BUCK PACKARD'S END IS PRECIPITATED

Lack of Preparation When He Passes a Card in the Poker Game the Cause.

By DAVID A. CURTIS.

"Some'res in the Good Book," said old man Greenlaw, "it says what computation is the life o' trade, but I reckon they must be some mistake. Mebbe 'twas wrote parabolic, fo' they's a heap o' things into Scripter what ain't nothin' but parables, an' they ain't nobody 'xpected fo' to pay no p'tic'lar 'tention to 'em, not thouten they don't know no better, but this yer sayin' is liable fo' to be misleadin' if it's took lit'ral. That's where the higher edication comes in. Takes a scholar to onderstand the Scripters right.

"That thar sayin' 'bout computation mought a been d'rect enough in the Middle Ages when it was wrote, but it don't hold good these times. 'Pears like its too old fashioned. They ain't nobody what 'xpects to do business successful wants a c'mputitor to open a'loon nex' do'.

"I reckon mebbe they must 'a' been some mistake made when the Scripters all had to be wrote over again. They was wrote in Latin first off, 'long o' nobody onderstandin' the English language them days. Everybody was ignant then, an' just nachully they was 'bleedged to write in Latin, 'long o' they not bein' no other language to write into.

"Consequent they all had to be wrote over in English, later on, otherwise they wouldn't be no Scripters to-day, an' somebody done it, but he was 'bleedged to translate them Latin words into somepin' what 'ntelligent people c'd understand, an' they was mistakes made in translatin. I heer'd a preacher say that onc't, so it must a'been thataway. Stands to reason he wouldn't lie 'bout nothin' like that."

"Well, I dunno but what all that means somepin', but I'm be dawgoned if I know what 'tis," said Jake Winterbottom critically, as the old man paused to light up, his cigar having gone out while he talked.

"Yo' all 'pears to think," continued the critic, "what they is somepin' strong 'bout the way the Good Book was wrote. Why don't yo' come right out an' say how yo' all 'd 'a' wrote it if yo' had the job? I reckon that's what yo' drivin' at, an' th' aint no sense takin' all this time 'xplainin' it."

"Th' ain't no 'casion fo' to git het up," replied the old man sternly. "Nor I ain't went so fur 's to say what I 'd 'a' wrote the Scripters no better 'n they was wrote fust off. They is somepin into 'em what I reckon I wouldn't 'a' been able to write as good," he continued moderately, "but that ain't to say what I can't see where the mistakes is. Them patriots an' prophets what done wrote 'em sho' was some educated, but that ain't to say what we uns don't know no better 'n them how things is ought to be did now. Mebbe computation was nec'sary afo' business was did scientific, but cwopyration is got it skinned a mile these modern days."

"What's cwopyration?" asked Sam Pearsall, who had listened with more or less interest but without seeming to catch the exact meaning of all that the old man had said. Bassett had made no pretence of listening, being frankly contemptuous of what he considered the vagaries of the old man's mind, but Blaisdell had paid close attention, and it was he who answered Pearsall's question before the old man had settled in his mind just what reply to make.

"I sh'd say," said the most famous short card player of his day, "that cwopyration was somepin' like what yo' all does occasional when Winterbottom boosts a outsider what's done bet on his hand, him havin' a say afo' it comes to Jake, an' yo' all not havin' nothin' on'y the chanst o' playin' next.

"Stands to reason th' ain't no show fo' yo' all to rake in the pot yo own self, but just nachully yo'd a heap druther see Jake win it nor yo' would the outsider, an' yo' mought be some doubtful o' what the stranger helt, mo' special if 'twas afo' the draw. I reckon th' ain't no question 'bout what yo' all 'd be liable to do if me an' Joe had both passed out."

"Co'se they wouldn't," said Sam, with some such indignation as the crack speller in a match might show if the word cat was given to him to spell. "If 'twas afo' the draw I'd trail along just to see what the stranger 'd do. If he was to go back at Jake an' Jake sh'd weaken o' co'se I'd have to drop too, but if Jake had 'em I'd stay along an' take a hand in the raisin' after the draw. Mo'n likely I wouldn't take as mo'n one cyard in the draw."

"Well, that's what the old man means when he speaks o' cwopyration. Means two playin' together agin one. Beats computation all to hell."

"That's the idea," exclaimed old man Greenlaw gleefully. "I couldn't 'xplain it no better my own self. I knowed a man once——"

"Now look a hyar!" exclaimed Mr. Pearsall suddenly, "I ain't gwine to stand fo' no mo' o' them Greenville yarns. If yo' all can't find no other place fo' people to come from, yo' needn't to tell 'em, not while I'm round, yo' needn't. I'a done had my fodder hurried enough a'ready, thouten havin' the hull population o' Greenville rammed down my throat, one to a time. I can't stand it an' I won't, an' that's all they is to it."

"Th' ain't no 'casion fo' to git het up like that," said the old man somewhat indignantly, though he tempered his wrath, remembering Mr. Pearsall's domestic afflictions. "Yo' all didn't marry the hull town o' Greenville. They was some thar what was——"

"I reckon that was just what I done," interrupted Pearsall again. "Anyways they is times when it 'pears like I must have. An' I don't p'pose you's reminded of it 'long o' no friv'lous happenin's what yo' all gen'ly tells about."

"What's friv'lous?" demanded the old man, flaring up suddenly, but Pearsall was undismayed.

"Yo' all is," he declared stoutly, "when yo' gits tellin' them yarns 'bout somebody what knowed how to play poker pattern all creation."

The old man grabbed his bungstarter and the dove of peace fluttered hastily out of the window, but as Pearsall was reaching around behind him, Winterbottom said, casually:

"Way it sounded to me, they want no mention o' Greenville men, not 'till yo' all got skeert, Sam. Mebbe that gent the old man was talkin' 'bout done come from Little Rock, or some'res. Mought be well to find out afo' havin' any argyment."

"Well, o' cose, if that's so," said Pearsall readily enough, "th' ain't nothin' mo' to be said," and he settled back in his chair as if entirely satisfied.

The old man, however, was still provoked. "Yo' all didn't ought fo' to 'cuse nobody o' frivoling afo' yo' knows," he said, testily, but he put away his bungstarter.

"I donno whether Buck Packard come f'm Greenville first off, or whether he didn't," he said, as one who would not surrender unconditionally. "Don't make no p'tic'lar difference. If he come f'm thar he didn't never say so, but——"

"Showed c'nsid'able sense in that," said Pearsall.

The old man glared at him doubtfully, but Winterbottom, for some unexplained reason, seemed anxious to avoid strife.

"Was the gent a poker player?" he asked.

"Not if he come f'm Greenville, he w'a'nt," interposed Pearsall, and the old man grew purple in the face.

"If yo' all is hell-bent onto it, yo' c'n have it," he said explosively, "but if yo' wants to hear the story, yo'll keep yo' trap shet a while."

There is little doubt that Pearsall would have spoken again. He was very obstinate at times. But when Winterbottom said "Sho' do," as if he really meant it, the man who had married a girl from Greenville shrugged his shoulders and began filling his pipe.

Seeing this, the old man produced a cigar from his vest pocket and bit it in two. One piece he ate and the other he lighted. After that he said:

"When Buck Packard come to Natchez, first off he didn't know no mo' bout draw poker'n a hound pup o' the wilderness knows about the plan o' salvation, but he hadn't been thar long afo' he seen what the only way what they was to git into good s'ciety was fo' to learn the game, an' he done went at it manful.

"They was three or fo' o' the best players they was in Natchez 'peared to take c'nsid'able int'rest into him when they realized what he was aimin' to do, an' they was good natured enough fo' to give him lessons 's frequent 's he c'd raise the price of a stack. 'Peared like they didn't none on 'em begrutch the time it took, nor they didn't nobody say nothin' harsh to him when he done made mistakes like b'ginners gen'ly does. 'N fact they didn't say nothin'. Just left him to find out fo' hisself what the mistakes was.

"I reckon mebbe if he hadn't 'a' had some c'nsid'able reso'ces fo' money when he begin, he wouldn't 'a' went fur afo' his edication 'd a been nipped in the mud, but he done kep' on a diggin' an' a buyin' an' a puttin' his mind to the game till bimeby he done begin to win out occasional. Not frequent, o' co'se, but of'n enough to 'ncourage him, an' bein' a p'sistent cuss by disposition he kep' right on. They was some few in Natchez made a livin' right easy fo' a year or so, but a'ter that 'peared like he was liable to g'po't hisself 'thouten havin' to go into no line o' business what required no hard work.

"Then he 'peared to see a gre't white light some'res round, an' he says to me what he reckoned he was gittin' mo' of a insight into the game 'n what he done had afo'.

"'Looks to me,' he says, one night a'ter the game was over, an' he hadn't did as good as he reckoned he was gwine to, 'like this yer poker game was one what calls fo' c'nsid'able mo' skill 'n what no one man is liable to have, all to his self. Pears like the odds is too gre't when a man sets in alone ag'in five or six.'

"'Yo' all is now ready,' I tells him, 'fo' to b'gin yo' higher edication. All yo' is done learned so fur is on'y the alphabeticle co'se. A man is got to be beat c'nsid'able in poker afo' he sees how it's did. 'Pears like yo' all is tol'able nigh ready fo' to b'come a expert if yo' keeps on, but they ain't many what c'n do it single handed. Takes at least two good players fo' to make a perm'nent success.'

"'That's what I been thinkin',' he says, 'an' I reckon it's about time I got back some o' them ill-gotten winnin's what these hyar pirates is been takin' off'n me fo' c'nsid'able while. I c'n hold my own tol'able well now, but I reckon when I brings a new sucker into the game, me an' him c'n just about skin the gang alive, him bein' my brother, but nobody not knowin' it.

"'I done been spendin' a couple o' days a week learnin' him what these crooks is been learnin' me,' he says with a happy grin, an' th' ain't nary one on 'em got no mo' nachul talent 'n what he's got. I reckon this yer town o' Natchez is just about due fo' a shakin' up, an' I got the earthquake all p'pared,' he says.

"'It'll sho' be int'restin',' I says, an' it sho' was. Buck p'duced the sucker next night, an' the gang set in to do him up. They done it all right, too, fo' his brother, what called hisself Strothers, didn't 'pear to know much mo' 'n what the hands was. He bet wild an' lose accordin', but Buck win tol'able nigh as much as he lose, so th 'nvestment wa'n't ru'nous.

"But the gang was 'ncouraged an' the next night they was all out fo' blood. I knowed what was liable fo' to be did, an' I was lookin' on, so I done seen it my own self. It sho' was 'excitin'.

"Buck sit next to his brother, neither on 'em p'teadin' to be 'quainted an' nobody not s'picionin' nothin' on that account. Fust off things run along like the gang was lookin' fo' 'em to, but bimeby Strothers bet out afo' the draw, somepin' alarmin'. Bill Gwaltney rose him, havin' fo' kings cold, an' they made up c'nsid'able of a pot betwixt 'em. Then they both drawed one cyard, an' I seen Packard slip a cyard to his brother.

"I seen then what he had the idea all right, but he hadn't ought fo' to begin 'thouten havin' practised mo'. Th'ain't no sense tryin' cwopyration' 'thouten a man's p'pared good.

"Bill Gwaltney seen what was did an' he shot 'em both daid."

The old man stopped talking as suddenly as the end of his story had come, and relighting the stump of his cigar he smoked on in placid satisfaction. His hearers, however, did not seem to be pleased.

"I don't see wotinell I butted in fo'," said Winterbottom discontentedly, and Pearsall said, "I reckon I must 'a' been right first off. That kyind of a yap couldn't 'a' come f'm nowheres on'y Greenville."

MORE OF DOUBLING IN ROYAL AUCTION

Interesting Comments and Striking Examples of Use and Abuse.

By R. F. FOSTER.

Some interesting comments have come to hand with regard to the latest modern conventions of doubling and redoubling, which one correspondent remarks seem to be part of one and the same thing, if the answer to the double is to be a redouble. The gist of the opinions seems to be a verdict in favor of the suit double and against the double of a no trump. Dr. Louis Cohn puts the matter this way:

"While I heartily believe in the modern refinements in auction bridge, I must frankly admit that I share Mr. Shepard's opinion with regard to these new fangled doubles and redoubles. It requires so much discretion and judgment to use them that they can be put safely into the hands of only the very expert.

"While there is some truth in THE SUN'S observation with regard to wrong practices on the part of many players, still all the other points of the game are easier to grasp than these latest additions. Take the first hand given in THE SUN on August 20. I do not think that A is justified in doubling Z's no trumper in the first place. Here are the cards:

H—K, J, 10.
C—8, 5, 4.
D—A, 10, 9, 8.
S—A, Q, 8.

"Against a no trumper his hand is hardly strong enough to go game unless his partner has a very good hand himself. In that case Z's trumper would be set without A's incurring an avoidable risk of being redoubled and losing all those points.

"When, however, THE SUN refers to the doubling of suit bidding, then we come to more debatable ground. This looks to me much simpler and more justifiable, as a man may have but the one strong suit he bids, and no tricks otherwise. The third hand given in THE SUN on August 20 shows the practicability of doubling a suit hand."

It is remarkable in how many ways the opportunity for doubling and redoubling may come up in actual play, but of course the redouble depends on the double and the double on the original bid. A correspondent sends one or two hands that he played at the Knickerbocker on May 4 last in the big duplicate game. In one of these a number of curious complications arose at his table owing to the dealer's thinking an original bid in a minor suit better than no trumps. The dealer sat South.

Z dealt and bid a club, which A doubled, to indicate a no trumper unable to stop the club suit. If his partner can stop the clubs he should bid no trumps instead of letting the double stand. This brings us at once to the critical point of the situation that the advocates of the redouble seek to cover. How is Y to show that he can support the clubs? To bid two clubs would be to increase the contract and reduce the price at the same time. If Y thinks himself strong enough to go to two clubs why not make one club worth 24 instead of two clubs worth 12? Then two by cards is the game. The only way to do this is to redouble even if it is practically certain that the declaration will be overcalled.

Now we come to B's hand, which, as already pointed out in previous articles, is a part of the scrimmage that Mr. Shepard seems to neglect. B has the choice of two five card suits, and according to convention, calls the one of higher value first, bidding one heart which takes his partner out of the redouble.

When Z passes and A is satisfied we get back to Y. He has already indicated assistance for clubs. How is he to show just where this assistance lies? There is only one way to indicate that his side trick or tricks are in hearts, and that is to double B's bid.

This drives B to his minor suit, which he is fortunate in being able to declare. It is not often that a bid of two will be enough on the second round of the bidding when all four players have declared on the first round. Z then bid three clubs and A three diamonds, at which the bidding stopped.

Z opened with the clubs and B trumped the first trick, led two rounds of trumps and ruffed another club. The next lead was a heart, which Z won with the king and at once led the queen to get out of Y's way, as Y was marked with the ace by his double. A small spade through dummy allowed Y to win with the jack. Then the ace of spades and hearts held B down to two tricks.

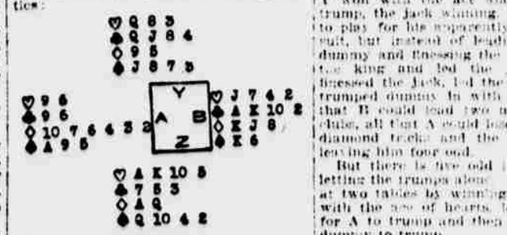
It appears that this hand was bid and played upon entirely different theories at other tables, none of them winding up with a diamond as the trump. The more common start was no trump by Z, against which A and B save the game at once by leading diamonds. Any other opening, or a shift, would give Z the game.

At one table Y thought six clubs good enough to take out the no trumper, and this started A to bidding diamonds, but Y got it at four clubs, which he made, losing two diamond tricks and the spade king only.

At another table A doubled Z's no trumper, which drove Y to the clubs and B to hearts. This was not doubled, but was set for four tricks. After trumping the first club B tried to exhaust the trumps, so as to make all the diamonds.

This led to a peculiar ending. After trumping the second club and leading another round of trumps, which went to Z, that player slid a small spade through dummy and Y picked up the last trumps with his ace of hearts and made all the rest of the clubs and the ace of spades. This is a fair specimen of the variations in results possible in playing duplicate. On the same cards one side makes two no trumps, or four clubs, or sets the opponents 50 at diamonds, or 200 at hearts.

While Dr. Cohn thinks doubling no trumpers a risky business, to be handled only by experts, it sometimes leads to interesting situations. Here is another hand, from the same game as the last, dealer sitting west, which brings out some instructive points in bidding tactics:



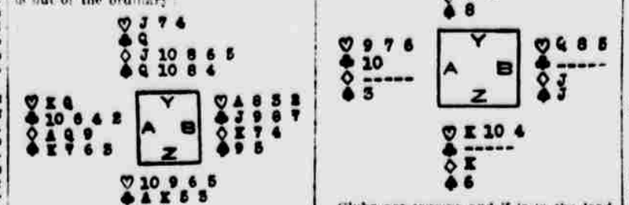
Z dealt and bid no trump. A and Y both passed, but B doubled. This is usually supposed to be a more adventurous double than one by the second hand, the difference being that the partner of the second hand has yet to speak and may have a fine hand, whereas the second player has passed without a bid.

But that logic applies only to hands in which the dealer has not made a strong bid. When the dealer says no trump, the second hand may be strong enough to save the game without a bid. If he has a long suit, the double by the fourth hand lets him to name it, instead of sliding right to lead it.

As soon as B doubled, Z passed the buck and A bid two diamonds. This Y and B both passed, and Z should have let it stand, after driving the opponents into a minor suit. It is highly improbable that A can go game, while Z holds a strong hand over an exposed dummy that has doubled.

But Z did not realize the dangers of the situation and bid two hearts, was doubled, and set for 100, less four honors. A could have made three odd in diamonds, but not the game. Z's no trumper is little above the average to start with, and his subsequent bidding, without any encouragement from his partner, is taking too great a chance.

Here is a rather fanciful use of the double, in a situation in which few players would think of it; the bidding all through is out of the ordinary:



Z dealt and bid a spade, A no trump, Y two spades, which B doubled. B's idea was to show that he had assistance for the no trumper, but could not stop the spades, whereas the general meaning of a suit double, after the partner has said no trump, is to show two stoppers in the doubled suit.

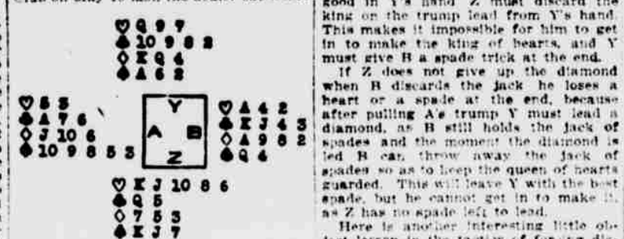
Z felt guilty about his first bid, and shifted to three clubs, which A doubled. This frightened Y into three diamonds, which A also doubled when it got round to him. This brought Z to attach too much importance to his partner's diamonds and he went three no trumps, which of course A doubled. This contract was set for three tricks, as A led two rounds of hearts and followed with three rounds of diamonds, making a spade trick with the king later.

At another table Z passed, without even mentioning the two sure club tricks, and A went no trump, making two odd. At another table, Z bid club originally and Y bid a spade, just to deny the clubs. Y made only the odd trick.

The modern double is practically a request for the partner to do something, and the redouble is an assist for the player who is doubled. The old style assist, before the one trick double came into vogue, was to go on with the suit. If the dealer bid a spade and the second hand bid something else, the third hand assisted by bidding more spades.

It is really astonishing how few players realize the limitations of assisting hands, or take into account the fact that they have been credited with two tricks and that those two are already in the partner's bid.

There are certainly a thousand cases of unjustifiable assists where there would be one unwarranted redouble. Take this hand, played at the Knickerbocker Whist Club on May 18 last, the dealer sat west:



The bid was passed up to B, fourth hand, who went no trump. This is bad bidding with a partner who has already passed an opportunity for a free bid. Instead of sitting still and leading his hearts, which would have set the no trumper for two tricks, Z bid two hearts.

This starts the ball rolling. A bids two spades and Y assists the hearts. B went to three spades, for which there is no excuse. He overrad his hand in the first place and now he goes deeper. His partner cannot have any tops in spades, or he would have bid them on the first round.

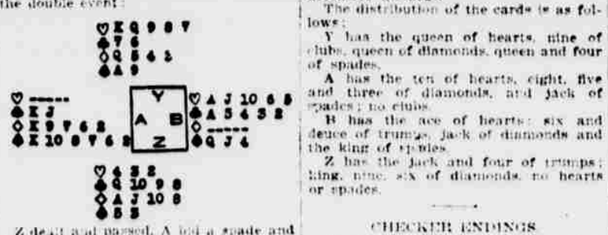
All that A could make at this table was six tricks, so he was set for 150 and simple honors. The loss was partly due to A's persistence in leading trumps.

Y opened with the queen of hearts, dummy putting on the ace and leading the queen of trumps. Z held the trick with the king and two more heart leads forced A to trump. He led another trump and Z won it with the jack. Another heart brought A down to his last trump, and he shifted to the clubs.

Leading the ace first and finessing the jack on the next round let Z win with the lone queen, and the last heart forced a last trump, Y overtrumping with the ace and leaving the seven of trumps still in Z's hand. The ten of clubs was covered by the king and trumped by Z, after which Y made a diamond trick.

At one table this hand was bid up to four hearts, doubled and set for 200.

While most of the mistakes made in bidding are expensive ones, there are some of the same kind in play. Here is an illustration of what might be called the double event:



Z dealt and passed, A bid a spade and Y two hearts, which B doubled. This illustrates the misuse of the double. It does not show support for the partner's bid, yet B has three spades to two honors, two outside aces and can ruff a suit. On the other hand it frightens the opponents off a contract which might be profitably defeated if persisted in.

A credited his partner with a couple of stoppers in hearts and went back to the spades. Had he played the hand well he would have gone game or made five odd even, instead of which he stopped at three odd. Another case of being too anxious to lead trumps.

Dummy won the first trick with the ace of hearts and led the trump queen. Y won with the ace and returned the trump, the jack winning. Now A starts to play for his apparently valuable club suit, but instead of leading small from dummy and finessing the jack he played the king and led the jack. Had A finessed the jack, led the king and then trumped dummy in with a diamond, so that B could lead two more rounds of clubs, all that A could lose would be two diamond tricks and the ace of hearts, leaving him four odd.

But there is five odd in the hand by letting the trumps alone. This was made at two tables by winning the first trick with the ace of hearts, leading another for A to trump and then a diamond for dummy to trump.

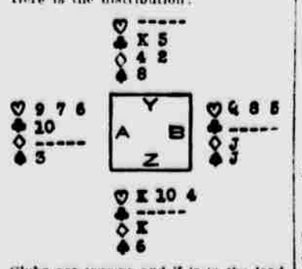
By keeping this up dummy can ruff three diamonds and A can ruff four hearts, after which he can make both ace and king of clubs without troubling about the finesse. The only tricks for Y and Z are the two aces.

PROBLEMS FOR 'SUN' READERS TO SOLVE

Another Take All Situation in Bridge and an Old Checker Puzzle.

Bridge problem No. 393 did not present any particular difficulties, as it belonged to the class of take all puzzles as well as one of only five cards. Experienced solvers have long since learned that any problem in which one side is to take all the tricks must get them by forcing discards.

Here is the distribution:



Clubs are trumps and Z is in the lead. Y and Z want all five tricks against any defence; that is, against any discards. The solution is for Z to lead the king of hearts, upon which Y must discard the losing spade. Z then leads his smallest heart, which Y trumps with the five of clubs and picks up A's ten of trumps with the king.

This brings B to a discard, and that discard must be a guide to Z's discard. If B lets go a diamond Z will get rid of the king of that suit so as to leave the way clear for Y to make two tricks with the four and deuce. If B discards the jack of spades Z will throw away his ten of hearts, keeping the king of diamonds for a reentry so as to make the last trick with the six of spades.

If B discards the best heart he leaves Z with the ten, which is high over A's nine and good for a trick. This will enable Z to discard the spade, get in with the king of diamonds and make the last trick with the established heart.

Several thought the solution was to start with the small heart and let Y trump it. This allows Y to pull A's trump and at the same time permits Z to adjust his discard to B's.

Those who sent in this line of play did not follow it up in detail, but stated that if B discarded a heart, both Z's would be good if a diamond Y would make two diamond tricks, and if a spade, it would make the eight of spades high.

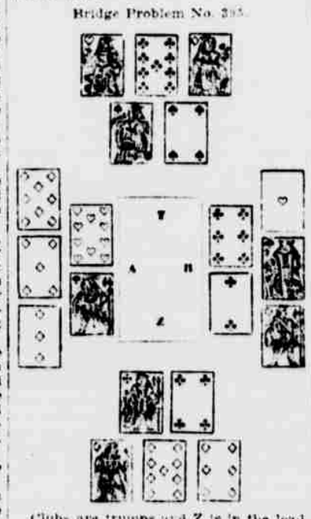
The poular method with those who gave this solution was to make B discard a heart, but that made it easy for Z, as he still has a sure reentry. The weakness of the spade discard was that it left Y in the lead to make the eight and allowed Z a sort of free discard with the six.

The diamond discard, which seems to make two of that suit good in Y's hand, will nevertheless defeat the small heart opening. To make those two diamonds good in Y's hand Z must discard the king on the trump lead from Y's hand. This makes it impossible for him to get in to make the king of hearts, and Y must give B a spade trick at the end.

If Z does not give up the diamond when B discards the jack he loses a heart or a spade at the end, because after pulling A's trump Y must lead a diamond, as B still holds the jack of spades and the moment the diamond is led B can throw away the jack of spades so as to keep the queen of hearts guarded. This will leave Y with the best spade, but he cannot get in to make it, as Z has no spade left to lead.

Here is another interesting little object lesson in the tactics of forcing discards, as it is a take all problem, like No. 393, but the solution lies along different lines:

Bridge Problem No. 395.



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

The distribution of the cards is as follows:

Y has the queen of hearts, nine of clubs, queen of diamonds, queen and four of spades.

A has the ten of hearts, eight, five and three of diamonds, and jack of spades; no clubs.

B has the ace of hearts; six and deuce of trumps, jack of diamonds and the king of spades.

Z has the jack and four of trumps; king, nine, six of diamonds; no hearts or spades.

CHECKER ENDINGS.

In spite of the fact that the position shown in problem 395 could never by any chance arise in actual play, it formed the foundation for an excellent stroke puzzle, and one which seems to have given the cracks considerable trouble to find the key move. Thomas Foy of Brooklyn, who sent the problem to THE SUN, says he spent three days on it before he could get a line on the solution.

The distribution of the pieces is: Black men on 1, 4, 7, 9, 13, 17, 18, 22 and 25; king on 16. White men on 6, 7, 11, 14, 15, 18, 27, 28 and 31; king on 10. White to play and win. Here are the moves that solve:

White.	Black.
7—2	16—7
27—11	7—16
31—26	22—26
6—2	31—6
18—15	6—18
14—11	1—10
11—22*	18—26
28—17	10—19
17—8	4—11
2—14	

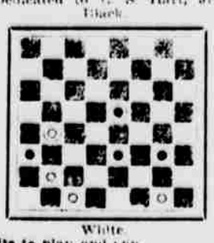
The student should observe the manoeuvre in which the black men are held on the jump until there is nothing left but the winning king, all moves of the white men having been sacrificed to the operation of the that precedes the final sweep.

The starred move is important, and must have come as a surprise to the composer. The wrong jump would upset the whole scheme.

It is rather curious how some of the best problems we have in our checker literature have incubated from mistakes in play, analysis or record. A few weeks ago L. S. Hart, Jr., sent a position that he had found in an old newspaper clipping to Mr. Lyman for his opinion of it, as it was without a solution.

As Mr. Lyman found the solution unusually intricate and difficult he asked to see the original, being rather astonished that such a remarkable problem should have been published without attracting his attention and being asked to his collection. When the original was sent it turned out that one of the black men had been misplaced in copying, the man on 21 in the following problem having been on 18 in the original clipping.

PROBLEM NO. 395. CHECKERS.
By H. D. LYMAN.
Dedicated to L. S. Hart, Jr.
Black.



White.

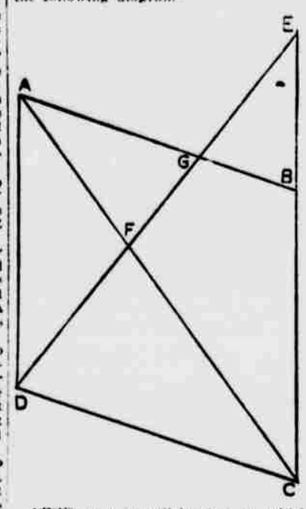
White to play and win.

The distribution of the pieces is: Black men on 21, 23 and 24; king on 15. White men on 25, 30 and 32; king on 17.

THAT WAR PROBLEM.

A large number of answers came to hand for this puzzle, and while the majority of them were correct, some of them were a long way off. The puzzle was to determine a certain distance from apparently inadequate data, there being only two measurements given, along a straight line, the required distance being a continuation of the same line.

In spite of this the problem could be solved by a knowledge of certain geometrical principles which could be applied to that part of the diagram for which no measurements were given. All the essentials for the solution are contained in the following diagram:



ABCD is a parallelogram in which AB is equal to CD and BC is equal to AD. Produce CB and draw DFGE to meet CB produced. Draw AC.

Prove that the square of DF is equal to FE multiplied by GF.

It is obvious that if this can be proved and the length DF is known to be 140, while FG is 110, the required distance GE must be the number of times that 110 will go into the square of 140. If we deduct from this distance FE the 110 FG we get the remainder GE, which we shall find to be 68.1818, or 68 and two-elevenths.

Several got this distance as high as 103, and quite a number agreed that it should be 150. Considerable interest having been shown in connection with this particular puzzle, next week THE SUN will give one or two of the geometrical demonstrations that lead to the correct solution.

Those who got the right distance, 68.1818, were W. A. Bulkley, H. F. Johnson, the Rev. F. M. Kenny, G. W. Hart, Newman D. Waffle, A. H. Van Cleve, R. K. Cheney, "Handa," H. DeB. Parsons, Lieut. M. B. Sauer, George McCutcheon, Sidney Heinz, J. J. C. Lambert, the Rev. A. P. Slattery, G. Sinnis, R. M. Thomas, St. Francis O. A., H. McCrea, Algernon Bray, German Recruit, D. T. F., Thomas Heatley, Matthew D. Reynolds, J. W. Vinaling, John Miller Bonyright, H. D. Seeley, Frank T. Hollingsworth, George M. Pope, Charles E. Clarke, Martin Whitine and Frederic C. Sheiling.

THOSE MAGIC SQUARES.

In response to a number of inquiries for some clearer definition of the classes into which magic squares may be divided the following are given in order to show the distinction between the parts that are essential and those that are simply ornamental, or sort of flourishes for effect. These ornate qualities are implied by the words "four ply," "pandiagonal" and "associated."

1. A magic square is "pandiagonal" when all its diagonals sum the magic constant of the square.

2. A magic square is "associated" when its complementary couplets, summing n2—1, are balanced opposite to each other on lines cutting through the centre of square, both numbers being also equidistant from the centre.

3. A magic square is "four ply" when the four numbers in every group of 2x2 cells have a constant summation.

These are ornate qualities and are all to be found combined in the following very clever arrangements:

1	56	41	58	25	48	49	8
63	10	23	54	59	16	15	56
6	51	46	27	30	43	54	3
60	13	20	37	36	21	12	61
4	53	44	29	28	45	52	5
62	11	22	35	38	19	14	59
7	50	47	26	31	42	55	2
57	16	17	40	33	24	9	64

This is a magic square of order 8, arranged by Frederic A. Woodruff and is a gem in its way.

THE RIGHT TO CALL.

A. F. M. says: After the draw A bets $5. B sees it and raises $5, throwing the money into the pot. A did not observe that he was raised and showed his hand as if it were called, whereupon B took down the pot, as A had not seen his raise. Is this correct?

If A did not see B's raise and showed his hand in good faith, thinking he was called, all that B can do is to inform A that he was raised and then if A still chooses to see the raise it is B's turn. By showing his hand prematurely he forfeits him of the right to call. If B did not state aloud that he was also the bet A's word must be taken for it that he did not see the raise.

CHESS FOR PLAYER, LOVER AND STUDENT

The Marshall-Whitaker Championship Match Is Off.

Both United States champion Frank J. Marshall of this city and Norman T. Whitaker of Washington, D. C., informed THE SUN that the proposed match for the championship of the United States will not be played between these two men. Whitaker states that business will not enable him to fulfil the contract which he made some time ago with Marshall and in consequence he will have to lose the forfeit money, which, according to the terms of the contract, had to be deposited with the Riggs National Bank of Washington, D. C. The amount was $50. Marshall, who spent the summer at Atlantic City, writes to THE SUN under date of August 28 that Mr. Whitaker failed to deposit with the bank the sum of $550 on August 15, as per contract, but asked for an extension of time until August 22. Marshall agreed to Whitaker's request, but the latter failed to come up to time. Under date of August 26 Marshall was informed by Whitaker that business would prevent him from playing the match.

During the last three months negotiations were entered upon by the Hungarian master Boris Kostic and the Franco-Polish expert D. Janowski, on the one hand, and Jackson W. Showalter of Georgetown, Ky., on the other hand, for a match, to be played at Lexington, Ky., next month. While Kostic was satisfied with the offer of getting $100 for travelling and hotel expenses, he was unable to accept the other proposition, made by Showalter, to play the match for $500 a side. The match therefore did not realize. Janowski, on the other hand, was willing to play for a side bet of $500, but refused to make the trip to Lexington for $100. Showalter tried his very best among his friends in Lexington to induce them to increase the amount for Janowski's expenses, but failed. Moreover, he did not again hear from Janowski after informing him of the state of affairs.

As was stated in these columns some time ago several friends of the local expert A. Kupchik declared their willingness to back Kupchik with $500 in a match with Showalter, and on being informed thereof Showalter declared his willingness to meet Kupchik at Lexington in a seven games up encounter, draw games not to count. Of course he is willing to pay Kupchik the sum of $100 for his travelling expenses. Unfortunately the latter finds that he could not possibly absent himself from business for more than two weeks, while Showalter writes that he could not possibly come East. So unless Kupchik succeeds in getting a permit to absent himself from business for about three weeks the scheme of having this interesting match played will also fall through.

Boris Kostic left yesterday week for Gary, Ind., where he will act as interpreter in a great factory. He intends coming back to this city for the National Masters' tournament, which will be played either in January or February in this city.

A second selection of games from the recent Chicago championship tournament follows:

DOUBLE RUY LOPEZ

Lasker. White.	Kent. Black.	Lasker. White.	Kent. Black.
1 P-K4	P-K4	25 BxP	KtxB
2 KKt-B3	KKt-B3	26 Q-B3	Kt-Kt3
3 Kt-B3	Kt-B3	27 QxK+	QxP
4 B-Kt5	B-K2	28 R-Q7	R-R3
5 Castles	Castles	29 Q-Kt5	Q-Q3
6 P-Q	BxKt	30 RxP	R-K4
7 PxB	P-Q3	31 R-K7	R-R4
8 R-K	P-Kt3	32 RxQ	RxQ
9 P-Q4	Kt-K2	33 RxKtP	R-K4
10 PxP	BxP	34 R-Kt6	P-R6
11 P-K5	PxP	35 R-QR6	R-R5
12 Kt-Kt3	Kt-Kt3	36 R-B6	R-R4
13 BxK	QxB	37 RxP	R-K
14 P-KR4	KtxBP	38 R-R6 ch	K-K2
15 Q-R3	Q-B4	39 R-K7	R-Q
16 B-B	P-KKt4	40 P-QR4	R-Q7
17 QR-Q	P-KR3	41 P-R5	Kt-R5
18 R-Q2	K-Kt2	42 R-R6	Kt-Kt7
19 Q-K3	Q-K2	43 RxP	Kt-Kt4
20 KR-Q	P-Kt5	44 R-Kt7 ch	K-B3
21 B-B4	P-R3	45 R-QB3	RxP
22 K-K	R-R	46 P-R6	KtxR
23 R-KK1	P-QKt3	47 P-R7	RxBP
24 R-K2	Q-K3	48 P-R8/Q	Resigns

QUEEN'S GAMBIT DECLINED.

Lasker. White.	Showalter. Black.	Lasker. White.	Showalter. Black.
1 P-Q4	P-Q4	22 R-Q	R-Q
2 KKt-B3	KKt-B3	23 P-KKt3	P-QR4
3 P-B4	P-K3	24 R-Kt5	RxP
4 Kt-B3	QKt-Q2	25 R-Kt2	R-R5
5 B-Kt5	P-KR3	26 R-KB1	R-Q2
6 BxKt	KtxB	27 R-Kt4	P-K4
7 P-K3	P-B3	28 R-R7 ch	K-B
8 B-Q3	B-K2	29 R-B5	Q-Q4 ch
9 Castles	Castles	30 Q-K4	P-Kt3
10 Kt-K5	P-B4	31 QxQ	RxQ
11 R-B	PxQP	32 R-K4	R-R4
12 KtxP	PxP	33 P-QR3	K-Kt2
13 QxP	P-Q3	34 P-Q5	P-B4
14 B-Kt	P-QKt4	35 R-B2	R-B2—R2
15 Kt-K5	P-Kt5	36 R-Q4	R-B4
16 Kt-K4	KtxKt	37 R-Kt5	K-B3
17 PxKt	R-B	38 R-B2	RxR
18 Q-Q3	B-KKt4	39 BxR	K-Q3
19 R-B4	Q-K2	40 R-B6 ch	K-Kt2
20 KxB	QxR	41 R-B2	
21 RxP	KR-Q	Drawn.	

QUEEN'S GAMBIT DECLINED.

Lasker. White.	Palmer. Black.	Lasker. White.	Palmer. Black.
1 P-Q4	P-Q4	14 B-K2	P-QR4
2 KKt-B3	KKt-B3	15 Kt-K4	B-Kt2
3 P-B4	P-K3	16 Kt-B5	KtxKt
4 Kt-B3	QKt-Q2	17 BxKt	P-QR4
5 B-Kt5	B-K2	18 Kt-B	Kt-Kt3
6 P-K3	P-B4	19 R-R3	QR-B
7 B-B	Castles	20 Q-Q3	P-R3
8 Q-B2	R-K	21 Q-Q2	Q-Kt3
9 Q-Q3	KtP	22 R-R3	Q-Q2
10 BxQ	KtxQ	23 R-QB1	P-Kt4
11 Kt-Q2	P-QR3	24 P-QR3	P-Kt5
12 P-QR3	P-QKt4	25 QKt-Q4	KtxKt
13 P-QKt4	P-B3	26 QxKt	QxP
14 P-K4	Q-Q2	27 Q-Q2	R-B
15 P-K5	Q-K2	28 Q-Q3	Q-Q2
16 Q-Q2	Kt-Q4	29 Q-B2	Q-Q3
17 Kt-K4	B-K3	30 P-B4	P-K4
18 Kt-Q6	BxKt	31 PxP	PxP
19 PxB	Q-Q3	32 R-B6	Q-Q2
20 Q-K3	P-K4	33 R-Q6