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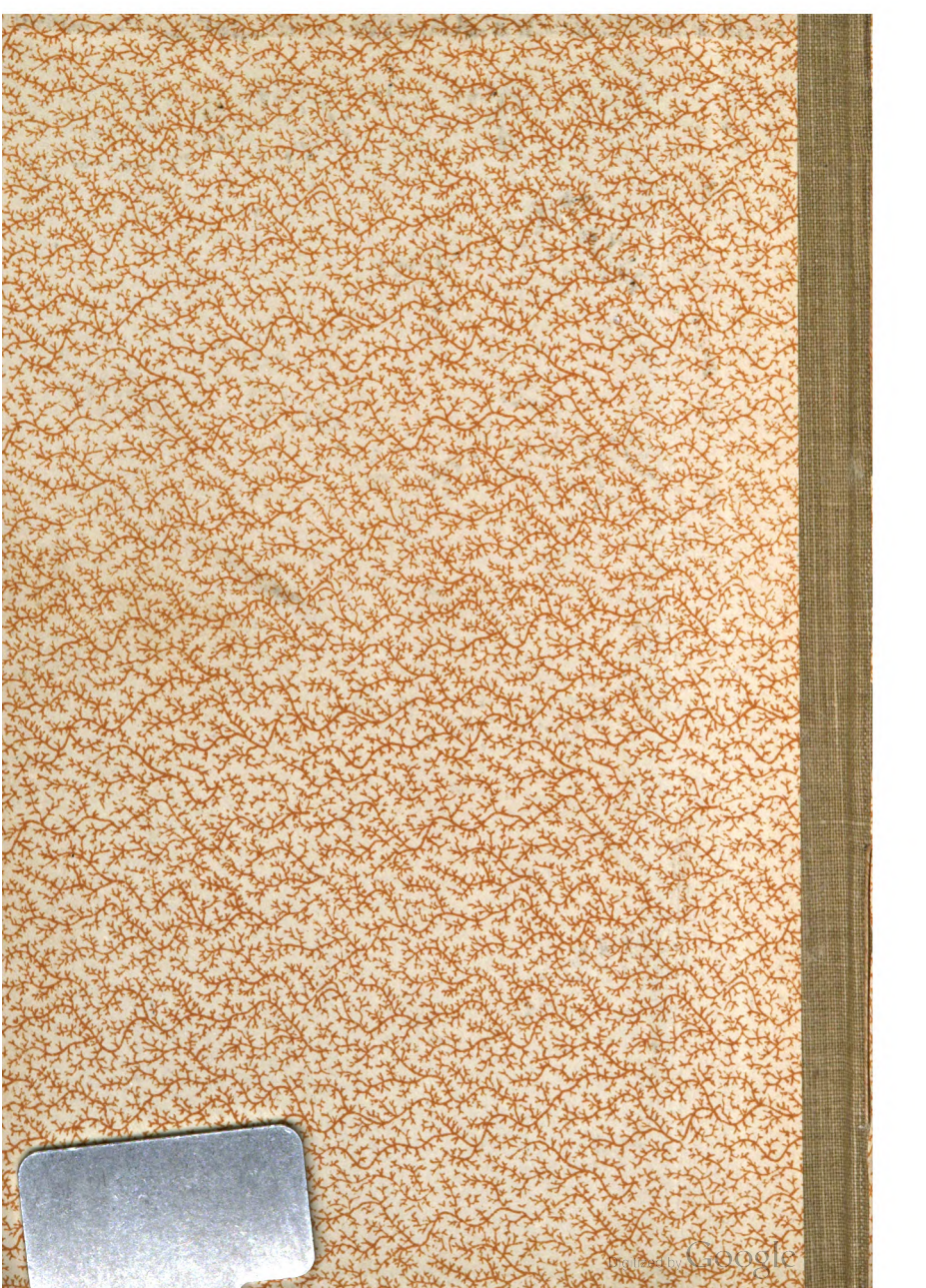
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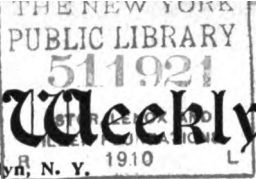
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Chess weekly

Chess weekly



Chess



The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

November 28, 1908.

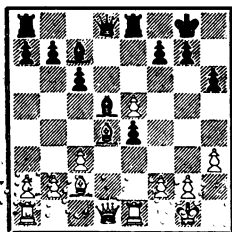
No. 1.

THE support and appreciation that has been accorded to the **CHESS WEEKLY** during its brief existence—it being now just six months old—has amply justified our belief that a live Weekly Journal would meet with a liberal patronage from the American Chess public.

When we first launched the enterprise, we were well aware of the not unnatural distrust which the tragic history of American Chess-publications has engendered in the mind of the average chess player towards a new-comer in the field, and while we expected to live it down in time it was very gratifying to find so many ready to accept our magazine in good faith and willing to support it from the beginning.

The original size of the publication was determined on partly on account of its convenience and partly as a matter of economy in the event of our having to support it for a long time; but in view of its popularity and our avowed intention to progress forward we have enlarged the magazine so that while it still retains the convenience of the pocket-form, its capacity is materially increased, the type is larger and less trying to the eyesight, the size better adapted to binding and the general appearance of the magazine greatly enhanced. We trust that this change will meet with the approval of our patrons and we promise then other desirable changes will be made from time to time.

It is refreshing to find so staunch an advocate of the Modern School as Dr. Tarrasch hinting that the Chess public who supply the funds for the international tournaments may have any preference in the matter of the kind of chess they get for their money. It is refreshing, too, to find him noting the absence of some desirable feature in such chess as the Maroczy-Teichmann game at Prague, 1908, which ran on as follows: 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. Kt-B3, Kt-B3; 4. B-Kt5, B-Kt5; 5. Castles, Castles; 6. P-Q3, P-Q3; 7. Kt-K2, Kt-K2; 8. Kt-Kt3, Kt-Kt3; 9. P-QB3, B-R4; 10. P-Q4, P-B3; 11. B-Q3, R-K; 12. B-B2, B-B2; 13. P-KR3, P-KR3; 14. R-K, B-K3; 15. B-K3, P-Q4; 16. KtxP, KtxKt; 17. PxKt, KtxP; 18. KtxKt, PxKt; 19. B-Q4, B-Q4.



At this point the contestants agreed on a draw, probably because they had become weary of mimicking each other. The position looks more like a pretty oilcloth pattern than the ending of a game of chess, and Dr. Tarrasch, commenting on the play remarks that, "Were such caricatures of a chess game to occur often the chess public would cease to contribute to the prize funds of our international tournaments."

Now, while it would be unfair to characterize all modern chess as dull and uninteresting, the fact must be generally recognized—painfully so, by the discriminating chess editor—that real interesting and "chessy" games are becoming wofully scarce. If chess is to remain a game and be more interesting than the multiplication table it must contain the entertaining quality of uncertainty. The chess public will never become enthusiastic over a style of combination play involving nothing more than a "strategic weakness," say, the doubling of a pawn in ten moves, and the sooner the professional chess players understand this the better for the game and for themselves. For it must not be supposed that the prevailing dullness of modern master play is the inevitable result of their superior knowledge of chess, any more than the dullness of a boxing bout wherein the contestants devoted their energy solely to keeping out of each others' reach could be said to instance a natural development of skill; the tendency is merely the outcome of a style made fashionable because of its small risks and greater efficiency in match play where a point to the good is the chief aim and where mere physical endurance may be as much of an asset as chess genius. That this style is a matter of preference and not a natural development has been amply proved by Pillsbury, Charousek, Blackburne and others. The Great Pillsbury was in point of soundness the equal of any chess master living, but no one could accuse him of dullness, for his daring and genius made every game he played a delight to the chess world.

It is to be hoped that chess publications that, like the masters, derive their support from the public's desire for entertainment, will protest against a style which threatens to make our noble game merely a precise and dry mathematical formula. Such inane "woodshifting" as the above example will never appeal to the average chess player, but will, if persisted in, surely destroy that general interest in the game which is the chief asset of the chess master.

A subscriber requests us to publish the moves leading up to the "Tar-trap" in the Ruy Lopez and also asks whether Tarrasch tried it on Lasker in their recent match. There are two traps in the Lopez, both the invention of Dr. Tarrasch, but traps can only be played once on a chess master and both are now well known, having been exploited some years ago in international tournaments.

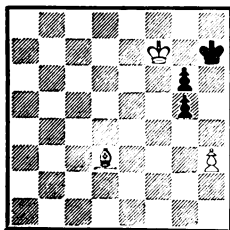
One of these traps is brought about by the following moves: 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, P-QR3; 4. B-R4, Kt-B3; 5. Castles, KtxKP; 6. P-Q4, P-QKt4; 7. B-Kt3, P-Q4; 8. PxP, B-K3; 9. P-QB3, B-K2; 10. R-K, Castles; 11. Kt-Q4, with the intention to force Black to play KtxKt and strengthen the centre pawn, and this Black must do. But before the trap was known one of the masters was caught as follows: 11.....Q-Q2; a most natural looking move but one which loses a piece, e. g., 12. KtxB! and Black resigned, for if 12.....PxKt; 13. RxKt, and if 12.....QxKt; 13. RxKt, etc.

The other and more subtle trap is thus brought about: 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, Kt-B3; 4. Castles, P-Q3; (The Steinitz defence); 5. P-Q4, B-Q2; 6. Kt-B3, B-K2; 7. R-K. If now Black plays 7.....PxP followed by 8..... Castles; the game is fairly even. But if 7.....Castles then White wins as follows: 8. BxKt, BxB; 9. PxP, PxP; 10. QxQ, QRxQ; 11. KtxP, BxP; 12. KtxB, KtxKt; 13. Kt-Q3, P-KB4; 14. P-KB3, B-B4ch; 15. KtxB, (If White plays 15.....K-B, Black simply retreats the B-Kt3 with an even game) 15.....KtxKt; 16. B-Kt5, QR-K; 17. B-K7 winning the exchange. If Black on his sixteenth move plays R-Q4 the exchange is equally lost by 17. B-K7 followed by 18. P-QB4.

Pot Pourri

By C. S. HOWELL.

Position for
Adjudication.
No. 8.



White to move.

FINAL scores in First month's competition (Nos. 1-5 inclusive)—E. N. Olly, 9; F. D. Rosebault, 5; R. H. Lindeman, 5; Dr. M. H. Sharp, 3; J. G. Gibson, 4; A. Wuerstlin and Mr. McFarlane, 2 each; and H. H. Simmons and E. Saunders, 1 each. Mr. Olly, therefore, gets the prize and his score is cancelled, the others carrying over to the second month's competition, commencing last week.

Readers can enter this competition any time. You are to adjudicate on the positions given, that is, you are to state whether white wins,

black wins or the position is drawn. In each position, it will be found possible to prove a definite result. One point will be allowed for each correct judgment, whether accompanied by analysis or not. Two extra points will be awarded to the sender of the best analysis of each position and one extra point to the sender of the second best analysis. Once a month a prize will be awarded to the competitor having the highest number of points. His score will then be cancelled, but all other scores will be carried on so that the persistent competitor will sooner or later be assured of reward for his efforts.

Judgments and analysis must be mailed within ten days of publication, but to give competitors at a distance an equal opportunity with those nearby, solutions will be published two weeks after publication and points awarded 4 weeks after publication.

A gambit that is not very well known is the Tenison. It results from the Zukertort opening. 1. Kt-KB3, P-Q4; 2. P-K4, PxP; 3. Kt-KKt5. Players who like to experiment will find this gambit full of interesting possibilities.

I once fell into a rather curious opening trap that is interesting. I had been defending the Q's Gambit by: 1. P-Q4, P-Q4; 2. P-QB4, P-K3; 3. Kt-QB3, P-QB3; and if my opponents played 4. Kt-KB3, as I found to be often the case, I played 4. PxP; 5. P-K3, P-QKt4 and held the gambit pawn, the play generally running 6. P-QR4, B-Kt5; 7. B-Q2, Q-Kt3; 8. Kt-K5, Kt-KB3; etc. After a number of these games, an opponent played 4. B-KB4 and carelessly, I went on as usual, with this result. 4. B-KB4, PxP; 5. P-K3, P-QKt4; 6. P-QR4, B-Kt5; 7. PxP, PxP; 8. Q-B3, Q-Q4; 9. Q-Kt3!, with a double attack on the QKt and KKtP.

At the annual meeting of the Women's Chess Club, held at the Hotel Martha Washington, November 17, 1908, the following were elected officers for the ensuing year: President, Miss E. Campbell Foot; Vice-President, Mrs. Winthrop Parker; Secretary, Miss E. Somers Hainies; Treasurer, Mrs. Wm. Gordon ver Planck; Directors: Miss E. Campbell Foot, Mrs. Winthrop Parker, Mrs. Wm. Gordon ver Planck; Miss E. Somers Hainies, Miss M. E. Drake, Mrs. George P. Slade, Miss Frances Peters, Mrs. Paul Fenn and Mrs. J. P. Gordy.

CENTRE COUNTER.

(From the Dutch Chess Federation Congress, 1908.)

H. Wolf—White.

1—P-K4	P-Q4
2—P×P	Q×P
3—QKt-B3	Q-QR4
4—P-Q4	Kt-KB3
5—Kt-B3	B-KB4(a)
6—Kt-K5!(b)	P-QB3
7—B-Q3	B×B
8—Q×B	QKt-Q2
9—P-KB4.	KtxKt?(c)
10—BP×Kt	Kt-Q4
11—Castles	KtxKt(d)

J. Mieses—Black.

12—P×Kt	P-K3
13—Q-B3	Q-B2
14—R-B2	P-KR3(e)
15—B-Q2	QR-Q
16—QR-KB	R-Q2
17—P-KR4!	P-KKt4(f)
18—Q-B6	R-R2
19—P×P	P×P
20—Q×KPch	R-K2
21—Q-B5	Resigns

(a) At Carlsbad and Vienna Mieses played here B-KKt5. (b) Threatening, 7. Kt-B4, Q-R3 (if 7.....Q-Kt5 then 8. P-QR3, etc.); 8. Kt-K3, Q-K3; 9. B-QB4, Q-B; 10. Q-B3, etc. (c) 9.....P-K3 was better. This exchange leaves White in entire control of the open KB file and gives him attacking chances not unlike those in the Muzio, but with a piece in hand. (d) If, 11.....P-K3; White replies 12. Kt-K4, etc. (e) Black has no good move at his disposal, the B cannot be developed and the pieces cannot be brought in unity of action. (f) If 17.....B-R6, then 18. P-B4, etc.

QUEEN'S GAMBIT DECLINED.

(From the Tunbridge Wells Tournament.)

Rev. W. C. Palmer—White.

1—P-Q4	P-Q4
2—P-QB4	P-K3
3—Kt-QB3	B-K2
4—Kt-B3	P-QB3(a)
5—P-K4	P×P
6—KtxP	Kt-B3
7—B-Q3	QKt-Q2
8—Castles	KtxKt
9—B×Kt	Kt-B3
10—B-B2	Castles

I. Gunsberg—Black.

11—Q-Q3	P-KKt3
12—B-R6	R-K
13—Kt-K5	Kt-Q2
14—P-KB4	P-QB4
15—P-Q5	B-B3
16—QR-K	B×Kt
17—P×B	P×P
18—R×P(b)	KtxP(c)
19—R-Kt7ch	K-R
20—R×Kt	Resigns(d)

(a) In Gunsberg's style, but his opponent soon forces an open game. (b) White now finishes the game in brilliant style. (c) Of course if

KxR, then QxQPch followed by R-Bch and wins. (d) For if, 20..... RxR, then 21. R-Kt7ch, K-R; 22. RxRPch and mate follows.

QUEEN'S GAMBIT DECLINED.

(From the Dutch Chess Federation Congress, 1908.)

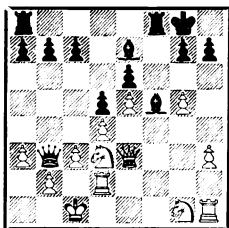
N. Brody--White.

Dr. Gottschall--Black.

1—P-Q	P-Q4
2—P-QB4	P-K3
3—Kt-QB3	Kt-KB3
4—Kt-B3	B-K2
5—B-KB4	Castles
6—P-K3	P-QR3
7—R-QB(a)	QKt-Q2(b)
8—PxP	PxP
9—B-Q3	P-QB3(c)
10—Castles	R-K
11—P-KR3(d)	Kt-B
12—Kt-K5	Kt-Kt3
13—B-KKt3	KtxKt
14—PxKt!	Kt-Q2
15—KtxQP!(e)	KtxKP!

16—KtxBch	QxKt
17—B-Kt	Kt-Kt3
18—P-K4	Q-KKt4(f)
19—K-R2	Q-QKt4
20—P-QKt3	B-K3
21—P-KB4	QR-Q
22—Q-B2	B-B
23—Q-B2	Q-Kt5
24—QR-Q	Kt-B
25—P-K5	B-K3
26—P-B5	B-Q4
27—B-R4	R-Q2
28—Q-Kt3	Q-QR4(g)
29—B-B6	P-Kt3
30—Q-Kt5	Resigns

(a) PxP is better as it allows the B to go direct from Q3 to Ktsq. (b) PxP, followed by P-QKt4 was the better play here. (c) It is axiom that in the Queen's Gambit Declined, Black should at the earliest opportunity play P-QB4, and here was the opportune moment to do so. (d) In order to allow the B a retreat at R2 should it be attacked by 11.....Kt-R4. (e) Fine play! If 15.....PxKt, then follows. 16. P-K6! with the threat of B-B7, etc. (f) Better was 18.....B-Q2, followed by QR-Q. (g) Black pays no heed to the threat of 29. B-B6, which speedily proves his undoing.



The position here given occurred in a recent game played in the Brooklyn Chess Club. Mr. Chas. Curt gave the odds of pawn and move and won as follows: 1. B-K5, R-R2; 2. R-B8ch, Kt-Q; 3. BxKtP, Q-Q2; 4. Q-B7 mate. It is to be noted that, but for the pins the mating square would be guarded by five pieces.

SICILIAN.

(Played by correspondence.)

J. Gross—White.
Budapest.Z. Vicsey—Black.
Miskolcz.

1—P-K4 P-QB4
 2—Kt-KB3 Kt-QB3
 3—Kt-B3 P-K3
 4—P-Q4 PxP
 5—KtxP KtxKt?(a)
 6—QxKt Q-B3
 7—P-K5 Q-Kt3

8—B-K3! P-Kt3(b)
 9—B-Q3 P-KB4
 10—PxP e. p. QxP
 11—Q-K4 R-Kt
 12—Kt-Q5! Q-Q!(c)
 13—Q-Kt6ch!! PxQ
 14—BxP mate

(a) Kt-B3 or P-QR3 should have been played. The text move exchanges an active for an inactive piece and enables White to gain a "tempo" by the development of the Queen. (b) If 8.....QxBP, then might follow: 9. B-Q3, QxKtP; 10. R-QKt, Q-R6; 11. Kt-Kt5, Q-K2; (Or 11.....Q-R4ch; 12. B-Q2, Q-Q; 13. R-QB wins.) 12. Kt-Q6ch, K-Q; 13. Q-Kt6ch, PxQ; 14. BxP mates. (c) If 12.....QxKtP; then follows: 13. B-KB4!, QxR; 14. K-K2, QxR; 15. Q-Kt6ch, PxQ; 16. BxP checkmate.

Endgame, by Troitzky, is solved by: 1. R-R6ch, QxR; 2. Q-R8ch, all Black's moves are K moves; 3. Q-Kt7ch; 4. Q-B8ch; 5. Q-Q7ch; 6. Q-K8ch; 7. Q-K7ch; 8. QxPch; 9. Q-K7ch; 10. Q-Q8ch; 11. Q-Q7ch; 12. Q-B8ch; 13. Q-Kt7ch; 14. Q-R8ch; 15. Q-R7ch; 16. QxKtch, 17. Q-R7ch; 18. Q-R8ch; 19. Q-Kt7ch; 20. Q-B8ch; 21. QxPch; 22. Q-K5ch; 23. Q-B8ch; 24. Q-Kt7ch; 25. Q-R8ch; 26. Q-R7ch; 27. Q-Q4ch; 28. Q-Q3ch; 29. QxPch, etc. The Q must make another detour and after checking at Kt7 capturing the KtP, then edging up to the B capturing it and so winning the game—a marvelous example of endgame composition.

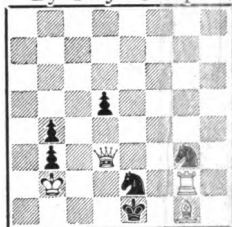
Endgame by Behting is solved by: 1. R-R3, and if 1.....RxR; 2. B-Q3 and mates next move.

It is reported that Marshall has returned to Lodz and is contesting a match with Rubinstein.

A tournament for the Canadian Championship will be held at Toronto during Christmas week. The first prize will be \$100, and the championship trophy held by Magnus Smith, the present champion who is disqualified from competing on account of his residence abroad. All intending competitors are invited, communicate with R. C. Hunter, 18 Toronto Street, Toronto.

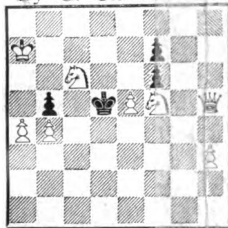
PROBLEMS.

No. 95.
By P. J. Cumpe.



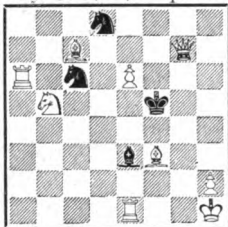
Mate in two.

No. 98.
By G. Chocholous.



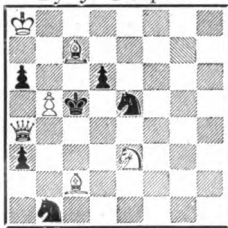
Mate in three.

No. 96.
By C. E. Linquist.



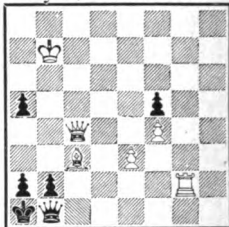
Mate in two.

No. 99.
By J. Pospisil.



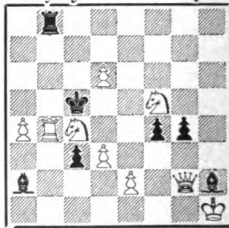
Mate in three.

No. 97.
By E. G. Schultz.



Mate in three.

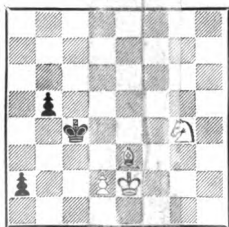
No. 100.
By J. Dobrusky.



Mate in three.

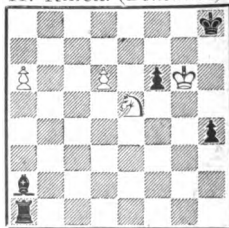
END GAMES.

No. 21. "Bohemia."



White wins.

No. 22.
H. Rinck. (Bohemia.)



White wins.

SOLUTIONS.

No. 89—Q-Kt7; No. 90—K-R4; No. 91—R-QB; No. 92—BxP; No. 93—Q-Q8; No. 94—Q-B6.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

December 5, 1908.

No. 2.

DR. TARRASCH, in a recent issue of the *Lokal Anzeiger*, gives the scores of six drawn games from the Vienna Tournament. These are all played in the same "Woodchopping" *obligato* style, and, as chess games, do not deserve publication except as objects for well merited criticism, which the doctor administers as follows:—

"The above printed six games from the Vienna Tournament are, as one who plays them over and even the reader of the score will readily perceive, really one and the same caricature of a real chess game, a pendant to the notorious drawing variation of the French Defence, with wholesale exchanges, that sometimes makes its appearance in tournaments. Such chess, instead of being a combat, is the avoidance of combats. But the public wants to see a real struggle for their money, if possible a struggle to the bitter end. One need not blame the aged Prof. Berger if he tries to lighten the burden of tournament play in this wise, but the younger element, which comprises the strongest players should battle seriously with one another; *for if such games occur often it will mean the beginning of the end of international chess tournaments.*"

A few more such timely protestations might awaken the promoters of international Tournaments to the necessity of creating a greater incentive for the contestants to play to win. For, under the present method of prize distribution and scoring of drawn games, the Masters can scarcely be expected to abandon their system of playing to the score, in favor of more hazardous, if more interesting play.

It appears to us that the necessary incentive would be furnished by reducing the value of a draw to, say, $\frac{1}{4}$ point, and by such distribution of the prize funds that a certain amount went to the winner of each game. The main object of these tournaments should be the development of the highest qualities of the game and to that end such regulations should be adopted as would stimulate the contestants to put forth their greatest efforts, instead of enabling them to play "Fox and Geese" for the prize money.

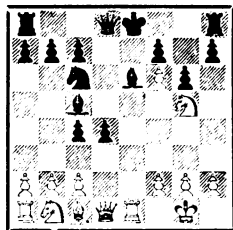
Carl Schlechter recently played 30 boards simultaneously at the Vienna Chess Club. At each board were three or four strong Amateurs consul-

ting, but, notwithstanding this, Schlechter won 21, drew 5, and lost only 4 games.

WHEN DOCTORS DISAGREE.

In an analysis of the Prussian variation in the Two Kt's Defence, Alapin has condemned 4. P-Q4 which Tarrasch recommends for White—claiming that Black obtains the advantage by playing on his 9th move P-KKt3?

The main variation given in support of this contention is as follows:—
1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, Kt-B3; 4. P-Q4, PxP; 5. Castles, B-B4; 6. P-K5, P-Q4; 7. PxKt, PxB; 8. R-Kch, B-K3; 9. Kt-Kt5, P-KKt3; 10. Q-Kt4, Q-Q4; 11. RxBch, PxR; 12. KtxP, K-B2; 13. KtxBP, Q-K4; 14. Q-Q7ch, B-K2; 15. Q-Q5ch, QxQ; 16. KtxQ and Black wins.



Marco, on the other hand, expresses his doubts about the value of this move and suggests 10. Q-B3 as the best continuation for White. Alapin attaches small importance to this move and puts it aside with the remark that Black can safely answer it with 10. B-Q3. To this Marco replies with the following, which may give Alapin something to think about for awhile:—9. P-KKt3; 10. Q-B3!, B-Q3 (no other move appears adequate); 11. KtxB, PxKt; 12. RxPch, K-Q2; (If K-B2, White wins the Q by R-K7ch, etc.); 13. Q-Kt4, Q-QB; 14. P-B7, P-KR4; (If Kt-K2, then 15. RxKtP dis. ch. K-B3; 16. Q-K4ch, etc.); 15. Q-R3, Kt-K2; 16. B-Kt5, Kt-B4; 17. RxKtP, K-B3; 18. Q-B3ch, K-B4; 19. Kt-Q2, Q-Q2; (P-Kt4 is answered by 20. R-Kt8!, etc); 20. B-B6, threatening R-Kt5), R-R3; 21. BxQPch, KxB; 22. Kt-Kt3ch and White mates in five moves!

Most of the openings in chess abound with surprising stratagems or "traps" which, until the tyro learns them, are a constant menace to his early efforts. It is our intention to devote a little space now and then to an explanation of such stratagems, and the experts, who know the "tricks of the trade," are asked to condone this, to them, waste of space, for the sake of their less experienced brethren.

Many of the elementary traps arise from the premature use of the Q. For instance:—1. P-K4, P-K4; 2. P-KB4, P-Q4; 3. PxQP, QxP; 4. Kt-QB3, Q-K3; 5. Kt-B3, PxP dis. ch; 6. K-B2!, B-B4ch (B-K2 should be played); 7. P-Q4, B-Q3 (or B-Kt3); 8. B-Kt5ch and whatever Black does he loses his Q; for if K-Q, or K-B; 9. R-K, threatening mate at K8.

The old form of the Allgaier Gambit was demolished by the following trap:—1. P-K4, P-K4; 2. P-KB4, PxP; 3. Kt-KB3, P-KKt4; 4. P-KR4,

P-Kt5; 5. Kt-Kt5, P-KR3; 6. KtxBP, KxKt; 7. QxP (This move has been discarded in favor of P-Q4!). Kt-KB3; 8. QxBP, B-Q3; 9. P-K5, BxP and the B cannot be taken on account of 10. R-K, etc.

Players, fond of an early development of the Q, may be caught by this one:—1. P-K4, P-K4; 2. Kt-KB3, Q-B3?; 3. B-B4, Q-Kt3 (in order to win a pawn); 4. Castles, QxKP; 5. BxPch!, K-Q; 6. KtxP (and, if QxKt, then 7. R-K winning), Kt-KB3; 7. R-K, Q-B4; 8. B-Kt6, Q-K3; 9. Kt-B7ch, wins. Or White may instead of castling play 4. P-Q3. If then Black replies with QxKtP, his Q is lost e. g. 4. OxKtP; 5. R-Kt, Q-R6; 6. BxPch, K-K2 (or-Q); 7. R-Kt3, etc.

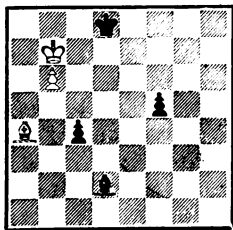
Pot Pourri

By C. S. HOWELL.

WE believe that it is absurd that a player whose strategy brings him to the ending with a king, bishop and pawn against a lone king should be robbed of victory merely because his pawn is on the rook file the eighth of which cannot be covered by his bishop. It is a player's move. He cannot move without putting his king in check. Why should he not lose? It may be mentioned that Dr. Lasker is of the opinion that the stale-mate rule should be abolished, a fact which, while it does not prove the case, adds weight to the contention.

The little puzzle published in No. 25—White to move the pieces so as to make it impossible for Black to escape mate in two, without crossing the fourth square—is solved by 1. P-QR4, 2. P-KR4, 3. R-KR3, 4. R-KB3, 5. P-Q4, 6. Q-Q3, 7. Q-K4, 8. QR-R3, 9. QR-K3, 10. Kt-KR3, 11. Kt-KB4, 12. Kt-Q3, 13. P-QKt3, 14. Kt-Kt2, 15. Kt-B4, 16. Kt-B3, 17. Q-B4, 18. Kt-K4, 19. P-KKt3, 20. B-KR3 and Black cannot escape mate in two on account of the double threat QxBP and Kt-Q6.

Position for
Adjudication.
No. 9.



White to move.

This is an end game composition of great merit, I am sorry to say that I don't know the name of the author.

Solution to No 7—White wins by 1. RxQ, P-B8(Q's); 2. R-Ksq!, Q-R3; 3. R-K6! If 2. QxR; 3. Q-B6ch, etc., and if 2. Q-R6ch; 3. Q-B6ch, etc and if 2. Q-R6ch; 3. K-Ktsq and the black queen is out of the game forever. A curious variation is 3. R-K6, R-B5; 4. Q-B6ch, K-Bsq; 5. Kt-K7ch, K-Qsq; 6. Kt-B6 dbl ch, K-Bsq; 7. Q-Q8ch, RxQ; 8. Kt-K7 mate.

KING'S GAMBIT DECLINED.

(From the Swiss Tournament, 1908.)

White—Johner.		Black—Weiler.	
1—P-K4	P-K4	2—RxPch	K-B
2—P-KB4	P-Q4	13—Kt-KR4!(a)	Kt-K2
3—PxQP	PxBP	14—Kt-K4	Kt-Kt3
4—KKt-B3	KKt-B3	15—KtxB	QxKt
5—P-Q4	KtxP	16—QxKt!	QxRPch!(b)
6—B-QB4	Kt-K6?	17—KxQ	PxQ
7—BxKt	PxB	18—K-Kt3	B-R4
8—Castles	P-KB3	19—R-R	P-KKt4(c)
9—Q-Q3	B-Q3	20—Kt-Kt6ch	BxKt
10—QKt-B3	QKt-B3	21—RxR checkmate	
11—QR-K	B-KKt5		

(a) Pretty! White threatens 14. QxRP, etc. (b) Brave but futile. (c) Perhaps an oversight, but a convenient one, anyhow, for Black had no chance whatever.

GIUOCO PIANO.

(From the Minor Tournament, at Prague, 1908.)

White—Dr. J. Vandas		Black—P. K. Traxler.	
1—P-K4	P-K4	14—P-Q4	B-Kt3
2—Kt-KB3	Kt-QB3	15—P-QB3	P-B3
3—B-QB4	B-B4	16—Kt(B3)-Kt	P-Q4
4—Castles	Kt-B3	17—P-KB4(d)	PxBP
5—P-Q3	P-Q3	18—KtxP?	KtxKt
6—P-KR3(a)	Castles	19—RxKt	B-B2
7—B-Kt5	B-K3	20—P-K5	PxP
8—B-Kt3	P-KR3(b)	21—R-KB	Q-R5
9—B-KR4	Kt-K2	22—Q-K	P-K5 dis. ch
10—BxKt	PxB	23—K-R	RxKtP!
11—Kt-B3	K-R2	24—KxR	R-Ktch
12—K-R2(c)	Kt-Kt3	25—K-R	BxRP!!
13—Kt-K2	R-KKt	Resigns	

....(a) A waste of time. Why not B-Kt5 at once? (b) Better was Kt-K2, etc. (c) Instead of this useless move, White should have played 12. Kt-R4. If then 12.....R-KKt; 13. Q-B3, Kt-Kt3; 14. Kt-B5 with the better game. (d) Probably not foreseeing the subsequent pin by the B.

RUY LOPEZ.

Gregory—White.

1—P-K4	P-K4
2—Kt-KB3	Kt-QB3
3—B-Kt5	Kt-B3
4—Castles	P-Q3
5—P-Q4	PxP(a)
6—KtxP	B-Q2
7—Kt-QB3	B-K2
8—R-K	KtxKt(b)
9—QxKt	BxB
10—KtxB	Q-Q2?(c)
11—P-K5!	PxP
12—QxP	Castles Q side (d)
13—Kt-RPch	K-Kt

Pauli—Black.

14—Q-QR5	B-Kt5(e)
15—QxB	KxKt
16—P-KR3	KR-K
17—B-K3ch	P-Kt3
18—P-QB4	P-QB4
19—Q-R3ch	K-Kt2
20—P-QKt4	R-K5
21—PxP	RxBP
22—Q-Kt3	P-Kt4
23—P-QR4	Q-K3
24—QxPch	K-B
25—QR-Kt	R-Q6
26—Q-Kt8ch	Resigns

(a) B-Q2 might be played here. (b) These exchanges further White's game considerably. (c) A doubtful move. Castling is the proper move. (d) If 12.....Castles K side, then 13. QxB, QR-K; 14. Q-Kt4, QxKt; and the game would be even. (e) 14.....KR-K; White must reply by 15. Kt-Kt5, B-B4; 16. B-K3, Q-B3; 17. KtxBP, RxB; 18. Kt-R6ch, K-B; 19. KtxB, an uncomfortable situation for Black. Also, 14.....Q-Q5; is not sufficient for the defence. In case White plays the trap 15. RxB?, Q-B4!! repels the attack. But White plays the simple Kt-Kt5. Black could have held out longer by 14.....Kt-Q4; 15. Kt-Kt5, B-B4; 16. P-QB4, B-Kt3; 17. Q-R3, KR-K; 18. B-Q2, RxR; 19. RxR, Kt-K2!; 20. B-B4, Kt-B3; etc.

QUEEN'S GAMBIT DECLINED.

(From the British Chess Federation Congress, 1908.)

White—Rev. W. C. Palmer.

1—P-Q4	P-Q4
2—P-QB4	P-K3
3—Kt-QB3	Kt-KB3
4—B-Kt5	B-K2
5—P-K3	Castles
6—Kt-B3	QKt-Q2
7—Q-B2	P-QB4
8—R-Q	P-QKt3
9—PxBP	KtxP
10—PxP	KtxP

Black—Mr. Sergeant.

11—BxB	QxB
12—KtxKt	PxKt
13—RxP	B-Kt2
14—R-Q4	Kt-K3
15—R-KR4	P-Kt3
16—Q-R4	KR-B
17—B-K2	R-B8ch
18—B-Q(a)	Kt-B4
19—Q-KKt4	P-B4
20—Q-Kt3	Kt-K5

21—R×Kt	P×R	25—P-KR4	R-Q
22—Castles	R×B	26—P-R5	Q-B4
23—R×R	P×Kt	27—R×Q(b)	R-Q8ch
24—R-QB	P×P	28—K-R2	R-R8 mate

(a) White has neglected his development for the sake of winning a pawn and the result is fatal as usual. (b) It is immaterial what he does, for if the R is saved, White wins at once by Q×KRP, etc.

Manhattan Chess Club—On Thanksgiving Day Mr. Magnus Smith met eighteen players in a simultaneous performance, winning 14, drawing 1, and losing 3 games.

On December 10th, R. Raubitschek, to play all comers.

Rice Chess Club (N. Y.)—On November 24th, Mr. G. Koehler met a very strong team of seventeen players, and made the excellent score of 5 wins, 4 losses and 8 draws. The next entertainment will be on December 8th, when Mr. L. Rosen will meet all comers in a simultaneous performance.

Brooklyn Chess Club—A match on seven boards was played on November 28th, against representatives of Columbia University. The result was: B. C. C. 5½, C. U. 1½.

The Championship tournament is scheduled to commence December 14th, and the Annual Handicap tournament will run concurrently.

A match has just been concluded between Spielmann and W. John, of Monaco. Spielmann winning by 5 to 3.

The championship tournament of the Moscow Chess Club resulted as follows:—Nenarokof, 7½; Blumenfeld, 6; Gonciarof, 5; Chotimirski, 4½.

In their annual match with Winnipeg, played on Thanksgiving Day, Montreal Chess Club played twelve boards, and at the conclusion of play five games had been decided, numbers 2 and 12 being wins for Montreal, and numbers 4 and 8 wins for Winnipeg and number 5 drawn. The remainder of the games will be sent for adjudication and the results published later.

The annual championship tournament of the Mercantile Library (Phila.) Chess Club began December the first, as also the tournament for the Championship of Philadelphia.

A chess match was played last week between the Boston Chess Club and the Harvard Chess Club. The match was played on twenty boards and resulted in a win for the Boston Chess Club by the score of $12\frac{1}{2}$ to $7\frac{1}{2}$.

The following expression of appreciation is so interesting that it deserves publication. We regret that the writer is not on our editorial staff.

Editors of the Chess Weekly:

If a lowly amateur may venture an opinion, I would like to express my appreciation of the quality of the Caissic pabulum you are serving.

That there is a field for the CHESS WEEKLY is amply proved by the void which at least one subscriber feels if his copy happens to be delayed over one mail.

Chess is neither a religion nor a system of mathematics; it is a living, progressive art. Hence, the expression of its life and progress must find voice in a current literature,—a running record of its growth. This literature can perhaps never become a complete, finished, whole,—a Chess Bible, so to speak. Therefore, the game will never be relegated to the limbo of solved problems, as a sort of sublimated "Fifteen Puzzle"; its infinite variety is too great for that; but the discoveries and inventions of its students are rather like the slow accretions of the coral insects on whose (literary) remains their successors stand to reach further heights.

The only means of preserving discoveries and the results of investigations in this field, as in others, is by the printed page, and a faithful chronicle of the chess times in which we live needs no labored *raison d'être*. When I hear a chess player say that he has not time to read this current literature, enshrining as it does the gems of the master devotees of our game, I can only wonder at the marvelous flexibility of the human reason which permits a man to utter this statement and then spend eighteen minutes over one move of his own uninspired game. It is the cry of the "tumble bug" which refuses to examine the diamonds which strew his path, but continues industriously to roll his little pellet of ordure along its dusty way.

Success to you, and more of it.

C. A. N.

Brooklyn, November 30, 1908.

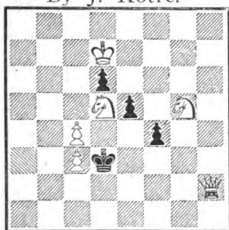
Endgame, No. 21, is solved by: 1. P-Q3ch, K-Q4 (best); 2. Kt-B6ch, K-K4; 3. Kt-Q7ch, K-Q4; 4. Kt-Kt6ch, K-K4; 5. B-R6, K-B3; 6. B-Q2, P-R8(Q); 7. B-B3ch, QxB; 8. Kt-Q5ch and wins.

Endgame, No. 22, is solved by: 1. P-Q7, R-Q8; 2. Kt-Q3! and wins.

An error occurred in our solution of Endgame by Behting, published in No. 25. The solution is: 1. R-R3, RxR; 2. P-B3, RxP; 3. B-Q3 and wins.

PROBLEMS.

No. 101.
By J. Kotrc.



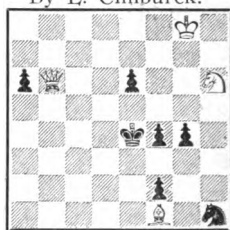
Mate in three.

No. 102.
By J. Drtina.



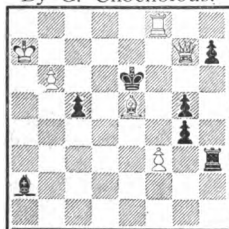
Mate in three.

No. 103.
By L. Cimburek.



Mate in three.

No. 104.
By G. Chocholous.



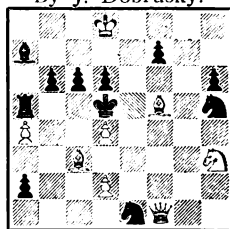
Mate in three.

No. 105.
By K. Pospisil.



Mate in three.

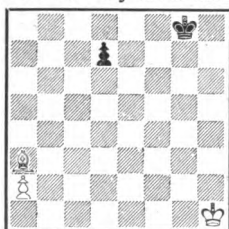
No. 106.
By J. Dobrusky.



Mate in three.

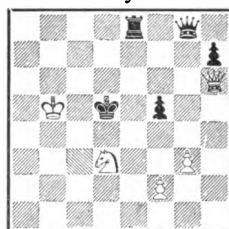
END GAMES.

No. 23. By O. Duras.



White to play and win.

No. 24. By Rinck.



White to play and win.

SOLUTIONS.

No. 95—B-Q4; No. 96—B-B4; No. 97—K-R8; No. 98—P-K6; No. 99—B-Q8; No. 100—Q-R8.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

December 12, 1908.

No. 3.

CHESS is not a popular game because most people think that it requires a high order of mentality and because most people have a natural aversion to bothering with a "game" which they have heard takes hours to play, is hard to learn and uses up much gray matter.

We who play know that chess is not a science or an art but a *game* and we know that to play it fairly well requires no very great mental ability. We also know that we can have good fun playing "skittles" at the rate of a hundred moves an hour or more and that in doing so we waste no more gray matter than in playing bridge or pinochle. But it is a fact that some of us sit for hours over one game and that's the kind of chess that the public hears of.

There's a reason for doing something to make chess more popular with the public. Now as for ourselves. We admire the modern style of a Lasker who accumulates small advantages and relentlessly squeezes his opponent, but the big majority of us would rather play over the games of Morphy, than those of Lasker. We want sacrifices and combinations and brilliancy.

Let's do something! Let's rise up in our wrath and make the masters play at the rate of 40 moves an hour, and in our little matches and tournaments let's play at the rate of 50 moves an hour! Then more of the public will play and the published games will have more sparkle and spontaneity to them. The natural objection to such a plan is that it would result in blunders and a poor quality of Chess. At first, perhaps, but under a fast time limit, players would have to use position judgment and that judgment would develop and improve. Trained players generally pick out a good move at sight and waste time only because they have it.

For proof, the reader is referred to the quality, brilliancy, and accuracy of Pillsbury's simultaneous blindfold play which was conducted generally at a speed well above 50 moves an hour. In London, Dr. Lasker, in an exhibition against 20 strong players, averaged over 100 moves an hour and only lost one game. The writer watched the exhibition and did not see the doctor make one real blunder.

And these are cases where the attention was divided among many

games. In all seriousness, we should like to see the experiment tried in at least one important tournament. —C. S. HOWELL.

MARSHALL vs. MIESES.

The match between these masters has just been concluded. Marshall won 5 to 4, with 1 drawn game. Following is the score of the first game, which Marshall won in fine style.

Queen's Gambit Declined.

White—Marshall.

Black—Mieses.

1—P-Q4	P-Q4	13—B-Q3	B-Kt2
2—P-QB4	P-K3	14—BxB	QxB
3—Kt-QB3	P-QB4	15—Castles	KR-B
4—BPxP	KPxP	16—Kt-Kt5 (c)	Q-Q2
5—Kt-B3	PxP (a)	17—RxR (ch)	BxR (d)
6—KtxP	Kt-QB3	18—R-QB	Kt-B3
7—B-B4	B-QKt5	19—Q-KR4	P-KKt3
8—P-K3	KKt-K2	20—Q-B6	Kt-Kt5
9—R-B	Castles	21—R-B7	Q-K3
10—B-K2	B-Q3 (b)	22—Q-Q8 (ch)	K-Kt2
11—B-Kt3	KtxKt	23—Kt-Q6	B-Kt2
12—QxKt	P-QKt3	24—KtxP (e)	Resigns.

(a) If this is the best that Black has here, then 3... P-B4 had better not be played at all. (b) Why all this purposeless shuffling with the B? (c) The beginning of a winning combination which Marshall conducts in an elegant fashion. (d) An unfortunate necessity, on account of KtxRP, etc. (e) A neat finish to a faultlessly played game on the part of Marshall.

KING'S GAMBIT.

(A brilliant from Germany.)

White—K. Hell.

Black—N. Kunzel.

1—P-K4	P-K4	8—Castles	B-K2
2—P-KB4	PxP	9—P-K5! (a)	PxP
3—KKt-B3	P-QB3	10—PxP	Kt-KR5
4—P-Q4	P-Q3	11—BxBPch	K-B (b)
5—BxBP	B-KKt5	12—B-R6 (c)	PxB
6—Kt-B3	Kt-Q2	13—Kt-Q4! (d)	Resigns.
7—B-B4	KKt-B3		

(a) White's development is excellent and this move leads to a powerful attack. (b) Black cannot take the B on account of 12. Kt-Kt5ch, which would be indefensible. (c) Elegant and decisive! If

12... B-B4ch; 13. K-R. Px B, then follows 14. BxKt, BxB; 15. Kt-Q4ch, and White wins. (d) There is no defense. If 13... BxQ 14. Kt-K6 mate. If 13... KtxP; 14. QxB! and wins. And, finally, if 13. KKt-B3; 14. QxB, KxB! 15. Kt-K4! and wins.

RUY LOPEZ.

(From the Minor Tournament, at Dusseldorf, 1908.)

White—Prusse.

Black—K. Moll.

1—P-K4	P-K4	17—Q-K2	B-B3
2—KKt-B3	QKt-B3	18—B-Kt2	P-Q4
3—B-Kt5	P-QR3	19—P-R3	Kt-K4
4—B-R4	P-Q3	20—B-Kt	Kt-B3(b)
5—P-Q4	P-QKt4	21—P-B4	P-Q5
6—B-Kt3	KtxP	22—P-K5	P-Q6
7—KtxKt	PxKt	23—Q-B3	Q-Kt3ch
8—P-QR4	R-Kt	24—K-R2	B-K2
9—PxP	PxP	25—R-K	B-Kt2
10—QxP	P-QB4	26—Q-Kt3	Q-Q
11—Q-K3	P-B5	27—Q-K3	B-R5
12—B-R2	B-K2	28—P-Kt3	KtxKP(c)
13—P-QKt4	Kt-B3	29—PxKt	B-Kt4
14—P-QB3	Castles	30—Q-B2	Q-Q4(d)
15—Castles (a)	R-K	31—R-R7	B-K6!
16—Kt-Q2	Kt-Kt5	Resigns.	

(a) White has got into an extraordinary position. His pieces are blocked by his own pawns while Black has obtained an excellent development. (b) In order to prepare for P-Q5 with a strong attack. (c) A brilliant sacrifice, which utterly demolishes White's game, e. g. If 29. Px B, Black wins the Q for three pieces by 29.....KtxKt5ch, etc. (d) Threatening B-K6, and also RxP. White is powerless to defend the double threat.

DANISH GAMBIT DECLINED.

(From the Carlsbad Tourney, 1908.)

White—J. Mieses.

Black—R. Spielmann.

1—P-K4	P-K4	7—BxB(a)	PxB
2—Kt-KB3	Kt-QB3	8—Q-Kt3	Q-B
3—P-Q4	PxP	9—Kt-KKt5	Kt-Q
4—P-QB3	PxP	10—P-KB4	B-K2
5—B-B4	P-Q3	11—Castles (b)	BxKt
6—KtxP	B-K3	12—Px B	Kt-K2

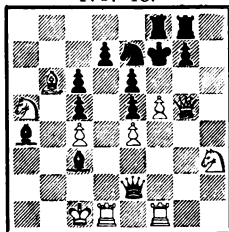
13—Kt-Kt5 (c)	P-K4	23—Kt-Q4	P-K6
14—B-Q2 (d)	P-QR3	24—B-B3	KtxKtP
15—Kt-R3	Q-K3	25—Q-Kt4	QR-K
16—Q-QB3	R-QB	26—Q-Q7	Kt-KB5
17—Kt-B2	Kt-B2	27—K-R	Kt(Kt4)-R6!
18—Q-KKt3	Q-Kt3	28—P-Kt3	Kt-B7ch
19—Q-R4	Castles (e)	29—RxKt	PxR
20—Kt-K	P-Q4	30—Kt-B3	Kt-Q6
21—PxP	KtxP	31—K-Kt2	RxKt
22—Kt-KB3	P-K5	Resigns.	

(a) 7. Kt-Q5 and 8. Castles was more promising for the attack. (b) If 11. Kt-B3. Black could reply Kt-R3, and Castles. (c) Threatening Kt-Q4 which Black parries and so puts the Kt out of play. (d) Abandoning the attack which was his only hope. 14. Q-B4! might have led to some interesting play, e.g. 14. Q-B4, Kt-(K2)-B3 (best); 15. P-Kt6! RpxP (or II and III); 16. B-K3, P-QR3; (16... Kt-K3? then KtxBP etc.) 17. Kt-QB3, Q-K3 (or Kt-K3); 18. Kt-Q5, etc. II. 15... P-QR3; 16. PxKRP (threatening Q-Kt8ch), Kt-K3; 17. KtxBPch! QxKt; 18. QxKtch, Q-K2; 19. Q-Kt8ch, K-Q2; 20. Q-Kt3, etc. III. 15... P-KR3 (To prevent B-Kt5); 16. BxKRP!, RxB; 17. Q-Kt8ch, etc. (e) Black has now a winning position.—Notes from "Wochenschach"

Pot Pourri

By C. S. HOWELL.

Position for
Adjudication.
No. 10.



White to move.

K-R2; 3. B-K6, K-R; 4. B-Kt8, P-Kt5; 5. PxP, P-Kt4; 6. B-K6, etc. Black loses because he has two pawns. With one he could draw! If

THIS is a very remarkable composition, which appeared in an English paper. The composer and paper, I hope, will accept my apologies for not giving proper credit. I am sorry to say that I can only remember the position. As a hint to solvers—a definite result can be accomplished in ten moves. The first move, of course, is PxP, double ck.

Solution to No. 8—White wins. Obviously the RP must be converted into a KtP and this result is accomplished by 1. B-B4, K-R; 2. K-B8, K-R2; 3. B-K6, K-R; 4. B-Kt8, P-Kt5; 5. PxP, P-Kt4; 6. B-K6, etc. Black loses because he has two pawns. With one he could draw! If

Black ever plays K-R3, White simply forces the K away from the corner by K-Kt8, etc.

Mr. E. N. Olly receives the Lasker-Tarrasch Match pamphlet and a three months' subscription to the WEEKLY, as a prize in our first month's competition.

TRAPS AND STRATAGEMS.

In the Muzio, a piece might be lost as follows:—1. P-K4, P-K4; 2. P-KB4, PxP; 3. Kt-KB3, P-KKt4; 4. B-B4, P-Kt5; 5. Castles, PxKt; 6. QxP, Q-B3; 7. P-K5, QxP; 8. P-Q3, B-R3; 9. B-Q2, QxP? (Kt-K2 should be played); 10. Q-K4ch, any; 11. B-B3, Q-Kt3ch; 12. B-Q4, etc.

One more example of the danger of hunting pawns with the Q in the opening will suffice:—1. P-K4, P-K4; 2. P-KB4, B-B4; 3. Kt-QB3, BxKt?; 4. RxB, PxP; 5. P-Q4, Q-R5ch; 6. P-Kt3, PxP; 7. RxB, QxRP; 8. Q-B3, QxBP; 9. R-Kt2, and the Q is caught. (If 8... Q-R5; then 9. B-Kt5, etc.).

The danger of discovered checks is shown by the following:—1. P-K4, P-QKt3; 2. P-Q4, B-Kt2; 3. B-Q3, P-KB4- (Black sets a trap here, which White countermines); 4. PxP, BxKtP; 5. Q-R5ch, P-Kt3; 6. PxP, Kt-KB3; 7. PxP dis. ch., KtxQ; 8. B-Kt6 mate.

Another: 1. P-K4, P-K4; 2. Kt-KB3, Kt-KB3 (Petroff Defence); 3. KtxP, KtxP? (P-Q3 should be played); 4. Q-K2, P-Q4; 5. P-Q3, Kt-KB3; 6. Kt-B6 disch, winning the Q.

BRIC-A-BRAC.

(Odds QKt.)

White—Chas. Nugent.

Black—X.

1—P-K4	P-K4
2—Kt-KB3	Kt-QB3
3—P-Q4(a)	PxP
4—KtxP	KtxKt
5—QxKt	Kt-K2
6—KB-B4	P-QB3
7—B-K3	P-Q4
8—PxP	KtxP
9—Castles QR	B-K3
10—KR-K	KtxB

11—QxKt	Q-B3
12—Q-QKt3	B-K2
13—BxB	PxB
14—RxB	Q-B5ch
15—K-Kt	K-B
16—QxKtP	R-K
17—R-Q3	QxRP
18—R-KB3ch	K-Kt
19—White mates in three	

(a) Mr. X was noted for his "swapping" propensities when receiving odds and Nugent decided that the only way to win was to fight his adversary with his own weapons. The peculiarity of the game is that contrary to both theory and practice the odds giver does all the exchanging, and that such a method may sometimes be successful, is shown by the humorous result.

VIENNA.

(From the Dutch Chess Federation Tournament, 1908.)

White—J. Mieses.

Black—A. Fritz.

1—P-K4	P-K4	16—KtxKt	PxKt
2—QKt-B3	QKt-B3	17—K-Kt2	K-K2!(d)
3—B-B4	Kt-B3	18—R-KR	P-QKt4
4—P-Q4	B-K5	19—B-Kt3	Q-Kt5
5—B-KKt5	P-KR3	20—P-Q4	R-R5
6—BxKt	BxKtch	21—PxP	PxP
7—PxB	QxB	22—Q-Q3(e)	BxKKtP!
8—Kt-K2	Kt-K2	23—K-B	R-Q
9—Castles(a)	P-Kt4	24—B-Q5(f)	PxB
10—Kt-Kt3(b)	P-KR4!	25—PxP	PxKB6
11—KtxRP(c)	Q-RB	26—QxKtP	BxRPch
12—P-KKt4	Kt-Kt3	27—K-K	R-K5ch
13—Q-B3	Kt-B5	28—KR	R-K7
14—P-KR3	P-Q3	29—Resigns.	
15—R-QKt	P-QB3		

(a) The tempting pawn sacrifice 9. P-KB4 would not be good e. g. 9. P-KB4, PxP; 10. Castles, P-KKt4 and if 11. P-KKt3, then 11..... P-B6 and P-Kt5, etc. (b) Better was P-Q4, etc. (c) Giving Black an excellent chance for a K side attack. 11. P-KB3, P-R5; 12. Kt-R followed by Kt-B2 was better. (d) Threatening BxKtP, Black plays in excellent style. (e) K-B instead was somewhat better. (f) The only way to save the Q. Further comments are superfluous.

Manhattan Chess Club—Otto Roething, with 5 to 1, and M. Ayala, with $4\frac{1}{2}$ to $\frac{1}{2}$, are the leaders in the championship tournament.

On December 3rd, G. Koehler gave an interesting lecture on the Lasker-Tarrasch match.

The next entertainment will take place December 17, when a knockout Rapid Transit tournament will be played.

Rice Chess Club—The leaders in the annual handicap tournament are: B. Bernstein, 11 to 1; A. H. Bierwirth, $10\frac{1}{2}$ to $2\frac{1}{2}$; Taubenhau, 9 to 2.

On December 15th, a team match will be played between the single and married members of the club. Refreshments will be served after the play.

Last Tuesday Mr. L. Rosen met sixteen players in a simultaneous performance winning 9, drawing 3 and losing 4 games.

Jose R. Capablanca, the young Cuban expert, met sixteen players in a simultaneous performance at the N. Y. Athletic Club last week, winning fourteen and drawing two games. —

In a recent match between the Newark and the Staten Island Chess Clubs, the former won by 10 to 4. On board one Koehler drew against Hodges, as did Hymes against Cass, on board two. —

Columbia, Harvard, Yale and Princeton will play the annual inter-collegiate tournament on December 21, 22 and 23, at the West Side Republican Club, Manhattan. —

On December 3, New York University defeated Stevens' Institute by 3 to 1, in the first match for the Rice Trophy in the recently organized chess league. —

The standing of the clubs in the championship race of the Philadelphia Chess League is: Columbia, 5; Reichhelm, 3; Swarthmore, $3\frac{1}{2}$; Scholastic, $2\frac{1}{2}$; Rex, 2; Germantown, 1. The League defeated the Franklin 2d team by 9—6. —

S. W. Bampton met 17 opponents at the Franklin Chess Club last week, winning 7, losing 8, and drawing 2 games. —

End Game No. 23, is solved by: 1. B-Kt4, K-B2; 2. P-R4, K-K3; 3. P-R5, K-Q4; 4. P-R6, K-B3; 5. B-R5 and wins.

End Game No. 24, is solved by: 1. Kt-Kt4ch, K-Q5 (or A) 2. Q-Q6ch, K-B6; 3. Q-Q3ch, K-Kt7; 4. Q-B2ch, K-R6; 5. Q-B3ch, Q-Kt6; 6. Q-R2ch and wins.

(A) 1... K-K4; 2. Kt-B6ch, K-Q4; 3. Kt-K7ch, RxKt; 4. Q-Q2ch, K-K4; 5. Q-B3ch, K-Q3; 6. Q-B5ch, K-Q2; 7. Q-B6ch and wins.

PROBLEM NOTES.

W. A. Shinkman writes us as follows:—

"I see in November issue, Lasker calls attention to a three mover by Pospisil having four analagous knight mates, and calls it a world's record. I enclose you a position (Our No. 109), which also has four analagous knight mates, and a couple of additional variations. I think the key-move is better than in Pospisil's, as it creates an additional flight square. You will find there is a strong similarity in the strategy. Mine was entered in a Canadian tourney many years ago. But I remember also seeing Pospisil's a number of years ago. This may be new to your readers."

PROBLEMS.

No. 107.

By G. Heathcote.



Mate in two.

No. 108.

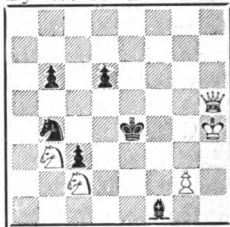
By A. W. Daniel.



Mate in two.

No. 109.

By W. A. Shinkman.



Mate in three.

No. 110.

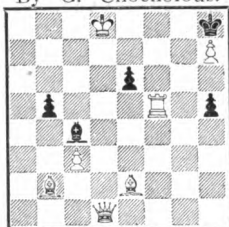
By J. Fridlitzius.



Mate in three.

No. 111.

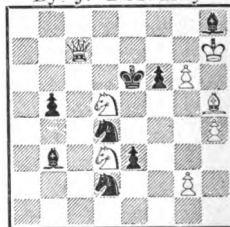
By G. Chocholous.



Mate in three.

No. 112.

By J. Dobrusky.

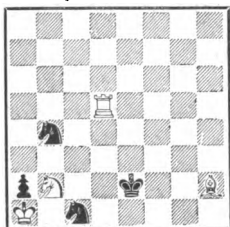


Mate in three.

END GAMES.

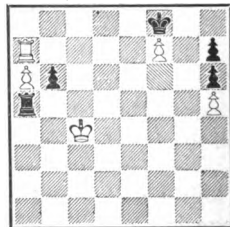
No. 25.

By V. Kosek.

White to play
and win.

No. 26.

By L. Prokes.

White to play
and win.

SOLUTIONS.

No. 101—Kt-K4; No. 102—R-R5; No. 103—Kt-B7; No. 104—Q-K7;
No. 105—B-KR2; No. 106—B-Kt.

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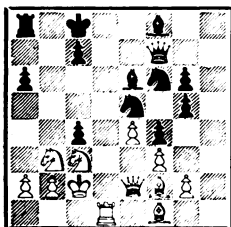
Vol. II.

December 19, 1908.

No. 4.

THE game of Chess is not well adapted to the practice of deception or trickery and such attempts are usually a waste of effort. The least scrupulous are the crude tricks of moving a Kt like a B, castling out of check, or after the King has moved and others of a like nature. Then there is the wily gentleman who, when contemplating a bold *coup* on one side of the board, ostentatiously scans the other side, until his adversary thinks disaster impending there. But all these sink into insignificance besides the following clever trick.

Black—Mr. Blank.



White—Mr. X.

In a tournament game between Mr. X and Mr. Blank, two first-class players, the position here shown was arrived at, after some 20 moves. Mr. X (White) had the move, and he saw that by moving his King he could allow the Kt to be taken and announce mate. But, to move the King, deliberately sacrificing a piece, would naturally arouse suspicion and discover the plot. A happy idea struck him. He would make an illegal move with the Kt! Mr. Blank would then exact the penalty that he move his King, which would make the loss of the Kt appear unintentional. To think was to act, and Mr. X promptly moved his Kt from Kt3 to Q5, capturing a black Kt! Thereupon, Mr. Blank indignantly demanded that the move be retracted and the King moved instead. Mr. X sadly replaced the pieces and moved his K-Kt square and his opponent immediately captured the Kt. Then a peaceful smile overspread the features of Mr. X, as he announced mate in four moves, as follows: 1. QxRPch, RxQ; 2. BxRch, K-Kt; 3. R-K8ch, B-B; 4. RxB mate.—*Tableau Vivant*.

THE B-QB4 DEFENCE TO THE LOPEZ.

The last number of the *Deutsches Wochenschach* contains some analyses and comments on the B-B4 defence to the Ruy Lopez. The article is too voluminous for repetition, but we give the salient points of the analyses which may be of interest to our readers.

To begin, the game runs on this way: 1. P-K4, P-K4; 2. KKt-B3,

QKt-B3; 3. B-Kt5, B-B4; 4. P-QB3, Kt-B3; 5. P-Q4, PxP; 6. P-K5, Kt-K5; 7. Castles. The following will show what may happen, if Black castles e.g.:—7... Castles; 8. PxP, B-Kt3; 9. P-Q5, Kt-K2; 10. B-Q3, KtxKBP. (If 10... P-KB4; then, 11. BxKt, PxP; 12. Kt-KKt5, P-K6; 13. BxP, BxB; 14. PxP, Kt-B4; 15. Q-R5, P-R3; 16. Kt-B7, with the better game); 11. RxKt, P-Q3; 12. Kt-QB3, (BxRPch, is not good, the King later going to Kt3! etc.), PxP; (12... B-Kt5 is not good on account of 13. BxRPch, etc.); 13. KtxP, Q-Q3; 14. Kt-B3, R-Q; 15. B-Kt5, P-KB3; 16. B-KR4, P-QB3; and Black has a pawn and the exchange for a piece. If Black on his seventh move, instead of castling, plays PxP, the following may give a hint of possible complications:—7... PxP, 8. Q-Q5, P-B7 (best); 9. Kt-R3, BxKt; 10. B-QB4, Castles; and White has a strong attack in return for his broken-up pawn position. If Black, instead of castling in this last variation, plays 10... Q-K2; then White continues with 11. QxKt, B-B4; 12. B-KKt5, P-B3; 13. PxP, etc. (We suppose the "etc." means something like the following: 13. PxP, QxQ; 14. PxP, R-Kt; 15. QR-K, QxR; 16. RxQch, Kt or B interposes; 17. BxR, and wins. We would suggest another variation, namely: 11. PxP! Kt-B4 (Kt-B6 is no better) 12. B-KKt5, and Black is badly cramped.—*Ed.*)

TRAPS and STRATAGEMS.

The following involves an idea closely related to check by discovery:

1. P-K4, P-K4; 2. B-B4, Kt-KB3 (Berlin Defence); 3. P-Q4, PxP; 4. P-K5, Q-K2? (P-Q4 should be played); 5. Q-K2, Kt-Kt; 6. Kt-KB3, P-QB4?; 7. Castles, Kt-QB3; 8. B-KKt5, P-B3; 9. PxP, QxQ?; 10. P-B7 mate.

Several traps arise from a disregard of the principle that Kt's should be developed before B's e.g.:—1. P-K4, P-K4; 2. P-KB4, P-Q3; 3. Kt-KB3, B-Kt5?; 4. B-B4, Kt-KB3; 5. PxP, PxP (BxKt is necessary); 6. BxPch, KxB; 7. KtxPch, K moves; 8. KtxB, and White has won two pawns and deprived Black of the privilege of castling. Black can, however, meet this with a counter stratagem, as follows:—(First three moves same as above) 4. B-B4, QKt-B3. White cannot now play as before, so it is of no use to play PxP. Suppose he tries 5. BxPch, KxB; 6. Kt-Kt5ch, and White has fallen into the snare for Black will continue 6... QxKt; 7. PxQ, BxQ; 8. KxB, and Black has won a piece.

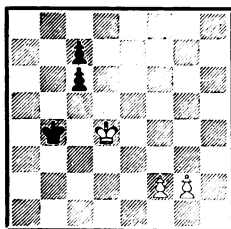
An old trap, attributed to Philidor's master, Legalle, arises from a similar fault of development:—1. P-K4, P-K4; 2. Kt-KB3, P-Q3; 3. B-B4, B-Kt5; 4. Kt-QB3, P-KKt3 (or P-QR3, or P-KR3); 5. KtxP, BxQ; 6. BxPch, K-K2; 7. Kt-Q5 mate. Black had nothing better than 5...

PxKt, when White could reply 6. QxB, winning a pawn. Another:—
 1. P-K4, P-K4; 2. P-KB4, P-Q3; 3. Kt-KB3, Kt-QB3; 4. B-B4, B-Kt5;
 5. Kt-QB3, P-QR3; 6. P-Q3, PxP; 7. Castles, Kt-K4?; 8. KtxKt, mating
 if the Q is captured, winning a piece if the Kt is taken. All this tends
 to confirm the principle that Kts should be developed before Bishops.

Pot Pourri

By C. S. HOWELL.

Position for
 Adjudication.
 No. 11.



White to move.

THIS is an ending by T. E. C. Tattersall, of London. It has a flaw in it, but is, nevertheless, decidedly ingenious.

Solution to No. 9—White draws by 1. K-R6!, K-Bsq; 2. K-R7, B-K6 (best); 3. K-R8!, BxP (best); 4. B-Kt3!, P-B6 (if 4... PxP, stalemate); 5. B-K6ch, K moves; 6. BxP and draws. If 1... B-K6; 2. K-Kt5, P-B6; 3. K-B4, B-Q7; 4. K-Q3, P-B5; 5. B-B6 and draws.

Awards for solutions and analysis to No. 7.—

R. H. Lindemann, 3; J. G. Gibson and Mr. McFarlane, 1 each. No award for second best analysis. Mr. McFarlane failed of this because of 1. RxQ, P.Qs; 2. R-K8ch, KxR; 3. Q-K5ch, B-K3! and no mate.

Total scores to date:—R. H. Lindemann, 8; F. D. Rosenbault, 5; J. G. Gibson, 5; Dr. W. H. Sharp and Mr. McFarlane, 3 each; A. Wuerstlin, 2; H. H. Simmons and E. Saenders, 1 each.

No. 11 above completes the second month's competition. Will readers please state whether they like this competition or would prefer some other?

Someone claims to have "busted" the Moeller attack in the Giuoco Piano. As a variation, we propose 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4; 4. P-B3, Kt-KB3; 5. P-Q4, PxP; 6. PxP, B-Kt5ch; 7. Kt-B3, KtxKP; 8. P-Q5(?) instead of the usual 8. Castles. Now, if 8... KtxKt; 9. PxKt, BxPch; 10. B-Q2. Readers will please send on a post card, their suggestion for Black's tenth move. The move receiving the greatest number of votes will be recorded and the game will be continued as a composite. When the game is finished, all competitors who have sent in a move each time, will be eligible to compete in an annotation (of the game) contest, the best annotation (in the opinion of the writer) receiving a suitable prize.

GAMES FROM THE MARSHALL-MIESES MATCH.

Queen's Gambit Declined—Third Game.

White—Marshall.

1—P-Q4	P-Q4
2—P-QB4	P-K3
3—Kt-QB3	P-QB4
4—BPxP	KPxP
5—Kt-B3	Kt-QB3
6—P-KKt3	B-K3
7—B-Kt2	Kt-B3
8—Castles	B-K2(a)
9—B-Kt5	Kt-K5
10—BxB	QxB
11—R-Bsq	R-Qsq(b)
12—PxP	KtxQBP(c)
13—P-QKt4(d)	Kt-K5(e)
14—P-Kt5	Kt-R4

Black—Mieses.

15—Q-Q4	KtxKt(f)
16—QxKt	Kt-B5
17—QxP	K-Q2
18—Q-Q4	K-B2
19—QxRP	R-Rsq
20—Q-Q4	KR-Qsq
21—Kt-K5	RxP
22—KR-Qsq	RxP
23—P-Kt6ch	K-Bsq
24—KtxKt	PxKt
25—RxPch	BxR
26—QxBch	K-Ktsq
27—QxR	Resigns

(a) P-KR3 or P-B5 are the alternatives, but neither would be very effective. Black has a weak QP, with no compensation, and all on account of his third move, P-QB4, which Lasker has repeatedly condemned—apparently with good reason. (b) Kt-B3 might be better. (c) So far, so good, but White has a card up his sleeve. (d) Marshall finds the weak spot with remarkable precision. (e) If KtxP, then, of course, 14. Q-Q4, but this was no worse than play adopted. (f) Black must lose a pawn anyway, and castling was the best under the circumstances. After the text move he has no chance to escape.

Vienna Opening—Fourth Game.

White—Mieses.

1—P-K4	P-K4
2—Kt-QB3	B-B4
3—P-KKt3	Kt-QB3
4—B-Kt2	P-KR4(a)
5—P-Q3	P-Q3
6—Kt-R4	B-KKt5(b)
7—P-B3	B-K3
8—Kt-K2	P-R5
9—KtxB	PxKt
10—B-K3	P-R6
11—B-KBsq	Q-K2
12—P-KKt4	Castles

Black—Marshall.

13—P-Kt3	P-KKt3(c)
14—Q-Q2	P-B4
15—KtPxP	PxP
16—PxP	B-Q4(d)
17—B-Kt5	Kt-B3
18—Q-K3	Q-Q3
19—Castles	Kt-Q5
20—KtxKt	BPxKt
21—Q-B2	Q-R6ch
22—K-Ktsq	R-Q3
23—B-Bsq(e)	Q-R4
24—R-Ktsq	R-QR3

25—P-R3	B-B3 (f)	33—K-Kt2	B-Kt7
26—Q-Ksq (g)	Q-B4	34—R-K5	R-Bsq
27—Q-Kt4	QxQ	35—R-Qsq	KtxP
28—PxQ	BxP	36—B-K7	Kt-B3
29—R-Ksq	P-K5 (h)	37—BxR	KtxR
30—PxP	BxP	38—RxP	Kt-B6
31—BxR	PxB	39—R-QB4	Resigns
32—B-Kt5	Kt-Q4		

(a) This advance is ineffectual with White's B at Kt2. Marshall is too eager to attack. (b) This seems to be pure waste of time. (c) P-B5 might have been tried, but it would have given White an open file for an attack in case he castled safely on the K side. (d) The BP might as well have been taken at once. (e) Necessary, as R-R3 was threatened. (f) Preparing for the powerful Kt-Q4. (g) Forcing the exchange of Queens to repel the attack. (h) Giving up the exchange is a desperate course, but if 29... Kt-Q2, then 30. R-Kt3 and the RP falls.

FRENCH DEFENCE.

(From the recent Spielmann-John Match, and, according to one of our Exchanges, considered the best game of the series).

White—Spielmann.

Black—John.

1—P-K4	P-K3	20—PxKP	BxKP
2—P-Q4	P-Q4	21—B-B5	Kt-Q5ch
3—Kt-QB3	Kt-KB3	22—KtxKt	QxKt
4—P-K5	KKt-Q2	23—BxB	PxB
5—P-KB4	P-QB4	24—Q-K3	Q-Kt5ch
6—PxBP	Kt-QB3	25—Q-B3	QxQch
7—P-QR3	BxP	26—KxQ	R-QB
8—Q-Kt4	P-KKt3	27—Kt-Kt5	RxP
9—P-KR4	P-KR4	28—QR-QB	R-Bch
10—Q-R3	Kt-Q5	29—K-K3	RxR
11—B-Q3	B-K2	30—RxR	P-R3
12—B-K3	Kt-QB3	31—Kt-Q4	K-Q2
13—Kt-KB3	Kt-B4	32—R-KKt	BxP (R5)
14—BxKt	BxB	33—R-Kt7ch	B-K2
15—P-KKt4	Q-R4	34—R-Kt6	P-R5
16—K-K2	B-K2	35—KtxP	R-KR
17—PxRP	PxP	36—Kt-Q4	P-R6
18—P-B5	B-Q2	And Black, after a few more	
19—P-Kt4	Q-Kt3	moves, won the game.	

ALLGAIER GAMBIT.

Played by Senor Vincenta Martinez de Carvajal, Champion of Spain, on his recent visit at the Manhattan Chess Club, against a strong team consulting.

White—Carvajal.		Black—Allies.	
1—P-K4	P-K4	14—Q-Q2	Kt-Q4
2—P-KB4	PxP	15—B-KKt3	B-K3
3—Kt-KB3	P-KKt4	16—Q-K	P-K6
4—P-KR4	P-Kt5	17—B-Q3ch	K-Kt2
5—Kt-Kt5	P-KR3	18—P-QB4	Kt-B3
6—KtxP	KxKt	19—P-Q5	BxP
7—P-Q4	P-Q4	20—PxP	QxP
8—BxP	Kt-KB3	21—QxP	QR-K
9—Kt-B3	B-Kt5	22—Q-B	R-K2
10—B-Q3	PxP	23—QR-Kt	Kt-Q5
11—B-B4ch	K-Kt3	24—RxKt	KxR
12—Castles	BxKt	25—Q-B4ch	Kt-B4
13—PxP	Kt-B3	26—R-KB	Resigns

ALLGAIER GAMBIT.

(A consultation game recently played at the Brooklyn Chess Club)

White—Magnus Smith and W. C. Bixby. Black—Elwell, Black and Neff.

1—P-K4	P-K4	14—PxP	KtxB
2—P-KB4	PxP	15—PxP!	KtxB
3—Kt-KB3	P-KKt4	16—QxKt	R-KB
4—P-KR4	P-Kt5	17—QR-K	Q-K2
5—Kt-Kt5	P-KR3	18—Q-B5	P-KR4(d)
6—KtxBP	KxKt	19—R-K5	QR-K
7—P-Q4	P-Q4	20—Q-Kt5ch	K-R2
8—BxBP	KKt-B3	21—QR-KB5	QxP
9—Kt-B3	B-Kt5?(a)	22—RxKt	RxR
10—B-Q3	B-K3	23—RxR	Q-K6ch(e)
11—Castles	BxKt	24—QxQ	RxQ
12—PxP	K-Kt2(b)	25—R-B7ch(f)	Resigns
13—B-K5	Kt-Q2(c)		

(a) Of doubtful value, QKt-B3 is probably better. (b) Forced on account of the threat P-K5 followed by disc. ch. (c) Black seems to have weathered the storm, but White's next two moves enable him to maintain the attack, through the dangerous KP. (d) White threatened P-R5. (e) If Black checks at K8, he also loses e.g. 23... Q-K8ch; 24. K-R2, P-Kt6ch; 25. K-R3, Q-R8ch; 26. KxP, Q-K8ch; 27. K-R2, and Black has no more checks. (f) White's majority of pawns wins easily.

ALLGAIER GAMBIT.

White—Mr. Ritter.

Black—Mr. Taft.

1—P-K4	P-K4	8—BxP	PxP
2—P-KB4	PxP	9—B-B4ck	K-Kt3 (a)
3—Kt-KB3	P-KKt4	10—B-K5	Kt-KB3
4—P-KR4	P-Kt5	11—Castles	QB-B4
5—Kt-Kt5	P-KR3	12—RxB	KxR
6—KtxP	KxKt	13—B-B7	Resigns (b)
7—P-Q4	P-Q4		

(a) K-Kt2 is the better move. (b) Because mate cannot be avoided.

RUBINSTEIN vs. MARSHALL.

The contest between these masters, at Warsaw, resulted in favor of Rubinstein, by $4\frac{1}{2}$ games to $3\frac{1}{2}$.

Errata.—We are sorry to have to confess to several errors in last week's number. End game No. 25, should have been "White to play and draw!" In game, Mieses vs. Fritz, the following corrections will make it legible:—4. P-Q3. 11... Q-R3. 16...KtPxKt. 19... Q-Kt4. 25...P-B6. 28. K-Q.

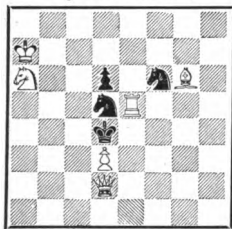
End Game No. 25. White draws by 1. R-Q2ch and if KxR; 2. B-B4ch followed by BxKt. If Black does not capture the R, draw by perpetual checks is imminent.

End Game No. 26, is solved by:—1. R-R8ch, KxP; 2. P-R7, K-Kt2, (to stop the threat of R-KR8, etc.); 3. K-Kt4, R moves; 4. K-Kt5, and wins. White cannot win by 1. K-Kt4, because Black does not move the R, but simply moves his K-Kt2, etc.

"Mr. A. J. Neilson, Chess Editor of the *Falkirk Herald*, seizes on something that the Rev. K. Traxler wrote about 'aesthetically beautiful' problems, and delivers himself at great length, but in manner interesting on the subject. We quote from his sage sentences:—'To say that a problem should be 'aesthetically beautiful' is merely to assert that it should be beautifully beautiful—a tautology which is not enlightening Probably everybody agrees that a problem should be beautiful . . . It is when we come to examine what beauty is that the wrangle starts, and no philosopher has ever yet been able to define in what lies the essence of beauty Popularity beauty is a convenient term signifying one's own special approval or admiration for an object The attempt to judge art-works by any arbitrary and narrow standard of beauty usually lands one in a beautiful mess of prejudice consisting of unreasoning likes and dislikes."

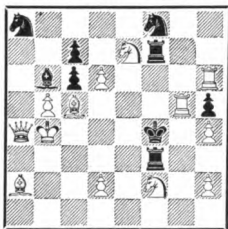
PROBLEMS.

No. 113.
By M. Lissner.



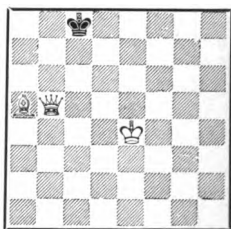
Mate in two.

No. 114.
By W. H. Rhawn.



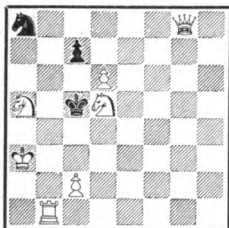
Mate in two.

No. 115.
By W. A. Shinkman.



Mate in three.

No. 116.
By J. Elson.



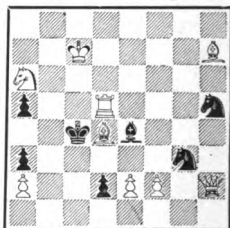
Mate in three.

No. 117.
By Rev. G. Dobbs.



Mate in three.

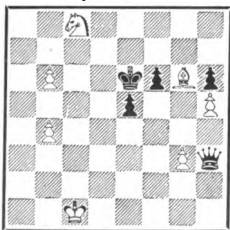
No. 118.
By F. Gamage.



Mate in three.

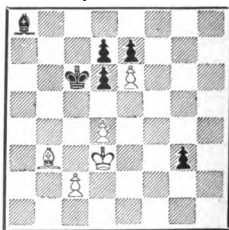
END GAMES.

No. 27.
By Rinck.



White to play and win.

No. 28.
By Rinck.



White to play and win.

SOLUTIONS.

No. 104—Q-Kt7 (Correction); No. 107—Q-R6; No. 108—Kt-Q4;
No. 109—K-Kt5; No. 110—Q-R7; No. 111—B-Q3; No. 112—B-K2.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

December 26, 1908.

No. 5.

THE deed of gift, under which the Cable Matches for the Newnes Trophy are played, is a grossly inadequate and harmful document. It places the entire expense and responsibility of management on the shoulders of one Club. In order to successfully defend this trophy, the other chess clubs of America are obliged to lend their best talent without any adequate returns. All the prestige and glory that flow from these contests fall to this one organization only, the clubs that contribute to the actual playing strength of the team get no benefit whatever. Bad as this is, it is not all. While it may be gratifying to the Brooklyn Chess Club to act as the representative of America in these events, the expense involved is out of all proportions to the benefits derived. The net result is that everybody is dissatisfied.

The deed of gift should be changed at once, and the management of the match placed in the hands of a federation of clubs. The expenses should be borne equally by every club which has a representative on the team. We speak by the cards when we say that, to the directors of the Brooklyn Chess Club this is a consummation devoutly to be wished. If this deed of gift should be changed, the clause regarding native born players should by all means be stricken out.

If these cable matches have any object whatever they take place for the purpose of ascertaining the playing strength of the two countries, and it is a manifest absurdity to bar from the teams a citizen of either country, because, forsooth, forty or fifty years ago he happened to be born in Russia, Germany, or France, as the case may be. The chess playing strength of any country is represented by the players 'who live in it, and any other definition is purile in the extreme.

THE recent match between Marshall and Mieses has been productive of the most interesting chess that we have seen for some time. Both masters possess plenty of ingenuity in devising and executing original combinations, and they have, moreover, the courage to put this quality to the test in actual play. After the conventional moves of the openings, they quickly leave the well beaten path of previous analyses, seeking success in less explored regions, where each must

hew his own way and rely on his own resources. This courage and enterprise, so characteristic of the old school, has lent to the games of the match an individuality and sparkle which furnishes a pleasing contrast to the lamentable "book" chess so frequent in recent masterplay.

QUEEN'S GAMBIT DECLINED.

(Fifth Game of the Match)

White—Marshall.

Black—Mieses.

1—P-Q4	P-Q4	21—Kt-Q6ch	RxKt
2—P-QB4	P-K3	22—PxR	BxR
3—Kt-QB3	P-QB4	23—R-K	K-Q2
4—BPxP	KPxP	24—RxKtch	KxP(f)
5—Kt-B3	Kt-QB3	25—RxBP	B-R6
6—P-KKt3	B-K3	26—RxKtP	R-K
7—B-Kt2	Kt-B3	27—P-B4	R-K2
8—B-Kt5	B-K2	28—R-Kt5	R-K8ch
9—PxP(a)	BxP	29—K-B2	R-QKt8
10—Castles	B-K2	30—P-KKt4	RxPch
11—Kt-Q4	Q-Kt3	31—K-Kt3	B-B8
12—KtxKt	PxKt	32—R-Kt7	P-B4
13—P-K4(b)	P-Q5	33—RxQRP	P-B5
14—Kt-R4	Q-Kt4	34—R-R3	K-B4
15—P-K5	Kt-Q4	35—P-B5	B-Q6
16—BxB	KtxB	36—P-B6	R-Kt2
17—QxP(c)	R-Q	37—K-B4	K-Kt5
18—Q-K4(d)	B-B4(e)	38—R-R8	P-B6
19—Kt-B3	BxQ	39—R-QB8	B-B5
20—KtxQ	BxB	40—Resigns.	

(a) R-B first is perhaps a little better. (b) Or Kt-R4 at once, with a view to attack the weak QBP. (c) Too precipitate, as it gives Black a chance for a counter attack. (d) If 18. Q-B4 or R4 then follows 18... P-KKt4, etc. (e) Marshall was probably surprised by this move as he may have expected the less strong B-Q4, in which case he would have retreated the Q-B2 with a good game. (f) The ending is nicely played and Black remains with a piece plus.

Notice to Subscribers.—Please do us the favor to send us a postal card giving the name and address of the Chess Club in your vicinity, including, if possible, the name and address of the Secretary.

Vienna.

(Eighth Game of the Match.)

White—Mieses.

Black—Marshall.

1—P-K4	P-K4	21—Q-Kt2	KKt-K2
2—QKt-B3	B-B4	22—P-QKt4 (f)	PxP
3—P-KKt3	QKt-B3	23—KtxP	BxKt
4—B-Kt2	P-KR4 (a)	24—BxB	Q-Q3
5—P-KR3	P-R5	25—P-Kt5	PxP
6—P-KKt4	P-Q3	26—QxP	Kt-Q4
7—Kt-R4	B-K3	27—QR-Kt	Kt-Kt3
8—P-Q3	P-KKt4	28—P-Q5	Kt-R2
9—P-QB3	P-QR3 (b)	29—Q-R5	K-Kt
10—Kt-B3	P-KB3 (c)	30—B-Q4	Kt (R2)-B
11—P-Q4	PxP	31—B-B5	Q-Q2
12—PxP	B-Kt5ch	32—P-Q6	KtxP
13—Kt-B3	B-B5 (d)	33—RxKt	PxR
14—Q-B2	Q-K2	34—BxP	Kt-B
15—B-Q2 Castles (QR) (e)		35—B-B5	Q-Q3
16—P-QKt3	BxKt	36—BxKt	KxKt
17—BxB	B-B2	37—R-Bch	K-Q2
18—Castles	B-Kt3	38—Q-B5ch	K-K
19—Kt-Q2	P-Q4	39—Q-Kt6ch	Resigns (g)
20—KR-K	Q-Q2		

(a) Marshall persists in this move, but its value is not shown. (b) 9... P-Kt4 might have been better. (c) An alternative would have been 10... B-R2. If then, 11. BxP, P-B3 followed by P-Kt4. If 11. KtxP, then P-Kt4, at once. If 11. P-Q4, then P-B3. 12. P-Q5, P-Kt4, leading to a complicated situation. (d) To prevent 13. P-Q5. (e) Better might have been to wait with, say, Kt-R3. (f) The beginning of the winning attack. (g) There is no defence.

QUEEN'S GAMBIT DECLINED.

(Ninth Game of the Match.)

White—Marshall.

Black—Mieses.

1—P-Q4	P-Q4	5—Kt-B3	QKt-B3
2—P-QB4	P-K3	6—P-KKt3	B-K3
3—Kt-QB3	P-QB4	7—B-Kt2	Kt-B3
4—PxQP	KPxP	8—B-Kt5	B-K2

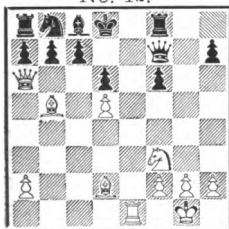
9—PxP	Q-R4	20—B-K3	R-Q3
10—Castles	QxBP	21—Q-K5	Q-R3
11—K-B	QR-Q(a)	22—B-B5	Kt-Q2
12—Kt-QR4	Q-R4(b)	23—RxKt	RxR
13—Kt-Q4	KtxKt	24—BxP	Q-B3
14—QxKt	Castles	25—B-K3	Q-Q3
15—Kt-B5	QxRP(c)	26—R-B8ch	B-Q
16—KtxB	PxKt	27—BxRch	KxB
17—R-B7(d)	R-B2	28—Q-B5ch	B-B3
18—B-R3	Q-R3	29—B-B5	P-KKt3
19—KR-B	QxKP	30—Q-R3	Resigns

(a) Castles was better, as the QR is required at QB. (b) Or Q-Kt4. If then 13. Kt-Q4, KtxKt; 14. QxKt, Castles; 15. Kt-B5, R-B, etc. (c) Better was 15... Q-Kt3; 16. KtxB, QxKt, etc. (d) Black is now lost, and Marshall wastes no time in his conduct of the attack.

Pot Pourri

By C. S. HOWELL.

Position for
Adjudication.
No. 12.



White to move.

IN analyzing an opening, the writer stumbled on this position. The solution is not difficult, but is rather pretty. Who can reconstruct the play which resulted in this position?

Solution to No. 10—White mates in ten moves! 1. PxP, d'b'l ch, KxP; 2. R-Q6ch, KxR; 3. Kt-Kt7ch, K-K3; 4. KtxPch, K-Q3; 5. Q-B6ch!, PxQ; 6. Rxpch, RxR; 7. Kt-Kt7ck, K-K3; 8. Kt-Kt5ck, RxKt; 9. Kt-Q8ch, K-Q3; 10. P-B5 mate. Truly a remarkable composition. The position might easily be one arrived at in a game. The construction is wonderful and the play most ingenious. How many players would

have found the win in this position had it occurred in a game? The curious part of it is that in a game White would have lost had he not found the proper continuation, unless, perchance, he had found the perpetual Ktch after the first three moves. It is noteworthy that 5. R-B6ch will not answer because of the reply 5.— RxR! White has to clear KKt5 for his knight.

Points for correct judgments and analyses of No. 8. are awarded as

follows: A. Wuerstlin, 3-5; Dr. F. A. Huxmann, 2-2; J. G. Gibson, 1-6; E. N. Olly, 1-1; F. D. Rosebault, 5; R. H. Lindemann, 8; Dr. M. H. Sharp, 3; Dr. McFarlane, 3; H. H. Simmons, 1; E. Saunders, 1.

Where two figures are given, the first is the award on No. 8, and the second, the total to date. Where only one figure is given, the competitor either sent in an incorrect judgment, or no judgment on No. 8, and the figure represents his total. This plan of publishing scores will be followed hereafter.

The result on No. 8 offers an opportunity to present a very useful chess maxim, i. e., "Don't take things for granted." Several competitors called this position a draw, knowing that RP and B not covering the eighth or queening square of pawn only draw if adverse king is in the corner and taking it for granted that this position was no exception to the general rule.

A correspondent writes: "I believe that chess publications would succeed oftener if they catered to the amateur more and not so much to the expert. Of course, the experts should have their share, but as there are by far more amateurs than experts, they certainly comprise the most of the subscribers." This letter interested the writer, for one or two first class players have accused him of printing absurdly easy end game positions. Experts are inclined to forget that they were ever anything but expert. The difficulty, from the editorial standpoint, is to find out what the amateur really wants. We believe we are in general accord with the management of the CHESS WEEKLY when we say that the WEEKLY will always be pleased to incorporate any possible feature that is desired by a majority of its readers.

A newspaper recently stated that the moving picture machine man had met with a failure. He tried to photograph two men playing chess.

TRAPS AND STRATAGEMS.

The following may happen in Centre Counter Gambit: 1. P-K4, P-Q4; 2. PxP, QxP; 3. Kt-QB3, Q-Q; 4. P-Q4, Kt-QB3; 5. Kt-B3, B-Kt5; 6. P-Q5, Kt-K4?; 7. KtxKt!, BxQ; 8. B-Kt5ch, P-QB3; 9. PxP, P-QR3 (or... Q-B2, 10. PxP dis. ch.); 10. P-B7 dis. ch., and wins a piece. Black has here combined the two faults of developing only his Q side pieces and subjecting himself to a discovered check. Nor does the advantage of the first move give immunity from the consequences of a violation of the rules of development. For instance: 1. P-Q4, P-Q4; 2. P-QB4, P-K3 (Queen's Gambit Declined) 3. Kt-QB3, Kt-KB3;

4. B-Kt5, QKt-Q2; 5. P×P? (P-K3 or Kt-B3 should be played) P×P; 6. KtxP, KtxKt!; 7. B×Q, B-Kt5ch; and White must interpose his Q thus losing a piece.

Or 1. P-Q4, P-Q4; 2. P-QB4, P-K3; 3. Kt-QB3, Kt-KB3; 4. B-B4, P-QB4; 5. Kt-Kt5! (P-K3 should be played) P×QP!; 6. Kt-B7ch?, Q×Kt!; 7. B×Q, B-Kt5ch; and again White must interpose the Q losing two pawns.

One modern rule of development is that no piece should be moved twice while other pieces remain undeveloped.

1. P-K4, P-K4; 2. KKt-B3, QKt-B3; 3. B-Kt5, (Ruy Lopez) Kt-B3; 4. P-Q3, Kt-K2; 5. KtxKP?, P-B3; and Black wins a piece by Q-R4ch, etc. If White sets a counter trap by 6. Kt-B4 threatening Kt-Q6 mate if the B be taken, but Black parries this by 6... Kt-Kt3, winning a piece by P-QKt4. It is to be noticed that the setter of the trap in this case departed from the principle of development and hence White would obtain a superior position by 5. Kt-B3.

The following shows a similar peculiarity:—1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, Kt-Q5?; 4. KtxP?, (He should play Castle, or Kt-B3, or, P-Q3), Q-Kt4; 5. KtxBP, Q×KtP; 6. R-B, Q×KPch; 7. B-K2, Kt-B6 mate.

The following may occur in the Evans:—1. P-K4, P-K4; 2. KKt-B3, QKt-B3; 3. B-B4, B-B4; 4. P-QKt4, B×P; 5. P-B3, B-B4; 6. Castles, P-Q3; 7. P-Q4, P×P; 8. P×P, B-Kt3; 9. Q-Kt3? (Kt-B3 is best), Kt-R4; 10. B×Pch, K-B; 11. Q-Q5, Kt-KB3, winning a piece. Moral—avoid premature attacks.

ZUKERTORT'S OPENING.

(From the Berlin Championship Tournament)

White—H. Caro.

Black—Ed. Lasker.

1—Kt-KB3	P-Q4	14—KR-Q	B-QKt5
2—P-Q4	Kt-KB3	15—Q-Q2	Kt-Kt3(d)
3—B-B4	P-QB4	16—P-QR4!	KtxB(e)
4—P-K3	Kt-B3(a)	17—P×B	Q-B2
5—P-QB3	P-K3	18—P-QKt4	B-K2(f)
6—QKt-Q2	B-Q2(b)	19—R×RP	QR-Q
7—B-Q3	R-QB	20—B-B6ch!	K-B
8—Castles	B-K2	21—Q-B2	P-KKt3
9—P×P	B×P	22—R×KtP	Q-B
10—P-K4	P×P	23—R×Rch	B×R
11—KtxP	KtxKt	24—Kt-K5	B-K2
12—B×Kt	Q-Kt3(c)	25—Q-K4	Q-R
13—Q-K2	Kt-K2	26—R-Kt8ch	Resigns

(a) The alternative is 4... P×P and Q-Kt3! (b) Why not B-K2 and Castles? (c) Castling is not possible on account of 13. B×RPch, K×B; 14. Kt-Kt5ch, K-Kt3; 15. Q-Kt4 with a winning attack. (d) Not Castles, because of the threat P-QKt4. (e) If B-B3, then 17. P-QKt4 with a powerful attack. Black cannot then take the B because of 18. Q-Q7ch, etc., and if Black plays 17... KtxB, then 18. B×Bch! Q×B; 19. Q×Kt followed by Kt-K5, etc. Finally, if 17... B-K2, then 18. P-QR5, Q-R3; 19. B-Q3, B-Kt5; 20. P-B4, winning because of the threat, Q-Q7ch. (f) If 18... B-Kt3, then 19. P-QB4, etc.—Notes from "Wochenschach."

RUY LOPEZ.

(From the Dutch Chess Federation Tournament, 1908)

White—Dr. Esser.

Black—S. Pape.

1—P-K4	P-K4	11—P×P	P×P
2—KKt-B3	QKt-B3	12—R-K(a)	Q-K2
3—B-Kt5	P-QR3	13—Kt-B	R-Q
4—B-R4	Kt-B3	14—Kt-K3(b)	K-R
5—P-Q3	P-Q3	15—P-QKt4!(c)	P-QKt4
6—P-QB3	B-K2	16—Kt-Q5!	Q-Q3
7—Castles	Castles	17—B-K3!	B-K2
8—P-KR3	B-Q2	18—B-Kt3	B-K3
9—QKt-Q2	Kt-K	19—B-B5	Q-Q2
10—P-Q4	B-B3	20—KtxB!	Resigns (d)

(a) In order to get the Kt-Bsq and thence to K3. (b) The threat of 14... B×RP is guarded against by this move, as White would reply Kt-Q5 winning a piece or the exchange. (c) To prevent the Q getting out on the Q side. (d) Black has lost a piece for, if 20... KtxKt; 21. Q×Q, RxQ; 22. KtxKP, etc. ———

End Game No. 27 is solved by:—1. P-Kt7, Q-R8ch; 2. K-Kt2, Q×P; 3. B-B5ch, K-Q4; 4. B-K4ch, K×B; 5. Kt-Q6ch and wins.

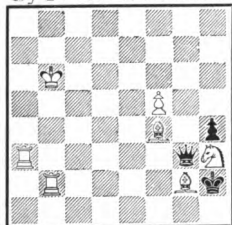
End Game No. 28 is solved by:—1. B-Q5ch, K×B; 2. P×P, P-Kt7; 3. P-Q8 makes a Kt!, and mates next move by P-B4.

PROBLEM NOTES.

For the best and most complete list of solutions received to the six problems in this issue, numbered 119 to 124, we will give a year's subscription to "THE CHESS WEEKLY." If you are already a subscriber, you can have the magazine sent to some chess friend. A very happy sort of Christmas gift by the way. In order to give everybody an equal chance, we will hold the solutions back two weeks.

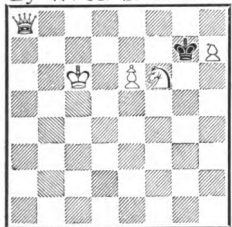
PROBLEMS.

No. 119.
By F. von Wardener.



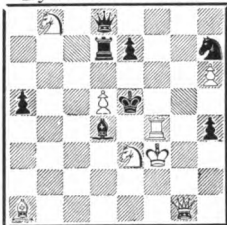
Mate in two.

No. 122.
By W. A. Shinkman.



Mate in three.

No. 120.
By Rev. G. Dobbs.



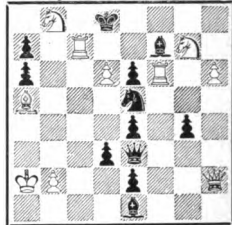
Mate in two.

No. 123.
By Dr. N. Hoeg.



Mate in three.

No. 121.
By F. Gamage.



Mate in two.

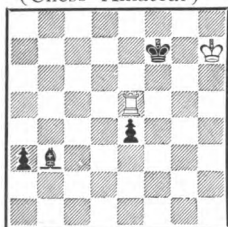
No. 124.
By S. Tyrrel.



Mate in three.

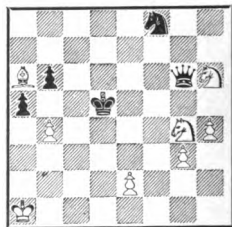
END GAMES.

No. 29. By A. W. Daniel.
(Chess Amateur)



White to play and draw.

No. 30. By Rinck.



White to play and win.

SOLUTIONS.

No. 113—Kt-B7; No. 114—B-Q5; No. 115—Q-Kt2; No. 116—Q-Kt5;
No. 117—Q-Q7; No. 118—Q-R.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

January 2, 1909.

No. 6.

LASKER vs. SCHLECHTER.

The conditions of a match for the championship of the world between Dr. Lasker and Schlechter are published in *Deutsches Wochenschach*. It appears that Schlechter went direct to Berlin to challenge Dr. Lasker, who replied on December 3, accepting the challenge and submitting a set of conditions which Schlechter readily accepted. The following are the conditions:—

1. The match to consist of thirty games. The victor to be the winner of a majority of at least two games. In case of a drawn match, Dr. Lasker to retain the championship till decided by a return match, to be arranged afterwards.

2. The stakes to be the same as in the match Lasker vs. Marshall.

3. Dr. Lasker to fix place and date of meeting, but to give a month's notice and a complete programme.

4. In conformity with Section 3, he will carry out negotiations with clubs and associations in joint interest.

5. In consideration of the duties (Section 4) undertaken, and because of having found defects previously in joint ownership of games, Dr. Lasker claims the sole right to all games. Further conditions to be left for future consideration, to be submitted to arbitration in case of differences arising.

From the above conditions, Dr. Lasker appears to have driven a hard bargain, but all that easy-going Schlechter wants is to play, so that differences of any sort are unlikely to arise. The match will be of the greatest interest to the chess world, and the result is by no means easy to forecast. The large number of games (thirty) insisted upon by Lasker, indicates that he anticipates a titanic struggle and wishes to avail himself of all the opportunities of a long contest.

A gentleman who was instrumental in framing the peculiar conditions under which the cable matches for the Newnes trophy are played, has sent us the following letter by way of reply to our recent editorial on the subject:—

EDITOR, CHESS WEEKLY:

Dear Sir:—It is fortunate that the Editorial dictum may always be regarded as *obiter dicta*, and not to be respected save as it tallies with one's own views.

A somewhat intimate familiarity with Sir George Newnes' deed of gift and the circumstances surrounding what was intended to be an annual struggle for Chess supremacy between the gentlemen of Great Britain and the gentlemen of America compels my entire dissent from THE CHESS WEEKLY's conclusions in this matter:

Originally the trophy to be contested for under the challenge issued to the Brooklyn Chess Club, by Sir George Newnes in behalf of the British Chess Club, was offered by *The Brooklyn Daily Eagle*, then a staunch promoter of the game that has brought more credit to Brooklyn than any other, but, inasmuch, as *The Eagle's* deed of gift enabled the employment of aliens on either side in defense of the Chess prestige of each country, its terms were rejected by the challenger as not within the intention of an annual test of the chess skill, of, as nearly as is possible, the two great branches of the dominant Anglo-Saxon race—of Great Britain and the United States of America—and, thereupon, the challenger contributed the trophy that has since been contested for upon the terms upon which the challenge was issued; and, solely by virtue of the great role it has played in connection with this competition at Chess between the gentlemen of Great Britain and America, has the Brooklyn Chess Club maintained its standing throughout the world as the leading American Chess Club.

Almost any enterprising agent, with sufficient cash, could corral a supply of alien Chess masters and ship them to "live in the country"—at least so long as fed and supplied—who would present in a chess contest a greater playing strength than is now obtained under the Newnes rules.

But there are International tournaments for these gentlemen and their struggles are outside of the intention of this contest.

As for the really paltry sum the cable matches cost, it may be said that the Brooklyn Chess Club has heretofore managed its share and doubtless will till she has finally won the trophy, the struggle for which has brought her so great international repute.

Concerning the lines upon which some subsequent contest should be evolved—well, that is another story.

JOHN D. ELWELL.

Brooklyn, Dec. 26, 1908.

TRAPS and STRATAGEMS.

The following trap in the Damiano Gambit shows the danger of premature attacks even against an inferior defence:—
1. P-K4, P-K4; 2. Kt-KB3, P-KB3; 3. KtxP? (B-B4 gives White the better game), Q-K2!; 4. Q-R5ch, P-KKt3; 5. KtxKtP, QxPch; 6. Q-K2, QxQch; 7. BxQ, PxKt, wins a piece. But had Black taken the Kt at move 3, he would have got into trouble thus: 4. Q-R5ch, K-K2; 5. QxKPch, K-B2; 6. B-B4ch, P-Q4; 7. BxPch, K-Kt3; 8. P-KR4, P-KR4; 9. BxQKtP, BxB; 10. Q-KB5ch, K-R3; 11. P-Q4 dis. ch, P-Kt4; 12. BxPch, and wins. Here is another example of the danger of the early

advance of the KBP:—1. P-K4, P-K4; 2. P-KB4, PxP; 3. Kt-KB3, P-KKt4; 4. B-B4, P-KB3? (B-Kt2 should be played); 5. KtxP, PxKt; 6. Q-R5ch, K-K2; 7. QxKtPch, K-K; 8. Q-R5ch, K-K2; 9. Q-K5 mate.

The early advance of the King's side pawns is dangerous:—1. P-Q4, P-KB4 (Dutch Defence); 2. B-Kt5, P-KR3; 3. B-B4, P-KKt4; 4. B-Kt3, P-B5; 5. P-K3, P-KR5; 6. B-Q3, R-R3?; 7. QxPch, RxQ; B-Kt6 mate. It is also often dangerous after castling e.g.:—7. P-K4, P-K4; 2. KKt-B3, QKt-B3; 3. B-B4, B-B4; 4. P-Q3, Kt-B3; 5. Kt-B3, Castles; 6. B-KKt5, P-KR3, 7. B-R4, B-QKt5; 8. Castles, BxKt; 9. PxP, P-KKt4; 10. KtxKtP, PxKt; 11. BxP, K-Kt2; 12. P-KB4 with a winning advantage in position.

PRINCETON WINS TITLE.

The intercollegiate quadrangular match was won by Princeton last week. This is the first time that this University has carried off the trophy in these contests and their success may perhaps be attributed to the valuable coaching given by Mr. Chas. Curt, of the Brooklyn Chess Club, who prepared the team for the encounter.

The final score stood:—Columbia, $5\frac{1}{2}$ to $6\frac{1}{2}$; Harvard, $6\frac{1}{2}$ to $5\frac{1}{2}$; Princeton, $7\frac{1}{2}$ to $4\frac{1}{2}$; Yale, $4\frac{1}{2}$ to $7\frac{1}{2}$. Following is the score of one of the best games.

Zukertort Opening.

White—W. L. Stephens, Princeton

Black—E. Burgess, Yale.

1—Kt-KB3	P-K3	18—Kt-R4	B-Q3
2—P-Q4	P-Q4	19—B-Q4	Q-K3
3—P-K3	Kt-KB3	20—Kt-B5	Q-K2
4—B-K2	B-Q3	21—P-Kt4	P-QKt3
5—Castles	Castles	22—Kt-R4	Kt-B3
6—P-QKt3	QKt-Q2	23—BxKt	QxB
7—Kt-B3	P-B3	24—Q-B3	Q-K3
8—B-Kt2	R-K	25—P-B5	Q-R3
9—R-K	P-K4	26—K-B2	BxPch
10—PxP	KtxP	27—KxB	RxPch
11—KtxKt	BxKt	28—RxR	QxRch
12—B-Q3	Kt-Kt5	29—K-Kt2	P-QKt4
13—P-Kt3	Q-B3	30—R-K	Q-B5
14—Q-Q2	P-KR4	31—R-K8ch	K-R2
15—P-B4	B-Kt	32—Kt-B5	QxRP
16—QR-Kt	Q-R3	33—Q-K	Q-Kt5ch
17—P-KR4	B-B2	34—Q-Kt3	QxKtP

35—P-B6 dis. ch	P-Kt3	39—Q-B7ch	K-R3
36—BxPch	PxB	40—R-R8ch	K-Kt4
37—R-K7ch	K-R	41—O-K5ch	B-B4
38—R-K8ch	K-R2	42—Kt-K6ch	Resigns

SMITH vs. SCHWIETZER.

Magnus Smith and G. Schwieter are engaged in a match of "five up," draws not counting. The first game was played last Sunday, and after a lively skirmish, resulted in a win for Smith. The score follows:—

Queen's Gambit Declined.

White—Schwietzer.		Black—Smith.	
1—P-Q4	P-Q4	23—KR-Q	B-K3
2—KKt-B3	Kt-Q2	24—P-K4	R-B
3—B-B4	P-K3	25—Q-B5	R-KB2
4—P-K3	KKt-B3	26—P-KB3(b)	Kt-K
5—B-Q3	P-QB3	27—P-QR4	P-QR3
6—QKt-Q2	B-K2	28—Q-K5	Kt-Kt2
7—P-QB4	PxP	29—PxP	RPxP
8—KtxP	B-Kt5ch	30—P-QR4(c)	PxP
9—KKt-Q2	Castles	31—RxP	B-Kt6
10—Castles	R-K	32—R-R7	Kt-K3
11—Kt-B3	Kt-B	33—P-Q5	PxP
12—KKt-K5	Kt-Q4	34—QxKt	R-QB3(d)
13—Q-R5	P-Kt3	35—Q-K5	BxR
14—Q-B3	P-B3	36—B-R4	R-B8
15—Kt-Kt4	P-QKt4	37—Q-Kt2	Q-QB
16—Kt-R3	BxKt	38—B-KKt5	Q-B4ch
17—PxP	P-K4	39—K-B(e)	B-B7 dis. ch.
18—KtxKP(a)	PxKt	40—K-K2	BxBch
19—BxP	Kt-Q2	41—KxB	PxPch
20—B-Kt3	R-B	42—K-Q2	QxBch
21—Q-Q	Kt(Q2)-B3	Resigns.	
22—Q-B2	Kt-K2		

(a) Forced, as the piece cannot be saved without compromising the position. (b) Best. White cannot advance the pawns in the centre without relieving Black's position. (c) Probably not sound, but it seems the only way for White to work up an attack, and he can hardly afford to wait any longer. (d) Necessary, as White threatened to win by RxKt, etc. (e) He cannot interpose the Queen on account of 39. B-K7 dis. ch, BxR; 40. QxBch and mates.

QUEEN'S GAMBIT DECLINED.

(From the Swiss Tournament, 1908.)

White—Henneberger.

Black—Von Horwatt.

1—P-Q4	P-Q4	17—QR-K	Kt-Q2
2—P-QB4	P-K3	18—Q-R5ch	K-Q
3—Kt-QB3	P-QB4	19—KtxKtP!	K-B2
4—PxQP	KPxP	20—Kt-K6ch	K-Kt6
5—P-K4	PxKP	21—P-B6	Kt-Q6
6—P-Q5	P-KB4	22—P-B7(c)	KtxR
7—B-KB4	Kt-KB3	23—RxKt	P-B5(d)
8—Kt-KR3	P-QR3	24—Q-Kt4	K-R2
9—P-QR4(a)	B-Q3	25—Q-Kt8	Kt-B4?(e)
10—B-B4	P-KR3	26—QxR	BxKt
11—Castles	P-KKt4	27—QxRch	KxQ
12—BxB	QxB	28—PxB	Kt-Q6(f)
13—P-B3	QKt-Q2	29—Kt-K4(g)	Q-K2
14—PxP	Kt-K4?(b)	30—R-B	Q-B
15—PxP!	KtxB	31—P-K7	QxP
16—Q-K2ch	Kt-K4	32—P-B8(Q)ch	Resigns

(a) In order to prevent the advance of the Q side Ps, and also enabling him to develop his B to B4, etc. (b) Black here misses his chance to gain a decisive advantage by Kt-Kt5, etc. The text move turns out to be a pure waste of time, which Black could ill afford in his undeveloped state. (c) Wisely giving up the exchange rather than lose time. (d) If R-B, then 24. Q-Kt6 wins, and if Kt-B, then, 24. Kt-K4, Q-K2; 25. P-Q6!, winning. (e) It is not easy to find a better move. (f) There is nothing better. If, 28.....Q-Q5ch; 29. K-R, Q-B7; 30. P-B8(Q)ch, QxQ; 31. P-K7, Q-K; 32. Kt-Q5, and wins. (g) This is all sufficient to prevent any threats from a possible Kt check at B7. Black has no defence.

VIENNA OPENING.

Tenth and Final Game—Played December 2.

White—Mieses.

Black—Marshall.

1—P-K4	P-K4	7—P-KB3	B-K3
2—Kt-QB3	Kt-KB3	8—Kt-K2	Q-Q2
3—P-KKt3	Kt-B3	9—P-KR3(b)	Kt-Q5
4—B-Kt2	B-B4	10—KtxB	PxKt
5—P-Q3	P-Q3	11—KtxKt(c)	QxKt
6—Kt-R4	B-Kt5(a)	12—P-KB4	P-B5(d)

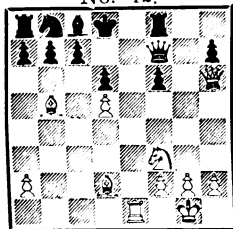
13—P-B5	B-Q2	27—K-B3	P-Q7(h)
14—Q-K2	PxP	28—BxP	R-Q6ch
15—QxP	QxQ	29—K-B2	RxP
16—PxQ	B-Kt4	30—R-KKtsq	Kt-B5
17—P-Q4(e)	PxP	31—B-B4	Kt-K6ch
18—P-K5	Kt-Q2	32—K-Kt3(i)	B-B5ch
19—P-QR4(f)	B-R3	33—K-B3	Kt-Q8 dbl. ch
20—P-QKt4	P-QB3	34—K-Q4(j)	R-Qsqch
21—B-B4	Castles KR	35—K-B5	R-QB6
22—Castles (g)	P-Q6	36—R-QBsq	B-Kt4 dis. ch
23—KR-Ksq	Kt-Kt3	37—RxR	KtxR
24—P-R5	Kt-R5	38—R-QRsq(k)	Kt-Q4
25—K-Q2	Kt-Kt7	39—B-Kt3	Kt-B2
26—R-QRsq	QR-Qsq	Resigns (l)	

Notes by C. S. Howell.

(a) Of very doubtful value. The idea seems to be to induce P-KB3.
 (b) Weakening and unnecessary. 9. KtxB, PxKt; 10. B-K3 and if 10. — Kt-Q5; 11. BxKt, BPxB; 12. Q-Q2 appears more natural. B-R6 need not be feared. (c) B-K3 looks much better. (d) Now Black gets an advantage. (e) Desperate, but a pawn must be lost. If 17. B-Bsq, Castles QR, etc. (f) All is now waste of energy. Marshall plays the end game too well to do otherwise than win such a game as this. If 19. BxP, R-QKt; 20. B moves, KtxP, etc. (g) K-Q2 was better. (h) Ingenious and very much to the point. Marshall wastes less time in winning a won game than any other master with the possible exception of Lasker. (i) 32. BxKt might prolong the game a little, but it was a hopeless case. (j) If 34. KxB, R-B6ch; 35. K-Qt, R-Qch; 36. K-K4, Kt-B7 mate. (k) White must be mated or lose everything. Marshall finishes neatly. (l) Time.

Position for
Adjudication.

No. 12.



White to move.

An error occurred in the printing, last week, of this position, and we reprint it with our humble apologies. The few mistakes of this kind in the WEEKLY have usually occurred in Mr. Howell's department, and that through no fault of his own. Such mistakes are very annoying both to us and our readers, and we will in future exercise the utmost care to prevent their recurrence.

EVAN'S GAMBIT.

Played in Russia.

(Score and notes from the St. Petersburg Zeitung)

White—Clemenz.

Black—Eisenschmidt.

1—P-K4	P-K4	13—BxB!(b)	PxB
2—KKt-B3	QKt-B3	14—KtxKP	Q-Q3
3—B-B4	B-B4	15—KtxKtPch	K-B
4—P-QKt4	BxP	16—Q-Kt4	BxQP(c)
5—P-QB3	B-B4	17—Kt-K4	Q-Kt5
6—P-Q4	PxP	18—Kt-K6ch	K-K(d)
7—PxP	B-Kt3	19—Kt-B6ch	K-B2
8—Castles	P-Q3	20—Kt-Kt5ch	K-B(e)
9—QKt-B3	B-Q2	21—B-R3!!	QxB
10—P-K5	PxP	22—Q-K6	Kt-Q
11—R-K	KKt-K2	23—Q-B7ch	KtxQ
12—Kt-KKt5	B-K3(a)	24—Kt-K6 mate.	

(a) If 12... Castles, then 13. Q-R5 and wins. (b) 13. KtxB, PxKt, 14. BxP, would not have been good, because of 14. BxQP, with a winning position. (c) The better move was Q-KKt3. (d) If 18... K-B2, then follows 19. QKt-Kt5ch, K-K; 20. KtxQBPch, K-Q; 21. Kt(KKt5)-K6ch, K-B; 22. B-R3!, QxB; 23. Kt-QKt5!!, Q moves; 24. Kt-B5 dis. ch, K-Kt; 25. Kt-Q7ch, K-B; 26. Kt-Kt6 dis. ch, K-Kt; 27. Q-B8ch, and mates next move by Kt-Q7. (e) If 20... KxKt, then 21. Q-K6 ch, and mates in a few moves.

BRIC-A-BRAC.

The following amusing brevity occurred in a "skittle" game recently played at the Brooklyn Chess Club.

White—R. Goldsmith.

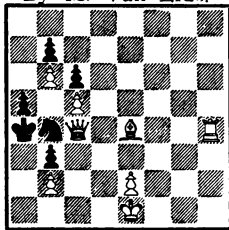
Black—X.

1—P-K4	P-K4	7—BxP	P-QB7
2—P-Q4	PxP	8—BxPch(b)	KxB
3—P-QB3	PxP	9—Q-KB3ch(c)	Kt-KB3
4—B-QB4	Kt-KB3	10—Kt-QB3	B-KKt5
5—P-K5	P-Q4	11—Resigns (d)	
6—B-Kt3(a)	Kt-K5		

(a) Thinking to win the Kt or the QP. (b) There is nothing better. (c) If QxQ, then 9... B-Kt5ch, etc. (d) Loss of the Q, or mate in two, follows.

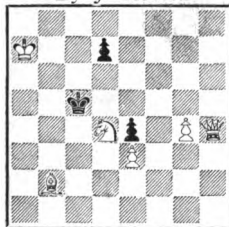
PROBLEMS.

No. 125.
By M. Van Elde.



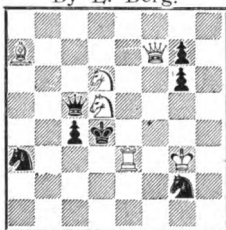
Mate in two.

No. 128.
By J. Kotrc.



Mate in three.

No. 126.
By L. Berg.



Mate in two.

No. 129.
By K. Kober.



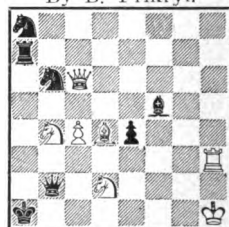
Mate in three.

No. 127.
By J. Jespersen.



Mate in two.

No. 130.
By B. Prikryl.



Mate in three.

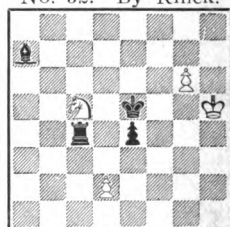
END GAMES.

No. 31. By Rinck.



White to play and win.

No. 32. By Rinck.



White to play and draw

End Game, No. 29, is solved by:—1. RxP, B-B7; 2. K-R, P-R7; 3. R-K, B-Kt8; 4. R-K5, (RxB loses because Black makes a R), K-B3 (if P-R8, Q or R, he draws); 5. R-QR5 draw. End Game, No. 30—1. Kt-B5 wins in all variations.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

January 9, 1909.

No. 7.

MARSHALL is home again. Now that the veteran has returned from a protracted campaign in the Master-lands of the Old World, the most important chess event that could readily be arranged would be a match between this foremost of American players and Jose R. Capablanca, the well known Cuban expert and protege of the Manhattan Chess Club. All that is needed is backing to the extent of perhaps five hundred dollars on each side. We understand that such an amount would be readily forthcoming from Capablanca's admirers, and there are doubtless many who would be glad to support Marshall's prospects if he should consent to the arrangement. We verily believe the incidents of a contest between these players would arouse the greatest attention wherever chess is known and do more than any match of recent years to revive in this country a thorough interest in the game.

Capablanca's forte is a notable quickness of perception and it is a question what this would avail against Marshall's knack at thumps, bastinados and hairbreadth escapes. Neither lacks "the passion that whips the blood" in the stress of great emergencies, and the keen sense of appreciation that each possesses for the niceties of small advantages has not perverted either from the inspiration of great possibilities and the instinct for quick achievement. Who can foretell what quality of strife may develop when thunder-bolt and earth-quake combine to make the galleries resound? A flash from Olympus—a volley from Vulcan! We suspect that the winged genius once incarnated in Morphy and again in Pillsbury has not forsaken the land and that we may yet be saved from plodding through an era of chess platitudes.

THE CHESS WEEKLY will be glad to receive propositions from the friends of the principals to arrange a meeting between them.

I have been asked to note some of my ideas as to what Chess means to the average amateur of the game.

The chess world, like the social and commercial worlds, is divided into classes. Like them, its bulk is made up of the great middle grade of players. Dwelling neither in the rarified atmosphere where the masters of the game find their inspiration, nor yet in the murky depths where

grope the beginners and those who, from constitutional disability or lack of opportunity, must be ranked with them, the average amateur lives in that comfortable middle stratum where the light is enough to enable him to see some of the game's finer points with fair distinction and even to catch occasional glimpses of its higher mysteries. Such a position is not an unfavorable one and certainly tends to alertness of mind and openness to impressions. He looks above and hopes. He looks below and congratulates himself. He is in touch with both strata; while the dwellers therein are in a way cut off from each other.

Is not the position of the average player the best? With no "bubble reputation" to keep afloat; with enough acumen to appreciate many of the subtleties of the game, he is free to enjoy himself always and in any manner his fancy may incline, without loss of prestige or dignity. He feels free to receive instruction from his superiors and to impart it to his inferiors.

While in a general way our average player feels thus, it is doubtful if he often actually analyses his feelings or formulates into terms his own happiness. He would say, perhaps, only, that for him the game of Chess is a most interesting,—perhaps he would say, fascinating, one. It furnishes in a superlative degree the appeal to the primitive instinct for warfare which we have inherited. Its variety is infinite; its possibilities inexhaustible. In short, it is a never-ending delight. Then he would probably explain to you that if he had not overlooked that move of the knight in that last game with Brown, he would have beaten him easily. Then he will want to set the position up and go over the battle again, with all the enthusiasm of the original play, discovering new possibilities and by-paths at every turn,—interested by-standers aiding and abetting!

With the more abstruse lore of the game, the average amateur is not over-much concerned. In a wondering way he admires the talents of the high priests of the cult and worships at the shrines of the world-great geniuses. But his chief delight is in the practice of the game itself. He is not very enthusiastic over theory and principle and on the whole, would rather "beat" someone over the board than spend his playing time in downright study. With him, "the play is the thing." Doubtless, it is this disinclination for the pure abstractions of the game that prevents the average amateur from reaching the degree of skill that he might with more studiousness attain. Whether his enjoyment of the game would be thereby increased is fairly an open question.

The psychology of chess has been touched on by a few master minds—as Franklin and Poe—but it remains to be adequately treated by some-

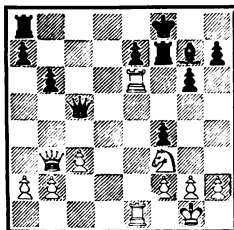
one combining the necessary literary skill with an insight into this incomparable game. When such a man and his work arrives, we shall know, among other things just what chess means to the average amateur.

—CHAS. A. NEFF.

Pot Pourri

By C. S. HOWELL.

Position for
Adjudication
No. 13.



White to move.

This position is from actual play.

Solution to No. 11—White wins by 1. K-K3, K-R6; 2. P-B4 and White will queen first with a check. Or 1. K-K3, K-Kt6; 2. P-Kt4, etc. The very neat idea of this ending was to make Black declare himself first before pushing a pawn. 1. K-K3 threatens K-Q2 getting in front of the pawns, so Black must move his K in reply and White gains time. The flaw is that 1. P-Kt4 also wins. Mr. Tattersall intended, no doubt, to defeat this move with 1— P-B4ch; 2. K-K3, K-R6! also to defeat 1. P-B4 with 1— P-B4ch; 2. K-K3, K-Kt6! In the latter case, he is suc-

cessful, but in the former, 3. P-Kt5, P-B5; 4. K-Q4! which Mr. Tattersall probably overlooked. Now Black must reply 4.— K-Kt6, in which case White goes on with the KtP and queens first with a ch. or 4— K-Kt5; when White wins by 5. P-Kt6, P-B6; 6. K-Q3, K-Kt6; 7. P-Kt7, etc. If it were not for this second solution, this would be a very fine composition, as the idea is novel and ingenious.

Points for correct judgments and analyses of No. 9, and totals to-date, are as follows:—E. N. Olly, 3-4; Dr. R. H. Willingham, 1-1; F. D. Rosebault, 5; R. H. Lindemann, 8; Dr. M. H. Sharp, 3; J. G. Gibson, 6; A. Wuerstlin, 5; M. McFarlane, 3; Dr. F. A. Huxmann, 2; H. H. Simmons and E. Saunders, 1 each. No. 9 seemed to prove a puzzler to most of the competitors. Mr. Olly's was the only analysis received.

In the composite game, to my surprise, no one suggested 10— BxR. The moves sent in were 10— Q-B3, 10— Q-K2ch, and 10— BxBch. The last move received the most votes and is, therefore, adopted. White's reply 11. QxB, is so obvious that we make it and ask for votes on Black's 11th. The game now stands, 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4; 4. P-B3, Kt-KB3; 5. P-Q4, PxP; 6. PxP, B-Kt5ch; 7. Kt-B3, KtxKP; 8. P-Q5, KtxKt; 9. PxKt, BxPch; 10. B-Q2, BxBch; 11. QxB.

Mr. Olly calls my attention to a curious coincidence. In the December 5th issue of the WEEKLY, I attacked the present stalemate rule, and on the same page presented for adjudication, Position No. 9, which Mr. Olly rightly calls a gem stalemate problem. Mr. Olly asks: "Would it be just to declare White a loser after his beautiful combination?" I reply that it would be just if the rules were that the player stalemated lost. Very frequently players make most ingenious combinations and play most ingeniously, yet lose. A player may drift into a losing position and then wake up and outplay his opponent in a clever way, yet lose because not even clever play can save him. He has to pay the penalty of his early mistakes and I assert that, in my opinion, in No. 9, White should not escape with a draw simply because his king can't move, when he has only the lone king against a K, B and 2 pawns. I like chess because it is a just game and consider that the stalemate rule is a case of giving unjustifiable mercy to a losing cause.

GIUOCO PIANO.

(From the Dusseldorf Tournament, 1908)

White—W. Therkatz.

Black—R. Strassl.

1—P-K4	P-K4	15—Kt-Kt5	Kt-R (e)
2—KKt-B3	QKt-B3	16—RxRch	QxR
3—B-B4	B-B4	17—B-Q2!	BxKt
4—P-B3	Kt-B3	18—R-K!	QxRch (f)
5—P-Q4	PxP	19—BxQ	B-B3
6—PxP	B-Kt5ch	20—B-Kt4	Kt-Kt3
7—Kt-B3	KtxKP	21—P-KR5	Kt-K2
8—Castles	BxKt	22—P-KKt4	P-KR3
9—P-Q5	B-B3	23—B-B3	B-R5
10—R-K	Castles? (a)	24—Q-K5	B-B3
11—RxKt	Kt-K2	25—Q-O6	B-R5
12—P-Q6	Kt-Kt3 (b)	26—P-KB4	P-QKt4
13—P-KR4	PxP (c)	27—B-Q5	Kt-B3
14—QxP	R-K (d)	28—Q-Kt6	Resigns

(a) The analyses on this variation seems to show that castling is a hazardous proceeding, but, then, Black has apparently nothing much better. (b) The alternative play here is 12... PxP; 13. QxP, Kt-B4; 14. Q-Q5!, P-Q3; 15. B-B4, B-K3; 16. RxB, PxR; 17. QxKt!, BxP; 18. QxKPch, K-R; 19. B-Kt5, with a strong position. (c) If 13... KtxP, then 14. KtxKt, BxKt; 15. B-B4, with a strong attack. (d) The RP cannot be taken with safety. (e) Here it would be better to offer the exchange by 15... R-K3. (f) Nothing better. If 18... Q-B, then 19.

QxQch, KxQ; 20. B-Kt4ch, and mates or wins at least two pieces. (g) If KtxB, then, 28. QxKt, R-Kt; 29. Q-K5 wins.

Now, that Carl Schlechter and Dr. E. Lasker are going to battle for the world's championship title, the score of their last encounter may be of some interest to our readers. The following game was played in the Cambridge Springs Tournament, and for winning it, Schlechter received the first brilliancy prize of the tournament.

QUEEN'S GAMBIT DECLINED.

White—Schlechter.

Black—Lasker.

1—P-Q4	P-Q4	20—QxPch	KxB
2—P-QB4	P-K3	21—BxP	R-Kt3
3—Kt-QB3	Kt-KB3	22—Q-R5ch	K-Kt2
4—B-Kt5	B-K2	23—KR-Q	P-Q5
5—P-K3	Castles	24—B-Kt3	R-Kt4
6—Kt-B3	P-QKt3	25—B-K5ch	K-K1
7—B-Q3	B-Kt2	26—Q-R8ch	K-B2
8—PxP	PxP	27—Q-R7ch	K-K3
9—Kt-K5	P-B4	28—B-Kt3	PxKt(c)
10—QR-B	Kt-B3	29—RxQ	PxP
11—Castles	KtxKt	30—R(Q8)-Q	PxR(Q)
12—PxKt	Kt-K	31—RxQ	R-Q
13—B-KB4	P-B4	32—P-B4	R(Kt4)-Q4
14—Q-B2	P-KKt4	33—P-K4	R-Q8ch
15—B-Kt3	P-KB5	34—RxR	RxRch
16—BxPch	K-R	35—K-B2	R-Q5
17—Q-Kt6	Kt-B3(a)	36—P-B5ch	K-Q2
18—PxKt	RxP(b)	37—P-K5	Resigns
19—Q-R5	K-Kt2		

(a) Forced, because of the threats of 18. B-Kt8, etc. (b) If BxP then B-Kt8. (c) There is nothing better, but Black's position is hopeless.

The Bric-a-Brac game in last week's issue was won by Mr. R. Goldsmith, who played Black. The names were somehow transposed in printing.

The second game of the Smith-Schwietzer Match was won by Mr. Schwietzer, who outplayed his opponent in the ending. The score is now one game each.

PENNSYLVANIA WINS RICE TROPHY.

The tenth annual tournament of the Triangular College Chess League, concluded at the rooms of the Rice Chess Club, New York City, on December 31st. Pennsylvania won the contest by a handsome margin. There were several new players on the teams who acquitted themselves creditably, and it is probable that some of these will be chosen to play on the team of the College Cable Match, which takes place on March 20.

Following is the final score:—

<i>Pennsylvania.</i>			
Players	Won	Lost	
W. H. Hughes.....	4	0	
N. T. Whitaker....	3	1	
Total	7	1	
<i>Cornell.</i>			
L. Tolins	2½	1½	
F. K. Perkins.....	1	3	
Total	3½	4½	
<i>Brown.</i>			
O. R. McCoy.....	½	3½	
W. B. Freeman....	1	3	
Total	1½	6½	

The complete record of the competition for the second Rice trophy is appended:—

Year	Penn.	Cor-nell	Brown
1903	3½	5½	3
1904	5	4½	2½
1905	5	2½	4½
1906	5	2	5
1907	4	5½	2½
1908	7	3½	1½
Totals	29½	23½	19

MARSHALL—GREGORY.

Before leaving Germany, F. J. Marshall played a match with Gregory, a strong German amateur. The result was, Marshall 4; Gregory 1. Following is the score of the fifth game of the match.

Ruy Lopez.

White—Gregory.

Black—Marshall.

1—P-K4	P-K4	10—B-Kt5	P-KB3
2—Kt-KB3	Kt-QB3	11—B-R4	Q-Kt
3—B-Kt5	P-QR3	12—P-QKt3	Q-Kt4
4—B-R4	P-Q3	13—P-QB4	Q-Kt3
5—BxKtch	PxB	14—Kt-B3	Q-R4
6—P-Q4(a)	B-Kt5(b)	15—Kt-R4	P-QB4!
7—PxP	PxP	16—Q-Q2(d)	QxQ
8—Q-K2(c)	B-Q3	17—KtxQ	Kt-B3
9—Castles	Kt-K2	18—P-L3	B-Q2

19—Kt-Kt	Kt-Q5	29—R-Q2	R-B6
20—Kt(Kt1)-B3	P-Kt4	30—P-QR4	RxBP
21—B-B2	K-B2	31—P-R5	R-B6
22—Kt-Kt2	P-QR4	32—P-R6	P-B5
23—Kt-Q3	P-R5	33—Kt-B2	P-Q6
24—PxP	BxP	34—R-Kt2	R-B7
25—KtxB	RxKt	35—RxR	PxR
26—BxKt	KPxP	36—R-QB	RxP
27—KR-B	KR-R	37—K-B	R-R7
28—R-B2	R-R6	Resigns.	

(a) The fifth and sixth moves of White tend to simplify the game, but while they avoid the usual complications arising from P-QKt4, etc., they also lessen the initial advantage of the opening. (b) P-KB3, a truly Steinitzian move, might have been played, and would have strengthened the centre pawns, but this is too slow for Marshall. (c) QxQch, RxQ, B-K3, B-Q3 would have led to an even game. (d) This exchange is not favorable to White. (e) If R-B, RxRch; KtxR, B-B5, R-B2, BxKt; RxB, RxP, and Black has the superior position.

BRIC-A-BRAC.

(A curiosity from the Handicap Tournament of the Brooklyn Chess Club. Mr. Black concedes odds of pawn and two moves to his opponent.)

White—Ritter.

Black—Black.

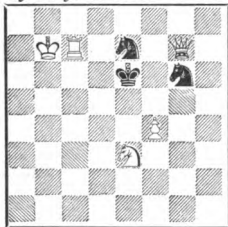
1—P-Q4	7—Kt-KKt5	KtxKt
2—Kt-QB3	P-Q3	8—Q-R5ch	P-Kt3
3—P-K4	B-K3	9—QxPch	PxQ
4—B-Q3	Kt-Q2	10—BxP and mate the next	
5—Kt-KB3	Kt-KB3		move.
6—P-K5	Kt-Q4		

End Game, No. 31, is solved by:—1. B-B8ch, K-K4; 2. Q-K7ch, K-Q5 (If K-B5 then Q-K3 mate, and if K-Q4, then B-Kt7ch, wins the Q); 3. Q-K3ch, K-B5; 4. B-R6ch, K-Kt5; 5. Q-B3ch, K-R5; 6. Q-Rch, K-Kt5, (If K-Kt6, then B-Kt7 and Q-B3ch, wins.); 7. Q-Kt2ch, K-R5; 8. Q-Kt5ch, K-R6; 9. B-Kt7, Q moves; 10. Q-R5ch, and wins.

End Game, No. 32, is solved by:—1. P-Kt7, R-B8, 2. KtxP! (otherwise Black wins by capturing the Kt, after KxR, etc.), KxKt; 3. P-Kt8(Q), R-R8ch, 4. K-Kt6, R-Kt8ch; 5. K-B7, draws.

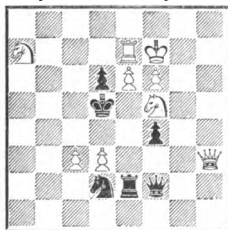
PROBLEMS.

No. 131.
By E. J. Winter-Wood



Mate in two.

No. 134.
By C. E. Lindquist.



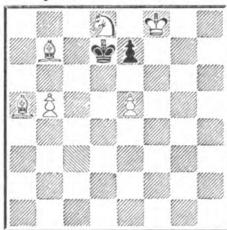
Mate in three.

No. 132.
By F. Wynne.



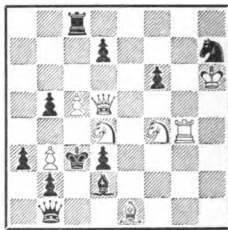
Mate in two.

No. 135.
By Rev. G. Dobbs.



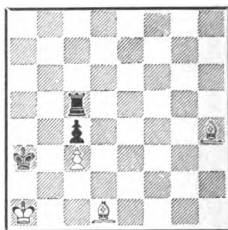
Mate in four.

No. 133.
By P. P. Bobrow.



Mate in two.

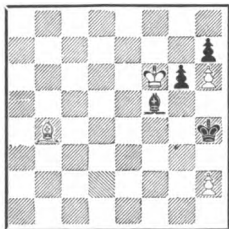
No. 136.
By M. Lissner.



Mate in five.

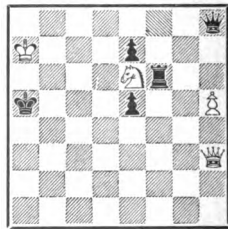
END GAMES.

No. 33. By Dr. O. Hoppe.



White to play and win.

No. 34. By Rinck.



White to play and draw

The Chess Weekly

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No. 8.

How much of empiricism there may be in the pose of the learned and whether a traveler's tale should be taken seriously, before or after, are both old questions.

A musty scrap of papyrus, presented by a friend as a souvenir of his labors among the ruins of the ancient East, had stirred the hope within us that under proper treatment it might yield some secret of the past or, perhaps, a bit of prophecy about to be fulfilled. A professor of buried tongues, without committing himself by any memorandum, has just returned the leaf to us with what purports to be an interpretation. This rendering might awaken a suspicion that we have been imposed on by some one, were it not for the flavor of old style in the translation, which runs as follows:—

** * * And there were masters in those days * * * some who taught strange doctrines of Chess—one declared it to be planned upon the rules of geometry, another claimed to solve its mysteries by mathematical equations, until there came a mighty chess Chief who enunciated a "Modern Theory of Chess."*

*And the common followers of the game acquired so much knowledge from these teachings that the chiefs marveled greatly and were sorely disturbed, saying one to the other, "Lo! the Duffers have become as one of us and now pay the proper tribute to our prowess but irregularly. Therefore, lest we lose our power over them completely and be held up to scorn, let us devise some method whereby we may confound them to a frazzle" * * * So they played the Queen's pawn game and the Pawn to Kings III defence, and they played not to win, but on lines they learned by rote, that none might point to flaws or question their conceit. The stronger among them brought their games to an end even as they were begun, and drew great satisfaction from the feat; but the weaker would at times grow weary and fall asleep—when they were adjudged defeated without shame.*

In time the Duffers cried out against what the more daring among them called "woodshifting," saying, "Why have we to support dull trials of endurance where we look for contests of wit? We have too much to endure and gather no pleasure from the spectacle." But the chiefs an-

swered them, saying, "The chess of your fathers was not sound, but was frivolous and full of vanities. Offering Gambits and attempting combinations, our predecessors played desperately to win. This in our wisdom we have found wanting in the true elements of success. No attack can prevail over our patient skill, and the heritage of error has been dissipated in the light of our revelation."

And behold, with one accord the Duffers fell down and worshipped them.

Thus, the old game was soon forgotten. When, lo, it came to pass, a stranger appeared in the land who challenged the mightiest of the chess chiefs to combat, and essaying strenuous attacks, to the wonder of all, made the champions look like flabbergasted second-raters * * whereat the multitude marveled, saying, "What manner of man have we in our midst!"

And the stranger turned to them and spake, "Arouse, ye Duffers! Your chiefs are like unto those that hide their light under a bushel. They follow in the path of analysis and rely not on their own resources. While striving for perfection, they have succeeded only in limiting the field of the art. He alone is a master who excels in all the ways of the game." And a great shout went up from the throng, "Away with ye specialists! Down with the big stick opening and the hole-in-the-wall defence! Long live the chivalrous game of our fathers!"

So it came to pass that a new vogue was established in the land, and thenceforth it became the order of every tournament that no combatant might play the same opening more than once during many games * * * but a trophy of great value was wrought for the victor, who was hailed even as the wisest of men. For the light of genius, no longer hidden under a bushel, shed anew its lustre on the ancient game.

QUEEN'S GAMBIT DECLINED.

(Played against a strong Hamburg amateur, a student of Dr. B. Lasker)

White—Paul Kruger.

Black—F. J. Marshall.

1—P-C4	P-Q4	9—B-O3	B-Kt5(c)
2—Kt-KB3	Kt-Q2	10—BxKt	PxB
3—P-QB4	P-QB3	11—KKt-Q2	Castles
4—PxP(a)	PxP	12—KKtxP	P-K4(d)
5—Kt-B3	KKt-B3	13—PxP	Kt-B4
6—B-B4	P-K3	14—KtxKt	QxKt
7—Q-Kt3	Q-R4(b)	15—Castles (e)	B-K3
8—P-K3	Kt-K5	16—Q-B2(f)	QR-B

17—KR-B	Q-R4	25—Q-R3	R-Kt5
18—P-QR3	BxKt	26—P-B3	BxP
19—PxB	R-B5	27—R-B	BxP
20—P-K4	KR-B	28—RxQ	BxQch
21—B-K3	QxKP	29—K-B2	RxB
22—BxRP	RxKP	30—R-B3	R-Q7ch
23—Q-Q3	B-Q4	Resigns	
24—B-Q4	Q-B4		

Notes by F. J. Marshall.

(a) If 4. Kt-QB3, then Black might have replied by PxP followed by an indirect threat to maintain his extra P by P-QKt4, P-K3, etc. (b) Preventing for the moment the strong threat of Kt-Kt5. (c) KtxKt was simpler, but left less room for a "mix up." (d) With the idea of limiting the power of the White B, and open up an avenue for his own. (e) If 15. P-QR3 then follows B-R4; 16. Q-B2, Q-B5, etc. (f) Here White misses a good continuation: e.g., 16. Kt-K4, Q-K2 (If Q-R4 then 17. Q-Q and Black cannot win the exchange by B-B5, because of Q-Kt4, threatening B-R6, etc.); 17. Q-Q, a most interesting situation and well worth studying.

Q. P. OPENING.

(From the Marshall-Gregory Match)

White—Marshall.

Black—Gregory.

1—P-Q4	P-Q4	18—P-R5	Kt-Bsq
2—P-K3	Kt-KB3	19—Kt-B4	B-Kt3(i)
3—B-Q3	B-Kt5(a)	20—Kt-Q5	BxB
4—P-B3	B-R4	21—QxB	Kt-Q3(j)
5—Kt-K2	QKt-Q2(b)	22—Q-Q3	Q-Qsq
6—P-QB4	P-K4(c)	23—P-B4	B-B3
7—BPxP	KtxP	24—B-R3	R-QBsq
8—QKt-B3	KtxKt	25—KR-Qsq	R-B3
9—PxKt	Q-R5ch(d)	26—KtxBch	QxKt
10—P-Kt3	Q-B3(e)	27—P-K4	Q-K2
11—Castles	B-Q3	28—P-K5	Kt-Bsq
12—B-K4	P-B3(f)	29—RxP(k)	R-B2
13—R-Ktsq	Kt-Kt3(g)	30—KxR	QxR
14—Q-B2	Q-K2(h)	31—Q-Q5	Castles
15—P-QB4	P-QB4	32—QxP	QxQ
16—PxKP	BxKP	33—LxQ	R-Ksq
17—P-QR4	QR-Ktsq	34—R-Q7	P-Kt3

35—K-B2	K-Kt2	38—P-K6	RxP
36—BxP	KtxB	39—RxPch	K-Ktsq
37—RxKt	R-QBsq	40—P-R6	Resigns

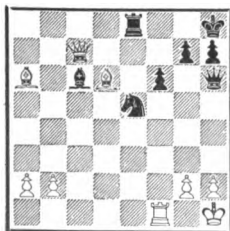
(a) The Bishop should be kept on the Queen's side in the Q. P. Openings. (b) Since the B was brought out on the K side it should have been retreated to Kt3 at once. (c) P-K3 was better. (d) Utterly useless unless White interposed, the Kt, which, however, he refuses to do. (e) If 10... Q-R6, then 11. K-B2 threatening the safety of the Queen. (f) Now the need is felt for the Bishop on the Queen's side. (g) R-Kt was a little better, because of the danger from the advancing pawns. (h) If 14... B-Kt3, then 15. P-KB4, BxB; 16. QxB with the advantage. But he might have played 15... PxQP; 16. P-B5, B-R4, etc. (i) 19... BxKt would be fatal, on account of 20. KPxB, P-B3 (to save the B); 21. P-B5, Castles; 22. B-B4, Kt-Q3; 23. B-Q5ch., etc. (j) If 21. Q-K3 White wins by 22. B-Kt2, etc. (k) In Marshall's style.

Pot Pourri

By C. S. HOWELL.

Position for
Adjudication.

No. 14.



Black to move.

This position is from a game played in the Café Royal, Berlin.

Solution to No. 12—White wins by 1. Kt-Kt5, Q-Ktsq; (if 1— PxKt; 2. BxPch, etc.); 2. R-K8ck!, RxR; 3. QxPck, R-K2; 4. Kt-B7ck!, QxKt; 5. Q-R8ck, R-Ksq (if 5— Q-Ksq; 6. BxQ wins easily); 6. B-Kt5ck and mates next move. A curious finish. The position was arrived at by the moves. 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4; 4. P-B3, Kt-B3; 5. P-Q4, PxP; 6. PxP, B-Kt5ck; 7. Kt-B3, KtxKP; 8. P-Q5, KtxKt; 9. PxKt, BxPck; 10. B-Q2, Q-K2ck; 11. B-K2, BxR; 12. QxB, Kt-Ktsq; 13. QxKtP, R-KB; 14. Castles, P-B3; 15. Q-R6, P-Q3; 16. R-Ksq, K-Qsq; 17. B-Kt5, Q-B2.

Awards for Nos. 10 and 11, and totals to-date, as follows:—

No. 10.—E. N. Olly, 3; Dr. R. H. Willingham, 1.

No. 11.—E. N. Olly, 3; R. H. Lindemann.

Totals.—E. N. Olly, 10; R. H. Lindemann, 9; J. G. Gibson, 6; F. D. Rosebault, 5; Dr. M. H. Sharp, A. Wuerstlin, M. McFarlane, 3 each; Dr. F. A. Huxmann, Dr. R. H. Willingham, 2 each; H. H. Simmons and

E. Saunders, 1 each. Mr. Olly thus wins first place for the second time in succession, a praiseworthy performance, as his score was cancelled at the end of the first month's competition and the others carried on. Mr. Olly owes his success to the fact that he was the only competitor to send in correct analyses of Nos. 8, 9 and 10, and, therefore, scored 3 points on each. Mr. Olly's score is now cancelled and the others carried on to the third month's competition, commencing with No. 12. *Please note*—commencing, with No. 12, one point will be scored to each competitor sending in a correct judgment with, or without analysis and one extra point to the competitor sending in the best analysis. This change in scoring is made because most of our competitors appear to prefer not to send in any analysis, and, therefore, have little chance with the competitors who send in complete analyses, and under the old system score 3 points.

One of our readers suggests a new scheme for a composite game. He proposes that the editor play White throughout and the readers vote on black's moves, the move receiving the most votes in each case to be adopted and the editor to make comments on the game as it proceeds. The writer doesn't mind being beaten by his readers, so starts with 1. P-K4. If at least ten readers express their interest in this sort of game by sending in a vote for black's 1.— move, the game will be continued. Otherwise, it will be dropped as not popular enough. We would like suggestions as to a plan of scoring, whereby a prize may be awarded at the conclusion of the game. In case of a tie in the voting on any move, the selection will be made by drawing slips.

TWO KNIGHTS' DEFENCE.

(Recently played at the Vienna Chess Club)

White—Krejlik.

Black—Dr. Lasker.

1—P-K4	P-K4	9—KtxKt	B-K3
2—Kt-KB3	Kt-QB3	10—P-QB3	PxP
3—B-B4	Kt-B3	11—Q-Kt3	B-QKt5(a)
4—P-Q4	PxP	12—Kt(K4)-Kt5	PxP
5—Castles	KtxP	13—KtxB	PxR queens
6—R-K	P-Q4	14—KtxQd. ch	BxR
7—BxP	QxB	15—Resigns (b)	
8—Kt-B3	Q-Q		

(a) Of course, the queen cannot be captured, on account of Kt-B6 mate. (b) The attack having failed, White can only resign.

RUY LOPEZ.

(Played at the City of London Chess Club. Notes by L. Hoffer)

White—H. E. Atkins and
J. Gunsberg.Black—J. H. Blackburne and
T. F. Lawrence.

1—P-K4	P-K4	13—P-K5	Kt-K5
2—Kt-KB3	Kt-QB3	14—Kt-B3	B-Kt5 (c)
3—B-Kt5	P-QR3	15—KtxKt(d)	BxR
4—B-K4	Kt-B3	16—B-Kt5	P-B3 (e)
5—Castles	B-K2	17—PxP	PxP (f)
6—R-Ksq	P-QKt4	18—KtxPch	RxKt
7—B-Kt3	P-Q3	19—BxR	QxB
8—P-B3	Castles	20—QxPch	K-Rsq
9—P-KR3	B-K3 (a)	21—RxB	R-Qsq
10—P-Q4	BxB	22—Q-R5	KtxP
11—QxB	PxP (b)	23—Kt-Kt5	Resigns
12—PxP	P-Q4		

(a) The right continuation now generally adopted is Tchigorin's, 9... Kt to QR4, followed by P to QB4. (See Consultation game, Fährndrich—Marco. v. Rubinstein—Salve.) (b) 11... Kt to QR4 would have been the preferable alternative. If 12. Q to R3, then 12... P to B3, and if 13. P takes P, then 13... P takes P; 14. P to QKt4, Kt to B5. And if 12. Q to B2, then 12... Kt to B3, with nothing lost but time. (c) The worst move on the board. The allies should have played as originally intended, 14... Kt takes Kt; 15. P takes Kt, Q to Q2, followed by Kt to Qsq and K3. (d) The capture of the Knight wins. (e) If 16... Kt to R4, then 17. Q to K3, and if 17... Q moves, then 18. Kt to B6ch, P takes Kt; 19. B takes P, followed by Q to R6. (f) 17... R to B2 was considered, but discarded as inadequate. As a matter of fact, the game cannot be saved.

TRAPS and STRATAGEMS.

It is often dangerous for a player who has castled to pin his opponent's Kt on that side:—1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4; 4. Castles, Kt-B3; 5. P-Q3, P-Q3; 6. B-KKt5?, P-KR3; 7. B-R4, P-KKt4. (This advance is all right because Black has not castled); 8. B-Kt3, P-KR4 (a trap of a high order); 9. KtxKtP?, P-R5; 10. KtxBP, PxB; 11. KtxQ, B-KKt5; 12. Q-Q2, Kt-Q5. The continuation may now be: 13. Kt-B3 (to prevent Kt-K7ch), Kt-B6ch; 14. PxKt,

BxP(B6), and wins easily; or 13. P-KR3, Kt-K7ch; 14. K-R, RxPch; 15. PxR, B-B6 mate.

It is also often dangerous to allow the Kt or R file to be opened for a hostile R after castling:—1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4 (Giuoco Piano); 4. P-B3, Kt-B3; 5. Kt-Kt5, Castles; 6. P-Q3, P-KR3; 7. P-KR4, PxKt?; 8. PxP, Kt-K; 9. Q-R5, wins. In the French Defence a similar stratagem is frequently employed, thus:—1. P-K4, P-K3; 2. P-Q4, P-Q4; 3. Kt-QB3, Kt-KB3; 4. B-KKt5, B-K2; 5. BxKt, BxB; 6. Kt-KB3, Castles; 7. B-Q3, P-QKt3; 8. P-KR4, B-Kt2; 9. P-K5, B-K2; 10. BxPch, KxB; 11. Kt-Kt5ch, BxKt; 12. PxP dis. ch, K-Kt; 13. Q-R5, P-KB3; 14. P-Kt6, and wins. Black might have tried 11. ... K-Kt3; but then 12. Kt-K2 gives White a winning attack.

NEW CANADIAN CHESS CHAMPION.

Mr. J. Sawyer, of Montreal, won first prize and the Canadian Championship, at the Dominion tournament, just concluded at Toronto. Mr. Chas. Blake, of Winnipeg, came second, with 9 points, and Prof. J. F. Cross, also of Winnipeg, third, with 8 points.

Out of thirteen games played the champion won eight and drew four. His previous record follows:

1902—Third prize in the Provincial tourney.

1903—Championship of the Montreal Chess Club.

1904—Sixth place in St. Louis tourney.

1906—Second place in Dominion tourney.

End Game No. 33, is solved by:—1. B-Q2, B-B7; 2. B-Kt5ch (the B must be placed on this square before Black gets a chance to play P-Kt4 which would draw), K-R4; 3. P-R4, and wins by capturing the RP with his king.

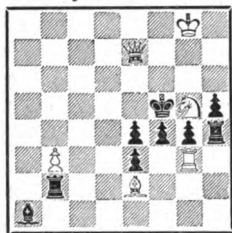
End Game No. 34, is solved by:—1. Q-R3ch, K-Kt5; 2. Q-Kt3ch, K-B3; 3. Q-B4ch, K-Q3; 4. K-Kt2, P-K5!; 5. Kt-B4!, RxKt; 6. Q-B6ch, winning the queen.

MARSHALL'S TOUR.

Frank J. Marshall expects to tour the States and Canada during the next two months. Clubs desiring a visit from the American Master, should communicate with THE CHESS WEEKLY, or Mr. F. J. Marshall, 912 Greene Avenue, Brooklyn, N. Y.

PROBLEMS.

No. 137.
By S. Lurie.



Mate in two.

No. 138.
By F. Dedric.



Mate in two.

No. 139.
By K. Erlin.



Mate in two.

No. 140.
By J. Kotrc.



Mate in three.

No. 141.
By J. Pilnacek.



Mate in three.

No. 142.
By J. Dobrusky.



Mate in three.

PROBLEM NOTES.

The prize offered for the best and most complete list of solutions to the problems in the December 26th issue of the "WEEKLY" was won by the Rev. G. Dobbs, Brownsville, Tenn. Complete solutions were also received from the following: J. A. Kaiser, Philadelphia, Pa.; L. Bernstein, Newark, N. J., P. Schulze, St. Louis, Mo.; E. N. Olly, Newark, N. J., and R. T. Black, Brooklyn, N. Y.

The "*British Chess Magazine*" announces a Frank Healey Memorial problem tournament. Two and three move sections, only one entry allowed in each. The usual motto and sealed envelope rule. Four prizes in each section. Entries close September 15th, 1909. Judges B. G. Laws and Percy Healey. Entries must be addressed to J. A. Woolard, Hon. Secretary Yorkshire County Chess Association, High Utley, Keighley, Yorkshire, England.

SOLUTIONS.

No. 119—B-Kt8; No. 120—R-B6; No. 121—Q-R4; No. 122—P-R8 (B)ch; No. 123—QxRP; No. 124—B-K3.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

January 23, 1909.

No. 9.

SINCE F. J. Marshall's return from abroad the air has been full of rumors hinting that several aspiring young players in the Metropolis are anxious to test their skill in a set match against the veteran. We are in a position to know that in at least two instances this is true. And while a serious match with a master of Marshall's ability is likely to prove too severe a task even for our most brilliant amateurs, the lovers of chess should heartily encourage such contests. It is to the young players of ability that we must look for our future chess masters, and they should be given every opportunity to develop their latent talents.

Let our strong players come forward, and we have no doubt but that they will be heartily supported by all who are interested in the welfare of American chess and in prolonging Marshall's stay with us by keeping him busy for a while.

That Mr. Marshall is ready and willing to give every one a chance is shown by the following announcement, which he has requested us to publish over his signature:—

Greetings to All Lovers of Chess!

When leaving Europe last month, I expected to take a little rest while in America, but as my expenses have been rather heavy I have changed my mind, and am now quite ready to play a chess match with any one in the United States for a side bet of \$500, or a purse of \$300; provided that I be given reasonable notice, so that the event shall not clash with my previous engagements. Also I should expect my expenses paid, during the match.

Sincerely,

FRANK J. MARSHALL.

Brooklyn, N. Y., January 20th, 1909.

THE RIGA DEFENCE.

Professor J. Berger, in *Tidskrift for Schack*, discusses the question, whether or not the Riga combination can be played from the position of the Berlin Defence. He comes to a negative conclusion, showing that the following position leads to a win for White, because his B is not at R4, as in the ordinary variation.

Position after
Black's 7th move.



(Diagram), B-K3; 14. Kt-Q2, P-KB4(A) 15. Kt-Kt3, K-K2; 16. Kt-B5, P-Kt3; 17. B-Kt5ch, K-B2; 18. KtxB, KxKt; 19. B-B4ch, K moves; and White's attack ought to win.



This position is arrived at by: 1. P-K4, P-K4; 2. KKt-B3, QKt-B3; 3. B-Kt5, Kt-B3 (the Berlin Defence); 4. Castles, KtxKP; 5. P-Q4, PxP; 6. R-K, P-Q4; 7. KtxP B-Q3. It will be noted that the position differs from the true Riga, by Black having omitted to play 3. P-QR3, White's B therefore being at Kt5 instead of R4. Now, Prof. Berger shows that a line of play which is doubtful for White in the former case, leads here to a win, e.g.:—8. KtxKt, BxRPch; 9. K-R, Q-R5; 10. RxKtch, PxR; (If QxR; 11. Kt-Q2, Q-R5; 12. Kt-B3, Q-R4; 13. Q-Kch, etc.) 11. Q-Q8ch, QxQ; 12. KtxQ dis. ch, KxKt; 13. KxB

(A) 14... P-QB3; 15. B-B4, BxB; 16. KtxB, K-K2; 17. B-KB4, KR-Q; 18. R-K, R-Q5; 19. Kt-Q2, P-KB4; 20. P-KB3, QR-Q; 21. R-K2! (Better than B-Kt5ch, because Black, after BxR, plays RxKt and gets nearly all White's pawns), and Black loses a pawn, at least, besides being a piece down. Prof. Berger gives many other lines of play for Black, but they all tend to show that his position, as shown in the second diagram, is untenable. Hence, his conclusion that the Riga combination cannot be played by Black without playing 3. P-QR3.

TRAPS and STRATAGEMS.

The following may happen in the Ruy Lopez:—1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, P-QR3; 4. B-R4, P-Q3; 5. P-Q4, B-Q2; 6. Kt-B3, PxP; 7. KtxP, P-QKt4; 8. B-Kt3? (KtxKt is better), KtxKt; 9. QxKt, P-QB4; 10. Q moves, P-B5 wins.

Tarrasch's trap in the Ruy Lopez is as follows:—First three moves as above. 4. B-R4, Kt-B3; 5. Castles, KtxP; 6. P-Q4, P-QKt4; 7. B-Kt3, P-Q4; 8. PxP, B-K3; 9. P-B3, B-K2; 10. R-K, Castles; 11. Kt-Q4, Q-Q2? (Q-K should be played) 12. KtxB and if either Q or P takes Kt; 13. RxKt wins a piece.

Another:—1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, Kt-B3;

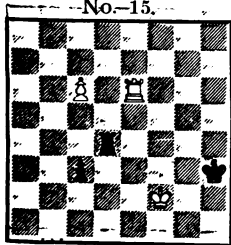
4. Castles, KtxP; 5. R-K, Kt-Q3; 6. Kt-B3, KtxB; 7. KtxP, tempting Black to capture one of the Kts. Black should now play ...B-K2. But suppose (a) ...7. Kt (Kt4)xKt; 8. KtxKtch, B-K2; 9. KtxB, KtxQ; 10. Kt-Kt6ch., Q-K2; 11. KtxQ, with a piece ahead; or (b) 7... Kt(B3)xKt; 8. RxKtch., B-K2; 9. Kt-Q5, Castles; 10. KtxBch., K-R; 11. Q-R5 (threatening 12. QxRPch and R-R5 mate), P-KKt3; 12. Q-R6, P-Q3; 13. R-KR5, PxR; 14. Q-B6 mate. (If in this last, Black plays 11... P-KR3; 12. P-Q3, threatening BxP, etc.)

Another, wherein White adopts an inferior development of his KKt: —1. P-K4, P-K4; 2. Kt-K2, B-B4; 3. P-KB4, Q-B3; 4. P-B3, Kt-B3; 5. P-KKt3, Kt-R3; 6. B-Kt2, Kt-Kt5; 7. R-KB, KtxRP; 8. PxP, QxRch; 9. BxQ, Kt-B6 mate.

Pot Pourri

By C. S. HOWELL.

Position for
Adjudication.
—No. 15.



White to move.

THIS is an ending by H. and M. Platoff from *La Stratégie*. Solution to No. 13. White wins by 1. R(K6)-K5!, BxR; 2. KtxB, P-K3 (if 2.— KR moves; 3. Kt-Q7ch, etc.); 3. KtxR, KxKt; 4. QxPch, K-Kt2; 5. Q-Q7ch, K-R3; 6. R-K7, R-KRsq; 7. Q-R3ch, etc. If — Q-Q3; 2. Kt-Kt5, R-B3; 3. KtxPeh, K-K; 4. Q-Kt8ch, etc. The awards for judgments and analyses on No. 12, will be given next week.

There has been very little activity in chess affairs in this country for some time, but now there are prospects of a revival of interest in the game. The cable match for the Newnes Trophy and the Inter-collegiate Cable Match are scheduled to take place in the Spring; there is talk of a match between Marshall and Capablanca and it is understood that both these players will tour the country, giving exhibitions of simultaneous play; a return match between the Brooklyn and Manhattan Clubs is in prospect, and doubtless such of these events as materialize will be the means of provoking other contests of interest to chess players generally. Chess in this country is handicapped by the fact that we have so few professional players. Most of our good players have other interests. That is a good thing for the players, but a bad thing for the game.

Mr. Neff, in his interesting article in the January ninth issue of the

WEEKLY, hit the nail pretty accurately on the head when he said that the average amateur is interested in little besides the actual "play." We are inclined to express the opinion that chess to the *average* amateur means a cheap form of amusement.

The *Deutsches Wochensach* reports the death of Ludwig Bledow, a noted German chessmaster of the Old School. The deceased was a contemporary of Horwitz, Mongredien and Jänisch and the literature of chess has been considerably enriched by his brilliant games and subtle analyses.

Following is the score of one of his games which was played in Berlin, 1843.

KING'S GAMBIT DECLINED.

White—N. N.		Black—L. Bledow.	
1—P-K4	P-K4	12—Kt-Kt5ch	K-Kt3
2—P-KB4	B-B4	13—KtxQ	BxPch
3—Kt-KB3	P-Q3	14—K-B	R-Bch
4—P-QB3	Q-K2	15—K-K2	B-KB4
5—B-B4	Kt-KB3	16—QKt-B3	BxQKt
6—PxP	PxP	17—PxB	QR-K
7—P-Q4?	PxP	18—K-B3	RxKt
8—PxP	QxPch	19—P-KR3	Kt-B7
9—K-B2	Kt-Kt5ch	20—Q-Q2	BxRP dis. ch.
10—K-Kt	QKt-B3	21—K-Kt3	R-Kt5ch
11—BxBPch	KxB	22—K-R2	RxKtP mate

KING'S GAMBIT.

(This game received the brilliancy prize offered in the contest for the Championship of New Zealand.)

White—Mr. Davies.		Black—Mr. Freeman.	
1—P-K4	P-K4	9—QKtxP(c)	PxKt
2—P-KB4	PxP	10—QBxP	Kt-Ktsq
3—Kt-KB3	B-K2	11—BxPch(d)	K-Q2(e)
4—B-B4	Kt-KR3(a)	12—Kt-K5ch	K-B2(f)
5—Castles	P-Q3	13—QxB	Kt-B3
6—P-Q4	P-KKt4	14—Q-B3	P-Kt3
7—Kt-B3	B-Kt5	15—KB-Kt3	R-Bsq
8—Kt-Q5	P-QB3(b)	16—Kt-B7	Resigns

Notes by F. Hollins (B.C.M.)

(a) A doubtful defence. (b) Kt-QB3 is better. (c) Bold, but justified by the weak position of the Black Kt at R3. To retreat to Q-B3 would give his opponent time to develop his game. (d) The play after 11. KxB is most complicated, and although I question if White could demonstrate an actual win, the chances are worth the risk. (e)... The following are a few of the many possible variations if KxB; 11..., KxB; 12. Kt-Kt5ch, BxKt; 13. BxBch, K-Kt3; 14. BxQ, BxQ; 15. QRxB, Kt-Q2, etc. Or 11..., KxB. 12. Kt-K5ch, PxKt; 13. BxPcl., K-Ksq; 14. QxB, Kt-B3, etc. Or more likely 11..., KxB, 12. Kt-Kt5ch, BxKt; 13. QxB, B-B3; 14. P-K5, P-KR4; 15. Q-K2, Q-K2; 16. QR-Ksq, Kt-Q2; 17. P-K6ch, K-Ksq, etc. Again, 11..., KxB; 12. Kt-Kt5ch, BxKt; 13. QxB, B-B3; 14. P-K5, P-KR4; 15. Q-B3, Kt-Q2; 16. QR-Ksq, PxP; 17. PxP, Q-Kt3ch; 18. K-Rsq, R-Ksq, etc. (f) Black cannot take the Kt.

SCOTCH GAME.

(A pretty game from the championship tournament at the City of London Chess Club.)

White—C. J. Woon.

Black—J. H. Blake.

1—P-K4	P-K4	11—Q-R5	QR-Ksq
2—Kt-KB3	Kt-QB3	12—P-QR4	P-QR3
3—P-Q4	PxP	13—P-QKt4(d)	B-R2
4—KtxP	B-B4	14—P-KB4	Kt-Q4
5—B-K3	Q-B3	15—PxKt(e)	RxB
6—P-QB3	KKt-K2	16—PxP	BxP
7—B-QKt5(a)	Castles	17—R-B2	RxP
8—Castles	P-Q3	18—Kt-K2	R-B7
9—BxKt(b)	PxB	19—R-Qsq	RxKt
10—Kt-Q2(c)	B-Q2	Resigns.	

(a) B-K2 is more usual, but Kt-B2 might also be played. (b) 9. KtxKt, PxKt; 10. BxB, BPxB; 11. B-K3, was perhaps a little better. (c) The B might again have been disposed of by Kt-B2. (d) This advance weakens the Q's wing too much. (e) A pretty combination that carries all before it.

QUEEN'S GAMBIT DECLINED.

(The first of three games recently played by Dr. E. Lasker against A. Speyer, a German amateur. The second game was drawn and the third was won by the champion.)

White—Speyer.		Black—Lasker.	
1—P-Q4	P-Q4	21—Q-Q3	P-Kt3
2—P-QB4	P-K3	22—R-KKt	P-Kt5(e)
3—Kt-QB3	Kt-KB3	23—BPxP	P-B5
4—B-KKt5	B-K2	24—Q-B2	PxP
5—P-K3	Castles	25—R-Kt3	Kt-B6
6—Kt-B3	P-QKt3	26—QR-KKt	Q-R2
7—B-Q3	PxP	27—Q-Q2	KtxB
8—BxP	B-Kt2	28—RxKt	P-B6
9—Castles	QKt-Q2	29—Q-B4	QxRP
10—Q-K2	P-QR3	30—QR-KKt	Q-Q7
11—QR-Q	Kt-Q4	31—Q-KR4	P-B7
12—BxB	QxB	32—R-KR3	P-KR3
13—P-K4	KtxKt	33—P-B4	P-B8(Q)
14—PxKt	P-QB4(a)	34—QxRP	QxRch
15—B-Q3	P-QKt4	35—KxQ	QxK8ch
16—B-Kt	KR-B	36—K-Kt2	Q-K5ch
17—Q-K3(b)	P-QR4	37—P-B3	R-B7ch
18—P-K5	BxKt	38—K-Kt3	Q-K8ch
19—PxB(c)	Kt-Kt3(d)	39—K-Kt4	Q-Kt8ch
20—K-R	Kt-Q4	Resigns.	

(a) So far, the game is nearly even, except that Black is somewhat stronger on the Q side. (b) Weak. Kt-K5 and P-KB4 was better. (c) QxB, was best here. (d) A fine move! If now 20. Q-Q3, then P-Kt3; 21. QxQKtP, Kt-Q4; 22. Q-Kt2 (best, because of the threat Q-Kt4ch and Kt-B, etc.), PxQP; 23. PxP, QR-Kt; 24. Q-Q2, Q-R6, etc. (e) White's attack has failed, and Black's Q side pawns win.

THREE KNIGHTS' GAME.

(From the Prague Tournament)

White—Treybal.		Black—Suechting.	
1—P-K4	P-K4	10—B-KKt5(d)	Q-B4
2—Kt-KB3	Kt-QB3	11—BxKt	BxB
3—Kt-B3	P-KKt3(a)	12—KtxKt	KtPxKt
4—P-Q4	PxP	13—K-R	P-Q4!
5—KtxP	B-Kt2	14—B-Kt3(e)	BxKt
6—B-K3	Kt-B3	15—PxB	RxP
7—B-QB4(b)	Q-K2	16—Q-KKt3	B-R3
8—Q-Q3(c)	Castles	17—Resigns (f)	
9—Castles(KR)	R-K		

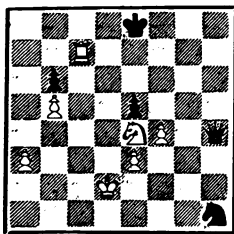
(a) Formerly favored, but now almost abandoned in favor of Kt-B3. (b) Better was KtxKt followed by B-Q3. (c) Sacrificing the KP by castling is not sound. (d) Useless. QR-K was better. If then 10... KtxKP; 11. KtxKt(K4), QxKt; 12. B-Q2! winning. (e) White cannot play PxP because of B-KB4 winning a piece. (f) Because, after 18. KR-K, QR-K; 19. P-KB3, R(K5)-K2. White's position is untenable.

The third game in the Smith-Schwietzer match was won by the latter, who now leads by two to one.

End Game.

By Rinck.

No. 35.



White to play and win.

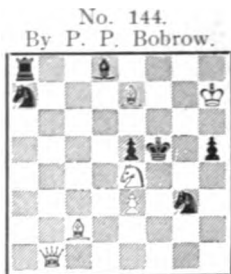
The return of Mr. F. J. Marshall has added a new stimulus to chess in New York and vicinity. During last week, the master gave simultaneous exhibitions at the Manhattan Chess Club, Brooklyn Chess Club and the New York A. Club. The performances were well attended and proved very entertaining on account of Marshall's style and quickness in play. At the Brooklyn Chess Club, playing Black on all boards, he won 14, drew 4, and lost 2, in the remarkably short time of one hour and fifty minutes.

Sixteen players started in the annual championship tournament of the Rice Club, which got under way yesterday. The competitors included A. H. Bierwith, C. B. Berenstein, W. Haertel, Dr. H. Keidanz, A. Kreymborg, G. H. Koehler, A. Marder, J. Menkes, W. H. Morris, S. Newman, H. M. Phillips, H. Rosenbaum, Otto Roething, J. Rosenthal, the holder of the Club title, Leon Rosen and J. Tannenwurz.

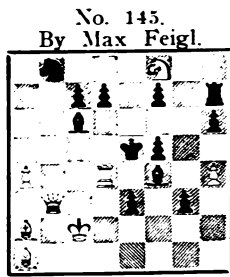
Although the full details of the forthcoming St. Petersburg Masters' Tournament are not yet to hand, we understand that the probable amount of the prizes will be 1,000, 750, 550, 400, 200, 190, 120, 80, 50 and 30 roubles, in the order named. Further ten roubles for each won game and five roubles for each drawn game. Each foreign competitor to receive 100 roubles towards expenses, and the home competitors fifty roubles. Only twenty competitors to be admitted, the tournament to last about four weeks—a liberal programme.

PROBLEMS.

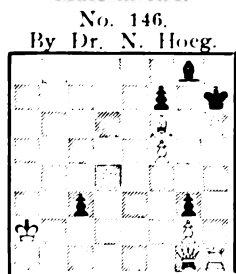
Mate in two.



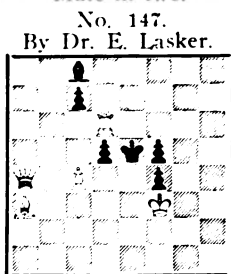
Mate in two.



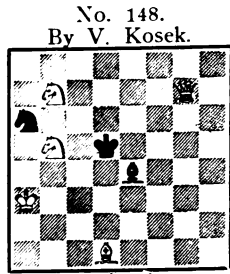
Mate in two.



Mate in three.



Mate in three.



Mate in three.

The annual championship tournament of the New York State Chess Association will take place at the Westminister Hotel in New York City, on February 22d.

Schlechter and Mises are playing a short blindfold match.

PROBLEM NOTES.

There is at last a prospect that the long delayed award of the three-move Problem Tournament arranged by Lasker's Chess Magazine will be made public. The reports from all four judges have at last been received, and we know of no good reason why the award should not now be published and the prizes paid.

SOLUTIONS.

No. 125—Q-R6; No. 126—Kt-Kt4; No. 127—Q-R2; No. 128—Q-Q8;
No. 129—K-B; No. 130—Q-Q7.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

January 30, 1909.

No. 10.

THE following clippings are a fair sample of the unstinted flattery that is being showered upon a promising young player of the Metropolis, who is now touring the United States:—

"A record for simultaneous chess play was recently established by José R. Capablanca in Schenectady, N. Y., when he played against thirty opponents at the same time and made a clean sweep on all the boards. The local press was unanimous in referring to the young Cuban as the most likely successor to Dr. Emanuel Lasker, present chess champion of the world."

"Not since the time of Paul Morphy, who set the chess world agog in the 50's, have achievements at simultaneous play been witnessed as those of José R. Capablanca, the young Cuban prodigy, etc., etc."

The regularity with which articles of this sort make their appearance in the Metropolitan press and are re-echoed throughout the country may indicate their value at space rates, but they do Mr. Capablanca great harm in the eyes of chess players acquainted with his record. Every one greatly admires the young Cuban's prowess in off-hand chess and would be pleased to see him reach the rank of a Master—a likely prospect, by the way. But while it may be possible that he is destined to succeed Dr. Lasker as the champion of the world, the cold fact remains that he has never contested a set match with any well known chess master: Nor has he won any important chess tournament in this country or elsewhere, or even participated in one. To assert that so absolutely untried a chess player is a worthy successor to Lasker is to carry flattery to the point of absurdity. It does not require a great stretch of the imagination to enable one to see how such injudicious praise might ruin a most promising chess career. There is no royal road to greatness, and in chess, as in all other lines of human endeavor, success can be achieved only after long and arduous labors. To imbue a young player with the idea that he is an exception to the general rule is to cause him to abstain from that hard work and study which alone can enable him to reach the rank of a chess master.

There are times when we have reason to fervently exclaim, "Save us from our friends!"

THE MOELLER VARIATION.

Some time ago, we gave an analysis of this variation in the *Giucco Piano* wherein Herr Therkatz gives a defence for Black against White's fourteenth move KtxRP, and claimed that Black should win. Mr. P. S. Leonhardt in *Tidskrift for Schack*, replies to Therkatz and gives a line of play for White which appears to invalidate the defence in question. We again give the moves that lead to the Moeller variation:—1. P-K4, P-K4; 2. KKt-B3, QKt-B3; 3. B-B4, B-B4; 4. P-QB3, Kt-B3; 5. P-Q4, PxP; 6. PxP, B-Kt5ch.; 7. Kt-B3, KtxKP; 8. Castles, BxKt; 9. P-Q5, B-B3 (considered as perhaps the best); 10. R-K, Kt-K2; 11. RxKt, P-Q3; 12. B-KKt5, BxB; 13. KtxB, Castles; 14. KtxRP, KxKt. 15. Q-R5ch, K-Kt; 16. R-R4, P-B4; 17. B-K2!; R-K!; 18. R-K. Here Leonhardt varies from White's line of play as given by Therkatz. K-B; 19. B-Kt5!, P-B3; 20. PxP, PxP; 21. BxP!, KtxB; 22. QxRch., QxQ; 23. R-R8ch., and White has two Rooks against a Rook and two minor pieces.

End Game No. 35, is solved by: 1. R-KR7, Q-Qch., 2. K-B2, Q-Bch., 3. K-Kt2, and wins.

TRAPS and STRATAGEMS.

The attempt in the Queen's Gambit Accepted to defend the captured Pawn in manner similar to that used in the King's Gambit leads to disaster:—1. P-Q4, P-Q4; 2. P-QB4, PxP; 3. P-K3, P-QKt4?; 4. P-QR4, P-QB3?; 5. PxP, PxP; 6. Q-B3, wins a piece; or 4... P-QR3; 5. PxP wins a Pawn.

The following occurred in a game between Captain Mackenzie and Herr Schallopp:—From Gambit, 1. P-KB4, P-K4; 2. PxP, P-Q3; 3. PxP, BxB; 4. Kt-KB3, Kt-KR3; 5. P-Q3, Kt-Kt5; 6. P-B3, BxB (expecting 7. KtxB, Q-R5ch., etc.); 7. Q-R4ch., Kt-B3 (If... B-Q2; then 8. Q-K4ch.); 8. KtxB, and Black cannot recover his piece, because after he checks with Q, his Kt is pinned. Queen's Gambit Accepted, 1. P-Q4, P-Q4; 2. P-QB4, PxP; 3. Kt-KB3, P-QB4; 4. P-K3, PxP; 5. BxB, PxP? (P-K3 should be played); 6. BxPch., wins the Black Q.

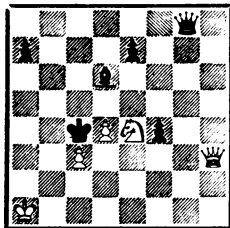
King's Bishops Opening, 1. P-K4, P-K4; 2. B-B4, KKt-B3; 3. P-Q4, P-QB3; 4. PxP, KtxP; 5. Kt-K2, KtxP? (B-B4 should be played); Black would like 6. KtxKt, Q-R5ch.; 7. K-B, QxB winning a P—but the game went on, 6. Castles!, KtxQ; 7. BxPch., K-K2; 8. B-Kt5 mate.

MARSHALL'S TOUR.

Owing to his match with Jaffe, Mr. Marshall will be unable to start

on his tour until February 16. This will give all chess clubs plenty of time in which to make arrangements for a visit from the famous American chess master. For all particulars, address: THE CHESS WEEKLY.

No. 36. By Rinck.



White to play and win.

William H. Hughes and Norman T. Whitaker, of the University of Pennsylvania; Louis J. Wolf, of Columbia University, and L. Walter Stephens, of Princeton, have been selected as four of the members of the sextet which will play in the annual chess match by cable with Oxford and Cambridge. The other two players will be selected from the ranks of various college candidates. The matches will be played March 19 and 20.

MARSHALL vs. JAFFE.

Frank J. Marshall and Charles Jaffe have agreed to play a match for a purse of \$200 at the Rice Chess Club, beginning January 31. A maximum of ten games will be played, but as soon as either player scores a winning majority of points the contest will cease.

The time limit will be fifteen moves an hour with five play days a week.

The admirers of Mr. José R. Capablanca, the young Cuban expert, are anxious to bring about a contest between him and F. J. Marshall. There is every reason to believe that the necessary funds can be raised, and we hope soon to be able to make a definite announcement of the match.

RUY LOPEZ.

(Played in the Masters' Tournament at Dusseldorf, 1908.)

White—Treybal.

Black—Spielmann.

1—P-K4	P-K4	8—P-B3	Kt-QR4
2—Kt-KB3	Kt-QB3	9—B-B2	P-QB4
3—B-Kt5	P-QR3	10—P-Q4	Q-B2
4—B-R4	Kt-B3	11—QKt-Q2	Castles
5—Castles	B-K2	12—Kt-B	B-KKt5
6—R-K	P-QKt4	13—P-Q5	Kt-K
7—B-Kt3	P-Q3	14—P-KR3(a)	B-Q2

15—P-KKt4	P-KKt3	26—Q-Kt4ch	K-B
16—Kt-Kt3	Kt-Kt2	27—R-KKt	K-K
17—B-R6	QR-QKt	28—Q-R5ch	Kt-B2
18—P-QKt3(b)	Kt-QKt2	29—R-Kt7!	K-Q
19—K-R2	Kt-Q	30—QxKt	B-K
20—R-KKt	P-KB3	31—R-Kt8	Q-Q2
21—Kt-B5!!(c)	PxKt	32—PxP	K-B2
22—KtPxP	R-B2	33—QxRP	R-Kt2
23—Kt-Q4(d)	BPxKt	34—Q-R8	B-B2
24—BxKt	RxB	35—R-Kt7	B-K
25—RxRch	KxR	Drawn	

(a) P-KB4 was threatened and White wants to prevent it. (b) White intends to meet 18... P-Kt5, with 19. P-B4, blocking the Q side and so being able to devote his whole energies to the K side attack. (c) The correct move! (d) Here White goes wrong. Since the chief object of moving the Kt was to bring the Q into play, it should have been placed at KR4. The following might then have ensued:—23. Kt-R4, B-KB; 24. R-Kt2, B-B; 25. Q-Q2, R-Kt2; 26. QR-KKt, R-K2.; 27. B-Q, and it is doubtful whether Black can avert disaster.

Q. P. GAME.

(Played November 4, 1908)

White—Chalupetzky.

Black—Mieses.

1—P-Q4	P-Q3(a)	11—Q-Q3	R-K
2—P-K4	Kt-KB3	12—Kt-Q4(e)	Kt-Kt3
3—Kt-QB3	QKt-Q2(b)	13—K-Q2	KKtxP
4—P-KB4	P-K4	14—BxKt	KtxB
5—Kt-KB3	PxQP	15—QR-K(f)	KtxB
6—QxP(c)	B-K2	16—RxKt	RxR
7—B-B4	Castles	17—KxR	B-B4!
8—P-KR3(d)	P-QB3	18—Q-Q2!(g)	QxKt
9—B-K3	P-Q4!	19—QxQ	R-Kch!
10—PxP	B-B4!	Resigns	

(a) A variation adopted by Pillsbury, at Cambridge Springs. (b) Pillsbury continued:—3... P-KKt3, 4... B-Kt2, etc. (c) KtxP was better. The Q is too much exposed out on the board so early in the game. (d) To prevent Kt-Kt5, etc. He could not castle as 8... P-Q4 would win the Q or a piece. (e) Kt-Q would be answered by Q-Kt3. (f) Better was KtxKt, QxKt; 16. P-QB3, QxKtPch., 17. Q-K2, etc. (g) If White captures the B Black mates in a few moves.

QUEEN'S PAWN GAME.

(Played by Correspondence)

White—F. Batik.

Black—Chalupetzky.

1—P-Q4	P-Q4	21—P-QR5	Kt-K4
2—Kt-KB3	Kt-KB3	22—B-R3!	Kt-B6
3—B-KB4	P-B4	23—Q-Kt4	P-KKt3
4—P-OB3	QKt-Q2	24—B-B5	Kt-Kt4
5—P-K3	P-K3	25—Q-B4(f)	P-KB4
6—QKt-Q2	B-K2	26—Q-K5	K-B2
7—B-Q3	P-QR3	27—P-K4!	BPxP
8—Castles	P-B5	28—P-KB3	P-K6
9—B-B2	P-QKt4	29—KR-K	Q-Kt
10—Kt-K5.	B-Kt2	30—QxKP	Q-Q
11—Q-B3	P-KR3(a)	31—R-K2	Q-B3(g)
12—P-QR4	P-Kt5	32—BxQP!!	PxB
13—QKtxP(b)	R-QB	33—Q-K7ch	QxQ
14—KtxKt	KtxKt	34—RxQch	K-B3
15—Kt-Q6ch	BxKt	35—RxB	R-K3(h)
16—BxB	PxP	36—K-B2	KR-K
17—PxP(c)	RxP	37—R-Kt6	K-B4
18—QR-B(d)	Q-B	38—RxR	RxR
19—Q-Q	R-B3	39—P-Kt4ch	K-B3(i)
20—KB-Kt3	Kt-B3(e)	40—P-KR4	Resigns (j)

(a) If 11... Castles then 12. P-KKt4 gives White a fierce attack.
 (b) He cannot take this Pawn after 13. PxP, because of Q-B winning a piece. (c) P-QKt4 was perhaps better. (d) Threatening 19. B-Kt6.
 (e) Exchanging Rs and Qs would leave Black in a hopeless position. (f) Threatening Q-B6. (g) If Black plays QxRP, White wins by BxQP, etc. (h) B-K7ch was threatened. (i) If K-B5, then B-Kt4 would win a piece finally. (j) The ending is lost for Black.

ALBIN'S COUNTER GAMBIT.

(Played in Vienna)

White—R. Berger.

Black—J. Krejci.

1—P-Q4	P-Q4	5—P-KB4	P-KB3(b)
2—P-QB4	P-K4	6—PxBP	KtxP
3—PxKP	P-Q5	7—B-Q3	Kt-B3
4—P-K4(a)	B-QB4	8—P-QR3	P-QR4

9—KKt-B3	Castles	16—BxQP (f)	Q-Rsch
10—Castles	R-K	17—K-K2	QxPch
11—P-K5	KKt-Kt5	18—K-Q	QxKtch
12—R-K(c)	B-B4(d)	19—B-K2(g)	Q-QKt6ch
13—BxB?	P-Q6ch.	20—Q-B2	Kt-B7ch
14—K-B	Q-R5!!(e)	21—K-Q2	B-K6 mate (h)
15—Q-Q2	QxRP!		

(a) Better is 4. KKt-B3 followed by P-KKt3, B-Kt2, etc. (b) Fine! threatening to break up the centre and White must exchange, developing a black piece. (c) Here Kt-KKt5 was much better. (d) The beginning of a brilliant combination. (e) Worthy of Hannibal. Of course, if KtxQ then KtxRP mate. (f) Best. If 16. QxQP, then Q-R8ch.; 17. K-K2, QxPch.; 18. K-Q, Kt-B7ch and wins. (g) If K-B2, then Kt-Q5ch and P-QKt4 wins. If Q-K2, then Kt-B7ch wins. (h) This game is a fine example of enterprising chess.

TWO KNIGHT'S DEFENCE.

(Recently played in the Championship Tournament of the
Chicago Chess Club.)

White—H. Coe.

Black—L. Uedemann.

1—P-K4	P-K4	14—P-B3	PxP
2—Kt-KB3	Kt-QB3	15—PxP	B-Kt2
3—B-B4	Kt-B3	16—Kt-QB3	PxR3
4—Kt-Kt5	P-Q4	17—B-K3	QR-Q
5—PxP	Kt-R4	18—R-B	Q-Kt?
6—B-Kt5ch	P-B3	19—Q-R4!	BxKt
7—PxP	PxP	20—BPxB	Kt-Q4
8—B-K2	P-KR3	21—KtxKt	BxKt
9—KKt-B3	P-K5	22—QxKt	QxP
10—Kt-K5	Q-B2	23—Q-Q2	Q-R6
11—P-Q4	B-Q3	24—R-QB3	Q-R5
12—P-KB4	Castles	25—K-R	R-Kt
13—Castles	P-B4	26—BxP and wins.	

Frank J. Marshall played twenty local experts in a simultaneous match at the Washington Chess and Checker Club last Wednesday evening. Marshall succeeded in defeating fifteen men, drew with four others, losing the only game to Pratt.

The openings were all queen's gambits, and the playing of the locals was so steady that Marshall had some difficulty in winning out.

NEW YORK STATE CHESS ASSOCIATION MEETING.

The Annual Championship meeting of the New York State Chess Association will take place on February 20 and 22, 1909, at the Westminister Hotel, New York City. Following is the programme:—

Championship Tournament. Limited to players of recognized first-class strength; Four cash prizes, the winner receiving the custody of the Isaac L. Rice trophy; entrance fee: \$3.50; including cost of three meals to be furnished by the Association.

General Tournament....Open to all comers who will be divided into two classes according to strength; Eight cash prizes; entrance fee: \$2.50, including cost of three meals to be furnished by the Association.

Entries close positively at 2.30 P. M., on February 20, play beginning in all tournaments at 3.30 P. M. the same day. Two rounds will be contested Saturday afternoon and evening, and two more on the Monday following, between the hours of 10.30 A. M. and 1.30 P. M., and between 3.30 P. M. and 6.30 P. M. After three rounds in all tournaments, the players with scores equal to the four highest will compete for the prizes in the final rounds.

Time Limit. Thirty moves in the first hour and fifteen moves in each half hour thereafter.

Advisory Board. Julius Finn, G. J. Schwieter, William Arnold and Louis Hein (Treasurer).

The officers of the Association are:—J. Herbert Watson, President; D. W. Waller, Vice-President; D. Francis Searle, Secretary-Treasurer; Hartwig Cassel, Tournament Manager.

After three rounds of the Championship tournament at the Rice Chess Club, the leaders were: Leo Rosen and H. Rosenbaum, with three wins each. Dr. H. Keidanz, A. Kreymborg and H. Morris, with $2\frac{1}{2}$ to $\frac{1}{2}$ each.

C. Curt, R. T. Black, E. B. Heal, B. C. Selover, Jr., W. J. Perlman, B. H. Ritter and F. H. Morgan have entered the annual championship tournament of the Brooklyn Chess Club.

PROBLEMS.

No. 149.

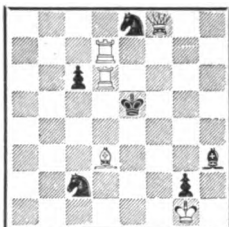
By G. Chocholous.



Mate in two.

No. 150.

By S. Trcala.



Mate in two.

No. 151.

By F. von Wardener.



Mate in two.

No. 152.

By Dr. E. Palkoska.



Mate in three.

No. 153.

By B. Bosch.



Mate in three.

No. 154.

By Prof. J. Berger.



Mate in three.

A tie for first place in the annual championship tournament of the Manhattan Chess Club has resulted between M. Ayala and O. Roething in consequence of the defeat of Ayala by L. Rosen in their adjourned game, which was played to a conclusion on Monday night. A misplay on the part of Ayala cost him a rook, and Rosen had no difficulty in winning the game. While Ayala and Roething both have completed their schedules, there is a possibility of Rosen trying them should the latter win his remaining games with Delmar and Beihoff.

SOLUTIONS.

No. 131—K-Kt8; No. 132—Q-Kt5; No. 133—Q-Kt5; No. 134—Q-R5;
No. 135—B-R6; No. 136—B-B6.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

February 6, 1909.

No. 11.

THE ST. PETERSBURG INTERNATIONAL TOURNAMENT.

Following is the programme of the forthcoming International Tournament at St. Petersburg:—

The St. Petersburg Chess Club organized in memory of the late Master Michael Tchigorin, an International Masters' Tournament, beginning on February 15, and lasting about one month.

Organizing Committee:—Hon. President, His Excellency, P. A. Sabouroff (St. Petersburg); Hon. Vice-President, Prince E. P. Demidow, San Donuto (St. Petersburg).

The tournament is limited to twenty masters, about half to be Russians. One game to be played with each other. Won, lost, and drawn games to count +1, 0, $\frac{1}{2}$. No entrance fee required, only ten roubles caution money, to be returned to the player who has played all his games.

There are ten prizes, as follows: First, 1,000 roubles; second, 750 roubles; third, 550 roubles; fourth, 400 roubles; fifth, 280 roubles; sixth, 190 roubles; seventh, 120 roubles; eighth, 80 roubles; ninth, 50 roubles; tenth, 30 roubles. A further 10 roubles for each won game and 5 roubles for each draw. Each foreign competitor to receive 100 roubles towards expenses, and each Russian, 50 roubles. In case of ties, the prizes are to be divided, except for the first and second prizes, when a tie match of four games is to be played if both players be willing; otherwise division.

Five days' play per week, play beginning at 11 a. m. till 9 p. m., with two hours' interval, from 4 to 6. The sixth day is reserved for playing off unfinished games, one day per week being an off-day. Time limit to be measured by clocks—thirty-seven moves in the first two and a half hours, twenty-three moves in subsequent one and a half hours, and fifteen moves per every subsequent hour. A player not putting in an appearance for three consecutive games to be struck off the list. If such player has completed less than half his games they shall not count, but if he has played more than half his games the games shall count and the unplayed games be credited to the opponents with whom he has not played. Each player to score his game and to hand it over to the director of play. The games to be the property of St. Petersburg Chess Club.

On February 14th, reception of competitors and pairing of players.

Tournament commences on Monday, **February 15th**, at 11 a. m. Analyzing adjourned games prohibited. Entries close on January 28, and have to be addressed to P. P. Sabouroff, Mochowaja, 27, St. Petersburg.

On January 12th, entries had been received from Burn (Liverpool), Duras (Prague), Dr. E. Lasker (Berlin), Marco (Vienna), Mieses (Leipsic), Snosko-Borowsky (St. Petersburg), and Rubinstein, Salve (Lodz), Teichmann (Altenberg), Dr. O. S. Bernstein (Moscow), Dus-Chotimirsky (Warsaw), Nenarokoff (Moscow). Answers will have been received by now from Vidmar, Maroczy, Schlechter, Janowsky, Dr. Tarasch, and others.

Besides the international there is also to be held a national tournament confined to the leading rising players.

MARSHALL-JAFFE MATCH.

The first game of this match was played last Monday, at the Rice Chess Club, N. Y. City, and ended in a draw. The score follows:—

White—Jaffe.

Black—Farshall.

1—P-Q4	P-Q4	20—B-Q3	BxBch.
2—Kt-KB3	Kt-Q2	21—KxB	P-K4(e)
3—B-B4	KKt-B3	22—B-B(f)	P-K5
4—P-K3	P-K3	23—Kt-Q2	Kt-K3
5—B-Q3	B-K2	24—Q-R2(g)	KtxQP(h)
6—QKt-Q2	Castles	25—PxKt	QxOP(i)
7—P-KR3	P-QB4	26—R-K2	R-B7(j)
8—P-QB3	Q-Kt3	27—Kt-Kt3	Q-K4ch
9—Q-Kt(a)	R-K	28—K-R	Kt-R5
10—Kt-K5	Kt-B	29—P-B4(k)	Q-B2
11—Castles	B-Q2	30—RxR	QxR
12—R-K(b)	QR-B	31—Kt-Q4	Q-B7
13—P-KKt4(c)	B-Kt4	32—QxQP	P-KR4
14—B-B2	Kt-Q2	33—PxP	QxBP
15—P-QR4	KtxKt	34—Q-Q7	R-K3
16—PxB(d)	KKt-Kt3	35—R-K	Q-B7
17—B-R2	PxP	36—KtxR(l)	Q-B6ch
18—KPxP	B-Kt4	Drawn by perpetual check.	
19—Kt-B3	B-B5		

(a) Not to be recommended, Q-B2 or Q-K2 is better. (b) Necessary in order to avoid the exchange of Bishops. (c) Doubtless, following out the idea that prompted Q-Kt, but this advance seems ill-advised

nevertheless. (d) Not the best. He should have taken the Kt instead. (e) The turning of the tide. After this move White, play as he may, gets a lost position. (f) Best. The B is required to protect the King and K-RP. (g) Such moves as this can not successfully be made against a master. White has a bad game, but this move, shutting the Q off entirely, should have led to instant loss. (h) Impatient to win quickly. The sacrifice is sound enough, but Marshall, being short of time, missed the right continuation. (i) Here the winning move was R-B7. (j) Kt-B5 was probably better here. (k) This possibility had not been foreseen by Black and the piece cannot now be regained. (l) Probably overlooking the draw. But it is doubtful whether White had any more to hope for notwithstanding his extra piece.

Second Game—Dutch Defence.

White—Marshall.		Black—Jaffe.	
1—P-Q4	P-KB4	23—P-KKt4	B-Kt3
2—P-K4	PxP	24—R-Q2	B-R4
3—Kt-QB3	Kt-KB3	25—R-Q3	R-K
4—B-KKt5	P-QB3	26—R-K3	P-KKt3
5—P-KB3	P-K6	27—Kt-R6ch	K-B
6—BxP	Q-R4	28—P-Kt5	P-Q5
7—B-Q3	P-K4	29—RxRch	KtxR
8—Q-Q2	B-K2	30—O-Q	Q-Q3
9—Kt-K2	Castles	31—Kt-K2	P-B4
10—PxP	QxKP	32—K-Kt	QxRP
11—B-Q4	Q-QR4	33—P-QB3	Q-K4
12—O-K3	B-Q	34—Q-QKt3	K-K2
13—Castles (Q)	P-Q4	35—Q-B7ch	K-Q
14—Q-Kt5	QKt-Q2	36—QxKtP	Kt-Q3
15—Kt-Kt3	Kt-B4	37—Q-Kt8ch	K-Q2
16—B-B5	BxB	38—QxQRPch	B-B2
17—KtxB	Kt-K3	39—Q-R4ch	K-K3
18—Q-K3	KtxB	40—QKt3ch	P-B5
19—RxKt	Q-B2	41—O-Q	P-Q6
20—R-K	R-K	42—Kt-Q4ch	K-Q4
21—Q-Q2	RxRch	43—Kt-KKt4	QxKtP
22—QxR	Q-Q2	44—Q-R4	Resigns

MIESES vs. SCHLECHTER.

Mieses won two and drew one of the three games played blind-folded against Schlechter at Stuttgart, a grand result which only confirms

Mieses' pre-eminence as a blindfold player. Without the restriction imposed by the conditions the result would have been reversed, especially as Mieses adopted his favorite defence, the Centre Counter Gambit, twice, and the risky Danish Gambit once. It is reported that the play has been watched with keener interest than if the games had been contested over the board. No doubt, as a spectacle, a blindfold performance is still as fascinating as it was when it was the gift of a favored few.

Following is the first game with notes by L. Hoffer.

First Game—Centre Counter Gambit.

White—C. Schlechter.

Black—J. Mieses.

1—P-K4	P-Q4	16—B-KB4	Kt-K5
2—PxP	QxP	17—R-Ksq	BxB
3—Kt-QB3	Q-QR4	18—KtxB	Q-B4
4—B-B4	Kt-KB3	19—Kt-Q4(g)	B-Q3
5—P-Q4	Kt-B3	20—BxB(h)	RxB(i)
6—Kt-K2(a)	B-B4	21—Q-Kt4ch.	R-Q2
7—B-Q2	Q-Kt5(b)	22—QxP	KR-Ksq
8—P-QKt3	P-K4(c)	23—QR-Qsq	P-B4
9—Kt-Kt5	Q-K2	24—Q-R6	QR-K2
10—P-Q5(d)	Kt-Q5	25—R-K3(j)	Kt-B6
11—P-Q6(e)	PxP	26—QR-Ksq	QxKt
12—QKtxKt	PxKt	27—RxR	Kt-K7ch(k)
13—Castles	P-Q4	28—R(K7)xKt(l)	RxR
14—B-Kt5ch.(f)	B-Q2	29—RxR(m)	Q-Q8ch
15—KtxP	Castles	Resigns.	

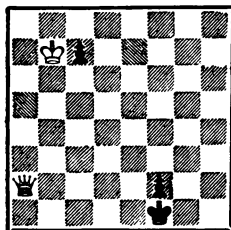
(a) Better was 6. B-Q2, Q-Kt5; 7. P-QKt3, Q-Q3; 8. Kt-Kt5, Q-Qsq.; 9. B-KB4, etc. Schlechter gets about the same variation, giving, however, Black time for B-B4. (b) If 7... Castles, then 8. Kt-Kt5, Q-Kt3; 9. P-QR4, threatening P-R5, winning. (c) Obviously better than 8... Q-Q3, because of the variation in note (a). (d) A clever rejoinder in anticipation of 10... Kt-Q5, or Kt5. (e) The preceding move was made with this intention. (f) 14. KtxP would have yielded a winning attack. (g) A formidable looking position for White. For instance, 19. Q-Kt4ch., R-Q2; 20. P-QB4, Kt-B3 (there is nothing in 20... QxPch.); 21. Q-R3, PxP; 22. QR-Qsq., and still there is nothing in it unless Black were to play 22... QxKt, whereupon mate in two moves would follow. Schlechter selected the safe course. (h) 20. B-K3, Q-R4; 21. P-QB4 seems an acceptable alternative. (i) Better would have been 20... QxB, but White would nevertheless keep the advantage

with 21. Q-Kt4ch, Q-Q2; 22. QxQch., RxQ; 23. P-QB4, Kt-B3; 24. P-B5, with a passed pawn and Black still a weak QP. (j) The correct move here is 25. Q-B4, threatening QxPch., and defending the Knight after Black's Kt-B6. (k) An exceedingly pretty combination, which Schlechter overlooked. (l) If 28. R(Ksq)xKt, then 28... Q-Q8ch.; 29. R-Ksq., QxRch.; 30. RxQ, RxR, mate. (m) An oversight. 29. R-KBsq., RxQBP, with a probable draw.

Pot Pourri

BY C. S. HOWELL.

Position for
Adjudication.
No. 16.



White to move.

THIS is a composition by Mr. Alvin Cass. Solution to No. 14—Black wins by 1.—Q-Q7; 2. R-KKt1, Kt-Kt5; 3. B-B5, QxKtPck!; 4. RxQ, R-K8ck; 5. B-Ktsq., Kt-B7 mate.

Solution to No. 15.—White wins by 1. R-K3ch., K-R7; 2. P-B7, R-B5ch.; 3. R-B3, R-QB5; 4. R-B8, threatening mate and winning the black rook for the white pawn. Or 1. R-K3ch., K-Kt5; 2. P-B7, R-B5ch. (if 2— R-QB5; 3. R-K4ch., etc.); 3. K-Kt2, R-Bsq. 4. R-Kt3ch., K-R4 or 5; 5. RxP, R-QBsq.; 6. K-B3, K-Kt4; 7. K-K4, K-B3; 8. K-Q5, K-K2; 9. K-B6, etc.

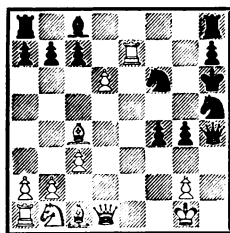
Awards for No. 12. A. Wuerstlin, 2; E. N. Olly, 1; Dr. M. H. Sharp, 1; Dr. R. H. Willingham, 1. For No. 13—E. N. Olly, 2; Dr. R. H. Willingham, 1. Totals to date—R. H. Lindeman, 9; J. G. Gibson, 6; A. Wuerstlin and F. D. Rosebault, 5 each; Dr. M. H. Sharp and Dr. R. H. Willingham, 4 each; M. McFarlane, 3; Dr. F. A. Huxmann, 2; E. Saunders and H. H. Simmons, 1.

The first composite game is discontinued because of lack of interest. The game between the readers and the writer will not be started unless more readers reply to the writer's 1. P-K4.

THE famous Rice Gambit, invented some years ago by Prof. Isaac L. Rice, of New York City, has perhaps been more severely scrutinized than any other opening at Chess. The Evans', King's Muzio and other Gambits, have been played and enjoyed and considered by all authorities to be fairly good games for the White forces. But the unfortunate Rice Gambit, without the slightest justification, has been unanimously condemned and ridiculed by every one that has piped his pipe on the subject. Had the other Gambits been subjected to the same scrutiny and criticism that the Rice Gambit has

undergone we venture to assert that not a chess player living would dare to play them under any circumstances. All openings involving an early sacrifice commit White to an extremely hazardous and attacking style of play, and analysis may demonstrate that Black should come into the end game with an advantageous position, but in over-the-board play White will win the majority of the games long before the end game stage is reached.

It is a significant fact, and one that shows the relative unimportance of mere theoretical soundness, that in serious contests, the masters invariably decline the Gambits whenever they are offered. Right here we want to go on record with the positive assertion that the Rice Gambit gives White as good a chance for victory as does any other Gambit known in chess. In fact, the latest analysis of this debut shows Black struggling hard for a draw. We are fully aware in making the above statement that we are going against the unanimous opinion of the chess world, but we stand ready to prove our assertion.



White to move.

Here is the position arrived at after years of analysis, all authorities agreeing that both sides have so far made their best moves. It is a fair sample of the manner in which this Gambit has been treated, that this position has been considered lost for White. THE CHESS WEEKLY takes quite an opposite view. We recommend 17. Kt-Q2, and stand ready to prove that Black by his best line of play can only draw, while any attempt at aggressive measures on his part may lose him the game in a dozen variations.

DANISH GAMBIT.

White—M. Soldatencow.

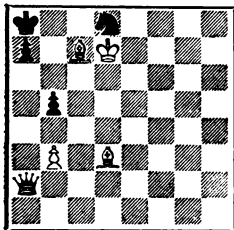
Black—X.

- | | | | |
|----------|------------|---------------|--------|
| 1—P-K4 | P-K4 | 13—R-K | Q-Q3 |
| 2—P-Q4 | PxP | 14—Q-R5 | P-QB3 |
| 3—P-QB3 | PxP | 15—Kt-B7(a) | P-KKt3 |
| 4—B-QB4 | PxP | 16—Q-R6 | QxKt |
| 5—BxP | B-Kt5ch | 17—BxPch | KxB |
| 6—Kt-B3 | Kt-KB3 | 18—QxRPch | K-B3 |
| 7—P-K5 | Q-K2 | 19—Q-R4ch | K-Kt2 |
| 8—Kt-K2 | Kt-K5 | 20—R-K7ch | R-B2 |
| 9—PxB(b) | PxR queens | 21—Q-Q4ch | K-B |
| 10—BxKt | BxB | 22—Q-R8ch | KxR |
| 11—KtxB | Castles | 23—R-Kch | K-Q3 |
| 12—Kt-Q5 | QxP | 24—Q-K5 mates | |

(a) If QxKt, then QxBPch., RxQ, R-K8 mate.

TRAPS and STRATAGEMS.

End Game No. 37.
By Rinck.



White to play and draw

In the King's Bishop's Gambit, 1. P-K4, P-K4; 2. P-KB4, P×P, 3. B-B4, Q-R5ch.; 4. K-Bsq., P-KKt4; 5. Kt-KB3, Q-Kt5? (Q-R4!); 6. B×Pch., K-Qsq. (... K×B; 7. Kt-K5ch.); 7. P-KR3, Q-Kt6; 8. Kt-QB3, and 9. Kt-K2, the Black Q having no escape. (If 8... B-B4; then 9. P-Q4, etc.)

In the 'Two Knights' Defence, 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, Kt-B3; 4. Kt-Kt5, Kt×KP; 5. B×Pch., K-K2; 6. Kt×Kt, K×B; 7. Q-B3ch., K-Ktsq.? (K-Ksq.!); 8. Kt-Kt5!, and Black cannot guard both KB2 and Q4 from White Q.

4. P-QKt4, Kt×P (instead of ... B×KtP), White must continue 5. P-B3, to drive off Kt; he must not take the KP, else 5... Q-B3! will be hard to answer.

In Ruy Lopez, 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, KKt-K2?; 4. P-B3, P-QR3 (Kt-Kt3!); 5. B-R4, P-QKt4; 6. B-Kt3, P-Q4; 7. Q-K2, P×P; 8. Q×KP, B-B4 (Kt-Kt3); 9. Kt×P, and, if Black takes Q, he is mated.

In Ruy Lopez, 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, Kt-B3; 4. Castles, Kt×P; 5. P-Q4, P-QR3; 6. B-Q3, P-Q4; 7. P-B4, B-KKt5!, for if 7... KP×P, Black will lose a piece by 8. P×P, Q×P; 9. B×Kt; as Q dares not take B (on account of 10. R-Ksq.).

Centre Gambit, 1. P-K4, P-K4; 2. P-Q4, P×P; 3. Q×P, Kt-QB3; 4. Q-K3, P-KKt3; 5. Kt-QB3, B-Kt2; 6. Kt-Q5!, P-Q3; 7. Kt-K2, Kt(Ktsq.)-K2; 8. B-Q2, B×P? (Castles!); 9. P-QB3, B×R?; 10. Kt-B6ch., and 11. Q-R6 mate.

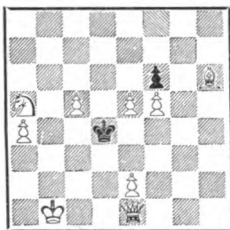
At the regular meeting of the Board of Directors of the Women's Chess Club of New York, held in January, at the club room, Hotel Martha Washington, 29 East 29th Street, New York, Madame C. West van Helden was elected a member of the Board.

End Game No. 35, is solved by:—1. R-KR7, Q-Qch.; 2. K-B3, Q-Bch.; 3. K-Kt2 and wins.

End Game No. 36, is solved by:—1. Q-Bch., K-Q4; 2. Q-Kt5ch., K×Kt; 3. Q-K2ch., K-B4; 4. Q-B2ch., and wins the Q.

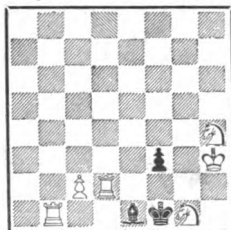
PROBLEMS.

No. 135.
By P. J. Cumpe.



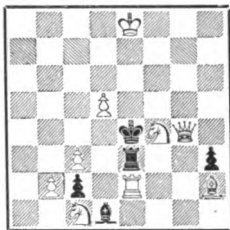
Mate in two.

No. 158.
By K. A. L. Kubbel.



Mate in three.

No. 136.
By E. J. Winter-Wood



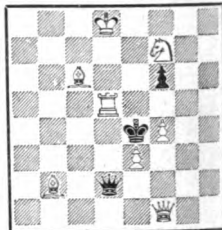
Mate in two.

No. 159.
By J. Kotrc.



Mate in three.

No. 157.
By S. Loyd.



Mate in two.

No. 160.
By B. Bosch.



Mate in three.

BRIC-A-BRAC.

This game was recently played in Morristown, N. J. It is a case of capital punishment for a comparatively trifling offence.

Ruy Lopez.

White—Chancellor Pitney.

Black—Surrogate Young.

- 1—P-K4
- 2—Kt-KB3
- 3—B-Kt5
- 4—Castles
- 5—P-Q4

- P-K4
- Kt-QB3
- Kt-B3
- KtxP
- KtxQP

- 6—KtxKt
- 7—QxP
- 8—R-Kch
- 9—QxKtP
- 10—B-KR6

- PxKt
- Kt-Q3
- B-K2
- R-B
- Resigns

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

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No. 12.

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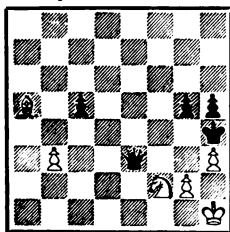
WHEN the first number of the CHESS WEEKLY was sent forth on its proselyting mission, we promised to earn for the publication the support and good-will of American chess players by conducting it on business principles, bringing it out on time, using its space only for the most interesting chess news, best games and problems; and, finally, increasing the size, and otherwise improving the magazine as soon as we were able to do so.

We conscientiously believe we have fulfilled these promises and after a nine months' existence, the CHESS WEEKLY may be said to have given substantial proof of its permanency in the field of American chess literature. At the same time, we wish to remind our readers that a weekly chess publication involves heavy expense and necessitates a constant outlay of ready cash. Our bank account is not very large and in order that we may promptly meet our obligations, it is necessary that our subscribers remit for their subscriptions as soon as due. *Please serve us as promptly as we serve you.*

TRAPS and STRATAGEMS.

End Game No 38.

By H. Cordes.



White to play and win

KxQ; 10. Kt-Q5ch., K-K4; 11. Kt-KB3ch., KxP; 12. Kt-B3 mate.

Ruy Lopez, 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, KKt-K2?; 4. P-B3, P-Q3; 5. P-Q4, B-Q2; 6. Castles, Kt-Kt3; 7. Kt-Kt5, P-KR3? (B-K2!); 8. KtxP, KxKt; 9. B-QB4ch., K-K2; 10. Q-R5, Q-Ksq. (or... B-Ksq.; 11. B-KKt5ch, PxB; 12. QxPch., K-Q2; 13. Q-B5ch., etc.); 11. Q-Kt5ch., etc. A game played between Zukertort and Anderssen.

Philidor Defence, 1. P-K4, P-K4; 2. Kt-KB3, P-Q3; 3. B-B4, P-KB4; 4. P-Q4, Kt-KB3; 5. Kt-B3, PxQP?; 6. QxP, B-Q2; 7. Kt-KKt5, Kt-B3; 8. B-B7ch., K-K2; 9. QxKtch.,

King's Bishop's Gambit, Black should notice, 1. P-K4, P-K4; 2. P-KB4, PxP; 3. B-B4, P-Q4; 4. BxP, Q-R5ch.; 5. K-Bsq., P-KKt4; 6. Kt-KB3, Q-R4; 7. P-KR4, P-KR3 (B-Kt2!); 8. BxPch., QxB (forced); 9. Kt-K5, followed by 10. Q-R5ch., and White will gain at least the exchange.

1. P-Q4, P-Q4; 2. P-QB4, P-K4, 3. QPxP, P-Q5; 4. P-K3? (Kt-KB3!), B-QKt5ch.; 5. B-Q2, PxP; 6. BxB?, PxPch.; 7. K-K2, PxKt bec. Ktch.; 8. K-Ksq. (if RxKt, then ... B-Kt5ch. wins Q), Q-R5ch., and Black has a winning game.

MARSHALL vs. JAFFE.

Third Game—Queen's Pawn Game.

White—Mr. Jaffe.

Black—Marshall.

1—P-Q4	P-Q4	15—Kt-B3	Q-B6ch
2—Kt-KB3	Kt-Q2	16—Kt-Q2	B-KKt5 (d)
3—B-Kt5 (a)	KKt-B3	17—B-K2	BxB
4—QKt-Q2	P-B4	18—KxB	BxP
5—P-B3	PxP	19—Q-Kt3	B-Kt5 (e)
6—PxP	Q-R4	20—QxP	Castles
7—P-QR3	Kt-K5	21—QR-QB	Q-B3
8—P-QKt4	Q-Kt3	22—Kt-K4	Q-QKt3
9—P-K3	P-QR4	23—R-B4	QR-Q
10—P-Kt5	KtxB	24—Q-KB5	P-KKt3
11—KtxKt	P-K4 (b)	25—Kt-B6ch	K-Kt2
12—PxP	KtxP	26—Kt-R5ch (f)	PxKt
13—QKt-B3 (c)	O-KB3	27—R-B6 (g)	PxR (h)
14—KtxKt	QxKt (K5)	Drawn by perpetual check.	

(a) In the first game Jaffe tried B-B4 with no great success. (b) Black has already obtained a free game. (c) B-K2 was probably better. (d) This move is incomprehensible. Why not BxRP? (e) If 19... QxQ, then 20. KtxQ and White regains the pawn. (f) It was thought that White would play 25. Kt-Q7, whereupon Black could reply Q-Q3. The text move should have lost the game off-hand. (g) White's whole combination to enforce a draw is woefully unsound, but the bluff succeeds. (h) An unaccountable and amusing case of chess blindness. Of course, the mere "duffers" saw that all Black had to do was 27... R-Q7ch., 28. K-B, Q-Q and remains a clear piece ahead with an easy win. We have heard that even Homer nods at times, but this is going to sleep with a vengeance.

Fourth Game—Queen's Gambit Declined.

White—Mr. Marshall.

Black—Mr. Jaffe.

1—P-Q4	P-Q4	24—Kt-Kt2	QxQ
2—P-QB4	P-K3	25—KtxQ	BxP
3—Kt-QB3	Kt-KB3	26—R-Kt2	B-B2
4—B-Kt5	QKt-Q2	27—P-B3	B-R6
5—Kt-B3	P-B3	28—R-K2	R-K
6—PxP	KPxP	29—R-R	B-B
7—P-K3	B-Q3	30—K-B2	Kt-R4
8—B-Q3	P-KR3	31—R-KKt	Kt-Kt6
9—B-R4	Castles	32—R (K2)-K	Kt-B4
10—Q-B2	R-K	33—KtxKt	BxKtck
11—P-KKt4	P-KKt4	34—P-K4	PxP
12—R-KKt(a)	PxB	35—PxP	RxP
13—P-Kt5	Kt-R4(b)	36—K-B3	RxR
14—B-Kt6(c)	PxB	37—RxR	B-Q3
15—QxPck	K-R	38—R-K8	P-KR4
16—QxKt	R-K3	39—P-Q5	PxP
17—P-Kt6(d)	B-B	40—K-Q4	B-K5
18—Kt-Kt5	Q-K2	41—R-Q8	B-Kt6
19—KtxR	QxKt	42—R-Q7ck	KxP
20—Castles	K-Kt2	43—RxP	P-R5
21—Kt-K2	Kt-B3	44—P-R4	P-R6
22—QxRP	B-Q3	45—R-Kt3	B-B7ck
23—Kt-B4	Q-K5	46—Resigns	

(a) P-Kt3, BxB, RPxB would have opened the R file, but 12. KtxP followed by 13. BxP was perhaps best. White would then have excellent attacking chances. (b) Best. If 13. Kt-K5 then 14. BxKt, PxB; 15. PxP dis. ch., KxP or K-R; 16. KtxKP with a winning game. (c) Brilliant and sound. (d) An error which cost the game. Analysis will prove that if White now castles, he should win. The text move enables Black to develop his pieces, and Jaffe from now on plays with great skill.

The American Chess Bulletin for February, states that F. J. Marshall has backing in the sum of \$600, for a set match with any player in this country, "Mr. J. R. Capablanca preferred."

Mr. Marshall requests us to say that he has no preference whatever in the matter. He is ready to meet anyone on the principle of first come, first served.

Fifth Game—Queen's Pawn Game.

White—Mr. Jaffe.

Black—Mr. Marshall.

1—P-Q4	P-Q4	29—KtxR	QxPch
2—Kt-KB3	Kt-Q2	30—K-R	OxKt
3—P-K3	P-QB3	31—RxP	R-B8ch
4—P-QKt3	KKt-KB3	32—K-Kt2	RxQ
5—B-Q3	Kt-K5	33—RxQ	B-K
6—Castles	P-K3	34—R-O8	K-B
7—B-Kt2	P-KB4	35—KtxPch	K-K2
8—P-QB4	B-Q3	36—R-QKt8	R-Q7ch
9—QKt-Q2	Q-B3	37—K-B3	B-R4ch
10—R-B	Castles	38—K-B4	RxRP
11—R-B2	P-KKt4	39—P-B5	R-B7ch
12—P-KKt3	R-B2	40—K-K4	R-K7ch
13—Kt-K	Q-R3	41—K-Q3	P-K4
14—P-KB3	BxP(a)	42—RxPch	K-K3
15—PxB	KtxP	43—RxRP	P-K5ch
16—K-Kt2	KtxR(b)	44—K-Q4	K-B4
17—KtxKt	Kt-B3	45—P-Kt4	R-Q7ch
18—K-Ktsq	P-Kt5	46—K-B3	R-Q6ch
19—R-Kt2	R-Kt2	47—K-Kt2	P-K6
20—PxKKtP	PxKKtP	48—P-Kt5	P-K7
21—B-Bsq	Q-R4	49—R-K7	R-Q2
22—Kt-Kt3	Q-R5	50—R-K3	RxKt
23—P-K4	PxKP	51—P-Kt6	K-B5
24—BxP	B-Q2	52—R-K6	B-B6
25—Kt-Q3	KtxB	53—K-B3	R-Q2
26—KtxKt	P-Kt6	54—R-K8	B-K5
27—Q-Ksq	R-B	Resigns	
28—B-KKt5(c)	RxB		

(a) Following out the idea which prompted his two previous moves.

(b) Here Marshall goes wrong. The sacrifice appears to have been perfectly sound, if, instead the text move, Black played 16. P-KB5. However, in criticizing chess games it must not be forgotten that in intricate positions the best continuation is often very difficult to find.

(c) The losing move. Black is now enabled to extricate himself and once on an equal footing, Marshall proceeds to outplay his opponent in the ending.

Sixth Game—Dutch Defence.

White—Mr. Marshall.

Black—Mr. Jaffe.

1—P-Q4	P-KB4	27—KtxB	QxKt
2—P-K4	PxP	28—KtxP(b)	B-Kt5
3—QKt-B3	KKt-B3	29—KtxR	BxQ
4—B-KKt5	P-K3	30—KtxQ	RxR
5—BxKt	QxB	31—RxR	BxR
6—KtxP	Q-R3	32—Kt-QKt6	P-Q5
7—B-Q3	P-Q4	33—KtxP	B-KB7
8—Kt-Q2	B-Q3	34—Kt-QB5	P-QKt3
9—KKt-KB3	Castles	35—Kt-K4	B-K6
10—Q-K2	Kt-QB3	36—P-KB5	K-B2
11—Castles(Q)	Kt-QKt5(a)	37—P-KKt4	K-K2
12—K-Kt	B-Q2	38—P-QB4	P-Q6
13—KR-K	P-QR3	39—P-QKt4	P-KR3
14—Kt-B	P-QB4	40—P-QR4	K-Q2
15—PxP	BxP	41—K-Kt2	B-Q5ch
16—Kt-K5	KtxB	42—K-Kt3	K-B3
17—KtxKt	B-Q3	43—P-KR4	K-Q2
18—Kt-K3	QR-K	44—P-B5	PxP
19—Kt-KKt4	Q-Kt4	45—KtxPch	K-Q3
20—P-KKt3	B-QKt4	46—KtxP	K-Q4
21—P-KB4	Q-Q	47—Kt-KB4ch	K-K5
22—Kt(Kt4)-K5	Q-R4	48—Kt-K6	B-K4
23—Q-Q2	Q-B2	49—P-QR5	P-R4
24—Kt-B3	P-QR4	50—Kt-B5ch	K-B6
25—Kt-Q4	B-Q2	51—P-R6	B-Kt
26—Kt-K5	P-R5	52—PxP	Resigns

(a) Here Black should have played Q-B3, to be followed by P-K4, etc. Failing to avail himself of the only opportunity to advance the KP, the result of the game was a foregone conclusion. (b) Decisive. Of course, if 28... RxKt, then 29. QxP and P-B5, wins two pawns and the exchange. Marshall is here playing his best chess and this game may fairly be said to represent the respective strength of the two players.

As we go to press, the score stands Marshall won 3, Jaffe won 2, and two games drawn. As the draws count, the total score is 4 to 3 in favor of Marshall.

Pot Pourri

BY C. S. HOWELL.

In last week's issue, an accident of "make-up" made it appear that the article on the Rice Gambit was a part of "Pot Pourri." I take the earliest possible opportunity to disclaim authorship of the article.

Position for Adjudication No. 16, which appeared in last week's issue completed the third month's competition and will be the last position published for a while at least. Not enough interest is shown in this competition to warrant its continuance.

No. 15 cannot be won by 1. P-B7, because of 1— R-B5ch, followed by R-Bsq.

Awards for No. 14. E. N. Olly, 2; Dr. M. H. Sharp and Dr. R. H. Willingham, 1 each. No. 15. Dr. F. A. Huxmann, 2; Dr. R. H. Willingham and E. N. Olly, 1 each. Leading scores:—R. H. Lindman, 9; Dr. R. H. Willingham, 6; J. G. Gibson, 6; E. N. Olly, 6; F. D. Rosebault, Dr. M. H. Sharp and A. Wuerstlin, 5 each.

Correspondence:—R. H. Lindman—Thanks for end game, but fear it is too simple for use. Dr. M. H. Sharp—The Muzio variation you give is very difficult. A casual examination suggests, 13. Q-K2, Q-K3; 14. KtxKt, QxKt; 15. Q-R5, Q-Kt4; 16. QxP, R-B; 17. QxRP, P-Q4. Now, if 18. KBxP, B-KB4, and if 18. RxP, RxR; 19. Q-R8ch., B-Bsq., or K-Q2. A great deal of careful analysis, however, would be required to demonstrate anything final about the variation.

In the composite game between the writer and the readers, 1—P-K4 received the most votes. The game now stands:—

<i>Writer.</i>	<i>Readers.</i>
1. P-K4	P-K4
2. Kt-KB3	?

Please vote on Black's second move.

The Annual One Day Tournament of the Pennsylvania State Chess Association will be held in the rooms of the Franklin Chess Club, 814 Betz Building, Philadelphia, on Monday, February 22nd, 1909 (Washington's Birthday). First round, 10 A. M., State Championship and four prizes, entrance fee, \$1.00. All chess players, residents of Pennsylvania, are eligible. Entries made to P. B. Driver, Ridley Park, Pa., or to Walter Penn Shipley, Secretary, 404 Franklin Bank Building, Philadelphia, Pa.

MIESES-SCHLECHTER BLINDFOLD MATCH.**Second Game—Danish Gambit.**

White—J. Mieses.

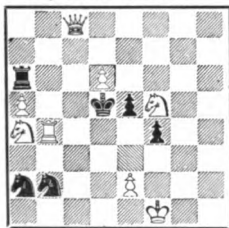
Black—C. Schlechter.

1—P-K4	P-K4	21—B-B4	RxRch
2—P-Q4	PxP	22—RxR	R-Qsq
3—P-QB3	PxP	23—R-K7	RxP
4—B-QB4	Kt-KB3(a)	24—RxP	R-QR4(h)
5—KtxP	Kt-B3	25—RxP	RxP
6—Kt-B3	B-Kt5	26—P-Kt4	K-B3
7—Castles	Castles	27—B-K3	P-QR4
8—P-K5	BxKt	28—P-B4	RxPch.(i)
9—PxB	P-Q4(b)	29—KxR	B-K5ch
10—PxKt	PxB	30—K-B2	BxR
11—PxP	KxP(c)	31—B-Q4ch	K-K3
12—Kt-Q4	KtxKt(d)	32—K-K3	P-B4(j)
13—PxKt	R-Ksq(e)	33—P-Kt5	K-Q4
14—P-Q5	Q-B3	34—B-B3	P-R5
15—B-K3(f)	Q-KKt3	35—B-Kt4	B-R3
16—R-Bsq	B-R6	36—B-B3	P-R6
17—Q-B3	B-Kt5	37—B-Kt4	P-R7
18—Q-Kt3(g)	B-K7	38—B-B3	B-Kt4
19—KR-Ksq	QxQ	39—B-Q4	Drawn
20—RPxQ	B-Q6		

(a) The third pawn may be captured safely. (b) If 9... Kt-K5, then 10. Q-Q5, KtxQBP; 11. Q-Q3, Kt-R5; 12. Kt-Kt5, P-KKt3; 13. KtxBP, etc. (c) The immediate capture is inferior. (d) Leaving Bishops of different color, with no other prospect than a draw; but the exchange of Knights is compulsory, because of the threat Q-R5, followed by B-R6ch. (e) He must take possession of the open file, else White would take it, followed by R-K5 or K3 accordingly. Black's King is too exposed. (f) Better would have been 15. Q-B2. If 15... P-B6; then 16. B-K3, B-B4; 17. Q-Kt3, P-Kt3; 18. QR-Qsq., R-K5; 19. R-Q3, P-B7; 20. P-Q6, PxP; 21. Q-Q5, etc. But these complications are too difficult for exact calculation in a blindfold game. (g) 18. Q-B4 would be answered with 18... B-R6, or R-K5. (h) Here 24... R-QKt4 might be suggested, with probable winning chances. The black Rook is well in play, supporting the advance of the Queen's side pawns. As played he gets also two passed pawns, but they are not united, as in the line of play suggested. (i) 28... B-K5 would have been better, although the text move is more tempting. (j) There is nothing more than a draw in it now.

PROBLEMS.

No. 161.
By L. B. Salkind.



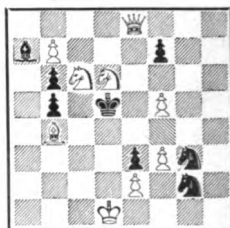
Mate in two.

No. 162.
By C. V. Berry.



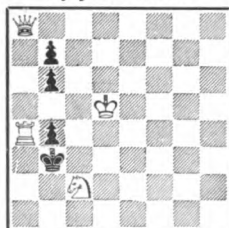
Mate in two.

No. 163.
By E. Pradignat.



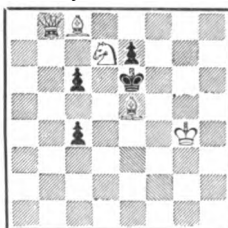
Mate in two.

No. 164.
By J. Moravec.



Mate in three.

No. 165.
By B. Bosch.



Mate in three.

No. 166.
By K. Makovsky.



Mate in three.

SOLUTIONS.

No. 137—Kt-B3; No. 138—Q-R7; No. 139—Q-Kt4; No. 140—B-Kt;
No. 141—Kt-K4; No. 142—Kt-R4.

End Game No. 37, is solved by: 1. B-K4ch., Kt-Kt2; 2. K-B8, Q-R3;
3. B-Q5 (to prevent Q check), P-Kt5; 4. B-B6, QxB, stalemate.

ERRATA.

Solution to End Game No. 36, given in last week's issue, should
have read: 1. Q-Bch., K-Q4; 2. Kt-B6ch., PxKt; 3. Q-Kt5ch., K-K5;
4. Q-K2ch., K-B4; 5. Q-B2ch., and wins.

In the game Soldatencow vs. X, (Danish Gambit), move 9 should
have read: 9. Castles, KtxKt., etc.

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

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No. 13.

THE recently concluded match or series of games played at the Rice Chess Club, between Frank J. Marshall and Chas. Jaffe, for a purse, subscribed by President Phillips, Prof. Rice and other liberal members of that enterprising organization, proved a very interesting contest. THE CHESS WEEKLY congratulates the Rice Chess Club on their public spirit and enterprise which is in marked contrast to the state of lethargy and respectable dulness that in some clubs hangs like a pall over all chess activities.

The match developed some good and some bad chess. In the first, fourth, and fifth games, Marshall made unnecessary though sound sacrifices, but in each case he failed to find the right continuation, and these three games netted each player one and a half points.

The second, sixth, seventh, and eighth games were the best played and the result in each case was well-earned.

The third game developed a comedy of errors that reflects little credit on either player, while the ninth and last game should have been drawn, Mr. Jaffe making a palpable blunder in the ending.

On the whole it seems that Marshall was not called upon to put forth his very best efforts in this contest, as Jaffe appears to have been somewhat outclassed. It is perhaps reasonable that this should be so. Great as Mr. Jaffe's skill at chess may be, he lacks that experience and training which his notable opponent has acquired in a thousand hard fought battles. Nevertheless, we consider that Mr. Jaffe has enhanced his reputation by his showing in this contest, and we have no doubt that the experience has added materially to his playing strength.

The final score was Marshall, $5\frac{1}{2}$; Jaffe, $3\frac{1}{2}$.

THE result of the team match between the Brooklyn Chess Club and the Rice Chess Club reveals a peculiar condition of affairs in the former organization. A glance at the list of players who took part in this match shows that only six players on the Brooklyn team were of first-class strength. The remaining ten were far below the calibre required for such a serious contest. Whether the Brooklyn Chess Club has any more strong players or whether, having them, it was unable to get them to par-

ticipate makes little difference. The fact that only six men of recognized strength came to the front to defend the honor of the Brooklyn Club on such an important occasion shows that there is something radically amiss. If the Brooklyn Chess Club wishes to hold its own among its Metropolitan rivals, the management must remember that strong players are the life and soul of any chess organization, and that they cannot be ignored three hundred and sixty-four days in the year, and be expected to rush to the aid of the Club in its hour of need. Be up and doing, gentlemen of Brooklyn! Your club is rapidly falling to the rear in the race for Metropolitan supremacy.

Seventh Game—Queen's Pawn Opening.

Jaffe. White.	Marshall. Black.	Jaffe. White.	Marshall. Black.
1—P-Q4	P-Q4	24—Q-K4	R-Q3
2—Kt-KB3	Kt-Q2	25—Kt-Kt5	Q-B3(c)
3—P-K3	KKt-B3	26—P-B3	BxB
4—B-Q3	P-K3	27—RPxB	Kt-R3
5—QKt-Q2	P-B4	28—QxKtP	Q-Q5ck
6—P-B3	B-Q3	29—K-B	Q-Q6ck
7—Castles	Castles	30—R-K2	R-K
8—P-K4	BPxP	31—Kt-K4	P-R3
9—BPxP	PxP	32—K-K	K-Kt2(d)
10—KtxP	KtxKt	33—Q-Kt4	Kt-B4
11—BxKt	Kt-B3	34—Q-B3ck	QxQck
12—B-B2	B-Q2	35—PxQ	R(Q3)-K3
13—B-Kt5	B-Kt4(a)	36—P-Kt3	Kt-Q3(e)
14—R-K	B-K2	37—RxP	Kt-Kt4
15—R-K5	B-B3	38—RxR	RxR
16—Q-Q3	P-KKt3	39—Kt-Kt5	R-QB3
17—P-KR4	Kt-Kt5	40—P-QB4	Kt-Q5
18—KR-K	Q-B2	41—R-K7	KtxKtP
19—BxB	QxB	42—RxPck	K-K1
20—P-Q5(b)	B-Q2	43—R-Q7	Kt-R4
21—Q-Q4	P-KR4	44—P-B5	RxP(f)
22—PxP	BxP	45—R-Q8ck	Resigns(g)
23—B-Kt3	KR-Q		

Notes by C. S. Howell.

(a) There seems to be no point in this, as it simply forces the white rook to a favorable square. (b) Getting rid of a weakness. (c)

An ingenious defence. (d) White threatened Kt-B6ck. (e) Apparently a blunder, but White stands badly anyway. If 36—Kt-K2; 37. Kt-B5, RxRch; 38. KxR and the discovered checks are of no avail to black. If 36—Kt-R3 (threatening P-B4); 37. QR-R2 to be followed by Kt-B5, etc. (f) Saving Jaffe much trouble. However, if 44—Kt-Kt6; 45. R-Q6, etc. (g) If 45—K-Kt2; 46. Kt-K6ch. A poor game on Marshall's part.

Eighth Game—Dutch Defence.

Marshall.	Jaffe.	Marshall.	Jaffe.
White.	Black.	White.	Black.
1—P-Q4	P-KB4	25—R-Kt8	RxP
2—P-K4	PxP	26—P-B7	Q-B4(b)
3—Kt-QB3	Kt-KB3	27—Q-K3	QxP
4—B-KKt5	P-K3	28—RxRch	RxR
5—KtxP(a)	B-K2	29—Kt-K6	Q-Kt3
6—B-Q3	KtxKt	30—QxQ	PxQ
7—BxB	QxB	31—KtxR	KxKt
8—BxKt	P-Q4	32—R-B6	P-K6
9—B-Q3	Castles	33—RxP	B-B5
10—Q-R5	P-KKt3	34—R-Kt4(c)	BxP
11—Q-K2	P-B4	35—R-B4ch	K-Kt2
12—PxP	Kt-B3	36—P-Kt4	P-Kt4
13—Kt-KB3	P-K4	37—R-R4	B-B5
14—B-Kt5	P-K5	38—K-Kt2	K-B3
15—BxKt	PxB	39—K-B3	P-K7
16—Q-K3	Q-QKt2	40—K-B2	K-K4
17—Kt-Q4	QxP	41—R-R7	B-Q6
18—Castles	Q-Kt2	42—R-K7ch	K-Q5
19—P-QB4	Q-Q2	43—K-K	K-B6
20—PxP	PxP	44—R-B7ch	B-B4
21—QR-Kt	B-R3	45—RxP	P-Q5
22—KR-B	R-B2	46—R-Q7	P-Q6
23—Q-KKt3	QR-KB	47—P-R3(d)	Drawn
24—P-B6	Q-K2		

Notes by C. S. Howell.

(a) This seems to be no improvement on BxKt as played in an earlier game. (b) A most ingenious defence which Marshall probably over-

looked. Now 17. QxR will be answered by 17—QxRch and 17. RxQ by R-B8 mate, while against the text move 17. Q-K3, black is able to capture the dangerous pawn at B7. (c) If, 37. P-QR4, P-Q5; 38. R-Kt4, P-Q6; 39. RxB, P-Q7; 40. R-Q4, P-K7, etc. (d) A most creditable game on Jaffe's part. The ending is an example of chess "luck." If Jaffe had happened to have a black bishop instead of a white one, or if it had not been necessary to advance his KP to the seventh, he would have won. Marshall had a narrow escape.

MIESES-SCHLECHTER BLINDFOLD MATCH.

Third Game—Centre Counter Gambit.

White—C. Schlechter.

Black—J. Mieses.

1—P-K4	P-Q4	24—R-Qsq	P-Q5
2—PxP	QxP	25—RxPch	KtxR
3—P-Q4	Kt-KB3	26—Q-Q5ch	B-Q3
4—Kt-QB3	Q-QR4	27—QxKt(Q4)	R-Ksq
5—Kt-B3(a)	Kt-B3	28—Q-Q5	P-QB3
6—B-Q2	B-Kt5(b)	29—QxKBPch	R-K2
7—Kt-QKt5	Q-Kt3	30—Q-Kt8	R-K8ch
8—P-QR4(c)	BxKt	31—K-B2	R-K7ch
9—QxB	P-QR3	32—K-Q3	RxP
10—P-R5(d)	PxKt(e)	33—QxPch.	K-B
11—PxQ(f)	RxRch	34—K-B3	B-K4ch
12—B-Bsq(g)	RxBch	35—K-Q3	R-Q7ch
13—K-Q2	RxPch	36—K-K4	R-Q5ch
14—K-Qsq	RxP	37—K-B3	P-Kt5
15—Q-QR3(h)	R-Kt8ch	38—K-K2	R-Q7ch
16—K-B2	RxB(i)	39—K-Bsq	P-Kt6(k)
17—Q-R8ch	K-Q2	40—Q-Kt8ch	K-B2
18—RxR	Kt-Q4	41—Q-B7ch	R-Q2
19—QxP	KtxP	42—QxKt	P-Kt
20—K-Ktsq(j)	P-K3	43—Q-Kt3	R-Q4
21—R-Bsq	Kt-B5	44—Q-B2	R-B4(l)
22—Q-R8	P-Kt3		
23—P-Q5	PxP		

Resigns.

(a) In the first game he played Kt-K2, but, as pointed out, B-Q2, without developing the KKt, would have been better. He does not play B-QB4 as in that game either, intending to gain a move after Black's Q-QKt5, attacking the Bishop, when it has to be defended with P-Kt3; but Mieses has a valid reply. (b) Obviously, Q-Kt5 would be no good

now: but he has the saving move of pinning the KKt. (c) The attack with the RP is faulty in this position. Consequently, he had nothing better than 8. P-B4, B takes Kt; 9. QxB, KtxP; 10. KtxKt, QxKt; 11. QxP, Q-K5ch.; 12. QxQ, KtxQ, with about an even game. (d) White wins the Queen, but at too great a cost—three pieces. The alternative would be P-Q5, with the loss of one or two pawns. (e) Mieses always has some surprises in store. (f) Compulsory now. (g) Also forced. If K-K2, then KtxPch. (h) 15. QxKtch, is of no use, because of 15... PxQ; 16. P-Kt7, Kt-Q2. (i) R-Kt5 could have been played but White can afford to be generous. (j) Better would have been R-Bsq., followed by K-Qsq., which would have given shelter to the King. (k) More forcible would have been 39... Kt-K6ch., followed by B-B6. (l) The early part of the game is a useful addition to the theory of the Centre Counter Gambit.

RICE C. C. vs. BROOKLYN C. C.

A match on sixteen boards was played on Lincoln's Birthday, between the Rice and Brooklyn Chess Clubs, at the rooms of the latter. The games were stubbornly contested, Brooklyn secured the majority on the top boards, but lost ground on the lower boards. The final result was: 9½ to 6½ in favor of the Rice Chess Club. A return match will be played on March 20, when the Brooklynites will visit the Rice Chess Club. The summary:—

Rice C. C.

1. S. Newman	1
2. A. Marder	1
3. O. Haertel	1
4. W. G. Morris	1
5. P. Rosenzweig	1
6. L. Rosen	0
7. S. Lipschuetz	½
8. A. F. Kreymborg	½
9. B. Bernstein	0
10. G. H. Koehler	0
11. L. B. Meyer	1
12. J. Rosenthal	0
13. H. Menkes	½
14. I. Tannenwurz	½
15. H. M. Phillips	1
16. L. Sternberg	½

Total 9½

Brooklyn C. C.

W. C. Bixby	0
W. M. Coleman	0
J. D. Elwell	0
H. M. Barrett	0
Dr. J. B. Kopf	0
C. S. Howell	1
R. T. Black	½
G. J. Schwietzer	½
B. C. Selover, Jr.	1
C. Curt	1
Dr. J. R. Taber	0
M. Smith	1
W. J. Perlman	½
H. Zirn	½
E. B. Heal	0
H. Helms	½

Total 6½

The Rice Chess Club had the white pieces on the odd numbered boards.

Pot Pourri

BY C. S. HOWELL.

THE Marshall-Jaffe match has attracted some attention to the seldom played Dutch Defence, Jaffe employed it three times, drawing once, and losing twice. The defence has never been very popular. It was a favorite with the English master, Bird, and F. K. Young, the Boston synthetic theorist, if our recollection is correct, stated in one of his books that 1— P-K4 was the best reply to 1. P-Q4. Trenchard also used the Dutch frequently. E. W. Libaire employed the defence successfully in the cable match last year and invariably plays it against 1. P-Q4. At one time the usual line of attack against this defence was 2. P-QB4, followed by Kt-QB3, Kt-KB3, B-Q3, Castles, etc. Against this line, Black can secure a fair game with prospects of a king side attack by fianchettoing his QB, and playing his Q to KKt3 or KR4 via Ksq. Another line of attack for White was based on developing the KKt at K2 and playing P-KB3 to support an attack on the centre by P-K4 but the following game shows black's possibilities against this line. 1. P-Q4, P-KB4; 2. P-QB4, P-K3; 3. Kt-QB3, Kt-KB3; 4. P-K3, B-K2; 5. B-Q3, P-QKt3; 6. Kt-K2, B-Kt2; 7. P-KB3 Castles; 8. Castles, Q-Ksq; 9. P-K4, PxP; 10. PxP, P-K4! with the better game as both 11. P-Q5 and 11. PxP are answered by 11— B-B4ch. followed by 12— Kt-KKt5, while PxP, followed by B-QB4 is threatened. For a time Marshall played 1. P-Q4, P-KB4; 2. B-KKt5 but this line is based on a trap and not really dangerous. The trap lies in 2— P-KR3; 3. B-R4, P-KKt4; 4. B-Kt3, P-B5; 5. P-K3 (threatening Q-R5 mate), P-KR4; 6. B-Q3, R-R3; 7. QxPch, RxQ; 8. B-Kt6 mate. Finally it became the fashion to play 2. P-K4, PxP; 3. Kt-QB3, Kt-KB3; 4. B-KKt5, P-QB3; 5. P-B3 and a game that Lasker (White) won from Pillsbury (black) with this variation seemed to satisfy the masters that the Dutch was not a satisfactory defence. Some of the amateurs, however, kept on playing it. Had Jaffe been familiar with Libaire's games, he would not have played as he did in the second game of his match with Marshall. Libaire persisted in 5— P-K6 until convinced that it was unplayable. After 6. BxP, Q-R4; either 7. Q-Q2 or 7. P-KB4 give white the advantage. After abandoning 5— P-K6, Libaire tried 5— Q-R4 and won a very fine game from Fox with it, the play running 6. BxKt, KPxB; 7. PxP, B-QKt5; 8. Q-B3, Castles; 9. B-B4ch., P-Q4!; 10. PxP, B-KKt5! 11. QxB, BxKtch., etc. It would seem, however, that 8. Q-Q2 gives white the advantage and that on the whole, 4.— P-QB3 is not satisfactory. In the sixth and eighth games against Marshall, Jaffe played 4.— P-K3 and Marshall did not succeed in gaining any advantage in the opening of either game.

Against this line white does not seem to have much better than 5. KtxP. B-K2; 6. B-Q3, KtxKt; 7. BxB, QxB; 8. BxKt, P-Q4; 9. Q-R5ch., Q-B2; 10. QxQch., KxQ; 11. B-Q3, with a view to playing against the weak KP.

Last year the Brooklyn Chess Club lost a match to the Manhattan Chess Club. Last week, it lost a match to the Rice Chess Club. Has the leading American Chess organization really dropped from first to third place in Metropolitan Chess? If it has, who is to blame? No prizes are offered for correct replies to these questions. The answers are too simple. A chess club wins matches when its policy is directed toward attracting and holding good players and developing its raw material. It loses matches when its policy is merely to maintain a resort where boards and pieces are at the disposal of members.

Solution to Position for Adjudication No. 16.—White wins by 1. Q-Q2 if black then advances the QBP, white brings his king up. He gets it to Q5 when black plays P-QB6. White then checks at Q3 and if black goes to the king side, forces the king (by checks) in front of the pawn and then wins by bringing the K to KB3 while if black plays K-K8, white plays Q-K3ch., K-Q8; QxKBP, P-B7; Q-Q4ch., K-B8; K-B4, K-Kt8; Q-Q3, K-Kt7; Q-Kt3ch., K-R8; Q-R3ch., K-Kt8; K-Kt3, etc. Other variations are simple. Several solvers overlooked the point of the ending that a lone B pawn draws against a queen if the other king is out of the game.

The results on No. 16 will not affect the result of the third month's competition. R. H. Lindman secures first prize with a total of nine points.

THE MAX LANGE ATTACK.

The danger of an open K file before Castling may be illustrated as follows: 1. P-K4, P-K4; 2. Kt-K2, Kt-KB3; 3. P-KB4, PxP; 4. KtxP, KtxP?; 5. Q-K2, Q-K2; 6. Kt-Q5, Q-K4; 7. QKt-B3, P-QB3; 8. P-Q4, Q-B4; 9. KtxKt, winning a piece; for if 9... PxKt, then 10. Kt-Q6, wins Q.

A beginner often gets into trouble with the move P-KB3, somewhat as follows: 1. P-K4, P-K4; 2. Kt-KB3, P-Q4; 3. KtxP, P-KB3? (PxP!); 4. Q-R5ch, P-KKt3; 5. KtxP, winning at least the exchange; or 4... K-K2; 5. Q-B7ch., K-Q3; 6. QxQPch., K-K2; 7. QxQch., KxQ; 8. Kt-B7ch., &c.

In KB Opening there is: 1. P-K4, P-K4; 2. B-B4, B-B4; 3. P-Q4, BxP; 4. Kt-KB3, Kt-QB3; 5. P-B3; B-Kt3; 6. Kt-Kt5, Kt-KR3; 7. P-B4, Castles; 8. P-B5, P-Q3; 9. Q-R5, Q-B3?; 10. KtxRP, KxKt; 11. B-KKt5, wins Q. Boden says he more than once won in this way.

PROBLEMS.

No. 167.
By F. Schrufer.



Mate in two

No. 170.
By J. Drtina.



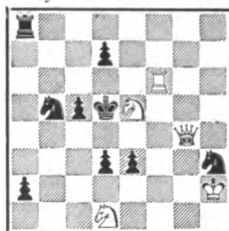
Mate in three

No. 168.
By Dr. A. Decker.



Mate in two

No. 171.
By K. Kondelik.



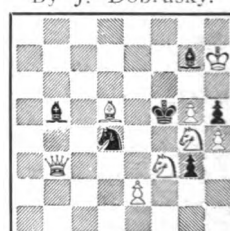
Mate in three

No. 169.
By Dr. E. Palkoska.



Mate in two

No. 172.
By J. Dobrusky.



Mate in three

SOLUTIONS.

No. 143—Q-R7; No. 144—No solution; No. 145—Q-R3; No. 146—QR; No. 147—Q-Kt5; No. 148—B-R4; No. 149—Kt-Kt5; No. 150—Q-R6; No. 151—R-Q; No. 152—R-R5; No. 153—Kt-R5; No. 154—Q-R3; No. 155—P-K4; No. 156—P-B4; No. 157—B-B; No. 158—R-R2; No. 159—KtxKBP; No. 160—Q-R8.

End Game, No. 38 is solved by: 1. B-B7, QxKt; 2. K-R2, and wins.

The championship tournament of the Brooklyn Chess Club is now in progress, with the following contestants: Adair, Carlton, Curt, Black, Heal, Morgan, Perlman, Ritter, Schweitzer, Selover, Westerberg. Magnus Smith, last year's champion, is not competing owing to pressure of business.

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

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No. 14.

IN MEMORIAM.

It is not without the deepest sorrow and regret that we find ourselves compelled to apprise the chess world of the demise of Eugene Delmar, who departed from our midst on Monday last. Mr. Delmar has been closely identified with the chess life of the Metropolis since the early sixties. He has for many years been an active member of the Manhattan Chess Club, and was also an honorary member of the Brooklyn Chess Club. It had been his wont to visit the rooms of the former organization almost daily, spending much of his time there. He was a strikingly handsome man, and his engaging manners and lovable disposition endeared him to the hearts of all those with whom he came in contact, and won for him a host of friends and admirers, who will feel most keenly their deplorable loss.

Mr. Delmar was born in New York, on September 12, 1841. He learned the moves of the Royal Game at the age of seventeen. In 1879, he played a match with Sam Lloyd, winning by the score of five games to 1, and two draws. The year following, he played a match with Barnes, score: Delmar, 7; Barnes, 0; drawn, 2. In 1885, he annexed the championship of the Manhattan Chess Club. In 1888, he won a match from Lipschultz by the score of 5 to 3. His next match was with Ryan, one year later, which likewise resulted in his favor, this time by the score of 7 to 5. In 1891, he played and defeated Pollock, score: 5 to 3. He tackled Jasnogrodsky in 1895, winning by five games to one, and one draw. In 1906, he won the championship tournament of the Brooklyn Chess Club, wherein Fox and Marshall divided second and third prizes. His tournament record: New York, 1880, sixth; New York, 1889, ninth and tenth; New York, 1893, third, fourth and fifth; New York, 1894, fifth and sixth; New York, 1894, tenth; Cambridge Springs, 1904, sixteenth. Playing for the American Cable Team, he won twice, lost twice, and drew three times. In the annual handicap tournaments of the Manhattan Chess Club, playing always in the top class, he won first prize five times.

Mr. Delmar at one time edited a chess column in *Turf, Field and Farm*. He has recently completed a work entitled, "Fifty Years of Chess," which is now in the hands of Brentano.

THE ST. PETERSBURG TOURNAMENT.

The St. Petersburg International Masters' Tournament commenced on the fifteenth instant. Twenty Chess Masters are taking part, and although Tarrasch, Marshall, Maroczy, Marco and Janowski are among the absentees, the imposing array of talent participating promises to make this contest a notable event in chess history. The first three rounds brought forth some sensational results. Lasker and Schlechter drew in the first round. Vidmar defeated Schlechter in the second, while in the third round, Rubinstein, the Russian Master, disposed of Lasker.

Score at the End of the Sixth Round.

	<i>Won</i>	<i>Lost</i>		<i>Won</i>	<i>Lost</i>
Rubinstein	4½	1½	Schlechter	2½	2½
Bernstein	3½	1½	Tartakower	2½	2½
Cohn	3½	1½	Teichmann	2½	2½
Duras	3	2	Burn	2	3
Lasker	3	2	Fleischmann	2	3
Salwe	3	2	Mieses	2	3
Spielmann	3	2	Nenarakow	1½	3½
Vidmar	3	2	Speyer	1½	3½
Chotimirski	2½	2½	Snosko-Borowski ..	1½	3½
Perlis	2½	2½	Freymann	½	4½

QUEEN'S PAWN OPENING.

(The ninth and final game of the Marshall-Jaffe Match)

White—Jaffe.

Black—Marshall.

1—P-Q4	P-Q4	16—QxQP	BxKt
2—Kt-KB3	P-QB4	17—QxB	Q-Q6(b)
3—P-K3	Kt-QB3	18—BxKt	Q-Kt3
4—P-B3	P-K3	19—P-B3	QxB(c)
5—B-Q3	B-Q3(a)	20—QxQ	PxQ
6—P-K4	BPxP	21—KR-Q	KR-Q
7—BPxP	PxP	22—K-B2	K-Kt2
8—BxP	Kt-B3	23—K-K3	P-B4
9—BxKtch	PxB	24—RxR	RxR
10—Castles	Castles	25—R-Q	RxR
11—Kt-B3	P-B4	26—KtxR	P-K4
12—B-Kt5	B-Kt2	27—P-KKt3	P-B3
13—Kt-K5	P-KR3	28—Kt-B3	B-B3
14—B-R4	R-B	29—P-QKt4	K-B2
15—Q-R4	PxP	30—P-Kt5	B-Kt2

31—P-B4	K-K2(d)	43—P-R3	K-Kt4
32—K-Q3	K-Q3	44—P-Kt4	BPxP
33—K-B4	B-B	45—PxP	PxP
34—P-QR4	B-K3ck	46—KxP(i)	P-B4ck
35—K-Kt4	B-B2	47—KxP	P-Kt6
36—P-R5	B-R4	48—K-K6	P-Kt7
37—Kt-R4	P-K5	49—P-B5	P-Kt8(Q)
38—P-Kt6(e)	PxP	50—P-B6	Q-K6ck
39—KtxP(f)	B-K7	51—K-B7	K-B3
40—Kt-B4ch(g)	BxKt	52—K-B8	K-Q2
41—KxB	P-R4(h)	53—P-B7	Q-R3ck
42—K-Q4	K-B3	54—Resigns.	

Notes by C. S. Howell.

(a) Kt-KB3, preventing 6. P-K4 was better. (b) Marshall's combination hereabouts was rather faulty. He apparently overlooked white's 19th move. (c) 19— PxP was no better for 20. Q-Q4, KR-Q; 21. QxRP, R-Q7; 22. R-B2 and white is safe and a pawn up. (d) Marshall defends the ending well. He must not play P-K5 until white's king is committed to the Queen side. (e) There seems to be nothing better. (f) PxP was no better. (g) This loses. There was nothing better than Kt-R4 drawing. Jaffe needing a win, was probably over-anxious and overlooked that he could not successfully break through on the king side. (h) Necessary. If 41— K-B3; 42. P-KKt4, PxP; 43. P-B5 followed by K-Q4 and KxP, winning. (i) Now if 46. P-B5, P-Kt6, etc. The rest requires no comment.

The annual meeting of the New York State Chess Association took place in the Hotel Westminster, New York City, on the 20th and 22nd inst. The following gentlemen participated in the championship event:— H. Zirn, J. Rosenthal, C. S. Howell, H. Helms, Chas. Jaffe, L. R. Eisenberg, A. H. Bierwirth, H. Rosenbaum, H. Rosenfeld, A. Kreymborg, O. Roething, Chas. A. Will, A. Marder, L. B. Meyer.

Howell and Zirn, of the Brooklyn Chess Club, Eisenberg, of the Cosmopolitan Chess Club, and Rosenbaum, of the Rice Chess Club qualified for places in the final round.

In the final round, Howell met Eisenberg, and Zirn met Rosenbaum. Both games were unfinished at eleven o'clock on Monday night, and will be adjudicated. As the former game looks like a draw, a triple tie between Howell, Eisenberg and Zirn may result.

In the first section of the general tournament, Roy T. Black, of the Brooklyn Chess Club, captured the first prize with a final score of $3\frac{1}{2}$ points. Second and third prizes were divided by H. W. Jacobs and B. Berenstein, each of whom won three games and lost one. F. H. Sewall finished in fourth place with two points.

First and second prizes in the second section of the general tournament were divided between S. H. Childs and S. Aaronson, each of whom finished with a score of three games won and one lost.

GIUOCO PIANO.

(Played in the New York State Chess Association Tournament.)

White—C. Jaffe.

Black—H. Zirn.

1—P-K4	P-K4	19—Q-Kt3	Kt-QB4
2—Kt-KB3	QKt-B3	20—Q-B2	Kt-KR3
3—B-B4	B-B4	21—P-KB3	Castles
4—P-Q3	P-Q3	22—Castles	Kt-K3
5—Kt-B3	B-KKt5	23—Kt-Q5	P-QB3
6—P-KR3	B-R4	24—Kt-K3	Kt-KB2
7—P-KKt4	B-Kt3	25—Kt-Kt3	Kt(B2)-Kt4
8—Kt-Q5	P-KR4	26—Q-KB2	R-KR
9—B-KKt5	P-KB3	27—P-QB5	KtxQBP
10—Kt-R4	B-B2	28—Kt-QB4	P-QKt3
11—B-K3	BxB	29—KtxPch	K-Kt
12—KtxB	Q-Q2	30—P-QKt4	Kt(B4)K3
13—Kt(R4)-KB5	BxB	31—Kt-K2	R-R6
14—PxB	P-KKt3	32—P-KB4	
15—Kt-KKt3	PxP		
16—PxP	RxRch		
17—KtxR	Kt-Q5		
18—P-QB3	Kt-K3		

At this point play ceased and the game was adjudicated a win for Zirn.

DUTCH DEFENCE.

(Played in the New York State Chess Association Tournament.)

White—C. S. Howell.

Black—Jaffe.

1—P-Q4	P-KB4	5—BxKt	QxB
2—P-K4	PxP	6—KtxP	Q-R3
3—Kt-QB3	Kt-KB3	7—Kt-KB3	P-Q4
4—B-KKt5	P-K3	8—Kt-QB3	P-OR3

9—Q-K2(a)	B-K2	26—Kt-B3	BxKt
10—P-KKt3	Castles	27—Rx B	RxR
11—B-Kt2	Kt-B3	28—BPxR	R-R3
12—Castles (KR)	B-Q3	29—R-Q2	R-R5
13—QR-Q	B-Q2	30—Q-Kt2(e)	QxQch
14—P-QR3	R-B4	31—KxQ	R-R4
15—Q-K3	Q-R4(b)	32—R-B2	R-Kt4
16—Kt-KR4	R-B3	33—Kt-K2	R-Kt5
17—P-KB4	Kt-K2	34—Kt-B4(f)	K-B2
18—Kt-K2	QR-KB	35—P-KR3	R-Kt4
19—B-B3	O-R3	36—P-QKt3	P-KR4
20—B-Kt4	Kt-B4(c)	37—K-R2	P-Kt4(g)
21—BxKt	PxB	38—R-B3	B-Kt2
22—Kt-KB3	R-K(d)	39—R-B3	P-B3
23—Kt-K5	B-Kt4	40—R-B5(h)	K-K
24—KR-K	O-R6	Adjudicated a win for White.	
25—Q-KB3	B-B3		

Notes by C. S. Howell.

(a) White plays simply to hold down black's weakness—the KP and the hole at K5. (b) The exchange of queens would be favorable to white. (c) A bad move. Black loses his attacking prospects and cannot get the open K file. Black should have waited for Kt-B3 and then attacked the B at Kt4. (d) R-K3 is better and on the next move BxKt is compulsory. (e) Simplest. KtxP gave black some prospects. (f) Best. If RxP, R-K5 followed by B-Kt4 if the Kt is protected. (g) P-QB4 is threatened and P-R5 cannot be played on account of PxB winning the rook. (h) White can win in several ways. After black's reply a simple method is to play P-QKt4, the R back to B3 then to K3 followed by P-QB3, then P-KR4 followed by KtxRP, etc.

The leaders in the Championship Tournament of the Mercantile Library are:—Ruth, 12 to 0; Whitaker, 11 to 0; Sharp, $7\frac{1}{2}$ to $\frac{1}{2}$; Driver, $6\frac{1}{2}$ to $2\frac{1}{2}$. Albert, $6\frac{1}{2}$ to $2\frac{1}{2}$.

In the Championship Tournament of the Franklin Chess Club, the leaders are:—Shipley, 8 to 0; Voigt, 8 to 1; Stadelman, $3\frac{1}{2}$ to $\frac{1}{2}$; Milnes, 6 to 2; Bampton, 5 to 2.

Last week, the Franklin Chess Club defeated the Columbia Chess Club in a match on ten boards, by the score of $6\frac{1}{2}$ to $3\frac{1}{2}$.

SICILIAN DEFENCE.

(Played in Championship Tournament of the Brooklyn Chess Club.)

White—Mr. Black.

Black—Mr. Schwietzer.

1—P-K4	P-QB4
2—Kt-KB3	P-K3
3—Kt-B3	Kt-KB3(a)
4—P-K5	Kt-Q4
5—KtxKt	PxKt
6—P-Q4	P-Q3
7—B-Kt5ch	Kt-B3(b)
8—Castles	P-QR3
9—BxKtch	PxB
10—R-K	B-K3
11—B-B4	PxKP
12—BxP	B-K2(c)
13—BxP	R-KKt
14—B-K5	Q-Kt3
15—PxP	BxP
16—B-Q4	Castles
17—BxB	QxB
18—Q-Q3	K-Kt2

19—Kt-Q4	R-Kt3
20—P-QKt4	Q-K2
21—Kt-Kt3	QxP(d)
22—QR-Kt	K-B2
23—Kt-Q4	Q-B4
24—Q-K3	K-Q2
25—R-Kt7ch	K-K
26—Q-B4(e)	R-Q2
27—R-Kt8ch	R-Q
28—KR-QKt	B-B
29—Q-K5ch	Q-K2
30—Q-R8ch	K-Q2
31—QxP	K-B2
32—R-R8	Q-K5
33—QxPch	B-Q2
34—R-R7ch	K-Q3
35—RxBch	K-B4(f)
36—Kt-Kt3ch	Resigns

(a) An unfortunate transposition of moves. The QKt should first have been brought out. (b) White's seventh move was not the best and should have been answered by B-Q2, etc. (c) 12... P-KB3 was dangerous. For example, 12... P-KB3; 13. Q-K2, K-B2 (Not PxB on account of QxP followed by Kt-Kt5, etc.); 14. BxBP, QxB; 15. Kt-Kt5ch., and should win. (d) Compulsory on account of the threat Kt-B5ch. (e) Q-K5 would have led to a speedy win. (f) If 35... RxR, then 36. Q-B8ch., and wins.

RUY LOPEZ—RIGA DEFENCE.

(Played in the Championship Tournament of the Brooklyn Chess Club.)

White—R. T. Black.

Black—B. H. Ritter.

1—P-K4	P-K4
2—KKt-B3	QKt-B3
3—B-Kt5	P-QR3
4—B-R4	Kt-B3
5—Castles	KtxP
6—P-Q4	PxP
7—R-K	P-Q4
8—KtxP	B-Q3
9—KtxKt	BxRPch

10—K-B(a)	Q-R5
11—Q-B3(b)	Castles
12—Kt-Q4(c)	B-Kt5
13—Kt-B5(d)	Q-R4
14—Kt-K7ch	K-R
15—Q-Q3	B-Kt6
16—P-KB3	Q-R8ch
Resigns.	

(a) It is remarkable that Mr. Black should deliberately walk into a losing variation which has been analyzed over and over again in every chess publication in existence. Of course, White gets the preferable game by K-R at this point. (b) Worse than useless. B-K3 is a little better. (c) Kt-K7ch would have saved the Kt and gained a tempo. (d) The only hope now lay in RxKt, but even that was insufficient to save the game. Apropos of this partie some time ago we asked Frank J. Marshall what he thought of the Riga Defence, and he naively replied that the Riga is a good game for the player who knows it best.

LASKER-SPEYER.

(Third and last game of the Match)

Ruy Lopez.

White—Speyer.

Black—Lasker.

1—P-K4	P-K4	10—PxQ queens ch	KxQ
2—Kt-KB3	Kt-QB3	11—P-Q4	QxRP
3—B-Kt5	Kt-KB3	12—Q-Kt4	R-KKt
4—Castles	B-K2	13—R-K(c)	P-QB3(d)
5—Kt-B3	Kt-Q5	14—Q-Kt5ch(e)	P-KB3
6—KtxKt	PxKt	15—Q-R5	Q-Q4
7—P-K5	PxKt	16—Q-K2	PxB
8—PxKt	PxKtP(a)	and after a few more moves	
9—PxB(b)	PxRQ	White resigned.	

(a) After BxP, R-Kch., B-K2, Q-K2, black is greatly hampered in his movements. (b) If BxP, BxP, R-Kch., K-B, B-R3ch., K-Kt, Q-K2, P-KKt3, etc. (c) If P-QB4 (threatening B-Kt5ch., P-B3, BxPch., etc.), P-KB3, Q-R5, R-K, QxRP, Q-K7, QxKtP, Q-K2, Black, with the exchange ahead, will probably be able to withstand the attack and to finally win. And P-QB4, P-KB3, B-R6 could be sufficiently met by P-Q3, Q-B3, P-QB3, BxP, PxB. (d) Not P-Q3 because of QxKtP and Q-Kt5ch. (e) Bad. Q-K4 should have won, the only reply is P-KKt4, BxPch., RxB, Q-K7ch., K-B2, QxR, etc.

A new chess club has just been formed in Philadelphia, known as the Philadelphia Chess Champions' Association. To be eligible for membership, the applicant must be under thirty years of age, and have won at least one championship tournament.

The following comprise the six charter members:—S. L. Stadelman; N. T. Whittaker; W. H. Hughes; W. A. Ruth; S. Mlotkowski, and S. T. Sharp. The Association is willing to play matches on six boards against any chess club in the East, the only condition it imposes being that where it leaves its home city to play, the losing club pay the expenses of the match. Well known professional players are barred from such contests.

PROBLEMS.

No. 173.
By Rev. G. Dobbs.



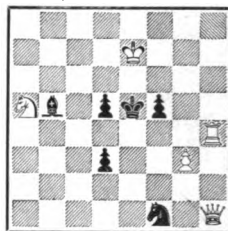
Mate in two.

No. 174.
By E. J. Winter-Wood.



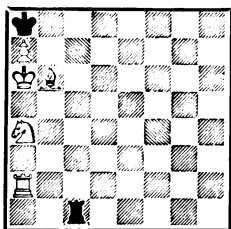
Mate in two.

No. 175.
By Dr. S. Gold.



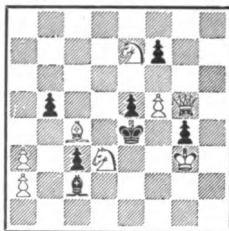
Mate in two.

No. 176.
By H. Rubesamen.



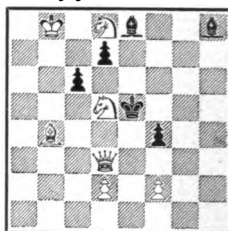
Mate in three.

No. 177.
By K. A. L. Kubbel.



Mate in three.

No. 178.
By J. Fridlitzius.



Mate in three.

BRIC-A-BRAC.

Played in a recent Rapid-Transit Tournament in the Manhattan Chess Club.

White—G. Beihoff.

Black—A. Pulvermacher, Champion.

- 1—P-K4
- 2—P-Q4
- 3—Kt-QB3
- 4—KtxP
- 5—Kt-KB3
- 6—B-QKt5

- P-K3
- P-Q4
- PxP
- Kt-Q2
- P-QKt3
- B-Kt2

- 7—Kt-K5
- 8—BxKtch
- 9—Q-K2
- 10—Kt-B6ch
- 11—QxP mate.

- BxKt
- K-K2
- P-KB3
- BxKt

Beihoff beat Raubitchek in the finals. Nine entries.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

March 6, 1909.

No. 15.

THE RIO DE JANEIRO VARIATION IN THE RUY LOPEZ.

This variation received the first serious test in the Lasker-Tarrasch Match (games 8, 10 and 14) and as it is comparatively little known and, moreover, has an important bearing on the Berlin Defence of the Ruy Lopez a few analytical notes thereon may be of some interest to our readers.

The play leading up to this variation runs: 1. P-K4, P-K4; 2. KKt-B3, QKt-B3; 3. B-Kt5, Kt-B3; 4. Castles, KtxKP; 5. P-Q4, B-K2; 6. Q-K2, Kt-Q3; 7. BxKt, KtPxP; 8. PxP, Kt-Kt2; 9. Kt-B3, Castles; 10. R-K, Kt-B4; 11. Kt-Q4, Kt-K3; 12. B-K3, KtxKt; 13. BxKt, P-QB4.

Referring to this move, G. Marco in his analysis of the eighth game of the L. T. match, says:

"The eighth game has opened up theoretic questions which were long thought to be settled. Thirty years ago, the opening was carefully investigated by the best chess brains. G. R. Neumann, Winawer, and Zukertort at that time held 9. Kt-B3 in conjunction with 10. Kt-Q4 to yield the sharpest attack, and this view was maintained till Dr. Lasker brought proof that Black could comfortably defend himself by 10.... B-QB4 (instead of the hitherto customary 10... Kt-B4). Hereupon the continuation 10. Kt-Q4 was stripped of its terrors, and the defence 3.... Kt-B3, followed by KtxP, Kt-Q3, and Kt2, again came into favor. A change of opinion manifested itself at the Jubilee Tourney in Vienna, 1898. It was then that the new and terrible attack 10. R-Ksq first came up, against which hitherto no satisfactory defence has been found. The Kt manoeuvre, KtxP, Kt-Q3, and Kt2, was now considered to be refuted. . . . and since then Black's game was held indefensible. In 1906, certain chess amateurs in Rio de Janeiro pointed out a hitherto inconsidered method of defence. The new variation was tried in an encounter against Teichmann, and imported by him into Europe. Dr. Lasker thinks it is destined to maintain its place, and regards it as a valuable addition to the very meagre repertory at the command of the defence in the terrible Ruy Lopez opening."

White's tenth move R-K was played by Pillsbury, at Vienna, 1898, and was thought to dispose of the Berlin Defence, or, at least, of move 4... KtxP, which for many years was considered Black's best defence. It prevents the normal development by P-Q4, since 11. PxP e. p., BxP; 12. B-Kt5 would at once bring Black into trouble. Black cannot play 10.... P-KB3, on account of 11. Q-B4ch., K-R; 12. B-B4, PxP; 13.

KtxP, with a powerful attack. Also, 10... R-K leads to advantage for White: 10... R-K; 11. Q-B4, Kt-B4; 12. Kt-Kt5, BxKt; 13. BxB, QxB; 14. QxKt, etc. Thus, there is no answer to Pillsbury's Rook move but Kt-B4 and K3 and on his thirteenth move Black usually played P-Q4, whereupon his game was quickly demoralized by White's 14. Kt-R4, etc.

The tenth game of the match ran on: 14. B-K3, P-Q4; 15. PxP e. p., BxP; 16. Kt-K4, B-Kt2; 17. KtxB, etc. Dr. Tarrasch in his notes on this game, says:—

"Move 15.... BxP—In this position Black is three moves behind in development and has breaches in the Queen's wing, the three Pawns being weak and in danger, especially the doubled BP. Black's sole compensation lies in his two Bishops, but what Bishops they are! They are directed continuously to the White King's side (the QB mostly from Kt2), threatening continually mating attacks, while White has not the remotest prospect of attacking the Black King, and can only hope of effecting something against the weak Q Pawns. For this reason, I imagine this defence is sufficient."

17. KtxB.—"KtxP would cost a piece: 17. KtxP, BxKt; 18. BxB, Q-Kt4. This constant threat on his KKtP is highly troublesome to White. The exchange of Kt for B undoubles Black's Pawns, but so long as they remain on Black squares, they are subject to attack, and White must get rid of one of the dangerous Bishops, if it can be done. Bishops of opposite color are prone to characterise the Brazilian Defence, and this fact gives Black drawing chances, even if he lose a Pawn."

ST. PETERSBURG TOURNAMENT.

The score at the end of the eleventh round stood as follows:—

<i>Players</i>	<i>Won</i>	<i>Lost</i>	<i>Players</i>	<i>Won</i>	<i>Lost</i>
Lasker	8½	2½	Vidmar	4½	6½
Rubinstein	8	2½	Salwe	4	5
Spielmann	8	3	Dus-Chotimirski, 4		6
Bernstein	6½	3½	Snosko-Borowski, 4		7
Teichmann	6	4	Speyer	4	7
Mieses	5½	4½	Burn	3½	5½
Tartakower	5½	5½	Duras	3½	5½
Cohn	5	5	Schlechter	3½	6½
Fleischmann	5	5	Freyman	3	8

In the third match of the series for the Interclub Chess Cup, contested at the Harvard Club, last week, the Yale Club again emerged victorious by the score of 4 games to 2. President J. H. Watson of the Brooklyn Chess Club headed the winning team and drew with Q. A. Brackett, the former intercollegiate player whom he had defeated in the previous match.

QUEEN'S PAWN OPENING.

(Played at the Brooklyn Chess Club. Smith and Howell consulting against Marshall).

White—F. J. Marshall.		Black—M. Smith & C. S. Howell.	
1—P-Q4	P-Q4	23—P-KR3	R-Kt2
2—P-K3	P-K3	24—PxBP	KtPxBP
3—B-Q3	P-QB4	25—RxR	QxR
4—P-QB3	Kt-QB3	26—B-R3	R-B2
5—P-KB4	P-KB4	27—PxP	BPxP
6—Kt-KB3	Kt-KB3	28—Q-KB	RxR
7—Castles	B-Q3	29—QxR	Q-Kt8ch(a)
8—Kt-K5	Castles	30—K-R2	Q-B4
9—Kt-Q2	B-Q2	31—Q-R6	Q-B2
10—QKt-B3	Kt-K5	32—B-Q	Q-Kt2
11—B-Q2	BxKt	33—Q-Kt5	B-K
12—BPxB	B-K	34—Q-R4	K-R2
13—R-B	B-R4	35—B-B2ch.	K-Kt
14—R-QB2	P-QB5	36—B-R4	K-R2
15—B-K2	P-KKt4	37—B-B5	P-QR3
16—B-B	P-Kt5	38—B-Q6	Q-B2
17—Kt-Q2	KtxKt	39—B-B2ch.	K-Kt
18—BxKt	B-Kt3	40—Q-Kt5ch.	Q-Kt2
19—R-B4	P-Kt4	41—QxQch.	KxQ
20—P-QKt3	P-KR4	42—P-K4	K-B2
21—B-QB	Q-K2	43—PxP	PxP
22—R-Kt2	QR-Kt	44—K-Kt3	Resigns(b)

(a) This move was made under the impression that QxRP could be played afterwards. If instead, Black had played Q-KB2, a draw appears inevitable. (b) Marshall's skill in the ending proved too much for his opponents, whose position is now hopeless.

Gustav H. Koehler, of Newark, and former New York State champion, recaptured the New Jersey State championship at the annual meeting of the New Jersey State Chess Association, held in the Board of Trade rooms in Jersey City. John H. White, of Paterson, finished in second place, George H. Benner was third, and David G. Baird, of Elizabeth, fourth. In the three classes of the general tournament, John Helms, of Paterson, won the first, the Rev. Dr. Beatty, of Hoboken, the second, and S. T. Kemp, of Jersey City, the third.

PETROFF DEFENCE.

White—G. Schwietzer.

Black—M. Smith.

1—P-K4	P-K4	15—PxB	Kt-Q3
2—KKt-B3	KKt-B3	16—Q-Kt3	QxQ
3—KtxP	P-Q3	17—PxQ	KR-K
4—Kt-KB3	KtxP	18—B-KB4	P-KKt3
5—P-Q4	P-Q4	19—P-Q5	RxR
6—B-Q3	B-K2	20—RxR	Kt-R4
7—Castles	Kt-QB3	21—P-Kt4	QKt-B5
8—R-K	B-KKt5	22—BxKtB5	KtxB
9—P-QB3	P-KB4	23—BxP	Kt-R6
10—P-QB4	B-Kt5 (a)	24—R-K7	Kt-Kt4
11—Kt-B3	BxKt (b)	25—P-Q6	P-KR4
12—PxP	Castles	26—P-QB4	Kt-K5
13—PxP	QxP	27—P-Q7	Resigns
14—Q-B2	BxKt		

(a) Not good, but then Black has not many good moves at hand. Castling leads to a losing variation as shown by Pillsbury. There is, of course, B-KR5, etc., but this only leads to a draw. (b) If 11.... Castles, then 12. PxP, KtxKt; 13. PxKt, BxP; 14. PxKt, Bx either R; 15. Q-Kt3ch., K-R; 16. B-KKt5, and wins a piece.

The score now stands: Schwietzer 4, Smith 2, and one drawn game.

SICILIAN DEFENCE.

(Played in the New York State Chess Association Tournament)

White—Howell.

Black—Eisenberg.

1—P-K4	P-QB4	14—KtxB	QxKt
2—Kt-KB3	Kt-QB3	15—Q-Q3	P-Kt5
3—P-Q4	PxP	16—PxP	BxP
4—KtxP	P-K3	17—P-B3	Castles
5—B-K2	P-QR3	18—B-K5	Kt-K
6—Castles (a)	Q-Kt3	19—Kt-K2	P-Q3
7—Kt-Kt3	Kt-B3	20—B-Q4	Q-B3
8—B-B3 (b)	Kt-K4	21—K-R	Kt-B2
9—B-B4	KtxBch (c)	22—BxP	KxB
10—QxKt	Q-B3	23—Q-Q4ch	P-B3
11—Kt-B3	P-QKt4	24—QxB	KR-QKt (d)
12—P-QR3	B-Kt2	25—Q-B3	QxQ
13—Kt-R5	Q-Kt3	26—PxQ	R-Kt7

27—Kt-Q4(e)	K-B2	43—RxQP	P-R6
28—KR-QKt	QR-QKt	44—R-Q3	P-R7
29—RxR	RxR	45—R-R3	R-Kt7
30—R-QB	P-K4	46—P-Kt4	K-B3
31—Kt-B5	K-K3	47—K-Q4	R-Q7ch
32—K-Kt	K-Q2	48—K-B3	R-KB7
33—R-Q(f)	Kt-Kt4	49—K-B4	K-Q3
34—R-Q2	P-QR4	50—R-R5	RxRP
35—P-B4	Kt-Q5	51—K-Kt3(g)	P-R3
36—KtxKt	PxKt	52—K-B4	R-Q7
37—RxP	RxP	53—P-B4	R-KKt7
38—R-Q5	P-R5	54—R-R6ch	K-K2
39—R-QR5	RxBP	55—R-R7ch	K-K3
40—R-R6	K-B2	56—R-R6ch	K-B2(h)
41—K-B2	R-Kt5	Adjudicated a draw.	
42—K-K3	K-Kt2		

NOTES BY C. S. HOWELL.

(a) Probably not as good as the regular line. (b) A very inferior move. (c) Black should have taken advantage of White's 8. B-B3 by now playing 9— B-Q3. (d) Black cannot regain his pawn by 24— QxP on account of 25. KR-QB, etc. (e) KR-QB was preferable. (f) Commencing a faulty combination, overlooking Black's 38th move. (g) Wasted. After Black's reply RxP loses, Black exchanging Rooks. (h) 37. P-B5, RxP; 38. R-R7ch, K-Kt (best); 39. K-Q5, R-Kt7; 40. K-K6, P-R4; 41. Rcks draw, for if Black plays his K-R3, White plays KxP and should win.

CENTRE GAMBIT.

(Played in the New York State Chess Association Tournament.)

White—Helms.

Black—Zirn.

1—P-K4	P-K4	11—BxKt	BxB
2—P-Q4	PxP	12—P-KKt4	B-QB4
3—QxP	Kt-QB3	13—Q-K	Kt-Q2
4—Q-K3	Kt-B3	14—Q-Kt3	P-QR4
5—Kt-QB3	B-QKt5	15—P-KR4	P-QR5
6—B-Q2	Castles	16—P-Kt5	P-Kt4
7—Castles	P-Q3	17—P-R5	P-Kt5
8—P-KB3	B-K3	18—Kt-Q5	P-Kt6
9—KKt-K2	Kt-K4	19—P-R3	PxP
10—Kt-KB4	Kt-QB5	20—QR-K	P-QB3

21—Kt-K3	BxKt	33—K-K2	B-B5ch
22—RxB	Q-Kt3	34—K-K3	Q-B6ch
23—R-QB3	QR-Kt	35—K-B2	RxRch
24—RxQBP	Kt-K4	36—K-Kt	B-K7
25—B-B3	Q-K6ch	37—K-R2	BxP
26—R-Q2	R-QKt6	38—R-QKt	K-B
27—BxKt	PxB	39—P-Kt6	RPxP
28—Kt-Kt2	R-B6ch	40—R-Kt8ch	K-K2
29—PxR	QxPch	41—R-Kt7ch	K-Q3
30—K-Q	Q-R8ch	42—PxKtP	RxKtch
31—K-B2	B-Kt6ch	43—Resigns.	
32—K-Q3	R-Qch		

FALKBEER COUNTER GAMBIT.

Played in the recent match between the Brooklyn and the Rice Chess Clubs.

White—Chas. Curt.

1—P-K4	P-K4
2—P-KB4	P-Q4
3—PxP	P-K5
4—P-Q3	Kt-KB3
5—PxP	KtxP
6—Q-K2(a)	QxP
7—Kt-Q2	P-KB4
8—P-KKt4(b)	B-K2
9—B-Kt2	Q-Q2
10—KKt-B3	KtxKt
11—BxKt	Kt-B3
12—Castles(Q)	Castles
13—B-B3	B-Q3
14—Kt-K5	Q-K2
15—Q-B4ch.	B-K3
16—B-Q5	BxB
17—QxBck	K-R
18—KR-K	BxKt
19—BxB	QR-Q
20—Q-B3	RxRck
21—QxR	R-Q

Black—G. Koehler.

22—Q-K2	KtxB(c)
23—PxP(d)	Kt-Q6ck(e)
24—PxKt	Q-B4ck
25—K-Kt	QxP
26—Q-K8ck	Q-B
27—QxQck	RxQ
28—R-K7	R-B
29—K-B2	P-KR3
30—P-Q4	K-Kt
31—K-Q3	P-QR3
32—K-K4	K-B
33—R-Q7	R-Kck
34—K-B5	R-K2
35—RxR(f)	KxR
36—K-Kt6	K-B
37—P-KR4	K-Kt
38—P-R5	K-B
39—P-B5	K-Kt
40—P-B6	PxP
41—KxBP	Resigns

(a) Kt-KB3 is considered stronger in this position. (b) Charousek's variation. (c) BxP was threatened. (d) This move was probably over-

looked by Black. (e) This wins back the pawn, but enables White to force the exchange of queens and to get the superior end game. (f) After the exchange of rooks, Black's game is lost.

POT POURRI.

By C. S. HOWELL.

The composite game now stands:—

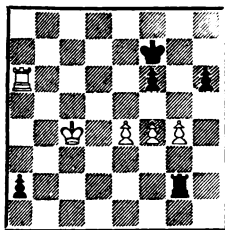
<i>Writer.</i>	<i>Readers</i>
1. P-K4	P-K4
2. Kt-KB3	Kt-QB3
3. B-B4	

You are asked to vote on black's third move. Suggestions as to a method of scoring that would make a prize award possible are requested. Readers are also requested to send in their votes as promptly as possible, so as to keep the game moving.

Correspondence—A. Wuerstlin: "I think your score should be 7, but this does not affect the final result. Sorry for the error."

In the analysis of the Dutch Defence which appeared in the February 20th issue, there is an obvious typographical error. In the sixth line, read 1— P-KB4 for P-K4.

The final position in the Howell-Eisenberg game in the New York State Chess Association Championship affords an interesting end-game study. When play was stopped, the experts present seemed to think that black could win, but subsequent analysis shows that black not only cannot win, but will lose if he tries to win. The main line in the analysis is as follows.—1. P-B5, RxP (best); 2. R-R7ck., K-Ktsq (a); 3. K-Q5, R-Kt7 (otherwise RxP at least draws); 4. K-K6, P-R4 (if 4— R-K7; 5. KxP at least draws); 5. R-R8ch., K-Kt2; 6. R-R7ch., K-R3 (if K-Ktsq., white draws by perpetual check); 7. KxP, P-R5; 8. P-K5, K-R4 (if 8— P-R6; R-R3, etc.); 9. P-K6, P-R6; 10. P-K7, R-K7; 11. RxP! and white wins. If

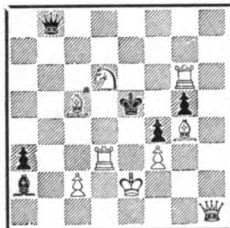


White to move

(a) 2— K-Bsq or K-Ksq.; 3. K-Q5, R-Kt7; 4. K-K6 and black will have to struggle to even draw the game.

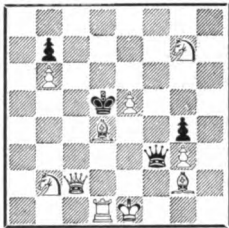
PROBLEMS.

No. 179.
By W. Seib.



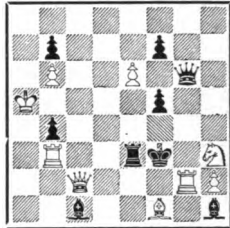
Mate in two.

No. 180.
By C. G. Gavrilo.



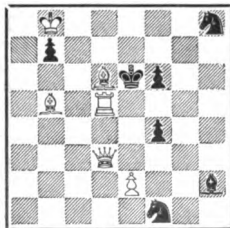
Mate in two.

No. 181.
By L. N. de Jong.



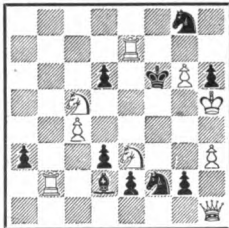
Mate in two.

No. 182.
By P. K. Traxler.



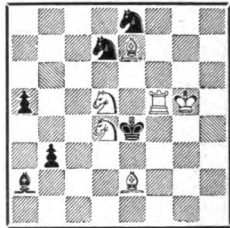
Mate in three.

No. 183.
By Fritz of Geijerstam



Mate in three.

No. 184.
By J. Dobrusky.



Mate in four.

Adjudication of the two unfinished positions in the games from the final round of the New York State Chess Association's annual championship tournament on Washington's Birthday, has resulted in a triple tie for first place between C. S. Howell and H. Zirn, of the Brooklyn Chess Club, and L. R. Eisenberg, of the Cosmopolitan Chess Club.

The first three prizes will be divided between Howell, Zirn and Eisenberg, who have been instructed by the State Committee to meet at the rooms of the Brooklyn Chess Club to draw for pairings at eight o'clock next Saturday evening, when the first round of the supplementary tourney to determine possession of the State title and the Rice trophy for the ensuing year will be begun. Three games will be played according to a schedule to be agreed upon at that time, and if the tie is not broken another series of three will be arranged.

The Chess Weekly

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

March 13, 1909.

No. 16.

THE ST. PETERSBURG TOURNEY.

The final stage of the tournament has now been reached. Dr. Lasker leads by a point notwithstanding his defeat at the hands of Dus Chotimirski in the sixteenth round. Rubinstein comes second, but he has played one game less than Lasker, having had a bye in one of the rounds, on account of the retirement of Nenarikow. Spielmann is third in the race, having lost to Rubinstein in the seventeenth round.

The record to date:—

<i>Players.</i>	<i>W.</i>	<i>L.</i>	<i>Players.</i>	<i>W.</i>	<i>L.</i>
Lasker	13½	3½	Fleischmann	7	9
Rubinstein	13	3	Salwe	6½	6½
Spielmann	10½	5½	Vidmar	6½	9½
Teichmann	9	7	Speyer	6	9
Dus-Chotimirski ..	8½	7½	Schlechter	6	10
Mieses	8½	7½	Duras	8	8
Cohn	8	7	Burn	6½	9½
Tartakower	8	8	Freyman	5	11
Perlis	8	8	Snosko-B'wski ...	4½	11½
Bernstein	8	8			

THE MAX LANGE ATTACK.

This variation of the Two Knight's Defence has been very troublesome for Black ever since 1890, when a new continuation for White was discovered, which runs as follows:

1. P-K4, P-K4. 2. KKt-B3, QKt-B3; 3. B-B4, Kt-B3; 4. P-Q4, PxP; 5. Castles, B-B4; 6. P-K5, P-Q4; 7. PxKt, PxB; 8. R-Kch., B-K3; 9. Kt-Kt5, Q-Q4; 10. Kt-QB3, Q-B4; 11. QKt-K4, B-Kt3; 12. PxP, R-KKt; 13. P-KKt4, Q-Kt3; 14. KtxB, PxKt; 15. B-Kt5, RxP; 16. Q-B3!

White threatens Kt-B6ch.; and as Black cannot castle, his position, if not lost, is at least very difficult. It became clear, therefore, that Black in order to withstand the assault must castle. Now, castling is possible only on the 11th move, and in this case White proceeds as follows: 11... Castles QR; 12. P-KKt4, Q-K4; 13. Kt-KB3 (If P-KB4, 13...

P-Q6ch; 14. K-R or B, Q-Q4; 15. PxKtP, R-Kt; and White cannot continue with Kt-B6.) Q-Q4; 14. PxP, and if KR-Kt, White can play 15. Kt-B6, and win by KtxR, or force a draw by Kt-K4, etc.

The new discovery consists in the fact that Black on his 14th move, instead of moving his R, may sacrifice it, and play 14. BxP! The position has been subjected to severe analyses and no continuation can be found that will give White a win. The following variations will show that Black, though a rook behind, has an excellent game:—

I— 14... BxP; 15. PxR (QRxQ) 16. Kt-B6, QxKt; 17. KtxB, (17. QxQ is not so strong,) QxQ; 18. RxQ, R-Kt, and Black regains the piece, with two strong pawns for the exchange and an excellent position.

II— 14... BxP; 15. PxR (QRxQ); 16. R-K3? R-Kt; 17. Kt-Kt3, Kt-Kt5; and White loses at least a piece. The 17th move seems forced, as after 17. K-R, Black could win by PxR, and after 17. K-B, by Q-KR4.

Now does White appear to be able to vary his moves to any advantage, 16. B-KB4 is met by Q-KB4 and 16. Kt (K4)-Kt5, by P-KR3. Variation I seems, therefore, to represent White's best line of play, and if this is admitted, the Max Lange Attack has lost its terrors and the Two Knights' Defence may be adopted with safety.

GAMES FROM THE ST. PETERSBURG TOURNAMENT.

Queen's Gambit Declined.

White—Rubinstein.

Black—Borowski.

1—P-Q4	P-Q4	16—Q-Kt3ch	K-R
2—P-QB4	P-K3	17—QxB	PxKt
3—Kt-QB3	Kt-KB3	18—RxKt	Q-K
4—B-Kt5	B-K2	19—RxB	Q-Kt3ch
5—P-K3	QKt-Q2	20—K-R	QR-Kt
6—Kt-B3	Castles	21—Q-K4	QxQ
7—Q-B2	P-QKt3	22—RxQ	PxP
8—PxP	PxP	23—R-KKt	KRxP
9—B-Q3	B-Kt2	24—R-B4	R-B7
10—Castles QR	Kt-K5	25—P-Kt3	P-KR3
11—P-KR4	P-KB4	26—B-K7	R-K
12—K-Kt	P-B4	27—K-Kt	R-K7
13—PxP	PxP	28—BxP	R-Q
14—KtxKt	BPxKt	29—B-Q4	R-K
15—BxKP	PxB	30—R-Kt4	Resigns

Ruy Lopez.

White—Schlechter.

Black—Lasker.

1—P-K4	P-K4	32—P-B4	B-Kt2
2—Kt-KB3	Kt-QB3	33—P-R3	P-QB3
3—B-Kt5	Kt-B3	34—P-KKt4	P-Q4
4—Castles	P-Q3	35—PxP	P-Q5
5—P-Q4	B-Q2	36—Q-K4	P-Q6
6—Kt-B3	B-K2	37—P-B6	B-B
7—R-K	PxP	38—K-R2	P-Q7
8—KtxP	Castles	39—R-Q	Q-R4
9—KKt-K2	P-QR3	40—Q-K6ch	K-R
10—B-R4	R-K	41—P-B7	QxP
11—P-B3	P-R3	42—B-B6ch	B-Kt2
12—B-K3	B-KB	43—QxQ	RxQ
13—Q-Q2	Kt-K4	44—BxBch	KxB
14—B-Kt3	P-B4	45—RxP	RxP
15—B-Q5	R-Kt	46—K-Kt3	R-K5
16—Kt-B4	P-QKt4	47—K-B3	R-K8
17—P-QR3	KtxB	48—R-Q7ch	K-B3
18—QKtxKt	P-B4	49—R-Q6ch	K-K4
19—PxP	BxP	50—RxQRP	R-QKt8
20—B-B2	Q-Q2	51—RxP	RxP
21—Kt-K3	B-R2	52—K-K3	R-Kt6ch
22—Kt(B4)-Q5	Q-KB2	53—K-Q2	K-Q5
23—QR-Q	Kt-B3	54—R-Q6ch	K-B4
24—B-Kt3	QR-Q	55—R-QR6	RxKRP
25—B-R4	R-Q2	56—R-R8	R-R7ch
26—Kt-Kt4	RxRch	57—K-B3	R-R7
27—RxR	Kt-Q5	58—R-B8ch	K-Kt3
28—Kt(Kt4)-K3	BxP	59—R-Kt8ch	K-B3
29—KtxB	KtxKt	60—R-R8	K-B4
30—Kt-B6ch	PxKt	61—R-B8ch	K-Kt3
31—QxKt	P-B4		

The game was drawn after a few additional moves. The play throughout, especially on Schlechter's part, seems to partake of that over-refinement, which usually results in draws, because of failure to take reasonable chances.

Mr. F. J. Marshall announces that he is prepared to personally conduct games by correspondence for a fee of \$5.00.

Queen's Pawn Opening.

White—Rubinstein.

Black—Lasker.

1—P-Q4	P-Q4	21—R-B4	P-B4
2—Kt-KB3	Kt-KB3	22—Q-B5	Q-K2
3—P-B4	P-K3	23—QxQch	KxQ
4—B-Kt5	P-B4	24—RxP	R-Q8ch
5—PxQP	KPxQP	25—K-B2	R-Q7ch
6—Kt-B3	PxP	26—K-B3	RxQKtP
7—KtxP	Kt-B3	27—R-QR5	R-Kt2
8—P-K3	B-K2	28—R-R6	K-B
9—B-Kt5	B-Q2	29—P-K4	R-QB2
10—BxKKt	BxB	30—P-KR4	K-B2
11—KtxP	BxKt	31—P-Kt4	K-B
12—PxB	Q-Kt4	32—K-B4	K-K2
13—BxKt	BxB	33—P-R5	P-KR3
14—Kt-K3	Castles QR	34—K-B5	K-B2
15—Castles	KR-K	35—P-K5	R-Kt2
16—R-B	RxKt	36—R-Q6	K-K2
17—RxBch	PxR	37—R-QR6	K-B2
18—Q-B	RxP	38—R-Q6	K-B
19—PxR	R-Q2	39—R-QB6	K-B2
20—QxPch	K-Q	40—P-R3	Resigns

Dr. Lasker here plays a discredited defence to the Queen's Gambit, and, emerging from the opening a pawn down, finds himself unable to outplay the doughty Russian.

Centre Counter Gambit.

White—Schlechter.

Black—Mieses.

1—P-K4	P-Q4	13—PxKt	P-K3
2—PxP	QxP	14—P-K4	R-Q2
3—Kt-QB3	Q-QR4	15—P-QR3	Kt-Kt5
4—P-Q4	Kt-KB3	16—R-B3	Q-KKt4
5—B-QB4	Kt-B3	17—Kt-Q	Q-Q
6—Kt-K2	B-K3(a)	18—QKt-B3	Q-Kt4
7—B-Q3	Castles	19—Kt-Q	Q-Q
8—Castles	B-B4	20—QKt-B3	Q-Kt4
9—B-K3	BxB	21—Kt-Q	B-Q3
10—QxB	QKt-Kt5	22—P-K5	B-B4(b)
11—Q-B4	KtxBP	23—PxP	Q-R5
12—QR-B	KtxB	24—R-KKt3(c)	QxPch

25—K-B

R x Ktch

Resigns.

26—R x R

Q x R

(a) A new move that Mieses may have analyzed, B x B appears best for White, although Black by Castling Q side, followed by P-K4, etc., would probably get a good enough game. (b) This move was in the score received by us, but there can be little doubt but what the actual move played was B x KP. For not only does it answer the same purpose, but it makes the sacrifice sound which it would not be otherwise since White could reply by Q x B with a winning game. (c) Black's combination is both brilliant and sound. If 24. P-KR3, then Q-K8ch.; 25. R-B, Q x Rch.; 26. K x R, R x Ktch.; 27. R x R, Kt-K6ch., and wins. If 24. Kt-B2, then Q x Pch.; 25. K-Kt, Kt x KP winning the exchange and four pawns for the piece.

Double Ruy Lopez.

White—Borowski,

Black—Freyman.

1—P-K4	P-K4	19—B-KKt2	Kt-Kt4
2—Kt-KB3	Kt-QB3	20—Q-K3	P-KR3
3—Kt-B3	Kt-B3	21—R-B	P-QR4
4—B-Kt5	B-Kt5	22—P-QR3	R-R3
5—Castles	Castles	23—B-Q2	B-R6
6—P-Q3	B x Kt	24—B x B	Kt x Bch
7—P x B	P-Q3	25—K-Kt2	Kt-Kt4
8—B-Kt5	Q-K2	26—Kt-B5	Q-Q2
9—R-K	Kt-Q	27—QR-K	Kt-K5
10—P-Q4	Kt-K3	28—B-B	Kt-K3
11—QB-B	P-B3	29—Q-B3	Kt-B
12—B-B	R-Q	30—Q-R5	R-K3
13—P-KKt3	P-B4	31—R-B3	Kt-R2
14—Kt-R4	Kt-B2	32—QR-B	Kt(R2)-Kt4
15—Q-Q3	P-QKt4	33—R-B4	Kt x BP
16—P-KB4	P-B5	34—P-KR4	Kt(Kt4)-K5
17—Q-B3	P-Q4	35—Kt x KtP	R-KKt3
18—BP x P-	Kt x P	36—Kt-B5	Resigns

Ruy Lopez.

White—Duras.

Black—Bernstein.

1—P-K4	P-K4	3—B-Kt5	Kt-B3
2—Kt-KB3	Kt-QB3	4—P-Q3	P-Q3

5—P-B4	P-KKt3	23—Kt-B	Kt-Q5
6—P-Q4	PxP	24—Q-Q3	Kt-B3
7—KtxP	B-Q2	25—Kt-B	Q-R6
8—QKt-B3	B-Kt2	26—Kt-K3	Kt-Kt5
9—BxKt	PxB	27—Q-Q2	P-QR4
10—B-Kt5	P-KR3	28—Kt-Q5	KtxKt
11—B-R4	Castles	29—KPxKt	RxRch
12—Castles	R-K	30—BxR	B-B4
13—R-K	QR-Kt	31—Kt-Q3	BxKt
14—QR-Kt	P-B4	32—QxB	QxP
15—Kt-Kt3	B-B3	33—P-KR3	P-R5
16—Q-Q3	Q-B	34—P-QKt4	PxP
17—Kt-Q2	Kt-Q2	35—RxP	RxR
18—P-QKt3	Q-R3	36—BxR	Q-Kt6
19—Q-B2	Q-R4	37—Q-Q2	P-R6
20—Kt-K2	Kt-B	38—BxRP	QxB
21—P-B3	Kt-K3	White resigns.	
22—B-B2	B-Q2		

RUY LOPEZ.

Played in the recent match between the Brooklyn and Rice Chess Clubs.

C. S. Howell	L. Rosen	C. S. Howell	L. Rosen
White	Black	White	Black
1—P-K4	P-K4	19—B-R5	P-B4
2—Kt-KB3	Kt-QB3	20—R-B2	P-Q3
3—B-Kt5	Kt-Q5	21—B-B3	QR-Q(d)
4—KtxKt	PxKt	22—P-QR4(e)	P-Kt5
5—Castles	Kt-K2	23—QR-K	B-R3
6—Q-R5(a)	Kt-Kt3	24—P-QKt3	B-B
7—P-Q3	B-K2	25—B-B4	B-Q2
8—P-KB4	Castles	26—P-KKt4	B-K
9—P-B5	Kt-K4	27—P-KR4	P-KR3
10—B-KB4	P-KB3	28—R-Kt2	B-B3
11—Kt-Q2	Q-K	29—K-B2	K-Kt
12—QxQ	RxQ	30—P-Kt5	RPxP
13—Kt-B3	KtxKtch	31—PxP	PxP
14—RxKt	P-B3	32—BxP	BxB(f)
15—B-B4ch	K-R	33—RxB	R-B3
16—B-KKt3(b)	P-QKt4	34—QR-KKt(g)	R-Q2
17—B-Kt3	B-Kt2	35—R-KR	R-Q
18—B-KB7(c)	R-KB	36—R(Kt5)-R5	K-B2

37—R-R7	R-KKt	43—R(Kt5)xPch	RxR
38—B-R5ch	K-B	44—RxR(R3)	P-Q4
39—B-Kt6	B-K	45—R-QB6	P-B5
40—BxB	KxB	46—R-B7ck	K-B
41—R-KKt	K-B2	47—RxR	Resigns(j)
42—R-Kt5(h)	R-R3(i)		

VIENNA OPENING.

(Played in the Haarlem Tournament, August, 1908)

White—F. A. Puts.

Black—C. Nilssen.

1—P-K4	P-K4	10—B-R3	BxR
2—QKt-B3	KKt-B3	11—QxB(b)	B-Kt5(c)
3—P-KB4	P-Q4	12—Kt-Kt5	BxB
4—PxKP	KtxKP	13—RxKBP	B-R4
5—KKt-B3	B-QKt5	14—R-K7ch	K-Q(d)
6—B-K2	P-QB3?(a)	15—Kt-K6ch	K-B
7—Castles!	Q-Kt3ch	16—B-B5	Q-R4
8—P-Q4	KtxKt	17—Q-B3!(e)	Resigns
9—PxKt	BxP		

(a) Black neglects his development by this move, which is entirely too slow to meet the emergencies of the situation. (b) White has now an excellent game, although the exchange down. (c) B-K3 is the only move here. (d) If K-B, White mates in two moves. (e) This excellent coup is unanswerable.

Dr. F. A. Huxman, Minneapolis, won the State of Minnesota Chess Championship title in the recent annual tournament which was played at Minneapolis.

E. P. Elliott, for years state champion, and at present Western Champion, tied for second place with J. W. Clark.

The Intercollegiate Cable Match will be played Saturday, March 20, in Alexander Hall, Princeton. Play will start at eight o'clock in the morning, N. Y. time, and continue until 6.30 p. m., with an intermission of an hour for luncheon.

Sidney T. Sharp, Pennsylvania State Chess champion for 1908, figured in a triple tie with Walter P. Shipley and W. A. Ruth, in the annual state tournament in Philadelphia, on Washington's Birthday, each player winning four games straight. A tourney of two rounds is proposed to settle the question of supremacy.

PROBLEMS.

No. 185.
By L. A. Kuijers.



Mate in two.

No. 188.
By J. Kotrc.



Mate in three.

No. 186.
By M. Grunfeld.



Mate in two.

No. 189.
By L. B. Salkind.



Mate in three.

No. 187.
By Dr. E. Palkoska.



Mate in two.

No. 190.
By J. Dobrusky.



Mate in four.

Last Sunday, at the Brooklyn Chess Club, Mr. C. S. Howell and Mr. H. Zirn met in the play-off of the triple tie, which resulted in the N. Y. State Chess Association Tournament. The game was not finished and will be adjudicated. The second game will take place at the Manhattan Chess Club, March 14th, the participants being Zirn and Eisenberg, while Howell and Eisenberg meet at the Rice Chess Club, March twenty-first.

The thirty-second Annual Dinner of the Manhattan Chess Club will take place at Hotel Astor, Broadway, 44th and 45th Streets, on Saturday evening, March 20th, at 7.30 P. M. In addition to the customary features of the Dinner, special efforts have been made to provide good music and other refined attractions.

A chess match on sixteen boards, between the Rice Chess Club and the Brooklyn Chess Club, will be played at the rooms of the former, 156 Second Avenue, Manhattan, to-day (Saturday), play beginning at three o'clock.

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No. 17.

LASKER AND RUBINSTEIN DIVIDE HONORS AT ST. PETERSBURG.

The international chess masters' tournament which has been in progress in St. Petersburg, since February 15, came to a conclusion on the thirteenth inst., when the three remaining games, which were unfinished in previous rounds, were decided. They resulted as follows:—Salwe beat Cohn, Chotimirski lost to Perlis, and Teichmann defeated Speyer.

Dr. Lasker and A. Rubinstein divided the first and second prizes, while Duras and Spielmann divided the third and fourth. Bernstein and Teichmann take the fifth and sixth prizes respectively; Perlis, the seventh, while Cohn, Salwe and Schlechter divide the eighth, ninth and tenth prizes.

The final record:—

Lasker	14½	3½	Mieses	8½	9½
Rubinstein	14½	3½	Tartakower	8½	9½
Duras	11	7	Chotimirski	8	10
Spielmann	11	7	Fleischmann	7½	10½
Bernstein	10½	7½	Burn	7	11
Teichmann	10	8	Vidmar	7	11
Perlis	9½	8½	Speyer	6	12
Cohn	9	9	Freymann	5½	12½
Salwe	9	9	Snosko-B'r'wki	5	13
Schlechter	9	9			

The proposed match between F. J. Marshall and J. R. Capablanca, will probably begin about April 19. Efforts are being made to raise a large purse among several of the Eastern clubs, who might wish to view a part of the contest. If this plan is not successful, the match will be played at the Manhattan Chess Club, that enterprising organization having, some time ago, offered a substantial sum for a short contest between the two players.

An interesting exhibition game was played last week, at the Manhattan Chess Club, between Mr. J. R. Capablanca and Mr. O. Roething. The game was won by the Cuban expert after sixty-three moves.

Mr. José R. Capablanca, the young Cuban expert who has been touring this country during the last three months, has made a record in simultaneous play perhaps never equalled. Out of 506 games played, he won 475, drew 15, and lost 16. Certainly a most remarkable chess record and one that he has a reason to be proud of.

The return match between the Rice C. C. and the Brooklyn C. C., was played at the rooms of the former, last Saturday, and resulted in an overwhelming defeat for the Brooklynites. The Rice C. C. reversed the order of things in the first match, by defeating nearly all the best men of the Brooklyn team.

The outcome of these contests seem to show that the Brooklyn C. C. is outclassed by the Rice Chess Club. That is all. The summary:—

Brs. Rice C. C.

1. W. Haertel	0
2. S. Lipschuetz	1
3. L. B. Meyer	1
4. H. Menkes	1
5. A. Marder	1
6. H. M. Phillips	1
7. A. F. Kreymborg....	½
8. W. Morris	1
9. O. Roething	1
10. J. Finn	½
11. H. Rosenbaum	½
12. J. Rosenthal	1
13. W. Hago	½
14. J. Tannenwurz	0
15. L. R. Eisenberg	1
16. L. Rosen	1

Total.....12

Brooklyn C. C.

W. M. Coleman	1
B. C. Selover, Jr.....	0
L. J. Wolff	0
Wm. de Visser.....	0
Dr. G. F. Adair	0
R. T. Black	0
W. J. Perlman	½
E. W. Libaire	0
A. B. Hodges	0
F. J. Marshall	½
C. Nugent.....	½
M. Smith	0
H. M. Barrett	½
J. D. Elwell	1
H. Helms	0
C. Curt	0

Total..... 4

Brooklyn had the move on the odd-numbered boards. The first match in Brooklyn was won by the Rice Chess Club by 9½ to 6½.

In the play-off of the triple tie, which resulted in the N. Y. State Tournament, L. R. Eisenberg defeated H. Zirn. This leaves Eisenberg and Howell tied for first and second places, and they will play the deciding game to-morrow, at the Rice Chess Club.

GAMES FROM THE ST. PETERSBURG TOURNAMENT. Ruy Lopez.

White—Lasker

Black—Salwe.

1—P-K4	P-K4	34—Q-R4	Kt-R3
2—Kt-KB3	Kt-QB3	35—R-B4	Kt-B2
3—B-Kt5	P-Q3	36—K-R2	KR-K
4—P-Q4	B-Q2	37—Q-Kt3	R-KKt
5—Kt-B3	Kt-B3	38—R-R4	P-Kt4
6—Castles	B-K2	39—PxP e. p.	RxKtP
7—B-Kt5	PxP	40—Q-B2	P-B4
8—KtxP	Castles	41—Kt-B4	R-B3
9—BxQKt	PxB	42—Kt-K2	Q-Kt7
10—Q-Q3	R-K	43—R-Q2	Q-R8
11—QR-K	P-B4	44—Kt-Kt3	K-Kt
12—Kt-Kt3	Kt-Kt5	45—PxP	BxP
13—BxB	RxB	46—Kt-Q4(a)	PxKt
14—P-B4	R-Kt	47—KtxB	K-B
15—P-KR3	Kt-R3	48—QxP	QxQ
16—P-B5	P-KB3	49—KtxQ	Kt-K4
17—Kt-Q5	R-K	50—R-R5	R(K2)-KB2
18—P-B4	Kt-B2	51—P-B5(b)	PxP
19—Q-QB3	R-K4	52—RxKt	PxKt
20—Kt-Q2	P-B3	53—RxP	R-B7
21—Kt-B4	Q-Kt3	54—R-Q8ch.	K-Kt2
22—P-QKt3	QR-K	55—R-QR5	R-B7
23—Q-Kt3	K-R	56—P-R3	P-B4
24—Kt-R5	R-KKt	57—R-QB8	R-Kt7
25—R-B4	Q-Q	58—R-Kt5	R(B)-B7
26—Kt-B3	R-K2	59—R-Kt7ch	K-Kt3
27—R-R4	Q-K	60—R-B6ch	R-B3
28—Q-B2	R-KB	61—RxBP	R-QR3
29—Q-Q2	Q-Kt	62—P-QR4	R-KB3
30—K-R	KR-K	63—R-B3	P-QR3
31—R-Kt4	R-KKt	64—R-Kt3ch	K-R3
32—R-Q	Q-Kt5	65—R(Kt3)-Kt7	Resigns
33—Q-KB2	Q-B6		

(a) The text move leaves Black little hope. The Kt must be taken although it shuts out the Black Queen. Dr. Lasker is satisfied with winning by the means of the extra pawn, which he does in his usual exact manner. (b) The skilful handling of the White forces is worthy of the World's greatest chess player.

Scotch Opening.

White—Mieses.

1—P-K4	P-K4
2—Kt-KB3	Kt-QB3
3—P-Q4	PxP
4—P-B3	P-Q4
5—KPxP	QxP
6—PxP	B-KKt5
7—B-K2	Castles

Black—Fleischmann

8—Kt-B3	Q-QR4
9—B-K3	B-Kt5
10—Castles	Kt-B3
11—Q-Kt3	Kt-Q4(a)
12—KtxKt	RxKt
13—P-QR3	Resigns (b)

(a) The losing move, B-K3 and if B-B4, then BxB, followed by BxKt, Kt-Q4, etc., would have been better. (b) Because if B-K2, then 14. B-Q2, winning the R, as Black cannot reply 14— KtxQP, because of 15. KtxKt, QxB; 16. BxBch., and wins.

French Defence.

White—Bernstein.

1—P-K4	P-K3
2—P-Q4	P-Q4
3—Kt-QB3	Kt-KB3
4—B-KKt5	B-Kt5
5—PxP	QxP
6—BxKt(a)	BxKtch
7—PxB	PxB
8—Kt-B3	P-Kt3
9—P-Kt3	B-Kt2
10—B-Kt2	Q-KR4
11—Castles	Kt-Q2
12—Q-K2	R-QB
13—Q-K3	P-QB4
14—Kt-R4	BxB
15—KtxB	PxP

Black—Sn'ko-B'wki.

16—PxP	Castles
17—Q-K4	R-B2
18—Kt-B4	Q-Kt5
19—P-KB3	Q-Kt4
20—R-B2	R-Q
21—P-KR4	Q-R3
22—P-Kt4	QxP
23—R-R2	Q-Kt4
24—KtxP(b) -	PxKt
25—QxKPch	K-R
26—Q-K7	Q-Kt
27—RxPch	QxR
28—QxRch	Kt-B
29—QxKtch	Q-Kt
30—QxPch	Resigns

(a) It is this line of play that deals the hardest blow to the McCutcheon Variation in the French Defence. (See Lasker vs. Tarrasch.)
 (b) Beautiful combination that wins outright. We recommend this game as a subject worthy of close study by all who are interested in the French Defence.

Ponziani-Staunton.

White—Bernstein.

1—P-K4	P-K4
2—Kt-KB3	Kt-QB3

Black—Salwe.

3—P-B3	Kt-B3
4—P-Q4	P-Q3

5—B-K3	B-K2	22—BPxP	Q-Kt3
6—P-Q5	Kt-QKt	23—Q-Q2	P-B3
7—QKt-Q2	Castles	24—Kt(B)-K3	B-Q2
8—P-KR3	P-B3	25—Kt-QB4	Q-B4
9—P-B4	QKt-Q2	26—QR-QB	QR-B
10—B-K2	R-K	27—K-Kt3	BxP(a)
11—Castles	Kt-B	28—Kt(B4)-K3	BxP(b)
12—K-R2	Kt-Kt3	29—BxB	Q-Kt4
13—P-KKt3	R-B	30—Kt-B5	Q-R3
14—Kt-K	Q-Q2	31—Q-K3	RxR
15—P-KKt4	P-KR4	32—RxR	R-Q
16—P-B3	RPxP	33—R-B7	Kt-B2
17—RPxP	Kt-R2	34—B-R5	Kt(Kt3)-R
18—Kt-Kt2	B-Kt4	35—Kt(Kt)-R4	P-KKt4
19—BxB	KtxB	36—Kt-Kt6	KtxKt
20—R-R	Q-Q	37—BxKt	Kt-R
21—Kt-B	PxP	38—Kt-R6ch.	Resigns(c)

(a) Probably expecting KxB, and intending to play for an attack by means of Q-B7, P-B4ch., etc. (b) The B is lost anyway. Of course, if RxQ now, Black wins by KtxPch., followed by KtxQ, etc. (c) Because of Q-KB3, etc.

Ruy Lopez.

White—Lasker.		Black—Fleischmann.	
1—P-K4	P-K4	17—Kt-Q3	Kt-KB5
2—KKt-B3	QKt-B3	18—P-B3	KR-Kt
3—B-Kt5	P-Q3	19—KR-Q	R-Kt3
4—P-Q4	B-Q2	20—B-B2	B-B
5—Kt-B3	Kt-B3	21—Q-K	KtxKt
6—PxP	PxP	22—PxKt	KtxB
7—B-Kt5	B-QKt5	23—PxKt	P-QB4
8—Castles	BxKt	24—P-QKt4	PxP
9—PxB	P-KR3	25—PxP	P-Kt5
10—B-KR4	Q-K2	26—B-B5	Q-Kt4
11—Q-Q3	P-R3	27—PxP	QxP
12—B-R4	QR-Q	28—R-R2	B-K3
13—Q-K3	P-KKt4	29—R-KB2	B-B5
14—B-Kt3	P-Kt4	30—Q-B	B-Kt6
15—B-Kt3	Kt-KR4	31—R-R	Q-Q2
16—Kt-K	Kt-R4	32—R-B3	Q-B3

33—Q-B2	R-Q2(a)	36—QxB	QxP
34—Q-Kt2	Q-K3	37—Q-Q3	Q-Q4
35—P-Q4	PxP(b)	38—QxR	Resigns

(a) An oversight that loses a pawn. (b) An extraordinary blunder. With B-B5, he might still hope to draw, on account of the Bs of opposite colors.

Queen's Gambit Declined.

White—Lasker.

Black—Freyman.

1—P-Q4	P-Q4	29—KPxB	RxBP
2—P-QB4	P-K3	30—R-K	R-B8(c)
3—Kt-QB3	P-QB4	31—P-Q6	KR-B7
4—Kt-KB3	Kt-QB3	32—RxR	RxRch
5—B-B4	PxP	33—B-K	Q-Q2
6—KtxP	B-Kt5	34—RxKt	RxBch
7—P-K3	KKt-K2	35—QxR	PxR
8—B-K2	Castles	36—QxP	K-B2
9—Castles	PxP	37—QxP	K-K3
10—BxP	BxKt	38—Q-K4ch	KxP
11—PxB	P-K4	39—QxP	K-B4
12—KtxKt	KtxKt	40—Q-B2ch	K-Kt3
13—B-KKt3	Q-K2	41—Q-Kt3ch	K-B2
14—B-Q5	B-Q2	42—Q-B4ch	K-Q
15—R-Kt	P-QKt3	43—P-KR4	K-K2
16—P-QB4	QR-B	44—K-B2	K-B3
17—Q-R5	B-K3	45—K-Kt3	Q-K2
18—KR-Q	P-B3	46—K-B3	K-Kt3
19—Q-K2	Kt-R4	47—Q-B6ch	K-B2
20—QR-B	R-B4	48—Q-Q5ch	K-B
21—R-B2	KR-B	49—P-Kt3	P-Kt3
22—KR-B	Q-KB2	50—K-B4	Q-B3ch
23—P-K4	Kt-B3	51—K-K4	Q-B7
24—R-B3	Kt-Q5	52—Q-Q6ch	K-Kt2
25—Q-Q2	P-QKt4(a)	53—Q-Q4ch	QxQch
26—P-KB4	P-Kt5	54—KxQ	P-Kt4
27—R-Q3	BxB	55—K-B5	Resigns
28—PxP	PxP(b)		

(a) P-KKt4 would have prevented the break-up on the K side. (b) Here, Black should have played Kt-K7ch., with a winning position. Freyman over-refines his play and gets swindled in the ending. (c) QxP was simple enough and would still have given Black a winning game.

English Opening.

White—Tartakower.

Black—Lasker.

1—P-QB4	P-K4	28—R-KB	B-Q4
2—Kt-QB3	Kt-KB3	29—BxB	RxB
3—P-KKt3	B-K2	30—Q-K4	Q-Q2
4—B-Kt2	Castles	31—R-R2	R-K
5—Kt-B3	P-Q3	32—Q-Kt2	P-QKt3
6—Castles	QKt-Q2	33—R-B2	R-Q
7—P-Q3	P-B3	34—Q-K4	P-QKt4
8—Kt-K	Kt-Kt3	35—P-B4	R-K
9—P-K4	P-Q4	36—Q-B3	Q-K3
10—BPxP	PxP	37—B-B2	R-Q2
11—PxP	KKtxP	38—K-Kt2	Q-Kt6
12—KtxKt	KtxKt	39—Q-B6	R(K)-Q
13—P-Q4	PxP	40—Q-QB3	Q-Q4ch
14—QxP	B-K3	41—K-Kt	Q-K5
15—Kt-B2	B-B3	42—Q-Kt3	P-Kt4
16—Q-K4	Q-R4	43—Q-R2(a)	PxP
17—Kt-Q4	BxKt	44—R-K2	Q-Kt3
18—QxB	KR-Q	45—Q-B2	K-R2
19—B-Kt5	R-Q2	46—Q-B3	R-KKt
20—P-QR3	Kt-Kt3	47—K-R	Q-R4
21—Q-KR4	Kt-B5	48—R-Q2	PxP
22—P-QKt4	Q-Kt3	49—BxP	RxB
23—KR-K	P-KR3	50—Q-QB6	Kt-K4
24—B-K7	Q-B2	51—Q-K4ch	K-Kt
25—B-B5	Kt-K4	52—R(Q2)-B2	R-Kt4
26—B-K3	Kt-Q6	53—R-B2	R-Q8
27—KR-Q	B-Kt6	Resigns	

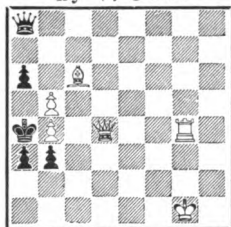
(a) If PxP then, Kt-K4 would win for Black.

William J. Perlman has won the annual handicap tournament of the Brooklyn Chess Club with a score of ten games won, one lost and one drawn. Charles Curt was the winner of the second prize, with a score of 9½ points. In the championship tournament, Curt is leading, with four straight victories.

The members of the Manhattan Chess Club mourn the recent death of the Rev. John S. Whitman, who had for a long time been an ardent supporter of the game and club.

PROBLEMS.

No. 191.
By V. Cisar.



Mate in two.

No. 194.
By J. Drtina.



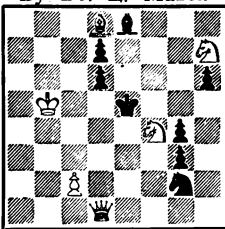
Mate in three.

No. 192.
By K. A. L. Kubbel.



Mate in two.

No. 195.
By Dr. E. Mazel.



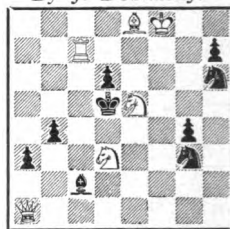
Mate in three.

No. 193.
By Rev. G. Dobbs.



Mate in two.

No. 196.
By J. Dobrusky.



Mate in four.

In a match on fourteen boards, played by telephone, between the City of London C. C. and the Manchester C. C., the score resulted in a tie, each Club winning seven games.

At a meeting of the intercollegiate cable chess match committee, held at the Manhattan Chess Club last week, it was decided to place the six American players in the following order in the match to be played against Oxford and Cambridge from Alexander Hall, Princeton, to-day.

First board: Louis J. Wolff, of Brooklyn, Columbia; second board: William H. Hughes, Pennsylvania; third board: Norman T. Whitaker, Pennsylvania; fourth board: L. Walter Stephens, of Brooklyn, Princeton; fifth board: H. Blumberg, of Brooklyn, Columbia; sixth board: W. W. Parshley, Harvard; J. W. Alexander, of Princeton, was appointed as substitute.

Play will begin at 8 A. M., and continue until 6:30 P. M. Mr. J. Mortimer will represent the American team in London, and Mr. Magnus Smith, former Canadian champion, will look out for the interests of the English team, at Princeton.

The Chess Weekly

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

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NOTICE.

The publishers of *Lasker's Chess Magazine* will issue a circular letter in a few days in which they will state that, "Owing to certain changes which Dr. Lasker contemplates making, the publication of the Magazine will be temporarily suspended until he returns to this country."

We hope for the best, but we fear that this suspension will be for good and all, as owing to the doctor's engagements in Africa, Australia and the Far East, we fear his absence from this country will be a prolonged one.

Owing to our past relations with *Lasker's Chess Magazine*, we have a feeling of personal regret over this suspension, and in order that the subscribers to that magazine, whom we look upon as old friends of ours, should not suffer any loss, and also in order to uphold the honor and credit of American Chess, we make the following

Announcement.

To all subscribers of *Lasker's Chess Magazine*—not already subscribers to the CHESS WEEKLY, who have paid in advance, and send us a receipt to that effect, we will mail the CHESS WEEKLY, free of charge for the term of their paid-up subscription.

This offer has no strings to it. If *Lasker's Chess Magazine* later on resumes publication, you will owe us nothing, and you will be free to continue taking whichever magazine suits you best.

HOWELL IS N. Y. STATE CHAMPION.

C. S. Howell won the Empire State Chess Championship by defeating L. R. Eisenberg at the Rice Chess Club last Sunday. The game was played to break the tie between Howell and Eisenberg, both players having previously disposed of H. Zirn, who also figured in the triple tie at the end of the tournament last month.

AMERICA WINS INTERCOLLEGIATE CABLE MATCH.

In the ninth annual intercollegiate cable match for the possession of the Rice International Chess Trophy, which was played at Princeton, March 20, the American team succeeded in defeating the combined talent of Oxford and Cambridge for the second time in succession. Five of the six games were brought to a conclusion by 6:30 o'clock in the evening, at which time the score stood at 4 points to 1 in favor of America. This comprised three wins, at boards 1, 3 and 5, and two drawn games, on the fourth and sixth boards. The game on board 2 was left off in an unfinished position and will go to the referee, Mr. A. E. Atkins, for adjudication.

The American team was not only strong but also experienced in cable match play and these factors soon told in their favor. H. Blumberg, representing Columbia, was the first to score for the American team. His attack against a Petroff Defence was so successfully conducted that on the nineteenth move he was enabled to announce mate in four.

N. T. Whitaker, Pennsylvania, was the next to secure a victory, on board 3. His adversary sacrificed a pawn and a piece for an attack in the early part of the game, but the American defended skilfully and soon obtained a winning game. Next came L. J. Wolff, Columbia, who won after a strenuous battle, replete with hairbreath escapes. In the middle-game Wolff had accumulated considerable material advantage, but incautiously ran after a pawn, which shut his queen off from the Kingside and gave his adversary a chance for a winning Kingside attack. However, the Englishman failed to take advantage of the opportunity and Wolff won easily. This victory secured America against defeat. The remaining three games were fought out until the last when Captain W. L. Stephens, Champion of Princeton, though a pawn ahead, offered his opponent a draw in order to clinch the victory. The offer was readily accepted and a draw on board six was also agreed upon, leaving the score as above, with the game on board two to be adjudicated, as Hughes declined a draw.

The Englishmen cabled their congratulations and the Americans replied, thanking their adversaries for a pleasant match. The Summary:—

America.

- | | |
|------------------------------------|---|
| 1. L. J. Wolff, Columbia.. | 1 |
| 2. W. H. Hughes, Penn.— | — |
| 3. N. T. Whitaker, Penn.. | 1 |
| 4. L. W. Stephens, Princeton | ½ |
| 5. H. Blumberg, Columbia | 1 |
| 6. W. W. Parshley, Harvard | ½ |

Total.....4

England.

- | | |
|----------------------------------|---|
| N. J. Roughton, Oxford.. | 0 |
| R. Lob, Oxford | — |
| W. H. Humphreys, Cambridge | 0 |
| J. Brown, Oxford | ½ |
| J. G. Rennie, Cambridge | 0 |
| J. M. Bee, Cambridge..... | ½ |

Total.....1

This victory enabled the Americans to tie the record of the Englishmen in the series, the figures to date being three wins for each side and three tie matches. America also won in 1902 and 1908. The full scores of the games follow:—

Board 1—Ruy Lopez.

White—Wolff, America.		Black—Roughton, England.	
1—P-K4	P-K4	21—R-B2	R-B2
2—Kt-KB3	Kt-QB3	22—BxKt	PxB
3—B-Kt5	P-B4	23—QxP	R-Kt
4—Kt-B3	Kt-B3	24—P-Kt3	R-Kt4
5—P-Q3	B-Kt5	25—QR-KB	R-KR4
6—B-Q2	P-Q3	26—QxQRP (a)	P-B4
7—Castles	Castles	27—Q-R8ch	R-B
8—Kt-Kt5	BxKt	28—Q-B6	BxKt (b)
9—BxB	Q-K	29—RxB	RxR
10—P-B4	P-KR3	30—Q-K8ch	K-R2
11—PxKP	QPxP	31—QxR	RxRch
12—Kt-B3	Kt-KKt5	32—KxR	Q-K6
13—Q-Q2	P-B5	33—Q-K2	Q-B5ch
14—KR-K	Q-R4	34—K-K	Q-QB8ch
15—BxKt	PxB	35—K-B2	Q-B5ch
16—P-KR3	Kt-K6	36—K-Kt	Q-QB8ch
17—KtxP	Q-Kt4	37—K-R2	Q-B5ch
18—Kt-B3	Q-Kt6	38—P-Kt3	Q-K4
19—R-K2	BxP	39—Q-B2	P-Kt3
20—B-Q4	B-Kt5	40—Q-B7ch	Resigns

(a) White should first have repelled the attack especially as he already had a material advantage. (b) Failing to take advantage of White's previous error, R-Kt3 or, better still, R-R6 admitted of no defence.

Board 2—Vienna Opening.

White—Lob, England.		Black—Hughes, America.	
1—P-K4	P-K4	8—B-Kt3	Q-Q2
2—Kt-QB3	Kt-QB3	9—P-B4	BxB
3—B-B4	B-B4	10—RPxB	P-B4
4—Q-Kt4	P-KKt3	11—R-B	Castles
5—Q-Kt3	P-Q3	12—BPxP	QPxP
6—KKt-K2	KKt-K2	13—B-R6	R-B2
7—P-Q3	B-K3	14—Castles	P-B5

15—Q-B3	Kt-Q5	29—R (B3) -B	R-KB
16—KtxKt	BxKt	30—P-B3	P-Kt5
17—P-Kt3	Q-R6	31—K-Q2	P-KR4
18—B-Kt5	B-K6ch	32—P-R4	P-Kt6
19—K-Kt	Kt-B3	33—R-B3	R-Kt5
20—PxP	QxQ	34—R-KR	R-B2
21—RxQ	BxP	35—P-B4	Kt-B
22—BxB	PxB	36—P-Q5	PxP
23—Kt-K2	P-KKt4	37—PxP	R-B4
24—R-Kt	R-Kt2	38—R-KKt	P-Kt7
25—P-Q4	R-K	39—P-Q6	Kt-K3
26—P-K5	Kt-Q	40—P-Q7	Kt-Q
27—P-Kt4	P-B3	41—K-Q3	
28—K-B	Kt-K3	To be adjudicated.	

Board 3—Two Knights' Defence.

White—Whitaker—America.

Black—Humphreys, England.

1—P-K4	P-K4	16—PxB	QR-Q
2—Kt-KB3	Kt-QB3	17—P-KR3	B-R4
3—B-B4	Kt-B3	18—P-Kt4	B-Kt3
4—Kt-Kt5	P-Q4	19—Castles	Q-B3
5—PxP	Kt-QR4	20—K-Kt2	Q-R5
6—P-Q3	P-KR3	21—B-B4	Q-B3 (b)
7—Kt-KB3	P-K5	22—Q-K2	KR-K
8—Q-K2	KtxB	23—RxR	RxR
9—PxKt	B-QB4	24—R-Q	RxR
10—KKt-Q2	Castles	25—QxR	Q-Kt3
11—Kt-Kt3	B-KKt5	26—Q-Q4	QxQ
12—Q-B	KtxP (a)	27—PxQ	P-QB3
13—PxKt	QxP	28—Kt-R5	P-B3
14—Kt-B3	B-Kt5	29—KtxKtP	Resigns
15—B-Q2	BxKt		

(a) Unwarranted. B-Q3 was good enough, as Black secured a good development for the pawn. (b) Weak. P-Q6 and BxB etc., was more enterprising.

Board 4—Philidor Defence.

White—Brown, England.

Black—Stephens, America.

1—P-K4	P-K4	2—Kt-KB3	P-Q3
--------	------	----------	------

3—Kt-B3	QKt-Q2	23—Q-K2	P-B3
4—P-Q4	P-QB3	24—Kt-K4	Kt-Q4
5—B-QB4	B-K2	25—Q-B4	K-R
6—B-K3	KKt-B3	26—P-KKt3	Q-Kt3
7—PxP	PxP	27—Q-B2	R-B2
8—Q-K2	Q-B2	28—KKt-Q2	B-B
9—Castles	Castles	29—R-QB	R-B2
10—QR-Q	P-QKt4	30—Kt-B5	BxKt
11—B-Kt3	P-QR4	31—QxB	R-QKt
12—P-QR3	B-R3	31—R-B2	QxQ
13—Kt-Kt	KtxP	33—RxQ	R-Kt4
14—KR-K	KKt-B3	34—KR-QB	K-Kt
15—B-Kt5	P-Kt5	35—RxP	RxR
16—B-QB4	BxB	36—RxR	RxP
17—QxB	B-Q3	37—Kt-B4	R-Kt8ch
18—Q-Q3	Kt-Q4	38—K-Kt2	P-R5
19—P-B4	PxP, e. p.	39—R-R6	Kt-B6
20—KtxBP	QKt-Kt3	40—Kt-Kt6	R-Kt6
21—B-K3	QR-Q	41—Kt-B4	R-Kt8
22—BxKt	KtxB	Drawn.	

Board 5—Petroff Defence.

White—Blumberg, America.

Black—Rennie, England.

1—P-K4	P-K4	11—P-KB4	P-K5
2—Kt-KB3	Kt-KB3	12—P-B5	B-KB2
3—B-B4	KtxP	13—B-Kt7	R-Kt
4—Kt-B3	KtxKt	14—PxP	RxB
5—QPxKt	P-KB3	15—PxBch	RxP
6—Kt-R4	P-KKt3	16—P-B4	B-K4
7—Castles	P-B3	17—QR-Q	Q-Kt3ch
8—B-Kt3	P-Q4	18—K-R	PxP
9—Q-K2	B-Q3	19—QxBP	Q-B2
10—B-KR6	B-K3		

White announced mate in four moves, as follows: 20. Q-K6ch, K-B;
21. R-Q8ch, K-Kt2; 22. Q-Kt4ch, K-R3; 23. Kt-B5 mate.

Board 6—French Defence.

White—Bee, England.

Black—Parshley, America.

1—P-K4	P-K3	24—KtPxB	P-QKt3
2—P-Q4	P-Q4	25—R-B3	R-Kt
3—Kt-QB3	Kt-KB3	26—R-KR3	P-Kt3
4—P-K5	KKt-Q2	27—Q-B	P-KB4
5—P-B4	P-QB4	28—PxP, e. p.	Q-KB2
6—PxP	Kt-QB3	29—B-R4	PxP
7—B-Q3	KtxBP	30—KtxP	R-Kt5
8—P-QR3	KtxBch	31—Kt-Q3	RxP
9—PxKt	B-B4	32—RxR	BxR
10—Kt-B3	P-QR3	33—Kt-K5	KtxKt
11—Kt-QR4	B-R2	34—BPxKt	B-Kt4
12—P-Q4	B-Q2	35—B-Kt5	Q-Q2
13—B-K3	Kt-R4	36—R-KB3	K-B2
14—Kt-Q2	R-QB	37—R-QB3	B-B5
15—P-QKt4	Kt-B5	38—B-R6	R-QKt
16—B-B2	Castles	39—B-Kt7	Q-R5
17—Kt-B5	B-B3	40—P-KR3	R-Kt6
18—KKt-Kt3	Q-Kt3	41—RxR	QxR
19—Castles	Kt-Kt7	42—B-R8	Q-Kt
20—Q-Kt	Kt-B5	43—Q-R3	Q-Q
21—B-K	Q-B2	44—B-Kt7	B-Kt4
22—P-QR4	KR-Q	45—K-R2	K-Kt
23—K-R	BxKt		Drawn.

Following is a chart showing the cross play in the St. Petersburg Tournament.

The enterprising Rice Chess Club, which is located at the Café Boulevard, Second Avenue and Ninth Street, N. Y. City, has inaugurated a daily series of Rapid Transit Knockout Tournaments. Play begins at three o'clock each afternoon. Liberal prizes are offered, no entrance fee is charged and the general public is cordially invited to take part. Tournament No. 1, which was played last Saturday, was won by A. Marder. L. R. Eisenberg captured second prize. Mr. Marder played in magnificent form beating in succession Rosenthal, Kreymborg and Eisenberg. On Monday, twenty-four first class players took part in tournament No. 2. Mr. Menkes won first, and Mr. Chas. Nugent, second prize.

QUEEN'S PAWN GAME.

(From the St. Petersburg Tournament)

White—Speijer.

Black—Rubinstein.

1—P-Q4	P-Q4	14—Kt-K4	QR-Bsq
2—P-QB4	P-K3	15—Kt-K5(d)	B-Ksq(e)
3—Kt-QB3	PxP(a)	16—B-B3(f)	KtxP(g)
4—Kt-B3(b)	P-QR3	17—Kt-Ktch(h)	BxKt
5—P-QR4	P-QB4	18—Q-K4	Kt-B4
6—P-K3	Kt-KB3	19—P-KKt4	BxKt
7—BxP	Kt-B3	20—QxB(i)	RxB
8—Castles	Q-B2	21—QxQ	RxQ
9—Q-K2(c)	B-K2	22—PxKt	PxP
10—B-Q2	Castles	23—P-R5	Black won,
11—QR-Bsq	R-Qsq		after a strenuous resistance by
12—B-Q3	PxP		Herr Speijer, on his fifty-sixth
13—PxP	B-Q2		move. (k)

(a) One of Steinitz's innovations, fourteen years ago. (b) 4. P-K3 would save the advance of the QRP on the next move. (c) 9. P-Q5 looks tempting, but it would free Black's temporarily cramped position. (d) 15. B-KKt5 would have been somewhat better. The transparent trap of leaving the QP *en prise* is not good enough against Rubinstein. (e) The threat being 16. KtxKtch, BxKt; 17. BxPch, KxB; 18. Q-R5ch, K-Ktsq; 19. QxPch, with a perpetual check at least. (f) White staked the whole game on an unsound combination. (g) Beautifully played. White probably overlooked that this pawn could be captured. (h) If 17. BxKt, then 17— QxR; 18. RxQ, RxRch, 19. Q-Bsq, RxQch; 20. BxR, RxB, etc. (i) If 20. BxB, then 20— QxR; 21. PxKt, Q-Kt4ch, and wins; and if 21. RxQ, then 21— RxRch; 22. B-Bsq, KR-Q8, winning again.

The annual cable chess match between United States and Great Britain, will take place on Friday and Saturday, March 26 and 27, at the rooms of the Brooklyn Chess Club. The Match Committee are busy completing the necessary arrangements and it is expected that the American team will, with one or two exceptions, be the same as last year.

PROBLEMS.

No. 197.
By E. Bundick.



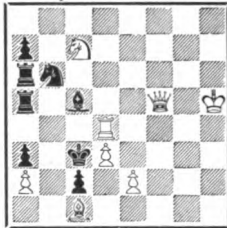
Mate in two.

No. 200.
By Fritz of Geijerstam



Mate in three.

No. 198.
By A. Elhkan.



Mate in two.

No. 201.
By F. Kollmann.



Mate in three.

No. 199.
By F. Gamage.



Mate in two.

No. 202.
By J. Dobrusky.



Mate in four.

SOLUTIONS.

No. 161—K-Kt; No. 162—R-Q3; No. 163—Kt-B4; No. 164—Q-R8;
No. 165—B-R8; No. 166—Q-R7; No. 167—B-R; No. 168—P-B4; No.
169—Q-Q3; No. 170—Q-B; No. 171—Kt-B6; No. 172—Kt(B3)—K5;
No. 173—Kt-Q4; No. 174—Kt-B6; No. 175—R-QKt4; No. 176—R-R2;
No. 177—Q-B; No. 178—B-B5.

TRAPS.

In Ruy Lopez, 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, P-QR3;
4. B-R4, Kt-B3; 5. Q-K2, B-B4; 6. P-B3, P-QKt4; 7. B-B2, P-Q4?
(P-Q3!); 8. PxP, QxP; 9. P-Q4, B-Q3? (B-Kt3!); 10. B-Kt3, Q-K5;
11. QxQ, KtxQ; 12. B-Q5, wins a piece.

In Ruy Lopez, 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5,
P-QR3; 4. B-R4, Kt-B3; 5. Castles, KtxP; 6. P-Q4, P-QKt4; 7. B-Kt3,
P-Q4; 8. PxP, Kt-K2; 9. R-Ksq., P-QB3? (Kt-QB4!); 10. RxKt, PxR;
11. BxPch, wins Q.

The Chess Weekly

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol II.

April 3, 1909.

No. 19.

THE international cable chess match played between Brooklyn and London, March 26 and 27, was won by Great Britain, by the score of five to four, and one unfinished game, which, however, will probably be awarded to the victors.

Our defeat was all the more a surprise because the American team, which secured such a signal victory last year, was strengthened by such doughty warriors as Marshall and Barry, while the Britons were weakened by the absence of their champion, Mr. A. E. Atkins.

At the end of the first day's play, things looked favorable for the Americans. Hodges and Voigt had both won in a brilliant manner, and although Schwietzer and Ruth had inferior positions, all the other games appeared at least even. But early on Saturday, the Americans began to lose ground. Schwietzer and Ruth lost, Howell in trying to get a win out of a drawn position, soon followed suit, while Barry being under time pressure, had to content himself with a draw by perpetual check. Just before closing time, F. J. Marshall announced mate in five moves in his game against Blackburne. The announcement elicited the laconic reply: "Saw it. Gone home." At 6:30, when play ceased Stadelman offered a draw, and Helms resigned a hopeless game, while Mlotkowski's game was submitted for adjudication.

The Americans cabled their congratulations to the English team on their well-earned victory and the Newnes trophy will now travel abroad once more. Magnus Smith was captain of the American team, and England was represented by W. P. Shipley.

Appended are the pairings and results:—

Bds. America.

- | | |
|---------------------------|---|
| 1. F. J. Marshall | 1 |
| 2. J. F. Barry | ½ |
| 3. A. B. Hodges | 1 |
| 4. H. G. Voigt | 1 |
| 5. C. S. Howell | 0 |
| 6. H. Helms | 0 |
| 7. G. J. Schwietzer | 0 |

Great Britain.

- | | |
|------------------------|---|
| J. H. Blackburne | 0 |
| T. F. Lawrence | ½ |
| W. Ward | 0 |
| G. E. Wainwright | 0 |
| J. H. Blake | 1 |
| R. P. Michell | 1 |
| Dr. V. Wahlbruch | 1 |

8. S. L. Stadelman	½
9. S. Mlotkowski
10. W. A. Ruth	0

Total.....4

The Record to date:—

	America.		Great Britain.	
	Won	Lost	Won	Lost
1896 ...	4½	3½	3½	4½
1897 ...	4½	5½	5½	4½
1898 ...	4½	5½	5½	4½
1899 ...	6	4	4	6
1900 ...	6	4	4	6
1901 ...	5	5	5	5
1902 ...	5½	4½	4½	5½

Dr. H. Holmes	½
E. G. Sergeant
H. Jacobs	1

Total.....5

	America.		Great Britain.	
	Won	Lost	Won	Lost
1903 ...	5½	4½	4½	5½
1907 ...	4½	5½	5½	4½
1908 ...	6½	3½	3½	6½
1909 ...	4	5	5	4
Total ...	56½	50½	50½	56½

To this total must be added the final result of the unfinished game.
Following are some of the games:—

First Board—QP's Opening.

White—Marshall, America.

1—P-Q4	P-QB4(a)
2—P×P	P-K3
3—Q-Kt-B3	B×P
4—Kt-K4	P-Q4
5—KtxB	Q-R4ck
6—B-Q2	Q×Kt
7—B-B3(b)	Kt-KB3
8—P-K3	Kt-B3
9—B×Kt	P×B
10—Q-Q2	P-K4
11—Kt-K2	B-K3
12—Kt-Kt3	Castles QR
13—B-K2	KR-Kt
14—Castles	P-B4
15—P-QB3	Q-K2
16—B-Kt5	R-Q3
17—B×Kt	P×B
18—P-KB4	P-K5
19—Q-Q4	P-B3
20—R-B2	R-Q2

Black—Blackburne, Great Britain.

21—P-Kt4	R-QKt2
22—R-Q	R-KKt3
23—R-B2	K-Kt
24—P-QR3	Q-B
25—Kt-K2	QR-Kt2
26—Kt-B	Q-Kt
27—R(Q)-Q2	P-KR4
28—Kt-Kt3	P-R5
29—P-R3(c)	R-Kt6
30—K-R2	Q-B2
31—Q-B5	B-Q2
32—Q-Q6ck	K-B
33—Kt-Q4	Q-K2
34—Q×Q	R×Q
35—R-K2	K-B2
36—P-B4	K-Q3
37—P-B5ck	K-B2
38—P-Kt5	R-R2
39—R-B3	R-Kt
40—P×P	B×P

41—KtxP	R-Kt	52—R x RP	R-KB8
42—R-Q2	R-Kt8	53—R-B2	R-QKt8
43—Kt-Q4	R-R	54—R-R6	R-Kt6
44—R-KB2	R-Q8	55—R x P	R x KP
45—P-B5	B-R5	56—R-Kt2ck	K-B3
46—R-KB4	K-Kt2	57—R-Kt8	R x BP
47—P-B6ck	K-Kt3	58—KtxRck	K x Kt
48—P-B7	R-QB	59—R-KKt8	B-Kt4
49—R-KB2	R-QKt8	60—R-Kt7ck	K-Q
50—Kt-K6	B-Kt6	61—R-B8ck	
51—R-KB4	B-B5		

Marshall announced mate in five moves, as follows:—61. B-K; 62. P-B6, R-K7; 63. R-K7, R x Pck; 64. K x R; moves; 65. R mates.

(a) A favorite defence with Blackburne, moreover, it is not so clear how White must proceed in order to gain an advantage in the opening. (b) So far, Black has the better development. (c) Necessary as after P-R6 Black might sacrifice and draw. For instance: 29. Q-B5, P-R6; 30. P-Kt3, R x Pch; 31. P x R, R x Pch; 32. K-R2, R-Kt8 (threatening Q-Kt6 mate) and White would be forced to draw by perpetual check.

Second Board—French Defence.

White—Lawrence, Great Britain.

Black—Barry, America.

1—P-K4	P-K3	18—Kt-KKt5	QKt-Q2
2—P-Q4	P-Q4	19—KtxRP	KtxKt
3—Kt-QB3	Kt-KB3	20—R x Kt	R x R
4—B-Kt5	B-K2	21—R x R	P-QB4
5—P-K5	KKt-Q2	22—P x P	Q x P
6—P-KR4(a)	B x B	23—Q-Kt3	K-Kt
7—P x B	Q x P	24—P-B4	R-B
8—Kt-Kt5	Q-Q	25—Q-K	Kt-Kt3
9—Q-Kt4	P-KKt3	26—Q-Q2	Kt-B5
10—B-Q3	Kt-B3	27—B x Kt	Q x B
11—Kt-KB3	P-QR3	28—K-Kt	Q-B8ck
12—Kt-B3	Kt-B3	29—K-R2	Q-B5ck
13—Q-B4	Q-K2	30—K-Kt	Q-B8ck
14—Castles QR	B-Q2	31—K-R2	Q-B5ck
15—R-R6	Castles	32—K-Kt	Q-B8ck
16—QR-R	B-K	33—K-R2	Q-B5ck
17—P-R3	Kt-Kt		

Drawn. (c)

(a) An attack that is very annoying to Black. (b) Necessary, as BxP was threatened and if PxB then QxKPch, etc. (c) Mr. Barry, being under time pressure, had to force the draw.

Third Board—Sicilian Defence.

White—Hodges, America.		Black—Ward, Great Britain.	
1—P-K4	P-QB4	12—P-B3	P-Kt3(c)
2—Kt-KB3	Kt-QB3	13—QR-K(d)	Kt-Q2(e)
3—P-Q4	PxP	14—BxB	KxB
4—KtXP	P-KKt3	15—P-B4	Q-B2(f)
5—B-K3	B-Kt2	16—B-Q(g)	QR-K(h)
6—P-QB4(a)	Kt-B3	17—R-K3(i)	P-B3(j)
7—Kt-B3	Castles	18—R-R3	K-R(k)
8—B-K2	P-Q3	19—P-KB5	Kt-K4(l)
9—Castles	B-Q2	20—PxP	KtxKtP
10—Q-Q2	KtxKt	21—Q-R6(m)	R-B2
11—BxKt	B-B3(b)	22—B-R5(n)	Resigns

Comments by the Foreign Scout (with apologies to Major Du Maurier, the author of *An Englishman's Home*).

(a) The infantry appears! (b) An attempt at defence! (c) A grain of sand added to the fortification! (d) The masked battery! (e) The gay cavalier! (f) Truly feminine! (g) The Church Militant and the masked battery! (h) Full dress parade of the artillery! (i) The distant rumbling of the enemy's approaching artillery! (j) A futile breastwork! (k) "An Englishman at home!" (l) The same gay and prancing cavalier! (m) "The shot through the window." (n) Misericordia.

Fourth Board—Queen's Pawn Opening.

White—Wainwright, Great Britain.		Black—Voigt, America.	
1—P-Q4	P-KKt3	11—B-Q3	B-B4
2—Kt-KB3	Kt-KB3	12—KtxKt	PxKt
3—P-K3	B-Kt2	13—P-B3	Q-Kt3
4—P-QKt3	P-QB4	14—R-B2	BxB
5—B-Kt2	PxP	15—QxB	P-K4
6—PxP	Castles	16—PxP	BxP
7—B-K2	Kt-QB3	17—Kt-R3	BxRPch
8—Castles	P-Q4	18—K-B	Kt-KB4
9—Kt-K5	Kt-K5	19—P-KKt4	Kt-K6ch
10—P-KB3	Kt-Q3	20—K-K2	KR-K

21—RxB	KtxPch	25—Kt-B2	RxRch
22—K-Q2	KtxR	26—QxR	R-K
23—R-Q	Q-B7ch	27—B-R3	KtxP
24—K-B	R-K8	Resigns (a)	

(a) Mr. Voigt conducts the game in a masterly manner. His moves are so simple and yet so forceful as to furnish their own comments.

Fifth Board—Ruy Lopez.

White—Howell, America.		Black—Blake, Great Britain.	
1—P-K4	P-K4	25—R-Q	K-B3
2—Kt-KB3	Kt-QB3	26—Kt-B4	R-K4
3—B-Kt5	P-QR3	27—P-KKt4	P-Kt4
4—B-R4	Kt-B3	28—Kt-Q3	R-K3
5—Castles	B-B4	29—R-Q2	P-QR4
6—P-B3	B-R2 (a)	30—Kt-K (c)	R-B3
7—BxKt	QPxB	31—R-K2	P-B5
8—KtxP	KtxP	32—PxP	BxQBP
9—Q-K2	Q-Q4	33—R-Q2	B-Q4
10—KtxQBP	QxKt	34—P-QR3	R-B5
11—P-Q3	B-KB4	35—R-Q3	R-R5
12—PxKt	QxKP	36—Kt-B2	K-B4
13—QxQch	BxQ	37—Kt-K3	B-K3
14—Kt-Q2 (b)	B-Q4	38—Kt-B2	B-Kt6
15—R-Kch	B-K3	39—Kt-Q4	B-B5
16—Kt-B3	Castles QR	40—R-K3	RxP
17—B-K3	BxB	41—R-K5ch	K-Kt3
18—RxB	B-Q4	42—R-K3	P-R5
19—Kt-Q4	KR-K	43—Kt-B5	R-R7ch
20—RxR	RxR	44—K-Kt3	R-K7
21—P-B3	P-KKt3	45—RxR	BxR
22—K-B2	K-Q2	46—Kt-K3	K-B4
23—P-QKt3	P-QB4	Resigns.	
24—Kt-K2	P-QKt4		

(a) This move bears the earmarks of analyses. We do not recollect having seen it before. Nevertheless, it appears to be sound enough, as White can not well retain the extra pawn. (b) If 14. R-K, then 14 ... Castles (Q), etc. (c) Kt-Kt2, followed (if R-B3) by R-Q3 was necessary here. Mr. Howell loses the game by trying to win a drawn position.

Seventh Board—Queen's Pawn Opening.

White—Schwietzer, America.		Black—Wahlthuch, Great Britain.	
1—P-Q4	P-Q4	24—Q-B5	R-Q3
2—Kt-KB3	P-K3	25—Q-B5	R-B3
3—P-K3	Kt-Q2	26—QxKtP	RxB
4—QKt-Q2	KKt-KB3	27—QxKt	QxKtP
5—B-Q3	B-Q3	28—QxBP	Q-R6ch
6—P-B4 (a)	P-B3	29—K-K2	RxKPch (c)
7—P-QKt3	P-K4	30—PxR	Q-R7ch
8—PxKP	KtxP	31—K-B3	QxR
9—KtxKt	BxKt	32—R-K2	Q-K4
10—QR-Kt	PxP	33—R-Q2	P-KR3
11—KtxP	B-B6ch	34—R-Q5	Q-R7
12—K-K2 (b)	P-QKt4	35—P-R4	Q-R6ch
13—Kt-Q2	Q-Q4	36—K-K2	R-B
14—Kt-B3	Castles	37—Q-Kt5	Q-Kt7ch
15—Q-B2	P-Kt5	38—K-Q3	P-R3
16—R-Q	Q-KR4	39—Q-Q7	Q-B7ch
17—B-Kt2	BxB	40—K-Q4	R-B
18—RxB	Kt-Q4	41—Q-Kt7	R-K
19—K-B	Kt-B6	42—R-Q7	Q-Q7ch
20—R-K	B-Kt5	43—K-B4	QxP
21—B-K2	BxKt	44—QxP	R-K5ch
22—BxB	QxP	Resigns.	
23—P-Kt3	QR-Q		

(a) In this variation P-QKt3 and B-Kt2 should be played before the advance of the QBP. This would prevent Black playing P-K4. (b) White loses just enough time in getting his king into safety to enable Black to obtain a winning advantage. (c) Leaving Black with two passed pawns and a dangerous attack. The remainder is a mere matter of form.

Announcement.

To all subscribers of *Lasker's Chess Magazine*—not already subscribers to the CHESS WEEKLY, who have paid in advance, and send us a receipt to that effect, we will mail the CHESS WEEKLY, free of charge for the term of their paid-up subscription.

Score Chart of the St. Petersburg Tournament.

The following is the final score arranged in order of merit :

	Lasker.	Rubinstein.	Duras.	Spielmann.	Bernstein.	Perlis.	Teichmann.	E. Cohn.	Salvo.	Schlechter.	Mieses.	Tartakover.	Dus-Chotimirsky.	Forgacs.	Burn.	Vidmar.	Speijer.	Freymann.	Borowsky.	Total.
Dr Lasker	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	14½
Rubinstein	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	14½
Duras	0	0	1	0	0	1	1	0	1	1	1	1	1	1	1	1	1	1	1	11
Spielmann	0	0	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	11
Dr Bernstein	0	0	1	1	1	1	1	0	0	1	1	1	1	1	0	0	0	0	0	10½
Dr Perlis	0	0	1	0	0	0	1	1	1	1	1	1	1	1	1	1	0	0	1	10
Teichmann	0	0	0	0	1	0	1	0	1	1	1	1	1	1	1	1	1	1	1	10
E. Cohn	0	0	1	1	1	1	1	1	0	0	1	1	1	0	1	1	1	1	1	9
Salvo	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	9
Schlechter	0	0	1	0	0	0	1	1	1	1	0	0	1	1	1	1	0	1	1	9
Mieses	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	1	8½
Tartakover	0	1	1	0	0	0	0	0	1	1	0	1	0	0	0	1	1	1	1	8½
Dus-Chotimirsky	1	1	0	0	1	0	0	0	0	0	0	1	1	1	1	1	1	0	1	8½
Forgacs	0	0	0	1	1	1	1	1	0	0	0	1	1	1	1	1	1	0	0	7½
Burn	0	0	0	1	1	0	0	0	1	1	0	0	0	1	1	1	1	0	0	7
Vidmar	0	0	0	0	1	1	1	1	1	1	0	0	1	1	0	0	1	1	0	7
Speijer	0	0	0	1	1	1	0	0	0	0	1	0	0	1	1	1	1	1	0	6
v. Freymann	0	0	0	1	1	1	0	0	0	0	0	0	0	1	1	1	0	0	1	5½
Snosko-Borowsky	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	1	1	1	1	5

The Rice Chess Club held a record Handicap Rapid Transit Tournament on Friday, March 26th, 1909, with twenty contestants. Nineteen rounds were played and the tournament was completed in three hours and forty minutes. All known records for playing such a tournament were broken and it will be a long time before such a stupendous affair will even be duplicated. Every player completed his score and played promptly at the notice to move.

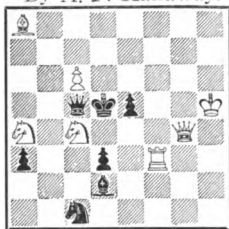
The tournament was started at three P. M., and it took just 220 minutes to complete. The scoring and pairing was made as each round was completed and Mr. Louis Hein who managed same himself played in the tournament and won eleven games. With an average lapse of three minutes between rounds, the moves were made at the rate of five seconds to the move throughout the entire tournament. Great enthusiasm occurred and the rooms were crowded with spectators.

Jacob Rosenthal won first prize with 15½ wins; L. R. Eisenberg was second, with 14½ wins; S. Rubinstein was third, with 14 wins; and A. Marder and W. G. Morris were fourth and fifth, with 13½ wins.

A match took place at the Rice Chess Club for the honor of becoming the "Champion Rapid Transit Player," between Jacob Rosenthal and Albert Marder. It was won by Jacob Rosenthal, with a score of 5 wins, 3 losses, and 1 draw.

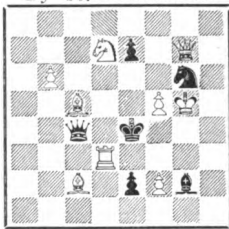
PROBLEMS.

No. 203.
By A. F. Kallaway.



Mate in two.

No. 204.
By H. Prochazka.



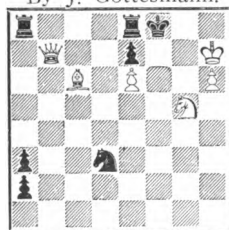
Mate in two.

No. 205.
By R. G. Thompson.



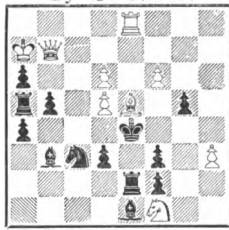
Mate in two.

No. 206.
By J. Gottesmann.



Mate in three.

No. 207.
By O. Nemo.



Mate in three.

No. 208.
By J. Dobrusky.



Mate in four.

The series of Knock-out Rapid Transit Tournaments were continued at the Rice Chess Club, Cafe Boulevard, Second Avenue and Ninth Street, New York.

Number 3—Resulted in Magnus Smith winning First Prize and J. Rosenthal, Second Prize.

Number 4—A. Marder won First Prize; J. Bernstein won Second Prize.

Number 5—Was won by J. Ziegler, and J. Bernstein again won Second Prize.

Number 6—Was won by A. Marder, and L. R. Eisenberg won the Second Prize.

Number 7—Was won by A. Marder, who proves to be a consistent winner, and L. R. Eisenberg took second honors.

Number 8—Was won by Jacob Rosenthal and J. Lipschütz won Second Prize.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

April 10, 1909.

No. 20.

GAMES FROM THE ST. PETERSBURG TOURNAMENT.

Ruy Lopez.

White—Schlechter.

Black—Salve.

1—P-K4	P-K4	20—P-Q4	Kt-KB3
2—Kt-KB3	Kt-QB3	21—R-R6	R-R
3—B-Kt5	P-QR3	22—F×KP (a)	R×R
4—B-R4	Kt-B3	23—P×Kt	P×P
5—Castles	B-K2	24—Kt-Q5	B×Kt
6—R-K	P-QKt4	25—P×B	K-Kt2
7—B-Kt3	P-Q3	26—Kt-R4	R-K
8—P-B3	Kt-QR4	27—P-KR3 (b)	Q-Q
9—B-B2	P-B4	28—R-K3	Kt-Kt3
10—P-Q3	Kt-B3	29—Kt-B5ch	K-B
11—QKt-Q2	Castles	30—R-K6!	R×R
12—Kt-B	Q-B2	31—P×R	P-Q4 (c)
13—B-Kt5	Kt-K	32—Q×Pch	K-K
14—Kt-K3	B×B	33—P×Pch	K×P
15—Kt×B	Kt-K2	34—Q×R7ch	K-K3
16—P-QR4	R-Kt	35—Q×Kt	R-R7
17—P×P	P×P	36—P-QKt4	P×P
18—Q-Q2	P-R3	37—Kt-Q4ch	K-Q7
19—Kt-B3	B-K3	38—B-B5ch	Resigns (d)

(a) The beginning of a combination which shows Schlechter's marvelous position judgment. (b) For the double purpose of allowing the rook to leave the king row and also to prevent the development of the Black Q to KKt5. (c) There is nothing else to be done. (d) For, if K-Q3, 39. Q-Kt3ck and Black loses his Q through a Kt check.

King's Gambit Declined.

White—Tartakover.

Black—Schlechter.

1—P-K4	P-K4	5—P-QB3	Kt-KB3
2—P-KB4	B-B4	6—Kt×KP	Castles
3—Kt-KB3	P-Q3	7—P-Q4	B-Q3
4—P×P	P×P	8—Kt-B3	Kt×P

9—B-Q3	R-K	22—B-B4ch	B-K3
10—Castles	P-KR3	23—R-KB	QxR (d)
11—QKt-Q2	Kt-KB3	24—BxQ	Kt-Q2
12—Kt-B4	P-B4	25—B-Q3	Kt-B
13—KKt-K5	PxP	26—PxP	B-B2
14—KtxKBP (a)	KxKt	27—Q-B3	Kt-K3
15—Q-R5ch	K-Kt	28—B-K3	R-Kt
16—RxBKt	R-K8ch (b)	29—P-KKt4	P-KKt4
17—R-B	RxRch	30—Q-B6	B-B
18—BxR	B-B	31—B-R7ch!	KxB
19—BxRP!	Q-B3 (c)	32—QxBch	Kt-Kt2
20—B-Kt5	Q-B4	33—BxP	Resigns
21—Kt-Q6!	BxKt		

(a) The beginning of a bold and sparkling combination. (b) If QxR, the QxR wins. (c) If 19... PxR, then 20. Q-Kt6ch, B-Kt2, (or K-R); 21. B-Q3 and must win. (d) Forced, as Q-K8 and BxB is threatened.

Ruy Lopez.

White—Dr. Lasker.		Black—Vidmar.	
1—P-K4	P-K4	13—B-R6	Kt-B5
2—Kt-KB3	Kt-QB3	14—BxKt	PxB
3—B-Kt5	P-Q3	15—P-R5	P-B3
4—P-Q4	B-Q2	16—BxB	KxB
5—Kt-B3	PxP	17—PxP	BPxP
6—KtxP	P-KKt3	18—KKt-K2	R-B2
7—B-K3	B-Kt2	19—QxP	Q-Kt3
8—Q-Q2	Kt-B3	20—Q-Q4	P-B4
9—P-B3	Castles	21—Kt-Q5	Q-Kt2
10—Castles QR	P-QR3	22—Q-B3	QR-KBsq
11—B-K2	P-QKt4	23—KtxKt	RxKt
12—P-KR4	Kt-K4 (a)	24—R-Q6	Resigns (b)

(a) 12... Kt-KR4 would have threatened the exchange of one of the bishops. (b) He has no time to release the pinned rook and his pawns are in bad shape. An annotator remarks that this game is probably the worst Vidmar ever played. But, then, most of us are out of form when we play a Lasker.

Mr. J. R. Capablanca gave a simultaneous exhibition last week at the Manhattan Chess Club. The young expert played twenty-nine boards, winning twenty-five, and drawing four games.

Ruy Lopez.

White—Lasker.		Black—Cohn.	
1—P-K4	P-K4	16—P-B4	Q-B4ch
2—Kt-KB3	Kt-QB3	17—K-R2	B-K3
3—B-Kt5	Kt-B3	18—P-QKt3	P-B4
4—Castles	B-K2	19—P-K5	P-Q4
5—Kt-B3	P-Q3	20—Kt-R4 (a)	Q-K2
6—P-Q4	B-Q2	21—Q-Q4	KR-Kt
7—B-Kt5	PxP	22—Kt-B5	P-QR4
8—KtxP	Castles	23—P-R3	K-B2
9—BxQKt	PxB	24—R-QR	R-Kt4
10—Q-Q3	Kt-Kt5	25—P-QKt4	QR-QKt
11—BxB	QxB	26—P-B3	RxKt
12—QR-K	Q-R5	27—PxR	R-Kt4
13—Kt-B3	Q-R4	28—QR-Kt	QxP
14—P-KR3	Kt-K4	29—P-QR4 (b)	Resigns
15—KtxKt	QxKt		

(a) The Kt goes to B5 and wins eventually, as shown by Pillsbury.

(b) Simple, but how effective!

Scotch Gambit.

Pretty surely the shortest game in the entire list of contests at the congress was the following amusing skit in the sixth round:—

White—Mieses.		Black—Fleischmann.	
1—P-K4	P-K4	8—Kt-B3	Q-QR4
2—Kt-KB3	Kt-QB3	9—B-K3	B-Kt5
3—P-Q4	PxP	10—Castles	Kt-B3
4—P-B3	P-Q4	11—Q-Kt3	Kt-Q4
5—KPxP	QxP	12—KtxKt	RxKt?
6—PxP	B-KKt5	13—P-QR3	Resigns (a)
7—B-K2	Castles		

(a) Of course, the resignation was in order because, after 13 ** B-Q3, there follows 14. B-Q2, KtxP; 15. KtxKt! QxB; 16. BxB(ch), K-Kt; 17. QxR, and wins easily.

A match on eight boards was played last week between the British Universities and the House of Commons. The Universities won by 5 to 3.

The thirty-seventh match between Oxford and Cambridge was played on March 22. Seven games were played, Oxford winning, 4½ to 2.

Tenth Board—Bird's Opening.

(From the recent Cable Match)

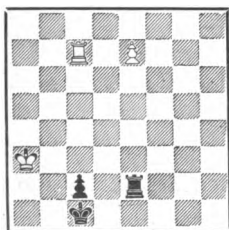
White—Jacobs, Great Britain.

Black—Ruth, America.

1—P-KB4	P-Q4	21—BxKt	PxB
2—P-QKt3	Kt-KB3	22—RxP	Q-QB2
3—B-Kt2	P-K3	23—P-K4	K-R
4—P-K3	P-QB4	24—Q-R5	Q-Kt3ck
5—Kt-KB3	Kt-QB3	25—Kt-K3	QxP
6—Kt-QB3	B-Q2	26—R-Q5	Q-B3
7—B-Q3	B-Q3	27—Kt-B5	Q-Kt3ck
8—Castles	Castles	28—K-R	R-QB2
9—R-B	R-B	29—Q-R6	QR-KB2
10—Kt-QKt5	B-Kt	30—P-R3	P-QR3
11—P-B4	Kt-QKt5	31—R-B	Q-Kt7
12—B-Kt	PxP	32—QR-B5	QxRP
13—PxP	BxKt	33—R-B8	B-Q3
14—PxB	Q-Q2(a)	34—Q-R5	R-Q2
15—P-KR3(b)	Kt-Q6	35—KR-B3	Q-Kt5
16—BxKKt	PxB	36—RxRck	BxR
17—R-B3	P-B5	37—Q-K8	RxP
18—Kt-Q4	P-K4	38—R-KKt3	R-Q8ck
19—PxP	PxP	39—K-R2	Q-B4
20—Kt-B5	P-B3	40—Kt-K3	Resigns(c)

(a) The losing move, QKt-Q4 was better. (b) White misses a win here by Kt-Kt5 to which there is no defence, because, if QKt-Q4, then follows P-K4, P-K5, etc. (c) On account of KtxR and Q-B7 being threatened.

Black—H. Helms.



White—Chas. Curt.

The following ending occurred in a Rapid Transit Tournament recently played at the Brooklyn Chess Club:—1... K-Kt8; 2. R-Kt7ch, K-R8; 3. R-B7, R-K6ch; 4. K-R4, K-Kt7; 5. R-Kt7ch, K-R7; 6. R-B7, R-K5ch; 7. K-R5, K-Kt6; 8. R-Kt7ch, K-R6; 9. R-B7, R-K4ch; 10. K-R6, K-Kt6; 11. R-Kt7ch, K-R5; 12. R-B7, R-K3ch; 13. K-R7, RxP; 14. RxR, P Queens; 15. R-QKt7, Q-B4ch; 16. K-R8, Q-B3; 17. K-Kt8, K-R4(a); 18. R-R7ch, and draws (b).

(a) Here the Queen should have been played away from the QB file, but even then the ending is difficult to win in ten-second chess. (b) Drawn by perpetual check, because if K-Kt3, R-R6ch and stalemate.

A rapid transit match between J. R. Capablanca and J. Rosenthal—five games up and 10 seconds for each move was played at the Rice Chess Club, on March 31st, 1909, for a purse put up by Mr. Chas. Nugent, of the CHESS WEEKLY. Mr. Capablanca won by a score of 5 to 4.

Another encounter between these gentlemen under the same conditions took place on April 5th, 1909, and was won by Mr. Capablanca by the score of 5 to 0, and 2 draws.

Immediately after the last match was finished, "Knock Out" Rapid Transit Tournament No. 9, was held and Mr. J. R. Capablanca won first prize, Mr. J. Menkes second prize, Mr. A. Marder third prize, and Mr. L. Rosebault fourth prize.

Ruy Lopez.

(Played in the Match)

White—J. R. Capablanca.		Black—J. Rosenthal.	
1—P-K4	P-K4	12—P-KKt4	P-QR3
2—Kt-KB3	Kt-QB3	13—B-QR4	P-QKt4
3—B-Kt5	Kt-B3	14—B-B2	P-Q4
4—Castles	B-K2	15—Kt-Kt3	PxP
5—P-Q3	P-Q3	16—PxP	Q-B
6—R-K	Castles	17—Kt-B5	B-B4
7—Kt-Q2	B-Kt5	18—KtxP	KxKt
8—P-QB3	K-R	19—B-R6ch	K-Kt3
9—Kt-B	Kt-KR4	20—P-Kt5	Kt-R5
10—P-KR3	BxKt	Mate in two moves.	
11—QxB	Kt-B3		

Announcement.

To all subscribers of *Lasker's Chess Magazine*—not already subscribers to the CHESS WEEKLY, who have paid in advance, and send us a receipt to that effect, we will mail the CHESS WEEKLY, free of charge for the term of their paid-up subscription.

Bric-a-Brac.

(A lively game recently played at the Manhattan Chess Club.)

White—Gen. Pennington.

Black—X.

1—P-K4	P-K4	9—R×R	B×R
2—P-KB4	P×P	10—Kt-K5	P×Kt
3—Kt-KB3	P-KKt4	11—Q-R5	Q-B3
4—B-B4	B-Kt2	12—P×P	Q-Kt2
5—P-Q4	P-Q3	13—P-K6	Kt-B3
6—Kt-B3	P-QB3	14—P×Pch	K-B
7—P-KR4	P-KR3	15—B×P	Resigns
8—P×P	P×P		

Muzio Gambit.

(Played between two amateurs.)

White.

Black.

1—P-K4	P-K4	6—Kt-K5ch	K-K
2—P-KB4	P×P	7—Q×P	P-Q3(a)
3—Kt-KB3	P-KKt4	8—Q-R5ch	K-K2
4—B-B4	P-Kt5	9—Q-B7 mate.	
5—B×Pch	K×B		

(a) Kt-KB3 was compelled.

Méry observes:—"There is at the bottom of a game of chess a wonderful fund of practical philosophy.

"Our life is a perpetual duel between ourselves and destiny; the world is a chess-board, on which we push our pieces, often at hazard, against a train of circumstances which give us mate at every step. Hence, so many faults, so many clumsy combinations, so many wrong moves. He who in early life has trained his mind to the calculations of the chess board has unconsciously contracted habits of prudence which will retain their force beyond the horizon of the square. By keeping on your guard against the harmless stratagems set to entrap us by wooden images, we continue to practise in the world similar tactics of defensive good sense and sharp sightedness. Life thus becomes a grand game of chess, in which you behold all who come in contact with you; persons who, sooner or later, will try to make use of you for their advantage. Every man you meet is either a piece or a Pawn; you guess his intended moves, and lay out your own manœuvres accordingly."

In an article in the *Moskauer Deutschen Zeitung*, Dr. Falk reviews the character of the play on each side in the recent match between Lasker and Tarrasch, and sums up thus:—

“The conclusion of all the foregoing is easily drawn. Lasker has no cause to be proud of his victory. A champion should conduct his games so that he may not and cannot be beaten, whereas in this match his fate was constantly in Tarrasch’s hands. If the latter’s brain had been but a shade more nimble at the decisive moment, the result of the match would have been different. This shows that Lasker’s strength has considerably diminished in the last few years, as well as that even a champion must take his part industriously in international play like any other mortal, or his mental mechanism will begin to rust.

“We do not hesitate to assert that Lasker played considerably better in his matches against Steinitz, and that the quality of his play on this occasion, taking it all round, will not stand comparison with his performances in those matches.

“Tarrasch, on the other hand, seems to have greatly aged. There have been signs of failing powers some years now. We recall, for example, Nuremberg, 1906, where he only won one or two games. We did not expect he would make so good a stand against Lasker as to hold the victory in his hands in most games. This relative success has been a great surprise to us, but it speaks rather against Lasker than in favour of Tarrasch. The latter played with all the force of which he is now capable. He put into his play all the powers—perhaps for the last time—that a kindly chess genius had endowed him with; whereas Lasker evidently took the matter less seriously, especially after the first easy victories, and even ventured on weak openings, often escaping from their straits only by the kind assistance of his opponent, or by the help of his own astonishing resourcefulness, of which he still remains sovereign master.”

Playing twenty-two games simultaneously last week, at the Franklin Chess Club, Jose R. Capablanca, the twenty year old Cuban chess prodigy, gave a notable exhibition of his wonderful ability. The visitor’s score was 16 wins, 4 draws, and only 2 defeats.

Louis Medemann is leading in championship tourney of the Chicago Chess Club.

PROBLEMS.

No. 209.

By P. P. Bobrow.



Mate in two.

No. 210.

By O. Brenander.



Mate in two.

No. 211.

By W. Henneberger.



Mate in two.

No. 212.

By G. Chocholous.



Mate in three.

No. 213.

By F. Kohlmann.



Mate in three.

No. 214.

By J. Drtina.



Mate in four.

Charles Curt is the winner of the last continuous handicap tournament of the Brooklyn Chess Club, with B. C. Selover, Jr., and M. Rosowsky winners of the second and third percentage prizes, respectively. Dr. J. Russell Taber again captured the prize for the most won games.

The prize offered by Mr. Hurley for the most brilliant game won by America in the Anglo-American Cable Match, has been awarded to F. J. Marshall, for his game against Blackburne.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

April 17, 1909.

No. 21.

Announcement.

Beginning with the third volume (next month) we intend to make an inflexible rule that all subscriptions to the CHESS WEEKLY *must* be *paid in advance*. This policy is necessary to the success of any publication and especially a chess magazine. We have published the WEEKLY now for almost a year, its appearance has never been a day late, and we only ask that our subscribers serve us as promptly as we serve them.

We will send out bills two or three weeks before the time of expiration, which will give every one a chance to remit in time so they will not miss a copy. All those who owe us for back numbers are, therefore, earnestly requested to pay up at once.

In another month the CHESS WEEKLY will have passed the first year of its infancy, and we point to it with pride as quite a thriving little baby for its age. The popularity of the magazine seems to indicate that we have succeeded fairly well in supplying the requirements of American chess players. This is especially gratifying in view of the well-known difficulty of equally interesting all grades of players with their various preferences. We want to give our readers just what they desire and in order to find out what special features in a chess magazine are of greatest interest to the greatest number we would like all our subscribers and readers to send us postal cards, giving their individual predilections in this respect.

What we are most anxious to know is:—1. Do you want more games? 2. Do you want exhaustive annotations? 3. Do you like brilliant or “snappy,” rather than merely sound chess? 4. Are you interested in Endgames, and ought the solutions to be published with them? 5. Should we give more space to analyses, and if so, of what kind?

After playing over and analyzing some fifty games each week in order to select the best for the WEEKLY, the editor's state of mind is hardly conducive to the production of literary gems. We want the contents of

our magazine to be interesting and original, and as our subscribers represent a goodly portion of American literary talents a little help from them would make the WEEKLY a welcome visitor in every chess player's home.

We, therefore, earnestly request our readers to send us original contributions on any phase of the subject of chess. We will reward the writers of a few of the best articles with a free subscription to the CHESS WEEKLY. Articles may be from 100 to 500 words in length. Please let us hear from you.

Norman T. Whitaker, last year's champion of the Mercantile Library Chess Association, Philadelphia, has captured the honor for another year by defeating Wm. A. Ruth, of the American cable team, who finished in second place. The game follows:—

French Defence.

White—Ruth.

Black—Whitaker.

1—P-K4	P-K3	16—Kt-B2	KtxQP
2—P-Q4	P-Q4	17—B-K4	KtxKP
3—Kt-QB3	Kt-KB3	18—Castles QR(b) Kt(K4)xP	
4—B-KKt5	B-K2	19—BxKt	KtxB
5—P-K5	KKt-Q2	20—Q-K3	B-Q2
6—BxB	QxB	21—QxKt	R-KB
7—P-B4	P-QR3	22—QxR(c)	KxQ
8—Kt-B3	P-QB4	23—Kt-Q3	B-R5
9—Q-Q2	Kt-QB3	24—P-Kt3	B-K
10—Kt-Q	Castles	25—Kt-B5	Q-B5ch
11—P-B3	P-B3	26—R-Q2	Q-K6
12—B-Q3	PxQP	27—P-Kt4	Q-B6ch
13—PxQP	PxP	28—R-B2	Q-R8ch
14—BPxP	RxKt(a)	29—Resigns.	
15—PxR	Q-R5ch		

(a) Well played. He gets three pawns and a good attack in return for the "exchange." (b) Obviously he cannot take the Kt, without losing the Queen. (c) The game was almost hopeless anyway, but this does not improve his chances.

FRENCH DEFENCE.

(St. Petersburg Tournament, 1909.)

White—Fleishman.

Black—Tartakower.

1—P-K4	P-K3
2—P-Q4	P-Q4
3—QKt-B3	KKt-B3
4—B-KKt5	B-K2
5—P-K5	Kt-K4(a)
6—KtxKt	BxB
7—KtxB	QxKt
8—P-KKt3	P-QB4
9—P-QB3	Kt-B3
10—P-KB4	Q-K2
11—Kt-B3	B-Q2
12—Q-Q2	Castles (b)
13—B-Q3	P-B5
14—B-B2	P-QKt4
15—Castles (k)	P-QR4

16—QR-K	P-Kt5
17—P-KB5!!(c)	PxP
18—P-KKt4!!	PxP(d)
19—Kt-Kt5	P-Kt3(e)
20—R-B6	K-Kt2
21—QR-KB	B-K(f)
22—QB4	Kt-Q
23—P-K6	R-R3
24—Q-K5!	K-R3(g)
25—QR-B5!	PxP
26—Kt-B7ch	QxKt(h)
27—R-R5ch	K-Kt2
28—RxKtP	
Checkmate!	

(a) This move is rather risky, Kt-Q2 is safer. (b) P-B5 would have temporarily prevented the B reaching the diagonal. (c) The beginning of a masterly combination. (d) If P-B5, then P-Kt5 with a fine position. (e) If Black now plays instead P-KR3, then Kt-R7, and if Rook moves and White wins either by Kt-B6ch, or R-B6, etc. (f) If B-K3, then KtxB, PxKt; Q-Kt5 and wins. (g) The only move. If K-Kt, PxPch wins the Q. (h) The Queen is lost anyway.

QUEEN'S GAMBIT DECLINED.

(From a match played by these players at Heidelberg, Germany.)

White—A. Duhm.

Black—B. Blumenfeld.

1—P-Q4	P-Q4
2—Kt-KB3	P-K3
3—P-QB4	P-QB4
4—B-B4	QKt-B3
5—QKt-B3	PxQP

6—KKtxP	Kt-B3
7—KKt-Kt5(a)	P-Q5
8—Kt-B7ch	K-K2
9—Q-R4!	PxKt?(b)
10—R-Q	Kt-Q2

11—Q-R3ch	K-B3	17—P-QB5!(d)	Kt-R4
12—QxBPch	P-K4	18—BxKP!	R-KKt
13—Kt(B7)-Q5ch	K-K3	19—Kt-B7ch	K-B2
14—Q-KR3ch	P-B4	20—QxBPch	Kt-B3
15—P-K4	P-KKt3(c)	21—RxQ	BxQ
16—PxPch	PxP	22—RxxR	Resigns

(a) Expecting 7... P-K4, when PxP would have given him a good game. (b) Not good. Better was P-K4; 10. Kt-Q5ch, KtxKt; 11. KtxKtch, K-K3 (not K-K, because of BxKP). (c) If 15... PxP, then 16. QxPch, K-Q3; 17. KtxBPch., etc. (d) Threatening B-B4, etc.

EVANS' GAMBIT.

(Played by Correspondence.)

White—G. Wiarda.

Black—Dr. J. Bannet.

1—P-K4	P-K4	14—QxR	Q-R5
2—KKt-B3	QKt-B3	15—Kt-Q4(e)	Kt-KB3
3—B-B4	B-B4	16—QxR	BxKt
4—P-QKt4	BxP	17—PxP	Kt-B6ch
5—P-QB3	B-R4	18—PxKt	Kt-Kt5!
6—P-Q4	P-QKt4(a)	19—P-KR3(f)	Kt-K6
7—BxKBPch(b)	KxB	20—Q-Q8(g)	QxQ
8—PxP	Q-K2!	21—PxKt	Q-R5
9—Castles	P-KR3(c)	22—R-B2	BxRP
10—Kt-Q4	KtxKP	23—R-Kt2	Q-K8ch
11—B-R3	P-Q3	24—K-R2	BxR
12—Kt-Kt3(d)	B-Kt3	25—KxB	P-QKt5 and wins.
13—Q-Q5ch	B-K3		

(a) Suggested and analyzed by P. S. Leonhardt, in the D. Wochensach, 1906. (b) Too risky. B-Q5 would have gained time and hampered Black considerably. (c) In order to be able to reply to Q-Q5ch by Q-K3. (d) White with this move wins back the piece, but Black plans to give up both rooks for a winning attack. (e) No better would be 15. QKt-Q2, e. g. 15... Kt-B3; 16. QxR, KKt-Kt5; 17. P-KR3, BxPch; 18. RxP, QxRch; 19. K-R, Kt-K6; 20. R-KKt, Kt-Q6; 21. Q-Q8, Q-Kt6; 22. R-Bch, KtxR; 23. KtxKt, Q-B7; 24. QxPch, K-Kt3; 25. QxQP, Kt-B4; 26. Q-Q2, Kt-K7, etc. (f) Best, if PxKt, then 19... QxPch and wins. White cannot take the Kt, because of BxRP, etc., and mate was threatened by Q-Kt4ch.

PHILLIDOR DEFENCE.

(Recently played in Moscow.)

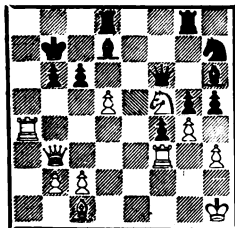
White—B. Blumenfeld.

Black—A. Alekhine.

1—P-K4	P-K4
2—Kt-B3	P-Q3
3—P-Q4	Kt-Q2
4—P-QKt3	P-QB3
5—B-Kt2	Q-B2
6—QKt-Q2	Kt-K2
7—B-K2	Kt-KKt3
8—Castles	B-K2
9—P-QR4	Castles
10—Kt-QB4	R-Q
11—Q-B?	Kt-KB5
12—R-K	KtxBch
13—RxKt	P-KB3
14—Kt-KR4	Kt-KB
15—Kt-K3	Kt-K3
16—PxP	QPxP
17—Kt(R4)-B5	B-QKt5(a)

18—P-QB3	Kt-B5
19—R-Q2	BxKt
20—KtxB	B-B4
21—P-QKt4	B-B
22—RxR	RxR
23—Q-B2	Q-Q2
24—R-KB?	Q-Q6
25—Q-Kt3ch	K-R
26—Kt-KKt3(b)	P-KR4!
27—B-B	P-R5!
28—BxKt	KPxB!
29—Kt-B5	P-R6!
30—Q-K6(c)	PxP
31—KxP	P-B6ch!
32—K-Kt	QxRch!
33—KxQ	R-Q8 mate!

(a) Threatening Kt-B5, etc. (b) White threatened Kt-K7ch, followed by Kt-Kt6ch, etc. (c) If P-KB3, then 30... Q-K7, etc.



This brilliant ending was played at Barmen some time ago. Black played: 1... PxKtP; whereupon White mated in seven moves as follows: 2. QxPch, KxQ; 3. R-Kt3ch, K-B4 (If K-B2, then 4. P-Q6ch, QxP; 5. R-R7ch, etc.); 4. R-R5ch, K-B5; 5. R-Kt4ch!, KxR; 6. B-Q2ch, Q-B6; 7. BxQch, K-B5; 8. Kt-Q6 mate.

Announcement.

To all subscribers of *Lasker's Chess Magazine*—not already subscribers to the CHESS WEEKLY, who have paid in advance, and send us a receipt to that effect, we will mail the CHESS WEEKLY, free of charge for the term of their paid-up subscription.

SICILIAN DEFENCE.

(Played in the Berlin Tournament, 1908.)

White—Ahnes.

Black—Hartenheim.

1—P-K4	P-QB4
2—KKt-B3	QKt-B3
3—Kt-B3	P-K3
4—P-Q4	PxP
5—KtxP	B-Kt5
6—Kt-Kt5	Kt-KB3
7—P-QR3	BxKtch
8—KtxB	P-Q4
9—PxP	KtxP
10—KtxKt	PxKt
11—B-Q3	B-K3
12—Castles	Q-Kt3 (a)
13—R-K	Castles (Q)

14—P-QKt4	KR-K
15—B-Q2	P-KR3? (b)
16—P-QR4	P-KKt4?
17—P-QR5	Q-B2
18—P-Kt5	Kt-K2
19—P-Kt6	PxP
20—PxP	Q-B4
21—R-R5	Q-Q3 (c)
22—B-K3!	P-Q5? (d)
23—BxP!	QxB
24—R-R8ch	K-Q2
25—B-Kt5ch	Resigns

(a) Black contemplates castling on the Q side. Better was to castle king side at once. (b) Too slow. P-Q5 with a view to compel exchanges was preferable. (c) The pawn cannot be taken because of the subsequent loss of the exchange. (d) Kt-B3 would have enabled him to hold out longer. The brilliant sacrifice was not foreseen, however.

Another "Marathon" Rapid Transit Handicap Tournament was held at the Rice Chess Club, Cafe Boulevard, Second Avenue and Ninth Street, Manhattan, on Wednesday, April 7th, twenty contestants participated. Nineteen rounds were played. Entire time consumed for pairing, scoring and playing was 2 hours and 38 minutes. This breaks the former record by 1 hour and 2 minutes. Mr. Louis Hein who conducted the former tournament also managed this one.

J. R. Capablanca won first prize with 18 won and 1 lost.

J. R. Rosenthal won second prize with 16½ won and 2½ lost.

L. R. Eisenberg won third prize with 14 won and 5 lost.

A. Marder, H. Helms and H. Rosenfeld, tied for fourth prize with 12½ won and 6½ lost.

Mr. Capablanca also won a Rapid Transit match from A. Marder by a score of 5 to 2 and 2 draws.

Mr. Jacob Rosenthal also beat A. Marder in a match by 3 to 2.

An exciting 2 men team Rapid Transit handicap tournament took place at this enterprising club on Friday, April 9th.

Mr. J. R. Capablanca playing with P. Rosenzweig, who received the odds of pawn and move won first prize, and Mr. Jacob Rosenthal playing with J. Lipschutz won second prize.

On Saturday, April 10th, 3 men team tournament was held and amid great applause and much excitement it was won by J. R. Capablanca's team, which consisted of himself, J. Bernstein and L. Sendach, who received pawn and move. The second prize was won by J. Rosenthal's team, which together with himself, consisted of Prof. Isaac L. Rice and William Frank, who received the odds of pawn and move.

This tournament proved to be a historical event, for it brought from retirement to the battle-field that first-class player and most famous beloved chess patron, Prof. Isaac L. Rice, who performed creditably for his team by winning three games.

On April 12th, 1909, Mr. A. Marder won a Rapid Transit match from Mr. Magnus Smith, by a score of 5 to 1, and 1 draw.

GRECO'S COUNTER GAMBIT.

(A beautiful game which we cull from an Exchange.)

White—Kostic.

Black—Maroczy.

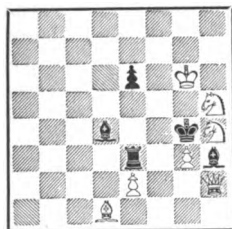
1—P-K4	P-K4	12—K-Q!!	PxKKt P dis. ch.
2—Kt-KB3	P-KB4	13—QxBch	P-KKt3
3—KtxP	Q-KB3	14—BxP!(b)	KtxP
4—P-Q4	P-Q3	15—Q-QKt5	Q-Q2
5—Kt-KB3(a)	PxP	16—R-Kch	KKt-K2
6—Q-K2	P-Q4	17—B-KKt5	QxQPch
7—P-B4	B-KKt5	18—Kt-Q2	Castles (Q)
8—PxP	Q-K2	19—BxQKt	PxB
9—P-KR3	B-R4	20—R-QB	R-Q3
10—Q-Kt5ch	P-B3	21—Q-R6ch	K-Kt
11—PxP	PxKt dis. ch.	22—B-K3	Resigns.

(a) Kt-B4 is more usual. (b) If 14... PxQ, White wins by 15. PxP, etc.

Johannesburg, South Africa. is looking forward to a visit from Dr. Emanuel Lasker, who intends to spend about two months in that part of the world. The chess champion is expected about May 1. In addition to exhibitions of his skill at chess he will give a series of lectures.

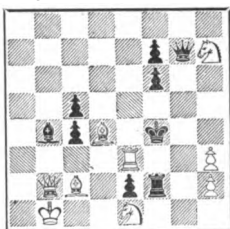
PROBLEMS.

No. 215.
By A. Fraisse.



Mate in two.

No. 216.
By F. von Dijk.



Mate in two.

No. 217.
By E. Maurice.



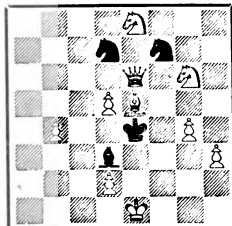
Mate in two.

No. 218.
By Dr. H. Keidanz.



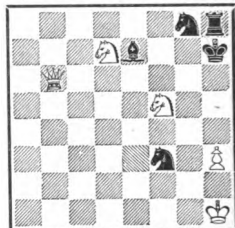
Mate in three.

No. 219.
By Dr. H. Keidanz.



Mate in three.

No. 220.
By Dobrusky & Kotrc



Mate in four.

MARSHALL vs. CAPABLANCA.

Frank J. Marshall of Brooklyn, the international chess player, and Jose R. Capablanca, Cuban chess champion, will begin their match of eight games up in the Hotel Ansonia, Broadway and Seventy-third Street, New York City, on Monday, April 19, at two P. M. Marshall and Capablanca will contest three games on succeeding days at the Ansonia, and may play one or two more before starting their series at the Manhattan Chess Club, on April 25. Marshall will complete his tour of the West this week, and is expected in New York to-day.

S. Mlotkowski of Philadelphia, has decided to resign his game in the Anglo-American cable chess match to E. G. Sergeant of the City of London Chess Club, with whom he had been paired at the ninth board. The services of Baron Albert de Rothschild of Vienna, as referee of the match, are thus dispensed with and the match goes on record as a victory for the British by the total score of 6 points to 4.

The Chess Weekly

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

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No. 22.

SOME time ago, the CHESS WEEKLY had the hardihood to criticise a style of play which puts a ban on all initiative on the plea of soundness, and which, because of its adoption by some of our foremost masters, has been termed "modern" chess and as such is supposed to represent the result of the natural development of a scientific game. We have already stated our opinion that this conservative style, which aims at little more than a draw, represents nothing more than the individual characteristics of a great player and his influence on modern chess. In our comments on the Lasker-Tarrasch match, we gave it as our opinion that this style of play had been found wanting and that that great contest would exert a reactionary influence on modern master play. The truth of this prophesy is already apparent in the games from the St. Petersburg Tournament, and, whether the following, from Dr. Lasker, in the *New York Evening Post*, is intended as a defence of the "modern" school, or marks a gradual change in the attitude of its strongest advocates, the inference is obvious. Dr. Lasker says:—

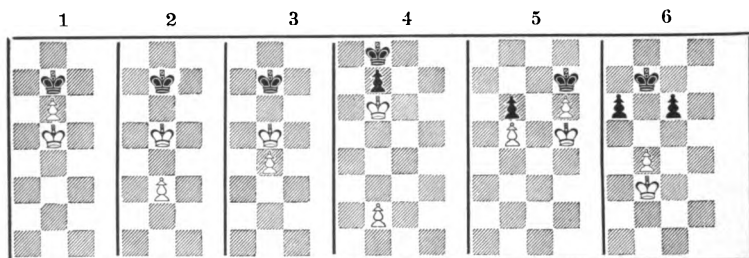
"Mieses and Forgacs tried yesterday in vain to draw against the rivals for first place, though they tried very hard. Hence, it is manifest that the peril of frequent and easy draws that has diminished the interest taken in checkers does not threaten chess, yet. Many strong players think that the recipe for making a draw is simple. They say that all one needs to do is to develop soundly—not a difficult task—and then to be satisfied with warding off the hostile attacks. Happily, chess strategy without initiative can never be perfect. Hence, he who follows the above rule, if opposed by a player as sound and as accurate, but showing enterprise, will be defeated in the end."

Commenting on Dr. Lasker's remarks, *The New Orleans Times Democrat* hits the nail on the head by saying—

"Coming from such a source, it certainly seems to us that this embodies a pretty strong endorsement of the theories of those that maintain that the so-called "modern-school" of chess, with its confessed, indeed professed, abandonment of initiative and especially of enterprise, is really

no genuine school at all, but a mere style of play reflecting the individual characteristics of the particular player. For, if the mere possession of initiative and enterprise are faculties sufficient to decide the ultimate result in a perfectly opened game as between two players, the one possessing them and the other not, what shall be said of the instance where genius on the one side throws into the scale, not merely the two elements named, but all that vaster more that genius implies."

As the theory of endgame play, especially king and pawn endings, are not frequently exemplified in printed games, the amateur knows comparative much less about this phase of the game than he does about the openings or piece play. A few examples illustrating the most salient principles of endgame play may, therefore, be of interest to our readers.



In order to save space, the diagrams of the positions show only a section of the board. No. 1, is an elementary position. Black draws with or without the move, e. g., 1. K-B5, K-Kt (the only move that draws); 2. K-B6, K-B; 3. P-Kt7ch, K-Kt and stalemate or wins the pawn. A good rule to remember is that White can win only if he can play P-7 without checking, and Black must play his king accordingly. In No. 2, the White King is in front of the pawn and in most cases wins, e. g., 1. P-Kt4, K-B2; 2. K-R6, K-Kt; 3. K-Kt6, K-B; 4. K-R7, and wins. In No. 3, the case is different, for although the king is in front of the pawn, a move cannot be gained as in the former case and the position resolves itself into that in No. 1, which is a draw. This shows that in order to win, White's King must not only get in front of his pawn, but there must be a vacant square between the two. No. 4 can be drawn by Black, e. g., 1. P-Kt4, K-R; 2. K-B7, P-Kt4 (the only move to draw); 3. K-Kt6, K-Kt, 4. KxP, K-Kt2, and draws (see No. 3). No.

5 is won by White as follows: 1. K-K5, K-Q; 2. K-Q4, K-B or K; 3. K-K4, K-Q; 4. K-K5, K-Q2; 5. K-Q5, and wins, as he either gains the opposition and wins with his QP, or else wins the Black pawn. No. 6, is a draw, e. g., 1... K-Kt3; 2. K-B4, K-B2; 3. K-B5, K-Kt2; 4. K-Q4, K-Kt3; 5. K-B4 and draws. White has only to wait for Black to play his king to Kt3, and to either K-R4, or K-B4.

MARSHALL vs. CAPABLANCA.

The first game of the match was played last Monday, at the Hotel Ansonia, N. Y. City, and finally ended in a draw. Marshall won the toss and opened with the Queen's Gambit, which Capablanca declined, defending with the P-QB4 variation. The accuracy with which the Cuban conducted a difficult defence commanded the admiration of all present, and his admirers are more than ever convinced that he will acquit himself creditably. The game follows:—

First Game—Queen's Gambit Declined.

White—Marshall.		Black—Capablanca.	
1—P-Q4	P-Q4	17—P-K3	Q-K2
2—P-QB4	P-K3	18—R-B2	R-B2
3—Kt-QB3	P-QB4	19—QR-QB	KR-B
4—PxQP	KPxP	20—Q-KKt4	Q-B3
5—Kt-B3	Kt-QB3	21—P-QR3	B-Q3
6—P-KKt3	B-K3	22—RxR	RxR
7—B-Kt2	Kt-B3	23—RxR	BxR(e)
8—B-Kt5	P-KR3(a)	24—Q-Kt4	B-Kt3
9—BxKt	QxB	25—P-QR4	Q-K2
10—Castles	PxP(b)	26—Q-B4ch	Q-B3
11—Kt-QKt5	R-B	27—Q-QKt4	Q-K2
12—KKtxQP(1)	KtxKt(c)	28—Q-B4ch	Q-B3
13—KtxKt	B-QB4	29—Q-QKt4	Q-K2
14—KtxB	PxKt	30—Q-B4ch	Q-B3
15—Q-R4ch	K-B2	Drawn.	
16—QR-QB	KR-B(d)		

(a) A new move at this point and we believe B-K2 preferable. (b) P-B5, as played by Chotiminski against Rubinstein, is perhaps the best, the weak QP notwithstanding. (1) Marshall misses the winning move here.

QR-B wins a pawn by force and leaves White with a superior end position. (c) Forced. If B-QB4, then White wins by KtxB, PxKt; P-Ké, etc. (d) This move shows that the Cuban is a dangerous antagonist. White threatened to win by 17. P-QKt4, followed by QxRP, or Q-Q7ch, and the text move perhaps furnishes the only adequate defence, as it forces Marshall to play P-K3. For instance, if 17. P-QKt4, then BxPch; 18. RxB, R-Rch; 19. B-B, K-K2; 20. RxQ, RxR and draws, at least. (e) The draw is now inevitable.

TWO KNIGHTS' DEFENCE.

(St. Petersburg Tournament, 1909.)

White—Duras.

Black—Spielmann.

1—P-K4	P-K4	18—P-QKt5	Kt-R4
2—KKt-B3	QKt-B3	19—Kt-Q5	P-K5
3—B-B4	Kt-B3	20—Q-K2	R-B2
4—P-Q3	B-B4	21—R-Q4	P-QB3
5—Kt-B3	P-Q3	22—Kt-Kt4	R-Q(e)
6—B-K3	B-Kt3	23—Kt-B2	Q-B3
7—P-KR3	B-K3	24—Kt-K3	Q-K4
8—Castles(a)	BxKB	25—KR-Q	R-B3
9—PxB	B-R4!	26—Q-QB2	P-KR4(f)
10—Kt-Q5	KtxKP	27—Q-R4	P-KB5
11—Q-Q3	P-KB4	28—QxKt	P-QKt3
12—P-QB3	Castles	29—Q-R3	PxKt
13—QR-Q	B-Kt3(b)	30—PxKP	Q-Kt6
14—P-QKt4	BxB	31—K-R(g)	QR-KB
15—KtxB	Q-B3(c)	32—Q-B	R-B7
16—KR-K(d)	Kt-Kt4	33—R-KKt	QR-B6!
17—KtxKt	QxKt	Resigns (h)	

(a) BxB, or B-Kt3 should be played. (b) White threatened 14. P-Kt4, B-Kt3; 15. P-B5, PxP; 16. Q-B4, etc. (c) KtxBP was threatened. (d) Again threatening KtxKBP. (e) Black cannot play 22... P-B4, because White replies with 23. RxQP, PxKt; 24. PxP, winning back the piece. (f) So that Kt shall not go to Kt4 on the next move. (g) R-B7 was threatened. (h) Because Black mates by QxRPch, etc.

Formal presentation of the Brooklyn Chess Association championship cup was made Wednesday night, at the club house of the Dyker Heights Country Club, the team of which emerged winners of this year's tournament for supremacy among the minor clubs of Brooklyn.

TWO KNIGHTS' DEFENCE.

(St. Petersburg Tournament, 1909.)

White—Mieses.

1—P-K4	P-K4
2—Kt-KB3	Kt-QB3
3—B-B4	Kt-B3
4—P-Q4	PxP
5—Castles	B-B4
6—P-K5	P-Q4
7—PxKt	PxB
8—R-Ksq, ch	B-K3
9—PxP	R-KKtsq
10—B-Kt5 (a)	B-K2 (b)
11—BxB (c)	KxB (d)
12—QKt-Q2	Q-Q4
13—P-QKt3	PxP

Black—Teichmann.

14—KtxP	QR-Qsq
15—Q-K2	P-Q6
16—PxP	RxP (e)
17—P-Q4	K-Bsq
18—QR-Bsq	R-Kt3
19—R-B3	P-QR4
20—Q-Q2	P-R5
21—Kt-B5	KtxP
22—KtxBch	RxKt (f)
23—KtxKt	QxKt
24—Q-Bsq	RxRch
25—QxR	QxR
Resigns.	

Notes from *The Field*.

(a) Probably expecting 10... Q-Q4, but Teichmann has a defence of his own which breaks the attack altogether. Mieses's variation begins with 9. PxP instead of 9. Kt-Kt5. (b) Simple and effective. (c) There is nothing better. 11. B-R6 could be answered with 11... B-B3. (d) This is Teichmann's variation. It seems obvious enough, the sting of White's attack having been taken out. (e) 16... QxP would have been answered with 17. Q-Kt2, Q-Kt3; 18. Kt-R4, with some attack still, whereas the text move leaves White no chances. (f) There is no adequate reply to this move. A very pretty and valuable game to the theory of this opening.

The annual handicap tournament of the Manhattan Chess Club was won by José R. Capablanca, with the score of 12 out of a possible 14 games. H. Rosenfeld and G. J. Beihoff are tied for second place, with scores of 10 to 4, while O. Roething with 8 to 3, has still a chance to displace them.

Capablanca won a so-called Marathon rapid transit tournament in a field of sixteen first class players at the Rice Chess Club last week. The Cuban went through fourteen rounds, winning all his games, and

in the final round drew with J. Rosenthal, who captured the second prize. A. Marder won the third. L. R. Eisenberg was placed fourth, and Roy T. Black of Brooklyn, fifth.

RUY LOPEZ.

(St. Petersburg Tournament, 1909.)

If B-Kt3, then Black might reply P-KR4.

White—Dr. Perlis.

Black—Dr. Lasker.

1—P-K4	P-K4	18—P×P	B×P
2—Kt-KB3	Kt-QB3	19—B-K3	P-Q5
3—B-Kt5	P-QR3	20—B-B sq (c)	Q-Q4
4—B-R4	Kt-B3	21—Q-Q3	R-Qsq
5—Castles	KtxP	22—Kt-Q2	Castles
6—P-Q4	P-QKt4	23—Kt-Kt3	B-R2
7—B-Kt3	P-Q4	24—B-Q2	P-QR4
8—P×P	B-K3	25—QR-Bsq	KR-Ksq
9—P-QB3	B-K2	26—P-B4	Kt-Bsq
10—P-QR4(a)	P-Kt5	27—B-K4	B×B
12—B-B2	B-Kt5	28—R×B	P-B3
11—R-Ksq	Kt-B4	29—QR-Ksq	Kt-Q2
13—P-R3(b)	B-R4	30—P-K6(d)	Kt-Kt3
14—P-Kt4	B-Kt3	31—P-B5	KtxP
15—Kt-Q4	KtxKt	32—B-Bsq	Kt-B6
16—P×Kt	Kt-K3	33—P-K7	R-Q2
17—B-B5(1)	P-QB4	34—Resigns (e)	

(Notes from the *Novoye Vremya*)

(a) R-Ksq is better at this stage. (b) It would be dangerous to play Kt-Q2, because of P-Q5. (1) If B-Kt3, then Black might reply P-KR4 (c) Owing to the mistake on his 10th move, White finds it difficult to relieve his cramped position. (d) The better continuation is P×BP. (e) Because he must lose the exchange since the Kt can not be taken without the loss of a clear rook.—M. S.

At the Manhattan Chess Club, last week, Otto Roething, former state champion, won first prize in the rapid transit knockout tournament, which had sixteen competitors. Roething met Capablanca in the semi-final round and drew the game, although a pawn behind in the

ending. Capablanca lost the toss to decide who should advance, and Roething defeated H. Rosenfeld in the final round, the latter taking the second prize.

DOUBLE RUY LOPEZ.

(St. Petersburg Tournament, 1909.).

White—J. Perlis.

Black—Salwe.

1—P-K4	P-K4	14—B-Kt3ch	P-Q4
2—Kt-QB3	Kt-KB3	15—P-KB4!	PxKP
3—Kt-B3	Kt-B3	16—P-B5!(d)	R-B3
4—B-Kt5	B-Kt5	17—QR-K	K-R
5—Castles	Castles	18—P-KKt4!	B-Q2
6—P-Q3	P-Q3	19—Kt-Kt6ch	KtxKt
7—B-KKt5	Kt-K2	20—PxKt	RxP(e)
8—Kt-KR4	P-QB3	21—R-B7	Q-Kt3ch
9—BxKt	KtPxB	22—K-R	R-Kt2
10—B-R4	P-KB4(a)	23—QxKP	QR-KKt
11—Q-R5	BxKt	24—QR-KB(f)	Q-Kt4(g)
12—PxP	PxKP(b)	25—QR-B2	Q-B4
13—PxP	P-KB4(c)	26—RxR	Resigns

(a) Black might have risked 10... BxKt; 11. PxBl, Q-R4; 12. B-Kt3, QxPch, etc. (b) P-B5 appears better. (c) Kt-Kt3 was best. If 13... Q-R4, then 14. B-Kt3, QxP; 15. Q-Kt5ch, Kt-Kt3; 16. KtxKt, PxKt; 17. QxPch, etc. (d) PxP was also good. (e) 20... RxRch, would not be good. (f) 24. RxBl was not good because of 20... Q-B7, etc. (g) If 24. Q-Q, then 25. RxR, RxR; 26. R-B7, and wins.

Mr. H. E. Atkins, British Chess Champion, has adjudicated as drawn, the unfinished game in the recent cable match, between W. H. Hughes, of the University of Pennsylvania, and R. Lob., of Oxford. The final score is, therefore, America, $4\frac{1}{2}$; Great Britain, $1\frac{1}{2}$.

The championship tournament of the City of London Chess Club has just been concluded. Mr. W. Ward won the contest by the score of 15 to 2. The other leaders were: J. H. Blake, $13\frac{1}{2}$ to $3\frac{1}{2}$; G. E. Wainwright, 12; E. G. Sergeant, $11\frac{1}{2}$ to $5\frac{1}{2}$; C. J. Woon, 10.

NOTICE.

All who owe us for this last quarter, and receive a bill with this number, are requested to pay up at once, as hereafter, the WEEKLY will be mailed only to paid-up subscribers.

PROBLEMS.

No. 221.
By C. G. Gavrilow.



Mate in two.

No. 222.
By H. Rubesamen.



Mate in two.

No. 223.
By P. F. Blake.



Mate in two.

No. 224.
By E. Kliesch.



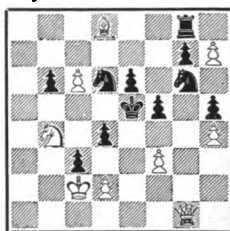
Mate in three.

No. 225.
By Fritz of Geijerstam



Mate in three.

No. 226.
By G. Chocholous.



Mate in four.

M. Alachin, a talented young Russian player, is the winner of the national tournament conducted in connection with the recent international tournament at St. Petersburg and is the recipient of the Czar's magnificent trophy.

Similar gifts have been made in the past by Napoleon III., the Emperor of Austria.; the Prince Regent of Bavaria, the Prince of Monaco, the French Presidents, Jules Grévy and Félix Faure, and Lord Gray, Governor General of Canada.

The annual report of the British Chess Federation contains fifty-seven problems of its second problem competition. The winners are F. Gamage, Westborough, Mass., first; P. F. Blake, Liverpool, England, second; and Beda Bosch, Prague, Bohemia, third. Particulars about the third competition may be obtained from Leonard P. Rees, St. Aubyns, Redhill, Surrey, England.

The Chess Weekly

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

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May 1, 1909.

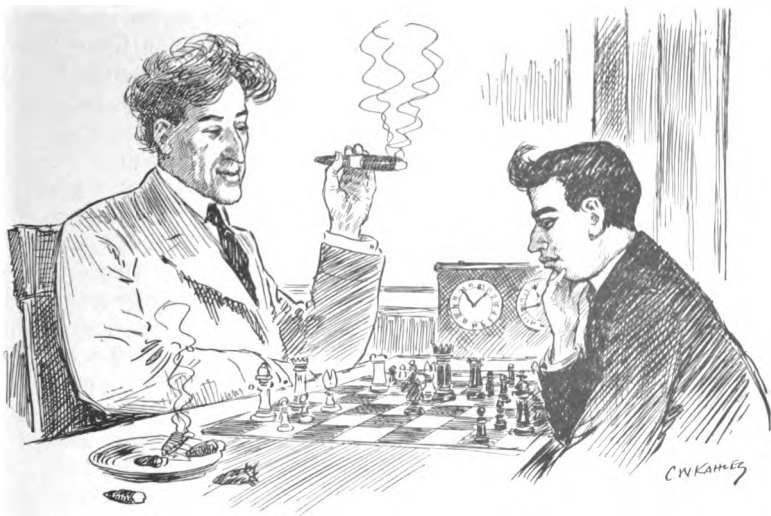
No. 23.

Secretaries or other members of chess clubs will confer a favor by promptly sending us full scores of tournaments and all other matters which they desire to have published.

NOTICE.

We again request those of our subscribers who owe us for the CHESS WEEKLY, to remit at once. Please give us a chance. *We need the money.*

MARSHALL vs. CAPABLANCA.



F. J. Marshall.

Jose R. Capablanca.

The match of "eight games up" between F. J. Marshall and Jose R. Capablanca, is creating great interest all over the United States. As usual, opinions are divided as to the likely outcome of the contest between America's leading representative in International tournaments and

the young Cuban champion, whose undeniable genius has gained him many supporters. It is said that Cuba is greatly excited over the contest and the moves of each game are cabled there daily.

Of the five games contested so far, Capablanca has won two and drawn three. His play is sound and energetic and his style greatly resembles that of Lasker. Some time ago, we said that Capablanca would have to give positive proof of his ability before we acknowledged him as a chessmaster. The games of the match so far, have furnished satisfactory proof to us that this young player is already a master of the first rank.

The match will be continued as follows: Morristown, N. J., April 29th, one game; Scranton, Pa., May 1st, one game; Wicksburg, May 3rd, one game; Manhattan Chess Club, May 6, 8 and 9.

Marshall and Capablanca will also play a simultaneous exhibition at Scranton, on Friday, April 30, both players making the moves alternately. The fifth game was played at the rooms of the Manhattan Chess Club, last Tuesday, and was won by Capablanca after fifty-two moves.

RUY LOPEZ—Second Game.

White—Capablanca.

Black—Marshall.

1—P-K4	P-K4
2—Kt-KB3	Kt-QB3
3—B-Kt5	P-KB4(a)
4—Kt-B3	Kt-B3
5—Q-K2(b)	Kt-Q5
6—KtxKt	PxKt
7—PxP dis. ch.	B-K2
8—Kt-K4	Castles
9—KtxKtch	BxKt
10—Castles	P-Q4
11—B-Q3	P-QB4
12—Q-R5(c)	Q-Q3
13—P-QB4	PxP(d)

14—BxPch	K-R
15—P-Q3	B-Q2
16—P-QR4	Q-K4
17—P-KKt4	B-K2(e)
18—B-Q2	Q-K7(f)
19—QR-K	QxB
20—RxB	B-K(g)
21—P-B6(h)	Q-R3
22—QxQ	PxQ

And Black resigned after a few more moves, as the White K side pawns are irresistible.

(a) This defence was a favorite one with Marshall some years ago, but it is probably unsound. (b) Recommended by Lasker, but PxP and Kt-KR4 is even stronger. (c) All this is Lasker's analysis. (d) An extraordinary move for Marshall to make, since it is just what White needs to enable him to develop his QB and open up the K side attack.

We are of the opinion that Black might have obtained the superior game by 13... B-Q2 and B-B3, with many chances for a successful attack. (e) This move is simply a waste of time. B-B3 would have put White on the defensive for a time, at least, as Q-K7 and Q-B6 would have been threatened. (f) With his B at QB3 now, this move would be fatal for White, hence, the previous note. (g) Surely a case of chess blindness, for this move literally throws the game away at once. Had Black played B-B3 (threatening Q-B5, etc.) we fail to see any advantage for White. (h) Capablanca quickly discovers the weakness of Marshall's twentieth move, and the rest requires no comment.

QUEEN'S GAMBIT DECLINED—Third Game.

White—Marshall.

Black—Capablanca.

1—P-Q4	P-Q4	20—KtxB	Q-Q3
2—P-QB4	P-K3	21—Kt-K5	P-QR3
3—Kt-QB3	Kt-KB3	22—P-QR4	KR-Kt
4—B-Kt5	B-K2	23—R-Kt4	P-QKt4
5—Kt-B3	QKt-Q2	24—PxP	RxP
6—P-K3	Kt-K5(a)	25—RxR	PxR
7—BxB	QxB	26—R-Kt	R-R4
8—BPxP	KtxKt	27—P-B3	Q-R3
9—PxKt	PxP	28—Q-Kt2	Q-Q3
10—Q-Kt3	P-QB3	29—Q-QB2	P-Kt3
11—B-Q3	Castles	30—P-R3	K-Kt2
12—Castles	Kt-B3	31—P-K4	Q-R3
13—QR-Kt	P-QKt3	32—Kt-Kt4(c)	R-R7
14—Kt-K5	P-B4	33—Q-B	KtxKt
15—Q-R3	R-K	34—RPxKt	PxP
16—B-Kt5	P-B5(b)	35—PxP	R-K7
17—Q-R4	R-B	36—Q-B4	RxKtPck
18—B-B6	B-Kt2		
19—Q-B2	BxB		

Drawn.

2 h. 42 m.

2 h. 12 m.

(a) This is the defence first adopted by Lasker in his match with Marshall. Capablanca first developed the QKt, but the resulting position is the same. (b) Accurately played. (c) Not very good, but there was not much to be done.

RUY LOPEZ—Fourth Game.

White—Capablanca.

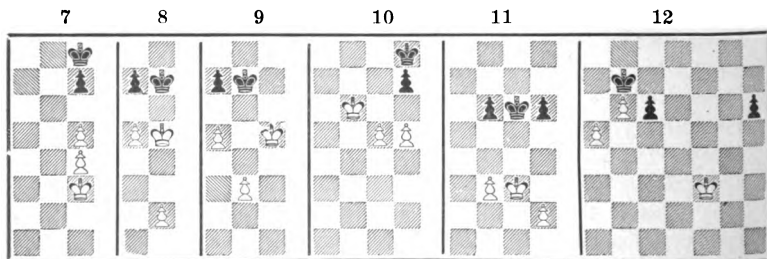
Black—Marshall.

1—P-K4	P-K4	11—B-Kt5	P-KR3
2—Kt-KB3	Kt-QB3	12—B-R4	R-K
3—B-Kt5	P-Q3	13—P-QB4	Kt-Q2
4—P-Q4	B-Q2	14—BxB	RxB
5—Kt-B3	Kt-B3	15—QR-Q	R-K3
6—Castles	B-K2	16—P-B4	P-QR3
7—R-K	QKtXP	17—Kt-B3	Kt-B3
8—KtxKt	PxKt	18—Kt-Q5	KtxKt
9—QxP	BxB	19—KPxKt	R-K2
10—KtxB	Castles		

Drawn.

The games played so far have been solid chess, though somewhat lacking in initiative. We do not like the looks of this game, however. Why play "book" for nineteen moves and then agree on a draw?

According to advices from the other side, Dr. Emanuel Lasker, the chess champion, has been suffering from an indisposition since the close of the international tournament at St. Petersburg, in which he tied for first prize, and on this account he has postponed his trip to South Africa. Instead, the champion expects to come to America about the last of May. While here, Dr. Lasker is expected to consummate arrangements for his forthcoming championship match with Carl Schlechter of Vienna, to be played in the fall of this year.

END PLAY.

No. 7, White to move wins as follows:—1. P-B6, K-Q; 2. K-Kt4. K-K2; 3. K-R5, K-Q3; 4. K-Kt5, K-K2; 5. K-R6 and wins. Should White, on his first move play his King, the game would be drawn; nor

must he, on his second move, play his King in opposition of the Black King. For example, if Black plays K-Kt, White's reply must be, K-Q4, etc.

No 8 is drawn thus: 1. P-Kt3, K-R; 2. K-R6, K-Kt; 3. P-Kt4, K-R; 4. P-Kt5, K-Kt; 5. P-Kt6, P×P, etc. If White plays 1. P-Kt4, then K-Kt; 2. K-R6, K-R; 3. P-Kt5, K-Kt; 4. P-Kt6, P×P and draws.

No. 9 is a win for White, e. g., 1. K-Kt5, K-B2; 2. K-R6, K-Kt; 3. P-Kt3, K-R; 4. P-Kt4, K-Kt; 5. P-Kt5, K-R; 6. P-Kt6 and wins. If Black replies 1... K-Kt; 2. K-R6, K-R; 3. P-Kt4 and wins.

In No. 8, Black having obtained the opposition draws, but in the present example White wins from being first enabled to command the opposition.

No. 10, Black with the move must lose. 1... P-Q3; 2. P-B6 (If White takes the pawn he cannot win), K-Kt; 3. P-B7ch, K-B; 4. K-R6, K×P; 5. K-R7, K-B; 6. K-Kt6, K-Q2; 7. K-Kt7, K-Q; 8. K-B6, K-K2; 9. K-B7, K-K; 10. K×P, K-Q; 11. K-K6, K-K; 12. P-Q6 and wins (see No. 2.)

No. 11 is a win for White, if he has the move e. g.: 1. K-B4 (the only move to win), P-Kt4ch; 2. K-Q4 (K-Kt4 would draw), K-Kt3 (If P-Q4, then P-Kt4, K-Q3; P-Q3 and wins); 3. K-Q5, K-R4 (or A); 4. K×P, K-Kt5; 5. K-B6, K×P; 6. K×P and wins. (A) 3... K-B2; 4. P-Kt4, K-Q2; 5. P-Q4, winning.

In No. 12 White wins as follows: 1. K-K4, K-R3; 2. K-K5, K-Kt2, 3. K-K6, K-R3; 4. K-Q6, K-Kt2(a); 5. K-B5, P-Kt4; 6. P-R6ch, K×P; 7. K×P, P-Kt5; 8. P-Kt7, winning. (a) The advance of the RP would be unavailing, as White's reply would be K-B7 winning easily.

An interesting point arose in connection with the recent championship tournament of the Rice Chess Club. Dr. Keidanz, who was scheduled to play Mr. Morris, did not arrive at the appointed time. Morris who had the White forces consequently started the Doctor's clock and after two hours, (the timelimit was 30 moves in the first two hours), the doctor not having made his appearance, was about to score the game by default, when Dr. Keidanz walked in and asked Morris what he was about to do. Upon being told that he had lost the game on the time limit, the doctor after a hasty glance at the board replied, "How can I have lost on the time limit when you had the White pieces, and the board shows that you have not made your first move? How can I move before you have moved? I claim the game on the time limit?"

Whether from qualms of conscience, or fear of an adverse decision from the tournament committee, both sides, after much discussion, agreed

to play the game out. Suppose the question had been submitted for decision. Who would have won?

The annual meeting of the Westmount Chess Club (Montreal) was held at Victoria Hall, last Saturday evening, quite a large number of members attending. The officers elected for the ensuing year were as follows:—Mr. Joseph Sawyer, champion of Canada, president; Mr. E. L. Gnaedinger, first vice-president; Professor Bemrose, second vice-president; Mr. E. B. Kirkham, treasurer, and Dr. A. W. McArthur, secretary.

The chess match between the Rochester Chess Club and the Buffalo Checker and Chess Association, resulted in a well-earned victory for Rochester by the score of 6 wins to 3 for the Buffalo club.

The championship tournament of the Rice Chess Club has just been concluded. Mr. L. Rosen won the championship by the excellent score of $10\frac{1}{2}$ to $3\frac{1}{2}$; A. Kreymborg came second with 10 to 4; Morris and Marder, each with $9\frac{1}{2}$ to $4\frac{1}{2}$, divided third and fourth prizes, while Roething was fifth, with 9 to 5.

Last week, at the Rice Chess Club a rapid transit match of five games up, was played between Jose R. Capablanca and Chas. Jaffee. Mr. Jaffee, having the reputation of being the champion rapid transit player of the East Side, was expected to make a close score against the Cuban, but Capablanca's play was irresistible and he won the match by a score of five straight games. It is pretty plain by now that if Capablanca has his equals at quick chess they at any rate do not live in the neighborhood of New York.

"The Chess of to-day represents an evolution. It has been slowly going through the refining processes of the ages, until it is the most perfect game devised by the genius of man. The great lessons of life may be learned on its 64 squares; stations in society are personified by the Kings, the Queens, the Rooks, the Bishops, the Knights, the Pawns—even to the possibility of a peasant Napoleon marching from poverty to empire. The game of Chess is the game of life in miniature, and with the same governing principles. It is royal by nature, as well as by association; and the attainment of rare Chess skill is positive proof of intellectual power."—*Des Moines Leader*.

RUY LOPEZ—(Riga Defence.)

Played in the Current Correspondence Match, Yorkshire vs. Ireland.

Notes by F. D. Yates, in the B. C. M.

White—J. J. O'Hanlon, (Portadown) Black—F. D. Yates, (Leeds)

1—P-K4	P-K4	13—Q-Q	KtxKt
2—KKt-B3	QKt-B3	14—PxKt	Q-B3(c)
3—B-Kt5	P-QR3	15—BxR	Q-Kt3ch
4—B-R4	Kt-B3	16—K-R	B-R6
5—Castles	KtxP	17—BxPch	KxB
6—P-Q4	PxP(a)	18—Q-Kt	Q-Q6
7—R-K	P-Q4	19—Kt-Q2	R-K
8—P-QB4(b)	B-QKt5(c)	20—P-QR4	R-K7
9—PxP	BxR	21—P-QKt4	Q-KB4(f)
10—QxB	Castles	22—R-R3	Q-KKt3
11—QxKt	R-K	23—Resigns.	
12—Q-Q3(d)	Kt-K4		

(a) The Riga Defence. (b) The latest continuation. (c) Played in order to break the attack by giving up two pieces for the exchange and two pawns. (d) Q-KB4 would have been better. (e) A sound sacrifice. White's succeeding moves are practically forced. (f) RxKt would also have won by bringing about one of those uncommon positions where the necessity of moving is *minus*. It has been termed "Walking the Plank."

BRIC-A-BRAC.

Played at the Brooklyn Chess Club. White gives odds of QKt.

White—R. T. Black,

Black—G. D. Richardson.

1—P-K4	P-K4	12—RxB	KtxR
2—P-KB4	PxP	13—QxPch	k-K3
3—Kt-KB3	B-K2	14—Q-B7ch	K-Q3
4—B-B4	B-R5ch	15—Kt-B4ch	K-B3
5—P-Kt3	PxP	16—Kt-R5ch	K-Kt3
6—Castles(a)	PxPch	17—Q-Kt3ch	KxKt
7—K-R	B-K2	18—B-Q2ch	K-R3
8—BxPch	KxB(b)	19—Q-R4ch	K-Kt3
9—Kt-K5ch	K-K3	20—B-R5ch	K-R3
10—P-Q4	B-B3	21—BxP mate.	
11—Q-Kt4ch	K-K2		

(a) Rather risky, and, therefore, to be recommended when giving a knight. (b) Better was 9. K-K; 10. Q-R5ch, P-Kt3; 11. KtxKtP, Kt-KB3.

PROBLEMS.

No. 227.
By F. von Wardener.



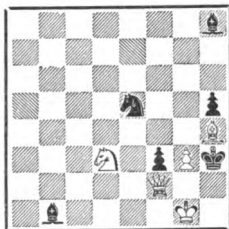
Mate in two.

No. 230.
By Dr. H. Keidanz.



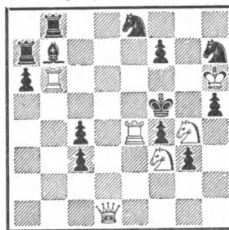
Mate in three.

No. 228.
By O. Nemo.



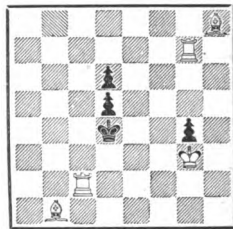
Mate in two.

No. 231.
By K. Erlin.



Mate in three.

No. 229.
By S. Loyd.



Mate in two.

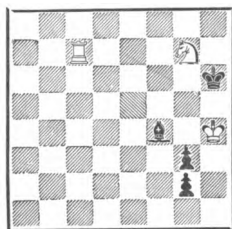
No. 232.
By K. Slavik.



Mate in four.

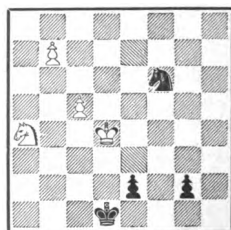
END GAMES.

No. 38.
K. A. L. Kubbel.



White to play and
draw.

No. 39.
H. Rinck.



White to play and
draw.

The Chess Weekly

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Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

May 8, 1909.

No. 24.

MARSHALL vs. CAPABLANCA.

The eighth game of the match between F. J. Marshall and José R. Capablanca, played at Wilkesbarre, Pa., was won by Capablanca, in thirty-one moves. After the seventh game which Marshall won in such brilliant fashion, his friends hoped for the return of his old-time form, but while his play seems to lack his usual fire and energy, it must be admitted that Capablanca's marvelous accuracy and position judgment would severely try the skill of any chess master. The total score now stands: Capablanca 4, Marshall 1, and 3 drawn games.

Following are the scores of the games:

QUEEN'S GAMBIT DECLINED—Fifth Game.

(Played at the Manhattan Chess Club)

White—Marshall.

Black—Capablanca.

1—P-Q4	P-Q4	21—B-Kt?(f)	P-KKt4
2—P-QB4	P-K3	22—KtxP(g)	RxR
3—Kt-QB3	Kt-KB3	23—QxR(h)	Kt-Kt5(i)
4—B-Kt5	B-K2	24—Q-Kt3	QxKt
5—P-K3(a)	Kt-K5	25—P-KR4	Q-Kt2
6—BxB	QxB	26—Q-B7	RxP(j)
7—B-Q3	KtxKt	27—Q-Kt8ch	K-R2
8—PxKt	Kt-Q2	28—P-K5 dis. ch.	B-K5
9—Kt-B3	Castles	29—RxR	BxB
10—Q-B2	P-KR3	30—QxRP	KtxKP
11—Castles	P-QB4(b)	31—R-KB4	B-K5!
12—R-K	PxBP	32—P-Kt3	Kt-B6ch(k)
13—BxP	P-QKt3	33—K-Kt2	P-B4
14—Q-K4(c)	R-Kt	34—QxKtP	KtxPch
15—B-Q3	Kt-B3	35—K-R2	Kt-B6ch
16—Q-B4	B-Kt2	36—RxKt	BxR
17—P-K4	KR-Q	37—QxP	B-K5
18—QR-Q(d)	QR-B	38—P-B3	B-Q6
19—R-K3(e)	PxP	39—Q-Q5	Q-Kt7ch
20—PxP	R-B6	40—K-Kt	B-Kt8

41—P-R4	Q-R8	48—Q-K8ch	Q-B2
42—Q-Kt7ch	K-Kt3	49—Q-R4	Q-K3
43—Q-Kt6ch	K-R4	50—P-R6	Q-K7ch
44—K-R2	B-R7	51—K-R3	B-Q4
45—Q-Kt5(1)	K-Kt3	52—P-R7	BxP
46—P-R5	Q-Q5	Resigns.	
47—Q-B6ch	Q-B3		

(Notes written exclusively for THE CHESS WEEKLY, by J. R. Capablanca.)

(a) In the third game, Marshall played here Kt-KB3 instead of the text move—no doubt he was not satisfied with the position he obtained in that game and consequently he varied. It is my opinion, however, that by Kt-K5 Black can always get a good game. As most readers probably know, this move was invariably played by Lasker in his match with Marshall with very good results. All in all, I believe that Kt-K5 is the best defence against the Queen's Gambit. (b) In the third game I wasted a move in a similar position, by first playing P-QB3. (c) Rather a weak move, as the queen is better placed at B2. By this move the queen will always be in the way of the centre pawns. White's position in consequence of this move seems to be very good, but only on the surface, as a careful analysis of the position will show that White really can do very little without danger of loss of material. (d) P-K5 is never feasible, because of Kt-Q4; Q-K4, P-KKt3; and White must lose at least a pawn. (e) A poor move, as it blocks the diagonal for the queen, and the move itself threatens nothing. White might have played Q-Q2—some interesting play arises from P-Q5. Black could, however, safely reply PxP, whereupon White might play PxP, or P-K5, the latter being much the stronger. (f) I cannot see what object Marshall had in making this move. Not only it threatens nothing, but, worse still, it loses a pawn. White's game was very difficult here. Q-R4 was probably the best move. (g) Making a combination full of holes. Marshall, however, was pressed for time and this may account for his making such an unsound sacrifice. (h) If PxR, Kt-R4 followed by QxKt. (i) PxKt although feasible was not so good, as White remained with two pawns for a piece and a fairly good game. (j) So far, I am satisfied with my conduct of the game, but right here I went a little astray, Q-B3! instead of RxP, would have won much easier. Thus, Q-B3, Q-Kt3, P-KR4, P-B3, RxP, R-KB, Q-K4 and Black is a piece ahead. (k) A bad blunder, which made it extremely difficult for me to win the game. B-Q4 was the proper move. (l) Here White should have played P-Kt4, as it was the only drawing chance left. Black, however, would possibly win by PxP, PxP, K-Kt4!

Mrs. C. E. Nixdorff and Mrs. C. West Van Helden are the winners, respectively, of the first and second prizes in the annual championship tournament of the New York Women's Chess Club.

RUY LOPEZ—Sixth Game.

(Played at Morristown, N. J.)

White—Capablanca.		Black—Marshall.	
1—P-K4	P-K4	21—B-Kt3	P-B3
2—Kt-KB3	Kt-QB3	22—Q-Kt3	P-QR4
3—B-Kt5	P-Q3(a)	23—P-R4	Kt-B2
4—P-QB3	B-Kt5(b)	24—B-K3	P-QKt3(i)
5—P-Q3	B-K2	25—R-R4	K-B
6—Kt-Q2	Kt-B3	26—QR-R	Kt-Kt
7—Castles	Castles	27—Q-B3	BxKt
8—R-K	P-KR3	28—KtPxB	R-Q3
9—Kt-B	Kt-R2	29—Q-R5	R-R2
10—Kt-K3	B-R4(c)	30—Q-Kt6	Kt(B2)R3
11—P-KKt4(d)	B-Kt3	31—RxKt(j)	PxR
12—Kt-B5	P-KR4(e)	32—BxPch	K-K2
13—P-KR3	PxP	33—Q-Kt7ch	K-K
14—PxP	B-Kt4	34—QxKtch	K-Q2
15—KtxB(f)	KtxKt	35—Q-R7ch	Q-K2
16—K-Kt2	P-Q4	36—B-B8	QxQ
17—Q-K2	R-K	37—RxQch	K-K
18—R-R	R-K3	38—RxR	KxB
19—Q-K3(g)	P-B3	39—K-B3	Resigns
20—B-R4(h)	Kt-K2		

(Notes written exclusively for THE CHESS WEEKLY, by J. R. Capablanca.)

(a) A curious fact about this game is that while Marshall is playing Steinitz's old defence, P-Q3, I am playing in a way Steinitz's attack in the Ruy Lopez. (b) A favorite move with Marshall. (c) Not good, as P-KKt4 is not only feasible, but absolutely sound. (d) After this move, White's position improves steadily to the finish. (e) BxKt was probably best, in which case White would have continued KtPxB. (f) It was all important in this position to keep the QB, so as to have command of the KB4 square, where the Black Kt might attempt to get, hence, the capture of the Black B at once. (g) Not R-R2, because of BxKt, KtPxB, R-R3, etc. (h) The B being of no use at Kt5 it must be brought back to Kt3 to attack the weak QP, and command that important diagonal. (i) To prevent B-B5. Black is putting up a strong defense and trying to weather the storm, unfortunately he is compelled to make moves like this which weaken his position until finally the game is gone. It might be interesting to the reader to look over this game carefully—they will then find that Black has had very little choice, and that the last twenty moves of the game have been forced in nearly every case. (j) The final coup.

Black's game has been weakening right along, until now exhausted, there is no defence. Marshall probably thought after this that there had been too many White bishops in this game.

Prof. Isaac L. Rice recently published a supplement to the fourth edition of the analysis of the Rice Gambit, containing some fifty-four variations intended to prove that White wins or draws against all the latest resources for Black. The ink was scarcely dry on the pages of the publication when a prominent member of the Rice Chess Club discovered what appeared to be a speedy win for Black in one of the main variations. This was a serious blow, which threatened to undo the work of years of analyses and finally topple the famous Gambit over the edge into the limbo of unsound openings. Great gloom settled on the Gambit-mongers, while the advocates of modern chess wisely shook their heads and said, "I told you so." The gravity of the situation was plainly apparent in the furrowed brow and troubled look of the Professor himself. But he soon proved that necessity is the mother of invention, by "busting" the "bust" in a most ingenious manner, and he is now thoroughly convinced of the soundness of his Gambit. The following is the variation in question:—1. P-K4, P-K4; 2. P-KB4, P×P; 3. Kt-KB3, P-KKt4; 4. P-KR4, P-Kt5; 5. Kt-K5, Kt-KB3; 6. B-B4, P-Q4; 7. P×P, B-Q3; 8. Castles, B×Kt; 9. R-K, Q-K2; 10. P-QB3, Kt-R4; 11. P-Q4; Kt-Q2; 12. P×B, Kt×P; 13. Q-K2, P-KB3; 14. Kt-Q2, K-Q; 15. P-QKt3, P-B6; 16. Q-K3, R-K; 17. P-Q6, P×P; 18. B-R3, P-KB4; 19. QR-Q, Q×P; 20. B×P, P-Kt6 (The move which threatened to win for Black. Notice the ingenious reply) 21. B-K7ch, Q×B; 22. Kt×P dis. ch., Kt-Q2; 23. Q-R6, Q-B4 ch.; 24. K-R, RxRch.; 25. Kt×R, P-B5; 26. B-B7, regaining the piece with the better game. If 25... K-B2; 26. Q×Kt, Kt-Kt3 (or A); 27. Q-Kt5 threatening check on Q8 and also to take P on Kt6 with check, in either case with a winning attack. If 27... Kt×B; 28. Q-Q8 ch.; K-B3; 29. Kt-Q3, followed by Kt-Kt4, winning. (A) 26... Kt-K4; 27. Q-Kt5, B-Q2; 28. Q×P, R-K; 29. R-Q5, winning.

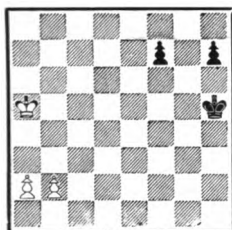
NOTICE.

We again request those of our subscribers who owe us for the CHESS WEEKLY, to remit at once. Please give us a chance. *We need the money.*

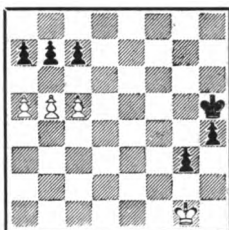
Secretaries or other members of chess clubs will confer a favor by promptly sending us full scores of tournaments and all other matters which they desire to have published.

END PLAY.

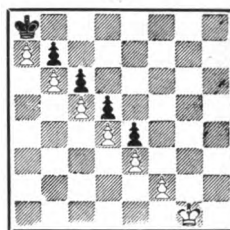
13



14



15



The importance of gaining a move is shown in No. 13, White with the move wins, because he can force the exchange of queens and without loss of time, get his king out of the path of his remaining pawn, e. g., 1. P-Kt4, P-B4; 2. P-Kt5, P-B5; 3. P-Kt6, P-B6; 4. P-Kt7, P-B7; 5. P queens, P queens; 6. Q-Kt5ch!, QxQ; 7. KxQ and wins.

No. 14 shows a method of forcing a pawn to queen through a row of adverse pawns. In cases of this kind the player whose pawns are further advanced usually wins. 1. P-Kt6, BPxP(or A); 2. P-R6, PxRP; 3. P-B6 and wins. (A) If 1... RPxP; then 2. P-B6 and wins in the same way.

No. 15 is a curious position. White wins as follows:—1. P-B3, PxP; 2. K-B (Notice the way in which White manoeuvres to avoid giving stalemate), P-B7; 3. P-K4, PxP; 4. KxP, P-K6ch; 5. K-K, P-K7; 6. P-Q5, PxP; 7. KxP, P-Q5; 8. K-Q2, P-Q6; 9. P-B6, PxP; 10. KxP, K-Kt2; 11. K-B4, K-R; 12. K-B5, K-Kt2; 13. P-R8(Q), KxQ; 14. KxP and wins.

Announcement.

To all subscribers of *Lasker's Chess Magazine*—not already subscribers to the CHESS WEEKLY, who have paid in advance, and send us a receipt to that effect, we will mail the CHESS WEEKLY, free of charge for the term of their paid-up subscription.

John Winter is one of the newcomers in the front ranks of Western chess who has come to stay, having won the championship of the Chicago Chess and Checker Club for the second time in succession, outranking such players as H. F. Lee, O. Chajes, L. Uedemann and F. Wilcox. Last year, in a field of eighteen, Winter won every game.

VIENNA OPENING.

White—A. Dukas.

Black—F. Wenger.

1—P-K4	P-K4	10—PxP	Kt-KR4
2—QKt-B3	KKt-B3	11—Q-Q2	B-B4ch
3—P-B4	P-Q3(a)	12—K-R	BxKKt?(c)
4—P-Q4	PxKBP(b)	13—RxB	B-Q5
5—BxKBP	B-K2	14—R-R3	P-KKt3
6—B-Q3	Castles	15—B-KKt5	Q-Q2
7—KKt-B3	B-KKt5	16—RxKt!	PxR
8—Castles	Kt-QB3	17—B-B6	KtxKP
9—P-K5	PxP	18—Q-R6	Resigns

(a) P-Q4 is best. (b) PxQP is again better. (c) Q-Q2 and QR-Q should have been played.

Walter Penn Shipley, of Philadelphia, has won the first game in the play-off of the triple tie for the Pennsylvania State Championship, defeating W. A. Ruth in twenty-nine moves. Later he will meet S. T. Sharp, present title holder, after the latter has played Ruth. Mr. Shipley also leads in the annual championship tournament of the Franklin Chess Club, with a score of ten wins and one loss. Herman G. Voigt being a close second. Shipley and Voigt have yet to meet.

A tournament arranged by the Washington Chess and Checker Club to test the Rice Gambit, the innovation of Professor Isaac L. Rice, of New York, has resulted in A. E. Landry winning first prize. W. R. Pratt finished second. The championship of that club was won by J. B. Moorman, after a tie with C. L. Snell.

The committee having in charge the recent International Tournament at St. Petersburg, has authorized the erection of a suitable monument upon the grave of M. I. Tschigorin, for so many years Russia's chief exponent of chess.

Award has been made of the two brilliancy prizes donated by Prince Dadian, of Mingrolia, for the finest games played in the recent international masters' tournament, at St. Petersburg. Leo Fleischmann, of Budapest, received the first honor for his victory over S. Tartakower, of Vienna, and Tartakower was made the recipient of the second prize for his win against his townsman, Carl Schlechter. Both games were recently published in the CHESS WEEKLY.

The match of five games up between Magnus Smith and Geo. Schwietzer, a member of the cable team, was won by the latter, with the decisive score of five to three games.

The death is announced in Philadelphia, of Dr. Persifor Frazer, for many years president of the Franklin Chess Club.

The Manhattan Chess Club has lost one of its best players by the recent death of Dr. C. B. Isaacson, of New York City.

Roy T. Black, former chess champion of Cornell, is almost certain to tie with G. Schwietzer, for the championship of the Brooklyn Chess Club. Schwietzer at present heads the list with a score of $8\frac{1}{2}$ to $1\frac{1}{2}$. Black comes next with $7\frac{1}{2}$ to $1\frac{1}{2}$ and one more game to play, which he is likely to win. Chas. Curt comes third with 7 to 2, and Dr. Adair fourth, with $5\frac{1}{2}$ to $3\frac{1}{2}$. In the event of a tie for first place, between Black and Schwietzer, a match will be arranged between them.

SOLUTIONS.

No. 179—B-Q7; No. 180—Q-B7; No. 181—B-R6; No. 182—Q-R7; No. 183—Q-R; No. 184—B-B5; No. 185—P-B6; No. 186—K-B2; No. 187—Q-B8; No. 188—Q-R6; No. 189—R-K2; No. 190—B-Kt4; No. 191—Q-Q8; No. 192—Q-Kt4; No. 193—Q-R2; No. 194—Q-B; No. 195—Kt-Kt5; No. 196—R-B4; No. 197—Kt-B4; No. 198—Q-QB8; No. 199—R-Kt3; No. 200—R-Kt2; No. 201—Q-Kt2; No. 202—R-B6; No. 203—R-K3; No. 204—Q-R; No. 205—R-B6; No. 206—Q-Kt2; No. 207—K-Kt6; No. 208—Kt-Q7; No. 209—Q-Q8; No. 210—R-Q8; No. 211—KtxP; No. 212—Q-R6; No. 213—Kt-B6; No. 214—R(B5)-B.

END GAME SOLUTIONS.

No. 38—1. Kt-B5ch., K-Kt3; 2. R-Kt7ch., KxKt (if 2... K-B3 then 3. KtxP, P Queens; 4. Kt-R5ch., etc.); 3. RxP, BxRch.; 4. K-R3, P-8 (Q or R) stalemate. No. 39. Kt-B3ch., K-Q7; 2. KtxP, KxKt; 3. P queens, KtP queens ch.; 4. K-B4, Q-B8ch.; 5. K-B5, Q-Kt7ch.; 6. K-B6, QxQ stalemate. If White on his first move were to play 1. K-Q3, Black would win by P-K8(Kt)ch., etc.

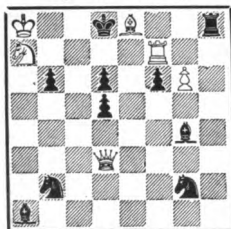
PROBLEMS.

No. 233.
By J. von Dijk.



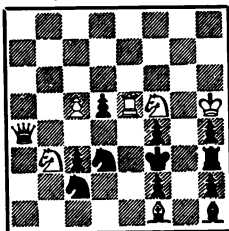
Mate in two.

No. 236.
By A. König.



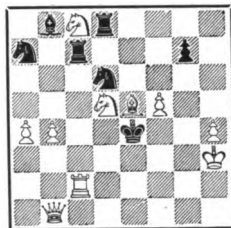
Mate in three.

No. 234.
By A. Elhkan.



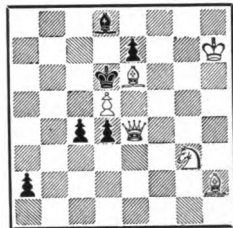
Mate in two.

No. 237.
By G. Chocholous.



Mate in three.

No. 235.
By E. Ferber.



Mate in two.

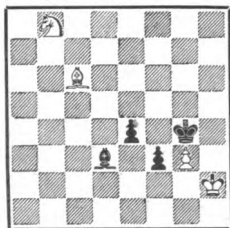
No. 238.
By J. Drtina.



Mate in four.

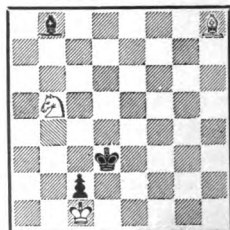
END GAMES.

A. Troitzky.



White to play and draw.

E. Plönnigs.



White to play and draw.

The Chess Weekly

4 Court Square, Brooklyn, N. Y.

Editors: W. E. NAPIER, MAGNUS SMITH, CHAS. NUGENT.

Vol. II.

May 15, 1909.

No. 25.

THE MARSHALL-CAPABLANCA MATCH.

Eleven games have now been played in this match and the score stands: Marshall, 1; Capablanca, 5; and 5 drawn games. The final result of the contest is, therefore, clearly foreshadowed. Marshall has worked very hard in trying to stem the tide of defeat, but all to no purpose. Whether Marshall plays for an advantage in the endgame, or essays his usual ingenious attacks, Capablanca's superior analytical powers enable him to grasp the possibilities, and frustrate the designs of the most subtle combinations. The loss of the match, even by an overwhelming score, need, therefore, throw no discredit on Mr. Marshall's career. We believe he has here to deal with a chess genius worthy of a tilt with Lasker.

The remainder of the match will probably be played at the Brooklyn Chess Club, commencing Tuesday, May 18th.

Following are some of the games of the match, with notes written especially for us by Mr. Capablanca.

QUEEN'S GAMBIT DECLINED—Seventh Game.

(Played at Scranton, Pa., May 1st, 1909.)

White—Marshall.

Black—Capablanca.

1—P-Q4	P-Q4	14—P-R5	B-Kt2
2—P-QB4	P-K3	15—Castles	Q-B2
3—Kt-QB3	Kt-KB3	16—KR-Kt	Kt-Q2?(b)
4—B-Kt5	B-K2	17—B-B5(c)	KR-B?(d)
5—P-K3	Kt-K5	18—BxKt	QxB
6—BxB	QxB	19—P-R6	B-B3
7—B-O3	KtxKt	20—PxP	PxP
8—PxKt	Kt-Q2	21—QxP	QR-Kt(e)
9—Kt-B3	Castles	22—RxR	RxR
10—PxP	PxP	23—Kt-K5	Q-B4
11—Q-Kt3	Kt-B3(a)	24—P-KB4	R-Kt3
12—P-QR4	P-B4	25—QxR	Resigns
13—Q-R3	P-QKt3		

(Notes written exclusively for the CHESS WEEKLY, by J. R. Capablanca.)

(a) At this position in the third game of the match, I played P-QB3. As later on I played Kt-B3 and P-OB4, I reasoned that I had lost a move, since by playing first Kt-B3 (as in this game), I could play P-QB4 at once. Marshall apparently had this variation pretty well analyzed. At that, I believe I could have held the game had I played KR-Kt at the proper time.

(b) This move cost me the game. It is curious to notice how blind chess players sometimes are. The simple reply B-B5 I did not see—to me at the time no such move existed. (c) Correct! (d) Kt-B3 would have

been better. (e) The game being lost, the only thing to do was to take a chance, White, however, plays properly, and finishes the game in quick order. (It is our opinion that in P-QR4, Marshall has discovered the proper line of play against the Kt-K5 defence to the Queen's Gambit, and if such shall prove to be the case, this game will add to the theoretical knowledge of chess.—Ed.)

RUY LOPEZ—Eighth Game.

(Played at Wilkesbarre, Pa., May 3, 1909.)

White—Capablanca.

Black—Marshall.

1—P-K4	P-K4	17—P-QKt3(c)	R-Q
2—Kt-KB3	Kt-QB3	18—Kt-Kt2	Kt-R4
3—B-Kt5	P-Q3	19—B-K5	Castles
4—Castles	P-QR3(a)	20—Kt-B4	Q-Kt5
5—BxKtch	PxB	21—Q-R3	P-Kt3
6—P-Q4	PxP	22—QxPch(d)	R-B2
7—KtxP	B-Q2	23—P-Kt4	B-R5(e)
8—R-K	P-QB4	24—PxKt	BxPch
9—Kt-KB3(b)	B-K2	25—K-R	Q-B6
10—Kt-B3	P-QB3	26—R-K3(f)	QxBP
11—B-B4	B-K3	27—R(K3)-Q3	Q-K7
12—Q-Q3	Kt-B3	28—Kt-Q6(g)	RxKt
13—QR-Q	P-Q4	29—BxR	B-K8
14—Kt-KKt5	P-Q5	30—Q-K8ch	K-Kt2
15—KtxB	PxKt(K6)	31—P-R6ch	Resigns
16—Kt-R4	Q-R4		

(Notes written exclusively for the CHESS WEEKLY, by J. R. Capablanca.)

(a) How Marshall, with so much experience, both in matches and tournaments, could make such a move is simply incomprehensible; his game is practically lost from now on. (b) Kt-B5 was also feasible. Some very interesting continuations might have arisen thus: 9. Kt-B5, P-KKt3; 10. Kt-OB3, PxKt; 11. PxP disc. ch, B-K2; 12. Kt-Q5, BxP; 13. RxBch, K-B; 14. Q-R5, etc. Or, 9. Kt-B5, P-KKt3; 10. Kt-OB3, B-B3; 11. Kt-O4, PxKt (or A); 12. QxP, Kt-B3; 13. P-K5, PxP; 14. QxPch, Q-K2; 15. B-Kt5 and wins. (A) 11... B-Q2; 12. P-K5, PxKt; 13. OxB, B-K3; 14. PxP, O-B3; 15. P-Q7ch, K-Q; 16. B-Kt5, OxB; 17. QxR and wins. (c) If, 17. Q-B4, then K-B2, and although White would have a slight advantage, it would be a difficult game to win. The White Q must be kept at Q3, so as to command both the QB4 and KR3 squares. (d) Here I could have played P-QR3 and been satisfied to win a pawn. However, having plenty of time, I took half an hour for this, and having found that black's counter attack B-R5 was not sufficient to save black, I decided on this course, which would bring me not only a pawn, but the exchange at least. (e) Although I have heard many people criticize this move, I must say

that in my opinion, it is by far the very best. By this move, the position becomes so difficult, that the slightest mistake on the part of white would give black the advantage, while should have black resorted to a merely protecting move like Kt-Kt2, the play would have been simple and would have left white a pawn and the exchange ahead. Thus, Kt-Kt2, BxKt, KxB, Kt-K5, R(Q)-KB, KtxR, RxKt, Q-B4, etc. (f) If BxR, PxP, PxP, QxPch, K-B, Kt-Q6, R(Q)-Q2, KtxR, RxKt, B-Q6ch and wins. (g) Every piece fits in just right.

QUEEN'S GAMBIT DECLINED—Ninth Game.

(Played May 8th, at the Manhattan Chess Club.)

White—Marshall.

Black—Capablanca.

1—P-Q4	P-Q4	32—B-K2ch	K-Kt3
2—P-QB4	P-K3	33—R-R2	K-B3(d)
3—Kt-QB3	Kt-KB3	34—B-Q	R-Q4
4—B-Kt5	B-K2	35—B-B3	R-B4
5—P-K3	Kt-K5	36—BxB	RxB
6—BxB	QxB	37—R-Q2	K-K3
7—PxP	KtxKt	38—K-Kt4	R-B5ch(e)
8—PxKt	PxP	39—R-Q4	R-B7
9—Q-Kt3	P-QB3	40—KxP	RxP
10—Kt-B3	Castles	41—R-K4ch	K-Q4
11—B-Q3	R-Q	42—R-KB4	R-Kt7ch
12—P-QR4	Q-B2(a)	43—K-B6	R-Kt6
13—Castles	P-QB4(b)	44—P-K4ch	K-Q5
14—P-B4	PxBP	45—P-K5ch	K-Q4
15—QxP	B-K3	46—R-B5(f)	K-K5
16—Q-B2	P-KR3	47—R-R5	R-B6ch
17—Kt-K5(c)	Kt-Q2	48—K-K7	R-B5
18—KtxKt	RxKt	49—R-Kt5	K-Q5
19—PxP	R-Q4	50—R-R5(g)	K-B6
20—KR-B	R-QB	51—R-R7	R-B4
21—B-K4	RxP	52—K-Q6	K-Kt6(h)
22—QxR	QxQ	53—R-R4	R-B6
23—RxQ	RxR	54—K-K7	R-K6
24—BxP	P-QR4	55—KxP	RxP
25—P-KR3	B-Q2	56—R-Kt4(i)	R-QB4
26—B-R6	P-Kt4	57—R-KB4	R-B2ch
27—K-R2	K-Kt2	58—K-Kt6	R-QKt2
28—P-Kt4	B-B3	59—P-R4	R-Kt5
29—B-Q3	P-R4	60—K-Kt5	KxP
30—PxP	K-R3	61—P-R5	K-R6(j)
31—K-Kt3	KxP		

Drawn.

(Notes written exclusively for the CHESS WEEKLY, by J. R. Capablanca.)

(a) To advance to QBP, but as P-QB4 proved to be bad, this move is not good. Kt-Q2 followed by Kt-Bsq, or R-QKt was the proper course. (b) Bad, as it loses a pawn. (c) Quickly taking advantage of black's second-hand moves. It was all important to do away with the black knight. (d) K-Kt2 was probably better. (e) P-B3 was the proper move. (f) The ending is extremely difficult, it looks as if white should be able to win, but it is hard to point out just when and where. (g) If R-Kt5, RxR, PxR, KxP draws. (h) I believe this move loses the game, R-B5! would draw easily. (i) Here is where believe Marshall could have won. Thus: 56. R-KB4, R-QB4; 57. P-R4, R-B2ch; 58. K-Kt6, R-B3ch; 59. K-Kt5, K-R6; 60. P-R5, R-B; 61. P-R6, R-B2; 62. R-R4, R-KR2; 63. K-B5, RxP; 64. RxR, KxP; 65. R-OKt6, K-R6; 66. K-K4, P-R5; 67. K-Q3, K-R7; 68. K-B2, P-R6; 69. R-QR6 and mates next move. (j) The only move to draw.

'TIS EVER THUS.

Commenting on the play in the recent St. Petersburg Tournament, Dr. Lasker, in the *W. S.*, thus discourses on the advantages of youth:—

"The question has often been propounded: 'Are the young stronger than the old?' In a tournament of long duration, youth is a great advantage. The older players are not able to stand the strain of a pauseless five-hour sharp contest. If the continuation of three hours in the evening is added to it, that fine faculty of the chess master, called position judgment, gets fatigued, and his playing strength goes down several degrees. Youth with its fund of recuperating power is more equal to such a task than men in the thirties or forties, but, apart from these considerations, we have to admit that the young masters know a great deal. They have drawn the sum total of the chessic deeds of the old and have approached new problems with originality and vigor."

Carl Schlechter's record in international tournaments comprises an average score which has been equalled only by Lasker, and in view of the fact that these players will soon meet in a contest for the world's championship, Schlechter's unusual and comparatively poor showing at the last congress in St. Petersburg, created great surprise and disappointment in the whole chess world. That his low score was not due to a falling-off in form, however, is shown by a letter written by Dr. Lasker to the *Wiener Schach Zeitung*, during the tournament, giving the true explanation. It now appears that he (Schlechter) was a sick man during the greater part of the contest, but, gentleman that he is, he imperiled his health and reputation by continuing to play rather than shirk his duty to the other players. To quote Dr. Lasker: "Schlechter's cold is getting still worse, unfortun-

ately. A physician ordered him to stay at home for a week at least, and yet, without energy, and languid as he must feel, every morning finds him with a brave smile in the arena."

The following pretty game was played in an exhibition match of three games, between E. P. Elliott, the clever Western Chess Champion, and F. J. Marshall, during the latter's visit in Minneapolis. Elliott won the match by the score of two out of three games, and his play in this contest indicates that he would be a valuable addition to the American Cable Team.

RUY LOPEZ.

White—Elliott.

Black—Marshall.

1—P-K4	P-K4	11—QB-Kt5	P-QB3
2—Kt-KB3	Kt-QB3	12—B-Q3	P-Q4
3—B-Kt5	Kt-B3	13—Q-KR4	P-KR3
4—P-Q4	KtxQP(a)	14—P-KB4(c)	PxB(d)
5—KtxKt	PxKt	15—PxP	Kt-K5
6—P-K5	Kt-K5	16—KtxKt	PxKt
7—QxP	P-KB4(b)	17—B-B4ch	Q-Q4
8—PxP e. p.	KtxP	18—BxQch	PxB
9—Castles	B-K2	19—RxRch	KxR
10—Kt-B3	Castles	20—Q-R8ch	Resigns

(a) PxP is better. (b) Kt-QB4 is much better. (c) Resourceful. Black needs now to play with extreme caution. (d) Black's only hope is shattered by this capture.

This year's meeting of the British Chess Federation will be at Scarborough, August 9th, to 22nd. The permanent fund of the Federation now amounts to £242 and its surplus for current purposes is over £600.

Mr. Richard Wolfe, President of the Colorado Chess Club (Denver), won first prize in the championship tournament, held under the auspices of the Denver Chess Club, and open to all Denver chess players. W. A. Platt won second prize, and M. Bickmore captured the brilliancy prize. A. W. Peck, winner of the last tourney in the Colorado Chess Club, is playing a match of "eight games up," with Richard Wolfe, Denver's Chess Champion. The latter has won the first three games.

QUEEN'S GAMBIT.

(Played in the Ninth Round of the St. Petersburg Tournament, 1909.)

White—Fleischmann.

Black—Cohn.

1—P-Q4	P-Q4	13—Q-K4	Q-B2
2—KKt-B3	P-K3	14—KR-K	Kt-B
3—P-QB4	PxP	15—Q-Kt4	P-QKt3
4—QKt-B3	KKt-B3	16—Q-R5	B-Kt2
5—B-Kt5	B-K2	17—R-K4	B-Kt5
6—P-K4	P-KR3(a)	18—R-Kt4	BxKt(c)
7—BxKt	BxB	19—PxB(d)	K-R
8—BxP	Kt-Q2	20—Kt-Kt5	R-K2
9—Castles	Castles	21—Kt-K4	QR-Q
10—P-K5	B-K2	22—R-Q3	P-QB4
11—Q-K2	R-K(b)	23—Kt-B6!	Kt-Kt3
12—QR-Q	P-QB3	24—R-R3	Resigns(e)

(a) It would be better to play P-QB3, in order to develop the queen's wing. Later, he might follow it up with P-QKt4. Fleischmann shows the weakness of the text move in a decisive manner. (b) Black cannot well play P-QB4, because P-Q5 would give white an overpowering attack in the centre. (c) This Kt threatened to support the attack via K4. etc. (d) White cannot first play QxRP because of the reply Kt-Kt3 winning a piece. (e) Because White's threat of Q-Kt5, followed by RxPch and QxP mate, could not be prevented. If it were not for the fact that the White B can interpose against a R check Black could play QxKP, etc.

RUY LOPEZ.

(Played in the Nineteenth Round of the St. Petersburg Tournament, 1909.)

White—Lasker.

Black—Teichmann.

1—P-K4	P-K4	15—P-KR3	B-R4
2—KKt-B3	QKt-B3	16—P-KKt4	B-B2(b)
3—B-Kt5	P-QR3	17—P-K6(c)	B-Kt3
4—B-R4	Kt-B3	18—Kt-R4	Kt-R4(d)
5—Castles	B-K2	19—KtxB	PxKt
6—Q-K2	P-QKt4	20—B-B2	P-KB4
7—B-Kt3	P-Q3	21—K-R!	B-Q3
8—P-B3	Castles	22—PxP	Q-R5
9—P-Q4	PxP	23—Q-B3	PxP
10—PxP	B-Kt5	24—R-KKt(e)	P-B5
11—R-Q!	P-Q4	25—R-KKt4	Q-R3
12—P-K5	Kt-K5	26—P-K7!(f)	BxP
13—QKt-B3	KtxKt	27—BxKBP	Resigns(g)
14—PxKt	P-KB3(a)		

(a) Dangerous. Black could not well wait and hold the position, but he might have first played Q-Q2, B-B4, etc. (b) B-Kt3 appears no better; if then 17. Kt-R4, PxP; 18. KtxB, PxKt; 19. PxP, with a winning position. (c) Strong, as the result proves. (d) If 18... P-B4, then 19. KtxB, PxKt; 20. Q-B3, PxP; 21. QxQP, Kt-R4; 22. PxP, with a pawn ahead and a good game. (e) Threatening BxP, etc. (f) If 26... R-B2, then follows 27... B-Kt6, winning the exchange. (g) If 27... Q-K3, then RxPch wins, and if 27... Q-KB3 then 28. QxPch, Q-B2; 29. RxPch, KxR; 30. R-Ktch winning. Lasker is seen at his best in this game.

Mr. J. A. Leckie, has won the championship of the Springfield, Mo., Chess Club, with a score of 9—3. His competitors were G. Kellogg, second, with 8—4; D. Sheppard, third, with 7—5; C. Clark, fourth, with 5—7, and J. Hawkins, fifth, with 1—11.

For the third time in succession, George Gessner is the winner of the Pabst cup and the championship of the Milwaukee Chess Club.

E. F. Schrader has challenged G. Wolbrecht to determine who is the best player in St. Louis. Mr. Wolbrecht's aged mother died recently, and for that reason he will not consider the challenge until later. This match should develop some nice chess, as both players are ex-Western champions.

The Staten Island Chess Club played the second half of its match with the Rice Chess Club of Newark, at the rooms of the latter club, on Sunday, May 9th. The result was a sweeping victory for Newark, by a score of 7 wins, no losses, and 6 draws. The first meeting played at Staten Island, the score was Newark, 10; Staten Island, 4. Newark, therefore, wins, 20 to 7.

NOTICE.

We earnestly request those of our subscribers who owe us for the CHESS WEEKLY, to remit at once. We really need the money to pay our expenses, and sending out bills every week, only to be ignored, is rather tiresome. Please attend to this at once.

Secretaries or other members of chess clubs will confer a favor by promptly sending us full scores of tournaments and all other matters which they desire to have published.

PROBLEMS.

No. 239.
By Dr. E. Palkoska.



Mate in two.

No. 240.
By H. L. Henry.



Mate in two.

No. 241.
By A. Fraisse.



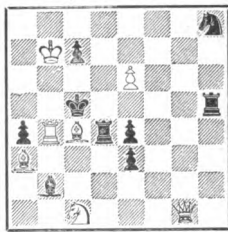
Mate in two.

No. 242.
By J. Pilnacek.



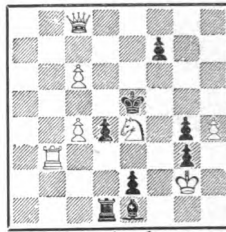
Mate in three.

No. 243.
By S. Bilek.



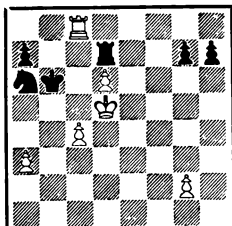
Mate in three.

No. 244.
By J. Drtina.



Mate in four.

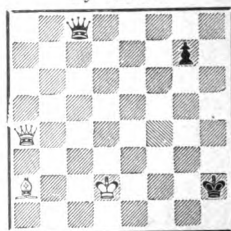
END GAMES.



White to play and win.

This ending occurred in actual play and was won by Mr. J. R. Capablanca (white). Can you show the method of forcing the win?

No. 40.
By Rinck.



White to play and win.

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JOSE R. CAPABLANCA.



Jose R. Capablanca, whose brilliant achievement in his match with Frank J. Marshall, Chess Champion of America, has startled the world into the belief that a new star of the first magnitude has appeared in the chess firmament, was born in Havana, Cuba, in 1889, and is now of about the age at which Morphy and Pillsbury became known to fame. Incidents in the history of this young master's development leave no room for doubt that he is indeed a chess prodigy.

As a child, he had learned the intricacies of the game so well, that when but five years old, on one occasion he astonished his father, who

was engaged in a partie with a friend, by the remark that a mate in five moves had just been overlooked, an assertion which analysis proved correct. Naturally his early chess experience was of the social kind, yet his remarkable skill prompted his friends to match him at the age of twelve, against Corzo, Champion of Cuba. Young Capablanca proved his prowess by defeating his opponent most decisively, winning four games, losing two, and drawing six. Shortly thereafter he came to New York, where he has lived for the past five years, until recently a student in Columbia University.

As a member of the Manhattan Chess Club, he has never engaged in tournament events other than "rapid transit" play at which he seems to be without a peer. In games at odds his performances are remarkable and his simultaneous exhibitions both in New York and en tour, are records that could scarcely be surpassed.

His marvelously quick sight of the board and position judgment in off-hand play has long been recognized, but not until the match with Marshall had he demonstrated that steadiness and accuracy in the sustained effort of serious chess that distinguishes the master from the amateur.

Many of his friends think that Capablanca is destined before long to succeed Lasker as the chess champion of the world, and are desirous to see a match arranged between them. It would seem that his chances were as good as anyone's, but he modestly acknowledges Lasker's superiority and declares his intention to first compete in an international tournament, where he will have good opportunities to measure his strength with that of the other masters.

We wish Mr. Capablanca all success, and predict that his chess career, the beginning of which so much resembles that of Morphy, is destined to be crowned by the World's Championship title.

MARSHALL vs. CAPABLANCA.

The match is now nearing conclusion. The score stands 7 to 1, and 6 draws. Capablanca needs, therefore, to win one more game. Following are some of the games.

RUY LOPEZ—Tenth Game.

(Played May 9th, at the Manhattan Chess Club.)

White—J. R. Capablanca.

Black—F. J. Marshall.

1—P-K4

P-K4

4—Kt-QB3

Kt-KB3

2—Kt-KB3

Kt-QB3

5—Q-K2

Kt-Q5

3—B-Kt5

P-KB4

6—KtxKt

PxKt

7—PxP dis. ch	B-K2	27—QxQ	RxQch
8—Kt-K4	Castles	28—RxR	P-KR4
9—KtxKtch	BxKt	29—R-K6	PxB
10—Castles	P-Q4	30—RxB	B-Kt3
11—Q-R5(a)	P-QB4	31—P-B6(e)	R-Q2(f)
12—B-K2	R-K	32—B-Kt4	R-Q4
13—B-Kt4	P-Q6	33—B-B3(g)	R-KB4
14—PxP	P-QKt3	34—P-KR3	BxPch
15—R-Kt	B-R3	35—K-Kt2	B-Kt3(h)
16—Q-R3	B-Q5	36—PxP	R-B/ch
17—P-QKt3	Q-B3	37—K-R3	P-Kt4
18—B-R3	R-K2	38—B-R5(i)	K-B2
19—P-QKt4	QR-K	39—BxB	PxB
20—Q-B3(b)	Q-K4	40—R-Rch	KxP
21—PxP	PxP	41—R-Q7	P-Kt4
22—P-KKt3(c)	R-KB2	42—R-Q6ch	K-K2
23—QR-B	P-B5	43—R-Q5	P-Kt5
24—Q-Q	P-Kt3	44—RxKtP	RxP
25—PxBP(d)	PxP (QB4)		
26—R-K	QxRch		Drawn.

(Notes by J. R. Capablanca.)

(a) In the second game of the match, I played here B-Q3, instead of the text move. As Q-R5 is recommended by Lasker, I took a chance on it. (b) Forced, as black threatens BxPch, RxB, Q-Q5, QR-KB, R-K8, etc. (c) QR-B perhaps was better. (d) K-Kt2 would probably win thus: K-Kt2, PxP, Q-R4, threatening QxB, or QR-K or B-Q6. Black could not stop all these threats. K-Kt2, R-B3. P-KB4, Q-Kt, PxKtP, PxP(Kt3), B-B3. (e) If PxP, R-B6. (f) Not RxP, because of B-B5. (g) P-KR3 was best. (h) Very accurately played. (i) Forced, as black threatened R-K7 and B-Kt8.

QUEEN'S GAMBIT DECLINED—Eleventh Game.

(Played at the Manhattan Chess Club.)

White—Marshall.		Black—Capablanca.	
1—P-Q4	P-Q4	10—Q-B3	P-QB3
2—P-QB4	P-K3	11—Kt-K2	B-Kt2
3—Kt-QB3	Kt-KB3	12—Castles	Castles
4—B-Kt5	B-K2	13—P-QR4	P-QB4
5—P-K3	Kt-K5	14—Q-Kt3	Kt-QB3
6—BxB	QxB	15—Kt-B4	QR-B*
7—B-Q3	KtxKt	16—B-R2	KR-Q
8—PxKt	PxP(a)	17—KR-K	Kt-R4
9—BxP(B5)	P-QKt3	18—QR-Q(b)	B-B3

19—Q-Kt4(c)	P-B5	32—B-K6!(i)	PxB
20—P-Q5(d)	BxRP	33—QxP(K3)ch	K-B
21—R-Q2	P-K4	34—Kt-Kt5	Kt-Kt(j)
22—Kt-R5	P-Kt3	35—P-B4	R-K(k)
23—P-Q6(e)	Q-K3	36—PxP	R-K2
24—Q-Kt5	K-R(f)	37—R-Bch	K-Kt2
25—Kt-B6	RxP	38—P-R5	B-K
26—RxR	QxR	39—P-R6ch	K-R(1)
27—B-Kt(g)	Kt-B3	40—Q-Q6	Q-B4
28—B-B5	R-Q	41—Q-Q4(m)	RxP(n)
29—P-R4(h)	Kt-K2	42—Q-Q7(o)	R-K2
30—Kt-K4	Q-B2	43—R-B7	BxQ
31—Q-B6ch	K-Kt	44—Resigns.	

(Notes by J. R. Capablanca.)

(a) This is a deviation from the previous games where I played Kt-Q2 in this position. (b) Not good, as it leaves the Q-RP unprotected. (c) Overlooking the simple reply P-B5. (d) P-K4! would give white a very strong attack. The text move is weak, as black could have also answered, PxQP and obtained the better game. Thus:—PxQP, KtxP, BxKt, RxB, RxR, QxR, R-Q, Q-B5, P-KKt3, Q-B2, Q-R6. (e) This loses a second pawn, but gives white such a strong attack, that it seems as if black must later on give back two pawns in order to get out of trouble. (f) Not RxP, because RxR, QxR, Q-R6 winning. (g) Q-R4 is never feasible, on account of K-Kt2. (h) Here white should have played B-Q7. The game might have continued Q-B, BxKt, BxB, QxKP, Q-Q3, Kt-Kt4ch, QxQ, KtxQ, B-K, KtxQBP, P-QKt4 and black should win. *If P-K4 instead, then Kt-Q5, Q-Q, PxKP, Kt-R4, KR-Q wins. (i) By far the best move, as white is two pawns behind and his only chance lies in the attack. Black must take the bishop since R-KB is not feasible, on account of Kt-Kt5! and if then PxR, QxRch, KxQ, KtxKPch, winning back the queen. (j) Kt-Q4 was the alternative. (k) B-K or K-Kt2 should have been played here. The text move, although sufficient to win, is inferior. It might be of interest to know that after the text move, all the experts present, and Marshall also, thought that I would lose, and were consequently surprised to find that the simple move R-K2 stopped everything. (l) KxP would also win. Thus: KxP, Q-Kt4 (best), K-Kt2, Kt-K6ch, RxKt, OXR, B-B2. (m) If OXQ, PxQ, R-B8, RxP, Kt-B3, RxP, Kt-Kt5, R-K4, Kt-B3, R-K2, Kt-Kt5, B-B3, Kt-B7ch, RxKt, RxR, KtxP, RxORP, B-Q4 wins. (n) If QxP, R-B8, QxQ, KPxQ, B-B3, Kt-B7ch, RxKt, RxR and white would have a slight chance to draw. (o) If R-B7, KtxP.

On Monday, May 31, the Manhattan Chess Club will play a match on sixteen boards, against the Franklin (Phila.) Club, at the rooms of the latter club, in Philadelphia.

RUY LOPEZ—Twelfth Game.

(Played at the Rice Chess Club.)

White—Capablanca.

Black—Marshall.

1—P-K4	P-K4	29—Kt-K4	B-B4
2—Kt-KB3	Kt-QB3	30—Kt-Q6	B-Kt3
3—B-Kt5	P-KB4	31—P-R5	P-R4
4—Kt-QB3	Kt-KB3	32—P-QB4	R-K2
5—PxP(a)	P-K5	33—K-B3	K-R3
6—Kt-R4	P-Q4	34—P-R4	B-R2
7—P-Q3	B-K2(b)	35—R-Q5	R-K6ch
8—PxP	PxP	36—K-Kt4	R-K7
9—QxQch	BxQ	37—Kt-B7ch(d)	K-Kt3
10—B-Kt5	Castles	38—Kt-Kt5	B-Kt3
11—Castles(QR)	Kt-K4	39—R-Q6ch	K-B4
12—P-KR3	P-QR3	40—R-Q8	BxP(e)
13—B-R4	P-QB4	41—KxB	RxP
14—B-B4	Kt(B3)-Q2(c)	42—R-B8ch	K-K4
15—BxKt(Q2)	KtxB	43—P-B4ch	K-Q3
16—B-Kt3	BxKt	44—R-B8ch	K-B3
17—BxB	RxP	45—Kt-B3	R-B7ch
18—KR-K	Kt-B	46—K-Kt4	R-B7
19—KtxP	B-K3	47—Kt-K5ch	K-B2
20—B-K7	R-Q4	48—R-Q7ch	K-B
21—KtxP	RxRch	49—R-KB7	R-KR7
22—RxR	B-B4	50—Kt-Kt6	R-K7
23—BxKt	RxB	51—RxKKtP	P-Kt3
24—R-Q2	B-B	52—PxP	P-R4ch
25—P-KB3	P-KR3	53—K-Kt5	P-R5
26—P-QKt3	K-R2	54—Kt-K5	PxP
27—K-Kt2	R-B2	55—P-Kt7ch and mate next move.	
28—P-QR4	R-B2		

(Notes by J. R. Capablanca.)

(a) In the previous games, I played here Q-K2. The text move, however, is much stronger and a complete bust to the P-KB4 defense. (b) B-Kt5 is much better. If P-Q5, KtxP, KtxKt, Q-R5ch, P-Kt3, and now white has two distinct continuations, both of which win. Thus: KtxP, Kt-B3, Q-K2ch, K-B2, KtxRch, K-Kt2, Kt-Kt6, PxKt, PxP, and white has a rook and three passed pawns for two knights, which should win easily. There is also open to white the following continuation: Q-R5ch, P-Kt3, PxP, KtxB3, P-Kt7ch, KtxQ, PxR(Q), QxKt, Castles: here there are several variations, thus:—

1... B-K3? 2. BxKtch, Px B; 3. Q-K5, K-Q2? 4. B-Kt5, Q-Kt5; 5. P-KB3, Q-B4; 6. QxQ, BxQ; 7. P-KKt4, etc. Or, varying on black's third move, e. g., 3... Kt-Kt2! 4. B-Kt5, Q-R4, 5. KR-K, P-KR3; 6. QxBP Qx B; 7. RxBch and wins.

1... Kt-Kt2; 2. R-Kch, B-K3; 3. B-QB4, K-B2; 4. R-K4, Q-R4; 5. R-B4ch, K-K2; 6. B-Q2 and White not only has a rook and two pawns for two knights, but also a very strong attack, which must win.

1... Kt-Kt2; 2. R-Kch, B-K3; 3. B-QB4, K-Q2; 4. BxBch, KtxB; 5. Q-Kt8, R-K(1); 6. Q-B7ch, Q-K2 (best); 7. Q-B5 and white has an excellent game. (1) If Q-K2 at once, then B-Kt5!

(c) If Kt-B2, B-QKt3, Kt-R4, B-Kt3, KtxB, PxKt, BxKt, Px B, BxP, KR-B, B-Kt3, P-Kt4, and wins easily. (d) R-K5 was also feasible. If, then, RxP, R-K6ch, B-Kt3 (forced), P-B4 winning the B the next move. Black, however, could have simply played RxR and then it would not be as easy to win. (e) Black might just as well have resigned, as his game is hopeless. His only chance, however, was to play B-K3. The rest of the game is a superfluous waste of time.

The Championship Tournament of the Brooklyn Chess Club resulted in a tie for first and second places, between Roy T. Black and Geo. J. Schwietzer. A match of "two games up" has been arranged to break the tie. The first game was played last Sunday, and was won handily by Mr. Black. The game follows:—

FRENCH DEFENCE.

White—Mr. Schwietzer.		Black—Mr. Black.	
1—P-K4	P-K3	17—QxKt	PxP
2—P-Q4	P-Q4	18—PxP	Q-B3
3—Kt-QB3	PxP	19—R-B2	B-B3
4—KtxP	Kt-Q2	20—B-Kt	KR-Q
5—KKt-B3	KKt-B3	21—R-K2	RxP(c)
6—KtxKtch	KtxKt	22—RxR	BxR
7—B-Q3	B-K2	23—QxB	Q-B8ch
8—Castles	Castles	24—K-B2	QxB
9—P-QB3	P-QKt3	25—Q-R4	Q-Kt3
10—Q-B2	B-Kt2	26—P-KKt3	Q-R4
11—Kt-Kt5(a)	P-KR3	27—QxRP	Q-B6ch
12—Kt-R3(b)	P-QB4	28—K-K	Q-R8ch
13—B-K3	R-B	29—K-B2	QxPch
14—QR-Q	Q-B2	30—K-K	QxPch
15—P-KB4	Kt-Kt5	31—Resigns.	
16—Q-K2	KtxB		

(a) Premature. The Kt would have been better placed at K5. (b) White probably intended in the first place to put the Kt here where it would be ready at hand to support the kingside attack, but Black soon

gets up an attack of his own which keeps his adversary busy. (c) Mr. Black's play from now on, as indeed throughout the whole game is direct and forceful.

QUEEN'S GAMBIT DECLINED.

(From the St. Petersburg Tournament, 1909.)

White—Salwe.

Black—Vidmar.

1—P-Q4	P-Q4	17—P-QB5	PxP
2—P-QB4	P-K3	18—KtxP(d)	B-Q3
3—QKt-B3	P-QB4	19—Q-B2	P-K4
4—P-K3	KKt-B3	20—P-QR4	B-KKt5
5—Kt-B3	Kt-B3	21—Kt-Kt3	QR-B
6—P-QR3	B-Q3(a)	22—Q-Kt(e)	P-K5
7—PxBP	BxP	23—B-B2	B-K7!
8—P-QKt4	B-Q3	24—KR-K	BxRPch
9—B-Kt2	Castles	25—KxB	Kt-Kt5ch
10—B-Q3(b)	P-QR4	26—K-R3(f)	R-Q3
11—P-Kt5	Kt-K4	27—BxKP	R-R3ch
12—KtxKt	BxKt	28—K-Kt3	Q-R5ch
13—Q-K2	Q-K2	29—K-B4	Black an-
14—Castles	P-QKt3	nounced mate in five moves as	
15—Kt-R4	B-B2	follows: 29... Q-R7ch; 30.	
16—QR-B(c)	KR-Q	P-k3, QxBPch, etc.	

(a) Dr. Tarrasch has essayed this defense repeatedly. It gives the defense many chances by way of an attack on the King's side compensating for the weakness on the Q side. (b) P-B5, or PxP, isolating the QP, was better. (c) KR-B was better, as the QRP is weak. (d) An almost fatal error. RxP to prepare for the doubling of the rooks was necessary. (e) White's pieces are driven to the Q side where they are not placed to the best advantage. If Q-Q2, then B-Kt5; 23. B-B3, RxB; 24. RxR, P-Q5, 25. PxP, Kt-Q4, etc. (f) If K-Kt, Q-R5 wins.

END GAME SOLUTIONS.

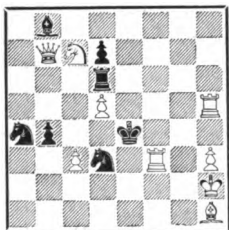
End Game, by Troitzky, (No. 24)—1. Kt-Q7, P-B7; 2. Kt-B6ch, K-B4 (If K-Kt4, then KtxPch and draws); 3. BxPch, BxB; 4. Kt-Kt4, and draws by stalemate.

End Game, by Plonnigs, (No. 24)—1. Kt-B7, BxKt; 2. B-K5, B-R4; 3. B-B3, and draws by stalemate.

End Game by Capablanca (No. 25)—1. P-R4!! P-Kt4; 2. R-B6ch, K-Kt2; 3. RxKt, KxR; 4. K-B6, R-KKt2; 5. P-B5 and wins. White cannot win by 1. R-B6ch, K-Kt2; 2. RxKt, KxR; 3. K-B6, RxP; 4. KxR, K-Kt2; 5. P-B5, K-B; 6. K-K7, K-B2; 7. K-B7, P-Kt4; 8. K-B3, P-Kt5; 9. K-Kt4, P-Kt6; and Black ultimately queen's his RP at the same time as White. Neither can White win by 1. K-K6, because of R-Kt2, and if 2. P-Q7, then Kt-B4ch; 3. RxKt, RxP! etc.

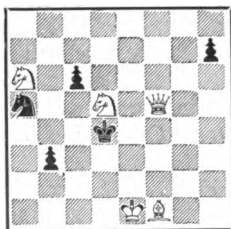
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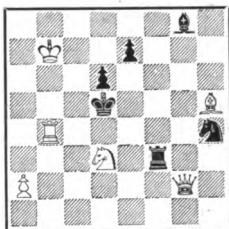
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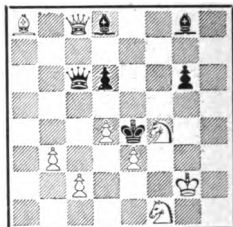
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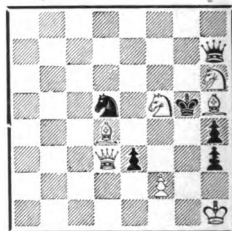
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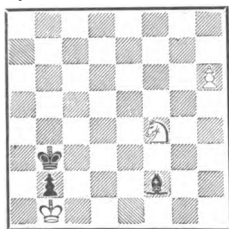
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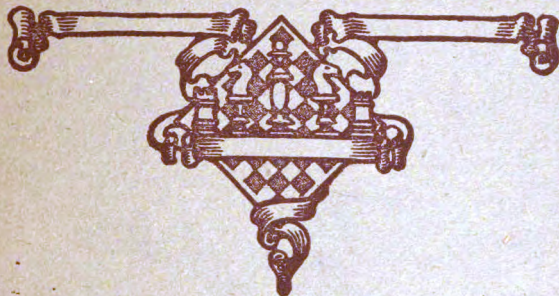
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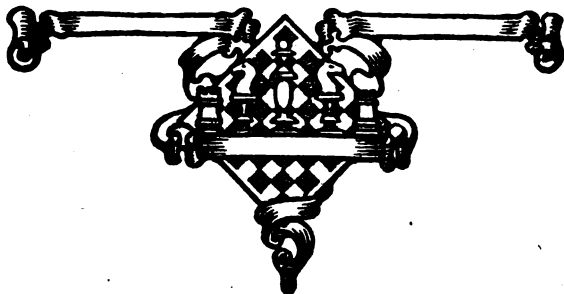
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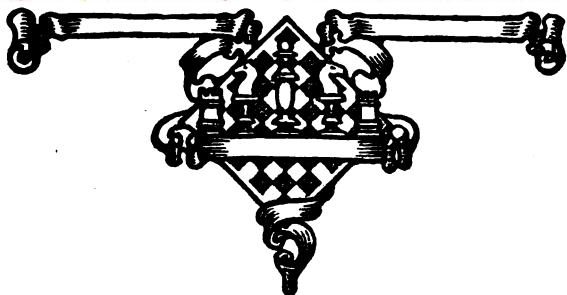
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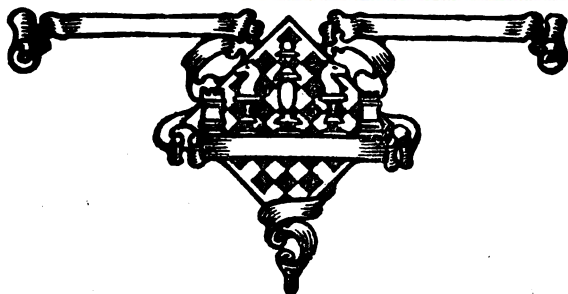
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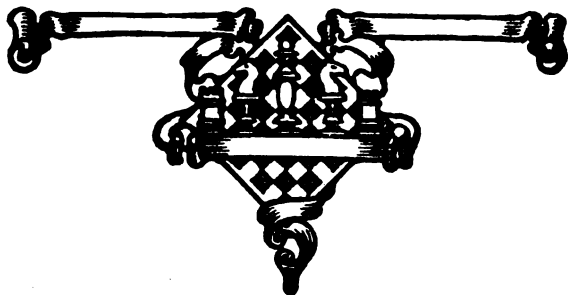
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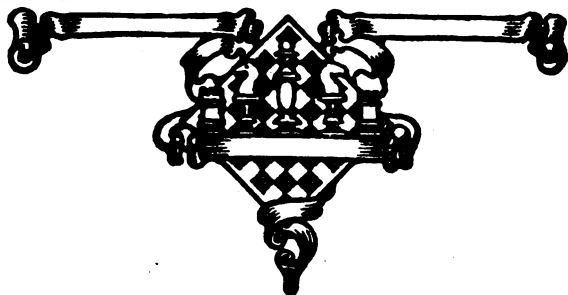
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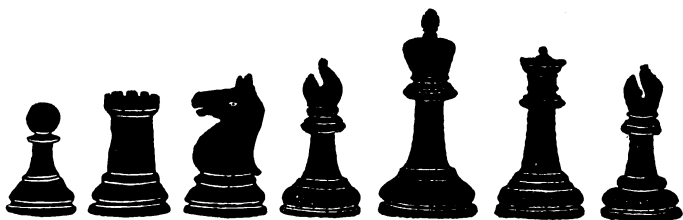
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