The International Chess Congress
St. Petersburg, 1909

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

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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.

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.

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.

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.

   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

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.

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. Petersburg 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 Committee, 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.

Tournament Crosstable

TODO

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	

15

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.
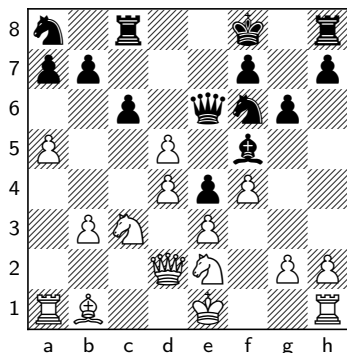
16	...	c×d5
17	♘a4	♔g7
18	O-O	♘c7
19	♘c5	♛c6
20	♖c1	♛b5
21	♘c3	♛c6

| 22 | ♘e2 | |

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.

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
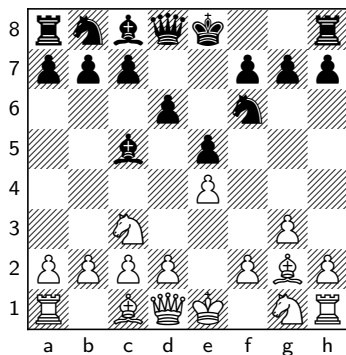
4... ♞c6 appears to be preferable, with a view to saving the important dark-squared bishop from being exchanged, by 5... a6
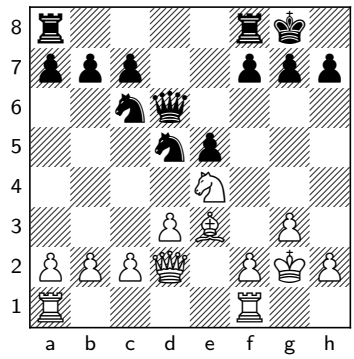
5	♞a4	♞c6
6	♞e2	♛e7
7	d3	♝e6
8	O-O	d5
9	♞×c5	♛×c5
10	♝e3	♛d6
11	e×d5	♝×d5
12	♞c3	♝×g2
13	♚×g2	♞d5
14	♛d2	

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.
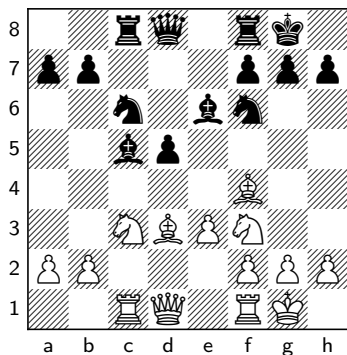
16	♛×e3	♛d4
17	c3	♛×e3
18	f×e3	

Drawn

1h 10   0h 40

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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.

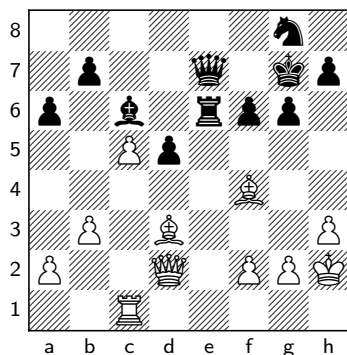|		
13	♗g5	♗e7
14	♘d4	g6
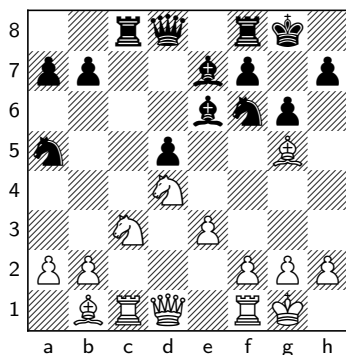
15	♕e2	

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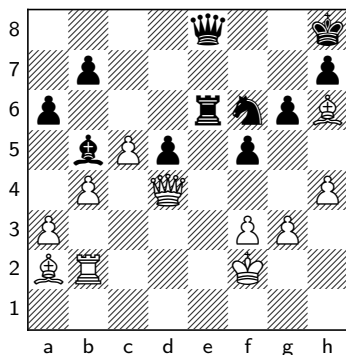
55	...	♖e2+
56	♔g1	♖e1+
57	♔h2	♖e2+
58	♔h3	♛e6
59	♗g5	f4+
60	g4	♖e5

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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