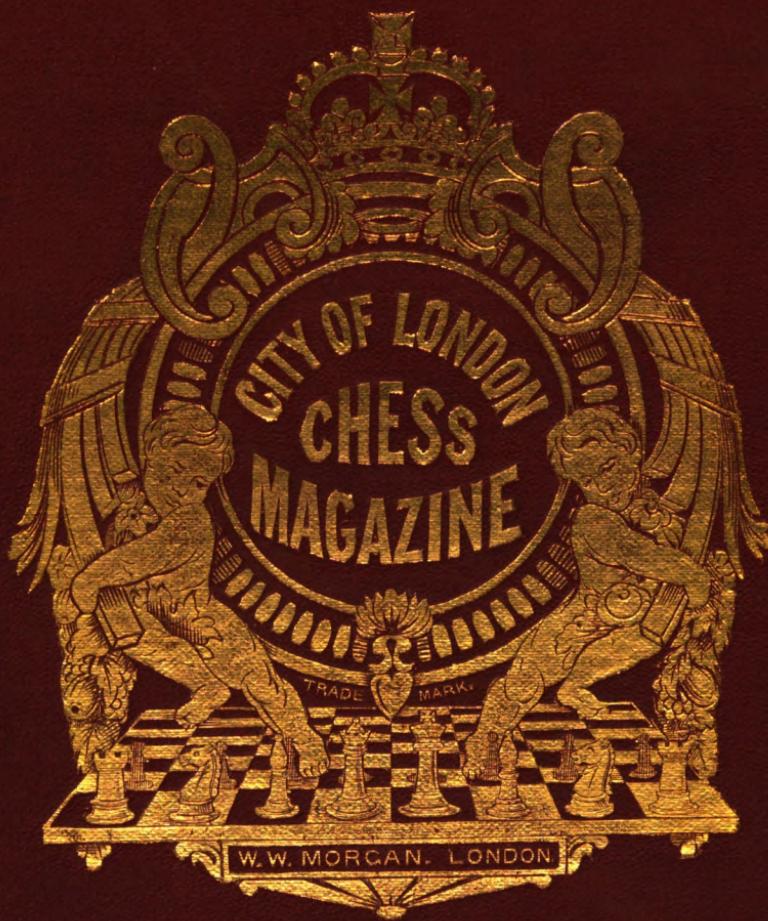

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THE
City of London Chess Magazine.

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WITH THE CO-OPERATION OF

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VOLUME I.

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P R E F A C E.

—:o:—

THERE was one strolling in a pleasant garden, and he apparently desired to find a part most meet for repose. There were various grottoes into which he peeped. Each seemed to be dedicated to some tutelary deity, but not to the particular one for which he was in search. They were lit up with oil lamps, giving them a very poetical aspect, but he appeared to view the dimness with scorn, and passed on. At last he came to a cavern, most gorgeously decorated, and brilliantly illuminated. What a splendid discovery was gas, he said, and sauntered in. There appeared to be a kind of altar inside, on which was the semblance of a young bovine, carved in gold. Casting a loving glance at the glistening animal, and giving it a kind of reverential nod, the visitor laid himself down on a luxurious couch, and prepared to take a nap. He was an undersized, slight-made individual, with a large head. His features gave evidence of intellect, but not of poetry ; of humanity, but subordinated to self love ; No. 1 to be taken care of, and no desire to injure No. 2 if he does not stand in the way. The expression generally sneering, and not very pure ; nevertheless, not destitute of a certain pleading compunction, signifying dissatisfaction with what was, and a half desire to do better. He soliloquised, "1800 to 1875, and all told. I am getting old, but, any way, have done good work in my time; whence the railway locomotive, electric telegraph, photography, emancipation of slaves, and so forth ; posterity will reckon me worth a dozen of my ancestors." "Yes," said one who had noiselessly entered the grotto, "but did you erect the Pyramids or invent the mariner's compass ? Did you discover the Copernican theory or the law of gravitation ? You boast of intellect, in which of your seventy-five years was I born ?" It was a female figure that had flitted into the place, and now stood by the side of the self-praising Nineteenth Century. She was of rarest beauty, and her eyes shone with a subtle, mysterious light. Her features were fresh and youthful looking, but her garments, though graceful, were as of one who had trodden the earth for ages. She carried, in one hand, a banner, composed of sixty-four squares, coloured alternatively red and white. In her other hand she held a newly bound volume. "The ever young," said the first comer, "what might be your pleasure here ? would you worship at yon shrine ?" Caissa, for she it was, shrouded her eyes from the deified calf with aversion, and replied, "I wonder that, with your vaunted intellect, you can find no nobler object of worship." "Always the same old cant," answered the Nineteenth Century ; "think you that I reverence the animal for himself ? No, I want power and pleasure, and through gold obtain both. However, we shall not agree upon that matter ; may I again ask to what I owe the honour of this visit ?" "I am come to make you a present. Let me beg your acceptance of this book." "Their name is legion," he said ; "however, one more or less does not matter ; what is it called ?" "It is," said Caissa, "the First Volume of THE CITY OF LONDON CHESS MAGAZINE, a journal devoted exclusively to my interests." "What, does that thing still go on ? I know of a man who laid 10 to 1 that it would not last six months." "Tis true ; one of my votaries took the bet, and the rash layer of the odds has since had to pay up." "I also recollect some one writing with respect to its exclusive devotion to Chess, that it was a fad, only ridiculed by practical men." "Practical men," replied she, "often, if not usually, sneer while the tree is growing, but show themselves ready enough to pluck the fruits of success." "Ah, well," said the Nineteenth Century, taking the volume, and kissing the fair hand that proffered it, "you are a well meaning kind of person, Caissa, and do very little harm on the earth ; I wish your magazine every success, I am sure."

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The City of London Chess Magazine.

OUR DÉBUT.

WHEN Prospero set sail from his island, he was accompanied, on his voyage homewards, by favouring winds and calm waters, which good fortune he owed to the friendly offices of a certain sprite, who had power over the elements, and put them upon their best behaviour. Had it been otherwise, it is easy to imagine that the ex-wizard's philosophy might not have proved equal to the occasion, while Ferdinand and Miranda would have found their Chess playing—unless indeed they used a *statu quo* board—attended with serious difficulties. Our Ariel, while equally powerful, is, we trust, not less good-natured than the elfin friend of the Milanese duke: it is to the British Chess public that we entrust our fortunes, and hope not to do so in vain. Under such potent protection we shall not go down beneath the frowning skies of adverse criticism, nor be becalmed amidst the sluggish seas of apathy and indifference; while it will be our own fault if we strike against the sharp-edged rocks of uncharitable personalities, or unwise controversies. So, with sails unfurled, we now set out from the port of the City of London; and hope ere long to be riding safely at anchor in the haven of success. But it would not be reasonable to expect such good fortune without commensurate efforts on our own parts to obtain the same. Providence helps those only that help themselves, for which reason Jupiter refused to assist the suppliant who would not put his shoulder to the wheel; while Cromwell considered it indispensable that his soldiers, however prayerful, should keep their powder dry. Sowing must precede reaping; nor shall the harvestman gather in the golden grain unless the ploughman has previously laboured well. Consequently, we infer that the favour of the public will not drop like a ripe plum into our mouths, but must be earned by hard work on our part.

But it becomes us now to explain what are our plans, and upon what basis we have founded our hopes. The first point upon which we claim the support of the public is, that our Magazine will be devoted entirely to Chess; and we say this without any disparagement of our contemporary, the *Westminster Papers*, which, while it appeals

to a more general class of readers than is contemplated by us, nevertheless, never ceases to bestow the greatest possible attention upon that portion of its pages which is devoted to Chess; while, upon various occasions, it has displayed very great energy in obtaining the latest news of important events—as in the instance of the late Vienna Chess Congress. Secondly, we shall publish, every month, a varied selection of games, by the finest players of the day, and which will be annotated by some of the most competent of living authorities. Our problems will be by British and foreign composers of the highest standing; while our Chess intelligence will be, as far as unsparing effort and untiring energy can make it so, a succinct but complete *r  sum  * of all the doings in “our petty burgh;” and we intend taking especial pains to collect for that purpose all kinds of interesting and useful information. We shall also publish analyses of the openings, in which the most recent discoveries will be elucidated; and it is our intention, from time to time, to give a few useful hints to the receivers of odds, whereby they may avoid many of the pitfalls into which they are accustomed to fall. Thirdly, the Magazine will be published at a cheap price, so as to be within the reach of the humblest income. It would seem desirable to add that our purposes are not in any way local, or even merely Metropolitan; on the contrary, we aspire to be, if possible, the organ of all English Chess circles, and, therefore, shall hope for the generous support of the provincial, as well as of the London players.

Now, this being our programme, the question arises, whether it affords any fair grounds for expecting the countenance of the Chess public, and here a preliminary question of great interest presents itself, namely, whether the Chess-playing portion of the community are sufficiently numerous to merit any such specific designation. In the last census, through a reprehensible carelessness on the part of the governing powers, no means were taken whereby a certain conclusion upon this important point might have been arrived at, and this being so, any estimate upon the subject must be, to a certain extent, guess-work. However, we can scarcely, we think, be accused of exaggeration, if we fix the number of Chess players in the United Kingdom at about 100,000. Assuming this figure, or even, out of deference to pessimists, dividing it by two, it is clear that the amount of Chess provender at present provided for such an important body is altogether insufficient; and the force of this consideration is strengthened by the fact that the Chess player, unlike his brother of the cue, requires a great amount of literary nourishment. He may be a clever sort of fellow enough in his way, but if unlearned in the science of the game, any studious neophyte can put him to shame. Another important fact is that Chess players, as a body, belong to the middle and upper classes; and there must be few among them to whom such a small subscription as that charged for this journal can be any object whatever. Happy indeed would the greater number of them be if their annual expenses in Christmas

boxes could be kept within the same limit; probably a large proportion would have to admit that their cigar lights cost them as much per annum. We are amongst those who would be glad to see the ancient game burst through the barriers of social rank and gladden every walk of life, so that the handcraftsman and the labourer, after the day's toil, might find pleasure in a recreation which would give them no headache next day, and would leave their pockets in a satisfactory condition against the gude wife's matutinal inspection. We do not despair of such an era coming to pass, let scoffers laugh as they may; but, however, this is beside the mark. Still it is a fact, and this more concerns our present object, that Chess, as a game, is becoming extensively practised, and is making gigantic strides in the public esteem; so much so, that it has upon more than one notable occasion of late aroused the general attention of society, and compelled the not very willingly accorded ministrations of the daily press. It is a curious concomitant circumstance, and one not necessarily to have been expected, that the level of Chess strength has correspondingly risen, greatly to the discomfiture of those who remain of the fiddle-faddle, oughts and crosses players of a now receding generation. It is comical to watch a Chess playing Rip Van Winkle struggling in the grasp of some stripling, innocent altogether of facial vegetables. Amusing, but painful, is the contrast presented by the aimless wanderings, feeble little dodges, and blind gropings of the one, in comparison with the scientific precision, ingeniously conceived combinations, and clear-eyed foresight of the other. No fact is more obvious to the observing mind, than that we of this generation shall find ourselves sorely tried ere long by the young knights who are now putting on their armour.

We have now put forward our programme, and have stated what are the bases of our hopes. If this journal fulfils its baptismal vows, and does all those things which we, its sponsors, have promised on its behalf, is there any possibility of our failing to meet with the spirited and generous support of the Chess-playing community? Is there any chance that those to whose interests we have exclusively devoted ourselves, and for whose recreative instruction we shall be constantly labouring, will not respond with hearty unanimity? We shall not believe it. There are some, we are aware, who have croaked dismally, and have prophesied for us inevitable failure. According to them, Chess Magazines never have succeeded, and therefore never will; all have met with an untimely end, and ours will experience a like fate. We hope however for better things, and will await the verdict of the future. It boots not to enquire what were the causes of the ill success which attended former Chess periodicals. One obvious explanation is, that the game was formerly confined to a small class—we might have said clique—whose numbers remained almost stationary; whereas now its ever-increasing popularity is manifest. Never in former days could it have been possible for an association of Chess players to be found numbering,

like the City of London Chess Club at the present time, over 350 members; or for an event to have called together such a large body of spectators as upon the occasion of the inter-University match last year, when there were present from 600 to 800 persons. Something, perhaps, of former lack of good fortune may be attributed to want of firmness, or undue complaisance, upon the part of editors, whereby inferior games and problems found their way into circulation, a fault we shall be careful to avoid. What we have to say to all Cassandras is, that we expect the great law of *quid pro quo* to prevail in this as in all other instances. If we keep a good article, we shall expect customers; whereas, if we try to palm off rubbish, of course it will be necessary for us very soon to put up the shutters.

In conclusion, we submit that there is ample justification for a journal like the "City of London Chess Magazine," as likewise good grounds for anticipating its ultimate success; and we shall rejoice if, through our means, the ancient pastime should obtain that pre-eminence which is its due. Chess, we feel, is deserving of something better than an undistinguished place in the Pantheon of recreations. Therefore, let the Whist player trump, and the Billiard player make his canons, we have nothing to say in depreciation of either; on the contrary, we admit much in their favour, but the noble and glorious game, which flourished centuries before cards or cues were thought of, shall now have its own especial shrine, and in that behalf we invoke the aid of all true Chess players.

ANALYTICAL EXCURSIONS.

By J. H. ZUKEERTORT.

I.

THE GIUOCO PIANO.

The first Italian Chess writers gave to all Openings without any sacrifice—excluding therefore all Gambits—the name "Giuoco Piano," but in a short time the jurisdiction of the "slow game" was very much limited, and the name became the special property of the most practised line of play, viz.:

WHITE.

- 1 P to K 4
- 2 Kt to K B 3
- 3 B to B 4

BLACK.

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

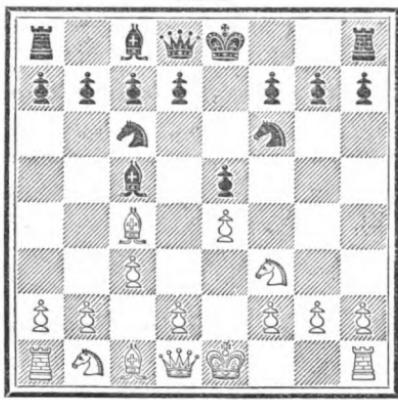
Following this example of *pars pro toto*, some German Chess authors use the name "Giuoco Piano" only for the chief variation of the Italian partie.

- 4 P to Q B 3

Black has many answers at his disposal, as 4 Q to K 2, 4 Q to B 3, 4 B to Kt 3, 4 P to B 4, 4 P to Q 3, 4 Kt to K B 3. The first four are by no means satisfactory, and may be considered as obsolete; the fifth, P to Q 3, may be perfectly safe, but it does not lead to an even game, as thereby the command of the board

is left to the first player, through his well-established contre, as Jaenisch proved many years ago. The variations resulting from the best answer.

BLACK.



WHITE.

4 Kt to K B 3
may be subjected to a short review.

A very weak continuation is
5 P to Q 3

which Anderssen calls, in jest, giuoco pianissimo. L. Paulsen adopted it in the tournament at Baden against De Vere, who replied

5 P to Q 4

losing by it a piece, but winning (in a very fine style) the game. It was objected at the time that the moves played by Paulsen were, in various instances, by no means the best; still De Vere's combination, so far as the sacrifice of the piece is concerned, was perfectly sound, as my continuation will show:

6 P takes P
7 P to Q Kt 4
8 B takes Kt
9 P to B 4

6 Kt takes P
7 B to Kt 3
8 Q takes B
9 Q to Q 2 (best)

De Vere played the inferior move 9 Q to K 3; if Black play 9 Q to Q sq, White wins by 10 P to B 5, followed, if Kt takes P, by 11 Q to R 4 ch.

10 P to B 5

If, instead of this move, White plays P to Kt 5, Black retires the Kt to K 2, and White's Pawns on his Queen's side are in a very bad position, nor can he take the K P on account of the reply Q to Q 5.

10 Kt takes P

11 P takes B

If 11 Kt takes P, Black obtains a greatly superior game by 11 Q to Q 5 or K 2.

11 Kt takes P ch

12 K to B sq

If 12 K to K 2 Black wins by P to K 5, followed by Q to Q 5, &c.

13 Kt to K sq
14 Kt takes Kt

12 P to K 5
13 Q to Q 5
14 Q takes R

Better than 14 P takes Kt, to which White would reply, 15 Q to K sq ch, and 16 Q or Kt to B 3.

15 Q to R 4 ch
16 Q takes K P ch
17 Kt to B 5

15 P to Q B 3
16 B to K 3

I do not think that White has here a better move, being forced to protect or to move his Q Kt.

18 Kt to Q B 3
19 Q takes Q
20 K to K sq
21 K Kt to K 4

17 Q takes P
18 Q to B 5 ch
19 B takes Q ch
20 P takes P

White dare not take the Pawn, as the end of a game will show, in which

two consulting amateurs at Berlin conducted White against me two years ago : e.g., 21 Kt takes P, K to Q 2, 22 B to B 4 (to rescue the captive Knight), B to R 8 ch, 23 Kt to Q sq, B to Kt 6, 24 K to Q 2, K R to Q R sq,* forcing the game :—

22 K to Q 2

(Checking with Kt is clearly bad)

21 R to R 8

22 K to Q 2

leaving Black with a fine position, and also a superiority in force, he having a Rook and three passed Pawns against two Knights. Nevertheless, I do not consider the reply,

5 P to Q 4

as perfectly sound ; White dare not play to win a piece, but he may choose a simple line, which wins a Pawn :—

6 P takes P

7 P to Q Kt 4

8 P to Kt 5

6 Kt takes P

7 B to Kt 3

8 Kt to R 4

There is no better move at Black's command.

9 Kt takes P

and White is able to maintain the Pawn, because if 9 Kt takes B, he replies 10 P takes Kt.

Therefore I can only recommend for Black.

5 P to Q 3

leading, in any case, to a perfectly even game. White can obtain here a position, resulting from a variation of the Evans' Gambit declined, by

6 P to Q Kt 4

7 P to Q R 4

8 P to K R 3

6 B to Kt 3

7 P to Q R 3

8 P to K R 3

This precaution against the pinning of the Knights is necessary, because both sides intend to Castle on the King's side. Now-a-days, it is not discreditable for the reputation of a first-rate player to move his R P, as it was ten, or even six years ago.

9 Castles

10 Kt to R 3

11 B to R 2

12 Kt to B 4

9 Castles

10 Kt to K 2

11 Kt to Kt 3

12 B to R 2, &c.

The more usual continuation for White is (see the Diagram) :—

5 P to Q 4

5 P takes P

It is evident that B to Kt 3 is bad, on account of White's moves of P takes K P, followed by Q to Q 5.

6 P takes P.

The variation, 6 P to K 5, P to Q 4, 7 B to Kt 5, Kt to K 5, may be omitted, there being nothing in it which could not be found in the books.

6 B to Kt 5 ch

Black must give this check, in order at once to break up White's centre.

7 B to K 2.

Greco's ingenious variation, 7 Kt to B 3, is quite unsound, as was demonstrated a long time ago.

[To be continued in the next Number].

* The numbered moves are White's, and the unnumbered are Black's. As a similar manner of rendering the notation will be adopted from time to time, I give an example of how the same should be construed :—

21 Kt takes P

22 B to B 4

23 Kt to Q sq

24 K to Q 2

21 K to Q 2

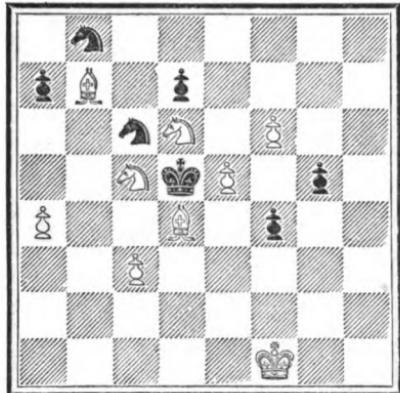
22 R to R 8 ch

23 B to Kt 6

24 K R to Q R sq.

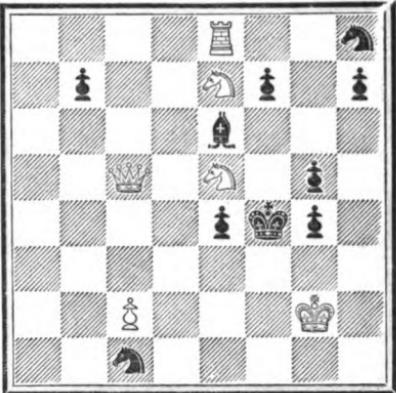
PROBLEMS.

No. 1.—By ROBERT BRAUNE, of Gotscher.
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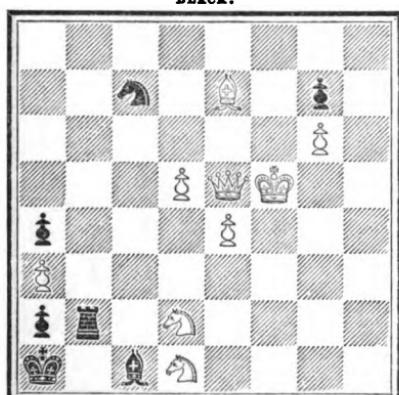
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No. 2.—By VICTOR GORGIAS.
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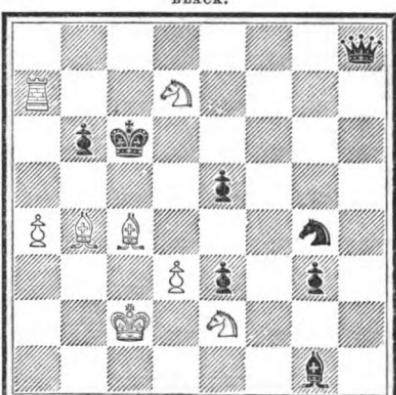
White to play and mate in three moves.

No. 3.—By A. CYRIL PEARSON.
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White to play and mate in four moves.

No. 4.—By W. GRIMSHAW.
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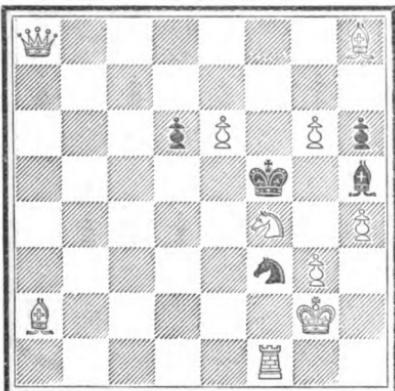


White to play and mate in three moves.

PROBLEMS.

No. 5.—By I. O. HOWARD TAYLOR.

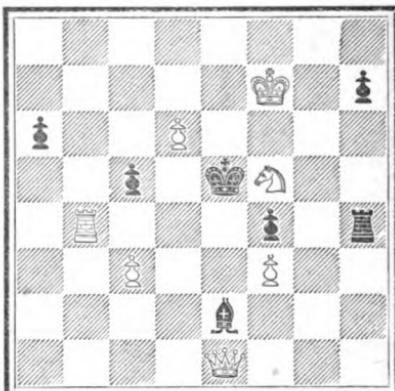
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White to play and mate in two moves.

No. 6.—By Dr. GOLD.

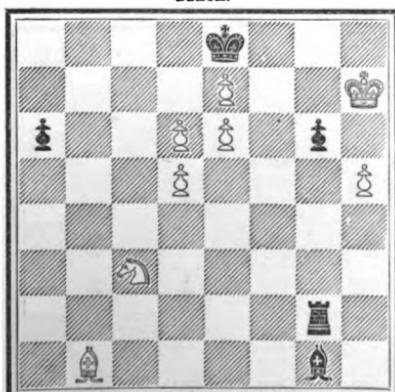
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White to play and mate in three moves.

No. 7.—By G. E. BARBIER.

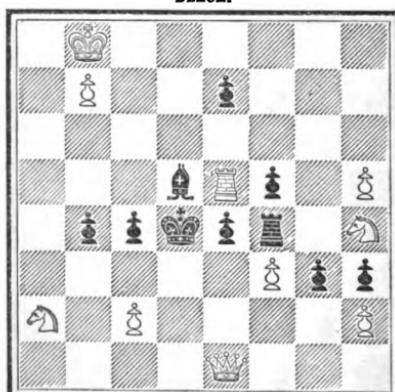
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White to play and mate in four moves.

No. 8.—By P. K. (Wurtemberg).

BLACK.



White to play and mate in five moves.

MATCH BETWEEN LONDON AND VIENNA.

THE two games, by correspondence, between the City of London Chess Club and the Vienna Chess Club, which, as is generally known, were commenced about eighteen months ago, have now made considerable progress, and no doubt, but for an adjournment of three months, which took place on the occasion of the Vienna Chess Congress, would, by this time, have been brought to a conclusion. For reasons which it is unnecessary to indicate we refrain from making any comments upon the games, or expressing any opinion upon the probable result of the match. When the contest has terminated, however, it is our intention to analyse the lines of play adopted; though, we fear, that the space at our disposal will only permit us to point out a few of the many interesting variations that have, from time to time, been possible. We subjoin the moves in both games.

GAME 1.

White (VIENNA).	Black (LONDON).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to K R 5
5 Kt to Kt 5	5 B to Kt 5 ch
6 B to Q 2	6 Q takes P ch
7 B to K 2	7 K to Q sq
8 Castles	8 B takes B
9 Kt takes B	9 Q to K B 5
10 P to Q B 4	10 Kt to K B 3
11 Kt to K B 3	11 Kt to K Kt 5
12 P to K Kt 3	12 Q to B 3
13 Kt to Q B 3	13 R to K sq
14 Kt to Q 2	14 Kt to K R 3
15 Q Kt to K 4	15 Q to Kt 3
16 B to R 5	16 Q to B 4
17 B to B 3	17 P to Q Kt 3
18 B to Kt 2	18 B to Kt 2
19 Q to Q 2	19 P to B 3
20 Q R to Q sq	20 Kt to B 2
21 K R to K sq	21 Q R to Kt sq
22 P to K B 4	22 Kt to Q R 4
23 Q to Q 3	23 Kt to Q 3
24 P to Q Kt 3	24 B takes Kt
25 Kt takes B	25 R to K 2
26 K to R sq	26 Q Kt to Kt 2
27 P to Q Kt 4	27 P to Q R 4
28 P to Q R 3	28 P takes P
29 P takes P	29 Q to K 3
30 P to Q B 5	30 P takes P
31 Q to Kt sq	31 Q to B 5
32 P takes P	32 Kt takes Kt

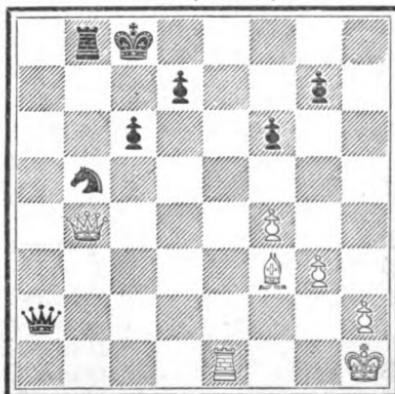
White (VIENNA).

- 33 R takes Kt
 34 B takes R
 35 B to Q 5
 36 Q takes P
 37 Q to Q 3
 38 Q to Q B 3
 39 B to B 3
 40 R to Q B sq
 41 Q to Q 2
 42 R to K sq
 43 Q to Kt 4

Black (LONDON).

- 33 R takes R
 34 K to Q B sq
 35 Q takes P
 36 Q to B sq
 37 Q to K sq
 38 Kt to Q 3
 39 Q to K 3
 40 Kt to Kt 4
 41 P to Q B 3
 42 Q to K B 2
 43 Q to Q R 7

Black (LONDON).



White (VIENNA).

Position of the above game after Black's forty-third move.
 White to move.

GAME 2.

White (LONDON).

- 1 P to Q B 4
 2 Kt to Q B 3
 3 Kt to Q 5
 4 P to Q 4
 5 B to K B 4
 6 Kt takes B
 7 Q takes P
 8 P to K 4
 9 Castles
 10 Kt to B 3
 11 Kt to K Kt 5
 12 K P takes P
 13 Kt to K 4
 14 Kt to Q B 3
 15 B to K 5

Black (VIENNA).

- 1 P to K 4
 2 B to Q Kt 5
 3 B to K 2
 4 P takes P
 5 P to Q B 3
 6 Kt takes Kt
 7 Castles
 8 P to Q 4
 9 B to K 3
 10 Kt to Q 2
 11 P to K R 3
 12 B to K B 4
 13 P takes Q P
 14 Kt to Q Kt 3
 15 Kt to Q B 3

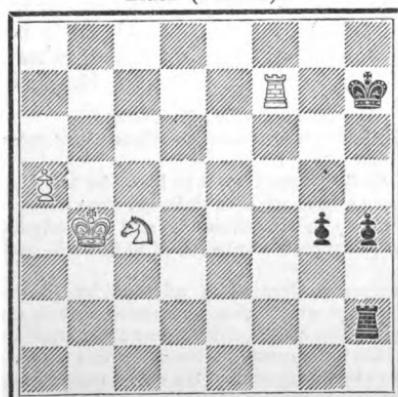
White (LONDON).

- 16 Q to B 4
- 17 Q takes Kt
- 18 P to B 4
- 19 P to B 5
- 20 Q to Q 4
- 21 Kt takes P
- 22 Kt to K 3
- 23 B to B 4
- 24 K R to K sq
- 25 P to Q Kt 4
- 26 Q to Q 6
- 27 Q to K 7
- 28 R takes Kt
- 29 Q to Q 6
- 30 R takes Q
- 31 R to Q 4
- 32 R takes B
- 33 Kt takes R
- 34 K to Kt 2
- 35 R checks
- 36 K to Kt 3
- 37 R to Q R 8
- 38 R takes R P
- 39 K takes P
- 40 P to Q R 4
- 41 P to Q R 5
- 42 R to Q 7
- 43 R takes P ch

Black (VIENNA).

- 16 Kt takes B
- 17 Q checks
- 18 Q to Kt 3
- 19 Kt to Q 2
- 20 K R to Q sq
- 21 K to B sq
- 22 K to Kt sq
- 23 Q R to B sq
- 24 B to K 5
- 25 P to Q Kt 3
- 26 P takes P
- 27 P takes P
- 28 R to K sq
- 29 Q takes Q
- 30 B takes P
- 31 B to Q 4
- 32 R takes B ch
- 33 R takes R ch
- 34 R to K 5
- 35 K to R 2
- 36 R takes P
- 37 P to Kt 4
- 38 P to R 4
- 39 P to Kt 5
- 40 R to K B 7
- 41 P to K R 5
- 42 R takes P

Black (VIENNA).



White (LONDON).

Position of the above game after White's forty-third move.
Black to move.

GAME 3.

Game played in the Handicap Tournament of the City of London Chess Club, between Herr Zukertort and Mr. Cohen, the former giving the odds of the Queen's Knight.

Remove White's Queen's Knight.—Irregular Opening.

White.	Black.
Herr ZUKERTORT.	Mr. COHEN.
1 P to K B 4	1 P to Q 4 (a)
2 Kt to K B 3	2 P to Q B 4 (b)
3 P to Q Kt 3	3 Kt to Q B 3
4 P to K 3	4 P to K 3
5 B to Q Kt 2	5 Kt to K B 3
6 P to Q R 3	6 B to K 2
7 Q to K 2 (c)	7 P to Q R 3
8 P to K Kt 3	8 P to Q Kt 4
9 B to Kt 2	9 Q to Kt 3
10 Castles K R	10 B to Q Kt 2
11 Kt to K R 4	11 P to Q 5 (d)
12 P to K 4	12 R to Q sq (e)
13 P to Q 3	13 Castles
14 P to K Kt 4	14 Kt to K sq
15 P to K Kt 5	15 P to K B 3
16 P to K Kt 6	16 P to K R 3
17 P to K B 5 (f)	17 P to K 4
18 B to B sq	18 Q to B 2
19 Q to K R 5	19 B to Q 3
20 R to K B 3	20 Q to K 2
21 R to Kt 3	21 R to Q 2
22 P to K R 3	22 B to Q B 2
23 Kt to K B 3	23 Kt to Q 3
24 Kt to K R 2 (g)	24 Kt to K B 2
25 P takes Kt ch	25 Q takes P
26 R to Kt 6	Resigns

NOTES BY W. N. POTTER.

(a) This is no doubt the best answer to White's first move, whether in even games or otherwise.

(b) Pawn to K Kt 3, followed by B to Kt 2, for the 2nd and 3rd moves of the second player, forms a good mode of defence, even between equal players, in this opening, and in games at odds should be still more advantageous, as thereby the first player's contemplated moves of P to Q Kt 3, and B to Q Kt 2, are completely foiled.

(c) This is a move now frequently adopted by givers of odds in this opening, and the advantage which often accrues therefrom shows that games at odds are not governed by the same principles as those upon even terms.

(d) Black plays into his opponent's hands by this move.

(e) This appears to be losing time. We would rather have played P to Q B 5.

(f) All this is well played by Herr Zukertort, and gives him an attack which promises to be overwhelming.

(g) We now see the object of White's 22nd move; at the same time it is amusing to observe the leisurely accuracy which the position admits of.

GAME 4.

The following game was played in the last match between Messrs. Bird and Wisker :—

Irregular Opening.

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

NOTES BY J. WISKER.

- (a) This is not a sound defence to the King's Knight's Opening.
- (b) If the Pawn be advanced to K 5, White plays Q to K 2, and permanently retains his Pawn.
- (c) This, though in the main an unobjectionable move, weakens the position

of the Q Kt, and is inferior to B to Q Kt 5 ch. If, in reply to the latter, Black interpose his Q Kt or Q B, White castles. If the second player interpose the Q B P, the answer is B to R 4, with a very fine game.

(d) A good move. The Black King appears to be in danger, but is not really so.

(e) It is difficult to avoid the loss of a Pawn at this stage.

(f) Well played again. This move not only brings the K R into action, but defends the Q P also. For if White moved Q R to Q sq, with the intention of taking the Pawn, he would evidently expose himself after the exchanges to a deadly check at K 8. Black has now a decided advantage.

(g) This advance certainly prevents the Black Knight from posting himself on K R 5, but it proves disastrous in the end. White would have done better had he pushed forward his Q B P.

(h) Much too slow for such a situation.

(i) Surely it would have been better to have exchanged Queens. Black has only a doubled Pawn ahead, and the result would very probably have been a drawn game.

(k) Perfectly useless, but the game is not to be retrieved now.

(l) The game throughout is well played by Black.

GAME 5.

Evans Gambit.

Played between J. H. Zukertort and an Amateur, the former giving the odds of the Queen's Knight.

Remove White's Queen's Knight.

White.

J. H. ZUKERTORT.

- 1 P to K 4
- 2 Kt to B 3
- 3 B to B 4
- 4 P to Q Kt 4
- 5 P to B 3
- 6 Castles
- 7 P to Q 4
- 8 P takes P
- 9 R to K sq (a)
- 10 P to K 5
- 11 B to R 3 (c)
- 12 Q to Kt 3
- 13 Q R to Q sq
- 14 Kt takes B (f)
- 15 R takes P ch
- 16 B to K 7 ch
- 17 Kt to Q B 6 dbl ch
- 18 R to Q 8 mate

Black.

AMATEUR.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 B to B 4
- 4 B takes P
- 5 B to B 4
- 6 P to Q 3
- 7 P takes P
- 8 B to Kt 3
- 9 Kt to K B 3 (b)
- 10 P takes P
- 11 B takes P (d)
- 12 Q to Q 2
- 13 Kt to Q R 4 (e)
- 14 Kt takes Q
- 15 K to Q sq
- 16 Q takes B (g)
- 17 K to K sq

NOTES BY J. H. ZUKERTORT.

(a) I first played this variation of the Evans Gambit (giving the odds of the Queen's Knight) seven years ago. It was afterwards adopted by some American players.

(b) This answer is not perfectly satisfactory; 9 Q Kt to R 4 is the most

usual move, which leads to a position very similar to Mortimer's, by the sacrifice 10 B takes P ch. I think the most recommendable course is 9 B to K Kt 5.

(c) This attacking move is here perfectly correct, because White is able to bring his Q R into co-operation at once. In an even game I continue the attack as follows:—

11 P to Q 5	11 Kt to K 2
12 Kt takes P	12 Castles
13 B to R 3, with a fine position.	

(d) One of the rare cases where a move, correct in an even game, becomes unsound when receiving odds. I think the best move would have been 11 Kt to K 2.

(e) I cannot find any satisfactory way of play for Black.

(f) The move in the text introduces a nice finish, but is not the strongest. The safer course was—

14 Kt takes P	14 Kt takes Q best
15 Kt takes Q dis ch	15 K takes Kt
(If 15 K to Q sq, White wins by 16 Kt to K 5).	
16 B takes Kt	16 P to Q Kt 3
17 R takes B ch	17 K to B 3
18 B to Q sq	And White has recovered

his piece, and has an overwhelming attack.

(g) It would have been better to play the King.

GAME 6.

Played lately at New York, between Mr. Mackenzie and Dr. Lindehn.

Danish Gambit.

White.

DR. LINDEHN.

- 1 P to K 4
- 2 P to Q 4
- 3 P to Q B 3
- 4 B to Q B 4
- 5 P to K 5 (c)
- 6 Q Kt takes P
- 7 Q takes Q ch
- 8 P takes Kt
- 9 B to K B 4
- 10 Castles ch
- 11 Kt to Q 5
- 12 Kt takes B P
- 13 B to K 3(d)
- 14 P to Q R 3
- 15 K to Q 2
- 16 Kt to Q 5
- 17 B to Kt 5 ch
- 18 Kt to K 2
- 19 Kt to Q Kt 4
- 20 P takes Kt
- 21 Kt to K B 4
- 22 K to K 3

Black.

MR. MACKENZIE.

- 1 P to K 4
- 2 P takes P
- 3 P takes P (a)
- 4 Kt to K B 3 (b)
- 5 P to Q 4
- 6 P takes B
- 7 K takes Q
- 8 P takes P
- 9 B to K B 4
- 10 B to Q 6
- 11 Kt to Q R 3
- 12 B to Q 3
- 13 Kt to Q Kt 5 (e)
- 14 Kt to R 7 ch
- 15 B to K 4
- 16 B takes Kt's P
- 17 K to B sq
- 18 P to Q B 3
- 19 Kt takes Kt
- 20 P to Q R 4
- 21 B to K B 4
- 22 P takes Kt's P (f)

And after a few more moves White resigned.

NOTES BY W. STEINITZ and W. N. POTTER.

(a) This move may bear the test of analysis, but seems to require further examination before an authoritative decision upon its merits can be come to. Those who wish to avoid complications may adopt P to Q 4. White's best reply in that case seems to be Q takes P, upon which Black plays P takes K P, with at least an even game.

(b) Taking the Knight's Pawn at this point may be defensible, but it leads to difficult and hazardous variations.

(c) This move cannot be commended. Kt takes P would have been much better. As it is, an exchange of Queens takes place, leaving White with two Pawns behind, of which only one can be subsequently recovered. Black, it is true, is prevented from Castling, but White evidently gains nothing in position on that account.

(d) A weak move; the only chance White had in this position was to take the Bishop, and then bring out the K Kt to R 3.

(e) Well played; after this White's game is hopeless.

(f) Mr. Mackenzie, in sending this game, states that Dr. Lindehn (who is well known in London Chess circles) had only lately arrived from Europe, and had, probably, not recovered from the effects of the voyage, which accounted for his play being below his usual strength.

GAME 7.

The following match game between Messrs. Bird and Wisker has not hitherto been published.

Ruy Lopez.

White.	Black.
Mr. BIRD.	Mr. WISKER.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to K B 3
5 Q to K 2	5 B to K 2
6 P to Q 3	6 P to Q Kt 4
7 B to Kt 3	7 P to Q 3
8 P to Q R 4	8 P to Q Kt 5
9 P to Q R 5 (a)	9 Castles
10 B to K 3	10 R to Q Kt sq
11 Q Kt to Q 2	11 P to Q 4
12 B to K Kt 5 (b)	12 B to K 3
13 Castles K R (c)	13 Q to Q 3
14 K R to K sq	14 P to Q 5
15 B to Q B 4	15 B takes B
16 Kt takes B	16 Q to K 3
17 P to Q Kt 3 (d)	17 R to Q Kt 4 (e)
18 B to K R 4	18 Kt to K sq
19 B to Kt 3	19 Kt to Q 3
20 K Kt to Q 2	20 Kt to Kt 2 (f)
21 P to B 4	21 P to B 3
22 P takes P	22 P takes P
23 R to K B sq	23 B to B 3 (g)

White.	Black.
Mr. BIRD.	Mr. WISKER.
24 R to B 5	24 Kt from Kt 2 takes Q P
25 Q R to K B sq	25 Kt takes Kt
26 Kt takes Kt	26 Kt to K 2
27 K R to K B 3	27 Kt to K Kt 3
28 P to K R 4	28 Kt to K R sq (h)
29 Q to K B 2	29 Kt to K B 2
30 R to K B 5	30 Q to K 2 (i)
31 P to K R 5	31 Q R to Q Kt sq (k)
32 B to K R 2 (l)	32 P to K R 3
33 Q to K Kt 3	33 Kt to Q 3
34 K R to K B 3	34 Kt takes Kt
35 Kt P takes Kt (m)	35 P to Q R 4
36 Q to K Kt 6	36 P to Q R 5 (n)
37 R to K B 5 (o)	37 P to Q Kt 6
38 P takes P	38 P takes P
39 K R to K B 2	39 P to Q Kt 7
40 R to Q Kt sq	40 Q to Q R 6
41 R to Q 2	41 R to Q Kt 3
42 Q to K Kt 4	42 R to Q R sq (p)
43 Q to Q 7	43 Q to Q R 4
44 R from Q 2 to Q sq	44 R to Q Kt 6 (q)
45 P to Q B 5	45 K to R sq
46 Q to K B 7	46 R from Kt 6 to Kt sq
47 R to K B sq (r)	47 R to K B sq
48 Q to Q 5	48 Q to Q B 6 (s)
49 B to K Kt 3	49 R to Q R 8
50 Q to Q B 4	50 R takes R
51 R takes R	51 R to Q R sq
52 K to K R 2	52 Q takes Q
53 P takes Q	53 R to Q Kt sq
54 K to R 3	54 P to Q B 3
55 K to Kt 4	55 P to Q 6 and wins.

NOTES BY J. WISKER.

- (a) This advance places the Pawn in danger, and ultimately proves fatal to it. No advantage moreover is gained sufficient to balance the loss.
- (b) Better, perhaps, to have exchanged Pawns at once, relying upon an attack upon the isolated K P.
- (c) Exchanging Pawns, with the view of afterwards taking the K P, would have been very imprudent, giving Black a fine attack, through his ability to assail the White Queen in the centre of the board.
- (d) To prevent advance of P to Q Kt 6.
- (e) Black is now at liberty to commence his attack upon the isolated Rook's Pawn. The game here becomes extremely complicated and interesting.
- (f) The players differed strongly as to the merits of this course of action. White argued that by attacking the Pawn, Black withdrew his forces from the King's side, and subjected himself to a formidable attack. In Black's opinion the attack was not formidable, and the means of defence amply sufficient.
- (g) Exchanging Rooks, and then posting the K B at this square, would probably have been better.

(h) The key-move of the defence. It should be noticed that White threatens the capture of the King's Pawn, since Black cannot remove his Bishop from K B 3, as he would lose his Rook on K B sq. Black moreover does not desire to remove this Rook from the K B file. He therefore plays his Knight round to K B 2, where he defends the K P, and at the same time covers the Rook.

(i) Defending the Rook and permitting the Knight to be moved, as well as the Rook from Q Kt 4.

(k) To enable Black to take the K R P with his Knight if it be advanced any further.

(l) An injudicious move; but White's attack is fast coming to an end.

(m) White ought, at any sacrifice, to have taken with the Q P.

(n) This Pawn is now irresistible.

(o) Nothing whatever is to be gained by these movements. The Rook has been removed to and from this square three times.

(p) R to Q sq first, would have been prudent.

(q) This also was simply loss of time.

(r) Threatening to take the Bishop with Rook.

(s) This is the final stroke.

GAME 8.

Between Mr. Mackenzie and Mr. Dill, the former giving the odds of the King's Knight.

Remove White's King's Knight.—King's Bishop's Opening.

White.

Mr. MACKENZIE.

- 1 P to K 4
- 2 B to Q B 4
- 3 Kt to Q B 3
- 4 B to Kt 3
- 5 Kt to K 2
- 6 P takes P
- 7 P to Q 4
- 8 Castles
- 9 P to K B 3 (a)
- 10 R takes P
- 11 P to K R 3
- 12 Kt to Kt 3
- 13 P to Q B 3
- 14 Q to Q 3
- 15 P takes P
- 16 B to Q B 2 (b)
- 17 B to K R 6
- 18 Q R to K B sq
- 19 Kt takes Kt
- 20 Q takes P
- 21 Q to K B 4
- 22 B to Q Kt 3 (d)
- 23 Q takes B P (ch)
- 24 R takes B, and mates in 3 more moves.

Black.

Mr. DILL.

- 1 P to K 4
- 2 P to Q B 3
- 3 P to Q Kt 4
- 4 P to Kt 5
- 5 P to Q 4
- 6 P takes P
- 7 P to K 5
- 8 Kt to K B 3
- 9 P takes P
- 10 B to K 2
- 11 Castles
- 12 Kt to Q B 3
- 13 B to K 3
- 14 P takes B P
- 15 Q to Q 2
- 16 P to K Kt 3
- 17 K R to K sq (c)
- 18 Kt to K 5
- 19 P takes Kt
- 20 B to Q 4
- 21 B takes R
- 22 B to Q 4
- 23 B takes Q

NOTES BY W. STEINITZ AND W. N. POTTER.

- (a) Very well played; forcing an opening for the King's Rook.
 (b) Threatening R takes Kt.
 (c) This is not a good place for the Rook, and the King's square should have been reserved for the retreat of the Knight.
 (d) A remarkably fine conception, and resulting in a beautiful termination to a game capitally played by Mr. Mackenzie throughout.

GAME 9.

The following game was played in the last match between Messrs. Bird and Wisker:—

Ruy Lopez.

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

White.	Black.
Mr. BIRD.	Mr. WISKER.
37 P to Kt 4	37 P takes P ch
38 K takes P	38 R to Kt 7 ch
39 K to B 3	39 R to R 7
40 K to Kt 3	40 R to Q 7

The game was prolonged for some forty more moves, and terminated at length in favour of White, through giving up the Rook's Pawn. The remaining portion of the game was not taken down.

NOTES BY J. WISKER.

(a) Badly played. The proper move was Kt to K sq, with the view of attacking the Queen at Q 3.

(b) Another indifferent move, rendering Black's position almost hopeless.

(c) This seems purposeless, but Black can hardly stir any one of his pieces without loss.

(d) An error; but again the position admits of no satisfactory play.

(e) By this manœuvre Black avoids the loss of a piece, but not of the game.

(f) White now forces a wholesale exchange of pieces; but why not take off the Knight with Rook at once, and then play P to K 4? By the course adopted in the text White narrowly escaped a draw.

(g) White omitted to take this move into account when he exchanged the pieces.

(h) The situation is now very curious. White, though two Pawns a-head, will experience the greatest difficulty in winning, for he cannot bring up his King, nor move his Rook without losing a Pawn.

GAME 10.

Bishop's Gambit.

Played at Simpson's Divan (a).

White.	Black.
J. H. ZUKERTORT.	L. HOFFER.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch (b)
4 K to B sq	4 P to K B 4
5 P to K 5 (c)	5 Q Kt to B 3
6 Kt to K B 3	6 Q to R 4
7 P to Q 4	7 P to K Kt 4
8 Kt to Q B 3	8 P to Kt 5 (d)
9 Kt to K Kt sq	9 B to R 3
10 B takes Kt	10 R takes B
11 Kt to Q 5	11 K to Q sq (e)
12 Kt to B 6	12 Q to B 2
13 Kt takes R	13 Q takes Kt
14 Kt to K 2	14 P to Kt 3 (f)
15 B takes P	15 B takes B
16 Kt takes B	16 Q to B 5 ch
17 Kt to K 2	17 B to R 3

White.	Black.
J. H. ZUKERTORT.	
18 P to Q B 3	18 P to B 5
19 K to B 2	19 P to B 6
20 P takes P	20 P takes P
21 Kt to Kt 3 (g)	21 K to K 2
22 Q to Q 2 (h)	22 R to K B sq
23 Q to Kt 5 ch (i)	23 K to K sq
24 K R to K sq	24 Q to Q 6 (k)
25 Q R to Q sq	25 Q to Kt 4 (l)
26 P to Kt 3	26 Q to R 4
27 Q to Q 2	27 Kt to K 2
28 P to B 4	28 Q to R 6
29 R to K 3	29 B to Kt 2
30 P to Q 5	30 Kt to Kt 3
31 P to K 6	31 P to Q 3
32 R takes P	32 Q to B 4 ch
33 Q to Q 4	33 R takes R ch
34 K takes R	34 Kt to K 4 ch
35 K to Kt 2	35 Q to R 4
36 Q to B 2	36 P to Q Kt 4
37 R to K B sq	Resigns.

NOTES BY J. H. ZUKERTORT.

(a) This contest was arranged by Mr. De Soyres, who played the first four moves for both sides, the choice of which game he would conduct being then given to Herr Hoffer.

(b) In the old defence 3 P to K B 4; 4 Q to K 2, Q to R 5 ch, White plays his King to Q sq (best). This variation intends to force him to the inferior square (K B sq).

(c) I consider this move very recommendable.

(d) This hasty advance loses the gambit Pawn or the exchange; 8 B to Kt 2, or 8 K Kt to K 2 would have been better.

(e) 11 Q to Kt 3 was better; it would then be injudicious for White to check at B 7, and after 12 Kt to B 6 ch Black could gain a move by playing K to K 2 (see also the note to Black's 21st move).

(f) The best way to bring his forces into action for the last contest.

(g) White here selects the safest course; still he could take the Pawn with the King, because if Black answers 21 B to Kt 2, or Q to B 2 ch, White brings his King in safety 22 K to K 3.

(h) Again the Pawn could be taken by the King.

(i) Intending to prevent the escape of the Black King on the Queen's side; it was safer to play first 23 P to Q Kt 3, and if 23 Q to Kt 4, then 24 P to Q B 4. If 23 Q to Q 4, then 24 Q to Kt 5 ch, and 25 Q R to Q sq.

(k) Black could here capture the Q P. The continuation would be:—

24 Kt takes Q P

25 Q R to Q sq

(If P takes Kt, Q to B 7 ch, and wins.)

25 Kt to K 3

26 Q to R 5 ch

26 K to Q sq

27 Q takes R P

(l) If, 25 Q to B 5, White's best course is—

26 P to Q 5

26 Kt to K 2

27 P to Q 6

27 Kt to Kt 3

28 P to K 6

The City of London Chess Magazine.

THE MONTH.

"Now, what news?"

THE preliminary notice of Messrs. Pierce's new book of Problems is the most stirring event of the past month. We fear the criticism upon the composition which forms the frontispiece is well-founded, and that it is inaccurate in several important variations. This is to be regretted, as it is natural to judge of a house by the doorstep; and if that be unclean, we look elsewhere for apartments. However, there might be good accommodation inside for all that. Problem 28, announced as admitting of three solutions, appears, however, to be quite sound; but there is no doubt that our contemporary's indictment can, to a certain extent, be supported by evidence. For instance, Problems 129, 132, and 152 allow of solutions not contemplated by the authors; and other instances could be adduced, which tend to show that some amount of carelessness is attributable to those who were charged with the examination. It is strange that composers will not learn by experience that they are not competent judges of their own Problems, and that the rose-coloured spectacles of some admiring or too partial friend are not well-adapted for the discovery of defects. It is unfortunate that No. 71 should so closely resemble Mr. Healey's Bristol Problem; but unconscious imitation of another composer's idea is not an uncommon occurrence, and we are not disposed to draw any uncharitable inference on that account. Altogether, the further notice promised by the *Westminster Papers* for the present month will be perused with interest, and we trust will contain items to credit as well as to debit. As to ourselves, the demands upon our space prevent us from taking any part in the controversy at present; but we hope next month, when the dust has somewhat settled, to express some views upon the matter. We may observe that the *Oesterreichische Schachzeitung* and the *Academy* have notices of the work, and that, as we are pleased to observe, they are able to point out meritorious features therein. *La Stratégie* also speaks favourably of the collection.

We notice that Mr. Long has published a supplement to his "Key to the Chess Openings," under the title of "Positions in the Chess Openings."* The object of this supplement is to carry the moves further on than the "Key," and in pursuance of his system of optical instruction, Mr. Long furnishes the work with numerous diagrams of positions frequently met with in actual contest.

The annual general meeting of the members of the City of London Chess Club took place on the 7th of January. A short account of the proceedings will be found elsewhere.

We are pleased to record the establishment of two new Metropolitan Chess Clubs, viz.—the Athenaeum Chess Club, Camden Road, N. President, Dr. Batt; Secretaries, J. Heaton and P. H. Waterlow. The other is the North London Chess Club, which meets at Bay Street, Dalston. All communications to the Hon. Secretary, Mr. T. E. Lloyd, 37 Shrubland Grove, Dalston.

La Stratégie states that Mr. Lewis, a strong amateur of the Westminster Chess Club, has offered two prizes—the first of 100 fr. and the second 50 fr.—for a Tourney at the Café de la Regence, upon the same principle as the Mongredien Tourney of 1868, namely—with the Knights and Bishops displaced. Mr. Lewis's offer has been accepted, and a committee formed to carry it out, with Prince Villafranca for President, and Mr. Rosenthal for Secretary.

A match between the Bermondsey Chess Club and the Bedford Chess Club, Commercial Street, Spitalfields, was played on the evenings of 12th and 17th January, and resulted in favour of the Bermondsey Club, the score being 12½ games to 11½; the drawn games being counted as half.

* *Positions in the Chess Openings*. London: W. W. Morgan, 67 Barbican.

CITY OF LONDON CHESS CLUB.

THE annual general meeting of the members of this Club took place at their rooms at the City Restaurant, 34 Milk Street, E.C., on the 7th January ultimo, the retiring president, Mr. H. F. Gastinean, in the chair. The annual report showed that the prosperity of the club had not suffered any diminution during the past year. There were 300 members, as against 200 mentioned in the last annual report, and as the list for 1872 gave 150 the very gratifying fact was demonstrated of the number of members having doubled within two years. Allusion was made in the report to the inter-University Match, played at the rooms of the club, at which there were from 600 to 800 spectators, and to the Vienna Chess Congress, where two of the members, Herr Steinitz and Mr. Blackburne, carried off the first and second prizes, while Mr. Bird, also a member, maintained a prominent position in the contest. There had been two Handicap Tournaments, in each of which there were 48 competitors, and two similar Tournaments, with the same number of entries, had been set on foot during the present season. After the report the election of officers for this year took place, with the following result:—President, J. E. Rabbeth; vice-president, H. F. Gastineau; hon. treasurer, W. G. Howard; hon. secretaries, H. F. Down and W. N. Potter; auditors, H. J. Webber and R. Thomson; committeemen, Dr. Ballard, W. T. Chappell, J. De Soyres, E. N. Frankenstein, J. Lovelock, J. Lowenthal, Major Martin, B. McLeod, J. Pfahl, W. H. Rudderforth, W. Steinitz, W. E. Vyse, D. Warga and J. J. Watts.

CHIEF HANDICAP TOURNAMENT.

SECTION A, 4TH ROUND, FOR 1ST AND
2ND PRIZES.

De Vere 1 . . v. Zappert (1 draw)
 Osborne. . . . , Zukertort or Cohen
 Wisker or Sothers, Lord

SECTION B, 4TH ROUND, FOR 3RD AND
4TH PRIZES.

Pfahl. . . . v. Ballard
 Vyse " Maas 11 (1 draw)
 Lambert " G. H. Rippin

JUNIOR HANDICAP TOURNAMENT.

(1st and 2nd Classes excluded.)

PAIRING 1ST ROUND.

Mainland	v. Sothers	Newman. . . .	v. Osborne
Gumpel	" Watts	G. Smith	" Pizzi
Sutton	" Guest	Lyon	" Day
Betteridge	" McLeod	Bennett	" Manning
Catler	" Gastineau	Cole	" Taylor
Thomson	" E. C. Rippin	Deutschmann	" Johnstone
Moon	" Maas	Rabbeth. . . .	" Atkinson
Ifould	" Seyler	Cohen	" G. H. Rippin
Lowson	" Garraway	Beveridge	" Michaelis
E. Smith	" Andrade	McLachlan. . . .	" Jennings
Mayow	" Richardson	Walker	" Wilson
Robson	" Blake	Stevens	" Webb

The Annual Dinner of the Members of the above Club will take place at the City Restaurant, 34 Milk Street, E.C., on Wednesday, the 11th instant.

It is with deep regret that we announce the death, on 11th January ultimo, of Mr. W. R. Morris, of the Kent Waterworks, Deptford, in his 66th year. The deceased gentleman was a member of the City of London Club, and always took a great interest in all matters relating to Chess and Chess players. He

will not easily be forgotten by those who were acquainted with his amiability of disposition; still less by those who experienced his generous but silent kindness.

We learn that a match has been arranged between the City of London College Chess Club and the Bedford Institute Chess Club. It will take place at the Bedford Institute, and will be conducted by twelve representatives of each club. We are also informed that a challenge has been sent from the former club to the Bermondsey Chess Club. There is very little doubt that the gauntlet will be promptly picked up, in which case the South Eastern champions will scarcely expect to gain an easy victory.

ANSWERS TO CORRESPONDENTS.

W. Grimshaw, V. Gorgias, F. C. Collins, P. K. (Wurtemberg), G. E. Barbier, I. O. Howard Taylor, W. Coates, J. Lord, Dr. Gold, C. W. (of Sunbury) R. Braune (of Gotscher), A. Cyril Pearson J. Pierce, M.A., and R. W. Johnson. Problems received with thanks. Those compositions which, through our want of space, have been prevented from appearing this month, will of course have the priority in our next number.

J. W. Abbot and E. N. Frankenstein.—We are obliged for promises of contributions for our March issue.

F. W. Lord.—Your problem is marked for insertion next month, and we take this opportunity of expressing our thanks for the valuable services you have rendered in connection with this Magazine.

E. G. (London).—Your problem is hardly up to publication standard. The idea, like the Claimant behind the sapling, is too plainly seen, and moreover the construction is wanting in that elegance and economy of force which only experience can give.

P. D.—Your two move problem is rather neat, but are the Queen's Knight's Pawns of any use? The three move problem is also a creditable effort, but somewhat too simple.

G. H. Mackenzie (New York).—Greatly obliged for the games sent, and for promise of future contributions.

I. O. Howard Taylor.—Your good wishes for the success of our attempt to establish an organ exclusively devoted to Chess encourages us to hope that similar views will generally prevail amongst the lovers of the game.

J. Cochrane.—Accept our thanks for the games. They will appear in our next issue.

F. H. J. (Wallasey Chess Club).—We have answered your question by post.

Magazines received:—*La Stratégie, Oesterreichische Schachzeitung, Recreatiionist and Huddersfield College Magazine.*

Books received:—“Chess Problems,” by J. and W. T. Pierce. “Positions in the Chess Openings,” by T. Long.

POSTSCRIPT.

We have received the following further moves in the London and Vienna games:—Game 1, Vienna—44 B to Kt 2; Game 2, Vienna—43 K to Kt 3.

NOTICE.

The Secretaries of the Metropolitan and Provincial Chess Clubs, are respectfully requested to furnish the Editor of this Magazine with early information of all tournaments, matches, meetings, réunions, blindfold entertainments, &c., which may take place in connection with their respective clubs. News and intelligence, interesting to Chess players, which any readers may be in a position to send, will at all times be welcome.

All communications to be addressed to the Editor of the City of London Chess Magazine, 34 Milk Street, Cheapside, E.C.

The City of London Chess Magazine.

THE MONTH.

"Now, what news?"

THE Annual Dinner of the Members of the City of London Chess Club took place on Wednesday, the 11th of February. An account of the proceedings will be found on another page.

The match between the City of London College Chess Club and the Bedford Chess Club took place at the rooms of the Bedford Institute on the evening of the 27th January, and resulted in a victory to the City of London College Chess Club by 5 games, the score being 12 games to 7; one drawn. The agreement was for each club to be represented by 12 players, but only 10 players put in an appearance on behalf of the Bedford Institute.

As we expected, the challenge sent to the Bermondsey Chess Club by the City of London College Chess Club was promptly accepted, and a match was arranged to be played on the 14th February. The contest took place at Bermondsey, at a room engaged by the South Eastern Club, and after a hard struggle resulted in a victory for the City of London College Chess Club by 12 games to 7, and 5 drawn, the score being as follows:—

CITY OF LONDON COLLEGE CHESS CLUB.				BERMONDSEY CHESS CLUB.			
	Won	Lost	Drawn		Won	Lost	Drawn
Mr. Seyler ...	0	2	0	Mr. Beardsell ...	2	0	0
„ Rippin ...	0	0	2	„ Dawkins ...	0	0	2
„ Maaß ...	1	0	1	„ Dredge ...	0	1	1
„ Wilson ...	2	0	0	„ Holman ...	0	2	0
„ Mainland ...	1	0	1	„ Monk ...	0	1	1
„ Conuy ...	1	1	0	„ T. Powell ...	1	1	0
„ Cohen ...	2	0	0	„ Pridmore ...	0	2	0
„ Osborne ...	2	0	0	„ Barker ...	0	2	0
„ Walker ...	1	1	0	„ Barker ...	1	1	0
„ Guest ...	0	2	0	„ Hutchinson ...	2	0	0
„ Lindsay ...	1	1	0	„ Whitham ...	1	1	0
„ Champion ...	1	0	1	„ R. Powell ...	0	1	1
	—	—	—		—	—	—
	12	7	5		7	12	5

Information was sent to us last month, but too late for insertion, of a match which had taken place between the Bedford Chess Club and the Working Men's College, each side being represented by six players. The contest was fought at the Bedford Institute, and resulted in the defeat of the College, its players only winning two games as against ten scored by their opponents.

From American sources we learn that a match recently took place [March 1874].

at Philadelphia between Mr. Mason, a strong New York Chess player and Mr. Martinez, the strongest player in Cuba. The match, which was for \$0 dollars a side, was won by Mr. Mason, but it was a close fight as shown by the score, viz., Mason 4, Martinez 3, and 3 drawn.

The annual tourney of the Brooklyn Chess Club, which commenced in October last, was at the time our advices left upon the point of closing, and Mr. Eugene Delmar had already won the first prize.

The rumours which have reached England as to the efforts now being made by trans-Atlantic players in order to bring about the assembly of an International Chess Congress in the United States appear to be well founded in fact, and various places are talked of in connection with the scheme. Some say the meeting of the intended congress will take place at New York, others that Philadelphia is the chosen scene of action, while again a voice comes from the West in favour of Chicago, and, as it would seem, not unaccompanied by inducements of the right sort. The proposal to start an International Chess Tournament in America, certainly strikes the mind at first as a remarkably bold, if not utterly impracticable idea, but reflection does not convince us that the arguments against such a course are very strong, or that energy and a proper attention to details on the part of those entrusted with the management of the scheme may not result in a very great success.

Of course it is only Chess players with youth and strength in their favour who can be expected to cross the Atlantic for such a purpose. Those who have lost the elasticity which is to be found only on the cradle side of forty, may be excused if they prefer a four-poster to a ship's berth. It happens, however, that almost all of the strongest players of the present time are in the former category. Steinitz, Zukertort, Blackburne, De Vere, Wisker, Macdonnell; these are all under two score, and most of them, we doubt not, would willingly test their luck in the "Land of the West." All we can do is to hope that so fascinating an idea may be carried out. Anything we can do in furtherance thereof shall certainly not be wanting.

We are able to announce that the match between the Oxford and Cambridge University Chess Clubs will take place at the rooms of the City of London Chess Club, at the City Restaurant, Milk Street, Cheapside, on Friday, the 27th instant, and that there will be seven players on each side. Tickets to view the event will be placed at the disposal of the various Metropolitan Chess Clubs.

On Monday, 16th February, Herr Steinitz (by invitation) paid a visit to the Liverpool Chess Club, and continued to do so during the week. He has been successfully playing simultaneous games, giving odds at the same time, and he also played two simultaneous consultation games, each of the boards being conducted by two strong members; they were both won by Herr Steinitz.

uring the last few days Herr Steinitz has been staying at archester, he having been invited by the Chess Clubs of that

town. There also, we believe, he has been playing simultaneous and consultation games with the members.

On Saturday, the 14th instant, Mr. Blackburne will play eight games, without seeing the board, against that number of members of the Athenæum Chess Club. The play will take place at the Athenæum, Camden Road, N., and will commence at 6 o'clock, p.m. In reference to our notice of this club last month, it appears that Messrs. Heaton and Waterlow are hon. secs. to the Athenæum only, and that the honorary secretary and treasurer of the Chess Club is Mr. W. H. Kesteven.

From "La Stratégie" we learn that the annual tournament of the Café de la Régence has terminated with the following result:—The first prize has been won by M. Sivinski, the second by M. Martin Winawere, the third by M. De Vaux, and the fourth by M. Cousin. From the same source we find that 12 combatants have entered for the Lewis Tourney (with Knights and Bishop displaced), that the first round is finished, and that the tourney itself will conclude by the 20th March instant at the latest.

The January number of the *Dubuque Chess Journal* has arrived and is very welcome; a prairie atmosphere of freshness and vigour seems to come with it. Both its get up and literature are alike out of the common, and as to the latter will afford an agreeable change to those who may be fatigued with our prim commonplaces.

We have received the second number of a new American monthly, called *The Maryland Chess Review*, and we notice the inauguration of a problem tourney in connection therewith. It would appear that any problem composer may compete, and he may send 3 problems without entrance fee, all over that number to cost 50 cents. per problem. Somehow we doubt the advisability of that purse favouring addendum. Merit is too often handicapped with poverty. Superiority should win, whatever coat he wears.

On Monday, the 23rd of February, Lord Lyttelton attended at the Bedford Institute, Spitalfields, in order to present two prizes won by the Bedford Chess Club in the competition set on foot by the Working Men's Club Union, and for which six other clubs had entered the lists. The prizes consisted of two bronze statuettes, of Michael Angelo and Dante respectively, and the presentation attracted a large gathering of members with their friends, among whom the fair sex was by no means unrepresented. Lord Lyttelton presided over the meeting, and he was supported by the Rev. H. Solly, Mr. Hodgson Pratt, Mr. W. Allan, secretary, and other gentlemen. In opening the proceedings his Lordship said that possibly he had only one qualification for the performance of his present duty, viz., that he was one of the few who found their chief amusement in Chess. He dwelt at length upon the characteristics of the game, which he pointed out was essentially intellectual, and being so sedentary, it was well adapted as a recreation to those who had active out-of-door avocations. After the conclusion of the proceedings those present were entertained with a concert, given by the members of the club.

CITY OF LONDON CHESS CLUB.

THE Annual Dinner of the Members of this Club took place on Wednesday, the 11th of February, at the City Restaurant, Milk Street, Cheapside. The President, Mr. J. E. Rabbeth, occupied the chair, and the ex-President, Mr. H. F. Gastineau, the vice chair. Dinner was served at half-past seven p.m., and upwards of sixty guests sat down to table. Among them were Messrs. Cochrane, Lowenthal, Horwitz, Steinitz, Zukertort, Macdonnell, Wisker, Bird, Blackburne, De Vere, Mossop, Potter, Hoffer, Chappell, Down, and Dr. Ballard. After the conclusion of the repast the toast making was commenced in the usual loyal manner, and the remainder of the evening was occupied by complimentary speeches, agreeably diversified with music and singing. First came the toast of "Success to the Club," proposed by the President, who alluded to the large accession to the number of members that had taken place during the year; and he took occasion to add remarks upon the improving effect of Chess playing in developing qualities essential to success in life, and in fostering habits of sustained thought. Allusion was also made in the speech to the amount of Chess strength in the Club, one proof of which was the success of Messrs. Steinitz and Blackburne, two of its members, in carrying off the first and second prizes at the Vienna Congress, while Mr. Bird, another member, kept well to the front. Then followed the healths of "The late President," proposed by Mr. Rabbeth, in terms of well-deserved eulogy, and of "The late Vice-President, Mr. Lowenthal," by Mr. Gastineau, and which were respectively acknowledged. Afterwards came "The Visitors," by Mr. Lowenthal, coupled with the name of Mr. Cochrane, to whose long term of Chess experience allusion was made by the proposer. Mr. Cochrane, in responding, took occasion to allude, in most eloquent terms, to the sad condition of the natives of Bengal, which he had foreseen, and to which inevitable visitation he had attempted some time back to draw the attention of Government. He proceeded to urge that every effort should be made to send out supplies; many must perish, but numbers would thereby be saved. It was food that should be sent out—money would be of but little use in itself. Mr. Webber then proposed the health of "Mr. Howard, the Honorary Treasurer," who was absent from illness. The health of "The President" was proposed by Mr. Down, and responded to from the chair; after which, Mr. Steinitz gave the toast of "The Honorary Secretaries, Messrs. Down and Potter," which they respectively acknowledged. Mr. Sutton proposed "The Committee," to which Mr. Rudderforth responded, and the health of "The Honorary Members" was then given by Mr. Murton, to which a humourous reply was made by Mr. Macdonnell. The round of toasts concluded with that of "The Chess Press," by Mr. Chappell, which was briefly acknowledged by Mr. Potter, for the *City of London Chess Magazine*, as likewise on behalf of the *Westminster Papers*, *Field, Land and Water*, *Illustrated London News*, &c. It is needless to say that an agreeable evening was spent, and we may remark that much of the enjoyment was attributable to Messrs. Bradley, Goodban, Holmes and Phillips, who gave some capital glees; to Mr. Jas. Smith and Mr. H. Parry, who sang some good songs; and to Mr. Folkard, who presided at the piano. A piece, rendered by Mr. Badouin, was also appreciated.

CHIEF HANDICAP TOURNAMENT.

SECTION A, LAST ROUND (the Pool of Three) FOR 1ST AND 2ND PRIZES.

Zukertort 2 . . . v. De Vere 1
Sothers not played.

SECTION B, LAST ROUND (the Pool of Three) FOR 3RD AND 4TH PRIZES.

Mans 2 . . . v. G. H. Rippin 0
Ballard 1 . . . „ Maas 0

JUNIOR HANDICAP TOURNAMENT.

(1st and 2nd Classes excluded.)

PAIRING 2ND ROUND.

Osborne . . .	v. Gumpel or Watts	E. C. Rippin . . .	v. Wilson
Betteridge. . .	„ Beveridge	Pizzi	„ Deutschmann
Edmond Smith . . .	„ Stevens		or Johnston
Mainland	„ Bennett	Gastineau	„ Mayow or
Robson	„ Cole or Taylor		Richardson
Atkinson	„ Lawson	Lyon	„ Machlachlan or
Cole or G. H.			Jennings
Rippin	„ Sutton or Guest	Maas	„ Seyler

Match between London and Vienna.

(See Diagrams of both Games in last Number).

White (Vieuna).	Black (London).
44 B to Kt 2	44 K to B 2
45 R to Q Kt sq	45 R to Q R sq
46 R to Q B sq	46 Q to K 7

White (London).	Black (Vienna).
43 P to R 6	43 K to Kt 3
45 P to R 7	44 R to K 7
46 R to Q Kt 7	45 R to K sq

The time credit saved by London is seventy-eight days, and by Vienna twelve days.

REVIEW.

CHESS PROBLEMS.*

In accordance with the intimation given by us last month we now proceed to state the impressions made upon our mind by Messrs. Pierce's new book, promising that we have endeavoured to keep our judgment free from any bias, unfavourable or otherwise, which previous criticisms might be likely to create. We may here observe that while the *Westminster Papers*, in its very able article of last month, has arrived at an opinion adverse to the merits of the book, and while a reviewer in the *Academy* of 17th January, though taking a more favourable view of the collection, nevertheless points out some serious defects therein: on the other hand, *La Stratégie*, in its January number, the *Dubuque Chess Journal* for the same month, and the *Illustrated London News* of the 7th February, speak of the book in terms of unqualified praise, in which the minor Chess organs have generally concurred. The *Oesterreichische Schachzeitung* for January, and the *English Mechanic* of 9th January, though adopting a more discriminative tone, nevertheless, must on the whole be considered as having a leaning in the same direction. There being such a respectable weight of authority on both sides of the question, it is likely that numbers of persons interested in problems are at the present moment in a disturbed and perplexed state of mind, and unable to arrive at any certain conclusion upon the matter.

* *Chess Problem* by J. PIERCE, M.A., and W. T. PIERCE, author of "Descriptive Geometry." London : Longmans, Green and Co.

Any such may find the criticism we are about to venture upon of service to light up the fog, but they must pick their own way. We do not wear the wig of the judge any more than of an advocate, and would rather desire to act as *amicus curia* in the matter. Before setting forth our views however we must take issue with the *Westminster Papers* upon two points to which they have alluded. In the first place, we can see nothing very objectionable in the fact of problems composed by either of the authors in conjunction with other composers being included in the volume. Such a theory would involve the exclusion of the unfortunate productions from any collection published by the conjoining composers, and so consign them to a possibly undeserved oblivion. However, we thoroughly agree with our contemporary as to the very bad taste shewn by the appearance in the collection of a problem composed by Mr. Meyer alone, and we can hardly attribute such a mistake to any other cause than a weak deference to an uninvited offer. The second matter upon which we disagree with the *Westminster Papers* is as to the opinion expressed by them that the work should have been confined to a *selection* of Messrs. Pierce's problems. We take it that in that respect a composer of Chess Problems is in the same position as any literary author, and therefore would naturally include all his published works (of course if sound) in a volume confined to his own problems. To use an extreme case, Wordsworth's inane production, *anent "Betty Foy and her Idiot Boy"* is to be found in every volume of his poems, and numerous similar instances will immediately suggest themselves. Most of the compositions in the book before us have, as stated in the preface, appeared previously in the leading British and foreign journals, and the authors, therefore, according to our judgment, were quite justified, *a priori*, in re-publishing them in an united form. Come we now at once to the work we have in hand, for our space is limited. First as to the two move Problems (Nos. 1 to 22 inclusive) with which the collection commences; now we cannot think very highly of these compositions, and we take a different line of objection to that adopted by the *Westminster Papers*, viz., as to the prevalence of dual mates. Our contemporary, as is well known, entertains strong views upon that subject, but we can go a very little way with him on the road to that ilk. Where a dual mate takes place in a line of play involving the author's conception, that is to say, in what we should call the main variations, we certainly think it ought to be provided against, but when such a mate arises upon a purposeless move of Black, still more upon what we should denominate a test move, viz., one played in order to see if a dual mate cannot in some way be produced, we should attach no importance to its occurrence, while even in bye-moves made by Black in substantial variations, we cannot look upon such duality as a very serious defect. We are aware that a contrary view is held by many, perhaps by the majority of eminent composers, and we therefore hold our opinions upon this subject in our hands, ready to be thrown away, at any moment upon more powerful arguments being adduced than have yet been brought under our notice. What we object to in the two move problems at present under consideration, is the insipidity, poverty of idea, and general want of "go" in many of them. In some the force at the disposal of White is absurdly overpowering: Black lying pinned to the ground, all his adversary has to do is to give two palpable stabs and all is over. In others there is the contrary objection. White threatened with immediate death himself, finds luckily a couple of shots left in his revolver, and hastily fires them off. Taking these problems in detail, we find that Nos. 2, 3, 4, 6, 10, 12, 16, 17, and 19, are all more or less poor and dull. No. 7 is a problem for the nursery, and moreover it overflows with dual mates to an extent that our not too squeamish stomach cannot contain. The solution of No. 8 should learn better manners, and not stare one in the face so much. However, the construction is neat and elegant. In No. 9, Black is like a mild city clerk attacked by a dozen brutal prize fighters. No. 11, solution obvious. White must provide against the threatened check, and in such a way as to prevent the Black Queen covering. No. 21—multiplicity of force, all the pieces on both sides being on the board, gives birth to a short-lived difficulty,

but the veil of confusion, which for a time hides the face of the solution, has no value in our eyes. Now Nos. 1, 5 and 15 are certainly very fair two move problems. No. 13 we can conscientiously commend. No. 14 we consider a remarkably good production. No. 18 is passable, but the solution is too plainly indicated. No. 20 embodies a very pretty idea, but here again the position keeps its secret badly. No. 22 is a really fine composition, and the ingenuity of conception, combined with ability of construction which it displays, causes it to stand in remarkable contrast with the great majority of the preceding two movers. We now come to the consideration of the three move problems numbering 23 to 159 inclusive. With these, of course, the book must, to a great extent, stand or fall. If they, as a body, are superior or even of average merit, the collection cannot be held as of no value, even in the presence of serious defects in the other parts of the volume. Now we must say that in this part of the collection there is very little to which objection can fairly be taken, and much well worthy of praise. Some of them, no doubt, are of an inferior description, for instance 45, for its very ugly construction, deserves condemnation; 49 is very poor, and 50 dreadfully so, while 51, if possible, is worse; 52 also strikes us as very feeble; 95 and 97 give us the same impression; 98 begins with a check, and possesses no compensating beauty; in fact too many of the problems begin in that way, or with taking something which is equally objectionable. As to 104, we say nothing against it as a problem, but the solution is wrongly stated, and there are other similar instances in the volume, causing much trouble in examination. As to 129, mentioned by us last month, the author informs us that the fault is not in the problem, but in the solution, which should have been Kt to B 7, and this appears to be the case. No. 132 has two solutions besides the author's, viz., 1 R to K 8 ch and 1 K to Kt 5. 141 is mediocre, and 145 is faulty, for Kt can take either P on second move of principal variation, from one of which captures, we may add, follows three ways of mating; moreover, the position of the three Black Pawns on the Rook's file, suggests a post-prandial construction. 152, as stated by us last month, is also inaccurate, there being a double solution, by 1 Q to Q B 4 ch.

So much by way of objection, now per contra. 25 is an elegant problem, and 27 is very pretty indeed; 35 is an agreeable little affair, though it does not pretend to theoretical soundness, as either Pawn can make a Knight. Some exceptional rules ought to be formulated for symmetrical compositions of this kind, as otherwise ingenuity in that direction will be greatly hampered. 39 pleases us, notwithstanding that the first and second moves are checks. 43 is elegant enough, though we object to White beginning with taking something. 45 is very fair, and 48 we consider especially good. 96 is an exceedingly clever problem. 100, 101 and 102, are all good compositions, the latter in particular being commendable for its construction. 103 is really a superb production, but whether the exceeding beauty of its conception will balance its theoretical imperfections in the eyes of the severe, may be doubted. Notwithstanding our leniency of judgment in such matters, the many dual mates that occur somewhat takes the edge off our satisfaction. 116 we also like, notwithstanding its condemnation by the reviewer in the *Academy*. 117 pleased us very much, and so did 119, though the latter is not difficult. Altogether, we are very well satisfied with the three move part of the volume, and doubt whether any similar collection to the same extent could surpass it in that respect.

The four move problems number from 160 to 246 inclusive. This part of the book we have not been able to examine in such a sufficient manner as would enable us to express any definite opinion, pro or contra, upon the matter. We should imagine these compositions however, so far as our investigation extends, to be of unequal merit. 161 strikes us as a very inferior production. 163 is faulty, for in variation (d) on White's second move, Kt can go to Q B 2, instead of to Q B 6. Moreover, even if the author's second move be made, still a different third move can be selected, viz., P to K B 3 ch. In 170, Black's R, B and R P, seem to us to be useless, unless to deceive, which is not permissible. In 171, the first move is puerile; the position might have been made into a

good three move problem. 173 is very poor, and 174 is worse ; 177 is no better, while in 178 two useless Pawns block a useless B—a defect not compensated by any merit in the composition. 162 is very good, that is to say, in the principal variation, but the K R P appears unnecessary, except to give a variation that is far from being any improvement. 166 is a good problem, though engrafted on an old root. 172 is a splendid composition in all respects. 175 is passable enough, while 176 embodies a very fine idea, and is altogether an excellent production.

The five move problems do not command our respect ; taking them altogether, we consider them to be much below the standard of excellence. One of them (263) is incorrect, as the second and third moves can be transposed.

The six move problems we are not prepared to say anything about, save that one of them (viz. 271) cannot be solved under nine moves, as the authors themselves have discovered. No merit of originality can be accorded to this composition, for it is a position more or less altered (less we should say), that can be found in various handbooks and collections of end games.

We now come to a task that is ungrateful to us, for unsparing condemnation is not to our taste, but the Chess Studies (Nos. 283 to 300) with which the collection finishes should, in our opinion, never have been inserted therein. Compared to the productions of Horwitz and Kling their inferiority is very striking, and in the great majority of them we can acknowledge nothing that can give either pleasure or instruction. Moreover, a large number of them are unsound, as we shall show. There are some that we can except from this general condemnation, for instance 289. "The Whirligig" is a really ingenious and amusing example, while 283, 284, 285, 287, 291 and 294 are more or less passable, though mostly without any striking merit. As against these we consider 290 as very feeble and 292 is very absurd. Of course White can draw. 293 has no merit, and White Rook can go anywhere on Knight's file past the middle. 295 utterly bad and unsound. White can win by 3 R to R 8 ch, and he can also win by B to Kt 6 ch. 296 White to win, and why should he not ? He can take off the Rook at once, having then a passed Pawn ahead, and the better position, but however, the composition is altogether unsound. 1 P to K B 4 wins easily, and in a better style than by the author's solution, and there are also other first moves to win. 297, an incredible position as constructed, and moreover unsound. White, it is true, can draw, by sacrificing his Queen as directed by the author, but by keeping her and checking at K 7 he can win. 298 Black is to win, and the author gives a move for White as best (3 K to Kt sq) which is far from being so. By playing otherwise White has two Rooks against Queen, and will give Black some trouble yet. 299 again unsound. White can play 3 Q to B 4, and win in a better style than that indicated by the author. 300 White is to draw, but we fancy Black can win by 2 K takes P.

Our criticism here concludes. We have endeavoured to pursue it in a fair spirit, and upon an inductive basis. Our proofs may be challenged, and our fallibility demonstrated; entering into details their inaccuracy may be proved. and the soundness of our conclusions made questionable. What cannot however be denied to us we think is, that we have bestowed much care and devoted much time in the spirit of honest investigation. This conceded, we leave our inferences to take care of themselves.

W. N. POTTER.

In consequence of the pressure upon our space this month, the continuation of Herr Zukertort's "Analytical Excursion," though in type, must be postponed until our next number.

SOLUTIONS OF PROBLEMS.

No. 1.

White.

- 1 B to R 8
- 2 Kt to K B 5
- 3 Kt to K 3 mate

Black.

- 1 P to B 6 (a).
- 2 Anything.

(a) If 1 P to Kt 5, then 2 Kt to Q 8, and if 1 P to R 8 or 4, 2 Kt to B 8.

No. 2.

- 1 Kt takes K B P
- 2 Q to K B 5 ch
- 3 Q or Kt mates

- 1 Kt takes Kt best
- 2 Anything

No. 3.

- 1 B to Q B 5
- 2 P to Q 6
- 3 Q, B or P takes Kt, and mates next move.

- 1 Kt to Kt 4
- 2 Kt moves

No. 4.

- 1 B to R 3
- 2 Kt to Q B 3
- 3 B mates

- 1 Kt to R 3, R 7 or B 7
- 2 Anything.

No. 5.

- 1 Kt to Q 5

This problem can also be solved by B to Kt sq ch.

No. 6.

- 1 R to Q 4
- 2 P to Q B 4
- 3 Q to R 5 mate

- 1 P takes R
- 2 Anything

No. 7.

- 1 Kt to K 4
- 2 Kt to Kt 3
- 3 B to B 2
- 4 B mates

- 1 B to Q 5
- 2 R takes Kt
- 3 Anything

No. 8.

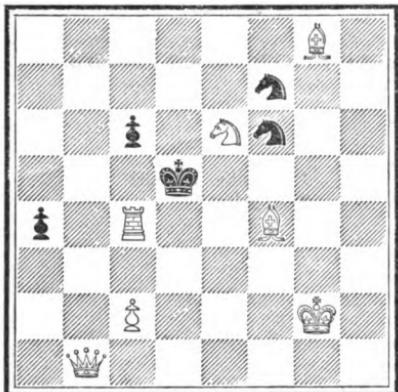
- 1 Q takes Q Kt P
- 2 Q to R 3
- 3 K to B 7
- 4 P to B 4 ch
- 5 Q mates

- 1 P to K 3
- 2 R takes Kt
- 3 K takes R
- 4 Anything

PROBLEMS.

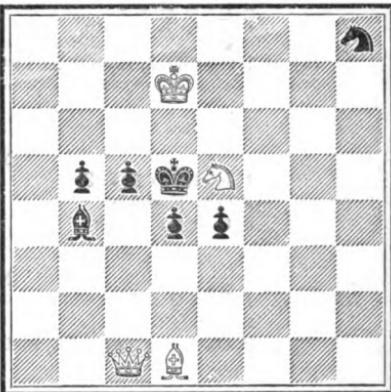
No. 9.—By F. C. COLLINS.

BLACK.



No. 10.—By C. W., of Sunbury.

BLACK.

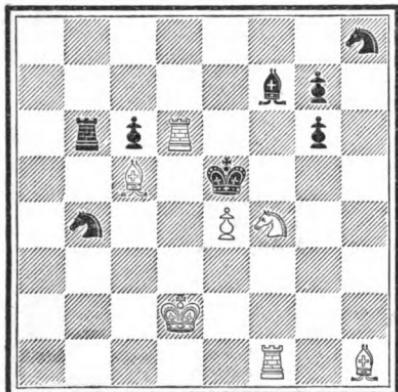


White to play and mate in two moves.

White to play and mate in three moves.

No. 11.—By JAMES PIERCE, M.A.

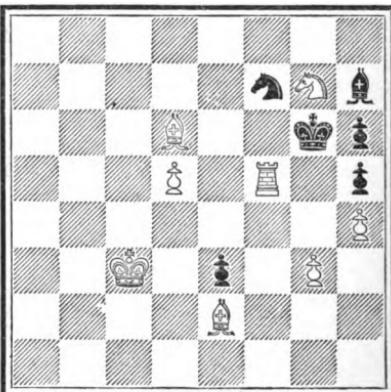
BLACK.



White to play and mate in three moves.

No. 12.—By F. W. LORD.

BLACK.

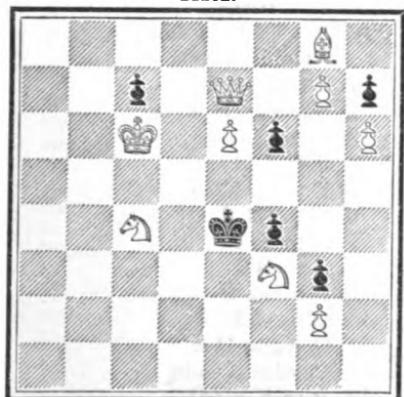


White to play and mate in three moves.

PROBLEMS.

No. 13.—By J. W. ABBOTT.

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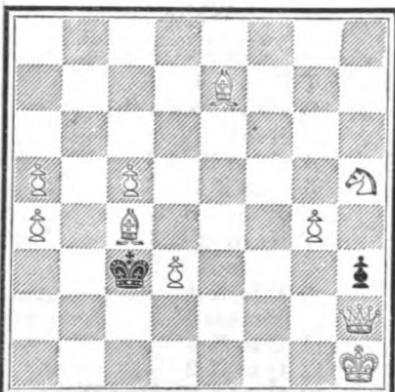


WHITE.

White to play and mate in three moves.

No. 14.—By W. COATES.

BLACK.

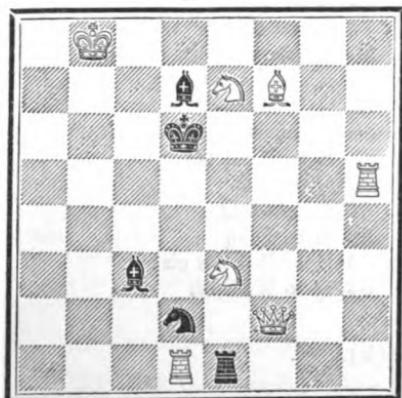


WHITE.

White to play and mate in three moves.

No. 15.—By J. H. BLACKBURNE.

BLACK.

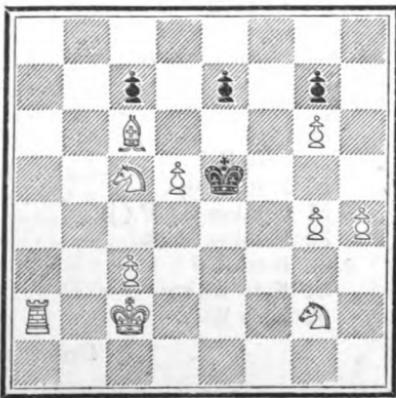


WHITE.

White to play and mate in four moves.

No. 16.—By G. PARR.

BLACK.



WHITE.

White to play and mate in four moves.

GAME 11.

Played by Mr. Potter, against Mr. Coburn and Dr. Ballard, the latter being in consultation.

Irregular Opening.

White.	Black.
MR. POTTER.	
1 P to Q 4	Mr. COBURN and
2 P to K Kt 3 (b)	Dr. BALLARD.
3 B to Kt 2	1 P to K B 4 (a)
4 Kt to K R 3	2 Kt to K B 3
5 P to K B 3	3 P to Q B 3
6 P to Q B 3	4 P to Q 3
7 Kt to Q R 3	5 P to K Kt 3
8 Kt to K B 2 (c)	6 B to Kt 2
9 P to K 4	7 B to K 3
10 P takes P	8 B to B 2
11 B to K 3	9 P takes P
12 Q to K 2	10 Q to B 2
13 Castles K side (d)	11 Q Kt to Q 2
14 P to Q Kt 3	12 Castles K side
15 Q R to Q B sq	13 P to K 4 (e)
16 K R to Q sq	14 P to Q R 3 (f)
17 Kt to Kt sq	15 K to R sq
18 Q to Q 2 (g)	16 K R to K sq
19 P takes Q P	17 Q R to Q sq
20 B to Kt 5	18 P to Q 4
21 K takes B	19 B takes P
22 P takes P	20 B takes B
23 Kt to Q R 3	21 P takes P
24 Kt to Q B 4	22 Kt to Q Kt 3
25 K Kt takes Kt	23 R to Q 4
26 R to K sq	24 Kt to K 5
27 P takes Kt	25 R takes Kt
28 Q takes R (h)	26 Kt takes Kt
29 Q to R 7	27 Q R takes P
30 R to K sq	28 R takes R
31 Q takes Kt P (j)	29 R to K sq (i)
32 R takes R ch	30 Q to B 2
33 B to R 6	31 Q takes Q
34 K to Kt sq	32 B to B sq
35 K to Kt 2	33 P to B 4 dis ch
	34 Q to Kt 8 ch

Drawn game (k).

NOTES BY W. STEINITZ.

(a) A favourite move of Morphy, who invariably adopted it in the latter

part of his match against Harrwitz. It seems, however, to afford little relief from the dreariness generally attached to this opening.

(b) This reply was first introduced by Steinitz in his match against Zukertort, and appears to be sounder than the continuation of P to K 4, given by the authorities at this point. The latter move ought to turn out unfavourably for the first player, if properly defended, e.g.—

2 P to K 4	2 P takes P
3 Q Kt to B 3	3 K Kt to B 3
4 B to K Kt 5	4 P to Q. B 3
5 B takes Kt	5 K P takes B
6 Kt takes P	6 Q to Q Kt 3, &c.

whereupon White must choose between sacrificing a Pawn or obtaining a very inferior position.

(c) The play on both sides has consisted, up to this point, of very clever manœuvring ; but we should have now preferred Kt to K Kt 5 instead, as the Kt could not have been driven away from this spot without weakening the King's side considerably.

(d) Not so good, in our opinion, as Kt to Q 3, which would have prevented the Black for some time from pushing on the K P with advantage ; for instance :—

13 Kt to Q 3	13 P to K 4
14 P takes P	14 Kt takes P
15 Kt takes Kt	15 P takes Kt
16 Castles King's side	

and we prefer White's game, as his Q has more liberty of action, and Black's K B is more confined.

(e) Very well played. The allies promptly take advantage of White's omission on the last move, and commence a strong attack.

(f) Preparatory to moving the Q P.

(g) We can see no other object of the last two moves of White's but to play the waiting game, which was perhaps the wisest under the circumstances, as Mr. Potter was not able to do anything himself.

(h) A capital resource ; if Black take the Q with the B, White gains at once two Rooks for the Q with a fine attack by taking the other R, and if Black take the Q with the R, White replies by checking with the R at K 8, followed by R to K B sq, with a winning position.

(i) The allies here missed an opportunity of winning the game by checking first with the R at K 7. If White retreated the K to Kt sq or R sq, Black could have relieved himself from all difficulty by playing P to K R 3, and must have won, being a Pawn ahead, on account of the weakness of the White Pawns on the Queen's side ; and if White played the K to B sq or R 3, Black could have then retreated the R to K sq with greater effect, threatening a formidable check with the Q.

(j) Beautifully played.

(k) Black can do no more than draw the game by perpetual check, for if he attempt to take the Q R P, White could escape with the K to R 3 and even win the game.

GAME 12.

Played between Mr. J. Lowenthal, and Mr. J. Theobald, the former giving the odds of the Queen's Knight.

Remove White's Queen's Knight. Centre Gambit.

White.

- MR. LOWENTHAL.
- 1 P to K 4
 - 2 P to Q 4
 - 3 K B to B 4
 - 4 Q to K 2
 - 5 P to K 5
 - 6 Q B to Kt 5
 - 7 B to Q 3
 - 8 Kt to B 3
 - 9 Castles Q R
 - 10 P to K R 3
 - 11 P takes B
 - 12 P to K B 4
 - 13 Q takes Kt (c)
 - 14 B to B 6
 - 15 Q R to Kt sq ch
 - 16 B to R 7
 - 17 R to Kt 8 ch
 - 18 R takes B ch
 - 19 R to Kt sq
 - 20 P takes Q
 - 21 B to B 5
 - 22 R to R sq
 - 23 R takes P
 - 24 P to Kt 5
 - 25 Kt P takes Kt
 - 26 R takes P
 - 27 P to K 6
 - 28 P to K 7
 - 29 K to Q 2
 - 30 K to Q 3
 - 31 P to R 4
 - 32 P to Kt 4
 - 33 P to Kt 5
 - 34 K to Q 2
 - 35 P to Q B 3
 - 36 B to R 7 ch
 - 37 B takes P dis ch
 - 38 B to B 5
 - 39 B to R 3
 - 40 K to K 3
 - 41 B takes R
 - 42 R to R 8 ch
 - 43 P to B 7 and wins (j)

Black.

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

NOTES BY W. N. POTTER.

(a) B to Kt 5 ch, though not to be recommended at this juncture in games played upon even terms, would seem to be in the present instance stronger than the move in the text. Black, however, was probably afraid of P to Q B 3, in that case, followed by B takes B P ch.

(b) Had Black taken the Bishop, the following variation would probably have occurred:—

13 Q takes Kt	12 P takes B
14 Q to R 6	13 P to K Kt 3
15 Q takes P at Kt 5	14 P to B 4
16 Q R to Kt sq, with a fine attack.	15 Q to Kt 2

(c) A powerful move, the full force of which had no doubt not been foreseen by Black.

(d) The only move to avert the threatened mate.

(e) All this had evidently been calculated by White when he sacrificed his Queen on the 12th move.

(f) Black has no better move, for Kt to Q 2, as will be easily perceived upon examination, leads still quicker to the inevitable surrender.

(g) Kt takes B would have led to a speedy termination, as follows:—

24 P takes Kt	23 Kt takes B
25 P to K 6	24 K to K sq best
26 P takes P	25 P takes P

And Black cannot save the game.

(h) It is obvious that if Black had taken P with P, White would have given mate in two moves.

(i) A palpable oversight. The game, however, was past redemption.

(j) This very interesting game was played by Mr. Lowenthal before his late severe illness, and the admirable manner in which it is conducted by him throughout affords clear proof that his Chess power has been but lightly dealt with by time. We are glad to know that, after several relapses, he has now attained to comparative convalescence.

GAME 13.

The following are two unpublished games played between Mr. Cochrane and the well-known Indian player, Moheschunder:—

Irregular Opening.

White.

Mr. COCHRANE.

- 1 P to K 4
- 2 P to Q 4
- 3 P to Q B 4 (b)
- 4 Q Kt to R 3
- 5 P to K B 4
- 6 K Kt to B 3
- 7 B to Q 3
- 8 B P takes P

Black.

MOHESCHUNDER.

- 1 P to Q 3
- 2 P to K Kt 3 (a)
- 3 B to Kt 2
- 4 K Kt to B 3
- 5 Castles
- 6 B to Kt 5
- 7 P to K 4 (c)
- 8 P takes P

White.	Black.
9 P to Q 5	9 Kt takes K P (d)
10 Kt takes Kt (e)	10 P to K B 4
11 Q Kt to Kt 5	11 P to K 5
12 Kt to K 6	12 P takes Kt (f)
13 Kt takes Q	13 P takes P
14 R to K Kt sq	14 B takes Q
15 Kt to K 6	15 B to Kt 5
16 Kt takes R (g)	16 K takes Kt
17 R takes P	17 Kt to Q 2
18 B to K B 4	18 Kt to B 4
19 K to Q 2	19 R to B sq
20 K to B 2	20 B to K B 6
21 R to B 2	21 Kt takes B
22 K takes Kt	22 B to K 5 ch
23 K to K 3	23 P to Q Kt 4 (h)
24 P takes P	24 Q B takes P
25 R to Q 2	25 B to B 5
26 Q R to Q sq	26 B to K B 3
27 B to R 6 ch	27 K to Kt sq
28 K to B 4	28 R to K sq
29 P to Kt 3	29 B takes P at Kt 4
30 R to Q B sq	30 B to K 7 (i)
31 R to K sq	31 R to K 5 ch
32 K to Kt 3	32 B to R 5 ch (j)
	And wins.

NOTES BY W. STEINITZ AND W. N. POTTER.

(a) The Indian player seems to be thoroughly aware of the strategical principle often ignored by strong players of the present day, that P to K 3, cannot, with advantage, be played in combination with P to K Kt 3.

(b) This move renders the Queen's Pawn very weak. P to Q B 3 is much to be preferred.

(c) A good move, breaking up White's centre.

(d) A very bold sacrifice, but we question its soundness.

(e) B takes Kt was here the correct move, and would, we believe, have given White the better game, e.g.—

10 B takes Kt	10 P to K B 4
11 P to K R 3	11 P takes B (A)
12 P takes B	12 P takes Kt
13 P takes P	13 Q to B 3
14 R to R 3	

Black's King's Pawn is now isolated, while White threatens to establish his Kt at K 4, then to bring out the Q and Q B and Castle on the Queen's side, in which case he would obtain a strong attack by doubling the Rooks on the open K B file.

(A).	11 B to R 4
12 P to K Kt 4	12 P takes B
13 Q Kt takes P	

And the Black Bishop cannot escape.

(f) Played in fine style; losing the exchange, but obtaining an enduring attack.

(g) Mr. Cochrane is of opinion that Kt takes B is preferable to the move

in the text, and we are disposed to agree with him; but even in that case Black would have remained with a Pawn ahead.

(h) All this is excellently played by Black.

(i) A very strong move. Black now threatens R to K 5 ch, followed by P to K Kt 4.

(j) An exceedingly interesting game, and one in which great fertility of resource is displayed by the Indian player.

GAME 14.

Cochrane's attack against the Petroff defence.

White.

- Mr. COCHRANE.
- 1 P to K 4
 - 2 Kt to K B 3
 - 3 Kt takes P
 - 4 Kt takes B P (a)
 - 5 B checks
 - 6 B takes B ch
 - 7 Castles
 - 8 P to Q 4
 - 9 P to Q B 3 (c)
 - 10 Kt takes P
 - 11 Kt to Q 5
 - 12 Q takes Kt ch
 - 13 Q to K B 5 ch
 - 14 B checks
 - 15 P to K 5 (e)
 - 16 Q R to Q sq
 - 17 Q takes B ch
 - 18 R takes P
 - 19 R to Q B sq ch
 - 20 Q takes Kt P
 - 21 R takes R ch
 - 22 P to K 6
 - 23 Q to K B 8 ch
 - 24 Q to K 7 ch and wins

Black.

- MOHESCHUNDER.
- 1 P to K 4
 - 2 Kt to K B 3
 - 3 P to Q 3
 - 4 K takes Kt
 - 5 B to K 3
 - 6 K takes B
 - 7 P to Q B 4 (b)
 - 8 P takes P
 - 9 P takes P
 - 10 Q to Kt 3 (d)
 - 11 Kt takes Kt
 - 12 K to Q 2
 - 13 K to Q sq
 - 14 B to K 2
 - 15 Kt to Q 2
 - 16 B takes B
 - 17 K to B sq
 - 18 Q to Kt 4
 - 19 K to Kt sq
 - 20 R to Q B sq (f)
 - 21 K takes R
 - 22 Kt to K 4
 - 23 K to B 2

NOTES BY W. N. POTTER.

(a) This sacrifice is the invention of Mr. Cochrane. It gives a dashing attack, but it is permissible to doubt its theoretical soundness.

(b) To prevent White establishing his Pawns in the centre. The effect is, however, to leave Black without any safe refuge for his K; our preference would be for K to Q 2.

(c) An awkward move for Black. Taking or leaving the Pawn appears equally disadvantageous. Having to choose which, we should do neither, as an Irishman would say, but play P to Q 6, thereby securing some breathing time.

(d) We cannot commend this move, though it is difficult to point out any satisfactory line of Play for Black. Q to Q B sq, followed by Q Kt to Q 2, would have been our choice under the circumstances.

(e) Very well played.

(f) Q takes K P was better, for Black cannot save the Knight. However there was no way of saving the game.

GAME 15.

Played between Herren Steinitz and Paulsen, after the conclusion of the Vienna Chess Congress. French Game.

White.	Black.
Herr STEINITZ.	Herr PAULSEN.
1 P to K 4	1 P to K 3
2 P to K Kt 3 (a)	2 P to Q 4
3 B to Kt 2	3 P takes P
4 B takes P	4 K Kt to B 3
5 B to Kt 2	5 B to Q 3 (b)
6 P to Q 4	6 Q Kt to B 3
7 P to K B 4	7 Kt to K 2
8 K Kt to B 3	8 P to Q B 4 (c)
9 P takes P	9 Q to R 4 ch
10 Kt to B 3	10 B takes Q B P
11 Kt to Q 4	11 Q Kt to Q 4
12 Kt to Kt 3	12 Kt takes Kt
13 Kt takes Q	13 Kt takes Q
14 K takes Kt	14 B to Kt 5
15 B to Q 2 (d)	15 B takes Kt
16 B takes B	16 Castles
17 K to Q 2	17 B to Q 2
18 B takes P	18 Q R to Kt sq
19 B to K B 3	19 R takes P
20 K R to Q Kt sq	20 K R to Q Kt sq
21 R takes R	21 R takes R
22 B to Q B 3	22 R to Kt 3
23 B takes Kt	23 P takes B
24 B to K 4	24 P to B 4
25 B to Q 3	25 B to B 3
26 R to K sq	26 P to K R 3 (e)
27 R to K 5	27 B to Q 4
28 P to Q R 4	28 P to B 3
29 R to K sq	29 K to B 2
30 P to R 5	30 R to Q 3
31 K to B 3	31 R to B 3 ch
32 K to Q 4	32 B to K 5
33 B takes B	33 P takes B
34 P to B 4 (f)	34 P to B 4
35 P to B 5	35 K to B 3
36 K to B 4	36 P to K 4
37 K to Q 5	37 R to K 3
38 P to B 6	38 P takes P
39 P to B 7	39 R to K sq
40 P takes P and wins.	

NOTES BY J. H. BLACKBURN AND W. N. POTTER.

(a) This move is a novelty in the French opening, and though no doubt

it is well deserving investigation, yet, in default of fuller analytical information, no decisive opinion can be pronounced upon its merits.

(b) We should have preferred B to B 4, whereby the advance of the adversary's Q P must have been indefinitely postponed.

(c) This was premature, Black should first have castled.

(d) Kt takes Kt P would have been a good move, though we are not prepared to deny that the line of play adopted by White was more prudent, and probably it was not less efficacious.

(e) Useless, K to B sq would have been more to the purpose.

(f) The proper move. White has now a clear road to victory.

GAME 16.

Played by correspondence between the late Incognito Chess Club and the Bermondsey Chess Club. Scotch Gambit.

White.

INCOGNITO CHESS CLUB.

- 1 P to K 4
- 2 Kt to K B 3
- 3 P to Q 4
- 4 B to Q B 4
- 5 Castles
- 6 P to Q B 3
- 7 P takes P
- 8 Kt to B 3
- 9 B to K 3
- 10 B to Kt 3
- 11 B to B 2
- 12 K to R sq
- 13 R to K sq (d)
- 14 P takes B
- 15 R to K Kt sq
- 16 Kt to K 2
- 17 Kt to Kt 3
- 18 P to K B 4
- 19 Kt to R 5 (f)
- 20 Q takes Kt
- 21 P to K B 5
- 22 R to Kt 6 (g)
- 23 Q R to K Kt sq
- 24 Q R to K Kt 3
- 25 R to K R 3
- 26 B to Q Kt 3
- 27 P takes P
- 28 P takes R
- 29 R to K Kt sq
- 30 Q R to K Kt 3
- 31 P to K 4
- 32 B takes Q P and wins.

Black.

BERMONDSEY CHESS CLUB.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 P takes P
- 4 B to Q B 4
- 5 P to Q 3
- 6 Kt to K B 3 (a)
- 7 B to Kt 3
- 8 B to Kt 5
- 9 Castles (b)
- 10 Q to K 2 (c)
- 11 Q to Q 2
- 12 K to R sq
- 13 B takes Kt
- 14 Kt to K 2
- 15 K Kt to Kt sq (e)
- 16 Kt to Kt 3
- 17 P to Q B 3
- 18 Kt to K B 3
- 19 Kt takes Kt
- 20 Kt to K 2
- 21 P to K B 3
- 22 Kt to Kt sq (h)
- 23 R to K B 2
- 24 Q R to K sq
- 25 P to K R 3
- 26 P to Q 4
- 27 R takes B (i)
- 28 P takes P
- 29 R to B sq
- 30 R to K B 2
- 31 R to K 2

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) B to K Kt 5 was the correct reply to White's last move.

(b) If Black had here played B takes Kt White would have replied with P takes B, giving him the superior game on account of the strength of his centre.

(c) This appears waste of time. Q to Q 2 at once would have been better.

(d) The object of this move is not apparent. We should have preferred Kt to K 2 or R to Q B sq.

(e) No useful purpose seems to be answered by the retreat of this Knight, which is soon proved by the necessity for its return to the square it came from.

(f) A very good move. Black cannot now prevent the White Queen being planted at K R 5 from which formidable position it will be very difficult to dislodge her.

(g) An excellent coup. Any other move would have enabled Black to play Q to K sq, in which case White's advantage would have become much attenuated.

(h) If Kt had taken R the following variation would have ensued, viz.:-

23 P takes Kt	22 Kt takes R
24 B takes R P	23 P to K R 3
25 Q takes P ch	24 P takes B
26 P to Kt 7 and wins	25 K moves

(i) The sacrifice of the exchange at this point was forced, for if Black had played P takes P, White could have won by the following line of play, e.g.—

28 B to Q R 4	27 P takes P
29 B takes R P	28 Q takes B
30 R takes P (ch)	29 P takes B (A)
31 R to R 7 ch and mate's next move (A)	30 K to Kt 2
30 R takes Kt (ch)	31 R to R 7 ch and mate's next move (A)
31 Q takes P ch and mates next move	29 Kt takes B
	30 P takes R

GAME 17.

The following three games were played between Herr Zukertort and Mr. De Vere, in the Pool of Section A (for 1st and 2nd prizes) of the City of London Chess Club Handicap. French Game.

White.

Herr ZUKERTORT.

- 1 P to K 4
- 2 P to Q 4
- 3 Kt to Q B 3 (a)
- 4 P takes P (c)
- 5 Kt to K B 3
- 6 B to Q 3
- 7 Castles
- 8 B to K Kt 5 (d)
- 9 P takes B
- 10 B takes Kt
- 11 B to K 2
- 12 R to Q Kt sq
- 13 P to K R 3
- 14 P to B 4

Black.

Mr. DE VERE.

- 1 P to K 3
- 2 P to Q 4
- 3 B to Kt 5 (b)
- 4 P takes P
- 5 Kt to K B 3
- 6 Castles
- 7 B to K Kt 5
- 8 K B takes Kt
- 9 Q to Q 3
- 10 Q takes B (e)
- 11 Kt to Q 2
- 12 Q R to Q Kt sq (f)
- 13 B to K 3
- 14 K R to K sq (g)

White.	Black.
15 P takes P	15 B takes P
16 P to Q B 4	16 B to K 5
17 R to Kt 3	17 P to K R 3 (h)
18 R to K 3	18 Q to B 5
19 R to K sq	19 B takes Kt
20 B takes B	20 K R to Q sq (i)
21 R to K 4	21 Q to Q 3
22 P to B 5	22 Q to K B
23 Q to Kt 3	23 Kt to B sq
24 P to Q 5	24 Kt to Kt 3
25 Q to R 4	25 K to R 2
26 P to R 4 (j)	26 R takes P
27 Q takes R P	27 Q R to Q sq
28 R from K 4 to K 3	28 R to Q 7
29 P to R 5	29 Kt to B 5
30 Q takes P	30 Q to Kt 4
31 K to B sq	31 Q takes B P (k)
32 Q to K 4 ch	32 P to B 4
33 Q takes Kt	33 R takes R P
34 Q to Kt 3 (l)	Resigns.

NOTES BY W. N. POTTER.

(a) This move is now almost universally preferred to that favoured by the older authorities, viz., P takes P. Whether, however, the former is really so superior as its general adoption by strong players would lead one to suppose, is at least open to question.

(b) We are in favour of playing Kt to K B 3 here, being of opinion that White's reply of P to K 5, which would constitute the only serious objection if really formidable, ought, upon principle, to turn to the advantage of the second player.

(c) This we consider the best reply to Black's last move; the alternative move of B to Q 3 being, in our opinion, inferior.

(d) We confess to having a preference for Kt to K 2 at this juncture, being a mode of play which we believe gives White a comfortable, if not a very great superiority.

(e) At this point Black's game appears to us preferable.

(f) Here we can see no objection to the apparently sounder move of P to Q Kt 3, if even Kt to Q Kt 3 be not better than either.

(g) Surely it was better here to play P to B 3.

(h) Did Black fully examine P to Q B 4 at this point?

(i) Such advantage as Black had has disappeared, and White has now a manifest superiority of position.

(j) An exceedingly unpleasant move, and one which very much influences the result.

(k) A mistake, but the game was gone.

(l) Herr Zukertort has played the last ten or twelve moves of this game with remarkable nicety and soundness of judgment, and must be admitted fully to have deserved his success.

GAME 18.
Ruy Lopez.

White.	Black.
MR. DE VERE.	
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q Kt 5	3 P to Q R 3 (a)
4 B to Q R 4	4 Kt to K B 3
5 Q to K 2	5 P to Q Kt 4
6 B to Q Kt 3	6 B to Q Kt 2 (b)
7 P to Q 3	7 B to Q B 4
8 Kt to Q B 3	8 Castles
9 B to K Kt 5	9 P to K R 3
10 B to R 4	10 Kt to Q 5 (c)
11 Kt takes Kt	11 P takes Kt
12 Kt to Q Kt sq	12 B to K 2
13 Castles	13 P to Q 4
14 B takes Kt	14 B takes B
15 P to K 5	15 B to K 2
16 P to K B 4	16 P to Q B 4 (d)
17 P to Q R 3	17 Q to Q 2
18 Kt to Q 2	18 Q R to K sq
19 Q to K R 5	19 P to K B 3 (e)
20 Kt to K B 3	20 P takes P
21 Kt takes P	21 Q to Q 3
22 Q R to K sq (f)	22 P to Q B 5
23 P takes P	23 Q P takes P
24 Kt takes P (g)	24 P takes Kt
25 B takes P ch	25 K to R 2
26 R to K 6	26 Q to Q B 4
27 R takes P ch and	Black resigns (h)

NOTES BY W. N. POTTER.

(a) After a long struggle for supremacy between this move and 3 Kt to K B 3, the latter is now less favoured by strong players.

(b) B to K 2 is the move usually made at this point, but we are not prepared to say that it possesses any superiority over B to Kt 2 as played by Herr Zukertort. We believe he is the inventor of this move, and he first played it against Herr Paulsen in 1869. It was adopted by Herr Steinitz against Mr. Blackburn, in one of the two games which decided the tie between them at the Vienna Chess Congress.

(c) This involves the doubling of a Pawn, and is, therefore, *per se*, objectionable. Moreover, this theory more especially obtains in respect of the centre Pawns, and the inherent disadvantage would be held to reach its culminating point where such doubling, as in the present case, takes place on the Queen's file, as then the opponent's K B P becomes extremely formidable. However, all rules allow of an occasional advantageous breach, and we are inclined to think that such an exception arises in the present case, as Black, by the subsequent advance of his Q B P, can acquire a very strong centre.

(d) At this point we prefer Black's game.

(e) P to K B 4 strikes us as a better move at this point, notwithstanding the threatened advance in that case of P to K Kt 4.

(f) We now consider White's game preferable.

(g) Beautifully played by Mr. De Vere. This extremely fine combination evidently took his opponent by surprise.

(h) It is scarcely necessary to point out that if P takes R, White wins by B to Q 3 ch.

GAME 19.

Queen's Gambit declined.

White.

Herr ZUKERTORT.

- 1 P to Q 4
- 2 P to Q B 4
- 3 P to Q R 3 (a)
- 4 P to K 3
- 5 Kt to Q B 3
- 6 Kt to B 3
- 7 P to Q Kt 3
- 8 B to Q 3
- 9 Castles
- 10 B to Kt 2
- 11 R to B sq
- 12 B takes Kt (d)
- 13 Kt to Q 2
- 14 Q to R 5
- 15 P to K B 3
- 16 P to Q 5
- 17 Kt takes Q P
- 18 P takes B (g)
- 19 P takes P
- 20 Q to Kt 4
- 21 R takes R
- 22 Kt to B 4
- 23 Kt takes B
- 24 Q to B 5
- 25 Q takes P
- 26 K takes R
- 27 Q to Kt 4
- 28 P to K 4
- 29 P takes Kt
- 30 Q to B 3
- 31 Q to Q B 3

Black.

Mr. DE VERE.

- 1 P to Q 4
- 2 P to K 3
- 3 Kt to Q B 3 (b)
- 4 Kt to B 3
- 5 P to Q R 3 (c)
- 6 Kt to K 2
- 7 P to Q Kt 3
- 8 B to Kt 2
- 9 Kt to Kt 3
- 10 B to Q 3
- 11 Kt to K 5
- 12 P takes B
- 13 P to K B 4 (e)
- 14 Castles (f)
- 15 P to Q B 4
- 16 K P takes Q P
- 17 B takes Kt
- 18 Q to K 2
- 19 P takes P
- 20 R takes R ch
- 21 R to K sq
- 22 P to Q Kt 4
- 23 Q takes Kt
- 24 R to K B sq
- 25 R takes R ch
- 26 Kt to K 2
- 27 P to Kt 3
- 28 Kt takes P (h)
- 29 Q takes P
- 30 Q to Q 7
- Resigns.

NOTES BY J. H. BLACKBURNE.

(a) In our opinion White can allow the Kt to be "pinched," and, therefore, this move is needless.

(b) A very weak move, the other Kt to B 3, is the proper line of play.

(c) We fail to see the object of this move, B to K 2 or Q 3 would have been more to the purpose.

(d) White has already an advantage in position.

(e) Black here fails to take advantage of the last move (which ought to have been 13 Kt to K sq); Q to K R 5 would have given him an equal, if not

superior position, for if White in reply had played to win the Pawn by P to K Kt 5 he would have lost ; for, suppose—

14 P to K Kt 3

14 Q to R 6

15 Kt takes P

15 Kt to R 5

winning easily ; therefore he must have played 14 P to R 3, Black then Castles or plays P to K B 4, and although White's Pawns on the Queen's side are very strong, and will, no doubt, be troublesome, we prefer Black's game.

(f) Even now Q to R 5 would have given an equal game.

(g) From this point White's game is won. The concluding moves are well played by Dr. Zukertort.

(h) He has nothing better, for if he takes the R P with Q, White wins as follows :—

29 Q to K 6 ch

29 K to B sq

30 Q to K B 6 ch

30 K to K sq

31 P to Q 6, &c.

ANSWERS TO CORRESPONDENTS.

Further problems received, with thanks, viz., from J. W. Abbott, W. T. Pierce, P. K. (of Wurtemberg), Mark C. Heywood, W. H. A., G. Parr, C. Callander, Herr Kling and J. Morrison.

J. Ochrane, A. Maas, and a Member of the late Iucognito Club.—Much obliged for the games forwarded.

C. Benbow (Birmingham).—Greatly indebted for your efforts on our behalf. We by no means intend confining our selection of games to those played in the metropolis or abroad. Any good provincial games, more especially those fought in matches, or by correspondence, will be always acceptable.

G. Barlow (Stockholm Chess Club).—Letters such as yours, of which we have received many, expressing sympathy with the distinctive objects of this Magazine, cannot but greatly encourage the hopes we have formed of being speedily established in the favour of the Chess public. The augmentation of our subscribers, which daily takes place, renders it likely that we shall very shortly be able to increase our number of pages, an object we have always had in view.

H. F. G.—Many thanks for the "modern" Chess work. The adjective seems at least as well applied in this case as it is to many a move which must be astonished to find itself considered a novelty.

C. M. and H. J. W.—The "spots" upon our "doorstep," which you jointly indicate, we must plead guilty to in one small particular, but in the other and more serious instance, we hope it has now become clear that a certain female quadruped cannot justly be charged with having made any such nest. We trust, therefore, that you will relinquish your intention of looking for "lodgings elsewhere."

W. H. A.—In the Bird and Fleissig game, published in the *Illustrated London News* of the 14th of February, 16 B to K 3 was undoubtedly, as the annotator remarks, a weak move for White to have made. B to Q R 3 was the proper play at that point, and would have had the merit of being both attacking and sound.

H. P. R. (Brooklyn Chess Club).—Many thanks. Similar intelligence of interest will be at all times welcome.

T. B. (Clifton).—We have handed your gauntlet to a member of the City of London Chess Club, and you will, no doubt, hear from him. Our services in bringing about correspondence games will be always available.

NOTICE TO CONTRIBUTORS OF PROBLEMS.—It has become necessary for us to state, in the most positive manner, that we will not publish in this magazine any other than original compositions, and that the contribution, after this intimation, of any problem that has appeared elsewhere, will be looked upon by us as a breach of good faith. It is needless to add that we do not divest ourselves of the right to republish any especially fine production, but editorial honesty would, in that case, demand a recognition of the previous publication.

The City of London Chess Magazine.

THE MONTH.

It has been thought by some that we ought to reply to the remarks upon Chess contained in the *Westminster Papers* of last month, under the head of "Whist Jottings," but we must confess that the necessity is not apparent to ourselves. Chess needs no defence, for like gold among the metals, its pre-eminence among games is indisputable. As to the effects of Chess upon the mind, lovers of the paradoxical may argue that its practice is prejudicial to intellectual advancement, but common sense stares at them with wonder. That its choice as a recreation, limited to the hours of leisure, could hinder eminence in any pursuit, we imagine to be no question for serious argument, and there therefore only remains the case—quite exceptional—of those who, desiring a nearer view of perfection, have chosen to devote their time and energies to the cultivation of Chess excellence. Whether this, when attained, is worth the price paid for it, is a matter fairly open to argument, and we blame no one for taking what view he thinks right thereon; nor do we quarrel with those who deny that Chess has any right to be considered as a science; on the contrary, we agree with them—it is but a pastime, though as such the game has undoubtedly its scientific as well as its recreative side. As a pastime, however, Chess, by its intellectual character, its independence of chance, and the universal respect in which it has always been held, stands unrivalled amongst games, and we believe it will never have any compeer. There are some who will deny the possibility of any improvement ever being needed, but such a view savours of fanaticism, and we doubt not that further variety of force will, some time or other, perhaps before very long, have to be sought for. Already, in fact, the knowledge of the openings which is being acquired tends to exhaust discovery, but that is a subject too large to be summarily treated upon.

At the time of our last issue Herr Steinitz was in Manchester, and he remained there until the 9th March. During his stay he contested various simultaneous and consultation games with the members of the two Chess Clubs of that town, and was very successful, having lost but two games, v.i.z., one with Mr. Steinkuhler, single-handed, and a game played against two of the members who were in consultation.

On the 16th March, Herr Steinitz paid a visit to Cambridge, and remained there, as the guest of the University Chess Club, for five days. He was fortunate enough to lose no games during his stay, though three were drawn against him. One of these—a game played against Messrs. Ball, Keynes and Nicholson—has been sent

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to us, through the courtesy of one of the players, and we hope to publish the same in our next issue. The Cambridge University Chess Club appears to be in a most flourishing condition, and is able, as Herr Steinitz informs us, to boast of over one hundred members—a fact which demonstrates very conclusively that the Cantabrian undergraduates do not devote all their time to athletic sports. A tournament, which has been in progress amongst them, and for which 16 players entered, has lately terminated, and we give the score as follows:—Keynes, 12½; Willis, 11½; Nicholson, 10½; Hooper, 10; Ball, 9½; Lord, 9; May, 8½; Whiting, 8; Rogers and Murray, 7½ each; Evill, 7; Fisher, 6½; Ardblaster, 4½; Fraser, 4; Murton, 2½, and Wright, 1. In explanation of the above score we should state that each competitor played one game with the other fifteen, and the drawn games were counted as half.

There has likewise been a tournament at the Oxford University Chess Club, though we have not yet been informed of the result. We notice, however, that the ties in the second round were Mr. Connell *v.* Hon. H. C. Plunkett, Mr. Tracey *v.* Mr. Coles, Mr. Gent *v.* Mr. Woods, and H. R. H. Prince Leopold constituted a “bye.” The fact of a member of the Royal Family taking part in a Chess tournament may be alluded to as a further indication of the increasing popularity of the game with all classes.

A match was played between the London and Westminster Bank and the London and County Bank Chess Clubs, on the 2nd and 9th March, at the City Restaurant, Milk-street, which resulted in a drawn match, each club scoring 9 games.

The following is the score:—

LONDON AND WESTMINSTER BANK.			LONDON AND COUNTY BANK.		
	Won	Lost		Won	Lost
Mr. Dyer	1	2	1
“ Sparling	0	3	0
“ Stowe	3	0	3
“ Sturton	1	2	1
“ Thomson	3	0	3
“ Wood	1	2	1
	—	—		—	—
	9	9		9	9

A match, with 12 players on each side, between the Bermondsey and Bedford Chess Clubs, was brought to a close on the 7th March, and resulted favourably to the former club, who scored 15 games to 9 won by the Bedford players. We must commend the pluck and constancy shown by the latter in thus continuing to wrestle with their hitherto victorious South-Eastern opponents. We advise the losers not to relax their efforts; success is only half-hearted when pursued by perseverance, and is sure to be overtaken at last.

We are pleased to hear that a Chess match by correspondence is going on between the Felsted and Norwich Schools. As far as we are aware this is the first inter-school match that has yet taken place. It is very satisfactory to learn that the love of Chess is spreading so rapidly in our schools and universities. Such a fact

is pregnant with highly important consequences for the future of the game. One Chess player makes many, though whether we are wise in venturing upon what some may consider as merely a paraphrase is, perhaps, questionable. However, the rising generation seem likely to be Chess players, and we see no reason to imagine that their checkmating propensities will prevent them from becoming great city merchants, great artists, eminent barristers, influential politicians, and all that kind of thing.

At the Athenæum, Camden-road, on the evening of Saturday, 14th March, Mr. Blackburne played eight games of Chess with that number of members of the Athenæum Chess Club, simultaneously, without seeing any of the boards. Play commenced at six o'clock, and terminated at half-past ten, the result of all the games being in favour of Mr. Blackburne. The contest excited considerable interest among the spectators, a large proportion of whom, as we were glad to see, were ladies. Their presence, as a feature of Chess entertainments, has been tried in the provinces, and, of course, has conduced to increased cheerfulness and variety of effect. Why such a strict taboo should be upheld in metropolitan Chess festivals we know not. Perhaps, however, "Nicotine" puts in his sulky negative. Mr. Blackburne was cordially cheered as his foes successively surrendered, and was greeted with still greater applause on one or two occasions, when he corrected false moves which had been made—sometimes far back in the game—by calling the moves over again from the point where the mistake had arisen. On these occasions the blindfold player generously allowed the game to start afresh from the corrected position.

We have received information of the establishment of a Chess Association at Demerara, British Guiana, in connection with the Royal Agricultural and Commercial Society of that place. All such water marks made by the rising tide of Chess are interesting to notice.

As an accretion to the accumulating mass of facts tending to prove the growing public importance of the game, we would point out that in the *Lancet* of the 14th March is a review of a Chess book, viz., of Messrs. Pierce's Problems. The reviewer speaks very favourably of the collection, but, in the absence of knowledge as to his claims to speak with authority, his opinions can, of course, do no more than leave the matter where it stands. We avail ourselves of this opportunity to correct two errors in our criticism of last month. First, No. 300, one of the Chess studies, is not, as we imagined, unsound, the author's solution in that particular instance being correct. Secondly, No. 162, which we praised, has not the flaw which we pointed out of having an unnecessary Pawn on the K R file, as without that Pawn there would be another solution on the third move. We may add that as to another Problem (178), though the Bishop appears to be useless, the Pawns which block him seem to be requisite for other purposes.

We have received the February and March numbers of the

Dubuque Journal. The former contains a portrait—a very excellent likeness—and biography of the well-known English amateur, Mr. I. O. Howard Taylor. Problems are the principal feature of the March number. There are thirty-two of Portilla's compositions, and we doubt not that many will be glad to have such a number of that eminent composer's productions thus collected together. An account which the number contains of a Chess club at Plainville somewhat amuses us. It appears that the curtains and doors are decorated with pictures of kings, queens, and bishops; and why not? A lawyer's table is covered with papers, tied up with red tape for a like object, viz., to show the nature of his business. We ought not to conclude our notice of these two numbers without complimenting the editor upon the improvement effected in the type.

The *Maryland Chess Review* in its March number continues its useful office of giving elementary instruction upon the game. The frontispiece of this number is a fourfold problem, in which either side gives mate or compels self mate in nine moves. If it stand examination, the author, Mr. Thompson, will certainly deserve great credit for such an achievement.

The *Huddersfield College Magazine* for March contains a well-deserved tribute to the memory of the late Sheriff Bell. We wish our space would allow us to give the remarks made by the deceased gentleman upon the occasion of his being elected President of the Glasgow Chess Club, and which are reproduced by our Huddersfield contemporary. Those remarks are strikingly in unison with the observations made by Mr. Rabbeth at the last annual dinner of the City of London Chess Club and which we understood the *Westminster Papers* to object to, as being of a stilted character. The late Sheriff found the same practical uses in Chess which Mr. Rabbeth endeavoured to demonstrate, and with the *Huddersfield Magazine* we would wish young players to look at the game of Chess "as capable of teaching many qualities of mind and heart, which will, in after years, do them good service in the 'battle of life.'"

The February No. of the *Chess Player's Chronicle*, after a delay, explained in the notices to Correspondents, has been issued, and we have pleasure in bearing testimony to its improved appearance and type. The number is a good one, though we were not pleased to notice two games between Mr. Gossip and Mr. Bird, both of them won by the former gentleman. Second class players, when they happen to win a game or two of a strong opponent, are too apt to rush into print. It does not seem to occur to them that the transmission at the same time of, at least, one game, scored by the superior player, would be but a graceful act of honesty, and that in any case some account should be added, showing the actual proportion of games won and lost between the parties. We mean, of course, games played at the same time as those sent for publication.

We observe, with the greatest pleasure, the spirited experiment

of the *Glasgow Weekly Herald* in devoting a part of its column to "Chess notes and queries." If the project be properly supported a number of interesting, curious and useful facts ought to be brought to light respecting the game.

We are glad to hear that the *Chess Record*, Philadelphia, will, for the future, appear twice a month, one page each time, thereby doubling the number of problems. The March No. is exceedingly good. We learn, therefrom, that Mr. Martinez and Gen. Congdon have both promised to contribute fifty dollars to the proposed American Congress of 1874, in the event of its being held.

A match is in progress between Messrs. Bird and Lord, to be decided by whoever wins the first seven games. The result, so far, is one sided, Mr. Bird having won all the four games played. We hope to give one or two of these games next month.

We mentioned last month that Mr. Eugene Delmar had won the first prize in the Brooklyn Chess Club Tourney. We now ascertain, from the *Maryland Chess Review*, that Messrs. Thayer, Dill and Phillip followed next. From the same journal we learn that Mr. Neill, the Problem Composer and Editor of the *Danbury News*, has decisively beaten Mr. Ware, of Boston, in a match of nine games. Mr. Neill winning all but one, which was drawn.

The Annual Tournament at the Union Chess Club, Manchester, which began during the latter part of December, has been brought to a conclusion. Messrs. McClelland and Baddeley tied for 1st and 2nd places, with $15\frac{1}{2}$ games each. They played a deciding game, which was won by the former. Mr. McClelland therefore took the first prize, Mr. Baddeley the 2nd prize, and Mr. Wright, who had scored 14 games, had the 3rd prize.

A match between the Bedford Chess Club and Saint Andrew's Chess Club, Stockwell, took place on Tuesday, 24th March, at the rooms of the latter. There were six players on each side, and the match resulted in favour of the Bedford Club, by nine games to three scored by their opponents.

Full information respecting the University Chess Match will be found on another page.

CITY OF LONDON CHESS CLUB.

CHIEF HANDICAP—POOL.

SECTION A, FOR 1ST AND 2ND PRIZES.

Zukertort 2	v. De Vere 1
Zukertort 1	„ Sother 2
De Vere 1	„ Sother 1

And a game between the two last remains unfinished. If won by Mr. Sother he would take the first prize.

SECTION B, FOR 3RD AND 4TH PRIZES.

Mr. Maas won the 3rd prize.

Dr. Ballard 1	v. G. H. Rippin 1
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JUNIOR HANDICAP TOURNAMENT.

(1st and 2nd Classes excluded.)

PAIRING 3RD ROUND.

Mainland . . .	v. Seyler	Betteridge . . .	v. Pizzi or
Watts . . .	" Stevens		Deutschmann
Richardson . . .	" E. C. Rippin or	Lyon ,	G. H. Rippin or
	Wilson		Guest
		Lowson ,	Taylor

There are six prizes, and therefore the winners in this round will be prize-holders.

MATCH BETWEEN LONDON AND VIENNA.

(See Moves in previous Numbers).

White (Vienna).	Black (London).
47 B to B sq	47 Q to B 6 ch
48 B to Kt 2	48 Q to K 6
49 R to K sq	49 Q to B 7
White (London).	Black (Vienna).
47 Kt to Kt 6	46 R to Q R sq
48 Kt takes R	47 P to K R 6
49 R to Kt 6 ch	48 P to K R 7

ANALYTICAL EXCURSIONS.

By J. H. ZUKERTORT.

I.

THE GIUOCO PIANO.

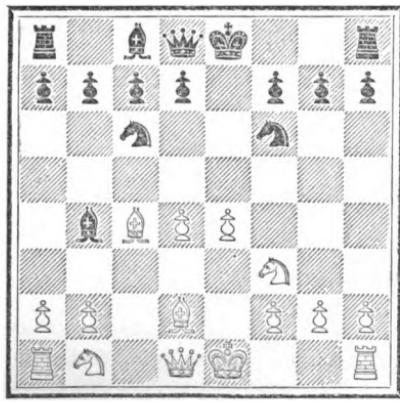
I COMMENCE where I left off in my last, viz., with White's move, 7 B covers, in

reply to the check given by Black.

Black can choose, on his 7th move, the capture of the K P with Kt, e. g., Kt takes K P, 8 B takes B, Kt takes B, 9 B takes B P ch, K takes B, 10 Q to Kt 3 ch, P to Q 4, 11 Q takes Kt [not very recommendable and premature is, I think, 11 Kt to K 5 ch, on account of K to K 3 best, 12 Q takes Kt, P to Q B 4, 13 Q to R 4, Q to B 3, 14 Kt to K B 3, B to Q 2, 15 Q to Q sq, B to Kt 4, leaving Black with certainly the best game], R to K sq, 12 Castles, P to Q R 4, 13 Q to Kt 3, R to R 3, 14 Kt to B 3.* This variation will require an uncommon deal of care on the part of the second player to bring all his pieces into action, so that it will hardly become popular, notwithstanding it leads, I think, to a

Position after White's 7th move.

BLACK.



WHITE.

* The numbered moves are White's and the unnumbered are Black's. See foot note at page 6 of February number.

drawn game. However, those who like novelty, and dare to venture out of the beaten track, will probably consider this line of play worth an experiment. The usual course here is—commencing from the diagram—

7 B takes B ch

De Rivière (Black) played against me 7 Castles, which I do not consider satisfactory, on account of its giving White the necessary time to secure his centre.

8 Q Kt takes B |

8 Kt takes K P

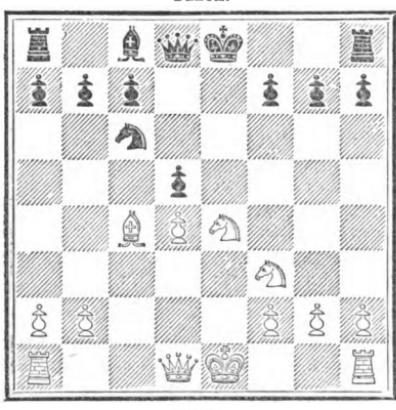
The move usually given here in the books for Black is 8 P to Q 4; after which follows 9 P takes P, K Kt takes P, after which Buckle used to play 10 Q to Kt 3, which gives White a slight superiority in position, while the old course, 10 Castles, Castles, 11 R to K sq., Kt to B 5, is rather in favour of Black. 8 Kt takes K P was first played by the leaders of the Leipsic school, but the continuation adopted in the games published some years ago is by no means best for either side. The capture of the K P leads, with proper play, in a few moves, to at the least a simple, even position, avoiding all difficulties of the variation (Black) 8 P to Q 4, and leaving to the first player no other chance than to play for a draw.

9 Kt takes Kt

White has not a better move at his disposal. Suicidal would be 9 B takes P ch, K takes B, 10 Kt takes Kt, R to K sq, 11 Kt to K 5 ch best, Kt takes Kt, 12 P takes Kt, R takes P, 13 Castles best, P to Q 4, and Black wins easily by his Pawns on the Queen's side. [A game of this opening was played by me (Black) blindfold, with eleven others, at Norwich, September 1872, and published in the Chess column of the *Field*.] If 9 Q to Kt 3, Kt to Q 3 with a Pawn ahead; if 9 Q to K 2, P to Q 4, 10 Kt takes Kt, Castles, 11 Castles K side, B to Kt 5, 12 B takes P, [12 Q R to Q sq, R to K sq] Q takes B, and Black wins a Pawn.

Position after Black's 9th move.

BLACK.



9 P to Q 4

White has now, in the position illustrated by the diagram, five different continuations, which may be examined here. [10 Q to K 2 would lead, after Black's reply of Castles, by a simple transposition of a move to a position just examined]. 1st—

10 B takes P

This course was adopted in all games of this variation, published in German Chess papers some years ago.

10 Q takes B
11 Kt to Q B 3 |

The move always played in the games just mentioned, 11 Castles, is not at all recommendable, on account of the answer B to Kt 5 [first tried by me in some games

played 1872 at Simpson's *Divan*; the move practised for Black by Dr. M. Lange and J. Minckwitz, instead of B to Kt 5, was Castles, but this gives White the opportunity to obtain a slight advantage by 12 Kt to Q B 3 and 13 P to Q 5], winning, in any case, the isolated Pawn. In a game played by me (Black) some months ago, at the *Divan*, against Mr. Gossip, the continuation was, after B to Kt 5: 12 R to K sq, Castles Q side, 13 Q to R 4, B takes

Kt, 14 P takes B, Kt takes P, 15 Q takes R P, Kt takes P ch, 16 K to R sq, Kt takes R, 17 Q to R 8 ch, K to Q 2, 18 Q to R 4 ch, K to K 2, 19 R takes Kt, P to KB 4, 20 P to B 3, P takes Kt, 21 R takes P ch, K to B 2, 22 R to B 4 ch, K to Kt sq, and wins easily, being a Rook ahead.

12 Q to K 2

11 Q to K 3 ch

If 12 K to Q 2, Black Castles; if 12 K to B sq, Q to B 5 ch; if 12 Kt to K 2, Q to B 3, 13 Castles, B to Kt 5, 14 R to K sq, Castles Q side, winning ultimately the isolated Pawn.

13 Kt takes Q

12 Q takes Q ch

If 13 K takes Q, B to Kt 5, 14 K R to Q sq best, Castles Q side, 15 P to Q 5, Kt to K 4, with the superior game.

14 Kt to K 5

13 B to Kt 5

I do not think that White has any better move.

14 B takes Kt

14 (Black) Kt takes Kt, 15 P takes Kt, B takes Kt, 16 K takes B, Castles Q side, 17 K R to K sq, K R to K sq, 18 K to B sq, R to K 3, gives also Black a slight superiority.

15 Kt takes Kt

15 B to Kt 4

16 Kt to K 5

16 P to K B 3

17 Kt to B 3

17 Castles Q side

18 Castles Q side

18 B to K 7

19 R to Q 2

19 B takes Kt

20 P takes B

20 R to Q 2

20 R to Q 4 is inferior, on account of 21 K R to K sq and 22 R to K 7.

21 R to Q 3

21 K R to Q sq

22 K R to Q sq

22 R to Q 4

And Black has the superior game.

[To be finished in the next Number.]

The sere leaves of Chess are dropping one by one. La Stratégie, for March, informs us of the deaths of two veterans, whose names in their day were not unknown. The first is M. François Casimir Laigle, a contemporary of La Bourdonnais, and who, thirty years ago, founded the Valenciennois Chess Club. Though retired from the arena, the deceased gentleman never ceased to take the liveliest interest in everything appertaining to the game. His demise took place on the 19th of February last, at Douai, where he had long lived. The other to whom we allude is Ignace Calvi, a physician of Finale Modena, where he died at the age of 75 years. He was a contributor to the Palamede from 1842 to 1847.

We also learn, from La Stratégie, of a Chess Séance, given by M. Rosenthal at the saloons of M. Laurent Catelani. At this Séance M. Rosenthal played 26 simultaneous games, of which he succeeded in winning 19, as against 1 only lost, and 6 drawn.

SOLUTIONS OF PROBLEMS.

No. 9.

White.	Black.
1 R to K 4	1 Anything
2 Mates accordingly.	

No. 10.

1 Kt to Q 3	1 Kt to B 2 (a)
2 Q takes P ch	2 B takes Q
3 B mates	

- (a) If 1 P takes Kt, then 2 B to B 3 ch, and 3 Q to Kt 5 mate.

No. 11.

1 R to K Kt sq	1 K takes Kt (a)
2 R to K 6	2 Anything
3 B mates	

- (a) If 1 R, B or P moves, then 2 R to Kt 5 ch, and 3 B to K 3 mate.

No. 12.

1 Kt to K 8	1 B to Kt sq (a)
2 R takes Kt	2 Anything
3 B or R mates	

- (a) If 1 K takes R, then 2 P to Kt 4 ch, mating next move.

No. 13.

1 Q to Kt 4	1 K to B 4
2 B to B 7	2 Anything
3 Mates accordingly	

This is the Composer's solution, but it can be solved by 1 Q takes K B P followed by 2 Q to Kt 2.

No. 14.

1 B to Q 8	1 K to Q 5 (a)
2 Q to K 5 ch	2 K takes Q
3 B mates	

- (a) If 1 K to Kt 5, then 2 Q to Q Kt 2 ch, &c.

No. 15.

1 R to K 5	1 B takes R (a)
2 Kt from K 3 to K B 5 ch	2 B takes Kt
3 Q to R 7	3 B to Q 2
4 Q to R 3 mate	

- (a) If 1 K takes R, then 2 Kt to Q B 4 ch, and if 1 B to K 3, 2 Kt from K 3 to B 5 ch, &c.

No. 16.

1 R to R 8	1 K to Q 3 (a)
2 Kt to K 4 ch	2 K moves
3 R to R 5	3 Anything
4 P to Q 6 mate	

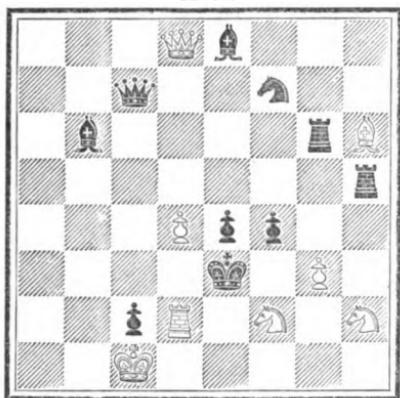
(a)

2 Kt to K 4 ch	1 K to B 3
3 R to R 8	2 K takes P
4 B mates	3 Anything

PROBLEMS.

No. 17.—By W. T. PIERCE.

BLACK.

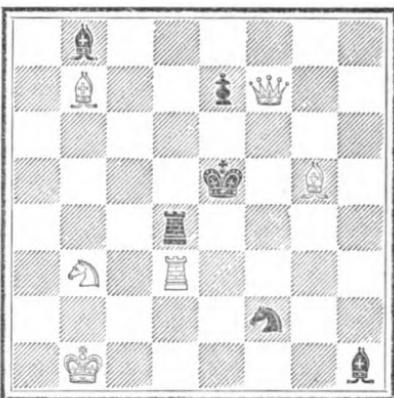


WHITE.

White to play and mate in two moves.

No. 18.—By W. H. A. (Plymouth).

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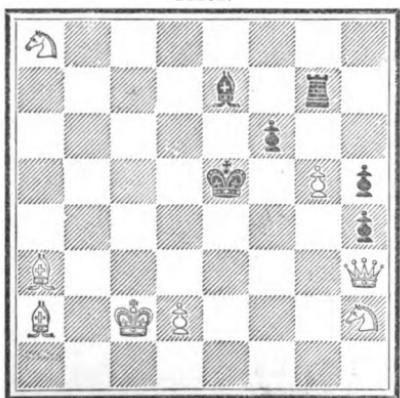


WHITE.

White to play and mate in two moves.

No. 19.—By E. N. FRANKENSTEIN.

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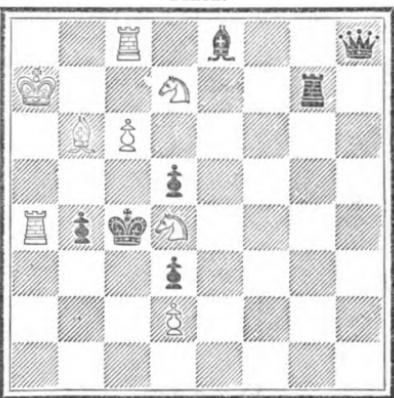


WHITE.

White to play and mate in three moves.

No. 20.—By F. C. COLLINS.

BLACK.

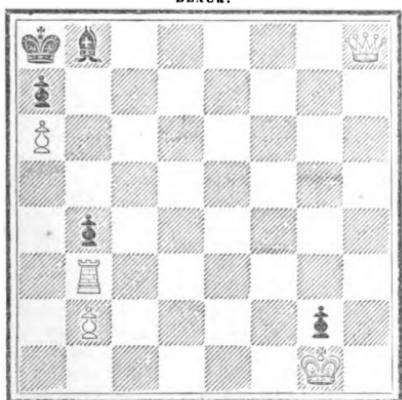


WHITE.

White to play and mate in three moves.

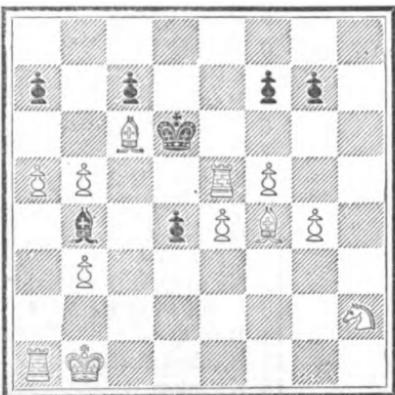
PROBLEMS.

No. 21.—By P. DALY
BLACK.



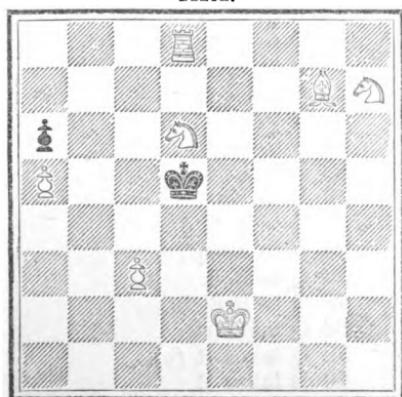
White to play and mate in three moves.

No. 22.—By JOHN LORD.
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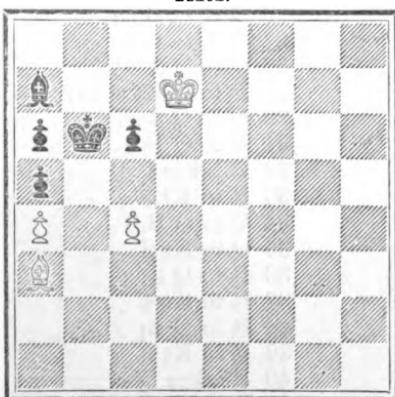
White to play and mate in four moves.

No. 23.—By P. K. (Wurtemberg).
BLACK.



White to play and mate in five moves.

No. 24.—Chess Study.—By B. HORWITZ.
BLACK.



White to move and win.

GAME 20.

Played in the Handicap Tourney of the City of London Chess Club.
Two Knights' Defence.

White.	Black.
Mr. BIRD.	Mr. DE VERE.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 Kt to K B 3
4 Kt to Kt 5	4 P to Q 4
5 P takes P	5 Q Kt to R 4
6 P to Q 3 (a)	6 Kt takes B
7 P takes Kt	7 P to K R 3
8 Kt to K B 3	8 B to Q 3
9 P to K R 3	9 Castles
10 B to K 3	10 P to K 5
11 Kt to Q 4	11 Kt to R 2
12 Kt to Q B 3	12 P to K B 4
13 K Kt to Q Kt 5	13 P to B 5
14 B to Q 4	14 P to B 6
15 P takes P (b)	15 P takes P
16 Kt takes B	16 Q takes Kt
17 B to K 3 (c)	17 Q to Q Kt 5
18 Q to B sq	18 Q takes B P
19 Q to Q 2	19 B to B 4
20 Castles Q R	20 Kt to K B 3
21 K R to Kt sq	21 K to R 2
22 R to Kt 3	22 Kt to K 5
23 Kt takes Kt	23 Q takes Kt
24 Q R to Kt sq	24 R to K B 2
25 Q to Q B 3	25 Q R to K Kt sq
26 Q R to Q sq	26 B to Kt 3
27 Q R to Q 4	27 Q to K 4
28 Q to Q 2	28 B to K 5
29 P to Q Kt 4 (d)	29 B takes Q P
30 Q to Q 3 ch	30 R to B 4
31 P to Q B 4	31 B to B 2
32 R takes B P	32 B to Kt 3
33 R to Kt 3	33 R to B 3
34 Q to Q B 3	34 Q to K B 4
35 Q to Kt 2	35 R to K sq
36 R to Q 5	36 Q to K 5
37 R to Kt 4	37 Q to R 8 ch
38 R to Q sq	38 Q takes P
39 R to Kt 3	39 Q takes R (e)
40 P takes Q	40 R takes B
41 P to Kt 4 (f)	41 R to B 5
42 K to Q 2 (g)	42 R to B 7 ch and wins.

NOTES BY W. STEINITZ.

(a) We much prefer here Anderssen's variation of B to Kt 5 ch, which generally goes on as follows:—

6 B to Kt 5 ch	6 P to Q B 3
7 P takes P	7 P takes P
8 B to K 2	8 P to K R 3
9 Kt to K B 3	9 P to K 5
10 Kt to K 5	10 B to B 4
11 P to K B 4	11 Q to Q 5

12 R to B sq, with a Pawn ahead and a safe game.

(b) P to K Kt 3 would have been the safest way of playing, as Black has no attack whatever to compensate him for the loss of the Pawn, but probably White speculated upon obtaining a strong attack after Castling on the Queen's side.

(c) Q to Q 2 at once seems stronger, for there was plenty of time to interpose his B if Black checked with the R, and, in that case, the Black Rook would not have been subsequently so well posted on the King's file as in his present position, where he defends the K B P, which was sure to be attacked sooner or later.

(d) White sacrifices the Q P in order to gain the K B P for it after a few moves, but we think that Black profits more by this exchange, as he obtains greater liberty of action for his Queen and Rooks, and White's King is most exposed after the Q B P is moved.

(e) This is first-rate play and perfectly sound. Black wins two pieces for the Q with a safe position, in which White can do nothing. The latter's K Kt P is very weak, and must fall very soon, after which Black's K R P will win easily.

(f) A most singular position. If the R moved to Q 7 instead, Black would check with R at B 8, and then, upon White's Rook covering, retreat the Rook to B 6, with a winning game. If the Q moved to Q 4, Black would play the Rook to K 7 with telling effect, and if the Q moved to Q 2, Black would safely take the Kt P. Obviously Black wins at once by checking with the R at B 6, if the Q moved to K Kt 2 or K R 2.

(g) This may have been a mistake, but there was nothing to be done.

GAME 21.

French Opening.

(Remove White's Q Kt.)

White.

Herr ZUKERTORT.

- 1 P to K 4
- 2 P to K B 4 (a)
- 3 Kt to B 3
- 4 P to K 5
- 5 P to B 3
- 6 B to K 2
- 7 Castles
- 8 P to Q 4
- 9 B to Q 3
- 10 B to K 3
- 11 B to Q B 2
- 12 Q to K sq
- 13 P to Q Kt 3

Black.

MR. SOTHER.

- 1 P to K 3
- 2 P to Q B 4
- 3 P to Q 4
- 4 Kt to Q B 3
- 5 P to K Kt 3 (b)
- 6 P to Q Kt 3
- 7 B to Q Kt 2
- 8 B to K Kt 2
- 9 Q to B 2
- 10 P to B 5
- 11 K Kt to K 2
- 12 Q to Q 2
- 13 B to Q R 3

White.	Black.
14 P to Q Kt 4	14 B to Kt 2
15 P to Q R 4	15 P to Q R 3
16 P to K Kt 4	16 P to K R 3
17 Kt to R 4	17 K to Q sq (c)
18 P to B 5 (d)	18 Kt P takes P
19 P takes P	19 R to K Kt sq
20 K to R sq	20 P takes P (e)
21 B takes B P	21 Kt takes B
22 Kt takes Kt	22 K to B 2
23 Kt to Q 6	23 Q R to K B sq
24 B to B 4	24 Q to K 3
25 P to Kt 5	25 Kt to Q sq
26 P to R 5	26 B to K R sq (f)
27 P takes P ch	27 K takes P
28 P takes P	28 B to R sq (g)
29 R to Q Kt sq ch	29 K to B 2
30 Q to K 2	30 Q to Kt 5
31 Q to R 2	31 Kt to K 3
32 B to Kt 3	32 P to R 4
33 Q to R 5 ch	33 K to Q 2
34 Q to R 4 ch (h)	34 K to B 2
35 R to Kt 8 (i)	35 K takes R
36 Q to Q 7	Resigns

NOTES BY J. H. BLACKBURNE.

(a) This move, although not theoretically sound, leads to more complications than P to Q 4, and therefore is often adopted when giving the odds of a piece.

(b) A very weak move, as the Bishop can be of no use whatever at K Kt 2, 5 Q to Q Kt 3, followed presently by P to B 3, breaking up White's centre, is the proper line of play.

(c) We fail to see the object of Black's last few moves, it appears to us as if his thoughts were fixed more upon his sand-glass than on the game.

(d) Well played; in fact, throughout, the play on the part of White is of the highest order.

(e) 20 B takes P, might perhaps have been worth trying.

(f) He has nothing better, as his only hope now is in a counter attack on the King's quarters.

(g) 28 B to Q B 3 instead, would probably have saved the game.

(h) Beautifully played; Black has now no resource, for if he play 34 K to K 2, mate follows in three, thus:—

35 Q to K 8 ch	35 R takes Q
36 R takes P ch	36 K moves
37 R mates	

And if 34 B to B 3

then the following is the probable continuation:—

35 R to Kt 7 ch	35 Kt to B 2
36 Q to R 5	36 B takes R
37 P takes B	37 P to R 5
38 P to K 6 ch	38 Q takes P
39 Q to R 4 ch	39 K to K 2

40 Q to B 6, and wins

(i) The coup de grace.

GAME 22.

Queen's Gambit declined. (Remove White's K Kt.)

White.

Black.

Herr ZUKERTORT.

Mr. SOTHER.

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

NOTES BY J. H. BLACKBURNE.

(a) Black opens this game in a much better style than the last.

(b) We doubt the wisdom of this move, as it enables Black shortly to exchange pieces.

(c) Well played; in fact, too good for a Knight player.

(d) The only move to save a piece, as White threatened to play P to K B 6, &c.

(e) Again well played. We cannot help expressing an opinion that the

handicappers have been too liberal, for if this game is to be taken as a fair sample of Mr. Sother's play, it would, we think, be somewhat difficult to give him any odds whatever.

- (f) White has nothing to do ; his game is hopelessly gone.
- (g) A last desperate effort to draw.

GAME 23.

Played between Mr. De Vere and Mr. Sother, in the Pool of Section A (for 1st and second Prizes) of the City of London Chess Club Handicap.

French Game.

(Remove White's K Kt.)

White.	Black.
MR. DE VERE.	MR. SOTHER.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P (a)	3 P takes P
4 B to Q 3	4 Kt to K B 3
5 Castles	5 B to K 2
6 B to K Kt 5	6 Castles
7 R to K sq	7 Q Kt to B 3
8 P to Q B 3	8 P to K R 3
9 B to K R 4	9 Kt to R 2
10 B to Kt 3	10 B to Q 3
11 Kt to Q 2	11 B takes B
12 B P takes B	12 B to K 3
13 B to Q B 2	13 Q to Q 2
14 Kt to Q Kt 3	14 P to Q Kt 3
15 Q to Q 3	15 Kt to K B 3
16 Kt to Q 2	16 Kt to K 2
17 R to K B sq	17 Kt to K Kt 3
18 Q R to K sq	18 Q R to K sq
19 R to K 2	19 B to Kt 5
20 Q R to B 2	20 Kt to K 5
21 Kt takes Kt	21 R takes Kt (b)
22 P to K R 3	22 B to K 3
23 Q to Q 2	23 P to K B 4
24 B takes R	24 B P takes B
25 Q to K 2	25 R takes R
26 R takes R	26 P to B 4
27 P takes P	27 P takes P
28 P to B 4 (c)	28 Kt to K 4
29 P takes P	29 Q takes P (d)
30 R to B 4	30 Q to Q 5 ch
31 K to R 2	31 B to Q 4 (e)
32 Q to B sq	32 Kt to Q 2 (f)
33 Q to R 6	33 Kt to B 3
34 P to Kt 3	34 Q to Kt 7 (g)

White.	Black.
35 Q to B 8 ch	35 K to R 2
36 Q to K B 5 ch	36 K to R sq
37 R to B 2	37 Q to B 6
38 P to K Kt 4	38 Q to R 4
39 Q to B 8 ch	39 B to K Kt sq
40 R to Q B 2	40 Q to Kt 3 (h)
41 Q takes P (i)	41 Q takes Q
42 R takes Q	42 Kt to Q 4
43 K to Kt 3	43 P to Kt 4
44 R to Q R 5	44 K to Kt 2
45 R takes P ch	45 K to B 3
46 R to R 6 ch	46 B to K 3 (j)
47 P to Q R 4	47 K to K 4
48 P to Q R 5	48 Kt to K B 5
49 R to Q Kt 6	49 K to Q 5
50 P to Q R 6	50 K to Q B 4
51 P to R 7	51 B to Q 4
52 R to Kt 8	52 K to Q 5
53 P to R 8 Queens	53 B takes Q
54 R takes B, and after a few moves Black resigned.	

NOTES BY W. STEINITZ AND W. N. POTTER.

(a) Odds givers usually prefer P to K 5, which, although not theoretically sound, delays the simplification of the game and exchanging of pieces which they cannot afford with a Knight behind.

(b) With the view of giving up the exchange and obtaining a well supported passed Pawn, which mode of play was probably better than taking Kt with P, as in that case White would have played Q to K 3 which, most likely, would have resulted in the ultimate capture of the K P.

(c) A good move, breaking up Black's formidable centre, and causing the isolation of his King's Pawn.

(d) We consider B takes Q P preferable, as the Q was well posted to ward off any attack and to protect the weak Q R P, moreover the isolated K P would then have been much safer.

(e) The Queen is now, comparatively speaking, shut out for defensive purposes.

(f) We believe Black might have taken the Knight's Pawn, e.g.—

33 R checks	32 Q takes Kt P
34 Q to B 5 ch	33 K to R 2

and now, whether White play the Q to B 6 or Q B 8, Black wins by Kt to B 6 ch.

(g) A weak move, P to B 5 would have been far better and would have left the second player with still the superior game.

(h) Certainly not a good move, Black should undoubtedly have advanced the K P.

(i) White is quite justified in offering the exchange of Queens, as the Q R P must then fall. However, the second player ought to have no difficulty in effecting a draw.

(j) A very ill-advised move, Mr. Sother was of course afraid of losing his K R P if he played K to K 4 (the correct move) but however, White could not have ventured upon that capture. He would have had enough to do to attend to the threatened advanced of the K P and the dangers likely to arise from the combined play of the Kt and B.

GAME 24.

Played between Herr Steinitz and Messrs. Steinkuhler and Baddeley, the latter being in consultation.

Hampe's Opening.

White.	Black.
HERR STEINITZ.	MESSRS. STEINKUHLER AND BADDELEY.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 B to Q B 4
3 Kt to Q R 4 (a)	3 B takes K B Pch(b)
4 K takes B	4 Q to K R 5 ch
5 K to K 3	5 Q to K B 5 ch
6 K to Q 3	6 P to Q 4
7 K to Q B 3	7 Q takes P
8 K to Q Kt 3 (c)	8 Kt to Q B 3
9 P to Q B 3	9 P to Q Kt 4
10 Kt to Q B 5	10 Kt to Q R 4 ch
11 K to Q R 3	11 Kt to Q B 5 ch
12 B takes Kt	12 Q takes B
13 P to Q 4	13 P to Q R 4
14 Q to K 2 (d)	14 Q takes Q
15 Kt takes Q	15 P to K 5
16 P to Q Kt 3	16 Kt to K 2
17 B to K B 4	17 P to Q B 3
18 K to Q Kt 2	18 P to K B 3
19 P to Q R 4	19 K to K B 2
20 P takes P	20 P takes P
21 B to Q B 7	21 Kt to Q B 3
22 Kt to K B 4	22 Kt to K 2 (e)
23 K R to K B sq	23 R to K sq
24 B takes R P	24 P to K Kt 4
25 Kt to K 2	25 P to K B 4
26 P to K Kt 3	26 K to K Kt 3
27 B to Q B 7	27 R takes R
28 R takes R	28 Kt to Q B 3
29 P to Q Kt 4	29 R to K B sq
30 R to Q R 8 (f)	30 K to K Kt 2
31 B to Q 6	31 R to K sq
32 K to Q B 2	32 R to Q sq
33 B to K 5 ch	33 Kt takes B
34 P takes Kt	34 R to K B sq
35 P to K 6	35 R to K Kt sq
36 K to Q 2	36 K to K B 3 (g)
37 R to Q R 7	37 R to K Kt 2
38 R takes R	38 K takes R
39 K to K 3	39 K to K B 3
40 Kt to Q 4	Resigns

NOTES BY W. N. POTTER.

(a) To many this move will appear a novelty. It was, however, a continuation much favoured by Hampe himself, in answer to Black's move of B to B 4. As a means of neutralising book knowledge it may be used, but the Knight at R 4 so early has a bizarre appearance, and, if properly met, the first player could scarcely gain much by the manoeuvre. Herr Steinitz, no doubt, adopted it for the sake of change.

(b) A tempting move, but certainly not the best, B to K 2 was the proper line of play.

(c) Herr Steinitz's King is no stay at home potentate, and rather rejoices in taking a "constitutional" of this kind.

(d) In this apparently dangerous position the single player shows himself as sure footed as a chamois hunter.

(e) The end here begins, for Black must lose one of the menaced Pawns. In the position which has now been reached, White's game, quite apart from the piece which he has gained, is almost equal to that of his opponents.

(f) This move deprives the Black allies of their last chance, if they had any.

(g) A good move, for if White, to protect the Pawn, plays Kt to Q 4, Black can advance the K B P, with some chance of effecting a draw.

GAME 25.

Played between Mr. Mackenzie and Mr. Pecare, the former giving the odds of the Queen's Rook.

French Game. (Remove White's Queen's Rook.)

White.

MR. MACKENZIE.

- 1 P to K 4
- 2 P to K B 4 (a)
- 3 P to K 5
- 4 Kt to K B 3
- 5 P to Q B 3
- 6 P to Q 4
- 7 B takes P
- 8 Castles
- 9 B to K 3
- 10 P to Q Kt 4 (b)
- 11 P to Q R 4
- 12 P to Q R 5
- 13 Q Kt to Q 2
- 14 Kt takes Kt
- 15 Q to K R 5
- 16 B to Q Kt 6 (c)
- 17 P to K Kt 4
- 18 Q to K R 6
- 19 Q to R 4
- 20 P to K B 5
- 21 P takes K Kt P (e)

Black.

MR. PECARE.

- 1 P to K 3
- 2 P to Q 4
- 3 P to Q B 4
- 4 Kt to Q B 3
- 5 P to Q B 5
- 6 P takes P en passant
- 7 K Kt to K 2
- 8 Kt to Kt 3
- 9 Q to Q B 2
- 10 P to Q R 3
- 11 B to Q 2
- 12 B to K 2
- 13 Kt to K R 5
- 14 B takes Kt
- 15 B to K 2
- 16 Q to Q B sq
- 17 P to K Kt 3
- 18 B to K B sq
- 19 Kt to Q sq
- 20 Q takes B P (d)
- 21 Q takes B

White mates in three moves.

NOTES BY J. H. ZUKERTORT.

(a) This move, although not recommendable in an even game, will always

be the favourite of the odds giver; it avoids early exchanges of pieces, and leads to a complicated position, in which superiority of play can make up for inferiority of force.

(b) This and the two following moves have the desirable effect of preventing Black from Castling on the Queen's side.

(c) The beginning of the end.

(d) Black does not see what his opponent is aiming at, which perhaps is scarcely to be wondered at.

(e) A good conception, and pretty certain to be successful against a receiver of such large odds.

GAME 26.

Played at Berlin. (Remove White's Q Kt).

Irregular Opening.

White.

J. H. ZUKERTORT.

- 1 P to K B 4
- 2 Kt to K B 3
- 3 P to Q Kt 3
- 4 B to Kt 2
- 5 P to K 3
- 6 P to Q R 3
- 7 B to Q 3
- 8 Q to K 2
- 9 P to K Kt 4
- 10 Q to Kt 2
- 11 P to K R 4
- 12 P to K R 5
- 13 Castles Q side
- 14 Q R to Kt sq
- 15 B to R 7 (d)
- 16 B takes R
- 17 Q to Kt 6
- 18 Kt to Kt 5
- 19 P takes P (e)
- 20 P takes P
- 21 P takes Kt dis ch
- 22 R to R 8 ch
- 23 P to B 7

Black.

COUNT DE KOSTAKI
EPOUREANO.

- 1 P to K 3 (a)
- 2 Kt to K B 3
- 3 P to Q 4
- 4 P to Q B 4
- 5 Kt to Q B 3
- 6 P to Q R 3 (b)
- 7 B to Q 3
- 8 Castles
- 9 Kt takes P (c)
- 10 Kt to B 3
- 11 P to K R 3
- 12 K to R sq
- 13 Kt to K sq
- 14 R to K Kt sq
- 15 P to K B 3
- 16 K takes B
- 17 K to R sq
- 18 R P takes Kt
- 19 Kt to K 2
- 20 Kt takes Q
- 21 K to Kt sq
- 22 K takes R
- Resigns.

NOTES BY J. H. BLACKBURNE.

(a) 1 P to Q 4, followed by P to K Kt 3, and B to Kt 2, is the proper defence when receiving the odds of Knight.

(b) This is a needless loss of time.

(c) Just what White wanted, as he is enabled to concentrate his forces on the King's Knight's Pawn.

(d) A good move, for if Black takes the Bishop mate follows.

15 K takes B

16 Q to Kt 6 ch

16 P takes Q

17 P takes P ch

17 K moves

18 R takes P mate

(e) The terminating moves are very beautiful.

GAME 27.

One of eight games played by Mr. Blackburne, without seeing the board, at the Athenaeum Chess Club.

King's Gambit declined.

White.	Black.
MR. BLACKBURNE.	MR. A. B. BAXTER.
1 P to K 4	1 P to K 4
2 P to K B 4	2 B to B 4
3 K Kt to B 3	3 P to Q 3
4 B to B 4 (a)	4 K Kt to B 3
5 P to Q 3	5 B to K Kt 5 (b)
6 P takes P	6 B takes Kt (c)
7 Q takes B	7 P takes P
8 B to K Kt 5	8 Q Kt to Q 2
9 Kt to B 3	9 P to B 3
10 Castles Q R	10 Q to K 2
11 Kt to K 2	11 P to K R 3
12 B to K R 4	12 P to Q Kt 4
13 B to Q Kt 3	13 P to Q R 4
14 P to Q R 4	14 R to Q Kt sq
15 Kt to Kt 3	15 P takes P
16 Kt to B 5	16 Q to B sq
17 B takes R P	17 R to Q Kt 3
18 K R to B sq (d)	18 P to Kt 3 (e)
19 B takes Kt	19 Kt takes B
20 Kt to R 4	20 Kt to Q 2
21 B to Kt 3	21 R to K R 2
22 Q to Kt 3	22 Q to K 2
23 R to B 3	23 Q to Kt 4 ch
24 K to Kt sq	24 Q takes Q
25 P takes Q	25 B to K 2
26 Q R to K B sq	26 B takes Kt
27 P takes B	27 P to K B 3
28 B to K 6 (f)	

And after a move or two Black resigned.

NOTES BY W. STEINITZ AND W. N. POTTER.

(a) This move, though condemned by the authorities, who advise instead P to Q B 3, is, in our opinion, perfectly sound. The supposed objection to the move arises as follows:

5 P to Q 3 best	4 Kt to K B 3 5 Kt to Kt 5
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and the position is pronounced to be in favour of Black, but the following continuation gives, we believe, the first player the best of the game, e.g.—

6 Q to K 2	6 B to B 7 ch
7 K to B sq	7 B to Kt 3 best
8 P to K R 3	8 K Kt to B 3 best

for if Kt to B 7, White wins by R to R 2.

9 P to K Kt 4, and the position is clearly in favour of White.

(b) Kt to Q B 3 is preferable.

(c) Best; for if P takes P, White answers with B takes B P ch, followed,

if K takes B, by Kt takes K P ch, recovering the piece, and winning two Pawns.
 (d) All this is played by Mr. Blackburne with the greatest accuracy and superior judgment.

- (e) There was nothing better, for White threatened Kt takes Kt P ch.
 - (f) This is decisive, for Black cannot now save his weakened Pawns.
-

ANSWERS TO CORRESPONDENTS.

Problems received, with thanks, viz., from J. N. Keynes, C. W. M. Dale, E. N. Frankenstein, W. T. Pierce, B. Horwitz, J. H. Zukertort, F. C. Collins, F. W. Lord, F. Pott, T. Hazeon, M. C. Heywood, T. Tarrant and C. Callander.

A. Cyril Pearson, J. Menzies, and W. S. Pavit.—Thanks for promised contributions.

E. Thorold.—Thanks for good wishes. The new edition of the German Handbuch contains many valuable additions, and has evidently been edited with the greatest care. The misprints which marred the previous volumes have been corrected, and nearly all modern discoveries are touched upon. The Evans Gambit in particular has met with an elaborate analysis, and this is the more satisfactory inasmuch as the previous edition was very deficient in this respect, being, in fact, little more than a repository of disused variations. Altogether, we cordially recommend the work to every Chess player, and consider it an indispensable addition to every good Chess library.

Thomas Hazeon (Athenæum Chess Club).—We are obliged for the game, but the weak moves played by you, and pointed out by yourself, prevent it from being a good illustration of the blindfold player's skill. We agree with your remarks as to the objection shewn by some of the players to having their names published. Such coyness is not displayed by those who win. As an amusing exemplification of this, we may mention that at one of Mr. B'ackburne's blindfold performances, he was informed that those who lost would wish their names not to be made known.

I. O. Howard Taylor.—The good opinion of one so well capable of judging as yourself is exceedingly gratifying to us, and especially we are pleased to find that you hold the same views as ourselves respecting the dual mate doctrine.

W. H. A. (Plymouth).—You give the following moves in the Evans Gambit, 5 P to Q B 3, B to Q B 4, 6 Castles, P to Q 3, 7 P to Q 4, P takes P, 8 P takes P, B to Kt 3, 9 P to Q 5, Kt to Q R 4, 10 B to Q Kt 2, Kt to K 2, and you ask why White should not reply 11 B takes Kt P. The following continuation will show that if White make the move in question, Black will obtain the better game, e.g., 11 B takes Kt P, R to K Kt sq, 12 B to Q 4, Kt takes B, 13 Q to R 4 ch, Q to Q 2, 14 Q takes Kt, R takes Kt P ch. If White here take the R, he is mated in 4 moves. The game therefore proceeds as follows: 15 K to R sq, Q to R 6, 16 Q Kt to Q 2, Kt to K Kt 3, 17 R to K Kt sq, Kt to R 5, 18 B takes B, B to Kt 5, 19 Q to Q Kt 3, Castles; and Black, though a piece behind, has evidently a much superior game. If White, on his 19th move, had played Q to B 3, or Q to Q 3, Black would have replied B takes Kt, 20 Kt takes B, Kt takes P ch, winning the Queen. If White play 19 Q to K B sq, Black answers with B takes Kt, followed by Q takes Kt, and still retains the advantage.

D. O. W. ('pswich).—If in Problem No. 3 Black plays 1 Kt to K sq, the reply is 2 Q to B 6. We have not space to give more than the leading variations.

W. H. Kesteven (Athenæum Chess Club).—Your communication received with thanks.

J. N. Keynes.—Game received, and much obliged.

We publish this month a Supplement, containing the particulars of the Oxford and Cambridge Chess Match, and the seven games played in the first Round.

UNIVERSITY SUPPLEMENT.

The Second Annual Match between the Oxford and Cambridge University Chess Clubs took place on Friday, 27th March, at the City of London Chess Club, City Restaurant, 34 Milk-street, Cheapside. It will be remembered that the first match, which took place last year, between the two University Clubs, and which was also played at the City Restaurant, was a grand success. It was the unanimous opinion of all Chess circles that such a vast number as was then gathered together—from 600 to 800—had never been assembled before to witness a match at Chess. Moreover, it was found that sections of the community which previously knew little or nothing of Chess, regarded the event with interest, and the daily Press, perceiving this to be the case, showed their usual zest as caterers of public information.

The explanation of this is that the public take a vivid interest in all that concerns the two great Universities, and they do so not without some reason, discerning that our undergraduates are our future leaders in science, art, politics, commerce, war, in everything.

Now, Chess players, while sharing in this general interest, and discerning a great future for the game from the fact of our University students engaging in emulative Chess encounters, are also not ignorant of the fact that in these early days of dark and light blue Chess matches no very high degree of strength is to be expected; that will come by and bye, though the zest with which they have taken up the study of the game speaks well for a quick advent of Chess excellence.

On the present occasion there was evidently no diminution of the public interest excited by last year's encounter. There were in attendance certainly not less than 700 to witness the match, and much speculation was evinced as to the probable result. Oxford was the favourite, but it was fully well known that there would be a much harder fight by Cambridge than last year, when, it will be remembered, the dark blue representatives gained the day by 9 games to 2. Great preparations had been made for the reception of the two Clubs, and the saloon in which the match was to be played was handsomely decorated with the University colours and various emblems, besides being adorned with choice plants and some splendid

candelabra, which the proprietor of the restaurant, Mr. Gordon, had provided for the occasion. Nearly all the Chess celebrities of the metropolis were present on the occasion, and amongst them we may mention Staunton, Steinitz (who officiated as umpire), Lowenthal, Horwitz, Zukertort, Bird, Blackburne, De Vere, Macdonnell, Boden, Duffy, Zy togorski, Wisker, &c.

The number of players each side was, as last year, 7, and it was agreed that each pair should play three games.

Sand glasses to be provided to any players requiring same, and time limit in that case 20 moves per hour.

Play commenced at a little after 6 o'clock p.m., and terminated at 11 o'clock, when the score showed that Cambridge had won the match by 13 games as against 3 won by their opponents, 4 being drawn. The following is the pairing and score :—

OXFORD.	Won	CAMBRIDGE.	Won
1 W. Parratt, Magdalen	—	v. J. de Soyres, Caius	...
2 F. Madan, Brasenose	—	„ J. N. Keynes, Pembroke	...
3 S. R. Meredith, Brasenose	1	„ C. B. Ogden, Magdalen	...
4 W. Grundy, Worcester	1	„ W. W. R. Ball, Trinity	...
5 Hon. H. C. Plunkett, University	—	„ T. H. D. May, Trinity	...
6 C. Tracey, Lincoln	—	„ J. S. Nicholson, Trinity	...
7 A. R. C. Connell, Trinity	1	„ W. Hooper, Clare	...
	—		—
	3		13

The following pairs made drawn games, viz.: May and Plunkett, Keynes and Madan, De Soyres and Parratt (2 draws).

Herr Zukertort, in another room, played 6 games without seeing the board, against the following players :—Messrs. Pearson, Wood, Cohen, Hall, Taylor, Woodard and Stowe in consultation.

Herr Zukertort won 2, lost 1, and 3 were drawn.

Mr. Blackburne, in another part of the establishment, played 7 simultaneous games over the board at a time, allowing fresh opponents as each game was finished—altogether about 20. He won all except three, which were lost by him.

Altogether the event was emphatically the most successful that has ever taken place in the Chess world. The utmost order and good humour prevailed throughout the large assemblage, and it was generally agreed that the arrangements made had proved most successful.

We should not omit to allude to the marked improvement in the play of the Cambridge players as compared with last year. They have evidently used the interval of time which has elapsed to the best advantage. Of Oxford we cannot say the same; hence their defeat by such a large majority of games.

Not the least interesting and pleasing part of the affair was the

appearance of Mr. Staunton among the crowd of spectators who witnessed the match. There were many present who had never seen him, and who were consequently glad to have the opportunity of doing so afforded to them. We were happy to observe that Mr. Staunton had apparently recovered from his late illness.

At the conclusion of the match there were six games not finished, and these, according to agreement, were examined by Herr Steinitz, who had been appointed umpire for the occasion. He awarded four games to Cambridge, and two to Oxford.

With reference to Herr Zukertort, we should add that Mr. Taylor was the player who won his game; Messrs. Cohen and Wood lost; while Messrs. Pearson, Hall, and the two who were consulting—viz., Messrs. Woodard and Stowe, effected drawn battles.

The Chess men and boards with which the University match was played were supplied by Messrs. Howard, of No. 63 Barbican.

After the conclusion of the proceedings the players and officials of the two University clubs were entertained at a supper, as the guests of the City of London Chess Club, and the remainder of the evening was occupied with toast making. Among the toasts were those of "The Two University Chess Clubs;" "The City of London Chess Club;" "The Umpire, Herr Steinitz;" "Chess Celebrities," coupled with the names of Messrs. Bird and Zukertort. Messrs. Lowenthal, Horwitz, and Duffy (the latter for "The Press") also came in for their share, and the round of compliments finished with the toast of "The President, Mr. Rabbeth," by which time the clock made an announcement which sent all away to their homes.

GAME 28.

Sicilian Defence.

White.

- Mr. DE SOYRES.
- 1 P to K 4
 - 2 K Kt to B 3
 - 3 Q Kt to B 3
 - 4 P to Q 4
 - 5 K Kt takes P
 - 6 Q B to K 3
 - 7 K B to Q 3 (a)
 - 8 Castles
 - 9 P takes B
 - 10 P to K B 4
 - 11 R to K B 3
 - 12 R to K Kt 3

Black.

- Mr. W. PARRATT.
- 1 P to Q B 4
 - 2 P to K 3
 - 3 P to Q R 3
 - 4 P takes P
 - 5 Q Kt to B 3
 - 6 K B to Q Kt 5
 - 7 K Kt to K 2
 - 8 B takes Kt
 - 9 Castles
 - 10 P to K B 3 (b)
 - 11 P to Q 4
 - 12 P to K B 4

White.	Black.
13 P to K 5	13 Q to Q B 2
14 Q to K R 5	14 K R to B 2
15 K to R sq (c)	15 Kt takes Kt
16 P takes Kt	16 P to Q Kt 4
17 K R to Kt 5	17 P to K Kt 3
18 P to K Kt 4	18 K R to Kt 2
19 Q to R 4	19 B to Q Kt 2
20 R to K Kt sq	20 Q R to K B sq
21 Kt P takes P	21 Kt takes P
22 B takes Kt	22 R takes B (d)
23 R takes R	23 Kt P takes R
24 Q to K B 6	24 R takes R ch
25 K takes R	25 Q to K Kt 2 ch
26 Q takes Q ch	26 K takes Q
27 P to Q R 3	27 K to Kt 3
28 K to Kt 2	28 K to R 4
92 P to Q B 3	Drawn.

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

- (a) There is a division of opinion concerning this move. Some authorities prefer B to K 2.
- (b) This move is of doubtful merit.
- (c) This appears to be loss of time. Kt to K B 3 was the proper line of play, and would have been very difficult to meet.
- (d) Black here plays very judiciously, and selects the right course to ensure a draw.

GAME 29.
Petroff's Defence.

White.	Black.
Mr. MADAN.	Mr. KEYNES.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 Kt to Q B 3	3 Kt to Q B 3
4 B to Q B 4	4 B to Q B 4
5 P to Q 3	5 P to Q 3
6 Castles	6 B to K Kt 5
7 P to Q R 3 (a)	7 Kt to Q 5
8 P to Q Kt 4	8 B to Kt 3
9 B to K Kt 5	9 Kt takes Kt ch
10 P takes Kt	10 B to R 6
11 R to K sq	11 P to K R 3
12 B to K R 4 (b)	12 P to K Kt 4
13 B to K Kt 3	13 P to K R 4
14 K to R sq	14 P to R 5
15 Kt to K 2	15 P takes B

White.	Black.
16 B P takes P	16 B to B 7
17 Q to Q 2	17 B takes R
18 R takes B	18 Kt to R 4
19 P to K Kt 4	19 Q to K B 3
20 Q to K 3	20 Kt to B 5
21 R to K Kt sq	21 Q to K R 3
22 Q to B 2	22 Q to R 5
23 Q takes Q	23 R takes Q
24 Kt to Kt 3	24 R to R 2 (c)

And after a few more moves the game was won by White. (?)

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) There is no good purpose answered by this move, Kt to K 2, in order to play it afterwards to Kt 3, would have been better.

(b) B to K 3 was the proper line of play. The move in the text involves the loss of a piece.

(c) Mr. Keynes has p'ayed the greater part of this game in a very skilful manner, but he has been aided materially by his opponent's want of foresight.

GAME 30.

Scotch Gambit.

White.	Black.
Mr. OGDEN.	Mr. MEREDITH.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 B to Q B 4	4 B to Q B 4
5 P to Q B 3	5 P takes P (a)
6 B takes K B P ch	6 K takes B
7 Q to Q 5 ch	7 K to K sq
8 Q takes B	8 P to Q 3
9 Q takes Q B P	9 Kt to K B 3
10 Castles	10 Q to K 2
11 R to K sq	11 Kt to K 4
12 Kt takes Kt	12 P takes Kt
13 Q to Q Kt 3	13 P to Q B 3
14 B to K Kt 5	14 R to K B sq
15 Kt to Q 2	15 B to K 3
16 Q to K Kt 3	16 P to K R 3
17 B takes Kt	17 Q takes B
18 Kt to K B 3	18 R to Q sq
19 Kt takes P	19 Q to K B 5 (b)
20 Q to K Kt 6 ch	20 B to K B 2
21 Kt takes B (c)	21 R takes Kt
22 Q to K 6 ch	22 K to B sq

White.	Black.
23 P to K B 3	23 R to K sq
24 Q to Q B 4	24 Q to K Kt 4
25 Q to Q 3	25 P to Q R 3
26 Q R to Q sq	26 R to K 3
27 K to R sq	27 K to Kt sq
28 Q to Q 8 ch	28 Q takes Q
29 R takes Q ch	29 R to B sq
30 R takes R ch	30 K takes R
31 R to Q sq	31 K to K 2
32 P to K Kt 3	32 R to Q 3
33 R takes R	33 K takes R
34 K to Kt 2	34 K to K 4
35 K to B 2	35 K to Q 5
36 K to K 2	36 P to Q Kt 4
37 K to Q 2	37 P to B 4
38 K to Q B 2	38 P to Q R 4
39 K to Q 2	39 P to R 5
40 K to B 2	40 P to Kt 5
41 P to Q Kt 3	41 P to R 6
42 K to B sq	42 P to Kt 4
43 P to Kt 4	43 P to B 5
44 P takes P	44 K takes P
45 K to B 2	45 P to Kt 6 ch
46 P takes P ch	46 K to Kt 5
47 P to K 5	47 P to R 7
48 K to Kt 2	48 Resigns

NOTES BY J. H. BLACKBURNE AND W. H. POTTER.

(a) Very weak. Kt to K B 3 was the correct move, and would have brought the game to a position in the Giuoco Piano, where neither side has any advantage.

(b) It is not usually considered advisable with a Pawn behind to try and exchange Queens. Moreover, in other respects, the move in the text is objectionable.

(c) We see no reason why White should not have taken the K Kt P.

GAME 31:

French Game.

White.	Black.
Mr. GRUNDY.	MR. BALL.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 Kt to K B 3
4 B to K Kt 5 (a)	4 P takes P
5 Kt takes P	5 B to K 2
6 Kt takes Kt	6 B takes Kt
7 B takes B	7 Q takes B
8 Kt to K B 3	8 Castles

White.	Black.
9 Q to K 2 (b)	9 Kt to Q B 3
10 Castles	10 P to Q R 4
11 K to Kt sq	11 B to Q 2
12 Kt to K 5	12 Q R to Q sq
13 Q to K 4 (c)	13 Q takes P
14 B to Q Kt 5	14 P to K B 4
15 Q to Q 3	15 Kt takes Kt
16 P takes Kt	16 B takes B
17 Q takes B	17 Q takes P
18 Q to Q Kt 3	18 R takes R ch
19 R takes R	19 Q to Q B 3
20 Q to Q 3	20 P to Q Kt 3
21 Q to Q 7	21 Q takes Q
22 R takes Q	22 R to B sq
23 R to K 7	23 P to K Kt 3
24 R takes P	24 P to K B 5
25 K to Q B sq	25 R to Q sq
26 R to K B 6	26 R to K B sq
27 K to Q 2	27 R takes R
28 P takes R	28 K to K B 2
29 K to Q 3	29 K takes P
30 K to K 4	30 P to K Kt 4
31 P to Q R 4	31 K to K 3
32 P to Q B 3	32 K to K B 3
33 P to Q Kt 4	33 P takes P
34 P takes P	34 K to K 3
35 P to Q R 5	35 P takes P
36 P takes P	36 K to Q 2
37 K to Q 5	37 K to Q B sq
38 K to Q B 6	38 K to Kt sq
39 P to R 6	39 K to R 2
Resigns.	

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) P takes P at this point is considered better.

(b) B to Q 3, with the view of Castling on the King's side, would have been stronger.

(c) This move loses a Pawn, without any compensating advantage in position being gained.

GAME 32.

Queen's Gambit declined.

White.	Black.
Mr. T. H. D. May.	Hon. H. C. PLUNKETT.
1 P to Q 4	1 P to Q 4
2 P to Q B 4	2 P to K 3
3 P to K 3	3 Kt to K B 3
4 Kt to Q B 3	4 B to Q Kt 5

White.	Black.
5 B to Q 3	5 Kt to Q B 3
6 K Kt to K 2 (a)	6 P to K 4
7 P to Q R 3	7 Q P takes P (b)
8 B takes B P	8 B takes Kt ch
9 Kt takes B (c)	9 K P takes P
10 Kt to K 2	10 P takes P
11 Q takes Q ch	11 Kt takes Q
12 B takes P	12 Castles
13 Castles K side	13 B to K 3
14 Q R to B sq	14 P to B 3
15 Kt to K Kt 3	15 Kt to Q 4
16 B takes Kt	16 B takes B
17 B to B 5	17 R to K sq
18 Kt to B 5	18 Kt to K 3
19 Kt to K 7 ch	19 K to R sq
20 Kt takes B	20 P takes Kt
21 K R to Q sq	21 P to Q Kt 3
22 B to Q 4	22 Q R to B sq
23 R takes R	23 R takes R
24 P to K Kt 3	24 P to K R 3 (d)
25 K to B sq	25 Kt takes B
26 R takes Kt	26 R to B 7
27 R takes P	27 R takes Q Kt P
28 R to Q 7	28 P to Q R 4
29 R takes B P	29 R to Kt 6
30 P to Q R 4	30 R to Kt 5
31 R to Q Kt 7	31 K to Kt sq
32 P to R 4	32 R takes Q R P
33 R takes P at Kt 3	33 R to R 8 ch
34 K to Kt 2	34 R to B 8
35 R to Q Kt 5	35 R to Q R 8
36 R to Q Kt 7	36 P to Q R 5
37 R to Q R 7	37 K to B sq
38 P to R 5	38 P to R 6
39 K to B 3	39 P to R 7
40 K to B 4	40 K to K sq
41 K to B 5	41 R to K R 8
42 R takes R P	42 R takes P ch
43 K to Kt 4	

And the game was given up as drawn.

NOTES BY J. H. BLACKBURN AND W. N. POTTER.

(a) White should here have played Kt to K B 3, which would have prevented the subsequent advance of his opponent's K P.

(b) Black plays hereabouts very vigorously.

(c) This move loses a clear Pawn.

(d) Black should now have played R to B 5, winning easily.

GAME 33.
Queen's Fianchetto.

White.	Black.
Mr. TRACEY.	Mr. NICHOLSON.
1 P to K 4	1 P to Q Kt 3
2 P to Q 4	2 B to Kt 2
3 Q Kt to B 3	3 K Kt to B 3
4 B to Q 3	4 P to Q B 4
5 K Kt to B 3	5 P to Q B 5
6 P to K 5	6 P takes B
7 P takes Kt	7 P takes Q B P (a)
8 Q takes P	8 K P takes P
9 Castles	9 B to K 2
10 P to Q 5	10 Castles
11 B to B 4	11 B to Kt 5
12 Q R to Q sq	12 Kt to R 3
13 P to Q R 3	13 B takes Kt
14 P takes B	14 Q R to Q B sq
15 P to B 4	15 P to Q Kt 4
16 Q to Kt 2	16 R takes P
17 Q takes Kt P	17 R takes B
18 Q takes B	18 R to R 5
19 R to Q 3	19 Kt to B 4
20 Q to Kt 5	20 R to R 4
21 Q to B 4	21 Kt takes R
22 Q takes Kt	22 Q to Kt 3
23 P to Q 6	23 Q to B 3
24 Kt to R 4	24 R to Q 4
25 Q to K Kt 3	25 R to K sq (b)
26 Q to Kt 4	26 R to K Kt 4
27 Q to Q 4	27 R to K 5
28 Q takes R P	28 P to K R 3
29 Q to Kt 8 ch	29 K to R 2
30 Q to Kt sq	30 P to Kt 3
31 Q to Kt 3 (c)	31 K to Kt 2
32 Kt to B 3	32 R to Q B 4
33 Kt to Q 2	33 R to Kt 5
34 P to B 3	34 R to Q 5
35 Q to Kt 2 (d)	35 Q R to Q 4
36 Kt to K 4	36 Q to B 5
37 R to B sq	37 Q takes R ch
38 Q takes Q	38 R to Q 8 ch
39 Q takes R	39 R takes Q ch
40 K to B 2	40 R to Q R 8
41 P to Q R 4	41 R takes P and wins.

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) Each side pursues his own idea with great animation, but Black seems to get the best of the mêlée. (b) There is no reason why the Queen should not have taken the Q P. (c) The manœuvres on both sides are rather amusing, though not destitute of purpose. (d) The attack and counter attack on both sides are kept up with vigour.

GAME 34.

Ruy Lopez.

White.

Mr. HOOPER.

- 1 P to K 4
- 2 Kt to K B 3
- 3 B to Q Kt 5
- 4 Castles
- 5 P to Q B 3
- 6 B to Q R 4
- 7 B to Q Kt 3
- 8 P to Q 4
- 9 B to K Kt 5
- 10 Q to Q 2 (b)
- 11 B to K R 4
- 12 B to K Kt 3
- 13 P takes P
- 14 P to Q R 4
- 15 P takes B
- 16 Q to Q 3
- 17 B to Q B 4
- 18 Q Kt to Q 2
- 19 P to K 5
- 20 B takes P
- 21 B takes P at Q R 6
- 22 B to Q Kt 5 ch
- 23 Q R to K sq
- 24 K to R sq
- 25 B to K Kt 3
- 26 R to K 4
- 27 B to K 5
- 28 Q to Q B 4 (e)
- 29 B takes Kt
- 30 R to Q R sq
- 31 Q takes Q
- 32 Kt to Q B 4
- 33 K to K Kt 2
- 34 B to K Kt 3
- 35 R to K B 4
- 36 R to K B 5
- 37 R to Q Kt sq
- 38 B to K 5
- 39 R takes B
- 40 Kt takes R

Black.

Mr. CONNELL.

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

And after a few more moves White resigns.

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) This is not a good defence to the Ruy Lopez. (b) A very weak move, B to Q 5 was the correct line of play. (c) Useless, this B should have been played to Kt 5 at once. (d) Black could here have won, by playing K to B sq, as White must then have lost a piece. (e) We believe White might have retrieved his game at this point, by B takes Kt P.

The City of London Chess Magazine.

THE MONTH.

The Chief Handicap of the City of London Chess Club terminated shortly after the issue of our last number, and the final result was as follows :—1st prize, Mr. Sothers (4th class); 2nd prize, Herr Zukertort (1st class); 3rd prize, Mr. Maas (4th class); and 4th prize, Dr. Ballard (2nd class). Mr. De Vere (1st class) was the third in the Pool of Section A with the two former, while Mr. G. H. Rippin (3rd class) occupied the same position in Section B, in which the two lower prizes were competed for. There can be no doubt both Mr. Sothers and Mr. Maas were far too favourably classified. The latter gentleman is an exceedingly young player, and some ignorance as to his exact strength may be excused, but, in Mr. Sothers' case, we think the Handicapping Committee are open to censure. That gentleman, two years ago, won the first prize in the Junior Handicap (1st and 2nd classes excluded) at the City of London Chess Club. He was in the second class of that tournament, which answers to the fourth class of the Chief Handicap, and his success upon that occasion should have had great weight with the Committee, as there could be no reason to assume that any deterioration in his play had taken place in the interval, but rather the contrary. It is evident that care, knowledge and a rigid sense of justice, ought to characterise those who are appointed to the important office of adjusting the respective degrees of strength. If first-class players be unduly favoured, then those of the other classes will be discouraged at the outset, and look upon the whole affair as a mere formality, if not a farce; while, on the other hand, fatal indeed would it be to the success of Chess Handicaps, if strong players should entertain the suspicion that they were being unfairly dealt with, and that the handicapping was likely to be carried out with the direct object of depriving them of all chance of winning the first prize. They would, of course, indignantly refuse again to submit to such injustice, and then what public interest would attach to such contests? There ought to be fairness shown to every class, no partiality for or bias against any, and then, if by superior patience, or by more brain industry, a first-class player should happen to win the first prize, who of the lower classes would grudge him his success? We hope and believe there would be very few so ungenerously disposed. In the present instance we impute nothing more than an ignorance, caused by great carelessness, tinctured perhaps, just a little, by the not very equitable bias against the first class to which we have alluded. For all that we have said

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above, we none the less most heartily congratulate both Mr. Sothers and Mr. Maas upon the prizes respectively carried off by them. Assisted as they were by the ignorance, more or less faulty, of the handicappers as to their real strength, that would have availed them little but for the exercise of the utmost care and steadiness of play upon their parts. By a remarkable chance Mr. Sothers had to play against four players of the first class, viz. Messrs. Lord, Wisker, Zukertort and De Vere. That he beat them all, even at the too heavy odds which they had to concede him, is a very great thing to have done, and should entitle him to look very much higher for his proper rank. In justice to the handicappers we should mention, however, that Messrs. Wisker, Zukertort and De Vere each won a game of Mr. Sothers, being, curiously enough, the first of the round in each case. Not every odds receiver, we imagine, would have had the courage to bear up against the discouragement caused by such an initial loss. We may add, that the third game with Mr. Wisker was not won over the board, but was resigned by that gentleman on account of the absorption of his time by the sudden occurrence of the general election. His second game with Mr. Sothers was a very hollow affair, speaking volumes for the almost absolute impossibility of the task which the odds giver was called upon to perform.

Some particulars of the London and Vienna match will be found upon another page. The credit of setting the match on foot belongs to Mr. Lowenthal, who was then the president of the City of London Chess Club. He found, in Herr Steinitz, a vigorous supporter of the idea, and to their united influence may be ascribed the continuance of the preliminaries, in the face of the dislike felt by some of the Committee to accept the unexpected counter-challenge of Vienna to play for £100. Various curious rumours came over here during the progress of the match. First, there was the information brought by some one now not better known than he "who spoke to Priam at dead of night." It was to the effect that Anderssen, having inspected the games, pronounced them both to be lost by London. This was at an early stage. Afterwards came a message which, the bearer stated, he was deputed to deliver by Herr Schwarz (one of the Vienna Council, vice Csank resigned). It was in these terms:—"The Vienna players present their compliments to the London players, and the Scotch Gambit is lost for London, while the other must end in a draw." This, we think, was somewhere about the middle or end of October last, at which time the London players could have sent Zadkiel a diagram of the very position with which the London game terminated, for they knew it must be one of two, which would have given the prophet an even chance of being right for once. Whether the bearer of the message was authorised we cannot say, all we know is, that he delivered it. Still more comical was the announcement made later on, by a Viennese newspaper—we think the *Salonblatt*—that London had made a mistake, and could

not now win the London game. This was just after our 42nd move, when we played R to Q 7. We seemed, by that move, to be taking two bites at the cherry, the fruit being Black's K B P, and it appeared to be imagined in Vienna that the move thus apparently lost by us would enable them to save the game. We can only account for this delusion by supposing the Vienna folk not to have seen that we could leave our Rook *en prise*. We did not see the newspaper in question ourselves, but were told of it at the time by two different gentlemen who had seen it, and either of whom we could rely upon. Very good humoured was Herr Weinbrenner upon the occasion of Mr. Down's visit to Vienna during the time of the Congress. Said the Vienna secretary to the London secretary, "We shall have to put our hands into our pockets for you," alluding to the probability of their having to hand over the stake of £100. Mr. Down speaks very cordially of his reception by the Viennese. They made him very comfortable, and behaved as brothers in Chess usually do when visited by each other. Mr. Blackburne derived great encouragement from the presence of Mr. Down, and thinks he would have won the first prize had the secretary's visit lasted to the end of the Congress.

As à propos of the just concluded match, we may observe that two previous contests of the kind have taken place between London and foreign capitals. First, there was the match with Paris, for £50 a side, commenced in February 1834, and concluded in October 1836; London was decisively defeated on that occasion, for Paris won both games. The French players were MM. Alexandre, St. Amant, Boncourt and Chamouillet, all doughty Chess knights. They had worthy opponents in MacDonnell, Lewis, Walker and others. Most Englishmen will think that Paris ought to give us our revenge. What does M. Rosenthal say to the idea?

London, in her second trial of strength, was more fortunate. This was a match with Amsterdam, and it was arranged that three games should be played consecutively for a stake of 100 guineas upon each game. The reason for arranging the contest in that way was probably to enable each side to concentrate its strength upon a single game at a time, and the result of three such several encounters might be expected to afford a pretty clear test of superiority or equality, as the case might be. The first of these games began in January 1848, and ended in January 1850. It was won by London, who had for her representatives Horwitz, Slous, G. Walker, Medley and Perigal. The last-named is dead, but the others still survive. The second game was played in 1850-51, and terminated in a drawn battle. The third game commenced in July 1851, and after lasting about sixteen months, it ended in favour of London.

The mention of Mr. G. Walker's name naturally calls attention to the forthcoming sale by auction of that gentleman's Chess Library, consisting of a valuable collection of works upon the

game, both printed and manuscript. The sale will take place on Thursday the 14th instant, upon the premises of Messrs. Sotheby, Wilkinson and Hodge, literary auctioneers, No. 13 Wellington-street, Strand. From the catalogue we glean that various exceedingly rare and ancient volumes, some more than three hundred years old, form part of the collection, together with all modern works on this game. We are glad to call the attention of our readers to this rare opportunity of stocking their libraries, and we hope that the result will be equally satisfactory to them and to Mr. Walker.

In another page will be found a letter written to us by Mr. Gossip, in answer to some remarks in our last number. The principle we indicated was that players not yet acknowledged to be of the first rank when they send for publication games won by them from players of admitted eminence should annex a score, showing how the balance of advantage stood upon the occasion when those games were played. Mr. Gossip accepts this principle, but does not state why he departed from it when he sent the games in question to the *Chess Player's Chronicle*. In reference to our main complaint, of not also sending a game won by Mr. Bird, our correspondent states that he did not recollect the score of *any* game won by Mr. Bird. Being so, it is so, and we can say nothing about it. We gather from Mr. Gossip's letter that he objects to being considered a player of the second class. Now, as this was the very gist of our remarks, we must point out that Mr. Gossip played in that class in the British Chess Association Tournament of 1872, and the handicapping was justified by the result, inasmuch as our correspondent won no prize in that contest. He was, in fact, defeated by a player also of the second class (Dr. Ballard), with whom he had to contend upon even terms. Likewise, in the Counties' Chess Association of 1873, Mr. Gossip played upon even terms with the following gentlemen, and the scores they respectively made are set against their names:—Gossip, 4; Halford, 4; Rev. J. H. Ellis, 4; Rev. C. E. Ranken, $5\frac{1}{2}$; Thompson, $6\frac{1}{2}$; Rev. W. Wayte, 7; Rev. A. B. Skipworth, 8. Again, in the East Anglian Tournament of 1873, Mr. Gossip played also on even terms with the following gentlemen, none of whom, we believe, claim to rank with the chief English players. We give the names and scores:—Gossip, $2\frac{1}{2}$; Crook, 3; Vulliamy, $3\frac{1}{2}$; De Soyres, 5; Gocher, 5; Pindar, $5\frac{1}{2}$. We believe Mr. Gossip lost one game by default in this tournament. There were other players in the above two tournaments, but they made less scores than Mr. Gossip, and were therefore presumably weaker than the latter.

Mr. Ernest Morphy, uncle of Paul Morphy, died suddenly, from an apoplectic stroke at Quincy, Illinois, U.S.A. on the 7th of March last, in his 67th year. Praise of the deceased gentlemen comes in from all quarters. That he was a player of the first rank is well known in the Chess world, and he showed himself almost, if not

quite equal to Rousseau as the representative of the players of the Southern States of America, but the transcendent abilities of his celebrated nephew threw all transatlantic Chess reputations into the shade, and the deceased having nurtured his relative's budding genius had, like others, to retire into the second place. It is something to be a fine Chess player, it is much more to be a well conducted member of society, leading a stainless life, and taking part in every good work. Such an one was Ernest Morphy, if we may give credit to certain resolutions of respect passed upon the occasion of his death by his co-religionists (he was a Roman Catholic) at Quincy. These resolutions will be found in extenso in the *Dubuque Journal* for April.

A tourney which has been in progress at the Bedford Chess Club finished on Saturday the 18th of April. The combatants were divided into three classes, according to their strengths, but the members of a class played upon even terms with each other. There were two prizes to each class, and the following was the result: Class I. first prize, Mr. Palmer; second prize, Mr. Bacon; Class II. first prize, Mr. Ifould; second prize, Mr. Moses; Class III. first prize, Mr. Bishop; second prize, Mr. Lye.

A match between the Bedford and the Eclectic Chess Clubs was played at the Bedford Institute on Friday the 17th of April, and resulted in favour of the Bedford Club, who won five games, lost one, and one was drawn. In a previous match, which took place between these Clubs in December last, the Eclectic was victorious.

A new source of attraction has been added to the Brighton Aquarium, for the Chess Club of that town is now established in the building, and, with great liberality, they place their tables at the disposal of visitors from other Chess Clubs. Various of our readers will, no doubt, eagerly avail themselves of this privilege during the ensuing summer season, though we hope that some of them, if their stay be of any duration, will become members of the Club. We hope not to give offence if we mention that we had to discover this—as is the case with much of our other intelligence—for ourselves. We wish secretaries of Clubs could be induced to give us information of matters interesting to the Chess public. The City of London Club would never have attained its present position if its secretaries had been addicted to lotus eating.

One of those pleasant Chess reunions which were initiated by Mr. Gastineau took place on Tuesday the 21st of April, at Middleton-lodge, Upper Richmond-road, Putney, the residence of Mr. Rabbeth, President of the City of London Chess Club. That gentleman being, like his predecessor in office, a member of the "Rooks," there were present members of that and of the City Club. Among the guests who sat down to a liberal repast, we noticed the following strong contingent of Chess notabilities, to wit, Lowenthal Steinitz, Zukertort, Blackburne, Bird, De Vere, Potter, Gastineau, Chappell, Down, Vyse, &c. After the meal the boards were

requisitioned, and an extremely pleasant evening was passed. Some there were who, unfaithful to our noble game, had recourse to Mr. Rabbeth's billiard-tables, but it is believed that various of these, when they had to reckon with the toll-keeper at Waterloo Bridge on their way back, found themselves minus the necessary bronze currency, so Caissa was not unavenged. Gatherings such as these keep up the spirit of brotherhood and good-feeling, which we think prevails more among Chess players than with other classes of the community.

THE LONDON AND VIENNA CHESS MATCH.

On our outside cover, last month, we announced the termination of this contest. A letter had just then come from Vienna, resigning the London Game and offering a draw in the other. Messrs. Steinitz and Potter, who, from an early date had had the responsibility of conducting the match, accepted these terms ; but they did so not without hesitation, as they felt sure that if the match proceeded they could win the Vienna Game also.

The resignation of Vienna, in the above form, having been accepted, the sum staked by them, viz. £100, arrived in due course, and thus has ended this long protracted struggle.

A brief history of the match may be acceptable. London sent their challenge to Vienna on the 1st of March 1872. In doing so, they desired to play for honour, or, at most, for some kind of trophy. After a preliminary acknowledgment, came an acceptance of this challenge by the Vienna Club, dated 27th March ; but with the proposal appended, that it should be played for £100 a side. The question thus raised caused some stormy discussions in the Committee of the City of London Chess Club, there being some who opposed the idea of playing for a money stake ; but, ultimately, the pecuniary addendum was agreed to. It was felt that London could not be held responsible for that invocation of Mammon, as to accept was a very different thing from making such a proposal. Let it not be supposed, however, that we censure the conduct of the Vienna Committee in this matter ; on the contrary, we think that in a correspondence match, between two eminent clubs, something of the kind is required to induce a feeling of responsibility upon the part of the players, as, otherwise, a great reputation might be carelessly frittered away. Moreover, a pecuniary stake of some importance makes the affair much more interesting in the eyes of the public ; for one thing, they have a guarantee that there will be a serious struggle, and that both sides will do their best.

After some amount of correspondence between the two clubs, the various details and conditions were settled. They would not now

have any interest ; but we may mention that Herr Hampe, Imperial Councillor, and founder of the Vienna Chess Club, was appointed their umpire, while Mr. Mongredien fulfilled the same honourable office for London. We are happy to add that these appointments proved to be merely honorary, for no occasion ever arose to require the services of the umpires.

The first move in the match was made by Vienna, who, on the 10th of April 1872, played P to K 4, leading to the Scotch Gambit, and which game was thenceforth called the Vienna Game. This move was made conditionally, the correspondence at that time not having been completed. London replied on the 6th of June, and also on same date sent their first move of P to Q B 4 in the other game, thence-forward called the London Game.

An adjournment, as had been agreed upon, then took place, until the 21st of July, on account of the meeting of the British Chess Association ; and it is from the last-mentioned date that the match must be held to have really commenced.

We may remark that about this time an application was made by the London Committee to the Submarine Telegraph Company, setting out the international character of the contest, and requesting, on that ground, a reduction in the telegraphic tariff. We regret to state that the application was not favourably entertained, and we must contrast the want of liberality thus shown with the conduct of telegraph companies in Australia and other places where, as we believe, in various instances, gratuitous use of the wires have been afforded for the carrying on of Chess contests.

On the 18th of June, the Vienna Committee transmitted the signatures of their six players, the same being as follows: Dr. Meitner, J. Kolisch, Dr. Max Fleissig, O. Gelbfuhs, Josef Berger and Adolf Csank. It has often been assumed—we know not why—that Herr Kolisch was not one of the playing council who conducted the match on the Vienna side. Not only does his signature, as above, and which the London Committee have in their possession, negative any such idea, but we are in a position to state that Herr Kolisch subsequently signed some of the moves, the last time, we believe, being at a comparatively late date. We may observe that only two signatures were necessary in sending the moves ; and, therefore, the absence of Herr Kolisch's name throughout would have been no proof that he did not take his part in the councils of the Vienna players ; but the facts being as we have stated, we presume that there is no room for any doubt upon the matter, especially as Herr Kolisch, unlike Herr Csank and Dr. Meitner, never resigned his place on the Council.

The London players consisted at first of J. H. Blackburne, B. Horwitz, J. Lowenthal, W. N. Potter and W. Steinitz. Shortly afterwards Mr. J. Wisker's name was added, making six players also on that side. A diminution in the London Council afterwards took place, arising from various causes, viz., the illness of one, the

prolonged absence from town of another, the occupation by other engagements of two more ; but this elimination requires no further allusion to here, except so far as it gives us the opportunity of remarking that Messrs. Steinitz and Potter, to whom the conduct of the match thus fell, had at all times the sympathy, and, upon various occasions, the opportunity of submitting their variations to the judgment of the other strong members of the City of London Club. Of course, the aid thus afforded to the two players above-named did not diminish their responsibility, even when their views were considered sound, still less when, as was sometimes the case, the conclusions to which they came, and upon which they acted, were viewed with doubt by players whose judgment was entitled to the greatest respect, but who, necessarily, had not the advantage of the severe and exhaustive analysis which every step in both games for a long time demanded.

From the 21st of July 1872, the match went on without interruption until the 21st of June 1873, when, in accordance with the stipulations made at the commencement, an adjournment took place in connection with the Vienna Chess Congress of that year. Play was resumed on the 1st of October following, and continued without interruption to the end of the contest. We subjoin the correspondence with which the match concluded :—

[Translation.]

“ TO THE COMMITTEE OF THE CITY OF LONDON CHESS CLUB.

“ Gentlemen,—In consequence of your telegram of the 19th, we resign the London game, and offer you a draw in the Vienna game. If you agree to these conditions the match between us has come to a termination in your favour, and in that case we shall remit you the amount of £100 without delay.

“ Yours respectfully,

“ WEINBRENNER, Hon. Sec.

JOSEPH BERGER.

“ Vienna, March 1874.

D. FLEISSIG.”

[Reply.]

“ Gentlemen of the Managing Committee of the Vienna Chess Club,—In reply to your communication just received, we beg to say that we consent to your resignation of the match on the terms you propose; and, without prejudice to our own opinion upon the Vienna game, we agree to that game being considered as drawn.

“ We certainly feel highly gratified at having had the good fortune to be so successful against undoubtedly the strongest Continental club. It is also a source of great satisfaction to us that the conduct of the match should have been free from all dispute, and characterised by the display of such thorough good feeling on both sides.

“ We have the honour to remain, yours respectfully,

“ W. N. POTTER.

“ W. STEINITZ.

“ City of London Chess Club, 34 Milk-street, London, 1st April 1874.

“ H. F. DOWN, Hon. Sec.”

We give, below, the full score of the moves made in the London game, together with an analysis of the same by Messrs. Steinitz and Potter. The latter has been already published in the *Field*.

We shall reprint the Vienna game in our next number, with a like analysis.

LONDON GAME.

WHITE.	BLACK.	WHITE.	BLACK.
London.	Vienna.	London.	Vienna.
1 P to Q B 4 (a)	P to K 4 (b)	26 Q to Q 6	P takes P (bb)
2 Kt to Q B 3 (c)	B to Q Kt 5 (d)	27 Q to K 7	P takes P
3 Kt to Q 5 (e)	B to K 2 (f)	28 R takes Kt (cc)	R to K sq
4 P to Q 4 (g)	P takes P	29 Q to Q 6	Q takes Q (dd)
5 B to K B 4 (h)	P to Q B 3 (i)	30 R takes Q	B takes P
6 Kt takes B (j)	Kt takes Kt	31 R to Q 4 (ee)	B to Q 4
7 Q takes P	Castles	32 R takes B	R takes B ch
8 P to K 4 (k)	P to Q 4	33 Kt takes R	R takes B ch
9 Castles	B to K 3 (l)	34 K to Kt 2	R to K 5
10 Kt to B 3	Kt to Q 2 (m)	35 R checks	K to R 2
11 Kt to K Kt 5	P to K R 3 (n)	36 K to Kt 3	B takes P
12 K P takes P	B to K B 4 (o)	37 R to Q R 8	P to Kt 4
13 Kt to K 4 (p)	P takes Q P	38 R takes R P	P to R 4
14 Kt to Q B 3 (q)	Kt to Q Kt 3 (r)	39 K takes P	P to Kt 5
15 B to K 5 (s)	Kt to Q B 3 (t)	40 P to Q R 4	R to K B 7
16 Q to B 4	Kt takes B	41 P to Q R 5	P to K R 5
17 Q takes Kt (u)	Q checks	42 R to Q 7	R takes P (ff)
18 P to B 4	Q to Kt 3	43 R takes P ch	K to Kt 3
19 P to B 5	Kt to Q 2	44 P to R 6	R to K 7 (gg)
20 Q to Q 4 (v)	K R to Q sq (w)	45 P to R 7	R to K sq
21 Kt takes P	K to B sq (x)	46 R to Kt 7	R to Q R sq
22 Kt to K 3 (y)	K to Kt sq (z)	47 Kt to Kt 6	P to R 6 (hh)
23 B to B 4	Q R to B sq	48 Kt takes R	P to R 7
24 K R to K sq	B to K 5 (aa)	49 R to Kt 6 ch	Resigns (ii)
25 P to Q Kt 4	P to Q Kt 3		

NOTES BY W. N. POTTER AND W. STEINITZ.

(a) This move, when made by the first player, constitutes what is called the "English Opening." It is calculated to bring about positions in which each side is soon thrown upon its own resources; but, if met by a proper defence, it is doubtful whether the first player should gain any advantage by its adoption.

(b) P to K 3 or P to K B 4 is the more usual reply.

(c) This deviation from the trodden path of P to K 3 or P to Q R 3 was adopted as a novel experiment, and, as far as the present game goes to prove, it does not lead to any disadvantage for the first player.

(d) A very good move, which, if properly followed up, should have enabled Black to obtain a perfectly even game.

(e) Compulsory, as White could neither afford to allow their pawns to be doubled at this early stage of the game, nor could they without disadvantage protect the Kt with the Q. In the first place, had they played P to K 3, the following might have been the continuation:—

WHITE.	BLACK.	WHITE.	BLACK.
3 P to K 3	B takes Kt	7 P takes B P	P takes P
4 Kt P takes B	P to Q 3	8 Q to Q 5	Q Kt to R 3
5 P to Q 4	Q to K 2	9 Kt to K B 3	P to K B 3
6 Q B to R 3	P to Q B 4		and we prefer Black's game.

In the second place:—

WHITE.	BLACK.	WHITE.	BLACK.
3 Q to Kt 3	B takes Kt	5 P to K 3	K Kt to B 3, followed
4 Q takes B	Q Kt to B 3		soon by P to Q 4, with much the better game.

(f) Though Black have played the B twice, they do not really lose a move, as it is now placed in a position where, as the sequence shows, White are compelled to exchange it for one of their active pieces.

(g) The variations arising from P to K 3 were carefully examined, but not considered satisfactory. The following would have been a probable continuation :—

WHITE.	BLACK.	WHITE.	BLACK.
4 P to K 3	Kt to K B 3	7 Kt to Q B 3	B to Kt 2
5 Kt takes B	Q takes Kt	8 P to K' B 3	Kt to R 4
6 Kt to K 2	P to Q Kt 3	9 P to K Kt 3	P to K B 4, with a fine game.

(h) The alternative of at once taking the P with the Q would have led to an early simplification, thus :—

WHITE.	BLACK.	WHITE.	BLACK.
5 Q takes P	K Kt to B 3	8 Q to B 3	P to Q 3
6 Kt takes B	Q takes Kt	9 B takes Kt	Q takes B
7 B to Kt 5	Kt to B 3	10 Q takes Q	P takes Q

with a slight advantage for White, which in all probability would not have been sufficient to win ; and, as London had accepted a gambit in the other game which was extremely difficult to defend, they did not consider it advisable, so early, to commit this game to a simple ending which might have resulted in a draw.

(i) London did not consider this move as good as Kt to Q R 3 ; but the Viennese no doubt gave it sufficient examination, and must have arrived at a different conclusion, as we cannot imagine that they adopted the line of play in the text merely for the applause of "the gallery," though the latter certainly did not fail at the time to admire its brilliancy.

(j) Evidently, in answer to Kt to B 7 ch, Black would have taken the Kt with the Q, recovering the Q by B to Kt 5 ch, and remaining with a pawn ahead.

(k) Had White played to win the Q R P, Black would have obtained the better game, e.g.:—

WHITE.	BLACK.	WHITE.	BLACK.
8 B takes Kt	R takes B	11 K to Q sq	P takes P
9 Q takes R P	P to Q 4, with a fine game; for if	12 Kt to B 3, or (1)	R to Q sq ch
10 Q takes R	Q to R 4 ch	13 K to B sq	Q to Q 4 and wins.

Or (1),

Q to B 4	R to Q sq ch	13 K to B 2	Q to R 5 ch, winning the Queen.
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(l) If Q to R 4 instead, White would have obtained a splendid game as follows :—

WHITE.	BLACK.	WHITE.	BLACK.
9 Q to R 4	Q to R 4	13 P takes P	B to B 4
10 B to Q 2	Q takes R P	14 K B to B 4	Q to Kt 8 ch
11 B to B 3	P to K B 3	15 K to Q 2	Q to B 7 ch
12 B P takes P	P takes P	16 K to K sq, with a winning attack.	

(m) Again, had Black played Q to R 4, White would have replied as in the last variation, with B to Q 2, followed by B to B 3, and afterwards Kt to Kt 5.

(n) In selecting this move the Viennese players probably did not sufficiently take into account the effect of White's reply. We should have considered P to Q B 4, followed by P to Q 5, preferable, as Black would thereby have obtained a passed pawn, though White would still have kept a good game even in that case.

(o) Best. If Black had taken the Kt, attacking the B, White would have taken the B, attacking the Kt, remaining then with a pawn ahead and a fine position.

(p) P to Q 6, plausible as it looks, would have been absolutely bad, e.g.:—

WHITE.	BLACK.	WHITE.	BLACK.
13 P to Q 6	K Kt to Kt 3	16 Q to K 3	K R to K sq
14 Kt to B 3	Q to R 4	17 Q to Q 2	Q tks Q ch, winning a piece.
15 B to Q 3, or (1)	P to Q B 4		

Or (1),

15 P to Q R 3	Kt to B 4	16 Kt to Q 2	Q to R 5, winning.
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(q) By a series of manœuvres White have now accomplished the long-desired object of bringing their Kt round to the protection of their exposed King.

(r) A very strong move, which seemed to give Black the best of the game in the vast majority of variations examined by us, and in our opinion could only safely be met by the reply actually adopted.

(e) The turning point in the game, as by this move Black's contemplated attack is completely frustrated. P takes P, or P to B 6, were much inferior. In the first instance:—

WHITE.	BLACK.
15 P takes P	R to B sq
16 P to Q 6	K Kt to Q 4, with a splendid attack; for if
17 B to Q 3	B takes B
18 R takes B	R to B 5, winning a piece; and if
17 B to K 2	R to K sq, threat- ening R takes B or R to K 5 and winning easily. White's best

Secondly:—

WHITE.	BLACK.
15 P to B 5	Kt to Q 2
16 B to Q 6	B to K 3, threatening K Kt to B 4, with the best game.

(f) Best. B to K 3 would have been of no avail, e.g.:—

WHITE.	BLACK.	WHITE.	BLACK.
15 B takes P	B to K 3	19 R takes Kt	P takes P
16 B to K 4	K Kt to B 4 or B 3	20 R takes R	R takes R
17 B to B 6	Kt takes Q	21 B to K 2, with much the better game.	
18 B takes Q	Q R takes B		

Nor would 15 P to K B 3 have been any better for Black, as White would have withdrawn the B to Kt 3, followed by Q to B 4, if the Kt attacked the Q.

(u) Q takes B would probably have led to the following variations:—

WHITE.	BLACK.	WHITE.	BLACK.
17 Q takes B	Kt from K 4 takes P	18 Kt takes P	Q R to B sq, &c.

(v) Stronger than Q takes P, in which case the game might have gone on as follows:—

WHITE.	BLACK.	WHITE.	BLACK.
20 Q takes P	Q R to Q B sq	21 Q takes P	Kt takes P, followed by Kt to K 5, with a fine game.

The move in the text combined the advantage of giving Black no time to attack the Q B P with the R, as White threatened to win a piece. Supposing

WHITE.	BLACK.	WHITE.	BLACK.
20 P to K Kt 4	Q R to B sq	22 R to K Kt sq, followed by P to K R 3, winning a piece.	
21 P to K Kt 4	B takes P		

(w) Kt to K B 3 appears better, but no doubt Black were afraid of the following variations:

WHITE.	BLACK.
20 P to K Kt 4	Kt to K B 3
21 P to K Kt 4	Q takes P (if B to K 5, White obtains a fine game by R to Kt sq)
22 R to Kt sq	Q to R 5
23 Kt takes P	K to R sq best; for if Kt to K sq, White wins by Kt to

WHITE.	BLACK.
22 R to K Kt sq	B 7; and if B to Kt 3, White takes the Kt with the Kt, followed by P to B 5, either at once, or, if Black retakes Kt with the Q, after exchang- ing queens.

WHITE.	BLACK.
24 Kt takes Kt, and Black must submit to	an awkwardly doubled pawn.
24 Kt takes Kt, and Black must submit to	an awkwardly doubled pawn.
25 R to Q 8 ch	Kt to Kt sq best
30 R to Q 8 ch	Kt to Kt sq best
31 Kt to Q 6	Q to B 3 best
32 K to B 2, followed by R to K B 8 and	wins.

(x) At this point many beautiful variations had been prepared for by London if Black had played otherwise. Of these we give the two most important; first:—

WHITE.	BLACK.
21 P to Q Kt 4	K to R sq
22 P to Q Kt 4	K to K 5
23 Kt to B 3	Kt to B 3
24 Q takes R ch	R takes Q
25 R takes R ch	K to R 2
26 R to Q 4	Q to B 4
27 P to K Kt 3	B takes R
28 B to Q 3	B to K 5 best; for if Kt to K 5, White replies with Kt takes Kt, and the Q has no escape.

WHITE.	BLACK.
29 Kt takes B	K to R sq best
30 Kt to Kt 5 and wins; for if Black plays	Q to B sq, White wins the Q by R to Q 8 ch, followed by Kt takes P ch.
31 Kt to Q 6	White could also have won on the 30th move of this variation as
32 K to B 2, followed by R to K B 8 and	follows:—

WHITE.	BLACK.
24 B to Q 3	B takes B
25 Q takes B	Kt takes P
26 Q to Q R 3	Kt to Kt 6 ch
27 K to B 2	R to B sq ch
28 K to Q 3	Kt to B 4 ch
29 K to K 3	Q to K 3 ch
30 K to B 2	Kt to K 5 ch
31 K to Kt sq,	and White are out of danger.

Secondly,

WHITE.	BLACK.
21 Q to K 3	
22 Kt to B 7, better than B to B 4, in which	case Black could safely sacrifice the Kt by taking the Q B P.
22 Q to K 3	
23 Kt takes R	R to K sq (if R to Q B sq instead, White moves the K at once to Q 2)

(y) We consider this to be the move which decided the game in our favour. At first sight it may appear very hazardous to leave the King exposed to the attacks arising from Black's moving the Q R. to B sq, and, moreover, Kt to Q B 3 would appear on the face of it the proper line of play to adopt; but a searching analysis convinced us that the last-mentioned move gave London an unsatisfactory position, if properly replied to. The move in the text exerted a commanding influence during the subsequent portion of the game, both for offensive and defensive purposes.

(z) Probably the best. Had Black played Kt to B 3, White would have sacrificed the queen for two rooks, followed by R to Q 6, with a splendid game; and had Black played Q R to B sq the game might have proceeded thus:—

WHITE.	BLACK.	WHITE.	BLACK.
22 Q R to B sq		as White's K may move to Q 2 in answer to the ch by the Kt at Q 6.	
23 P to Q Kt 4	P to Q Kt 3. If Kt takes P instead, White again sacrifices the queen for two rooks, winning afterwards another piece by R to Q 5,	24 Q to Q 6 ch, followed by the exchange of queens and afterwards B to R 6.	

(aa) Black had here two lines of play besides that which they adopted. They could have taken P with Kt, upon which White would have exchanged the queen for two rooks, with a strong game; or they could have played B to K 3, in which case the following beautiful variations might have arisen:—

WHITE.	BLACK.	WHITE.	BLACK.
24 B to K 3		35 P to Q Kt 3	Black, after exhausting their waiting moves with the pawns, must ultimately move the K to R sq, in which case White wins as follows:—
25 P to K Kt 4	Kt takes P or (1)	R to K 7	K to R sq
26 Q takes R ch	R takes Q	K moves	K to R 2
27 R takes R ch	K to R 2	R to K 6	K to Kt 3
28 P to B 5	Q to B 3	Q takes R	
29 P takes B	Q takes R	P to B 8, becoming a Kt ch and wins.	
30 P takes P	P to Q Kt 4		
31 R to B sq	Kt to Q 2		
32 R to Q sq	P takes B, or (2)		
33 R takes Kt	Q to B 3		
34 Kt to B 5	P to Q B 6		

Or (1),		WHITE.	BLACK.
25 B takes B	28 R takes R ch	K to R 2	
26 Kt takes B	Kt takes P	29 K R to K 8	Kt to Q 6 ch
27 Q takes R ch	R takes Q	30 K to Q 2 and wins.	

Or (2),		WHITE.	BLACK.
32 Q to Kt 4	34 K to B 2	Q to B 7 ch	
33 R takes Kt	Q takes Kt ch	35 R to Q 2 and ultimately wins.	

The foregoing variations afford most striking illustrations of a principle which is very little known even amongst players of a strong class, namely, that rook and one minor piece and a well-supported pawn on the 7th row win in the large majority of cases against the queen.

(bb) This move involves the loss of a piece for three pawns, leaving Black with two pawns ahead. Vienna must otherwise either have submitted to the exchange of queens, with a bad position and a pawn minus; or else, if attempting to win the Q, the game would have proceeded thus:—

WHITE.	BLACK.	WHITE.	BLACK.
26 Kt to B 3		29 P to B 6	B takes P best
27 Q takes R ch	R takes Q	30 R to Q 6	B to K 5 best
28 R takes R ch	K to R 2	31 P to K Kt 4, followed by P to K R 4, winning easily.	

(cc) Better than R to Q 6, in which case Black would have sacrificed the queen for the rook, and then played Kt to Kt 3, winning another piece with an even game.

(dd) If Black had here played R to K 3, White's only reply would have been R checks, followed by Q to B 8, as it would have been fatal to them to have made the more natural-looking move of Q to Q 4, e.g.:—

WHITE.	BLACK.	WHITE.	BLACK.
29 R to K 3		31 Kt takes R	B to Kt 8
30 Q to Q 4	R takes B ch	32 Kt to K 3	R takes Kt and wins.

(ee) It was extremely difficult to determine here the policy which should be adopted. The variations arising from

31 K to Q 2	R takes Kt	33 R takes R	
32 B takes P ch	K takes B		

were carefully examined, but seemed to leave too many possibilities open for a draw. By the move in the text, London preserves the piece, but will remain with two pawns behind. In playing thus we intended to reject the various lines of play which would have preserved the pawns on the K side, arriving at the conclusion that by abandoning these pawns we could win with the single pawn on the Q R file. Of course many curious variations

might have arisen afterwards, which, from want of space, we cannot enter into. We may mention that in analysing the different variations at this time, now twelve months since, we assumed that the best line of play on both sides would in all probability lead to the identical positions in which the game actually terminated. This can be vouched by the various leading players of the City of London Chess Club, to whom we, from time to time, showed the result of the conclusions at which we had arrived.

(ff) An important diversion from the main line of play might have arisen here, viz.:-

WHITE.	BLACK.	WHITE.	BLACK.
42 P to Kt 6	P takes P	47 K to R 5 best	R to Kt sq best
43 P takes P	P to B 4 best	48 Kt to Kt 5	P to B 5
44 R to Q sq	R to Q R 7	49 P to R 7	R to Q R sq
45 P to R 6	R to Kt 7 ch	50 R to Q 7 ch	K moves
46 Kt to R 3		51 Kt to Q 4 and wins, as the Kt and R stop	

the two pawns, while White brings the K to the support of his pawn and attacks the R at Q Kt 7.

(gg) If K takes R, White plays P to R 7, and Black cannot then stop the pawn from queening, e.g.:—

WHITE.	BLACK.	WHITE.	BLACK.
44 P to R 7	K takes R	46 Kt to R 3	R to Kt 7, ch
	R to R 7	47 K to B 3 and wins.	

Again, if Black play 44 R to R 7, the following continuation ensues:—

WHITE.	BLACK.	WHITE.	BLACK.
44 R to R 7		46 R to K B sq	P to R 7
45 P to R 7, threatening Kt to R 3 as above	45 R takes P best	50 K to B 3	K to R 5
	46 R takes R	51 K to Q 3	K to R 6
47 Kt to K 3	P to R 6	52 K to K 2	P to Kt 7
instead, Black wins by R to K B 7)	P to Kt 6 (If K to Kt 4	53 R to B 3 ch and wins, as Kt takes	
48 R to R sq	K to Kt 4		Kt P with a check.

(hh) Several variations arise here from R takes P, but London wins in all of them, being able to force the same line of play as last above mentioned, by bringing the Kt to B 4 and then to K 3.

(ii) Vienna were playing for the last chance of drawing the game; for if London had not given the check in the last move, Vienna, queening first, would have been able to draw the game by perpetual check. As it stands, the following continuation might have arisen, which will show the object of White's last move.

WHITE.	BLACK.	WHITE.	BLACK.
49 K to Kt 4		interpose; for which purpose the R	
50 Kt to B 7 (White will also win here by giving another ch, with the R at Kt 4)	P to R 8, becoming a Queen	has been removed on White's 49th move.)	
51 P to R 8, becoming a Queen	Q takes Q	52 Kt takes Q	P to Kt 6
(If Black, instead, here begin to check with the Q, White will be able to reach the square at Q Kt 7, and afterwards move to Q R 7, where R or Kt can		53 Kt to B 7	P to Kt 7
		54 Kt to K 6 ch, and wins; for if Black moves the K to Kt 5 or R 5 or B 4 White wins by Kt to Q 4, threatening check with the R or with the Kt accordingly. Against all other moves Kt to B 4 wins. K to B 4 on 53rd move would also win.	

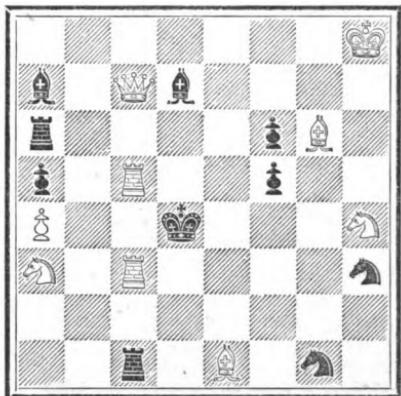
TO OUR READERS.

The particulars of the Vienna match, with the elaborate analysis which we publish of the game won by London, occupy so much of our space that we are reluctantly compelled to hold over the continuation of Herr Zukertort's analytical excursion. For the same reason we cannot give our usual complement of games.

PROBLEMS.

No. 25.—By C. CALLANDER.

BLACK.

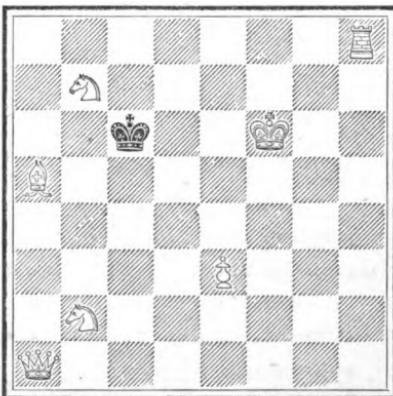


WHITE.

White to play and mate in two moves.

No. 26.—By T. HAZEON.

BLACK.

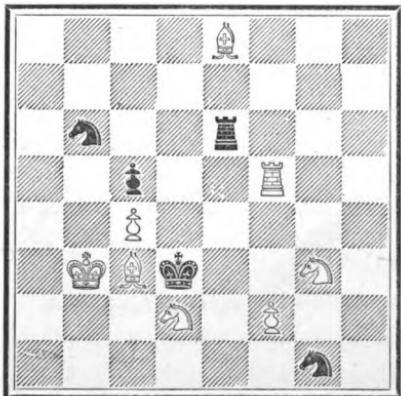


WHITE.

White to play and mate in two moves.

No. 27.—By A. CYRIL PEARSON.

BLACK.

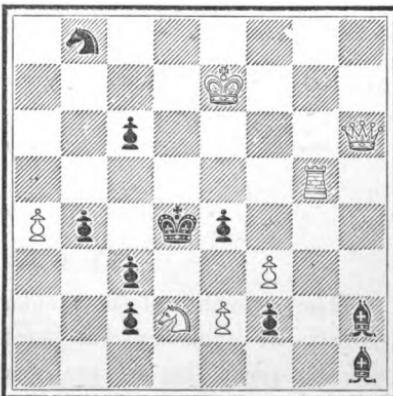


WHITE.

White to play and mate in three moves.

No. 28.—By C. W. (Sunbury).

BLACK.



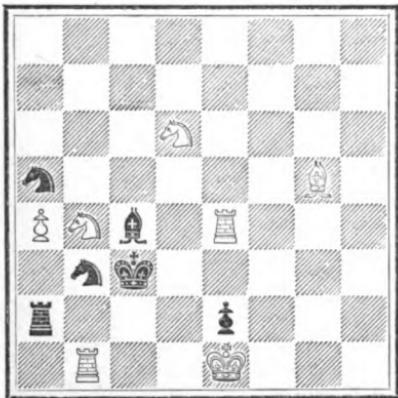
WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 29.—By G. J. SLATER.

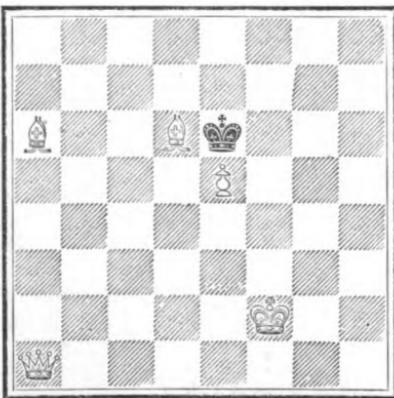
BLACK.



White to play and mate in three moves.

No. 30.—By J. MENZIES.

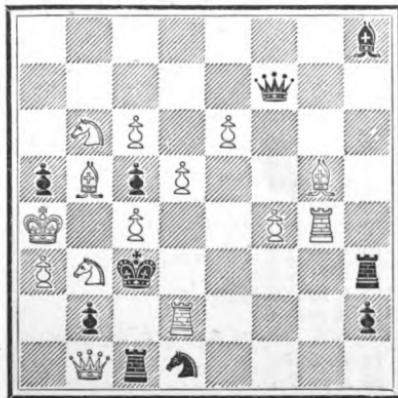
BLACK.



White to play and mate in three moves.

No. 31.—By R. W. JOHNSON.

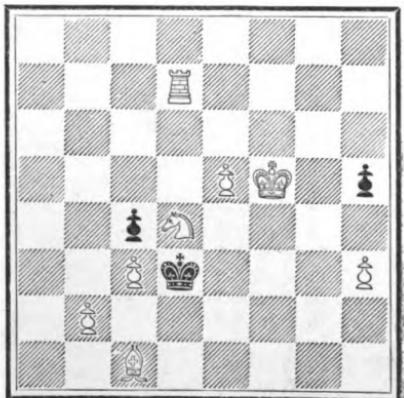
BLACK.



White to play and mate in four moves.

No. 32.—By J. KLING.

BLACK.



White to play and mate in four moves.

SOLUTIONS OF PROBLEMS.

White.

Black.

1 Q to K 7

No. 17.

1 B to K 4

No. 18.

1 B to B sq
 2 P to Q 4 ch
 3 Mates accordingly

No. 19.

1 B to B 5
 2 B takes P
 3 B to K 7 mate

No. 20.

1 B or R moves
 2 Anything

1 R to K R 3
 2 R to R sq and mates next move

No. 21.

1 B takes Kt
 2 B takes P dis ch

1 R to R 4
 2 B to Q 2
 3 Kt to B 3 ch
 4 B mates

No. 22.

1 P to B 3
 2 K takes R
 3 K moves

1 K to B 3
 2 K to Kt 4
 3 Kt to K B 7
 4 R to Q 7 ch
 5 Kt mates

No. 23.

1 K to K 3 (a)
 2 K to K 2
 3 K takes Kt
 4 K moves

(a)

1 K to B 3
 2 K to Q B 2
 3 K moves
 4 K moves

2 B to K 5
 3 R to B 8 ch
 4 Kt to B 6 ch
 5 R mates

No. 24.

1 P to B 4
 2 K to B 3
 3 B to Kt 3
 4 B to Q sq
 5 B to Kt 3 ch
 6 B to Q sq
 7 B to B 2
 8 B to Kt sq
 9 B to B 5
 10 B to Q 3
 11 B to K 4
 12 B to B 6
 13 B to K 4

If 13 B to Q 5, then 14 B to Q 6, winning.

14 B takes P
 15 B to K 7
 16 P to B 5

14 K to B 2
 15 B to B 6

If Black now plays 16 B to R 4, White wins by 17 B to Q 8 ch; and if 16 B to Q 5, the reply is 17 B to Q 6 ch, &c.

GAME 35.

One of 22 simultaneous Games played by Herr Steinitz, on the 5th November last, at the City of London Chess Club.

Evans Gambit.

White.	Black.
Evans Gambit.	
HERR STEINITZ.	MR. MAAS.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to Q B 3	5 B to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Kt to R 4
10 B to Kt 2	10 Kt to K 2
11 B to Q 3	11 Castles
12 Q Kt to B 3	12 Kt to K Kt 3
13 Q to Q 2	13 P to Q B 4
14 Kt to K 2	14 P to K B 3
15 Q R to Q B sq (a)	15 B to B 2 (b)
16 Kt to K Kt 3	16 R to Kt sq
17 Kt to K B 5	17 P to Q Kt 4
18 K to R sq	18 P to B 5
19 B to Kt sq (c)	19 P to Kt 5
20 B to Q 4	20 B to R 3
21 K R to Kt sq (d)	21 P to B 6
22 Q to K sq	22 Kt to K B 5 (e)
23 B takes R P	23 R to Kt 2
24 B to K 3	24 Kt to K 7
25 K Kt to Q 4	25 Kt takes Q R (f)
26 Kt to K 6 (g)	26 Q to K sq
27 B takes Kt	27 R to B 2
28 P to Kt 4	28 Q to R 5 (h)
29 P to Kt 5	29 P to B 7
30 P takes P	30 P takes B becomes Q
31 Kt to R 6 ch (i)	31 K to R sq
32 Kt takes R ch and mates next move	

NOTES BY J. H. ZUKERTORT.

(a) As soon as Black plays P to K B 3 in this defence, White ought to retire his King into the corner, to be able at any moment to advance his B P two squares.

(b) Black could here have obtained the superior game by 15 Kt to K 4. To illustrate this variation I may give the continuation of a game played

between S. Winawere and myself, three years ago, beginning from the last mentioned move:

16 Kt takes Kt	16 B P takes Kt
17 K to R sq	17 Q to R 5
18 P to B 4	18 P to B 5
19 B to Kt sq	19 B to Kt 5
20 P takes P	20 P to B 6
21 B takes P	21 Kt to B 5
22 R takes R ch	22 R takes R
23 Q to Q 3	23 Kt to K 6
24 R to Kt sq	24 Q to B 7
25 Kt to Q 4	25 B to R 6
26 Q to K 2	26 Q takes Q
27 Kt takes Q	27 B takes P ch, etc.

(c) Anderssen and myself consider 19 B to K 2 as the proper course. The move in the text gives Black the opportunity to develope his Q B and his Q. Kt with great advantage. In my analysis of this defence to the Evans Gambit (*Neue Berliner Schachzeitung* 1870), the recommended course is :

19 B to K 2	19 P to Kt 5
20 B to Q 4	20 P to B 6
21 Q to Q sq	21 B to Kt 3

and White has three favourable continuations :—22 P to Q. R 3, 22 P to Kt 4, and 22 B takes B, followed (on Q taking B), by 23 K. Kt to Q 4.

(d) The first 20 moves of this game are identical with those played in the tournament at Barmen, 1869, between W. Paulsen and Anderssen. Mr. Paulsen chose here 21 R to K sq.

(e) Black has at this moment the better game, I think, but it requires unusual care, to conduct it to a satisfactory end. The excursion of the Knight for the sake of winning the exchange is simply bad, this Knight being the chief protection on the King's side. 22 B to Kt 3 was a simple and safe move, I would prefer, however, 22 Kt to Q. B 5, for if White reply 23 B takes R P, Black, by playing 23 B to Kt 3, and sacrificing the exchange, will obtain the far superior position.

(f) To take the K R was better in any case.

(g) The appearance of the Knight at K 6 is generally, for the opponent, the proper signal to strike his colours.

(h) Her Majesty, seeing the hopeless position of her consort, leaves him perfidiously.

(i) Mr. Steinitz punishes now severely the bigamy of the hostile King.

GAME 36.

Being the deciding game in the Pool of Section A (for 1st and 2nd Prizes) of the City of London Chess Club Handicap.

Remove White's K Kt. French Defence.

White.

- Mr. DE VERE.
- 1 P to K 4
 - 2 P to Q 4 (a)
 - 3 P takes P
 - 4 B to Q 3
 - 5 Castles
 - 6 B to K Kt 5
 - 7 Kt to Q 2 (b)

Black.

- Mr. SOTHERS.
- 1 P to K 3
 - 2 P to Q 4
 - 3 P takes P
 - 4 B to Q 3
 - 5 Kt to K B 3
 - 6 Castles
 - 7 B to K 3

White.	Black.
8 P to K B 4	8 P to Q B 4
9 P to Q B 3	9 Kt to Q B 3 (c)
10 P takes P	10 B takes P ch
11 K to R sq	11 B to K 2
12 B takes Kt	12 B takes B
13 P to K Kt 4 (d)	13 P to K Kt 3
14 P to K Kt 5	14 B to K Kt 2
15 P to K B 5	15 B takes P
16 B takes B (e)	16 P takes B
17 Q to K R 5	17 Q to Q 3
18 Kt to K B 3	18 Q to K Kt 3
19 Q to K R 3	19 Kt to K 2
20 Kt to K R 4	20 Q to K R 4
21 R to K B 3	21 Kt to Kt 3 (f)
22 Kt takes P	22 Q takes Q
23 R takes Q	23 Q R to Q sq
24 Q R to Q sq	24 K R to K sq
25 Kt takes B (g)	25 K takes Kt
26 K R to Q 3	26 P to Q Kt 4 (h)
27 P to Q R 4 (i)	27 P to Q R 3
28 P takes P	28 P takes P
29 R to Q 4	29 Kt to K 2
30 P to K R 4	30 Kt to Q B 3 (k)
31 R takes P	31 R takes R
32 R takes R	32 R to K 8 ch
33 K to Kt 2	33 R to K 7 ch
34 K to B 3	34 R takes P
35 R to Q B 5	35 Kt to Q R 4
36 P to K R 5	36 Kt to Q B 5
37 K to K Kt 4	37 Kt to Q 3
38 R to Q 5	38 Kt to K sq
39 R to Q 8	39 K to B sq
40 R to Q Kt 8	40 R to Q Kt 6
41 P to Kt 6 (l)	41 B P takes P (m)
42 P takes P	42 P takes P
43 K to Kt 5	43 R takes P
44 R takes P (n)	44 K to Kt 2
45 R to K 5	45 Kt to Q 3
46 R to R 5	46 Kt to B 2 ch
47 K to B 4	47 R to B 5 ch
48 K to Kt 3	48 K to R 3
And White resigns	

NOTES BY J. H. ZUKERTORT.

(a) The adopted course is recommendable for the first player in the French opening, when he gives the odds of the K Kt.

(b) 7 Kt to Q B 3 is preferable, I think.

(c) I am very doubtful if the members of the Handicapping Committee, who placed Mr. Sothers in the Knight class, would exhibit so much knowledge of the game and judgment as he did in this opening. It is always supposed that the Handicapping Committee has to equalise the chances of all competitors by classifying them; in this case it seems, rather, that the object was to secure the first prize to a single competitor. I do not like to fight *pro domo*, so I may pass over the injustice done to the first class, but, what was the chance of the competitors of the third class, who were certainly weaker than Mr. Sothers, and had to give him the odds of Pawn and move? Each of the handicappers should be invited to meet Mr. Sothers in a game at the adjudged odds for a heavy stake.

(d) The beginning of a short and hopeless attack; but White had certainly no better course at his disposal.

(e) If :

16 R takes B
17 Q to R 5
18 R to K B sq

16 P takes R
17 Kt to K 2
18 Q to Q 3

and Black will win easily.

(f) A very unpleasant move, which forces the exchange of Queens. A Knight player would, in all probability, have chosen here 21 Q to Kt 5, overlooking the reply 22 Kt takes P.

(g) White plays for the drawn end-game of Rook against Rook and Knight.

(h) Black conducts the end game in a perfect style; his intention is, by exchanging the Pawns on his Queen's side, to get rid of the weak points of his game. His play must strike any one as far above that of a Knight player.

(i) If :

27 R takes P
28 R takes R
29 K to Kt 2
30 K to B 2
31 K takes R

27 R takes R
28 R to K 8 ch
29 Kt to B 5 ch
30 Kt takes R
31 K to Kt 3 and wins.

(k) Forcing an exchange, which simplifies the game very much in Black's favour.

(l) The last chance.

(m) Black chooses the most simple course, but even R P takes P would win the game, e.g.—

42 P to R 6
43 P to R 7 or (x)
44 R takes Kt

41 R P takes P
42 R takes P
43 K to Kt 2
44 K takes P and wins.

(x)

43 R takes Kt ch
44 P to R 7
45 K to R 4
46 K takes P

43 K takes R
44 P to B 4 ch
45 P to Kt 4 ch
46 R to K R 6 and wins.

(n) If :

44 K takes P
45 R to Kt 7
46 K to B 6
47 R to Kt 8 ch

44 R to B 4
45 Kt to B 2
46 K to K sq
47 K to Q 2 and wins.

GAME 37.

Deciding game in the tie for 1st and 2nd prizes, between Messrs. McClelland and Baddeley, in the Annual Tournament at the Union Chess Club, Manchester. Played 19th March 1874.

White.

McCLELLAND.

- 1 P to K 4
- 2 K Kt to B 3
- 3 Q Kt to B 3
- 4 B to Q Kt 5 (a)
- 5 Castles
- 6 P to Q 3
- 7 P takes B
- 8 B to K Kt 5
- 9 B to Q R 4 (b)
- 10 B to Q Kt 3
- 11 B to K R 4
- 12 P to Q R 4
- 13 P takes P
- 14 Q to Q 2
- 15 Q R to K sq
- 16 P to K R 3 (d)
- 17 K to R 2
- 18 K R to K Kt sq
- 19 K B takes Q Kt
- 20 P to K Kt 4
- 21 B to K Kt 3
- 22 Q to K 2
- 23 Q to K 3
- 24 B takes K R P
- 25 Kt to Kt 5 ch
- 26 Q takes R
- 27 Q takes P ch
- 28 Q takes Q
- 29 R to Q R sq
- 30 R to Q R 7
- 31 R to Q Kt sq
- 32 P to Q B 4 (i)
- 33 R takes K B P
- 34 R to Q B 7
- 35 K to Kt 3
- 36 R takes B P
- 37 K R to Q Kt 6
- 38 P takes P
- 39 R takes P

Black.

BADDELEY.

- 1 P to K 4
- 2 Q Kt to B 3
- 3 K Kt to B 3
- 4 B to Q Kt 5
- 5 Castles
- 6 B takes Kt
- 7 R to K sq
- 8 P to Q R 3
- 9 P to Q Kt 4
- 10 P to K R 3
- 11 P to Q 3
- 12 B to Q Kt 2 (c)
- 13 P takes P
- 14 Q to K 2
- 15 Q Kt to Q sq
- 16 Q Kt to K 3
- 17 K to R 2
- 18 K R to K Kt sq
- 19 Q takes B
- 20 P to K Kt 4
- 21 B to B sq (e)
- 22 P to K R 4 (f)
- 23 P to K R 5
- 24 P takes B
- 25 R takes Kt
- 26 Kt to Kt sq
- 27 Q to K R 3
- 28 K takes Q
- 29 R to Q Kt sq (g)
- 30 B to Q Kt 2 (h)
- 31 P to Q B 3
- 32 B to B sq
- 33 B to K 3
- 34 R to K B sq
- 35 P takes P
- 36 R to Q sq
- 37 P takes P
- 38 K to Kt 3
- 39 R takes R

White.	Black.
40 R takes R	40 K to B 2
41 P to Q 4	41 Kt to K B 3
42 P to K B 3	42 Kt to K sq
43 P takes P (j)	43 Kt takes R
44 P takes Kt	44 B to B 5
45 P to B 4	45 K to K 3
46 P to K 5	Resigns

NOTES BY J. WISKER.

- (a) 4 P to Q 4 may be played without disadvantage, but to that move also Black may reply B to Q Kt 5.
- (b) Unlike Black, White very wisely keeps his King's Bishop.
- (c) Very objectionable in such a situation, since it may leave the White Knight the opportunity, shortly, of posting itself at K B 5.
- (d) This is a slow process, but it is sure. The position does not admit of anything very demonstrative.
- (e) Threatening to capture Kt P with Kt, for if the piece be retaken Black takes pawn with Queen, threatening at once mate at K R 6 and the capture of the White Knight. White, however, defends his Knight.
- (f) A formidable looking move; but it does not turn out well. Though Black gains two pieces for a Rook and two Pawns, the end-position is unfavourable to him. His pieces are badly placed, whereas, the two White Rooks speedily come into forcible action. Black would have improved his game at this point by moving R to Q R 7.
- (g) The dilemma is painful, it is almost equally dangerous to exchange Rooks, or decline the exchange.
- (h) Interposing the Q Rook would certainly have been better.
- (i) To which there is no satisfactory answer.
- (j) White has played the ending very well. By getting five Pawns against the Bishop, he places the result beyond a doubt.

ITEMS OF INTELLIGENCE, NOTICES, &c.

Mr. Blackburne plays 10 games without seeing the board at St. James's Hotel, Derby, on Friday the 1st instant. His annual blindfold performance at the City of London Chess Club will take place during the present month. The date when fixed will be announced in the various Chess columns. Mr. Blackburne will afterwards proceed to the Hague, where he will also play 10 blindfold games against members of the Chess Club established there.

We are informed that a Congress of American Chess players will probably assemble in Chicago some time during the present year. Such an event would be very interesting, especially if Captain Mackenzie and Mr. James Mason of New York should elect to attend. The latter gentleman's rising reputation is beginning to attract great attention.

It appears that Mr. I. E. Orchard will soon commence a Chess column in the "Temperance Advocate," a weekly journal published at Columbia, South Carolina, U. S. A. There must be more local Chess enthusiasm in America than in England. The proportion of provincial journals who devote a portion of their columns to the game is far greater in the former than in the latter country, and the disparity daily increases.

A Chess Club has been established in the 35th Regiment stationed at Cork. We wish it every success, and should like to see such a good example imitated in other regiments.

The Counties Chess Association will meet at Birmingham in August next. We shall publish particulars when the arrangements are completed.

We can but briefly notice our exchanges:—

As to the monthlies for April, the *Dubuque Journal*, as usual, is very effective. It is never deficient in "go." The part (!) of a letter from a correspondent, occupying $6\frac{1}{2}$ pages, full of criticisms and undesired solutions of problems is very amusing. The resolutions concerning Ernest Morphy we have alluded to. *La Stratégie* has some interesting matter, but we can only allude to the particulars which it contains respecting the proposed formation of a French Chess Association, with the object of the more general development and diffusion of the game, the means to be employed being correspondence games, matches between strong players, and the creation of both national and international tournaments. Every Chess player must wish the promoters success in their endeavours to carry out such an important enterprise.

The "Oesterreichische Schachzeitung" still continues the publication of the games played at the Vienna Congress, a work which it commenced in August last. When completed, a valuable record will have been formed of the contests in that important tournament.

The *Chess Player's Chronicle* informs us of a match between the Worcester and Cheltenham Chess Clubs, played at Worcester on the 9th of April, and won by the former club, who scored 7 as against 6 won by Cheltenham, and 4 being drawn. The number contains some good games. The *Huddersfield College Magazine* contains a favourable review of Messrs. Pierce's Problems, and a lively attack upon the Dubuque system of notation. Also received, *Norvicensian*, *Sissa*, *De Shaakspeler*, *Chess Record*, *Turf Field and Farm*, *Toronto Globe*, *Western Advertiser (Ontario)*, *Meriden Weekly Republican*, *Liverpool Weekly Albion*, *Glasgow Weekly Herald*, *English Mechanic*, &c.

CORRESPONDENCE.

To the Editor of "THE CITY OF LONDON CHESS MAGAZINE."

SIR,—I notice in your number for this month some remarks respecting two games between myself and Mr. Bird, recently published in *The Chess Player's Chronicle*.

As to my being a *second class* player, I am not desirous of entering into any discussion upon that point, but you will, I feel sure, only think it fair to state in your next number, by way of explanation of my conduct in the matter referred to, that the exact score of the last thirteen (13) games played between Mr. Bird and myself is as follows

			Won	Lost	Drawn
Mr. Bird	7	4
" Gossip	4	7

Out of ten consecutive games played between Mr. Bird and myself in May 1873 the score was :

			Won	Lost	Drawn
Mr. Bird	5	3

i.e. exactly the same score as the score in the last match between Messrs. Bird and Wisker, won by the former gentleman. At two sittings Mr. Bird and myself made even games.

I did not remember the score of any games won by Mr. Bird, or should have sent them. A game I lost with Mr. Zukertort, which I sent to the "C. P. C.," has not been yet published. In compliance with Mr. Bird's wish, I forwarded the exact score to the *Illustrated News* and the *Westminster Papers*,

and must therefore plead innocent to the charge of not having furnished an account of the games, won and lost. An insertion of the above in your next number would oblige,

Yours obediently, G. HATFIELD D. GOSSIP.

Gothic House, East Bergholt, Suffolk,
8th April 1874.

ANSWERS TO CORRESPONDENTS.

Problems received, with thanks, from A. Cyril Pearson, J. Menzies, J. J. Watts, T. Tarrant, J. T. C. Chatto, J. Pierce M. A., F. W. Lord, C. W. (of Sunbury), Geo. J. Slater, F. C. Collins and J. N. Keynes.

W. T. P.—Your very ingenious objection for a moment confounded us. We had visions of useless Bishops being necessarily on the board, because, like the starling, they could not “get out.” Richard the Second could not get out either, and they slew him in prison.

F. C. COLLINS.—We are glad you side with us in the dual mate controversy. To tell the truth, our views upon the subject were not very strong kneed at first, but the expressions of approval we continue to receive from eminent composers, tend very much to remove any doubts we may have had upon the matter.

W. McARTHUR, 35th R. S. Regiment, Cork.—Kt to K B 3, is certainly not a good 3rd move for the second player in the King’s Gambit. We should reply 4 P to K 5, followed, if Kt to K 5, by 5 P to Q 3, winning the Gambit pawn. If Kt to Q 4, by 5 P to Q B 4, and 6 P to Q 4. If Kt to R 4, by 5 B to B 4. If Kt to Kt 5, by 5 B to B 4, or even P to K R 3. In the latter case, if Kt takes K P, you should not immediately recapture, but play 6 Q to K 2. Should he on his 4th move play Q to K 2, you reply 5 Kt to Q B 3, or B to K 2; we should prefer the latter. In answer to your second query, there is the A. B. C. of Chess, by a Lady, price 3d (a very fair elementary work), and Chess: A Manual for beginners, price 6d. Either of these works can be obtained from W. W. Morgan, 67 Barbican, London, E.C.

J. T. C. CHATTO.—We have unfortunately no available space this month for the particulars concerning the Amateur Club, but they shall have insertion in our next issue.

O. MALMQVIST, Cairo.—We have not yet received the promised numbers of the Nordisk Skaktidende.

I. E. ORCHARD, Columbia, South Carolina.—Greatly obliged for intelligence sent. The games shall have attention.

O. A. BROWNSON jun., Dubuque.—Books received with thanks, and we shall notice them next month.

J. N. KEYNES.—We have received one or two requests similar to yours, viz.: that solutions of Problems should be acknowledged, but we see no evidence of any general desire in that direction, and must wait until some amount of coercion be applied to us.

A match, by Correspondence, between the Glasgow Chess Club and the City and County of Dublin Chess Club, consisting of two games, which has been in progress for some time past, finished on the 13th of April. The result was in favour of Glasgow, as Dublin resigned the game when it had the first move, and the other was abandoned as drawn. We are indebted for this information, not to the Secretary of either club, but to the courtesy of the editor of the *Glasgow Weekly Herald*.

The City of London Chess Magazine.

THE MONTH.

THE *Illustrated London News* blames us a little for publishing Messrs. Steinitz and Potter's analysis of the London Game after its appearance in a weekly contemporary; but a journal must necessarily have for its chief object the satisfaction of its subscribers as a body. Our readers were looking forward to that analysis; we were bound to many of them by direct promises, to all by the general engagement contained in our February number, and very prejudicial it would have been, we are convinced, to the interests of this magazine for us to have told our subscribers in England and America that they could find what they wanted in the columns of another journal. We, of course, admit that such as had the advantage of going through the variations in the *Field* would derive no benefit from their re-appearance in our pages. It is just the same with persons who take in two daily newspapers, much of the information being in duplicate, and of no use to them. We feel sure that our illustrated contemporary will admit that the reasons we have given possess some force. They ought to do so, for our pecuniary interests lay the other way, seeing that the extreme smallness of type which the great extent of the analysis rendered necessary involves, as our contemporary will be aware, much extra expense. We may point out that *La Stratégie* for this month has followed our example.

We have received a letter from Mr. Gossip, but its great length deprives us of the opportunity of giving it insertion. Mr. Gossip does not attempt to deny the accuracy of the figures given by us last month, but enters into new matters, where we cannot undertake to follow him; we have not the space. Still, we would avoid the least appearance of being unfair, and, therefore, proceed to set out our correspondent's fresh points, which are: 1st. That Messrs. Gocher and Pindar, who were above him in the East Anglian Tournament, do, in his opinion, rank with the chief English players. 2nd. That he (Mr. Gossip) was the only competitor in the Challenge Cup Tourney of 1870 who defeated Mr. Burn. 3rd. That our correspondent was in the 1st class of the British Chess Association Handicap of 1868-69. 4th. That he has challenged Dr. Ballard, which challenge was not accepted. And 5th. That he will be most happy to play any English player a match for not less than £15 a side, at the odds of Pawn and move, in the course of the ensuing autumn. Having done this we must leave Mr. Gossip in possession of the ears of the jury; and we dare say his last mentioned gallant

offer will raise a prepossession in his favour. It is evident that if no English player takes up the gauntlet, Mr. Gossip may henceforth claim to be above the odds of Pawn and move, though, even then, in default of some achievement upon even terms, he can hardly claim to rank higher than various gentlemen we could name who, being too strong for those odds, still do not profess to lead in the English Chess world. Before quitting this subject—and it was perhaps not wise of us to take our bark among the rocks of personal controversy, in contravention of the rule we had laid down for ourselves—we must take notice of some remarks made by our excellent, and very ably conducted contemporary, the *Glasgow Herald*—that is to say, we must disagree with the great stress it has laid upon casual games conducted, probably very carelessly, by eminent players against foemen whom, unjustly it may be, they consider hardly up to their own mark. Inattention on one side, and much care on the other, is usually incident to these encounters, so that they can scarcely be considered any good test of strength. *En passant*, we may remark, that Mr. Bird is under the impression that he won a much larger majority of games than Mr. Gossip has given him credit for, though, he adds, that he took no particular account, which, we may remark, is usually a characteristic distinguishing a great player. We must equally demur to the little importance which our contemporary seems to attach to the series of match games seriously played, upon which we relied as throwing light upon the matter, and which we should have imagined afford a much more reliable test of Chess ability than mere scratch games.

On Friday, 1st of May, Mr. Blackburne again exhibited his skill as a mental Chess player. The theatre of action was St. James's Hall, Derby; and his opponents were the following ten gentlemen, some of whom, as will be seen, being players of well-known skill. Taking the losers first, there were Messrs. F. Thompson, J. Cooper, A. Laing and R. Boden, all of Derby; Messrs Gilpin, Hugh Browne and T. Hill, these being of Nottingham. Two drew their games, viz.—Messrs. Hamel and Worth, both of Nottingham; while Mr. Marriott, of the same place, was the only one who wore the laurels of victory. We dare say, however, that the sister towns had not prepared any very large supply of that plant—the English Belisarius not usually giving occasion for much decoration of brows in that respect. The net result on the present occasion was, that the blindfold player won seven, drew two and lost one. A considerable company was present, including the Mayor and various well-known gentlemen of the neighbourhood, most of whom sat down to supper, which repast took place during the middle of the play, thereby affording Mr. Blackburne an excuse from making a long speech when his health was drunk, as he said he had to keep the games in his head. As, however, Mr. Blackburne's London friends never had the pleasure of hearing him make a speech of more than sixty seconds in duration, we are constrained to doubt whether his

apology altogether reached to a high ethical standard. During the course of the speeches, an earnest desire was expressed for a Derby Chess Club to be formed, and twenty-three of the guests gave in their names for the purpose. We sincerely hope that the project may be successfully carried out, and can only wonder that so important a town should still be deficient in that respect.

On the 30th of April a match was played between the City of London College Chess Club, and the Endeavour Chess Club of Brixton. Each Club was represented by six players, and victory remained in the hands of the City of London College Chess Club, the score being eight games won, two lost, and two drawn. At the return match, on the 14th May, the College Club was still victorious, the score being seven games won, three lost, and two drawn.

We are pleased to learn that Mr. A. J. Maas successfully competed with Mr. Bakewell, on the 4th May, for the Championship of the City of London College Chess Club, thereby deposing the latter from a position which he had held for three years. Mr. Maas, who it will be remembered, won the third prize in the City of London Chess Club Handicap, was, we believe, but twelve months back, quite a neophyte at the game. Such rapid progress, in so young a player, makes it likely that at no distant date, he will find himself in the front rank of those who are making for the winning post, but there is the Pawn and move hurdle to clear, and it is rather high.

In this number we publish an article by Mr. Bird, on "A proposed Modification in the Game of Chess," of which he is the inventor. The views which he enunciates are his own, and with him must principally rest the responsibility of the same. As a substitution for the game in its present form, we should feel bound to oppose the idea, for it would amount to nothing less than the total abolition of the literature of centuries, and the annulment of a mode of play which has been in use for 380 years. Mr. Bird, however, as we understand him, does not desire to effect so gigantic a revolution. His proposal evidently amounts only to providing a means of occasionally varying the game; and we, therefore, feel inclined to welcome his invention, considering that it will serve both as a pleasing accompaniment to the game, and as affording a test of original skill. We rather disagree with Mr. Bird as to the supposed decline of Chess, two or three years back. That there was an apparent check to its progress in some parts of the Metropolis must be admitted; but that phenomenon we regard as due to temporary and accidental causes only. Perhaps we shall not go far wrong, if we allude to the seduction of many strong players, by the attractions of a more exciting game, as having much to do with the matter. However, at that very time, the Chess spirit was active enough in the City. Reverting to the subject matter, it is questionable whether there be room upon the proposed new board for the three powerful pieces, Queen, Guard and Equerry to manoeuvre on each side. Probably the objects Mr. Bird has in view might be

quite as effectually served by the occasional use of either the Guard or Equerry in lieu of the Queen upon the normal sized board. We should imagine there can be but little (if any) inequality in the power of the three pieces.

A Tournament of even players, which has been for some time in progress at the City of London Chess Club, has now finished. Nineteen gentlemen entered their names, and by the conditions they formed a pool, each playing with every other. The following was the result—Mr. Fenton won the first prize with 16 games, while Dr. Ballard tied with Mr. Vyse for second and third prizes with 15 games each, Messrs. Coburn and Woodard being close behind with 14 games each. Dr. Ballard and Mr. Vyse have since played the deciding game between them, and the former won. We notice the remarks in the *Illustrated London News* of the 23rd of May respecting the length of time during which the above Tournament has been allowed to drag on, and must say that we are inclined to agree with our contemporary.

The nineteenth annual meeting of the West Yorkshire Chess Association took place at the Queen Hotel, Huddersfield, on Saturday, the 16th of May. There were present Mr. John Watkinson, the president for the year, Dr. Scott, vice president, Mr. E. Dyson, honorary secretary to the Association, and others. There were three Tournaments, the prizes for which were in books, and the play commencing at about 2 o'clock, went steadily forward until 6 o'clock, when a repast took place, to which nearly fifty gentlemen sat down. This was followed by a humourous address from Mr. Watkinson, in which he referred to various of the Chess events of the year, chief among which he ranked the University match. One or two more speeches took place, after which the play was resumed, and continued until about 10 o'clock. The chief event of the day was a match between Wakefield and Leeds, with six players on each side. It was won by the former by 11 games to 3, and 1 drawn.

The members of the Canadian Chess Association will meet at the City of Montreal, on Tuesday, the 7th of July next. There will be a Game Tourney open to native players, and the prizes will be three, viz.—1st prize, a champion cup, worth 50 dollars; second prize, a medal of the value of 30 dollars; third prize, a set of Chessmen worth 10 dollars. There will also be a Problem Tourney with six prizes. This will be open to native composers only; but, in addition, there will be two honorary prizes, open both to native and foreign competitors; one will be of the value of 20 dollars, and will be given for the best set (*i.e.* two, three and four-move Problems). Competitors may send in as many sets as they please. There are the usual conditions as to the use of a motto, a sealed envelope, &c. All Problems competing to be sent in to J. White, Secretary—Treasurer of the Association, Stanstead, Quebec, so as to reach him not later than the 15th June. The other honorary prize is worth 10 dollars, and will be given for the greatest *curiosity* of any kind

in Chess. We notice that the Association is under the patronage of the Governor-General.

On the 13th of May, Mr. Bird played 24 simultaneous games at the City of London Chess Club. His opponents were Messrs. De Soyres, Maas, G. H. Rippin, Hutchins, Richardson, Rabbeth, F. W. Lord, Beveridge, Gastineau, E. C. Rippin, Cutler, G. Smith, H. Andrade, N. Andrade, Block, E. H. Rodgerson, J. Pannell, Atkinson, Walker, Mallett, Stones, Wilson, Baynes and Dr. Godfrey. Messrs. Rabbeth and Walker won their games; Messrs. Hutchins, Beveridge, F. W. Lord and Block succeeded in effecting draws, and all the other games were scored by Mr. Bird. He therefore won 18, lost 2, and 4 were drawn. We consider that the strength brought to bear against Mr. Bird reached higher than the usual average on these occasions; and, therefore, the result, creditable as it would be in itself, testifies in an enhanced degree to the skill of the single player.

On the 14th of May the sale of Mr. George Walker's Chess library took place at Messrs. Sotheby, Wilkinson and Hodge's, Wellington-street, Strand. From some cause, it may be from want of sufficient publicity, there was a much sparser attendance than we should have expected. The books realised as much probably as could ordinarily be expected at a sale by auction, but the fine collection of manuscripts went far below their real value. We may mention, as an interesting incident of the sale, that a lithograph of the Chess match between Mr. Staunton and Saint Amant, with which was a *fac simile* of the French Chess Club, as also a portrait and autographic inscription of Harrwitz, fetched £3 11s.

The Junior Handicap at the City of London Chess Club does not make much progress. Five gentlemen have entered the prize-holding pool, viz.—Messrs. G. H. Rippin, Stevens and Seyler, of the 1st class, which answers to the Pawn and two-move strength, and Messrs. Lowson and Betteridge, of the 3rd class, which answers to the Rook strength. The winner of the round between Mr. Wilson, 1st class, and Mr. Richardson, 2nd class (or Knight strength), will be the sixth prizeholder. It is the invariable characteristic of pools that every player expects every other player to do his duty; therefore they drag. Club officials do not like scoring games against defaulters and thereby spoiling the most interesting part of the Tourney; moreover out of six who ought to be making appointments with each other it is often difficult to ascertain who is in fault; while the rough and ready means of fixing the dates of play for them would interfere too seriously with the convenience of gentlemen who may have made other engagements. Still, it is clear that these considerations have their limits, and that some action ought to be taken with the view of introducing greater expedition in such Tournneys.

A match is being arranged between Messrs. Bird and Fenton at the odds of the Pawn and two moves. The winner of the first

five games will score the match. The friends of the latter gentleman expect that his well-known steadiness of play, and experience of the board, will be too much for his opponent. This may prove to be the case ; but we consider it by no means certain that Mr. Bird will not be found equal to the achievement of what might seem an improbable victory. There is sure, in either case, to be a hard fight, and the encounter will, no doubt, arouse much interest.

It appears that the Bedford Institute Chess Club propose to challenge the 4th class (Knight strength) of the City of London Chess Club ; twelve players to contend on each side. The contest will probably take place during the early part of the present month. We may mention that, on the 23rd of May, the distribution of the prizes gained in the late tourney of the Bedford Club took place at the Institute. The prizes were presented to the winners by Mr. Stevens, the President, and they consisted of articles, some for use or instruction, and some for ornament ; according, we presume, to the choice of the prizeholder.

On Wednesday, the 20th of May, Mr. Blackburne played eight simultaneous blindfold games at the City Restaurant, against the following members of the City of London Chess Club, viz.:—Messrs. Rabbeth, Gastineau, G. H. Rippin, Beardsall, Woodard, Wilson, Down and Dr. Ballard ; taking them on the whole, a very strong team. Three of the games, being unfinished, were resumed on the following Friday, and the following is the total result :—Mr. Blackburne won six, lost one, and one was drawn. Mr. Woodard not being able to finish his game, it was continued by Mr. Maas, who had the honour of defeating Mr. Blackburne. Mr. Rippin effected a draw. The two games against Mr. Down and Dr. Ballard were finished off by the blindfold player in capital style, he announcing a mate in five moves in each case. In the latter instance it was most unexpected, both to the player and to the lookers on. Mr. Blackburne will arrive at the Hague on the 8th June, and will play ten blindfold games simultaneously against members of the Chess Club established there. We believe he will remain there a week as the guest of the Club, during which time the members will have an opportunity of trying their skill against him, in consultation games, and other encounters.

We noticed in the *Field*, of the 23rd of May, a game played between H.R.H. Prince Leopold and Mr. W. Parratt, on the one side, against the Hon. H. C. Plunkett and Mr. C. Tracey on the other. The latter paid their opponents no such silly and insulting compliment as allowing the Prince to win, being too true Chess players for that ; and they are to be congratulated upon having won the game—it is a very interesting one—against such a strong amateur as Mr. Parratt. It is noteworthy what a hold Chess seems to be taking of all classes, both high and low.

We have been shown a new species of Chessmen, to be shortly introduced by Messrs. W. Howard and Sons, of 63 Barbican.

They are composed of earthenware, and, as such, would appear to be quite a novelty, for we are not aware of that substance having ever been previously used in that way. They present a very handsome appearance, and have a gloss which, we are informed, can never become dimmed by use. For purposes of ornament, therefore, they would seem to possess peculiar advantages, and would, no doubt, be very suitable for home use; but whether so well adapted to the somewhat rough handling of a club or public room would appear to be open to question, as we should imagine them liable to get chipped.

A friendly encounter is talked of between the combined strength of the two University Clubs and the City of London Club; but the proposal has not, as yet, assumed a definite shape.

The Problem Tourney Committee of the British Chess Association has been working very energetically of late in order to expedite the long deferred decision upon the prizes, and has now arrived almost at the end of its labours. We are in a position to state that the award as to the prizes for the sets will be announced in a few days.

La Stratégie for May contains a vivacious account of the University Match, from the pen of M. A. Delannoy, together with a description of Herr Zukertort's blindfold play upon the occasion, which the narrator speaks of in terms of unqualified admiration. M. Delannoy's article concludes with a critical exemplification of the styles of various strong metropolitan players. The rest of the number is principally taken up with Messrs. Steinitz and Potter's Analyses of the two games in the Vienna Match, enlightened, at various stages, with explanatory diagrams. Our Paris contemporary is able to declare, from the number of adhesions already received, that the French Chess Association is established; an announcement which all Chess players will be glad to hear.

We have not sufficient space, this month, for further notice of our exchanges, but the Vienna games being out of the way, we shall be able to do them more justice in future.

A PROPOSED MODIFICATION IN THE GAME OF CHESS.

The game of Chess has so long occupied the foremost place amongst amusements of an intellectual character, that any proposal to introduce a variation therein may, not unnaturally, be received, at its first announcement, with some degree of astonishment, if not with positive dissatisfaction; feeling this, I have, before venturing to give publicity to my own views, taken the precaution of conferring with some leading Chess amateurs on the subject, the result being that two or three of us have arrived at the conclusion that a trifling modification of the Chess board and pieces, not tending to trench upon the general principles of the game, would be worthy

of consideration. It has been suggested that a trial should be made to test the practical working of the game with the board and men as now submitted. With this end in view, a short match will probably be arranged between two leading players, when it is thought that by publishing the best games, an opportunity will be afforded to those who take sufficient interest in the matter to offer any opinions that may suggest themselves in regard thereto. It is needless to add that hints, calculated to promote the interest in the noble game, will be most welcome, and, without wishing to attach undue importance to any amusement, it may safely be assumed that anything tending to popularise the most innocent and scientific of all sedentary recreations will be considered worthy of countenance by nearly all classes.

In a few words, the reason which may be said to exist for rendering a slight modification of the game desirable, seems to be as follows :—

Chess having now been played in its present form for nearly 400 years, has been analysed to such an extraordinary extent that the openings have become almost stereotyped, and exercise so great an influence on the conduct of the game as to place the amateur not acquainted with them at great disadvantage. The knowledge which can be acquired by a study of the multitude of works on Chess Openings confers such an immense advantage on the well-read player that the young Chess aspirant is often completely routed before the game arrives at its most interesting stage, and he becomes discouraged, sometimes attributing his want of success to his own inaptitude for the game, when, in reality, it may arise from his not having had leisure or opportunity to acquire an acquaintance with the opening sufficient to launch him fairly into the game.

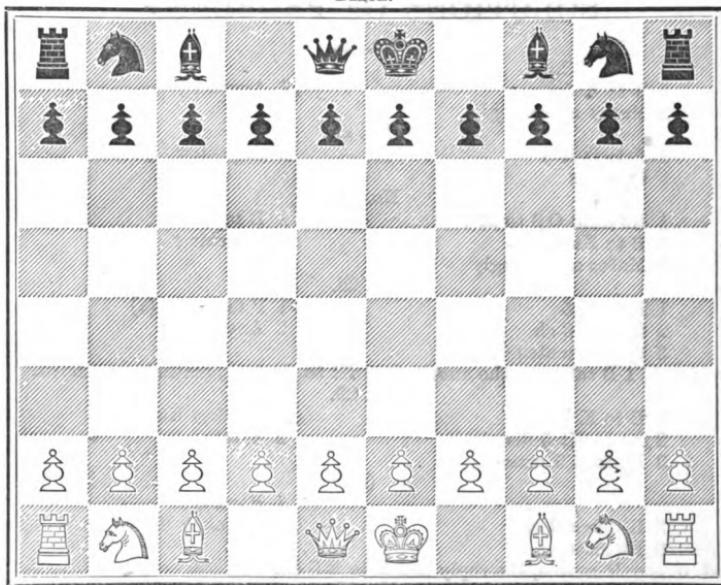
It has been found, upon examination, that the addition of two Pawns to the board would, without affecting the principle of the game, add greatly to the number of eligible openings, and afford full scope to the original player, who relies mainly on his own resources and powers of combination. Book knowledge would be of much less avail than at present, and the infusion of novelty, coupled with some further reduction in the time allowed for moves, so as to finish even a match game of an average number of moves within the reasonable period of two or three hours, would, I believe, add greatly to the popularity of the game.

The addition of the two Pawns on the same line where the eight Pawns are at present placed, necessarily involves a widening of the board to ten squares instead of eight squares, the length of the board remaining as at present, but the King and Queen will, of course, stand upon different colours than heretofore. For convenience a diagram of the board thus arranged is given. Two blank squares remain to be filled up, and as to the name, form and powers of the two pieces to be placed thereon, some diversity of opinion may reason-

ably be expected. It is proposed that one placed by the side of the Queen, be called the Guard, and the other, by the side of the King, the Equerry; the first, in form of Rook and Knight, may be played as either at any move of the game; the other, in form of Bishop and Knight, may be played as either at any move of the game. In case it should be found in practice that the two new pieces on each side form too great an addition to the power of the forces, I have selected, as an alternative proposition, a board nine squares wide, by eight long, with only one Pawn added, and one additional piece in form of Rook and Pawn, combining at each move the powers of both.

DIAGRAM OF PROPOSED NEW BOARD.

BLACK.



WHITE.

I have reason to believe that sufficient interest will be felt in the proposed modifications to ensure their being tested in actual play, and admirers of Chess will, it is hoped, combine to endeavour to preserve the game in the position which it has so long occupied. The waning popularity of Chess during the years 1871 and 1872 engendered the fear, with some, that, as a leading amusement for places of public resort, it would die out, and be supplanted by some other of a more exciting character. The fact that the Westminster Chess Club, originally formed, as its name denotes, for the purpose of Chess, became converted, in the course of three years, completely into a Whist club, is sufficiently ominous. Those who hail with satisfaction the revival in the popularity of the game, as indicated

by the University Chess Matches, and the first-class play which has occasionally taken place during the past year, owe a debt of gratitude to the City of London Chess Club. It is to the exertions of the promoters and honorary secretaries of that institution that Chess still holds its own.

The disinclination of some leading Chess players to encounter each other is gradually becoming removed ; and if the effect of the slight novelty now introduced should be to give an impetus to first-class play, it is probable that even those who consider no alteration in the game necessary or desirable will yet be disposed to receive the proposed modification as an occasional pleasing accompaniment to the present game.

H. E. BIRD.

SOLUTIONS OF PROBLEMS.

No. 25.

White.

- 1 R to K 5
2 Mates accordingly

Black.

- 1 Anything

No. 26.

- 1 R to Q R 8
2 Q mates

- 1 Anything

No. 27.

- 1 Kt from Q 2 to K 4
2 B to Kt 6
3 Mates accordingly

- 1 R takes Kt
2 Anything

No. 28.

- 1 R to K 5
2 Q to K 3 ch
3 Q or R mates

- 1 P takes Kt (a)
2 Anything

(a) If 1 B takes R, the answer is 2 Kt to Kt 3 ch, mating next move.

No. 29.

- 1 B to K 7
2 Kt to Kt 5 dis ch
3 Kt to B 3 mate

- 1 K takes Kt (a)
2 K takes P

(a)

- 2 R takes B ch
3 Kt mates

- 1 R moves
2 Kt takes R

And if the B moves, the reply is 2 B to B 6 ch.

No. 30.

- 1 Q to Q Kt sq *
2 Q to K R 7
3 Q mates accordingly

- 1 K moves
2 K moves

No. 31.

- 1 B to Q 8
2 Q to R 7
3 Kt to Q 7
4 B takes P mate.

- 1 Q to Q R 2 (a)
2 Q takes Q
3 Anything

(a) If 1 Q to Q Kt 2, K 2 or K sq, the answer is 2 P to Q 6, followed by 3 Kt to Q 5 ch.

No. 32.

- 1 B to B 4
2 K to Kt 4
3 Kt to Kt 3
4 R mates

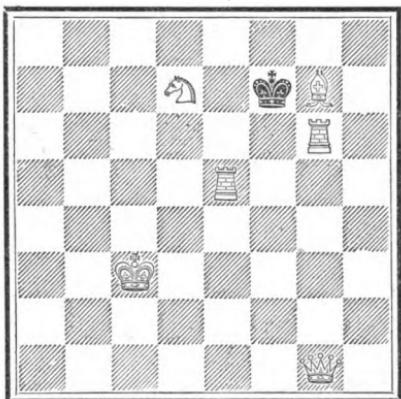
- 1 P moves
2 K moves
3 P takes Kt

* This Problem can also be solved by 1 B to B 8 ch.

PROBLEMS.

No. 33.—By G. E. BARBIER.

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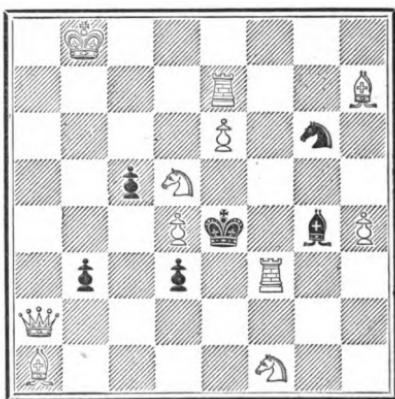


WHITE.

White to play and mate in two moves.

No. 34.—By F. C. COLLINS.

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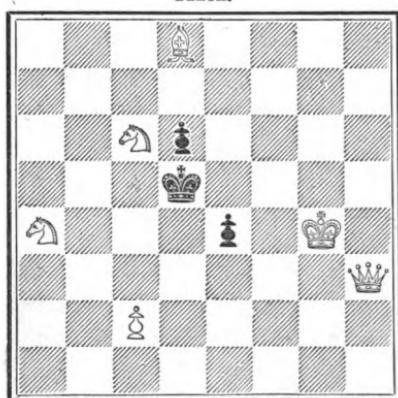


WHITE.

White to play and mate in two moves.

No. 35.—By J. MORRISON.

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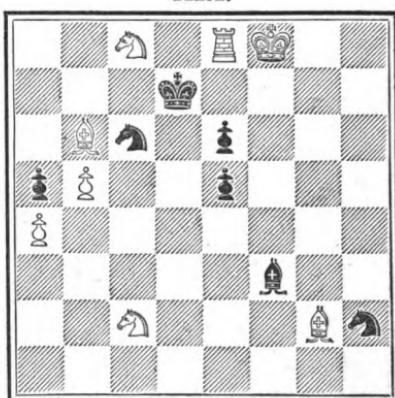


WHITE.

White to play and mate in three moves.

No. 36.—By JAMES PIERCE, M.A.

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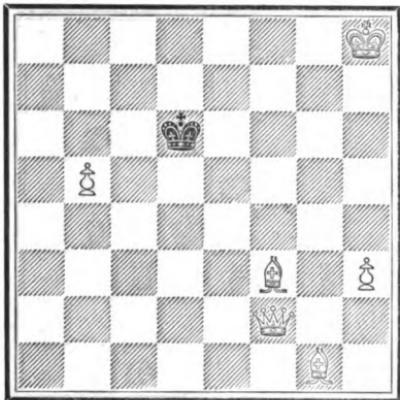
WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 37.—By F. W. LORD.

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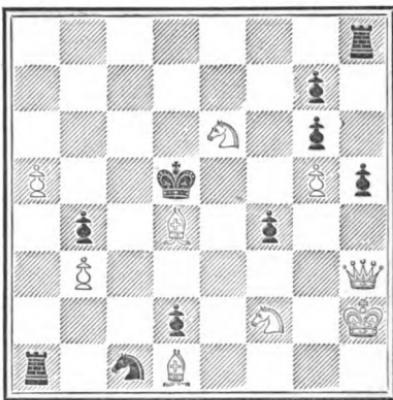


WHITE.

White to play and mate in three moves.

No. 38.—By J. J. WATTS.

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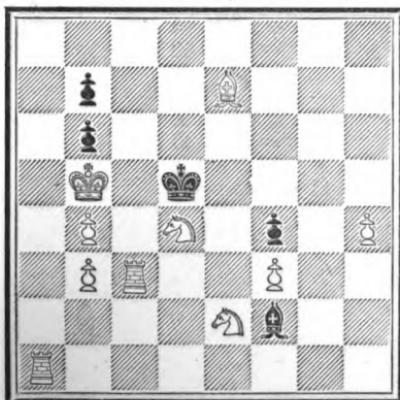


WHITE.

White to play and mate in three moves.

No. 39.—By J. H. BLACKBURNE.

BLACK.

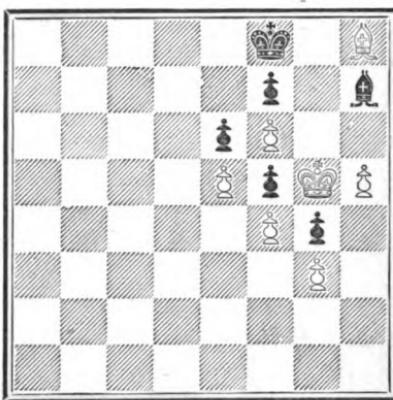


WHITE.

White to play and mate in four moves.

No. 40.—By B. HORWITZ.

BLACK.



WHITE.

White to move and win.

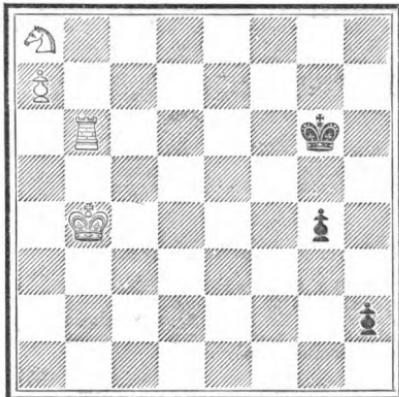
THE LONDON AND VIENNA MATCH.

In accordance with our intimation of last month we give below the moves made in the Vienna game, together with an analysis thereof (published previously in the *Field*), by Messrs. Steinitz and Potter. We also furnish diagrams showing the position of each game at its termination.

LONDON GAME.

BLACK.

(VIENNA.)



WHITE.

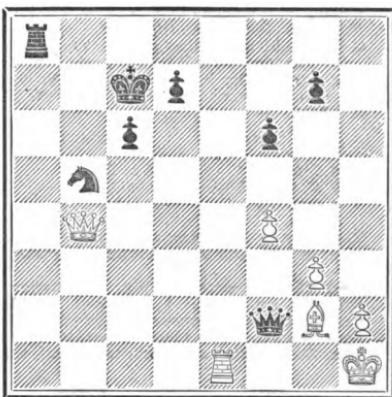
(LONDON.)

Black to move.

VIENNA GAME.

BLACK.

(LONDON.)



WHITE.

(VIENNA.)

White to move.

THE VIENNA GAME.

(Scotch Gambit.)

WHITE	BLACK
Vienna.	London.
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 takes P
4 Kt takes P (<i>a</i>)	Q to K R 5 (<i>b</i>)
5 Kt to Kt 5 (<i>c</i>)	B to Kt 5 ch (<i>d</i>)
6 B to Q 2 (<i>e</i>)	Q takes P ch
7 B to K 2	K to Q sq (<i>f</i>)
8 Castles	B takes B (<i>g</i>)
9 Kt takes B (<i>h</i>)	Q to K B 5 (<i>i</i>)
10 P to Q B 4 (<i>j</i>)	Kt to K B 3 (<i>k</i>)
11 Kt to K B 3 (<i>l</i>)	Kt to Kt 5 (<i>m</i>)
12 P to K Kt 3	K to B 3
13 Kt to Q B 3 (<i>n</i>)	R to K sq (<i>o</i>)
14 Kt to Q 2 (<i>p</i>)	Kt to K R 3 (<i>q</i>)
15 Kt from Q 2 to K 4	Q to Kt 3
16 B to R 5 (<i>r</i>)	Q to B 4
17 B to B 3	P to Q Kt 3 (<i>s</i>)
18 B to Kt 2	B to Kt 2
19 Q to Q 2	P to B 3 (<i>t</i>)
20 Q R to Q sq (<i>u</i>)	Kt to B 2
21 K R to K sq	Q R to Kt sq (<i>v</i>)
22 P to K B 4 (<i>w</i>)	Kt to Q R 4 (<i>x</i>)
23 Q to Q 3 (<i>y</i>)	Kt to Q 3 (<i>z</i>)
24 P to Q Kt 3 (<i>aa</i>)	B takes Kt
25 Kt takes B	R to K 2 (<i>bb</i>)

WHITE	BLACK
Vienna.	London.
26 K to R sq (<i>cc</i>)	Q Kt to Kt 2
27 P to Q Kt 4	P to Q R 4 (<i>dd</i>)
28 P to Q R 3 (<i>ee</i>)	P takes P
29 P takes P	Q to K 3 (<i>ff</i>)
30 P to Q B 5 (<i>gg</i>)	P takes P
31 Q to Kt sq	Q to B 5 (<i>hh</i>)
32 P takes P (<i>ii</i>)	Kt takes Kt
33 R takes Kt	R takes R
34 B takes R	K to Q B sq (<i>jj</i>)
35 B to Q 5	Q takes P
36 Q takes P	Q to B sq
37 Q to Q 3	Q to K sq (<i>kk</i>)
38 Q to Q B 3	Kt to Q 3
39 B to B 3 (<i>ll</i>)	Q to K 3
40 R to Q B sq	Kt to Kt 4
41 Q to Q 2 (<i>mm</i>)	P to Q B 3
42 R to K sq	Q to K B 2
43 Q to Kt 4	Q to Q R 7 (<i>nn</i>)
44 B to Kt 2 (<i>oo</i>)	K to B 2
45 R to Q Kt sq (<i>pp</i>)	R to Q R sq (<i>qq</i>)
46 R to Q B sq	Q to K 7
47 B to B sq	Q to B 6 ch
48 B to Kt 2	Q to K 6
49 R to K sq	Q to B 7 (<i>rr</i>)

NOTES BY W. N. POTTER AND W. STEINITZ.

(a) The line of play initiated by this move is, in our opinion, at least as strong as the usual continuation of B to B 4, and White thereby obtains a more enduring attack than in the other variations of the Scotch Gambit, which have all been demonstrated to be in favour of the second player.

(b) The merits of this move have been much discussed since its introduction into practice in 1846, and it has had a chequered career, during which it has experienced alternate phases of success and failure. Of late it appears to have been considered that the first player, by meeting it with the sacrifice of the K P, obtains a more than compensating position; but the result of the present game seems to throw some doubt upon the correctness of that opinion. Some authorities advise B to B 4, as leading to an even game, but the positions which arise therefrom are of a description requiring a great deal of patience on the part of the players and leaving little scope for the display of ingenuity. Andersen plays here Kt takes Kt, followed by Kt to K 2, which leads to an even game.

(c) This very fine move is the invention of Mr. Horwitz, and was first played by him in a game which he won of Mr. Staunton. It has since been frequently adopted by strong players, and we may mention that it is especially favoured by Kolisch, one of the leading players on the Vienna side in the present contest. It is certainly much superior to Q to Q 3, and at least as strong as the new move, Kt to K B 3, which is recommended by Fraser.

(d) For some time B to Q B 4 was considered the proper reply to White's last move, and was supposed by Howitz to be a complete answer to the first player's attack; but the following variation (which was first introduced by Staunton) will show this view to be erroneous:—

WHITE.	BLACK.
5 B to B 4	Kt to Q 5
6 Q to B 3	Kt to Q sq
7 Kt takes P ch	Kt takes P ch
8 Q to B 4	

WHITE.	BLACK.
9 K to Q sq	Q takes Q
10 B takes Q	Kt takes R
	11 Kt takes R, with the better game.

The move in the text was first played by Paulsen, against Dr. Wilson, in the Bristol Tournament of 1861, and is a great improvement upon the line of play previously adopted.

(e) The only correct reply. In answer to P to Q B 3, Black would take the K P ch, followed by B to R 4; and had the Qt interposed at B 3, Black could first capture the K P, and afterwards take the Kt with the B. Kt to Q 2 was frequently here adopted, but has been discarded since the Baden Congress, where, in a game between Rosenthal (White) and Steinitz (Black), the following continuation arose:—

WHITE.	BLACK.
6 Kt to Q 2	Q takes P ch
7 B to K 2	Q takes Kt P
8 B to B 3	Q to R 6
9 Kt takes P ch	K to Q sq
10 Kt takes R	Kt to B 3
11 P to Q B 3	R to K sq ch
12 B to K 2	Q to Kt 7
13 R to B sq	Kt to Q 4

WHITE.	BLACK.
14 Kt to B 4	B takes P ch
15 P takes B	Kt takes B P
16 Kt to K 3	R takes Kt
17 B takes R	Kt takes Q
18 R takes Kt	Q takes R P, and Black ought to win the game, as White's Knight cannot escape.

(f) Q to K 4 was carefully examined, but it was ascertained that this line of play would have given Black a disadvantageous position. Thus:—

WHITE.	BLACK.
7 Q to K 4	
8 Castles (better than P to K B 4, in which case White would take that P, followed, if White play P to Q B 3, by Q to R 5 ch, and afterwards Q to K 5.)	

WHITE.	BLACK.
9 R to K sq	Kt to B 3
10 B to Q 3, and Black cannot save the Q B P.	Castles

The taking of the Kt P, which involved the sacrifice of a Rook, was also examined here, but was rejected as not sufficiently warranted in the present position, if properly defended, e.g.:—

WHITE.	BLACK.
7 Q takes Kt P	
8 B to B 3	Q to R 6
9 Kt takes P ch	K to Q sq
10 Kt takes R	Kt to K B 3

WHITE.	BLACK.
11 B takes B	R checks
12 K to Q 2	Kt takes B or (1)

Or (1),

12 Q to R 3 ch	Q at Kt 3 in reply to Black's check with the Q at R 6.
13 K to B 3	Kt to K 5 ch
14 B takes Kt	15 K to Kt 3 Kt to Q 5 ch takes B instead, White answer by Q Q 6, and afterwards interpose the

12 K to Q 2	Kt takes B or (1)
13 K to B 3	Kt to Q 5 ch
14 B takes Kt	15 K to Kt 3 Kt to Q 5 ch takes B instead, White answer by Q Q 6, and afterwards interpose the
16 Q takes Kt	17 Q to Kt 3, and White must win.

(g) Better than Kt to B 3, as played by Paulsen in the game referred to above, and which our analysis demonstrated to turn out clearly in favour of the first player, e.g.:—

WHITE.	BLACK.	WHITE.	BLACK.
9 Q Kt to B 3	Kt to B 3	14 Q takes Q	B takes B
10 P to K Kt 3	Q to K R 5	15 K R to Q sq	P to Q 3
11 Kt takes B P	Q to R 6	16 Q takes Kt P	B to K 3
12 Kt to Q 5 ch	K takes Kt, or (1)	17 R takes B, with the superior game, as Black have only three minor pieces for the Queen and Pawn.	
13 B to Kt 4	Kt takes Kt		
	Q takes B		
	Or (1),		
11	B takes Kt	17 K R to K sq	Q to Kt 3
12 P takes Kt	K takes Kt	18 Q to K 5	K Kt to Kt sq; for if Q to K 3 instead, White reply with Q to Q B 5, winning easily.
13 Q B to B 4 ch	K to Q sq	19 Q takes Kt P	Q to K B 3
14 Q to Q 6	Q to K 3	20 R takes Kt ch, and wins.	
15 Q to B 7 ch	K to K sq		
16 B to B 3	Kt to K 2		

(h) Had the Q taken the B, Black would have answered with P to Q R 3 immediately, which would seem a sufficient reply; for if White then play Q Kt to B 3, Black could retire the Q to K 4, followed by P to Q Kt 4.

(i) Hitherto Q to K 2, or Kt 3, or K sq, had been the usual modes of defence, but had hardly been found satisfactory. To the best of our knowledge, the move in the text, which was adopted by the London players at the recommendation of Herr Steinitz, was played in the present game for the first time. In confirmation of this fact we may mention that Baron Heydebrandt von der Lasa, undoubtedly the greatest authority on the theory of the game, has informed Herr Steinitz that, in his new edition of the "German Handbook," he intends to call attention to this novelty by a special appendix to the second volume, which is shortly to be brought out, although all the other variations of the Scotch Gambit have been already dealt with in the first volume, which appeared some months ago. This move has the merit of preventing the immediate development of the first player's attack, and compels the latter, sooner or later, to play P to K Kt 3, thereby weakening the Pawns on the King's side.

(j) This very good move kept Black's position confined for a long time, as it effectually checked the advance of the Q P, by threatening P to B 5.

(k) Not so good as Kt to R 3 at once, which would have confined White to a line of play that we considered the least dangerous for London. The move in the text opened the door to various complications which otherwise could not arise. As it was, the continuation adopted by White led to the identical position which must have been brought about if we had played Kt to R 3 at this point.

(l) This move enabled us to bring about, with safety, the retreat of the Kt to R 3, and therefore, in our opinion, was inferior to either B to B 3 at once, or P to K Kt 3. In the latter case, and if Black's Queen retreated to R 3, then Kt to B 3, followed by P to K R 4, would have been an effective mode of pursuing the attack.

(m) The effect of this move had probably escaped the notice of the Vienna analysis. It enabled Black to rectify their last move, and to provide a retreat for the Queen at K B 3.

(n) Our abstention from making the tempting move of P to Q R 3 at previous stages of the game is now fully justified, as this Kt was comparatively inactive at Kt 5, and its ultimate retreat therefore was certain. Moreover, P to Q R 3 would have made it exceedingly unsafe for us afterwards to advance the P to Q Kt 3, a move absolutely necessary, as otherwise the Q B could not have been got into play, for our analysis showed that at no subsequent part of the game could P to Q 3 be played with safety; and it is a suggestive fact, confirmatory of this observation, that our Queen's Pawn remained unmoved at the termination of the game.

(o) In thus taking early possession of the open file with the Rook, we had also in view the more advantageous capture of the Q Kt P, if White played Kt to Q 5, as we could then retreat the Q over Q R 6 more conveniently to K B sq, without obstructing our Rook.

(p) Q to Q' 2, though apparently stronger, could have been advantageously met with Q to K R 3, followed by Q Kt to K 4, if White did not allow the exchange of Queens.

(q) The position now arrived at would probably have arisen from our playing Kt to R 3 on the 10th move. Both sides have lost two moves—London, by Kt to B 3 and Kt 5; Vienna, by Kt to B 3, and back to Q 2, where it came from.

(r) The object of this move was to drive the hostile Q away from the support of Black's K Kt P. Q to Q 2 instead, would have given us the option of drawing the game at once, (see following variations); but, no doubt, White were reluctant to give us the opportunity of doing so, as they would henceforth have had to stake the match upon the result of the London game alone, and they probably supposed that their attack in the present game would be successful.

WHITE.	BLACK.	WHITE.	BLACK.
16 Q to Q 2	R takes Kt	B to R 5, winning, as Black cannot support the Kt by Q to Kt 4 on account of White's answer of P to K R 4	
17 Kt takes R	Q takes Kt	21 Q to B 6, best, replied to by Q to Kt 3, forcing the draw; for, unless White repeat the previous move, Black would gain time to play the K to B sq, with a safe position, and two minor pieces for the Rook.	
18 Q to Kt 5 ch	K to K sq, the only move to draw the game (see Variation 1)		
19 Q takes Kt P, best (for K R to K sq instead, see Variation 2)	Q to Kt 3		
20 Q R 8 ch	Q to Kt sq, best; for if Kt interposes, White answer with		

VARIATION (1).

18	Q to K 2	25 Q R to Q sq	P to Q 5 best
19 Q takes Kt P	Kt to B 4	26 P to Q Kt 4	P to Q R
20 Q to R 8 ch	Q to K sq	27 P to Q R 4	Q to B sq
21 Q to B 6 ch	K Kt to K 2 best	28 P to Kt 5	P takes P
22 B to R 5	P to Q 3	29 P takes P	Q Kt to Kt sq best
23 K R to K sq	B to Q 2; if Kt to K 4 instead, White take the Kt with R, followed by R to Q sq ch, and afterwards B takes P	30 R takes P	R to R 4
24 P to B 5	P to Q 4 best	31 B takes P	R takes P
		32 R takes Kt and wins; for if the Q takes R, White mate in two moves by Q to R 8 ch	

VARIATION (2).

19 K R to K sq	K to B sq	23 Q to K 3	Kt to K 2
20 B to R 5 best	Q to B 4	24 Q R to Q sq	K Kt to B 4, and Black are quite safe.
21 Q to K 3	Q to K 3		
22 Q to R 3 ch	Q to Q 3		

(e) Kt to K 4 would not have been so good, e.g.—

WHITE.	BLACK.	
17	Kt to K 4	
18 B to Kt 2	Kt takes P	avoid losing a Pawn by playing P to Q B 3, in which case White play Kt from B 5 to K 4, with a far better game.
19 Q to Q 4	Kt to K 4	
20 Kt to B 5, and Black can only now		

(f) This may appear tardy, but the position was such as to require the utmost patience on our part. Our chief object in playing thus was to make room for the K Kt, as we had determined manoeuvring with our minor pieces before making any efforts to liberate our Queen's Rook. A most searching analysis convinced us that any attempt to bring this Rook into play would not only have been futile and dangerous, but that there was even no necessity for running any risk on that account, as our forces were sufficient to meet any hostile attack. We came to the conclusion that if we persistently directed our aims to exchanging the minor pieces, the enemy would be compelled to raise the siege without our hazarding a sortie. Of the many plausible lines of play which were here at our disposal, and which we discarded after careful examination, we give two interesting variations.—Firstly:—

WHITE.	BLACK.	WHITE.	BLACK.
19	Kt to K 4	24 R takes P ch	K takes R
20 Q R to Q sq	Kt takes P	25 Kt to B 6 ch	K to Q 3
21 Q to Q 4	Kt to K 4	26 R to Q sq ch	K to B 4
22 P to K B 4	Kt to B 3	27 Kt to Q 7 ch	K to Kt 5
23 Q takes Kt P	Q to K 3	28 R to Q 4 ch, and mates in two moves.	

Secondly:—

19	K to K 2	22	R to K 2
20 Kt to Q 5 ch	K to B sq	23 Kt takes R	B takes K t
21 Kt takes Q B P	R takes Kt	24 P to Q Kt 4	B to Kt 2
22 Q to Q 6 ch, better than B takes R, for in that case Black would retake with the Q, threatening Kt to Q 5.		25 P to Kt 5	Kt to Q sq
		26 B takes B	Kt takes B
		27 Q to Kt 8 ch, and wins.	

(*) Threatening Kt takes B P.

(g) The key move of the defence; for by its adoption we were subsequently enabled to exchange the B for the Kt without danger, and, as will be found from the variations below, the Rook was necessary on this square for the protection of the B when the Q Kt moved, and in order to prevent the effectual advance of the hostile Q B P. Had we played Kt to R 4, or Q Kt to K 4, or K to B square instead, the following continuations would probably have ensued.—First:—

WHITE.	BLACK.	WHITE.	BLACK.
21	Kt to R 4	25 Kt takes Kt	R takes R ch
22 P to B 5	Kt to B 5	26 R takes R	Kt takes Kt
23 Q to B 2	P takes P	27 Q takes Q, winning the B.	
24 Kt to R 4	Either Kt to Q 3		

Secondly:—

21	Q Kt to K 4		a fine game; and if Kt to Kt 8, White take the B P with the Kt, recovering the Pawn with a fine position.
22 P to Kt 3	R to K 2		
23 P to K B 4. If now Black retreat the Kt to B 3, White play Kt to Q 5 with			

Thirdly:—

21	K to B sq	23 Kt to K 3, with an excellent game.
22 Kt to Q 5	Q Kt to K 4	

(w) White's object was evidently to prevent the hostile Kt going to K 4; but we consider that by this advance their position was materially weakened during the remainder of the game.

(x) This marks another step towards freeing our game, as it brought our B into active operation, and ultimately forced the exchange of pieces so long desired on our part.

(y) Threatening P to Q Kt 4, followed, if the Kt retired to B 3, by the brilliant move of Kt to K Kt 5, by which Vienna must have won our Queen. We believe, however, that the simple reply of P to Q Kt 3, although not so showy, would have been sounder play; but even in that case we should have remained with at least an equal game. We were also prepared for other replies, which, if not properly met, would have given our opponents the satisfaction of winning in a most brilliant style. The lines of play which we intended to adopt in answer to P to B 5 and Q to Q 4 will be found interesting.—First:—

WHITE.	BLACK.	WHITE.	BLACK.
23 P to Q B 5	P takes P best	27 R takes R	B to R sq best
24 Kt to Q Kt 5	Kt to B 3 best	28 Kt to K 6 ch	K to B sq
25 P to K Kt 4	Q takes Kt P	29 Kt from K 6 takes	
26 Kt from K 4 takes Q B P	R takes R ch	B P	P to Q R 3, and wins; for if Kt takes B the P takes Kt, and the other Kt cannot escape.

Secondly: Had White played Q to Q 4, with the view of retreating the Queen into a better position at K B 2 if we attacked her with the Kt, our best move would have been R to K 2; for, if we answered with P to Q B 4, the game might have proceeded thus:—

WHITE.	BLACK.	WHITE.	BLACK.
23 Q to Q 4	P to Q B 4	26 R to K 8 ch	K to B 2
24 Kt to Q 6	R takes R ch	27 K to Kt 5 ch	Q takes Kt
25 R takes R	P takes Q	28 Kt takes Q, mate.	

(z) On examination this was considered to be better than B takes Kt, followed, if the Kt retakes, by P to Q B 3. The latter line of play was found to lead to dubious positions, and over which we did not appear to have any control. The favourable position which at that time had been obtained in the London game caused us not to fear the possibility of a draw arising in this game from the move in the text.

(aa) The utmost that White could have obtained by taking the Kt would have been to recover the Pawn lost, in which case we thought our position for the end game preferable, e.g.:—

WHITE.	BLACK.	WHITE.	BLACK.
24 Kt takes Kt	Q to B 4 ch	28 Q takes R P	Q to B sq
25 K to R sq	R takes R ch	29 P to Kt 3	P to B 3, followed by K to B 2, with the better game.
26 R takes R	B takes B ch		
27 K takes B	Q takes Kt		

(bb) With the view of playing first Q Kt to Kt 2, and then seizing a favourable opportunity of retreating the King to the K side, and thus make room for the other Rook. The text move at the same time afforded additional support to the Q P, and would have enabled Black much more safely to take the Kt with Kt, followed by Q to B 4 ch. R to K 3 instead, with the object of afterwards playing K to K 2, was rejected on account of the following continuation:—

WHITE.	BLACK.	WHITE.	BLACK.
25 R to K 3	R to K 3	29 Q takes R ch	Q to K 3
26 R to K 3	K to K 2	30 Kt to B 5 ch	K to B sq
27 B to R 3	Q takes B	31 Q takes Q	P takes Q
28 Kt takes Kt, with much the better game, as it is obvious that Black cannot take the Kt with P on ac- count of Q takes P ch; and if Black takes the R, the game might go on as follows:—	R takes R	32 Kt to Q 4, with a good game; for if Black defend the K P with the R or by K to B 2, White may recover the P with advantage by Kt to Kt 5; and if Black play K to K 2, White get a fair game by replying P to Q Kt 4.	

28 R takes R

(cc) In order to avoid the continual embarrassment consequent upon our threatening Q to B 4 ch, after taking the Kt.

(dd) Preliminary to playing Q to K 3, with the object of sacrificing the Q for two Rooks, the motive of this move being either to provide a means of egress for the Q R, if White support the Pawn with the P, or to obtain an advantageous position for the Kt if White advance P to Kt 5. In the latter case, our Queen's side would have been exposed to no possible danger from the advance of the hostile Pawns after the exchange of the Q for two Rooks had been accomplished.

(ee) In answer to P to Kt 5, London would not play K to K sq, on account of the following continuation:—

WHITE.	BLACK.	WHITE.	BLACK.
28 P to Kt 5	K to K sq	31 P takes P	Q R to K sq or B sq
29 P to Q B 5	P takes P, best	32 R to K 3, with a fine game.	
30 P to Kt 6	K to B sq, best		

But we intended to play Q to K 3 and thereby to offer the exchange of the Queen for two Rooks, when the game might have proceeded thus:—

28 P to Kt 5	Q to K 3	31 B to B sq	P takes Kt
29 Kt takes Kt, or (1) Q takes R ch		32 K to Kt 2	R to Q R 8, with the
30 R takes Q	R takes R ch		superior game.

Or (1),

29 Kt to Q 2	Q takes R ch	31 B or Kt interposes P to K B 4, with a	fine game.
30 R takes Q	R takes R ch		

(ff) By this move we at last were enabled to assume the offensive. It is a rather curious coincidence that, widely different as the two games of the match were in other respects, positions should nevertheless have arisen in both games, and almost simultaneously, where we could offer the exchange of the Queen for two Rooks with advantage, which may be inferred from the fact of our opponents declining that offer in each case.

(gg) This, in combination with the next move, is highly ingenious, and for a time warded off the attack meditated by us. White could not have allowed the exchange of Queens for two Rooks without disadvantage, as shown by the following variations:—First:—

WHITE.	BLACK.	WHITE.	BLACK.
30 Kt takes Kt	Q takes R ch	33 K to Kt 2	Q R to R sq, with a
31 R takes Q	R takes R ch		splendid game.
32 B interposes	Kt takes Kt		

Secondly:

30 Kt to Q 2	Q takes R ch		Kt to Kt 4, and White's Q B P must
31 R takes Q	R takes R ch		fall sooner or later.)
32 Kt interposes. (If the B interposes instead, Black would at once take possession of the open R file with the Q R, with the intention of playing next the formidable move R to R 7.)		33	K to B 2
	P to B 3	34	Q takes Kt P
33 Q takes R P (If P to B 5 instead, Black takes the P first, afterwards playing		35	P to R 4
		36	P to R 5
		37	P to R 6
		38	B to R 3
		39	Q takes P ch

(hh) The only good reply to the well conceived combination of Vienna. If Q to B 2 instead, our opponents would no doubt have replied as hereunder:—

WHITE.	BLACK.	WHITE.	BLACK.
31	Q to B 2		
32 P takes P	Kt takes Kt	34	B takes R
33 R takes Kt, best. R takes R, best, as		35	Q to Kt 5, and we prefer White's game.
White threatens R to Kt 4 with a			

(ii) We had prepared for Kt takes Kt, with the result shown by the ensuing moves, viz.:—

WHITE.	BLACK.	WHITE.	BLACK.
32 Kt takes Kt	R takes R ch; better than Kt takes Kt at once, in which case White would take the Rook, followed by B to Q 5.	39 R to K Kt sq	Kt to K 5
34 Q takes R P	P to Q B 3	40 P to R 6	Q to K 7
35 P takes P	Q takes P, best	41 Q to Kt 6	Q to Kt 5
36 Q takes Kt P	P to K B 4	42 P to R 7 (if Q takes Q Black replies by Kt to B 7 ch regaining the Q and winning the R P)	
37 P to R 4	Q to Q B 7	43 K to R 2	Kt to B 7 ch
38 P to R 5	R to Kt 7	44 B takes Q	Q to R 6 ch
		45 K to R sq	Kt to Kt 5, double ch
			R to R 7, mate

(jj) After a severe examination we considered this a much more prudent and safe mode of play than Q takes P, in which case Vienna would have obtained a fine attack by B to B 6.

(kk) Had we played Kt to Q 3 instead, our position would have been very much cramped, in consequence of the following line of play:—

WHITE.	BLACK.	WHITE.	BLACK.
37	Kt to Q 3	40	R to K sq
38 Q to R 6 ch	K to Q sq	41	R to Kt 5, &c
39 Q to R 7	R to B sq		

(ll) R to K sq appears more plausible, but would have been successfully met by Q to R 4, followed by Q B 2 if the B attacked the Q.

(mm) Perhaps as well as Q to Kt 4, in which case we could have also replied with P to Q B 3, followed, if R attacked Q, by Kt to Q 5.

(nn) By this move we resume our attack, previously delayed by the correct play of our opponents.

(oo) The B was withdrawn, in order to prevent our forcing the exchange of Queens by Q B 6, and also for the purpose of breaking the force of our playing Q to K B 7. White here have won three Pawns for the piece, but their position would have remained not unfavourable to them. Thus:—

WHITE.	BLACK.	WHITE.	BLACK.
44 B takes P	P takes B	48 Q takes P ch	K to Kt 3
45 R to K 8 ch	K to Kt 2	49 Q takes B P	Q to K B 7; and
46 R takes R ch	K takes R		Black must win.
47 Q to B 8 ch	K to Kt 2		

(pp) If Q to K 7 instead, the game might have continued as follows :—

WHITE.	BLACK.	WHITE.	BLACK.
45 Q to K 7	Kt to Q 5	51 B to Kt 2	Kt to B 6
46 Q takes Kt P	Q to Q 7	52 R to K B sq	R to K 8
47 R to K Kt sq	R to Kt 7	53 P to Kt 4	R takes R ch
48 Q to Kt 4	P to K B 4	55 B takes R	Kt to R 5 dis ch
49 Q to R 3	Q to K 7	56 B interposes	Q to K 8 ch, followed by P takes P, winning.
50 B to B sq	Q to K 5 ch		

(qq) By this move we consider we obtained a clear winning position.

(rr) At this point Vienna resigned the London game and proffered a draw in this game, a proposal tantamount, according to the conditions, to resignation of the match. Their offer was accepted on our part, with the view of at once terminating the contest. Nevertheless, it must be apparent that the position of the present game, as it remains, shows a most striking advantage in favour of London, and that the game, if continued, could have had no other result than a victory for London. It is unnecessary, nor could we spare the space, to give the many possible variations whereby the game might have been continued; but they are for the most part of so simple and ordinary a character, that it will be easy for the student, after a cursory examination, to verify our remarks as regards our having a decided superiority of position. We shall therefore confine ourselves to pointing out that in our opinion White's only chance of avoiding a speedy defeat consisted in their trying to bring about an exchange of Queens at the earliest opportunity. If White elected to keep the Queen on the board, Black would always obtain a winning position. For instance :—

WHITE.	BLACK.	WHITE.	BLACK.
50 Q to K 4, or (l)	R to R 7	53 K to R 2	Kt to K B 4, followed by Kt to K 8, winning easily.
51 R to K B sq	Q to Q 7		
52 P to R 4	Kt to Q 5		

Or (l),

50 R to K B sq	Q to Q B 7	52 R to K sq	Q to K B 7
51 B to K 4	Q to K 7		

If now White retreat the B to Kt 2, followed by R to K Kt sq, or vice versa, Black can bring about a similar position as in the line of play indicated above; and if White now play B to Kt sq in order to prevent R to Q R 7, Black wins at once by R to K R sq.

The above will give an idea of how we should win if the Queens be not exchanged, and we may observe, for the guidance of the student, that in the various other variations, where the hostile Queen or Rook plays to different squares, we generally win by R to R 7, supporting our Queen on the 7th line, and afterwards bringing the Kt into play at Q 5.

This may be sufficient to show that the onus of trying to force an exchange of Queens would rest upon our opponents; but even if they succeeded in that object, it would only tend to make our winning the game a slower but surer certainty. We only give one variation where the exchange of Queens is forced upon us, and to which all the other continuations will be found similar, for instance :—

WHITE.	BLACK.	WHITE.	BLACK.
50 R to K Kt sq	R to R 7	52 R takes Q	P to Q 4
51 Q to K sq	Q takes Q		

And if White now play B to R 3, Black reply Kt to Q 5 threatening Kt to B 6. In any case Black must win by gradually working their Pawns, supported by the King and Knight, as it will be found that after the exchange of Queens our position combines certain important advantages, any one of which has generally been sufficient to insure winning in the end game; e.g., a clear Pawn ahead; two connected passed Pawns on the Queen's side; the superiority of the Kt against the B for the end game; the hostile King being too far off to stop our Pawns, and our Rook being capable of shutting him out for an indefinite time by occupying our seventh line.

We must claim our readers' indulgence for the fewness of games in this and the last number. Now however that the Vienna match business is over, we shall be able to work off the stock of good games lying at our disposal.

On Saturday, the 9th of May, a match was played between the Birmingham and Cheltenham Chess Clubs, at the Midland Hotel, Birmingham. Quite unexpectedly the Birmingham players sustained a severe defeat; the score being—Cheltenham 11, Birmingham 3, drawn or unfinished 6. Several games were left unfinished; but it is doubtful whether, if they had been concluded, they would materially have affected the result.—*Liverpool Weekly Albion.*

GAME 38.

Played at the St. George's Chess Club between Messrs. Catley and Wyvill, the former giving the odds of the Pawn and move.

Remove Black's King's Bishop's Pawn.

White.

Mr. M. WYVILL.

- 1 P to K 4
- 2 P to Q 4
- 3 B to Q 3
- 4 Q to R 5 ch
- 5 Q takes B P
- 6 Q to B 4 (c)
- 7 Q to B 3 (d)
- 8 Q to Q 2
- 9 P to Q B 3
- 10 P takes Kt
- 11 Kt to B 3
- 12 B takes P
- 13 P takes P
- 14 B to Kt 2
- 15 K Kt to B 3
- 16 Castles K R
- 17 Q to B 2 (f)
- 18 Kt takes Kt
- 19 B to Q 3
- 20 B to R 3 (g)
- 21 P to Kt 3
- 22 Q R to Kt sq
- 23 P to Q B 4 (h)
- 24 K to R sq

Black.

Mr. H. G. CATLEY.

- 1 P to K 3
- 2 K Kt to K 2 (a)
- 3 P to Q B 4 (b)
- 4 P to Kt 3
- 5 Q Kt to B 3
- 6 P to Q Kt 4
- 7 Kt to K B 4
- 8 K Kt takes P
- 9 P to K 4 (e)
- 10 B to Kt 5
- 11 P takes P
- 12 P takes Kt
- 13 Q to K B 3
- 14 B to R 4
- 15 B to Kt 2
- 16 Castles (Q R)
- 17 Kt to K 4
- 18 Q takes Kt
- 19 K R to K B sq
- 20 B to Q B 2
- 21 R to B 6
- 22 B to Q Kt 3
- 23 R takes Kt P ch
- 24 R takes B and wins.

NOTES BY J. WISKEE.

(a) This line of defence is more suited to the odds of the Pawn and two moves than the odds actually given.

(b) The sacrifice of the second Pawn is in this, and all similar positions, entirely unsound.

(c) Weak. 6 B to K Kt 5, or 6 Kt to K B 3 is better. If in the latter case the Kt plays to Q 4 or K B 4, attacking the Queen, her Majesty easily escapes. Suppose:—

- 6 Kt to K B 3
- 7 Q to Kt 5
- 8 Q to R 4
- 9 Q to Kt 3

10 Q to B 3, and both the Black Knights are out of play.

(d) Better to have taken the third Pawn, afterwards playing Q to K Kt 5, than this dangerous move.

(e) A very clever idea.

(f) Weak: White has still a preponderance of two Pawns, without any sensible inferiority of position.

(g) Deplorably below Mr. Wyvill's old style. This is merely trifling with danger. He might have moved Q to K 2 at this point, for if 20 B takes P be the

reply, of course White wins by 21 R to Q B sq. If Black move 20 B to B 2, 21 P to Kt 3, followed by P to K B 4, renders the first player safe.

(h) The final error; but White's prospects are gloomy enough now.

GAME 39.

Played at the Cambridge University Chess Club, on the 18th March 1874, by three of the members consulting against Herr Steinitz.

Ruy Lopez.

White.

Messrs. BALL, KEYNES,
and NICHOLSON.

- 1 P to K 4
- 2 Kt to K B 3
- 3 B to Kt 5
- 4 B to R 4
- 5 P to Q 3
- 6 Kt to Q B 3
- 7 P to Q 4 (c)
- 8 Kt takes P
- 9 Castles
- 10 Kt takes Kt
- 11 R to K sq
- 12 B to K Kt 5 (d)
- 13 B to Q 2
- 14 Q to B sq (e)
- 15 Kt to Q sq
- 16 P to Q B 3
- 17 P takes P
- 18 B to B 2
- 19 R takes R
- 20 Kt to K 3
- 21 P to K Kt 3
- 22 Kt to K Kt 2
- 23 Kt to R 4
- 24 B to Q 3 (g)
- 25 P to Q Kt 3
- 26 B takes Q R P
- 27 Kt to B 3 (h)
- 28 Q to B 2
- 29 Kt takes Kt
- 30 R to Q B sq
- 31 B to Q 3
- 32 Kt to Kt sq
- 33 P to Q R 3
- 34 Q takes P
- 35 Q to B 3

Black.

HERR STEINITZ.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 P to Q R 3
- 4 Kt to B 3
- 5 P to Q 3 (a)
- 6 P to K Kt 3 (b)
- 7 P takes P
- 8 B to Q 2
- 9 B to Kt 2
- 10 P takes Kt
- 11 Castles
- 12 P to R 3
- 13 R to Kt sq
- 14 K to R 2
- 15 Kt to R 4
- 16 P to K B 4
- 17 R takes P
- 18 R to K 4
- 19 B takes R
- 20 P to Q 4 (f)
- 21 Q to B 3
- 22 Q to Kt 2
- 23 B to K sq
- 24 P to B 4
- 25 Kt to B 3
- 26 Kt to K 5
- 27 B to K B 3
- 28 Kt takes B
- 29 B takes P
- 30 B to Kt 5
- 31 B to B 2 (i)
- 32 R to K B sq
- 33 B to Q R 4
- 34 B to Kt 3
- 35 Q to Kt sq

White.	Black.
36 P to Q Kt 4	36 B to K 3
37 R to B 2	37 Q to B 2
38 Q to K sq	38 B to R 6
39 Kt to Q B 3	39 Q to B 6
40 B to B sq	40 B takes B
41 Q takes B	41 P to Q 5 (j)
42 Kt to Q sq	42 R to K sq
43 Kt to Kt 2 (k)	43 Q takes R P
44 Q to B 4	44 K to Kt 2
45 Kt to Q 3	

Drawn game

NOTES BY J. WISKE.

(a) This is the move commonly adopted by the German masters. It secures a perfectly satisfactory defence. Morphy played 5 P to Q Kt 4, and afterwards P to Q 4. 5 P to Q Kt 4 and 6 B to K 2 are safe.

(b) Better than 6 B to K 2, which crowds the game too much.

(c) The books aver that P to K R 3 must be advanced before the Q P is moved; yet White obtains a comfortable game.

(d) Lost time. Nothing is gained by drawing the advance of the K R P.

(e) Here again, by compelling Black to move his King, White merely drives him the way he would go, and, at the same time, place their own Queen somewhat out of play. 14 K B to Kt 3 is the best move.

(f) To provide, amongst other things, a retreat for the Bishop to Q 3. If—

21 P to K Kt 3	20 Q to R 5
22 B to K 4	21 Q to R 6

And Black cannot safely sacrifice in such a position.

(g) Somewhat weak. White gains the Q R P, but they lose one not less valuable in return. However, the play on the side of the allies is very careful.

(h) Well played; the only sound move on the board.

(i) The positions are about equal. Black's Q P, supported by two Bishops, is dangerous, but his doubled pawn is weak, and, indeed, falls.

(j) The surplus White pawn becomes in turn a victim.

(k) Very good again. If White attempt to save their Q R P, P to Q 6 and R to K 7 in reply involve them in hopeless difficulties. The play on both sides at the end will repay examination.

GAME 40.

Played in the match between Messrs. Bird and Lord. The score at the finish of the game was, Bird 7, Lord 2, Drawn 1.

Giuoco Piano.

White.	Black.
Mr. Lord.	Mr. Bird.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 Castles	4 P to Q 3
5 P to Q B 3	5 B to Kt 3 (a)
6 P to Q 4	6 B to K Kt 5

White.	Black.
7 B to Q Kt 5 (b)	7 B takes Kt (c)
8 P takes B	8 K to B sq (d)
9 B takes Kt	9 P takes B
10 P takes P	10 P takes P
11 Q takes Q ch (e)	11 R takes Q
12 Kt to R 3	12 Kt to K 2
13 Kt to B 4	13 Kt to Kt 3
14 B to K 3	14 P to B 3
15 P to Q R 4	15 Kt to R 5
16 P to B 4	16 K to B 2
17 P to R 5	17 B takes B
18 P takes B (f)	18 P takes P
19 P takes P	19 R to Q 6
20 P to K 5	20 R to K sq (g)
21 Q R to Q sq	21 K R to Q sq (h)
22 Kt to Q 6 ch	22 Q R takes Kt
23 P takes R	23 P takes P
24 R to Q 3	24 Kt to B 4
25 R to K sq	25 P to K R 4
26 K to B 2	26 R to Q Kt sq
27 P to Kt 4	27 R to Kt 4
28 R to Q Kt sq	28 P to Q 4 (i)
29 P to B 4 (j)	29 P takes P
30 R checks	30 K to Kt 3
31 R takes R P	31 P to B 4
32 P to R 6	32 P takes P
33 R to Kt 7 (k)	33 R to R 4
34 P to R 7 (l)	34 P to Kt 6
35 R to Q B sq	35 Kt to Q 3
36 R to Kt 6	36 R takes P (m)
37 R takes Kt	37 P to Kt 7 (n)
38 R to K Kt sq ch	38 K to R 2
39 R to Q Kt sq	39 P to B 6
40 R takes Kt P	40 P takes R and wins.

NOTES BY W. N. POTTER.

- (a) Not so good as Kt to K B 3.
 (b) The correct move. Black has now a more disadvantageous position than he should have at this early stage.
 (c) We should have preferred B to Q 2.
 (d) We see no other line of play for Black, but that such a move should be necessary shows the weakness of his position. It is evident that the King's motion in the present instance bears no analogy to cases in some variations of the Giuoco Piano, where the *first player* can move K to B sq with great advantage.
 (e) Mr. Lord has played all this with the soundest judgment, and has, according to our opinion, an unmistakeable superiority in position. It may be taken as a general rule that isolated doubled Pawns, apart from compensating circumstances, constitute a serious disadvantage, and this more especially holds good when the opponent has a Knight on the board.

(f) All this has been remarkably well played by Mr. Lord. By a series of well-timed moves he has got rid of what appeared to be the chief obstacle to his ultimate success—viz., his adversary's Bishop.

(g) K R to Q sq would have been better.

(h) This would seem to be a mistake, and yet, with the open Queen's file in the possession of White, what chance would Black have had of saving the game?

(i) Undoubtedly the best move at Black's command. He now threatens to play Kt to Q 3, and afterwards to B 5, with a good chance of drawing the game.

(j) An ingenious reply.

(k) The excellence of Mr. Lord's play during the previous part of the game would not have led us to expect such a miscalculation as this—R to Q R sq, followed by R takes P ch, or R to Kt 7, as the case might be, would have forced the game.

(l) It often happens that when a player, by some heedless move, has thrown away a winning advantage, he feels too annoyed to think of salvage, and, rejecting prudent instincts, he, in desperation, still plays to win. This must have been the case, we fancy, in the present instance, for such a move as P to R 7 could not have been preceded by a calm analysis of the position. Mr. Lord should have been chiefly anxious at this point to have at least made sure of a draw, which result could have been easily attained by either Rook taking the Pawn, or R to Q B 7.

(m) Splendidly played.

(n) A most curious position. White has two Rooks against one, but cannot save the game.

ANSWERS TO CORRESPONDENTS.

Problems received, with thanks, viz.:—from G. J. Slater, A. S. Peake, W. C. P., P. Daly, R. P. Fox, A. Townsend, A. Cyril Pearson, G. E. Barbier, F. Healey, W. Grimsbury, J. W. Abbott and B. Horwitz.

W. A. M. and C. C.—Your solution (other than the author's) of Problem 23 is not to be rebutted. The flaw is regrettable, for we considered it a very fine composition.

A. STEINKUHLER.—Your communication respecting the Liverpool and Manchester match comes too long after the fair, though we should have been grateful if one side or the other had sent us information, at least as to the result, for publication in our May Number. Finding that no intelligence arrived, we, at the last moment, telegraphed to a friend at Liverpool for the requisite particulars, which he very good-naturedly sent; but we had gone to press when his communication arrived. We ascertained, from personal enquiry at the time, that no metropolitan Chess editor was any better off than ourselves, showing the deficiency of nineteenth century *geist* in provincial Chess circles at present.

O. A. BROWNSON jun., Dubuque.—The Vienna coach still blocks the way, as you will see, but next month the road will be, comparatively speaking, clear. A perfunctory notice of the works might have been wedged in this month, but would not have been satisfactory to ourselves after the conscientious examination we have made of their contents.

EDITORS OF *Hartford Times*, Connecticut, and *New York Clipper*.—We have not yet received any numbers from you.

EDITOR OF *Maryland Chess Review*.—The April and May numbers have not arrived.

W. A. GARRAD AND T. C. SANDERS.—Your respective cartels have been handed over by us to amateurs of tolerable strength. We entirely approve of correspondence games, and shall always be willing to assist in promoting them.

F. THOMPSON, Derby.—Much obliged for the games.

The City of London Chess Magazine.

THE MONTH.

In accordance with our intimation of last month, and soon afterwards, the Problem Tourney Committee of the British Chess Association published its award upon the competing sets, which was as follows:—First Prize, £25, “Look after the Caby;” Second Prize, £15, “Ultima Thule;” Third Prize, £10, “Hoc ardua vincere docet;” Fourth Prize, £5, “Why so, prithee?” Fifth Prize, £4, “The best-laid schemes of mice and men gang aft a-gley;” Sixth Prize, £3, “All’s well that ends well;” Seventh Prize, £2, “Auf Wiedersehen;” Eighth Prize, £1, “Ludimus effigiem belli;” Ninth Prize, £1, “Work for money, but think for honour.” The Tenth Prize, £1, could not be awarded, there being no correct set left for that purpose. As it was, the problems which carried off the ninth prize were considered by the Committee to be of such an inferior character that the question was discussed whether any award in respect of that prize need be made. The published conditions, however, appeared to leave no option, and as the set bearing the motto, “Work for money, &c.,” was unimpeachable in point of soundness, it was felt that the ninth prize could not be left unawarded. It is bruited in Chess circles that among those who entered into the competition were some of the most accomplished of English composers, but whose productions, so it is said, did not survive the examination to which they were subjected. This is a surmise, the verification of which must await the opening of the sealed envelopes, but it is sufficiently notorious that many of the disqualified sets contained problems of the most beautiful and masterly character, and it is, therefore, a highly regretable circumstance that the choice of the Committee should have been so limited, as that, out of 45 sets sent in, not a sufficient number should remain to carry off the 10 prizes. At present, only the winning mottoes are known, the Committee, for obvious reasons, refraining from opening the sealed envelopes containing the names of the successful competitors until giving their judgment upon the prizes for the single problems. There are three such prizes, viz., for the best two-move problem, £3; for the best three-move problem, £5; and for the best four-move problem, £7. The decision of the Committee in respect of these prizes will be very shortly announced. We publish, this month, a Supplement, containing the problems in the sets to which the first eight prizes have been awarded, but the compositions in the ninth set appear to

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us not to be up to publication mark, and we, therefore do not see that any useful purpose would be served by troubling our readers therewith.

The Counties' Chess Association will meet at Birmingham, on Monday, the 3rd of August next. Particulars respecting the prizes will be found on another page. There are various rules and regulations, mostly of an ordinary character. One of them is to the effect that drawn games shall count half a game; a condition which, no doubt, conduces to the saving of time. Tickets of admission for the week to visitors are 5s each, a ticket for one day is 2s 6d. We wish the meeting every success, and doubt not that all concerned will pass a very enjoyable week together at Birmingham. We see that, as usual, a General Handicap is intended to take place, and this will doubtless attract various strong players from the metropolis, thereby imparting to the proceedings an augmented interest. We should not omit making mention of the energy shown by the local Committee appointed by the Birmingham Chess Club to make arrangements for the reception of the Association. They have engaged the Masonic Hall, one of the principal public rooms in Birmingham, for the occasion, and their canvass for subscriptions has been, we are informed, so successful that it is already evident the objects of the meeting will not fail through lack of funds. This is not the first time that Birmingham has shown what it can do, as witness the highly successful meeting held in that town in 1858, and which was graced by the presence of Morphy.

The *Illustrated London News*, in annotating the London Game in the Vienna match, has drawn attention to variation (x) of Messrs. Steinitz and Potter's analysis of that game. Our contemporary has pointed out a preferable move for Black at move 28 of the variation, viz., Kt to B 8 ch, which ultimately would end in Black having a drawn game by perpetual check. We think our contemporary is right in drawing the inference that 21 Q to K 3 was a better move for Black than that which they adopted, though the position from which our contemporary deduces a drawn game is necessarily a suppositions one, and it is not certain that it must have been arrived at from the best play on both sides. Variation (x) is so far invalidated that it gives only a drawn game, but Vienna had to take into account the other replies at White's command, and which, though not touched upon by Messrs. Steinitz and Potter, would require to be examined before it could be proved that the Austrians had power to force a draw at that point. The game, however, was then, comparatively speaking, in its youth, and it is possible enough that it was not until 22 Kt to K 3 that London had a winning position. In any case our contemporary deserves great credit for the acumen displayed by him in analysing variation (x). We may reasonably assume that he exercised a similarly acute insight in investigating the other variations of that, and also the Vienna Game analyses, and that they were found to be correct.

Considering that both those analyses have now been before the public for some time, and that the examination to which they have been subjected has only weakened one of the many variations worked out by Messrs. Steinitz and Potter—from memory, be it said, for the time at their disposal, during the progress of the contest, did not allow of a written record—it is evident that those gentlemen have every reason to be satisfied with the result of their labours.

On the 9th of June Mr. Blackburne played 10 simultaneous blindfold games at The Hague, against members of the Chess Club established there. His opponents were Heeren E. A. Schmitt, A. Polak Daniels, H. Meyers, Le Clercq, J. Andriessen, J. G. C. A. De Vogel, A. Versteeven, W. Kamphuyzen, B. Van der Haak and Professor Baehr. Play commenced at half past six in the evening, and concluded ultimately at half past three in the morning, by which time Mr. Blackburne had won eight, lost one to W. Kamphuyzen, and drew the other with De Vogel. The Prince of Orange was present and took a great interest in the proceedings. The Queen of Holland was also to have been present, but was prevented from so doing by the unfavourable state of the weather. Mr. H. W. B. Gifford was kind enough to undertake the office (never a sinecure) of teller, and Baron van Hogendorp scored the moves.

On the 11th of June, Mr. Blackburne, by the invitation of the Prince of Orange, attended at the Palace of the latter, and played there four games *sans voir*, of which he won three, and drew one. Mr. Blackburne, and those who had been invited with him, were entertained at supper, and afterwards the Prince challenged Mr. Blackburne to a game, which was won by the latter.

On the 12th of June four other simultaneous blindfold games were played at the The Hague Chess Club, against C. E. A. Dupré, L. Simons, J. Vigelius and T. Stang. Mr. Blackburne drew with Heer Simons, and won the other three games. Mr. Dupré's skill is well known, and a game won from him *over the board* would be a credit to the strongest.

On the 19th of June Mr. Blackburne played 10 simultaneous blindfold games at Rotterdam. The performance took place in the Yacht Clubhouse of that town, and the players were Heeren Messemaker, Maschek, Dupré, Dunlop, Heijermans, Ketner, Schepp, Van Erp, Van Rossem and Versteeven. Mr. Gifford and Baron Von Hogendorp again undertook the respective offices of teller and scorer. The blindfold player lost to Heeren Masched and Heijermans, drew with Heeren Messemaker and Schepp, and defeated the other six. Altogether, therefore, Mr. Blackburne's performances during his visit to Holland, formed a successful and remarkable exhibition of his mental skill. He speaks in the highest terms of the hospitality and friendliness which he met with on all hands, and his description makes it evident that Chess, amongst the Dutch,

is accompanied by the utmost sociability and cordiality of character; so is it elsewhere, and the popular impression to the contrary is a stupid delusion.

A match has recently been played between Sheriff Spens and Mr. Hunter for the West of Scotland Challenge Cup. It was won by Mr Hunter (the previous holder of the Cup) who scored four games against two won by the Sheriff.

On the 15th of June a match of a peculiar kind was played at the City of London Chess Club. It was conducted by twelve of the strongest players of the Bedford Club, against twelve players of the 4th class (Knight strength) of the City Club. The latter won 8 games, lost 2, and 2 were drawn. A return match will shortly take place.

The Junior Handicap Tourney of the City of London Chess Club has made better progress of late, and the scores of the Prize-holder's Pool now stands as follows:—Mr. Stevens won three matches, lost one; Mr. Seyler won four, lost one; Mr. Lowson won two, lost one; Mr. Betteridge won one, lost two; Mr. Wilson won one, lost one; Mr. G. H. Rippin lost five (by resignation).

The Chess world has sustained a sad loss. Mr. Howard Staunton is no more. He expired, suddenly, at his residence, on Monday 22nd June. We are informed that he was struck with death while sitting at his desk writing. Particulars are wanting as to the cause of the mournful event, but it is known that the deceased had been suffering from an internal malady, though it was supposed that he had, in a great measure, recovered; and, certainly he looked well enough when we saw him on the night of the University Match at the City of London Club. Mr. Staunton's name has been associated with English Chess in an especial, and to an extraordinary degree, for more than a generation, and the far reaching fame which he achieved is not likely to be inherited by any English player of the present day. Since 1843, when the deceased played his great match with St. Amant, up to the last moment of his existence, the name of Staunton has had a power which later semi-isolation and withdrawal from Chess playing circles, cannot be said to have in the slightest degree diminished. We should have been glad to have made some few remarks on Mr. Staunton's Chess career, but the news of his sudden death was not known in the Metropolis until quite late in the week, so that we must reserve what we may have to say until next month.

The *Dubuque Journal* for May gives us some particulars of Paul Morphy's pedigree. His great grandfather was an Irish officer who emigrated to Spain. The latter had a son Don Diego Morphy, who was appointed Consul to Charleston, and afterwards to New Orleans. Diego's son married a French Creole of whom was born the great Chess player. As the *Dubuque* observes, it took several nations to give us a Chess monarch.

The *Dubuque Journal* for June is very good indeed. It contains

a portrait and short account of the well-known American composer, John Gardner, some further notes by Mr. Carpenter on the 8-Queen's problem, an article by Charles Jacobus, in which it is attempted to be shown that the manner of playing Chess is an index to the individual character, and to the way in which the player will conduct the game of life (doubtful we think), and a very interesting article extracted from the *Plattsburgh Republican*, in which the superior tone of a recreation like Chess above games of chance is well vindicated. The number—and a very excellent one it is,—concludes with the full particulars, programme, and regulations of the 3rd National Chess Congress to be held at Chicago on the 7th of July instant. There will be a Grand Tournament of acknowledged first class players, and a minor Tournament for second class players.

La Stratégie for June, announces that the number of adhesions actually received to the new French Chess Association is 55.

The Maryland Chess Review for June is quite up to the mark. Noticeable are its Problems, twenty-five in number, and mounted on splendid diagrams.

The Australasian announces that an inter-colonial Chess match has been arranged between New South Wales and South Australia. The contest was to come off on the 24th of May. In two former matches that took place, New South Wales was victorious. From the same source we learn that the Adelaide Chess Tournament is progressing ; Mr. Shuttleworth stands first at present, while Messrs. Masters and Mann come next.

The Turf, Field and Farm, of New York, informs us of the termination of the match between Messrs. Barnes and Perrin ; it was won by the former who scored seven games, lost five, and two were drawn. The same journal states that in the Brooklyn Tournament, Mr. Delmar, by the resignation of Dr. Barnett has taken the first prize, the last named gentleman obtaining the second.

The Meriden Weekly Republican, Connecticut, has usually an enjoyable Chess column, composed of odd bits of news and lively notices of or sallies upon other journals. We observe a letter from one of its correspondents, in which he concisely, but not ineffectively, attacks the practice of Castling in a Problem. He considers that the use of such a move renders the position nothing but an enigma or trick. We agree with him. Castling, in our opinion, should either be enforced or not allowed, should either invalidate, where it gives a double solution or stops a mate, or else not be a permissible move in Problems at all.

The Hartford Times, Connecticut, is full of fun. Its editor appears to have contemplated a review of the Nordish Skaktidende, and for that purpose to have taken some pains to acquire the Danish language. As, however, his tutor in that behalf was one Professer O'Rook, the vocabulary acquired after a year's tuition did not unlock the hidden treasures of the Skaktidende, though, no doubt, it would be found useful to a traveller in Tipperary.

The *Temperance Advocate*, Columbia, South Carolina, and *Vox Populi*, of Lowell, Massachusetts, have commenced Chess columns, which give promise of being conducted in a spirited and efficient manner.

AMERICAN CHESS BOOKS.

CHESS PROBLEMS, by Theophilus A. Thompson. John J. Brownson, Dubuque, Iowa.

CLEVELAND CHESS CONGRESS. O. A. Brownson jun., Dubuque, Iowa.

CHESS PROBLEMS, by A. Z. Huggins. O. A. Brownson jun., Dubuque, Iowa.

100 GEMS OF CHESS, Edited by Thomas D. S. Moore. Advertiser Steam Presses, London, Canada.

In America the printer is everywhere and everything; all over the States he is seen lighting the lamps of publicity. The great are not above him in their grandeur, and the little are not secure from him in their insignificance. Wherever is a village, there also is an organ to maintain its interests; and if its inhabitants be politically or parochially divided, thenceforth two rival journals will demonstrate the unutterable absurdity and hopeless inanity of the views held by the opposite party. It follows that every interest, opinion, mood and bent of the mind, will be certain to find for itself journalistic representatives, and if the converse prove anything, then the fact of so many Chess columns, every day added to, having been established in the United States, makes it probable that Chess, as a matter of public interest, is making a great advance among our transatlantic kinsmen. It matters little, too, whether the multitude lead or are led,—in other words, whether the demand creates the supply, or contrariwise. It is sufficient that the game, when once given a start, possibly in the first place through individual enthusiasm, is able, in the New World, to make for itself a public of its own. In England, either there is less journalistic enterprise, or less assurance of general support; or, it may be, that we look upon everything of a recreative nature as foreign to the purposes with which a newspaper is carried on. Anyway, Chess columns are here few and far between. However, we cannot afford to go further into this subject, but must turn our immediate attention to the subject matter in hand, which is, to express our opinion upon the four American Chess Books whose titles are given above, and which have been sent to us in order to be noticed in this journal. The first is a book containing 100 Problems, the composition of Theophilus A. Thompson, of Frederic City, Maryland. The author comes before us with peculiar claims to tender treatment. A negro lad (of pure African blood), yet but nineteen years of age, who, in 1870, was a domestic servant, and who was totally ignorant of Chess up to April 1872; it might appear justifiable if we lowered the standard of excellence, with a view to award him that praise which, it would be reasonable to suppose, he could not expect to merit when judged at par. Whether we should have been tempted to substitute a lenient slurring of defects for the rules of sincere criticism, is a question, however, that we need not ask ourselves; for we are happy to say that Mr. Thompson may claim to be scanned by the utmost severity of judgment, and that he is far above being the subject of mere compassionate compliments. We have been very much pleased indeed with the compositions in this book, and consider that they display real genius, both of a concepitive and constructive order,—notably of the former. We will now briefly allude to some of the problems. The frontispiece is one of those extraordinary compositions which one views with a shudder of horrified admiration. Give White the initiative, and he can mate Black in four moves, or, if suicidally inclined, he can get himself despatched in a like number of moves; but let Black begin, and



he can do ditto, ditto. The mate given by White is not bad, in fact, considering the unfavourable conditions, may be considered as very good; but to effect su-i-mate he is obliged to have recourse to the somewhat weak device of Castling on his second move. The mate given by Black is not of much account; the su-i-mate, which he forces, is, however, respectable enough. The successful composition of such a position, implies, of course, great powers of construction, as likewise, no doubt, much expenditure of time. Problem No. 2 should be solved in two moves,—it cannot. In No. 3, either side mates in two, the White and Black positions being exactly alike. We see nothing to admire in the idea. The mate (the same, of course, in each case) is of the most commonplace description. Nos. 5 and 9 are very weak efforts, the latter especially. 23 is a poor composition. In 28, a retraction two-mover, White must have made an impossible move, seeing that his King is now in check. The solution states that his Majesty has taken a Pawn, rather a violent measure, as the latter was supported by a Bishop. 29, a two-mover, must have been one of the author's very earliest attempts, and we wonder at its insertion in the collection. 59, in three moves, is a catch. White Castles on his 2nd move—rather neat though. 66, White plays the worst moves he can, so as to allow Black to mate in three moves—another catch, for White Castles on 3rd move. In 53 and 67, both in three moves, there are two solutions on first moves. The fact in each case is boldly announced, if that cures the defect. In 68, White should mate in three moves. This he cannot do if Black plays 1 B takes B, followed by Kt to K Kt 3. 81, in four moves, has a double solution (unannounced) by 1 B to Q 2. 83, a four-mover, is too simple. 20, 30 and 34 in two moves; also 71 and 85, respectively, in three and five moves, may be characterised as of a neutral tint.

No. 1, a su-i-mate in two; 10, 21, 40 and 43 in two moves; 7, 13, 18 and 33 retraction two-movers; 46, 54 and 74 in three moves; 75 and 78 in four moves, and 87, in five moves, are all good problems, some of them being extremely pretty, and deserving of special elucidation, if we could afford the space. 31 and 35 we must allude to by themselves; the former as a very superior three mover, and the latter as a really very fine and original two mover. 56, is a capital su-i-mate in three moves. 84, is one of the most beautiful compositions that ever came before our notice. It is a su-i-mate in five moves. The White King is in the middle of the board, and, apparently, in an enviable safe position; the field is perfectly open, there being no blocking-up whatever. Black has a Rook, two Knights and Bishop, which, by White's play, are brought into a position to control the White King, though the latter is still on the same square K 4, in the middle of the board; and White then makes his last move, which is not a check, whereupon Black must move an unpinned Knight, which has two moves, and either of them gives mate. This is really a splendid and remarkable composition. 88, is a finely conceived problem in five moves, and a capital illustration of the power of two Bishops and two Knights. It is, unfortunately, flawed by a double solution upon the second move, viz.: 2 Kt to K B 2, 3 K to K 2, 4 Kt to Q 3, 5 B to K 5 mate. So far we have said our say, and we have endeavoured to award praise and censure to the best of our judgment; for we disapprove equally of the vitriolic and of the lollipop style of criticism. We consider Mr. Thompson a composer of great merit and of rare promise. To our mind however, he exercises his talents too much upon retractions, su-i-mates, and other curiosities, among which we may point to No. 17, where White mates in two moves in ten different ways. If he should for the future elect to devote himself more to the ordinary and legitimate province of problem composition, we think it likely that he would take a very high rank indeed.

Very little space have we left ourselves for the next book on our list, which records the proceedings of the Cleveland Congress of 1871. The first, second, third, fourth, fifth, sixth and seventh prizes in the First Class, were respectively carried off by Messrs. Mackenzie, Hosmer, Elder, Max Judd, Ware, H. D. Smith and Harding. There were nine players. The first and second prizes in

the Second Class, were carried off by Messrs. Goddard and Stark. Four players entered for this class. The games, as a whole, strike us as inferior, and as not being calculated to create a good impression of American Chess strength. Even Mackenzie's play by no means reaches to our estimate of his powers. This might easily arise from the comparative weakness of his opponents. Hosmer's games pleased us, however; and we should judge him therefrom to be a player of general accuracy, forethought and good judgment. We do not know who noted the games; many of the most important have no notes whatever, and what there is of annotation is, in general, of the most cursory and perfunctory description. As one of the players, we should have been annoyed at the absence of analytical spirit upon the part of the annotator. We therefore, cannot consider this book a good specimen of what the transactions of an important Congress ought to be. We do not know upon whose corns we may be treading, but we shall never criticise in kid gloves. We must reserve our notice of the other two books for next month.

W. N. POTTER.

MEETING OF THE COUNTIES' CHESS ASSOCIATION.

CLASS I.—Open to provincial amateurs on becoming members of the Association by a subscription of at least one guinea. The First Prize will be of the value of Twelve Pounds; the Second, Five Pounds; the Third, Three Pounds; the Fourth, Two Pounds.

If the entries are numerous, the players will be divided into sections or limited to the twelve strongest players, as the majority of the members present may determine.

A Challenge Prize will be given to the player who first wins, three times, the Association's First Prize in Class I. the present guaranteed value—Thirty Pounds, to be raised to Forty Pounds (funds permitting). The winner (if the prize be of full value) to give the value of the annual Class Prize towards the fund for a new Challenge Prize.

CLASS II.—Open to members not strong enough for Class I. If twelve entries, there will be four prizes: Seven Pounds, Four Pounds, Two Pounds, One Pound.

If the entries in this class should be numerous, arrangements would be made for its division into sections of equal strength, with separate prizes for each section.

CLASS III.—First Prize, Four Pounds; others, Two Pounds, Thirty Shillings, and One Pound; if sufficient number of entries.

If necessary, arrangements would be made for another class with extra prizes.

There will be a general Handicap arranged during the early part of the meeting, of eight, sixteen or thirty-two players. Two, four, or six prizes, according to number of entries. Prizes (if thirty-two players) Ten Pounds, Four Pounds, Four Pounds, Two Pounds, Two Pounds, and One Pound.

The Committee do not guarantee prizes for more than eight players in the Handicap, unless the names have been entered by Monday 3rd August, before 5 p.m.

All provincial amateurs can become members of the Association by an annual subscription of Ten Shillings and Sixpence.

No prize will be given in any class in which there are not at least six entries.

No entries in any of the three classes will be received after Saturday 1st August.

Communications and subscriptions may be sent, either to the Hon. Secretary and Treasurer, B. W. FISHER, Esq., Berkeley Hall, Cheltenham; or to the Local Hon. Secretary, S. G. KEMPSON, Esq., Claremont, Bristol Road, Birmingham.

SOLUTIONS OF PROBLEMS.

No. 33.

White. 1 Q to R 7 2 Kt mates accordingly	Black. 1 Anything
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No. 34.

1 R to B 5 2 Q R or Kt mates	1 Anything
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No. 35.

1 Q to R 7 2 Q to K 4 ch 3 Kt to B 3 mate	1 P to K 6 (a) 2 K takes Q
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(a)

2 Q to B 5 3 Q mates	1 K to B 5 2 P moves
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No. 36.

1 Kt to R sq 2 Kt to Kt 3 3 Kt or B mates.	1 B to Q 4 2 Anything
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No. 37.

1 Q to R 7 2 B to Kt 4 3 Q mates	1 K moves 2 K moves
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No. 38.

1 Kt to B 8 2 Q to Q 7 ch 3 Q or Kt mates	1 K takes B 2 K moves
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No. 39.

1 R to K 3 2 R to K sq 3 Kt takes P 4 B mates	1 B takes R (a) 2 K to K 4 3 K takes Kt
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(a) If 1 P takes R 2 K takes P, mating next move.

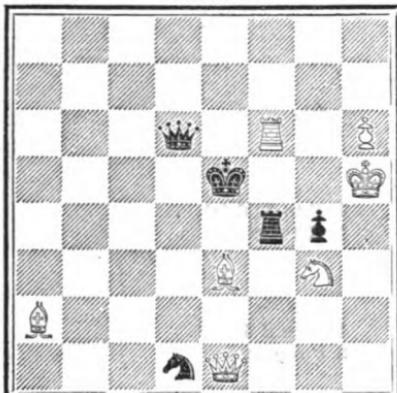
No. 40.

1 B to Kt 7 ch 2 B to R 6 3 B to B 8 4 K to R 6 5 K to Kt 7 and wins	1 K to K sq best 2 B to Kt sq 3 K takes B 4 K moves
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PROBLEMS.

No. 41.—By T. TARRANT.

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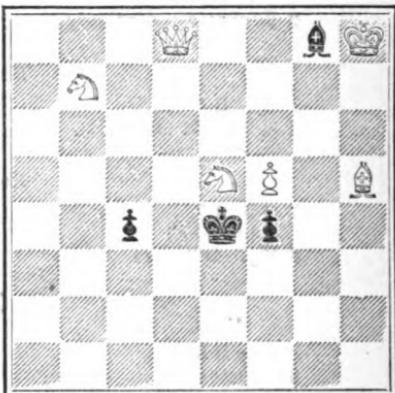


WHITE.

White to play and mate in two moves.

No. 42.—By G. E. BARBIER.

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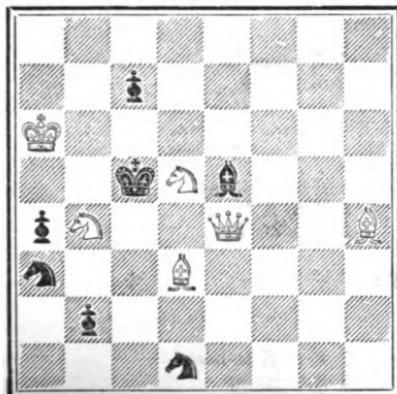


WHITE.

White to play and mate in three moves.

No. 43.—By F. HEALEY.

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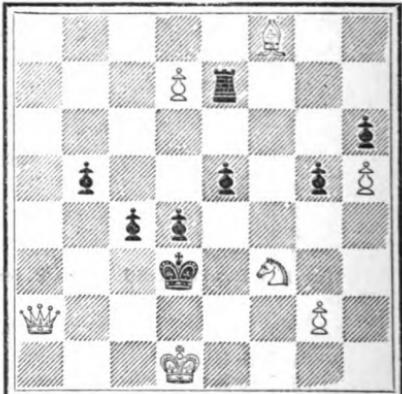


WHITE.

White to play and mate in three moves.

No. 44.—By W. GRIMSHAW.

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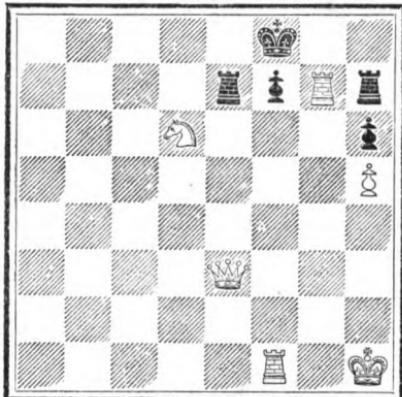
WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 45.—By A. CYRIL PEARSON.

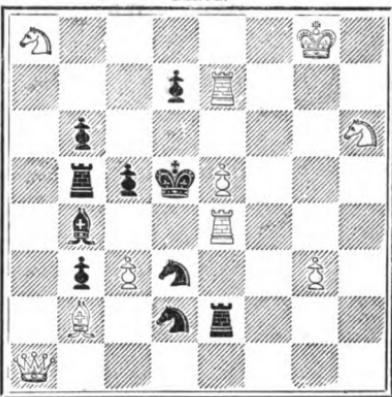
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WHITE.
White to play and mate in three moves.

No. 46.—By F. C. COLLINS.

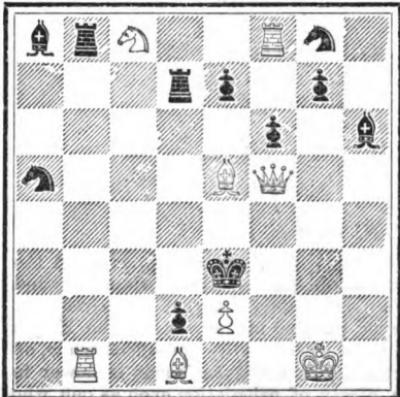
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WHITE.
White to play and mate in three moves.

No. 47.—By C. CALLANDER.

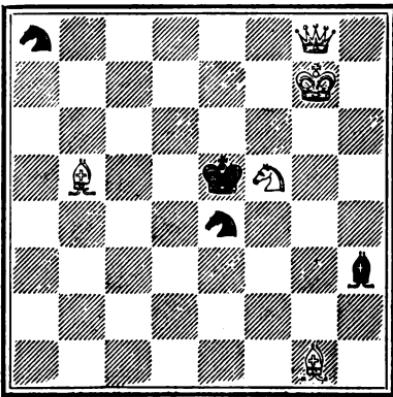
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WHITE.
White to play and mate in four moves.

No. 48.—By R. W. JOHNSON.

BLACK.



WHITE.
White to play and mate in four moves.

GAME 41.

Played in the Handicap Tournament of the City of London Chess Club, between Herr Zukertort and Mr. Cohen, the former giving the odds of the Queen's Knight.

Remove White's Queen's Knight. French Game.

White.	Black.
Herr ZUKERTORT.	Mr. COHEN.
1 P to K 4	1 P to K 3 (a)
2 P to K B 4 (b)	2 P to Q 4
3 P to K 5	3 P to Q B 4
4 Kt to K B 3	4 Kt to Q B 3
5 P to Q B 3	5 P to K B 3
6 P to Q 4	6 Q to Kt 3
7 B to Q 3	7 P takes Q P
8 B P takes P	8 B to Kt 5 ch
9 K to B sq	9 P takes P (c)
10 B P takes P	10 B to K 2
11 P to Q R 3	11 B to Q 2
12 P to Q Kt 4	12 Kt to Q sq
13 K to B 2	13 R to B sq
14 R to B sq	14 Kt to B 2
15 K to Kt sq (d)	15 K Kt to R 3
16 R to R 2	16 Castles
17 K to R sq	17 R to B 6
18 P to Q R 4	18 K R to Q B sq (e)
19 B to Kt 2	19 B takes P (f)
20 B takes R	20 B takes B
21 P to Kt 4	21 Kt takes Kt P (g)
22 R to Kt 2	22 Kt to K 6
23 B takes R P ch	23 K to R sq
24 Q to K 2	24 Kt tks. Rat Kt 2(h)
25 Q takes Kt	25 B takes Q P
26 B to Kt sq	26 Q to Kt 7
27 Q to Kt 6	27 K to Kt sq
28 Kt takes B	28 B to K sq
29 Kt takes P (i)	Resigns

NOTES BY W. N. POTTER.

- (a) This defence is much favoured by receivers of the above odds, and the reason is obvious; thereby they avoid the dangers of all the Gambits, and obtain an apparently equal position with a piece ahead; but what is the frequent, if not the usual result? The strong player, pushing his pawns on the King's side, is able to deploy his forces behind them with rapidity and effect, while, on the other hand, the weaker player's advantage on the Queen's side is slower in developing, and its conduct requires a nicety of calculation such as one who receives the odds of a Knight can scarcely be expected to possess. The ultimate consequence is that the weaker player, not knowing how to economise his moves,

is all behindhand when the decisive moment arrives, and has to do battle for his life with very few forces immediately at his disposal.

(b) This move is not to be advised among even players, but the odds given finds it prudent to be bold.

(c) The series of moves made by Mr. Cohen shows that he is conscious of the necessity of destroying his adversary's centre; but, after all the pawn fight that has taken place, he has not succeeded in doing so.

(d) Herr Zukertort here offers his opponent a pawn, trusting to be compensated by the increased attack. Black, as will be seen, views the proffer with suspicion.

(e) The last two moves were not well advised. If Black had here played B takes P, White would have replied with B takes Kt.

(f) The sacrifice of the exchange here was not absolutely forced, but by the alternative move of Q R to B 2 the Black Queen would have practically become hors de combat.

(g) Black should certainly not have taken this pawn. Kt to R sq was perhaps his best move, though play as he might, he would have had a very undesirable position.

(h) Kt takes R at B sq would have been better.

(i) The last nine moves have been excellently played by Herr Zukertort. He had a fine position, and made the best of it.

GAME 42.

The following three games were played in the late match between Messrs. Bird and Lord :—

Ruy Lopez.

White.	Black.
Mr. BIRD.	Mr. LORD.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to B 3
4 Q to K 2	4 B to K 2 (a)
5 Castles	5 Castles
6 Kt to B 3	6 P to Q 3
7 B takes Kt	7 P takes B
8 P to K R 3	8 P to Q B 4
9 P to Q 3	9 R to Q Kt sq
10 P to Q Kt 3	10 Kt to K sq
11 B to Kt 2	11 P to K B 4
12 P takes P	12 B takes P
13 Kt to Q 2	13 B to Kt 4
14 K Kt to K 4	14 B to R 3
15 Q R to K sq	15 Q to K R 5
16 B to Q B sq (b)	16 Kt to B 3 (c)

White.

- 17 B takes B
 18 Kt takes Kt ch
 19 Kt to Q 5
 20 Q to K 3
 21 Kt to B 3
 22 P to K Kt 4
 23 Q takes K Kt P
 24 Q to R 6
 25 Kt to K 4
 26 Kt to Kt 3 (f)
 27 R to K 3 (g)
 28 Q to K R 4
 29 Kt to K 2
 30 P to K B 4
 31 Q to B 2
 32 P to B 5
 33 R to B 3
 34 Q to K 3
 35 Q R to B 2
 36 P to B 6
 37 Kt to Q 4
 38 Q to Kt 5 ch
 39 Kt to K 6
 40 Q takes R ch
 41 R takes Q
 42 R to B 7
 43 R takes R P
 44 R to K B 3
 45 K to B 2
 46 K to K 3 (k)
 47 R to B 8 ch
 48 R from R 7 to R 8
 49 R from B 8 to Q Kt 8
 50 K to Q 2
 51 R to R 5
 52 R takes P
 53 K to K sq
 54 R to Q 8
 55 K to K 2
 56 R to B 3
 57 R takes P
 58 K takes R
 59 P takes P
 60 R takes P
 61 R checks
 62 K to B 4 and wins.

Black.

- 17 Q takes B
 18 R takes Kt
 19 R to B 2
 20 Q to K 3
 21 P to K Kt 4 (d)
 22 B to Kt 3
 23 R to K Kt 2
 24 Q to K B 3 (e)
 25 Q to K B sq
 26 R to Q Kt 4
 27 Q to K B 5
 28 R to Q Kt sq
 29 Q to Q Kt 5
 30 Q to Q 7
 31 R to K B sq
 32 Q takes B P
 33 B to K sq
 34 B to B 3 (h)
 35 Q takes R P
 36 K R to B 2
 37 R takes P (i)
 38 K to R sq
 39 Q R to B 2
 40 R takes Q
 41 R takes Kt (j)
 42 B to Kt 4
 43 R to K sq
 44 R to Q 2
 45 P to Q 4
 46 B takes P
 47 K to Kt 2
 48 B to B 7
 49 P checks
 50 B to K Kt 3
 51 P to K 5
 52 P checks
 53 P to Q 6
 54 P checks (l)
 55 B to B 2 (m)
 56 P to R 4
 57 R takes R ch
 58 P takes P
 59 B takes P
 60 P to B 4 (n)
 61 K to Kt 3

NOTES BY W. N. POTTER.

(a) P to Q. R 3, followed by P to Q Kt 4, is favoured by many strong players in reply to White's fourth move.

(b) White sees that he cannot allow the hostile Bishops to maintain their menacing attitude.

(c) We do not consider this a prudent move. The Knight occupied an important defensive position where it stood, and while it remained there, Black, being free from any apprehension of immediate danger, could have set about making a quiet, but by no means frivolous, attack on the King's side. For instance, instead of the move in the text he could have played P to Q B 3 with a three-fold object: first, to enable the Queen's Rook to be played to Q Kt 2, whence it could have been moved to K B 2, or (after advancing K Kt P) to K Kt 2; secondly, to prevent the White Knight ever being planted on Q 5 or Q Kt 5; thirdly, to permit of Black's Queen's Pawn being advanced to Q 4 in certain positions.

(d) There is no doubt that Mr. Lord gets a very attacking game by this sacrifice, so we cannot wonder at his making what is really "a leap into the dark;" such positions are often fruitful in happy chances.

(e) We cannot consider this a good continuation. R to K B sq approves itself more to us, notwithstanding the threatened advance of the adversary's K B P.

(f) P to K B 4 would appear a forcible move here. Black's reply of B takes Kt being easily met by Q to K 6 ch before capturing the Bishop.

(g) Now that the King is shielded by the Knight, we cannot but think that White, by playing P to K B 4, instead of the move in the text, must have obtained a most formidable position.

(h) The game has now entered into a most interesting phase.

(i) By this ingenious move Black proffers the capture of the Bishop, with the intention, after exchanging both Rooks, of taking the opponent's Q Kt P, remaining then with three Pawns against the Knight.

(j) Black is now the exchange behind, with practically only one Pawn for it, but with his strong centre Pawns, as against his adversary's two isolated ditto, on *White squares*, his (Black's) game is by no means hopeless.

(k) This is evidently a slip, and as thereby a valuable Pawn is lost, we certainly consider Black's game to be now preferable.

(l) A most ill-advised move. Mr. Lord should have played P to K 7, threatening R to K B 2 or R to K 6 as the case might require, with an advantage which, we imagine, would have carried the game.

(m) This is also bad play. B to K sq would have given a certainty of a draw at the least, and would have demanded the utmost care on White's part to avoid defeat, if even it were avoidable, which is by no means certain.

(n) P to B 3 was the only chance of a draw left, but we doubt its being a very bright one.

GAME 43.

Ruy Lopez.

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

NOTES BY W. N. POTTER.

(a) Very rarely do we now meet with this defence. Its appearance is as the trotting out of an old Derby favourite years after being backed for the blue ribbon. We confess to a sense of refreshment at any break in the monotonous reiteration of P to Q R 3.

(b) Anderssen's favourite continuation. It abandons any immediate attack, and leads to an enduring, though no very great superiority of position.

(c) B to K 2 is preferable, we think.

(d) B takes Kt would, in our opinion, have been better.

(e) We cannot approve of this eccentric move. We can see nothing against the obvious reply of Q to Q 2, and believe that the latter line of play would have given White a superiority of position, as the Black Queen and Bishop would have, in that case, served no useful purpose in remaining on the Queen's side, and time must have been lost in bringing them again into action.

(f) The result of the series of complicated manœuvres springing from White's 23rd move is, that Black emerges with a Pawn a-head, and it does not appear to us that his opponent has any counterbalancing advantage.

(g) White is now two Pawns behind, and our survey of the board does not indicate that he has anything per contra.

(h) This move was not well advised, and must have been made by Mr. Bird without a sufficient examination of the moves at White's command. P to K R 3 was the correct line of play to avoid the threatened attack; for White's suppositionless sacrifice of the Knight for the two Pawns would have led to nothing, as Black could then play Q to Q 5, with a certainty of victory.

(i) Black's position bristles with difficulties and dangers, almost raising the question whether it would not have been better to take off the Knight and submit to the draw. Playing to win, we prefer P to B 3 to the move in the text, e.g.:—

- 38 Q takes R P (a)
39 Kt to R 6 ch
40 Q to Kt 4 ch
41 Q to R 5 ch
42 Q to Kt 4 ch
43 P to R 4 (if P to B 4
Black replies Q to R 5)
44 B to Q 4

- 37 P to B 3
38 Kt to K 2
39 P takes Kt
40 K to B 2
41 K to Kt 2
42 Kt to Kt 3
43 Q to R 5
44 P to K R 4 and Black wins.

(a)

- 38 Kt to R 6 ch
39 Q takes R P

- 38 K to B sq
39 Q to K 4 ch or even
P takes Kt, and Black wins.

(j) Kt to K sq would have been better, though we are not prepared to say it would have saved the game.

GAME 44.

Ruy Lopez.

White.	Black.
Mr. LORD.	Mr. BIRD.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to Q 5 (a)
4 Kt takes Kt	4 P takes Kt
5 Castles	5 B to B 4
6 P to Q 3	6 Kt to K 2
7 P to K B 4 (b)	7 P to Q B 3
8 B to R 4	8 P to Q 4 (c)
9 Q to R 5	9 Q to Q 3
10 P to B 5	10 P to K Kt 3
11 P takes Kt P	11 Q takes Kt P
12 Q takes Q	12 R P takes Q
13 Kt to Q 2	13 B to K 3
14 P to K 5 (d)	14 R to R 4
15 Kt to B 3	15 Castles (e)
16 B to K Kt 5	16 R to K sq
17 P to Q R 3 (f)	17 B to K Kt 5
18 B to K B 6	18 Kt to Kt sq
19 Q R to K sq	19 B takes Kt
20 R takes B	20 B to Q 3
21 K to B 2	21 B to B 2 (g)
22 B to Kt 7	22 R to K 2
23 P to K 6 (h)	23 P to K B 4
24 B takes Q P	24 R takes R P
25 P to Q B 4	25 P takes P
26 P takes P	26 Kt to R 3
27 B takes R P	27 Kt checks
28 K to Kt sq	28 Q R to R 2
29 R to R 3	29 K R takes R
30 P takes R	30 Kt to K 4
31 K to Kt 2	31 R to K 2
32 B to Q 4	32 R takes P
33 P to Kt 4	33 Kt to Q 6
34 R takes R	34 Kt to B 5 ch
35 K to B 3	35 Kt takes R
36 B to B 6	36 B to Q sq
37 B takes B	37 K takes B
38 P to K R 4	38 K to K 2
39 B to Q sq	39 K to B 3
40 P to R 4	40 Kt to Q 5 ch
41 K to K 3	41 K to K 4

White.	Black.
42 P to Kt 5	42 P takes P
43 B P takes P	43 P checks
44 K to Q 3	44 P to Kt 3
45 P to K R 5	45 P takes P
46 B takes P	

Drawn Game (i).

NOTES BY W. N. POTTER.

(a) This is a favorite move with Mr. Bird in this opening. There is no doubt that, theoretically, it should give the second player an inferior position; but his opponent will not, in practice, derive much advantage therefrom, unless by the exercise of the greatest nicety and sound judgment.

(b) We would rather have played here B to K Kt 5, with the object of impeding Black in his efforts to undouble the Queen's Pawn.

(c) A good move, for if White reply with P to K 5, Black will have a preferable position.

(d) This Pawn seems very weak.

(e) White was pretty certain to play B to K Kt 5 on his next move, therefore K to Q 2 seems to us better here than castling.

(f) Would not B takes Kt, followed by P to K R 3, have been good play at this point?

(g) Black could have safely won a Pawn in this position, and though there would then remain Bishops of opposite colours we doubt White finding it very easy to draw, e.g.—

22 R takes Kt (best, we think,
for while 22 P takes B
would involve the loss of
the exchange, 22 P takes
Kt would result in the
immediate loss of a Pawn,
with the probability of
soon losing another).

23 R takes K B P

21 Kt takes B
22 B takes P

23 R takes P, and Black, by afterwards playing his K R to K R sq, will have, according to our opinion, decidedly the superior game.

(h) These last two moves have been well played by Mr. Lord.

(i) This end game has been well played on both sides. A weak move by either player would probably have been disastrous.

At the last moment we learn that the Committee of the British Chess Association Problem Tourney have awarded the Special Prize of £3 for the best two move problem to No. 1 of the set bearing the motto "Imagine." The Committee desire to make honourable mention of the two move problem in the set "Fortitudo in re." These two compositions were so nearly equal in merit, that it was not without difficulty the judges made up their minds as to which was entitled to bear off the prize.

GAME 45.

Played in the City of London Chess Club Handicap, between Messrs. Potter and Maas, the former giving the odds of the Queen's Knight.

Remove White Queen's Knight. Irregular Opening.

White.	Black.
Mr. POTTER.	Mr. MAAS.
1 P to K B 4	1 P to Q 4
2 P to K 3	2 P to K 3
3 Kt to K B 3	3 Kt to K B 3
4 P to Q Kt 3	4 B to K 2 (a)
5 B to Kt 2	5 Q Kt to B 3 (b)
6 Q to K 2 (c)	6 P to Q R 4 (d)
7 P to Q R 3	7 B to Q 2
8 P to Q 3	8 P to Q Kt 4
9 P to K R 3	9 Kt to K R 4 (e)
10 Q to K B 2	10 B to K B 3
11 P to Q 4	11 B to K 2
12 B takes P	12 Kt to K B 3
13 Castles Q side	13 Kt to Q R 2
14 B to Q 3	14 B to Q Kt 4
15 P to K Kt 4	15 B takes B
16 P takes B	16 R to Q Kt sq
17 Q to Q B 2	17 R to Q Kt 3
18 K to Kt sq	18 Q to Kt sq
19 K to R 2	19 Kt to Q 2
20 P to K 4	20 P to Q B 3 (f)
21 Kt to K 5	21 P to K B 3
22 Kt takes Kt	22 K takes Kt
23 P to K B 5	23 P takes B P
24 Kt P takes P	24 P to K Kt 3 (g)
25 Q R to K sq	25 Kt P takes P
26 P takes B P	26 Kt to B sq
27 K R to Kt sq (h)	27 Kt to Q 3
28 R to Kt 7	28 Kt takes P
29 Q to K 2 (i)	29 Q to Q 3 (j)
30 Q to Kt 4	30 R to K sq
31 Q takes Kt ch	31 K to Q sq
32 R to K 6	32 Q to Q Kt sq
33 R from Kt 7 takes B (k)	33 R takes R
34 Q takes B P	Resigns

NOTES BY J. H. ZUKERTORT.

(a) K 2 is unquestionably a favourable square for the K B in all close

openings; I would, however, prefer here B to Q 3, reserving K 2 for the development of the Queen.

(b) P to Q B 4, followed up by Kt to Q B 3, was the proper course.

(c) This move intends the immediate advance of the K Kt P, when Black castles. A good line of play is also 6 P to Q R 3, followed up by 7 B to Q 3 and 8 Q to K 2.

(d) Injudicious. Black ought to bring all his pieces into action, and not go in for a premature attack.

(e) Black forces, by this manœuvre, the advance of the adverse Q P; a small profit, indeed, for the loss of four moves and a Pawn.

(f) Black ought to castle, and then bring the K Rook to Q B sq. Odds receivers very often do not castle, to prevent an attack against their King's flank, but, generally, the result confirms the truth of the old verse:—*Incidit in Scyllam, qui vult vitare Charybdim.*

(g) Suicidal. Black ought to play 24 R to Q B sq, threatening P to Q B 4.

(h) The proper moment to take the open file, as the adverse Rook cannot be opposed. White conducts the game, to the end, in a very vigorous style; every move tells.

(i) A master coup, which gains a piece and a fine position.

(j) Besides the adopted course, Black had three other lines of play, which may be examined here.

A

30 Q to K 6 ch	29 R to K sq
31 Q takes Kt	30 K to Q sq
32 K R takes B !	31 R takes P
33 K to R sq	32 R takes B ch
34 Q takes B P	33 R takes R
35 R takes R	34 R to Kt 8 ch best
36 R to K sq	35 Q to B 2
37 K to R 2	36 Q to Q 2
If 37 Q to K sq White wins by 38 Q to Q 6 ch, Q to Q 2, 39 Q to Kt 8 ch.	37 P to R 5
38 P to R 4	38 P to R 4
39 R to K 5	39 K to K sq
40 Q to R 8 ch	40 K to B 2
41 Q takes P ch, and White will win by exchanging Queen and Rook, and capturing the R P with his King.	

B

30 Q takes B ch	29 Kt takes R
31 Q takes Kt	30 K to B sq
32 Q takes B P	31 R to Q sq
If 32 Q to Q 3, 33 R to K 6, Q to Q 2, 34 B to B sq.	32 Q to B 2
33 R to K 7	33 R to Q 2
34 Q to K 6	

and White has a Pawn, and the better position, against the exchange.

C

30 R takes B ch	29 R takes P
31 Q takes Kt ch	30 Kt takes R
32 Q to K 6 ch	31 K to B sq
and White draws by perpetual check, or plays 33 B to B sq.	32 K to B 2 best

(k) The deadly stroke.

GAME 46.

One of eight simultaneous blindfold games, played on the 20th of May last at the City of London Chess Club.

Centre Gambit.

White.	Black.
Mr. BLACKBURNE.	Mr. DOWN.
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 P to Q B 3	3 B to B 4 (a)
4 P takes P	4 B to Kt 3
5 B to Q B 4	5 Q to K 2
6 Kt to Q B 3	6 P to Q B 3 (b)
7 K Kt to K 2	7 B to B 2
8 Castles	8 P to K R 4
9 P to B 4	9 P to Q 3
10 P to B 5	10 Kt to Q 2
11 B to B 4	11 Kt to Kt 3
12 B to Q Kt 3	12 B to Q 2
13 R to Q B sq (c)	13 Castles
14 Q to Q 2	14 B to K sq
15 P to Q R 4	15 K to Kt sq
16 P to R 5	16 Kt to B sq
17 P to Q 5	17 B takes P
18 Q to Q B 2	18 P to K B 3
19 K to R sq	19 P to Q B 4
20 R to R sq	20 B to Q Kt 3
21 B to R 4 (d)	21 Kt to R 3
22 B takes B	22 Q R takes B
23 R to R 4	23 Kt to B 2
24 K R to R sq	24 P to R 3
25 B to K 3	25 Q to Q B 2
26 Kt to B 4	26 Kt to K 4
27 Kt to K 6	27 Q to Q 2
28 B to Kt sq	28 B to R 2
29 P to Q Kt 4	29 P takes P
30 R takes Kt P	30 B takes B
31 K takes B	31 K to R sq
32 Kt to Kt 5	32 Q R to Kt sq (e)
White mates in 5 moves (f)	

NOTES BY J. H. ZUKERTORT.

(a) Black can capture the offered Pawn with safety; a good move is also 3 P to Q 4. The move in the text is by no means recommendable.

(b) After this, and the two following moves, Black is so far behind in the development of his forces that his ultimate fate is already sealed.

(c) As Black clearly intends to Castle on the Queen's side it was preferable, I think, to leave the Queen's Rook on its square, and to play Q to Q B 2.

(d) A very judicious exchange, as the adverse Bishop is the only piece which can stop the advance of White's forces.

(e) Black has no move to prevent immediate loss.

(f) White forces the mate in five moves, viz. :—

33 Kt from Kt 5 to B 7 ch 33 K to Kt sq (or A and B)

34 Kt takes R P ch 34 K to R 2

If 34 K to R sq, White mates in two moves.

35 Kt to B 7, dis ch 35 Q to R 5

36 R from R sq, or Q takes Q ch 36 K to Kt sq

37 R or Q mates

A

33 K to R 2

34 R takes R P ch 34 P takes R

35 Q to B 2 ch and mates next move.

B

33 Q takes Kt

34 Kt to Kt 3

35 Q takes Kt and mates, in two moves, with Queen or Knight.

On Wednesday the 10th of June, Mr. Wisker played 19 simultaneous games, at the City of London Chess Club. He won 14, lost 4, and 1 was drawn. These performances, though not appertaining to the marvellous, are not really so very easy to conduct in a limited time.

BRISTOL AND CLIFTON CHESS ASSOCIATION.

This strong club, which numbers about 120 members, has been busily engaged during the winter season; Chess matches with Oxford, Cambridge, and Sheffield, having taken up a large portion of time. The two latter matches are still going on by correspondence, and that with Oxford University, it is hoped, will shortly take place at Clifton; the Oxford Club having accepted an invitation forwarded, some time since, to play the return match, Bristol being victorious on the last occasion. The following is the result of the handicap tournament played in the club room:—Section A, Class 1—Messrs. Berry, Perry and Harding have each made a score of 19, and will consequently have to play off for the 1st, 2nd and 3rd prizes. Section B, Class 1—Mr. English takes the 1st prize in this section, and Mrs. Vivian, a strong lady player, the 2nd. A very interesting match is being played at the Clifton Chess Club, between Messrs. Thorold and Minchin, two well-known strong English players. They play on Saturday afternoons.

CORRESPONDENCE.

TO THE EDITOR OF THE "CITY OF LONDON CHESS MAGAZINE."

SIR,—In the last number but one of your publication, there appeared the following paragraph:—"As *à propos* of the just concluded match, we may observe that two previous contests of the kind have taken place between London and foreign capitals. First, there was the match with Paris, for £50 a side, commenced in February 1834 and concluded in October 1836. London was

decisively defeated on that occasion, for Paris won both games. The French players were MM. Alexandre, St. Amant, Boncourt, and Chamouillet, all doughty Chess knights. They had worthy opponents in MacDonnell, Lewis, Walker, and others. Most Englishmen will think that Paris ought to give us our revenge. What does M. Rosenthal say to the idea?"

In reference to this observation, I requested M. Preti to publish the subjoined answer, in *La Stratégie* of 15th May:—"M. Rosenthal, to whom we have communicated the foregoing passage, does not consider himself at liberty to regard it as a formal challenge. The Parisian Chess players will not hold back if a contest is directly proposed by the members of the English Club."

As, in your issue of the 1st inst., you do not mention the above reply, I shall be exceedingly obliged by your making this letter public. There can then be no doubt as to the willingness of the Paris amateurs and their decided intention not to refuse a challenge. I have the honour to be, Sir, your most obedient servant,

S. ROSENTHAL.

Café de la Régence, Paris,
8th June 1874.

[The remarks in our May number, to which M. Rosenthal refers, appear to be of a sufficiently colloquial nature. They certainly have in them nothing of an official character, as, in fact, our eminent correspondent admits. Our observations from time to time upon the events of the day are of course to be regarded simply as our own independent expression of opinion, unless, indeed, distinctly announced as having an official origin. We are glad to find that our Parisian friends are in such a combative mood, but who will throw the glove is probably the question.—ED. C. L. C. M.]

ANSWERS TO CORRESPONDENTS.

Problems received with thanks from R. P. Fox, P. K. (of Wurtemberg), A. Townsend, A. Heinzelmann (Vienna), E. A. Schmitt (Delfshaven), F. W. Lord, F. C. Collins, T. Hazeon.

I. E. ORCHARD, Columbia, South Carolina.—We are obliged for the games; one of them has been marked for insertion next month.

SUBSCRIBER, Dundee.—The CITY OF LONDON CHESS MAGAZINE should be procurable in Dundee not later than the 1st of the month. If your bookseller fails in punctuality, you can order it of the publisher, Mr. W. W. Morgan, 67 Barbican, London, E.C. The "latest and most complete analysis of the Evans and King's Gambits" will be found in the new edition of the *German Handbuch*. You would derive a good deal of information concerning the Evans Gambit from Herr Zukertort's article, which has been appearing in a continuing form in the *Westminster Papers*, under the title of "Forty Years in the Life of a Favourite." This article commenced in the February number of that journal.

EDITOR OF *Hartford Times*.—Thanks for the number; its contents make us feel aggrieved at having been forgotten before. We estimate our past loss by our present gain.

MANXMAN AND W. COWEN.—We have used efforts to find you correspondence opponents.

J. HALFORD.—We are much obliged to you for information respecting the meeting of the Counties' Chess Association.

B. W. F.—Accept our best thanks for your courteous consideration and trouble. The original was in type when the amended copy arrived, but we think the alteration we have made serves the sense.

BRITISH CHESS ASSOCIATION

PROBLEM TOURNEY.

FIRST PRIZE

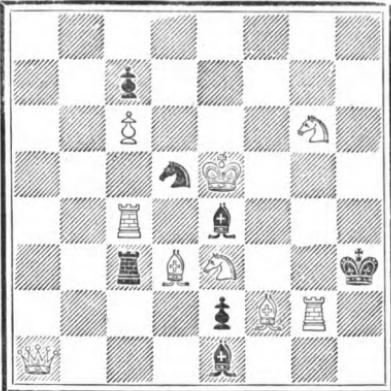
£25.

MOTTO

"Look after the baby."

No. 1.

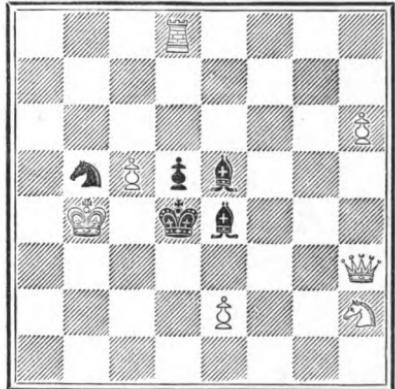
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White to play and mate in two moves.

No. 2.

BLACK.

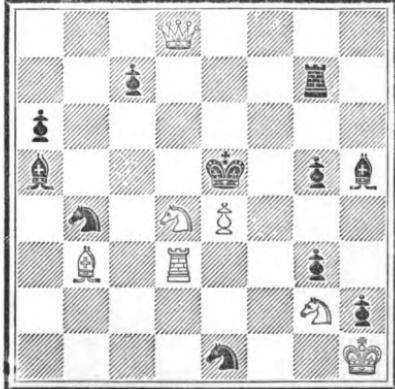


WHITE.

White to play and mate in three moves.

No. 4.

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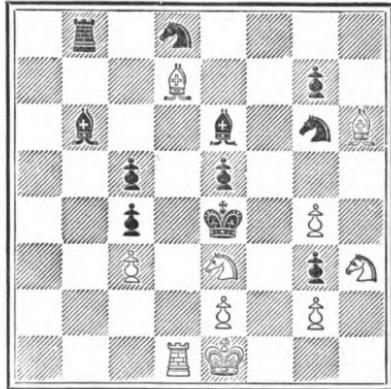


WHITE.

White to play and mate in four moves.

No. 3.

BLACK.

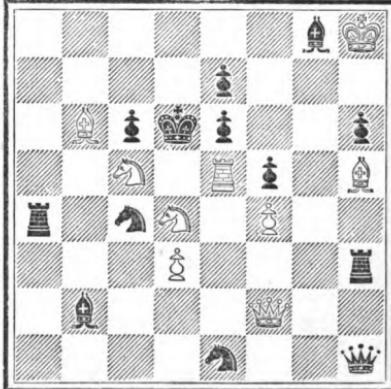


WHITE.

White to play and mate in three moves.

No. 5.

BLACK.



WHITE.

White to play and mate in five moves.

BRITISH CHESS ASSOCIATION

PROBLEM TOURNEY.

FOURTH PRIZE

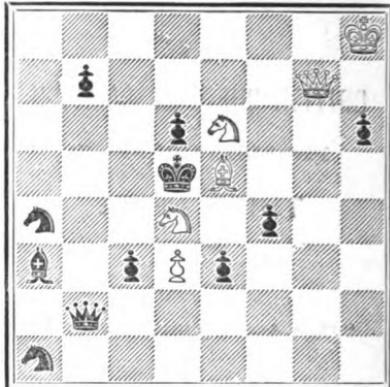
£5

MOTTO

“Why so, prithee?”

No. 1.

BLACK.

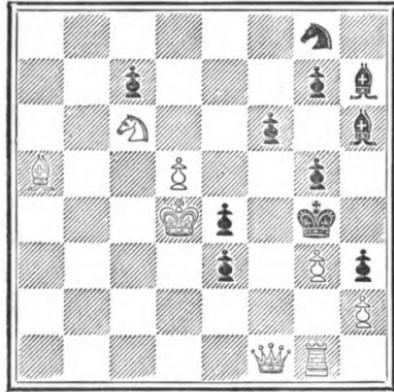


WHITE.

White to play and mate in two moves.

No. 2.

BLACK.



WHITE.

White to play and mate in three moves.

No. 4.

BLACK.

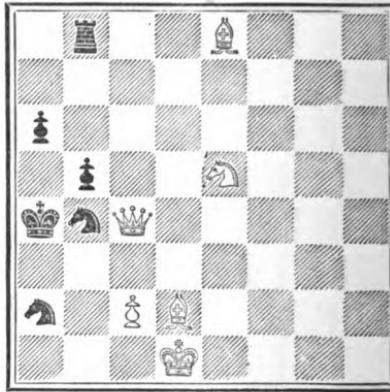


WHITE.

White to play and mate in three moves.

No. 3.

BLACK.

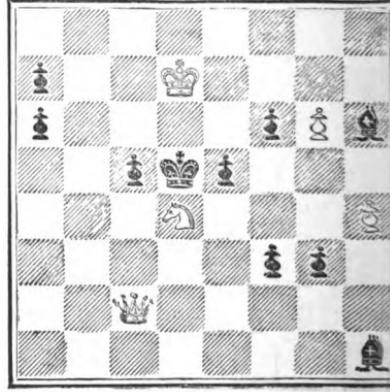


WHITE.

White to play and mate in three moves.

No. 5.

BLACK.



WHITE.

White to play and mate in four moves.

BRITISH CHESS ASSOCIATION

PROBLEM TOURNEY.

FIFTH PRIZE

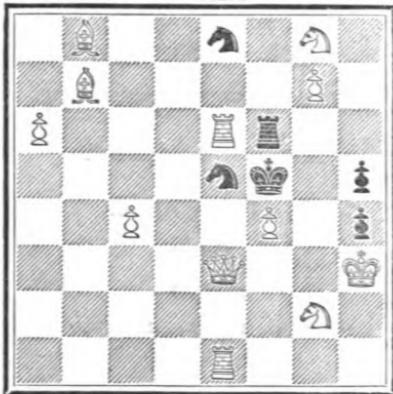
£4.

MOTTO

**"The best laid schemes of mice and
men gang aft a-gley."**

No. 1.

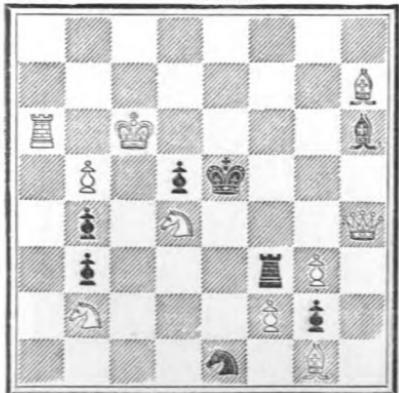
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WHITE.
White to play and mate in two moves.

No. 2.

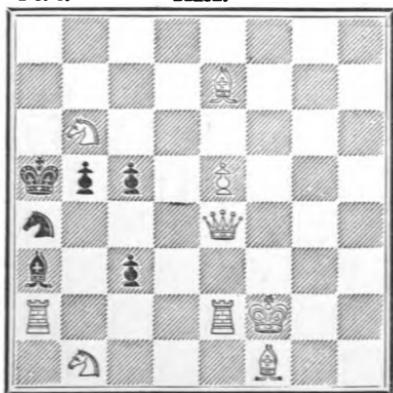
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WHITE.
White to play and mate in three moves.

No. 3.

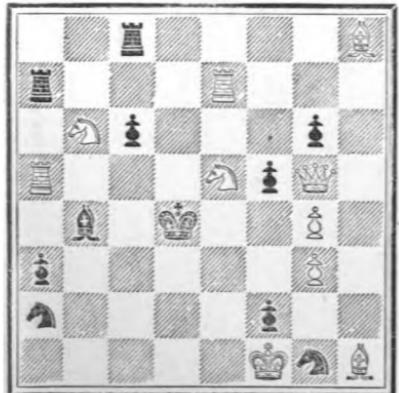
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WHITE.
White to play and mate in three moves.

No. 4.

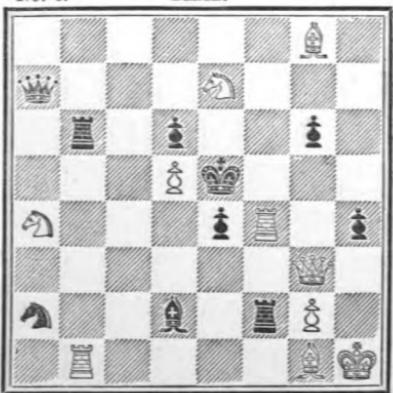
BLACK.



WHITE.
White to play and mate in three moves.

No. 5.

BLACK.



WHITE.
White to play and mate in three moves.

BRITISH CHESS ASSOCIATION

PROBLEM TOURNEY.

SIXTH PRIZE

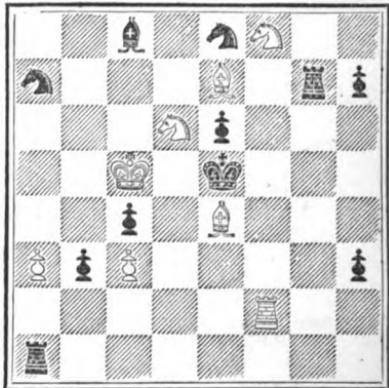
£3.

MOTTO

“All's well that ends well.”

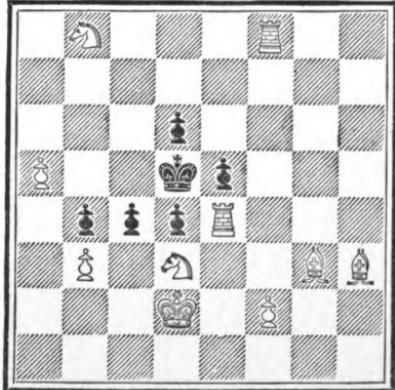
No. 1.

BLACK.

WHITE.
White to play and mate in two moves.

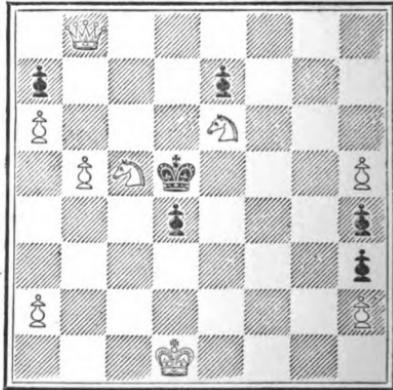
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WHITE.
White to play and mate in three moves.

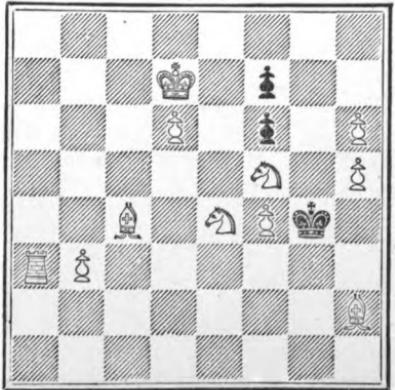
No. 3.

BLACK.

WHITE.
White to play and mate in three moves.

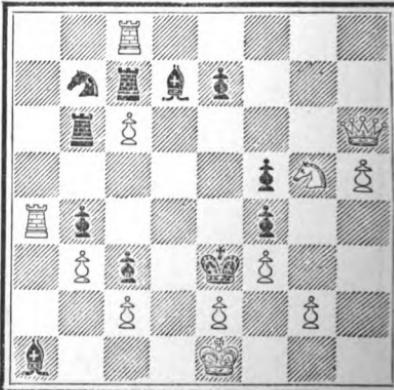
No. 4.

BLACK.

WHITE.
White to play and mate in four moves.

No. 5.

BLACK.

WHITE.
White to play and mate in five moves.

The City of London Chess Magazine.

BRITISH CHESS ASSOCIATION

PROBLEM TOURNEY.

SEVENTH PRIZE

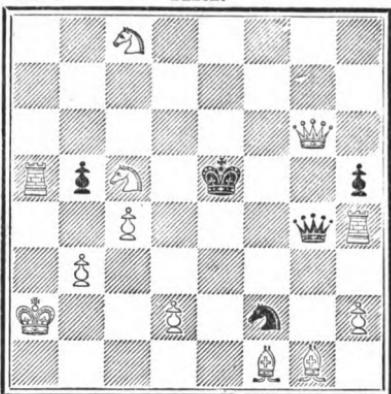
£2.

MOTTO

"Auf Wiedersehen."

No. 1.

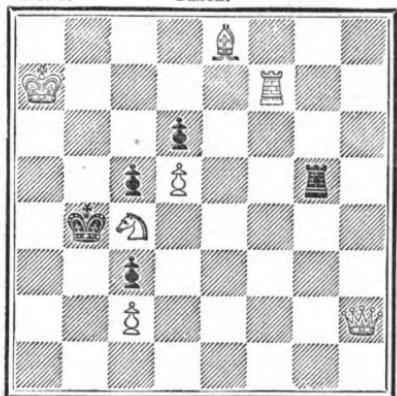
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WHITE.
White to play and mate in two moves.

No. 2.

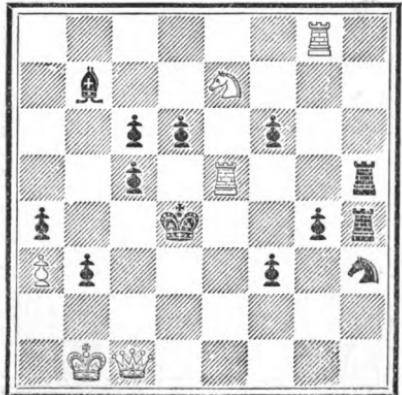
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WHITE.
White to play and mate in three moves.

No. 4.

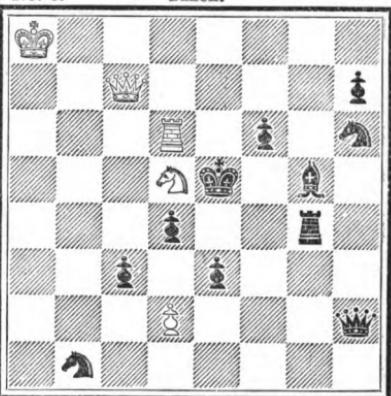
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WHITE.
White to play and mate in four moves.

No. 3.

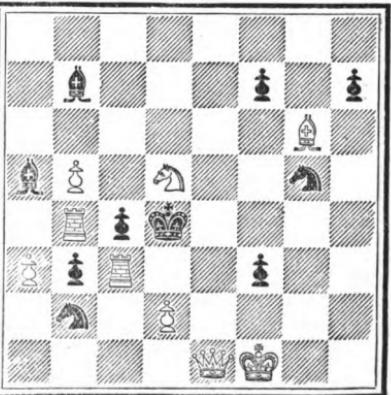
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WHITE.
White to play and mate in three moves.

No. 5.

BLACK.



WHITE.
White to play and mate in five moves.

The City of London Chess Magazine.

BRITISH CHESS ASSOCIATION

PROBLEM TOURNAY.

EIGHTH PRIZE

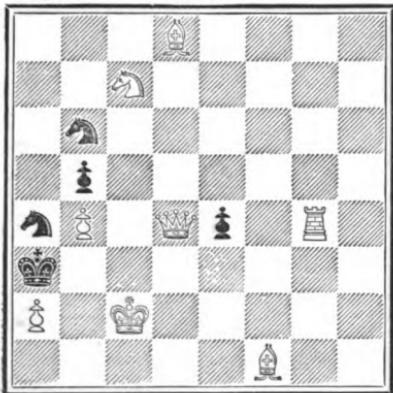
£1.

MOTTO

"Ludimus Enigiam Belli."

No. 2.

BLACK.

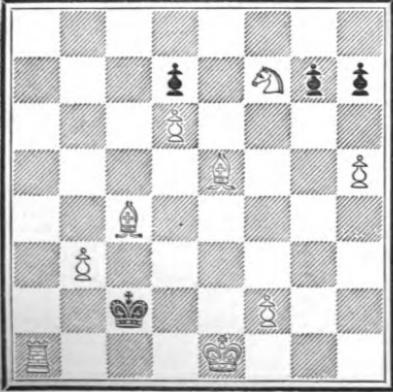


WHITE.

White to play and mate in three moves.

No. 4.

BLACK.

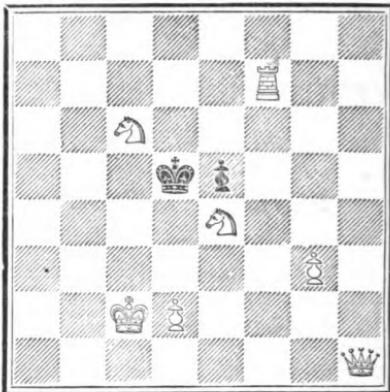


WHITE.

White to play and mate in three moves.

No. 1.

BLACK.

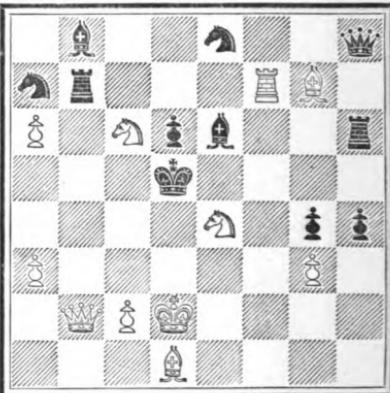


WHITE.

White to play and mate in two moves.

No. 3.

BLACK.

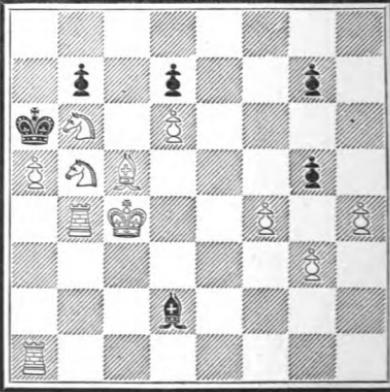


WHITE.

White to play and mate in three moves.

No. 5.

BLACK.



WHITE.

White to play and mate in four moves.

The City of London Chess Magazine.

THE MONTH.

A MOVEMENT has been set on foot in influential circles, the object of which is to raise, and present a substantial testimonial to Mr. Lowenthal, in recognition of his years of devotion to the cause of Chess. A committee has been formed for the purpose of carrying the matter to a successful issue, and the following are the names of those who have consented to serve upon that body, viz. :—

THE EARL OF DARTREY.
THE EARL OF RAVENSWORTH.
LORD LYTTELTON.
VISCOUNT WALDEN.
LORD RANDOLPH CHURCHILL.
SIR CHARLES ROWLEY, BART.
SIR JOHN S. TRELAWNY, BART.
SIR JOHN T. METCALFE, BART.
H. G. CATTLEY, Esq.
D. B. CHAPMAN, Esq.
JOHN COCHRANE, Esq.
T. I. HAMPTON, Esq.

CAPT. H. A. KENNEDY.
GEORGE W. MEDLEY, Esq.
A. MONGREDIEN, Esq.
THE REV. C. PULLER, M.A.
GEORGE SAMUEL, Esq.
F. L. SLOUS, Esq.
N. W. J. STRODE, Esq.
HENRY WAITE, Esq.
THE REV. W. WAYTE.
J. W. RIMINGTON WILSON, Esq.
MARMADUKE WYVILL, Esq.
H. T. YOUNG, Esq.

With names so influential, both socially and Chessically, as the above, a favourable result would seem almost certain, but that is no reason for any one failing to do his proper part in the matter. Every English Chess player having the means will no doubt feel himself called upon to express his sympathy in a practical manner. Mr. Lowenthal's Chess labours, more especially during the quarter of a century which he has spent in this country, are well known. Whether as the editor of various important works upon the game, and of very ably conducted Chess columns, or as the manager of the British Chess Association from 1861 until the present time, he has performed most valuable services in the cause of Chess. It is with our country that Mr. Lowenthal has especially identified himself; one of the most hard working and persevering of men, English Chess has had all the benefit of his constant activity. Upon the players of England therefore he has every claim, and it would appear to be their imperative duty to combine together for the purpose of repaying faithful zeal with a substantial acknowledgement of their indebtedness, so that the weight of advancing years may be lightened, and failing health be permitted that repose which

[August 1874].

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has been so well deserved. The Chess community will not be slow to perceive the force of these considerations, and we doubt not will respond to the call now made upon them with eager liberality. We believe the proposed testimonial will take the form of an annuity, which will be purchased for Mr. Lowenthal with the amount subscribed, and we trust the income thus secured will be sufficient to guarantee him during the remaining years of his lease of life that peace and comfort which it befits those whom he has served to provide for him. We may mention that the Committee of the City of London Chess Club, recognising this as a case requiring a special effort on their part, have directed the Honorary Secretaries to call a special general meeting of the members of that club, in order that the latter may have the matter brought directly under their notice. Subscriptions towards the proposed testimonial will be received by T. I. Hampton, Esq., Honorary Secretary to the St. George's Chess Club, No. 20 King Street, St. James's, who has kindly consented to act as Treasurer.

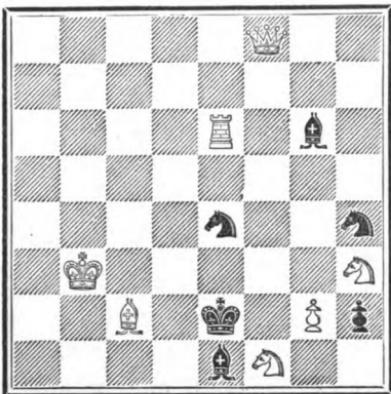
On the 4th of July a Garden Chess party took place at the residence of Mr. H. F. Gastineau, No. 1 Albion Terrace, Peckham. There were about 40 to 50 guests, and amongst them were Messrs. Lowenthal, Steinitz, Zukertort, Blackburne, Bird, De Vere, Hoffer, Potter, Down, Vyse and Dr. Ballard. After a repast, characterised by the host's well-known hospitality, the party broke up into couples and quartos for the proper business of the evening. Open air play was somewhat interfered with by the uncalled-for interference of the clerk of the weather, who, every now and then, would use his watering can. However, this was only occasionally, and there was plenty of opportunity for strollers to investigate Mr. Gastineau's flower beds, while those on mates intent found convenient shelter in the conservatories and summer house. Nicotine was very much worshipped in the latter—a fact which we commend to the attention of Spiritualists—for Goldsmith used to smoke his pipe there. A very pleasant evening was spent by every one, and there were some who did not leave on the Caudle lecture saving side of midnight—but no matter.

On Wednesday, the 1st of July, Mr. Potter played 24 simultaneous games against the following members of the City of London Chess Club, viz.:—Messrs. Skilton, Michaelis, N. Andrade, H. Andrade, G. H. Rippin, E. C. Rippin, Gastineau, Maas, Reynolds, Beveridge, Rodgerson, G. Smith, Atkinson, S. Israel, F. W. Lord, Fox, Stones, Mallett, Gumpel, Block, Burnside, McLeod, Rondineau and Keables. Mr. Burnside won his game. Messrs. Beveridge, Lord, G. H. Rippin, Keables, and Fox drew theirs, and the remaining eighteen games were scored by the single player. These entertainments take place on the first Wednesday in every month, at the above club. Mr. Blackburne performs on the 5th instant, and Herr Steinitz is the next on the rota.

SPECIAL PRIZE FOR THE BEST THREE-MOVER.'

"Where's the master? play the men."

BLACK.



WHITE.

White to play and mate in three moves. We may here observe that we have decided to postpone publishing the solutions to the Prize sets until our next number.

On Wednesday, the 8th of July, Herr Zukertort played ten simultaneous blindfold games at the City of London Club. His opponents were Messrs. Coburn, Maitland, Bodé, E. Humphries, Down, Gastineau, Rosenbeaum, Grady, J. Humphries and Dr. Ballard. As a whole, they constituted a very strong team, and the force thus brought to bear against the mental player was augmented by his generously divesting himself of the first move in five of the games. Only one game was finished on the Wednesday, though there were two or three of the combatants in great distress, if not in the agonies of dissolution. The nine unfinished games were adjourned until the following Friday, and then disposed of, with the result that Herr Zukertort won of Messrs. Rosenbeaum, Gastineau, J. Humphries, Bodé, and Grady, lost to Mr. Coburn, and drew with Messrs. Down, Maitland, E. Humphries, and Dr. Ballard.

The entries for the Counties Chess Association Tournament, by our latest advices, were as follows:—Class I. Messrs. Wayte, Ranken, Archdall, Minchin, Fedden, Martin, Burn (not certain), Thorold, De Soyres, Skipworth, Halford, Yarranton, Ryder, Warren, and Franklin. Class II. Messrs. Fisher, Coates, Newham, Price, Syndercombe, Madders, Breese, Kempson, Wallbank, and S. Northhouse. As we stated in our last issue, the Association will meet at Birmingham, on Monday, the 3rd of August instant.

The Junior Handicap of the City of London Chess Club has now terminated, with the following result:—First Prize, Mr. Wilson; Second Prize, Mr. Seyler; Third Prize, Mr. Stevens; Fourth

The British Chess Association Problem Tourney Committee have awarded the prize of £5 (given by H. T. Young, Esq.) for the best three-move Problem, to No. 2 of the set distinguished by the motto, "Where's the master? play the men." We furnish a diagram of this fine composition in the margin. The consideration of the prize for the best four-move Problem must, unfortunately, stand over until the autumn, as those of the Judges who have persevered with the work up to the present time have been compelled to break up for the summer vacation. The sealed envelopes, therefore, remain still unopened. We may here observe that we have decided to postpone publishing the solutions to the Prize sets until our next number.

Prize, Mr. Lawson; Fifth Prize, Mr. Betteridge; Sixth Prize, Mr. G. H. Rippin.

On the 16th of July, the "Endeavour" Chess Club, of Brixton, played a match with the South London Working Men's Club. There were twelve players on each side, and victory was to the "Endeavour," who won seven games, lost two, and three were drawn. This club has been setting a good example of militant activity, for in the month of June it played four matches with other Metropolitan associations, winning twice against the St. Andrews, Stockwell, Chess Club, once against the South London Working Men's Club, and losing a match to the Bedford Chess Club.

Mr. R. B. Wormald, B.A., has been appointed successor to the late Mr. Staunton, as editor of the Chess column of the *Illustrated London News*.

From the *Chess Record* we learn that the following is the latest score made in the Tourney of the Chicago Congress, for which eight players entered:—Mackenzie $6\frac{1}{2}$; Hosmer 4; Bock $5\frac{1}{2}$; Congdon $1\frac{1}{2}$; Elder $3\frac{1}{2}$; Judd 3; Perrin 2; Kennicott 0.

Mr. Delmar has charge of the Chess column in *Turf, Field and Farm*, during Captain Mackenzie's absence at the Congress.

Vox Populi (Lowell, Massachusetts) is a capital addition to the Chess Press of the United States. The column takes the form of a letter from Miron, written in a sparkling and brilliant style. Miron alludes to Mr. Neill's victory over Mr. Ware, and considers that the former is now the undoubted champion of New England.

The Glasgow Herald gives an account of the Annual Special Meeting of the Edinburgh Chess Club on the 29th of June, at which the presentation of prizes took place. They were gained in the following order: Donaldson Gold Medal, Dr. Frazer, for the fourteenth time in uninterrupted succession; Silver Cup, Colonel Robertson; Macfie Chessmen, Mr. John Macfie; Berry Medal, Mr. Christopher Meikle; Rattray Chessmen, Handicap Prize, Mr. McArthur. The last, unlike the Club prizes, is the absolute property of the winner.

The Hartford Times is as interesting as usual. In one of its numbers it draws attention to the fact that the late President Jackson, of Trinity College, who died in April last, was a good Chess player, and it gives an amusing anecdote of the way in which the Professor thrashed a conceited fellow who offered to mate him on a given square with a certain Pawn.

Of all the notices of Staunton which have appeared anywhere, that in *The Huddersfield College Magazine* for the present month commends itself to us as most in accordance with the facts of the case. As we did not happen to have read this notice before ours, in the present number, had gone to press, we were surprised and naturally pleased to find the views of the writer so much in unison with our own.

The *Oesterreichische Schachzeitung* does not intend to give any

analysis of the games in the Vienna Match, and refers its readers to Messrs. Steinitz and Potter's analyses, which, as it states, have now been translated into various languages.

La Stratégie reproduces M. Rosenthal's letter to the *City of London Chess Magazine*, which appeared last month, together with our note thereupon, and considers that no match between London and Paris will now take place. Our contemporary states that the Parisian amateurs have no challenge to give, but if attacked, they would have defended themselves. We do not suppose that any such contest will be urged on during the present year, but an international fight of the kind would seem a good idea for 1875.

The *Nordisk Shaktidende* has a review of Messrs. Pierce's "Chess Problems." Our Danish contemporary appears to take a not unfavourable view of the merits of that work.

The *Liverpool Weekly Albion* states that the Rev. John Owen and the Rev. A. B. Skipworth will play another match during the present month of August, for the Provincial Challenge Cup. Mr. Owen won the Cup from Mr. Skipworth some time since, and has held it ever since, notwithstanding three or four attempts of the latter to regain the same. If Mr. Owen can retain the prize until the end of the present year, it will become his own property.

THE LATE HOWARD STAUNTON.

THE eventful career of the late Howard Staunton has naturally been the chief topic of the past month, and very divergent views have been put forward concerning him. The *Westminster Papers*, *Glasgow Herald*, and *Liverpool Albion*, concur in considering the deceased, in his prime, to have been the finest player of his day. The *Figaro* places him in the very foremost rank of European players. *Land and Water* expresses no opinion upon the point; while the *Field* considers that Buckle was Staunton's superior. We ourselves usually place our faith in results; they are sometimes fallacious, but explanations of them in a vitiating sense are usually much more so. From 1843 to 1851 Staunton defeated all opponents whom he came in contact with, and during that time he was continually engaged in playing matches; moreover, during the same period, it was claimed for him by his friends, and, as it would appear, was the general opinion, that he was the strongest living player. It was open to any one to question that proposition in a practical manner; some, in fact did, and they were decisively defeated. Appearances, therefore, would seem to indicate that at this time there was no stronger Chess expert than Staunton, if indeed, there were any so strong. There are weighty authorities who question this; but their opinion seems always to need expression in the language of the subjunctive mood; now we have a preference for the perfect tenses of the indicative. Public form may not be an unerring guide, but we shall never choose any other. Taking Staunton's achievements seriatim, we find that in 1843 he played a match with St. Amant, and beat him by 11 games to 7, and 2 draws. As the *Field* says, this made Staunton's fame resound throughout the world; but why did it have that effect? The answer is obvious, and we pass on. In 1846, he fought a match upon even terms with Harrwitz for the first seven games, and the Englishman won them all. We say nothing of their two previous matches, the first at Pawn and two moves, won by Staunton; the second at Pawn and move, won by Harrwitz, for these seem to neutralize each

other; but the match upon even terms must be considered a great feat, considering the strength which Harrwitz afterwards exhibited. It is true the German was only 20 years old when this took place; but did any other player at that time defeat him in such a style, or could any have done so?—we fancy not.

In the same year (1846), Staunton beat Horwitz by 11 games to 7, and 3 draws. This was also a splendid achievement, for the Wurtemberg adept was then in his prime, and was undoubtedly one of the finest players of the day. In the same period of time to which we have alluded, Staunton beat the brilliant Cochrane, by a large majority of games, though the latter—now an octogenarian—is still able to hold his own well with our strongest players. The last encounter between these two may seem to give forth an uncertain sound; for out of 6 even games, Staunton lost 3, won only 1, and 2 were drawn; but this was portion of a match of 12 games, the other six being at Pawn and move, and of these the odds giver scored an even number of games. During the same successful octave, Staunton beat Popert, Captain Kennedy, Daniels, and many other strong players—the first upon even terms—the others at large odds.* So far, the results of numerous matches seem to raise the inference that Staunton was, beyond a doubt, the strongest English player of his day; leaving aside, as not well admitting of proof, the question whether or no he had, when at his best, any equal in Europe. The *Field*, however, takes issue upon this deduction, and argues that Buckle was superior to Staunton. Now the *Field* undoubtedly speaks with the greatest possible authority upon such a question, and if we differ with our contemporary upon the present occasion it is not without the greatest deference, and even some amount of misgiving, lest the pea should not be under our own thimble after all. Still, as a matter of fact, we do not at present take the same view as our contemporary. That the great author of the *History of Civilisation* must be conceded a conspicuous place amongst Chess players of the first rank, is, we believe, the opinion of all entitled to speak with authority, but to claim for one who confined himself almost entirely to private practice—principally with odds receivers—that he was superior to an adept like Staunton, who had gained his reputation and kept it, by a series of important matches, seems to build too much upon conjectural possibility. What did Buckle achieve? He played some games with Anderssen in 1851, and won a majority of one game; he also, in the same year, defeated Lowenthal in a short match, also by a majority of one game. That the games with Anderssen were not in a match, seems to deprive them of any very important character, though, no doubt, both sides played with care, and desired to win. As to the victory over Lowenthal, every one knows that the latter never did himself justice in a match—no doubt because he suffered from nervousness; moreover, he had but just arrived from America, and was very ill, for which reason he craved an adjournment, but this his opponent was not able to agree to. That these achievements were extremely creditable there can be no question. Anderssen at that time was at the very height of his strength, and the number of games played between the two (fifteen we believe), seems to take away the unreliable character that might attach to victory gained in a few *parties* only. Lowenthal was also, if not yet in his prime, certainly not far off. Nevertheless, these two spurts, though they may perhaps form the plausible basis of a possibility never destined to be realised, seem scarcely sufficient reasons for reclaiming the laurels won by Staunton in a series of hard fought battles. Moreover, there is something in attenuation of the claim made on behalf of Buckle; for the latter, not long after the above-mentioned occasions, played three games with

* See *The Chess Player's Companion* for Staunton's games at odds with Stanley, Mongredien, E. Williams, Taverner, &c. The same book contains two games with Buckle at Pawn and move, each player winning one.

Heydebrandt, all of which were scored by the German master. It is stated that Buckle was in delicate health when this took place, but we believe that such was his normal condition.

From 1851 European pre-eminence can no more be claimed for Staunton. That question was undoubtedly settled by Anderssen, in the London Tournament of that year, beating him 4 games to 1. The English Champion's play had probably suffered some amount of diminution; for Williams at the same time made an even score with him; that is to say, if we take the games in their match and in the tournament together. We believe they won 8 each. In explanation of this deterioration, we must remember that Staunton had upon his shoulders the burden of arranging and managing the tournament, a weighty handicap our experience would lead us to imagine. In 1852, a short passage of arms occurred between Staunton and Heydebrandt, in which the accomplished German scored a majority of games, and there was that final appearance of the former at Birmingham in 1858, when he was defeated by Lowenthal, to whom he lost 2 games. With reference to this last reverse, we must remember, without any disparagement of Mr. Lowenthal's skill, that the latter's opponent was at that very time employed upon the chief work of his life, viz.:—the edition of Shakspeare published by Messrs. Routledge. Every one knows that mental preoccupation of any kind is fatal to skill in Chess.

As an author, Staunton's influence upon Chess play in this country has been immense, and it is no exaggeration to say that his literary labours are the basis upon which English Chess Society, as at present constituted, stands. Had it not been for the educating influence of his many and important Chess works, the practice of the game would have been far from attaining to the high order of excellence by which it is now characterised amongst English Chess players as a body. On the contrary, the prevailing type of play here would, in all probability, be miserably unscientific and barbarous. Staunton's works, with the times of their appearance, are as follows:—*The Chess Player's Handbook*, published in 1847; *The Chess Player's Companion*, and *The Chess Player's Text Book*, 1849; *The Chess Tournament*, 1852; *The Chess Praxis*, 1860; besides various smaller treatises. In addition to these, there is the *Chess Player's Chronicle*, which he established about 1841, and which he continued to edit down to 1856; as also *The Chess World*, which he carried on during the years 1866-7; while last, though certainly not least, there is his 30 years' editorship of the Chess column in the *Illustrated London News*, which ceased only with his death.

As an Elizabethan scholar, Staunton stood in the very highest rank, he being acquainted with Shakspeare, Ben Jonson, Beaumont and Fletcher, and with all the antiquarian lore of that brilliant epoch. As an elucidator of Shakspearian obscurities, the erudite sagacity of the deceased was universally admitted; while his edition, before referred to, will probably keep his name in remembrance when his Chess achievements, so far as the general public is concerned, will be totally forgotten.

And now what was Staunton as a man? An old maxim has it that we must speak nothing but good of the dead. That may be all very well for epitaph writers, whose trade it is to engrave lies on marble, but, for ourselves, we repudiate any such doctrine, considering it to be ethically unsound. Persons who wish to leave a character behind them free from reproach should earn it, and failing to do so, are justly open to the censure of the living. Praise given to all is rendered to none, and is, therefore, a robbery of those entitled to it. We have, therefore, very little hesitation in saying that, in our opinion, the deceased often acted, not only with signal lack of generosity, but also with gross unfairness towards those whom he disliked, or from whom he had suffered defeat, or whom he imagined likely to stand between him and the sun. His attacks upon Anderssen, Williams, Harrwitz, Lowenthal and Steinitz must ever be considered as a sad misuse of his vigorous intellect, especially as they were often conducted in a manner not at

all consistent with a truthful spirit; nor were his inuendoes concerning Morphy otherwise than an utterly unworthy means of getting out of an engagement, which he could have either declined with a good grace at first, or afterwards have honourably asked to be released from. Nevertheless, all said and done, Staunton was, as we have often heard a distinguished enemy of his say, emphatically a MAN. There was nothing weak about him, and he had a backbone that never curved with fear of any one. Of him may be averred, what was said of the renowned Duke of Bedford by Louis the Eleventh, when the courtiers of the latter were venting their depreciatory scoffs over the tomb of the great Englishman, "There lies one, before whom, if he were still alive, the boldest amongst us would tremble." For the rest we consider that Staunton was beginning of late to change for the better in his pen and ink dealings with others, and might, had life been spared him, have attained to a softened and mellow old age. After years of isolation from Chess circles, his appearance at the University match was a bright omen, and we had a letter from him shortly after that event, in which he promised to visit the City of London Club during the mild summer weather. Mr. Gastineau had hopes of being honoured by his presence at the Garden Chess Party, of which we give an account elsewhere, and had written him a letter of invitation, which was about to be posted, when the fatal news arrived which concluded everything. It would have been a pleasant sight to see Staunton, Steinitz and Lowenthal sitting at the same table, and drinking their wine together; but such a happy reunion is now among the things that might have been. Though it comes as a tag end we should not omit to allude to the unanimous testimony borne from all quarters, as to the deceased being a most agreeable companion in social life, and a conversationalist of the highest order. In conclusion we must add, what, indeed, we desire to have always understood, that our views, and the responsibility of them, are solely our own. In the present instance it happens that the opinions of various of our *collaborateurs* differ from our own; some in a favourable, others in an unfavourable sense, towards the remarkable man whose successful, but not unchequered career, is now closed.

W. N. POTTER.

ANSWERS TO CORRESPONDENTS.

Problems received with thanks from W. T. Pierce, J. Pierce, M.A., H. E. Bird, C. W. (of Sunbury), A. Cyril Pearson, B. Vansittart (Rome), Frank M. Teed (New York State), J. Stonehouse, C. G. Gumpel, A. S. Peake, Herr Kling.

A. HEINZELMANN, Vienna.—Double solution by 1 Q to K B 8.

FRANK M. TEED.—A good idea, but we fear the mate can be avoided by 1 B to B 3, followed by 2 B to K 4.

O. A. BROWNSON, JUN., Dubuque.—Matter being obstinate in its laws, our memoir of Staunton and our continued notice of "American Chess Books" could not be got into the same space, so the latter must stand adjourned until next month. Next year we hope to enlarge, and can then give our desires elbow room. You will hear by post about those five numbers, a misapprehension on this side of the water, for which apologies.

T. B.—The move you propose for Black, in problem 35, does not prevent a solution in the required number of moves, for if, as you suggest, K takes Kt, White replies 2 P to Q B 4, and mates with Q next move.

T. C. S.—Obliged for the compliment, but we cannot find time to play correspondence games, upon our own account, though always glad to do our best to find opponents for those that way disposed.

B. W. F.—Many thanks for the information. We trust the Association will meet with the success which its activity deserves.

W. A. M.—We inadvertently omitted to acknowledge your problem last month. Perhaps we may be permitted to plead the fact of a diagram not being used as the cause of the oversight. The composition is not unskilful, though somewhat elementary. However, we will give it a further examination before giving a final opinion upon its merits.

ANALYTICAL EXCURSIONS.

By J. H. ZUKERTORT.

I.

THE GIUOCO PIANO.

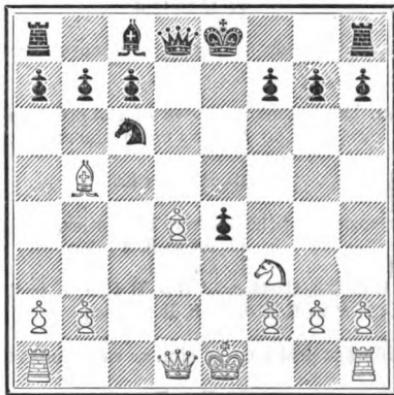
The second continuation for White, after Black's 9th move (see diagram, page 55), is—

10 B to Kt 5

White obtains, in this variation, a short attack, which I consider, however, premature.

Position after Black's 10th move.

BLACK.



WHITE.

11 P to Q 5

12 Q takes P

If 12 P takes Kt, Black wins by Q to K 2 ch, 13 K to B sq, P takes P ch, 14 K takes P, Q to Kt 4 ch, 15 K to B sq, Q takes B ch. 12 Castles leads, after Black's reply of Castles, by a transposition of a move, to a position examined in the preceding note.

13 P takes Kt

14 K to B sq

If 14 B to K 2, Q to K 2, 15 R to Q sq, Q to Kt 5 ch, with the superior game.

11 P takes Kt

A.

12 Castles

13 R to K sq ch

14 P to Q Kt 3

Black secures himself by this meek, but very sound move, a won end-game, as White's advanced Pawn at B 6 now must fall.

15 R to Q sq	15 Q to Kt 4
16 B to B 4	16 B to K 3
17 B takes B	17 R takes B
18 P to K R 4	

Although this move loses a Pawn, it is the best, I think, as it forces the exchange of Queens, and stops Black's counter attack.

18 Q to Q Kt 4 ch	
19 Q takes B P	
If 19 Q take Kt P, White plays, with advantage, 20 R to Q 7.	
20 Q takes Q	20 R takes Q
21 R to Q 2	21 R to K sq
22 K to R 2	22 K R to K 3

Leaving Black with a good position, and a Pawn ahead.

B.	
11 Kt to K 5	11 Castles
12 Kt takes Kt	

If 12 B takes Kt, P takes B, 13 Kt takes P [13 Castles, Q to Q' 4, threatening P to Q B 4], Q to Q 3, 14 R to Q B sq, B to R 3, with the better game.

13 B takes P	12 P takes Kt
14 Castles	13 R to Kt sq
15 Q to Q 2	14 P to K B 4
16 Q R to B sq	15 R to Kt 3
17 P to Q Kt 3	16 B to K 3
	17 Q to Q 3

And Black has, I think, the better game.

The third course, which White can adopt after Black's 9th move (see diagram page 55), is—

10 B to Q 3

This retreat of the Bishop is better than the attacking move of the previous variation. White does not lose time, as it compels, on the next move, the retreat of the adverse Knight.

10 P takes Kt

11 B takes P
11 Q to K 2 would be obviously bad, on account of the answer, 11 Castles.

11 Kt to K 2
12 Castles
12 Castles

Very unsound would be P to K B 4, 13 B to Q 3, Castles, 14 B to B 4 ch, K to R sq, 15 Kt to Kt 5, Q to K sq, 16 Q to Kt 3, P to K R 3, 17 K R to K sq.

13 Q to Kt 3

A favourable square for the Queen in different positions of similar variations of the Giuoco Piano.

14 K R to Q sq	13 R to Kt sq
15 Q R to B sq	14 B to Kt 5
	15 K to R sq

Black must play carefully to obtain a position enabling him to establish an attack against the isolated Pawn.

16 Q to B 3

If 16 P to Q 5, Black replies also :—

17 B to Kt sq	16 P to K B 4
18 P to K R 3	17 P to B 3
19 Q takes B	18 B takes Kt
20 Q takes Q	19 Q to Q 4
21 K R to K sq	20 Kt takes Q
22 P to R 3	21 P to K Kt 3
23 B to R 2	22 Q R to K sq
	23 Kt to B 3

And White's only chance is to play for a draw.

[To be finished in the next Number.]

SOLUTIONS OF PROBLEMS.

No. 41.

White.

- 1 Q to Kt 4
2 Mates accordingly

Black.

- 1 Anything

No. 42.

- 1 Kt to B 6
2 Q takes B ch
3 B to B 3 mates

- 1 B to Q 4 (a)
2 K takes Q

(a) If 1 K takes P, then 2 Q to K 7, mating next move

No. 43.

- 1 Kt to B 3
2 Q to Q 4 ch
3 B mates

- 1 Kt takes Kt
2 K or B takes Q

No. 44.

- 1 Kt to R 4
2 Q to Q B 2 ch
3 B mates

- 1 P takes Kt
2 K moves

No. 45.

- 1 Q to K 5
2 R takes P ch
3 Mates accordingly

- 1 R takes R (a)
2 Anything

(a)

- 1 R to R sq
2 R from B sq to K Kt sq, mating next move

No. 46.

- 1 Q to R 6
2 P to B 4 ch
3 Q or Kt mates

- 1 Kt or R takes R
2 Anything

No. 47.

- 1 R to Kt 7
2 Kt to Kt 6
3 Kt to Q 5 ch
4 Q mates

- 1 B takes R
2 R takes R
3 Anything

No. 48.

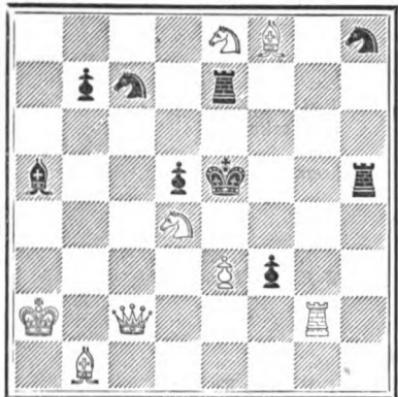
- 1 B to R 2 ch
2 Q to Kt 3
3 Q takes Kt
2 Q mates

- 1 Kt to Kt 6
2 K takes Kt
3 Anything

PROBLEMS.

No. 49.—By A. CYRIL PEARSON.

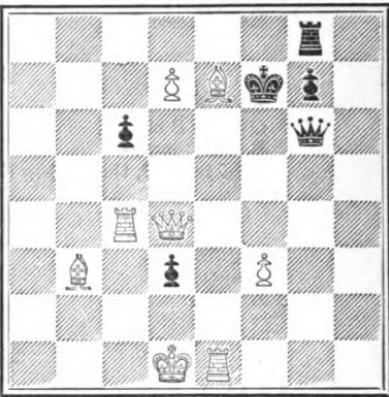
BLACK.



White to play and mate in two moves.

No. 50.—By W. T. PIERCE.

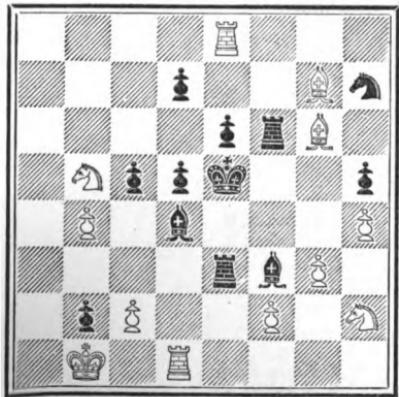
BLACK.



White to play and mate in two moves.

No. 51.—By P. K. (Wurtemberg.)

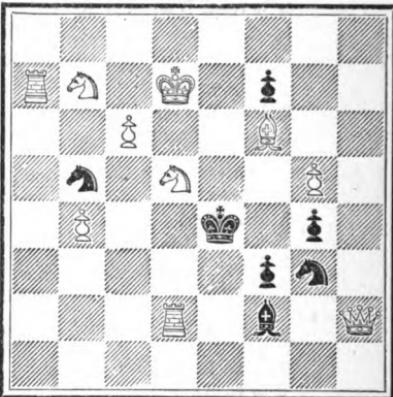
BLACK.



White to play and mate in three moves.

No. 52.—By J. STONEHOUSE.

BLACK.

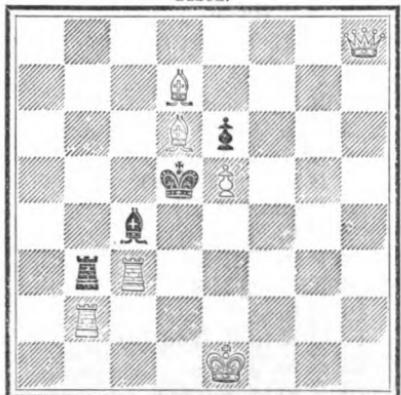


White to play and mate in three moves.

PROBLEMS.

No. 53.—By J. W. ABBOTT.

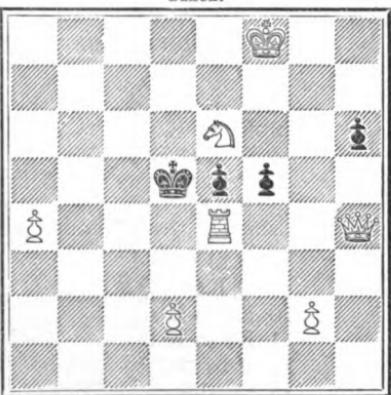
BLACK.



White to play and mate in three moves.

No. 54.—By F. W. LORD.

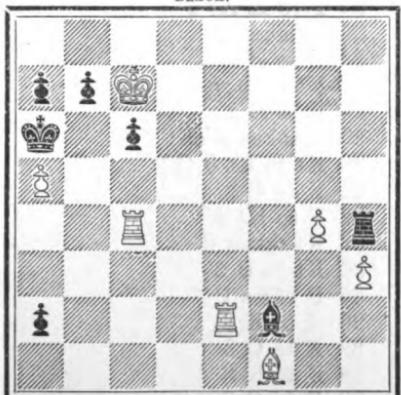
BLACK.



White to play and mate in three moves.

No. 55.—By A. TOWNSEND.

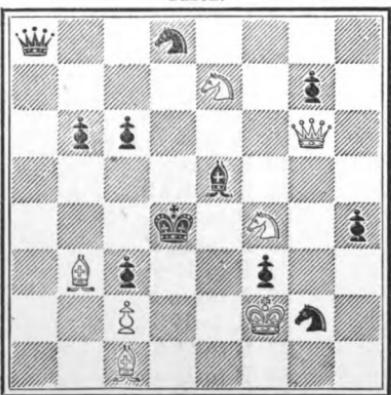
BLACK.



White to play and mate in three moves.

No. 56.—By E. A. SCHMITT.

BLACK.



White to play and mate in four moves.

Three of ten blindfold games played simultaneously by Mr. Blackburne, at Rotterdam, on the 19th of June 1874.

GAME 47.

King's Gambit declined.

White.

Mr. BLACKBURNE.

- 1 P to K 4
- 2 P to K B 4
- 3 Kt to K B 3
- 4 B to Q B 4 (a)
- 5 P to Q 3
- 6 P takes P
- 7 B takes P ch
- 8 B to Q B 4
- 9 Q Kt to Q 2
- 10 Kt to B sq
- 11 Kt to K 3
- 12 P to B 3
- 13 Castles
- 14 K to R sq
- 15 B takes B
- 16 Q to K sq
- 17 R to Q sq
- 18 B to Kt 3
- 19 P takes Kt
- 20 Q to Kt 3
- 21 P to Kt 4
- 22 R to Q 2
- 23 R takes B
- 24 P takes R
- 25 Q to Kt 4
- 26 P takes Q
- 27 R to K 2
- 28 K to Kt 2
- 29 R to K B 2 (g)
- 30 K takes R
- 31 K to Kt 3
- 32 P to Q 4
- 33 P takes P
- 34 P to R 4
- 35 P takes P
- 36 K to B 3
- 37 B to Q 4
- 38 B to B 6
- 39 B to Q 4
- 40 P to Kt 3
- 41 P to B 4
- 42 P to B 5

Black.

Heer C. MESSEMAKER.

- 1 P to K 4
- 2 B to Q B 4
- 3 P to Q 3
- 4 Kt to K B 3 (b)
- 5 B to K Kt 5 (c)
- 6 P takes P (d)
- 7 K to K 2
- 8 P to K R 3
- 9 Kt to Q B 3
- 10 Q to Q 3
- 11 Q R to K B sq (e)
- 12 K to Q sq
- 13 P to Q R 3 (f)
- 14 K B takes Kt
- 15 Kt to Q 2
- 16 K to B sq
- 17 Kt to R 4
- 18 Kt takes B
- 19 R to B 2
- 20 Q to K 3
- 21 K R to B sq
- 22 B takes Kt
- 23 R takes R
- 24 P to K Kt 4
- 25 Q takes Q
- 26 R to B 6
- 27 Kt to B sq
- 28 R to B 2
- 29 R takes R ch
- 30 Kt to Kt 3 (h)
- 31 K to Q 2
- 32 P to Kt 4
- 33 Kt takes P
- 34 Kt to B 2
- 35 P takes P
- 36 K to K 3
- 37 K to Q 3
- 38 K to K 3
- 39 K to Q 3
- 40 K to K 3
- 41 P to B 3
- 42 Kt to R 3

Drawn (i).

NOTES BY W. N. POTTER.

(a) This move is not favoured by the authorities, but, nevertheless, appears to be perfectly sound. See notes to game Blackburne v. Baxter, in our April number.

(b) This is the reply intended by those who objected to the move last made by White. They imagined that Black should now get an advantage.

(c) Not so good as Kt to Q B 3.

(d) This should have been preceded by B takes Kt.

(e) These last few moves have been well played by Heer Messemaker, and his position has certainly greatly improved. On the other hand, we scarcely think that Mr. Blackburne has sufficiently adapted his play in reference to the well-known skill of his antagonist. A more direct line of attack appears to have been needed.

(f) Lost time we fancy. We doubt there being much objection to Kt to K R 4, though, possibly, Black was apprehensive of the reply, P to Q 4, and its consequent complications.

(g) This forces the exchange of Rooks, and thereby brings about one of those positions where the superiority of the Knight's action as against that of a Bishop in the end game may neutralise inferiority of force. Still it is difficult to see how White, if electing to keep his Rook on the board, is any better, situated for the purpose of utilising his extra Pawn. B to B 2, followed by B to Kt 3, and allowing Black ultimately, if he choose, to get a passed Pawn at K B 5, is the only way that suggests itself to us in that behalf, but we doubt it having any other result than a draw with good play on the part of the second player.

(h) The correct move.

(i) The end game has been ably conducted by Heer Messemaker, and it furnishes a good illustration of the weakness of the Bishop in connection with Pawn play.

GAME 48.

Evans Gambit.

White.

Mr. J. H. BLACKBURNE.

- 1 P to K 4
- 2 Kt to K B 3
- 3 B to B 4
- 4 P to Q Kt 4
- 5 P to Q B 3
- 6 P to Q 4
- 7 Castles
- 8 Q to Kt 3
- 9 P to K 5 (b)
- 10 Kt takes P
- 11 Kt to K 2 (d)
- 12 B to Q 3 (f)
- 13 Q to Kt 2 (g)
- 14 B to K B 4
- 15 Q R to B sq (i)

Black.

Heer E. J. F. MASCHECK.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 B to B 4
- 4 B takes Kt P
- 5 B to R 4
- 6 P takes P
- 7 P takes P (a)
- 8 Q to B 3
- 9 Q to Kt 3 (c)
- 10 K Kt to K 2
- 11 P to Kt 4 (e)
- 12 Q to K 3
- 13 Kt to Kt 3
- 14 B to Kt 3 (h)
- 15 Q R to Kt sq

White.	Black.
16 B to K 4	16 B to Kt 2
17 K R to Q sq	17 Castles
18 B to Kt 3	18 Q Kt takes P (j)
19 B takes B (k)	19 Kt to Q B 5
20 R takes Kt	20 P takes R
21 B to Q 5	21 B takes P ch
22 B takes B	22 R takes Q
23 B takes Q	23 B P takes B
24 K to B sq	24 P to Q 4 (!)
25 P to Q R 3	25 P to Q R 3
26 B to B 5	26 R to B 2
27 Kt to B 3	27 Kt to R 5
28 R to Kt sq	28 R takes R ch
29 Kt takes R	29 Kt takes Kt
30 P takes Kt	30 P to B 6 (m)
31 Kt takes P	31 R takes P ch and wins (n).

NOTES BY W. N. POTTER.

(a) Heer Mascheck is to be commended for his courage in adventuring "the compromised defence" against his formidable antagonist.

(b) Better than B to K Kt 5, which soon leaves White with no attack to speak of.

(c) Kt takes P would, in a move or two, result in Black losing a piece.

(d) In Anderssen's opinion this is the only effective continuation.

(e) This move constitutes the Counter Gambit, and is the correct reply, not only to the move actually made by White, but also to the other two he had at his disposal, viz., R to K sq and B to R 3.

(f) Refusing the Counter Gambit, and no doubt better than either form of accepting it.

(g) Indispensable for the continuance of the attack, and for the protection of the King's Pawn.

(h) Castling we should consider better.

(i) We fancy the Pawn could have been safely taken at this point.

(j) A very ingenious combination, though if met by the best reply it should scarcely yield Black any advantage.

(k) This wins two minor pieces for Rook. A losing game, however, considering Black's immense superiority in Pawns, and the relief he obtains from the cessation of the attack. 19 B takes Q Kt would, we think, have given White an improvement in position, e.g.—

19 B takes Q Kt

19 B takes B best, as Kt takes B would lose a piece.

20 B takes K Kt P

20 K R to K sq, better than B takes Kt, which, as it should seem, would involve the loss of the "exchange."

21 B to R 6 21 P to K B 3
 22 Kt to Kt 3, threatening Kt to K Kt 5, and White's game is
 certainly improved.

(l) Black can now march leisurely to victory, there is absolutely nothing
 to stop him.

(m) A powerful move, deciding everything.

(n) A most interesting game, and characterised on the part of the second
 player, throughout, with very great skill and perception.

GAME 49. Danish Gambit.

White.

Mr. BLACKBURNE.

1 P to K 4
 2 P to Q 4
 3 P to Q B 3 (a)
 4 B to Q B 4
 5 Kt to K B 3
 6 Castles
 7 Q to Q Kt 3
 8 P takes P
 9 Q Kt to Q 2 (d)
 10 P to K 5
 11 Kt takes Kt
 12 B takes P ch
 13 Kt to B 3
 14 B to Kt 5 (g)
 15 B takes Kt ch
 16 Q R to K sq ch (h)
 17 Kt to R 4
 18 Kt to Kt 6
 19 B takes R
 20 B to B 7
 21 R to K 8 ch
 22 Q to K 6 ch (j)
 23 R takes Q
 24 R to K 8
 25 R to Q sq
 26 B to Kt 6 (k)
 27 K R to K sq
 28 R takes R
 29 B to Kt sq
 30 P takes P
 31 P to B 3
 32 K to B sq
 33 K to K 2
 34 K to Q 2
 35 P to K R 4
 36 P to Kt 4
 37 K to K 3
 38 R to Q Kt 8 ch

Black

Heer C. E. A. DUPRE.

1 P to K 4
 2 P takes P
 3 P takes P (b)
 4 Kt to Q B 3 (c)
 5 B to Kt 5
 6 P to Q 3
 7 Q to B 3
 8 B to Q B 4
 9 K Kt to K 2 (e)
 10 Kt takes P
 11 Q takes Kt (f)
 12 K to Q sq
 13 Q to B 4
 14 P to K R 3
 15 K takes B
 16 K to Q sq
 17 Q to Kt 4
 18 R to K Kt sq (i)
 19 Q takes Kt
 20 Q to B 3
 21 K to Q 2
 22 Q takes Q
 23 K to B 3
 24 P to Q Kt 4
 25 K to Kt 3
 26 B to Kt 2
 27 R takes R
 28 B to Q 4
 29 P to Kt 5
 30 B takes P
 31 B to B 4 ch
 32 B to Q 5
 33 B to B 5 ch
 34 P to Q R 4
 35 P to B 4
 36 B to K 4 (l)
 37 B to Kt 7 (m)
 Surrenders.

NOTES BY W. N. POTTER.

(a) This move constitutes what some call the Danish, and others the Swedish Gambit. It is an opening more effective in practice than sound in theory.

(b) If the second player objects to the difficulties likely to arise from thus accepting the above Gambit, he may play 3 P to Q 4 instead.

(c) Theoretically the third pawn can be advantageously taken, but in practice, few subject themselves to the attack which the first player thereupon obtains. The move in the text would seem to be as good as any other, though some play P to Q B 7.

(d) Giving White a very strong attack.

(e) B to Kt 3 would seem the best reply to White's last move.

(f) If 11 P takes Kt, White obviously answers with 12 Kt to K 4.

(g) Black has now a position after Theory's own heart. A clear undoubled Pawn a-head, against which there is the enemy's forces occupying or able to occupy, all the open files and diagonals in a most formidable manner. In a correspondence game, a successful defence against such an attack might perhaps be possible, but over the board, Achilles Position would beat Hector Pawn nine times out of ten.

(h) Chooses the Queen's instead of the King's Rook in order to make use of the Knight.

(i) He appears to have no better move, for B to K R 6, would be easily met by Q takes Q Kt P.

(j) Having the "Exchange" against a Pawn, plays for the end game, though Black's four united Pawns on the Queen's side, have a rather powerful appearance.

(k) Well played. Having an eye to the protection of the Q R P after the Rooks shall have been exchanged.

(l) Better B to Q 4.

(m) A pity—there was a good deal of fight left in the game yet. White had certainly not an easy win, though with his extra Pawn on the King's side, he would probably have scraped a victory in the end.

GAME 50.

Evans Gambit.

One of ten simultaneous blindfold games played by Herr Zukertort at the City of London Chess Club.

White.

Mr. COBURN.

- 1 P to K 4
- 2 K Kt to B 3
- 3 B to B 4
- 4 P to Q Kt 4
- 5 P to B 3
- 6 Castles (a)
- 7 P to Q 4
- 8 P takes P (b)
- 9 B to Q B 3

Black.

Herr ZUKERTORT.

- 1 P to K 4
- 2 Q Kt to B 3
- 3 B to B 4
- 4 B takes Q Kt P
- 5 B to R 4
- 6 K Kt to B 3
- 7 Castles
- 8 K Kt takes P
- 9 P to Q 3

White.

10 Q to Q B 2
 11 B takes Kt
 12 Q Kt to Q 2
 13 Q R to K sq
 14 R to K 3
 15 Kt to K sq
 16 B to Q 5 (d)
 17 Q to K 4
 18 P to K B 4
 19 R to Kt 3
 20 K to R sq
 21 P to K B 5
 22 P to K 6
 23 Q Kt to K B 3
 24 Q takes R
 25 Q to Q 2
 26 Kt to R 4
 27 Q to Q 6
 28 Q takes B P
 29 Kt to Kt 6 ch
 30 R takes Kt
 31 Q to R 7
 32 K to Kt sq (e)
 33 P to K 7
 34 Q takes B
 35 R to Kt 3 and wins.

Black.

10 Kt to Q B 4
 11 P takes B
 12 P to K R 3
 13 Q to K 2
 14 P to Q R 3 (c)
 15 P to Q Kt 4
 16 B to Kt 2
 17 Q to K sq
 18 B to Kt 3
 19 P to B 5 dis ch
 20 K to R sq
 21 P to K B 3
 22 R to Q sq
 23 R takes B
 24 B to R sq
 25 Kt to K 2
 26 P to Q B 4
 27 B to Q sq
 28 Q to R 4
 29 Kt takes Kt
 30 R to K sq
 31 R to Kt sq
 32 B to K 5
 33 B takes K P
 34 B takes B P

NOTES BY J. H. BLACKBURNE.

(a) The usual and stronger line of play is 6 P to Q 4.

(b) 8 Kt takes P is better, Mr. Jacob Mason, of New York, considers that it gives White a winning game, he gives the following variation in the Dubuque Chess Journal, November 1873.

8 Kt takes P
 9 P takes Kt
 10 Q to Q 5
 11 Kt takes B
 12 Q to B 3
 13 Q to K Kt 3
 14 B to K Kt 5
 15 Q R to K sq
 16 B to Q 3
 17 Q to R 4
 18 B to B 6
 19 Q to K 4
 20 Q to K R 4
 21 R to K 4, and wins.

8 Kt takes Kt
 9 Kt takes P
 10 B takes P
 11 Kt takes Kt
 12 Kt to R 5
 13 K to R sq
 14 Q to K sq
 15 Kt to Kt 3
 16 Q to K 3
 17 P to K R 3
 18 K to Kt sq
 19 P to K Kt 3
 20 K to R 2

(c) This and the next move loses the game. 14 R to Q Kt sq, followed by P to Q Kt 4, would have given Black the better game.

(d) After this Black cannot escape without loss of some kind.

(e) A very good move. It will be seen that he dare not have taken the Bishop, on account of B to B 2, neither could he have played P to K 7, as Black would have replied with Q to K 7, winning the passed Pawn.

GAME 51.

One of ten simultaneous blindfold games played by Mr. Blackburne at Derby on the 1st May last.

King's Fianchetto.

White.	Black.
Mr. BLACKBURNE.	Mr. JOHN COOPER.
1 P to K 4	1 P to K Kt 3
2 P to Q 4	2 B to Kt 2
3 P to K B 4	3 P to K 3
4 K Kt to B 3	4 Kt to K 2
5 B to Q 3	5 P to Q 3 (a)
6 Castles	6 P to Q Kt 3
7 B to K 3	7 B to Kt 2
8 Q Kt to Q 2	8 Kt to Q 2
9 P to Q B 3	9 Castles
10 P to K Kt 4	10 Q Kt to K B 3 (b)
11 P to K R 3	11 P to K R 3 (c)
12 Q to K sq	12 Kt to R 2 (d)
13 Q to K Kt 3	13 Q to Q 2
14 Q R to K sq	14 P to Q R 4
15 Kt to R 4	15 P to Q R 5
16 P to Q R 3	16 Q to Q B 3
17 K to R 2 (e)	17 P to Q Kt 4 (f)
18 P to K B 5	18 K P takes P
19 Kt P takes P	19 P to K Kt 4 (g)
20 P to B 6	20 Kt takes P
21 B takes P	21 K to R sq (h)
22 B takes Kt	22 R to K Kt sq
23 Q to B 4	23 Kt to Kt 3 (i)
24 Q takes P mate	

NOTES BY J. WISKER.

(a) Why not two squares? Black might then have attained a fairly defensive position.

(b) Black has a good chance, which he neglects, of forcing his game by P to K B 4. The move made only consolidates the blindfold player's attack.

(c) The very move White wanted. Black does not advance the defence in the slightest degree, whilst he leaves the first player another weak point to assail.

(d) This, with the 14th and 15th moves, are also soothing to Mr. Blackburne's feelings.

(e) Not only covering his K R sq from the attack of the Queen and Bishop, but securing a square for his Rook.

(f) Under such circumstances, with a formidable attack bearing upon the King's side, these movements with the Queen's side Pawns must soon be ruinous.

(g) The game is lost. If he had taken the Pawn, White would have forced a mating position at once by R to K Kt sq.

(h) Had he taken the Bishop, White would simply have retaken, and, in addition to threatening a speedy mate, must have secured one of the two Knights.

(i) A slip, but the game has long been lost.

GAME 52.

Ruy Lopez.

White.

Mr. W. H. HOTCHKIN.

- 1 P to K 4
- 2 Kt to K B 3
- 3 B to Kt 5
- 4 P to Q 4 (b)
- 5 Kt takes P
- 6 Q takes Kt
- 7 B takes Kt (c)
- 8 Castles
- 9 Kt to Q B 3
- 10 Q to Q sq
- 11 P to K B 4
- 12 Q to R 5
- 13 P to B 5
- 14 P to K 5 (e)
- 15 Q to Kt 4 (f)
- 16 P to K 6 (g)
- 17 Q takes P
- 18 Q to Q 3
- 19 Q takes R
- 20 Q to B 7
- 21 B to R 6
- 22 R to K sq
- 23 R to Q sq
- 24 B to B 4 (k)
- 25 B takes B
- 26 Kt takes Q P
- 27 R takes P
- 28 P to K R 3

Resigns.

Black.

Mr. I. E. ORCHARD.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 K Kt to K 2 (a)
- 4 P takes P
- 5 Kt takes Kt
- 6 Kt to B 3
- 7 Kt P takes B
- 8 P to Q 3
- 9 P to Q B 4
- 10 B to K 2
- 11 P to Q B 3
- 12 Castles
- 13 P to Q 4 (d)
- 14 P to K Kt 3
- 15 K to R sq
- 16 P takes B P
- 17 P takes P
- 18 R takes R ch
- 19 P to K 4 (h)
- 20 B to R 3 (i)
- 21 B to B 3
- 22 P to K 5
- 23 B to K 4
- 24 Q to B 3
- 25 Q takes B
- 26 P takes Kt
- 27 Q takes Kt P
- 28 B to B 5

NOTES BY J. WISKEE.

(a) A weak defence, to which White forthwith makes the best reply.

(b) The immediate advance of this Pawn, which Mr. Blackburne adopted so advantageously against Herr Steinitz at the Vienna Tournament, prevents Black from executing the manœuvre necessary to consolidate the defence, i.e. P to K Kt 3 and B to Kt 2.

(c) Weak. 7 Q to Q 5, which was played by Mr. Blackburne at this stage, keeps Black's game very confined, White however still gets a good game.

(d) Very dangerous, because of the facilities it affords for the advance of the White Pawns on the King's side. Black should have moved B to K B 3 and then P to K Kt 3, but in any case White has a fine attack.

(e) 14 R to K B 3 is better, and indeed scarcely answerable. For if Black reply 14 P to K Kt 3, 15 Q to R 6, followed by R to K B 3, would be fatal. If 14 P takes K P, White moves R to R 3, and in answer to P to K R 3, sacrifices the Bishop.

(f) 15 Q to K R 3 is better.

(g) White's game now falls to pieces entirely.

(h) Another premature move, he should have brought out his Queen's pieces. Still Black has a safe game, with a Pawn plus.

(i) Very good, preventing either Knight or Rook from coming into the game.

(k) Fearing Q to R 5.

GAME 53.

Scotch Gambit.

White.

Mr. BLACKBURNE.

- 1 P to K 4
- 2 Kt to K B 3
- 3 P to Q 4
- 4 B to Q B 4
- 5 Kt to Kt 5
- 6 Q to R 5 (a)
- 7 Castles
- 8 Kt takes B P
- 9 B takes Kt ch
- 10 Q takes Kt ch
- 11 Q to R 5 ch
- 12 Q to R 6
- 13 B to Kt 5
- 14 Kt to Q 2
- 15 Q R to K sq
- 16 P to K 5
- 17 B to B 6
- 18 Kt to B 3
- 19 Q to R 4
- 20 Q takes Q P
- 21 P to Q B 4
- 22 Q to Q sq
- 23 P takes P

Black.

Heer ——

- 1 P to K 4
- 2 Kt to Q B 3
- 3 P takes P
- 4 B to Q B 4
- 5 Kt to R 3
- 6 Q to K B 3 (b)
- 7 Kt to K 4 (c)
- 8 K Kt takes Kt
- 9 Q takes B
- 10 Q to K 2
- 11 P to K Kt 3
- 12 P to Q 3
- 13 Q to B 2
- 14 B to K 3
- 15 K to Q 2
- 16 P to Q 4
- 17 K R to K Kt sq
- 18 B to B sq
- 19 P to K R 3
- 20 P to Q Kt 3
- 21 P to Q B 4
- 22 K to B 2 (d)
- 23 B takes P

White.	Black.
24 R to K 3	24 B to K 3
25 P to Q Kt 3	25 B to K 2
26 B takes B	26 Q takes B
27 Q to Q 6 ch (e)	27 Q takes Q
28 P takes Q ch	28 K to Q 2 (f)
29 R to Q sq	29 Q R to K sq
30 Kt to K 5 ch	30 K to B sq
31 P to Q 7 ch	31 B takes P
32 Kt takes B	32 R takes R
33 P takes R	33 R to Q sq
34 Kt takes P ch	34 P takes Kt
35 R takes R ch	35 K takes R
36 K to B 2 and wins.	

NOTES BY J. H. ZUKERTORT.

(a) This attack, invented by Count Vitzthum, was very much practised about twenty years ago. It is now abandoned in contests of strong players, as the analysis proved that Black can maintain his Pawn with a good position.

(b) 6 Q to K 2 is the better move.

(c) Very bad. 7 P to Q 3 was the proper course.

(d) 22 P to Q 5 was certainly better.

(e) The deciding coup.

(f) If 28 K takes P, 29 R to Q sq ch, K to K 2, 30 K R to K sq, and White wins the Bishop.

GAME 54.

Another of the 22 simultaneous games at the City of London Club.
King's Bishop's Opening.

White.	Black.
Herr STEINITZ.	Mr. BUSSY.
1 P to K 4	1 P to K 4
2 B to B 4	2 Kt to K B 3 (a)
3 P to K B 4 (b)	3 P to Q 4
4 P takes Q P	4 P to K 5 (c)
5 Kt to Q B 3	5 B to Q B 4 (d)
6 P to Q 4	6 P takes P en passant
7 Q takes P	7 B takes Kt (e)
8 R takes B	8 Castles
9 B to K 3 (f)	9 B to Kt 5 (g)
10 P to K R 3	10 R to K sq
11 K to Q 2 (h)	11 B to Q 2
12 P to K Kt 4	12 P to Q B 3
13 P to Kt 5	13 Kt takes Q P
14 Kt takes Kt	14 P takes Kt

White.

- 15 B takes P
 16 P to Kt 6
 17 P takes B P ch
 18 K takes R
 19 K to B 3
 20 K to Kt 2
 21 Q to R 3 (j)
 22 K to R 2
 23 Q R to K sq

Black.

- 15 Kt to B 3
 16 R takes B (i)
 17 K to R sq
 18 Q to Kt 3 ch
 19 Kt to Q 5 ch
 20 B to B 4
 21 Q to K Kt 3 ch
 22 Q to K B 3
 Resigns

NOTES BY W. N. POTTER.

(a) There is a consensus of authorities in favour of this move, as being the best defence to the King's Bishop's Opening. Its adoption, moreover, shunts off many attacks difficult to defend, such as Macdonnell's Double Gambit, the Lopez Gambit, &c.

(b) This move is not often made, but, assuming correct play on both sides, it should lead to an equal game.

(c) P takes B P was the proper continuation.

(d) Not a well considered move. B to Q 3 is usually the best move in these kind of positions, though B to Q Kt 5 would seem free from any serious objection.

(e) This is also very ill judged. Our experience of Mr. Bussy's play would not have led us to expect such an offence against the principles of the game as he commits in making such an exceedingly injudicious exchange. By Castling he would have obtained something of an attack, not enough, it is true, to compensate for the lost pawn, but sufficient to annoy his adversary a little.

(f) White has now a splendid game.

(g) Kt to Kt 5 is better. Nothing is gained by trying to prevent White from Castling, for he has no wish to do so. His King has a casemated chamber at Q 2, which he can step into at any time.

(h) It was not worth while taking the Bishop; the piece could not have been retained, and a pawn would have been lost. It is true the K R file would have been opened, and an attacking-looking position consequently obtained; but Steinitz is not the player to let the bird in his hand fly away, however many may be fluttering about in the bush.

(i) The remedy is desperate, but much more so is the malady.

(j) Deciding everything.

LATEST INTELLIGENCE.

Captain Mackenzie has won the First Prize in the Chicago Tourney, while Hosmer takes the Second, and Judd the Third Prize.

The *Toronto Globe*, of 17th July, just arrived, states that the three prizes in the Montreal Tourney have practically fallen between Dr. Hurlbut of Ottawa, Professor Hicks and Professor Howe of Montreal, and Mr. Jackson of Seaforth, though in what order was not certain.

The City of London Chess Magazine.

THE MONTH.

We announced, last month, the final issue of the Chicago Congress, the news having then arrived of the first, second and third prizes having been respectively won by Captain Mackenzie, Mr. Hosmer, and Mr. Max Judd. Since then the scores made by the players have come to hand, and are as follows : Mackenzie $8\frac{1}{2}$, Hosmer 8, Judd 7, Bock 4, Congdon $1\frac{1}{2}$, and Perrin 1. By the rules of the Congress, if any player withdrew from the Tournament before having played two-thirds of the games, his name and score should be cancelled. By virtue of this, no doubt, wholesome regulation, Captain Mackenzie and Mr. Hosmer had their scores reduced from $10\frac{1}{2}$ and 10 respectively, they having each won 2 games from Mr. Kennicott, who retired before playing the number required. Mr. Elder, who made a score of $3\frac{1}{2}$ games, likewise withdrew under similar circumstances. The high position attained by Mr. Hosmer fully bears out the favourable opinion we had previously formed of his play (see our July Number, page 136), and if in noting one of his games in the present issue we find cause for adverse comments, that is simply because we always confine our attention to the game before us, without reference to our general opinion of the players ; without, in fact, desiring to know who they are. For our purpose they are simply Messrs. White and Black, and if either of them make a bad move we, of course, censure the same. So we desire to be treated in respect of our own games, and blame at any time, well-founded or otherwise, as long as it is sincere, will never offend us. Criticism should be the exhalation of the facts, and if the critic's nostrils detect the rue, rather than the rose, he should not hesitate to say so.

The Montreal Congress took place on the 7th of July, and we learn, from the *Toronto Globe*, of the 14th August, that the result was as follows :—First Prize, Professor Hicks, of Montreal; Second Prize, Dr. Hurlburt, of Ottawa; Third Prize, Mr. Van Bokum, of Montreal. Our Canadian contemporary has not yet received the full particulars of the score, but hopes to do so shortly. This fact coincides with the general lassitude and signs of indifference which have characterised this Congress throughout, and which contrast so strongly with the zeal, energy and public spirit of those engaged in the Chicago Congress. While the proceedings of the latter were duly reported to, and chronicled in all the American Chess columns, the result being dispatched to New York by telegraph, the doings

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of the Montreal players have been all along shrouded in the thickest obscurity, and the *Toronto Globe* has had weekly to inform its readers that it could tell them nothing of what was going on, nor until the 14th August could it let them know the final outcome of the affair. Such inertia on the part of those having the management of the Tournament seems incredible, and bodes not at all well for the progress of Chess in Canada. We wonder the great colony should allow itself so to be beaten in activity and wide-awake zeal by the other side of Niagara.

The meeting of the Counties' Chess Association took place at the Masonic Hall, Birmingham, on Monday, the 3rd of August, and was, in every respect, a remarkable success; a result, no doubt, attributable to the unceasing energy and labours, both of the General Committee and of the local Birmingham Committee. The amount of interest created in provincial Chess circles is shown by the number of entries in the various tournaments, and which, as we understand, amounted to about sixty. A survey of the names of those who took part in the First Class Tournament shows that every strong country player in active play competed, and the following is the score of that contest:—Mr. A. Burn 10, Rev. H. Archdall $7\frac{1}{2}$, Rev. C. E. Ranken $6\frac{1}{2}$, Rev. W. Wayte $6\frac{1}{2}$, Mr. E. Thorold 6, Mr. G. H. D. Gossip $5\frac{1}{2}$, Mr. B. W. Fisher 5, Rev. A. B. Skipworth 4, Major Martin 3, Messrs. Halford and Murray nought, both having resigned. We should state that Mr. Skipworth, being unwell, resigned his games with Mr. Thorold and the Rev. Mr. Wayte without playing. The prizes fell as under:—First prize, £12, Mr. A. Burn; second prize, £5, Rev. H. Archdall; third and fourth prizes, £5, between the Rev. C. E. Ranken and Rev. W. Wayte. In the Handicap Tournament there were 24 entries, and these were divided into three sections. The result gave Mr. De Soyres as winner of section A, Mr. Wayte of section B, and Mr. Burn of section C. These three, therefore, formed a pool to play for first and second prizes, and therein Mr. Burn beat Mr. De Soyres, while the latter drew with Mr. Wayte. There was no time for further play, and the two prizes were divided between the three. In like manner the third and fourth prizes, which were contested for by the losers in the 1st round, were divided between Messrs. Burt, Thorold and Coates. There was also a Second Class Tournament of players upon even terms, with 13 entries; the first prize of which was won by Mr. Burt, and the second prize by Miss Rudge, while Messrs. Best, Coates and Syndercombe, tied for the third and fourth prizes. The indefatigable officers of the the Association did not stop here, but arranged a Third Class Tournament, for which nine players entered, the prize being carried off by Mr. W. Franklin. On Thursday, in the meeting week, Mr. Lowenthal successfully played a number of simultaneous games, about 21, we believe; and on the next day, Friday, the annual meeting of the Association was held, Lord Lyttleton presiding, and thereat Mr. Burn was elected a

member of the Committee in the place of Mr. Fedden. Luncheon was held in the Banqueting Room of the Masonic Hall, the seats were filled, and many ladies were present. Thus pleasantly concluded, perhaps, the most successful meeting ever held by the Association, a result attributable to the good will and hearty labours of all concerned, among whom should be specially mentioned the active secretaries, Messrs. Fisher and Kempson. We should observe that for a portion of the above information we are indebted to the explicit and painstaking report of the proceedings contained in the *Chess Player's Chronicle*. The special feature of the meeting was, no doubt, the success achieved by Mr. Burn, who won every game that he played, both in the First Class Tournament and the Handicap. Mr. Burn, by his performances on this occasion, conclusively proved himself to be the strongest player that the provinces possess, and there is no doubt that he is fully entitled to take his place amongst that strong phalanx of first class English adepts whose play with each other has brought about such curiously equal results. It is only setting forth an acknowledged fact to state that there is no British player of such undoubted superiority over his fellows as to entitle him to be considered as the champion of this country. It will be remembered that Mr. Burn, in 1870, tied with Mr. Wisker, in the Tournament for the English Challenge Cup. They had each lost one game, Mr. Wisker to Mr. Burn, and the latter to Mr. Gossip, and it was in the game that decided the tie that Mr. Wisker won the Cup. The success of Miss Rudge, in carrying off the second prize of the Second Class Tournament, was also a noteworthy feature of the meeting, and we hail the event with the greatest pleasure, considering that such a creditable display of skill in the game will stimulate the dormant Chess faculties of her sex.

On the 7th of August, the Endeavour Chess Club, of Brixton, played a match against the 5th class (Rook strength) of the City of London Chess Club. In the result, the Civic players won 8 and lost 5 games, the following being the score :—

BRIXTON CLUB.					CITY OF LONDON CLUB.				
				Won.					Won.
Mr. Wilson	2	Mr. Sonstadt	0
" E. E. Peyer	0	" Manning	2
" E. C. Peyer	1	" Holman	1
" V. C. Peyer	1	" Garraway	(1 drawn)	0
" Kindell	0	" Moon	2
" Osborne	0	" M. Israel	2
" Hutchins	1	" Tufnell	1
—					—				
5					8				

Various proofs, from time to time arise, as to the increasing popularity of Chess in this country, the latest testimony to the fact being the commencement of a bi-weekly Chess column, in the Wednesday and Saturday issues of the *Sportsman*, under the able editorship

of Mr. Wisker, the winner twice successively of the English Championship Cup. This column, which first appeared on the 5th of August, and has since been carried on with the energy and ability which, as is well known, Mr. Wisker has at his command, constitutes a most important addition to English Chess literature, and will, no doubt, be the means of opening a knowledge of the game to a section of the Chess playing community not hitherto reached. The increasing number of correspondents denotes that the experiment has met with complete success, and the liberality of the proprietors, evidenced by their having a special correspondent at the Birmingham Tournament, and in other ways, makes it certain that the column will have a prosperous existence. We may observe that the Wednesday and Saturday numbers are issued respectively at $1\frac{1}{2}$ d and $2\frac{1}{2}$ d, a moderation of price which will commend itself to many not hitherto able to command the advantages of a first class Chess column.

The award of the British Chess Association Problem Tourney Committee does not appear to have given general satisfaction either in this country or in America. This is not to be wondered at; the dissensions among some of the original members, and the indolence of others, made it necessary, after innumerable delays, to appoint further examiners. These, with one or two of the original body who commendably remained at their post, found it necessary to come to a speedy, and no doubt somewhat rough decision. It has since appeared that some of the problems are faulty, for instance, No. 2. of "All's well that ends well" has a double solution, and No. 5 of the same set cannot be solved. No. 2 of "Ludimus effigiem belli" likewise seems to be unsound. These discoveries do not in any way affect the decision of the Committee, as, by the conditions, their award is final. We believe that down to the sixth prize set substantial justice has been done.

On the 5th of August Mr. Blackburne played 20 simultaneous games over the board at the City of London Chess Club, the result being that he won 19 and lost 1, the latter being scored by Mr. V. C. Peyer. These monthly performances are evidently attractive to the members, and they have the advantage of keeping up the spirit of play during the quiet season. The next exhibition of circumrotatory Chess at this Club will be by Herr Steinitz, and it takes place on Wednesday, the 2nd instant.

In our June number we mentioned Mr. Gossip's challenge to play any English player a match for not less than £15 a side at the odds of Pawn and move. It was contained in a letter to ourselves, as Editor of this Magazine, and we extract the portion of the communication which refers to the matter, the same being as follows:

"In conclusion, I may add that I shall be most happy to play any English player a match for not less than £15 a side, at the odds of Pawn and move, in the course of the ensuing autumn; half the games to be played in London and half at Colchester; Mr. Bird and yourself included. I name this to avoid the reproach of forfausterie.

"Yours obediently, G. HATFIELD D. GOSSIP."

Mr. Bird has accepted this challenge, in a letter addressed by him to the *Sportsman*, *Figaro* and *Hornet*, and we copy from the latter, with the Editor's note.

To the Editor of the *Hornet*.

SIR.—Mr. Gossip has written a letter, offering to play any English player who will give him the odds of the Pawn and move. I beg to accept his challenge, and am prepared to arrange a match on those terms.

Cambridge-street

Your obedient Servant,

H. E. BIRD.

(EDITOR'S NOTE.—We do not know Mr. Bird. He gives no definite address, and we are not informed that Mr. Gossip ever issued such a challenge to him.)

This appears, not in the Chess column of the *Hornet*, which is edited by Mr. Gossip, but in another part of the paper. In future we should advise the editor of the *Hornet* not to meddle with matters relating to Chess, whereby he will avoid making himself, and his paper, ridiculous. Very rarely, we apprehend, does the *Hornet* succeed in affording such amusement as the Chess players of the metropolis have derived from the above unique note. We suppose if Morphy or Steinitz had written to the *Hornet* the editor would not have known who they were either. Mr. Gossip is not to blame for this absurd *contretemp*, and may reasonably complain of his chief's interference in the matter. Meanwhile, we await a reply to Mr. Bird's letter.

A match has been recently played between Messrs. Skipworth and Owen, for the Provincial Championship Cup. This was won by Mr. Owen, who scored all the four games that were played. Mr. Skipworth, feeling himself not at all in form for serious play, had a week's holiday in Wales, and upon his return challenged his opponent to another match. This has been partly played, and the combatants have won two games each. The continuation of the match will probably shortly take place at Lincoln.

The American Chess papers are naturally taken up principally with the games and doings of the Chicago Congress, while our other exchanges we are not, this month, able to notice.

AMERICAN CHESS BOOKS.

(Continued from page 136).

The third book on our list is a collection of 107 Problems, composed by Colonel A. Z. Huggins. An examination of the work has not made a favourable impression upon our judgment. The conceptions are, for the most part, feeble, and the way they are worked out would seem to indicate a want of the constructive faculty. A Problem of Colonel Huggins', which we saw in *Vox Populi* of 20th May last (republished in the *Westminster Papers* for July), pleased us greatly, and had prepossessed us in favour of the collection we now feel called upon to report against. The composition in question is stated to have been constructed by the author in Dreamland, and it may be that the fairy inhabitants of that realm assisted him, but into the regions of actual life they have evidently refused to accompany their visitor. We intended, and had, in fact, prepared a criticism of the Problems in the volume before us, taking them

separately, in accordance with our usual custom, but the space for that purpose is wanting. The frontispiece, a four mover, is a skilfully conceived composition, and not easy to solve. It has however a double solution on the third move of the second variation by Kt to K. Kt 6 instead of Q to Q 6 ch. Nos. 1, 3, 25, 30, 43, 50, 53, 54 and 63 are more or less commendable, and of these we would single out 53, a three mover, as a very good Problem, both in conception and construction. But Nos. 2, 6, 8, 12, 15, 18, 34, 39, 73 are all in their degree poor and weak, while as to two of these, 18 and 39, we are really afraid to say what a bad opinion we have of them. 49 we should not dislike, but for its babe like simplicity. In 25 the Black Pawns at Q B 2 and Kt 2, also the White Pawns at Q B 6 and Kt 6, appear to be useless, except to give a symmetrical appearance. There is remarkable carelessness displayed throughout the volume; Nos. 21, 60, 65 and 70 have two solutions upon the first move, 68 has three solutions, and 51 and 57 four solutions, all of them of course on the first move; while 58, 67 and 69 cannot be solved at all. Some of these flaws are acknowledged in the solution page of the book; we suppose they were discovered after the diagrams had been printed. 74, a 6 mover, can be solved in three moves, and there are also two ways of solving it in five moves. The least ambitious part of the collection is that which we liked the best, viz., the 25 concluding Problems, pleasantly "dedicated to beginners, by their friend, the author." Of these we would single out 95, a four mover, and 100, a three mover, as being very pretty Problems, though the *modus operandi* in each case is no doubt simple, as indeed befits the object in view.

The last book remaining to be noticed is a collection of "100 Gems of Chess," edited by Thomas D. S. Moore. These are Problems selected from the Chess Department of the *Western Advertiser* of London, Ontario, published during 1872. We can very cordially commend this capital little volume, the price of which is only 35 cents. The Problems are mostly of a superior character, and are the work of American composers of note. The first 66 compositions are from Tournament No. 2, held in connection with the *Western Advertiser*; they are the work of the following authors, J. Ryall, O. F. Reed, C. W. Wheeler, F. W. Martindale, Lewis W. Mudge, W. A. Shinkman, J. H. Gordon, T. D. S. Moore, R. H. Ramsey, C. A. Gilberg, R. T. Burns, George Groves, and J. Henderson. Of these we consider Nos. 1, 3, 10, 40, 42, 61 and 63 as particularly good Problems. Also more or less meritorious are Nos. 2, 5, 6, 7, 9, 13, 14, 17, 18, 35, 37 and 55, one or two of them perhaps being rather thin. We do not much admire Nos. 4, 8, 11, 12, 26, 32, 46, 48, 50 and 66, some of them being of poor conception, and the others flavourless. The First Prize in the Tourney was awarded to No. 22, composed by Mr. O. F. Reed, and there is no doubt that it is in every respect a fine Problem; but as to No. 43, by Mr. J. Henderson, which took the Second Prize, we cannot say that we think it deserving of such a high place, especially with so many good ones to choose from. We should have taken the composition to be a respectable effort, little above mediocrity.

The remaining portion of the volume consists of a selection of ordinary Problems, and these are of unequal merit; No. 8 is a most splendid production, and a beautiful illustration of the mating power of the Knights; 9 is also a clever composition, 17 is fair, and 20 is very good indeed; but Nos. 1, 3, 4, 5, 7, 12, 14, 15 and 21 are not to our taste. 22 to 33 inclusive are self mates; we do not undertake to say much about these, especially those in 6, 7 and 8 moves; 22 and 24, both in three moves, pleased us, especially the latter. 34 is an end game, White to move and win; it is unsound, as White can play 2 B to K 5, winning easily.

We should have wished to have been more minute and explanatory in the foregoing remarks, but are limited to what is possible; one thing we should not omit, however, viz., to praise the remarkable care exhibited by whoever had the examination of the Problems in this book. Such a number of compositions free from double or non solutions we may say that we have never met with before.

W. N. POTTER.

SOLUTIONS OF PROBLEMS.

No. 49.

White.

- 1 Q to R 7
2 Q, R or B mates accordingly

Black.

- 1 Anything

No. 50.

- 1 Q to Kt 4
2 Mates accordingly

- 1 Anything

No. 51.

- 1 R to Q B 8
2 R takes Q P ch
3 R mates

- 1 B to B 3 (a)
2 K or P takes R

(a) If 1 P takes P or P to B 5, the reply is 2 P takes R, and if 1 P to Q 3, then 2 Kt to R 7, mating next move.

No. 52.

- 1 R to Q sq
2 Kt to B 5 ch
3 Q mates

(a)
2 Kt to Q 6 ch
3 R to R 5 mate

- 1 B to Q 5 (a)
2 Anything

- 1 Kt to Q 5
2 K takes Kt

No. 53.

- 1 Q to R 7
2 B to B 6 ch
3 Q mates

- 1 R takes R on B 3
2 K takes B

No. 54.

- 1 Q to K 7
2 Kt to B 4
3 Q mates

- 1 K takes R (a)
2 Anything

(a) If 1 P takes R, or 1 P to B 5, White checks on Q 7 with Q, mating next move.

No. 55.

- 1 R to Q B 5
2 R takes P dis ch
3 P takes P en pass mate

- 1 B takes R
2 P to Kt 4

No. 56.

- 1 B to R 3
2 Q takes Q B P
3 Kt to K 6 ch
4 B mates

- 1 Q takes B
2 Kt takes Q
3 K moves

SPECIAL PRIZE PROBLEM AT PAGE 163.

- 1 Q to K B 6
2 Q to B 3 ch
3 mates

(a)
2 Q to Q R sq
3 Q mates

- 1 Kt takes P (a)
2 K takes Q

1 B to K B 7
2 Anything

SOLUTIONS TO THE PRIZE PROBLEMS OF THE BRITISH CHESS ASSOCIATION TOURNEY.

FIRST PRIZE.

"Look after the Caby."

No. 1.

1 K to K 6 1 Any move
2 Mates accordingly

No. 2.

1 R to K 8 1 B takes Kt (a)
2 Q to Q 3 ch 2 B takes Q
3 P to K 3 mate

(a)

2 Q to K Kt 3 1 B to Kt 3
3 Kt mates 2 B takes Q

No. 3.

1 K to Q 2 1 P takes B (a)
2 Kt to Q 5 2 K takes Kt
3 K to K 3 dis ch mate

(a)

2 Kt to Kt 5 ch 1 B ta. B, or B to R 4
3 R to K B sq mate 2 K to B 5

No. 4.

1 R to K B 3 1 Kt takes R (a)
2 Kt to B 6 ch 2 K takes P
3 Q to Q 5 ch 3 Kt takes Q
4 B to B 2 mate

(a)

2 Kt to B 6 ch 1 Kt takes Kt, or
3 Q to Q 4 ch R to K B 2
4 B mates 2 K takes P best
3 K takes R

No. 5.

1 Q takes B 1 R to Kt 5 (a)
2 Kt takes B P ch 2 P takes Kt
3 R takes K P 3 K takes R
4 Q to B 6 ch 4 K takes Q
5 B to Q 8 mate

(a)

2 B to K 8 1 Kt takes Q
3 Kt at Q B 5 tak. P 2 R to R 2
4 R takes B ch 3 B takes Kt
5 B takes P mate 4 K to Q 4

SECOND PRIZE.

"Ultima Thule."

No. 1.

1 Q to Q B 8 1 Any move
2 Mates accordingly

No. 2

1 B to K B 8 1 K takes R (a)
2 K to K 2 dis ch 2 K to K 3
3 Q to K 7 mate

(a)

2 B to B sq ch 1 B to Q Kt 2
3 Q to Q 6 mate 2 K takes R

No. 3.

1 B to Q R 2 1 R takes R (a)
2 Q to K B 7 2 Any move
3 Kt mates

(a)

2 R takes R ch 1 R to K 4
3 Kt mates 2 Kt to Q 4

No. 4.

1 Q to K 7 1 B takes P (a)
2 B to K 4 ch 2 K takes B
3 Kt to K B 4 3 K takes P
4 Q mates

(a)

2 B to K 4 ch 1 K to B 3
3 Q to Q B 5 ch 2 K to Kt 4 best
4 B mates 3 K to R 5

No. 5.

1 Kt to K R 4 1 K takes P (a)
2 Q to K B 5 ch 2 B to K 4
3 Q to K 4 ch 3 K takes Q
4 B mates

(a)

2 Q to K B 5 ch 1 Kt to Q 5
3 B to K B 3 ch 2 Kt takes Q
4 Kt to Kt 6 mate 3 K to K 4

THIRD PRIZE.

"Hoc ardua vincere docet."

No. 1.

1 B to Q R 6 1 Any move
2 Mates accordingly

No. 2.

1 Kt to R 2 1 B to R 6
2 Q to Q Kt sq 2 Any move
3 Q mates

No. 3.

1 B to Q 4 1 R to R 3 best
2 P to Kt 3 2 P to B 3
3 Kt mates

No. 4.

1 Q to Q Kt 7 1 P takes Kt (a)
2 R to K 6 2 P takes R
3 Q to K R 7 3 Any move
4 Q mates

(a)

2 Q to Kt 4 ch 1 K to K 5
3 Kt to K 6 2 K to B 4
4 Kt mates 3 Kt to B 3

No. 5.

1 R to R 6 1 B takes R
2 Kt to K 6 2 B moves
3 Kt takes B 3 Kt moves
4 R mates

FOURTH PRIZE.

" Why so, prithee?"

No. 1.

- 1 B takes B P 1 Any move
2 Mates accordingly

No. 2.

- 1 Q to Q R 6 1 K to R 4, or B 4
2 P checks 2 K to Kt 3
3 Kt to K 5 mate

No. 3.

- 1 Kt to Q 7 1 P takes Q
2 Kt to Kt 6 dis ch 2 K moves
3 Kt mates

No. 4.

- 1 R to K 5 1 B takes Kt
2 Q takes P ch 2 K takes Q
5 R takes B mate

No. 5.

- 1 P to Kt 7 1 B takes P
2 Kt to K 2 2 P to B 5
3 Q to Q 2 ch 3 K moves
4 Q or Kt mates

FIFTH PRIZE.

" The best laid schemes, &c."

No. 1.

- 1 Q to R 7 1 Anything
2 Mates accordingly

No. 2.

- 1 Q takes B 1 R to B 6 ch (a)
3 K to Kt 6 3 K takes Kt
3 Q to B 4 mate

(a)

- 2 K to B 5 1 R to B 3 ch
2 Any move
3 Mates accordingly.

No. 3.

- 1 K R to Kt 2 1 P takes R (a)
2 Kt takes Kt 2 P takes Kt
3 B to Q 8 mate

(a)

- 2 Q to B 6 1 Kt takes Kt
3 Q or R mates

No. 4.

- 1 B to K 4 1 P takes B (a)
2 R to B 5 2 K takes R
3 Kt to B 4 dis mate

(a)

- 2 Q to K 3 ch 1 R takes Q R
3 Mates

No. 5.

- 1 Q R to Kt 4 1 Kt takes R
2 Q to K B 3 2 B takes R
3 Q mates

If 2 P or R takes Q

3 Kt mates

SIXTH PRIZE.

" All's well that ends well."

No. 1.

- 1 B takes R P 1 Any move
2 Kt or B mates accordingly

No. 2.

- 1 B to R 4 1 P takes Kt (a)
2 B to K 7 2 K to B 4 or Kt. R.
3 R or B mates

- (a)
2 B to K 6 ch 1 P takes P
3 Kt or P mates accordingly
2 K takes R or B

No. 3.

- 1 Kt to Q 3 1 K takes Kt (a)
2 Q to K 8 2 K moves
3 Q mates

- (a)
2 Q to K 5 1 K to B 5
3 Q mates 2 K takes Kt or K
to B 6

No. 4.

- 1 R to Q R 8 1 K takes Kt
2 Kt takes P 2 K takes Kt
3 B to K 6 3 P takes B
4 R to K B 8 mate

No. 5.

- 1 R to R 5 1 Kt takes R
2 Kt to B 7 2 R at Kt 3 takes P
3 Q takes P ch 3 K takes Q
4 K to B 2 4 R to K Kt 3
5 P to K 3 mate

SEVENTH PRIZE.

" Auf Wiedersehen."

No. 1.

- 1 B to K R 3 1 Any move
2 Mates accordingly

No. 2.

- 1 Q to R 7 1 R takes P
2 Q to Kt 8 2 Any move
3 R mates

No. 3.

- 1 P to Q 3 1 Kt to R 6
2 Kt to B 4 2 Anything
3 Mates accordingly

No. 4.

- 1 R to Q R 8 1 B takes R
2 Kt to Q B 8 2 K takes R
3 Q to K 3 ch 3 K moves
4 Kt mates

No. 5.

- 1 Q to K 7 1 R P takes B
2 Q to Q 6 2 Kt to K 5
3 R at Kt 4 ta. P ch 3 Kt takes R
4 R to Q 3 ch 4 K takes R
5 Kt to Kt 4 double ch and mate

EIGHTH PRIZE.

" Ludimus Effigiem Belli."

No. 1.

- 1 Q to Q Kt sq and mates next move.

No. 2.

- 1 R to K Kt sq 1 K takes P
2 Q to Q R sq ch 2 K takes Q
3 B to B 4 dis ch mate

No. 3.

- 1 Q to Kt sq 1 R takes Q
2 Kt to K 7 ch 2 K takes Kt
3 R mates

No. 4.

- 1 Kt to K R 6 1 P takes Kt
2 B to K Kt 8 2 K to Q 6
3 B takes P mate

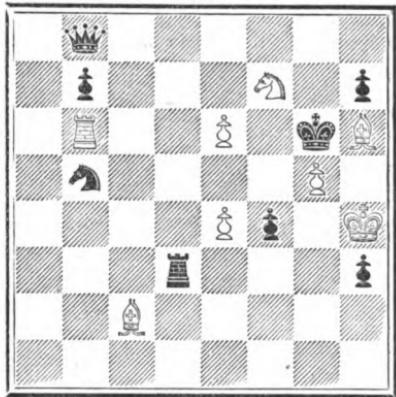
No. 5.

- 1 R P takes P 1 P to K Kt 3
2 R to K R sq 2 B takes R
3 R to K R 8 3 Aught
4 R mates

PROBLEMS.

No. 57.—By H. E. BIRD.

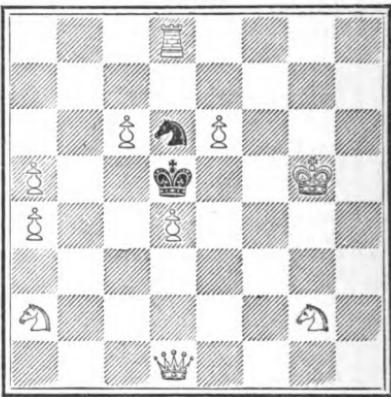
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White to play and mate in two moves.

No. 58.—By A. TOWNSEND.

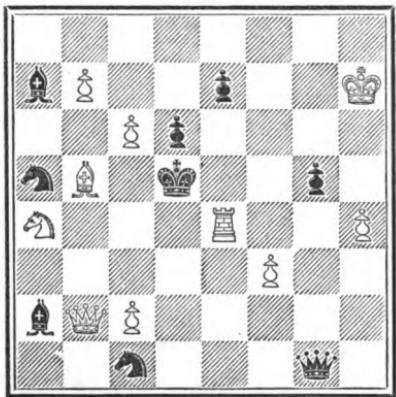
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White to play and mate in two moves.

No. 59.—By J. PIERCE, M.A.

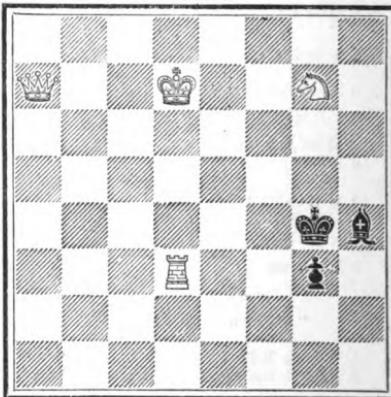
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White to play and mate in three moves.

No. 60.—By HERR KLING.

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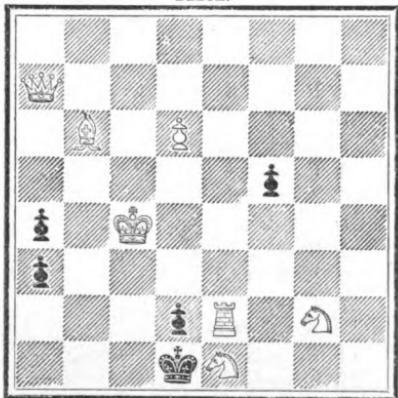


White to play and mate in three moves.

PROBLEMS.

No. 61.—By VICTOR GORGIAS.

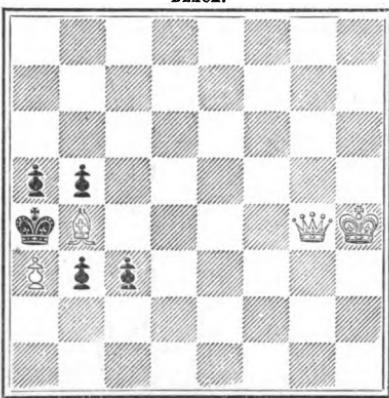
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White to play and mate in three moves.

No. 62.—By C. W. (Sunbury.)

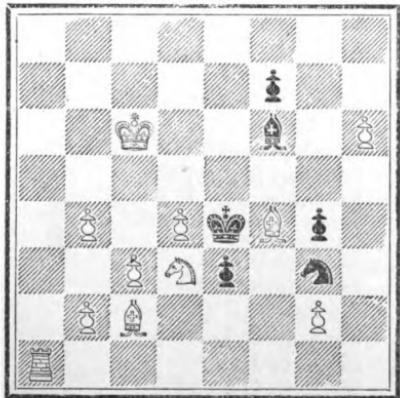
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White to play and mate in three moves.

No. 63.—By F. W. LORD.

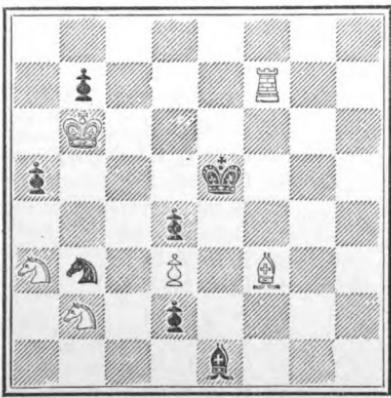
BLACK.



White to play and mate in four moves.

No. 64.—By C. G. GÜMPEL.

BLACK.



White to play and mate in four moves.

GAME 55.

Played in the match between the Bedford Chess Club and the 4th Class (Knight-strength) of the City of London Chess Club, on 15th June 1874.

Scotch Gambit.

White.	Black.
Mr. STEVENS.	Mr. THEOBALD.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 P to Q 4	3 P takes P
4 B to Q B 4	4 B to B 4
5 Castles	5 P to Q 3
6 P to B 3	6 P takes P
7 Q to Kt 3	7 Q to Q 2 (a)
8 Q takes B P	8 K Kt to B 3
9 P to K 5	9 P takes P (b)
10 B takes P ch	10 K takes B (c)
11 Kt to Kt 5 ch	11 K to K 2
12 Q takes B ch	12 Q to Q 3
13 B to K 3	13 P to K R 3
14 Q to B 2 (d)	14 Kt to Q 2 (e)
15 Kt to K 4	15 Q to Kt 3
16 Kt to R 3	16 Kt to B 3 (f)
17 Q to B 5 ch	17 K to B 2
18 Kt to Kt 3	18 P to R 3 (g)
19 P to B 4	19 P takes P (h)
20 R takes P (i)	20 R to K sq
21 Kt to B 4	21 K to Kt sq
22 Q R to K B sq	22 B to K 3
23 Kt to B 5	23 B takes K Kt
24 R takes B	24 Q R to Q sq
25 Q to R 3	25 Kt to Q 5 (j)
26 B takes Kt	26 R takes B
27 Kt to K 5 (k)	27 R takes Kt
28 R takes R	28 R to Q 7
29 Q to Q Kt 3 (ch)	29 K to R 2
30 Q takes P	30 Q to B 7 (l)
31 R takes Kt (m)	31 P takes R
32 R to K 7 ch	32 K to Kt 3
33 R to K sq	33 P to B 3
34 Q to Kt 8 (n)	34 R takes P ch
35 K to R sq	35 R to Q 7 (o)
36 R to Kt sq ch (p)	36 K to B 4
37 Q to Q B 8 ch	37 K to K 4
38 R to K sq ch	38 K to Q 5 (q)

Abandoned as drawn.

NOTES BY W. N. POTTER.

(a) Weak. 7 Q to K B 3 is the legitimate defence.

(b) Kt to K 5 would have given Black a fine game, e.g.

10 Q to Q 3	10 Kt takes B P
11 R takes Kt	11 B takes R ch
12 K takes B	12 P takes P

leaving Black with three Pawns and the "exchange" for the piece minus.

(c) Not well advised, Q takes B would have been much better.

(d) Well conceived. The position at this point becomes very interesting.

(e) The only move to avert the threatened danger.

(f) Black has a difficult game to play, but we do not approve of his selection. An advantageous move would seem to be P to Q Kt 3, followed sooner or later by B to Kt 2.

(g) Lost time. B to K 3 should have been played here.

(h) R to K sq is better, we think.

(i) We consider this much inferior to B takes P, which wins a Pawn without injury to the position.

(j) Kt to K 2 is sounder, we imagine, even though Black may be playing for the apparently powerful counter attack which he presently obtains, for whether White elects to refuse the proffered gain, or to take it with its risks, and either is at his option, Black's manœuvre as it seems to us should lead to his own disadvantage.

(k) This wins the "exchange," after which, however, great care will be necessary, in face of the menacing position which Black obtains.

(l) Better than the plausible move of Kt to Q 4, to which White would have replied by giving up his Queen for Rook and Knight, remaining then with two Rooks against the adverse Queen. As it is, Black threatens to win by P to Q B 3.

(m) This sacrifice was made, we presume, under the apprehension that the alternative move of Q to K B 3, would involve the loss of the two Queen's side Pawns, after which the adversary's passed Queen's Rook Pawn would become exceedingly dangerous. That however there was nothing to fear on this account can, we think, be easily shown, e.g.

31 Q to B 3	31 Q takes Kt P
32 R to K 7	32 Q takes R P
33 R takes P ch	33 K takes R

34 Q takes Kt ch, and Black can only save mate in 5 moves by the sacrifice of his Queen. This being so, Black cannot take the R P, and White therefore remains with the "exchange" ahead, against a Pawn minus, nor, as we conceive, has he otherwise than a fair position.

(n) No doubt the best move at White's command.

(o) Q to K B 7 or R to K Kt 5, would have been much better, but we question whether either of them with correct play on both sides should yield more than a drawn game, though no doubt the onus would lie upon White, and he would have to play with the greatest nicety. As it is, Black, by the move made, has exposed himself to serious risk.

(p) White fails to make the most of his opportunity. Q to K 8 ch is clearly the move at this point, and would at once have shifted the burden of responsibility upon his opponent, who could then only hope, by great accuracy and skill, to draw.

(q) At this point, owing to the lateness of the hour, the game was given up as drawn, its legitimate result as we believe.

GAME 56.

The following three games were played at the Birmingham Tournament. The moves in the game with the Rev. C. E. Ranken have previously appeared in the *Liverpool Albion and Field*.

Scotch Gambit.

White.	Black.
Mr. BURN.	Rev. C. E. RANKEN.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to B 4
5 Kt to B 5 (a)	5 Q to B 3 (b)
6 Kt to B 3	6 K Kt to K 2
7 Kt to K 3	7 P to Q 3
8 B to K 2	8 Castles
9 Castles	9 B to K 3
10 K to R sq	10 Kt to Q 5 (c)
11 B to Q 3	11 Q to R 5
12 P to K Kt 3	12 Q to B 3 (d)
13 P to B 4	13 B to K R 6
14 R to B 2	14 Q Kt to B 3 (e)
15 B to Q 2	15 Q to R 3
16 Q to K 2	16 P to K B 4
17 Q R to K sq	17 Q R to K sq
18 P takes P	18 P to Q 4 (f)
19 Q Kt takes P	19 Kt takes Kt
20 B to B 4	20 Kt to K 2 (g)
21 Kt takes Kt	21 Kt takes Kt (h)
22 B takes Kt ch	Resigns.

NOTES BY J. H. ZUKERTORT.

(a) An eccentric novelty, which was first played to my knowledge by the German amateur, Baron v. Schenck, in his encounter with Neumann, Rosenthal and myself, six years ago.

(b) Black could here play 5 P to Q 4.

(c) Wasting time by useless manœuvres; 10 Q R to Q sq was the proper course; for when 11 P to B 4, Black obtains, by 11 B takes Kt, 12 B takes B, P to Q 4, 13 P to K 5, Q to R 5, the better game.

(d) If 12 Q to R 6, 13 R to K Kt square, threatening 14 B to B square.

(e) Black has expended four moves to move and bring back Queen and Knight. This manœuvre recalls a little story of Kieseritzky, he used to give to one of his opponents in the Café de la Régence, the odds of a piece and four moves. Once the latter chose the terrible opening, 1 Kt to K B 3, 2 Kt to Q B 3, 3 P to K 4, 4 P to Q 4. Kieseritzky won the game, but after a most difficult and wearisome struggle. The odds receiver begins the next game by 1 Kt to K B 3, 2 Kt to Q B 3. Kieseritzky, afraid to see again the advance of the centre Pawns, interrupts his deliberations: "You won't play again the

K and Q P, it is a bad opening, as you just lost the game by it." His opponent replies, after a short time : " You are right, it is a bad opening, but as I have still two other moves, I will choose another continuation ; " and then after playing 3 K Kt to Kt square, and 4 Q Kt to Kt square, he says, triumphantly, " Now it is your move, Sir."

(f) A very injudicious advance, which loses, at least, a Pawn. Black could not venture to take the doubled Pawn. 18 Kt takes P, 19 Kt takes Kt, B takes Kt, 20 B to B 4 ch, and wins. The proper continuation was 18 Kt to Q 5, 19 B to B 4 ch, K to R square, 20 Q to Q 3, K Kt takes P, and Black's position is, at least, as good as White's.

(g) 20 B takes Kt, 21 B takes Kt ch, K to R square, 22 B takes B, Kt to Q 5, 23 Q to Q 3, Kt takes K B P, would give a fair chance to draw the game.

(h) 21 K to R square was now the only course to avoid the catastrophe ; Black's position was then a match, I think, for the lost Pawn.

GAME 57.

Scotch Gambit.

White.

Mr. BURN.

- 1 P to K 4
- 2 Kt to K B 3
- 3 P to Q 4
- 4 Kt takes P
- 5 B to K 3
- 6 P to Q B 3
- 7 B to Q B 4 (a)
- 8 Castles
- 9 B to Kt 3
- 10 Kt to Q 2
- 11 B to B 2
- 12 Q to K sq
- 13 P to K B 4
- 14 B to Q sq
- 15 P to K Kt 3
- 16 P to B 5
- 17 Kt to K 4
- 18 P takes B
- 19 B takes Kt
- 20 R to B 4
- 21 P to B 6
- 22 Kt takes B P ch
- 23 Q R to B sq
- 24 Q to B 3
- 25 Q R to K B sq (d)
- 26 Kt takes Kt
- 27 Q to B 2
- 28 Q to K B 2
- 29 R to K sq
- 30 R to B 5 (g)

Black.

Mr. THOROLD.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 P takes P
- 4 B to B 4
- 5 Q to B 3
- 6 K Kt to K 2
- 7 Q to Kt 3
- 8 Kt to K 4 (b)
- 9 Q takes P
- 10 Q to Kt 3
- 11 Q to Kt 5
- 12 P to Q 3
- 13 Q Kt to Kt 3
- 14 Q to R 5
- 15 Q to R 6
- 16 Kt to K 4
- 17 B takes Kt (c)
- 18 Kt to Kt 5
- 19 Q takes B
- 20 Q to R 6
- 21 P takes P
- 22 K to Q sq
- 23 B to K 3
- 24 R to Q B sq
- 25 Kt to Q 4
- 26 B takes Kt
- 27 K R to Kt sq
- 28 Q to K 3 (e)
- 29 B takes P (f)
- 30 K to Q 2

White.	Black.
31 B to K Kt 5	31 Q to B 5 (h)
32 R to K 7 ch	32 K to B 3
33 P to Q 5 ch	33 K to Kt 4
34 R to K sq	34 K R to K sq (i)
35 R to Q B sq	35 R to K 7 (k)
36 Q takes P	36 Q to K 5
37 Q takes P ch	37 K to R 4
38 Q to R 7 ch	38 K to Kt 4
39 Q to Kt 7 ch (l)	39 K to R 4
40 P to Kt 4 ch	40 K to R 5 (m)
41 Q to B 6 ch	41 K to R 6
42 Q to B 3 ch	42 K to R 5
43 R to B 3 (n)	43 Q takes Q Kt P
44 R to B 4	44 K R to K 5
45 Q to B 2 ch	45 B to Q Kt 6
46 R to R sq ch and wins (o)	

NOTES BY J. H. ZUKERTORT.

(a) L. Paulsen introduced here B to K 2, which is now generally preferred.

(b) It is doubtful whether the immediate capture of the Pawn was not better.

(c) If 17 Kt or B takes P, 18 Kt takes Kt (or B), B (or Kt) takes Kt, 19 B takes B, P takes B, 20 Kt to Kt 5, and White wins a piece.

(d) 25 P to Q 5 is showy, but very unsound, on account of the continuation, 25 Kt takes P, 26 Kt takes Kt, B takes Kt, 27 Q takes R ch, K to Q 2, and White would be obliged to sacrifice a Rook to escape the mate or the loss of the Queen.

(e) I doubt very much the wisdom of this move. 28 P to Q B 3, with the object of playing the K to Kt sq, was the better course.

(f) A very ill-advised capture, which involves Black immediately in extreme danger.

(g) A splendid coup, threatening immediate disaster, and deciding, I think—even against the best defence—the game.

(h) If 31 R takes B, 32 R takes Q, R takes R, 33 R takes P ch, P takes R, 34 Q takes R ch, B to K 3, 35 Q takes R P, and White's passed R P will decide the contest.

(i) 34 R takes B, 35 R takes R, Q to B 4 would prolong the contest, but by no means improve Black's prospects.

(k) The move in the text is not satisfactory, but Black's game is past redemption. If 35 Q to Kt 5, White replies also 36 Q takes P, and wins, by force, a piece, *ex. gr.* : 36 Q takes P, R to K 8 ch (the best move, I think), 37 R takes R, Q takes R ch, 38 R to B sq, Q to R 4 best, 39 Q takes Q ch, K takes Q, 40 R to R sq, R to K sq, 41 R takes B ch, K to Kt 4, 42 B to Q 2, and White will win.

(l) These repetitions are, of course, to gain time.

(m) If 40 Q takes P, 41 Q takes R, Q to Q 5 ch, 42 K to B sq, and Black has not the slightest chance to draw the game by perpetual check.

(n) Threatening mate in two moves. The latter part of this game is played by Mr. Burn in a most vigorous and accomplished style.

(o) White mates in five moves.

GAME 58.

French Opening.

White.	Black.
Rev. W. WAYTE.	Mr. BURN.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 Kt to K B 3
4 P takes P (a)	4 P takes P
5 B to Q 3	5 B to Q 3
6 Kt to K B 3	6 Castles
7 Castles	7 P to B 3 (b)
8 Kt to K 2 (c)	8 Kt to K 5
9 P to Q B 4	9 Kt to Q 2
10 P takes P	10 P takes P
11 Kt to B 3	11 Q Kt to B 3
12 P to K R 3	12 B to K 3
13 Q to Kt 3	13 R to Q B sq
14 B to K 3 (d)	14 P to Q R 3
15 Q takes Kt P	15 Kt takes Kt
16 P takes Kt	16 R takes P
17 B takes Q R P	17 Kt to K 5
18 K R to Q B sq	18 R to R 6
19 B to K 2	19 Q to B 3
20 R to Q B 2	20 Kt to B 6 (e)
21 Q to B 6	21 Kt takes B ch
22 R takes Kt	22 B takes P
23 Q takes P	23 B to K Kt 5
24 R to Kt 2	24 P to R 3
25 Kt to K 5	25 B to K B 4
26 Q R to Q B sq (f)	26 R to Q sq
27 P to K Kt 3 (g)	27 B to K 3
28 Q to Kt 5	28 R to Kt sq (h)
29 Q to K 2	29 R takes R
30 Q takes R	30 R takes P
31 Q to B 3	31 B to Q 4 (i)
32 Q to Q 3	32 Q to K 3
33 K to R 2	33 P to B 3
34 Kt to Q B 4	34 Q to Kt 5
Resigns	

NOTES BY J. H. ZUKERTORT.

- (a) The best continuation, I think.
 (b) I would prefer 7 Kt to Q B 3.
 (c) A premature move, which enables the opponent to bring all his forces into the field.

(d) If 14 Q takes P, Kt takes Kt, 15 P takes Kt, R takes P, 16 Q to Kt 5, Q to Q 2, 17 Q takes Q, B takes Q, 18 B to K 2, Kt to K 5, and Black has the better position.

(e) Black avoids wisely to play to win the Queen for two pieces, which course would cost him the game, e.g.—

White.

Black.

21 Q to B 6	20 R to Kt sq
22 Q takes R ch	21 R to Q B sq
23 R takes B ch	22 B takes Q
24 R to Kt sq	23 B to B sq
25 Q R to Kt 8	24 P to R 3 (or A, B, C)

(If 25 R takes P, 26 R takes B ch, K to R 2, 27 R to R 8 ch, K to Kt 3, 28 Kt to K 5 ch, and wins.)

26 R takes B	26 P to Kt 3 best
27 Kt to K 5	27 Kt to Q 3

(If 27 R takes B, 28 R to R 8 ch, Q takes R, 29 R takes Q ch and 30 P takes R.)

28 Kt to Q 7	28 Q to Kt 2
30 Q B to B 4, and wins by force whatever Black answers.	

(A)

25 R takes B ch	24 Kt to Q 3
26 R to Kt 8 ch	25 K takes R
27 B to Q Kt 5	26 Kt to K sq
28 B takes Kt	27 P to Kt 4
29 R to Kt 7 and wins	28 K to Kt 2

(B)

25 Q R to Kt 8	24 Kt to B 6
26 K to B sq	25 Kt takes B ch
27 R takes B ch	26 P to R 3
28 Kt to K 5	27 K to R 2
29 K to Kt sq and wins	28 Kt to Kt 6 ch

(C)

25 Q R to Kt 8	24 R takes P
26 R takes B ch	25 Q to Q 3
27 R takes Q ch	26 Q takes R
28 K B to Kt 5	27 K takes R

And Black ought to win.

(f) White should secure a draw by 26 Kt to B 4, which obtains, after the exchange of the Knight for the adverse Bishop, Bishops of different colours.

(g) Suicidal. This enables Black to bring his Bishops in formidable action.

(h) Far better than to capture the Pawn at once. In fact, Mr. Burn conducts the game to the end in a most vigorous style.

(i) The deadly stroke. See note (g).

GAME 59.

Played at the Chicago Congress.

We are indebted for the moves to the *Hartford Daily Times*.

White.

Ruy Lopez.

Black.

Captain MACKENZIE.

Mr. HOSMER.

1 P to K 4

1 P to K 4

2 Kt to K B 3

2 Kt to Q B 3

3 B to Q Kt 5

3 P to Q R 3

4 B to R 4

4 Kt to K B 3

White.	Black.
5 Castles	5 Kt takes K P
6 P to Q 4	6 P to Q Kt 4
7 B to Kt 3	7 P to Q 4
8 P takes K P	8 B to K 3 (a)
9 B to K 3	9 B to K 2
10 Q Kt to Q 2	10 Kt to Q B 4
11 Q to K 2	11 P to Q 5 (b)
12 B to K B 4	12 Kt takes K B
13 R P takes Kt	13 Kt to Q Kt 5 (c)
14 P to Q B 3	14 Kt to Q B 7 (d)
15 R takes R P (e)	15 P to Q 6
16 R takes R	16 P takes Q
17 R takes Q ch	17 K takes R
18 R to Q B sq	18 B to K B 4
19 P to K Kt 4	19 B to Q 6
20 K to Kt 2	20 P to K Kt 4
21 B to K 3	21 P to Q B 4
22 Kt to K sq	22 Kt takes Kt
23 R takes Kt	23 P to K R 4 (f)
24 P to K R 3	24 P takes P
25 P takes P	25 P to K B 3
26 Kt to K B 3	26 P takes P
27 Kt takes K P	27 B to K 5 ch
28 P to K B 3	28 B to Q 4
29 R takes P	29 R to K B sq (g)
30 R to Q 2	Resigns

NOTES BY W. N. POTTER.

(a) Kt to K 2, or B to Kt 2 may be played advantageously here.

(b) The advance of this Pawn is tempting enough, but its wisdom is not so certain as its boldness.

(c) A move totally at variance with all sound principles.

(d) Wild in the extreme. Merely scratching the cuticle of the position would have disclosed the utter absurdity of such a line of play.

(e) A mortal wound.

(f) Of what use this desperate attempt to attack White where he is strongest? If any chance remained, it could only be by moving the King, and bringing the Rook round to the Queen's side.

(g) Of course a blunder, but care cannot be expected where there is no hope. Our examination of previous games of Mr. Hosmer's makes us aware that the want of forethought and unsoundness of his play in the present game is not to be taken as characteristic of his usual style.

GAME 60.

Played at the Chicago Congress. The moves are from the *Chess Record*.

Bishop's Gambit.

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

White.

- 41 R to K B 6
 42 B takes R
 43 K to K 3
 44 B to K 7
 45 K to Q 4
 46 P to K 5
 47 P to K 6 (j) and
 wins

Black.

- 41 R takes R
 42 K to B 2
 43 Kt to Q 2
 44 P to K R 4
 45 K to B sq
 46 P to Q Kt 5

NOTES BY W. N. POTTER.

(a) The combination of P to Q 4 and Q checks is now more favoured for Black's third and fourth moves in this opening than either of them by itself.

(b) By no means a commendable move, as thereby Black must lose a Pawn, without any commensurate attack, or exchange Queens. Now the latter course must leave White, on account of his opponent's weak K B P with a far superior position. Instead of the move in the text, the second player should, we believe, have played Kt to K 2, with an attacking, if not a very safe, position.

(c) The superiority of White's game must be evident to the most inexperienced eye.

(d) Q Kt to K B 3 was better, we think.

(e) White prosecutes his advantage with great ability.

(f) White fully grasps the requirements of his position. By this diversion on the King's side he skilfully prepares for, and, by anticipation, strengthens, his meditated attack on the Queen's flank.

(g) This move must be taken in conjunction with the intended continuation on the 28th move, of K to Kt 3, and was therefore very badly conceived, otherwise we should consider it the best line of play for Black to adopt, in order to obtain a drawn game. Being made, however, without cognizance of the benefit to be derived from it by correct play, it must be looked upon as forcing White to obtain a winning advantage.

(h) An extraordinarily bad move to be made by a player with the high reputation of Captain Mackenzie. K to Kt sq should seem, upon a mere superficial glance, the alternative that gave the most chance of saving the game; and analysis goes much further, for it seems to demonstrate that Black, when he does not force the draw, obtains the better game, e.g.—

28 K to Kt sq

29 B to B 5 (A, B)

(29 R takes Kt need not be worked out—it evidently enough loses the "exchange" or a piece.)

29 R to Kt sq

30 R takes Kt, whereupon Black, if he chooses, can draw by perpetual check, but we believe, instead of doing so, he may reply with 30 B to Kt 3, and, after standing a series of checks, will, though a piece minus, actually succeed in winning.

(A)

- 29 Kt to R 6 ch
 30 Kt takes B
 31 B to B 5

- 29 K to Kt 2
 30 K takes Kt
 31 R to K Kt sq

as before, and Black's advantage is perceptible enough, for if White take the Knight, mate follows in three moves.

(B)

- 29 R to K R 4
 30 K takes R
 31 K to B 2 or K 2

- 29 Kt to Kt 3
 30 Kt takes R ch
 31 B to Q 3

And Black has a much better game.

White has other moves in reply to 28 K to Kt sq, but they are mostly easily met by B to Q 3 or Kt 3, as may be necessary, leaving Black with a Pawn ahead, and nothing to fear in point of position. We seem, therefore, driven to the conclusion that, had the above move of 28 K to Kt sq been played, White could not safely have done anything but draw the game by perpetual check.

(i) Black's position is such that he has really none but bad moves left. The game, in fact, is lost.

(j) The whole of this game has been played by Mr. Hosmer with the greatest possible skill, perception and judgment,—boldness and caution alternating with well-timed effect, and our opinion in this regard is not in any way affected by the fact that, through one of those chances which the best play cannot guard against, and which analysts often take too little account of, an opportunity arose, as we have above indicated, for the second player to draw the game.

GAME 61.

Played at the Birmingham Tournament.

Two Knights' Opening.

White.

Rev. W. WAYTE.

- 1 P to K 4
- 2 K Kt to B 3
- 3 Q Kt to B 3 (a)
- 4 Kt takes P
- 5 K takes B
- 6 P to Q 4
- 7 K to Kt sq (b)
- 8 P to K Kt 3
- 9 B to Q B 4
- 10 K to Kt 2
- 11 R to K B sq
- 12 Q to Q 3
- 13 R to K B 2
- 14 B to Q 2
- 15 P to Q Kt 4
- 16 P to Q R 4
- 17 K to Kt sq
- 18 P to Q Kt 5
- 19 Kt to Q 5
- 20 R takes Kt
- 21 Kt takes K B P
- 22 Kt takes K R
- 23 B to Q 5
- 24 P to Q R 5 (f)
- 25 P to Q Kt 6
- 26 P takes P
- 27 R to K sq (g)
- 28 Q to B 4 ch
- 29 R to Q Kt sq

Black.

Mr. THOROLD.

- 1 P to K 4
- 2 Q Kt to B 3
- 3 B to Q B 4
- 4 B takes P ch
- 5 Kt takes Kt
- 6 Q to R 5 ch
- 7 Kt to Kt 3
- 8 Q to Q sq
- 9 P to Q 3
- 10 Kt to K B 3
- 11 B to K Kt 5
- 12 Q to Q 2
- 13 P to K R 3 (c)
- 14 Castles (Q R)
- 15 Q R to K sq
- 16 B to R 6 ch
- 17 R to K 2
- 18 K R to K sq
- 19 R takes P (d)
- 20 P takes R
- 21 Q to K 2
- 22 P to K B 4 (e)
- 23 Q takes Kt
- 24 R to K 2
- 25 P to Q R 3
- 26 R takes P
- 27 R to K 2
- 28 K to Kt sq
- 29 K to R 2

White.

30 R to Kt 6 (h)
 31 P takes P (j)
 32 K to B 2
 33 B takes Kt P
 34 K to K 2
 35 K to B 2
 36 K takes Q
 37 K to B 2
 38 R to Q B 6
 39 B takes P
 40 K to K 3
 41 B to K 2
 42 R takes P
 43 P to Q B 4
 44 B takes P (l)
 45 P to Q 5
 46 P to R 6
 47 R to K B 6
 48 K to Q 4
 49 R takes Kt ch
 50 B takes R

Black.

30 P to K B 5 (i)
 31 R to K Kt 2
 32 Q to Q sq
 33 Q to K R 5 ch
 34 Q to Kt 5 ch
 35 Q to K Kt 8 ch (k)
 36 Kt to K 4 dis ch
 37 Kt takes Q
 38 Kt takes B
 39 R to Kt 7 (ch)
 40 P to Q 4
 41 Kt to K 5
 42 B to K B 4
 43 P takes P
 44 R to K Kt 8
 45 R to Q R 8
 46 Kt to B 4
 47 B to K R 6
 48 Kt takes P
 49 R takes R
 50 K takes B

and the game was drawn (m).

NOTES BY J. H. BLACKBURNE.

(a) This way of opening was, at one time, much favoured by Paulsen. The correct reply to it is 3 K Kt to B 3. It is then known in Germany as "The Four Knights' Game."

(b) We cannot understand why he did not play P to K Kt 3 at once. Black, in reply, would have had to play Kt to Kt 5 ch, or Q to B 3 ch. In either case, by playing K to Kt 2, his position would have been almost strong enough to decide the game in a few more moves.

(c) This move is made with the intention of Castling on the Queen's side, but, in our opinion, Castling at once on the King's side would have been sounder play.

(d) A very weak move, which ought to have lost the game; Kt takes Kt leads to an equal position.

(e) Had he taken the Kt at once, B takes K B P would have won easily.

(f) Perhaps White acts wisely in not taking the "exchange," as the Bishop will, in combination with the other pieces, become, presently, very powerful.

(g) We fancy R to Q Kt sq at once would have been stronger.

(h) A very good move, which, if correctly followed up, would have speedily settled the contest.

(i) R to K 8 ch is of no avail, as White would simply move K to B 2, &c.

(j) Here he fails to make the most of his position, for example :—

31 Q to Kt 4	31 Q to Q B sq. (If 31 Q to Q Kt sq, then 32 R takes Q P.)
32 R takes Q R P ch	32 K to Kt sq
33 Q takes Q P ch	33 R to B 2
34 R to Kt 6	34 K to R 2
35 P to R 6 winning easily.	

(k) This is very showy, and actually wins a piece, but, taking into consideration White's extra Pawns, we should have preferred to draw by perpetual check.

(l) At first glance it appears as if White could win by playing B to B 3, but, on examination, it is found not to be so, for suppose :—

44 B to B 3	44 R to Kt 8
45 B takes Kt	45 R to K 8 ch
46 K to B 3	46 B takes B ch
47 K to B 2	47 R to Q R 8, and White cannot do more than draw.

(m) We do not know whether the game was abandoned at this stage, or was played out and resulted in a draw, but the following variation proves, we think, that White wins easily :—

51 K to B 5	51 K to Kt 2
52 K to Q 6	52 K to Kt 3
53 K to K 7	53 K to B 4
54 P to Q 6	54 K to B 3
55 P to B 5	55 B takes P
56 P to R 4, and one of the Pawns must Queen.	

ANSWERS TO CORRESPONDENTS.

Problems received, with thanks, from R. Ormond, F. W. Lord, J. N. Keynes, B. Horwitz and T. Tarrant.

A. Burn, B. W. Fisher and I. O. Howard Taylor. Greatly obliged for games sent.

T. C. S.—The practicability of complying with your request, for a strong opponent to be found to play the Evans and Allgaier attacks against you, by correspondence, depends upon how the adjective is intended to be understood. If, as we gather, you allude to a first class player, we can only say we do not know of one who would care to enter into a correspondence contest that was not of some importance.

T. TARRANT.—We shall have great pleasure in endeavouring to find you a correspondence opponent.

A. A. B.—The *German Handbuch* can be procured from the London agent of the publishers—viz., Mr. W. W. Morgan, 67 Barbican, London, E.C. There is no English translation.

JUVENIS.—We shall endeavour to comply with your request, but, as you may imagine, we cannot, as a general rule, occupy ourselves with "correcting" our readers' "faults." It is enough if we find time to correct our own errors and those of compositors.

H. J. C. ANDREWS.—The moves you indicate for Black in Problem No. 3 of "Look after the Cáby," appear to us void of defensive purpose, and we therefore think it no flaw whatever in that composition that dual variations may arise upon such moves. We shall endeavour to treat the subject at full length next month, when the question of the merits of the different Problems will be ripe for discussion. In the meantime, we must say that we consider the above-mentioned composition to be a most splendid production.

The City of London Chess Magazine.

THE MONTH.

THE British Chess Association Problem Tourney Committee bids fair to be the best abused body in Chessdom. It stands charged with various misdemeanours, and cannot hope to be acquitted upon every count. However, not all that its accusers aver is founded upon fact. For instance, the *Turf*, *Field and Farm*, and the *Chess Record* have been somewhat exercised in spirit about the set, "Quid si prisca reddit Venus," concerning which the latter journal throws out the following peculiar suggestion. It reads, in fact, like a positive assertion, but we do not suppose that our trans-atlantic contemporary means to do more than to insinuate what it considers a probability, otherwise we might be disposed to ask upon whose authority the statement is based. However, what the *Record* says is as follows: "Nos. 165-167 are from V. Bilow's most excellent set, 'Quid si prisca reddit Venus.' This set was thrown out, because No. 167 was solved in two moves, by 1 Kt takes P ch and 2 Q to K 6 mate! but how about the poor White King left in check?" Now we have nothing to say against the excellence of the problems sent in by Von Bilow, and are willing to take it for granted, knowing nothing to the contrary, that they were all sound. No such question was gone into, for the author violated the printed conditions by sending in more than the prescribed number of compositions, and his set was therefore declared disqualified.

With respect to the award of the Committee, the *Westminster Papers* for September seems to consider that a conditional decision should have been first published, in order that the test of publicity might bring out any flaws in the problems, pending a final and irrevocable judgment; at least, such we gather to be the meaning of our contemporary's remarks, and we quite agree with them, but the hands of the judges were tied by No. 9 of the printed conditions, which states that "the award, when published, shall be final,"—an unwise and hazardous stipulation, undoubtedly, and the cause of what our contemporary is not far wrong in terming "a fiasco." It required no great penetration to foresee that the unfortunate string of delays, interspersed with weeks and months when no examination was going on, would, in all probability, lead to serious mistakes; but final failure would have been rendered all but impossible if the judges had had power to make a conditional award. Those who were in favour of this course found, to their regret, that the printed conditions rendered its adoption illegal. Considering the difficulties

—not of their own making—under which the judges laboured, we are of opinion that they did their work well, but we are not at all surprised that the outside Chess World, being unacquainted with the uncomfortable secrets of the prison-house, take a different view of the matter. We may take this opportunity of stating that we have found ourselves obliged to abandon our previously expressed intention of discussing the merits of the various prize problems. Such an extensive enquiry, accompanied, as it necessarily would be, by an investigation of the principles of problem composition, would require more space than we at present have at our disposal, though it may be that the question will be raised anew by the time that the Committee have quite discharged their unenviable duties.

On the 2nd of September the usual monthly exhibition of quick-sighted Chess play, which takes place at the City of London Chess Club during the quiet summer and autumn seasons, came off. Herr Steinitz was the performer upon this occasion, and he conducted twenty simultaneous games against the following opponents, viz., Messrs. Cutler, J. Jones, Sonstadt, Atkinson, Wilson, S. Israel, Peyer, Stones, Leigh, G. H. Rippin, Mallett, E. H. Rodgeron, Reynolds, Stevens, Maas, Webber, Keyde, Baynes, Stowe and Bussey. Messrs. Leigh and Baynes defeated the single player, an achievement they should be proud of. Mr. Maas drew his game, and the others had to capitulate. On Wednesday, the 14th of October, Herr Zukertort will take up the tale, and then these performances, which pretend to be nothing more than a source of permissible gratification, will, for a time, have come to an end in the City Club.

On Friday, the 4th of September, Mr. Lowenthal (who had been staying as the guest of Mr. Rimington Wilson, at Broomhead Hall), paid a visit to the Athenæum Chess Club, Sheffield. He played against six of the members simultaneously, and must have been opposed by skilful players, for they would not let him win more than three games, two of the others being drawn, and the sixth being scored against the visitor.

The second match for the Provincial Championship Cup, between Messrs. Owen and Skipworth, terminated in favour of the former, who scored four games, as against two which go to the credit of his opponent. Another match for the same trophy has since taken place, viz., between Messrs. Owen and Gossip. It was played at Hooton, the residence of the former, and resulted in his favour, as, after five games had been played, Mr. Gossip resigned, on account of ill health. The score at the conclusion was—Owen 2; Gossip 1; and 2 drawn. We presume that between now and the 17th instant no other attempt will be made to snatch the prize from the strong hands of the champion, who has fought for it so stoutly, and it may therefore be regarded as permanently his property. We beg very heartily to congratulate Mr. Owen upon this result. The proposed match between Messrs. Bird and Gossip, at the

odds of Pawn and move, is, at present, in the preliminary stage. Both sides have agreed to it in principle, but various conditions remain to be settled.

The Dutch Chess Association met on the 31st August, and their Annual Tourney, which commenced on that day, lasted until the 6th of September. The following are the names and scores of the players:—A. de Lelie, 10; H. W. B. Gifford, 10; B. W. Blydenstein, 8; J. L. Witsar, $7\frac{1}{2}$; Heeren Blanck Kamphuyzen and Veraart, 7 each. Herr de Lelie and Mr. Gifford played another game to decide the tie for the 1st and 2nd prizes, and victory was to the former. The 3rd and 4th prizes were taken by the two players below them with the next highest scores. The next Tourney will take place at Rotterdam, in August 1875.

The City of London Chess Club have removed to commodious and comfortable rooms, at 31 and 33 Knight Rider Street, Doctors' Commons. The usual Special General Meeting of the members, to inaugurate the winter season, will take place on Wednesday, the 7th instant, at 8 o'clock. A Grand Handicap Tournament will be, as usual, started, and we trust the strong players of the Club will not hesitate to enter as competitors. We presume satisfactory arrangements will be made for the equitable representation of all classes upon the Handicapping Committee, and we would suggest that the members of this body be principally, if not entirely, composed of those who will take part in the contest, in which case we will venture to predict that any attempt to put a Pawn and two move player into the Knight class, will be met by energetic remonstrances from those who will be prejudiced thereby, and we have not the slightest hesitation in saying that the loudest objurgations will come, not from the strong players, but from those in the classes below them.

Chess matches are the order of the day; one has been commenced between Messrs. Owen and Burn, the scorer of the first eleven games to be the winner. The result so far is—Burn 2, Owen 1, drawn 1. The combatants being undoubtedly the two strongest players that the provinces can boast of, the final issue of the encounter will be looked for with much interest. We hope to publish some of the games in our next number.

A match has been commenced between Herr Steinitz and Mr. Bodé, at the odds of the Knight. The only chance for the odds given in such a contest, we imagine, lies in the fact that Mr. Bodé is a brave player, full of ingenuity, otherwise we should have thought him too strong for such heavy odds. The present score between them is Steinitz 1, Bodé 0, and 1 drawn.

Writers in the press often try their hands at Chess technology, but not always with edifying results. A reviewer in the *Morning Advertiser* lately made allusion to an Opening which he called the "Three Pawns' Defence." We presume he intended some reference to the "Compromised Defence" in the Evans Gambit, in

which the three Pawns are captured. Better, however, is the following, which we cull from an article in the *Standard*, concerning Marshal MacMahon's tour, i.e.—“ This is his defence against the National Assembly, and the strategy is worthy of one brought up to consider how one move is to be checkmated by another.” We should like to have a match with Steinitz upon condition that he should checkmate one of our moves. We think the odds would be rather greater than those of mating with the capped Pawn.

The meeting of the Counties' Chess Association will be held next year in Glasgow, in accordance with a cordial invitation received from the Chess Club of that town, and accepted by the Committee of the Association.

On the 7th instant Mr. Blackburne will give one of his blind-fold exhibitions at the Athenæum Chess Club, Sheffield. Philidor thought it a marvellous thing to play three games at the same time, and without seeing the board. He and his contemporaries imagined that posterity would refuse to believe that such an astonishing feat had been performed. If the Cockney of those days had been told by any seer that, in the coming generation, there would appear men who could conduct ten games of Chess in their heads at once, we fear that an abnormal closing of one of the organs of vision, accompanied by strange allusions to the sinister shoulder, would have indicated, coarsely enough, no doubt, a mortifying want of faith in the reader of the future. However, so often does it take place now, that our capacity for receiving the fact with wonder has become much weakened. Yet a little reflection must convince us that such an exertion of memory and imagination, as is implied in playing ten (sometimes twelve) simultaneous games of Chess, without seeing the board, must ever be a remarkable performance. Mr. Blackburne is the only Englishman who possesses, or has ever possessed such a gift. He stands quite alone and unrivalled amongst our countrymen in that respect, and, therefore, while paying that deference to foreign genius, which is never wanting in this country, and which is so far deserved, in that we are often far outshone by those who come over and make their home with us, still it is but natural that such great capacity, produced from amongst our midst, must always have a peculiar interest, even to the most cosmopolitan amongst us. When we consider the high order of Mr. Blackburne's blindfold Chess play, the ease, power and surpassing ingenuity with which he conducts, often with very strong opponents, say ten hard fought mental battles, going on at once, having to meet well-planned manœuvres concocted over the board, and to unravel difficult complications, we cannot but feel that here is some one for Englishmen to be proud of, and so far as may be, without obligation on either side, to encourage. We have no motive whatever for concealing the motive which leads us to make these remarks. We give insertion, on another page, to an advertisement, which states that Mr. Blackburne

is open to accept engagements for blindfold play. He is about to start for the provinces, and we should advise the various country clubs to avail themselves of the opportunity which is afforded them of securing a really intellectual treat. Experience shows that a blindfold exhibition is the best means either of inaugurating a new club, or of awakening the dormant Chess energies of those already in existence. Interest is aroused in the neighbourhood, visitors come from all parts, an increase of members invariably takes place, and the Association where the exhibition takes place is brought into public notice, and well advertised to many who may not previously have been aware of its existence. We hope Mr. Blackburne will have a successful tour, and that he will have astonished our country cousins with many "bits of Morphy" before he returns.

Chess Clubs are springing up all over the Metropolis, giving evidence of the ever increasing popularity of the ancient pastime. Like the Suffrage, it has descended vertically, and now finds its votaries amongst the toiling many. We see no reason why not. The clever mechanic puts his mind into his fingers, and those who play at Chess do nothing more. Two new shoots from the old trunk have come under our notice, viz.: a Chess Club, formed in connection with the Working Men's Institute at Barnes, S.W. Play takes place there daily. The Hon. Secretary, Mr. L. Harrison Sanders, will, no doubt, be happy give information to those who may wish to become members. Right away, at the metropolitan antipodes, is the Alexandra Chess Club, meeting in Newby Place, Poplar. We paid a visit there on the 23rd ultimo, and played simultaneously against the following fourteen members, vix:—Messrs. Horsey, A. Sharpe, E. Sharpe, F. Sharpe, Hobbs, Taylor, Bush, Banks, May, G. Pannell, Reed, Davis, T. Cole and J. Davis. We were beaten by Mr. Pannell, and drew with Mr. A. Sharpe, while the others did not like to be too hard upon a stranger.

A match for the West of Scotland Challenge Cup is now in progress, between Sheriff Spens and Mr. Hunter. The latter, who is the present holder, will undoubtedly find in the Sheriff a most formidable opponent. The score between them, according to our latest accounts, was, Spens 2, Hunter 0.

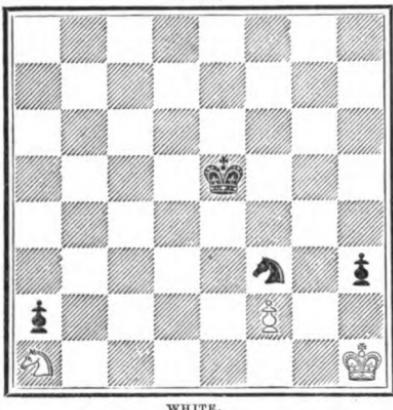
We have to announce, with regret, the death of Colonel J. A. Robertson, late President of the Edinburgh Chess Club, which event took place on the 1st September. He was at one time considered by military men the best player in the army. He took part in the grand Chess Congress of 1851, and also in the Dundee Congress of 1867. He was 70 years of age at the time of his decease. We take these particulars from the *Glasgow Weekly Herald*.

We present two end games lately played, which we think our readers will find interesting. In the first, Black, who is a famous problem composer, and likewise a fairly strong player, had an easy

won game. Without much reflection he moved K to Q 5, which drew, an examination will show why. The other position occurred in a game played at the "Rook's" Chess Club. Mr. Blackburne was White, and, having the move, won. The modus we leave for discovery.

END GAME No. 1.

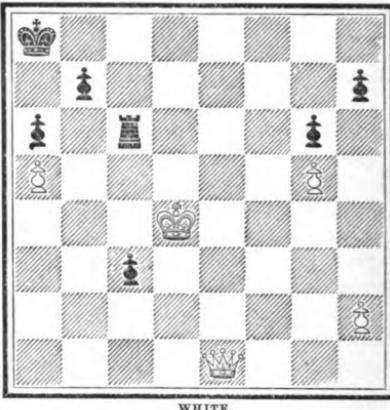
BLACK.



WHITE.

END GAME No. 2.

BLACK.



WHITE.

The conclusion of Herr Zukertort's article upon the Giuoco Piano will appear next month. We are sorry that it should be published at such irregular intervals, but our present space does not enable us to carry out our own ideas of journalistic excellence. We take this opportunity of announcing that, with the commencement of our second volume in February next, this Magazine will be increased by 8 extra pages, which will make each number 32 pages, instead of 24 as at present. We have no disposition towards self puffery, and therefore will say nothing more about the progress of this journal than that it has met with a most gratifying success, such as we ourselves certainly did not look for in such a short space of time.

Most persons are well posted up in the Beecher-Tilton scandal, but lest any, through much playing at Chess, should have had their attention otherwise occupied, we give the following item, which depicts one trait of Mr. Tilton's character, though we are not aware that it casts much light upon the great point in debate. It is taken from Mrs. Tilton's evidence. She says that her husband, at one time, "was absorbed in Chess to such a degree that he would sometimes be up all night; I have known him to stand up at night ready for bed, engaged upon a problem in Chess, and to be found in that same condition in the morning, without having gone to bed at all." We cannot deny that Mr. Tilton, at this time, loved Chess, "not wisely, but too well," though query whether his

depreciation of character did not begin after his devotion to problems had worn off.

We have to chronicle another addition to the Chess literature of this country. A column devoted to the game has lately been commenced in the *Lads of the Village*, a weekly magazine of recreation, published by Mr. W. Watkins, 89 Shoe Lane, E.C. The Chess editor is Mr. J. T. C. Chatto, who is undoubtedly capable of conducting the column in a creditable manner.

It appears, by a letter in the *Hartford Weekly Times*, that an "American Chess Association" is being formed, and that the following gentlemen have been appointed as a Committee of organization—viz., Jas. A. Congdon, Philadelphia; Capt. Geo. H. Mackenzie, New York; Wm. W. Curran, Chicago; Dr. W. C. Spencer, Chicago; and Alfred W. Sansome, Chicago. In a country like America, where Chess finds its most enthusiastic and energetic votaries, a National Association devoted to the game seems no less necessary, than certain, if well conducted, to receive universal support.

We learn that Mr. Bird has challenged Herr Steinitz to play a match with him. An encounter between them was projected some time back, and would probably have come off but for the supervention of the Vienna Congress. We hope the proposed contest will take place; it would undoubtedly be considered all over the Chess world as an event of the greatest interest. A match is also being negotiated between Messrs. Wisker and MacDonnell. Both gentlemen being anxious to play, and neither being afraid of the other, there should seem no obstacle to the tilt taking place. Altogether there is great activity in the Chess-playing fraternity, and there might be much more if anything like a reasonable liberality were exhibited by those who are able, and ought to be willing, to forward displays of Chess skill. There are various strong players quite willing to compete for very small prizes, or to be backed against each other for quite trivial sums, but while billiard players, foot runners, swimmers, rowers, bicycle riders, and even rat-killing terriers, find spirited support, while Anonyma's fingers glitter with costly rings, the Chess player is left out in the cold, and is told that he ought to have a soul above pecuniary considerations;—which childish cant is simply nauseous.

That strong Chess players have a real love of the game, and are willing, so far as they are able, to advance its cause, without being impelled by any mercenary motive, will be shown by a really remarkable contest that is to take place in the course of the present month. The City of London Chess Club have challenged the Bermondsey Chess Club to a match with twelve players upon each side, the City representatives conceding to their opponents the odds of a Knight in each case, which challenge has been accepted. Nearly all the first class players of the City Club have consented to take part (and that gratuitously) in this really unprecedented Tourney. Among those who are expected to take boards, are Steinitz, Bird, Zukertort, Blackburne, Wisker, MacDonnell, De Vere, Hoffer, Lord and Potter,

so that a number of fine games will certainly be the product of this very interesting occasion.

From the *Glasgow Herald* we learn that the new Helensburgh Chess Club held its first meeting on Wednesday, the 2nd September, at Gatenby's Temperance Hotel, Clyde Street, Helensburgh, when the election of officers took place. The same journal, in its notes and queries, has a very interesting contribution from Miron, part of which consists of a most exquisite poetical gem, called "The Pawn," written about A.D. 1632. But for the pressure upon us this month, we would certainly transcribe it for the benefit of our readers. *The Maryland Chess Review* for September is, as usual, well got up. Very amusing is the story of "A Terrible Vision," giving an account of how a certain unpleasant personage, being invoked by a puzzled solver, proceeded to display his evil propensities by playing strange tricks with the position. We must not omit to praise the very superior typography of this monthly, while its diagrams are real luxuries to the solver.

We have just received intelligence, per favour of the Chess editor of the *Glasgow Herald*, of the public inauguration of the Helensburgh Club, on Saturday the 19th September. The Honorary President of the Club, Mr. H. E. Crum-Ewing, Lord-Lieutenant of Dumbartonshire, occupied the chair, and he was supported by various influential gentlemen. Mr. Sheriff Spens delivered a very interesting address upon the occasion.

ANSWERS TO CORRESPONDENTS.

Problems received, with thanks, from T. Tarrant, G. E. Barbier, Jno. Lord, F. W. Lord, J. W. Abbott, F. H. Bennett, A. Cyril Pearson, J. J. Watts, C. Calander, J. Stonehouse, F. M. Teed, G. J. Slater, G. A. Rothwell, W. Geary and J. C. Romeyn (Rondout, N.Y.)

O. A. BROWNSON, JUN.—Dubuques not arrived. We hope you do not rank us as of the camp of your adversaries. Personally, we should prefer the Springer or any other theory which should enable us to dispense with the Kt, perennial cause of superfluous crowns; but not to us is it to rise in rebellion against the despotic monarch, Custom. Commended, however, be any Pestel who is braver than we are.

MANXMAN.—The Dublin Chess Club holds its meetings, we believe, in Great Brunswick Street, Dublin. The address of the Edinburgh Chess Club is No. 4 Queen Street, Edinburgh.

F. M. TEED, Purdy's, N.Y.—The Problem, as amended, appears to be quite sound, and will have insertion in our next.

MAX JUDD, Saint Louis.—We are much obliged for your communication. We have no doubt one or two of the strong players over here would be glad to compete in the proposed International Tournament; but about that and other matters we will write to you forthwith by post.

A STEINKUHLER.—Many thanks for the assistance promised in the matter mentioned in our letter.

Rev. H. ARCHDALE.—Games received with thanks. We shall be glad to insert the one played in the Birmingham meeting in our next issue.

J. CHARLETON.—We beg to acknowledge the receipt of the *Newcastle Chronicle*. We are quite willing to exchange as proposed.

W. T. PIERCE, T. BOURNE and A. SHARPE.—Games to hand, with thanks they shall be examined.

SOLUTIONS OF PROBLEMS.

No. 57.

White.

- 1 R to Q 6
2 Mates accordingly

Black.

- 1 Anything

No. 58.

- 1 R to Q 7
2 Kt mates accordingly

- 1 Anything

No. 59.

- 1 Q to K Kt 7
2 R to K 5 ch
3 Q or P mates

- 1 P to K 3 (a)
2 Anything

(a) If 1 Q to Kt 5, then 2 Kt to B 3 ch, and 3 Q to Q 4 mate.

No. 60.

- 1 Q to K 3
2 Q to B 2
3 Q mates

- 1 K to R 6 best
2 K or B moves

No. 61.

- 1 Q to K Kt 7
2 Kt to B 4 ch
3 Q mates

- 1 K takes R
2 Anything

No. 62.

- 1 Q to Q 4
2 B takes P dis ch
3 Q mates

- 1 P to B 7
2 Anything

This is the intended solution, but it can also be solved by 1 Q to Q 7, followed by 2 Q to Q B 7.

No. 63.

- 1 B to Kt 5
2 R to K B sq
3 Kt to B sq dis ch
4 Kt mates

- 1 B takes B (a)
2 Kt takes R
3 K moves

(a)

- 2 R to R 5 ch
3 R to K 5 ch
4 Kt to B 5 mate

- 1 K to B 4
2 K to K 3
3 B takes R

No. 64.

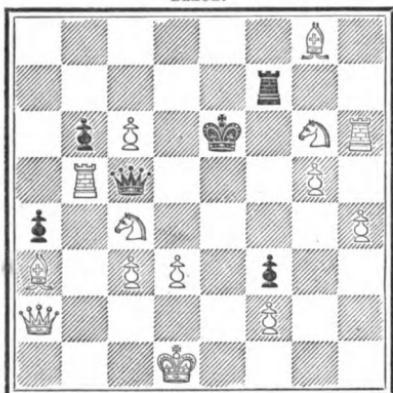
- 1 Kt to Kt 5
2 B to Q 5 ch
3 Kt to B 7 ch
4 Kt mates

- 1 K to K 3
2 K takes B
3 K moves

PROBLEMS.

No. 65.—By F. H. BENNETT.

BLACK.

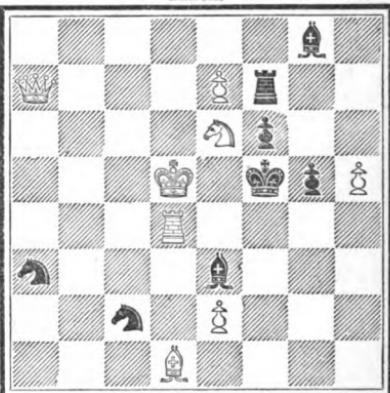


WHITE.

White to play and mate in two moves.

No. 66.—By A. CYRIL PEARSON.

BLACK.

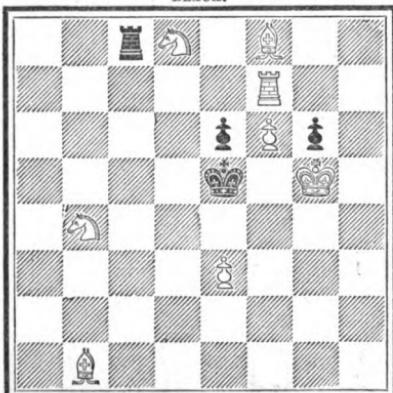


WHITE.

White to play and mate in three moves.

No. 67.—By R. ORMOND.

BLACK.

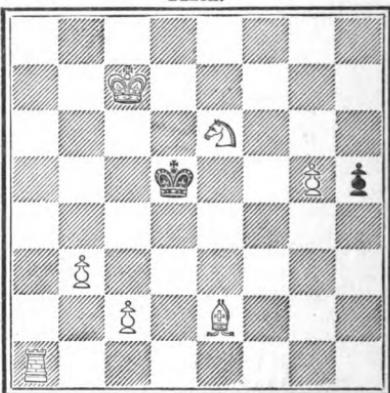


WHITE.

White to play and mate in three moves.

No. 68.—By R. P. FOX.

BLACK.



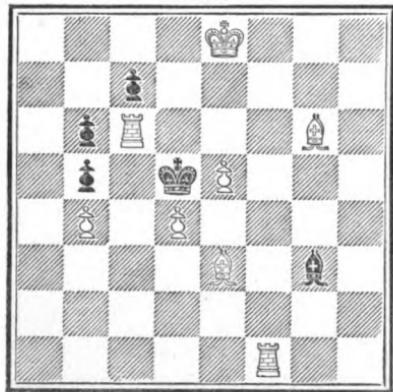
WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 69.—By C. CALLANDER.

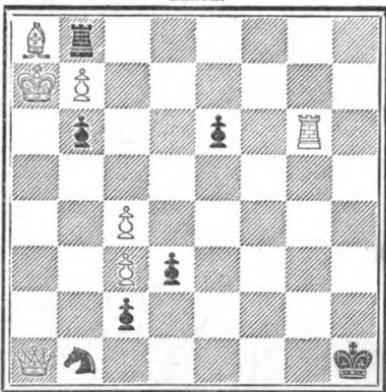
BLACK.



White to play and mate in three moves.

No. 70.—By G. E. BARBIER.

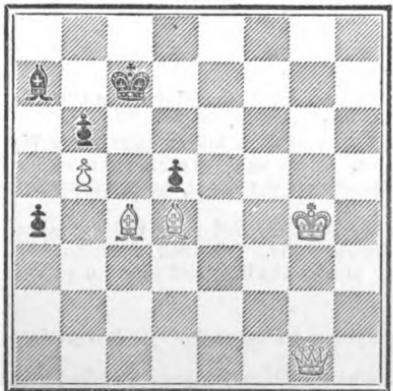
BLACK.



White to play and mate in four moves.

No. 71.—By P. K. (of Wurtemberg).

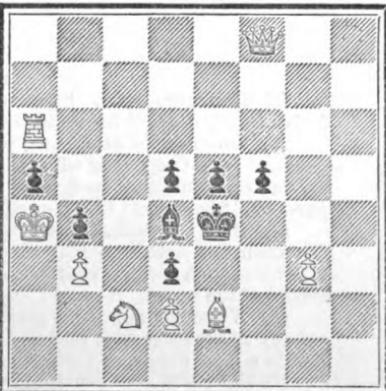
BLACK.



White to play and mate in four moves.

No. 72.—By J. N. KEYNES.

BLACK.



White to play and mate in four moves.

GAME 62.

One of ten simultaneous blindfold games played by Mr. Blackburne, at Derby, on the 1st of May last.

Scotch Gambit declined.

White.	Black.
Mr. BLACKBURNE.	Mr. F. THOMPSON.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P to Q 3 (a)
4 B to Q B 4 (b)	4 P takes P
5 Kt takes P	5 Kt takes Kt
6 Q takes Kt	6 Q to K B 3
7 Q to Q 3	7 Q B to K 3 (c)
8 Kt to B 3	8 B takes B
9 Q takes B	9 P to Q B 3
10 B to K 3	10 B to K 2
11 Castles Q side	11 Q to K 3
12 Q to Q 3 (d)	12 Kt to K B 3
13 P to K B 4	13 P to K Kt 3
14 P to B 5	14 P takes P
15 P takes P	15 Q to Q 2
16 K R to K sq	16 P to Q Kt 3
17 B to K Kt 5 (e)	17 Castles Q side (f)
18 R takes B	18 Q takes R
19 Q to Q 4	19 K R to K sq
20 B takes Kt	20 P to Q B 4 (g)
21 B takes Q	21 P takes Q
22 B takes R	22 P takes Kt
23 B to K R 4	23 P takes P ch
24 K takes P	24 K to Q B 2
25 B to Kt 3	25 R to Q sq
26 K to B 3 and wins	

NOTES BY W. N. POTTER.

(a) This move is not to be approved of. All authorities agree that the Scotch Gambit cannot be declined without disadvantage.

(b) White could also have played, P takes P either preventing his opponent from Castling or winning a Pawn. Black would of course have chosen the former alternative, and, with the Queens off the board, an uninteresting game would have most likely ensued.

(c) These persistent efforts to make exchanges indicate a resolute intention from the outset to play for a drawn game. All such simplifications however up to a certain point must tend to give the blindfold player a greater control of the board.

(d) White has now a fine position.

(e) Black must wish that he had played a bolder game. He is certainly in a most unenviable plight.

Castles K side would have been a little better though if he had here we should not have blamed him.

Here begins a *melée*, but White gets the best of it.

GAME 63.

One of ten blindfold games played by Herr Zukertort, on the 8th of July last, at the City of London Chess Club.

King's Bishop's Opening.

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

White resigns.

NOTES BY J. WISKE.

(a) Assuredly this was not what is ordinarily called vigorous. The protection protects nothing. 4 Kt to K B 3 would have promised far better.

(b) Another "country" move, allowing Black to obtain by far the superior game.

(c) The retreat of the Kt, with the view of advancing the K B P, is rarely advisable in such situations. In this case it affords White an opportunity, which he neglects, viz., of advancing the Q P.

(d) Now Black is happy, whilst White ought to put on the garb of woe. His pieces are hopelessly restrained.

(e) Having a somewhat enticing look, but in reality losing two pieces for the Rook.

(f) This lets in the Knight. 21 Kt to K B 3 would have been better, in the sense that hanging is better than burning.

(g) Closely do the movements of these Rooks resemble a walking funeral; but then this is what they ought to resemble.

The two following games were played a short time ago at the Divan.

GAME 64.

Evans Gambit.

White.

Mr. I. O. HOWARD TAYLOR.

- 1 P to K 4
- 2 Kt to K B 3
- 3 B to Q B 4
- 4 P to Q Kt 4
- 5 P to Q B 3
- 6 Castles
- 7 P to Q 4
- 8 P takes P
- 9 Kt to Q B 3
- 10 B to K Kt 5 (a)
- 11 Kt to Q 5
- 12 B takes P
- 13 Kt takes P ch
- 14 Kt to K Kt 5
- 15 Q Kt takes P ch
- 16 Kt takes R ch
- 17 Q to K Kt 4 ch
- 18 P takes Kt
- 19 Q to Kt 6 ch
- 20 P to K B 6
- 21 Q R to K sq
- 22 P takes Kt
- 23 R to K 4

Black.

Herr ZUKERTORT.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 B to Q B 4
- 4 B takes Kt P
- 5 B to Q B 4
- 6 P to Q 3
- 7 P takes P
- 8 B to Kt 3
- 9 Kt to Q R 4
- 10 Kt to K 2 (b)
- 11 P to K B 3
- 12 P takes B
- 13 K to B sq
- 14 Kt to K B 4 (c)
- 15 R takes Kt
- 16 K to Kt 2
- 17 K takes Kt
- 18 Kt takes B
- 19 K to R sq
- 20 Q to K B sq (d)
- 21 Kt to K 4
- 22 P takes P

Black resigned.

NOTES BY J. H. BLACKBURN.

(a) The first time this variation was played in any game of importance was at the Baden Congress, in a game by Minckwitz against Steinitz.

(b) This has always been considered a weak defence, but, in our opinion, although not as good as 10 Q to Q 2, the move adopted by Steinitz, it leads to an equal game, as pointed out in note (c).

(c) This is the mistake; Black should have played as follows:—

- | | |
|---|---|
| 15 Q to R 5 or (A) | 14 Kt takes B |
| 16 Q to B 7 ch | 15 K to Kt 2 |
| 17 Kt to Kt 4 ch | 16 K to R 3 |
| 18 Q to B 6 ch | 17 B takes Kt best, for if K takes
Kt, mate follows in 5 moves |
| 19 Kt to B 7 ch | 18 Kt to Kt 3 |
| 20 Kt takes Q | 19 K moves |
| 21 P to B 3 | 20 Q R takes Kt |
| 22 P to K R 4 | 21 B to B sq |
| 23 Q R to Q sq | 22 K to R 3 |
| 24 Q to Kt 5 ch | 23 Q R to K B sq |
| 25 P to R 5 | 24 K to Kt 2 |
| 15 Q to B 3 | 25 R to B 3, and his game is
quite equal to White's. |
| 16 Kt takes R P ch | 15 Kt to B 4 |
| 17 Kt takes R ch | 16 R takes Kt |
| 18 P takes Kt | 17 K to Kt 2 |
| (d) 20 Q to K Kt sq is equally fatal, for | 18 Q to R 5, and Black ought to win
suppose:— |
| 20 Q to Kt sq | 20 Q to R 5 ch |
| 21 Q to R 2 | 21 Q to K 8 ch |
| 22 Q to Kt sq | 22 P to B 7 winning. |

A

GAME 65.**Allgaier Gambit.**

White.

Mr. I. O. HOWARD TAYLOR.

- 1 P to K 4
- 2 P to K B 4
- 3 Kt to K B 3
- 4 P to K R 4
- 5 Kt to Kt 5
- 6 Kt takes K B P
- 7 B to Q B 4 ch
- 8 B takes P ch
- 9 P to Q 4
- 10 Kt to Q B 3 (c)
- 11 Castles
- 12 P takes B
- 13 B to R 3
- 14 P to K 5
- 15 R takes P (e)
- 16 Q takes P
- 17 R to K B sq
- 18 P takes Kt ch
- 19 P to K B 7
- 20 Q to K 4
- 21 B takes Kt
- 22 B to K 7

Black.

Herr ZUKERTORT.

- 1 P to K 4
- 2 P takes P
- 3 P to K Kt 4
- 4 P to Kt 5
- 5 P to K R 3
- 6 K takes Kt
- 7 P to Q 4
- 8 K to Kt 2 (a)
- 9 Q to K B 3 (b)
- 10 B to Kt 5
- 11 B takes Kt
- 12 P to B 6
- 13 Kt to Q B 3 (d)
- 14 Q takes R P
- 15 P takes R
- 16 Kt to K B 3 (f)
- 17 R to Q sq
- 18 K to R sq
- 19 B to Kt 5
- 20 R to K B sq
- 21 P takes B

And Black resigned (g).

NOTES BY J. H. BLACKBURN.

- (a) This is now considered rather better than 8 K to K sq.
 (b) We believe this move is the invention of Zukertort, who says that it gives Black a winning game.
 (c) In a match game between Steinitz and Zukertort, the former here played 10 P to K 5, which, doubtless, is better than the move adopted by Mr. Taylor.
 (d) A mistake, from which he never recovers. He had only to play 13 Kt to K 2, and White probably would have collapsed after a few more moves.
 (e) Finely played. There is no defence against it.
 (f) Nothing better, except resignation.
 (g) Mr. Taylor requests us to mention that Herr Zukertort won a large majority of the games played.

GAME 66.

One of twenty simultaneous games played at the City of London Chess Club on the 2nd of September 1874.

Irregular Opening.

White.	Black.
Herr STEINITZ.	Mr. G. H. RIPPIN.
1 P to Q 4	1 P to K B 4
2 P to K Kt 3	2 K Kt to B 3
3 B to Kt 2	3 P to B 3 (a)
4 Kt to K B 3	4 P to K 3
5 Castles	5 B to Q 3 (b)
6 P to Q B 4	6 B to B 2
7 Kt to B 3	7 Castles (c)
8 P to Q 5	8 Kt to Q R 3 (d)
9 P to Q R 3	9 Kt to Q B 4
10 P to Q 6	10 B to Kt sq
11 P to Q Kt 4	11 Q Kt to K 5
12 Kt takes Kt	12 Kt takes Kt
13 P to B 5	13 P to Q Kt 3
14 Kt to Q 2	14 Q to K B 3
15 Kt takes Kt (e)	15 Q takes R
16 Kt to Kt 5 (f)	16 Q to K B 3
17 Q to Q Kt 3	17 B to Q Kt 2
18 P to B 4	18 P to Q R 4
19 B to Kt 2	19 Q to Kt 3
20 Kt to B 3	20 R P takes P
21 R P takes P	21 P takes P
22 P takes P	22 B to R 3
23 Kt to K 5	23 Q to K sq
24 Q to B 3	24 R to B 3
25 R to K sq	25 B to Kt 4
26 P to K 4	26 R to R 5
27 P takes P	27 B to R 2
28 Kt to Kt 4, and, in a few moves, White won (g)	

NOTES BY J. H. ZUKERTORT.

- (a) This course, to meet the King's Fianchetto, is not recommendable.
- (b) Simply proposterous. 5 P to Q 4, followed up by 6 B to K 2 and 7 Kt to R 3, was the proper line of play.
- (c) The last moment to play P to Q 4.
- (d) 8 P to Q 3 was perhaps not very satisfactory, but still better.
- (e) The sacrifice of the exchange is perfectly sound, as Black has no forces on his King's side to oppose against the attack which results from it.
- (f) I prefer the move in the text to 16 Q to Kt 3, which would win the adverse Queen for two Rooks. White is threatening, at this and the following move, Kt takes K P, followed up by B takes P.
- (g) White wins, after 28 R to B 2 by 29 P takes P, P takes P, 30 Kt to R 6 ch, and 31 Kt takes R.

GAME 67.

Out of twenty simultaneous games played at the City of London Chess Club on the 5th August last.

Danish Gambit declined.

White.

- Mr. BLACKBURNE.
- 1 P to K 4
 - 2 P to Q 4
 - 3 P to Q B 3
 - 4 P to K 5
 - 5 Kt takes P
 - 6 B to Q 3
 - 7 Kt to K B 3
 - 8 Castles
 - 9 P to K R 3
 - 10 Q to B 2
 - 11 P takes B
 - 12 K to R 2
 - 13 R to K sq
 - 14 B to Q 2
 - 15 R takes Kt
 - 16 P to B 4
 - 17 R to K T sq
 - 18 Kt to Q sq
 - 19 R to Kt 4
 - 20 B takes P ch
 - 21 K to Kt 3
 - 22 B to B 5
 - 23 R checks
 - 24 B checks
 - 25 B to Kt 8 dis ch
 - 26 K takes Q

Black.

- Mr. J. E. RABBETH.
- 1 P to K 4
 - 2 P takes P
 - 3 P to Q 4 (a)
 - 4 P takes Q B P
 - 5 P to Q B 3 (b)
 - 6 B to Q B 4
 - 7 B to K Kt 5
 - 8 Kt to K 2
 - 9 B to R 4
 - 10 B takes Kt
 - 11 Kt to Kt 3
 - 12 Kt takes K P
 - 13 Q to K 2
 - 14 Castles (c)
 - 15 Q takes R ch
 - 16 Q to R 4
 - 17 Q to R 5 (d)
 - 18 B to Q 3
 - 19 Q to B 3
 - 20 K to R sq
 - 21 Kt to Q 2
 - 22 Kt to B 4
 - 23 K to Kt sq (e)
 - 24 K to R sq
 - 25 Q takes R ch
 - 26 K takes B (f)

White.

27 P to K B 3
 28 Kt to K 3
 29 P to B 5
 30 Q to Q 3
 31 K to R 5
 32 Kt to Kt 4
 33 Q takes Kt
 34 B to R 6 (i)
 35 P to B 6
 36 Q takes P (j)
 37 Q takes P ch
 38 B to Q 2
 39 Q to K 8 ch
 40 B to B 3 ch
 41 B takes P ch
 42 Q takes B
 43 K to R 6 and wins.

Black.

27 Q R to K sq
 28 Kt to K 3
 29 Kt to Q 5 (g)
 30 Kt takes P at B 6 ch
 31 R to K 5
 32 K to R 2 (h)
 33 R to R sq
 34 B to K 2
 35 P takes P
 36 R to Kt sq
 37 K to R sq
 38 R to Kt 2
 39 R to Kt sq (k)
 40 P to Q 5
 41 R takes B
 42 R to Q 4 ch (l)

NOTES BY W. N. POTTER.

(a) Black, by this move, refuses the Danish Gambit, and he thereby avoids its complications.

(b) Black's defence is novel, but his position is by no means unsatisfactory.

(c) Mr. Rabbeth has conducted his game in an able manner, and at this point he has an evident superiority in position, though no doubt there are dangers ahead.

(d) 17 P to K R 3 or 17 P to K B 4 would have been better. 17 B to K 2 would also seem a good defensive move.

(e) Determined to have the most for his Queen, unless his opponent elects to draw.

(f) Black has two Rooks and Pawn against the Queen, with a good position.

(g) These three last moves have been well played by Mr. Rabbeth.

(h) An unwise sacrifice. 32 Kt takes B would have left White with little resource.

(i) The single player makes skilful use of the chance which has been given him. The aspect of the game has much changed.

(j) A lively and a vigorous *coup*. It will be noticed that White, had he so chosen, could have drawn the game here by perpetual check.

(k) 32 K to R 2 was the proper move, and should, we imagine, have given Black a drawn game, for White appears to have no better reply than 40 B to R 6, whereupon R to Kt sq, 41 Q to B 7 check, K to R sq, and the position again becomes what it was at White's 38th move.

(l) There was no way of saving the game. 42 R from Kt sq to Q sq would have been easily met by 43 Kt to B 6, or even K to Kt 6.

GAME 68.

Consultation Game, played 17th August 1874, at Exeter.
English Opening.

White.	Black.
Messrs.	Messrs.
LAMBERT and NEVILLE.	J. DE SOYRES and BOLT.
1 P to Q B 4	1 P to K 4 (a)
2 P to K 3	2 Kt to K B 3
3 P to Q R 3	3 P to Q 4 (b)
4 P takes P	4 Kt takes P
5 Kt to K B 3	5 B to Q 3
6 Kt to Q B 3	6 B to K 3
7 B to K 2 (c)	7 Castles
8 Castles	8 P to Q B 3
9 P to K 4 (d)	9 Kt to K 2
10 P to Q 3	10 Kt to Kt 3
11 B to K 3	11 Kt to Q 2
12 R to B sq	12 P to K' R 3
13 Kt to Q R 4 (e)	13 Q to K 2 (f)
14 P to Q Kt 4	14 P to Q R 4
15 Kt to B 5	15 P takes P
16 P takes P	16 Kt to B 3
17 Kt to Q 2	17 K R to Q sq
18 Kt to B 4	18 Q B takes Kt
19 R takes B	19 K R to Q B sq
20 Q to B sq	20 R to R 7
21 B to Q sq	21 Kt to B 5
22 B takes Kt	22 P takes B
23 P to B 3	23 Kt to K Kt 5 (g)
24 P takes Kt	24 P to K B 6
25 P to K Kt 3 (h)	25 R to Kt 7 ch (i)
26 K to R sq	26 R takes P ch
27 K to Kt sq	27 R to Kt 7 ch
28 K to R sq	28 B takes P
29 R takes P	

Black announce mate in four moves.

NOTES BY J. H. ZUKERTORT.

(a) Although played by Vienna, in the correspondence match, I do not think this move recommendable.

(b) The game leads now to the position of a variation in the Sicilian Opening, which is known to be favourable to the second player, who is here the first, and has, so, the advantage of the move. I would prefer 3 Kt to B 3, followed up by 4 B to K 2.

(c) White has already the superior position, but the following moves are sufficiently weak to turn the tables completely. 7 P to Q 4 was the proper course.

(d) Extremely injudicious: the weakness of White's Q P ought to be now ruinous.

(e) A too great knowledge of theory is sometimes very unwholesome. Mr. Lambert is here imitating a monceuvre of Anderssen in a Sicilian game against Kolisch; but it was there of questionable value, and it is here worse than useless, besides, *quod licet tovi, non licet bovi*.

(f) Black's play is very recommendable: their pieces are well developed, ready to act on either side, and their Pawns are in a strong position.

(g) Far too impetuous to be sound; if Black intended this daring sacrifice, they ought to have played first the preparatory move K R to R sq.

(h) To commit suicide by a blunder of this kind, in a consultation game, is a strange course. Capturing the Pawn with the Bishop was the simple answer, providing White with the better game, e.g.:

25 B takes P (or A)	25 Q to R 5
26 P to R 3	26 Q to Kt 6
27 R to Q B 2	27 B to B 5
28 R takes R	28 B takes Q
29 R takes B	

and White has Rook, Bishop, Knight and Pawn for the Queen.

A.

25 R takes P

Not so good as B takes P, but still far better than the move in the text.
25 R to Q B 2 equally saves the game.

25 Q to R 5

26 R to Kt 3

If 26 P to R 3, Black mates in 4 moves.

26 B takes R

27 P takes B

27 Q takes P

28 R to B 2

If 28 B to B 3, R to K B 7, 29 Q to Q sq, R to R sq, 30 Kt to Kt 3, K R to R 7.

28 K R to R sq

29 Kt to Kt 3

and Black will only draw the game, I think.

(i) Black could now announce mate in eight moves.

GAME 69.

In which Mr. Lowenthal gives the odds of the Queen's Knight to Messrs. J. W. Abbott and A. Cyril Pearson, the two latter being in consultation. Remove White's Queen's Knight.

Queen's Bishop's Pawn's Game.

White.

Mr. LOWENTHAL.

- 1 P to K 4
- 2 Kt to K B 3
- 3 P to Q B 3
- 4 P to Q Kt 4
- 5 P to Q R 4

Black.

Messrs. J. W. ABBOTT and
A. CYRIL PEARSON.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 B to Q B 4 (a)
- 4 B to Kt 3
- 5 P to Q R 3

White.

6 B to Q B 4
 7 Q to Kt 3
 8 P to Q 3
 9 P to K R 3
 10 Castles
 11 P to Q R 5
 12 P to Q Kt 5
 13 B takes Kt P
 14 Q to B 2
 15 B to K 3
 16 B takes B
 17 Kt to K R 4 (f)
 18 Kt to B 5
 19 Kt to Kt 3
 20 Q to Q 2
 21 K to R 2
 22 P to K B 4
 23 B takes K B P
 24 B takes Kt P
 25 Q takes P (j)
 26 R takes Kt
 27 Kt to B 5
 28 R takes Kt ch
 29 R takes P and wins.

Black.

6 Kt to K B 3
 7 Castles
 8 P to Q 3
 9 P to K R 3 (b)
 10 Q to K 2
 11 B to R 2
 12 P takes P
 13 Kt to Q sq
 14 P to Q B 4 (c)
 15 B to Q 2 (d)
 16 Q takes B (e)
 17 Kt to Q B 3 (g)
 18 Kt to K 2
 19 Kt to Kt 3 (h)
 20 K to R 2
 21 Kt to R 5 (i)
 22 P takes P
 23 P to K Kt 4
 24 P takes B
 25 Kt to Kt 3
 26 R to R sq
 27 K to Kt sq
 28 K to B sq

NOTES BY W. N. POTTER.

(a) Bad, though Harrwitz played it against Horwitz. The correct replies are 3 Kt to K B 3, or 3 P to Q 4. There is also Ponzianni's counter Gambit of 3 P to K B 4, a defence, however, of doubtful merit.

(b) It is not always good play to imitate your opponent's good play. White desired to prevent an exchange of pieces; Black's motive is not so obvious.

(c) Like placing a musketeer in the way of a field gun; true, the blocked out Bishop can be afterwards brought to the defence of the weakened Q P.

(d) Relegating their only serviceable piece to the box. 15 P to Q 4 was the proper sequence to their last move.

(e) Should have taken with their Knight.

(f) Always a threatening move in these kind of positions.

(g) The best reply, if it had been properly followed up.

(h) 19 P to Q 4 was the *coup* here, and would have yielded the allies a good position. We may take this opportunity of alluding to the beneficial results so often accruing to the receivers of odds (*i.e.* of Knight or Rook) from playing the Queen's Pawn to its fourth square. This is no doubt more particularly the case when made in the opening, at which part of the game it is very rarely other than highly advantageous, and is frequently so even when the sacrifice of a Pawn is involved. Its early adoption in open games has frequently

a crushing effect. We believe the recognition of this one simple principle would be the means of promoting many a Knight player to the Pawn and two move class.

(i) The Black allies must pardon us if this and their 23rd move remind us of a certain accomplishment which is peculiar to the nobility of Japan.

(j) Stronger play than taking the Kt at once. The game is now over.

GAME 70.

Between Herr Steinitz and an Amateur, the former giving the odds of the Queen's Rook, which remove.

King's Gambit declined.

White.	Black.
Herr STEINITZ.	AMATEUR.
1 P to K 4	1 P to K 4
2 P to K B 4	2 Kt to Q B 3 (a)
3 Kt to K B 3	3 Kt to K B 3 (b)
4 P takes P	4 K Kt takes P
5 P to Q 3	5 Kt to B 4
6 P to Q 4	6 Kt to R 3 (c).
7 B to B 4	7 Q to K 2 (d)
8 Kt to B 3 (e)	8 P to R 3 (f)
9 Castles	9 P to K Kt 4 (g)
10 Kt to Q 5	10 Q to Q sq
11 Kt to B 6 ch	11 K to K 2
12 K Kt takes P (h)	12 P takes Kt
13 Q to R 5 (i)	13 R takes Q
14 Kt to Kt 8 ch	14 K to K sq
15 B takes P mate	

NOTES BY J. H. ZUKERTORT.

- (a) Not a recommendable form of declining the Gambit.
- (b) Bad; 3 B to B 4 was the proper continuation.
- (c) 6 Kt to K 5 was not satisfactory, but still better.
- (d) Making of a bad case a worse one.
- (e) Well played: 8 Kt to Kt 5, would force Black to improve very much his game, by 8 Kt to Q sq.
- (f) If, now, 8 Kt to Q sq, White wins the Queen by 9 Kt to Q 5.
- (g) A preposterous attack, leading to immediate ruin.
- (h) A perfectly sound sacrifice, which decides the game at once.
- (i) Very brilliant and pretty, however, it must be mentioned that White had at least two other ways to force the game, as: 13 Kt to Kt 8 ch, R takes Kt, 14 R takes P ch, K to K sq, 15 Q to R 5; and 13 Q B takes P.

GAME 71.

One of several unpublished Games which Mr. Cochrane has been good enough to place at our disposal.

Irregular Defence.

White.	Black.
Mr. COCHRANE.	MOHESCHUNDER.
1 P to K 4	1 P to Q 3
2 P to Q 4	2 K Kt to B 3
3 K B to Q 3	3 P to K Kt 3 (a)
4 P to Q B 4	4 B to Kt 2
5 Q Kt to B 3	5 Castles
6 P to K B 4 (b)	6 P to K 4
7 K B P takes P	7 P takes P
8 P to Q 5 (c)	8 P to Q B 3 (d)
9 K Kt to B 3	9 P takes P (e)
10 B P takes P	10 Q Kt to Q 2
11 Castles	11 Kt to K Kt 5 (f)
12 Q to K 2	12 P to Q R 3
13 P to K R 3	13 Q to Kt 3 ch
14 K to R sq	14 K Kt to B 3
15 Q B to K 3	15 Q to Q 3
16 Q R to Q B sq	16 P to Q Kt 3
17 P to Q R 3	17 Q B to Kt 2
18 P to Q Kt 4	18 Q R to Q B sq
19 Q to K B 2	19 R to Q B 2 (g)
20 Q to K R 4	20 K R to Q B sq
21 Kt to K 2	21 R takes R
22 B takes R	22 P to K R 4 (h)
23 B to Q Kt 2	23 Kt takes K P (i)
24 B takes Kt	24 P to K B 4
25 B takes B P (j)	25 P takes B
26 Q takes R P	26 R to Q B 7
27 Kt to K Kt 5	27 Q takes Q P
28 Q to R 7 ch	28 K to B sq
29 Q takes P ch	29 K to K 2 (k)
30 Q to K B 7 ch	30 K to Q 3
31 Q to K Kt 6 ch	31 B to B 3
32 R takes B ch	32 Kt takes R
33 B takes P ch (l)	33 K to Q 2
34 Q to K B 5 ch	34 K to K sq
35 Kt to K B 4 (m)	35 Q to Q 8 ch
36 K to R 2 (n)	
And wins	

NOTES BY W. N. POTTER.

(a) The Indian player appears very partial to this combination of the Philidor and King's Fianchetto. It is probably as good as any other defence of the close description.

(b) It is not good, in games of this kind, to throw up the four centre Pawns. By proper play on the other side, they should be broken up, in which case the second player's compact phalanx of Pawns will give him a great superiority in position. However, Mr. Cochrane, as is well known, always preferred an attacking line of play.

(c) It would have been bad play to take the K P, as Black would have replied Kt to Kt 5, regaining the P with a far superior game.

(d) We should have preferred Kt to K sq, with the object of playing P to K B 4.

(e) We do not approve of this move. Kt to Q 2 would have been better, and perhaps Kt to K sq could still have been played, though it would not have been so effective as before.

(f) This is waste of time, as the Kt can be driven back.

(g) A very good move. The Indian saw the necessity of diverting White from his intended attack on the weak Queen's side Pawns.

(h) By no means a commendable move. The Brahmin, by very good play, had turned an inferior into a somewhat superior position, but greatly jeopardizes his advantage by such a very bizarre move as that in the text. Moreover, the square now occupied by the K R P might have been expected to leave a good standpoint for the Knight at a subsequent period of the game.

(i) This sacrifice was, no doubt, intended by the Indian when he made the move we have just objected to. He wished to avoid the effect of Kt to Kt 5, followed by Kt to K 6. We still, however, adhere to the opinion expressed in the last note, more especially as we consider the sacrifice hardly warranted by the position obtained.

(j) We should rather have selected B to Kt sq, reserving the piece, as we believe White could have maintained himself against his opponent's undoubtedly strong attack.

(k) The position is extremely difficult at this point, but we consider that Kt to K B 3 would not only have been a much better move than that in the text, but would also have given Black a won game, e.g.—

30 Kt to R 7 ch	29 Kt to K B 3
31 Q to Kt 6 (A)	30 K to K 2
32 Q takes Q	31 Q takes Kt P ch
33 K takes B	32 B takes Q ch
	33 R takes Kt ch

And then, whether White interpose the Rook or play K to B 3, in either case Black will win a piece.

(A)

31 R to B 2	31 Kt to K 5
-------------	--------------

And Black ought certainly to win.

In the above variation, if White play 30 Kt to K 6 ch, Black can reply with K to Kt sq, or K to K 2, and will win in either case; we need only give one of them, viz.:—

30 Kt to K 6 ch	30 K to Kt sq
31 R to B 2	31 R takes Kt
32 R takes R	32 Q to Q 8 ch, &c.

White has other moves, such as 30 or 31 Kt to B 4, &c.; but their inutility is obvious.

(l) A very happy device, which not only saves, but wins the game.

(m) A crushing move!

(n) White wins easily, for Black cannot save the Knight; that is to say, wherever the Knight moves (except at Kt 5, where the Pawn takes it), a mate follows, by Q to B 7 ch, followed by Kt to K 6 ch, &c.

The City of London Chess Magazine.

THE MONTH.

ON the 28th of September last the return match between the Bedford Chess Club and the 4th class Knight strength of the City of London Club took place, at the rooms of the latter. It will be remembered that the first match, which was played in June last, resulted in the defeat of the Bedford combatants, who only won two games as against eight scored by their opponents, two more being drawn. On this occasion the contest was much closer, nevertheless victory again favoured the City players, who won eight, lost six, and one was drawn. The following are the names and scores :—

CITY CLUB.	BEDFORD CLUB.	CITY CLUB.	BEDFORD CLUB.
Manning 0	Stevens 2	Heinke 1	Chalmers 1
Walker 2	Barber 0	Botterill 1	Hill 1
McLeod 1	Bacon 1	Howard 1	Grattan 0
Brain 2	Ifould 0	Sonstadt 0 (1 dr.)	Moses 1

On the 7th of October a special general meeting of the members of the City of London Chess Club took place at their rooms, 31 and 33 Knight Rider Street, Doctors Commons, the President, Mr. J. E. Rabbeth, in the chair. A letter was read from Mr. W. N. Potter, announcing his resignation of the secretaryship of the Club, on account of the calls made upon his time by his duties as editor of "THE CITY OF LONDON CHESS MAGAZINE." Mr. W. E. Vyse was elected Honorary Secretary in his stead, and Mr. F. S. Walker was appointed Honorary Assistant-Secretary. A resolution was then proposed by the Vice-President, Mr. Gastineau, seconded by Mr. Sutton, and unanimously adopted, that a Committee should be formed to obtain subscriptions in aid of the fund now being raised to present Mr. Lowenthal with a testimonial, in consideration of his great services in the cause of Chess. The following gentlemen were elected to form a Committee for this purpose, viz.:—Messrs. Rabbeth, Gastineau, Ballard, Down, Sutton, Eschwege, Gumpel, Potter, Vyse and Walker, who immediately commenced obtaining subscriptions, and that with very satisfactory results. The concluding business of the evening was the formation of the Annual Handicap Tournament, which, it was resolved, should this time consist of 64 players, instead of 48 as heretofore, and the following gentlemen were elected to serve upon the Handicapping Committee, viz.—Messrs. Bird, Zukertort, Potter, Ballard, Watts, Vyse, Down, Wargha, McLeod, Walker, Gastineau and Cutler.

Since the meeting, the entries for the above Tournament have been completed, and many of the games have been played. The Handicapping Committee has been this time very happily chosen, every class, even to the lowest, being represented thereon. The

weights as by them adjusted seem to have given almost universal satisfaction, which is a very remarkable, though gratifying circumstance, for it might seem that, while the task of classifying 64 players must be difficult enough, that of also *satisfying* them might fairly seem unattainable. That such a feat has nevertheless been performed in the present instance implies not only the conscientious and able discharge of their duties by the Handicappers, but likewise the general recognition of such being the case. The Committee, in fact, have been not only just, but generous, and in cases of doubt have given the benefit thereof to weakness rather than to strength. Under such circumstances it is evident enough that no undue favour has been shown to the first-class players, a fact of which they cannot complain, for, having more reserve of strength and experience to fall back upon than those in the lower classes, the former must expect to have their work made as hard as possible, and so long as difficulty is not first cousin to impossibility they ought to be satisfied.

Early last month Mr. Blackburne paid a visit to the Athenæum Chess Club at Sheffield. On the 6th he played 20 simultaneous games over the board with the members, of which number he won 18, lost 1, and 1 was drawn. On the 7th was a *soirée*, at which he played two consultation games at once, winning both. On the 8th came the real business of the visit, for he played 10 blindfold games, with the following gentlemen, viz.—Messrs. B. Cockayne, Foster, Shaw, Godwin, H. Davy, E. Cockayne, W. Cockayne, Champion, Shuttleworth and A. Davy. Mr. H. Davy and Mr. W. Cockayne won their games, Messrs. E. Cockayne, Champion and Shaw secured draws, and the remaining players succumbed to their blindfold opponent, giving a score of five won, two lost, and three drawn.

The players of Sheffield, whether "mild eyed" or otherwise, do not spend their time in the consumption of lotuses. For thorough-going and vitalizing activity we take their club at the Athenæum to be a great example to all other provincial clubs. Two contests are going on there at the present time: first a Tournament upon even terms, the prize in which is a set of ivory Chessmen with Board, value £8 8s, and presented by Mr. W. Cockayne. It becomes the property of the player who wins the same any two (not necessary consecutive) years. Mr. A. Davy won it in 1872-73, and Mr. A. Godwin in 1873-74. Either of those gentlemen therefore winning it again keeps it. The following have entered for this Tournament, viz.—Messrs. A. Davy and A. Godwin, the present possessors expectant, and also Messrs. Foster, Shaw, H. Davy, Brown, McBrair, Bennett and Champion. Each competitor plays two games with every other. The other Tournament is a Handicap, which commenced on the 15th October, with the following entries. First class: Messrs. Bennett, Brown, H. Davy, Godwin and Shaw. Second class: Messrs. Bush, Champion, E. Cockayne, Foster and McBrair. Third class: Messrs. Abbott, Burrows and Edwards. Fourth class: Mr. Ingleby.

Fifth class : Messrs. Guttcke, Oakes and Newbould. Each competitor plays one game with every other, and the aggregate number won decides the prizes. The date for playing each game has been arranged by ballot by the Council of the Club, so that the Tournament will terminate on a given date, viz. on the 25th of March 1875. We consider this a very excellent plan, and one well worthy of imitation, for the players, knowing long before, the days they will have to play, are able to arrange their private engagements accordingly. We are informed that this arrangement is new to the Club, but has met with unanimous approval, and so far has worked well. There are three prizes in this Tourney, the first being a set of Chessmen and Board, value £2 5s, presented by Mr. S. Bush, while the second and third prizes are sets of Chessmen of the respective values of £1 15s and £1 5s.

A match, by correspondence, between the Bristol and Clifton Association and the Sheffield Atheneum Club, for a prize of £5 5s, began early this year, and has just concluded. Two games were played, both of which were won by the Atheneum. We learn that they were chiefly in the hands of Mr. A. Davy, to whom, therefore, the credit of the victory is principally attributable. We have been furnished with these games, and hope to find room for them next month.

On Wednesday, the 14th of October, Herr Zukertort played eighteen simultaneous games at the City of London Club, against the following members, viz.—Messrs. Stevens, Maas, Hutchins, F. W. Lord, Rabbeth, Lindsay, Frühling, Hill, Beveridge, Richardson, Manning, Gastineau, Atkinson, N. Andrade, H. Andrade, E. H. Rodgerson, Webber and Stones. Mr. Rabbeth scored his game, but all the others were won by the single player.

It is always a pleasure to us to record any indication of the rejuvenescence of our ancient game in this country. A new Club has been formed at Sheffield, under the title of the St. Peter's Chess Club, and it has at once signalled its existence by challenging the Rotherham Club. Man, it has been said, is a fighting animal ; the Chess player is any way. Survivor, as he is, of the admired homicides of old, let us hope that he will yet see the heels of the last Von Moltke.

At the quarterly meeting of the Young Men's Catholic Association, held at their rooms, in Red Lion Square, on the 11th of October, it was announced that a Chess Club in connection with the Association had been formed, and that the second annual Chess Tourney was to commence during the following week. It was suggested that the Club should play matches with Catholic societies in various parts of Great Britain and Ireland. We venture to propose, as a rider, that the new Club should also try its skill against some of the metropolitan clubs, whereby its strength would be at once tested and increased.

It must not be expected that the current of Chess prosperity will run smooth and unbroken. There will occasionally be a check—though we mean no joke—and, unfortunately, we have

information that a "solution of continuity" has taken place in Colchester; in other words, that the Chess Club of that town no longer exists. Of what malady it died we have yet to hear.

We learn that the North London Chess Club has removed to "The Grange," Richmond Road (corner of Mayfield Street), Dalston, at which address its meetings are continued on Wednesdays, at 6.30 p.m. The change has been made in order to obtain better accommodation. The subscription remains 2s 6d per annum, and 1s entrance fee, as before. Gentlemen desiring to become members, will obtain all information by applying to Mr. J. P. Taylor, Hon. Treasurer, 63 Malvern Road. *En passant*, we may remark that votaries of the pestilential weed may indulge their noxious propensities at the new room; a privilege sternly prohibited at the previous address.

In the match between Messrs. Burn and Owen the former has won six games, against four scored by his opponent, and two being drawn. In the match between Messrs. Steinitz and Bodé, the latter receiving a Knight, the odds giver has won four games, and two others have been drawn.

The annual meeting of the Manchester Chess Club took place on the 13th of October, at the Club Rooms, No. 50 Market Street. After the passing of the accounts, the election of officers for the ensuing year took place, with the following result:—President, Mr. M. Bateson Wood; Vice-President, Mr. Jno. Goodier; Hon. Sec. and Treasurer, Mr. A. Steinkühler; Committee, Messrs. Bantock, Grubé, Baddeley, Ulph and Robey. The following eminent players were unanimously elected honorary members, viz. J. H. Blackburne and W. Steinitz. A Handicap, with five classes, was arranged. Entrance fee 2s 6d, to which the Club adds one half for two prizes.

We are informed that the annual match between the Liverpool and Manchester Chess Clubs will shortly take place. The scene of the conflict will be the former town.

We like to see signs of life and activity in Chess Associations. Sloth and indifference are fatal; for a time, a useless existence may be dragged on, but, with nothing to feed vitality, paralysis must ultimately set in, with its sequence of inevitable dissolution. The Bermondsey Club, we are happy to see, shows no signs of such discreditable apathy, and despite a not very favourable locality, it holds up its head as one of the strongest amongst the Chess bodies of the metropolis. Its latest proof of vigour is a Trophy Competition. The prize is a pair of bronze statuettes, representing Law and Justice. The cynical may say that it is as well those entities should have each its own statue, to show that they are not one. However, that apart, it is to be competed for annually, and will become the property of the member who wins the same three times, whether or not consecutively. The above Trophy, it appears, has been raised by subscription games played among the members, the losers paying the stake to the Trophy fund, a happy mode of creating a spirit of emulation amongst the players.

This well devised scheme of the Bermondsey Club reminds us that a project is on foot for creating a prize to be competed for by the strong players of the City of London Chess Club, some of the members having been urged to move in that behalf by certain remarks of ours in the last number of this, Magazine. Should the idea be carried out, an interesting contest, and many fine games would be the result.

On the 21st of October Mr. Blackburne played eight blindfold games at the Poplar Club, Newby Place, Poplar. The following were his opponents, viz., Messrs. A. Sharpe, E. Sharpe, F. Sharpe, W. J. Dyer, W. Bush, H. J. Taylor, W. May and T. Cole, only one of the games was finished, and the remainder were played out on the 24th, when the result showed that the blindfold player had won them all, which was scarcely amiable on his part.

On the 23rd of October the great match between the City of London and Bermondsey Chess Clubs took place. The interest taken in the affair by metropolitan Chess players was shown by the fact that the rooms of the City Club, where the contest came off, were most densely crowded. In the result the City players, who conceded a Knight to each of their opponents, were victorious by nine games won, against three lost. We give all the games in this month's issue, but must admit that some of them are not up to the mark of the present high level of a Knight receiver's strength. The Bermondsey representatives—it may be that they were nervous, as they might well be, with such a strong team against them—but their play, taken as a whole, was scarcely such as to call for the utmost strength of their opponents. Some of them, among those low down on the list, played with a looseness of style and a want of judgmatic steadiness, that betokened not much experience as against strong practitioners. The best games on the City side were, we think, those conducted by Messrs. Zukertort and De Vere, while on the part of the South Eastern players, those most in form were Mr. Watts, who defeated Mr. Bird, and Mr. Dredge, who defeated Mr. Boden, though in this latter combat there was one slip not taken advantage of by the odds giver. Mr. Holman also played exceedingly well. The following is the pairing and score :—

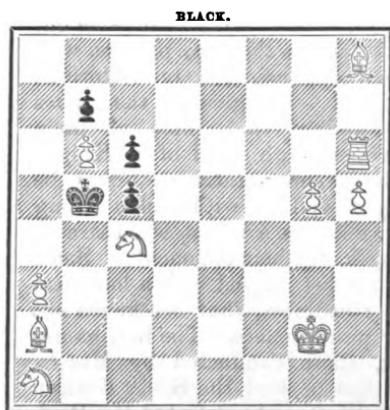
Steinitz	-	-	-	1	v. Hutley (substituted for Keats)	0
Zukertort	-	-	-	1	v. Beardsall	0
Bird	-	-	-	0	v. Watts	1
Blackburne	-	-	-	1	v. Dawkins	0
Boden	-	-	-	0	v. Dredge	1
Macdonnell	-	-	-	1	v. Monk	0
De Vere	-	-	-	1	v. Powell	0
Lowenthal	-	-	-	1	v. Winyatt	0
Potter	-	-	-	1	v. Cooper	0
Hoffer	-	-	-	1	v. Parker	0
Lord	-	-	-	1	v. Hutchinson	0
Dr. Ballard (substituted for Wisker)	0	v. Holman	-	-	-	1

On the 24th of October a match took place between the Endeavour Club, of Brixton, and the Athenæum Club, of Holloway, the conflict taking place at the rooms of the latter. The Brixton Club won a most decisive victory, the score showing 10 games in their favour, against 1 gained by their adversaries, and 1 was drawn.

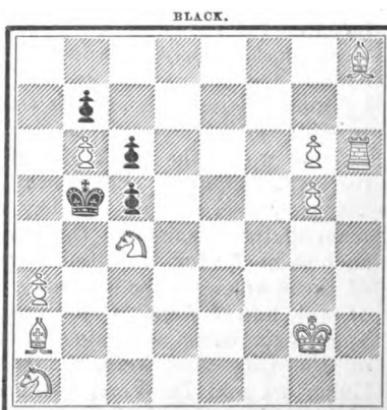
The match between Messrs. Wisker and Macdonnell commenced on the 29th of October, at Simpson's Divan. The stakes are £30 a side. The first seven games won will decide the contest. The first game was drawn.

We give, below, diagrams of two Problems sent to us by the composer, Mr. J. C. Romeyn, of Rondout, N.Y., U.S.A. As constructive curiosities we think they will be found interesting, the principle being that the simple displacement of a Pawn, which it will be seen is the only alteration in the second position, gives a totally different solution. No. 1 is a really difficult Problem.

No. 1.—By J. C. ROMEYN.



No. 2.—By J. C. ROMEYN.



White to play and mate in four moves. White to play and mate in four moves.

Mr. Romeyn desires that they should be dedicated to Mrs. J. W. Gilbert, of Hartford, Conn., whom he states is unquestionably the strongest lady player in the United States. Gallantry to the lady permits us to mention the author's desire, but on principle we object to dedications, for we consider that, putting aside exceptional cases, they serve no useful purpose. A Problem, like a road, is dedicated to the public, and though a composer may naturally wish to show his esteem for a friend, yet the readers of a Magazine cannot be expected to feel much interest in the matter, and it is for them, not for the particular friend, that Problems are published. However, we do not propose at present to enter into the reasons for or against such inscriptions. For the most part, in fact, we think they are sufficiently obvious. By the bye, a very interesting

contest would be a correspondence match between Mrs. Gilbert, representing the lady players of America, and Miss Rudge as the champion of those in this country. Does Mr. Romeyn think such an event could be brought off? Though without any authority to speak, yet we doubt there being any objection from this side.

The Lowenthal Testimonial Committee of the City of London Club desire, through us, to announce to members not present at the General Meeting, that subscriptions in aid of the Fund are being received by H. F. Gastineau, Esq., of No. 62 Lombard-street; and also by the Honorary Secretaries, Messrs. Down, Vyse and Walker, at the Club rooms in Knight Rider-street. We may remind the general public that sums for the same object may be paid to T. I. Hampton, Esq., Honorary Secretary to the St. George's Chess Club, No. 20 King-street. St. James's.

SYNOPSIS OF THE CHESS OPENINGS.*

THIS appears to be a very excellent work. The author is not known as a Chess authority, but he need not be. He presents his book only as a compilation, and therefore the principal thing we look for is industry well directed. That requisite, it is evident, has not been wanting in the present instance, and we are able cordially to recommend Mr. Cook's Synopsis to the student, as a valuable compendium of Chess book learning, brought down to the very latest date. As a proof of the solicitude of the author in this respect, we may remark that he gives the new move in the Evans Gambit, suggested in the *Sportsman* but a short time ago, viz. 11 P to Q R 4, and its continuation. The work as, indeed, the title shows, is composed of a series of analytical tables, and the appearance to the eye is most pleasant. The move you want to look for, you find at once, while, in adjoining tables, there will be found the other moves that may be made instead, each with its variation. Of these some are called Model Variations, as embodying the most correct line of play on both sides. Each opening finishes with an opinion, called the Thesis, whereby the learner will ascertain what character the opening bears, and whether it leads to an even game or otherwise. We would not desire that any one should be mislead by our commendation of this work, and fancy that it can be, in any sense, a substitute for such a work as the *German Handbuch*. It is but an abridgment, and possibly a student very far advanced would find its principal use consist in affording a means of easy reference, though it is likely enough that even a proficient, in glancing over its clearly printed tables, might find a needle here and there which he had overlooked in such a big bottle of hay as the *Handbuch*.

* "Synopsis of the Chess Openings. A Tabulated Analysis, with Illustrative Games Appended." By William Cook, a Member of the Bristol and Clifton Chess Association. London : W. W. Morgan, 67 Barbican. 1874.

Of course everything cannot be given ; condensation must exclude something, still we regret that the author should not have found room, if not in the tables, at least in the notes, for the variations of the Fraser and Mortimer attacks in the Evans Gambit. The reason he gives for not doing so is, that Black errs in playing 9 B to Kt 5, which leads to those attacks, and, technically, he may be right, for of course he principally aims at elucidating correct lines of play, and may consider himself excused from illustrating brilliancies that arise in reply to inferior defences. However, we should have preferred the breach of the rule in the present instance. The book, which is got up in a way that reflects great credit upon the publisher, contains 78 pages demy octavo, is neatly bound in cloth, and is published at the remarkably low price of half-a-crown. We should not omit to praise the remarkable modesty of the author, who, of the illustrative games appended to the various openings, has only given one game of his own, being one that he lost to Mr. Blackburne. The *Sportsman*, *Chess Player's Chronicle*, and *Newcastle Weekly Chronicle* all notice the book in a very favourable manner.

THE AMERICAN CHESS ASSOCIATION.

We have received, and are requested to publish the following communication respecting the proposed International Tournament of 1876. It is evident the players of America intend, if possible, to make the forthcoming event one that shall have a very high place in the History of Chess. We wish them all success, and shall do our utmost to assist the scheme from this side of the Atlantic :—

"TO THE CHESS PLAYERS OF EUROPE."

" Gentlemen,—The Chess players of the United States desire to hold a grand International Chess Tournament in Philadelphia, in conjunction with the Centennial Exhibition, during July 1876.

" The Tournament will hardly have the desired success unless a number of the best players in Europe participate. We desire to ascertain what is the least amount of prizes that will induce the strongest players in Europe to enter the lists.

" As the funds for the Tournament will all be collected by subscription, the liberality of the American lovers of the noble game will, undoubtedly, be equal to the occasion if they are satisfied that this Tournament will produce a real contest for the Championship of the World.

" The time limit will be fifteen moves per hour, with the usual rules.

" The first prize will consist of two-fifths of the amount subscribed.

" The second prize will consist of two-fifths of the remainder.

" The third prize will consist of three-fifths of the remainder.

" The fourth prize will consist of three-fifths of the remainder.

" The fifth prize will consist of the remainder.

" The players who think it probable that they will enter the Tournament, are respectfully invited to address Mr. JAMES ROBERTS, Athenæum, Philadelphia, U.S.A.

" Other Chess journals will please copy.

" J. A. CONGDON, President A.M.C.A.

" Philadelphia, October."

" JAMES ROBERTS, Secretary A.M.C.A."

CITY OF LONDON CHESS CLUB HANDICAP TOURNAMENT.

There are six classes in this Tourney, and the strength of each player is reckoned from the first class, the odds being Pawn and move, Pawn and two moves, Knight, Rook, and two minor pieces. The relative strength of each class is reckoned as of the difference of a Pawn and move. The second class therefore would give Pawn and move to the third class, Pawn and two moves to the fourth, Knight to the fifth, Rook to the sixth; the other classes being adjusted in a like proportion. The first two games won decide each round. The following is the pairing and present score in the first round.

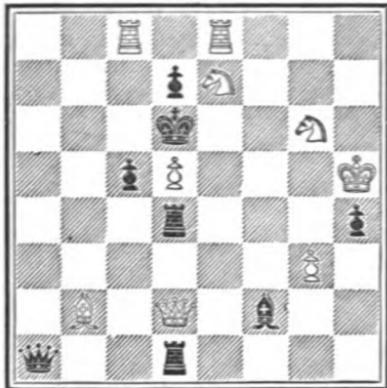
		Class.	Won.		Class.	Won.	
Bird	-	1st	1	Heinke	-	4th	0
Zukertort	-	do.	2	Grady	-	do.	0
Wisker	-	do.	1	Stevens	-	3rd	1
Potter	-	do.	2	Herbage	-	6th	0
Ballard	-	2nd	1	Sharpe	-	4th	0
Frankenstein	-	do.	1	Peyer	-	do.	0
De Soyers	-	do.	0	Vyse	-	3rd	1
Coburn	-	do.	1	Norman	-	do.	1
Down	-	3rd	0	Edmond Smith	-	5th	1
Maas	-	do.	2	Rabbeth	-	4th	0
Bussy	-	do.	1	N. Andrade	-	5th	0
Chappell	-	do.	0	Stow	-	4th	2
Blackmore	-	do.	1	Godfrey	-	do.	0
Sonneborn	-	do.	0	Whomes	-	do.	2
Wilson	-	do.	0	Huckvale	-	3rd	1
Beardsall	-	do.	1	Garraway	-	5th	0
Eschwege	-	do.	1	Watts (1 drawn)	-	3rd	0
Pfhal	-	do.	1	Hill	-	4th	1
Barbier	-	do.	0	Pizzi	-	6th	0
Watson	-	do.	2	Kunwald	-	4th	0
Gordon Smith	-	do.	1	Rosenbeaum	-	do.	2
Day	-	4th	0	W. F. Smith	-	5th	0
Manning	-	do.	0	Dyer	-	do.	0
Beveridge	-	do.	2	S. Israel	-	do.	0
Macleod (1 drawn)	-	do.	0	Fröhling	-	4th	1
Botterill	-	do.	1	Gümpel (1 drawn)	-	5th	0
Zappert	-	do.	0	Holman	-	do.	0
Baynes	-	do.	0	Cutler	-	6th	2
Walrond	-	do.	0	H. Andrade	-	5th	2
Jennings	-	do.	0	Sonstadt	-	do.	1
Gastineau	-	5th	1	Conyers	-	do.	1
S. Rodgerson	-	do.	0	E. Rodgerson	-	do.	0

The following gentlemen are in the second division of their classes, and if drawn against the other members of the same class will receive the move in each game, viz., Mr. Frankenstein in the second class; Messrs. Maas, Bussy, Norman and Blackmore in the third class; Messrs. Day, Rosenbeaum, Dyer, Heinke, Botterill Jennings and Hill in the fourth class; and Messrs. Gastineau, N. Andrade, H. Andrade, Israel, S. Rodgerson and E. Rodgerson in the fifth class.

PROBLEMS.

No. 73.—By A. CYRIL PEARSON.

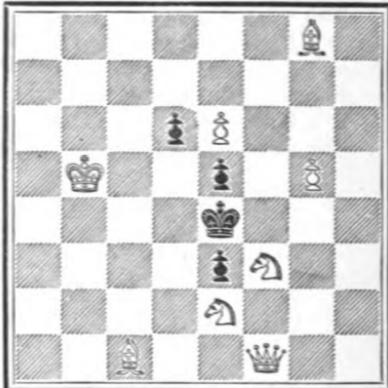
BLACK.



WHITE.
White to play and mate in two moves.

No. 74.—By F. W. LORD.

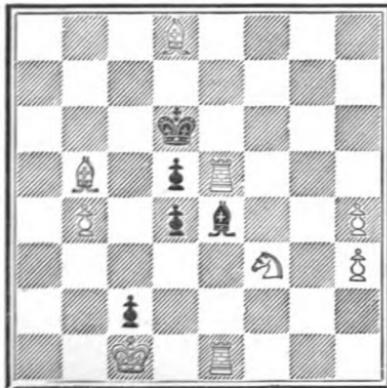
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WHITE.
White to play and mate in two moves.

No. 75.—By J. PIERCE, M.A.

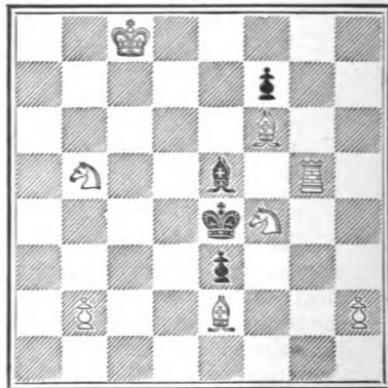
BLACK.



WHITE.
White to play and mate in three moves.

No. 76.—By J. W. ABBOTT.

BLACK.

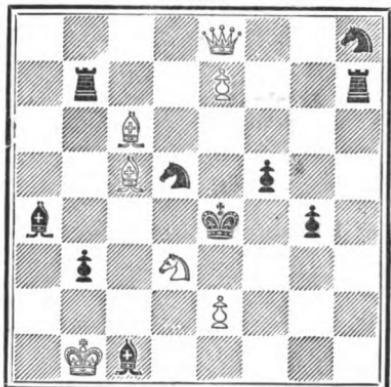


WHITE.
White to play and mate in three moves.

PROBLEMS.

No. 77.—By J. J. WATTS.

BLACK.

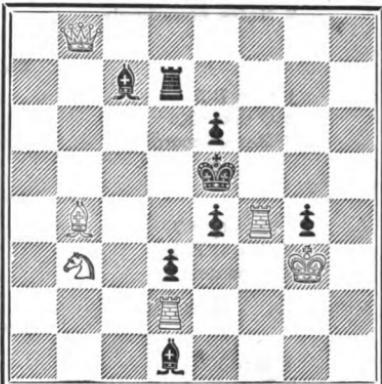


WHITE.

White to play and mate in three moves

No. 78.—By G. J. SLATER.

BLACK.

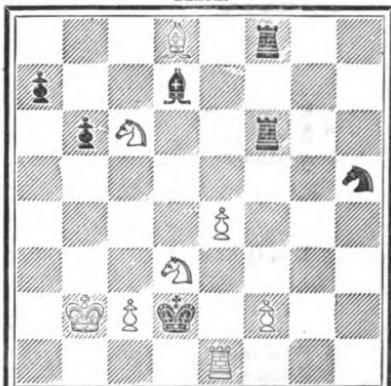


WHITE.

White to play and mate in three moves.

No. 79.—By F. M. TEED (Purdy's, N.Y.)

BLACK.

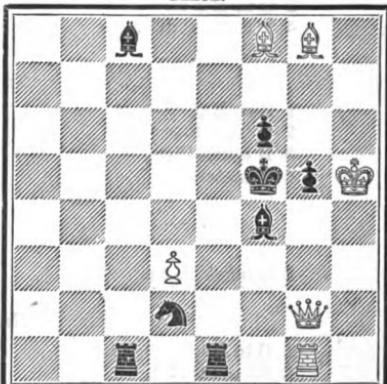


WHITE.

White to play and mate in four moves.

No. 80.—By J. STONEHOUSE.

BLACK.



WHITE.

White to play and mate in four moves.

SOLUTIONS OF PROBLEMS.

No. 65.

White.

- 1 K to B 2
2 Mates accordingly

Black.

- 1 Anything

No. 66.

- 1 Q to B 5
2 Q takes Kt
3 Mates accordingly

- 1 Kt takes R
2 Anything

No. 67.

- 1 R to Q B 7
2 B to Q B 5
3 Kt mates

- 1 R takes R
2 R moves

No. 68.

- 1 B to Kt 4
2 R to K sq
3 P mates

- 1 P takes B
2 P moves

No. 69.

- 1 R to K R sq
2 R, B or P takes B and mates next move.

No. 70.

- 1 Q to B 4
2 Q to R sq ch
3 Q to B 8 ch
4 P to Kt 8 dis mate

- 1 Kt takes P
2 Kt interposes
3 R takes Q

No. 71.

- 1 B to B 6
2 Q to Q. B sq
3 B takes P ch
4 Q mates

- 1 K to Q 3 (a)
2 K to K 3
3 Anything

(a)

2 B takes P, &c.

- 1 B to Q Kt sq,

No. 72.

- 1 B to Kt 4
2 Kt takes B
3 Q to Kt 7
4 Q mates

- 1 P takes B
2 K takes Kt
3 K moves

GAME 72.

The following three games were played in the match between Messrs. Owen and Burn :—

Queen's Fianchetto.

White.	Black.
Mr. BURN.	Rev. J. OWEN.
1 P to K 4	1 P to Q Kt 3 (a)
2 P to K Kt 3 (b)	2 B to Kt 2
3 B to Kt 2	3 P to Q B 4
4 Kt to K 2	4 Kt to Q B 3
5 P to Q 4	5 P takes P
6 Kt takes P	6 Kt takes Kt
7 Q takes Kt	7 Q to B 2
8 Kt to B 3	8 P to K 3
9 B to B 4	9 Q to B 3
10 Castles Q R (c)	10 R to Q sq
11 K R to K sq	11 P to K B 3
12 Kt to Q 5 (d)	12 R to Q B sq
13 Q to Q 2 (e)	13 P to K Kt 4
14 Kt takes P ch (f)	14 Kt takes Kt
15 B to K 5 (g)	15 B to R 3
16 P to K Kt 4	16 Castles
17 B takes Kt	17 R takes B
18 P to K 5	18 Q takes P ch (h)
19 Q takes Q	19 R takes Q ch
20 K takes R	20 R takes P ch
21 K to B sq (i)	21 B takes B
22 R takes P	22 R to B 5
23 K R to Q sq	23 R to Q B 5 ch
24 K to Kt sq	24 B to B 6, and Black wins (j)

NOTES BY W. N. POTTER.

(a) Mr. Owen's favourite defence.

(b) The usual play is 2 P to Q 4, giving some advantage to the first player, but a rugged game ensues, and it is hard work all through for both parties. The move in the text, besides being welcome as a digression from the beaten track, is not, we should say, unsound, though we doubt its adoption relieves the second player from any inferiority of position.

(c) We should have preferred, here, R to K Kt sq.

(d) Not sound. 12 Q to Q 2 was the proper move.

(e) 13 Q to Q B 3, or 13 Q to Q 3, would have been preferable, we think; the former would have saved the piece for a time, though, perhaps, not permanently; still there would have been something per contra in position, while the latter might have had the following continuation in the event of Black trying to gain something, e.g.—

13 Q to Q 3

14 Q to Kt 3

13 B to R 3

14 B to B 5

15 Q to Q B 3
 16 Kt to B 7 ch
 17 Q takes Q
 18 R to Q 7 ch

15 B takes R P
 16 K to B 2
 17 P takes Q
 18 K to Kt 3 (apparently
 best to save the Q B)
 19 B to R 6 ch

19 P to Kt 3

20 K to Q 2, and White has a manifest advantage, irrespective of the fact that he can force the capture of one of the Bishops. 20 B to Kt 7, or B to Kt 5 ch, will not prevent the last named eventuality, as White replies 21 P to Q B 3, with the effect of winning one of the Bishops. It being therefore demonstrated that Black could not play in this way without loss, 13 Q to Q 3 was the move that White should have adopted.

(f) The way to make the most of the inevitable sacrifice was, we imagine, to have played 14 B to K 3, threatening a somewhat formidable discovered check after the capture of the Knight.

(g) In not making the more obvious move of 15 B takes P, White probably feared B to Q Kt 5, followed by Castling, but we think there was nothing to be afraid of in that respect, e.g.—

15 B takes P

15 B to Q Kt 5

16 P to Q B 3

16 Castles

17 B takes Kt

17 R takes B

18 P to K 5

18 Q takes B (he can do no better).

19 P takes R

19 B to K B sq (A)

20 Q to Kt 5 ch

20 K to R sq

21 P to B 7

21 B to Kt 2

22 R takes Q P (threatening P to B 8).

22 B to K B sq

23 R to Q 8 winning

(A)

20 Q to R 6

19 Q to Q 4

20 B to K B sq

(B takes P ch is of no use.)

21 P to B 7 ch

21 K to R sq

22 Q to B 6 ch

22 B to Kt 2

23 R takes Q

23 B takes Q

24 R takes Q P, and we should consider White's game equal to Black's, at the least.

(h) The "Exchange" must be given up, and this mode wins two Pawns immediately; nevertheless, having regard to the difficulty likely to be experienced in manoeuvring two Bishops against a Rook, where the Pawns are spread over the board, we should rather have favoured taking off the Bishop at once, following up with Q to Q 4, or B to B 3, preferably the latter. The isolated Pawn White would have had on K B 6 must have fallen sooner or later, and there would have been other weak points in the first player's position.

(i) For the reasons indicated in the last note, we think R to Q 2, forcing the exchange of Rooks, was better. That, it is true, could not have drawn against correct play; but there was no chance otherwise, for the two Bishops, in conjunction with the Rook, must be quickly irresistible.

(j) He, of course, wins easily, for the check yields nothing, e.g.—

25 R to Q 8 ch

25 B to B sq

It will be observed that K to B 2 or Kt 2 would enable White to mate in 5 moves.

26 R to K B sq
 and White collapses.

26 R to K B 5

GAME 73.

Irregular Opening.

White.	Black.
Mr. OWEN.	Mr. BURN.
1 P to Q 3	1 P to Q Kt 3
2 P to K Kt 3	2 B to Kt 2
3 P to K 4	3 P to K 3
4 B to Kt 2	4 B to K 2
5 Kt to K 2	5 P to K R 4 (a)
6 P to K R 4	6 P to K Kt 4
7 P takes P	7 B takes P
8 B takes B	8 Q takes B
9 Kt to Q 2	9 Kt to Q B 3
10 Kt to K B 4	10 Kt to K B 3
11 Kt to K B 3	11 Q to Q Kt 4
12 Castles	12 Castles Q R (b)
13 P to Q Kt 3	13 Q R to Kt sq
14 P to Q B 4	14 Q to Q Kt 5
15 P to Q R 3	15 Q to Q 3 (c)
16 P to Q Kt 4	16 P to K R 5
17 P to B 5	17 Kt P takes P
18 Kt P takes B P	18 Q takes P
19 P to Q 4	19 Q to Q B 5 (d)
20 R to Q B sq	20 Q to R 7 (e)
21 Q to Q 3	21 P takes P (f)
22 R to B 2	22 P takes P ch
23 Q R takes P	23 Kt to Q Kt 5
24 P takes Kt	24 Q to R 5
25 P to K 5	25 Kt to K 5 (g)
26 R to Kt 2	26 Kt to Kt 6
27 R from B sq to B 2 (h)	27 B to K 5
28 R to R 2	28 Q takes P
29 Q to Q sq	29 B takes Kt (i)
30 R takes B	30 P to R 4
31 R to Kt 3	31 Q to K 2
32 R takes P and wins.	

NOTES BY W. N. POTTER.

(a) Bold at this early stage, especially when fighting against the first move. Mr. Burn's style, however, is essentially attacking, and, as a consequence, his games are always interesting.

(b) In abstaining from capturing the Q Kt P, Black, no doubt, was urged by the desire to develop his forces as rapidly as possible for an onslaught on the White King's citadel, and, moreover, he probably apprehended—not altogether without reason—unfavourable consequences from White's reply of 13 Kt to K Kt 5. His best answer to that move would seem to be Kt to Q sq, giving him a constrained position. Personally, we should have been inclined to consider a Pawn gained as more than an equivalent for the temporary locking up of the Q R.

(c) K 2 strikes us as a better square for the Queen, notwithstanding that White could, in that case, have played 16 P to K 5 and 17 P to Q 4.

(d) Upon principle, we do not approve of the Q being placed where she is subject to attack, as a gain of valuable time is likely to accrue to the other side. 19 Q to Q R 4 was the proper selection to have made. It will be observed that Mr. Owen, with his customary skill, takes immediate advantage of the opportunity offered to him.

(e) This move involves the loss of a piece. It was evidently made without foreseeing the effect of White's strong reply of Q to Q 3.

(f) The piece cannot be saved. 21 P to Q 4 and 21 P to K 4 being respectively met by P to K 5 and P takes K P. In the latter case the results are obviously ruinous, apart from the fact that the piece cannot even then be saved.

(g) If 22 B to R 3, White replies 23 Q to Q sq.

(h) White has a difficult game, notwithstanding his being plus a piece. His selection is not well made. 27 R to K sq was the correct move. That in the text is the cause of great danger. However, neither player could be expected to equal their best form, for a note informs us that the time hereabouts was half-past 4 a.m.

(i) 29 Q to K 2 or K B sq gave Black his only chance, still White would have replied R from B 2 to Kt 2, and, with proper play, the game was his.

GAME 74.

Irregular Opening.

White.	Black.
Mr. BURN.	Mr. OWEN.
1 P to K 4	1 P to Q 3 (a)
2 P to Q 4	2 Kt to K B 3
3 Kt to Q B 3	3 P to K Kt 3
4 B to K 3	4 B to Kt 2
5 B to K 2	5 Castles
6 P to K R 4 (b)	6 Kt to Q B 3
7 P to R 5	7 P to K 4 (c)
8 P takes Kt P	8 B P takes P
9 Kt to K B 3	9 Kt to K Kt 5
10 B to B 4 ch	10 K to R sq
11 Kt to Kt 5 (d)	11 B to R 3
12 Q takes Kt	12 B takes Q
13 R takes B	13 K to Kt 2 (e)
14 R takes R P ch, and mates next move.	

NOTES BY W. N. POTTER.

(a) The favourite defence of the Indian player, Moheschunder, who, as in the text, combined it with the King's Fianchetto.

(b) Rather early to commence an attack, though, no doubt, the position invites it.

(c) Good play, and calculated to cause his opponent some amount of embarrassment.

(d) White, still feeling the effect of his adversary's 7th move, appears to have not a very satisfactory game. We cannot, therefore, be surprised at his making this sally with the Knight, which, next move, would involve the daring sacrifice of the Queen. The conception at the worst is very ingenious, and it does not appear that any other line of play would have promised so well.

(e) An unfortunate slip; 13 Q to K 2 was the correct move, and if 14 Kt to Q 5, then Q to Kt 2, after which the ultimate upshot would probably be Black with the exchange ahead, but two Pawns minus; and White with a not unsatisfactory position.

GAME 75.

Played at Copenhagen in March last. The moves are from the *Nordisk Skaktidende*.

Allgaier Gambit.

White.	Black.
VON DER LASA.	G. NIELSEN.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to Kt 5	5 P to K R 3
6 Kt takes B P	6 K takes Kt
7 B to B 4 ch	7 P to Q 4
8 B takes P ch	8 K to K sq
9 P to Q 4	9 P to B 6
10 P takes P	10 B to K 2
11 B to K 3 (a)	11 B takes P ch
12 K to Q 2	12 P to K R 4
13 Kt to B 3	13 Kt to K B 3 (b)
14 R takes B	14 Kt takes B
15 Kt takes Kt	15 P to B 3
16 Q to R sq (c)	16 P takes Kt
17 R takes R P	17 R takes R
18 Q takes R ch	18 K to Q 2
19 Q takes Q P ch	19 K to K sq
20 Q to K R 5 ch	20 K to Q 2
21 Q takes P ch	21 K to B 2
22 Q to B 4 ch	22 K to Kt 3
23 R to K R sq	23 K to R 3
24 K to B sq	24 P to Kt 3
25 Q to K B 7	25 B to Q 2
26 R to R 7	26 Q to K sq
27 Q to Q B 4 ch (d)	27 B to Kt 4
28 Q to Q B 7	28 Q to B 3
29 Q to K 7 (e)	29 Kt to Q 2
30 Q to R 3 ch	30 K to Kt 2
31 R to R sq (f)	31 R to K B sq

White.	Black.
32 B to Q 2	32 Q to K B 3
33 Q to K 3	33 Q takes B P
34 Q takes Q	34 R takes Q
35 P to Kt 3	35 R to B 8 ch
36 R takes R	36 B takes R
37 B to Kt 5	37 P to Kt 4
38 K to Q 2	38 P to R 3
39 P to R 3	39 Kt to Kt 3
40 K to K 3	40 K to B 3
41 P to Q 5 ch	41 K to Q 2
42 K to Q 4	42 B to Kt 7 (g)
43 P to B 4	43 P takes P
44 P takes P	44 Kt takes P
45 K takes Kt	45 B takes P

Drawn.

NOTES BY W. N. POTTER.

(a) 11 Castling is more in vogue, but the move in the text has its merits.

(b) Looking a certain, and in fact, an unnecessary distance ahead, but yet not far enough. The move is elaborately unsound. 13 P to B 3, followed (if the B retired) by 14 B to B 3 was, we imagine, a good line of play.

(c) Black had no doubt carried his calculations farther than this point; but then victory is not so much to the long as to the true sighted. Before the simple, but very efficacious move in the text the right arm of the defence shrinks up and withers.

(d) Up to this point Freiherr von Heydebrandt has played with that skill which his great reputation would have led us to expect, but here we consider that he by no means makes the most of his advantage. 27 P to Q 5 (leaving his opponent, if he chose, to exchange Queens) must, we believe, have yielded a winning position, e.g.—

27 P to Q 5	27 Q takes Q
28 R takes Q	28 B to K sq
29 R to K 7	29 B to R 4 (if Kt to Q 2 then P to K 5.)
30 P to K B 4	30 B to B 6

31 P to B 5, and White must win.

(e) Here we should have played 29 P to Q Kt 3, and again we think White should win.

(f) Entailing the loss of a Pawn, but there appears to be no satisfactory play for White at this juncture, as far as maintaining his advantage is concerned.

(g) A good move, ensuring the draw.

GAME 76.

King's Bishop Opening.

Remove White's Queen's Knight.

White.

Herr ZUKERTORT.

- 1 P to K 4
 2 B to Q B 4 (a)
 3 Q to K 2

Black.

Mr. BEARDSALL.

- 1 P to K 4
 2 K Kt to B 3
 3 P to Q 3 (b)

White.	Black.
4 P to K B 4	4 B to K 2
5 Kt to K B 3	5 Q B to K Kt 5
6 Castles	6 Castles
7 P to Q 3	7 Kt to Q B 3
8 P to Q B 3	8 Kt to Q R 4 (c)
9 B to Q Kt 5	9 P to Q B 3
10 B to R 4	10 P to Q Kt 4
11 B to Q B 2	11 Q to Q B 2
12 P to K R 3	12 B takes Kt
13 Q takes B	13 Q R to K sq (d)
14 P to K Kt 4	14 P to K R 3 (e)
15 P to K Kt 5	15 P takes Kt P
16 P takes Kt P	16 Kt to R 2
17 P to Q Kt 4	17 Kt to Q Kt 2
18 Q to K R 5	18 Kt to Q sq
19 B to Q Kt 3	19 P to K Kt 3 (f)
20 Q takes P ch	20 K to R sq
21 Q to R 5	21 P to Q 4
22 P takes P	22 P takes P
23 B takes P	23 Q to Kt 3 ch
24 K to Kt 2	24 Q to K Kt 3
25 Q takes Q	25 P takes Q
26 P to K R 4	26 R takes R
27 K takes R	27 Kt to K B sq
28 P to Q R 4 (g)	28 P takes P
29 R takes P	29 Kt from B sq to K 3
30 R takes P	30 Kt to K B 5
31 B takes Kt	31 P takes B
32 P to Q 4	32 B to Q 3
33 R to Q 7	33 B to Kt sq
34 P to Q B 4	34 P to K B 6
35 P to R 5	35 B to Kt 6
36 B takes P	36 P takes P
37 P to Kt 6	37 Kt to K 3
38 R to R 7 ch (h)	38 K to Kt sq
39 B to Q 5	39 B to R 5
40 P to B 5	40 B to B 3
41 P to B 6	41 B to Kt 2
42 P to B 7	Resigns

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) A favourite opening with Herr Zukertort, when giving the odds of a Kt.

(b) B to B 4 is better, bringing about a position of the Lopez Gambit (the latter be offered) favourable to the second player.

(c) Weak; endeavouring, but not successfully, to force an exchange. The Knight gets out of play, while the B reaches a favourable square.

(d) Black has a bad position, which this move does not improve, Q R to Q sq was better, threatening P to Q 4 in various positions.

- (e) Worse and worse. P takes P was his obvious and only move.
- (f) Black had only this move and P to Q 4 to choose between, and we think the latter was better.
- (g) Practically decides the game.
- (h) All this is well played by Herr Zukertort.

GAME 77.

Remove White's King's Knight.

Queen's Gambit declined.

White.	Black.
Mr. POTTER.	Mr. COOPER.
1 P to Q 4	1 P to Q 4
2 P to Q B 4	2 P to K 3
3 P to K 3	3 P to Q B 4
4 B to K 2	4 Kt to Q B 3
5 P takes Q P	5 K P takes P
6 Castles	6 Kt to B 3
7 Kt to B 3	7 P to Q R 3 (a)
8 P to Q Kt 3	8 Q to Q Kt 3 (b)
9 Kt to R 4	9 Q to R 2
10 P takes P	10 B takes P
11 B to Kt 2 (c)	11 B to K 2
12 R to B sq	12 Castles
13 P to K R 3	13 R to Q sq
14 B to Q 3	14 P to Q Kt 4 (d)
15 R takes Kt	15 P takes Kt
16 B to Kt sq	16 B to Kt 2 (e)
17 R to B 7	17 B to Q 3 (f)
18 B takes Kt	18 B takes R
19 Q to R 5	19 P takes B (g)
20 Q to R 6	20 P to B 4
21 B takes P	21 B to K 4 (h)
22 B takes R P ch and mates in three more moves.	

NOTES by J. H. BLACKBURN and W. N. POTTER

- (a) Black has evidently the best of the opening.
- (b) Not good. P to Q Kt 4 would have further increased his advantage.
- (c) Kt takes B was preferable.
- (d) By this move White's position is unexpectedly relieved.
- (e) Inferior to B to Q 2.
- (f) He should have played R to Q 2.
- (g) Not so good as moving the K to B sq.
- (h) Black could have saved the mate, but only by a ruinous sacrifice. He could have played B to R 7 ch, followed by B to B 3, or B sq, losing, in the

former case, two Bishops at least, and, in the latter, a Bishop and Rook ; or he could have played R to Q 2, losing the Rook immediately, with but a temporary relief from the attack.

GAME 78.

Remove White's Queen's Knight.

Centre Counter Gambit.

White.

HERR STEINITZ.

- 1 P to K 4
- 2 P to K B 3 (a)
- 3 Kt to K 2
- 4 P to B 3
- 5 Kt to Kt 3
- 6 P to Q R 4
- 7 B to Kt 5
- 8 Q to K 2
- 9 P to Q 3
- 10 B to Q 2
- 11 P to Q 4
- 12 B takes Kt
- 13 P to K 5
- 14 Q takes P
- 15 K to Q sq
- 16 K to B 2
- 17 Q R to K sq
- 18 Kt to K 2
- 19 P to K Kt 4
- 20 K to B sq
- 21 Q to B 2
- 22 P to R 4
- 23 Q takes B
- 24 P takes Kt
- 25 Kt to B 4
- 26 Q R to K Kt sq
- 27 Kt to K R 5
- 28 Kt takes K Kt P
- 29 P to K R 5
- 30 P takes B
- 31 Q takes R P ch
- 32 R takes R ch
- 33 R to K B sq ch
- 34 Q to Kt 7 ch

Black.

Mr. HUTLEY.

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

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) A novelty, but one well worth trying, considering the odds. It would destroy any previous cramming on the part of his opponent.

- (b) Does not seize the opportunity of losing a piece here.
- (c) Thereby saving the piece.
- (d) Black, up to this point, has played with great judgment, and he has a decidedly good game.
- (e) Not necessary, though Black should still win.
- (f) B to B 6 was much better.
- (g) Fails here. P to R 4, and he was perfectly safe.
- (h) Should have played R to R sq.

GAME 79.

Remove White's Queen's Knight.

Irregular Opening.

White.

Mr. BLACKBURNE.

- 1 P to K B 4
- 2 P to Q Kt 3
- 3 B to Kt 2
- 4 P to K 3
- 5 Kt to B 3
- 6 Q to K 2 (a)
- 7 Castles Q R
- 8 K to Kt sq (b)
- 9 P to K Kt 4
- 10 P to Kt 5
- 11 B to Kt 2
- 12 P takes K P
- 13 P takes P
- 14 Q to B 2
- 15 Kt takes B
- 16 Q takes Kt
- 17 Q R to K sq
- 18 K R to B sq (g)
- 19 B takes Kt
- 20 Q takes Q P
- 21 R to Kt sq

Black.

Mr. DAWKINS.

- 1 P to Q 4
- 2 P to K 3
- 3 Kt to K B 3
- 4 P to Q B 4
- 5 Kt to B 3
- 6 B to Q 3
- 7 Q to K 2
- 8 B to Q 2
- 9 P to Q 5
- 10 Kt to Q 4
- 11 P to K 4 (c)
- 12 B takes P (d)
- 13 Kt to B 5 (e)
- 14 B takes P
- 15 P takes Kt (f)
- 16 R to Q B sq
- 17 B to K 3
- 18 Castles
- 19 R takes B
- 20 Q takes P
- Resigns.

NOTES BY J. H. BLACKBURNE AND W. N. POTTER,

- (a) This move is now constantly played in giving these odds.
- (b) To prevent P to B 5, leading to the exchange of the Bishops.
- (c) This takes away the support of the Pawn from the K Kt, and loss of some kind must follow.
- (d) The retreat of the B was the only resource he had here, though he must then have had a very bad game.
- (e) Black perhaps relied upon this move as a saving clause when he played P to K 4.
- (f) Kt takes B, though plausible, will be found, upon examination, to lead to a lost game.
- (g) Threatening B to R 3, followed by Q takes P ch, &c.

GAME 80.

Remove White's King's Knight.

Centre Gambit.

White.	Black.
Mr. LOWENTHAL.	Mr. WINYATT.
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 B to Q B 4	3 P to Q 3
4 P to Q B 3	4 P takes P
5 Castles (a)	5 Kt to K B 3
6 Kt takes P	6 Kt to B 3
7 P to K B 4	7 Kt to Q R 4
8 B to Q 3	8 P to Q B 4 (b)
9 P to K 5	9 Kt to Q 2
10 P takes P	10 B takes P
11 R to K sq ch	11 B to K 2
12 Kt to Q 5	12 Kt to Q B 3
13 B to Kt 5 (c)	13 K Kt to Q Kt sq
14 R takes B ch	14 K to B sq
15 R to K sq	15 Kt to Q 5
16 R to K 8 ch	16 Q takes R
17 B takes Q	17 K takes B
18 Kt to B 7 ch, and the game was of course easily won.	

NOTES BY J. H. BLACKBURN AND W. N. POTTER.

(a) The game is now resolved into the usual position in the Danish Gambit.

(b) The last two moves are obviously weak.

(c) This move wins a piece by force.

GAME 81.

Remove White's King's Knight.

Centre Gambit.

White.	Black.
Mr. DE VERE.	Mr. POWELL.
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 B to B 4	3 Q to B 3 (a)
4 Castles	4 Kt to Q B 3
5 P to K B 4	5 B to B 4
6 K to R sq	6 Q to K 2
7 P to K 5	7 P to Q 3
8 P takes P	8 Q takes P
9 P to K B 5	9 Kt to K B 3
10 B to K B 4	10 Q to Q sq

White.

11 B to K Kt 5
 12 R to K sq ch
 13 B takes Kt
 14 Q to R 5
 15 Kt to Q 2
 16 P to K Kt 4
 17 Kt to K 4
 18 K to Kt sq (c)
 19 B to Kt 3
 20 P to K Kt 5
 21 P takes B P
 22 B to R 4
 23 K to B sq (d)
 24 K to B 2
 25 Q takes R P
 26 Q takes B
 27 Kt takes Q
 28 B to Kt 3
 29 R to K Kt sq
 30 R takes R
 31 B to K 6 ch
 32 K to Kt 3
 33 Kt to K 4
 34 Kt to Q B 5 ch
 35 Kt takes Q P
 36 R to K B sq
 37 R to B 6
 38 K to Kt 4
 39 K takes P
 40 R takes Kt (f)
 41 P to K R 4
 42 B to B 5
 43 P to R 5
 44 B to Kt 6
 45 K to B 6
 46 K to Kt 7

Black.

11 P to K R 3
 12 Kt to K 2
 13 P takes B
 14 R to R 2 (b)
 15 B to Q 3
 16 Q to Q 2
 17 B to K 4
 18 Q to Q B 3
 19 P to Q Kt 3
 20 B to Kt 2
 21 B takes B P
 22 R to Kt 2 ch
 23 B to R 3 ch
 24 P to Q Kt 4
 25 Castles
 26 Q takes Q
 27 Kt takes B P
 28 Kt to K R 5
 29 R to K Kt 3
 30 P takes R
 31 K to Kt 2
 32 P to Kt 4
 33 P to Q 6 (e)
 34 K to Kt 3
 35 B to Kt 2
 36 B to K 5
 37 P to Q B 3
 38 R to Q 5
 39 Kt to B 6 ch
 40 B takes R
 41 R to Q 3
 42 R to Q sq
 43 R to K Kt sq ch
 44 B to K 5
 45 R to K R sq
 Resigns (g)

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

- (a) It is not advisable to bring out the Queen so early, especially when played against a stronger player. Kt to Q B 3 was the correct move.
- (b) The best reply.
- (c) An abnormal kind of move, yet perfectly good, and probably the best play.
- (d) Again of singular appearance, but, nevertheless, played in a very superior style.
- (e) Black naturally prefers to lose this, rather than his Kt P.

(f) This sacrifice of the exchange would appear to ensure a draw, with a good chance of winning against a player not of the first force.

(g) Mr. De Vere deserves the highest compliments for the excellent manner in which he has conducted this game; characterised as his play has been throughout by the utmost foresight, soundness of judgment and nicety in detail.

GAME 82.

Remove White's King's Knight.

Centre Gambit.

White.	Black.
Mr. MACDONNELL.	Mr. MONK.
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 E to Q 3 (a)	3 B to B 4
4 Castles	4 P to Q 3
5 P to K B 4	5 Q Kt to B 3
6 P to Q R 3	6 K Kt to B 3
7 P to K R 3	7 B to Q 2
8 P to Q Kt 4	8 B to Q Kt 3
9 P to Q Kt 5	9 Kt to K 2
10 P to K B 5	10 P to Q B 3
11 P to Q R 4	11 P to Q R 3
12 P takes R P	12 P takes P
13 Kt to Q 2	13 Castles
14 P to K Kt 4	14 P to K R 3 (b)
15 Kt to K B 3	15 P to Q 4
16 P to K 5	16 Kt to K 5
17 Q to K sq	17 K to R 2 (c)
18 Q to K R 4	18 Kt to Kt sq
19 P to K B 6	19 P to K Kt 3
20 B takes Kt (d)	20 P takes B
21 B takes R P	21 Kt takes P
22 B to Kt 5 dis ch	22 Kt to R 4
23 P takes Kt	23 Q takes B ch
24 Kt takes Q ch	24 K to Kt 2
25 P takes P	25 R to R sq
26 R takes P ch	26 K to Kt sq
27 R to R 7 and wins. (e)	

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) In giving the Knight, some players prefer the text move, and some go to B 4. Mr. Macdonnell almost invariably adopts the former.

(b) Black has a bad game, but he does not mend it by this move. Kt to K sq should rather have been played.

(c) Putting his head into the lion's mouth. He should have taken the B P with Kt, getting two Pawns for his piece, in addition to the Pawn previously gained, and relieving his game considerably.

(d) Remarkably well played. White has now a forced win.

(e) White, in fact, mates in 4 moves.

GAME 83.

Remove White's Queen's Knight.

Sicilian Defence.

White.	Black.
Mr. LORD.	Mr. HUTCHINSON.
1 P to K 4	1 P to Q B 4
2 Kt to B 3	2 P to K 3
3 P to K Kt 3	3 Q Kt to B 3
4 B to Kt 2	4 P to K 4 (a)
5 Castles	5 K Kt to B 3
6 P to Q 3	6 B to K 2
7 Kt to K R 4	7 P to Q 4
8 Q to K sq	8 P takes P
9 P takes P	9 Kt to Q 5
10 Q to Q sq	10 Q B to K Kt 5
11 P to K B 3	11 B to R 4
12 P to Q B 3	12 Kt to K 3
13 Q to Kt 3	13 Q to Kt 3
14 Q to Q B 4	14 B to Kt 3
15 P to K B 4	15 Kt to Kt 5 (b)
16 P to K B 5	16 B takes Kt
17 P takes K B	17 Q to R 3
18 Q takes Q	18 P takes Q
19 P takes Kt	19 P to B 3
20 B to B 3 (c)	20 P to K R 4
21 K to Kt 2	21 Castles K R
22 P to K R 3	22 Kt to R 3
23 B to K 3	23 Q R to B sq
24 Q R to Q sq	24 K R to K sq
25 R to Q 6	25 Q R to Q sq
26 K R to Q sq	26 R takes R
27 R takes R	27 K to R 2
28 B takes Q B P	28 P to B 4
29 P takes P	29 Kt takes P
30 R takes P	30 Kt takes P ch
31 K to B 2	31 Kt takes B
32 K takes Kt	32 P to K 5 ch
33 K to K 3	33 R to Q sq
34 B to Q 6	34 K to R 3
35 P to K 7	35 R to Q 2
36 B to B 4 ch, and wins.	

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) Each moiety of the cherry is now consumed.

(b) P takes P would have saved the piece.

(c) We should rather have preferred P to K R 4.

GAME 84.

Remove White's Queen's Knight.

Centre Counter Gambit.

White.

Mr. BODEN.

- 1 P to K 4
- 2 P to K 5
- 3 Kt to K B 3
- 4 B to K 2
- 5 P to Q 4
- 6 P to Q B 3
- 7 B to K 3
- 8 P takes B
- 9 P to K B 4
- 10 R to K Kt sq
- 11 B to Q 3
- 12 Q to Q Kt 3
- 13 Q to R 4 ch
- 14 P to Kt 4
- 15 B takes P (b)
- 16 B to K 2
- 17 B takes Kt
- 18 Q to B 2
- 19 K to K 2
- 20 P to B 3
- 21 K takes Kt
- 22 Q R to Q sq
- 23 K to B 2
- 24 R to K Kt 7
- 25 Q to Q R 4
- 26 Q to R 6 ch
- 27 R to K Kt 4
- 28 R to K Kt 6
- 29 P to Q Kt 5
- 30 K to K 2
- 31 Q takes Q ch
- 32 R to Q Kt sq
- 33 R takes K P
- 34 P to Q R 4
- 35 R to K R 6
- 36 Q R to K Kt sq
- 37 Q R to K Kt 6
- 38 R takes R
- 39 R takes B

Black.

Mr. DREDGE.

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

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

- (a) Why not Kt to Q B 5? The move in the text should lose a piece.
 (b) An unaccountable oversight; but it must be remembered that Mr. Boden had but just come from Norwich, and was no doubt fatigued by his journey.
 (c) A well conceived move, to which White has no good reply.
 (d) Again well played.
 (e) Wins by force.

GAME 85.

Remove White's King's Knight.

French Game.

White.

Black.

Herr HOFFER.

Mr. PARKER.

1 P to K 4
 2 B to K 2
 3 P to K 5
 4 P to Q 4
 5 P to Q B 4
 6 P takes P
 7 Castles
 8 P to Q B 5
 9 P to Q Kt 4
 10 Q Kt to B 3
 11 Q to R 4
 12 B to K B 4
 13 Q to Kt 3
 14 Q R to Q sq
 15 P to Q R 4
 16 P takes P
 17 R takes Kt
 18 P to B 6
 19 Q takes B
 20 Q takes Kt P
 21 P takes Kt ch (e)
 22 P takes P
 23 P to Kt 5
 24 B takes B
 25 B to Q 6 and wins.

1 P to K 3
 2 K Kt to B 3 (a)
 3 Kt to Q 4
 4 P to Q 3
 5 Kt to Kt 3
 6 P takes P
 7 P to Q 4
 8 K Kt to Q 2
 9 P to Q R 3 (b)
 10 P to Q Kt 3
 11 Q B to Kt 2
 12 P to Q Kt 4 (c)
 13 Kt to Q B 3
 14 B to K 2
 15 B to B 3 (d)
 16 Kt takes P
 17 B takes R
 18 B takes Kt
 19 Q R to B sq
 20 R to K B sq
 21 Q takes P
 22 B to B 3
 23 B takes P
 24 Q takes B

NOTES by J. H. BLACKBURNE and W. N. POTTER.

- (a) P to Q 4 was certainly better.
 (b) Want of judgment. P to K Kt 3 was safe and good.
 (c) The Q B is now hopelessly imprisoned.
 (d) P takes P, if not satisfactory, was clearly preferable.
 (e) P takes B appears more forcible, as Black, on his 22nd move, could have played B to R sq instead of B to B 3.

GAME 86.

Played in the match between Herr Steinitz and Mr. Bodé.

Irregular Opening.

Remove White's Queen's Knight.

White.

Black.

Herr STEINITZ.

Mr. Bodé.

1 P to K B 4	1 P to Q 4
2 P to K 3	2 P to Q B 4
3 Kt to K B 3	3 Q Kt to B 3
4 P to Q Kt 3	4 Kt to K B 3
5 B to Kt 2	5 P to K 3
6 Q to K 2	6 P to Q R 4
7 P to Q R 4	7 P to Q Kt 3
8 Castles	8 B to R 3
9 P to Q 3	9 B to Q 3 (a)
10 K to Kt sq	10 P to Q 5 (b)
11 P takes P	11 P takes P
12 P to B 5	12 P to K 4
13 Kt takes Q P	13 Kt takes Kt
14 B takes Kt	14 Castles
15 B to Kt 2	15 R to K sq
16 Q to B 3	16 Q to B 2
17 B to K 2	17 Q R to Q B sq
18 P to Q B 4	18 B to Kt 2
19 Q to R 3	19 B to B 4
20 K R to K sq (c)	20 Q R to Q sq (d)
21 P to K Kt 4	21 B to Q 5
22 P to Kt 5	22 Kt to Q 2
23 Q B to B sq	23 Kt to Q B 4
24 K to R 2	24 Q to B 3 (e)
25 P to B 6	25 Kt takes R P
26 B to Q 2	26 Kt to B 4 (f)
27 B to Kt 4	27 Q to K Kt 7
28 Q to R 5	28 Kt takes Q P
29 B to B 5	29 Kt to Kt 5 ch
30 K to Kt sq	30 P to K R 3
31 P takes Kt P	31 B to K B 6 (g)

White mates in five moves.

NOTES BY W. N. POTTER.

(a) 9 B to K 2 would have been better, though, for an attacking move, P to Q Kt 4 would seem very promising, especially as the Black King will scarcely be in a more secure position when Castled.

(b) By this move Black exposes himself to danger; he should have played 10 Q to B 2.

(c) T, allow of the advance of the K Kt P. Black can drive the Rook from the square it occupies, but it can then be played to K B sq, saving a move.

(d) Losing time and position. 20 B to Q 5, threatening Kt to Q 4, was the line of play to adopt.

(e) This and the following move are very much to the point, but they are afterwards ill followed up.

(f) Throwing away an excellent opportunity, not merely of neutralising his opponent's attack, but of coming out with a comfortable position, and one where the extra piece would come well into play, we are, of course, alluding to the obvious move of Kt to B 6 ch, e.g.—

26 Kt to B 6 ch

27 B takes Kt

28 R to K Kt sq

(If 28 R to K B sq, Black replies Q to Kt 7, followed, if 29 Q to R 5, by P to K Kt 3.)

29 B to Kt 4

30 B to B 5
31 B takes P (Q to R 6 would be of no use).

32 R to Kt 4

28 B to Q 5

29 Q to B 4 (perhaps, too, B to B 4 could be played).

30 P to Kt 3

31 R P takes B

32 B to B 7

and Black has a defensible position, with two pieces ahead. White has other ways of playing, but with the Black Queen at Q B 4, or, in fact, anywhere on that diagonal, P to Q R 5 would give the second player a terrible attack.

(g) If 31 Q to B 6, Black, though stopping the mate, loses his Queen; the only defence was 31 R to Q 3 or R to K 3.

say 31 R to Q 3

32 P takes R P

33 B takes R (P to R 7 ch is useless)

34 Q takes Q

32 R to Kt 3

33 Q takes B ch

34 P takes Q & Black can fight.

In noting a game we think it right to show where better moves can be played, though imputing no blame to a Knight receiver that he has failed to perceive them where they demand superior prescience. If his play bear analysis, he wins, of course.

GAME 87.

Remove White's Queen's Knight.

Centre Counter Gambit.

White.

Dr. BALLARD.

Black.

Mr. HOLMAN.

- 1 P to K 4
- 2 P takes P (a)
- 3 P to Q 3
- 4 P to K R 3 (b)
- 5 Kt to K 2
- 6 P to Q R 3 (c)
- 7 Kt to Q B 3
- 8 B to K 3
- 9 B to K 2
- 10 P takes Kt
- 11 Castles
- 12 B to K B 3
- 13 P to Q B 4
- 14 P to Q B 3
- 15 Q to Q B 2

- 1 P to Q 4
- 2 Q takes P
- 3 Kt to K B 3
- 4 P to K 4
- 5 B to Q 3
- 6 Kt to Q B 3
- 7 Q to K 3
- 8 Kt to Q 4
- 9 Kt takes Kt (d)
- 10 P to Q Kt 3
- 11 Castles
- 12 B to Q 2
- 13 Q R to Q sq
- 14 K to R sq
- 15 P to K B 4

White.	Black.
16 Q R to K sq	16 Q to K Kt 3
17 K to R sq	17 P to K 5
18 P takes P	18 Kt to K 4 (e)
19 B to Q 4	19 P to K B 5
20 Q to K 2	20 Q to R 3
21 K to R 2	21 P to Q B 4
22 B takes Kt	22 B takes B
23 R to Q B sq	23 P to K Kt 4
24 K to Kt sq	24 R to K Kt sq
25 K R to Q sq	25 B to K 3
26 R to K B sq	26 R to Kt 2 (f)
27 R to Q B 2	27 Q R to K Kt sq (g)
28 B to Kt 4	28 B takes B
29 Q takes B	29 Q to K B 3
30 K R to Q B sq	30 R to Q sq
31 R to Q sq	31 R takes R ch
32 Q takes R	32 R to Kt sq
33 R to Q 2	33 R to K B sq
34 K to B sq	34 P to B 6
35 Q takes P	35 Q takes Q
36 P takes Q	36 R takes P
37 R to Q 8 ch	37 K to K Kt 2
38 R to Q 7 ch	38 R to K B 2
39 R to Q 3	39 R to K 2
40 P to K B 3	40 P to K R 4
41 P to Q R 4	41 P to Q R 4
42 K to Kt 2	42 K to K B 3
43 K to K B 2	43 R to K 3
44 K to Kt 2	44 R to Q 3
45 R to Q 5	45 R takes R
46 B P takes R	46 B takes P
47 K to B 2	47 K to K 4
48 K to K 2	48 P to B 5
49 K to Q sq	49 B to Kt 5

Resigns.

NOTES BY J. H. BLACKBURNE AND W. N. POTTER.

(a) Odds givers usually play P to K 5 here, when conceding the odds of the Q Kt.

(b) Dr. Ballard, though one of the strongest players below the first class, cannot have much experience in acceding these odds. The text move is obviously too defensive a game, for, with a piece behind, time is of the essence of the contract.

(c) White is evidently afraid of Black obtaining an exchange of pieces, but anything would be better than allowing his opponent such a rapid development of his forces.

(d) With all White's care, Black has succeeded in forcing an advantageous exchange.

(e) Black displays here, as in previous portions of the game, considerable vigour.

(f) Here Mr. Holman plays too cautiously, P to Kt 5 would have forced the game as follows :

27 P takes P best	26 P to Kt 5
28 K R to Q sq	27 R takes P
29 B takes R	28 Q R to K Kt sq
30 Q takes P	29 P to B 6
31 K moves	30 Q to R 7 ch
	31 B takes B, winning

(g) The previous combination was still at his command.

It may interest some of our readers to know that a Chess Circulating Library has been established at 67 Barbican. For the use of 20 volumes during the year, a subscription of 10s 6d per annum is payable, and for more than that number, £1 1s per annum. An entrance fee of 10s 6d is also charged, this amount being retained in the manner of a deposit, and returned at the termination of membership. One volume lent at a time, which may be kept one month.

We learn, from New York, that a Tournament was shortly to take place at the Café International of that City. By this time it has, no doubt, already commenced.

ANSWERS TO CORRESPONDENTS.

Problems received, with thanks, from F. W. Lord, W. S. Pavitt, J. P. Taylor, F. C. Collins, G. C. Heywood, W. Greenwood, T. Tarrant and G. A. Rothwell.

REV. S. W. E.—We are greatly obliged for the games. We hope to find room next month for the two first sent.

R. M. T., Lee.—Admonitions accepted with thanks. Games declined with ditto.

W. MC C., MANCHESTER.—We are much indebted for your communication and the promised assistance.

A. SHARPE, ALEXANDRA CHESS CLUB.—Obliged. Perhaps you would kindly send us a report of the match when it takes place.

X. Hawkins, White Sulphur, Scott, Ay, Kentucky. It can be sent to Mr. W. E. Vyse, 31 and 33 Knight Rider Street, London, E.C.

S. W. S., MELBOURNE.—We are glad to hear such a flourishing account of the progress of Chess in the Australian colonies. We shall extract from your letter next month. We shall hope to be favoured with information from you from time to time, respecting events Chessical in your hemisphere.

N. ANDRADE.—We shall take care that the subject of your communication be brought before the Lowenthal Testimonial Committee of the City of London Club.

T. TARRANT, Coatbridge.—Games to hand. They shall be examined.

A. P., Dublin.—We hope to find you a correspondence opponent.

G. H. MACKENZIE, New York.—Our best efforts are at the command of the American Association. We shall ascertain the views of the strong players over here, and communicate with you as soon as possible. We are greatly obliged for the promise of games. We hope, by way of return, to transmit some of the good games in the City Handicap.

R. D. UPDEGRAFF, Cleveland, O.—We have to acknowledge your very complimentary letter. If we do not come across any games with the Ruy Lopez variations, pointed out by you, we will, next month, work out an analytical opinion in the Answers to Correspondents.

RECEIVED.—“Synopsis of the Chess Openings,” “Chess Player’s Manual,” and “Supplement to Chess Problems,” by Messrs. J. and W. T. Pierce.

The City of London Chess Magazine.

THE MONTH.

SOME of our foreign Exchanges have lately fallen into the habit of republishing intelligence and games from this Journal, without any acknowledgment of the source whence they were derived. We feel sure that it is simply necessary for us to allude to the matter to prevent any further default of a similar kind. Still it is better that questions of this character should be put upon a definite basis, and we therefore beg to announce, in a general kind of way, that we expect all republications of matter derived originally and exclusively from THE CITY OF LONDON CHESS MAGAZINE to be accompanied by an acknowledgment of its derivation; and any journal that finds itself unable to coincide with our views in this respect will please take notice—we give it in all courtesy—that the exchange cannot be continued. We feel the more entitled to take this stand, inasmuch as we have been careful, from the very first, to comply, most scrupulously, with the dictates of inter-editorial morality. We have not always been able to extract as extensively as we could have wished from our various Exchanges, but such use as we have made of them has always been explicitly acknowledged by us, and we think there should be mutuality in all things.

In our last issue we made allusion to a Trophy Competition that had been set on foot among the members of the Bermondsey Chess Club, the prize being two statuettes of Law and Justice, and have now to chronicle the fact of a dinner to celebrate the affair having taken place at the Woolpack Tavern, Bermondsey, on the 31st October, at half past seven p.m., the President of the Club, Mr. Pridmore, being in the chair, and Mr. Cooper occupying the vice-chair. An excellent repast was served up, to which every justice was done, and this was followed by the inexorable sequence of toast making, a much reviled practice, to which the Briton, scorning all scorn, still adheres with native obstinacy; perhaps it is that he likes to have a purpose even in his pleasures, or, possibly, he feels that England expects even every glass of wine to do its duty. The first toast was "Chess," proposed by the President, and coupled with the name of Mr. Potter, who had been honoured with an invitation to the dinner. The respondent, in acknowledging the compliment, paid a just tribute to the merits of the Bermondsey Club, and especially pointed attention to the generous spirit it had dis-

played in accepting the late challenge of the City of London Club. Among the other toasts was that of the "Bermondsey Chess Club," also proposed by the Chairman, and this was responded to by Mr. Beardsell, who, in the course of an able speech, gave an interesting history of the Chess doings and matches of the Club, whereby testimony was afforded to the creditably militant spirit it has always displayed. The toast of "the President," proposed by Mr. Beardsell, was made the fitting occasion for rendering justice to the valuable services rendered by that gentleman when secretary of the Club, and we should not omit to mention that the qualities of the present holder of that office, Mr. Barker, were duly appraised. The speech making, which, we may observe, was above the post prandial average, was agreeably relieved by the vocal services of various of the members, and in that respect also they showed themselves by no means inefficient. Altogether, a very pleasant and cosy evening was passed.

A letter, which we have received from a Melbourne correspondent, gives a very favourable account of the prospects and progress of the game in the Colonies of Victoria and New South Wales. There is a spirited competition between these two Colonies, and every year they play a telegraphic match, with seven players on each side, the Victorian champions meeting at the Telegraph Office in Melbourne, while their opponents make ready for battle at the office in Sydney, six hundred miles distant. The operators are now used to the Chess notation, and the games consequently proceed as easily and quickly as if the contending parties were seated in adjoining rooms. In the last match, Victoria won four games, lost two, and one was drawn. Our correspondent informs us that the Victorians have not yet lost a match, though one was drawn once. Their opponents, however, are increasing in strength, and the result of the next contest is considered to be doubtful. Two other Colonies, viz., South Australia and Queensland, play together a similar telegraphic match annually. It is evident, therefore, that these four Colonies have nothing to learn from us in point of energetic devotion to the game, but set us an example which we would do well to imitate. Our correspondent mentions that in his Colony they have a Challenge Cup, and tournaments are of frequent occurrence. He also draws attention to the efficiency of its players, resulting from study and practice amongst themselves, as shown by the fact of no European who has arrived in the Colony since Chess has been organised there having been strong enough to beat their strongest players, and he considers that Australian Chess forms quite a separate school, both of players and problem composers. The full value of this claim cannot, in our opinion, be estimated, until Australia sends one of her strongest champions to compete in an European tournament, or in an international congress like that which is to take place in Philadelphia, where the presence of an antipodean player would be a very

interesting feature of that Chess Armageddon. Nor, to say the truth, have we in England investigated hitherto, with sufficient interest, the progress of the game at the other side of the globe. We probably imagined there could be no altar worth taking any notice of at Garizim. Australian Chess, however, has not been altogether neglected over here, and the credit of this is, no doubt, in a large measure due to the *Westminster Papers*. Our correspondent sends us a game, which we give in this number, between Messrs. Burns and Fisher, two of the strongest of the Victorian players. The former, who has a high reputation in this country, has been for some time out of practice, but is now again recovering his wonted strength. We shall at all times be glad to bring the players of the two ends of the world into closer communion with each other.

On the 13th of November a match took place between the Endeavour (Brixton) and the Greenwich Chess Clubs, the result being in favour of the former, who won eleven games, and lost three. The following is the score :—

ENDEAVOUR.	WON.	LOST.	GREENWICH.	WON.	LOST.		
Mr. Koenigs	-	2	0	Mr. Latter	-	0	2
Mr. Wilson	-	2	0	Mr. Morris	-	0	2
Mr. V. C. Peyer	-	1	1	Mr. Forrest	-	1	1
Mr. E. C. Peyer	-	2	0	Mr. Geisen	-	0	2
Mr. Kindell	-	1	1	Mr. Huntley	-	1	1
Mr. E. E. Peyer	-	2	0	Mr. Gibbs	-	0	2
Mr. Leigh	-	1	1	Mr. Pettett	-	1	1
	—	—		—	—		
	11	3		3	11		

Matches have also taken place between the following metropolitan Chess Clubs, viz.—On the 24th of October the Athenæum (Holloway) against the North London, won by the latter; score 7 to 5, and 1 drawn. On the 26th of October the Endeavour against the Bedford, won by the former; score 9 to 3, and 2 drawn. On the 7th of November the Athenæum against the North London, won by the former; score 8 to 6. On the 7th of November the Endeavour against the Excelsior (Camberwell), won by the former; score 6 to 1, and 3 drawn. On the 11th of November the Bedford against the Alexandra (Poplar), won by the former; score 6 to 2, and 1 drawn. On the 11th of November the Endeavour against the Ibis, won by the latter; score 6 to 4. On the 17th of November the Endeavour against the St. Andrews (Stockwell), won by the former; score 5 to 3, and 2 drawn. And on the 21st of November the Endeavour against the Excelsior, won by the former; score 8 to 3, and 1 drawn. We are requested to state that the score of the match between the Endeavour and the Athenæum, played on the 17th October, and published in our last issue, was incorrectly supplied to us; it should have been Endeavour 8 (not 10), Athenæum 1, and 1 drawn. The Hon. Secretary of the Bedford Chess Club desires us to mention that this Club has

removed to No. 25 Spital Square, Bishopsgate, and they will be very happy to see Chess players there any evening.

We learn that a new Chess Club is being formed at Veglio's Restaurant, 314 and 316 Euston-road, N.W. It will meet on Tuesday, Thursday and Saturday evenings. A general meeting will be held at the above address, on the 1st December instant, at 8 o'clock, p.m., for the enrolment of members, and other business. Gentlemen desirous of joining are invited to attend the meeting. They will receive every information from Mr. J. Tarrant, the Hon. Secretary *pro tem.* We wish the new Association every success, and trust soon to hear of their having distinguished themselves, by winning or losing some match. The next creditable thing to the former is the latter. "Better to have played and lost, than never to have played at all." The spirited rivalry now going on between the Metropolitan Chess Clubs is a most encouraging proof of the remarkable development and unexampled progress now being made in the practice and cultivation of the game in London. We feel called upon to say, that what is now being done in the cause of Chess, often under unfavourable circumstances, and with small means, brings into glaring contrast the apathy and brain corroding sloth which is now the prevailing characteristic of wealthy and influential circles. Therefore Chess has deserted those mansions where once it wore plush, has shaken the dust off its shoes, and the powder off its head, at the doors of those whose condescending patronage it formerly submitted to; has come as a welcome guest, not only to the middle, but to the lower classes, and can produce from the latter many a champion who can squeeze between his fingers like so much pulp, the inert brains of the wealthy *flâneurs*, who, pushing wooden dolls about on a wooden board, think they can play at Chess. The ancient pastime is not intended as a means whereby persons whose misfortune it is that they are able to be indolent, may waste time that is useless to themselves or to any one else. They do nothing for Chess, and Chess will have nothing to do with them. Its mission henceforth is to solace and cheer the worker and the thinker.

Two able problem composers have gone to the "Silent Land," the one being Mr. V. N. Portilla, of Mexico, whose death was announced in the *Westminster Papers* of last month, while the other is O. Malmqvist, Editor of the *Nordisk Skaktidende*, who died at Naples, on the 26th October last. It has been rumoured, we know not with what truth, that the last-mentioned deceased was the author of the set "Look after the Cáby," which gained the first prize in the British Chess Association Problem Tourney. For authentic information upon this point, we must await the opening of the sealed envelopes, a proceeding which must now soon take place, as the decision of the judges respecting the special prize for the best four move problem, is on the point of being promulgated.

The Grand Handicap Tournament of the City of London Chess Club has been making satisfactory progress, and, in another page, we present the pairing for third round. At present Herr Zukertort is the only first class player who has defeated his second opponent, but hard work awaits him,—he having now been drawn against Mr. Maas, who, as our readers are aware, is one of the most promising of the young players of the City Club. Herr Zukertort has to concede to him the large odds of Pawn and two moves, and will undoubtedly have to bring out all his reserve power to achieve success.

A Junior Handicap Tournament, consisting of 48 entries, with six prizes, has been started at the City of London Club. From this contest the first and second classes are excluded, as likewise the strongest members of the third class. We give, elsewhere, the pairing in the first round.

The Handicap Tournament of the Manchester Chess Club was to commence on the 18th November; there were 14 entries. A match has been arranged between the Club and the Union Chess Club of the same City. Nearly all the best players of Cottonopolis are members of both Associations, so that the forthcoming contest, which will take place early this month, can scarcely be regarded as any test of strength. A Handicap Tournament has been set on foot in the Union Chess Club, with 12 entries, three classes and two prizes. We shall hope to report, next month, what progress has been made in these two tournaments. Mr. Blackburne is at present in Manchester, and on the 28th ult. was to play blindfold against ten members of the Union Club. We hope to be supplied with one or two of these games for our next issue.

The latest score in the Wisker and Macdonnell match, at the time of our going to press, was, Wisker 6, Macdonnell 4, and 4 drawn.

In the Steinitz and Bodé match, at the odds of a Knight, the former has gained eight games against two scored by his opponent, and three being drawn. The match was to consist of the definite number of 21 games, so that the odds giver evidently occupies a most favourable position.

The *Dubuque Journal*, for November, contains a portrait of Von Heydebrandt und der Lasa, together with a list of his Chess works. Our American contemporary observes that the accomplished author of the *German Handbuch* is now engaged on a complete edition of "Lucena" (1495), which will shortly appear, and goes on to say: "In a word, he is, to-day, the first leading living authority upon the theory of Chess, just as Von der Linde is upon its history." The notice concludes with the reprint of a poem, in sixteen stanzas, written upon Morphy, by Edwin J. Weller, in 1857. We reproduce the concluding verse, which runs as follows:—

But one remains—the noblest heart,
At him thy glove be hurled;
Der Lasa conquered, then thou art
The Champion of the World.

It is a curious fact that Morphy and Von der Lasa never did meet, and the claims of the great American to absolute pre-eminence are undoubtedly rendered issuable by such an important hiatus. We have often heard it urged, "but this was not Morphy's fault," an absurd argument, for neither was it Der Lasa's. Fate willed that there should be no trial of strength between these two great masters, and it is, therefore, not open to any one to say that such a contest, if it had taken place, must have resulted in the defeat of one more than of the other.

The *Maryland Chess Review*, for last month, is fully up to its usual excellent standard. We consider this magazine to be conducted in a very superior manner. We learn, from its pages, that Mr. I. E. Orchard, of Columbia, S.C., Chess editor of the *Temperance Advocate*, is about to commence a correspondence game with Mrs. J. W. Gilbert, of Hartford. As the *Review* observes, Mr. Orchard must play his best, for the lady is no mean antagonist. Amongst other news, the *Review* mentions that an effort is being made to organise a Chess Club at Philadelphia, and that Mr. Edward Orpen, for years the Champion of Colorado, and later, of New Mexico, recently died at Santa Fe, aged 39.

La Stratégie contains a long letter from Stanislas Millet, concerning the claims to superiority of Chess as against Draughts. The writer quotes some observations of Edgar Poe, in which the poet gives the palm to the latter game. He considered that the complexity found in Chess was no proof of profundity, and that it was the attentive rather than the skilful player who would win. M. Millet combats this view, and endeavours to show that the problems presented by a game of Chess (he considers each move as yielding a problem), being more complicated than those to be encountered at Draughts, therefore a greater mental profundity was required to find the solution in the former game. Our Parisian contemporary states that, in the present month of December, the monthly tournaments, at the Café de la Regence, will recommence; likewise, that M.M. Rosenthal and Camille Morel are engaged in a work upon Chess Openings, but that the developments proposed, and the considerable number of variations which they intend the book to contain, will prevent the same appearing before the end of next year.

The *Glasgow Herald* announces its intention of instituting three prizes for its Problem solvers. It will send to each of the two correspondents who shall have solved the greatest number of its Problems during the six months, commencing the 5th of December instant, and ending the 29th of May next, either the *City of London Chess Magazine*, the *Westminster Papers* or the *Chess Player's Chronicle*, at the option of the winner, for one year, post free; and to the correspondent next in the list, the *Huddersfield College Magazine*, also for one year, post free. Our contemporary gives the opening moves of the two games now being played in the

correspondence match between the Glasgow Club and the Cambridge University Chess Club. It also contains information of a Handicap Tourney having been commenced at the former Club with 14 entries. In class 1, we notice the names of Sheriff Spens, A. Hunter, R. M. Grant, Dr. Labone, and J. Jenkins. The prizes are presented by the President. We find, from the same source, that the Helensburgh Chess Club has challenged the Queen's Park Club to a match, each side to be represented by 10 or 12 players, and further, that an open Chess Tournament will be held at the rooms of the Glasgow Central Club early during the present month.

We also learn, from the *Glasgow Herald*, that on Friday, the 6th of November, Mr. Jenkins visited the Queen's Park Club, and played 12 games simultaneously, against an equal number of the members of the latter. The contest, which commenced about seven o'clock, lasted three hours, and, in the result, Mr. Jenkins won ten games, lost one, and the remaining game was drawn. Altogether, the other side of the Tweed makes a highly creditable display of life and activity. Not so in the sister island; we hear of nothing doing there.

Next month we shall publish a review of the *Chess Player's Manual*, from the pen of Mr. Lowenthal. It is not necessary for us to allude to his thorough competence for such a work.

According to our latest information concerning the match between Messrs. Burn and Owen, the former has won 8 games, lost 4, and there were some two or three draws.

We have received the following communication from the Office of the American Chess Association:—

Office of the American Chess Association,
Athenæum, Philadelphia, Pa., U.S.
21st October 1874.

TO THE EDITOR OF THE "CITY OF LONDON CHESS MAGAZINE."

J. A. Congdon, President of the American Chess Association, has, in accordance with the Constitution and Bye-Laws adopted at the Third North Chess Congress, held in Chicago, appointed the following gentlemen to act as an Executive Committee, viz.—

J. WARNER KNOX.

JAMES ROBERTS.

JAMES G. WHITEMAN.

L. D. BARBOUR.

J. H. ECHORN.

H. F. BAXTER.

D. M. MARTINEZ.

The following is the score in the Tourney now in progress at the Café International, New York. We take it from *Turf, Field & Farm*:—

										WON.	LOST.
Mr. Mason	-	-	-	-	-	-	-	-	28	5	
Dr. Barnett	-	-	-	-	-	-	-	-	14	2	
Mr. Delmar	-	-	-	-	-	-	-	-	22	7	
Mr. Perrin	-	-	-	-	-	-	-	-	21	5	
Mr. Dill	-	-	-	-	-	-	-	-	18	7	
Mr. McCutcheon	-	-	-	-	-	-	-	-	17	5	
Mr. Murray	-	-	-	-	-	-	-	-	18	9	
Mr. Alberoni	-	-	-	-	-	-	-	-	14	8	

**CITY OF LONDON CHESS CLUB
CHIEF HANDICAP TOURNAY.**

**SECTION "A."—PLAYING FOR FIRST AND SECOND PRIZES.
PAIRING FOR THE THIRD ROUND.**

Dr. Ballard	-	-	-	v.	-	Wisker or Zappert.
Busby	-	-	-	v.	-	Beveridge or Blackmore.
Botteril	-	-	-	v.	-	Potter or Frankenstein.
Zukertort	-	-	-	v.	-	Maas.
Watson or Whomes	-	-	-	v.	-	Stow.
Pfahl	-	-	-	v.	-	Rodgerson, E. H.
Bird or Huckvale	-	-	-	v.	-	Eschwege.
Vyse	-	-	-	v.	-	Audrade, H.

**SECTION "B."—PLAYING FOR THIRD AND FOURTH PRIZES.
PAIRING FOR THE THIRD ROUND.**

Israel	-	-	-	v.	-	Heinke
Fröhling	-	-	-	v.	-	Norman
Chappell	-	-	-	v.	-	Dr. Godfrey
Holman	-	-	-	v.	-	Kunwald
Garraway	-	-	-	v.	-	Watts
De Soyres	-	-	-	v.	-	Grady
Cox	-	-	-	v.	-	Peyer
Stevens	-	-	-	v.	-	Hill or Rabbeth

JUNIOR HANDICAP TOURNAY.

Pairing 1st Round.

CLASS.	SEC.					CLASS.	SEC.		
4	B	A. R. Cole	-	-	v.	Peyer	-	2	A
3	A	Israel	-	-	v.	Maas	-	1	A
2	A	Kunwald	-	-	v.	Jennings	-	3	A
3	B	Andrade H.	-	-	v.	Hill Jas.	-	2	B
3	B	Andrade N.	-	-	v.	Rippin G. H.	-	1	A
3	A	Block	-	-	v.	Gastineau	-	3	B
3	A	Gicquel	-	-	v.	Dr. Godfrey	-	2	B
2	B	Lowson	-	-	v.	Atkinson	-	2	B
3	A	Dyer W. J.	-	-	v.	Mainland	-	1	B
3	B	Rodgerson E. H.	-	-	v.	Ellerton	-	3	A
3	A	Busse	-	-	v.	Holman	-	3	A
3	A	Perou	-	-	v.	Taylor	-	3	A
2	A	Dr. Batt	-	-	v.	Herbage	-	4	B
1	A	Stevens	-	-	v.	Gümpel	-	3	A
3	A	Sonstadt	-	-	v.	Whomes	-	2	A
4	A	Cutler	-	-	v.	Brodrribb	-	3	A
1	B	Fröhling	-	-	v.	Herzfeldt	-	2	A
3	A	Lindsay	-	-	v.	Smith G.	-	3	B
4	A	Clark	-	-	v.	Merton	-	3	B
4	B	Briant	-	-	v.	Grace	-	3	A
3	A	Baynes	-	-	v.	Hill (H. B.)	-	2	A
3	A	Iffould	-	-	v.	Mayerhofer	-	4	A
2	B	Rabbeth	-	-	v.	Day	-	2	B
2	A	Walker F. S.	-	-	v.	Edwards E. T.	-	3	A

In explanation of the above list, where players of the same class are drawn together, those in section A give the move to those in section B.

ANALYTICAL EXCURSIONS.

BY J. H. ZUKERTORT.

I.

THE GIUOCO PIANO.

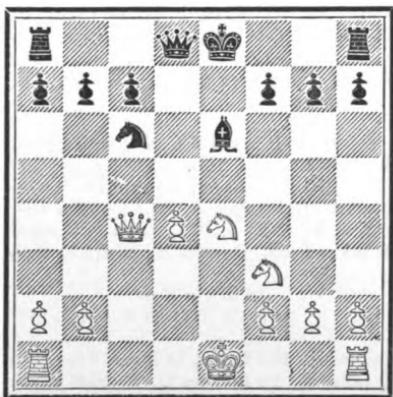
The fourth continuation for White, after Black's 9th move (see diagram, page 55), is—

10 Q to Kt 3

10 Q to Q 3 loses at once the isolated Pawn by 10 B to B 4, 11 B takes P [if 11 Kt to Q 2, P takes B, 12 Q takes P, B takes Kt, 13 Kt takes B, Q takes P; if 11 Kt to B 6 ch, Q takes Kt, 12 Q to K 3 ch best, K to Q sq, 13 B to Kt 5 best, R to K sq, 14 Kt to K 5, Kt takes P, 15 Kt takes P ch best (if 15 Q takes Kt, R takes Kt ch, winning the Queen), Q takes Kt, 16 Q takes R ch, Q takes Q, 17 B takes Q, K takes B, 18 Castles Q R, P to B 4, and Black maintains Bishop, Knight and Pawn against a Rook], Q takes B, 12 Kt to B 3, B takes Q, 13 Kt takes Q, Castles Q R, 14 Kt to B 4 (if 14 Castles, B to K 7), Kt takes P, 15 Castles best, Kt takes Kt, 16 Kt takes B, Kt to Q 5 with a Pawn ahead.

11 Q takes P

BLACK.



Position after Black's 11th move.

A.

12 Q to Kt 5

13 Q takes Q

If 13 Kt to B 3, Black wins a Pawn by Q takes Q, 14 Kt takes Q, Castles Q R, 15 P to Q R 3, P to Q R 3. If 13 Q to Q 3, B to B 4, &c. (see continuation in the note after White's 10th move).

14 Q Kt to Q 2

15 Castles Q R

If 15 Castles K R, Black proceeds with B takes Kt, 16 Kt takes B, Kt takes P.

12 Q to Q 4

13 B takes Q

14 Castles Q R

15 Kt to Kt 5

15 B takes P would be bad, on account of the obvious answer
16 P to Q Kt 3.

16 K R to B sq	16 Kt takes P ch
17 K to Kt sq	17 Kt to Kt 5
18 P to Q Kt 3	18 B takes Kt
19 Kt takes B	19 R to Q 4

And Black ought to win.

B.

12 Q to R 4	12 B to Q 4
13 Q Kt to Q 2	13 Q to K 2 ch
14 K to Q sq	14 Castles Q R
15 R to K sq	15 Q to B 3
16 Kt to K 4	16 Q to B 5

And Black has a winning advantage in position.

C.

12 Q to Q 3	12 B to B 4
13 Castles K R	13 Castles
14 K R to K sq	14 R to K sq
15 Q R to Q sq	15 Q to K 2
16 K Kt to Q 2	

If 16 K Kt to Kt 5, Black proceeds with P to K R 3, 17 Q to K B 3, B to Kt 3.

16 Q R to Q sq

17 P to Q 5

If 17 Q to Q Kt 3 or Kt 5, Black wins by Kt takes P, 18 Q takes P, Kt to B 7, 19 R to K 2, B takes Kt, 20 R takes B, Q takes R.

17 Q to Q 2

This move is superior to 17 Kt to Kt 5; it would then follow 18 Q to Q Kt 3, Kt takes P [R takes P, 19 P to Q R 3], 19 Q takes P.

18 Q to Q Kt 3

If 18 Kt to B 6 ch, Black wins a piece by P takes Kt, 19 Q to Kt 3 ch, B to Kt 3, 20 P takes Kt [20 R takes R ch, B takes R, 21 P takes Kt, Q takes Kt], Q takes Kt; if 18 Q to B 4, Kt to K 4 [Black dare not capture the Pawn at once, on account of Q takes P, 19 Q takes Q, R takes Q, 20 Kt to B 6 ch], followed up by Q takes P; if 18 Kt to B 4, Kt to Kt 5, 19 Q to Kt 3, B takes Kt, 20 Q takes Kt, B takes Q P, 21 R takes R ch, R takes R, 22 Kt to K 3, P to Q B 3.

18 Kt to R 4

19 Q to Kt 4

19 P to Q Kt 3

20 P to Q 6

White cannot play 20 Kt to K B 3 to protect the Pawn, as Black wins then by P to B 4, 21 P takes P en pass, Q takes R, 22 R takes Q, R takes R ch, 23 Kt to K sq, K R takes Kt.

20 P to B 4

If 20 P takes P, White would simply capture the Pawn with the Knight.

21 Q to B 3

21 Kt to Kt 2

And Black wins the Pawn.

D.

12 Q to B 3	12 Q to Q 4
13 Q Kt to Q 2	13 Castles Q R
14 Castles K R	14 B to Kt 5

And White has no means of saving the Pawn; if 15 Kt to K 5, of course Black answers Kt takes P.

E.

12 Q to B 5

This is, I think, the best square which the Queen can occupy.

12 B to Q 4

12 Q to Q 4 would be now useless, on account of the answer 13 Kt to B 3.

13 Q Kt to Q 2
 14 Q to B 3
 15 Castles K R
 16 K R to K sq

13 P to Q Kt 3
 14 Castles
 15 R to K sq
 16 Q to B 3

And Black has at least an even position, whilst White's Q Pawn is certainly weak.

As fifth continuation for White, after Black's ninth move (see diagram, page 55), we may examine 10 Q to B 2, which move I did not intend to analyse separately, when proposing for White five lines of play (page 55), because the move in question leads, by Black's answer, 10 P takes B, to the preceding variation. However, Black may choose another course, so we will look through this variation separately.

10 Q to B 2

10 B to B 4

BLACK.



Position after Black's 10th move.

A.

11 B to Q 3

I consider this move better than Q to K 2.

12 B to Kt 5

If 12 B takes P, Q to K 2, 13 Kt to Q 2, B takes B, 14 Q takes B, Q takes Q ch, 15 Kt takes Q, Kt takes P: if 12 Q to K 2, Black would, of course, Castle.

13 B takes Kt
 14 Q takes B
 15 Q takes P

If 15 Castles Q R, P takes P, 16 K R to Kt sq, Q to Q 4, 17 Q takes Q, P takes Q, 18 R takes P, K R to K sq, with a Pawn ahead and the superior position.

16 K to B sq
 17 P to Kt 3

And Black ought to win.

B.

11 B to Kt 5
 12 B takes Kt
 13 Q to B 3
 14 Q takes B

15 R to K sq ch
 16 Q takes P
 17 R to K 3

11 Castles
 12 B takes Kt
 13 B takes Kt

White is compelled to take the Bishop with the Queen, as the only means to bring his King in safety by Castling K R.

15 Castles K R	14 P takes B
	15 R to Kt sq

with a Pawn ahead and a strong game.

White may choose, at last, on his tenth move. (See diagram, page 55.)

10 Q Kt to Q 2	10 P takes B
11 Kt takes P	11 Q to K 2 ch
12 Kt to K 3	

If 12 Q to K 2, Q takes Q ch, 13 K takes Q, B to Kt 5, winning a Pawn, whatever White may play.

12 Q to Kt 5 ch

Rather favourable for White would be B to Kt 5, 13 Castles best, B takes Kt, 14 Q takes B, Castles Q R, 15 P to Q 5.

13 Q to Q 2	13 Q takes Q ch
14 K takes Q	14 B to K 3
15 K R to Q sq best	15 Castles Q R
16 K to K sq	16 K R to K sq
17 K to B sq	17 B to Q 4

and Black has the superior game.

I do not think that there is any better course open for White after Black's eighth move Kt takes K P (instead of the usual P to Q 4. See page 55). The examined variations offer in no case to the first player more than a draw, and even this he will not easily obtain, whilst the move 8 P to Q 4 leads to a position in which the first player maintains, for a long time, a fine attack (see games of Buckle against Anderssen, of Zukertort against Anderssen, Dufresne, Steinitz.) I may therefore hope, that my EXCURSION will breach this bulwark of the Giuoco Piano.

"SUPPLEMENT TO CHESS PROBLEMS."*

THIS work is in two parts; the first contains all the incorrect positions in the former book, "Chess Problems," revised and corrected, while the latter contains additional problems entirely new, and mostly composed by Mr. J. Pierce, M.A. The latter have for the most part occupied our attention. They number 37 to 58 inclusive, and we have gone through all of them. 37, a two-mover, we do not think much of. 38 to 49 inclusive are in 3 moves, 39 has a double solution by 1 R takes Kt, 44 can be solved in 2 moves by 1 B takes P. 38 has a dual in the 2nd variation, 41 and 46 are to our mind of a neutral tint, we will not call them particularly good, though one of them was published in this journal. 47, 48 and 49 are passable, one of them was published in this magazine. 40 is a good problem, it was also published by us, 42, 43 and 45 are very fine compositions the latter, in especial, being very difficult, true dual mates can be distilled therefrom, but this we think nothing of. 50 to 54 inclusive are in 4 moves, the first is a very ingenious conception indeed; 51 is a remarkably fine production, and 52 is neat, 53 is very faulty, it has a double solution on the 2nd move of both variations, in the first by 2 Kt to B 6, and in the second by 2 Kt to K 4, which latter solution we consider better than the author's; 54 is a neat rendering of an old idea, though the solution yields 2 or 3 dual mates. 55, by W. T. Pierce, in 3 moves, is very pretty, but 56 and 57, by V. Gorgias and J. Pierce, in the same number of moves, are, according to our mind, very poor. 58, by H. Meyer and J. Pierce, also in 3 moves, is a well conceived and most cleverly constructed composition.

* "Supplement to Chess Problems," by Messrs. J. and W. T. Pierce. London: Longmans, Green and Co. 1874.

SOLUTIONS OF PROBLEMS.

No. 73.

White.

- 1 Kt to K R 8
2 Mates

Black.

- 1 Anything

No. 74.

- 1 Q to K Kt 2
2 Mates accordingly

- 1 Anything

No. 75.

- 1 Kt takes P
2 B to K 7
3 B mates

- 1 K takes R
2 Aught

No. 76.

- 1 R to R 5
2 Kt to Q 6 ch
3 R mates
2 B takes B ch, &c.

- 1 B takes B
2 Anything

If 1 K takes Kt

No. 77.

- 1 Q to K Kt 6
2 P becomes Kt
3 Kt mates
2 Q to Q 6, &c.

- 1 Kt takes Q (a)
2 Plays
1 Either R takes P

No. 78.

- 1 R to K R 2
2 Q to Q R 8
3 Q or R mates accordingly

- 1 B takes Kt
2 Anything

No. 79.

- 1 Kt from B 6 to K 5
2 P to K B 4
3 B to K Kt 5
4 Kt mates

- 1 B to Kt 4
2 R takes P
3 Anything

No. 80.

- 1 B to Q 6
2 Q to Q 5 ch
3 B takes B
4 Mates

- 1 R takes R best
2 B covers
3 Plays

Mr. J. C. Romeyn's Twin Problems.

No. 1.

- 1 R to B 6
2 Kt to Q Kt 3
3 Kt takes P
4 R mates

- 1 K moves
2 Ditto
3 K takes Kt

No. 2.

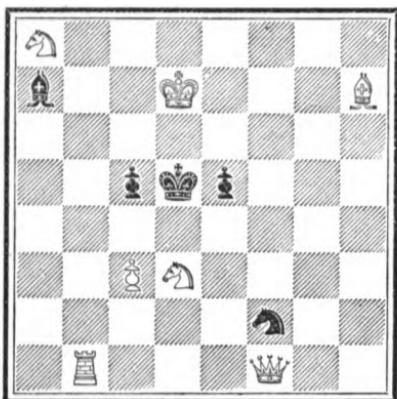
- 1 R to K R square
2 Kt to Q Kt 3
3 R to Q Kt sq
4 Mates accordingly

- 1 K moves
2 Ditto
3 Any move

PROBLEMS.

No. 81.—By A. TOWNSEND.

BLACK.

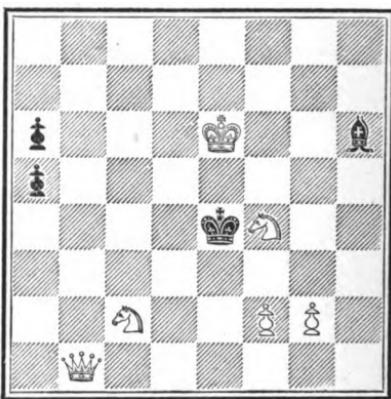


WHITE.

White to play and mate in two moves.

No. 82.—By R. P. FOX.

BLACK.

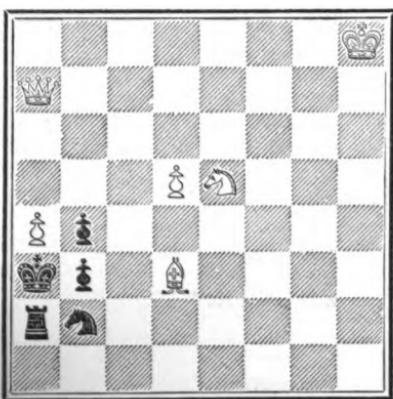


WHITE.

White to play and mate in two moves.

No. 83.—By W. S. PAVITT.

BLACK.

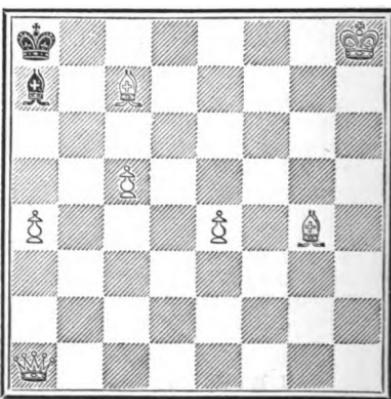


WHITE.

White to play and mate in three moves.

No. 84.—By W. T. PIERCE.

BLACK.



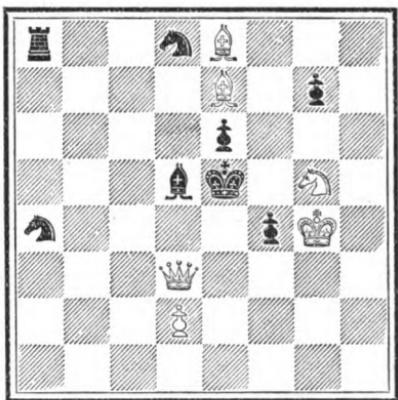
WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 85.—By W. M. GREENWOOD.

BLACK.

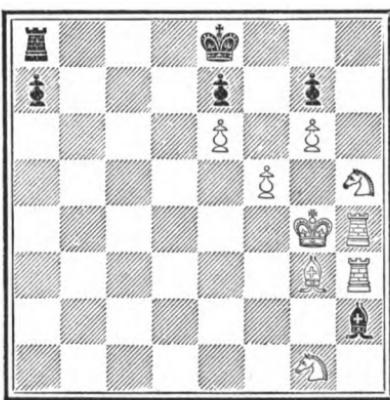


WHITE.

White to play and mate in three moves.

No. 86.—By F. C. COLLINS.

BLACK.

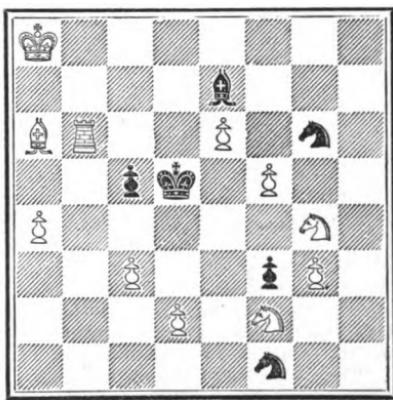


WHITE.

White to play and mate in three moves.

No. 87.—By G. PARR.

BLACK.

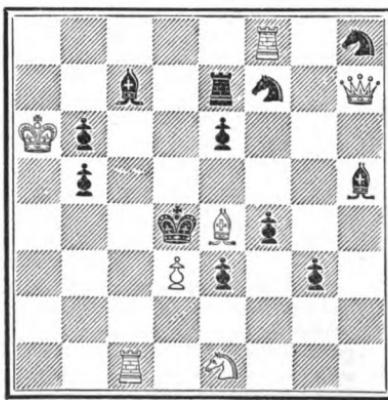


WHITE.

White to play and mate in three moves.

No. 88.—By C. CALLANDER.

BLACK.



WHITE.

White to play and mate in four moves.

GAME 88.

An unpublished game, played between Mr. Morphy and Mr. Boden on the 9th July 1858, in the presence of the Rev. S. W. Earnshaw, M.A., LL.M., who scored the moves upon the occasion, and to whose kindness we are indebted for the transcript.

King's Gambit Declined.

White.

Mr. MORPHY.

- 1 P to K 4
- 2 P to K B 4
- 3 Kt to K B 3
- 4 P to B 3 (a)
- 5 B to Q B 4 (b)
- 6 P to Q 4 (d)
- 7 Castles
- 8 P to Q Kt 4
- 9 P to Q R 4
- 10 K to R sq
- 11 Q takes P
- 12 P takes B
- 13 Q to Kt 3
- 14 Q Kt to B 3
- 15 P to K 5
- 16 P takes P
- 17 Kt to K 4
- 18 Q B to Kt 2
- 19 K R to K Kt sq (k)
- 20 P to K 6 (m)
- 21 P takes P ch
- 22 R to K Kt 4
- 23 Q takes B
- 24 B takes R
- 25 Kt to K Kt 5
- 26 R takes Kt (p)
- 27 R to K Kt sq
- 28 R to K B 7
- 29 R takes Q B P
- 30 Q to Q 4

Black.

Mr. BODEN.

- 1 P to K 4
- 2 B to Q B 4
- 3 P to Q 3
- 4 B to K Kt 5
- 5 Q to K 2 (c)
- 6 P takes Q P
- 7 Q Kt to B 3 (e)
- 8 B to Q Kt 3
- 9 P takes P dis ch (f)
- 10 P to Q B 7
- 11 B takes Kt
- 12 Q Kt takes P (g)
- 13 P to Q R 4 (h)
- 14 K Kt to B 3
- 15 P takes P (i)
- 16 Kt to R 4
- 17 Castles K R
- 18 Kt to K B 5 (j)
- 19 Q R to Q sq (l)
- 20 B to Q 5 (n)
- 21 K to R sq
- 22 B takes E
- 23 R takes P (o)
- 24 Q takes B
- 25 Q to Q 4
- 26 Q takes Kt
- 27 Q to K R 3
- 28 R to K Kt sq
- 29 Kt to Q 6
- Resigns.

NOTES BY W. STEINITZ.

(a) Mr. Morphy was well versed in the openings, so far as their knowledge had advanced up to his time, and the move in the text was then considered preferable to B to B 4 at once. We, however, think that the latter move is perfectly sound, for the variation whereupon the authorities rest their objection seems to be based on a wrong assumption. They try thus to demonstrate that Black obtains, in that case, the better game:—

- 4 B to B 4
- 5 P to Q 3

- 4 Kt to K B 3
- 5 Kt to Kt 5

and then they give P to Q 4 as White's best answer, which, true enough, weakens his position, and they also justly dismiss R to B sq, on account of Kt takes R P, followed by Q to R 5 ch, if the Kt be taken. But they entirely ignore Q to K 2, which, in our opinion, gives White the best of the game, e.g.—

6 Q to K 2	6 B to B 7 ch
7 K to B sq	7 B to Kt 3
8 P to K R 3	8 Kt to B 3 best

for, in answer to Kt to B 7, White wins at least two minor pieces for the R by R to R 2, followed by P to K Kt 4, &c.

(b) Mr. Morphy tried this move at this point in one of his match games against Lowenthal, and, though he lost that game, we consider the Q B 4 sq the natural one to be occupied by the B. In another of his games in the same match he adopted the old fashioned B to K 2, which strikes us as much inferior, though it is recommended by the authorities, for Black seems to us to gain an advantage in position if he develops his Q Kt at Q B 3, and afterwards carefully avoid taking the K Kt off, until the opponent plays P to Q 4, or attacks B by P to K R 3.

(c) Too early for the Q to come into play, nor is she well posted here; we prefer Q Kt to B 3. If White then advance the Q Kt P to Kt 4, followed at once by P to Kt 5, Black gains time by Kt to Q R 4, and if White, preliminary to attacking the Kt, play P to Q R 4, Black may keep his position intact by P to Q R 3.

(d) We have no cognizance of any other game wherein this very interesting sacrifice of the Q P occurs at this stage; at any rate, we are almost certain that there is no other instance to be found in any published collection of Morphy's Games. Whether Morphy had no other opportunity of trying it, or whether he gave it up altogether from a conviction of its being unsafe, we have no means of ascertaining, but our own judgment is, that it ought not to pay if properly defended.

(e) Decidedly better than P takes P discovering ch, followed by P takes P, which would have produced a position similar to that which arises in the so-called Compromised Defence of the Danish Gambit. The situation, after the sacrifice of the two Pawns, would have been even more favourable to the first player in this instance, for his K B P, being already advanced, would have given any future attack of the K P to K 5 greater support, while Black's defence becomes more complicated in consequence of an additional element of weakness on the Q side, arising from his Q Kt P being left unprotected, which would have made the usual attacks of the first player of Q to Kt 3 or Q to Q 5 at a future time more formidable.

(f) Black acted judiciously in now taking this course, for he would not have improved his position by P to Q E 3, e.g.—

9 P to Q R 3	
10 B to R 2	
11 P takes P	
12 B takes P	

threatening P to R 6, with a very good game. Nor would P to Q R 4, with the intention of posting the Kt at Q 5 after discovering ch, have altered the position much in Black's favour, e.g.—

9 P to Q R 4	
10 P takes P dis ch	
11 P to B 7	
12 B takes Kt	
13 Kt to Q 5	

and Black is only one Pawn ahead in compensation for his precarious position.

(g) All this is excellent play, and the failure of this plan of defence must be ascribed to its subsequently faulty continuation.

(h) Retreating the Kt to Q B 3 would not have been good, and might have led to the following continuation :—

14 B to Kt 5	13 Kt to Q B 3
15 Kt to B 3	14 P to Q R 4
16 P to K 5	15 Kt to B 3
17 B to Q R 3, with a fine attack.	16 P takes P

(i) If Black were afraid of taking the P the second time with the Q on the next move (by no means a bad course to pursue, though White would have prevented his Casting, by B takes P ch) he ought to have hesitated still more thus to dissolve his opponent's double Pawn. Kt to Q 2, at once, would have been the best play, for, of course, without taking the P first he could not remove the Kt to R 4 on account of White's reply :—P takes P, followed by Kt to Q 5. But then the Kt would have stood even better at Q 2, where he threatened to dislodge the Q by Kt to Q B 4.

(j) Q R to Q sq would have been better, since it would have also effectually neutralised the advance of the K B P, which Black seemed to fear, for he could, in answer, oppose the B at Q 5, and thus force the exchange of one of the two hostile Bishops, which, in combination, certainly made his own game uneasy.

(k) Bold ; but then the waiting game left certainly his chances very much in a minority, nor was Fabius Cunctator's style ever suitable to the great chief who commands the White army.

(l) We would have probably taken the R first, and considered afterwards, and then, after due reflection, we might have moved the K, which would have enabled us to block the range of the opponent's Q B by P to K B 3, in answer to P to K 6. The following curious variation might have occurred had Black taken the R, followed by Kt to Kt 3 :—

20 R takes B	19 B takes R
21 Kt to Kt 5	20 Kt to Kt 3
22 Kt takes R P	21 Kt takes P
23 P to K B 4	22 K takes Kt
24 R takes Kt	23 Kt to Kt 3

And Black must draw by perpetual check, commencing with Q to K 5 ch, for if he take the R with the K, White wins thus :—

25 Q to Kt 3 ch	24 K takes R
26 Q to R 3 ch	25 K to B 4 best
27 B to B sq ch	26 K takes P best
28 Q to K 3 ch	27 K to K 4
29 Q to Q 4 ch, and mates next move.	28 K to Q 3

(m) Striking at the right moment in the right direction.

(n) Black had probably overlooked that he could not now move the P to K B 3, on account of—

21 Kt takes P ch	21 R takes Kt best
22 B takes R	22 Q takes B
23 P to K 7 dis ch, winning.	

(o) The loss of the exchange was forced, for had he played Kt to Kt 3, White would have probably finished the game in the following way :—

23 Kt to Kt 3	
24 Q to K Kt 2, threatening to take the Kt with the R	24 Kt to K 4
25 R takes P	25 Kt takes B
26 R takes P ch	26 K takes R
27 R to K Kt sq, and mates in two more moves.	

(p) The finishing stroke ; and, of course, the intended continuation of the last move. This very interesting game is a good illustration of Morphy's attacking and venturesome style.

GAME 89.

Played in the Bermondsey Match.

Remove White's King's Knight.

French Game.

White.

Mr. BIRD.

- 1 P to K 4
- 2 P to Q 4
- 3 P to K 5
- 4 P to Q B 3
- 5 B to K 2
- 6 P takes P
- 7 Kt to B 3
- 8 Castles
- 9 B to Kt 4 (a)
- 10 Kt to K 2
- 11 P to K Kt 3
- 12 P to Q R 3
- 13 P to K R 4
- 14 B to B 3
- 15 P to Q Kt 4
- 16 Kt to B 3
- 17 Kt takes Kt
- 18 R to K sq
- 19 B takes R P
- 20 B takes Kt
- 21 Q to B 2 ch (c)
- 22 Q takes P
- 23 P to R 4 (d)
- 24 Q to Kt sq
- 25 B takes P
- 26 P takes B
- 27 Q to Kt 3
- 28 Q to K B 3
- 29 R takes B
- 30 Q to Kt 2
- 31 R to K B sq
- 32 R takes P
- 33 R to K B sq
- 34 K takes R

Resigns.

NOTES BY J. H. BLACKBURN AND W. N. POTTER.

(a) With the object of playing Kt to K 2

(b) P to K R 4, to be followed by P to R 5, would have given Black a fine attack.

(c) Q to Kt 4 reserving the check, would equally have won the P, and we think was preferable, but perhaps P to Q R 4 at once was better still.

Black.

Mr. WATTS.

- 1 P to K 3
- 2 P to Q 4
- 3 P to Q B 4
- 4 P to Q R 3
- 5 P takes Q P
- 6 B to Kt 5 ch
- 7 Kt to K 2
- 8 Q Kt to B 3
- 9 B to Q 2
- 10 Kt to Kt 3
- 11 Q to Kt 3 (b)
- 12 B to K 2
- 13 P to K R 4
- 14 Castles Q side
- 15 Kt to R 2
- 16 Kt to Kt 4
- 17 B takes Kt
- 18 R to Q 2
- 19 Q to Q sq
- 20 P takes B
- 21 R to B 2
- 22 Q to Kt sq
- 23 B to K sq
- 24 P to K Kt 4
- 25 B takes B
- 26 B to Kt 3 (e)
- 27 Q to R 2
- 28 B to K 5
- 29 P takes R
- 30 P to K 6 (f)
- 31 P takes P ch
- 32 R to Q B 8 ch
- 33 R takes R ch
- 34 Q to Kt 8 ch

(d) This move now was not well advised, as undoubtedly Black would have played the B to K sq without being forced, and White, therefore, would have saved a move which might have been of service in meeting the intended attack.

(e) All this is played by Mr. Watts with considerable accuracy. He is a strong player of the Pawn and two move strength in the City of London Club, and the odds giver, at the best, could have but little chance of scoring a victory. The game is absolutely lost.

(f) Very well played.

GAME 90.

Played at the Birmingham Tournament.

French Defence.

White.

Mr. THOROLD.

- 1 P to K 4
- 2 P to Q 4
- 3 Kt to Q B 3
- 4 P to K 5 (a)
- 5 Kt to B 3 (b)
- 6 B to K 3
- 7 Kt to Q R 4
- 8 P to B 3
- 9 P to Q Kt 4
- 10 B takes P
- 11 B to Q Kt 5
- 12 Castles
- 13 B takes Kt
- 14 Kt to B 5 (d)
- 15 B takes Kt
- 16 P takes B
- 17 Q to Q 4
- 18 Kt to Q 2
- 19 K R to K sq (e)
- 20 Kt to Kt 3
- 21 Q to Q Kt 4
- 22 P takes Q
- 23 Kt to Q 4
- 24 Kt takes B P
- 25 Q R to Kt sq (g)
- 26 R takes R
- 27 P to K B 4
- 28 R to Kt 8 ch
- 29 Kt to K 7
- 30 P to Kt 4

Black.

Rev. H. AECHDALL.

- 1 P to K 3
- 2 P to Q 4
- 3 Kt to K B 3
- 4 K Kt to Q 2
- 5 P to Q B 4
- 6 Q to Kt 3 (c)
- 7 Q to R 4 ch
- 8 P takes P
- 9 Q to B 2
- 10 Kt to Q B 3
- 11 B to K 2
- 12 Castles
- 13 P takes B
- 14 Kt takes Kt
- 15 B takes B
- 16 Q to R 4
- 17 R to Kt sq
- 18 B to R 3
- 19 R to Kt 7 (f)
- 20 Q to R 6
- 21 Q takes Q
- 22 R to Kt sq
- 23 K R takes P
- 24 R to Q B 5
- 25 R takes R
- 26 P to Kt 3
- 27 R takes Q B P (h)
- 28 K to Kt 2
- 29 P to B 3
- 30 P takes P

And after a few moves White resigned.

NOTES BY J. H. ZUKERTORT.

(a) Although adopted by Steinitz, in the Vienna Tournament, I doubt the wisdom of this advance.

- (b) 5 Q Kt to K 2 was now the proper move.
 (c) I would prefer here Kt to Q B 3.
 (d) Offering an exchange of pieces, which leads to the destruction of the position of the Pawns.
 (e) If 19 K R to Kt sq, Black maintains the advantage by Q to R 6, 20 Kt to Kt 3, B to B 5.
 (f) The strongest course was 19 Q to R 6, and if 20 Kt to Kt 3, B to B 5.
 (g) If 25 Kt takes P, R takes B P (25 R from B 5 to B 7 would be bad, on account of the continuation 26 K R to Kt sq, R takes K B P, 27 R takes R, R takes R, 28 P to B 6, R to Q B 7, 29 R to Kt sq, P to Kt 3, 30 R to Kt 6, B to Q 6, 31 P to Q R 4).
 (h) Well played: if R takes K B P, White obtains the advantage by R to Q B sq.

GAME 91.

An unpublished game, recently sent to us from Melbourne.

Vienna Opening.

White.

Black.

Mr. BURNS.

Mr. FISHER.

1 P to K 4	1 P to K 4
2 Q Kt to B 3	2 Q Kt to B 3
3 P to K B 4	3 P takes P
4 Kt to B 3 (a)	4 P to K Kt 4
5 B to B 4	5 B to Kt 2 (b)
6 Castles	6 P to Q 3
7 P to Q 4	7 P to K R 3
8 Kt to Q 5	8 K Kt to K 2 (c)
9 P to Q B 3	9 Kt to R 4 (d)
10 Kt takes Kt	10 K takes Kt (e)
11 B to Q 3	11 R to K sq
12 P to K Kt 3	12 B to R 6
13 R to B 2	13 P takes P
14 P takes P	14 P to K B 3
15 P to K 5	15 Q to Q 2
16 P to Q Kt 4 (f)	16 Q to Kt 5 (g)
17 P takes B P ch	17 B takes P
18 R to K 2 ch	18 K to B sq
19 K to B 2	19 Kt to B 3
20 B to Kt 6	20 R to K 2
21 P to Kt 5	21 Kt to R 4 (h)
22 Q to Q 3	22 K to Kt 2 (i)
23 R takes R ch	23 B takes R
24 B to Q 2	24 R to K B sq
25 R to K sq	25 Q to Q 2 (j)
26 B to R 4	26 R to B 3 (k)
27 P to Kt 4 (l)	27 B to B sq (m)
28 K to Kt 3	28 B takes P
29 B takes B	29 Q to B 2
30 P to Q 5	30 P to Kt 3
31 P to B 4	

Black resigns.

NOTES BY W. N. POTTER.

(a) 4 P to Q 4 would give the Steinitz Gambit.

(b) P to Kt 5 should seem quite safe in this position. White must evidently sacrifice the piece, and the game obtained by him then would appear inferior to the Muzio attack, itself unsound.

(c) P to Kt 5 now would scarcely have been prudent.

(d) He should have Castled.

(e) We would rather have selected Kt takes B.

(f) Mr. Burns rightly observes that this was premature, 16 P takes B P ch, followed by Kt to R 2, as indicated by him, was the correct line of play.

(g) Availing himself of the opportunity offered.

(b) As Mr. Burns correctly points out, R takes R ch, followed by Kt to K 2 would have been better. The move in the text places the Knight where he is unable to take any part in the fight.

(i) Good; as the position stands. Black now threatens both R takes R and R to K B sq. Practically White is compelled to exchange Rooks.

(j) Well played, threatening P to Kt 5.

(k) An error, which costs him the game. As Mr. Burns justly remarks, he should have played B to B 4, which, we may add, would have given him the better position, as White could only reply Q to K 2, whereupon Black would have played B to Q sq, and, with his Pawn ahead, he might reasonably have expected ultimately to have scored the game.

(l) This wins a piece.

(m) As the piece cannot be saved, we would rather, by way of making the best of a bad case, have played 27 B takes P, leading to the following continuation:—

27 B takes P 28 $\overline{B \text{ takes } B}$ 29 $\overline{R \text{ takes } B \text{ ch}}$ 30 $\overline{R \text{ to } K 3}$ (if R takes P instead, Black, by playing Q to R 6, would regain his piece) 30 $\overline{K \text{ to } Kt 2}$ 31 $\overline{R \text{ to } B 2}$ and though Black should certainly lose, still, with his two passed Pawns, he may struggle on.

GAME 92.

Played in the second round of the City of London Chess Club Handicap, between Mr. Down and Herr Zukertort, the former receiving the odds of Pawn and two moves.

Remove Black's K B P.

White.

Mr. DOWN.

- 1 P to K 4
- 2 P to Q 4
- 3 P to K B 4 (a)
- 4 Kt to K B 3
- 5 B to Q 3
- 6 P to Q B 3
- 7 P to K 5
- 8 Castles
- 9 Kt to Q R 3
- 10 Kt to B 2 (c)
- 11 P takes P
- 12 K to R sq
- 13 B to Q 2
- 14 Q to K sq

Black.

Herr ZUKERTORT.

- 2 P to K 3
- 3 Kt to K R 3
- 4 P to Q 4
- 5 P to Q B 4
- 6 Kt to Q B 3
- 7 B to K 2 (b)
- 8 Castles
- 9 B to Q 2
- 10 R to Q B sq
- 11 B takes P ch
- 12 P to K Kt 3
- 13 P to R 4 (d)
- 14 Q to Kt 3 (e)

White.	Black.
15 Q to R 4	15 K to Kt 2
16 P to K B 5 (f)	16 Kt takes P
17 B takes Kt	17 R takes B
18 Q to R 6 ch	18 K to Kt sq
19 Kt to Kt 5 (g)	19 R takes Kt (h)
20 Q takes R (i)	20 B to K 2
21 Q to Kt 3	21 Q takes P
22 K R to Q B sq	22 R to K B sq
23 Q R to Kt sq	23 Q takes R P
24 B to R 6	24 R to B 2
25 Kt to K 3	25 B to Q B sq
26 Kt to Kt 4	26 P to R 5
27 R to K B sq	27 P to R 6 (j)
28 Q R to B sq	28 Q to Kt 6 (k)
29 R takes R	29 K takes R
30 Q to B 3 ch	30 K to K sq
31 B to K 3	31 P to R 7
32 Q to K B sq	32 P to R 4 (l)
33 Kt to B 6 ch	33 K to Q sq
34 B to Q 4	34 B to R 6
35 R to Q sq (m)	35 Kt takes B
36 P takes Kt	36 Q takes R and wins

NOTES BY W. N. POTTER.

(a) Injudicious, and pretty certain to lead to the neutralization of his centre. It is furthermore objectionable, on the ground of relieving the odds given from the difficulty which usually attends the disposition of his K Kt. 3 B to Q 3 is the recognized and best continuation.

(b) Black has a better game than he should have so early. His Kt at R 3 clearly occupies a most influential stand point.

(c) Not so good as 10 Q to B 2, which might eventuate as follows:—

10 Q to B 2 11 P to K Kt 4 12 B takes Kt 13 P to Kt 5 14 P takes B
 Kt to B 4 P to B 5 P takes B B takes Kt giving a position which would probably end in a draw, a result with which White would have reason to be well satisfied, considering how his opening advantage has become dissipated.

(d) Displaying a fine intuition of the position. After this move, an important fact becomes clear, viz., that the three Black Pawns on the Queen's side are more powerful than their White rivals opposite.

(e) By this move Black makes up his mind to that sacrifice of the "Exchange" which takes place five moves later, hoping to be more than compensated by winning two Pawns, though having an eye more particularly to the Q Kt P. However the move in the text is not really good, because, subsequently, by a line of play which we show further on, the odds receiver was able to force the game, that is, we feel tempted to say, supposing he were not an odds receiver.

(f) As intended, not good, for he will lose his K B P, and his important Q Kt P in return for the gain only of the "Exchange," but actually it should win the game.

(g) The veiled possibility and the player's intention have so far ridden in the same coach, but now they will part company.

(h) This sacrifice, all along intended, is of course now forced.

(i) White has been all this time making the best moves, but not consciously, and that being so, his play has been unsound. He has now delivered himself into the hands of his enemy, who has been manœuvring for the present

result. Had White seen the silken thread which was entwined in the series of moves he has been making, we should have considered that the handicappers did not know their business. We therefore, impute no blame to the odds receiver, that he failed to avail himself of the opportunity he had of winning the game, viz: by playing R to B 7, as indicated in the following variation:—

20	R to B 7 K takes R (mu:1)	21	Q takes R P ch K to K sq best	22	B takes R Kt takes P (A)
23	Q to K 8 ch B covers	24	R to K B sq Q to Q 3	25	B to R 6 K to Q sq
27	B to Q 6 dis ch B to K 6n	28	Q to B 8 Kt to B 3 (B)	29	R to B 7 Q to K 7

(A) If 22 B to K 2 White mates in two moves, while if 22 Kt to K 2 mate follows in six moves.

(B) 28 K to Q 2 is evidently useless, as White replies B takes Kt remaining with a piece a-head, and a manifestly won game.

(j) All this has been capitally played. This fatal Pawn will decide the contest. White's attack on the King's side being totally illusory.

(k) Whether the Q should be played here or to Kt 7 is a matter of taste. We prefer Herr Zukertort's selection—for one thing, because of what the Bishop may do at R 6; for another, because White will now more naturally exchange Rooks, and, for a third reason, because the decisive coup of Q takes R is a very probable eventuality.

(l) An artistic touch.

(m) Preferring the fire to the frying-pan; R to K sq would have enabled him to simmer a short time longer.

ANSWERS TO CORRESPONDENTS.

Problems received, with thanks, from A. Townsend, J. J. Watts, J. W. Abbott, J. P. Taylor, G. J. Slater, J. Pierce, M.A., W. T. Pierce, R. P. Fox, P. K. (Wurtenberg), A. Cyril Pearson, G. Park and T. Tarrant.

FREIHEER VON HEDDESBANDT UND DER LASA.—We are much obliged for your communication, and for the games you have favoured us with. We are glad that so eminently qualified a judge as yourself should take the same view as ourselves in respect of the inferiority of Buckle to Staunton as a player; we must acknowledge that there is much weight in the remarks you make concerning the existence of long standing disease of the heart to account for the defects of the latter in temper, and for his later weakness in play, while at the same time we do not feel able to admit any material modification of the general views expressed in our article. Nevertheless, we cannot refrain from paying a tribute to the kindly and charitable feeling which induces you to stand up for the memory of the deceased, and to offer excuses in mitigation of a severe judgment. We should have been glad to have published your letter in extenso in this number for the benefit of our readers, but such a course would not be justifiable without your expressed consent for that purpose.

R. D. UPDEGRAFF, (Cleveland, O., United States).—The defence suggested by you to the Ruy Lopez provides Black with a finely developed game; you do not give, however, in your note, the moves in proper order. The best course is 3 P to Q R 3, 4 B to R 4, 4 Kt to B 3, 5 Castles, 5 Kt takes P, 6 P to Q 4, 6 P to Q Kt 4, 7 B to Kt 3, 7 P to Q 4, 8 P takes P, 8 B to K 3, or 8 Kt to K 2, as Anderssen recommends. This defence was invented by the Leipzig school, and has been adopted successfully in different continental tournaments by Dr. M. Lange, Anderssen, Steinitz, &c.

ANTOINE DEMONCHY (Marseilles).—We have received your positions. They shall have our speedy attention.

POLYMETIS.—Problem 76 is quite sound, for if 1 B takes B, P moves two squares, and there is no solution your way.

T. TARRANT.—Games received with thanks.

The City of London Chess Magazine.

NOTICE.

ON and after the 1st of February next, the *City of London Chess Magazine* will be permanently enlarged, by the addition of eight pages to each issue, so that the monthly numbers will, henceforth, consist of 32 pages. The subscription will remain the same as before, viz., in the United Kingdom, 6s per annum, post free; on the Continent, in America, and in the Colonies, 7s 6d per annum, post free. Single numbers 6d each.

The first volume of this magazine, bound in cloth, price 7s, will shortly be issued. It can be ordered of Mr. W. W. Morgan, 67 Barbican, E.C. Cases for binding, price 1s each, can be supplied to Subscribers upon application as above, or the Volumes can be bound at a charge of 1s 6d each.

THE MONTH.

IT has been thought, by some, that in alluding, last month, to the apathy of the upper classes in the cause of Chess at the present time, we made use of expressions that were unnecessarily irritating. This may have been so, and we willingly withdraw everything calculated unduly to wound the feelings of any one. Having thus eaten the apologetic leek, a wholesome vegetable, which will never be absent from our salad whenever an inflamed state of the system seems to require its consumption, we must say that our standpoint remains very much where it was. We consider that while Chess is spreading amongst the middle and lower classes, it is decaying in influential circles, with concomitant elevation of strength in the one case, and depression to a lower standard in the other. This would seem to be owing to the too great exclusiveness observable in players of the wealthy classes, and their consequent isolation in the midst of the life and activity now going on in the metropolitan Chess world. Those to whom we allude show themselves the reverse of illiberal in answer to special calls upon their pecuniary sympathy, but this will not make amends for the want of their personal encouragement of the game, and for the absence of that important social support which they are in a position, but it must be confessed fail to extend to the various associations which have been set on foot by persons who, unaided by fashionable surroundings, labour at the cause which they love with a vitalizing energy and zeal. We shall not any more ring the changes upon this subject, but wait patiently for the time when there shall be no caste divisions in the Republic of Chess.

[January 1875.]

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The match between Messrs. Wisker and Macdonnell terminated on the 30th of November, in favour of the former, the score being Wisker 7, Macdonnell 4, and 4 drawn. For a time the contest was an exceedingly close one, and the ultimate outcome was considered, by good judges, as very doubtful. However, in the latter part of the match Mr. Macdonnell was certainly not in good form, and in the deciding game he failed altogether to do himself justice. Mr. Wisker throughout displayed that steadiness and self forbearance which so often ends in victory, and makes it, when attained, the more deserved. He had once or twice the vexation of losing the imminent reward of nine or ten hours' hard work by some unfortunate slip, but this never had the effect of preventing him from bringing a calm and well balanced judgment to bear upon the next encounter. There appears to be some probability of a match between the winner and Herr Zukertort. It is to be hoped that such a highly interesting wrestle may come off, in which case it will, no doubt, be a subject of curious speculation in the Chess world as to what may be expected to be the issue of such a trial of strength between two players whose styles and idiosyncrasies present such a thorough contrariety.

The Committee of the British Chess Association Problem Tournament have awarded the special prize of £7, for the best problem in four moves, to No. 4 of the set, "Look after the Cáby," published in our July issue. Their labours, as judges, being thus ended, they proceeded to open the sealed envelopes containing the names of the successful competitors; the result being shown as follows:—

PRISES FOR THE SETS.

- 1ST PRIZE, £25.—Motto, "Look after the Cáby"—Lieutenant S. A. Sorensen, Copenhagen.
 2ND PRIZE, £15.—Motto, "Ultima Thule"—Doctor Conrad Bayer, Olmütz.
 3RD PRIZE, £10.—Motto, "Hoc ardua vincere docet"—J. H. Finlinson, Huddersfield.
 4TH PRIZE, £5.—Motto, "Why so, prithee?"—W. S. Pavitt, Chelmsford.
 5TH PRIZE, £4.—Motto, "The best laid schemes of mice and men gang aft a-gley"—Th. M. Brown, Brooklyn, U.S.A.
 6TH PRIZE, £3.—Motto, "All's well that ends well"—Vilhelm Nielsen, Copenhagen.
 7TH PRIZE, £2.—Motto, "Auf Wiedersehen"—C. Nadebaum, Tessin, Germany.
 8TH PRIZE, £1.—Motto, "Ludimus effigiem belli"—Captain Luigi Rossati, Milan, Italy.
 9TH PRIZE, £1.—Motto, "Work for money, but think for honour"—H. Frei Schmidt, Honolulu, Hawaiian Islands.

SPECIAL PRIZES.

For the best four-move problem. £7—Motto, "Look after the Cáby"—Lieutenant S. A. Sorensen, Copenhagen.

For the best three-move problem. £5.—Motto, "Where's the master? Play the men"—F. Healey, London.

For the best two-move problem. £3.—Motto, "Imagine"—J. Kling, London.

We very cordially congratulate Lieutenant Sorensen upon his success in having carried off the highest prize in this tourney, and

likewise the most important of the special prizes. We look upon the set which he sent into the competition as being head and shoulders above all its rivals; a pre-eminence which we accord to it on account of the beauty of conception, and still more the richness of illustration which mark its component problems. Perhaps in that nicety of construction, which aims to avoid duality, and which endeavours to satisfy even those who ask for unreasonable perfection in this respect, there may be something wanting, but to our mind this is a very little speck on the mirror. We should observe that Lieutenant Sorensen is the editor of the *Nordisk Skaktidende*, on which journal he had for his coadjutor the late lamented composer, O. Malmqvist. Denmark should be proud of having two such sons. We are glad to see such an old favourite as Dr. Conrad Bayer so well to the fore, and trust he may often yet carry off similar honours. While it is a misfortune that so many fine English problemists should have been thrown out of the competition by disqualifying flaws, it is something *per contra* that the third and fourth prizes should, through the merits of Messrs. Finlinson and Pavitt, remain in this country. America has only carried off one of the prizes, viz., the fifth; a fact which is somewhat surprising, considering the many stars she boasts in the composing world. That Denmark gets the sixth prize, in the person of Mr. V. Nielsen, is, no doubt, owing to a slip of the Committee, one of his problems having a double solution upon the first move. It is some compensation that such a fine composer, as the four mover in his set shows him to be, should have reaped the benefit of this mistake. It is to be hoped that in any future competition of the same kind the experience gained may be put to good account, so as to avoid the harassing delay, and the one or two vexatious errors that have taken place. Nevertheless, it is satisfactory to think that the judges, notwithstanding the difficulties under which they laboured, have avoided any fiasco in respect of all the important prizes, though even as to these differences of opinion upon the award made will naturally exist. Still we think that the decision of the Committee will survive an impartial examination. We should not omit to express our satisfaction that two of the three special prizes should have been carried off by those very old friends of the solving public, Healey and Kling.

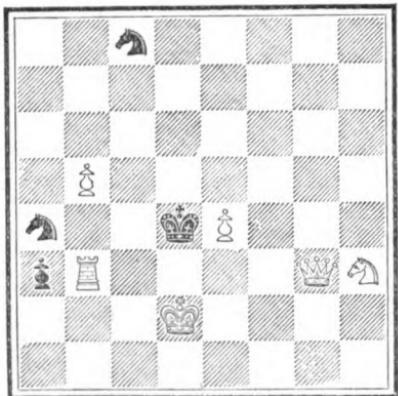
The *Westminster Papers*, of last month, contains a translated extract from an article in the *Deutsche Schachzeitung* with reference to the award of the judges in the above problem tourney. The writer, troubled apparently by a severe attack of spleen, makes a savage assault upon the Committee and their decisions. Most of what he advances is based upon the assumption that the thirty-six disqualified sets were principally thrown out in obedience to a stringent rule respecting duality passed by the Committee. As the *Westminster Papers* show, the writer is mistaken in this supposition; such a rule, though

passed, having been immediately rescinded, and the judges thenceforth, having proceeded under, if anything, a too liberal and lenient scale. It is that, in fact, of which they principally stand accused. Coming down to details, the writer does not seem particularly happy when he goes out of the region of acknowledged facts. He says there is a double solution to No. 4 of "Hoc ardua vincere docet." We doubt the fact, and should imagine it would have been as well to show how. The *Westminster Papers* reviewers found out nothing of the kind, and altogether, until the variation is given, we dare say the Committee will remain tranquilly sceptical about the matter. The writer proceeds to state that the sets "Es ist ja so schwer," "Suum Quique" and "Antipodes," contained no imperfect problem, and he asks why they were disqualified from receiving prizes? To show the value of criticisms not accompanied by careful examination, we give hereunder, No. 2 of the first named of these three sets, and the following is the second solution:—1 Kt to Kt 5, P moves, 2 Q to B 7, and mate next move. If Black on his first move plays the K, then White replies 2 Kt to K 6, and mate follows on the next move. The author's solution commences with 1 Kt to B 2, &c. As to the other two sets "Suum Quique" and "Antipodes," they were also properly disqualified, but time and space fail us for going further into the matter; but no doubt the Committee will promulgate a report going into all such questions, and meanwhile it is open to every competitor to gain what information he requires by addressing the manager of the British Chess Association. We give, below, a problem composed by Mr. Romeyn, of Rondout, New York, U. S. A., in honour of the Committee. Probably he did not expect that their operations would be so long-winded when he paid them this compliment.

Motto : "Es ist ja so schwer."

J. Kohtz, of Cöln.

BLACK.

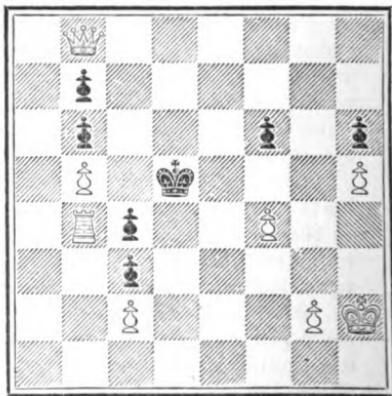


WHITE.

* White to play and mate in three moves.

By J. C. Romeyn,

BLACK.



WHITE.

White to play and mate in four moves.

On the 28th November Mr. Blackburne played eight games blindfold at the Union Club, Manchester, and won all of them. The number should have been ten, but owing to the absence of two of the players only eight were played. The Tournament at the Club is progressing satisfactorily, the highest scores at present being, Mr. Baddeley, 1st class, 11 won, 1 lost; Mr. Wright, 1st class, 11 won, 3 lost; Mr. Fish, 2nd class, 14 won, 4 lost, these out of a possible score of 22.

We have to chronicle three additions to the number of Metropolitan Chess Clubs. First, an association has been formed in connection with the house of Leaf, Sons and Co., under the title of "The Old Change Chess Club," and it already numbers close upon 80 members. The first President is Stephen Greenhough, Esq., and the Hon. Secretary is W. Tasker, Esq. Herr Steinitz recently paid the members a visit, and played blindfold against four of them simultaneously. He won 3 games, and lost 1. The new Club has already played two matches, one on the 2nd of December, with the London and County Bank Chess Club, won by the latter, whose team contained some fair players. There were five each side, and the score made by the winners was five to two, and two drawn. The other match was with a newly established Club, formed among the *employés* of Messrs. Copestake and Co. of Bow Church-yard, and in which are enrolled, we believe, about 60 or 70 members. This contest took place on the 9th of December, with seven players on each side, and it was won by the Old Change Club, who scored ten games against four gained by their opponents. The third Club is one that has been set on foot in the house of Messrs. Morley, of Wood Street, E.C., and it consists already of about 60 members. It is a good sign to see Chess thus beginning to be cultivated in large City firms. Employers will undoubtedly find reason to congratulate themselves in course of time upon having lent their countenance to the encouragement of so wholesome a recreation. The influence of Billiards and other fascinating pastimes is not always for good, and there are various ways in which young men spend their time, not very beneficial to health of mind and body, not very conducive to morality or industry, nor always tending to honesty or respectability, not so with Chess; looked at from whatever aspect, it will be found the friend alike of employers and employed.

On the 19th December a Chess party took place at the residence of Mr. Gastineau, No. 1 Albion Terrace, Peckham. That gentleman's term of office, as Vice-President of the City of London Chess Club, is now about closing, and he wished to gather his Chess friends round, previous to the termination of his occupancy of the office which he has so worthily and popularly filled. There were about thirty guests present, and amongst them were Messrs. Steinitz, Zukertort, Bird, Macdonnell, Wisker, Hoffer, Potter, Rabbeth, Chappell, Vyse, Watts, Murton and others. After a repast, characterised by Mr. Gastineau's usual generous hospitality,

there were one or two toasts, *i.e.*, the City of London Chess Club, proposed by the host, and coupled with the name of Mr. Murton ; "The Rooks," for whom Mr. Sutton responded, with his usual fluency and humour, and that of Mr. Gastineau, proposed by Mr. Bird and seconded by Mr. Macdonnell, both of whom paid most just compliments to the excellent qualities of the host. His health having been enthusiastically drank, the company paired off, or otherwise arranged themselves in order of battle with each other over the board. Of these combats two are most noticeable, viz., a consultation game, most stoutly contested, by Herr Zukertort and Mr. Bird on the one hand, against Messrs. Wisker and Potter on the other. At first, victory seemed to incline in favour of these latter, but in the end their opponents won. The other game was fought by Messrs. Chappell, Vyse and Watts, consulting, against Herr Steinitz, they receiving from him the large odds of Pawn and two moves. Notwithstanding the weighty handicap against which the single player had to contend, it appeared for a long time as if the allies would be worsted, but they ultimately proved too much for him. An extremely pleasant evening was spent by all concerned, and midnight was certainly not the last guest that departed.

The new Chess club, mentioned by us last month, as then forming at Veglio's Restaurant, Nos. 314 and 316 Euston Road has now been fully organised. The members have elected, as their President, Mr. F. Healey, a post which he has been good enough to accept. The annual subscription is 5s per annum, with an entrance fee of 2s 6d, and the nights of meeting are Tuesdays, Thursdays and Saturdays, at six p.m. The new association is called the "International Chess Club," a title which has in it no political meaning, but is simply intended to express that its members are composed of various nationalities. Gentlemen desirous to join, or wishing for full particulars will, no doubt, receive every attention from the Hon. Secretary, Mr. J. Tarrant.

We regret to state that the City of London College Chess Club, which made such a successful exhibition of its strength last year in matches with other metropolitan clubs, has now ceased to exist. Its Atlas, to wit the late zealous honorary secretary, Mr. Lindsay, considering himself not to be supported in the way that he was fully entitled to expect, has withdrawn his shoulders from the weight they carried, and no one has been willing to take his place ; *ergo*, extinction. The Bow and Bromley Chess Club has also, we believe, come to an end, the reason being the retirement of various old members, leaving gaps that have not been filled by new accretions. Incidents like these are to be expected, but we are sorry when they happen.

On the 10th of December, Mr. Blackburne played eight blind-fold simultaneous games at the Bradford Chess Club, of which he won seven, and the other remained unfinished. On the 15th of

December, Mr. Blackburne played ten blindfold games at the Schillerverein, Bradford ; of these he won nine, and lost one.

The Hornet, in its issue of 9th December, in making certain remarks concerning the Burn and Owen match, has the following, "Should he (Mr. Burn) succeed in defeating Mr. Owen, there are only five other English players who would have, in our opinion, any chance against him, viz., Messrs. Bird, Blackburne, Gocher, Potter and Watkinson." We can say, on behalf of one of the players alluded to, namely, Mr. Potter, that he accepts no compliment at the expense of justice to others, and we do not imagine his intimate friend, Mr. Burn, will have any other feeling in the matter. A list of English Chess champions, which does not include Messrs. De Vere, Wisker and Macdonnell, is so obviously incomplete as to be confessedly unfair. Let us look at the achievements of the three last named gentlemen. Mr. De Vere, in 1866, carried off the first prize at Redcar ; Messrs. Owen and Wisker being among his opponents, and the last two gentlemen making an even score. In the same year Mr. De Vere won the English Challenge Cup, Messrs. Bird, Macdonnell and Minchin being his competitors on that occasion ; he had to play three games with each of them, and we believe he did not lose a game. In 1867 he shared the third prize in the Dundee Tourney with Mr. Macdonnell, but in the course of that contest he beat Herr Steinitz ; again, in 1868, Mr. De Vere tied with Mr. Blackburne for the Challenge Cup, each of them having only lost one game. Messrs. Wisker, Owen, Bird, Macdonnell and Wormald took part in the tourney. In 1870-1, Mr. De Vere met Mr. Burn in the City of London Handicap. They played two games ; both won by the former. In 1868, Mr. Wisker won the second prize in the British Chess Association Handicap, being defeated only by Herr Steinitz, who carried off the first prize. In 1870, Mr. Wisker won the English Challenge Cup, having defeated Mr. Blackburne. Mr. Burn tied with the winner for the cup. In 1872, Mr. Wisker again defeated Mr. Blackburne, and again won the cup ; Mr. De Vere taking second prize. Mr. Owen competed on this occasion. In the same year Mr. Wisker played a match with Mr. Owen. It was to consist of the first five games, but was not finished, Mr. Wisker won 3, and 2 were drawn. In 1868, Mr. Macdonnell won the Mongredien prize, defeating Messrs. Blackburne, De Vere, Wisker, Lord, &c. In the same year he won the first prize in the Glowworm Tourney, Mr. Wisker taking the second prize, and among the unsuccessful competitors were Messrs. Blackburne, De Vere, Lord and Wormald. Last year Mr. Macdonnell defeated Mr. Wisker at Clifton, in a short match ; Mr. Macdonnell winning three games, losing none, and one being drawn. We take it, therefore, that Messrs. De Vere, Wisker and Macdonnell will not usually be excluded from any list of the strong players of England, and that any one claiming to be better than they will first have to beat them.

A Handicap Tourney, which has been in progress at the Cambridge University Chess Club has now finished, the victor being, Mr. W. E. Heathcote, of Trinity, who won in the deciding pool, against Mr. R. Fisher, of Trinity Hall (hon. sec. to the Club), and Mr. F. H. Neville, of Sidney.

On Saturday, the 28th November, the return match between the Cheltenham and Birmingham Clubs was played at Cheltenham. The number of combatants was less than usual, through the unavoidable absence of three of the Birmingham players. The result was a drawn battle, as shown by the subjoined score. The play took place at the residence of B. W. Fisher, Esq., of Berkeley Hall, who entertained the Birmingham players to luncheon, and at six o'clock an adjournment was made to accept the hospitality of John Walker, Esq., who had courteously invited the members of both clubs to dinner.

<i>Won.</i>	<i>Cheltenham.</i>	<i>Birmingham.</i>	<i>Won.</i>	<i>Dr.</i>
1	Mr. B. W. Fisher	Mr. John Halford	0 ... —
0	Mr. W. Coates	Mr. J. F. Ryder ...	2 ... —
2	Dr. Philson	Mr. W. A. Baxter	1 ... —
1	Mr. F. Young	Mr. H. E. Syndercombe...	1 ... 1
2	Mr. H. Young	Mr. H. A. Fry ...	0 ... 1
1	Mr. Prowde-Smith	Mr. E. P. Warren	1 ... 1
0	Mr. Whittard	Mr. C. Wallbank...	1 ... —
0	Rev. J. H. C. Baxter	...	Mr. S. G. Kempson	1 ... 1
—			—	—
7			7	4

In our notice of Messrs. Pierce's Supplement, last month, we stated that 39 has a double solution, by 1 R takes Kt. This is an error, and the problem cannot be solved in that way. With respect to the flaw in No. 44, indicated by us, the authors state that this can be remedied by removing the Black Pawn from B 2 to Q 2, and adding a White Pawn at Q 6, while the duality pointed out by us in No. 53, is cured by placing a Black Pawn at K R 3.

The Chess Handicap of the City of London Chess Club has now arrived at a very interesting stage. The pairs in the fourth round, section A, playing for first and second prizes, are Bussy v. Pfahl, Maas v. Wisker or Ballard; Vyse v. Potter, and Stow v. Bird; of these Messrs. Stow and Potter have each won one game. The pairs in the fourth round, section B, playing for third and fourth prizes, are Kunwald v. De Soyres; Chappell v. Norman; Peyer v. Stevens, or Rabbeth; Garraway v. Gumpel; of these Mr. Kunwald has won two games, and lost one, whereby he has thrown out his opponent. When it is remembered that the survivors of the fifth round in section A take the first and second prizes, and in section B will take the third and fourth prizes, the importance of the contests now going on will be easily understood.

In the Junior Handicap of the same club (first and second classes excluded), the following players have won their first round, viz., Messrs. Gastineau, Stevens, Busse, Lowson, Baynes, Peyer,

Kunwald, Edwards, Briant, Taylor, Maas, Mayerhofer, Mainland, G. Smith, Cutler, Gicquel, Ellerton, Herzfeldt, Herbage, J. Hill, G. H. Rippin and Osborn. These, therefore, will play for the first, second and third prizes. The following are losers in the first round, and they will play amongst themselves for the fourth, fifth and sixth prizes, e.g., Messrs. Godfrey, Gumpel, Dyer, Block, Cole, Walker, H. Andrade, Grace, Lindsay, Ifould, N. Andrade, M. Israel, Atkinson, Jennings, Holman, Frühling, H. B. Hill, Rodgerston, Murton, Brodribb, Batt and Leon. The following pairs remain undecided, viz., Rabbeth v. Day and Sonstadt v. Whomes.

We are unable to notice our Exchanges this month, but look forward to the increased facilities which our enlargement will in future afford us in that respect.

REVIEW.

THE CHESS PLAYER'S MANUAL.*

A WRITER who professes to add anything to the literature of a game which stands confessedly without a rival in the list of sedentary amusements, and which, in its high intellectual character, approaches very nearly to the dignity of a science, deserves a cordial welcome and an impartial hearing. At the same time, it is to be remembered that the acquirements necessary for the task are such as few men can be said to possess. A thorough and extensive acquaintance with the works of previous writers, the power to form a just estimate of the value of their opinions and deductions, a practical knowledge of the latest discoveries and innovations in the theory of the game, indomitable patience and industry, an accuracy almost mathematical in analysis, and last, but not the least important, an amount of leisure sufficient for the accomplishment of the work itself;—these, it will readily be admitted, are qualifications seldom, if ever, embodied in their entirety in any one individual player, no matter what may be his position or reputation.

Such, then, being the case, to say nothing of the constant progress that is being made in the theory of Chess, it would be idle to expect anything like absolute perfection in a work of the kind now before us. The question we have to discuss is simply this—Is the book so far a good one as to merit the confidence and support of the Chess Players of this country?

The author of the *Chess Player's Manual* tells us, in the preface to his work, that it is intended “for the use not only of beginners, but also of those who are proficient in the game.” It contains “a comprehensive, and, as far as practicable, an exhaustive analysis of all the openings, both regular and irregular, with the most important modern discoveries that have been made of late years by the leading authorities.” How far the purposes of the author have been attained, and to what extent his expectations have been realised, we shall readily ascertain by proceeding at once to the examination of his theory of the openings, which commences with the well known “Phillidor's Defence” to the Knight's Game:—

- | | |
|-------------|-------------|
| 1 P to K 4 | 1 P to K 4 |
| 2 Kt to B 3 | 2 P to Q 3 |
| 3 P to Q 4 | 3 P takes P |
| 4 Q takes P | |

* “The Chess Player's Manual, a Complete Guide to Chess,” by G. H. D. Gossip, London : George Routledge and Sons. 1875.

Here the author simply tells us that 4 Q Kt to B 3 is the best move for Black, but he fails to examine the consequences arising from 4 B to Q 2, advocated for the second player by no less an authority than Mr. Boden, and adopted in many important match games by Morphy and others. We may mention, *en passant*, that the only objection to Mr. Boden's move is to be found in the following line of play on the part of White, viz. 5 B to Q B 4, which, by the way, is not mentioned in any of the Handbooks. If, in reply to this, Black should play 5 Q Kt to B 3, White rejoins with 6 Q to K 3, followed, if Black play 6 B to K 2, by 7 Q to Kt 3. Nor could Black reply with 6 B to K 3, on account of 7 B takes B, 7 P takes B, 8 Kt to Kt 5, which would give White some scope for attack.

On the variation,

1 P to K 4	1 P to K 4
2 K Kt to B 3	2 P to Q 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 P to Q 4
5 P to K 5	

the author remarks, "We think that 5 P takes P, followed by B to K 3, or P to Q B 4, would also give White a good game." We are, however, decided in favour of the move in the text, which was adopted by Mr. Paulsen in 1863, and ably analysed by Jaenisch in 1870, in the pages of *La Stratégie*. 5 Kt to K B 3, he says, "also deserves attention." This move was suggested by Mr. Staunton, but it is well known that Black obtains an equal game by either 5 K Kt to B 3, or B to K 3. To proceed with the game :—

5 P to K 5	5 P to Q B 4
6 B to Q Kt 5 ch	6 B to Q 2
7 P to K 6	7 B takes B
8 P takes P ch	8 K takes P
9 Kt takes B	

The author here gives 9 Q to K 2 ch for Black, but the more correct play is 9 Q to K sq ch, compelling White to interpose the Queen. It is only fair to add that Heydebrandt objects to the move 9 Q to K sq ch, on account of the following variation :—

10 B to K 3	9 Q to K sq ch
11 Q takes P ch, &c	10 Q takes Kt

We are, however, of opinion that White's attack, powerful though it seems to be, is scarcely sufficient to compensate him for the loss of the piece, and that therefore his best reply to 9 Q to K sq ch is 10 Q to K 2, whereupon Black, by the exchange of Queens, would obtain some freedom from an otherwise cramped position.

In the variation

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

the author of the *Manual* considers 4 B to Q B 4 to be the best move for White, continuing the game as follows :—

4 B to Q B 4	4 P takes K P
5 Kt takes P, and White should win.	

The above move, 4 B to Q B 4 was suggested by Max Lange, and subsequently recommended by the *Chess Player's Magazine*. Black's best reply is not 4 P takes K P, as given in the *Manual*, but 4 Q Kt to B 3, advocated by Neumann and Suhle in the work which they published in 1865 (p. 169). This move was adopted in a consultation game conducted by Messrs. Mongredien and Morphy against Messrs. Medley and Lowenthal, with the following continuation—

5 Q P takes P best	4 Q Kt to B 3
	5 Q P takes P

6 Q takes Q ch
7 Kt takes P

6 Kt takes Q
7 P takes P

and the game was eventually drawn. We therefore consider 4 Q Kt to B 3 far preferable to the very objectionable defence of 4 P takes K P

In variation "D," p. 42, the following moves are given :—

1 P to K 4	1 P to K 4
2 K Kt to B 3	2 P to Q 3
3 P to Q 4	3 P to K B 4
4 P takes K P	4 B P takes P
5 Kt to Kt 5	5 P to Q 4
6 P to K 6	6 Kt to K R 3 best

Here the author states that "if Black should play 6 B to Q B 4, instead of Kt to K R 3, White should win the game, off hand, by playing 7 Kt takes K P, followed by 8 Q to K R 5 ch, or if the Bishop be moved to Q Kt 3, by 8 B to K Kt 5." But he appears to have overlooked a move in reply to 7 Kt takes K P, which at once renders Black's game perfectly safe, viz. 7 B to K 2, a favourite defence in this variation, with Mr. Morphy. The following would then be the probable continuation :—

8 Q to K R 5 ch	7 B to K 2
9 Q to K 5	8 P to K Kt 3
10 Kt to Kt 5	9 Kt to K B 3
11 Q to K 3	10 B to Q 3
12 B to Q 3	11 Q to K 2
13 Q to K R 3	12 Castles
	13 Kt to Q B 3

and Black will regain the Pawn, with a safe game. We were formerly of opinion that Black would lose time in regaining the Pawn, so far advanced, cannot be maintained, while White, with the pieces on the Queen's side undeveloped, can hardly be said to have any real advantage in position.

In dealing with "Petroff's Defence," the author of the *Manual* has altogether omitted to take into consideration the consequences of several most important moves, which are frequently adopted in that opening. For example, in the variation (p. 72) :—

1 P to K 4	1 P to K 4
2 K Kt to B 3	2 K Kt to B 3
3 Kt takes P	3 P to Q 3
4 Kt to K B 3	4 Kt takes P
5 P to Q 4	5 P to Q 4
6 B to Q 3	

he gives only three moves for Black, viz., B to K 2, B to Q 3, and Q Kt to B 3. But, as is well known, Black may also play 6 P to Q B 4, Kt to K B 3, and Kt to Q 3, at this point of the game. In the variation quoted from the *Handbuch* :—

7 Castles	6 Q Kt to B 3
8 P to Q B 4	7 B to K 2

the author recommends for Black the move 8 B to K Kt 5, which is decidedly inferior to 8 Kt to K B 3, given by Heydebrandt, with the following continuation—

9 P to K R 3	9 B to K 3
10 Q to Q Kt 3	10 P takes P
11 Q takes Kt P	11 B to Q 4
12 B takes P	12 Kt to Q R 4
13 B to Q Kt 5 ch	13 P to Q B 3

and Black has a manifest advantage. We may here remark that the 11th move of White, Q takes Kt P, is scarcely so good as B takes P. Even then, however, Black would have an equal game.

In the variation—

1 P to K 4	1 P to K 4
2 K Kt to B 3	2 K Kt to B 3
3 B to B 4	3 Kt takes P
4 Q Kt to B 3	4 Kt takes Kt
5 Q P takes Kt	5 P to K B 3
6 Castles	6 Q to K 2

attention is called to the analysis of this position, published in the *Games of the Chess Congress* (p. 45), in which 7 Kt to K R 4 is indicated as White's best move. The author, however, suggests the following as the proper method of proceeding with the game:—

7 R to K sq	7 P to Q B 3
8 B to K Kt 5	8 P to Q 3
9 B to K R 4	9 B to K 3
10 B takes B	10 Q takes B
11 Kt to Q 4	11 Q to K B 2
12 Q to K Kt 4	12 Kt to Q R 3
13 Q R to Q sq	13 Kt to Q B 2
14 P to K B 4	14 P to K Kt 3

and remarks that, "although the attack has been energetically sustained, and Black's game is somewhat cramped, we believe he ought ultimately to secure the advantage, since he maintains his extra Pawn, and White moreover labours under the disadvantage of a doubled Pawn on the Q B file." This assertion, however, is based upon a line of play which requires some modification. The move 7 P to Q B 3 is, to say the least, objectionable, retarding as it does the development of the pieces on the Queen's side. The more correct play is 7 P to Q 3, and if White should then play 8 Kt to K R 4, the following moves may occur:—

8 Kt to K R 4	8 Q Kt to B 3
9 P to K B 4	9 B to Q 2
10 Q to K R 5 ch	10 K to Q sq
11 Kt to K Kt 6	11 Q to K sq
12 B to Q 3	12 B to K 2

with the better game.

The author's treatment of the "Two Knights' Defence" is also somewhat incomplete. In many important variations the reader is simply referred to other Handbooks. There is, however, an "original variation" as follows:—

1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 B to B 4	3 K Kt to B 3
4 Kt to Kt 5	4 P to Q 4
5 P takes P	5 Q Kt to R 4

Here the move, 6 Q to K 2 is suggested for White, in lieu of the usual moves, 6 B to Kt 5 ch, or 6 P to Q 3, and the game is thus continued:—

6 Q to K 2	6 P to K R 3
7 Kt to K 4 best	7 Kt takes Kt
8 Q takes Kt	8 B to Q 3
9 B to Kt 5 ch	9 B to Q 2
10 B takes B ch	10 Q takes B

and the author of the *Manual* prefers Black's game. This appears to be a rather hasty conclusion, inasmuch as 11 P to Kt 4 wins at least another Pawn, and secures to White the better game, e.g.—

11 P to Q Kt 4	11 Q to Q R 5
----------------	---------------

The only move to avert the loss of the piece.

12 P to Q R 3 best (a) 12 P to K B 4 best
To any other move, White replies with 13 Q Kt to B 3, winning easily.
13 Q takes B P 13 Kt to B 5
14 Q Kt to B 3

and White should win. We may add that should Black play 13 B takes P, White rejoins with 14 Q to K 4, followed by Q Kt to B 3, with an easily won game.

(a)

12 P to Q B 3

12 Kt to Kt 6

13 Q to B 2

13 Kt to B 4

and White's game is scarcely so good as in the preceding variation,

In the variation "C" (Game II., p. 106)

1 P to K 4

1 P to K 4

2 K Kt to B 3

2 Q Kt to B 3

3 B to B 4

3 K Kt to B 3

4 P to Q 4

4 P takes P

5 Castles

5 Kt takes K P

the author gives, as a move which may be played by Black, 5 B to B 4, but makes no mention of 5 B to K 2, a move which occurred in a game between Messrs. Rosenthal and Neumann (*Neue Berliner Schachzeitung* 1867, p. 367). In reply to 5 B to Q B 4, he suggests 6 P to K 5. The more correct line of play is—

6 R to K sq

6 Castles

7 P to K 5

7 P to Q 4, with a good game.

The author's continuation is as follows:—

6 P to K 5

5 B to Q B 4

7 P takes Kt

6 P to Q 4

8 R to K sq ch

7 P takes B

9 B to K Kt 5

8 K to B sq best

10 B to K R 6 ch

9 P takes P

11 Q Kt to B 3

10 K to Kt sq

12 Q Kt to K 4

11 B to K B 4

12 B to K B sq

and he remarks that "13 Kt to K R 4 will render Black's game exceedingly difficult." In proof of which he subjoins the following "original variation":—

13 Kt to K R 4

13 B takes Q Kt

14 R takes B

14 B takes B

15 Q to K Kt 4 ch

15 K to B sq, &c.

Instead of this, however, we should prefer 15 B to K Kt 4, when the game would probably be continued thus:—

16 P to K B 4

15 B to K Kt 4

17 Q to Kt 3 best

16 P to K R 4

18 Q R to K sq

17 Q to Q 4

19 P takes B

18 K to B sq

19 P takes P

and Black should win.

The author of the *Manual* also gives a sub-variation as follows:—

14 B takes B

14 K takes B

15 R takes B

which "yields White a preferable game." But he overlooks an obvious reply on the part of Black, viz. 14 P to K B 4, which wins a piece, and does not, therefore, yield White "a preferable game."

In the same "original variation," he also states that 13 B takes B, instead of 13 Kt to K R 4, gives to White a "tremendous attack," and endeavours to maintain the assertion by the following line of play:—

13 B takes B

13 K takes B

14 Q to Q 2

14 R to K Kt sq

15 Q to K R 6 ch

15 R to K Kt 2

16 Kt takes B P

15 Q to Q 3

17 Kt to K Kt 5, &c.

But why should' Black play a move so inferior as 14 R to K Kt sq? The more correct mode of procedure is—

15 Q R to Q sq (a)	14 P to K R 4
16 Q to K B 4	15 B to K Kt 5
17 Q takes B	16 B takes Kt 17 R to K R 3

and we fail to perceive anything like a "tremendous attack" on the part of the first player.

(a)

15 Q to K B 4	15 B takes Kt
16 R takes B	16 Q to Q 3

and Black's game is by no means hopeless.

In the "Knight's Game of Ruy Lopez" we find several most important variations omitted. The author tells us that in this opening "the counter-attack, 3 P to K B 4, yields the second player a very inferior game in the opinion of most authorities." True, but for the sake of the student, it is to be regretted that the analysis given in the pages of the *Manual* should be so incomplete. The position arises from the following moves:—

1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 B to Kt 5	3 P to K B 4

and while the author mentions 4 Q to K 2 and 4 P to Q 4 as legitimate methods of procedure for White, he quite ignores the other well-known moves, P takes P, B takes Kt, and Q Kt to B 3, which certainly ought to have been given in a work of such pretensions as the *Chess Player's Manual*.

The chapter devoted to the "Queen's Bishop's Pawn's Game" is carefully prepared, and, with the exception of the omission of one important defence, viz. 3 P to Q 3, may be said to be tolerably complete.

In the "Evans Gambit"—

1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3.
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to Q B 3	5 B to B 4
6 Castles	

we notice the absence of any analysis of 6 Q to K 2, a move adopted, we believe, by the second player, in a game between Prince Ouroussoff and Mr. Hirschfeld, and which requires very careful play on the part of White, to ensure the better game.

In the "Normal Position" arising from—

6 P to Q 3	
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3

the author states that White has four approved modes of carrying on the attack, but he entirely omits to notice the variations springing from 9 R to K sq, B to K 3, and P to Q R 4. He cursorily dismisses 9 P to K 5 as inferior, on account of Black's reply, 9 B to Kt 5, a reason we can scarcely regard as valid. The fact is that 9 P to K 5 is decidedly objectionable, not on account of 9 B to Kt 5, but because of the far more telling reply 9 P to Q 4, which at once neutralised the force of White's attack.

The author appears to have bestowed considerable care on the compilation of the "Allgaier Gambit," which is almost exhaustively treated; and, being comparatively free from such errors as we have been reluctantly compelled to point out as occurring in other openings, may be studied with advantage.

In the "Cochrane Gambit"—

1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 K Kt to B 3	3 P to K Kt 4
4 B to B 4	4 P to Kt 5
5 Kt to K 5	5 Q to R 5 ch
6 K to B sq	6 P to B 6

the author of the *Manual* quotes the remarks of Jaenisch, that "Salvio played this Pawn forward only on the following move, yet all the merits of that discovery revert to that celebrated author, &c." But Jaenisch seems to have overlooked the fact that the force of P to K B 6, on Black's sixth move, was only fully appreciated by Mr. Cochrane, who regarded it as far superior to the *soutie* of the K Kt, an opinion fully endorsed in the latest edition of the *Handbuch*, pp. 438-41, and confirmed by the results of many games played by us with that distinguished amateur. We are told, however, in the *Manual*, that "'The Cochrane Gambit,' consisting, as it does, in a mere transposition of moves, cannot be considered in the light of a discovery or an invention." And further on, "he" (Mr. Cochrane) "cannot be said to have made an important, or even an original discovery in this opening." Now, in the first place,—as we shall presently show—"the Cochrane Gambit" does not consist in a mere transposition of moves; and, in the second, the author of the *Manual* appears to forget that the credit of having discovered the force of any particular line of attack or defence is due, not so much to the player who may have been the first to suggest or adopt the move which leads to it, as to the one who, by constant practice and careful analysis, brings it, with its many variations, prominently before the notice of the Chess World. "Philidor's Defence," for example, was not the invention of Philidor, but was suggested by Ruy Lopez in 1561. The "Scotch Gambit," too, was indicated by Lolli in 1763. But it was subsequently shown, by the French master, that no small merit underlies the defence which bears his name, while the "Scotch Gambit" was little known and rarely played until the famous match, by correspondence, between the Clubs of Edinburgh and London.

On page 560 of the *Manual*, we are told that 6 Kt to K R 3, i.e. the "Salvio Gambit," is unanimously admitted to be Black's best play by all the authorities." Such "authorities," however, as Lewis, Ghulam Kassim, Heydebrandt, and also, we believe, the late Mr. Staunton, may be cited in opposition to this opinion. We may add, that in the match between Messrs. Anderssen and Steinitz (see *Transactions of the British Chess Association*, 1868), Mr. Anderssen adopted the defence of 6 Kt to K R 3 in four games, three of which he lost, while in the fourth Mr. Steinitz sacrificed a piece on his 13th move, without any absolute necessity. Taking these results in connection with the fact that Heydebrandt, in the latest edition of the *Handbuch*, almost invariably gives Black the better game when adopting the defence of Mr. Cochrane, viz. 6 P to K B 6, there will, we think, be no difficulty in deciding which of the two Gambits in question is the more preferable for the second player. There is, moreover, this additional objection to the move 6 K Kt to R 3, that the Knight's power on that square is much less than when played to K B 3, nor is the move 6 K Kt to R 3 necessary for the protection of the menaced K B P, for Salvio and others have shown that it cannot be captured with safety by either Knight or Bishop, and Salvio himself, so far from considering 6 K Kt to R 3 to be the best move, says of 6 K Kt to B 3 that "this move, though it appears highly exceptionable, (*stravagante*) is both sound and good." We may add that Mr. Cochrane almost invariably plays the Kt to B 3 after 6 P to B 6, and we cannot, therefore, agree with the author of the *Manual*, when he states that the "Cochrane Gambit" consists merely in a "transposition of moves."

We are unable, from want of space, to enter into a detailed examination of all the openings as they are presented in the pages of the *Chess Player's Manual*; but enough has probably been said to enable the reader to draw his own conclusions as to the merits or demerits of the work in question. We are bound, however, to call attention to two most serious defects, which cannot but detract largely from the usefulness of the book. The important opening known as the "Centre Gambit," including of course the "Danish Gambit," has been, for what reason we cannot divine, altogether omitted. There is also a lamentable absence of any explanation of the theory of end-games, and without this no

work on Chess can possibly be considered complete. *Walker's Art of Chess Play*, *Staunton's Handbook*, *Boden's Popular Introduction to Chess*, to say nothing of the *German Handbuch*, would surely have afforded ample materials for the compilation of a chapter on so important a branch of Chess study. Had such a chapter been given, even though it necessitated the exclusion of many of the author's "model games," we should have considered the *Chess Player's Manual* worthy of greater commendation at our hands than, in its present condition, we can conscientiously bestow. It is only fair to add, that the work is copiously illustrated with diagrams, and that the printing, binding and general appearance of the book are so unexceptionable as to reflect the greatest credit upon the enterprising publishers who have taken the work in hand.

J. LOWENTHAL.

ANSWERS TO CORRESPONDENTS.

Problems received, with thanks, from A. Cyril Pearson, W. T. Pierce, R. P. Fox, E. N. Frankenstein, F. W. Martindale, F. M. Teed, G. W. Farrow, J. F. Moon, F. H. Bennett, J. E. Vernon, T. Tarrant and C. W. of Sunbury.

F. M. TEED.—If Black play 1 R to K 5, the sui-mate cannot apparently be compelled.

S. G. KEMPSON.—Greatly obliged for the information.

W. TASKER, Honorary Secretary Old Change Chess Club.—Thanks. We shall be glad to hear further from you concerning the doings of your newly established Club, to which we wish every success.

—, Birkenhead.—The envelope contained no enclosure, so that we do not even know our correspondent's name.

A. STEINKUHLER, Manchester.—Received with thanks. We hope that next month you will be able to report progress.

J. TARRANT, Honorary Secretary International Chess Club.—You will observe we have complied with your request. We shall be glad to have information from you, from time to time, respecting the proceedings of your Club.

REV. J. E. V.—Of course White is always south, and Black north. The colours invariably occupying those respective positions—in problems, scarcely require to be indicated at all. However, we must admit that compositorial ingenuity was too much for us this time. Your initial move in the solution of Mr. Pavitt's problem is quite correct, but you will observe that if Black plays 1 Kt takes B, mate does not follow immediately, as after the check with the Kt, Black replies K takes P, whereupon White mates with Q at Q 7.

MAX JUDD (Saint Louis, U. S. A.)—Thanks for your polite letter and enclosed game. Kolisch did not play any game of Chess during his late short stay in London. There was, at the time, a match talked of with Steinitz, but nothing came of it. We are glad that you think of challenging Hosmer; such an encounter would be very interesting.

We have received "THE CHESS OPENINGS," by MR. R. B. Wormald, published by W. W. Morgan, 67 Barbican, London.

* * * All communications respecting Subscriptions and Advertisements to be addressed to W. E. Vyse, Secretary to the CITY OF LONDON CHESS MAGAZINE, 31 and 33 Knight Rider Street, E.C.

SOLUTIONS TO PROBLEMS.

No. 81.

WHITE.

- 1 R to Kt 3
- 2 B, Q or Kt mates accordingly

BLACK.

- 1 Anything

No. 82.

- 1 Q to K R sq
- 2 Mates accordingly

- 1 Anything

No. 83.

- 1 Q to K Kt 7
- 2 Kt checks
- 3 Q to Q 7 mate

- 1 Kt takes B (a)
- 2 K takes P

(a)

- 2 Kt checks
- 3 Q mates accordingly

- 1 R moves
- 2 Aught

No. 84.

- 1 Q to K B sq
- 2 Q to R 6 ch
- 3 B mates

- 1 K to Kt 2
- 2 K takes Q

2 Q to R 6 ch, &c.

If 1 B moves

No. 85.

- 1 B to Q B 6
- 2 Q to Q B 4
- 3 Mates accordingly

- 1 R to R 2
- 2 Anything

No. 86.

- 1 B to B 7
- 2 Kt to Kt 3
- 3 R mates

- 1 B takes B
- 2 Plays

No. 87.

- 1 B to Q 3
- 2 B to K 4 ch
- 3 R mates

- 1 P to B 5 (a)
- 2 K moves

(a)

- 2 B to B 4 ch
- 3 Kt to K 3 mate

- 1 Kt takes Kt P
- 2 K takes B

No. 88.

- 1 R to Q B 6
- 2 Q to K R sq
- 3 Kt to K B 3 ch
- 4 Q mates accordingly

- 1 B to Q 8 best
- 2 K to K 4 or P to K 7 (a)
- 3 Any move

(a)

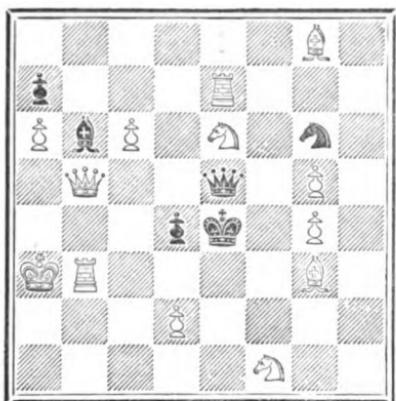
- 3 Kt to Q B 2 ch
- 4 Q or P mates

- 2 Kt to K Kt 4 or K 4
- 3 Plays

PROBLEMS.

No. 89.—By F. H. BENNETT.

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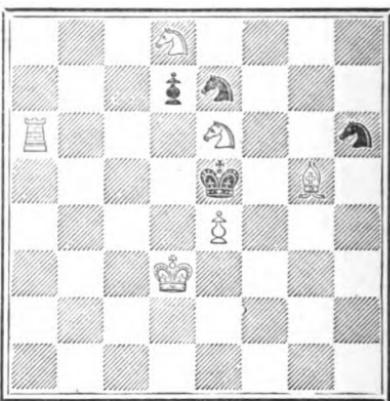


WHITE.

White to play and mate in two moves.

No. 90.—By J. J. WATTS.

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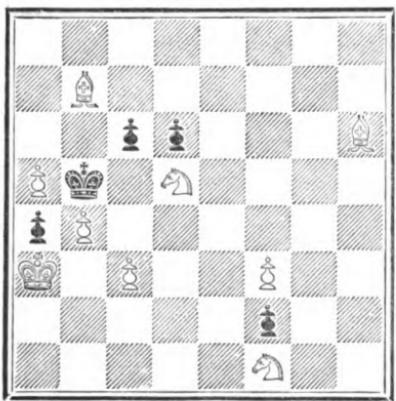


WHITE.

White to play and mate in two moves

No. 91.—By A. CYRIL PEARSON.

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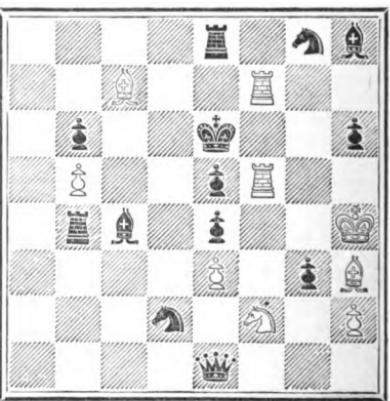


WHITE.

White to play and mate in three moves.

No. 92.—By P. K., of Wurtemberg.

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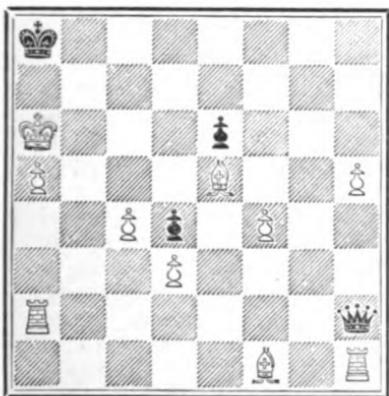
WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 93.—By E. N. FRANKENSTEIN.

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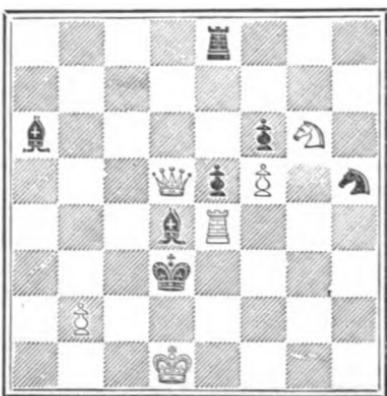


WHITE.

White to play and mate in three moves.

No. 94.—By G. W. FARROW.

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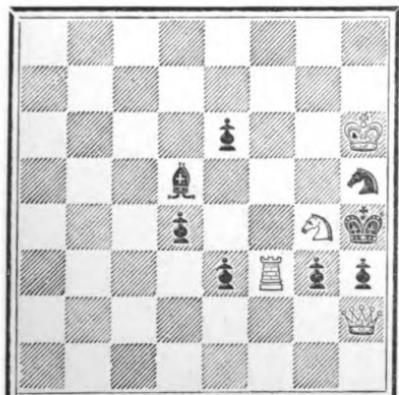


WHITE.

White to play and mate in three moves.

No. 95.—By C. W., of Sunbury.

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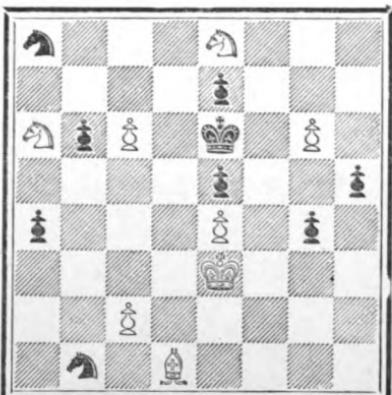


WHITE.

White to play and mate in three moves.

No. 96.—By T. TARRANT.

BLACK.



WHITE.

White to play and mate in four moves.

THE ANTIQUITY OF CHESS.

A WRITER in the *Quarterly Review*, for April 1874, mentions the antiquity of pieces of papyrus in the British Museum, and states that they are considered to belong to the age of Moses, and that upon one of them is depicted a lion playing, at a game resembling Chess, with a gazelle. This would seem a subject worthy of being investigated in the Notes and Queries column of the *Glasgow Herald*.

The annual general meeting of the members of the City of London Chess Club will take place at the Club Rooms, in Knight Rider-street, on Friday the 8th instant, at 8 o'clock p.m., for the election of officers for the ensuing year, and for the general despatch of business.

We learn, from the *Chess Record*, that the newly organised Philadelphia Chess Club held its first meeting in its splendidly furnished rooms, at No. 10 West Penn-square, on the evening of the 14th of December. There was a large attendance of members, and the proceedings were characterised by much enthusiasm. After the adoption of a constitution and the election of a board of managers, there was an eloquent address from the President, J. M. Bennett, Esq. The new club appears to be in a very prosperous condition, and we sincerely hope that it will have a successful career.

From the *Leader* we receive information of a very peculiar contest, going on at the Melbourne Chess Club, in the shape of a match between the married and single members. Perhaps family cares have had an effect upon the play of the Benedictines, for, so far, they were behindhand, the score standing, single 5, married 3, drawn 1.

GAME 93.

Played by Correspondence.

Allgaier Gambit.

White.

Mr. W. T. PIERCE.

- 1 P to K 4
- 2 P to K B 4
- 3 Kt to K B 3
- 4 P to K R 4
- 5 Kt to K 5
- 6 B to B 4
- 7 P to Q 4
- 8 Kt to Q B 2
- 9 Castles

Black.

Miss RUDGE.

- 1 P to K 4
- 2 P takes P
- 3 P to K Kt 4
- 4 P to Kt 5
- 5 P to K R 4 (a)
- 6 R to R 2
- 7 Q to K B 3 (b)
- 8 Kt to K 2
- 9 B to R 3

White.

10 Q B takes P (c)
 11 P to K Kt 3
 12 K to Kt 2
 13 B takes P ch
 14 Kt takes R
 15 Kt to Q Kt 5 (g)
 16 K to R 2
 17 K takes B
 18 K to R 2
 19 Kt takes P ch
 20 Kt to Q 6 ch
 21 R to B 8 ch
 22 R takes Kt ch
 23 Kt to Kt 5 ch
 24 Q to Q 6 ch
 25 P to R 4 ch
 26 R takes Kt

Black.

10 B takes B
 11 B to K 6 ch (d)
 12 Q to R sq (e)
 13 R takes B (f)
 14 Q takes P
 15 Q takes P ch
 16 B to Kt 8 ch (h)
 17 Q to K 6 ch
 18 Kt to R 3
 19 Kt takes Kt
 20 K to Q sq
 21 Kt to K sq
 22 K to B 2
 23 K to B 3
 24 K takes Kt
 25 K to B 5
 Resigns.

NOTES BY J. H. ZUKERTORT.

(a) This defence was chiefly developed by Kieseritzsky, and was very much favoured in the fifth and sixth decennium of our century. I cannot recommend it; the second player has a difficult game, with no more chance than to draw it.

(b) The Russian masters introduced this move instead of the usual one of 7 P to B 6.

(c) Providing White with a strong attack, the defence to which is no doubt difficult.

(d) Miss Rudge should have sacrificed the Queen here by 11 B takes Kt, obtaining thereby Rook and two minor pieces by way of compensation; still her position would scarcely appear satisfactory afterwards.

(e) Mr. Pierce gives here the following variation:—

13 B takes P ch
 14 R takes R
 15 R takes Kt ch
 16 Kt to Q 5 ch
 17 Kt takes Q B P ch
 18 Q to K B sq
 19 Kt to Q 5 ch
 20 Kt takes B and wins.

[If 12 Q to Q Kt 3
 13 R takes B
 14 Q to K R 3 (A)
 15 K takes R
 16 K to K sq best (B)
 17 K to K 2 best
 18 Q to K Kt 2
 19 K to K sq]

15 Q to K B sq

(A) 14 Q takes Q P
 15 B to K R 3, and White mates in three moves.

(B)

16 K to K 3
 17 Q to K Kt 2

17 Q to K B sq

18 Q to K B 5 ch, and mate in two moves.

[Mr. Pierce states that the merit of this variation is due to Mr. W. Nash.]

(f) If 13 K to Q sq, White can proceed with 14 B takes P.

(g) Mr. Pierce remarks here that this move gives White a won game.

(h) This and the following move are played to save the Queen, which is threatened by Kt to Q 6 ch. If 16 Q to B 3, White wins, of course, by 17 Kt takes P ch, Q takes Kt, 18 Kt to Q 6 ch.

GAME 94.

Played in the match between Herr Steinitz and Mr. Bodé.

Queen's Gambit declined.

Remove White's King's Knight.

White.	Black.
Herr STEINITZ.	Mr. BODÉ.
1 P to Q 4 (a)	1 P to Q 4
2 P to Q B 4	2 P to K 3 (b)
3 Q Kt to B 3	3 K Kt to B 3
4 P to K 3	4 B to K 2 (c)
5 B to Q 3	5 Q Kt to B 3 (d)
6 P to B 5	6 B to Q 2
7 P to Q R 3	7 P to K 4
8 Kt to K 2	8 P to K 5
9 B to B 2	9 P to K R 4 (e)
10 P to Q Kt 4	10 P to Q R 3
11 B to Q 2	11 B to K 3 (f)
12 P to Q R 4	12 Castles
13 Kt to K B 4	13 B to Kt 5 (g)
14 P to K B 3	14 P takes P
15 P takes P	15 P to K Kt 4 (h)
16 Kt to Kt 2 (i)	16 B to R 6
17 Q to K 2	17 R to K sq
18 Castles Q R	18 K to R sq
19 K R to K Kt sq	19 P to Q Kt 4
20 P to R 5	20 B to K B sq
21 Q to Q 3	21 Kt to K 2
22 P to K 4	22 P takes P (j)
23 P takes P	23 B to R 3
24 Kt to R 4 (k)	24 B to Kt 5
25 P to K 5	25 P takes Kt (l)
26 B takes B	Resigns (m)

NOTES BY W. N. POTTER.

(a) This form of opening is well suited to the odds of the K Kt.

(b) P to K 4 is better, as, with a piece minus, the first player cannot exchange Queens with advantage.

(c) Playing for safety is very unsafe against a strong odds giver. The second player should open his game, and try to make use of his extra piece. 4 P to Q B 4, followed by 5 Kt to Q B 3, was the proper style here.

(d) It is one of the principles of the game, in positions of this kind, that the Knight can rarely, with advantage, be played in front of the Q B P. The present instance is no exception to the general rule.

(e) A rash adventure, promising nothing. 9 P to Q R 4 was the proper play.

(f) Evidently not knowing what to do, and certainly there is very little open to him. Perhaps 11 B to K Kt 5 was as good as anything.

(g) We could not have made this third melancholy move with this Bishop, but would have played P to K Kt 3, and stood the consequences.

(h) Bold, but not a bad idea under the circumstances.

(i) 16 P takes B would seem to give a tempting attack, but a broken up position might have been the result, and Herr Steinitz, with his usual sound insight, preferred a more prudent tack.

(j) Black is in a terrible plight. 22 Q to Q 2 was the only move that gave him the slightest chance.

(k) White could win a piece, but prefers following up his attack. The object of playing the Kt to R 4, is to enable him—if Black do not take same—to move P to K 5.

(l) B takes R is useless. White simply retakes with K, and all is over.

(m) The following continuation shows how White would have won:—

27 B to Kt 7 ch	26 B to B 4
28 Q takes B ch	27 K to R 2
29 B takes Kt ch	28 Kt takes Q
30 B takes Kt dis ch	29 K to Kt sq
31 B to R 7, and mates in two more moves.	30 K to B sq

Mr. Bodó has scarcely done himself justice in this game, while, on the other hand, Herr Steinitz's play has been characterised by that well balanced judgment which forms the most prominent feature of his style.

GAME 95.

Played in the City of London Chess Club Handicap, at the odds of Pawn and move.

Remove Black's King's Bishop's Pawn.

White.

- Dr. BALLARD.
- 1 P to K 4
 - 2 P to Q 4
 - 3 P to Q 5 (a)
 - 4 Q B to Kt 5
 - 5 B to K 2
 - 6 Kt to K B 3
 - 7 Kt to K R 4 (c)
 - 8 P to K R 3
 - 9 B takes Q Kt
 - 10 B to K Kt 5
 - 11 B takes B
 - 12 Q to Q 2
 - 13 P to Q B 4
 - 14 Kt to Q B 3

Black.

- Mr. WISKER.
- 1 Kt to Q B 3
 - 2 P to K 4
 - 3 Q Kt to K 2
 - 4 P to Q 3
 - 5 Q to Q 2 (b)
 - 6 Kt to Kt 3
 - 7 K Kt to K 2
 - 8 Kt takes Kt
 - 9 Kt to Kt 3
 - 10 B to K 2
 - 11 K takes B (d)
 - 12 P to K R 3
 - 13 R to B sq
 - 14 Kt to K B 5

White.

15 Castles (Queen's side)
 16 B to K Kt 4
 17 P to K Kt 3
 18 P takes B
 19 P to B 4
 20 Q R to B sq
 21 R to B 2
 22 Q to K 3
 23 P to Q Kt 4
 24 P to Q R 4
 25 K to Kt 2
 26 P to Q Kt 5
 27 P to K B 5
 28 P to Kt 5 (f)
 29 Q takes P
 30 P to Kt 4
 31 Q to K 3
 32 R takes R
 33 P to B 6
 34 Q to B 3
 35 Q to B 5 ch
 36 P to B 7
 37 Q to B 6 ch

Black.

15 K to B 2 (e)
 16 Q to K 2
 17 B takes B
 18 Kt to Kt 3
 19 K to K sq
 20 K to Q 2
 21 Q R to K sq
 22 P to Kt 3
 23 P to Q R 3
 24 R to Q R sq
 25 P to Q R 4
 26 R to B 3
 27 Kt to R sq
 28 P takes P
 29 R to K Kt sq (g)
 30 Kt to B 2 (h)
 31 R to R 3
 32 P takes R (i)
 33 Q to B sq
 34 Kt to Kt 4 (j)
 35 K to Q sq
 36 R to Kt 2
 37 Resigns

NOTES BY W. N. POTTER.

(a) P takes P, followed by P to K B 4, and B to Q B 4, is the best play at this point.

(b) Black is afraid to move Kt to K B 3, on account of B takes Kt, followed by B to Q Kt 5 ch, for he must then cover with his B, which, being taken, would leave him with a weak spot at K 3. However, we should consider 5 P to Q R 3, a better move than that in the text.

(c) Strongly played. Very embarrassing this for the second player.

(d) Too venturesome against such a careful opponent. Kt or Q takes B, was evidently the correct play here.

(e) If 15 Kt takes P, White replies 16 Q R to Kt sq, Kt to B 5 (for he cannot take B P with R, on account of the response of R to R 2), 17 R takes P ch, followed by 18 B to Kt 4, White evidently, in that case, retains a much superior game; still, we should prefer that line of play for Black as affording the only chance of loosening the position.

(f) The series of moves which have led to the present position, has been played by Dr. Ballard with a really first-class judgment, for, while making himself safe against unfavourable chances, he has secured a superiority likely to lead to ultimate victory.

(g) 29 R to K R 3 would have been immediately disastrous, on account of the reply 30 P to B 6.

(h) R to R 3 was now, we think, Black's best move, as giving him a chance of utilising his K Kt P against the threatened breach. In fact, we doubt

whether Dr. Ballard was not premature in advancing his Pawn to Kt 4. To be sure, it made him safe against any unlooked for turn of fortune, but Kt 4, in view of certain eventualities, was a square it was better if possible to keep unoccupied.

(i) Kt takes R was doubtless preferable.

(j) Evidently an oversight. R to Kt 4 gave some chance of a draw, and at any rate would have made the work of winning a prolonged and tedious affair, as White would have had to bring his King round to the K side, and forced the change of Queen and Rook before he could have done anything.

GAME 96.

Played, by Correspondence, between Mr. T. A. Collins and Herr Hoffer.

Giuoco Piano.

White.

T. A. COLLINS.

- 1 P to K 4
- 2 Kt to K B 3
- 3 B to B 4
- 4 P to B 3
- 5 P to Q 4
- 6 P takes P
- 7 B to Q 2
- 8 Q Kt takes B
- 9 Kt takes Kt
- 10 B to Q 3
- 11 B takes P
- 12 Q to Q Kt 3 (a)
- 13 Castles K R
- 14 Q R to Q sq
- 15 Q takes Q (d)
- 16 B to Kt sq
- 17 R to Q 3
- 18 R to Kt 3 (e)
- 19 R takes B
- 20 K R to Q sq
- 21 P to Q Kt 3
- 22 K to B sq
- 23 P to Q R 4 (g)
- 24 P takes P
- 25 R to Q R 3 (h)
- 26 R to B 3
- 27 R takes R
- 28 K to K sq
- 29 R takes R
- 30 B to B 2

Black.

Herr HOFFER.

- 1 P to K 4
- 2 Kt to Q B 3
- 3 B to B 4
- 4 Kt to B 3
- 5 P takes P
- 6 B to Kt 5 ch
- 7 B takes B ch
- 8 Kt takes K P
- 9 P to Q 4
- 10 P takes Kt
- 11 Kt to K 2
- 12 Castles
- 13 P to Q B 3 (b)
- 14 Q to Kt 3 (c)
- 15 P takes Q
- 16 B to Kt 5
- 17 Kt to Q 4
- 18 B takes Kt
- 19 K R to K sq
- 20 R to K 7
- 21 Q R to K sq
- 22 P to Q Kt 4 (f)
- 23 P takes P
- 24 R to Kt 7
- 25 R from K sq to K 7
- 26 R takes P ch
- 27 Kt to K 6 ch
- 28 Kt takes R
- 29 Kt takes R
- 30 K to B sq and wins (i)

NOTES BY J. H. ZUKERTORT.

(a) The first eleven moves of this game are identical with the beginning of the third variation in my analytical article on this opening (see p. 170 of this Magazine); here I give 12 Castles, Castles, 13 Q to Kt 3, which is evidently but a transposition of moves.

(b) 13 R to Kt sq, as given in my analysis, is certainly not inferior.

(c) Necessary to prevent the threatened advance of the Q P.

(d) Better was 15 Q to B 2. After this exchange White's prospects are very poor.

(e) Losing time. It was better to develop the K Rook.

(f) A powerful advance, preventing, after B to Q 3, the continuation B to B 4, and threatening P to Kt 5, followed up by Kt to B 6. Black plays the end game very well indeed.

(g) This advance leads to a second isolated Pawn, but I do not think that White had any good move at his disposal. If 23 P to Q R 3, Black proceeds with R to Kt 7, 24 P to Q Kt 4, R from K sq to K 7, 25 K to Kt sq best, R from Kt 7 to Q 7, &c.

(h) This move leads to the loss of a Pawn, but White has no move to preserve his Pawns.

(i) The game may be prolonged for many moves, but its result is inevitable. One of the many continuations which could happen may be given:—

31 K to Q 2
32 K to B 3
33 B to K 4
34 P to R 3

31 Kt to B 5 ch
32 Kt to K 6
33 K to K 2

If 34 K to Q 3, Kt to Kt 5, 35 P to R 3, Kt to B 7 ch, &c.

34 K to Q 3

35 P to R 5

If 35 K to Q 3, Kt to Q 8, 36 K to B 2, P to K B 4, 37 B takes Q B P, K takes B, 38 K takes Kt, K to Q 4, &c.

36 B to B 3
37 K to Q 3
38 K to B 4
39 P takes P
40 B takes Kt
41 K to Kt 5
42 K to Kt 6
43 K takes P
44 P takes P
45 P to R 6
46 P to R 7
47 P Queens

35 P to K B 4
36 P to K Kt 4
37 Kt to Q 4
38 P to Kt 5
39 P takes P
40 P takes B ch
41 P to R 4
42 P to R 5
43 P to R 6
44 P takes P
45 P to R 7
46 P Queens
47 Q to Kt 8 ch

Mating in seven more moves.

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