PROBLEMS FOR "SUN" READERS TO SOLVE

Puzzling Situations That Arise in Actual Play at Bridge.

EXCHANGES AT CHECKERS

Use of the Typewriter in the Cipher Code of a Firm in New York.

Bridge problem No. 289, by Ernest Bergholt of London, was arranged to illustrate a situation that arose in actual play. It is hardly necessary to say that the whole six tricks were not taken by the player who held Z's cards, the problem being probably too deep for him at the time. Here is the distribution:

♡ Q J 3
♢ ------
♧ ------
♤ K 9 6

♡ 7 6 5 4
♢ ------
♧ ------
♤ 10 7

Y
A B
Z

♡ K 9
♢ ------
♧ J
♤ 8 5 3

♡ A 8
♢ Q
♧ 5 4
♤ A

Clubs are trumps and Z is in the lead. Y and Z have five tricks in sight, but the contention is that Z should have won all six.

In the actual play Z led the spade and made the nine and king, Z discarding a diamond. Y then led a heart through B, who put the king on the queen, Z winning with the ace. A trump lead from Z with the idea of forcing discards brought hearts from all three players, so that the situation was not cleared up in the least. When Z put Y in with the heart B was free to discard a diamond, making the last trick with a spade.

Y would not have fared any better had he discarded the spade and kept the heart because A would still have a better heart than Y. Neither would Z improve matters by keeping his trump and returning the heart at once because Y would then be in the lead with two losing cards and Z cannot trump both.

The only correct play, and the solution of the problem, is to lead the trump originally and get the discards first. A can afford to part with a small heart, but Y must give up the jack, as B will be forced to discard a heart. If B discards a diamond, Z makes two tricks in that suit, and if he discards a spade Y makes three.

When B discards the heart nine, Z leads the ace and drops the king, Y at the same time giving up the queen, so that Z shall be left in the lead with the top heart, that card forcing the essential discard from B.

When Z leads the eight of hearts Y can underplay it with the trey, and B must either esfablish the diamonds for Z or give up his protection in spades. If he lets go the spade Y can win whichever spade A puts on the four second hand, and that settles it.

Although some thought otherwise no other discard from Y's hand will solve the problem. If Y lets go a spade on the first trick, B can also discard spades and Y will find himself with a losing heart at the end. If Y discards a small heart, so as to make a trick with the queen, B can discard the diamond on the second round of hearts, because Z will never get in again if Y has the heart queen.

Here is an interesting situation which arose in Washington not long ago and presents an instructive phase of problem solving, one which should be useful at the card table. The original hand that gave rise to the situation was as follows:

♡ 9 6 5 4
♧ 9 8 7 6 5
♢ 2
♤ Q 8 4

♡ A Q 8
♧ K 4 3 2
♢ A 7 6 5
♤ J 9

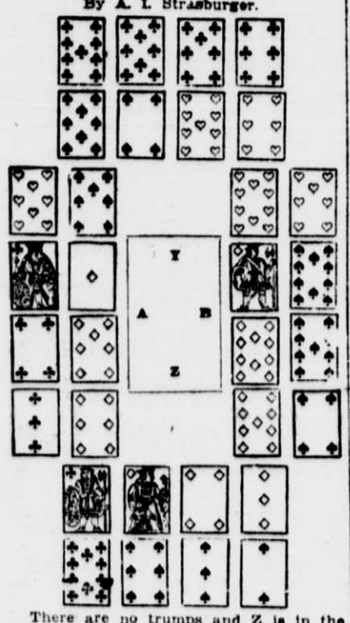
Y
A B
Z

♡ 10 7 3 2
♧ A
♢ J 10 9 8
♤ K 10 9 4

♡ K J
♧ Q J 10
♢ K Q 4 3
♤ A 6 3 2

B dealt and bid no trumps on general principles. No one took him out, so A led a small diamond and Z won the trick with the queen. Then he led a club, and A passed it up, B winning with the ace. Instead of returning the diamonds at once, B took advantage of the opportunity to lead to the weakness in hearts, playing the deuce. A won two rounds with the queen and ace, and then led the jack of spades, which was covered by the queen, king and ace. This left the following position:

BRIDGE PROBLEM NO. 291.
By A. I. Strasburger.



There are no trumps and Z is in the lead. How can Z win another trick against the best defence of A and The distribution of the cards is as follows:

Y has the nine and six of hearts, nine eight seven six of clubs, eight and four of spades, no diamonds.

A has the eight of hearts, king four three of clubs, ace seven six of diamonds and seven of spades.

B has the ten seven of hearts, jack ten nine of diamonds, ten nine four of spades, no clubs.

Z has the jack ten of clubs, king four three of diamonds, six three deuce of spades, no hearts.

CHECKER ENDINGS.

The position shown in problem No. 289 arose in a game between Buchanan and Stitt and the ending illustrates more than anything else the importance of a player's knowing how to manage exchanges in such a manner as to change the move or not to change it, which is a part of the game that very few beginners know anything about, but which is essential in the solution of many beautiful problems.

The distribution of the pieces is as follows: Black men on 12, 21 and 22. White man on 30, kings on 6 and 20. White to play and win. As already pointed out when the problem was published, white must make two exchanges and still gain the move. Here is the play that solves:

White.	Black.
6—10	22—25
10—15	25—29
15—18	29—25
20—24	12—16
24—20	16—19
30—26	25—30
18—23	21—25
23—16	30—23
16—19	

In making the first exchange the student will see that white has so arranged matters that both capturing pieces shall remain upon the board. In the second exchange only one capturing piece remains on the board.

The result of this is that by the first exchange the move is not changed; by the second it is. Were the move changed in both cases white would gain it only to lose it again, as white had not the move when it was his turn to play.

The following rule will be found useful to those who wish to master the tactics of the exchange and it will prevent them from making exchanges that do more harm than good:

The capturing pieces of both black and white, and in both systems, must be first added together. If this number agrees (in the matter of being odd or even) with that of the number of captured pieces in each system the move will not be changed. But if one number so found is odd and the other even the move will be changed.

The term "system," it may be explained, refers to the four vertical files on the checker board with the same colored squares at the bottom. One is the white system, the other is the black.

In order to show the application of this important rule in the solution of difficult positions let us take the position after white has moved 18-23 in the foregoing solution. It is black's play, and he must leave the man on 19 to be captured so as to get one for him by capturing the man on 26.

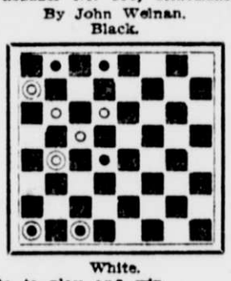
Following the rule and adding together the capturing pieces we find them to be two in number, a white king and a black one, so the number is even. This agrees with the number of pieces that will be captured in one system, the black, which is also even; therefore the move will not be changed. In other words, after the two captures have been made, black will still have the move. By another exchange, white gains the move and the game. The rule that governs this last exchange is that every single exchange of man for man changes the move.

Members of THE SUN Checker Club will regret to learn of the death of one of its most energetic and popular members, Judge James F. McCabe of Haverstraw, N. Y. Until within a week of his death he was engaged in arranging for a meeting of his fellow members, to be celebrated by a dinner and a series of matches across the board between holders of the various colored cards in THE SUN Checker Club.

Here is a rather clever arrangement of a popular idea which has been put together by a member of THE SUN Checker Club. It will serve as a starter for the series of tests for those who aspire to the next honor list.

Beginning with this problem, all who solve ten straight problems will be entitled to white membership cards, indicating a clean score. Those who solve nine will get red cards, and those who do not get more than eight will get blue cards. Those who miss three of the series will get green cards. Those who get white cards will, if they held white cards before, get a star as experts.

PROBLEM NO. 291, CHECKERS.
By John Weinan.
Black.



White.
White to play and win.

The distribution of the pieces is: Black men on 1, 2 and 18, kings on 29 and 30. White men on 9, 10 and 14, kings on 5 and 17.

THAT BUSINESS CIPHER.

Two weeks ago an example was given of a cipher which had been in use in a prominent business house in New York and which had the great advantage that it could be readily translated from the original into the code. In this particular it was different from almost all other ciphers. Here is the specimen given:

D S O : O M H Y J R M O M Y J

Several solvers arrived at the correct conclusion that the last word was "ninth" and the word preceding it "the." This fixed the letters i, i and n in the first word, but there they stuck, not being able to find any certain values for the letters D, S, H and the colon.

They made all kinds of guesses. The word wanted might have been mailing, failing, raising, sailing, bailing, raiding, arising, or any one of several such combinations. One suggested that the colon might be a joker, with a double meaning. If it was an alternative sign for T, interchangeable with Y, the message might be "Writing the ninth."

None of them answered the specific question, what is the key that enables the cipher to be readily used? The solution is simplicity itself. Every one knows that the expert typist writes by touch and not by sight and that after the fingers have once taken their correct positions on the keys they find their way to all other keys without looking at the keyboard.

The message to be sent in code is written by placing the fingers one letter too far to the right at the start and then writing straight ahead by touch alone, as if the message were in plain English and the fingers were on the proper keys.

The message contained in the example given above is:

SAILING THE NINTH.

A PROBLEM IN ALGEBRA.

Here is a little brain racker for the mathematical sharps which has been sent to THE SUN by Charles D. Shuldham, who seems to have a genius for matters of that kind:

In the following algebraic equation

$$x^2 - 46x + 600$$

is greater than 71, except for one value of x. What is that value? Solvers should explain why this proportion is true.

Palenville.

PALENVILLE, N. Y., Aug. 22.—The most important event of the week at Palenville was the entertainment on Tuesday evening at Heisinger Hall for the benefit of the Village Improvement Society under the direction of Mrs. William J. Comley, who has been spending the summer here.

The Hotel Catskill is entertaining among its recent arrivals R. A. Heser, B. W. Silverman, J. Renilery, J. A. McDonald, New York; V. Thompson, Northport, N. Y.; Miss Ellen Heser, Mrs. A. Sprague, Miss E. Eagen, J. L. Henry, Mrs. E. Norris, Miss Norris, Mrs. N. Norris, Brooklyn; Mrs. P. W. Daniels and family, Richmond, Va.

HABITUAL LOSSES AT ROYAL AUCTION

Many Whist Players Fail by Not Analyzing Causes of Defeat.

EXPERIENCE BEST TUTOR

More Opportunities Overlooked in the Bidding Than in the Play.

Some philosopher, who should have been a card player, has observed that to many persons experience is like the stern lights of a ship and serves to illuminate only the track that is past. Another has added to this the remark that experience without observation is the failure to notice what hit you.

Both these epigrams are peculiarly applicable to the average player at the bridge table. There are some persons who never learn anything from experience and simply recount their reverses as misfortunes. There are others who lose rubber after rubber night after night, but fail to make any analysis of the cause with a view to avoiding it in future.

The first principle of bidding is to arrive at the position that will yield the largest return, either by going game or getting penalties. There is no middle course. If you cannot win the game, to save it and take a chance on getting some penalties at the same time is the only alternative. Every time you let the other side play the hand you are not only trying to save the game but to set the contract if you can.

Probably the most striking and also the most common example of failing to profit by experience is the second hand's habit of overcalling the dealer's no trumpers with a suit. Whether this suit be a major or a minor one does not matter. Unless there are ten sure tricks in hearts or royals or eleven in clubs or diamonds it is usually a wasted opportunity to bid it.

The circumstances are invariably and briefly these: "The dealer's bid announces that he can give valuable support to any good five card suit of hearts or spades that his partner may have to declare. If his partner's strength is in a minor suit the hand will be a good no trumper. It is good for the contract, if not the game, in the majority of cases." Milton Work's statistics show that the proportion of no trumps that win as against those that lose on a one trick bid is as 164 to 12, or about 13 to 1 in its favor. This is great odds.

The dealer's bid of one no trump certainly does not mean that his hand and his partner's are not good for more than three tricks. If they are good for any more than that, there is no chance to go game in hearts or royals or anything else against them.

The game being highly improbable, if not impossible, the alternative must be to play for penalties. Pushers are as much out of date as the tango. Good players will not be pushed. Any intermediate motive, such as to get a few points on the score, is an element of weakness in a player's game, but it seems to be a weakness that no amount of experience can cure, probably owing to the lack of observation of results.

Here is an example of it in its mildest form. A's hand was played by a man who holds the reputation of being the best card player in his home town:

♡ 10 3 2
♧ J 8 6 5
♢ K J 5 3
♤ J 4

♡ A Q 5
♧ 4
♢ 9 8 6 2
♤ A K Q 6 3

Y
A B
Z

♡ 9 6 3
♧ Q 10 7 2
♢ 10 7 4
♤ 9 7 5

♡ K J 7 4
♧ A K 9 3
♢ A Q
♤ 10 8 2

Z dealt and bid no trump. A overcalled with two royals, which Y passed, as he could not stop the spades and had no suit of his own worth showing. B also passed, and of course Z dropped his no trumper and let A play it at two royals.

What has A gained by his bid? He has four certain tricks in his hand, and even if he is unlucky enough to find his spade suit stopped, he should make the tenace in hearts, unless the dealer is bidding on two suits. Saving the game against the no trumper is almost a certainty, with aces easy.

On the other hand, what chance is there to win the game at royals? A's hand is good for seven tricks at the outside. If his partner is strong enough to win the three more that are necessary to go game, what kind of a hand has the dealer?

On the play Y led the trump, that being probably the best way to get his partner's suits led up to. A won the trick, and having no plain suit to play for he let the trumps alone and led the club, finessing the ten. Z won the trick and made his ace and queen of diamonds, hoping for a ruff. Y overtook the queen with the king and led the jack.

The moment the jack of diamonds held the game was saved and Y felt free to go ahead with a fourth round, on which Z overtrumped B's nine with the ten of spades. The eight of trumps then threw A into the lead and cleaned up dummy.

This line of play brought A's hand down to three trumps and three hearts, and there was no way in which he could avoid losing two heart tricks, so that instead of making his contract he was set for 100 points, less simple honors.

Had he let the no trumper alone no one would have disturbed it and A would have run off five spade tricks at the start. This would have made the game safe before losing the lead. There would then be no hurry about saving the ace of hearts and A could safely lead a club, his partner having discarded from both the red suits.

The ten of clubs would force the king from Z, who would lead the diamonds, overtaking with the king and leading the jack. As the suit would not clear the play would be to come through B with the jack of clubs, making ace and nine, but Z must lose two heart tricks at the end or let A make the nine of diamonds and the ace of hearts.

This would have set the no trumper with aces easy, making a difference of 132 points on the score. This is not much, the critical may say, but it is the constant repetition of this loss that shows how the lesson of experience is wasted. No one can afford to overcall no trumpers at a cost of a hundred and odd points when there is no hope of going game.

Sometimes the loss is much more than 100 points owing to various contingencies that are shut out by the injudicious bid. Take this case, which has a variety of rather interesting possibilities, all lost by bad bidding second hand.

♡ 3
♧ 8 5 4 3
♢ 7 3 2
♤ 10 8 6 4 3

♡ K J 10 7 2
♧ A 10
♢ A 10 9 4
♤ J 2

Y
A B
Z

♡ 6 5 4
♧ K Q J 9 7 2
♢ ------
♤ K Q 7 5

♡ A Q 9 8
♧ 6
♢ K Q J 8 6 5
♤ A 9

Z dealt on the rubber game and bid no trump, which A overcalled with two hearts. After the hand was over he explained that he thought his cards were good for two by cards if his partner had anything at all. They were. He made two by cards. What of it? If he could not make four by cards and game, he should have been able to save the game at no trumps, with the off chance of penalties.

Y passed the two heart bid, and so did B. Although Z had two stoppers in the suit and would probably clear the diamonds in one lead, he could not count more than eight tricks in his own hand, and if A was strong enough in side cards to bid hearts, game was a doubtful event at no trumps for Z, so he let the two hearts stand.

The student should observe that the moment Z overcalls with two no trumps, A knows that his heart suit is stopped twice and refuses to lead it, so that Z shall not make those two heart tricks, no matter what else he has. This warning to the leader that his suit is against him is one of the weak points of returning to a no trumper that has been overcalled with a suit.

Against the heart declaration, Y led his longest suit, and Z won the trick with the ace of spades. He did not lead the diamonds, because dummy had none, neither did he care to go up to such strength in clubs, so he returned the spade and the jack held.

A ruffed dummy with a small diamond so as to lead the trump from that hand for the finesse. Z put the ace of trumps right on and led back the eight, so as to disarm dummy and get two for one, as he counted on A for five at least. A won the trick with the ten.

At this point A made a slip that cost him a trick. Instead of leading a small club, so as to get dummy in to lead those top spades, which would have caught Z's queen and nine of trumps, A led the king of trumps, to reduce Z's hand to one trump, and then led the ace and another club, forcing out the queen of trumps.

The result of this was that neither of the high spades in B's hand took a trick and A had to lose two diamond tricks, so that he just made the two by cards he bid, which he considered ample justification for the declaration. He might have made three, but never the game. It was the argument about the possibility of that extra trick that brought out the full possibilities of the situation for the benefit of the student of bidding tactics.

Let us see what happens if A does not bid two hearts, but passes up Z's original no trumper. Whether or not Y takes him out with two royals might make a difference to B, but if he is left to declare himself on the no trumper he will certainly ask for a club lead by bidding two in that suit.

What is Z going to do about this bid? Will he call two diamonds and have A support the clubs, or will he pass and let B win five by cards and the game in clubs?

Let us suppose for a moment that B does not ask for the club lead, and that A starts his own suit, hearts, leading the ten, which Z wins with the queen. When Z opens the diamond suit A puts the ace right on, as he still has the suit stopped, and B throws in the nine of clubs.

Five club tricks make and then the heart comes through, finding A with the diamonds still stopped, the king jack of hearts and a spade, so that all Z can make is the spade ace and two diamond tricks, which with his two hearts leaves him 100 points to the bad. This is certainly a better game for A than winning a paltry 16 points at hearts with simple honors.

If A passes the no trumper, as he should, B will surely show the clubs, even if Y bids royals. Against the no trumper B has a fine chance to save the game if he can get clubs led, and should make his contract if he is left with it.

The student will observe that it is not B's business to overcall his partner's two hearts, because he has three trumps, can ruff a suit and has excellent support for hearts in the minor suit. In spite of this remarkable assistance A cannot make more than nine tricks by the best play, and actually made eight only.

If B is overcalled with two diamonds, A and B between them will go to five clubs to save the rubber if Z goes as far as four diamonds. Against the clubs Z would open the diamonds, A winning and giving dummy a heart discard. Four rounds of trumps would follow, exhausting Y, and then the heart would come through, as the spades are good any time.

Z would probably discard a heart and some of his diamonds and dummy could afford to let go the diamonds so as to keep two spades. If Z passes up the heart the finesse of the ten wins and A leads the spade jack, so that the only remaining trick for Z is the ace of hearts when that suit comes through again. This gives B the game in clubs, five by cards.

Here is one of the most remarkable examples of overcalling a no trumper that the writer has ever seen:

♡ J 10 7 5 3
♧ 9 2
♢ 10 9 5
♤ J 5 4

♡ 9 6
♧ 8 3
♢ A K Q
♤ A K Q 8 6 3

Y
A B
Z

♡ K 8 4 2
♧ 10 7 5
♢ J 7 6 3 2
♤ 9

♡ A Q
♧ A K Q J 6 4
♢ 8 4
♤ 10 7 2

Z dealt and took the usual chance on a two suiter, calling no trump. He has seven sure tricks and eight probable. If his partner can win a trick anywhere it is a game hand.

A bid two royals. He also figures that if his partner can win a trick anywhere it is a game hand. But if his partner has that trick, what is Z bidding no trumps on?

A was left to play the hand at royals and made his nine tricks, but that was all. Y led his short club suit and after A had exhausted the trumps and got out of B's way in the diamonds he tried to get B in with a heart, but that would not work.

Suppose A passes and Y takes Z out with two hearts? Z will let it stand. Would A then bid two royals, or play to save the game at hearts? This was one of the interesting points. If A lets the heart take out alone, B leads the singleton and A takes three rounds, B discarding two losing clubs.

The next best thing seems to be three rounds of diamonds, forcing the queen of trumps from dummy. Z then leads the ace of trumps and tries the clubs, but B ruffs the second round of that suit and leads another diamond. A would of course put on his useless trump, which would be the nine.

If Y overtrumps with the ten he makes B's king and eight both good for tricks, so that the take out contract to make two odd in hearts (which would not be necessary if A bids royals) goes down for 150 points.

This would seem to indicate that A missed a variety of chances to score penalties by his bidding two royals. In the first place he has the no trumper dead to rights for 150 if he lets it alone. If Y takes Z out with two hearts, that contract also goes to the credit side of A's account for 150. This is all given up for the sake of 27 points in royals, with no hope of ever going game in the face of Z's declaration.

It is not easy to persuade the average player that nothing short of game is worth playing for, unless it is to save a game that is in danger. Bidding just to make a couple of tricks, and justifying the declaration by the result, when there might have been 100 or 150 in penalties to score, is not a winning system, but some persons never learn by experience, probably because they do not observe closely enough what might have been.

CHESS FOR PLAYER, LOVER AND STUDENT

European War Has Upset Plans of Chess Masters All Over World.

SUPPLY OF BOOKS CUT OFF

Foreign Publications Concerning Game Held Up by Hostilities.

While this country is neutral in the European war, it cannot be said that chess players here do not feel it as keenly as American business men; in fact, many European scheduled contests were looked forward to with considerable interest by all American chess players. Not only was the Mannheim international tourney never concluded, but the international contest which was to have taken place at the Hungarian metropolis, Budapest, will not be played next month. Neither can arrangements be made for bringing off the match for the championship of the world between Lasker and Rubinstein.

Moreover, American chess players will, in all likelihood, have to forego the pleasure of getting important books printed abroad. For instance, the book written by the German champion, Dr. S. Tarrasch, on the recent international congress at St. Petersburg probably will not reach this country until the war is over. True enough, the book might be ready, the mail might bring the book by way of Holland, but as we are not permitted to send any money abroad the publisher will, in all likelihood, take the precaution of refusing to send any copies to this country. What applies to the Tarrasch books applies also to the "Handbook" by Carl Schlechter. This work is published in single volumes, five of which have reached this country. There are a great number of American chess players who have ordered all the volumes of the book, but, under the circumstances, it is hardly likely that the later editions will get here soon. Books published in French and English are plentifully in stock in this country, but once the stock is exhausted it will be rather difficult to get any more, because local jobbers will be unable to pay for a new stock. Under these trying circumstances chess players would do well to apply to the secretaries of the Manhattan and Brooklyn chess clubs, which organizations possess large libraries, where all the latest books are to be found. The Rice Chess Club, too, has a good library, and visitors and members will always find a quiet corner where they may pursue their studies.

But there is still another point of interest to Americans. About three weeks ago a circular letter, signed by all the foreign chess masters of repute and by the presidents of all the leading European associations, was sent to all the leading chess players of the world. Support for the organization of an international federation of chess players was asked. These letters reached this country after the declaration of the war. It will be highly interesting to ascertain whether or not the chess players the world over are still a unit. For fully 100 years they have been on most harmonious terms and have assisted each other in every respect. They form a free masonry such as does not exist at any other sport or pastime. It is a fact that the St. Petersburg international congress received the moral and financial support of all European chess congress, and at Mannheim large contributions to the tourney in that city came from Russia. It looks unlikely that the war will be the means of breaking up friendships with a century of traditions behind them, and while it might delay matters it will never break up the ties cementing the good feeling between the chess players the world over.

A cablegram received by Mrs. Frank J. Marshall of Brooklyn, wife of the United States champion, announces that the latter has arrived safely in Parampe, near St. Malo, France, and that he is the guest of M. Leo Nardus, the Parisian artist and patron of chess. There he will remain indefinitely, at least until such a time as he may be able to obtain passage to this side. At the same time a letter reached Mrs. Marshall from her husband dated at Amsterdam, where Marshall arrived after much travelling. He succeeded in engaging steerage passage on board the Nieuw Amsterdam, but cancelled the passage at the last moment at the solicitation of M. Nardus's private secretary, who was in Amsterdam at the time. Marshall then took boat to London, after which he crossed the Channel to reach his destination. On a postal card to his little boy, Frank Rice Marshall, the chess master mentioned that he had seen "shooting a-plenty." From this it may be inferred that his trip through Germany to Holland was anything but a holiday jaunt. In the hasty note to his wife the champion said: "Every one saves himself." Mrs. Marshall at once replied to her husband by cable.

C. S. Howell, former New York State champion and recently returned from Brazil, met five opponents in his exhibition of blindfold chess at the rooms of the Brooklyn Chess Club, making a score of three wins and two drawn games in the course of four hours. The expert defeated C. W. Kahles, J. R. Smith and F. J. Le Count, Jr., and drew against C. I. Crowell and R. Mora.

Last week saw the conclusion of both the tournaments of the New York State Chess Association at Schenectady and the Western Chess Association at Memphis, Tenn. The interest taken in these two competitions is a healthy sign and shows that Americans are prepared to keep the game alive while their European friends are deeply engrossed with matters of such grave import. There is much curiosity concerning the meeting of the British Chess Federation at Chester, but the expectation is that the management will follow the lead of Sir Thomas Lipton in calling off the international yacht races for patriotic reasons.

At Schenectady a Boston player, Harlow B. Daly, captured the chief prize in the special tournament with a score of 7½ to 2½. A fellow townsman, H. Daniel, tied for third place with L. Tolins of Staten Island, each scoring 6 to 4, whereas G. Klingspor, also of Staten Island, was the winner of second prize with a total of 7 to 3. In the first class tournament there was a tie between D. F. Searle of Rome and R. J. Guckemus of Utica, each scoring 5 to 2. N. Weber of Utica, 4½ to 2½, and F. R. Stevens, Richmond, Va., 4 to 3, were placed third and fourth respectively. In class B the winner was C. Broughton of Staten Island, with a score of 6 to 0. Oneida county won the team contest for the Genesee trophy with a total number of 8½ points, Richmond county, last year's winner, being second with 8 points. Monroe county, 5½, and Schenectady, 2, were the other competitors. The election of officers resulted as follows: D. Francis Searle, Rome, president; Charles Broughton, Stapleton, vice-president; A. McMartin, Johnstown, secretary and treasurer.

At Memphis the struggle for highest honors was the keenest in the history of the Western Chess Association. That B. B. Jefferson of that city is a player quite above the ordinary run of American players is clear from the fact that after winning at Chicago a year ago, the conclusion of the tournament in his home city, where the distractions were quite likely greater than when away from home, found him tied for first place with three others, G. H. Wolbrecht of St. Louis, E. F. Schrader of Syracuse, formerly of St. Louis, both of whom are ex-champions, and Herman Hahlbohm, the champion of Chicago. Each of these players made a score of 14 to 4. There were nineteen contestants. The other prize winners were W. L. Moorman, Lynchburg, Va., fifth; J. S. Morrison, Toronto, sixth; W. N. Woodbury, Roanoke, Va., seventh; J. T. Beckner, Winchester, Ky., eighth. It was arranged that the four leaders should play an additional tournament of two rounds among themselves. At the business meeting it was decided to hold the next meeting at Minneapolis, and E. P. Elliott of that city was elected president of the association for the ensuing year.

QUEEN'S PAWN OPENING.

Tarrasch. White.	Carls. Black.	Tarrasch. White.	Carls. Black.
1 P—Q4	P—Q4	14 Kt—K5	Q—Kt2
2 P—QB4	P—QB3	15 Kt—Kt5	Kt—K5
3 Kt—QB3	Kt—KB3	16 B—Kt4	R—B
4 P—K3	P—KKt3	17 P—B3	Kt—B4
5 Kt—B3	B—Kt2	18 BxKt	PxB
6 B—Q3	Castles	19 Kt—B6	QxQ
7 Castles	B—Kt5e	20 PxQ	BxKtd
8 P—KR3	B—B4b	21 KtxR	PxP
9 BxB	PxB	22 Kt—Kt5e	PxP
10 Q—Kt3	P—Kt3	23 KtxR	P—Q5
11 B—Q2	P—K3	24 R—Q	Kt—B3
12 PxP	BPxP	25 K—B and wins/	
13 Kt—Bc	Q—Q2		

(a) QKt—Q2, followed by R—K or Q—B2, with a view of playing P—K4, would have been much better. Moving the B leaves his Q's side weak.

(b) Black's B was worth more than white's in this position and it was therefore injudicious to offer the exchange. The alternative was to retreat the B to its original square. Black was probably averse to this because of loss of time, but it would have been the lesser of the two evils.

(c) The KR had no future on the K's side and white therefore moves it instead of the QR to QB. That his judgment was correct will be seen later in the game.

(d) If 20...R—B; 21. RxBP and if 20...R—B2; 21. Kt—Q3, still winning the BP.

(e) It will now be seen why it was better to place the KR on QB.

(f) A well played game by Tarrasch, but Herr Carls, who is a very fine player, was evidently not in his usual form.

FOUR KNIGHTS GAME.

Post. White.	Flamberg. Black.	Post. White.	Flamberg. Black.
1 P—K4	P—K4	14 Q—K2	B—B3c
2 Kt—KB3	Kt—QB3	15 P—QR4	P—QKt4b
3 Kt—B3	Kt—B3	16 B—Kt3c	PxP
4 B—Kt5	Kt—Q5	17 BxKt	PxB
5 B—B4	B—B4	18 Q—Kt4 ch	K—R
6 P—Q3	P—Q3	19 Q—R4	Q—K3
7 Kt—QR4	P—QKt4	20 Kt—R5	B—KKt
8 KtxKt	PxB	21 KtxP	R—R2
9 Kt—Q2	PxP	22 KR—K	B—B
10 QxP	B—Kt3	23 R—K3	P—B3
11 Castles	Castles	24 R—KKt3	B—Q3d
12 Kt—Kt3	Q—K	25 Q—R6	R(R)—KKt
13 KtxB	RPxKt	26 QxP ch	Resigns

(a) It was not advisable to move the B from the diagonal it occupied and thus allow the adverse Kt to enter B5.

(b) Overlooking white's powerful play.

(c) The winning move, as Black can neither move his Kt nor defend it because of PxP.

(d) Black had no satisfactory answer. If 24. Q—K2 with the view of defending the R with the Q; 25. RxR, KxR; 26. Q—Kt5 ch, K—R; 27. Q—R6 and wins; or 26...K—B; 27. Q—R6 mate.

(e) A pretty finish.

FOUR KNIGHTS GAME.

Spielmann. White.	Vidmar. Black.	Spielmann. White.	Vidmar. Black.
1 P—K4	P—K4	28 RPxB	Q—K
2 Kt—KB3	Kt—QB3	29 R—Kt5	R—QKt2
3 Kt—B3	Kt—B3	30 Q—R6	Q—B2
4 B—Kt5	B—Kt5	31 P—QR4	Kt—Q2
5 Castles	Castles	32 R—Kt3	P—R3
6 P—Q3	BxKt	33 P—R4	PxP
7 PxB	P—Q3	34 QxRP	P—Kt4
8 B—Kt5	Q—K2a	35 R—B2	R(Kt2)-Kt
9 R—K	Kt—Q	36 RPxP	PxP
10 P—Q4	Kt—R3b	37 PxP	QxP
11 B—QB	R—Q	38 R—KR3	Q—B2
12 P—K3	P—B4	39 P—QB4	R—R
13 P—Q5c	Kt—B2	40 R—Q	R—R5
14 R—B	B—Kt5	41 P—B3	P—Q4
15 R—Kt	P—QKt3	42 K—Kt2f	P—Q5
16 P—B4	R—KB	43 QR—KR	Kt—B
17 Q—Q3	BxKt	44 P—Kt6	R—R6
18 QxB	Kt—Q2	45 B—R6	P—R5
19 B—Q8d	P—B3	46 BxKt	RxBP ch
20 B—Q2	R—B2	47 K—Kt2	RxR
21 Q—Kt4	K—R	48 RxR	RxB
22 Q—R3e	P—KKt4	49 R—R8	QxP g
23 B—K2	R—KKt	50 R—R7	Q—K7 ch
24 B—KKt4	Kt—B	51 K—Kt	Q—K6 ch
25 B—B5	Kt—K	52 K—Kt2	Q—B6 ch
26 K—R	Kt—Kt2	53 K—Kt	Q—K6 ch
27 P—Kt4	KtxB	Drawn	

(a) This is probably quite sound, but seldom played, Kt—K2 being generally preferred.

(b) 10...P—B3 is recommended in the books, but the text move seems preferable, as white's B is no longer well posted at QKt5, and therefore should not be disturbed.

(c) It would have been better to avoid this advance if possible, as it blocks the Bs.

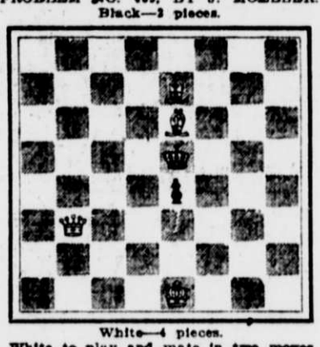
(d) B—KR3 would have saved time.

(e) The alternative was P—KB4, followed if 23...PxP by 24. PxP, but the text move was safer.

(f) If 42. PxP, R—Q5, pinning the B and winning back the P with the better game.

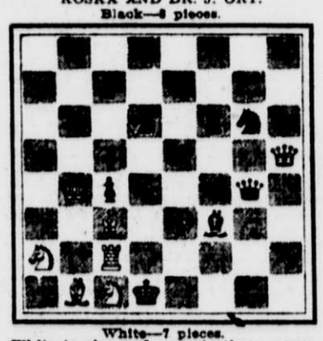
(g) Wisely playing for a draw. If 49...P—Q6; 50. R—R7, Q—Kt; 51. P—Kt 7, P—Q7; 52. P queens, P queens; 53. RxP ch, QxR; 54. QxR mate or 51...R—QKt; 52. R—R8, RxR; 53. QxP ch and wins. If 49. R—K; 50. R—R7, R—K2; 51. Q—R6, K—Kt; 52. P—Kt7 and wins. The latter part of the game is full of interest and a good example of the attacking style of both these fine players.

PROBLEM NO. 489, BY J. MOELLER.
Black—3 pieces.



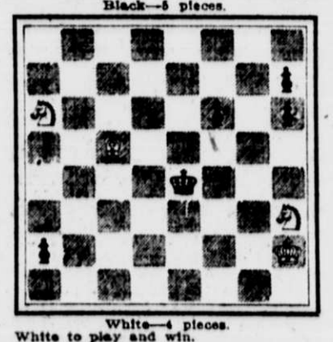
White—4 pieces.
White to play and mate in two moves.

PROBLEM NO. 490. BY DR. E. PALKOSKA AND DR. J. ORT.
Black—8 pieces.



White—7 pieces.
White to play and mate in three moves.

END GAME STUDY BY A. TROITSKY.
Black—5 pieces.



White—4 pieces.
White to play and win.

SOLUTION TO PROBLEM NO. 488.

1. Q—KKt; PxP; 2. Q—Q, &c.
1. Q—KKt, RxKt; 2. PxR ch, &c.
1. Q—KKt, P—B5; 2. Kt—B3 ch, &c.

Correct solutions received to No. 488 from James Roberts Philadelphia, Pa.; C. Mate, East Orange, N. J.; Prof. N. L. Perry, Brooklyn, N. Y.; Charles Willing, Atlantic City, N. J.

Additional correct solutions received to Nos. 486 and 487 from Prof. N. L. Perry, Brooklyn, N. Y.; to No. 486 from John Wagner, New York city; to No. 487 from J. W. Johnson, New York city; to No. 484 from W. D. L. R., New York city; to end game by Gavase from Dr. A. H. Baldwin, Norwalk, N. Y.

IRREGULAR OPENING.

Janowski. White.	Alechine Black.	Janowski. White.	Alechine. Black.
1 P—Q4	Kt—KB3	25 Kt—B5e	KtxB
2 Kt—KB3d	P—K3	26 QxKt	Kt—Q5
3 B—Kt5b	P—KR3	27 KtxKt	BPxKt
4 P—B4	P—QKt3	28 R—B	R—B
5 P—K3	B—Kt2	29 P—QKt3	P—B4
6 B—Q3	P—B4	30 R—K2	Q—Q
7 Castles	B—K2	31 QR—K	P—B5
8 QKt—Q2	P—Q3	32 P—Kt3f	PxP
9 Q—K2	QKt—Q2	33 BxP	B—Q3
10 QR—Q	Castles	34 R—Kt2	R—B
11 P—B3	Q—B2	35 R—R2	R—Kt4g
12 KR—K	KR—K	36 R—B4	Q—B4
13 P—KR3c	P—K4	37 R(K)—KKt	R—Kt4
14 PxP e p	PxP	38 RxP ch	K—R
15 B—Kt3	B—KB	39 KPxR	P—K5f
16 B—R2	P—R3	40 R—Kt8 ch	RxR
17 Kt—R4	P—QKt4	41 QxP ch	K—R2
18 P—QB4	P—Kt5	42 QxP ch	R—Kt3k
19 Kt—B	QR—Q	43 BxB	R—K1
20 P—K4	Kt—Kt4	44 R—K7m	K—Kt2
21 P—KB3	Kt—R4	45 RxR ch	QxR
22 Kt—K3	Kt—B5	46 QxQ ch	KxQ
23 Q—QB2	Kt—B3	47 P—Q6	Resigns
24 Kt—Q5	Q—R4		

(a) It is better for white to play this move rather than P—QB4 in reply to 1...Kt—KB3, as black might continue with 2...P—Q3. In which case the square QB4 should be occupied by the white B instead of the P.

(b) But having declared his intention there would now have been no disadvantage in P—QB4.

(c) To provide a retreat for the B after playing it to R3 and in case it should be attacked by Kt-KR4.

(d) Intending to post his Kt later on on Q5.

(e) Indirectly defending the QRP, for if QxP, 26. Kt—B7 winning the exchange.

(f) A good move by which he brings his R and B into play.

(g) An overventuresome move, to which the loss of the game is directly attributable, but he had the worse of the position anyway.

(h) If 37...PxB; 38. RxP ch, followed by P—K5 or RxB.

(i) Threatening Q—R7 mate.

(j) Threatening to win by BxB ch. If he had played 39...R—KB4; 40. Q—K4 and black could not capture the B on account of 41. Q—R8.

(k) K—R would have been better, but white would still have a won game, as after capturing the B he would have been left with B and three Ps against R.

(l) A useless move. P—R4 or R—KKt would have enabled him to prolong the game.

(m) Not QxR, because R—Kt7 ch, winning the Q.

GAYETY IN CATSKILL MOUNTAIN RESORTS

OTIS SUMMIT, N. Y., Aug. 22.—Pleasant weather has continued at the Catskill