt—B3	P—KB4	32 Kt—B3	R—K7
14 Kt—R2	B—Q2	33 R—Q2	R—K5
15 B—B4	B—K sq.	34 Kt—Q4	K—B3
16 O—O—O	P—R3	35 R—K2	R×R
17 K—Kt sq.	P—KKt 4	36 Kt×R	B—Q4
18 B—K3	Kt—B3	37 P—Q4	B—Kt 7
		38 Kt—Kt sq.	B—B8
		39 P—Kt 3	P×P

40 RP × P	K—K3	50 P—R4	P × P
41 K—B5	K—K4	51 Kt—R3	K—K6
42 Kt—B3 ch.	K—B3	52 P—Kt5	P × P
43 Kt—Kt sq.	K—K4	53 Kt × KtP	K—B7
44 P—KB3 (<i>f</i>)	B—Kt7	54 K—B4	K—Kt7
45 P—B4	B—B8	55 K—Q4	P—R6
46 P—Kt4	B—Q6	56 Kt × P	K × P
47 P—Kt5	P × P	57 Kt × P	
48 P × P	B × P (<i>g</i>)		Drawn.
49 K × B	K—Q5		

(*a*) New, but a questionable experiment.

(*b*) For by 11... R—K sq.; 12 Kt—Kt4, 12 Kt × Kt; 13 P × Kt, 13 P—K6; 14 B × P, 14 B × B; 15 P × B, 15 Q—Kt4, Black would have obtained a strong strong attack.

(*c*) White has a won game in hand either simply by Q—Q4 or by pressure of a K side attack, commencing with P—KR4. The sally adopted was not accurately enough reckoned out.

(*d*) He probably saw now that if 24 Q × R, 24 B—B3; 25 Q × P, 25 R—R sq., winning the Queen.

(*e*) Better than 30 R × QRP, 30 R—K7, with a strong attack.

(*f*) Weak play, for this Pawn, where it stood, was less liable to be attacked and also kept the adverse King aloof in case White's King had to move off.

(*g*) Black's play for a draw is very ingeniously conceived.

* * *

Game No. 350.

Played in the second round, May 4th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	W. H. K. Pollock.	9 P—B3	B—K2
1 P—K4	P—K4	10 R—K sq.	O—O
2 KKt—B3	QKt—B3	11 Kt—Q4	Kt × Kt
3 B—Kt5	P—QR3	12 P × Kt	B—KB4
4 B—R4	Kt—B3	13 P—B3	Kt—Kt4
5 O—O	Kt × P	14 Kt—B3	P—QB3
6 P—Q4	P—QKt4	15 P—KR4	Kt—K3
7 B—Kt3	P—Q4	16 P—Kt4 (<i>a</i>)	B × RP
8 P × P	B—K3	17 P × B	B × R
		18 P × Kt	Q—R5
		19 B—K3 (<i>b</i>)	Q—Kt6 ch.

(*a*) White had, we believe, the better game at this point, where he unwisely rushes at a bait which his deep-sighted adversary has very ingeniously thrown, and which draws him on to a perilous line of play.

(*b*) P—K7 forced the adversary to draw, and this was probably his best plan.

20 K—B sq. (c)	P × P	24 Q × R ch.	K × Q
21 Q × B	R × P ch.	25 Kt—K2 (d)	Q—B6 ch.
22 B—B2	R × B ch.	26 K—Kt sq.	Q × Kt
23 Q × R	R—KB sq.	27 Resigns.	

(c) If 20 K—R sq., 20 P × P; 21 Q × B, 21 Q—R6 ch.; 22 K—Kt sq., 22 R × P, with a fine attack.

(d) A fatal error. R—Q sq. left still much scope for a good fight, in which Black, however, had the advantage with his two passed Pawns on the K side, and many prospective opportunities of drawing by perpetual check in case of emergency.

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BIRD'S GAMES.

* * *

Game No. 351.

Played in the first round, April 8th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
H. E. Bird.	D. G. Baird.		
1 P—K4	P—K4	17 Kt—Q2	Kt—Kt sq.
2 P—KB4	B—B4	18 Kt—B4	Kt—Q2
3 KKt—B3	P—Q3	19 P—Kt3	R—K3
4 P—QB3 (a)	B—KKt5	20 K—Q3	R—KR3
5 B—QB4	QKt—B3	21 R—R2	R—R6
6 Q—Kt3	B×Kt (b)	22 R—KKt2	R—Kt3
7 B×P ch.	K—B sq.	23 K—K2	K—B2
8 B×Kt	R×B	24 KR—Kt sq.	K—B3
9 P×B	Q—R5 ch.	25 B—Q2	R—R4
10 K—Q sq.	Q—BK7	26 B—K sq.	K—Kt2
11 K—B2	R—K sq.	27 B—B2	K—R3 (c)
12 Q—B4	P×P	28 Kt—Kt2	P—QB3
13 Q—B sq.	Q×Q	29 Kt—Q3	B—Q sq.
14 R×Q	P—KKt4	30 P—KR4	Kt—B sq. (d)
15 P—Q4	B—Kt3	31 P×P ch.	B×P
16 P—QR4	P—QR4	32 B—K sq.	R—B3
		33 P—B4	P—Kt3
		34 B—B3	R—B2
		35 P—K5	P—Q4

(a) The old attack which has rightly fallen into disuse, as B—B4 is stronger.

(b) Inferior to 6... Q—Q2, with the probable continuation: 7 B×P ch., 7 Q×B; 8 Q×P, 8 K—Q2; 9 Q×R, 9 B×Kt; 10 P×B, 10 Q×P, etc., with a strong attack.

(c) There was good and sound manœuvring in White's play since Queens were exchanged, whereas Black, with his K side attack, has only blocked his KR. It is also difficult to see the object of the text move.

(d) There was no good answer to White's fine last move. If 30... P×P; 31 R×R ch., 31 P×R; 32 Kt×P, 32 R—Kt4; 33 B×P, and wins.

36 P—B5	P × P	38 B—Q2	R—QR sq. (e)
37 Kt × P	R—R2	39 R × B	Resigns.

(e) A piece, and therefore the game, is lost forthwith, but he had only the choice of evils. If 38... R—B2; 39 B × RP, etc., or if 38... Kt—Kt3; 39 Kt—K6, and wins.

* * *

Game No. 352.

Played in the second round, May 7th.

SICILIAN OPENING.

<i>White</i>	<i>Black</i>		
D. G. Baird.	H. E. Bird.	21 B—K3	P—Kt 4
1 P—K4	P—QB4	22 Q—B4	P—Q3
2 KKt—B3	QKt—B3	23 Kt—Q4	R—K sq.
3 P—Q4	P × P	24 Kt—B3	B—B5
4 Kt × P	P—KKt3	25 Q—K2	B × B
5 Kt × Kt (a)	KtP × Kt	26 Q × B	Q—K2
6 B—Q3	B—KKt 2	27 P—B4	P—K4 (b)
7 O—O	P—KR4	28 R—Q2	Kt—B5
8 Kt—B3	P—R5	29 KR—Q sq.	R—R sq.
9 P—KR3	R—Kt sq.	30 Kt—R2	B—K3
10 Q—B3	P—K3	31 R—QB sq.	KR—QKt sq.
11 R—K sq.	Q—R4	32 Kt—B3	P—R4
12 B—QB4	B—K4	33 Q—B3	R—Kt 5
13 B—Kt3	Kt—B3	34 Q—B2	Q—Q2
14 B—Q2	Q—B2	35 R (B sq.)—Q sq.	KR—Kt 3
15 B—Kt 5	Kt—R4	36 Q—B3	P—R5
16 QR—Q sq.	P—B3	37 Kt × KP (c)	BP × Kt
17 B—B sq.	K—B2	38 R × P	Kt—K7 ch.
18 Kt—K2	P—QB4	39 K—R2	Q × R
19 P—B3	K—Kt 2	40 R × Q	Kt × Q
20 Q—Q3	R—Kt 3	41 R × B	R × R
		42 Resigns.	

(a) The adverse centre becomes very strong after this exchange.

(b) The manœuvring in the middle game was fair on both sides. Black's last move, however, weakened his centre, and White had better prospects of turning this in his favor by here playing Kt—Q2, with the view of reaching Q5 by way of QB3.

(c) Closing his rather undecided defensive tactics with a miscalculation that costs a Rook.

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Game No. 353.

Played in the first round, March 25th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
H. E. Bird.	J. W. Baird.		
1 P—K4	P—K4	27 B—B sq.	R (B sq.)—B2
2 P—KB4	B—B4	28 B—R6	Kt—R2
3 KKt—B3	P—Q3	29 K—Q2	R—K2
4 P—B3	B—KKt 5	30 B—K8	Kt—B sq. (c)
5 Q—Kt 3	B×Kt	31 B—QKt 5	Kt—Q3
6 P×B	Q—R5 ch.	32 B—QB4	Kt×B ch.
7 K—Q sq.	B—Kt 3	33 KtP×Kt	R—KB2
8 P—R4	Q—B7	34 P—R4	R (QB2)—K2
9 B—K2	P—QR4 (a)	35 P—R5	Kt—Q2
10 P×P	P×P	36 K—K2	Kt—B sq.
11 Kt—R3	KKt—B3	37 B—K3	P—R3
12 Kt—B4	Kt—B3	38 R—QKt sq.	R—Kt 2
13 Kt×B	P×Kt	39 P—Q4	BP×P
14 R—B sq.	Q—B4 (b)	40 P×P	P×P
15 Q—Kt 5	O—O	41 B×QP	R (B2)—QB2
16 Q×Q	P×Q	42 R—QB3	Kt—Q2
17 P—Kt 3	KR—Q sq.	43 R—Kt 5	Kt—B4
18 K—B2	QR—B sq.	44 B×Kt	R×B
19 P—Q3	Kt—Q2	45 K—K3	K—Kt sq.
20 P—KB4	R—K sq.	46 K—Q3	K—B2
21 P—B5	P—B3	47 R (B3)—Kt 3	R—B3
22 R—KKt sq.	K—R sq.	48 R×RP	R (Kt 2)—B2
23 B—R5	R—K2	49 R—Q5	R×P
24 R—Kt 3	Kt—B sq.	50 R—Q7 ch.	R×R ch.
25 B—R3	P—QKt 3	51 K×R	R—R2
26 QR—KKt sq.	R—Q2	52 K—Kt 4	K—K2

And after a few more moves the game was given up as drawn. (d)

(a) He could not venture on 9... QKt—B3, on account of 10 P—R5, 10 Kt×P; 11 R×Kt, 11 B×R; 12 Q×KtP, followed by Q—Kt 5 ch. and Q×B.

(b) Q×RP was superior.

(c) Black prudently does not accept the proffered sacrifice of two Bishops against Rook and Pawn, for the opponent was sure afterward to win also the QKtP, and Black's Rook and two Knights were then no match against the adverse combined two Rooks which would have made havoc among Black's isolated Pawns.

(d) The game has been well defended by Black, and the position had assumed a drawish character for some time.

* * *

Game No. 354.

Played in the second round, April 18th.

SICILIAN DEFENCE.

<i>White</i>	<i>Black</i>		
J. W. Baird.	H. E. Bird.		
1 P—K4	P—QB4	30 R×Q	P×P
2 KKt—B3	QKt—B3	31 R×QP	B—B4
3 P—Q4	P×P	32 QR—Q sq.	R—QKt sq.
4 Kt×P	P—Q3	33 P—QKt 3	QR—B sq.
5 B—K3	B—Q2	34 R—Q5	B×P
6 B—Q3	Kt—B3	35 B×B	K×B
7 O—O	P—KKt 3	36 R—Q7	P×QR4
8 Kt—B3	B—Kt 2	37 R (Q sq.)—Q2	KR—K sq.
9 QKt—K2	KKt—Kt 5	38 R (Q7)—Q4	R—B6
10 Q—Q2	P—KR4	39 R—KB2	R—K3
11 Kt×Kt	P×Kt	40 P—KR4	R—B8 ch.
12 B—Q4	B×B	41 K—R2	KR—K8
13 Kt×B	Q—Kt 3	42 R—Q6	R—R8 ch.
14 Q—B3	O—O	43 K—Kt 3	R—B6 ch.
15 P—KR3	Kt—K4	44 R—B3	R×R ch.
16 B—K2	P—QB4	45 K×R	R—QR8 (c)
17 Kt—B3	P—B3 (a)	46 P—R4	R—QKt 8
18 Kt—R4	K—R2	47 R—Kt 6	R—B8 ch.
19 P—B4	Kt—B3	48 K—Kt 3	R—Q8
20 P—B5	Kt—Q5	49 R—Kt 5	R—Q6 ch.
21 P×P ch.	K—Kt 2	50 K—R2	R—K6
22 B—B4	P—K3	51 R×P (d)	R×P
23 Q—Q2	P—Q4	52 R—R8	K—B4
24 P×P	P×P	53 P—R5	R—Kt 5
25 B×P	QR—Q sq.	54 K—R3	R—Kt 6 ch.
26 P—B3	Q—Q3	55 P—Kt 3	R—Kt 8
27 B—B7	Q—Kt 6	56 R—KR8 (e)	R—R8 ch.
28 P×Kt (b)	Q×Kt	57 K—Kt 2	R—QR8
29 Q—B4	Q×Q	58 R×P ch.	K—Kt 5
		59 R—QKt 5	R—R7 ch.
		60 K—B sq.	
			Drawn. (f)

(a) The loosening of his K wing by this advance exposes him to a dangerous attack.

(b) Much better was Q—KB2.

(c) If R×P, Black wins easily by R—R6.

(d) White's play could have been much amended, but still it was good enough for winning purposes up to this juncture, where he ought to have played P—Kt 3 first, followed by K—Kt 2, in order to reach the centre with his King.

(e) The opponent has constructed an ingenious drawing position which would have held good even against 56 P—R6, for then followed 56...R—Kt 7; 57 P—R7, 57 R—QR7, and draws.

(f) After 60... K×P; 61 P—R5, 61 K—Kt 5; 62 P—KR6, 62 R—KR7; 63 P—R6, 63 R×P; 64 P—R7, 64 R—R8 ch.; 65 K—Kt 2, 65 R—QR8, the draw is manifest.

* * *

Game No. 355.

Played in the second round, April 25th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	H. E. Bird.	12 Q—K5	Q—B3 (b)
1 P—K4	P—K4	13 Q×P (Q5)	B—K2
2 KKt—B3	QKt—B3	14 B×P!	Q—KKt 3
3 B—Kt 5	Kt—Q5	15 B×B ch.	Kt×B
4 Kt×Kt	P×Kt	16 Q—Q8 ch.	K—Kt 2
5 O—O	P—KR4	17 Q×Kt	R—B sq.
6 P—Q3	B—B4	18 Q—K5 ch.	K—R2
7 B—KB4	P—KKt 4?	19 Kt—Q2	R—KKt sq.
8 B—Q2	P—QB3	20 P—KKt 3	B—R6
9 B—QB4	P—Q4? (a)	21 Kt—K4	R—Kt 2
10 P×P	P×P	22 Kt—B6 ch.	K—R3
11 Q—K2 ch.	K—B sq.	23 Q—B4 ch.	Q—Kt 4
		24 Q×Q ch., and wins.	

- (a) This error costs a Pawn at least and quite unsettles his position besides.
 (b) Black plays desperately and tries on sacrificing tactics. P—B3 was his best under bad circumstances.
 (c) White's play has been very clever from the point where the opponent left the winning opportunity open.

* * *

Game No. 356.

Played in the first round, April 3d.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	C. F. Burille.	4 KKt—B3	B—Q3
1 P—KB4	P—Q4	5 Kt—B3	P—QR3
2 P—K3	KKt—B3	6 O—O	P—B4
3 B—K2	P—K3	7 Q—K sq.	Kt—B3
		8 P—Q4	P—QKt 3 (a)
		9 Q—Kt 3	O—O

- (a) Having already made preparations by P—QR3 to maintain his chain of Pawns on the Q side, he now could have played P—B5 more effectively.

10 Kt—K5	B—Kt 2	34 P—Q5	R—Q3
11 Kt×Kt	B×Kt	35 K—Kt 2	K—Kt 3
12 Q—R3	Kt—K5 (b)	36 B—R7	B—Q sq.
13 Kt×Kt	P×Kt	37 R—B5	K—B4
14 P—B3	P—B4	38 P—KR3 (c)	R—KKt 3 ch.
15 P—KKt 4	Q—K2	39 K—B sq.	K×P
16 R—B2	B—K sq. (c)	40 R—B6	R×R
17 R—Kt 2	P×QP?	41 P×R	B—B2
18 KP×P	P—QKt 4	42 K—K2	P—KR4
19 B—K3	B—B3	43 B—B2	K—B4
20 P×P	P×P	44 B—Q4	K—K3
21 K—R sq.	Q—K3	45 K—K3	K—Q4
22 QR—KKt sq.	R—B2	46 B—R7	B—Q3
23 P—QKt 3	B—Q4	47 B—Q4	B—B2
24 R—Kt 5	B—K2	48 P—QR4	B—Q3
25 R—R5	P—Kt 3	49 B—B6	B—B2
26 P—B4!	P×P	50 B—Kt 5	P—QR4
27 P×P	B×P	51 P—KR4	K×P
28 R×KtP ch. (d)	Q×R	52 K×P	B—Kt 6
29 B×B	R—Kt sq.	53 B—K7	B—K8
30 B×R ch.	K×B	54 K—B5	K—Q4
31 Q×P ch.	Q×Q	55 K—Kt 5	K—B5
32 R×Q ch.	B—B3		Drawn.
33 R—QR5	R—Kt 3		

(b) Much better was P—QKt 4, with the view of driving off the adverse Knight by P—Kt 5.

(c) Waste of time. Compare Black's nineteenth move.

(d) White's very ingenious attack might have yielded more decisive results here if he had first played B×B, for after 28... Q×B; 29 R×P ch., if 29... K—B sq.; 30 R×BP, and should win. Or if 29... P×R; 30 R—R8 ch., 30 K—Kt 2; 31 R×R, with a Pawn ahead and a strong attack.

(e) Losing a valuable Pawn which he could have easily protected with increased force of attack by B—Kt 8.

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Game No. 357.

Played in the second round, April 29th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
C. F. Burille.	H. E. Bird.	5 Q—Kt 3	P—B4
		6 B—Q3	P—QKt 3
		7 KKt—K2	Kt—B3
1 P—Q4	P—KB4	8 P—QR3	B×Kt ch.
2 P—QB4	KKt—B3	9 Q×B	O—O
3 QKt—B3	P—K3	10 P—QKt 3 (a)	B—Kt 2
4 P—K3	B—Kt 5	11 B—Kt 2	P×P

12 P × P	Kt—K2	24 K × Kt	R—Kt 3
13 O—O	R—B sq.	25 K—K3	R × Kt
14 QR—K sq.	Kt—Kt 3	26 R—B2	R × KtP
15 Q—Q2	Kt—K5	27 QR—KB sq.	P—B5 ch.
16 Q—B sq.	Q—R5	28 K—K2	B × P ch.
17 P—B3	Kt—Kt 4	29 K—K sq. (d)	R × R
18 Kt—Kt 3 (b)	Kt—B5	30 R × R	Q—Kt 8 ch.
19 Q—B3	R—KB3	31 B—B sq.	B—K5
20 B—B sq.	R—R3 (c)	32 R × P	R—B sq.
21 B × Kt	Q × P ch.	33 R × R ch.	K × R
22 K—B2	Kt—R6 ch.	34 P—B5	B—Kt 7
23 K—K3	Kt × B	35 Resigns.	

(a) P—Q5 was stronger, as Black could not capture twice, for then White, after pinning by B—B4, could also bring Kt—B4 and Q—Q8 to bear upon it. P—QKt4 was also better.

(b) An error which is severely punished. B—B3, followed by B—Q2, was the right play.

(c) Beautiful and decisive.

(d) There was no better answer to White's last master-move, for if K × B, then followed Q—Kt 6 ch. and Q—K6 ch., winning the Rook.

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Game No. 353.

Played in the first round, April 5th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	G. H. D. Gossip.	8 Kt—Kt 3	QKt—B3
1 P—KB4	P—Q4	9 P—Q3 (a)	KKt—B3
2 KKt—B3	P—K3	10 Kt—K5? (b)	P—Q5!
3 P—K3	KKt—B3	11 P × P	P × P
4 P—QKt 3	B—Q3	12 Kt × Kt	P × Kt
5 B—Kt 2	O—O	13 Q—B3? (c)	Q—R4 ch.!
6 Kt—B3	P—B4	14 K—Q sq.	Kt—Q4
7 Kt—K2	Kt—K5	15 B × P	B × KBP
		16 P—B4?? (d)	Q—Q7 mate.

(a) A weak move which seriously loosens his centre.

(b) He had nothing better than P—Q4 now.

(c) Suicidal, but his position was already very bad. If 13 B × P, 13 B—Kt 5 ch.; 13 P—B3, 13 Q × B, with a fine game.

(d) Of course a disastrous blunder, but the game was irredeemable. If 16 P—B3, 16 P—K4, and wins. Again if 16 Kt—K4, 16 P—KB4, and wins.

* * *

Game No. 359.

Played in the second round, May 4th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	H. E. Bird.	20 Q—Q sq.	P—Q4 (a)
1 P—Q4	P—KB4	21 RP×P	QR×P
2 P—QB4	KKt—B3	22 P×BP	Kt×P
3 QKt—B3	P—K3	23 B—R3	Kt—Kt 6
4 P—K3	P—B4	24 B×R	Kt×R
5 Q—Kt 3	B—Kt 5 ?	25 Q×Kt	P—KR4 (l.)
6 P—QR3	B×Kt ch.	26 Q×P	R—Kt 2
7 P×B	Kt—R3	27 Q—B5	R—QB2
8 Kt—B3	P—QKt 3	28 B—Q6	R—B sq.
9 B—K2	O—O	29 B—K5	P—R5
10 O—O	B—Kt 2	30 Kt—K2	P—R6
11 Kt—K5	P—Q3	31 Kt—Kt 3	P×KtP
12 B—B3	Kt—K5	32 R—QKt sq.	Q—B2
13 Kt—Q3	Q—Kt 4	33 Kt—K2	R—KB sq.
14 B×Kt	P×B	34 B—Kt 3	B—K sq.
15 Kt—B4	Q—B4	35 P×P	P×P
16 P—QR4	P—KKt 4	36 Kt—Q4	K—R2
17 Kt—K2	B—B3	37 R—Kt 6	B—Q2
18 Kt—Kt 3	Q—Kt 3	38 Q—Q6	Q—R4
19 P—R5	QR—Kt sq.	39 Q×B ch.	R—B2
		40 Q—QR4, and wins.	

(a) This mistake is cleverly shown up in White's next three moves. P—Q3 was the right play.

(b) Unaccountable. His only chance was clearly K×B. The opponent now maintains his piece, and the struggle, though somewhat prolonged, is a one-sided one.

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Game No. 360.

Played in the first round, March 28th.

SICILIAN DEFENCE.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	H. E. Bird.	3 Kt—B3	P—KKt 3
1 P—K4	P—QB4	4 P—Q4	P×P
2 KKt—B3	QKt—B3	5 Kt×P	B—Kt 2
		6 B—K3	P—Q3
		7 B—QB4 (a)	B—Q2

8 O—O	P—KR4	25 R—Kt 3	Kt—KR4
9 P—B4	Kt—B3	26 Kt—Q5	Kt × Kt
10 P—KR3?	P—R5	27 P × Kt	Q—B4 ch.
11 P—B5	Kt—K4	28 B—B2	Q × QP
12 B—K2	R—QB sq.	29 Kt—Kt 5	Kt—B5
13 P × P	P × P	30 Q—Kt 4	R—KB sq.
14 B—QKt 5	K—B2	31 R—Q sq.	Q—B5
15 B × B	Q × B	32 R—Q2 (c)	R—R4
16 Kt—B3	Kt—B5	33 P—KR4	B—R3
17 B—Q4 (b)	P—K4	34 R × KtP	B × Kt
18 B—B2	Kt × KtP	35 P × B	P—Q4
19 Q—Q2	Q—B3	36 R—Kt 3	P—Q5
20 B—K sq.	Kt—B5	37 R—KB3	Q × RP
21 Q—Q3	Kt—Kt 7	38 B × P	Q—Kt 8 ch.
22 Q—K2	K—Kt sq.	39 K—B2 (d)	R—R8
23 R—Kt sq.	Kt—B5	40 K—Kt 3	Kt—R4 ch.
24 B × P	Kt—Kt 3	41 Q × Kt	R × Q, and wins.

(a) This Bishop is not well posted here in this opening.

(b) He does not recover from the loss of a Pawn to which he now exposes himself. He should have retreated B—B sq.

(c) A pretty position. If 32 either R × P, 32 Kt—K7 ch.; 33 K—B sq. ! (or 33 K—R sq. or —R2, 33 Q × Q, and wins), 33... Kt—Kt 6 double ch.; 34 K—K sq. !, 34 Q × Q; 35 P × Q, 35 R—R8 ch., and wins.

(d) His game is untenable whatever he may do. If 29 R—B sq., 29 Kt—R6 ch., and wins.

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Game No. 361.

Played in the second round, April 21st.

IRREGULAR OPENING.

White	Black		
H. E. Bird.	J. M. Hanham.	6 Kt—B3	P—QR3 (b)
		7 B—R5 ch.	P—Kt 3
		8 B—B3	Kt—B2
1 P—KB4	P—Q4	9 B—Kt 2	Kt—Q2
2 P—K3	P—K3	10 O—O	P—KR4 (c)
3 KKt—R3	KKt—R3 (a)	11 Q—K sq.	Q—K2
4 P—QKt 3	P—KB3	12 P—QR4	R—R2
5 B—K2	B—Q3	13 Q—K2	P—QB3

(a) The unusual development of the KKt which both parties adopt is more favorable for Black who has good prospects of forming a centre, commencing with P—KB3.

(b) Much better was P—QB4 or Kt—B2.

(c) We see no positive object in this advance which loosens his K side.

14 P—R5	P—K4	39 R—R4	K—K2
15 P×P	P×P	40 K—B3	R—B2
16 B×QP (<i>d</i>)	P×B	41 K—Q4	K—B3
17 Kt×P	Q—K3	42 R—QKt 4	R—Q2
18 Q—B4	Kt—B sq.	43 R—Kt 6	K—K2
19 B—R3	R—Kt 2	44 P—B5	Kt—B sq.
20 B×B (<i>e</i>)	Kt×B	45 R×B (<i>g</i>)	P×R
21 Kt—B7 ch.	R×Kt	46 R—R6	K—Q sq.
22 Q×R	Q—K2	47 R×P (<i>h</i>)	Kt—K2
23 Q×Q ch.	K×Q	48 P—Q6	Kt—B3 ch.
24 Kt—Kt 5	B—B4	49 K—Q5	R—KB2
25 P—Q3	P—K5 (<i>f</i>)	50 K—K6	R—B sq.
26 P—Q4	Kt—K3	51 P—KKt 3	Kt—Q5 ch.
27 Kt×Kt	K×Kt	52 K—K5	Kt×RP
28 P—B4	R—QB sq.	53 R×P	R—K sq. ch.
29 R—R4	R—B2	54 K—Q5	Kt×P
30 R—Kt 4	K—K2	55 P—R5	Kt—B3
31 K—B2	B—K3	56 P—Kt 4	P—R4
32 K—K sq.	B—B sq.	57 P—R6	P—R5
33 K—Q2	B—K3	58 R—B7	R—K4 ch.
34 P—R4	B—B4	59 K—B4	R—K3
35 R—B4	K—Q2	60 R—B8 ch.	K—Q2
36 K—B3	Kt—Kt 4 ch.	61 P—R7	R—R3
37 K—Q2	Kt—Q3	62 P queens, and wins.	
38 P—Q5	R—B4		

(*d*) A high-spirited sacrifice, based on fine position judgment.

(*e*) By 20 R—B6, 20 Q—Q2; 21 Kt—Kt 6, 21 Q—Q sq.; 22 B×R, 22 Q×R; 23 B×Kt, he would have recovered his piece fully and kept two Pawns ahead.

(*f*) R—B sq. was much better.

(*g*) The culmination at this juncture of White's finely-conceived plan has been led up to with consummate skill.

(*h*) Still more decisive was 47 R—R8 ch. first, for Black's Knight was then kept more inactive.

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Game No. 362.

Played in the first round, April 15th.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	H. E. Bird.		
1 P—K4	P—K4	4 Kt×P	KKt—B3
2 P—QB3	P—Q4	5 Q—R4 ch.	B—Q2 (<i>a</i>)
3 Kt—B3	P×P	6 Q—Kt 3	B—K3
		7 Q×P	B—Q3
		8 Q×R	B×Kt
		9 B—Kt 5 ch.	P—B3

10 B × P ch.	Kt × B	20 B—B5	Q—B3
11 Q × P ch.	B—Q2	21 B × R	Q—Q5 ch.
12 P—B4	Q—Kt sq.	22 K—R sq.	K × B
13 Q—Q4	P × P en pass.	23 Q—Kt 3	B—Q3
14 Q × QP	O—O	24 Q—KB3	P—Kt 3
15 B—K3 (b)	Q × P	25 P—KR3	Kt—K6
16 O—O	Q × R	26 R—B2	Kt × BP
17 Q—B2	B—K3	27 Kt—B3	B—QB4
18 P—KB4	B—Kt sq.	28 Kt—Q sq.	B—Q4
19 P—B4	Kt—Kt 5	29 R—K2	Q—Kt 8 mate.

(a) An error which costs the exchange.

(b) Black had a lost game but for this stroke of fortune which delivers a clear Rook into his hands.

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Game No. 363.

Played in the second round, May 15th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
H. E. Bird.	N. MacLeod.	12 Kt × B	Kt—B7 ch.
		13 K—B2	P × Kt
		14 P—KKt 3	Q—B3
1 P—K4	P—K4	15 R—B sq.	B—B4
2 P—KB4	P—Q3	16 P—Q4	Q—B4 ch.
3 P—QB3	QKt—B3	17 K—Kt 3	Q—Q4 ch.
4 Kt—B3	Kt—B3	18 Q—B4	Q—Kt 7
5 B—Kt 5	B—Q2 (a)	19 P × B	Kt—Q6
6 P—Q3	P—QR3 (b)	20 Kt—Q2	Kt × B ch.
7 B × Kt	B × B	21 QR × Kt	Q × Kt (e)
8 P × P	P × P	22 Q × P ch.	K—Kt sq.
9 Kt × P	Kt × P (c)	23 R—B4	Q—Q4 ch.
10 Q—K2	Q—R5 ch.	24 K—R3	Resigns.
11 K—Q sq.	O—O—O (d)		

(a) If 5...Kt × P; 6 Q—K2, 6 Kt—B4!; 7 P × P, 7 B—K2!; 8 P—Q4, with the superior game.

(b) Losing a Pawn. It was necessary now to capture the BP.

(c) Not deep enough, though rather ingenious up to the point of its incorrectness.

(d) It only amounted to a transposition of moves if he checked at once by Kt—B7, for he had then to guard against Kt × B disch. or Kt—Kt 6 disch.

(e) The loser. He could at least prolong the struggle by 20...R × Kt; 21 Q × P ch., 21 K—Kt sq. !; 22 K—R3, 22 P—Kt 4; etc.

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Game No. 364.

Played in the first round, March 30th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	H. E. Bird.		
1 P—KB4	P—KB4	30 B × P ch.	K × B
2 KKt—B3	P—K3	31 Q—Kt 3 ch.	Q—Kt 3
3 P—K3	B—K2 (<i>a</i>)	32 Q—B3 ch.	Q—B3
4 P—QB4	KKt—R3	33 Q—Kt 3 ch.	K—R3
5 P—QKt 3	B—KB3	34 R × R	R × R ch.
6 Kt—B3	O—O	35 Q × R	Q × P
7 QR—Kt sq.	P—Q3	36 B—K6	B × B
8 B—Kt 2	B—Q2	37 Q × B ch.	K—Kt 2
9 P—Q4	Q—K sq.	38 P—R3	Q—K4
10 B—Q3	Kt—B3	39 Q—Q7 ch.	Q—K2
11 P—QR3	P—K4	40 Q—Kt 4 ch.	K—R sq.
12 QP × P	P × P	41 Q—B8 ch.	K—Kt 2
13 Kt—Q5?	P—K5	42 Q—Kt 4 ch.	K—B2
14 Kt × BP	Q—Q sq.	43 Q—R5 ch.	K—K3
15 B × B (<i>b</i>)	Q × Kt	44 P—KKt 4	K—Q2
16 B—Kt 2	QR—Q sq.	45 Q—B5 ch.	K—B2
17 B—B2	P × Kt	46 K—Kt 2	Kt—K4
18 Q—Q5 ch.	R—B2	47 P—KR4	K—Q3
19 Q × P	R—K sq.	48 Q—KB2	P—Kt 3
20 O—O	Kt—Kt 5	49 Q—Q2 ch.	K—K3
21 P—K4	Q—Kt 3 ch.	50 Q—R2 ch.	K—Q2
22 K—R sq.	Kt—K6	51 Q—Q5 ch.	K—B2
23 B—Q3	Kt × R	52 Q—K4	K—Q3
24 P—B5	Q × BP	53 K—Kt 3	P—KR3
25 R × Kt	P × P	54 Q—B4	Q—K3
26 B × KP	KR—K2	55 P—Kt 5	P—R4
27 P—QKt 4	Q—Q3	56 Q—B8 ch.	K—Q4
28 B—Kt sq.	R—K8 (<i>c</i>)	57 Q—Q8 ch.	K—K5
29 B—R2 ch.	K—R sq.	58 Q—R8 ch.	K—K6
		59 K—Kt 2 (<i>d</i>)	Q—Kt 5 ch.
		60 K—B sq.	Q—K7 ch.
		61 Resigns.	

(*a*) This Knight is not well placed here.(*b*) An error. By taking the Rook he would have remained with Rook and two Pawns for two minor pieces with much better prospects of making an even fight.(*c*) Ill-considered and allowing the opponent to prolong resistance by an ingenious combination.(*d*) At last White's brave and clever defence is without further resource.

* * *

Game No. 365.

Played in the second round, April 24th.

ENGLISH OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	D. M. Martinez.	30 QR—B2	QR—K sq.
1 P—QB4	P—K4	31 Q×QP	Q—R2
2 QKt—B3	QKt—B3	32 Kt—Q3	Q—K5
3 P—KKt3	P—B4	33 R×R	Q×R ch.
4 B—Kt2	Kt—B3	34 Kt—B2	Q×P
5 P—QR3	B—B4 (a)	35 Q—Q7	R—K8
6 P—K3	O—O	36 Q—B8 ch.	K—B2
7 KKt—K2	R—K sq.	37 Q—B5 ch.	K—R sq.
8 P—QKt4	B—B sq.	38 K—R3 (e)	Q×QP
9 Q—O	P—Q3	39 R—Q3	Q—B3
10 B—Kt2	P—K5	40 Q×Q	B×Q
11 Kt—B4	Kt—K4	41 R—Q6	K—Kt2
12 Q—K2	P—KKt4	42 Kt—Kt4	B—Kt7
13 KKt—Q5	KKt—Q2	43 Kt×P	B×P
14 P—B3	Kt—Q6	44 Kt—B5 ch.	K—B2
15 P×P (b)	QKt—K4	45 R—Q7 ch.	K—B3
16 Kt—Q sq.	Kt×B	46 Kt—R6	B×P
17 Kt×Kt	P×P	47 R×P	P—R4
18 Kt—B6 ch.	K—R sq.	48 R—QB7	R—QB8
19 Q—R5 (c)	R—K2	49 R—QR7	R—B5
20 B×P	P—KR3	50 K—Kt2	K—Kt3
21 P—Q4	Kt—Q2	51 Kt—B7	K—B4 (f)
22 Q—Kt6	Kt×Kt	52 R×P ch.	K—B3
23 Q×Kt ch.	B—Kt2	53 R—R7	R—B7 ch.
24 Q—Kt6	Q—Kt sq.	54 K—R3	P—B4
25 R—B2	P—B3	55 Kt—Q8	P—B5
26 QR—KB sq.	B—R6 (d)	56 K—Kt4	B—Q7
27 B—Kt2	B×B	57 R—R6 ch.	K—K4
28 K×B	R×P	58 Kt—B7 ch.	K—Q5
29 R—B3	R—K7 ch.	59 P—R3	P—B6
		60 R—R4 ch.	K—B4
		61 Kt×P (g)	K—Kt4 (h)

(a) B—K2 was better.

(b) Black must have overlooked that after this fine move White will recover the piece in case of 15... Kt×B; by 16 P—Q4.

(c) As usual, the simplest was the best, and he should have captured the Rook.

(d) Black sees through the adverse trap. If 26... R—K3; 27 Q—B5, 27 R—B3; 28 Q×R, 28 B×Q; 29 R×B, with a winning attack.

(e) It was very imprudent to play for more than a draw in this position.

(f) Overlooking the loss of a Pawn by Black's clever reply.

(g) Fatal infatuation. Kt—K5 would have still drawn, and he could expect no more.

62 R—R8	R—Kt7	71 K—K6	R—Kt3 ch.
63 Kt—B3	R—Kt5 ch.!	72 K—B5	K—Q sq.
64 K—B5	P—B7	73 P—Kt4	R—Kt4
65 R—Kt8 ch.	K—R3	74 K—K6	K—K sq.
66 R—QB8	P queens	75 Kt—Kt6	R—KKt4
67 R×Q	B×R	76 Kt—K5	B—Kt7
68 P—R4	K—Kt2	77 Kt—B4	B—Kt2
69 P—R5	K—B sq.	78 Kt—Q6 ch.	K—B sq.
70 Kt—K5	R—Kt4	79 Resigns.	

(h) A very beautiful display of ending game ingenuity commences here and is continued to the finish.

* * *

Game No. 366.

Played in the first round, April 13th.

SICILIAN DEFENCE.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	H. E. Bird.		
1 P—K4	P—QB4	26 Kt—Kt4	P—R6
2 KKt—B3	QKt—B3	27 R—Q3	Q—B3
3 P—Q4	P×P	28 R—Q5	P—B3
4 Kt×P	P—Q3	29 Kt—B sq.	KKt—Kt3
5 QKt—B3	Kt—B3	30 R—Q3	R—Q sq. (a)
6 QB—Kt5	B—Q2	31 R—B sq.	R×R
7 O—O	P—KR4	32 Q×R	Kt—Q2
8 P—B3	P—KKt3	33 K—R sq.	Kt—Q3
9 QKt—K2	B—Kt2	34 R—K sq.	Q—B5
10 P—B3	P—R5	35 Q—B2	Kt—Kt4
11 B—K3	Kt—K4	36 Kt—QR2	Kt—Q3
12 P—KR3?	P—R3	37 Kt—Kt4	P—R4
13 B×B ch.	Q×B	38 Kt—Q5	P—R7
14 P—KB4?	Kt—B5	39 Kt(Kt4)—K3	Q—B3 (b)
15 Q—Q3	Kt×KtP	40 Kt×B	K×Kt
16 Q—B2	Kt—B5	41 Kt—Q5 ch.	K—B2
17 B—B2	QR—B sq.	42 Q×P	Q—B5
18 QR—Q sq.	Q—B2	43 Q—R3	Q—B3
19 KR—K sq.	Kt—Q2	44 P—B4	R—K sq.
20 Kt—B3	B—B3	45 B×P	P—R5
21 QKt—Q4	P—K4	46 P—B5	Kt—Kt2
22 Kt—K2	P—QKt4	47 Kt—Kt4	Q×BP
23 P—R4?	P×RP	48 Q×P	Kt—Kt3
24 P×P	P×P	49 Q—Kt3 ch.	Q—B5
25 Kt—R2	B—K2	50 Q×Q ch.	Kt×Q
		51 R—KB sq.	R—K3
		52 Kt—Q5	Kt—Q7
		53 R—QB sq.	Kt—Q3

54 R—B7 ch.	K—B sq.	58 R—B6	K—B2
55 B×P	Kt (Q7)×P	59 K—Kt sq. (c)	Kt—K sq.
56 B—K7 ch.	K—Kt sq.	And the game was finally drawn.	
57 B×Kt	Kt×B		

(a) Q—B3, followed soon by Q—Kt4, was superior.

(b) 39... Q×KP; 40 Q×P, 40 B—Q sq., would have maintained his advantage in material, with a good game.

(c) White has made an excellent fight, considering that he was at one time two Pawns to the bad.

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Game No. 367.

Played in the second round, May 14th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
H. E. Bird.	J. Taubenhaus.		
1 P—KB4	P—QKt3	16 P×P	Kt—B4 (b)
2 KKt—B3	B—Kt2	17 Q—R3 ch.	K—Kt sq.
3 P—K3	P—K3	18 P—Q4	B—B sq.
4 B—K2	P—Q4	19 Q—Kt3	Kt—K3
5 O—O	B—Q3	20 Q×P	P—B3
6 P—QKt3	Kt—K2	21 R×R ch.	B×R
7 B—Kt2	O—O	22 R—KB sq.	Q—K2
8 Kt—B3	P—QR3	23 P—K4	Kt×P
9 B—Q3	Kt—Q2	24 P×P	B—B4
10 Q—K2	Kt—Kt3	25 R×B	Kt×R
11 Kt—Kt5	P—K4	26 Kt—K4 (c)	Q—R5
12 B×Kt	RP×B	27 Kt—B6 ch.	K—R sq.
13 Q—Kt4	B—K2	28 P—KKt3	Q—R6
14 Kt—K6 (a)	P×Kt	29 Kt—Kt4	B—B4 ch.
15 Q×P ch.	K—R2	30 Kt—B2	B×Kt ch.
		31 K×B	Q×RP ch.
		32 K—B3	R—KB sq.
		33 Resigns.	

(a) An unsound sacrifice. The two Pawns for the piece are no match, especially in White's undeveloped state.

(b) More plain, but better was R×R ch., followed by Kt—KB sq.

(c) He probably overlooked Black's powerful defence, for otherwise it was clear that Q×Kt gave him more hope of a good fight.

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TAUBENHAUS' GAMES.

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Game No. 368.

Played in the first round, April 2d.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	D. G. Baird.		
1 P—K4	P—K4	16 Kt—R3	Q × P
2 QKt—B3	B—B4	17 K Kt—B2	KR—Q sq.
3 P—KB4	P—Q3	18 Q—K3	R—Q5
4 K Kt—B3	QKt—B3	19 QR—B sq.	Q—R5
5 B—Kt 5	K Kt—B3	20 Kt—B3	Q—Kt 5
6 P—Q3	O—O	21 R—B2	QR—Q sq.
7 P—B5?	P—Q4	22 P—Kt 4	Kt × KP !
8 B × Kt	P × B	23 Kt × Kt	R—Q8 ch.
9 Q—K2	P × P	24 K—B2	R × R
10 P × P	P—QR4	25 K—Kt 2	R—QR8
11 Kt—Kt 5 (a)	B—QR3	26 P—B6	Q—Q5
12 Q—B3	Q—Q5	27 Q—B2	B—Q6
13 Kt—Q sq.	P—KR3	28 Q—B5	R—Kt 8 ch.
14 B—K3	Q—B5	29 K—R3	Q—K6 ch. (b)
15 B × B	Q × B	30 K—R4	P—Kt 4 ch.
		31 Kt × P	B × Q
		32 Resigns.	

(a) If 11 Kt × P, 11 R—K sq.; 12 Kt—Q3 !, 12 B—Q5; 13 P—K5, 13 QB × P, with a fine attack.

(b) Black finishes off with vigorous precision, which is quite in harmony with his excellent play throughout this game.

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Game No. 369.

Played in the second round, April 27th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. G. Baird.	J. Taubenhau.	21 P—R3 ?	B—QB sq.
1 P—K4	P—K4	22 Q × P	Q—Kt sq.
2 KKt—B3	QKt—B3	23 Q × Q	R × Q ch.
3 B—Kt 5	Kt—B3	24 B—Kt 3	B × B
4 O—O	Kt × P	25 P × B	R × P ch.
5 P—Q4	P—QR3	26 K—B2	R × P
6 B—R4	P—QKt 4	27 Kt—Q5	K—Kt 4
7 Kt × P (a)	Kt × Kt! (b)	28 R—Kt sq. ch.	B—Kt 5
8 P × Kt	Kt—B4 (c)	29 Kt × QBP	R—R7 ch.
9 B—Kt 3	Kt × B	30 K—K3	P—B4
10 RP × Kt	P—Q4	31 Kt—K6 ch.	K—B3
11 P × P en pass.	B × P	32 Kt—Q4	K—K4
12 Q—B3	B—Q2	33 Kt—B6 ch.	K—Q3
13 B—KKt 5	P—KB3	34 Kt—Q4 (e)	K—Q4
14 KR—K sq. ch.	K—B2	35 P—B3	R × P
15 Q—Q5 ch.	K—Kt 3	36 R—QR sq.	K—K4
16 B—R4 (d)	R—K sq.	37 R × P	P—B4 ch.
17 R × R	Q × R	38 K—Q3	B—B4 ch.
18 Kt—B3	R—Q sq.	39 Kt × B	K × Kt
19 P—KKt 4 ?	B × P	40 P—Kt 4	P—B6
20 Q—Kt 2	K—R4	41 R—KR6	P—B7
		42 Resigns.	

(a) New, but not advisable.

(b) If 7... P × B; 8 Kt × Kt, 8 P × Kt; 9 R—K sq., followed by P—KB3, etc.

(c) But here Black could have obtained the advantage by 8... B—B4, threatening Q—R5.

(d) B—Q2 was better.

(e) Some repetition moves followed with alternations on Black's part in moving the King.

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Game No. 370.

Played in the first round, March 27th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	J. Taubenhau.	3 B—Kt 5	P—QR3
1 P—K4	P—K4	4 B—R4	B—B4
2 KKt—B3	QKt—B3	5 O—O	P—Q3 ?
		6 B × Kt ch.	P × B

7 P—Q4	P×P	34 K—Q sq.	Q×P ch.
8 Kt×P	Kt—K2	35 K—Q2	R—QB sq.
9 B—Kt 5	P—B3?	36 QR—B sq.	Q—B5 ch.
10 B—K3	O—O	37 Q×Q (b)	R×Q
11 QKt—B3	Q—K sq.	38 R—K3 (c)	R—Kt 5
12 Q—Q2	Kt—Kt 3	39 R—KKtsq. (d)	R×BP
13 KR—K sq.	Kt—K4	40 R×P	R×R
14 P—QKt 3	Q—Kt 3	41 R×R ch.	R—KKt 3
15 K—R sq.	B—QKt 5	42 R—B3	R—Kt 7 ch.
16 P—B3	P—QB4	43 K—K3	R×P
17 KKt—K2	P—B4	44 K—Q4	P—QR4
18 Kt—B4	Q—B2	45 R—B5 (e)	K—Kt 2
19 Kt—Q3	Kt×Kt	46 R—QKt 5	K—Kt 3
20 P×Kt	P—B3	47 K—K5	P—R4
21 Q—Kt 2	P—KB5	48 P—Q4	P—KR5
22 B—Q2	Q—R4	49 R—Kt 8	P—R6
23 Kt—K2	P—Kt 4	50 R—KR8	P—R7
24 B×B	P×B	51 P—Q5	P—R5
25 Q—Q4	P—Kt 5	52 P—Q6	R—K7 ch.
26 Q—B4 ch. (a)	P—Q4!	53 K—B4	P—R6 (f)
27 P×QP	P—Kt 6	54 P—Q7	R—Q7
28 P×P disch.	R—B2	55 R×P	R×P
29 K—Kt sq.!	Q×P ch.	56 R—QB2	R—Q6
30 K—B sq.	B—R6	57 R—B6 ch.	K—B2
31 Kt×BP	B×P ch.	58 K—K4	R×P
32 Kt×B	Q—R8 ch.	59 K—Q4	P—R7
33 K—K2	Q×Kt ch.	60 Resigns.	

(a) White has out-manceuvred his opponent, and he had only to protect the K wing by Kt—Kt sq. in order to maintain his superiority, for he was bound to win a Pawn on the other side.

(b) R—K3 was much superior.

(c) R—K4 would have easily secured a draw.

(d) His position becomes bad after this. K—K2 was better.

(e) Weak. Even now he could make a fair fight for a draw by 46 K—B4, and if 46... R—B7 ch.; 47 K—Kt 5, 47 R—B6; 48 K—R4, etc.

(f) Black's end play is remarkably fine and accurate.

* * *

Game No. 371.

Played in the second round, April 20th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	J. W. Baird.		
1 P—K4	P—K4	29 Kt×Kt	R×Kt
2 QKt—B3	B—B4	30 B—K3	KR—R3
3 P—B4	P—Q3	31 R—Q2	P—Kt 5
4 Kt—B3	KKt—B3	32 P×KtP	P×QKtP
5 B—B4	O—O	33 R—Kt 2	Q—Kt 4
6 P—Q3	P—B3	34 R—QB sq.	R—R6
7 P×P	P×P	35 R—B4	P—Kt 6 !
8 Q—K2	QKt—Q2	36 P×KtP	R—R8 ch.
9 B—Q2	P—KR3	37 K—B2	B—R6
10 Kt—Q sq.	R—K sq.	38 B—B sq.	R×B ch. (b)
11 Kt—K3	Kt—B sq.	39 K×R	Q×KtP
12 P—QB3	Kt—Kt 3	40 P×P	Q×R ch. (c)
13 P—KKt 3	B—K3	41 Q×Q	B×Q ch.
14 B×B	B×B	42 K×B	P×P
15 Kt—B5	Q—Q2	43 R—B8 ch.	Kt—B sq.
16 O—O—O	B—B sq.	44 R—K8	R—Kt 3 ch.
17 KR—B sq. (a)	P—B4	45 K—B3	R—B3 ch.
18 K—Kt sq.	R—R3	46 K—Q2	R—K3
19 P—Kt 3 ?	R—Kt 3	47 R—B8	P—R4 ?
20 Kt—K3	P—QR4	48 K—B3	P—B3
21 Kt—B4	R—K3	49 K—B4	R—R3
22 Kt—Kt 2	Kt—K2	50 K—Q5	K—B2
23 Kt—KR4	Kt—B sq.	51 R—B7 ch.	K—Kt sq.
24 P—KKt 4	Kt—KR2	52 R—K7	Kt—R2
25 Kt—B5	P—QKt 4	53 Kt—R6 ch.	K—R sq.
26 P—KR4	Kt—Kt 3	54 R—K6	R×R ?
27 P—Kt 5	P—R5	55 K×R	K—Kt 2
28 P×QRP ?	Kt×QRP	56 Kt—B5 ch.	K—Kt 3
		57 K—K7	Kt—Kt 4
		58 P×Kt	P×P
		59 K—K6	P—Kt 5

(a) As Black's pieces were all crowded on the K side, the formation of an attack with the Pawns on that wing, commencing with P—KR4, and followed by Kt—R2, was a more promising plan.

(b) Black's attack has been beautifully pursued, but he could have made his win more clear now by P×P first.

(c) The tempting 40... Q—R7 would have failed on account of 41 R—B8 ch., 41 Kt—B sq.; 42 P—R7 ch., 42 K×P (or 42... K—R sq.; 43 R×Kt ch., and wins); 43 Q—R5 ch., 43 R—R3 ! (if 43 K—Kt sq., 43 Kt—K7 ch., and wins); 44 Kt×R, etc.

60 K × P K—Kt 4 62 Kt × P, and wins. (d)
 61 P—Q4 P—R5

(d) White's play, after the opponent's grave error on the fifty-fourth move, and especially the present *coup de grâce*, praises itself. It will be seen that Black can capture the Knight and then queen first, but White queens with a check and then forces the exchange of Queens by Q—KR8 ch., followed by Q—KKt8 ch.

* * *

Game No. 372.

Played in the first round, April 15th.

RUY LOPEZ.

White	Black		
C. F. Burille.	J. Taubenhaus.	16 B—K3	KR—K sq.
1 P—K4	P—K4	17 Q—Q2	P—KKt3
2 KKt—B3	QKt—B3	18 Kt—Kt3	Q—B3
3 B—Kt5	P—QR3	19 P—QB3	Kt—Kt2
4 B—R4	Kt—B3	20 B—B2	P—KR4
5 O—O	Kt × P	21 R—K5	P—R5?
6 R—K sq.	Kt—B4	22 Kt—B sq.	Kt—B4
7 B × Kt	QP × B	23 QR—K sq.	Kt—Q3
8 Kt × P	B—K2	24 R × R ch.	R × R
9 QKt—B3	O—O	25 R × R ch.	B × R
10 P—Q3	B—Q3 (a)	26 Q—K3	B—Q2
11 Kt—B4	Kt—K3	27 Kt—Q2	Kt—B4
12 Kt × B	P × Kt	28 Q—K5	Q × Q
13 P—Q4	P—Q4	29 BP × Q	K—Kt2
14 Kt—K2	Q—R5	30 Kt—B3	K—B sq.
15 P—KB4	B—Q2		

Black here exceeded the time
limit and lost by forfeit. (b)

(a) The better plan was Kt—K3, with the view of entering with the same Knight at Q5 before or after advancing P—QB4 accordingly.

(b) The weakness of Black's twenty-first move revenges itself now, and he must lose a Pawn which virtually means the game, even if it had been played out.

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Game No. 373.

Played in the second round, May 15th.

CENTRE GAMBIT.

<i>White</i>	<i>Black</i>		
J. Taubenhau.	C. F. Burille.	17 R×P	Q—K2
1 P—K4	P—K4	18 Kt—B3	B—Q4
2 P—Q4	P×P	19 P—B4?	B—K3
3 Q×P	QKt—B3	20 Q—QB2	B—B4
4 Q—K3	P—Q3	21 Q—R4	P—B3!
5 QKt—B3	P—KKt3	22 Q×BP	P×P
6 B—Q2	B—Kt2	23 P×P?	QR—Kt sq.!(a)
7 O—O—O	Kt—B3	24 B—Q2	R—Kt3
8 P—B4?	O—O	25 Q—R4	Q—K3
9 B—K2	R—K sq.	26 P—B5	R—R3
10 B—B3	P—Q4!	27 B—R5	B—R3 ch.!(b)
11 B—K sq.	P—Q5	28 K—Q sq.(c)	R×B?(d)
12 Q—K2	B—K3	29 Q×R	Q—Kt6 ch.
13 P—K5	Kt—Q4	30 K—K2	Q—K6 ch.
14 Kt×Kt	B×Kt	31 K—Q sq.(e)	Q—B8 ch.
15 P—B3?	B×RP	32 K—K2	Q×R
16 B×Kt	P×B	33 K—B2	Q—QB8, and wins.

- (a) Black's formation of the attack, after the several weak moves of the opponent, has been admirable, and a deep as well as fine combination is here initiated. If, for instance, White answer 24 B—R5 in order to prevent the adverse attack by R—Kt3, then might follow 24... B—R3 ch.; 25 Kt—Q2, 25 Q—QR6; 26 P×Q, 26 R—Kt8 mate.
- (b) Again a fine conception with a beautiful sacrifice of the Queen in two variations that were likely to happen in its train.
- (c) For if 28 Kt—Q2, 28 Q×P; 29 Q—B4 ch. (or 29 R—QB4, 29 R×B; 30 Q×R, 30 Q—K8 ch.; 31 R×Q, 31 R×R mate), 29... K—R sq.; 30 Q×R, 30 Q—K8 ch., and mates next move.
- (d) B—K6 would have won in a simple manner, but more surely.
- (e) A blunder, for after 31 K—B sq., 31 B—Q6 ch. (there seems nothing better); 32 R×B, 32 Q×R ch.; 33 K—B2, Black has hardly more than a draw.

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Game No. 374.

Played in the first round, March 28th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. Taubenhaus.	G. H. D. Gossip.	31 K--Kt 2	R--KR sq.
1 P--K4	P--K4	32 K--Kt 3 ?	KR--R3
2 KKt--B3	QKt--B3	33 Q--R4	R--R8
3 B--Kt 5	P--Q3	34 Q × P	QR--R7
4 P--B3	B--Q2	35 Q--R6	Kt--Kt 3
5 P--Q4	Kt--B3	36 P--Kt 4	R--R6 ch.
6 O--O	B--K2	37 K--B2	QR--R7 ch.
7 P--Q5	QKt--Kt sq.	38 K--K3	R--K8
8 B--Q3	O--O	39 P--R4	Kt--K4
9 P--KR3 ?	Kt--K sq.	40 Q--Kt 5	P--KB3
10 Q--Kt 3	B--B sq. (a)	41 P--KB4	R (R7) × B ch.
11 B--K3	K--R sq.	42 Q × R	Kt--B5 ch.
12 QKt--Q2	P--QKt 3	43 K--Q3	R × Q
13 Q--B2	P--KR3	44 K × R	Kt--Kt 7
14 KR--K sq.	P--KKt 4	45 P--R5	P--Kt 4 !
15 Kt--B sq.	P--Kt 5 ?	46 P--R6	Kt--B5
16 P × P	B × P	47 P--R7	Kt--Kt 3
17 B × P	R--Kt sq.	48 K--Q3	K--B2
18 Kt--Kt 3 ? (b)	B × Kt	49 K--Q4	K--K2
19 P × B	B--R5	50 P--K5	K--B2 !
20 K--Kt 2	R--Kt 3	51 P--K6 ch.	K--Kt 2
21 B--K3	Kt--Kt 2	52 K--K4	K--Kt 3
22 R--R sq.	Kt--R4	53 P--B5	K × P
23 R--R3	Kt--B5 ch. ?	54 K--B5	K--B2 ? (f)
24 B × Kt	P × B	55 P--Kt 5	K--K2
25 R × B ch. (c)	Q × R	56 P--Kt 6 ch. ?	K--B2
26 R--KR sq.	Q × R ch.	57 P--Kt 7	K × Q
27 K × Q	P × Kt	58 P queens ch.	K--B sq.
28 P × P	Kt--Q2	59 K × P	K--K sq.
29 P--KKt 4 (d)	Kt--K4	60 K--K6	K--B sq.
30 B--K2	K--Kt 2	61 P--B5	

Drawn.

(a) Q--B sq. instead, would have gained time and position, as he could soon after advance P--KB4.

(b) Either Kt--R2 was evidently better.

(c) The Queen ought to be better than the two Rooks in this position, but still stronger was 25 QR--R sq., 25 P × Kt ! (if 25... R--R3; 26 Kt--B5, and wins); 26 R × B ch., 26 K--Kt 2; 27 P--K5, and wins.

(d) 29 Q--R2 ch., 29 K--Kt 2; 30 K--Kt 2, 30 R--KR sq.; 31 Q--Kt sq., would have neutralized the two Rooks and kept the advantage of two Pawns that should have won in the end without trouble.

- (e) Mr. Taubenhause is generally very accurate as well as ingenious in his end play, but he overlooks here a clear win by manœuvring his King round to KR4 via KB3, after which he could advance P—B5, and then form two passed Pawns by P—Kt5. The text move is the result of a miscalculation.
- (f) Which might have cost him the game if the opponent had simply captured the Pawn, whereas P×P now would have drawn.

* * *

Game No. 375.

Played in the second round, April 22d.

STEINITZ GAMBIT.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. Taubenhause.	18 QR—K sq.	B—Kt 2
1 P—K4	P—K4	19 P—B3	P—Q4
2 QKt—B3	QKt—B3	20 B—K5	BP×Kt
3 P—B4	P×P	21 Q—K2	B×B
4 P—Q4	Q—R5 ch.	22 Q—Kt 4 ch.	Q—K3 (c)
5 K—K2	P—Q3	23 P×B	Q×Q
6 Kt—B3	B—Kt 5	24 P×Q	R×P
7 B×P	B×Kt ch.	25 K—Q4	K—Q3
8 K×B	O—O—O	26 R—R6 ch.	R—K3
9 B—QKt 5 (a)	Kt—B3	27 R×R ch.	K×R
10 B×Kt	P×B	28 K—B5	R—KB sq.
11 Q—KB sq.	R—K sq.	29 P—B4	K—K4
12 Q—R6 ch.	K—Q2	30 R—Q sq.	R—Q sq.
13 P—KR3	P—Kt 4!	31 K×P	P—Q5
14 B—Kt 3 (b)	Q—R4 ch.	32 K×BP	R—KB sq.
15 K—K3	Kt×P!	33 P—B5	P—K6
16 Kt×Kt	Q—Kt 3	34 P—B6	P—K7
17 Q—Q3	P—KB4	35 R—K sq.	P—Q6
		36 K—Kt 7	K—Q5,
			and wins.

(a) We prefer 9 B—Kt 3, and if 9...Q—B3 ch.; 10 K—K3, 10 P—KKt 3; 11 QB—KB4.

(b) White had already a bad game. If 14 P—KKt 3, 14 Q—R4 ch.; 15 P—Kt 4, 15 Q—Kt 3, etc.

(c) As the exchange of Queens is now forced, Black wins in the ending with the majority of Pawns, though the opponent makes a clever resistance.

* * *

Game No. 376.

Played in the first round, April 3d.

KING'S BISHOP OPENING.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	J. Taubenhau.		
1 P—K4	P—K4	42 Kt—K4	K—B2
2 B—B4	KKt—B3	43 B—K3	P—QKt4?
3 P—Q3	B—B4	44 P—Kt4!	R—Q4
4 KKt—B3	Kt—B3	45 B—B4	K—K3
5 P—B3	O—O	46 Kt—B5 ch.	K—B4
6 O—O	P—Q3	47 Kt—K4	R—Q2
7 QKt—Q2	B—K3	48 Kt—Kt3 ch.	K—K3
8 B—Kt5	Kt—K2	49 Kt—K4	R—KB2
9 Kt—K sq. ? (a)	Kt—Kt3	50 K—K3	K—Q4
10 Kt (Q2)—B3	P—B3	51 K—Q3	P—KB4?
11 B—R4	B—Kt3	52 Kt—Kt5	R—K2
12 B—B2	P—Q4	53 B—K3	P—QR4
13 Q—K2	B—B2	54 P×P	R—QR2
14 B—Q2	P—KR3	55 Kt—R3	R×P
15 R—Q sq.	Q—K2	56 Kt—B4 ch.	K—Q3
16 P—KR3?	Kt—R4	57 Kt×KtP	R—R6
17 P—Q4	P×KP (b)	58 B—R6!	R—R2
18 Kt×P	B×Kt	59 Kt—B4 (d)	R—KR2
19 Q×Kt	B—B2	60 B—B8 ch.	K—Q2
20 B×KP	B×QRP	61 K—K3	K—K sq.
21 B—B2 (c)	B—Q4	62 B—Q6	K—Q2
22 P—KB4	Q—B3	63 B—K5	K—K2
23 P—KKt3	KR—K sq.	64 Kt—Q3	K—K3
24 Kt—Q3	B—K5	65 Kt—B4 ch.	K—B2
25 QR—K sq.	B—B4	66 K—B3	R—R3
26 R—B2	QR—Q sq.	67 Kt—Kt2	K—K3
27 R×R ch.	R×R	68 B—B4	R—R2
28 Kt—Kt4	B×B	69 B—Kt5	K—B2
29 Kt×B	Kt—B sq.	70 Kt—B4	R—R sq.
30 Kt—K3	Kt—Q2?	71 K—K3	R—R2
31 Q—Kt4	Kt—B sq.	72 K—Q3	K—K sq.
32 R—K2	Q—Kt3	73 K—B2	K—Q2
33 Q×Q	Kt×Q	74 K—Kt3	K—Q3
34 K—B2	B×P!	75 K—Kt4	R—R sq.
35 P×B	Kt×P	76 B—B6	R—R2
36 K—B3	Kt×R	77 B—K5 ch.	K—Q2
37 K×Kt	P—KKt3	78 K—B5	R—R3
38 K—B3	P—KR4	79 P—Q5!	P×P
39 Kt—B4	P—B3	80 K×KtP	R—QB3
40 Kt—Q6	R—K2	81 Kt×QP	R—K3
41 P—R4	R—Q2	82 B—B4	R—KKt3
		83 B—Kt5	K—Q3
		84 Kt—B4	R—Kt sq.
		85 Kt×P, and wins. (e)	

- (a) P—Q4 was much superior.
 (b) He could have instituted a stronger attack by Kkt—B5 first.
 (c) If 21 B × Kt, 21 P × B; 22 Q × KtP, 22 B—B5; 23 B × P, 23 Q—B3, and wins.
 (d) B—B8 ch. first was much better.
 (e) White has played the greater part of the ending with marked ability. Especially the play of the King from the seventy-third move was very finely conceived. The game was prolonged to the one-hundred-and-first move, but White naturally won with his passed Pawns.

* * *

Game No. 377.

Played in the second round, April 29th.

VIENNA OPENING.

White	Black		
J. Taubenhaus.	J. M. Hanham.	25 Kt—K3	P—QKt4
1 P—K4	P—K4	26 B × B	R × B
2 QKt—B3	B—B4	27 K—Q2	Kt—B3
3 Kt—B3	P—Q3	28 B—Kt sq.	B—Kt 6? (b)
4 B—B4	KKt—B3	29 R—QB sq.	QR—QB sq.
5 P—Q3	B—Kt 3	30 Kt—B5!	K—B sq.
6 B—KKt 5	P—B3	31 Kt—Q6	R—Kt sq.
7 Kt—K2	P—KR3	32 R—B5	P—Kt 5
8 B—K3	B—B2	33 KR—QB sq.	R—Kt 3
9 P—KR3	Q—K2	34 P—Q4	R—Q2
10 Kt—Kt 3	P—Q4	35 Kt—B8?	R × P ch.
11 P × P?	P × P	36 K—K3	R—Kt sq.
12 B—Kt 3	Kt—B3	37 R × Kt	R—Q sq.
13 Q—K2	B—K3	38 B—K4? (c)	P—R6
14 Kt—B sq.	Kt—Q2	39 P × P	P × P
15 O—O—O?	P—QR4	40 Kt—Q6	P—R7
16 P—B3	P—R5	41 R—R6	P—Kt 3
17 B—B2	P—Q5!	42 P—B5	P × P
18 P × P	B × QRP	43 Kt × P	R—K sq.
19 P × P	KKt × P (a)	44 K—B3	R—Kt 5
20 Kt × Kt	Kt × Kt	45 Kt—Q6	R—K3
21 B—Q4	O—O	46 R—R8 ch.	K—K2
22 P—B4	Kt—B3	47 Kt—B5 ch.	K—B3
23 Q × Q	Kt × Q	48 Kt—Kt 3	B—B5
24 B—K5	KR—QB sq.	49 R—R7	B—R3
		50 B—Q5	R—R5!
		51 B × R	P × B

- (a) Much stronger was Kt—B4.
 (b) B × B, followed by Kt—Q5, would have secured possession of the open file, with an excellent game.
 (c) Kt—Kt 6, with the view of playing soon B—B2, would have gained valuable time.

52 R—R sq.	B—K7 ch.	59 K—Kt 2	P—K5
53 Kt×B	R×R	60 K—R2	P—R4
54 Kt—B sq. (<i>d</i>)	R—QB2	61 K—Kt 2	P—R5
55 Kt×P	R—QR2	62 P—Kt 4	R—Kt 6 ch.
56 K—K3	K—Kt 4	63 K—R2	R—R6
57 P—Kt 3	R—R6 ch.	64 K—Kt 2	R—Kt 6 ch.
58 K—B2	P—K4		Drawn.

(*d*) White overlooks an ingenious scheme of the adversary. K—K3, followed soon by Kt—QB3, would have won without trouble.

* * *

Game No. 378.

Played in the second round, May 16th.

INDIAN OPENING.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	J. Taubenhau.	8 O—O	P—B5
1 P—K4	P—K4	9 P—QR3	B×Kt ? (<i>b</i>)
2 P—Q3	P—KB4 ?	10 Kt×B	B—K3
3 B—K2 ? (<i>a</i>)	KKt—B3	11 R—K sq.	Kt—Q5
4 QKt—B3	B—Kt 5	12 K—R sq.	P—KKt 4
5 B—Q2	P—Q3	13 Kt—K2	Kt×B
6 B—B3	Kt—B3	14 P×Kt	P—Kt 5
7 KKt—K2	O—O	15 R—KKt sq.	
			Drawn by mutual consent. (<i>c</i>)

(*a*) White was a strong move ahead for any variation of the King's Gambit and should not have hesitated to accept it.

(*b*) B—R4 was decidedly better.

(*c*) A strange termination at such an early stage, especially considering that Black had much the best of the game.

* * *

Game No. 379.

Played in the first round, March 25th.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	J. Taubenhau.	3 Kt—B3	P—Q4
1 P—K4	P—K4	4 B—Kt 5	P×P
2 P—QB3	QKt—B3	5 Kt×P	Q—Q4
		6 Q—R4	KKt—K2

7 Kt × Kt	Kt × Kt	28 P—B4	R—K6
8 O—O	B—K2 (<i>a</i>)	29 B × Kt	P × B!
9 P—QB4 ?	Q—K3	30 R—Q5	B—B3
10 Kt—B3	O—O	31 R—Q4	R—KKt sq.
11 R—K sq.	P—KB4	32 B—B sq.	B × P!
12 P—B5	K—R sq.	33 B × B	R—K7
13 P—Q4	Kt—Q sq.	34 K—B sq.	R (K7) × B (<i>e</i>)
14 P—B3	P—B3	35 QR—Q sq.	R × KRP
15 B—Q3	B—R5	36 QR—Q3	R—R4
16 R—K3 (<i>b</i>)	B—Kt4	37 R × P	R × P
17 R—K sq.	P—K6	38 R—R4	R—B2
18 P—Q5	P × P	39 K—B2	KR—QB sq.
19 P—B4	B—Q2	40 R (Q3)—KR3	R—Q sq.
20 Q—Q4	B—B3	41 K—K3	R—K2 ch.
21 Q × QP	B × Kt	42 K—B4	R—Q5 ch.
22 Q × Q	Kt × Q	43 K—B5	R × R
23 P × B	Kt × KBP	44 R × R	K—Kt 2
24 R × P ? (<i>c</i>)	Kt—Q4	45 R—Kt 4 ch.	K—B2
25 R—Kt 3	QR—K sq.	46 R—R4	R—K4 ch.
26 B—Kt 2 ? (<i>d</i>)	P—B5	47 K—B4	P—KR4,
27 R—Kt 5	Kt—B3		and wins.

(*a*) Not as strong as B—Q2.

(*b*) If 16 P—Kt 3, 16 Q—Kt 3, with a vehement attack.

(*c*) B—K sq. or —B4 was a much better defence.

(*d*) This Bishop was more effective at Q2, both for defence as well as future attacking prospects.

(*e*) The capture with the other Rook was superior. White's King could then be kept confined with one of the Rooks, while the other was sure to gain some Pawns.

* * *

Game No. 380.

Played in the second round, April 18th.

VIENNA OPENING.

White	Black		
J. Taubenhau.	N. MacLeod.	9 P—Q3	O—O—O
1 P—K4	P—K4	10 B—K3	P—B4
2 QKt—B3	P—Q3 ?	11 P—QR3 ?	P—B5
3 P—B4	QKt—B3	12 B—B2	P—KKt 4
4 Kt—B3	B—Kt 5	13 P—Kt 4	Kt—Q5
5 B—Kt 5	Kt—K2	14 B × Kt	B × Kt
6 P × P	P × P	15 B—B5	B × Q
7 O—O	P—QR3	16 B × Q	R × B
8 B—R4	Q—Q3	17 KR × B	P—KR4
		18 B—Kt 3	P—Kt 5
		19 P—QR4	P—R5

20 P—Kt 5	P—R4	34 B—R5	R—Kt 2
21 Kt—Kt sq.	P—Kt 6	35 Kt—Kt 5	R (K sq.)—K2
22 P—R3	Kt—Kt 3 (a)	36 R—K2 ?	P—B6 (b)
23 Kt—Q2	R—KB3	37 Kt × P	Kt—B5
24 Kt—B3	P—Kt 3 ?	38 Kt × RP	Kt × R ch. (c)
25 P—B3	B—B4 ch.	39 B × Kt	R—R2
26 P—Q4	B—Q3	40 Kt—B5	R—K sq.
27 P—Q5 ?	R—R4	41 P—B4	R—Kt sq.
28 R—R2	Kt—K2	42 B—Kt 4	B—B4 ch.
29 B—B4 !	Kt—Kt 3	43 K—B sq.	B—B7
30 B—K2 !	R—R sq.	44 R—Q3	R × B (d)
31 Kt—Kt 5	R—K sq.	45 P × R	R—R8 ch.
32 B—Kt 4 ch.	K—Kt sq.	46 K—K2	R—QR8
33 Kt—R7 !	R—B2	47 P—Kt 5, and wins.	

- (a) By steady manoeuvring which was supported by good judgment, Black has obtained much the superior position, of which, however, he fails to avail himself at the decisive point. 22... P—B6; 23 P × P, 23 Kt—Kt 3, followed by Kt—B5, would have secured the victory.
- (b) Beautiful play that ought to have given him great advantage.
- (c) But he spoils the effect of his previous fine play. R—R2 or Kt × B would have ultimately left him with two pieces for the Rook, and a good game.
- (d) The onslaught does not succeed, but he had also otherwise a lost game.

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Game No. 381.

Played in the first round, April 8th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	J. Taubenhaus.	16 R—Q3 ? (a)	Kt—Q5 !
1 P—K4	P—K4	17 Kt × Kt	P × Kt
2 KKt—B3	QKt—B3	18 Q—Q sq. (b)	P—KB3 ?
3 B—Kt 5	Kt—B3	19 P × P	B × P
4 O—O	Kt × P	20 Kt × B	R × Kt
5 P—Q4	B—K2	21 R × P	P—Q3
6 Q—K2	Kt—Q3	22 R—Q3	R—KKt 3
7 B × Kt	KtP × B	23 R—K3	Q—B3
8 P × P	Kt—Kt 2	24 R—Kt 3	B—Kt 2
9 R—Q sq.	O—O	25 R × R	P × R
10 QKt—B3	Kt—B4	26 Q—Q2	R—KB sq.
11 Kt—Q4	Q—K sq.	27 B—Kt 2	R × P
12 Kt—B5	Kt—K3	28 R—K sq.	Q—B4 ch.
13 Kt—K4	K—R sq.	29 K—R sq.	Q—KB4
14 P—KB4	R—QKt sq.	30 R—KKt sq. ? (c)	K—R2
15 P—QKt 3	P—QB4	31 Q—B3 ?	B × P ch. (d)
		32 K × B (e)	R—B7 ch.
		33 Resigns.	

- (a) P—B3 was now necessary.
 (b) If 18 R × P, 18 P—KB4; 19 P × P en pass. (or 19 Kt moves, 19 B—QB4, etc.), 19... B × P, winning the exchange.
 (c) White's position is dangerously crowded, B—Q4 was now the right play.
 (d) A masterly conception.
 (e) If R × B, White mates in three by R—B8 ch., followed by Q—K4 ch.

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Game No. 382.

Played in the second round, May 7th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
J. Taubenhau.	D. M. Martinez.	11 Kt—R3 (d)	P—Q4!
		12 R—QKt sq.	P × B
		13 P × Kt	R × P
1 P—K4	P—K4	14 Q—Kt 4	P—KR4
2 P—KB4	B—B4	15 Q—Kt 5	KR—Q sq.
3 KKt—B3	P—Q3	16 K—K2 (e)	Q—B3! (f)
4 B—B4	QKt—B3	17 P × B	P—B3 (g)
5 P—B3	B—Kt 5 (a)	18 Q × KtP	Q × P ch.
6 P—KR3	B × Kt	19 K—B2	Kt × BP
7 Q × B	Q—B3 ?	20 R—K sq. (h)	Q—R5 ch.
8 P—Q3	KKt—K2	21 P—Kt 3	R × P
9 P—B5	O—O—O	22 Resigns.	
10 P—QKt 4 (b)	Kt × KtP (c)		

- (a) Not good, though feasible if White had played 5 QKt—B3.
 (b) A blunder which is all the more deplorable as he could have obtained a very fine game by 10 P—KKt 4, and if 10... Q—R5 ch.; 11 Q—Kt 3, 11 Q × Q ch.; 12 P × Q, 12 P—KB3; 13 P—Kt 5, etc.
 (c) The proper answer, for if White take the Knight, Black wins the Rook by B—Q5.
 (d) It would have been useless to attempt a diversion now by P—KKt 4, as Black would answer P—Q4 and bring the Queen to the Q side.
 (e) Exchanging Queens was much better, but the game was lost.
 (f) Black has played the attack in remarkably fine style from the eleventh move, and this sacrifice of a piece evidences high ingenuity.
 (g) All in forcible attacking style.
 (h) He had no good resource, as Black also threatened Q—Q5 ch.

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D. G. BAIRD'S GAMES.

* * *

Game No. 383.

Played in the first round, April 10th.

FOUR KNIGHTS GAME.

<i>White</i>	<i>Black</i>		
D. G. Baird.	J. W. Baird.		
1 P—K4	P—K4	26 Kt—B3	Q—R4
2 KKt—B3	KKt—B3	27 Q—K2	Kt—B5 ?
3 Kt—B3	Kt—B3	28 B×Kt	P×B
4 B—B4	B—B4	29 B×B	R×B
5 P—Q3	P—KR3 ?	30 Q—Q2	R—Kt 3
6 P—QR3 ?	P—Q3	31 K—B sq.	Q—Q4
7 Kt—K2	Kt—K2	32 Q—B3	R—Q sq.
8 P—B3	B—Kt 3	33 Q—B4	R—K3
9 P—QKt 4	Kt—Kt 3	34 Q×Q	R×Q
10 Kt—Kt 3	O—O	35 R—B2	R—Q2
11 P—KR3 ?	P—B3	36 R—K2	R×R
12 O—O	P—Q4	37 K×R	K—B sq.
13 P×P	Kt×P	38 P—Q4	R—K2 ch. ? (b)
14 B—Q2	B—K3	39 K—Q3	P—B3
15 R—K sq.	Q—B2 ?	40 R—K sq.	R×R
16 Q—B2	QR—K sq.	41 Kt×R	K—K2
17 B—R2	Q—Kt sq. (a)	42 K—K4	K—K3
18 P—B4	Kt—B3	43 Kt—B3	P—KKt 4
19 P—B5	B—B2	44 Kt—Q2	P—B4 ch.
20 B—K3	Kt—Q4	45 K—Q3	K—Q4
21 R—B sq.	P—R3 ?	46 Kt—Kt sq. !	B—Kt sq.
22 Kt—K4	Q—Q sq.	47 Kt—B3 ch.	K—K3
23 KR—Q sq.	Kt—R5 ?	48 K—B4	P—KR4
24 Kt (Q4)—Q2	Q—B3	49 K—Q3 ?	B—B2
25 Kt×Kt	Q×Kt	50 Kt—K2	B—Q sq.
		51 P—B3	B—B2
		52 P—QR4	P—KR4
		53 K—B4	B—Q sq.

54 Kt—B3	B—B3	60 Kt—Kt3	K—Q2
55 P—Kt5	RP×P	61 Kt—R5	K—B sq.
56 P×P	K—Q2	62 P—Q5!	P×P ch.
57 P—Kt6	B—K2	63 K×P	P—Kt5
58 Kt—K2	K—K3	64 Kt—B4	B—K2
59 Kt—B sq.!	B—B3	65 Kt—Q6 ch. (c)	Resigns.

(a) (*To Black's 18th move*). The previously queried moves were objectionable chiefly on account of their causing loss of time. Nevertheless, he has still the superior game, and he might have further increased his advantage by 18...KKt—B5, for if 19 B×Kt, 19 Kt×B!; 20 R or Kt×P?, 20 B—Q5, and wins.

(b) The Rook ought to have remained on the Q file in order to stop the advance of the adverse QP.

(c) The ending is a fine sample of play with Knight against Bishop when the party having the latter is hampered by a doubled Pawn that cannot be dissolved. White's tactics at the finish deserve the highest commendation.

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Game No. 384.

Played in the second round, May 10th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. W. Baird.	D. G. Baird.	9 QKt—Q2	O—O
1 P—K4	P—K4	10 B—Kt3	Q—K2
2 KKt—B3	QKt—B3	11 Kt—B4	QR—Q sq. ?
3 B—QB4	B—QB4	12 B×B!	RP×B
4 O—O	P—Q3	13 Kt—K3	Kt—Q2
5 P—B3	QB—Kt5	14 P—KKt4	B—Kt3
6 P—Q3	Kt—B3	15 Kt—Q5	Q—K sq.
7 P—KR3	B—R4?	16 Kt×QBP	Q—K2
8 B—K3	B—Kt3	17 Kt—Q5	Q—K sq.
		Drawn by consent. (a)	

(a) Hardly just to White's superiority of position, besides his being a clear Pawn ahead.

* * *

Game No. 385.

Played in the second round, May 21st.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. W. Baird.	D. G. Baird.		
1 P—K4	P—K4	16 P×P	P×P
2 KKt—B3	QKt—B3	17 Q×P	Q×Q
3 B—B4	B—B4	18 Kt×Q	B—Q5
4 P—Q3	P—Q3	19 Kt—Kt6	B×KtP (a)
5 B—K3	B—Kt3	20 QR—Kt sq.	B—B6
6 O—O	Kt—B3	21 Kt×R	B×Kt
7 QKt—Q2	O—O	22 Kt—Kt6	K—B2
8 P—KR3?	Kt—K2	23 Kt—K5 ch.	K—B3
9 QB—Kt5	Kt—Kt3	24 Kt—B3	B—B5
10 Kt—R4	Kt—B5	25 KR—K sq.	P—QKt3
11 Q—B3	Kt—K3	26 R—K8	B—Kt2
12 KB×Kt	P×B	27 QR—K sq.	R×R
13 Q—K2	P—KR3	28 R×R	P—QR4
14 B×Kt	Q×B	29 Kt—Q4? (b)	K—B2
15 KKt—B3	P—Q4?	30 R—QKt8	B—R3
		31 R—QR8	B—Kt2
		32 R—R7	B—K4 (c)
		33 Kt—B3	Resigns.

(a) This loses the exchange, but he could not recover the Pawn by R—B3, as White would answer Kt—K7 ch.

(b) He could have won a piece by R—B8 ch.

(c) A blunder, but as White threatened Kt—Kt5, his game was past recovery anyhow.

* * *

Game No. 386.

Played in the first round, March 28th.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
C. F. Burille.	D. G. Baird.		
1 P—Q4	P—Q4	8 P×P	O—O
2 P—K3	KKt—B3	9 O—O	P—QR3?
3 KKt—B3	P—K3	10 Q—K2	Kt—KR4
4 B—Q3	P—QB4	11 P—KKt3	P—B4?
5 P—QKt3	QKt—B3	12 QKt—Q2? (a)	P—B5
6 P—QR3?	B—Q3	13 P—KKt4?	Kt—B3
7 B—Kt2	P×P	14 Kt—K5	B×Kt
		15 P×B	Kt—Q2
		16 Kt—B3	Kt—B4
		17 QR—Q sq.	B—Q2

18 P—B4 ? (b)	Kt×B	28 Kt×P	Kt—Q6 !
19 Q×Kt	Kt—K2	29 Kt—B7	B—B3
20 Q—Q4	Q—K sq.	30 Kt×R	P—Q6 disch.
21 K—R sq.	B—B3	31 P—B3	B×P ch.
22 P—B5	Q—Kt3	32 K—Kt sq.	B×R
23 R—KKt sq.	Q—K5	33 R×B	P—K7
24 Q×Q ? (c)	P×Q	34 R—QKt sq.	Kt×B
25 Kt—Q4	B—Q4	35 K—B2	R—K sq. ! (d)
26 KR—K sq.	Kt—Kt3	36 Resigns.	
27 P—Kt4	Kt×P		

(a) Kt—K5 was the right play.

(b) No doubt Black cannot answer Kt×KtP on account of the rejoinder B×P ch., followed by Q—B2 ch. if King take, but the adversary's position nevertheless improves after the text move.

(c) Disastrous. R—Q8 was his only defence.

(d) The finish is remarkably fine.

* * *

Game No. 387.

Played in the second round, April 22d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. G. Baird.	C. F. Burille.	18 KR—Q sq.	Q—B sq.
1 P—K4	P—K4	19 Q—B6	B—Kt3
2 KKt—B3	QKt—B3	20 P—QKt4 (a)	R—K sq.
3 B—Kt5	P—QR3	21 R—Q2	R—Kt sq.
4 B—R4	Kt—B3	22 P—R3	R—K2
5 O—O	Kt×P	23 QR—Q sq.	Q—K sq.
6 P—Q4	P—QKt4	24 Q×Q ch.	QR×Q
7 Kt×P	Kt×Kt	25 K—R2	P—KB3
8 P×Kt	Kt—B4	26 R—QR sq.	B—B sq.
9 B—Kt3	Kt×B	27 QR—Q sq.	K—B2
10 RP×Kt	P—Q4	28 Kt—Q5	R—Q2
11 P×P en pass.	B×P	29 B—K3	B×B
12 Q—B3	B—K3	30 Kt×B	QR—Q sq.
13 Q—B6 ch.	B—Q2	31 R×R ch.	R×R
14 R—K sq. ch.	B—K2	32 R×R ch.	B×R (b)
15 Q—K4	B—K3	33 K—Kt3	K—K3
16 Kt—B3	O—O	34 K—B3	K—Q3
17 B—B4	KB—QB4	35 K—K4	P—QB4
		36 P×P ch.	K×P

Drawn.

(a) Kt—Q5 was superior.

(b) The game is simplified to a dry position which allows no initiative on either side, and a draw is the natural result.

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Game No. 388.

Played in the second round, April 25th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
C. F. Burille.	D. G. Baird.	25 Kt—R5	B × B
1 P—K4	P—K4	26 QR × B	P—KB4
2 KKt—B3	QKt—B3	27 P × P	R × P
3 B—Kt 5	P—QR3	28 Kt—Kt 3	R—B5
4 B—R4	P—QKt 4	29 Kt—Kt 4	QR—KB sq. (c)
5 B—Kt 3	B—Kt 2	30 P—B3	Q—Kt 3
6 O—O	B—K2	31 K—R2	Kt—B3
7 P—Q4	P—Q3	32 Kt—Q3	R—KR5
8 P—B3	Kt—B3	33 P—QB4	B—B sq.
9 Q—K2	O—O	34 Kt—B2	Q—R2
10 R—Q sq. !	Q—B sq.	35 K—Kt sq.	Q—Kt 3
11 QKt—Q2	Q—Kt 5 ?	36 Kt—Kt 4 !	Kt × Kt
12 P—KR3	Q—R4 ?	37 RP × Kt !	R—B5
13 Kt—B sq.	Q—Kt 3	38 Q—QB2	Q—R3
14 Kt—Kt 3	P—R3	39 R—K sq.	B × P (d)
15 Kt—R4	Q—R2	40 P × B	QR × KtP
16 KKt—B5	QR—K sq.	41 Q—B3	R × P
17 P—Q5	Kt—Kt sq.	42 Q × R !	R × Q
18 P—QR4 !	P × P	43 R × R	Q—Q7
19 KB × P	QKt—Q2	44 R—KR4 ch.	K—Kt sq.
20 B × Kt	Kt × B	45 R—KB sq.	Q × QP
21 Kt × RP ch.	K—R sq. (a)	46 Kt—B5	Q—B4 ch.
22 KKt—B5	B—KB3	47 K—R2	P—Q4
23 Kt—K3	B—Kt 4	48 R—KKt 4	K—B2
24 Kt—B2 ? (b)	B—B5	49 Kt—Q6 ch. ! (e)	K—Kt sq. (f)
		50 Kt—K8	Resigns. (g)

(a) Evidently if P × Kt, White recovers the piece by Q—Kt 4 ch., with a splendid game.

(b) Much better was Q—B4.

(c) Black has gained ground and could have much improved his position here by P—K5.

(d) A desperate sacrifice.

(e) Very beautiful.

(f) If 49... K—K3; 50 R—Kt 6 ch., 50 K—K2; 51 R × P ch., 51 K—K3 !; 52 R—Kt 6 ch., 52 K—K2; 53 R—B7 ch., and mates next move.

(g) White threatens R × P ch., followed by R—B6 or —B7 accordingly.

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Game No. 389.

Played in the first round, March 30th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	D. G. Baird.	20 P—B5	B—B5
1 P—K4	P—K4	21 B×B	P×B
2 QKt—B3	B—B4	22 B—Kt 5	P—Q4
3 KKt—B3	QKt—B3	23 B×Kt	Q×B
4 Kt×P	Kt×Kt	24 P×P	Q—Q3!
5 P—Q4	B—Q3	25 K—R2	P×P
6 P×Kt	B×P	26 P—KR4?	P—KR3? (b)
7 Kt—K2	P—QB3	27 K—R3	Q×Kt ch.
8 P—KB4	B—B2	28 Q×Q	B×Q
9 Kt—Kt 3	P—Q3	29 K×B	K—B sq.
10 B—K3	Kt—B3	30 K—B4	QR—Q sq.
11 B—Q3	O—O	31 P—QR4	P—B3?
12 Q—B3	B—Kt 5	32 P—Kt 3	P—QR4?
13 Q—B2	B—Q2	33 P—Kt 5	K—B2
14 P—KR3	R—K sq.	34 R—K3	P—Q5? (c)
15 O—O	B—Kt 3	35 R×R	K×R
16 QR—K sq.	B—R4?	36 R—K sq. ch.	K—B2
17 P—B3	P—QKt 4	37 P×P	R×P ch.
18 P—QKt 4	B—B2	38 R—K4	R—Q2
19 K—R sq. (a)	B—K3	39 R×P, and White ultimately	won.

(a) Of course if 19 B×P, 19 R×B, which White dare not retake.

(b) Q—KB3 would have won.

(c) Disastrous. R—K2 was now his best play.

* * *

Game No. 390.

Played in the second round, April 29th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. G. Baird.	G. H. D. Gossip.	5 O—O	Kt×P
1 P—K4	P—K4	6 P—Q4	P—QKt 4
2 KKt—B3	QKt—B3	7 Kt×P	Kt×Kt
3 B—Kt 5	P—QR3	8 P×Kt	B—Kt 2
4 B—R4	Kt—B3	9 B—Kt 3	B—K2
		10 B—Q5	B×B
		11 Q×B	Kt—B4

12 R—K3	P—QB3	22 R—Q sq.	P—Q5
13 Q—Q2	O—O	23 Q—K5	R—B sq.
14 Kt—B3	P—B3? (a)	24 R×P	Q—R4
15 P×P	R×P	25 R—Q sq.	B—B sq.
16 B×Kt!	B×B	26 Kt—Kt 5	R—B4 (b)
17 Kt—K4	R—B4	27 Kt—B7 ch.	K—Kt sq.
18 QR—Q sq.!	B—K2	28 Q—K6	P—Kt 3
19 Q×P	R—Q4	29 Kt—K5 disch.	K—R sq.
20 R×R	P×R	30 Q—B6 ch.	Resigns.
21 Q—K6 ch.	K—R sq.		

(a) An error that loses his best Pawn.

(b) He could do no good whatever he did, but his game goes to pieces now in a few moves.

* * *

Game No. 391.

Played in the first round, April 13th.

INDIAN OPENING.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	D. G. Baird.		
1 P—K4	P—K4	14 Kt—Kt 3	Kt—Kt 4
2 P—Q3	KKt—B3	15 O—O	Kt—Q3
3 KKt—B3	QKt—B3	16 QR—Q sq.	Q—K sq.
4 P—QB3	B—K2?	17 P—B4	P—B3
5 B—K2	O—O	18 Kt—R4	P—Kt 3
6 P—KR3?	P—Q4	19 Kt—Kt 2	Kt—B2
7 Q—B2	P×P?	20 P—B4	Kt—Q5? (b)
8 P×P	P—QR3?	21 Q—Kt 2	B—QB4
9 B—K3	Kt—K sq.	22 P—KB5	P×P
10 P—KKt 4	Kt—Q3	23 P×KtP	B—QB sq.
11 QKt—Q2	B—K3	24 B—R5	Q—B3
12 P—QKt 3	Q—Q2	25 P—QKt 4?	Q—Kt 3
13 Kt—B sq.	QR—Q sq.	26 P—QR3	Kt—B6 ch.!
		27 R×Kt	B×B ch.? (c)
		28 R×B	R×R ch.
		29 B×R, and wins.	

(a) P—Q4 was much stronger.

(b) The further advance of this Pawn afterward greatly harasses his game, and he should have exchanged it, which would have also isolated White's KP.

(c) A strange error. R×R ch. first won the exchange, with an excellent game, instead of which he remains a piece behind.

* * *

Game No. 392.

Played in the second round, May 14th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
D. G. Baird.	J. M. Hanham.	9 B—K3	Q—Kt 3
1 P—K4	P—K4	10 P—KR4	Kt—Kt 3
2 KKt—B3	P—Q3	11 B—K2? (a)	O—O
3 P—Q4	Kt—Q2	12 P—B3? (b)	P—B3!
4 P×P?	P×P	13 B×Kt	P×B
5 B—B4	P—QB3	14 B—B4 ch.	K—R sq.
6 Kt—Kt 5	Kt—R3	15 Kt—K6	B×Kt
7 P—KR3?	Q—B3	16 B—B sq. (c)	Q—Kt 6 ch.
8 QKt—B3	B—K2	17 K—K2	QR—Q sq.
		18 Kt—Q5	P×Kt,
			and wins.

(a) B—Q3 was superior.

(b) A grave mistake which loses a piece at least.

(c) There was nothing to be done. If 16 B×B, 16 Q×P; 17 KR—B sq., 17 P—KB4, and wins.

* * *

Game No. 393.

Played in the first round, April 9th.

SCOTCH GAMBIT.

<i>White</i>	<i>Black</i>		
D. G. Baird.	N. MacLeod.	11 P×P	Kt×P
1 P—K4	P—K4	12 Kt×Kt	Q×Kt
2 KKt—B3	QKt—B3	13 R—K sq.	B—K3
3 P—Q4	P×P	14 B—K4	Q—QB4
4 Kt×P	Kt×Kt	15 Q—KKt 3	O—O—O
5 Q×Kt	P—Q3 (a)	16 B—K3	Q—QR4
6 Kt—B3	Kt—B3	17 P—R3? (b)	P—R3
7 B—Q3	B—K2	18 P—Kt 4	Q—B2
8 O—O	P—KR3?	19 Q—B3	P—KKt 4
9 P—KR3?	P—B3	20 B—KB5	P—KR4?
10 Q—K3	P—Q4	21 B×B ch.	P×B
		22 Q—K4	P—K4
		23 B×P!	B×B

(a) Kt—K2, followed by Kt—B3, is the authorized play.

(b) 17 Q×P, 17 QR—Kt sq. (or 17...KR—Kt sq.; 18 Q×RP); 18 Q—Q4 was safe enough.

24 Q—B5 ch.	Q—Q2	36 P—R5 ch. ?	K—Kt 4
25 Q × B	QR—Kt sq.	37 R—Q2	K—R5 !
26 Q × KP	Q × P	38 K—Q3	K—Kt 6 !
27 Q—K6 ch.	Q × Q	39 R—Kt 2 ch.	K × R
28 R × Q	P—R5	40 K × R	R × P
29 K—B sq. ? (c)	P—R6	41 K—B5	R—QB7
30 P × P	R × P	42 P—B4	R—B6
31 K—K2	R—QB6	43 R—K sq.	R—B7
32 R—R2	R—B sq.	44 R—KB sq.	R—B6
33 R—K3	R—QB5	And the game was soon given up as drawn.	
34 P—QB3	K—B2		
35 P—R4 ? (d)	K—Kt 3		

(c) K—R2 or R—K3 were much superior.

(d) R—Q2, followed by the same R—Q3, in order to oppose Rooks on the third row, was the proper play.

* * *

Game No. 394.

Played in the second round, May 8th.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	D. G. Baird.	12 P—Q5	Kt—Kt sq.
1 P—K4	P—K4	13 B × B ch.	Kt × B
2 P—QB3	QKt—B3	14 B—B4 ? (b)	P—QKt 4 !
3 KKt—B3	P—Q4	15 P × P	Kt—QKt 3
4 B—Kt 5	P × P	16 Q—B2	Kt (Kt 3) × P
5 Kt × P	Q—Q4	17 B × P	R—B sq.
6 Q—R4	Kt—K2	18 P—Kt 6	Kt × P
7 P—KB4	P × P en pass.	19 Q—KB2	Kt—B5
8 Kt × P (B3)	B—Q2	20 B—Kt 3 ?	Kt—B4 !
9 O—O	P—B3 (a)	21 R—K sq. ch.	K—B2
10 P—Q4	P—QR3	22 B—B4	B—B4
11 P—B4	Q—R4	23 B—K3	Kt (B4) × B
		24 K—R sq.	Kt—B4
		25 Resigns.	

(a) P—QR3 at once was better.

(b) Kt—B3 was much superior.

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Game No. 395.

Played in the first round, March 25th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. G. Baird.	D. M. Martinez.	19 Q—Kt 3	P × QP
1 P—K4	P—K4	20 P × KtP	QB × P
2 KKt—B3	QKt—B3	21 Q × P ch.	B—B3
3 B—Kt 5	B—B4?	22 Q—Q3	K—R sq.
4 O O	Q—B3?	23 P—Kt 5	B—Kt 2
5 P—B3	KKt—K2	24 P—QR4	P—B4
6 B × Kt?	Kt × B	25 P—R5	P—R3 (b)
7 P—Q4	B—Q3? (a)	26 P × RP	B—B3
8 B—K3	P—QKt 3	27 B—Kt 6!	Kt × B
9 QKt—Q2	B—R3	28 P × Kt	B—B4
10 R—K sq.	P—R3	29 KR—Kt sq.	P × P
11 Kt—B sq.	O—O—O?	30 Kt (Q2) × P	P—Q4
12 P—Q5	Kt—K2	31 Kt × B	Q × Kt
13 Q—R4	K—Kt 2?	32 P—Kt 7 ch.	K—R2
14 P—B4!	P—B3	33 R—QB sq.	Q—Q3
15 KR—B sq.	Kt—B sq.	34 Q—B3	R—K3
16 Kt (B sq.)—Q2	Q—K2	35 Kt × P! (c)	B—Kt 4
17 P—QR3	R—K sq.	36 Kt—B7	Q—Kt 3
18 P—QKt 4	P—QKt 4	37 Kt × R	R—K7
		38 P queens ch.!	Resigns.

(a) By his last exchange White has allowed him to escape with at least an even game which he could have now obtained by 7... B—Kt 3, for if 8 B—Kt 5, 8 Q—Kt 3: 9 P × P, 9 Kt × P, etc.

(b) He had nothing better.

(c) Fine and decisive.

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Game No. 396.

Played in the second round, April 18th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	D. G. Baird.	4 B—R4	Kt—B3
1 P—K4	P—K4	5 O—O	B—K2
2 KKt—B3	QKt—B3	6 P—Q3	P—Q3
3 B—Kt 5	P—QR3	7 P—B3	O—O
		8 P—KR3?	Kt—K sq.
		9 P—KKt 4?	P—KR4!

10 Kt—R2	B—Kt 4	27 P—Q4?	P × QP
11 B × B? (a)	Q × B	28 KP × P	P × P
12 Q—Q2	Q—R5	29 Kt × P	K—B sq. !
13 K—Kt 2	P × P	30 K—Q3	R × Kt
14 P × P	B × P	31 R × Kt (B6)	R—B5 !
15 R—KR sq.	Kt—K2 !	32 R (B6) × Kt (b)	P × R
16 Kt × B	Q × Kt ch.	33 K—K3	R—B3
17 K—B sq.	Kt—Kt 3	34 P—B4	R—K sq. ch.
18 B—Q sq.	Q—B5	35 K—Q2	R—K5
19 Q—K3	Q × Q	36 K—Q3	R (K5)—B5
20 P × Q	Kt—B3	37 P—Q5	P—B4
21 Kt—Q2	QR—Q sq.	38 R—KR2	K—K2
22 B—Kt 3	P—B3	39 R—K2 ch.	K—Q3
23 K—K2	KR—K sq.	40 R—K8	R—B7
24 QR—KKt sq.	K—B sq. !	And after a few more moves	
25 R—Kt 2	P—Q4	White resigned.	
26 R—KB sq.	K—K2		

(a) Kt—Q2 was a much better defence.

(b) The sacrifice of the exchange was compulsory.

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BURILLE'S GAMES.

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Game No. 397.

Played in the first round, April 5th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
C. F. Burille.	J. W. Baird.		
1 P—K4	P—K4	18 P—B3	Kt—K4
2 KKt—B3	QKt—B3	19 B—Kt sq.	Kt—B3
3 B—Kt 5	P—QR3	20 P×P	P×P
4 B—R4	Kt—B3	21 R×R	R×R
5 O—O	B—K2	22 Q—KB2	Q—K2
6 P—Q4	P—QKt 4	23 R—Q sq.	Q—B2
7 B—Kt 3	P—Q3	24 B—B4	R—Q sq.
8 QKt—B3	O—O.	25 Q—Q2	Q—Kt 3 ch.
9 P—QR4?	QKt×P	26 K—R sq.	P—Q4
10 Kt×Kt	P×Kt	27 B—K3	Q—R4
11 Q×P	P—QB4	28 Q—KB2	R—Q2
12 Q—K3	Kt—Kt 5	29 P—KR3	Q—Q sq.
13 Q—K2	P—B5	30 Q—Kt 3	P—B3 (a)
14 B—R2	B—B3	31 P×P	R×P
15 Kt—Q5	R—K sq.	32 R×R	Q×R
16 P—B3	B—K3	33 B—K4	Q—Q2
17 Kt×B ch.	Q×Kt	34 Q—R4	B—B4
		35 B×Kt	Q×B

Drawn.

(a) If 30... P—Q5; 31 P×P, 31 Kt×P; 32 B×Kt, 32 R×B; 33 R×R, and Black dare not retake on account of the impending mate by Q—Kt 8 ch.

* * *

Game No. 398.

Played in the second round, May 4th.

QUEEN'S FIANCHETTO.

<i>White</i>	<i>Black</i>		
J. W. Baird.	C. F. Burille.	25 B × Kt	B × P
1 P—K4	P—QKt 3	26 QR—Q sq. !	Q—K4
2 P—Q4	B—Kt 2	27 Q—R5	R—Q sq.
3 B—Q3	P—K3	28 QR—K sq.	Q—B3
4 Kt—K2	P—Kt 3	29 P—B4	B × P
5 O—O	B—Kt 2	30 P × P	Q × KKtP
6 B—K3	Kt—K2	31 B—R4	Q × Q
7 P—QB4	O—O	32 B × Q	B—Q5 ch.
8 QKt—B3	Kt—R3	33 K—R sq.	B × R
9 P—QR3	P—KB4	34 B × R	R × B
10 P—K5? (a)	P—Q3	35 R × B	B × P
11 P × P	Q × P	36 R—K sq.	B × P
12 P—B3	QR—Q sq.	37 R—R sq.	R—Kt sq.
13 Kt—Kt 5	Q—Q2	38 B—B3	R—Kt 3
14 Kt × RP?	P—B3	39 P—Kt 4	B—K2
15 Q—Kt 3	P—B5	40 B—K4	Kt—Kt 5
16 B—KB2	R—R sq.	41 R—QKt sq.	P—B4
17 Q × P	KR—Kt sq.	42 B—B5	P—B5? (c)
18 P—Q5	B—QB sq.	43 R—QB sq. !	R—QB3
19 Q—R5	R × Kt	44 R × P !	R × R
20 Kt × P	QR—R sq. ? (b)	45 B—K6 ch.	K—Kt 2
21 P × KP	Q—Q3	46 B × R	K—B3
22 Q—KKt 5	P—KR3	47 P—R4	K—K4
23 Q—Kt 4	P—Kt 4	48 P—Kt 5	
24 Kt—Kt 6	Kt × Kt		

And after a few more moves
the game was given up as drawn.

(a) Supporting the centre by P—KB3 is generally best in similar positions.

(b) It was better to get rid of the hostile attack by KP × P.

(c) This spoils a good game. K—B2 should have been played first.

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Game No. 399.

Played in the second round, May 16th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
C. F. Burille.	J. W. Baird.	3 KKt—B3	P—Q3
1 P—K4	P—K4	4 Kt—B3	KKt—B3
2 P—KB4	B—B4	5 B—B4	O—O
		6 P—Q3	B—KKt 5

7 P×P?	P×P	22 P—R6?	R—B2? (d)
8 P—KR3	B×Kt	23 B—Q2	P—Kt 4
9 Q×B	QKt—Q2	24 P—R7 ch.	K—R sq.
10 B—Q2	P—B3	25 R—R6	QR—KB sq.
11 O—O—O	P—QKt 4	26 R—Kt 6!	P×P
12 B—Kt 3	P—QR4	27 R—R sq.!	Q×P
13 P—QR4	Q—Kt 3	28 Q—R5!	R—QKt 2
14 P—Kt 4	B—Q5!	29 R—Kt 8 ch.	R×R
15 P—Kt 5	Kt—K sq.	30 P×R queens ch.	
16 QR—B sq.? (a)	Kt—Q3		K×Q
17 P—Kt 6?	RP×P	31 Q—Kt 6 ch!	R—Kt 2? (e)
18 P—R4	Kt—QB4!	32 Q×BP	Kt—Kt 2
19 P—R5	Kt×B ch.	33 Q×BP	Q—B2
20 P×Kt	P—Kt 4? (b)	34 Q—B8 ch.	Q—B sq.
21 B×P	P—B3 (c)	35 R—R8 ch., and wins.	

(a) He ought to have gone on systematically with the advance of his Pawns on the K side, commencing with P—KR4 at once.

(b) 20...KKtP×P, followed by P—B3, made his position safe, with a Pawn ahead.

(c) Best, if 21...B×Kt; 22 P×B, 22 P×P; 23 P—R6, would have opened a powerful attack.

(d) A false alarm induces him to alter the winning course. 22...P×B; 23 Q—R5, 23 Q—B2; 24 Q—Kt 6, 24 Q—K2, was enough to repel the adverse attack, and he remained with a piece plus.

(e) He can no more resist the adverse attack which has been formed with power and ingenuity. If 31...K—B sq.; 32 Q×P ch., followed by R—R8 ch., wins in a few moves.

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Game No. 400.

Played in the first round, March 26th.

QUEEN'S PAWN OPENING.

White	Black		
C. F. Burille.	G. H. D. Gossip.	8 O—O	P—B4
		9 P—B4	R—B sq.
1 P—Q4	P—Q4	10 R—B sq.	P—QKt 3
2 Kkt—B3	Kkt—B3	11 R—K sq.	B×Kt?
3 P—K3	B—Kt 5?	12 Kt×B	Kt—K5?
4 B—K2	P—K3	13 P×QP	KP×P (a)
5 QKt—Q2	B—K2	14 P×P	R×P
6 P—QKt 3	O—O	15 R×R	QKt×R
7 B—Kt 2	QKt—Q2	16 Q—B2	B—R5
		17 Kt×B	Q×Kt

(a) His QP becomes isolated and his game much weakened for the ending.

18 B—KB3? (b)	Kt—Q6!	28 R×P	R—Q6
19 R—KB sq.	Kt×B	29 B—B6	R—Q7
20 Q×Kt	Q—B3? (c)	30 R—Kt 5!	R×RP
21 Q×Q	P×Q	31 R×BP	P—KR3
22 R—B sq.	P—B4	32 P—R4	Kt—K3
23 R—B7	P—QR4	33 B—R4	Kt—Q5
24 P×Kt 3	Kt—Kt 4	34 R—Q5!	Kt×P (d)
25 K—Kt 2!	R—Q sq.	35 B×Kt	R—R6
26 R—B6	P—Q5	36 R—Q3	K—Kt 2
27 P×P	R×P	37 B—B4, and wins.	

(b) P—KKt3 was much better.

(c) Black had already recovered ground and could have held it by R—QB sq.

(d) Only another way of losing.

* * *

Game No. 401.

Played in the second round, April 19th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	C. F. Burille.	24 KR×Kt	B—Kt 2
1 P—K4	P—K4	25 Q—B5	P×P ch.
2 QKt—B3	KKt—B3	26 R×P	Q×Q
3 P—B4	P—Q4	27 R×Q	R—Q sq.
4 P—Q3	P—Q5?	28 R—KB4?	B×P
5 QKt—K2	B—Q3	29 P—KKt 3	P—QB4
6 P×P	B×P	30 B—B3	B—Kt 3
7 KKt—B3	Kt—B3	31 P—KKt 4	R (K2)—Q2
8 Kt×B? (a)	Kt×Kt	32 B—K2	R—Q5? (c)
9 Kt—Kt 3	KKt—Kt 5	33 R×R	R×R
10 B—B4 (b)	Kt—Kt 3	34 P—Kt 4!	P×P
11 Q—Q2	Kt×B	35 R—B7 ch.	R—B sq.
12 Q×Kt	Kt—K6	36 P×P	K×P
13 Q—K5 ch.	K—B sq.	37 R×RP	R—Q5
14 Q—B5 ch.	K—Kt sq.	38 R—R8 ch.	B—K sq.
15 K—Q2	P—QKt 3	39 K—B3	R—Q3
16 Q—K5	P—KB3	40 P—Q4	K—K2
17 Q—B4	Q—K2	41 R—R7 ch.	R—Q2
18 P—QR3	K—B2	42 R—R6	R—B2 ch.
19 R—KKt sq.	Q—B4	43 K—Q2	R—Kt 2
20 R—QB sq.	R—K sq.	44 B—B3	R—Q2
21 B—K2	R—K2	45 K—K3	R—Q3
22 Kt—B sq.	Q—R4 ch.	46 R—R7 ch.	B—Q2
23 P—B3	Kt×Kt	47 P—Q5	

Drawn. (d)

- (a) P—QB3 would have given White the better game.
 (b) 10 P—QB3 with the likely continuation 10...Q—R5; 11 Q—R4 ch., 11 B—Q2 (or 11...Kt—B3; 12 B—B4); 12 Q×QP, 12 Kt×RP; 13 Q—B2, 13 QKt—Kt5; 14 Q—B4, was much stronger.
 (c) Premature. K—K2 was much superior.
 (d) A fair draw, though Black is a Pawn ahead. He cannot make use of his passed KtP or of the KBP after advancing P—KKt3, as White's King would come in accordingly at K5 or QB5.

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Game No. 402.

Played in the second round, May 2d.

QUEEN'S PAWN OPENING.

<i>White</i>	<i>Black</i>		
C. F. Burille.	G. H. D. Gossip.	18 Kt—Kt3	Q—Kt5!
		19 B—Kt sq.	B×Kt?
1 P—Q4	P—Q4	20 RP×B	KR—QB sq.
2 P—QB4	P—K3	21 Q—Q3 (c)	Q—K5
3 P—K3	P—QB4?	22 Q—Q2	Q—KKt5
4 P×BP	B×P	23 Kt—Q4	P—B4
5 P×P? (a)	P×P	24 Kt—K2	R×R
6 KKt—B3	KKt—B3	25 R×R	R—QB sq.
7 B—Q3	O—O	26 R×R ch.	B×R
8 O—O	Kt—B3	27 Kt—B4	Q—Kt2! (d)
9 Kt—B3	P—QKt3?	28 Kt×P	Kt×Kt
10 P—QR3	B—Kt2	29 Q×Kt	Q—R8
11 Q—QKt4	B—Q3	30 Q—Q8 ch.	K—Kt2
12 Kt—QKt5	B—Kt sq.	31 Q×B	Q×B ch.
13 B—Kt2	P—QR3	32 K—R2	Q—Q6
14 QKt—Q4	Kt—K2	33 Q—B sq.	P—Kt4
15 R—QB sq.	Q—Q2	34 K—Kt sq.	P—B3
16 Kt—K2? (b)	B—Q3	35 K—R2	K—B2
17 B×Kt?	P×B	36 K—R3	K—Kt3
			Drawn.

- (a) KKt—B3 was now stronger, as Black could not well exchange without subjecting his King to harassment.
 (b) Kt—R4, threatening Kt—B5, made it more unpleasant for the opponent.
 (c) Here and on the next move Q—Q3 were better.
 (d) An ingenious move for drawing purposes.

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Game No. 403.

Played in the first round, April 9th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	C. F. Burille.	20 B—B2	Kt—R4
1 P—K4	P—K4	21 K—R sq.	K—R sq.
2 KKt—B3	QKt—B3	22 Q—Q2	Q—B3
3 B—B4	B—B4	23 B—K2	Kt—B5
4 P—Q3	KKt—B3	24 R—KKt sq.	R—KKt sq.
5 QKt—B3	P—Q3	25 B—Q sq.	P—KKt 4
6 P—QR3?	Kt—K2	26 B—K3	P—QB4?
7 Kt—K2	Kt—Kt 3	27 Kt—K2 (b)	Kt—R4
8 P—QB3	O—O	28 Kt—B sq.	R—Kt 2
9 Kt—Kt 3	B—KKt 5	29 Q—KB2	Q—K2
10 O—O?	Kt—R5	30 P×P (c)	B×P
11 B—KKt 5	Kt×Kt ch.	31 Kt—Q3	B×B
12 P×Kt	B—R6	32 Q×B	P—Q4!
13 R—K sq.	P—KR3	33 Kt—B2	B—B4
14 B—K3	B—Kt 3 (a)	34 Q—Q4	P×P (d)
15 P—Q4	Kt—Q2	35 P×P	B—Kt 3
16 P—B4?	P×BP	36 B—B3	P—QKt 3
17 QB×P	Q—R5	37 QR—K sq.	R—Q sq.
18 B—K3	Kt—B3	38 Q—K3	Kt—B5
19 P—B3	QR—K sq.	39 R—KKt 3	

Drawn.

(a) B×B, followed by P—B3, was preferable.

(b) B—Kt 3 was superior.

(c) Kt—Q3 first gave him better attacking prospects.

(d) The sacrifice of a Pawn by withdrawing B—Kt 3, followed by Kt—B5, would have been preferable here.

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Game No. 404.

Played in the second round, May 8th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
C. F. Burille.	J. M. Hanham.	3 KKt—B3	P—Q3
1 P—K4	P—K4	4 Kt—B3	Kt—Q2
2 P—KB4	B—B4	5 B—B4	KKt—B3
		6 P—Q3	P—QB3
		7 Q—K2	Q—K2

8 B—Q2 .	P—QKt 4	20 Q—B2	Kt—B4
9 B—Kt 3	P—QR4	21 QKt—Q2	P—KB3
10 P—QR4	P—Kt 5	22 Kt—R4	P—KKt 3
11 Kt—Q sq.	B—Kt 3	23 Q—K3	B—K3 (a)
12 B—K3	Kt—B4	24 B×B	Kt×B
13 P×P	P×P	25 R—B3	Q—Kt 2
14 B—QB4	O—O	26 R—Kt 3	B—Q sq.
15 O—O	Kt—Kt 5	27 Kt—B4	R—KKt sq. ?
16 K—R sq.	Kt×B	28 Kt×P ch. !	Q×Kt
17 Kt×Kt	Kt—Kt 2	29 R×Q	R×R
18 B—Kt 3	K—R sq.	30 P—KKt 3, and wins. (c)	
19 Kt—B4	B—B2		

(a) Kt×B, followed by B—Q3, was far better.

(b) Black ultimately forfeited the game by time in an untenable position.

* * *

Game No. 405.

Played in the first round, April 4th.

IRREGULAR OPENING.

<i>White</i>	<i>Black</i>		
C. F. Burille.	N. MacLeod.	10 Kt—Q4	Q—Q2
1 P—K4	P—QB3	11 P—K5	P—QB4?
2 P—Q4	P—K4 ?	12 Kt×KP ! (a)	Q×Kt
3 P×P	Q—R4 ch.	13 P×P	Q—B4
4 QKt—B3	Q×KP	14 P×B	QKt—B3
5 KKt—B3	Q—B2	15 Kt—K4	Q—Kt 3
6 B—QB4	B—K2	16 Kt—Q6 ch.	K—Q2
7 O—O	P—Q3	17 P queens ch.	R×Q
8 R—K sq.	B—K3	18 Kt×R ch.	K—B sq.
9 B×B	P×B	19 B—B4	Kt—Q5
		20 Kt—Q6 ch.	K—Q2
		21 P—QB3	Resigns.

(a) Beautiful play, after which White has an easy task to win.

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Game No. 406.

Played in the second round, May 3d.

QUEEN'S BISHOP PAWN OPENING.

<i>White</i>	<i>Black</i>		
N. MacLeod.	C. F. Burille.	15 P—QKt 3 (c)	B—Kt 2
1 P—K4	P—K4	16 Kt—Kt 3	QR—KB sq.
2 P—QB3	P—Q4	17 B—Kt 2	R—Kt 3
3 KKt—B3	QKt—B3	18 P—Q3 ?	P × P
4 Q—R4	P × P	19 QR—Q sq.	P—KR4 !
5 Kt × P	Q—Q4	20 P—B3	P—R5
6 B—Kt 5	KKt—K2	21 Kt—R sq.	B × BP
7 Kt × Kt	Kt × Kt	22 R × P	R × P ch.
8 O—O	B—Q3	23 K—B sq.	R × P
9 R—K sq.	O—O	24 Kt—B2	B—B3 (d)
10 B × Kt	Q × B	25 R—K6	R—K sq.
11 Q × Q	P × Q	26 R—Kt 6	R—K2
12 P—QB4 (a)	P—KB4 ? (b)	27 B—B3	K—R2
13 Kt—B3	R—B3	28 R—Kt 5	B—Kt 6
14 Kt—K2	P—B4	29 R—Q2	B—Kt 7 ch.
		30 K—Kt sq.	R—K8 mate.

(a) As usual, White gets a bad game in this opening. If 12 R × P, 12 QB—KB4; 13 R—K3 (or 13 R—K sq., 13 KR—K sq., followed by B—Q6), 13... B—B5; and if 14 R—B3, 14 KR—K sq., with a fine attack.

(b) QB—KB4 was preferable.

(c) P—Q3, followed by Kt—B4, would have released him, with a probable draw.

(d) B—K5 was more decisive.

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Game No. 407.

Played in the first round, April 11th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	C. F. Burille.	5 O—O	B—K2
1 P—K4	P—K4	6 Kt—B3	P—QKt 4
2 KKt—B3	QKt—B3	7 B—Kt 3	P—Q3
3 B—Kt 5	P—QR3	8 P—Q3	O—O
4 B—R4	Kt—B3	9 Kt—Q5	B—Kt 5
		10 Kt × Kt ch.	B × Kt
		11 B—Q5 !	Q—Q2

12 P—QB3	QR—Kt sq. ? (a)	39 R—Q5	R—K7
13 B×Kt	Q×B	40 R (Q5)—B5	Q—K5
14 Kt×P	P×Kt	41 R (Q3)—B3	P—KR3
15 Q×B	KR—Q sq.	42 Q—Kt 6	R—Q2
16 Q—K2	Q—Q3	43 QR—B2	R×R
17 R—Q sq.	R—Q2	44 R×R	Q—Q4
18 B—K3	QR—Q sq.	45 Q×RP	R×P
19 R—Q2	P—B4	46 Q×P	Q—K3
20 QR—Q sq.	Q—B2	47 Q—KB5	R—Q8 ch.
21 P—B3	B—K2	48 K—Kt 2	Q—QB3 ch.
22 Q—B2	R—QB sq.	49 Q—B3	Q×P
23 P—KB4	P×P ? (b)	50 P—QKt 4! (c)	R—Q2
24 B×KBP	B—Q3	51 Q—K4	R—QB2
25 P—KKt 3	QR—Q sq.	52 Q—Q5 ch.	K—R2
26 B×B	R×B	53 Q—K4 ch.	K—Kt sq.
27 P—Q4	Q—Q2	54 R—Q2! (d)	Q—B3
28 P—Q5	P—B5	55 Q×Q	R×Q
29 P—K5	R—KKt 3	56 R—Q4	K—B2
30 Q—QB5	R—K sq.	57 R—K4	K—B3
31 P—Q6	KR—K3	58 K—B3	K—B4
32 R—Q5	P—B3	59 P—Kt 4 ch.	K—B3
33 Q—B7!	R—Q sq.	60 P—R4	P—Kt 4
34 P×P	R×BP	61 P—R5	R—B3
35 P—QR4!	Q—K sq.	62 K—K3	R—B sq.
36 Q—B5	R—K3	63 K—Q4	R—B3
37 R—B5	R—K8 ch.	64 P—Kt 5	R—B2
38 R—B sq.!	R—K4	65 K—Q5, and wins.	

(a) QR—K sq. was now his best play.

(b) It was most important to protect the centre by P—B3.

c : A real master coup.

(d) At last the exchange of Queens and a simple winning ending are forced.

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Game No. 408.

Played in the second round, May 11th.

PONZIANI OPENING.

White	Black		
C. F. Burille.	D. M. Martinez.	4 B—Kt 5 (a)	Kt—B3
1 P—K4	P—K4	5 P—Q4	B—Q2
2 KKt—B3	QKt—B3	6 B—Kt 5	B—K2
3 P—QB3	P—Q3?	7 QKt—Q2	O—O
		8 P—KR3	P×P
		9 P×P	QKt—Kt 5? (b)

(a) P—Q4, followed soon by B—Q3, was stronger.

10 B—K2	P—KR3	27 QR—R sq.	Q—Kt 2
11 B—K3	P—Q4	28 P—KB4	P—B4
12 P—K5	Kt—R2	29 Kt—B3	P × P
13 P—QR3	QKt—B3	30 R—R6	Kt—B sq. ? (e)
14 B—Q3	P—B4 ?	31 Q—R2	Kt—R2
15 P—KKt 3 ? (c)	B—K3 ?	32 P—K6	Kt × P
16 P—KR4	P—QR3	33 Kt—K5	QKt—B sq.
17 R—QB sq.	R—B2	34 B × QP	B—Q3
18 Q—B2	Kt—B sq.	35 K—Q2	R—K2
19 K—K2	B—Q2	36 Kt × P (f)	Q × B
20 QR—KKt sq.	Kt—K3	37 Kt × R ch.	B × Kt
21 R—R2	K—R sq.	38 R × Kt	Q × KtP ch.
22 K—K sq.	Q—KB sq. (d)	39 B—B2	Q—Q5 ch.
23 KR—Kt 2	QKt—Q sq.	40 B—Q3	Q—Kt 7 ch.
24 R—R2	K—Kt sq.	41 B—B2	
25 Kt—Kt 5 ?	P × Kt		
26 P × P	P—KKt 3		Drawn.

- (b) 9...R—K sq. (threatening Kt × KP, followed by B × B, etc.); 10 O—O, 10 P—Q4; 11 QB × Kt (or 11 P—K5, 11 Kt—K5), 11...B × B; 12 P—K5, 12 B—K2, gave Black slightly the better game.
- (c) P × P in passing, followed accordingly by Kt—K5 or B—B2, would have given White an excellent attack.
- (d) It was safe and very strong to break through by P—B5.
- (e) Simply P × B, followed by R—KB sq. in reply to Q—R2, would have won with ease.
- (f) The wisest course, for he could hardly play for more than a draw which soon results from this.

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Game No. 409.

Played in the second round, May 16th.

PETROFF'S DEFENCE.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	C. F. Burille.		
1 P—K4	P—K4	10 B × P	B—KKt 5
2 KKt—B3	KKt—B3	11 B—K3	Kt—B3
3 Kt × P	P—Q3	12 R—B sq.	Q—Q2
4 Kt—B3	Kt × P	13 B—K2	QR—Q sq.
5 P—Q4	P—Q4	14 KR—K sq.	KR—K sq.
6 B—Q3	B—K2	15 Q—R4	Q—B4 ? (a)
7 O—O	O—O	16 Kt—K5 !	Q—R4 (b)
8 P—QB4	KKt—B3	17 Kt × B	Kt × Kt
9 QKt—B3	P × P	18 P—KR3	P—B4
		19 P × Kt	P × P
		20 Kt—K4 !	Q—Kt 3
		21 B—Q3	Kt—Kt 5

22 Q—Kt3 ch.	K—R sq.	28 Kt×B	R×Kt
23 B—Kt sq.	Kt—Q4	29 R×R	Q×R
24 Kt—Kt3	Q—B2	30 Q—Q3	Kt—B3
25 R×P!	P—KR4	31 P×P	P×P
26 R×P	P—R5	32 B—Q2	Q—Q2
27 Kt—B5	P—R6	33 Q—B5	Resigns.

(a) Kt—Q4 would have given him a good attack, whereas this compromises his game.

(b) A desperate answer, but 16... B×B (or 16... Kt×Kt; 17 P×Kt, 17 B×B; 18 P×Kt); 17 Kt×Kt, was also very disadvantageous.

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HANHAM'S GAMES.

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Game No. 410.

Played in the first round, March 30th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
J. W. Baird.	J. M. Hanham.	9 QKt—B3	P—B3
1 P—K4	P—K4	10 B—K3	R—Q sq. ?
2 KKt—B3	P—Q3	11 Kt—B3	R—K sq.
3 P—Q4	Kt—Q2	12 Q—Q2	Kt—B sq. ? (b)
4 P×P?	P×P	13 QB—KKt 5!	Q—Kt 3
5 B—B4	B—Q3 (a)	14 Kt—R4!	Q—R4
6 Kt—Kt 5!	Kt—R3	15 B—K2	Kt—Kt 5
7 O—O	O—O	16 P×Kt	B×P
8 P—KR3?	Q—B3	17 P—B3!	B—B4 ch.
		18 K—R2	B—K3 ? (c)
		19 P—KKt 4, and wins.	

(a) B—K2 is a necessity at this juncture.

(b) Which loses. B—B sq. made his game well defensible.

(c) An awful blunder that loses the Queen, but, of course, there was no salvation for his game.

* * *

Game No. 411.

Played in the second round, April 29th.

GIUOCO PIANO.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	J. W. Baird.	3 B—B4	B—B4
1 P—K4	P—K4	4 P—QB3	KKt—B3
2 KKt—B3	QKt—B3	5 P—Q3	P—Q3
		6 P—QKt 4?	B—Kt 3

7 P—QR4	P—QR3 (a)	20 B—Kt 3	Q—R4
8 O—O	P—KR3 ?	21 QR—Q sq.	B—K3
9 B—K3	B×B	22 R—Q2	Kt—KB2
10 P×B	O—O	23 Kt—B5	Q—Kt 3
11 QKt—R3	Q—K2	24 Q—K sq.	Kt—Kt 4
12 Q—K sq.	K—R2	25 KKt—R4	Q—R4
13 B—Kt 3	B—Q2	26 B—Q sq.	B—Kt 5
14 B—B2	Kt—Q sq.	27 B—B2	KR—Q sq.
15 P—Q4	Kt—Kt sq.	28 KKt—B5	Q—K sq.
16 Q—Kt 3	R—K sq.	29 P—KR3	B—KR4
17 P×P	P×P	30 P—KR4	Kt—K3
18 Kt—B4	P—KB3	31 QR—B2	
19 KKt—R4	Q—B2	Drawn by mutual consent. (b)	

(a) P—QR4 is superior.

(b) Black had much the better game and would have been fully justified in trying to win.

* * *

Game No. 412.

Played in the second round, May 9th.

PHILIDOR'S DEFENCE.

White	Black		
J. W. Baird.	J. M. Hanham.	14 R—K sq.	B—K3
1 P—K4	P—K4	15 QKt—Q2	P—KKt 4
2 KKt—B3	P—Q3	16 K—R sq.	P—KR4
3 P—Q4	Kt—Q2	17 KKt—Kt sq.	P—Kt 5
4 P×P?	P×P	18 P—KB3	Kt—Q2
5 B—QB4	P—QB3	19 Kt—B sq.	B—QB4
6 Q—Q3?	Q—B2	20 B—K3	Q—R2
7 Kt—Kt 5	Kt—R3	21 B×B	Q×B
8 O—O	Kt—B4	22 Kt—K3	R—KKt sq.
9 Q—K2	P—QKt 4!	23 Q—B2	Q—B sq.
10 B—Kt 3	P—QR4	24 P—KB4? (b)	P×P
11 P—QB3	P—R5 (a)	25 Q×P	Q—Q3
12 B—B2	P—B3	26 Q—B sq.	P—KR5
13 Kt—B3	Kt—B2	27 Kt—K2	P—Kt 6? (c)
		28 P—KR3	B×RP?
		29 P×B	Q—Q7

(a) Not as good as Kt×B.

(b) The isolation of his KP greatly weakens his game.

(c) After P—KR6, followed by P—QR6 and then Q—K4, Black had the better winning prospects.

30 Q—B4 P—Kt 7 ch. 33 R—Q2
 31 Kt×P! (d) Q×B Drawn. (e)
 32 QR—Q sq. Q×KtP

(a) If 31 K—Kt sq., 31 Kt—Kt 4, and wins. Or if 31 K—R2, 31 P—Kt 8 queen-ing ch., with a strong attack.

(e) With a little more patience White ought now to have obtained an excellent attack, his position being altogether much preferable.

* * *

Game No. 413.

Played in the first round, April 11th.

INDIAN OPENING.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	G. H. D. Gossip.	18 B×Kt	Q—Kt 4
		19 B—B5	Q—R4
		20 P—B3!	KR—Kt sq.
1 P—K4	P—K4	21 R—B2	K—K2? (a)
2 P—Q3	B—B4	22 B—Kt 4	R×B? (b)
3 KKt—B3	P—Q3	23 P×R	Q×P
4 B—K2	KKt—B3	24 K—R sq.	Kt—R6
5 O—O	Kt—B3	25 R—B5	R—KKt sq.
6 P—B3	B—Kt 3	26 QR—KB sq.	R—Kt 2?
7 Q—B2	B—Kt 5	27 Q—Q sq.	P—R4
8 P—QKt 4	P—QR3?	28 Q—B3	Kt—Kt 4
9 P—QR4	B×Kt?	29 R×KP ch.!	P×R
10 B×B	K—KR3?	30 Q—B6 ch.	K—K sq. ? (c)
11 Kt—R3	P—Kt 4	31 Q×R	Q—K7
12 Kt—B4!	Kt—K2	32 Q×P ch.	K—B sq.
13 B—K3	Kt—Kt 3	33 Q—R8 ch.	K—K2
14 P—R5	B×B	34 Q—B6 ch.	K—K sq.
15 Kt×B	Kt×B5	35 R—B2	Q—Q8 ch.
16 P—Kt 3	P—Kt 5?	36 K—Kt 2	Q—Kt 5
17 Kt×P	Kt×Kt	37 Q—B5	Resigns.

(a) Though already a Pawn behind, he had a fair chance of making a fight by withdrawing Kt—Kt 3.

(b) 22... Q—Kt 3; 23 P×Kt, 23 P—KR4, offered a better defence.

(c) He had no good move, but if he meant to hold out, K—Q2 was preferable.

* * *

Game No. 414.

Played in the second round, May 11th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. M. Hanham.	21 QB—B2	Kt—B3
1 P—K4	P—K4	22 Q—K sq.	R—Q sq.
2 P—KB4	B—B4	23 R—Q sq.	B—B sq?
3 QKt—B3	P—Q3	24 Kt—B5	B×Kt
4 Kt—B3	QKt—Q2	25 B×B	Kt—Kt 5
5 B—B4	P—QB3	26 B—KKt sq.	B—B sq.
6 P—Q3	KKt—B3	27 R—B3	P—QKt 3
7 QKt—R4?	B—Kt 5 ch.	28 R—R3	Q—Kt 4
8 P—B3	B—R4	29 Q—R4	Q×Q
9 P—QKt 4	B—B2	30 R×Q	R—Q3
10 P×P	QKt×P	31 R—R3	KR—Q sq.
11 Kt×Kt? (a)	P×Kt	32 R—B3	Kt—B3
12 B—Kt 3	O—O	33 P—KR3	B—R3!
13 B—Kt 5	Q—Q3	34 P—B4	Kt×P
14 O—O	B—Kt 5	35 P—B5	P×P
15 Q—Q2	Kt—Q2	36 B×P ch.	K—R sq.
16 Kt—Kt 2	QR—K sq.	37 P×P	R×P
17 Kt—B4	Q—Kt 3	38 R (B3)×R	R×R
18 B—KR4	B—K3	39 R—K sq.	Kt—Kt 6 ch.
19 Kt—K3	B—Kt 3	40 K—R2	R—QB6
20 K—R sq.	Q—R3	41 R×P	Kt—B8 ch.
		42 K—R sq.	Kt—Kt 6 ch.

Drawn. (b)

(a) He could well retreat B—Kt 3, and if 11... B—Kt 5; 12 P—Q4, 12 Kt×Kt ch.; 13 P×Kt, with a strong centre.

(b) There was no more than a draw in the game, and Black rightly decides it that way.

* * *

Game No. 415.

Played in the second round, May 17th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. M. Hanham.	3 P—B4	P—Q3
1 P—K4	P—K4	4 Kt—B3	Kt—Q2
2 QKt—B3	B—B4	5 B—B4	KKt—B3
		6 P—Q3	P—B3
		7 Q—K2	Q—K2?

8 P—B5	P—QKt 4	17 Kt—Kt 4	P—Q4 ? (a)
9 B—Kt 3	P—QR4	18 B—R2	P×P
10 P—QR4	P—Kt 5	19 Kt×Kt ch.!	P×Kt
11 Kt—Q sq.	B—Kt 3	20 B—R6	P×Kt
12 B—KKt 5	B—QR3	21 R×P	K—R sq.
13 Kt—K3	Kt—B4	22 R—KKt 3	B—Kt 3 (b)
14 B—QB4	B—Kt 2	23 B—Kt 7 ch.	K—Kt sq.
15 O—O	O—O ?	24 B×P disch. mate.	
16 K—R sq.	B—Q sq.		

(a) His game was already inferior, but QKt—Q2 was surely his best play here.

(b) His game was gone. If 22... R—KKt sq.; 23 R×R ch., followed by Q—Kt 4 ch., etc., also forces mate.

* * *

Game No. 416.

Played in the first round, March 29th.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	J. M. Hanham.	22 Q—Kt 3	B—R4
1 P—K4	P—K4	23 Kt—B3	B—Kt 3
2 P—QB3	P—Q3 ?	24 Q—B4 ?	P—Kt 4
3 KKt—B3	B—K2	25 Q—K2	Kt—Q2
4 B—K2 ?	KKt—B3	26 B—B4	Kt—B4
5 O—O	O—O	27 Kt—Q2	R—K sq.
6 Q—B2	Kt—B3	28 Q—B3	B—R5
7 P—Q4	B—Kt 5	29 R—K2	Q—K2
8 P—Q5	Kt—Kt sq.	30 P—K5	Kt—Q6 !
9 P—KR3	B—R4 ?	31 R—KKt sq.	Kt×B
10 Kt—R2	B—Kt 3	32 Q×Kt	P×P
11 Kt—Q2 ?	Kt×QP !	33 Q—Kt 4	P—KB4
12 Q—Kt 3	Kt—B5 !	34 Q—B3	P—K5
13 B—Kt 4	P—Kt 3	35 Q—K3	Q—B2 ch.
14 P—KKt 3	Kt—R4 (a)	36 K—R sq.	P—B5
15 B×Kt	B×B	37 Q—Q4	B—B3
16 P—KB4	P×P	38 Q—B5	P—K6
17 Q—Q5	P×P !	39 R—Kt 4 (b)	P×Kt (c)
18 Q×R	P×Kt ch.	40 R×QP	R—K8 ch.
19 K×P	P—QR4	41 K—Kt 2	R—K4
20 Q—Q5	B—K7 !	42 Q—B2	B—K5 ch.
21 R—B2	P—QB3	43 K—B sq.	P—B6

And after a few more moves
White resigned.

(a) Kt—Q6 was stronger.

- (b) If 39 Kt—B3, 39 B—K5; 40 K—Kt2 (or 40 R—KB sq., 40 R—K4, followed by Q—Q2, etc.), 40... R—K4; 41 Q—R3, 41 R—Kt4 ch., and wins.
 (c) Still better was R—K4, followed by Q—Q2.

* * *

Game No. 417.

Played in the second round, April 23d.

TWO KNIGHTS' DEFENCE.

<i>White</i>	<i>Black</i>		
J. M. Hanham.	N. MacLeod.	16 B—Q3	P—Q3
1 P—K4	P—K4	17 P×P	P×P
2 KKt—B3	QKt—B3	18 Kt—K4	P—R5!
3 B—B4	Kt—B3	19 KKt×KtP	P×B
4 P—Q3	B—B4	20 RP×P	Kt×KtP!
5 P—B3	O—O	21 Q—B3	Kt×R?(a)
6 O—O	P—QR3?	22 Kt—B6 ch.!	K—R sq.
7 P—Q4	P×P	23 R×Kt	B—Q2
8 P×P	B—R2	24 Q—B4	Kt—B4
9 P—K5	Kt—K sq.	25 B×Kt	B×B
10 B—KKt5	Kt—K2	26 Q—R4 ch.	K—Kt2
11 Kt—B3	P—R3	27 Kt—R5 ch.	K—Kt sq.
12 B—R4	P—KKt4	28 R—K sq.	B—Kt3?(b)
13 B—KKt3	Kt—B4	29 Q—Kt4	Q—Kt3?(c)
14 P—Q5	P—KR4!	30 Kt—K4	Q×KtP
15 Q—B2	KKt—Kt2!	31 Q—Kt5	K—R2
		32 KKt—B6 ch.	Q×Kt
		33 Kt×Q ch., and wins.	

- (a) Black has defended remarkably well and should have won easily but for this error, Kt×Kt, followed by P—KB4, would have broken the adverse attack, and Black remained a piece ahead.
 (b) P—B3 was better.
 (c) P—KB4 would have won still.

* * *

Game No. 418.

Played in the first round, April 5th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	J. M. Hanham.	3 P—Q4	Kt—Q2
1 P—K4	P—K4	4 Kt—B3	P—QB3
2 KKt—B3	P—Q3	5 B—K3	B—K2
		6 B—K2	KKt—B3
		7 P—KR3?	P—KR3?

8 Q—Q2	P—QKt 4	27 B—B sq.	B—B4
9 P—QR3	P—QR4	28 R—Kt 2	P—Kt 5
10 P—Q5!	B—Kt 2	29 Kt—Kt sq.	P—R4
11 P×P	B×P	30 P—R4	P—B5? (b)
12 B×P	B×B	31 P×P	P×P
13 Kt×B	Kt×P	32 P—B3	K—K4
14 Q—Q5	QKt—B3	33 K—K sq.!	B×Kt
15 Q×R!	Q×Q	34 R×B	R—KKt sq.
16 Kt—B7 ch.	K—Q2	35 P×Kt	P×P
17 Kt×Q	R×Kt	36 R—Q4	P—Kt 6
18 K—K2	R—QB sq.	37 R×RP	P—KB6
19 QR—QB sq.	K—K3	38 R—R5 ch.	K—K3
20 KR—Q sq. (a)	P—Q4	39 R—R6 ch.!	K—B4
21 P—QB3	P—R5	40 R×Kt ch.!	K×R
22 P—KKt 3	Kt—K sq.	41 B—Kt 5 ch.	K—K4
23 R—Q3?	P—KB4	42 R×P	
24 QR—Q sq.	QKt—KB3	And after a few more moves	
25 R—QB sq.	P—KKt 4	Black resigned.	
26 R—KKt sq.	R—QKt sq.		

(a) P—QB4 was vastly superior.

(b) After a remarkably clever and patient defence against large odds Black incautiously allows an inroad into his game to be broken, which enables White to make good use of his being the exchange ahead.

* * *

Game No. 419.

Played in the second round, May 4th.

KING'S BISHOP GAME.

White	Black		
J. M. Hanham.	D. M. Martinez.	13 P—QR4	P—QR3
1 P—K4	P—K4	14 Kt—B4	B—R2
2 B—B4	QKt—B3 (a)	15 B—K3	Kt—Q sq.
3 P—QB3	B—B4	16 B×B	R×B
4 Q—K2	Q—K2	17 Kt—K3	P—QB3
5 Kt—B3	P—Q3	18 P—Q4	P—KKt 3
6 P—Q3	B—K3	19 P×P	P×P
7 KB—QKt 5	B—Q2	20 Kt—B4	B—Kt 5
8 B—R4	P—KR3?	21 Q—K3	B×Kt!
9 QKt—Q2	Kt—B3	22 Q×R	B—K7
10 B—B2	O—O	23 B—Kt 3	B×R
11 O—O	Kt—R2	24 R×B	K—Kt 2
12 P—QKt 4	B—Kt 3	25 R—Q sq.	Kt—B3
		26 P—B3	Kt—R4? (b)
		27 Q—Kt 8!	P—B3

28 Kt—Q6	K—R sq.	33 P × P	Kt—Q5 (d)
29 P—R5	Kt—B5? (c)	34 P × Kt	P—K5
30 K—B2	P—R4	35 Kt × KP	P × P
31 Q—B8!	P—B4?	36 Kt—B5, and wins.	
32 P—Kt 3	Kt (B5)—K3		

(a) KKt—B3 is here justly preferred by all authorities.

(b) Kt—Q2 was now much superior.

(c) Kt—Kt 2, followed by Kt—K sq., was a better plan.

(d) Desperate, but even after 33... P × P; 34 Kt × BP, 34 R × Kt; 35 B × Kt, his game was also untenable.

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GOSSIP'S GAMES.

* * *

Game No. 420.

Played in the first round, April 8th.

VIENNA OPENING.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. W. Baird.		
1 P—K4	P—K4	27 P—B4!	K—Q2
2 QKt—B3	B—B4	28 Kt×P ch.!	P×Kt
3 P—B4	P—Q3	29 Q—B5 ch.	Q—K3
4 Kt—B3	QKt—B3	30 R×B	Kt—Q3
5 B—Kt 5	B—KKt 5	31 B×Kt	P×B
6 P—KR3	B—Q2?	32 R—R7?	R—QKt sq.
7 B×Kt? (a)	B×B	33 Q—B7 ch.	Q×Q
8 P×P	P×P	34 R×Q ch.	K—B3
9 P—Q3	P—KR3?	35 R—Kt 7	K—Kt 3
10 Q—K2	Q—K2	36 R—R2	K—B3
11 B—K3	Kt—B3	37 R—Kt 2	R (R sq.)—
12 P—KKt 4	P—KKt 4		KB sq.?
13 O—O—O	O—O—O	38 R—KKt 6	R—B5
14 KR—B sq.	B—Kt 5	39 R×RP	R (Kt sq.)—
15 B—Q2	Kt—K sq.		KB sq.
16 Q—R2	P—B3	40 K—Q2	R—B7 ch.
17 Q—B2	K—Kt sq.	41 K—B3	R (B sq.)—B6
18 B—K3	B×Kt?	42 R—Kt 5!	R—B3
19 B×P ch.	K—R sq.	43 R—R7	R—B2
20 B—B5	Q—K3	44 R—KR5	R—R7?
21 P×B	Q×RP	45 R×KKtP	R (B2)—B7
22 K—Q2	B—R5	46 R—Kt 2	R×RP
23 K—K3	Q—K3? (c)	47 R—Kt 7	P—Kt 3
24 R—QR sq.	Q—B3	48 P—Kt 5	R—K7
25 K—K2	K—Kt sq.	49 R—R2	R (R6)—R7
26 R—R2	K—B sq.	50 P—Kt 6	R (R7)—Kt 7
		51 R—Kt 8	R—Kt 6
		52 R—R7	P—Kt 4
		53 P×P ch.	K×P

54 R—QKt 8 ch.	K—B3	59 R—Kt 4	R×KtP
55 P—Kt 7	R(K7)—Kt 7	60 R—B6 ch.	K—R2
56 R(Kt 8)—Kt 7	R—Kt 8	61 R×P	
57 R—B7 ch.	K—Kt 3	And after a few more moves	
58 R(R7)—Kt 7 ch.	K—R3	Black resigned.	

- (a) Being a move ahead it was better to play P—Q3.
 (b) B×P ch. was now the right play.
 (c) He could have safely taken the BP.

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Game No. 421.

Played in the second round, May 7th.

DOUBLE RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	G. H. D. Gossip.	11 Kt—K sq.	Kt—Kt 5?
		12 P—KR3	Q—R5
1 P—K4	P—K4	13 Q—B3	Kt—B3
2 KKt—B3	QKt—B3	14 Kt—B5	B×Kt
3 Kt—B3	Kt—B3	15 Q×B	P—KKt 3
4 B—Kt 5	B—Kt 5	16 Q—B3	K—Kt 2
5 O—O	O—O	17 B—K3	Kt—R2
6 P—Q3	P—Q3	18 B×B	BP×B? (a)
7 B×Kt	P×B	19 Kt—B2	Kt—Kt 4
8 Kt—K2	B—QB4	20 Q—K3	Kt—K3
9 P—B3	B—Kt 3	21 Q—B3	Q—KB5
10 KKt—Kt 3	P—KR3?	Drawn by mutual consent. (b)	

- (a) We would have considerably preferred Black's game if he had retaken with the RP.
 (b) An even position.

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Game No. 422.

Played in the second round, May 20th.

KING'S GAMBIT DECLINED.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	J. W. Baird.	3 QKt—B3	P—Q3
		4 Kt—B3	KKt—B3
1 P—K4	P—K4	5 B—B4	O—O
2 P—KB4	B—QB4	6 P—Q3	B—KKt 5
		7 P—KR3	B×Kt

8 Q×B	Kt—B3	21 P—Q4	Kt—B3
9 B—K3? (a)	B×B	22 P—B3	P×P
10 Q×B	KKt—R4	23 Q×P	QR—KB sq.
11 P×P	Kt×P	24 R×R	Q×R
12 B—Kt 3	Q—R5 ch.	25 K—K2	Q—B5
13 K—Q2	Kt—Kt 6	26 R—Kt 3	P—Kt 3
14 KR—K sq.	K—R sq.	27 Q—B3	Q—R3
15 Kt—K2	Kt×Kt	28 Q—K3	Q—R4 ch.
16 R×Kt	P—KB4	29 R—B3	K—Kt 2
17 QR—K sq.	P—B5	30 K—B2	Q—R5 ch.
18 Q—B2	Q—R3	31 K—Kt 2	R×R
19 R—KB sq.	P—B6 disch. ?	32 Q×R	Q—Kt 4 ch.
	(b)	33 K—R2	Q—Q7 ch.
20 R—K3	R—B3		Drawn.

(a) Kt—K2 was much preferable.

(b) The BP formed his chief strength, and he should not have subjected it to an exchange.

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Game No. 428.

Played in the first round, April 6th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	N. MacLeod.	20 Kt—Kt 3	R—B sq.
1 P—K4	P—K4	21 QR—Q sq.	B—Q4
2 KKt—B3	QKt—B3	22 Kt—B5?	P—Kt 5
3 B—Kt 5	P—QR3	23 Kt×B	Q×Kt
4 B—R4	Kt—B3	24 P—QKt 3	P—QR4
5 O—O	B—B4	25 KR—K sq. ?	B×Kt
6 B×Kt?	QP×B	26 P×B	R×R ch.
7 Kt×P	Kt×P	27 R×R	R—Q sq.
8 P—QB3	O—O	28 Q—K3	Q—Q5
9 P—Q4	B—Q3	29 K—B2	K—B2
10 P—KB3	Kt—B3	30 Q×Q	R×Q
11 P—KB4	P—B4!	31 K—K3	R—Q4
12 B—K3	P×P	32 R—QB sq.	K—K3
13 P×P	Kt—Q4!	33 R—B4	P—KB4!
14 Q—B3	Kt×B	34 P—KR3	K—Q2
15 Q×Kt	R—K sq.	35 P—Kt 4	P—Kt 3
16 Q—B2	P—KB3	36 P×P	P×P
17 Kt—B4	B—B sq. !	37 P—R3	P×P
18 Kt—B3	P—QKt 4	38 R—R4	R×P
19 Kt—Q2	B—Kt 2	39 R×P (R3)	K—B3
		40 K—Q4	K—Kt 4
		41 R—R sq.	K—Kt 5

42 P—R4	P—B3	48 R—R sq.	R—Kt 7 (a)
43 R—QKt sq.	R—B6	49 K—Kt 5	K—Kt 6
44 K—K5	R×P	50 P—B5	R—Kt 8
45 R—KR sq.	P—R5	51 R×P	K×R
46 K×P	P—R6	52 P—R5	P—B4,
47 K—Kt 4	P—R7		and wins. (b)

(a) Obviously, K—R6 saved time.

(b) A creditable victory in a closely-fought game.

* * *

Game No. 424.

Played in the second round, May 6th.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	G. H. D. Gossip.	23 R—K sq. (b)	R×KRP
1 P—K4	P—K4	24 R—Q2	R—R6
2 P—QB3	P—Q4	25 Kt×P	R—QKt sq.
3 KKt—B3	P×P?	26 Kt×BP	R—Kt 8 ch.
4 Kt×P	Q—Q4	27 K—K2	R—R7 ch.
5 P—Q4	P×P en pass.	28 K—Q3 (c)	R×R ch.
6 Kt×P	KKt—B3	29 K×R	R—Kt 7 ch.
7 B—K3	B—Q3	30 K—Q3	R×P
8 Kt—Q2	O—O	31 P—B4	P—KR4
9 Q—B3	Kt—B3	32 K—Q4?	P—KB7
10 B—K2	B—KB4	33 K—K5	R—QB7
11 Q×Q	Kt×Q	34 K—Q5	R—Q7 ch.
12 QKt—B4	Kt×B	35 K—B6	P—R5
13 Kt×Kt	B×Kt (a)	36 P—B5	R—Q5
14 B×B	Kt—K4	37 Kt—K6	R—K5
15 O—O—O	Kt×B ch.	38 R×R	P×R
16 R×Kt	P—KB4	39 Kt—Kt 5	P—K6
17 Kt—B4!	B—B5 ch.	40 K—Q6	P—K7
18 K—B2	KR—K sq.?	41 Kt—B3	P—R6
19 P—KKt 3	P—QKt 4	42 P—B6	P—R7
20 Kt—R3	R—K7 ch.?	43 P—B7	RP queens?
21 K—Q sq.	R×KtP	44 P queens ch.	K—R2
22 P×B	R×BP	45 Kt—Kt 5 ch.	K—Kt 3
		46 Q—B2 ch.!	K—B3
		47 Kt—K4 ch.!	K—B2

(a) The Bishop should have retreated to K3.

(b) The preservation of his KRP by R—Q2 would have facilitated matters for him.

(c) A remarkably pretty position.

48 Q—B4 ch. !	K—B sq.	51 Q—K7 ch.	K—Kt sq.
49 Q—B8 ch. (d)	K—B2	52 Q—K8 ch.	K—R2
50 Q—K6 ch.	K—B sq.	53 Kt—Kt 5 ch.	Resigns.

(d) The ending after queening his Pawn is played quite with surprising ingenuity by the youthful competitor. It was given as a study in various Chess columns, and it quite deserved the distinction.

* * *

Game No. 425.

Played in the first round, April 13th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	G. H. D. Gossip.	28 B—K2	Kt—Kt 4 ?
1 P—K4	P—K4	29 R × R	R × R
2 KKt—B3	QKt—B3	30 B × Kt	B × B
3 B—Kt 5	P—Q3	31 R—QB sq.	R—KR sq.
4 P—B3	B—Q2	32 R—B7 ch.	K—B sq.
5 Q—K2	KKt—K2	33 P × P	B—B8 ch. ? (a)
6 P—Q4	Kt—Kt 3	34 Kt × B	R × P
7 B—K3	B—K2	35 P—B4 ? (b)	P × P
8 P—KR3	O—O	36 Q—B3	R—Kt 4 ch.
9 P—Q5 ?	Kt—Kt sq.	37 K—R2	Q—K8
10 P—KKt 4 ?	Kt—R5	38 R—B2	Q—R5
11 Kt × Kt	B × Kt	39 R—KB2	R—R4
12 B—Q3	P—QB3	40 R—Kt 2	R—Kt 4
13 P—QB4	Kt—R3	41 R × R	P × R
14 Kt—B3	Kt—Kt 5	42 Q—K2	Q—R sq.
15 B—Kt sq.	P × P	43 Q—QB2	Q—R8
16 BP × P	B—KKt 4	44 Q—Q3	Q—K8
17 O—O	B × B	45 K—Kt 2	Q—R5
18 Q × B	Q—R5	46 Q—QB3	Q—R4
19 K—Kt 2	P—KR4 !	47 Q—B6 ch.	K—Kt sq.
20 P—B3	P—B3	48 Q—K6 ch.	K—Kt 2
21 P—R3	Kt—R3	49 Q—Q7 ch.	K—Kt sq.
22 P—Kt 4	K—B2	50 Q—Kt 4	K—Kt 2
23 B—Q3	R—KR sq.	51 Kt—R2 (c)	K—B3
24 R—R sq.	Kt—B2	52 Q—K6 ch.	K—Kt 2
25 QR—QB sq.	P—QKt 3	53 Q—K7 ch.	K—R sq.
26 Kt—K2	QR—QB sq.	54 Q—B8 ch.	K—Kt 2
27 Kt—Kt 3	P—Kt 3	55 Kt—Kt 4	P—B6 ch.
		56 K—R2	Resigns.

(a) The sacrifice was difficult to answer, but still it was not sound.

(b) Q—K2 instead would have sooner enabled him to get safe, with a piece ahead.

(c) The settler. White has now an easy task to win.

Game No. 426.

Played in the second round, May 14th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
G. H. D. Gossip.	D. M. Martinez.	31 P × P	P—Kt 3
1 P—K4	P—K4	32 R—B3	R—Q2
2 KKt—B3	QKt—B3	33 R—Q sq.	R—R sq.
3 B—Kt 5	Kt—B3	34 R—KB2	QR—Q sq.
4 O—O	Kt × P	35 P—KKt 3	K—B2
5 P—Q4	B—K2	36 R—R2	R—QKt sq.
6 R—K sq.	Kt—Q3	37 K—B2	R—Kt 4
7 P × P	Kt × B	38 K—K2	KR—Kt 2
8 P—QR4	Kt—Q5!	39 B—Q4	R—R4!
9 Kt × Kt	O—O (a)	40 R × R	Kt × R
10 Kt—B5	P—Q4	41 K—K3	R—Kt 7
11 Kt × B ch.	Q × Kt!	42 R—Q2	R × R
12 Kt—B3 (b)	B—K3	43 K × R	K—Kt 2
13 B—B4	Q—Kt 5	44 B—Kt 6	Kt—B3
14 Q—Q2	KR—K sq.	45 P—KR4?	P—R3?
15 Kt—Kt 5?	Q × Q	46 B—B5	P—R4!
16 B × Q	QR—B sq.	47 K—K3	K—B2
17 P—QB3?	P—QR3	48 K—Q2	K—K sq.
18 Kt—Q4	Kt—R4!	49 K—B2	K—Q2
19 QR—Q sq.	B—Q2	50 K—Kt 2	Kt—Kt sq.!
20 B—KB4	P—QB4	51 B—R7	Kt—R3
21 Kt—B3	B—K3	52 B—K3	K—B3
22 Kt—Kt 5	Kt—Kt 6	53 K—B2	Kt—B4
23 Kt × B	P × Kt	54 B—B2	Kt—K5
24 R—Q3	P—B5	55 B—K sq.	K—B4 (c)
25 R—Kt 3	P—QKt 4	56 K—B sq.	P—Q5
26 P × P	P × P	57 P × P ch.	K × P
27 B—R6	R—K2	58 P—Kt 4	P × P
28 B—KKt 5	R—KB2	59 P—R5	P × P
29 B—K3	P—QKt 5	60 P—B5	K × P
30 P—B4	P × P	61 P × P	K × P
		62 Resigns.	

(a) If 9... Kt × Kt; 10 Q × Kt, 10 O—O; 11 B—B4, with an excellent game.

(b) If 12 Q × P, 12 R—Q sq., followed by Q × P wherever White's Queen may retreat to.

(c) A beautiful ending.

* * *

MARTINEZ'S GAMES.

* * *

Game No. 427.

Played in the first round, April 2d.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	D. M. Martinez.	21 B—K3	P—KB3
1 P—K4	P—K4	22 Kt—Kt 4	Q—Kt 3
2 KKt—B3	QKt—B3	23 P—B4	P—KR4
3 B—Kt 5	Kt—B3	24 P—B5 !	Q—Kt 2
4 O—O	B—K2	25 Kt—B2	Q—R2
5 Kt—B3	O—O ?	26 P—QB4	B—B2
6 B×Kt	QP×B	27 Q—B3	K—Kt 2
7 Kt×P	Kt×P	28 Kt—K4	P—QKt 3
8 QKt×Kt	Q—Q4	29 P—QKt 3	P—R5
9 P—Q4(<i>a</i>)	Q×QKt	30 Kt—B3	B—R4
10 R—K sq.	Q—KR5 ? (<i>b</i>)	31 Q—B2	P—R6
11 KKt—B3 !	Q—R4	32 P—Kt 3	B—Kt 5
12 R×B	B—Kt 5	33 R—KB sq.	K—Kt sq.
13 B—B4	KR—K sq.	34 B—Q2	Q—Q2
14 R×R ch.	R×R	35 R—K sq.	R×R ch.
15 Q—Q3	B—B4	36 B×R	K—B2 ?
16 Q—Kt 3	P—KR3	37 P—Q5	P—QB4
17 Kt—K5	B—K3	38 Kt—K4 ?	Q—K2
18 Q—KB3 ?	Q—B4	39 Kt—B3	Q—K4
19 R—QB sq.	B—Q4	40 B—Q2	P—QR3
20 Q—KKt 3	P—KKt 4	41 Q—K3	Q×BP
		42 Q—K4	Q×Q
		43 Kt×Q, and wins.	

(*a*) He could have also captured at once either BP and remained with a Pawn ahead, but probably Bishops of opposite colors would have ensued after the exchanges, with a drawy game.

- (b) A fearful blunder which loses a piece. His game is, of course, untenable against ordinary play.
 (c) He could have safely cleared the Pawns on the Q side.

* * *

Game No. 428.

Played in the second round, April 27th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	J. W. Baird.	19 P—KKt 3	R—B2
1 P—K4	P—K4	20 Q—Kt 6	R—K sq.
2 KKt—B3	QKt—B3	21 R—K2	Q—Q2
3 B—Kt 5	P—QR3	22 KR—K sq.	KKt—K2
4 B—R4	Kt—B3	23 Q—Kt 4	K—R sq.
5 P—Q3	B—B4	24 Q—R5	Kt—Q4
6 P—B3	P—QKt 4	25 Q—Kt 6	K—Kt sq.
7 B—B2	P—Q4	26 B—B sq.	QKt—K2
8 P×P	Kt×P	27 Q—R5	Kt—QB3
9 O—O	O—O	28 Q—R3	K—R2?
10 Q—K2	R—K sq.	29 Kt—Kt 5 ch.	K—Kt sq.
11 B—K3	B—Q3	30 Kt×R	Q×Kt
12 Kt—Kt 5	P—KR3? (a)	31 Q—Kt 4	Kt—KB3
13 Q—B3!	B—K3	32 Q—B3	Q—Q2
14 Kt×B	P×Kt	33 P—Q4! (b)	P×P
15 Kt—Q2	QKt—K2	34 R×P!	Kt—K4
16 QR—K sq.	QKt—B4	35 Q—KB5	P—Q6
17 Kt—K4	R—KB sq.	36 B—Kt 3	K—R sq.
18 Q—Kt 4	Q—K2	37 B×P	Q—B3
		38 B×P ch., and wins.	

(a) QKt—K2 was his best defence.

(b) Black, obviously, could not capture twice on account of the ultimate pinning of his Queen by B—QKt 3.

* * *

Game No. 429.

Played in the first round, April 1st.

QUEEN'S BISHOP PAWN GAME.

<i>White</i>	<i>Black</i>		
N. MacLeod.	D. M. Martinez.	19 P × P	P × P
1 P—K4	P—K4	20 B × P	K—Q2
2 P—QB3	P—Q4	21 Q—R3 ch. (c)	P—B4
3 KKt—B3	P × P ?	22 B × Kt ch.	K × B
4 Kt × P	B—Q3	23 P—KKt 3	P—B5
5 Kt—Kt 4	KKt—B3 ?	24 P × P	P—Kt 4 (d)
6 Kt × Kt ch.	Q × Kt	25 KR—B sq. ch.	K—Kt 2
7 Q—R4 ch. !	Kt—B3	26 P × P	K—R2
8 Q × P ch.	K—Q sq.	27 Q—Kt 2	Q—B4
9 B—K2	B—KB4 ?	28 P—KR3	R—KR sq.
10 Q—B3	R—K sq.	29 Q—Kt 4	Q—Q4
11 P—Q4	Q—Kt 3	30 R—B4 ! (e)	QR—KB sq.
12 O—O	B × Kt ? (a)	31 R—R4 ch.	K—Kt sq.
13 R × B !	P—B3 (b)	32 Q—Kt 2	R—B6
14 B—K3	P—KR4	33 R—R5 !	Q—K5
15 B—QKt 5	R—QKt sq.	34 R—Kt 5 ch.	K—R2
16 P—B4	Q—K5	35 R—QB sq.	KR × P
17 Q × RP	P—R3	36 R—B4 !	Q—Kt 8 ch. (f)
18 B—R4	P—QKt 4	37 B—B sq.	Q × RP
		38 P—Kt 3 !, and wins. (g)	

(a) 12... B—K5; 13 Q—Kt 4. 13 B × KtP; 14 K × B, 14 R × B gave him an excellent game.

(b) Black probably sees too late that he has still further weakened himself by the exchange. He could not take the Rook on account of the reply B—Kt 5 ch.

(c) Q—B7, followed by Q—QB4, was better play.

(d) Black struggles desperately, but without effect, against his youthful opponent, who holds his advantage tightly.

(e) Ingenious. Black cannot take the Rook on account of P—Q5 disch., winning the Queen.

(f) Of course, if 36... B—R7 ch.; 37 Q × B, and if R × Q, White mates by R—R4.

(g) A remarkably fine game.

* * *

Game No. 480.

Played in the second round, April 26th.

PHILIDOR'S DEFENCE.

<i>White</i>	<i>Black</i>		
D. M. Martinez.	N. MacLeod.	18 B × BP	R—Q7 ?
1 P—K4	P—K4	19 B—K5	Q—Kt 3
2 KKt—B3	P—Q3	20 B—B3!	Q × Q
3 P—Q4	P × P	21 RP × Q	R—Q2
4 Q × P	QKt—B3	22 B—Kt 4!	R—K sq.
5 B—QKt 5	B—Q2	23 R—K2	P—B3
6 B × Kt	B × B	24 QR—K sq.	K—B2
7 Kt—B3	Kt—B3	25 P—R4	R—B2
8 O—O	P—KR3 ? (a)	26 B—B5	R—Kt 2 (b)
9 Kt—Q5	B—K2	27 P—QKt 4	P—R3
10 Kt × B	Q × Kt	28 P—QB4	R—B2
11 P—K5!	P × P	29 P—B3	K—B sq.
12 Kt × P	R—Q sq.	30 K—B2	K—B2
13 Q—K3	Kt—Q4	31 P—R5	K—B sq.
14 Q—KKt 3	Q—B3	32 R × Kt	R × R
15 Kt × B	P × Kt	33 R × R	R × R
16 R—K sq. ch.	Kt—K2	34 P—Kt 5	BP × P
17 B—B4	O—O	35 P × P	P × P
		36 P—R6, and wins.	

(a) More than ordinary loss of time here, as will be seen after the excellent manner in which the opponent now assumes the offensive.

(b) His game is blocked and broken up. The adverse extra Pawn wins with ease.

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J. W. BAIRD'S GAMES.

* * *

Game No. 481.

Played in the first round, March 26th.

RUY LOPEZ.

<i>White</i>	<i>Black</i>		
J. W. Baird.	N. MacLeod.	12 P—K6!	P—B3
1 P—K4	P—K4	13 Q—Q3	R—KKt sq.
2 KKt—B3	QKt—B3	14 Q—R7 (b)	R—Kt 2
3 B—Kt 5	P—Q3	15 Q×P	Q—Q3?
4 B×Kt ch.?	P×B	16 Q×BP	Q—K2
5 P—Q4	Kt—B3	17 Q—K5	R—Kt 3
6 O—O	Kt×P	18 B×KtP	Q—R2
7 P×P	P—Q4	19 P—K7	B—Kt 2
8 B—K3	P—KR3?	20 Q×BP	B—B3
9 QKt—Q2	Kt×Kt	21 Q×B	Q—Kt 2
10 Q×Kt	P—KKt 4? (a)	22 Q×R ch.	K×P
11 Q—B3!	B—QKt 2	23 Q×P ch.	K—Q3
		24 Q×Q	Resigns.

(a) He ought to have developed B—K2, followed by O—O already a few moves ago, and his position was then a little preferable.

(b) White plays all this remarkably well, and he now forces the game in a few moves.

* * *

Game No. 432.

Played in the second round, April 19th.

INDIAN OPENING.

<i>White</i>	<i>Black</i>		
N. MacLeod.	J. W. Baird.		
1 P—K4	P—K4	33 R—Kt sq.	P—R5
2 P—Q3	B—B4	34 Kt—K2!	R—Kt sq. (d)
3 K—Kt—B3	P—Q3	35 Kt×Kt	Q×Kt ch.
4 B—K2	K—Kt—B3	36 K—R sq.	Q—B2
5 Kt—B3	P—KR3?	37 R—K sq.	Q—K3
6 P—QR3?	O—O	38 Q—B7	R—K sq.
7 P—KR3 (a)	Q—Kt—B3	39 Q—Kt 7!	R—QB sq.
8 K—Kt—R2	Kt—R2	40 Q×Q—KtP	R×P
9 B—K3?	B×B	41 Q—Kt 8 ch.	R—B sq.
10 P×B	Q—R5 ch.	42 Q×P	Q×Q
11 K—Q2	P—KB4	43 R×Q	R—B8 ch.
12 Q—K sq.	Q—Q sq. ? (b)	44 K—R2	R—QKt 8
13 R—KB sq.	P×P	45 R×P	R×P
14 R×R ch.	Q×R	46 P—Q4	K—B2
15 Kt×P	P—Q4	47 K—Kt sq.	K—K3
16 Kt—Kt 3	Q—QB4	48 R—K5 ch.	K—Q3
17 R—Q sq.	P—Q—Kt 4	49 R—K4	P—Kt 4
18 P—Q—Kt 4?	Q—Kt 3	50 R—Kt 4	R—Kt 4
19 B—B3	B—K3	51 K—B2	R—B4 ch.
20 K—K2	P—QR4	52 K—K3	K—Q4
21 K—B sq.	Kt—K2	53 K—Q3	K—Q3
22 Q—QB3	Q—Q3? (c)	54 K—B4	K—B3
23 B—Kt 4	P×P	55 R—K4	K—Q3
24 P×P	P—QB3	56 R—K2	R—R4
25 B×B ch.	Q×B	57 K—Q3	R—KB4
26 Kt—Kt 4	Kt—Kt 3	58 K—K3	R—KB sq.
27 P—K4?	Kt—B3	59 R—R2	R—B4
28 P×P	P×P	60 R—KB2!	R—QR4
29 Kt×Kt ch.	Q×Kt ch.	61 K—K4	K—K3
30 K—Kt sq.	Kt—B5	62 R—QB2	R—R6
31 Q—B5	Q—Kt 4	63 R—Q2	R—R5
32 K—R2	P—R4	64 R—KB2	R—Kt 5
		65 R—Q2	R—R5
		66 R—QB2	R—R6
		67 P—Q5 ch. (e)	K—Q3

(a) As he does not intend to Castle on that wing, this advance gives him attacking prospects.

(b) 12... Q—B3; and if 13 Kt—Q5, 13 Q—B2 was stronger play.

(c) Q—B3 would have strengthened his attack.

(d) If 34... Kt×Kt; 35 Q×P ch., followed by Q×R, etc.

(e) R—B6 ch. first would have settled matters more speedily, but this, of course, also wins.

68 K—B5	K × P	79 P—Kt 5	R—R5
69 K × P	R—QR5	80 R—QKt 6	R—R2
70 R—KB2	R—K5	81 R—Kt 4	R—R sq.
71 R—KB4	R—K7	82 R—Kt 7 ch.	K—R sq.
72 R—KKt 4	K—K3	83 K—R6	R—R3 ch.
73 K × P	K—B3	84 P—Kt 6	R—R sq.
74 K—R5	R—K sq.	85 P—R5	R—QB sq.
75 R—Kt 6 ch.	K—B2	86 R—Kt 5!	R—R sq.
76 P—R4	R—R sq. ch.	87 K—Kt 5	R—QB sq.
77 R—R6	R—QR sq.	88 P—R6	R—R sq.
78 P—Kt 4	K—Kt 2	89 P—R7	Resigns.

* * *

89061790812



B89061790612A

GV 4/17/4V

89061790812



b89061790812a

Position after Black's 28th move

K - K12

Black - W. H. K. Pillsbury.



White - M. Wiener.