ANSWERING A CALL OF ONE SPADE AT ROYALS

Third Hand's Duty to Be Cautious Unless He Holds Strong Cards.

POINTS TO BEAR IN MIND

Risks of Turning a Spade Into a Royal Illustrated by Examples From Actual Play.

The principles upon which the dealer declares one spade or two spades or one royal as his first call being thoroughly understood, it becomes the duty of the third hand to make his answer equally clear and at the same time to protect the interests of the combination.

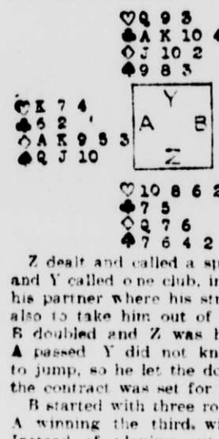
In addition to the three distinct calls that the dealer may make there are three principal cases which require attention, depending on the interference of the second hand. The first is when he doubles the one spade call, the second when he bids a suit for only one trick, and the third when he overcalls the spade with a royal instead of doubling or overcalls the royal with a two trick bid in another suit.

But before considering these it will be necessary to see what the answer of the third hand should be when there is no interference from the second hand, because we shall then be better able to judge how far he might stretch his declaration in order to cover this interference if it arises on the first round of the bids.

If the dealer starts with one spade and the second hand passes the third hand should be more conservative than usual in his bids because he knows that the dealer's hand is below the average and may be very much below, probably not good for two certain tricks at the best. If the third hand's own cards are not very much above the average he is probably assuming a contract that will prove expensive if he makes a bid.

The first thing for the third hand to remember is that it is useless to offer information to a dealer who has started with a spade call in the hope that it may induce him to improve upon the declaration, because the usual result will be that he will turn to and help you.

Many players fall into this error, declaring upon their cards as third hand as if they were in the dealer's position and giving their partner hints as to what they could do to help him in case he has the elements of a no trumper or a good red make in his cards. Here is a case of this kind:



Z dealt and called a spade. A passed and Y called one club, in order to show his partner where his strength lay and also to take him out of the spade call. B doubled and Z was helpless. When A passed Y did not know which way to jump, so he let the double stand and the contract was set for 500 points.

B started with three rounds of spades, A winning the third, with the queen. Instead of playing out his diamonds, which would have made dummy's queen good for a trick, A led up to the weakness in hearts and B won the trick with the jack, coming back with the eight of diamonds.

A made both ace and king of diamonds and reading his partner out of the suit let B ruff a third round. B then led two rounds of hearts, ace first and A came through with the trump, as he could count his partner for nothing but clubs at his stage.

It is clear that no matter how Y plays to this trick he can make only two of his trumps, and these two tricks, the ace and king of the suit that he was so anxious to show his partner, are the only tricks he makes on his contract to win seven.

With their cards A and B could have gone game at no trump, or even in clubs, but with Y giving them the chance to pick up penalties by the hundred without any risk to themselves they had a better thing of it. Had Y passed the spade, as he should have done, B would have called a club, and even if he had gone game on the hand it would have been cheaper for Y than losing 500 points in penalties.

It would have been quite right to declare a club on Y's cards as dealer, because he is then forced to bid something and has in his favor the probability that his partner holds his share of high cards in other suits. But when this partner has had an opportunity to declare in advance, and has said that he has not his fair share of high cards, such a declaration as Y's is manifestly unsafe.

As a rule, when your partner is the dealer and calls one spade, you should have a hand upon which you would be willing to bid two tricks in suit if you had the original call, or you should let the spade alone and shelter yourself behind the 100-point penalty limit if the adversaries refuse to take you out.

Some persons seem to be totally unable to count losers. They can tell you how many sure tricks they have in their cards as a rule, although many overestimate the value of single honors, but they cannot see the losing cards. If they have only two sure tricks, they must have eleven potential losers, but this figure does not seem to penetrate their consciousness with the same rapidity and certainty that the two winners develop.

This exaggerated idea of the strength of their hands leads to bidding beyond the legitimate value of their trick-taking powers, especially after they have been warned by the dealer, their partner, to be careful. Here is a case in which the third hand made the excuse for his bid that he had only one card below a nine in his whole hand, and thought he had to show his strength by declaring something.

Z dealt and declared one spade. A did not double, because the only object in doubling a spade is to encourage the partner, fourth hand, to go no trumps if he has everything but the spades. Thus A knows from his own cards that his partner cannot be strong enough to do so.

As already explained, Y's cards looked to him as if they were all winners, and he promptly declared a diamond. B wisely refrained from calling two clubs, and A, who did not know where the clubs lay, declined to double for fear Y or Z would shift to the club suit.

All that Y got out of this wonderful hand was three trump tricks and the jack of clubs, losing 150 points when he was insured against losing more than 100 on the spade and had no chance whatever to go game in diamonds.

B led the club and Y won it with the jack, leading a trump. A won this and led up to the weakness in hearts, B making the queen and leading another club for A to ruff. This brought another heart from A and gave him another ruff in clubs, killing both the ace and king in Y's hand.

A then made the king of hearts and led a fourth round, which Y trumped with the nine, thinking to force the ace of trumps from B. Holding the trick, Y led a trump, knocking the ace and eight together, and A led another heart, forcing Y to trump, so that he eventually lost two spade tricks.

Y's cards look large, but if we analyze them we must admit that they are not strong enough to justify a two-trick call and therefore not strong enough to justify any declaration in the face of the partner's original spade. Three trumps, two clubs and a possible spade is the limit, which is a long way from eight tricks.

The safe rule for the third hand, therefore, would seem to be not to overcall the dealer's spade unless he holds cards that would justify him in asking his partner to let him alone, which is the usual meaning of a two-trick bid. When a player starts with a declaration of two hearts, for instance, he usually does not care much what his partner has, and the same principle might be applied to the third hand when he knows his partner has nothing, and he makes a declaration of one trick, not caring what his partner has.

Unfortunately, the original call of one spade does not show anything in the spade suit; therefore the third hand must be cautious about turning it into a royal unless he has the strength in spades that would justify such a declaration if the spades were hearts. He has no right to count upon the dealer for anything in spades, although he has bid a spade.

This is a point that the beginner should keep constantly before him in playing royals. An original spade means nothing further than "I pass."

One great weakness of the player who is just taking up the game of royals seems to be a tendency to make everything a royal that holds out any hope of the odd trick, and he is continually falling into this error of turning the dealer's spade into a royal, just because the dealer said spades, when he would never shift to a heart or a diamond if his spades were red.

In order to correct this fault every player should school himself to regard the original spade call as meaning nothing in spades as well as nothing in anything else, as so many spade declarations are made with only one or two small cards of the suit in the dealer's hand.

In the matter of turning a spade into a royal by the third hand, the new count opens up some considerations that have heretofore never entered into the game at either bridge or auction. There are three principal points:

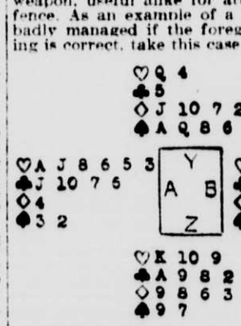
1. It is generally admitted by all good players that it is useless to assume a dangerous contract when there is no occasion to do so, unless there is a fair prospect of going game if the hand goes right. In other words, there is nothing in trying for the odd trick, or two by cards, at the risk of being set up for two or three hundred in penalties.

2. There is no object in forcing an adversary to call two tricks in a suit before you know whether he is able to call one or not, especially before you have any idea as to which suit he has, if any.

3. If he has a suit and declares it for one trick, no matter which suit it is, you can overcall it for one trick in royals if you think it advisable to do so.

From these considerations may be drawn the following corollary: If the adversaries could beat your contract for one spade, they can beat it for one royal, and the penalty is 50 points a trick in both. If you can win the odd trick at a spade you can win it at a royal; but the difference between nine points and two points is not worth the difference in the risk of unlimited less instead of the guarantee against more than 100.

So far as the writer's experience goes this conservative handling of possible royals is one of the secrets of success in the new game, as it gives the player with a strong spade suit a double edged weapon, useful alike for attack and defence. As an example of a hand that is badly managed if the foregoing reasoning is correct, take this case:



Z dealt and declared a spade. A passed, and Y, apparently carried away with the idea that he and his partner had all the spades in the pack between them, declared a royal which every one passed.

Now let us suppose for a moment that Y's spades were hearts, would he be justified in calling a heart on such cards after his partner has declared a spade? Admit, for the sake of argument, that five of his trumps are good for tricks, what are the rest of his cards good for?

Nothing. He might be able to establish a diamond on the fourth round, otherwise he holds seven sure losers. Then what justification has he for stepping outside the pale of safety and declaring a royal? A holds an almost identical hand in hearts, with no weakness shown by his partner, but he passes, because his hand is not up to standard.

In the actual play Y lost only one trick, making four of his trumps, the ace of clubs and the king of hearts, but the point for the student is the application of the corollaries already made. If Y is strong enough to make the odd in spades he will not lose anything on that contract. If he is not strong enough it will cost him no more than to lose his contract in royals.

It is practically impossible to go game with such cards as Y holds when Z has called a spade, because game means winning four by cards at nine a trick. If it is not possible to win the game Y should have passed the spade, upon which he would have heard from B, who would probably have declared a diamond. This Z would have passed, and A would have overcalled with a heart, to show that he could not support the diamond but had a strong heart suit.

Now if Y wants to call a royal he can do so, but he does it with his eyes open, and it will cost him no more than it would have done had he done it blindly on the first round. There is no particular object in calling it, except to drive B to two diamonds, which might be defeated if A is weak in that suit, or to push A to two hearts.

B would lose a trick on his contract to make two in diamonds if Z started with the ace of clubs, and A would just get through with his contract to make two in hearts. According to the principles already laid down neither of these scores would do them any good and they would both be bad contracts to assume after Y had bid a royal. On Y's part, it would show better judgment to let either of the one trick contracts in red stand rather than overcall with a royal which holds out no prospect of going game.

Gander Polo in Missouri.

From the Elsberry Democrat.

A gander pulling was held at Rhineland in Montgomery county last week. The game originated in Germany.

The gander's head and neck are slicked with soap, and he is suspended between two poles, with his head down. The participants ride under at full speed, and the man who pulls down the gander gets him.

AT THE CHESS BOARD; GAMES AND PROBLEMS

Now Rubinstein Has Challenged Champion Dr. Emanuel Lasker.

NEW YORK BEATS BROOKLYN

American Student Does Excellent Work at London—Hallgarden a Winner.

A. Rubenstein, the winner of the recent international tourney, played at San Sebastian, has challenged champion Dr. Emanuel Lasker, for a match for the championship of the world. In a chess column edited by the German champion, Dr. Siegismund Tarrasch, the latter saw fit in announcing the fact, to make the following comment: "It would be highly interesting if a match between these two giants could be arranged to be played, but one should not think of its realization. Lasker, as was the case in the Caablanca-Lasker proposed encounter, would make such conditions, which Rubinstein could not accept and so the chess world need not excite itself much about this item of news."

Seeing that Tarrasch cannot be considered an ardent admirer of the champion one need not be astonished to read rather severe comments by Tarrasch. Still, the challenge itself will lead to very interesting sues. To begin with the chess world will learn, whether the conditions prescribed by Lasker in the proposed contest with Capablanca will be identical with those the champion will lay down for a macth with the Russian matador, Rubinstein. Surely, such a thing in itself would be very intersting and in case the champion would alter some of the rules and regulations, it would be splendid reading matter to hear from the champion's mouth or pen the reasons why. That Rubinstein is fully entitled to a challenge, will not be denied by the champion, who only a few months ago, as was stated in THE SUN three weeks ago, considered the Russian the greatest living player.

The day after it became known in this city that Rubinstein has sent a challenge to Lasker, the latter in a lette to Walter Penn Shipley of Philadelphia announces that he will give Capablance up to April 20 to lodge an appeal to Lasker's decision, not to pay any attention to the Cuban's challenge. This protest, as the champion calls it, was, however, lodged with Mr. Shipley by Capablanca's manager, F. D. Rosebault, some weeks ago and it is thought that Mr. Shipley's letter to Lasker, telling him about it, must now have reached the champion. To Americans, of course, a Lasker-Capablanca encounter would have been more popular, still, if difficulties to arrange such a match could not be overcome, a Lasker-Rubinstein bout will also greatly appeal to chess lovers the world over and as both the challenger and challenged are residing in Europe, negotiations could much easier be carried on and successfully concluded. At any rate things are getting interesting and additional news will be made rather welcome.

After a lapse of a good many years some prominent men, who have the success of both the Manhattan and Brooklyn chess clubs at heart, brought about an arrangement by means of which a home and home team match between these clubs was made possible, and although "some one had blundered" when negotiations were first opened, matters were finally adjusted and the contest, as was duly recorded, was played and won and lost, the Manhattans registering 12 points to the Brooklynites 8. As will be remembered, when the men from across the great bridge made their début at the local headquarters in this city they were sent home beaten by 6½ points to 3½, but when they faced the enemy on the home ground they came very near tying with their adversaries, being beaten by the odd point, the score reading 5½ to 4½ in favor of the visitors, who thus won the double event by 4 points. Those competent to judge knew in advance that the Manhattans are altogether a superior lot, and even at Brooklyn it was not expected that the Brooklyn Chess Club could possibly administer defeat to their rivals. When the challenge was issued by the Brooklyn Chess Club the directory was well aware that defeat would almost be a certainty, but they sent the challenge solely for the purpose of trying to cement the good feeling between the members of the two clubs and in this they have succeeded. It is now the intention of making this encounter an annual affair, a thing much desired now by the chess fraternities of the two boroughs.

Most prominent in the chess activities at Oxford University is Franklin K. Russell, former New York University chess champion, who captured a Rhoades scholarship and a son of Justice Russell of the Court of Special Sessions. According to reports at hand from London, young Russell, who had made an enviable name for himself before he went abroad, took part in six college matches in the course of "University week," the last being the fortieth annual match between Oxford and Cambridge, won by Oxford by the narrow margin of 4 points to 3. In this match Russell headed the Oxford team and drew his game at Board 1 against C. H. Stevens of Caius College.

The New Yorker defended with a Petroff, which turned into a Four Knights game, lasting twenty-seven moves. Playing for the united team of Oxford and Cambridge on twenty boards in a series of which two matches were won, two lost and one tied Russell won three games and drew two. The latter played at the first board against London University, his opponent being Herbert Jacobs, one of the British cable match players. This game resulted in a draw. In addition Russell defeated J. Young of the Hampstead team, E. J. Brooks of the City of London Chess Club and F. H. V. Scott of the Metropolitan Chess Club drew with E. A. Shaw of the Insurance Chess Club. Russell is a student at Brasenose College, Oxford.

The last match between Oxford and Cambridge was the fortieth of their annual series, the record to date giving Cambridge a score of 22 to Oxford's 15, and 3 draws. Russell's comrades on the Oxford team were: H. N. Bowles, Undham, who won; G. Davis, Pembroke, who lost; F. C. Bryan, Jesus College, who drew; G. Carrathers, Merton, who won; F. L. Brius Christ Church, who drew, and W. E. T. Watmore, Christ Church, who drew. The Cambridge team were: G. H. Stevens, Caius; A. J. Turner, Caius; E. A. Osed-Prior, Trinity; D. W. Goldridge, St. John's; A. N. Watkins, St. John's; H. W. Chubb, Selwyn, and E. N. Mellersh, Selwyn.

Consul-General A. Hallgarten, a subscriber and patron of the New York international congress to be opened in the last week of October in this city, won the first prize in the amateur international tourney just concluded at San Sebastian. It rarely happens that a patron to the game is also a really good chess player. Hallgarten, one must add, won the first prize in the amateur class at San Sebastian last year and must therefore be looked upon as a player of prominence.

Appended is another selection of games from the recent San Sebastian international tourney.

RUY LOPEZ.

Duras White	Tarrasch Black.	Duras White	Tarrasch Black.
1 P—K4	P—K4	17 P—Q4	Q—Q3
2 Kt—KB3	Kt—QB3	18 P—Q5	Q—Q
3 B—Kt5	P—QR3	19 C'stlesQR	Kt—Q2
4 B—R4	Kt—B3	20 P—KR4	B—KKt2(f
5 P—Q3	P—Q3	21 BxB	KtxB
6 P—B3	P—KKt3	22 P—R5	Kt—B
7 P—KR3	B—K12	23 QR—B	Q—R5
8 B—K3	Castles	24 Kt—Q2	PxP
9 Q—B	P—QKt4	25 PxP	P—B3
10 B—B2	R—K1	26 KR—Kt	R—K2
11 B—R6	B—B1	27 R—Kt4	Q—R4
12 QKt—Q2	P—Q4	28 Q—B3	Q—B2
13 Kt—Kt5	Q—Q5b	29 PxP	QxP
14 P—KR4	P—KR4	30 QxP ch	Resigns

(a) Expecting B—R6 he withdraws the rook in order to preserve the bishop. It is doubtful whether it is worth while to resort to this manœuvre for the purpose of playing B—R.

(b) A most uncomfortable defence. He has to move the queen into a dangerous position in order to get a place for the QKt.

(c) A tempting sacrifice. But it is doubtful whether Duras would have ventured upon it against Rubinstein, for instance. Knowing however, that Dr. Tarrasch is more to fear in simple than in complicated positions he made the attempt.

(d) Better would have been 16. P—B4, with a good counter attack, owing to white king's and queen's position on the masked king's file. The capture of the knight is inferior.

(e) The knight cannot be captured, obviously.

(f) The doctor must feel sorely pressed if he does not think pawns are losing his game. The game is speedily lost, as Duras continuously demonstrates.

QUEEN'S PAWN OPENING.

Teichmann. White.	Duras. Black.	Teichmann. White.	Duras. Black.
1 P—Q4	Kt—KB3	31 KtxKt	PxKt
2 P—QB4	P—QKt3	32 R—K8c	B—B5c
3 Kt—QB3	B—Kt2	33 BxR ch	KxB
4 Kt—B3	P—Q4	34 Q—K2	BxB
5 PxP	KtxP	35 Kt—K5 ch	PxKt
6 P—K3	P—K3	36 QxQ	BxR
7 B—Kt5 ch	P—B3	37 PxP f	BxP
8 B—Q3	B—Q3	38 P—KR4	K—K
9 Castles	Kt—Q2	39 R—Kt	R—B5
10 Kt—K4	B—B2	40 Q—Kt5	R—Q5
11 B—Q2	Castles	41 R—Q7	R—B4
12 R—B	P—K4	42 R—Q2	BxP
13 Kt—Kt3	PxP	43 Q—B6	P—B3
14 PxP	Kt—B5	44 Q—K17	P—K2
15 B—K4	R—B	45 R—Q3	P—R5
16 Q—R4	Kt—K1	46 R—KB3	Kt—K3
17 KR—K	P—QR4	47 QxP	P—R6
18 Q—R2	P—KR3	48 R—B7	R—B2
19 QR—Q	Kt—Q4	49 QxP	P—R7
20 B—Kt5	Q—Q3	50 QxKt	P—R8 Qch
21 Q—Q2b	P—B3	51 K—R2	Q—R5
22 B—R6	R—B2	52 P—B4	Q—B8
23 B—B2	Kt—Q2	53 Q—B5	Q—R3
24 P—QR3	Kt—B	54 R—R7	Q—R
25 B—Kt3	R—Q	55 Q—K16 ch	K—Q
26 Q—B2	B—B	56 P—R5	R—B3
27 R—QB	B—K12	57 Q—Kt1	B—QB
28 Kt—K4c	Q—Q2	58 Q—B3	Q—Kt
29 B—B1	R—R	59 Q—Q3	B—Q2
30 Kt—B3	Q—Kt5	Resigns	

(a) It is better to advance this pawn supported by another pawn than by a piece.

(b) White has a choice of favorable continuations, among them: 21. BxKt, QxB (forced, because if PxB then 22. B—K7, winning the exchange to begin with); 22. Kt—K4, with an overwhelming attack.

(c) 28. B—R4 would have gained some material.

(d) Unnecessary brilliancy. The game is good enough to be won without violent measures.

(e) The best resource in the circumstances.

(f) 37. RxP would still have won the game. Teichmann overrated the value of the passed pawn.

(g) Better would have been R—Kt3, defending temporarily the QRP, with the rook in better play, but it is doubtful whether it would have saved the game.

FRENCH DEFENCE.

Schlechter. White.	Rubinstein. Black.	Schlechter. White.	Rubinstein. Black.
1 P—K4	P—K3	22 KtxKtch b	RxKt
2 P—Q4	P—Q4	23 R—Q3c	R—Q4
3 Kt—QB3	Kt—KB3	24 R—R3	P—KR4
4 B—Kt5	PxP	25 R—B3d	P—K4e
5 KtxP	QKt—Q2	26 PxP	RxP
6 Kt—KB3	B—K2	27 R—K3	RxR
7 KtxKt ch	KtxKt	28 PxR	R—K3
8 B—Q3	P—QKt3	29 R—K	R—KB3
9 Kt—K5	B—K12	30 R—K2	K—K3
10 B—Kt5 ch	P—B3	31 K—B2	K—K4
11 BxP ch	BxB	32 P—B4	R—K5
12 KtxB	Q—Q4a	33 P—Kt4	P—KKt4
13 Kt—K5	QxKtP	34 K—B3	P—Kt5
14 Q—B3	QxQ	35 P—B5	P—R5
15 KtxQ	R—QB	36 R—KKt2	R—Kt3
16 CastlesQR	Kt—Q4	37 K—B4	P—K16
17 BxB	KxB	38 RPxP	RPxP
18 K—Kt	KR—Q	39 K—Kt5	PxP
19 R—Kt	P—Kt3	40 PxP	K—B6
20 Kt—K5	Kt—Kt5	41 R—Kt	P—B3 ch f
21 P—QB3	Kt—B3	Resigns	

(a) Regaining the pawn with an improved position, that is to say, a better position than he should get in any other variation of the French defence. Consequently Schlechter's manœuvre leading to this conclusion must be considered inadequate.

(b) It would have been better to play Kt—Kt4, and if attacked Kt—K3, and there would have been no perceptible reason why such a position should be lost.

(c) This manœuvre with the rook is compulsory. He wants to provoke with R—R3 the advance of black's P—R4, so that he could not attack the isolated RP with R—Q4 and R—KR4.

(d) Here, however, he might have played 25. R—K3, R—KB4; 26. P—B3 and double rooks on the king's file.

(e) Black now gets both rooks into play, and his game to all appearances is won by force.

(f) An unnecessary precaution, but Rubinstein is fond of making sure doubly sure.

QUEEN'S PAWN OPENING.

Rubinstein. White.	Niemzowitsch. Black.	Rubinstein. White.	Niemzowitsch. Black.
1 P—Q4	Kt—KB3	26 B—Q4j	BxB
2 P—QB4	P—Q3	27 QxB	P—K8 ch
3 Kt—KB3	QKt—Q2	28 R—B	RxR ch
4 Kt—B3	P—K4	29 KxR	Q—R8 ch
5 P—K4a	B—K2	30 K—R2	QxP ch
6 B—K2	Castles	31 K—B3	P—B3
7 Castles	R—K	32 Q—Q2	Q—R6
8 Q—B2	B—B	33 Q—Q7	P—KB4
9 P—QKt3b	P—B3	34 Kt—B3	Q—R4 ch
10 B—Kt2	Kt—B4c	35 K—Kt2	QxP
11 P—Kt3	Kt—Kt	36 Q—K6 ch	K—R
12 QR—Q	Q—B3	37 Kt—K2	Q—R4
13 Kt—Kt	B—R6	38 R—Q7	R—K
14 KR—K	Kt—B5d	39 Kt—B4	RxQ
15 PxPe	PxP	40 KtxQ	P—KR3
16 KtxP	RxKt	41 KtxP	R—K7 ch
17 B—B7	Kt—Q2	42 K—B3	RxP
18 Q—Q2	BxB	43 RxP	P—QR4
19 RxR	Kt—R6 ch	44 KtxP	P—B4
20 K—Kt2	Kt—Kt4	45 KtxP	P—R5
21 P—B4g	Q—Kt3h	46 PxP	R—R6 ch
22 PxKt	RxKP	47 K—B4	R—B6 ch
23 QxKt	R—K7 ch	48 K—Kt5	RxP ch
24 R—B2	Q—K5 ch	49 Kt—Kt4	R—QB3
25 K—Kt	R—B4	50 K—Kt6	Resigns

(a) The game is now a Philidor defence, viz.: 1. P—K4, P—K4; 2. Kt—KB3, P—Q3; 3. P—Q4, QKt—Q2; 4. P—B4, KKt—B3; 5. Kt—B3, with the position perhaps preferable for white.

(b) Preferable would have been 9. R—Q, compelling Q—K2 at once. It might have led to the possibility of P—B4 in some instances, giving the game of course a different shape.

(c) An ingenious counter attack, and a bold bid for victory, following the maxim that attack is the best defence. Playing, however, only for a draw the slow process would have been more prudent perhaps as the complicated combination he worked out could not be calculated with any degree of certainty.

(d) A tempting sacrifice, very difficult to meet in actual play.

(e) Obviously the knight could not be captured without loss. Q—K13 ch would have been the reply.

(f) There is an alternative variation, 17. BxR, KtxB ch; 18. QxKt, QxR; 19. R—Q8, leaving black a piece ahead, but three pieces undeveloped. Rubinstein's variation is preferable.

(g) A dangerous looking move, exposing the king; but Rubinstein saw his way clearly enough.

(h) This move was made with nervous vigor, disconcerting Rubinstein for the moment, but he captured the knight nevertheless.

(i) The game is won now, although it requires a good deal of care as the slightest miscalculation might jeopardize victory. We only point out the mate in two moves, overlooked by Rubinstein.

(j) It is curious that neither Rubinstein nor Niemzowitsch should have seen 26. QxP ch, and QxP mate. Both were surprised when it was pointed out to them.

FOUR KNIGHTS' GAME.

Teichmann. White.	Rubinstein. Black.	Teichmann. White.	Rubinstein. Black.
1 P—K4	P—K4	27 Kt—K3	B—K13
2 Kt—QB3	Kt—KB3	28 K—K12	B—K1
3 Kt—B3	Kt—B3	29 Kt—Kt4	B—B2
4 B—Kt5	B—B4c	30 Kt—K3	B—Q
5 Castles b	Castles	31 R—Q	BxP
6 KtxP	R—K1	32 R—QR	B—K1
7 Kt—B3d	Kt—Q5e	33 RxP	BxP
8 P—K5	KtxKt ch	34 R—R8	B—Q15f
9 PxKt	P—B3	35 R—K18	P—R4
10 PxKt	PxP	36 Kt—B5	K—R2
11 P—Q4	B—B	37 BxP	B—B5
12 PxP	BxP	38 Kt—Q5	B—K7
13 K—R	P—Q3	39 KtxP	R—KB5g
14 B—KK1	K—R	40 Kt—B3	BxP ch
15 B—Kt5	P—B3	41 K—K13	R—B2
16 B—B4g	P—QB3	42 P—B3h	B—K12
17 Kt—K4	P—Q4	43 Kt—K2i	R—B6 ch
18 Kt—K13	P—K13	44 K—R1	B—B04
19 Q—Q2	QKt—K1	45 Kt—K13	R—B5 ch
20 Kt—B5	B—R4	46 KxP	RxP
21 B—R6	BxB	47 P—Kt4	RxBP
22 QxB	Q—K2h	48 Kt—K4	R—R4 ch
23 RxR	RxR	49 Kt—Kt5 ch	K—Kt2
24 QxBP ch	QxQ	50 K—K16 ch	K—B
25 KtxQ	R—KB	51 R—Q6	R—K2
26 KtxQP	BxP	Draw	

(a) This move has frequently occurred in this tournament.

(b) Better than to capture the pawn at once.

(c) Probably 6. Kt—Q5 is better.

(d) In a memorable game, Paulsen vs. Morphy, New York, 1857, Paulsen played the inferior 7. KtxKt, when the well known Queen sacrifice by Morphy occurred.

(e) If 7. KtxP, then 8. P—Q4, KtxKt; 9. PxKt, B—B, regaining the pawn, but leaving White with the better position.

(f) 10. B—K2, Kt—Q4; 11. Kt—K4, with a pawn ahead and by far the better game.

(g) B—Kt1 is probably preferable.

(h) If 22. B—K13, then 23. Kt—B4, and doubling Rooks.

(i) If 34. R—KB5, then 35. Kt—Q5, R—B2; 36. P—B4, and, advancing this pawn further, winning.

(j) If 39. R—K15, then 40. R—K17 ch, and 41. Kt—Q6.

(k) Much more simple would have been 42. R—Kt4, followed by R—KB4, winning without much difficulty.

(l) 45. P—B4 would have won still.

(m) A fine move, securing a draw.

FRENCH DEFENCE.

Niemzowitsch. White.	Duras. Black.	Niemzowitsch. White.	Duras. Black.
1 P—K4	P—K3	24 QxQ	BxQ
2 P—Q4	P—Q4	25 KtxB	BxB
3 P—K5	P—QB4	26 RxB	P—KKt4
4 Kt—KB3	Q—K2	27 P—B3	PxRP
5 P—B3	Kt—QB3	28 P—Kt4	KR—B2
6 B—Q3	PxP	29 BxP	R—K
7 PxP	B—Q2	30 K—B2	K—B2
8 B—K2	Kt—K2a	31 P—B4n	K—Q2
9 Kt—B3	Kt—Kt3	32 P—B4	R—Kt2
10 Castles	B—K2	33 KxP	RxBg
11 Kt—B2	P—B3	34 PxR	RxKt
12 B—Q4	CastlesQR	35 P—K16	R—Kt2
13 P—QKt4b	PxP	36 P—K15	RxP
14 BxKt	PxB	37 K—K14	R—Kt
15 KtxP	KtxKt	38 R—B3	R—Q
16 PxKt	B—QR5	39 P—K15	P—Q5
17 Q—Q2c	K—Kt2d	40 R—KR3	K—B2
18 Kt—Q4	R—R1	41 P—K16	P—Q6
19 Q—Q3	QR—R	42 R—R	K—Q2
20 P—KR3	P—Kt4	43 R—R7 ch	K—B
21 B—K3	P—K15	44 R—R	K—Q2
22 Kt—B5	B—QKt2e	45 K—K15	Resigns.
23 Q—R3f	Q—R3		

(a) He could also have played Kt—R3, threatening Kt—B1. White could not capture the knight at once, his QKtP being en prise and even if so it would not matter, as he intended castling QR, when the open KKt file would have been useful.

(b) Although this pawn could not be taken at once it is nevertheless a hasty manœuvre, as the pawn remains weak.

(c) It will be admitted that white's position does not look very promising at first sight. Black threatens Q—B2, attacking knight and KP; he has two useful bishops and an open Kt file, and a dangerous passed pawn, which may advance at once. Niemzowitsch, however, defends indirectly with the text move, the threatened points.

(d) If 17. P—Q5, the most formidable threat, then 18. Kt—K12, P—Q6; 19. Kt—QKtxKt; 20. Q—B3 ch winning the exchange. That is the reason for the text move, which gives white the necessary time.

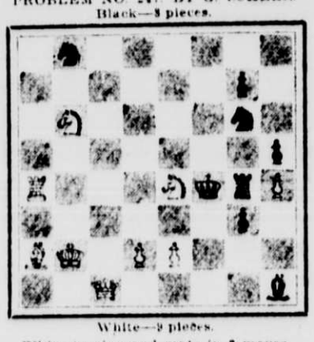
(e) Although exposing his king to unnecessary danger he could nevertheless have kept the better game with 22. Q—Q and answer 23. Q—B3, with 23. P—Kt4.

(f) This move Duras overlooked under time pressure.

(g) Although recovering the piece ingeniously enough, he remains with a losing ending. White's passed pawn being too strong. An interesting game nevertheless, and a good fight by both players.

PROBLEM NO. 247. BY G. SCHEEL.

Black—8 pieces.

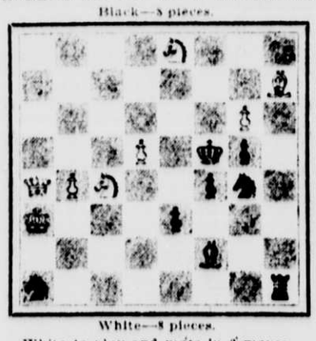


White—9 pieces.

White to play and mate in 3 moves.

PROBLEM NO. 248. BY G. HEATHCOTE.

Black—8 pieces.



White—8 pieces.

White to play and mate in 2 moves.

SOLUTION TO PROBLEM NO. 245.

1. Q—KKt, BxQ; 2. Kt—K5, &c.
1. Q—KKt, PxKt; 2. BxP ch, &c.
1. Q—KKt, BxP ch; 2. KtxB ch, &c.

SOLUTION TO PROBLEM NO. 246.

1. Kt—B2, &c.

Correct solutions to both these problems received from Hazel Donham, Springfield, Mass.; M. C. Guernsey, Thomaston, Conn.; Penrhyn Jones, New York city; Norman L. Perry, Brooklyn, N. Y.; C. H. O'Connor, Montclair, N. J.; W. H. G. Warwick, Philadelphia, Pa.

Quite a number of our regular solvers were caught in overlooking that after 1. B—B5, Kt—B6 for instance, P—KKt4 mate cannot be made owing to the fact that the white King is in check.

Correct solutions received to No. 246 from "Eddie," the Cornell Tutor, Ithaca, N. Y.; Mrs. Natalie Nixdorf, New York city; Robert Bowerman, New York city; Otto J. Herter, New York city; W. S. Buss, Bath, N. Y.; Will C. Benedict, Canton, Pa.; Miner Bruenlinger, Brooklyn, N. Y.; B. S. Barrett, Brooklyn, N. Y.; L. Kasdan, New York city.

Additional correct solution received to No. 244 from "Eddie," the Cornell Tutor, Ithaca, N. Y.

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