
This is a reproduction of a library book that was digitized by Google as part of an ongoing effort to preserve the information in books and make it universally accessible.

GoogleTM books

<https://books.google.com>



SG
3500
605.20 F

WIDENER LIBRARY



HX KPRU N

The New Zealand Chess Chronicle, Vol. I, No. 1.

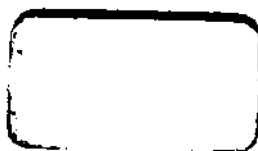
SG3500.625.90

HARVARD COLLEGE LIBRARY

FROM THE COLLECTION OF

SILAS W. HOWLAND

RECEIVED BY BEQUEST NOVEMBER 2, 1932



The New Zealand CHESS CHRONICLE.

PUBLISHED MONTHLY.

VOL. I. No. I.]

WELLINGTON, JULY 26, 1887.

[3s. 6d. per annum.

ORIGIN OF CHESS.

Chess is the most celebrated and general of all sedentary games. One of its greatest charms lies in the absence of all chance, excepting as to who shall have the first move. The game affords so much variety, so much scope for calculation, so many opportunities to exhibit foresight and penetration, that it has been held in great esteem by all nations acquainted with it, and all persons who have mastered the difficulties of learning it. The authorship of the Game is claimed by many nations, but it is generally agreed that it was first known in Hindustan, where a game essentially the same as Chess, called by the Sanscrit name of Chaturanga, was played over 5000 years ago. In its gradual course through succeeding ages it has undergone many changes, both in name and nature, but some characteristics of its old Asiatic origin are still discernible in our present form of men and mode of play. From Hindustan, Chess spread to Persia, and from thence to Arabia, and through the Arabs it was introduced into Spain and the whole of Western Europe. It is tolerably certain that the game was not known to the Greeks or Romans, indeed it is commonly supposed not to have been introduced into Europe till the time of the Crusaders. In England, Chess seems to have been known before the Norman Conquest, and the first book ever printed in England was the "Game and Playe of the Chesse," published by Caxton. In the olden times, Chess was mostly confined to the upper classes, and a good player was much respected; in fact, in Italy, and one or two other countries, the greatest players of the day were in receipt of pensions, and, in some instances, given high offices of State. Chess held the most prominent position as a sedentary amusement until the introduction of cards, when for a time it was rather neglected. The names the pieces received in different countries, are not uninteresting to consider; in the East, the Queen was called by the more proper name of Vizier, or General; the Bishops are called in Germany, Runners, and in France, Fools, (Fous,) this latter name it is supposed arose from the fact that they stand at the side of the King and Queen, and in past times, the Fool or Court Jester always occupied this position. The Knights are called in Germany, Leapers; the Castles were originally War Chariots, which is also indicated by our word Rook, which is taken from the Indian word Roka, or Persian Rukh, a Ship or Chariot. With the old Germans the Pawns now called Peasants, were styled Wendens, a tribe much despised by them. Pawn is said to be from Peon, an attendant or foot-soldier. The game as played now, has changed in many important particulars since its first introduction into Europe. The following are a few of the leading peculiarities of the old game:—The King is placed always to the right, so that the King of one party is opposite the Queen of the other. Stalemate is not known in the Hindustanee game; if one party should get into that position, the adversary must make room for him to move. In most parts of India, he that is put in this predicament has the right to remove from the board any one of the adversary's pieces he may choose. No party can draw the game by perpetual check, the one who has the option must make some other move. The Pawns on reaching the last square of the board, are transferred into the master piece of that file, except a King's Pawn, which becomes a Queen; the old idea being that the foot-soldier that had managed to work his way right through the enemy's ranks, deserved the reward of being made a General. If the Pawn be on the Knight's file, on being made, it takes one move in addition to the last move of the Pawn. No Pawn can be pushed up to the last square of the board, nor take any piece on that rank, as long as the masterpiece of the file is remaining. The King does not

Castle, but is allowed the move of a Knight once in the game, nor can he take a piece on the move, but cannot exercise this privilege after he has once been moved. The two Royal Pawns and those of the two Rooks are allowed to move two squares each at first, so long as their pieces remain at their own places, the other Pawns move only one square at a time.

Beginners' Column.

A FEW USEFUL HINTS.

This Article will commence with the assumption that our readers are acquainted with the powers and mode of moving the pieces, as this part of the game is almost impossible to be learnt from an article of this nature, but easily acquired by an hour's instruction from a competent Chess-player; we will therefore proceed to give a few hints, the knowledge of which will be of great value to young players.

Accustom yourself to always keep strictly to the rules of the game, especially as regards touching a piece and moving it, and you will find the advantage should you engage in any competition, where the strict observance of rules is compulsory. Be careful to see that both board and men, are correctly placed before starting. Do not always play with the same coloured men.

Some of the Pawns should be moved out first, the King's and Queen's particularly should be advanced to their fourth square, it is not often safe to advance them further; the Bishops' Pawns should also be played out early in the game, as they afford excellent protection to your King should you castle. Play forth your minor pieces early, and castle your King in good time; you may sometimes delay castling with advantage, but not often. Endeavour to bring your superior pieces into action quickly, but avoid a premature attack.

To prevent blunders and oversights, always endeavour to perceive the motive of your adversary's move, before you play, and look often round the board to see that you are not suffering yourself to be tempted by a bait. Beware of giving check, unless you have in view the gaining of some advantage, a useless check is a move lost, which may (particularly between good players,) decide the game. Seek to let your style of play be attacking. Beginners should exchange freely the Queen as well as other pieces, and not make timid moves by retreating every man attacked, and remember that the gaining or losing of time is the element of winning or losing the game. Playing with superior players is the most rapid mode of improvement, and the watching of two experts, or playing over games from books or journals, is also conducive to good play.

In regard to the relative value of the pieces, it is highly important that the beginner should clearly understand their individual worth. Concerning the King his value can hardly be estimated, as he has the privilege of not being taken, logically, he is worth all the rest of the men together, though very inferior to some as to his capabilities of attack and defence. The Queen is the most powerful of all; she is equal to two Rooks less a Pawn, or three minor pieces; her worth is greatest at the beginning of the game, before the Rooks come into play. The Rook is equivalent to a minor piece and two Pawns; and a Rook and two Pawns are equal to two minor pieces. Two Rooks are fully worth three minor pieces. The Bishop and Knight are strictly of the same value, and are each worth a shade more than three Pawns, but not worth four. A single Knight is stronger than a single Bishop at the end of a game, as he can go upon squares of both colours. The Pawn is the poorest of all as to power, as it can only attack two points at once; but it becomes of more value as it

gets to the further side of the board, on account of its chance of being Queened. The strongest positions for the different pieces to occupy will be dealt with in our next issue.

The Famous Game of Chess Playe, by Joseph Barbier, published in London, in 1640, contains the following good advice:—Do not at any time that thou playest at this game, out of a conceit that anything becomes thee well, stand singing, whistling, knocking or tinkering, whereby to disturb the mind of thy adversary and hinder his projects, neither keep thou a calling on him to play or a hastening of him thereunto, or a showing of much dislike that he playeth not fast enough; remembering with thyself that besides that this is a silent game, when thy turne is to play, thou wilt take thy own leisure, and that it is the royall law so to deale with another as thyself wouldst be dealt withall.

Notice.

TO SUBSCRIBERS.

Annual Subscriptions STRICTLY IN ADVANCE. Posted Free to all parts of New Zealand, 3s. 6d.

TO CORRESPONDENTS.

Our columns are open to members of Chess Clubs, and other Chess players, but we reserve the right to accept or reject the matter forwarded.

Correspondents are requested to write only on one side of their paper.

We cannot undertake to return rejected communications.

TO SECRETARIES OF CHESS CLUBS.

Secretaries would confer a favour on the Editor by forwarding reports of Meetings, Tournaments, and other information interesting to Chess-players.

THE NEW ZEALAND CHESS CHRONICLE.

PUBLISHED ON THE FOURTH TUESDAY IN EACH MONTH.

TUESDAY, JULY 26, 1887.

OURSELVES.

In presenting this our first number to the Chess players of New Zealand, we take the opportunity of explaining the objects of our little venture. The want of a medium for communicating the wishes and opinions between the different clubs in the Colony has been a long felt want; and it will be one of the chief aims of this Journal to bring about a closer union, by publishing the reports of Meetings, results of Tournaments, or in fact any information of interest to Clubs in general. A great difficulty experienced by most Clubs is the scarcity of new members; in our opinion this is caused by many Chess-players who are not members having no knowledge of even the existence of a Club in their midst. We hope to be the means of altering this state of things by placing our paper within the reach of all players, and keeping them well posted up with the doings of the various Clubs. A column will also be provided in our pages for beginners, in which will appear a series of Articles commencing with the mere rudiments of the Game, and advancing in each successive issue till the whole of the openings and endings of Games have been fully analysed and explained. By this means, it is hoped that many young players who have not the time at their disposal to study exhaustive publications on the subject, will be enabled to master the whole of the essential parts of the game in a comparatively short space of time.

Arrangements are being made for the receipt of the chief Chess papers printed, and we shall be in a position to supply our readers with the latest Chess news in other parts of the world; it is also our intention to conduct prize problem Tournaments, with a view to exciting more interest, in the very instructive pastime of problem solving. In conclusion we beg to express our confidence of receiving liberal support from everyone who is interested in this most intellectual of all games, and that through such aid, it will be our pleasure to announce considerable improvements and enlargements on our present issue at an early date.

Club News.

PONSONBY CHESS CLUB, AUCKLAND.—This Club numbers about fifty members, twenty-six of whom are now engaged in a Tournament on a plan which we believe has not before been tried in this colony. The system was recently introduced by Mr. Leonard P. Rees, in the Norwood Chess Club, London, and entirely does away with the necessity of Handicapping, or the giving of odds. The mode of procedure is as follows:—All players (playing level) are divided into sections; the first round completed, the best men in each section form the first section in the second round, the second best man, the second section; the third best man, the third, &c., &c. This can be carried on indefinitely, players being able to resign or join without marring the score. The man with the most wins throughout, is first; by this means all players meet on equal terms, being constantly shifted from class to class, sometimes winning all, or losing all, but always striking an average. The following Table showing the result of an imaginary Tourney, will perhaps make the system more clear to those players unacquainted with it.

Let twelve men, A B C D E F G H I K L M be divided into three sections as follows:—

FIRST ROUND											
A wins 3 games.	B " 2 "	C " 1 "	D " 0 "	E wins 3 games.	F " 1 "	G " 2 "	H " 0 "	I wins 3 games.	J " 2 "	K " 1 "	L " 0 "
SECOND ROUND											
A wins 0 games	E " 1 "	I " 2 "	B wins 1 game	F " 2 "	K " 0 "	C wins 1 game	G " 2 "	L " 0 "	D wins 2 games	H " 0 "	M " 0 "
THIRD ROUND											
I wins 1 game	G " 3 "	F " 2 "	D " 0 "	E wins 2 games	B " 0 "	C " 1 "	M " 3 "	A wins 1 game	H " 2 "	L " 2 "	K " 1 "

Then if the number of games won by each, be added up, it will be found that G wins the Tourney, with a score of 7, E and I, tying for second place.

The names of those members, playing in the Tournament, are as follows:—Messrs. Batter, Blanden, Boylan, Brockelbank, F. Burton, N. E. Burton, Clayton, Dalton, Dixon, Dunnott, Ellyett, Evitt, Ewing, Falkner, Fairs, Gentles, Green, Hazard, Heary, Malcolm, Morpeth, Munro, Pope, Sankey, Taylor, and Woodroffe. We hope to be able to give an account of the progress of this Tourney, in our next issue.

The Club is also engaged in a match with the Auckland Chess Club, 12 members a side.

WANGANUI CHESS CLUB.—Has commenced its fourth Annual Tourney, the following are the names of the players:—Class A—Messrs J. P. Astbury, R. A. Campbell, D. Eyre, J. Greenwood, James, J. G. Sharpe, and E. Wilson. Class B—Messrs W. Armstrong, Connell, Cottle, and Cunnabell. Class C—Messrs A. McFarlane, E. R. Ward, and F. Willis. Class D—Messrs J. Bain, F. Dunnage, and A. D. Willis. Four prizes are to be given, to the value of £3 10s. It is expected, that the games will all be played by the 15th August. The Club has 35 members, nearly all of whom, take an active part in the welfare of this Club.

TIMARU CHESS CLUB.—Is not at present engaged in any Tourney, but the members are devoting themselves to practice, in view of contests by Telegraph, with Oamaru and Otago, which it is anticipated will take place, at an early date.

WELLINGTON CHESS CLUB.—Has changed its place of meeting from the Hall of Commerce, to a larger and more comfortable room in the Athenæum, and is now enabled to meet twice a week instead of once as formerly. Four Prizes are offered in the annual Tournament now in progress; the First, Second, and Third being in Trophies, and the Fourth, being a special Cash Prize, for the greatest number of points scored, calculated on the Neustadel system. Great interest is taken by competitors in the Tourney, nearly all of whom have played their games on the appointed dates; the following are the names of those engaged:—Messrs W. F. Barraud, W. Whitem, Brown, Barnes, Kelling, Lambert, Duret, Wright, Littlejohn, C. L. Barraud, Francis, Mackay, Brook, Cummins, Young, Hardwick, Donaldson, Turnbull, Taylor, Richardson, Redford, Kevern, Falkner, Rawnsley, Petherick.

Messrs Littlejohn, Kelling, and Francis, are leading, having won all their games (5); Messrs Barnes (4½), and Brook (4), being close up.

CHRISTCHURCH V WELLINGTON.

The long pending Telegraphic Match between the above Clubs was commenced on Saturday, 17th inst. The Christchurch Club occupied their own room in Hobb's Building, where a special wire had been carried, and the Wellington men were located in a room kindly provided by the Telegraphic Department, in their premises on Custom House Quay.

The Christchurch team was captained by Mr H. Hookham, Mr Benbow filling a like capacity for Wellington. It was agreed that a time limit of fifteen moves an hour should be fixed, and that all Wellington players holding even numbered boards should have the first move, Christchurch taking the move at the odd numbers. Kieseritzky's notation was adopted in the transmission of moves. Play began at 7.30, the following being the position, and the names of the contestants:—

CHRISTCHURCH.	WELLINGTON.
Board 1—Henry Hookham	C. W. Benbow
" 2—A. M. Ollivier	W. F. Barraud
" 3—A. H. Todd	W. Whittem
" 4—R. T. Searrell	A. J. McTavish
" 5—A. L. Smith	W. Brown
" 6—W. McWilliam	A. I. Littlejohn
" 7—H. Stringer	G. Wright
" 8—J. Wood	E. Wilson-Duret
" 9—W. Acton-Adams	W. Lambert
" 10—A. Cant	W. E. Hamilton
" 11—J. G. L. Scott	R. J. Barnes
" 12—J. J. Milner	G. Francis

At the conclusion of the evening's play, which was adjourned at 12 o'clock, no games had been decided, but it could be seen that Christchurch had a decided advantage at two of the boards, the other games being of a very even nature. The average number of moves made by each player, was seventeen; Mr J. G. W. Brook acted as referee for Christchurch at the Wellington end, and Mr F. Guinness acted for Wellington at Christchurch.

Play was continued on Saturday, the 23rd inst., all players being in their places at 7.30 p.m. Much interest was manifested by outsiders in the progress of the match, the rooms at both places being well filled with spectators, who derived considerable enjoyment in examining the positions at the different boards. At ten o'clock, an adjournment was made for twenty minutes to allow competitors to partake of some refreshment. Shortly after play had been resumed, Mr J. Wood, (Christchurch,) at board No. 8, had the honour of recording the first win in the match; this was the only game completed during the evening. At the other boards, each side appears to hold a winning position in four games, the remaining three being too even to pass an opinion upon.

A word of thanks is due to the Officers of the Telegraph Department, who were engaged in transmitting the moves of the players, not a single hitch occurring on either evening. Messrs Gell and W. E. Chisholm had charge at the Wellington end on the first and second evenings respectively; Messrs Baird and Tucker having charge of the cable at Blenheim, and Mr Hill manipulating the instrument at Christchurch. It is expected that the match will be finished on Saturday next.

Poetry.

MATED.

The Season was Spring, the month was May,
The birds had been building and cooing all day;
And Nature was clothed in her loveliest dress,
When a youth and a maiden were playing at Chess.
Young Cupid he happened to pass that way,
And swore by his quivers he'd ruin their play;
Then twanging his bow, away sped the dart,
Ah! keen was the pleasure and pain to each heart.
"Heigh ho! she plays well; in the battle of life"
Sighed the youth, "What a treasure she'd prove as a wife,"
He heeds not the game, for the maiden was fair,
Then Cupid, the rogue, touched the rose in her hair,
It fell on the board and scattered the men,
They could not replace them in order again;
Their Chess it was o'er, yet strange to relate,
Though the game was ne'er finished they each found a mate.

—H.S.B. C. MAGAZINE.

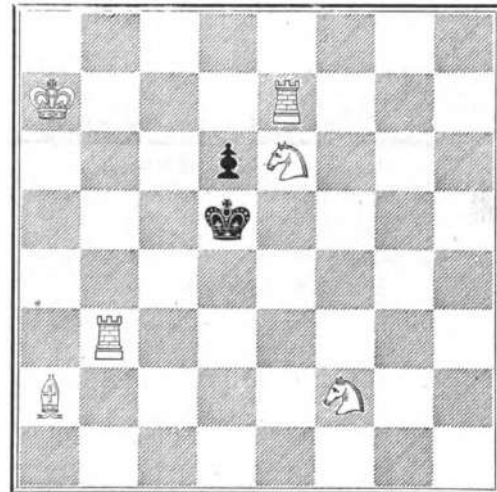
Chess Hints.

Lovers of Chess are invited to send in Solutions to the Problems which must reach this Office, within twenty-five days after publication. Contributions of Problems, will be received and inserted if of sufficient merit.

PROBLEM No. 1.

By P. G. L. F. [Field.]

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 2.

By George E. Carpenter.

(Illustrated Sporting and Dramatic News.)

White.

Black.

R on Q B 2

K on Q 5

K on Q 6

Q on K B 3

White to play and mate in two moves.

PROBLEM No. 3.

[By B. J. Blascha.]

White.

Black.

K on Q 2

K on K Kt 5

R on Q B 5

P on K Kt 4

B on K 4

Q Kt on own sq

Kt on Q Kt 3

White to play and mate in three moves.

An interesting little work, entitled the "Art of Composing Chess Problems," by Mr and Mrs Rowland, has lately been published, and is having a large sale, the first edition being sold out in a few weeks, the book can be obtained by sending to the publisher, Mr Rowland, Victoria Terrace, Clontarf, Dublin. Price, 2s.

There is a story going the rounds, that although the late Paul Morphy would not allow himself to be beaten by a woman, he would never suffer one to be vanquished by himself. Instances are given of friendly matches which he played in Paris, and which always ended in ties or draws; yet, with the chivalry of a gentleman, he always tried to conceal the fact that he was intentionally abstaining from winning the game.

Club Directory.

CHESS CLUB.	PRESIDENT.	SECRETARY.
Auckland	Wm. Gorrie	Alfred Ashton
Canterbury	Henry Hookham	Alfred H. Todd
Fendalton, (Chch)	Henry Hookham	James H. Kidd
Invercargill	J. W. Mitchell	J. Edwards, (acting)
Mt. Eden, (Auck)	Alfred Ashton	M. J. Matthews
Ponsonby, (Auck)	A. E. Devore	C. H. Bruckelbank
Timaru	R. R. Taylor	R. E. Fish
Otago	E. E. C. Quick	Henry Allen
Wanganui	W. J. Smith	Ed. Wilson
Wellington	C. W. Benbow	C. L. Barraud

Games.

The following game was played between Dr. J. H. Zukertort and L. Hoffer, in the Handicap Tournament of the British Chess Club on the 11th April, 1887.

(Vienna Opening.)

WHITE. (Mr. H.)	BLACK. (Dr. Z.)	WHITE. (Mr. H.)	BLACK. (Dr. Z.)
1 P to K 4	P to K 4	20 Q tks Q	R tks Q
2 Kt to Q B 3	Kt to K B 3	21 P to Kt 3 (h)	B to Q 2
3 P to K Kt 3 (a)	B to B 4	22 K to B 2	B to K sq
4 B to Kt 2	Kt to B 3	23 K to K 3	B to B 3 (h)
5 K Kt to K 2	P to Q R 3 (b)	24 B to B sq (i)	P to Kt 3
6 P to Q's 3	Castles	25 P to K Kt 4	K to B sq
7 Castles	P to Q 3	26 K R to B sq	Kt to Kt sq
8 B to K 3	Kt to K Kt 5 (c)	27 B to K 2	Kt to K 2 (j)
9 B tks B	P tks B	28 R to B sq	P to Kt 4
10 Q to Q 2	Kt to Q 5	29 P to K R 4	P tks P
11 P to K B 4	Q to Q 3	30 R to R sq	Q R to Q sq (k)
12 P to K R 3	Kt to R 3	31 R tks P	P to K R 4
13 P to B 5	P to K B 3	32 Q R to R sq	P tks P
14 Kt to Q 5	R to Q sq	33 R tks P	Kt to Kt sq
15 Kt tks Kt (d)	B P tks Kt	34 R to R 7 (l)	R to K sq
16 P to B 3	P to B 3 (e)	35 R to Kt sq (m)	K R to Q sq
17 Kt to Kt 6	P tks P	36 R to R 8	K to K 2
18 Q tks P (f)	R to Kt sq	37 R to Kt 7	R to K B 8
19 K R to Q sq	Q to Q 5 ch	38 B to R 5	Resigns

(a) Introduced, we believe, by L. Paulsen. The move has the merit of deviating from the beaten track.

(b) To enable the Bishop to retreat if 6 Kt to R 4; it is however, questionable whether it is worth losing time for the sake of preserving the Bishop.

(c) The double Pawn is no disadvantage here, as Black is able in the majority of cases to undo it, and so in this instance, as the sequel shows.

(d) Black having established his forces on the open file, is now compelled to close it.

(e) If 16. . . . P to B 4, then 17, P takes P, securing a safe retreat for the Knight on either side, should it be necessary at any time to retire it.

(f) Here, 18, P takes P, might be considered, but White having been pressed for time, he chose the more simple continuation. There is no danger in the Knight being lost, as the Queen would interpose at B 2, in answer to 18. . . . Q to B 4; ch.

(g) Not to lose time, if Black should play 21. . . . R to Kt 5.

(h) We should have preferred bringing the Knight into play here.

(i) A preferable manoeuvre, tending to the same result, would have been 24. B to B 3, and 25. B to K 2.

(j) The Knight ought to have remained at Kt sq, it being obvious that White would try to force an entry on the King's side, his Q P being amply secured for all emergencies.

(k) 31. . . . Kt to Kt sq, followed by 32. . . . P to R 3, should have been played here.

(l) Better than 34. R to R 8, which at first sight seems to be the move.

(m) And here 35. Q R to Kt 7 is of no avail on account of 35. . . . Kt to R 3. White threatens now to win a piece with 36. R takes B, ch, K takes R; 37. B to R 5, ch, &c.

Gleanings.

The rules for the conduct of the Adelaide Jubilee Chess Congress, have been issued, and from them we gather that play will commence on Tuesday, August 17th., and finish on Tuesday, the 31st. For the Major Tourney, Prizes are as follows:—First Prize, £30, and Championship of Australasia; Second Prize, £30. Third, £20; Fourth, £10; Fifth, £5. The "Australasian" also offers a Prize of £5. 5s. for the most brilliant game. The time limit has been fixed at fifteen moves per hour, and the hours of play from 10.30 a.m. to 1 p.m., and from 7 p.m. till 10 p.m. The leading players who will most probably take part in the Congress, are:—Messrs. Esling, Tullidge and Welton, [Victoria] Heiman, and Gossip, [New South Wales] Charlick, [South Australia] and Hookham. [New Zealand] The Sydney Mail prophesies that Mr. Esling will take first honours. The Prize fund now amounts to about £180, and severe comment has been made on the action of Great Britain not contributing, as Australia has always been liberal in its donations to the London Congress, and in 1883, South Australia sent £21. 15s. as against £15 subscribed by other colonies.

The Handicap Tournament of the British Chess Club, has just been concluded, the following are the winners: First Prize, J. H. Zukertort; Second, L. Hoffer; Third and Fourth, tie and division between J. Gunberg, and D. Y. Mills.

A match is now being played in London, between Dr. Zukertort, and Mr. Blackburne, the winner of the first five games, (exclusive of draws) to decide the match, play commenced on May 7th. Latest advices give Blackburne, 3; Zukertort, 1, and 5 drawn.

The Canterbury Times announces that their proposed Problem Solution Tourney, has been abandoned, owing to the lateness of the season, and also on account of the proposed absence of the Chess Editor, Mr. Hookham at the Adelaide Congress, in which he is to take part. Problem Solvers will be much disappointed at this, as the Tourneys conducted by him in former years have always been a source of great pleasure and profit, and we feel sure that Chess players throughout New Zealand will join with us in wishing Mr. Hookham all success at Adelaide.

An exhibition of simultaneous play was recently given by Mr.

Brockelbank, at the Mount Eden Chess Club, Auckland, ten of whose strongest members faced the single player. Operations were commenced at a few minutes before eight, Mr. Brockelbank playing an open game at all the boards, and at 9.30, had succeeded in winning all but one, which was being played by Mr. Watkins, who had to succumb after a short time to the undivided attention given to his game. In the great match by correspondence between Scotland and Ireland Scotland is leading by 28 to 13.

Club Notices.

PONSONBY CHESS CLUB, meets at All Saints Schoolroom, Ponsonby Road. Subscription 10s. payable quarterly. A Devore, President; T. Peacock, J. Upton, Vice-Presidents; E. A. Taylor, Treasurer; C. H. Brockelbank, Secretary.

WELLINGTON CHESS CLUB, meets Tuesdays and Fridays, at No. 4, Room, Athenaeum. Subscription 12s. 6d. per annum. C. W. Benbow, President; C. L. Barraud, Secretary.

WANGANUI CHESS & DRAUGHT CLUB, meets at Public Library. W. J. Smith, President; A. D. Willis, Vice-President; Edward Wilson, Secretary.

OTAGO CHESS CLUB, meets every Saturday at Watson's Hotel. Subscription 21s per annum. E. E. C. Quick, President; Dr. Batchelor, C. S. Reeves, Vice-Presidents; James Mander, Hon. Treasurer; Henry Allen, Hon. Secretary.

New Zealand Rubber Stamp Factory,

AND GENERAL

PRINTING OFFICE

No. 6, WILLIS ST.,

WELLINGTON.

PRINTING DEPARTMENT.

Every Description of Jobbing Work executed in the best style of the Art, by thoroughly competent workmen.

GOOD WORK AT MODERATE CHARGES.

PURE INDIA RUBBER STAMPS,

For all Business purposes.

LINEN MARKERS, FACSIMILE OF SIGNATURES

MONOGRAMS, ECLIPSE & CLIMAX DATER

STAMPS, BIJOUX, WATCH & PENCIL

CASES, AUTOMATONS &c.,

ENDORISING INK,

Violet, Red, Scarlet, Black, Blue, Puse, and other accessories appertaining to this particular Branch.

Note the Address

B. N. MANLEY,

6, WILLIS STREET,

WELLINGTON, N.Z.

Printed and Published Monthly, by the Proprietor, Benjamin Nicholas Manley, at his registered Printing Office, No. 6, Willis Street, Wellington.—TUESDAY, JULY, 26, 1887

The New Zealand CHESS CHRONICLE.

PUBLISHED MONTHLY.

VOL. I. No. 2.]

WELLINGTON AUGUST 23, 1887.

[3s. 6d. per annum.

REMARKABLE CHESS-PLAYERS.

The first instance of playing chess blindfolded, the great feat of modern times, is said to have occurred 979 A.D., when a Greek, Joseph Tchelebi, played a game thus in the city of Tripoli. In 1266, Buzeca, an Arab doctor, played three games at once, looking at one board only. He won two of the games, and drew the third. Southern Europe had during the sixteenth century three remarkable players. These were Ruy Lopez, of Spain, who was chess professor at court, and received from King Philip, who doted on his game, a bishopric for his skill; Paolo Bok, of Sicily; and Leonardo Cutri, of Italy. There is a characteristic story told of Paolo Bok by him, that a stranger once challenged him to a game, and played with such remarkable skill that he was convinced that this was the evil one himself.

Italy had some remarkable players in the seventeenth century, of whom we may mention Father Sacciri, a priest of Turin, who played at Paris in 1740 three players without seeing any board; also Ponziani, Taruffi, and Ercole del Rio. The name of Philidor is one of the brilliant ones of the annals of chess. His real name was Francois André Danican. He was born in France, in 1726, was a page in the court of Louis XIV., and was educated as a court musician. In 1749, while in England, he published a work on chess, which is now one of the classics of chess literature. Philidor could play two and three games without seeing the boards, and at the same time carry on a lively, gossiping conversation.

About the time of Philidor's death, Deschappelles came into notice. He was the son of a gentleman of Louis XVI's court. He learned chess in four days. Soon after learning he laid aside the game and did not play it again for fifteen years. Then he walked into the Café de la Regence, the head-quarters of the chess clubs of Paris, and sitting down opposite M. de la Bourdonnias—then known as a very fine player—they played four games, two of which he won, one he lost, and one was drawn. The next day he played three games with St. Amant, another of the kings of chess of the time, and each player won one of the games, while one was drawn. He then entered the field as a champion player, and so wonderful were his successes that he ranked during his lifetime as the first player of Europe. He would never play on even terms with any one, but insisted on giving odds. He played a number of games with Marshall Blucher, and avenged the French honour on that general to the tune of 30,000 francs. In 1821 he went to England to play with Mr Lewis, then called the best player in the British Isles. They played three games, two were drawn, and one was gained by Mr Lewis, who won a remarkable advantage by making a move which Deschappelles declared was wholly new chess-playing.

Feeling very sore over this record, after returning to France, Deschappelles published a challenge to all England to play with any one they might bring forward for any sum desired, and give a pawn and two moves. This challenge was not taken up, and in 1847 Deschappelles again challenged any Englishman to play for a stake of a £1,000, with odds of a pawn and two moves, as before. This offer was taken by the London Chess Club, and St. Amant came over to arrange preliminaries, but neither side could agree on certain conditions, and the match fell through. The most brilliant chess champion of the century was Morphy. Early in 1858 he played in New Orleans six games at once, blindfolded, winning five. Then he went to Europe, and in August of the same year, at Birmingham, played eight games at once, blindfolded, and won six, drew one, and lost one. He went to Paris and there performed the same feat, with a result of six games won and two drawn. In 1859 he played in the

same way games with eight of the most distinguished members of the London Chess Club, and won two of the games and drew the other six. A few days after he met eight members of the St. George Chess Club, and of the games won five, while the rest were drawn for want of time to complete them. But even this remarkable feat was distanced in 1861 by Paulsen, who, in London, played blindfolded ten games at once with ten different players. He sat at this match in the same place for twelve consecutive hours, neither rose, nor ate, nor smoked during the entire time, nor drank anything but a little lemonade. He won two of the games, lost three, and drew five.

This performance, however, is not equal to many by Blackburne, the English champion. He rarely loses more than one game out of eight or ten. He started chess when a poor Lancashire lad, and now is recognised all over the world as the most certain and brilliant blindfold player that ever lived.

Beginners' Column.

BEST POSITION FOR THE PIECES TO OCCUPY.

CONCERNING THE KING.—It is mostly advisable to castle the King early in the game, and to do so on the King's side, because he is less subject to an attack, and better able to repel one on that side than the other. When the Queens are exchanged off early, it is often well to move the King to K's B's 2nd square, and in that way bring the Rook into play, instead of castling, because there is then less danger to the King, and he may become a valuable auxiliary during the remainder of the fight. In castling move the King before you touch the Rook.

THE QUEEN.—It is not good to play the Queen out into the game at the beginning, because she can be attacked by inferior pieces, and is compelled to retire with the loss of many moves. Be careful, when about to capture a distant Pawn or piece, that you do not remove your Queen too far from the immediate point of action. A clever player will often permit you to win a Pawn with the Queen, that he may prevent her returning in time to rescue your King from his attack. The Queen should rarely be employed to defend or attack any point if you can do it as well with a subordinate.

THE ROOK.—He has seldom much scope for action in the early part of the game, but when the field is thinned no time should be lost in bringing him into action. You should then endeavour to double your Rooks, that is, to place them one before the other on the same file: in this situation, mutually sustaining one another, their potency on a clear field is equal to the Queen's.

It is usually good play to get command of an open file—that is to say, a file which is occupied by no other man—by stationing a Rook at one end of it. When you have thus gained possession of the file, should your opponent try to dispossess you of it, by playing one of his Rooks on the same file, it is frequently better to defend with your other Rook than to take his or remove your own. You will often embarrass your adversary, too, if you can manage to post a Rook on his second rank, say at your King's 7th square. In this position he generally makes an attack on the Pawns unmoved, and compels the enemy to lose time in defending them.

THE BISHOP.—The King's Bishop is somewhat superior to the Queen's, as he can be brought to bear immediately on the King's weak point, his Bishop's Pawn. The King's Bishop should rarely or never be played to the Queen's 3rd square before the Queen's Pawn is moved. If your antagonist challenges an exchange of Bishops by moving his Queen's Bishop to King's 3rd square, it is not always prudent to

accept it, for, although you may double the Pawns on his King's file, you at the same time afford him an open range for his King's Rook when he has castled. The best play in such a case is, therefore, to retreat your King's Bishop to Queen's Knight's 3rd square.

Supposing you have Pawns only at the end of the game, and the adversary has a Bishop, it is generally advisable to move the Pawns as soon as possible to squares of a different colour to the diagonals he moves on.

THE KNIGHT.—At the commencement of the game the best place for the King's Knight is at K's B's 3rd square; if there attacks your adversary's K's Pawn, if it has been moved two squares, and prevents your opponent placing his Queen on your King's Rook's 4th square, where she would often be a source of restraint and danger to your King.

When you have brought out your Queen's Knight to Bishop's 3rd, it is advisable to get him round by King's 2nd square to the K's Kt's 3rd, where he exercises a very important influence, by threatening, whenever the square is left unguarded, to post himself on K's B's 5th.

THE PAWN.—It is generally advantageous for your Pawns to occupy the middle of the board, because when there they greatly retard the movements of the opposing forces. When you have two Pawns abreast, the King's and Queen's, for instance, at their fourth squares, should the adversary attack one of them with a Pawn, it is occasionally better to advance the Pawn that is attacked another step, than to take the Pawn.

As a general rule, it is not advisable to move King's Knight's Pawn or Queen's Knight's Pawn early in the game. The former played to K's Kt's 3rd square will often allow your adversary to play his Queen's Bishop to your King's Rook's 3rd square, a dangerous move when you have castled on the King's side.

Notice.

TO SUBSCRIBERS.

Annual Subscriptions STRICTLY IN ADVANCE. Posted Free to all parts of New Zealand, 3s. 6d.

TO CORRESPONDENTS.

Our columns are open to members of Chess Clubs, and other Chess players, but we reserve the right to accept or reject the matter forwarded.

Correspondents are requested to write only on one side of their paper.

We cannot undertake to return rejected communications.

ANSWERS TO CORRESPONDENTS.

C. H. B. Auckland.—Thanks for letter and suggestions which will receive attention.

R. R. T. Timaru.—Your letter and enclosure received for which we are indebted.

W. A. S. W., Invercargill, E. M. L., Wanganui, A. A., Auckland, F. W. S., Whangaroa, J. T., Halcombe, T. S., Ashurst, R. R. T., Timaru, J. C., Christchurch, and J. R. W., Dunedin, thanks for good wishes.

TO SECRETARIES OF CHESS CLUBS.

Secretaries would confer a favour on the Editor by forwarding reports of Meetings, Tournaments, and other information interesting to Chess-players.

We have to thank Secretaries of Clubs at Dunedin, Timaru, Wanganui, Christchurch, Auckland, Fendalton, Invercargill, Ponsonby, Mount Eden, Whangaroa, Mount Albert, Napier, and Oamaru, for communications.

THE

NEW ZEALAND CHESS CHRONICLE.

PUBLISHED ON THE FOURTH TUESDAY IN EACH MONTH.

TUESDAY, AUGUST 23, 1887.

The following letter appeared in the "Wellington Evening Post" of the 8th inst., signed, "Q Kt to B 3" in connection with the recent chess match Christchurch v. Wellington:—

SIR,—In the report in the Wellington papers of the Wellington-Christchurch chess match it is stated that, "At the close of the first night's play, it was fairly evident that the local team were inferior in strength." Now, I don't think that the first night's play, or, in fact, the result of the match, gives sufficient ground for that statement. The Wellington players laboured under many disadvantages. First of all, owing to the Telegraph Department being located in temporary premises, the only room available for our use was not more than large enough to comfortably accommodate six players only, let alone twelve, besides the operator, referee, and scrutineers. There

was hardly an inch of table space but what was taken up with the boards and clocks, and some of our players had even to hold their note-books in their hands while taking down the moves; and no ventilation, except at the expense of sitting in a draught. In Christchurch the wires are laid on to the club-room. Then, again, owing to the adoption of the Kienersitzky notation, it was necessary that all the squares of the boards should be numbered. The numbers were printed on adhesive paper, and cut out in little squares, which were then stuck on the board. The sight of these white patches was most bothering to the eye; in fact, there were some complaints before the match commenced. Now, the Christchurch Club had diagrams printed with the numbers thereon. Those who know anything about the game of chess, and the concentration of mind it requires, will I think admit from the above that the Wellington players were heavily handicapped; in short, as one gentleman who was present said, "It was very creditable to our team, under the circumstances, that they won any games at all."

The disadvantages which "Q Kt to B 3" affirms the Wellington representatives laboured under were too trivial to affect the play of any experienced chess-player. The letter strongly savours of a party spirit, in consequence of a lost game; and we are sure our local chess-players will refuse such paltry excuses to account for the result of a match, which was so evidently played on its merits.

Our opinion is that the cause of the Wellington team losing so many games was the want of careful practice, and they would do well to follow the example of the Christchurch Club, and conduct a series of side matches amongst themselves, taking on each occasion a different opening. This, we believe, to be a far superior mode of practice than the form, at present adopted by Wellington and many other clubs, of simply playing tournaments and scratch games.

Club News.

WHANGAROA CHESS CLUB.—This club possesses two county trophies, (a Silver King and a Silver Queen,) which are played for each year in the annual tourney, the winners of which holding them till the next year. Should either be won twice in succession, or three times at intervals, it becomes the property of the member so winning. The Silver King is at present held by Mr H. G. Shepherd; the Silver Queen by Mrs George Horsley. The tournament for 1887 commenced August, 22nd, inst. Our correspondent states that chess has been played assiduously in the Whangaroa District for the last fifty years by the old missionary families, whose scions form the backbone of the present club. Considerable rivalry exists between the sister Counties of Monopponi and Whangaroa, and frequent matches are played, one of which is to take place in September next.

The club, which numbers several ladies among its members recently had a match, smokers and married ladies versus non-smokers and single ladies; after a close contest the result was a win for the smokers and married ladies by one game. Subjoined is the score:—

NON-SMOKERS AND SINGLE.		SMOKERS AND MARRIED.	
J. Wigmore ...	1	G. Horsley ...	0
F. Booth ...	1	F. Hagger ...	0
F. Sanderson ...	1	Rev. Aitkens ...	0
J. Begg ...	1	C. Gothard ...	0
Miss Stephenson	0	Mrs Wigmore ...	1
Miss Shepherd ...	0	Mrs Horsley ...	1
G. Tollerton ...	0	Dr. Mason ...	1
C. Shepherd ...	0	C. Tollerton ...	1
A. Caley ...	0	Jno. Shepherd ...	1

Total 4 5

Every year the club gives a county ball, which tends considerably to popularise the game with the younger members of the community.

A match took place last week, Married v. Single eight players a side, playing two games each. After an exciting contest, the Benedicts were defeated by two games. For the married, Mr Booth scored two wins; Messrs Wigmore, Shepherd, McRae, Gothard, and Horsley one each, total, 7. For the single, Miss Stephenson and Mr J. Howes, won two games; Messrs Sanderson, Huett, Caley, Begg, and Dr. Mason winning one each, total, 9.

TIMARU CHESS CLUB.—Has received a challenge from the Dunedin Chess and Draughts Club, to play a match by Telegraph at an early date, which will most probably be accepted.

CANTERBURY CHESS CLUB.—Has decided to accept the challenge of the Timaru Club, and in order to give their representatives some practice, a sides match was commenced last Tuesday.

WELLINGTON CHESS CLUB.—Had a large attendance last Friday evening to witness an exhibition of simultaneous play given at the request of the club, by Mr C. W. Benbow. Seventeen of the strongest members were selected to do battle against the single player, namely:—Messrs. Whitem, Anderson, McTavish, Didsbury, Brown, J. Littlejohn, Lambert, Duret, Barnes, C. L. Barraud, Wright, Brook, Mackay, Baxter, Taylor, and A. Littlejohn. Play commenced a few minutes before half-past eight, Mr Benbow leading off with a variety of openings, soon began to make matters interesting for his opponents, who in most instances, played a very cautious game. By half-past nine Mr Benbow had succeeded in winning two games, and at half-past ten had disposed of two more. Play was finished at about twenty minutes past twelve, when Mr Benbow had won six, and drawn eleven, the opposing side not having scored a game.

PONSONBY CHESS CLUB.—Are holding a handicap tournament, sixteen members being engaged. We take the following score from the "Evening Bell":—

	Won	Lost	To play
Class 1—Mr Brockelbank	10½	1½	3
Mr Munro	8	2	5
Class 3—Mr Falkner	—	—	15
Mr Malcolm	1½	3½	10
Mr Woodroffe	3	1	11
Class 4—Mr F. Burton	—	—	15
Mr Clntsam	3	5	7
Mr Dalton	3	3	9
Mr Ewen	1	3	11
Mr Fairs	2	3	10
Mr Gentles	2	6	7
Mr Hazard	½	2½	12
Mr Pope	4	2	9
Mr Taylor	2	4	9
Class 5—Mr Baxter	8½	1½	10
Mr Dixon	—	6	9

WANGANUI CHESS AND DRAUGHT CLUB.—The handicap tourney in connection with this club, is nearly concluded. Messrs James and Cunnabell are occupying the premier positions. The latter being favourite for the first prize.

AUCKLAND CHESS CLUB.—Has had a large addition to its roll of members this year. A one game handicap is now in progress, about twenty members competing.

INVERCARGILL V. OAMARU.

This match, which was played by Telegraph, was concluded on Saturday, the 30th July, and resulted in a draw. The following is the score:—

INVERCARGILL.	OAMARU.
Board 1—Mr Taine ... 1	Dr De Lantour ... 0
" 2—Mr Webber ... 1	Mr Taylor ... 0
" 3—Mr Edwards ... 0	Major Sumpter ... 1
" 4—Mr Stewart ... 1	Mr Banks ... 0
" 5—Mr Bennett ... 1	Mr Gibbs ... 0
" 6—Mr Wilcox ... ½	Mr Davis ... ½
" 7—Mr Tanner ... 0	Mr Sumpter jr. ... 1
" 8—Mr Scott ... 0	Mr Lee ... 1
" 9—Mr Mitchell ... 0	Mr Sanderson ... 1
" 10—Mr McHaffey ... ½	Mr Price ... ½
Total 5	5

When play was discontinued, only five games had been finished, that at Board No. 1 resulted in a win for Mr Taine, after a most interesting game. At Board 2, the Oamaru player did not appear on the second evening, and the game was recorded a win for Invercargill, Mr Webber having by far the best position. At Board 4, Mr Banks in the early part of the game had a powerful attack, but was repulsed with loss by Mr Stewart, who eventually won. At Board 5, Mr Bennett had the attack, and maintained it throughout, although, Mr Gibbs played a stubborn defence, and gave the Invercargill representative a lot of trouble to beat him. The remaining five games being unfinished, were forwarded to Mr Hay, who decided that the game between Mr C. W. Davis and Mr W. Wilcox was a draw. The one between Mr H. Lee and Mr Scott, a win for Mr Lee. The one between Mr Sanderson and Mr Mitchell, a win for Mr Sanderson; and the games between Major Sumpter and Mr Edwards, and that between Mr Sumpter, jr. and Mr Tanner wins for Oamaru; thus making the match a draw. This being the maiden match of the Invercargill Club, we congratulate them on playing so even a game against the older club.

OTAGO V TIMARU.

The Telegraph match between the above clubs was played on the 23rd and 30th July, and after a very even contest resulted in a win for Timaru by one game. The following is the score:—

TIMARU.	OTAGO.
Board 1—G. Bolton ... 1	A. J. Mouat ... 0
" 2—W. J. Wood ... 0	Dr. Stenhouse ... 1
" 3—L. C. Fish ... ½	B. Throp ... ½
" 4—W. Hassall ... ½	W. S. Angus ... ½
" 5—C. H. H. Clark ... 0	W. Kyre ... 1
" 6—R. R. Taylor ... 1	F. Seideberg ... 0
" 7—W. Kinnerney ... 1	E. C. Quick ... 0
" 8—S. Snaushall ... 0	Dr Wantless ... 1
" 9—W. W. King ... 1	W. G. Lawless ... 0
5	4

No games were completed on the first evening, although many had reached an advanced stage. On the second evening Mr Eyre of Otago had the honour of recording the first win of the match. Mr W. W. King of Timaru was the next to secure a win for his club. Shortly afterwards Mr Wood who had been playing an uphill game, through losing a piece early on the previous evening, had to resign to Dr Stenhouse. Mr Taylor [Timaru] after a hard fought game, was the next to score, being followed by Dr Wantless [Otago] who secured a game from Mr S. Snaushall. Mr Kinnerney [Timaru] equalised matters by defeating Mr Quick. These were all the games finished, giving three wins to each club, the remainder being referred to Mr D. R. Hay, of Dunedin, who gave the games between Messrs Throp and Fish, and Messrs Hassall and Angus as drawn, and that between Messrs Bolton and Mouat, a win for Mr Bolton, thus giving the match to Timaru. Mr Henry Allen acted as umpire for Timaru, at Dunedin, Mr Burr filling a like capacity at Timaru.

Games.

No. 2.

Third game of the match between Messrs Blackburne and Zukertort.

RUY LOPEZ.

WHITE. Mr. B.	BLACK. Dr. Z.	WHITE. Mr. B.	BLACK. Dr. Z.
1 P-K 4	P-K 4	19 R-B 6	P-B 6
2 Kt-KB 3	Kt-QB 3	20 B-B 2	B-B 4
3 B-Kt 5	Kt-B 3	21 K-R-R sq	B-B 3
4 Castles	Kt x P	22 P-B 4	K-B x B
5 P-Q 4	P-Q R 3	23 B P x B	B x B
6 B-R 4	P-Q Kt 4	24 Q x B	Q-Kt 5 [c]
7 B-Kt 3	P-Q 4	25 Q-Q 3	P-K R 4 [d]
8 P x P	B-K 3 (a)	26 Q-K 3	B-B 5 [e]
9 P-B 3	B-K 2	27 B-R 3	R x B
10 B-B 4	Castles	28 R x R ch	K-R 2
11 Kt-Q 4	Kt x Kt	29 R-R sq (f)	P-Kt 5
12 P x Kt	P-K B 3	30 P-R 3	Q-Kt 4 [g]
13 Kt-B 3	P x P	31 R-K sq	P x P [h]
14 B x P	Kt x Q	32 P-K 6 (i)	P-B 7
15 P x Kt	Q-K 2	33 P-K 7	R-K 5 [j]
16 Q-K 2	Q-K 1 (u)	34 Q x Q	R x R ch
17 P-Q R 4	P-B 4	35 K-B 2	Resigns.
18 R P x P	R P x P		

NOTES FROM THE "FIELD."

[a] The old defence, which was superseded for some time by Andersen's 8 Kt 2; but we believe the text move to be preferable.

[b] It is doubtful whether this manoeuvre is not premature. Black could have prevented the forcing open of the Q B file.

[c] Threatening 25 P-Kt 5; that is probably the reason of all the exchanges. Black's Pawns on the Queen's side, however, do not seem to be so secure, after the exchange of pieces, as might be desired.

[d] 25 P-R 3 would have proved much better later on, as the Queen would have been defended when at K Kt 5.

[e] Perhaps it would have been better to play 26 K-R 2 previous to the text move, so as to avoid the forced exchange of the Rook.

[f] Obviously forced. If 29 P-R 3 then 29 Q-Q 8 ch, followed by 30 R-B 8, with fatal result.

[g] A bad move. 30 Q-B 4 would have secured a draw.

[h] This loss right off, as the sequel shows. 31 Q-B 4 might still have been played. If then 32 P-K 6, or 32 P x P. Black could have replied 32 R-K 5, &c.

[i] The initiation of a beautiful final combination.

[j] If Black had played here 33 R-B 8 ch, the following pretty variation would have ensued:—34 K x R, Q x Q; 35 R x Q; P queens ch; 36 R-K sq, Q-B 8 ch; 37 K-Kt sq, Q x P ch; 38 K-R sq, and wins.

No. 3.

Game played in match, Christchurch v. Wellington, July 30th
1887, between Mr G. F. Francis, (Wellington) and
Mr J. J. Milner, (Christchurch.)

WHITE. (G. F. Francis.)	BLACK. (J. J. Milner.)	WHITE. (G. F. Francis.)	BLACK. (J. J. Milner.)
1 P to K 4	P to K 4	27 Q to K	Q to Q
2 B to B 4	Kt to K B 3	28 K to R 2	R (B 3) to B 2
3 P to Q 3	B to K 2 (a)	29 R to R (e)	Q to Kt 4
4 P to Q R 3 (b)	P to Q B 3	30 R to Kt	Kt to R 5
5 Kt to Q B 3	Castles	31 Q to K B	Q to R 4
6 P to K R 3	P to Q 4	32 Kt to K	P to R Kt 4
7 P tks P	P tks P	33 R to R	P to Kt 5
8 B to Kt 3	B to K 3	34 K to Kt	P tks P (B 6) (f)
9 Kt (B 3) to K 2	Q to B 2	35 Kt tks P (B 3)	Kt tks P (g)
10 Kt to K B 3	Kt (B 3) to Q 2	36 K tks Kt	R to Kt 2 (ch)
11 Kt to Kt 3	Kt to Q B 3	37 K to R 2	Kt to B 3
12 Castles	B to Q B 4 (c)	38 Kt to K 5	Kt to Kt 5 (ch) h
13 Kt to K 2	P to B 3	39 Kt tks Kt	R tks Kt
14 Kt to B 3	Kt to K 2	40 Q to B 3	Q to R 3
15 B to K 3	K to R	41 B to Q 3 (i)	R to B 5
16 B tks B	Kt tks B	42 K to Kt 2	R to Kt (ch)
17 B to R 2	R (R) to Q	43 K to B	B tks P (ch)
18 P to Q 4	Kt to Q 2	44 K to K (j)	B to Kt 7
19 B to Kt (d)	P to K 5	45 R tks R	Q tks R (ch)
20 Kt to Q 2	P to B 4	46 K to Q	B tks Q
21 Kt to K 2	P to B 5	47 K to B 2	B tks Kt
22 P to K B 3	P to K 6	48 B tks B	R to Kt 7
23 Kt to Q Kt 3	R to K 4	49 K to Kt 3	B tks B
24 Kt to Q B	R (Q) to K B	50 P to B 4	R to K 8
25 Kt to Q 3	Kt to K Kt 3	51 R tks R	Q tks R
26 P to B 3	R (B 4) to B 3	52 Resigns	

NOTES BY G. F. FRANCIS.

- (a) B to B 4, move usually played
(b) Loss of time
(c) Threatening to win Knight by P to K 5, Q tks Kt.
(d) Leading to a cramped position for white.
(e) Kt tks P. Sacrificing 2 Kts for Kt and 2 pawns appears sounder.
(f) P tks P (R 6) infinitely better play.
(g) A bold sacrifice, giving black a strong attack.
(h) B tks P, mate in two moves, viz., Q tks B, Q tks Kt (ch), Q Kt 2, Q tks Q, mate.
(i) Kt to Kt square delays the inevitable somewhat.
(j) White could now resign without showing the white feather.

Herr Bauer has won the first prize in the Winter Tournament of the Vienna Chess Club, with the "phenomenal" score of 28 games won out of 28 games played.

Mr G. B. Fraser is arranging a correspondence match, in which there will be six representatives of each of the divisions of the United Kingdom. The list of the Irish players has been already published, but the names of the English and Scotch representatives have not yet been announced.

It is understood [says the "British Chess Magazine" for last month] that an arrangement is now being made for a match between Blackburne and Bird, on terms similar to those adopted in the Blackburne-Zukertort match. The principal conditions are as follows:—1. No stakes, but a purse of £25 to be played for, of which the winner is to have £15 and the loser £10. 2. The first five games to be the victor, draws not counting. 3. The time limit to be 20 moves per hour. 4. The play to commence about a fortnight after the final encounter in the Blackburne-Zukertort.

Mr Tschigorin has appeared as a blindfold performer at St. Petersburg, and bids fair to rival Blackburne and Zukertort. On the occasion referred to, he encountered eight strong amateurs, defeating seven, and drawing one.

Chess Hints.

Lovers of Chess are invited to send in Solutions to the Problems which must reach this Office, within twenty-five days after publication. Contributions of Problems, will be received and inserted if of sufficient merit.

PROBLEMS NOS. 1 AND 3:—We have to apologise to Solvers for the errors in recording these two Problems. In No 1 Kt should be on K Kt 2, not K B 2. And No 3 should read K Kt on own sq, and Kt on K Kt 3. We trust errors of this nature will not occur again.

SOLUTION OF PROBLEM 1.

White	Black	White
1 R to K B 7	1 K takes Kt	2 R to K 3 mate
	1 K to K 4	2 " " "
	1 K to K 5	2 " " "
	1 K to B 5	2 Kt to K 3 "
	1 K to B 3	2 R to Kt 6 "

Correct replies received from T. S., Ashurst; E. N. L., Wanganui; To Ika a mau, Wellington; I. aris, Halcombe,

SOLUTION OF PROBLEM 2.

White Black White
1 Q to K R 3 1 K to K 5 2 R to Q B 4 mate
Correct replies received from I. Faris, Halcombe, "extremely neat"; T. S., Ashurst, "an old friend, neat"; H. L. W., Wellington; W. P., Christchurch.

SOLUTION OF PROBLEM 3.

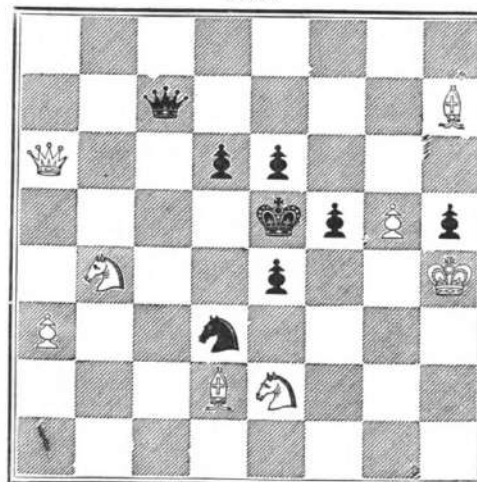
White Black White
1 B to K Kt 2 1 K x Kt 2 R x P ch 2 K to K B 5 3 Kt to R 3 mate
2 K to K B 7 3 " " " "
2 K to R 5 3 Kt to B 3 " "
2 K to R 7 3 " " " "
1 K to B 5 2 Kt to K 2 2 K to Kt 5 3 R to B 4 " "
2 P to Kt 5 3 R to R 5 " "

Correct replies received from Thomas Sexton, Ashurst "very pretty"; I. Faris, Halcombe, "excellent." [9]

PROBLEM, No. 4.

By Thomas Sexton, [Ashurst.]

BLACK



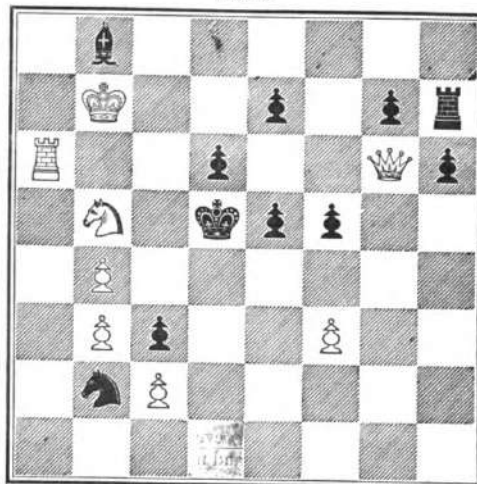
WHITE

White to play and mate in two moves.

PROBLEM, No. 5.

By Cecil A. L. Bull.

BLACK



WHITE

White to play and mate in three moves.

PROBLEM No. 6.

By C. W. Sunbury.

White	Black
K on Q Kt 2	K on K 5
Q on K Kt sq	P on K 2
Kt on Q 3	P on K 3
B on K B 4	P on K B 4

White to play and mate in three moves.

CHRISTCHURCH V WELLINGTON.

This match was brought to a conclusion on Saturday, July 23rd, after three evenings' play, and ended in a most decided victory for the Christchurch team. Eight out of the twelve games were finished, five wins being placed to the credit of Canterbury, and three to Wellington, the remaining four being referred to Mr D. R. Hay, editor of the "Otago Witness," for adjudication, who declared the game at board No. 1 a draw, and those at boards Nos. 4, 6, and 11 wins for Canterbury, thus giving the City of the Plains a majority of five wins over Wellington. The rooms at both places were crowded to excess by onlookers during the evening, and each move made by the different players was watched with interest. The game which attracted the most attention was that between the two captains, Messrs Hookham and Benbow; the game between Messrs McWilliam and Littlejohn also caused some excitement, and it was the opinion of many at the close of the evening's play that the game was a draw by means of perpetual check.

The following is a short résumé of the games:—

Board 1.—Mr Hookham had the first move and played Zukertort's opening; the game continued very even till the third evening, when the Christchurch captain appeared to have slightly the best position. The game was one of those which remained unfinished, and was eventually declared a draw by the referee.

Board 2.—Mr Barraud had the move here, and opened with Queen's Gambit; he had the attack during the first and second evening, and at one time looked like winning, but on the third night, by a loose bit of play, allowed himself to be checkmated by Mr Olivier, who had played a careful game throughout.

Board 3.—The two-Knights defence was played at this board, Mr A. H. Todd playing a powerful attack, and on the first evening had a Pawn ahead, which he increased to two on the second. Mr Whitem offered a stubborn defence, but eventually had to succumb.

Board 4.—Mr McTavish played Evan's Gambit, but had to resign the attack on the second night, his opponent Mr Searrell winning two Pawns. The game was not completed, and was adjudged a win for Canterbury.

Board 5.—Mr A. L. Smith led the attack with the Scotch Gambit, and maintained it during the early part of the game; but on the third evening had to play on the defensive to Mr Brown, who eventually won.

Board 6.—This was one of the most interesting games of the match, lively positions being the order of the day. At the close of the match the game was unfinished, Mr Littlejohn having King and Queen, against Mr McWilliam's King, Queen, and Pawn. The game was awarded to the latter gentleman by the referee.

Board 7.—Mr Stringer played an irregular opening, and made a strong attack on his opponent, Mr Wright, but was repulsed with the loss of a piece, and resigned soon after play had commenced on the third night. This was the first win to Wellington.

Board 8.—Mr Wilson Duret had the move and opened with Ruy Lopez, but was in very bad form, and had the misfortune to lose his Queen about the fifteenth move. He, however, was not disheartened, but played the game out to the bitter end, resigning to Mr Wood on the second evening. First win for Christchurch.

Board 9.—Mr Acton Adams played Zukertort's opening, which, we opine, was not understood by the Wellington player, who soon got into difficulties, but made a plucky stand, and gave his opponent a lot of trouble to checkmate him, which he did on the third night.

Board 10.—The French Defence was played here. Mr Hamilton had the attack, and on the first evening managed to win a piece. His opponent, Mr Cant, made a good game, but eventually had to succumb to superior forces.

Board 11.—Mr J. G. Scott played Evans's Gambit, and through a careless move of his opponent managed to win a piece. The Wellington man (Mr Barnes) played up well and managed to reduce his opponent's lead to two pawns. The game was unfinished, and was awarded to Christchurch.

Board 12.—Mr Francis had the move here, and played King's Bishop's Opening, but soon lost the attack. The game, which subsequently became very difficult, was well played on both sides. Mr Milner eventually got up a crushing attack, and scored a win for his club.

Cleanings.

Opinions differ greatly as to the intellectual ability required to make a good chess-player, as well as respecting the value of chess as a means of mental training. Thus, Labruyère, in his "Caractères" denies that a capacity for chess is any proof of genius; and Poe has recorded his opinion that "A good chess-player may be nothing but a good player of chess." Nevertheless, we deem it a game which so abundantly favours the likelihood of increasing power for concentrated thought, that we cannot but hold the opinion that a large capacity for chess is indicative of brain-power, which were it possible to exert in any other direction would command success. This given, the value of chess as an intellectual training requires no argument, and the power for good which it has with the young, both by improving the mind and curtailing the desire for less profitable pastimes, is a lever of which none who have the training of youth should fail to avail themselves. We should like to see the game of chess played regularly in every house where there are young people; for even a fair chess-player cannot be an idiot.—"Perth Inquirer."

The chess-players of Aberdeen have made a new departure by opening a club, the first of the rules for the management of which is that smoking is not allowed in the club-room.

A correspondent of the "Leeds Mercury" recently wrote to inform the chess editor that among the curiosities at the Manchester Exhibition was a chess-board which had been used for the game before the time of Moses. He added that he had seen the board himself.

MATCH, BLACKBURN V. ZUKERTORT.—This match was won by Mr Blackburne, on Thursday, June 9th, at the British Chess Club, the final score being:—Blackburne, 5; Zukertort, 1; and eight drawn games. We heartily congratulate Mr Blackburne on his splendid and well-deserved victory. Mr Blackburne has not generally been successful in his matches, and want of success in match-play seemed to be the only quality lacking in his otherwise unsurpassed talent in every branch of the game. As a tournament or blindfold player he is notoriously second to none. Mr Zukertort made a gallant stand, and eight drawn games had to be fought ere his opponent could wrest the victory from him. The greatest cordiality reigned throughout the contest, and in resigning the last game he shook hands with Mr Blackburne, and congratulated him upon his victory, courteously reciprocating Mr Blackburne's own conduct on a former similar occasion.—"Field."

A problem-solving competition took place at the British Chess Club recently. Mr Grimshaw offered a prize of one guinea to any solver who would find the full solution of a four-move problem of his own composition within two hours. Mr Gudsberg found the solution in half an hour. Mr Zukertort discovered the first move much quicker, but was wrong in the second move, while Mr Blackburne retired from the competition, as soon as Mr Gudsberg gave in his solution.

In the match, by correspondence, between Scotland and Ireland the quondam champion of the former country announced mate in twenty-two moves, and, still more wonderful, administered it in that number.

A cablegram announces that Captain McKenzie, of New York, is the winner of the Frankfort Chess Tournament. Blackburne and Weiss, of Vienna, tying for second place.

The death of the Rev. W. Beckett, of Darlington, [Sydney] a strong chess-player, who had reached the patriarchal age of 94, has just recently taken place.

The great match between Lancashire and Yorkshire, with 50 players on each side, was played at Bradford on the 18th June. Play began at 3 p.m., and ended at 6 p.m., at which hour the unfinished games were adjudicated upon. The result was as follows:—Red Rose—Games scored, 14; games adjudicated, 11; White Rose—games scored 13; games adjudicated 10; Yorkshire being thus defeated by 26 to 24.

Check! What do you mean? I take your queen! What, my old Vicky? I'm darned if you shall! What are you driving at? Are you going clean cranky mad? Eh? Oh, beg pardon! I forgot what we were talking about! I've been reading the CHESSE CHRONICLE, and it's got into my head! What in the name of blue blazes is a chess chronicle?

The New Zealand CHESSE CHRONICLE is a capital little paper, just published at Wellington, all about chess! It's well worth reading, and only three bob and a bender per annum! Is it really well done? Yes, it's a most Manley production! All about pawns, isn't it? I must get a ticket! Oh, my prophetic soul, my uncle!—"Puff, Evening Press."

Poetry.

PROBLEM SOLVING.

I'll solve it yet,
Though Sol's bright rays have faded
(Since Sol has set);
Now, though long time this prob. has been paraded,
I'll solve it yet,
I've sat before my board this very evenin'
Pullin' my hair;
I didn't think the thing was so deceasin',
Still—I don't care.
I'll solve it yet,
Although the morning hoary
Appear in view;
That next week's column will give me glory
As well as you.
I must to work, and spend the night in trying
A Key to get;
I pray you now to mark this vow undying,
I'll solve it yet.

—BUFFALO TIMES

Club Directory.

CHESS CLUB.	PRESIDENT.	SECRETARY.
Auckland	Wm. Gorrie	Alfred Ashton
Canterbury	Henry Hookham	Alfred H. Todd
Fendalton, Chch	Henry Hookham	James H. Kidd
Invercargill	J. W. Mitchell	J. Edwards, (acting)
Mt. Eden, Auck	Alfred Ashton	M. J. Matthews
Mt. Albert Auck	C. Garlick	W. W. Cox
Napier	J. Dinwiddie	H. C. Pirani
Oamaru	J. J. Spence	H. Lee
Otago	E. E. C. Quick	Henry Allen
Ponsonby, (Auck)	A. E. Devore	C. H. Brockelbank
Timaru	R. R. Taylor	R. E. Fish
Wanganui	W. J. Smith	Ed. Wilson
Wellington	C. W. Benbow	C. L. Barraud
Whangaroa	J. Wignore	F. W. Sanderson.

Club Notices.

PONSONBY CHESS CLUB, meets at All Saints' Schoolroom, Ponsonby Road. Subscription 10s. payable quarterly. A. Devore, President; T. Peacock, J. Upton, Vice-Presidents; E. A. Taylor, Treasurer; C. H. Brockelbank, Secretary.

WELLINGTON CHESS CLUB, meets Tuesdays and Fridays, at No. 4, Room, Athenaeum. Subscription 12s. 6d. per annum. C. W. Benbow, President; C. L. Barraud, Secretary.

WANGANUI CHESS & DRAUGHT CLUB, meets at Public Library. W. J. Smith, President; A. D. Willis, Vice-President; Edward Wilson, Secretary.

OTAGO CHESS CLUB, meets every Saturday at Watson's Hotel. Subscription 21s per annum. E. E. C. Quick, President; Dr. Batchelor, C. S. Reeves, Vice-Presidents; James Mander, Hon. Treasurer; Henry Allen, Hon. Secretary.

Advertisements.

WHITTAKER, BROS.,

LAMBTON QUAY, WELLINGTON, & BOUNDARY ST., GREYMOUTH
IMPORTERS of Books, Stationery and Fancy Goods.
 Latest Engineering, Military and Practical Books, per every Direct Steamer. Chess Boards and men from 6/ upwards. To arrive shortly, latest work on Chess.
 Please send for lists.

All Orders promptly attended to.

1887

CURNIN'S INDEX
TO THELAWS OF NEW ZEALAND,
GENERAL, LOCAL, AND PROVINCIAL.

SIXTH EDITION.

BROUGHT DOWN TO THE END OF THE SESSION OF 1886.

B. N. MANLEY WILLIS ST., WELLINGTON,
 PUBLISHER.

W. J. LANKSHEAR,
 BOOKBINDER, Account Book Maker, and
 General Stationer.

*Account Books of all kinds in stock and to order
 in any ruling or binding.*

Music bound in any Style at reasonable Prices.

A large and well-assorted stock of Stationery
 Special attention given to country orders.

LAMBTON QUAY,
 Opposite the Bank of New Zealand.

GOVERNMENT PUBLICATIONS.

Orders received for the following Books just issued from Government Press:—

AN ACCOUNT OF THE INSECTS NOXIOUS TO AGRICULTURE AND PLANTS IN NEW ZEALAND. By W. M. MASKELL, F.R.M.S. Price: Cloth, 5s.
 THE ERUPTION OF TARAWERA, NEW ZEALAND. By S. PERCY SMITH, F.R.G.S. Assistant Surveyor-General. Price: 2s. 6d.
 REPORT ON THE TARAWERA VOLCANIC DISTRICT. By Professor F. W. HUTTON, F.G.S. Price: 1s. 6d.
 HANDBOOK OF NEW ZEALAND MINES (with Maps and Illustrations). Price: Cloth, 5s.
 REPORTS ON THE MINING INDUSTRY OF NEW ZEALAND, 1886. Price: 2s. 6d.
 STATE EDUCATION. By Dr. LAISHLEY. Price: Cloth, 2s. 6d.
 ANCIENT HISTORY OF THE MAORI. By JOHN WHITE. Vol. I.: TAKI-TUMU. Price: 5s.
 POLYNESIAN MYTHOLOGY AND ANCIENT TRADITIONAL HISTORY OF THE NEW ZEALAND RACE. By Sir GEORGE GREY, K.C.B. Price: 5s.
 MANUAL OF BIRDS OF NEW ZEALAND. By Sir WALTER L. BULLER. Price: 10s.
 HANDY BOOK ON "THE LAND TRANSFER ACT, 1885." Price: 3s.

B. N. MANLEY, WILLIS ST., WELLINGTON.
 AGENT.

New Zealand Rubber Stamp Factory,

AND GENERAL

PRINTING OFFICE

No. 6, WILLIS ST.,

WELLINGTON.

PRINTING DEPARTMENT.

Every Description of Jobbing Work executed
 in the best style of the Art, by thoroughly
 competent workmen.

GOOD WORK AT MODERATE CHARGES.

PURE INDIA RUBBER STAMPS,

For all Business purposes.

LINEN MARKERS, FACSIMILE OF SIGNATURES

MONOGRAMS, ECLIPSE & CLIMAX DATER

STAMPS, BIJOUX, WATCH & PENCIL

CASES, AUTOMATONS &c.,

ENDORISING INK,

Violet, Red, Scarlet, Black, Blue, Puse, and other
 accessories appertaining to this particular Branch.

Note the Address

B. N. MANLEY,
 6, WILLIS STREET,
 WELLINGTON, N.Z.

Printed and Published Monthly, by the Proprietor, Benjamin Nicholas Manley, at his registered Printing Office, No. 6, Willis Street, Wellington.—TUESDAY, AUGUST 23 1887.

The New Zealand CHESS CHRONICLE.

PUBLISHED MONTHLY.

VOL. I. No. 3.]

WELLINGTON SEPTEMBER 27, 1887.

[3s. 6d. per annum.

MR HOOKHAM AT ADELAIDE.

On examining the score made by Mr Hookham at the late Congress, one is struck with the fact that he either won or drew against the first three prize winners, while he lost to the weaker players. We are rather of opinion that had this been a two-game tourney, instead of one, our representative would have shown to much greater advantage. As it was the games played by Mr Hookham came in for more than a fair share of attention. The Special correspondent of the Sydney Mail in describing the personnel of the players says: "Mr Hookham is certainly one of the most venerable and interesting chess players of Australasia. Of medium size, sparely built; I judge him to be about 60 years of age. A most affable and good-humoured gentleman, and a chess player perhaps second to none in skill. He plays ingeniously, and makes his moves with the greatest deliberation and care. Mr Hookham shows an endurance and tenacity which are envied and greatly admired by his competitors."

There is one disadvantage which Mr Hookham labours under, which should not be overlooked, and that is the inability of practising with players of equal calibre; the very few players, in New Zealand, who are able to hold their own against him being resident at too great a distance away to allow of anything approaching practice, while on the other hand constant skirmishes with inferior players does more to injure than help a first-class chess player.

In conclusion we beg to convey to Mr Hookham the thanks of chess-players of the colony for his generosity in visiting Adelaide at considerable inconvenience and expense, in order that this colony should not be unrepresented at such an important meeting as the late Congress. Mr Hookham, accompanied by Mrs Hookham, returned to Christchurch on the 6th inst.

STEINITZ INTERVIEWED.

It is reported in the Illustrated Sporting and Dramatic News that, at a recent interview with an American journalist, Herr Steinitz answered several questions about chess. "How far," was the first inquiry, "does an expert generally go into the game?" "To that question," said Steinitz, "one cannot give a specific answer. Sometimes a two-move problem will puzzle an expert. At another time he will see the solution of a six-move problem at a glance. In some 'endings' one can see almost twenty moves ahead. Problems have been evolved looking 100 moves ahead; but in such cases the moves are forced. The same process is repeated, and there are no variations possible. Ordinarily, I should say that a first-class player sees five or six moves ahead. The possible combinations in a game of chess are practically infinite. At the outset you have the choice of twenty moves, and to each one of these your opponent in reply has twenty moves to choose from. It is like the old problem of starting with a penny, and doubling it for each succeeding nail in a horse's shoes." The journalist's next question was: "What are the qualities requisite to make a good chess-player?" In reply Steinitz said: "First, judgment. That judgment may be intuitive, or acquired by long practice. Intuitive judgment is the highest gift. That implies originality—capacity to depart from the beaten track. Then come the qualities of accuracy, and what what might be called far-seeing. One may be good at mapping out a general plan, but weak in carrying out the details. Another may be accurate in his play, but not good at planning. The good chess-player must have both qualities. Memory and imagination—the power to see with the mind's eye the men in various combinations—are important elements." In reply to a third ques-

tion, Steinitz said that he thought the nervous temperament the best. "A racehorse has more nerves than a donkey. It requires a delicate organisation to produce the fine combinations necessary to rank as an expert. Good chess-players generally suffer much from their nerves." Lastly, of chess as a mental exercise, Steinitz expressed the opinion that it does for the brain what athletics does for the body. "It both stimulates and conserves the mental powers. As a class, chess-players live long. A statistician has computed that the average duration of life for a professional chess-players is 65 years. Of course, like every other mental exercise, chess may be overdone. A man should not go in for more than he can stand, and he soon finds out what his limit is. It is opposed to the drinking habit and the gambling spirit. Therefore, it is a good game for the working man. It ought to be generally encouraged."

Beginners' Column.

The following game, which is noted in a familiar style, should be studied with the chessboard and men. Throughout this article White pieces are supposed to have occupied the lower half of the board, opposed to Black; and White is addressed in the first person, while Black, the imaginary opponent, is spoken of in the third person.

WHITE.	BLACK.
1 K P two sq	1 The same
2 K Kt to B third	2 Q Kt to B third
3 K B to Q B fourth	3 The same
4 Q B P one sq	4 K Kt B third

Let me ask the name of this début? It is called the Giuoco Piano, and leads to some very difficult combinations. Is not black's last move rather bold? It is, taken on the whole, the best he could play. The knights and bishops should be brought out early.

5 Q P two sq	5 P takes P
6 K P advances	6 Q P two sq

Why not move his knight out of danger? Nothing like counter attack. His move is allowed to be the best he could play.

7 P takes Kt	7 P takes B
--------------	-------------

Now you have surely the advantage? You are wrong; reflection shows me I have played badly. To take knight was faulty; I should have moved K B to Q Kt fifth, but my memory cannot carry all the sage maxims laid down in the books. When too late, I can see at a glance that I have the worst of the game. Chess is certainly an emblem of life. Could we but see consequences 'before,' instead of 'after'!

8 P takes K Kt P	8 K R to Kt sq
9 Q B to K Kt fifth	9 K B P one sq
10 Q to K second, ch	10 Q interposes
11 Q B takes P	11 Q takes Q ch
12 K takes Q	12 Q P checks

Has he not the better game? Indeed he has. His men have the greater command of the board.

13 K to Q sq	13 Q B to K Kt fifth
14 K R P one sq	14 B takes Kt ch
15 P takes B	15 K to B second

Why was he so eager to take off your knight? Because in so doing he doubles my pawn and two pawns doubled on the same file are little better than one.

Is not his last move a good one? Yes; he attacks bishop with king, and by moving king off his first line, he puts rooks in co-operation.

The meeting of Tullidge and Witton resulted in an exceedingly stubborn game. Play lasted six hours, and covered seventy-four moves.

THIRD ROUND.

Witton beat Crewe
Charlick " Heiman
Gossip " Eiffe
Tullidge beat Hall
Esling (drawn) Hookham

An interesting game resulted in the meeting of Hookham and Esling, the latter opening with P to K B 4, which was answered with P to Q 4. Hookham at one time had a winning game, but by a slip had the misfortune to lose two Pawns, one of which he shortly afterwards succeeded in regaining. The game lasted six hours and resulted in a draw.

FOURTH ROUND.

Charlick (drawn) Gossip
Hookham beat Witton
Heiman " Tullidge
Esling beat Eiffe
Hall " Crewe

The game between Charlick and Gossip attracted most attention. Gossip played French defence, which led to a very cautious game on both sides. After a few hours play the game was abandoned as drawn. Great difference of opinion existed amongst onlookers as to the advisability of this course. Only a Queen and Bishop had been exchanged on either side.

Hall won his game from Crewe after ten hours play, the latter resigning at the eighty-first move.

FIFTH ROUND.

Charlick beat Tullidge
Hall " Hookham
Gossip " Esling
Witton beat Eiffe
Heiman " Crewe

The principal game in this round was between Gossip and Esling, the former opening with a Ruy Lopez, an excellent game was the result. Gossip obtained a tremendous attack by the sacrifice of a Knight for two Pawns.

Hookham was brilliantly defeated by Hall, the latter playing forty-six moves in seventy-three minutes.

SIXTH ROUND.

Hall beat Eiffe
Charlick (drawn) Esling
Heiman beat Hookham
Crewe beat Tullidge
Gossip " Witton

This round saw the two favourites—Esling and Charlick—pitted against each other. Esling had the move and played Centre Gambit. The game was splendidly contested. Esling missed a chance during the latter part of the game, and allowed his opponent to make a draw of it.

Heiman had a hard fight against Hookham. After five hours play Heiman captured a Pawn, which gave him the game.

SEVENTH ROUND.

Charlick beat Crewe
Eiffe " Heiman
Tullidge " Hookham
Esling beat Witton
Gossip " Hall

Another surprise was in store for the knowing ones in this round—viz., the defeat of Heiman by Eiffe, who by a clever little stratagem captured his opponent's Queen.

Tullidge defeated Hookham after a long game of eighty moves.

EIGHTH ROUND.

Charlick beat Witton
Heiman " Gossip
Esling " Hall
Crewe beat Hookham
Tullidge " Eiffe

The game Heiman v Gossip, caused considerable excitement, the former opening with a Ruy Lopez, eventually won after seven hours hard fighting.

Tullidge beat Eiffe in fourteen moves—the shortest game in the tourney.

FINAL ROUND.

Charlick (drawn) Hookham
Esling beat Heiman
Gossip " Tullidge
Crewe beat Eiffe
Hall " Witton

After a good battle between Charlick and Hookham the game resulted in a draw.

A brilliant game resulted between Esling and Heiman; great interest was taken in this game, as it really decided who should take Second Prize. Gossip won cleverly from Tullidge.

THE PRIZE WINNERS

Charlick, S.A., with a score of 7½ out of a possible 9 (losing none) takes First Prize, £50, and the championship of Australasia.

Esling, V., with 7 points takes Second Prize, £30.

Gossip, N.S.W., with 6½ points takes Third Prize, £20.
Heiman, N.S.W., with 6 points takes Fourth Prize, £10.

The following is the tabulated result of the Congress:—

NAMES.	Charlick.	Crewe.	Eiffe.	Esling.	Gossip.	Hall.	Heiman.	Hookham.	Tullidge.	Witton.	Totals.
Charlick	...	1	1	1	1	1	1	1	1	1	7½
Crewe	...	0	1	0	0	0	0	1	1	0	3
Eiffe	...	0	0	0	0	0	1	1	0	0	2
Esling	...	1	1	1	0	1	1	1	1	1	7
Gossip	...	1	1	1	1	1	0	0	1	1	6½
Hall	...	0	1	0	0	1	0	1	0	1	4
Heiman	...	0	1	0	0	1	1	1	1	1	6
Hookham	...	1	0	0	1	0	0	1	0	1	5
Tullidge	...	0	0	1	0	1	0	1	1	1	4
Witton	...	0	1	1	0	0	0	0	0	1	2

Chess by Telegraph.

DUNEDIN V INVERCARGILL.

An exciting match between the above Clubs took place on the 20th and 28th August, the play being most even. The Invercargill players were captained by Mr. A. Taine, Mr. T. R. Hay piloting the Dunedinites. On the first evening play commenced at six o'clock, Mr Hay leading off with the Bishop's Gambit against Mr Taine, who played a stubborn defence. The game was very close throughout, Mr Hay eventually winning by a little superior Pawn play.

At Board No. 2., Mr C. Webber had the move: Mr Eyre being his opponent. The result was the following pretty little Muziup:—

(SCORE FROM "OTAGO WITNESS.")

WHITE. Mr W.	BLACK. Mr E.	WHITE. Mr W.	BLACK. Mr E.
1 P to K 4	1 P to K 4	11 Q R to K sq	11 Q to K B 4
2 P to K B 4	2 P tks P	12 Kt to Q 5	12 Kt to K 4
3 Kt to K B 3	3 P to K Kt 4	13 R tks Kt	13 Q tks R
4 B to Q B 4	4 P to K Kt 5	14 R to K sq	14 Q to Q 5 ch
5 Castles	5 P tks Kt	15 K to R sq	15 K B to Kt 4
6 Q tks P	6 Q to K B 3	16 B to Q B 3	16 Q to Q B 4
7 P to K 5	7 Q tks P	17 B tks R	17 P to Q 3
8 P to Q 3	8 K B to R 3	18 P to Q Kt 4	18 Q to Q B 3
9 Kt to Q B 3	9 Kt to Q B 3	19 K B to Q Kt 5	19 Resigns.
10 B to Q 2	10 K Kt to K 2		

At Board No. 3., Mr Day played Giuoco Piano against Mr Willcox. The game was a very interesting one, no apparent advantage being gained until the second evening, when Mr Willcox broke into the enemy's camp and secured a couple of Pawns; the game was unfinished, and was awarded to Invercargill.

Mr Cogan played Sicilian defence against Mr Bennett, the latter making a false move early in the game, which was smartly taken advantage of by the Dunedin player, who cornered his adversary and scored a win for his side.

The game between Messrs Gordon and Edwards was the hardest fought of the match, not the slightest advantage being gained by either player. The game was unfinished, and was adjudged a draw.

Mr Corbet played an irregular opening against Mr Morrish, and kept the attack throughout; winning easily.

Mr C. W. Tanner accepted Ruy Lopez from Mr W. L. Christie, the game being stubbornly contested; Mr Christie managed to win a Pawn, but had not sufficient advantage to allow of his being accorded a win by the referee.

The game between Messrs D. Christie and Stewart, resulted in very interesting play, the game was one of those unfinished, and was given as drawn by Mr Mount, the referee.

Mr D. A. de Maus played the Two-Knight's defence against Mr Main, the latter soon got up a strong attack which was stubbornly defended, but without success, by the Dunedin representative.

The following is the tabulated result:—

DUNEDIN.	INVERCARGILL.
Mr Hay 1	Mr Taine... .. 0
" Eyre 0	" Webber 1
" Day 0	" Willcox 1
" Cogan 1	" Bennett 0
" Gordon ½	" Edwards ½
" Corbet 1	" Morrish 0
" Christie, W. L. ... ½	" Tanner ½
" Christie, D. ½	" Stewart ½
" De Maus 0	" Main 1
Total 4½	Total 4½

It will be seen from the above that the match resulted in a draw. The Telegraph Department provided the players with the means of communication with their usual courtesy. Thanks are also due to the Scrutineers and Umpires, and last but not least to Mr Mouat of Dunedin, to whom was entrusted the difficult position of adjudicator on the unfinished games.

CANTERBURY V TIMARU.

The Telegraph match between the above clubs was brought to a close on Saturday, the 3rd inst. The Christchurch team coming out victorious, with the phenomenal score of eleven wins out of a possible twelve. Mr R. E. Fish, at Board No. 2, was the only Timaru representative who managed to score a win. Although the match ended in such a one-sided manner, the games were by no means devoid of interest, many of them being most stubbornly contested. At Board No. 1 Mr Ollivier played French defence against Mr Bolton, the game fluctuated considerably during the two evenings play, Mr Ollivier first won a piece, which was shortly afterwards won back by Mr Bolton. The Christchurch captain then again won the exchange, but did not maintain the advantage as his opponent, making a strong attack, succeeded in winning three Pawns. Eventually Mr Ollivier got a passed Pawn queened, when Mr Bolton at once resigned.

Board No. 2.—Mr Fish, who defended against Mr Todd, managed to win the attack very soon after play commenced, and maintained it throughout; Mr Todd made a good fight during the early part of the game, but made one or two weak moves towards the finish, which were quickly taken advantage of by his opponent.

Board No. 3.—Mr W. J. Wood had the attack and early in the game sacrificed a piece for the sake of position, but Mr McWilliam, who played carefully, won a Rook, and then being two pieces ahead had the game in his own hands.

Board No. 4.—Mr Hassall declined the Scotch Gambit from Mr Smith; the game continued very even for some time: Mr Smith eventually won a piece; the game was unfinished, and was awarded to Christchurch.

Boards Nos. 5, 6, and 7 resulted in easy wins for Canterbury.

Board No. 8.—Mr Scott played Evan's Gambit against Mr Snushall, the latter won two Pawns early in the game, but was not able to keep the advantage. Mr Scott winning them both back and a piece in addition. The game was unfinished, and like all the other unfinished games was awarded to Canterbury.

Board No. 9.—Mr Burr played Scotch Gambit, and during the first evening had the best game, but on the second evening lost a Rook for a Knight, which caused the game to be given in favour of Mr Milner by the referee. During play Mr Burr sent an impossible move, by which had the laws of the game been enforced he would have lost his Queen, but Mr Milner generously allowed the move to be retracted.

Boards Nos. 10, 11, and 12.—The Christchurch players proved themselves decidedly the stronger at these boards, and at Nos. 11 and 12 won as they pleased.

The following are the names of the players:—

CHRISTCHURCH.		TIMARU.	
Board 1	A. M. Ollivier ... 1	Geo. Bolton ... 0	
" 2	A. H. Todd ... 0	R. E. Fish ... 1	
" 3	W. McWilliam ... 1	W. J. Wood ... 0	
" 4	A. L. Smith ... 1	W. Hassall ... 0	
" 5	J. Wood ... 1	R. R. Taylor ... 0	
" 6	W. A. Adams ... 1	C. H. H. Clark ... 0	
" 7	A. Cant ... 1	W. E. Kinnerney ... 0	
" 8	J. G. L. Scott ... 1	S. Snushall ... 0	
" 9	J. J. Milner ... 1	A. Burr ... 0	
" 10	P. Guinness ... 1	W. W. King ... 0	
" 11	J. S. Kennedy ... 1	G. P. Wood ... 0	
" 12	C. A. Jones ... 1	D. Virtue ... 0	
Total	... 11	Total	... 1

Club News.

Wellington Chess Club has declined the challenge received from the Auckland Club, on account of the inability to make suitable arrangements with the Telegraph Department. Chess-players of both cities are much disappointed, as it was expected that there would have been a close contest.

Wanganui Chess Club.—The Annual Tourney in connection with this Club has concluded, with the following results:—R. A. Campbell takes First Prize, with 9 wins and 1 lost; M. Cottle takes Second Prize, with 8 wins and 2 lost; H. L. James takes Third Prize, with 7 wins and 3 lost; W. Armstrong takes Fourth Prize, with 5½ wins and 4 lost; J. G. Sharpe, A. McFarlane, and F. Willis being close up with 5 wins each. As several players did not complete half their games, their score had to be annulled. The Club is now engaged in a series of matches, sides being chosen in the club-room each evening.

Whangaroa v Mongonui.—A Consultation Match between the above clubs took place by telegraph on Thursday, the 8th inst. After eight hours hard fighting the game was left unfinished; Whangaroa, however, had a winning position, having succeeded in obtaining the opposing Queen in exchange for a Rook. The average time taken per move was Whangaroa, 3 mins. 44 seconds; Mongonui, 5 mins. 45 seconds. The time was very accurately recorded by Mr Gothard.

Canterbury Chess Club has issued a challenge to the Auckland Chess-players to play a match by telegraph at an early date, twelve players a side, which has been accepted, and the result should be looked forward to with interest as Auckland can muster a very strong team to meet the Christchurch players, who have so far won all the matches they have engaged in.

Aruu v Mongonui.—These clubs met recently in a friendly combat, three players a side, each playing three games. The Mongonui Club struggled bravely, but the senior club proved too strong for them. The contest resulted as follows:—

ORUW.		MONGONUI.	
Aitken ...	0	Maughanm ...	3
O'Neil ...	1	Wilkinson, T., ...	2
Ballance ...	½	Wilkinson, W., ...	2½
Total ...	1½	Total ...	7½

Ponsonby Chess Club.—Mr Brockelbank, with a score of 12½ wins out of a possible 14, has won the Club Tourney. Mr Munro, with one game to play, will probably take second place.

Yet another club has been started in Auckland—namely, "The Devonport Chess Club," which makes the sixth started during the last eighteen months the Club already numbers 40 members, many prominent players being on their list. The Club meets at the new Library, Devonport, and Mr J. H. Bennett is the Secretary.

The Mount Eden Chess Club Tourney is now drawing to a close, the scores are:—

	Won	Lost	To play
Hosking ...	4½	7½	2
Ashton ...	4½	6½	3
Watkins, K., ...	2½	9½	2
Watkins, E. R., ...	6	8	0
Crewe ...	10½	3½	0
Tamage ...	8	6	0
Mathews ...	4½	8½	1
Gleeson ...	11½	2½	0

Another Handicap Tournament is to be arranged at an early date.

A match, to be played on the 28th inst., has been arranged between the Devonport and Mount Eden Chess Clubs. Ten members of each club will take part in the contest, which will be held at the North Shore.

Gleanings.

BENJAMIN FRANKLIN, who died nearly 100 years ago, gave the following advice to the chess players of his day:—"You ought not to endeavour to amuse and deceive your adversary by pretending to have made bad moves and saying that you have now lost the game, in order to make him secure and careless and inattentive to your schemes, for this is fraud and deceit, not skill in the game."

A Ladies' Chess Club has been founded recently in New York. We believe this is the first club that has ever been formed exclusively devoted to lady chess players, and we hope it may be the forerunner of many others.

M. Le Quesne, a prominent French amateur, died recently at Paris, aged 71. The deceased gentleman acquired eminence as a sculptor, one of his best works of art being a bust of Paul Morphy.

M. De Riviere announces, in *GIL BLAS*, that a new association of French chess players has been formed, and a provisional committee, headed by M. Glenc, appointed to settle the organisation. The annual subscription is 25f; and among the projects of the new association is an international tournament, to be held in Paris in 1889.

The late Franco Consort could conduct two games at once without seeing the boards or men.

Correspondence.

A SUGGESTION.

TO THE EDITOR.

SIR,—I have read somewhere that it would be a good idea if Chess-players would adopt some distinguishing badge that lovers of the game could wear on some part of their dress, and thereby be known as Chess-players. I think the idea is worth favourable consideration, and that something of the sort might be adopted in New Zealand. I am a lover of the game, and have often met people that are also fond of it visiting this town, but unfortunately was not aware of the fact until their departure. A short time since I had occasion to visit Auckland, when quite by accident, I was invited to the Auckland Chess Club-rooms, and there I came across a friend with whom I had been in company almost every day since my arrival in that city, and we were each equally surprised to find that we were both lovers of the game. If a small badge could be instituted and worn by players many a pleasant evening would be spent, which perhaps otherwise would not be the case.

I am,

Yours, &c.,

J. V. MORLEY.

New Plymouth,
3rd September, 1887.

ANSWERS TO CORRESPONDENTS.

J. S. (Sandon).—Thanks for kind letter: game will appear in next issue.

C. E. L. (New Plymouth).—We will endeavour to comply with your suggestion shortly.

F. M. (Oruru).—Letter received; will forward copies as requested. Am afraid there must be some mistake in problem as White 1 B to Kt 5 (ch) gives mate in one move, your solution also appears faulty by Black 1 P takes P. Will be glad to hear from you again.

F. S. (Whangaroa).—(1) If a player take one of his adversary's men with one of his own that cannot take it without making a false move, his antagonist has the option of compelling him to take it with a Piece or Pawn that can legally take it, or to move his own Piece or Pawn which he touched. (2) Should a Piece, at any time after the commencement of a game, be found to have been incorrectly placed, the game must be annulled.—(Staunton.)

C. H. B. (Auckland).—Many thanks for slips, which arrive regularly. Have not received letter as mentioned.

A. A. (Auckland).—Thanks for letter, will write shortly.

E. W. (Wanganui).—Letter received, will leave matter mentioned therein in your hands.

Owing to the Adelaide Jubilee Congress Report we have added four extra columns to this issue.

Chess Nuts.

Lovers of Chess are invited to send in Solutions to the Problems which must reach this Office, within twenty-five days after publication. Contributions of Problems, will be received and inserted if of sufficient merit.

SOLUTION OF PROBLEM 4.

White	Black	White
1 Q to Kt 7	1 Q tks Q or B	2 B to B 3 mate
	1 Q moves along Bishop's file	2 Q to K Kt 7,
	1 P to Q 4	2 Q tks Q "
	1 Kt tks Kt or moves	2 B to B 4 "
	1 P to K 6	2 Kt tks Kt "
	1 P to B 5	2 Q tks P "

Correct solutions received from F. M., Oruru; D., Wellington; E. W., Wanganui; J. J. M., Christchurch; C. E. L., New Plymouth; "Te Ika a Maui," Wellington; M., Wanganui; R. J. B., Wellington. "The obvious check of the B, suggests Key move at once."

There is unfortunately a second solution to this problem by Q to R 5, but the author states that "the P on Q R 3 should be on R 5, it is put on purposely to prevent Q from going to R sq or R 5."

SOLUTION OF PROBLEM 5.

White	Black	White	Black	White
1 K to R 8	1 P to K 5	2 Q tks P (B5)	2 P to K 4	3 Q to B 7 mate
	1 B to R 2	2 Kt to B 7 ch	2 K to Q 5	3 Q to Kt sq "
	1 B to B 2	2 Kt tks B ch	2 K to Q 5	3 Q to Kt sq "
	1 P to K 3	2 Q to Kt sq	2 B to R 2	3 Kt tks P "
			2 Kt to R 5	3 Q to R sq "
			2 Kt to B 5 or 3	3 Kt tks P "
			Q 6	(B 3) "
			2 P to K 5	3 Q to Q 4 "
			Any other	3 Kt tks P "
Any other	2 Q to B 7 ch	2 P to K 3		3 Q to Q Kt 7,

Correct solutions received from J. J. M., Christchurch; T. S. Ashurst, "the Key move is very good, but the after play is somewhat marred by duals (7½)"; E. W., Wanganui.

Incorrect replies received from F. M., Oruru; C. E. L., New Plymouth.

SOLUTION OF PROBLEM 6.

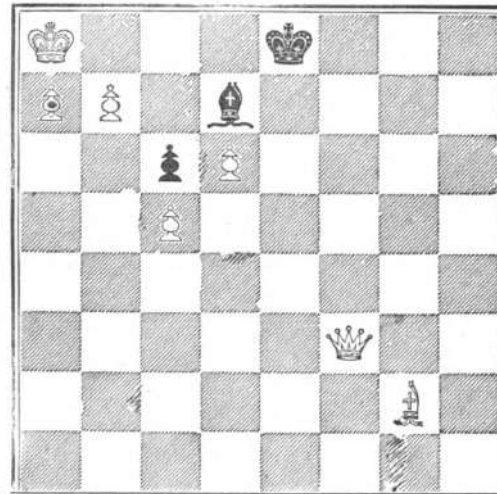
White	Black	White	Black	White
1 Kt to K 5	1 K tks B	2 K to B 3	2 K tks Kt	3 Q to Q 4 mate
	1 K to Q 4	2 Q to Q B sq	2 Any	3 Q mates

Correct solution received from T. S. Ashurst, "the idea of sacrificing both Kt and B is finely carried out (8½)." Not one other solver has succeeded in finding the correct solution.

PROBLEM, No. 7.

By Thomas Sexton (Ashurst).

BLACK



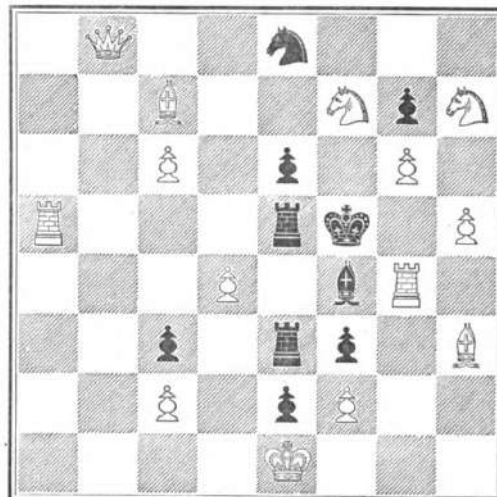
WHITE

White playing first compels Black to mate in three moves.

PROBLEM, No. 8.

By Jas. Sexton (Sandon).

BLACK



WHITE

White to play, and mate in two moves.

PROBLEM, No. 9.

By R. J. Barnes (Wellington).

White.	Black
K on K Kt 4	K on K R 3
Q on Q Kt 8	B on K R 2
R on Q 6	B on K Kt 2
Kt on K Kt 5	
P on K Kt 6	
P on K B 7	

White to play, and mate in two moves.

The "Australasian" correspondent writes concerning the late Congress that the winner had lost seven pounds in weight during the tournament, and severe headache and insomnia were pretty general among the players. Some of them resorted to smelling bottles during the play; one gentleman played almost fasting, whilst another favoured a nutritious and stimulating diet—having a select assortment of bottles and tumblers in front of him containing cognac, colonial wine, and an extract of celery, beef, and iron to support him whilst he played. The Victorians, who lived together, were recommended phosphorus for brain-power, taken in the form of Port Lincoln Oysters, and as the prescription did not prove unpalatable they took nightly doses.

Games.

No. 4.

Game played in the Auckland Chess Club Tournament, between Messrs Gorrie and Ashton.

Remove Black K B Pawn.

WHITE. Mr A.	BLACK. Mr G.	WHITE. Mr A.	BLACK. Mr G.
1 P to K 4	1 K Kt to R 3	27 Kt to Q 3	27 P to Kt 4
2 P to Q 4	2 K Kt to B 2	28 B to B 3	28 Kt to K 2
3 B to Q 3	3 P to K 3	29 B tks Kt	29 B P tks B
4 P to K B 4	4 P to Q B 4	30 Kt to B 5 (ch)	30 R tks Kt
5 P to Q B 3	5 P tks P	31 B tks R	31 Kt to Q B 3
6 P tks P	6 B to Q Kt 5 ch	32 Q to Q B 3	32 R to Q B sq
7 Kt to Q B 3	7 Q to K R (ch)	33 P to Q Kt 4	33 Kt to R 2
8 P to K Kt 3	8 Q to K 2	34 P to Q R 4	34 K to Kt 3
9 P to K 5	9 P to Q R 3	35 P tks P	35 P tks P
10 K Kt to R 3	10 P to K R 3	36 Q to R 2	36 R tks R
11 Q to K R 5	11 Kt to Q B 3	37 Q to R 5 (ch)	37 Kt to Kt 2
12 B to K 3	12 P to Q 4	38 Kt P tks R	38 Q to B 2
13 B to K Kt 6	13 R to K 6 sq	39 Q to R 2	39 Q to B 3
14 Castles K side	14 Q B to Q 2	40 R to R sq	40 Kt to B sq
15 P to K B 5	15 Castles Q side	41 Q to R 8 (ch)	41 K to B 2
16 Kt to Q R 4 (a)	16 K to B 2	42 Q to R 5 (ch)	42 Kt to Kt sq
17 Q B to B sq	17 P tks B P	43 B to Q 2	43 B to Q 2
18 K Kt to B 4	18 R to B sq	44 Q to R 3	44 Q to Kt 2
19 Q to B 3	19 R to K 3	45 Q to R 6	45 R to B 3
20 P to Q R 3	20 P to Q Kt 4	46 Q to R 5	46 Q to Q 2
21 Q Kt to B 5	21 B tks Kt	47 Q to R 6	47 Q to Kt 2
22 R tks B	22 K Kt to Kt 4	48 Q to R 2	48 Q to K Kt 2
23 Q to Kt 2 (b)	23 Kt to K 5	49 R to K B sq	49 K to B 2
24 Q R to B 2	24 K to Kt 2	50 R to B 6	50 Kt to K 2
25 B to K R 5	25 Q to Q 2	51 Q to R 7 (ch)	51 K to B sq
26 K R to Q B sq	26 R to Q B sq	52 R tks B (ch)	51 Resigns

[Score from "Auckland Weekly News,"]

(a) P to B 6 would have won a piece and shortened the contest—
e. g. :—

WHITE.	BLACK.
1 P to B 6	1 P takes P
2 P takes P	2 Q to K sq
3 Q B takes P, etc.	

(b) 23. Both at this move and the next White should have taken off the Bishop.

No. 5.

Game in the recent match—Blackburne v Zukertort :

IRREGULAR OPENING.

WHITE. Mr B.	BLACK. Mr Z.	WHITE. Mr B.	BLACK. Mr Z.
1 P to Q 4	1 P to Q 4	27 R tks R (ch)	27 R tks R
2 P to Q B 4	2 P to K 3	28 B to K 3	28 Q to K 4
3 Q Kt to B 3	3 K Kt to B 3	29 P tks B	29 B to B 3
4 B to B 4	4 P to B 4 (a)	30 K to Kt 2	30 P to Q R 4
5 P to K 3 (b)	5 Kt to B 3	31 P to Q R 4	31 P to R 3
6 Kt to B 3	6 P tks Q P	32 B to K 6	32 B to Kt 4
7 K P tks P	7 P tks P	33 Q to Kt 7	33 B to K 2
8 B tks P	8 B to K 2	34 Q to B 3	34 B to Q 3
9 Castles	9 Castles	35 Q to R 5	35 Q to K 5 (ch)
10 R to B sq	10 B to Q 2	36 K to B 2	36 Q to B 7 (ch)
11 Q to K 2	11 R to B sq	37 K to B sq	37 Q to Kt 8 (ch)
12 K R to Q sq	12 Q to R 4	38 K to B 2	38 Q to Kt 7 (ch)
13 Kt to K 5	13 K R to Q sq (c)	39 K to B sq	39 Q to R 8 (ch)
14 Kt tks P	14 K tks Kt	40 K to Kt 2	40 Q to B 3
15 P to Q 5	15 P tks P	41 B to Q 4	41 Q to R 3
16 Kt tks P	16 K to B sq	42 Q to K 6	42 Q to Kt 2 (ch)
17 Kt tks Kt	17 B tks Kt	43 K to B 3	43 B to Kt 6 (ch)
18 R to Q 5 (d)	18 P to Q Kt 4 (e)	44 P tks B	44 R tks B
19 R tks P	19 Q to R 5	45 Q to R 7	45 Q to Kt 3
20 P to Q Kt 3 (f)	20 Q to R 6	46 Q to Kt 8 (ch)	46 K to Kt 2
21 Q to Q 5	21 Kt to Q 5	47 Q tks P (ch)	47 K to Q 3
22 R tks Kt (g)	22 B tks R	48 Q to B 8 (ch)	48 K to K 4
23 R to Q sq	23 Q to B 4	49 Q to Kt 7 (ch)	49 K to Q 3
24 Q to B 3	24 B to B 4	50 Q to B 8 (ch)	50 K to K 4
25 P to K Kt 4	25 B tks P (ch)	51 Q to Kt 7 (ch)	Drawn game (i)
26 K to B sq	26 B to B 5		

[Score and Notes from the "Field,"]

(a) Formerly Black used to move here, 4 P to Q R 3, to prevent Kt to Kt 5; recent analysis has shown this precautionary move to be unnecessary, for if a 4th Black's next move White were to play 5 Kt to Kt 5, the continuation would be 5 P takes P, 6 Kt to B 7 (ch), Q takes Kt; 7 B takes Q; 7 B to Kt 5 (ch), retaining the Q with advantage.

(b) By 5 B takes Kt; 5 R takes Kt; 6 Q to R 4 (ch) White apparently wins a Pawn; he could not, however, retain it, and would emerge with an inferior game.

(c) The game is similar to one in the match between Steinitz and Zukertort. The former played 1 R to K sq as a precaution against the well-known subsequent sacrifice, and developed Q and Q R afterwards. Zukertort in the present instance underrated the danger.

(d) A simple continuation would have been 18 R takes B, R takes R; 19 Q to K 6, Kt to K 4; 20 Q to Kt 8 (ch), K to K 2; 21 Q takes R with a Pawn ahead. Blackburne was here hard pushed for time, and the move he made left his opponent only one possible reply to save the game—viz., the move actually made.

(e) If 18 Q to R 5, then 19 P to Q Kt 3 and 20 B to Q 6 (ch), winning the Q. If 18 Q to Kt 3, then 19 R takes B, R takes R; 20 Q to K 6, Kt to K 4; 21 Q Kt 8 (ch) and 22 Q takes R (ch), &c. The text move is as subtle as it is effective.

(f) 20 B to Q 6 (ch) is of no value, Kt to K 2 being a valid reply.

(g) If the Q moves, Black assumes the attack, and the centre piece must make itself felt.

(h) Here Zukertort missed an opportunity of winning by Q to Q 3, to which White had no satisfactory reply.

(i) In spite of the incidents on the part of Blackburne of omission and on the part of Zukertort of commission, it will be admitted that this is one of the most interesting games of the match.

No. 6.

A lively little game played in New York between Dr Mintz (the Vienna Tiger) and an amateur.

FRENCH DEFENCE.

WHITE. "The Tiger"	BLACK. A.	WHITE. "The Tiger"	BLACK. A.
1 P to K 4	1 P to K 3	11 B to Kt 5	11 P to Q B 3
2 P to K 4	2 P to Q 3	12 P to K R 3	12 P to K 5
3 P to Q 4	3 Q Kt to B 3 (a)	13 K Kt to K 5	13 Castles
4 K B to Kt 5 (b)	4 Q B to Q 2	14 Q Kt tks K P (c)	14 K B to Kt 3
5 P to Q 5	5 K P tks P	15 Kt to B 6 (ch)	15 P tks Kt
6 Kt to B 3	6 Q P tks P	16 B tks P (d)	16 Q B to B 4
7 Castles	7 K Kt to K 2	17 Q to R 5	17 B K to Kt 3
8 B tks Kt	8 Kt tks B	18 Kt to Kt 4	18 R to K sq
9 R to K sq	9 K B to B 4	19 Kt to K 6 (ch)	19 K to B
10 Q Kt to B 3	10 Kt to K 2	20 Q to K 5	20 Kt to B 4

And White mates in three moves.

(a) Of course, the proper move was to capture K P.
(b) "The Tiger" does approve of the modern style of play, and has no particular regard for Pawns in off-hand games.
(c) Ingenious, and the beginning of the combination.
(d) Threatening Kt tks B, &c.

The following are four of the games played in the Adelaide Jubilee Congress :—

No. 7.

Game between Mr Esling and Mr Tullidge, played on 17th August.

IRREGULAR OPENING.

WHITE. Mr E.	BLACK. Mr T.	WHITE. Mr E.	BLACK. Mr T.
1 P to K B 4	1 P to Q 4	21 R tks Kt (e)	21 R to Q B 2 (f)
2 Kt to K B 3	2 P to Q B 4	22 R to Q 2	22 R to K B sq
3 P to K 3	3 Kt to Q B 3	23 B to K 5	23 R to B 3
4 P to Q Kt 3	4 Kt to K B 3	24 K to B 2	24 K R to Q B sq
5 P to Q Kt 2	5 P to K 3	25 R to Q B sq	25 K to B 2
6 B to Q 3 (a)	6 B to K 2	26 B to Q 4	26 P to K R 4
7 Castles	7 Castles	27 K to K 2	27 K to K 3
8 Kt to Q B 3	8 P to Q B 3	28 P to K 4	28 B to K B 3
9 Kt to K 5	9 Q to B 2	29 B tks B	29 K tks B
10 Kt to K Kt 4	10 Kt tks Kt	30 P to K Kt 3	30 P to Kt 4
11 Q tks Kt	11 P to K B 4 (b)	31 P tks P (ch)	31 K to K 4
12 K tks Q P (c)	12 P tks Q	32 K to K 3	32 R to B 6 (ch)
13 Kt tks Q	13 R to Q R 2	33 R to Q 3	33 R tks P
14 R to Q B 4	14 P to Q Kt 4 (d)	34 R tks R	34 R tks R
15 B tks P (ch)	15 B tks B	35 B to Q 5 (ch)	35 K to K 3
16 K tks B	16 R to K B 2	36 P to Kt 6	36 K to B 3
17 P to Q R 4	17 P to Kt 5	37 R to Q 6 (ch)	37 K to Kt 2
18 Q R to Q sq	18 P to K Kt 3	38 K to B 4	38 R tks R P
19 P to Q 4	19 P tks P	39 K to Kt 5	39 P to Q R 4
20 Kt tks P	20 Kt tks Kt	40 R to Q 7 (ch)	40 Resigns.

Time : White, 2hr. 3min. ; Black, 57min.

Total : 3hr.

[Score and Notes from "Australasian,"]

(a) This unusual development of the Bishop before the Queen's Pawn is played was successfully adopted by Tschigorin at the London tournament, and if not properly met gives the first player a strong attack.

(b) A tempting move, which appears at first sight to give Black a good game, but White's reply shows the unsoundness of it.
 (c) Well played, and giving him a winning advantage: his opponent's only move is to take the Queen.
 (d) If Kt to Q sq, the reply would be P to B 5.
 (e) White here makes a slip in an otherwise well-played game on his part; he should have captured with the Bishop.
 (f) The obvious move of B to B 3 would have won the exchange, and the game would probably have been drawn.

No. 8.

Game between Mr Witton and Mr Heiman, played on 17th August.

SCOTCH OPENING.

WHITE. Mr W.	BLACK. Mr H.	WHITE. Mr W.	BLACK. Mr H.
1 P to K 4	1 P to K 4	18 P to K Kt 3 (c)	18 B to R 6
2 Kt to K B 3	2 Kt to Q B	14 K R to K sq	14 Q to Q 2
3 P to Q 4	3 P tks P	15 B to K 3	15 K R to K sq
4 Kt tks P	4 Kt to K B 3 (a)	16 B to K B 3	16 B to K B 4
5 Q Kt to B 3	5 B to Q Kt 5	17 Q to Q 2	17 Kt to Kt 5
6 Q to Q 3 (b)	6 Castles	18 Q R to Q B sq	18 Kt to K 4
7 B to K 2	7 P to Q 4	19 B to K 2	19 B to K Kt 5
8 Kt tks Kt	8 P tks Kt	20 K to Kt 2	20 Q to K B 4
9 P tks P	9 P tks P	21 B to K B 4	21 B to R 6 (ch)
10 B to Q 2	10 P to Q B 3	22 K to Kt sq	22 B to R 4
11 Castles K R	11 Q to B 2	23 Kt to Q sq	23 Q to K 5
12 P to Q R 3	12 B to Q 3		

Time: White, 1hr. 35min.; Black, 1hr.

Total, 2hr. 35min.

And White Resigns.

[Score and Notes from Australasian.]

(a) Kt to K B 3, as played by Fisher v Burns in the Melbourne Club Tournament, is now justly regarded as the best defence to the Scotch Opening.
 (b) Not a good move. Kt takes Kt or B to K Kt 5 was far better.
 (c) P to K B 4 should have been played here. Mr Heiman, having obtained the attack, manœuvres his forces very skilfully from this point, and White's game goes steadily to the bad.

No. 9.

Game between Mr F. K. Esling and Mr Hookham.

IRREGULAR OPENING.

WHITE. Mr E.	BLACK. Mr H.	WHITE. Mr E.	BLACK. Mr H.
1 P to K B 4 (a)	1 P to Q 4	25 Q to K sq	25 Q to K Kt 2
2 Kt to K B 3	2 P to K 3	26 P to B 4	26 Kt to B 6 (i)
3 P to K 3	3 P to Q B 4	27 R to B sq	27 P to Q 5
4 P to Q Kt 3	4 Kt to K B 3	28 Kt to B 2 (m)	28 Q R to Kt sq
5 B to Kt 2	5 B to K 2 (b)	29 P tks P	29 Q tks P
6 B to Q 3 (c)	6 P to Q R 3 (d)	30 Q tks P (ch)	30 K to B sq
7 Kt to B 3	7 Kt to B 3	31 Q R to K sq	31 R to K sq
8 Castles	8 B to Q 2 (e)	32 Q tks R P	32 Kt to K 7 (ch)
9 P to Q R 3	9 P to Q Kt 4 (f)	33 K to R sq	33 Q to Q sq (n)
10 P to Q R 4	10 P to Kt 5	34 Q to R 7	34 Kt to Kt 2
11 Kt to K 2	11 Castles	35 Kt to Q 3	35 Q to B 2
12 Kt to Kt 3	12 Kt to K sq (g)	36 Kt to K 5	36 R to R sq
13 Kt to R 5	13 P to B 4	37 Q to Kt 6 (o)	37 Q tks Q
14 Kt to K 5	14 P to Kt 3	38 Kt to Q 7 (ch)	38 K to B 2
15 Kt to Kt 3	15 B to B 3	39 Kt tks Q	39 R to R 3
16 Kt to R sq	16 Q to B 2 (h)	40 Kt to Q 5	40 Q R to K 3
17 Kt tks B	17 Q tks Kt	41 R to R sq	41 R to Q B sq
18 P to B 3 (i)	18 Kt to Q 3	42 P to Kt 3	42 Kt to R 5
19 Q to K 2	19 Kt to R 4 (j)	43 Q R to Kt sq	43 Kt to Q 5
20 Q to Q sq	20 K R to Q sq (k)	44 R to B 2	44 R to Q Kt sq
21 R to Kt sq	21 P tks P	45 B to Q 3	45 R tks P
22 B tks P	22 B tks B	46 R tks R	46 Kt Q 5 tks R
23 P tks B	23 Q to B 2	47 K to Kt 2	47 Kt to Q 5
24 B to B 2	24 Kt to K 5		

Drawn Game.

[Score and notes from "Sydney Mail."]

(a) A safe enough, but unfashionable debut. Mr Bird is about the only modern player who has made a study of it.
 (b) In this form of game the late Mr Wisker was in the habit of playing P to K Kt 3 followed by B to Kt 2.
 (c) A fanciful development which we regard as inferior to B to K 2.
 (d) Unnecessary, as it would not pay White to lose a move by pinning the Kt if Black now played it to B 3.
 (e) The B has less scope here than at Kt 2.
 (f) Premature. Castling was the right course.
 (g) Onward, not backward, should be Black's motto; his King's side is in no danger, and he loses time by the text move. We believe Black could start a harassing attack on the Q side, where White is weak, by 12 Q to Kt 3, followed soon by Kt to Q R 4 and K R to B sq, with the view of pushing the Q B P.
 (h) It looks as if Black could win a P by 16 B takes Kt, 17 P takes B, 17 Q to B 2, 18 Q to B 3; and Black dare not take the P, because of 19 Q to B 4!
 (i) Better to have changed Bishop; the move made weakens the Pawns, and gives Black possession of the diagonal.
 (j) A strong move.

(k) Obviously too slow for the exigencies of the occasion. Black has now the better position, owing to the awkward situations of the adversary's Bishops. By the following play he could obtain a winning game, e.g.:-

20 R to B sq	19 Q to K Kt 2
21 Kt P tks P	20 P to B 5
22 B to Kt sq	21 Q P tks P
23 R to Q B 2	22 Kt to Kt 6
	23 Kt to K 5

followed by K R to Q sq, with a winning game. All the variations in this interesting and complicated position tend to Black's benefit.

(l) Imprudent; 26 Kt to B 3, intending Kt to Kt 5, looks better; (m), so that after P takes P, Black cannot retake with a check; the attack and counter attack now become very exciting.
 (n) Beginning an ingenious attempt to trap the Q.
 (o) By the well-timed aid of the Kt, White escapes very prettily.

No. 10.

Game between Mr Gossip and Mr Crewe:

SICILIAN GAME.

WHITE. Mr G.	BLACK. Mr C.	WHITE. Mr G.	BLACK. Mr C.
1 P to K 4	1 P to Q B 4	12 Kt to B 7 (ch)	12 K to Q sq
2 Kt to Q B 3	2 Kt to Q B 3	13 Kt tks P	13 Q tks P (ch)
3 Kt to B 3	3 P to K 3	14 Q to K 2	14 Kt to B 3 (d)
4 P to Q 4	4 P to Q R 3 (a)	15 Q B to Kt 5	15 Q to Kt 3 (e)
5 P to Q 5	5 Kt to R 2	16 Q to K 5	16 P to Kt 3
6 P to Q 6	6 P to K 4 (b)	17 B to Q 3	17 Q to R 4
7 Kt tks P	7 Q to B 3	18 Q tks Kt (ch)(f)	18 P tks Q
8 Kt to B 4	8 Kt to Kt 4	19 B tks P (ch)	19 B to K 2
9 Kt tks Kt (c)	9 P tks Kt	20 B tks B (ch)	20 K to K sq
10 Kt to Kt 5	10 R to Kt sq	21 Kt to B 7 (mte)	
11 Kt to Q 5	11 Q to K 4		

[Score and notes from "The Leader."]

(a) Very weak, leading to all his subsequent troubles; it is well known that White must not be allowed to advance his Pawn to Q 5 in this opening; P takes P is the correct play.
 (b) Black's game is already seriously compromised, but this only hastens the catastrophe. His best resource now seems to be P to Q Kt 4, followed by Q to Kt 3 and B to Kt 2.
 (c) Kt to Q 5 is much better, and would have won a clear piece, e.g.:-

9 Kt to Q 5	9 Q to Kt 3
10 P to Q R 4	10 Q tks P (ch)
11 K Kt to Q 3	if 11 Kt tks P
12 B to Q 3	12 Q to K 4
13 Kt to B 7 (ch) winning the rook	

(d) Again bad. He should have exchanged Queens, followed by P to R 3, and Kt B 3.

(e) Nothing could have been more accommodating for White than this move, which leaves black without a semblance of defence.

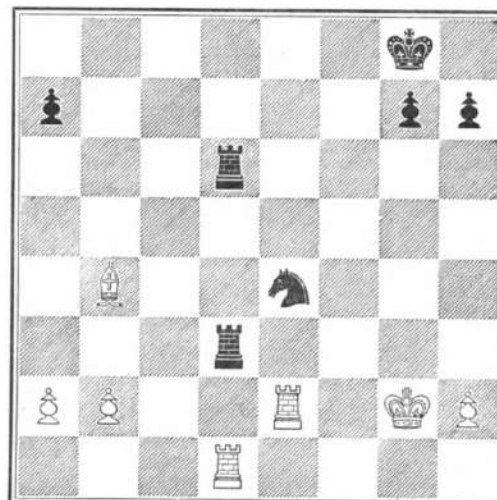
(f) A move intended for the gallery, as it has the appearance of winning by sacrificing the Queen, but B takes Kt would in reality mate in a move less.

END GAME.

Position of game between Messrs Hall and Charlick, after White's 35th move.

MR CHARLICK.

BLACK



WHITE

MR HALL.

Black to play, announces mate in five moves.

Club Directors.

CHESS CLUB.	PRESIDENT.	SECRETARY.
Auckland	Wm. Gorrie	Alfred Ashton
Canterbury	Henry Hookham	Alfred H. Todd
Fendalton, Chch	Henry Hookham	James H. Kidd
Invercargill	J. W. Mitchell	J. Edwards, acting
Mt. Eden, Auck	Alfred Ashton	M. J. Matthews
Mongonui	R. M. Houston	R. W. G. Aitken
Mt. Albert Auck	C. Garlick	W. W. Cox
Napier	J. Dinwiddie	H. C. Pirani
Oamaru	J. J. Spence	H. Lee
Oruru	Lionel Claudet	F. Maughan
Otago	E. E. C. Quick	Henry Allen
Ponsonby, (Auck)	A. E. Devore	C. H. Brockelbank
Timaru	R. R. Taylor	R. E. Fish
Wanganui	W. J. Smith	Ed. Wilson
Wellington	C. W. Benbow	C. L. Barraud
Whangaroa	J. Wigmore	F. W. Sanderson.

Club Notices.

PONSONBY CHESS CLUB, meets at All Saints' Schoolroom, Ponsonby Road. Subscription 10s. payable quarterly. A Devore, President; T. Peacock, J. Upton, Vice-Presidents; E. A. Taylor, Treasurer; C. H. Brockelbank, Secretary.

WELLINGTON CHESS CLUB, meets Tuesdays and Fridays, at No. 4, Room, Athenæum. Subscription 12s. 6d. per annum. C. W. Benbow, President; C. L. Barraud, Secretary.

WANGANUI CHESS & DRAUGHT CLUB, meets at Public Library. W. J. Smith, President; A. D. Willis, Vice-President; Edward Wilson, Secretary.

OTAGO CHESS CLUB, meets every Saturday at Watson's Hotel. Subscription 21s per annum. E. E. C. Quick, President; Dr. Batchelor, C. S. Reeves, Vice-Presidents; James Mander, Hon. Treasurer; Henry Allen, Hon. Secretary.

WHANGAROA COUNTY CHESS CLUB, meets every Monday at Club-room, Whangaroa, 7 p.m.; visitors invited. Residents in the County may be proposed for membership as vacancies occur. J. Wigmore, President; F. Hagger, and F. Booth, Vice-Presidents; F. W. Sanderson, Secretary.

AUCKLAND CHESS CLUB, meets every Thursday at Robson's Commercial-rooms, Queen Street. Subscription 10s per annum. Visitors to Auckland are invited. William Gorrie, President; Alfred Ashton, Hon. Secretary.

Advertisements.

T. Kennedy Macdonald & Co.,
AUCTIONEERS AND LAND AGENT,
Nos. 1 and 3, Manners-street, Wellington.

New and Secondhand Furniture received for Sale by Auction.
Large and convenient Auction Rooms, Unsurpassed in the City for the Display of all Classes of Goods.
Weekly Sales of Household Furniture and Sundries.
Sales of Furniture at Private Residences in Town and Country if desired.

Liberal and Immediate Cash Advances on Goods sent in for Sale.

W. J. LANKSHEAR,
BOOKBINDER, Account Book Maker, and
General Stationer.

Account Books of all kinds in stock and to order
in any ruling or binding.

Music bound in any Style at reasonable Prices.

A large and well-assorted stock of Stationery
Special attention given to country orders.

LAMBTON QUAY,
Opposite the Bank of New Zealand.

GOVERNMENT PUBLICATIONS.

Orders received for the following Books just issued from Government Press:—

AN ACCOUNT OF THE INSECTS NOXIOUS TO AGRICULTURE AND PLANTS IN NEW ZEALAND. By W. M. MASSELL, F.R.M.S. Price: Cloth, 5s.

THE ERUPTION OF TARAWERA, NEW ZEALAND. By S. PERCY SMITH, F.R.G.S., Assistant Surgeon-General. Price: 2s. 6d.

REPORT ON THE TARAWERA VOLCANIC DISTRICT. By Professor F. W. HUTTON, F.G.S. Price: 1s. 6d.

HANDBOOK OF NEW ZEALAND MINES with Maps and Illustrations. Price: Cloth, 5s.

REPORTS ON THE MINING INDUSTRY OF NEW ZEALAND, 1886. Price: 2s. 6d.

STATE EDUCATION. By Dr. LAISHLEY. Price: Cloth, 2s. 6d.

POLYNESIAN MYTHOLOGY AND ANCIENT TRADITIONAL HISTORY OF THE NEW ZEALAND RACE. By Sir GEORGE GREY, K.C.B. Price: 5s.

MANUAL OF BIRDS OF NEW ZEALAND. By Sir WALTER L. BULLER. Price: 10s.

HANDY BOOK ON "THE LAND TRANSFER ACT, 1886." Price: 3s.

B. N. MANLEY, WILLIS ST., WELLINGTON.
AGENT.

1887

CURNIN'S INDEX

TO THE

LAWS OF NEW ZEALAND,

GENERAL, LOCAL AND PROVINCIAL.

SIXTH EDITION.

BROUGHT DOWN TO THE END OF THE SESSION OF 1886.

B. N. MANLEY, WILLIS ST., WELLINGTON,
PUBLISHER.

WHITTAKER, BROS.,

LAMBTON QUAY, WELLINGTON, & BOUNDARY ST., GREYMOUTH

IMPORTERS of Books, Stationery and Fancy Goods.
Latest Engineering, Military and Practical Books, per every Direct Steamer. Chess Boards and men from 6/ upwards. To arrive shortly, latest work on Chess.

Please send for lists

All Orders promptly attended to.

New Zealand Rubber Stamp Factory,

AND GENERAL

PRINTING OFFICE

No. 6, WILLIS ST.,

WELLINGTON.

PRINTING DEPARTMENT.

Every Description of Jobbing Work executed
in the best style of the Art, by thoroughly
competent workmen.

GOOD WORK AT MODERATE CHARGES.

PURE INDIA RUBBER STAMPS,

For all Business purposes.

**Linen Markers, Facsimile of Signatures,
Monograms, Eclipse, & Climax Dater
Stamps, Bijoux, Watch & Pencil
Cases, Automations, &c.**

ENDORISING INK,

Violet, Red, Scarlet, Black, Blue, Puse, and other
accessories appertaining to this particular Branch.

Note the Address

B. N. MANLEY,
6, WILLIS STREET,
WELLINGTON, N.Z.

Printed and Published Monthly, by the Proprietor, Benjamin
Nicholas Manley, at his registered Printing Office, No. 6, Willis
Street, Wellington.—TUESDAY, SEPTEMBER, 27 1887.

The New Zealand CHESS CHRONICLE.

PUBLISHED MONTHLY.

VOL. I. No. 4.]

WELLINGTON, OCTOBER 25, 1887.

[3s. 6d. per annum.

THE ADELAIDE CHESS CONGRESS.

From the "Australasian" we gather that the prizes won in the Major Tourney were distributed at the rooms of the Adelaide Chess Club on the evening of August 30. There was a large attendance of members, presided over by the President (Mr C. J. Shuttleworth), Mr G. Chamber, C.E., being in the vice-chair. The Chairman presented the prizes in a few well-chosen remarks. In handing Mr H Charlick the first prize of £50, and declaring him to be the champion of Australasia, he said he was exceedingly proud to do so. No one had worked harder for the success of the Congress than Mr Charlick had done. Cheers were given for the champion, who, in replying, said that he had always had the prosperity of chess at heart. Throughout the Congress he had aimed to play soundly, never venturing on a combination of which he could not see the end. He had never been brilliant, curbing his impetuosity. Mr Esling, who received second prize of £30, and was received with prolonged applause, remarked that during the last five years, having had very little practice, he had only entered at the solicitation of his friends. He hoped Mr Charlick would compete at the Centennial Congress, which is to be held in Melbourne next year. Mr Gossip, the winner of the third prize of £20, said that he and his fellow representatives had done fairly well. Statements had been made to the Press about his game with Mr Charlick which were calculated to mislead. He had analysed the position very carefully, since, and was sure he never had a won game. It could not possibly have been anything but a draw. He had never seen a Congress conducted better. Mr Heiman received the fourth prize of £10, and the fifth prize of £5 was divided between Messrs Hall and Tullidge. Messrs Heiman and Hall responded, but Mr Tullidge was not present, having previously returned to Melbourne. Mr Hall stated that it was only three years since he had first begun to play Chess. Various toasts followed, and a most enjoyable evening was spent, the proceedings being brought to a close by drinking the healths of the "Unsuccessful Competitors." When this had been duly honoured, Mr Heiman inquired if Mr Charlick was prepared to accept a challenge to a match for the Championship. In reply, Mr Charlick suggested that this matter should stand over till after the Melbourne Congress. We doubt, however, whether the chess-players of the other Colonies will consent to the adoption of this course. In fact, Mr Gossip stated that Mr Crane, of Sydney, intends to challenge Mr Charlick; and it was also intimated that the champion might look forward to receiving a defiance from Melbourne. If such challenges should be sent to him, it may be presumed that he will have to be ready to meet his antagonists at reasonably short notice.

Mr Charlick, writing in the "Adelaide Observer" concerning the play of some of the competitors, says of his own games that he considers he owes his position as winner of the first prize to careful, steady, sound play. He rarely if ever ventured on any sacrifice or combination that he could not see to the end of. The brilliancy popularly ascribed to his play was kept in subjection and made subservient to the strictest accuracy. He allowed his antagonists to do the risky work and to venture beyond their depth, and then he seized his opportunity. He has been credited before with fine finishes, and several of his champion games will bear favourable comparison in this respect with former efforts. He has been twitted with luck, but he declines to be held responsible for the errors and oversights of his foes. He took good care to profit by them, and not to commit them himself. This is the third tournament in which Mr Charlick has played, and he has won first prize in each. The first occurred in 1864, when he was 19, the

late Mr J. Fullarton securing second prize with a score against him of two games to three, and two draws. The next time was in 1868, when was fought the most important handicap tournament, both in strength and numbers, that has ever been held in Adelaide. The result was a signal victory for Mr Charlick, who did not suffer a single defeat, his score being twenty-three wins and one draw. After a lapse of nineteen years he has earned the distinction of winning the first prize in the pioneer Intercolonial Chess Congress without losing a game.

Mr F. K. Esling, the winner of the second prize, was the hope and pride of Victoria, and was even tipped by the Chess Editor of the "Sydney Mail," as the winner of champion honours. The quality of his play amply justified their most sanguine anticipations. Unerring in attack he rarely relaxes his grip, and he is most fertile in resource. His last game in the Congress against Mr Heiman is a fine illustration, and the latter admitted that he was outplayed. The time-limit suited Mr Esling better than a faster rate. He consumed twenty minutes in calculating P to K Kt 4, the initial move in his clever combination against Mr Charlick. He failed later on to make the winning moves through being pressed for time. Mr Blackburne expressed a very favourable opinion of his skill two years ago, and the other week a competitor, qualified to judge, said he esteemed him stronger than the late Mr Wisker. Mr Esling is of German parentage, but is Victorian by birth. A few years ago when in Germany he played a game with the late Professor Anderssen. The latter played his favourite opening, the Evans Gambit, but Mr Esling won the game after adopting the Compromised Defence. Probably we shall hear again of Mr Esling at the Centennial Congress in Melbourne next year.

Mr G. H. D. Gossip, the winner of the third prize, suffered considerably from physical exhaustion owing to the incessant strain. Yet he sometimes recovered himself from apparently a lost position in a marvellous manner. His conduct of the end game was the theme of general admiration. His win from Mr Esling was a splendid specimen of skill, depending as it did upon the sacrifice of a piece. Several of his finishes were very elegant.

Mr D. Heiman, who took the fourth prize, has a genius for the game probably second to none of his opponents. He is a very quick player, and the time-limit told against him. So also did the daily play. He became restless and nervous, and was betrayed into gross mistakes. Notably so with his games with Messrs Charlick and Eiffe, to each of whom he lost his Q. Some of his games were beautiful samples of play, particularly his win from Mr Gossip.

Messrs G. B. Hall and W. Tullidge divided the fifth prize. The former has developed sterling chess qualities, considering that he only learned the moves three years ago. To all his conquerors he offered a most stubborn resistance, and he deserved a place for his pluck in entering the contest. He laboured under the disadvantage of a heavy cold and imperfect rest. Mr Tullidge did not shine to such advantage as we expected. His play was unworthy of twenty years ago, when he ranked second to Mr Burns in Victorian chess.

Mr Hookham, the New Zealand champion, was most erratic in his play. When in form he can play with the best of them, yet he lost to some of the weakest. His win from Mr Gossip and his draw with Mr Esling were most meritorious performances. After a miserable display the previous day he came out of his shell in the last game of the Congress, and fought with Mr Charlick the toughest game that the latter had experienced. The secret was seven hours sleep, which he managed to procure by means of a draught the night before. He caught cold on the journey across, and was greatly troubled with want of sleep. These

drawbacks, coupled with hard daily play, bore heavily on a player of 63, and prevented him doing himself justice.

The special prize of five guineas, for the most brilliant game, has been awarded to Mr Gossip for his "Ruy Lopez" against Mr Esling. We believe that the clever sacrifice of the Kt at the sixteenth move was the play which caused the judges to give their decision in Mr Gossip's favour. The game will be found in another column.

The Minor Tournament was won by Mr Fuss, with a score of eight points; Mr McDonald being second with seven.

The following is the full score:—

NAMES.	Fuss.	Macdonald.	Belcher.	Earl.	Machin.	Harrison.	Laughton.	Berry.	Watson.	Hindley.	Points.
Fuss ...	8	1	1	1	1	1	1	1	1	1	8
Macdonald ...	0	7	0	1	1	1	1	1	1	1	7
Belcher ...	0	1	6	0	1	1	1	1	1	1	6½
Earl ...	1	0	1	5	1	1	1	1	1	1	5
Machin ...	0	0	0	0	5	1	1	1	1	1	5
Harrison ...	0	0	1	0	0	4	1	1	1	1	4
Laughton ...	0	0	0	0	0	1	3	1	1	1	3
Berry ...	0	0	0	0	0	0	1	2	1	1	2½
Watson ...	0	0	0	1	0	0	0	1	2	1	2½
Hindley ...	0	0	0	0	0	0	1	0	1	1	1½

Notice.

TO SUBSCRIBERS.

Annual Subscriptions STRICTLY IN ADVANCE. Posted Free to all parts of New Zealand, 3s. 6d.

TO CORRESPONDENTS.

Our columns are open to members of Chess Clubs, and other Chess players, but we reserve the right to accept or reject the matter forwarded.

Correspondents are requested to write only on one side of their paper.

We cannot undertake to return rejected communications.

TO SECRETARIES OF CHESS CLUBS.

Secretaries would confer a favour on the Editor by forwarding reports of Meetings, Tourneys, and other information interesting to Chess-players.

THE NEW ZEALAND CHESS CHRONICLE

PUBLISHED ON THE FOURTH TUESDAY IN EACH MONTH.

TUESDAY, OCTOBER 25, 1887.

THE MELBOURNE CENTENNIAL CHESS CONGRESS, 1888.

A MEETING of chess-players interested in the holding of a Chess Congress in Melbourne, next year, was held in the above city on the 1st inst. There was a large attendance. Mr A. Wyatt, in the chair. The following resolutions were carried:—

1st—That an International Chess Congress be held in connection with the Melbourne Centennial Exhibition of 1888. 2nd—That a Committee be drawn from the chess clubs of Victoria, and from gentlemen outside the clubs interested in the game, with power to add to their number, be appointed to raise subscriptions and carry out the necessary arrangements. 3rd—That the existing Committees of the Melbourne Chess Club and the Victorian Chess Club be requested to combine and act as a Provisional Committee, for the purpose of giving effect to the resolutions of the meeting, and to prepare a scheme to be brought up at an adjournment of this meeting.

It was also carried, That chess-players of other colonies be invited to nominate representatives to work in conjunction with the Committee of the Congress, and that Mr Andrew Burns acts as Provisional Treasurer. A sum of fifty-one guineas was subscribed in the room. We sincerely hope that the spirit of the meeting, which augurs well for the success of the Congress, will be maintained throughout the chess world, and we beg to congratulate the promoters on the enthusiastic manner in which their scheme has been taken up.

We take this opportunity to impress upon the chess-players of New Zealand the importance of at once bestirring themselves to select suitable representatives to do battle on behalf of this colony. We think this end could best be accomplished by the holding of a tournament early next year at one of the large centres. The principal prize-winners to be appointed to represent us at the meeting.

CAPTAIN GEORGE HENRY MACKENZIE.

Capt. G. H. Mackenzie having won the first prize in the last International Tournament, held recently at Frankfurt, thereby became the Chess Champion of the world. No grander tournament has there ever been than that of Frankfurt, and no nobler victory than that achieved by G. H. Mackenzie. Twenty-one competitors entered the lists and fought, the weakest of them with a skill and strength above the average; so much so that Herr Harmonist, who emerged from the fray last on the list, was yet so strong that he prevailed over some of the most redoubtable champions, such as Blackburne, Gunsberg, and Zukertort.

Capt. Mackenzie is a native of Ross-shire, and first became known as a skilful amateur in the year 1861, when he was first lieutenant in the 60th Rifles, and used to frequent the leading chess clubs. In 1862 he proved himself one of the strongest amateurs in England by defeating—or rather demolishing—with ease the great Anderssen in the handicap held that year in London, receiving from the Prussian master only the odds of pawn and move. In 1863 Mr Mackenzie occupied the post of captain in the North American Army, and took an active part in the great war then raging between North and South. The war being over Mackenzie settled in New York, and began to devote his great talents to practical chess and the literature of the game. For fifteen years he continued to reside in America, engaging in matches and tourneys throughout that period, vanquishing all opponents, and winning the first prize every time he took part in any important contest. In 1878 he re-visited Europe, and entered the lists against the foremost champions of the world. At Paris, in that year, he won the International Tournaments, and has never failed to win a prize. Mackenzie's weak point in former times was his unevenness in play, occasioned, no doubt, by the constant habit of giving large odds to his opponents in ordinary encounters. An illustration of this defect is to be seen in the London Tournament in 1883, when with a very inferior score in the first round he over-topped all competitors in the second. His game as a rule exhibits all the best features of the old school, combined with such of the modern, as are not incongruous with the former. Boden used to say of Paul Morphy's play that there was no style in it, whereby he really meant that all the best qualities of the chess-players were so rife, and yet so beautifully harmonised, that not one of them stood out in bold relief. Morphy being to other masters what Addison, the classical, is to Macaulay and other like masters of rhetorical English. Boden's criticism is equally applicable to Mackenzie; indeed, he more nearly than any other champion resembles Morphy in what is technically termed style; "If I were to describe myself at all," said the most modest Captain to me one day, "I should call myself a small Morphy." Mackenzie is one of the brightest ornaments of the chess world: always ready and willing to meet an opponent worthy of his steel; he never fails to delight all about him, no less by the beauty of his combinations than by the chivalrousness of his bearing. Thus, when in '78 he was playing in Paris, and was drawn against Blackburne, one of the most formidable of his antagonist, and the latter could not on account of illness leave his bed, much less attend the tournament, Mackenzie instead of scoring the game and thereby ensuring a higher prize for himself, nobly proposed to wait upon Blackburne and play him in his own room. Of a truth, he is the modern Bayard of chess.

Mackenzie is a shrewd observer, and no mean sayer of humorous things; very well versed in English literature, and possessed of considerable lingual accomplishments. Mackenzie's age is a question that excites much curiosity, and puzzles the sharpest guessers; all we can say on this point is that ladies take him to be 40, and the gentlemen write him down (or rather up, 50). The Captain is a very handsome man, decidedly the handsomest of all chess-players.—Illustrated Sporting and Dramatic News.

MASTERS' TOURNAMENT AT FRANKFORT.

From the leading London Weekly Journals, which supply a quantity of information relative to this tournament, we extract the following particulars:—

Up to the last third of the rounds Blackburne headed the list with half a game only better than Bardeleben, the two closely followed by Capt. Mackenzie and Englisch. Weiss had some unfinished games to conclude, and kept quietly in the background until the last few rounds had to be played, when the whole aspect suddenly changed. Weiss had still to encounter some of the best players, and with the exception of the initiated, nobody expected him to be a dangerous rival for the higher prizes. However, Bardeleben received the first check from Gunsberg with a draw, and from Englisch with a minus; and Blackburne, in his turn being defeated by Bardeleben, allowed the Captain to advance rapidly. Blackburne played rather cautiously, satisfied, without risking any further loss, with drawing several games. Englisch, too, got unexpectedly defeated by Schiffers, depriving him of a higher place in a field so closely upon each other's heels, and he, too, like Blackburne, gave in for fear of not being placed at all had he risked to forced matters. Now Weiss' turn came, and he cleverly played up to the score, giving up a game with Berger as drawn on the thirteenth move, in order not to be fatigued in his encounter with the favourites. He played three heavy games with Paulsen, Englisch, and Bardeleben, scoring two and a half out of three, which made him tie with Blackburne.

The following is the score:—

NAMES.	Won	Lost	Drawn	Score	NAMES.	Won	Lost	Drawn	Score
Mackenzie ...	13	3	4	15	Burn ...	9	10	1	9½
Blackburne ...	11	4	5	13½	Noa ...	7	9	4	9
Weiss ...	9	2	9	13½	Gunsberg ...	5	8	7	8½
Bardeleben ...	8	2	10	13	Metze ...	3	6	11	8½
Berger ...	6	2	12	12	Zukertort ...	6	9	6	8½
Tarrasch ...	11	7	2	12	Gottschall ...	6	10	4	8
Englich ...	7	6	8	11	Schev ...	6	10	4	8
L. Paulsen ...	10	8	2	11	Jaubenhaus ...	4	11	5	6½
Schallop ...	9	7	4	11	Fritz ...	3	11	6	6
Schiffers ...	7	6	7	10½	Harmonist ...	4	13	3	5½
Alapin ...	5	6	9	9½					

As will be seen from the foregoing score-list the first prize of £50 has fallen to Capt. Mackenzie, of New York. Messrs Blackburne and Weiss show an equal score for second honours, and, therefore, divide the second and third prize of £37 10s and £25 respectively. Herr Bardeleben takes the fourth prize of £15; and Messrs Berger and Tarrasch divide the fifth and sixth prize, amounting together to £17 10; the seventh prize fell to Herr Englisch; and Messrs Paulsen and Schallop divide the eighth and last prize. The players in the tourney had to contend against almost tropical heat. There can be no doubt that the temperature had some bearing on the result. Players of delicate physique, such, for instance, as Dr Zukertort, must be at a disadvantage in playing two match games a day in a sultry atmosphere. These conditions will to a great extent explain the extraordinary failure of the ex-champion. Capt. Mackenzie is to be congratulated on his victory, the first that he has gained in an international tournament. He is a player whose style is marked by both precision and elegance, and in previous contests, though unsuccessful, he has always played prominently and has been recognised as a dangerous competitor. Capt. Mackenzie has now every right to challenge Steinitz for the championship, and it is much to be hoped that on his return to New York a match will be brought about.

Chess by Telegraph.

DUNEDIN V TIMARU.

An interesting match took place by Telegraph between the above clubs on the 17th and 24th September, and resulted in a win for the Timaru team by a substantial majority, as will be seen from the subjoined score:—

DUNEDIN.				TIMARU.			
Board 1.	Mr Hay (captain)	...	0	Mr Bolton (captain)	...	1	
" 2.	Eyre	...	0	" Fish	...	1	
" 3.	Day	...	0	" Wood	...	1	
" 4.	Cogan	...	1	" Hassall	...	0	
" 5.	Gordon	...	0	" Burr	...	1	
" 6.	Christie, D. L.	...	0	" Taylor	...	1	
" 7.	Christie, W. L.	...	1	" Kinnerney	...	1	
" 8.	De Maus	...	1	" Clark	...	0	
" 9.	Corbet	...	0	" Snushall	...	1	
Total	...	2½		Total	...	6½	

Majority for Timaru, 4.

At Board No. 1 Mr Hay played Two-Knights' Defence against Mr Bolton, and succeeded in winning a Knight early in the game, but was unable to maintain the advantage as Mr Bolton by careful play captured two Pawns and obtained a commanding position, and eventually got a Pawn passed which Mr Hay was unable to prevent him from queening, and therefore resigned. The latter part of the game was a fine exhibition of Pawn-play against Bishop.

Board No. 2, Mr Eyre played Evans' Gambit, which was accepted by Mr Fish. The game was unfinished, and was adjudged a win for Mr Fish.

Board No. 3, Mr Day played Two-Knights' Defence against Mr Wood, the former made an oversight, and was mated at the 12th move.

Board No. 4, Mr Hassall declined King's Gambit from Mr Cogan, and won the exchange early in the game; but Mr Cogan pluckily stuck to his game, and eventually scored a win.

Board No. 5, Mr Gordon played French Defence against Mr Burr, the latter coming out victorious after a hard fight. This was the most even contest of the match.

Board No. 6, Mr Taylor adopted French Defence against Mr W. Christie, and soon made matters interesting by the capture of a couple of Pawns. Mr Christie made a gallant attempt to regain them but was unsuccessful.

Board No. 7, Mr Kinnerney led the attack here against Mr W. Christie, the game was very even throughout, and being one of those unfinished, was declared a draw by the referee.

Board No. 8, Mr De Maus played Evans' Gambit, which was accepted by Mr Clark; on the second evening Mr Clark was unable to attend, and his place was taken up by Mr King, but the latter was forced to submit to the powerful attack which Mr De Maus had already obtained.

Board No. 9, Mr Snushall played Scotch Gambit against Mr Corbet, and succeeded in winning the exchange. The game was declared a win for Timaru.

Mr Mervyn umpired for Timaru at Dunedin, while Mr Mourant acted at Timaru for Dunedin. Mr Henry Hookham, of Christchurch, adjudicated on the games.

Club News.

CANTERBURY CHESS CLUB.

The annual meeting of the Canterbury Chess Club was held on Tuesday, the 4th inst., in the Club-room. The President, Mr Henry Hookham, in the chair. The Secretary, Mr A. H. Todd, read the annual report as follows:—

In submitting the eighth annual report, your Committee have to congratulate the Club on its steady progress. During the year the Club had four telegraphic matches—two with Timaru, and one each with Mr Hay's Otago team and Wellington. The first match with Timaru in September, 1886, was won by Canterbury by one game. Mr Hay's Otago team was defeated by seven games to two. The score in the Wellington was—Canterbury, 8½; Wellington, 3½ (drawn games counting as half). In the return match with Timaru your Club was again victorious, the score being—Canterbury, 11 games; Timaru, 1 game. In the Club match for Mr M'William's prize—a set of chess-men—Mr C. A. Jones came out as winner. The result of the Status Tourney proved that Messrs A. M. Olivier, J. S. Kennedy, C. A. Jones, and W. H. Smith were entitled to be raised a class. The Classification Committee recommended that Messrs C. M. Gray and H. Adams be also promoted a class. In the late Chess Congress at Adelaide, your Club had the honour of being the only one in New Zealand that was represented. Although Mr Hookham, our worthy President, was not so successful as we hoped he would be, his games with Messrs. Charlack, Eeling, and Gossip, the winners of the first three prizes, showed that his position in the Congress did not really represent his full strength. A series of "sides" matches have been played during the past year, in which a certain opening had to be adopted. These have had a very good effect, by improving the play of members. It was hoped that your Club would have a match with Auckland this season, but owing to the inability of the

Secretary of Telegraphs to grant us the use of the wires, it had to be postponed until the end of the session. Mr Ollivier gave an exhibition of simultaneous play during the past month—playing 11 games of which he won 5, drew 3, and lost 3—a highly creditable performance."

The Hon Treasurer, Mr J. J. Milner, read his statement showing a debit balance of £7 1s. The liabilities of the Club were £11 0s 2d, and the assets £6 10s, exclusive of the numerous sets of chessmen, boards, tables, &c.

Mr C. M. Gray moved the adoption of the report and balance-sheet.

Mr Johnston seconded this, and it was agreed to.

In answer to a question, the Secretary stated that there were now forty-five bona fide members.

Mr Guinness moved a vote of thanks to the President, the Officers, and the Committee, to whose energy and good management the success of the Club was mainly due. The members could not do better than leave the management in the hands of those who had done so well hitherto.

Mr Hiron seconded the motion, which was agreed to.

The President in returning thanks depreciated the idea of re-electing the Committee in toto, and suggested that a couple of members should be added as the Club had grown so much larger. He eulogised the efforts which had been made in the past year by Messrs Todd (Secretary) and Milner (Treasurer) to further the interests of the Club. He congratulated the Club on the higher average efficiency of its members, and considered that the improvement was due to increased practice and the avoidance of "skittle" games. The system of playing "sides" matches with set openings had been found highly satisfactory, and had done much for the general improvement. He spoke at some length on the advantages to be gained by playing consultation games. In conclusion he expressed a hope that efforts would be made to increase the popularity of the game among the youth of both sexes, and thought that great advantages would accrue if chess were made a class subject in every state school in the manner that it is now taught, and has been taught for centuries in the public schools of the town of Strebeck, in Germany.

ELECTION OF OFFICERS.

The following were elected the Officers for the ensuing year:—President, Mr Hookham; Vice-President, Mr Acton-Adams; Hon Secretary, Mr Todd; Hon Treasurer, Mr Milner; Committee, Messrs Turrell, Guinness, Cant, Scott, and M'William.

It was resolved to call a special general meeting to consider the advisability of adding to the number of Vice-Presidents and Committee-men.

The usual votes of thanks having been passed to the Treasurer, Secretary, and Auditor, the re-elected Officers returned thanks for the honour done them.

An interesting discussion followed as to the best means of promoting the study of the game, and a resolution was passed instructing the Committee to decide in what way they should inform the public that the Canterbury Chess Club would receive and instruct learners in the art of chess playing, and giving the Committee power to reduce the fee for such learners should they deem it desirable to do so.

The meeting then closed.

Canterbury Chess Club.—Mr A. M. Ollivier gave an exhibition of simultaneous play on the 20th ult., being opposed by the following eleven gentlemen:—Messrs J. G. L. Scott, C. Hiron, J. S. Pascoe, T. Papprell, W. H. Smith, C. M. Gray, W. Cuddon, J. J. Milner, F. Guinness, C. P. Cox, and A. Cant. Mr Smith won the first game shortly after nine o'clock. Mr Ollivier next secured a win from Mr Milner by a double check with Kt and B. Time was called at 10.30, when Mr Hookham adjudicated on the remaining games as follows.—Mr Ollivier was accorded wins against Messrs Papprell, Pascoe, Hiron, and Cuddon, and was adjudged a loser against Messrs Guinness and Scott, and the games with Messrs Cox, Cant, and Gray as drawn. Thus giving Mr Ollivier's score as five won, three lost, and three drawn.

Christchurch v Auckland.—The match between the above Clubs has been indefinitely postponed owing to the Telegraph wires not being available during the sitting of Parliament.

Two contests were engaged in during the month between the Devonport and Mount Eden Chess Clubs, the first being played at Devonport, where the local team had provided most comfortable accommodation for the visitors in a room adjoining the new library. The match, which lasted about three

hours, resulted in a win for Devonport by one game. The second battle was fought at the Auckland Club-room, on 6th October, and was somewhat marred through the absence of the two strongest members of the Devonport Club. This time the Mount Eden Club regained its lost laurels with a majority over the junior of four games. Subjoined are the scores:—

First Match.				Second Match.			
DEVONPORT.	MOUNT EDEN.	MOUNT EDEN.	DEVONPORT.	DEVONPORT.	MOUNT EDEN.	MOUNT EDEN.	DEVONPORT.
Chapman ... 1½	Hosking ... ½	Hosking ... ½	Chapman ... ½	Chapman ... ½	Chapman ... ½	Chapman ... ½	Chapman ... ½
Fordyce ... 0	Ashton ... 2	Ashton ... 2	Trimble ... ½	Trimble ... ½	Trimble ... ½	Trimble ... ½	Trimble ... ½
Trimble ... 0	Watkins, K. ... 1	Watkins, K. ... 1	Johns ... ½	Johns ... ½	Johns ... ½	Johns ... ½	Johns ... ½
Waterhouse ... 0	Watkins, E. ... 2	Watkins, E. ... 2	Waterhouse ... 1	Waterhouse ... 1	Waterhouse ... 1	Waterhouse ... 1	Waterhouse ... 1
Bennett ... 0	Jourdain ... 1	Jourdain ... 1	Brooks ... 0	Brooks ... 0	Brooks ... 0	Brooks ... 0	Brooks ... 0
Brooks ... 1½	Cook ... ½	Cook ... ½	Fordyce ... 0	Fordyce ... 0	Fordyce ... 0	Fordyce ... 0	Fordyce ... 0
Johns ... 2	Matthews ... 0	Matthews ... 0	Shaw ... ½	Shaw ... ½	Shaw ... ½	Shaw ... ½	Shaw ... ½
Shaw ... ½	Tammage ... 1½	Tammage ... 1½	Connell ... 0	Connell ... 0	Connell ... 0	Connell ... 0	Connell ... 0
Bartley ... 2	Grant ... 0	Grant ... 0	Bartley ... 1	Bartley ... 1	Bartley ... 1	Bartley ... 1	Bartley ... 1
Mason ... 2	Gleeson ... 0	Gleeson ... 0	Mason ... 2	Mason ... 2	Mason ... 2	Mason ... 2	Mason ... 2
Total ... 9½	Total ... 8½	Total ... 8½	Total ... 4½	Total ... 4½	Total ... 4½	Total ... 4½	Total ... 4½

† Absent.

* To be adjudicated by the Chess Editor of the "Evening Bell."

The Wellington Chess Club's Annual Tournament is rapidly drawing to a close, and is being keenly contested. The scores made by the leaders are so very close that it is impossible to name the winners with any certainty, but we expect to see Kelling, Littlejohn, Mackay, C. L. Barraud and Brook head the list in the order named.

The following is the score, as far as recorded:—

Class	Names	Won	Lost	Drawn	To play	Class	Names	Won	Lost	Drawn	To play
1	Barraud, W.	8	7	9	4	4	Mackay	14	4	6	6
1	Whittem	5	7	2	10	4	Young	2	10	1	11
1	Brown	6	8	1	9	5	Donatison	4	8	1	11
2	Barnes	9	6	2	7	5	Hardwick	6	7	1	10
2	Wilson-Duret	6	5	1	12	5	Rawnsley	2	13	9	9
2	Lambert	3	6	15	6	6	Turnbull	7	11	1	5
2	Littlejohn	12	2	3	7	6	Falkner	8	3	1	12
2	Kelling	14	3	1	6	6	Kevern	3	11	1	12
2	Wright	5	7	12	6	6	Redford	2	10	12	12
3	Barraud, C. L.	13	4	7	6	6	Richardson	4	11	1	8
3	Francis	13	5	6	6	6	Taylor	9	8	1	7
4	Brook	11	4	2	7	6	Petherick	6	5	1	13
4	Cummins	4	8	1	10	6					

* Mr Kevern's death is noted below.

The Secretaries of the Oruru and Mongonui Clubs are arranging a match to take place between their representative Clubs at an early date. One of the chief features will be the introduction of a fair sprinkling of lady contestants.

We are pleased to notice that a Draught Tournament has been started in connection with the Wellington Chess Club, with the intention of furthering that highly interesting and scientific game. There are but few players of note in Wellington, but before the end of the season, with the amount of practice they will have had, the Club hope to be able to choose a body of players strong enough to hold their own against any of the clubs of New Zealand. The first game in the tournament was played last Tuesday night. The arrangements are:—The players are divided into four classes according to proficiency—Class I. has to give Class II. three games in twelve, Class III. six games, Class IIII. nine games. Class II. gives Class III. three games, and so on. Each player plays twelve games with each of the other competitors, and as there are sixteen entries it will make a total of 180 games to be played by each member before the tournament can be decided.

It is with extreme regret we have to record the death, on the 19th inst., of Mr H. C. S. Kevern, a member of the Wellington Chess Club. Although not a prominent player he was a most enthusiastic member, and took great interest in the affairs of the Club; and was one of those engaged in the Annual Tournament, playing to within a few weeks of his death. He was a son of Mr T. S. Kevern, Deputy-Inspector General, R.N., Clifton, Bristol.

A DISTINGUISHED VISITOR.

The Wellington Chess Club had the honour, on the 14th inst., of a visit from Baron Heydebrand von der Laa, a veteran chess-player of note. As the author (in conjunction

with von Bilguer) of the German "Handbuch" he conferred a benefit on the chess-players throughout the world, which will be long remembered. Staunton says of this work "that it is a production whether considered in reference to its research, its suggestiveness, or the methodical completeness of its arrangement which stands unequalled and alone." Baron Heydebrand was in 1845 one of the seven strong German players known as the "Pleiades" or Seven Stars of Berlin.

During the evening our illustrious visitor engaged the attention of the President of the Club—Mr C. W. Benbow—in a Ruy Lopez game, which resulted in a draw. On the following day the same players again met, and after a protracted struggle this game was also drawn. During his stay in Wellington Baron Heydebrand was the guest of His Excellency the Governor.

Correspondence.

A SUGGESTION.

TO THE EDITOR.

SIR,—The suggestion brought before chess-players in the "Chronicle" of the 27th ultimo, would, I feel confident, greatly popularise the game if adopted by the Clubs, especially if they would make a rule empowering any member to invite persons wearing the badge to their Club-rooms. For a design for the badge I beg to submit two, which I venture to think recommend themselves as being simple, inexpensive, and at the same time very suggestive to lovers of the chequered board—viz., a piece of black and white check ribbon, half an inch square, sewn on vest, or a small silver charm, the same size, with enamelled black and white squares. I think such could be made very cheap if a number were ordered; and, I think it is a matter worthy the attention of some of the large Clubs.

Trusting some abler pen than mine will take this up.

I am,

Yours, etc.,

"Rook."

Wanganui,

16th October, 1887.

ANSWERS TO CORRESPONDENTS.

W. M. (New Plymouth).—It is stated in the following number of the paper in which problem appeared that there should be a White Queen on her second. This will explain why you were unable to find mate in two moves.

F. M. (Oruru).—Letter received too late to make alteration, will do so next issue.

J. H. B. (Devonport).—Thanks for kind letter.

R. E. F. (Timaru).—Letter received, will write.

J. S. (Sandon).—Thanks for problem, will write you.

Owing to pressure on our space we have been obliged to hold over our Beginners' Column till next issue.

Chess Nuts.

Lovers of Chess are invited to send in Solutions to the Problem which must reach this Office, within twenty-five days after publication. Contributions of Problems, will be received and inserted if of sufficient merit.

SOLUTION OF PROBLEM 7.

(By Thos. Sexton.)

White	Black	White	Black
1 Q to K B 6	1 B moves	2 B tks P (ch)	2 B to Q 2
3 P to Q Kt 8 becoming Bishop	3 B tks B mate		

Correct solutions received from :—F. M., Oruru; J. S., Sandon, "The Queen becoming a Bishop is a very good idea (74)"; J. J. M., Christchurch; "Te Ika a Maui," Wellington; J. W., Wellington; F., Invercargill.

SOLUTION OF PROBLEM 8.

(By Jas. Sexton.)

White	Black	White
1 Q to Q Kt 5	1 R tks Q or moves	2 R tks B mate
	1 Kt tks B	2 Kt to Q 6 "
	1 B moves	2 Kt to Q 6 "
	1 Kt to Q 3	2 Kt tks Kt "
	1 Kt to B 3	2 Kt to Q 6 "
	1 K moves	2 Q tks B "
	1 R to Q 6	2 Q tks R "
	1 R to K 5	2 R to K Kt 5,

Correct solutions received from :—J. J. M., Christchurch; F. M., Oruru; T. S., Ashurst; J. W., Wellington.

SOLUTION OF PROBLEM 9.

By R. J. Barnes (Wellington).

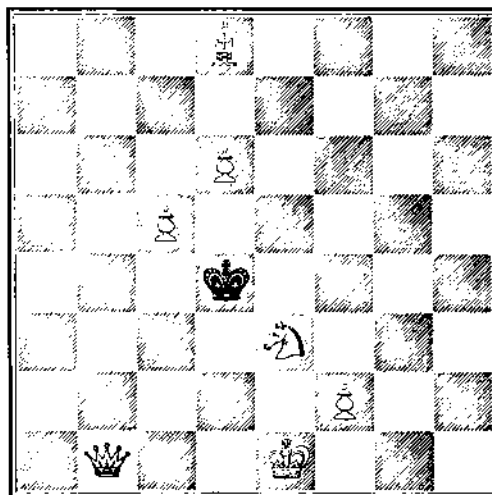
White	Black	White
1 Q to K Kt 8	1 B tks Q	2 P tks B becoming
	1 B tks P	2 Q to K 7, (Kt mate
	1 Any other	2 Q tks Q B "

Correct solutions received from :—J. S., Sandon, "Although solution is easy it is very neatly arranged (7)"; F. M., Oruru; J. J. M., Christchurch; T. S., Ashurst, "Although not difficult it is a very creditable initial production (7)"; J. W., Wellington; "Te Ika a Maui," Wellington.

PROBLEM, No. 10.

By J. Rosner (Vienna).

BLACK.



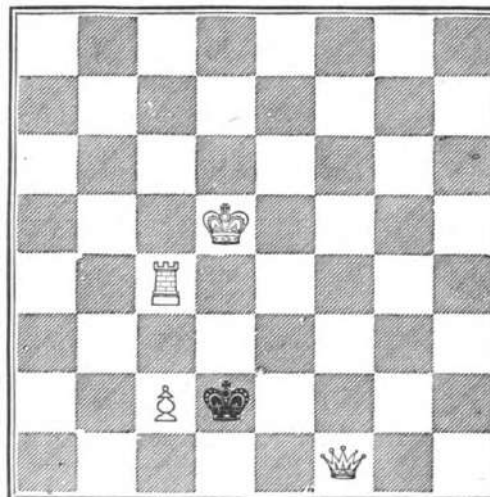
WHITE.

White to play, and mate in two moves.

PROBLEM, No. 11.

By Anon.

BLACK.



WHITE.

White to play, and mate in three moves.

PROBLEM, No. 12.

By Thos. Sexton (Ashurst).

White.	Black.
K on K R 5	K on Q 4
Kt on Q 4	P on K 2
Kt on Q Kt 5	
P on Q 2	
P on Q 3	
P on Q R 6	
P on K 6	

White to play, and mate in three moves.

Poetry.

THE FAIR SOLVER.

Any's face is quite a study,
As she smooths each wavering tress,
Rippling in the fire-light ruddy,
Hapt in thoughts of nought but chess.
For she never even raises
Eyes that oftentimes melt and burn;
Sing her peerless beauty's praises,
Yet her head she will not turn.
Trace her eyebrows, closely knitted,
Pet the little puckered brow,
Steal a kiss (she will never miss it),
Even that's unnoticed now.
Stay! she wakens from her dreaming,
Glances up with air sedate,
While her roguish eye, soft beaming,
Seems to say, "I've found a mate."

Games.

No. 11.

The following game, which is a specimen of chess play 200 years ago, appeared in a book written by Giocchino Greco, one of the chess giants who abounded in the 17th century. Greco was born in Calabria, 1600, and was widely known as the Calabrese. He visited Paris when he was a very young man, and there won a very large sum of money, about 5,000 crowns. He afterwards resided for some time in England, where his skill was highly appreciated. His short but brilliant career terminated in 1634. His work which was published in 1619 contains a choice collection of brilliant games.

GIUOCO PIANO.

WHITE.	BLACK.	WHITE.	BLACK.
1 P to K 4	1 P to K 4	8 B to R 4	8 P to K Kt 4 (d)
2 Kt to K B 3	2 Kt to Q B 3	9 Kt tks Kt P	9 P tks Kt
3 B to B 4	3 B to B 4	10 Q to R 5 (ch)	10 K to Q 2
4 P to B 3	4 Q to K 2 (a)	11 B tks P	11 Q to Kt 2
5 Castles	5 P to Q 3	12 B to K 6 (ch) (c)	12 K tks B
6 P to Q 4	6 B to Kt 3 (b)	13 Q to K 8 (ch)	13 Kt to K 2
7 B to K Kt 5	7 P to B 3 (c)	14 P to Q 5 (mt)	

- (a) Kt to B 3 is best.
(b) Better than P takes P.
(c) Proper course is Kt to B 3.
(d) Natural, but disastrous. B to K Kt 5 would have been good enough.
(e) A brilliant finish. It is refreshing in these dull prosaic days to catch a glimpse of the bright poetry of the olden times.

No. 12.

Game played in Telegraph match. Dunedin v Timaru, between Messrs Bolton (T.) and D. R. Hay (D.).

TWO KNIGHTS' DEFENCE.

WHITE.	BLACK.	WHITE.	BLACK.
Mr B.	Mr H.	Mr B.	Mr H.
1 P to K 4	1 P to K 4	26 R to Q sq	26 Q R to B sq (g)
2 Kt to K B 3	2 Kt to Q B 3	27 K to B sq	27 R to K 4
3 B to B 4	3 Kt to K B 3	28 R to K sq	28 Q R to K sq
4 Kt to Kt 5	4 P to Q 4	29 R tks R	29 R tks R
5 P tks P	5 Kt to Q R 4	30 K to B 2	30 K to B 2
6 P to Q 3	6 P to K R 3	31 K to B 3	31 K to K 2
7 Kt to K B 3	7 P to K 5	32 R to K 3	32 K to Q 3
8 Kt to K 5 (a)	8 R to Q 3	33 R tks R	33 K tks R
9 B to K R 4	9 Q to K 2	34 K to K 3	34 P to K Kt 4
10 Kt to Q B 6 (b)	10 P tks Kt	35 P to Q R 3	35 P to K B 4
11 B tks B	11 P tks B	36 P to Q Kt 4	36 P to Q R 5
12 Castles	12 Kt tks B	37 P to K Kt 3	37 P to B 5 (ch) (h)
13 P tks Kt	13 P tks P	38 P tks P (ch)	38 P tks P (ch)
14 P tks P	14 Castles	39 K to Q 3	39 P to B 6
15 Q to Q 4	15 B to Kt 2 (d)	40 K to K 3	40 P to B 7 (i)
16 Q to Kt 4	16 Q R to B sq	41 K tks P	41 K to Q 5
17 Kt to Q R 3	17 R to Q B 4	42 P to Q 6	42 B to B sq (j)
18 K R to K sq	18 K R to Q B sq (e)	43 P to B 6	43 R to Q 2
19 P to Q Kt 3	19 Q to K 4	44 K to B 3	44 K tks B 6
20 Q tks Q	20 P tks Q	45 K to K 4	45 K to B 6 (k)
21 Kt tks P	21 Kt tks Kt	46 K to K 5	46 P to K R 4
22 R tks Kt	22 P to K R 3	47 K to B 6	47 K to Q 4
23 P to K B 3 (f)	23 P to Q R 4	48 K to K 7	48 K to B 3 (l)
24 P to K B 4	24 P tks P	49 P to Kt 5 (m)	Resigns
25 R tks P	25 R to K sq		

[Score and Notes from the "Otago Witness".]

- (a) A mistake: Kt to Q 4 should have been played here.
(b) Making the best of a bad job.
(c) Well played.
(d) Ill advised, but Black thought he was sure to win the centre pawn and the B would then command this important diagonal. As it turned out, however, the B was out of play till near the end of the game. B to R 3 or K R to K sq, followed by Kt to Q 2 and then P to K B 4, would have given Black a winning position.
(e) K R to K sq would have been preferable.
(f) Losing time. White might just as well have played to K B 4 at once.

(g) The last two moves of the rooks show that valuable time has been lost. Gaining a place so easily at the early stage of the game induced Black to underestimate the strength of his opponent, but he paid sweetly, and deservedly so, for his over-confidence.

(h) This looks a tempting move, but we believe it actually cost the game, for had Black played here P to Q R 4 we think he would have had the better position.

(i) In the hope of getting White's B P for it, but White's next move shattered Black's expectations, as he found he dare not venture to take it, for White would then have queened his Q P at once.

(j) The best reply, for if played to B 3 White would have played P to Kt 5, and got one of his pawns queened in spite of fate.

(k) Black was baffled here again, for he found he would have been a move behind did he attempt to queen his Q R P.

(l) In the forlorn hope of White playing his Q R P, when Black might have had a chance of drawing by playing B to Kt 5.

(m) The finishing touch. White deserves credit for the great skill and accuracy he displayed in the conduct of the latter part of the game.

No. 13.

Game between Baron Heydebrand von der Laza and Mr C. W. Benbow, played 14th October, 1887.

RUY LOPEZ.

WHITE.	BLACK.	WHITE.	BLACK.
Mr B.	Von der Laza.	Mr B.	Von der Laza.
1 P to K 4	1 P to K 4	22 Q tks B	22 P to Kt 5
2 Kt to K B 3	2 Kt to Q B 3	23 Kt to Q sq (g)	23 P to Kt 6
3 B to Kt 5	3 Kt to B 3 (a)	24 P tks P	24 P tks P
4 Castles	4 Kt tks P	25 B to Kt sq	25 R to R 5
5 R to K sq (b)	5 Kt to B 3 (c)	26 P to Q 4	26 K R to K sq
6 Kt tks P	6 Kt tks Kt	27 Q to B 2	27 Q to Kt 3
7 R tks Kt ch	7 B to K 2	28 R to Q 2	28 R to Q 2
8 Q to K sq (d)	8 P to Q B 3	29 Kt to B 3	29 Q R to R sq (i)
9 B to R 4	9 P to Q 3	30 B to Q 3	30 Kt to K 5
10 R to K 2	10 B to K 3	31 B tks Kt (j)	31 P tks B
11 P to Q 3	11 Castles	32 Q to K 3	32 P to K R 4
12 Kt to Q B 3	12 P to Q 4	33 Q R to K sq (k)	33 Q R to Q Kt sq
13 B to Q 2	13 B to Q 3	34 Kt to Q R 4	34 Q to R 4
14 P to K R 3 (e)	14 P to Q R 4	35 Kt to B 5	35 B to K 3
15 P to Q R 3 (f)	15 B to Q B 2	36 Q R to Q B sq	36 Q R to Kt 4
16 P to K B 4	16 Q to Q Kt sq	37 R to Q B 3 (h)	37 P to Q 4
17 Q to R 4	17 B to Q sq	38 Kt to Q 7	38 R to Q R sq
18 Q to B 2	18 P to Q Kt 4	39 K R to Q sq	39 R to B 2
19 B to Kt 3	19 P to R 5	40 Kt to K 5	40 P to Kt 3
20 B to R 2	20 B to Kt 3	41 K R to Q B sq (m)	41 R to K 3
21 B to K 3	21 B tks B	42 Kt to B 4	42 R to Q Kt 2

And the game was given up as drawn.

Notes by Mr Benbow.

- (a) The Berlin Defence, which is now very popular.
(b) White might have played 5 P to Q 4 equally well.
(c) A more frequent continuation is 5 Kt to Q 3; 6 Kt takes P. Kt takes Kt; 7 R takes Kt ch, B to K 2; 8 B to R 4 etc.
(d) P to Q 4 would in all probability have been better.
(e) This was done to shut the Q R out of the game as much as possible, and to permit the advance of P to K B 4 at the proper time.
(f) The beginner will see on examination that this was necessary to prevent the loss of the B by 15 P to Q Kt 4 and 16 P to Q R 5.
(g) White preferred this line of play to the capture of the Kt's P.
(h) White has nothing to fear now from the Pawns on the Queen's side.
(i) Had he moved R to B 5 he would have lost the exchange by 3- B to Q 3 etc.
(j) If White had inadvertently taken Kt with Kt, he would have fallen into serious trouble, as a little examination will show.
(k) To Q B square at once would have saved time.
(l) Here White missed his opportunity. Had he captured R with Kt, and followed it up with R to B 5, he would have won the Kt's P at once, and the K P a little later on, which should have been advantage enough to have secured the game.
(m) White might have played Kt takes P P with good results.

The two following games were played in the Frankfurt Tournament:

No. 14.

The following game was played in the eighth round, on July 22, and is the first defeat Mr Blackburne sustained.

SICILIAN DEFENCE.

WHITE.	BLACK.	WHITE.	BLACK.
Herr H.	Mr B.	Herr H.	Mr B.
1 P to K 4	1 P to Q B 4	19 K R to K sq	19 P tks P
2 Kt to K B 3	2 Kt to Q B 3	20 P tks P	20 Q to Q B 5
3 Kt to B 3	3 P to K Kt 3	21 B to R 6	21 R to B 6
4 P to Q 4	4 P tks P	22 R tks B	22 K tks B (d)
5 Kt tks P	5 B to Kt 2	23 R to Q B sq	23 K R to Q sq
6 B to K 3	6 Kt to B 3	24 Kt to Q 4	24 P to K 3
7 B to K 2	7 Castles	25 R to B sq	25 R to Q 2 (e)
8 Q to Q 2	8 P to Q 3	26 P to Q Kt 3 (f)	26 B tks P
9 P to K R 3	9 B to Q 2	27 Kt to B 5 ch	27 Kt P tks Kt (g)
10 Castles	10 R to B sq	28 Q tks R	28 R to K Kt sq
11 Q R to Q sq	11 P to Q R 3 (a)	29 Q to K 7	29 B to R 5
12 P to Q R 3	12 Q to B 2	30 K to B 3	30 P to B 5
13 P to R 4	13 Kt to Q R 4 (b)	31 Q R to K B 3	31 K to R sq
14 Kt to B 3	14 Kt to R 5	32 R tks P (h)	32 R tks P ch
15 B tks Kt	15 Q tks B	33 K tks R	33 Q to K 7 ch
16 P to K 5 (c)	16 Kt to K 5	34 Q R to B 2	34 B to B 3 ch
17 Kt tks Kt	17 Q tks Kt	35 K to Kt 3	35 Q to K 6 ch
18 P to B 3	18 B to Kt 4	36 K to R 4	36 Resigns.

(a) Preparatory to 12 Q to B2.
 (b) Perhaps 18 K R to Q sq would have been better; but it was difficult to foresee the full force of White's threatened advance of the K P.
 (c) A powerful move, which taxes Black's ingenuity severely. White has a decided advantage already.
 (d) If 22 B takes R, then 23 B takes R, B takes Kt; 24 B takes P, with a Pawn ahead, and the threat of 24 B to B 6, (ch), etc.
 (e) An oversight. But in spite of Mr Blackburne's efforts he could not extricate himself from the bad position into which he gradually drifted.
 (f) Very ingenious. Black must lose the exchange.
 (g) Under the circumstances, 27 K P takes Kt would have been better; but Black played still for the possibility of a counter attack with Rook and Bishop on the K R file.
 (h) Although there is no danger to be apprehended, White would have done better, nevertheless, to play previous to the text move 32 Q to B 6 (ch)

No. 15.

The following game was played in the third round between Capt. Mackenzie and Dr Tarrasch:—

SICILIAN DEFENCE.			
WHITE.	BLACK.	WHITE.	BLACK.
Capt. M.	Mr T.	Capt. M.	Mr T.
1 P to K 4	1 P to Q B 4	16 Q to Q 5	16 Castles
2 Kt to Q B 3	2 Kt to Q B 3	17 Kt tks P (f)	17 Q R to Kt sq
3 Kt to B 3	3 P to K Kt 3	18 P to Q R 4	18 P to Q R 3
4 P to Q 4	4 P tks P	19 Kt to Q 4	19 Q to R 2 (g)
5 Kt tks P	5 B to Kt 2	20 P to B 3	20 R tks P
6 B to K 3	6 P to Q 3	21 K to R sq	21 Q to Q 2
7 B to Q Kt 5 (a)	7 B to Q 2	22 P to R 3	22 R to B sq
8 Castles	8 Kt to B 3	23 Kt to B 3	23 R tks P (h)
9 P to B 4 (b)	9 Kt to K Kt 5	24 Kt to Kt 5	24 R to B 4
10 Kt tks Kt (c)	10 P tks Kt	25 R tks P	25 R tks Q
11 B to Q 4	11 P to K 4	26 R tks Q	26 R (Q 4) to Q 7
12 P tks P	12 P tks B (d)	27 R to Q B sq	27 R (Q 7) to Q B 7
13 P to K 6 (e)	13 Kt to K 4	28 R to K Kt sq	28 B to Q 5 (i)
14 P tks B (ch)	14 Q tks P	29 R to Q 8 (ch)	29 K to Kt 2
15 B tks Kt	15 B tks B	30 Rt to K 6 (ch)	30 Resigns.

[Score and Notes from the "Field."]

(a) 7 B to K 2 is preferable at this stage.
 (b) The text move is inferior without the B at K 2, pointed out in note (a), because it enables Black to bring the knight into play, as the sequel shows.
 (c) White has no other move to save the piece threatened.
 (d) The obvious move would have been 12 P takes P, winning in the least favourable continuation two bishops for a rook.
 (e) An ingenious move, probably overlooked by Black.
 (f) 17 Kt to K 2 and to concentrate the attack afterwards on Black's weak Q P, seems advisable here.
 (g) The check might have been reserved, and 19 R tks P played at once.
 (h) Ingenious! If 24 Kt takes B, then 24 R takes P, ch; 25 K to Kt sq, Q to R 2, ch, etc.
 (i) An oversight. Although White seems to have slightly the best of it, Black had chances of a draw with 28 R to B 6, threatening to win the knight with P to R 3. If White replies 29 R to K B sq then 29 R to K B 7, and if 30 R to Q Kt sq, then 30 R to Q Kt 7 ect.

No. 16.

Game played, in the Adelaide Jubilee Congress, between Mr G. H. D. Gossip and Mr F. K. Esling.

RUY LOPEZ.

WHITE.	BLACK.	WHITE.	BLACK.
Mr G.	Mr E.	Mr G.	Mr E.
1 P to K 4	1 P to K 4	23 P tks Kt P	23 B tks P
2 Kt to K B 3	2 Kt to Q B 3	24 R tks K P	24 Kt to Q 3
3 B to Kt 5	3 P to R 3 (a)	25 R to K 5	25 B to B 3
4 B to R 4	4 Kt to B 3	26 R tks R P	26 Kt tks B
5 Castles	5 Kt tks P	27 P tks Kt (i)	27 R to K B sq
6 P to Q 4	6 P to Kt 4	28 R to R 7	28 B to Q B sq
7 B to Kt 3	7 P to Q 4	29 R to K sq	29 K to Q 3 (j)
8 P tks P	8 Kt to K 2 (b)	30 R to K 8	30 B to K 2
9 R to K sq	9 B to Kt 2 (c)	31 R to R 8	31 R tks R at R 8
10 Kt to Kt 5	10 Kt tks Kt	32 R tks R	32 B to K 3
11 B tks Kt	11 P to K Kt 3	33 P Queens	33 B tks Q
12 B to R 4	12 Q to Q 2 (d)	34 R tks B	34 B tks P
13 Kt to Q B 3	13 P to Kt 4	35 R to B 6 (ch)	35 B to K 3
14 B to Kt 3 (e)	14 P to R 4	36 P to K B 4	36 K to K 2
15 P to K R 4	15 P to Q B 4 (f)	37 R to K R 6	37 P to R 4
16 Kt to K 4 (g)	16 P tks Kt	38 R to R 5	38 K to Q 3
17 B tks P (ch)	17 K to Q sq	39 K to B 2	39 P to R 5
18 Q tks Q (h)	18 K tks Q	40 P to Q B 3	40 P to Kt 5
19 P to K 6 (ch)	19 K to B 3	41 P tks P	41 P tks P
20 B to K 5	20 B to R 3	42 R to Q R 5	42 B to Q 2
21 B tks R	21 R tks B	43 K to K 3	43 K to B 3
22 Q B to Q sq	22 Kt to B 4	44 R tks P	Resigns (k)

[Notes from "Australasian."]

(a) This, says Mr Bird, may be regarded as the line of defence which most commands the approval of the authorities. It is favoured, at all events, by Mr Boden and Mr Steinitz. Mr Bird, however, advocates Kt to Q 5, to be followed presently by P to K R 4. The fact seems to be that the best third move for Black remains still undetermined, and that either P to Q R 3 or Kt to K B 3 is the move most generally tried.

(b) For so far the moves of the two players have been identical with those played in a game between Fleissig and Mackenzie at the Vienna Congress of 1882, in which Mackenzie now moved B to K 8. The text move is the defence favoured by Zukertort.

(c) The Bishop ought to have gone to K 3.

(d) An inferior move, giving White a splendid attack.

(e) Here White omitted to win the game by P to K 6. We give the following variation:—

WHITE.	BLACK.
14 P to K 6	14 P tks P
15 Q to R 5 (ch)	15 K to Q sq
16 B tks P	16 R to Kt sq.

(f) Too venturesome. B to Kt 2 was the proper move.

(g) Finely played. The best reply to avoid Black's threatened counter attack.

(h) P to K 6 would have been still stronger.

(i) Of course, if R tks R, P queens.

(j) B to Q 2, to prevent R to K 8, would be met by P to Kt 4.

(k) An interesting game all through—the ending being well played on both sides, and especially by the winner.

END GAMES.

We extract from the "Field" the following elegant ending which occurred in the game between the Champion of the Congress and Mr Paulsen:—

WHITE (Mackenzie).

K on K Kt sq, Q on K Kt 4, R on Q sq, and Q 2, Kt on K Kt 3, B on K 3, Ps on Q R 2, Q Kt 2, K 4, K B 5, K Kt 2, and K R 3.

BLACK (Paulsen).

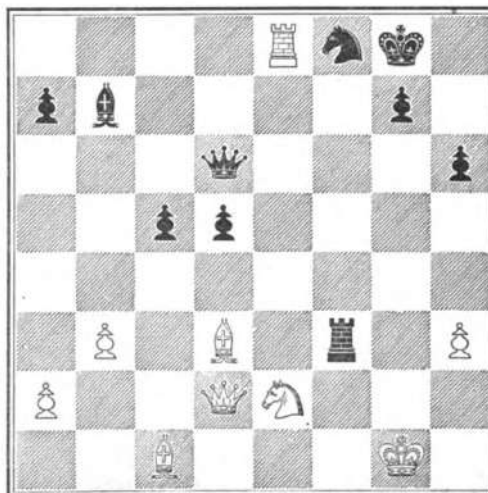
K on K Kt sq, Q on Q R 3, R on Q sq, and Q 2, B on Q 6 and K Kt 2, Ps on Q R 4, Q Kt 5, K 4, K B 3, K Kt 3 and K R 2.

It was Black's 29th move, who played:—

29 K to B 2	30 Q to B 3
30 P to K R 4	31 P tks P
31 P tks P (ch)	32 P to Kt 4
32 P to R 5	33 B to R sq
33 P to R 6	34 K to Kt sq
34 Q to B 5	35 B to Kt 4
35 K to R 2	36 K to B sq
36 Q to Kt 6 (ch)	37 R tks R
37 R tks R	38 R tks R
38 R tks R	39 B to B 4 (ch) and wins.

Position in game between Messrs Meikle and Chambers played at the Scottish Chess Association Congress,

BLACK



WHITE

At this point Black played R takes P, and ultimately lost. It was thought that if P to Q fifth, Black might have drawn.

Club Directory.

CHESS CLUB.	PRESIDENT.	SECRETARY.
Auckland	Wm. Gorrie	Alfred Ashton
Canterbury	Henry Hookham	Alfred H. Todd
Devonport	M. Niccol	J. H. Bennett
Fendalton, Chch	Henry Hookham	James H. Kidd
Invercargill	J. W. Mitchell	J. Edwards. (acting)
Mt. Eden, (Auck)	Alfred Ashton	M. J. Matthews
Mongonui	R. M. Houston	R. W. G. Aitken
Mt. Albert (Auck)	C. Garlick	W. W. Cox
Napier	J. Dinwiddie	H. C. Pirani
Oamaru	J. J. Spence	H. Lee
Oruru	Lionel Claudet	F. Maughan
Otago	E. E. C. Quick	Henry Allen
Ponsonby, (Auck)	A. E. Devore	C. H. Brockelbank
Timaru	R. R. Taylor	R. E. Fish
Wanganui	W. J. Smith	Ed. Wilson
Wellington	C. W. Benbow	C. L. Barraud
Whangaroa	J. Wignmore	F. W. Sanderson.

Club Notices.

PONSONBY CHESS CLUB, meets at All Saints' Schoolroom, Ponsonby Road. Subscription 10s. payable quarterly. A Devore, President; T. Peacock, J. Upton, Vice-Presidents; E. A. Taylor, Treasurer; C. H. Brockelbank, Secretary.

WELLINGTON CHESS CLUB, meets Tuesdays and Fridays, at No. 4, Room, Athenaeum. Subscription 12s. 6d. per annum. C. W. Benbow, President; C. L. Barraud, Secretary.

WANGANUI CHESS & DRAUGHT CLUB, meets at Public Library. W. J. Smith, President; A. D. Willis, Vice-President; Edward Wilson, Secretary.

OTAGO CHESS CLUB, meets every Saturday at Watson's Hotel. Subscription 21s per annum. E. E. C. Quick, President; Dr. Batchelor, C. S. Reeves, Vice-Presidents; James Mander, Hon. Treasurer; Henry Allen, Hon. Secretary.

WHANGAROA COUNTY CHESS CLUB, meets every Monday at Club-room, Whangaroa, 7 p.m.; visitors invited. Residents in the County may be proposed for membership as vacancies occur. J. Wignmore, President; F. Hagger, and F. Booth, Vice-Presidents; F. W. Sanderson, Secretary.

AUCKLAND CHESS CLUB, meets every Thursday at Robson's Commercial-rooms, Queen Street. Subscription 10s per annum. Visitors to Auckland are invited. William Gorrie, President; Alfred Ashton, Hon. Secretary.

DEVONPORT CHESS & DRAUGHT CLUB, meets every Wednesday at Public Library. M. Niccol, President; J. Bates, Vice-President; J. H. Bennett, Secretary.

Advertisements.

T. Kennedy Macdonald & Co.,
AUCTIONEERS AND LAND AGENT,
Nos. 1 and 3, Manners-street, Wellington.

New and Secondhand Furniture received for Sale by Auction.
Large and convenient Auction Rooms, Unsurpassed in the City for the Display of all Classes of Goods.
Weekly Sales of Household Furniture and Sundries.
Sales of Furniture at Private Residences in Town and Country if desired.

Liberal and Immediate Cash Advances on Goods sent in for Sale.

W. J. LANKSHEAR,
BOOKBINDER, Account Book Maker, and
General Stationer.

Account Books of all kinds in stock and to order
in any ruling or binding.

Music bound in any Style at reasonable Prices.

A large and well-assorted stock of Stationery
Special attention given to country orders.

LAMBTON QUAY,
Opposite the Bank of New Zealand.

GOVERNMENT PUBLICATIONS.

Orders received for the following Books just issued from Government Press:—

AN ACCOUNT OF THE INSECTS NOXIOUS TO AGRICULTURE AND PLANTS IN NEW ZEALAND. By W. M. MASKELL, F.R.M.S. Price: Cloth, 5s.

THE ERECTION OF TARAWERA, NEW ZEALAND. By S. PERCY SMITH, F.R.G.S. Assistant Surveyor-General. Price: 2s. 6d.

REPORT ON THE TARAWERA VOLCANIC DISTRICT. By Professor F. W. HUTTON, F.R.S. Price: 1s. 6d.

HANDBOOK OF NEW ZEALAND MINES, with Maps and Illustrations. Price: Cloth, 5s.

REPORTS ON THE MINING INDUSTRY OF NEW ZEALAND, 1886. Price: 2s. 6d.

STATE EDUCATION. By Dr. LAISHLEY. Price: Cloth, 2s. 6d.

POLYNESIAN MYTHOLOGY AND ANCIENT TRADITIONAL HISTORY OF THE NEW ZEALAND RACE. By Sir GEORGE GREY, K.C.B. Price: 5s.

MANUAL OF BIRDS OF NEW ZEALAND. By Sir WALTER L. BULLER. Price: 10s.

HANDY BOOK ON "THE LAND TRANSFER ACT, 1885." Price: 3s.

B. N. MANLEY, WILLIS ST., WELLINGTON.
AGENT.

1887

CURNIN'S INDEX

TO THE

LAWS OF NEW ZEALAND,
GENERAL, LOCAL, AND PROVINCIAL.

SIXTH EDITION.

BROUGHT DOWN TO THE END OF THE SESSION OF 1886.

B. N. MANLEY, WILLIS ST., WELLINGTON,
PUBLISHER.

WHITTAKER, BROS.,

LAMBTON QUAY, WELLINGTON, & BOUNDARY ST., GREYMOUTH

IMPORTERS of Books, Stationery and Fancy Goods.

Latest Engineering, Military and Practical Books, per every Direct Steamer. Chess Boards and men from 6/ upwards. To arrive shortly, latest work on Chess.

Please send for lists.

All Orders promptly attended to.

New Zealand Rubber Stamp Factory,

AND GENERAL

PRINTING OFFICE

No. 6, WILLIS ST.,

WELLINGTON.

PRINTING DEPARTMENT.

Every Description of Jobbing Work executed
in the best style of the Art, by thoroughly
competent workmen.

GOOD WORK AT MODERATE CHARGES.

PURE INDIA RUBBER STAMPS,

For all Business purposes.

Linen Markers, Facsimile of Signatures,

Monograms, Eclipse, & Climax Dater

Stamps, Bijous, Watch & Pencil

Cases, Automations, &c.

ENDORISING INK,

Violet, Red, Scarlet, Black, Blue, Puce, and other
accessories appertaining to this particular Branch.

Note the Address

B. N. MANLEY,
6, WILLIS STREET,
WELLINGTON, N.Z.

Printed and Published Monthly, by the Proprietor, Benjamin Nicholas Manley, at his registered Printing Office, No. 6, Willis Street, Wellington.—TUESDAY, OCTOBER 25 1887.

The New Zealand CHESS CHRONICLE.

PUBLISHED MONTHLY.

VOL. I. No. 5.]

WELLINGTON, NOVEMBER 22, 1887.

[3s. 6d. per annum

THE FRANKFORT CHESS TOURNAMENT.

It will be readily admitted that the tournament just concluded was one of the strongest ever held, both in point of number of the competitors and the high standard of play. Moreover, a great improvement was discernible in the style of several of the players as compared with their performances in the Hamburg Tournament. To begin with the first-prize winner, Capt. Mackenzie—although frequently placed, he never yet secured chief honours in any European tournament; as a rule, he either commenced well and finished badly, or *vice versa*. A case in point is the London Tournament 1883; in the first half he was nowhere, whilst in the second half his score was higher than even Zukertort's. It was therefore clear that, if he could remedy this defect, whatever the cause might be, he would be sure to command that success to which he is so fully entitled. To a thorough knowledge of the theory he adds depth of combination, elegance and brilliancy of style, calmness of temperament, and, above all, robust health. This time he played steadily throughout the contest. From the outset he kept in the foremost rank, and, whilst the three other rivals sustained either reverse, or only added half points to their score, he secured three wins out of the remaining four games. Capt Mackenzie's victory will be hailed with satisfaction both in this country and in America. In the States his qualities are fully appreciated, and we are glad that at last he has justified the confidence reposed in him by his numerous friends, who delegated him on several occasions to represent American chess in Europe.

Blackburne gave way at the last moment to a sort of nervousness, after losing his game to the Captain. He was mostly on the defensive, over cautious, anxious to maintain his position, and, contrary to his habit, satisfied with drawing games against opponents whom it was expected, by reason of his being an "old hand," he would try hard to defeat.

Herr v. Bardeleben has improved considerably since we saw him in Nuremberg in 1883. It will be remembered that in that contest he slipped in just at the tail of the prize-winners by a fluke, viz., in scoring an adjourned game against Fritz by default. In Hamburg he did not play. Bardeleben is the *bel ideal* of the "modern school principles." A safe opening correctly played; to keep the draw in hand; to gain an imperceptible advantage in position; to double or isolate a pawn; and having once either made this weak point, or otherwise detected a weak spot, he masses his forces on that point and wins. The games he produces are therefore dry, uninteresting, and give no pleasure to the reader. Bardeleben nevertheless has a great future. In spite of his frail frame, he is capable of great endurance; for instance, he played a heavy game with Blackburne in the morning, and had to encounter Gunsberg in the afternoon. Blackburne put his qualities to a severe test. As second player he made a violent counter-attack, which, however, was entirely ignored by Bardeleben, who replied with a counter-demonstration of great skill and judgment. Had he made a single defensive move his game was gone. Blackburne, in this instance, played upon the individual, at the risk of defeat, and was beaten. Gunsberg had the first move, and obtained a violent attack which it required great skill to meet. Bardeleben, defending and attacking alternately, forced the exchange of pieces and drew the game.

Weiss's style is about the same as Bardeleben's, with the difference that he is an older player. No man is more difficult to beat than Weiss. He never ventures further than he can see, and is quite ready to simplify matters,

content with a draw if he can gain no decided advantage. He is very tenacious, and has shown it sufficiently in his game with his rival, Englisch, who tried hard to beat him, and with Mackenzie, when he drew a game with one pawn and a knight against three pawns and a bishop.

Englisch we should have expected amongst the very first. In sound judgment of position he is second to none; and in rapidity of play the very first. A peculiarity in Englisch's style is, quick development till the opening moves are over; then comes a pause, when he takes considerable time for his *plan de campagne*. This is the only stage of the game when he is slow. After that he waits impatiently for his opponents reply, and after that reply his verdict as to the result of the game is given. We found him to be correct on several occasions during the tournament. Englisch, after his favorable start, aspired to a high prize. Failing to obtain it, he was quite indifferent, and played only with full energy against the favorites.

Dr Tarrasch has proved that his success at Hamburg was fully deserved. Undoubtedly he must be considered one of the best German players now. Nothing daunted by an unfortunate start, he gradually drew ahead, and finished amongst the prize winners. With an equal knowledge of book lore to Bardeleben, he excels him in imagination and brilliancy. His game against Gunsberg is a fine specimen of his style. Like most imaginative players, he does not regard the "modern principles" as the *Nitima Thule* of chess.

Professor Berger, too, has shown marked improvement in that part of the game in which he formerly was deficient—viz., the end game. In Hamburg he threw away three won games in the ending. It is almost paradoxical to say that an eminent problemist should not be a good ending player. The reason, therefore, probably is that Berger's delicate health rarely allows him to carry a game through with equal energy. This time he was in better health, and hence his improved position as compared with his previous results.

Paulsen promised fairly a revival of his prowess of years gone by, and certainly would have justified expectations, but for his well-known hobby of constantly trying to preserve his two bishops. In more than one instance we noticed his supreme efforts to accomplish that end, and, after he succeeded, he found himself with his favorite two bishops, but the inferior game. Paulsen played some very fine games, and, as usual, introduced some innovations, which, however, will have to stand the test of analyses yet.

Schallop would not surprise us if he were first, or if he were last. The foremost German theoretician, and endowed with all the qualities requisite to a first-class player, he should have taken a higher place in the order of merit. The only reason we can give is that Schallop is very industrious. He not only edits several chess papers without interruption during the tournament, but he is also one of the most active members of the working committee during the congress.

Burn and Gunsberg commenced badly, and could never recover from their bad start.

Zukertort was quite unwell, and everybody seemed surprised that he won a few games at all. As far as we could observe, he played the openings mechanically, and made a blunder as soon as he had to rely on his own resources. He will require a long rest, and entire withdrawal from serious play.

Taubenhaus gave in when he saw that his chance of a fair score was gone, and Gottschall wants a little more practice and steadiness. The same is the case with Harmonist, the youngest of the masters. He has beaten

Schalopp, Blackburne—the latter in a very fine game—and Gunsberg, and had fair chances with others. As a first performance he may be satisfied.

Metger has not played a game with a strong player for years, and commenced to be in form just at the end of the tournament. He also is a disciple of the modern school.

The two Russians, Alapin and Schiffers, are of the Tchigorin type—enthusiastic amateurs who only play for the love of the game. This was their first encounter with players of note, and they have shown that they are able to hold their own, even in such a strong tournament as the one just concluded. Scherer is a retired officer, a fairly good amateur, but a player who has reached his best form.

—Field.

Notice.

TO SUBSCRIBERS.

Annual Subscriptions STRICTLY IN ADVANCE. Posted Free to all parts of New Zealand, 3s. 6d.

TO CORRESPONDENTS.

Our columns are open to members of Chess Clubs, and other Chess players, but we reserve the right to accept or reject the matter forwarded.

Correspondents are requested to write only on one side of their paper.

We cannot undertake to return rejected communications.

TO SECRETARIES OF CHESS CLUBS.

Secretaries would confer a favour on the Editor by forwarding reports of Meetings, Tourneys, and other information interesting on Chess-players.

THE NEW ZEALAND CHESS CHRONICLE

PUBLISHED ON THE FOURTH TUESDAY IN EACH MONTH.

TUESDAY, NOVEMBER 22, 1887.

TOURNAMENT SCORING.

Our attention has repeatedly been drawn to the present most unsatisfactory system of recording games unplayed in handicap tournaments. In the case of a member playing in a tournament where there are 25 contestants, and having won 16 games and lost 2 (thereby proving he is a fairly strong player), through ill health or other cause suddenly retires, it seems a most unjust practice that the remaining 6 players should quietly record a win, without the least skill or effort on their part. It will frequently be found when looking through the scores of the prize winners that prize taker number two has really scored more *bona fide* wins than number one, but the latter by a streak of luck or perhaps a little dilatoriness in playing some of his first few games scores half a dozen wins against retired opponents, and thereby heads the list. Number two is naturally disappointed at the result, and number one also is not well pleased with his win as he cannot look upon the honour with that amount of satisfaction as he would have done had all the games been fairly fought out. When the matter comes under discussion the remarks that "it can't be helped" or "it is a rule universally adopted," are always advanced as a crushing answer to any idea of reform that may be advanced. Now, we are of opinion that it can be helped, and the remedy brought about by altering the rule which can be done in many ways, and we think the following scheme would be found to work with benefit if tried in some of our clubs, namely:—To appoint at the commencement of the tournament one substitute in each class whose duty it would be to play off the unfinished games of any player retiring from that class, of course the games won by the substitute could or could not (and we would prefer the latter) be added to the score of the retiring member at the discretion of the committee of management, but at any rate the games would count with other competitors as if they had really been played with the original starter, then, the winners of the tournament

would at least have the satisfaction of knowing that they had contested all their games, and thus deserved the position which they had attained. We should be glad to receive and insert correspondence on this subject, and perhaps some of our clubs could take the matter in hand and formulate a better system, and thereby exclude the only emblem of "chance" from which our game is so entirely free.

While we are on the subject of tournament scoring, we should like to point out another matter which would bear a little attention, and that is the benefit which would accrue if some rule were adopted to compel combatants to register the result of their games before leaving the club-room. At the present time there is no rule on the subject and the consequence is that as the tourney progresses, many competitors are quite in the dark as to how they stand owing to the apathy of others in not recording their games. This difficulty could easily be surmounted, by imposing a fine of half a game on the winner of any game, who had not recorded the result on the sheet provided for the purpose in the club-room, in the case of drawn games the onus would fall on the player who had the first move.

CHESS IN AUCKLAND.

Auckland is evidently the stronghold of New Zealand chess, and the success which has attended the formation of an Association which binds the whole district in one powerful organisation is a matter of which the promoters may well be proud. The large number of players (64) who have entered for the maiden tournament is simply surprising, especially taking into consideration the lateness of the season, before preliminaries were arranged. It is much to be regretted that one of the strongest players who is also a leading member of the senior club in the city should have so far laid aside the rules of etiquette as to refuse to accept the handicap awarded him by Mr Brockelbank on the score that he is underrated. This is strange indeed! The duties of a handicapper are not at any time enviable, but if his decision is to be disputed by a competitor because he (the competitor) considers himself aggrieved owing to too light a handicap, the position would be untenable. On what grounds the retiring member considers himself the best player in Auckland, bar one it is hard to guess. We have carefully read the Auckland chess news for some considerable time, but have failed to see any great achievements recorded which would entitle Mr Ryder to the position he claims. Apart from the absurdity of the refusal, the unpleasantness caused thereby, is likely to effect injuriously a newly formed Association composed chiefly of young players where the ruling watch-word if progress is desired should be "friendship and unity." We trust that Mr Ryder will reconsider his decision; and that in our next issue we shall be enabled to chronicle his re-entrance in the lists.

THE MELBOURNE INTERNATIONAL CENTENNIAL CHESS CONGRESS.

At the adjourned public meeting held in Melbourne on the 21st ult., the following scheme for the conduct of the tournament was presented by the provisional Committee and adopted unanimously:—

"Taking advantage of the fact that an International Exhibition to celebrate the centenary of Australia, will be held in Melbourne in the year 1888 the chess players of Victoria propose to hold an International Chess Congress during the progress of the exhibition, in the months of September or October, 1888. This will be the second Australian Chess Congress, the first having been held in Adelaide in August this year, and being restricted to players in Australasia. Stimulated by the success of the Adelaide meeting, and the undoubted interest it awakened throughout the Australian colonies, the promoters of the proposed Melbourne congress have decided that it is desirable to make it correspond, as far as practicable, with the magnitude and cosmopolitan character of the exhibition, which will undoubtedly be the most extensive yet held in Australia; and they have, therefore, determined to throw the lists in the chief tourney open to the world, and endeavor to offer prizes for competition worthy of the occasion. They do not think it necessary here to dwell upon the claims for support which could readily be made for this ancient and intellectual pastime; but among their reasons for promoting this congress are that the exhibition will bring a great influx of visitors to Melbourne, and that the central position of the Victorian capital, combined with the great facilities now given for swift travel, with visiting intercolonial players. For the reasons, and because of the substantial prizes they reasonably hope to offer, they also expect to attract some prominent European and

American players to the congress. The Committee confidently expect to raise at least £400, of which it is proposed to devote a sum of not less than £150 as the first prize in the major tourney. It is intended that two tourneys shall be simultaneously held at the congress. The first will be the major tourney, open to the world. The entrance fee to this will be £3 3s. The players will be paired by lot, and the drawing will take place in public the night immediately before the day appointed for the commencement of play. The players will compete on even terms, and will contest one game with every other competitor, drawn games counting as half a win to each. In playing off ties the winner to score two games, draws not counting. A tie for first prize must be played off, but ties for other prizes will be played off or not at the discretion of the Committee. Players to finish one game a day, and play shall continue five or six days a week, at the discretion of the Committee. The rules of play regulating the London Congress of 1883 shall be applicable to the conduct of this congress, subject to any exceptions and alterations introduced by the Committee, and in case of dispute or difference of opinion the decision of the playing committee shall be final. The time limit shall be 17 moves an hour.

In the minor tourney, as it is expected that there will be a large number of entries, it is intended to divide the players into groups of six or seven, each player playing one game with every other, and the winners in the sections to play off one game with each other for the prizes. The Committee will reserve the right to reject the application of any player to take part in this tourney if they consider his strength to be too great for him to participate in it. The entrance fee shall be £1 1s. Residence in Australasia for a period of six months immediately before the opening of the congress shall be a condition precedent to a player competing in this tourney. The players will be divided into sections, and paired by lot simultaneously with the drawing for the major tourney. The play shall be evening or day play, as the players may agree upon, and the play shall continue six days a week. The time limit to be 20 moves an hour.

In other respects the conditions regulating the major tourney shall be applicable to the minor tourney. Each subscriber of £1 is to the funds of the congress will receive a ticket giving entrance to the congress during the hours of play, and will also receive a copy of any book or pamphlet which may be published, containing a record of the games and proceedings of the congress.

Such in brief are the objects and scheme of the congress, and having regard to the popularity of the game, and its diffusion throughout the colonies, and the very prominent position maintained by Victoria in the Australian chess world, the Committee look forward with reasonable assurance to their efforts being backed up by the chess community, and these interested in the pastime, by contributions from them towards the congress fund. In particular, they feel confident that Victorians will in this matter be as zealous as they are in other activities affecting the reputation of the colony; that amid the material advancement of Victoria, which will be evidenced by the Centennial Exhibition, they will also be proud to show their desire to foster mental and social advancement; and that one expression of that desire will be the great measure of success which the promoters confidently feel will attend the International Chess Congress at Melbourne in 1888. Subscriptions and other moneys may be remitted to Mr Andrew Burns, the hon. treasurer of the congress committee, at 67 Temple-court Melbourne. It is hoped that subscribers will forward their amounts to the treasurer, or inform him what they intend to give without undue delay, as the committee wish to be placed in a position early next year to definitely announce the programme of the congress."

BLACKBURNE V. GUNSBERG.

A match between Blackburne and Gunsberg was commenced at Bradford on Monday the 26th September under the following conditions.—The winner of the first five games to be the victor, draws not counting; time limit, eighteen moves an hour; play on four days in the week; two days grace in case of illness. Stakes: £15 for the winner, and £10 for the loser. Expenses of both players to be defrayed. Great interest is taken in the match in London chess circles, and the Sporting and Dramatic News states that 200 season tickets of admission have been sold, up to the latest accounts by the London paper to hand, three games had been contested, each player winning one, the third being drawn.

Club News.

AUCKLAND CHESS ASSOCIATION.

At a meeting held on the 13th October in Robson's Rooms. Mr Ashton in the chair, to consider the desirability of uniting the several local Chess Clubs in an Association representative of Auckland chess, it was resolved that the Auckland Chess Association be formed, open primarily to Clubs in Auckland and the suburbs. The Auckland, Mount Eden, Ponsonby, and Devonport Chess Clubs were represented by their respective Secretaries, and after lengthy consideration of various features proposed in connection with the Association, the following officers were

elected, subject to ratification at a general meeting to be held at Robson's Rooms, on Thursday, 20th instant, at 8 p.m.:—President, Mr W. Gorrie; Vice-Presidents, Messrs H. Green and J. F. Sloman; Treasurer, Mr A. Ashton; Secretary, Mr C. H. Brockelbank. It was further resolved that the Committee consist of two Representatives from each Club joining the Association, and the following provisional members were elected from the Clubs represented:—A. Ashton, J. Hosking, Auckland Chess Club, M. J. Matthews and E. R. Watkins, Mount Eden Chess Club; C. H. Brockelbank and S. F. Hazard, Ponsonby Chess Club; J. P. Bennett and Trimble, Devonport Chess and Draught Club. At a subsequent meeting held on October 20, the resolutions proposed at the previous meeting were confirmed, and it was resolved to hold a handicap tournament among the players of the different Clubs. Mr C. H. Brockelbank was appointed handicapper. It was also resolved that in the event of any player failing to contest his game within a fortnight of the date fixed the Secretary shall appoint a further meeting, when the game will be scored by default against either absentee. Mr Brockelbank notified that the proprietors of the "Evening Bell" would be pleased to offer a prize for the most brilliant game, the offer was accepted with thanks.

When entries closed on Nov. 3, it was found that all the city clubs were well represented, the Auckland C.C., supplying 21 entrants; Mount Eden C.C., 11; Ponsonby C.C., 23; and Devonport C.C. 9, making a grand total of 64 competitors. The following is the

HANDICAP.

Scratch.—C. H. Brockelbank; Class 1.—W. Munro; Class 2.—W. Gorrie; Class 3a.—A. Ashton, A. Gifford; (3b) G. Cozens, H. Green, A. Hosking, C. F. Mark, J. B. Malcolm, J. F. Sloman, K. Watkins, F. C. Woodroffe; (3c) J. H. Bennett, Blandon, E. J. Falkiner, R. A. Pope, W. A. Ridings, W. H. Trimble, E. R. Watkins, J. Young.

Class 4a.—G. H. Clutsam, H. Dalton, M. Fairs, S. F. Hazard, E. Hosking, E. Johns, F. Mason, J. W. Stewart, W. F. Stewart, Tammalge, C. A. Taylor, C. R. Tylden; (4b) G. H. Brooks, T. Baxter, Dr Beale, F. Clutsam, W. H. Ewen, H. Gentles.

Class 5.—C. H. Burton, G. W. Cooke, W. Wakeford-Cox, J. J. Dixon, Gleeson, F. E. Grant, H. Keary, Leonard M. J. Matthews, Jas. Mays, H. W. Shaw, Jas. Thornton, W. Turley, J. H. Webb, G. Wilson.

Class 6.—Cooper, Reg. Clayton, N. W. McGlachen, H. Hemus, Henderson, A. C. Percy, O. M. Quintal, G. Robson, Reese.

ODDS.

Scratch gives Class 1 K B P and move,
 " " " 2 K B P and two moves
 " " " 3 Knight
 " " " 4 Rook
 " " " 5 Two Knights
 " " " 6 Queen

1st Class gives Class 2 K B P and move, and so on in like ratio.

SUBDIVISIONS:

A gives to B first two moves, A gives to C Q R for Q Kt (retaining the move), B gives to C first two moves.

Owing to the large number entered it was decided that competitors be divided into four sections, each player to contest one game with every other in his section, the winners of sections to play off with one another (two games with each player) for the first four prizes. The drawing resulted as follows:—

SECTION A.	SECTION B.
Scratch—Brockelbank	Class 3a—Gifford
Class 3a—Ashton	" 3b—Woodroffe
" 3b—Green	" 3c—Blandon
" —Watkins	" —Trimble
3c—Falkiner	" —Ridings
4a—Hosking	" —Watkins
" —Johns	" —Young
" —Stewart	4a—Fairs
4b—Beale	" —Brooks
" —Clutsam	4b—Gentles
5 —Cooke	5 —Dixon
" —Keary	" —Grant
" —Webb	" —Matthews
" —Cooper	" —Turley
" —Percy	6 —Hemus
" —Reese	" —Henderson

SECTION C.
Class 1—Munro
" 3b—Hocking
" "—Malecobi
" 3c—Dennett
" "—Pope
" 4a—Clutnam
" "—Hazard
" "—Mason
" "—Tylden
" "—Stewart
" "—Taylor
" 4b—Baxter
" "—Burton
" "—Mays
" 6—Thornton
" "—Quinn

SECTION D.
Class 1—Ryder
" 2—Gorrie
" 3b—Cozen
" "—Mark
" "—Stoman
" 4a—Dalton
" "—Tammadge
" 4b—Ewen
" 5—Gleeson
" "—Leonard
" "—Shaw
" "—Wakeford-Cox
" "—Wilson
" 6—Glayton
" "—McGlachan
" "—Boeson

THE PRIZES.

First prize, value £5 5s; second prize £3 3s; third prize, value £2 5s; fourth prize, value £1 10s. The second best score in each section to receive a suitable copy of Staunton's *Prawis*.

A Problem Solution Handicap Tourney is also to be held during the progress of the Handicap Tournament, open to any players competing in the latter. A copy of "The Chess Problem" and one of J. W. Abbott's Collection of 121 Problems will be offered as prizes.

The chess players of Timaru are about to suffer a serious loss through Mr R. E. Fish, (is an officer of the National Bank of New Zealand) being transferred to Blenheim. Mr Fish has for a long time occupied the position of Secretary to the local club and been deservedly popular; always courteous and energetic, the Timaru Club will find his place hard to fill, both as a member and a player. In the telegraph matches recently engaged in by the club Mr Fish played at board No. 2, and on all three occasions succeeded in scoring on behalf of his team. In leaving Timaru Mr Fish carries with him the good wishes of all those with whom he has been brought in contact, and by whom he was universally respected.

Gleanings.

According to the *Field*, the prizes for the most brilliant game played in the Frankfort Tournament, given by Mr F. H. Lewis, has not been awarded yet. A commission is examining the numerous games which have been sent in for competition.

It is reported in "Turf, Field, and Farm" that Captain Mackenzie will not entertain the idea of arranging a match with Mr Steinitz on the basis of receiving a handicap of two games in ten.

One hundred and thirty-two competitors have entered for the City Chess Club Tournament (London), thus constituting the largest Chess Tournament ever held in any part of the world.

Yorkshire has just defeated Sussex in a match by correspondence, the score being 19 to 11.

Through the exertions of Mr H. C. Bird, the British Chess Club have decided to hold a "Jubilee Tournament" some time this year under the auspices of the British Chess Association. The next meeting of the B. C. A. will be a very important one as besides the "Jubilee" the usual tourneys will be held—one for the Amateur Championship Cup—and others for the Tennyson and Ruskin prizes.

A fourth edition of Cook's "Chess Synopsis" has just been published by Simpkin and Marshall, London; and Cornish Brothers, Birmingham.

Beginners' Column.

It is with pleasure we announce to our readers that a series of articles will appear in this column entitled "Game Openings" kindly contributed by a gentleman who is an acknowledged authority on chess matters. We strongly recommend all chess players not thoroughly acquainted with the openings to give them careful study, and we feel sure they will derive considerable benefit thereby.

GAME OPENINGS.

Young players are frequently confronted by the experience of losing a game in its earliest stages with players very little better than themselves save in one very important essen-

tial. This element which they lack is a general acquaintance with the "Openings" i.e., the recognised lines of play which the experience of others and the studied analyses of masters indicate as the most promising continuations to the varied first moves possible in a game; and it is almost superfluous to suggest that the player who is possessed of knowledge proven good by ripe experience has a very manifest advantage over an opponent to whom this knowledge is denied. But a study of the openings is a task which no young player must attempt, off hand since practical application of their ramifications is only possible by very extended play. Rather should he study one opening, and one alone, purposing to become according to his aptitude at chess thoroughly familiar with its particular variations. To this end the student cannot improve upon the plan of contesting all his games at the opening he has elected when possible, playing when feasible, always the same variation, until he has by this experience found himself fully conversant with the subvariations which may arise. Having reached this stage he should extend the practice to another leading variation, occasionally substituting the variation of which he is complete master; by this means gradually testing the many lines of play each opening at chess may lead to. A more superficial, and far less valuable, knowledge of other openings will be obtained by practice in those games where the move or other circumstances unite to debar the student from playing the opening he is attempting to master; so that he will gradually be laying the foundation for the more easy mastery of the second opening he may eventually select for study. It is so greatly dependent upon the style individual to a player to select an opening, that it is a matter difficult to decide for the many; but perhaps the opening, as first player, which may be most suitable generally will be found in that interesting debut known as the "Scotch Game." We shall therefore give prominence to this, taking first the leading variations for attack and defence. It will also afford us satisfaction if any student will submit questions upon the variations being examined when not fully appreciating the meaning of any particular move. The early Italian writers, Ercole del Rio and Lotti were the first to give cursory record of this opening, whilst the more detailed variations were first treated by the anonymous Modenese (1750).

SCOTCH GAME.

1 P to K 4 2 Kt to KB 3 3 P to Q 4
P to K 4 Kt to Q B 3

These moves constitute the opening, and leave black the choice of two methods of capturing the pawn, which every theorist admits cannot, without decided loss, be refused. We shall first examine one variation arising from

3	4 Kt tks P (a)	5 B K 3 (b)	6 P to Q B 3
P tks P	B to B 4	Q to B 3 (c)	K Kt to K 2
7 B to K 2	7	7 B to Q B 4	7
P to Q 3	P to Q 4	Castles	Q to Kt 3
8 Castles	8 B to B 3	8 Castles	8 Castles
(d)	P tks P	Kt to K 4	Kt to K 4 (f)
	9 B tks P	9 B to K 2	9 B to Q 3
	B tks Kt	P to Q 3	P to Q 4
	10 P tks B	10 Kt to Q 2	
	Castles (e)		

(a) This is probably the strongest continuation.

(b) The student will readily see that there is no advantage in playing 5 Kt takes Kt as Black would reply by Q to B 3 threatening mate and Kt P takes Kt, White would then do best by exchanging Queens by 6 Q to B 3.

(c) If White play now 6 Kt takes Kt, Black would gain great advantage by 6.....B takes B.

(d) In a game between Andersen and Zukertort, Black continued here with 8.....P to K R 4. The student will find that White could not capture the Pawn with Bishop as Black would win the B by 9.....Q to R 5.

(e) And the game is even.

(f) If Black capture the King's Pawn White may regain a Pawn at once by 9 B takes P ch, 9.....K takes B 10 Q to R 5 ch and 11 Q takes B; or get a powerful attack by 9 to K sq.

It will be apparent that many other moves may result from even this variation, and the student will do well to examine them with a view to determining the weak spot which they may lay bare.

Poetry.

THE GAME OF CHESSE.

A secret many years unseene,
In play at chesse, who knows the game,
First the King, and then the Queens
Knight Bishop Rook and so by name
Of everie Piece I will describe
The nature with the qualitie.

THE KING.

The king himself is haughtie care
Which overlooketh all his men;
And when he seeth how they fare,
He steps among them now and then,
Whom, when his foe presumes to checke,
His servants stand, to give the necke.

THE QUEENE.

The Queene is quient, and quicke conceit,
Which makes her walk which way she list,
And roote them up, and lie in wait
To work her treason, ere she wist
Her force is such against her foe,
That whom she meets she overthrowes.

THE KNIGHT.

The Knight is knowledge how to fight
Against his Prince's enemies;
He never makes his walk outright,
But leaps and skips, in wille wise,
To take by sleight a traitrous foe,
Might sillie seek their overthrowe.

THE BISHOP.

The Bishop he is wittie braine,
That chooseth crosest paths to pace,
And evermore he prides with paine
To see who seeks him most disgrace;
Such stragglers when he finds astraine,
He takes them up, and throwes awaie.

THE ROOKES.

The Rookes are reason on both sides,
Which keep the corner houses still,
And warlike stand to watch their sides,
By secret art to work their will—
To take sometimes a thief unseene,
Might mischief mean to King or Queens.

THE PAWNS.

The Pawn before the King, is peace,
Which he desires to keep at home,
Practise, the Queens's, which doth not cease
Amid the world abroad to roam;
To finde, to fall upon each foe,
Whereas his mistress means to goe.

Before the Knight is peril plait,
Which he by skipping overgoes;
And yet that Pawne can work a cast
To overthrow his greatest foe;
The Bishop's prudence, prising still
Which way to worke his master's will.

The Rooke's poore Pawnes are sillie swaines,
Which seldom serve, except by hap;
And yet those Pawnes can lay their traines,
To catch a great man in a trap;
See that I see, sometimes a groome
May not be spared from his roome.

THE NATURE OF THE CHESSE MEN.

The King is stately; looking hie;
The Queen doth beare like Majestie;
The Knight is hardie, valiant, wise;
The Bishop prudent and precise,
The Rookes no rangers out of raie,
The Pawnes the pagers in the place.

L'ENVOY.

Then rule with care, and quicke conceit,
And fight with knowledge, and with force;
So bear a braine, to dash deceit
And work with reason and remoree.
Forgive a fault when young men plaie
So forgive a mate, and go your way.

And when you play beware of checks,
Knowe how to save and give a knoeke,
And with a checke beware of mate,
But chiefe, where had I wist too late;
Loose not the Queens, for ten to one,
If she be lost the game is gone.

N. BARRON—Sydney Mail.

Chess Nuts.

Lovers of Chess are invited to send in Solutions to the Problems which must reach this Office, within twenty-five days after publication. Contributions of Problems, will be received and inserted if of sufficient merit.

SOLUTION OF PROBLEM 10

By J. Rosner, (Vienna.)

White Black White
1 P to KB3 1 Any 2 Q or B mates
Correct solutions received from F. M. Oruru; C. E. L., New Plymouth; J. W., Wellington; M. M. Wellington; J. J. M., Christchurch; Te Ika a Maui, Wellington; R. J. B., Wellington.

SOLUTION OF PROBLEM 11.

By Anon.

White Black White Black White
1 K to Q 6 1 K moves 2 R to Q 4 K takes R 3 Q to Q 3 mate
Correct solutions received from J. J. M., Christchurch; J. W. Wellington, "extremely neat;" Te Ika a Maui, Wellington; R. J. B. Wellington; "a veritable Tantalus" the solution of which I have seen."

SOLUTION OF PROBLEM 12.

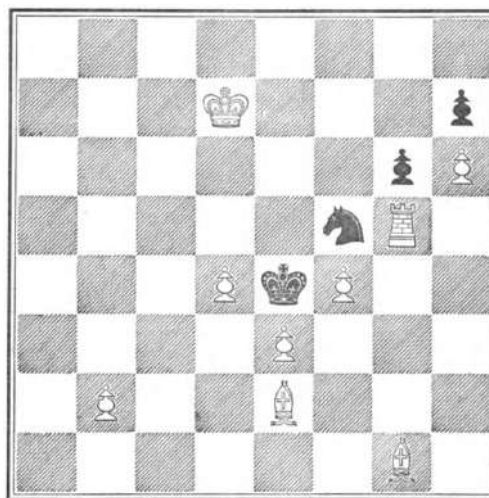
By Thos Sexton (Ashurst).

White Black White Black White
1 P to R 7 1 Any 2 P to R 8 Q's 2 Any 3 Q mates
Correct solutions received from:—C. E. L., New Plymouth; F. M., Oruru; J. W. Wellington "key move rather apparent but variations very neat;" J. J. M., Christchurch; Te Ika a Maui, Wellington; R. J. B. Wellington.

PROBLEM, No. 13.

By James Sexton (Sandon).

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 14.

By Cecil A. L. Bull.

WHITE.

K on Q R 8, Q on Q Kt 5, R on K Kt 3, B on K B 6
Kt's on K Kt 8 and K B 5, P's on K R 4, Q 4, and Q B 3.

BLACK.

K on K 5, R on K B 5, B on Q Kt 8, Kt on K B sq,
P's on K R 2, K R 3, K B 6, Q 3, Q 4, and Q Kt 5.

White to play and mate in three moves.

PROBLEM No. 15.

By E. H. Moule (Kent).

WHITE.

K on Q Kt 4, Q on Q R 7, Kts on K R 4 and Q B 3.

BLACK.

K on Q B 3.

White to play and mate in three moves.

In their report of the Blackburne—Gunsberg match, the "Leeds Mercury" says:—Mr Blackburne sits with a glass of water with a little colouring matter in it, at his right hand; and continuously puffs away at his cigar, which, however, he occasionally allows to go out, when the state of the game necessitates a more than usually prolonged scrutiny of the board. Mr Gunsberg, on the other hand is a non-smoker; and his ideas therefore are not accelerated, or retarded (as the case may be) by tobacco fumes, save such as reach him from the opposite side of the board, or from the onlookers. With his head buried in his hands he surveys the board with dreamy, half shut eyes, which, however, carefully scan the whole scene of the operations, while disguising the direction in which his thoughts are concentrated from his adversary. Occasionally when a critical point of the game is reached, Gunsberg will leave his seat and take a turn round the room, but for the most part his eyes are fixed constantly on the chessmen. Both players, it may be said are prime favorites at Bradford. Gunsberg, of course, from his close and peculiar position in regard to the Bradford Club a few seasons ago, and Blackburne for the same reasons as make him popular everywhere."

The return match between the Sydney and the Sydney School of Arts Chess Clubs resulted in a tie, each side being credited with two wins and one draw.

The "Adelaide Observer" states that now the accounts of the Adelaide Jubilee Chess Congress have been made up, the balance in hand is insufficient to admit of carrying out the arrangement of bring out a book of the congress under the supervision of Mr A. Burns. It is intended, however, that the games of which the scores have already appeared in the South Australian newspapers should be published in pamphlet form, under the editorship of Mr H. Charlick.

Games.

No. 17.

The following is the second game in the match Blackburne v. Gunsberg.

WHITE. Mr B.	BLACK. Mr G.	WHITE. Mr B.	BLACK. Mr G.
1 P to K 4	1 P to K 4	21 Q to B sq	21 Q R to K B 2
2 Kt to K B 3	2 Kt to Q B 3	22 Kt to K 2	22 Q tks Q
3 P to Q 4	3 P tks P	23 R tks Q	23 Kt K 3
4 Kt tks P	4 B to B 4	24 Q R to Q sq (d)	24 P to K R 4
5 B to K 3	5 Q to B 3	25 P to K R 4	25 Kt to R 3
6 P to Q B B 3	6 K Kt to K 2	26 B to K 3	26 Kt to Kt 5
7 Q to Q 2	7 P to Q R 3 (a)	27 R tks R	27 R tks R
8 P to K B 4	8 B tks Kt	28 R to Q 3	28 P to Q Kt 3
9 P tks P	9 P to Q 4	29 R to Kt 3 (a)	29 P to Kt 3
10 P to K 5	10 Q to Kt 3	30 R to B 3	30 P to B 4
11 B to Q 3	11 B to B 4	31 P tks P	31 Kt tks R
12 B tks B	12 Kt tks B	32 B tks Kt	32 P tks P
13 Castles	13 Castles	33 R to K Kt 3	33 P to Kt 4 (f)
14 Kt to B 3	14 Q R to Q sq (b)	34 Kt to B 3	34 P to Q 5 (g)
15 Q R to B sq	15 P to B 3	35 Kt to K 4	36 R to B 4 (h)
16 B to B 2	16 P tks P	36 Kt tks P	36 Kt tks Kt
17 B P tks P	17 R to Q 2	37 R tks Kt ch	37 R tks R
18 Kt to K 2	18 Kt to Q sq	38 P tks R	38 K to B 2 (i)
19 Kt to B 4 (c)	19 Q to R 3	39 K to B 2	39 P to Q R 4
20 Q R to Q sq	20 P to B 3	40 P to Q Kt 3	40 Resigns

[Notes and Score from the "Field."]

- (a) A safe line of defence which avoids many complications.
 (b) If 14.....Kt takes B then 15 Q takes B, Kt to K 2; 16 Kt to R 4, Kt to B 4; 17 Q to B 2 with a possible good attack on the Queen's side, in combinations with the Knight and the open Rook's file.
 (c) If 19 Kt to Kt 3, then 19.....Q R to B 2, 20 Kt takes Kt, Q takes Kt; 21 Q to B 2, Q takes Q; 22 R takes Q, Kt to K 3; 23 K R to Q sq, R to B 5 with Knight against Bishop, and a more favorable position.
 (d) If White were to dislodge the Knight with 24 P to K Kt 4, it would compromise his position seriously.
 (e) A useless move, as the Pawn cannot be taken, but White has the inferior game owing to his weak Q P, which keeps his pieces occupied. Of course, he might have played 17 Q P takes P, but at that early stage of the game the choice might have been difficult.
 (f) A weak move. Mr Gunsberg probably overlooked White's reply. Obviously if 34 P takes P, then 34.....R to B 4 with advantage 23.....Kt to Kt 2 should have been played.
 (g) 34.....R to Q 2 defending the Pawn would have prevented the adverse Knight from entering into the game.
 (h) This decides the game as Mr Blackburne demonstrated in the next. Mr Gunsberg has let slip a golden opportunity with the last series of moves.
 (i) Nothing to be done now. White's advanced K P and K Kt P

guard themselves, for whichever Pawn the King attacks the other advances to Queen if the attacked Pawn be captured.

No. 18.

The following is the second game between Baron Heydebrand von der Laza and Mr Benbow, played in Wellington, on the 13th ult.

CENTRE-COUNTER GAMBIT.

WHITE. Mr B.	BLACK. Von der Laza.	WHITE. Mr B.	BLACK. Von der Laza.
1 P to K 4	1 P to Q 4	20 Q to R 6	20 Q to Kt 3
2 P tks P (a)	2 Kt to K B 3	21 Q tks Q	21 P tks Q
3 B to B 4 (b)	3 Kt tks P	22 K R to K sq	22 R tks B (ch)
4 P to Q 4	4 P to Q B 3	23 R tks R	23 K to B 2
5 Kt to K B 3	5 B to Kt 5	24 B to Q 6	24 R to K sq
6 B to K 3	6 P to K 3	25 R tks R	25 K tks R (e)
7 Q Kt to Q 2	7 P to Q Kt 4	26 P to B 4	26 K to B 2
8 B to K 2	8 Kt to Q 2	27 K to Kt 2	27 K to K 3
9 P to Q B 4	9 P tks P	28 B to K 5	28 P to K Kt 3 (f)
10 B tks P	10 B to Q Kt 5	29 K to B 3	29 P to Q B 4
11 Q to B 2 (c)	11 B tks K Kt	30 B to Kt 7	30 P to R 4
12 P tks B	12 Castles	31 K to K 3	31 P to B 5
13 P to Q R 3	13 B tks Kt	32 K to Q 2	32 K to Q 3
14 Q tks B	14 R to Q Kt sq	33 K to B 3	33 K to B 3
15 Castles	15 P to K B 4	34 P to K R 3	34 P to Q Kt 4
16 B tks Kt	16 K P tks P	35 P to B 3	35 Kt to Kt 3
17 B to B 4	17 R to Q B sq (d)	36 B to B 8	36 Kt to R 5 (ch)
18 Q R to Q B sq	18 P to K R 3	37 K to B 2,	37 Kt to Kt 3
19 Q to K 2	19 R to K sq		

And the game was given up as drawn.

(Notes and Score from "N.Z. Mail.")

- (a) P to K 5 gives a variation of the French Defence which is supposed to be favorable to the second player.
 (b) The following would probably have been better: 3 P to Q 4, Kt takes P; 4 P to Q B 4, Kt to K B 3; 5 Kt to Q B 3, B to B 4; 6 Kt to B 3 etc. White might also have played 3 B to Kt 5 (ch) with satisfaction.
 (c) This was played under a misconception. Castles was the proper move.
 (d) Had he played 17 R to Kt 3 White would not have attempted to gain the exchange because of:—17 R to Kt 3; 18 R to Q 6, R to K sq; 19 B to Kt 4, R takes B P; 20 K to Kt 2, Q to R 5 etc.
 (e) The game has now every appearance of being drawn.
 (f) At the finish of the game the experiment of 28 Kt takes B was tried, but the conclusion arrived at was that it would not have been good for Black.

No. 19.

Game played in the Adelaide Congress between Messrs Ealing and Heiman.

FRENCH DEFENCE.

WHITE. Mr E.	BLACK. Mr H.	WHITE. Mr E.	BLACK. Mr H.
1 P to K 4	1 P to K 3	23 P tks P	23 K P tks P
2 P to Q 4	2 P to Q 4	24 P to R 5	24 Kt to Kt 3 (m)
3 Kt to Q B 3	3 Kt to K B 3	25 Kt tks Kt	25 B tks Kt
4 B to K Kt 5	4 B to K 2	26 Kt to Kt 5	26 B tks Kt
5 B tks Kt	5 R tks B	27 R tks B	27 Q R to K B sq
6 Kt to K B 3	6 P to Q Kt 3 (a)	28 P tks P	28 R tks P
7 B to Q 3	7 B to Kt 2 (b)	29 P to K B 4 (n)	29 P to Q Kt 4
8 P to K 5	8 B to K 2	30 R to K R sq	30 R tks R
9 Kt to K 2 (c)	9 Kt to Q 2	31 P tks R	31 R to K R sq
10 P to Q B 3	10 P to Q B 4 (d)	32 K to B 3 (o)	32 Q to Kt 3
11 Q to Q 2 (e)	11 R to Q B sq	33 Q to R 6	33 B to B 2 (p)
12 Q to B 4	12 Kt to B sq (f)	34 Q to R 4	34 B to K 3 (q)
13 P to K R 4 (g)	13 P to B 4	35 Q to Kt 8 (r)	35 R to K B sq
14 Q to Kt 3	14 P to Kt 3	36 R to R 6	36 Q to Kt sq
15 Kt to B 4	15 P to B 5 (h)	37 Q to R 4	37 P to Q R 4
16 B to B 2	16 K to Q 2	38 R tks P (ch)	38 K to Kt 3
17 Q to R 3	17 Q to K sq (i)	39 Q to R 6	39 P to Kt 5
18 P to K Kt 4 (j)	18 Q to B 2	40 P tks P	40 P tks P
19 R to K Kt sq	19 K to K Kt sq	41 P to Kt 6	41 P to B 6
20 K to K 2	20 R to Q sq (k)	42 P tks P	42 P tks P
21 R to Kt 2 (l)	21 K to B 2	43 Q to Q B sq and wins.	
22 Q R to K Kt sq	22 B to B sq		

[Notes and Score from the "Leader."]

- (a) The correct move here is undoubtedly P to Q B 4.
 (b) This mode of deploying the bishop in the present class of opening is weak, the diagonal being closed; the advance of the Q B P is obviously necessary.
 (c) Securing White an excellent position, as the attack of the adverse Q B P is no longer formidable.
 (d) It is singular that so good a player as Mr Heiman should have delayed this move till it was quite ineffective.
 (e) We should have preferred casting here, developing a powerful attack by Kt to Q 2 and P to K B 4 afterwards.
 (f) Still further cramping Black's game: P takes P, followed by B to Kt 5 (ch), or Kt to Q B 4, according as White takes with P or Kt, is surely preferable.
 (g) Well and boldly played.
 (h) Ill-advised, as it shuts out the action of his rook and bishops.

(i) It was indispensable here to provide for the advance of the Kt P by P to K R 4, when it would have been difficult for White to have broken through. In that case White dare not play Kt takes Kt P, followed by B takes P, on account of the valid defence Q to Kt sq.

(j) White's attack is now very formidable.

(k) A curious looking move, but good for defence, though we believe his best move here is P takes P.

(l) This gives him too much time to free his pieces, which are at present extremely cramped. The correct course is P takes P, e.g.:-

21 P tks P	21 Kt P tks P
22 R tks R	22 Q tks R
23 R to K Kt sq	23 Q to R 2
24 Kt to Kt 5	24 B tks Kt
25 R tks B	

with a splendid game, for if now

then

26 Kt tks K P	26 Q tks Kt a (a)
27 B tks P	27 Kt to B 5 (ch)
28 K to K 3	28 Kt tks Q
29 R to Kt 7 (ch)	29 K to B 3
30 B tks Q	30 B to B sq
31 B tks B	31 R tks B
32 R to Kt 8 and wins.	

(a.)

25 Kt to Kt 3

26 Q tks Kt a (a)

27 Kt to B 5 (ch)

28 Kt tks Q

29 K to B 3

30 B to B sq

31 R tks B

26 K tks Kt (b)

27 R tks P and wins.

(b.)

27 B tks P

28 Q to Kt 4, and wins by P to R 4, &c.

(m) The importance of Black's 20th move is now seen, as but for it he could not have played his Knight thus. He has conducted a most difficult defence very well.

(n) Black fights hard for a draw, but this move is too much for him.

(o) This loses... he should have played Q to R 6 at once.

(p) Threatening Q takes Q and B to B Kt 3.

(q) Q to K 3, followed by B to Kt 3, is better, though White must ultimately win, as after getting his K to B 4, he can break through with B to Q sq, followed by B to R 5.

(r) Q to B 4 is surely better, as it threatens R to R 6, and then R to B 8.

END GAMES.

The two following endings occurred in the Frankfort Tournament.

BURN v. FERRER.—A *Ruy Lopez* played in the last round was claimed by Berger upon the allegation that Burn had exceeded his time by two minutes. The following was the position at the time of the adjournment, after White's 40th move, Black having inclosed his reply in an envelope.

WHITE (Burn).

K on K Kt 2, Q on K 5, B's on Q 2, and Q B 2, P's on K R 2, K 7 Q B 3, Q Kt 2, and Q R 2.

BLACK (Berger).

K on K R sq, Q on K sq, R on K B 2, Kt on K R 4, P's on K R 2, K Kt 3, Q 4, Q B 4, Q Kt 2, and Q R 3.

The case having been submitted to the committee, they decided, upon discrepancy of evidence, in favor of Burn; but he declined to continue, and abandoned the game.

CAPTAIN MACKENZIE v. GUNSBURG.—This was a "French Defence," played in the 12th round. Gunsberg resigned, thereby depriving the Captain of finishing the game with one of his elegant endings. Position after Black's 43rd move, Q to Kt 3.

WHITE (Mackenzie).

K on K Kt sq, Q on K Kt 4, R's on K R 6, and Q 4, B on Q R 4, P's on K Kt 2, K B 4, K B 6, K 5, Q B 3, Q Kt 2, and Q R 2.

BLACK (Gunsberg).

K on K R sq, Q on Q Kt 3, R's on K Kt sq, and Q 2, B on K sq, P's on K R 2, K Kt 3, K 3, Q 4, Q B 5, Q Kt 4, and Q R 3.

and the game proceeded.

WHITE.

44 K to R 2

45 B to R 4

46 B tks R

47 R tks P (ch)

48 Q to R 7 (ch)

(A) 45... R to Kt 2 would have been better.

(B) White could have announced mate in six :-

48

49 P to B 5 (ch)

50 Q tks P (ch)

51 Q to R 7 (ch), and 52 Q to K 7 mate.

BLACK.

44 P to Kt 5

45 tks P (A)

46 P to R 4

47 K tks R

48 Resigns (B)

48 K to Kt 3

49 P tks P

50 K to B 2

In the *International Chess Magazine* for August Mr Steinitz, in his notes to the thirteenth game of the Blackburne v. Zukertort match, points out a fine win for Mr Blackburne :-

WHITE (Blackburne).

K on Kt sq, Q on K 2, R's on Q sq, and Q B sq, B's on K B 4, and Q B 4, Kt's on K B 7, and Q B 3, P's on K R 2, K Kt 2, K B 2, Q 4, Q Kt 2 and Q R 2.

BLACK (Zukertort).

K on K Kt sq, Q on Q R 4, R's on Q sq, and Q B sq, B's on K 2, and Q 2, Kt's on R B 3 and Q B 3, P's on K R 2, K Kt 2, K 3, Q Kt 2, and Q R 2.

Mr Blackburne had just played 14 Kt on K 5 takes P (a move highly characteristic of Mr Blackburne's play). Mr Zukertort replied 14 K takes Kt, and the game proceeded thus :-

WHITE—Mr B.

15 P to Q 5

16 Kt tks P

And white now played 17 Kt tks Kt, which led to a draw. Mr Steinitz suggests 17 P to Q Kt 4 as a win, and adduces the following in support of it :-

17 P to Q Kt 4

[Best. For if B takes P then Kt takes B, and wins easily.]

18 B to Kt 3

[If Q to R 3 then P to Kt 5, &c.]

19 Kt tks B

20 R tks R

[If Kt takes R then Q to B 4, and wins.]

21 B to Q 6

22 Q to R 5

[There seems nothing better.]

23 Q to B 5 (ch)

24 Q tks B

BLACK—Mr Z.

15 P tks P

16 K to B sq

17 Q to R 5

18 Q to R 6

19 Kt tks Kt

20 R tks R

21 Kt to Kt sq

22 B to K sq

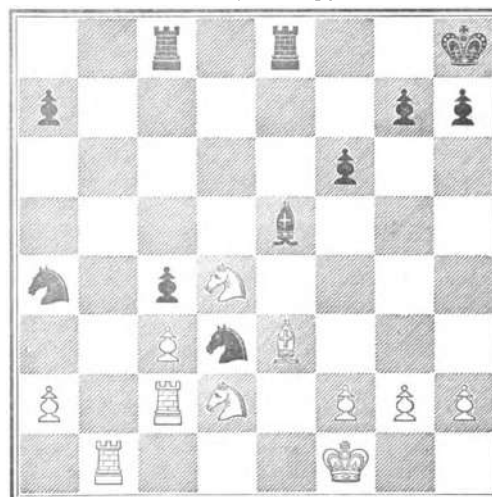
23 Kt to B 3

And White wins.

End game between Messrs Charlick and Gossip.

We give below a diagram of this interesting ending, which was abandoned as a draw, and concerning which considerable discussion has recently taken place in the Melbourne, Adelaide, and Sydney chess columns.

BLACK (Mr Gossip.)



WHITE (Mr Charlick.)

Black to play.

The Melbourne Leader and ourselves say that instead of the game being a draw, Black can now win by taking P with B. In our issue of 1st October we gave analyses to prove our assertion. One of our variations went as follows :-

36 R to Kt 7	35 B tks P
37 R tks R P	36 B to B 5
38 P tks B	37 B tks B
	38 R tks P

and we added "Black has a strong game" and that "to 36 B to B 5 White has no sufficient defence."

Mr Gossip and the Adelaide Observer in order to prove the futility of the Sydney Mail's analysis continue where we left off by,

39 K to Kt sq	39 Kt (R 5) to Kt 7
40 Kt to B 5	

Mr Gossip now gives as best for Black 40 R to K 8 ch (never miss a check says Mackenzie) which is obviously inferior to 40 R to K 7, as the Leader points out : e.g.

40 R to K 7

41 Kt to Q 6

"White cannot now take the Kt P with either R or Kt, on account of the crushing reply of R to K 4 to the one, and to the other R to K Kt sq.

42 P to R 4

and Black must now win easily, as he threatens Kt to B 5, &c next move."

Our Melbourne contemporary also demonstrates another and a simpler win for Black by playing 36 B to Kt sq instead of 36 B to B 5, e.g.

37 Kt B 5

38 R to K B 7

36 B to Kt Kt sq

37 Kt (R 5) to B 4

(if 38 R tks Kt P, then 38 R to K 4.)

Sydney Mail.

Club Directory.

CHESS CLUB.	PRESIDENT.	SECRETARY.
Auckland	Wm. Gorrie	Alfred Ashton
Canterbury	Henry Hookham	Alfred H. Todd
Devonport	M. Niccol	J. H. Bennett
Fendalton, (Chch)	Henry Hookham	James H. Kidd
Invercargill	J. W. Mitchell	J. Edwards, (acting)
Mt. Eden, (Auck)	Alfred Ashton	M. J. Matthews
Mongonui	R. M. Houston	R. W. G. Aitken
Mt. Albert (Auck)	C. Garlick	W. W. Cox
Napier	J. Dinwiddie	H. C. Pirani
Oamaru	J. J. Spence	H. Lee.
Oruru	Charles Adamson	F. Maughan
Otago	E. E. C. Quick	Henry Allen
Ponsonby, (Auck)	A. E. Devore	C. H. Brockelbank
Timaru	R. R. Taylor	R. E. Fish
Wanganui	W. J. Smith	Ed. Wilson
Wellington	C. W. Benbow	C. L. Barraud
Whangaroa	J. Wigmore	F. W. Sanderson.

Club Notices.

PONSONBY CHESS CLUB, meets at All Saints' Schoolroom, Ponsonby Road. Subscription 10s. payable quarterly. A. Devore, President; T. Peacock, J. Upton, Vice-Presidents; E. A. Taylor, Treasurer; C. H. Brockelbank, Secretary.

WELLINGTON CHESS CLUB, meets Tuesdays and Fridays, at No. 4, Room, Athenæum. Subscription 12s. 6d. per annum. C. W. Benbow, President; C. L. Barraud, Secretary.

WANGANUI CHESS & DRAUGHT CLUB, meets at Public Library. W. J. Smith, President; A. D. Willis, Vice-President; Edward Wilson, Secretary.

OTAGO CHESS CLUB, meets every Saturday at Watson's Hotel. Subscription 21s per annum. E. E. C. Quick, President; Dr. Batchelor, C. S. Reeves, Vice-Presidents; James Mander, Hon. Treasurer; Henry Allen, Hon. Secretary.

WHANGAROA COUNTY CHESS CLUB, meets every Monday at Club-room, Whangaroa, 7 p.m.; visitors invited. Residents in the County may be proposed for membership as vacancies occur. J. Wigmore, President; F. Hagger, and F. Booth, Vice-Presidents; F. W. Sanderson, Secretary.

AUCKLAND CHESS CLUB, meets every Thursday at Robson's Commercial-rooms, Queen Street. Subscription 10s per annum. Visitors to Auckland are invited. William Gorrie, President; Alfred Ashton, Hon. Secretary.

DEVONPORT CHESS & DRAUGHT CLUB, meets every Wednesday at Public Library. M. Niccol, President; J. Bates, Vice-President; J. H. Bennett, Secretary.

Advertisements.

T. Kennedy Macdonald & Co.,
AUCTIONEERS AND LAND AGENT,
Nos. 1 and 3, Manners-street, Wellington.

New and Secondhand Furniture received for Sale by Auction. Large and convenient Auction Rooms, Unsurpassed in the City for the Display of all Classes of Goods. Weekly Sales of Household Furniture and Sundries. Sales of Furniture at Private Residences in Town and Country if desired.

Liberal and Immediate Cash Advances on Goods sent in for Sale.

W. J. LANKSHEAR,
BOOKBINDER, Account Book Maker, and
General Stationer.

Account Books of all kinds in stock and to order
in any ruling or binding.

Music bound in any Style at reasonable Prices.

A large and well-assorted stock of Stationery
Special attention given to country orders.

LAMBTON QUAY,
Opposite the Bank of New Zealand.

GOVERNMENT PUBLICATIONS.

Orders received for the following Books just issued from Government Press:—

AN ACCOUNT OF THE INSECTS NOXIOUS TO AGRICULTURE AND PLANTS IN NEW ZEALAND. By W. M. MASKELL, F.R.M.S. Price: Cloth, 5s.

THE ERUPTION OF TARAWERA, NEW ZEALAND. By S. PERCY SMITH, F.R.G.S. Assistant Surveyor-General. Price: 2s. 6d.

REPORT ON THE TARAWERA VOLCANIC DISTRICT. By Professor F. W. HUTTON, F.G.S. Price: 1s. 6d.

HANDBOOK OF NEW ZEALAND MINES with Maps and Illustrations. Price: Cloth, 5s.

REPORTS ON THE MINING INDUSTRY OF NEW ZEALAND, 1886. Price: 2s. 6d.

STATE EDUCATION. By Dr. LAISHLEY. Price: Cloth, 2s. 6d.

POLYNESIAN MYTHOLOGY AND ANCIENT TRADITIONAL HISTORY OF THE NEW ZEALAND RACE. By Sir GEORGE GREY, K.C.B. Price: 5s.

MANUAL OF BIRDS OF NEW ZEALAND. By SIR WALTER L. BULLER. Price: 10s.

HANDY BOOK ON "THE LAND TRANSFER ACT, 1855." Price: 3s.

B. N. MANLEY, WILLIS ST., WELLINGTON.
AGENT.

1887

CURNIN'S INDEX

TO THE

LAWS OF NEW ZEALAND,
GENERAL, LOCAL, AND PROVINCIAL.

SIXTH EDITION.

BROUGHT DOWN TO THE END OF THE SESSION OF 1886.

B. N. MANLEY, WILLIS ST., WELLINGTON,
PUBLISHER.

WHITTAKER, BROS.,

LAMBTON QUAY, WELLINGTON, & BOUNDARY ST., GREYMOUTH

IMPORTERS of Books, Stationery and Fancy Goods.

Latest Engineering, Military and Practical Books, per every Direct Steamer. Chess Boards and men from 6/ upwards. To arrive shortly, latest work on Chess.

Please send for lists.

All Orders promptly attended to.

New Zealand Rubber Stamp Factory,

AND GENERAL

PRINTING OFFICE

No. 6, WILLIS ST.,

WELLINGTON.

PRINTING DEPARTMENT.

Every Description of Jobbing Work executed in the best style of the Art, by thoroughly competent workmen.

GOOD WORK AT MODERATE CHARGES.

PURE INDIA RUBBER STAMPS,

For all Business purposes.

Finest Markers, Facsimile of Signatures, Monograms, Eclipse, & Climax Dater Stamps, Bijoux, Watch & Pencil Cases, Automaton, &c.

ENDORISING INK.

Violet, Red, Scarlet, Black, Blue, Puce, and other accessories appertaining to this particular Branch.

Note the Address

B. N. MANLEY,
6, WILLIS STREET,
WELLINGTON, N.Z.

Printed and Published Monthly, by the Proprietor, Benjamin Nicholas Manley, at his registered Printing Office, No. 6, Willis Street, Wellington.—TUESDAY, NOVEMBER 22 1887.

The New Zealand CHESS CHRONICLE.

PUBLISHED MONTHLY.

VOL. I. No. 6.]

WELLINGTON, DECEMBER 27, 1887.

[3s. 6d. per annum.

CHESS AS AN EDUCATOR.

"The very faculties of mind which make a successful chess-player, are those that are, more or less, necessary in all other great intellectual pursuits. His tastes cause him to devote these powers to chess, but these very powers differently exercised would have caused him to excel in many other directions. The powers that enable a man to analyse and solve a chess problem are the powers that enable men to analyse and solve all problems. The powers that enable a player by syncretical ability to bring together new and beautiful positions on the chess board, are the same powers which enable men to combine ideas in all other forms of intellectual acting. On one side of his mental organization the great chess player must touch the musician on another the mathematician. He must have something of an artistic temperament, with something of a scientific basis. Not only, however, must he have these qualities, which belong more essentially to a man of thought, but he must also possess not a few of those mental attributes which belong more to a man of action. He must couple energy with prudence and decision with caution. He must be cool, prompt, and self-reliant, never allowing vaunting ambition to overreach itself and fall on either side, and yet never missing that crucial moment "when victory waits upon the man who dares." In one word, he must possess that rare gift of knowing when to strike and when to wait. To be a chess-player, then, does not depend on one faculty of the mind, but upon many, and these ranging over the greater part of the human intellect. Show me, therefore, a great chess-player, and you show me one who undoubtedly must possess powers of mind, enabling him to take a high position in many other intellectual pursuits.—*Matlock Register*.

HOW A CHESS PLAYER LOST HEART.

There were four Americans in the English Chess Tournament, the first prize of which was won some time ago by the English champion, Blackburne, (says the *New York Star*). They were Mason, Mackenzie, Lipschutz, and Hanham. The last three are members of the Manhattan Chess Club of New York, and Mason won the fifth prize, £20, and at one time it was thought that he stood a fair chance of taking the first prize. Mason is perhaps the strongest American player, and is a foeman worthy of any man's steel. The disappointment of the tournament was the sudden weakening of Captain Mackenzie, who broke down after doing some very brilliant work, and allowed himself to be beaten by the weakest players in the tournament. He was as much a surprise as Zukertort who was fairly slaughtered.

Captain Mackenzie is a brilliant player and a quick thinker. He moves rapidly, and plays at his best when he assumes the aggressive. Unfortunately he lacks nerve and breaks down when he has the best chance of winning. After defeating his most dangerous adversaries and winning six games, with only two more to play, which everybody thought he would win, he lost both.

A number of good stories were told about the Captain by his old friends of the Manhattan Club the other night.

One in particular is very good, and shows how easy it is for a man's vanity to get the better of his judgment. When Paulsen, the German champion, was visiting this country he was the guest of one of the swell clubs. After he had travelled over, beating everybody who had pluck enough to give him battle, he was introduced to Captain

Mackenzie, who was then in his prime. A game was arranged between the two gentlemen, which the Captain consented to play only to please his friends, as he had not the slightest hope of winning it. That evening a large assemblage of chess lovers were present to encourage the Captain, who was a very strong player. He kept his wits about him, and from the start played with unusual brilliancy. After the 20th move the Captain, by a beautiful combination, made a desperate assault upon Paulsen's men and weakened his line. He followed the advantage he had gained, to his own surprise and that of his friends, and forced Paulsen to capitulate.

It was a big victory and the Captain felt proud. Some evenings afterwards, just before Paulsen left for the other side, he was asked to give an exhibition of blindfold playing, at which he was very skilful. He agreed to play eight games simultaneously against the best players that could be pitted against him, without seeing the board. On the evening the game was to come off one of the players was taken sick, and Captain Mackenzie was asked to take his place. He regarded this in the light of an affront, and when Paulsen personally asked him to play he remarked, half angrily, "But sir, you forget that I have beaten you over the board." Paulsen insisted that it would be a compliment if Mackenzie played, and at the same time assured him that it never entered his mind that he could vanquish an expert like him. Mackenzie sat down intending to make short work of the German, who at times playing better blindfolded than with his eyes wide open. Things went along nicely until six of the players were beaten, when Paulsen opened out on Mackenzie and forced him to resign. Mackenzie was so disheartened by the defeat that for a week afterwards, said the narrator, he did not win a single game.

MELBOURNE CENTENNIAL CONGRESS.

The *Sydney Mail* of the 5th November has the following:—We have not much to say against any of the proposed rules, except that relating to draws counting as half a game, for, as Steinitz says in the last "International," one-game tournaments where draws count half are a mere scramble; the same authority also adds "To my mind it is clear from long experience that the greatest evil that has to be contended with in Tournaments is the scoring of the draws absolutely, and the system of the London Tournament of 1883 (third draw only to count half) is by far the best, in order to make Tournaments a real test of superiority." Of course, the idea of counting the first draw as half a win is to save time, but surely it is of more importance, even if the congress does last a week longer, to have this "real test" in place of that "playing to the score" and dodging about for draws, which form no part of true chess. We therefore, suggest that the first draw, at least, should be treated as a nullity.

Another matter that seems to us to come well within the scope of the congress is that the winner of the chief prize shall be bound to accept a challenge, within a reasonable time, on such terms as the committee may decide; for it is hardly fair that a champion should put his title into a glass case and say "I'll only play a match when it suits me."

If arrangements would permit it would, we consider, be desirable to begin the Tournament not too late in the year, so that the summer heat may be avoided. We need hardly say that we offer these ideas not in an interfering spirit, but with the view to assist in making the Great Congress an unqualified success.

TOO MUCH TALKING GOING ON.

Mr Barbour, of Philadelphia, recently scored a win over a veteran player, through there being too much talk over the game, which we publish below:—

Veteran	Mr B.	Veteran	Mr B.
1 P to K 4	1 P to K 4	5 Kt tks P	5 P to Q 4
2 B to B 4	2 Kt to K B 3	6 P tks P	6 R to K s1
3 Kt to K B 3	3 B to B 4	7 P to Q 4	7 B tks P
4 P to Q 3	4 Castles		

"Oh, you needn't think you have done anything clever; that sacrifice is as old as the hills," said the veteran.

8 Q tks B 8 Kt to B 3 9 Q to R 4
"Of course," pursued the veteran, a greenhorn might be caught by this, but the Q here is the proper move."

9 R tks Kt ch 10 B to K 3 10 R to K 5
"What of it," still pursued White; "do you think you can catch an old veteran by chaff like that? Your own Knight is attacked, you know."

11 Q to Kt 3 11 R to Kt 5 12 Q to B 3 12 Kt to K 4
"Now I'll begin to look a little," quoth the veteran.

13 K to K 2 14 P to K B 3 15 P tks R 16 P to Q B 4
13 Kt tks B 14 Kt tks B 15 K Kt tks Q 3 16 Kt to K B 5

The old vet looked and looked and looked, and finally broke out with, "How can anybody play when there's so much talking over the game?"—Philadelphia Times.

Notice.

TO SUBSCRIBERS.

Annual Subscriptions STRICTLY IN ADVANCE. Posted Free to all parts of New Zealand, 3s. 6d.

TO CORRESPONDENTS.

Our columns are open to members of Chess Clubs, and other Chess players, but we reserve the right to accept or reject the matter forwarded.

Correspondents are requested to write only on one side of their paper.

We cannot undertake to return rejected communications.

TO SECRETARIES OF CHESS CLUBS.

Secretaries would confer a favour on the Editor by forwarding reports of Meetings, Tournaments, and other information interesting to Chess-players.

THE

NEW ZEALAND CHESS CHRONICLE

PUBLISHED ON THE FOURTH TUESDAY IN EACH MONTH.

TUESDAY, DECEMBER 27, 1887.

BLACKBURNE V. GUNSBERG.

The match between Messrs Blackburne and Gunsberg has been adjourned. The adjournment was in accordance with the arrangement that the masters were to meet each other at Bradford for a period not exceeding three weeks; and that if the match was not then brought to a conclusion, the scene of play was to be transferred to the British Chess Club. Mr Gunsberg had accepted some country engagements, one of which was to act for a White as coach to the members of the Bradford Chess Club. Mr Blackburne had been suffering from bronchitis during the whole period of his stay in Yorkshire, and though he was feeling better at the time of adjournment, he required time to regain his strength. His bad state of health was reflected in his play, which was not up to the standard of his match with Zukertort. One noticeable point about the recent match is the great variety of openings played by the two masters. This diversity says the "Leeds Mercury" has in pleasing contrast to the close tactics adopted in the Steinitz-Zukertort, or even the Blackburne-Zukertort matches; but variety and soundness have not been always concomitant, and one is occasionally led to the conclusion that the English master was more anxious to lead his opponent out of the books than careful of the result of his ventures. Be that as it may, the result has shown that Mr Gunsberg is quite as able to tread unexplored paths as his opponent. On the whole his play has been of a high class, combining ingenuity with soundness, and depth of combination with

patience to carry it to a successful issue. Of the twelve games played, Gunsberg won 4, Blackburne 2, and 6 were drawn.

The "Sporting and Dramatic News" referring to the above match says:—"The absurd rule of not counting draws in this match, is producing the usual amount of mischief and discontent. The only argument in its favour is that if draws count, the winner of the game has a 'pull' over his opponent, inasmuch as he can then play only for the draw, and so if successful in drawing, come out conqueror. If successful! True. But the chances are greatly against his being so. The man who plays systematically for a draw injures his style, and sooner or later impairs his strength. Much nonsense is talked about the power of a master being always able to get a draw if only he plays for it. Now, he may be able to do so in one or two games, but certainly not in a long series. At least, no one has yet succeeded in accomplishing the feat. Kolisch is credited with having done so. But what he really did was to secure a draw, but always play for a "win" when his brilliant genius espied some point in his favour not likely to catch the eye of his less acute opponent. The direct objections of this silly rule are manifold:—1. It prolongs the contest, and wears the spectators. Persons may be able and willing to devote a certain portion of their time to watching the battles between two great masters. But they may be very unwilling as well as unable, to devote double or quadruple the amount of that certain time that is required, as is the case in matches where the draws are ignored. But the greatest objection to this rule is, I think, that it wastes unnecessarily the time, and health, and money of the combatants. A man may be very pleased to play a short match, one likely to occupy two or three weeks, for a nominal stake—just sufficient to pay expenses. But it becomes a very great hardship when double the amount of time is consumed over it, and foreseeing this evil, a player is often tempted, when he has a draw in hand, to throw it away, and clutching wildly at victory—incur a humiliating defeat. Either his time is too limited, or his purse too light, or his health too weak for an interminable contest "such draws not to count" is pretty certain to produce. Perhaps a fair and practical scheme would be to proportion the not-to-be-counted draws to the number of "wins" required for victory, and in no case to allow victory to be scored by the winning of a half or drawn game. The great point, in our opinion, to be arrived at is to secure short matches, and at the same time enable the combatants to calculate with a day or two the length of time required for the contest.

NATIONAL CHESS CONGRESS OF THE BRITISH CHESS ASSOCIATION, LONDON 1887.

The following is the programme of the British Chess Association meeting now being held in London.

1. National Masters Tournament.—Open only to Masters' of the B.C.A., those who have previously played in a Masters' Tournament, or those who shall have obtained permission to enter from the Committee. Entrance fee, £1; deposit, £2. The following prizes are offered for competition:—First prize, 30; second prize, £20; third prize, £10. The total of the entrance fees will be divided among the non-prize-winners, in accordance with Bergers system.

2. Amateur Championship Tournament, for the Newnes B.C.A. Challenge Cup.—Open to amateurs, members of the B.C.A. Entrance fee, 10s; deposit, £1 10s (the amateur champion for the year to be exempt from entrance fee and deposit). Prizes: First prize B.C.A. Challenge Cup and a champions badge; second prize, £7; third prize, £5, fourth prize, £3.

3. Tennyson Competition.—Open to members of the profession of the church, law, medicine, army and navy; the prize consisting of the works of the Poet Laureate and President of the B.C.A., with his autograph inscription.

3. Ruskin Competition.—To be competed for by gentlemen connected with art science and literature; the prize consisting of work of Professor Ruskin, vice-president of the B.C.A., with his autograph inscription.

4. International Problem Tournament. The conditions to be published during the congress.

MELBOURNE V. VICTORIAN CLUB.

From the "Melbourne Leader" we learn that the return match between these above clubs took place as announced at the Thistle Cafe on Saturday, 3rd inst., and resulted in a decided victory for the senior club by 8 games to 2, with 3 draws and 1 game unfinished. The fight made by the junior clubs is very creditable, considering the short time it has been established, and will no doubt encourage it to greater efforts towards improvement. It is a curious feature of the present match that the two strongest players of the Melbourne Club fared badly, Mr Burns having lost his game to Mr Wilton, while Mr Fisher will be lucky if he draws his unfinished game with Mr Connell. The following is the score in detail:—

Melbourne.		Victorian.	
Board	1 Fisher	— v.	Connell
"	2 Burns	0 "	Wilton
"	3 Simpson	$\frac{1}{2}$ "	Crawe
"	4 Hamel	1 "	Coghill
"	5 Stephen	$\frac{1}{2}$ "	Ryan
"	6 Fleming	1 "	Horne
"	7 Elms	1 "	Maystone
"	8 Sperring	1 "	Rickerby
"	9 Clezy	1 "	Etheridge
"	10 Lush	$\frac{1}{2}$ "	Dobbins
"	11 Mullen	1 "	Crawcour
"	12 Chivers	1 "	Morell
"	13 Lincoln	1 "	Teale
"	14 Cameron	0 "	Robinson
		9 $\frac{1}{2}$	3 $\frac{1}{2}$

The team of the Melbourne Club would have been strengthened by the presence of Messrs Esling, Loughran and Landels, but on the other hand their opponents were deprived of the services of Messrs Tullidge and Shephard. The arrangements for the refreshment of the players were as on the former occasion all that could be desired, the only drawback to their comfort being the heavy atmosphere of tobacco smoke, which pervaded a close room during the evening. To the non-smokers this is a very serious inconvenience.

Club News.

OTAGO CHESS CLUB DUNEDIN.—A tourney for the purpose of ascertaining the relative strength of the different members, with the view of subsequently handicapping them, is in progress at the above Club.

It was arranged that each member should play four games all round. The scores of those who have completed over 12 games are as under:—

	Won.	Lost.
Mr Eyre	21	5
" Angus	16 $\frac{1}{2}$	6 $\frac{1}{2}$
" Mouat	17	10
Dr Stenhouse	18 $\frac{1}{2}$	13 $\frac{1}{2}$
" Wanless	14	18
Mr Quick	7	9
" Throp	11 $\frac{1}{2}$	15 $\frac{1}{2}$
" Mander	6	12
" Irwin	5 $\frac{1}{2}$	16 $\frac{1}{2}$

It is expected that it will take until nearly the last of the summer to finish the tournament, when a handicap one will probably be gone on with for a Trophy.

In the Problem Solving Tourney in connection with the handicap chess tourney of the Auckland Chess Association, Mr Clutsam took first prize for the three mover, and Mr Matthews the second for the two mover.

After six months play the Wellington Chess Club's Annual Tournament resulted in a tie between Messrs Littlejohn and Kelling, both having won 19 $\frac{1}{2}$ games. The play-off game was most stubbornly contested, and lasted slightly over seven hours. Mr Littlejohn was the victor. Mr W. Mackay takes the third prize with a score of 19 wins.

Gleanings.

CHESS AT WINDSOR CASTLE.—In Lord Broughton's "Recollections of a Long Life," a work in five octavos, printing solely for his own use, there is a very interesting account of the accession of Her Majesty. Soon after this event Lord Broughton had the honour of dining with the Queen, at Windsor Castle. His account of what happened after dinner is as follows:—"The Queen sat down to play chess with the Queen of the Belgians. Her Majesty had never played before; Lord Melbourne told her how to move, and Lord Palmerston also assisted her. I looked on some time without taking part in the game, and I might as well have abstained altogether, for when Melbourne and Palmerston gave up advising Her Majesty, in order that I might accede to them, I did not succeed better than my colleagues. I was very near winning the game, when I lost it by an oversight, and by being very often asked by Her Majesty, 'What shall I do?' There was also some little confusion created by the two Queens on the board, and two Queens at the table. Her Majesty was not so discouraged by her defeat as to prevent her playing again the evening after this. Who played for the Queen I do not know, but Her Majesty ran up to me laughing, and saying she had won. She asked me how she came to lose yesterday. I replied, 'Because your Majesty had such bad advisers; on which the Queen laughed heartily, and so did the Queen of the Belgians, who, by the way, spoke English well.'

THE COSMOPOLITAN OF CHESS.—"Without exception," says "Sport," "chess, unlike any other game, is the most universal extant. Like gold, it is found in every quarter of the globe, whether to a greater or less extent, its character being the same everywhere. In Russia, Germany, India, Tartary, Persia, or at the furthest parts of the earth, amongst the strangest people, whose manners, customs, dress, and language are totally dissimilar from ours, the game is played in exactly the same fashion as may be seen at Simpson's, in the Strand, or at the Manhattan Chess Club, New York. Neither climate, race, nor creed alter its distinctive character in the least—a fact which will appeal to every student of human nature. A chess-player is, so to speak, at home in any one of the four quarters of the globe, provided the town, city, or village can boast of a chess club or chess-players; and it is one of the most remarkable as well as one of the pleasantest features in connection with the royal game that the player, although a stranger, is always welcomed in any foreign chess circle. The knowledge that he is a devotee at the shrine of the immortal pastime is a password to his admission and cordial greeting—a password that is never disputed or questioned, serving as a bond of union and brotherhood between man and man."

The match at Boston between Major J. M. Hanham, of New York City, and F. K. Young, of Boston, has terminated in a quarrel and the abandonment of the contest. Four games had been played, three of which were scored by the Bostonian and one by the New Yorker. The fifth game was being played, and it was 12 o'clock and Mr Young's move; he made it on the board, and rose to adjourn, when the Major claimed the game on a technicality. One of the rules required the move to be sealed at the time of adjournment; this not being done, the latter insisted that the game should be his. The umpires, E. S. Huntington and Preston Ware, being called upon, decided that it be drawn; whereupon Mr Young resigned the match, and withdrew from the Boston club. The result of all the games played between these gentlemen is Young 5, Hanham 4, drawn 1, showing them to be evenly matched. Mr Young's conduct is to be strongly condemned, in view of the fact that one should abide by the decision of his own umpire.—St Louis Globe—Democrat.

It has been arranged that the match between Gunsberg and Blackburne shall be resumed within two months of the date at which the adjournment of the play took place at Bradford. The combatants are in the first place to agree generally as the time when hostilities shall be recommenced; and the precise day is then to be named by the managing committee. There is the further proviso that, if either master fail to put in an appearance on the appointed day, the committee will award the prizes according to their discretion.

It will interest our readers to learn that the solution No. 1320, which we acknowledge to-day under the name of "Hugh H. Carr" is the work of a lad 11 years of age. This is a little fact which may be cited in support of the views recently advocated by Mr H. Hookham, of New Zealand, that there is latent chess ability among the school boys of Australasia, and that it is desirable that their teachers should develop such ability by means of regular chess lessons. In connection with this subject it may be well to add that Master Hallock, a lad of 13 years of age, has just won the first prize in the minor tourney of the Minnesota Chess Association. We may also mention that the following three mover recently appeared in the Dublin Warder, and was described there as being the second composition of A. H. Bagot, of Rathgar, a boy 11½ years of age:—White—K at K B 3, Q at Q R 5, Kt at K B 5, P at Q 2. Black—K at Q R 7, Kt at Q R sq, P at Q R 7, at Q 5, and at K Kt 3.—*Australasian*.

In the new number of *Knowledge* Mr I. Gunsberg states that the recent international tournament at Frankfort was not productive of many novelties in the treatment of the openings. He considers that undue prominence was given to the Ruy Lopez and Queen's Pawn openings. Several times the second player in the Queen's Gambit Declined eschewed P to Q B 4, and defended successfully with P to Q B 3. The Sicilian Defence was tried, and found to be entirely wanting, and will probably not be resorted to again in these contests by modern (younger school of) players. The normal form of the King's Gambit, now discarded apparently without sufficient reason, was played with success by Melter against Englisch. On more than one occasion the Vienna Game failed to yield a satisfactory result to the first player, who persisted in 3 P to K B 4 after Black's Kt to K B 3. Tarrasch, says Mr Gunsberg in conclusion, obtained a good game by defending the Steinitz Gambit, played against him by Burn, with 4 Q to R 5 P to K Kt 4.

Mr H. E. Bird recently visited Sunderland, and on two consecutive evenings played seventy-five simultaneous games, of which he won 57, lost 4, and drew 14.

In the match by correspondence between Scotland and Ireland, the former have scored thirty-seven games to the latter's twenty-two.

The winners in the Problem Tournament of the British Chess Magazine are (1) Mr H. C. Bremner, (2) Mr F. W. Wormsley, (3) Messrs Winkler and T. Billington.

The return match between the Melbourne and Victorian Chess Clubs is to be played shortly, but the date of the encounter has not yet been definitely fixed.

The judges in the recent problem tourney at Frankfort awarded first prize to a four-move problem by Professor Berger, of Gratz. The composition has since been proved unsound.

PUNCH AT THE FRANKFORT TOURNAMENT.—Had no end of a good time over here at the Chess Congress. Played all the cracks, and beat 'em all! You mayn't have heard of this in the newspapers, because, for reasons which would not be of any general interest, I felt bound to enter under a false name. Blackburne said he'd "never seen such gambits as mine." Zukertort was so irritated at my beating him three times running, that he actually exclaimed, "Gambit all!"—Excuse the force of the expression; perhaps he thought he was in the lobby of the House of Commons.—"I'd never play that fellow again as long as I live!" You'll see from this that, though the games weren't drawn, some of the competitors were. There were two Russian chess-players present. I played one, got him on to a dispute about the frontier, and adroitly took his Queen off the board when he wasn't looking. He seemed surprised, but I assured him it was all right, and scored an easy win. Herr Harmonist might have beaten me, but as it was a very hot day, I proposed playing under a tree in the hotel-garden. Then I purposely took a long time over each move. The worthy Teuton became thirsty. Lager beer began to flow. It flowed so much that after five hours the Herr didn't know the difference between Bishop and Pawn! That was my move. Of course he was badly beaten. Only time I was beaten was one game with Blackburne. He offered to play me blindfold; I took the opportunity, while he was thinking over his plan of campaign, to relieve him of his watch and purse, and was just going to pull off his boots when he called "check-mate!" However, I think I got the best of the encounter on the whole. I call it (in private) the "Rook Gambit." I ended up by a marvellous tour de force. I played every one of the competitors—twenty-one in all—at the same time, and beat the entire number of them! The Frenchman retired from the contest, simply because he was piqued at my superior skill. He said, most unfairly—my proceedings were "not above board;" also said he objected on principle to a game with King and Queen in it. Would you believe it, but professional jealousy actually prevented my being declared the chess champion! Never mind? Got my board (and lodging) gratis. Had high jinks, and free drinks, at the Frankfort pawn-shop—see the joke! You'll hear of me at the next International Chess Congress, without fail.—*London Punch*.

Beginners' Column.

GAME OPENINGS.

[CONTINUED.]

One very important consideration in the study of openings is the careful examination of the weaker lines of play springing from those variations authority points to as best. The student will early perceive that in many cases where certain moves are given as "best," the claim is not so remarkably apparent, several other variations holding out some appreciable promise of advantage. These latter are the moves very frequently adopted either from ignorance of better continuations, or with the intention of departing from beaten tracks. It is therefore evidently beneficial to notice these weaker lines for the purpose of detecting the vulnerable point, and judiciously taking prompt advantage of the opponent's remissness in adopting them. In short both good and bad must be studied in an opening, ere knowledge of its varied intricacies can be fully obtained, and reward for labour expended be assured. We do therefore urge students of the openings very carefully to examine for themselves those moves which, though appearing of value, are not mentioned by us as inferior, as by so doing they will vastly increase their acquaintance with the meaning and value of the good by studying the bad. In our last issue we proceeded to give some lines of play arising after 4 Kt tks P, which we supplement in this number by further variations. The analyses being in continuation of former positions the following must be studied in conjunction with an earlier mention of the opening.

SCOTCH OPENING.

1 P to K 4 P to K 4	2 Kt to K B 3 Kt to Q B 3	3 P to Q 4 P tks P
4 Kt tks P B to B 4	5 B to K 3 Q to B 3	6 P to Q B 3 K Kt to K 3
7 P tks Q B 3 8 B tks Kt Kt tks B	9 Castles 10 P to K B 4 P to Q 3	11 Q to Q 2 B to Q 2
10 Castles B tks Kt	11 P tks B Q tks P	12 R to K sq Q to B 4 (g)
7 B to Q Kt 5 Castles	8 Castles P to Q B 3 (e)	9 B to R 4 P to Q Kt 4
10 B to B 2	11 B to Q B 4	12 R to K sq Q to B 4 (g)
7 B to Q B 4 Kt to K 4 (d)	8 R to K 2 Q to K Kt 3	9 Castles (b) P to Q 4
10 P tks P B to K R 6	11 B to B 3 Castles Q R 6	

(a) The best reply to 7 B to Q B 4.

(b) 9 B to B 3 would but transpose the moves.

(c) With an obvious superiority of position. Taken from a game in July 1880, between Messrs Hammacher, Kockelkorn, Leffmann and Wemmers consulting against Baron A. Von Oppenheim and L. H. Zukertort, won by the latter, having the defence, in 18 moves.

(d) First introduced by J. Paulsen in 1877 against Andersen. It yields more satisfactory results than either 7 B to K 2 or 7 B to Q B 4.

(e) 8 P to Q 3 is played here, but does not appear to yield altogether satisfactory results. White may reply by 9 P to K B 4.

(f) Considered by Zukertort as best.

(g) And the Chess monthly consider Black's position defensible with a Pawn ahead.

Poetry.

LINES SENT TO A LADY WITH A CHESS SET.

(Written over 40 years ago by a gentleman residing in Newark, U.S.)

According to promise, though slightly delayed,
I send you some pieces Royalty, made
For mere sport and pleasure, for pastime and play,
And not for exerting their power and away.
On Life's chequered board, a sign or a breath
May hurry a thousand to slaughter and death,
But here e'en a Pawn, with a more and a beck,
May say to the King in his Majesty, "check"
Any clown may take up a Bishop in state,
Or a woman lead a brave Knight to his fate,
And at once like magic the Queen's passing frown
Will crumble a Castle with portcullis down.

When we martial our hosts for the conflict and fight,
And strive how to capture the King in his might,
Howe'er though in sport or in conflict combined,
Yet Life's mimic battle goes on in the mind.
The old monarch, secure behind Castle and wall,
Gives one blast on his bugle, one refrain and call,
And round him will rally the bravest for fight,
His phalanx of soldiers and Bishop and Knight,
While his consort and Queen, undaunted and brave,
Will triumph with him, or perish to save.

But yet from this game, when blended with skill,
You may gather a moral and strengthen the will;
You will find how a single and steady pursuit
Will, if guarded by prudence, harvest its fruit.
How impulse misjudges, how judgment oft fails,
How foresight and skill over courage prevails;
And how often in life one quick, thoughtless move
The source of a thousand dread evils may prove.

As in chess so in life, be then cautious and wise;
Have an aim that is worthy, and make it a prize.
When life is all dark, and faintly you tread
O'er a pathway all mingled with gloom and with dread.
Remember the game hath a luckier turn
For the prudent and cautious, the skilful and firm.
And when all around thee is joyous and bright,
When thy spirit is full of the purest delight,
Remember how quick, where an error was made,
Your opponent said check to your King as you played.

—Glasgow Weekly Herald.

Correspondence.

H. C. (Adelaide). Many thanks for slips. Shall be glad to receive them regularly. Will write you.

R. J. W. (Timaru). Thanks for letter.

J. F. (Dunedin) Much obliged for report.

Chess Hints.

Lovers of Chess are invited to send in Solutions to the Problems which must reach this Office, within twenty-five days after publication. Contributions of Problems, will be received and inserted if of sufficient merit.

SOLUTION OF PROBLEM 13.

By James Sexton (Sandon).

WHITE.	BLACK.	WHITE.	BLACK.	WHITE.
1 Kt to K 6	1 Kt tks P ch	2 P tks Kt	2 K tks P	3 R to Kt 4 mate
	1 Kt to Kt 2	ch 2 P tks Kt	2 P moves	3 R to K 5
	1 Kt tks P (K 6)	2 R to K 5	ch 2 Kt tks P (Q 5)	3 B tks Kt
		2 K tks P (B 5)	3 B to B 2	

Correct solutions received from:—F. M., Oruru; A. C. P., Swanson; J. W., Wellington.

SOLUTION OF PROBLEM 14.

By Cecil A. L. Bull.

WHITE.	BLACK.	WHITE.	BLACK.	WHITE.
1 B to Kt 5	1 P tks B	2 Q to K 2 (ch)	2 P tks Q	3 Kt tks P mate
	1 Kt tks Kt	2 Q tks P (ch)	2 K moves	3 B tks B

Correct solutions received from:—J. W., Wellington.

SOLUTION OF PROBLEM 15.

By E. H. Moule (Kent).

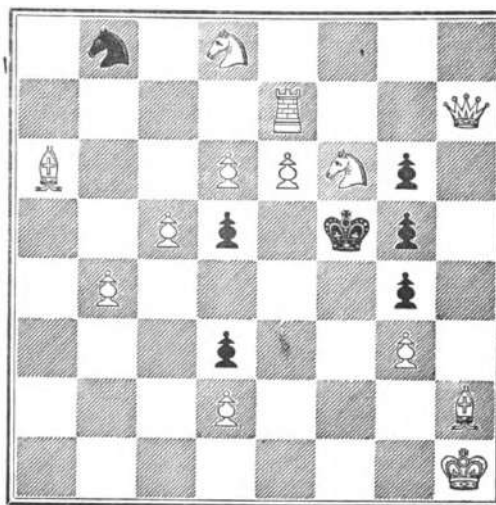
WHITE.	BLACK.	WHITE.	BLACK.	WHITE.
1 Kt to Q Kt 5	1 K to Q 4	2 Q to Q 7 (ch)	2 K to K 4	3 Q to K B 5 mate
			2 K to K 5	3 Q to Q 4

Correct solutions received from:—A. O. P., Swanson; F. M., Oruru; J. W., Wellington.

PROBLEM No. 16.

By G. H. Clutsam (Auckland).

BLACK (7 pieces).



WHITE (13 pieces).

White to play and mate in three moves.

PROBLEM, No. 17.

By F. Moller (Hanover.)

WHITE (6 pieces).

K on Q Kt 2, Q on Q B 8, R on Q B 7, B's on K B 4 and Q B 8, Kt on Q R 7.

BLACK (8 pieces).

K on Q 3, R on Q Kt 5, B's on Q 4 and Q sq, Kt on K B 3, P's on K 4, Q Kt 3, and Q Kt 6.

White to play and mate in two moves.

PROBLEM No. 18.

By B. Bosay.

WHITE (7 pieces).

K on K B 5, R on Q B sq, B on K B 6, Kt on K 5 and Q R 8, P's on K 4 and K Kt 2.

BLACK (1 piece).

K on Q 3.

White to play and mate in three moves.

CHESS STUDY No. 1.

By Kling and Horwitz.

WHITE (5 pieces).

K on K 2, R on Q Kt 7, P's on K B 4, K Kt 5 and K R 6

BLACK (4 pieces).

K on K Kt sq, R on Q R sq, P's on K Kt 3 and K B 4.

Black, having the move, can draw.

Games.

No. 20.

Appended is the first of two brilliant little games played at the Adelaide Chess Club on November 1, between Messrs H. Charlick and G. H. D. Gasip. Both were secured by the former.

WHITE. Mr C.	BLACK. Mr G.	WHITE. Mr C.	BLACK. Mr G.
1 P to K 4	1 P to K 4	11 B tks Kt	11 P tks B
2 B to B 4	2 Kt to K B 3	12 Q tks P	12 P tks P
3 Kt to K B 3 (a)	3 Kt to B 3	13 Kt to Kt 5 (c)	13 P to K Kt 3
4 Castles	4 B to B 4	14 Q to K R 4 (d)	14 P to K R 4
5 P to Q Kt 4 (b)	5 B tks Kt P	15 Q to Kt 3	15 Kt to Q 5 (e)
6 P to B 3	6 B to B 4	16 K to B	16 Kt to B 7
7 Q to B 2	7 Castles	17 Kt to K 4 (f)	17 Kt tks B
8 K to Q 4	8 P tks Q P	18 Kt B 6 (ch)	18 K to R
9 P to K 5	9 P to Q 4	19 Q to K Kt 5	19 Resigns.
10 B to Q 3	10 Kt to K 5		

[Notes and Score from "Adelaide Observer."]

- (a) Transforming the game into a phase of White's favourable Petroff.
 (b) A novel variety of the evergreen Evans's Gambit.
 (c) Retribution, White has lost two P's, but he has got a strong attack.
 (d) Compelling Black to weaken his K, by P to K R 4.
 (e) Ingeniously conceived; White now dare not take the Q B P.
 (f) White boldly pursues his attack regardless of the loss of the B.
 The finish is very interesting.

Time—40 minutes.

No. 21.

The following game is the last played in the match Blackburne v. Gunsberg.

WHITE. Mr B.	BLACK. Mr G.	WHITE. Mr B.	BLACK. Mr G.
1 P to K 4	1 P to K 4	24 R to Kt 3	24 B tks Kt
2 Kt to K B 3	2 K to Q E 3	25 P tks B	25 P to K Kt 4 (h)
3 B to Kt 5	3 Kt to B 3	26 Q to Q sq	26 R to B 3
4 Q to Kt 2	4 B to K 2 (a)	27 Q to R sq	27 Kt to K 7 (ch)(i)
5 P to Q B 3	5 Castles (b)	28 K to B 2	28 Kt to B 5
6 P to Q 3	6 P to Q 3	29 P to B 3	29 P to B 3
7 Q Kt to Q 2	7 Kt to K sq	30 Q to K Kt sq	30 Q to K Kt sq
8 Kt to B sq	8 P to B 4	31 B to B 4	31 P tks Kt 4
9 B to B 4 (ch)	9 K to R sq	32 B to K B sq	32 Q to B 2
10 P tks P	10 B tks B	33 P to Kt 3	33 P to R 3
11 Kt to K 3	11 B to Q 3	34 B to R 3	34 R to Kt 3
12 B to Kt 3	12 B to B 3	35 B to Kt 4	35 K to Kt 2
13 Kt to Q 5 (c)	13 Kt to K 2	36 K to Kt 2	36 Kt to Q 6 (ch)
14 Kt tks B (d)	14 Kt tks Kt	37 K to B 2 (j)	237 Kt to B 5 (1 h)
15 P to K B 3	15 Kt to Kt 3	h, 10 m	57 m
16 B to K 3	16 Kt to R 4	38 B to B sq	38 P to B 4
17 Castles (Q R)	17 Kt (B4) to B5 (u)	39 Q to Q sq (k)	39 P to Q R 4
18 Q to Q 2	18 Kt tks Kt P	40 R to Kt sq	40 P to R 5
19 Kt to Kt 5 (1 h)	19 Q to K 2 (37 m)	41 B tks Kt (l)	41 P tks P (ch)
20 P to K R 4	20 P to K R 3	42 P tks P	42 Q tks B
21 Q R to Kt sq	21 Kt (K 3) to B 5	43 R to Q 2 (m)	43 Kt tks P (2 h)
22 R to R 2	22 B to B 3	(2 h 35 m)	13 m
23 Kt to K 4	23 Kt tks E P (g)	Resigns.	

Notes by Messrs Blackburne and Gunsberg.

- (a) The right move.
 (b) White could win K P, but if he did so Black would obtain some attack by 6 B takes Kt, Q P takes B; 7 Kt takes P, B to Q 3, followed by R to Kt sq, &c.
 (c) White could get a better development by first playing 13 B to Q 2 and casting (Q R). 13 P to K Kt 4 also deserved consideration.
 (d) Kt takes Kt would perhaps have been better.
 (e) White could not play P to Kt 3 because of B to R 3.
 (f) If 18 Q to B sq, Kt takes Kt P; 19 Q takes Kt, B to B 3, &c.
 (g) A risky capture.
 (h) A good defensive move.
 (i) Seemingly loses time.
 (j) K to R sq was preferable.
 (k) White's 38th move was loss of time; but now White should have played 41 R (R 2) to R sq before B takes Kt, threatening B takes Kt, followed by B to R 5, B to Kt 4, &c.
 (l) An oversight.
 (m) White being compelled to exchange all pieces there is no chance left for him.

No. 22.

Played in the Frankfort Tournament, 20th July.

FRENCH DEFENCE.

WHITE. Mr H.	BLACK. Mr B.	WHITE. Mr H.	BLACK. Mr B.
Berlin	Liverpool	Berlin	Liverpool
1 P to K 4	1 P to K 3	10 B to Q 3 (g)	10 P to K 4
2 P to Q 4	2 P to Q 4	11 P tks P	11 Kt tks P
3 Kt to Q B 3 (a)	3 Kt to K B 3 (b)	12 Kt to K 2	12 P to B 4
4 B to Kt 5	4 B to K 2	13 P to Q B 3	13 B to R 6 (ch)
5 P to K 5 (c)	5 K Kt to Q 2	14 K to B	14 B tks P (ch)
6 B tks B	6 Q tks B	15 K tks B	15 Q to B 6 (ch)
7 Q to Q 2	7 Castles (d)	16 K to Kt	16 Q to Kt 5 (ch)
8 Kt to Q (e)	8 P to K B 4	17 K to B	17 Q to R 6 (ch (i))
9 P tks P (f)	9 Q tks P	Resigns	

[Notes and Score from the "Liverpool Weekly Courier."]

- (a) The recognised move, introduced by Paulsen. White may play 3 P tks P, but 3 P tks K 5 is considered a very questionable move.
 (b) Preferable to 3... R to Kt 5, although the latter leads to a less complicated game for Black.
 (c) 5 B tks Kt, followed by 6 Kt to B 5, is also a good continuation.
 (d) Formerly 7... P to Q R 3, to permit 8—P to Q B 4, was considered necessary; for if 7—P to Q B 4, at once White would gain an advantage by 8 Kt—Q Kt 5, &c. Now, however, it is considered Black may safely castle, and defer the advance of the Q B P till later.
 (e) English popularised this move as a reply to 7... P—Q B 3. In the "International," August, 1885, Steinitz expresses a preference for 8 P—K B 4; and if Black answers with 8... P—K B 3 or 4, then 9 K P tks P.
 (f) The Chess Monthly, from which we take the remaining notes, here remarks that the opening so far is correctly played, but that this move is a grave error, from the consequences of which white cannot recover.
 (g) Here 10 Kt—K B 3 should have been played.
 (h) Very pretty and decisive. If 13 castle, then 13... Kt—B 6 (ch); 14 P tks Kt, Q tks K B P; 15 Kt to B 4, B tks Kt, and the mate cannot be saved.
 (i) A remarkably fine little game.

No. 23.

Chess in Cuba. — Fourth game in recent match between the Cuban champion and Captain Mackenzie. Played at the Union Club, Havana, 15th March, 1887.

WHITE. Capt. M.	BLACK. Judge G.	WHITE. Capt. M.	BLACK. Judge G.
1 P to K B 4	1 P to Q B 4	28 K to B 2	28 K to B 3
2 Kt to K B 3	2 P to K 3	29 K to K sq (h)	29 Kt to Q 3
3 P to K 3	3 Kt to Q B 3	30 K to B 2	30 K to B 4
4 P to Q Kt 3	4 P to Q 4	31 K to B 3	31 Kt to K 5
5 B to Kt 2	5 Kt to B 3	32 R to K Kt	32 P to B 3
6 B to Kt 5	6 B to Q 2	33 R to Kt 2	33 R to B 8
7 Castles	7 B to K 2	34 R to K 2	34 P to K R 4
8 Kt to B 3 (a)	8 P to Q R 3	35 P to K K 3	35 K to B 8 (ch)
9 B tks Kt	9 B tks B	36 K to Kt 2	36 R tks P
10 Kt to K 5	10 Q to R 2	37 Kt to B 3	37 R tks R
11 Kt to K 2	11 Castles K R	38 K tks B	38 P to K Kt 4 (i)
12 P to K Kt 4 (h)	12 Kt to Q 2	39 K to K Kt 2	39 P to K 4
13 Kt tks B	13 Q tks Kt	40 K to K 3	40 P to Kt 5
14 Q to K	14 Q R to B (c)	41 P tks P (ch)	41 R P tks P
15 Q to Kt 3	15 B to B 3	42 R to Kt	42 P to Kt 6
16 P to Q 4	16 P tks P (d)	43 P tks P	43 P tks P
17 P to Kt 5	17 Q tks P	44 K to B 3	44 P to Q 5
18 P tks R	18 P to K Kt 3 (e)	45 R to Q	45 Kt to B 6
19 B to R 3	19 Q tks Kt	46 R to Q 2	46 K to Kt 4
20 B tks R	20 R tks B	47 R to K Kt 2	47 P to K 5 (ch)
21 P tks P	21 Kt tks P	48 K tks Kt P	48 P to Q 6
22 Q to Kt 2 (f)	22 Q to K 6 (ch)	49 K to Q 2	49 K to R 4
23 Q to B 2	23 Kt to Kt 5 (g)	50 R to R 2	50 K to K 4
24 Q tks Q	24 Kt tks Q	51 R to K Kt 2	51 K to Q 5
25 R to B 3	25 Kt to B 4	52 K to B 4	52 P to K 6
26 R to Q 3	26 R to B	53 R to Kt 8	53 P to Q 7
27 Q R to Q	27 K to Kt 2	White Resigns.	

[Notes and Score from "Sporting and Dramatic News."]

- (a) The accredited, but not necessarily the best, course here is P to B 4.
 (b) Bold and quite sound.
 (c) The Times Democrat (New Orleans) notes this move thus:—"Well played, and in connection with his next two moves, showing that Black had fully fathomed his adversary's deep-laid scheme, and determined on a bold counter-plot, involving the loss of the exchange."
 (d) A simpler and perhaps better move was P to B 6.
 (e) Well played. Had he taken with Knight, White would have captured Q P with Bishop, and won easily.
 (f) A careless move. He ought to have played Q to B 2.
 (g) Forcing the change of Queens, and securing the open file for his Rook.
 (h) K to B 3 seems best.
 (i) The whole of the end-game is admirably played by Signor Galmayo, whilst Mackenzie's part in it indicates an abnormal condition such as this great master is seldom troubled with. He ought no matter what the cost, to have taken possession of the Bishop's file with his Rook.

END GAMES.

The following ending occurred in the game between Messrs Burn and English in the Frankfort Tournament.

WHITE (Burn).

K on K B 2, Q on own sq, R on K R sq, B's on Q B sq, and Q B 4, K on Kt Kt 2, P's on Q K 2, Q 3, K B 3, K Kt 4.

BLACK (English).

K on K Kt, 2 Q on Q 3, R on Q sq, B on K B 3, Kt's on K B 5 and Q Kt 5, P's on Q B 2, Q 5, K 4, K B 2, K Kt 4.

It was Black's 20th move who played.

WHITE.

30 R to R 2
31 B tks Kt
32 Q tks Kt
33 Q tks P
34 P to B 4
35 P tks P
36 K to B 3
37 B to B 4
38 Kt tks B
39 Kt to K 2
40 P to B 5 (ch)
41 P to Kt 6
Resigns.

BLACK.

29 P to B 4
30 K Kt tks P (ch)
31 Kt tks B (ch)
32 P to K 5
33 Q tks R
34 P to Q 6
35 B to Q 5 (ch)
36 B to K 4
37 B tks B
38 Q to B 8 (ch)
39 P to Q 7
40 K to Kt sq
41 P to Q 8, Q (ch)

The following pretty ending, which occurred lately at the Brooklyn Chess Club, is published in the *International Chess Magazine*.

WHITE (W. Raymond).

K on K Kt sq, Q on Q 2, R's on K sq and Q B sq, B on Q 3 and Q Kt 2, P's on K R 2, K Kt 2, K B 2, K B 5, Q 5, and K R 2.

BLACK (F. Rudd).

K on K Kt sq, Q on Q sq, R's on K B sq, and Q R sq, B on Q Kt 3, P's on K R 2, K Kt 2, K B 2, K 4, Q B 4, Q Kt 2, and Q R 3.

The concluding moves were:—

WHITE.

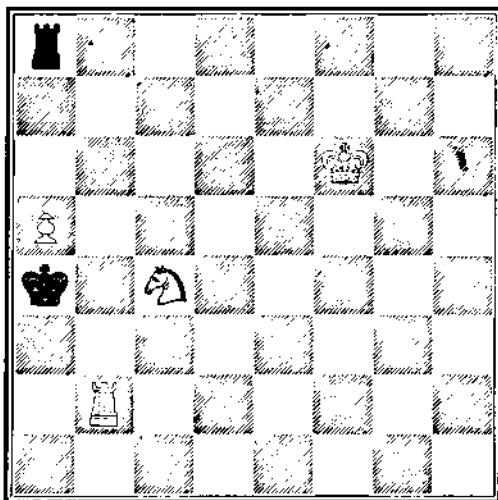
1 B tks K P
2 B tks Kt P
3 P to B 6 (ch)
4 Q to R 6 (ch)
5 K R to K sq (ch)
6 B to B 5 (ch)
7 Q R to Q sq (ch)
8 Q to Q 6 (ch)
9 Q tks B (ch), and wins.

BLACK.

1 Q tks P
2 K tks B
3 K tks P
4 K to K 2
5 K to Q 2
6 Q tks B
7 K to B 2
8 K to B sq

Position which occurred on June 18, 1887, in the inter-county match of Lancashire against Yorkshire. At the time of the adjournment it was Black's turn to move, and the game was adjudged a draw. Question, was this a correct decision?

BLACK.



WHITE.

Several correspondents of the Leeds Mercury Supplement answer the question in the negative. Mr C. J. Aving, whose analysis the chess editor of our contemporary considers the best of those sent to him, writes as follows:—"This is a highly interesting and instructive position. It is not merely Rook and Knight against Rook, but Rook Knight and Pawn against Rook. I think that White ought to win against the best defence, though whether the win would have come out in actual play over the board is another question. White can move any one of his pieces, while Black is confined to moving the Rook. An inspection of the position soon shows that if White can advance the Pawn to R 6 without the danger of its being captured by a check of the Rook he attains at once a winning position. Further inspection shows that if the White King stand on Q 4, the Pawn can be safely advanced to R 6, even if it thereby becomes *en prise*, because Black dare not capture it in face of the winning coup, K to B 3. So much

for the advance of the Pawn, while the Rook and Knight maintain the present position, whereby they prevent the King from moving. Again, White can dissolve this Rook and Knight position on a favourable opportunity presenting itself with potential winning advantage, and he will do so. Hence White has two strings to his bow—one the successful advance of the Pawn, the other the dissolution of the Rook and Knight position when a favourable opportunity presents itself. Can Black prevent both? He has a seemingly threatened perpetual check with the alternative of a stale mate, and in this all the strength of the defence lies, but I think it is not strong enough to prevent one of the two strings from White's bow from strangling him. At the beginning his defence seems to branch into two—one, the constant check, the other the holding to his third rank to prevent the Pawn advancing. The former seems the stronger by far. The best line of defence for Black is as follows:—

WHITE.

1 R to B sq (ch)
2 R to B 4 (ch) (a)
3 R to B 5 (ch)
4 R to B 4
5 K to B 3 (ch) (e)
6 R to Q R 3 (ch) (c)
7 R to R 2 (ch)
8 R to B 2 (ch)
9 R to Q 2 (ch)
10 R to B 2 (ch) (e)
11 R to Q 2 (ch)
12 R to Q 6 (ch) (g)
13 R to Q 5 or B 6

BLACK.

1 K to K 5
2 K to Q 4 (b)
3 K to B 5
4 K to Kt 6
5 K to R 7
6 K to Kt 7
7 K to B 6
8 K to Q 5
9 K to B 6
10 K to Q 4 (f)
11 K to K 3
12 K to K 2
13 P to R 6, and wins.

(a) If 2 R to K sq (ch)
3 R to K 5 (ch)
If 3 R to Q sq (ch)
4 R to Q 6 (ch)
If 4 R to K sq (ch)
5 R to K 7 (ch)
If 5 R to Q sq (ch)

2 K to Q 4
3 K to B 3, and wins
4 K to K 8
4 K to K 2, as above
4 K to Q 2
5 K to B 3, and wins
5 K to B 2, and wins.

(b) This is the master square.
(c) If 5 R to Kt 4 (ch), 5 K to R 6, followed by 6 Kt to Kt 6 (ch), dissolving the threatened stalemate, and White will win.

(d) If 6 R to B 2 (ch) 6 R to Kt 7 (best, for K to R 6 or R 8 draws
7 R to B 3
8 K to Kt 4
8 K to Kt 7, and wins

For if King takes Kt, the Pawn goes on, and if 8 R to Q B 2, then 8 K to Kt 7, and wins.

(e) If 10 R to Q 4 (ch)
11 R to Kt 4 (ch)

10 K to Kt 6
11 Kt to R 6, and wins, as in (c)
11 P to R 6, and wins.

Also, If 11 R to K B 4
(f) Black to the master square, having changed the file upon which Rook must check, and some of the squares being guarded by the Knight, which was not the case when the Rook checked on the King's Bishop's file.

(g) If 12 R to K 2 (ch)
13 R to K 7 (ch)

12 K to Q 2
13 K to R 3

and wins, for Black's best move to stop the mate is R takes R, and White captures with King. Also, if 13 R to Q 2 (ch) 13 K to B 2 and wins, for Black cannot stop the advance of the Pawn."

Black has several other possible first moves, but in each variation it will be found on examination that White can win.

At our request, Mr J. S. Stanley and Mr John Flaxman (of Warrnambool) have carefully examined Mr Aving's line of play, and both have come to the conclusion that his analysis may be accepted with confidence as being correct.

Mackenzie v. Paulsen. The following ending occurred in the seventh round of the Frankfort Tournament between the above players.

The opening was a "Sicilian" with 3 ... Kt to B 3. The game was pretty evenly played, except that the Captain profited by Paulsen's well-known predilection for Bishops. The following is the position after the adjournment, White having made his 29th move Q to Kt 4.

WHITE (Mackenzie).

K on K Kt sq, Q on K Kt 4, R's on Q sq, and Q 2, Kt on K Kt 3, B on K 3, P's on K R 3, K Kt 2, K B 4, K 4, Q Kt 2 and Q R 2.

BLACK (Paulsen).

K on K Kt sq, Q on Q R 3, R's on Q sq, and Q 2, B's on K Kt 2, and Q 6, P's on K R 2, K Kt 3, K B 3, K 4, Q Kt 5, Q R 4.

WHITE.

30 P to K R 4
31 P tks P (ch)
32 P to R 6
33 P to R 6
34 Q to B 6
35 K to R 2
36 Q to Kt 6 (ch)
37 R tks R
38 R tks R
39 B to B 4 (ch)

BLACK.

29 K to B 3
30 Q to B 3
31 P tks P
32 P to Kt 4
33 B to R sq
34 K to Kt 1
35 B to Kt 4
36 K to B sq
37 R tks R
38 Q tks R
Resigns.

Club Directory.

CHESS CLUB.	PRESIDENT.	SECRETARY.
Auckland	Wm. Gorrie	Alfred Ashton
Canterbury	Henry Hookham	Alfred H. Todd
Devonport	M. Niccol	J. H. Bennett
Fendalton, (Chch)	Henry Hookham	James H. Kidd
Invercargill	J. W. Mitchell	J. Edwards, acting
Mt. Eden, (Auck)	Alfred Ashton	M. J. Matthews
Mongonui	R. M. Houston	R. W. G. Aitken
Mt. Albert (Auck)	C. Garlick	W. W. Cox
Napier	J. Dinwiddie	H. C. Pirani
Oamaru	J. J. Spence	H. Lee
Oruru	Charles Adamson	P. Maughan
Otago	E. E. C. Quick	Henry Allen
Ponsonby, (Auck)	A. E. Devore	C. H. Brockelbank
Timaru	R. R. Taylor	W. J. Wood
Wanganui	W. J. Smith	Ed. Wilson
Wellington	C. W. Benbow	C. L. Barraud
Whangaroa	J. Wigmore	F. W. Sanderson

Club Notices.

PONSONBY CHESS CLUB, meets at All Saints' Schoolroom, Ponsonby Road. Subscription 10s. payable quarterly. A Devore, President; T. Peacock, J. Upton, Vice-Presidents; E. A. Taylor, Treasurer; C. H. Brockelbank, Secretary.

WELLINGTON CHESS CLUB, meets Tuesdays and Fridays, at No. 4, Room, Athenaeum. Subscription 12s. 6d. per annum. C. W. Benbow, President; C. L. Barraud, Secretary.

WANGANUI CHESS & DRAUGHT CLUB, meets at Public Library. W. J. Smith, President; A. D. Willis, Vice-President; Edward Wilson, Secretary.

OTAGO CHESS CLUB, meets every Saturday at Watson's Hotel. Subscription 21s per annum. E. E. C. Quick, President; Dr. Batchelor, C. S. Reeves, Vice-Presidents; James Mander, Hon. Treasurer; Henry Allen, Hon. Secretary.

WHANGAROA COUNTY CHESS CLUB, meets every Monday at Club-room, Whangaroa, 7 p.m.; visitors invited. Residents in the County may be proposed for membership as vacancies occur. J. Wigmore, President; F. Hagger, and F. Booth, Vice-Presidents; F. W. Sanderson, Secretary.

AUCKLAND CHESS CLUB, meets every Thursday at Robson's Commercial-rooms, Queen Street. Subscription 10s per annum. Visitors to Auckland are invited. William Gorrie, President; Alfred Ashton, Hon. Secretary.

DEVONPORT CHESS & DRAUGHT CLUB, meets every Wednesday at Public Library. M. Niccol, President; J. Bates, Vice-President; J. H. Bennett, Secretary.

Advertisements.

T. Kennedy Macdonald & Co.,
AUCTIONEERS AND LAND AGENT,
Nos. 1 and 3, Manners-street, Wellington.

New and Secondhand Furniture received for Sale by Auction. Large and convenient Auction Rooms, Unsurpassed in the City for the Display of all Classes of Goods.
Weekly Sales of Household Furniture and Sundries.
Sales of Furniture at Private Residences in Town and Country if desired.

Liberal and Immediate Cash Advances on Goods sent in for Sale.

W. J. LANKSHEAR,
BOOKBINDER, Account Book Maker, and
General Stationer.

Account Books of all kinds in stock and to order
in any ruling or binding.

Music bound in any Style at reasonable Prices.

A large and well-assorted stock of Stationery
Special attention given to country orders.

LAMBTON QUAY,
Opposite the Bank of New Zealand.

GOVERNMENT PUBLICATIONS.

Orders received for the following Books just issued from Government Press:—

AN ACCOUNT OF THE INSECTS NOXIOUS TO AGRICULTURE AND PLANTS IN NEW ZEALAND. By W. M. MASKELL, F.R.M.S. Price: Cloth, 5s.

THE ERUPTION OF TARAWERA, NEW ZEALAND. By S. PERCY SMITH, F.R.G.S. (Assistant Surveyor-General). Price: 2s. 6d.

REPORT ON THE TARAWERA VOLCANIC DISTRICT. By Professor F. W. HUTTON, F.G.S. Price: 1s. 6d.

HANDBOOK OF NEW ZEALAND MINES, with Maps and Illustrations. Price: Cloth, 5s.

REPORTS ON THE MINING INDUSTRY OF NEW ZEALAND, 1886. Price: 2s. 6d.

STATE EDUCATION. By Dr. LAISLEY. Price: Cloth, 2s. 6d.

POLYNESIAN MYTHOLOGY AND ANCIENT TRADITIONAL HISTORY OF THE NEW ZEALAND RACE. By Sir GEORGE GREY, K.C.M.G. Price: 5s.

MANUAL OF BIRDS OF NEW ZEALAND. By Sir WALTER L. BULLER. Price: 10s.

HANDY BOOK ON "THE LAND TRANSFER ACT, 1885." Price: 3s.

B. N. MANLEY, WILLIS ST., WELLINGTON.
AGENT.

1887

CURNIN'S INDEX
TO THE

LAWS OF NEW ZEALAND,
GENERAL, LOCAL, AND PROVINCIAL.

SIXTH EDITION.

BROUGHT DOWN TO THE END OF THE SESSION OF 1886.

B. N. MANLEY, WILLIS ST., WELLINGTON,
PUBLISHER.

WHITTAKER, BROS.,

LAMBTON QUAY, WELLINGTON, & BOUNDARY ST., GREYMOUTH

IMPORTERS of Books, Stationery and Fancy Goods.

Latest Engineering, Military and Practical Books, per every Direct Steamer. Chess Boards and men from 6/ upwards. To arrive shortly, latest work on Chess.

Please send for lists.

All Orders promptly attended to.

New Zealand Rubber Stamp Factory,
AND GENERAL

PRINTING OFFICE

No. 6, WILLIS ST.,

WELLINGTON.

PRINTING DEPARTMENT.

Every Description of Jobbing Work executed in the best style of the Art, by thoroughly competent workmen.

GOOD WORK AT MODERATE CHARGES.

PURE INDIA RUBBER STAMPS,

For all Business purposes.

Finest Markers, Facsimile of Signatures, Monograms, Eclipse, & Climax Dater Stamps, Bijous, Watch & Pencil Cases, Automations, &c.

ENDORISING INK.

Violet, Red, Scarlet, Black, Blue, Fuse, and other accessories appertaining to this particular Branch.

Note the Address

B. N. MANLEY,
6, WILLIS STREET,
WELLINGTON, N.Z.

Printed and Published Monthly, by the Proprietor, Benjamin Nicholas Manley, at his registered Printing Office, No. 6, Willis Street, Wellington.—TUESDAY, DECEMBER 27, 1887.

The New Zealand CHESS CHRONICLE.

PUBLISHED MONTHLY.

VOL. I. No. 7.]

WELLINGTON, JANUARY 31, 1888.

[3s. 6d. per annum.

THE LATE MR. HARRWITZ.

Mr. Harrwitz whose death is announced as having occurred at Bozen, Germany, was a skilful chess-player, but somewhat conceited, and on this account suffered in popularity.

When Morphy crossed the ocean to meet the chess champions of the old world, the first man he encountered in actual combat was Harrwitz. The match between the American boy and the veteran Frenchman was watched with the utmost interest on both sides of the Atlantic. It was believed that the reputation which Morphy had earned in his own country would suffer when it came in contact with the masters of the game in Europe.

Morphy's arrival in Paris had been announced in the French journals, but the day before he was expected the boy player arrived and at once repaired to the Café de la Régence, which was the headquarters of the game in that gay city. The large room was crowded and every chess table was monopolised. The youthful American as he passed through the crowd heard enough to show that his coming was the topic of conversation.

There was a larger knot of spectators gathered around one of the tables than any of the others, and Morphy made his way toward this one. He heard expressions of dislike of the French champion, showing that he was not popular with the masses, but he heard on every hand the belief expressed that Harrwitz was invincible over the chessboard. The idea that the American boy, who was about to meet him, could conquer him, was not for a moment entertained.

When Morphy reached the table which was the centre of attraction, he knew he stood before Harrwitz. A game was in progress in which the champion was yielding the odds of a knight to a strong player. The young player, as soon as he got the table within his range of vision, watched the game intently as though noting the strength of the champion's play. As Harrwitz administered the *coup de grace* and sank back in his chair with an air of unapproachable superiority, a buzz of admiration went up, and those few who had clung to the hope that the American boy might lower the champion's flag of conceit almost despaired.

If these men had looked at the boy who had witnessed the wind-up they might have discovered a semblance of a smile playing about his face. Had the youthful player seen a line of play which might have turned the tables and brought victory instead of defeat? At any rate, he turned and sauntered from the room with an air of unconcern, without attraction the attending of any one.

The next day the boy player entered the café as a competitor of the invincible Harrwitz. There was hardly standing room, and the moves, as soon as made, were called off at the various tables so that all could see how the game progressed. It soon became evident that Harrwitz would win. A tall, grizzly-bearded looking fellow who had watched the play with the utmost eagerness, a man about sixty years of age, pulled his whiskers in evident chagrin at the American's defeat. The next day it was the same. Harrwitz scored a second victory. The tall, grey-whiskered man gave his whiskers another savage pull, and stalked from the room, brushing aside any one in his way.

The third day saw the same crowded room and the same tall Frenchman watching the game. Morphy was himself this day. He had resolved that his haughty antagonist should not win another game. He may have been spurred up to this resolution by the actions of Harrwitz after he scored his second victory. The French champion then reached over and patronisingly slapped Morphy on his shoulder, saying with an egotistical air, "You are playing with a man now, my boy." The American won the game

with ease, and was so modest over his triumph that a cheer went up from a hundred throats. The tall Frenchman rushed to the table, seized the boy in his powerful arms, raised him upon his shoulders and ran into the street with him, followed by a crowd who made the welkin ring with their cheers, and may have made those not familiar with the cause imagine that another revolution had begun. And it had. A revolution in which the French Chess King was doomed. Morphy kept his word. Harrwitz did not win another game. After Morphy had won his fifth successive game Harrwitz never again met him over the board. We are indebted to the *Commercial Gazette* for the following record for the matches on even terms played by the late Herr D. Harrwitz:—Harrwitz v. Staunton, won by Staunton, 7 to 0. This score was Harrwitz's first important match. Harrwitz v. Horwitz, won by Harrwitz, score 6 to 4. Harrwitz v. Williams, won by Harrwitz, score 8 to 0 and 2 draws. Harrwitz v. Lowenthal, won by Harrwitz, score 11 to 10 and 12 draws. This was a most remarkable encounter. At one point the score stood 9 to 2 in favour of Lowenthal. Harrwitz v. DeBiviere, won by Harrwitz, score 5 to 2. Harrwitz v. Anderson, won by Harrwitz, score 3 to 0. Harrwitz v. Morphy, won by Morphy, score 5 to 2, and 1 draw. Harrwitz never figured again in serious chess after this last match with Morphy.—*Hartford Times*

BLACKBURNE V. GUNSBURG.

The match between Messrs Blackburne and Gunsberg was finished on Lord Mayor's day at the British Chess Club, when the latter won the game and with it the match, the score being five to two and six draws.

Mr. Gunsberg opened with the Queen's Pawn, and made a vigorous attack, Blackburne replied with a skilful defence, and even positions resulted. On the 26th move however, Mr. Blackburne advanced a Pawn injudiciously, the consequence was that he lost his Queen and was mated on the 42nd move.

Speaking of the form displayed by the contestants the *British Chess Magazine* says:—We confess we are disappointed with that shown by Mr. Blackburne, which seems to indicate a marked falling off when compared with his brilliant performances in his late match against Herr Zukertort. All close students of the games will we believe, readily admit that Mr. Blackburne's play is much below his best standard, and knowing, as we do, that he has really been physically unable to bear the strain which severe match play entails, we cannot accept the results of these games as a fair indication of the relative merits of the two players, and, unless we are greatly mistaken, no one will admit this fact sooner than Herr Gunsberg himself, whose play must have afforded his admirers great satisfaction, combining, as it has done in some instances, ingenuity, patience, and combinative excellence of greater results in future efforts. A pleasing and commendable feature of the match has been the variety of the openings, these comprising the following *debuts*:—The Ruy Lopez, French Defence, Giuoco Piano, Queen's Gambit Declined, King's Gambit Declined, Falkbeer Counter Gambit, and the Queen's Bishop's Opening. In the sixth game a Queen's Gambit Declined, Herr Gunsberg adopted the defence played by the Russian school with success in this year's international tournament at Frankfort, viz., 2 P to B 3, and followed this on the fourth move with P to K Kt 3, which is described by its introducer as a novelty.

Mrs Brown Sees a Team Match.—Last week we published the result of play at Grimby between the clubs of Nottingham and Grimby and District. Promoters of and participators in these club contests must in future be wary of their doings, for the ubiquitous Mrs Brown is again coming forth in her favourite role of critic, and for a change of subject favours even chessplayers with a specimen of her remarkable wisdom. After getting the players safe to Grimby, she remarks to the Editor of the Nottingham *Daily Express* in her critique on the meeting. 'we hadn't been long in that Masonick Hall as was that cool and refreshing as did me good, before them chess't men as was from Nottingham shook hands wi' them at Grimby, then began to mix up them chess't men as did look that straight at first as must have been easily counted, but soon got that mixt up, black and white, and did look that perplexing, as there was no wonder they took a lot o' counting. I made them gentlemen look that bewildered as they didn't know what to do and made me that sorry for them as looked so nice when we was a-coming.' Still expressing her belief that counting the pieces on the board was the sole end and aim of chessplaying, she thus describes her good intention towards one poor solitary player who was striving hard to find the legitimate result of an end-game at closing time. 'There he sat a-gazing and a-gazing at 'em, and got no forrarder, till I couldn't a-bear to see him any longer. I knowed how strict them chess't rules is, but I wasn't going to see that gentleman, as had been one of our party a-coming, put on any longer, so I pushes through those heartless on-lookers, as would a-seen him faint straight away, and says to him afore 'em all *Theres six*. But bless yer! he'd gone too far; but seemed as how he recognised my good intentions as by how he smiled that sort a vacant, and said as how he thought they were all sixes and sevens too'. Poor man! as hadn't got no mate to take care of him.'—*Leeds Mercury*.

Notice.

TO SUBSCRIBERS.

Annual Subscriptions STRICTLY IN ADVANCE. Posted Free to all parts of New Zealand, 3s. 6d.

TO CORRESPONDENTS.

Our columns are open to members of Chess Clubs, and other Chess players, but we reserve the right to accept or reject the matter forwarded.

Correspondents are requested to write only on one side of their paper.

We cannot undertake to return rejected communications.

TO SECRETARIES OF CHESS CLUBS.

Secretaries would confer a favour on the Editor by forwarding reports of Meetings, Tournaments, and other information interesting to Chess-players.

THE NEW ZEALAND CHESS CHRONICLE

PUBLISHED ON THE FOURTH TUESDAY IN EACH MONTH.

TUESDAY, JANUARY 31, 1888.

THE PROPOSED NEW ZEALAND TOURNAMENT.

The suggestion originated by Mr Thomas Sexton, of Ashburst, re holding a tournament to ascertain who should represent New Zealand at the forthcoming Melbourne Centennial Congress appears to meet the approval of a large number of players, and we take the liberty of republishing one of the letters which have appeared on the subject:—

To the Chess Editor of "The New Zealand Mail."

DEAR SIR,—I read with much interest and pleasure Mr Thos. Sexton's remarks, which appear in the Mail of the 16th instant, and quite agree with him in considering it would be very desirable to hold a New Zealand Chess Tourney preparatory to electing a representative, or perhaps more than one, of this Colony to compete at the

Melbourne Congress about to take place shortly. I wholly endorse what he says in regard to Mr Hookham, and am with him in thinking that that gentleman is deserving of the highest commendation for so chivalrously representing the chess interests of the Colony at the recently held Adelaide Congress, and most firmly am I convinced that had he (Mr H.)—at the time of playing—been in better health, he assuredly would, in accordance with his antecedents, stood much higher on the list of competitors than was unfortunately the case. Mr Sexton justly remarks that the great difficulty lies in raising the requisite funds for the occasion; but sir, in my humble opinion there would be no very great difficulty in doing this, for I sincerely believe there is not a real admirer of the game in the colony but would—if appealed to through the public journals—cheerfully do his level best towards furthering so very desirable an undertaking; moreover, I feel confident that if some players of note and good position in Wellington would only do the initiative by starting a subscription list for the purpose, it would be very popularly entertained and most liberally supported by not only the whole chess community of the Colony but by very many others who do not play the game and therefore have not the same direct interest in the matter contemplated, nevertheless, they all would to a certain extent derive in one way or another a little benefit from it. The members of the Wellington Chess Club could of course arrange all necessary preliminaries in regard to the Tourney, regulations, prizes, handicapping, &c. &c., and if not deemed presumption on my part I would most respectfully suggest that they (members) should offer as a prize to the two highest scorers in the tourney a free passage to and from Melbourne (together with a pecuniary addition if the funds admitted it); this however, being only a crude idea of my own I trust they will pardon my suggesting it, and I remain sir, Yours faithfully, R. J. DIXON, Clyde, Hawke's Bay, December 24th, 1887.

In reference to the above letter we are authorized to state that several Wellington gentlemen are willing to undertake the task of arranging a tournament if any information could be obtained as to the probable number of entrants, and also the amount of support that could be looked for from individual clubs.

Our own opinion is, that if each club would subscribe a sum of three guineas, or in the case of the smaller clubs two guineas, which amount would be augmented by private subscriptions, a sum sufficient to hold a tournament could be raised without much difficulty. If Secretaries of clubs would confer with the members of their committees as to the advisability of the scheme, and communicate with us we would be glad to publish the information so received; or, if sufficient interest was evinced would place the correspondence before a committee of Wellington chess players.

DEATH OF HERR HORWITZ.

The death of this veteran chess-player is thus referred to by the *Daily News* in a leading article:—Half a century ago Herr Horwitz was one, and by no means the weakest of the seven Berlin chessplayers who were known as the Pleiades, and his most memorable games were played against Staunton, Anderson, Harrwitz, and other masters of a past generation; yet, until the end of his life, he remained a sound and brilliant player of the first class. In his later years he devoted the greater part of his attention to the study of end-games, towards which he did more than all his predecessors and contemporaries put together. The venerable figure of Herr Horwitz was very familiar to all frequenters of the Divan and other haunts of chessplayers in London. The master loved to saunter from one board to another, letting fall humorous remarks concerning the play of his friends, or making mental notes of interesting positions. To amateurs in search of counsel he was uniformly kind and helpful, and many masters of a younger generation owe him a large debt of gratitude.

Like the majority of great players, he was full of characteristic peculiarities. Staunton, when deep in a game, used to sit in gloomy silence, with his hands folded before him on the table; Boden habitually muttered to himself, and closed each period of his soliloquy with a short laugh, and Steinitz leans over the board so as almost to conceal his pieces, and at the crisis of his attack hums a melancholy air, but Horwitz was always a cheerful opponent. After driving an adversary's piece into a corner he would commonly exclaim with triumph, 'Brandy won't save it!' And he had at his tongue's tip literary quotations from English and German authors that fitted almost every incident of a well fought game. Herr Horwitz who was of Hebrew parentage, in addition to his ability as a chess-player, had no small skill as an artist, and many of his landscapes in water-colours have in past years been exhibited in London.

BRITISH CHESS ASSOCIATION.

The meeting of this association was held this year at the rooms of the British Chess Club in London. The following 10 masters entered the main tournament, viz., Messrs Bird, Blackburne, Burn, Guest, Gunsberg, Lee, Mason, Mortimer, Pollock and Zukertort. Play commenced at noon on Tuesday the 29th November, in presence of a large number of spectators, and on the 10th December the score stood as follows:—

Name	Won	Lost	Name	Won	Lost
Bird ...	8	3	Lee ...	2½	4
Blackburne ...	5½	2	Mason ...	1½	6
Burn ...	7	1	Mortimer ...	0	8
Guest ...	3	3	Pollock ...	4	3
Gunsberg ...	7	1	Zukertort ...	5	2

The surprise of the meeting is the position of Mason, who seems to have fallen hopelessly from his former high estate, while the leather medal seems destined for Mr. Mortimer, who will probably go through the tournament without winning a single game.

THE LATE ADELAIDE CHESS CONGRESS.

The pamphlet relating to this event will be published in a week or two. It will contain the 46 games played in the major or champion tourney, and a selection of those contested in the minor tourney variously and fully annotated. The portrait of the chief winner, Mr Charlick, will be presented as a frontispiece, and there will also appear a carefully compiled record of the proceedings. The price will be 1s. and 1d for postage. As only a limited number—250—will be printed, subscribers in this and the neighbouring colonies wishing to secure a permanent record of a notable event should send their orders accompanied by remittance without delay to the editor, Mr Charlick, *Observer* Office, Adelaide.

Club News.

At a recent Committee Meeting of the Auckland Chess Association, the following members were selected as representative players for the interprovincial matches in accordance with rule 10 of the association:—

1 H. Brockbank	7 C. F. Mark
2 W. Munro	8 J. F. Sloman.
3 H. Ryder	9 F. D. Woodroffe
4 W. Gorrie	10 R. A. Pope
5 A. Hosking	11 K. Watkins
6 A. Ashton	12 J. B. Malcolm
EMERGENCIES:	
1 Blandon	4 G. H. Clatman
2 H. Green	5 I. Young
3 G. Cozens	6 E. R. Watkins

Under the same Rule the selected representatives are open to challenge from any non-selected player who considers himself stronger than any particular representative, or amongst representatives for order of position. These challenge matches must be played under proper conditions drawn up by the committee.—The question of holding a Tournament with living pieces was discussed, and a sub-committee, with power to add to their number, was selected to report upon the feasibility of successfully carrying out the proposal.—The Secretary was instructed to communicate with the Canterbury Club, with a view to reopening the question of a telegraphic match, postponed late last year owing to the impossibility of obtaining a grant of the wires. *Auckland Evening Bell*.

Owing to the Christmas Holidays some of the players in the Auckland Chess Association have fallen somewhat in arrears with their games, but it is expected now that members have settled down to regular play, the back games will be quickly disposed of.

At a Special General Meeting of the Wellington Chess Club, held on the 17th inst., it was decided to wind up the present season with a Tournament, to be conducted on the Rees' system. It was also arranged that an opening should be chosen by the match committee for each evening's play. Mr W. Mackay was appointed to fill the vacancy on the match committee, caused by the removal of Mr G. F. Francis to Oamaru.

On Tuesday, the 21st inst., Mr C. W. Benbow, at the request of the Wellington Chess Club, gave an exhibition of simultaneous play, meeting thirteen opponents. After three hours play all the games were concluded, Mr Benbow winning 7, drawing 1, and losing 5.

Gleanings.

In Persia three or four hundred years ago they used test a person's fitness for minister of state by making two people play chess in his presence. If he looked on and spoke not a word they put confidence in him; but if he indulged in any remarks about the game he was considered unfit for office. Very few chess-players—I mean on-lookers—of the present day would have been fit to be Persian ministers.

The "New York Clipper" recently discussed the question of the value of the first move in a game of chess. Taking the Frankfurt Congress by way of illustration, it says that the late concourse of masters, not all of the same degree of mastership furnished valuable matter for collection; though at the same time care must be taken lest the conclusions drawn should be too absolute. In the congress named 210 games were played by 22 masters, of these 61 were drawn and 149 were won and lost. Of this second number the first player won 90 and the second only 29 or in other words a little less than two to three. Putting the total results decimally, the first player won 42.9 per cent of the whole number of games played; the second 28.1 per cent, and 39 per cent were drawn. These positions show the attack enjoys a very appreciable advantage in actual play.

CHESS REPUTATION:—Many chess-players say Mr T. P. Bull, has a jealous regard for a little local reputation and unfortunately avoids encounters on all occasions save when victory is certain and easy. The consequence is that they soon find their own play deteriorated, while the disinclination for hard games becomes stronger every day. I advise my readers not to evade a conflict whether they are in or out of play. They may rest assured that time will work a right conclusion. The advantageous combatant may lose and add a game when indisposed, but he will preserve his faculty unimpaired, nay strengthened. A chess reputation is not made by the gain or lowered by the loss.

Mr. Shinkman the American "Chessist" has now composed two thousand chess problems; his nephew Otto Wursberg, a lad of twelve years of age, has composed as many problems as he is years old; this is a little fact which may be added to those we have already published in support of Mr. Hookham's theory "that there is chess-ability among schoolboys" which ought to be developed by regular chess lessons.—*Australasian*.

Chambers Journal give the following example of the abuse of patience over a game of Chess:—"There is a story of two persons of distinction—the one lived at Madrid, the other at Rome—who played a game of chess at that distance. They began when young, and though they both lived to a very old age, yet the game was not finished. One of them dying, appointed his executor to go on with the game, their mode was:—Each don kept a chess board, with the pieces ranged in exact order, in their respective closets at Madrid and Rome; and having agreed who should move first, the don informs his playfellow by letter that he has moved his King's Pawn two squares; the courier speedily returns, and advises his antagonist that the minute after he had the honor to receive this he likewise moved his King's Pawn two squares; and so they went on. It would doubtless have turned the brain of either of these two wealthy dons if they could have been present at any of the occasions in recent times when a game has been begun and ended by telegraph between places far apart in a few hours.

Mr. Gunsberg has recently been making a tour of the provinces. On the 8th of October he conducted thirty games against members of the Teeside Association, and only lost one. On the 22nd October he played twenty games at Carlisle and only lost two. At Bradford on 28th and 29th October he conducted thirty simultaneous games, without suffering a single defeat; and afterwards at Leeds, he encountered nineteen provincial champions, all of whom but two succumbed to the youthful hero.

THE ADELAIDE CHESS CLUB.

An examination of the 45 games played in the major tourney reveals some curious facts. Of late years an interesting discussion has been raised as to whether the first move is an advantage or not. Statistics of vast numbers of games have been published showing in the main that White has an advantage in the regular book openings, but that in the irregular or purely defensive games Black is able to preserve an equality. The Adelaide champion tourney furnishes some valuable testimony on this point. For instance we find that White having the move won no fewer than 26 times, and Black only 15, the other 4 games having been drawn. To this result the exploded Sicilian Defence largely contributed. Black adopted it 7 times winning only once, White scoring the other six games. The Defence occurred four times, White losing once, and French drawing once. Mr Ealing opened three times with P to K B 4, winning twice and drawing once. Mr Hookham led off with the English opening P to Q B 4, against Mr Gossip and won. The popular and powerful Ruy Lopez was used eight times and resulted in a tie, each side scoring four games. On the other hand the sound safe solid games produced for Black by 1, Q to Q 4 and the Queen's Gambit Declined secured four wins for Black 3 for White, an eighth game being drawn. The champion used his favourite Petroff Defence twice as a foil to the K Kt's attack and won both games, but Mr Witton was unsuccessful against Mr Gossip. The Scotch Gambit gave a win for each side. A Centre Gambit ended as a draw. An Evan's Gambit Declined, Allgaier Gambit, Philidor's Defence, a Greco Counter Gambit and a Giuoco Piano each eventuated in a win for White. A K Kt's Gambit was won by Black. The Vienna opening was patronised twice, each colour gaining a win. Considering the fewness of the games a large and agreeable variety in the openings was introduced and if great brilliancy was lacking the play generally was comprehensive and substantial, and some beautiful and scientific end-games were produced.

Captain McKenzie's services have been secured as 'coach' to the Manhattan Chess Club.

The sixth American Chess Congress appears likely to meet results anticipated by the Committee. 3,500 dols. have been subscribed, the minimum necessary to enable the programme to be carried out in its entirety being stated at 5000 dols.

Poetry.

THIS FINE OLD GAME OF ANCIENT DAYS.

It shows how states are govern'd, how mutual aid should be
How subjects should protect their King, the King from harm
be free;
And how the Queen should love her lord, and the Bishop rule
his see;
And how the Knight should die in fight for his King and
liberty—
This fine old game of ancient days, this game of Orient clime.

AN INVITATION.

By MIRON, Chess Editor of the 'New York Clipper.'
Chess at 'The Larches,' when, in Summer's heat,
The cooling shadows glide along the grass;
Till combinations clear the players greet,
And cares of business pass.
Be weighty tomes of science laid aside;
Some dainty bits of Greek and Sanskrit bring;
Reclined within the balmy oilnut shade,
We'll read, and laugh and sing.
And so unheeded fly the hours along,
That else were irksome in their place to bear;
Genial companions, wit and wine, and song
Cheer all the drowsy air.
And see, upon our shelves in long array,
The pages fair of 'Scacchis' learned band;
The ideal past and skilful present play
Stand willing to our hand.
Come then, and share our reason-tempered mirth,
The grand old mountains add a wooing breeze;
So shall content and health find gladsome birth,
And we play chess at ease.

ALTERNATION GAMES.

(FROM "KNOWLEDGE.")

These games are played by four players, every person moving alternately, without consulting the other, as in the game printed below. If played quickly these games afford a great deal of amusement to the players. The parties watch each other's play with a great deal of suppressed excitement, quite unusual in the ordinary game. "Will my partner see my idea, and make the right move?" is always vividly impressed upon the countenance of the player who has just sacrificed a piece in a combination dependent for its success upon two or three subtle moves. The prohibition against consultation at such supreme moments is calculated to try the patience and shake the moral probity of a saint. To stare intensely on a certain square of the board, to wriggle about impatiently on the chair, to cough when the ally is about to make the wrong move, are expedients adopted by weaker mortals, with not sufficient moral restraint. Such undignified conduct is unfair to the opponents, and would be painful if it were not comical. These visible and glaring attempts to infringe the law against communicating with your partner are, of course, unworthy of players of unimpeachable moral conduct, but unfortunately there still remains the invisible and stealthy kick under the table to attract your partner's attention; and in certain positions even a saint would take to kicking, gently or viciously, as the occasion may require.

These games are very useful when two strong players are opposed to each other. The weaker partner, will, in course of play, have many opportunities to see and appreciate thoroughly the superior ideas of his partner, and after the game he will have the advantage of being shown where and how he failed to pursue the course. Having been engaged in thinking over the right moves, he will be able to understand any subsequent analysis, and derive much benefit and instruction therefrom.

Alternation game played at the British Chess Club, between Mr Gunsberg and Mr Harris versus Mr Newnes and Mr Mills. [Moves numbered by odd numbers by Mr Gunsberg and Mr Newnes; those numbered by even numbers by Mr Harris and Mr Mills.]

SALVIO GAMBIT.

- | | |
|---------------|---------------|
| 1 P to K 4 | 1 P to K 4 |
| 2 P to K B 4 | 2 P tks P |
| 3 Kt to K B 3 | 3 P to K Kt 4 |
| 4 B to B 4 | 4 P to Kt 5 |
| 5 Kt to K 5 | |

This move give Black the option of taking the attack into his own hands. The alternative to Kt to K 5 is to play the Muzio Gambit by 5 Castling. The latter is preferable.

- | | |
|---|-----------------|
| 6 K to B sq | 5 Q to R 5 (ch) |
| 6 . . . P to B 6 leads a very lively and attacking continuation known as the Cochrane Gambit. | 6 Kt to K R 3 |
| 7 P to Q 4 | 7 P to Q 3 |

Not good at this point, because the Kt is better posted at Q 3 for defensive purposes. P to B 6 is Black's best move.

- | | |
|--|-----------------|
| 8 Kt to Q 3 | 8 P to B 6 |
| Here 8 . . . P to Kt 6 may be played, followed by 8 Q B takes P, 9 Kt to Kt 5, &c. | |
| 9 P to K Kt 3 | 9 Q to R 6 (ch) |

This is not good. It leads to serious loss of time, for with the White Kt on Q 3, the Black Queen is lost if she plays to Kt 7. Black's best move is to retire the Q to K 2.

- | | |
|--|-------------------|
| 10 K to B 2 | 10 Q to Kt 7 (ch) |
| 11 K to K 3 | 11 B to K 2 |
| Black will now be compelled to give up the Queen for two pieces. | |
| 12 Kt to B 4 | 12 B to Kt 4 |
| 13 B to B sq | 13 B tks Kt (ch) |
| 14 K tks B | 14 Q tks R |

If Q to B 7 then White plays B to K 3.
15 B to Kt 5 (ch) 15 P to B 3
16 Q tks Q 16 P tks B
17 Kt to B 3 17 Castles
By risking the Pawn for a speedy development Black has everything to gain and nothing to lose.

- | | |
|-------------|-------------|
| 18 Kt tks P | 18 P to B 4 |
|-------------|-------------|

Continuing in the dashing style of his partner's previous move.

19 P to K 5

Unnecessarily cautious. White might have safely played 16 Kt to B 7. If then 19. . . . P takes P (ch), 20 K to K 3, 20 Kt to B 4 (ch), 21 K to B 2, 21 Kt takes Q P, 22 Q to Q sq and wins.

20 P tks P

21 B to Q 2

22 R to K sq

Black's attack is now growing very embarrassing to White.

23 P to B 4

24 P tks B

25 B to B 3

A fine idea. The position at this stage will repay careful analytical examination.

26 K to K 3

27 K to Q 3

Best. If 27 K to Q 2, 27 Kt to Kt 5 (ch), winning the exchange; and if 27 K to B 2, 27 Kt takes B, 28 P takes Kt, 28 R to Q 7 (ch), 29 K to B sq, 29 Kt to Kt 4, with a won the game.

28 K to B 2

29 R to Q B sq

30 K to Kt sq

31 P to K 6

32 P to K R 3,

And Mr Newnes and Mr Mills won the game.

During his recent visit to Yorkshire, Mr Gunsberg gave a simultaneous exhibition at the Leeds Chess Club, meeting 19 players, with the result that he won 14 games, drew 3, and lost 2. The total number of moves made by Mr Gunsberg was about 50—his rate of play being about 3 moves per minute, including the time of walking around the room some thirty times. An adjournment of an hour was then made for tea, after which Mr Gunsberg volunteered to deliver a lecture on the chess openings to the assembled players. Mr Gunsberg's remarks were quite extempore, but his explanations of the why and the wherefore in the several stages of the Ruy Lopez and centre Gambit openings were very lucid, and were highly appreciated by the gentlemen to whom they were addressed.

Chess Hints.

Lovers of Chess are invited to send in Solutions to the Problems which must reach this Office, within twenty-five days after publication. Contributions of Problems, will be received and inserted if of sufficient merit.

SOLUTION OF PROBLEM 16.

By G. H. Clutnam.

WHITE.	BLACK.	WHITE.	BLACK.	WHITE.
1 Q to R 3	P tks Q	2 P to Kt 4 (ch)	K tks Kt	3 R to B 7 mat ^o
	K tks Kt	2 Q to R 5 (ch)	K to B 4	3 B tks P

Correct solutions received from:—Te Ika a Maui; A. O. P., Swanston, 'this is a tough un'; J. W. Wellington; J. J. M. Christchurch

SOLUTION OF PROBLEM 17.

WHITE.	BLACK.	WHITE.
1 Q to Q 4	Any	2 mates accordingly

Correct solutions received from:—Te Ika a Maui, Wellington; A. O. P., Swanson; J. J. M., Christchurch; J. W. Wellington.

SOLUTION OF PROBLEM 18.

WHITE.	BLACK.	WHITE.	BLACK.	WHITE.
1 B to K R 4	K to Q B 4	2 B to K sq	K to Kt 4	3 R mates

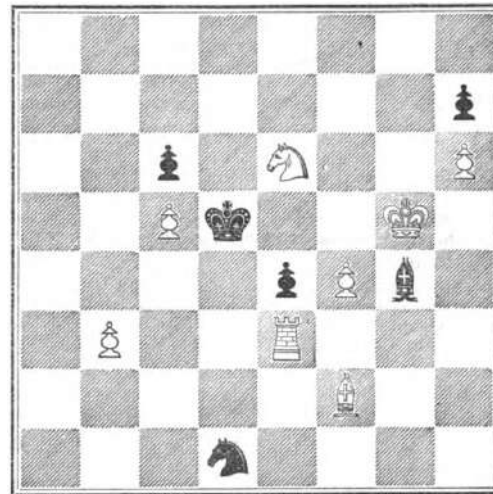
SOLUTION OF CHESS STUDY No. 1.

WHITE.	BLACK.	WHITE.	BLACK.
1 K to R sq	2 B to Q R 5	3 R tks P	4 R to K Kt 5
6 R to K Kt 7 (ch)	7 K to K 3	8 K to B 3	9 R to Kt 6
6 K to R sq	7 P to KB 5 (ch)	8 R to Kt 8 (best)	9 R to Kt 4
10 K to B 2	10 P to B 6 draws		

PROBLEM, No. 19.

By Kotz and Kockelkorn (selected.)

BLACK (5 pieces.)



WHITE (9 pieces.)

White to play and mate in three moves.

Position of Pieces:—8 | 7 p | 2 p 1 S 2 P | 2 P K 2
K 1 | 4 p P B 1 | 1 P 2 R 3 | 5 B 2 | 3 k 4.

The above is an example of the Forsyth Notation. The system will be found most useful in making pencilled memoranda of position in adjourned games and interesting positions in actual play. We append the following explanation for the benefit of any of our readers unacquainted with the notation. The divisions represent the 8 rows; the figures represent the number of vacant squares; the large capitals White men, and the small letters, Black men.

Reading the diagram from Black's Q R square, it will be found that the first 8 squares are vacant, these are represented by 8 | . In the second row there are 7 vacant squares, followed by a Black Pawn, represented thus 7 p | . The third row contains, first 2 vacant squares, then a Black Pawn, then one vacant square, followed by White Knight, two vacant squares and White Pawn; represented by 2 p 12 P | . The next row contains two unoccupied squares, White Pawn, Black King, 2 blank squares, White King; and 1 vacant space, accorded thus—2 P K 2 K 1 | , and so on throughout the remaining rows. It will be noted that 8 is given for Knight to prevent confusion with King.

PROBLEM, No. 20

By M. Ehrenstein.

WHITE (2 pieces.)

K on Q R 2, Q on Q B 8.

BLACK (8 pieces.)

K on Q R 5, P's on Q Kt 3 and 4.

White to play and mate in three moves.

PROBLEM No. 21.

By C. Planck.

WHITE (9 pieces.)

K, on K, Kt sq. Q on Q, B 8 R, on K R 6, Kts on K 4 and K B 8, B on Q R 7, P's on K B 7 Q, Kt 2 and 4.

BLACK (5 pieces.)

K on K 4, B's on K 3, and K B 3, P's on K 2, and Q K 6.

White to play and mate in 2 moves.

Games.

No. 24.

The following quaint little game, prettily finished off, is one of twenty played simultaneously some time ago by Mr H. Charlick, champion of Australia:

(Vienna Opening.)

WHITE.	BLACK.	WHITE.	BLACK.
Mr H. Charlick	Mr T. B. Grey	Mr H. Charlick	Mr T. B. Grey
1 P to K 4	P to K 4	6 P to Q 4	P to K Kt 4
2 Kt to Q B 3	P to Q B 3	6 B to Q B 4	Kt to K R 3
3 P to B 4	P tks P	7 Kt tks Kt P 1	P tks Kt (a)
4 Kt to K B 3	P to K B 3		

(a) White forced mate in four moves. Thus:—

WHITE.	BLACK.
1 Q to R 5 (ch)	K to K 2
2 Q tks Kt P (ch)	K to K
3 Q to R 5 (ch)	K to K 2
4 Q to K 5 (mate)	

No. 25.

Played between the rising Vienna player, J. H. Bauer and an Amateur.

(FRENCH DEFENCE.)

WHITE.	BLACK.	WHITE.	BLACK.
Herr A.	J. H. Bauer	Herr A.	J. H. Bauer
1 P to K 4	P to K 3	11 Kt to Q 2	Q to R 3
2 B to B 4	P to Q 4	12 Kt to K B 3	Kt to Q B 3 (c)
3 P tks P	P tks P	13 P to Q 4	R to Q 2 (d)
4 B to Kt 3	Kt to K B 3	14 Kt to Kt 3	R to K 5
5 P to Q 3	B to Q 3	15 P to Q B 3 (e)	R to B 5
6 Q B to K 5	Castles	16 Q to Q 2 (f)	P to K Kt 4
7 Kt to K 2	R to K sq	17 K R to K sq	Kt tks Q P (g)
8 Castles (a)	B tks P ch	18 P tks Kt	R tks Kt
9 K tks B	Kt to Kt 5 ch	19 P tks R	Mate in 4 moves
10 K to Kt	Q tks B		

Notes and Score from "Leeds Mercury."

(a) This was injudicious. It is most interesting now to watch how well timed are Black's moves. The game is really lost for White at this point.

(b) This appears to be the best way to get a protection to his K R sq, which becomes the centre of attack by Black.

(c) This Kt is intending to give trouble at K 4.

(d) This was precautionary. Black would like to play 13... R tks Kt; but 14 Q tks R, Kt tks Q P; 15 Q to K 3 mate. Black sees well what he intends to do, for the B gives a dire stroke directly.

(e) The bird would have cost fine horses. Black's moves fit in remarkably well.

(f) Again this appears the only move now the protector of K R 2 is threatened.

(g) All is now ready. The Kt moves mainly to allow the B to come through.

No. 26.

Seventh game in the match, Blackburne v. Gunsberg.

(KING'S GAMBIT DECLINED.)

WHITE.	BLACK.	WHITE.	BLACK.
Mr G.	Mr B.	Mr G.	Mr B.
1 P to K 4	P to K 4	21 R to Q R sq	R to K 2
2 P to K B 4	P to Q 4	22 Q R to R 4	P to Q R 3
3 P tks P	P to K 5 (a)	23 Kt tks P	B tks Kt
4 B to K 5 (ch)	P to B 3	24 R tks B	K to B 2
5 P tks P	Kt tks P (b)	25 P to K Kt 3	R to Q Kt sq
6 P to Q 4	Q to R 4 (ch)	26 K R to R 2	Q R to Kt 2
7 Kt to B 3	B to Q Kt 5	27 R tks P	Kt to K 2
8 B to Q 2 (d)	Kt to B 3	28 Q R to R 6	R tks P (ch)
9 B tks Kt (ch)	P tks B	29 R tks R	R tks R (ch)
10 P to Q R 3	P to K 6 (e)	30 K to Q 3	Kt to B sq
11 P tks B	P tks B (ch)	31 P to B 5	Kt to K 2
12 K tks P	Q tks B	32 R to Q 6	Kt to B sq
13 Q to K 2 (ch)	K to B sq (f)	33 R to Q 3	Kt to K 2
14 Q to K 5	Kt to Kt 5 (h)	34 P to Q 5	R to Kt 4
15 R to R 4 (i)	Kt tks Q (j)	35 K to B 4	R to Kt 7
16 R tks Q (k)	Kt to Kt 3	36 Kt to B 3	R tks P
17 K Kt to K 2	P to K B 4	37 P to B 6	P to Kt 4
18 Kt to R 4	B to B 3	38 P to B 7	P tks P
19 P to B 4	R to K sq	39 P tks P	R to K Kt 7
20 R to B 5	B to B sq	40 P to Q 6	Resigns

Notes by Messrs Blackburne and Gunsberg.

(a) An unsound defence. P takes P is preferable.

(b) P takes P is the usual move.

(c) This and the following moves assist White in the development of his game. Black should rather have played Kt to B 3.

(d) Best.

(e) This move promises a strong attack. As the sequel shows, it is of no avail.

(f) Much superior to K to R square.

(g) Difficult to choose, B takes K third, loses the Bishop, although Black would have gained a strong attack. If K to Q square, White answers as in the text; if K to K second, then R to K square.

(h) A tempting move, there was nothing else to play.

(i) The correct answer. Of course, Black cannot take Rook.

(j) Q to Kt second is slightly better, if Q to K sixth (ch), Q interposes, Q takes Q, K takes Q, which is the most favourable continuation Black can hope for; he will now be able to bring his King's Rook into play.

(k) There is now scarcely any chance for Black.

No. 27.

The following fine game was played in the recent match, Edinburgh v. Glasgow:—

(Irregular Opening.)

WHITE.	BLACK.	WHITE.	BLACK.
Mr Meikle	Sheriff Spens	Mr Meikle	Sheriff Spens
1 P to Q Kt 3 (a)	Kt to K B 3	24 Kt to B 3	P to K 4
2 B to Kt 2	P to K 3	25 P to K 4	R to Kt 4
3 Kt to K B 3	Kt to Q B 3	26 P to Q 5	R to Kt 3
4 P to K 3	P to Q 4	29 Kt to Q sq	P tks P
5 P to Q 4	B to Q 3	28 B tks P	P to B 3
6 B to Q Kt 5	Castles	29 Kt to K 3	B to Kt 4
7 Q Kt to Q 2	P to Q R 3	30 P tks P	P tks P
8 B tks Kt (b)	P tks B	31 K R to Q sq (k)	1 to Q 5
9 Castles	B to Kt 2	32 R tks P	B to K 7
10 P to K R 3 (c)	Kt to K 5	33 R to K Kt sq (l)	Kto K 3
11 Kt tks Kt (d)	P tks Kt	34 B to B 4 (m)	P to K Kt 4
12 Kt to Q 2	Q to R 5	35 B to Q 6	R (fr K 3) to B 3
13 Q to Kt 4 (e)	Q tks Q	36 P to B 4 (n)	P tks P (ch) (o)
14 P tks Q	P to K B 4	37 K to B 2	B tks B
15 P to K Kt 3	R to B 3	38 P tks B	R to Q sq
16 K to Kt 2	P tks P	39 R to Q 5	R (fr B 3) tks P
17 P to Q B 4 (f)	R to B 4 (g)	40 R tks P (ch)	K to R sq
18 P to B 5	B to K 2	41 R to K sq	R to Q 7
19 Kt tks P (h)	Q R to K B sq	42 P to Kt 4 (p)	R tks P
20 Q R to Q sq (i)	P to Q R 4	43 K to Kt 3	R to K B sq
21 R to Q 2	R to Q R 3	44 Kt to B 5	P to B 7
22 R to K R sq	P to Q 5 (j)	45 K tks P	B tks P (dis ch)
23 P to Kt 4	B to B 5	46 K to K 3	B tks Kt (q)

Notes and Score from "Glasgow Weekly Herald."

(a) We cannot help thinking that this move is of a defensive character, and therefore throws away the supposed advantage of attack—presumed to be the prerogative of the first move. Some players of course prefer to be on the defensive, but this, generally speaking at any rate, is not a characteristic of Mr Meikle.

(b) It seems to us a dubious question—whether the power of attack by the opening up of the knight's file is compensated by the doubling of the pawn on the bishop's file. If we remember rightly Blackburne never objects to this exchange when the knight's file is so opened up, and at an early stage of the game at all events something is to be said as to the exchange of bishop for knight being disadvantageous.

(c) We presume to prevent Kt to K 5, but at this point is it not a waste of a move?

(d) Probably Black was wrong here, the effect being to disintegrate Black's pawns. Black's theory, however, was to place the bishops in a powerful attacking position, an effect, no doubt, to some extent produced.

(e) Forcing the exchange.

(f) If Kt takes P, Black would at once be able to direct an attack on the part of the Q B by advancing the Q B P.

(g) This move at once gives White the power of shutting off the Q B by advancing the P to Q B 5, but perhaps Black had nothing better. White's advance of the Q B P was well timed and effective.

(h) Which can now be safely done. At this point White has certainly the best of the game.

(i) Foreseeing the danger of allowing the bishop to be planted at Q R 6.

(j) With the object if P takes P, of bringing the B to B 5, followed by B to Q 4; perhaps, however, P takes P would have been as good if not better than the move in the text, for Kt to B 3 seems effectually to bar the bishop's way.

(k) White is probably rightly afraid of capturing the P with the Kt in consequence of Black's threatened move of B to B 3. The move in the text, however, permits the dangerous move of P to Q 5. The bishop cannot safely take, on account of the B checking, at B 3, followed by its planting itself at K B 6; while, if the rook takes, as occurred in the game, Black obtains a powerful attack by B to K 7.

(l) Necessary to prevent the continuation of B to B 6, followed by R to R 3.

(m) B to B 6 at once probably better.

(n) It is admitted by Black that the position had not been thoroughly analysed. When he moved the R to B 3 he was under the impression that, if B took B, R takes P (ch) was immediately fatal. This is not, however, the case, although Black would have had a very strong attack, as to which after a good deal of analysis, we are still unable to say whether it would have left Black or White with the ultimate advantage.

(o) This is obviously bad for White, giving a passed Pawn, and one dangerously near the queening square.

(p) Necessary.

(q) And White ultimately resigned, after a good many more moves.

No. 28.

Fifth game in the match, Blackburne v. Gunsberg.

(KING'S GAMBIT DECLINED.)

WHITE. Mr G.	BLACK. Mr B.	WHITE. Mr G.	BLACK. Mr B.
1 P to K 4	1 P to K 4	23 Kt to Kt 3	23 R tks R P
2 P to K B 4	2 B to B 4	24 R tks R	24 Q tks P (ch)
3 Kt to Q B 3	3 P to Q 3	25 K to K 2 (i)	25 Q tks R
4 Kt to B 3	4 Kt to K B 3	26 Kt to R 5	26 Q to B sq
5 B to B 4	5 Kt to B 3	27 K tks R (j)	27 Q tks Kt
6 P to Q 3	6 P to Q B 3 (a)	28 Q tks Q (ch)	28 K tks Q
7 P to B 5	7 Kt to Q R 4	29 P tks P	29 P tks P
8 P to Q R 3 (b)	8 K tks B	30 Kt to Q 2	30 P to Kt 5
9 P tks Kt	9 Q to K 2	31 R to Q Kt 3	31 B to R 3 (ch)
10 B to Kt 5	10 P to Q B 3	32 K to B 3	32 B to K 2
11 R to K B sq (c)	11 P to Q Kt 4	33 R tks Kt sq	33 B to B 5 (k)
12 P tks P	12 R P tks P	34 K tks B	34 P tks Kt
13 P to Q Kt 4 (d)	13 B to Kt 3	35 P to B 3 (l)	35 P tks P
14 Q to Q 3	14 Castles (e)	36 R to Q B sq	36 B to Kt 5
15 P to K Kt 4	15 B to Q sq	37 P to R 4 (m)	37 P to R 4
16 K R to Kt sq	16 Q to B 2	38 P to Kt 5	38 B to K 2
17 B tks Kt	17 P tks B (f)	39 R tks P	39 P tks P
18 Q to Q 2	18 K to R sq	40 P tks P	40 B tks P
20 Q to R 6	19 K R to Kt sq	41 R tks P	41 B to B 5
20 R to Kt 3	20 Q to K 2	42 R to B 7	42 K to B 3
21 R to R 3	21 K to Kt 2	43 R to Kt 7	43 K tks P (n)
12 Kt to K 2 (g)	22 P to Q 4 (h)		

Drawn game.

(2 h. 5 min.)

(1 h. 55 min.)

Notes and Score from "British Chess Magazine."

- (a) This is done to prevent the exchange of B for Kt and the threatening of B to Kt 5.
 (b) The object of this move, which we imagine comes too late, is to prevent B to Kt 5 after Kt takes B.
 (c) To provide against P to Kt 3.
 (d) Necessary to prevent the break up of the position by P to Kt 5.
 (e) Premature; B to Q 2, because of his subsequent troubles, would have been much better.
 (f) P takes B is a blunder which ought to have lost the game. B takes B is much better.
 (g) With the object of reaching R 5.
 (h) Black evidently calculated upon sacrificing Q R, but, as will be seen afterwards, this desperate remedy should be of no avail against best play. If Black had continued Q to B sq the game might have proceeded—23 Kt to Kt 3, Q to Kt sq; 24 P to Kt 5, P takes P; 25 Kt to R 5, P to Kt 5; 26 R to Kt 3, &c.
 (i) White here misses the win; Kt to Q 2 was the winning move, for Black could not play Q takes R on account of White's reply Q takes R (ch) K takes R; Kt to R 5 (ch) regaining Q with a rook ahead.
 (j) Although from the appearance of the position it would seem at a first glance that White could have done better, yet on closer examination it will be found that any other line of play would not have been favorable for White. If, for example, White played 27 P to Kt 5, P takes K P, and White cannot play 28. P takes B P on account of R to Kt 7 (ch).
 (k) P to R 4 would have been stronger.
 (l) This move ensures the draw.
 (m) White's object, having sacrificed the pawn, is to gain both pawns on Q B file by playing up his king, but he seeks to provide against P to R 4 first.
 (n) White now takes P, and he can also afford to sacrifice rook for king's pawn, knowing that R's pawn never could Queen, owing to Black's B being different color to the square on which the rook's pawn intends to queen.

No. 29.

The following brilliant skirmish was won by the champion, from a distinguished player who was visiting the Adelaide Chess Club:

White—Mr. Black—Mr H. Charlick.

(King's Gambit Evaded.)

WHITE.	BLACK.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P to Q 4 (a)
3 P tks Q P	3 P to K 5
4 Kt to Q B 3	4 Kt to K B 3
5 B to Kt 5 (ch)	5 P to B 3
6 P tks P	6 P tks P
7 B to B	7 B to B 4
8 P to K R 3?	8 B tks Kt (b)
9 B tks P (ch)	9 K tks B
10 R tks B	10 R to K
11 P to K Kt 4	11 Kt to Q 4 (c)
12 K tks Kt	12 Q to R 5 (ch)
13 K to K 2	13 B to R 3 (ch)
14 K to K 3	14 P tks Kt
15 Q to K	15 P to Q 5 (ch) (d)
16 K tks P	16 Q to B 3 (ch) (e)
17 K to B 5 (f)	17 Q to R Kt 3 (ch)
18 K to Q 4	18 R to Q (ch)
19 K tks P	19 B to Kt 2 (ch)
20 K to K 5 or B 5	20 Q to K B 3 mate

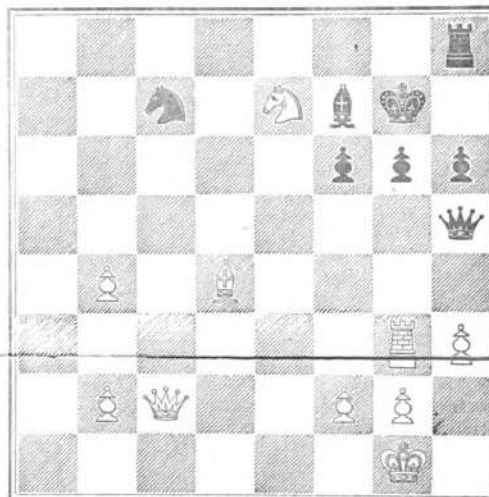
Notes and Score from "Adelaide Observer."

- (a) This move in conjunction with P to K 5, was invented by Her Falkbeer. The text move was a favourite with Morphy, but the German authorities prefer B to B 4.
 (b) The winning move. If White retake B with R, Black wins a piece by Q to Q 5!
 (c) The best move.
 (d) Leading to a brilliant finish.
 (e) White dare not retire K to K 3, because Black then wins off hand by Q to Q Kt 3 (ch), &c..

END GAMES.

The following position occurred in the game between the Rev. G. Berry and Mr. R. Hindley in the minor tourney of the late Adelaide Chess Congress. Mr. H. Charlick has awarded the special prize, Baxter's Chess Problems, offered in the minor tourney for the game with the most Problem-like ending, to Mr. Berry for his artistic handling of the termination of this game. The finish is by far the best of the whole series, and will amply repay examination;—

Black—Mr. R. Hindley.



Club Directory.

CHESS CLUB.	PRESIDENT.	SECRETARY.
Auckland	Wm. Gorrie	Alfred Ashton
Canterbury	Henry Hookham	Alfred H. Todd
Devonport	M. Niccol	J. H. Bennett
Fendalton, Chch	Henry Hookham	James H. Kidd
Invercargill	J. W. Mitchell	J. Edwards, acting
Mt. Eden, Auck	Alfred Ashton	M. J. Matthews
Mongonui	R. M. Houston	R. W. G. Aitken
Mt. Albert (Auck)	C. Garlick	W. W. Cox
Napier	J. Dinwiddie	H. C. Pirani
Oamaru	J. J. Spence	H. Lee
Oruru	Charles Adamson	F. Maughan
Otago	E. E. C. Quick	Henry Allen
Ponsonby, Auck	A. E. Devore	C. H. Brockelbank
Timaru	R. R. Taylor	W. J. Wood
Wanganui	W. J. Smith	Ed. Wilson
Wellington	C. W. Benbow	C. L. Barraud
Whangaroa	J. Wigmore	F. W. Sanderson.

Club Notices.

PONSONBY CHESS CLUB, meets at All Saints' Schoolroom, Ponsonby Road. Subscription 10s. payable quarterly. A Devore, President; T. Peacock, J. Upton, Vice-Presidents; E. A. Taylor, Treasurer; C. H. Brockelbank, Secretary.

WELLINGTON CHESS CLUB, meets Tuesdays and Fridays, at No. 4, Room, Athenæum. Subscription 12s. 6d. per annum. C. W. Benbow, President; C. L. Barraud, Secretary.

WANGANUI CHESS & DRAUGHT CLUB, meets at Public Library. W. J. Smith, President; A. D. Willis, Vice-President; Edward Wilson, Secretary.

OTAGO CHESS CLUB, meets every Saturday at Watson's Hotel. Subscription 21s per annum. E. E. C. Quick, President; Dr. Batchelor, C. S. Reeves, Vice-Presidents; James Mander, Hon. Treasurer; Henry Allen, Hon. Secretary.

WHANGAROA COUNTY CHESS CLUB, meets every Monday at Club-room, Whangaroa, 7 p.m.; visitors invited. Residents in the County may be proposed for membership as vacancies occur. J. Wigmore, President; F. Hagger, and F. Booth, Vice-Presidents; F. W. Sanderson, Secretary.

AUCKLAND CHESS CLUB, meets every Thursday at Robson's Commercial-rooms, Queen Street. Subscription 10s per annum. Visitors to Auckland are invited. William Gorrie, President; Alfred Ashton, Hon. Secretary.

DEVONPORT CHESS & DRAUGHT CLUB, meets every Wednesday at Public Library. M. Niccol, President; J. Bates, Vice-President; J. H. Bennett, Secretary.

Advertisements.

T. Kennedy Macdonald & Co.,
AUCTIONEERS AND LAND AGENT,
Nos. 1 and 3, Manners-street, Wellington.

New and Secondhand Furniture received for Sale by Auction. Large and convenient Auction Rooms, Unsurpassed in the City for the Display of all Classes of Goods. Weekly Sales of Household Furniture and Sundries. Sales of Furniture at Private Residences in Town and Country if desired.

Liberal and Immediate Cash Advances on Goods sent in for Sale.

W. J. LANKSHEAR,
BOOKBINDER, Account Book Maker, and
General Stationer.

Account Books of all kinds in stock and to order
in any ruling or binding.

Music bound in any Style at reasonable Prices.

A large and well-assorted stock of Stationery.
Special attention given to country orders.

LAMBTON QUAY,
Opposite the Bank of New Zealand.

GOVERNMENT PUBLICATIONS.

Orders received for the following Books just issued from Government Press:—

AN ACCOUNT OF THE INSECTS NOXIOUS TO AGRICULTURE AND PLANTS IN NEW ZEALAND. By W. M. MASKELL, F.R.M.S. Price: Cloth, 5s.

THE ERUPTION OF TARAWERA, NEW ZEALAND. By S. PERCY SMITH, F.R.G.S. (Assistant Surveyor-General). Price: 2s. 6d.

REPORT ON THE TARAWERA VOLCANIC DISTRICT. By Professor F. W. HUTTON, F.G.S. Price: 1s. 6d.

HANDBOOK OF NEW ZEALAND MINES (with Maps and Illustrations). Price: Cloth, 5s.

REPORTS ON THE MINING INDUSTRY OF NEW ZEALAND, 1886. Price: 2s. 6d.

STATE EDUCATION. By Dr. LAISLEY. Price: Cloth, 2s. 6d.

POLYNESIAN MYTHOLOGY AND ANCIENT TRADITIONAL HISTORY OF THE NEW ZEALAND RACE. By Sir GEORGE GREY, K.C.B. Price: 5s.

MANUAL OF BIRDS OF NEW ZEALAND. By Sir WALTER L. BULLER. Price: 10s.

HANDY BOOK ON "THE LAND TRANSFER ACT, 1885." Price: 3s.

B. N. MANLEY, WILLIS ST., WELLINGTON.
AGENT.

1887

CURNIN'S INDEX

TO THE

LAWS OF NEW ZEALAND,
GENERAL, LOCAL, AND PROVINCIAL.

SIXTH EDITION.

BROUGHT DOWN TO THE END OF THE SESSION OF 1886.

B. N. MANLEY, WILLIS ST., WELLINGTON,
PUBLISHER.

WHITTAKER, BROS.,

LAMBTON QUAY, WELLINGTON, & BOUNDARY ST., GREYMOUTH

IMPORTERS of Books, Stationery and Fancy Goods.

Latest Engineering, Military and Practical Books, per every Direct Steamer. Chess Boards and men from 6/ upwards. To arrive shortly, latest work on Chess.

Please send for lists.

All Orders promptly attended to.

New Zealand Rubber Stamp Factory,

AND GENERAL

PRINTING OFFICE

No. 6, WILLIS ST.,

WELLINGTON.

PRINTING DEPARTMENT,

Every Description of Jobbing Work executed in the best style of the Art, by thoroughly competent workmen.

GOOD WORK AT MODERATE CHARGES.

PURE INDIA RUBBER STAMPS,

For all Business purposes.

Finest Markers, Facsimile of Signatures, Monograms, Eclipse, & Climax Dater Stamps, Bijoux, Watch & Pencil Cases, Automations, &c.

ENDORISING INK,

Violet, Red, Scarlet, Black, Blue, Puce, and other accessories appertaining to this particular Branch.

Note the Address

B. N. MANLEY,
6, WILLIS STREET,
WELLINGTON, N.Z.

Printed and Published Monthly, by the Proprietor, Benjamin Nicholas Manley, at his registered Printing Office, No. 6, Willis Street, Wellington.—TUESDAY, JANUARY 31, 1888.

