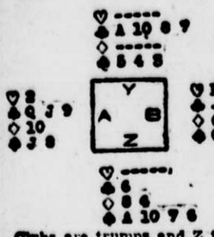
PROBLEMS FOR "SUN" READERS TO SOLVE

Prof. Wertenbaker Sets Trap in Eight Carder at Bridge.

FOR THE CHECKER PLAYERS

Puzzle in Pan Diagonals for the Constructors of Magic Squares.

Bridge problem No. 243 was one of those puzzling situations in which the difficulty lies in discovering which are the tricks to be given to the opponents. In this problem there are possibilities of giving up tricks in any of the four suits, but if the right ones are not selected the solution is unsound. Here is the distribution:



Clubs are trumps and Z is in the lead. Y and Z want five tricks against any defence.

The only sound opening lead is the diamond, which Y trumps, returning a spade. B's queen is forced, and Z lets it hold the trick. This reduces B's hand to nothing but hearts, and no matter which heart he leads the author's solution is for Z to refuse to trump it, as Y has a superfluous trump that he may as well get rid of that way as any other.

If Z discards a spade Y ruffs the heart and leads a spade, upon which Z puts the ace, so as to shut out the jack. Upon Z's lead of the remaining spade through A the jack of trumps is forced, because if A plays the nine both the ten and the ace of trumps are good in Y's hand at once. Y lets A hold the trick with the jack of trumps, so as to remain tenace over him with the ten and ace, when A is forced to lead away from the queen and nine, Y having discarded his last spade.

Some solvers do not pass the heart trick, but make Z ruff with the six and lead a spade or a diamond through A. Then when A ruffs in with the jack Y undertrumps him with the eight, and remains tenace over him. If A ruffs with the nine Y gets his two tricks at once.

Several got the required five tricks by leading a diamond and trumping it in Y's hand, but on the return of the spade they made Z win B's queen with the ace and lead the remaining diamond. This A trumps with the jack and Y discards a spade. Then, when A leads the heart, Y discards his remaining spade, letting Z ruff the heart trick and lead the spade through A's minor tenace in trumps, so that the ace and ten are good.

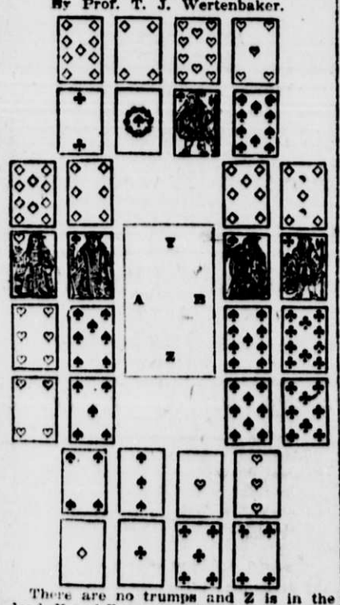
There are two flaws in this solution. In the first place, A need not ruff with the jack, but can safely put on the nine. If Y does not overtrump with the ten A will lead the queen of trumps, and A's two black jacks are good for tricks. In the second place, suppose A did trump with the jack and Y let him have it. A would make his spade jack before leading the heart and then Y would have to trump the heart trick and Z would be unable to take it away from him so as to get the lead through.

Correct solutions from:

O. H. Boston, E. H. Cullis, E. M. Frost, C. H. O'Connor, F. Seeley, Mrs. Bion Bradbury, Samuel Baldwin, Jr., A. J. Schmutz, Bart Fogerty, L. S. Hart, Jr., W. J. Oakes, William C. Eaton, A. P. Greenburg, James Steen, S. C. Harcourt, F. L. Bates, Gustav Cederberg, Charles M. Root, John H. Whiting, M. Potter, A. I. Strasburger, C. F. Darling, Charles Sauer, E. T. Burke, H. E. McClelland, James Hunter, J. W. Wortz, W. S. Hickox, Charles LeMon, W. R. McCoy, Henry Robertson, S. S. Clauss, W. P. W., C. F. Johnson, Frank H. Young, Edward Wheeler, D. A. W., F. A. Weaver, N. W. Beddall, B. G. Braine, Anna Gage, J. W. Miller, T. J. Cline, James E. Cox, E. Beebe, G. P. Coleman, C. L. Lynn, C. G. Spotswood, D. Perry, John C. Hume, Keystone, Burton D. Blair, Walker McMartin, See Emm, Milt Ferd Samuels, Ralph Norton, L. M. Atterbury, Henry Andresen and E. H. Savage.

It is not often that Prof. Wertenbaker gives us an eight carder, as he still pins his faith on the possibilities of seven cards to fool the best of them now and then, but here is one that will probably keep some of the experts guessing before they discover the trap in the problem.

BRIDGE PROBLEM NO. 245.
By Prof. T. J. Wertenbaker.



There are no trumps and Z is in the lead. Y and Z want only five tricks out of the eight, but they must get them against any defence.

The following is the distribution of the cards:

Y has the ten and five of hearts, nine and four of diamonds, ace jack ten of spades and the deuce of clubs.

A has the queen six four of hearts, the ten and six of diamonds and the king seven five of spades.

B has the jack ten eight of clubs, seven and five of diamonds and the queen nine eight of spades.

Z has the ace and three of hearts, ace five four of clubs, ace of diamonds and the four and three of spades.

END GAMES, CHESS AND CHECKERS.

The chess problem No. 243, sent by Prof. Wertenbaker, presented a number of possible plays that would secure a winning position for white by reducing the black forces still further. But the object in chess is not to win pieces but to mate the adverse king, and winning pieces when there is a mate in sight is a waste of time. The more quickly a mate can be arrived at the better the line of play that brings it about.

The distribution of the men was as follows: Black—K on KR; R on KB2 and KKt3; P on KB3, KKt2 and KR2. White—K on KB2; Q on KKt3; R on QR3; Kt on K7; P on QR4, KB4 and KKt5. What is white's best continuation?

The answer is that white can mate in four moves by the following line of play:

White.	Black.
Q—QKt3	R—KB
Q—KKt8 ch	RxQ
KtxR ch	PxKt
R—KR3 mate	

The key move of the queen so as to command two different squares, forcing the rook to cover the one apparently aimed at, which is QKt8, is very clever, and the unexpected mate with the rook is a pleasing surprise.

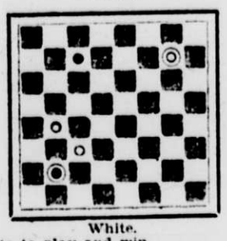
The majority of the solutions sent in overlooked the mate entirely and suggested P—B5 as the key move, which forces P—B3 or P—R4, then KtxR ch, wins by superior force. This is quite true, but it might take some time before white could give a mate in case black refused to resign.

Correct solutions from:

E. H. Savage, Dr. A. H. Baldwin and John A. Kinnier. Although a large number of solutions were offered, these were the only ones that did the trick in four moves. It is curious that many slipped up on the second move, playing Kt x R instead of Q—KKt8. This is only another proof that when you tell a chess player there is a mate on the board in so many moves, it is not half as good a problem as one of the class originated by THE SUN, which simply asks the solver to say what he would do next if he were playing the game across the board. Three men got this one right. More than thirty do not see the mate.

Several letters from those who are apparently beginners at the game of checkers express their appreciation of the situations in which a white man was at the mercy of a black king, or two white men were being chased and only one could escape, yet white retains his advantage and wins. Such situations certainly arise in many a game and the tactics by which white can escape are well worth studying. Here is another of these positions:

PROBLEM NO. 245. CHECKERS.
By O. L. Foss.
Black.



White.

White to play and win.

The distribution of the men is: Black man on 6, king on 25. White men on 17 and 22, king on 8.

BOCCA AND THE BANANAS.

While this problem belongs to the class that is supposed to be indeterminate, because there may be various solutions, giving different figures, but preserving the same proportions, in this case there was a distinct limit set by one of the conditions, and that was the fact that the original stock of bananas was all on one bunch, and a bunch of bananas has its limitations.

The proposition was that a little Italian boy sold a bunch of bananas at the rate of three for a nickel the first day, and four for a nickel the second day, and finally closed out his stock at thirteen for a nickel, treating himself to a banana every time he made a sale and allowing the policemen who passed his stall to help themselves to ten bananas in addition. At the end he had just enough to pay for his stock, which was purchased at a cent apiece.

The solution shows that the bunch contained 145 bananas, of which the police ate 10, leaving 135, which were disposed of as follows:

19 sales,	3 for 5,	95c.,	57 bananas
9 sales,	4 for 5,	45c.,	36 bananas
1 sale,	13 for 5,	05c.,	13 bananas
29 eaten by Bocca		00c.,	29 bananas
		$1.45	135 bananas

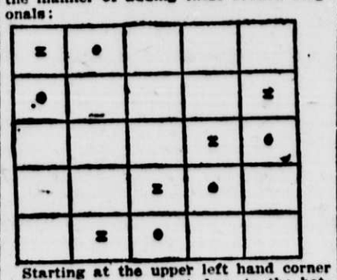
Correct solutions from:

C. H. O'Connor, W. D. L. R., William H. Quick, Jr., O. H. Boston, W. A. Bulkley, J. W. Wortz, F. Seeley, George Hartshorn, E. Beebe, F. J. Hughes and Lydia F. Gale.

NASICK SQUARES.

In addition to the usual magic square there are a number of interesting problems connected with what are called pan diagonals, or nasick squares. These are squares in which the cells are to be added in all the diagonals as well as from corner to corner. In the ordinary magic square the two extreme diagonals only are added, and each row horizontally and vertically. In the nasick square not only each row and each diagonal adds the same, but each of the broken diagonals also.

Beginning at any edge of the square with any cell, we add upward to the right, and upon reaching the edge of the square, start again at the bottom of the next vertical column to the right. The following diagram will give an idea of the manner of adding these broken diagonals:



Starting at the upper left hand corner of the square, we must drop to the bottom of the next line at once and follow the line of cells marked "x," until we get all five to complete a diagonal. If we start lower down, as at "o," we must follow the line of cells marked "o" until we get five of them to complete that diagonal.

The problem before us is to construct a nasick square in which each row horizontally, vertically and in every diagonal, whether we go from left to right as in the diagram, or right to left, shall show a constant total. There are to be twenty-five cells in the square and the numbers used are all to be prime numbers and each different from the other.

What is the smallest constant that can be found which will fulfil these conditions?

CONVICT, OUT 21 YEARS, CAUGHT.

Returned From Security in Another State to Scene of Crime.

DUBLIN, Ga., Sept. 27.—The desire that seems to possess all fugitives from justice to return to the scene of their crimes has resulted in the capture of an escaped convict in this county, who ran away from the gang twenty-one years ago and has been living in Florida until several months ago, when he returned to Laurens.

Ed Anderson was arrested Monday by Deputy Sheriff B. W. Raffield, who was also the deputy who arrested him when he was put in jail for the crime of bigamy, for which he was given a sentence in the chain gang. Anderson was sent to the gang in 1892 from Laurens, and as the lease system was then in use in Georgia he was leased to a big sawmill operator, who sent him to a mill at Amoskeag, near Eastman.

After serving five months he escaped and for the last twenty years has lived in Florida, where he has married and where he left a family to come back to Laurens.

INVITING A NULLO AT ROYAL AUCTION

Three Trick Bid Used as a Means of Showing Length and Weakness.

NEW TACTICS OF THE GAME

Interesting Examples of Hands From an Evening's Play.

Keeping pace with the progress of any partnership game that is in the intellectual class, there is always the tendency to meet its difficulties by the introduction of certain conventions, and the advent of the nullo bid in auction will undoubtedly bring forward a number of suggestions similar to those in the high spade bids and other artifices to simplify the game. Whether any of these will find a permanent place in the tactics of the game time and experience alone can decide.

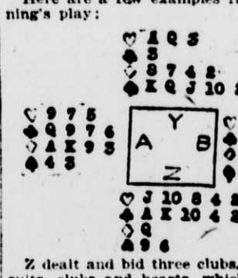
One of the first to come to the notice of the writer is what "Cavendish" would have called an extension of principle, although "Pembridge" insisted that principles were incapable of extension. If two-trick bids in suit are to show length and weakness in the named suit and to suggest a nullo, why would it not be a good thing to have a three trick bid to show length and weakness in another suit of higher value?

We used to bid one trick on a pretty strong suit in the old game and if we had something extra we would put on another trick by way of emphasis, bidding two. Any player with four clubs to the ace king and a trick outside would bid a club. If he had seven clubs to the ace king queen he would start out with two clubs.

While it is true that the opportunity for such bids does not arise very often, the same thing is true of any system that is designed to cover hands which are out of the ordinary. Special conventions are made to meet special occasions and the question to be settled is, do they meet the case sufficiently to be admitted as a part of the tactics of the game?

The theory of the three trick bid in suit, when nullos are part of the game, is this: If the player has a suit which is long and weak enough to be part of a nullo he now bids two tricks in it. If he has another suit of the same character he bids three tricks, instead of two, on the weaker suit.

Here are a few examples from an evening's play:



Z dealt and bid three clubs, having two suits, clubs and hearts, which were both safe as parts of a nullo. A doubled the three clubs, to invite a possible no trumper, but Y bid three nullos, their value being eight a trick. B passed, not feeling equal to three no trumps.

Many players would be inclined to bid royals on Y's cards especially as he has four honors; but the invitation to a nullo, with two weak suits, and two deuces and two treys in his own hand was too much for Y's judgment. At royals Y could have made four by cards. At hearts, had Z shifted, they would have stopped at three odd. At no trumps, had B been tempted to try it, it is difficult to see how he could have made the odd trick even, so that he was wise in passing the bid of three nullos.

The beginner may think that Y's hand is a very bad answer for a nullo invitation, but he should remember that Y's is the concealed hand, and its weak spots are therefore not apparent to the adversaries. As will be seen, the long and dangerous spade suit was cleverly got rid of in the course of play, Y making good on his contract without much trouble.

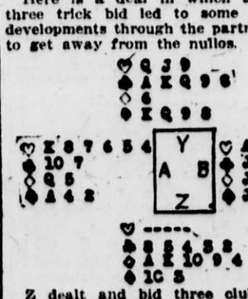
B opened with the short heart suit, leading king and then six. Y dropped the queen under the king, won the second round with the ace and led the trey, putting A in with the five, B discarding the ace of spades. A led his short spade suit, upon which Y played the king and at once led the queen. Then he killed the whole suit by leading the deuce and throwing B into the lead again, dummy discarding the queen of diamonds.

Judging from the discard of the queen that Y was probably safe in diamonds, B tried the clubs, leading the interior eight. Z ducked with the four and A played the queen, returning the interior seven, although it was clear that Y had no more. Y let go a diamond, as the spade suit was dead, and B headed the club trick with the jack.

B saw that if he played low on the club he might have to win every other trick, but dummy was on the watch to avoid the same danger and took the trick away from him with the ace, leading the deuce, which put A in again with the six. After that, A and B had to win all the rest of the tricks, as Y held the diamonds safe against any attack.

It may be interesting to the student of nullo tactics to observe that if B had kept the ace of spades and discarded a club instead he could have set the contract by being able to win the first round of spades and lead a diamond before Z got that discard. After that, Z must still win a club trick and Y two spades.

Here is a deal in which an opening three trick bid led to some interesting developments through the partner's efforts to get away from the nullos.



Z dealt and bid three clubs, having two suits safe, of which the club was the cheaper. A took a chance and bid three hearts, and Y also took a chance on the diamonds and went three no trumps. He knows that Z has two long weak suits, one of which is clubs, but the other may be either diamonds or royals. It cannot be hearts, as A has that suit.

B said four hearts, which was rather a bold bid to make against three no trumps. Z, seeing his invitation to a nullo was not acceptable to his partner, showed his second suit by bidding five diamonds, instead of increasing the no trump contract. As Y saw that was enough to go game if the contract made good he passed.

This shows good judgment, because if Z has a nullo bid and A has hearts, supported by B, it is very improbable that Z has any reentry and also unlikely that his diamonds are solid, so if Y can lead the suit but once Z may have a very poor hand to help out a no trumper.

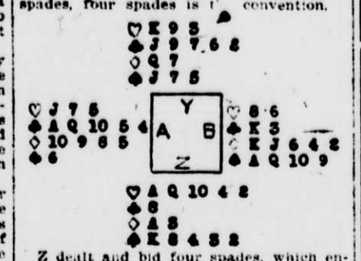
On his diamond contract Z had a tight squeeze, but he got away with it. A led the fourth best heart, bringing the jack from Y, the ace from B and a small trump from Z. At this point, instead of leading trumps, which would probably be the play with nine persons out of ten, Z led a spade, and as A did not put on the ace Y took a trick with the king and led the trump. Not knowing whether the queen was a false card with the jack behind it or not, Z led a third round, dummy discarding a heart and a spade.

Wishing to keep his stopper in the spade suit, B led another heart, which Z trumped, pulled B's last trump and made his five clubs, losing the last trick to the ace of spades, but making his contract.

The student of tactics will find that if Z leads trumps before making his spade trick, he will fail to go game. A third round of trumps would put B in and the force in the heart suit would follow. Now Z must trump and pull the trump. It is then impossible to lead anything but the clubs, as the spade would let in the whole heart suit, so that Y would be left with two spades at the end, and A would make the last two tricks with the spade ace and heart king.

Although Z's initial bid invites the nullo, it will be evident, without playing the cards, that such a contract would be disastrous for the combined hands even if B led his singleton and was allowed to hold the trick, because Y must win two hearts and three spades sooner or later and he will be lucky if he can win these before he exhausts the club suit, so that he can put A in with the seven of clubs; otherwise he may win nine tricks on the hand.

Here is an example of three tricks bid on a two suiter, which was allowed to stand the moment the partner turned it into three nullos. Observe that it is never necessary to bid more than three nullos to overcall one of these three trick bids, as the weaker suit must be lower than hearts. If the suits are hearts and spades, four spades is the convention.



Z dealt and bid four spades, which enabled his partner at once to mark his better suit as hearts, because if it were clubs or diamonds he would name one of them for three tricks. A took advantage of the low value of the bid to say two clubs and Y bid three nullos at once as a shutout for any further clubs or else an opportunity to double. B could not bid royals in the face of Z's opening, so he passed.

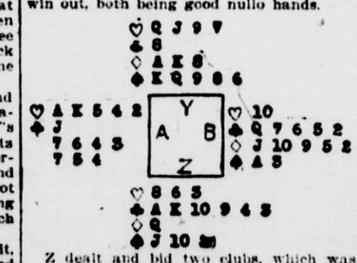
B led the short heart suit, hoping for a discard of the club king. Dummy played the four and A won the first round with the jack, returning the seven, upon which the king and ace fell. Z went on with the deuce of hearts and B got his club discard.

A did not like to lead his singleton spade, as that was dummy's safe suit, so he tried the high diamond, Y playing the queen, B the jack and dummy the ace. The return of the trey of diamonds tempted A to put on the eight, so as to keep the five, and B won the trick with the king and led the trey of clubs as a last resort.

A ducked the club and Y won it with the nine, leading the interior spade seven. This B took with the ace, leading the queen and ten, so as to clear up the suit and then put his partner in, hoping Y had a high diamond left.

A did the best he could, keeping the diamond for a reentry so as to lead the club, but unfortunately for his scheme Y got down to the six and deuce, so that he could underplay A's ten and four, avoiding the necessity of winning another trick and going game on the hand.

Here is a case in which the invitation to bid a nullo was refused by the partner but accepted by the opponent, which is not such an infrequent occurrence as one might imagine in playing nullos. A nullo bid will often be overcalled by a higher nullo bid, and the one that gets the play will win out, both being good nullo hands.



Z dealt and bid two clubs, which was not a very good bid on his cards, as he is not safe in clubs. Any long suit without the deuce is a dangerous proposition, especially when there are no high cards on the side to control the lead, so as to exhaust your long suit in the hands of the opponents before they get ready to lead that deuce and put you in for keeps.

A bid two hearts and Y went two no trumps, as he could not stand a nullo. Now, if B tries to show his two suiter by bidding three tricks, his partner will not understand him, as those bids are confined to the dealer, so B has to name the contract on his own responsibility and bid three nullos. As dealer he would have bid three clubs.

Z assisted his partner's no trumper, showing that he had strength as well as length in the club suit, and A dropped the hearts, which he knew Y must have safely stopped, and bid four nullos at eight a trick. This Z doubled.

Z led the single on diamond and Y won the trick with the ace, returning the eight of clubs. B put on the queen and took in dummy's jack, Z playing the ten. This gave B his chance, and he jumped at it, but in his anxiety he threw away a trick.

By leading the ten of hearts, winning it with the ace and leading the king of hearts, B got a discard of the spade ace. Then a small heart threw the lead to Y, letting Z get rid of a spade, while B discarded the ten of diamonds.

Y tried to shake the lead by playing the interior nine of spades, but Z put on the ten, as he saw dummy could duck the eight, and after that it was impossible to force A or B to win a trick, so that B made his contract at double value.

The student will see that B should have won another trick on this hand, as there was no need to take in two hearts. Upon wining the club trick with the queen and putting dummy in with the heart there was no necessity to lead a high heart for the second round, as the small one would have given B the discard of the spade ace and the second discard of the ten of diamonds was not necessary, as A and B have nine of that suit between the two hands and the king eight are the only diamonds against them after one round has been played.

Z should not have allowed B to hold that club trick. If he had overtaken B's queen with the ace and led the spade B would have been forced to win that trick or the next with the ace. Then the heart play must follow, but even if B wins with the ace and leads small for the second round the diamond discard does him no good, because if he is left with four clubs Z can make him win two tricks with them by leading the four unless B is awake and shifts to the diamond.

Anticipating this, Z might not play the clubs that way, but would perhaps lead two winning clubs to give his partner two diamond discards and then put B in with a club, but that would get B down to two clubs and he could throw the lead with his last club. This shows the importance of having the deuce of your long suit.

If Y could see through the scheme Z might even try leading three rounds of clubs to give Y three spade discards, the queen, nine, eight, Y having led the six. Now if A has not been careful to discard his spades Z can put him in with the trey when B puts Z back with the club.

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GENERAL FREYRE DID IT

Great Example of What Can Be Done if One Man Sets His Mind to a Purpose.

Although the City Fathers unanimously passed a resolution for the appropriation of $10,000 in order to open a great international chess masters' congress at Havana on February 1 of next year, a great deal of credit is due to Gen. Fernando Freyre de Andrade, the Mayor of Havana, in bringing about an event which is likely to prove the most important and best endowed affair of its kind. It is really remarkable to see what a decided support the Mayor of Havana always has been giving to all things intellectual, and, after witnessing an impromptu contest of eight players last season, he was taken so by the charming entertainment to thousands of lovers of chess as to make him promise to use all his influence and power to provide a still greater entertainment next year.

As is well known, the metropolis of the young republic is not by any means provided with unlimited means, considering the fact that millions have been and are being spent for improvements, which have made the city so beautiful. It is, therefore, all the more creditable to devote such a comparatively large amount to the royal game.

Of course the reward also will be great. For months chess players the world over will direct their attention to Cuba, and in the history of chess will be recorded forever what a capital of a little island like Cuba can do if it has at the head of affairs a man who bends his efforts toward expounding and promoting whatever tends to broaden the mind.

There will be five principal prizes, $1,500, $1,000, $700, $550 and $450 respectively, while the five minor prizes consist of $350, $275, $250, $225 and $200, making a total of $5,500. It will be seen thus that a prize is provided for each of the ten players. In addition to this sum $4,500 is given for the expenses of the players, who thus will receive an average of $1,000 each, the most magnificent endowment ever made in any similar American or European affair. It may be added that only once before in the history of the game was a first prize of $1,500 offered, on the occasion of the international tournament in 1883 at London. But on this occasion the participants had to pay their own travelling and hotel expenses and each contestant had to pay an entrance fee of $25.

From the scores of the two final games played between Duras and the local crack A. Kupchik, appended below, the reader will see how Duras defeated Kupchik in the second game and how the Bohemian expert went down before Kupchik in the third and last game of the series. The Cuban champion, Capablanca, was good enough to annotate the second game, and the American champion, Marshall, was very obliging in doing like work for the third and final game. The scores of the games:

SECOND GAME—QUEEN'S PAWN OPENING.

Kupchik. White.	Duras. Black.	Kupchik. White.	Duras. Black.
1 P—Q4	P—Q4	12 B—B3d	Kt—Q4
2 Kt—KB3	Kt—KB3	13 BxKte	PxB
3 P—B4	PxP	14 KtxKBP7	KxKt
4 Kt—B3	P—B3a	15 Q—R5 ch	K—B
5 P—K3	P—QKt4	16 Q—B5 ch	Q—B3
6 P—QR4b	P—K15	17 QxQP	Kt—B3
7 Kt—QKt	B—B3	18 B—K15	R—Q7
8 B—K2c	P—K3	19 BxQ	BxP ch
9 Castles	P—B4	20 Kxb	RxQ
10 Kt—K5	PxP	21 B—R4	R—KR4
11 BxP	B—Q3	Resigns h	

NOTES BY J. R. CAPABLANCA.

(a) Compare this game with the Rubinstein-Alapin game played at Carlsbad in which Rubinstein's style in conducting this opening in absolutely correct.

(b) Kt—K5 might have been played here instead. The text move uses too much time.

(c) Again Kt—K5 looks better.

(d) Kt—Q2 was the proper continuation here. The contemplated sacrifice was all wrong.

(e) From bad to worse.

(f) As pointed out in note d, the sacrifice is unsound.

(g) A move which utterly defeats white's combination. Q—K13 would have led to a draw by perpetual check.

(h) Now another piece is lost and hence the resignation is quite in order.

THIRD GAME—FALKBEER COUNTER GAMBIT.

Duras. White.	Kupchik. Black.	Duras. White.	Kupchik. Black.
1 P—K4	P—K4	27 R—R	R—K17
2 P—KB4	P—Q4	28 P—KR3	P—KR4
3 Kt—KB3	PxKPa	29 R—QB	P—K13
4 KtP	B—Q3	30 P—Kt4	R—QB
5 P—Q4	Kt—KB3b	31 R—Q	RxP
6 B—K3	Castles	32 P—B5	R—K17
7 Castles	P—B4c	33 PxP	PxP
8 Kt—B3	Kt—B3	34 R—Q6	K—B2
9 KtxKt	PxKt	35 Kt—K4	P—B4
10 B—K3	Q—K2	36 Kt—K15 ch	K—K2
11 Q—K	R—Kt	37 R—K6 ch	K—Q2
12 PxP	BxP	38 RxP	RxP
13 BxB	QxB ch	39 R—K17 ch	K—Q3
14 K—R	R—Kc	40 RxP	P—B5
15 P—QR13	B—B4d	41 R—R5	P—B6
16 B—B4	P—K6	42 Kt—K4 ch	K—K3
17 B—Q3e	BxB	43 R—K5 ch	K—B3
18 PxB	QR—Q	44 KtxP	R(K16)xKt
19 R—Q	Kt—K15f	45 RxP	R—KK1
20 Kt—K2	Kt—B7 ch	46 R—B5 ch	K—K3
21 K—K1	KtxR	47 R—B2	R—K15
22 QxKt	Q—Q3	48 P—R5	R—R5
23 Kt—B	P—K7	49 R—R2	RxP
24 KtxP	QxQP	50 R—K12	R(R4)—QB4
25 QxQ	RxQ	Resigns	
26 Kt—K13	R—Q7		

NOTES BY FRANK J. MARSHALL.

(a) B—Kt15 would have led to a more attacking game, and it is to be preferred; for if then 4. B—K2, KtxP; 5. PxP, BxKt; 6. BxB Q—R5 ch; 7. K—B, Kt—Q2, &c., known as the Ettlinger attack.

(b) PxP e. p.; 6. BxP, Kt—KB3; 7. Castles, castles, and the threat of BxKt. Q—Q5 ch requires attention.

(c) If BxP instead, 15. Kt—QR4 wins the exchange.

(d) Kt—Q4 appears here best, and if then 16. KtxKt, PxKt, it connects the centre pawns.

(e) Fatal; 7. Q—R4 looks best; if then BxP, R—K, threatening Kt—K4 and BxP ch, winning the queen. After the text move white's position simply goes to pieces.

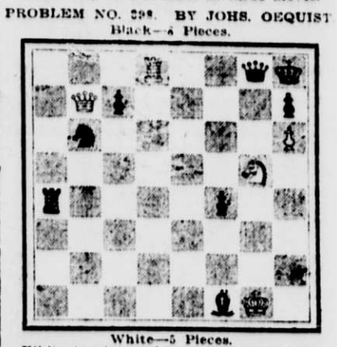
(f) The finishing touch, as after this just a little care is required to decide the game in black's favor.

PROBLEM NO. 397. BY N. WESIN.
Black—11 Pieces.

White—10 Pieces.

White to play and mate in three moves.

PROBLEM NO. 398. BY JOHS. OEQUIST
Black—5 Pieces.



White—5 Pieces.

White to play and mate in two moves.

SOLUTION TO PROBLEM NO. 395.

1. Q—R8, PxP; 2. B—Kt4, &c.
1. Q—R8, KxP; 2. Q—B3, &c.

SOLUTION TO PROBLEM NO. 396.

1. K—Q2, &c.

Correct solutions to both these problems received from Charles Willing, Atlantic City, N. J.; Prof. N. L. Perry, Brooklyn, N. Y.; William L. Ferris, New York city; C. H. O'Connor, Montclair, N. J.; S. Simon, Brooklyn, N. Y.; William Runk, Ridgewood, N. J.; F. N. Burr, Ansonia, Conn.; J. M. C., New York city; H. G. Eckstein, New York city.

Correct solutions received to No. 395 from N. J. Lane, New York city, and B. S. Barrett, Brooklyn, N. Y. (the latter claims two "cooks" to No. 395 by means of Q—R6 and Q—QB4).

Correct solution received to No. 396 from A. H. Blinder, New York city.

An additional correct solution to No. 394 was received from Elizabeth P. Anthony, Montclair, N. J.

CORRESPONDENCE.

R. S., Barrett, Brooklyn, N. Y.—Your problem will receive due consideration.