The International Chess Congress
St. Petersburg, 1909

EDITED WITH THE CO-OPERATION
OF THE TOURNAMENT COMMITTEE
BY
DR. EMANUEL LASKER
WORLD'S CHESS CHAMPION

Preface

This is a book in which analysis is accurate.

The games in this book show the working of the mind of the master, and the commentary has been intended to guide the thought of him who plays over these games so that he may perceive weakness and merit. Notes have been made solely for that purpose. The glossary was meant to be both necessary and sufficient. Nowhere will it be found lacking in supplying explanation needed, but it has no superfluities.

The work has been translated from German, all but the early part, by Mr. R. Teichmann, and some valuable advice has been given to me by Mr. Teichmann, for which I beg to thank him here.

EMANUEL LASKER.

New York. May 10, 1910.

Programme of the tournament

1. The number of participants in the tournament is limited to twenty, of whom one half are Russian players.

2. Every participant meets every one of his competitors in one game. A game won counts Plus One, a game lost counts Naught, and a draw one half a point.

C. SCHLECTER   DR E. LASKER

3. No entrance fee is necessary, but a deposit of 10 Rbls. is demanded. It shall be paid before the commencement of the tournament and

is repaid provided the participant has stayed in the tournament until the end.

4. Ten prizes: - I, 1000 Rbls. (a little more than $500.00 or £100) ; II, 750 Rbls. ; III, 550; IV, 400; V, 280; VI, 190; VII, 120; VIII, 80; IX, 50; X, 30.

TOURNAMENT COMMITTEE MEMBERS

B. MALJUTIN, O. SOSSNITZKY, S.ZNOSKO–BOROVSKY, P. P. SABUROV,
E. A. ZNOSKO–BOROVSKY, V. TSCHUDOWSKI

5. All participants receive also an honorary of 10 Rbls. for each game they win and 5 Rbls. for each game they draw.

6. Furthermore, each competitor receives a fixed compensation. Every Russian Master 50 Rbls., and every foreign participant 100 Rbls.

7. If the scores are equal the prizes are equally divided, except that two participants compete for the two first prizes. The two competitors

agreeing, they can decide the first prize by a match of tour games. If the result should be equal the two prizes are divided.

8. Time for playing is five times a week, from 11 o'clock A.M. until 9 o'clock P.M. with an interval from 4 to 6 o'clock P.M. Before the adjournment the player whose turn it is to move must give his move in a closed envelope to the director of the tournament. The sixth day is reserved for the termination of adjourned games. Adjourned games may also be played, the two opponents agreeing, on any evening after the termination of other games which they might have to play. One day a week is an off day.

DR E. LASKER   A. K. RUBINSTEIN

9. There is a time limit of two and one half hours for thirty-seven moves, after that one and one half hours for twenty-three moves, and further on fifty moves an hour. A player transgressing on the time limit loses the game. At the commencement of the game the clock is set in motion. In case a player does not come before the control of time his game is counted as a loss to him.

J. MIESES   DR O. S. BERNSTEIN

If a participant fails to appear for the playing of three consecutive games he is removed from the tournament. If such a player has finished less than one half of his games they are not counted; but if he has played more than half of his games, those that he has played are counted and those that he has failed to play are credited to his opponent.

Note to paragraphs 8 and 9: The time of adjournment and the moment of controlling the time can be changed if the majority of participants so desire (As a matter of fact no change was requested.)

10. Either of the players has to carefully write his game and to deliver his manuscript immediately after termination or adjournment of his game to the director of the tournament. All games of the tournament are the property of the St. Petersburg Chess Club.

11. The participants are forbidden to analyse the games in progress.

12. The tourney is played according to the Chess Year Book by Berger. None of the participants has a right to pardon transgression of these rules by his opponent. Players who do not obey the rules of the tournament, or those who do not complete the tournament, lose every claim to prize, compensation, and their deposit. All differences are settled by the Court of Referees. This Court is composed one half by the participants and one half by the members of the committee. In case the votes are evenly divided, that of the president decides.

AMOS BURN   R. TEICHMANN

13. On Sunday, the 14th of February, 1909, at 8 o'clock in the evening, the guests will he officially bidden welcome and lots will be drawn for the tournament. The commencement of the tournament is on Monday, the 15th of February, at 11 o'clock A.M.

M. VIDMAR   S. N. VON FREYMANN

14. Offers to participate have to be directed no later than the 28th of
    January, 1909, to the president of the committee of the St. Peters-
    burg Chess Club, Mr. P. P. Saburow, St. Petersburg, Mochowaja
    27.

15. Participants who desire to have board and lodging at moderate
    prices are asked to address themselves to the member of the Com-
    mittee, Mr. Julius Sossnitsky, St. Petersburg, Ertelew Perulok
    2.

These were the Masters who competed and the countries which they
represented: 1. America, Dr. E. Lasker; 2. Germany, E. Colin, J. Mieses,
R. Spielmann, R. Teichmann; 3. England, A. Burn; 4. Holland, A. Speijer;
5. Austria, Dr. J. Perlis, C. Schlechter, S. Tartakower, M. Vidmar; 6.

Russia, Dr. O. S. Bernstein, F. J. Dus–Chotimirski, S. N. von Freymann, W. J. Nenarokov, A. K. Rubinstein, G. F. Salwe, Eugene A. Znosko-Borovsky; (Carl Rosenkranz retired from the tournament in order to enable Dr. Perliswho was by chance at St. Petersburg, to participate); 7. Bohemia, O. Duras; 8. Hungary, L. Forgács.

His Majesty the Czar Nikolaus deigned to give 1000 Rbls. to strengthen the means at the disposal of the Congress and to donate also a magnificent vase of the Imperial porcelaine manufacture as a first prize tor the all Russian Minor Tournament. The whole amount needed for the Congress, 10,500 Rbls., was gotten together in the way of voluntary contributions.

O. DURAS   A. SPEIJER

Tournament Crosstable

Names of the players	Dr. Lasker	Rubinstein	Duras	Spielmann	Dr. Bernstein	Teichmann	Dr. Perlis	E. Cohn	Salwe	Schlecter	Mieses	Tartakower	Dus–Chotimirski	Forgács	Burn	Vidmar	Speijer	von Freymann	Znosko–Borovsky	Totals	Prizes
Dr. Lasker		0	1	½	½	1	1	1	1	1	1	1	0	1	1	1	1	1	1	14½	I. & II. Prizes divided
Rubinstein	1		1	1	1	½	½	½	1	½	1	1	0	1	1	½	1	1	1	14½	I. & II. Prizes divided
Duras	0	0		1	½	1	½	½	1	0	1	1	0	1	1	½	½	1	1	11	III. & IV. Prizes divided
Spielmann	½	0	0		0	½	1	1	½	½	0	1	1	½	1	1	½	1	1	11	III. & IV. Prizes divided
Dr. Bernstein	½	0	½	1		0	0	1	1	1	½	0	1	½	1	1	1	½	1	10½	V. Prize
Teichmann	0	½	0	½	1		1	1	½	½	½	1	0	½	½	1	1	½	½	10	VI. Prize
Dr. Perlis	0	½	½	0	1	0		½	½	½	1	1	1	0	1	0	1	1	½	9½	VII. Prize
E. Cohn	0	½	½	0	0	0	½		½	1	½	½	1	1	½	½	½	1	½	9	VIII, IX, & X. Prizes divided
Salwe	0	0	0	½	0	½	½	½		0	1	1	0	1	1	1	½	½	1	9	VIII, IX, & X. Prizes divided
Schlecter	0	½	1	½	0	½	½	0	1		0	0	½	1	1	1	½	½	½	9	VIII, IX, & X. Prizes divided
Mieses	0	0	0	1	½	½	0	½	0	1		½	1	0	½	1	1	1	½	8½	
Tartakower	0	0	0	0	1	0	0	½	0	1	½		1	1	1	½	½	1	½	8½	
Dus–Chotimirski	1	1	1	0	0	1	0	0	1	½	0	0		½	½	0	½	0	½	8	Special Prize
Forgács	0	0	0	½	½	½	1	0	0	0	1	0	½		½	½	1	½	1	7½	
Burn	0	0	0	0	0	½	0	½	0	0	½	0	½	½		½	1	1	½	7	
Vidmar	0	½	½	0	0	0	1	½	0	0	0	½	1	½	½		1	½	½	7	
Speijer	0	0	½	½	0	0	0	½	½	½	0	½	½	0	0	0		½	1	6	
von Freymann	0	0	0	0	½	½	0	0	½	½	0	0	1	½	0	½	½		1	5½	
Znosko–Borovsky	0	0	0	0	0	½	½	½	0	½	½	½	½	0	½	½	0	0		5	

The openings classified

Queen's Gambit and Queen's Pawn Opening.

1. **1 d4 d5 2 c4 e6 3 ♘c3**

   (a) **3...c5**

      i. **4 e3**
         - Games 22, 45, 57, 65, 74, 91, 133, 137, 144, 150

      ii. **4 d×c5 d×c4 5 ♘f3 ♘c6 6 g3**
         - Games 44, 78, 82

      iii. **4 ♘f3 ♘c6 5 ♗f4**
         - Game 33

      iv. **4 c×d4**
         - Games 130, 166

   (b) **3...♘f6**
      - Games 37, 40, 49, 95, 108, 142, 164

   (c) **3...d×c4**
      - Games 13, 34, 47, 135, 154

2. **1 d4 d5 2 c4 c6**
   - Game 15

3. **1 d4 d5 2 ♘f3**

   (a) **2...c5**
      - Games 21, 24, 27, 32, 62, 63, 92, 127, 150, 159, 160

   (b) **2...e6**
      - Games 30, 31, 39, 75, 77, 79, 113, 139

   (c) **2...♘f6 3 c4 e6 4 ♗g5 c5**
      - Game 26

   (d) **2...♘f6 3 c4**

      i. **3...c6 4 e3 ♗f5**
         - Game 115

      ii. **3...d×c4**
         - Games 136, 147

      iii. **2...c6**
         - Game 81

4. **1 d4 d5 2 ♗f4**
   - Games 11, 86, 120

5. **1 d4 f5**
   - Games 52,126, 131

6. **1 d4 ♘f6**
   - Games 1, 48, 50, 69, 148, 167

7. **1 d4 c5**

- Games 8, 29

8. **1 d4 g6**

- Game 125

Ruy Lopez.

1 e4 e5 2 ♘f3 ♘c6 3 ♗b5

1. **3. . . d6** (or **3. . . ♘f6 4 O-O d6**)

    - Games 4, 5, 6, 9, 14, 35, 51, 56, 76, 84, 85, 94, 96, 101, 102, 105, 111, 124, 153, 161

2. **3. . . ♘f6 4 d3 d6 5 c4**

    - Game 10

3. **3. . . f5**

    - Games 19, 173

4. **3. . . a6 4 ♗a4 ♘f6**

    (a) **5 O-O ♗e7 6 ♖e1**
        - Games 16, 41, 112, 119, 122, 138, 145, 149 170

    (b) **5 O-O ♗e7 6 ♕e2**
        - Game 171

    (c) **5 O-O ♗e7 6 d3**
        - Game 141

    (d) **5 d3 d6 6 c4**
        - Game 73

    (e) **5 d3 d6 6 h3 ♗e7 7 c4**
        - Game 158

    (f) **5 O-O ♘xe4**
        - Games 104, 128, 132

    (g) **5 ♘c3**
        - Games 17, 36, 54

Four Knights Game.

1 e4 e5 2 ♘f3 ♘c6 3 ♘c3 ♘f6 4 ♗b5 ♗b4 5 O-O O-O

- Games 12, 23, 25, 43, 53, 70, 93, 152

Three Knights Game.

1 e4 e5 2 ♘f3 ♘c6 3 ♘c3

1. **3. . . g6**

    - Game 67

2. **3. . . ♗b4 4 ♗b5 ♘d4**

    - Game 98

Giuoco Piano.

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4

1. **3. . . ♗c5 4 O-O**

    - Game 114

2. **3. . . ♘c6 4 d3 ♗c5**

    - Game 90

Two Knights Defence.

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♘f6 4 d4 e×d4 5 O-O ♗c5 6 e5 d5

- Games 37, 165

Scotch Game.

1 e4 e5 2 ♘f3 ♘c6 3 d4 e×d4

1. **4 c3**

    (a) **4. . . d5**

        - Games 55, 72

    (b) **4. . . d×c3**

        - Game 89

2. **4 ♘×d4**

    (a) **4. . . ♘f6**

        - Game 140

    (b) **4. . . ♗c5**

        - Game 123

Ponziani.

1 e4 e5 2 ♘f3 ♘c6 3 c3

- Game 20

Philidor's Defence.

1 e4 e5 2 ♘f3 d6

- Games 28, 62

Vienna Game.

1 e4 e5 2 ♘c3

1. **2. . . ♘f3**

    (a) **3 f4**

        - Games 46, 134

    (b) **3 g3**

        - Games 18, 106, 117, 174

    (c) **3 ♗c4**

        - Games 83, 100

2. **2. . . ♗c5**

    - Game 2

3. **2. . . ♘c6 3 f4**

    - Game 116

Bishop's Opening.

1 e4 e5 2 ♗c4

- Game 64

King's Gambit Declined.

1 e4 e5 2 f4

1. **2. . . ♗c5**

    - Games 107, 151

2. **2. . . d5**

    - Game 172

French Defence.

1 e4 e6

1. **2 d4 d5**

   (a) **3 e×d5 e×d5**
      - Games 38, 109, 110, 129, 168, 169

   (b) **3 ♘c3 ♘f6 4 ♗g5**
      i. **4. . . ♗b4**
         - Games 58, 59, 68, 146
      ii. **4. . . ♗e7**
         - Games 163

   (c) **3 ♘c3 ♘f6 4 ♗d3 c5**
      - Game 71

2. **3 ♘c3 ♘f6 4 ♗d3 c5**
   - Games 87, 143

Sicilian Defence.

1 e4 c5

1. **2 ♘f3 ♘c6 3 d4 c×d4** [or with transposition of moves] **4 ♘×d4 ♘f6 5 ♘c3 d6**

   (a) **6 ♗c4 ♗d7 7 ♗g5 e6**
      - Game 60

   (b) **6 ♗e2 g6**
      - Games 97, 175

2. **2 ♘c3 ♘c6 3 g3**
   - Game 157

Caro-Kann Defence.

1 e4 c6

- Games 61, 121, 155

Scandinavian Defence.

1 e4 d5

- Games 42, 80, 88, 103, 118

English Opening.

1 c4

1. **1. . . e5**
   - Game 66

2. **1. . . e6**
   - Game 99

Games of the tournament

Game No. 1

Queen's Pawn Opening

White — Black
Dus–Chotimirski — Mieses

1	**d4**	**♘f6**
2	**c4**	**d6**
3	**♘c3**	**♘bd7**
4	**e3**	

After 4 e4 the continuation might be: 4...e5 5 ♘f3 g6 6 ♗g5 h6 7 ♗h4 ♗g7 8 ♗g3

4	**...**	**e5**
5	**♗d3**	**g6**
6	**f4**	**♛e7**
7	**♘ge2**	**e4**

A premature attempt at attack. 7...♗g7 followed by 8...O-O and using the f8 rook on the e-file, was indicated.

8	**♗b1**	**c6**
9	**♛c2**	**♘b6**
10	**b3**	**♗f5**
11	**a4**	
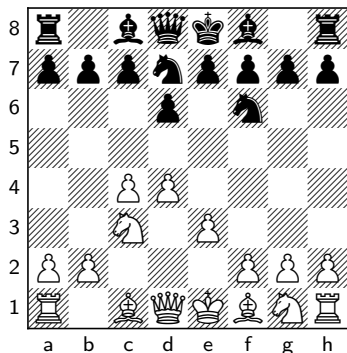
11 ♘g3 would have been simply met by 11...O-O-O

11	**...**	**♜c8**
12	**a5**	**♘a8**
13	**♗a3**	**♛e6**

14	♛d2	d5
15	♝×f8	♚×f8
16	c×d5	

This exchange was unnecessary. White ought to have continued at once with 16 ♞a4 ; if then 16...d×c4 17 ♞c5 would follow with an excellent game.

White might very well have continued 22 b4 threatening to bring the light-squared bishop into action via c2 and a4; a plausible continuation would have been 22...b6 23 a×b6 a×b6 24 ♞5a4 ♞b5 25 ♞e2 ♛d6 26 h3 and white has a slight advantage.
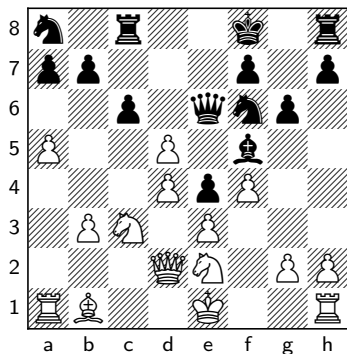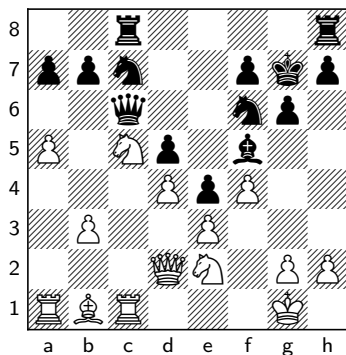
16	. . .	c×d5
17	♞a4	♚g7
18	O-O	♞c7
19	♞c5	♛c6
20	♖c1	♛b5
21	♞c3	♛c6
22	♞e2	

22	. . .	♛b5
23	♞c3	♛c6
24	♞e2	♛b5
25	♞c3	♛c6
26	♞a2	♛b5
27	♞c3	♛c6
28	♞e2	♛b5

Drawn

1h 15   1h 15

Game No. 2

Vienna Game

White	Black
E. Cohn	Burn

1	e4	e5
2	♘c3	♝c5
3	g3	♘f6
4	♗g2	d6
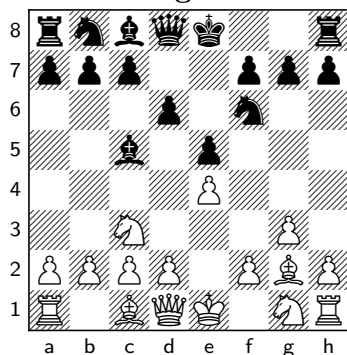
4... ♘c6 appears to be preferable, with a view to saving the important dark-squared bishop from being exchanged, by 5... a6
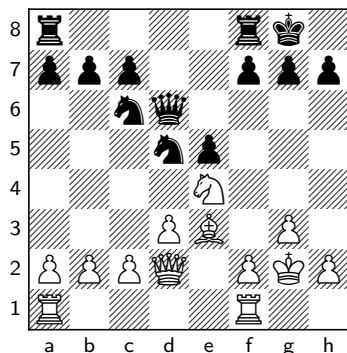
5	♘a4	♘c6
6	♘e2	♛e7
7	d3	♝e6
8	O-O	d5
9	♘×c5	♛×c5
10	♗e3	♛d6
11	e×d5	♝×d5
12	♘c3	♝×g2

13	♔×g2	♘d5
14	♛d2	

14 ♛f3 taking posession of the diagonal which the fianchettoed bishop commanded before, seems more natural.

14	...	O-O

Black ought to castle queenside, to attack on the kingside.

15	♘e4	

15	...	♘×e3+

15... ♛g6 16 f4 f5 17 ♘c3 (or 17 ♘c5 ♘×e3+ 18 ♛×e3 ♘d4 17... ♜ad8) would have created interesting complications, which would probably have turned out in Black's favour.

16	♕×e3	♕d4	
17	c3	♕×e3	
18	f×e3		

Drawn

1h 10   0h 40
_____

Game No. 3

Queen's Gambit Declined

White   Black
Nenarokow   Dr. Perlis

1	d4	d5
2	c4	e6
3	♘c3	♘f6
4	♘f3	♗e7
5	♗f4	O-O
6	e3	c5
7	♗d3	♘c6
8	c×d5	e×d5
9	d×c5	♗×c5
10	O-O	♗e6
11	♖c1	♖c8

Better 11...a6 12 ♗b1 d4 13 ♘a4 ♗a7 ; the black dark-squared bishop should exert a pressure on d4.

12	♗b1	♘a5

There the knight is out of play. 12...♕e7 13 ♗g5 ♖fd8 14 ♕d3 h6 was a feasible line of play. The checks would have done Black no harm.

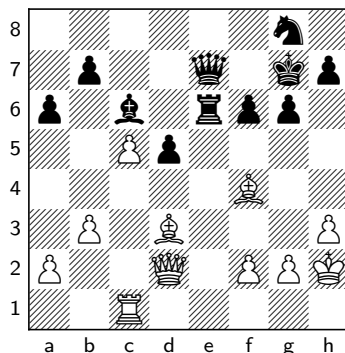|		
13	♗g5	♗e7
14	♘d4	g6
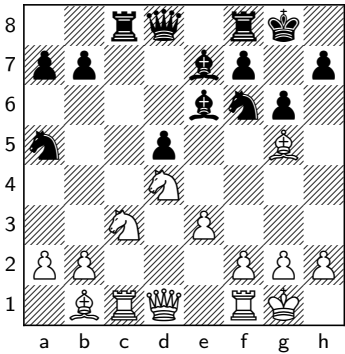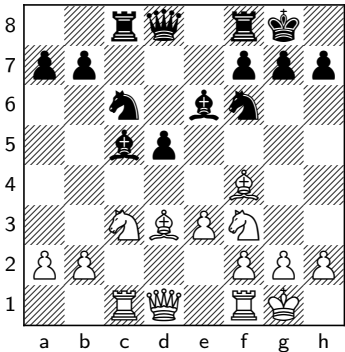
15	♕e2

White might have played f4 followed by f5; e.g. 15 f4 ♗g4 16 ♕e1 ♘c4 17 f5 ♘×b2 18 h3 and White would have an irresistible attack.
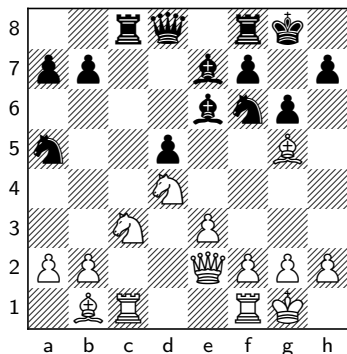
15	...	♘c6
16	♘f3	♕b6
17	h3	♖fd8
18	♖fd1	♔g7
19	♘d4	♘×d4
20	e×d4	♖c4
21	♗e3	♖dc8
22	♗d3	♖b4
23	b3	♕d8
24	♘a4	♖×c1
25	♖×c1	♗d7
26	♘c5	♖b6
27	♗f4	♗×c5
28	d×c5	♖e6
29	♕b2	♕e7
30	♗d6	♕e8
31	♕d2	♗c6
32	♗f4	♘g8

33	♕c3+	f6
34	♔h2	♔f7
35	♕d2	a6
36	♗d6	♔g7
37	♗f4	♕e7

Adjourned.

38	♗d6	♕e8
39	♗f4	♕e7
40	b4	♕e8
41	a3	♔f7
42	♖b1	f5
43	♖b2	♘f6
44	♗b1	♕e7
45	f3	♘h5
46	♗d6	♕h4
47	g3	

Both parties have taken care not to alter the position to any considerable extent. Black here lays a trap. If 47 ♕h6 Black would have answered 47...♖×d6

47	...	♕d8
48	♗a2	♘f6
49	♔g2	♕e8
50	♔f2	♔g7
51	♗f4	♗b5

An altogether faulty manoeuvre; the attack thus imitated is easily parried, whilst the d-pawn is left without support.

52	♗h6+	♔h8
53	♕d1	♘g8
54	♕d4+	♘f6
55	h4	

This was calculated to a nicety.

55	...	♖e2+
56	♔g1	♖e1+
57	♔h2	♖e2+
58	♔h3	♕e6
59	♗g5	f4+
60	g4	♖e5

Black here lost the game by exceeding the time limit. The game might have gone on as follows: 60...♖e5 61 ♕×f4 ♗f1+ 62 ♔h2 ♘d7 63 ♕d4 to White's advantage.

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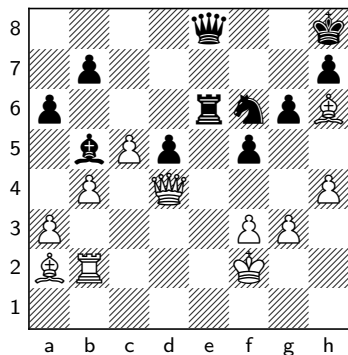
Game No. 4

Ruy Lopez

	White	Black
	Teichmann	Vidmar

1	e4	e5
2	♘f3	♘c6
3	♗b5	♘f6
4	O-O	d6
5	d4	♗d7
6	♘c3	♗e7
7	♖e1	e×d4
8	♘×d4	O-O
9	♘de2	
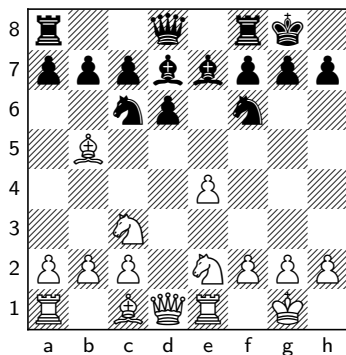
9 ♗g5 looks the natural move.

9	...	♖e8
10	♘g3	♗f8
11	b3	g6
12	♗b2	♗g7
13	♘d5	a6
14	♗×c6	

To 14 ♗f1 Black would have replied 14... ♘e5 and if 15 f4? he would have played 15... ♘×d5 follwed by 16... ♘f3+ or 16... ♘f4 according to circumstances, with a good game.

14	...	♗×c6
15	♘×f6+♗×f6	
16	♗×f6	♕×f6
17	♕d3	♖e6
18	f3	♖ae8
19	c4	♕e7

Threatening 20... f5; White would probably reply 20 ♖ad1. After that it appears for both players an almost hopeless undertaking to drive the opponent from his position.

(The final position.)
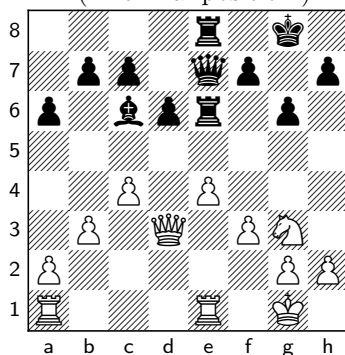
1h 07   Drawn   1h 00

Game No. 5

Ruy Lopez

White   Black
Schlecter   Dr. Lasker

1	e4	e5
2	♘f3	♘c6
3	♗b5	♘f6
4	O-O	d6
5	d4	♗d7
6	♘c3	♗e7
7	♖e1	e×d4
8	♘×d4	O-O
9	♘de2	a6
10	♗a4	

The retreat to d3 appears stronger. It is true that Black can then exchange white's bishop for a knight, by playing, say, 10... ♘e5; but in that case White would retake with the c-pawn and would have two strong pawns in the centre as compensation for Black's two bishops.

10	...	♖e8
11	f3	h6

If black played 11... ♗f8 at once, White's reply would be 12 ♗g5 threatening 13 ♘d5. After this Black would have nothing better than 12... h6 13 ♗h4 ♗e7
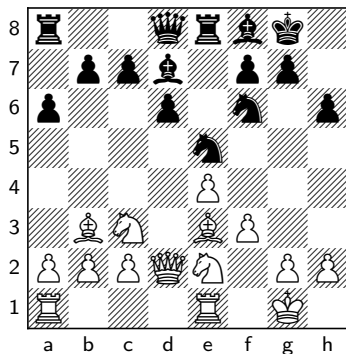
12	♗e3	♗f8
13	♕d2	♘e5

By this move, Black frees his game.

14	♗b3	

It was not good to retire the Bishop. White ought to have exchanged and developed his game further by ♖ad1.

14	...	c5
15	♗d5	♖b8
16	♘f4	b5
17	a3	♘×d5
18	♘c×d5	f5

The point of Black's strategy. After the exchange of the e-pawn, the weakness of the d-pawn does not signify.

19	e×f5	♗×f5
20	♗f2	♕d7
21	♘e3	♗h7
22	♘fd5	♕f7
23	♖ad1	♘c6
24	♗g3	♖bd8
25	♗h4	♖d7
26	♘g4	♖×e1+
27	♖×e1	♘d4

Decisive.
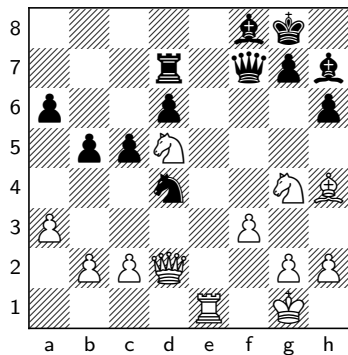
28	♘ge3

White dare not reply 28 ♘de3 as 28...g5 29 ♗g3 h5 would get him into difficulties.

28	...	♗×c2
29	♘×c2	♘×c2
30	♘f6+	g×f6
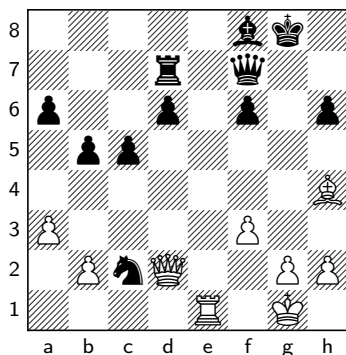
31	♕×c2

Intending to take up a strong position by Qf5.

31	...	f5
32	f4	♗g7

32...d5 33 ♖e5 d4 and, whether queen or rook captures f5, ...d3 would have decided the game at once. The text is therefore loss of time.

33	h3	c4
34	g4	

A desperate attempt to obtain an attack.

34   ...   d5

Simply 34... f×g4 35 h×g4 follwed either by ♕×f5 or d5 was indicated.

	35	g×f5	d4
	36	♕e4	d3
	37	f6	♗f8

If 37... ♗×f6 ; 38 ♗×f6 ♕×f6 39 ♕e8+

38   ♔h2   d2

Better 38... ♔h8 39 ♖g1 a5 in order to play ...b5 and ...c6, which was feasible in spite of f4-f5 and ♕e6.
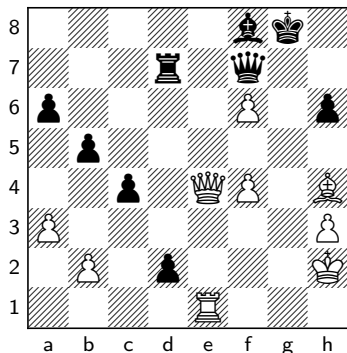
Adjourned.

39   ♖d1   ♕h5

39... ♔h8 Was still the right move. If white plays 40 ♕e2 then 40... ♗d6 41 ♔g3 ♕g6+ 42 ♕g4 ♗×f4+ and wins; likewise after 39... ♔h8 40 ♕e2 ♗d6 41 ♕×d2 ♗×f4+ 42 ♕×f4 ♖×d1 43 ♕×h6+ ♔g8 44 ♕g5+ ♔h7 White's checks would cease and Black should win.
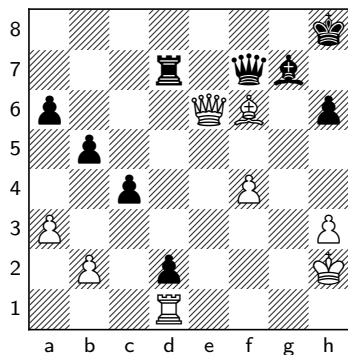
	40	♕e6+ ♔h8
	41	f7

This clever move threatens Bf6+

	41	...	♕×f7
	42	♗f6+	

Far better than at once 42 ♕×f7 as White's b-pawn is saved from attack by the exchange of the Bishops.

42   ...   ♗g7

To 42... ♔h7 the reply would not have been 43 ♕f5+ ♔g8 44 ♖g1+ as after 44... ♗g7 45 ♖×g7+ ♕×g7 46 ♗×g7 d1♕ Black would get out of the checks and win; but after 42... ♔h7 43 ♕×f7+ ♖×f7 44 ♗c3 White would have taken up a strong defensive position.

43	♛×f7	♖×f7
44	♗×g7+	♔×g7
45	♖×d2	♖×f4

Black certainly remains with a pawn to the good, but White threatens to break up the pawns by a4. After an endgame, which is is played by White in a sensible manner and which needs no comment, the game now ends in a draw.

46	♔g3	♖e4
47	♔f3	♖e1
48	♖d7+	♔f6
49	♖d6+	♔e5
50	♖×a6	♖b1

51	♖×h6	♖×b2
52	♔e3	♖b3+
53	♔d2	♔d4
54	♖d6+	♔c5
55	♖a6	♖×h3
56	♖a8	♖h2+
57	♔c3	♖a2
58	♖c8+	♔b6
59	♖b8+	♔c6
60	♖a8	♔c5
61	♖c8+	♔b6
62	♖b8+	♔c6
63	♖a8	♔b7
64	♖a5	♔b6
65	♖a8	♔c6
66	♔d4	♔b7
67	♖a5	♖d2+
68	♔c3	♖d5
69	♔b4	♔b6
70	a4	c3
71	a×b5	

If 71 a×b5 c2 then follows 72 ♖a6+ and 73 ♖c6.

Drawn

4h 12   4h 24

Game No. 6

Ruy Lopez

White	Black
Forgács	Speijer

1	e4	e5
2	♘f3	♘c6
3	♗b5	♘f6
4	O-O	♗e7
5	♘c3	d6
6	d4	e×d4
7	♗×c6+b×c6	
8	♘×d4 ♗d7	
9	b3	

This development is a little too slow, as Mr. Speijer proves.
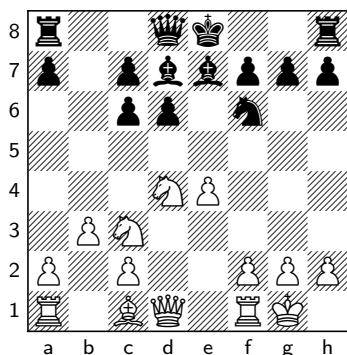
9	. . .	O-O
10	♗b2	♖e8
11	♕f3	

Not a good conception.

11	. . .	♗f8
12	h3	g6

Thus white's dark squared bishop is counterbalanced by Black's, while, at the same time, the pawn at g6 prevents the entry of the knight at f5.

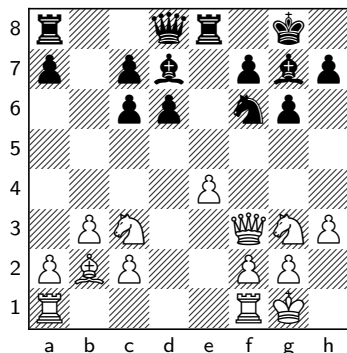|		
13	♘de2	♗g7
14	♘g3	

Black was threatening ♘×e4.

14	. . .	h5

Fine and energetic play.

15	♖fe1	♘h7
16	♘a4	♘g5
17	♕d3	♗×b2
18	♘×b2	♕f6
19	c3	♖ad8

Black could here give the game a turn in his favour by 19...♗×h3 20 g×h3 ♘×h3+ 21 ♔h2 ♛h4 22 ♕f1 (*22 ♕e3 ♘f4+ 23 ♔g1 ♕g4*) 22...♘×f2+ 23 ♔g2 ♘g4 24 ♕h1 ♛g5 With a double threat of ♛d2+ and h5-h4.
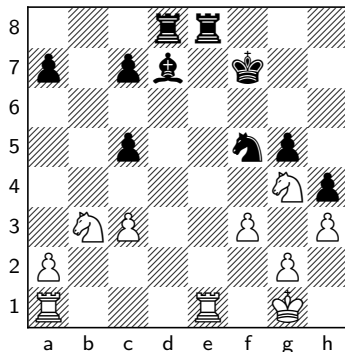
20	**♘c4**	**h4**

♗×h3 would still have been strong, for Black would rather easily get four pawns for the piece with a good position.

21	**♘f1**	**♛f4**
22	**♕d2**	**♛×d2**
23	**♘c×d2**	**♘e6**
24	**♘f3**	**g5**
25	**♘e3**	**f6**
26	**♘g4**	**♔g7**
27	**♘d4**	**♔g6**
28	**f3**	**♘g7**
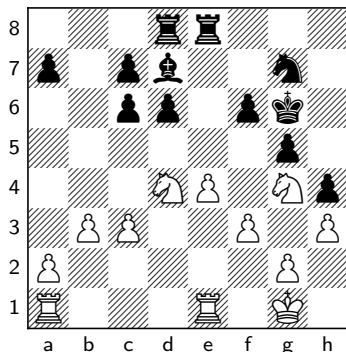
29	**♘e3**	**f5**
30	**e×f5+**	**♔f7**
31	**b4**	**c5**
32	**b×c5**	**d×c5**
33	**♘b3**	**♘×f5**
34	**♘g4**	

After 34 ♘×f5 ♗×f5 35 ♘×c5 ♖×e1+ 36 ♖×e1 ♖d2 37 a4 ♖c2 38 ♖e3 ♔f6 White cannot win, as his king cannot come into play.

34	**. . .**	**c4**
35	**♘c5**	**♗c8**
36	**♘e5+**	**♔f6**
37	**♘×c4**	**♘d6**
38	**♖×e8**	**♘×e8**
39	**♔f2**	**♘g7**
40	**♖b1**	**♗f5**
41	**♖b7**	**♘e6**
42	**♘×e6**	

It would have given better chances to keep the minor pieces: 42 ♘b3 ♖d3 43 ♘e3 to White's advantage.

42	...	♝×e6
43	♖×c7	♝×c4
44	♖×c4	♜d2+
45	♔e3	♜×a2
46	♖g4	a5
47	f4	g×f4+
48	♔f3	
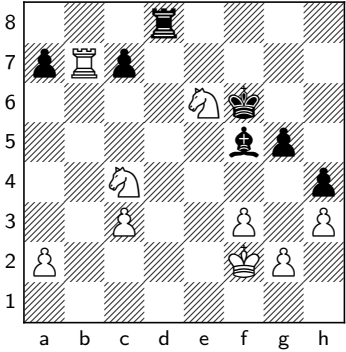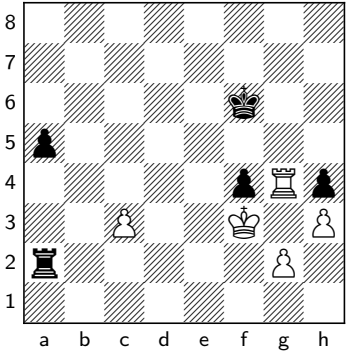
48 ♔×f4 would have led to nothing, e.g. 48...♜a4+ 49 ♔e3 ♜×g4 50 h×g4 ♔g5 51 c4 ♔×g4

48	...	♜c2
49	♖×f4+	♔g5
50	♖g4+	♔h5
51	♖c4	a4
52	♖×a4	♜×c3+
53	♔f4	♜g3
54	♖a8	♔h6
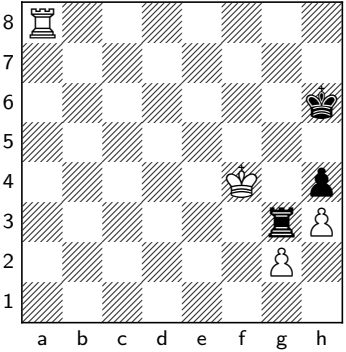
Drawn

———————————

Game No. 7

Queen's Gambit Declined

White		Black
Rubinstein		Znosko–Borovsky

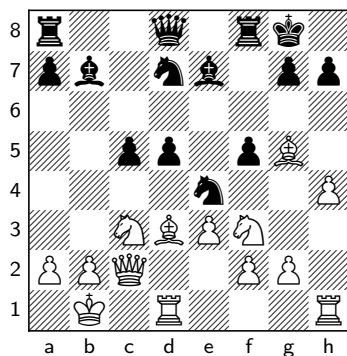|		
1	d4	d5
2	c4	e6
3	♘c3	♘f6
4	♗g5	♗e7
5	e3	♘bd7
6	♘f3	O-O
7	♕c2	b6
8	c×d5	e×d5
9	♗d3	♗b7
10	O-O-O	♘e4
11	h4	f5
12	♔b1	c5
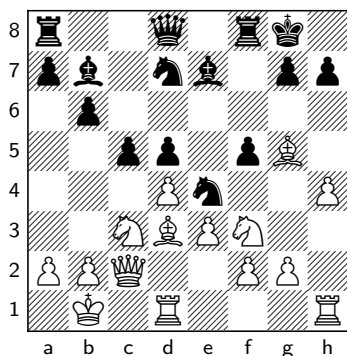
12... ♖c8 Should have been played instead. 13 ♕b3 would then be met simply by 13... ♘×c3+ and c5

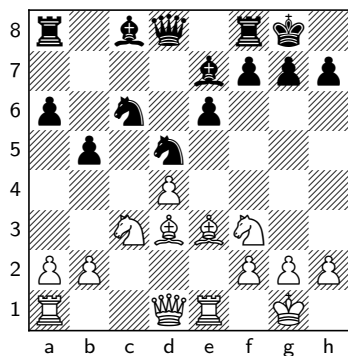|		
13	d×c5	b×c5

After 13... ♘d×c5 White continues 14 ♘×d5 ♗×d5 15 ♗c4. In this variation Black must not be able to take the bishop at d3 with a check, hence White's 12th move.

After 13... ♘d×c5 14 ♘×d5 ♗×g5 White would win by 15 ♗c4

|		
14	♘×e4	f×e4
15	♗×e4	d×e4
16	♕b3+	♔h8
17	♕×b7	e×f3
18	♖×d7	♕e8
19	♖×e7	♕g6+
20	♔a1	♖ab8
21	♕e4	

White calculates every possibility with the utmost accuracy.

21	...	♛×e4
22	♖×e4	f×g2
23	♖g1	♖×f2
24	♖f4	♖c2

If 24... ♖b×b2 White wins by 25 ♖f8+

25	b3	h6
26	♗e7	♖e8
27	♔b1	♖e2
28	♗×c5	♖d8
29	♗d4	♖c8
30	♖g4	

Black resigns.

1h 47   2h 00

Game No. 8

Queen's Gambit Declined

White	Black
von Freymann	Tartakower

1	d4	c5

After this White does not seem to have anything better than to turn into the Sicilian Defence by 1... c5 2 e4. After 2... c×d4 3 ♘f3 e5? 4 c3 White gets sufficient compensation for the pawn sacrificed.

1... c5 2 d5 deserves consideration, as the pawn is here in a secure position, and White succeeds in hampering Black's game a little, without having lost time.

2	e3	d5
3	c4	e6
4	♘f3	♘f6
5	♘c3	a6
6	c×d5	♘×d5
7	♗d3	♘c6
8	O-O	c×d4
9	e×d4	♗e7
10	♖e1	O-O
11	♗e3	b5

A venturesome move. He risks
11...b5 12 ♕c2 ♘cb4 13 ♗×h7+
♔h8 14 ♕b1 g6 15 ♗×g6 f×g6
16 ♕×g6 whereupon White would
have already three pawns for the
piece with a good attack.

12	♖c1	♗b7
13	♘e4	♘×e3
14	f×e3	♘b4
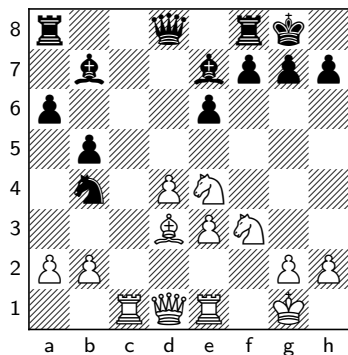
| 15 | ♘c5 |

After 15 ♘c3 White would have
quite a good position.

15	...	♗×f3
16	g×f3	♘×a2
17	♖a1	♘b4
18	♗e4	♖a7
19	f4	♕b6

The logical winning continuation
was 19...♗×c5 20 d×c5 ♕×d1 21
♖a×d1 f5. White's c-pawn could
not be held, whilst Black would de-
fend his e-pawn comfortably with
the king.

20	♘d3	♘d5
21	♗×d5	e×d5
22	♖e2	♖e8
23	♖g2	♕e6
24	♘e5	f6

This move required exact calcula-
tion. It was necessary to dislodge
the knight, or else White would
have played ♕f3 and f4-f5.

25	♕h5	♗f8
26	f5	♕e7
27	♘g4	♖c8
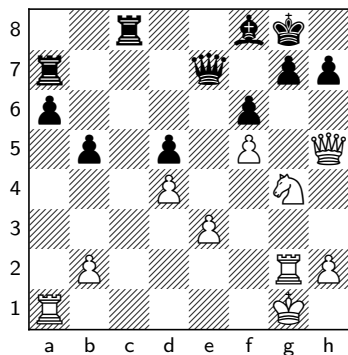
| 28 | | ♖g3 |

If 28 ♖×a6 Black would not, by any means, reply 28…♖×a6, on account of 29 ♘h6+ and 30 ♘f7+ giving perpetual check, but 28…♖c1+ 29 ♔f2 ♖c2+ 30 ♔f1 ♖×a6 31 ♖×c2 (Necessary to cover the mate) 31…♕e4.

28	. . .	♔h8
29	♘f2	♖ac7
30	♖×a6	♖c2
31	♖e6	♕b4
32	♖f3	♖×b2
33	♔g2	♖bc2

34	♖h3	h6
35	♖g3	♕e1
36	♖f3	b4
37	♖b6	b3

A pretty combination, which decides the game at once.

38	♖×b3	♕d1
39	♖b6	♖×f2+
40	♔×f2	♖c2+
41	♔g3	♕g1+
42	♔f4	♖×h2
43	♕g4	

Or 43 ♖h3 ♕f1+ 44 ♖f3 ♕h1

43	. . .	♕h1
44	♖b8	♔g8
45	e4	♖h4
46	e5	h5

White resigns.

2h 50   1h 50

Game No. 9

Ruy Lopez

White	Black
Spielmann	Salwe

1	e4	e5
2	♘f3	♘c6
3	♗b5	♘f6
4	O-O	d6
5	d4	♗d7
6	♘c3	♗e7
7	♖e1	e×d4
8	♘×d4	O-O
9	♗×c6	

|		
10	b3	♖e8
11	♗b2	♗f8
12	♕d3	g6
13	♘de2	

This strategical manoeuvre is altogether wrong. White might, at this juncture, play 13 ♖ad1 and answer 13...♗g7 with 14 f4. Though the pawns at e4 and f4 are then exposed to attacks, they are not weak, and assist in maintaining the balance of position.
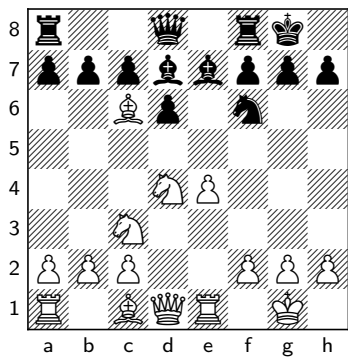
This exchange leads to nothing, except, perhaps, that it prevents Black from exchanging both knight and bishop. This, however, need not be feared.

9	...	b×c6

13	...	♗g7
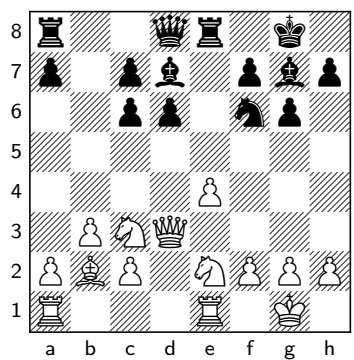
14	♘g3

Since black has already moved the pawn to g6, the knight is not favourably posted on this square.

14	...	h5

A splendid strategical idea. From this insignificant beginning, Black obtains strong pressure on the king-side.

| 15	♖ad1	h4
16	♘f1	♘h5
17	♗c1	♗e5
18	♘e2	g5
19	g3	♛f6
20	♛e3	g4
21	♘d2	d5

If Black had played 21... ♗e6 here, White would have been at a loss for what to do. If, perchance, 22 ♖f1 to prepare f2-f4, Black replies 22... ♚h8 and the advance of the f-pawn would then only open the lines for Black's rooks and bishops. If 21... ♗e6 22 ♛d3 then 22... d5 23 ♛a6? ♗c8. In any case, White would have been in a precarious position.
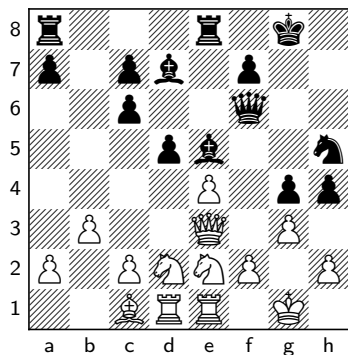
22	♘c4	

By exchanging one of the two bishops, White frees his game and now forces the draw, with correct judgement of the situation.

22	...	h×g3
23	f×g3	♛g6
24	♘×e5	♖×e5
25	♘f4	♘×f4
26	♛×f4	♖ae8
27	♗b2	♖×e4
28	♖×e4	♛×e4
29	♛g5+	♛g6
30	♛h4	♛h7
31	♛g5+	
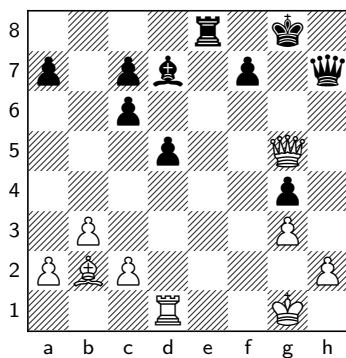
Drawn.

1h 37   1h 10

Game No. 10

Ruy Lopez

White	Black
Duras	Dr Bernstein

1	e4	e5
2	♘f3	♘c6
3	♗b5	♘f6
4	d3	d6
5	c4	
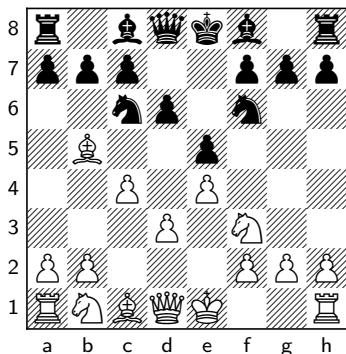
A similar line of play to this was adopted by Anderssen against Steinitz, but refuted by the latter. It is clear that the point d4 becomes weak.
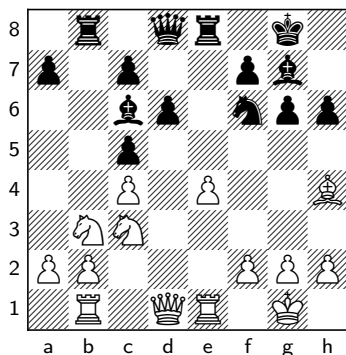
5	. . .	g6
6	d4	e×d4
7	♘×d4	♗d7
8	♘c3	♗g7
9	♗×c6	b×c6

10	♗g5	h6
11	♗h4	O-O
12	O-O	♖e8
13	♖e1	♖b8
14	♖b1	c5
15	♘b3	

A surprisingly weak move. The knight is out of play here. On f3, he would have been of better use, as e4–e5 was first of all threatened. At all events, ♘f3 would have prevented Black's ♗c6, for after 15 ♘f3 ♗c6 16 e5 ♗×f3 17 ♕×f3 d×e5 18 ♖bd1 Black would be lost. 18... ♕e7 19 ♘d5

15	. . .	♗c6

Prevents ♘d5 because of ZZ...g5, gaining the e-pawn.

16	♕d3	♕c8

The commencement of an attack conducted equally well from a strategical and tactical point of view.

17	♘d2	♘d7
18	b3	♕a6
19	♕c2	♕a5
20	♘e2	

If 20 ♘d5 ♗×d5 21 c×d5 ♕c3 22 ♖bc1 ♕×c2 23 ♖×c2 g5 24 ♗g3 f5 25 f3 f4 26 ♗f2 ♘e5 and Black's game would, at least, not have been inferior. After the text, however, White appears to be irretrievably lost.
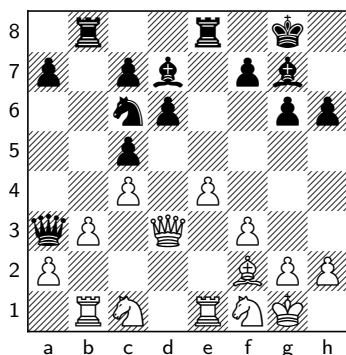
20	. . .	♘f8
21	f3	♘e6
22	♗f2	
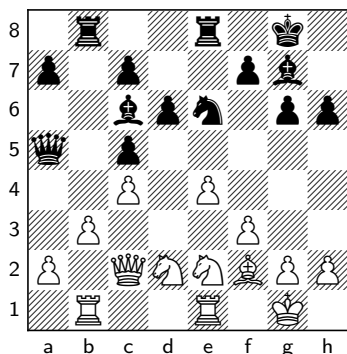
22	. . .	♗d7

Intending to play ♘d4. But first he renders the c-pawn mobile.

23	♘f1	♘d4
24	♕d3	♘c6
25	♘c1	♕a3

Brilliant play. The a-pawn is thus fixed in its weak position.

26	♘e3	♘b4
27	♕d2	a5
28	♘d5	♘×d5
29	e×d5	

This loses forthwith. If he had re-taken 29 c×d5 Black would have continued 29. . .c4 threatening to establish a most dangerous passed pawn at c3. 30 ♗d4 Would then have been a mistake, as af-ter 30. . .♕b4 31 ♖d1 (*31 ♕×b4?*

♗×*d4*+) 31. . . c3 Black would have won at once. Black's play in this game is of the highest order.

29	. . .	♖×e1+
30	♗×e1	♗f5
31	♘d3	♗×d3
32	♕×d3	♕×a2
33	h3	a4
34	b4	c×b4
35	♖×b4	♖×b4
36	♗×b4	♕b3
37	♕d2	a3
38	♗×a3	♕×a3

White resigns

1h 37   1h 10