

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.
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 four 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 be 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. Perlis who 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 Rbbs. 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 for the all Russian Minor Tournament. The whole amount needed for the Congress, 10,500 Rbbs., was gotten together in the way of voluntary contributions.

# Tournament Crosstable

Names of the players	Dr. Lasker	Rubinstein	Duras	Spielmann	Dr. Bernstein	Teichmann	Dr. Perlis	E. Cohn	Salwe	Schlechter	Mieses	Tartakower	Dus–Chotimirski	Forgács	Burn	Vidmar	Speijer	von Freymann	Znosko–Borovsky	Totals	Prizes
Dr. Lasker	0	1	1/2	1/2	1	1	1	1	1/2	1	1	1	1	1	0	1	1	1	1	14 1/2	I. & II.
Rubinstein	1	1	1	1/2	1/2	1/2	1	1	1	1	1	1	1	1	1/2	0	1	1/2	1	14 1/2	Prizes divided
Duras	0	0	0	0	1	1/2	0	1	1/2	0	1	1/2	0	1	1	1	1	1	1	11	III. & IV.
Spielmann	1/2	0	1	0	1	1	1	1/2	1/2	1	1/2	1/2	1	0	1/2	1	1/2	1/2	1	11	Prizes divided
Dr. Bernstein	1/2	1/2	1	1	0	1	1	0	1	1	1	1	1	1/2	0	0	0	1/2	1/2	10 1/2	V. Prize
Teichmann	0	1/2	0	0	1	1	0	1/2	1/2	1/2	1	1/2	1	1/2	1	1/2	1	1	1	10	VI. Prize
Dr. Perlis	0	1/2	1/2	0	0	1	1/2	1	1/2	1	1/2	1	1/2	1	1/2	0	0	0	1	9 1/2	VII. Prize
E. Cohn	0	0	1	1/2	1	1/2	1/2	0	1	0	1/2	1	1/2	1	0	1/2	1/2	1	1	9	VIII, IX, & X
Salwe	0	0	0	1/2	0	1/2	0	1	0	1	1/2	1	1	1/2	0	1	1	1	1	9	Prizes divided
Schlechter	1/2	0	1/2	0	0	1/2	1/2	1	1	0	0	1	1	1	1/2	0	1	1/2	1	9	
Mieses	0	0	0	1/2	0	0	0	1/2	0	1	1	1	1/2	1	1	1	0	1	1	8 1/2	
Tartakower	0	1/2	1	1/2	0	1/2	1/2	0	1/2	1	0	0	1/2	1	1	1	1	1	1	8 1/2	
Dus–Chotimirski	1	1	0	0	1/2	0	0	1/2	0	0	1/2	1	0	1/2	1/2	1/2	1	0	1	8	Special Prize
Forgács	0	0	0	1	1	1/2	1/2	1	0	0	0	1	1/2	1/2	1/2	1/2	0	1/2		7 1/2	
Burn	0	1/2	0	1/2	1	0	0	1/2	1/2	1/2	0	1/2	1/2	1/2	0	1/2	1/2	0		7	
Vidmar	0	0	0	0	1	1/2	1/2	1	1	0	0	1/2	1/2	0	1/2	1/2	1	0		7	
Speijer	0	0	0	1/2	1/2	0	1	1/2	0	0	1	0	0	1/2	1/2	1/2	1/2	1/2		6	
von Freymann	0	0	0	1/2	1/2	0	1	0	0	1/2	0	0	1	1	1/2	0	1/2	0		5 1/2	
Znosko–Borovsky	0	0	0	0	0	1/2	0	0	0	0	1/2	0	1/2	1	1	1/2	1	1		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 dxc5 dxc4 5 ♘f3 ♘c6 6 g3

- Games 44, 78, 82

iii. 4 ♘f3 ♘c6 5 ♙f4

- Game 33

iv. 4 cxd4

- Games 130, 166

(b) 3... ♘f6

- Games 37, 40, 49, 95, 108, 142, 164

(c) 3... dxc4

- 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... dxc4

- 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 exd4 5 O-O ♙c5 6 e5 d5

- Games 37, 165

**Scotch Game.**

1 e4 e5 2 ♘f3 ♘c6 3 d4 exd4

1. 4 c3

(a) 4... d5

- Games 55, 72

(b) 4... dxc3

- Game 89

2. 4 ♘xd4

(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 exd5 exd5

- 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 cxd4 [or with transposition of moves]

4 ♗xd4 ♗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

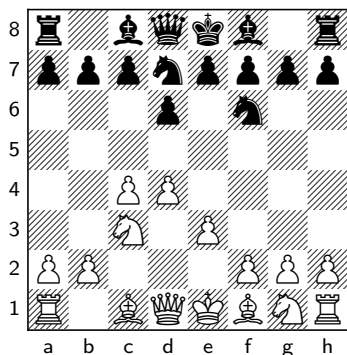
### Queen's Pawn Opening

White  
Dus-Chotimirski

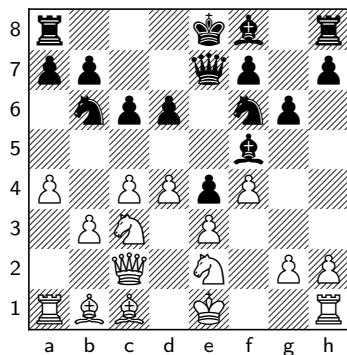
Black using the f8 rook on the e-file, was  
Miseses indicated.

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

8      ♙b1      c6  
9      ♚c2      ♘b6  
10      b3      ♙f5  
11      a4



11 ♘g3 would have been simply met  
by 11...O-O-O



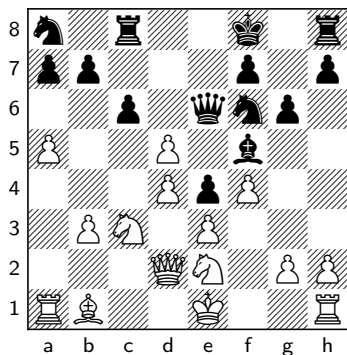
After 4 e4 the continuation might  
be: 4...e5 5 ♘f3 g6 6 ♙g5 h6 7  
♙h4 ♙g7 8 ♙g3

4      ...      e5  
5      ♙d3      g6  
6      f4      ♚e7  
7      ♘ge2      e4

11      ...      ♚c8  
12      a5      ♘a8  
13      ♙a3      ♚e6  
14      ♚d2      d5  
15      ♙x f8      ♚x f8  
16      cxd5

A premature attempt at attack.  
7... ♙g7 followed by 8...O-O and

This exchange was unnecessary. White ought to have continued at once with 16 ♖a4 ; if then 16...dxc4 17 ♖c5 would follow with an excellent game.



16 ... cxd5  
 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 axb6 axb6 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

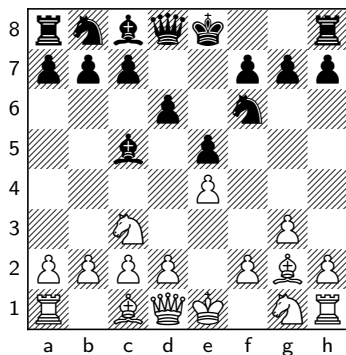
## Game No. 2

Vienna Game

White  
E. Cohn

Black  
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

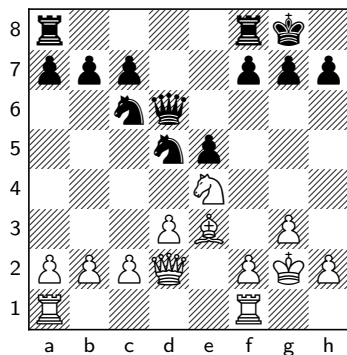
5      ♖a4      ♜c6  
6      ♜e2      ♚e7  
7      d3      ♙e6  
8      O-O      d5  
9      ♜xc5      ♚xc5  
10      ♙e3      ♚d6  
11      exd5      ♙xd5  
12      ♜c3      ♙xg2  
13      ♚xg2      ♜d5  
14      ♚d2

14 ♔f3 taking possession 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 ... ♞xe3+

15... ♖g6 16 f4 f5 17 ♜c3 (or  
17 ♜c5 ♜xe3+ 18 ♖xe3 ♜d4  
17... ♜ad8) would have created  
interesting complications, which  
would probably have turned out in  
Black's favour.

16 ♔xe3 ♕d4  
17 c3 ♔xe3  
18 fxe3

Drawn

1h 10

0h 40

## Game No. 3

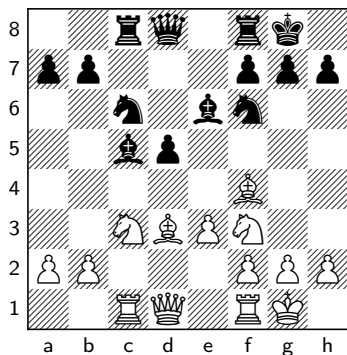
## Queen's Gambit Declined

White  
Nenarokow

Black  
Dr. Perlis

was a feasible line of play. The checks would have done Black no harm.

1      d4      d5  
2      c4      e6  
3      ♖c3    ♗f6  
4      ♗f3    ♕e7  
5      ♕f4    O-O  
6      e3      c5  
7      ♕d3    ♖c6  
8      cxd5   exd5  
9      dxc5   ♕xc5  
10     O-O    ♕e6  
11     ♖c1    ♖c8

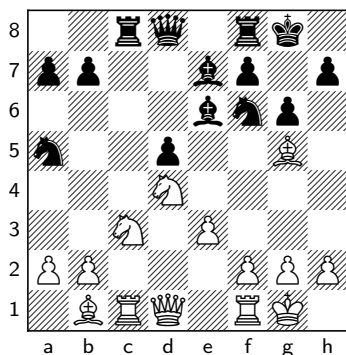


Better 11...a6 12 ♕b1 d4 13 ♗a4 ♕a7 ; the black dark-squared bishop should exert a pressure on d4.

12      ♕b1    ♗a5

There the knight is out of play.  
12...♖e7 13 ♕g5 ♖fd8 14 ♖d3 h6

13      ♕g5    ♕e7  
14      ♗d4    g6



15      ♖e2

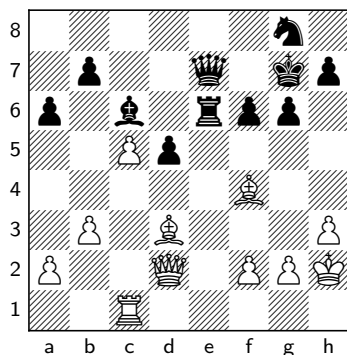
White might have played f4 followed by f5; e.g. 15 f4 ♕g4 16 ♖e1 ♗c4 17 f5 ♗xb2 18 h3 and White would have an irresistible attack.

15      ...    ♗c6  
16      ♗f3    ♖b6  
17      h3      ♖fd8  
18      ♖fd1    ♗g7  
19      ♗d4    ♗xd4  
20      exd4    ♖c4  
21      ♕e3    ♖dc8  
22      ♕d3    ♖b4  
23      b3      ♖d8  
24      ♗a4    ♖xc1  
25      ♖xc1    ♕d7



26 ♖c5 ♜b6  
 27 ♙f4 ♙xc5  
 28 dxc5 ♞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

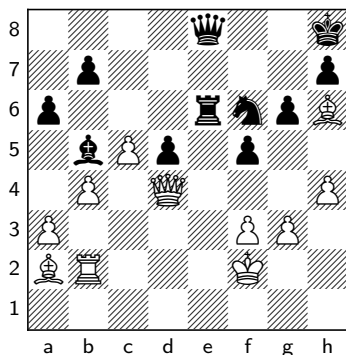
Both parties have taken care not to alter the position to any considerable extent. Black here lays a trap. If 47 ♞h6 Black would have answered 47... ♜xd6

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.

## Game No. 4

Ruy Lopez

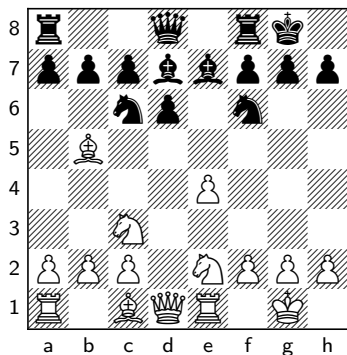
White  
Teichmann

Black  
Vidmar

1 e4 e5  
 2 ♘f3 ♘c6  
 3 ♕b5 ♘f6  
 4 O-O d6  
 5 d4 ♕d7  
 6 ♘c3 ♕e7  
 7 ♖e1 exd4  
 8 ♘×d4 O-O  
 9 ♘de2

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 followed 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

9 ♕g5 looks the natural move.

Threatening 20... f5; White would probably reply 20 ♖ad1. After that

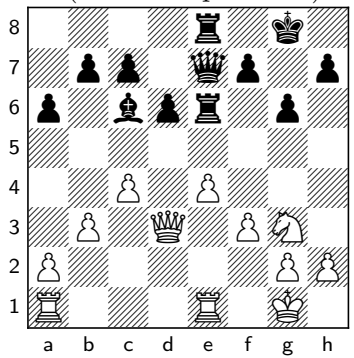
it appears for both players an almost hopeless undertaking to drive the opponent from his position.

1h 07

Drawn

1h 00

(The final position.)



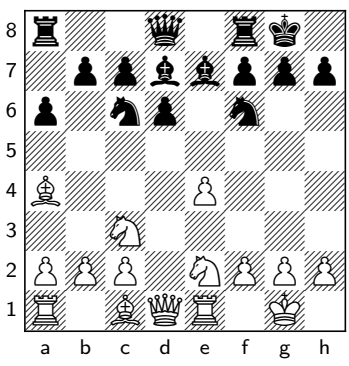
Game No. 5

Ruy Lopez

White  
Schlechter

Black  
Dr. Lasker

- |    |      |      |
|----|------|------|
| 1  | e4   | e5   |
| 2  | ♘f3  | ♘c6  |
| 3  | ♙b5  | ♘f6  |
| 4  | O-O  | d6   |
| 5  | d4   | ♙d7  |
| 6  | ♘c3  | ♙e7  |
| 7  | ♚e1  | exd4 |
| 8  | ♘xd4 | 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.

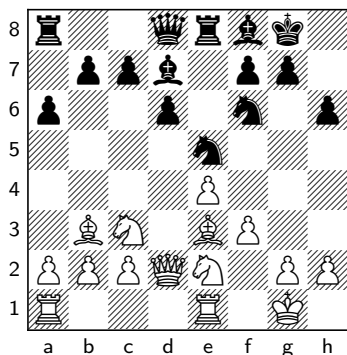
10 ... ♖e8  
11 f3 h6

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

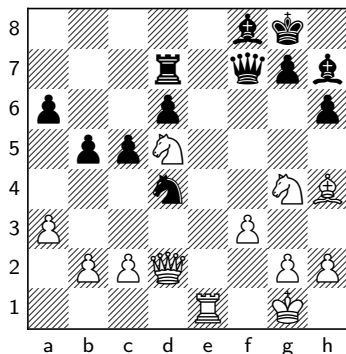
♖ad1

14 ... c5  
15 ♗d5 ♖b8  
16 ♖f4 b5  
17 a3 ♖xd5  
18 ♖cxd5

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

19 exf5 ♗xf5  
20 ♗f2 ♖d7  
21 ♖e3 ♗h7  
22 ♖fd5 ♖f7  
23 ♖ad1 ♖c6  
24 ♗g3 ♖bd8  
25 ♗h4 ♖d7  
26 ♖g4 ♖xe1+  
27 ♖xe1 ♖d4

Decisive.



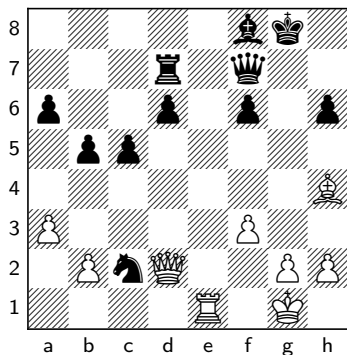
28 ♖ge3

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

28 ... ♙xc2

29 ♖xc2 ♖xc2

30 ♖f6+ gxf6



31 ♙xc2

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...fxg4 35 hxg4 followed either by ♙xf5 or d5 was indicated.

35 gxf5 d4

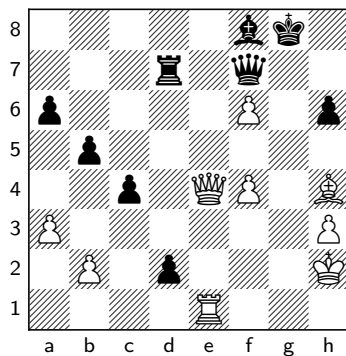
36 ♙e4 d3

37 f6 ♙f8

If 37...♙xf6 ; 38 ♙xf6 ♙xf6 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 ♙xf4+ and wins; likewise after 39... ♖h8 40 ♜e2 ♙d6 41 ♜xd2 ♙xf4+ 42 ♜xf4 ♜xd1 43 ♜xh6+ ♖g8 44 ♜g5+ ♖h7 White's checks would cease and Black should win.

## 40      ♜e6+ ♖h8

## 41      f7

This clever move threatens Bf6+

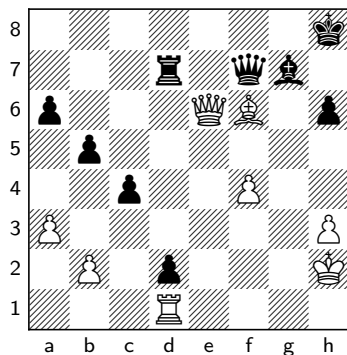
## 41      ...    ♜xf7

## 42      ♙f6+

Far better than at once 42 ♜xf7 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 ♜xg7+ ♜xg7 46 ♙xg7 d1♜ Black would get out of the checks and win; but after 42... ♖h7 43 ♜xf7+ ♜xf7 44 ♙c3 White would have taken up a strong defensive position.



## 43      ♜xf7 ♜xf7

## 44      ♙xg7+ ♖xg7

## 45      ♜xd2 ♜xf4

Black certainly remains with a pawn to the good, but White threatens to break up the pawns by a4. After an endgame, which 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      ♜xa6 ♜b1

## 51      ♜xh6 ♜xb2

## 52      ♖e3 ♜b3+

## 53      ♖d2 ♖d4

## 54      ♜d6+ ♖c5

## 55      ♜a6 ♜xh3

56	♖a8	♜h2+	68	♔c3	♜d5
57	♔c3	♜a2	69	♔b4	♔b6
58	♜c8+	♔b6	70	a4	c3
59	♜b8+	♔c6	71	a×b5	
60	♜a8	♔c5			
61	♜c8+	♔b6			
62	♜b8+	♔c6			
63	♜a8	♔b7			
64	♜a5	♔b6			
65	♜a8	♔c6			
66	♔d4	♔b7			
67	♜a5	♜d2+			

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

Drawn

4h 124h 24

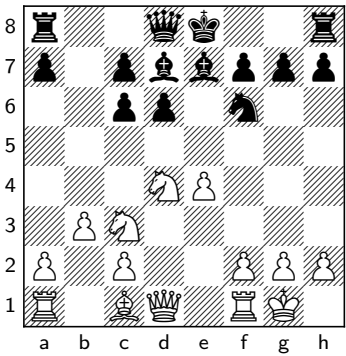
Game No. 6

Ruy Lopez

White  
Forgács

Black  
Speijer

1	e4	e5
2	♘f3	♘c6
3	♙b5	♘f6
4	O-O	♙e7
5	♘c3	d6
6	d4	exd4
7	♙xc6+bxc6	
8	♘xd4	♙d7
9	b3	



9	...	O-O
10	♙b2	♜e8
11	♜f3	

This development is a little too slow,  
as Mr. Speijer proves.

Not a good conception.

11	...	♙f8
----	-----	-----

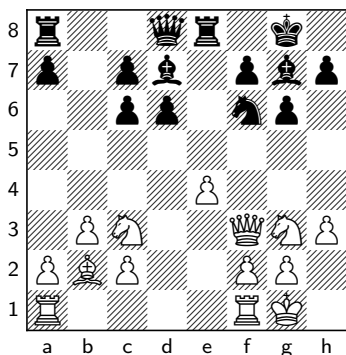
12 h3 g6

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 ♖xe4.



14 ... h5

Fine and energetic play.

15 ♖fe1 ♖h7

16 ♖a4 ♖g5

17 ♖d3 ♗xh2

18 ♖xh2 ♖f6

19 c3 ♖ad8

Black could here give the game a turn in his favour by 19... ♗xh3 20 g×h3 ♖xh3+ 21 ♖h2 ♖h4 22 ♖f1 (22 ♖e3 ♖f4+ 23 ♖g1 ♖g4) 22... ♖xh2+ 23 ♖g2 ♖g4 24 ♖h1 ♖g5 With a double threat of ♖d2+ and h5-h4.

20 ♖c4 h4

♗xh3 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 ♖xd2

23 ♖cxd2 ♖e6

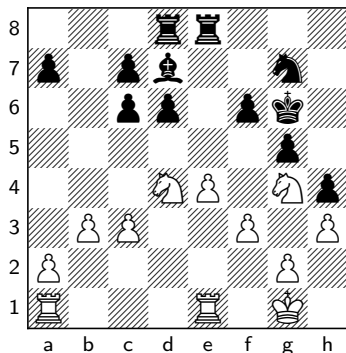
24 ♖f3 g5

25 ♖e3 f6

26 ♖g4 ♖g7

27 ♖d4 ♖g6

28 f3 ♖g7





29 ♖e3 f5  
 30 exf5+ ♜f7  
 31 b4 c5  
 32 bxc5 dxc5  
 33 ♜b3 ♜xf5  
 34 ♜g4

After 34 ♜xf5 ♜xf5 35 ♜xc5  
 ♜xe1+ 36 ♜xe1 ♜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 ♜xc4 ♜d6  
 38 ♜xe8 ♜xe8  
 39 ♜f2 ♜g7  
 40 ♜b1 ♜f5  
 41 ♜b7 ♜e6  
 42 ♜xe6

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

42 ... ♜xe6  
 43 ♜xc7 ♜xc4  
 44 ♜xc4 ♜d2+  
 45 ♜e3 ♜xa2  
 46 ♜g4 a5  
 47 f4 gxf4+  
 48 ♜f3

48 ♜xf4 would have led to nothing,  
 e.g. 48... ♜a4+ 49 ♜e3 ♜xg4 50  
 hxg4 ♜g5 51 c4 ♜xg4

48 ... ♜c2  
 49 ♜xf4+ ♜g5  
 50 ♜g4+ ♜h5  
 51 ♜c4 a4  
 52 ♜xa4 ♜xc3+  
 53 ♜f4 ♜g3  
 54 ♜a8 ♜h6

Drawn

---