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**THE BOOK OF THE LONDON INTER-  
NATIONAL CHESS CONGRESS 1899**



THE BOOK OF THE LON-  
DON INTERNATIONAL  
CHESS CONGRESS 1899



LONGMANS GREEN AND CO.  
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Leonard F. Beach,  
Springfield, Mass

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*Honorary Secretaries*

JUNIUS L. COPE and J. WALTER RUSSELL.



## PREFACE

WHEN this book comes before the public, the event which it is intended to commemorate will have receded so far into the past that a comprehensive view may be obtained of its position in chess history.

The work involved in the organisation of an International Chess Congress upon the scale of that of 1899 is such, that even in this country where proverbially more unpaid work is done than anywhere else, it is unlikely that these events will be of more frequent occurrence in the future than they have been in the past. Every reason therefore exists for the due observance of a custom which calls for a full record of what has been done in this connection.

The main purpose of such undertakings is to improve chess knowledge and literature, and to provide good material for distribution among chess players, of whom comparatively few can profit by the pleasure and instruction to be derived from watching the actual play of the competitors. No impression received from the study of tournament games in a book can, of course, be so vivid as that made upon an eye-witness of the struggle, where often the personal characteristics and idiosyncracies of the players more obviously account for the varying fortunes of the game than any subsequent commentary can. But with regard to that very large number of players whose distance from chess centres renders their attendance at tournaments a matter of difficulty or impossibility,—and moreover often deprives them entirely of the advantage of practice with first-class players,—the only benefit which they can look for from an International Congress, is that which they may be able to derive from the study of the games in book form. From their point of view the success or failure of the Congress depends upon the value of the Book of the Congress; and the Committee, realising this, can only express the hope that this volume will be accepted in due fulfilment of their obligations in this respect. A word of apology is felt to be due for the delay in publication, a delay which the Committee much regret, but have not been able to prevent.

A book of this kind cannot, by reason of its nature, be expected to contain such a display of brilliancy as may be found in old collections of games, played in days when opponents were more obliging than they are now; or as in Mr. J. H. Blackburne's recent volume, which records the best games of one of the most brilliant and gifted players ever born. It is, however, not capacity, but opportunity for brilliancy, which is generally lacking in modern first-class tournaments; and this result may be set down to the credit or discredit of chess education, according to the taste of the

commentator. The days of Morphy are gone, as are those of the Great Napoleon. It is unprofitable to speculate upon what might have happened had they been the respective contemporaries of Lasker and von Moltke.

There are, notwithstanding, many brilliant games in this book, and it may well be that study of them will make for due appreciation of the possibilities of the oft-miscalled "modern school" of play, in the hands of masters who have understood and applied the lessons of experience.

Whatever may be the ultimate verdict upon the Chess Congress of 1899 and its results, there can be no doubt that the time was ripe for its appearance. The lapse of sixteen years since the London Tournament of 1883 had brought an ever-widening interest in the game, and an ever-increasing number of players. Various successful tournaments had been held in the provinces during that period, and for some time a feeling had been growing, that it was a reproach to the chess players of London that since 1883 no attempt should have been made to organise an important International Tournament there. Already in 1897 a movement was made in that direction; but, in view of the announcement at that time of the intended Vienna Tournament of 1898, the matter was postponed.

When, however, it was found that the feeling of the leading competitors in the Vienna Tournament of 1898 was favourable to the realisation of the wishes of British chess players, representations were made to Sir George Newnes from several quarters, that he should give effect to the wishes freely expressed in chess circles by taking the initiative in bringing the enterprise in definite form before the public. The result was the following letter, which was sent to the various leading chess Associations and clubs in the United Kingdom:—

"BRITISH CHESS CLUB,  
5 WHITEHALL COURT, LONDON, S.W.,  
*October 4th, 1898.*

DEAR SIR,—There is a general feeling in chess circles in London that the time has come when an International Tournament should be held in the British metropolis, as it is fifteen years since the last.

It is thought that next year would be a very favourable time for it, as it would not clash with any other fixture, and it is believed that all the greatest exponents of the game would take part in the contest.

I have been asked, as President of the British Chess Club and the City of London Chess Club, to write a letter to the various leading chess institutions in the United Kingdom, asking that each will send a representative to a meeting to be held at this club on Friday, 21st October, at 8.30 P.M. In case it is impossible to send a representative, each club is requested to write a letter embodying their views in regard to the matter. Those who are already taking an interest in the idea believe that it ought to be carried out in such a manner as to make it a Tournament second to none. To do this it is estimated that possibly a sum amounting to £1000 may be necessary, as the prizes will require to be of a sufficiently

substantial character to attract the best players from all parts of the world. About half this sum has, I believe, been promised already by a few amateurs in London anxious to see once more a great Tournament in this country, and it is known that there are many others who would gladly subscribe for this purpose.

A two-round tournament has been suggested, and the players themselves would, I believe, prefer it, provided it is kept within reasonable limits; and, therefore, it is thought that the number of accepted entries should not exceed sixteen or eighteen, but these and all other matters will be left to be discussed at the meeting which I have ventured to convene, and if the scheme is approved, a committee will be appointed to carry it into effect.

My desire, and I think that of all those who are interested in the proposal, is that it should be a representative gathering, and, in all matters, reflect the general opinion of chess players in this country.

An answer will oblige.—I am, faithfully yours,

GEO. NEWNES."

As anticipated, the response to the above intimation was satisfactory; and the meeting, which took place on the 21st of October 1898 at the British Chess Club, was well attended. The matter was thoroughly discussed, and it was decided to proceed with the undertaking.

The results of the meeting of delegates, and the preliminary action of the general and executive committees, are shown sufficiently clearly by the following circular, issued by the Committee on the 5th of December 1898, announcing some particulars of the Congress, and inviting subscriptions to the fund :—

"BRITISH CHESS CLUB,  
5 WHITEHALL COURT, S.W.,  
December 5th, 1898.

DEAR SIR,—Referring to the circular recently sent by Sir George Newnes, Bart., to the principal chess clubs in the United Kingdom, we have the honour to inform you that the arrangements for holding a great Tournament next year have now been put into definite shape.

At the meeting of delegates from the various County Associations and clubs, held at the British Chess Club on the 21st of October last, in response to the above circular, a resolution was unanimously carried that a Masters' Tournament of two rounds be held in London during the summer of next year, and that concurrently with this competition a Single-Round Tournament be held, open to first-class players not competing in the Two-Round Tournament.

At this meeting Sir George Newnes was elected President of the proposed undertaking, Messrs. J. L. Cope (Hon. Sec. British Chess Club), and J. Walter Russell (Hon. Sec. City of London Chess Club), were appointed joint Honorary Secretaries, and Mr. H. W. Trenchard (Southern Counties Union and North London Chess Club) was appointed Honorary Treasurer.

At the same meeting a number of delegates were elected to form the

nucleus of a representative General Committee, with power to add to their number, and to nominate an Executive Committee to carry out the details in connection with the proposed Tournaments.

On the 5th of November ult. a meeting of the General Committee was held, at which the committee was largely increased, by the addition of representatives of the principal County Chess Associations and clubs throughout the United Kingdom, and of a number of other influential chess players. A preliminary list of the members of this committee to date is given herewith.

At the above meeting the following gentlemen were elected to serve upon the Executive Committee, viz.: J. H. Blake (Hants County Chess Association), H. A. H. Carson (Athenæum Chess Club), Horace Chapman (President, Hastings Chess Club), H. E. Dobell (Sussex County Chess Association), H. A. Richardson (St. George's Chess Club), F. W. Lord (Metropolitan Chess Club), T. H. Moore (Secretary, London Chess League), F. G. Naumann (City of London Chess Club), J. Sidney Smith (British Chess Club), G. E. Wainwright (Surrey County Chess Association), W. Ward-Higgs (City of London Chess Club), W. W. White (Kent County Chess Association).

Mr. Richardson finding himself unable to serve, Dr. Ballard (St. George's Chess Club) has been elected in his place.

Mr. L. Hoffer was at the same time elected Honorary Foreign Secretary.

In accordance with the scheme approved, as above mentioned, two first-class Tournaments will be organised, that is to say: (1) A Two-Round International Invitation Tournament, for some sixteen or eighteen players of the highest class, and (2) A Single-Round Tournament open to first-class players not competing in the Two-Round Tournament.

Mr. Lasker and other leading players have signified their desire to enter the Two-Round Tournament, which it is believed will be in every sense representative of the best chess the world can produce, and have intimated their entire approval of the lines upon which it is proposed the Tournament shall take place, as likely to furnish the most satisfactory test of strength, and at the same time to bring forth the best efforts of the competitors.

The Single-Round Tournament will, it is expected, attract the entries of several strong foreign players, including probably some who have previously competed in Masters' Tournaments; and thus a good opportunity will be afforded to the many strong and rising players in the United Kingdom of testing their strength against that of experienced and well-known men.

It is contemplated that the Prize Fund shall be divided, in proportions to be determined when the entries have been received, between the two Tournaments, and it is thought that the sum of £1500 at least will be required for the purpose of providing suitable prizes.

A list is annexed of donations already promised towards the fund, and the Committee now invite subscriptions from chess clubs and lovers of the game throughout the United Kingdom.

A book of the Tournament, with notes, will be published as soon as it

is possible to do so, and every subscription of £2, 2s. or more will entitle the subscriber to receive one copy of this work, which will form a handsome and valuable addition to chess literature.

Every person subscribing £5, 5s. will be entitled to a free pass (transferable) for the whole Tournament. Any club or association will be entitled to a similar pass for every £5, 5s. subscribed by them.

Subscriptions may be sent to either of the Honorary Secretaries, or to the Honorary Treasurer, and will be duly acknowledged.

Any expenses which may be incurred by Secretaries or other officials of chess associations or clubs in the collection of subscriptions will be defrayed out of the general Tournament Fund.

We remain, your obedient servants,

JUNIUS L. COPE, } *Joint Hon. Secretaries.*  
J. WALTER RUSSELL, }

(A list of the General and Executive Committees and officials, and a preliminary subscription list, were attached to the above circular; but these particulars now appear more conveniently elsewhere.)

The advantages to be obtained by subscribers to the Congress funds were subsequently increased as follows:—

To a subscriber of one guinea were given 2 entrance tickets.

"	"	two guineas	"	6	"
"	"	three "	"	12	"
"	"	four "	"	20	"

It is well to remark here, for the information of organisers of future tournaments, that experience showed the unwisdom of offering any inducements to subscribe beyond those contained in the circular of 5th December 1898.

The collection of subscriptions proceeded successfully, and in the meantime every effort was made to secure convenient premises for the purposes of the Congress. The Committee experienced much difficulty in finding any such, during the London season, in a central position, at a rent within the scope of the funds available. Eventually it was decided to take the St. Stephen's Hall, adjoining the Royal Aquarium, Westminster, where at any rate space was ample, and the position central.

The detailed Programme of the Congress was issued by the Committee on the 9th of March 1899, and contained the complete Regulations and Rules of Play prepared for the occasion.

The prize-money originally offered amounted to £1000, of which sum £800 were allotted to the Double-Round Tournament, and £200 to the Single-Round Tournament. In addition, consolation money was offered to non-prize-winners in the Double-Round Tournament.

The following is the complete Programme of the Congress:—

## PROGRAMME

The Congress will take place in the St. Stephen's Hall, adjoining the Royal Aquarium, Westminster, and will commence on the 30th of May 1899.

Two International Tournaments will be held, that is to say—

- (1) An Invitation Tournament of two rounds for not more than eighteen, nor less than sixteen, players of the highest class, and
- (2) A Single-Round Tournament open to players not competing in the Two-Round Tournament.

### DOUBLE-ROUND TOURNAMENT.

The following minimum prizes will be offered in this Tournament:—First Prize, £250; Second Prize, £165; Third Prize, £100; Fourth Prize, £80; Fifth Prize, £65; Sixth Prize, £50; Seventh Prize, £40; Eighth Prize, £30; Ninth Prize, £20. The above amounts will probably be increased. In addition to the above, the following Consolation money will be given. Each non-prize-winner shall receive the sum of £2 for every game won by him against the first, second, or third prize-winners, and the sum of £1 for every game won by him against other competitors. For this purpose, games scored by default shall not be considered as won.

### REGULATIONS.

*Acceptance of Invitation.*—All acceptances must be received on or before the 1st of May 1899, accompanied by a deposit of £5, which will be returned to players who observe the Rules and Regulations of the Tournament.

*Order of Play.*—Each player must play two games with every other competitor. The order in which the players will meet each other will be decided by the drawing of lots before the commencement of the Tournament, but the pairing for each day will not be made known to the players until the morning of such day.

*Score.*—The winner of a game scores 1, and in a drawn game each player scores  $\frac{1}{2}$ .

*Days of Play.*—Play will take place on five days per week, and, in addition, one day per week will be set apart as a bye-day, upon which unfinished games must be played off, according to the directions of the playing Committee.

*Hours of Play.*—From 12 o'clock noon to 4.30 P.M., and from 6.30 P.M. to 10.30 P.M.

*Time limit.*—Fifteen moves per hour.

*Absentees.*—The official in charge will see that the clock of any absentee is duly started at the hour fixed for play, and the rule as to time limit shall apply as against such absentee.

Should neither player of a pair be present within an hour of the time fixed for play, the game will be treated as lost by both players.



*Adjournments.*—At the time fixed for adjournment the player whose turn it is to move must deliver a “sealed move” to the official in charge. At the hour when play is to be resumed the official in charge will verify the position and make the sealed move on the board, and start the clock of the opposing player. A game may be adjourned by mutual consent at any time in the evening, provided that sixty moves have been made on each side.

Analysis on a board by a player of his adjourned game, and consultation with any one with regard thereto, are strictly prohibited.

*Scores of the Games.*—All the games are the property of the Committee. The winner of a game, or the first player in a drawn game, is bound to deliver, at the conclusion of the same, the score to the official in charge of the play. Until this is done the result will not be entered on the score sheet.

*Arrangements between Players.*—Each competitor is bound in honour to play all his games with his full strength, and, in behalf of other competitors, no player is allowed to waive any exaction of a penalty. All arrangements between players which may affect the result of the Tournament are prohibited.

*Ties among Prize-winners.*—In case of a tie between two players for the first prize, they shall play a match for the first winner of two games, draws not counting. If three or more players tie for the first prize, a match between those players will be arranged by the Committee; the winner of the match to be declared the winner of this Tournament. In case of ties for prizes other than the first, such prizes shall be divided.

*Players withdrawing.*—In case of any player withdrawing from the Tournament before its conclusion, his unplayed games will be scored to his opponents, and he will forfeit his right to any prize or consolation money, and to the return of his deposit.

*Penalty for Refusal to Observe Rules of Tournament.*—If any player shall refuse to observe and obey the rules and regulations provided for the conduct of the Tournament, he may be expelled therefrom. In such a case he will forfeit his right to a prize or consolation money, and to the return of his deposit, and his unplayed games will be scored to his opponents.

*Power to Vary or Add to Regulations.*—The Committee reserve to themselves power to vary, or add to the above regulations.

### THE SINGLE-ROUND TOURNAMENT.

The following minimum prizes will be offered in this Tournament :—  
First Prize, £70 ; Second Prize, £50 ; Third Prize, £30 ; Fourth Prize, £20 ; Fifth Prize, £15 ; Sixth Prize, £10 ; Seventh Prize, £5. The above amounts will probably be increased, but may be reduced should less than sixteen competitors enter.

### REGULATIONS.

*Entrance Fee.*—All entries must be received on or before the 1st of May 1899, accompanied by an entrance fee of £2, and a deposit of £3,

which latter will be returned to every player who shall observe the rules and regulations of the Tournament.

*Order of Play.*—Each player must play one game with every other competitor, and the order of play and pairing shall be decided by lot and made known before the commencement of the Tournament.

*Hours of Play.*—Evening play from 6.30 P.M. to 10.30 P.M. will be compulsory, and morning play from noon to 4.30 P.M. will be optional. Competitors who wish to play both morning and evening daily, will state the fact on entering. The Committee will arrange for these competitors to play with one another at morning sittings, and to have the priority of play against those competitors in the evening who enter for evening play. Competitors who have been paired against each other for evening play, may, by mutual agreement, and with the consent of the member of the Playing Committee present, play at any hour earlier in the day, provided that at least four hours' continuous play is possible.

*Time Limit.*—Twenty moves per hour.

*Unfinished Games.*—No game may be adjourned until at least forty moves have been made on each side.

The Committee reserve to themselves the unconditional right to decline any entry.

The regulations and rules appointed for the government of the Double-Round Tournament shall apply to this Tournament except in so far as the same are inconsistent with these Regulations.

Dated the ninth day of March 1899.

By authority of the Committee,

JUNIUS L. COPE, } *Joint Hon. Secretaries.*  
J. WALTER RUSSELL, }

BRITISH CHESS CLUB,  
5 WHITEHALL COURT,  
LONDON, S.W.

## RULES OF PLAY

### REVISED CODE (OMITTING DEFINITIONS AND OTHER ELEMENTARY MATTER).

#### I. *Completion of Move*—

A move consisting of the transfer of a man from one square to another, or the capture of a man, is completed when the player has quitted his own moved man and removed the captured man (if any).

Castling is completed when the player has quitted both King and Rook. If a player in castling moves and quits the Rook before touching the King, his opponent may require that the Rook's move be treated as a complete move.

The promotion of a Pawn is completed when such Pawn has been named as, or exchanged for a Queen, Rook, Bishop or Knight, of its own colour.

A scaled move is completed when the player, having made a record of such move, stops his own clock.

## II. *Drawn Game*—

- (a) When either King is stalemated the game is drawn.
- (b) A player may at any time call upon his opponent to mate him within fifty moves (move and reply being counted as one). If at the expiration of such fifty moves no capture has been made, nor Pawn moved, nor mate given, the game is drawn.
- (c) When a player whose turn it is to play, before touching a man, proves that the then present position on the board has occurred twice previously during that game, the game is drawn. (For the purposes of this rule there is no distinction between the King's and Queen's Rooks or Knights.)
- (d) The game is drawn when the players so agree at any time during the game.

## III. *Rectification of Errors*—

If before the second player has completed his fourth move it is found that there has been at the commencement of the game an error in the placing of the men or board, or that the first move has been made by the wrong player, either player may then require that the game be started afresh.

## IV. *Adjustment of Men*—

A player, in his own turn to move, may adjust any man, provided that immediately before touching it for adjustment, he gives notice of his intention to adjust that man.

## V. *Touching Men*—

- (a) If a player, in his own turn to play, touches any man that he cannot legally move, or any man that he cannot legally take, his opponent must exact Penalty B.
- (b) If a player, in his own turn to play, touches any man that he can legally move, and does not move this man, but moves otherwise—or if, in his own turn to play, he touches any man that he can legally take, and does not take this man, but moves otherwise—his opponent must exact Penalty A.
- (c) If a player, in his own turn to play, renders himself liable to penalty under each of sub-sections (a) and (b) of this Rule, his opponent may exact either penalty.
- (d) All penalties under this rule shall be exacted only as provided by Rule X.

Provided that in the following cases the touching by a player of any man on the board shall not involve any penalty; namely, touching accidentally, or in replacement of men accidentally displaced; touching in accordance with Rule IV.; and touching a promoted Pawn for the purpose of replacing it by a piece at any time.

## VI. *Illegal Moves*—

- (a) If a player makes an illegal move, his opponent must exact either Penalty A or Penalty B.
- (b) If a player has made an illegal move which has remained un-

corrected (the opponent having subsequently to it touched a man), the position which existed immediately before the illegal move occurred must be restored, and no penalty may then be exacted for the illegality.

VII. *Adjournment of Unfinished Games—*

- (a) When a game is adjourned, the player whose turn it is to move shall make a record of the position then existing on the board, and shall also make a written record of his last move (called a sealed move), and both records shall be rendered inaccessible to either player until the re-commencement of play. The number of moves made, and the time occupied by each player respectively, shall be stated on the position record.
- (b) If, after the adjournment, a game has been continued from an incorrect position, the position which existed on the board immediately before the adjournment must be restored, and the sealed move must then be made on the board.
- (c) If a player has made a sealed move, and it is found on the resumption of the game that the record cannot be interpreted as expressing a legal move, the opponent must exact Penalty B; if the record can be interpreted as expressing more than one legal move, the opponent shall select one of such moves. If, on the resumption of a game after adjournment, the player whose duty it was to make a sealed move is found to have made no record of such move, he shall forfeit the game.

VIII. *Prohibition of Extraneous Assistance during Games—*

No player shall, during the course of his game, refer to any extraneous written or printed matter which bears upon such game, nor shall he request the advice of any other person as to the conduct of such game.

IX. *Time Limit—*

- (a) If a player fails to make the number of moves required by the time limit, he loses the game.
- (b) It is the duty of each player to insure the recording of his opponent's time, and no allowance may be made for error caused by a player's neglect of this duty.
- (c) Upon proof being given that, otherwise than by the neglect mentioned in the last sub-section, time has been incorrectly recorded for one or both of the players, such error may be equitably rectified.

X. *Penalties—*

- (a) When a penalty is exacted for an offence, the exaction must be before the exactor touches a man.
- (b) When a move is made in discharge of a penalty, this move may not (except as provided in the statement of Penalty A) be Castling.
- (c) If a move which the opponent requires to be made by way of penalty is illegal, the requirement must be disregarded, and the opponent forfeits his right to exact a penalty for the offence.

(d) Before a penalty is discharged, the position which existed prior to the commission of this offence must be restored.

The following are the penalties referred to as Penalties A and B:—

Penalty A. The opponent indicates the man, (or one of the men,) touched by the offender, and the offender moves, (if his own,) or takes, (if his opponent's,) this man; or, if of any two men so touched one can be captured with the other, and the opponent indicates these two men, the offender captures one of them with the other; or, if a King and a Rook so touched can move in Castling, and the opponent indicates these two men, the offender Castles with them.

Penalty B. The offender moves his King, or if this King cannot be moved, the offender moves a man selected by his opponent.

The above rules of play were selected and compiled, with alterations and abridgments, by a Sub-Committee of the Congress appointed for the purpose, from previously existing collections of rules, with special reference to the "British Chess Code."

The price of non-transferable season tickets for the Congress was fixed at one guinea each.

In addition to the prizes before mentioned, the following were subsequently offered:—

A gold medal, presented by the Ladies' Chess Club, for the winner of the double-round tournament, value £13.

A gold medal, presented by the Ladies' Chess Club, for the winner of the most brilliant game in the double-round tournament, value £11.

A gold pendant chess-knight, presented by the Ladies' Chess Club, for the winner of the single-round tournament, value £6.

A prize of £10, 10s., presented by Mrs. F. H. Lewis and Mr. H. S. Lewis in memory of the late Mr. F. H. Lewis, to be awarded for special brilliancy in any game in the double-round tournament.

Invitations to compete in the double-round tournament were sent at various times to the following eminent chess players:—

H. E. Atkins of Leicester; J. H. Blackburne of London; Amos Burn of Liverpool; R. Charousek of Budapest; W. Cohn of Berlin; I. Gunsberg of London; D. Janowsky of Paris; E. Lasker of Berlin; T. F. Lawrence of London; P. Lipke of Halle a.d. Saale; B. Makowetz of Budapest; Geza Maroczy of Budapest; H. N. Pillsbury of New York; C. Schlechter of Vienna; J. W. Showalter of Kentucky, U.S.A.; W. Steinitz of New York; Dr. S. Tarrasch of Nürnberg; M. Tchigorin of St. Petersburg; S. Alapin of St. Petersburg; E. Schiffers of St. Petersburg; G. Marco of Vienna; James Mason of London; H. E. Bird of London; H. Caro of Berlin; J. Mieses of Berlin; R. Teichmann of London; S. Tinsley of London; and F. J. Lee of London.

To the great regret of the committee, Herr Charousek, whose style of play had attracted so much interest in this country, was prevented by severe illness from competing in the Congress. A further disappointment was caused by the adherence of Dr. S. Tarrasch to the determination expressed by him in Vienna, to retire from international tournament play.

Many of those invited were prevented by their engagements from accepting, and among these were Messrs. H. E. Atkins and T. F. Lawrence, the two foremost young British chess players of the day, whose presence in the double-round tournament would have created the liveliest interest.

Acceptances were received from the following :—J. H. Blackburne, Amos Burn, W. Cohn, D. Janowsky, E. Lasker, G. Maroczy, H. N. Pillsbury, Carl Schlechter, J. W. Showalter, W. Steinitz, M. Tchigorin, James Mason, H. E. Bird, R. Teichmann, S. Tinsley, and F. J. Lee.

The pairing for the whole of the double-round tournament was drawn on the 29th of May, but the order of the rounds was left to be ascertained by the daily drawing of a sealed envelope containing the pairing for the day.

On the opening day of the Congress Mr. Amos Burn found himself unable to compete in the double-round tournament, and withdrew his name; and Mr. Teichmann was unfortunately compelled by illness to retire from the Congress after the fourth day.

The entries for the single-round tournament were as follows :—F. J. Marshall of the U.S.A.; T. Physick, E. M. Jackson, O. C. Müller, Dr. S. F. Smith and E. O. Jones of London; G. Marco of Vienna; J. Mieses of Berlin; B. Tabounstchikoff of Russia; J. F. Esser of Holland, and Dr. J. O. Klimsch of Vienna.

On the 30th of May 1899 the Congress was formally opened by the Right Honourable Sir William Hart Dyke, Bart., M.P. The course of the play and the scores of the players are shown clearly by the tables given hereafter, which render it easy to refer to any particular game or round.

During the course of the Congress the competitors were entertained by the City of London Chess Club at the Star and Garter Hotel, Richmond, and upon another occasion at the Crystal Palace. A banquet was also given by the Congress Committee to the competitors, in the International Hall of the Café Monico, on the 29th of June 1899, when Messrs. Lasker, Pillsbury, Tchigorin, Maroczy, Marco, and other competitors expressed their complete satisfaction with the arrangements made for the Congress.

The prizes were presented by Mr. F. G. Naumann on the 11th July 1899, and the following is the list of winners :—

#### DOUBLE-ROUND TOURNAMENT.

1st prize, £250 and Ladies' Gold Medal for the winner of this tournament	.	.	.	E. Lasker.
2nd prize of £165	} divided between	}		D. Janowski.
3rd " " £100				G. Maroczy.
4th " " £80				H. N. Pillsbury.
5th " " £65				C. Schlechter.
6th " " £50				J. H. Blackburne.
7th " " £40	.	.	.	M. Tchigorin.
8th " " £30	.	.	.	J. W. Showalter.
9th " " £20	.	.	.	J. Mason.

The consolation money was distributed as follows:—W. Cohn received £8, H. E. Bird £5, F. J. Lee £5, and S. Tinsley £4.

The following is the final score of the double-round tournament, arranged in order of merit:—

	Lasker	Janowsky	Maroczy	Pillsbury	Schlechter	Blackburne	Tchigorin	Showalter	Mason	Cohn	Steinitz	Lee	Bird	Tinsley	Teichmann	Total 1st Rd.	Total 2nd Rd.	Grand Total	Total of the nine prize-winners
E. Lasker . .	—	1 $\frac{1}{2}$	1 $\frac{1}{2}$	1 $\frac{1}{2}$	1 $\frac{1}{2}$	0	1	1	1	1 $\frac{1}{2}$	1 $\frac{1}{2}$	1 $\frac{1}{2}$	1	1	1	11	11 $\frac{1}{2}$	22 $\frac{1}{2}$	12 $\frac{1}{2}$
D. Janowsky . .	0 $\frac{1}{2}$	—	0	1	1	1 $\frac{1}{2}$	1	1 $\frac{1}{2}$	1	0	1	1	0	1 $\frac{1}{2}$	1	9 $\frac{1}{2}$	8 $\frac{1}{2}$	18	9 $\frac{1}{2}$
G. Maroczy . .	0	0	—	1	1 $\frac{1}{2}$	1 $\frac{1}{2}$	0	1	1	1	1 $\frac{1}{2}$	1	1 $\frac{1}{2}$	1	1	10	8	18	8 $\frac{1}{2}$
H. N. Pillsbury .	1 $\frac{1}{2}$	0	1	—	1	1	0	0	1	1	1	1	1	1	1	9 $\frac{1}{2}$	8 $\frac{1}{2}$	18	8
C. Schlechter .	1 $\frac{1}{2}$	0	0	0	—	1	1	1	1	0	1	1	1	1	1	9 $\frac{1}{2}$	7 $\frac{1}{2}$	17	7 $\frac{1}{2}$
J. H. Blackburne .	1	0	1	1	0	—	1	0	1	1	0	1	1	1	1	8 $\frac{1}{2}$	7	15 $\frac{1}{2}$	7 $\frac{1}{2}$
M. Tchigorin .	0	0	0	1	0	1	—	1	1	1	1	1	1	1	1	8	7	15	7 $\frac{1}{2}$
J. W. Showalter .	0	0	0	1	1	0	0	—	0	0	1	1	1	0	1	6 $\frac{1}{2}$	6	12 $\frac{1}{2}$	4 $\frac{1}{2}$
J. Mason . .	0	1	0	0	0	0	0	1	—	0	0	0	1	1	1	5	7	12	6 $\frac{1}{2}$
W. Cohn . .	0	0	0	0	1	1	1	0	1	—	0	1	1	1	1	5	7	11 $\frac{1}{2}$	11 $\frac{1}{2}$
W. Steinitz . .	1	0	1	0	0	0	1	0	0	1	—	0	1	1	1	6 $\frac{1}{2}$	3	11 $\frac{1}{2}$	11 $\frac{1}{2}$
F. J. Lee . .	0	0	0	0	0	0	1	0	1	0	1	—	1	1	1	4	5 $\frac{1}{2}$	9 $\frac{1}{2}$	9 $\frac{1}{2}$
H. E. Bird . .	0	0	1	0	0	0	0	0	0	0	1	0	—	1	1	4	3 $\frac{1}{2}$	7	7
S. Tinsley . .	0	0	1	0	0	0	0	1	1	0	0	1	0	—	0	3	3	6	6
R. Teichmann .	0	0	0	1	0	1	0	0	0	0	0	0	1	—	—	2	*	2	

\* Teichmann withdrew after having played four games. He lost to Tchigorin, won against Tinsley, and drew with Blackburne and Pillsbury.

The “roping off” of the nine prize-winners as in the above table gives the following result: Lasker, first; Janowsky, second; Maroczy, third; Pillsbury, fourth; Blackburne, Schlechter, and Tchigorin, tie for fifth, sixth, and seventh place; Mason, eighth; and Showalter, ninth.

#### SINGLE-ROUND TOURNAMENT.

1st Prize, £70 and Ladies' Gold Pendant	F. J. Marshall.
2nd " £50	} divided equally between { G. Marco and
3rd " £30	
4th " £20	} divided equally between { E. O. Jones and
5th " £15	
6th " £10	} divided equally between { E. M. Jackson
7th " £5	
	and S. F. Smith.

The following is the final score of the single-round tournament, arranged in order of merit:—

	Marshall	Marco	Physick	Jones	Mieses	Jackson	Smith	Müller	Tabounstchikoff	Erskine	Esser	Klimsch	
F. J. Marshall . . . . .	—	1½	0	1	1½	1	1	1½	1	1	1	1	8½
G. Marco . . . . .	1½	—	1½	1½	1½	1	1	1	1	1½	1	1	8
T. Physick . . . . .	1	1½	—	1½	1½	1½	1½	1½	1	1	1	1	8
E. O. Jones . . . . .	0	1½	1½	—	1	1	1	1	1	1½	1	1	7½
J. Mieses . . . . .	1½	1½	1½	1	—	0	1	1	1	1	1	1	7½
E. M. Jackson . . . . .	0	0	0	1	0	—	0	0	1	1	1	1	5½
Dr. S. F. Smith . . . . .	0	0	0	0	0	1	—	0	1	1	1	1	5½
O. C. Müller . . . . .	1½	0	0	0	0	1	1	—	0	1	0	1	5
B. Tabounstchikoff . . . . .	0	0	0	0	0	0	0	1	—	1½	1	1	3½
J. F. Esser . . . . .	0	1½	0	1½	0	1	0	1	1½	—	0	0	3½
H. Erskine . . . . .	0	1½	0	0	0	0	0	0	1	1	—	1	3
Dr. J. O. Klimsch . . . . .	0	0	0	0	0	0	0	0	0	0	1	—	0

Dr. Klimsch retired after the seventh round, his remaining games being scored against him.

The Gold Medal presented by the Ladies' Chess Club to the winner of the most brilliant game in the Double-Round Tournament was awarded to Mr. E. Lasker, for his game against Mr. W. Steinitz in the twenty-seventh round (No. 66).

The prize of £10, 10s. presented by Mrs. F. H. Lewis and Mr. H. S. Lewis for special brilliancy in any game was awarded to Mr. J. H. Blackburne, for his game against Mr. E. Lasker in the fourth round (No. 35).

An interesting and popular wind-up to the Congress was provided, in the form of a simultaneous display by Mr. E. Lasker on twenty-six boards against all comers. This took place after the distribution of prizes, and in three hours' play Mr. Lasker won twenty-one of these games, drew two, and lost three. There were several ladies among his opponents. At the same time a consultation match was played—Messrs. D. Janowski and M. Tchigorin against Messrs. W. Cohn and H. N. Pillsbury—and this resulted in a win for Messrs. Cohn and Pillsbury after a long and hard fight.

The following games were submitted to the Committee in competition for the brilliancy prizes :—

By Mr. H. E. Bird . . . . .	Nos. 60 and 93.
" J. H. Blackburne . . . . .	" 35 and 111.
" D. Janowski . . . . .	" 43, 46, 50, 65, 85, and 126.
" E. Lasker . . . . .	" 42 and 66.
" J. W. Showalter . . . . .	No. 133.



The whole of the games played in the Double-Round Tournament, and a selection of those played in the Single-Round Tournament, have been annotated by Mr. L. Hoffer, whose chess analyses and notes are known and appreciated throughout Europe and America.

The principle upon which the games have been arranged will, it is believed, render this book more convenient for purposes of reference than such works usually are; the games being collected under the heads of the various openings, showing separately the main variations. In this arrangement no notice has been taken of the order of the rounds; but a reference to Index No. 1 will quickly show the round in which any particular game was played.

The following index and tables have been prepared with the view of facilitating reference :—

1. An Index to the Pairing in the Congress.
2. A Table of Openings in the Double-Round Tournament, with results.
3. A Table of Openings of Games selected from the Single-Round Tournament, with results.
4. Summary of Openings in the Double-Round Tournament, with relative results and percentages.

It is beyond the scope of this book to discuss the humours, pleasures, excitements, and disappointments of the Congress; but it is gratifying to the Committee to be able to place on record, that no dispute or difficulty of any kind arose between the competitors from beginning to end, and that the labours of the officials were greatly lightened by the cordial co-operation of the players, in circumstances which were occasionally trying.

The thanks of the Committee of the Congress are hereby given to Messrs. J. L. Cope and J. Walter Russell, the joint Honorary Secretaries, to Mr. F. Hanford, the Assistant Honorary Secretary, and to Mr. H. W. Trenchard, the Honorary Treasurer, for their untiring efforts to promote the success of the undertaking.

Further, the Committee desire to express their appreciation of the assistance given by Messrs. P. Braby, J. A. Leon, E. B. Schwann, J. A. Symmons, H. S. Ward, C. J. Woon, and E. Young, who acted as Stewards in conjunction with members of the Executive Committee.

This book has been edited and overseen for the press by Messrs. F. W. Lord and W. Ward-Higgs.

The total subscriptions to the funds of the Congress amounted to £1224, 11s. 6d., of which 1000 rupees were contributed by the Maharajah of Durbhungah, and £40 by the Maharajah of Travancore.

A complete subscription list follows.

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Cardiff Chess Club (Lord Tredegar) . . .	5	5	0
Ibis Chess Club . . .	5	5	0
Liverpool Chess Club . . .	5	5	0
Sydenham and Forest Hill Chess Club . . .	5	5	0
Battersea Chess Club . . .	4	16	0
Brixton Chess Club . . .	4	11	0
Ladies' Chess Club . . .	3	8	0
West London Chess Club . . .	2	12	6
Norfolk and Norwich Chess Club . . .	2	11	6
Andover Chess Club . . .	2	2	0
Belfast Chess Club . . .	2	2	0
Birmingham and Midland Institute Chess Club . . .	2	2	0
Dublin Chess Club . . .	2	2	0
Manchester Chess Club . . .	2	2	0
North Manchester Chess Club . . .	2	2	0
Portsmouth Chess Club . . .	2	2	0
Salisbury Chess Club . . .	2	2	0
Farnham Chess Club . . .	1	9	0
Bradford Chess Club . . .	1	1	0
Fulham Conservative Club . . .	1	1	0
Leytonstone Chess Club . . .	0	10	0
Newport (Salop) Literary Institute . . .	0	10	0
St. Martin's (G. P. O.) Chess Club . . .	0	10	0

Hanley Chess Club . . .	£0	7	6
Shrewsbury Chess Club . . .	0	2	6

£131 18 6

## GENERAL LIST.

Sir Henry Harben . . .	£26	5	0
J. W. Abbott . . .	5	5	0
I. M. Brown . . .	5	5	0
Viscount Folkestone . . .	5	5	0
R. Harrop . . .	5	5	0
R. J. Quelch . . .	5	5	0
R. Steel, C.S.I. . . .	5	5	0
J. Gamble . . .	2	2	0
W. H. Gunston . . .	2	2	0
R. F. Hunt . . .	2	2	0
F. A. Joyce . . .	2	2	0
Dr. Keynes . . .	2	2	0
A. J. Mackenzie . . .	2	2	0
S. R. Meredith . . .	2	2	0
H. Mills . . .	2	2	0
J. I. Minchin . . .	2	2	0
J. E. Rabbeth . . .	2	2	0
Rev. C. E. Ranken . . .	2	2	0
A. T. Reid . . .	2	2	0
A. Solly . . .	2	2	0
G. B. Toms . . .	2	2	0
E. L. Waugh . . .	2	2	0
W. D. Wight . . .	2	2	0
Dr. Deighton . . .	1	1	0
J. Long . . .	1	1	0
C. S. Rankine-Simson . . .	1	1	0
J. B. Richardson . . .	1	1	0
Marquis of Ripon . . .	1	1	0
A. S. Spalding . . .	1	1	0
H. G. Sturton . . .	1	1	0
Hugh Trenchard . . .	1	1	0
General Tyrrell . . .	1	1	0
W. Carslake Wood . . .	1	1	0
Colonel Nolan . . .	0	10	0
H. S. Brandreth . . .	0	5	0
H. Erskine . . .	0	5	0
C. A. Plaisten . . .	0	2	6

£102 19 6

The following accounts of the funds of the Congress have been examined and certified as correct by Mr. John George Cowan, the Honorary Auditor, to whom the Committee are indebted for that service:—

# LONDON INTERNATIONAL

## RECEIPTS.

To Subscriptions as per List . . . . .	£1224 11 6
„ Special Subscription for Brilliancy Prize (Mrs. Lewis and H. R. Lewis) . . . . .	10 10 0
„ Entrance Fees from Players . . . . .	£25 16 6
<i>Less</i> —Fee returned . . . . .	2 0 0
	<hr/>
	23 16 6
„ Deposits from Players . . . . .	£84 19 8
<i>Less</i> —Deposits returned . . . . .	82 0 0
	<hr/>
	2 19 8
„ Share of Season Tickets sold and Gate-money . . . . .	24 6 3
„ Newspapers for right to publish Games . . . . .	70 0 0
	<hr/>
	£1356 3 11
	<hr/>
To Balance . . . . .	£16 14 8

NOTE.—There is a further liability in respect of the cost of production of the Book of the Tournament, and there will also be some receipts from the sale of the book.

# CHess CONGRESS 1899

## EXPENDITURE.

By Prizes in Double-Round Tournament	.	.	.	£800	0	0		
„ „ Single-Round „	.	.	.	200	0	0		
„ Prize for Brilliancy	.	.	.	10	10	0		
„ Consolation Money	.	.	.	22	0	0		
„ Solatium to F. J. Lee	.	.	.	£10	0	0		
„ „ H. E. Bird	.	.	.	5	0	0		
					15	0	0	
„ Exhibition Play (Fees to Masters)	.	.	.		14	14	0	
„ Banquet to Players	.	.	.	£38	9	0		
<i>Less</i> —Dinner Tickets sold	.	.	.	8	3	6		
						30	5	6
„ Book of the Tournament—Amount paid to Publishers and Annotator to date (see note at foot)	.	.	.		135	3	0	
„ Clerical Assistance	.	.	.	.	11	14	0	
„ Printing and Stationery	.	.	.	.	35	3	8	
„ Typewriting	.	.	.	.	7	6	3	
„ Postages and Telegrams	.	.	.	.	27	11	4	
„ Cabs and Messengers	.	.	.	.	2	7	4	
„ Hire of Tables, Chairs, and Clocks	.	.	.	.	22	4	0	
„ Expenses of collecting Subscriptions, Bank Charges, and Sundries	.	.	.	.		5	10	2
„ Balance	.	.	.	.		16	14	8

(Signed) H. W. TRENCHARD,  
*Honorary Treasurer.*

I have examined the above Statement of Receipts and Expenditure with the Books and Accounts kept by the Honorary Secretaries and Treasurer, and find the same to be in accordance therewith, and to be fully vouched.

JOHN GEORGE COWAN,  
*Auditor.*

LONDON, 31st July 1900.

## SUMMARY OF SUBSCRIPTIONS.

British Chess Club . . . . .	£439	14	6
City of London Chess Club . . . . .	238	17	0
St. George's       "       " . . . . .	72	9	0
Indian List . . . . .	152	19	6
Hastings and St. Leonard's Chess Club . . . . .	20	10	0
National Liberal Club Chess Circle . . . . .	14	3	6
South Norwood Chess Club . . . . .	11	18	6
Southampton       "       " . . . . .	8	8	6
Metropolitan       "       " . . . . .	8	8	0
Insurance       "       " . . . . .	7	11	0
Newcastle       "       " . . . . .	7	7	0
Carlisle       "       " . . . . .	3	3	0
Clifton and Bristol Chess Club . . . . .	2	2	0
Wilts County Chess Association . . . . .	2	2	0
Other Clubs . . . . .	131	18	6
General List . . . . .	102	19	6
	<hr/>		
	£1224	11	6



# INDEX TO THE PAIRING IN THE CONGRESS.

## DOUBLE-ROUND TOURNAMENT.

First Player	Opponent	Round	Opening	No. of Game
Bird, H. E.	Blackburne	6	Philidor's Defence	5
	Cohn	11	Centre Gambit	1
	Janowsky	23	Scotch Game	17
	Lasker	21	Do.	16
	Lee	24	French Defence	97
	Maroczy	16	Centre Gambit	2
	Mason	30	Petroff Defence	9
	Pillsbury	3	King's Gambit declined	61
	Schlechter	29	Scotch Game	14
	Showalter	1	French Defence	95
	Steinitz	17	King's Bishop's Pawn Opening	182
	Tchigorin	8	Evans' Gambit	27
	Tinsley	28	French Defence	93
Blackburne, J. H.	Bird	19	Queen's Pawn Opening	150
	Cohn	2	Vienna Opening	63
	Janowsky	24	Four Knights' Game	18
	Lasker	16	Queen's Pawn Opening	158
	Lee	22	French Defence	94
	Maroczy	29	Queen's Pawn Opening	154
	Mason	14	Do.	156
	Pillsbury	11	Do.	159
	Schlechter	25	Ruy Lopez	41
	Showalter	10	French Defence	87
	Steinitz	23	Queen's Pawn Opening	162
	Tchigorin	20	Do.	161
	Teichmann	1	Two Knights' Defence	19
	Tinsley	15	French Defence	86
Cohn, W.	Bird	18	Sicilian Defence	82
	Blackburne	30	Philidor's Defence	6
	Janowsky	3	Sicilian Defence	85
	Lasker	6	Ruy Lopez	48
	Lee	29	King's Bishop's Pawn Opening	183

First Player	Opponent	Round	Opening	No. of Game
Cohn, W.	Maroczy	5	Ruy Lopez	53
	Mason	8	Giuoco Piano	23
	Pillsbury	16	Queen's Pawn Opening	151
	Schlechter	1	English Knight's Opening	11
	Showalter	23	Queen's Gambit declined	115
	Steinitz	12	Ruy Lopez	33
	Tchigorin	28	Queen's Pawn Opening	136
	Tinsley	9	French Defence	98
	Bird	13	Bishop's Gambit	60
	Blackburne	9	Ruy Lopez	40
Janowsky, D.	Cohn	26	Do.	46
	Lasker	28	Queen's Gambit declined	128
	Lee	14	French Defence	103
	Maroczy	21	Queen's Gambit declined	126
	Mason	18	Petroff Defence	10
	Pillsbury	12	Vienna Opening	65
	Schlechter	4	Ruy Lopez	43
	Showalter	22	French Defence	101
	Steinitz	30	Ruy Lopez	32
	Tchigorin	7	Do.	50
	Tinsley	27	Queen's Gambit declined	127
	Bird	15	Queen's Pawn Opening	149
	Blackburne	4	Ruy Lopez	35
	Cohn	19	Caro-Kann Defence	76
	Janowsky	10	Queen's Gambit declined	120
	Lee	3	Caro-Kann Defence	74
	Maroczy	11	Queen's Pawn Opening	160
Lasker, E.	Mason	22	Queen's Gambit declined	131
	Pillsbury	24	Queen's Pawn Opening	155
	Schlechter	2	Ruy Lopez	38
	Showalter	25	French Defence	102
	Steinitz	1	Ruy Lopez	28
	Tchigorin	14	Do.	44
	Tinsley	20	Queen's Gambit declined	135
	Bird	9	Queen's Pawn Opening	143
	Blackburne	5	Do.	138
	Cohn	7	Do.	174
	Janowsky	17	Queen's Gambit declined	119
	Lasker	26	Ruy Lopez	42
	Maroczy	30	Sicilian Defence	80
	Mason	12	Queen's Pawn Opening	167
	Pillsbury	21	Vienna Opening	64
	Schlechter	13	Queen's Pawn Opening	169
	Showalter	16	Queen's Gambit declined	133
Lee, F. J.	Steinitz	18	Queen's Pawn Opening	164

First Player	Opponent	Round	Opening	No. of Game
Lee, F. J.	Tchigorin	6	Queen's Pawn Opening	171
	Tinsley	8	Do.	137
Maroczy, G.	Bird	4	Double Ruy Lopez	56
	Blackburne	7	Queen's Gambit	109
	Cohn	22	Caro-Kann Defence	73
	Janowsky	15	Scotch Game	15
	Lasker	18	Queen's Pawn Opening	157
	Lee	2	Caro-Kann Defence	72
	Mason	27	King's Bishop's Opening	58
	Pillsbury	19	Double Ruy Lopez	57
	Schlechter	14	Vant Krui's Opening	184
	Showalter	20	French Defence	100
	Steinitz	28	Ruy Lopez	31
	Tchigorin	13	English Opening	179
	Tinsley	26	French Defence	90
	Bird	2	Giucoco Piano	24
	Blackburne	17	Two Knights' Defence	21
Mason, J.	Cohn	25	Ruy Lopez	47
	Janowsky	11	English Opening	181
	Lasker	5	Two Knights' Defence	20
	Lee	20	French Defence	96
	Maroczy	1	Sicilian Defence	81
	Pillsbury	29	Do.	83
	Schlechter	10	Vant Krui's Opening	185
	Showalter	24	English Opening	180
	Steinitz	3	Ruy Lopez	37
	Tchigorin	15	Vienna Opening	71
	Tinsley	19	English Opening	178
	Bird	26	Queen's Gambit declined	112
	Blackburne	18	Philidor's Defence	3
	Cohn	4	Ruy Lopez	45
	Janowsky	20	Queen's Gambit declined	121
Pillsbury, H. N.	Lasker	9	Ruy Lopez	52
	Lee	15	Queen's Gambit declined	134
	Maroczy	6	French Defence	99
	Mason	7	Queen's Pawn Opening	145
	Schlechter	22	Queen's Gambit declined	129
	Showalter	14	Do.	132
	Steinitz	8	Ruy Lopez	36
	Tchigorin	27	Queen's Gambit declined	114
	Tinsley	13	Queen's Pawn Opening	140
	Bird	7	Sicilian Defence	84
	Blackburne	8	Ruy Lopez	34
	Cohn	27	Caro-Kann Defence	77
	Janowsky	16	Ruy Lopez	49
Schlechter, C.				

First Player	Opponent	Round	Opening	No. of Game
Schlechter, C.	Lasker	30	Giuoco Piano	25
	Lee	23	Queen's Gambit declined	125
	Maroczy	17	Queen's Pawn Opening	141
	Mason	28	Petroff Defence	7
	Pillsbury	5	Queen's Gambit declined	124
	Showalter	3	Do.	123
	Steinitz	21	Ruy Lopez	30
	Tchigorin	9	Queen's Gambit	110
	Tinsley	18	French Defence	92
	Bird	27	Queen's Pawn Opening	148
Showalter, J. W.	Blackburne	28	Philidor's Defence	4
	Cohn	13	Queen's Pawn Opening	173
	Janowsky	5	Queen's Gambit declined	118
	Lasker	8	Queen's Pawn Opening	168
	Lee	4	Caro-Kann Defence	75
	Maroczy	12	Queen's Pawn Opening	139
	Mason	9	Do.	175
	Pillsbury	17	Do.	170
	Schlechter	26	Ruy Lopez	39
	Steinitz	6	Do.	29
Steinitz, W.	Tchigorin	18	Queen's Pawn Opening	166
	Tinsley	7	Queen's Fianchetto Defence	79
	Bird	14	Queen's Pawn Opening	147
	Blackburne	13	Queen's Gambit	111
	Cohn	20	Vienna Opening	70
	Janowsky	2	Queen's Gambit declined	117
	Lasker	27	Vienna Opening	66
	Lee	11	Queen's Gambit declined	130
	Maroczy	10	Queen's Pawn Opening	142
	Mason	26	Vienna Opening	68
Tchigorin, M.	Pillsbury	25	Do.	67
	Schlechter	15	Do.	69
	Showalter	19	French Defence	88
	Tchigorin	4	Queen's Gambit declined	113
	Tinsley	22	French Defence	89
	Bird	25	English Knight's Opening	13
	Blackburne	12	French Defence	105
	Cohn	10	Do.	106
	Janowsky	29	Ruy Lopez	54
	Lasker	17	French Defence	107
	Lee	19	Do.	108
	Maroczy	23	King's Gambit declined	62
	Mason	21	Petroff Defence	8
	Pillsbury	1	Evans' Gambit	26
	Schlechter	24	Bishop's Gambit	59

First Player	Opponent	Round	Opening	No. of Game
Tchigorin, M.	Showalter	11	French Defence	104
	Steinitz	16	English Knight's Opening	12
	Teichmann	3	Two Knights' Defence	22
	Tinsley	2	Queen's Fianchetto Defence	78
Teichmann, R.	Pillsbury	2	Double Ruy Lopez	55
	Tinsley	4	French Defence	91
Tinsley, S.	Bird	10	Queen's Pawn Opening	144
	Blackburne	21	Do.	152
	Cohn	24	Do.	146
	Janowsky	1	Queen's Gambit declined	116
	Lasker	12	Queen's Pawn Opening	177
	Lee	25	Do.	153
	Maroczy	3	Queen's Gambit declined	122
	Mason	6	Queen's Pawn Opening	176
	Pillsbury	23	Ruy Lopez	51
	Schlechter	11	Queen's Pawn Opening	172
	Showalter	29	Irregular Opening	186
	Steinitz	5	Queen's Pawn Opening	163
	Tchigorin	30	Do.	165

## SELECTION FROM SINGLE-ROUND TOURNAMENT

First Player	Opponent	Opening	No. of Game
Jackson, E. M.	Marshall	King's Bishop's Opening	195
Jones, E. O.	Marco	Ruy Lopez	190
	Mieses	Sicilian Defence	198
Marco, G.	Esser	Ruy Lopez	192
	Marshall	Do.	193
	Mieses	Sicilian Defence	196
Marshall, F. J.	Smith, Dr.	French Defence	201
	Esser	Two Knights' Defence	188
	Jones	Giuoco Piano	189
	Mieses	Sicilian Defence	197
Mieses, J.	Jackson	Double Ruy Lopez	194
	Smith, Dr.	French Defence	200
Müller, O. C.	Jackson	Ruy Lopez	191
	Jones	Queen's Gambit declined	202
Physick, T.	Erskine	Petroff Defence	187
	Mieses	Sicilian Defence	199

# TABLE OF OPENINGS IN THE DOUBLE-ROUND TOURNAMENT WITH RESULTS.

## CENTRE GAMBIT

Game 1	1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{P \text{ to } Q 4}{P t. P}$	3 $\frac{K t t o K B 3}{K t t o Q B 3}$	4 $\frac{K t t. P}{B t o B 4}$	Black won.
" 2			4 $\frac{K t t o B 3}{K t t o B 3}$		Drawn.

## PHILIDOR'S DEFENCE

Game 3	1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{K t t o K B 3}{P \text{ to } Q 3}$	3 $\frac{P \text{ to } Q 4}{P t. P}$	Black won.
" 4			3 $\frac{P \text{ to } K B 4}{P \text{ to } K B 4}$	Black won.
Games 5 & 6			3 $\frac{B t o K t 5}{K t t o Q 2}$	P t. P Black won both.

## PETROFF DEFENCE

Game 7	1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{K t t o K B 3}{K t t o K B 3}$	3 $\frac{K t t. P}{K t t. P}$	White won.
" 8			3 $\frac{P \text{ to } Q 4}{K t t. P}$	4 $\frac{B t o Q 3}{K t t. P}$ Drawn.
" 9			3 $\frac{K t t o B 3}{P \text{ to } Q 3}$	Black won.
" 10			3 $\frac{K t t o B 3}{K t t o B 3}$	4 $\frac{B t o K t 5}{B t o K t 5}$ Black won.

## ENGLISH KNIGHTS' OPENING

Game 11      1  $\frac{P \text{ to } K 4}{P \text{ to } K 4}$       2  $\frac{K \text{ to } K B 3}{K \text{ to } Q B 3}$       3  $\frac{P \text{ to } B 3}{K \text{ to } B 3}$       White won.

Games 12 & 13      3  $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$       4  $\frac{Q \text{ to } R 4}{P \text{ to } P}$       White won both.

## SCOTCH GAME

Game 14      1  $\frac{P \text{ to } K 4}{P \text{ to } K 4}$       2  $\frac{K \text{ to } K B 3}{K \text{ to } Q B 3}$       3  $\frac{P \text{ to } Q 4}{P \text{ to } P}$       4  $\frac{K \text{ to } P}{B \text{ to } B 4}$       Black won.

" 15      4  $\frac{K \text{ to } B 3}{K \text{ to } B 3}$       5  $\frac{K \text{ to } K \text{t}}{K \text{ to } P \text{t. } K \text{t}}$       White won.

Games 16 & 17      5  $\frac{K \text{ to } Q B 3}{K \text{ to } Q B 3}$       Black won both.

(see also games 1 and 2.)

## FOUR KNIGHTS' GAME

Game 18      1  $\frac{P \text{ to } K 4}{P \text{ to } K 4}$       2  $\frac{K \text{ to } K B 3}{K \text{ to } Q B 3}$       3  $\frac{K \text{ to } B 3}{K \text{ to } B 3}$       4  $\frac{B \text{ to } K 2}{B \text{ to } K \text{t } 5}$       Drawn.

## TWO KNIGHTS' DEFENCE

Games 19 to 21      1  $\frac{P \text{ to } K 4}{P \text{ to } K 4}$       2  $\frac{K \text{ to } K B 3}{K \text{ to } Q B 3}$       3  $\frac{B \text{ to } B 4}{K \text{ to } B 3}$       4  $\frac{P \text{ to } Q 3}{P \text{ to } Q 3}$       Drawn 2—Black won 1.

Game 22      (Max Lange Attack)      4  $\frac{P \text{ to } Q 4}{P \text{ to } P}$       Castles      5  $\frac{B \text{ to } B 4}{P \text{ to } K 5}$       White won.

# GIUOCO PIANO

Game 23	1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{Kt \text{ to } KB 3}{Kt \text{ to } QB 3}$	3 $\frac{B \text{ to } B 4}{B \text{ to } B 4}$	4 $\frac{P \text{ to } Q 3}{Kt \text{ to } B 3}$	White won.
" 24				4 $\frac{Kt \text{ to } B 3}{P \text{ to } Q 4}$	White won.
" 25				4 $\frac{P \text{ to } B 3}{Kt \text{ to } B 3}$	5 $\frac{P \text{ to } Q 4}{Pt. P}$
				6 $\frac{Pt. P}{B \text{ to } Kt 5ch}$	7 $\frac{Kt \text{ to } B 3}{Black \text{ won.}}$

(see also games 19 and 20.)

# EVANS' GAMBIT

Game 26	1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{K \text{ to } KB 3}{K \text{ to } QB 3}$	3 $\frac{B \text{ to } B 4}{B \text{ to } B 4}$	4 $\frac{P \text{ to } QKt 4}{B \text{ t. P}}$	5 $\frac{P \text{ to } B 3}{B \text{ to } B 4}$	6 $\frac{\text{Castles}}{P \text{ to } Q 4}$	Black won.
" 27					5 $\frac{B \text{ to } R 4}{P \text{ t. P}}$	6 $\frac{P \text{ t. P}}{B \text{ to } Kt 3}$	Black won

x1

# RUY LOPEZ

Games 28 to 35	1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{Kt \text{ to } KB 3}{Kt \text{ to } QB 3}$	3 $\frac{B \text{ to } Kt 5}{P \text{ to } Q 3}$	4 $\frac{P \text{ to } Q 4}{Kt \text{ to } B 3}$	White won 4—Drawn 1—Black won 3.
Game 36				4 $\frac{Kt \text{ to } B 3}{B \text{ to } Q 2}$	White won.
" 37				4 $\frac{Kt \text{ to } B 3}{Bt. Kt}$	Black won.
Games 38 & 39			3 $\frac{P \text{ to } QR 3}{Bt. Kt}$	4 $\frac{Bt. Kt}{Drawn 1—Black won 1.}$	



Game 40

4  $\frac{\text{B to R 4}}{\text{P to Q 3}}$  Castles 5  $\frac{\text{B to Q 2}}{\text{P to Q 3}}$  6  $\frac{\text{P to B 3}}{\text{P to K Kt 3}}$  White won.

Games 41 & 42

4  $\frac{\text{Kt to B 3}}{\text{Kt to B 3}}$  5  $\frac{\text{P to Q 3}}{\text{P to Q 3}}$  Drawn 1—Black won 1.

" 43 & 44

5 Castles 5  $\frac{\text{B to K 2}}{\text{B to K 2}}$  White won both.

" 45 & 46

5  $\frac{\text{Kt to P}}{\text{Kt to P}}$  White won both.

Game 47

5  $\frac{\text{P to Q Kt 4}}{\text{P to Q Kt 4}}$  6  $\frac{\text{B to Kt 3}}{\text{Kt to P}}$  Black won.

Games 48 & 49

3  $\frac{\text{Kt to B 3}}{\text{Kt to B 3}}$  4  $\frac{\text{P to Q 3}}{\text{P to Q 3}}$  Black won both.

Game 50

4 Castles 5  $\frac{\text{Kt to B 3}}{\text{P to Q 3}}$  6  $\frac{\text{P to Q 4}}{\text{Kt to Q 2}}$  White won.

" 51

4  $\frac{\text{Kt to P}}{\text{Kt to P}}$  5  $\frac{\text{P to Q 4}}{\text{Kt to Q 3}}$  Black won.

Games 52 to 54

5  $\frac{\text{B to K 2}}{\text{B to K 2}}$  6  $\frac{\text{Q to K 2}}{\text{Q to K 2}}$  Drawn 1—Black won 2.

## DOUBLE RUY LOPEZ

Games 55 to 57 1  $\frac{\text{P to K 4}}{\text{P to K 4}}$  2  $\frac{\text{Kt to K B 3}}{\text{Kt to Q B 3}}$  3  $\frac{\text{Kt to B 3}}{\text{Kt to B 3}}$  4  $\frac{\text{B to Kt 5}}{\text{B to Kt 5}}$

White won 1—Drawn 2.

(see also game 10.)

## KING'S BISHOP'S OPENING

Game 58 1  $\frac{\text{P to K 4}}{\text{P to K 4}}$  2  $\frac{\text{B to B 4}}{\text{Kt to K B 3}}$  3  $\frac{\text{P to Q 3}}{\text{B to B 4}}$  4  $\frac{\text{P to B 4}}{\text{P to B 4}}$

Black won.

### BISHOP'S GAMBIT

- Game 59      1  $\frac{P \text{ to } K4}{P \text{ to } K4}$       2  $\frac{P \text{ to } KB4}{Pt. P}$       3  $\frac{B \text{ to } B4}{Kt \text{ to } KB3}$       White won.
- "    60                     3  $\frac{Q \text{ to } R5 \text{ ch}}{P \text{ to } Q3}$       4  $\frac{K \text{ to } Bsq}{P \text{ to } Q3}$       Black won.

### KING'S GAMBIT DECLINED

- Game 61      1  $\frac{P \text{ to } K4}{P \text{ to } K4}$       2  $\frac{P \text{ to } KB4}{P \text{ to } Q4}$       3  $\frac{Pt. QP}{P \text{ to } K5}$       4  $\frac{B \text{ to } Kt5 \text{ ch}}{P \text{ to } Q3}$       Black won.
- "    62                2  $\frac{B \text{ to } B4}{P \text{ to } Q3}$       3  $\frac{Kt \text{ to } KB3}{P \text{ to } Q3}$       4  $\frac{Kt \text{ to } B3}{P \text{ to } Q3}$       Black won.
- (see also game 58.)

### VIENNA OPENING

- Game 63      1  $\frac{P \text{ to } K4}{P \text{ to } K4}$       2  $\frac{Kt \text{ to } QB3}{Kt \text{ to } KB3}$       3  $\frac{P \text{ to } Kkt3}{P \text{ to } Qkt3}$       Black won.
- "    64                3  $\frac{P \text{ to } Q4}{P \text{ to } Q4}$       Black won.
- "    65                3  $\frac{Kt \text{ to } B3}{B \text{ to } Kt5}$       4  $\frac{Ktt. P}{P \text{ to } Q3}$       White won.
- "    66                3  $\frac{P \text{ to } B4}{P \text{ to } Q4}$       4  $\frac{Kt \text{ to } B3}{Kt \text{ to } B3}$       Black won.
- Games 67 & 68                4  $\frac{P \text{ to } Q5}{P \text{ to } Q5}$       Black won both.
- "    69 & 70                4  $\frac{B \text{ Pt. P}}{Ktt. P}$       5  $\frac{Kt \text{ to } B3}{Kt \text{ to } B3}$       Drawn 1—Black won 1.
- Game 71                2  $\frac{Kt \text{ to } QB3}{P \text{ to } B4}$       3  $\frac{P \text{ to } B4}{Pt. P}$       4  $\frac{Kt \text{ to } B3}{KKt \text{ to } K2}$       Black won.

# CARO-KANN DEFENCE

- Games 72 & 73    1  $\frac{P \text{ to } K 4}{P \text{ to } Q B 3}$  2  $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$  3  $\frac{P \text{ to } K B 3}{}$  White won 1—Drawn 1.  
 "    74 to 77    3  $\frac{K \text{ to } Q B 3}{P \text{ to } P}$  White won 2—Drawn 2.

# QUEEN'S FIANCHETTO DEFENCE

- Game 78    1  $\frac{P \text{ to } K 4}{P \text{ to } Q K t 3}$  2  $\frac{P \text{ to } Q 4}{B \text{ to } K t 2}$  3  $\frac{B \text{ to } Q 3}{}$  White won.  
 "    79    3  $\frac{K t \text{ to } Q 2}{}$  Black won.

(see also games 86, 137, 140, and 178.)

# SICILIAN DEFENCE

- Game 80    1  $\frac{P \text{ to } K 4}{P \text{ to } Q B 4}$  2  $\frac{K t \text{ to } K B 3}{P \text{ to } K 3}$  3  $\frac{P \text{ to } Q 4}{}$  Black won.  
 "    81    3  $\frac{K t \text{ to } B 3}{K t \text{ to } Q B 3}$  4  $\frac{P \text{ to } Q 4}{}$  Black won.  
 Games 82 & 83    2  $\frac{K t \text{ to } Q B 3}{}$  3  $\frac{K t \text{ to } B 3}{P \text{ to } K K t 3}$  4  $\frac{P \text{ to } Q 4}{}$  Black won both.  
 Game 84    2  $\frac{P \text{ to } K K t 3}{}$  3  $\frac{K t \text{ to } B 3}{B \text{ to } K t 2}$  4  $\frac{P \text{ to } Q 4}{}$  White won.  
 "    85    2  $\frac{K t \text{ to } Q B 3}{P \text{ to } K 3}$  3  $\frac{P \text{ to } K K t 3}{}$  Black won.

FRENCH DEFENCE

Game 86	$\frac{1}{P \text{ to } K 3}$	$\frac{2}{P \text{ to } Q 4}$	$\frac{2}{P \text{ to } Q K t 3}$	White won.
" 87		$\frac{2}{P \text{ to } Q 4}$	$\frac{3}{P \text{ t. P}}$	Black won.
Games 88 to 90			$\frac{3}{P \text{ to } K 5}$	White won 2—Drawn 1.
" 91 to 93			$\frac{3}{K t \text{ to } Q B 3}$	White won all.
Game 94			$\frac{3}{K t \text{ to } K B 3}$	$\frac{4}{B \text{ to } Q 3}$ $\frac{5}{P \text{ t. P}}$ Drawn.
Games 95 to 97			$\frac{4}{P \text{ to } K 5}$	Black won all.
Game 98			$\frac{4}{B \text{ to } K K t 5}$	Black won.
" 99			$\frac{4}{B \text{ to } K 2}$	$\frac{5}{B \text{ t. Kt}}$ $\frac{6}{K t \text{ to } B 3}$ Drawn.
" 100			$\frac{4}{B \text{ to } K t 5}$	$\frac{5}{P \text{ t. P}}$ Drawn.
Games 101 to 103			$\frac{5}{P \text{ to } K 5}$	White won all.
Game 104	$\frac{2}{Q \text{ to } K 2}$	$\frac{3}{K t \text{ to } K B 3}$	$\frac{4}{Q \text{ t. P}}$	White won.
" 105	$\frac{2}{P \text{ to } Q K t 3}$	$\frac{3}{B \text{ to } K t 2}$		Drawn.
Games 106 to 108	$\frac{2}{K t \text{ to } Q B 3}$	$\frac{3}{P \text{ to } K 4}$		Black won all.

QUEEN'S GAMBIT

Games 109 & 110 1  $\frac{P \text{ to } Q4}{P \text{ to } Q4}$  2  $\frac{P \text{ to } QB4}{P \text{ to } P}$  3  $\frac{K \text{ to } KB3}{}$  White won 1—Drawn 1.  
 Game 111 3  $\frac{P \text{ to } K4}{P \text{ to } K4}$  4  $\frac{P \text{ to } Q5}{}$  Black won.

QUEEN'S GAMBIT DECLINED

Game 112 1  $\frac{P \text{ to } Q4}{P \text{ to } Q4}$  2  $\frac{P \text{ to } QB4}{P \text{ to } QB3}$  Drawn.  
 " 113 2  $\frac{K \text{ to } QB3}{B \text{ to } Kt5}$  3  $\frac{K \text{ to } KB3}{}$  4  $\frac{P \text{ to } P}{}$  Drawn.  
 " 114 4  $\frac{P \text{ to } K3}{}$  Black won.  
 " 115 2  $\frac{P \text{ to } K3}{}$  3  $\frac{K \text{ to } KB3}{K \text{ to } KB3}$  4  $\frac{K \text{ to } B3}{B \text{ to } B4}$  5  $\frac{B \text{ to } B4}{}$  Drawn.  
 " 116 3  $\frac{K \text{ to } QB3}{P \text{ to } QR3}$  4  $\frac{P \text{ to } K4}{}$  Black won.  
 " 117 4  $\frac{P \text{ to } K3}{}$  Black won.  
 Games 118 to 121 4  $\frac{P \text{ to } P}{}$  White won 2—Drawn 1—Black won 1.  
 Game 122 3  $\frac{K \text{ to } KB3}{}$  4  $\frac{K \text{ to } B3}{Q \text{ Kt to } Q2}$  5  $\frac{P \text{ to } K3}{}$  Black won.  
 Games 123 to 125 4  $\frac{B \text{ to } K2}{}$  5  $\frac{B \text{ to } B4}{}$  White won 1—Drawn 2.

QUEEN'S GAMBIT DECLINED—*continued*

- Games 126 to 128 1  $\frac{P \text{ to } Q_4}{P \text{ to } Q_4}$  2  $\frac{P \text{ to } Q_4}{P \text{ to } K_3}$  3  $\frac{Kt \text{ to } Q_3}{Kt \text{ to } K_3}$  4  $\frac{B \text{ to } B_4}{B \text{ to } K_5}$  White won 1—Drawn 2.  
 " 129 to 135 White won 3—Drawn 3—Black won 1.

(see also games 141, 156, 157, and 179 to 181.)

QUEEN'S PAWN OPENING

- Game 136 1  $\frac{P \text{ to } Q_4}{Kt \text{ to } K_3}$  2  $\frac{Kt \text{ to } K_3}{P \text{ to } Q_4}$  3  $\frac{B \text{ to } B_4}{B \text{ to } B_4}$  Black won.  
 " 137 1  $\frac{P \text{ to } Q_4}{Kt \text{ to } K_3}$  2  $\frac{P \text{ to } K_4}{B \text{ to } Kt_2}$  3  $\frac{B \text{ to } Q_3}{B \text{ to } Q_3}$  Drawn.  
 " 138 1  $\frac{P \text{ to } Q_4}{Kt \text{ to } K_3}$  2  $\frac{P \text{ to } K_3}{Kt \text{ to } K_3}$  3  $\frac{Kt \text{ to } K_3}{P \text{ to } P}$  4  $\frac{P \text{ to } K_3}{P \text{ to } K_3}$  Black won.  
 " 139 1  $\frac{P \text{ to } K_3}{P \text{ to } K_3}$  2  $\frac{P \text{ to } Q_4}{P \text{ to } Q_4}$  3  $\frac{B \text{ to } Q_3}{P \text{ to } Q_4}$  4  $\frac{Kt \text{ to } Q_3}{Kt \text{ to } Q_3}$  5  $\frac{P \text{ to } K_4}{P \text{ to } K_4}$  Black won.  
 " 140 2  $\frac{P \text{ to } K_4}{P \text{ to } Q_4}$  White won.  
 " 141 2  $\frac{P \text{ to } Q_4}{P \text{ to } Q_4}$  3  $\frac{Kt \text{ to } Q_3}{Kt \text{ to } K_3}$  4  $\frac{B \text{ to } Kt_5}{B \text{ to } Kt_5}$  Drawn.  
 " 142 2  $\frac{P \text{ to } K_4}{P \text{ to } K_4}$  3  $\frac{Kt \text{ to } Q_3}{Kt \text{ to } K_3}$  4  $\frac{P \text{ to } K_3}{B \text{ to } Kt_5}$  Drawn.  
 " 143 1  $\frac{P \text{ to } K_4}{P \text{ to } K_4}$  2  $\frac{P \text{ to } K_3}{P \text{ to } K_3}$  3  $\frac{B \text{ to } Kt_2}{Kt \text{ to } K_3}$  4  $\frac{Kt \text{ to } K_3}{Kt \text{ to } K_3}$  Drawn.  
 " 144 3  $\frac{P \text{ to } K_3}{P \text{ to } Q_4}$  4  $\frac{B \text{ to } Kt_2}{P \text{ to } Q_4}$  Black won.

Game 145		$\frac{P \text{ to } Q \ B \ 4}{2 \ K \text{ to } K \ B \ 3}$	$\frac{K \text{ to } Q \ B \ 3}{3 \ P \text{ to } K \ 3}$	$\frac{P \text{ to } K \ 3}{4}$	White won.
" 146				$\frac{P \text{ to } K \ K \ t \ 3}{4}$	White won.
" 147		$\frac{K \text{ to } Q \ B \ 3}{2 \ P \text{ to } K \ 3}$	$\frac{K \text{ to } Q \ B \ 3}{3 \ B \text{ to } K \ t \ 5}$	Drawn.	
" 148			$\frac{K \text{ to } K \ B \ 3}{3}$	White won.	
" 149		$\frac{P \text{ to } K \ 4}{2 \ P \ t \ P}$	$\frac{K \text{ to } Q \ B \ 3}{3 \ P \text{ to } K \ 3}$	White won.	
" 150			$\frac{K \text{ to } K \ B \ 3}{3}$	White won.	
" 151	$\frac{P \text{ to } Q \ 4}{1}$	$\frac{B \text{ to } B \ 4}{2 \ P \text{ to } Q \ B \ 4}$	Black won.		
" 152		$\frac{K \text{ to } K \ B \ 3}{2}$	Black won.		
" 153		$\frac{P \text{ to } K \ 3}{2}$	Drawn.		
" 154		$\frac{P \text{ to } K \ K \ t \ 3}{2}$	Black won.		
" 155		$\frac{K \text{ to } K \ B \ 3}{2 \ P \text{ to } Q \ B \ 4}$	White won.		
" 156		$\frac{K \text{ to } K \ B \ 3}{2}$	$\frac{P \text{ to } B \ 4}{3 \ P \text{ to } K \ 3}$	$\frac{K \text{ to } B \ 3}{4 \ P \text{ to } B \ 3}$	$\frac{B \text{ to } K \ t \ 5}{5}$ White won.
" 157				$\frac{P \text{ to } K \ 3}{4 \ P \text{ to } B \ 4}$	Black won.

QUEEN'S PAWN OPENING—*continued*

Game 158	1 P to Q 4 2 Kt to KB 3 3 P to K 3	4 B to Q 3 5 QKt to Q 2 6 P to K 4	Black won.
" 159	3 P to B 4	4 QKt to Q 2 5 B to K 2 6 White won.	
" 160	3 P to B 4	4 Kt to B 3 5 P to B 4 6 Drawn.	
" 161	3 B to B 4 4 P to K 3	4 Black won.	
" 162	3 P to B 4	4 Black won.	
" 163	2 P to K 3 3 P to K 3	4 Kt to Q 2 5 Black won.	
" 164	3 B to Q 3 4 P to Q B 4	4 P to Q B 3 5 White won.	
Games 165 & 166	2 Kt to QB 3 3 P to K B 4	3 White won 1—Drawn 1.	
Game 167	2 Kt to KB 3 3 Kt to B 3	4 P to K B 4 5 White won.	
Games 168 to 170		4 Kt to QKt 5 5 Drawn 1—Black won 2.	
Game 171		4 P to K 3 5 Black won.	
" 172		4 P to Q B 3 5 Black won.	
Games 173 & 174	3 P to B 4	4 P to Q B 3 5 Black won both.	
Game 175	3 B to Kt 5	4 P to K B 3 5 Black won.	



Game 176

$$\begin{array}{l} 3 \text{ P to Q B 4} \\ \text{P to K 3} \\ \text{Kt to Q B 3} \\ 2 \text{ Kt to K B 3} \end{array}$$

$$\begin{array}{l} \text{Drawn.} \\ \text{P to K Kt 3} \\ \text{Black won.} \end{array}$$

" 177

### ENGLISH OPENING

Game 178

$$\begin{array}{l} 1 \text{ P to Q B 4} \\ 2 \text{ P to Q Kt 3} \end{array}$$

$$\begin{array}{l} \text{P to Q 4} \\ 2 \text{ B to Kt 2} \end{array}$$

White won.

" 179

$$\begin{array}{l} 1 \text{ Kt to K B 3} \\ 2 \text{ P to K 3} \end{array}$$

$$\begin{array}{l} \text{P to Q 4} \\ 2 \text{ P to Q 4} \end{array}$$

$$\begin{array}{l} \text{Kt to Q B 3} \\ 4 \text{ P to B 3} \end{array}$$

$$\begin{array}{l} \text{Kt to B 3} \\ \text{Black won.} \end{array}$$

" 180

$$\begin{array}{l} 1 \text{ P to K 3} \\ 2 \text{ P to Q 4} \end{array}$$

$$\begin{array}{l} \text{Kt to Q B 3} \\ 3 \text{ P to Q 4} \end{array}$$

$$\begin{array}{l} \text{B to Kt 5} \\ 4 \text{ P to Q 4} \end{array}$$

$$\begin{array}{l} \text{Kt to K B 3} \\ 3 \text{ P to Q 4} \end{array}$$

Drawn.

" 181

$$\begin{array}{l} 3 \text{ P to Q R 3} \\ 4 \text{ P to P} \end{array}$$

White won.

### KING'S BISHOP'S PAWN OPENING

Game 182

$$\begin{array}{l} 1 \text{ P to K B 4} \\ 2 \text{ P to Q 4} \end{array}$$

$$\begin{array}{l} \text{P to K 3} \\ 2 \text{ P to K 3} \end{array}$$

$$\begin{array}{l} \text{Kt to K B 3} \\ 3 \text{ B to Q 3} \end{array}$$

$$\begin{array}{l} \text{P to Q Kt 3} \\ 4 \text{ P to Q Kt 3} \end{array}$$

Black won.

" 183

$$\begin{array}{l} 2 \text{ Kt to K B 3} \\ 2 \text{ P to K Kt 3} \end{array}$$

Drawn.

### VANT KRUY'S OPENING

Game 184

$$\begin{array}{l} 1 \text{ P to K 3} \\ 2 \text{ P to K 4} \end{array}$$

$$\begin{array}{l} \text{P to Q 4} \\ 2 \text{ P to P} \end{array}$$

Drawn.

" 185

$$\begin{array}{l} 1 \text{ P to Q 4} \\ 2 \text{ P to Q Kt 3} \end{array}$$

$$\begin{array}{l} \text{B to Kt 2} \\ 3 \text{ B to Q 3} \end{array}$$

$$\begin{array}{l} \text{P to Q B 4} \\ 4 \text{ P to P} \end{array}$$

(Also Queen's Fianchetto Opening).

Drawn.

### IRREGULAR OPENING

Game 186

$$\begin{array}{l} 1 \text{ Kt to Q B 3} \\ 2 \text{ P to Q 4} \end{array}$$

$$\begin{array}{l} \text{P to K 3} \\ 2 \text{ P to K 4} \end{array}$$

$$\begin{array}{l} \text{Q Kt to K 2} \\ 3 \text{ P to K 4} \end{array}$$

Black won.

# TABLE OF OPENINGS OF GAMES SELECTED FROM THE SINGLE-ROUND TOURNAMENT WITH RESULTS.

## PETROFF DEFENCE

Game 187      1  $\frac{P \text{ to } K 4}{P \text{ to } K 4}$       2  $\frac{K \text{ to } KB 3}{K \text{ to } KB 3}$       3  $\frac{K \text{t. P}}{K \text{t. P}}$       White won.

## TWO KNIGHTS' DEFENCE

Game 188      1  $\frac{P \text{ to } K 4}{P \text{ to } K 4}$       2  $\frac{K \text{ to } KB 3}{K \text{ to } QB 3}$       3  $\frac{B \text{ to } B 4}{K \text{ to } B 3}$       4  $\frac{P \text{ to } Q 4}{P \text{t. P}}$       5 Castles      White won.

## GIUOCO PIANO

Game 189      1  $\frac{P \text{ to } K 4}{P \text{ to } K 4}$       2  $\frac{K \text{ to } KB 3}{K \text{ to } QB 3}$       3  $\frac{B \text{ to } B 4}{B \text{ to } B 4}$       4 Castles      White won.

## RUY LOPEZ

Game 190      1  $\frac{P \text{ to } K 4}{P \text{ to } K 4}$       2  $\frac{K \text{ to } KB 3}{K \text{ to } QB 3}$       3  $\frac{B \text{ to } K \text{t} 5}{P \text{ to } QR 3}$       4  $\frac{B \text{ to } R 4}{K \text{ to } B 3}$       5 Castles      Drawn.

" 191      5  $\frac{K \text{ to } B 3}{B \text{ to } K \text{t} 5}$       White won.

Games 192 & 193      Castles      P to Q 4      Both drawn.  
5  $\frac{K \text{t. P}}{K \text{ to } Q 3}$

## DOUBLE RUY LOPEZ

Game 194      1  $\frac{P \text{ to } K4}{P \text{ to } K4}$       2  $\frac{Kt \text{ to } KB3}{Kt \text{ to } QB3}$  3  $\frac{Kt \text{ to } B3}{Kt \text{ to } B3}$  4  $\frac{B \text{ to } Kt5}{B \text{ to } Kt5}$       Black won.

## KING'S BISHOP'S OPENING

Game 195      1  $\frac{P \text{ to } K4}{P \text{ to } K4}$       2  $\frac{B \text{ to } B4}{Kt \text{ to } KB3}$  3  $\frac{P \text{ to } Q3}{P \text{ to } Q4}$       Black won.

## SICILIAN DEFENCE

Games 196 & 197      1  $\frac{P \text{ to } K4}{P \text{ to } QB4}$       2  $\frac{Kt \text{ to } KB3}{P \text{ to } K3}$  3  $\frac{P \text{ to } Q4}{P \text{ to } Q4}$       Both drawn.

"      198 & 199      2  $\frac{Kt \text{ to } QB3}{P \text{ to } K3}$  3  $\frac{Kt \text{ to } B3}{P \text{ to } Q4}$  4  $\frac{P \text{ to } Q4}{P \text{ to } Q4}$       White won 1—Drawn 1.

## FRENCH DEFENCE

Game 200      1  $\frac{P \text{ to } K4}{P \text{ to } K3}$       2  $\frac{P \text{ to } Q4}{P \text{ to } Q4}$  3  $\frac{P \text{ t. P}}{P \text{ t. P}}$       White won.

"      201      3  $\frac{Kt \text{ to } QB3}{Kt \text{ to } KB3}$  4  $\frac{B \text{ to } Kt5}{P \text{ to } Q4}$       White won.

## QUEEN'S GAMBIT DECLINED

Game 202      1  $\frac{P \text{ to } Q4}{P \text{ to } Q4}$       2  $\frac{P \text{ to } QB4}{P \text{ to } K3}$  3  $\frac{Kt \text{ to } QB3}{P \text{ to } QB3}$       Black won.

**SUMMARY OF OPENINGS  
IN THE DOUBLE-ROUND TOURNAMENT  
WITH RELATIVE RESULTS & PERCENTAGES.**

No. of Games Played	Won by White	Drawn	Won by Black	Name of Opening	Percentage of		
					White Wins	Drawn	Black Wins
2	1	...	1	Bishop's Gambit . . .	.50	...	.50
6	3	3	...	Caro-Kann Defence . . .	.50	.50	...
2	...	1	1	Centre Gambit . . .	...	.50	.50
3	1	2	...	Double Ruy Lopez . . .	.33	.66	...
4	2	1	1	English Opening . . .	.50	.25	.25
3	3	...	...	English Knight's Opening .	1.00	...	...
2	...	...	2	Evans' Gambit . . .	...	...	1.00
1	...	1	...	Four Knights' Game . . .	...	1.00	...
23	10	5	8	French Defence . . .	.44	.22	.34
3	2	...	1	Giuoco Piano . . .	.66	...	.33
1	...	...	1	Irregular (Kt to Q B 3) . .	...	...	1.00
1	...	...	1	King's Bishop's Opening . .	...	...	1.00
2	...	1	1	King's Bishop's Pawn . . .	...	.50	.50
2	...	...	2	King's Gambit declined . .	...	...	1.00
4	1	1	2	Petroff Defence . . .	.25	.25	.50
4	...	...	4	Philidor's Defence . . .	...	...	1.00
2	1	...	1	Queen's Fianchetto Defence .	.50	...	.50
3	1	1	1	Queen's Gambit . . .	.33	.33	.33
24	7	11	6	Queen's Gambit declined . .	.29	.46	.25
42	12	10	20	Queen's Pawn Opening . . .	.28	.24	.48
27	11	4	12	Ruy Lopez . . .	.40	.15	.44
4	1	...	3	Scotch Game . . .	.25	...	.75
6	1	...	5	Sicilian Defence . . .	.16	...	.83
4	1	2	1	Two Knights' Defence . . .	.25	.50	.25
2	...	2	...	Vant Kruy's Opening . . .	...	1.00	...
9	1	1	7	Vienna Opening . . .	.11	.11	.77
186	59	46	81	All Openings . . .	.31	.25	.44

[The average number of moves per game is 45.]

**THE GAMES PLAYED IN THE  
DOUBLE-ROUND TOURNAMENT**



# THE GAMES PLAYED IN THE DOUBLE-ROUND TOURNAMENT

## CENTRE GAMBIT

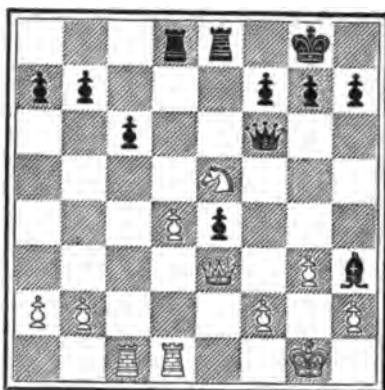
WHITE H. E. Bird	BLACK W. Cohn
1 P to K 4	P to K 4
2 P to Q 4	P t. P
3 Kt to K B 3	Kt to Q B 3
4 Kt t. P	B to B 4
5 B to K 3	Q to B 3
6 P to Q B 3	K Kt to K 2
7 B to K 2 (a)	P to Q 4 (b)
8 Kt to R 3 (c)	Kt t. Kt
9 B t. Kt	B t. B
10 P t. B	P t. P
11 Q to Q 2	Castles
12 R to Q B sq	P to B 3
13 Castles	Kt to Q 4
14 Kt to B 4	Kt to B 5
15 K R to Q sq	B to K 3
16 B to B sq	Q R to Q sq
17 P to K Kt 3	Kt to R 6, ch
18 B t. Kt	B t. B
19 Kt to K 5 (d)	K R to K sq
20 Q to K 3	P to B 4 (e)
21 Q t. P	P t. P
22 P to B 4	Q to Q Kt 3
23 Q to Q 3	P to B 3
24 Kt to B 4	Q to B 3
25 R to B 2	Q to Kt 4
26 R to B 2	Q to Q 4
27 P to Kt 3	P to Q Kt 4
28 Kt to R 3	P to Q R 3

WHITE H. E. Bird	BLACK W. Cohn
29 Kt to B 2	R to K 5
30 R to K sq	P to B 4
31 R (B 2) to K 2	Q to B 4
32 K to B 2	K to B 2 (f)

No. 1

Position after White's 20th move.

BLACK



WHITE

33 R to Q 2	R to K 6
34 Kt t. R (g)	P t. Kt, ch
35 R t. P	R t. Q
36 R t. R	Q to B 7, ch
37 K to K sq	Q to B 8, ch
Resigns (h).	

(a) By a transposition of moves the orthodox Scotch game is brought about. Kt to B 2 is a good continuation.

(b) The best move in this variation.

(c) 8 B to B 3, B takes Kt; 9 P takes B, P takes P; 10 B takes P, Castles, &c., leaves White with an isolated pawn, but the game is even

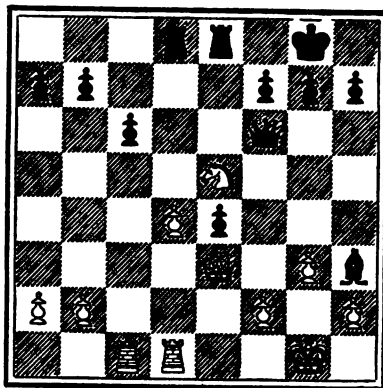




# THE GAMES PLAYED IN THE DOUBLE-ROUND TOURNAMENT

## CENTRE GAMBIT

WHITE		BLACK		No. 1
H. E. Bird		W. Cohn		
1 P to K 4	P to K 4	29 Kt to B 2	R to K 5	Position after White's 20th move.
2 P to Q 4	P t. P	30 R to K sq	P to B 4	
3 Kt to K B 3	Kt to Q B 3	31 R (B 2) to K 2	Q to B 4	BLACK
4 Kt t. P	B to B 4	32 K to B 2	K to B 2 (f)	
5 B to K 3	Q to B 3	Position after White's 20th move.		WHITE
6 P to Q B 3	K Kt to K 2			
7 B to K 2 (a)	P to Q 4 (b)	Position after White's 20th move.		BLACK
8 Kt to R 3 (c)	Kt t. Kt			
9 B t. Kt	B t. B	Position after White's 20th move.		WHITE
10 P t. B	P t. P			
11 Q to Q 2	Castles	Position after White's 20th move.		BLACK
12 R to Q B sq	P to B 3			
13 Castles	Kt to Q 4	Position after White's 20th move.		WHITE
14 Kt to B 4	Kt to B 5			
15 K R to Q sq	B to K 3	Position after White's 20th move.		BLACK
16 B to B sq	Q R to Q sq			
17 P to K Kt 3	Kt to R 6, ch	Position after White's 20th move.		WHITE
18 B t. Kt	B t. B			
19 Kt to K 5 (d)	K R to K sq	Position after White's 20th move.		BLACK
20 Q to K 3	P to B 4 (e)			
21 Q t. P	P t. P	Position after White's 20th move.		WHITE
22 P to B 4	Q to Q Kt 3			
23 Q to Q 3	P to B 3	Position after White's 20th move.		BLACK
24 Kt to B 4	Q to B 3			
25 R to B 2	Q to Kt 4	Position after White's 20th move.		WHITE
26 R to B 2	Q to Q 4			
27 P to Kt 3	P to Q Kt 4	Position after White's 20th move.		BLACK
28 Kt to R 3	P to Q R 3			
		33 R to Q 2	R to K 6	
		34 Kt t. R (g)	P t. Kt, ch	
		35 R t. P	R t. Q	
		36 R t. R	Q to B 7, ch	
		37 K to K sq	Q to B 8, ch	
		Resigns (h).		



(a) By a transposition of moves the orthodox Scotch game is brought about. Kt to B 2 is a good continuation.

(b) The best move in this variation.

(c) 8 B to B 3, B takes Kt; 9 P takes B, P takes P; 10 B takes P, Castles, &c., leaves White with an isolated pawn, but the game is even

nevertheless. The text move is inferior, as White loses a pawn without any compensation in position.

(d) 19 Kt to K 3 would also have guarded the threatened mate with 19. . . . Q to B 6, whilst preventing the eventual P to Q B 4.

(e) Very pretty and decisive. If 21 R takes P, then 21. . . . R takes Kt; 22 R takes R, Q takes R, and wins.

(f) A subtle move; preparatory to R to K 6.

(g) The Queen has no move.

(h) For if 38 K to B 2, then Q to B 8 mates, and if 38 K to K 2, then 38. . . . B to B 8 ch, wins.

## CENTRE GAMBIT

No. 2	WHITE	BLACK	No. 2	WHITE	BLACK
	H. E. Bird	G. Maroczy		H. E. Bird	G. Maroczy
1	P to K 4	P to K 4	33	P to Kt 5	P t. P
2	P to Q 4	P t. P	34	Kt t. Kt P	B t. B P
3	Kt to K B 3	Kt to Q B 3	35	Kt t. P	B to K 5
4	Kt t. P	Kt to B 3 (a)	36	P to Kt 3	B to Kt 7
5	Kt to Q B 3	B to Kt 5	37	P to R 4	K to K 2
6	Kt t. Kt	Kt P t. Kt	38	Kt to Kt 5	P to Kt 4
7	B to Q 3	P to Q 4	39	Kt to Q 4	B to B 8
8	P t. P	P t. P	40	Kt to B 5, ch	K to B 3
9	Castles	Castles	41	Kt t. P	P t. P
10	B to K Kt 5	P to B 3	42	P t. P	K to Kt 3
11	Q to B 3 (b)	B to K 2	43	Kt to Kt 4	K to R 4
12	P to K R 3	P to K R 3	44	Kt to B 6, ch	K t. P
13	B to R 4	R to Kt sq	45	Kt t. P	K to Kt 4
14	Q R to Kt sq	R to Kt 5	46	K to Q 4	B to K 7
15	B to Kt 3	B to Q 3	47	K to B 5	K to B 4
16	P to R 3	R to Kt sq	48	Kt to B 3	B to B 8
17	K R to K sq	R to K sq	49	Kt to Kt 5	K to K 3
18	P to Kt 4	R to Kt 2	50	P to R 6	K to Q 2
19	B t. B	R t. R, ch	51	P to R 7	B to Kt 7
20	R t. R	Q t. B	52	K to Kt 6	B to R sq
21	Kt to R 4 (c)	R to K 2	53	Kt to B 7	B to Kt 7
22	R t. R	Q t. R	54	Kt to R 6	B to R sq
23	Q to K 3	Q t. Q	55	Kt to Kt 8, ch	K to B sq
24	P t. Q	Kt to Q 2	56	Kt to B 6	K to Q 2
25	K to B 2	K to B sq	57	Kt to K 5, ch	K to Q 3
26	Kt to B 3	Kt to Kt 3	58	Kt to B 4, ch	K to Q 2
27	P to Q R 4	B to K 3	59	K to R 6	K to B 2
28	P to R 5	Kt to B sq	60	Kt to Kt 6	B to Kt 2, ch
29	P to K 4	Kt to K 2	61	K to Kt 5	B to B 3, ch
30	K to K 3	P to K B 4	62	K to R 5	B to Kt 7
31	P t. B P	Kt t. P, ch	63	Kt to Kt 5	B to B 3, ch
32	B t. Kt	B t. B	64	K to B 5	B to Kt 7
				Drawn (d).	

Drawn (d).

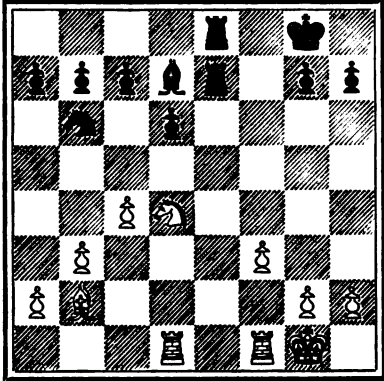
(a) By a transposition of moves the Berlin Defence of the Scotch Game is brought about, both sides following the recognised moves.

(b) White deviates with 11 Q to B 3 from Steinitz's continuation 11 Kt to K 2, as played by him in his match with Zukertort, New York, 1886, which seems preferable, as Black has to retire his K B nevertheless.

(c) Neither 21 B to R 6 nor 21 Q to K 2 leads to a more favourable position. Pieces are being exchanged too freely to enable either side to achieve more than the draw, which so frequently results from this form of the Scotch game.

(d) The above is a correctly played sound game, which might have been given up as drawn much earlier.

### PHILIDOR'S DEFENCE

WHITE		BLACK		No. 3
H. N. Pillsbury	J. H. Blackburne	H. N. Pillsbury	J. H. Blackburne	
1 P to K 4	P to K 4	31 R to K 2	R t. R, ch	
2 Kt to K B 3	P to Q 3	32 K t. R	B to K 3	
3 P to Q 4	P t. P	33 Kt to K 3	K to B sq	
4 Q t. P	Kt to Q B 3 (a)	34 P to K Kt 4	B to Q 2	
5 B to Q Kt 5	B to Q 2	35 R to B sq	B to B 3	
6 B t. Kt	B t. B	Position after Black's 22nd move.		
7 Kt to B 3 (b)	Kt to B 3			
8 Castles	B to K 2	BLACK		
9 P to Q Kt 3	Kt to Q 2 (c)			
10 B to Kt 2	B to B 3			
11 Q to K 3	Castles			
12 Kt to Q 4	B t. Kt			
13 Q t. B	Q to B 3			
14 Q to B 4	Kt to Kt 3			
15 Q to Q 3	Q to Kt 3 (d)			
16 P to B 3	Q R to K sq			
17 Kt to K 2	P to B 4			
18 P t. P	Q t. P			
19 Q t. Q	R t. Q			
20 Kt to Q 4	R to B 2			
21 P to Q B 4 (e)	B to Q 2			
22 Q R to Q sq	K R to K 2	WHITE		
23 R to Q 2	P to Q R 3			
24 K to B 2	Kt to B sq	36 P to B 4	R to K 2	
25 R to Q B sq	Kt to R 2	37 P to K B 5 (g)	P to Q 4	
26 Kt to K 2 (f)	R to B 2	38 P t. P (h)	B to Kt 4, ch	
27 Kt to B 3	Kt to B 3	39 K to B 2	R t. Kt	
28 Kt to Q 5	B to B 4	40 R to B sq	R to K 2	
29 P to K R 4	Kt to K 4	41 P to R 4	B to K sq	
30 B t. Kt	R t. B	Resigns.		

(a) No advance has been made since Morphy's time in the Philidor, it being so rarely adopted, except by Blackburne and Mason; consequently

Morphy's line of play still holds good, viz., 4. . . . B to Q 2 ; 5 B to K 3, Kt to B 3 ; 6 Q to Q 2, &c.

(b) Preferable would be 7 B to Kt 5, Kt to B 3 ; 8 B takes Kt, and to be content with having doubled Black's K B P. Pillsbury, however, avoids simplifying the game, as he contemplates a King's side attack, and for that purpose retains the Bishop, to occupy the diagonal at Q Kt 2.

(c) Blackburne meets the above-mentioned design by the timely withdrawal of Kt to Q 2, so as to occupy the diagonal himself with B to B 3.

(d) Black plays the defence with good judgment. He gives White no time to bring a Rook into play, which, in conjunction with the B at Kt 2, would have given him the advantage.

(e) This preparatory move is required to keep the Knight out of play, but it gives Black time to retire the Bishop.

(f) Being still afraid of being left with Bishops of different colours, he retires the Knight.

(g) There is nothing more than a draw to be hoped for, and White should have been satisfied with that. R to Q sq or moving the K would have been sufficient.

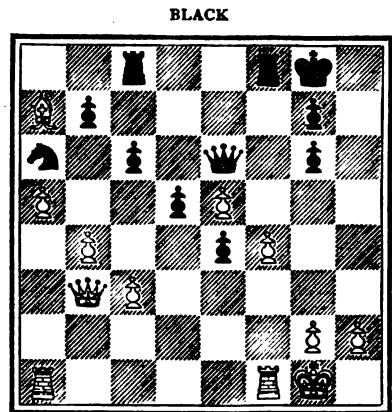
(h) A blunder. K to Q 2 would have drawn easily.

### PHILIDOR'S DEFENCE

No. 4	WHITE J.W.Showalter	BLACK J.H.Blackburne
1	P to K 4	P to K 4
2	Kt to K B 3	P to Q 3
3	P to Q 4	P to K B 4
4	P t. K P (a)	B P t. P
5	Kt to Q 4 (b)	P to Q 4
6	Kt to Q B 3	P to B 3
7	B to K 2	B to Q Kt 5
8	Castles	Kt to K 2
9	B to R 5, ch	Kt to Kt 3 (c)
10	P to B 4	Castles
11	B t. Kt	P t. B
12	Q Kt to K 2	Q to R 5
13	B to K 3	Kt to R 3
14	P to B 3	B to Q B 4
15	P to Q Kt 4	B to Kt 3
16	Q to Kt 3	Q to K 2
17	P to Q R 4	B to K 3
18	P to R 5	B t. Kt
19	Kt t. B	Q R to B sq
20	Kt t. B	Q t. Kt
21	B t. P (d)	P to K Kt 4 (e)
22	Q R to K sq	Kt to B 2
23	B to Kt 6	P t. P
24	B t. Kt	R t. B
25	R t. K P	Q R to B 2

WHITE J.W.Showalter	BLACK J.H.Blackburne
26 R to K 2 (f)	P to B 6
27 P t. P (g)	R t. P
28 K R to K sq	Q to R 6

Position after White's 21st move.



WHITE	BLACK
29 Q to Kt sq	Q to R 5
30 P to K 6 (h)	R to B 7
Resigns.	

(a) 4 Kt to B 3, P takes Q P; 5 Kt takes P (Zukertort's variation) is considered preferable here.

(b) 5 Kt to Kt 5 is better.

(c) Obviously 9. . . . P to Kt 3 would weaken the position.

(d) He might have left the pawn *en prise* for the present, and brought his Q R into play over R 2.

(e) Black gets the advantage with this excellent move.

(f) Here R to B 3 may be suggested. If 26. . . . P to K Kt 4, then 27 P to R 3, P to Kt 5; 28 P takes P, Q takes Kt P; 29 R to K 2, R to Kt 2; 30 P to B 4, with a good game.

(g) There is nothing better.

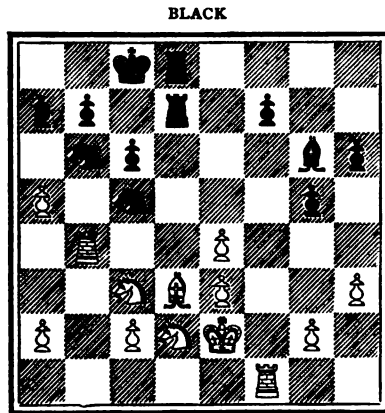
(h) We have examined here a number of variations arising from 30 Q to Kt 6, and fail to find more than a draw for Black, although White's position is very delicate, and he has always only one saving move.

### PHILIDOR'S DEFENCE

WHITE	BLACK
H. E. Bird	J. H. Blackburne
1 P to K 4	P to K 4
2 Kt to K B 3	P to Q 3
3 P to Q 4	B to Kt 5 (a)
4 P t. P	Kt to Q 2 (b)
5 P t. P	B t. P
6 Kt to B 3 (c)	K Kt to B 3
7 P to K R 3 (d)	B to R 4
8 B to K Kt 5	P to K R 3
9 B to K 3 (e)	Q to K 2
10 Q to Q 4 (f)	B to B 4
11 Q to B 4	B t. B
12 P t. B	Kt to Kt 3
13 Q to Kt 3	Castles Q R
14 B to Q 3	Q to B 4
15 K to B 2	P to Kt 4
16 Q to R 3	Q t. Q
17 P t. Q	K R to K sq
18 K R to K B sq	B to Kt 3
19 Kt to Q 2	P to B 3
20 Q R to Kt sq	K Kt to Q 2
21 K to K 2	Kt to B 4
22 R to Kt 4	R to K 2
23 P to Q R 4	K R to Q 2
24 P to R 5 (g)	Kt t. B
25 B P t. Kt (h)	R t. P
26 Q Kt to Kt sq	Kt to R sq
27 Kt to Kt 3	R(Q6)toQ3(i)
28 Q Kt to Q 2	P to Q B 4
29 R to Q B 4	P to Kt 3

WHITE	BLACK	No. 5
H. E. Bird	J. H. Blackburne	
30 P to Q R 4	P to B 3	
31 R to Q B 2	B to K sq	
32 R to Q R sq	K to Kt sq	
33 P t. P	P t. P	
34 R to Kt 2	K to B 2	

Position after White's 24th move.



WHITE	
35 Kt to B 4	R to K 3
36 Kt(Kt3)toQ2	B to B 3
37 P to R 5	P to Kt 4
38 Kt to R 3	P to Q Kt 5
39 Kt(R3)toB4	B to Kt 4
40 R to Q B sq	K to Kt 2

WHITE		BLACK		WHITE		BLACK	
41	Kt to Kt 3	K	to R 2	51	R to R sq, ch	K	to Kt 6
42	K to B 3	R	to Q B sq	52	R t. B P	R	to Q 4
43	R to Q 2	B	to R 5	53	R t. P (j)	R (B 3) t. Kt	
44	R to Q Kt sq	R (B sq)	to B 3	54	R to R 7	Kt to R 3	
45	R to Q 5	B t. Kt		55	R to R 7	P to B 5	
46	R t. B	Kt to B 2		56	P to K 4	R to K 4	
47	R to B 5	K	to R 3	57	R to Q Kt 7	P to B 6	
48	P to K 5	K	to Kt 4	58	R to Kt 6	R (Q 3) to K 3	
49	Kt to Q 6, ch	K	to R 5	59	P to Kt 4	R t. K P	
50	R to Kt sq	R t. P			Resigns.		

(a) An inferior move abandoned years ago. 3. . . . P takes P or Kt to K B 3 is preferable.

(b) A variation played by Albin, 1886. It involves giving up a pawn for a quick development. White, however, should be able to retain the pawn.

(c) 6 B to Q Kt 5, Kt to B 3; 7 B to Kt 5 might be suggested.

(d) 7 B to K 2, Q to K 2; 8 B to K Kt 5, B to Kt 5; 9 Kt to Q 4 would have yielded White a very good game.

(e) If he had pinned both Knights he could have now exchanged both, thus relieving the pressure on the K P. Anyhow he should have taken off the Knight, as the B at K 3 hinders the K P being adequately defended.

(f) A very indifferent move. It would have been better to give up the idea of defending the K P, and try to keep an even game.

(g) In attempting to retain the extra pawn he has destroyed his own pawn position, and Black has little difficulty in regaining the pawn.

(h) If 25 R P takes Kt, then 25. . . . Kt to B 5 ch, and R takes Kt.

(i) Because of the threat 27 R takes P, K takes R; 28 Kt to B 5 ch, &c.

(j) White made a gallant fight after he had the inferior position. This energy displayed in the opening might have yielded a better result. Obviously the piece cannot be saved.

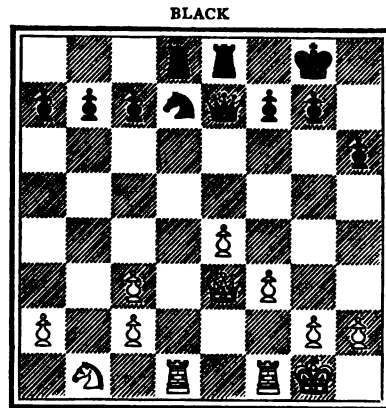
### PHILIDOR'S DEFENCE

No. 6	WHITE		BLACK		WHITE		BLACK	
	W. Cohn	J. H. Blackburne	W. Cohn	J. H. Blackburne	W. Cohn	J. H. Blackburne	W. Cohn	J. H. Blackburne
1	P to K 4	P	to K 4	10	Kt to Q 2	B t. B		
2	Kt to K B 3	P	to Q 3	11	Q t. B	B	to Kt 5	
3	P to Q 4	B	to Kt 5 (a)	12	P to B 3	Q	to K 2	
4	P t. P	Kt	to Q 2	13	Castles K R	Q R	to Q sq	
5	P t. P (b)	B t. P		14	Q R to Q sq (c)	B t. Kt		
6	Kt to B 3	K Kt	to B 3	15	P t. B	Kt	to Q 4	
7	B to K 2	Castles		16	Kt to Kt sq (d)	Kt t. B		
8	B to K Kt 5	P	to K R 3	17	Q t. Kt	P	to K B 4 (e)	
9	B to K 3	R	to K sq	18	Q to B 2	P t. P		

WHITE	BLACK
19 P t. P	Kt to B 3
20 Kt to Q 2	Kt to Kt 5
21 Q to K 2	Q to B 4, ch
22 K to R sq	Kt to K 6
23 Q to B 2	R to K B sq
24 Kt to B 3	Q t. P
25 R t. R	R t. R
26 R to K sq	R to Q 8
27 R t. R	Kt t. R
28 Q to Q 4	Q t. Q
29 Kt t. Q	Kt to B 7, ch
30 K to Kt sq	Kt t. P
31 Kt to Kt 5 (f)	P to B 3
32 Kt t. P	Kt to Q 3
33 P to Q R 4	K to B 2
34 P to R 5	P to B 4
35 K to B 2	K to K 3
36 K to K 3	K to Q 4
37 K to Q 3	P to B 5, ch
38 K to K 3	P to K Kt 4
39 P to B 3	K to B 4
40 P to Kt 4	K to Q 4
41 K to B 3	K to K 3
42 K to K 3	K to K 4
43 P to R 3	K to Q 4
44 K to B 3	K to K 3
45 K to K 3	K to K 4

WHITE	BLACK
46 K to B 3	K to Q 4
47 K to K 3	K to B 4
48 K to B 3	P to Kt 3
49 P to R 6	P to Kt 4

Position after White's 17th move.



WHITE	BLACK
50 K to K 3	K to Kt 3
51 K to Q 4	K t. Kt
52 K to B 5	K t. P
Resigns.	

(a) An inferior variation, in which he gives up a pawn for the sake of development, unless Black plays 4. . . . B takes Kt, which leaves him a bad game.

(b) Pillsbury, in the Anglo-American Cable Match 1900, played 5 Q to Q 5, which is better.

(c) 14 K R to K sq is the right continuation.

(d) The alternative would be 16 P takes Kt, Q takes B ch; 17 Q takes Q, R takes Q; 18 Kt to K 4, P to K B 4; 19 K to B 2, P to B 5; 20 R to Q 4, &c.

(e) Now he gets back his pawn, and remains with the better pawn position for the ending.

(f) Being a pawn behind he tries to get it back; but the Knight remains imprisoned. Curiously enough, if 31 Kt to K 6, then 31. . . . P to B 3; 32 Kt to Q 8, Kt to B 4, and the Knight's position is even worse, as the King is near to capture it. White's game is lost.

## PETROFF DEFENCE

No. 7	WHITE	BLACK	WHITE	BLACK	
	C. Schlechter	J. Mason	C. Schlechter	J. Mason	
1	P to K 4	P to K 4	29	K to Kt 2	R to R 2
2	Kt to K B 3	Kt to K B 3	30	Q to K 8	Q t. Q (m)
3	Kt t. P	P to Q 3	31	R t. Q	K to B 2
4	Kt to K B 3	Kt t. P	32	R to Kt 8	P to Kt 4
5	P to Q 4	Kt to K B 3 (a)	33	B to R 6	R to B 2
6	B to Q 3	B to K 2 (b)			
7	Castles (c)	B to Kt 5			
8	R to K sq	Castles			
9	Q Kt to Q 2	Q Kt to Q 2			
10	Kt to B sq	R to K sq (d)			
11	Kt to Kt 3	Kt to B sq (e)			
12	P to K R 3	B t. Kt (f)			
13	Q t. B	P to B 3			
14	Kt to B 5	Kt to Kt 3			
15	B to K Kt 5	Kt to Q 4 (g)			
16	Kt t. B, ch	Kt (Q 4) t. Kt			
17	R to K 2	P to B 3			
18	B to Q 2	Q to Q 2			
19	B to B 4, ch (h)	P to Q 4			
20	B to Q 3	Kt to K B sq			
21	Q R to K sq	Kt (K 2) to Kt 3			
22	B to B 5	Q to K B 2 (i)			
23	P to K Kt 3	R t. R			
24	Q t. R (j)	P to Q R 4 (k)			
25	P to K R 4	P to Q Kt 3			
26	P to R 5	Kt to R sq			
27	P to R 6	Kt (R sq) to Kt 3 (l)			
28	P t. P	K t. P			
			34	R to R 8	P to R 5
			35	B to Kt 4 (n)	Kt to K 3
			36	P to K B 4	Kt to Kt 2 (o)
			37	P to B 5	Kt to K 2 (p)
			38	B to R 5, ch	Resigns.

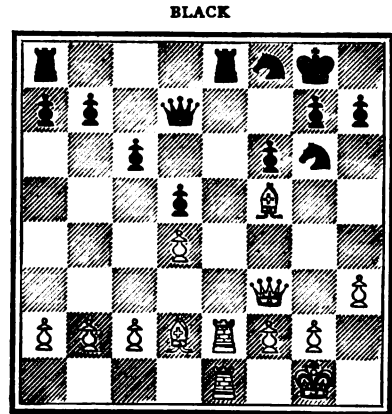
Position after White's 22nd move.

BLACK

WHITE

34	R to R 8	P to R 5
35	B to Kt 4 (n)	Kt to K 3
36	P to K B 4	Kt to Kt 2 (o)
37	P to B 5	Kt to K 2 (p)
38	B to R 5, ch	Resigns.

Position after White's 22nd move.



WHITE

- (a) A premature retreat. P to Q 4 is the usual move.  
 (b) Here he might still play P to Q 4. The text move is inferior. This variation gives Black a cramped game.  
 (c) White could play 7 P to K R 3, in order to prevent 7. . . . B to Kt 5. This would still more restrict Black's development.  
 (d) Black imitates his opponent's manoeuvre.  
 (e) 11. . . . B to B sq and exchange Rooks would have been better. If White replies 12 B to K 3, then 12. . . . Kt to Q 4, &c.  
 (f) 12. . . . B to Q 2; 13 Kt to B 5, B takes Kt; 14 B takes B, Kt to Kt 3, followed by B to B sq, seems preferable. Anyhow, it does not bring White's Queen immediately into play as in the text.  
 (g) Forced, and Black remains with the inferior game and two Knights against two powerful Bishops.  
 (h) This cleverly forces 19. . . . P to Q 4, preventing the Knight from occupying that square.



(i) If 22. . . . Kt to R 5, the following would be the continuation : 23 B takes Q, Kt takes Q ch ; 24 P takes Kt, R takes R ; 25 R takes R, Kt takes B ; 26 R to K 7, R to Q sq ; 27 B to B 4, K to B sq ; 28 B to Q 6, Kt to Kt 3 ; 29 B to R 3, and wins.

(j) Obviously 24. . . . R takes R would be answered by R to K sq.

(k) To prevent 23 B to Q Kt 4 and eventually R to Q 7. He also intends to continue with P to Q Kt 3, and to bring the Rook into play by way of R 2.

(l) If 27. . . . P to Kt 3, then 28 B to K 6, Kt takes B ; 29 Q takes Kt, and Black's weak Queen's side pawns would be difficult to defend, no matter how he continues.

(m) We find the following beautiful variation here : if 30. . . . R to K 2 ; 31 R takes R, Kt takes R ; 32 B to R 6 ch, K to Kt sq ; 33 B to K 6, and mate in two moves.

(n) Threatening B to R 5.

(o) If 36. . . . Kt takes Q P, White wins with 37 P to B 5, Kt to K 4 ; 38 B to R 5 ch, K to K 2 ; 39 B to B 8 ch, K to Q 2 ; 40 B to K 8 mate.

(p) This, of course, is an oversight, and immediately fatal. But he could only prolong the game with 37. . . . Kt to B sq ; 38 B to R 5 ch, K to Kt sq ; 39 R to Q 8, R to K 2 ; 40 R to B 8, R moves ; 41 P to K Kt 4, followed eventually by B to K 8, winning.

## PETROFF DEFENCE

WHITE  
M. Tchigorin

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

BLACK  
J. Mason

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

WHITE  
M. Tchigorin

- 22 Kt to Q 3

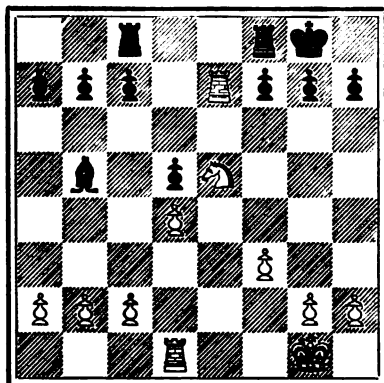
BLACK  
J. Mason

- B to Kt 4

No. 8

Position after Black's 17th move.

BLACK



WHITE

- 23 Kt to Kt 4
- 24 R to R 5

- P to Q B 3
- P to K Kt 3 (g)

WHITE	BLACK	WHITE	BLACK
25 Kt t. Q P	P to Kt 3	45 Kt to R 5, ch	K to R 2
26 Kt to K 7, ch	K to B sq	46 K to B 4	R to Q 5, ch
27 R to R 7	R to K sq	47 K to K 3	R to Q B 5
28 P to Q B 4	B t. P	48 P to Kt 4	R to B 8
29 Kt t. P	R to K 8, ch	49 R to Kt 6	R to B 4
30 K to B 2	R to K 7, ch	50 K to Q 4	R to K Kt 4
31 K to Kt 3	R t. P	51 R to Kt 8	R to R 4
32 Kt to K 5	B to K 3	52 K to K 3	R to R 6, ch
33 R to Kt 7	R to Q 7	53 K to B 4	R to R 4
34 Kt to B 6 (h)	R to Kt 7	54 K to Kt 3	R to R 6
35 P to R 4	P to R 3	55 R to K 8	B to R 7
36 Kt to K 5	K to Kt 2	56 K to B 4	R to R 4
37 Kt to Q 3	R to Q 7	57 R to K B 8	B to K 3
38 Kt to B 4	K to B 3	58 K to Kt 3	R to R 6
39 P to Q 5	B t. P	59 Kt to B 4	K to Kt 2
40 R t. Kt P, ch	B to K 3	60 R to Kt 8	B to R 7
41 P to R 5	P t. P	61 Kt to R 5, ch	K to R 2
42 Kt t. P, ch	K to Kt 4	62 K to B 2	B to K 3
43 Kt to B 4	K to B 3	63 P to B 4	B t. P
44 R to Kt 8	K to Kt 2	Drawn (i).	

(a) The more usual continuation is 5. . . . B to Q 3 ; 6 Castles, Castles ; 7 P to Q B 4, P to K B 4, &c.

(b) This seems premature. The Knight generally retires to K B 3 in answer to P to Q B 4.

(c) We have examined the alternative of 14 Kt takes P, but the result is unsatisfactory.

(d) Having stationed the Rook on the seventh row White has a slight advantage. Probably it could have been increased by careful play.

(e) The steadier continuation of R to K sq should be adopted. As the position stands Black has to keep both Bishop pawns defended. He could not play 18. . . . P to K B 3, because of 19 Kt to Q 7, K R to Q sq ; 20 Kt to B 5, P to Q Kt 3 ; 21 Kt to K 6, &c. Nor could he move the Q B P, because of R takes Kt P, &c. His position therefore remains cramped.

(f) If 19. . . . B takes P, then R takes R P, with winning advantage.

(g) Seeing that if 25 Kt takes P, he can get the pawn back, he cuts off the eventual retreat of the Knight.

(h) The remainder is of no interest, and it might be abandoned as drawn now.

(i) If 64 Kt to B 6 ch, then 64. . . . K to Kt 3 ; 65 Kt takes B, Kt to B 4, &c.

(a) This shows that White's sixth move was useless; altogether the treatment of the opening by White has been weak, and consequently Black has obtained an even game.

(b) This advance is premature, as White must either take on the next move, thereby developing Black's Knight, or submit to an isolated pawn.

(c) Having now the K B file open and the King's pawn isolated, White should have kept the Queen and played for attack.

(d) This tempting combination results in disaster; White loses several pawns, and gets no attack.

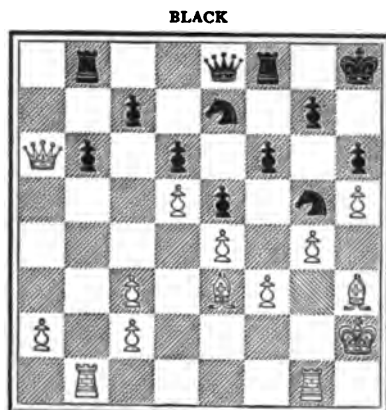
## PETROFF DEFENCE

<b>WHITE</b>	<b>BLACK</b>	<b>WHITE</b>	<b>BLACK</b>	
D. Janowsky	J. Mason	D. Janowsky	J. Mason	No. 10
1 P to K 4	P to K 4	2 Kt to K B 3	Kt to K B 3	

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

WHITE	BLACK
49 R (Kt 2) t. Q	Kt to Kt 5
50 R t. P (j)	R t. R
51 R t. R	Kt t. P
52 R to R 6	Kt to Kt 7
53 R to B 6	R to Kt 6
54 B to Q 2	R to Q 6
55 B to Kt 4	R to Q 5
56 B to B 3	R t. B P
57 R t. R	Kt t. R (k)
58 K to Kt 3	K to Kt sq
59 K to B 3	K to B 2
60 K to K 2	K to K 2
61 K to Q 3	Kt to Kt 3

Position after Black's 26th move.



WHITE	BLACK
62 B to R 5	Kt to B sq
63 B to Q 2	K to Q 2
64 B to Kt 4	K to B 3
65 B to R 3	Kt to Kt 3
66 B to B sq	Kt to Q 2
67 K to K 3	P to Q 4
68 B to R 3	P to Q 5, ch
69 K to K 2	K to Kt 4
70 B to B sq	K to B 5
71 B to R 3	K to B 6
72 B to B sq	K to B 7
73 B to Q 2	Kt to B 4
74 P to Kt 5	B P t. P
75 B t. P	Kt t. P

Resigns.

(a) The usual development for White against the Petroff is more favourable to a player of Janowsky's style, whose aim is to avoid a draw ;

but as he converts the opening into the Four Knights' game, which offers less chances for complications, he has to bring these about by an advance of the King's side pawns. Black's two Knights become more useful than White's two Bishops, as may be seen at a glance.

(b) There seems to be very little scope for the Bishop at R 3.

(c) A useful sacrifice, which transfers the seat of war to the Queen's side.

(d) The capture of the pawn seems unadvisable. It gives Black a counter-attack, and it is doubtful whether the pawn can be sufficiently defended.

(e) 27 B takes Kt, B P takes B; 28 B to Kt 2 would be followed eventually by P to Kt 3, and a strong King's side attack. Nor would it be advisable to allow Black to exchange the B at R 3.

(f) This is of doubtful value; because P to R 4 has to follow, when Black gets an attack on the R P with both Rooks and Queen. 29 R to Kt 2 therefore only remains.

(g) Had the Q R P not been advanced this move would not have been so embarrassing.

(h) Better would have been 34 R (Kt 4) to Kt sq, P to R 6; 35 R to R 2, R to R 5; 36 Q to K 2, or Q to Kt 5, &c. (not 36 Q to Q 3, because of 36. . . . Kt takes K P; 37 P takes Kt, Q takes P, &c.).

(i) Providing against a possible P to Kt 5, and the sacrifice of the Bishop.

(j) 50 R to K Kt 2 seems to be obvious here. The Knight must retire, B to Q 2 being threatened. Giving up a good pawn for an isolated advanced pawn costs the game.

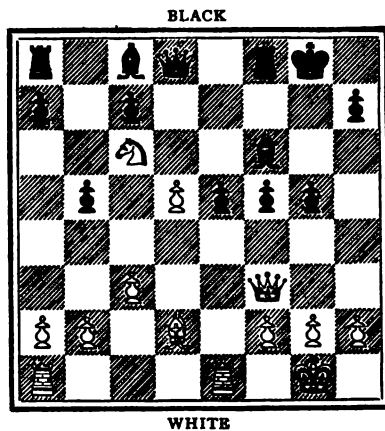
(k) A pawn ahead, with Knight against Bishop, is enough to win with careful play.

## ENGLISH KNIGHT'S OPENING

WHITE W. Cohn	BLACK C. Schlechter
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 P to B 3	Kt to B 3
4 P to Q 4	Kt t. K P
5 P to Q 5	Kt to Kt sq
6 B to Q 3	Kt to B 4
7 Kt t. P	Kt t. B, ch
8 Kt t. Kt	B to K 2
9 Castles	Castles
10 Q to B 3	P to Q 3
11 Kt to Q 2	Kt to Q 2
12 R to K sq	P to K B 4
13 Kt to Q B 4	B to B 3 (a)
14 B to B 4	P to K Kt 4 (b)
15 B to Q 2	P to Kt 4 (c)
16 Kt to R 5	Kt to K 4
17 Kt t. Kt	P t. Kt

WHITE W. Cohn	BLACK C. Schlechter
18 Kt to B 6	P to K 5 (d)

Position after White's 18th move.



No. 11

WHITE	BLACK	WHITE	BLACK
19 Q to Kt 3	P to B 5 (a) (b) (c)	26 Q R to B sq	Q R to K B sq
20 B t. P	Q t. P	27 R to B 5	B to Q 4
21 Kt to Kt 4	Q to K B 4	28 B to K 5	R to Q sq
22 B t. B P	P to Q R 4	29 K R to Q B sq	P to R 4
23 Kt to B 2	R to B 2	30 P to K R 4	P to K Kt 5
24 Kt to Q 4	B t. Kt	31 Q to K 3	B to B 5
25 P t. B	B to K 3 (e)	32 P to Q Kt 3	Resigns.

(a) If 14 Q takes P, then 14. . . Kt to B 4 in Black's favour. The Bishop's move threatens also Kt to K 4.

(b) He has scarcely anything better, unless it were 14. . . R to K sq, followed by Kt to B sq, so as to develop his pieces.

(c) Inferior. Driving the Knight to a better place. The alternative was Kt to Kt 3 temporarily.

(d) He might have defended the K P with 18. . . Q to Q 3. He wishes to secure Bishops of different colours, hoping for a draw in that way, but overlooks that his advanced pawns will fall. 18 P-Q4!

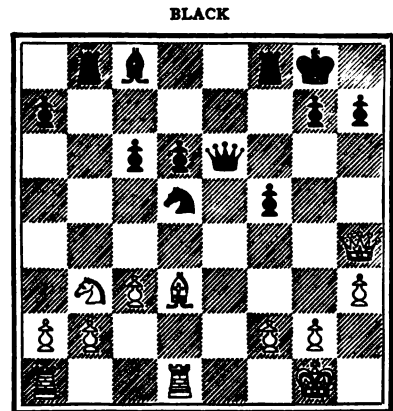
(e) The obvious alternative was B to Kt 2. After the text move the game cannot be saved. Herr Cohn played in very good style throughout.

### ENGLISH KNIGHT'S OPENING

No. 12	WHITE	BLACK
	M. Tchigorin	W. Steinitz
1	P to K 4	P to K 4
2	Kt to K B 3	Kt to Q B 3
3	P to B 3	P to Q 4
4	Q to R 4	P t. P
5	Kt t. P	Q to Q 4
6	Kt t. Kt	P t. Kt
7	B to B 4	Q to Q 2
8	Castles	Kt to B 3
9	P to Q 3	P t. P
10	R to Q sq	B to Q 3
11	B t. P	Castles
12	P to K R 3	Q to K 3
13	B to K B 4	R to Kt sq (a)
14	B t. B	P t. B
15	Kt to Q 2	Kt to Q 4 (b)
16	Q to R 4	P to K B 4 (c)
17	Kt to Kt 3	Kt to B 3 (d)
18	Kt to Q 4	Q to B 2 (e)
19	P to Q Kt 3	P to Q 4
20	Kt t. Q B P	R to Kt 3
21	Kt to Q 4	Kt to K 5
22	P to B 3	R to K R 3 (f)
23	Q to B 4	P to Kt 4
24	Q to B sq	Q to K Kt 2 (g)

WHITE	BLACK
M. Tchigorin	W. Steinitz
25 P t. Kt	Q P t. P
26 B to B 4, ch	K to R sq

Position after White's 17th move.



WHITE	BLACK
27 Q to K 3	R to K sq
28 Kt to B 2	P to B 5 (h)
29 Q t. K P	Resigns.

(a) The opening is "book" so far. Here, however, Steinitz seems to lose a move in attacking the Q Kt P, which he cannot capture, while leaving his Q R P *en prise*.

(b) If 15. . . . R takes P, then Kt to Kt 3, followed by Q to R 3, winning the exchange.

(c) He had nothing better than Kt to B 3 now.

(d) 17. . . . Q to B 3 seems to be compulsory here.

(e) He has to lose one of the pawns, two being attacked.

(f) He should have saved the Knight first.

(g) Trying for an attack with the pawns, having now to lose the K Kt P.

(h) Another oversight. White can capture the K P.

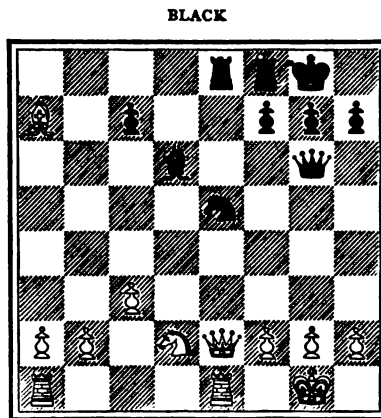
## ENGLISH KNIGHT'S OPENING

WHITE	BLACK
M. Tchigorin	H. E. Bird
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 P to B 3	P to Q 4
4 Q to R 4	P t. P
5 Kt t. P	Q to Q 4
6 Kt t. Kt	P t. Kt
7 B to B 4	Q to Q 2
8 Castles	Kt to B 3
9 P to Q 3	P t. P
10 B t. P (a)	B to Kt 2
11 R to K sq, ch	B to K 2
12 Q to Kt 3 (b)	Castles
13 Q t. B	Q t. B
14 Q t. P (B 3)	B to Q 3
15 Q to B 3	Q to B 7 (c)
16 B to Kt 5	Kt to Q 2
17 Q to K 2	Q R to K sq
18 B to K 3 (d)	Q to Kt 3 (e)
19 Kt to Q 2	Kt to K 4
20 B t. P	Kt to Q 6 (f)
21 Q t. R	R t. Q
22 R t. R, ch	B to B sq
23 Kt to B 3	Kt to B 5
24 Kt to K sq	Q to Q B 3 (g)
25 R to Kt 8	P to B 4
26 Kt to B 3	Q to Q 4
27 R to K sq	K to B 2

WHITE	BLACK
M. Tchigorin	H. E. Bird
28 Kt to K 5, ch	K to Kt sq
29 Kt to B 3	K to B 2
30 P to B 4	Q to R 4

No. 13

Position after White's 20th move.



WHITE	BLACK
31 B to Q 4	Kt to Q 6 (h)
32 R to Kt 5	Q t. P
33 R t. P, ch	K to Kt 3
34 Kt to R 4, ch	Resigns.

(a) Against Steinitz Tchigorin played 10 R to Q sq, a better move than the one in the text.

(b) The move is too dangerous, although he gets a pawn by it.

(c) Well judged. Exchanging Queens would be in White's favour, being a pawn ahead.

B

(d) Giving up the Queen for two Rooks would not be favourable at present, the Q R and Kt not being developed.

(e) 18. . . . Q to R 4 would defend the R P temporarily, and still threaten to bring the Queen over to the King's side.

(f) We have tried the alternative, 20. . . . Kt to Kt 5, but it does not answer.

(g) The alternative would be: 24. . . . Q to Q R 3; 25 B to B 5, Kt to K 3; 26 B to R 3, Q to Kt 4; 27 R to B 8, Q to Kt 2; 28 R to K 8, Q to Kt 4, and draws; or White must play 29 R to R 8, Q to Kt 2, and the Rook must quit the eighth row or submit to a draw.

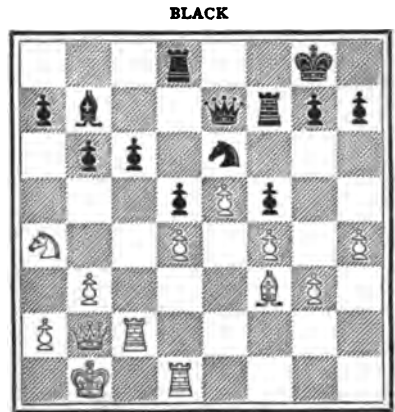
(h) A weak move obviously, but White having both Rooks in play now, has much the superior game.

### SCOTCH GAME

No. 14	WHITE H. E. Bird	BLACK C. Schlechter
1	P to K 4	P to K 4
2	Kt to K B 3	Kt to Q B 3
3	P to Q 4	P t. P.
4	Kt t. P	B to B 4
5	B to K 3	Q to B 3
6	P to Q B 3	K Kt to K 2
7	Q to Q 2	Castles (a)
8	P to K B 4	P to Q 3 (b)
9	Kt to R 3	Kt t. Kt
10	B t. Kt	B t. B
11	P t. B	P to Q 4
12	P to K 5	Q to Q Kt 3
13	Kt to Kt 5	P to Q B 3
14	Kt to B 3	P to B 3
15	Castles	Kt to Kt 3
16	P to K Kt 3	R to B 2
17	Kt to R 4 (c)	Q to B 2
18	B to Q 3	P to K B 4
19	Q R to B sq	Kt to B sq
20	B to K 2 (d)	Kt to K 3
21	Q to B 3	B to Q 2
22	B to B 3	R to K sq
23	P to R 4	P to Q Kt 3
24	P to Kt 3	Q to Q sq
25	R to Q sq	Q to K 2
26	Q to Kt 2	B to B sq
27	K to Kt sq	B to R 3
28	R to R 2	R to Q sq
29	R to Q B 2	B to Kt 2
30	P to Q Kt 4 (e)	B to R 3
31	Q to B 3	B to B 5
32	Kt to Kt 2	P to Q Kt 4
33	Q to R 3 (f)	P to Q R 4

	WHITE H. E. Bird	BLACK C. Schlechter
34	Q t. P	K R to B sq
35	Kt t. B	Kt P t. Kt
36	Q to R 4	R to Kt sq
37	Q t. P	Q t. Kt P, ch
38	K to R sq	R to Kt 3
39	Q t. Kt, ch (g)	R t. Q

Position after Black's 29th move.



	WHITE	
40	B t. P	R to K sq
41	R t. P	Q to Kt 4
42	R to B 5	Q to K 7
43	Q R to Q B sq	K to B sq
44	B to B 4	Q to K B 7
45	B to Kt 3	R to Q Kt 3
46	R to Q 3	R to Q R sq
	Resigns.	



(a) 7. . . . B takes Kt ; 8 P takes B, P to Q 4 is the usual continuation, and 7. . . . P to Q 4 may be played with advantage.

(b) 8. . . . P to Q 4 might have been played even now, especially as he has to do it two moves later, having thus lost a move with the Q P.

(c) White has the better position, and might have maintained it with 17 K to Kt sq, and if 17. . . . B to B 4 ch, then 18 B to Q 3, or K to R sq. With the text move he only drives the Queen into a better position, as Black intended an advance of the Queen's side pawns anyhow.

(d) Loss of time. 20 P to K Kt 4 at once was better. If 20. . . . P takes P (which is unlikely), then 21 P to B 5, with winning advantage.

(e) This may be considered the losing move, as it creates a weakness which Black utilises for a strong counter-attack.

(f) This can only be explained as intended to prevent Black's P to Q R 4 ; but instead he only facilitates the advance.

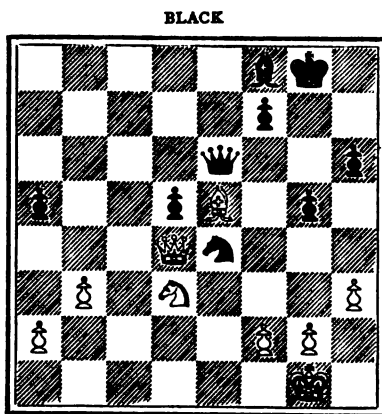
(g) He has nothing else. If 39 Q takes Q P, then K R to Kt sq, and he has equally to give up the Queen. The rest plays itself.

### SCOTCH GAME

WHITE	BLACK
G. Maroczy	D. Janowsky
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 P to Q 4	P t. P
4 Kt t. P	Kt to B 3
5 Kt t. Kt	Kt P t. Kt (a)
6 B to Q 3	P to Q 4
7 P t. P	P t. P
8 B to Kt 5, ch	B to Q 2
9 B t. B, ch	Q t. B
10 Castles	B to K 2 (b)
11 Kt to Q 2	Castles
12 Kt to B 3	K R to K sq (c)
13 P to Q Kt 3	Kt to K 5
14 B to Kt 2	B to Q 3 (d)
15 Q to Q 4	B to B sq
16 Q R to Q sq	P to Q B 3
17 P to B 4	Q R to Q sq (e)
18 P t. P	P t. P
19 R to B sq	R to B sq
20 Kt to K 5	Q to K 3 (f)
21 P to K R 3	P to Q R 4
22 Kt to Q 3	Q to B 4
23 R t. R	R t. R
24 R to B sq	R t. R, ch
25 B t. R	P to R 3
26 B to B 4	P to Kt 4 (g)

WHITE	BLACK	
G. Maroczy	D. Janowsky	No. 15
27 B to K 5	Q to K 3	
28 P to B 3	Kt to B 4	
29 Kt t. Kt	B t. Kt	

Position after Black's 27th move.



WHITE	BLACK
30 Q t. B	Q t. B
31 Q t. R P	Q to K 6, ch
32 K to B sq	P to Q 5
33 Q to R 8, ch	K to Kt 2

WHITE	BLACK	WHITE	BLACK
34 Q to K 4	Q to B 8, ch	47 Q to B 4	K to Kt 3
35 Q to K sq	Q to B 4	48 Q to B 7	Q to K 3
36 Q to Q 2	Q to Kt 4, ch	49 Q to B 2, ch	P to B 4
37 K to B 2	Q to Kt 3	50 Q to Kt 3	Q to K 4
38 Q to Q 3	P to B 3	51 P to Kt 7	Q to Kt sq (i)
39 K to K 2	Q to K 3, ch	52 K to Q 3	K to B 3
40 K to Q 2	Q to K 4	53 Q to Kt 6, ch	K to K 2
41 P to Q Kt 4	Q to R 7	54 Q t. R P	Q to K 4
42 Q to K 2	Q to B 2	55 Q to R 7, ch	K to K 3
43 Q to Q 3	Q to R 7	56 Q to Kt 8, ch	K to K 2
44 P to Kt 5 (h)	Q t. P, ch	57 P to Kt 8=Q	Q to K 6, ch
45 Q to K 2	Q t. R P	58 K to B 4	Q to B 6, ch
46 P to Kt 6	Q to Q 2	59 K to Kt 5	Resigns.

(a) Or 5. . . . Q P takes Kt; 6 Q takes Q ch, K takes Q, with a similar position to a variation in the Ruy Lopez (Tarrasch v. Lasker, Hastings, 1896), with a safe position for Black.

(b) Theoretically, Black's position is now preferable. He has, as second player, three pieces in play, and White practically only the Queen.

(c) Either 12. . . . K R to Q sq, or Kt to K 5, should have been played. The latter move would have prevented 13 P to Q Kt 3, because of the reply Kt to B 6.

(d) Had Janowsky's intention been to play for a draw, he could have opposed 14. . . . B to B 3.

(e) K R to Q sq was still better. He might afterwards have continued with P to Q R 4, and perhaps advanced this isolated pawn still farther, so as to get rid of one weakness.

(f) 20. . . . Q to B 4 would have been much better. Obviously, he must keep the Queen on the diagonal it now occupies, because of the threat Kt to Kt 4, and then Kt to R 6 ch.

(g) This, of course, gives Black the inferior game. With 26. . . . P to B 3 he might have prevented White's B to K 5, which makes him lose a move with the Queen.

(h) An ending very difficult to win. Maroczy plays it with good judgment.

(i) With the Queen out of play, the game is hopeless. It appears that there is no chance of a perpetual check for Black.

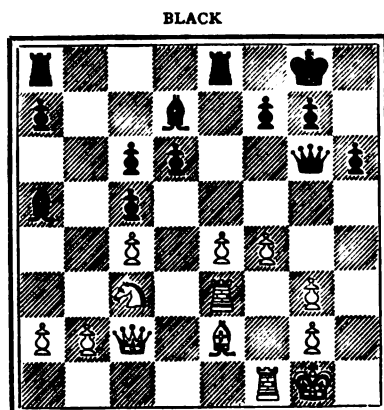
## SCOTCH GAME

No. 16	WHITE H. E. Bird	BLACK E. Lasker	WHITE H. E. Bird	BLACK E. Lasker
1	P to K 4	P to K 4	6	Kt t. Kt
2	Kt to K B 3	Kt to Q B 3	7	B to Q 3
3	P to Q 4	P t. P	8	Castles
4	Kt t. P	Kt to B 3	9	B to K B 4 (b)
5	Kt to Q B 3	B to Kt 5	10	Kt to R 4 (c)
				R to K sq

WHITE	BLACK
11 P to Q B 3	B to R 4
12 Q to B 2	Kt to R 4
13 B to Kt 3	Kt t. B
14 R P t. Kt	Q to Kt 4
15 Q R to K sq	P to Q B 4
16 R to K 3	B to Q 2
17 P to K B 4	Q to R 4
18 P to B 4	P to Q B 3
19 B to K 2	Q to Kt 3
20 Kt to B 3 (d)	P to Q 4 (e)
21 B P t. P	P to B 5
22 B t. P	B to Kt 3
23 Q to K B 2	Q R to Q sq
24 K R to K sq	B t. R
25 Q t. B	P t. P
26 Kt t. P	B to B 3
27 P to B 5	Q to Q 3
28 K to B 2	B t. Kt
29 B t. B	Q to Kt 5
30 Q to B 3 (f)	Q to Kt 3, ch
31 K to B 3	R to Q B sq
32 Q to Kt 3	Q to B 2
33 R to K 2	R to K 2
34 Q to Q 3	Q to B 8
35 K to B 2	K R to B 2
36 B to Kt 3 (g)	Q to B 4, ch
37 Q to K 3	K to B sq
38 P to Kt 4	P to B 3
39 B to K 6	R to Q sq
40 Q t. Q (h)	R t. Q
41 K to K 3	K to K 2
42 B to Kt 3	R to B 8
43 K to B 4	R to Q 6
44 R to K B 2	R to K 8
45 B to B 4	R (Q 6) to K 6

WHITE	BLACK
46 B to Q 5	R (K 6) to K 7 (i)
47 R to B 3	R t. K Kt P
48 P to Kt 4	K to Q 3
49 B to B 4	R (K 8) to K Kt 8
50 R to Q 3, ch	K to B 2
51 R to Q 5	R t. P, ch

Position after White's 20th move.



WHITE	BLACK
52 K to B 3	R (Kt 8) to Kt 6, ch
53 K to B 2	R to Kt 7, ch
54 K to B 3	R (Kt 5) to Kt 6, ch
55 K to B 4	R to B 6
56 R to B 5, ch	K to Q 3
57 R to Q 5, ch	K to K 2
58 R to B 5	P to K R 4

Resigns.

(a) Better than to allow 8 B to K Kt 5, and then to attack the Bishop.

(b) We see no utility in this move, unless he intended 10 P to K 5. Probably he refrained from the latter course, seeing that Black would reply B takes Kt, followed by Kt to Q 4.

(c) Kt to K 2 would have been better if the B were not at B 4; but he cannot now do it, because it allows Kt to R 4.

(d) The Knight now has to return from its useless journey because of the threat of 20. . . . P to Q 4.

(e) With the object of winning the exchange. But as it costs Bishop and two pawns, it would not be favourable if he had not also the advantage in position. These are exactly the positions in which Lasker excels.

- (f) If 30 Q takes P, then 30. . . R takes B.  
 (g) After the loss of the exchange White made the best possible defence. He now prevents Black's design of changing Rooks.  
 (h) Compulsory, as Black threatens to force the exchange with R to Q 6.  
 (i) Having forced his Rooks into the enemy's camp Black must win.

## SCOTCH GAME

No. 17	WHITE		BLACK		WHITE		BLACK	
	H. E. Bird		D. Janowsky		H. E. Bird		D. Janowsky	
	1	P to K 4		P to K 4	25	R t. K P		R t. P
	2	Kt to K B 3		Kt to Q B 3	26	R to K sq		R (B 7) to B 6
	3	P to Q 4		P t. P	27	Q to Kt 5		R (B 6) to B 4
	4	Kt t. P		Kt to B 3	Position after White's 19th move.			
	5	Kt to Q B 3		B to Kt 5	BLACK			
	6	Kt t. Kt		Kt P t. Kt				
	7	B to Q 3		Castles				
	8	Castles		P to Q 4				
	9	P t. P		P t. P				
	10	B to K Kt 5		P to B 3				
	11	Q to B 3 (a)		B to K 2				
	12	P to K R 3		B to K 3				
	13	Q R to Q sq		P to K R 3				
	14	B t. Kt (b)		B t. B				
	15	Kt to Q R 4		B to K 2				
	16	P to Q Kt 3		B to Q 3				
	17	K R to K sq (c)		B to B 2				
	18	B to B 5		Q to Q 3				
	19	P to Kt 3		P to Kt 3 (d)				
	20	B t. B		P t. B	WHITE			
	21	Q to K 3		R to B 3	28	Q to K 3		Q to B 3
	22	Q t. K R P		P to K 4	29	P to R 4		R to B 8, ch
	23	R to K 2		Q R to K B sq	30	K to Kt 2		Q to B 7, ch (e)
	24	R to Q 3		P to K 5	Resigns.			

(a) Preferable would have been 11 Kt to K 2, B to Q 3; 12 Q to Q 2. Zukertort (v. Steinitz New York 1886) played the inferior 12 Kt to Kt 3.  
 (b) With this exchange he leaves Black two Bishops, and consequently the better game.

(c) He might have ventured upon 17 P to B 4. There are several continuations favourable for White.

(d) Well played. White's B takes B being compulsory, Black gets an open K B file and a strong centre.

(e) A remarkably smart ending.



WHITE	BLACK	WHITE	BLACK
72 Q t. Q, ch	K t. Q	74 K to B 3	K to Q 4
73 K to B 2	K to K 4	75 K to B 2	Drawn (j).

(a) 4 B to Kt 5 is usually played here.

(b) Blackburne probably thought that after 6. . . Kt takes Kt ; 7 P takes Kt, Kt to Q 5 ; 8 Kt takes Kt, P takes Kt, his Bishop at K 2 would be better placed than at Q Kt 5, like Black's, and that may be the reason for his 4 B to K 2 ; but it turns out otherwise.

(c) Now Black's Bishop is better placed than White's.

(d) 19. . . Q to Q 3, which seems more tempting, would be answered by 20 P to K B 4, P to B 3 ; 21 P takes P, P takes P, and White would have a freer game.

(e) 28 B takes P would probably be answered by 28. . . B to Q 3 ; and if 29 B to B 5, then B takes B ; and if 29 B to Kt 6, then R to B 6, followed by P to K 5.

(f) Janowsky had a decided advantage, but did not make the most of it. Here P to R 4 at once would have been better, as his King has no outlet. He plays, however, remarkably well afterwards.

(g) He must get rid of this dangerous pawn first.

(h) Here 46. . . P to Kt 5 would have made it very uncomfortable for White. He could have played K to K 3 afterwards. We believe the suggested P to Kt 5 is a winning move.

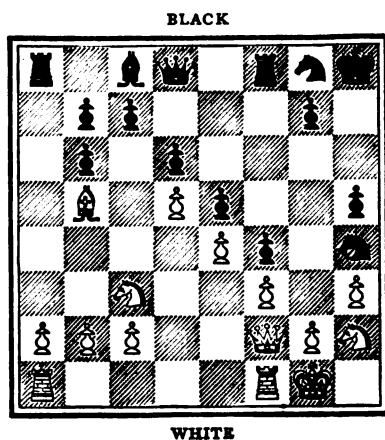
(i) He has no time for P to R 3, because of 50 B to Q 3.

(j) A splendid ending, equally creditable to both players.

## TWO KNIGHTS' DEFENCE

No. 19	WHITE J. H. Blackburne	BLACK R. Teichmann	WHITE J. H. Blackburne	BLACK R. Teichmann
	1 P to K 4	P to K 4	21 Kt to R 2	Kt to Kt 3 (h)
	2 Kt to K B 3	Kt to Q B 3	22 Kt to K 2	P to R 5 (i)
	3 B to B 4	Kt to B 3		
	4 P to Q 3 (a)	B to B 4		
	5 B to K 3	B to Kt 3 (b)		
	6 Kt to B 3	P to Q 3		
	7 Q to K 2	B to K 3 (c)		
	8 B to Q Kt 5	Castles		
	9 Castles K R	Kt to K 2 (d)		
	10 P to Q 4	Kt to Kt 3		
	11 P to Q 5	B to B sq		
	12 Kt to K sq	Kt to Kt 5 (e)		
	13 B t. B	R P t. B		
	14 P to K R 3	Kt to R 3 (f)		
	15 Kt to Q 3	P to K B 4		
	16 P to B 3	K to R sq (g)		
	17 Q to Q 2	P to B 5		
	18 Kt to B 2	Kt to R 5		
	19 Kt to Kt 4	Kt to Kt sq		
	20 Q to B 2	P to R 4		

Position after White's 21st move.



WHITE	BLACK	WHITE	BLACK
23 Kt to Kt 4	B to Q 2 (j)	38 P to Q Kt 3	R to R sq
24 B t. B	Q t. B	39 Q R to Q sq	Kt to B sq
25 Kt to B 3	Kt to B 3	40 Q to Kt 4	Kt to K 2
26 P to R 4	K to Kt sq	41 R to Q 3	R to K R 2
27 Q to K 2	Kt t. Kt	42 R to R 3	R to Q sq
28 R P t. Kt	K to B 2	43 Q to Q 2	R to Q R sq
29 K to B 2	R to R sq	44 Q to Q sq	R to Q sq
30 R to R sq	Kt to K 2	45 Q to B 2	Kt to B sq
31 Q to B 4	P to K Kt 4	46 Kt to B 3	P to B 3
32 Kt to Kt 5	K to B 3 (k)	47 Kt to K 2	Q to Q B 2
33 Q to Kt 4 (l)	K R to Q sq	48 R to B 3	P to B 4
34 K R to Q sq	R to R sq	49 Kt to Kt sq	Kt to K 2
35 R to R sq	K R to Q sq	50 R to R sq	R to Q R sq
36 P to B 4	R to R sq	Drawn.	
37 Q to Q 2	K R to Q sq		

(a) A tame variation, which converts the opening to a Giuoco Piano.

(b) Steinitz prefers to capture the Bishop, but the withdrawal is more correct, although dull compared with the former.

(c) 7. . . . Kt to Q R 4 would not get rid of the adverse K B, because of 8 B to Kt 5 ch, P to B 3; 9 B to R 4.

(d) We have considered here 9. . . . Kt to Q 5; but after 10 B takes Kt, P takes B; 11 Kt to Kt or Q sq, White would get a strong pawn position on the King's side.

(e) The alternative would have been 12. . . . B takes B; 13 Q takes B, Kt to B 5, with prospects of an attack, as both Knights and Queen might be brought into play, supported by the advance of the K B P.

(f) He might have played here 14. . . . Kt to B 5; 15 Q to B 3, Kt to R 3; 16 Kt to Q 3, P to K B 4; 17 Kt takes Kt, P takes P, followed by R takes Kt, with a fine game.

(g) The King's move is presumably intended to permit Kt to Kt sq and the advance of the R P eventually.

(h) To prevent P to K Kt 3. It is highly creditable to Blackburne to make such a stout defence in so awkward a position.

(i) Again preventing P to Kt 3; but it lets in the Kt at Kt 4, which renders White's position impregnable. It would therefore have been better not to advance the pawn.

(j) White's Bishop being harmless where it stands, he might have tried 23. . . . Kt to B 3, Kt to R 2, and Kt to Kt 4, following it up then with B takes Kt; B P takes Kt, P to B 6, &c. This seems the only way of breaking through. The play in the text leads to a hopeless draw.

(k) Threatening P to B 3.

(l) If 33 Kt takes P, then 33. . . . R to Q B sq; and if 33 Q takes P, then 33. . . . Q takes Q; 34 Kt takes Q, R to Q B sq, with a winning advantage. The text move also prevents P to B 3; the remainder of the game consists of attempts to break through by one side and prevention by the other. The game could have been abandoned as drawn at this stage.

## TWO KNIGHTS' DEFENCE

No. 20	WHITE J. Mason	BLACK E. Lasker	WHITE J. Mason	BLACK E. Lasker
1	P to K 4	P to K 4	43	R t. R
2	Kt to K B 3	Kt to Q B 3	44	K to B 2
3	B to B 4	Kt to B 3	45	K to Kt 3
4	P to Q 3	B to B 4	46	K to R 3
5	B to K 3	B to Kt 3	47	Kt to B 3 (m)
6	Kt to B 3	P to Q 3	48	R to Kt 2
7	P to K R 3	Kt to K 2	49	B to R 8
8	Q to Q 2 (a)	P to B 3	50	B to Kt 7
9	B to Kt 3	B to R 4 (b)	51	B to R 8
10	Q to K 2	Kt to Kt 3	52	B to Kt 7
11	B to Q 2	Q to K 2 (c)	53	Q to Kt 6
12	P to Kt 3	B to K 3		
13	Kt to Q sq	B to Kt 3		
14	Kt to K 3	Q to Q 2		
15	B t. B	P t. B		
16	P to K R 4	B to B 2 (d)		
17	P to R 5	Kt to B sq		
18	Kt to R 2	Castles		
19	Kt(R 2) to Kt 4	P to K R 3 (e)		
20	Kt t. Kt	P t. Kt		
21	Q to B 3	Q to Kt 2		
22	Castles Q R	Kt to Q 2		
23	Kt to Kt 2	R to R 2		
24	Kt to R 4	Kt to B sq		
25	K to Kt sq	R to Q 2		
26	B to B sq	P to Q B 4 (f)		
27	P to Q B 4	B to Q sq		
28	Q to K 2 (g)	R to K B 2		
29	Kt to Kt 2	P to B 4		
30	K R to Kt sq	Kt to Q 2		
31	Kt to K 3	Q to B sq		
32	Q R to B sq	Kt to Kt sq (h)		
33	P t. P	P t. P		
34	Kt to Q 5	Kt to B 3		
35	B to K 3	K to Kt sq		
36	P to B 4	P to R 3		
37	P to K Kt 4 (i)	B P t. P		
38	R t. P	B to Kt 4 (j)		
39	Q R to Kt sq	P t. P		
40	B t. K B P	K to R 2		
41	Q to K 4 (k)	Kt to K 4		
42	B t. Kt	R to B 8, ch (l)		

Position after White's 38th move.

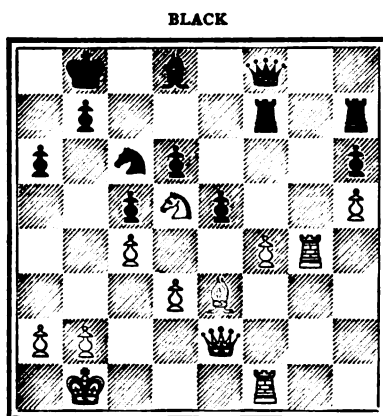
BLACK

WHITE

54	Q to Kt 4	B t. Kt
55	B t. B	R to Q B 2
56	Q to K 4 (n)	P to Kt 4
57	B to K sq (o)	Q to Q 8
58	P t. P	P t. P
59	P to Kt 4	Q to B 8, ch
60	R to Kt 2 (p)	K to Kt 3
61	P t. P, ch	P t. P
62	Q to K 6, ch	R to B 3
63	Q to K 2	R to B 2
64	B to B 2 (q)	Q to B 6, ch,

and mate next move.

Position after White's 38th move.



WHITE	
54	Q to Kt 4
55	B t. B
56	Q to K 4 ( <i>n</i> )
57	B to K sq ( <i>o</i> )
58	P t. P
59	P to Kt 4
60	R to Kt 2 ( <i>p</i> )
61	P t. P, ch
62	Q to K 6, ch
63	Q to K 2
64	B to B 2 ( <i>q</i> )
	and mate next move.

B t. Kt
R to Q B 2
P to Kt 4
Q to Q 8
P t. P
Q to B 8, ch
K to Kt 3
P t. P
R to B 3
R to B 2
Q to B 6, ch,

(a) Since he places the Q at K 2 two moves later, he would have saved a move in placing there at once.



- (b) The same observation as to losing time applies to this move.
- (c) He might have played B to K 3, followed by Q to Q 2, although the text move is explained by his intention of an early advance in the centre.
- (d) Necessary, as he intends still to advance P to Q 4.
- (e) A dangerous hole, making a good place for White's Knight.
- (f) The advance in the centre is now abandoned, in view of White's threatened P to Q 4, opening an outlet for the Rooks.
- (g) White could close up the King's side with P to K Kt 4, and Q to R 3; but having the better game, he has no need for defensive measures.
- (h) 32. . . . P to B 5 would have kept the adverse Knight from being posted at Q 5 two moves later.
- (i) White commences a vigorous attack.
- (j) He has nothing better, as the Rook has to be kept from being posted at Kt 6.
- (k) A very good move again, compelling Black to keep the Rooks defending each other.
- (l) Having to lose a pawn if 42. . . . P takes B, he attempts a hazardous attack instead; but it is not sound, since White remains with a piece ahead.
- (m) A very interesting position. If 47 Kt to B 6 the continuation would be :—

47. . . .	B t. Kt	52 K to R 4	Q t. B
48 B t. B	P to Kt 4	53 Q to B 6	Q t. P, ch
49 P t. P	P t. P	54 K to Kt 5	R to Kt 7, ch,
50 P to Kt 3	Q to B 8, ch		and wins.
51 B to Kt 2	P to Kt 5, ch		

- (n) Black having only one piece, the Queen, in an attacking position, White had simply to dislodge it with 56 R to Kt sq, Q to B 2; 57 Q to Q sq, and should win without much difficulty.
- (o) He could still save the game with 57 Q to K 2, P to Kt 5 ch; 58 B takes P, P takes B ch; 59 K takes P, R to Kt 2 ch; 60 K to R 3, with two pawns ahead.
- (p) If 60 K to Kt 3, then 60. . . . Q to Kt 8 ch; 61 R to Kt 2, Q to Q 8 ch, and draws.
- (q) An oversight, of course. He should have checked again at K 6. Mr. Mason threw away a well-played game.

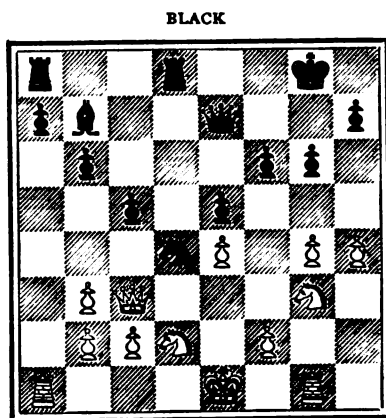
## TWO KNIGHTS' DEFENCE

WHITE		BLACK		WHITE		BLACK		No. 21
J. Mason		J. H. Blackburne		J. Mason		J. H. Blackburne		
1	P to K 4		P to K 4	4	P to Q 3		B to K 2 (a)	
2	Kt to K B 3		Kt to Q B 3	5	Kt to B 3		P to Q 3	
3	B to B 4		Kt to B 3	6	P to K R 3 (b)		Kt to Q R 4	

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

WHITE	BLACK
38 R to Q sq	Q to Q 2
39 R t. R	Q t. R
40 Q to K 2	Q to Kt 8, ch
41 K to B 2	B to R 3
42 R to Kt sq	Q to R 7
43 R to Q sq	R to Q 6

Position after White's 23rd move.



WHITE	BLACK
44 R t. R	P t. R
45 Q to Q 2	P to R 5
46 Kt to B sq	Q to Kt 8
47 Kt to K 3	Q to R 7
48 Kt to B sq	Q to Kt 8
49 Kt to K 3	Q to R 7

Drawn after repetition of moves.

(a) Now Black has the Hungarian Defence, but we think the K B is better placed at B 4.

(b) Perhaps it would have been as well to anticipate Black's Kt to Q R 4.

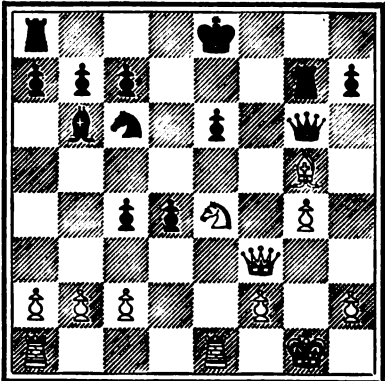
(c) 9. . . . P to K R 3; 10 B takes Kt, B takes B would have left him with two Bishops against two Knights (after Kt takes B); but the danger of advancing P to K R 3—with White threatening a King's side attack—probably restrained him from this course.

(d) White defended the position with great tenacity, notwithstanding the exposed position of his King, and the looseness of his pawns; but he would have succumbed to the attack had Blackburne continued with more vigour. Now 25. . . . B to R 3; 26 Q to K 3, P to B 5; 27 P takes P, Q to Kt 5, and wins. If 26 Q takes R P, then 26. . . . P to Kt 5, with a very fine game.

(e) This Knight is Black's most valuable piece, and he ought not to have exchanged it so readily. White is practically out of danger afterwards.

(f) Now Black has two isolated pawns; the Bishop has very little scope, and is inferior to the Knight. The advantage of the doubled Rooks is not sufficient to secure more than a draw.

## TWO KNIGHTS' DEFENCE

WHITE		BLACK		WHITE		BLACK		No. 22
M. Tchigorin		R. Teichmann		M. Tchigorin		R. Teichmann		
1	P to K 4		P to K 4	24	Q t. R		R to K Kt sq	
2	Kt to K B 3		Kt to Q B 3	25	P t. P, ch		K t. P	
3	B to B 4		Kt to B 3	Position after White's 16th move.				
4	P to Q 4		P t. P					
5	Castles		B to B 4	BLACK				
6	P to K 5		P to Q 4					
7	P t. Kt (a)		P t. B					
8	R to K sq, ch		B to K 3					
9	Kt to Kt 5		Q to Q 4	WHITE				
10	Kt to Q B 3		Q to B 4					
11	Q Kt to K 4		B to Kt 3 (b)	26	B to Kt 5		P t. B	
12	P t. P (c)		R to K Kt sq	27	Q to Kt 3		Kt to R 4	
13	P to K Kt 4		Q to Kt 3	28	Q t. K P		Resigns.	
14	Kt t. B		P t. Kt					
15	B to Kt 5 (d)		R t. P					
16	Q to B 3		P to K 4 (e)					
17	Kt to B 6, ch		K to B 2					
18	P to K R 4		P to K R 3					
19	KttoK4, dis. ch		K to K 3					
20	P to R 5		Q to B 2					
21	B to B 6		K R to Kt sq					
22	Q to B 5, ch		K to Q 4					
23	P to Kt 3		R t. P, ch					

(a) This form of attack has been abandoned of late, as it generally turns out in favour of Black. Only attacking players like Tchigorin may venture to adopt it, the present game being a striking instance.

(b) Best. 11. . . . B to Q 3 would lead to the following continuation: 12 P to K Kt 4, Q to Kt 3; 13 P to B 4, P takes P; 14 P to B 5, Q to Kt 2; 15 P takes B, P takes Kt; 16 P takes P ch, K to Q 2; 17 Q to B 3, with advantage.

(c) On trodden ground so far. Tchigorin here reverts to the old variation of 12 P takes P in preference to the continuation in vogue in latter years, namely 12 Kt to Kt 3, Q to Kt 3 (best); 13 Kt to R 5, which was found to be inadequate.

(d) Up to here it is all "book," but the text move is an innovation which Teichmann himself plays in casual games, considering it the best continuation of the attack. It is strange, therefore, that he should have given Tchigorin an opportunity of experimenting on him.

(e) This is no defence at all. The alternative would have been 16. . . . R to B 2; 17 Kt to B 6 ch, R takes Kt; 18 B takes R, K to

Q 2, &c. If Black does not give up the exchange, he has the choice of 16. . . K to Q 2; 17 Kt to B 6 ch, K to B sq; 18 R takes P, Q takes B; 19 R takes Kt, K to Kt sq; 20 R to K sq, P to Q R 3; 21 R takes P (B 5), K to R 2, with a pawn behind, but plenty of fight left, the King being in safe quarters. After the text move White has a forced win, and Tchigorin concluded the game brilliantly.

## GIUOCO PIANO

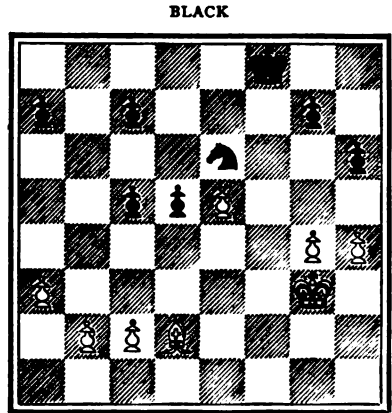
No. 23	WHITE	BLACK	WHITE	BLACK	
	W. Cohn	J. Mason	W. Cohn	J. Mason	
1	P to K 4	P to K 4	38	P to Kt 3	K to Q 2
2	Kt to K B 3	Kt to Q B 3	39	P to B 3	K to B 3
3	B to B 4	B to B 4	40	B to Q 2	K to Q 2 (g)
4	P to Q 3	Kt to B 3	41	B to K 3	P to B 3
5	Kt to B 3	P to Q 3	42	B to B 2	K to K sq
6	B to K Kt 5	B to K 3	43	B to K 3	K to B 2
7	Kt to Q 5	B t. Kt	44	P to Kt 4	P t. P (h)
8	B t. B	P to K R 3	45	R P t. P	Kt to B sq
9	B t. Kt, ch	P t. B			
10	B to K 3	B to Kt 3			
11	Castles	Castles			
12	Q to K 2	Kt to R 2 (a)			
13	P to Q 4	P t. P			
14	Kt t. P	Q to K 2			
15	P to K B 3	B t. Kt (b)			
16	B t. B	P to Q B 4			
17	B to B 3	Kt to Kt 4			
18	Q R to K sq	K R to K sq			
19	Q to B 2	Q to K 3			
20	P to K R 4	Kt to R 2			
21	P to B 4 (c)	P to K B 3			
22	P to R 3	Q to Kt 5			
23	R to K 3	R to K 2			
24	K R to K sq	Q R to K sq			
25	P to K 5	B P t. P			
26	P t. P	R to B 2			
27	Q to K 2	Q t. Q (d)			
28	R (K 3) t. Q	P to Q 4			
29	B to Q 2	Kt to B sq			
30	R to B 2	R t. R			
31	K t. R	Kt to K 3			
32	P to K Kt 4	K to B 2			
33	K to Kt 3	K to K 2			
34	R to K B sq	R to K B sq			
35	R t. R	K t. R (e)			
36	B to K 3	P to R 3			
37	K to B 3	K to K 2 (f)			
			46	B to Q 4 (i)	K to K 3 (j)
			47	P to R 5	Kt to R 2
			48	K to B 4	Kt to B sq
			49	P to K Kt 5	Kt to Q 2
			50	P to Kt 6 (k)	P to B 4 (l)
			51	P t. P	Kt to Kt sq
			52	K to K 3	Kt to B 3
			53	K to Q 3	P to R 4
			54	K to B 2	Kt to K 2
			55	K to Kt 3	Kt to B 4

Position after Black's 35th move.

BLACK

WHITE

Position after Black's 35th move.



WHITE	BLACK	WHITE	BLACK
56 K to R 4	Kt to Kt 6	60 B t. P	Kt t. B
57 P to B 6	Kt t. P	61 K t. P	K to K 2
58 B to K 3	Kt to Kt 6	62 K to Kt 6	Kt to K 3
59 B t. P	Kt to B 4	63 P to B 7 (m)	Resigns.

(a) 12. . . . R to K sq would have enabled Black to be first with the advance of the Q P.

(b) He cannot allow White's Kt to B 5, consequently he has to part with the well-posted K B, and White's B becomes well placed at Q B 3.

(c) The Q R P is given up for the attack. If 21. . . . Q takes P, then 22 P to Q Kt 3, Q to R 3; 23 Q to Kt 3, P to K B 3; 24 P to K 5, &c.

(d) If 27. . . . Q takes P, then 28 R to K 4, R to B 5; 29 Q to B 4 ch, and wins; and if 28. . . . Q to Kt 4, then 29 R to K Kt 4, followed by P to K 6 with advantage.

(e) By careful play on both sides a draw should be the result. White has an advanced K P, a source of weakness, and Black a doubled pawn; but the Knight is preferable here to the Bishop.

(f) 37. . . . P to Kt 4 was imperative, because it secures the King's side from an entry of the adverse King. If 38 P takes P, then 38. . . . P takes P, and if 38 P to R 5, then the King may be brought over to the Queen's side; the King's side taking care of itself.

(g) Being on the wrong track, he has to retrace his steps.

(h) 44. . . . P to B 5 would have given too much scope to the Bishop.

(i) He should have played 46 P to R 5.

(j) Black should have taken advantage of White's omission by moving 46. . . . P to Kt 4 at once.

(k) Well played. Now White has the best of it.

(l) Black has nothing better. If King moves, then 51 K to B 5; and if 50. . . . Kt to Kt sq, or B sq, then 51 B to B 5, Kt to Q 2; 52 B to Q 6, Kt to Kt 3; 53 B to B 8, and wins. Black's Kt P is his weakness; hence our suggestion of the advance of the Kt P at an earlier stage. The Bishop is now more useful than the Knight, owing to Black's indifferent play.

(m) If 63. . . . K to Q 2, then 64 P to Kt 7, Kt takes Kt P; 65 K to Kt 7, &c. An exceedingly pretty ending. Herr Cohn's play is of a very high order.

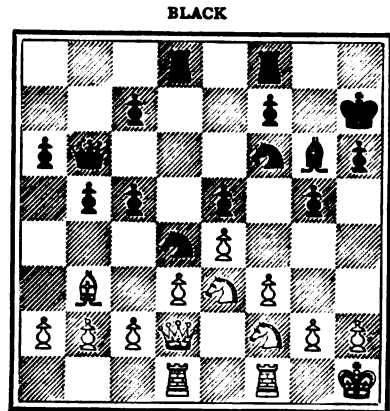
## GIUOCO PIANO

WHITE	BLACK	WHITE	BLACK	No. 24
J. Mason	H. E. Bird	J. Mason	H. E. Bird	
1 P to K 4	P to K 4	9 Kt to K Kt 5	B to R 4	
2 Kt to K B 3	Kt to Q B 3	10 P to B 3	P to R 3	
3 B to B 4	B to B 4	11 Kt to R 3	Kt to Q 5	
4 Kt to B 3	Kt to B 3	12 Q to B 2 (d)	P to K Kt 4	
5 P to Q 3	P to Q R 3 (a)	13 Kt to Q sq	P to Kt 4	
6 B to K 3	P to Q 3 (b)	14 B to Kt 3	Q to Q 3	
7 Q to Q 2	B to K Kt 5 (c)	15 Kt to K 3	B to Kt 3	
8 B t. B	P t. B	16 Castles K R	Castles K R (c)	

WHITE	BLACK
17 K to R sq	Q R to Q sq
18 Q to Q 2 (f)	K to R 2
19 Q R to Q sq	Q to Kt 3
20 Kt to B 2 (g)	P to B 5 (h)
21 P to B 3 (i)	P t. B
22 P t. Kt	K P t. P
23 Kt(K 3)toKt 4	Kt t. Kt (j)
24 P t. Kt	P t. P
25 P to Q Kt 3	R to Q 3 (k)
26 Q t. P	R to Q B 3
27 P to Kt 4 (l)	R to B 6
28 R to R sq	R to Q R sq
29 Q to Q 5	R to K B sq (m)
30 K to Kt sq	R to B 3
31 Kt to R sq	R to Q 3 (n)
32 Q to Kt 3	R to K B 3
33 R t. R	Q t. R
34 R to K B sq	Q to Q 3
35 Q to R 3	R to K sq
36 Kt to Kt 3	R to K 4
37 R to B sq (o)	R to K 3
38 R to K sq	R to B 3
39 Kt to B 5	B t. Kt
40 Kt P t. B	Q to K 4
41 Q to B sq	R to Q Kt 3 (p)
42 Q to B 2	K to Kt 2
43 R to Q B sq	Q to B 5 (q)
44 Q t. P	Q to K 6, ch
45 K to R sq	R to K B 3
46 Q to B 2	P to K R 4
47 R to B sq	P to Kt 5
48 P to Kt 3	R to Q 3
49 K to Kt 2	R to R 3

WHITE	BLACK
50 R to B 4	Q to K 8
51 Q to B 5	Q to K 7, ch
52 R to B 2	Q t. P
53 P to B 6, ch	K to R 2
54 Q to K 7	Q to B 5
55 P to K 5	P to Q 6

Position after White's 20th move.



WHITE	BLACK
56 P to R 4	P t. P e.p. ch
57 K to R 2	P to R 5
58 P t. P	P to Q 7
59 P to K 6	Q t. K P
60 Q t. Q	P t. Q
61 P to B 7	P to Q 8=Q
62 P to B 8=Q	Q to Q 5
63 R to B 7, ch	K to Kt 3
64 Q to Kt 8, ch	Resigns.

(a) In anticipation of 6 Kt to Q R 4.

(b) Mason's favourite variation. Obviously if 7 B takes B the open Queen's file, and the prospective undoubling of the pawn compensate for the temporary doubled pawn.

(c) The Queen being removed, the B to Kt 5 does not pin the Knight. 7 B to K 3 is therefore preferable.

(d) 12 Kt to K 2 would have met Black's threat of 12. . . . B takes P just as well without moving the Queen.

(e) 16. . . . Kt to R 4; 17 P to Kt 3, Kt to Kt 2, with a view of a King's side attack, might have been tried.

(f) This is the third move of the Queen, and he places it in an inferior position moreover.

(g) 20 P to B 3, Kt takes B; 21 P takes B, followed by removing the Queen from Q 2 would have been better.

(h) Bird excels in this sort of desultory fighting. The text move reveals the subtle combination which he had prepared ; White, however, helped him by his last Queen's move.

(i) The only move to save the piece.

(j) There was no necessity to give White an open K B file. 23. . . . P takes P ; 24 Kt takes Kt ch, Q takes Kt ; 25 P to Q Kt 3, Q to Kt 3 ; 26 Q takes R P, P to K B 4, or P to K B 3, with a pawn ahead.

(k) He should have played 25. . . . P to Q R 4 ; 26 Q takes R P, P to R 5 ; 27 P takes P, R to Q R sq, with a passed pawn. If 28 R to Q Kt sq, then 28. . . . R takes P ; 29 Q takes R, P takes Q ; 30 R takes Q, P takes R, with two passed pawns.

(l) This excellent move improves White's game considerably.

(m) If 29. . . . P to Q B 3, then 30 Q to Q 6, R to Q sq ; 31 R takes P would follow ; White's Q to Q 5 is therefore difficult to meet. The best move is 29. . . . R to R 2, to be followed at the earliest opportunity by P to Q B 4, so as to get rid of White's Q Kt P.

(n) Having to return with the R to Q 3, the intermediate moves are loss of time.

(o) Obviously to prevent P to Q B 4.

(p) 41. . . . P to B 4 should have been played, for if 42 P takes P, then 42. . . . R to Q B 3.

(q) Black has missed his opportunity, and now has a bad game.

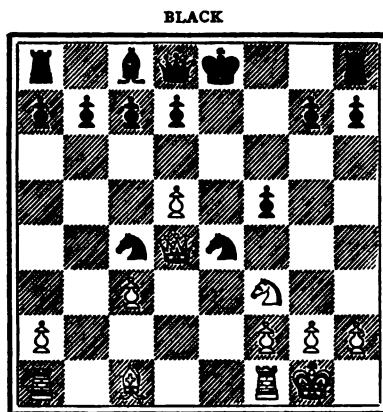
### GIUOCO PIANO

WHITE	BLACK
C. Schlechter	E. Lasker
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 P to B 3	Kt to B 3
5 P to Q 4	P t. P
6 P t. P	B to Kt 5, ch
7 Kt to B 3 (a)	Kt t. K P
8 Castles	B t. Kt
9 P to Q 5 (b)	Kt to K 4
10 P t. B	Kt t. B
11 Q to Q 4	P to K B 4 (c)
12 B to Kt 5 (d)	Kt t. B
13 Q t. Kt P (e)	R to B sq
14 Kt t. Kt	Q to B 3 (f)
15 K R to K sq, ch	K to Q sq
16 Q t. Q, ch	R t. Q
17 R to K 2	P to K R 3
18 Q R to K sq	P to B 3
19 R to K 8, ch	K to B 2
20 Kt to R 7	R to B 2

WHITE	BLACK
C. Schlechter	E. Lasker
21 R to R 8	P to Kt 4
22 Q R to K 8	B to Kt 2
Resigns (g).	

No. 25

Position after Black's 11th move.



WHITE

(a) An old variation revived by Steinitz, and played in the Hastings tournament against Schlechter and Bardeleben. With the former he

c

drew, and his game with the latter was deservedly awarded the brilliancy prize.

(b) Up to this point both sides play the opening moves of the game, Steinitz v. Schlechter; but here White deviates, adopting a variation suggested by a Danish amateur.

(c) The best move. Attempting to save the piece loses, because if 11. . . . Kt (B 5) to Q 3, then 12 Q takes P, Q to B 3; 13 Q takes Q, Kt takes Q; 14 R to K sq ch, K to B sq (best); 15 B to R 6 ch, K to Kt sq; 16 R to K 5, Kt (B 3) to K 5; 17 R to K sq, P to K B 4; 18 R to K 7, and wins.

(d) 12 Q takes Q Kt is the correct move here. White would be only a pawn behind, and he might derive some compensating advantage from a quick attack owing to Black's undeveloped position. The text move is still part of the Danish variation.

(e) All this looks very threatening, but Lasker's simple defence proves its unsoundness.

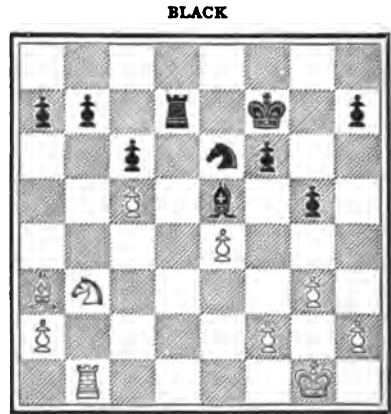
(f) Now all danger is passed, and Black is a piece ahead.

(g) For if 23 R takes R, then B takes R; 24 R takes B, R takes Kt, &c.

### EVANS' GAMBIT

No. 26	WHITE		BLACK	
	M. Tchigorin	H.N.Pillsbury	M. Tchigorin	H.N.Pillsbury
1	P to K 4	P to K 4	26	P to R 3 (g)
2	Kt to K B 3	Kt to Q B 3	27	K to B sq
3	B to B 4	B to B 4	28	B to Kt 4
4	P to Q Kt 4	B t. P		
5	P to B 3	B to B 4		
6	Castles	P to Q 3		
7	P to Q 4	B to Kt 3 (a)		
8	P t. P	P t. P		
9	Q t. Q, ch (b)	Kt t. Q		
10	Kt t. P	B to K 3 (c)		
11	Kt to Q 2	Kt to K 2		
12	B to R 3	P to K B 3		
13	Kt to Q 3	Kt to Kt 3		
14	Q R to Kt sq (d)	K to B 2		
15	B to Q 5	R to K sq		
16	P to Q B 4	P to B 3		
17	B t. B, ch	Kt t. B		
18	Kt to Kt 3 (e)	Q R to Q sq		
19	Kt (Kt 3) B sq	R to Q 2		
20	P to B 5	B to B 2		
21	P to Kt 3	Kt to K 4		
22	Kt t. Kt, ch	B t. Kt		
23	Kt to Kt 3	P to K Kt 4		
24	K R to Q sq (f)	K R to Q sq		
25	R t. R, ch	R t. R		

Position after Black's 25th move.



WHITE	
29	K to Kt 2 (i)
30	R to Q B sq
31	R to B 3



WHITE	BLACK	WHITE	BLACK
32 B t. R	Kt t. Kt	41 B to B sq	P to B 4
33 P t. Kt	P to R 4	42 B to R 3	K to K 4
34 K to B 3	K to K 3	43 P t. P	K t. P
35 K to K 3 (k)	P to K Kt 5	44 K to K 3	K to K 4
36 P t. P	P t. P	45 P to B 4, ch	K to Q 4
37 K to Q 3	P to R 5	46 P to B 5	B to K 4
38 P t. P	P t. P	47 K to B 2	K to K 5
39 B to Kt 4	B to K 4	Resigns.	
40 B to R 3	B to R 8 (l)		

(a) Lasker's defence, which, in giving back the gambit pawn, leaves Black with the better pawn position, and deprives White of the violent attack which is so troublesome in many of the other variations.

(b) If 9 Q to Kt 3, then 9. . . . Q to B 3; 10 B to Q 5, K Kt to K 2; 11 B to Kt 5, Q to Kt 3; 12 B takes K Kt, K takes Kt; 13 B takes Kt, Q takes B; 14 Kt takes P, Q to K 3; 15 Q to R 3 ch, P to B 4, &c., with two Bishops against two Knights and better pawns on the Queen's side.

(c) Or 16. . . . Kt to K B 3. The text move, however, leaves White without the vestige of an attack.

(d) Intending to dislodge the B at Kt 3, he indirectly attacks the Q Kt P. If White is reduced to such a course, it is better to abandon the Evans' Gambit.

(e) If 18 P to B 5, then 18. . . . Q R to Q sq; 19 P takes B, R takes Kt; 20 P takes P, R takes B; 21 R takes P ch, R to K 2, and wins. Some such plan must have prompted Tchigorin to 14 R to Kt sq. Having now to abandon this idea, his Q R is in a useless position.

(f) Preferable would have been 24 Kt to R 5, K R to K 2; 25 Kt to B 4, threatening 26 Kt to Q 6 ch.

(g) 26 Kt to R 5 would still be better. Black immediately retires B to B 2, in order to prevent the suggested move.

(h) Very good. Black's only weak spot, the Q Kt P, is removed by this advance.

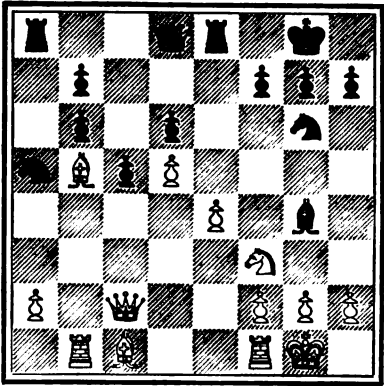
(i) If 29 K to K 2, then 29. . . . Kt to Q 5 ch; but he might have played K to K sq, and then challenged Rooks.

(j) To permit Kt to Q 5. If 29. . . . Kt to Q 5, then 30 R to Q sq.

(k) Inferior. 35 P to K Kt 4 was compulsory now. It was the last chance for a draw.

(l) Pillsbury played this ending skilfully. The text move, whilst restricting the movements of White's Bishop, keeps the diagonal clear for his King, and the game is won by force.

## EVANS' GAMBIT

No. 27	WHITE	BLACK	WHITE	BLACK
	H. E. Bird	M. Tchigorin	H. E. Bird	M. Tchigorin
1	P to K 4	P to K 4	24	R t. P
2	Kt to K B 3	Kt to Q B 3	25	R t. Q P
3	B to B 4	B to B 4	Position after White's 17th move.	
4	P to Q Kt 4 (a)	B t. P		
5	P to B 3	B to R 4	BLACK	
6	P to Q 4	P t. P		
7	Castles	P to Q 3		
8	P t. P	B to Kt 3		
9	Kt to B 3	Kt to R 4	WHITE	
10	B to Q 3	Kt to K 2 (b)		
11	Kt to Q 5 (c)	Castles	26	R to Q 8, ch
12	Kt t. B	R P t. Kt	27	Q to B 2
13	P to Q 5	Kt to Kt 3	Resigns (i).	
14	Q to B 2	P to Q B 4		
15	R to Kt sq	B to Kt 5	K to R 2	
16	B to K 2	R to K sq		
17	B to Q Kt 5 (d)	B t. Kt	P to B 4	
18	B t. R	Kt to R 5 (e)		
19	P t. B (f)	Q to B 3		
20	B to Q 7 (g)	Q to Kt 3, ch (h)		
21	B to Kt 4	Kt t. P, ch		
22	K to R sq	Q t. B		
23	Q to K 2	R to K sq		

(a) Praiseworthy courage on the part of the veteran to venture upon the Evans' Gambit against an acknowledged master of that opening.

(b) In the true spirit of noblesse oblige. Tchigorin not only accepted the Gambit, but selected the "normal" defence, which turns out in favour of White in a number of variations.

(c) Not so good as the orthodox 11 P to Q 5, followed by Kt to K 2.

(d) This move would be good enough if Black were to save his Rook, but Tchigorin is the last man to miss an opportunity for a sacrifice, and certainly not such a promising one as 17. . . . B takes Kt. The B at K 2 should not have been displaced.

(e) An exceedingly strong move. We do not think White has a satisfactory reply to it.

(f) If 19 P to Kt 3, then 19. . . . Q takes B; 20 P takes Kt, Q to Q 2, and White cannot prevent Q to R 6.

(g) The only move to avert immediate mate.

(h) Better than 20 Q takes P, because of 21 B to R 3, Q takes B; 22 P to B 4, &c.

(i) For 23. . . . Q to R 6 is threatened. A smart little game on the part of Tchigorin.

## RUY LOPEZ

WHITE		BLACK		WHITE		BLACK		No. 28
E. Lasker		W. Steinitz		E. Lasker		W. Steinitz		
1	P to K 4		P to K 4	14	B to R 6		Kt to Kt 2	
2	Kt to K B 3		Kt to Q B 3	15	Q to K 2		R to K sq	
3.	B to Kt 5		P to Q 3	16	B t. Kt ( <i>d</i> )		K t. B	
4	P to Q 4		B to Q 2	17	Q to Q 3 ( <i>e</i> )		Q to R 4	
5	Kt to B 3		Kt to B 3	18	R to K 3		Q R to Q sq	
6	Castles ( <i>a</i> )		B to K 2	19	P to Q R 3		B to Kt 4	
7	B t. Kt ( <i>b</i> )		B t. B	20	R to K 2		B to B 3	
8	R to K sq		P t. P	21	R to K 3		B to B sq	
9	Kt t. P		B to Q 2	22	Q to K 2		Q to Kt 3	
10	P to K R 3		Castles	23	Kt to R 4		Q to B 2	
11	B to K 3		P to B 3	24	Kt to Q B 3		Q to Kt 3	
12	Q to B 3 ( <i>c</i> )		Kt to K sq	25	Kt to R 4		Drawn.	
13	Q R to Q sq		P to K Kt 3					

(*a*) Showalter introduced what seems to be a good continuation (see game, Showalter v. Steinitz), 6 B takes Kt, B takes B; 7 Q to Q 3, P takes P; 8 Kt takes P, B to Q 2; 9 B to Kt 5, followed by Castles Q R.

(*b*) 7 R to K sq, P takes P; 8 Kt takes P, Castles; 9 B takes Kt, might be tried. Black would reply 9. . . . P takes B, as he does not seem inclined to part with the Q B, because he withdraws 9. . . . B to Q 2, losing a move rather than allow the Bishop to be taken.

(*c*) To make room for the Q R; but the Queen is not well placed at B 3, and has to retire to K 2, where it is again placed under Black's masked R at K sq.

(*d*) After 16 B takes Kt, Black has two Bishops against two Knights, which counterbalances the weak Q P, and the weakness of having moved the K Kt P. These points can be sufficiently strengthened, and the game resolves itself into a draw—a result with which both players seem to be satisfied. Lasker played somewhat apathetically during the first week, and was content so long as no adverse result was threatened.

(*e*) It is rarely that Lasker moves a piece so often and so uneventfully. A sure sign that he was not in good form.

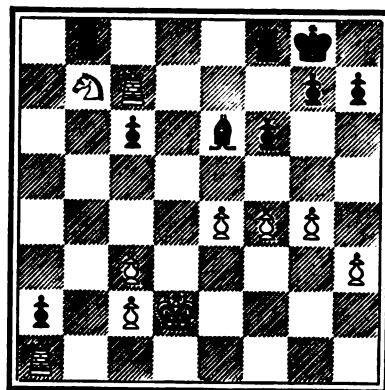
## RUY LOPEZ

WHITE		BLACK		WHITE		BLACK		No. 29
J. W. Showalter		W. Steinitz		J. W. Showalter		W. Steinitz		
1	P to K 4		P to K 4	7	Q to Q 3 (a)		P t. P	
2	Kt to K B 3		Kt to Q B 3	8	Kt t. P		B to Q 2	
3	B to Kt 5		P to Q 3	9	B to Kt 5		P to B 3 (b)	
4	P to Q 4		B to Q 2	10	Castles Q R		Q to R 4	
5	Kt to B 3		Kt to B 3	11	B to B 4 (c)		Kt to R 4	
6	B t. Kt		B t. B	12	B to K 3		B to K 2	

WHITE	BLACK
13 P to K R 3	Castles K R (d)
14 P to K Kt 4	Kt to B 3
15 Kt to Kt 3	Q to B 2
16 B to Kt 5 (e)	B to K 3
17 B t. Kt	B t. B
18 Q t. P	Q to Kt 3
19 Q to B 5	Q t. Q
20 Kt t. Q	B t. Kt
21 P t. B	B t. R P
22 Kt t. P	P to Q R 4 (f)
23 R to Q 6	Q R to Kt sq
24 R to Q 7	P to R 5
25 K to Q 2 (g)	B to K 3
26 R to B 7	P to R 6
27 R to R sq	P to R 7
28 P to K B 4	P to B 3
29 K to B sq	P to Kt 4
30 P to B 5	B to B 2
31 Kt to Q 6	R to R sq
32 R t. B P (h)	R to R 2
33 R to Kt 6 (i)	K to Kt 2
34 K to Kt 2	R (B sq) to Q R sq
35 P to B 4	B to Kt sq
36 P to B 5	K to B sq
37 Kt to Kt 5	R to R 5

WHITE	BLACK
38 Kt to B 3	R (R 5) to R 4
39 P to B 6	K to K 2
40 Kt to Kt 5	B to B 5
41 R to Kt 7, ch	K to B sq

Position after Black's 28th move.



WHITE

42 Kt to Q 6	B to R 3
43 R to B 7, ch	K to Kt sq
44 P to B 7	B to Kt 4
45 R t. B P (j)	Resigns.

(a) A good move; it compels 7. . . . P takes P, bringing White's Knight into play, whilst Black has to withdraw his developed Bishop.

(b) B to K 2 seems preferable to the weakening of the Q P.

(c) 11 B takes Kt would leave Black two Bishops, and plenty of scope for them on open diagonals.

(d) Castles Q R might be considered.

(e) Leading to the eventual gain of a pawn, as Black cannot retake with Kt P after B takes Kt.

(f) Steinitz thought this passed pawn sufficient compensation for the lost pawn. In reality, this pawn being advanced became weak.

(g) Well played. If 25 K to Kt 2, then 25. . . . B to K 3; 26 R to B 7, B to B sq, &c.

(h) 32 Kt takes B, R takes Kt; 33 R takes R would be inferior, as White would remain with an undefended K P.

(i) Showalter is on the winning track all along. The text move enables the King to approach the adverse passed pawn.

(j) Although theoretically won some moves earlier, this difficult ending required most careful handling. Mr. Showalter played it to perfection.

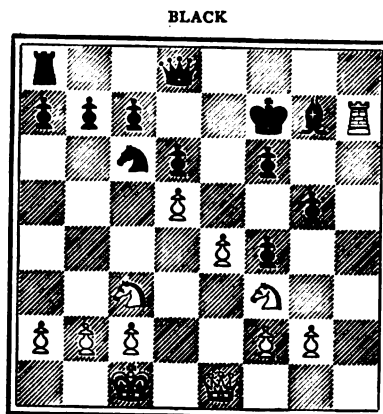
## RUY LOPEZ

WHITE C. Schlechter	BLACK W. Steinitz
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q 3
4 P to Q 4	B to Q 2
5 Kt to B 3	Kt to K 2 (a)
6 B to Q B 4	P to K R 3
7 P to K R 3	Kt to Kt 3
8 B to K 3	Kt to B 5 (b)
9 B t. Kt	P t. B
10 Q to Q 2	P to K Kt 4 (c)
11 P to K R 4	B to Kt 2 (d)
12 P t. P	P t. P
13 R t. R, ch	B t. R
14 Castles	K to B sq (e)
15 R to R sq	B to Kt 2
16 R to R 5	P to B 3
17 Q to K sq	B to K sq
18 R to R 7	B to B 2
19 B t. B	K t. B
20 P to Q 5	K to Kt sq (f)
21 R t. B, ch	K t. R
22 P t. Kt	P t. P
23 Kt to Q 4	Q to Q 2
24 Kt to B 5, ch	K to B 2
25 Q to R sq	R to K B sq
26 Q to R 5, ch	K to K 3
27 Kt to Kt 2	P to B 4
28 P to K Kt 3	P t. P

WHITE C. Schlechter	BLACK W. Steinitz
29 Kt (K 2) t. P	K to K 4
30 Q to R 2	K to K 3
31 Q to R 6	R to B 2
32 Q to R 3	K to K 4 (g)

No. 30

Position after White's 20th move.



WHITE	
33 Kt to R 5	P to Q 4
34 Q to B 3, ch	P to Q 5
35 Q t. B P, ch	K t. P
36 Kt t. Q P	P to Kt 5
37 Kt to Q Kt 3	Q to Q 3
38 Kt to Q 2, ch	Resigns.

(a) This line of defence is condemned by most authorities. Kt to B 3 is here preferable.

(b) This novelty makes matters very much worse.

(c) There remains only the alternative of sacrificing the pawn, which, considering the danger of compromising the King's side, would almost be better.

(d) He cannot play 11. . . . P to Kt 5 because of 12 Q takes P, R to R 2; 13 Kt to Q 5, with a strong attack.

(e) Forced, as he is unable to develop the Queen because of Kt to Q 5.

(f) If he moves the Knight, then 21 Kt to Q 4, threatening R takes B with even greater effect.

(g) A hopeless position. He might as well have resigned at this point.

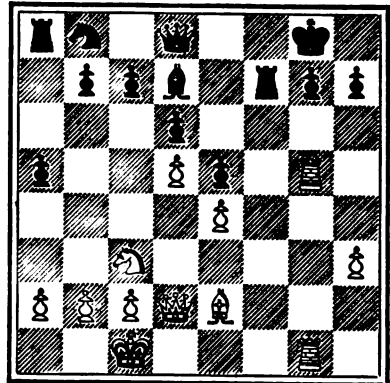
## RUY LOPEZ

	WHITE G. Maroczy	BLACK W. Steinitz
No. 31		
1	P to K 4	P to K 4
2	Kt to K B 3	Kt to Q B 3
3	B to Kt 5	P to Q 3
4	P to Q 4	B to Q 2
5	Kt to B 3	K Kt to K 2 (a)
6	B to Q B 4	Kt to R 4 (b)
7	B to K 2	Kt to Kt 3
8	P to K R 3	Kt to B 3
9	B to K 3	B to K 2
10	Q to Q 2	Castles
11	P to Q 5	Kt to Kt sq
12	P to K Kt 4	Kt to R 5
13	Kt t. Kt	B t. Kt
14	Castles Q R	P to Q R 4 (c)
15	Q R to Kt sq	P to K B 3
16	P to Kt 5 (d)	P t. P
17	B t. P	B t. B
18	R t. B	R t. P (e)
19	K R to Kt sq	R to B 2
20	B to R 5	R to K 2
21	Q to Kt 2	Q to K B sq
22	R to B sq	Kt to R 3 (f)
23	R t. Q, ch	R t. R
24	R to Kt 3	Kt to B 4
25	R to B 3	R t. R
26	B t. R	P to Q Kt 4
27	Kt to K 2	P to Kt 5
28	P to Kt 3	K to B sq
29	K to Q 2	K to K sq
30	K to K 3	K to Q sq
31	Q to Kt 5	P to R 3

	WHITE G. Maroczy	BLACK W. Steinitz
32	Q to R 4	K to K sq
33	B to R 5, ch	K to B sq
34	B to Kt 6	B to K sq
35	B t. B	K t. B
36	Kt to Kt 3	Kt to Q 2
37	Kt to B 5	R to B 2

Position after Black's 19th move.

BLACK



WHITE

38	Q to R 5	K to B sq
39	Q to Kt 6	Kt to B 3
40	Kt t. Kt P	Kt t. Q P, ch
41	P t. Kt	R t. Kt
42	Q t. P	K to Kt sq
43	Q to K 6, ch	K to R 2
44	K to K 4	Resigns.

(a) If the P to Q 3 defence may be excused at all, it is certainly to be condemned in connection with 5. . . . K Kt to K 2 instead of Kt to B 3.

(b) Forced, Kt to K Kt 5 being threatened.

(c) Having few prospects of a counter-attack, he had nothing better than to withdraw B to K 2 at once, as also on the next move.

(d) This forces the file open, and the attack becomes irresistible.

(e) A distinct error of judgment to capture this pawn. Kt to R 3 would have been better.

(f) The effect of the ill-judged capture of the K B P shows itself now by the attack on the Queen on the open file. He has to abandon the Queen, for if 22. . . . Q to Q sq, then 23 B to B 7 ch wins.



was no necessity for it. White has a good game—Knight against Bishop, and the open K Kt file, which would compel Black to castle Q R; and the pawns having been moved on that side, Black's King would not be quite secure. Steinitz played the remainder remarkably well, and gave his opponent not the least chance even for a draw. This game cost Janowsky the second prize.

## RUY LOPEZ

No. 33	WHITE	BLACK	WHITE	BLACK
	W. Cohn	W. Steinitz	W. Cohn	W. Steinitz
1	P to K 4	P to K 4	18	R to Q 2
2	Kt to K B 3	Kt to Q B 3	19	Kt to Q sq
3	B to Kt 5	P to Q 3	20	K to Kt 2
4	P to Q 4	B to Q 2	21	Kt P t. Kt
5	Castles	K Kt to K 2	22	P to B 3
6	Kt to B 3	Kt to Kt 3	23	B to B 2
7	B to K 3	P to Q R 3	24	Kt to B 2
8	B to Q B 4	B to Kt 5	25	Kt to Kt 4
9	P to K R 3	P t. P	26	R t. P
10	P t. B	P t. B	27	P to B 6
11	P t. P	Q Kt to K 4	28	R to Q 3
12	B to Kt 3	P to Q B 3	29	R to Q Kt sq
13	Kt to Q 4	B to K 2	30	R to Q 4
14	Kt to B 5	Castles	31	B to Q sq
15	Q to K 2	Q to B 2	32	Q to R 5
16	Q R to Q sq	Q R to Q sq	33	Q to K 2
17	P to K Kt 3	B to Kt 4		Resigns.

This game requires no detailed notes. Steinitz played well, timing his moves excellently, and taking full advantage of Cohn's weak play.

## RUY LOPEZ

No. 34	WHITE	BLACK	WHITE	BLACK
	C. Schlechter	J. H. Blackburne	C. Schlechter	J. H. Blackburne
1	P to K 4	P to K 4	16	P to B 5
2	Kt to K B 3	Kt to Q B 3	17	P to K 5 (f)
3	B to Kt 5	P to Q 3 (a)	18	P to B 6
4	P to Q 4	B to Q 2	19	Kt to K 4
5	Castles	P t. P	20	Q R to Q sq
6	Kt t. P	Kt to B 3	21	P to B 4
7	Kt to Q B 3	Kt t. Kt	22	B t. B
8	B t. B, ch	Kt t. B (b)	23	P t. P
9	Q t. Kt	Kt to B 4	24	Q to R 6
10	B to K 3	Kt to K 3 (c)	25	P to Q 6, ch
11	Q to Kt 4	Q to B sq	26	P to Q 7
12	P to B 4	P to K B 3 (d)	27	Q to Kt 7
13	Q to Kt 5, ch	P to B 3	28	Q to K 7
14	Q to R 5, ch	P to Kt 3	29	R to B 3
15	Q to R 4	B to K 2 (e)		Resigns.



(a) Steinitz's favourite variation, adopted by Blackburne in this instance with disastrous result.

(b) Moving a developed piece twice.

(c) This is the fourth move with one Knight. Not even a better than the P to Q 3 defence could stand such a manoeuvre. Moreover, in its present place the Knight is liable to be dislodged by the K B P eventually.

(d) If 12. . . . B to K 2, then 13 P to B 5, Kt to Q sq; 14 Kt to Q 5, threatening P to B 6, &c.

(e) 15. . . . B to Kt 2 would leave the Q P weak.

(f) Pretty and vigorous. This pawn sacrifice completely demolishes Black's position.

(g) If 17. . . . Q P takes P, then 18 Kt to K 4, P takes P; 19 Kt takes P ch, K to B 2; 20 Q to R 5 ch, and wins, whether Black plays 20. . . . K takes Kt, or Kt to Kt 3.

(h) If 19. . . . Q to K 3, then 20 Q R to Q sq, P to Q 4; 21 P to B 7 ch, K to Q 2; 22 Kt to B 5 ch, K to B sq; 23 Q to Q Kt 4, Q to K 2; 24 B to Kt 5, and wins.

(i) If 21. . . . P to Q 5, then 22 B takes P would be decisive. The game, however, cannot be saved.

### RUY LOPEZ

WHITE		BLACK		WHITE		BLACK		No. 35
E. Lasker	J. H. Blackburne			E. Lasker	J. H. Blackburne			
1 P to K 4	P to K 4	25 B to Kt 3	B to K 3					
2 Kt to K B 3	Kt to Q B 3	26 R to K sq	Kt to Kt 5					
3 B to Kt 5	P to Q 3 (a)	27 Kt to B sq	B to Kt 4					
4 P to Q 4	B to Q 2	28 R to Kt sq (h)	R to K R sq					
5 P to Q 5	Kt to Kt sq	29 Kt to B 3 (i)	B to K B 5					
6 B to Q 3	B to K 2	30 Kt to Q 5	Q to Kt 4					
7 Kt to B 3	Kt to K B 3	31 P to B 3 (j)	R to R 8, ch (k)					
8 Kt to K 2	P to B 3	32 K t. R	B t. B					
9 P to B 4	Kt to R 3	33 Kt t. B	Kt to B 7, ch					
10 Kt to Kt 3	Kt to B 4	34 K to Kt sq	Kt t. Q					
11 B to B 2	P to Q Kt 4	35 Kt to B 5	B t. Kt (B 5)					
12 P to Kt 4	Kt to Kt 2	36 P t. B	Q to Q 7					
13 Q P t. P	B t. P	37 K R t. Kt	Q t. B					
14 P t. P	B t. Kt P	38 Q R to B sq	Q t. B P					
15 P to Q R 4 (b)	B to Q 2	39 Kt to Kt 6	R to Q sq					
16 Castles (c)	P to Kt 3	40 Kt to B 4	Kt to Kt 2					
17 P to R 3 (d)	P to K R 4	41 Kt to K 3	Q to B 5					
18 B to K 3	P to R 4	42 K to B 2	Q t. R P					
19 P to Kt 5	R to Q B sq	43 R to B 7	Kt to B 4					
20 R to B sq	Kt to B 4	44 R to K R sq	R to Q 2					
21 Kt to Q 2	P to R 5	45 R to B 8, ch	K to K 2					
22 Kt to K 2	P to Kt 4 (e)	46 R (R sq) to R 8	Q to Q 5					
23 B t. P (f)	R to K Kt sq	Resigns.						
24 B t. P (g)	B t. R P							

(a) It is a great compliment to Steinitz that Blackburne should adopt this defence.

(b) 15 Kt to B 5 might be considered.

(c) As the position now stands, White has practically a passed pawn, and Black a weak Q P. Consequently White has a pronounced advantage.

(d) Intending B to R 6, he prevents Black's Kt to Kt 5; but as Black's reply, 17. . . . P to K R 4, stops B to R 6, the advance of the K R P—in view of Black's threatened attack—is probably unwise.

(e) Compulsory, else 23 P to B 4. But the move is attacking at the same time.

(f) 23 P to B 3, although followed by 23. . . . Kt to R 4, would have been safer.

(g) 24 B takes Kt, B takes B; 25 K to R sq was probably the only sound continuation.

(h) 28 R to R sq would have made the Rook available for the defence of the King's side (after R to R 3). But 28 P to B 4 seems to be preferable.

(i) P to B 4 is still feasible.

(j) This is useless, but White has no satisfactory move.

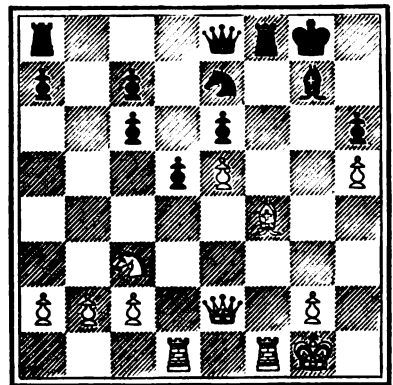
(k) A beautiful move; but it must be regarded in conjunction with the whole attack which the sacrifice of the Rook now discloses. No higher praise need be given than to say that the combination was subtle enough to be overlooked by Lasker. The prize offered for special brilliancy in any game was awarded to Mr. Blackburne for this game.

## RUY LOPEZ

	WHITE	BLACK
No. 36	H. N. Pillsbury	W. Steinitz
1	P to K 4	P to K 4
2	Kt to K B 3	Kt to Q B 3
3	B to Kt 5	P to Q 3
4	Kt to B 3	B to Q 2
5	P to Q 4	P t. P
6	Kt t. P	P to K Kt 3 (a)
7	Kt t. Kt	P t. Kt
8	B to Q B 4	B to Kt 2 (b)
9	Q to K 2	Kt to K 2
10	P to K R 4	P to K R 3 (c)
11	P to R 5	P to Kt 4
12	P to B 4 (d)	P t. P
13	Q B t. P	B to K 3
14	B t. B	P t. B
15	P to K 5 (e)	Castles
16	Castles K R	P to Q 4 (f)
17	Q R to Q sq	Q to K sq
18	Kt to R 4	R to Kt sq (g)
19	Kt to B 5	Kt to B 4 (h)
20	P to K Kt 4	Q to K 2

	WHITE	BLACK
	H. N. Pillsbury	W. Steinitz
21	P t. Kt	K R t. P (i)
Position after Black's 17th move.		

BLACK



WHITE

22	Kt to Q 3	Q to R 5
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WHITE	BLACK	WHITE	BLACK
23 R to B 2	P to B 4	28 Q to Kt 6, ch	Q t. Q
24 R to R 2	Q to K 2	29 P t. Q, ch	K to Kt sq
25 R to Kt 2	K to R 2	30 B t. B	R t. B
26 Q to Kt 4	Q to B 2	31 Kt to Q 7	Resigns.
27 Kt t. P	B t. P		

(a) Unusual in this form of the defence ; but possibly quite as good as anything else.

(b) Mr. Steinitz has probably worked out this variation and may be on familiar ground ; otherwise Q to K 2 might be suggested.

(c) Having a Knight to take with the B at Kt 2 in case White should advance the K R P to R 6, he might leave the pawns as they stand, and make room for the Queen with B to K 3.

(d) This excellent move proves Black's pawn manceuvre to have been faulty.

(e) Excellent judgment. Black's pawn position is damaged now.

(f) A temporary relief only. Such a position cannot be defended against a Pillsbury.

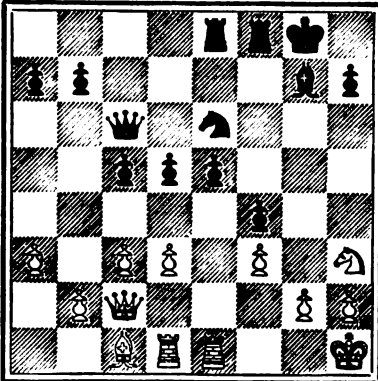
(g) It is not easy to suggest a good defence ; but K to R sq, followed by Kt to Kt sq seems the only course, although the Knight would not be comfortably placed there ; but he must provide against the threatened Kt to B 5.

(h) Kt to B sq is no better. Black's game is untenable.

(i) 21. . . . Q takes Kt ch ; 22 B to K 3, followed by P to B 6, and the rest plays itself.

### RUY LOPEZ

WHITE	BLACK
J. Mason	W. Steinitz
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q 3
4 Kt to B 3 (a)	Kt to B 3
5 P to Q 3 (b)	P to K Kt 3
6 B to Kt 5	B to Kt 2
7 Kt to Q 5	Castles
8 Q to Q 2	B to K 3
9 B to Q B 4	B t. Kt
10 B t. B	Q to Q 2
11 B t. Q Kt (c)	Q t. B
12 Castles K R	Kt to R 4
	(d)
13 Kt to R 4 (e)	P to B 4
14 P t. P	P t. P
15 Q to K 2	Q to K sq
16 P to Q B 3	Q to B 2
17 B to Q 2	Q R to K sq
18 Kt to B 3	P to Q 4

WHITE	BLACK
J. Mason	W. Steinitz
19 Kt to Kt 5	Q to Kt 3
Position after Black's 27th move.	
BLACK	
	
WHITE	
20 Kt to R 3	P to B 5

No. 37

WHITE	BLACK	WHITE	BLACK
21 P to B 3	Kt to B 3	37 Q t. Q	P t. Q
22 Q R to Q sq	Kt to Q 2	38 Kt to R 3	B to R 3
23 B to B sq	Q to Q R 3	39 P to K Kt 3	P to Kt 4
24 P to R 3 (f)	Kt to B 4	40 P t. P	P t. P
25 Q to Q B 2	Kt to K 3	41 R to Kt 2, ch	K to B 2
26 K to R sq	P to B 4	42 Kt to Kt sq	R to K Kt sq
27 K R to K sq	Q to B 3	43 R t. R	R t. R
28 Q to B 2	P to Q R 4	44 Kt to K 2	Kt to Q 6
29 Q to B 2 (g)	P to Kt 4	45 P to R 3	R to Q Kt sq
30 Kt to B 2	P to B 5	46 K to Kt 2	B to Kt 2
31 P t. P	Kt P t. P	47 R to Q sq	B to K 4
32 R to K 2	Kt to B 4	48 K to B sq	R to Kt sq
33 Q R to K sq (h)	P to R 5	49 Kt to Kt sq	R t. Kt, ch
34 K to Kt sq	P to K 5	50 K t. R	P to K 7 (j)
35 R to B sq (i)	Q to K Kt 3	Resigns.	
36 K to R sq	P to K 6		

(a) This variation gives Black too much time to develop. P to Q 4 at once is generally played.

(b) P to Q 4 here is better without doubt.

(c) Preferable would be 11 Q B takes Kt, B takes Kt; 12 P to K R 3, followed by P to K Kt 4 and Castles Q R. After the text move Black's Queen is favourably in play, as will be seen.

(d) Black threatens now to assume the attack with P to K B 4.

(e) It is difficult to find a reply for White even at this early stage. 13 Kt to K sq would not be any better; he cannot play 13 P to K Kt 3, because of 13. . . . P to B 4; he cannot move 13 B to R 6, because of 13. . . . B takes B; 14 Q takes B, Q takes B P; consequently there only remains the text move or 13 P to B 3, P to B 4; 14 B to R 6, and, if 14. . . . P to B 5, then 15 B takes B, Kt takes B; 16 K R or Q R to K sq, and wait events.

(f) 24 P to Q Kt 3 would have threatened P to B 4, with a possibility of weakening Black's centre.

(g) He should have made an effort, at any cost, to break the advancing pawns with 29 P to B 4. If 29. . . . P takes P, then 30 P takes P. If 29. . . . Kt to Q 5, then 30 P takes P, Q takes P; 31 Kt to Kt 5, followed by Kt to K 4.

(h) There is no possible remedy now. If 33 K R to Q 2, then 33. . . . R to Q sq.

(i) If 35 P takes P, then 35. . . . P takes P; 36 Kt takes P, Kt to Q 6, winning the exchange.

(j) This is the best game Steinitz played in this tournament. Every move was calculated to a nicety, and made at the right moment; it affords pleasure and instruction to the student to play it through.

## RUY LOPEZ

WHITE		BLACK		WHITE		BLACK		No. 38
E. Lasker		C. Schlechter		E. Lasker		C. Schlechter		
1	P to K 4		P to K 4	17	R t. R, ch		K t. R	
2	Kt to K B 3		Kt to Q B 3	18	B to Kt 3		B to K sq	
3	B to Kt 5		P to Q R 3	19	B to R 4 (e)		P to K Kt 4	
4	B t. Kt		Q P t. B	20	B to Kt 3		B to Kt 3	
5	Kt to B 3		P to B 3 (a)	21	K to K sq		P to K B 4	
6	P to Q 4 (b)		P t. P	22	P t. P		Kt t. P	
7	Kt t. P		P to Q B 4 (c)	23	Kt t. Kt		B t. Kt	
8	K Kt to K 2		Q t. Q, ch	24	K to Q 2		P to B 5 (f)	
9	Kt t. Q		B to Q 2	25	P to Kt 4		K to Q 2	
10	B to B 4		Castles (d)	26	B to B 2		K to K 3	
11	Kt to K 3		B to B 3	27	B to Q 4		B to B sq	
12	P to B 3		Kt to K 2	28	P to B 3 (g)		B to Q 3	
13	K to B 2		P to K Kt 3	29	B to K 3		K to B 3	
14	Q R to Q sq		B to Kt 2	30	B to B 2		B to B 5, ch	
15	P to Q Kt 3		R t. R		Drawn (h).			
16	R t. R		R to Q sq					

(a) There being no K B to occupy the diagonal, the text move is logical and better than 5. . . . B to K Kt 5, or any other defence of the K P.

(b) Lasker, being satisfied with the most minute advantage, plays an open game, and does not shun exchanges, so as to bring it to the end game, because of Black's double pawn.

(c) Again an excellent move, although temporarily obstructing the diagonal of his K B.

(d) 10. . . . B to Q 3; 11 B takes B, P takes B, although undoubling the pawn would leave a weak Q P.

(e) Provoking 19. . . . P to K Kt 4, but that reply proved favourable to Black.

(f) A perfectly sound sacrifice. If 25 P t. P, then 25. . . . B to K 3; 26 K to Q 3, B to B 4 ch, and White must either give up a pawn or submit to perpetual check.

(g) White had to be very careful not to get the inferior game. Even now the danger was not over, had he played here the apparently better move 23 K to B 3.

(h) This game contains a good illustration of scientific manoeuvring for position on both sides.

WHITE	BLACK	WHITE	BLACK
21 P to B 3	Kt to B 3	37 Q t. Q	P t. Q
22 Q R to Q sq	Kt to Q 2	38 Kt to R 3	B to R 3
23 B to B sq	Q to Q R 3	39 P to K Kt 3	P to Kt 4
24 P to R 3 (f)	Kt to B 4	40 P t. P	P t. P
25 Q to Q B 2	Kt to K 3	41 R to Kt 2, ch	K to B 2
26 K to R sq	P to B 4	42 Kt to Kt sq	R to K Kt sq
27 K R to K sq	Q to B 3	43 R t. R	R t. R
28 Q to B 2	P to Q R 4	44 Kt to K 2	Kt to Q 6
29 Q to B 2 (g)	P to Kt 4	45 P to R 3	R to Q Kt sq
30 Kt to B 2	P to B 5	46 K to Kt 2	B to Kt 2
31 P t. P	Kt P t. P	47 R to Q sq	B to K 4
32 R to K 2	Kt to B 4	48 K to B sq	R to Kt sq
33 Q R to K sq (h)	P to R 5	49 Kt to Kt sq	R t. Kt, ch
34 K to Kt sq	P to K 5	50 K t. R	P to K 7 (j)
35 R to B sq (i)	Q to K Kt 3	Resigns.	
36 K to R sq	P to K 6		

(a) This variation gives Black too much time to develop. P to Q 4 at once is generally played.

(b) P to Q 4 here is better without doubt.

(c) Preferable would be 11 Q B takes Kt, B takes Kt; 12 P to K R 3, followed by P to K Kt 4 and Castles Q R. After the text move Black's Queen is favourably in play, as will be seen.

(d) Black threatens now to assume the attack with P to K B 4.

(e) It is difficult to find a reply for White even at this early stage. 13 Kt to K sq would not be any better; he cannot play 13 P to K Kt 3, because of 13. . . . P to B 4; he cannot move 13 B to R 6, because of 13. . . . B takes B; 14 Q takes B, Q takes B P; consequently there only remains the text move or 13 P to B 3, P to B 4; 14 B to R 6, and if 14. . . . P to B 5, then 15 B takes B, Kt takes B; 16 K R or Q R to K sq, and wait events.

(f) 24 P to Q Kt 3 would have threatened P to B 4, with a possibility of weakening Black's centre.

(g) He should have made an effort, at any cost, to break the advancing pawns with 29 P to B 4. If 29. . . . P takes P, then 30 P takes P. If 29. . . . Kt to Q 5, then 30 P takes P, Q takes P; 31 Kt to Kt 5, followed by Kt to K 4.

(h) There is no possible remedy now. If 33 K R to Q 2, then 33. . . . R to Q sq.

(i) If 35 P takes P, then 35. . . . P takes P; 36 Kt takes P, Kt to Q 6, winning the exchange.

(j) This is the best game Steinitz played in this tournament. Every move was calculated to a nicety, and made at the right moment; it affords pleasure and instruction to the student to play it through.

## RUY LOPEZ

WHITE		BLACK		WHITE		BLACK		No. 38
E. Lasker		C. Schlechter		E. Lasker		C. Schlechter		
1	P to K 4		P to K 4	17	R t. R, ch		K t. R	
2	Kt to K B 3		Kt to Q B 3	18	B to Kt 3		B to K sq	
3	B to Kt 5		P to Q R 3	19	B to R 4 (e)		P to K Kt 4	
4	B t. Kt		Q P t. B	20	B to Kt 3		B to Kt 3	
5	Kt to B 3		P to B 3 (a)	21	K to K sq		P to K B 4	
6	P to Q 4 (b)		P t. P	22	P t. P		Kt t. P	
7	Kt t. P		P to Q B 4 (c)	23	Kt t. Kt		B t. Kt	
8	K Kt to K 2		Q t. Q, ch	24	K to Q 2		P to B 5 (f)	
9	Kt t. Q		B to Q 2	25	P to Kt 4		K to Q 2	
10	B to B 4		Castles (d)	26	B to B 2		K to K 3	
11	Kt to K 3		B to B 3	27	B to Q 4		B to B sq	
12	P to B 3		Kt to K 2	28	P to B 3 (g)		B to Q 3	
13	K to B 2		P to K Kt 3	29	B to K 3		K to B 3	
14	Q R to Q sq		B to Kt 2	30	B to B 2		B to B 5, ch	
15	P to Q Kt 3		R t. R		Drawn (h).			
16	R t. R		R to Q sq					

(a) There being no K B to occupy the diagonal, the text move is logical and better than 5. . . . B to K Kt 5, or any other defence of the K P.

(b) Lasker, being satisfied with the most minute advantage, plays an open game, and does not shun exchanges, so as to bring it to the end game, because of Black's double pawn.

(c) Again an excellent move, although temporarily obstructing the diagonal of his K B.

(d) 10. . . . B to Q 3; 11 B takes B, P takes B, although undoubling the pawn would leave a weak Q P.

(e) Provoking 19. . . . P to K Kt 4, but that reply proved favourable to Black.

(f) A perfectly sound sacrifice. If 25 P t. P, then 25. . . . B to K 3; 26 K to Q 3, B to B 4 ch, and White must either give up a pawn or submit to perpetual check.

(g) White had to be very careful not to get the inferior game. Even now the danger was not over, had he played here the apparently better move 23 K to B 3.

(h) This game contains a good illustration of scientific manoeuvring for position on both sides.

WHITE	BLACK	WHITE	BLACK
21 P to B 3	Kt to B 3	37 Q t. Q	P t. Q
22 Q R to Q sq	Kt to Q 2	38 Kt to R 3	B to R 3
23 B to B sq	Q to Q R 3	39 P to K Kt 3	P to Kt 4
24 P to R 3 (f)	Kt to B 4	40 P t. P	P t. P
25 Q to Q B 2	Kt to K 3	41 R to Kt 2, ch	K to B 2
26 K to R sq	P to B 4	42 Kt to Kt sq	R to K Kt sq
27 K R to K sq	Q to B 3	43 R t. R	R t. R
28 Q to B 2	P to Q R 4	44 Kt to K 2	Kt to Q 6
29 Q to B 2 (g)	P to Kt 4	45 P to R 3	R to Q Kt sq
30 Kt to B 2	P to B 5	46 K to Kt 2	B to Kt 2
31 P t. P	Kt P t. P	47 R to Q sq	B to K 4
32 R to K 2	Kt to B 4	48 K to B sq	R to Kt sq
33 Q R to K sq (h)	P to R 5	49 Kt to Kt sq	R t. Kt, ch
34 K to Kt sq	P to K 5	50 K t. R	P to K 7 (j)
35 R to B sq (i)	Q to K Kt 3	Resigns.	
36 K to R sq	P to K 6		

(a) This variation gives Black too much time to develop. P to Q 4 at once is generally played.

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(e) It is difficult to find a reply for White even at this early stage. 13 Kt to K sq would not be any better; he cannot play 13 P to K Kt 3, because of 13. . . . P to B 4; he cannot move 13 B to R 6, because of 13. . . . B takes B; 14 Q takes B, Q takes B P; consequently there only remains the text move or 13 P to B 3, P to B 4; 14 B to R 6, and, if 14. . . . P to B 5, then 15 B takes B, Kt takes B; 16 K R or Q R to K sq, and wait events.

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(h) There is no possible remedy now. If 33 K R to Q 2, then 33. . . . R to Q sq.

(i) If 35 P takes P, then 35. . . . P takes P; 36 Kt takes P, Kt to Q 6, winning the exchange.

(j) This is the best game Steinitz played in this tournament. Every move was calculated to a nicety, and made at the right moment; it affords pleasure and instruction to the student to play it through.



## RUY LOPEZ

WHITE		BLACK		WHITE		BLACK		No. 38
E. Lasker		C. Schlechter		E. Lasker		C. Schlechter		
1	P to K 4		P to K 4	17	R t. R, ch		K t. R	
2	Kt to K B 3		Kt to Q B 3	18	B to Kt 3		B to K sq	
3	B to Kt 5		P to Q R 3	19	B to R 4 (e)		P to K Kt 4	
4	B t. Kt		Q P t. B	20	B to Kt 3		B to Kt 3	
5	Kt to B 3		P to B 3 (a)	21	K to K sq		P to K B 4	
6	P to Q 4 (b)		P t. P	22	P t. P		Kt t. P	
7	Kt t. P		P to Q B 4 (c)	23	Kt t. Kt		B t. Kt	
8	K Kt to K 2		Q t. Q, ch	24	K to Q 2		P to B 5 (f)	
9	Kt t. Q		B to Q 2	25	P to Kt 4		K to Q 2	
10	B to B 4		Castles (d)	26	B to B 2		K to K 3	
11	Kt to K 3		B to B 3	27	B to Q 4		B to B sq	
12	P to B 3		Kt to K 2	28	P to B 3 (g)		B to Q 3	
13	K to B 2		P to K Kt 3	29	B to K 3		K to B 3	
14	Q R to Q sq		B to Kt 2	30	B to B 2		B to B 5, ch	
15	P to Q Kt 3		R t. R		Drawn (h).			
16	R t. R		R to Q sq					

(a) There being no K B to occupy the diagonal, the text move is logical and better than 5. . . . B to K Kt 5, or any other defence of the K P.

(b) Lasker, being satisfied with the most minute advantage, plays an open game, and does not shun exchanges, so as to bring it to the end game, because of Black's double pawn.

(c) Again an excellent move, although temporarily obstructing the diagonal of his K B.

(d) 10. . . . B to Q 3; 11 B takes B, P takes B, although undoubling the pawn would leave a weak Q P.

(e) Provoking 19. . . . P to K Kt 4, but that reply proved favourable to Black.

(f) A perfectly sound sacrifice. If 25 P t. P, then 25. . . . B to K 3; 26 K to Q 3, B to B 4 ch, and White must either give up a pawn or submit to perpetual check.

(g) White had to be very careful not to get the inferior game. Even now the danger was not over, had he played here the apparently better move 23 K to B 3.

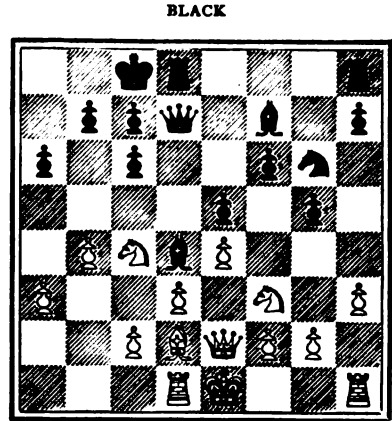
(h) This game contains a good illustration of scientific manoeuvring for position on both sides.

## RUY LOPEZ

No. 39	WHITE	BLACK
	J. W. Showalter	C. Schlechter
1	P to K 4	P to K 4
2	Kt to K B 3	Kt to Q B 3
3	B to Kt 5	P to Q R 3
4	B t. Kt	Q P t. B
5	Kt to B 3	B to Q B 4
6	Q to K 2 (a)	Q to K 2
7	P to Q 3	B to K Kt 5
8	P to K R 3	B to R 4
9	B to K 3	P to B 3
10	Kt to Q sq (b)	Castles
11	P to R 3	Q to Q 3
12	P to Q Kt 4 (c)	B to Q 5
13	R to Q Kt sq (d)	Kt to K 2
14	B to Q 2	P to K Kt 4
15	Kt to K 3	B to B 2
16	Kt to B 4	Q to Q 2
17	R to Q sq (e)	Kt to Kt 3 (f)
18	P to B 3 (g)	B t. P
19	B t. B	Kt to B 5
20	Kt (B 4) t. P	P t. Kt
21	Q to B 2	Kt t. Q P, ch
22	K to B sq	B to B 5
23	K to Kt sq	Q to K 3
24	Kt t. Kt P	Q to Kt sq

WHITE	BLACK
J. W. Showalter	C. Schlechter
25 Q to Q 2	R to Q 3 (h)
26 P to K R 4	P to R 3

Position after Black's 17th move.



WHITE  
27 Q to K 3      P t. Kt  
Resigns.

(a) Obviously if 6 Kt takes P, then 6. . . . B takes P ch, followed by Q to Q 5 ch, &c.

(b) The simple continuation would be 10 B takes B, Q takes B; 11 Q to K 3, with an even game.

(c) Premature. B takes B, followed by Kt to K 3, with option of castling either side would have been better.

(d) If 13 B takes B, then 13. . . . P takes B, and the Q Kt remains out of play.

(e) Defending the Q P for the purpose of advancing P to Q B 3. 17 Kt takes B is, however, preferable.

(f) A subtle design to prevent White from dislodging the B at Q 5.

(g) Even if White saw the impending sacrifice, he had no means of preventing it, his position being lost.

(h) This move is necessary, because he wants to play Kt to B 5 without allowing White to reply Q takes R ch, &c. Schlechter's combination, beginning with 18. . . . B takes P, was very deep, there being so many *coups de repos*, which are always more difficult to calculate than the violent checks.

## RUY LOPEZ

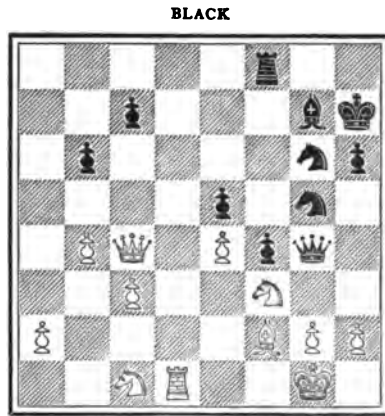
WHITE		BLACK		WHITE		BLACK		No. 40
D. Janowsky		J. H. Blackburne		D. Janowsky		J. H. Blackburne		
1	P to K 4		P to K 4	34	P to B 4		R to K Kt sq	
2	Kt to K B 3		Kt to Q B 3	35	P to B 5 (g)		P t. P	
3	B to Kt 5		P to Q R 3	36	Kt to Kt 3		Kt to B sq	
4	B to R 4		P to Q 3	37	B t. P		Q to Kt 5	
5	Castles		B to Q 2	38	Q to K 2		B to Q 3	
6	P to B 3		P to K Kt 3	39	B t. B		P t. B	
7	P to Q 4		B to Kt 2	40	P to Kt 6		Kt to Q 2	
8	P t. P		P t. P					
9	B to K Kt 5		P to B 3 (a)					
10	B to K 3		Q to K 2					
11	P to Q Kt 4		R to Q sq					
12	Q Kt to Q 2		Q to B 2					
13	Q to K 2		K Kt to K 2					
14	B to Kt 3 (b)		B to K 3					
15	B t. B		Q t. B					
16	Kt to Kt 3		P to Kt 3 (c)					
17	Q t. P		Castles					
18	Q R to Q sq		P to R 3					
19	R t. R		Kt t. R					
20	K Kt to Q 2		P to K B 4					
21	P to B 3		K to R 2					
22	R to Q sq		P to B 5					
23	B to B 2		P to K Kt 4					
24	Q to B 4		Q to B sq					
25	Kt to Q B sq		Kt to B 2					
26	Kt to B sq		P to Kt 5					
27	Kt to Q 2		Kt to Kt 3					
28	P t. P		Kt to Kt 4 (d)					
29	Kt to B 3		Q t. P					
30	Q to K 2 (e)		Q to K 3					
31	P to Kt 5 (f)		B to B 3					
32	R to Q 5		Kt to B 2					
33	Q to Q 3		B to K 2					
				41	P to Kt 7		R to Kt sq	
				42	R to Kt 5		Kt to Q sq	
				43	Q to B 4		Kt to K 3	
				44	P to K R 3		Q to Kt sq	
				45	Q to Q 5		Kt to B 3	
				46	Q t. Q P		Kt t. P	
				47	Q to Q 3		Resigns.	

Position after Black's 29th move.

BLACK

WHITE

Position after Black's 29th move.



WHITE

(a) Showing the defect of the King's Fianchetto defence. The compulsory advance of this pawn is weakening.

(b) Janowsky developed with a clear judgment of the weak points in Black's defence. The text move forces 14. . . . B to K 3, and after 15 B takes B, Q takes B, he threatens with 16 Kt to Kt 3 to post this Kt at B 5.

(c) Compulsory. The loss of the pawn is the lesser evil. If he allows 15 Kt to B 5, he could not dislodge it, and would have to defend the Q Kt P either with Queen or Rook. Both suicidal.

(d) Blackburne's attack is highly ingenious, and planned by a master mind. It required all Janowsky's skill to withstand it.

D

(e) Obviously 30 Kt takes Kt ch, would be followed by P takes Kt, threatening P to B 6 and Kt to B 5, with winning advantage.

(f) Preparatory to R to Q 5.

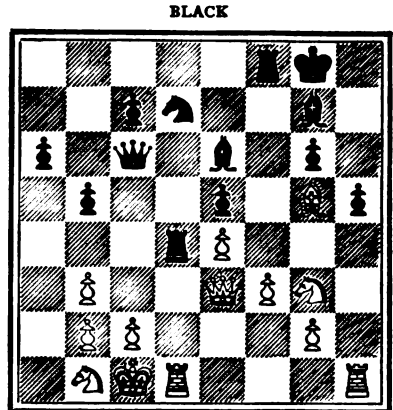
(g) White is now perfectly secure, and resumes the attack. The remainder requires no other comment, except a recommendation to study the correct and elegant way in which White winds up the game.

## RUY LOPEZ

No. 41	WHITE J. H. Blackburne	BLACK C. Schlechter
1	P to K 4	P to K 4
2	Kt to K B 3	Kt to Q B 3
3	B to Kt 5	P to Q R 3
4	B to R 4	Kt to B 3
5	P to Q 3	P to Q 3
6	Q Kt to Q 2	P to K Kt 3
7	Kt to B sq	B to Kt 2
8	P to K R 3	P to Q Kt 4
9	B to Kt 3	Kt to Q R 4
10	Q to K 2	B to Kt 2
11	Kt to Kt 3	Castles
12	P to K R 4 (a)	Kt t. B
13	R P t. Kt	P to Q 4 (b)
14	P to R 5	P t. K P
15	P t. K P	Q to Q 3
16	B to Kt 5	Q R to Q sq (c)
17	Kt to Q 2	P to R 3
18	B to K 3	B to B sq (d)
19	P t. P	P t. P
20	P to K B 3 (e)	P to K R 4
21	Castles Q R	Q to B 3
22	B to Kt 5	R to Q 5
23	Kt to Kt sq (f)	B to K 3
24	Q to K 3	Kt to Q 2
25	Kt to Q 2 (g)	Kt to B 4
26	K to Kt sq	R to B 2
27	Kt to K 2	P to R 4
28	B to R 6 (h)	R to Q 3

WHITE J. H. Blackburne	BLACK C. Schlechter
29	B t. B
30	P to K Kt 4
31	P t. K R P
32	Kt t. P
	R t. B
	P to Q R 5
	P t. Kt P
	Kt t. Kt

Position after Black's 24th move.



WHITE	BLACK
33	P t. Kt
34	P to R 6
35	R t. R
36	P to R 7, ch (i)
37	R t. R
	Q to R sq
	R(Kt2) to Q 2
	P t. R
	R t. P
	Drawn.

(a) This does not look as if Blackburne were playing for a draw.

(b) A timely counter-attack.

(c) A pretty variation would follow were Black tempted to the inferior 16. . . . P to K R 3, with 17 B to Q 2, P to Kt 4; 18 Kt to B 5, Q to K 3; 19 Kt takes P, P takes Kt; 20 P to R 6, B to R sq; 21 P to R 7 ch, Kt t. P; 22 Q to R 5 and wins.

(d) This move was probably made with a view of P to Kt 4; but a variation similar to the preceding would follow, slightly modified, but still favourable to White.

(e) The K B P has to be defended if he intends capturing Black's K R P ; it also prevents Kt to Kt 5.

(f) White has the best of it, and would probably have improved his game with Q Kt to B sq.

(g) Now he has to rectify the previous move—precious time lost.

(h) Better than the dangerous Kt takes R.

(i) This makes a draw of it. Black has tried to win worse positions than this. There is a chance for White with 36 Q to Kt 5, K to R 2, 37 R to Kt sq ; but his own position being not quite secure, he preferred the certain draw.

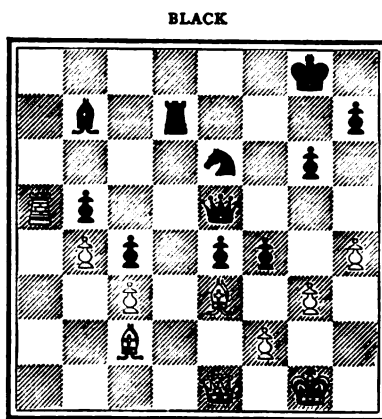
## RUY LOPEZ

WHITE F. J. Lee	BLACK E. Lasker
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 P to Q 3	P to Q 3
6 P to B 3	P to Q Kt 4
7 B to B 2 (a)	P to Kt 3
8 P to Q R 4	B to Q Kt 2
9 Q Kt to Q 2	B to Kt 2
10 Kt to B sq	P to Q 4
11 Q to K 2	Castles
12 Kt to Kt 3	Q to Q 3
13 Castles	K R to K sq
14 P to R 3	Kt to Q R 4
15 B to Q 2	P to B 4
16 K R to Q sq (b)	Q to B 2 (c)
17 Q to K sq (d)	P to B 5 (e)
18 P to Q 4 (f)	Kt t. P
19 Kt t. Kt	P t. Kt
20 Kt t. P (g)	B t. Kt
21 P t. B	Q t. P (h)
22 B to K 3	Kt to B 3
23 P to Q Kt 3	Kt to R 4
24 P to Q Kt 4	Kt to B 3
25 R to Q 7	R to K 2
26 K R to Q sq	R to Q sq
27 R t. R, ch	Kt t. R
28 P t. P	P t. P
29 Q to Q 2	Kt to K 3
30 P to R 4	B to B 3
31 R to R 6	R to Q 2
32 Q to K sq	B to Kt 2
33 R to R 5	P to B 4

WHITE F. J. Lee	BLACK E. Lasker
34 P to Kt 3	P to B 5
35 P t. P	Kt t. P
36 B to Q 4	Q to K B 4
37 Q to K 3	R t. B
38 P t. R	Q to Kt 5, ch
39 K to B sq	Q to Kt 7, ch

No. 42

Position after Black's 34th move.



WHITE	BLACK
40 K to K sq	Q to Kt 8, ch
41 K to Q 2	P to B 6, ch
42 Q t. P	Q t. P, ch
43 K to Q sq	P to K 6
44 B to Kt 3, ch	K to Kt 2
45 P to Q 5, dis. ch	K to R 3
46 Q to K sq	B to B sq (i)
Resigns.	

(a) Better is 7 B to Kt 3 first, and if 7. . . . B to K 3, then 8 B to B 2.

(b) He might have ventured upon P to Kt 4.

(c) Very good. There is a double meaning in the move. He prevents the suggested P to Kt 4, and threatens P to B 5.

(d) Q to B sq would have been prudent now, removing the Queen from the file of Black's R at K sq.

(e) Now Black's plan is disclosed, and he wins a pawn.

(f) If 18 K P takes P, then 18. . . . P takes P; 19 B takes P, P to K 5; 20 Kt takes P, Kt takes Kt; 21 B takes Kt, P to B 4, winning a piece. The best course, therefore, is Q P takes P.

(g) If 20 B takes P, then 20. . . . P takes P, followed by P to B 4.

(h) Now, being a pawn ahead with the better position, Black has the game in hand.

(i) An elegantly played ending to a pretty game.

### RUY LOPEZ

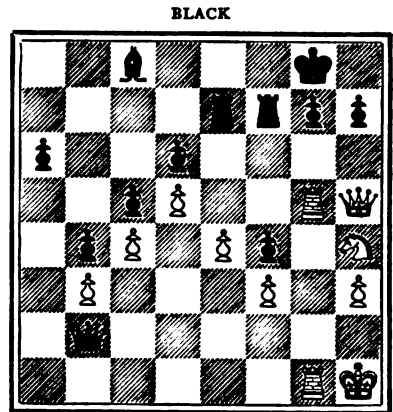
	WHITE	BLACK		WHITE	BLACK
No. 43	D. Janowsky	C. Schlechter		D. Janowsky	C. Schlechter
1	P to K 4	P to K 4	29	Kt t. B	Q t. Kt
2	Kt to K B 3	Kt to Q B 3	30	Kt to R 4	K to Kt sq
3	B to Kt 5	P to Q R 3	31	R to Kt 2	R to K 2
4	B to R 4	Kt to B 3	32	R to Kt 5	Q t. P
5	Castles	B to K 2	33	QR to K Ktsq	R(B) to B2 (f)
6	Kt to B 3	P to Q Kt 4			
7	B to Kt 3	P to Q 3			
8	P to Q 3	Kt to Q R 4 (a)			
9	Kt to K 2	Castles			
10	Kt to Kt 3	P to B 3			
11	P to B 3	Kt t. B			
12	P t. Kt	R to K sq			
13	P to Q 4	Q to B 2			
14	R to K sq	P to B 4 (b)			
15	P to Q 5	Kt to Q 2			
16	Kt to B 5	Kt to B sq			
17	P to K Kt 4 (c)	B to B 3			
18	P to B 4	P to Kt 5			
19	P to R 3 (d)	Kt to Kt 3			
20	P to Kt 5	B to Q sq			
21	Kt to R 2	P to B 3			
22	P t. P	B t. P			
23	Q to R 5	R to B sq			
24	Kt to Kt 4	Q to Q sq			
25	K to R sq	Kt to B 5 (e)			
26	B t. Kt	P t. B			
27	R to K Kt sq	R to R 2			
28	P to B 3	K to R sq			

Position after Black's 33rd move.

BLACK
WHITE

34	Q t. P, ch	K t. Q
35	R to R 5, ch	K to Kt sq
36	Kt to Kt 6	Resigns.

Position after Black's 33rd move.



(a) It is doubtful whether the manœuvre of the Kt to R 4, in order to capture the K B, is commendable; as White gets an open R file, and Black has to keep the Q R P defended.

(b) Not satisfactory either; it confines Black's game too much after 15 P to Q 5.

(c) The initiation of a bold and vigorous attack.

(d) In order to manœuvre the Kt subsequently over K R 2 to Kt 4, and to bring the Queen into play.

(e) The Knight affords temporary protection, and might have remained in its place.

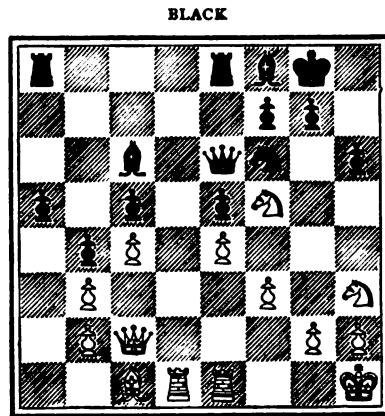
(f) The position was analysed by the two players afterwards, and they found that Black had no adequate defence. Of course the text move is immediately fatal. This was one of the games submitted for the brilliancy prizes.

### RUY LOPEZ

WHITE E. Lasker	BLACK M. Tchigorin
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 Castles	B to K 2
6 Kt to B 3	P to Q Kt 4
7 B to Kt 3	Castles
8 P to Q 3	P to Q 3
9 B to K 3	Kt to Q R 4 (a)
10 Kt to K 2	P to B 4
11 P to B 3	Kt t. B
12 P t. Kt	Q to B 2
13 Kt to Kt 3	P to Q 4
14 Q to B 2	B to Kt 2
15 K R to K sq	P to R 3
16 Q R to Q sq	K R to K sq
17 B to B sq (b)	B to K B sq
18 K to R sq	Q to B 3
19 Kt to Kt sq	P to Q R 4
20 P to B 3	P to Kt 5
21 Kt to B 5	Q to K 3
22 Kt to R 3	B to B 3
23 P to Q B 4	P t. K P
24 Q P t. P	P to R 5 (c)
25 P t. P	P to Kt 6
26 Q to B 3	R t. P
27 Kt to K 3	R to Kt sq
28 Kt to K B 2	Kt to K sq
29 Kt to Q 3	P to B 3

WHITE E. Lasker	BLACK M. Tchigorin	No. 44
30 B to Q 2	Q to B sq (d)	
31 R to R sq	Kt to B 2	
32 R t. R	B t. R	
33 P to B 4	P t. P	
34 Kt t. K B P	Q to K sq (e)	

Position after White's 24th move.



WHITE	BLACK
35 Kt to B 5	R to Q sq
36 Q to K 3	B to Q 2 (f)
37 Q t. Kt P	B t. Kt
38 P t. B	Q to Q 2
39 B to R 5 (g)	R to K sq

WHITE	BLACK	WHITE	BLACK
40 R to Q sq	Q to B sq	45 Q to B 7	Kt to Kt 5
41 Q to Q 3	R to K 4	46 R to Q 7	R to K 8, ch
42 Kt to Kt 6	R to K sq	47 K to R 2	B to Q 3, ch
43 P to R 3	Kt to R 3	48 R t. B	Q t. B P
44 Q to Q 5, ch	K to R 2	49 R to Q 8	Resigns.

(a) Exchanging this Kt for B has the drawback of opening White's Q R file.

(b) Not only a waiting move, but strengthening the Queen's side against Black's contemplated counter-attack on that side. It is, moreover, a good move, because of Black's possible P to Q 5.

(c) No doubt at this stage White's position is preferable. He has the Kt at B 5, the open Q file, and may advance P to K Kt 4, getting also an open K Kt file bearing direct upon the King's position. Black, therefore, is compelled to the diversion on the Queen's side.

(d) So far Tchigorin succeeded in delaying White's attack, compelling him, temporarily at any rate, to withdraw his Knights from the King's side. He should now have played 30. . . . Q to Q 2; the text move is inferior.

(e) With the Q at Q 2, as suggested, he could now have occupied the K file with R to K sq. The loss of time in having to shift the Queen is irretrievable against so correct an opponent as Lasker.

(f) This looks like an oversight, but it may be a miscalculation in the combination of giving up the advanced Q Kt P for White's K B P after B takes Kt.

(g) Black probably overlooked this move when playing 36. . . . B to Q 2. White, therefore, retains the pawn, and the rest is plain sailing.

### RUY LOPEZ

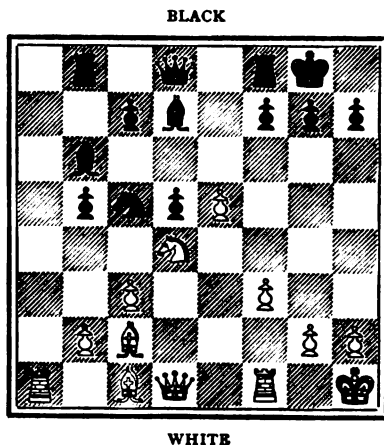
	WHITE	BLACK	WHITE	BLACK
No. 45	H. N. Pillsbury	W. Cohn	H. N. Pillsbury	W. Cohn
1	P to K 4	P to K 4	16	Kt t. Kt
2	Kt to K B 3	Kt to Q B 3	17	Kt to Q 4
3	B to Kt 5	P to Q R 3	18	P to B 3
4	B to R 4	Kt to B 3	19	K to R sq
5	Castles	Kt t. P	20	P to Q Kt 4
6	P to Q 4	P to Q Kt 4	21	Kt to B 5
7	B to Kt 3	P to Q 4	22	Q to Q 3
8	P to Q R 4 (a)	R to Q Kt sq (b)	23	Kt to R 6, ch
9	R P t. P	R P t. P	24	Kt to Kt 4
10	P t. P	B to K 3	25	B to R 6, ch
11	P to B 3	B to Q B 4	26	Kt to B 6
12	Q Kt to Q 2	Castles	27	B to Kt 3
13	B to B 2	B to B 4 (c)	28	P t. R
14	Kt to Kt 3	B to Q Kt 3	29	B to K 3
15	K Kt to Q 4	B to Q 2 (d)	30	Q t. B



WHITE	BLACK
31 Q to Q 3	Kt to Kt 2
32 R to R 6	Kt to B 4
33 B t. P	R to Q sq
34 Q to K 4	Kt to Q 3
35 Q to K 6	Q t. Q
36 B t. Q	B to Kt 2
37 Q R to R sq	K to Kt 2
38 Q R to Q sq	R to K sq
39 K R to K sq	K to B 3
40 B to Kt 3	R to Q R sq
41 R to K 6, ch	K to Kt 4
42 R to K 7	R to R 6
43 R to Q Kt sq	B to B sq
44 P to Kt 4	P t. P e.p.
45 P t. P	B to Kt 2
46 K to Kt 2	B to R sq
47 K to B 2	Kt to B 5
48 R t. B P	Kt to Q 7
49 P to B 4, ch	K to B 4
50 B to B 2, ch	K to B 3
51 R to Q B sq	R to R 7
52 K to K 3	Kt to B 5, ch
53 K to Q 4	R to R 3

WHITE	BLACK
54 K to B 5	R to Q 3
55 R to Q sq (h)	R to K 3

Position after White's 19th move.



56 R(Q sq) to Q 7 Resigns.

(a) Pillsbury's favourite variation, played successfully in the Vienna Tournament.

(b) Best. P to Kt 5 is inferior, because White answers P to R 5, leaving the Q Kt P weak.

(c) The alternatives being 13. . . . Kt takes Kt, or 13. . . . P to B 4, leading to Captain Mackenzie's variation, which was played (Marco v. Pillsbury), in the Vienna Tournament, viz. : 13. . . . P to B 4 ; 14 Kt to Kt 3, B to Kt 3 ; 15 K Kt to Q 4, Kt takes Kt ; 16 P takes Kt, P to B 5 ; 17 P to B 3, Kt to Kt 6 ; 18 R to K sq, &c. The capture of the Knight is dangerous. Cohn probably preferred moving the Q B twice to giving White a passed pawn. The Bishop's move, however, is inferior.

(d) If 15. . . . Kt takes Kt, then 16 Kt takes Kt, B to Q 2 ; which brings about the same position as in the text. Consequently he has nothing better than 15. . . . Kt takes Kt ; 16 Kt takes Kt, B takes Kt ; 17 P takes B, B to Kt 3 (this shows 11. . . . B to B 4 to have been weak) ; 18 P to B 3, Kt to Kt 4, &c.

(e) The alternative would be 19. . . . R to K sq ; and if as in the text 20 P to Q Kt 4, then 20. . . . Kt to K 3 ; 21 Kt to B 5, B to B 3 ; 22 Q to Q 3, Kt to B sq, which would give a comparatively defensible game.

(f) After this compulsory additional weakness, Black's game is untenable.

(g) 23. . . . K to R sq is somewhat better, although White does not play to win the exchange offered by Black's next move.

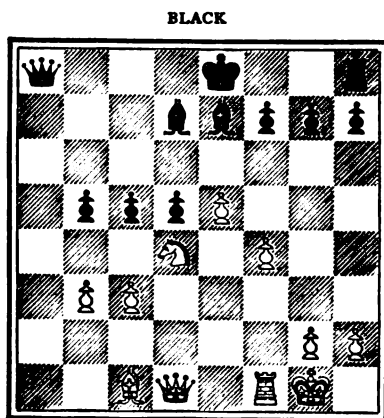
(h) Pillsbury of course does not overlook the threatened mate at Q 4.

## RUY LOPEZ

No. 46	WHITE D. Janowsky	BLACK W. Cohn
1	P to K 4	P to K 4
2	Kt to K B 3	Kt to Q B 3
3	B to Kt 5	P to Q R 3
4	B to R 4	Kt to B 3
5	Castles	Kt t. P
6	P to Q 4	P to Q Kt 4
7	B to Kt 3	P to Q 4
8	P to Q R 4	B to K 3
9	R P t. P (a)	R P t. P
10	R t. R	Q t. R
11	P t. P	Kt to R 4
12	Kt to Q 4	Kt t. B
13	P t. Kt (b)	B to Q 2 (c)
14	Kt to Q B 3	Kt t. Kt
15	P t. Kt	B to K 2 (d)
16	P to K B 4	P to Q B 4 (e)
17	P to K 6 (f)	P t. P
18	Q to R 5, ch	P to Kt 3
19	Q to K 5	K to B 2
20	Kt to B 3	R to K B sq
21	Q to B 7	Q to B sq
22	Kt to K 5, ch	K to K sq
23	Q to R 7	B to Q 3
24	R to K sq	Q to B 2
25	Q to R 6	K to K 2 (g)
26	B to K 3	R to B sq
27	Q to R 2	K to K sq
28	Q to K B 2	K to B sq
29	Q to R 4 (h)	K to Kt sq
30	Kt to Kt 4	B to K sq
31	Kt to B 6, ch	K to R sq
32	P to Q Kt 4	Q to B 2

WHITE D. Janowsky	BLACK W. Cohn
33	P t. P
34	B t. B
35	R t. P
36	P to R 3
37	P t. P
38	K to R sq
	B t. P
	R t. B
	R to B sq
	P to Kt 4
	Q to R 2, ch
	B to Kt 3

Position after Black's 16th move.



WHITE	WHITE	BLACK
39	Kt t. Q P	R to Q sq
40	Q to K B 4	Q to K B 2
41	Q to K 5, ch	Q to Kt 2
42	Kt to B 6	B to B 2
43	R to K 7	R to K B sq
44	P to R 4	P to R 3
45	P to Kt 6 (i)	Resigns.

(a) White treats this variation in an original manner, but it requires his ingenuity to evolve afterwards an advantageous combination with the little material remaining.

(b) In spite of the doubled pawn, we prefer White's game.

(c) A difficult position. Still, he might have tried P to Kt 5. It prevents White's Kt to B 3, and the attack on the Kt at K 5 could be met with ease.

(d) 15. . . . B to B 4 would have threatened to leave Bishops of different colours.

(e) If now B to Q B 4, then 17 P to B 5.

(f) Beautifully played.

(g) 25. . . . B takes Kt seems to be indicated here, unless Cohn having a pawn ahead, was trying for a win.

(h) From Q B 7 he manœuvred the Queen to the King's side into a more attacking position.

(i) Without doubt this is one of the most pleasing games in the tournament.

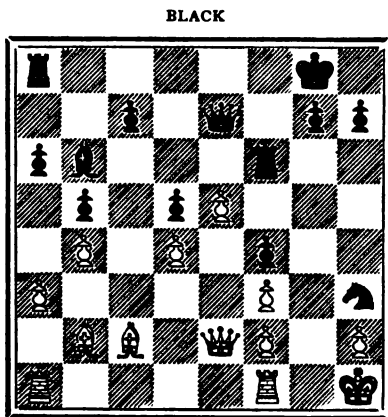
## RUY LOPEZ

WHITE J. Mason	BLACK W. Cohn
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 Castles	P to Q Kt 4
6 B to Kt 3	Kt t. P
7 P to Q 4	P to Q 4
8 P t. P (a)	B to K 3
9 P to B 3	B to Q B 4
10 Q Kt to Q 2	Castles
11 B to B 2	P to B 4
12 Kt to Kt 3	B to Kt 3
13 Q Kt to Q 4 (b)	Kt t. Kt
14 P t. Kt	P to B 5
15 P to Q Kt 4	B to Kt 5
16 B to Kt 2	Kt to Kt 4
17 K to R sq	B t. Kt
18 P t. B	Kt to R 6
19 Q to K 2 (c)	Q to K 2
20 P to R 3	R to B 3
21 R to K Ktsq (d)	Kt t. R
22 R t. Kt	R to R 3
23 R to Kt 4	R to K B sq
24 Q to Q 3	Q to B 2
25 Q to B sq	Q to K 2
26 Q to Q 3	P to Kt 3
27 B to Kt 3	P to B 3
28 B to B 2	R to R 5
29 R to Kt 2	Q to K 3
30 Q to B 3	K to R sq
31 Q to Q 2	Q to R 6
32 Q to B 3	Q to K 3
33 Q to Q 2	R to B 2
34 Q to B 3	R to K Kt 2

WHITE J. Mason	BLACK W. Cohn
35 Q to Q 3	K to Kt sq
36 P to R 4	K to B sq
37 P to R 5	B to Q sq
38 B to B 3	B to K 2
39 B to K sq	K to K sq
40 Q to B sq	Q to R 6
41 Q to Q 3	K to Q 2

No. 47

Position after Black's 20th move.



WHITE	BLACK
42 Q to B 3	K to B 2
43 B to Kt 3	K to Kt 2
44 B to Q sq	R to B 2
45 Q to Q 3	P to Kt 4
46 Q to B sq	R to Kt 2
47 Q to Kt sq	R to Kt 3
48 B to Q 2	R(Kt3) to R 3
49 B to K 2	Q to B 4

WHITE	BLACK	WHITE	BLACK
50 Q to K B sq	R to R 6	65 Q to B 2	Q to R 5
51 B to Q 3	Q to B 2	66 Q to Q 3	Q to Kt 6
52 Q to K Kt sq	Q to R 4	67 B t. R	R t. B
53 B to B 5	R to R 5	68 R t. P	B t. R
54 B to Kt 4	Q to Kt 3	69 Q to B 5	Q to Q 8, ch
55 Q to K sq	Q to Q 6	70 B to K sq	Q t. B, ch
56 B to B 3	R to Kt 3	71 K to Kt 2	R t. P, ch
57 K to Kt sq	K to B 2	72 K t. R	Q t. B P, ch
58 Q to Q 2	Q to Kt 8, ch	73 K to R sq	Q to R 5, ch
59 Q to K sq	Q to B 7	74 K to Kt 2	B to K 2
60 Q to Q 2	Q to Kt 6	75 K to B sq	Q to R 8, ch
61 B to B 5	R(Kt 3)to R 3	76 K to B 2	B to R 5, ch
62 B to B 2	Q to R 6	77 K to K 2	Q to K 8, ch(e)
63 B to B 5	R to R 6		Resigns.
64 B to Kt 4	R (R 3) to R 5		

(a) This variation was played frequently in the last Vienna Tournament; but generally the text move was preceded by 8 P to Q R 4, R to Q Kt sq (best); 9 R P takes P, R P takes P.

(b) Preferable would have been 13 K Kt to Q 4, Kt takes Kt; 14 P takes Kt, followed by dislodging the Knight with P to B 3. A tempting variation for Black may be noticed here, viz., 14. . . . P to B 5; 15 P to B 3, Kt to Kt 6. It is favourable for Black if White takes the Knight; but the correct reply is 16 R to K sq.

(c) A bad move. Q to Q 3 was the right move. Black takes immediate advantage of White's indifferent move.

(d) This sacrifice is compulsory, because of R to R 3, Q to R 5, and the mate could not have been saved.

(e) The remainder, after the 21st move, is a laborious process, with the noteworthy plan of protecting the weak Q B P with the King, and then the advantage of the exchange was seen to tell even against Mason's sturdy defence.

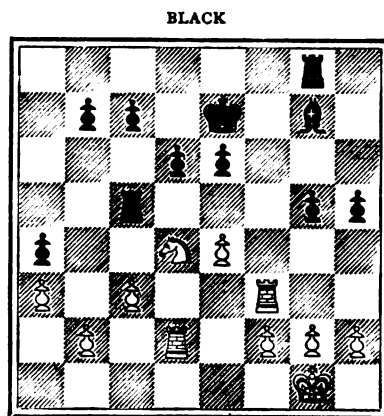
## RUY LOPEZ

No. 48	WHITE W. Cohn	BLACK E. Lasker	WHITE W. Cohn	BLACK E. Lasker
1	P to K 4	P to K 4	11	Kt t. Kt
2	Kt to K B 3	Kt to Q B 3	12	B t. B, ch
3	B to Kt 5	Kt to B 3	13	Q to Kt 4, ch(c)
4	P to Q 3	P to Q 3	14	Q t. Q, ch
5	Kt to B 3	B to Q 2	15	Kt to K 2
6	Castles	P to K Kt 3(a)	16	P to Q B 3
7	B to Kt 5	P to K R 3	17	Q R to Q sq(e)
8	B t. Kt	Q t. B	18	R to Q 3
9	P to Q 4 (b)	B to Kt 2	19	P to Q R 3
10	P t. P	Kt t. P	20	K R to Q sq
				P to R 4

WHITE	BLACK
21 R(Qsq)toQ 2	R to Q B 4
22 R to B 3	R to K Kt sq
23 Kt to Q 4	K to K 2
24 PtoKKt4(f)	B to K 4 (g)
25 R to R 3	P t. P
26 R to R 6	B to B 3
27 K to Kt 2	R to K 4
28 R to K 2	B to Kt 2
29 R to R 5	K to B 3
30 P to B 3	P to B 4
31 Kt to Kt 5	P t. P, ch
32 K t. P	K to Kt 3
33 R to R 3	P to Q 4
34 K to Kt 4 (h)	P t. P
35 Kt to Q 6	R to K B sq
36 R(R3)toK3	R to B 5, ch
37 K to Kt 3	B to B sq
38 Kt to B 4	R to Q 4
39 Kt to Kt 6	K to B 4 (i)
40 Kt t. R	P t. Kt
41 K to Kt 2	P to Q 5
42 R to R 3	P to Q 6
43 R to K B 2	P to B 5
44 K to B sq	P to K 6

WHITE	BLACK
45 R(B2)toB3(j)	K to K 5
46 R t. R, ch	P t. R
47 R to R 8	B to K 2 (k)

Position after Black's 23rd move.



WHITE	BLACK
48 R to K 8	K to B 6
49 R to K R 8	P to Q 7

Resigns.

(a) The King's Fianchetto is generally abandoned now in favour of  
6. . . . B to K 2.

(b) 9 Kt to Q 5 would have driven back the Queen.

(c) The exchange of Queens which White contemplates leaves Black with an improved position, whilst with the Queens on the board his King would be unfavourably placed. The alternative, therefore, would be 13 Q to Q 3, and to bring the Rooks into play.

(d) The improvement in Black's position is now apparent.

(e) 17 P to K B 4 might be considered here. If 17. . . . P to K 4, then 18 P to K Kt 3, so as to keep two pawns united. The Knight, at present being well placed, need not be moved. 17 P to Q R 4 would have weakened the Queen's side pawns, although the move would have been useful in other respects.

(f) A compromising advance. We do not think that had Cohn been content to play quietly for a draw, he need have been apprehensive of losing the game.

(g) A fine move, the chief object being, if 25 P takes P, to play 25. . . . R to K R sq; 26 R to R 3, B to B 5; 27 R to K 2, P to Kt 5; 28 R to R 4, Q R takes P, &c.

(h) If 34 P takes P, then 35 R to B sq ch, &c.

(i) The Knight and the improved centre are well worth the Rook.

(j) If 45 R takes P, then R takes R ch, followed by B to B 4.

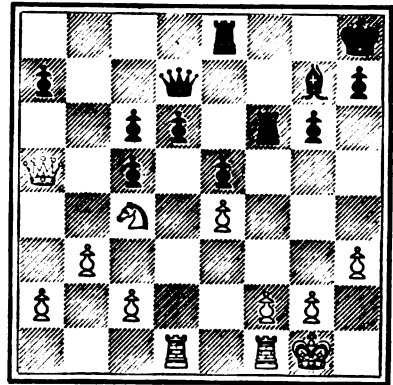
(k) 47. . . . P to B 6; 48 R takes B, P to Q 7 wins as well.

## RUY LOPEZ

No. 49	WHITE	BLACK	WHITE	BLACK
	C. Schlechter	D. Janowsky	C. Schlechter	D. Janowsky
1	P to K 4	P to K 4	43	P to B 3
2	Kt to K B 3	Kt to Q B 3	44	P t. P
3	B to Kt 5	Kt to B 3	45	Q to B 4
4	P to Q 3	P to Q 3	46	K to R sq
5	Kt to B 3	P to K Kt 3	47	P to Q Kt 4
6	P to K R 3	B to Kt 2	48	P to Q R 4
7	B to K 3	Castles	49	Q to B 7, ch
8	Castles	K to R sq	50	Q to Kt 3
9	P to Q 4	P t. P	51	R to K sq
10	Kt t. P	B to Q 2	52	Q to K 5, ch
11	Kt t. Kt	P t. Kt	53	Q to Q B 5
12	B to Q 3	Q to K 2		
13	Q to Q 2	Kt to Kt sq		
14	Q R to K sq	Q R to Kt sq		
15	P to Q Kt 3	Q to K 4		
16	Kt to K 2	P to Q B 4 (a)		
17	B to K B 4	Q to K 2		
18	Kt to B 3	B to K 3		
19	Kt to Q 5	Q to Q 2		
20	B to B 4	Q R to Q sq		
21	Q to R 5 (b)	P to Q B 3		
22	Kt to K 3	Kt to B 3		
23	B t. B	P t. B		
24	Kt to B 4 (c)	P to K 4		
25	B to Kt 5	Q R to K sq		
26	B t. Kt	R t. B		
27	R to Q sq (d)	Q to K 2		
28	R to Q 3	Q R to K B sq		
29	Q to Q 2	R to Q sq		
30	R to Q sq	B to B sq		
31	Q to B 3	R to K 3 (e)		
32	P to B 4 (f)	B to Kt 2		
33	P t. P	B t. P		
34	Kt t. B	R t. Kt		
35	R to K B sq (g)	K to Kt sq		
36	Q R to B 3	R to K sq		
37	Q to B 4, ch	P to Q 4		
38	P t. P	P t. P		
39	Q to Q 3	Q to Q 3		
40	R to B 6	K R to K 3		
41	R t. R	Q t. R (h)		
42	R to Q sq	P to Q 5		
			54	R to K 5
			55	K to R 2
			56	K to Kt sq
			57	R to K 7, ch (j)
			58	R to K 6, ch
			59	R to K 7, ch
			60	R to K 2
			61	R to K sq
			62	K to B sq
			63	K to Kt sq
			64	Q to B 8, ch
				Resigns (k).

Position after White's 27th move.

BLACK



WHITE

(a) It is quite refreshing to come to a game in which not only both sides play correctly, but every move is timed with minute precision. Janowsky's manoeuvre to protect the isolated Q R P was very cleverly conceived.

(b) All Schlechter can accomplish as first player is to force Black to weaken his Q P, and so to increase the value of the open Q file.

(c) Still pursuing the same plan. But it is doubtful whether it was advisable to strengthen Black's centre by 23 B takes B in order to maintain the attack on the Q P. However, this is the only assailable point in Black's position.

(d) The middle play now ensuing is highly instructive, consequently we illustrate the position.

(e) Well timed, as White threatened the K P.

(f) Both the initial plan, with 21 Q to R 5, and the second plan of the centre attack, having failed, White is getting impatient, and tries to force matters. This, however, is a mistake, as he remains eventually with an isolated K P.

(g) He now abandons the centre and occupies the open K B file, in order to effect an entry at K B 7.

(h) Black having repelled the attacks successfully, is not only out of danger, but he has practically a passed pawn in the centre, and the better game.

(i) The deciding move.

(j) If 57 R takes P ch, then 57. . . . K to Kt 2 wins.

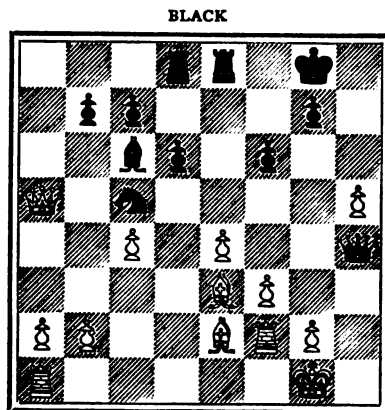
(k) The play in this game is of a high order on both sides.

## RUY LOPEZ

WHITE	BLACK
D. Janowsky	M. Tchigorin
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	Kt to B 3
4 Castles	B to K 2
5 Kt to B 3	P to Q 3
6 P to Q 4	Kt to Q 2 (a)
7 Kt to K 2	Kt t. P
8 K Kt t. Kt	P t. Kt
9 Kt t. P	Castles
10 Kt to B 5	B to B 3
11 P to Q B 3	Kt to B 4
12 Kt to Kt 3	B to R 5 (b)
13 P to B 3	B t. Kt
14 P t. B	B to Q 2
15 B to K 2	Q to K 2
16 P to K Kt 4 (c)	K R to K sq
17 R to B 2	Q R to K sq
18 B to K 3	B to B 3
19 P to Q B 4 (d)	P to Q R 4
20 Q to B 2 (e)	Q to R 5
21 Q to Q 2	P to B 3
22 Q t. R P (f)	P to R 4 (g)
23 P t. P (h)	R to K 4 (i)

WHITE	BLACK	
D. Janowsky	M. Tchigorin	No. 50
24 P to K Kt 3 (j)	Q t. P, ch	
25 R to Kt 2	Q to R 6 (k)	

Position after White's 23rd move.



WHITE		BLACK
26 Q t. P	.	Kt to K 3
27 R t. P, ch (l)		Kt t. R
28 Q t. R, ch		Kt to K sq

WHITE	BLACK	WHITE	BLACK
29 B to B 4 ( <i>m</i> )	R t. P	32 R to K Kt sq	R to R sq
30 K to B 2	Q to R 5, ch	33 P to B 5	Resigns ( <i>n</i> ).
31 K to K 3	K to B 2		

(*a*) Tchigorin's own variation. He has played it with signal success on various occasions.

(*b*) This move of the Bishop, involving its exchange for the Knight, is of doubtful value, but Tchigorin prefers Knights to Bishops.

(*c*) This arrangement of the King's side pawns is very strong, if no sacrifice is threatened.

(*d*) Threatening P to Kt 4 and Kt 5.

(*e*) Probably to guard against a possible Kt takes P.

(*f*) A most daring capture.

(*g*) Highly ingenious. With this and the previous move, Black assumes a very threatening attitude.

(*h*) The only move. The game would be lost could he not capture this pawn.

(*i*) This threatens both R takes R P, and Kt takes P, with all their ramifications.

(*j*) In the heat of battle this subtle saving move was probably overlooked by Tchigorin.

(*k*) Subsequent analysis proved Q to R 5 the right move.

(*l*) The sequel of 24 P to K Kt 3.

(*m*) Had Black played 25. . . . Q to R 5, White would not have had this resource.

(*n*) B to B 4 ch, being threatened. A most interesting game, equally creditable to both players.

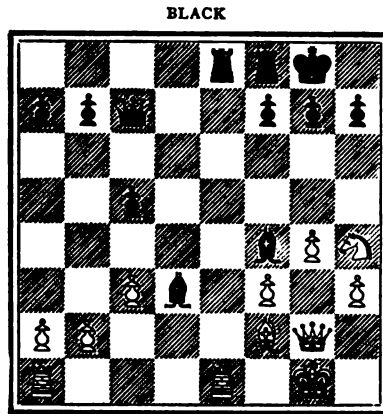
## RUY LOPEZ

	WHITE	BLACK		WHITE	BLACK
No. 51	S. Tinsley	H. N. Pillsbury		S. Tinsley	H. N. Pillsbury
1	P to K 4	P to K 4	17	P to K R 3 ( <i>d</i> )	Q R to Q sq
2	Kt to K B 3	Kt to Q B 3	18	Q to K 2	B to R 4
3	B to Kt 5	Kt to B 3	19	P to K Kt 4 ( <i>e</i> )	B to Kt 3
4	Castles	Kt t. P	20	K R to Q sq	B to Q 3
5	P to Q 4	Kt to Q 3	21	Kt to R 4	B to K 5
6	B t. Kt	Q P t. B	22	P to B 3	B to Kt 3
7	Kt t. P ( <i>a</i> )	B to K 2	23	Q to Kt 2	Q R to K sq
8	Kt to Q B 3	Castles	24	R to K sq ( <i>f</i> )	B to Q 6
9	R to K sq ( <i>b</i> )	Kt to B 4	25	B to B 2	B to K B 5
10	Kt to K 2	B to K 3	26	R t. R	R t. R
11	P to Q B 3	P to B 4	27	R to K sq	R t. R, ch
12	B to K 3	P t. P	28	B t. R	P to K Kt 4 ( <i>g</i> )
13	Kt t. P	Kt t. Kt	29	Kt to B 5	B t. Kt
14	B t. Kt ( <i>c</i> )	P to Q B 4	30	P t. B	Q to K 4
15	B to K 3	Q to B 2	31	K to B sq	Q t. K B P
16	Kt to B 3	B to Kt 5	32	P to K R 4	P to K R 4



WHITE	BLACK
33 P t. P	K to R 2
34 P to Q Kt 4	P to B 5
35 Q to K 2	B t. P
36 B to B 2	P to R 3
37 Q t. P	Q t. P
38 P to R 4	P to R 5
39 Q to K 2	Q to R 8, ch
40 B to Kt sq	Q to R 6, ch
41 Q to Kt 2	Q to B 4, ch
42 Q to B 2	K to Kt 3
43 Q t. Q, ch	K t. Q
44 P to B 4	K to K 5
45 P to Kt 5	P t. P
46 B P t. P	B to Q sq
47 B to B 2	K to Q 4
48 K to Kt 2	K to B 5
49 B to K sq	B to K 2
50 K to R 3	B to Kt 5
51 B t. P	K to Kt 6
52 K to Kt 4	K t. P
53 K to B 5	B to B 6

WHITE BLACK  
54 P to Kt 6 B to Q 5  
Position after Black's 25th move.



WHITE  
55 B to Q 8 K to Kt 4 (h)  
Resigns.

(a) 7 P takes P, Kt to B 4; 8 Q takes Q ch, is less favourable for White.

(b) The alternative would have been 9 B to K 3, Kt to B 4; 10 Q to Q 2, &c.

(c) Here P takes Kt seems preferable, as the Bishop is dislodged immediately.

(d) This weakening of the King's side pawns is not advisable; there remains only 17 Q to Q 5, and if 17. . . . Q R to Q sq, then 18 Q to K 4, &c.

(e) Now his King's side is exposed, and Black gets a strong attack.

(f) There was nothing to be done. Kt takes B would only have let in another Rook.

(g) As simple as possible. He detaches the pawns so that he may pick them up at leisure.

(h) An instructive and useful game for the student.

### RUY LOPEZ

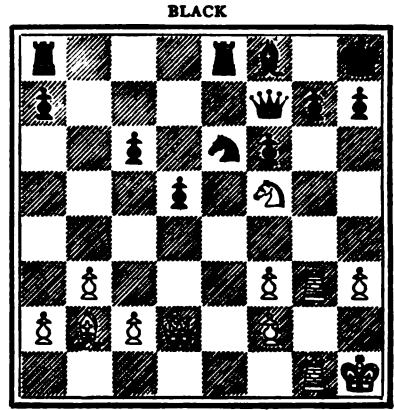
WHITE	BLACK
H. N. Pillsbury	E. Lasker
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q 3
3 B to Kt 5	Kt to B
4 Castles	Kt t. P
5 P to Q 4	B to K 2

WHITE	BLACK
H. N. Pillsbury	E. Lasker
6 Q to K 2	Kt to Q 3
7 B t. Kt	Kt P t. B
8 P t. P	Kt to Kt 2
9 Kt to B 3	Castles
10 R to K sq	R to K sq (a)

No. 52

WHITE	BLACK
11 B to B 4	P to Q 4
12 P t. P <i>e.p.</i> sq	B to Kt 5
13 Q R to Q	P t. P
14 P to K R 3	B to R 4
15 Kt to K 4	B to B sq
16 Q to Q 2 ( <i>b</i> )	B t. Kt
17 P t. B	P to Q 4
18 Kt to Kt 3	Q to B 3
19 K to Kt 2	Kt to B 4
20 P to Kt 3	Kt to K 3 ( <i>c</i> )
21 B to K 5 ( <i>d</i> )	Q to R 5
22 Kt to B 5	Q to Q sq
23 K to R sq	P to B 3
24 R to K Kt sq	K to R sq
25 B to Kt 2	Q to Q 2
26 R to Kt 3	Q to K B 2
27 Q R to K Kt sq	Q to R 4 ( <i>e</i> )
28 Q to R 6 ( <i>f</i> )	Q t. Kt
29 B t. P	R to K 2 ( <i>g</i> )
30 B t. R	B t. B

WHITE                      BLACK  
 31 R t. P                      Q t. P, ch (*h*)  
 Position after White's 27th move.



WHITE  
 32 R(Kt sq) to Kt 2    Q to Q 8, ch  
 Drawn (*i*).

(*a*) The same defence was played by Maroczy against Cohn. This move is necessary to keep an indirect pressure upon the K P. Lasker states that he suggested it after the tie match in Vienna between Pillsbury and Tarrasch, but Maroczy also claims it.

(*b*) Surveying the position now, it is evident that White has no advantage from the opening. As a matter of fact, Black has a better position than in any of the 6 Q to K 2 variations. White consequently has to resolve now upon his future plan. Pillsbury selects the bold course of allowing 16. . . . B takes Kt, which means an attack at any cost; for if it comes to an end game Black's superior pawn position must tell.

(*c*) A simple and sound continuation would have been 20. . . . B to Q 3; compelling 21 B takes B, Q takes B; followed by Kt to K 3, and Black would have had a marked superiority of position, and no attack threatened.

(*d*) Pillsbury, with his usual judgment, immediately seizes the opportunity of occupying the clear diagonal with the Bishop; and in bringing the Knight into play he drives the Queen back, thus getting with a few strokes a powerful attack.

(*e*) Lasker pointed out afterwards that 27. . . . Q R to Q sq should have been played.

(*f*) A beautiful conception. The move in itself is, of course, simple enough. Obviously the Queen cannot be taken; but the idea must be considered with all its ramifications, as it involves the sacrifice of the Knight and Bishop to make a breach in Black's position.

(*g*) The only move. Referring now to note (*e*), it will be seen that had Black played his R to Q sq, he could now have moved 29. . . . R to Q 2, with a won game.

(h) There is nothing left but to draw. Several moves have been tried, viz., 31. . . . B to R 5, and B to B 4, but with unsatisfactory results.

(i) This is one of the finest games that has occurred for years, and it was a battle worthy of the two giants who fought it.

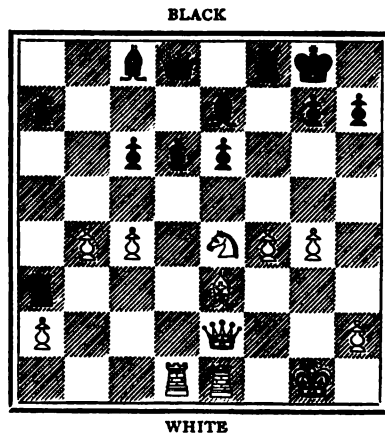
### RUY LOPEZ

No. 53

WHITE W. Cohn	BLACK G. Maroczy
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	Kt to B 3
4 Castles	Kt t. P
5 P to Q 4	B to K 2
6 Q to K 2	Kt to Q 3
7 B t. Kt	Kt P t. B
8 P t. P	Kt to Kt 2
9 R to K sq (a)	Castles
10 Kt to B 3	R to K sq (b)
11 B to B 4 (c)	Kt to B 4
12 Kt to Q 4	Kt to K 3
13 Kt t. Kt	B P t. Kt
14 Q R to Q sq	R to Kt sq
15 P to Q Kt 3	B to Kt 5
16 Kt to K 4	R to B sq (d)
17 B to Kt 5	B to K 2
18 B to K 3	R to Kt 4
19 P to K B 4	P to Q 4 (e)
20 P t. P <i>e.p.</i>	P t. P
21 P to B 4	Q R to K B 4
22 P to K Kt 4 (f)	R to Q R 4
23 P to Kt 4	R to R 6
24 Q to Q Kt 2 (g)	R t. B (h)
25 R t. R	R t. P
26 Q to K 2	P to Q 4
27 Kt to B 5	Q to Kt 3

WHITE W. Cohn	BLACK G. Maroczy
28 P t. P	B P t. P
29 Kt to Q 3 (i)	R to K 5
30 Kt to B 5	R t. Q Kt P
31 Kt t. P	B t. Kt

Position after Black's 23rd move.



WHITE	BLACK
32 K to R sq	B t. P
33 Q to Q 3	B t. R
34 R t. B	B to B 6, ch (j)
Resigns.	

(a) Pillsbury's move, played against Dr. Tarrasch in the Vienna Tournament; but Pillsbury played Kt to B 3 first.

(b) Dr. Tarrasch omitted this move, which is necessary, as it keeps an indirect pressure upon the K P.

(c) 11 B to K 3 is probably the better move.

(d) 16. . . . B takes R would be followed by 17 B to Kt 5 with advantage.

(e) Being now able to play P to Q 4, Black is out of difficulty.

(f) Unsound, as the sequel shows.

(g) Had he expected Black's sacrifice of the exchange, he would probably have played 24 B to B sq.

R

(h) Perfectly sound ; he gets an equivalent in the two passed pawns in the centre, and also the attack.

(i) The King is too exposed, and we do not think that White can save the game now.

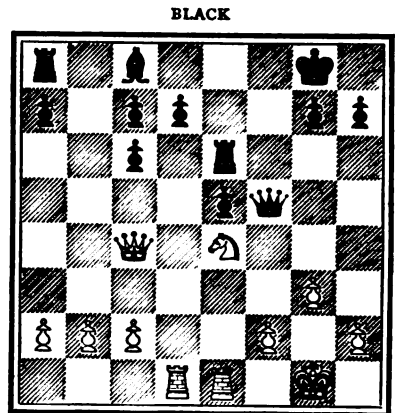
(j) A game smartly played by Maroczy.

### RUY LOPEZ

No. 54	WHITE M. Tchigorin	BLACK D. Janowsky
1	P to K 4	P to K 4
2	Kt to K B 3	K to Q B 3
3	B to Kt 5	Kt to B 3
4	Castles	Kt t. P
5	P to Q 4	B to K 2
6	Q to K 2	Kt to Q 3
7	B t. Kt	Kt P t. B
8	P t. P	Kt to Kt 2
9	R to K sq	Castles
10	Kt to B 3	R to K sq
11	Q to B 4 (a)	Kt to B 4
12	Kt to K Kt 5	B t. Kt
13	B t. B	Q t. B
14	Q t. Kt	R to K 3 (b)
15	Q R to Q sq (c)	P to B 3
16	Q to B 4 (d)	P t. P
17	Kt to K 4	Q to B 5
18	P to K Kt 3	Q to B 4
19	Kt to B 5	P to Q 4
20	Q to B 3 (e)	R to B 3
21	R to Q 2	P to K 5
22	Q to Kt 3	B to K 3
23	Q to Kt 7	Q R to K B sq
24	Q t. P (B 6)	Q to Kt 4

WHITE M. Tchigorin	BLACK D. Janowsky
25	Q R to Q sq B to R 6
26	Q to Kt 5 (f) R t. P

Position after Black's 18th move.



WHITE	
27	Kt t. P
28	P to K Kt 4
Resigns.	

(a) Up to here both sides play the now well-known variation introduced by Pillsbury against Dr. Tarrasch in the Vienna Tournament, 9 R to K sq. Since then 10. . . R to K sq has been recommended by Lasker and Janowsky, and adopted by the former in the famous game against Pillsbury in the first round. Alapin recommended 11 Q to B 4, and Tchigorin adopts the move instead of the usual 11 B to B 4.

(b) Alapin continues the variation in White's favour by making Black play 14. . . B to Kt 2 instead of Janowsky's superior 14. . . R to K 3, which defends the Q B P after advancing P to Q 4. Further investigation is required before a verdict for or against Alapin's move can be given.

(c) In the Paris Tournament of 1900 Schlechter here continued with

15 Q to Q 4 against Janowski, and eventually won. The variation was as follows: 15 Q to Q 4, B to Kt 2; 16 Q to Q Kt 4, B to B sq; 17 Kt to K 4, Q to K 2, and Black got the worst of the position. But if Black had played 17. . . . Q takes P; 18 Kt to B 5, Q to Q 3, there appears to be no advantage for White.

(d) White has the inferior game, and must lose a valuable pawn. The alternative would be 16 Q to R 5.

(e) If 20 R takes Q P, then 20. . . . P takes R; 21 Q takes P, R to Kt sq; 22 Kt takes R, B takes Kt, with a piece ahead.

(f) Hopeless, of course. The game was gone after Black's P to Q 4.

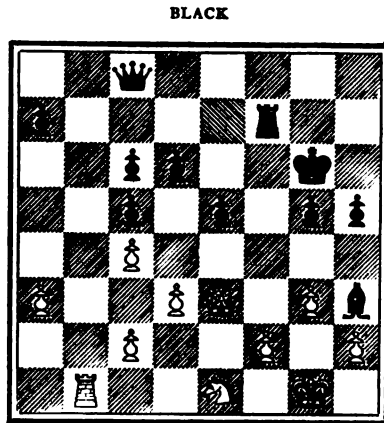
(g) Or, as pointed out by bystanders, 28. . . . Q takes P ch; 29 Kt to Kt 3, R to Kt 7 ch; 30 K to R sq, R takes P ch; 31 K takes R, R to B 7 ch; 32 K to R sq, Q to B 6 ch, and mate next move. However, as White resigned, there was no necessity for brilliancy.

### DOUBLE RUY LOPEZ

WHITE	BLACK
R. Teichmann	H. N. Pillsbury
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to K B 3
3 Kt to B 3	Kt to B 3
4 B to Kt 5	B to Kt 5
5 Castles	Castles
6 P to Q 3	B t. Kt
7 P t. B	P to Q 3
8 B t. Kt	P t. B
9 B to Kt 5	P to K R 3
10 B t. Kt	Q t. B
11 Kt to Q 2	P to Kt 4 (a)
12 Kt to B 4	Q to Kt 3
13 Kt to K 3	P to K B 4
14 P t. P	B t. P
15 Q to K 2	B to K 3
16 P to Q R 3	P to B 4
17 Q R to Kt sq	Q R to Kt sq
18 R t. R.	R t. R
19 Q to B 3	Q to B 2
20 Q to K 4 (b)	K to Kt 2
21 P to Q B 4	Q to Q 2
22 R to K sq	P to B 3
23 P to Kt 3	R to K B sq (c)
24 R to Kt sq	P to K R 4
25 Kt to Kt 2	B to R 6
26 R to K B sq	K to R 3
27 Q to K 3	Q to B 4
28 R to Kt sq	R to B 2

WHITE	BLACK	No. 55
29 Kt to R 4 (d)	Q to Kt 5	
30 Kt to Kt 2	R to B 6	
31 Q to Q 2	R to B 2	
32 Q to K 3	R to B 6	

Position after White's 36th move.



WHITE	BLACK
33 Q to Q 2	Q to Q B sq
34 Q to K 2	R to B 2
35 Q to K 3	K to Kt 3
36 Kt to K sq	P to R 5 (e)
37 Kt to B 3	Q to Kt 5

WHITE	BLACK	WHITE	BLACK
38 Kt to Q 2	R to Q Kt 2	53 Q t. Q, ch	K t. Q
39 P to K B 3	Q to B sq	54 K to Kt sq	K to B 4
40 R to K sq	P t P	55 R to K 2 (j)	K to K 3
41 R P t. P	R to R 2	56 K to Kt 2	K to Q 4
42 Kt to K 4	Q to Q sq	57 K to Kt 3	P to K 5 (k)
43 P to Kt 4 (f)	R to K B 2	58 R to K sq	R to R 5
44 R to K 2 (g)	P to Q 4	59 Kt to B sq	R to B 5
45 P t. P	P t. P	60 Kt to Q 2	R to R 5
46 Kt to Q 2	Q to Q 2	61 P to R 4	R to B 5
47 R to R 2	B t. P	62 R to K 3	R to R 5
48 P t. B (h)	Q t. P, ch	63 R to K 2	R to B 5
49 K to R sq (i)	P to B 5	64 R to K sq	R to R 5
50 P t. P	P t. P	65 Kt to B sq	R to B 5
51 Q to K 2	R to B 5	66 K to Kt 2	R to B 6
52 P to B 3	K to B 4	Drawn.	

(a) This advance is necessary to prevent White's P to K B 4

(b) The positions are perfectly even—a consequence of the nature of the opening, and the game should result in a draw. Black occupies the open Knight's file; but this is more than counterbalanced by the position of White's Queen, whilst the Knight is superior to the Bishop should it come to an end game.

(c) In abandoning the open file Pillsbury contemplates a King's side attack, not being satisfied with a draw.

(d) There seems to be no objection to 29 R to Kt 8; the Queen and Knight being sufficient protection to the King.

(e) A dangerous proceeding in a position which does not justify playing for a win.

(f) Now White plays for a win, and should succeed, as the Bishop must be sacrificed.

(g) 44 Kt to B 2 would release the Black Queen from the defence of the Q and Kt P. But he should have played 44 K to R 2. If 44. . . . R to R 2, then 45 K to Kt 3, threatening 46 R to K R sq, &c. If 44. . . . P to Q 5, then 45 P takes P, P takes P; 46 Kt to B 2, R to R 2, or Q to K R sq; 47 Kt takes B, and should win without much difficulty.

(h) If 48 R to Kt 2, then 48. . . . P to Q 5 saves the piece.

(i) He might have ventured upon 49 R to Kt 2, Q to Q 8 ch; 50 K to R 2, R to R 2 ch; 51 K to Kt 3, Q to R 4; 52 Kt to B 3 with perfect safety. Other variations are equally favourable to White.

(j) 55 R to B 2 would have threatened Kt takes P.

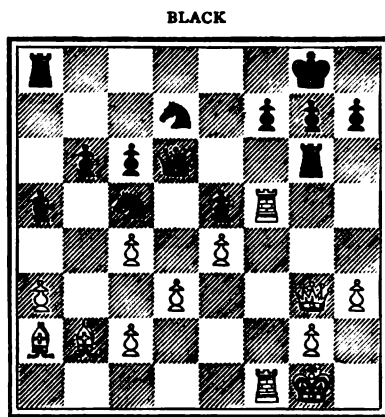
(k) After the advance of this pawn, which gives more scope to the King, Black is sure of a draw.

## DOUBLE RUY LOPEZ

WHITE G. Maroczy	BLACK H. E. Bird
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 Kt to B 3	Kt to B 3
4 B to Kt 5	B to Kt 5
5 Castles	Castles
6 P to Q 3	R to K sq (a)
7 P to K R 3	B t. Kt
8 P t. B	Ktto Q R 4 (b)
9 B to R 4	P to B 3
10 P to B 4	P to Q Kt 3 (c)
11 B to Kt 2	Q to B 2
12 Kt to R 4	Kt to Kt 2
13 P to B 4	P to Q 3 (d)
14 B to Kt 3	P to Q R 4 (e)
15 P to R 3	Kt to B 4
16 B to R 2	Q to K 2 (f)
17 P t. P	P t. P
18 Kt to B 5	B t. Kt
19 R t. B	Q to Q 3 (g)
20 Q to K sq	R to K 3
21 Q to Kt 3	K Kt to Q 2
22 Q R to K B sq	R to Kt 3 (h)
23 B t. P (i)	Q to K 2 (j)
24 Q to B 2	R to K B sq
25 B to B 7	Kt to K 3
26 P to B 5	P t. P
27 P to K 5	Kt to Kt 4

WHITE G. Maroczy	BLACK H. E. Bird	No. 56
28 K to R sq	P to R 3	
29 B to Q 6	R t. B	
30 P t. R	Q t. P	
31 P to K R 4	Kt to K 3	

Position after Black's 22nd move.



WHITE	BLACK
32 R t. K B P	R to K sq
33 R t. P, ch	K to R sq
34 R to B 7	Kt to Q 5
35 R to R 7, ch	Resigns.

(a) Inferior to 6. . . . P to Q 3 ; Kt to K 2, Kt to K 2, &amp;c.

(b) In order to dislodge the Bishop before moving the Q P.

(c) If 10. . . . P to Q R 3, to be followed by P to Q Kt 4, White would stop the advance with 11 P to B 5, P to Q 3 ; 12 B to Q 2, P takes P ; 13 Q to K sq, P to Q Kt 3 ; 14 B takes Kt, P takes B ; 15 B takes P and wins.

(d) If 13. . . . P takes P, then 14 B takes Kt, P takes B ; 15 Kt to B 5 threatening Q to Kt 4.

(e) He could carry out now the original intention of changing Kt for B with Kt to B 4.

(f) 16. . . . Kt to R 5 would have exchanged one of the powerful Bishops.

(g) 19. . . . Kt (B 4) to Q 2, followed by P to B 4, seems necessary here.

(h) Overlooking his opponent's subtle combination ; P to B 3 was necessary.

- (i) Very pretty. Maroczy had the move in view for some time.  
 (j) If 23. . . . R takes Q, White wins another pawn, and the game would have been lost less violently.  
 Maroczy finishes this pretty game brilliantly.

## DOUBLE RUY LOPEZ

No. 57	WHITE	BLACK	WHITE	BLACK
	G. Maroczy	H.N. Pillsbury	G. Maroczy	H.N. Pillsbury
1	P to K 4	P to K 4	22	K R to Q Kt sq P to Kt 3
2	Kt to K B 3	Kt to Q B 3	23	K to B sq R to K Kt sq (e)
3	Kt to B 3	Kt to B 3	24	K to K 2 P to Kt 5 (f)
4	B to Kt 5	B to Kt 5	25	R P t. P P t. P
5	Castles	Castles	26	R to R sq P t. P, ch
6	P to Q 3	P to Q 3	27	Kt t. P, dis. ch R to R 2
7	B to K Kt 5 (a)	B t. Kt	28	R t. R, ch Q t. R
8	P t. B	Kt to K 2 (b)	29	R to K Kt sq R to Kt 6
9	B to Q B 4	Kt to Kt 3	30	Q to Q sq Kt to Kt 5 (g)
10	Kt to R 4	Kt to B 5	31	Q to R 4 Kt to K 6
11	Q to B 3	P to K R 3	32	Q to K 8, ch R to Kt sq
12	B t. Q Kt	B to Kt 5	33	Q to K 6 Q to R 4
13	Q to K 3	P t. B	34	P to Kt 3 R to Kt 2
14	Q to Q 2 (c)	P to K Kt 4	35	P to R 3 K to R 2
15	P to K R 3	B to K 3	36	P to R 4 P to R 4
16	B t. B (d)	P t. B	37	Q to B 8 Q to R 3
17	Kt to B 3	P to K 4	38	P to Kt 4 (h) Q to R 6
18	Kt to R 2	Q to K 2	39	Q to K 6 Kt t. Kt P
19	P to B 4	R to B 2	40	Q to B 5, ch K to R 3
20	P to K B 3	P to K R 4		Drawn.
21	P to B 3	K to R sq		

(a) Not so good as 7 Kt to K 2.

(b) Best. White has to lose a move with the K B, and if B takes Kt, Black gets the open K Kt file.

(c) A point for consideration would be 14 Q takes P, P to K Kt 4; 15 Q to K 3, P takes Kt; 16 Q takes K R P, getting three pawns for the piece.

(d) Compulsory. 16 Kt to B 5 has its drawbacks.

(e) A formidable attack prepared by Black, who has certainly the advantage. White, of course, gained time with 22 K R to Kt sq, so as to make room for the King before the cloud-break.

(f) R to R 2 before the advance might have been played.

(g) Here Q to Q 2, preventing White's Q to R 4, might be considered.

(h) A good move, which secures a draw. Maroczy played well to get out of the attack unscathed. As a matter of fact, the game was prolonged to forty-seven moves, but only by repetition of moves.



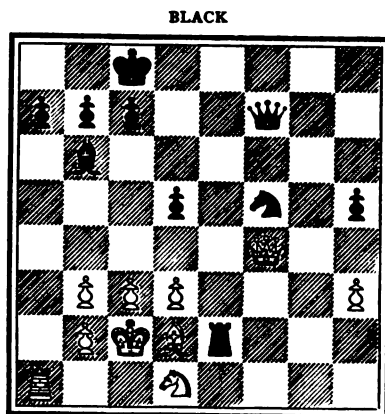
## KING'S BISHOP'S OPENING

WHITE G. Maroczy	BLACK J. Mason
1 P to K 4	P to K 4
2 B to B 4	Kt to K B 3
3 P to Q 3	B to B 4
4 P to K B 4	P to Q 3
5 Kt to K B 3	Kt to B 3
6 Kt to B 3	KttoKKt5(a)
7 Q to K 2	B to B 7, ch
8 K to B sq	Kt to Q 5
9 Kt t. Kt	B t. Kt
10 Kt to Q sq	Q to R 5
11 P to B 3	B to Kt 3
12 P to K Kt 3 (b)	Q to R 6 ch
13 Q to Kt 2	Q to R 4
14 Q to K 2	Q to R 6, ch
15 Q to Kt 2	Q to R 4
16 K to K sq (c)	P t. P
17 P t. P	B to K 3
18 B to Kt 3	Castles Q R
19 K to Q 2	B t. B
20 P t. B	P to Q 4
21 P to R 3	Kt to R 3
22 P to K 5	P to K B 3
23 R to K sq (d)	K R to K sq
24 K to B 2	P t. P
25 Q t. Kt P	P t. P
26 R t. R	R t. R
27 B t. P	Kt to B 4
28 Q to Kt 4	Q to B 2
29 B to Q 2	P to K R 4
30 Q to K B 4	R to K 7

WHITE G. Maroczy	BLACK J. Mason
31 K to B sq	Kt to Q 3
32 Q to Kt 3	P to Q 5
33 P to B 4	P to R 3
34 B to B 4	Kt to B 4
35 Q to B 3	R to K 8

No. 58

Position after Black's 30th move.



WHITE	
36 K to Q 2	Q to K sq
37 P to Kt 4	R to Kt 8
38 Q to B 2	Q to Kt 3
39 K to B sq	Kt to K
40 B t. Kt	a .. B (e)
Resigns.	

(a) It is remarkable that this attack, considered premature, and dismissed as such in the books, should prove so troublesome and dangerous to White.

(b) Up to this point White's moves were all forced; but now he has the choice between the text move and 12 P to K R 3, the latter being the more correct.

(c) 16 P to K R 3 seems preferable still.

(d) Had he defended the K P with P to Q 4 he would have rendered the escape of the King more difficult.

(e) The play after the position upon the diagram requires no detailed comment. White's pieces are confined, and his King is exposed, whilst Black's King is secure and his pieces are in play. The natural result with correct play should be a win for Black; and so it proves, Mr. Mason playing with care and energy.

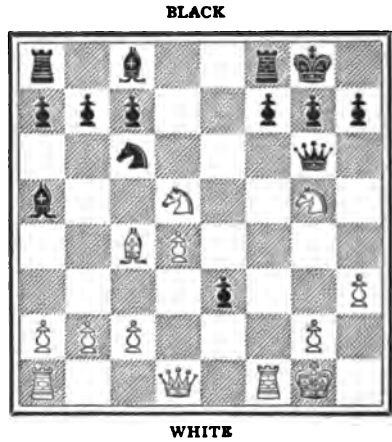
## BISHOP'S GAMBIT

No. 59 M. Tchigorin

BLACK  
C. Schlechter

Position after Black's 13th move.

- |                    |                |
|--------------------|----------------|
| 1 P to K 4         | P to K 4       |
| 2 P to K B 4       | P t. P         |
| 3 B to B 4         | Kt to KB 3 (a) |
| 4 Kt to Q B 3      | Kt to B 3      |
| 5 Kt to B 3        | B to Kt 5      |
| 6 Castles          | Castles (b)    |
| 7 P to K 5         | Kt to Kt 5     |
| 8 P to Q 4         | P to Q 3       |
| 9 P to K R 3       | Kt to K 6      |
| 10 B t. Kt         | P t. B         |
| 11 Kt to Q 5       | B to R 4       |
| 12 P t. P          | Q t. P (c)     |
| 13 Kt to Kt 5      | Q to Kt 3      |
| 14 K Kt t. B P (d) | R t. Kt        |
| 15 Kt to K 7, ch   | Kt t. Kt       |
| 16 B t. R, ch      | Q t. B         |
| 17 R t. Q          | Resigns (e).   |



(a) A safe defence, and less complicated than the usual 3. . . . P to Q 4, followed by Q to R 5 ch.

(b) The first weak move. Clearly 6. . . . P to Q 3 is indicated.

(c) The losing move. 12. . . . P takes P would have prevented the fatal 13 Kt to Kt 5—the key of the attack.

(d) This pretty move wins absolutely.

(e) For if 17. . . . K takes R, then 18 Q to R 5 ch, and Q takes R.

## BISHOP'S GAMBIT

No. 60 D. Janowsky

BLACK  
H. E. BirdWHITE  
D. JanowskyBLACK  
H. E. Bird

- |                  |                |                 |               |
|------------------|----------------|-----------------|---------------|
| 1 P to K 4       | P to K 4       | 14 Kt t. B, ch  | R t. Kt       |
| 2 P to K B 4     | P t. P         | 15 Kt to Q 2    | Kt to B 3     |
| 3 B to B 4       | Q to K 5, ch   | 16 Kt to K 4    | R to B sq     |
| 4 K to B sq      | P to Q 3 (a)   | 17 P to B 3 (e) | P to Q 4      |
| 5 P to Q 4       | P to K Kt 4    | 18 B to Q 3     | P t. Kt       |
| 6 Kt to Q B 3    | Kt to K 2      | 19 B t. K P     | B to Q 2      |
| 7 Kt to B 3      | Q to R 4       | 20 P to Q 5     | Kt to K 4     |
| 8 P to K R 4     | P to K B 3 (b) | 21 Q to B 2     | P to Kt 6     |
| 9 P to K 5       | B to Kt 2      | 22 Q to Q 4     | P to B 6      |
| 10 P t. B P (c)  | B t. P         | 23 B to Kt 5    | P to B 7, ch  |
| 11 Kt to K 4     | R to B sq      | 24 K to B sq    | B to Kt 4, ch |
| 12 Q to K sq (d) | P to K R 3     | Resigns.        |               |
| 13 K to Kt sq    | P to Kt 5      |                 |               |

(a) An old defence, which Bird plays with predilection and considerable skill.

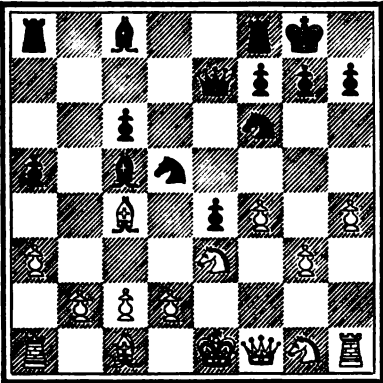
(b) This move is the sequel to Bird's treatment of this variation ; but it would not stand analysis. It is good enough for an isolated attempt.

(c) The beginning of Janowsky's weak play. Obviously the text move brings the inactive B at Kt 2 into the game, whereas 10 P takes Q P, P takes Q P; 11 Kt to K 5 would have subjected Black to a strong attack.

(d) This square is required for the retreat of the Knight in answer to Black's P to Kt 5.

(e) This, of course, is an unaccountable mistake ; but Black has by far the better game, and would have won it even without this blunder.

## KING'S GAMBIT DECLINED

WHITE		BLACK			
H. E. Bird		H. N. Pillsbury		H. E. Bird	H. N. Pillsbury
1 P to K 4		P to K 4		24 K to B 2	Kt t. P, dis. ch
2 P to K B 4		P to Q 4		25 K to B sq	Kt to K 6, ch
3 P t. Q P		P to K 5		Position after White's 14th move.	
4 B to Kt 5, ch (a)		P to B 3		BLACK	
5 P t. P		P t. P (b)			
6 B to B 4		Kt to B 3			
7 Q to K 2 (c)		B to Q B 4			
8 Kt to Q B 3		Castles			
9 Q to B sq (d)		Q to K 2			
10 Kt to Q sq		P to Q R 4			
11 Kt to K 3		Kt to R 3			
12 P to Q R 3 (e)		Kt to B 2			
13 P to K Kt 3 (f)		Q Kt to Q 4			
14 P to K R 4 (g)		Kt t. Kt			
15 P t. Kt		Q to R 2			
16 Q to K 2		R to Q sq (h)			
17 B to Q 2		B to K Kt 5			
18 Q to B 2		R t. B (i)			
19 Q t. R		B t. K P			
20 Q to Kt 2		Q to Q 5		WHITE	
21 B to K 2		B to Q 7, ch		26 K to B 2	Kt t. B, ch
22 K to B sq		Kt to Q 4		27 K to K 2	Q to Q 6, ch
23 B t. B		Kt to K 6, ch		Resigns.	


(a) 4 P to Q 3 is the best variation, as Black's advanced pawn is troublesome for some time.

(b) Or 5. . . .  $K_t$  takes P.

(c) Bird's variation, which is much inferior to the usual 7 P to Q 4.

(d) In anticipation of 9. . . . B to K Kt 5, and also to make room for the K Kt. Being obliged to place his Queen thus, shows the inferiority of White's first Queen's move.

## BISHOP'S GAMBIT

No. 59	WHITE M. Tchigorin	BLACK C. Schlechter	Position after Black's 13th move.
	1 P to K 4	P to K 4	
	2 P to K B 4	P t. P	
	3 B to B 4	Kt to K B 3 (a)	
	4 Kt to Q B 3	Kt to B 3	
	5 Kt to B 3	B to Kt 5	
	6 Castles	Castles (b)	
	7 P to K 5	Kt to Kt 5	
	8 P to Q 4	P to Q 3	
	9 P to K R 3	Kt to K 6	
	10 B t. Kt	P t. B	
	11 Kt to Q 5	B to R 4	
	12 P t. P	Q t. P (c)	
	13 Kt to Kt 5	Q to Kt 3	
	14 K Kt t. B P (d)	R t. Kt	
	15 Kt to K 7, ch	Kt t. Kt	
	16 B t. R, ch	Q t. B	
	17 R t. Q	Resigns (e).	

(a) A safe defence, and less complicated than the usual 3. . . . P to Q 4, followed by Q to R 5 ch.

(b) The first weak move. Clearly 6. . . . P to Q 3 is indicated.

(c) The losing move. 12. . . . P takes P would have prevented the fatal 13 Kt to Kt 5—the key of the attack.

(d) This pretty move wins absolutely.

(e) For if 17. . . . K takes R, then 18 Q to R 5 ch, and Q takes B.

## BISHOP'S GAMBIT

No.	WHITE Janowsky	BLACK H. E. Bird	WHITE D. Janowsky	BLACK H. E. Bird
	1 P to K 4	P to K 4	14 Kt t. B, ch	R t. Kt
	2 P to K 4	P t. P	15 Kt to Q 2	Kt to B 3
	3 B to B 4	Q to R 5, ch	16 Kt to K 4	R to B sq
	4 Kt to Q B 3	P to Q 3 (a)	17 P to B 3 (e)	P to Q 4
	5 Kt to B 3	P to K Kt 4	18 B to Q 3	P t. Kt
	6 Castles	Kt to K 2	19 B t. K P	B to Q 2
	7 P to K 5	Q to R 4	20 P to Q 5	Kt to K 4
	8 P to Q 4	P to K B 3 (b)	21 Q to B 2	P to Kt 6
	9 P to K R 3	B to Kt 2	22 Q to Q 4	P to B 6
	10 B t. Kt	B t. P	23 B to Kt 5	P to B 7, ch
	11 Kt to Q 5	R to B sq	24 K to B sq	B to Kt 4, ch
	12 P t. P	P to K R 3	Resigns.	
	13 Kt to Kt 5	P to Kt 5		

(a) An old defence, which Bird plays with predilection and considerable skill.

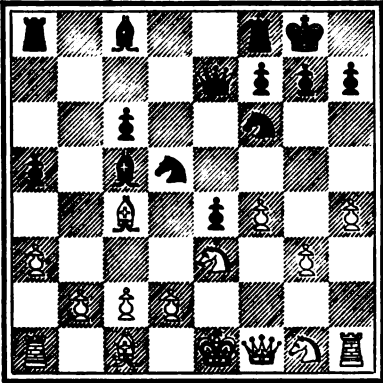
(b) This move is the sequel to Bird's treatment of this variation ; but it would not stand analysis. It is good enough for an isolated attempt.

(c) The beginning of Janowsky's weak play. Obviously the text move brings the inactive B at Kt 2 into the game, whereas 10 P takes Q P, P takes Q P; 11 Kt to K 5 would have subjected Black to a strong attack.

(d) This square is required for the retreat of the Knight in answer to Black's P to Kt 5.

(e) This, of course, is an unaccountable mistake ; but Black has by far the better game, and would have won it even without this blunder.

## KING'S GAMBIT DECLINED

WHITE		BLACK		No. 61
H. E. Bird	H. N. Pillsbury	H. E. Bird	H. N. Pillsbury	
1 P to K 4	P to K 4	24 K to B 2	Kt t. P, dis. ch	
2 P to K B 4	P to Q 4	25 K to B sq	Kt to K 6, ch	
3 P t. Q P	P to K 5	Position after White's 14th move.		
4 B to Kt 5, ch (a)	P to B 3	BLACK		
5 P t. P	P t. P (b)			
6 B to B 4	Kt to B 3			
7 Q to K 2 (c)	B to Q B 4			
8 Kt to Q B 3	Castles			
9 Q to B sq (d)	Q to K 2			
10 Kt to Q sq	P to Q R 4			
11 Kt to K 3	Kt to R 3			
12 P to Q R 3 (e)	Kt to B 2			
13 P to K Kt 3 (f)	Q Kt to Q 4			
14 P to K R 4 (g)	Kt t. Kt			
15 P t. Kt	Q to R 2			
16 Q to K 2	R to Q sq (h)			
17 B to Q 2	B to K Kt 5			
18 Q to B 2	R t. B (i)			
19 Q t. R	B t. K P			
20 Q to Kt 2	Q to Q 5	WHITE		
21 B to K 2	B to Q 7, ch	26 K to B 2	Kt t. B, ch	
22 K to B sq	Kt to Q 4	27 K to K 2	Q to Q 6, ch	
23 B t. B	Kt to K 6, ch	Resigns.		

(a) 4 P to Q 3 is the best variation, as Black's advanced pawn is troublesome for some time.

(b) Or 5. . . . Kt takes P.

(c) Bird's variation, which is much inferior to the usual 7 P to Q 4.

(d) In anticipation of 9. . . . B to K Kt 5, and also to make room for the K Kt. Being obliged to place his Queen thus, shows the inferiority of White's first Queen's move.

- (e) It would have been better to play 12 Kt to K 2, Kt to Q Kt 5 ;  
 13 P to Q R 3, &c.  
 (f) 13 Kt to K 2 is still preferable. If 13. . . . Q Kt to Q 4, then  
 14 P to K R 3, followed by Q to B 2, &c.  
 (g) Surely P to R 3 would have been more defensive.  
 (h) If he wants to gain the K P, he could also play 16. . . . Kt to  
 Kt 5.  
 (i) The shortest way to settle matters, as White was continuing with  
 a hopeless game.

## KING'S GAMBIT DECLINED

WHITE		BLACK	
No. 62	M. Tchigorin	G. Maroczy	
1	P to K 4	P to K 4	
2	P to K B 4	B to B 4	
3	Kt to K B 3	P to Q 3	
4	Kt to B 3	Kt to Q B 3 (a)	
5	B to Kt 5	B to K Kt 5	
6	Kt to Q R 4	Kt to K 2	
7	P to B 3 (b)	P to Q R 3 (c)	
8	B t. Kt, ch	Kt t. B	
9	Kt t. B	P t. Kt	
10	Castles (d)	Q to Q 2	
11	P to B 5	Castles Q R	
12	Q to K sq	P to B 3	
13	Q to R 4	B t. Kt	
14	R t. B	P to B 5	
15	Q to B 2	Q to B 2 (e)	
16	R to Kt sq	R to Q 6	
17	P to Q Kt 4	K R to Q sq	
18	P to Q R 4	P to Q Kt 3	
19	R to R sq	K to Kt 2	
20	K to B sq	K R to Q 2	
21	K to K sq	Q to R 4	
22	Q to Kt 3	P to Kt 3	
23	P t. P	P t. P	
24	K to B 2	P to B 4	
25	P to Kt 5 (f)	Kt to R 4	
26	P t. P, ch	K t. P	
27	R t. R	P t. R	
28	Q to B 3	Q to R 5, ch	

-(a) This move is considered premature before White's K B is developed, as the Q Kt may be pinned. Maroczy played the move because he believed that the variation worked out favourably for Black.

(b) Having selected the variation of Kt to R 4 to get rid of the troublesome Bishop, the text move, played for the purpose of shutting out that B

with P to Q 4, must be useless. He should have played 7 Kt takes B, followed by P to Q 3.

(c) This is the point of Maroczy's variation, viz., to compel White to exchange Bishop for Knight, when the position is in favour of Black even at this early stage; the pinning of the Q Kt has had no effect, as the K Kt takes its place.

(d) Not being able to advance the Q P, which would remain weak at Q 3, he adopts a different line of play.

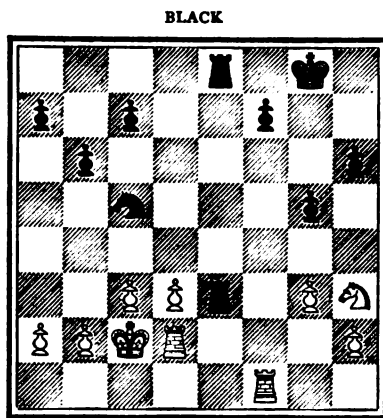
(e) Giving the Queen a double range, and also preventing P to Q Kt 3.

(f) A deplorable position. White is quite paralysed. The game is instructive as showing how a single weak move, namely 7 P to B 3, may ruin a game irretrievably.

### VIENNA OPENING

WHITE		BLACK		No. 63
J. H. Blackburne	W. Cohn	J. H. Blackburne	W. Cohn	
1 P to K 4	P to K 4	32 R to K Kt sq	P t. P	
2 Kt to Q B 3	Kt to K B 3	33 P t. P	K to K 3	
3 P to K Kt 3	P to Q Kt 3(a)	34 R to R 2	K to Q 4	
4 B to Kt 2	B to Kt 2	35 K to Q 2	R to B 6	
5 P to Q 3	P to Q 4	36 K to K 2	R (K sq) to K B sq	
6 Q to K 2	B to Kt 5	37 R(Ktsq)toKt2	P to B 4	
7 B to Q 2	Castles			
8 Castles (b)	R to K sq			
9 Kt to R 3	Kt to B 3			
10 Kt t. P (c)	Kt t. Kt			
11 P t. Kt	Kt to Q 5			
12 Q to B sq (d)	B t. B, ch			
13 R t. B	B t. P			
14 P to K B 4	Q to Q 2			
15 P t. P	R t. P			
16 B t. B	Q t. B			
17 Q to Kt 2	Q t. Q			
18 R t. Q	Q R to K sq (e)			
19 R to B 2 (f)	P to K Kt 4			
20 P to B 3	Kt to K 3			
21 K R to B sq	Kt to B 4			
22 R to Q 2	P to K R 3			
23 K to B 2	R to K 6			
24 Kt to B 2 (g)	R to B 6			
25 K R to Q sq	P to B 4			
26 P to Q 4	Kt to K 5			
27 R to K sq	K to B 2			
28 Kt t. Kt	P t. Kt (h)			
29 Q R to K 2	K to B 3			
30 P to K Kt 4 (i)	R to B 4			
31 P to K R 3	P to K R 4 (j)			
		38 P t. P	P t. P	
		39 R to B 2	R to Q Kt sq	
		40 P to Kt 3	R t. B P	
		41 R to B 5, ch	K to Q 5	
		42 K to Q sq	P to K 6	

Position after Black's 23rd move.



	WHITE	BLACK		WHITE	BLACK
43	R to R 7	R to Q sq	61	R to Q R 3	K to K 4
44	R to K 7	R to Q 6, ch	62	R t. P, ch	K to B 5
45	K to B sq	P to B 5	63	K to B 2	K t. P
46	R (B 5) to K 5	P t. P	64	K to Q 3	R to K 2
47	R to K 4, ch	K to B 4	65	K to Q 2	K to B 5
48	R(K 7) to K 5, ch	R(Q sq) to Q 4	66	R to R 4, ch	K to B 6
49	R t. K P	R t. R (K 3)	67	R to R 3, ch	K to Kt 2
50	R t. R	P t. P (k)	68	R to R 4	K to Kt 3
51	K to Kt 2	R to Q 7, ch	69	R to R 3, ch	K to R 4
52	K to R sq	R to Q 5	70	R to R 6	P to Kt 5
53	R to K 5, ch	R to Q 4	71	R to R 6, ch	K to Kt 6
54	R to K 4	K to Q 3	72	R to R 5	K to Kt 7
55	K to P	R to Kt 4	73	K to Q 3	P to Kt 6
56	R t. R 4	P to R 4	74	R to K Kt 5	K to B 7
57	R to R 3	K to B 4	75	R to B 5, ch	K to Kt 8
58	R to K B 3	K to Q 5	76	R to B 6	R to K R 7
59	K to R 3	R to K 4	77	K to K 6	P to Kt 7
60	K to Kt 2	R to K 5		Resigns.	

(a) As good a defence as any other.

(b) 8 P to Q R 3, B takes Kt; 9 B takes B, followed by Kt to R 3, and Castles K R seems to yield a better game.

(c) Clearing off in the centre is now compulsory, because of Kt to Q 5.

(d) The safest square for the Queen. 12 Q to K 4 would be answered with P to K B 4; and 12 Q to R 5, with P to Kt 3; 13 Q to R 6, B to K B sq, &c.

(e) To all these exchanges White was more or less compelled, and Black has now the advantage in position.

(f) If 19 Kt to B 4, then 19. . . . P to K Kt 4; 20 Kt to R 5, R to K 8 ch; 21 R takes R, R takes R ch; 22 K to Q 2, Kt to B 6 ch; 23 K to B 3, P to K B 4, with the better game.

(g) If 24 Kt to Kt sq, then 24. . . . P to Kt 5, and the Kt is again fixed.

(h) Black now obtains a strong passed pawn, and manoeuvres cleverly to keep it.

(i) If 30 R takes P, then 30. . . . R takes R; 31 R takes R, R to B 7 ch, &c. The text move, however, weakens the K Kt P.

(j) Well played. If 32 P takes P, then 32. . . . K to B 4.

(k) Herr Cohn plays this ending in classical style. Obviously White might resign here. The remainder, however, is an object lesson for the student.

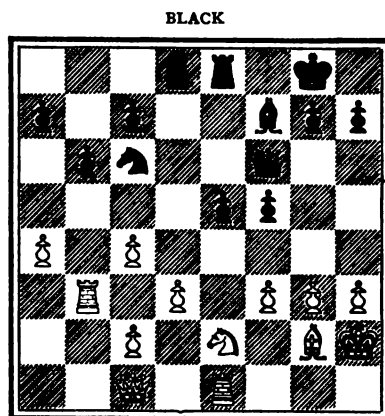


## VIENNA OPENING

WHITE F. J. Lee	BLACK H. N. Pillsbury
1 P to K 4	P to K 4
2 Kt to Q B 3	Kt to K B 3
3 P to K Kt 3	P to Q 4
4 P t. P	Kt t. P
5 B to Kt 2 (a)	Kt t. Kt
6 Kt P t. Kt	Kt to B 3
7 Kt to K 2	B to Q B 4
8 Castles	Castles
9 P to K R 3	B to K 3
10 K to R 2 (b)	B to Q 4 (c)
11 P to B 3	B to Kt 3
12 P to Q 3	Q to K 2
13 P to Q R 4	Q R to Q sq
14 B to R 3	B to B 4
15 Q to B sq	P to B 4
16 R to K sq (d)	K R to K sq
17 P to Q B 4	B to B 2
18 Kt to B 3	B t. B
19 R t. B	Q to B 3
20 R to Kt 3	P to Q Kt 3
21 Kt to K 2	P to B 5 (e)
22 P to Kt 4	P to K R 4
23 R to B sq	Kt to Q 5
24 Kt t. Kt	P t. Kt
25 R to Kt 5	P to B 4
26 P to R 5 (f)	R to K 7

WHITE F. J. Lee	BLACK H. N. Pillsbury	No. 64
27 K to Kt sq	Q R to K sq	
28 R P t. P	P t. Q R P	
29 P to R 4 (g)	Q t. P	

Position after White's 21st move.



WHITE	
30 Q t. P	R t. B, ch
31 K t. R	R to K 7, ch
32 K to Kt sq	Q to R 6
Resigns.	

(a) The correct move being 4 K Kt to K 2, and if 4. . . . Kt takes Kt, then 5 Kt takes Kt. Dr. Tarrasch nearly lost a game with Mr. Trenchard at the Vienna Tournament with the text move. White, however, might complicate matters with 5 Q to R 5, which probably gains a pawn. If 5. . . . Kt to Kt 5, then 6 Q takes P ch, B to K 2; 7 K to Q sq. The *Standard* published a game between Messrs. Blake and Trenchard on December 26, 1899, pointing out the possibility of 5 Q to R 5, whereupon Mr. Blake wrote an elaborate analysis, showing that White could not gain the pawn. We are of opinion that the pawn can be won by White. It is, however, a moot question at present whether it is worth White's while to adopt this variation. If so, then 5 B to Kt 2 can be played. But we believe that 5 K Kt to K 2 is the right move.

(b) Better than Tarrasch's 10 K to R sq.

(c) Pillsbury follows so far Trenchard's play against Tarrasch.

(d) Perhaps it would have been better to play 16 B takes B, Q takes B; 17 Q to R 3, and if 17. . . . Q to K 6, then 18 Q R to K sq, followed by Q to B sq. White had the inferior opening, and it is difficult to suggest any satisfactory continuation.

(e) The beginning of a pretty final combination ; the pieces available for the defence are fewer than those brought to the attack.

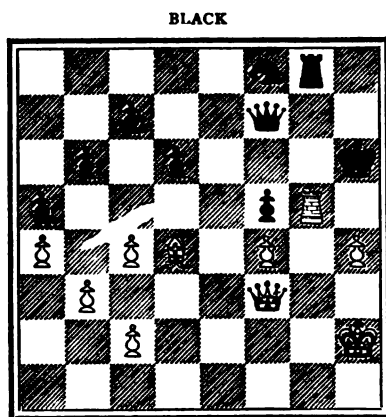
(f) A counter demonstration which has no value, as the King is in imminent danger.

(g) Black would have moved Q to R 5 without the pawn being placed there to be taken.

### VIENNA OPENING

No. 65	WHITE		BLACK		WHITE		BLACK	
	D. Janowsky		H. N. Pillsbury		D. Janowsky		H. N. Pillsbury	
	1	P to K 4		P to K 4	34	P to Kt 3		P to R 5 (g)
	2	Kt to Q B 3		Kt to K B 3	35	Q to B 3		K to R 3
	3	Kt to B 3		B to Kt 5 (a)	36	P t. P		R to K Kt sq
	4	Kt t. P		Castles	37	R to K Kt sq		Kt to B sq
	5	B to K 2		P to Q 3	38	R to Kt 5 (h)		Kt to K 3
	6	Kt to B 3		B t. Kt	39	B to B 6 (i)		Kt to Kt 2 (j)
	7	Q P t. B		Kt t. P	40	Q to Q 5		Q to K sq
	8	Castles		Kt to Q 2				
	9	R to K sq		Q Kt to B 3				
	10	B to Q 3		Kt to B 4				
	11	B to K Kt 5		P to K R 3				
	12	B to R 4		B to Kt 5 (b)				
	13	P to K R 3		Kt t. B				
	14	Q t. Kt (c)		B t. Kt				
	15	Q t. B		P to K Kt 4				
	16	B to Kt 3		Kt to Q 2				
	17	Q to B 5 (d)		K to Kt 2				
	18	Q R to Q sq		R to K sq				
	19	P to K B 4		R t. R, ch				
	20	R t. R		Kt to B sq				
	21	P to K R 4		Q to Q 2				
	22	Q to Q 3 (e)		P t. R P				
	23	B t. P		Kt to Kt 3				
	24	B to B 2		P to K B 4 (f)				
	25	P to B 4		K to R 2				
	26	Q to K B 3		R to K Kt sq				
	27	K to R 2		P to Kt 3				
	28	P to K Kt 3		P to Q R 4				
	29	Q to Q 5		R to K B sq				
	30	B to Q 4		Q to B 2				
	31	Q to B 6		R to K Kt sq				
	32	Q to Q 5		R to K B sq				
	33	P to R 4		P to R 4				
					41	Q to Kt 2		Q to B 2
					42	B t. Kt, ch		R t. B
					43	R t. R		Q t. R
					44	Q to Kt 5, ch		K to R 2
					45	Q t. P, ch		K to R sq
					46	Q to R 5, ch		K to Kt sq
					47	Q to Kt 5 (k)		Resigns.

Position after White's 38th move.



WHITE

(a) Avoiding the Four Knights' game. But this makes it a Lopez played by Black, consequently it is a Lopez with a move behind.

(b) 12. . . . Kt to K 3 seems to be the better move, since after pinning the Knight he has to take it off, thus bringing White's Queen into play. White gains a move besides, with 13 P to K R 3.

(c) The Queen in play is worth more than the undoubling of the pawn.  
 (d) To prevent P to K B 4. White's game is to be preferred. He occupies the open King's file, and has the Queen in play, whilst Black has to weaken his King's side pawns.

(e) If 22 Q takes Q, Kt takes Q; 23 R P takes P, P takes P; 24 P takes P, then 24. . . . Kt to B 4, or Kt to B sq, followed by Kt to K 3 and K to Kt 3, and the P at Kt 5 must fall.

(f) Obviously the B P cannot be captured.

(g) Too risky. He should have been content to play for a draw.

(h) White has now a winning advantage.

(i) Pillsbury probably overlooked this beautiful move, which decides the game in White's favour in all variations.

(j) If 39. . . . Kt takes R, then 40 B P takes Kt ch, K to R 2 (best); 41 Q takes P ch, Q to Kt 3 (best); 42 Q to Q 7 ch, and wins.

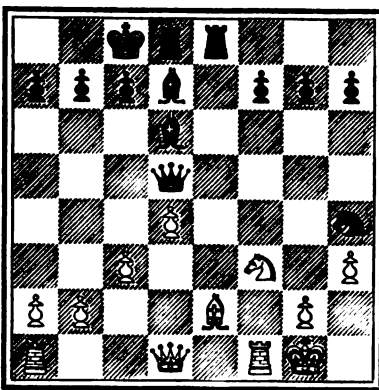
(k) A grand game and a well-deserved victory.

### VIENNA OPENING

WHITE		BLACK		No. 66
W. Steinitz	E. Lasker	W. Steinitz	E. Lasker	
1 P to K 4	P to K 4	26 Q to Kt 5	P to B 3	
2 Kt to Q B 3	Kt to K B 3	27 Q to R 5	R to K 2	
3 P to B 4 (a)	P to Q 4	28 R to R 5	B to Kt 5	
4 P to Q 3	Kt to B 3 (b)			
5 B P t. P	Q Kt t. P			
6 P to Q 4	Kt to Kt 3			
7 P t. P (c)	Kt t. P			
8 Kt t. Kt (d)	Q t. Kt			
9 Kt to B 3	B to K Kt 5			
10 B to K 2	Castles			
11 P to B 3	B to Q 3			
12 Castles	K R to K sq (e)			
13 P to K R 3 (f)	B to Q 2			
14 Kt to Kt 5 (g)	Kt to R 5			
15 Kt to B 3	Kt t. P (h)			
16 K t. Kt (i)	B t. P, ch			
17 K to B 2 (j)	P to K B 3			
18 R to K Kt sq	P to K Kt 4			
19 B t. P (k)	P t. B			
20 R t. P	Q to K 3			
21 Q to Q 3	B to K B 5			
22 R to R sq	B t. R			
23 Kt t. B	Q to B 3, ch			
24 B to B 3	B to B 4			
25 Kt t. P	Q to K Kt 3			

Position after White's 15th move.

BLACK



WHITE

29 R to Kt 5	Q to B 7, ch
30 K to Kt 3	B t. B (l)
Resigns.	

(a) Judging by Steinitz's results with the Vienna Opening, the continuation 3 P to K B 4 will have to be abandoned in favour of Paulsen's King's Fianchetto variation.

(b) A perfectly safe defence.

(c) This capture is not satisfactory; nor is 7 P to K 5 any better, because of 7. . . . Kt to K 5, and if 8 Kt takes Kt, then 8. . . . P takes Kt; 9 B to Q B 4, P to B 4; 10 P to B 3, P takes P; 11 P takes P, B to Kt 5 ch, with the better game.

(d) This move must be inferior, since after 8. . . . Q takes Kt, Black has two pieces in play, and White none.

(e) A splendid development. Black has every piece in play.

(f) Being compelled to move this pawn with the Black forces bearing on the King's side, White's game is apparently untenable even at this early stage, and such is really the case. Not even against an inferior opponent could White have held out with this arrangement of the forces.

(g) This loss of valuable time is fatal.

(h) A brilliant and sound conception. Lasker took some time over the combination, having evidently contemplated the sacrifice of a second piece if necessary.

(i) The piece must be taken or the game abandoned.

(j) If 17 K takes B, mate follows in about eight moves with 17. . . . Q to R 4 ch; 18 K to Kt 2, Q to Kt 5 ch; 19 K to R sq, Q to R 6 ch; 20 K to Kt sq, R to K 5, &c.

(k) Otherwise he would be overwhelmed by the advance of the three pawns.

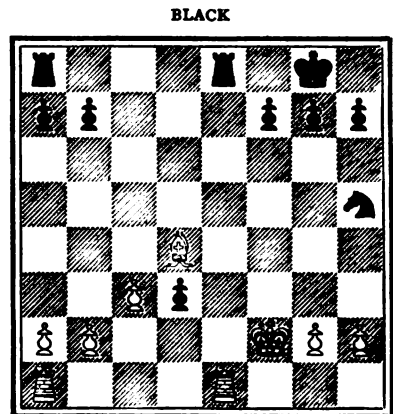
(l) With this brilliant game Lasker ensured the first prize, and won the gold medal presented by the Ladies' Chess Club for the most brilliant game.

### VIENNA OPENING

No. 67	WHITE W. Steinitz	BLACK H. N. Pillsbury
	1 P to K 4	P to K 4
	2 Kt to Q B 3	Kt to K B 3
	3 P to B 4	P to Q 4
	4 P to Q 3	P to Q 5 (a)
	5 Q Kt to K 2	Kt to B 3
	6 Kt to K B 3	B to Q 3
	7 P to B 3 (b)	B to K Kt 5
	8 P t. K P	B t. P
	9 Kt t. B	Kt t. Kt
	10 Q to R 4, ch	P to B 3
	11 Kt t. P (c)	Kt to R 4
	12 Q to B 2	P to Q B 4
	13 Kt to B 5 (d)	B t. Kt
	14 P t. B	Castles
	15 K to B 2	Q to Q 2
	16 K to Kt sq	Q t. B P
	17 B to K 3	P to B 5
	18 Q to B 2	Q t. Q, ch
	19 K t. Q	K R to K sq
	20 B to Q 4	Kt t. P, ch
	21 B t. Kt	P t. B

WHITE W. Steinitz	BLACK H. N. Pillsbury
22 K R to K sq	Kt to B 5

Position after White's 22nd move.



WHITE

23 R t. R, ch (e) R t. R

WHITE	BLACK	WHITE	BLACK
24 R to K sq	R t. R	36 K to B 5	Kt to K 4
25 K t. R	Kt t. P, ch	37 P t. P	P t. P
26 K to Q 2	P to Q R 3	38 B to B 2 (g)	P to Kt 3, ch
27 P to B 4 (f)	Kt to R 5	39 K t. P	Kt to Kt 5, ch
28 K t. P	Kt to B 6	40 K t. P	Kt t. B
29 B to B 3	P to B 3	41 K t. P	K to B 3
30 K to K 4	Kt t. P	42 K to Kt 5	K to B 4
31 P to Kt 4	K to B 2	43 K to B 4	K t. P
32 P to R 4	K to K 3	44 K to K 3	Kt to Q 6
33 P to Kt 5	Kt to Kt 5	45 K to Q 2	Kt to Kt 5
34 P to R 5	K to Q 2	46 K to B sq	K to Kt 6
35 B to Q 4	P to K R 4	Resigns.	

(a) This variation was worked out by Pillsbury for the occasion. It is a modification of a consultation game played in Russia during the Quadrangular Tournament between Lasker, Pillsbury, Steinitz, and Tchigorin. Black gives up a pawn subsequently for the attack.

(b) 7 P takes P, B takes P; 8 Kt takes B, Kt takes Kt; 9 Kt to Kt 3 would be a simple course, involving no risks.

(c) If 11 Q takes P, then 11. . . . Kt takes P ch, wins.

(d) If 13 Kt to Kt 3, he could not develop the K B because of the threatened check with Q to R 5; but the text move leaves a weak pawn, which must fall. White, therefore, has nothing to compensate him for the inferior position.

(e) P to K Kt 3 seems a better move.

(f) K takes P at once is again better.

(g) He might make a better move with the Bishop, but he could not save the game in any case.

## VIENNA OPENING

WHITE	BLACK	WHITE	BLACK	No. 68
W. Steinitz	J. Mason	W. Steinitz	J. Mason	
1 P to K 4	P to K 4	14 Castles	P to B 4	
2 Kt to Q B 3	Kt to K B 3	15 Q R to K sq (d)	Q to Q 2	
3 P to B 4	P to Q 4	16 B to Kt 3 (e)	P t. P	
4 P to Q 3	P to Q 5	17 R t. R, ch	R t. R	
5 Q Kt to K 2	Kt to B 3	18 R t. P	Q to B 2	
6 Kt to K B 3	P t. P (a)	19 P to K R 3	Q t. P	
7 B t. P	B to K Kt 5	20 P to Q Kt 3	Q to R 6	
8 Kt to Kt 3 (b)	Kt to K R 4	21 Q to Kt 5	P to K R 3	
9 Kt t. Kt	B t. Kt	22 Q to Kt 6	Q to B 4	
10 B to K 2	B to Kt 5, ch	23 B t. P	Q to K B 4	
11 Kt to Q 2 (c)	B t. B	24 Q to Kt 3	Q to B 8, ch	
12 Q t. B	B t. Kt, ch	25 K to R 2	Q to B 7	
13 Q t. B	Castles	26 Q to Kt 6	Q to B 4	

F

(c) This capture is not satisfactory ; nor is 7 P to K 5 any better, because of 7. . . . Kt to K 5, and if 8 Kt takes Kt, then 8. . . . P takes Kt ; 9 B to Q B 4, P to B 4 ; 10 P to B 3, P takes P ; 11 P takes P, B to Kt 5 ch, with the better game.

(d) This move must be inferior, since after 8. . . . Q takes Kt, Black has two pieces in play, and White none.

(e) A splendid development. Black has every piece in play.

(f) Being compelled to move this pawn with the Black forces bearing on the King's side, White's game is apparently untenable even at this early stage, and such is really the case. Not even against an inferior opponent could White have held out with this arrangement of the forces.

(g) This loss of valuable time is fatal.

(h) A brilliant and sound conception. Lasker took some time over the combination, having evidently contemplated the sacrifice of a second piece if necessary.

(i) The piece must be taken or the game abandoned.

(j) If 17 K takes B, mate follows in about eight moves with 17. . . . Q to R 4 ch ; 18 K to Kt 2, Q to Kt 5 ch ; 19 K to R sq, Q to R 6 ch ; 20 K to Kt sq, R to K 5, &c.

(k) Otherwise he would be overwhelmed by the advance of the three pawns.

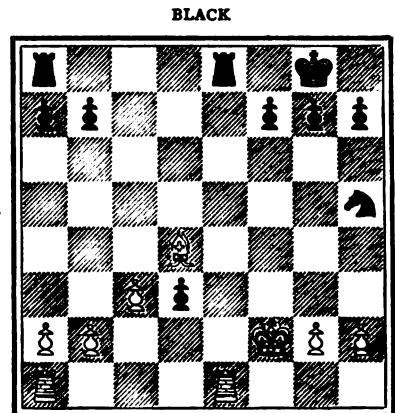
(l) With this brilliant game Lasker ensured the first prize, and won the gold medal presented by the Ladies' Chess Club for the most brilliant game.

### VIENNA OPENING

No. 67	WHITE W. Steinitz	BLACK H. N. Pillsbury
1	P to K 4	P to K 4
2	Kt to Q B 3	Kt to K B 3
3	P to B 4	P to Q 4
4	P to Q 3	P to Q 5 (a)
5	Q Kt to K 2	Kt to B 3
6	Kt to K B 3	B to Q 3
7	P to B 3 (b)	B to K Kt 5
8	P t. K P	B t. P
9	Kt t. B	Kt t. Kt
10	Q to R 4, ch	P to B 3
11	Kt t. P (c)	Kt to R 4
12	Q to B 2	P to Q B 4
13	Kt to B 5 (d)	B t. Kt
14	P t. B	Castles
15	K to B 2	Q to Q 2
16	K to Kt sq	Q t. B P
17	B to K 3	P to B 5
18	Q to B 2	Q t. Q, ch
19	K t. Q	K R to K sq
20	B to Q 4	Kt t. P, ch
21	B t. Kt	P t. B

WHITE W. Steinitz	BLACK H. N. Pillsbury
22	K R to K sq Kt to B 5

Position after White's 22nd move.



23 R t. R, ch (e) R t. R

WHITE	BLACK	WHITE	BLACK
24 R to K sq	R t. R	36 K to B 5	Kt to K 4
25 K t. R	Kt t. P, ch	37 P t. P	P t. P
26 K to Q 2	P to Q R 3	38 B to B 2 (g)	P to Kt 3, ch
27 P to B 4 (f)	Kt to R 5	39 K t. P	Kt to Kt 5, ch
28 K t. P	Kt to B 6	40 K t. P	Kt t. B
29 B to B 3	P to B 3	41 K t. P	K to B 3
30 K to K 4	Kt t. P	42 K to Kt 5	K to B 4
31 P to Kt 4	K to B 2	43 K to B 4	K t. P
32 P to R 4	K to K 3	44 K to K 3	Kt to Q 6
33 P to Kt 5	Kt to Kt 5	45 K to Q 2	Kt to Kt 5
34 P to R 5	K to Q 2	46 K to B sq	K to Kt 6
35 B to Q 4	P to K R 4	Resigns.	

(a) This variation was worked out by Pillsbury for the occasion. It is a modification of a consultation game played in Russia during the Quadrangular Tournament between Lasker, Pillsbury, Steinitz, and Tchigorin. Black gives up a pawn subsequently for the attack.

(b) 7 P takes P, B takes P; 8 Kt takes B, Kt takes Kt; 9 Kt to Kt 3 would be a simple course, involving no risks.

(c) If 11 Q takes P, then 11. . . Kt takes P ch, wins.

(d) If 13 Kt to Kt 3, he could not develop the K B because of the threatened check with Q to R 5; but the text move leaves a weak pawn, which must fall. White, therefore, has nothing to compensate him for the inferior position.

(e) P to K Kt 3 seems a better move.

(f) K takes P at once is again better.

(g) He might make a better move with the Bishop, but he could not save the game in any case.

## VIENNA OPENING

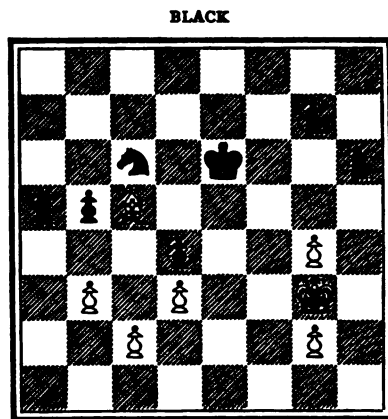
WHITE	BLACK	WHITE	BLACK	No. 68
W. Steinitz	J. Mason	W. Steinitz	J. Mason	
1 P to K 4	P to K 4	14 Castles	P to B 4	
2 Kt to Q B 3	Kt to K B 3	15 Q R to K sq (d)	Q to Q 2	
3 P to B 4	P to Q 4	16 B to Kt 3 (e)	P t. P	
4 P to Q 3	P to Q 5	17 R t. R, ch	R t. R	
5 Q Kt to K 2	Kt to B 3	18 R t. P	Q to B 2	
6 Kt to K B 3	P t. P (a)	19 P to K R 3	Q t. P	
7 B t. P	B to K Kt 5	20 P to Q Kt 3	Q to R 6	
8 Kt to Kt 3 (b)	Kt to K R 4	21 Q to Kt 5	P to K R 3	
9 Kt t. Kt	B t. Kt	22 Q to Kt 6	Q to B 4	
10 B to K 2	B to Kt 5, ch	23 B t. P	Q to K B 4	
11 Kt to Q 2 (c)	B t. B	24 Q to Kt 3	Q to B 8, ch	
12 Q t. B	B t. Kt, ch	25 K to R 2	Q to B 7	
13 Q t. B	Castles	26 Q to Kt 6	Q to B 4	

F

WHITE	BLACK
27 Q to Kt 3	Q to B 7
28 Q to Kt 4	Q to B 4
29 Q to K 2	Q to B 7
30 Q to Kt 4	Q to B 4
31 R to B 4	Q t. Q
32 R t. R, ch	K t. R
33 B to Q 6, ch	K to B 2
34 P t. Q (f)	K to K 3
35 B to B 8	K to B 2
36 B to R 3	P to Q Kt 4
37 B to B 5	P to Q R 4 (g)
38 K to Kt 3	K to K 3
39 K to B 2 (h)	K to Q 4
40 B to B 8	Kt to K 4
41 K to K 2 (i)	Kt t. Kt P
42 B t. P	P to Kt 5
43 P to Kt 3	P to R 4
44 B to B 8	Kt to K 6
45 B to K 7 (j)	K to B 3
46 K to B 3	Kt t. P
47 K to K 4	K to Kt 4
48 K to B 5	P to Q R 5

WHITE	BLACK
49 B to Kt 5	Kt to K 6
50 K to K 4	P t. P

Position after Black's 38th move.



WHITE	BLACK
51 K t. P	Kt to B 7
Resigns.	

(a) Simplifying the game more than 6. . . . B to Q 3; 7 P to B 3, P takes P (which strengthens White's centre); or 7. . . . B to Kt 5; 8 B P takes P, B takes P; 9 Kt takes B, Kt takes Kt; 10 Q to R 4 ch, P to B 3; 11 Kt takes P, Kt to R 4, with a compensating attack.

(b) He had time for P to Q R 3 to prevent B to Kt 5 ch. Nothing need be apprehended from Black's Kt to K R 4 and B takes Kt, or from any other move. Black's Kt to K R 4 could be answered with Q to Q 2 and Castles Q R if necessary. Another alternative would have been P to B 3, Kt to K R 4; 9 Q to Q 2. The move in the text involves exchanges leaving White no scope whatever.

(c) Whether B to Q 2 or Kt to Q 2 makes no difference.

(d) Now he had nothing better than 15 P takes P, R takes P; 16 B to Kt 3, &c.

(e) Here again P takes P was better.

(f) It is evident that Black would have been satisfied with a draw on the 22nd move, and White should have been content with this.

(g) Now Black gets a passed pawn, and with Knight against Bishop, has the better game.

(h) 39 K to B 4 was the right move here.

(i) If 41 K to Kt 3, then 41. . . . P to Kt 5; 42 B takes K Kt P, Kt takes Q P; 43 P takes Kt, P to R 5, and wins. A clever manoeuvre on the part of Mason.

(j) The game is lost now. If K to Q 2, then 45. . . . Kt to B 8 ch, wins.



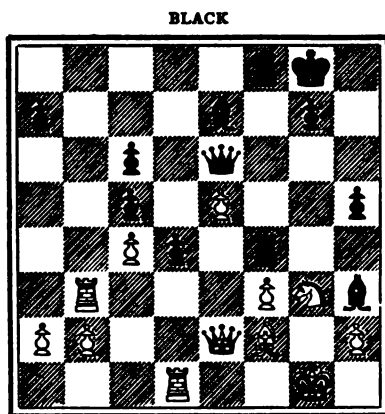
## VIENNA OPENING

WHITE W. Steinitz	BLACK C. Schlechter
1 P to K 4	P to K 4
2 Kt to Q B 3	Kt to K B 3
3 P to B 4	P to Q 4
4 B P t. P	Kt t. P
5 Kt to B 3	B to Q Kt 5
6 Kt to K 2 (a)	B to Kt 5
7 Kt to Kt 3	Kt to Q B 3
8 B to Kt 5 (b)	Castles
9 B t. Kt	P t. B
10 Q to K 2	P to K B 4
11 P to B 3	B to K 2
12 P to Q 3	B to R 5 (c)
13 P t. Kt	B P t. P
14 Castles	P t. Kt
15 P t. P	B to R 6
16 R to Q sq	Q to Q 2
17 R to Q 4	B to K 2
18 B to K 3	Q to K 3
19 B to B 2	R to B 2
20 R to Q 3	P to B 4
21 Q R to Q sq	Q R to K B sq
22 P to Q B 4	P to Q 5
23 Q to K 4	P to B 3
24 R to Kt 3	R to B 5
25 Q to K 2	P to K R 4
26 K to R sq (d)	P to R 5
27 Kt to B sq	K R to B 4 (e)
28 R to K sq	Q to Kt 3
29 Kt to Kt 3 (f)	P t. Kt

WHITE W. Steinitz	BLACK C. Schlechter
30 B t. P	Q to R 4
31 P to B 4	B to Kt 5
32 Q to Kt 2	R to Q sq
33 Q to K 4	K R to B sq
34 K to Kt sq	B to B 4

No. 69

Position after Black's 25th move.



WHITE	
35 Q to Kt 2	P to Q 6
36 Q to Q 2	R to Q 5
37 R to Kt 7	B to R 5
38 P to K 6	B t. B
39 P t. B	B to K 5
Resigns.	

(a) The variation seems to be inferior to those usually adopted.

(b) 11 P to B 3, dislodging the K B first, in order to support the K P with P to Q 4, would be better. White gets a very bad game in the opening.

(c) Schlechter treats the opening with clear judgment, and makes the most of White's weakness.

(d) A hopeless position, having isolated pawns and his King badly placed, and Black has a passed pawn. If now 26 Kt takes P, then 26. . . R takes P; 27 R takes R, Q to Kt 5 ch, &c.

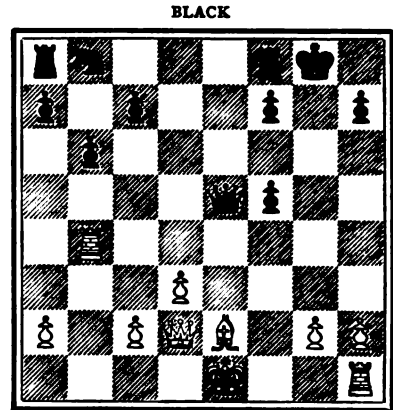
(e) He could have played Q to Kt 3 at once.

(f) Forced of course. The game is over.

## VIENNA OPENING

No. 70	WHITE W. Steinitz	BLACK W. Cohn
1	P to K 4	P to K 4
2	Kt to Q B 3	Kt to K B 3
3	P to B 4	P to Q 4
4	B P t. P	Kt t. P
5	Kt to B 3	B to Q Kt 5
6	Q to K 2	B t. Kt
7	Kt P t. B (a)	Castles
8	P to B 4	B to Kt 5
9	R to Q Kt sq	P to Q Kt 3
10	P t. P	Q t. P
11	R to Kt 4	B to B 4 (b)
12	Kt to R 4 (c)	P to Kt 3
13	Kt t. B	P t. Kt
14	P to Q 3	Q to R 4
15	B to Q 2	Kt t. B
16	Q t. Kt	Q t. P, ch
17	B to K 2	Kt to B 3 (d)
18	P to Q 4	Q to Q 3
19	R to B 4	Q R to Q sq
20	P to B 3	P to Kt 4 (e)

WHITE W. Steinitz	BLACK W. Cohn
21 R to B 5	P to Kt 5
Position after White's 17th move.	



WHITE
22 P to Q 5 (f) Q t. R (g)
White draws by perpetual check.

(a) 7 Q P takes P, with a view of Castles Q R, although a shade in favour of Black, gives White prospects of an attack.

(b) Obviously 11. . . . B takes Kt, would be followed by 12 Q takes B, winning a piece.

(c) 12 P to Kt 4, B to Kt 3; 13 R to Q 4, Q to B 3; 14 R to B 4, Q to Kt 2; 15 B to Kt 2, would have left Black's Knight in an uncomfortable position.

(d) If 17. . . . Q to R 8 ch, White could give up the Rook, as he would have a perpetual check for certain; but he could win by bringing the Rook over to the King's side.

(e) Black's King being exposed, he should have brought round the Knight over K 2 to Kt 3 for protection. The text move is inferior, as it enables White to bring his Rook into play.

(f) An ingenious resource.

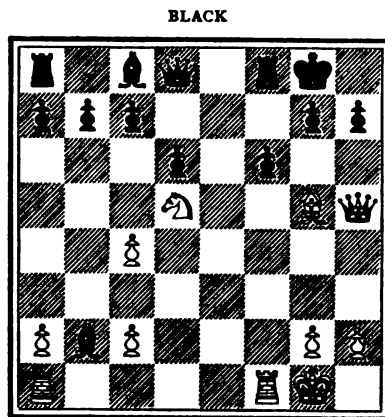
(g) 22. . . . Kt to K 2; 23 P takes P, Kt to Kt 3 (if 23. . . . Kt takes P, then 24 R takes Kt, and draws); 24 Castles would have resulted in a speculative position. Black, therefore, prefers to compel White to draw. This was a "skittle" game.

## VIENNA OPENING

WHITE J. Mason	BLACK M. Tchigorin
1 P to K 4	P to K 4
2 Kt to Q B 3	Kt to Q B 3
3 P to B 4	P t. P
4 Kt to B 3	K Kt to K 2 (a)
5 B to B 4 (b)	Kt to R 4
6 P to Q 3 (c)	Kt t. B
7 P t. Kt	Kt to Kt 3
8 Kt to Q 5	B to Q 3
9 Castles	Castles
10 P to K 5 (d)	Kt t. P
11 Kt t. Kt	B t. Kt
12 Q to R 5	P to Q 3
13 B t. P	B t. P
14 B to Kt 5	P to K B 3
15 Q R to K sq (e)	B to Q 5, ch
16 K to R sq	B to K 4 (f)
17 B to B 4	B to K 3
18 B t. B	Q P t. B
19 R to Q sq	B t. Kt
20 R t. B	Q to K sq
21 Q to B 5	R to Q sq
22 K R to Q sq	R t. R
23 P t. R	P to K Kt 3
24 Q to Q 3	K to Kt 2
25 Q to Q Kt 3	P to Kt 3
26 Q to Q R 3	P to Q R 4
27 P to B 4	Q to Q 2
28 P to R 3	Q to Q 3
29 P to B 5 (g)	P t. P (h)
30 Q t. R P	P to K 5

WHITE J. Mason	BLACK M. Tchigorin	No. 71
31 R to Q B sq	Q t. P	
32 Q t. P	Q t. Q	
33 R t. Q	R to Q R sq	
34 R t. P, ch	K to R 3	
35 R to B 2	K to Kt 4	
36 P to Kt 3	R to R 6	

Position after Black's 14th move.



WHITE	
37 K to Kt 2	P to R 4
38 R to K 2	P to B 4
39 R to K B 2	P to R 5
40 P to Kt 4	P t. P
41 P t. P	K t. P
Resigns.	

(a) Avoiding all variations of this opening, especially the Hamppe-Allgaier, and the Pierce Gambit, arising from 4. . . . P to K Kt 4.

(b) Better would have been 5 P to Q 4, Kt to Kt 3, 6 Kt to Q 5, &c.

(c) The opening is spoiled now. If 6 B to K 2, then 6. . . . Kt to Kt 3; 7 P to Q 4, B to Kt 5, and White would have difficulty in getting back the Gambit pawn.

(d) To get the pieces into play, he has to give the K P for the B P.

(e) Pretty, but too transparent.

(f) If 16. . . . P takes B, then 17 R takes R ch, (not 17 Kt to K 7 ch, because of 17. . . . Q takes Kt), K takes R. (If 17. . . . Q takes R, then 18 Kt to K 7 ch, K to R sq; 19 Kt to Kt 6 ch, &c.) 18 Q takes P and wins.

(g) White made a running fight of it with two pawns behind; the result was, however, inevitable.

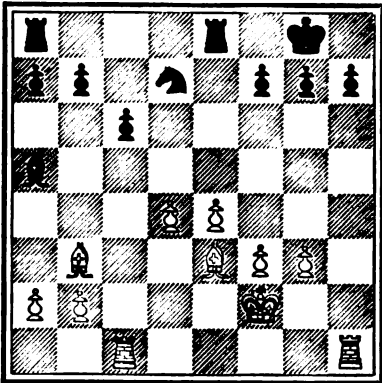
(h) 29. . . . Q takes P would have been quicker.

### CARO-KANN DEFENCE

No. 72	WHITE		BLACK		WHITE		BLACK	
	G. Maroczy		F. J. Lee		G. Maroczy		F. J. Lee	
1	P to K 4	P to Q B 3 (a)	33	P to Kt 4	R to Q 4			
2	P to Q 4	P to Q 4	34	B to Kt 2	K to B 2			
3	P to K B 3 (b)	P t. P	35	R to K R sq	P to K R 3			
4	P t. P	P to K 4	36	B to B 3 (l)	B to B 2			
5	Kt to K B 3 (c)	P t. P	37	P to R 4 (m)	R (K sq) to Q sq			
6	B to Q B 4 (d)	Q to K 2						
7	Castles	B to Kt 5	38	R (R sq) to Q sq	P to R 3			
8	Q t. P	Q to B 4						
9	P to B 3	Q t. Q, ch (e)						
10	P t. Q	B t. Kt (f)						
11	P t. B (g)	Kt to Q 2						
12	B to K 3	Kt to Kt 3						
13	B to Kt 3	Kt to B 3						
14	Kt to B 3	B to Kt 5						
15	Kt to K 2	Kt to R 4 (h)						
16	Q R to B sq	Castles K R						
17	Kt to Kt 3	Kt t. Kt						
18	P t. Kt	K R to K sq						
19	K to B 2	Kt to Q 2						
20	R to K R sq	B to R 4						
21	P to K 5 (i)	Kt to B sq						
22	P to B 4	B to Kt 3						
23	K to B 3	Q R to Q sq						
24	K to K 4	Kt to K 3						
25	K R to Q sq (j)	Kt to B 2						
26	R to Q 3	Kt to Q 4						
27	B to Q 2	R to Q 2						
28	B t. Kt	R t. B						
29	B to Kt 4 (k)	R to Kt 4						
30	B to R 3	R to Q 4						
31	R (B sq) to Q sq	P to B 3						
32	P to Kt 3	R to R 4						

Position after Black's 20th move.

BLACK



WHITE

39	R to K B sq	K to K 2
40	R (B sq) to Q sq	K to B 2
41	R (Q sq) to Q 2	R to K sq
42	R to Q Kt 2	R (K sq) to Q sq
43	R (Q 3) to Q 2	B to Kt 3
44	R to Kt sq	Drawn (n).

(a) A safe defence, which is not inferior to the French or Sicilian.

(b) 3 P to K 5 would give a position similar to the French Defence, except that Black can bring his Q B into play, his pawn not being at K 3; consequently an advantage to Black as compared with the French.

(c) If 5 P takes P, then 5. . . . Q to R 4 ch, &c.

(d) White has now an attack similar to that in the Scotch Gambit, but superior, because of the open K B file, and Black's useless move P to Q B 3.

(e) Compulsory. White threatening, 10 B takes P ch, K takes B ; 11 Kt to K 5 ch, &c.

(f) Also compulsory, for the reason stated in the preceding note.

(g) Three pawns in the centre are tempting, no doubt ; but it is questionable whether the open K B file is not preferable.

(h) This move is required to prevent 16 Kt to Kt 3, followed by P to K 5, threatening to post the Kt to K 4 in an advantageous position.

(i) A premature advance, weakening the centre. The alternative would be 21 P to Kt 4, B to Kt 3 ; 22 P to Kt 5, to prevent Kt to B 3, and then double Rooks on the K R file. White's weak point is his Q P, of which he has to take care, and that is easy enough.

(j) 25 B takes Kt at once would have been better, no matter how Black retakes.

(k) Intending to meet doubling of Rooks with B to Q 6.

(l) 36 P to B 5 would have given a better chance, as the passed K P would have been well supported.

(m) Now 37 P to B 5 is no longer feasible ; there is nothing more to be done.

(n) Lee played the latter part of the game excellently. It was no easy matter to keep White's centre pawns at bay.

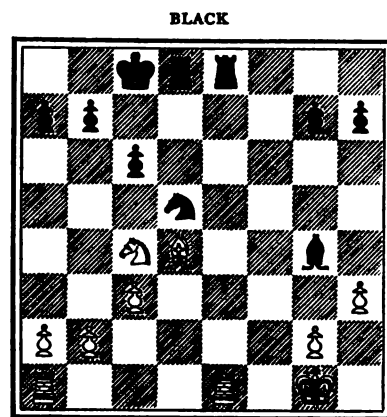
### CARO-KANN DEFENCE

WHITE G. Maroczy	BLACK W. Cohn
1 P to K 4	P to Q B 3
2 P to Q 4	P to Q 4
3 P to K B 3	P t. P
4 P t. P	P to K 4 (a)
5 Kt to K B 3	P t. P
6 B to Q B 4	P to B 3 (b)
7 Castles	B to K Kt 5
8 P to K 5 (c)	Kt to Q 2
9 Q to K sq	Q to K 2
10 P t. P	K Kt t. P
11 Kt t. P	Castles
12 P to B 3	Kt to K 4 (d)
13 Kt to Q 2	Kt t. B
14 Kt t. Kt	Q t. Q
15 R t. Q	B to Q B 4
16 B to K 3	Kt to Q 4 (e)
17 B to B 2	K R to K sq
18 P to K R 3	B t. Kt (f)
19 B t. B	B to K 7 (g)
20 Kt to K 3 (h)	Kt t. Kt
21 R t. B	Kt to B 4
22 R t. R	R t. R
23 B t. R P	R to K 7

WHITE G. Maroczy	BLACK W. Cohn
24 R to K B sq	P to K Kt 3
25 R to B 2 (i)	R to K 8, ch

No. 73

Position after White's 19th move.



WHITE	BLACK
26 R to B sq	R to K 7
27 P to K Kt 4	Kt to Q 3

WHITE	BLACK	WHITE	BLACK
28 R to B 2	R to K 8, ch	40 K to B 3	K to Q 3
29 K to Kt 2	R to K 3	41 P to Q R 5	P to B 4
30 B to Kt 6	Kt to B 5	42 B to Kt 7	K to B 3
31 B to Q 4	Kt to Q 3	43 K to K 4	K to Q 3
32 P to Kt 3	K to Q 2	44 B to B 8, ch	K to B 3
33 P to B 4	Kt to K 5	45 B to K 7	P to R 4
34 R to B 7, ch	R to K 2	46 P t. P	P t. P
35 R t. R, ch	K t. R	47 K to B 5	Kt to R 3, ch
36 P to K R 4	K to K 3	48 K to Kt 6	Kt to Kt 5
37 K to B 3	Kt to Q 3	49 K t. P	Kt to K 4
38 K to B 4	Kt to B 2	50 B to B 6	Kt to B 6
39 P to R 4	P to R 3	51 K to Kt 6	Resigns.

(a) Against the spirit of the close defence.

(b) This move, being compulsory, shows the inferiority of the preceding moves. Black has now to defend a Scotch Gambit with the obstructive P at Q B 3.

(c) 9 B to B 7 ch, might be considered here, as White obtains a good attack. This advance does not seem the best continuation. Black gets some relief from his difficulties—comparatively.

(d) Considering his inferior position Black made a capital stand, and developed his pieces well.

(e) R to K sq appears better.

(f) Not good, as it loses a pawn.

(g) He relied on saving the pawn by this move.

(h) But Maroczy does not play 20 Kt to K 5 (as his opponent expected), because of 20. . . . P to B 4, with some complication.

(i) The ending is extremely difficult to win, in spite of the pawn ahead, and it is an interesting study to follow Maroczy's careful manoeuvres.

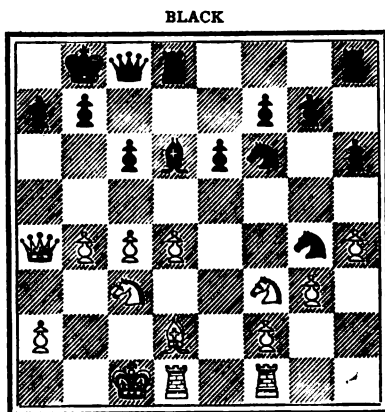
### CARO-KANN DEFENCE

No. 74	WHITE E. Lasker	BLACK F. J. Lee	WHITE E. Lasker	BLACK F. J. Lee	
1	P to K 4	P to Q B 3	11	Castles Q R	Q to B 2
2	P to Q 4	P to Q 4	12	K R to K sq	Castles
3	Kt to Q B 3	P t. P	13	Q to Kt 3	B to Q 3
4	Kt t. P	B to B 4 (a)	14	Kt to K 2	Kt to Kt 5 (b)
5	Kt to Kt 3	B to Kt 3	15	R to B sq	Kt (Q 2) to B 3
6	Kt to B 3	Kt to Q 2	16	Q to R 4	K to Kt sq
7	P to K R 4	P to K R 3	17	P to B 4	Q to K 2 (c)
8	B to Q 3	B t. B	18	Kt to B 3	Q to B 2 (d)
9	Q t. B	K Kt to B 3	19	P to K Kt 3	Q to B sq
10	B to Q 2	P to K 3			

WHITE	BLACK
20 P to Q Kt 4	P to K 4 (e)
21 P t. P.	Kt t. P
22 B to K 3 (f)	Kt t. P (g)
23 B t. P, ch	K to B 2
24 R to Q 4	P to Q Kt 4
25 Kt t. P, ch	P t. Kt
26 Q t. P	Kt to R 6
27 Q to R 5, ch	K to Kt 2, dis. ch
28 B to B 5	B t. B
29 P t. B	R t. R
30 Kt t. R	Q to Q sq
31 P to B 6, ch	K to B sq
32 Q to R 8, ch	K to B 2
33 Q to R 7, ch	K to Q 3
34 Q t. Kt, ch	K to Q 4
35 R to Q sq	Q to Kt 3
36 Kt to B 3, dis. ch	K to K 3
37 Q to Q 6, ch	K to B 4

WHITE	BLACK
38 Q to Q 3, ch	K to Kt 5

Position after White's 20th move.



39 Kt to K 5, ch(h) Resigns.

(a) Against Maroczy he played 4. . . . P to K 4, which opens an outlet for both Bishops.

(b) The alternative would be 14. . . . Kt to K 5, and if 15 B to K 3, then 15. . . . Q to R 4, with the option of retiring B to B 2, and the Queen in better play moreover.

(c) He might have played 17. . . . P to B 4. If 18 Kt to B 3, then 18. . . . B to B 5; 19 Kt to Q Kt 5, B takes B ch; 20 R takes B, Q to Kt 3; and if 18 P takes P, then 18. . . . B takes P; 19 B to B 4, P to K 4, &c. He remains with a cramped game by reason of this retirement.

(d) Losing a move for the sake of threatening to exchange Bishops.

(e) Although the position is uncomfortable, he might still have made a fight, but for the tempting text move, which appears to give Black the advantage. Lasker, however, saw further ahead, as the conclusion shows.

(f) The winning combination in conjunction with the brilliant next move.

(g) If 22. . . . Kt takes Kt, then 23 B takes P ch, with a more forcible continuation than in the text.

(h) Quite a problem-like ending.

### CARO-KANN DEFENCE

WHITE	BLACK
J. W. Showalter	F. J. Lee
1 P to K 4	P to Q B 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	P t. P

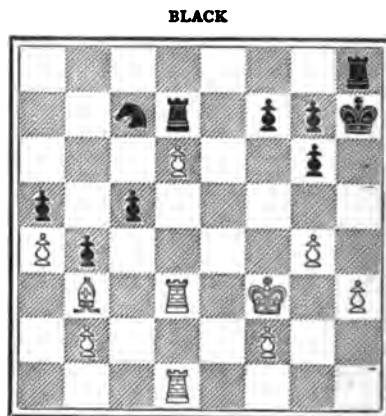
WHITE	BLACK
J. W. Showalter	F. J. Lee
4 Kt t. P	B to B 4 (a)
5 Kt to Kt 3	B to Kt 3
6 Kt to B 3	Kt to Q 2

No. 75

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

WHITE	BLACK
41 P to Q 6	Q t. Q, ch
42 K t. Q	Kt to K 3 (l)
43 B t. Kt	P t. B
44 R to K 3	R to B sq, ch
45 K to K 2	K to Kt sq (m)
46 R t. P	K to B 2
47 R to K 5	R to B sq

Position after White's 42nd move.



WHITE	BLACK
48 P to Kt 3	R to B 3
49 P to Kt 5	P to B 5 (n)
50 R to Q 4	R (B 3) t. P
51 R to B 4, ch	R to B 3 (o)
52 P t. R	Kt P t. P
53 R t. R P	P to B 6
54 R t. P	R to Q 7, ch
55 K to K 3	Resigns.

(a) 4. . . . P to K 4 is preferable. The Bishop is immediately attacked by Kt to Kt 3, and as actually occurred later on, exchanged with Kt to K R 4.

(b) 10. . . . Kt to R 4 might be considered here, and if 11 Kt to K 4 then 11. . . . Q Kt to B 3.

(c) 11. . . . B to Q 3 is indicated here. The Kt at Q 4 is liable to be dislodged with P to Q B 4.

(d) He might have played P to K Kt 4, to keep White's Q B from occupying the diagonal at B 4.

(e) He conceives the extraordinary notion of a King's side attack with one Rook! The manœuvre involves losing moves with the King and Rook, and finally this Rook stands harmless to White on the open Rook's file and is of no service all through the game.



(f) It is a hopeless task to suggest a move for Black now, with both Rooks out of play and the Queen in a bad position ; but at any rate he should have removed the Queen from the file occupied by White's two Rooks.

(g) Either the text move or 23. . . . Kt (B 2) to K sq is compulsory, since White threatens Kt takes Kt ch, followed by P to Q 5.

(h) To strengthen the point Q 4, in view of White's P to Q 5.

(i) P to Kt 3 seems preferable.

(j) 31. . . . P to B 3 ; 32 B to B 4, P to K Kt 4 ; 33 B takes B, R takes B would be the alternative, but the position is really past mending.

(k) The pawns were stronger as they stood.

(l) Obviously if R (R sq) to Q sq, then P takes Kt wins.

(m) If R to K sq, then 43 R to K 5, winning one of the other pawns.

(n) Either R takes P would have prolonged but not saved the game.

(o) If K to Kt sq, then White mates in two moves.

### CARO-KANN DEFENCE

WHITE		BLACK		WHITE		BLACK		No. 76
E. Lasker		W. Cohn		E. Lasker		W. Cohn		
1	P to K 4	P to Q B 3		16	Kt to K 4	Kt (Q 2) to B 3		
2	P to Q 4	P to Q 4		17	B t. Kt	Kt P t. B		
3	Kt to Q B 3	P t. P		18	P to Q 5 (b)	K P t. P		
4	Kt t. P	B to B 4		19	P t. P	P t. P		
5	Kt to Kt 3	B to Kt 3		20	Q t. Q P	B to Kt 5 (c)		
6	Kt to B 3	P to K 3		21	R to K 2	Q R to Q sq		
7	B to K 2 (a)	B to Q 3		22	Q to Kt 3	R t. R, ch		
8	P to Q B 4	Kt to Q 2		23	Q t. R	P to K B 4		
9	Q to Kt 3	P to Kt 3		24	Kt to Kt 3	R t. R		
10	Castles	K Kt to B 3		25	Kt t. R	B to B 4		
11	R to K sq	Castles		26	Kt to B 3	Kt to B 3		
12	B to Q 3	R to K sq		27	Kt to Q R 4	Kt to K 5		
13	B t. B	R P t. B		28	Kt t. B	Q t. Kt		
14	B to Kt 5	Q to B 2		29	Q to K 2	Drawn.		
15	Q R to Q sq	Kt to R 2						

(a) It would, perhaps, be better to play B to Q 3 at once, in order to exchange the troublesome Bishop.

(b) This advance leads to a general exchange of Rooks, after which neither side is left with any advantage or even prospect of obtaining an attack. But it seems difficult to suggest another line of play likely to promise a better result.

(c) If it had not been for this convenient attack on the White Rook, the Bishop would have had to make a quiet move, and White might then have obtained a slight advantage of position in the centre. The move of R to Q B sq might have been tried on White's next move instead of R to K 2, so as to avoid at least the exchange of one Rook. End games with Queens and minor pieces scarcely ever afford chances of playing to win, mainly because the Kings, otherwise powerful factors in end-game play, cannot safely be brought into action.

## CARO-KANN DEFENCE

No. 77	WHITE		BLACK		WHITE		BLACK	
	C. Schlechter		W. Cohn		C. Schlechter		W. Cohn	
	1 P to K 4		P to Q B 3		17 K R to K sq		B t. B	
	2 P to Q 4		P to Q 4		18 Q t. B		Kt to Kt 5	
	3 Kt to Q B 3 (a)		P t. P		19 Q to K 2		K R to K sq	
	4 Kt t. P		B to B 4		20 Kt to K 5 (c)		Kt t. Kt	
	5 Kt to Kt 3		B to Kt 3		21 P t. Kt		R t. R, ch	
	6 Kt to B 3		P to K 3		22 R t. R		R to Q sq	
	7 P to K R 4 (b)		P to K R 3		23 P to K B 4		Q to Kt 3	
	8 B to Q 3		B t. B		24 P to Q Kt 3		R t. R, ch	
	9 Q t. B		Kt to B 3		25 Q t. R		Q to B 7	
	10 B to K 3		B to Q 3		26 Q to Kt 4		Q to Kt 8, ch	
	11 Kt to K 4		Kt t. Kt		27 K to Kt 2		Q to Q 5, ch	
	12 Q t. Kt		Kt to Q 2		28 K to Kt sq		Q to Kt 8, ch	
	13 Castles Q R		Kt to B 3		29 K to Kt 2		Q to Q 5, ch	
	14 Q to Q 3		Q to B 2		30 K to Kt sq		P to K Kt 3	
	15 K to Kt sq		Castles Q R		31 Q to B 3		Drawn.	
	16 Q to Kt 3		B to B 5					

(a) This in conjunction with the next four moves forms the orthodox line of play in this opening, but it seems doubtful whether simply P takes P instead of Kt to Q B 3 would not give White slightly the better game. Black will never derive much benefit from the open Q B file, while White can develop his pieces in the centre, and bring his Rooks into play on the King's file.

(b) The idea of this move, which was, we think, introduced by Charousek, is to force Black to push his K R P, so that he must exchange his Q B when he is challenged by White's B to Q 3. But this early advance of the King's Rook's Pawn prevents both players from Castling King's side; and positions, in which both have Castled Queen's side, seldom give much scope for enterprise. White is, moreover, handicapped in the ensuing middle game by the weakness of his King's side Pawns caused by this early advance.

(c) White has no other means to dislodge the Black Knight, but after the exchange of the last minor piece the draw becomes almost certain. But White is justified in playing for this result, as he has certainly none the best of the position.

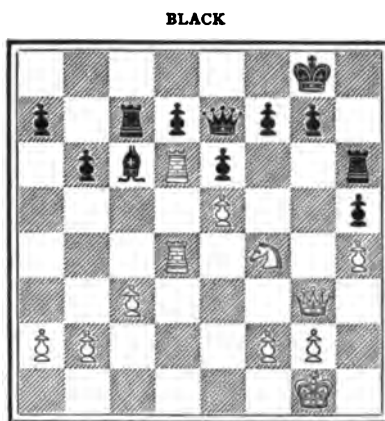
## QUEEN'S FIANCHETTO DEFENCE

No. 78	WHITE		BLACK		WHITE		BLACK	
	M. Tchigorin		S. Tinsley		M. Tchigorin		S. Tinsley	
	1 P to K 4		P to Q Kt 3		4 Kt to K R 3		P to Q B 4	
	2 P to Q 4		B to Kt 2		5 P t. P (a)		B t. B P	
	3 B to Q 3		P to K 3		6 Castles		Kt to K B 3	

WHITE	BLACK
7 Kt to B 3	Kt to B 3
8 B to K B 4	KttoQ Kt 5 (b)
9 P to K 5 (c)	Kt t. B
10 Q t. Kt	Kt to Q 4
11 Kt t. Kt	B t. Kt
12 Q to K Kt 3	K to B sq (d)
13 K R to Q sq (e)	R to B sq
14 R to Q 2	P to K R 3
15 Q R to Q sq	B to B 3
16 B to K 3	Q to K 2
17 Kt to B 4	P to K R 4
18 B t. B	Q t. B
19 P to K R 4	R to R 3
20 P to B 3	Q to K 2
21 R to Q 6	R to B 2
22 R (Q sq) to Q 4	K to Kt sq
23 Q to Q 3 (f)	P to B 4 (g)
24 Q to Kt 3	K to B 2
25 Kt to R 3	R to Kt 3
26 Kt to Kt 5, ch	K to K sq
27 P to K B 4 (h)	R to R 3
28 Q to Q 3	R to Kt 3 (i)
29 Q to B 4	P to Kt 4 (j)
30 Q to B 5	R to R 3
31 P to Q R 4	K to Q sq

WHITE	BLACK
32 P t. P	B t. K Kt P
33 Q to R 3	B to Q 4
34 R to R 4	R to Kt 2

Position after Black's 22nd move.



WHITE	
35 R t. R P	R t. P
36 R (Q 6) t. P, ch (k)	Q t. R.
37 Q to B 8, ch	Resigns.

(a) The usual development against either Fianchetto is to establish a strong pawn centre, shutting out the B at Kt 2. Tchigorin adopts the open game, in conformity with his style, which is attacking.

(b) The Q P being a weak spot, he should have played 8. . . . P to Q 4.

(c) White does not miss the opportunity to insert a wedge into Black's pawn position with this move.

(d) The alternative was 12. . . . B to B sq, endeavouring to place the B at K Kt 2 eventually. In that case he would have a better game than in the text.

(e) White exchanged the two minor pieces in order to attack the weak Q P on the open file, thus consistently carrying out the plan originally conceived.

(f) Preventing the King from moving to R 2, so that Black's position is blocked, and R takes B is threatened by White.

(g) If anything is to be done in such a position, then P to B 3 was better.

(h) Preventing the sacrifice of the Rook previous to commencing the final attack on the Queen's side.

(i) He must remain on this row with the Rook, because of the threat Kt takes P.

(j) Only driving the Queen to a more attacking place.

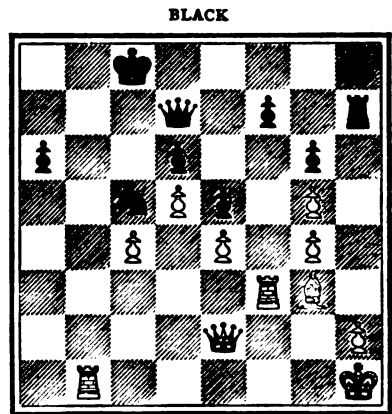
(k) A pretty conclusion to a game well played by Tchigorin.

## QUEEN'S FIANCHETTO DEFENCE

WHITE		BLACK	
No. 79	J. W. Showalter	S. Tinsley	
1	P to K 4	P to Q Kt 3 (a)	
2	P to Q 4	B to Kt 2	
3	Kt to Q 2	P to K 3	
4	B to Q 3	Kt to K B 3	
5	Q to K 2	P to Q 3	
6	Kt to B sq	P to Q R 3 (b)	
7	P to K B 4	Q Kt to Q 2	
8	Kt to Kt 3	P to Kt 3	
9	Kt to R 3	P to B 4	
10	P to B 3	P to K R 4	
11	Kt to Kt 5	P to R 5	
12	Kt to B sq	Q to B 2	
13	Kt to K 3	P to Kt 4 (c)	
14	Castles	B to R 3	
15	P to Q 5	P to K 4	
16	Kt to Kt 4	B t. Kt	
17	P t. B	Kt t. Kt	
18	Q t. Kt	P to R 6 (d)	
19	P t. P	P to B 5	
20	B to K 2	Kt to B 4	
21	Q to Kt 2 (e)	R to R 5	
22	B to Kt 4	B to B sq	
23	B to K 3	B t. B	
24	P t. B	Castles (f)	
25	B to B 2	R to R 2	
26	B to Kt 3	Q R to R sq	
27	Q to K 2	Kt to Q 6	
28	P to Q R 4	P to Kt 5 (g)	
29	P t. P	Q to Kt 3, ch	
30	K to R sq	Q t. P	
31	Q R to Kt sq	Q to Kt 6	
32	R to B 3	Q t. R P	

WHITE		BLACK	
J. W. Showalter		S. Tinsley	
33	P to Kt 3	Q to Q 2	
34	P t. P	Kt to B 4	
35	R to B 6	Q to B 2 (h)	
36	K to Kt sq	P to R 4	
37	R to Kt 5	Kt to Q 2	
38	R to B sq	P to R 5	
39	R(Bsq) to Kt sq	P to R 6	

Position after Black's 34th move.



WHITE

40	K to Kt 2	Q to R 2
41	Q to KB 2 (i)	R t. P, ch
42	K to B 3	R t. Q, ch
43	B t. Q	R to R 6, ch
44	K to K 2	R to R 7
45	P to B 5	P to R 7
	Resigns.	

(a) It is nothing new to say that the Fianchetto is not considered a good defence. White has only, as in the text, to establish a well-supported centre, and so keep Black's Bishops inactive.

(b) To prevent White's B to R 6 after Black's Q Kt to Q 2; but he need not have feared that, as White expects his Bishop to be more serviceable than Black's.

(c) Intending P to K 4, which he cannot move now, because of 14 B P takes P, Q P takes P; 15 B to B 4, &c.

(d) He exchanged a couple of uncomfortably placed minor pieces, but without bettering his position. With the text move he tries for a counter attack, which costs him a pawn. The position, however, is past mending.


- (e) In anticipation of 21. . . . B to B sq.  
 (f) 24. . . . Q to Q 2 would be answered by 25 P to K R 3; but  
 24. . . . Kt to Q 6 was comparatively better.  
 (g) The alternative 28. . . . K to Kt 2; 29 P takes P, P takes P  
 would have been equally bad, because of 30 R to R 6, &c.  
 (h) To prevent R to Kt 6.  
 (i) A blunder, of course. He should have played 41 Q to Q 2,  
 threatening R to R 5; and if 41. . . . P to R 7, then 42 R to Q R sq  
 and should win. Tinsley, however, made a good struggle in the last  
 part of the game.

## SICILIAN DEFENCE

WHITE		BLACK		No. 80
F. J. Lee		G. Maroczy		
1 P to K 4	P to Q B 4	35 R to R 3	Q to R 2	
2 Kt to K B 3	P to K 3	36 K to B 2	B to Q sq	
3 P to Q 4	P t. P	37 R(Ksq)toKRsq	B to K 2	
4 Kt t. P	Kt to K B 3	38 Kt to K sq	P to R 5	
5 Kt to Q B 3	B to Kt 5	39 Kt to B 3	R to Kt 2 (e)	
6 B to Q 3	Kt to B 3	40 R to Kt 3	P t. P	
7 Kt t. Kt (a)	Kt P t. Kt	41 P t. P	Q to R 7	
8 B to Q 2	P to Q 4			
9 P to K 5	Kt to Q 2			
10 Q to Kt 4	B to B sq			
11 Q to Kt 3 (b)	Q to B 2			
12 P to B 4	P to K B 4			
13 P to Kt 3	Kt to B 4			
14 Castles K R	P to Q R 4			
15 K to R sq	P to Q 5			
16 Kt to K 2	Kt t. B			
17 Q t. Kt (c)	B to R 3			
18 Q to B 3	R to Q sq			
19 K R to Q sq	B to B 4			
20 Kt to B sq	Castles			
21 Kt to Q 3	B to Kt 3			
22 Kt to Kt 2	R to Kt sq			
23 P to B 4	P to B 4			
24 Kt to Q 3	B to Kt 2			
25 Q to K 2	P to R 3			
26 P to K R 3	K to R 2			
27 K to R 2	R to Kt sq			
28 R to K Kt sq	Q to B 2			
29 P to K R 4 (d)	P to Kt 3			
30 R to R sq	B to K 5			
31 Q R to K sq	Q to Q Kt 2			
32 K to Kt sq	R to Q R sq			
33 R to R 3	B to B 3			
34 R to Kt 3	Q to K 2			

Position after Black's 38th move.

BLACK

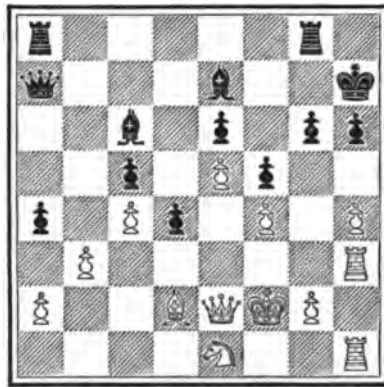


WHITE

42 Q to Q sq	B to K 5 (f)
43 Kt to K sq	R to R 6
44 K to Kt sq	R to Kt sq
45 R(Rsq)to R 3	Q to Kt 7
46 P to R 5 (g)	P to Kt 4
47 P t. P	P t. P
48 R to Q 3	R to R 8
49 Q to K 2	P to Kt 5
Resigns.	

Position after Black's 38th move.

BLACK



WHITE

42 Q to Q sq	B to K 5 (f)
43 Kt to K sq	R to R 6
44 K to Kt sq	R to Kt sq
45 R(Rsq)toR3	Q to Kt 7
46 P to R 5 (g)	P to Kt 4
47 P t. P	P t. P
48 R to Q 3	R to R 8
49 Q to K 2	P to Kt 5
Resigns.	

(a) Uniting the pawns. He might have tried 7 B to K 3, P to Q 4; 8 P takes P, Kt takes P; 9 Kt takes Kt, &c.

(b) P to B 4 at once seems preferable.

(c) P takes Kt might be considered.

(d) Having played R to K Kt sq, he might have continued more consistently P to K Kt 4, with fair prospects of counteracting Black's intended advance. The text move is more dangerous than the variation suggested.

(e) To provide against the threat Kt to Kt 5 ch.

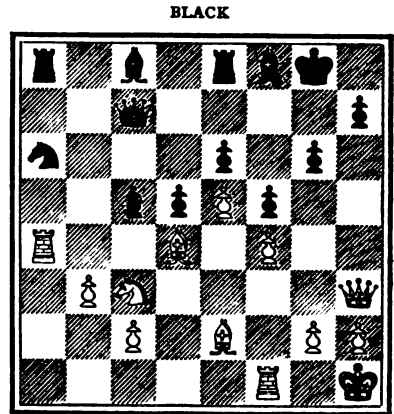
(f) Threatening B to B 7. Black had in view an attack on either wing. White having massed his forces on the King's side, Black broke through on the Queen's side.

(g) There is no satisfactory move for White, and the game is lost.

### SICILIAN DEFENCE

No. 81	WHITE		BLACK	
	J. Mason	G. Maroczy	J. Mason	G. Maroczy
1	P to K 4	P to Q B 4	32	Kt to Q sq (h)
2	Kt to K B 3	P to K 3	33	Q to B 2
3	Kt to B 3	Kt to Q B 3	34	Kt to K 3
4	P to Q 4	P t. P	35	K to R 2
5	Kt t. P	P to Q R 3 (a)	36	Kt to B 4
6	Kt t. Kt (b)	Kt P t. Kt	37	Kt to Q 6
7	B to Q 3	P to Q 4		
8	Castles	Kt to B 3		
9	B to K B 4	B to K 2		
10	Q to K 2 (c)	Castles		
11	Q R to Q sq (d)	R to K sq		
12	P to K 5	Kt to Q 2		
13	B to B sq	P to K B 4		
14	P to B 4	Kt to B 4		
15	Q to R 5	P to Kt 3		
16	Q to R 3	P to Q R 4		
17	B to K 2 (e)	B to B sq		
18	P to Q Kt 3 (f)	Q to Kt 3		
19	K to R sq	P to R 5 (g)		
20	B to K 3	P t. P		
21	R P t. P	Q to R 4		
22	B to Q 4	Kt to R 3		
23	R to R sq	Q to B 2		
24	R to R 4	P to B 4		
25	B to Kt sq	B to Q Kt 2		
26	B t. Kt	R t. B		
27	R t. R	B t. R		
28	R to R sq	Q to B 3		
29	Q to B 3	B to Q Kt 2		
30	P to R 3	R to R sq		
31	R t. R	B t. R		
			38	Kt t. B
			39	Q to K 2
			40	P t. P
			41	Q to B 3
			42	Q to Kt 7
			43	B to K 3
				P t. Kt
				P to Q 6
				P t. P
				Q to B 7
				K to B 2
				P to Q 7

Position after Black's 24th move.



WHITE	BLACK	WHITE	BLACK
44 B t. P	Q t. B	49 K to R 2	K to R 2 (j)
45 Q to B 3	P to R 4	50 K to R sq	K to Kt 2
46 K to R sq	P to R 5	51 K to R 2	K to R 3
47 K to R 2	K to Kt 2	52 K to R sq	P to B 5
48 K to R sq	K to R 3	Resigns (k).	

(a) This precautionary move was formerly *de rigueur* to prevent 6 K Kt to Kt 5, followed by Kt to Q 6 ch; but this attack proved to be ineffective, consequently this weakening of the Q R P was abandoned.

(b) This exchange has become fashionable, although it would seem contrary to principles, as it strengthens Black's centre. In this instance, however, it is justified because of the advanced Q R P, which should be a source of weakness to Black; though even here we should regard with apprehension Black's array of pawns.

(c) 10 P to K 5, Kt to Q 2; 11 Q to Kt 4 might be considered here.

(d) As the scene of action will be principally on the Queen's side, he might have played K R to Q sq.

(e) P to Q R 4 would have prevented Black's subsequent exchange of the weak Q R P, and his getting an open Rook's file.

(f) He might at least now have advanced P to R 4.

(g) Black now gets rid of his only weakness, and has then the better game.

(h) At R 4 the Knight seems to have more scope, and closes the open file against the adverse Queen.

(i) The winning move in conjunction with his next.

(j) He could have settled matters at once with 49. . . . P to B 5.

(k) For if 54 P takes P, then 54. . . . Q to K 8 ch; 55 K to R 2, B to B 4, and mate in a few moves. If 54 Q to R 8, then 54. . . . Q to B 8 ch; 55 K to R 2, Q takes P ch; 56 K to R sq, Q takes P and wins.

### SICILIAN DEFENCE

WHITE	BLACK	WHITE	BLACK	No. 82
W. Cohn	H. E. Bird	W. Cohn	H. E. Bird	
1 P to K 4	P to Q B 4	14 R to Q sq	Kt to Q 2	
2 Kt to K B 3	Kt to Q B 3	15 Q to K 3 (b)	B t. B	
3 Kt to B 3	P to K Kt 3	16 R t. B	Q t. P	
4 P to Q 4	P t. P	17 R to Kt sq	Q to R 6 (c)	
5 K t. P	B to Kt 2	18 P to R 4	Q to B 4	
6 B to K 3	P to Q 3	19 P to R 5	Q to K 4	
7 B to K 2	B to Q 2	20 Kt to Q 5	K to R sq	
8 Castles	Kt to B 3	21 R P t. P	B P t. P	
9 P to B 4	Castles	22 P t. P	Q to Kt 2 (d)	
10 P to B 5 (a)	Kt t. Kt	23 R(Kt sq) to Q sq	B t. Kt	
11 B t. Kt	B to B 3	24 P t. B	Kt to K 4	
12 B to B 3	Q to R 4	25 B to K 4	R to B 3	
13 Q to K sq	Q to Kt 5	26 P t. P	Q R to K B sq	

G

WHITE	BLACK	WHITE	BLACK
27 Q to K 2	Q to Kt 6	47 R to B 3	P to Kt 5
28 R(Q4)toQ3(e)	Kt t. R	48 P t. P	P t. P
29 R t. Kt	Q to K 4	49 R to B 2	R to B 6, ch
30 B to B 3	Q t. Q	50 K to Kt 2	R to Q R 6
31 B t. Q	K t. P	51 R to Kt 2	R (B sq) to Q R sq
32 R to Q R 3	R to Q R sq	52 B to Kt sq	R (R sq)to R 4
33 B to Kt 4	R to B 5	53 R to Q 2	K t. P
34 B to K 6	K to Kt 2	54 R to Q 4, ch	K to Kt 4
35 R to Q B 3	K to B 3	55 K to B 2	P to Kt 6
36 K to R 2	P to Kt 4	56 P t. P	R t. Kt P
37 P to Kt 4	R to B 5	57 B to Q 3	R (R 4) to R 6
38 R to B 3, ch	K to K 4	58 B to K 2	R to Kt 7
39 P to B 3	R to B 5	59 R to K 4	K to B 3
40 R to K 3, ch	K to B 3	60 R to K 6, ch	K to B 2
41 K to Kt 3	K to Kt 4	61 K to K sq	R to R 8, ch
42 B to B 5	R to B 5	62 K to B 2	R (R 8) to R 7
43 B to Q 7	R to Q sq	63 K to B 3	R t. B
44 B to B 5	R to K R sq	64 R t. R	R t. R
45 R to B 3	R to K B sq		
46 R to K 3	P to R 4		Resigns.

(a) A weak and premature attack. In this particular form of the Sicilian the advance of the King's Bishop's pawn never yields an enduring attack, whilst it weakens the King's pawn and gives Black a strong square at his King's fourth.

(b) With this move White gives a pawn for the attack; but Black, playing very well from this point, demonstrates that the pawn can safely be taken. 15 B takes B, K takes B; 16 P to Q Kt 3 might have been played, though White would always suffer from the weakness of his isolated and fixed King's pawn.

(c) Of course not Q takes B P, on account of R to Q 2 winning the Queen.

(d) A very good move, which gives Black a winning attack. White cannot answer P takes P, as Black would win a piece by R takes B.

(e) There is no other defence to the threatened R to B 7. The sacrifice of the exchange of course means the loss of the game. About the following ending nothing need be said, except that Bird played it very well, as he did, indeed, the whole game.

### SICILIAN DEFENCE

No. 83	WHITE J. Mason	BLACK H. N. Pillsbury	WHITE J. Mason	BLACK H. N. Pillsbury
1	P to K 4	P to Q B 4	5	Kt t. P
2	Kt to K B 3	Kt to Q B 3	6	B to K 3
3	Kt to B 3	P to K Kt 3	7	B to Q Kt 5 (a)
4	P to Q 4	P t. P	8	Castles
				Kt to B 3



WHITE	BLACK	WHITE	BLACK
9 P to K R 3 (b)	Castles	32 K to R sq	R to Kt 2
10 Q to Q 2 (c)	Kt t. Kt	33 R t. B P	R to Kt 8, ch
11 Q t. Kt	Kt to Kt 5	34 K to R 2	R(Kt8)toKt7
12 Q to Q 3	Kt t. B	35 R to B 3	R t. P, ch
13 P t. Kt	B t. Kt	36 K to R sq	R(Kt7)toQ7
14 B t. B	B t. P	37 R t. R	R t. R
15 Q R to Kt sq	Q t. B	38 K to Kt sq	R to Q 2
16 R t. B	Q to B 3	39 K to Kt 2	R to K B 2
17 Q to Q 4	P to Q Kt 3	40 R to R 3	K to B 3
18 P to Q R 4	Q R to B sq	41 K to B 3	K to B 4
19 R to R sq	P to K 4	42 K to K 3	R to Q Kt 2
20 Q to Kt 4	Q to B 6	43 K to B 3	R to Kt 5
21 Q t. Q	R t. Q	44 K to Kt 3	R to Q 5
22 P to R 5	P t. P	45 R to R 7	R to Q 6, ch
23 R t. P	R t. K P	46 K to Kt 2	P to R 4
24 R t. R P	R t. K P	47 R to B 7, ch	K to Kt 4
25 R to Q 7	R to Q 5	48 R to K Kt 7	P to R 5
26 P to B 3	R to Q 6	49 R to K 7	R to Kt 6, ch
27 R to Kt 6	R t. B P	50 K to R 2	K to B 5
28 R (Kt 6) t. P	P to B 3	51 R to K R 7	P to Kt 4
29 R to K 6	R to K B 2	52 R to B 7, ch	K to K 6
30 R to Q 2	K to Kt 2	53 R to Q 7	P to K 5
31 R (Q 2) to Q 6	R to B 7	Resigns.	

(a) 7 B to K 2 is the best move here.

(b) Were the B at K 2 he need not make this move.

(c) Either B to K 2 or B takes Kt was compulsory now. By reason of the text move he loses a pawn, and consequently the game.

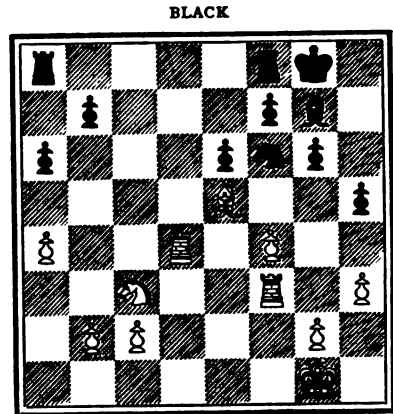
### SICILIAN DEFENCE

WHITE	BLACK	WHITE	BLACK	No. 84
C. Schlechter	H. E. Bird	C. Schlechter	H. E. Bird	
1 P to K 4	P to Q B 4	15 P to K 5 (c)	P t. P	
2 Kt to K B 3	P to K Kt 3	16 B t. P	Q to Kt 3, ch	
3 Kt to B 3	B to Kt 2	17 B to Q 4	Q to B 2 (d)	
4 P to Q 4	P t. P	18 B to K 5	Q to Kt 3, ch	
5 Kt t. P	Kt to Q B 3	19 Q to Q 4 (e)	Q t. Q, ch	
6 B to K 3	P to K R 4 (a)	20 R t. Q	B t. B	
7 B to K 2	Kt to B 3	21 R t. B	Castles	
8 P to K R 3	P to Q 3	22 P to Q R 4	K R to B sq (f)	
9 Castles	B to Q 2	23 R to Kt 4	Kt to Q 4	
10 P to K B 4	Kt t. Kt	24 Kt t. Kt	P t. Kt (g)	
11 B t. Kt	B to B 3	25 B t. B	K t. B	
12 B to B 3	P to K 3	26 P to B 3	R to B 2	
13 Q to Q 3	P to R 3	27 R to Q 3	P to R 4	
14 Q R to Q sq (b)	Q to B 2	28 R (Kt 4) to Q 4	R to B 5	

WHITE	BLACK
29 R t. R	P t. R
30 R to Q 7	R to K sq
31 R t. P	R to K 8, ch
32 K to B 2	R to Q R 8
33 P to K Kt 4	R t. P
34 R to Kt 5	R to R 8
35 P t. P	P t. P
36 R t. K R P	P to R 5
37 R to R 5	R to R 7
38 K to K 3	R t. P
39 R t. P	R to K R 7
40 R t. P	R t. P, ch
41 K to K 4	K to B 3
42 R to B 6, ch	K to K 2
43 P to B 4	K to Q 2
44 R to Q R 6	R to Q B 6
45 K to Q 5	R to Q 6, ch
46 K to K 5	R to Q B 6
47 R to R 7, ch	K to K sq (h)
48 R to B 7	R to K 6, ch
49 K to B 6	R to K 3, ch
50 K to B 5	K to B sq
51 P to B 5	K to Kt 2
52 R to Kt 7	R to K 8
53 P to B 6	R to K 7

WHITE	BLACK
54 P to B 7	R to Q B 7
55 K to K 5	K to Kt 3
56 K to Q 6	R to Q 7, ch

Position after White's 22nd move.



WHITE	BLACK
57 K to B 6	R to B 7, ch
58 K to Q 7	R to Q 7, ch
59 K to B 8	K to B 4
60 R to Kt 4	Resigns.

(a) The object of this move is not quite apparent, but whatever the intention, the move must be considered inferior, since he weakens the only side upon which he could Castle with security.

(b) Now comes the attack usual in this defence, upon the weak spot, the Q P.

(c) Allowing Black to get rid of the weak Q P, gives White the compensating advantage of a well-occupied open file.

(d) Obviously if 17. . . . Q takes P, then 18 Kt to Q 5, &c.

(e) White retains the upper hand. After the exchange of Queens he remains with three pawns to two on the Queen's side, command of the open file, and Black's Knight pinned, advantages enough to win the ending.

(f) 22. . . . K R to Q sq would not have been any better.

(g) One weakness engenders another. Schlechter illustrates this throughout the game. Black ingeniously defended temporarily the Q Kt P, but gets an isolated Q P instead.

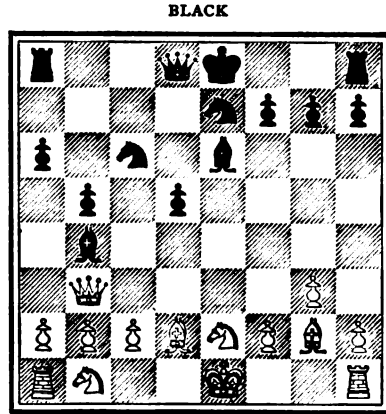
(h) He could get the Q B P in exchange for his pawn, but without bettering the position. The game is lost. White has only to play it accurately, which Schlechter does.

## SICILIAN DEFENCE

WHITE	BLACK
W. Cohn	D. Janowsky
1 P to K 4	P to Q B 4
2 Kt to Q B 3	P to K 3
3 P to K Kt 3 (a)	P to Q 4
4 P t. P (b)	P t. P
5 P to Q 4	B to K 3
6 B to Kt 2 (c)	P t. P
7 Q t. P (d)	Kt to Q B 3
8 Q to Q R 4	B to Q Kt 5
9 B to Q 2 (e)	P to Q R 3
10 K Kt to K 2 (f)	P to Q Kt 4
11 Q to Kt 3	K Kt to K 2
12 Kt to Q Kt sq	P to Q 5
13 B t. Kt, ch (g)	Kt t. B
14 Q to Q 3	Q to Q 4
15 R to B sq	Kt to K 4
16 Q to Kt 3	Q to Kt 7
17 Q t. B	Kt to B 6, ch
18 K to Q sq	Q t. R, ch
19 B to K sq	B to B 5
20 Kt to B 4	P to Q R 4

WHITE	BLACK	
W. Cohn	D. Janowsky	No. 85
21 Q to Q 2	Castles (K R)	

Position after White's 12th move.



WHITE	
22 Kt to Q 3	K R to K sq
Resigns.	

(a) This development is not so frequently adopted as 3 Kt to B 3, P to Q 4; 4 P to Q 4, &c.

(b) Inferior to 4 P to Q 3. White does not require the Bishop's diagonal open, and ought to develop the B at Kt 2. Obviously the capture of the pawn gives Black an open game.

(c) Better would have been 6 K Kt to K 2, Kt to Q B 3; 7 B to Kt 2 without losing time as in the text, where Black gains a move by attacking the Queen with Kt to Q B 3.

(d) The alternative 7 Q Kt to K 2 would be answered with 7. . . . B to Kt 5 ch; 8 B to Q 2, B to Q B 4 defending the pawn.

(e) Now comes a serious omission, viz., to dislodge the Bishop with 9 P to Q R 3.

(f) 10 Q Kt to K 2, so as to provide an escape for the Queen, would have been superior.

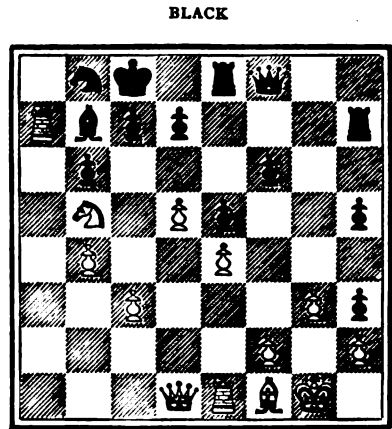
(g) If 13 Q to Q 3, then 13. . . . Castles threatening B to B 5. There are also a number of other variations at Black's disposal. Still it would have been more favourable than the move in the text, which is immediately fatal, and enables Janowsky to finish the game brilliantly.

## FRENCH DEFENCE

	WHITE	BLACK
No. 86	J. H. Blackburne	S. Tinsley
1	P to K 4	P to K 3
2	P to Q 4	P to Q Kt 3 (a)
3	B to Q 3	B to Kt 2
4	Kt to K R 3	Q to K 2 (b)
5	Castles	Kt to Q B 3
6	P to Q B 3	Castles
7	P to Q Kt 4	P to K Kt 4 (c)
8	P to R 4	P to B 3
9	P to R 5	Kt to Kt sq
10	P t. P	R P t. P
11	Kt to R 3	Kt to K R 3
12	R to K sq	P to K 4
13	P to Q 5	P to Kt 5
14	Kt to Q Kt 5	R to K sq
15	B t. Kt	P t. Kt
16	B t. B	Q t. B
17	P to Kt 3	P to R 4
18	R to R 7	R to R 2
19	B to B sq (d)	P to R 5
20	Q to R 4	P t. P
21	R t. B	P t. B P, ch

	WHITE	BLACK
	J. H. Blackburne	S. Tinsley
22	K t. P	P to Q 3

Position after White's 19th move.



23 Q to R 8 (e) Resigns.

(a) The Queen's Fianchetto is not a good continuation of the French Defence.

(b) Blocking his own pieces, unless he had the double Fianchetto in view, or perhaps castling Q R; the latter being the case, he might have selected a weaker opponent than Blackburne to experiment upon.

(c) A good idea to get an open file for the pawn. But Blackburne proceeds with his attack.

(d) To free the Queen's file and to prevent Black's P to Q 3, because of B takes P ch; and if Kt to Q 2, then Q to R 4 wins in a few moves.

(e) We only illustrate the position because of the neat finish.

## FRENCH DEFENCE

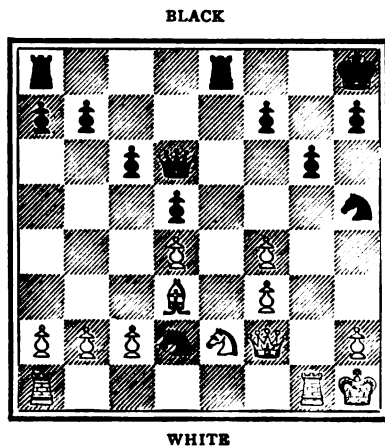
	WHITE	BLACK
No. 87	J. H. Blackburne	J. W. Showalter
1	P to K 4	P to K 3
2	P to Q 4	P to Q 4
3	P t. P	P t. P
4	Kt to K B 3	Kt to K B 3
5	B to K B 4 (a)	B to Q 3
6	B to Kt 3	Castles
7	Kt to B 3	P to B 3

	WHITE	BLACK
	J. H. Blackburne	J. W. Showalter
8	B to Q 3 (b)	R to K sq, ch
9	Kt to K 2	B to K Kt 5
10	Castles (c)	B t. Kt
11	P t. B	Kt to R 4
12	Q to Q 2	Q to B 3
13	B t. B	Q t. B
14	Q to Kt 5	P to K Kt 3

WHITE	BLACK
15 K to R sq	Kt to Q 2
16 R to K Kt sq	K to R sq
17 P to K B 4	Q Kt to B 3
18 Q to R 4	Kt to K 5
19 P to K B 3	Kt to Q 7 (d)
20 Q to B 2	Kt to B 5
21 B t. Kt	P t. B
22 R to Kt 4 (e)	P to K B 4
23 R to R 4	R to K 2
24 Kt to Kt 3	Kt to Kt 2 (f)
25 R to K Kt sq	Q R to K sq
26 P to B 3	R to K 6
27 Kt to K 4 (g)	P t. Kt
28 Q t. R	Kt to B 4
29 Q to K sq	Kt t. R
30 Q t. Kt	P t. P
31 R to K B sq	Q to Q 4
32 K to Kt sq	R to K 7
33 R to B 2	R to K 8, ch
34 R to B sq	R t. R, ch
35 K t. R	Q to K 3
36 K to Kt sq	Q to K 6, ch
37 Q to B 2	Q t. K B P
38 Q to K sq	Q to Kt 5, ch
39 Q to Kt 3	Q t. Q, ch
40 P t. Q	P to K Kt 4
41 P to K Kt 4	P to K R 4

WHITE	BLACK
42 P t. P	K to Kt 2
43 P to Kt 3	P to Kt 4
44 K to B 2	P to K Kt 5
45 K to Kt 3	K to R 3

Position after White's 20th move.



46 P to R 4	P t. Kt P
47 P t. Kt P	P t. P
48 P to Q 5	P to Kt 7
Resigns.	

(a) The sortie of the Bishop is premature. Anyhow at B 4 it is unfavourably placed, as Black opposes it with B to Q 3.

(b) 8 B to K 2 should be played now.

(c) This gives Black the advantage after 10. . . B takes Kt. White might have prepared to Castle Q R instead.

(d) A pretty manœuvre, compelling White to withdraw the Queen; also, White having advanced the K B pawns, Black may eventually force an entry of the Rooks into the enemy's camp.

(e) He has no other means of defending the B P; but the remedy is as bad as the evil, since his Rook remains out of play after Black's P to K B 4.

(f) 24. . . Kt takes P might involve unnecessary complications after 25 Q to Q 2. There is no hurry. The pawns remain weak.

(g) Precipitating matters, as he loses the exchange back on the next move, and the game is lost, Mr. Showalter finishing it prettily.

## FRENCH DEFENCE

No. 88	WHITE		BLACK	
	W. Steinitz	J. W. Showalter	W. Steinitz	J. W. Showalter
1	P to K 4	P to K 3	27	B t. R
2	P to Q 4	P to Q 4	28	K to B 2
3	P to K 5 (a)	P to Q B 4	29	P to R 5
4	P to Q B 3	Kt to Q B 3	30	Kt to Q 2
5	Kt to B 3 (b)	Q to Kt 3 (c)	31	B t. Kt
6	B to K 2	B to Q 2	32	K to K 2
7	Castles	R to B sq	33	K to Q 3
8	P to Q Kt 3	P t. P	34	P to K 4
9	P t. P	K Kt to K 2 (d)	35	K t. P
10	Kt to R 3	Kt to B 4	36	K to Q 3
11	Kt to B 2	Kt to Kt 5	37	B to B 3
12	Kt to K 3 (e)	Kt t. Kt	38	P to R 3
13	P t. Kt	B to K 2	39	B to K sq
14	Kt to K sq	Castles	40	P to Kt 4
15	P to Q R 3	Kt to B 3	41	P t. P
16	P to Q Kt 4	P to B 3	42	B to Q 2
17	P t. P	B t. B P	43	B to K sq
18	Kt to B 3	Kt to K 2	44	B to B 2
19	B to Q 2	B to Q Kt 4	45	B to K sq
20	B t. B	Q t. B	46	B to B 2
21	P to Q R 4	Q to Q 6	47	B to K sq
22	Q to Kt sq	Q t. Q	48	B to Q 2
23	Q R t. Q	R to B 7	49	B to R 6
24	Q R to B sq	K R to B sq	50	B to K 3
25	R t. R	R t. R	51	B to Q 2
26	R to B sq	R t. R, ch (f)		

(a) One of the earliest variations ; abandoned many years ago, revived by L. Paulsen, adopted by Steinitz, and afterwards abandoned by him. It was the forerunner of the interesting variations arising from 3 Kt to Q B 3, Kt to K B 3 ; 4 P to K 5, &c.

(b) In this variation P to K B 4 would be inferior, because it allows Black's Knight to R 3.

(c) The oldest form of development ; 5. . . . B to Q 2, or at once 5. . . . P to B 3 is preferable.

(d) P to B 3 must be played. The text move allows 10 Kt to R 3, followed by the Kt to B 2 defending the Q P.

(e) Mr. Steinitz plays with good judgment and keeps the centre well defended.

(f) There is no more interest in the remainder. The position should legitimately result in a draw, although White may have given away a slight chance with 34 P to K 4.

## FRENCH DEFENCE

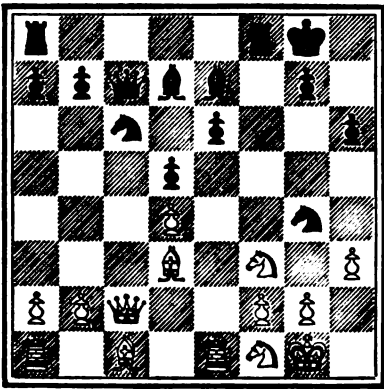
WHITE	BLACK	WHITE	BLACK	No. 89
W. Steinitz	S. Tinsley	W. Steinitz	S. Tinsley	
1 P to K 4	P to K 3	12 Kt to Kt 3	Kt to K Kt 5	
2 P to Q 4	P to Q 4	13 B to K 3	Q to B 3	
3 P to K 5	P to Q B 4	14 B to B 2	Kt to Kt 5 (a)	
4 P to Q B 3	Kt to Q B 3	15 B to Kt sq	Q R to B sq	
5 Kt to B 3	P to K B 3	16 P to Q R 3	B t. P, ch (b)	
6 K P t. P	Kt t. B P	17 Kt t. B	Kt t. B	
7 B to Q 3	B to Q 3	18 P t. Kt	Q to B 7, ch	
8 Castles	Castles	19 K to R sq	Kt to B 7	
9 R to K sq	B to Q 2	20 R to K 2 (c)	Kt t. K P	
10 Q Kt to Q 2	P t. P	21 Q to Q 3	Resigns.	
11 P t. P	P to K R 3			

(a) Only affording a temporary relief, as after the Knight is dislodged White can again threaten mate with Q to Q 3. The latter is White's main threat at present, and Black should provide for it at once. His defence was unsatisfactory. It would appear as if he had overlooked this danger, for to guard the square at his R 2 he would have to move the K Kt P, followed by R to K B 2, or Q to Kt 2, and such a position would be untenable in the long run.

(b) More violent than sound.

(c) Even if he had not this resource, there would be no danger. But this move settles matters speedily.

## FRENCH DEFENCE

WHITE	BLACK	WHITE	BLACK	No. 90
G. Maroczy	S. Tinsley	G. Maroczy	S. Tinsley	
1 P to K 4	P to K 3	20 Q to R 7, ch	K to B 2	
2 P to Q 4	P to Q 4	Position after White's 14th move.		
3 P to K 5	P to Q B 4	BLACK		
4 P to Q B 3	Kt to Q B 3			
5 Kt to B 3	P to B 3			
6 B to Q 3	Q to B 2 (a)			
7 P t. K B P (b)	K Kt t. P			
8 Castles	B to K 2 (c)			
9 R to K sq	Castles			
10 Q Kt to Q 2	P t. P			
11 P t. P	Kt to K Kt 5 (d)			
12 Kt to B sq	B to Q 2			
13 Q to B 2	P to K R 3			
14 P to K R 3	Kt t. B P (e)			
15 Q t. Kt	Kt t. P			
16 B to K 3	Kt t. Kt, ch (f)			
17 P t. Kt	B to Q 3			
18 Q to Kt 2	B to B 5 (g)			
19 Q to Kt 6	R to B 3	21 R to K 2	Q to K 4 (h)	

WHITE	BLACK	WHITE	BLACK
22 B t. Q R P	Q to R 4	28 Q to Kt 6	B to K sq
23 R to Kt 2	R to K Kt sq	29 R to Kt 3	Q to R 5
24 Kt to Kt 3	Q t. R P	30 Q t. K P	Q to Q sq
25 Kt to K 2	B to Q 3	31 R to Q B sq	B to B 3
26 P to B 4	K to B sq	32 B to K Kt 6	B to K sq
27 B to Q 4	R to B 2	33 R to B 8	Resigns.

(a) Q to Kt 3 is the usual move, but the text move may pass muster.

(b) B to K B 4 seems better.

(c) B to Q 3 must be better. It fixes White's K Kt temporarily at any rate.

(d) Either B to Q 3 or B to Kt 5 would have been better. He plays, however, for the tempting but unsound attack.

(e) He gets two pawns for the piece; but this is not enough, as White reassumes the attack shortly.

(f) 16. . . . Kt to B 3 might be considered. He remains with two good passed pawns, which are of some value after all.

(g) R to B 3 would have been a good move now.

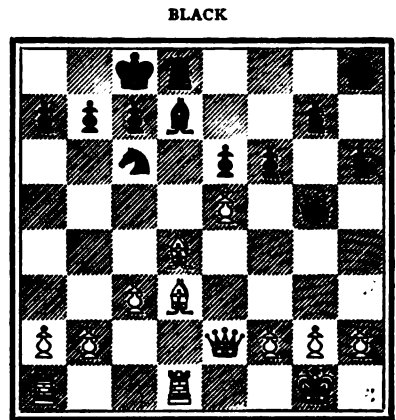
(h) Not good, of course, but he would probably have lost the game anyhow.

## FRENCH DEFENCE

No. 91	WHITE R. Teichmann	BLACK S. Tinsley
1	P to K 4	P to K 3
2	P to Q 4	P to Q 4
3	Kt to Q B 3	P t. P
4	Kt t. P	Kt to K B 3
5	Kt t. Kt, ch (a)	Q t. Kt
6	Kt to B 3	P to K R 3
7	B to Q 3	B to Q 3
8	Q to K 2	Kt to B 3
9	P to B 3	B to Q 2
10	Castles	Kt to K 2 (b)
11	Kt to K 5	B t. Kt
12	P t. B	Q to R 5
13	R to Q sq (c)	Castles QR (d)
14	B to K 3	Kt to B 3
15	B to Q B 5	Q to Kt 4
16	B to Q 4	P to B 3 (e)
17	B to K 3 (f)	Q t. P
18	P to K B 4	Q to Q 3 (g)
19	P to Q Kt 4	P to K Kt 4 (h)
20	B to R 6	Q to K 2
21	Q to Kt 5	P t. B

WHITE R. Teichmann	BLACK S. Tinsley
22 Q t. P, ch	K to Kt sq

Position after Black's 16th move.



WHITE	BLACK
23 P to Kt 5	B to B sq



WHITE	BLACK	WHITE	BLACK
24 Q to R 4	R t. R, ch	27 R to Kt sq, ch	K to R sq
25 R t. R	P t. P	28 Q to Kt 5 and mates in	
26 P t. Kt	P t. B	four moves.	

(a) A developing move, such as 5 B to Q 3 would be better.

(b) Probably intending to Castle K R, when 11 Q to K 4 would have to be provided against with Kt to Kt 3. But he might have Castled Q R at once with a good game.

(c) Intending to withdraw B to B 2, and to attack the Queen with R to Q 4.

(d) There is no need for Castling immediately. He should have placed B to B 3 first; he might then have Castled K R.

(e) The simple 16. . . . Kt takes B; 17 P takes Kt, B to B 3; 18 B to K 4, B takes B would have been much better. The text move cuts off the retreat of the Queen, and gives White an opportunity for a singularly pretty combination.

(f) Apparently he could have played at once B to K 3 instead of first B to Q 4, but then Black need not have placed his Queen on the dangerous Q file; now he has no other move after 18 P to K B 4.

(g) If 18. . . . Q to Q R 4, then 19 P to Q R 4, leaving the Queen in danger.

(h) He should have withdrawn the Queen, and if 20 P to Kt 5, then 20. . . . Kt to R 4; 21 B takes P, P to Q Kt 3. After the text move the game is lost for Black, and prettily finished by Teichmann.

## FRENCH DEFENCE

WHITE	BLACK	WHITE	BLACK	No. 92
C. Schlechter	S. Tinsley	C. Schlechter	S. Tinsley	
1 P to K 4	P to K 3	19 Q R to Q sq	Q to K Kt 4	
2 P to Q 4	P to Q 4	20 B to K 4	Q to K 4	
3 Kt to Q B 3	P t. P	21 K R to K sq	R to K sq	
4 Kt t. P.	Kt to K B 3	22 B t. B	Q to B 4, ch	
5 B to Q 3	Q Kt to Q 2	23 Q to B 2	Q t. B	
6 Kt t. Kt, ch	Kt t. Kt	24 Q to Q 4	Kt to B 3	
7 Kt to B 3	B to Q 3	25 P to Q Kt 3	P to Q Kt 3	
8 Castles	Castles	26 R to Q 3	K to B sq	
9 Q to K 2	B to Q 2	27 R to K B 3	Q to Q 3	
10 B to K Kt 5	P to K R 3 (a)	28 Q to R 4	P to K 4	
11 B to R 4	B to B 3	29 P to K R 3	P to B 4	
12 Kt to K 5	B t. Kt	30 R (B 3) to B sq	Q to Q 5, ch	
13 P t. B	Q to Q 4	31 Q to B 2	P to K 5	
14 P to K B 4	Kt to Q 2 (b)	32 R to Q sq	Q t. Q, ch (c)	
15 P to B 4 (c)	Q to Q 5, ch (d)	33 R t. Q	K to K 2	
16 B to B 2	Q t. K B P	34 P to K Kt 4	K to K 3 (f)	
17 B to Q B 5	Q t. P	35 K to Kt 2	R to K 2	
18 B t. R	R t. B	36 K to Kt 3	P to R 3	

WHITE	BLACK	WHITE	BLACK
37 K to B 4	P to Q Kt 4	43 R t. R	Kt t. R
38 R (B 2) to Q 2	P to Kt 4, ch	44 R to B 5, ch	K to K 3
39 K to K 3	K to K 4	45 P t. P	Kt to K sq
40 R to K B sq	R to B 2	46 R t. B P	Kt to Q 3
41 R(Q 2) to K B 2	Kt to K sq	47 K to Q 4	Resigns.
42 R t. P	P t. P		

(a) In view of White's intended Kt to K 5, it would have been better to play 10. . . . B to B 3 at once. The reason will be seen a few moves later.

(b) Without 10. . . . P to K R 3, White's Bishop would have stood at K Kt 5, and assuming Schlechter to have continued as in the text—as was his intention—Black could now have played 14. . . . Kt to K 5, attacking the B at Kt 5. An exchange of pieces would then have taken place, with an even game.

(c) A continuation which wins the exchange, but at too high a price.

(d) Had Black not intended to give up the exchange, he could have played 15. . . . Q to B 4 ch; 16 B to B 2, Q to K 2, &c.

(e) The exchange of Queens is a mistake. White could never have won the game with Queens on the board.

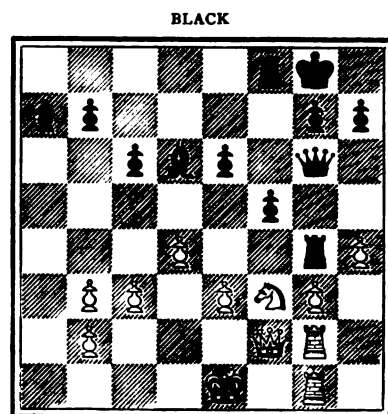
(f) It would have been better now to challenge Rooks with R to Q sq, as Black's position is uncomfortable, having to provide against the doubling of the Rooks on the K B file. As played the result was only a matter of time.

### FRENCH DEFENCE

No. 93	WHITE H. E. Bird	BLACK S. Tinsley
1	P to K 4	P to K 3
2	P to Q 4	P to Q 4
3	Kt to Q B 3	P t. P (a)
4	Kt t. P	Kt to K B 3
5	B to Kt 5	Q Kt to Q 2
6	Kt to K B 3	B to K 2
7	Kt t. Kt, ch	Kt t. Kt
8	P to B 3 (b)	Kt to Q 4
9	B to K 3 (c)	Kt t. B
10	P t. Kt	B to R 5, ch
11	P to K Kt 3	B to Kt 4
12	K to B 2 (d)	Castles
13	P to K R 4	B to K 2
14	B to Q 3	P to K B 4
15	K to Kt 2	B to Q 2
16	R to K B sq	B to Q B 3
17	Q to K 2	B to Q 3
18	R to K Kt sq (e)	R to B 3
19	K to B 2	R to Kt 3
20	R to Kt 2	Q to B 3

WHITE H. E. Bird	BLACK S. Tinsley
21	Q R to K Kt sq R to Kt 5

Position after White's 29th move.



WHITE	BLACK
22 B to Kt 5	B to K 5

WHITE	BLACK	WHITE	BLACK
23 B to Q 3	B to B 3	43 Q to Kt 4	Q to B 4
24 B to Kt 5	B to Q 4	44 Q t. Q	P t. Q
25 B to B 4	P to B 3	45 P to Kt 4	P to Q Kt 4 ( <i>l</i> )
26 B to Kt 3	R to K B sq	46 K to Q 3	K to B 2
27 K to K sq	Q to Kt 3	47 Kt to R 4	K to K 3
28 Q to K B 2	B t. B ( <i>f</i> )	48 P to K 4	P t. P, ch
29 P t. B	P to B 5 ( <i>g</i> )	49 K t. P	P to Kt 4
30 Kt P t. P	Q to Kt 8, ch	50 P to B 5, ch	K to B 3
31 K to K 2	Q t. P, ch	51 Kt to Kt 6	B to Kt 6 ( <i>m</i> )
32 K to B sq ( <i>h</i> )	Q to Kt 8, ch, ( <i>i</i> )	52 Kt to K 5	B to K 8
33 Kt to K sq	R t. R	53 Kt to Kt 4, ch	K to Kt 2
34 Q t. R	R to B 2	54 P to B 6, ch	K to B 2
35 Q to Q B 2	Q to R 8 ( <i>j</i> )	55 K to B 5	B t. P
36 K to K 2	Q to R 4	56 Kt t. P, ch	K to B sq
37 R to Kt 5	Q to B 2	57 K to Kt 6	B t. K P
38 Kt to B 3	P to K R 3 ( <i>k</i> )	58 Kt to Kt 4	P to R 4
39 R to Kt 6	Q to K 2	59 P to R 6	K to Kt sq
40 Q to K 4	R to B 3	60 P to R 7, ch	K to R sq
41 P to R 5	R t. R	61 Kt to R 6	Resigns.
42 Q t. R	Q to B 2		

(a) This variation of the defence was frequently played by Burn successfully in Vienna.

(b) Preferable is 8 B to Q 3.

(c) Either B takes B, or B to Q 2 (the latter for choice), would be better.

(d) Q to Q 3 would have defended the K P, and threatened at the same time to win a piece with Q to Kt 5 ch.

(e) The game could have been simplified with 18 P to K 4, P takes P; 19 B takes B, and if B takes B, Black remains with an isolated K P, and White with Knight against Bishop; and if 18. . . . P to B 5, then 19 Kt to Kt 5, followed by B to B 4, with a very good game.

(f) Black manoeuvred well, and has now a promising attack. However, this exchange is of doubtful value.

(g) He had this combination in view when changing Bishops, but it was premature; he should have played first R to B 2.

(h) 32 Kt to Q 2 at once seems better.

(i) He might now have played for a draw with Q takes Q ch, and R takes R ch.

(j) He should have changed Queens now at any rate.

(k) Also a weak move. It lets the Rook in at Kt 6, attacking the K P.

(l) K to B 2 is necessary here, for White might have played Kt to R 4, winning a valuable pawn.

(m) Black missed a chance here with 51. . . . P to Kt 5. After the text move Bird wins prettily.

## FRENCH DEFENCE

No. 94	WHITE		BLACK		WHITE		BLACK	
	J. H. Blackburne		F. J. Lee		J. H. Blackburne		F. J. Lee	
1	P to K 4		P to K 3		23	Kt to B 3	Kt to K 3	
2	P to Q 4		P to Q 4		24	P to K R 4	K to Kt 2	
3	Kt to Q B 3		Kt to K B 3		25	P to R 5	Q to Q sq	
4	B to Q 3		B to Kt 5		26	Kt to K 5	Kt t. Kt	
5	P t. P		P t. P		27	Q t. Kt, ch	K to R 3	
6	Kt to B 3		Castles		28	P t. P	R P t. P	
7	Castles		B to Kt 5		29	P to K B 4	Kt to Kt 2	
8	B to K Kt 5		P to B 3		30	K to Kt 2	P to K B 4	
9	Kt to K 2		Q Kt to Q 2		31	Q to K sq	Kt to R 4	
10	Kt to Kt 3		Q to B 2		32	P to B 3	K to Kt 2	
11	P to K R 3		B to K 3		33	Q to K 5, ch	K to B 2	
12	Kt to R 4 (a)		B to Q 3 (b)		34	P to K Kt 4	P t. P	
13	Q Kt to B 5		B t. Kt		35	P to B 5	P t. P	
14	Kt t. B		B to B 5 (c)		36	Q t. B P, ch	Kt to B 3	
15	B t. B		Q t. B		37	Q to Kt 6, ch	K to B sq	
16	P to K Kt 3		Q to B 2		38	Q to R 6, ch	K to Kt sq	
17	R to K sq (d)		P to K Kt 3		39	Q to Kt 5, ch	K to B sq	
18	Kt to R 4		K R to K sq		40	Q to R 6, ch	K to Kt sq	
19	Q to Q 2		R t. R, ch		41	Q to Kt 6, ch	K to B sq	
20	R t. R		R to K sq		42	Q to R 6, ch	K to Kt sq	
21	R t. R, ch		Kt t. R		43	Q to Kt 5, ch	K to B sq	
22	Q to K 3		Kt to Kt 2			Drawn.		

(a) Intending P to K B 4.

(b) Black cleverly prevents the advance.

(c) Well played again.

(d) Leading only to exchanges. The only chance, accompanied perhaps with some risk, would have been K to R 2, and the advance of the King's side pawns. As played it is a hopeless draw.

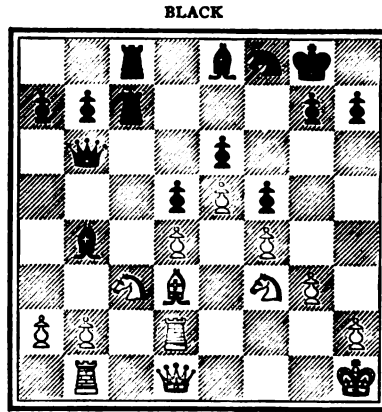
## FRENCH DEFENCE

No. 95	WHITE		BLACK		WHITE		BLACK	
	H. E. Bird		J. W. Showalter		H. E. Bird		J. W. Showalter	
1	P to K 4		P to K 3		12	Castles	R to B 2	
2	P to Q 4		P to Q 4		13	K to R sq	Kt to B sq	
3	Kt to Q B 3		Kt to K B 3		14	B to Kt 2	B to Q 2	
4	P to K 5		K Kt to Q 2		15	R to B 2	R to B sq	
5	Q Kt to K 2		P to Q B 4		16	Kt to B 3	Kt to R 4	
6	P to Q B 3		Kt to Q B 3		17	B to B sq (c)	B to K sq	
7	P to K B 4		Q to Kt 3		18	R to Kt 2 (d)	B to Kt 5	
8	Kt to B 3		B to K 2		19	B to Q 3	K R to B 2 (e)	
9	P to K Kt 3 (a)		Castles		20	B to Q 2	Kt to B 5	
10	B to R 3 (b)		P t. P		21	R to Q Kt sq	Kt t. B	
11	P t. P		P to B 4		22	R t. Kt	B to K R 4	

WHITE	BLACK
23 R to K B 2 (f)	B t. Kt, ch
24 Q t. B	Q t. P
25 Kt to K 2	Q to Kt 3
26 R to Kt 2 (g)	P to Kt 3
27 P to Kt 4	P t. P
28 R t. P	R to Kt 2
29 P to K R 4	B to Q 7
30 R to Kt 3	R(B sq) to B 2
31 P to R 5 (h)	P t. P
32 Q R to Kt sq	P to R 5
33 R t. R, ch	R t. R
34 R t. R, ch	K t. R
35 P to B 5	Q to K 6
36 P to B 6, ch	K to R 3
37 Q to Kt 4	Q to Kt 4
38 Q to Kt 2	B to K 6
39 Kt to B 3	B to Q 5
40 Kt to Kt 5	Q t. Q, ch
41 K t. Q	B t. Kt P
42 Kt to Q 6	K to Kt 4
43 Kt t. P	B t. P

WHITE	BLACK
44 P to B 7	K to B 3

Position after White's 22nd move.



WHITE	BLACK
45 Kt to Q 8	B to B 2

Resigns.

(a) The K B plays an important rôle in all forms of the French Defence. White must endeavour to keep it in an active position either at Q 3, or temporarily at K 2. It being therefore necessary to remove the Kt at K 2, (whereupon 9. . . . P takes P; 10 P takes P, B to Kt 5 ch; 11 K to B, &c.,) White might play the precautionary 9 P to Q R 3, threatening P to Q Kt 4, and preventing B to Kt 5 ch, if he does not want to lose the right of Castling.

(b) The B at R 3 is of no use, and only causes loss of time, as it has to be withdrawn.

(c) Another (necessary) Bishop's move, which clearly shows the faulty initial development.

(d) If intended to support an advance of the K Kt P it is useless, as Black is perfectly secure on the King's side under the protection of R, Kt, and B. The battle will be transferred to the Queen's side by Black, as he is stronger there.

(e) It is not quite clear why he could not play 19. . . . B takes Kt. If 20 R to B 2, then 20. . . . B to R 5; but if 20 P takes B, R takes P; 21 R to Q Kt sq with some attack.

(f) A difficult position to defend. 23 B to K 2 would have been better.

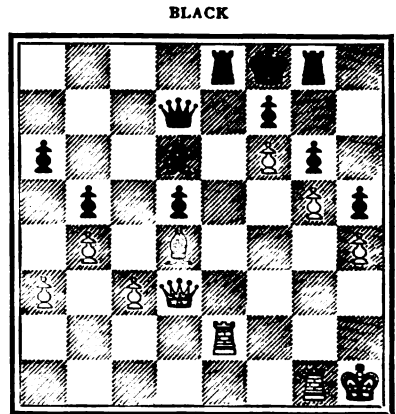
(g) Returning to the earlier contemplated attack on the King's side, but with diminished chances of success.

(h) The only means of opening the Knight's file; but the result is the loss of another pawn. However, he has to advance or to resign. The game is untenable.

## FRENCH DEFENCE

No. 96	WHITE	BLACK	WHITE	BLACK
	J. Mason	F. J. Lee	J. Mason	F. J. Lee
1	P to K 4	P to K 3	41	R(B sq)to QR sq Q to K sq
2	P to Q 4	P to Q 4	42	Kt to Q 2 B to Q B 3
3	Kt to Q B 3	Kt to K B 3	43	Kt to B sq R to K R sq
4	P to K 5	K Kt to Q 2	44	Kt to K 3 B to Q 2
5	Kt to B 3 (a)	P to Q B 4	45	R to K B 2 K to Kt sq
6	P t. P	Kt to Q B 3	46	R to K Kt sq K to B sq
7	B to K B 4 (b)	B t. P	47	Kt t. P P t. Kt
8	B to Q 3	Kt to Kt 5	48	P to K 6 R to K Kt sq
9	Castles	Kt t. B	49	P t. B Q t. P
10	Q t. Kt (c)	B to K 2	50	P to B 5 R to B 2
11	Kt to Q 4	Kt to B sq		
12	B to Kt 3	P to Q R 3		
13	P to B 4	P to K Kt 3		
14	B to B 2	B to Q 2		
15	Q R to Q sq	Q to R 4		
16	P to Q R 3	R to B sq		
17	K to R sq	P to K R 4		
18	Kt to Kt 3	Q to Q sq		
19	B to Q 4	B to Q B 3		
20	Q to K 3	Kt to Q 2		
21	Kt to Q 2	P to Q Kt 4		
22	Kt to B 3	B to Kt 2		
23	P to Q Kt 4	R to B 3		
24	R to B 2 (d)	Kt to Kt 3		
25	Kt to Q 2	Kt to B 5		
26	Kt t. Kt	R t. Kt		
27	Kt to Kt sq	Castles		
28	P to B 3	R to B 3		
29	Kt to Q 2	K to R 2		
30	Kt to Kt 3	B to R sq		
31	Kt to R 5	R to B sq		
32	Q to R 3	R to R sq		
33	P to Kt 4	K to Kt sq		
34	P to Kt 5	Q to Q 2		
35	Q to Q 3	K to R 2		
36	P to K R 4	R to B 2		
37	K to R 2	K R to Q B sq		
38	R to Q B sq	R to K Kt sq		
39	Kt to Kt 3	R to B 3		
40	R to R 2	Q R to B sq		
			51	P to B 6 B to Q 3, ch
			52	K to R sq R to B sq
			53	R to K 2 R to K sq
			54	R t. R, ch (e) K t. R
			55	B to B 5 (f) B t. B
			56	P t. B K to Q sq
			57	R to Q sq R to K sq
			58	Q to Kt 3 K to B sq
			59	Q to Kt 2 R to K 5
			60	R to Q 4 (g) R to K 8, ch
				Resigns (h).

Position after Black's 53rd move.



WHITE

(a) 5 Q Kt to K 2, in order to support the Q P with P to Q B 3, is generally played here.

(b) Now he has to protect the advanced pawn with a piece.

(c) We prefer P takes Kt. If 10. . . . P to Q 5, then 11 Kt to K 4. If not P to Q 5, then 11 P to Q 4.

(d) Having to protect the Q B P loses valuable time.

(e) We leave the foregoing series of moves without comment. Mason manœuvred so well that he gradually paralysed Black's forces, and should have won the game with the greatest ease on this move by playing 54 R (Kt sq) to K sq, after which Black could never have brought his imprisoned Rook into play.

(f) There is an alternative variation with 55 R to K sq ch, K to Q sq; 56 B to Kt 6 ch, K to B sq; 57 P to R 4, &c.; but the text move is good enough, White wishing to exchange Bishops, because of the exposed position of his King.

(g) This is a blunder.

(h) For if 61 K to R 2, then 61. . . . Q to B 2 ch; 62 K to R 3 (if Q to Kt 3, then R to R 8 ch, &c.), R to K 6 ch, and wins.

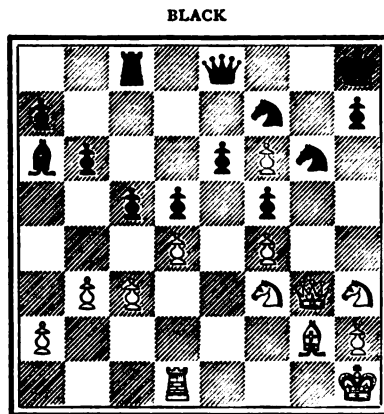
## FRENCH DEFENCE

No. 97

WHITE	BLACK
H. E. Bird	F. J. Lee
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 P to K 5	K Kt to Q 2
5 Q Kt to K 2 (a)	P to Q B 4
6 P to Q B 3	Kt to Q B 3
7 P to K B 4 (b)	Q to Kt 3
8 Kt to B 3	B to K 2
9 P to K Kt 3 (c)	Castles
10 B to R 3	P to B 4
11 Castles	Q to Q sq
12 K to R sq	P to Q Kt 3
13 R to K Kt sq	K to R sq
14 B to K 3	B to Kt 2
15 P to K Kt 4	P to K Kt 3
16 Q to K sq	B to R 3
17 R to Q sq (d)	R to B sq
18 R to Kt 2 (e)	Kt to R 4
19 P to Kt 3	R to K Kt sq
20 Kt P t. P	Kt P t. P
21 R t. R, ch	K t. R
22 Kt to Kt 3	K to R sq
23 B to B 2	Kt to Q B 3
24 B to B sq	B to Kt 2
25 B to Kt 2	Q to B sq
26 Kt to K 2	B to R 3
27 Kt(K2)toKtsq	Kt to Q sq
28 Kt to R 3	Kt to B 2

WHITE	BLACK
H. E. Bird	F. J. Lee
29 B to R 4	Q to K sq
30 Q to Kt 3	Kt to B sq
31 B to B 6, ch	B t. B
32 P t. B	Kt to Kt 3
33 Kt to K 5 (f)	Q to Kt sq

Position after Black's 32nd move.



WHITE	BLACK
34 Kt to Kt 5	Kt(Kt3)t.Kt
35 Q P t. Kt	Kt t. Kt
36 P t. Kt	B to K 7
37 R to K sq	B to Kt 5
38 Q to B 4	R to Q sq

H

WHITE	BLACK	WHITE	BLACK
39 P to K R 3	B to R 4	49 Q to K sq	Q t. P, ch
40 R to K 3	P to Q 5	50 K to B sq	R to Q 5
41 R to Kt 3	P t. P	51 Q to K 2	Q to Kt 6
42 R t. P	R to Q 5	52 Q to K Kt 2	Q t. Q, ch
43 Q to Kt 3	P to B 5	53 K t. Q	B t. B, ch
44 Q to R 4	Q to Kt 3	54 K t. B	K to Kt 2
45 K to R 2	P to K R 3	55 K to Kt 4	K to Kt 3
46 P to B 7	Q t. B P	56 R to B 3	P to R 4, ch
47 B to B 3	R to Q 7, ch	Resigns.	
48 K to Kt sq	Q to Kt 3		

(a) 5 P to K B 4, P to B 4 ; 6 P takes P, &c., yields a more sustained attack.

(b) In the 3 P to K 5 variation this move must not be played, because it allows Black's Kt to K R 3 ; here, however, the situation is different.

(c) He might have been a little bolder with P to K Kt 4 or P to K R 4, but the safer continuation is good enough.

(d) This is necessary, to prevent B to Q 6.

(e) We suggest 18 Kt P takes P, Kt P takes P ; 19 Kt to Kt 3, followed by B to B sq, and doubling Rooks on the open Kt file. White would then get a telling attack.

(f) A most interesting and difficult position. It is clear that White's B at Kt 2 is of no use. Therefore the initial step should be 33 B to B sq, to exchange or dislodge Black's Bishop, which threatens either B to K 7 or B to Q 6. If 33. . . . B takes B, then 34 R takes B ; and now the question is what will Black do. If 34. . . . Kt to R 3, then 35 Kt (R 3) to Kt 5, P takes P ; 36 Kt takes Q P, and wins. If 35. . . . Q to B sq, then 36 Q to R 3, Kt takes P ; 37 Q takes Kt, Q takes Q ; 38 Kt to B 7 ch, and wins. If 34. . . . Kt to Q 3, then 35 Kt (R 3) to Kt 5, Kt to K 5 ; 36 Kt takes Kt, Q P takes Kt ; 37 Kt to K 5, followed by R to K Kt sq with advantage. There are a number of other interesting variations. Missing the right continuation he drifted from bad to worse, losing a hard-fought and well-played game.

## FRENCH DEFENCE

No. 98	WHITE W. Cohn	BLACK S. Tinsley	WHITE W. Cohn	BLACK S. Tinsley
1	P to K 4	P to K 3	10	Q to R 5, ch (d) K to K 2
2	P to Q 4	P to Q 4	11	B to K 5 Kt t. B
3	Kt to Q B 3	Kt to K B 3	12	P t. Kt Q to Q 5 (e)
4	B to Kt 5	P t. P	13	B to Q 3 Q t. Kt P
5	Kt t. P	Q Kt to Q 2 (a)	14	R to Q sq Q t. P, ch
6	B to Q 3	P to K R 3	15	Kt to K 2 B to Q 2
7	B to R 4 (b)	P to K Kt 4	16	Castles B to K sq
8	B to Kt 3 (c)	Kt t. Kt	17	Q to R 3 P to Kt 5
9	B t. Kt	P to K B 4	18	Q to R 4, ch K to B 2





WHITE	BLACK	WHITE	BLACK
25 R to K sq	Q R to K sq	39 R to Q 7	R (B sq) to B 2
26 Kt to K 3	B t. Kt (f)	40 R to Q 8	R to B sq
27 Q t. B	Q t. Q	41 R to Q 3	R (B sq) to B 2
28 R t. Q	K to Kt 2 (g)	42 K to R 2	R to B 7
29 P to Q B 4 (h)	P t. P (i)	43 R to Q 8	R to B sq
30 B t. B P	B to B 3	44 R to Q 7	R (B sq) to B 2
31 R to Q 2	K to R 3	45 R to Q 8	R to Kt 2
32 R to Q 6	K to Kt 4	46 R to Q 3	R (Kt 2) to Q B 2
33 B to Q 5	B t. B	47 R to Q 8	R to Kt 2
34 R t. B	R to Q B 2 (j)	48 R to Q 3	R (Kt 2) to Q B 2
35 R to K 4	R (K sq) to Q B sq	49 R to Q 8	R to Kt 2
36 P to Q R 4	R to B 4	50 R to Q 3	Drawn.
37 R to Q 7	R (B sq) to B 2		
38 R to Q 8	R to B sq		

(a) Or 6. . . . P to B 4 at once, and if 7 P takes P, then 7. . . . B takes Kt ch, followed by Q to R 4. But 7 B to Q Kt 5 ch would be White's best move.

(b) If 9. . . . P to B 5, then follows the well known variation of 10 B takes P ch, K takes B; 11 Kt to Kt 5 ch, &c., winning for White.

(c) This settles any further attempt to bring about the variation mentioned in the preceding note.

(d) The K Kt is one of the most dangerous attacking pieces in this form of the French Defence, and Black judiciously exchanges it.

(e) His position is safe enough to try for a win with 21. . . . B takes Kt; 22 P takes B, Q to R 4, or Q 3, or B 2, and the doubling of the Rooks on the open Q B file.

(f) Having now to give up his powerful Bishop for the Knight, it would clearly have been better had he done so as suggested in the preceding note.

(g) Black probably missed a good chance here with 28. . . . P to K 5; 29 P takes P, P takes P; 30 B moves, B to B 3, or K to Kt 2. If White plays 29 R (Kt 2) to K 2, then 29. . . . P takes B; 30 R takes R, R takes R and wins.

(h) A good move; it stops the suggested advance of P to K 5.

(i) Of course he might try P to Q 5; 30 R to K sq, B to B 3; but he is probably satisfied with a draw as second player against such an opponent as Pillsbury.

(j) If 34. . . . K to B 5, then 35 R (Q 5) to Q 3, followed by R to K 4 ch.

A repetition of moves follows, both players being satisfied to draw.

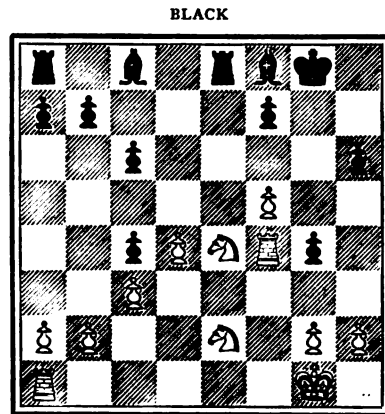
### FRENCH DEFENCE

No. 100	WHITE G. Maroczy	BLACK J. W. Showalter	WHITE G. Maroczy	BLACK J. W. Showalter
	1 P to K 4	P to K 3	3 Kt to Q B 3	Kt to K B 3
	2 P to Q 4	P to Q 4	4 B to K Kt 5	B to Kt 5 (a)

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

WHITE	BLACK
40 R to Q 7	B to B 6
41 R to Q 8	B to Q 4
42 R to Q 6, ch	K to Kt 2
43 K to Kt 3	B to K 5
44 R to K 6	B to Q 4
45 R to K 5	K to Kt 3
46 R to K 8	K to B 2
47 R to Q 8	K to Kt 2

Position after White's 23rd move.



WHITE	BLACK
48 K to R 4	B to B 6
49 R to Q 7, ch	K to Kt 3
50 R to Q 6, ch	K to Kt 2
51 R to K 6	B to Q 4
52 R to K 3	K to Kt 3
53 R to K 2	B to K 5
54 R to K sq	B to Q 4
55 R to K 3	B to K 5

Drawn.

(a) Showalter's favourite variation, which was also adopted by Lee against Schlechter and Janowsky.

(b) The best; just the same as if the obsolete 3. . . B to Kt 5 had been played.

(c) Probably intending the sacrifice of the Q B.

(d) This retreat of the Bishop condemns Black's 4th move.

(e) Dangerous, in spite of the protection of the K B.

(f) 22 Q R to Q sq, Q takes Q; 23 R takes Q would have been much better. If Black does not exchange Queens, then Kt to K 4, with a fine game.

(g) 23 Kt to B 6 ch, K to R sq; 24 Kt takes Q would have been

better. Maroczy played to win the exchange, which, however, is not a decisive advantage in this position.

(h) In the circumstances the best for drawing purposes.

(i) 28 Q R to K sq seems preferable.

(j) Had he moved 28 Q R to K sq, he might now have given up the exchange with 29 Kt to R 5, B to Q 6; 30 Kt to B 6 ch, K to Kt 2; 31 Kt takes P, B takes R; 32 R takes B. He would then remain with a better pawn position, and Knight against Bishop.

(k) Well played. He thus prevents White's P to Q R 4.

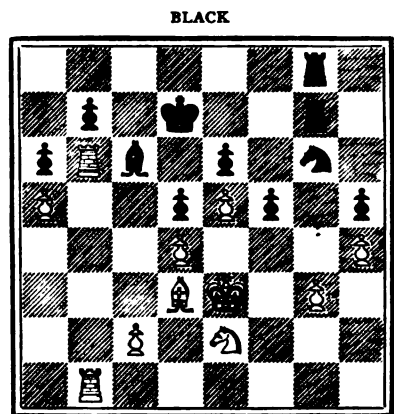
(l) There is nothing more than a draw in it now, the Bishop being able to defend the pawns, and White being unable to bring his King into play.

### FRENCH DEFENCE

No. 101	WHITE D. Janowsky	BLACK J. W. Showalter
	1 P to K 4	P to K 3
	2 P to Q 4	P to Q 4
	3 Kt to Q B 3	Kt to K B 3
	4 B to K Kt 5	B to Kt 5 (a)
	5 P to K 5	P to K R 3
	6 B to Q 2 (b)	B t. Kt
	7 P t. B	Kt to K 5
	8 B to K 3	P to Q B 4 (c)
	9 Kt to K 2	Q to R 4
	10 P to B 3	P t. P (d)
	11 B t. P	Kt to B 4
	12 Kt to B sq	Kt (B 4) to Q 2
	13 Kt to Kt 3	Q to B 2
	14 P to K B 4	Kt to Q B 3
	15 B to Q 3	Kt t. B
	16 P t. Kt	Q to B 6, ch
	17 Q to Q 2	Q t. Q, ch
	18 K t. Q	Kt to Kt 3
	19 P to Q R 4	B to Q 2
	20 Kt to B 5	B to B 3
	21 K R to Q Kt sq	Castles Q R
	22 P to R 5	Kt to Q 2
	23 Kt to R 4	K to B 2
	24 Kt to B 3	P to B 4
	25 Kt to R 2	P to K Kt 4
	26 P to K Kt 3	Q R to K Kt sq
	27 R to Kt sq	P to R 4
	28 P t. P	R t. P
	29 Kt to B 3	Kt to B sq
	30 Kt to K 2	K R to Kt sq
	31 K to K 3 (e)	Kt to Kt 3
	32 K to B 2	P to R 3

WHITE D. Janowsky	BLACK J. W. Showalter
33 K to K 3	K to Q 2
34 Q R to K B sq	K to K 2
35 P to R 3	Kt to B sq
36 P to R 4	R to Kt 5
37 R to B 4	R (Kt 5) to Kt 2
38 R to Kt sq	Kt to Kt 3

Position after Black's 41st move.



WHITE	BLACK
39 R (B 4) to B sq	K to Q 2
40 R to Kt 6	Kt to K 2
41 R (B sq) to Q Kt sq (f)	Kt to Kt 3
42 R t. P, ch (g)	B t. R
43 R t. B, ch	K to Q sq
44 R to Kt 6	Kt to B sq
45 R t. R P	R to Q B 2

WHITE	BLACK	WHITE	BLACK
46 K to B 3	K to K 2	50 R to Kt 8	R to R 6
47 Kt to B 4	R to R sq	51 R to Kt 7, ch	Kt to Q 2
48 R to R 8	R to R 3	52 P to R 7	R to R 2
49 P to R 6	R to B 6	53 K to B 2	Resigns (h).

(a) 3. . . . B to Kt 5 is notoriously an inferior move. White simply replying 4 P takes P, P takes P; 5 B to Q 3, followed by Kt to B 3, and Castles. The question is whether it is a good move now. Showalter prefers this variation, and says it is the best defence.

(b) With Lee, Janowsky played 6 B to R 4, P to K Kt 4; 7 B to Kt 3, &c. The text move appears better.

(c) 8. . . . Kt takes P would be answered with 9 Q to Kt 4.

(d) Again the B P cannot be taken because of 11 Q to Q 2.

(e) The King's move is unnecessary. As a matter of fact, in analysing the position later on with Mr. Showalter, taking the White side, we had to replace K to Q 2, because, in some variations, it is essential that Black, in advancing P to B 5, should not check.

(f) White's last moves were simply tentative. He had no fixed plan. In doubling Rooks he intends the sacrifice of the exchange, which Black could easily prevent with K to B 2. Consequently, the doubling of the Rooks was useless.

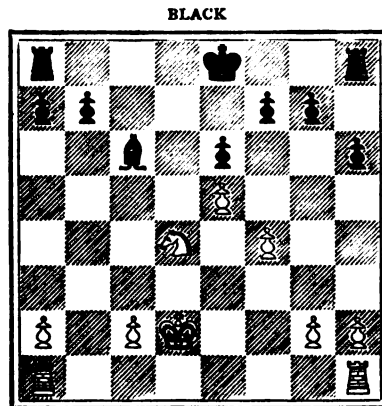
(g) The winning move. Two pawns and a Bishop are more than an equivalent for Rook. Black should have seen such a glaring threat.

(h) Because of 54 B to Kt 5, or 54 B takes P, P takes B; 55 P to K 6, &c.

### FRENCH DEFENCE

WHITE	BLACK
E. Lasker	J. W. Showalter
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 B to K Kt 5	B to Kt 5 (a)
5 P to K 5	P to K R 3
6 B to Q 2	B t. Kt
7 P t. B	Kt to K 5
8 B to Q 3	Kt t. B
9 Q t. Kt	P to Q B 4
10 P to K B 4	Q to R 4 (b)
11 P to B 4	Q t. Q, ch
12 K t. Q	Q P t. P
13 B t. P	P t. P
14 Kt to B 3	Kt to B 3
15 B to Kt 5	B to Q 2
16 B t. Kt	B t. B
17 Kt t. P	B t. P (c)
18 K R to Kt sq	B to K 5
19 R t. P	K to K 2 (d)
20 K to K 3	B to R 2

WHITE	BLACK	No. 102
E. Lasker	J. W. Showalter	
21 Q R to K Kt sq	Q R to Q B sq	
Position after White's 17th move.		



WHITE	BLACK
22 Kt to Kt 5	P to Kt 3

WHITE	BLACK	WHITE	BLACK
23 Kt to Q 6	Q R to K B sq	31 P to Q B 5	R to B 3
24 P to Q B 4	K R to Kt sq	32 K to Q 4	B to B 7
25 R t. R	B t. R	33 R to Q B sq	B to Kt 6
26 P to K R 4 (c)	R to Q sq	34 R to Q Kt sq	B to Q 4
27 P to R 5	K to B sq	35 P to B 5	B to B 6
28 P to Q R 4	B to R 2	36 P t. P	B t. P
29 P to R 5	R to Kt sq	37 P t. P	B t. P
30 P t. P	R t. P	38 R to K B sq	Resigns.

(a) Compare the opening moves with the game Janowsky v. Showalter. Lasker treats the opening differently, and perhaps more safely than Janowsky. After this additional test of the variation, even Showalter's faith in it should be shaken.

(b) 10. . . . P to B 5 might be played, as the pawns cannot be disturbed, White having no Q Kt P.

(c) A dangerous exchange of pawns, giving White an additional open file, and the subsequent attack. He should have left the B at B 3, as it prevents in the first instance White's Kt to Kt 5, and Kt to Q 6. He might have played K to Q 2, and occupied the two open files with the Rooks.

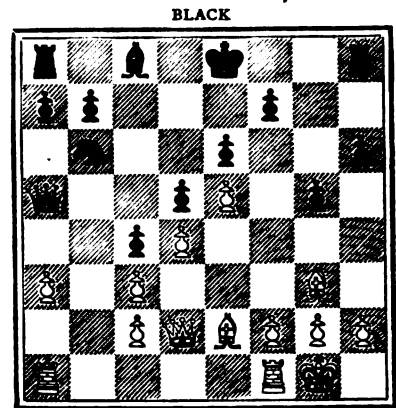
(d) No doubt Showalter saw White's reply of R takes P, but he probably thought of replying with 19. . . . B to Kt 3, winning the exchange. He now perceives that if 19. . . . B to Kt 3; then 20 R to K Kt sq, K to B sq; 21 Q R takes B, P takes R; 22 Kt takes P ch, with Kt and two passed pawns for a Rook.

(e) Such a position wins itself, and is only a matter of time; but Lasker's correct finishing of the game is instructive.

### FRENCH DEFENCE

No. 103	WHITE D. Janowsky	BLACK F. J. Lee
1	P to K 4	P to K 3
2	P to Q 4	P to Q 4
3	Kt to Q B 3	Kt to K B 3
4	B to K Kt 5	B to Kt 5 (a)
5	P to K 5	P to K R 3
6	B to R 4	P to K Kt 4
7	B to Kt 3	Kt to K 5
8	Kt to K 2	P to Q B 4
9	P to Q R 3	B t. Kt, ch (b)
10	Kt t. B	Kt t. Kt
11	P t. Kt	Q to R 4
12	Q to Q 2	P to B 5
13	B to K 2	Kt to Q 2
14	Castles K R	Kt to Kt 3 (c)
15	P to B 4	Kt to R 5
16	P t. P	P t. P
17	Q t. P	Kt t. P (d)
18	B to R 5	Kt to K 5
19	B t. P, ch	K to Q 2

WHITE D. Janowsky	BLACK F. J. Lee
20 Q to Kt 7	Q to Q sq
Position after Black's 14th move.	



21 B to K 8, ch      Resigns.

(a) Inferior. The Bishop is required to defend the King's side.

(b) He has nothing better now. The whole variation aims at winning the P, and Black carries out the intention consistently, with White's consent of course, since the result is in White's favour.

(c) With the King in an insecure position, Black should have brought the Knight over K B sq, and K Kt 3, followed by retiring Q to B 2.

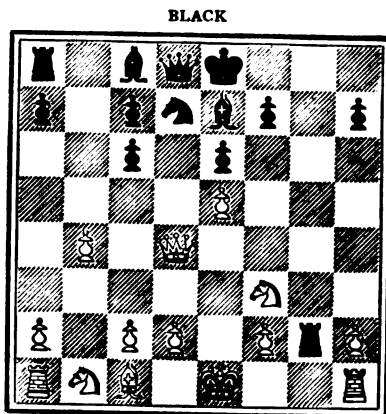
(d) Neither would 17. . . . Q takes B P have saved the game. He might as well have resigned.

## FRENCH DEFENCE

WHITE	BLACK
M. Tchigorin	J. W. Showalter
1 P to K 4	P to K 3
2 Q to K 2	B to K 2
3 Q to Kt 4	Kt to K B 3 (a)
4 Q t. P	R to Kt sq
5 Q to R 6	Kt to B 3
6 Kt to K B 3	R to Kt 3
7 Q to K 3	P to Q 4
8 P to K 5	P to Q 5
9 Q to Kt 3	Kt to Q 2
10 B to Kt 5	Kt to B 4
11 Q to B 4	R t. P
12 P to Kt 4 (b)	Kt to Q 2
13 B t. Kt	P t. B
14 Q t. Q P	R to Q Ktsq (c)
15 B to R 3	P to Q R 4
16 P t. P	R t. Kt, ch (d)
17 R t. R	B t. B
18 Q to Q R 4	B to B 4
19 Q t. P (e)	K to B sq
20 P to Q 4	B to K 2
21 P to R 6	B t. P
22 Q t. B	Kt to Kt 3
23 Q to Kt 7	K to Kt 2
24 K to B sq	R to Kt 3
25 R to Kt sq	Kt to Q 4

WHITE	BLACK	No. 104
M. Tchigorin	J. W. Showalter	
26 R t. R, ch	R P t. R	
27 P to B 4	Kt to B 5	
28 Q to Kt 8	Q to Q 2	

Position after White's 14th move.



WHITE	BLACK
29 Q to R 8	B to B sq
30 R to Kt 8	Q to K 2
31 P to B 5	Kt to R 6
32 Q to B 6	Resigns.

(a) We do not think that Black was well advised in giving up the Kt P.

(b) A simple continuation seems to be 12 B takes Kt ch, P takes B; 13 Q takes P, Q to Q 4; 14 Q to K 3, and if 14. . . . Kt to K 5, then 15 Kt to B 3, &c.

(c) The straightforward way of 14. . . . P to Q B 4 would have given Black a very good attack. Showalter contemplated P to Q B 4, but thought that gaining the Rook's move first would increase the effect.

(d) Curiously enough, winning the exchange loses the game. Even now 16. . . . P to Q B 4 would give Black a powerful, probably a winning, attack.

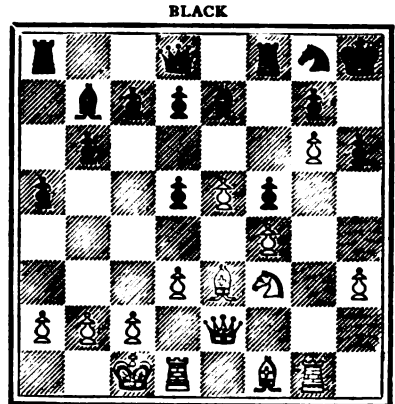
(e) This is exactly the kind of position in which Tchigorin delights. He has the best of it now, and the remainder needs no comment.

## FRENCH DEFENCE

No. 105	WHITE M. Tchigorin	BLACK J. H. Blackburne
1	P to K 4	P to K 3
2	Q to K 2	P to Q Kt 3 (a)
3	Kt to Q B 3	B to Kt 2
4	P to Q 3	B to K 2
5	P to B 4	Kt to Q B 3
6	Kt to B 3 (b)	P to B 4
7	P to K 5	Kt to R 3
8	B to K 3	Castles (c)
9	Castles	P to R 4
10	P to K R 3	Kt to Q Kt 5
11	R to Kt sq	Kt to Q 4
12	Kt t. Kt	P t. Kt
13	P to K Kt 4	K to R sq
14	P to Kt 5	Kt to Kt sq
15	P to Kt 6 (d)	P to R 3
16	Kt to Kt 5 (e)	B t. Kt
17	P t. B	P to B 5 (f)
18	P t. P (g)	P t. B
19	P t. P, ch	K t. P
20	Q t. P	Q to R 5
21	R to Kt 4 (h)	Q to R 3
22	Q t. Q, ch	Kt t. Q
23	R to Kt sq	P to Q 5
24	P to K R 4	Q R to K sq
25	R to K sq	R to B 4
26	B to R 3	K R t. P
27	R t. R	R t. R
28	B t. P	B to B 6
29	P to B 3	P t. P
30	P t. P	R to K 7 (i)
31	R to Kt 3	B to Q 4
32	P to B 4	B to K 3
33	K to Q sq	R to K 4
34	B t. B	R t. B
35	P to R 5 (j)	R to K 4
36	R to R 3	P to B 4
37	K to Q 2	Kt to B 4
38	R to R 2	P to R 5 (k)
39	K to B 3	K to R 3
40	K to Kt 2	R to K 6 (l)
41	R to K B 2	P to R 6, ch
42	K t. P	R t. P, ch

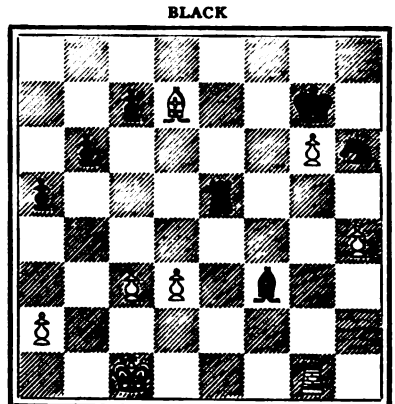
WHITE M. Tchigorin	BLACK J. H. Blackburne
43	K to R 4
44	R to K Kt 2
	Kt to Q 5
	R to Q B 6

Position after Black's 15th move.



WHITE	BLACK
45	P to Kt 7
46	K to R 3
47	R to Kt 6, ch
	R t. P, ch
	R to Kt 5 (m)
	K t. P

Position after White's 30th move.



WHITE	BLACK
48	R to Kt 5, ch
49	R to Kt 6, ch
	K to R 3
	Drawn.



- (a) Either 2. . . . B to K 2, or Kt to Q B 3 is preferable.  
 (b) Now White is spared the discomfort to which he generally must submit owing to the bad position of his Queen, and has a very good development.  
 (c) It is no use advancing Kt to K Kt 5, because of 9 B to Kt sq, and eventual dislodgment of the Knight with P to K R 3.  
 (d) White's game probably contains elements of a winning attack, but it needs more preparation. There would be plenty of time; for instance 15 Kt to R 4, P to Q 4, Q to B 2, or Kt 2, and B to Q 3, &c.  
 (e) It is difficult to continue the attack without this move, the pawn at Kt 6 being a protection to Black.  
 (f) But for this resource White's combination would have been right enough.  
 (g) The sacrifice is not sound. He might have withdrawn B to Q 2 with fair chances of a favourable issue.  
 (h) The exchange of Queens being compulsory, he might have supported the K P with P to Q 4.  
 (i) 30. . . . B to R 4 may be suggested, and it may be assumed that White's two pawns eventually would fall.  
 (j) Now that the two pawns are united the matter becomes more difficult, the two pawns being about an equivalent for the piece.  
 (k) This advance weakens the pawns. He might have tried 36. . . . K to R 3, followed by Kt to Kt 2.  
 (l) 40. . . . Kt to Kt 2; 41 R to K B 2, R to K 3 seems the preferable course.  
 (m) Having missed the chance of winning, he secures a draw very cleverly.

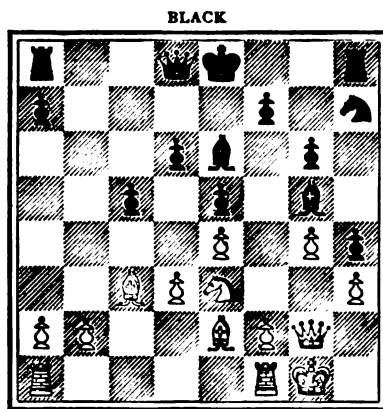
## FRENCH DEFENCE

WHITE	BLACK
M. Tchigorin	W. Cohn
1 P to K 4	P to K 3
2 Q to K 2	Kt to Q B 3
3 Kt to Q B 3	P to K 4
4 P to Q 3	Kt to Q 5
5 Q to Q sq	Kt to K B 3
6 Kt to B 3	Kt t. Kt, ch
7 Q t. Kt	P to Q 3
8 P to K R 3	B to K 2
9 B to K 2	B to K 3
10 B to Q 2	P to B 3 (a)
11 Kt to Q sq	P to K R 4 (b)
12 Kt to K 3	P to K Kt 3
13 B to B 3	P to B 4 (c)
14 P to K Kt 3	P to Q Kt 4
15 Q to Kt 2	P to Kt 5
16 B to Q 2	P to R 5
17 P to Kt 4	Kt to R 2
18 Castles K R	B to Kt 4
19 P to Q B 3 (d)	P t. P

WHITE	BLACK
M. Tchigorin	W. Cohn
20 B t. P	B to K B 5

Position after White's 20th move.

No. 106



21 K R to Q sq R to Q Kt sq

WHITE	BLACK	WHITE	BLACK
22 Kt to B 4	Q to Q 2	31 B t. Q	QR to Q B sq
23 P to R 3	P to B 4	32 B to Kt 7	R to B 2 (f)
24 K P t. P (e)	P t. P	33 R t. Kt	R t. B
25 B to B 3	K to K 2	34 R to Kt 7, ch	K to B 3
26 K to R sq	P t. P	35 R t. R	B to Q 4, ch
27 B to B 6	Q to B sq	36 P to B 3	B t. P, ch
28 R to K Kt sq	Kt to Kt 4	37 K to Kt sq	P to R 7, ch
29 B to R 4	P t. P	38 K to B 2	B t. R
30 Q to B 6	Q t. Q	Resigns.	

(a) That Black should be able to get in the French Defence such a well-developed position, and even afford to play the K P twice, amply proves Tchigorin's variation 2 Q to K 2 to be inadequate.

(b) Black presumes somewhat in advancing his pawns on both wings. He thus gives away the advantage of the development. Of course the discomfort will make itself felt eventually.

(c) 13 . . . P to Q 4 may be suggested. The arrangement of Black's Queen's side pawns leaves too many diagonals free for White's Bishops.

(d) He should not have departed from the line of play hitherto adopted of keeping a close front, with the pieces ranged behind the line of pawns. Giving Black an open file proves fatal.

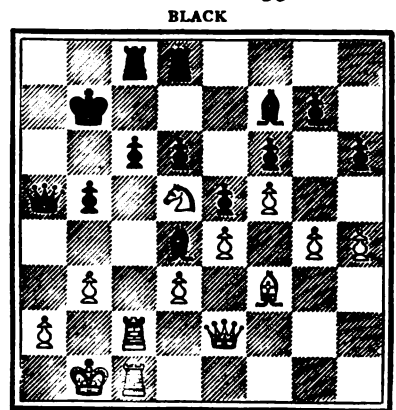
(e) The previous note applies to this move with greater force. He should have played P to B 3.

(f) Obviously he must dislodge the Bishop from the diagonal in order to play B to Q 4 ch, the winning move.

### FRENCH DEFENCE

No. 107	WHITE M. Tchigorin	BLACK E. Lasker
1	P to K 4	P to K 3
2	Q to K 2	Kt to Q B 3
3	Kt to Q B 3	P to K 4 (a)
4	P to K Kt 3	Kt to B 3
5	B to Kt 2 (b)	B to B 4
6	P to Q 3	P to Q 3
7	B to Kt 5	P to K R 3
8	B t. Kt	Q t B
9	Kt to Q 5	Q to Q sq
10	P to Q B 3	Kt to K 2
11	Kt t. Kt	Q t. Kt
12	Castles (c)	B to Q 2
13	P to K B 4	Castles Q R
14	Kt to B 3	B to Kt 3
15	K R to B sq	P to K B 3
16	K to Kt sq	K R to K sq
17	P to B 5 (d)	B to R 5 (e)
18	R to B sq	K to Kt sq
19	Kt to Q 2	P to R 3

WHITE M. Tchigorin	BLACK E. Lasker
20 B to B 3	B to R 2
Position after Black's 33rd move.	



WHITE	BLACK
21 P to KR 4 (f)	R to Q B sq

WHITE	BLACK	WHITE	BLACK
22 Kt to B 4	K R to Q sq	33 P to K Kt 4	K R to Q sq
23 Kt to K 3	B to K sq	34 Kt to K 7	B t. P ( <i>k</i> )
24 K R to Q sq ( <i>g</i> )	B to B 2	35 Kt t. R	R t. Kt ( <i>l</i> )
25 P to B 4	P to B 3	36 Q to Q 2	Q to R 6
26 R to B 2	B to Q 5 ( <i>h</i> )	37 R to R sq	R to Q R sq
27 K R to Q B sq	Q to B 2	38 R to R 2	B t. P, ch ( <i>m</i> )
28 Kt to Q sq	Q to R 4	39 R t. B	Q to Kt 6, ch
29 Kt to B 3	P to Q Kt 4 ( <i>i</i> )	40 K to B sq	R t. R
30 P to Kt 3	R to Q 2	41 Q t. R	B to K 6, ch
31 P t. P	R P t. P	42 Q to Q 2	Q t. P
32 Kt to Q 5 ( <i>j</i> )	K to Kt 2	Resigns.	

(a) As already remarked the fact of the second player being able with impunity to move the K P twice in the first three moves must condemn Tchigorin's variation 2 Q to K 2.

(b) The position is now similar to a Vienna Opening with Paulsen's Fianchetto variation, only that White has his Queen in a useless place at K 2, where the K Kt would be (in the Vienna game).

(c) We do not like Castling Q R after the Q B P is moved, especially as Black has two Bishops.

(d) We prefer 17 Q to Q B 2.

(e) Black now prevents the suggested move, unless White weakens the position with P to Kt 3.

(f) Probably useless. No danger need be apprehended on this wing, as Black is preparing an advance on the King's position.

(g) 24 Kt to Q 5 would have threatened B to R 5, challenging the Q B which promises to occupy the diagonal at K B 2.

(h) Now one of the Bishops is well established, and the white diagonal can be cleared for the other Bishop with P to Q Kt 4.

(i) All these moves are wonderfully well timed.

(j) There is nothing to be done. Black could probably even play 32. . . . B takes Kt; 33 P takes B, P to B 4, and still win in spite of Bishops of different colour.

(k) Now comes the conclusion of the steadily worked out plan.

(l) Quietly, without precipitation.

(m) This is not a brilliant finish in the narrow sense of the word, but a brilliant game.

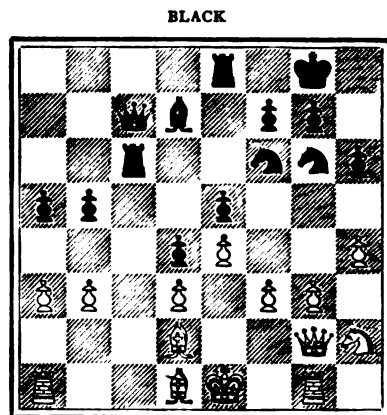
### FRENCH DEFENCE

WHITE	BLACK	WHITE	BLACK	No. 108
M. Tchigorin	F. J. Lee	M. Tchigorin	F. J. Lee	
1 P to K 4	P to K 3	8 P to Q R 3	B t. Kt	
2 Q to K 2	Kt to Q B 3	9 B t. B	P to Q 3	
3 Kt to Q B 3	P to K 4	10 B to K 2	Castles	
4 P to Q 3	Kt to Q 5 ( <i>a</i> )	11 P to R 3 ( <i>c</i> )	R to K sq	
5 Q to Q sq	B to Kt 5	12 Kt to Q 2	P to Q 4	
6 B to Q 2	Kt to K B 3	13 P to Q Kt 3	P to Q 5	
7 Kt to B 3	Kt to B 3 ( <i>b</i> )	14 B to Kt 2	Kt to K 2	

WHITE	BLACK
15 Kt to B sq	Kt to Kt 3
16 Q to Q 2	P to B 4
17 P to Kt 3	P to Kt 4
18 P to K R 4	P to K R 3
19 P to K B 3	B to Q 2
20 B to B sq (d)	P to Q R 4
21 B to Q sq	Q to B 2
22 Q to Kt 2	P to B 5
23 B to Q 2	R to R 3
24 R to K Kt sq	P t. Q P
25 P t. P	R to B 3
26 Kt to R 2 (e)	R to B 6
27 R to R 2 (f)	R t. Q P
28 Q to K 2	R to B 6 (g)
29 B t. R	P t. B
30 Kt to B sq	Kt to B sq
31 P to K Kt 4	Kt to K 3
32 P to Kt 5	Kt to B 5
33 Q to K 3	P t. P
34 P t. P	Kt(B 3) to R 4
35 R to R 2	P to Kt 5
36 P to R 4	Q to Q 3
37 B to B 2	Q to Q 5
38 R(Ktsq) to Rsq	P to Kt 3
39 K to B 2	K to B sq
40 K to Kt sq	B to B sq
41 K to B 2	B to R 3

WHITE	BLACK
42 R to Kt sq	R to Q sq
43 R(Ktsq) to Rsq	B t. Kt
44 Q t. Q (h)	P t. Q
45 R t. B	P to Q 6

Position after White's 26th move.



WHITE	BLACK
46 R to Q sq	P t. B
47 R t. R, ch	K to K 2
48 R to R sq	K t. R
49 K to K 3	Kt to K 7 (i)
Resigns.	

(a) White's Queen being in a bad position, it should not be dislodged. Black could do no better than continue B to B 4 and Kt to B 3.

(b) Now he has to retract the Knight's move.

(c) Quite useless. 11 Castles leaves a very good game.

(d) An elaborate plan for a King's side attack.

(e) 28 R to Q R 2 at once would have prevented the threatened 28. . . . R to B 6.

(f) Tchigorin played to win the exchange. But 27 Q to K 2 would have been better.

(g) Black probably gave up the exchange designedly when playing 26. . . . R to B 6. Anyhow the sacrifice is sound.

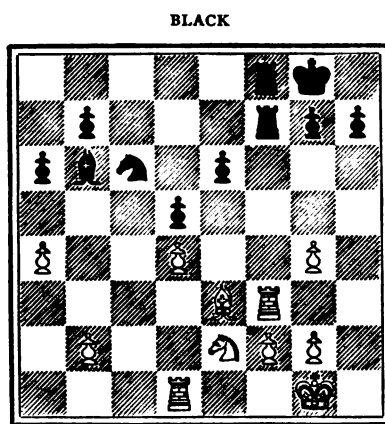
(h) Nothing else to be done. His position has been hopeless for some time.

(i) Mr. Lee deserves great credit for this game, which he played in the best style throughout the middle game and ending.

## QUEEN'S GAMBIT

WHITE G. Maroczy		BLACK J. H. Blackburne		WHITE G. Maroczy		BLACK J. H. Blackburne		No. 109
1	P to Q 4	P to Q 4		31	R to K 3	B to Kt 3		
2	P to Q B 4	P t. P		32	Kt to K 2	R to K B 2		
3	Kt to K B 3 (a)	P to Q B 4		33	R to K B 3	Q R to K B sq		
4	P to K 3	P t. P		34	B to K 3	R t. R		
5	P t. P	Kt to K B 3 (b)		35	P t. R	B to B 2 (f)		
6	B t. P	P to K 3		36	K to Kt 2	Kt to K 2		
7	Castles	B to K 2						
8	Kt to B 3	Castles						
9	Q to K 2	P to Q R 3						
10	P to Q R 4	Kt to B 3						
11	R to Q sq	Kt to Q Kt 5 (c)						
12	Kt to K 5	K Kt to Q 4						
13	Kt to Q 3	Kt to Q B 3						
14	B t. Kt	P t. B						
15	Kt to B 4	B to B 3						
16	B to K 3	Kt to Kt 5 (d)						
17	Q to B 3	B to K 3						
18	Kt t. B	P t. Kt						
19	Q to R 3	Q to Q 3						
20	R to Q 2	Q R to K sq						
21	Q R to Q sq	Kt to B 3						
22	Q to Kt 4	B to Q sq						
23	Q to Kt 3	Q t. Q						
24	R P t. Q	B to R 4						
25	R to B 2	Kt to Kt 5		37	P to B 4	Kt to Kt 3		
26	R to K 2	Kt to B 3		38	K to Kt 3	B to Q 3		
27	R to B 2	Kt to Kt 5		39	R to Q B sq	Kt to K 2		
28	R to K 2	R to B 2		40	K to Kt 2	Kt to Kt 3		
29	B to B 4	R to Q 2		41	K to Kt 3	Kt to K 2		
30	P to Kt 4	Kt to B 3		42	K to Kt 2	Drawn.		

Position after White's 34th move.



WHITE

(a) This move must not be omitted, else Black could play with advantage P to K 4.

(b) The Q B P cannot be defended. During the Vienna Tournament Pillsbury and a number of other masters investigated the possibility of defending the pawn, but eventually abandoned the idea.

(c) To prevent his getting rid of the isolated pawn; but it only results in Black also getting an isolated pawn, and an even position.

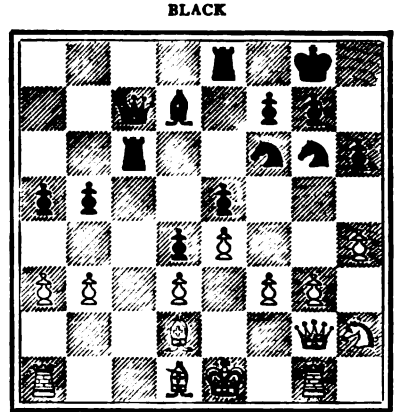
(d) Preferable would be 16. . . . Kt to K 2, and if 17 Q to B 3, B to K 3; 18 Kt takes B, P takes Kt; 19 Q to R 3 as in the text, Black could reply 19. . . . Kt to B 4 keeping up the pressure upon White's Q P for what it is worth.

(e) Well played. Black thought of winning a pawn, but the text move prevents it indirectly.

WHITE	BLACK
15 Kt to B sq	Kt to Kt 3
16 Q to Q 2	P to B 4
17 P to Kt 3	P to Kt 4
18 P to K R 4	P to K R 3
19 P to K B 3	B to Q 2
20 B to B sq (d)	P to Q R 4
21 B to Q sq	Q to B 2
22 Q to Kt 2	P to B 5
23 B to Q 2	R to R 3
24 R to K Kt sq	P t. Q P
25 P t. P	R to B 3
26 Kt to R 2 (e)	R to B 6
27 R to R 2 (f)	R t. Q P
28 Q to K 2	R to B 6 (g)
29 B t. R	P t. B
30 Kt to B sq	Kt to B sq
31 P to K Kt 4	Kt to K 3
32 P to Kt 5	Kt to B 5
33 Q to K 3	P t. P
34 P t. P	Kt(B 3) to R 4
35 R to R 2	P to Kt 5
36 P to R 4	Q to Q 3
37 B to B 2	Q to Q 5
38 R(Ktsq) to Rsq	P to Kt 3
39 K to B 2	K to B sq
40 K to Kt sq	B to B sq
41 K to B 2	B to R 3

WHITE	BLACK
42 R to Kt sq	R to Q sq
43 R(Ktsq) to Rsq	B t. Kt
44 Q t. Q (h)	P t. Q
45 R t. B	P to Q 6

Position after White's 26th move.



WHITE	BLACK
46 R to Q sq	P t. B
47 R t. R, ch	K to K 2
48 R to R sq	K t. R
49 K to K 3	Kt to K 7 (i)
Resigns.	

(a) White's Queen being in a bad position, it should not be dislodged. Black could do no better than continue B to B 4 and Kt to B 3.

(b) Now he has to retract the Knight's move.

(c) Quite useless. 11 Castles leaves a very good game.

(d) An elaborate plan for a King's side attack.

(e) 28 R to Q R 2 at once would have prevented the threatened 28. . . . R to B 6.

(f) Tchigorin played to win the exchange. But 27 Q to K 2 would have been better.

(g) Black probably gave up the exchange designedly when playing 26. . . . R to B 6. Anyhow the sacrifice is sound.

(h) Nothing else to be done. His position has been hopeless for some time.

(i) Mr. Lee deserves great credit for this game, which he played in the best style throughout the middle game and ending.



(f) If 35. . . . R takes P, then 36 Kt to B 4 threatening K to Kt 2, which would win the exchange. Afterwards both sides are satisfied with a draw.

### QUEEN'S GAMBIT

No. 110	WHITE	BLACK	WHITE	BLACK	
	C. Schlechter	M. Tchigorin	C. Schlechter	M. Tchigorin	
1	P to Q 4	P to Q 4	38	B to K 2	Q to R 3
2	P to Q B 4	P t. P	39	K to Kt 2	P to Kt 5
3	Kt to K B 3	P to Q B 4	40	Q t. Kt P	B to Q sq (j)
4	P to K 3	Kt to K B 3	41	B to Q 2	R t. P, ch
5	B t. P	P to K 3	42	K t. R	Q to R 7, ch
6	Castles	Q Kt to Q 2	43	K to K 3	B t. R
7	Kt to B 3	B to K 2	44	P t. B	R to K 2
8	Q to K 2	Castles	45	P to Q 5	R to K B 2
9	R to Q sq	P to Q R 3	46	R to K B sq	R t. R
10	P to Q R 4	P t. P (a)	Position after Black's 21st move.		
11	P t. P	Kt to Kt 3			
12	B to Q 3	Q Kt to Q 4	BLACK		
13	Kt to K 5	Kt t. Kt (b)			
14	P t. Kt	Q to B 2			
15	P to Q B 4	Kt to Q 2			
16	Kt to Kt 4	R to Q sq	WHITE		
17	B to B 2	Kt to B sq			
18	R to Kt sq	B to Q 2	47	B t. R	Q to Kt 8, ch
19	Kt to K 5 (c)	B to Q 3 (d)	48	K to K 2	Q t. Q Kt P
20	Kt t. B	R t. Kt	49	Q to Q 7, ch	K to Kt sq
21	P to Kt 3	P to Q Kt 3 (e)	50	B to R 3	Kt to B sq
22	P to R 5	P t. P (f)	51	B to K 6, ch	Kt t. B
23	B to R 4	R to Q sq	52	P t. Kt	Q to Kt 4, ch
24	P to B 5	B to K 2	53	Q t. Q	P t. Q
25	B to B 4	Q to B sq	54	B t. P	K to Kt 2
26	Q to K 4 (g)	P to Kt 4	55	B to Kt 4	Resigns.
27	B to K 3	P to B 4			
28	Q to Kt 7	Kt to Kt 3			
29	B to Kt 3 (h)	K to B 2			
30	Q to B 3	K to Kt 2			
31	B to Q B 4	P to B 5			
32	B to Q 2	P to K 4			
33	B to B 3	R to B sq			
34	Q to K 4	R to R 2			
35	R to Kt 6	P t. Kt P			
36	R P t. P	Q to R 6			
37	B to B sq	Q to R 4 (i)			

(a) He cannot delay the capture of this pawn any longer. 10. . . . Q to R 4 would have been answered with 11 B to Q 2, Q to Kt 3; 12 P to R 5, and if Q takes Kt P the Queen is lost in two moves.



(b) This is a doubtful manœuvre, although he gets a point of attack on the Q B P.

(c) Schlechter conducts the game in fine style. The withdrawal of the Kt to Kt 4 and its return are subtle.

(d) Since this move does not prevent the capture of the Bishop, he might have withdrawn B to K sq; but to Tchigorin this would be "against the grain."

(e) This pawn stood better in its original place; but Black probably did not foresee—few players would—the sacrifice which follows.

(f) He has nothing else, and White's two Bishops become very powerful.

(g) Threatening R to Kt 7 and B 7, consequently Black is forced to weaken his pawns by dislodging the Q B from the diagonal.

(h) Pretty.

(i) This hastens dissolution; but the game was untenable.

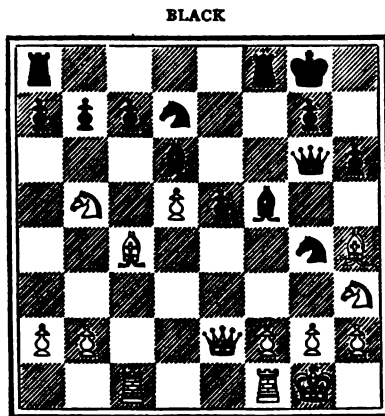
(j) 40. . . . Q to Kt 4 was compulsory; but Tchigorin had an unsound sacrifice in view.

### QUEEN'S GAMBIT

WHITE	BLACK
W. Steinitz	J. H. Blackburne
1 P to Q 4	P to Q 4
2 P to Q B 4	P t. P
3 P to K 4 (a)	P to K 4
4 P to Q 5	Kt to K B 3
5 Kt to Q B 3	B to Q B 4
6 B t. P	Kt to Kt 5
7 Kt to R 3	P to B 4
8 B to K Kt 5	Q t6 Q 3 (b)
9 P t. P	B t. P
10 Castles	Q to K Kt 3
11 Kt to Kt 5	B to Q 3
12 B to R 4	P to K R 3
13 R to B sq	Kt to Q 2
14 Q to K 2	Castles
15 Kt t. B P (c)	Kt to Kt 3 (d)
16 Kt t. R	R t. Kt
17 K R to Q sq	Kt to Q 2 (e)
18 B to K Kt 3	Q Kt to B 3
19 B to Q 3	P to K 5
20 B to Kt sq	Kt to R 4
21 Q to Kt 5 (f)	Kt t. R P
22 B t. Kt (g)	B t. Kt
23 Q to B sq	B t. B, ch
24 K t. B	B to Kt 5
25 R to Q 4	Kt to B 3

WHITE	BLACK	No. 111
W. Steinitz	J. H. Blackburne	
26 P to Q 6 (h)	Q to R 4, ch	
27 K to Kt sq	B to K 7	
28 P to Q 7	Kt to Kt 5	

Position after Black's 14th move.



WHITE	BLACK
29 P to Q 8 = Q, ch	R t. Q
30 R t. R, ch	K to B 2
31 R to B 7, ch	K to K 3 (i)
Resigns.	

(a) 3 Kt to K B 3 is preferable, in order to prevent Black opening his game with P to K 4.

(b) An exhaustive analysis shows that the variation of 8. . . . B takes P ch, K to K 2 ; 9 Q to Q 3, results unfavourably for Black.

(c) Perhaps the simple course of Kt takes B would have been better, this Bishop being threatening.

(d) 15. . . . B takes Kt would be answered with P to Q 6, dis. ch. But the correct continuation should have been 15. . . . Q Kt to B 3, with a powerful attack, and saving two moves, as this Knight is required on the King's side.

(e) The loss of time is clearly perceptible now, the Knight having to retrace its steps.

(f) 21 R to B 3 would have prevented Black's pretty sacrifice.

(g) And here 22 R to B 3 would still have saved the game.

(h) Even now the game could probably be saved with 26 R to B 3, Q to R 4 ch, 27 K to Kt sq, B to K 7 ; 28 Q to K sq, Kt to Kt 5 ; 29 R to K R 3, &c. After the text move there is no remedy.

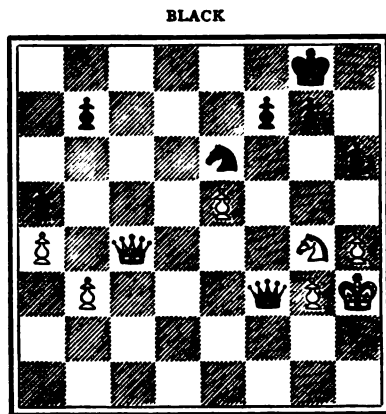
(i) A remarkably pretty ending.

### QUEEN'S GAMBIT DECLINED

No. 112	WHITE	BLACK
	H. N. Pillsbury	H. E. Bird
1	P to Q 4	P to Q 4
2	P to Q B 4	P to Q B 3
3	Kt to Q B 3	Kt to B 3
4	Kt to B 3	P to K 3
5	B to Kt 5	B to K 2
6	P to K 3	P to K R 3
7	B to R 4	Q Kt to Q 2
8	B to Q 3	Kt to Kt 3
9	P t. P (a)	K P t. P
10	P to K R 3	Kt to K 5
11	B t. B	Q t. B
12	Castles	B to B 4
13	P to Q R 4	P to Q R 4 (b)
14	B t. Kt	B t. B
15	Kt t. B	P t. Kt
16	Kt to Q 2	Castles K R
17	Q to B 2	K R to K sq
18	P to B 3	Q to Kt 4
19	Q to Kt 3	Kt to Q 4
20	Q R to K sq	P t. P
21	Kt t. P	Q to K 2
22	P to K 4	Q to Kt 5
23	Q to B 2	Kt to B 5
24	R to Q sq	Q R to Q sq
25	R to B 2	Kt to Kt 3
26	P to K Kt 3	P to Q B 4 (c)
27	K R to Q 2	P t. P
28	R t. P	Q to Kt 3

WHITE	BLACK
H. N. Pillsbury	H. E. Bird
29 Q to B 2	R t. R
30 Q t. R	Q to Q B 3
31 R to K sq	R to Q B sq
32 R to K 2	Q to K 3

Position after White's 41st move.



WHITE	BLACK
33 K to Kt 2	Q to Kt 6
34 P to R 4	Kt to B sq
35 Kt to K 5	R to B 7 (d)
36 R t. R	Q t. R, ch
37 K to R 3	Q to K 7
38 Q to B 4	Q to K B 7

WHITE	BLACK	WHITE	BLACK
39 P to Kt 3	Kt to K 3	53 Q to Q 2, ch	Kt to Kt 4
40 Kt to Kt 4	Q to B 6	54 Q to Q 6, ch	Kt to K 3
41 P to K 5 (e)	Q to B 4 (f)	55 Q to Q 2, ch	K to Kt 2
42 K to Kt 2	P to K R 4	56 Kt to B 2	Q to Kt 2, ch
43 Kt to B 2	K to R 2	57 K to R 2	Q to K 5
44 Q to Kt 5	P to Kt 4	58 P to R 5	P to R 5
45 P t. P	Kt t. P	59 Q to Kt 2	Q to K 4
46 Q t. Kt P	Q t. P	60 P to R 6	P t. P, ch
47 Q to Kt 5	Q to B 3	61 Q t. P, ch	Q t. Q, ch
48 Q to Q 5	K to R 3	62 K t. Q	Kt to B 2
49 Kt to Q 3	Q to K Kt 3	63 P to R 7	K to B 3
50 P to Q Kt 4	P t. P	64 K to B 4	K to K 3
51 Kt t. P	Q to Kt 8	65 Kt to Q 4, ch	K to Q 2
52 Q to Q 6, ch	Kt to K 3	Drawn.	

(a) Pillsbury must have had some particular variation in view, otherwise it would be difficult to explain why he opened Black's cramped position with this exchange of pawns instead of 9 P to B 5, which in this position seems to be favourable.

(b) This advance leaves a weakness both for the Knight and the Q R P. Kt to Q 2 would be better.

(c) After Black's challenge of Queens on his 22nd move the position was quite even, and here Black gets the best of it by isolating White's K P.

(d) Compulsory. If Kt to K 3, then 36 Q to Q 7.

(e) The only move, Kt to B 5 check being threatened.

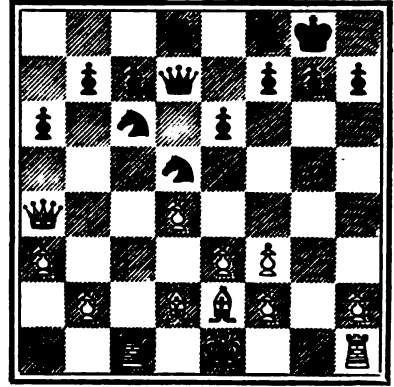
(f) It appears that Black could have obtained a decisive advantage here with 41. . . . Q to R 8 ch ; 42 Kt to R 2, P to K Kt 4 threatening P to R 4 ; White's defence being Q to K 2, and Black's reply P takes P, with good prospects. As played there was nothing more than a draw in it.

### QUEEN'S GAMBIT DECLINED

WHITE	BLACK	WHITE	BLACK	No. 113
W. Steinitz	M. Tchigorin	W. Steinitz	M. Tchigorin	
1 P to Q 4	P to Q 4	14 B to Q 2 (b)	Q R to Q sq	
2 P to Q B 4	Kt to Q B 3	15 R to Q B sq (c)	P to K 4 (d)	
3 Kt to K B 3	B to Kt 5	16 P t. P (e)	Kt to B 5	
4 P t. P	B t. Kt	17 R to B 2 (f)	Kt t. B	
5 Kt P t. B	Q t. P	18 K t. Kt	Q to Q 6, ch	
6 P to K 3	P to K 3	19 K to Q sq	Kt to Q 5 (g)	
7 Kt to B 3	B to Kt 5	20 Q to B 4	Q to B 4	
8 B to Q 2	Q to Q 2	21 P to B 4	Kt t. R	
9 Q to R 4	K Kt to K 2	22 Q t. Kt	Q to Kt 5, ch	
10 B to Kt 5	P to Q R 3		(h)	
11 P to Q R 3	B t. Kt	23 K to B sq	Q to Kt 7	
12 B t. B (a)	Castles K R	24 R to K sq	Q t. B P (i)	
13 B to K 2	Kt to Q 4	25 B to B 3	Q t. Q, ch (j)	

WHITE	BLACK
26 K t. Q	P to K B 4
27 K to Kt 3	K to B 2
28 K to B 4	K to K 3
29 R to K Kt sq	R to B 2
30 B to Q 4	R to Q 4
31 P to Kt 4	R (B 2) to Q 2 (h)
32 P to Q R 4	P to K Kt 3
33 P to R 4	P to B 3
34 P to Q R 5	R to Kt 2
35 P to R 5	R to Q sq
36 P t. P	P t. P.
37 R to K R sq	R to K sq
38 K to B 5	R to Q 2
39 R to R 6	R to K Kt sq
40 K to B 4	R (Q 2) Kt 2
41 K to B 5	R to K sq
42 B to B 3	K to B 2
43 B to Q 4	K to Kt sq
44 K to Q 6	K to B 2

WHITE BLACK  
45 K to Q 7 R to K 2, ch  
Position after White's 15th move.  
BLACK



WHITE  
46 K to Q 6 R to K 3, ch  
. Drawn.

(a) In spite of the comparative success with which Tchigorin played this, his favourite variation, it cannot be approved, as it involves giving two Bishops for two Knights. White would have had the best of it had he strengthened the centre with 12 P takes B.

(b) Obviously, had he played 12 P takes B, as suggested, Black's Kt to Q 4 now would have been useless, as White would have replied 14 P to Q B 4. Even now he might let the Bishop go, and prevent P to K 4.

(c) 15 R to Q sq would have prevented Black's contemplated plan of winning the exchange.

(d) Vigorous and effective.

(e) He has nothing better. If 16 P to K 4, then 16. . . Kt to Kt 3, &c.

(f) Q to B 2 seems preferable.

(g) This and the next move Steinitz no doubt overlooked when playing B to B 2.

(h) The exchange should be sufficient to win, especially as White's King's position is not quite secure. The following might be suggested : 22. . . R to Q 6 ; 23 K to B sq, K R to Q sq ; 24 B to B 3, Q to Kt 5 (preventing the Rook from occupying the open file), and then advance the Queen's side pawns.

(i) 24. . . Q takes R P, which gives Black a good passed pawn after exchange of pieces, seems better.

(j) The exchange of Queens is distinctly in favour of White, as he threatens afterwards an attack with Rook and Bishop on the open K Kt file.

(k) A final effort might be made here to escape a draw, 31. . . P to Kt 4 ch ; 32 K to B 3, R to Q sq, and followed up by R to Q R sq,

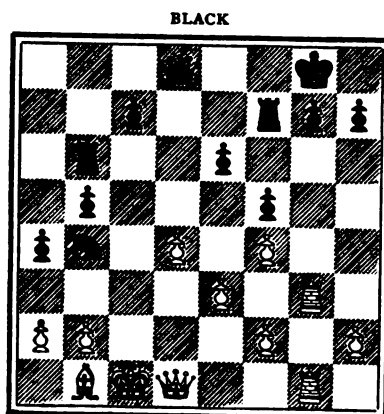
P to Q R 4; R to R 3, and R to B 3 ch, so as to get at least one Rook into action; he might then bring the King to the rescue over Q 4 and K 5, and perhaps manage to utilise the second Rook also. In the event a draw was unavoidable, Steinitz playing with exemplary correctness, and manœuvring his favourite piece, the King, splendidly.

### QUEEN'S GAMBIT DECLINED

WHITE	BLACK
H. N. Pillsbury	M. Tchigorin
1 P to Q 4	P to Q 4
2 P to Q B 4	Kt to Q B 3
3 Kt to K B 3	B to Kt 5
4 P to K 3	P to K 3
5 Kt to B 3	B to Kt 5
6 Q to Kt 3	B t. K Kt
7 P t. B	K Kt to K 2
8 B to Q 2	Castles
9 B to Q 3	R to Kt sq
10 P t. P	K Kt t. P
11 Castles Q R (a)	B t. Kt
12 B t. B (b)	P to Q Kt 4
13 B to Q 2 (c)	R to Kt 3
14 Q R to Kt sq	P to Q R 4
15 P to B 4	P to B 4 (d)
16 R to Kt 3	P to R 5
17 Q to Q sq	Kt(B 3) to Kt 5
18 B t. Kt	Kt t. B
19 K R to Kt sq	R to B 2
20 B to Kt sq (e)	P to R 6
21 P t. P (f)	Kt to Q 4
22 Q to Kt 3	P to Kt 5
23 P t. P	R t. P
24 Q to Q 3	P to B 4
25 P t. P	Q to R 4
26 B to B 2	Q t. R P
27 P to B 3	R to B 5

WHITE	BLACK	No. 114
H. N. Pillsbury	M. Tchigorin	
28 R(Kt 3) to Kt 2	R to Q 2	
29 P to B 6	R t. P	
30 Q to Q 4	Q to R 6, ch	
31 K to Q 2	R t. B, ch	

Position after White's 20th move.



WHITE	BLACK
32 K t. R	Kt t. P, ch
33 K to Kt sq	R t. Q
34 R t. P, ch	K to B sq
35 R to Kt 8, ch	K to K 2 (g)
Resigns.	

(a) This is Tchigorin's favourite development of the defence, and it was probably expected by Pillsbury. But White trusts too much to the open K Kt file for an attack. Perhaps he should have Castled K R, and after K to R sq he could have utilised the K Kt file for the attack, with his own King in a more secure position.

(b) Preferable seems 12 P takes B, threatening P to K 4 and R to Kt sq, with prospects of a quicker attack than Black can get up.

(c) Now P to K 4 would be followed by P to Kt 5; the difference pointed in the previous note is now perceptible. P to Kt 5 would not affect him had he retaken with the P, as suggested.

(d) It is clear that Black's attack must be overwhelming. White's only threat is to double Rooks, and Black's R to K B 2 is sufficient

protection against such an attack. White's Bishops are quite helpless, while the Knights are all powerful.

(e) It is impossible to find any good move for White. The position is irretrievable.

(f) This capture is fatal, consequently P to Kt 3 must be played.

(g) A game in Tchigorin's most characteristic style.

### QUEEN'S GAMBIT DECLINED

No. 115	WHITE		BLACK		WHITE		BLACK	
	W. Cohn	J. W. Showalter	W. Cohn	J. W. Showalter	W. Cohn	J. W. Showalter	W. Cohn	J. W. Showalter
1	P to Q 4	P to Q 4	22	R t. R, ch	B t. R			
2	P to Q B 4	P to K 3	23	K to B sq	K to K 2			
3	Kt to K B 3	Kt to K B 3	24	K to K 2	R to Q 5			
4	Kt to B 3	B to K 2	25	R to Q sq	R t. R			
5	B to B 4	P t. P (a)	26	Kt t. R	B to Kt 3			
6	P to K 4	Castles	27	P to B 3	P to Q R 4			
7	B t. P	P to Q R 3	28	B to Q 3	B to B 3			
8	Castles (b)	P to Q Kt 4	29	P to Q Kt 4	P t. P			
9	B to Q 3	B to Kt 2	30	P t. P	B to Q 5			
10	Q to B 2 (c)	Kt to B 3	31	K to Q 2	P to Kt 4			
11	P to Q R 3	Kt t. Q P	32	Kt to B 3	B t. Kt, ch			
12	Kt t. Kt	Q t. Kt	33	K t. B	P to K 4			
13	B t. B P	Q R to B sq	34	K to Q 2	K to Q 3			
14	B to Kt 3 (d)	Kt to R 4	35	K to K 3	P to B 3			
15	Q to K 2	Kt t. B	36	B to K 2	B to K sq			
16	P t. Kt	K R to Q sq	37	P to Kt 4	K to B 3			
17	Q R to Q sq	Q to Kt 3	38	P to Kt 3	B to B 2			
18	B to Kt sq	Q to B 3	39	P to B 4	B to B 5			
19	R to B sq	Q to B 5	40	B to B 3	K to Q 3			
20	Q t. Q (e)	R t. Q	41	P to B 5	K to B 3			
21	K R to Q sq	K to B sq		Drawn.				

(a) The capture of the pawn at this stage seems premature.

(b) 8 P to Q R 4 would prevent Black's quick development by P to Q Kt 4 and B to Kt 2.

(c) 10 R to B sq, Kt to B 3; 11 B to Kt sq might be considered.

(d) The choice lies between the text move and B to B 4; the latter seems preferable.

(e) Although Black has two Bishops and an even position, White might have delayed changing Queens with 20 Q to R 5, R to B 4; 21 Q to R 3, threatening P to K 5 or B to R 2 accordingly. There is nothing more than a draw in it afterwards.

### QUEEN'S GAMBIT DECLINED

No. 116	WHITE		BLACK		WHITE		BLACK	
	S. Tinsley	D. Janowsky	S. Tinsley	D. Janowsky	S. Tinsley	D. Janowsky	S. Tinsley	D. Janowsky
1	P to Q 4	P to Q 4	3	Kt to Q B 3	P to Q R 3 (a)			
2	P to Q B 4	P to K 3	4	P to K 4 (b)	P t. K P (c)			

WHITE	BLACK	WHITE	BLACK
5 Kt t. P	Kt to K B 3	33 K to K 2	B to K 2
6 Kt t. Kt, ch (d)	Q t. Kt	34 K to Q 3	B to Kt 4
7 Kt to B 3	Kt to B 3	35 R to B 3	R to R 6, ch
8 P to Q R 3	P to R 3	36 K to Q 2	K to B 2
9 B to K 2	B to K 2	37 P to R 4	B t. B, ch
10 Castles	Castles	38 R t. B	R to R 7, ch
11 B to K 3	R to Q sq	39 K to K sq	R to Kt 7
12 Q to B 2	P to Q Kt 3	40 R to K 2	R to Kt 5
13 K R to Q sq	B to Kt 2	41 R to B 2	K to K 3
14 P to Q Kt 4 (e)	B to KB sq (f)	42 K to Q 2	R to Kt 6
15 Q R to Kt sq	Kt to K 2	43 R to B 3	R to Kt 7, ch
16 Kt to K 5 (g)	P to Q R 4	44 R to B 2	R t. R, ch
17 B to Q 3 (h)	P t. P.	45 K t. R	K to Q 3
18 P t. P	Kt to B 3	46 P to B 4	K to B 3
19 B to K 4 (i)	Kt t. Kt P	47 K to B 3	P to R 4
20 R t. Kt	B t. B	48 K to Kt 2	P to Kt 4
21 Q t. B	B t. R	49 K to B 3	P t. P
22 Kt to B 6	B to B sq	50 K t. P	K to Q 3
23 Kt t. R	Q t. Kt	51 K to B 3 (j)	K to Q 4
24 P to Kt 3	R to R 7	52 K to Q 3	P to B 5, ch
25 K to Kt 2	Q to Q 2	53 K to B 3	K to B 4
26 P to Q 5	P t. P	54 K to B 2	K to Q 5
27 R t. P	Q to B 3	55 K to Q 2	P to B 6, ch
28 K to B 3 (j)	R to R 5	56 K to B 2	K to B 5
29 R to Q 4	Q t. Q, ch	57 K to B sq	K to Q 6
30 R t. Q (k)	P to K B 4	58 K to Q sq	P to B 7, ch
31 R to Q 4	P to B 4	59 K to B sq	K to B 6
32 R to B 4	P to Kt 3	Resigns (m).	

(a) Morphy played this move against Harrwitz in the match, Paris 1858. Janowsky plays it now with predilection.

(b) Premature. It leaves the Q P weak.

(c) Although Janowsky could bring about his favourite variation 4. . . . P takes B P; 5 B takes P, P to Q Kt 4; 6 B to Q 3, B to Kt 2, he selects the text move nevertheless, because he gains time with 5. . . . Kt to K B 3.

(d) If 6 B to Kt 5, then 6. . . . B to K 2, and the Queen would eventually be at K B 3 just the same, except that two minor pieces would be exchanged instead of one.

(e) 14 P to Q 5, Kt to K 4; 15 Kt takes Kt, Q takes Kt; 16 P takes P, Q takes P, which would have given an even game.

(f) Now he provides a retreat for the Kt to K 2.

(g) Black's P to Q R 4 might have been anticipated with 16 P to Q R 4.

(h) If 17 P to Kt 5, then 17. . . . Kt to B 4, threatening to win the Q P, or the Q R P.

(i) Losing a pawn. He should have played 19 Kt takes Kt, followed by 20 B to K 4.

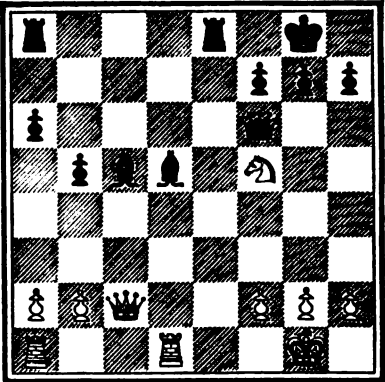
(j) 28 R to K 5, Q takes Q ch; 29 R takes Q, P to K B 4; 30 R to K 6 followed by R to Q B 6 might have been better.

(k) If 30 K takes Q, then 30. . . . B to B 4; 31 R to Q 8 ch, K to R 2; 32 B takes B, P takes B, and Black would remain a pawn ahead.

(l) If the three pawns each on the King's side were off, it would be a draw; but as the position stands he might resign.

(m) For he must move the Kt P, whereupon Black mates in four moves.

### QUEEN'S GAMBIT DECLINED

No. 117	WHITE	BLACK	WHITE	BLACK
	W. Steinitz	D. Janowsky	W. Steinitz	D. Janowsky
1	P to Q 4	P to Q 4	33	R to B 2
2	P to Q B 4	P to K 3	34	K to Kt 2
3	Kt to Q B 3	P to Q R 3 (a)	35	K to B sq
4	P to K 3	Kt to K B 3	36	R to K Kt 4
5	Kt to B 3	P t. P	37	K to Kt 2
6	B t. P	P to Q Kt 4	38	R to Q 4
7	B to Kt 3	B to Kt 2	39	R to K R 4
8	Castles	P to B 4	Position after Black's 22nd move.	
9	Q to K 2	P t. P	BLACK	
10	P t. P (b)	B to K 2		
11	R to Q sq	Castles		
12	B to Kt 5	Q Kt to Q 2	WHITE	
13	P to Q 5 (c)	P t. P	40	R to Kt 4
14	Kt t. P	R to K sq	41	P to Kt 4
15	Kt to K 3	Q to Kt 3	42	R to Q 4
16	B t. Kt	Kt t. B	43	P to K R 4
17	Kt to K 5	R to K B sq	44	K t. R
18	Kt to B 5 (d)	B to B 4	45	K to Kt 3
19	Kt to Q 7	Q to B 3	Resigns.	
20	Kt t. Kt, ch	Q t. Kt	WHITE	
21	B to Q 5	K R to K sq	40	R to Kt 4
22	Q to B 2	B t. B	41	P to Kt 4
23	Q t. B (e)	B t. Kt P (f)	42	R to Q 4
24	K t. B	Q R to B sq	43	P to K R 4
25	Q to Q 5 (g)	R to K 4	44	K t. R
26	Q to Q 7	Q t. Kt	45	K to Kt 3
27	Q R to B sq	Q to K 5, ch	Resigns.	
28	P to B 3	R to Kt 5, ch	WHITE	
29	K to B 2	Q to R 5, ch	40	R to Kt 4
30	K to B sq	R to B sq	41	P to Kt 4
31	R to B 2	P to Kt 3	42	R to Q 4
32	R to Q 4	Q to R 4	43	P to K R 4
			44	K t. R
			45	K to Kt 3

(a) Janowsky's own variation, which he played in his recent encounter with Showalter in New York, the point being to get a quick development with 5. . . . P takes P; 6. . . . P to Q Kt 4, attacking the Bishop, and



then to place his B to Kt 2. He is perfectly familiar with all the ramifications of this defence, and plays it excellently.

(b) The isolated pawn in this position is not considered a disadvantage, as White can get rid of it afterwards.

(c) He thus gets rid of the isolated pawn. The position is even, or if anything, a shade in favour of Black, considering he is second player. White's Queen is not well placed.

(d) Kt to Q 7 at once might be considered.

(c) R takes B seems preferable.

(f) Janowsky took some time over this move, as it was not easy to work out all the variations springing from the sacrifice. A flaw has however been discovered in the combination which at the time escaped the notice of the players and the spectators.

(g) The right move is 25 R to K sq, and White keeps the piece. As played, White's game is lost.

## QUEEN'S GAMBIT DECLINED

WHITE

BLACK

J. W. Showalter

D. Janowsky

WHITE

BLACK

J. W. Showalter

D. Janowsky

No. 118

1 P to Q 4

P to Q 4

2 P to Q B 4

P to K 3

3 Kt to Q B 3

P to Q R 3 (a)

4 P t. P (b)

P t. P

5 Q to Kt 3

Kt to K B 3

6 B to Kt 5

P to B 3

7 Kt to B 3

B to K 2

8 P to K 3

Castles

9 B to Q 3

Q Kt to Q 2

10 Castles K R

R to K sq

11 Q R to B sq

Kt to B sq

12 Kt to K 5

K Kt to Q 2

13 B to K B 4

K t. Kt

14 B t. Kt

B to Q 3

15 P to B 4

B to K 2 (c)

16 P to B 5

Kt to Q 2

17 B to K B 4

Kt to B 3

18 Q to Q sq

B to Q 3

19 Q to B 3

B t. B

20 Q t. B

B to Q 2

21 P to K Kt 4

P to K R 3

22 P to K R 4

Kt to R 2

23 Q to Kt 3

P to B 3 (d)

24 K R to K sq

Q to Kt sq

25 Q t. Q (e)

Q R t. Q

26 P to K 4

P t. P

27 B to B 4, ch (f)

K to B sq

28 Kt t. P

Q R to Q sq

29 Kt to B 5

R t. R, ch

30 R t. R

B to B sq

31 R to K 4

P to K R 4 (g)

32 B to K 6

P to Q Kt 3

33 Kt to R 4

B t. B

34 P t. B

K to K 2

Position after Black's 24th move.

BLACK

WHITE

35 Kt t. P

P t. P

36 R t. P

P to Kt 4

37 Kt to Q 7

K t. P

38 Kt to B 5, ch

K to B 4

39 R to K 4

P t. P

40 R t. P

Kt to Kt 4

WHITE	BLACK	WHITE	BLACK
41 K to B 2	P to R 4	49 Kt to B 4	K to Kt 4
42 P to Kt 3	K to Kt 3	50 R to B sq	R to Q 4
43 K to K 3	R to K sq, ch	51 Kt to Kt 6	R to Kt 4
44 K to Q 3	P to B 4	52 Kt to B 8	Kt to K 6
45 Kt to Q 7	Kt to B 6	53 R to Kt sq, ch	K to B 5
46 R to B 4	R to Q sq	54 K to Q 3	R to Kt sq
47 Kt to Kt 6	Kt to K 4, ch	55 R to K sq	R t. Kt
48 K to B 3	Kt to Kt 5	56 R t. Kt	Drawn.

(a) Janowsky's intention is, if 4 P to K 3, to continue with 4. . . . P takes P; 5 B takes P, P to Q Kt 4; 6 B to Q 3, B to Kt 2, &c.

(b) White takes the pawn to prevent the line of play pointed out.

(c) Forced, because of the threat, 16 P to K 4. For the same reason he cannot now play P to B 3.

(d) Both players travel upon explored ground, since they played the same or similar variations in the matches contested in New York.

(e) White has the better game now, but he should not exchange Queens. 25 Q to Kt 2 would be a good move instead.

(f) There is no necessity for the check. 27 Kt takes P is preferable.

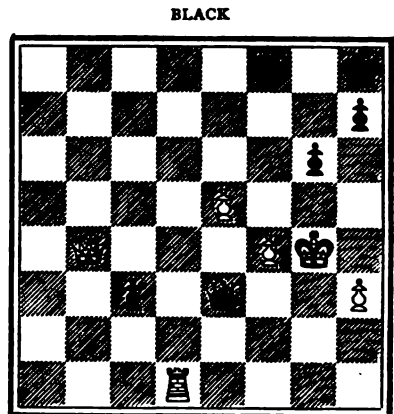
(g) Janowsky plays this difficult ending with his noted skill. From this point every move is well judged.

### QUEEN'S GAMBIT DECLINED

No. 119	WHITE F. J. Lee	BLACK D. Janowsky
1	P to Q 4	P to Q 4
2	P to Q B 4	P to K 3
3	Kt to Q B 3	P to Q R 3
4	P t. P	P t. P
5	Q to Kt 3	P to Q B 3
6	Kt to B 3	Kt to B 3
7	B to Kt 5	B to K 2
8	B t. Kt	B t. B
9	P to K 3	Castles
10	B to Q 3 (a)	Q to K 2
11	P to K R 3	B to K 3
12	Castles K R	P to K Kt 3
13	Kt to Q R 4	P to Q Kt 4
14	Kt to B 5	Kt to Q 2
15	Q R to B sq	K R to B sq
16	K R to K sq (b)	Kt t. Kt
17	R t. Kt	Q to Kt 2
18	Q to Q sq (c)	B to K 2
19	R to Q B sq	P to Q B 4
20	Q to K 2	P to B 5
21	B to Kt sq	R to K sq
22	Kt to K 5	B to Q Kt 5

WHITE F. J. Lee	BLACK D. Janowsky
23 R to B sq	P to B 3
24 Kt to Kt 4	Q to Kt 2

Position after White's 50th move.



WHITE	BLACK
25 Q to B 3	P to B 4 (d)
26 Kt to K 5	B to Q 3

WHITE	BLACK	WHITE	BLACK
27 Q to Kt 3	B t. Kt	45 Q t. B	R t. R P (e)
28 P t. B	P to Q R 4	46 K to Kt 3	R t. R
29 P to B 4	P to Kt 5	47 Q t. R	Q to K 6, ch
30 B to B 2	P to R 5	48 K to Kt 4	R to K B sq
31 B to Q sq	Q to R 2	49 Q to Kt 3, ch	K to R sq
32 Q to B 2	Q R to Q sq	50 Q t. Kt P	R to K Kt sq
33 B to K 2	P to R 6	51 Q to Q 4	Q to K 7, ch (f)
34 P t. P	Q t. R P	52 K to Kt 3	P to R 4
35 B to B 3	R to R sq	53 Q to Q 3	P to R 5, ch
36 R to B 2	Q to R 4	54 K t. P	Q to R 4, ch
37 R to Q sq	Q to B 4	55 K to Kt 3	P to Kt 4
38 Q to Q 2	R to R 4	56 P to B 5	Q to R 5, ch
39 P to Kt 4	R (Ksq) to Rsq	57 K to Kt 2	P to Kt 5
40 K to R 2	P to B 6	58 K to R sq	Q to B 7 (g)
41 Q to K 2	Q to R 2	59 Q t. P (h)	P to Kt 6
42 P t. P	B t. P	60 P to K 6, dis ch	R to Kt 2
43 P to K 4	P t. P	Resigns (i).	
44 B t. P	B t. B		

(a) The same variation as in the game with Showalter, with the exception of Janowsky's favourite P to Q R 3. We have been trying to find a reason for White's Q to Kt 3, and the exchange of B for Kt, viz., to enable him to advance the K P; but he could neither do it in the former game nor in this.

(b) The advance of the K P not being feasible so long as the Queen stands on the masked diagonal of Black's Q B, the Rook's move is useless, and if he tries to double Rooks on the Q B P, he must also lose a move with Q R, for as soon as he moves R to B 2, Black would play Kt takes Kt, consequently he should make a waiting move—B to Kt sq, for instance.

(c) The Queen being uncomfortably placed, he removes her; but he could have left her still there in the following variation:—

18 K R to Q B sq	B to K 2	22 R t. B	P t. P
19 Q R to B 3	P to Q B 4	23 P to B 6	P t. P, ch
20 P t. P	P to Q 5	24 K to B sq	Q to R 2
21 B to B 4	B t. B	25 Q R to B 2	

and Black's advanced pawn would fall, whilst White's P at B 6 remains a valuable passed pawn.

(d) There is another line of play in which he need not allow White a passed pawn. For instance 25 R to K B sq, P to K 4; 26 Q R to Q sq, &c. It is a sound variation, without any risk; but too tame for Janowsky. As played, Black's plan was to keep White's Bishop inactive; to get it free he had to lose some moves, which gave Black time for the victorious advance of the Queen's side pawns.

(e) With a pawn ahead and the better position Black's game is now won.

(f) This was the sealed move, and when play was resumed it was a

matter of surprise that Janowsky should have overlooked the simple 51 . . . P to B 7, which wins immediately.

(g) The only move offering any chance at all.

(h) The losing move. He should have played 59 R to K B sq, which would have resulted in a draw. Janowsky intended to continue 59. . . . P to Kt 6; 60 R takes Q, P takes R; 61 P to K 6, R to Kt 8 ch; 62 K to R 2, P to B 8=Q; 63 Q to Q 8 ch, and draws.

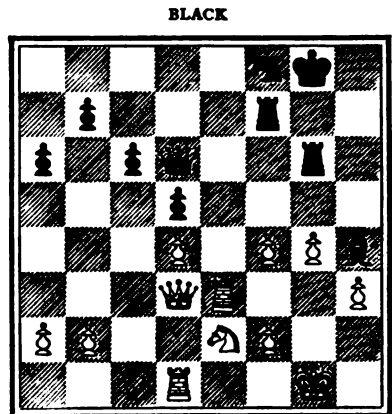
(i) He cannot avoid the mate.

### QUEEN'S GAMBIT DECLINED

No. 120	WHITE E. Lasker	BLACK D. Janowsky
1	P to Q 4	P to Q 4
2	P to Q B 4	P to K 3
3	Kt to Q B 3	P to Q R 3
4	P t. P (a)	P t. P
5	Q to Kt 3	P to Q B 3
6	Kt to B 3	B to Q 3
7	B to Kt 5	B to K 2
8	B to B 4	Kt to B 3
9	P to K 3	Q Kt to Q 2
10	B to Q 3	Castles
11	Castles K R	Kt to R 4
12	Q to B 2	Kt t. B (b)
13	B t. P, ch	K to R sq
14	P t. Kt	P to K Kt 3
15	B t. P	P t. B
16	Q t. P	R to B 3 (c)
17	Q to R 5, ch	K to Kt 2
18	Kt to Kt 5	Kt to B sq
19	P to K Kt 3 (d)	B to K B 4
20	K R to K sq	R to Kt 3 (e)
21	Kt to B 7	K t. Kt (f)
22	Q t. B, ch	B to B 3
23	Q R to Q sq	Q to Q 3
24	P to K Kt 4	K to Kt sq
25	R to K 3	R to Q sq
26	Kt to K 2	R to Q 2
27	P to K R 3	R to K B 2
28	Q to Q 3	B to R 5
29	R to K 8	R (Kt 3) to Kt 2 (g)
30	K to Kt 2	Q to Q 2
31	Q to K 3	R to K 2
32	R t. R	R t. R
33	Q to K B 3	Kt to Kt 3
34	K to B sq	R to B 2 (h)

WHITE E. Lasker	BLACK D. Janowsky
35	P to B 5
36	Kt to Kt 3
37	Q to B 4
38	Q to K 3
39	R to K sq
40	R t. Q
41	Kt to K 2
42	P to B 3
	B to Q sq
	Kt to R 5
	Q to K 2
	B to B 2
	Q t. Q
	B to Kt 3
	B to B 2
	K to B sq

Position after Black's 28th move.



WHITE	BLACK
43	K to B 2
44	R t. R
45	P to B 4
46	Kt to B sq
47	Kt to Kt 3
48	K to Kt 3
49	P t. Kt
50	K to B 3
	R to K 2
	K t. R
	B to R 4
	B to Kt 3
	K to B 3
	Kt t. P, ch
	K t. P
	B to B 2

WHITE	BLACK	WHITE	BLACK
51 Kt to B 5	P to Kt 3	54 P to Kt 4	K to B 4
52 Kt t. P	B to Q 3	55 Kt to B 5	B t. P (i)
53 P to Q R 4	K to K 3	56 Kt to Q 7	Resigns.

(a) Lasker probably wished to avoid Janowsky's variation, if 4 P to K 3, of 4. . . . P takes P; 5 B takes P, P to Q Kt 4; 6 B moves, B to Kt 2.

(b) It is clear Janowsky must have considered the continuation which followed, else he would have delayed taking the Bishop.

(c) The piece is not worth the three pawns, (practically four,) and Janowsky for once misjudged the situation.

(d) Lasker, judging rightly the power of his pawns, does not precipitate the attack, but quietly defends the B P, relying on the end game.

(e) This move is of doubtful value, as Black has to part with the Bishop, which is so useful for defending the King, denuded as it is of protecting pawns.

(f) Compulsory. He cannot allow Kt to K 5.

(g) 29. . . . R to K 3 might be considered here, especially as he has to exchange Rooks two moves later.

(h) This was Janowsky's sealed move at the adjournment. He still played to win, otherwise he might have played 34. . . . Kt takes P, and whether Q or Kt takes Kt he gets the piece back with an attack probably resulting in a draw. As played, he had to sacrifice the Knight in a less favourable position, and so lost the game.

(i) If 55. . . . P takes Kt, then 56 Q P takes P and one of White's pawns must Queen.

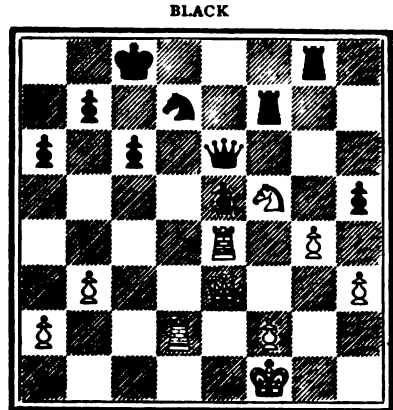
### QUEEN'S GAMBIT DECLINED

WHITE	BLACK	WHITE	BLACK	No. 121
H. N. Pillsbury	D. Janowsky	H. N. Pillsbury	D. Janowsky	
1 P to Q 4	P to Q 4	18 R to K 3	R to K 2	
2 P to Q B 4	P to K 3	19 Q R to K sq	Q R to K sq (e)	
3 Kt to Q B 3	P to Q R 3	20 P to Q Kt 3	R to Kt 2	
4 P t. P (a)	P t. P	21 Kt to R 4	Q R to K 2	
5 Q to Kt 3	P to Q B 3	22 Q to B 4	Q to K R 4	
6 Kt to B 3	B to Q 3 (b)	23 P to K R 3	Q to Q 4	
7 B to Kt 5	Kt to B 3	24 P to Kt 3	K to B sq (f)	
8 P to K 4	P t. P	25 Kt to B 3	K to K sq	
9 Kt t. P	B to K 2	26 Kt to R 4	K to Q sq	
10 Kt t. Kt, ch	B t. Kt	27 Kt to Kt 2	K to B sq	
11 Q to K 3, ch	B to K 3	28 R to K 4	P to K 4	
12 B to Q B 4 (c)	Castles	29 P t. P	P t. P	
13 K B t. B	R to K sq	30 Q to K 3	R (K 2) to B 2	
14 B t. B	P t. B (d)	31 Kt to R 4	R to B sq	
15 Castles K R	P t. B	32 R to K 2	R (Kt 2) to B 2	
16 K R to K sq	Q to Q 4	33 R to Q 2	Q to K 3	
17 Q to R 6	Kt to Q 2	34 P to K Kt 4	R to Kt sq	

WHITE	BLACK
35 K to B sq	P to K R 4
36 Kt to B 5	R t. Kt (g)
37 P t. R	Q t. B P
38 P to B 4	P to R 5 (h)
39 R to K Kt 2	R to B sq
40 R to K B 2	Kt to B 3
41 R t. P	Q to Kt 8, ch
42 K to Kt 2	R to Kt sq, ch
43 R to Kt 5	R to K sq
44 Q to Q 4	Kt to Q 4
45 R to K 5	R to Kt sq, ch
46 R to Kt 5	R to K sq
47 K to R 2	R to K 8
48 Q to R 8, ch	K to B 2
49 Q to Kt 7, ch	R to K 2
50 R to Kt sq	Q to Q 6
51 Q to R 6	R to R 2
52 R to Kt 7, ch	R t. R
53 Q t. R, ch	K to Kt 3
54 Q to Kt 4	Q to R 2
55 P to B 5	Q to B 2, ch
56 K to R sq	Q to K 4
57 Q t. P	Q to K 8, ch
58 K to R 2	Q to K 4, ch
59 Q to Kt 3	Q to B 3
60 R to K 2	P to R 4
61 Q to B 2, ch	K to R 3
62 R to K 6	Q to B 2

WHITE	BLACK
63 Q to K 2, ch	K to R 2
64 Q to K 5	Q to R 4
65 Q to Q 4, ch	K to Kt sq
66 Q to K Kt 4	Q to B 2
67 Q to Kt 6	Q to Q 2

Position after White's 36th move.



WHITE	BLACK
68 Q to K 8, ch	K to B 2
69 Q t. Q, ch	K t. Q
70 K to Kt 3	P to Kt 4
71 P to R 4	Kt to B 2
72 R to K sq	Resigns.

(a) Pillsbury does not allow Janowsky's variation by 4 P to K 3, P takes P; 5 B takes P, P to Q Kt 4, followed by B to Kt 2.

(b) B to K 2 seems preferable.

(c) A lively variation, but not so dangerous as it looks.

(d) If 14. . . . Q takes B, then 15 B takes P ch, Q takes B; 16 Kt to K 5. But even if the Queen could take, P takes B would be the better move, as Black gets two centre pawns.

(e) Pillsbury was of opinion that White has the advantage. We do not however dislike Black's position. White has an isolated pawn, and it requires Pillsbury's genius to keep it guarded and to get an attack at the same time.

(f) The manoeuvre of marching the King over to the Queen's side may be open to doubt. At K R sq the King seems secure enough without interfering with an intended counter-attack, whilst the Queen's side, with the diagonal occupied by the Queen and the open Q B file, appears more dangerous for the King's quarters.

(g) Perfectly sound; to a certain extent it is forced, as the Knight cannot be dislodged, nor could it be left in such a threatening position.

(h) Janowsky took forty minutes before making this move, having

intended to play the correct 38. . . . P takes P, which, if not actually winning, yields winning chances, and at least a certain draw. After having used all this time, he decided upon the text move, which loses the game.

### QUEEN'S GAMBIT DECLINED

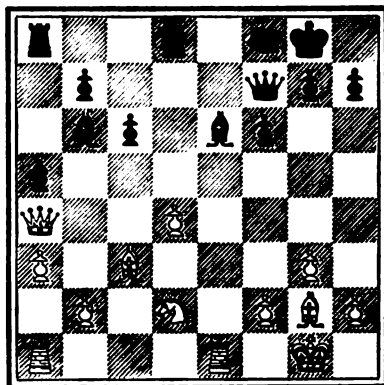
No. 122

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

WHITE S. Tinsley	BLACK G. Maroczy
41 Q to K Kt 3	R to Q 5
42 B to B 2	Q to Q 3
43 Q to R 3	B to Q 2
44 Kt to K 3	Kt to K 3
45 Q to R 7	Kt to B 5
46 P to R 4	Q t. P
47 K to B sq	Q to Q 3
48 R to Q sq	Q to B 3
49 K to Kt sq	Kt to K 7, ch
50 K to B sq	Kt to B 6
51 K to Kt sq	R t. R, ch (j)

Position after Black's 20th move.

BLACK



WHITE

52 Kt t. R	Kt t. Kt
53 B t. Kt	P to Kt 5
54 Q to Kt 8	Q to Q 4
55 B to K 2	B to B 3
56 P to B 3	Q to B 4, ch
57 K to Kt 2	B to K sq
58 Q to B 4	P to B 6
59 B to B 4, ch	K to Kt 2
60 B to Kt 3	B to B 2
61 P to Kt 5	B t. B
62 Q t. P, ch	K to Kt sq

Resigns (k).

(a) Adopting a close game and opening Black's does not seem consistent. More to the purpose would have been 8 P to K 4, opening his and keeping Black's game close.

(b) Remaining with an isolated pawn. Although this is a lesser disadvantage in this opening, still in this particular instance White could never exchange this isolated pawn, and eventually lost it.

(c) Presumably to prevent Black's B to R 4; but Black has no such idea. The withdrawal of the Bishop is intended for the attack on the Q P, with B to Kt 3.

(d) The only plausible means of defending the Q P; but the move is inadequate, as Maroczy soon enough shows.

(e) A subtle move, which indirectly attacks the Q P.

(f) He cannot move Kt to B 3, because of 21. . . . B to Kt 6 winning the Queen, and there is no other way of defending the Q P.

(g) The repetition of moves is only intended to gain time.

(h) If 31 B takes P, then 31. . . . R to Q B 5 wins a piece.

(i) This move saves Black the trouble of forcing a passed pawn. White can only prolong, but not save the game.

(j) The two passed pawns are sufficient to win; he clears off pieces.

(k) For he has only 63 Q to Q 8 ch, whereupon 63 Q to B sq wins.

### QUEEN'S GAMBIT DECLINED

No. 123	WHITE		BLACK		WHITE		BLACK	
	C. Schlechter	J. W. Showalter	C. Schlechter	J. W. Showalter	C. Schlechter	J. W. Showalter	C. Schlechter	J. W. Showalter
	1 P to Q 4		P to Q 4		16 B t. P		P to K B 4	
	2 P to Q B 4		P to K 3		17 B to B 2		B to Q 3	
	3 Kt to Q B 3		Kt to K B 3		18 P to K Kt 3		Q to B 3	
	4 Kt to B 3		B to K 2		19 P to B 4		R to K 2	
	5 B to B 4		Castles		20 Kt to R 4		B to K sq	
	6 P to K 3		P to Q R 3		21 Kt to Kt 6		R to Q sq	
	7 R to B sq		Q Kt to Q 2		22 P to B 5		B to Q B 2	
	8 Kt to K 5 (a)		P to B 3		23 Kt to B 4		P to K R 4	
	9 B to Q 3		R to K sq		24 Kt to K 5		Kt to B sq	
	10 Castles		Kt to B sq		25 P to K R 4		Kt to R 2	
	11 Q to K 2		K Kt to Q 2 (b)		26 P to Q Kt 4		Q to R 3	
	12 K R to Q sq		P to B 3		27 R to Kt sq		Kt to B 3	
	13 Kt t. Kt		B t. Kt		28 R to Kt 3		Kt to Q 4	
	14 P to K 4		Kt to Kt 3		Drawn (d).			
	15 B to K 3 (c)		P t. K P					

(a) White delays developing the K B because of the reply 8. . . . P takes P; 9 B takes P, P to Q Kt 4; or Kt to Kt 3, followed by the same Kt to Q 4.

(b) This manœuvre is not altogether satisfactory, as White gets the better of the centre play which follows.

(c) He might have kept command of the diagonal with B to Kt 3, since he has to advance P to K Kt 3 in answer to Black's B to Q 3.

(d) There is plenty of play still in the game, two minor pieces only being off the board, but probably neither player felt inclined to run any risk.



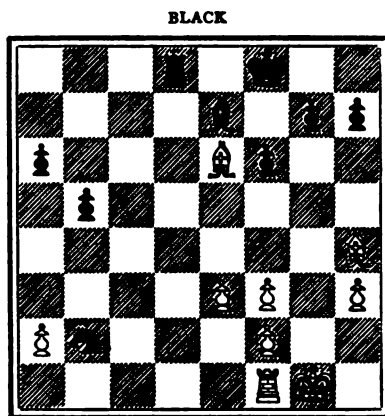
## QUEEN'S GAMBIT DECLINED

No. 124

WHITE C. Schlechter	BLACK H.N. Pillsbury
1 P to Q 4	P to Q 4
2 P to Q B 4	P to K 3
3 Kt to Q B 3	Kt to K B 3
4 Kt to B 3	B to K 2
5 B to B 4	Castles
6 P to K 3	P to B 4
7 Q P t. P	B t. P
8 B to Q 3	Kt to B 3
9 Castles	P to Q R 3
10 B to Kt 5	P t. P
11 B t. P	P to Kt 4
12 B to Q 3	B to Kt 2
13 R to B sq	B to K 2
14 Q to K 2	Q to Kt 3
15 K R to Q sq	K R to Q sq
16 B to Kt sq	Q R to B sq
17 Kt to K 4	Kt t. Kt
18 B t. Kt	P to B 3
19 B to R 4	Kt to Kt 5
20 B to Kt sq	Q R t. R
21 R t. R	Q to Q 3
22 P to K R 3	Kt to Q 6
23 R to K B sq	B t. Kt
24 Q t. B	Kt t. Kt P
25 B to B 2	Q to Q 4 (a)
26 B to Q Kt 3	Q t. Q (b)
27 B t. P, ch	K to B sq
28 P t. Q	P to Q R 4
29 R to Q Kt sq	R to Q 8, ch
30 R t. R	Kt t. R
31 K to B sq	Kt to B 6
32 B to K Kt 3	P to R 5
33 B to Q B 7	B to Kt 5
34 B to Kt 6	K to K 2
35 B to Kt 8	P to R 3
36 B to Q 4	Kt to Kt 8 (c)
37 K to K 2	K to Q 3
38 B to B 7	B to B 4
39 B to Kt 2	B to R 6
40 B to Q 4	B to B 4
41 B to Kt 2	K to B 3 (d)
42 K to Q 3	K to Kt 3
43 K to B 2	Kt to R 6, ch
44 K to Q 3	Kt to Kt 8

WHITE C. Schlechter	BLACK H.N. Pillsbury
45 K to B 2	Kt to R 6, ch
46 K to Q 3	B to Kt 5 (e)
47 P to B 4	Kt to Kt 8
48 P to K 4	B to B 4
49 P to K 5	P t. P
50 P t. P.	P to Kt 5
51 P to B 4	Kt to B 6
52 P to B 5	K to B 2
53 B t. Kt	P t. B
54 K t. P	P to R 6
55 K to B 4	B to K 6
56 K to Q 5	K to Q 2
57 P to B 6	P t. P
58 P t. P	B to B 8

Position after White's 28th move.



WHITE	BLACK
59 K to K 5	B to Kt 7, ch
60 K to B 5	B to B 6
61 B to R 5	B to Q 5
62 K to Kt 6	B to B 6
63 P to B 7	K to K 2
64 K t. P	K to B sq
65 K to Kt 6	B to K 8
66 B to Q sq	B to B 7
67 B to Kt 3	B to K 8
68 K to Kt 5	B to Kt 5
69 P to R 4	B to K 2, ch
	K

WHITE	BLACK	WHITE	BLACK
70 K to Kt 4	K to Kt 2	72 K to B 4	B to Kt 5
71 P to R 5	K to B 3	Drawn.	

(a) Fifteen moves are simply the development. Schlechter commences a forward movement with 17 Kt to K 4, and then a few exchanges follow. Pillsbury temporarily gains a pawn with 25. . . . Q to Q 4, but he has to give a pawn back, which he probably overlooked. He might have retired 25. . . . Kt to B 5 instead, hoping to derive some advantage from the two pawns to one on the Queen's side in the ending.

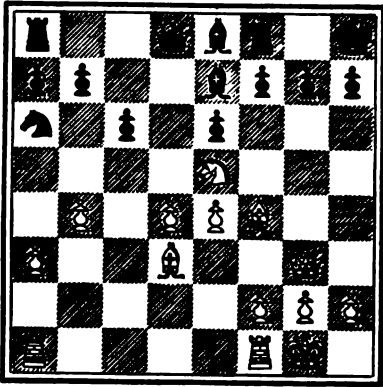
(b) He might still have played 26. . . . Kt to B 5.

(c) The Knight being now imprisoned, White has a decided advantage.

(d) He might have continued repeating the Bishop's move, and White might perhaps have consented to a draw at this stage.

(e) Here again it is Pillsbury who will not consent to a draw.

### QUEEN'S GAMBIT DECLINED

No. 125	WHITE C. Schlechter	BLACK F. J. Lee	WHITE C. Schlechter	BLACK F. J. Lee
	1 P to Q 4	P to Q 4	29 Q to Kt 3	B to B 3
	2 P to Q B 4	P to K 3	30 P to K 5	B to K 2
	3 Kt to Q B 3	Kt to K B 3	31 Kt to B 7, ch	B t. Kt
	4 Kt to B 3	B to K 2	32 R t. B	Q to Q 2
	5 B to B 4	P to B 3	33 Q R to K B sq	Kt to K 3
	6 P to K 3	Q Kt to Q 2	Position after White's 21st move.	
	7 B to Q 3 (a)	P t. P	BLACK	
	8 B t. B P	Kt to Kt 3		
	9 B to Q 3	Q Kt to Q 4		
	10 B to Kt 3	Q to R 4	WHITE	
	11 Q to Kt 3	Kt to Q Kt 5	34 R t. R	Kt t. R
	12 B to Kt sq	K Kt to Q 4	35 B to Kt sq	Q to Kt 5
	13 Castles	Kt t. Kt (b)	36 Q to Q 3	Q to R 4
	14 Q t. Kt (c)	Q to Kt 3 (d)	37 R to B 7	R to K sq
	15 P to K 4	Castles	38 Q to K B sq	Resigns.
	16 B to B 4 (e)	B to Q 2		
	17 Kt to K 5	B to K sq		
	18 P to Q R 3	Kt to R 3		
	19 P to Q Kt 4	Q to Q sq		
	20 Q to K Kt 3	K to R sq		
	21 B to Q 3	P to K Kt 4 (f)		
	22 B to K 3	Kt to Kt sq		
	23 P to B 4	P to B 3		
	24 P t. P (g)	R to Kt sq		
	25 Kt to Kt 4	Kt to Q 2		
	26 Q to R 3	P t. P		
	27 Kt to R 6	R to Kt 2		
	28 Q t. P	Kt to B sq		

(a) 7 Q R to B sq might have been played here, to avoid moving the K B twice.

(b) The advance on the Queen's side is premature, since he has to withdraw the attacking forces without any favourable result.

(c) At first sight P takes Kt, establishing a strong barrier of pawns, would be thought of, but Schlechter, contemplating a King's side attack, does not want to bar the passage of the Queen to the King's side.

(d) The retreat commences. The alternative P to K B 4 would not have prevented 15 P to K 4, with a centre attack for White.

(e) To make room for the Q at K Kt 3.

(f) Too dangerous. 21. . . . P to K B 4 would have been somewhat better.

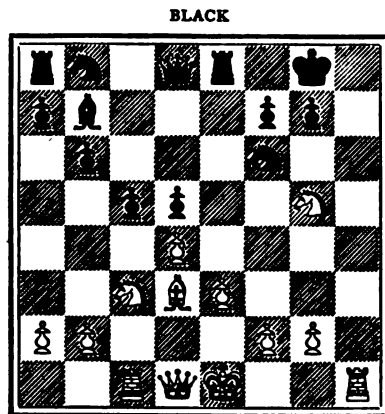
(g) A pretty combination. If 24. . . . P takes Kt, then 25 Q takes P ch, followed by P to Q 5, or 26 Q takes P ch, B to B 2; 27 R takes B, and wins.

### QUEEN'S GAMBIT DECLINED

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

WHITE	BLACK	
D. Janowsky	G. Maroczy	No. 126
22 Q to R 4	Kt to K 4	

Position after White's 14th move.



WHITE	BLACK
23 B to B 5	Kt to K 5, ch
24 K to Kt sq.	Resigns.

(a) The B at Q 3 is not well placed, and sooner or later Black is compelled to take the opposing Bishop, or to get an inferior development otherwise.

(b) He could have played 8. . . . P takes P, because if 9 Kt to Kt 5, then 9. . . . B to Kt 5 ch. Taking the Bishop, White not having Castled, is disastrous.

(c) Forced, because of 11 B takes P ch, Kt takes B; 12 Q to R 5, &c.

(d) Temporarily the threatened P to Kt 5 could be stopped with Kt to R 2, but there are several ways to finish the game in a few moves.

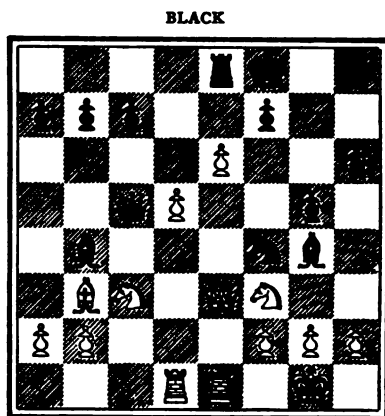
(e) Momentary relief would have been given by Kt to Kt 5, and K R 3.

(f) Black should have seen White's dangerous threat of sacrificing the Rook.

### QUEEN'S GAMBIT DECLINED

No. 127	WHITE		BLACK	
	D. Janowsky	S. Tinsley	D. Janowsky	S. Tinsley
	1 P to Q 4	P to Q 4	39 K to Q 4	R to Q R 6
	2 P to Q B 4	P to K 3	40 R to B 5, ch	R to B 3
	3 Kt to Q B 3	Kt to K B 3	41 R to Q Kt 5	P to Kt 3
	4 B to B 4	Kt to R 4 (a)	42 R to Q Kt 2	R to Q 3, ch
	5 B to K 5	Kt to Q 2 (b)	43 K to K 4	R (R 6) to Q 6
	6 P t. P	Kt t. B	44 R to K Kt 3	R (Q 6) to Q 5, ch
	7 P t. Kt	B to B 4	45 K to B 3	P to Q R 3
	8 P to K 3	P to K Kt 3	46 R to Q B 2	K to B 3
	9 B to Kt 5, ch	K to B sq	47 K to Kt 4	K to Kt 3
	10 B to K 2	Kt to Kt 2		
	11 Kt to B 3	B to Kt 5		
	12 P to K 4	Kt to R 4		
	13 Q to Q 2	P to K R 3		
	14 Castles K R	P to K Kt 4		
	15 Q R to Q sq (c)	Kt to B 5		
	16 B to B 4 (d)	P t. P		
	17 P t. P	B to Kt 5		
	18 Q to K 3	Q to K 2		
	19 K R to K sq	Q to B 4		
	20 B to Kt 3 (e)	R to K sq		
	21 P to K 6 (f)	Q t. Q		
	22 P t. Q	B t. Q Kt		
	23 P t. B	B t. Kt		
	24 P t. B	Kt to Kt 3		
	25 P t. P	R to Q sq		
	26 R to K B sq (g)	R to Q 3		
	27 B to B 2	K t. P		
	28 B t. Kt, ch	K t. B		
	29 P to K B 4	R to K sq		
	30 R to Q 3	R to K 5		
	31 K to Kt 2	P to B 3		
	32 K to B 3	P t. Q P		
	33 K R to Q sq (h)	P t. P		
	34 P t. P	R to K B 3		
	35 R to Kt sq, ch	K to B 2		
	36 R to Kt 4	R to B 5		
	37 R t. P	R t. Q B P, ch		
	38 K to K 4	R to K 3, ch		
			48 R to B 8	R to K B 3
			49 K to B 3, dis. ch	K to B 4
			50 R to K 8	R t. P, ch
			51 K to K 3	R to B 8
			52 K to K 2	R to B 5
			53 K to K 3	R to Q R 5 (i)
			54 R to B 3, ch	K to Kt 3
			55 R to Kt 8, ch	K to B 2
			56 R to B 8, ch	K t. R
			57 R t. R, ch	K to Kt 2

Position after White's 21st move.



WHITE	BLACK	WHITE	BLACK
58 R t. Kt P	R t. P	60 R t. P	R t. P
59 P to R 4	R to R 7	61 K to B 3	Drawn.

(a) An indifferent move, as Janowsky speedily shows.

(b) Losing a pawn. The alternative being 5. . . . B to Kt 5 ; 6 P to K 3, Kt to K B 3, having lost two moves with the Knight.

(c) The precautionary P to K Kt 3 would have been better. The game, however, was played at lightning speed by Janowsky.

(d) Even now P to K Kt 3 was better. If Kt to R 6 ch, then K to Kt 2, and the Knight remains in limbo.

(e) The simple course would have been 20 Q takes Q, B takes Q ; 21 Kt to K 4, &c.

(f) Here again the exchange of Queens was preferable.

(g) 26 K to B 2, or Kt 2, followed by P to Q B 4, and P to B 5, would have won by means of the threatened passed pawn.

(h) He has nothing better. If 33 R takes P, then 33. . . . R takes B P ch. White having lost the pawn, has now the inferior game owing to the scattered pawns.

(i) P to Kt 4 and P to Q R 4 previous to the text move would have left him chances for a win. As played Janowsky secured a draw.

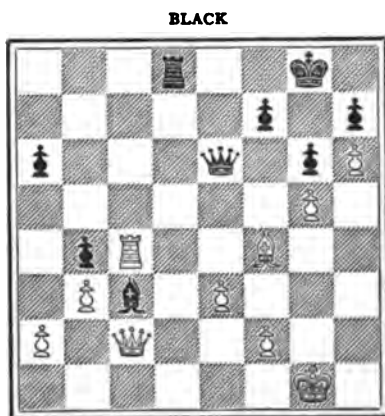
### QUEEN'S GAMBIT DECLINED

WHITE	BLACK
D. Janowsky	E. Lasker
1 P to Q 4	P to Q 4
2 P to Q B 4	P to K 3
3 Kt to Q B 3	Kt to K B 3
4 B to B 4	P to B 4
5 P to K 3	P to Q R 3
6 Q P t. P	B t. P
7 P t. P	Kt t. P
8 Kt t. Kt	P t. Kt
9 B to Q 3 (a)	B to Kt 5, ch
10 K to B sq	Kt to B 3
11 Kt to B 3	B to K 2 (b)
12 R to B sq	B to B 3 (c)
13 P to Q Kt 3	B to K 3
14 Q to K 2	R to Q B sq
15 R to Q sq	Q to K 2
16 P to K R 3	Castles
17 P to K Kt 4	P to K Kt 3
18 B to Kt sq	K R to K sq
19 P to Kt 5 (d)	B to Kt 2
20 P to K R 4	B to Kt 5 (e)
21 R t. P	Kt to Q 5
22 R t. Kt (f)	B t. R
23 K to Kt 2	B to Kt 2

WHITE	BLACK
D. Janowsky	E. Lasker
24 P to R 5	Q to K 3
25 P to R 6	B to R sq

No. 128

Position after Black's 42nd move.



WHITE	BLACK
26 K to Kt 3	R to B 4
27 R to R 4	B to B 4

WHITE	BLACK	WHITE	BLACK
28 B t. B	Q t. B	51 P to K 4	Q to Q 8, ch
29 Q to Q sq	R to Q 4	52 K to R 2	Q to B 6
30 Q to K sq	Q to B 7	53 B to K 3	Q to Q 8
31 Q to Kt 4	P to Kt 4	54 B to B 4	Q to Q 6
32 Q to R 3	Q to B 3	55 Q to Kt 4	K to K 3
33 R to R sq	R to Q B sq	56 B to Kt 3	Q to K B 6
34 Q to Kt 4	B to B 6	57 Q to R 4	Q to B 6
35 Q to K 4	R to K sq	58 B to B 4	K to Q 2
36 Q to B 2 (g)	P to Kt 5	59 B to K 3	P to B 3
37 R to Q sq	K R to Q sq	60 K to Kt 2	P t. P
38 R to Q 4	Q to K 3	61 B t. P	Q to K 4
39 R to B 4	R to Q 8 (h)	62 B to R 4	P to Kt 4
40 Kt to Q 4	R to Kt 8, ch	63 B to Kt 3	Q to Q B 4
41 K to R 2	B t. Kt (i)	64 P to B 3	K to K 2
42 K t. R	B to B 6	65 B to B 2	Q to B 6
43 B to Kt 3 (j)	Q to Q 4	66 P to Kt 4	Q to B 5
44 R t. B (t)	P t. R	67 Q to R 3	K to B 2
45 Q t. P	K to B sq	68 Q to Kt 2	R t. P
46 Q to Kt 4, ch	K to K sq	69 Q to K 5	R to K B 3
47 Q to R 4, ch	K to K 2	70 B to Q 4	Q to K 7, ch
48 Q to R 3, ch	K to Q 2	71 K to Kt sq	Q to Q 8, ch
49 B to B 4	R to Q B sq	72 K to R 2	Drawn (l).
50 Q to R 4, ch	R to B 3		

(a) White gets an inferior position in this variation. As first player he should not be compelled to move the King without the option of Castling. He could of course have provided against 9. . . . B to Kt 5 ch, with 9 Kt to K 2, instead of the text move; but in that case he would probably have been subjected to an attack without improving his position.

(b) To make room for Kt to Kt 5.

(c) 12. . . . Kt to Kt 5 being no use now, because of 13 B to Kt sq, he gives the Bishop an attacking range.

(d) The advance of these pawns allows additional scope to Black's Q B; but White has no alternative, even if he were not an attacking player.

(e) Sacrificing a pawn to win the exchange. The bargain is not his best, as Lasker found subsequently. The better move, which would have probably won the game, was to advance the isolated Q P, a move which would have embarrassed White very much.

(f) Forced, obviously.

(g) Janowsky manoeuvres the Queen very cleverly, even with the difficult task of placing her in a useful position whilst avoiding exchanging.

(h) A miscalculation, as will be seen.

(i) Black's intention originally must have been to play now 41. . . . Q to Kt 5; but he overlooked White's saving move, 42 P to B 3, consequently he has to sacrifice the exchange.

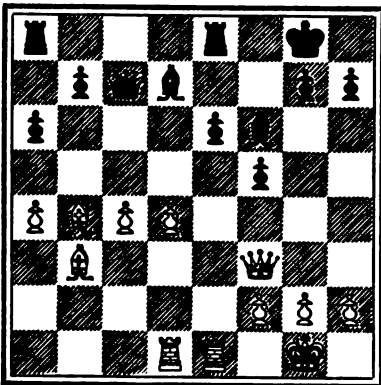
(j) Here Janowsky misses a chance with 43 B to B 7. If 43. . . .

R to Q 2, or Q 7, then 44 Q to K 4; and if R to K sq, then 44 B to Kt 3, having gained an important move.

(k) He has to sacrifice the exchange to save the game, Black threatening Q to B 6 and R to Q 8 ch.

(l) A difficult ending, for any but the best move after White's 44 R takes B would have been fatal. The game was adjourned, Lasker proposing a draw, which Janowsky accepted.

### QUEEN'S GAMBIT DECLINED

WHITE		BLACK		No. 129
H. N. Pillsbury	C. Schlechter	H. N. Pillsbury	C. Schlechter	
1 P to Q 4	P to Q 4	38 B to B 4	B to B sq	
2 P to Q B 4	P to K 3	39 K to K 2	P to Kt 4	
3 Kt to Q B 3	Kt to K B 3	40 K to Q 3	B to B 3	
4 B to Kt 5	B to K 2	41 B to B 3	K to Kt 2	
5 P to K 3	Castles	42 B t. B, ch	K t. B	
6 Kt to B 3	Q Kt to Q 2	43 K to Q 4	P to Q R 4	
7 B to Q 3	P t. P	44 K to B 5	P to R 5	
8 B t. P	P to Q R 3	45 K to B 6	P to R 6	
9 P to Q R 4	P to B 4	46 P to Q 7 (f)	B t. P, ch	
10 Castles	P t. P	Position after Black's 25th move.		
11 P t. P	Kt to Kt 3	<div style="text-align: center;">BLACK</div>  <div style="text-align: center;">WHITE</div>		
12 B to Kt 3	Q Kt to Q 4			
13 R to K sq	R to K sq (a)	47 K t. B	K to K 4	
14 Kt to K 5	Kt t. Kt (b)	48 K to K 7	P to B 5	
15 P t. Kt	Kt to Q 4	49 B to K 6	P to R 3	
16 B to Q 2	R to B sq (c)	50 K to B 7	P to R 4	
17 P to Q B 4	Kt to B 3	51 P to B 3	P to R 5	
18 B to B 3	Kt to Q 2	52 B to R 2	K to Q 5	
19 Kt to Kt 4	Kt to B 3	53 K to B 6	P to Kt 5	
20 B to B 2	Kt t. Kt	54 B P t. P	K to K 6	
21 Q t. Kt	P to B 4	55 P to Kt 5	K to B 7	
22 Q to B 3	B to B 3	56 P to Kt 6	Resigns.	
23 Q R to Q sq	Q to B 2			
24 B to Kt 3	B to Q 2			
25 B to Kt 4 (d)	K R to K sq			
26 P to Q 5	K to R sq			
27 P to R 5	P t. P			
28 P t. P	R t. R, ch			
29 R t. R	R to K sq			
30 R t. R, ch	B t. R (e)			
31 Q to Q sq	Q to K 4			
32 P to Q 6	B to Q 2			
33 P to R 3	Q to Q 5			
34 Q t. Q	B t. Q			
35 B to Q 5	P to Q Kt 3			
36 P t. P	B t. P			
37 K to B sq	B to Q 5			

(a) The Rook's move is generally made if there is a chance to advance the K P, and to make room for the Q Kt to B sq. In this instance the move is not required for either of these manœuvres.

(b) Black did not get any benefit from isolating White's Q P; he rarely does in this variation, as White's scope for manoeuvring his pieces is increased, and he can generally get rid of the isolated pawn if so inclined. But the isolated pawn being there, it does not seem consistent to strengthen it by this exchange.

(c) It is not Schlechter's usual style to lose moves in this manner.

(d) Preparatory to P to Q 5. White's strength lies in the two centre pawns, and he relies on this advantage.

(e) As a rule Schlechter knows how to wind up a game to a draw if there is no chance of any better result; but here the passed pawn becomes stronger after the Rooks are off the board.

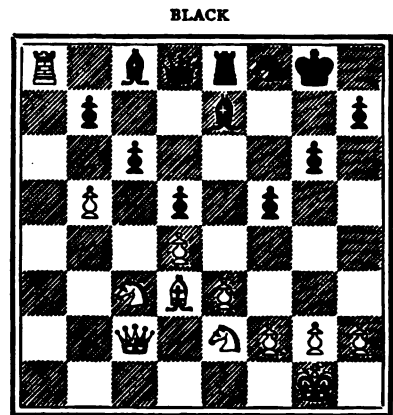
**(f) A high-class ending worthily concluding a well-played game.**

## QUEEN'S GAMBIT DECLINED

No. 130	WHITE. W. Steinitz	BLACK. F. J. Lee
1	P to Q 4	P to Q 4
2	P to Q B 4	P to K 3
3	Kt to Q B 3	Kt to K B 3
4	B to Kt 5	B to K 2
5	P to K 3	Castles
6	B t. Kt (a)	B t. B
7	P t. P	P t. P
8	Q to Kt 3	P to B 3
9	B to Q 3	R to K sq
10	K Kt to K 2	Kt to Q 2
11	Q to B 2	Kt to B sq
12	Castles	P to K Kt 3
13	P to Q Kt 4	P to Q R 3
14	P to Q R 4	B to K 2 (b)
15	P to Kt 5	R P t. P
16	P t. P	R t. R (c)
17	R t. R	P to K B 4 (d)
18	R to R 8	Kt to Q 2 (e)
19	Kt to R 4	Kt to Kt 3
20	K t. Kt	Q t. Kt
21	Kt to B 3	B to Q 2
22	Q to R 2	R t. R
23	Q t. R, ch	B to Q sq (f)
24	Kt to R 4	Q to B 2
25	P to Kt 6	Q to B sq
26	Q to R 7 (g)	P to B 5 (h)
27	Kt to B 5 (i)	P t. P
28	Kt t. P (j)	P t. P, ch
29	K to B sq	B to B 4

WHITE	BLACK
W. Steinitz	F. J. Lee
30 B t. B (4)	Q t. B
31 Kt t. B	Q to Q 6, ch
32 K t. P	Q to Q 7, ch
33 K to B 3	Q to Q 6, ch
34 K to Kt 4	Q to B 4, ch

**Position after White's 18th move.**



**WHITE**

35 K to Kt 3	Q to Q 6, ch
36 K to R 4	Q t. P, ch
37 P to Kt 4	Q to B 3, ch
38 K to Kt 3	Q to K 4, ch
Drawn.	



(a) 6 B takes Kt, followed by P takes P, would appear to be contrary to the spirit of the opening, since White keeps a close game and gives Black an open one.

(b) Black has a capital development—the open K file, a majority of pawns on the Queen's side, without even a sign of an attack by White. The plan of attacking on the left wing practically four pawns with two should not succeed. Black might have played 14. . . . P to Kt 3, stopping 15 P to Kt 5, because of 15. . . . P to B 4 threatening P to B 5, and establishing a passed pawn.

(c) There is no necessity for this exchange. He should bring the Q B into play, leaving White to take the Rook.

(d) Again he should have brought out the Q B, 18 R to R 8 being threatened.

(e) The game becomes now very interesting, and is remarkably well played by Steinitz. It appears that Black has nothing better than the text.

(f) Better would have been 23. . . . K to Kt 2; 24 Kt to R 4, Q to B 2; 25 P to Kt 6, Q to B sq; 26 Q to R 7, B to Q 3, threatening to dislodge the Queen with B to Kt sq.

(g) He has nothing better than 26 Q to R 5, and if 26. . . . P to B 5, then 27 P takes P, B to B 3; 28 Q to Kt 4, or B 3.

(h) The only move, and an ingenious resource. Of course at the cost of a pawn he might secure a defence, namely, 26. . . . P to B 4; 27 Kt takes P, B to B 3; but the text move is highly embarrassing to White, who has to be very careful not to lose the game.

(i) A tempting move would be 27 B to R 6, but Black simply replies P takes P; and if 28 B takes P, then 28. . . . P to K 7, and wins.

(j) If 28 P takes P, then 28. . . . B to Kt 4; 29 Q to R sq on the defensive, and Black's two Bishops with the imprisoned Queen get into play.

(k) An unconsidered move. The only chance would have been 30 B to K 2, or B to R 6. After the text move the game is drawn. It was a difficult and highly interesting game in the second half.

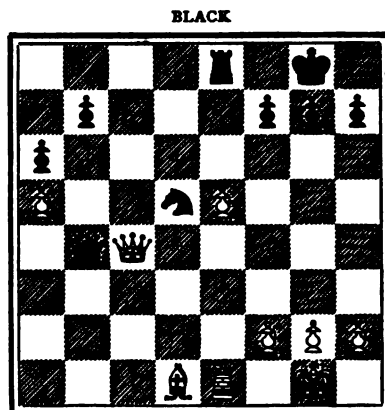
### QUEEN'S GAMBIT DECLINED

WHITE		BLACK		No. 131
E. Lasker	J. Mason	E. Lasker	J. Mason	
1 P to Q 4	P to Q 4	12 P to K 4	P t. P	
2 P to Q B 4	P to K 3	13 P t. P	Castles	
3 Kt to Q B 3	Kt to K B 3	14 R to K sq	Kt to Kt 3	
4 B to Kt 5	B to K 2	15 B to Kt 3	B to Kt 5	
5 P to K 3	P to B 3	16 Q to Q 3 (a)	B t. Kt	
6 Kt to B 3	Q Kt to Q 2	17 Q t. B (b)	Q R to Q sq	
7 B to Q 3	P t. P	18 Q R to Q sq	K R to K sq	
8 B t. P	Kt to Q 4	19 P to Q R 4	Kt to Q 2 (c)	
9 B t. B	Q t. B	20 P to K 5	Kt to B sq	
10 Castles	Kt t. Kt	21 Q to B 3	Kt to K 3	
11 P t. Kt	P to K 4	22 P to R 5	P to Q R 3	

WHITE	BLACK
23 P to Q 5	P t. P
24 B t. P	Kt to B 5
25 B to B 3	R t. R
26 B t. R	Kt to Q 4
27 Q to B 4	Q to Kt 5 (d)
28 Q t. Q	Kt t. Q
29 P to B 4	Kt to B 3
30 B to R 4	R to K 3
31 R to Q B sq	P to K Kt 4
32 B t. Kt	P t. B
33 P to Kt 3	P t. P
34 P t. P	P to B 3
35 P t. P	R t. P
36 R to B 4	R to B 4
37 K to B 2	R t. P
38 K to B 3	R to R 4
39 R t. P	R t. P
40 K to Kt 4	R to Kt 7, ch
41 K to B 5	R to Kt 3
42 R to B 7	R to Kt 3
43 R to Q R 7	R to Kt 3
44 K to K 5	R to Kt 3

WHITE	BLACK
45 P to B 5	P to R 3
46 P to B 6	R to Kt 8

Position after Black's 27th move.



WHITE	BLACK
47 R t. P	R to K 8, ch
48 K to B 5	Drawn.

(a) There is nothing to be said about the opening. Mason, being satisfied with avoiding complications, clears off pieces whenever opportunity serves. But it appears that Lasker is not inclined for hard work in this game, since he made no effort to avoid exchanges.

(b) We imagine Lasker would have been glad of the opportunity to retake with the pawn, getting a strengthened centre, and the open K Kt file for the two Rooks. With the Queen on the masked diagonal, and the subsequent B to B 2, he should have been able to work up a good attack.

(c) It would be more advantageous if he could maintain the Kt at Kt 3, in order to place it at Q 4 as soon as White advances P to K 5. But he would then have to advance P to Q R 4, creating a weak spot.

(d) Now the position is reduced to an ending difficult to draw.

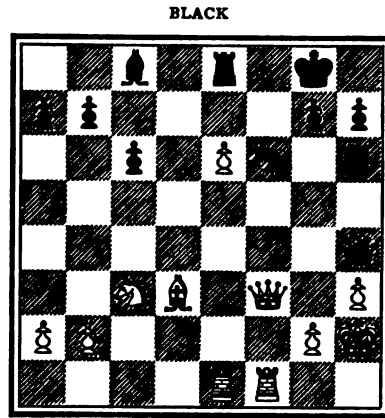
### QUEEN'S GAMBIT DECLINED

No. 132	WHITE H.N. Pillsbury	BLACK J.W. Showalter	WHITE H.N. Pillsbury	BLACK J.W. Showalter
	1 P to Q 4	P to Q 4	8 Castles	R to K sq
	2 P to Q B 4	P to K 3	9 Q to B 2 (a)	P t. P
	3 Kt to Q B 3	Kt to K B 3	10 B t. P	Kt to Q 4
	4 B to Kt 5	B to K 2	11 B t. B	Q t. B
	5 P to K 3	Q Kt to Q 2	12 P to K 4	K Kt to Kt 3
	6 Kt to B 3	Castles	13 B to Q 3	P to K 4 (b)
	7 B to Q 3	P to B 3	14 P t. P	Kt t. P

WHITE	BLACK
15 Kt t. Kt	Q t. Kt
16 P to B 4	Q to B 4, ch
17 K to R sq	Q to K R 4 (c)
18 Q R to K sq	R to K 3 (d)
19 P to B 5	R to R 3
20 P to K R 3	B to Q 2
21 P to K 5	R to K sq
22 K to R 2	B to B sq
23 Q to B 2 (e)	Q to R 5
24 Q to B 3 (f)	Kt to Q 2
25 P to K 6 (g)	P t. P
26 P t. P	Kt to B 3
27 R to K 4 (h)	Q to R 4
28 B to B 4	Q t. Q
29 P to K 7, ch	Kt to Q 4
30 R t. Q	B to K 3
31 R t. B (i)	R t. R
32 Kt t. Kt	P t. Kt
33 B t. P	R t. P
34 P to K Kt 4	P to K R 3
35 R to Q Kt 3	K to B 2
36 K to Kt 3	P to K Kt 4
37 K to B 3	R to Q 2
38 B t. R, ch	K t. B
39 K to K 4	R to K B 2
40 R to Kt 5	R to B 5, ch

WHITE	BLACK
41 K to K 3	P to Kt 3
42 R to Kt 3	R to R 5
43 P to R 3	R to Q B 5

Position after Black's 26th move.



WHITE

44 K to Q 3	R to B 5
45 K to K 3	R to B 5
46 K to Q 3	R to B 5

Drawn.

(a) 9 P to B 5 might be considered here. If 9. . . . P to Q Kt 3, then 10 P to Q Kt 4, P to Q R 4; 11 P to Q R 3. Black would have felt somewhat more uncomfortable than is the case when this variation is usually played.

(b) Each attacking move is adequately met by Black, who now neutralises the effect of White's P to K 4.

(c) He could not keep the check in reserve, because White's advance of either of the centre pawns could have prevented it.

(d) A dangerous-looking manoeuvre to bring out the Rook without the Queen's side having been developed; and both Queen and Rook remain out of play for some time. But attack is often the best defence, and proves correct in this instance.

(e) Black's 22. . . . B to B sq being intended to make room for Kt to Q 2, White tries to fix the Knight with the text move.

(f) The intended advance in the centre leading to an isolated pawn, the following variation might be considered: 24 Q takes Q, R takes Q; 25 P to K Kt 4, and if 25. . . . Kt to Q 2, then 26 K to Kt 3, R to R 3; 27 P to Kt 5, R to R 4; 28 P to K R 4, threatening B to K 2. It would appear that Black could not have saved the exchange.

(g) Compulsory, as the pawn cannot be defended. Consequently Black gets a chance in spite of White's ingenious attack.

(h) A very pretty attack commences with this move ; but it is again well parried by Showalter.

(i) The only way to recover the pawn, and the game is drawn.

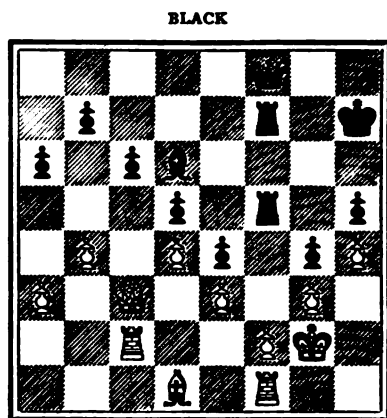
### QUEEN'S GAMBIT DECLINED

No. 133      WHITE      BLACK  
F. J. Lee      J. W. Showalter

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

- | WHITE     | BLACK           |
|-----------|-----------------|
| F. J. Lee | J. W. Showalter |
| 42        | R to K B sq     |
| 43        | Q to K sq       |
| 44        | R to R sq       |
| 45        | R to Kt sq      |
| 46        | Q to B 3        |
| 47        | R to K B sq     |
| 48        | K t. B          |
| 49        | K to Kt 2       |
| 50        | Q to K sq       |
| 51        | R to R sq       |
| 52        | Q to Kt sq      |
|           | K to R 2 (g)    |
|           | Q to B 3        |
|           | R to B 2        |
|           | Q to K 2        |
|           | Q to B sq       |
|           | B t. K Kt P (h) |
|           | Q to Q 3, ch    |
|           | Q to B 3        |
|           | Q t. R P        |
|           | Q to Kt 4       |
|           | P to R 5        |

Position after White's 47th move.



- | WHITE | BLACK         |
|-------|---------------|
| 53    | K to B sq     |
| 54    | R to R 3      |
| 55    | R to K 2      |
| 56    | R to K R 2    |
| 57    | R to Q 2      |
| 58    | K to K sq     |
| 59    | R to K 2      |
| 60    | K to Q 2      |
| 61    | B t. R        |
| 62    | R to R sq     |
|       | P to Kt 6     |
|       | K to Kt 2     |
|       | Q to Kt 5     |
|       | P to R 6      |
|       | P to Kt 7, ch |
|       | Q to Kt 6     |
|       | R t. P (i)    |
|       | R t. R, ch    |
|       | Q to B 7      |
|       | Q t. Q        |
- Resigns.

(a) Lee abandons his usual Stonewall development for the more fashionable variation in the text, but his is certainly a novel continuation. 6 B takes Kt, and 7 P takes P, give Black a well-shaped open game; and 8 Q to Kt 3, with an attempt at a Queen's side attack, where Black is obviously stronger than White, is useless.

(b) Only weakening. Black's Bishop might be left in its harmless position, unless, as the sequel shows, White was bent upon changing pieces.

(c) Now he has Queen and Knight on the left wing, and Black threatens a counter-attack with P to B 5 in the centre; he has therefore to weaken his King's pawns with the text move.

(d) Threatening the Q P. Black carries out now a laborious process of shifting his forces into position for a King's side attack.

(e) He grasps at the chance of Bishops of different colours.

(f) At last he has the Bishop on the proper diagonal.

(g) The King's move is unnecessary, and he had to lose time afterwards in removing it.

(h) Having manœuvred skilfully, Black has now the pieces in the right position for the intended sacrifice and final attack. The interesting part of the game really commenced with 21. . . . Q to Kt 4.

(i) The ending after the initial sacrifice is played by Mr. Showalter in masterly style. The concluding sacrifice follows naturally. Obviously if 60 R takes R, then 60. . . . R takes R; 61 Q takes R, P to Kt 8 = Q ch, &c.

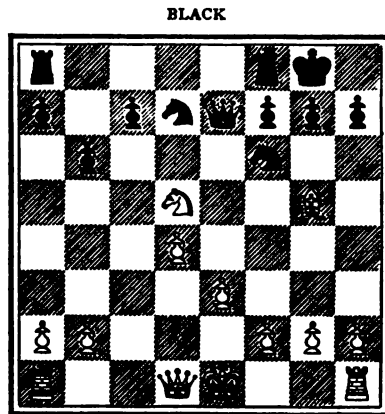
### QUEEN'S GAMBIT DECLINED

WHITE H. N. Pillsbury	BLACK F. J. Lee
1 P to Q 4	P to Q 4
2 P to Q B 4	P to K 3
3 Kt to Q B 3	Kt to K B 3
4 B to Kt 5	Q Kt to Q 2
5 Kt to B 3	B to K 2
6 P to K 3	P to Q Kt 3 (a)
7 P t. P (b)	P t. P
8 Kt to K 5	B to Kt 2 (c)
9 B to Kt 5	Castles
10 B to B 6	B t. B
11 Kt t. B	Q to K sq
12 Kt t. B, ch	Q t. Kt
13 Kt t. P	Q to K 5
14 Kt t. Kt, ch	P t. Kt
15 B to R 6	K R to Q sq (d)
16 Castles	K to R sq
17 Q to R 5	R to K Kt sq
18 P to B 3	Q to K 3 (e)
19 P to Q 5	Q to K 2
20 B to B 4	Q R to B sq
21 Q R to B sq	Kt to B 4
22 K R to Q sq	Q to Q 2

WHITE H. N. Pillsbury	BLACK F. J. Lee
23 P to Q Kt 4	Kt to Kt 2
24 R to B 6	R to Kt 3

No. 134

Position after White's 13th move.



WHITE	BLACK
25 R t. B P	Q R to K Kt
26 B to K 5 (f)	Resigns (g).

- ## QUEEN'S GAMBIT DECLINED

[illegible]

- (a) A useless move, retarding the development.  
 (b) 13. . . . Q Kt to B 3 would have saved time, as White's Kt to B 4 should be provided against.  
 (c) If 15. . . . R to B 2, then 16 Kt (B 3) to K 5, winning the exchange.  
 (d) 17. . . . R to K sq should have been played.

### QUEEN'S PAWN OPENING

WHITE W. Cohn	BLACK M. Tchigorin	WHITE W. Cohn	BLACK M. Tchigorin	No. 136
1 P to Q 4	Kt to K B 3	18 P to K Kt 3	Q to Q 3	
2 Kt to K B 3	P to Q 4	19 Kt to K 2	Kt to B 4	
3 B to B 4	P to K 3	20 B t. Kt	K P t. B	
4 P to K 3	B to Q 3	21 Kt to K 3	B to Q 2	
5 B to Q 3 (a)	B t. B	22 Kt to B 3	P to B 3	
6 P t. B	Q to Q 3	23 Kt to Kt 2	Q R to K sq	
7 Q to Q 2	Kt to B 3	24 P to Q R 3	R t. R, ch	
8 Kt to B 3	P to Q R 3	25 R t. R	R to K sq	
9 Castles K R	Kt to K 2	26 R t. R, ch	B t. R	
10 K R to K sq	B to Q 2	27 Kt to B 4 (c)	P to K Kt 4	
11 Kt to K 5	Castles K R	28 Q t. Kt	B t. Q	
12 Q to K 3	P to K Kt 3	29 Kt t. B	K to B 2	
13 Q R to Q sq	P to Kt 3 (b)	30 P to R 3	P to B 4	
14 Q to Kt 3 (c)	B to B sq	31 Kt to K 2	Q to K 3	
15 Q to Kt 5	Kt to R 4	32 K to B sq	Q to K 5	
16 Kt to Kt 4 (d)	P to K B 3	33 P t. P	P t. P	
17 Q to R 4	Q t. P	Resigns.		

(a) It is open to question whether retiring B to Kt 3 is not preferable.

(b) Having a double object in view, P to Q B 4, or B to B sq, and B to Kt 2 accordingly.

(c) P to K Kt 4 followed by Kt to K 2 and Kt 3, and a further advance of the King's side pawns, is the correct plan of attack. With the Queen he can make no impression on Black's defensive formation.

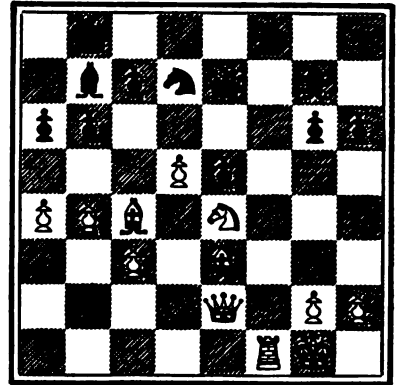
(d) He has to lose a pawn after venturing prematurely with the Queen among the Black forces.

(e) An inferior position, which he would have lost later, even if he had not put a piece *en prise*.

## QUEEN'S PAWN OPENING

No. 137	WHITE	BLACK
	F. J. Lee	S. Tinsley
1	P to Q 4	P to Q Kt 3
2	P to K 4	B to Kt 2
3	B to Q 3	P to K 3
4	B to K 3	Kt to K B 3
5	Kt to Q 2	P to Q 3
6	P to Q B 3	P to Q R 3
7	Kt to R 3	Q Kt to Q 2
8	Castles	P to K 4 (a)
9	P to K B 4 (b)	Q to K 2
10	Kt to B 2	P to K R 3
11	Q to K 2	P to Kt 3
12	B P t. P	P t. P
13	Kt to Kt 4 (c)	Kt t. Kt
14	Q t. Kt	B to Kt 2
15	B to Q B 4	R to K B sq
16	P to Q 5	Castles
17	P to Q R 4	K to Kt sq
18	P to Q Kt 4	P to K B 4
19	Q to K 2	P t. P
20	Kt t. P	R t. R, ch
21	R t. R	R to B sq

WHITE	BLACK
F. J. Lee	S. Tinsley
22 R t. R, ch (d)	Q t. R
Position after Black's 21st move.	
BLACK	



WHITE	
F. J. Lee	S. Tinsley
23 Q to Kt 4	Q to B 4
24 Q to B 3	Drawn.

(a) There is no necessity for P to K 4, unless to give an outlet to the Q B. But the Q B, being at Kt 2, it would be natural to keep a clear diagonal for it. The text move however tends to the contrary, as White can block the diagonal with 9 P to Q 5.

(b) We prefer 9 P to Q 5, followed by P to K B 3 or K B 4, as may appear best.

(c) Here might be suggested 13 P to Q 5, and if 13. . . . Kt to B 4, then 14 B takes Kt, Q takes B; 15 P to Q Kt 4, Q takes B P; 16 Q R to B sq, Q takes P; 17 R takes P, and the position would contain elements of attack.

(d) Even now White might try 22 R to Q sq after Black's 21st move, threatening 23 P to Q 6, as he himself has nothing whatever to apprehend. Instead of this he quietly submits to a draw.

## QUEEN'S PAWN OPENING

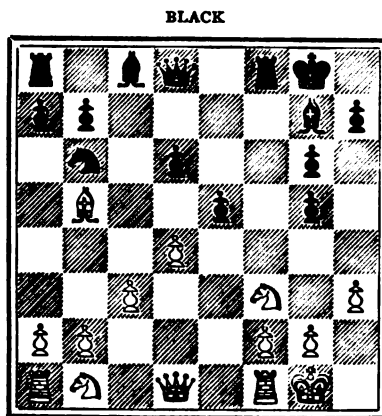
No. 138	WHITE	BLACK	WHITE	BLACK
	F. J. Lee	J. H. Blackburne	F. J. Lee	J. H. Blackburne
1	P to Q 4	P to Q B 4 (a)	3	Kt to K B 3
2	P to K 3 (b)	Kt to K B 3	4	P t. P
				P to K Kt 3



WHITE	BLACK
5 B to Q 3	B to Kt 2
6 P to B 3	P to Q 3
7 P to K R 3 (c)	Castles
8 Castles	Kt to B 3
9 B to K B 4 (d)	Kt to Q 4
10 B to Q 2	P to K 4
11 B to K 4	Kt to Kt 3
12 B to Kt 5 (e)	P to B 3
13 B t. Kt (f)	B P t. B
14 B to Kt 5	P to Kt 5
15 R P t. P (g)	B t. P
16 B to K 2	P to K 5
17 Kt to K sq	B to K 3
18 Kt to Q 2	P to Q 4
19 B to Kt 4	Q to Q 2
20 B t. B ch	Q t. B
21 Kt to B 2	B to R 3
22 Kt to K 3	R to B 5
23 Kt to Kt 3	Q R to K B sq
24 Kt to Q B 5	Q to B sq
25 Q to K 2 (h)	R to R 5
26 K R to B sq	B t. Kt

WHITE	BLACK
27 Q t. B	Q to Kt 5 (i)
28 Q to Kt 3	Q to R 4

Position after White's 14th move.



WHITE	BLACK
29 P to B 3	P t. P
Resigns.	

(a) As good as any other move.

(b) Evidently White is thrown off his guard by Blackburne's irregular first move, for he might have brought about the Sicilian with 2 P to K 4.

(c) A useless move, since Black cannot pin the Knight, because P to K R 3 then would compel him to B takes Kt, as he cannot withdraw B to R 4. He might have quickly developed with Q Kt to Q 2, Kt to B sq, and eventually Kt to Kt 3 or Kt to K 3 accordingly.

(d) Not being able to prevent Black's P to K 4 with this move, he might have tried R to K sq instead.

(e) Another useless Bishop's move, involving also a lost move with the K B, and an attack with P to Kt 5.

(f) This is forced now, else 13. . . . P to Q 4 followed by P to K 5.

(g) Now he gets the Knight pinned all the same, in spite of having lost a move in the opening by advancing P to K R 3.

(h) To prevent 25. . . . R takes P; 26 R takes R, B takes Kt, &c. Black's attack however cannot now be repelled.

(i) There are several winning variations at Black's disposal; one beginning with 27. . . . Kt to B 5 leads to a pretty termination. The variation in the text however is probably the shortest.

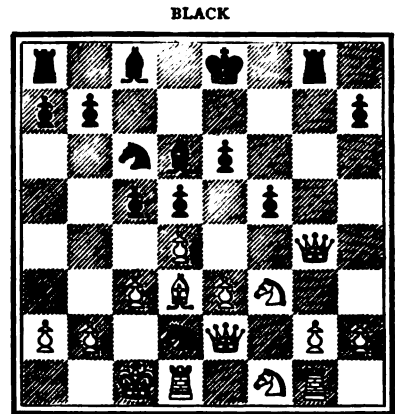
## QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 139
J. W. Showalter	G. Maroczy	J. W. Showalter	G. Maroczy	
1 P to Q 4	P to K 3	3 B to Q 3	P to Q B 4	
2 P to K 3 (a)	P to Q 4	4 P to Q B 3	Kt to Q B 3	
			L	

WHITE	BLACK
5 P to K B 4	P to K Kt 4 (b)
6 P t. P (c)	Q t. P
7 Kt to B 3	Q to Kt 5 (d)
8 Q to K 2	P to B 4
9 Q Kt to Q 2	Kt to B 3
10 Kt to B sq	R to K Kt sq
11 R to K Kt sq	B to Q 3
12 B to Q 2	Kt to K 5
13 Castles	Kt t. B (e)
14 Kt (B sq) t. Kt (f)	P to Q B 5
15 B to B 2	B t. P (g)
16 R to R sq	B to Q 3
17 R t. P	B to Q 2
18 R to Kt sq	Castles
19 R to R 4	Q to Kt 2
20 P to K Kt 4 (h)	P t. P
21 Kt to K sq	P to K 4 (i)
22 Q to Kt 2	Q to Kt 4
23 R (R 4) to R sq	P t. P
24 B P t. P	Q t. P
25 Q t. Q P	B to B 5
26 R to Kt 2	B to K 3
27 Q to K 4	Q t. Q
28 B t. Q	R t. P
29 B t. Kt	P t. B
30 Kt to B 2	R t. Kt
31 R t. R	R to Q sq
32 R to R 2	R t. R

WHITE	BLACK
33 R t. R	P to Kt 6
34 Kt to K sq	B to Q 4
35 K to Q sq	B t. R
36 K t. B	P to Kt 7
37 Kt t. P	B t. Kt

Position after Black's 13th move.



WHITE	BLACK
38 K to B 3	B to Q 4
39 P to Kt 3	P t. P
40 P t. P	B t. P (j)
41 K t. B	K to Kt 2
Resigns.	

(a) Maroczy is fond of playing the French Defence, and now tempts P to K 4.

(b) A spirited variation, which had the merit of being unfamiliar to Showalter.

(c) We do not think it advisable to bring the adverse Queen into play ; 6 Kt to B 3 seems good enough.

(d) If 7. . . . Q takes P, then 8 R to Kt sq, Q to R 6 ; 9 R to Kt 3, and pursues the Queen until it is forced to R 3, and White's R at Kt 5 ; whereupon he opens the masked diagonal with P to K 4 with advantage, or some such variation.

(e) A little trap which succeeds.

(f) Overlooking the drift of the capture, else he would have played 14 R takes Kt, or Q takes Kt.

(g) This is the point. Black now gets the better game, because of White's isolated K Kt P among other obvious considerations.

(h) Not good. White does not want to give up two Rooks for the Queen, and Black's advantage at once becomes manifest.

(i) Good. Black has now a passed pawn ahead.

(j) A smartly-played game, with a fine ending.

## QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 140
H.N. Pillsbury	S. Tinsley	H.N. Pillsbury	S. Tinsley	
1 P to Q 4	P to K 3	15 Q to B 3	B to Kt 2	
2 P to K 4	P to Q Kt 3 (a)	16 P to Q 5	Q to K 4	
3 B to Q 3	B to Kt 2	17 Kt to Kt 3	Q R to K B (e)	
4 Kt to K 2	Kt to K B 3	18 B to K B 4	Q t. Kt P (f)	
5 Kt to Q 2	P to Q 3	19 B to Kt 5, ch	K to B sq	
6 Castles	Q Kt to Q 2	20 B t. Q P	Kt t. Q P	
7 P to K B 4	P to B 4	21 Q R to B sq,	K to Q sq	
8 P to B 3	P to Kt 3 (b)	ch (g)		
9 Kt to K Kt 3	P to K R 4 (c)	22 Q t. Kt P	B to Q 5, ch	
10 P to B 5	P to R 5	23 Kt t. B	Q t. Kt, ch	
11 P t. K P (d)	P t. Kt	24 R to B 2	Kt to B 3	
12 P t. Kt, ch	K t. P	25 B to K 5	Kt t. P	
13 P to K R 3	P t. P	26 B to B 6, ch	Resigns.	
14 P t. P	Q to K 2			

(a) It is difficult to understand why Tinsley should persistently disregard the regular opening moves, seeing that masters like Lasker, Pillsbury, Janowsky, and others adopt them. Here after White's 2 P to K 4 he has the French Defence. Why not continue the defence on lines proved to be sound and sufficient, instead of playing the weak Fianchetto Defence.

(b) Black seems to be fond of playing his Bishops to positions of safety.

(c) Weak again. B to Kt 2 and Castles would be better.

(d) Breaking up Black's game at once.

(e) Defending the B P in order to release the Knight.

(f) It is quite clear that Black cannot withstand the attack, and the game might be left here, except for Pillsbury's vigorous and elegant termination.

(g) If 21 P takes Kt, 21. . . . B to Q 5 ch ; 22 Kt takes B, Q takes Kt ch ; 23 K to R sq, R takes P ch ; 24 P takes R, B takes P, winning the Queen, and getting at least a draw.

## QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 141
C. Schlechter	G. Maroczy	C. Schlechter	G. Maroczy	
1 P to Q 4	P to K 3	12 Q to K 2	Q to R 4	
2 P to Q B 4	P to Q 4	13 Kt to Q 2	B to B 3	
3 Kt to Q B 3	Kt to K B 3	14 Kt to Kt 3	Q to Kt 3	
4 B to Kt 5	B to K 2	15 B to B 5	K R to Q sq	
5 P to K 3	Castles	16 K R to Q sq	Kt to K 4	
6 Kt to B 3	Q Kt to Q 2	17 B to B 4	Kt to Kt 3	
7 B to Q 3	P to Q Kt 3	18 B to Kt 3	P to Q R 4	
8 Castles	B to Kt 2	19 R to B 2	P to R 5	
9 P t. P	P t. P	20 Kt to Q 2	R to R 2	
10 R to B sq	P to B 4	21 Kt to B 3	P to Q 5	
11 P t. P	P t. P	22 P t. P	P t. P	



WHITE	BLACK	WHITE	BLACK
45 P to R 5	R to R sq	59 R to K 4	R to Kt 4, ch
46 R to B 3, ch	K to K 4	60 K to B 4	K t. P
47 R to B 5, ch	K to Q 3	61 K to K 3	R to R 4
48 B to Kt 3	B t. P	62 K to Q 3	K to Kt 4
49 B t. B	K t. B	63 K to B 3	K to B 4
50 R t. P	R to Kt sq, ch	64 R to R 4	R to K 4
51 K to R 4	K to B 3	65 P to R 5 (m)	R to K 6, ch
52 R to R 5	R to Kt 2	66 K to Q 4	R to Q R 6
53 R to R 3	R to Q B 2	67 R to R 5, ch	K to K 3
54 R to B 3, ch	K to Kt 2	68 K to B 4	K to Q 3
55 K to Kt 5	R to B 3	69 K to Kt 5	R to K 6
56 P to R 4	R to Q R 3	70 K to R 6	R to K 2
57 R to B 4	R to R 4, ch	Drawn (n).	
58 K to Kt 4	K to R 3		

(a) Maroczy, being very fond of the French Defence, and playing it to perfection, probably commenced with 1. . . . P to K 3 to induce White to reply P to K 4.

(b) Inferior to 2. . . . P to Q 4.

(c) Neither this nor the exchange of the Knight on the next move is good, the latter strengthening White's centre.

(d) In spite of White's last move, P to Q 4 should have been now played.

(e) Having the R at B 2, he wants to utilise it on the open K Kt file if possible; hence this hazardous advance.

(f) 13. . . . P to B 5 seems comparatively better. If 14 P to K 5, then 14. . . . Kt to R 4. If 13. . . . P takes K P, 14 P takes P, and whatever Black may do White gets a strong attack.

(g) This yields a clear gain of two pawns.

(h) If 22. . . . K to Kt 2, then 23 P to K 5, winning speedily.

(i) Probably an oversight. He evidently overlooked that Black could capture the pawn nevertheless.

(j) Much more simple would have been 31 R takes R ch, K takes R; K to Kt 2, and if 32. . . . R to K sq, then 33 K to B 3, and if 33. . . . R to Q sq, then 34 B to Kt sq, R to Q 7 ch; 35 K to R 3 (best), R to Q 7; 36 R to Kt 2, and he should be able without much trouble to keep his two passed pawns. Still he kept them in his own way right enough, but played weakly afterwards.

(k) If 39 P to K 5, then 39. . . . B to Q 4, and White could get the Bishop for the K P; but he would then remain (if Rooks are exchanged) with a White Bishop, when Black could draw, even without his two pawns, by placing his K at R sq.

(l) Had he played here 41 P to K R 4, the Black King could not have approached the pawn, because if 41. . . . K to B sq, then 42 R to B 3 ch, K to K sq (if K to K 2, then 42 R to B 7 ch); 43 R to B 6, with a won game.

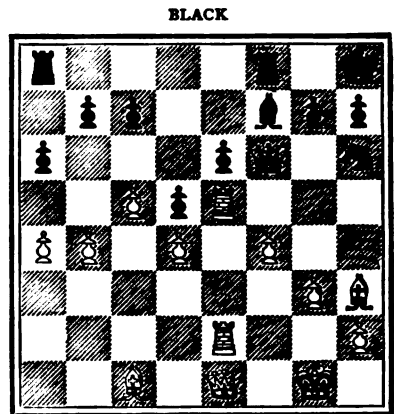
(m) If White exchanges Rooks, then the game is also drawn.

(n) Steinitz has thrown away this game, which he had brought to a winning position by excellent play.

## QUEEN'S PAWN OPENING

No. 143	WHITE		BLACK	
	F. J. Lee		H. E. Bird	
1	P to Q 4		P to K B 4	
2	P to K Kt 3		P to K 3	
3	B to Kt 2		Kt to K B 3	
4	Kt to K R 3		B to K 2	
5	Castles		Castles	
6	P to Q B 4		P to Q 3	
7	Kt to B 3		Q to K sq (a)	
8	P to K B 4		Kt to B 3	
9	Kt to B 2		Q to R 4	
10	P to K 3		Q to Kt 3 (b)	
11	P to Q R 3		P to Q R 3	
12	P to Q Kt 4		Kt to Q sq (c)	
13	P to K 4		P t. P	
14	Q Kt t. P		B to Q 2	
15	Kt t. Kt, ch		B t. Kt	
16	Kt to K 4		B to B 3	
17	R to K sq		P to Q 4 (d)	
18	Kt t. B, ch		Q t. Kt	
19	P to Q B 5		Kt to B 2	
20	P to Q R 4		Kt to R 3	
21	R to R 2		B to K sq	
22	B to K R 3		B to B 2	
23	R to K 5		K R to K sq	
24	Q to K sq		K to R sq	
25	R (R 2) to K 2		R to K B sq (e)	
26	Q to B 2 (f)		Q to Kt 3	
27	B t. P (g)		B t. B	
28	R t. B		Q to Kt 8	
29	Q to K sq		Q to R 8	
30	B to Kt 2		Q t. P	
31	R to K 7		Q R to B sq	
32	R (K 7) to K 5		Q to Q 2	
33	K to Kt 2		Kt to Kt 5	
34	R to K 7		Q to B 4	
35	P to R 3 (h)		Kt to B 3	
36	R (K 2) to K 5		Q to B 7, ch	
37	Q to K 2		Q to Kt 6	

Position after Black's 25th move.



WHITE

38	Q to Q 2	Kt to K 5
39	R t. Kt (i)	P t. R
40	P to Q 5 (j)	Q to B 6, ch
41	K to R 2	R to K Kt sq
42	Q to Q 4	Q to K 7, ch

Drawn.

(a) Either 7. . . . P to K 4, or P to Q 4 should be played.

(b) If he did not want to exchange Queens, then 10. . . . Q to Kt 3 at once would have been better.

(c) 12. . . . P to Q 4 is still feasible. It would have prevented White's P to K 4.

(d) Now he has a weak K P, which would have been avoided by the above suggestion.

(e) He could have sufficiently protected the K P for the time being with R to K 2 and Q R to K sq; but White would have threatened P to Kt 4 and K Kt 5, so Black moves the Rook from the dangerous file.

(f) White need not have precipitated matters by threatening to capture the K P. He might have continued 26 P to Kt 4, Q to Kt 3; 27 K to R sq, Q to Q 6; 28 B to K 3, with favourable prospects. The position suggests various pretty combinations.

- (g) P to Kt 4 is now too late.  
 (h) Driving the Knight into a better position.  
 (i) Forced.  
 (j) Cleverly escaping with a draw.

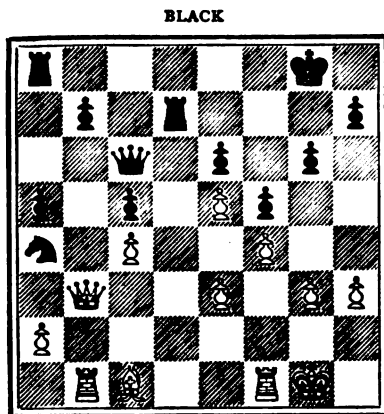
# QUEEN'S PAWN OPENING

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

WHITE S. Tinsley	BLACK H. E. Bird
40 K to Kt 3	P to B 5
41 Q R to K 3	Kt to B 4
42 P t. P	P t. P
43 K to R 4	Kt to K 3 (i)
44 R to Kt 3, ch	K to B 2
45 B to K 3	P to Kt 4
46 R to Q Kt sq	P to Kt 5
47 B to Kt 6	R to Q 6 (j)
48 B t. P	Kt t. P
49 R t. P	Kt to Kt 3, ch

No. 144

Position after Black's 31st move.



WHITE	BLACK
50 R t. Kt	P t. R
51 R to Kt 7, ch	K to K 3
52 B to B 7	R t. P
53 R to Kt 6, ch	K to Q 2
54 B to Kt 8	R to K 7
55 K to Kt 5	R to Q Kt 6
56 R to Q 6, ch	K to B sq
57 B to R 7	R t. K P
58 P to R 4	R to K R 6
Resigns.	

(a) There is nothing gained by the check, as the Queen retires to her own square. There would be some justification for the move if he could play 6 Q R 3.

(b) 9. . . . P to K 4 would be an excellent move, improving Black's position considerably.

(c) White now stops the suggested advance. The game is converted into a "Stonewall" on both sides, and nothing can be done in the centre.

(d) All White has done up to this point is to exchange one Knight, and to bring the other one to K 5, also to be exchanged.

(e) There is not much scope for the Bishop on this crowded diagonal, especially if White takes the Knight. He might have played P to Q R 4, followed by B to R 3, or B to Q 2, with the option of B to K sq, with an outlet eventually at K Kt 3, K R 4, or *via* Q B 3.

(f) This advance should have been supported by R to B sq. As it is, he gets a bad game thereby.

(g) Compelled to retake with the Q P, else a pawn would be lost.

(h) He could have captured the pawn, and kept it with 37. . . . P takes P; 38 R takes R, Kt takes R; and the Knight could not be attacked either with Rook or Bishop without losing the exchange.

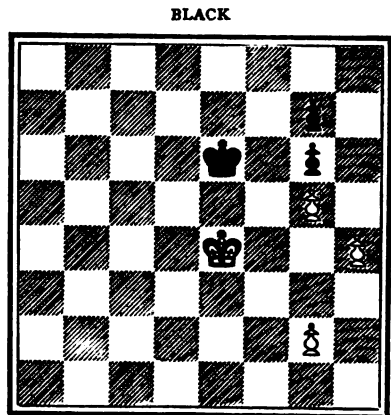
(i) A very good move, and better than the tempting Kt to K 5.

(j) He could well defend the R P with R to Q 4, but there is no need for it. A game very well played on the part of Bird.

### QUEEN'S PAWN OPENING

	WHITE	BLACK
No. 145	H. N. Pillsbury	J. Mason
1	P to Q 4	P to K B 4
2	P to Q B 4	Kt to K B 3
3	Kt to Q B 3	P to K 3
4	P to K 3	B to K 2
5	B to Q 3	Castles
6	Kt to B 3	P to Q Kt 3
7	Castles	B to Kt 2
8	Q to K 2	Q to K sq (a)
9	P to K 4	P t. P
10	Kt t. P	Kt t. Kt
11	B t. Kt	B t. B
12	Q t. B	P to B 3
13	B to B 4	Kt to R 3
14	K R to K sq	Q to R 4
15	B to Kt 3 (b)	Q R to K sq
16	Kt to K 5	P to Q 4 (c)
17	Q to K 3	Kt to Kt sq (d)
18	Kt t. P	B to Kt 4
19	P to B 4	Kt t. Kt
20	P t. B	P t. P
21	Q to K 4	Kt to Q sq

	WHITE	BLACK
	H. N. Pillsbury	J. Mason
22	P to K R 4	Q to Kt 3
	Position after Black's 41st move.	



	WHITE	BLACK
23	Q t. Q	P t. Q
24	K R to Q B sq	P to Kt 4



WHITE	BLACK	WHITE	BLACK
25 P to R 4	P to R 3	44 K to B 4	K to B 2
26 P t. P	P t. P	45 K to K 5	K to K 2
27 R to R 6	R to B 4	46 K to Q 5	K to Q 2
28 P to Kt 3	P t. P	47 K to K 5	K to K 2
29 R to Kt sq	R to Q 4	48 K to B 4	K to K 3
30 R t. Kt P	R t. Q P	49 K to K 4	K to B 2
31 R t. Kt P	R to Q 2	50 K to Q 5	K to K 2
32 R to R 8	K to B 2	51 K to K 5	K to B 2
33 R (Kt 5) to Kt 8	P to K 4	52 K to Q 6	K to B sq
34 B to K sq	P to K 5	53 K to K 6	K to K sq
35 B to R 5	K to K 2	54 P to Kt 4	K to B sq
36 K to B 2	R to Q 6	55 P to R 5	K to Kt sq (f)
37 B t. Kt, ch (e)	R (K sq) t. B	56 K to K 7	K to R sq
38 R t. R	R t. R	57 K to B 8	K to R 2
39 R t. R	K t. R	58 K to B 7	P t. P
40 K to K 3	K to K 2	59 P t. P	K to R sq
41 K t. P	K to K 3	60 K to Kt 6	K to Kt sq
42 K to B 4	K to B 2	61 P to R 6	K to R sq
43 K to Kt 4	K to B sq	62 P t. P, ch	Resigns.

(a) The alternative would be 8. . . . Kt to K 5 to prevent the threatened P to K 4. Black probably allowed the advance for the purpose of exchanging a couple of minor pieces.

(b) Necessary in order to prevent the exchange of Queens, Black threatening Q to K B 4.

(c) If 16. . . . Kt to Kt sq, then 17 Kt takes Q P with winning advantage.

(d) He should have played first 17. . . . B to Kt 5, and if K R moves then 18. . . . Kt to Kt sq. In consequence of the text move he gets the inferior pawn position.

(e) After the exchange of Queens, Pillsbury cleared off pieces to bring about an ending, which had all the appearance of a win. Had Mason played correctly however he should not have lost.

(f) This is the losing move. He should have played 55. . . . P takes P; 56 P takes P, K to K sq and draws. If 57 K to B 5, then 57. . . . K to B 2; 58 P to Kt 6 ch, K to B sq; 59 K to K 6, K to Kt sq and draws, (not 59. . . . K to K sq because of 60 P to R 6 and wins).

### QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 146
S. Tinsley	W. Cohn	S. Tinsley	W. Cohn	
1 P to Q 4	P to K B 4	6 B to Kt 2	P to B 3	
2 P to Q B 4	Kt to K B 3	7 P to K 3	B to Q 3	
3 Kt to Q B 3	P to K 3	8 K Kt to K 2	Castles	
4 P to K Kt 3 (a)	P to Q 4	9 Castles	Kt to R 3	
5 P t. P (b)	P t. P	10 R to K sq	B to Q 2	

WHITE	BLACK	WHITE	BLACK
11 P to Q R 3	Kt to B 2	31 B t. R	R to K R sq
12 P to B 3	Q to K 2	32 B to Kt 2	R to R 7
13 B to Q 2	Q to B 2	33 K to Kt sq	R to R 2
14 Q to Kt 3	P to K R 4 (c)	34 B to B 2	P to Q R 3
15 Kt to B 4	P to R 5	35 Kt to B sq	Q to B sq
16 P to K 4	Kt to K 3 (d)	36 B to K 3	Q to R 3
17 Kt t. Kt	Q t. Kt	37 K to B sq	B to Q sq
18 P to K 5	P t. P	38 B to Kt sq	P to B 4
19 P t. P	B to B 2	39 Q P t. P	B to Kt 4
20 P t. Kt	Q t. P	40 Kt to K 2	B to K B 3
21 Kt to K 2	B to Kt 3	41 R to K 3	P to Q 5
22 B to K 3	Q R to K sq	42 R to K 6	P to Q 6
23 K to B 2	R to B 2	43 B to Q 4	P t. Kt, ch
24 Q R to Q sq	R (B 2) to K 2	44 K to B 2	R to K B 2
25 R to Q 3	P to K Kt 4	45 R t. B, ch	R t. R
26 P to B 4	P to Kt 5	46 B t. R	Q to B sq (e)
27 Q to B 3	K to Kt 2	47 B to K 5	Q to B 2
28 Q to Q 2	K to Kt 3	48 Q to Q 6, ch	K to R 4
29 P to Q Kt 4	R to R 2	49 B to Q 5	Q to K sq
30 R to K R sq	R t. R	50 Q to K B 6, and wins.	

(a) An old and good method of meeting the Dutch defence.

(b) This is not compulsory, and should not be played, as it gives Black an open game.

(c) Cohn's usual soundness is lacking in this game. We do not allude to his leaving the Q Kt P *en prise*, as it cannot be taken without loss of the Queen; but he should occupy the centre where White intends to break through.

(d) A downright blunder which loses a piece. There are several ways of retaining the better game.

(e) If K takes B, White exchanges Queens, takes Black's Q Kt P, and wins.

### QUEEN'S PAWN OPENING

No. 147	WHITE	BLACK	WHITE	BLACK	
	W. Steinitz	H. E. Bird	W. Steinitz	H. E. Bird	
1	P to Q 4	P to K B 4	12	P to Kt 4 (b)	R t. R, ch
2	P to Q B 4 (a)	P to K 3	13	Q t. R	Kt to B 3
3	Kt to Q B 3	B to Kt 5	14	P to Kt 5	Kt to K R 4
4	P to K 3	K Kt to B 3	15	Q to R 3	P to Kt 3
5	B to Q 3	Kt to B 3	16	Kt to Kt 3	Kt t. Kt
6	Kt to K 2	Castles	17	Q t. Kt	P to Q 3
7	Castles	B t. Kt	18	B to K 3	Q to K 2
8	P t. B	P to Q Kt 3	19	P to B 5	R to K B sq (c)
9	P to B 3	B to Kt 2	20	P t. Q P	P t. P
10	P to K 4	P t. P	21	R to K B sq	R t. R, ch
11	P t. P	Kt to K R 4	22	K t. R	Kt to Q sq

WHITE	BLACK	WHITE	BLACK
23 K to K 2	Kt to B 2	26 K to Kt 2	B to R 3
24 K to Q 2	Q to Q 2	Drawn.	
25 K to B sq	Q to R 5		

(a) The best answer to Black's P to K B 4 is at once P to K 4, followed later by P to K B 3, should Black attempt to hold the pawn.

(b) This move looks bad, and it is obvious that such an early advance of the King's side pawns, with the Queen's side undeveloped, cannot result in White's favour. Kt to B 4 instead was a line of play likely to turn out better.

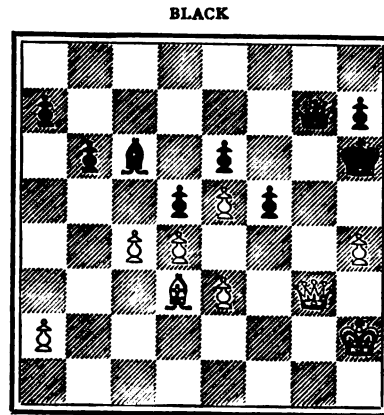
(c) All those positions, where only one file is open for the Rooks, have a tendency towards the draw; as, in the nature of things, the unchallenged possession of such a file would give too great an advantage, this consideration mostly leads to an early exchange of all the Rooks, leaving an end game with little or no initiative possible on either side. This game is no exception to this rule.

### QUEEN'S PAWN OPENING

WHITE	BLACK
J. W. Showalter	H. E. Bird
1 P to Q 4	P to K B 4
2 P to Q B 4	P to K 3
3 Kt to Q B 3	Kt to K B 3
4 Kt to B 3	B to Kt 5
5 Q to Kt 3	Kt to B 3 (a)
6 P to K 3	Castles
7 B to Q 3	P to Q Kt 3
8 Castles	B t. Kt
9 P t. B	B to Kt 2 (b)
10 B to R 3	P to Q 3 (c)
11 P to B 5	R to K sq
12 P t. Q P	P t. P
13 Kt to Kt 5	P to Q 4
14 Kt to B 3	Kt to K 5
15 Q R to B sq	R to Q B sq
16 Q to Kt 2 (d)	Kt to R 4
17 Kt to K 5	Kt to Q 3
18 B t. Kt	Q t. B
19 P to K B 4	R to B 2
20 R to B 3	K R to Q B sq
21 R to R 3	P to K Kt 3
22 P to K Kt 4	Kt to B 5
23 Q to Kt 3	Kt t. Kt
24 B P t. Kt	Q to K 2
25 P t. P	Kt P t. P
26 R to Kt 3, ch	K to R sq
27 K to R sq	R to Kt sq

WHITE	BLACK	No. 148
J. W. Showalter	H. E. Bird	
28 R t. R, ch	K t. R	
29 R to Kt sq, ch	K to R sq	
30 Q to Kt 2	Q to B sq	
31 Q to Q 2	B to B 3	

Position after Black's 40th move.



WHITE	BLACK
32 P to K R 3	B to K sq
33 K to R 2	Q to R 3
34 B to K 2	R to Kt 2 (e)
35 R t. R	K t. R

WHITE	BLACK	WHITE	BLACK
36 P to B 4 ( <i>f</i> )	Q to R 5	51 Q to B 6, ch	K to Kt sq
37 B to Q 3	B to B 3	52 Q to B 3	Q to K 2
38 Q to Kt 2, ch	K to R 3 ( <i>g</i> )	53 Q to Kt 3, ch	K to B sq
39 Q to Kt 3	Q to K 2 ( <i>h</i> )	54 Q to B 4, ch	K to Kt sq
40 P to K R 4	Q to Kt 2	55 Q to K 5 ( <i>k</i> )	Q to B sq
41 Q to B 4, ch	K to Kt 3	56 K to Kt 2	B to Kt 4
42 B t. P, ch ( <i>i</i> )	P t. B	57 Q to Kt 3, ch	K to R sq
43 Q to Kt 5, ch	K to B 2	58 Q to K 5, ch	K to Kt sq
44 P to K 6, ch	K to B sq ( <i>j</i> )	59 Q to Kt 3, ch	K to R sq
45 Q t. P, ch	K to Kt sq	60 Q to K 5, ch	K to Kt sq
46 P t. P	Q to B 2, ch	61 Q to Kt 3, ch	K to R sq
47 K to R 3	B to K sq	62 K to R 2	Q to R 6
48 Q to Kt 5, ch	K to B sq	63 Q to K 5, ch	K to Kt sq
49 Q to B 6, ch	K to Kt sq	64 P to Q 6	Q t. P, ch
50 Q to Kt 5, ch	K to B sq	65 K to Kt 3	Resigns.

(*a*) P to B 4 has been successfully played here.

(*b*) 9. . . . P to Q 3 at once is preferable, the K P generally requiring the protection of the Bishop.

(*c*) The B being at Kt 2, the Q P should not be moved at present.

(*d*) White has a double object in view, viz. to prevent Kt to R 4 attacking the Queen, followed by Kt to B 5, and to threaten P to B 4 himself.

(*e*) 34. . . . P to Kt 4 to prevent White's eventual P to B 4 was necessary here.

(*f*) White now gets a slight advantage.

(*g*) An unsafe position for the King ; K to B 2 was better.

(*h*) The exchange of Queens might be considered here. Black would have better drawing chances then.

(*i*) This is a pretty variation ; but its soundness is doubtful.

(*j*) Evidently 44. . . . K to Kt sq must be tried whatever the issue may be, as he would then not lose the pawn with a check.

(*k*) Now the game is won ; but we doubt whether he could more than draw if Black had played 44. . . . K to Kt sq.

### QUEEN'S PAWN OPENING

No. 149	WHITE E. Lasker	BLACK H. E. Bird	WHITE E. Lasker	BLACK H. E. Bird
1	P to Q 4	P to K B 4	8	Q to R 4
2	P to K 4	P t. P ( <i>a</i> )	9	P to Q B 3
3	Kt to Q B 3	P to K 3 ( <i>b</i> )	10	Kt to K 2
4	Kt t. P	Kt to K B 3	11	Kt to B 4
5	Kt t. Kt, ch	P t. Kt ( <i>c</i> )	12	Kt to R 5
6	Q to R 5, ch	K to K 2	13	P to K Kt 4
7	B to Q 3	Q to K sq	14	R to K Kt sq
				Kt to B 3
				Q to B 2 ( <i>d</i> )
				K to Q sq
				Kt to K 2
				B to Kt 2 ( <i>e</i> )
				P to K R 3 ( <i>f</i> )
				P to Q 3

WHITE	BLACK	WHITE	BLACK
15 B to Q 2	B to Q 2	27 Q to B 3	K to Kt 2 (j)
16 Castles	P to R 3 (g)	28 Kt t. B	Q t. Kt
17 Q R to K sq	P to Kt 4	29 Q t. P	R to Q sq
18 R to K 2	P to R 4	30 Q to B 3	B t. B
19 K R to K sq (h)	P to Kt 5	31 P t. B	K to R 2
20 B to Q B 4 (i)	P to Q 4	32 P to Q 5	Kt to Kt 5
21 B to Q 3	R to Q Kt sq	33 B to Q 4	Q to Kt 4, ch
22 P to K B 4	P t. P	34 K to Kt sq	R t. P
23 B t. P	Kt to B 3	35 B t. R, ch	K t. B
24 P to B 5	P t. P	36 P to R 3	R t. P
25 B t. P	R to Kt 3	37 Q to Q Kt 3	Q to Kt 3
26 Q to B 2	K to B sq	38 P t. Kt	Resigns.

(a) 2. . . . P to Q 3 yields an even game.

(b) 3. . . . Kt to K B 3; 4 B to Kt 5, P to K 3; 5 Kt takes P, B to K 2 seems preferable.

(c) Mr. Bird's notion of establishing a strong centre, which he undoubtedly gets, is right enough; but this advantage is more than counter-balanced by having to lose much valuable time in bringing the King into a safe position, and the difficulty in developing the Queen's side.

(d) We have considered here 9. . . . K to Q sq, giving up the pawn for a quick development; but the sacrifice is unsound.

(e) Every move on the part of Black so far is forced.

(f) 13. . . . Kt to Kt 3 seems the natural move here.

(g) If for the purpose of supporting P to Kt 4, as in the sequel, the move is wasted.

(h) Fastening on another weak spot; Black thus provides his opponent with ready-made plans.

(i) To force the advance of the Q P, whereby Black's K P becomes weaker.

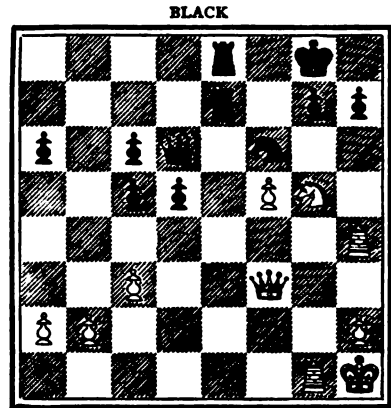
(j) 27. . . . R to Q sq would have been comparatively better, but the game is hardly tenable.

## QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 150
J. H. Blackburne	H. E. Bird	J. H. Blackburne	H. E. Bird	
1 P to Q 4	P to K B 4	11 B to Q Kt 5	B to Q 3 (d)	
2 P to K 4	P t. P	12 P t. P	B t. P	
3 Kt to Q B 3	Kt to K B 3	13 P to K B 4	B to Q 3	
4 P to B 3 (a)	P t. P	14 Kt to Q 4	Castles K R (e)	
5 Kt t. P	P to Q 4	15 K to R sq	P to Q R 3	
6 B to Q 3	B to Kt 5		(f)	
7 Castles	Kt to B 3	16 B t. Kt	P t. B	
8 Kt to K 2	B t. Kt	17 P to B 5	Q R to K sq	
9 P t. B (b)	Q to Q 2	18 B to Kt 5	B to K 4 (g)	
10 P to B 3 (c)	P to K 4	19 Kt to K 6	R to B 2	

WHITE	BLACK
20 B to R 4	Kt to K 5
21 Q to R 5	P to B 4
22 Q R to K sq	B to B 3
23 R to B 4	B t. B
24 R t. B	Kt to B 3
25 Q to B 3	Q to Q 3
26 R to K Kt sq	P to B 3 (h)
27 Kt to Kt 5	K R to K 2
28 Kt t. P (i)	R to K 8
29 Kt t. Kt, ch	Q t. Kt
30 R to Kt 4	R t. R, ch
31 R t. R	R to K 4 (j)
32 R to Kt 6 (k)	R to K 8, ch
33 K to Kt 2	Q to K 4 (l)
34 R to K 6	Q t. R
35 P t. Q	R t. P
36 Q to B 5	R to K 7, ch
37 K to Kt 3	R t. Kt P

WHITE BLACK  
38 Q to Q B 8, ch K to R 2  
Position after Black's 27th move.



WHITE BLACK  
39 Q t. B P Resigns.

(a) An unsound sacrifice. He can never get the pawn back, nor should he obtain a compensating attack for it.

(b) The right move. 9 R takes B would be followed by 9. . . . P to K 4, threatening P to K 5. White gets, moreover, an open K Kt file, in case Black should castle K R.

(c) Having to defend the Q P retards Kt to B 4, with the view of Kt to K 6, which would be a fine post for the Knight.

(d) Loss of time. He might have played at once 11. . . . P takes P; 12 Kt takes P, B to B 4, and get rid of the dangerous Knight, which might eventually be posted at K 6, Black having parted with his Q B.

(e) Even now, although having lost time with the Bishop's moves, he might still pin the Knight. If either Q or R checks, then K to B 2.

(f) Black's difficulties are the pinned Q Kt, and White's threat of P to B 5 followed by Kt to K 6. The advance of the K B P has been facilitated by Black's Bishop's move as pointed out, and Black has now the inferior game in spite of the pawn ahead. We have examined 15. . . . Q to K sq, Q R to K sq, or Kt to K 5; but none of these is better than Black's line of play; consequently the alternative would be, even at the risk of an attack, 15. . . . P to K Kt 3, although the move is somewhat hazardous.

(g) Somewhat more complicated would have been 18. . . . Kt to K 5; 19 Q to R 5, Kt takes B; 20 Q takes Kt, B to K 2; 21 Q to R 5, R to B 3; 22 Kt to K 6, B to Q 3, with a possibility of a counter-attack.

(h) 26. . . . R (B 2) to K 2 would have been better. If then 27 Kt to Kt 5, he could have challenged Rooks with R to K 8.

(i) A pretty move. If 28. . . . Kt takes Kt, then 29 Q to R 5 wins.

(j) 31. . . . R to K B sq would have been better.

(k) Another pretty move. Mr. Blackburne played this difficult game in his very best style.

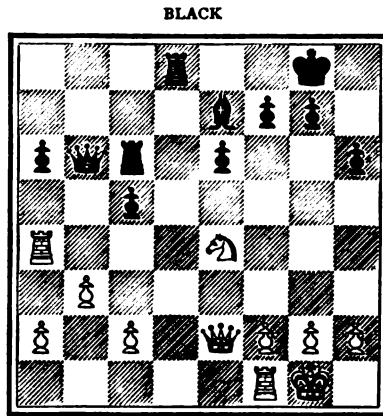
(l) This loses at once, but he had the inferior game anyhow.

### QUEEN'S PAWN OPENING

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

WHITE W. Cohn	BLACK H. N. Pillsbury	No. 151
42 R to Q 4	Q to Q B 3	
43 P to Kt 4 (h)	Q to B 3	
44 Q to K 3	Q t. P, ch	
45 K to Kt 2	Q t. Kt P, ch	
46 Q to Kt 3	Q t. Q, ch	
47 K t. Q	P to Kt 4	
48 K to Kt 2	K to Kt 3	
49 K to B sq	P to Kt 5	
50 K to K 2	P to R 4	
51 K to K 3	K to Kt 4	
52 R to Kt 4	R to Q 4	

Position after Black's 22nd move.



WHITE

53 R to Q 4	R to B 4
54 R to Q 8	R to B 6, ch
55 K to K 2	P to R 5
56 P to R 5	R to Q R 6
57 R to Q R 8	K to B 5
58 P to R 6	R to R 7, ch
59 K to K sq	K to B 6
60 P to R 7	P to B 5
61 K to Q sq	P to R 6
62 K to B sq	P to R 7

Resigns.

WHITE	BLACK	WHITE	BLACK
30 R to R 8	Q to Q 3	43 Q t. Q B P	R to Q 4
31 Q to Kt 5	R to B sq	44 Q to Kt 4	B t. P
32 Q to Kt 7 (f)	R to Q sq (g)	45 Q to R 3, ch	K to Kt sq
33 Q to B 6	R to K sq	46 Q to B 8, ch	K to B 2
34 Q to Kt 7	R to Q sq	47 Q to K 7, ch	K to B 3
35 B to Kt 5	B to B 3	48 Q to K 8, ch	K to Kt 3
36 Kt to R 6 (h)	B t. B	49 K to Q 3	B to K 5, ch
37 Kt t. Kt	Q t. Kt	50 K to B 4	K to B 2
38 R t. Q, ch	K t. R	51 Q to K 7, ch	K to Kt 3
39 Q to K 5, ch	K to R 2	52 Q to Kt 4, ch	K to B 3
40 Q t. K P	B to Q 6	53 Q to K 7	P to Kt 4, ch
41 K to K 3	B to K 5	54 K to B 3	K to Kt 3
42 P to B 4	P t. P		Drawn.

(a) Of doubtful value.

(b) Necessary if he intended Castling K R, because of Kt to Kt 5 threatening R takes Kt with a powerful attack; but as he Castles Q R, the move is intended for an advance. Castling Q R, however, is too dangerous.

(c) Q Kt to B 3 seems preferable, as Black is enabled to advance his pawns quickly after 14. . . . Kt takes Kt.

(d) The only chance of a counter-attack, as he cannot possibly stop White's advance on the Queen's side.

(e) He should have played now 21. . . . Q to Q 3, so as to reply P to R 3 if White plays P to Kt 6.

(f) Threatening 32 Q takes R ch, Q takes Q; 33 R takes Kt ch, K takes R; 34 Kt takes B ch, &c.

(g) If 32. . . . R to K sq, then 33 Kt takes B wins.

(h) Ingenious. He cannot break through any other way. It is to be regretted that White could not win this well-played game.

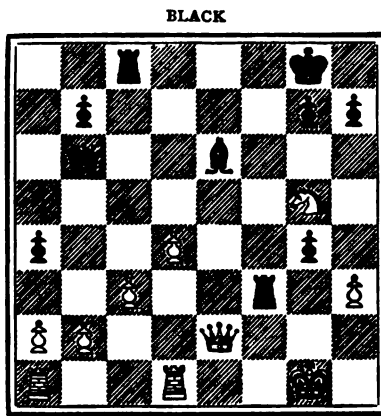
### QUEEN'S PAWN OPENING

	WHITE	BLACK	WHITE	BLACK	
No. 154	J. H. Blackburne	G. Maroczy	J. H. Blackburne	G. Maroczy	
1	P to Q 4	P to Q 4	13	R to Q sq	Q R to B sq
2	P to K Kt 3	P to K 3	14	Kt to Kt sq	P to Q R 4
3	B to Kt 2	Kt to K B 3	15	P to Q B 3	P to R 5
4	Kt to Q 2	P to B 4	16	Kt(Kt 3)to Q 2	P to K 5
5	P to K 3	Kt to B 3	17	P to K B 4	P t. P <i>c.p.</i>
6	Kt to K 2	Q to Kt 3	18	Kt t. P	Kt to K 5
7	P t. P	B t. P	19	P to K Kt 4 <sup>(b)</sup>	P to B 4
8	Kt to Kt 3	B to K 2	20	Kt to Q 4	Kt t. Kt
9	Kt to B 3	Castles	21	K P t. Kt	R to B sq
10	Castles	R to Q sq	22	Kt to Q 2	P t. P
11	Q to K 2	P to K 4 <sup>(a)</sup>	23	B t. Kt	P t. B
12	P to K R 3	B to K 3	24	Kt t. P	R to B 6



WHITE	BLACK
25 B to Kt 5	B t. B
26 Kt t. B	B to Q 4
27 Q to K 5	R to Q sq
28 R to Q 2 (c)	K R to B sq
29 R to K sq	P t. P
30 Kt to K 6	B t. Kt
31 Q t. B, ch	Q t. Q
32 R t. Q	R to B 6 (d)
33 P to R 3	P to K Kt 4
34 R (Q 2) to K 2	K to Kt 2
35 R to Q Kt 6	R(Q sq) to KB
36 R to K 7, ch	Q R to B 2
37 R (Kt 6) t. P	R t. R
38 R t. R, ch	K to Kt 3
39 P to Q 5	P to Kt 5
40 P to Q 6	R to Q 6
41 K to R 2	P to R 4
42 P to Q 7	K to Kt 4
43 R to K 4	R t. Q P
44 R to K 2	K to R 5
45 R to K 4	R to Q 7, ch

WHITE BLACK  
46 K to Kt sq P to R 7, ch  
Position after White's 26th move.



WHITE  
47 K to R sq K to R 6  
Resigns.

(a) In consequence of the unfavourable opening adopted by White with King's Fianchetto, (which is useless after Black's P to Q 4,) Black with an open game and a strong centre has the advantage already.

(b) A compulsory and weakening advance.

(c) If 28 Kt takes R, then 28. . . . P takes Kt; 29 R to Q 2, Q to R 3, with a compensating attack.

(d) The winning move. White's King is shut in, and the advance of the King's side pawns cannot be prevented.

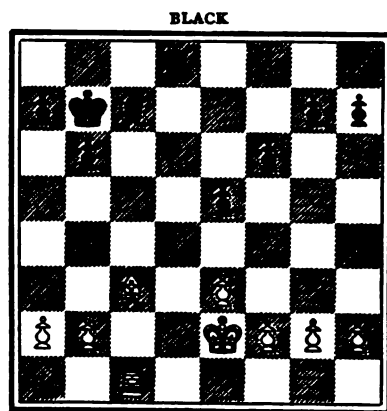
### QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 155
E. Lasker	H. N. Pillsbury	E. Lasker	H. N. Pillsbury	
1 P to Q 4	P to Q 4	14 B t. B	Kt t. B	
2 Kt to K B 3	P to Q B 4	15 R t. Kt	Castles QR(d)	
3 P to K 3	Kt to Q B 3	16 B to Q 2	B to B 2	
4 P to B 4	B P t. P (a)	17 R t. R, ch	R t. R	
5 B P t. P	Q t. P	18 B to B 3	P to B 3	
6 Kt to B 3 (b)	Q to Q R 4	19 R to Q B sq	P to Q Kt 3	
7 Kt t. P	Kt t. Kt	20 K to B sq	K to Kt 2	
8 Q t. Kt	P to K 4	21 K to K 2	P to Q R 4 (e)	
9 Q to Q 5 (c)	Q t. Q	22 P to Q R 4	P to Q Kt 4 (f)	
10 Kt t. Q	B to Q 3	23 P t. P	R to Q 4	
11 B to B 4	Kt to K 2	24 R to Q R sq	R t. P	
12 Castles	B to K 3	25 R to R 4 (g)	K to Kt 3	
13 R to Q sq	B t. Kt	26 R to R 4	P to R 3	

WHITE	BLACK
27 R to K Kt 4	P to Kt 4
28 R to Q B 4 ( <i>h</i> )	P to B 4
29 P to K Kt 4	P t. P ( <i>i</i> )
30 R t. P	K to B 4
31 P to R 4	P t. P
32 R t. P ( <i>j</i> )	R to Kt 3
33 K to Q 3	R to Q 3, ch
34 K to K 4	R to K Kt 3
35 P to Kt 4, ch ( <i>k</i> )	P t. P
36 B t. P, ch	K to B 3
37 B to B 3	R to Kt 7
38 R t. P, ch	K to Q 2
39 R to R 7, ch	K to Q sq
40 P to B 3	R to K 7
41 B to Kt 4	B to Kt 3
42 B to K 7, ch	K to B sq
43 B to Kt 5 ( <i>l</i> )	B to B 2
44 R to R 5	K to Q 2
45 R to R 7, ch	K to B 3
46 R to B 7 ( <i>m</i> )	R to K 8
47 B to R 6	R to K 7
48 K to B 5	B to Q 3
49 K to K 6	R to K Kt 7
50 B to Kt 7	R to Kt 3, ch
51 K to B 5	R to Kt 6
52 K to K 4	R to Kt 4
53 B to B 6	R to R 4
54 R to K Kt 7	B to B 4
55 R to Kt 6	K to Q 2
56 B to Kt 5	B to K 2
57 K to B 5	B to B 4
58 R to Kt 7, ch	K to B 3
59 K to K 6	R to R 6

WHITE	BLACK
60 R to B 7	R to Kt 6
61 R to B 5	B to Q 3
62 P to K 4	R to R 6
63 B to K 7	B to B 2
64 B to Kt 4	R to R 3, ch
65 R to B 6	R to R 4
66 K to K 7, dis ch	K to Kt 4
67 B to Q 6	R to R 7, ch

Position after White's 21st move.



WHITE	BLACK
68 K to K 6	B to Q sq
69 R to B 8	B to R 5
70 B t. P	K to B 3
71 R to B 8, ch	K to Kt 2
72 R to K R 8	R to K 2, ch
73 K to Q 6	R t. B
74 K t. R	B to K 8
75 K to K 6	Resigns.

(a) Apparently not the best move. He should continue with P to K 3.

(b) White gains a move here by bringing a fresh piece into play, whilst Black has to move a developed piece, with the King's side still shut up.

(c) Pillsbury's variation is probably intended to tempt White to play 9 B to Kt 5 ch, whereupon 9. . . . Q takes B; 10 Kt takes Q, P takes Q; 11 Kt to B 7 ch, K to Q sq; 12 Kt takes R, and Black would remain eventually with two pieces for the Rook, as the Knight could not be extricated. We find a pretty variation if, after 9 B to Kt 5 ch, Black plays 9. . . . K to K 2. White wins then with 10 Q takes P ch, B to K 3; 11 P to Q Kt 4, Q takes Kt P; 12 B to R 3, Q takes B; 13 Kt to Q 5 ch, and mate next move.

(d) The game is now reduced to a simple ending, and might be given up as drawn. Consequently Pillsbury's variation is only useful for defensive purposes.

(e) A compromising and ill-judged advance. If anything, White has the better position, as his King can approach the King's side pawns, whilst Black's King is confined. White's reply of P to Q R 4 should have been anticipated.

(f) Still worse, but following naturally as part of the forward policy resolved upon.

(g) Lasker by getting his Rook into better play with this move, obtains the best of this, the second bout.

(h) This instructive ending deserves careful study. Having weakened the opponent's pawns, thereby opening the course for his King, he prevents the approach of the adverse King.

(i) Compulsory. If 29. . . . P to B 5, then the King's side pawns would be helpless, White's K Kt P acting as a barrier.

(j) Here again Lasker has clearly the best of the bargain.

(k) Very pretty. Settling the Queen's side, so as to concentrate his attention upon one spot only.

(l) All this is beautifully managed.

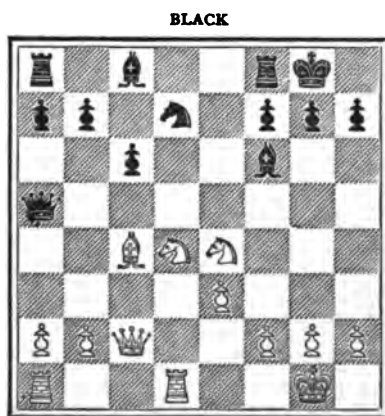
(m) It requires all this careful manoeuvring to win the K P, and to avoid the many possibilities of a draw. Lasker chose the most certain way of winning, without giving away the shadow of a chance; else he might have sacrificed Rook for Bishop and pawn, and played to win with the Bishop and two pawns; but this would have been less certain than the play in the text.

### QUEEN'S PAWN OPENING

WHITE	BLACK
J. H. Blackburne	J. Mason
1 P to Q 4	P to Q 4
2 Kt to K B 3	Kt to K B 3
3 P to B 4	P to K 3
4 Kt to B 3	P to B 3
5 B to Kt 5	B to K 2
6 P to K 3	P t. P (a)
7 B t. Kt	B t. B
8 B t. P	Kt to Q 2
9 Castles	Castles
10 Q to B 2	P to K 4 (b)
11 K R to Q sq	P t. P
12 Kt t. P	Q to R 4 (c)
13 Kt to K 4	B to K 2 (d)
14 Kt to K 6 (e)	Kt to K 4 (f)
15 Kt t. R	K t. Kt
16 Kt to Kt 3	Kt t. B
17 Q t. Kt	B to K 3
18 Q to B 2	K to Kt sq
19 P to K 4	P to K Kt 3
20 Kt to K 2	R to K sq
21 Kt to Q 4	B to Q B sq

WHITE	BLACK
J. H. Blackburne	J. Mason
22 P to Q R 3	Q to K 4

Position after White's 13th move.



WHITE	BLACK
23 Kt to B 3	Q to K R 4
24 R to Q 3	B to Q B 4

No. 156

WHITE	BLACK	WHITE	BLACK
25 Q R to Q sq	B to Kt 3	34 Q to B 3	P to Kt 3
26 P to R 3	Q to R 3	35 P to B 4	K to R 2
27 Q to Q 2	Q to B sq	36 R (K sq) to Q sq	Q to R 5
28 Q to B 4	K to Kt 2	37 Q to K sq	Q t. Q, ch
29 P to K Kt 4	Q to K 2	38 R t. Q	R to Q B sq
30 P to K 5	P to K R 3	39 R (K sq) to Q sq	K to Kt 2
31 R to K sq	B to K 3	40 R to Q 8	R to B 2
32 Kt to Q 4	B t. Kt	41 R to K 8	P to K R 4
33 Q t. B	P to Q B 4	42 R (Q sq) to Q 8	Resigns.

(a) Showalter, in his game against Pillsbury, took this pawn only after White's B to Q 3, which is better; but probably Mason feared White's P to B 5, which may be the reason for this premature exchange.

(b) Perhaps 10. . . . R to K sq, to be followed by Kt to B sq, would have been better. The open Q file which White gets outweighs the possible liberation of Black's Q B.

(c) The Queen has no other convenient escape. If 12. . . . Q to B 2, then 13 Kt to K 4, threatening Kt to Kt 5, and then Kt to Q 6.

(d) This is an oversight. 13. . . . B takes Kt was imperative now.

(e) A pretty combination which Blackburne had in view when playing R to Q sq.

(f) The exchange has to be given up; e.g. 14. . . . R to K sq; 15 P to Q Kt 4, B takes P; 16 Kt (K 6) to Kt 5, Kt to K 4; 17 Kt to B 6 ch, P takes Kt; 18 Q takes P ch, K to B sq; 19 B takes P, P takes Kt; 20 Q to Kt 8 ch, K to K 2; 21 Q takes R ch, K to B 3; 22 B to Kt 3, and wins. Mason makes a gallant fight afterwards, but the odds are too heavy for him.

### QUEEN'S PAWN OPENING

No. 157	WHITE G. Maroczy	BLACK E. Lasker	WHITE G. Maroczy	BLACK E. Lasker
	1 P to Q 4	P to Q 4	15 P t. P	Kt t. P
	2 Kt to K B 3	Kt to K B 3	16 Kt t. Kt, ch	B t. Kt
	3 P to B 4	P to K 3	17 Kt to K 5	Q R to Q sq
	4 P to K 3	P to B 4	18 Q to B 2 (e)	P to R 3
	5 Kt to B 3	Kt to B 3	19 B to K 4 (f)	B t. Kt
	6 P to Q R 3	Q P t. P	20 P t. B	B t. B
	7 B t. P	P to Q R 3	21 Q t. B	Kt to Kt 6
	8 Castles	P to Q Kt 4	22 Q to Q Kt 4	Kt t. R
	9 B to K 2 (a)	P t. P	23 B t. Kt	Q to B 3
10	P t. P	B to Kt 2	24 B to Q 4	R to Q 4 (g)
11	P to Q Kt 4 (b)	B to K 2	25 Q to Kt 2	Q to B 5
12	B to Kt 2	Castles	26 B to B 3	R to B sq
13	B to Q 3 (c)	Q to Kt 3	27 B to Kt 4	Q to Q 6
14	Kt to K 4 (d)	P to Q R 4		Resigns.

(a) 9 B to Q 3 would be a better place; and if 9. . . . P to B 5 (an inferior move), then 10 B to B 2, occupying a good diagonal.

(b) Also of doubtful value. 11 B to Kt 5, threatening P to Q 5, would be better.

(c) Now he has to lose time in order to place the Bishop on a better square.

(d) Here is the turning-point of the game. Black threatens P to Q R 4, and also K R to Q sq, for an attack upon the weak Q P. Although the latter can be strengthened with the text move, the former cannot be prevented.

(e) White had nothing better for the last few moves, and had a bad position anyhow.

(f) Losing the exchange in consequence. Maroczy said he made the move advisedly, hoping for a draw.

(g) This move Maroczy overlooked when giving up the exchange. He intended B to B 5 followed by B to Q 6, and then to play for the Q Kt P. Lasker prevented this manoeuvre with the text move, and the game is over.

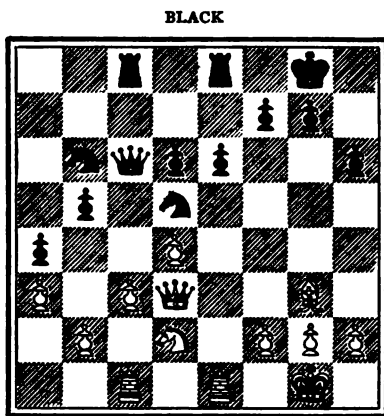
### QUEEN'S PAWN OPENING

WHITE	BLACK
J. H. Blackburne	E. Lasker
1 P to Q 4	P to Q 4
2 Kt to K B 3	Kt to K B 3
3 P to K 3	P to K 3
4 B to Q 3	Q Kt to Q 2
5 Q Kt to Q 2	B to Q 3
6 P to K 4 (a)	P t. P
7 Kt t. P	P to Q Kt 3
8 Castles	B to Kt 2
9 Kt t. B, ch (b)	P t. Kt
10 R to K sq	Castles
11 B to K Kt 5	Q to B 2
12 P to B 3	K R to K sq
13 B to Kt 5	B to B 3
14 B t. B (c)	Q t. B
15 Q to Q 3	P to K R 3
16 B to R 4 (d)	Q R to B sq
17 Q R to Q sq (e)	Kt to Q 4
18 B to Kt 3	P to Q Kt 4 (f)
19 Kt to Q 2	Q Kt to Kt 3
20 P to Q R 3	P to Q R 4
21 R to Q B sq	P to R 5
22 P to R 4 (g)	P to B 4
23 B to R 2 (h)	Q to Q 2
24 Q to Kt 3	P to B 5
25 Q to Q 3	P to K 4 (i)
26 P to B 4	Kt P t. P

WHITE	BLACK
J. H. Blackburne	E. Lasker
27 Kt t. P	P to K 5
28 Q to B sq	Kt t. Kt
29 R t. Kt	R to Kt sq

No. 158

Position after Black's 21st move.



WHITE	BLACK
30 R to B 2	K to R sq
31 K R to B sq	Q to Kt 5
32 P to B 3	Q t. R P
33 P t. P	R t. K P

WHITE	BLACK	WHITE	BLACK
34 R to B 8, ch	R t. R	39 R to B sq	R to K 7
35 R t. R, ch	K to R 2	40 K to R sq	Kt to Kt 5
36 Q to Kt sq	Kt to B 3	41 R to B 8, ch	K to Kt 2
37 P to Q 5	P to Kt 3	42 R to B 7, ch	K to B 3
38 R to B 7, ch	K to R sq		Resigns.

(a) Logically, this advance is not advisable as yet, because it involves moving the K P twice; and as the position resolves itself into a variation of the French Defence, Black is a move ahead, White having lost a move with the K P, which in the French Defence would have been moved two squares at the start.

(b) So far, there is nothing to say against White's game. He has two Bishops and a fairly good position.

(c) The alternative would be 14 Q to R 4, and to let Black change Bishops.

(d) 16 B takes Kt, Kt takes B would still have maintained the balance of position, however Black might continue.

(e) 17 P to Q R 4 would have been advisable now. Black's advance of the Q Kt P however was probably not contemplated by White.

(f) Quite a Laskerian conception. With two pawns against four he neutralises their advance, making room at the same time to bring his Knights into action.

(g) Some counter demonstration is now necessary. 22 P to K B 4, threatening P to B 5, might have been tried. If 22. . . . P to B 4, then White might double Rooks on the open K file.

(h) A wrong notion attempting to attack the Q P with Q to Kt 3. Black's reply demonstrates this sufficiently, as White gets his Bishop blocked two moves later.

(i) This advance paralyses White altogether, Lasker playing the final attack beautifully.

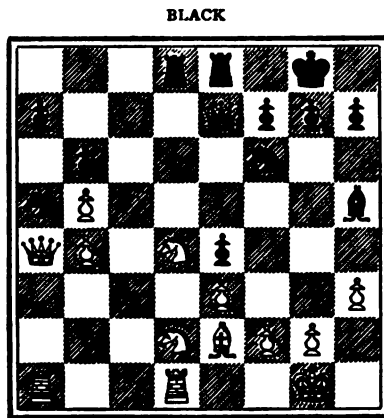
### QUEEN'S PAWN OPENING

No. 159	WHITE J. H. Blackburne	BLACK H. N. Pillsbury	WHITE J. H. Blackburne	BLACK H. N. Pillsbury
	1 P to Q 4	P to Q 4	14 B to K 2	B to K Kt 5
	2 Kt to K B 3	Kt to K B 3	15 Q to R 4	P to Q Kt 3
	3 P to K 3	P to B 4	16 B to B 3	K R to K sq
	4 B to K 2	Kt to B 3	17 K R to Q sq	Q R to Q sq
	5 Castles	P to K 3	18 P to R 3	B to R 4
	6 P to Q R 3	B to Q 3 (a)	19 B to Kt 4	P to K 5 (c)
	7 P t. P	B t. P	20 Kt to Q 4	K B t. B (d)
	8 P to Q Kt 4	B to Q 3	21 P t. B	R t. Kt (e)
	9 B to Kt 2	Castles	22 P t. R	P to K 6
	10 P to B 4	P t. P	23 B t. B	P t. P, ch
	11 B t. P	P to K 4	24 K to R sq	Kt t. B
	12 Q Kt to Q 2	Q to K 2	25 Kt to B sq	Q to K 5
	13 P to Kt 5	Kt to Q R 4 (b)	26 Q to R 2	Q to B 5

WHITE	BLACK
27 P t. Kt	R to K 6
28 Q to Q 5 (f)	P to Kt 4
29 P t. P	P t. P
30 Q to R 8, ch	K to Kt 2
31 Q to Q 5	K to Kt 3
32 Q R to B sq	P to Kt 5
33 R to B 6, ch	P to B 3
34 R to K 6 (g)	Kt to Kt 6, ch
35 Kt t. Kt	Q t. Kt
36 R t. R	Q t. R
37 Q to Kt 8, ch	K to R 3
38 Q t. P	Q to K 8, ch
39 K to R 2	P to B 8=Q
40 R t. Q	Q t. R
41 Q to B 4, ch	K to Kt 3
42 Q to Kt 3, ch	Q t. Q, ch
43 K t. Q	K to B 4
44 K to B 3	K to K 3
45 K to K 4	P to B 4, ch
46 K to B 4	K to Q 4
47 K t. P	K t. P
48 P to Kt 4	K to B 4
49 P to Kt 5	K t. P

WHITE	BLACK
50 P to R 4	K to B 3
51 P to R 5	K to Q 2

Position after White's 21st move.



WHITE	BLACK
52 P to Kt 6	P t. P, ch
53 K t. P	Resigns.

(a) The alternative would be 6. . . . P takes P, followed by B to Q 3. After the text move White gets Janowsky's variation for second player [viz., P takes P, P to Q Kt 4, and B to Kt 2], with a move ahead.

(b) 13. . . . Kt to Q sq, or Kt sq seems preferable. The Knight is not well placed at R 4; besides, White gains a move afterwards in attacking it with Q to R 4.

(c) It appears that Kt to Q 4 is worth consideration.

(d) 20. . . . Q B takes B; and if 21 Kt takes B, then 21. . . . Q to K 4 would probably compel White to change Bishops, and so leave the Kt at R 4 undisturbed.

(e) Having to lose some material, Pillsbury evolves a remarkably fine combination, so pretty as to deserve a better fate.

(f) If 28 Kt takes R, Black mates in three moves.

(g) Or 34 Q to Kt 8 ch, Kt to Kt 2; 35 Kt takes R, Q takes Kt; 36 R to K B sq, Q to K 7; 37 R takes P ch, K takes R; 38 Q to B 8 ch, K moves; 39 Q takes P, &c. Blackburne's variation however is less complicated.

### QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 160
E. Lasker	G. Maroczy	E. Lasker	G. Maroczy	
1 P to Q 4	P to Q 4	4 P to B 4	P to K 3	
2 Kt to K B 3	Kt to K B 3	5 Kt to B 3	Kt to B 3	
3 P to K 3	P to B 4	6 P to Q R 3	Q P t. P	

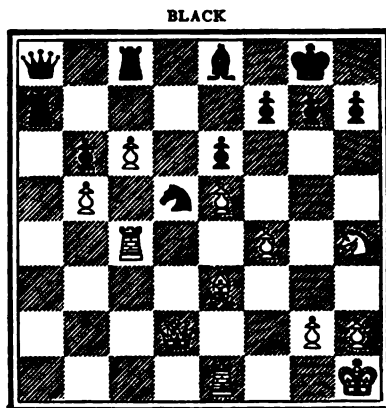
WHITE	BLACK	WHITE	BLACK
7 B t. P	P to Q R 3	20 B t. Kt	B to K 2
8 Castles	P to Q Kt 4	21 R t. R, ch	B t. R
9 B to K 2	B to Kt 2	22 Q to Q sq	B to K 2
10 P t. P	B t. P	23 B t. B	Q t. B
11 P to Q Kt 4	B to K 2	24 Q to Q 3	Q to Q 2
12 B to Kt 2	Castles	25 K to K 2	K to B sq
13 Q to Kt 3	Q to Kt 3	26 Kt to K 4	Q t. Q, ch
14 Q R to Q sq	K R to Q sq	27 K t. Q	Kt t. Kt
15 R t. R, ch	R t. R	28 K t. Kt	P to B 3
16 R to B sq	B to K B sq	29 B to Q 4	K to K sq
17 K to B sq	B to Q 3	30 P to Kt 4	P to K Kt 4
18 P to K R 3	Kt to K 4	Drawn.	
19 R to Q sq	Kt t. Kt		

No comment is required on this game. Neither side made any effort; Maroczy, as second player, was not called upon to try for more than a draw, considering who was his opponent.

### QUEEN'S PAWN OPENING

No. 161	WHITE J. H. Blackburne	BLACK M. Tchigorin	WHITE J. H. Blackburne	BLACK M. Tchigorin
	1 P to Q 4	P to Q 4	27 B to B 2	R to B 2
	2 Kt to K B 3	Kt to K B 3	28 R to K sq	Q R to Q B sq
	3 B to B 4	P to K 3	29 R to Kt 4	P to K 6
	4 P to K 3	B to Q 3	30 B t. P	Q to K 5
	5 Kt to K 5	Q Kt to Q 2		
	6 Kt to Q 2	Kt to B sq		
	7 B to Q 3	Kt to Kt 3		
	8 B to Kt 3	P to B 3		
	9 Q to K 2	B t. Kt		
	10 P t. B	Kt to Q 2		
	11 P to K B 4	Q to Kt 3		
	12 R to Q Kt sq	Kt to B 4		
	13 Castles	B to Q 2		
	14 K to R sq	Kt to K 2		
	15 P to K 4	Kt t. B		
	16 P t. Kt	Q to R 3 (a)		
	17 Q to K 3	P to Q Kt 3 (b)		
	18 P to Kt 4	Castles (c)		
	19 Kt to B 3	Q to R 6		
	20 Q to Q 2	K R to K sq		
	21 R to Kt 3	Q to R 3		
	22 Q to K B 2	P to Q B 4		
	23 Kt to R 4	P to B 5		
	24 Q P t. P	P t. K P (d)		
	25 P to Kt 5	Q to Kt 2		
	26 Q to K 2	K R to Q B sq		
			31 Q to Q 2	B to K sq
			32 P to Q B 5	Q to R sq
			33 P to B 6	Kt to Q 4
			34 R to B 4 (e)	P to Q R 3

Position after Black's 36th move.



WHITE

31 Q to Q 2      B to K sq  
 32 P to Q B 5      Q to R sq  
 33 P to B 6      Kt to Q 4  
 34 R to B 4 (e)      P to Q R 3



WHITE	BLACK	WHITE	BLACK
35 P to R 4	P t. P	60 R to Q B 2	B to Q 4
36 P t. P	R to R 2	61 P to R 4	R to Q 8
37 R to B 2 (f)	R to R 6 (g)	62 P to Kt 4	R to K R 8, ch
38 Kt to B 3 (h)	Q to R 5	63 K to Kt 3	R to Kt 8, ch
39 Kt to Q 4	Kt t. B	64 K to R 3	P t. P, ch
40 R t. Kt	R to R 8, ch	65 K to R 2	R to K B 8
41 R to K sq (i)	R t. R, ch	66 K to Kt 3	B to B 6
42 Q t. R	Q t. Kt	67 R to B 7	R to K R 8
43 Q to K B sq	P to Kt 3	68 P to B 5	Kt P t. P
44 P to R 3	K to Kt 2	69 K to B 4	R t. P
45 R to B sq	R to Q sq	70 R to B 8	B to Q 4
46 R to R sq	Q to K 5	71 R to B 7	R to R 6
47 Q to B 2	R to Q 5	72 R to B 8	P to Kt 6
48 P to B 7	R to B 5	73 R to B 3	P to Kt 7
49 Q t. P	R to B 7	74 R t. R	P to Kt 8 = Q
50 R to K Kt sq	R to B 6	75 R to R 7, ch	K to B sq
51 R to K B sq (j)	Q to B 5	76 R t. P, ch	K to K sq
52 Q to B 2	B t. P (k)	77 R to K 7, ch	K to Q sq
53 R to K Kt sq	Q t. Q B P	78 R to Q 7, ch	K to B sq
54 Q to R 4	R to Q 6	79 R to B 7, ch	K to Kt sq
55 R to Kt sq	B to B 3	80 R to Kt 7, ch	K to R sq
56 K to R 2	Q to Q sq	81 R to Kt 8, ch	K to R 2
57 Q t. Q	R t. Q	82 R to R 8, ch	K to Kt 3
58 P to Kt 3	P to R 4	83 R to R 6, ch	K to Kt 2
59 R to Kt 2	R to Q 6	Resigns.	

(a) Intending 17. . . . P to Q B 4, followed by B to Kt 4 attacking the Q P. He probably thought to gain time for this manoeuvre by attacking the Q R P; but it will be seen from White's reply that he was quite prepared with an answer, namely, 17 Q to K 3.

(b) If 17. . . . Q takes R P, then 18 R to R sq, getting the pawn back with a better position.

(c) Now the capture of the pawn would be still worse, because of 19 R to R sq, Q to Kt 7; 20 K R to Kt sq, Q to B 6; 21 B to B sq, threatening Kt to B 4, followed by Kt to Q 6 ch, &c.

(d) 24. . . . P takes B P would have left the centre too strong for an opportune advance of P to B 5; but the advanced K P being untenable, the capture of the B P might be considered.

(e) The alternative 34 R to R 4 might be considered. It retards Black's P to Q R 3. Should Black play R to K 2, with the intention of dislodging the R at R 4 with Kt to B 2, White would have a sufficient reply in Kt to B 5.

(f) Here we have examined 37 Kt to B 5. If 37. . . . Kt takes B, then 38 Kt takes Kt. If 37. . . . R to R 7, then 38 Q to Q 4. If 37. . . . Kt takes P, then 38 B takes P. If 37. . . . P takes Kt, then 38 Q takes Kt, and White has a pronounced advantage, more than sufficient to counterbalance the effect of Bishops of different colours. Finally,

if Black does not make any threatening move, then 38 Kt to Q 6 should prove sufficient to win.

(g) Now Black gets a strong attack.

(h) The alternative was 38 B to Q 4, Q to R 5; 39 R to Kt 2, but still he would have had a difficult defence. The text move loses a piece.

(i) 41 R to B sq would have been followed equally by 41. . . . Q takes Kt, or R takes R ch, and Q takes Kt.

(j) If 51 K to R 2, then Q takes P ch.

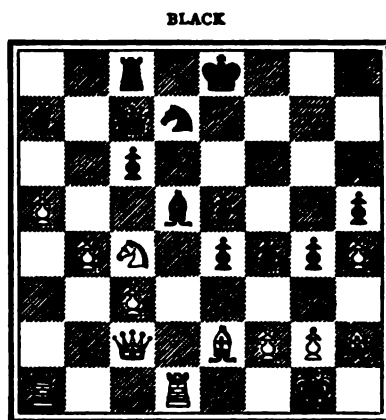
(k) As the two passed pawns must fall, Black wins.

### QUEEN'S PAWN OPENING

No. 162	WHITE J. H. Blackburne	BLACK W. Steinitz
1	P to Q 4	P to Q 4
2	Kt to K B 3	Kt to K B 3
3	B to B 4 (a)	P to B 4
4	P to K 3	Kt to B 3
5	P to B 3	Q to Kt 3 (b)
6	Q to B sq	B to B 4
7	P t. P	Q t. B P
8	Q Kt to Q 2	R to B sq
9	Kt to Kt 3	Q to Kt 3
10	Q Kt to Q 4	B to K 5
11	Kt t. Kt	P t. Kt
12	Kt to Q 2 (c)	B to B 4
13	B to K 2	Kt to Q 2
14	Castles	P to K 4 (d)
15	B to Kt 3	P to K R 4 (e)
16	P to K R 3	P to Kt 4
17	P to K 4	B to K 3
18	P to Kt 4	P to Kt 5
19	P to K R 4	B to R 3
20	P to R 4	P t. P
21	P to R 5	Q to B 2
22	Q to B 2	P to K B 4
23	Kt to B 4	B to Q 4
24	K R to Q sq	P to B 5
25	B to R 2 (f)	Kt to B 3
26	P to Kt 3	Castles (g)
27	P t. P	P t. P
28	B to B sq (h)	Q to K Kt 2
29	K to R sq	P to K 6, dis.ch
30	R t. B	P t. R
31	Kt to Q 6	Kt to K 5
32	Kt t. Kt	P t. Kt
33	P t. P	P to Kt 6

WHITE J. H. Blackburne	BLACK W. Steinitz
34	B to R 3
35	Q to R 2, ch
36	R to K Kt sq
37	R to Q sq
38	P to Kt 5
39	P to Kt 6
40	P to R 6
	R t. P
	K to R sq
	Q to B 3
	P t. B
	R t. P
	P t. P
	P to B 6

Position after White's 25th move.



WHITE	BLACK
41	P to R 7
42	R to K B sq
43	Q to B 4
44	Q to K 4
45	P to R 8=Q
46	K t. P
	Resigns.
	P to B 7
	R to K 8
	P to K 6
	P to K 7
	R t. R, ch
	Q to Q 3, ch (i)

(a) We think it is premature to thus develop the B.

(b) Right; it gives Black the attack.

(c) As first player White has moved the Q Kt thrice, and the K Kt twice. This loss of time must tell.

(d) Black has now an open game and a magnificent pawn position.

(e) Obvious; White has only one piece in play, and even this would be better at home.

(f) Of course White's game is untenable. We illustrate the position only as a curiosity.

(g) P to B 6 would block up the Q B completely.

(h) Kt to K 3 would be followed by 28. . . . P to Kt 6, or Q to R 2.

(i) It is curious that Steinitz was more proud of his game with Tinsley, in which he brought about an obvious sacrifice, than of this spirited and excellent game.

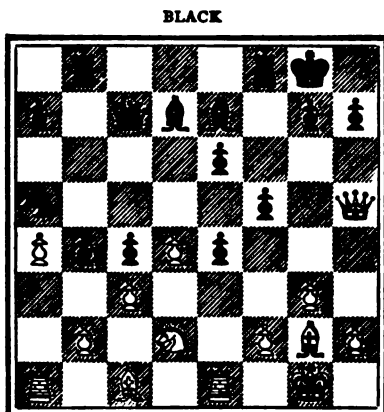
### QUEEN'S PAWN OPENING

WHITE	BLACK
S. Tinsley	W. Steinitz
1 P to Q 4	P to Q 4
2 P to K 3	P to K 3
3 Kt to Q 2 (a)	P to Q B 4
4 Kt to Kt 3 (b)	P to B 5
5 Kt to Q 2	P to Q Kt 4
6 P to Q B 3	Kt to K B 3
7 P to Q R 4 (c)	P to Kt 5
8 P to K Kt 3	Kt to B 3
9 B to Kt 2	B to Q 2
10 Kt to K 2	R to Q Kt sq
11 Castles	B to K 2
12 P to K 4	Castles
13 R to K sq (d)	Kt to Q R 4
14 Kt to B 4	Q P t. P.
15 Q to K 2 (e)	Q to B 2
16 Kt to R 5	Kt t. Kt
17 Q t. Kt	P to B 4
18 Kt t. K P (f)	P to Kt 3 (g)
19 Q to R 6	P t. Kt
20 B t. P	R to B 2
21 B to B 4	B to Q 3
22 B t. P	P t. B
23 R to K 5 (h)	R to K Kt 2

WHITE	BLACK
S. Tinsley	W. Steinitz
24 Q R to K sq	R to K B sq
25 P to Q 5	R t. B (i)

No. 163

Position after Black's 17th move.



WHITE	BLACK
26 P t. R	B t. R
27 R t. B	P t. P
Resigns.	.

(a) An irregular development, involving two useless moves with Queen's Knight, according to White's continuation.

(b) Better would have been 4 Q Kt to B 3, or the Stonewall development 4 P to K B 4, Q Kt to B 3; and Kt to K R 3.

(c) He cannot break the string of Black's Queen's side pawns, and should therefore develop his forces. Not even 7 P to Q R 3, followed by P to Q Kt 3, would be any good.

(d) Preferable would be 13 P to K 5, Kt to K sq; 14 P to K B 4, &c.

(e) He cannot take the K P with the Q Kt, because of Kt to Kt 6;

nor does he want to part with the Bishop, hence the text move ; but he should have foreseen this dilemma.

(f) Quite unsound ; but, being now a pawn behind, and also having the inferior position, he tries violent measures.

(g) Obviously better than capturing the Knight at once, because of 18. . . . P takes Kt ; 19 B takes P, P to Kt 3 ; 20 B takes P, and draws.

(h) If 23 B takes B, then Q takes B ; 24 R to K 5, Kt to B 3 ; 25 R to K Kt 5, Kt to K 2, and wins.

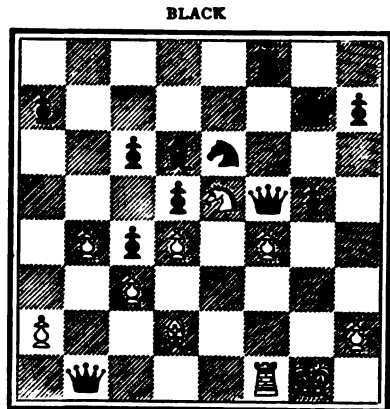
(i) Settling matters speedily.

### QUEEN'S PAWN OPENING

No. 164	WHITE F. J. Lee	BLACK W. Steinitz
1	P to Q 4	P to Q 4
2	P to K 3	P to K 3 (a)
3	B to Q 3	P to Q B 4
4	P to Q B 3	Kt to Q B 3
5	P to K B 4	B to Q 3
6	Kt to K B 3	Kt to R 3
7	Castles	Q to B 2
8	Kt to K 5	P to K Kt 3 (b)
9	Kt to Q 2	P to B 3
10	Kt t. Kt	P t. Kt
11	Kt to B 3	Kt to B 2
12	Q to R 4	B to Q 2
13	B to Q 2	R to Q Kt sq
14	Q to B 2	P to B 5
15	B to K 2	Castles
16	P to Q Kt 4	P to K 4 (c)
17	Kt to R 4	K to Kt 2 (d)
18	P to Kt 4	P t. B P
19	P t. P	Q R to K sq
20	Q R to K sq	R to K 5
21	Kt to Kt 2	P to B 4
22	P t. P	Q B t. P
23	Q to Q sq	Kt to Q sq
24	B to Kt 4	Q to B 2
25	Kt to K 3	B t. B
26	Kt t. B	Q to B 4
27	R t. R	Q t. R
28	R to K sq	Q to B 4
29	Kt to K 5	Kt to K 3
30	R to B sq	Q to K 5
31	R to K sq	Q to B 4
32	R to B sq	P to Kt 4 (e)
33	Q to Kt sq	B t. Kt (f)
34	B P t. B	Q t. R, ch
35	Q t. Q	R t. Q, ch

WHITE F. J. Lee	BLACK W. Steinitz
36	K t. R
37	K to Kt 2
38	K to B 3
39	P to K R 3
40	B to K sq
41	B to Kt 3
42	P to R 3
43	B to K sq
	K to Kt 3
	K to B 4
	Kt to B sq
	P to Q R 3
	Kt to Kt 3
	P to K R 4
	Kt to B sq
	Kt to K 3

Position after White's 33rd move.



WHITE	BLACK
44	B to Q 2
45	P to Q R 4
46	B to B sq
47	B to Q 2
48	P t. P
49	K to Kt 3
50	K t. P
51	B to K sq
52	B to R 4
	Kt to B 2
	Kt to K 3
	Kt to B 5
	P to Kt 5, ch
	P t. P, ch
	K to K 5 (g)
	K to Q 6
	K to K 7
	K to Q 6

WHITE	BLACK	WHITE	BLACK
53 B to Q 8	Kt to K 3	61 Q t. R P	K t. P
54 B to R 5 (h)	K to K 5	62 P to Kt 5	Kt to K 5, ch
55 B to Kt 6	Kt to B sq	63 K to B 4	Kt to B 4
56 K to Kt 5	Kt to Q 2	64 Q to K B 6, ch	K to Q 6
57 P to K 6 (i)	Kt t. B	65 Q to B 5, ch	K to B 6
58 P to K 7	Kt t. P	66 Q t. P	K to Kt 5
59 P to K 8 = Q, ch	K to Q 6	67 P to Kt 6	P to B 6
60 Q t. P	Kt t. P	68 Q to Q 4, ch	Resigns.

(a) Perhaps Schlechter's and Pillsbury's variation of Kt to Q B 3, threatening P to K 4 or Kt to Q Kt 5, is preferable against the Stonewall attack; but the Stonewall defence is also good.

(b) Necessary in order to dislodge the Knight with P to B 3.

(c) 16. . . . P to Q R 4, although relieving Black of his Q R P, would have left White a passed R P.

(d) The King's move is to prevent White's threatened sacrifice of the Knight. The alternative move of P to K 5 seems preferable; it shuts out the Queen, and permits a counter-attack with P to Kt 4.

(e) An attempt to dislodge the well-posted Knight without giving White a passed pawn.

(f) An ill-judged exchange, as it gives White a passed pawn. The alternative would have been 33. . . . Q takes Q; 34 R takes Q, P takes P; 35 Kt takes P, Kt to Kt 4, and to establish the Kt at K 5. With R, B, and Kt supporting the passed pawn he might have obtained a good attack. As played, the utmost he could hope for was a draw, which only the best play could secure.

(g) A last effort to get at the Q B P. He might however have played Kt to K 3 previous to this last attempt.

(h) White manœuvred his Bishop very skilfully.

(i) Good again. Black can no longer save the game.

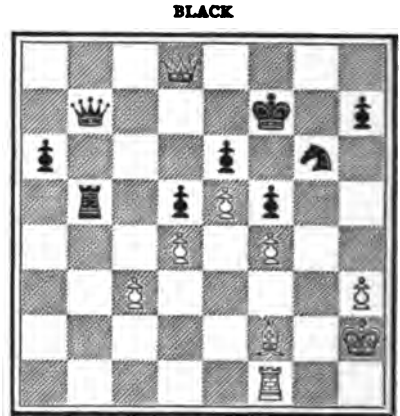
## QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 165
S. Tinsley	M. Tchigorin	S. Tinsley	M. Tchigorin	
1 P to Q 4	P to Q 4	14 P to Q Kt 4	R to B sq	
2 P to K 3	Kt to Q B 3	15 P t. P	B t. P	
3 P to K B 4	Kt to R 3	16 Q to Q 3	R to K B 2	
4 Kt to K B 3	P to R 3	17 Kt to Q 4	R(B2) to QB2	
5 B to K 2	P to K 3	18 B to Q 2	P to K Kt 3	
6 Castles	B to K 2	19 K R to Kt sq	Kt to B 2	
7 P to Q R 3	Castles	20 P to K Kt 3	Kt to Q sq	
8 Kt to Q B 3	P to K B 4 (a)	21 B to K sq	K to R sq	
9 Kt to K 5	Kt t. Kt	22 B to Q sq	Kt to B 2 (d)	
10 Q P t. Kt (b)	P to Q Kt 4	23 P to Q R 4	B t. Kt	
11 B to B 3	B to Kt 2	24 K P t. B	B to B 3	
12 Kt to K 2	P to Q B 4	25 P t. P	B t. P	
13 P to Q B 3	Q to K sq (c)	26 Q to K 3	R to Kt sq	

WHITE	BLACK
27 B to K 2	R(B 2) to Kt 2
28 B to Q 3	Q to B 3
29 B t. B	R t. B
30 R t. R	Q t. R
31 Q to Q 2	R to Kt 3
32 Q to R 2	K to Kt 2
33 Q to R 3	Q to K 7
34 B to B 2	R to Kt 7
35 R to K B sq	Q to Kt 4
36 Q to K 7	Q to B 3
37 P to K R 3	R to Kt 2
38 Q to R 3	R to Kt 4
39 P to Kt 4	Q to Kt 2
40 P t. P	Kt P t. P
41 K to R 2	Kt to R sq (e)
42 Q to Q 6	K to B 2
43 Q to Q 8	Kt to Kt 3
44 Q to B 6, ch	K to K sq
45 Q t. P, ch	Kt to K 2
46 R to K Kt sq	K to B sq
47 Q to B 6, ch	K to K sq
48 R to Kt 7	Q to Q 2
49 Q to B 7, ch (f)	K to Q sq
50 Q to B 8, ch	Q to K sq
51 Q to B 6	R to Kt 7
52 K to Kt 2	P to Q R 4
53 Q to Q 6, ch	K to B sq

WHITE	BLACK
54 R t. Kt	Q to Kt 3, ch
55 Q t. Q	P t. Q
56 R to Q R 7	R to R 7
57 P to K 6	R to K 7

Position after Black's 43rd move



WHITE	BLACK
58 R t. P	R t. P
59 R t. P	K to B 2
60 R to K 5	R to Q B 3
61 R to B 5	Resigns.

(a) The unusual treatment of the opening on both sides has led to an almost identical position.

(b) To retake with the Bishop's pawn seems preferable.

(c) P to Q R 4 first, in order to prevent White's next move, should have been played.

(d) Black's last two moves are unintelligible. White is now enabled to break through on the Queen's side, and to get rid of his bad pawns.

(e) A weak move, which allows White a winning attack. Black should have played R to Kt 8, in order to exchange Rooks, and would then have had very good prospects of drawing.

(f) B to R 4 here would have won much quicker.

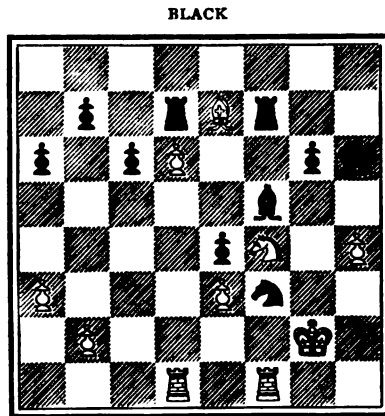
## QUEEN'S PAWN OPENING

No. 166	WHITE J.W. Showalter	BLACK M.Tchigorin	WHITE J.W. Showalter	BLACK M.Tchigorin
	1 P to Q 4	P to Q 4	4 Kt to K B 3	P to R 3
	2 P to K 3	Kt to Q B 3	5 P to B 4	P to K 3
	3 P to K B 4	Kt to R 3	6 Kt to B 3	B to Kt 5

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

WHITE	BLACK
44 R to Q 4 (f)	R to R 2
45 R to Kt 2	B to B 6
46 R to Kt 8	R to Q 2
47 R to B 8, ch	K to Kt 5
48 R to K 8	K to B 4
49 R to B 8, ch	K to Kt 5
50 R to Kt 8, ch	K to B 4
51 R to B 8, ch	K to Kt 5
52 R to K 8	K to B 4

Position after White's 36th move.



WHITE	BLACK
53 K to K sq	B to Kt 5
54 R to K 7	R to Q sq
55 Kt to K 6	Kt to B 6, ch
56 K to B 2	R to K R sq
57 Kt to Kt 7, ch	K to Kt 4
58 R (K 7) t. K P	R to R 7, ch
59 K to Kt 3	R to R 6, ch
60 K to B 2	R to R 7, ch
61 K to Kt 3	R to R 6, ch

Drawn.

(a) Tchigorin's whole efforts were directed to the difficult task of breaking through the "Stonewall." Black succeeded in leaving his opponent with an isolated K P instead of a solid centre.

(b) With this move White equalises the position, as Black also gets an isolated pawn.

(c) We should have thought Tchigorin would sacrifice the exchange in this position: 32. . . . R takes B; 33 P takes R, K to B 2, followed by K takes P, and the advanced Q P would be difficult to defend, when Black would have Bishop and two pawns for Rook.

N

(a) 6 P takes P would be followed by 6. . . . P to K 4 and P to K 5.

(b) We have examined here White taking the Knight; but the retreat of the Bishop is safer, considering that Black has a good game with so strong a centre.

(c) It seems unnecessary to keep Knight and Bishop inactive. He might have tried to unpin the Knight.

(d) A good move; it compels 19. . . . P takes P, leaving Black two isolated pawns, or 19. . . . P to K Kt 4, which would be dangerous. At the same time White has the advantage of bringing the Q R into play.

(e) If 19. . . . P to Q 5, then 20 P to K 5 with advantage.

(f) He should have extricated the Rook from its bad position with 24 R to B 4, Q R to Q 3; 25 Kt to B 3, &c.

(g) 30 Q to Q 5 leaves the Queen more scope. Obviously if 30. . . . B takes P, then 31 Q to R 8 ch, followed by R takes P. It gives also the chance of bringing the Rook into play.

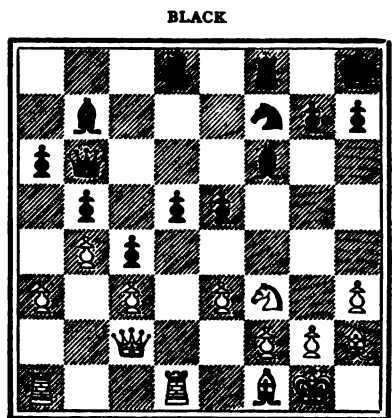
(h) Impressed with the necessity of breaking up the pawns, he had always this move in view, which in reality loses the game. There is no reason why he should not have drawn it. White overlooked the fatal reply of 43. . . . Q to B 3. The game is lost afterwards.

### QUEEN'S PAWN OPENING

No. 152	WHITE S. Tinsley	BLACK J. H. Blackburne
1	P to Q 4	P to Q 4
2	B to B 4	Kt to K B 3
3	P to K 3	Q Kt to Q 2
4	Kt to Q B 3 (a)	P to Q R 3
5	Kt to B 3	P to K 3
6	B to Q 3	P to B 4 (b)
7	Castles	P to B 5
8	B to K 2 (c)	B to Kt 5
9	Kt to Kt sq (d)	Kt to K 5
10	P to B 3	B to K 2
11	Q Kt to Q 2	Kt t. Kt
12	Q t. Kt	Castles
13	Kt to K 5 (e)	Kt to B 3
14	P to K R 3	Kt to K 5
15	Q to B 2	Kt to Q 3
16	P to Q Kt 3	P to B 3
17	Kt to B 3	P to Q Kt 4
18	P to Q Kt 4	B to Kt 2
19	P to R 3	Kt to B 2
20	K R to Q sq	K to R sq
21	Kt to Q 2	P to K 4 (f)
22	P t. P	P t. P

WHITE S. Tinsley	BLACK J. H. Blackburne
23	B to R 2
24	Kt to B 3
	Q to Kt 3
	B to K B 3

Position after Black's 25th move.



WHITE	BLACK
25	B to B sq
26	B to K 2
	Q R to Q sq (g)
	P to Q 5 (h)



WHITE	BLACK	WHITE	BLACK
27 K P t. P	B t. Kt	32 Q to Q 2	Kt t. B, ch
28 B t. B	P t. P	33 P t. Kt	Q to Kt 3, ch
29 P t. P	B t. P	34 K to R sq	P to B 6 (i)
30 Q R to Kt sq	Kt to Kt 4	Resigns.	
31 Q to K 2	Q R to K sq		

(a) P to B 4 should be previously played.

(b) Effectually preventing White's P to K 4.

(c) He might have developed the B to K 2 originally, as Black's advance of the B P was likely.

(d) Compulsory, because if he allows B takes Kt, the Q B P could be attacked by both Queen and Knight.

(e) It is no use trying to break Black's string of pawns with 13 P to Q Kt 3, because of 13. . . . P to Q Kt 4; 14 P to Q R 4, B to Kt 2, &c.

(f) Again stopping White's P to K 4.

(g) Black's disposition of his forces is so excellent as to be worth illustrating.

(h) The final attack now begins, and the end cannot be far off.

(i) A perfect model of a game so far as Black is concerned.

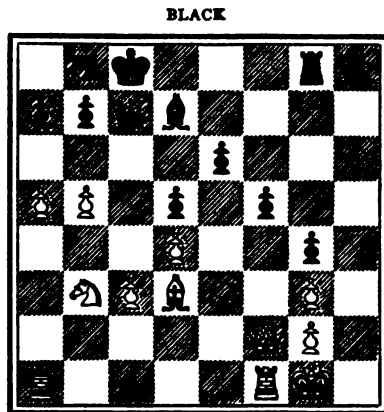
### QUEEN'S PAWN OPENING

WHITE	BLACK
S. Tinsley	F. J. Lee
1 P to Q 4	P to Q 4
2 B to B 4	P to K 3
3 P to K 3	B to Q 3
4 B to Kt 3	Kt to K B 3
5 Kt to Q 2	P to B 4
6 P to Q B 3	Kt to B 3
7 K Kt to B 3	P t. P (a)
8 K P t. P	Q to B 2
9 B to Q 3	B to Q 2
10 Castles	B t. B
11 B P t. B	P to K R 3 (b)
12 Q to K 2	Castles Q R
13 Kt to K 5	B to K sq
14 Kt to Kt 4 (c)	Kt t. Kt
15 Q t. Kt	P to K Kt 4
16 P to Kt 4	P to B 4
17 Q to K 2	B to Q 2
18 P to Q R 4	P to Kt 5 (d)
19 P to R 5	P to R 4
20 Q to B 2	Q R to Kt sq
21 Kt to Kt 3	P to R 5 (e)
22 P to Kt 5	P t. P
23 P t. P	Kt to Kt sq
24 Kt to B 5	R to R 3

WHITE	BLACK
S. Tinsley	F. J. Lee
25 P to Kt 6	P t. P
26 P t. P	Q R to R sq

No. 153

Position after Black's 23rd move.



WHITE	BLACK
27 Q to K 3	R to R 8, ch
28 K to B 2	R t. R, ch
29 B t. R	Q t. P

M

WHITE	BLACK	WHITE	BLACK
30 R to R 8	Q to Q 3	43 Q t. Q B P	R to Q 4
31 Q to Kt 5	R to B sq	44 Q to Kt 4	B t. P
32 Q to Kt 7 (f)	R to Q sq (g)	45 Q to R 3, ch	K to Kt sq
33 Q to B 6	R to K sq	46 Q to B 8, ch	K to B 2
34 Q to Kt 7	R to Q sq	47 Q to K 7, ch	K to B 3
35 B to Kt 5	B to B 3	48 Q to K 8, ch	K to Kt 3
36 Kt to R 6 (h)	B t. B	49 K to Q 3	B to K 5, ch
37 Kt t. Kt	Q t. Kt	50 K to B 4	K to B 2
38 R t. Q, ch	K t. R	51 Q to K 7, ch	K to Kt 3
39 Q to K 5, ch	K to R 2	52 Q to Kt 4, ch	K to B 3
40 Q t. K P	B to Q 6	53 Q to K 7	P to Kt 4, ch
41 K to K 3	B to K 5	54 K to B 3	K to Kt 3
42 P to B 4	P t. P		Drawn.

(a) Of doubtful value.

(b) Necessary if he intended Castling K R, because of Kt to Kt 5 threatening R takes Kt with a powerful attack; but as he Castles Q R, the move is intended for an advance. Castling Q R, however, is too dangerous.

(c) Q Kt to B 3 seems preferable, as Black is enabled to advance his pawns quickly after 14. . . . Kt takes Kt.

(d) The only chance of a counter-attack, as he cannot possibly stop White's advance on the Queen's side.

(e) He should have played now 21. . . . Q to Q 3, so as to reply P to R 3 if White plays P to Kt 6.

(f) Threatening 32 Q takes R ch, Q takes Q; 33 R takes Kt ch, K takes R; 34 Kt takes B ch, &c.

(g) If 32. . . . R to K sq, then 33 Kt takes B wins.

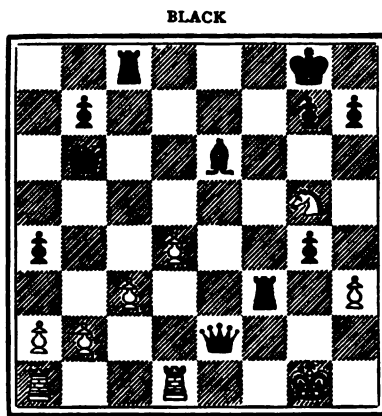
(h) Ingenious. He cannot break through any other way. It is to be regretted that White could not win this well-played game.

## QUEEN'S PAWN OPENING

No. 154	WHITE J. H. Blackburne	BLACK G. Maroczy	WHITE J. H. Blackburne	BLACK G. Maroczy
1	P to Q 4	P to Q 4	13	R to Q sq
2	P to K Kt 3	P to K 3	14	Kt to Kt sq
3	B to Kt 2	Kt to K B 3	15	P to Q B 3
4	Kt to Q 2	P to B 4	16	Kt(Kt 3) to Q 2
5	P to K 3	Kt to B 3	17	P to K B 4
6	Kt to K 2	Q to Kt 3	18	Kt t. P
7	P t. P	B t. P	19	P to K Kt 4 (b)
8	Kt to Kt 3	B to K 2	20	Kt to Q 4
9	Kt to B 3	Castles	21	K P t. Kt
10	Castles	R to Q sq	22	Kt to Q 2
11	Q to K 2	P to K 4 (a)	23	B t. Kt
12	P to K R 3	B to K 3	24	Kt t. P

WHITE	BLACK
25 B to Kt 5	B t. B
26 Kt t. B	B to Q 4
27 Q to K 5	R to Q sq
28 R to Q 2 (c)	K R to B sq
29 R to K sq	P t. P
30 Kt to K 6	B t. Kt
31 Q t. B, ch	Q t. Q
32 R t. Q	R to B 6 (d)
33 P to R 3	P to K Kt 4
34 R (Q 2) to K 2	K to Kt 2
35 R to Q Kt 6	R (Q sq) to KB
36 R to K 7, ch	Q R to B 2
37 R (Kt 6) t. P	R t. R
38 R t. R, ch	K to Kt 3
39 P to Q 5	P to Kt 5
40 P to Q 6	R to Q 6
41 K to R 2	P to R 4
42 P to Q 7	K to Kt 4
43 R to K 4	R t. Q P
44 R to K 2	K to R 5
45 R to K 4	R to Q 7, ch

WHITE  
46 K to Kt sq      P to R 7, ch  
Position after White's 26th move.



WHITE  
47 K to R sq      K to R 6  
Resigns.

(a) In consequence of the unfavourable opening adopted by White with King's Fianchetto, (which is useless after Black's P to Q 4,) Black with an open game and a strong centre has the advantage already.

(b) A compulsory and weakening advance.

(c) If 28 Kt takes R, then 28. . . . P takes Kt; 29 R to Q 2, Q to R 3, with a compensating attack.

(d) The winning move. White's King is shut in, and the advance of the King's side pawns cannot be prevented.

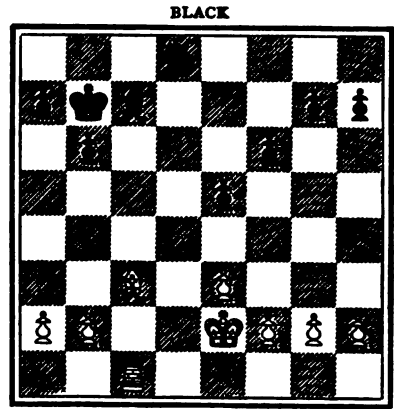
### QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 155
E. Lasker	H. N. Pillsbury	E. Lasker	H. N. Pillsbury	
1 P to Q 4	P to Q 4	14 B t. B	Kt t. B	
2 Kt to K B 3	P to Q B 4	15 R t. Kt	Castles QR (d)	
3 P to K 3	Kt to Q B 3	16 B to Q 2	B to B 2	
4 P to B 4	B P t. P (a)	17 R t. R, ch	R t. R	
5 B P t. P	Q t. P	18 B to B 3	P to B 3	
6 Kt to B 3 (b)	Q to Q R 4	19 R to Q B sq	P to Q Kt 3	
7 Kt t. P	Kt t. Kt	20 K to B sq	K to Kt 2	
8 Q t. Kt	P to K 4	21 K to K 2	P to Q R 4 (e)	
9 Q to Q 5 (c)	Q t. Q	22 P to Q R 4	P to Q Kt 4 (f)	
10 Kt t. Q	B to Q 3	23 P t. P	R to Q 4	
11 B to B 4	Kt to K 2	24 R to Q R sq	R t. P	
12 Castles	B to K 3	25 R to R 4 (g)	K to Kt 3	
13 R to Q sq	B t. Kt	26 R to R 4	P to R 3	

WHITE	BLACK
27 R to K Kt 4	P to Kt 4
28 R to QB 4 ( <i>h</i> )	P to B 4
29 P to K Kt 4	P t. P ( <i>i</i> )
30 R t. P	K to B 4
31 P to R 4	P t. P
32 R t. P ( <i>j</i> )	R to Kt 3
33 K to Q 3	R to Q 3, ch
34 K to K 4	R to K Kt 3
35 P to Kt 4, ch ( <i>k</i> )	P t. P
36 B t. P, ch	K to B 3
37 B to B 3	R to Kt 7
38 R t. P, ch	K to Q 2
39 R to R 7, ch	K to Q sq
40 P to B 3	R to K 7
41 B to Kt 4	B to Kt 3
42 B to K 7, ch	K to B sq
43 B to Kt 5 ( <i>l</i> )	B to B 2
44 R to R 5	K to Q 2
45 R to R 7, ch	K to B 3
46 R to B 7 ( <i>m</i> )	R to K 8
47 B to R 6	R to K 7
48 K to B 5	B to Q 3
49 K to K 6	R to K Kt 7
50 B to Kt 7	R to Kt 3, ch
51 K to B 5	R to Kt 6
52 K to K 4	R to Kt 4
53 B to B 6	R to R 4
54 R to K Kt 7	B to B 4
55 R to Kt 6	K to Q 2
56 B to Kt 5	B to K 2
57 K to B 5	B to B 4
58 R to Kt 7, ch	K to B 3
59 K to K 6	R to R 6

WHITE	BLACK
60 R to B 7	R to Kt 6
61 R to B 5	B to Q 3
62 P to K 4	R to R 6
63 B to K 7	B to B 2
64 B to Kt 4	R to R 3, ch
65 R to B 6	R to R 4
66 K to K 7, dis ch	K to Kt 4
67 B to Q 6	R to R 7, ch

Position after White's 21st move.



WHITE	BLACK
68 K to K 6	B to Q sq
69 R to B 8	B to R 5
70 B t. P	K to B 3
71 R to B 8, ch	K to Kt 2
72 R to K R 8	R to K 2, ch
73 K to Q 6	R t. B
74 K t. R	B to K 8
75 K to K 6	Resigns.

- (a) Apparently not the best move. He should continue with P to K 3.
- (b) White gains a move here by bringing a fresh piece into play, whilst Black has to move a developed piece, with the King's side still shut up.
- (c) Pillsbury's variation is probably intended to tempt White to play 9 B to Kt 5 ch, whereupon 9. . . . Q takes B; 10 Kt takes Q, P takes Q; 11 Kt to B 7 ch, K to Q sq; 12 Kt takes R, and Black would remain eventually with two pieces for the Rook, as the Knight could not be extricated. We find a pretty variation if, after 9 B to Kt 5 ch, Black plays 9. . . . K to K 2. White wins then with 10 Q takes P ch, B to K 3; 11 P to Q Kt 4, Q takes Kt P; 12 B to R 3, Q takes B; 13 Kt to Q 5 ch, and mate next move.
- (d) The game is now reduced to a simple ending, and might be given up as drawn. Consequently Pillsbury's variation is only useful for defensive purposes.

(e) A compromising and ill-judged advance. If anything, White has the better position, as his King can approach the King's side pawns, whilst Black's King is confined. White's reply of P to Q R 4 should have been anticipated.

(f) Still worse, but following naturally as part of the forward policy resolved upon.

(g) Lasker by getting his Rook into better play with this move, obtains the best of this, the second bout.

(h) This instructive ending deserves careful study. Having weakened the opponent's pawns, thereby opening the course for his King, he prevents the approach of the adverse King.

(i) Compulsory. If 29. . . . P to B 5, then the King's side pawns would be helpless, White's K Kt P acting as a barrier.

(j) Here again Lasker has clearly the best of the bargain.

(k) Very pretty. Settling the Queen's side, so as to concentrate his attention upon one spot only.

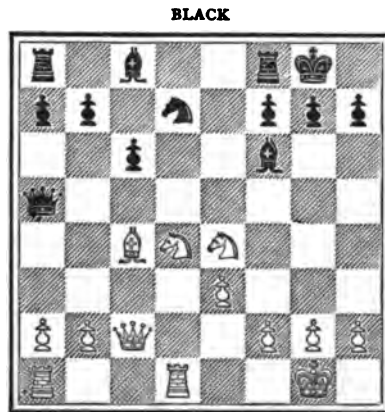
(l) All this is beautifully managed.

(m) It requires all this careful manoeuvring to win the K P, and to avoid the many possibilities of a draw. Lasker chose the most certain way of winning, without giving away the shadow of a chance; else he might have sacrificed Rook for Bishop and pawn, and played to win with the Bishop and two pawns; but this would have been less certain than the play in the text.

### QUEEN'S PAWN OPENING

WHITE	BLACK
J. H. Blackburne	J. Mason
1 P to Q 4	P to Q 4
2 Kt to K B 3	Kt to K B 3
3 P to B 4	P to K 3
4 Kt to B 3	P to B 3
5 B to Kt 5	B to K 2
6 P to K 3	P t. P (a)
7 B t. Kt	B t. B
8 B t. P	Kt to Q 2
9 Castles	Castles
10 Q to B 2	P to K 4 (b)
11 K R to Q sq	P t. P
12 Kt t. P	Q to R 4 (c)
13 Kt to K 4	B to K 2 (d)
14 Kt to K 6 (e)	Kt to K 4 (f)
15 Kt t. R	K t. Kt
16 Kt to Kt 3	Kt t. B
17 Q t. Kt	B to K 3
18 Q to B 2	K to Kt sq
19 P to K 4	P to K Kt 3
20 Kt to K 2	R to K sq
21 Kt to Q 4	B to Q B sq

WHITE	BLACK	
J. H. Blackburne	J. Mason	No. 156
22 P to Q R 3	Q to K 4	
Position after White's 13th move.		



WHITE	
23 Kt to B 3	Q to K R 4
24 R to Q 3	B to Q B 4

WHITE	BLACK	WHITE	BLACK
25 Q R to Q sq	B to Kt 3	34 Q to B 3	P to Kt 3
26 P to R 3	Q to R 3	35 P to B 4	K to R 2
27 Q to Q 2	Q to B sq	36 R (K sq) to Q sq	Q to R 5
28 Q to B 4	K to Kt 2	37 Q to K sq	Q t. Q, ch
29 P to K Kt 4	Q to K 2	38 R t. Q	R to Q B sq
30 P to K 5	P to K R 3	39 R (K sq) to Q sq	K to Kt 2
31 R to K sq	B to K 3	40 R to Q 8	R to B 2
32 Kt to Q 4	B t. Kt	41 R to K 8	P to K R 4
33 Q t. B	P to Q B 4	42 R (Q sq) to Q 8	Resigns.

(a) Showalter, in his game against Pillsbury, took this pawn only after White's B to Q 3, which is better; but probably Mason feared White's P to B 5, which may be the reason for this premature exchange.

(b) Perhaps 10. . . . R to K sq, to be followed by Kt to B sq, would have been better. The open Q file which White gets outweighs the possible liberation of Black's Q B.

(c) The Queen has no other convenient escape. If 12. . . . Q to B 2, then 13 Kt to K 4, threatening Kt to Kt 5, and then Kt to Q 6.

(d) This is an oversight. 13. . . . B takes Kt was imperative now.

(e) A pretty combination which Blackburne had in view when playing R to Q sq.

(f) The exchange has to be given up; e.g. 14. . . . R to K sq; 15 P to Q Kt 4, B takes P; 16 Kt (K 6) to Kt 5, Kt to K 4; 17 Kt to B 6 ch, P takes Kt; 18 Q takes P ch, K to B sq; 19 B takes P, P takes Kt; 20 Q to Kt 8 ch, K to K 2; 21 Q takes R ch, K to B 3; 22 B to Kt 3, and wins. Mason makes a gallant fight afterwards, but the odds are too heavy for him.

## QUEEN'S PAWN OPENING

No. 157	WHITE G. Maroczy	BLACK E. Lasker	WHITE G. Maroczy	BLACK E. Lasker
1	P to Q 4	P to Q 4	15	P t. P
2	Kt to K B 3	Kt to K B 3	16	Kt t. Kt, ch
3	P to B 4	P to K 3	17	Kt to K 5
4	P to K 3	P to B 4	18	Q to B 2 (c)
5	Kt to B 3	Kt to B 3	19	B to K 4 (f)
6	P to Q R 3	Q P t. P	20	P t. B
7	B t. P	P to Q R 3	21	Q t. B
8	Castles	P to Q Kt 4	22	Q to Q Kt 4
9	B to K 2 (a)	P t. P	23	B t. Kt
10	P t. P	B to Kt 2	24	B to Q 4
11	P to Q Kt 4 (b)	B to K 2	25	Q to Kt 2
12	B to Kt 2	Castles	26	B to B 3
13	B to Q 3 (c)	Q to Kt 3	27	B to Kt 4
14	Kt to K 4 (d)	P to Q R 4		Resigns.

(a) 9 B to Q 3 would be a better place ; and if 9. . . . P to B 5 (an inferior move), then 10 B to B 2, occupying a good diagonal.

(b) Also of doubtful value. 11 B to Kt 5, threatening P to Q 5, would be better.

(c) Now he has to lose time in order to place the Bishop on a better square.

(d) Here is the turning-point of the game. Black threatens P to Q R 4, and also K R to Q sq, for an attack upon the weak Q P. Although the latter can be strengthened with the text move, the former cannot be prevented.

(e) White had nothing better for the last few moves, and had a bad position anyhow.

(f) Losing the exchange in consequence. Maroczy said he made the move advisedly, hoping for a draw.

(g) This move Maroczy overlooked when giving up the exchange. He intended B to B 5 followed by B to Q 6, and then to play for the Q Kt P. Lasker prevented this manoeuvre with the text move, and the game is over.

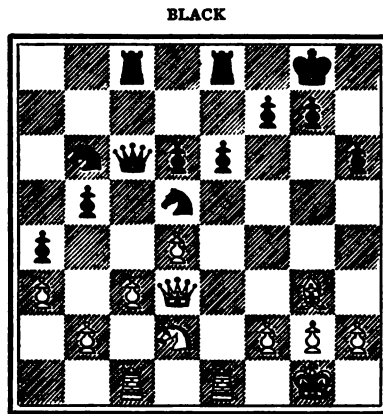
### QUEEN'S PAWN OPENING

WHITE	BLACK
J. H. Blackburne	E. Lasker
1 P to Q 4	P to Q 4
2 Kt to K B 3	Kt to K B 3
3 P to K 3	P to K 3
4 B to Q 3	Q Kt to Q 2
5 Q Kt to Q 2	B to Q 3
6 P to K 4 (a)	P t. P
7 Kt t. P	P to Q Kt 3
8 Castles	B to Kt 2
9 Kt t. B, ch (b)	P t. Kt
10 R to K sq	Castles
11 B to K Kt 5	Q to B 2
12 P to B 3	K R to K sq
13 B to Kt 5	B to B 3
14 B t. B (c)	Q t. B
15 Q to Q 3	P to K R 3
16 B to R 4 (d)	Q R to B sq
17 Q R to Q sq (e)	Kt to Q 4
18 B to Kt 3	P to Q Kt 4 (f)
19 Kt to Q 2	Q Kt to Kt 3
20 P to Q R 3	P to Q R 4
21 R to Q B sq	P to R 5
22 P to R 4 (g)	P to B 4
23 B to R 2 (h)	Q to Q 2
24 Q to Kt 3	P to B 5
25 Q to Q 3	P to K 4 (i)
26 P to B 4	Kt P t. P

WHITE	BLACK
J. H. Blackburne	E. Lasker
27 Kt t. P	P to K 5
28 Q to B sq	Kt t. Kt
29 R t. Kt	R to Kt sq

No. 158

Position after Black's 21st move.



WHITE	BLACK
30 R to B 2	K to R sq
31 K R to B sq	Q to Kt 5
32 P to B 3	Q t. R P
33 P t. P	R t. K P

WHITE	BLACK	WHITE	BLACK
34 R to B 8, ch	R t. R	39 R to B sq	R to K 7
35 R t. R, ch	K to R 2	40 K to R sq	Kt to Kt 5
36 Q to Kt sq	Kt to B 3	41 R to B 8, ch	K to Kt 2
37 P to Q 5	P to Kt 3	42 R to B 7, ch	K to B 3
38 R to B 7, ch	K to R sq	Resigns.	

(a) Logically, this advance is not advisable as yet, because it involves moving the K P twice ; and as the position resolves itself into a variation of the French Defence, Black is a move ahead, White having lost a move with the K P, which in the French Defence would have been moved two squares at the start.

(b) So far, there is nothing to say against White's game. He has two Bishops and a fairly good position.

(c) The alternative would be 14 Q to R 4, and to let Black change Bishops.

(d) 16 B takes Kt, Kt takes B would still have maintained the balance of position, however Black might continue.

(e) 17 P to Q R 4 would have been advisable now. Black's advance of the Q Kt P however was probably not contemplated by White.

(f) Quite a Laskerian conception. With two pawns against four he neutralises their advance, making room at the same time to bring his Knights into action.

(g) Some counter demonstration is now necessary. 22 P to K B 4, threatening P to B 5, might have been tried. If 22. . . . P to B 4, then White might double Rooks on the open K file.

(h) A wrong notion attempting to attack the Q P with Q to Kt 3. Black's reply demonstrates this sufficiently, as White gets his Bishop blocked two moves later.

(i) This advance paralyses White altogether, Lasker playing the final attack beautifully.

### QUEEN'S PAWN OPENING

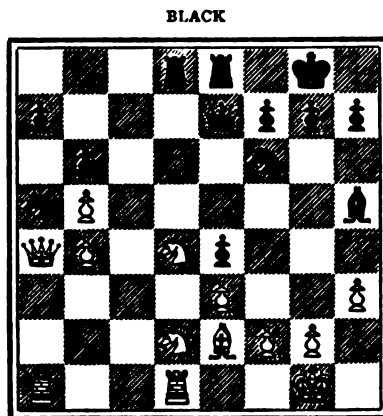
No. 159	WHITE J. H. Blackburne	BLACK H. N. Pillsbury	WHITE J. H. Blackburne	BLACK H. N. Pillsbury
1	P to Q 4	P to Q 4	14	B to K 2
2	Kt to K B 3	Kt to K B 3	15	Q to R 4
3	P to K 3	P to B 4	16	B to B 3
4	B to K 2	Kt to B 3	17	K R to Q sq
5	Castles	P to K 3	18	P to R 3
6	P to Q R 3	B to Q 3 (a)	19	B to Kt 4
7	P t. P	B t. P	20	Kt to Q 4
8	P to Q Kt 4	B to Q 3	21	P t. B
9	B to Kt 2	Castles	22	P t. R
10	P to B 4	P t. P	23	B t. B
11	B t. P	P to K 4	24	K to R sq
12	Q Kt to Q 2	Q to K 2	25	Kt to B sq
13	P to Kt 5	Kt to Q R 4 (b)	26	Q to R 2



WHITE	BLACK
27 P t. Kt	R to K 6
28 Q to Q 5 (f)	P to Kt 4
29 P t. P	P t. P
30 Q to R 8, ch	K to Kt 2
31 Q to Q 5	K to Kt 3
32 Q R to B sq	P to Kt 5
33 R to B 6, ch	P to B 3
34 R to K 6 (g)	Kt to Kt 6, ch
35 Kt t. Kt	Q t. Kt
36 R t. R	Q t. R
37 Q to Kt 8, ch	K to R 3
38 Q t. P	Q to K 8, ch
39 K to R 2	P to B 8=Q
40 R t. Q	Q t. R
41 Q to B 4, ch	K to Kt 3
42 Q to Kt 3, ch	Q t. Q, ch
43 K t. Q	K to B 4
44 K to B 3	K to K 3
45 K to K 4	P to B 4, ch
46 K to B 4	K to Q 4
47 K t. P	K t. P
48 P to Kt 4	K to B 4
49 P to Kt 5	K t. P

WHITE	BLACK
50 P to R 4	K to B 3
51 P to R 5	K to Q 2

Position after White's 21st move.



WHITE	BLACK
52 P to Kt 6	P t. P, ch
53 K t. P	Resigns.

(a) The alternative would be 6. . . . P takes P, followed by B to Q 3. After the text move White gets Janowsky's variation for second player [viz., P takes P, P to Q Kt 4, and B to Kt 2], with a move ahead.

(b) 13. . . . Kt to Q sq, or Kt sq seems preferable. The Knight is not well placed at R 4; besides, White gains a move afterwards in attacking it with Q to R 4.

(c) It appears that Kt to Q 4 is worth consideration.

(d) 20. . . . Q B takes B; and if 21 Kt takes B, then 21. . . . Q to K 4 would probably compel White to change Bishops, and so leave the Kt at R 4 undisturbed.

(e) Having to lose some material, Pillsbury evolves a remarkably fine combination, so pretty as to deserve a better fate.

(f) If 28 Kt takes R, Black mates in three moves.

(g) Or 34 Q to Kt 8 ch, Kt to Kt 2; 35 Kt takes R, Q takes Kt; 36 R to K B sq, Q to K 7; 37 R takes P ch, K takes R; 38 Q to B 8 ch, K moves; 39 Q takes P, &c. Blackburne's variation however is less complicated.

### QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 160
E. Lasker	G. Maroczy	E. Lasker	G. Maroczy	
1 P to Q 4	P to Q 4	4 P to B 4	P to K 3	
2 Kt to K B 3	Kt to K B 3	5 Kt to B 3	Kt to B 3	
3 P to K 3	P to B 4	6 P to Q R 3	Q P t. P	

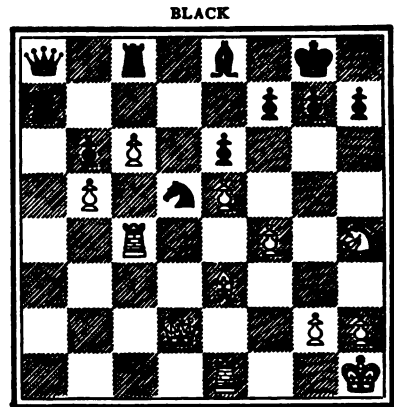
WHITE	BLACK	WHITE	BLACK
7 B t. P	P to Q R 3	20 B t. Kt	B to K 2
8 Castles	P to Q Kt 4	21 R t. R, ch	B t. R
9 B to K 2	B to Kt 2	22 Q to Q sq	B to K 2
10 P t. P	B t. P	23 B t. B	Q t. B
11 P to Q Kt 4	B to K 2	24 Q to Q 3	Q to Q 2
12 B to Kt 2	Castles	25 K to K 2	K to B sq
13 Q to Kt 3	Q to Kt 3	26 Kt to K 4	Q t. Q, ch
14 Q R to Q sq	K R to Q sq	27 K t. Q	Kt t. Kt
15 R t. R, ch	R t. R	28 K t. Kt	P to B 3
16 R to B sq	B to K B sq	29 B to Q 4	K to K sq
17 K to B sq	B to Q 3	30 P to Kt 4	P to K Kt 4
18 P to K R 3	Kt to K 4		
19 R to Q sq	Kt t. Kt		
			Drawn.

No comment is required on this game. Neither side made any effort ; Maroczy, as second player, was not called upon to try for more than a draw, considering who was his opponent.

### QUEEN'S PAWN OPENING

No. 161	WHITE J. H. Blackburne	BLACK M. Tchigorin	WHITE J. H. Blackburne	BLACK M. Tchigorin
	1 P to Q 4	P to Q 4	27 B to B 2	R to B 2
	2 Kt to K B 3	Kt to K B 3	28 R to K sq	Q R to Q B sq
	3 B to B 4	P to K 3	29 R to Kt 4	P to K 6
	4 P to K 3	B to Q 3	30 B t. P	Q to K 5
	5 Kt to K 5	Q Kt to Q 2		
	6 Kt to Q 2	Kt to B sq		
	7 B to Q 3	Kt to Kt 3		
	8 B to Kt 3	P to B 3		
	9 Q to K 2	B t. Kt		
	10 P t. B	Kt to Q 2		
	11 P to K B 4	Q to Kt 3		
	12 R to Q Kt sq	Kt to B 4		
	13 Castles	B to Q 2		
	14 K to R sq	Kt to K 2		
	15 P to K 4	Kt t. B		
	16 P t. Kt	Q to R 3 (a)		
	17 Q to K 3	P to Q Kt 3 (b)		
	18 P to Kt 4	Castles (c)		
	19 Kt to B 3	Q to R 6		
	20 Q to Q 2	K R to K sq		
	21 R to Kt 3	Q to R 3		
	22 Q to K B 2	P to Q B 4		
	23 Kt to R 4	P to B 5		
	24 Q P t. P	P t. K P (d)		
	25 P to Kt 5	Q to Kt 2		
	26 Q to K 2	K R to Q B sq		
			31 Q to Q 2	B to K sq
			32 P to Q B 5	Q to R sq
			33 P to B 6	Kt to Q 4
			34 R to B 4 (e)	P to Q R 3

Position after Black's 36th move.



WHITE

WHITE	BLACK	WHITE	BLACK
35 P to R 4	P t. P	60 R to Q B 2	B to Q 4
36 P t. P	R to R 2	61 P to R 4	R to Q 8
37 R to B 2 ( <i>f</i> )	R to R 6 ( <i>g</i> )	62 P to Kt 4	R to K R 8, ch
38 Kt to B 3 ( <i>h</i> )	Q to R 5	63 K to Kt 3	R to Kt 8, ch
39 Kt to Q 4	Kt t. B	64 K to R 3	P t. P, ch
40 R t. Kt	R to R 8, ch	65 K to R 2	R to K B 8
41 R to K sq ( <i>i</i> )	R t. R, ch	66 K to Kt 3	B to B 6
42 Q t. R	Q t. Kt	67 R to B 7	R to K R 8
43 Q to K B sq	P to Kt 3	68 P to B 5	Kt P t. P
44 P to R 3	K to Kt 2	69 K to B 4	R t. P
45 R to B sq	R to Q sq	70 R to B 8	B to Q 4
46 R to R sq	Q to K 5	71 R to B 7	R to R 6
47 Q to B 2	R to Q 5	72 R to B 8	P to Kt 6
48 P to B 7	R to B 5	73 R to B 3	P to Kt 7
49 Q t. P	R to B 7	74 R t. R	P to Kt 8=Q
50 R to K Kt sq	R to B 6	75 R to R 7, ch	K to B sq
51 R to K B sq ( <i>j</i> )	Q to B 5	76 R t. P, ch	K to K sq
52 Q to B 2	B t. P ( <i>k</i> )	77 R to K 7, ch	K to Q sq
53 R to K Kt sq	Q t. Q B P	78 R to Q 7, ch	K to B sq
54 Q to R 4	R to Q 6	79 R to B 7, ch	K to Kt sq
55 R to Kt sq	B to B 3	80 R to Kt 7, ch	K to R sq
56 K to R 2	Q to Q sq	81 R to Kt 8, ch	K to R 2
57 Q t. Q	R t. Q	82 R to R 8, ch	K to Kt 3
58 P to Kt 3	P to R 4	83 R to R 6, ch	K to Kt 2
59 R to Kt 2	R to Q 6		Resigns.

(a) Intending 17. . . . P to Q B 4, followed by B to Kt 4 attacking the Q P. He probably thought to gain time for this manoeuvre by attacking the Q R P; but it will be seen from White's reply that he was quite prepared with an answer, namely, 17 Q to K 3.

(b) If 17. . . . Q takes R P, then 18 R to R sq, getting the pawn back with a better position.

(c) Now the capture of the pawn would be still worse, because of 19 R to R sq, Q to Kt 7; 20 K R to Kt sq, Q to B 6; 21 B to B sq, threatening Kt to B 4, followed by Kt to Q 6 ch, &c.

(d) 24. . . . P takes B P would have left the centre too strong for an opportune advance of P to B 5; but the advanced K P being untenable, the capture of the B P might be considered.

(e) The alternative 34 R to R 4 might be considered. It retards Black's P to Q R 3. Should Black play R to K 2, with the intention of dislodging the R at R 4 with Kt to B 2, White would have a sufficient reply in Kt to B 5.

(f) Here we have examined 37 Kt to B 5. If 37. . . . Kt takes B, then 38 Kt takes Kt. If 37. . . . R to R 7, then 38 Q to Q 4. If 37. . . . Kt takes P, then 38 B takes P. If 37. . . . P takes Kt, then 38 Q takes Kt, and White has a pronounced advantage, more than sufficient to counterbalance the effect of Bishops of different colours. Finally,

if Black does not make any threatening move, then 38 Kt to Q 6 should prove sufficient to win.

(g) Now Black gets a strong attack.

(h) The alternative was 38 B to Q 4, Q to R 5; 39 R to Kt 2, but still he would have had a difficult defence. The text move loses a piece.

(i) 41 R to B sq would have been followed equally by 41. . . . Q takes Kt, or R takes R ch, and Q takes Kt.

(j) If 51 K to R 2, then Q takes P ch.

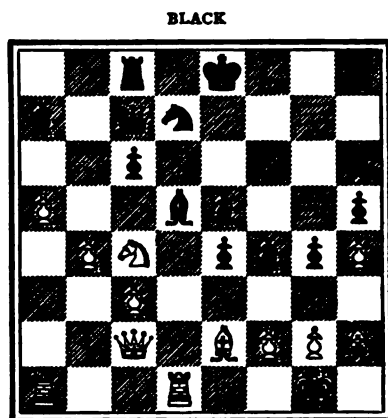
(k) As the two passed pawns must fall, Black wins.

### QUEEN'S PAWN OPENING

	WHITE	BLACK
No. 162	J. H. Blackburne	W. Steinitz
1	P to Q 4	P to Q 4
2	Kt to K B 3	Kt to K B 3
3	B to B 4 (a)	P to B 4
4	P to K 3	Kt to B 3
5	P to B 3	Q to Kt 3 (b)
6	Q to B sq	B to B 4
7	P t. P	Q t. B P
8	Q Kt to Q 2	R to B sq
9	Kt to Kt 3	Q to Kt 3
10	Q Kt to Q 4	B to K 5
11	Kt t. Kt	P t. Kt
12	Kt to Q 2 (c)	B to B 4
13	B to K 2	Kt to Q 2
14	Castles	P to K 4 (d)
15	B to Kt 3	P to K R 4 (e)
16	P to K R 3	P to Kt 4
17	P to K 4	B to K 3
18	P to Kt 4	P to Kt 5
19	P to K R 4	B to R 3
20	P to R 4	P t. P
21	P to R 5	Q to B 2
22	Q to B 2	P to K B 4
23	Kt to B 4	B to Q 4
24	K R to Q sq	P to B 5
25	B to R 2 (f)	Kt to B 3
26	P to Kt 3	Castles (g)
27	P t. P	P t. P
28	B to B sq (h)	Q to K Kt 2
29	K to R sq	P to K 6, dis.ch
30	R t. B	P t. R
31	Kt to Q 6	Kt to K 5
32	Kt t. Kt	P t. Kt
33	P t. P	P to Kt 6

	WHITE	BLACK
	J. H. Blackburne	W. Steinitz
34	B to R 3	R t. P
35	Q to R 2, ch	K to R sq
36	R to K Kt sq	Q to B 3
37	R to Q sq	P t. B
38	P to Kt 5	R t. P
39	P to Kt 6	P t. P
40	P to R 6	P to B 6

Position after White's 25th move.



	WHITE	BLACK
41	P to R 7	P to B 7
42	R to K B sq	R to K 8
43	Q to B 4	P to K 6
44	Q to K 4	P to K 7
45	P to R 8=Q	R t. R, ch
46	K t. P	Q to Q 3, ch (i)
	Resigns.	

(a) We think it is premature to thus develop the B.

(b) Right; it gives Black the attack.

(c) As first player White has moved the Q Kt thrice, and the K Kt twice. This loss of time must tell.

(d) Black has now an open game and a magnificent pawn position.

(e) Obvious; White has only one piece in play, and even this would be better at home.

(f) Of course White's game is untenable. We illustrate the position only as a curiosity.

(g) P to B 6 would block up the Q B completely.

(h) Kt to K 3 would be followed by 28. . . . P to Kt 6, or Q to R 2.

(i) It is curious that Steinitz was more proud of his game with Tinsley, in which he brought about an obvious sacrifice, than of this spirited and excellent game.

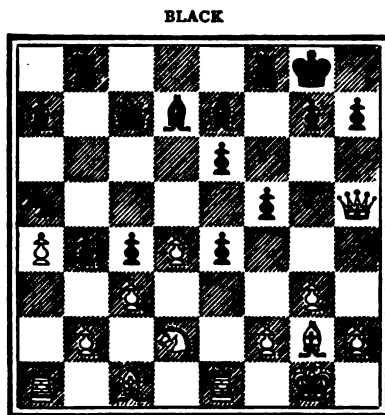
### QUEEN'S PAWN OPENING

WHITE S. Tinsley	BLACK W. Steinitz
1 P to Q 4	P to Q 4
2 P to K 3	P to K 3
3 Kt to Q 2 (a)	P to Q B 4
4 Kt to Kt 3 (b)	P to B 5
5 Kt to Q 2	P to Q Kt 4
6 P to Q B 3	Kt to K B 3
7 P to Q R 4 (c)	P to Kt 5
8 P to K Kt 3	Kt to B 3
9 B to Kt 2	B to Q 2
10 Kt to K 2	R to Q Kt sq
11 Castles	B to K 2
12 P to K 4	Castles
13 R to K sq (d)	Kt to Q R 4
14 Kt to B 4	Q P t. P.
15 Q to K 2 (e)	Q to B 2
16 Kt to R 5	Kt t. Kt
17 Q t. Kt	P to B 4
18 Kt t. K P (f)	P to Kt 3 (g)
19 Q to R 6	P t. Kt
20 B t. P	R to B 2
21 B to B 4	B to Q 3
22 B t. P	P t. B
23 R to K 5 (h)	R to K Kt 2

WHITE S. Tinsley	BLACK W. Steinitz
24 Q R to K sq	R to K B sq
25 P to Q 5	R t. B (i)

No. 163

Position after Black's 17th move.



WHITE	BLACK
26 P t. R	B t. R
27 R t. B	P t. P
Resigns.	.

(a) An irregular development, involving two useless moves with Queen's Knight, according to White's continuation.

(b) Better would have been 4 Q Kt to B 3, or the Stonewall development 4 P to K B 4, Q Kt to B 3; and Kt to K R 3.

(c) He cannot break the string of Black's Queen's side pawns, and should therefore develop his forces. Not even 7 P to Q R 3, followed by P to Q Kt 3, would be any good.

(d) Preferable would be 13 P to K 5, Kt to K sq; 14 P to K B 4, &c.

(e) He cannot take the K P with the Q Kt, because of Kt to Kt 6;

(f) Quite unsound ; but, being now a pawn behind, and also having the inferior position, he tries violent measures.

(g) Obviously better than capturing the Knight at once, because of 18. . . . P takes Kt; 19 B takes P, P to Kt 3; 20 B takes P, and draws.

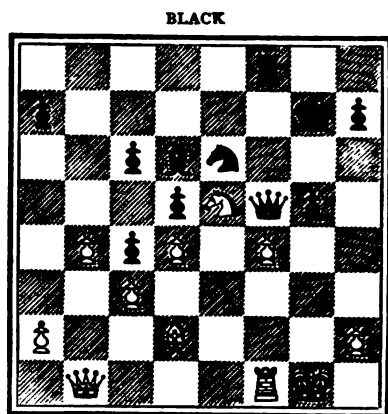
(h) If 23 B takes B, then Q takes B; 24 R to K 5, Kt to B 3; 25 R to K Kt 5, Kt to K 2, and wins.

## QUEEN'S PAWN OPENING

No. 164	WHITE F. J. Lee	BLACK W. Steinitz
1	P to Q 4	P to Q 4
2	P to K 3	P to K 3 (a)
3	B to Q 3	P to Q B 4
4	P to Q B 3	Kt to Q B 3
5	P to K B 4	B to Q 3
6	Kt to K B 3	Kt to R 3
7	Castles	Q to B 2
8	Kt to K 5	P to K Kt 3 (b)
9	Kt to Q 2	P to B 3
10	Kt t. Kt	P t. Kt
11	Kt to B 3	Kt to B 2
12	Q to R 4	B to Q 2
13	B to Q 2	R to Q Kt sq
14	Q to B 2	P to B 5
15	B to K 2	Castles
16	P to Q Kt 4	P to K 4 (c)
17	Kt to R 4	K to Kt 2 (d)
18	P to Kt 4	P t. B P
19	P t. P	Q R to K sq
20	Q R to K sq	R to K 5
21	Kt to Kt 2	P to B 4
22	P t. P	Q B t. P
23	Q to Q sq	Kt to Q sq
24	B to Kt 4	Q to B 2
25	Kt to K 3	B t. B
26	Kt t. B	Q to B 4
27	R t. R	Q t. R
28	R to K sq	Q to B 4
29	Kt to K 5	Kt to K 3
30	R to B sq	Q to K 5
31	R to K sq	Q to B 4
32	R to B sq	P to Kt 4 (e)
33	Q to Kt sq	B t. Kt (f)
34	B P t. B	Q t. R, ch
35	Q t. Q	R t. Q, ch

WHITE	BLACK
F. J. Lee	W. Steinitz
36 K t. R	K to Kt 3
37 K to Kt 2	K to B 4
38 K to B 3	Kt to B sq
39 P to K R 3	P to Q R 3
40 B to K sq	Kt to Kt 3
41 B to Kt 3	P to K R 4
42 P to R 3	Kt to B sq
43 B to K sq	Kt to K 3

**Position after White's 33rd move.**



**WHITE**

44 B to Q 2	Kt to B 2
45 P to Q R 4	Kt to K 3
46 B to B sq	Kt to B 2
47 B to Q 2	P to Kt 5, ch
48 P t. P	P t. P, ch
49 K to Kt 3	K to K 5 (g)
50 K t. P	K to Q 6
51 B to K sq	K to K 7
52 B to R 4	K to Q 6

WHITE	BLACK	WHITE	BLACK
53 B to Q 8	Kt to K 3	61 Q t. R P	K t. P
54 B to R 5 (h)	K to K 5	62 P to Kt 5	Kt to K 5, ch
55 B to Kt 6	Kt to B sq	63 K to B 4	Kt to B 4
56 K to Kt 5	Kt to Q 2	64 Q to K B 6, ch	K to Q 6
57 P to K 6 (i)	Kt t. B	65 Q to B 5, ch	K to B 6
58 P to K 7	Kt t. P	66 Q t. P	K to Kt 5
59 P to K 8=Q, ch	K to Q 6	67 P to Kt 6	P to B 6
60 Q t. P	Kt t. P	68 Q to Q 4, ch	Resigns.

(a) Perhaps Schlechter's and Pillsbury's variation of Kt to Q B 3, threatening P to K 4 or Kt to Q Kt 5, is preferable against the Stonewall attack; but the Stonewall defence is also good.

(b) Necessary in order to dislodge the Knight with P to B 3.

(c) 16. . . . P to Q R 4, although relieving Black of his Q R P, would have left White a passed R P.

(d) The King's move is to prevent White's threatened sacrifice of the Knight. The alternative move of P to K 5 seems preferable; it shuts out the Queen, and permits a counter-attack with P to Kt 4.

(e) An attempt to dislodge the well-posted Knight without giving White a passed pawn.

(f) An ill-judged exchange, as it gives White a passed pawn. The alternative would have been 33. . . . Q takes Q; 34 R takes Q, P takes P; 35 Kt takes P, Kt to Kt 4, and to establish the Kt at K 5. With R, B, and Kt supporting the passed pawn he might have obtained a good attack. As played, the utmost he could hope for was a draw, which only the best play could secure.

(g) A last effort to get at the Q B P. He might however have played Kt to K 3 previous to this last attempt.

(h) White manoeuvred his Bishop very skilfully.

(i) Good again. Black can no longer save the game.

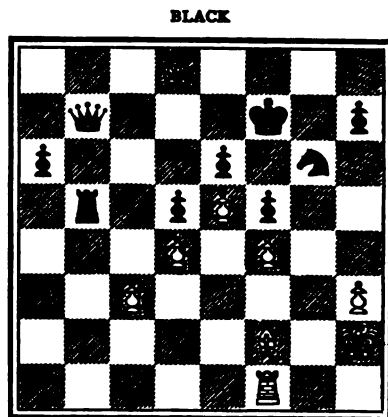
### QUEEN'S PAWN OPENING

WHITE	BLACK	WHITE	BLACK	No. 165
S. Tinsley	M. Tchigorin	S. Tinsley	M. Tchigorin	
1 P to Q 4	P to Q 4	14 P to Q Kt 4	R to B sq	
2 P to K 3	Kt to Q B 3	15 P t. P	B t. P	
3 P to K B 4	Kt to R 3	16 Q to Q 3	R to K B 2	
4 Kt to K B 3	P to R 3	17 Kt to Q 4	R(B2)toQB2	
5 B to K 2	P to K 3	18 B to Q 2	P to K Kt 3	
6 Castles	B to K 2	19 K R to Kt sq	Kt to B 2	
7 P to Q R 3	Castles	20 P to K Kt 3	Kt to Q sq	
8 Kt to Q B 3	P to K B 4 (a)	21 B to K sq	K to R sq	
9 Kt to K 5	Kt t. Kt	22 B to Q sq	Kt to B 2 (d')	
10 Q P t. Kt (b)	P to Q Kt 4	23 P to Q R 4	B t. Kt	
11 B to B 3	B to Kt 2	24 K P t. B	B to B 3	
12 Kt to K 2	P to Q B 4	25 P t. P	B t. P	
13 P to Q B 3	Q to K sq (c)	26 Q to K 3	R to Kt sq	

WHITE	BLACK
27 B to K 2	R(B 2)to Kt 2
28 B to Q 3	Q to B 3
29 B t. B	R t. B
30 R t. R	Q t. R
31 Q to Q 2	R to Kt 3
32 Q to R 2	K to Kt 2
33 Q to R 3	Q to K 7
34 B to B 2	R to Kt 7
35 R to K B sq	Q to Kt 4
36 Q to K 7	Q to B 3
37 P to K R 3	R to Kt 2
38 Q to R 3	R to Kt 4
39 P to Kt 4	Q to Kt 2
40 P t. P	Kt P t. P
41 K to R 2	Kt to R sq (e)
42 Q to Q 6	K to B 2
43 Q to Q 8	Kt to Kt 3
44 Q to B 6, ch	K to K sq
45 Q t. P, ch	Kt to K 2
46 R to K Kt sq	K to B sq
47 Q to B 6, ch	K to K sq
48 R to Kt 7	Q to Q 2
49 Q to B 7, ch (f)	K to Q sq
50 Q to B 8, ch	Q to K sq
51 Q to B 6	R to Kt 7
52 K to Kt 2	P to Q R 4
53 Q to Q 6, ch	K to B sq

WHITE	BLACK
54 R t. Kt	Q to Kt 3, ch
55 Q t. Q	P t. Q
56 R to Q R 7	R to R 7
57 P to K 6	R to K 7

Position after Black's 43rd move.



WHITE	BLACK
58 R t. P	R t. P
59 R t. P	K to B 2
60 R to K 5	R to Q B 3
61 R to B 5	Resigns.

(a) The unusual treatment of the opening on both sides has led to an almost identical position.

(b) To retake with the Bishop's pawn seems preferable.

(c) P to Q R 4 first, in order to prevent White's next move, should have been played.

(d) Black's last two moves are unintelligible. White is now enabled to break through on the Queen's side, and to get rid of his bad pawns.

(e) A weak move, which allows White a winning attack. Black should have played R to Kt 8, in order to exchange Rooks, and would then have had very good prospects of drawing.

(f) B to R 4 here would have won much quicker.

### QUEEN'S PAWN OPENING

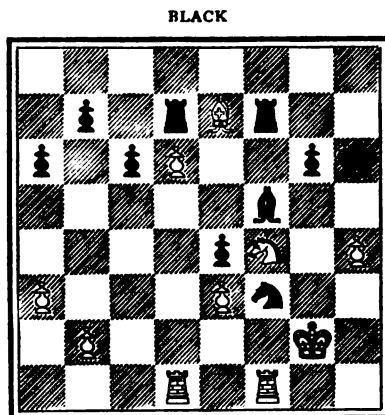
No. 166	WHITE J.W. Showalter	BLACK M.Tchigorin	WHITE J.W. Showalter	BLACK M.Tchigorin
	1 P to Q 4	P to Q 4	4 Kt to K B 3	P to R 3
	2 P to K 3	Kt to Q B 3	5 P to B 4	P to K 3
	3 P to K B 4	Kt to R 3	6 Kt to B 3	B to Kt 5



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

WHITE	BLACK
44 R to Q 4 (f)	R to R 2
45 R to Kt 2	B to B 6
46 R to Kt 8	R to Q 2
47 R to B 8, ch	K to Kt 5
48 R to K 8	K to B 4
49 R to B 8, ch	K to Kt 5
50 R to Kt 8, ch	K to B 4
51 R to B 8, ch	K to Kt 5
52 R to K 8	K to B 4

Position after White's 36th move.



WHITE	BLACK
53 K to K sq	B to Kt 5
54 R to K 7	R to Q sq
55 Kt to K 6	Kt to B 6, ch
56 K to B 2	R to K R sq
57 Kt to Kt 7, ch	K to Kt 4
58 R (K 7) t. K P	R to R 7, ch
59 K to Kt 3	R to R 6, ch
60 K to B 2	R to R 7, ch
61 K to Kt 3	R to R 6, ch

Drawn.

(a) Tchigorin's whole efforts were directed to the difficult task of breaking through the "Stonewall." Black succeeded in leaving his opponent with an isolated K P instead of a solid centre.

(b) With this move White equalises the position, as Black also gets an isolated pawn.

(c) We should have thought Tchigorin would sacrifice the exchange in this position: 32. . . . R takes B; 33 P takes R, K to B 2, followed by K takes P, and the advanced Q P would be difficult to defend, when Black would have Bishop and two pawns for Rook.

N

(d) Here again either R takes B might be considered. He would get B and two pawns for a Rook, as the K Kt P cannot be defended.

(e) An oversight which loses the exchange.

(f) He has no better move. If 44 R to Q B sq, threatening R to B 5, then 44. . . P to Kt 3. We do not think White could do any more than draw in spite of the exchange ahead.

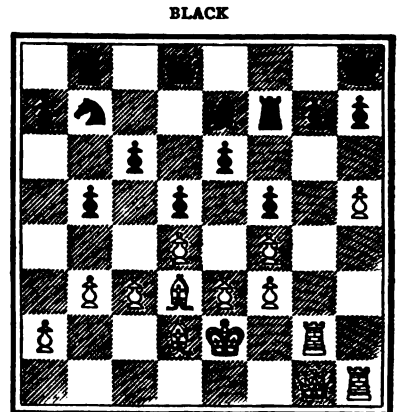
### QUEEN'S PAWN OPENING

No. 167

WHITE	BLACK
F. J. Lee	J. Mason
1 P to Q 4	P to Q 4
2 P to K 3	Kt to K B 3
3 B to Q 3	Kt to B 3
4 P to K B 4	B to Kt 5
5 Kt to K B 3	P to K 3
6 P to B 3	Kt to K 5
7 Q Kt to Q 2	P to B 4
8 Q to Kt 3	Kt t. Kt (a)
9 B t. Kt (b)	B t. Kt
10 P t. B	R to Q Kt sq (c)
11 K to K 2	B to K 2
12 Q R to K Kt sq	Castles
13 R to Kt 2	P to Q Kt 4 (d)
14 Q to Q sq	Kt to R 4 (e)
15 P to Q Kt 3	R to B 2
16 P to K R 4	P to B 3
17 P to R 5	Kt to Kt 2
18 Q to K Kt sq	K to R sq (f)
19 P to K 4 (g)	Kt to Q 3 (h)
20 P to K 5	Kt to Kt 2
21 R to Kt 6 (i)	Q to Q 2
22 P to R 6	R to Kt sq
23 B t. B P (j)	P t. B
24 P t. K 6	Q to K sq
25 P t. R	Q t. P
26 P t. P, ch	R t. P
27 R t. R	Q t. R
28 K to Q 3	Q to B 2
29 Q to K 3	B to B 3

WHITE	BLACK
F. J. Lee	J. Mason
30 R to K sq	Kt to Q sq
31 B to B sq	Q to Q 2
32 B to R 3	K to Kt 2
33 B to K 7	K to B 2
34 B t. B	K t. B

Position after Black's 18th move.



WHITE	BLACK
35 Q to K 5, ch	K to B 2
36 R to K Kt sq	Q to K 3
37 R to Kt 7, ch	K to B sq
38 R t. K R P	Q t. Q
39 B P t. Q	Resigns.

(a) Presumably for the purpose of doubling White's K B P, Black exchanges a couple of minor pieces, thus developing White's game, and giving him an open K Kt file.

(b) White need not have submitted to the doubled pawn if it were not to his advantage to do so, for he could have played 9 Kt takes Kt, leaving Black's Bishop out of play. This in itself condemns Black's procedure.

(c) Instead of losing a move with the Rook, he might have played

Q to Q 2 with the option of Castling Q R, which after all is not so unfavourable as Castling in the face of the open K Kt file.

(d) A necessary precaution, as White might also profitably advance P to B 4.

(e) Quite useless. 14. . . . B to B<sub>3</sub>, followed by Kt to K<sub>2</sub> would have been more defensive.

(f) 18. . . . Kt to Q 3 would have prevented White's powerful P to K 4.

(g) The beginning of a strong attack.

(h) Just a move too late. Evidently Black did not realise the danger of his position.

(2) First class. With this move he gains time to advance P to R 6, which otherwise would have been met by P to Kt 3. Obviously the Rook cannot be captured.

(j) Another fine move. Mr. Lee plays the ending admirably.

## QUEEN'S PAWN OPENING

WHITE

BLACK

WHITE

BLACK

No. 168

J. W. Showalter

E. Lasker

J. W. Showalter

E. Lasker

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

P to Q 4  
 Kt to K B 3  
 Kt to B 3 (a)  
 Kt to Q Kt 5  
 B to Kt 5  
 P to K 3  
 B t. B, ch  
 B to Q 3  
 Castles  
 P to B 4  
 B to R 4  
 R to B sq  
 Q to K 2  
 B t. Kt (B 3)  
 P to K Kt 3  
 R to B 2  
 Kt to R 4  
 K to R sq  
 P to B 3  
 Kt t. P  
 Kt to R 4  
 R t. Q  
 K to Kt 2  
 P t. P  
 R to Q B 2  
 B t. Kt  
 R t. R  
 R to B 2  
 K t. R (f)

30 K to B 2 (g)  
 31 B to B sq  
 32 K to B 3  
 33 P to K R 4  
 34 P to Kt 3

Kt to B 5  
 P to K Kt 4  
 K to Kt 3 (h)  
 P to K R 4  
 K to B 4

Position after Black's 29th move.

BLACK

WHITE

35 P t. P  
 36 P to B 4  
 37 P t. P  
 38 K to Kt 3  
 39 P to Q 5

K t. P  
 P t. P  
 K to B 4  
 K to K 5  
 P t. P

WHITE	BLACK	WHITE	BLACK
40 P to K 6	Kt t. P	44 K t. P	P to Kt 4 (j)
41 P t. P (i)	Kt to B 4	45 K to Kt 4	P to Kt 5
42 B to Kt 2, ch	K to K 4	46 K to B 3	P to R 5
43 K to R 5	P to R 4	Resigns.	

(a) White not having played 2 P to Q B 4, and having moved B to Q 3, Black may develop the Q Kt without the preceding P to Q B 4, since he threatens P to K 4, and to attack the K B with Kt to Q Kt 5.

(b) Why not Q to B 2, which leaves the Q R in play?

(c) If he intended to proceed with the advance of the K Kt P, it appears that the K R P need not have been moved for that purpose. The advance would even be stronger at once, leaving the K R P as a protection to K to R sq, and occupying the open K Kt file with the Rooks; e.g. 14 P to K Kt 4, B takes P; 15 B takes P ch, Kt takes B; 16 Kt takes Kt, &c.

(d) The advance of the K Kt P was somewhat hazardous, but this further advance weakens the King's side still more, and lets the Knight into play.

(e) Being obliged to capture the pawn afterwards, and to exchange Queens, White's threatened attack comes to nought.

(f) A true Laskerian game. For the strategical advantage of two pawns to one on the King's side, and Knight against Bishop, he changed off pieces in order to bring about an end game, staking everything on this slight advantage.

(g) Preferable would be 30 P to K R 4, Kt to B 5; 31 B to B 2, &c. Black could not then advance the King's side pawns, and even if he should succeed in doing so, he could not bring the King to support the passed pawn, as the Bishop guards the diagonal.

(h) The King being able to come into play, and White's Bishop being kept at bay by the Knight, Black has a winning advantage.

(i) 41 B to Kt 2 ch, followed by B or P takes P, would have been better.

(j) He gets a better passed pawn on the Queen's side in exchange for the K R P, White's King being so far away, and so wins.

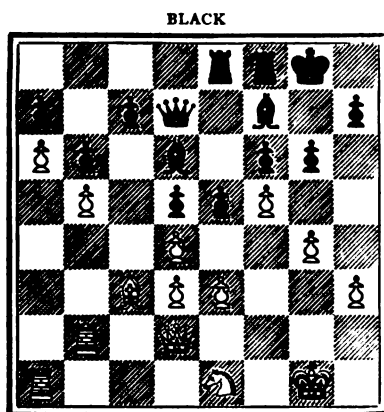
### QUEEN'S PAWN OPENING

No. 169	WHITE F. J. Lee	BLACK C. Schlechter	WHITE F. J. Lee	BLACK C. Schlechter
	1 P to Q 4	P to Q 4	10 Kt to K 5	B to K sq
	2 P to K 3	Kt to K B 3	11 B to B 3	Kt to Q 2
	3 B to Q 3	Kt to B 3	12 Kt t. Kt (e)	Q t. Kt
	4 P to K B 4 (a)	Kt to Q Kt 5	13 Kt to Q 2 (f)	Q to B 3
	5 B to Q 2 (b)	Kt t. B, ch	14 Kt to Kt sq (g)	Q to R 3
	6 P t. Kt (c)	P to K 3	15 P to Q R 4	P to Q Kt 3
	7 P to Q Kt 4 (d)	B to K 2	16 R to B 2	P to K B 3 (h)
	8 Kt to K B 3	Castles	17 P to R 5	Q to Kt 2
	9 Castles	B to Q 2	18 R to Kt 2 (i)	B to Kt 3

WHITE	BLACK
19 P to R 6	Q to B sq
20 Q to K 2	B to Q 3
21 Kt to Q 2	Q to K sq
22 Kt to B 3 (j)	Q to Kt 4
23 Kt to K sq	Q R to K sq
24 P to K Kt 4 (k)	Q to B 3
25 Q to Q 2	P to K 4
26 P to B 5	B to B 2
27 P to Q Kt 5	Q to Q 2
28 P to R 3	P to Kt 3
29 Q to K B 2	P t. B P
30 Kt P t. P (l)	P to K 5
31 B to Kt 4	B t. B
32 R t. B	K to R sq
33 P t. P	R to Kt sq, ch
34 K to R sq	P t. P
35 Kt to Kt 2	B to R 4
36 Kt to R 4	Q to Q 3
37 R to B 4 (m)	R to Kt 6
38 Q to K R 2	QR to KKtsq
39 R to B 6	Q to Q 4

WHITE	BLACK
40 R to K B sq	B to B 6, ch

Position after Black's 28th move.



WHITE	BLACK
41 Kt t. B	P t. Kt

Resigns.

(a) To prevent Black's P to K 4 he could only play the text move, or B to Kt 5, moving the Bishop twice ; White played B to Q 3 too early.

(b) If 5 B to K 2, then 5. . . B to B 4, &c.

(c) He need not have submitted to the double pawn, for although in the majority of cases a centre doubled pawn is no disadvantage, in this instance it is, as he cannot dissolve it.

(d) He need not fear P to Q B 4, since 8 P takes P, B takes P ; 9 P to Q 4 would have rid him of the doubled pawn, and it is quite certain that Schlechter would not have been so obliging. Consequently he weakens his pawns unnecessarily.

(e) Inferior. Again, he need not be afraid of Kt takes Kt, because Q P takes Kt, dissolving the doubled pawn. Consequently he might have gained a move with 12 Kt to Q 2.

(f) Now 13 P to Q R 4 was compulsory.

(g) He has no other means of defending the Q P. For if 14 R to B sq, then 14. . . Q to R 3 ; 15 Kt to Kt 3, B to Kt 4 ; not 15. . . Q takes P, because of 16 R to R sq, winning the Queen.

(h) To bring the Bishop into play at Kt 3.

(i) Still afraid of P to Q B 4.

(j) He should have prevented Black's Q to Kt 4 with 22 P to Kt 5.

(k) To prevent 24. . . P to K 4.

(l) 30 Q takes P, B to K 3 ; 31 Q to R 5 would have been somewhat better ; but Black had even then the superior position. Still, it would not have been so dangerous as the open file.

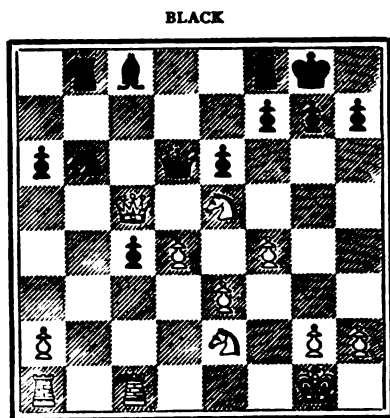
(m) Considering that he fought an uphill game almost all through, he made a gallant stand ; but now the position is hopeless.

## QUEEN'S PAWN OPENING

WHITE		BLACK		WHITE		BLACK	
No. 170	J.W. Showalter	H.N. Pillsbury		J.W. Showalter	H.N. Pillsbury		
1	P to Q 4	P to Q 4		42	P to K R 3	P to Q R 4	
2	P to K 3	Kt to K B 3		43	P to Kt 4	P to R 5	
3	B to Q 3 (a)	Kt to B 3		44	R t. P	P to R 6	
4	P to K B 4	Kt to Q Kt 5		45	R to K B 7	R to K R 7	
5	B to Q 2	Kt t. B, ch		46	R to B 3	P to R 7	
6	P t. Kt	P to K 3		47	R to R 3	R t. P	
7	Q to B 2	B to K 2		48	R t. P	B t. P	
8	Kt to K B 3	Castles		49	R to Kt 2, ch	K to B 2	
9	Castles	Kt to Q 2 (b)		50	R to Kt 7, ch	K to Q 3	
10	P to Q Kt 4	P to Q Kt 3		51	R to K B 7	R to R 4	
11	Q to B 6	R to Kt sq		52	R to B 6, ch	K to B 2	
12	R to B sq	B to Q 3					
13	Q to R 4	P to Q R 3					
14	Kt to B 3	P to Q B 4					
15	Kt P t. P	P t. P					
16	Kt to K 2	P to B 5 (c)					
17	B to R 5	B to B 2 (d)					
18	B t. B	Q t. B					
19	P t. P	Kt to Kt 3					
20	Q to R 5	P t. P					
21	Kt to K 5	Q to Q 3					
22	Q to B 5 (e)	Q t. Q					
23	P t. Q	Kt to Q 2					
24	R t. P (f)	R to Kt 7					
25	Kt to Q 4	Kt t. Kt					
26	P t. Kt	R to Q sq					
27	P to B 6	P to B 4					
28	QR to QB sq (g)	K to B 2					
29	R (B 4) to B 2	R t. R					
30	R t. R	K to K 2					
31	R to Kt 2	P to B 5					
32	K to B 2	R to Q 4					
33	R to Kt 7, ch	K to Q sq					
34	R t. P	P t. P, ch					
35	K t. P	R t. P, ch					
36	K to Q 3 (h)	R to Q B 4					
37	K to K 4	P to K 4					
38	R to Kt 5	R to Q R 4					
39	R t. P (i)	R t. P					
40	R to K Kt 5	K to B 2					
41	R to Kt 7, ch	K to Kt 3					
				53	R to B 7, ch	K to Q 3	
				54	R to B 6, ch	K to B 2	
				55	K to B 4	B to B sq	
				56	R to B 7, ch	K to Q 3	
				57	R to B 8	K to B 2	
				58	R to B 7, ch	K to Q 3	
				59	R to B 6, ch	K to B 2	
				60	K to K 4	R to R 5, ch	
				61	K to Q 5	R to R 4, ch	
				62	K to B 4	K to Kt 3	
					Drawn.		

Position after White's 22nd move

Position after White's 22nd move.



(a) As already pointed out, the bringing out of the K B before the K Kt permits Black's 3. . . . Kt to Q B 3, threatening P to K 4, or as in the text, Kt to Q Kt 5.

(b) Ostensibly to dislodge Knight if moved to K 5 ; but also for the purpose of advancing P to Q B 4. White makes counter efforts to prevent this move, which would free Black's game.

(c) This advance does not result successfully. Alternatives would be R to Kt 7, or Q to Kt 3 ; almost anything would have been better than the text move.

(d) Compulsory. He must make an attempt to save the pawn.

(e) If 22 Kt takes P at once, then 22. . . . Kt takes Kt ; 23 R takes Kt, R to Kt 7, followed by B to Kt 2, with a good counter attack.

(f) 24 Kt takes Kt, B takes Kt ; 25 R takes P, would have left White better pawns in the centre.

(g) If 28 P takes P *e.p.*, then 28. . . . P to K 4, threatening to double Rooks on the seventh row.

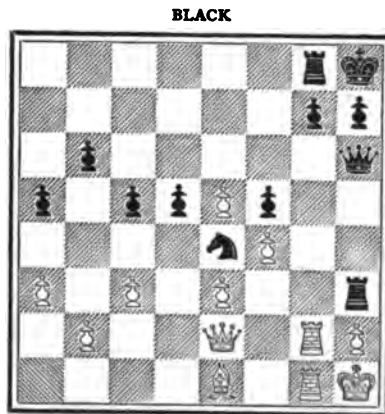
(h) We suggest 36 K to B 4. If 36. . . . R to B 4, then 37 P to B 7 ch, R takes P ; 38 R takes R, K takes R ; 39 K to K 5, and should win with Kt against B, and two pawns to one on the King's side. If 37. . . . K to K sq, then 38 R to Kt 8 ch, K to Q 2 ; 39 Kt takes P, keeping again the advantage. If 36. . . . R to Q R 4, then 37 P to B 7 ch, K to K sq ; 38 Kt to B 3, R takes P ; 39 K to K 5, and should win.

(i) 39 Kt to B 3 would have left him the option of taking the P with K, Kt, or R. As played, he could not prevent Black from drawing.

## QUEEN'S PAWN OPENING

WHITE	BLACK
F. J. Lee	M. Tchigorin
1 P to Q 4	P to Q 4
2 P to K 3	Kt to K B 3
3 B to Q 3	Kt to B 3
4 P to K B 4	P to K 3
5 P to Q R 3	B to Q 3
6 Kt to K B 3	Castles
7 Kt to B 3	P to Q Kt 3
8 Kt to K 5	B to Kt 2
9 Q to B 3	Kt to Q 2
10 Q to R 3	P to B 4
11 Kt t. K Kt	Q t. Kt
12 P to K Kt 4 (a)	Kt to K 2
13 Kt to K 2	P to Q R 4
14 Kt to Kt 3 (b)	B to R 3
15 P t. P	P t. P
16 B t. B	R t. B
17 Castles (c)	R to B 3
18 R to B 2	R to R sq
19 B to Q 2	K to R sq
20 K to R sq	R to K Kt sq

WHITE	BLACK	No. 171
F. J. Lee	M. Tchigorin	
21 R to K Kt sq	R to R 3	
Position after White's 34th move.		



WHITE	BLACK
22 Q to B sq	Q to K 3

WHITE	BLACK	WHITE	BLACK
23 Q to Q 3	R to K B sq	35 R t. P (f)	R t. R
24 R (B 2) to Kt 2	R to R 6	36 R t. R	K t. R
25 Kt to K 2	Q to R 3	37 Q to Kt 2, ch	Kt to Kt 6 ch (g)
26 R to K B sq	Kt to Kt sq	38 B t. Kt (h)	R to R 3
27 Kt to Kt sq	R to R 4	39 B to R 4, dis. ch	R to Kt 3
28 Kt to B 3	Kt to B 3	40 B to B 6, ch	K to B 2
29 Kt to K 5	Kt to K 5	41 Q to B 3	K to K 3
30 B to K sq	R to R 6	42 P to B 4 (i)	P to Kt 4
31 Q to K 2	P to B 4	43 P to Kt 3	Kt P t. P
32 R (B sq) to Kt sq (d)	B t. Kt	44 P t. P (j)	Q to Kt 2
33 Q P t. B	R to K Kt sq	45 P to K R 4	Q to Kt 8, ch
34 P to B 3	Q to Q B 3 (e)	Resigns.	

(a) Vigorously played, and the right course.

(b) 14 P to B 3, B to R 3; 15 B to B 2 might be considered. The K B is at present too useful to be exchanged.

(c) He might have continued the bolder course started with the advance of the K Kt P, and played 17 R to K Kt sq.

(d) 32 R to B 3, R takes R; 33 Q takes R, with an impregnable position. If 32. . . . R to R 4, then 33 Q to Kt 5, threatening to get the Queen into the enemy's camp.

(e) This is the first time in the game that Black gets any advantage, and this need not have been the case had White played as suggested in the preceding note.

(f) An unsound combination, as the sequel shows. He could have played 35 R to B sq, followed by K to Kt sq, or R to B 3.

(g) White overlooked this pretty move, which leaves Black the exchange to the good.

(h) 38 K to Kt sq, R to R 3; 39 P takes Kt might be considered. As played he got the King imprisoned by the Rook, and on a dangerous diagonal.

(i) 42 P to R 3, followed by K to R 2, left White's game not without resource.

(j) 44 P takes P ch, would not have saved the game, because of 44. . . . Q takes P; 45 Q takes Q ch, K takes Q, and wins.

### QUEEN'S PAWN OPENING.

No. 172	WHITE S. Tinsley	BLACK C. Schlechter	WHITE S. Tinsley	BLACK C. Schlechter
1	P to Q 4	P to Q 4	5	Kt to K 2
2	P to K 3	Kt to K B 3	6	P to K R 3 (b) Castles
3	B to Q 3	Kt to B 3	7	Castles
4	P to Q B 3 (a)	P to K 4	8	B to B 2
				Kt to K 2

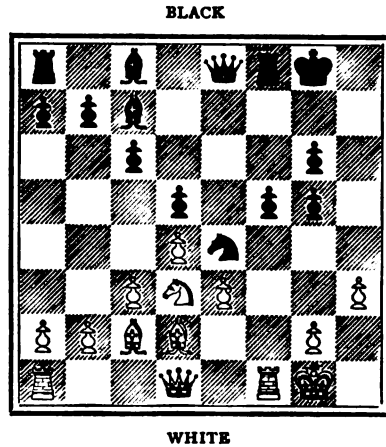


## WHITE

## BLACK

- |                    |              |
|--------------------|--------------|
| 9 Kt to B 4        | P to B 3     |
| 10 P to B 3        | B to B 2     |
| 11 P t. P          | Kt t. P      |
| 12 Kt to Q 2 (c)   | P to K B 4   |
| 13 Kt to B 3       | Q to K sq    |
| 14 Kt to K 5       | P to K Kt 4  |
| 15 Kt (B 4) to Q 3 | Kt to Kt 3   |
| 16 Kt t. Kt        | P t. Kt      |
| 17 B to Q 2        | R to B 2 (d) |
| 18 Kt to B 2       | Kt to Kt 6   |
| 19 R to K sq       | Q to B sq    |
| 20 P to B 4        | Q to Q 3     |
| 21 P to B 5        | Q to K 2     |
| 22 P to Kt 4 (e)   | P to Kt 5    |
| 23 P to K 4        | Kt t. P      |
| 24 P t. P          | Q to R 5     |
| 25 B t. Kt         | B P t. B     |
| 26 B to K 3        | B to R 7, ch |
- Resigns.

Position after White's 17th move.



(a) 4 P to K B 4 would have prevented 4. . . . P to K 4.

(b) Sooner or later he will have to play P to K B 3, consequently the advance of the R P weakens the position.

(c) If 12 B takes Kt, then 12. . . . P takes Kt; 13 Kt to Q 2, P to K B 4; 14 R to B 2, Q to Q 3; 15 Kt to B sq, to provide against P to K Kt 4 and R to R 7 ch. White would be behindhand in the development, still it would have been better to take the Knight.

(d) Black has now a clear diagonal for the K B; the Knight is in a commanding position; the King's side pawns are ready to attack, and there is every facility for adding the assistance of the Rook and Queen. White's pieces are out of play, and of little service for the defence.

(e) White has no chance of success left, and might well resign at once.

## QUEEN'S PAWN OPENING

WHITE  
J.W. ShowalterBLACK  
W. Cohn

- |               |             |
|---------------|-------------|
| 1 P to Q 4    | P to Q 4    |
| 2 P to K 3    | Kt to K B 3 |
| 3 B to Q 3    | P to B 4    |
| 4 P to Q B 3  | P to K 3    |
| 5 Kt to Q 2   | Kt to B 3   |
| 6 P to K B 4  | B to Q 3    |
| 7 Q to B 3    | P to K R 4  |
| 8 Kt to R 3   | B to Q 2    |
| 9 Castles     | P to K Kt 3 |
| 10 Kt to Kt 5 | Q to K 2    |

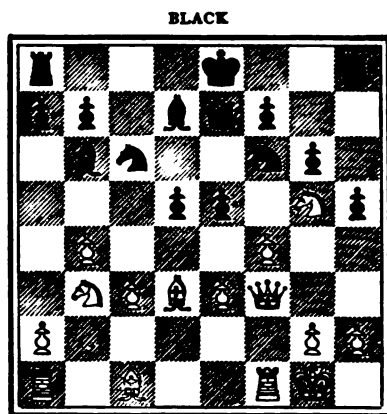
WHITE  
J.W. ShowalterBLACK  
W. Cohn

- |                    |                |
|--------------------|----------------|
| 11 P t. P (a)      | B t. P         |
| 12 P to Q Kt 4 (b) | B to Kt 3      |
| 13 Kt to Kt 3      | P to K 4 (c)   |
| 14 B to B 2 (d)    | P to K 5       |
| 15 Q to Q sq       | Kt to Kt 5     |
| 16 R to K sq       | P to B 3       |
| 17 Kt to R 3       | B to K 3       |
| 18 P to R 4        | P to R 3       |
| 19 P to R 5        | B to R 2       |
| 20 Q to K 2        | Q to Q B 2 (e) |

No. 173

WHITE	BLACK
21 B to Q 2 (f)	Kt t. Kt P
22 B to Kt sq (g)	Kt to B 3
23 Kt to Q 4	B to B 2
24 R to B sq (h)	Kt t. P
25 R t. Kt	Q t. R
26 P to B 4	Q to Q sq
27 P to B 5	Castles
28 K to R sq	R to B sq
29 B to Kt 4	Q to K 2
30 P to B 5	P to K Kt 4
31 Kt to B 2	Kt t. Kt, ch
32 Q t. Kt	B t. P
33 B t. B	R t. B
34 R to B sq	K R to B sq
35 P to R 4	P to Kt 5
36 B to B 2	Q to K 4
37 B to Q sq	P to Kt 4
38 Q to K sq	R to B 6
39 R to B 4	R to Q 6
40 B t. P	P t. B
41 Q to Kt 3	K to R 2

WHITE BLACK  
42 P to R 5 Q t. Kt  
Position after Black's 13th move.



WHITE BLACK  
43 R t. P R t. P  
Resigns.

(a) There is nothing to be said about this Stonewall development till now, when he captures the pawn, thus weakening the centre, contrary to the spirit of the opening, besides bringing Black's Bishop on to an attacking diagonal. A spirited continuation would have been 11 P to Q Kt 4, P takes Kt P; 12 P to B 4, with a promising attack for a pawn.

(b) The alternative would have been Kt to Kt 3 at once, to relieve the Q B.

(c) A subtle combination.

(d) White could not play 14 P takes P, because of 14. . . . Kt takes P; 15 Q takes Kt, Q takes Q; 16 R takes Q, Kt takes B; 17 B to Q 2 (otherwise 17. . . . Kt takes B, and if 18 R takes Kt, then 18. . . . B takes P ch, &c.), B to Q sq, and wins.

(e) A good move again, but the trap was not deep.

(f) White, however, overlooked the obvious threat. He had only to play 21 Kt to Q 4, Kt takes Kt; 22 B P takes Kt, Q to B 6; 23 B to R 4 ch, followed by B to Q 2, &c.

(g) He cannot regain the pawn with 22 B takes P, because of P takes B, and the Kt at Kt 3 is attacked.

(h) There is very little to be done now. Black gains another pawn, and wins easily, White playing somewhat wildly afterwards.

## QUEEN'S PAWN OPENING

No. 174

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

(a) Although the move seems premature, there is logic in the variation. If White does not take the Knight, Black would support it with P to K B 4, establishing the Stonewall defence.

(b) He might develop with Kt to R 3, and if Q to R 5 ch, then 9 Kt to B 2.

(c) This gives Black a passed pawn. He could have avoided it with 11 B P takes P, B to Kt 5 ch; 12 B to Q 2; and if 11. . . . Kt to Kt 5 then 12 Kt to K 5, B to Q 3; 13 B to Q 2, &c.

(d) We submit for consideration 12 Kt to K 3; and if 12. . . . P to Kt 4, then 13 P takes P, P to B 5; 14 Q to R 5 ch, Q takes Q; 15 Kt takes Q, P takes Kt; 16 Kt to B 6 ch, K moves; 17 Kt takes K P, followed by B takes P, with three pawns for a piece.

(e) Safer would have been 13 Q P takes Kt, B to B 4; 14 Q to K 2, P to Q R 3; 15 B to K 3, &c. White however wants to establish a compensating superiority of pawns on the Queen's side.

(f) Threatening P to B 5, which is not feasible now, because of Q to R 5 ch.

(g) A number of interesting variations spring from 15 Q to Kt 3. In a match game however they would be difficult to calculate with any degree of accuracy, owing to the time limit. Here is one as a specimen : 15 Q to Kt 3, B to Q 2 ; 16 Kt takes B P, P takes Kt ; 17 P to K 6, B to B 3 ; 18 P to Q 5, and White gets his piece back.

(h) The alternative would have been 16 P to Q 5, B to B 4 ch ; 17 K to R sq, P to Kt 3 ; 18 P to Q 6, followed by Kt to K 2 and Kt to Q 4, so as to remain with Bishops of different colours.

(i) This and the next Rook's move are loss of time, as he cannot capture the Q Kt P. Therefore he might have played 24 P to Q 5, either getting a passed pawn or breaking Black's pawns on the King's side.

(j) If 26 R takes P, then 26. . . . B to R 4, winning the exchange.

(k) He has now to sacrifice with a result less favourable than at an earlier stage as above suggested.

(l) If 44 R takes P, then 44. . . . B to B 2, and the Rook has no escape. But he should have played 44 R to R 7, to prevent Black's Rook getting into play.

(m) He should now have exchanged Rooks with 45 R to B 7 ch, to be followed by 46 B takes R.

(n) Otherwise 46. . . . B to Q 7, mate.

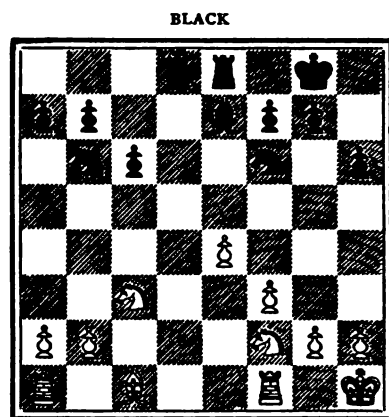
(o) A pretty ending. White could not escape mate.

### QUEEN'S PAWN OPENING

	WHITE	BLACK
No. 175	J. W. Showalter	J. Mason
1	P to Q 4	P to Q 4
2	P to K 3	Kt to K B 3
3	B to Q 3	B to Kt 5 (a)
4	P to K B 3 (b)	B to R 4
5	Kt to K R 3	Q Kt to Q 2
6	Kt to B 4	B to Kt 3
7	P to Q B 4	B t. B
8	Q t. B	P t. P
9	Q t. P	P to B 3
10	Kt to Q 3	P to K 4
11	Castles (c)	P t. P
12	Q t. Q P (d)	B to K 2
13	Kt to B 3	Castles
14	K to R sq	Kt to Kt 3 (e)
15	Q t. Q	Q R t. Q
16	Kt to B 2	K R to K sq
17	P to K 4	P to K R 3
18	P to K Kt 4 (f)	Kt to B 5
19	K to Kt 2	B to B 4
20	Kt to K 2 (g)	B to K 6
21	P to Kt 3	B t. B
22	P t. Kt	B to K 6
23	K R to Q sq	Kt to Q 2

	WHITE	BLACK
	J. W. Showalter.	J. Mason
24	R to Q 3	B to Kt 3
25	Q R to Q sq (h)	Kt to K 4

Position after Black's 17th move.



	WHITE	BLACK
26	R to B 3	R t. R
27	Kt t. R	R to Q sq

WHITE	BLACK	WHITE	BLACK
28 P to B 5	B to R 4	31 Kt to K 3	R t. P
29 R to B sq	R to Q 7	32 K to B 2	Kt to Q 5 (i)
30 K to B sq	Kt t. B P	Resigns.	

(a) 3. . . . Kt to B 3 gives Black a good game.

(b) With 4 Kt to K 2, he would have had the option of continuing with the Stonewall development (P to K B 4), as no doubt was his original intention. The text move only drives the B to Kt 3, which is not favourable to White.

(c) Better would have been 11 P takes P, Kt takes P; 12 Kt takes Kt, Q to R 4 ch; 13 Kt to B 3, Q takes Kt; 14 Castles, B to B 4; 15 K to R sq, without much harm being done.

(d) In the circumstances 12 P takes P would have been preferable.

(e) Forcing the exchange of Queens with a better developed game.

(f) An uncomfortable position. If 18 B to B 4, then 18. . . . Kt to K R 4; 19 B to B 7, R to Q 7 with advantage.

(g) The alternative would have been 20 P to Kt 3, Kt to K 6 ch; 21 B takes Kt, B takes B; 22 K R or Q R to Q sq. The play in the text is inferior.

(h) If 25 P to B 4, then 25. . . . B takes Kt; 26 K takes B, Kt to B 3, or B 4, &c.

(i) A game well played by Mason.

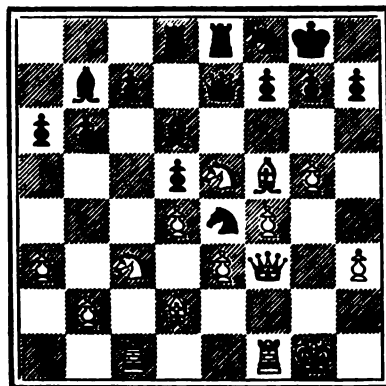
### QUEEN'S PAWN OPENING

WHITE	BLACK
S. Tinsley	J. Mason
1 P to Q 4	P to Q 4
2 P to K 3	Kt to K B 3
3 P to Q B 4	P to K 3
4 Kt to Q B 3	Kt to B 3
5 P to Q R 3	B to K 2
6 P to B 4	P to Q Kt 3
7 Kt to B 3	B to Kt 2
8 P t. P	P t. P
9 B to Q 3	Castles
10 Castles	Kt to Kt sq (a)
11 Kt to K 5	Q Kt to Q 2 (b)
12 B to B 5	R to K sq
13 B to Q 2	Kt to B sq
14 R to B sq	P to Q R 3 (c)
15 P to R 3	B to Q 3
16 Q to B 3	Q to K 2
17 P to K Kt 4	Q R to Q sq
18 P to Kt 5	Kt to K 5
19 Kt t. Kt	P t. Kt
20 B t. P	B t. B
21 Q t. B	B t. Kt
22 B P t. B (d)	Q t. P, ch
23 K to R 2	Kt to K 3

WHITE	BLACK
S. Tinsley	J. Mason
24 B to B 3	Q to Kt 3
25 R to B 5	Kt to Kt 4

No. 176

Position after Black's 18th move.



WHITE  
26 Q to Kt 4      Kt to K 3  
And the game became drawn by repetition of moves.

(a) When Tchigorin plays Kt to Q B 3 without moving the Q B P, he does not waste two moves in withdrawing the Knight. Kt to Q 2 should have been played by Black after White's P to Q B 4.

(b) He might have rectified the earlier omission by playing P to B 4 now.

(c) Black plays this game with unusual want of energy.

(d) If now 22 Q takes B, then 22. . . . Q to Q 2, threatening Q takes R P.

### QUEEN'S PAWN OPENING

No. 177	WHITE		BLACK	
	S. Tinsley	E. Lasker	S. Tinsley	E. Lasker
1	P to Q 4	P to Q 4	20	R to K sq
2	Kt to Q B 3	Kt to K B 3	21	Q to Kt 4
3	P to K Kt 3	B to B 4	22	R to K Kt sq
4	B to Kt 2	P to K 3	23	B to B sq
5	P to Q R 3	P to B 4	24	P t. P
6	P to K 3	Kt to B 3	25	B to Q 2
7	K Kt to K 2	R to B sq	26	Q to R 5
8	Castles	B to K 2	27	Q to Q sq
9	P to B 3	P to K R 3	28	Kt to K 2
10	P to R 3	Castles	29	Kt to B 4
11	K to R 2	B to R 2	30	Kt to Q 3
12	R to B 2	P to R 3	31	Kt to B 2
13	Kt to R 4 (a)	Kt to Q 2	32	Kt t. B
14	P t. P	Kt t. P	33	B to Kt 2
15	Kt t. Kt	B t. Kt	34	K to R sq
16	P to B 3	Kt to K 4	35	B to K sq
17	Kt to Q 4	Kt to B 5	36	Q to Q 4
18	P to K B 4	Kt to Q 3	37	B t. P, ch
19	R to K 2	Q to K sq		Resigns.

(a) In developing with the King's Fianchetto, White relinquishes the advantage of first move. Lasker, as usual, plays the correct opening moves, whilst White does not seem to have any fixed plan. At last there is a combination which amounts to attacking a pawn and changing off a piece. Then comes a period of doing nothing, whilst Black brings his forces into strategical positions, and when the attack commences White's game crumbles to pieces. There is no need to say more about this game.

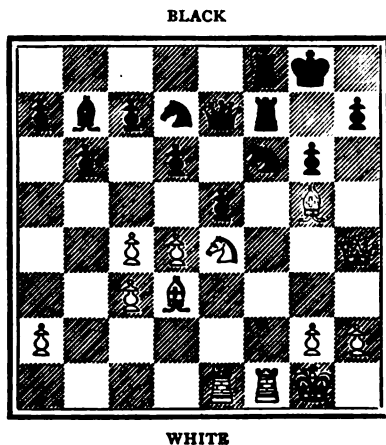
### ENGLISH OPENING

No. 178	WHITE		BLACK	
	J. Mason	S. Tinsley	J. Mason	S. Tinsley
1	P to Q B 4	P to Q Kt 3	5	B to Q 3
2	P to Q 4	B to Kt 2	6	Q to K 2 (a)
3	Kt to Q B 3	P to K 3	7	P to B 3
4	P to K 4	B to Kt 5	8	P t. P
				B t. Kt, ch

WHITE	BLACK
9 P t. B	Kt t. P (b)
10 Q to R 5 ch (c)	P to Kt 3 (d)
11 Q to Kt 4	Kt to K B 3 (e)
12 Q to R 3	Castles
13 B to Kt 5	Q to K 2 (f)
14 Kt to K 2	P to K 4
15 Castles	P to Q 3
16 Q to R 4	Q Kt to Q 2
17 Kt to Kt 3	R to B 2
18 Kt to K 4	Q R to K B sq
19 Q R to K sq (g)	P to B 4
20 P to Q 5	P to Kt 4
21 R to B 3	P t. P
22 B t. P	P to K R 4
23 Q R to K B sq	K to Kt 2
24 P to K R 3	P to Q R 3
25 B to Kt 3 (h)	P to B 5
26 B t. P (i)	Q to Q sq
27 K to R sq	Q to K 2
28 B to Kt 3	P to R 4
29 P to B 4	B to R 3
30 B to R 4	B t. P
31 Kt t. Kt	R t. Kt

WHITE	BLACK
32 R t. R	Kt t. R
33 Q t. B	P to R 5

Position after White's 19th move.



WHITE	BLACK
34 Q t. P	Kt to Kt 5
35 R t. R	Resigns.

(a) Had Black moved P to K B 4 previous to 4. . . . B to Kt 5, White could have replied 5 P takes P; because if 5. . . . B takes P, then 6 Q to R 5 ch, K to K 2; 7 Q to Kt 5 ch, &c.; but now the capture of the pawn is not good, because, in answer to Q to R 5 ch, Black plays K to B sq.

(b) Black's defence cannot be commended, as he is not able to break White's formidable centre. When, some moves earlier, he conceived the idea of winning a pawn, he did not sufficiently take into account the subsequent position.

(c) Obviously if 10 B takes Kt, then 10. . . . Q to R 5 ch, and Q takes B. The point however is that White checks first, which makes all the difference.

(d) If 10. . . . K to B sq, then 11 Q to B 3 ch, winning a piece; and if 10. . . . K to K 2, then 11 B takes Kt, also winning the piece.

(e) He has no better move now. 11. . . . Kt to Q 3 would be followed by 12 B to Kt 5, Q to B sq; 13 B to B 6, and Black could not withstand the attack very long, with all his pieces locked up on the Queen's side.

(f) 13. . . . Q to K sq would have unpinned the Knight. The text move is the chief cause of the subsequent trouble.

(g) Right. The tempting 19 B to R 6 instead would have been followed by 19. . . . Kt takes Kt, getting two minor pieces for the Rook.

(h) Threatening B to R 4, to take away one of the defences of the pinned Knight.

(i) The game cannot be saved, and White quietly takes his own time to finish it.

### ENGLISH OPENING

No. 179	WHITE	BLACK	WHITE	BLACK	
	G. Maroczy	M. Tchigorin	G. Maroczy	M. Tchigorin	
1	P to Q B 4	Kt to K B 3	18	P to B 4	Kt to Kt 5
2	P to Q 4	P to K 3	19	B t. Kt (g)	B t. B
3	Kt to Q B 3	P to Q 4	20	R to Q 3	QR to Q sq (h)
4	Kt to B 3	P to B 3	21	Q to B 2	R t. R
5	P to K 3	Q Kt to Q 2	22	Kt t. R	R to Q sq
6	B to Q 3	B to Q 3	23	Q to Kt 3	B to K 3
7	Castles	Castles (a)	24	P to K 5	Q to B 4
8	P to K 4 (b)	P t. B P	25	Kt to B 5 (i)	B t. K P
9	B t. P	P to K 4 (c)	26	Kt t. B	P t. Kt
10	B to K Kt 5 (d)	Q to K 2	27	Q to K 3	B t. Kt
11	K to R sq (e)	R to Q sq	28	P t. B	P to Q Kt 3
12	Q to B 2	P to K R 3	29	P to K R 3	R to Q 6
13	B t. Kt	Q t. B	30	Q to K 2	R t. B P
14	P t. P	B t. P	31	Q to R 6	Q to Q 4
15	Q R to Q sq	R to K sq	32	K to Kt sq	R to B 7
16	B to K 2 (f)	B to B 2	33	R to B 3	Q to Q 8, ch
17	Kt to K sq	Kt to K 4		Resigns.	

(a) Tchigorin's condescension to run in ordinary grooves is a tacit acknowledgment of his opponent's strength.

(b) This advance does not answer particularly well after Black's P to Q B 3; it cannot give more than an even game.

(c) A capital reply. Both have now obtained an open game, and the positions are equal.

(d) If 10 P to Q 5, then 10. . . . Kt to Kt 3; and if 11 B to Kt 3, then 11. . . . P takes P; 12 P takes P, P to K 5; 13 Kt to Kt 5, P to K R 3; 14 K Kt takes K P, B takes P ch, &c. Of course White could withdraw 10 B to K 2, but then he would remain with an isolated Q P.

(e) There seems no particular reason for this.

(f) Presumably to prevent Kt to K Kt 5 subsequently; but 16 Kt takes B, Kt takes Kt; 17 B to K 2 would not have left Black with two Bishops.

(g) The alternative would be 19 P to K 5, Q to R 5; 20 Kt to B 3, &c.

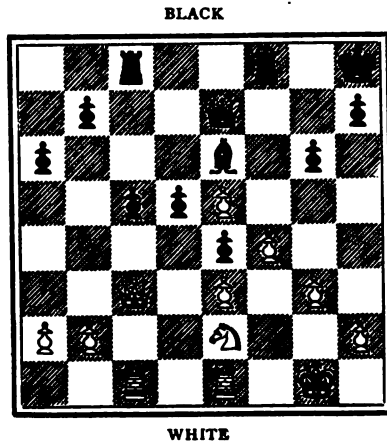
(h) This move gives Black the better game.

(i) An interesting game, concluding with an oversight; but the alternative 25 Kt to B 2 would have only saved the pawn, not the game.



## ENGLISH OPENING

WHITE		BLACK		No. 180
J. Mason	J. W. Showalter	J. Mason	J. W. Showalter	
1 P to Q B 4	P to K 3	37 K to R 3	R t. P	
2 Kt to Q B 3	P to Q 4	38 P to R 4 (i)	R to Kt 6	
3 P to Q 4	Kt to K B 3	39 R to B 2	P to B 6	
4 B to Kt 5	B to K 2	40 P t. P	R t. P	
5 Kt to B 3	Q Kt to Q 2	41 P to K 6	R (Kt 4) to B 4	
6 P to K 3	P to Q R 3	42 P to K 7	R to K sq	
7 P t. P (a)	P t. P	43 R to K 3	K to Kt 2	
8 B to Q 3	P to B 3	44 R (B 2) t. P	R t. R	
9 Castles	Castles			
10 R to B sq	Kt to K 5	Position after Black's 24th move.		
11 B t. Kt	B t. B			
12 B to Kt sq	B to R 3			
13 Q to B 2 (b)	P to K Kt 3			
14 QR to Q sq (c)	P to K B 4			
15 P to K Kt 3	Q to K 2			
16 Q to Kt 3	K to R sq			
17 K R to K sq	B to Kt 2			
18 Kt to K 2	Kt to B 3			
19 Kt to K 5	Kt to K 5			
20 P to B 4 (d)	B to K 3			
21 B t. Kt (e)	B P t. B (f)			
22 R to Q B sq	Q R to B sq			
23 Q to B 3	B t. Kt			
24 Q P t. B	P to B 4 (g)			
25 P to Q R 3	K R to Q sq			
26 Q to Q 2	Q to Q 2			
27 Kt to B 3	B to B 4			
28 Kt to Q sq	P to Q 5 (h)			
29 Kt to B 2	P to K R 4			
30 P t. P	Q t. P			
31 Q to K 2	P to B 5			
32 R to B 3	P to Q Kt 4			
33 K to Kt 2	P to Q R 4			
34 Kt t. P	B t. Kt, ch			
35 Q t. B	Q t. Q, ch			
36 R t. Q	R to Q 7, ch			
		45 R t. R	R t. P	
		46 R to R 3	R to R 2	
		47 R to R 4	R to R 3	
		48 K to R 4	K to B 3	
		49 P to R 3	K to B 4	
		50 P to Kt 4, ch	P t. P	
		51 P t. P, ch	K to B 3	
		52 K to Kt 3	K to K 3	
		53 K to R 4	Drawn (j).	



- (a) In order to develop the B to Q 3 without loss of time.  
 (b) Not merely to threaten mate, but to make room for the Q R at Q sq.  
 (c) We have examined here 14 Kt to Q R 4, but with no satisfactory result.  
 (d) An even position, and a draw is already foreshadowed.  
 (e) This move suggests itself as the position stands, but Mason seems not content with a draw.

o

(f) If Q P takes Kt, then 21 Q to Kt 6, and Black could not take the R P with advantage, because of 22 P to Kt 3.

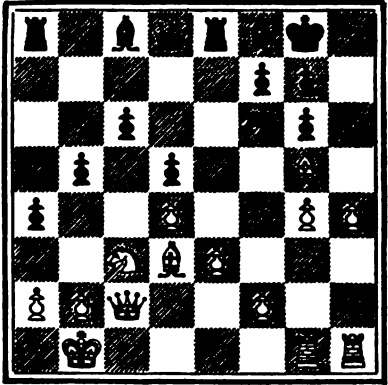
(g) Black has now some advantage in spite of White's passed pawn.

(h) The alternative would be 28. . . . B to Kt 5; 29 Kt to B 2, B to B 6 followed by Q to B 4 and to prepare the advance of the Q P, keeping the K P defended. However, it is a very delicate position, nor is it easy to get an advantage over Mason in this kind of ending.

(i) The saving move; but even now it requires careful play to draw.

(j) A good game, in which both players tried to win.

## ENGLISH OPENING

No. 181	WHITE		BLACK	
	J. Mason	D. Janowsky	J. Mason	D. Janowsky
1	P to Q B 4 (a)	P to K 3	35	R to Q sq
2	Kt to Q B 3	P to Q 4	36	R to Q 2
3	P to Q 4	P to Q R 3	37	R to Q B sq
4	P t. P (b)	P t. P	38	B to K 5
5	Kt to B 3	Kt to K B 3	39	P to B 4
6	B to Kt 5	B to K 2	40	R (Q 2) to Q sq
7	P to K 3	Castles	41	R to B 7
8	B to Q 3	P to B 3	42	P to R 4
9	Q to B 2	Q Kt to Q 2	Position after White's 19th move.	
10	B to K B 4	R to K sq		
11	Kt to K 5	Kt to B sq	BLACK	
12	P to K R 3	B to Q 3 (c)		
13	P to K Kt 4 (d)	Kt to Kt 3		
14	Kt t. Kt	R P t. Kt		
15	B to K Kt 5	B to B sq (e)	WHITE	
16	Castles Q R	P to Kt 4		
17	K to Kt sq	P to R 4	43	P to Kt 4
18	Q R to Kt sq	P to R 5	44	P to Kt 5
19	P to R 4	P to Kt 5 (f)	45	R (Q sq) to Q B sq
20	Kt t. R P	Q to R 4	46	P to Kt 6
21	B t. Kt	Q t. Kt	47	R (B 7) to B 3
22	Q t. Q	R t. Q	48	R t. R
23	B to K 5	B to Q 2 (g)	49	P to Kt 7
24	B to B 2	R to R 2		
25	B to Q Kt 3	P to Q B 4		
26	B t. Q P	B to Kt 4		
27	P to Kt 3	K to R 2		
28	P to Kt 5	R to Q 2		
29	B to K 4	P t. P		
30	P t. P	R t. P (h)		
31	B t. P, ch	P t. B		
32	B t. R	B to Q 6, ch		
33	K to R sq	R to K 5		
34	B to Kt 2	R to K B 5		

(a) This opening was fashionable during the 1883 London Tournament, Mason playing a very fine game with it against the late Dr. Zukertort. As a matter of fact it resolves itself into a Queen's Gambit declined, and P to Q 4 might as well be played at once.

(b) To prevent Janowsky's favourite 4. . . . P takes P; 5 B takes P, P to Q Kt 4, followed by B to Kt 2.

(c) 12. . . . Kt to R 4 would be answered by 13 B to R 2, P to B 3; 14 Kt to B 3, and Black would have to weaken the King's side pawns to secure a retreat for the Knight. Still, having plenty of protection for the King with Kt at B sq, P to Kt 3 and Kt to Kt 2 would not be so perilous as might appear.

(d) White evidently wants to prevent the suggested move by this bold advance.

(e) To enable the Queen to move; otherwise White could, (after B takes Kt, P takes B,) sacrifice with B takes P, P takes B; Q takes P ch, &c. The Bishop's move cannot be explained in any other way.

(f) A regrettable oversight, spoiling the game at a most interesting point, where attack and counter-attack commence.

(g) As he intends to advance P to Q B 4, he might defend the Q P with B to K 3.

(h) If 30. . . . P to B 3, then 31 P to R 5 would win. The sacrifice of the exchange does not improve matters; but with two pawns behind, and the King in a bad position, Black might resign.

### KING'S BISHOP'S PAWN OPENING

WHITE		BLACK		No. 182
H. E. Bird	W. Steinitz	H. E. Bird	W. Steinitz	
1 P to K B 4	P to Q 4	21 P to B 5 (c)	P t. P	
2 P to K 3	P to K 3	22 B to B 3	Q to B 3	
3 Kt to K B 3	B to Q 3	23 P to R 3	Kt to B 2	
4 P to Q Kt 3	Q to K 2	24 R to Kt sq	B to K 3	
5 B to Kt 2	P to K B 3	25 K R to K sq	Kt to Kt 4	
6 Kt to B 3	P to Q R 3	26 Kt to B sq	Kt to K 5	
7 B to Q 3 (a)	P to Q Kt 4	27 B t. Kt	B P t. B	
8 Q to K 2 (b)	P to Q B 4	28 R t. R	R t. R	
9 Q to B 2	P to B 5	29 Kt to K 3	B to Q B 2	
10 B to K 2	Kt to B 3	30 P to Kt 4	Q to Q 3	
11 Castles K R	Kt to R 3	31 K to R sq	P to Kt 3	
12 Q R to K sq	Castles	32 R to K Kt sq	K to B 2	
13 B to Q sq	R to Kt sq	33 P to Kt 5	B t. P	
14 Kt to Q 4	Kt t. Kt	34 Q t. P, ch	Q t. Q	
15 P t. Kt	Q to R 2	35 P t. Q	B to K 3	
16 Kt to K 2	P to R 4	36 R to K B sq	B to Q sq	
17 Kt to Kt 3	P to R 5	37 K to Kt 2	R to Kt 4	
18 P t. B P	P to R 6	38 P to Q 3	B P t. P	
19 B to Q B 3	Kt P t. P	39 P t. P	P t. P	
20 B to K 2	Q to R 5	40 R to Q sq	B t. P	

WHITE	BLACK	WHITE	BLACK
41 R t. P	P to R 4	44 B to Kt 3	B to K 2
42 K to B 3	P to Kt 4	Resigns.	
43 B to K sq	R to Kt 8		

(a) A useless move in view of Black's contemplated advance of the Queen's side pawns. He should have played the safe P to Q 4, bringing about the Stonewall variation.

(b) In spite of the threatened advance of Black's K P, he should have played 8 Kt to K 2, and in answer to 8. . . . P to Q B 4, 9 P to B 3, so as to secure retreat for the K B on the same diagonal. If 8. . . . P to K 4, then 9 P takes P, P takes P; 10 P to K 4, &c.

(c) Sacrificing a pawn does not improve the position. It was bad enough before, and falls to pieces altogether now. It is the worst game Bird played in this Tournament; but on the part of Steinitz it is an instructive example of how to take immediate and decisive advantage of indifferent moves by an opponent.

### KING'S BISHOP'S PAWN OPENING

No. 183	WHITE W. Cohn	BLACK F. J. Lee	WHITE W. Cohn	BLACK F. J. Lee
1	P to K B 4	P to Q 4	25	R t. R
2	Kt to K B 3	P to K Kt 3	26	B to B 4
3	P to Q 4	B to Kt 2	27	B to Q Kt 3
4	P to K 3	B to Kt 5	28	P to Kt 5
5	P to K R 3 (a)	B t. Kt	29	P to B 6
6	Q t. B	P to K B 4	30	R to Q sq (c)
7	P to B 4	P to K 3	31	Q t. R
8	Kt to B 3	Kt to K B 3	32	B to Kt 3
9	P to K Kt 4 (b)	Kt to K 5	33	Kt P t. P
10	Kt t. Kt	Q P t. Kt	34	P t. P
11	Q to B 2	P to B 4	35	B to K 5
12	P t. P	Q to R 4, ch	36	B to Q 4
13	B to Q 2	Q t. P	37	Q to K B sq
14	P t. P	K P t. P	38	Q to B 4
15	P to Kt 4	Q to K 2	39	B t. Q
16	R to B sq	Kt to Q 2	40	B t. Kt
17	P to B 5	Castles K R	41	B to Q 5
18	B to B 4, ch	K to R sq	42	B t. P
19	Castles	K R to Q sq	43	K to B sq
20	K R to Q sq	Kt to B 3	44	K to K 2
21	B to K sq	R to Q 2	45	B to B 3
22	Q to K 2	Q R to Q sq	46	B to Kt 4
23	B to R 4	P to K R 3	47	B to B 8
24	B to Q Kt 5	R to Q 4	48	B to Kt 4
				Drawn.

(a) Preferable would be 5 P to B 4, P to K 3; 6 B to K 2, with a view to attacking with Q to Kt 3 on the Queen's side.

(b) It is difficult to do anything now, both having Stonewall formations,

and White's Queen being on the King's side, where no attack is possible.

(c) We have attempted several variations, but all result in a draw. There is nothing in the position ; Black afterwards gets a slight advantage, but probably not enough to win.

### VANT KRUY'S OPENING

WHITE		BLACK		WHITE		BLACK		No. 184
G. Maroczy		C. Schlechter		G. Maroczy		C. Schlechter		
1	P to K 3		P to K 4	14	R P t. B		R t. R, ch	
2	P to Q 4		P t. P	15	R t. R		R to K sq	
3	P t. P		Kt to K B 3	16	B to B 5		R t. R, ch	
4	Kt to K B 3		P to Q 4	17	Kt t. R		B t. B	
5	B to Q 3		B to Q 3	18	Q t. B		Q to R 4	
6	Castles		Castles	19	Q to Kt sq		Q to Q sq	
7	B to K Kt 5		B to K Kt 5	20	Kt to Q 3		Q to K 2	
8	Q Kt to Q 2		P to B 3	21	Q to K sq		K to B sq	
9	P to B 3		Q Kt to Q 2	22	K to B sq		Kt to K sq	
10	Q to B 2		P to K R 3	23	Q t. Q, ch		K t. Q	
11	B to R 4		R to K sq	24	K to K 2		Kt to Q 3	
12	K R to K sq		Q to B 2		Drawn.			
13	B to Kt 3		B t. B					

This is a striking illustration of an uninteresting draw, both players apparently being averse to exertion.

### VANT KRUY'S OPENING

WHITE		BLACK		WHITE		BLACK		No. 185
J. Mason		C. Schlechter		J. Mason		C. Schlechter		
1	P to K 3		P to Q 4	20	Q t. Q		R t. Q	
2	P to Q Kt 3		P to K 4	21	K to K 2		K R to Q sq	
3	B to Kt 2		B to Q 3	22	P to K Kt 4		Kt to Kt 5	
4	P to Q B 4		P t. P (a)	23	P to B 3		R(Q 6) to Q 2	
5	B t. B P		Kt to K B 3	24	P to K R 4		P to K B 3	
6	Kt to Q B 3		Castles	25	P to R 5		P to K R 3	
7	P to K R 3		Kt to B 3	26	Kt to K 4		P to Q Kt 3	
8	K Kt to K 2		Q to K 2	27	R to R sq		Kt to Q 6	
9	Kt to Kt 3		B to R 6	28	K R to Q sq		P to R 4	
10	B t. B		Q t. B	29	Q R to Kt sq		R to Q 4	
11	Kt to R 5		Q to K 2	30	P to R 4		K to B 2	
12	Kt t. Kt		Q t. Kt	31	R to Q R sq		R(Q sq) to Q 2	
13	Q to R 5		Q to B 4	32	R to R 2		Kt to B 4	
14	Q to R 4		B to K 3	33	Kt to B 3		R to Q 6	
15	B to Q 5		B t. B	34	R to Kt 2		R(Q 6) to Q 3	
16	Kt t. B		Q to Q 2	35	Kt to Kt 5		R to Q 6	
17	Kt to B 3		Q R to Q sq	36	Kt to B 3		R(Q 6) to Q 3	
18	R to Q sq		Q to Q 6		Drawn.			
19	Q to Q B 4		R to Q 2					

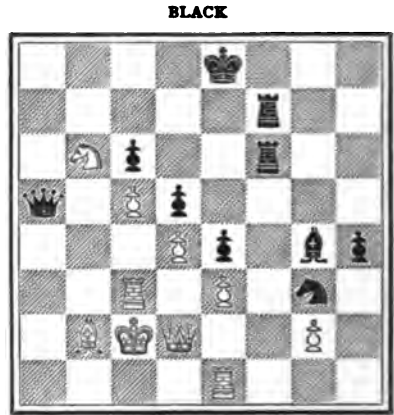
(a) It is doubtful whether the capture of this pawn is advisable as it brings White's Bishop into play. It would be better to support the centre with 4. . . . P to Q B 3. In this instance Schlechter probably relied on general principles, viz., an open Queen's file, and a majority of pawns on the Queen's side.

The rest of the game requires no comment ; it is a sound, uneventful game, ending in a draw.

### IRREGULAR OPENING

No. 186	WHITE		BLACK		WHITE		BLACK	
	S. Tinsley	J. W. Showalter	S. Tinsley	J. W. Showalter	S. Tinsley	J. W. Showalter	S. Tinsley	J. W. Showalter
1	Kt to Q B 3	(a)	P to Q 4		35	Kt to R 4	Q to Q R 2	
2	P to K 3		P to K 4 (b)		36	Kt t. P	R to Q B 2	
3	Q Kt to K 2		B to Q 3		37	R to B 3	Q to R 4	
4	P to Q Kt 3		Kt to K B 3		38	K to B 2	Q R to B 2	
5	B to Kt 2		B to K Kt 5		39	R to Q R sq	Q t. R (g)	
6	P to K R 3		B to Q 2		40	B t. Q	R to B 7	
7	Kt to Kt 3		P to K R 4		41	R to R 3	R t. Q, ch	
8	P to Q 4		P to K 5					
9	Q Kt to K 2		Kt to B 3					
10	P to Q R 3		Kt to K 2					
11	P to Q B 4		P to B 3					
12	Kt to Q B 3 (c)		R to Q B sq					
13	Q to Q 2		R to R 3					
14	K Kt to K 2		P to R 5					
15	Kt to B 4		P to K Kt 4					
16	K Kt to K 2		Kt to R 4					
17	Kt to B sq		P to K B 4					
18	B to K 2		Kt to B 3					
19	Kt(Bsq)toR2(a)		P to B 5					
20	Castles Q R		Kt to B 4					
21	K to Kt sq		Q to K 2					
22	Kt to Kt 4		B P t. P					
23	B P t. K P		B t. Kt					
24	P t. B		Kt to Kt 6					
25	K R to K sq		B to B 4 (e)					
26	P to B 5		P to Kt 5					
27	P t. P		Kt t. P					
28	P to Kt 5		Q to Kt 4					
29	B t. Kt		B t. B					
30	R to Q B sq		Q to Q sq					
31	P to Kt 4		R to B 3					
32	P t. P		P t. P					
33	P to Kt 5		Q to Q 2					
34	P to Kt 6 (f)		P t. P					
					42	K t. R	R to B 7, ch	
					43	K to B 3	R t. P	
					44	R to R 8, ch	K to K 2	
					45	R to R 7, ch	K to Q sq	
					46	K to Kt 3	P to R 6	
					47	B to B 3	P to R 7	
					48	B to R 5	K to K sq	
						Resigns.		

Position after Black's 38th move.



(a) 1 Kt to Q B 3 is only permissible if White can continue with

P to K 4 to get an open game. But if he keeps a close game, the Q Kt on B 3 interferes with the establishment of a centre.

(b) White has now, as first player, the position of a French Defence, with the Q Kt in a bad position.

(c) After five moves the Knight gets into the position which it should have originally occupied.

(d) White has spent other five moves in bringing the K Kt to this incredible position.

(e) Why not P to Kt 5 at once?

(f) P takes P is comparatively better.

(g) The quickest way to conclude the game.





**SELECTION FROM THE GAMES PLAYED  
IN THE SINGLE-ROUND TOURNAMENT**



# SELECTION FROM THE GAMES PLAYED IN THE SINGLE-ROUND TOURNAMENT

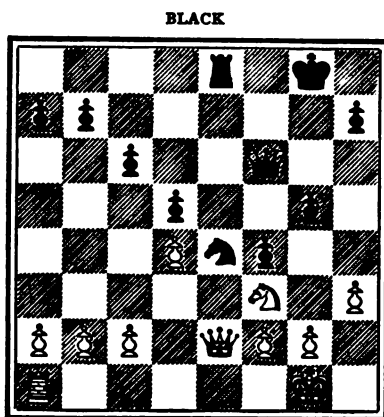
## PETROFF DEFENCE

No. 187

WHITE T. Physick	BLACK H. Erskine
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to K B 3
3 Kt t. P	P to Q 3
4 Kt to K B 3	Kt t. P
5 P to Q 3 (a)	Kt to K B 3
6 P to Q 4	P to Q 4 (b)
7 B to Q 3	B to Q 3
8 Kt to B 3	Castles
9 Castles	B to K Kt 5
10 KttoQKt5(c)	P to B 3
11 Kt t. B	Q t. Kt
12 B to K Kt 5 (d)	Kt to K 5
13 B to B sq	P to K B 4
14 P to K R 3	B to R 4
15 B to K 2	P to B 5
16 Kt to K 5	B t. B
17 Q t. B	Kt to Q 2
18 Kt to B 3	Q R to K sq
19 Q to Q 3	R to B 2
20 R to K sq	P to K Kt 4
21 Kt to R 2	K R to K 2
22 B to Q 2	Kt t. B
23 Q t. Kt	Kt to B 3
24 R t. R	Q t. R
25 Kt to B 3	Kt to K 5
26 Q to K 2 (e)	Q to B 3
27 Kt to K 5	Q to B 4
28 R to K sq	Kt to B 3
29 K to B sq	P to K R 4
30 Q to Q 3	Q t. Q, ch
31 Kt t. Q	R t. R, ch
32 K t. R	Kt to Q 2

WHITE T. Physick	BLACK H. Erskine
33 K to K 2	P to R 5 (f)
34 K to B 3	K to B 2
35 K to Kt 4	-K to Kt 3 (g)
36 KttoK5, ch(h)	Kt t. Kt
37 P t. Kt	P to B 4
38 P to K 6	P to Q 5

Position after Black's 26th move.



WHITE	BLACK
39 P to Q Kt 3	P to Kt 4
40 P to K 7	K to B 2
41 K t. P	P to B 5
42 P t. P	P t. P
43 K t. P	P to Q 6
44 P t. P	P to B 6
45 K to K 3	Resigns.

(a) Dr. Tarrasch played this move at the Breslau Congress of the German Chess Association, 1889.

(b) If 6. . . . B to K 2 to avoid the position of the French Defence, White gets a shade the best of it.

(c) Not a satisfactory manoeuvre. After 11 Kt takes B, Black's Queen gets into a better position ; and the Kt, threatening to post itself at K 5, gives White a troublesome game.

(d) A lost move.

(e) As it happens the Queen is safe, in what appears to be a very dangerous position.

(f) Black played the game very well, but now throws it away with this hasty move. He should have brought the King into play.

(g) Somewhat better would have been 35. . . . K to B 3 ; 36 Kt to K 5, Kt to B sq.

(h) The winning move. The rest plays itself.

## TWO KNIGHTS DEFENCE

No. 188 F. J. Marshall

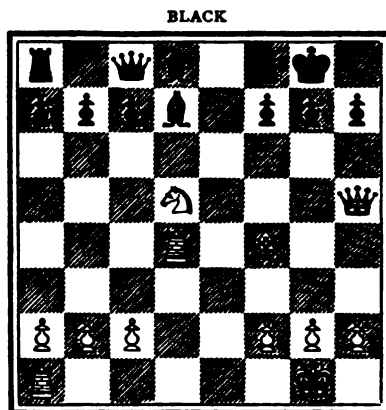
1 P to K 4  
2 Kt to K B 3  
3 B to B 4  
4 P to Q 4  
5 Castles  
6 R to K sq  
7 B t. P  
8 Kt to B 3  
9 R t. Kt, ch  
10 Kt t. Q P  
11 R t. Kt  
12 B to B 4  
13 Kt to Q 5  
14 Q to R 5  
15 B t. B P  
16 B t. B  
17 B to B 6 (c)  
18 B t. Kt P  
19 Q t. B  
20 Q to K 5, ch  
21 Q to K 7, ch  
22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

BLACK  
J. F. Esser  
P to K 4  
Kt to Q B 3  
Kt to B 3  
P t. P  
Kt t. P (a)  
P to Q 4  
Q t. B  
Q to Q sq (b)  
B to K 2  
Kt t. Kt (c)  
B to Q 2  
Q to B sq  
B to Q sq  
Castles  
B to K 3 (d)  
B t. Kt  
Q to B 3 (f)  
K t. B  
Q t. P  
P to B 3  
K to Kt 3  
K to Kt 4

WHITE  
F. J. Marshall

23 Q to Kt 7, ch K t. R  
24 Q to R 6, ch K to Kt 5

Position after Black's 14th move.



WHITE  
25 P to R 3, ch K to B 4  
26 Q t. P, ch Resigns.

(a) For the variation 5. . . . B to B 4 see game Tchigorin v. Teichmann, No. 22.

(b) Or 8. . . . Q to K B 4, or Q to K R 4.

(c) Inferior. 10. . . . P to B 4 ; 11 R to B 4, Castles &c., is better.

(d) If 15. . . . B takes B, then 16 Kt to K 7 ch, K to R sq ; 17 Q takes P ch, and mate next move.

(e) Perfectly sound would have been simply 17 Q takes B, with a pawn ahead. The final combination however is very tempting, and succeeded.

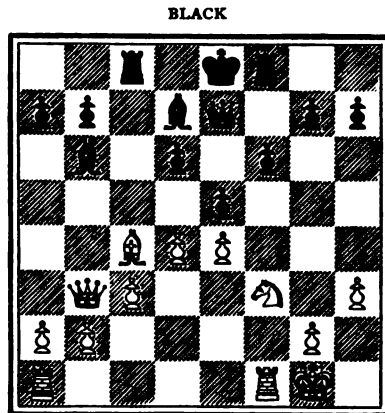
(f) If 17. . . . P takes B; 18 R to K Kt 5 ch, K to R sq; (if 18. . . . Q takes R; 19 Q takes Q ch, K to R sq; 20 Q to B 5-wins); 19 R to K R 4, B to K 5; R takes B, and wins shortly.

### GIUOCO PIANO

WHITE	BLACK
F. J. Marshall	E. O. Jones
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 Castles	P to Q 3
5 P to B 3	Q to K 2 (a)
6 P to Q 4	B to Kt 3
7 B to K Kt 5	P to B 3
8 B to K 3 (b)	B to Kt 5 (c)
9 Q Kt to Q 2	Kt to R 3
10 Q to R 4	B to Q 2
11 Q to B 2	Kt to K Kt 5 (d)
12 P to K R 3	Kt t. B
13 P t. Kt	Kt to R 4
14 B to Q 3	P to Q B 4
15 Kt to B 4 (e)	Kt t. Kt
16 B t. Kt	B P t. P (f)
17 K P t. P	R to Q B sq
18 Q to Kt 3	R to B sq (g)
19 P to Q R 4	B to B 3
20 P to R 5	B to B 2
21 P to Q 5	B to Q 2
22 Q t. P	B t. K R P (h)
23 B to Kt 5, ch	K to Q sq
24 Q t. P	B to Kt 5
25 Q to K 3	B to Kt sq
26 Q to Kt 6, ch	B to B 2
27 Q to B 2	B to Kt sq
28 Q to Kt 3	B to R 2, ch
29 K to R sq	P to R 4
30 Kt to R 4	Q to K B 2
31 Kt to B 5	B t. Kt

WHITE	BLACK	
F. J. Marshall	E. O. Jones	No. 189
32 R t. B (i)	P to R 5	
33 Q to R 3	R to B 2	
34 Q R to K B sq	R to R sq	
35 K R to B 3	R to Kt 2	
36 B to R 6	R to Q 2	
37 P to Q Kt 4	K to K 2	

Position after Black's 18th move.



WHITE	
38 B to Kt 5	R to B 2
39 B to B 6	R to Q sq
40 P to Kt 5	B to B 4
41 Q to Kt 4	R to R 2
42 P to Kt 6	R t. P
43 P to Kt 7	Q to Kt sq
44 P to Kt 8=Q	Resigns

(a) 5. . . . Q to B 3 may also be played.

(b) Better than 8 B to B 4, which would be followed by 8. . . . P to K Kt 4, facilitating a counter-attack.

(c) The alternatives would be Kt to Q sq, or P to Kt 4 so as to develop the K Kt.

(d) To play Kt to B 2 and Castle would seem the obvious continuation.  
 (e) 15 P to Q 5, cutting off the retreat of the Knight, looks tempting; but Black would reply 15. . . . P to B 5; 16 B to K 2, B to B 2; 17 P to Q Kt 4, P takes P *e.p.*; 18 P takes P, P to Q Kt 4; securing a retreat for the Knight.

(f) Preferable would be B to K 3. If 16 B to Kt 5 ch, then 16. . . . B to Q 2; 17 B takes B ch, Q takes B; 18 Kt to R 4, Castles Q R; and if Kt to B 5, then P to Kt 3, &c.

(g) With the King fixed in the centre, Black has now the inferior game.

(h) B to Kt sq would have been comparatively better, as it was not likely that White would be complaisant enough to capture the Bishop, and lose his Queen by means of 23. . . . B to Kt 3 ch.

(i) White's game is won now, in spite of Bishops of different colours.

### RUY LOPEZ

No. 190	WHITE		BLACK	
	E. O. Jones	G. Marco	E. O. Jones	G. Marco
1	P to K 4	P to K 4	13	Kt to Kt 3
2	Kt to K B 3	Kt to Q B 3	14	B to Kt 5
3	B to Kt 5	P to Q R 3	15	K Kt to Q 4
4	B to R 4	Kt to B 3	16	Kt t. Kt
5	Castles	Kt t. K P	17	P to B 3
6	P to Q 4	P to Q Kt 4	18	K to R sq
7	B to Kt 3	P to Q 4	19	Q to Q 2
8	P t. P (a)	B to K 3	20	K R to K sq
9	P to Q B 3	B to Q B 4	21	B to R 6
10	Q Kt to Q 2	Castles	22	R t. R
11	B to B 2	P to B 4	23	R t. R, ch
12	P t. P, <i>e.p.</i> (b)	Kt t. P (B 3)	Draw agreed (c).	

(a) 8 P to Q R 4 is a good continuation. After 8. . . . R to Q Kt sq; 9 P takes P, P takes P, the game goes on as in the text.

(b) 12 Kt to Kt 3, B to Kt 3; 13 Q Kt to Q 4 is preferable.

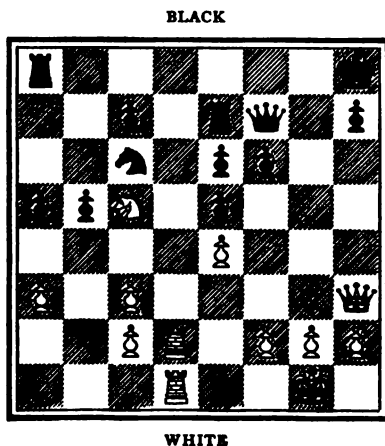
(c) It is creditable to White to have drawn the game against Marco, as this variation of the defence is much favoured by the Vienna players.

### RUY LOPEZ

No. 191	WHITE		BLACK	
	O. C. Müller	E. M. Jackson	O. C. Müller	E. M. Jackson
1	P to K 4	P to K 4	6	Castles
2	Kt to K B 3	Kt to Q B 3	7	P to Q 3
3	B to Kt 5	P to Q R 3	8	P t. B
4	B to R 4	Kt to B 3	9	Kt to K sq
5	Kt to B 3	B to Kt 5	10	Q to K 2
				R to K sq

WHITE	BLACK
11 B to K Kt 5	P t. P
12 P t. P	B to K 3
13 B to Kt 3	Q to K 2
14 Kt to Q 3	Q to B sq
15 B t. Kt	P t. B
16 Q to B 3	Q to R 3
17 Q R to Q sq	P to Kt 3 (b)
18 B to R 4	P to Kt 4
19 B to Kt 3	Q to Kt 2 (c)
20 B t. B	P t. B
21 Kt to B 5	R to K 2
22 Q to R 3	Q to B 2
23 R to Q 2	P to Q R 4 (d)
24 P to Q R 3	K to R sq
25 K R to Q sq	P to Kt 5 (e)
26 B P t. P	P t. P
27 P t. P	Kt t. P
28 R to Q 8, ch	R t. R
29 R t. R, ch	K to Kt 2
30 Q to Kt 4, ch	K to R 3
31 P to Q B 3	Kt to B 3

WHITE BLACK  
32 R to Q 3 Q to Kt 3  
Position after White's 25th move.



33 Q to R 4, ch Resigns.

- (a) 9. . . . Kt to K 2, leaving White's K B out of play, is preferable.  
 (b) A useless move. K to R sq, followed by R to K Kt sq at the proper moment, would have been the right course.  
 (c) The fourth move with the same piece.  
 (d) It would almost have been advisable to let the Q R P go and double Rooks; but the position is difficult to mend.  
 (e) Inferior. He should have played 25. . . . P to B 4. If 26 R to Q 7, then 26. . . . R takes R; 28 R takes R, R to Q sq, &c. The game is lost after the text move, White finishing it neatly.

### RUY LOPEZ

WHITE	BLACK	WHITE	BLACK	No. 192
G. Marco	J. F. Esser	G. Marco	J. F. Esser	
1 P to K 4	P to K 4	13 Kt to K 4	R to Q sq	
2 Kt to K B 3	Kt to Q B 3	14 R t. R, ch	K t. R	
3 B to Kt 5	Kt to B 3	15 R to Q sq, ch	K to B sq	
4 Castles	Kt t. P	16 P to K R 3	P to Q Kt 3	
5 P to Q 4	Kt to Q 3	17 P to Q B 4	Kt to K 2	
6 B t. Kt (a)	Q P t. B	18 Kt to Q B 3	P to Q B 3	
7 P t. P	Kt to B 4	19 Kt to K 4	Kt to Kt 3	
8 Q t. Q, ch	K t. Q	20 Kt to Q 6, ch	B t. Kt	
9 P to Q Kt 3	P to K R 3	21 R t. B	K to B 2	
10 B to Kt 2	B to K 3	22 P to Kt 4	R to Q sq	
11 Q Kt to Q 2	P to B 4	23 Kt to Q 2	Drawn.	
12 Q R to Q sq	K to K sq (c)			

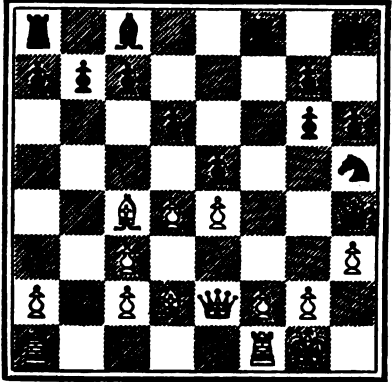
- (a) Not a favourable variation for White.  
 (b) Nor is this development suitable in this variation. R to Q sq ch, is generally preferred here.  
 (c) 12. . . . K to B sq, followed by P to Q Kt 3, K to Kt 2, and eventually K to B 3 is the right development for Black. His two Bishops should tell powerfully in the end.

## RUY LOPEZ

No. 193	WHITE	BLACK	WHITE	BLACK
	G. Marco	F. J. Marshall	G. Marco	F. J. Marshall
1	P to K 4	P to K 4	8 Q t. Q, ch	K t. Q
2	Kt to K B 3	Kt to Q B 3	9 Kt to B 3	P to R 3
3	B to Kt 5	Kt to B 3	10 Kt to K 4	B to K 3
4	Castles	Kt t. P	11 B to B 4	B to K 2
5	P to Q 4	Kt to Q 3	12 K R to Q, ch	K to B sq
6	B t. Kt	Q P t. B	13 P to K R 3	P to Q Kt 3
7	P t. P	Kt to B 4	14 B to R 2	Drawn.

See the notes to the game Marco v. Esser. It is to be regretted that these two masters were not drawn in an early round, when both would have been compelled to make an effort. In the present position Black's game is preferable.

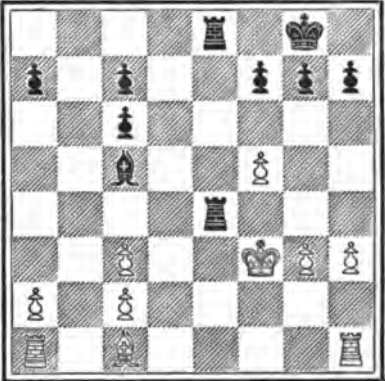
## DOUBLE RUY LOPEZ

No. 194	WHITE	BLACK	WHITE	BLACK
	J. Mieses	E. M. Jackson	J. Mieses	E. M. Jackson
1	P to K 4	P to K 4	23 R to K 3	Q to R 5
2	Kt to K B 3	Kt to Q B 3	24 R to K Kt 3	R t. P
3	Kt to B 3	Kt to B 3	Position after White's 15th move.	
4	B to Kt 5	B to Kt 5		
5	Castles	Castles	BLACK	
6	P to Q 3	B t. Kt		
7	P t. B	P to Q 3		
8	P to K R 3 (a)	Kt to K 2	WHITE	
9	B to Kt 5	Kt to Kt 3		
10	Kt to R 4	P to K R 3	25 K t. R	Q to R 7, ch (i)
11	Kt t. Kt (c)	P t. Kt	Resigns.	
12	B to B 4, ch	K to R sq		
13	B to Q 2	Kt to R 4		
14	P to Q 4	Q to R 5		
15	Q to K 2 (d)	P to K Kt 4 (e)		
16	Q R to Kt sq	P to Kt 5		
17	P t. P	B t. P		
18	Q to K 3 (f)	B to B 6.		
19	K R to K sq (g)	B t. P		
20	K t. B	Kt to B 5, ch		
21	K to Kt sq	Kt to R 6, ch		
22	Q t. Kt (h)	Q t. Q		

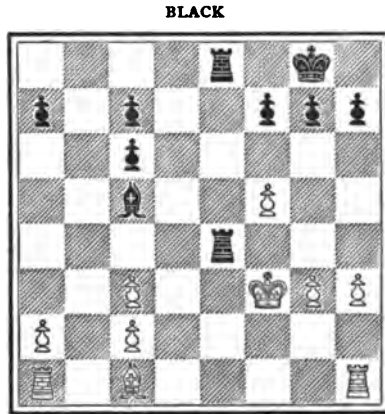


- (a) 8 B takes Kt would have probably led to a draw.  
 (b) Both inferior, especially the last move.  
 (c) Compulsory. If 11 B takes Kt, then 11. . . . Q takes B ; 12 Kt to B 3, Kt to B 5, &c.  
 (d) The losing move. 15 Q to K sq might have saved the game still.  
 (e) The pretty final combination begins.  
 (f) Had he played 15 Q to K 2 he could have replied with B to K 2, preventing the dangerous B to B 6.  
 (g) If P takes B, then Kt to B 5 wins immediately.  
 (h) Forced obviously.  
 (i) A remarkably pretty game.

## KING'S BISHOP'S OPENING

WHITE		BLACK		No. 195
E. M. Jackson		F. J. Marshall		
1 P to K 4		P to K 4		
2 B to B 4		Kt to K B 3		
3 P to Q 3		P to Q 4		
4 P t. P		Kt t. P		
5 Q to K 2 (a)		Kt to Q B 3		
6 P to B 4 (b)		B to Q B 4		
7 Kt to K B 3		B to K Kt 5		
8 P to K R 3 (c)		B t. Kt.		
9 Q t. B		Kt to Kt 3		
10 B to Kt 5		Castles		
11 B t. Kt		P t. B		
12 P to B 5 (d)		P to K 5 (e)		
13 P t. P		R to K sq		
14 Kt to B 3 (f)		Kt to Q 4		
15 P to K Kt 3		Kt to Kt 5		
16 Q to K 2		Q to Q 5		
17 K to B sq		Kt to Q 4		
18 K to Kt 2		Kt t. Kt		
19 P t. Kt		Q t. P, ch		
20 Q t. Q		R t. Q		
21 K to B 3		Q R to K sq		
22 B to Q 2 (g)		R to K 7		
23 Q R to Q sq		R to B 7, ch		
24 K to Kt 4		P to R 4, ch (h)		
25 K t. P		P to Kt 3, ch		
		26 P t. P	R to K 4, ch	
		27 K to Kt 4	P to B 4, ch	
		28 K to R 4	K to Kt 2	
Position after Black's 21st move.				
BLACK				
				
WHITE				
29 B to B 4		K t. P		
30 B to Kt 5		R to B 5, ch		
Resigns.				

Position after Black's 21st move.



WHITE  
 29 B to B 4      K t. P  
 30 B to Kt 5      R to B 5, ch  
 Resigns.

- (a) 5 Kt to K B 3 yields a sound and simple game.  
 (b) This is dangerous.  
 (c) Preferable would be 8 P to B 3, or B to Kt 5, remaining on the defensive.  
 (d) He cannot play B to K 3, because of 12. . . . B takes B ; 13 Q takes B, Kt to Q 4 ; nor can he play 12 P takes P, because of R to K sq ; consequently he has nothing better than the text.

P

(e) Forcing an open file nevertheless. This is just the sort of game suited to Marshall's style.

(f) The alternative Kt to Q 2 would be better, but White could not hold out for long.

(g) If B to B 4, then 22. . . . R to K 7, and White's scattered pawns would fall.

(h) Well played. Whether the pawn be taken or not, a mating position must result. Black finished the game brilliantly.

### SICILIAN DEFENCE

No. 196	WHITE	BLACK	WHITE	BLACK
	G. Marco	J. Mieses	G. Marco	J. Mieses
1	P to K 4	P to Q B 4	16	Q to R 6
2	Kt to K B 3	P to K 3	17	R to Q 4
3	P to Q 4	P t. P	18	K R to Q sq
4	Kt t. P	Kt to Q B 3	19	B to B 3
5	Kt to Q B 3	Kt to B 3	20	Q to Q 2
6	K Kt to Kt 5	B to Kt 5 (a)	21	B t. P
7	P to Q R 3 (b)	B t. Kt, ch	22	Q t. R
8	Kt t. B	P to Q 4 (c)	23	Q t. P (f)
9	P t. P	P t. P	24	Kt t. B (g)
10	B to K Kt 5	B to K 3	25	P t. Kt
11	B to K 2	Castles	26	R to Q 4 (i)
12	Castles	Q to Q 2 (d)	27	R to Kt 4
13	B t. Kt	P t. B	28	P t. R
14	Q to Q 2	Kt to K 2	29	K to B sq
15	Q R to Q sq	K R to Q sq		Drawn (j).

(a) Inferior to 6. . . . P to Q 3. Parting with the K B in this defence is just as unfavourable as in the French, the two defences having great similarity at this stage.

(b) The best move. Black is compelled to take the Knight, as retreating B to K 2 would lose a move.

(c) The result now is an isolated Q P, which provides White immediately with a point of attack.

(d) As it is not safe to dislodge the Bishop with 12. . . . P to K R 3, nor to play P to K Kt 4, there is nothing left but 12. . . . Kt to K 2, submitting to a doubled pawn, or to give up the Q P at once. The former is the lesser evil.

(e) As a last resource he sets this neat trap, into which Marco falls.

(f) 23 Q to Kt 4 would have been a simple continuation. The pawn ahead and a superior pawn position should have won the game for White.

(g) If 24 R takes B, then 24. . . . Kt to B 6 ch; 25 P takes Kt, Q to K 8 ch; 26 K to Kt 2, R to Kt sq ch; 27 K to R 3, Q to K Kt 8, threatening mate in two moves.

(h) The sequel to 22. . . . K to R sq, as will be seen.

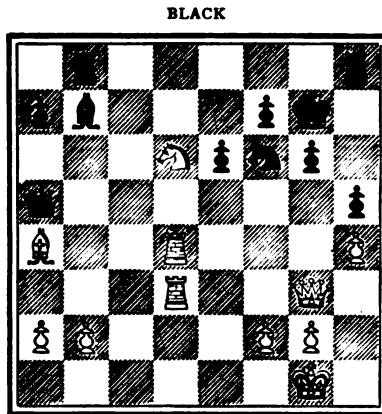
(i) The only move to save the game.

(j) The perpetual check cannot be prevented. Black's 22nd move of the King, followed by the sacrifice of the Knight, was very ingenious.

## SICILIAN DEFENCE

WHITE	BLACK	WHITE	BLACK	
F. J. Marshall	J. Mieses	F. J. Marshall	J. Mieses	No. 197
1 P to K 4	P to Q B 4	32 Kt to Q 6	Q to R 4	
2 Kt to K B 3	P to K 3	33 P to B 3 (h)	B to R 3	
3 P to Q 4	P t. P	34 R to Q 2	R to Kt 5	
4 Kt t. P	Kt to K B 3	35 B to Kt 3	R t. R	
5 B to Q 3	Kt to B 3	36 R t. R	Q to Q B 4	
6 Kt t. Kt	Kt P t. Kt	37 Q to B 2	Q to B 8, ch	
7 Castles	P to Q 4			
8 P t. P	B P t. P (a)			
9 Q to B 3	B to Q 3 (b)			
10 B to Kt 5	B to K 2			
11 Kt to Q 2	Castles			
12 P to B 4	B to Kt 2			
13 B to B 2 (c)	Q to Kt 3			
14 Q to Q 3	P t. P			
15 Q to K R 3 (d)	P to Kt 3			
16 Kt t. P	Q to B 3			
17 Kt to K 3	Kt to Q 4			
18 B t. B	Kt t. B			
19 Q R to B sq	Q to Kt 4			
20 Q to R 4	Kt to Q 4			
21 B to R 4	Q to Kt 3			
22 Kt to Kt 4	P to K R 4			
23 Kt to K 5	Q to Q 3			
24 Q to Kt 5 (e)	K to Kt 2			
25 K R to Q sq	Q to Q sq			
26 Q to Kt 3	R to R sq			
27 P to R 4	Q to B 3			
28 R to B 4 (f)	Q R to Q B sq			
29 Q R to Q 4	Q to B 4			
30 Kt to B 4	R to Q Kt sq (g)			
31 K R to Q 3	Kt to B 3			
		38 K to R 2	Q to B 2	
		39 Q to Kt 3	Q to B 4	
		40 R to Q 2	Q to K 6	
		41 Q to Kt 5 <sup>1</sup>	Q to K 8	
		42 R to Q sq	Q to K 7	
		43 R to Q 2	Drawn.	

Position after Black's 32nd move.



- (a) Not K P takes P, as in the game Physick v. Mieses (No. 199).  
 (b) B to K 2 should have been played to anticipate 10 B to Kt 5.  
 (c) In view of P takes P, as he wants to retain the K B.  
 (d) The pawn cannot be defended, consequently this gains a move by threatening B takes Kt.  
 (e) Threatening among other things to give up the Knight for three pawns.

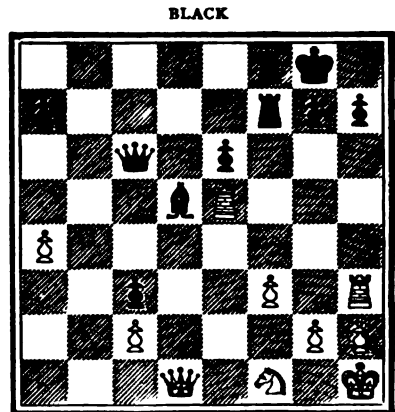
(f) To prevent Q or Kt to B 5.  
 (g) He must abandon the open file. If R to B 2, then 31 R takes Kt.

(h) Marshall probably also considered the tempting variation 33 Kt takes P, K takes Kt; 34 R to Q 7 ch (34 R to B 4 being answered with 34. . . . K R to Q sq), Kt takes R; 35 R takes Kt ch, K to B 3, and White remains eventually the exchange behind, after 36 R takes B, R takes R; 37 Q to B 3 ch, &c. The text move gives up the attack, and Black speedily changes off dangerous pieces, and draws. This is a first-class game, played in good style by both sides.

## SICILIAN DEFENCE

No. 198	WHITE		BLACK	
	E. O. Jones		J. Mieses	
	1 P to K 4		P to Q B 4	
	2 Kt to Q B 3		P to K 3	
	3 Kt to B 3		P to Q 4	
	4 P to Q 4		B P t. P	
	5 Q t. P		Kt to Q B 3	
	6 B to Q Kt 5		B to Q 2	
	7 B t. Kt		P t. B	
	8 Castles (a)		P to Q B 4	
	9 Q to Q sq		P to Q 5	
	10 Kt to QKt sq(b)		B to B 3	
	11 R to K sq		Q to B 2	
	12 P to K 5		R to Q sq	
	13 Q Kt to Q 2		Kt to K 2	
	14 Kt to B 4		Kt to Kt 3	
	15 B to Q 2		R to Q 2	
	16 P to Q R 4		B to K 2	
	17 R to R 3		Castles	
	18 Kt to Kt 5 (c)		B t. Kt	
	19 B t. B		B to Q 4	
	20 Kt to Q 2		Kt t. P	
	21 R to R 3		P to B 3	
	22 B to B 4		R (Q 2) to B 2	
	23 K to R sq (d)		Q to B 3	
	24 P to K B 3		P to B 5	
	25 B t. Kt		P t. B 4	
	26 R t. P (e)		P to B 6!	
	27 P t. P		P t. P	
	28 Kt to B sq		R t. P (f)	
	29 R t. R		R t. R (g)	
	30 Kt to K 3 (h)		B to K 5 (i)	
	31 R t. B		Q t. R	
			32 Q t. R	Q t. R P
			33 P to R 3	P to Q R 4
			34 Q to R 8, ch	K to B 2
			35 Q to Kt 7, ch	K to B 3
			36 Kt to Kt 4, ch	K to Kt 3
			37 Q to B 8	Q t. P

Position after White's 28th move.



WHITE	
38 Q t. P, ch	K to R 4
39 Kt to K 3	Q to Kt 8, ch
40 K to R 2	Q to Kt sq, ch
41 P to Kt 3	Q to Kt 7, ch
42 Kt to Kt 2	P to Kt 3
43 Q to K 3	P to Kt 4
44 Q to K 6	Resigns.

(a) 8 P takes P is preferable (see Physick v. Mieses).

(b) 10 Kt to K 2, followed by Kt to Kt 3, must be better.

(c) Involving the loss of a pawn. The preliminary manoeuvre with the Q R was also premature.

(d) He might get the pawn back with 23 P to K B 3, followed by Q to K 2, but his game would still be inferior; the play in the text is no good whatever.

(e) He gets the pawn back, but has lost the King's move, and must put up with an overwhelming attack.

(f) An unsound sacrifice, for the sake of which he dislodged the Knight defending the K B P.

(g) The correct move is 29. . . . B takes R, and if 30 P takes B, then 30. . . . R takes P and draws.

(h) This saving move White overlooked.

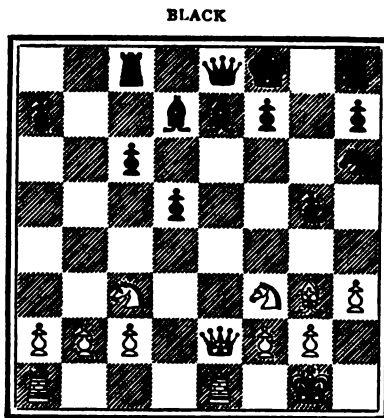
(i) Better would have been 30. . . . R takes Kt; 31 R takes R, B takes P ch; 32 K to Kt sq, B to Q 4.

### SICILIAN DEFENCE

WHITE T. Physick	BLACK J. Mieses
1 P to K 4	P to Q B 4
2 Kt to Q B 3 (a)	P to K 3
3 Kt to B 3	P to Q 4
4 P to Q 4	B P t. P
5 Q t. P	Kt to Q B 3
6 B to Q Kt 5	B to Q 2
7 B t. Kt	P t. B
8 P t. P	K P t. P (b)
9 Castles	Kt to B 3
10 R to K sq, ch	B to K 2
11 Q to K 5	K to B sq (c)
12 B to B 4	Kt to Kt 5
13 Q to K 2	P to Kt 4
14 B to B 7	Q to K sq
15 P to K R 3	R to B sq
16 B to Kt 3	Kt to R 3
17 Q to Q 2 (d)	Q to Q sq
18 P to K R 4 (e)	Kt to B 4
19 B to K 5 (f)	P to B 3
20 B to R 2	P to K R 3
21 Kt to Q 4	Kt t. Kt
22 Q t. Kt	Q to Kt 3
23 Q to Q 3	Q to Kt 5

WHITE T. Physick	BLACK J. Mieses	No. 199
24 Q to Kt 6	P t. P	
25 P to B 3 (g)	R to K sq	

Position after Black's 16th move.



WHITE	BLACK
26 K to R sq	Q t. P
27 B to B 4	Drawn (h).

(a) Kt to K B 3, followed by P to Q 4, and then Kt to Q B 3 is preferable.

(b) In order to concentrate the pawns, B P takes P might be considered.

(c) With a pawn at K 3, as suggested, he could have Castled with a good game.

(d) 17 Kt to K 5 would have been more threatening, as it gives the Queen greater scope. White has a fine position, and it is surprising that Black should escape with a draw.

(e) 18 Kt to Q 4 would have prevented Black's Kt to B 4, or forced Black to advance the centre pawns, thus yielding a promising attack.

(f) Better would have been Kt to K 5. If 19. . . . P takes P, then 20 B to B 4; and if 19. . . . Kt takes B, then 20 P takes Kt, B to B 4 ch; 21 K to R sq &c., when the open files could be utilised.

(g) To prevent Q to Kt 5.

(h) For if Q takes Kt, then B takes P ch, and draws by perpetual check.

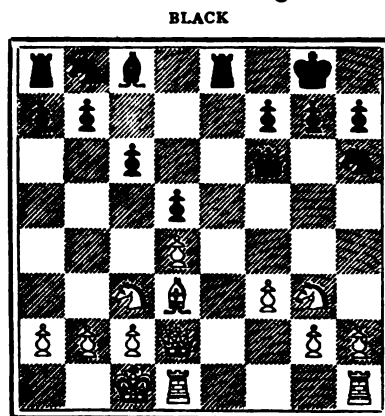
## FRENCH DEFENCE

No. 200

WHITE J. Mieses	BLACK S. F. Smith
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 P t. P	P t. P
4 B to K 3	Kt to K B 3
5 B to Q 3	B to Q 3
6 Kt to Q B 3	Castles
7 K Kt to K 2	P to B 3
8 Q to Q 2	Kt to Kt 5
9 Castles Q R	R to K sq (a)
10 B to Kt 5	B to K 2 (b)
11 B t. B	Q t. B
12 Kt to Kt 3	Q to B 3 (c)
13 P to B 3	Kt to R 3
14 Kt to R 5	Q to R 5 (d)
15 P to K Kt 4	Kt to R 3
16 Kt to K 2	Q to B 7 (e)
17 Kt t. P	K t. Kt
18 Q to Kt 5, ch	K to R sq
19 Q to B 6, ch	K to Kt sq
20 Kt to B 4	Q to K 6, ch

WHITE J. Mieses	BLACK S. F. Smith
21 K to Kt sq	B to B 4 (f)

Position after Black's 13th move.



WHITE  
22 Kt to R 5 Resigns.

(a) Having advanced Kt to Kt 5, he might as well have taken the Bishop.

(b) 10. . . . Q to B 2 would have been a better move, leaving White's Bishop liable to attack.

(c) 12 B to K 3, followed by Kt to Q 2, would have developed Black's game well enough, and it would then have taken White some time to get up an attack.

(d) Although Q to Q sq seems preferable, yet the move may pass.

(e) But this decidedly bad, as White speedily shows.

(f) Black has no saving move.

## FRENCH DEFENCE

WHITE		BLACK		No. 201
G. Marco	S. F. Smith	G. Marco	S. F. Smith	
1 P to K 4	P to K 3	18 Kt to K 3	R to Q B 2	
2 P to Q 4	P to Q 4	19 K to R sq	B to Kt 4	
3 Kt to Q B 3	Kt to K B 3	20 R to K Kt sq	K to R sq ( <i>d</i> )	
4 B to Kt 5	B to K 2	21 P to K Kt 4	P to Kt 3	
5 P to K 5	K Kt to Q 2	22 P t. P	Kt P t. P	
6 B t. B	Q t. B	23 R to Kt 3	B t. B	
7 Kt to Kt 5	Kt to Kt 3 ( <i>a</i> )	24 Q t. B	R to K Kt sq	
8 P to Q B 3	P to Q R 3	25 Kt to Kt 5	Kt to B 5 ( <i>e</i> )	
9 Kt to Q R 3	P to Q B 4	26 Q R to K Kt sq	R to Kt 3	
10 Kt to B 2	Kt to B 3	27 Kt t. B P ( <i>f</i> )	P t. Kt	
11 P to K B 4	P t. P	28 Q t. P	Kt to Kt 4	
12 P t. P	B to Q 2	29 R to R 3	R to Kt 2	
13 Kt to B 3	R to Q B sq ( <i>b</i> )	30 R t. P, ch	R t. R	
14 Q to Q 2	Castles	31 Kt t. R	Kt t. Q P	
15 B to Q 3	P to B 3	32 Kt to B 6	Q to R 2	
16 Castles K R	Kt to R 2	33 Q t. Q, ch	R t. Q	
17 Q R to K sq	P to B 4 ( <i>c</i> )	34 R to Kt 8 mate.		

(a) The best defence is 7. . . . Q to Q sq.

(b) 13. . . . Kt to Kt 5; 14 Kt to K 3, R to Q B sq, would be better.

(c) If P to B 4 was intended, Black need not have lost a move with 15. . . . P to B 3.

(d) Better would have been 20. . . . B t. B; 21 Q t. B, Kt to B 5, forcing the exchange of one of the troublesome Knights.

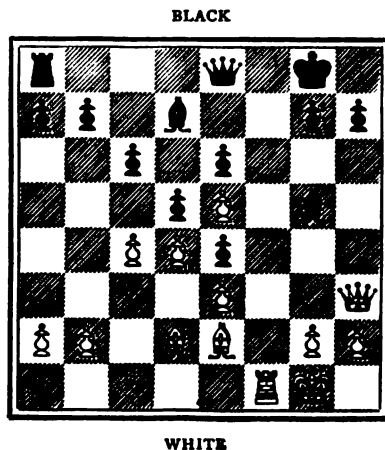
(e) The Knight's move is now too late.

(f) A pretty sacrifice.

## QUEEN'S GAMBIT DECLINED

WHITE		BLACK	
O. C. Müller		E. O. Jones	
1	P to Q 4	P to Q 4	
2	P to Q B 4	P to K 3	
3	Kt to Q B 3	P to Q B 3	
4	P to K 3	B to Q 3	
5	Kt to B 3	P to K B 4	
6	Kt to K 5	Kt to B 3	
7	B to K 2	Castles	
8	Castles	Q Kt to Q 2	
9	P to B 4 (a)	Kt to K 5	
10	Kt t. Kt	B P t. Kt	
11	B to Q 2	Kt t. Kt	
12	B P t. Kt (b)	R t. R, ch	
13	Q t. R	B to K 2	
14	Q to B 2	Q to B sq (c)	
15	Q to Kt 3	B to Q 2	
16	R to K B sq	Q to K sq	

Position after Black's 17th move. No. 202



WHITE	BLACK	WHITE	BLACK
17 Q to R 3	B to Kt 4	22 R to Q B sq	P to R 5
18 B to R 5 (d)	P to K Kt 3	23 Q to K sq	P to R 6
19 P t. Q P (e)	P t. B	24 Q to Kt 3	P t. P
20 Q to Kt 3	Q to Kt 3	25 K t. P	R to B 6
21 P to Q 6	R to KBsq (f)	Resigns.	

(a) Now we have the Stonewall for both attack and defence.

(b) Q P takes Kt might be considered, in order to avoid exchanges. After K to R sq, an advance of the King's side pawns could be tried.

(c) Loss of time, as R to K B sq was to be expected. He might have played 14. . . . B to Q 2 ; 15 Q to Kt 3, Q to B 2 ; 16 R to K B sq, R to K B sq, with a probable draw.

(d) This is all right, as it prevents the Queen from getting into play.

(e) Unsound. He should have retired B to K 2 or B to Kt 4.

(f) Black has now an easily-won game.

THE END









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