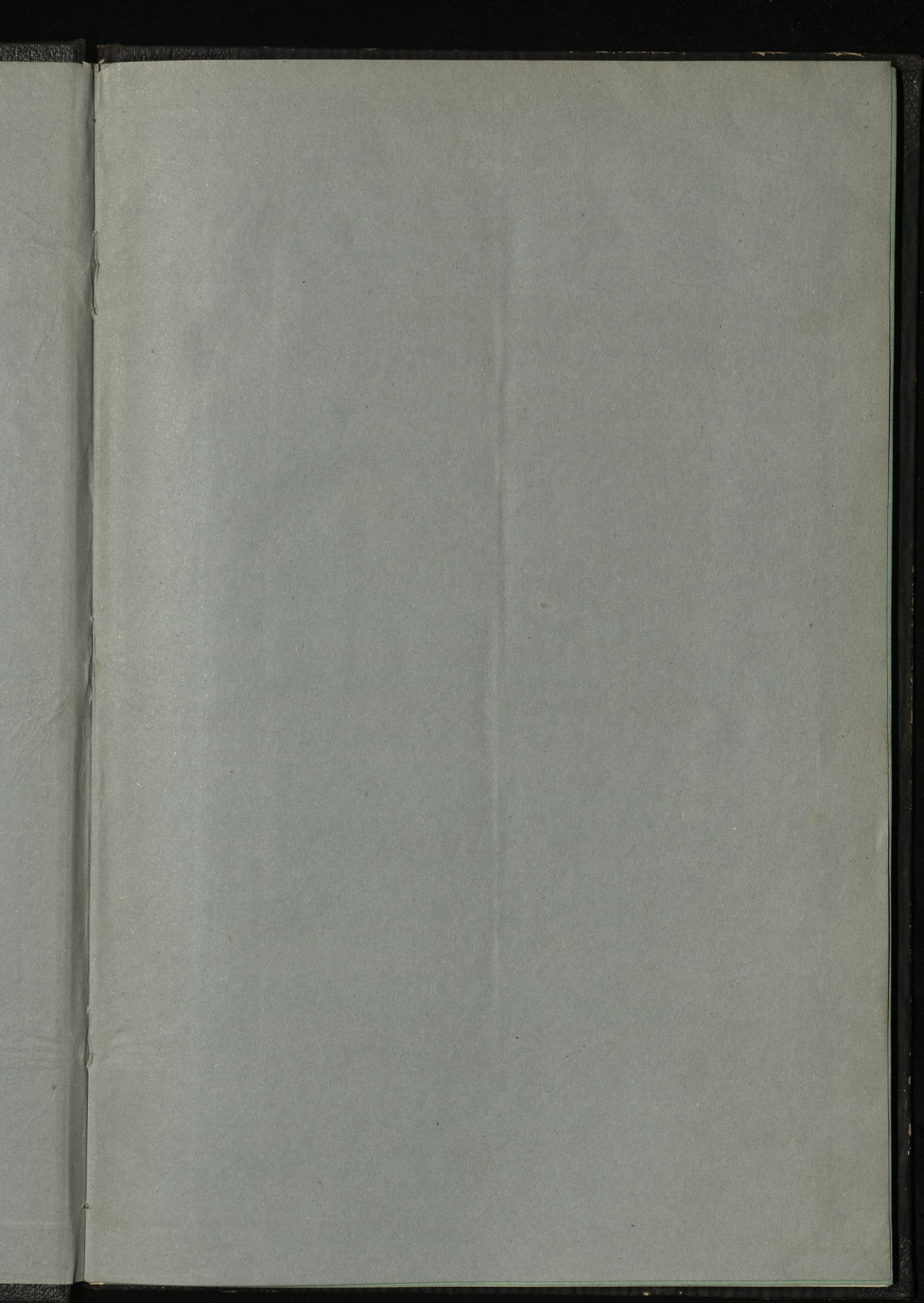


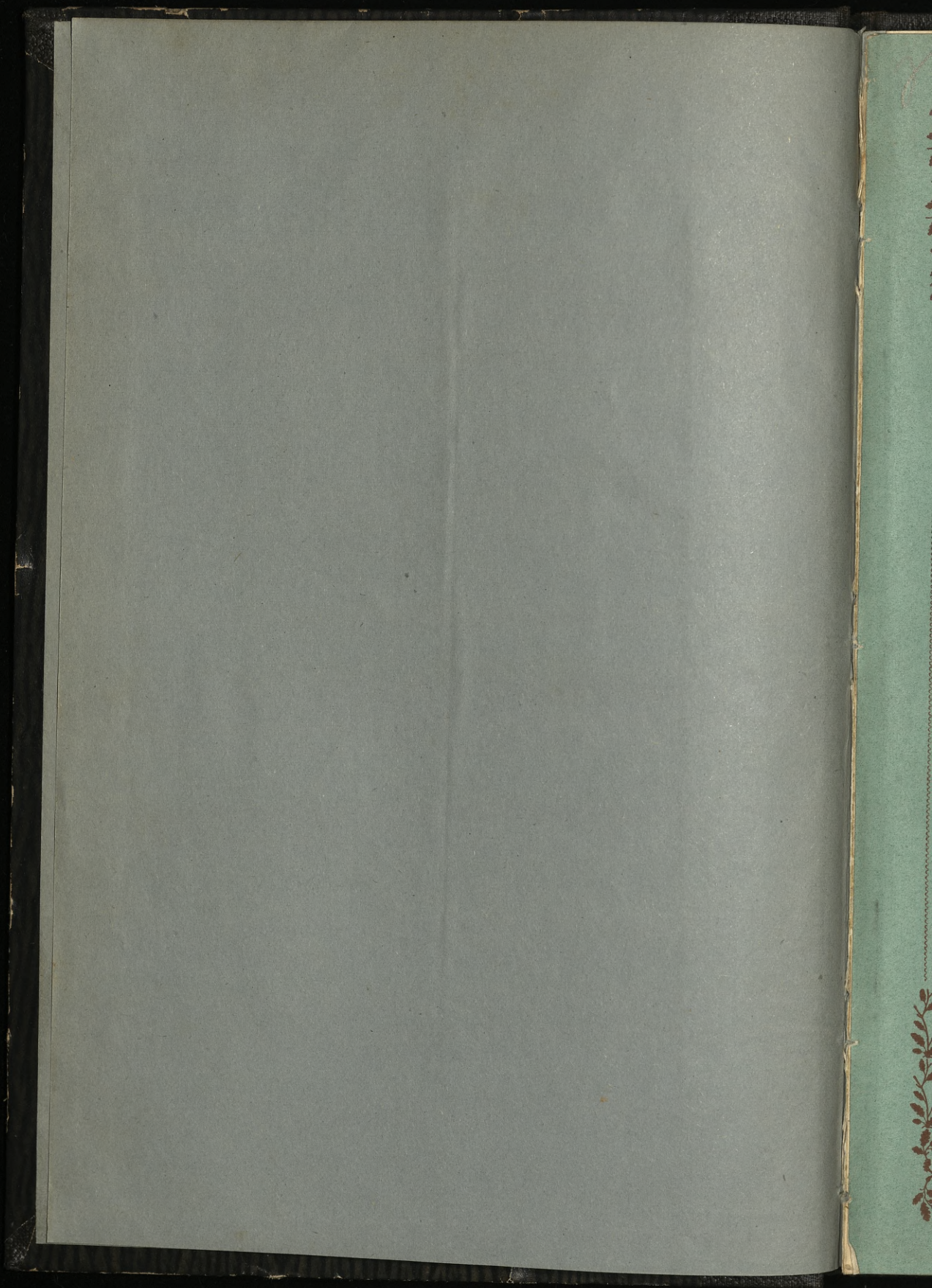
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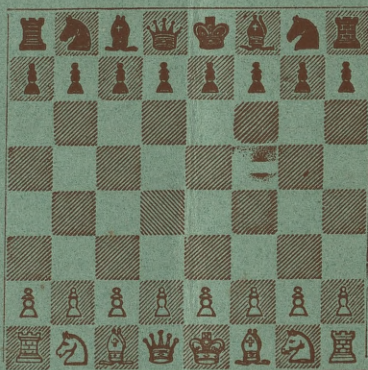




The Adelaide Chess Congress,
1887.



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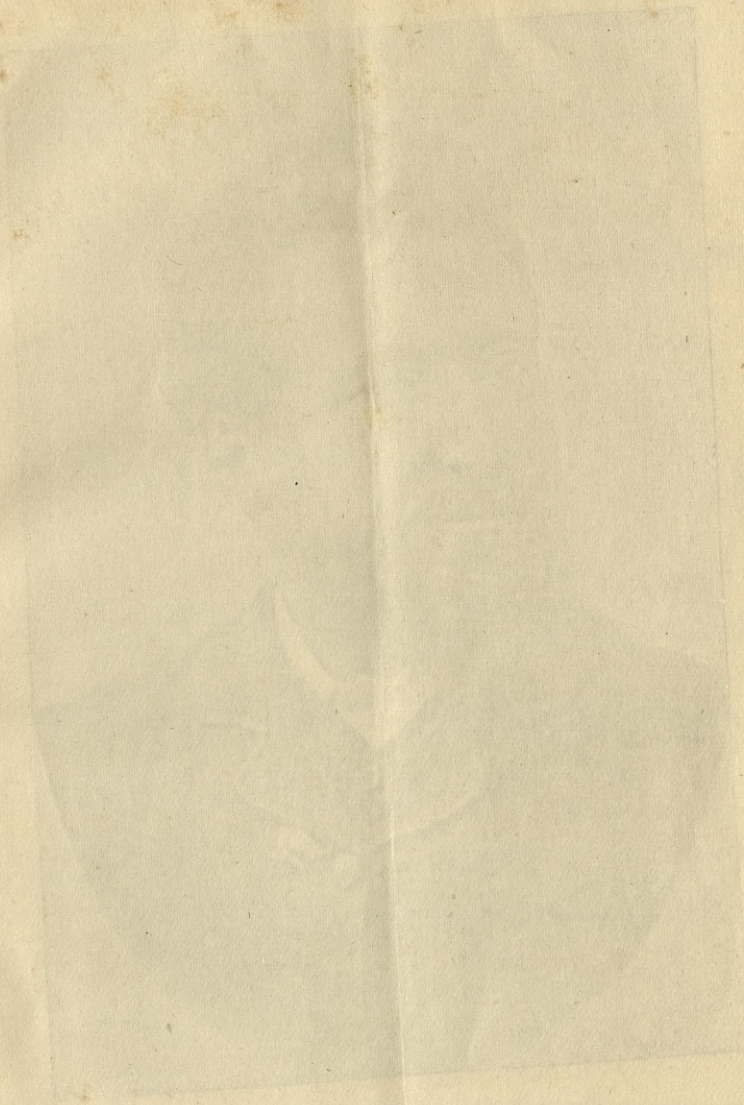
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MR. HENRY CHARLTON
WINNER OF THE CHAMPIONSHIP

(FOR MEMOIR SEE PAGE 20)

9
(1645)



MR. HENRY CHARLICK,

WINNER OF THE CHAMPIONSHIP.

(FOR MEMOIR SEE PAGE 49.)

THE ADELAIDE
Jubilee Intercolonial Chess Congress, 1887.

A
COLLECTION OF THE GAMES PLAYED
IN THE
FIRST AUSTRALIAN CHESS CONGRESS.

ILLUSTRATED BY DIAGRAMS AND COPIOUS CRITICAL AND EXPLANATORY NOTES.

ALSO,

A HISTORY OF THIS CELEBRATED GATHERING, TOGETHER WITH AN ACCOUNT
OF ITS FAVOURABLE TREATMENT BY THE PUBLIC AND THE PRESS.

EDITED BY H. CHARLICK,
ADELAIDE, SOUTH AUSTRALIA.

ADELAIDE;
W. K. THOMAS & Co., PRINTERS, GRENFELL STREET.
1888.

THE ADELAIDE
Bible Intercolonial Chess Congress, 1887

COLLECTION OF THE GAMES PLAYED



FIRST AUSTRALIAN CHESS CONGRESS

ILLUSTRATED BY [illegible] AND [illegible] NOTES

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EDITED BY H. CHARLICK
ADELAIDE, SOUTH AUSTRALIA.

ADLAIDE:
THOMAS & CO., PRINTERS, GERRARD STREET.
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P R E F A C E .

BY THE EDITOR.

The promoters of the Adelaide Chess Congress, from the beginning, intended to preserve the proceedings in pamphlet form. It was felt that otherwise the event would be incomplete. When the prizes were presented a proposition was passed that the invidious task of Editor should be performed by a competent outsider whose criticisms would be accepted as unbiassed. When however the accounts were examined it was found that the credit balance was so small that, independently of the honorarium to which an Editor was entitled, the amount was inadequate even to defray the cost of printing. As a way out of the dilemma arrangements were made with the proprietors of the *Observer* to print the games in pamphlet form from time to time as they appeared in the Chess Column. A large item of expense was thus saved, and with the help of subscriptions and advertisements the pamphlet has at last been published. The offer of my services gratuitously as Editor was accepted by the Committee. I had no wish to obtrude myself upon public notice but the financial straits of the Committee left no alternative. It has been a labour of love and no pains have been spared to give satisfaction. Endeavours have been made to make the work attractive to the general reader as well as to chess players. In annotating the games liberal use has been made of the criticisms which have appeared in colonial chess columns. The writer has also to acknowledge extreme indebtedness to the Press generally.

To the engrossing labour of annotation, collation, compression, and revision the Editor has devoted for many weeks the little leisure left by business obligations. Therefore the indulgence of friends is solicited to the imperfections which must accompany a maiden literary effort.

The interesting nature of the subject rather than its treatment may procure for this little work a favourable reception by chess players and the public at large.

H. C.

Adelaide, March, 1888.

INTRODUCTION.

A Colonial Chess Congress was the dream of Chess Players for many years. Suggestions were made at different dates to convene such a gathering in New Zealand, Sydney, and Melbourne, but insuperable difficulties always intervened and each proposition had to be abandoned. When the Adelaide Chess Club held its annual meeting towards the end of 1883, the Chairman, Mr. H. Charlick, proposed that a Chess Congress should be held in Adelaide on the occasion of the Jubilee Exhibition. It was very doubtful at that time and for long afterwards whether an Exhibition would take place at all and the subject of a Chess Congress had pretty well dropped out of remembrance until the annual Club meeting took place on September 14, 1886, when Mr. Machin, the Secretary, moved a formal resolution to hold a Congress during the Jubilee year. The proposal was taken up with the utmost enthusiasm here and was also well supported in the neighbouring Colonies. A Congress Committee was formed and when a definite prospectus was determined upon, a general canvas for subscriptions was made personally and by circular throughout Australia and New Zealand. When the minimum of £200 fixed by the Committee was reached, the Prize List was issued beginning with a first prize of £50 and the Championship of Australasia. Nor were the local players forgotten, for a minor tournament for their special behoof was also arranged. The necessary preliminaries were made with great care. The rules and regulations were modelled upon those framed for the London Congress of 1883. The Town Hall Exchange Room was engaged and play was fixed to begin on August 17. His Excellency the Governor, Sir W. C. F. Robinson, G.C.M.G., who had supported the Congress from the outset, kindly consented to open the proceedings. The major tourney included representative talent from South Australia, Victoria, New South Wales and New Zealand.

The contest was a great success and excited the liveliest interest. Daily reports of the play and the scores appeared in the newspapers, and telegrams were transmitted every night to the press in the other Colonies. The prizes were also very evenly distributed two falling to each of three Colonies. The minor tourney was likewise a thorough success, the winner, Mr. Fuss, like the Champion, going through the contest without losing a game.

The players were treated to a most agreeable country excursion on the day succeeding the finish of the last game. The presentation of the prizes was a most enjoyable event and mutual congratulations contributed to the general harmony and good feeling that prevailed. The Congress from first to last was a great success.

THE CHESS CONGRESS. FROM START TO FINISH.

The Congress Committee met at Mr. Shuttleworth's office, King William street, on Wednesday evening, April 27, to arrange for the first Australian Chess Congress. There was a large attendance, including the President (Mr. Shuttleworth). It was decided that the Congress should begin on August 17 and end on August 31: play to take place in the Town Hall Exchange-room. The gross amount of subscriptions to date was £173. Entrance-fees, &c., would probably increase this sum to £200. Of this amount £50 was devoted to defray expenses, and £150 apportioned as prizes; play to take place daily from 10 a.m. until 10 p.m. It was also unanimously resolved, on the motion of Mr. Barrett, that the first prize in the major tournament, in accordance with custom in other Chess Congresses, should carry with it the Chess Championship of Australia. Messrs H. Barrett, H. Charlick, and T. F. Machin were appointed to draft the tourney regulations and submit them to an adjourned meeting. A Playing Committee to receive protests and manage the Congress during the hours or days and hours to be mutually fixed upon was appointed. With regard to the competition, it was mentioned that Mr. H. Hookham, in whose favour the time limit was to be relaxed from twenty to fifteen moves per hour, would probably attend on behalf of New Zealand. Entries to the two tournaments was to close on August 10.

At a Committee meeting held May 4 it was decided that the rules to regulate the play should be based on those framed for the London Congress of 1883 adapted to suit local circumstances.

On May 11 the Committee discussed the regulations and the rules for the guidance of the Play Committee, which had been drafted by the Sub-Committee. They were exhaustively discussed, and on May 25 they were again discussed and revised. On June 3 they were finally considered, passed, and ordered to be printed. Great pains were taken with them, and they were regarded as furnishing a valuable precedent. They consisted of a code of twelve rules applicable to play generally. Then followed eighteen rules for the guidance of competitors in the major tournament. The same rules with four modifications were made binding in the minor tournament. These were succeeded by nine instructions for the Playing Committee who had been appointed to manage the Congress. The prize list in the major tourney was as follows:—£50 and the Championship of Australasia, £30, £20, £10, and £5; also a special prize of 5 guineas, presented by the proprietors of the *Australasian* for the most brilliant game. The prizes in the minor tourney were to be respectively £10, £8, £6, £5, £3, £2, and £1. Baxter's "Chess Problems" would be given for the game with the most problem-like ending. It was reported that the Town Hall Exchange-room had been engaged. The Congress would be opened by His Excellency the Governor on August 17, and play would terminate August 31. Entries to close August 10. Entrance-fee for the major tourney, 1 guinea. The names were mentioned of leading players in New Zealand, New South Wales, and Victoria, who the Committee were advised would compete. The fund was reported to amount to £186 13s. 11d. The Playing Committee consisted of Messrs. D. J. Adcock, H. Barrett, A. H. Beyer, G. Chamier, C. E., J. Mann, J. P., A. W. Marshall, C. J. S. Shuttleworth, J. Sibbald, A. M. Simpson, J. P., and R. M. Steele. The codes and rules with some modifications were similar to those used in the London International Congress of 1883, supplemented where necessary by Staunton's *Praxis*. Briefly the points in the code were that White had first move, and moving first changed alternately in the games; game to be recommenced before fourth move if board or men had been mis-placed; principle of "touch and move"

to be rigidly adhered to on pain of the usual penalties. "Check" not absolutely necessary to be called but K not to remain in check; if the same position occurred thrice consecutively in a game it was to be given up as a draw, except where the fifty-move rule applied. In Castling the K should be moved first. A P could not remain a P on reaching the 8th square but must immediately be promoted. If a position were wrongly set up after an adjournment the remaining moves to be cancelled. It was incumbent on each player to see that his opponent's clock was kept going. The rules in the major tourney provided that the competitors were to be paired by lot before play began, and such order to hold good throughout. Players to draw for first move. Each player to keep a separate record of the game and number of moves made per hour. Each player to play one game with every other competitor, the prizes to be awarded according to the final score. A draw to count as half a win, ties to be played off, the winner to score 2 games. The limit—15 moves per hour to be regulated by clocks. A player withdrawing to forfeit his entrance-fee. Play to begin daily at 10.30 a.m. till 1 p.m., when there would be an adjournment till 2, then play till 5.30, when there would be a recess for dinner till 7 p.m., play then to go on from 7 till 10 p.m. Time to be reckoned against each player when play was resumed whether he were present or not. No player to leave the room without leave of the member of the playing Committee. A member of the playing Committee always to be present to arbitrate in case of dispute. All questions to be decided at once by him and the game must proceed. In disputes arising out of the laws of chess the aggrieved player had the right of appeal. Each day's game to take precedence of adjourned games, which were to be played off as might be mutually agreed upon or as fixed by the playing Committee.

A player exceeding his time limit to forfeit his game. Any infraction of the time limit to be brought before the Committee. An onlooker not to interfere in any way unless called on by the referee. At the precise time set apart for play, the clock of each player to be set going and at the end of an hour the game to be forfeited in his absence unless he had a balance of time in hand from the previous sitting. If he were to come in before the end of the hour he should make fifteen moves in the balance of his time. If neither player turned up the game to be forfeited by both. Ten minutes before the close of play notice to be given that all games to be adjourned, and that the player whose turn it was to play must enclose his next move in an envelope without making it on the board his opponent in the meantime to record on a diagram the position, and place that and the scores in the same envelope, which must be left in the custody of the Committee. On resumption of play the Committee-man to make on the board the move as written down. Consultations and analysing moves on a board during adjournments to be strictly prohibited, and any delinquent to be expelled and forfeit his entrance-fee. All games to be the property of the Committee and must not be published without their sanction. Both players must give their game to the Committee the day after it should be played. Each to be bound to play up to his full strength, and each player not to be allowed to waive a penalty that his opponent may have incurred. Unless sanctioned by the Committee all arrangements affecting the result of the tournament to be prohibited under penalty of expulsion. If a player were to withdraw after playing at least half his games his score should stand and his unplayed games be scored by his opponents. If, however, he had played less than half, his score to be cancelled. The absolute power to modify any rule in special cases

was reserved to the Committee. In the minor tourney the rules to be the same as in the major tourney except that evening play from 7 to 10 would be compulsory on all competitors, and day play optional. The time limit was fixed at 20 moves per hour. Competitors on entering to state whether they entered for day or evening play, and the punctual observance of such agreement to be enforced by the Committee. The rine instructions to the Playing Committee provided that the clocks should be set going at the time fixed for play beginning at Board No. 1 whether a player were present or not, complaints to be received from any competitor, and adjudicated upon at once, any infraction of the time limit to be settled at once, each game when finished to be registered on the official score sheet; any aggrieved player might appeal to the Committee. The Committee to have the custody of games, diagrams, &c. A book of engagements to be kept for competitors in the minor tournament who had entered for day or evening play, or both; and the clock of each player to be set going if he failed to attend at the hour agreed upon. Two books to be kept in which to enter the names of players of unfinished games in both tournaments. During the week the *Australasian* proprietors remitted a draft for 5 guineas for their special prizes. They were accorded the privilege of publishing any of the games.

Attention was called to the coincidence that in the German Chess Congress, which was to meet at Frankfurt on July 17, the prizes in the major and minor tourney were on much the same scale as that adopted by the Committee of the Adelaide Jubilee Chess Congress.

The Intercolonial Congress Committee met on Wednesday evening, July 6, and settled many of the final preliminaries. Mr. H. Barrett, a member of the Playing Committee, kindly promised to assist the director of play every evening during the competition. The Committee also secured the services of another member of the Playing Committee, Mr. J. Sibbald, as official director of play throughout the Congress. Minor matters of detail such as tickets, advertising, platform, opening ceremony, arrangement of room as to grouping the competitors were settled.

At a Committee meeting held August 3 final arrangements were made for the Congress. Non-transferable half-guinea tickets to witness the contest had been printed, and all subscribers in the colony of half-a-guinea and upwards, and all members of the Adelaide Chess Club were presented with a complimentary season ticket. Ordinary admission was to be by shilling tickets procurable from the door-keeper, members of the club, and from all booksellers. A large gong would sound the signal when play was to deist each day of play. An order for twenty-four little Yale clocks had been sent to Sydney.

The fellow employees of Mr. E. A. Watson in the North-terrace Railway Department were so gratified at his winning first prize and the cup in the late tourney that they subscribed a guinea amongst themselves and procured for him a ticket of admission as a competitor in the minor tourney. This graceful act was done to overcome his diffidence and make him sorew his courage to the sticking point. This was the first actual entry to the minor tourney, intending competitors in this as well as the major tourney reserving their entries until the last moment.

Messrs. Barrett and Shuttleworth were selected to pair by lot the competitors. Messrs. Barrett and Mann, were appointed a Sub-Committee to adjudge the prize for the most brilliant game; a Sub-Committee was also appointed from the Playing Committee to act as referees in appeals from the decision of the director of play.

Entries closed on Wednesday, August 10, and the competitors were paired by lot the following day. The first to enter for the major tourney was Mr. H. Hookham, the champion of New Zealand. The next to enter was Mr. G. H. D. Gossip, a well-known English author, analyst, and amateur. He started Saturday, August 6 by the s.s. Adelaide from Sydney for Adelaide. Friday, August 5, Mr. W. Tullidge, the accredited representative of the *Australasian*, sent in his fee and nomination. Mr. Tullidge was selected along with Mr. J. G. Witton to represent the

Victorian Chess Club. Early in August Mr. D. Heiman of the School of Arts Chess Club, Sydney, suddenly appeared in Adelaide, and sent in his nomination on Saturday, August 6. He had just won first prize in a Sydney handicap with a very fine score, and his party were very sanguine of success. Mr. F. K. Esling, a young German player very highly spoken of by Mr. Blackburne, was selected by the Melbourne Chess Club, who applied to the Commissioner of Railways to grant him leave of absence to attend the Congress. The requisite permission was given. Mr. G. B. Hall, of Koorringa, an enthusiastic and able player, also intimated his intention to enter the major tourney. In the minor tourney at least half a dozen city amateurs were expected to enter, and at least as many from the country. Play would take place daily from 10 a.m. till 10 p.m. in the Town Hall Exchange-room. The proceedings on the first day to be formally opened by His Excellency the Governor. Considerable interest had been excited in this and the neighbouring colonies, and the competition promised to be a thorough success.

THE OPENING CEREMONY.

This competition—the first of its kind ever held in Australia—was opened by His Excellency the Governor (Sir W. C. F. Robinson, G.C.M.G.), in the Town Hall, Exchange-room, on Wednesday morning, August 17. There was a large attendance of players and visitors. The Committee and officers of the Adelaide Chess Club were assembled on the platform to receive His Excellency. There were also present on the platform. The Premier (Hon. T. Playford), the Chief Secretary (Hon. J. G. Ramsay), the Commissioner of Crown Lands (Hon. J. Coles), the Chief Justice (Hon. S. J. Way), the Mayor of Adelaide (Sir E. T. Smith, K.C.M.G., M.P.), the Hon. A. M. Simpson, Messrs. Lempriere, J. Mann, J.P., D. W. Melvin, &c.

Mr. C. J. Shuttleworth (the President of the Chess Club) on the arrival of His Excellency, welcomed him in a felicitous address. On behalf of the Congress Committee he expressed their gratification at the interest which His Excellency had taken in the competition, and for his patronage and presence. They also most cordially welcomed the representatives from the other colonies, Mr. Hookham from New Zealand, Messrs. Gossip and Heiman from New South Wales, and Messrs. Crewe, Esling, Tullidge, and Witton from Victoria. To those who had so liberally contributed the necessary funds for the prizes and expenses they also added their warmest thanks, and also to Mr. H. Charlick for his valuable aid. The donations (exclusive of entrance-fees) amounted to £195 2s. 5d., of which sum £17 13s. had been subscribed in Victoria, £13 6s. 5d. in New South Wales, £12 13s. in New Zealand, and £151 5s. in South Australia. Many present would remember that in May, 1885, they witnessed in that room exhibitions of blindfold and simultaneous play by the English champion, Mr. Blackburne, who was one of the most brilliant players of the day. That was an important event in the history of chess, not only in the colony but in Australasia. The Adelaide Chess Club was formed in 1865, and was therefore now in its 22nd year. On looking over the records of the club he had found that the question of an Intercolonial Chess Congress was first discussed at the annual meeting in 1883, when Mr. Charlick moved a resolution—"That it was desirable to hold an Intercolonial Congress during the Exhibition year 1886-7." No action, however, was taken in the matter until the Hon. Secretary, Mr. Machin, brought the subject before the annual meeting last year with a most successful result. Two important factors in this success have been the opening up of communication by rail with Melbourne and Sydney and the Jubilee Exhibition. They recently learned that the Melbourne Chess Clubs were already considering a Chess Congress for next year in connection with the Centennial Exhibition. They trusted that these Congresses would serve as a preliminary to an International Congress at no distant date. As chessplayers they claimed for chess the kingship of all intellectual games and a pastime affording scope for the employment of strategy without a rival. It was a mental disciplin-

arian of the highest order. It was a game which had been played from time immemorial in every civilized community. Its resources were practically innumerable, as witness the thousands of published games and problems. As a game "Age cannot wither, nor custom stale its infinite variety." The Committee relied on the combatants to cheerfully assist the director of play, and that each would, as in honour bound, strictly adhere to the code and regulations. Also that visitors would not make audible remarks on games in progress. It was their desire to make the first Intercolonial Chess Congress an unqualified success.

HIS EXCELLENCY said—Mr. President and Gentlemen—I am very glad indeed to be with you this morning, not only on account of the intrinsic merits of the game, but because it gives me an opportunity of welcoming cordially those visitors from the other colonies who have paid us the compliment of being present on this occasion. The jubilee year of our Queen, which has been so appropriately selected for this first Intercolonial Chess Congress reminds us that the late Prince Consort took a very great interest in this fine and ancient game. (Applause.) We find it recorded in his life that he used in the evening very often to play two games of chess at the same time blindfolded, so expert a player was he, and it is also recorded that he found in this mental exercise very much refreshment, so to speak, after his other labours of the day. It is, indeed, as the President has well said, a very fine and noble game. (Applause.) I used to play myself in former years with a lady member of my family. We played many games after dinner on many occasions. Finally we gave it up. I used to find that if I won three or four games in the course of the evening all the indifferent qualities which I am so unfortunate as to possess seemed to be brought very prominently before her eyes—(Applause and laughter)—and I also thought that if she won from me, whatever defects she had, were also brought before my eyes; so that at the end of the evening we found that the game did not tend to provoke mutual admiration, and so we at last gave it up. (Laughter.) This may at first sight appear an argument against rather than in favour of chess. But it only shows that the game is one of such absorbing interest, and possesses such a subtle fascination, for those who engage in it, that it fully occupies their minds. (Hear, hear.) It is the only game that possesses so great an interest in itself that it can be played without a money stake at all. (Applause.) Your President has so well spoken on the merits of the game that I, who am a very indifferent player, could ill speak to you in any further language than he has used on the subject. I am very proud that I have the opportunity of joining with you in opening this Congress, and I hope it will be a success and tend to draw in closer union the intellectual as well as the social aspects of these great colonies. (Applause.) I am very glad to think that this jubilee year in which we hold our Exhibition has brought so many gentlemen from other colonies here, and done so much to further that federal spirit which we all desire to see existing between these colonies. (Applause.) I shall now have great pleasure in making the first move, and I trust that the recollection that my fingers may yet retain of this game may ensure for the players on the side of the table that I shall play from a win in this game, at all events. (Applause.) His Excellency decended to the arena, and played P to King's 4 for Mr. Hall as White's first move at Board No. 1.

The room was gaily decorated with bunting. The players in the major tourney were seated at five tables near the windows. The players were arranged by lot as follows:—

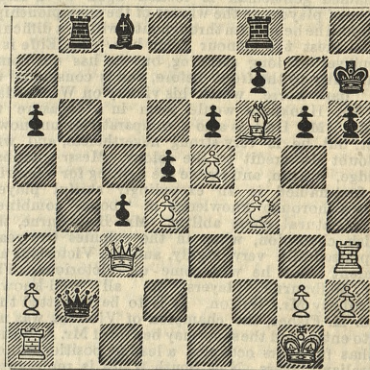
Hall v. Charlick
Witton v. Heiman
Esling v. Tullidge
Gossip v. Crewe
Eiffe v. Hookham

The toss for first move was won by Messrs. Hall, Esling, Eiffe, Witton, and Gossip. These had also the right of first move in 4 of the remaining games. The players in the minor tourney assembled in the evening, as the pairs all included evening players. Score-sheets were hung upon the walls to show the

result of each game in both tourneys. Each table bore a distinguishing number, and placards were posted about cautioning visitors not to disturb the players. Not the least interesting feature was the time-keeping apparatus. The combatants at each board were furnished with two Yale clocks, 3 inches by 2. These were balanced on a triangular wooden block, and when a player made his move he pulled his clock from the horizontal position to a slope, and the same motion brought his opponent's clock up on the other side to a level and started it going. The contrivance was the ingenious idea of Mr. Shuttleworth, and was effectively carried out by Mr. C. Bralley, of Rundle-place. At the Sydney Chess Club, where these clocks are adopted, they are only used in the ordinary manner.

The first game over was that between Messrs. Gossip and Crewe. The latter adopted the Sicilian defence and soon got hopelessly involved. Mr. Gossip's play was very pungent, but in order to bring about a smart finish he lengthened a 3 move mate into a 4 by the unnecessary sacrifice of his Q—an experiment not likely to be soon repeated because of the severe slating he has since received. Miron, the accomplished Chess Editor of the *New York Clipper* published this game on December 24, and in a solitary note (to White 6, P to Q 6) said—"Paul Morphy's antagonists were often made to feel the crushing effect of a Pawn planted here. From start to finish Mr. Gossip plays a vivacious game abounding in ideas which no beginner in Chess should permit to pass unutilised." The result of the next game was a thorough surprise, for, contrary to expectation, Mr. Eiffe mated Mr. Hookham very neatly.

Black—Mr. H. Hookham.



White—Mr. P. Eiffe.

White having to play mated in two moves—a pretty finish.

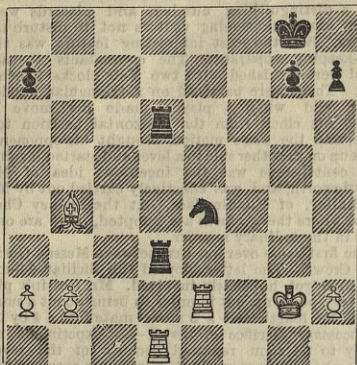
About a quarter of an hour later Mr. Heiman disposed of Mr. Witton in a very ingenious manner after some able manœuvring for position.

The two leading Victorians in the meantime had been playing a bold game. Mr. Tullidge overlooked an opportunity of winning the exchange by pinning a R with his B. Strangely enough he subsequently missed the same chance with Mr. Charlick. After this let-off Mr. Esling conducted his counter-attack with characteristic energy, and eventually won. The last game to terminate was that between Messrs Hall and Charlick. The latter defended the K Kt opening with his favourite counter-attack—the Petroff. Mr. Hall played stubbornly, but was gradually overpowered. He lost a couple of P's, and in the end laid himself open to a neat mate in 4 moves.

The *Illustrated London News* gave this game in its Chess column on November 26, and commenting on Black 33, R to Q 6 observed:—"A pretty ending. The game is played throughout by Mr. Charlick with force and accuracy."

Ending of the game between Messrs. Charlick and Hall in the first round.

Black—Mr. H. Charlick.



White—Mr. G. B. Hall.

Black having to play, mated by force in four moves.

The *S. A. Advertiser* next morning published the following interesting criticisms—"It was a matter of considerable doubt for a long time as to whether the prominent players of the other colonies could find it convenient to enter, but the result shows that there is a fair muster of them. South Australia is represented by Messrs. H. Charlick, P. Eiffe, and G. B. Hall. The first-named gentleman is looked upon by a large number of players as the winner of the championship, and should he be in form throughout it will be a difficult task to wrest the honour from him. Mr. Eiffe is a chessplayer of long standing, but he has not come prominently to the front before, and is considered to be a "dark horse," which his victory on Wednesday over Mr. Hookham would seem in a measure to warrant. Mr. Hall is also a comparatively unknown player, but he is very strong nevertheless, and will no doubt do credit to the colony. Messrs. Esling, Tullidge, Witton, and Crewe are fighting for Victoria. The first-named is an exceedingly skilful player, having a thorough knowledge of "book," combined with a natural chess ability. Mr. Blackburne, the English champion, when in the colonies two years ago praised him very highly, and the Victorians are confident that he will come off victorious. The other Melbourne players are all well-known, particularly Mr. Witton. It is to be regretted that Mr. C. M. Fisher, the champion of Victoria, was not able to enter, and the same may be said of Mr. A. Burns, who has for years occupied a leading position among Australian players. New South Wales is represented by Mr. G. H. D. Gossip and Mr. D. S. Heiman. The former gentleman, who is the author of a well-known text-book on chess, was one of the best London players for years. He has lived in Sydney for a comparatively short time, having come from London to Melbourne, where he made a lengthy stay. Mr. Heiman is an old Sydney match player, and has a first-class record. The only representative of New Zealand is Mr. H. Hookham, a good problem composer, and one of the most popular chessists of Australia."

SECOND DAY.

On Thursday, August 18, the competitors were paired off as follows:—

Hall v. Heiman
Tullidge v. Witton
Hookham v. Gossip
Charlick v. Eiffe
Crewe v. Esling.

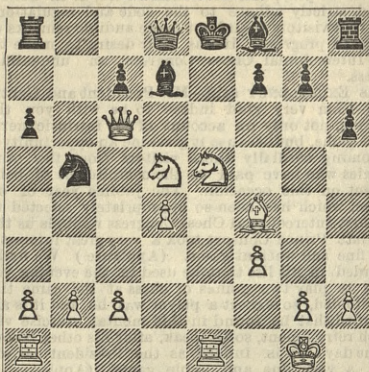
The first game finished was that between Messrs. Charlick and Eiffe. The former led off with his favourite opening—the Ruy Lopez, and after some brilliant play announced a neat mate in 4 moves at the 19th move.

Mr. Charlick only took 25 minutes, and his opponent 60 minutes.

This position formed the ending to the game between Messrs. H. Charlick and P. Eiffe in the second round of the major tourney of the late Adelaide Chess Congress. The finish is one of the neatest and most elegant of the series.

Miron, in the *New York Clipper* of December 24, pronounced this ending "the finest in the tourney!"

Black—Mr. Eiffe.



White—Mr. H. Charlick.

White having to play forced checkmate in five moves.

Mr. Crewe opened vigorously, and at one period had Mr. Esling in trouble, but he failed at the supreme moment to make the winning moves, and Mr. Esling won after 2 hours 48 minutes play.

The most important game of the day was that between Messrs. Hookham and Gossip. The New Zealand champion, after his indifferent display the previous day, pulled himself together, and after a fine contest of 47 moves and 5 hours 17 minutes duration succeeded in defeating his celebrated and powerful adversary. This game is one of the best in the Congress.

Mr. Heiman achieved a victory over Mr. Hall in 3 hours 39 minutes. The latter afterwards pointed out that he let Mr. Heiman off at the 19th move, where instead of playing Q to K 2 he should have taken the Kt and afterwards have played B to K Kt 4, winning the exchange.

The last game finished was that between the two Victorians—Messrs. Tullidge and Witton. The former won after a grand struggle, lasting 6 hours 13 minutes. The ending was a scientific specimen of R and P play.

THIRD DAY.

The pairing on Friday, August 19, was as under:—

Hall v. Tullidge
Esling v. Hookham
Heiman v. Charlick
Witton v. Crewe
Eiffe v. Gossip.

Mr. Charlick's game was again the shortest, only lasting 43 minutes. He defended with his pet Petroff, and the game continued evenly until the 19th move, when through an oversight Mr. Heiman lost his Queen by a discovered check, and at once resigned.

In justice to Mr. Heiman we may state that it afterwards transpired that he had passed a sleepless night and felt upset and faint at the time the fatal mistake was made. His nervousness was painful to witness. The strong resemblance of Mr. Heiman to Dr. Zukertort was remarked, and both appear to be alike in having a very sensitive nervous temperament. They serve to illustrate the following criticism of the players in the Frankfort tourney:—"In judging the player's work I must first of all divide them into two groups, namely, the weak and the strong—physically. These two groups comprise players who are steady, unsteady, brilliant, tenacious, nervous, easily exhausted. As all these qualities, however, are dependent or arise from physical condition, the above

distinction will suffice to indicate the players who have most chance of success in a tournament."

Mr. Witton next overcame Mr. Crewe. Mr. Eiffe maintained a persistent attack for a long time, but finally had to strike his flag to Mr. Gossip after 3 hours 49 minutes play. The latter finished in elegant style. Mr. Hall did not conduct a Ruy Lopez against Mr. Tullidge with his usual skill, and resigned at the 56th move after 3 hours 50 minutes play. Mr. Hookham once more played the best game of the day. He drew a soundly fought contest with Mr. Esling after 6 hours 10 minutes fighting. The Maori champion could have obtained a winning position by P to B 5 or Q to K Kt 2 at the 20th move, but failed to clinch his advantage. Mr. Esling drew after some very ingenious manoeuvring, this being the first draw in the tourney.

FOURTH DAY

The order of play was fixed by fate thus on Saturday, August 20:

Crewe v. Hall
Witton v. Hookham
Eiffe v. Esling
Charlick v. Gossip
Tullidge v. Heiman.

Mr. Charlick had a lead of half a point, so that his game with Mr. Gossip was regarded as the most sensational, and so it proved by the warm controversy which it occasioned in the colonial chess columns for months afterwards. Mr. Charlick, having the move, met the dull and monotonous French defence with Steinitz's invention—2. P to K 5, and a finely contested game resulted. The *S. A. Advertiser* the following Monday commented thus upon the game:—"Only one game attracted marked attention, and that was between Messrs. Charlick and Gossip. The New South Wales player was known to be in excellent form, and the city chessists were most anxious to know the result of the game. It proved one of the toughest fights of the tourney, and ended in a draw, the position at the finish being as nicely balanced as it is possible for a position to be. Mr. Charlick had the move, and his antagonist adopted the French defence, White replying with P to K 5. No noticeable blunder was made throughout, each move being accurately determined, and both players taking almost their full time. The contestants were virtually compelled to draw, apart from the equality of position, as the nature of it would not permit of 15 satisfactory moves an hour being made."

Mr. Hookham worsted Mr. Witton in 3 hours 12 minutes, although only 26 moves aside were made. Mr. Esling beat Mr. Eiffe in 37 moves and 3 hours 21 minutes. This victory brought the Victorian champion level with Mr. Charlick, Mr. Heiman being next with three wins, as he conquered Mr. Tullidge in 3 hours. The most arduous game of the Congress was that between Messrs. Hall and Crewe. It was begun at 10 a.m., and at 10 p.m. it was adjourned until Monday.

FIFTH DAY.

The quintette pairing on Monday, August 22, produced some of the most momentous and interesting games of the series. Each brace was posted thus:—

Hall v. Hookham
Charlick v. Tullidge
Crewe v. Heiman
Witton v. Eiffe
Gossip v. Esling

The most remarkable contest was that between the last mentioned pair. Mr. Gossip played a vigorous Ruy Lopez, brilliantly sacrificed a Kt at the 16th move, and won at the 44th, after 4 hours and 12 minutes play. This victory raised Mr. Gossip in the scoring list, and secured for him the prize for the most brilliant game.

The most protracted game of the day and the next in interest was that between Messrs. Charlick and Tullidge. These players had met over the board twice 19 years before, each combatant then scoring a game. Both games appeared at the time in the *Illustrated London News*, annotated by the English champion, the late Mr. Howard Staunton. The former met the Sicilian Defence with a novelty (2. P to K 5) not to

be found in the books, but casually introduced into the Vienna Congress in 1839 by Steinitz. It did not smash up this weak defence like the established modern attack does. Gradually the Victorian veteran acquired the better game, but at the 20th move omitted to fork Q and R with Kt—a stroke strangely overlooked by both players. After this let-off, Mr. Charlick 20 moves later, abandoning his left wing, turned his opponent's right flank by a rapid advance of the royal Pawns just at the critical moment, and won at the 70th move after 6 hours 2 minutes play. The contest resulted in one of the finest and most scientific end games that the Congress produced. After the exchange of Q's Mr. Charlick proffered a draw but the offer was curtly rejected. Mr. Hall secured his first victory by winning in capital style from Mr. Hookham. Later on he also won his adjourned game with Mr. Crewe, who further lost also to Mr. Heiman. Mr. Witton likewise scored his second and last victory by winning a Scotch Gambit from Eiffe. This round brought all the combatants closer together. Mr. Charlick again led by half a point, Mr. Heiman being second with 4 wins, and Messrs. Esling and Gossip tying for third place with $3\frac{1}{2}$ wins each. Greater interest than ever naturally centered in succeeding contests.

SIXTH DAY.

The pairing for Tuesday, August 23, was as follows:—

Eiffe v. Hall.
Hookham v. Heiman.
Esling v. Charlick.
Crewe v. Tullidge.
Gossip v. Witton.

The game between Messrs. Charlick and Esling attracted the lion's share of interest, and was anxiously watched all through by a dense knot of onlookers. Mr. Esling unexpectedly opened with the Centre Gambit, W. Paulsen's attack. The Victorian crack pushed the attack in aggressive style, and at the 16th move began a daring combination, which, if correctly consummated, would have yielded him a well-deserved victory. However, at the critical juncture an inferior move was made, and Mr. Charlick after this lucky escape contrived to secure a draw by a carefully devised defence with Kt against it in an impregnable position. The game lasted 5 hours 57 minutes, and ranks as one of the finest in the collection. Mr. Crewe secured his first win by beating Mr. Tullidge, a very creditable achievement. Mr. Eiffe succumbed in 3 hours 46 minutes to his fellow colonist, Mr. Hall. Mr. Gossip, after a hard struggle of 6 hours, triumphed over Mr. Witton. One of the best games of the series was that between Messrs. Heiman and Hookham. At the end of 5 hours' play the former won after a grand contest. The day's battling placed Messrs. Charlick and Heiman on an equality for top place with 5 points each. Mr. Gossip third with $4\frac{1}{2}$, and Mr. Esling fourth with 4.

SEVENTH DAY.

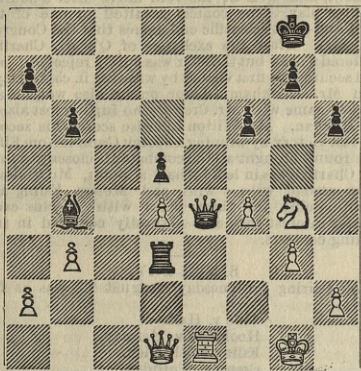
Chance produced the following pairing for Wednesday, August 24:—

Hall v. Gossip.
Witton v. Esling.
Eiffe v. Heiman.
Crewe v. Charlick.
Tullidge v. Hookham.

The shortest game proved to be that between the Victorians, Messrs. Esling and Witton. The latter made a miserable display, and lost in 18 moves and 93 minutes. The South Australian, Mr. Eiffe, materially assisted his chief by defeating Mr. Heiman in 62 moves and 4 hours and 55 minutes. The latter had gained a winning position, when he allowed his wary opponent to entrap his Q. Mr. Eiffe carried his combination through with great exactness, and won in very good style. Another hard fight was that between Messrs. Tullidge and Hookham. The former chivalrously played the open game nearly all through the Congress, and on this occasion he offered the Evans' Gambit. His veteran opponent declined it, and lost it at the 80th move in 5 hours 50 minutes. Mr. Tullidge played well throughout. Mr. Crewe led off with a Queen's Gambit against Mr. Charlick, and had his

adversary in difficulties at the adjournment for lunch. When, however, play was resumed he started with a weak move. Mr. Charlick crept out of his beleaguement, and won in 4½ hours, after some beautiful play. Mr. Gossip, after a fine ending, won from Mr. Hall in about 4½ hours. Mr. Charlick still retained the lead by half a point. Mr. Gossip was second with 5½ points, Messrs. Esling and Heiman tying for third place with 5 points each.

Black—Mr. Heiman.



White—Mr. Eiffe.

The turning point in this remarkable game. Mr. Eiffe, having to play, won by some very ingenious strokes.

EIGHTH DAY.

The pairing for Thursday, August 25, was as under:—

Hall v. Esling.
Heiman v. Gossip.
Tullidge v. Eiffe.
Charlick v. Witton.
Hookham v. Crewe.

Interest in the contest was now culminating, for the four leaders were so close together that it was impossible to foretell the destination of the prizes. The chief event of the day was the defeat of Mr. Gossip by his old opponent, Mr. Heiman. The opening was the evergreen Ruy Lopez. It lasted 7 hours and ran up to 65 moves. The victor cleverly vindicated his reputation by his play in this difficult game. Mr. Tullidge tried an Allgaier-Kieseritzky Gambit on Mr. Eiffe, who evidently did not know the opening. He made a mistake at the 4th move, and never had another chance. Mr. Tullidge won the shortest game in the tourney at the 16th move. Mr. Hall valiantly met Mr. Esling's K B P opening with the From Gambit. The Victorian accepted the proffered K P, but declined the Q P. A long and well fought game eventuated, but his superior skill and experience prevailed in the end. His final moves were very pretty. The game was re-published on January 28, 1888, in the *Illustrated Sporting and Dramatic News*. "Mars" in commenting on move 25, White P to B 4, remarked:—"The whole of the game, and especially the ending is played in masterly style by Mr. Esling." Mr. Crewe added to his growing reputation by defeating the Maori champion after a fine struggle of 72 moves. Mr. Charlick conducted the orthodox attack against Mr. Witton's Sicilian Defence with the usual result. He gradually acquired the better position, and wound up with one of the most beautiful finishes in the Congress. This victory left him in possession of the lead by a clear point. Messrs. Esling and Heiman tied for second place, with 6 points each, while Mr. Gossip through his defeat was relegated to fourth place, with 5½ points.

NINTH AND LAST DAY.

The pairing for the final round on Friday, August 26, was as follows:—

Esling v. Heiman.

Gossip v. Tullidge.

Hall v. Witton.

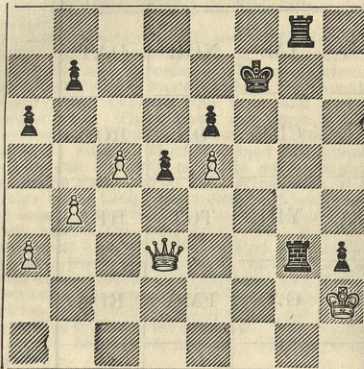
Crowe v. Eiffe.

Hookham v. Charlick.

The closeness of the leading division rendered this one of the most exciting days in the history of colonial chess. It seemed almost impossible to escape some ties—always an unsatisfactory result. One of the most momentous games was that between Messrs. Esling and Heiman, on account of their scores being equal. Each knew it was imperative to win in order to have a chance for the Championship, if Mr. Charlick should lose his game, or, failing that contingency, even to be certain of the second prize. If they were to draw, and Mr. Gossip to win, they would all three tie for the second, third and fourth prizes. Mr. Heiman's skill was recognised, but Mr. Esling was regarded as the most reliable player of the two, on account of his steadiness and nerve. The popular choice was well grounded, for Mr. Esling outplayed his opponent, almost from the start, and closed a finely conducted game with a forced mate in 4 hours 28 minutes, and 47 moves. At one point in the ending, Mr. Heiman could have drawn by playing B instead of Q to K Kt 3. The Australian subsequently remarked:—"Twenty pounds depended on this game, as it settled the destination of the second and fourth prizes of £80 and £10 respectively, Mr. Gossip splitting them." The special correspondent of the *Sydney Mail* wrote thus:—"Friday, August 26, was the last and most exciting day of the contest, the scores of the first four prize-takers being so nearly equal that it was hard to foretell what places they would take. The chances were against Mr. Heiman, he being unwell, wearied with fatigue, and having a very strong opponent to encounter. So Mr. Heiman thought it best to try drawing chances, and unwisely selected the French defence against Mr. Esling. Mr. H.'s style is not adapted for defensive *débats* like the French, and Mr. Esling's reply, when the former asked his opinion, about some weak opening move, that the weakest was the first move—viz., P to K 3, had some significance. Mr. Esling played a capital game, and won on the 45th move." Mr. Hall, who only took 45 minutes over his moves, beat Mr. Witton smartly in a Ruy Lopez. Mr. Eiffe unsuccessfully tried the same attack against Mr. Crewe. Mr. Gossip had a desperate game with Mr. Tullidge, who was familiar with his play. The latter gained a winning position, but failed to seize his opportunity at the critical juncture. Mr. Gossip, on the contrary, played, as usual, a splendid uphill game. He eventually turned the counter-attack, and conducted a capital end game, winning finally at the 69th move, after nearly 5½ hours' play. Mr. Gossip prided himself on the fact that he beat the whole of the four Victorian representatives—a feat which no other player accomplished. This victory settled the destinations of the second and third prizes. In the meantime Messrs. Charlick and Hookham were in the throes of the most evenly contested, attractive, and important game of the day. Mr. Hookham having the move had begun with the Queen's opening, and had carried it on the modern Zukertort lines. He then, however, relaxed somewhat, and his opponent, equal to the occasion, began a very long and elaborate combinative counter-attack, which Mr. Hookham met with characteristic caution and skill. In the hand-to-hand fight which resulted Mr. Hookham missed a chance of equalizing matters, and exchanged his two Rooks for the Q instead of capturing R and Q in return for his own Q and R. A very instructive and interesting end game reached its acme at the time of adjournment at 5.30 p.m., when Mr. Charlick proffered the sacrifice of his two Rooks for the Q. On resuming at 7 p.m. Mr. Hookham remarked that he could not win and offered a draw. On learning that his Rooks would not be exchanged for the Q, which course would enable him to win offhand Mr. Charlick accepted the draw, which was all he needed to win the first prize. Jaded and worn out with incessant play he was indisposed to imperil his position by continuing, although Mr. Hookham admitted subsequently that he would have lost the game and described the method. It was long sup-

posed that Mr. Hookham should have won this game, but this idea was erroneous. He might have improved his position at various stages, and he should have exchanged his Q and R for Q and R instead of giving up his two Rooks for the Queen, but at no time had he a winning position. We agree with Mr. Ranken that at move 19 he should have played P to Q R 4. If Mr. Charlick had lost his game with Mr. Esling he would have been compelled to win this game in order to tie for the first prize. This circumstance seems to have escaped the attention of certain critics, who went so far as to diagram the critical position in the game between Messrs. Charlick and Esling in the sixth round as showing where Mr. Esling "lost the first prize and the championship." On accepting the draw Mr. Charlick called the attention of the representative of the Committee in attendance to the position and the result, and intimated that if required he would play it out. The draw was, however, immediately acquiesced in, and a round of cheers, and the congratulations of friends proclaimed Mr. Charlick the winner of the Champion Tourney.

The ending in the last game in the major tourney.
Black—Mr. H. Charlick.



White—Mr. H. Hookham.

White having to play offered a draw, which Black accepted. If Black had insisted upon continuing he must have won.

The result of the Congress could be considered as satisfactory by South Australia. This colony only had three representatives, but two succeeded in gaining honours. Victoria sent four, two of whom were prizewinners, while both the representatives of New South Wales gained high places on the list. The solitary delegate from New Zealand, although he made a fine record against the three highest prizetakers, was not amongst the prize-winners, who were as follows :—

£50 and the championship, Mr. H. Charlick (Adelaide).

£30, Mr. F. K. Esling (Melbourne).

£20, Mr. G. H. D. Gossip (Sydney).

£10, Mr. D. Heiman (Sydney).

£5, Messrs. W. Tullidge (Melbourne) and G. B. Hall (Kooringa) divided.

MAJOR TOURNEY DETAILED SCORE.

Names.	Charlick.	Esling.	Gossip.	Heiman.	Tullidge.	Hall.	Hookham.	Crewe.	Wilton.	Eiffe.	Won.	Lost.	Drawn.	Points.
Charlick (S.A.).	1	1	1	1	1	1	1	1	1	1	6	3	3	7½
Esling (Vic.)	1	0	1	1	1	1	1	1	1	1	6	1	2	7
Gossip (N.S.W.)	1	1	0	1	1	1	0	1	1	1	6	2	1	6½
Heiman (N.S.W.)	0	0	1	1	1	1	1	1	0	1	6	3	1	6
Tullidge (Vic.)	0	0	0	0	1	1	1	1	1	1	4	5	1	4
Hall (S.A.)	0	0	0	0	0	1	1	1	1	1	4	5	1	4
Hookham (N.Z.)	0	0	1	0	0	0	1	0	1	0	2	5	2	3
Crewe (Vic.)	0	0	0	0	0	0	1	0	1	0	3	6	1	3
Wilton (Vic.)	0	0	0	0	0	0	0	1	1	1	2	7	1	2
Eiffe (S.A.)	0	0	0	1	0	0	1	0	0	1	2	7	1	2

ACROSTIC IN A KNIGHT'S TOUR.

BY H. B.

ORL	ORY	OLD	IDH	CRO	THV	MPI	WNT
RIG	HED	IFE	ICT	ONB	ISO	WNE	TWI
KEE	HOF	HTW	LAS	EHO	LAS	OHO	CHA
ELL	TRA	PTH	AST	LDL	IAS	NOR	DAT
WAS	HT	RLI	AUS	DUE	CHF	ON	ROO
CKV	RAY	THE	UG	CHA	YHE	TOT	HEA
STR	ARY	MIM	ORO	INW	GAN	FMA	EDA
ICF	ICT	IFE	DWE	NYA	FTH	HIC	HEE

SOLUTION OF KNIGHT'S TOUR ACROSTIC.

BY H. B.

Charlick, victor of the day,
Hero of many a mimic fray,
Australasia's Champion bold
Right well he did his own to hold.
Long and weary was the strife
In which each fought as tho' for life.
Crowned at last with victory
Keept the honour due to thee.

THE ADELAIDE INTERCOLONIAL CHESS CONGRESS.

GAMES IN THE MAJOR TOURNAMENT.

The Editor is responsible for all notes, except where acknowledged, and also for all in parenthesis.

The first Intercolonial Chess Congress ever held in the Australian colonies was brought to a termination in the Town Hall Exchange-room on Wednesday evening, August 31. The major tourney, which was finished on Friday, August 25, resulted in Mr. Charlick, the local crack, earning the title of Champion of Australasia.

The minor tourney, which was confined to local chessists, and was consequently of less importance, was brought to a conclusion on Wednesday evening. Considerable interest was engendered in this contest by the rivalry between the town and country representatives. The country sent three, whereas there were seven from the metropolis. After a hard struggle Mr. Fuss, of Moonta, gained first honours, which he well deserved, as he did not lose a game, although he drew twice. Mr. Macdonald, of the Adelaide Chess Club, was second with seven wins and 2 losses, one of the latter going against him, as he was behind the time limit. Mr. Belcher, of Terowie, who won the game referred to, was third with 6 won, 1 drawn, and 2 lost. Messrs Earl and Machin divided fourth and fifth prizes, and the sixth and seventh prizes were won by Messrs Harrison and Laughton. The latter had to resign some of his games owing to family bereavement. The prizes are £10, £8, £6, £5, £3, £2, and £1. The following is the score:—

Names.	Fuss.	Macdonald.	Belcher.	Earl.	Machin.	Harrison.	Laughton.	Berry.	Watson.	Hildley.	Won.	Lost.	Drawn.	Points.
Fuss	1	1	1	1	1	1	1	1	1	1	7	2	2	8
Macdonald ..	0	1	0	1	1	1	1	1	1	1	7	2	1	7
Belcher .. .	0	1	1	0	1	1	1	1	1	1	6	3	1	6½
Earl .. .	½	0	1	1	1	1	1	1	1	1	4	3	2	5½
Machin .. .	½	0	0	0	1	1	1	1	1	1	5	4	1	5½
Harrison .. .	0	0	0	0	0	1	1	1	1	1	2	3	4	4
Laughton .. .	½	0	0	0	0	0	1	1	1	1	0	2	5	3½
Berry .. .	0	0	0	0	0	0	1	1	1	1	2	6	1	2½
Watson .. .	0	0	0	1	0	0	0	1	1	1	2	6	1	2½
Hildley .. .	0	0	0	0	0	0	1	1	1	1	1	7	1	1½

On Wednesday evening also Mr. D. Heiman, of Sydney, played simultaneously eleven local amateurs. He defeated nine of them (two twice over), lost to Mr. Eimer, and drew with Mr. Chinner. Messrs Charlick and Hall, of South Australia, likewise played a consultation game with Messrs Gossip, of Sydney, and G. Chamier, C.E., of Adelaide. It was closely contested, and eventually ended in a draw. The following is the game:—

White—Messrs. Charlick and Hall. Black—Messrs. Gossip and Chamier.

- (Scotch Gambit.)
1. P to K 4
 2. Kt to K B 3
 3. P to Q 4
 4. Kt takes P
 5. B to K 3
 6. B takes B
 7. Kt to Q B 3
 8. B to Q B 4!

1. P to K 4
2. Kt to Q B 3
3. P takes P
4. B to B 4
5. B takes Kt
6. Kt to K B 3
7. Castles
8. R to K

Unusual. Q to B 3 is ordinarily adopted.

9. Castles!
- If Kt take P White plays:—
9. B takes P (ch)!
10. Kt takes Kt winning the R by Q to B 3 (ch) if Black capture Kt
11. Kt to K B 3, menacing B to B 2.
10. R to K
11. Q takes Kt
12. P to K B 4
13. P to K R 3
14. P to K Kt 4
15. Q R to Q
9. P to Q 3
9. Kt takes P
10. K takes B
11. Kt to K B 3 (ch) if Black play 11. Q to R 5
10. Kt takes B
11. Kt to K Kt 5
12. B to K 3
13. Kt to B 3
14. P to K Kt 3 (weak)

White has developed a ferocious attack.

16. Q takes B
17. P to Kt 5
18. Q to Q 3
19. P to K 5
20. Kt to K 4!
15. B takes B
16. Kt to Q 2
17. Kt to Q Kt 3
18. Q to K 2
19. P takes P
20. K R to Q (best)
21. K to Kt 2
22. Kt to R 5
23. Q takes K P
24. Kt takes P
25. R to Q Kt
26. R takes P
27. R takes R P
28. P to K 6
20. K R to Q (best)
21. K to Kt 2
22. Kt to R 5
23. Q takes K P
24. Kt takes P
25. Kt to B 5
26. Q R to B
27. R to Q 7

We prefer exchanging R's first.

Better than R takes P and then Kt to K 3 (ch)

29. R takes K P
30. R to B 6
31. R takes P (ch)
32. R takes R (ch)
33. Kt takes P
34. K to B 2
35. K to K
29. P takes P
30. K to B 2
31. R takes P
32. K to K 3
33. R to B 3 (ch)
34. R to B 7 (ch)

Illjudged. K to Kt 3 should win.

36. R to R 7
37. P to Q R 4
35. K to Q 3
36. Kt to K 4

R to B 3 as suggested by Mr. Hall were better.

37. R to K R 7!

Well played, forcing a draw.

38. Kt to B 3
39. Kt takes P
- Best, if Kt take Kt White recovers the piece with a winning game by R to R 6 (ch).
40. K to K 2
41. P to R 5
42. Kt to B 3
38. R takes P
39. Kt to B 6 (ch)
40. Kt takes P
41. R to R 6
42. K to B 3

Drawn game.

[An extract from the *Adelaide Observer*.]

Mr. Henry Hookham, the New Zealand Champion, who has safely arrived home at Christchurch, strongly recommends the promoters of the Melbourne Centennial Chess Congress to adopt a different method of scoring, viz., Sonneborne's, a recent German invention. The following table, which he gave in the *Canterbury Times* of September 16, shows the number of points gained by each competitor in the major tourney of the Adelaide Chess Congress upon the method of computation

proposed by M. Sonneborne, which takes into account the quality of the won games:—

Games Won.*	Charlick	Crewe	Eiffe	Esling	Gossip	Hall	Heiman	Hookham	Tullidge	Witton	Total points gained
Charlick	7½	3	2	7	6½	4	6	3	4	2	—
Esling	7½	10	9	—	11	13	5	11	9	7½	85½
Gossip	7	9½	8½	13½	—	10½	—	10½	8½	68	—
Heiman	—	9	—	—	12½	10	—	9	10	58½	—
Tullidge	—	—	6	—	—	8	—	7	—	27½	—
Hall	—	7	6	—	—	—	—	7	—	6	26
Hookham	—	5½	—	5	9½	—	—	—	5	24½	—
Crewe	—	—	5	—	—	—	6	7	—	18½	—
Eiffe	—	—	—	—	—	8	5	—	—	13	—
Witton	—	5	4	—	—	—	—	—	—	9	—

*A drawn game is reckoned as half a won game to each player.

Explanation.—The points awarded for each won game equal the number of the winner's games plus the number of the loser's games. For a drawn game they equal the number of the winner's games plus the number of the loser's games divided by two.

GAME I.

This game and the next were the two last in the champion tourney.

Played in ninth round, August 26.

White—Mr. Hookham. Black—Mr. Charlick.
(Queen's Opening.)

- | | |
|-----------------------|----------------------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. P to K 3 | 2. P to K 3 |
| 3. Kt to K B 3 | 3. Kt to K B 3 |
| 4. B to Q 3 | 4. B to Q 3 |
| 5. P to Q Kt 3 | 5. P to B 4 |
| 6. Castles | 6. Castles |
| 7. B to Kt 2 | 7. Kt to B 3 |
| 8. Q Kt to Q 2 | 8. P takes P |
| 9. P takes P | 9. Kt to Q Kt 5 |
| 10. B to K 2 | 10. Kt to K 5 |
| 11. P to Q R 3 | 11. Kt to Q B 3 |
| 12. P to B 4 | 12. B to Q 2 |
| 13. P to B 5 | 13. B to B 2 |
| 14. P to Q Kt 4 | 14. R to B |
| 15. Kt to Kt 3 | 15. P to Q R 3 |
| 16. Kt to B | 16. Q to K |
| 17. R to K (1st hour) | 17. P to B 4 |
| 18. Q Kt to Q 3 | 18. P to K Kt 4 |
| 19. K Kt to K 5 | 19. Kt takes Kt (1st hour) |
| 20. Kt takes Kt | |

If P take Kt Black plays P to Kt 5.

21. Q to B

20. B to R 5

B to R 5 would force an exchange of Queens.

- | | |
|--------------|---------------------|
| 22. P to B 3 | 21. P to B 5 (best) |
| 23. B to Q 3 | 22. Kt to B 3 |
| 24. Q to Kt | 23. Kt to Q 2 |

Weak, as it permits Black to separate the formidable P's on the Q's side and thus afford protection to his own weak K P, besides giving him a passed P at Q 4. If White takes K R P (ch), Black plays K to Kt 2, and commences an attack by R to K R, and Q to R 4.

25. P takes Kt

24. Kt takes Kt

The first step in one of the longest and most elaborate combinations that occurred in the Congress. Its object is to advance P to K Kt 5. That march is not made until the 36th move. The game from this point is worthy of the closest attention. Every move of Black is answered by White with equal profundity.

- | | |
|-------------------------|----------------------------|
| 26. P to R 3 | 24. Kt takes Kt |
| 27. B to K 2 | 25. K to Kt 2 |
| 28. B to Q 4 | 26. P to K R 4 |
| 29. Q to Kt 2 | 27. Q to K 2 |
| 30. Q to Q 2 (2nd hour) | 28. K to K R |
| 31. K to K B | 29. B to K |
| | 30. B to K Kt 3 (2nd hour) |
| | 31. B to B 4 |

- | | |
|-----------------------|-----------------|
| 32. Q to Q | 32. R to R 3 |
| 33. K to B 2 | 33. R to Kt 3 |
| 34. R to R 2 | 34. R to K R |
| 35. B to Q 3 | 35. B takes B |
| 36. Q takes B | 36. P to Kt 5! |
| 37. B P takes P | 37. P takes P |
| 38. R takes P | 38. P takes R P |
| 39. R to B 6 (best) | 39. Q to K |
| 40. R at R 2 to K B 2 | 40. B to Q |
| 41. R to B 7 (ch) | |

As Mr. Hookham afterwards remarked, he should here have exchanged Q and R.

- | | |
|----------------------------|---------------------------|
| 42. R takes Q (ch) | 41. Q takes R |
| 43. P to Kt 3 | 42. K takes R |
| 44. B to B 2 | 43. B to R 5 |
| 45. K to R 2 | 44. R from R to K Kt |
| 46. B takes B (2 h. 53 m.) | 45. B takes P (ch) |
| | 46. R takes B (3 h. 1 m.) |

Mr. Hookham at this point offered to draw. Mr. Charlick asked first what his move would be. Mr. Hookham replied that he would not take the Rook, whereupon Mr. Charlick accepted the draw which was all he needed to win the first prize. Black has a winning game but it is a work of time, and after nine days' hard play he preferred to accept the draw. If White were to exchange the Q for the two Rooks, Black wins at once by P to Q 5.

Mr. Hookham, in his chess column in the *Canterbury Times* of September 16, thus referred to this result:—"White now proposed a draw, which was accepted. Analysis shows that Black has a forced win, but that was by no means obvious over the board, and Mr. Charlick was perfectly justified in avoiding risks, for had Mr. Hookham won, the result would have been a tie between Messrs. Charlick and Esling for first prize and championship. We have only space for a single variation of the analysis:—47 Q—R 7 (ch), R (Kt)—Kt 2, 48 Q—R 5 (ch), K—K 2, 49 Q—R 4 ch, K—Q 2, 50 Q—B 6, R—Kt 7 ch, 51 K—R, R—Kt 8 ch, 52 K—R 2, R (Kt 2) Kt 7 ch, 53 K x P, R—Kt 2, 54 K—R 2, R (Kt 8)—Kt 3, 55 Q—R 4, R—Kt 7 ch, 56 K—R 3, R—Kt 8, 57 K—R 2, R (Kt 2) Kt 7 ch, 58 K—R 3, R—B 8 ch and wins."

Drawn game. Time—5 hours 54 minutes.

GAME 2.

Played in ninth round, August 26.

White—Mr. Esling. Black—Mr. Heiman.
(French Defence.)

- | | |
|-------------------------|--------------------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. Kt to Q B 3 | 3. Kt to K B 3 |
| 4. B to K Kt 5 | 4. B to K 2 |
| 5. B takes Kt | 5. B takes B |
| 6. Kt to K B 3 | 6. P to Q Kt 3 (tame) |
| 7. B to Q 3 | 7. B to Q Kt 2 (P B 4) |
| 8. P to K 5 | 8. P to K 2 |
| 9. Kt to K 2 | 9. Kt to Q 2 |
| 10. P to Q B 3 | 10. P to Q B 4 |
| 11. Q to Q 2 | 11. R to Q B |
| 12. Q to B 4! | 12. Kt to B |
| 13. P to K R 4 | 13. P to K B 4 |
| 14. Q to Kt 3 | 14. P to Kt 3 |
| 15. Q Kt to B 4 | 15. P to B 5 (bad) |
| 16. B to B 2 (1st hour) | 16. K to Q 2 |
| 17. Q to R 3 | 17. Q to K |
| 18. P to K Kt 4 | 18. Q to B 2 |
| 19. R to K Kt | 19. K R to Kt (1st hour) |
| 20. K to K 2 | |

Strangely enough neither player has castled.

- | | |
|---------------------------|-----------------|
| 21. R to Kt 2 | 20. R to Q |
| 22. Q R to K Kt | 21. K to B 2 |
| 23. P takes P | 22. B to Q B |
| 24. P to R 5 | 23. K P takes P |
| 25. Kt takes Kt | 24. Kt to K 3 |
| 26. Kt to Kt 5 | 25. B takes Kt |
| 27. B takes B | 26. B takes Kt |
| 28. P takes P | 27. Q Kt to K B |
| 29. P to K B 4 | 28. K takes P |
| 30. R to K R (2nd hour) | 29. P to Q Kt 4 |
| 31. P takes R | 30. R takes R |
| 32. K to B 3 (Q R 6 wins) | 31. R to K R |
| 33. Q to R 6 | 32. Q to Kt 3 |
| 34. Q to R 4 | 33. B to B 2 |
| | 34. B to K 3 |

(Q to K 3, followed by B to K Kt 3, would enable Black to draw).

- | | |
|-------------------------|----------------------------|
| 35. Q to Kt 3 | 35. R to K B |
| 36. R to R 6 | 36. Q to Kt |
| 37. Q to R 4 | 37. P to Q R 4 |
| 38. R takes P (ch) | 38. K to Kt |
| 39. Q to R 6 | 39. P to Kt 5 |
| 40. P takes P | 40. P takes P |
| 41. P to Kt 6 | 41. P to B 6 |
| 42. P takes P | 42. P takes P |
| 43. Q to Q B (2h. 32m.) | 43. Q takes P (1 h. 56 m.) |

White forces mate in four moves. Time—4 hours 28 minutes. Mr. Esling's conduct of this game from first to last is admirable.

GAME 3.

Game between Mr. F. K Esling and Mr. H. Charlick, played in the sixth round on August 23. The notes are taken from the *Australasian* with a few of our own in brackets:—

White—Mr. Esling. Black—Mr. Charlick.
(Centre Gambit.)

- | | |
|--------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to Q 4 | 2. P takes P |
| 3. Q takes P | 3. Kt to Q B 3 |
| 4. Q to K 3 | 4. P to K Kt 3 |
- A very good defence to this opening.
- | | |
|----------------|----------------|
| 5. B to Q 2 | 5. B to K Kt 2 |
| 6. Kt to Q B 3 | 6. P to Q 3 |
| 7. P to K B 4 | 7. K Kt to K 2 |
| 8. Kt to K B 3 | 8. Castles |

[The game up to and including White 9 is identical with that played between the Russian and American champions, Herr Tschigorin and Captain Mackenzie, in the Vienna Congress of 1882, except that the latter at Black 8, deployed B at K 3, followed by Q to Q 2, and Castles Q R, eventually losing.]

9. Castles

Castling on opposite sides often results—as it does in the present instance—in a lively game.

- | | |
|---------------------------|---------------------------|
| 10. Q to B 2 | 9. R to K |
| 11. P to Q R 3 | 10. B to K 3 |
| 12. P to K R 4 | 11. P to Q R 3 |
| 13. Kt to K Kt 5 | 12. P to K R 4 |
| 14. B to Q 3 | 13. Q to Q B |
| 15. Q R to K B (1st hour) | 14. P to Q Kt 4 |
| 16. P to K Kt 4 | 15. P to K B 4 (1st hour) |

We prefer P to Kt 5.
(The initial step in a fine deep combination, White spent no less than 20 minutes over this move.)

White prosecutes his attack in very vigorous style. The sacrifice of this Pawn is, we believe, quite sound.

16. B P takes Kt P
The best move. Taking with Rook's Pawn, or capturing K P, would give White a still stronger game.

17. P to B 5
† (If P take P the game, as the *Leader* points out, would proceed as follows:—

- | | |
|-------------------------------|--------------------|
| 17. — | 17. P takes P |
| 18. Kt takes B | 18. Q takes Kt |
| 19. P takes P | 19. Q to Q 2 |
| 20. P to B 5 | 20. R to K B |
| 21. Q to K 3 | 21. R takes P |
| 22. R takes R | 22. B takes R |
| 23. Q to R 6 and White wins.) | |
| 18. B to K 3 | 18. B takes B (ch) |
| 19. Q takes B | 19. P takes P |
| 20. Kt takes B | 20. Q takes Kt |
| 21. Q to Kt 5 (ch) | 21. Q to Kt 3 |
| 22. P takes P | 22. Q takes Q (ch) |
| 23. P takes Q | |

At this stage Black's game looks hopeless.

24. R takes R P
B to K 4 ought to have been played before taking the Pawn.

- | | |
|----------------|---------------|
| 25. B to K 4 | 24. Kt to K 4 |
| 26. Q R to K R | 25. Q R to Q |
| 27. Kt to Q 5 | 26. K to B |
| 28. R to K R 8 | 27. Kt to Kt |

(It was afterwards pointed out that White could win by Kt to K B 4. If Black reply with R to Q 2

White will win by B to Q B 6, because Black dare not take the B with Kt on account of the menaced mate. Mr. Esling had, however to move hurriedly as he had nearly consumed his second hour.)

- | | |
|--------------------------|-----------------------|
| 29. R takes Kt (ch) | 28. Kt to B 2 |
| 30. Kt to B 6 (ch) | 29. K takes R |
| 31. P to Kt 6 (2nd hour) | 30. K to B (2nd hour) |
| | 31. Kt to Kt 4 |

If 31. R takes B, White would probably have played as follows:—

- | | |
|---------------------------------|----------------|
| 31. — | 31. R takes B |
| 32. R to R 7 | 32. Kt moves |
| 33. P to Kt 7 (ch) | 33. K K 2 |
| 34. P Queens (dis ch) and wins. | |
| 32. Kt takes R | 32. Kt takes B |
| 33. P to Kt 7 (ch) | |

Here the simple and natural continuation of R to R 8 (ch) advancing the Knight's Pawn next move would have won directly.

- | | |
|---------------|----------------|
| 34. R to R 8 | 33. K to B 2 |
| 35. R takes R | 34. R takes Kt |
| | 35. Kt to B 3 |
- The saving clause—which enables Black to draw.

- | | |
|-------------------|----------------|
| 36. P queens (ch) | 36. Kt takes Q |
| 37. R to K 3 | |

(Here Mr. Esling refused a draw but proffered it after the 46th move.)

- | | |
|---------------|----------------|
| 38. R takes P | 37. Kt to K 2 |
| 39. R to Kt | 38. Kt takes P |
| 40. R to Kt 8 | 39. Kt to K 3 |
| 41. P to Kt 3 | 40. P to R 4 |

(P to R 4 followed by R to Q R 8 would win a P. Next move also White could win a P by R to Q R 8 but he can do no more than draw.)

- | | |
|----------------|-----------------|
| 42. P to R 4 | 41. P to Kt 5 |
| 43. R to K 8 | 42. Kt to K 2 |
| 44. R to Q R 8 | 43. K to Q 2 |
| 45. K to Q 2 | 44. Kt to Q B 3 |
| 46. K to Q 3 | 45. P to Q 4 |
| | 46. K to Q 3 |

And the game was drawn.

Time—5 hours; 57 minutes; White consuming exactly 3 hours.

GAME 4.

Played August 22.

This game which occurred between the second and third prize-winners was awarded the special prize of 5 guineas offered by the proprietors of the *Australasian* for the most brilliant game. It occurred in the fifth round. The notes are taken from the *Melbourne Leader*:—

White—Mr. Gossip. Black—Mr. Esling.
Ruy Lopez.)

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Kt 5 | 3. P to Q R 3 |
| 4. B to R 4 | 4. Kt to B 3 |
| 5. Castles | 5. Kt takes P |
| 6. P to Q 4 | 6. P to Q Kt 4 |
| 7. B to Kt 3 | 7. P to Q 4 |
| 8. P takes P | 8. Kt to K 2 |

We don't like this line of defence at all, shutting in as it does his Bishop; what objection is there to B to K 3?

9. R to K
This Bishop should have been played to K 3 to prevent the advance of the K P at a subsequent stage of the game.

10. Kt to Kt 5
We much prefer Kt to B 4; his position is getting very cramped, and an immediate effort to release his pieces is called for.

- | | |
|----------------|-----------------|
| 11. B takes Kt | 11. P to R 3 |
| 12. B to K R 4 | 12. Q to Q 2 |
| 13. Kt to B 3 | 13. P to K Kt 4 |

Mr. Esling has not opened his game with his usual judgment, and is now in difficulties. The present move gives his opponent the opportunity of sacrificing his Kt with a winning game, and if he should play Kt to Kt 3, White can get a winning attack by P to K 6; we believe his best resource is to Castle, dangerous as it looks.

14. B to Kt 3
White does not make the most of his position here: he should have played P to K 6, *e.g.*,

14. P to K 6 14. P takes P
15. Q to R 5 (ch) 15. K to Q
16. B takes Kt P, &c.

14. P to K R 4
He should rather have played B to Kt 2.
15. P to K R 4 (1st hour) 15. P to Q B 4 (1st hour)
He should now have played P takes P and then Castled.

16. Kt to K 4!
A capital move which gives him a fine attack.

17. B takes P (ch) 16. P takes Kt
18. Q takes Q (ch) 17. K to Q
19. P to K 6 (ch) 18. K takes Q
20. B to K 5 19. K to B 3
20. B to R 3

He seems to have nothing better.

21. B takes R 21. R takes B
22. Q R to Q 22. Kt to B 4
23. P takes P 23. B takes P
24. R takes P 24. Kt to Q 3
25. R to K 5 25. B to B 3
26. R takes R P!

26. Kt takes B
26. If R takes R; 27. B takes R, 27. B to B; 28. B to Kt 4, followed by P to K B 4, &c.
27. P takes Kt 27. R to K B
28. R to R 7 28. B to Q B
29. R to K 29. K to Q 3

A fatal blunder; Black should have seen that it was absolutely necessary to play B to Q 2 here. We do not, however, think that Black can avert defeat, as White now threatens to advance his Pawns to victory.

30. R to K 8 30. B to K 2
31. R to R 8!
Unanswerable.

32. R takes R 31. R takes R at R 8
33. P to B 8 Queening 32. B to K 3
34. R takes B 33. B takes Q
35. R to B 6 (ch) 34. B takes P
36. P to K B 4 35. B to K 3
37. R to R 6 36. K to K 2 (2nd hour)
38. R to R 5 37. P to R 4
39. K to B 2 (2nd hour) 38. K to Q 3
40. P to Q B 3 39. P to R 5
41. P takes P 40. P to Kt 5
42. R to Q R 5 41. P takes P
43. K to K 3 42. B to Q 2
44. B to K 2

And White wins.
Time—4½ hours.

GAME 5.

Game between Mr. D. Heiman and Mr. G. H. D. Gossip. Played in the 8th round on August 25. Notes by the special correspondent of the *Australasian* :-

White—Mr. Heiman. Black—Mr. Gossip.
(Ruy Lopez.)

1. P to K 4 1. P to K 4
2. Kt to K B 3 2. Kt to Q B 3
3. B to Kt 5 3. Kt to B 3
4. P to Q 3 4. P to Q 3
5. P to B 3 5. P to K Kt 3
6. Q Kt to Q 2 6. B to Q 2
7. Kt to B 7. B to Kt 2
8. Kt to K 3

Mr. Heiman did this probably to avoid the stereotyped continuation, but it is not to be commended, the Kt interfering with the action of the Queen's Bishop; the usual and correct move is Kt to Kt 3.

9. B to R 4 8. P to Q R 3
10. Q to K 2 9. Q to K 2
11. B to B 2 10. P to Q Kt 4
12. Castles 11. Kt to Q
13. P to Q R 4 12. Kt to K 3
14. Q to Q 13. Kt to B 5
15. K to K 14. Castles KR
15. P to Q B 3 (1st hour)

16. Kt to K B 16. K Kt to R 4
17. Kt to Kt 3 17. Kt takes Kt?
An error of judgment, as it gives White an open file for his Rook presently, and an attack on a vulnerable point in Black's game.

18. R P takes Kt 18. Kt to R 4
19. Kt to R 4 19. Kt to B 3
20. B to Kt 5 20. P to R 3
21. B to Q 2 21. B to K Kt 5 (weak)

Losing time, as the Bishop's Pawn must be moved to make room for the King.

22. P to B 3 22. B to Q 2
23. K to B 2 23. K to R 2
24. R to R 24. Kt to Kt

This move hampers Black's game considerably, and R to R was far better than retreating the Kt.

25. P to K Kt 4 25. P to Kt 4
26. Kt to B 5 26. B takes Kt
27. Kt P takes B (1st hr) 27. P to Q 4
28. Q to Q B 28. P to B 3
29. P to Q 4 29. K R to Q
30. B to K 3 30. P takes Q P
31. Q B P takes P 31. P to B 4?

Evidently overlooking the strength of White's reply. Black should have played K to R before this advance.

32. P to K 5!
Well played, giving him a great advantage in position.

33. P to K 6 32. K to R
34. P takes B P 33. P to Q Kt 5 (P B 5)
35. B to Q 2 34. P to Q 5
36. B to Q 3 35. Q takes B P
37. Q takes Q 36. B to B
38. Q R to Q B 37. B takes Q
39. P to Kt 4 38. B to Q 3
40. R to B 6 39. K to Kt 2
41. R to Kt 6 40. P to Q R 4
42. K R to Q B 41. R to Q R 2

Not so good as R to Q.

43. B to K 4 42. Kt to K 2
44. B to Q 3 43. B to K 4
45. R at Kt 6 to B 6 44. Kt to Q 4
46. R to B 8 45. K to B
47. R takes R 46. K to K 2 (3rd hour)
48. R to B 5 47. K takes R
49. K to K 2 48. Kt to B 2
50. P to Kt 3? 49. K to K 2

Both players evidently failed to notice that White could take the R's Pawn. For if the Rook is taken White regains it by B takes P (ch)

51. R to B 4 50. K to Q 3
52. B to K 4 51. R to Kt 2
53. K to Q 3 52. R to Kt 3
53. R to R 3

A position where time is of no consequence, as, though Black sees the attack on Queen's Pawn coming, he cannot prevent it.

54. B to K 54. R to Kt 3
55. B to B 2 55. Kt takes P
56. P takes Kt 56. K takes P
57. B takes P 57. B takes B
58. R takes B 58. P to R 4
59. B to B 5 (ch) 59. K to K 4
60. R to K 4 (ch 2nd hr) 60. K to Q 4
61. P takes P 61. R to Kt
62. P to R 6 62. R to K R
63. P to R 7 63. K to Q B 4
64. B to Kt 6 64. R to Q (ch 3 hr 50 m)
65. K to K 3 (2 hr 3 min)

And Mr. Gossip resigns. Time—5 hours 53 minutes

GAME 6.

Game between Mr. H. Charlick (S.A.), and Mr. W. Tullidge (V.), played on August 22, in the sixth round. Notes by the special correspondent of the *Australasian* with some of our own in parentheses :-

White—Mr. Charlick. Black—Mr. Tullidge.
(Irregular Sicilian.)

1. P to K 4 1. P to Q B 4
2. P to K 5

(Steinitz introduced this novelty against the Sicilian at the Vienna Congress of 1882).

3. P takes P (*en pass*) 3. P takes P
It is questionable whether it is best to take the Pawn with the Queen or as in the text.

- | | |
|-------------------|----------------|
| 4. Kt to K B 3 | 4. Kt to K B 3 |
| 5. B to Kt 5 (ch) | 5. B to Q 2 |
| 6. B takes B (ch) | 6. Q takes B |
| 7. Castles | 7. B to K 2 |
| 8. P to Q 4 | 8. Castles |
| 9. R to K | |

(Threatening to win a piece by exchanging P's and then Q's).

- | | |
|-----------------|---------------|
| 10. Kt takes P | 9. P takes P |
| 11. Q Kt to B 3 | 10. Kt to B 3 |
| 12. P to K R 3 | 11. K R to K |
| 13. B to K 3 | 12. P to Q 4 |

(P to R 3 were preferable).

- | | |
|-------------------------|----------------------|
| 14. Q to Q 3 | 13. B to Kt 5 (good) |
| 15. Kt to B 3 | 14. Kt to K 5 |
| 16. P to Q R 3 | 15. Q R to Q |
| 17. P takes B | 16. B takes Kt |
| 18. Q R to Q (1st hour) | 17. P to Q Kt 3 |
| 19. B to Q 4 | 18. Kt to R 4 |
| | 19. Kt to B 5 |

Black has now the better game.

20. Kt to R 2? 20. Q to B 4?
Here Black strangely omits to see he can win the exchange and further improve his position by playing Kt to Kt 7, forking the Queen and Rook.

- | | |
|----------------|------------------------------|
| 21. P to K B 3 | 21. Kt from K 5 to Q 3 |
| 22. Q takes Q | 22. R takes R (ch) |
| 23. R takes R | 23. Kt takes Q |
| 24. P to Q R 4 | 24. P to K B 3 |
| 25. B to B 2 | 25. K to B 2 |
| 26. P to Kt 4 | 26. Kt to K 2 |
| 27. Kt to B 3 | 27. Kt to B 3 |
| 28. Kt to K 3 | 28. Kt at B 3 to K 4 (1st h) |
| 29. K to Kt 2 | 29. Kt takes Kt (ch) |
| 30. B takes Kt | 30. Kt to B 5 |

Black's Knight occupies a strong position, and is preferable to the opposing Bishop, owing to White's doubled Pawns.

- | | |
|--------------|------------|
| 31. B to B 2 | 31. R to K |
| 32. R to Q | |

White cannot afford to exchange here, as Black would play his King to the support of the Q Kt P, and afterwards take the R's P at his leisure.

- | | |
|--------------|----------------|
| 33. P to B 4 | 32. K to K 3 |
| 34. K to B 3 | 33. K to Q 3 |
| 35. B to Q 4 | 34. K to B 3 |
| 36. R to Q B | 35. Kt to R 6 |
| 37. P to K 4 | 36. P to Q R 4 |

The advance of these Pawns is well designed.

- | | |
|---------------|-----------------|
| 38. P to R 5 | 37. P to Q Kt 4 |
| 39. P to R 6! | 38. Kt to B 5 |
| 40. B takes P | 39. P to K Kt 3 |

(White purposely sacrifices his Q R P as the Black's Q R P's are weak and impede each other).

- | | |
|---|-----------------|
| 41. P to Kt 5 | 40. P takes R P |
| (Menacing P to B 5, followed if P be taken by P to Kt 6 and then P to K 7). | |

- | | |
|--|---------------|
| 42. B to K 5 | 41. Kt to Q 3 |
| 43. R to Q R? | 42. P to R 6? |
| (B takes Kt and then R to Q R were much simpler and better). | |

- | | |
|--------------|-------------------|
| 44. B to B 6 | 43. Kt to B 5 |
| 45. K to B 2 | 44. R to K 6 (ch) |

K to Kt 4 could not be played on account of Black's reply of Kt to Q 3, threatening mate in two moves by Kt to B 4 and R to Kt 6.

A very weak move, the object of which is to prevent the march of the Rook's Pawn, as White threatened P to B 5, and, when the Pawn was taken, P to Kt 6. But Black's Rook is now shut out of play. R to K 5 was the proper move, and if P advances it can be won by the Rook checking; if in reply to R to K 5 White plays K to B 3, Black should check at K's 6, and be content with a draw.

- | | |
|--------------------------|-------------------------|
| 46. K to Kt 2 (3rd hour) | 46. R to R 4 |
| 47. K to Kt 3 | 47. K to Q 2 |
| 48. B to Kt 7 | 48. K to K 3 |
| 49. B to B 3 | 49. K to B 4 (2nd hour) |
| 50. R to K | 50. P to R 7 |
| 51. B to K 7 | 51. P Queens |

(Black can safely play Kt to K 6, succeeded if R take Kt by R to K R 6 (ch), and then P Queens!)

- | | |
|-----------------|--------------------|
| 52. R takes Q | 52. Kt to Q 7 |
| 53. R takes K P | 53. Kt to K 5 (ch) |
| 54. K to Kt 2 | 54. K takes P |
| 55. R takes P | |

(The Pawn ending that ensues is very interesting, and is faultlessly played by White).

- | | |
|---------------------|--------------------|
| 56. B takes Kt (ch) | 55. Kt takes Kt P |
| 57. R takes R | 56. R takes B (ch) |
| 58. P to B 4! | 57. K takes R |

(The only move to win. Black has not time to take the R P).

- | | |
|-------------------|---------------|
| 59. K to B 3 | 58. K to B 4 |
| 60. K to K 3 | 59. K to K 4 |
| 61. K to Q 4 | 60. K to Q 3 |
| 62. P to B 5 | 61. K to B 3 |
| 63. K to Q 5 | 62. K to Q 2 |
| 64. P to B 3 | 63. K to B 2 |
| 65. P to B 6 (ch) | 64. K to Q 2 |
| 66. K to B 5 | 65. K to B 2 |
| | 66. P to Kt 4 |

(It was thought at the time by some that Black could draw by leaving this P unmoved, but White can either Queen his Q B P or force Black to move the K Kt P by getting his P at Q B 7, and his K at Q B 6 while the black K is imprisoned at Q B. Directly K Kt P moves the White K has time to overtake and win it).

- | | |
|--------------|---------------------------|
| 67. K to Q 5 | 67. P to Kt 5 |
| 68. K to K 4 | 68. P to Kt 6 |
| 69. K to B 3 | 69. P to Kt 7 (2 hr 24 m) |

70. K takes P (3 hr 40 m)

And Black resigns. Time—6 hours 4 minutes.

GAME 7.

Played in the 8th round of the late champion tourney on August 24:—

White—Mr. J. E. Crewe. Black—Mr. H. Charlick.

(Queen's Gambit Declined.)

- | | |
|----------------|----------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. P to Q B 4 | 2. P to K 3 |
| 3. Kt to Q B 3 | 3. Kt to K B 3 |
| 4. B to Kt 5 | |

An original development.

- | | |
|---|----------------|
| 5. P to K 3 | 4. B to K 2 |
| 6. B to Q 3 | 5. Castles |
| 7. B to R 4 | 6. P to K R 3 |
| 8. Kt to B 3 | 7. P to Q Kt 3 |
| 9. Castles | 8. B to Kt 2 |
| Kt to K 5 would relieve Black considerably. | 9. P takes P |

10. B takes P 10. Q Kt to Q 2

11. Q to K 2 11. Kt to K

Too defensive; Kt to K 5 were much better.

12. B to K Kt 3 12. Kt to Q 3

13. B to Q 3 13. P to Q B 4

If Kt to B 3 White can play P to K 4.

14. Q R to Q

Well played. Black's position is uncomfortably hampered and confined.

- | | |
|------------------------|---------------|
| 15. Kt takes P (best) | 14. P takes P |
| 16. B to Kt (1st hour) | 15. P to B 3 |

White threatens to win a P by Kt takes P and B takes Kt. If Black play Kt to B 3 White advances P to K 4.

- | | |
|---------------|--------------------|
| 17. Q to B 2 | 17. Kt at K to B 3 |
| 18. Kt to B 3 | |

Menacing Kt to K 5.

19. B to R 4 18. Q to B

Again well played, threatening R takes Kt and then B takes Kt. Black will only weaken his K if he push P to K Kt 4.

20. B takes Kt? 19. P to Kt 3

This capture relieves Black's game.

21. Kt to K 4
Threatening R takes Kt and Kt takes B (ch)
22. Q takes B
23. P to K R 4
If White advance P to R 5, Black plays Kt to B 3.
24. R to B
25. Q to B 2
Intending to take P and holding K to B in reserve
if White play P to R 5.
26. P to Kt 4 (weak)
27. Kt to R 2
28. Q to K 2
With care Black has got an easy game to win. His conduct of this end game is well deserving of examination and contrasts favourably with his opening moves.
29. R takes R
30. B to Q 3
31. Q to Q 2 (2nd hour)
32. Q to B 2
33. R to B?
34. Q takes Kt
35. Kt to B
36. P to R 5 (2h 20m)
White resigns. Time—4 hr. 29 min.

20. B takes B (best)

21. B takes Kt (best)
22. B takes P!

23. B to Kt 2

24. Kt to B 4

25. R to Q

26. Q to Kt 2

27. Q R to B

28. Kt to R 5!

29. R takes R

30. Kt to B 6

31. Q to Q 4 (2nd hour)

32. P to Q Kt 4

33. Kt to K 7 (ch)!

34. R takes R (ch)

35. R to B 8

36. R takes P (2h 9m)

GAME 8.

Game between Messrs. Hall and Witton played in the 9th round on August 26. The notes are taken from the *Australasian*.

White—Mr. G. B. Hall. Black—Mr. J. G. Witton.
(Ruy Lopez.)

1. P to K 4
2. Kt to K B 3
3. B to Kt 5
4. B to R 4
5. P to Q 3
6. Castles
7. R to K
8. P to Q 4
9. B to Kt 3
10. Kt to Kt 5
11. P takes P
12. P to K B 4

Driving the Kt back by P to R 3, and then playing B to Kt 5 would have given Black a good development.

This move, though apparently unsound, has the merit of at once making the game very lively and interesting and affording plenty of scope for combination on both sides.

16. P takes P
17. P takes Kt
Throwing away the game. Q takes B P was the proper move; if then Q takes B, Black takes K B, followed by P takes Kt P.

18. R takes Kt
19. R to K
20. R takes R
21. P takes P
22. Q takes Q
23. B to Kt 2
24. R takes B

And Black resigns.

GAME 9.

Played on August 19, in the third round between the Victorian and New Zealand cracks. The notes are by the Chess Editor of the *Sydney Mail* :—

White—Mr. F. K. Esling. Black—Mr. H. Hookham.
(Irregular Opening.)

1. P to K B 4
A safe enough but unfashionable *début*. Mr. Bird is about the only modern player who has made a study of it.

2. Kt to K B 3
3. P to K 3
4. P to Q Kt 3
5. B to Kt 2
In this form of game the late Mr. Wisker was in the habit of playing P to K Kt 3, followed by B to Kt 2
6. B to Q 3
A fanciful development, which we regard as inferior to B to K 2

6. P to Q R 3
Unnecessary, as it would not pay White to lose a move by pinning the Kt if Black now played it to B 3.

7. Kt to B 3
8. Castles
The B has less scope here than at Kt 2.
9. P to Q R 3
Premature. Castling was the right course.
10. P to Q R 4
11. Kt to K 2
12. Kt to Kt 3

Onward, not backward, should be Black's motto; his King's side is in no danger, and he loses time by the text move. We believe Black could start a harassing attack on the Q side, where White is weak, by 12. Q to Kt 3, followed soon by Kt to Q R 4 and K R to B, with the view of pushing the Q B P.
13. Kt to R 5
14. Kt to K 5
15. Kt to Kt 3
16. Kt to R (bad)

It looks as if Black could win a P by 16, B takes Kt, 17. Q to B 2, 18. Q to B 3; and Black dare not take the P, because of 19. Q to B 4!

17. Kt takes B
18. P to B 3 (1st hour)
Better to have changed Bishops; the move made weakens the Pawns, and gives Black possession of the diagonal.

19. Q to K 2
20. Q to Q
A strong move.
Obviously too slow for the exigencies of the occasion. Black has now the better position, owing to the awkward situation of the adversary's Bishops. By the following play he could obtain a winning game, e.g. :—

21. R to B
22. Kt P takes P
23. B to Kt
24. R to Q B 2
20. Q to K Kt 2
21. P to B 5
22. Q P takes P
23. Kt to Kt 6
24. Kt to K 5

followed by K R to Q, with a winning game. All the variations in this interesting and complicated position tend to Black's benefit.

21. R to Kt
22. B takes Q B P
23. P takes B
24. B to B 2
25. Q to K
26. P to B 4
21. P takes P
22. B takes B
23. Q to R 2
24. Kt to K 5
25. Q to K Kt 2
26. Kt to B 6

Imprudent; 26. Kt to B 3, intending Kt to Kt 5, looks better.
27. R to B
28. Kt to B 2
So that after P takes P, Black cannot retake with a check; the attack and counter-attack now become very exciting.

29. P takes P
30. Q takes P (ch 2nd hr)
31. Q R to K
32. Q takes R P
33. K to R
29. Q takes P
30. K to B (2nd hour)
31. R to K
32. Kt to K 7 (ch)
33. Q to Q

Beginning an ingenious attempt to trap the Q.
34. Q to R 7
35. Kt to Q 3
36. Kt to K 5
37. Q to Kt 6!

By the well-timed aid of the Kt, White escapes very prettily.

38. Kt to Q 7 (ch)
39. Kt takes Q
37. Q takes Q
38. K to B 2
39. R to R 3

- | | |
|--------------------------|-------------------------|
| 40. Kt to Q 5 | 40. Q R to K 3 |
| 41. R to R | 41. R to Q B |
| 42. P to Kt 3 | 42. Kt to R 4 |
| 43. Q B to Kt | 43. Kt to Q 5 |
| 44. R to B 2 | 44. R to Q Kt |
| 45. B to Q 3 | 45. R takes P |
| 46. R takes B | 46. Kt at Q 5 takes R |
| 47. K to Kt 2 (3 h 10 m) | 47. Kt to Q 5 (3 hours) |
- Draw. Time—6 hours 10 minutes.

GAME IO.

The following game was played in the first round on August 17, between Messrs. G. H. D. Gossip and Mr. J. E. Crewe. The notes are by Mr. C. W. Benbow, chess editor of the *New Zealand Mail* :—

White—Mr. Gossip. Black—Mr. Crewe.

(Sicilian Defence.)

1. P to K 4 1. P to Q B 4
The frequent employment of this defence in former years was due to Mr. Staunton's opinion that it was the best opening the second player could adopt. This estimate has not been sustained, and it is a game now rarely seen.

2. Kt to Q B 3 2. Kt to Q B 3
3. Kt to B 3 3. P to K 3
4. P to Q 4 4. P to Q R 3
P takes P is the recognised move here, and would certainly have been better than the one adopted, which is simply a waste of time.

5. P to Q 5 5. Kt to R 2
Q Kt to K 2 or P takes P would have been preferable to this.

6. P to Q 6
Which cramps Black's game almost irretrievably.

7. Kt takes P 6. P to K 4
8. Kt to B 4 7. Q to B 3
8. Kt to Kt 4

If this is the best, then his game is in a very poor condition.

9. Kt takes Kt 9. P takes Kt
10. Kt to Kt 6 10. R to Kt
11. Kt to Q 5 11. Q to K 4

It will easily be seen that Black cannot capture Q P with Q because of 12. B to K B 4.

12. Kt to B 7 (ch) 12. K to Q
13. Kt takes P 13. Q takes P (ch)
14. Q to K 2 14. Kt to B 3
15. B to Kt 5 15. Q to Kt 3
16. Q to K 5 16. P to Kt 3
17. B to Q 3 17. Q to R 4 (1st hour)
18. Q takes Kt (ch)

White has conducted his game so far in an admirable manner, his opponent being outplayed in every way, but in his desire to finish the game "after the high Roman fashion" he now fails to move in the most expeditious and therefore best way. B takes Kt (ch) clearly results in a mate in three moves, while the course adopted—although brilliant—requires four moves.

19. B takes P (ch) 18. P takes Q
20. B takes B (ch) 19. B to K 2
21. Kt to B 7 mate. Time—1 hour 55 minutes.
20. K to K

GAME II.

Played in the fourth round August 20.

White—Mr. H. Charlick. Black—Mr. G. H. D. Gossip
(French Defence.)

1. P to K 4 1. P to K 3
2. P to K 5

Invented by Mr. Steinitz, who first adopted it at the Vienna Chess Congress of 1882, and with marked success. He afterwards used it in his matches with Messrs. Martinez and Golmayo, and in the London Congress of 1883.

2. P to Q 4
3. P takes P (en pas) 3. B takes P
4. P to Q 4 4. Kt to K 2

We prefer Kt to K B 3.

Kt to K B 3

5. P to Q Kt 3

- | | |
|------------------|----------------|
| 6. B to Q 3 | 6. B to Kt 2 |
| 7. Castles | 7. Q Kt to Q 2 |
| 8. Kt to B 3 | 8. Kt to Kt 3 |
| 9. B to K Kt 5 ! | |

An important move, compelling Black to hamper his game by P to K B 3. If Black take Kt. White recaptures B with Q threatening Q takes R (ch) if Black Q take B.

- | | |
|-----------------|-----------------|
| 10. B to Q 2 | 9. P to K B 3 |
| 11. B to Q B 4 | 10. Castles |
| 12. R to K | 11. R to K |
| 13. Kt to K 4 | 12. Q Kt to K B |
| 14. P to B 3 | 13. Q to Q 2 |
| 15. Q to Kt 3 | 14. Q R to Q |
| 16. B to Q Kt 5 | 15. K to R |

Another hampering move.

- | | |
|-----------------|-------------------------|
| 17. B to Q 3 | 16. P to B 3 (1st hour) |
| 18. Kt to Kt 3 | 17. B to Q Kt |
| 19. B to Q Kt 5 | 18. P to Q B 4 |

Compelling the exchange of Black's menacing Q B.

- | | |
|-------------------------|---------------------|
| 20. B takes B | 19. B to B 3 |
| 21. Q to B 4 (1st hour) | 20. Q takes B |
| 22. Q takes Q | 21. Q to Q 4 (good) |
| 23. P takes P | 22. P takes Q |
| | 23. P takes P |

Black here offered a draw, but White preferred to go on.

- | | |
|---------------|---------------|
| 24. B to K 3 | 24. P to B 5 |
| 25. Kt to Q 4 | 25. Kt to K 4 |
| 26. P to Kt 3 | 26. Kt to Q 6 |
| 27. K R to Q | 27. B to K 4 |

All this is well-played by Black.

28. Kt to K B
Kt at Kt 3 to K 2 would also do, having in view Kt to Q B 6 and P to K Kt 3.

- | | |
|---------------|---------------|
| 29. P takes P | 23. R to Q B |
| 20 Kt to Q 2 | 29. P takes P |

Q R to Kt first were better.

30. Kt to Kt 7
31. R at Q to Q Kt 31. Kt to R 5 (2nd hour)
Again well-played. White must defend his Q B P.

32. R to Q B
After making this move White offered to draw but Black preferred to go on.

- | | |
|-----------------|-----------------|
| 33. Q R to Q Kt | 32. Kt to K 3 |
| 34. K to B | 33. Kt to K B 5 |

The only move to save the game.

35. R to Q B 2 (2 hours 4 min.) 34. Kt to Q 6 (2 h 17 min)

And by mutual consent the game was drawn. Mr. Gossip preferring the draw. Time—4 hours 2 minutes.

It was afterwards stated that Black should win by B takes P. Mr. Gossip has, however, favoured us with the following continuation, proving that the legitimate result after all was a draw :—

- | | |
|-----------------|---------------|
| 35. — | 35. B takes P |
| 36. R to Kt 7 ! | |

The *Leader* misleads by giving 36. K to K 2 for White. But why should White play such a weak move ?

36. B to Kt ! or (a)
If any other move White wins the R P, drives away the Kt or gets a passed Pawn.

37. Kt to K B 5 37. P to Kt 3
If 37. R to B 2 ; 38. R takes R, B takes R ; 39. Kt takes Q B P, &c.

38. Kt to K 6 38. Kt to K 4

To prevent perpetual check.

39. B to Q 4, &c.

(a)

- | | |
|--------------------|---------------------------|
| 36. R to Q Kt | |
| 37. R takes R P | 37. Kt at R 5 to Kt 7 |
| 38. Kt to B 5 | 38. R to Q R |
| 39. R takes R | 39. R takes R |
| 40. P to K Kt 3 | 40. R takes P |
| 41. Kt to Q 6 | 41. R to R 8 (ch) |
| 42. K to K 2 | 42. R to K 8 (ch) |
| 43. K to B 3 | 43. Kt to K 4 (ch) or (b) |
| 44. K to Kt 2, &c. | |
| (B) If | 43. Kt to Q 8 |

44. Kt at Q 6 takes Q B P, &c.

The Sydney Mail has impugned the correctness of the analysis we lately supplied justifying the draw in the Congress game between Messrs Charlick and Gossip. Instead of the retreat of the Black B to Q Kt at move 36., the Mail advocates 36. B to B 5.

Mr. Gossip has kindly furnished us with the following analysis proving the futility of the Mail's criticism:—

"The Mail endeavours to be witty at our expense fearing 'that we fail to observe' the following rather obvious continuation. which had not, however, escaped us:—

35. B takes P
36. B to B 5
37. B takes B
38. R takes P
36. R to Kt 7
37. R takes R P
38. P takes B
and the Mail concludes 'that Black has a strong game.' We believe, however, that so far from this being the case, White although minus a Pawn, has the better game; for if now:—

39. K to Kt
Black can do nothing, and his opponent has a terrible passed Pawn on Q R file.

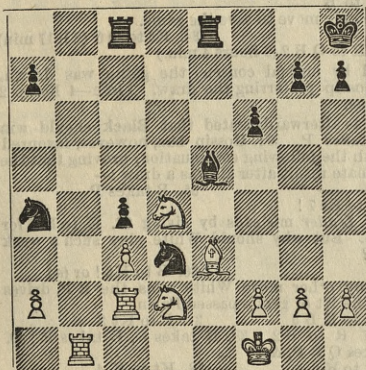
Suppose firstly, 39. Kt to K 8
40. R to Q B
41. Kt takes B P
and White's game is certainly to be preferred.

Secondly, 39. R to K 8 (ch)
40. Kt from R 5 takes Q B P
41. Kt takes B P
42. Kt from R 5 to Kt 7
43. Kt from Q 2 to K B 3, &c.

There are of course many other variations, but a careful examination of the position will show that Black has not the slightest advantage, and that Mr. Gossip, who had lost his game in the previous (second) round, and was naturally anxious not to lose his game in the third round, was fully justified in drawing at the 35th move, especially when it is borne in mind that many games in the London Tournament of 1883 were drawn at a far earlier stage with more pieces on the board."

The champion game between Messrs. Gossip and Charlick continued to agitate a certain portion of the colonial chess press. The persistency with which the subject was pursued seemed to bespeak an object ulterior to the ostensible one of the legitimate outcome of the position. For convenient reference we give the diagram of the position where the draw occurred after White 35.

Black—Mr. Gossip.



White—Mr. Charlick.

As before stated the Sydney Mail proposed the following continuation to prove that Black should win:—

35. ———— 35. B takes P
36. R to Kt 7! 36. B to B 5
37. R takes R P 37. B takes B
38. P takes B 38. R takes P
winding up with remark that Black has "a strong game."

The Melbourne Leader accepted this as conclusive. In disproof of this contention, and in defence of his

offer to draw, Mr. Gossip strengthened the line of play he proposed before by the following able analysis which began where the Mail leaves off:—

39. K to Kt 39. Kt to K 8 (1)
40. R to Q B 40. Kt takes Q B P

If 40. R takes P; 41. R takes Kt at K 8, R to Q 6; 42. Kt takes Q B P, R takes Kt at Q 4; 43. R takes Kt and wins.

41. Kt takes P 41. R to K 5 or (a)
42. R takes Kt at B 3 42. R takes Kt at Q 5
43. Kt to K 5! 43. R to K
44. Kt to B 7 (ch) 44. K to Kt
45. R at B 3 to B 7 &c.

(a)
42. Kt takes Kt 41. Kt to K 7 (ch)
43. K to B or Kt to K 5 42. R takes Kt
"39. K to Kt 39. Kt at Q 6 to Kt 7 (2)
40. Kt takes P 40. Kt takes Kt
41. R takes Kt &c.

40. Kt to B 5 39. Kt at R 5 to Kt 7 (3)
41. K to R 2 40. R to K 8 (ch)
42. Kt to Q 6 41. P to Kt 4
43. Kt to B 7 (ch) 42. R to Q B 3
44. Kt to R 6 (ch) 43. K to Kt
45. Kt to K B 3 44. K to B
46. Kt to Q 4 &c. 45. R to K 5

In all these complicated and difficult variations, Black has to exercise the utmost vigilance and play with extreme nicety to avoid the loss of his Q B P. In fact, notwithstanding the awkward position of White's Rook at Q B 2, the position is most evenly balanced. It is utterly impossible for Black to win if White plays with common care.

Burn's tacitly acknowledges his mistake in giving the move 38. K to K 2 as best for White by now adopting the better continuation of 38. R to Kt 7, but persists in giving the same move as best on the 37th move instead of R takes R P, which is the better course."

GAME 12.

Game between Messrs. W. Tullidge and H. Hookham, played on August 24 in the 7th round. The notes are taken from the Australasian.

White—Mr. Tullidge. Black—Mr. Hookham.

(Evans' Gambit Declined.)

1. P to K 4 1. P to K 4
2. Kt to K B 3 2. Kt to Q B 3
3. B to B 4 3. B to R 4
4. P to Q Kt 4 4. B to Kt 3
5. P to Kt 5 5. Kt to R 4
6. B to K 2
This is Paulsen's move. The object of posting the Bishop at K 2 is to imprison the Black Knight.
7. Kt to B 3 6. P to Q 3
8. P to Q 4 7. Kt to K B 3
9. B to Kt 5 8. Castles
10. Kt to Q 5 9. R to K
11. Kt takes B 10. P to B 3
12. P takes K P 11. Q takes B
13. B takes Kt 12. Q P takes P
14. P to Q R 4 13. P takes B
15. Castles 14. Q to B 4
16. Q to Q 2 15. B to Kt 5
17. Q to B 6 16. P to Q Kt 3 (1st hour)
18. Q to R 4 17. R to K 3

Better than Kt to Q 4, which, nevertheless, is a somewhat tempting move.

9. B takes B 18. B takes Kt
20. B to Kt 4 19. Q to B
This gives White the opportunity of playing Q B to his 3rd. We should have preferred to retire the Black Rook at once to King's square.
21. B to B 5 20. R to Q 3

R to R 3 is, we think, a stronger move.

22. R to R 3 21. Q to Kt 2
22. K to B

23. R to K Kt 3
24. Q to R 6 (ch)
25. R to Kt 7
26. Q takes R P
27. B to Kt 6
28. R takes B P
Better, we think, to capture this Pawn with the Bishop.

29. B to B 5
30. Q to R 6
31. P to Q B 3
32. P takes P
33. Q to K 3 (1st hour)
34. Q to K 2

R to Q 7 is stronger both for defence and for attack.

35. Q to Kt 4
36. B to K 6
37. B to Q 5 (ch)
38. Q to Kt 7
39. R takes R P
40. R takes R
41. R to Q
42. P to R 4
43. Q takes Q

After the exchange of Queens White's victory is merely a question of time and careful play. (Mr. Tullage must be complimented on his play in this game.)

44. P to Kt 3
45. B to Kt 3!
46. B to B 2
47. P to B 2
48. K to B
49. P to R 5
50. P to Kt 4
(We prefer P to Q B 4, menacing B to R 4 (ch), if P take P.)

51. K to K 2
52. P to R 6 (good)
53. K to K 3
54. R to K R
55. B to Kt 3
56. P to K B 4
57. P takes P
58. R to R 5
59. P to Kt 5
60. R takes Kt
61. B to Q 5
62. K to Q 2
63. K to Q 3
64. K to B 2
65. K to Kt 3
66. R to Kt 6 (ch)
67. R to K 6 (ch)
68. R takes P, and White wins at the 50th move. (1 hour 26 minutes).
Time—5 hrs. 50 min.

GAME 13.

Played between Messrs. Charlick and Heiman on August 19, in the 3rd round.

White—Mr. D. Heiman. Black—Mr. H. Charlick. (Petroff's Defence.)

1. P to K 4
2. Kt to K B 3
Black is partial to the Petroff. We are surprised it is not oftener adopted as it avoids the perils of the Ruy Lopez, Scotch, Evans' and other Gambits. It was a favourite of Morphy.

3. Kt takes P
4. Kt to K B 3
5. P to Q 4
6. B to Q 2
7. Q to K 2

A dangerous move if not properly replied to.
8. Castles
9. Kt to Q B 3
10. P takes Kt

23. Q to R
24. K to K 2
25. Q to K B
26. R to Q 5
27. K to Q 3

28. Q to Q
29. K to B 4
30. P takes P (2nd hour)
31. R to Q 3
32. K takes P
33. K to B 3
34. P to Kt 4

35. Kt to Kt 2
36. R to Kt
37. K to Kt 3
38. Kt to B 4
39. R to Q 2
40. Kt takes R
41. Kt to B 4
42. Q to R

43. R takes Q
44. Kt to R 5
45. Kt to B 4 (best)
46. K to B 2 (3rd hour)
47. K to B 3
48. R to Q Kt
49. Kt to Q 2

50. R to Q R
51. R to Q R 6
52. R to Q R 6
53. R to K R
54. K to B 4
55. Kt to K B
56. Kt to R 2
57. P takes P
58. K to Q 3
59. Kt takes Kt P
60. R takes P
61. R to R 6 (ch)
62. R to R 7 (ch) (4th hour)
63. R to R 6 (ch)
64. R to R 7 (ch)
65. R to R 8
66. K to K 2
67. K to Q 2 (4hrs 24min)

11. Q takes B
12. R to K
The South Australian move, as the late John Wisker dubbed it, is a necessary precaution here before playing B to Q 3.

13. B to Q 2
14. P to B 4
15. Q takes P
16. R to K 4
17. Q R to K
18. R takes R
19. Q to Q 5? (22 min.)

An extraordinary blunder only paralleled in Congress history by a similar fatuity of Kieseritzky in the London Tournament of 1851, and due to the same cause—nervous excitement arising from anxiety and want of sleep.

19. B takes P (ch) (43 m)!
White resigns. Time—1 hr. 5 min.

GAME 14.

Played in the second round August 18.

The notes are by Mr. Burns of the Melbourne Leader:—

White—Mr. H. Hookham. Black—Mr. Gossip. (English Opening.)

1. P to Q B 4
2. P to K 3
3. Kt to K B 3
4. P to Q 4
5. P to Q Kt 3
6. K P takes P
7. B to Q 2
8. Q takes B

We should have preferred taking with the Q Kt.
9. B to K 2
10. Castles
11. Q to Kt 2
12. Kt to B 3

This seems to us premature.
13. P takes P
14. Q takes Kt

He might with advantage have played P takes Kt, and Black would have had difficulty in defending his Pawns in the end-game.

15. Q R to Q
16. Q to Q 2
17. Kt to K 5 (1st hour)
18. K R to K
19. B to Q 3
20. Kt takes Kt
21. Q takes B
22. P to Kt 3
23. R to K 3
24. Q to B
25. R to K 5

Black's advanced Kt P now becomes a trouble to him.

26. Q R to K
27. R takes R
28. P to K R 3
29. K to R 2
30. Q to K
31. P takes P (2nd hour)

Well played; he wins now whether the Pawn be taken with the Queen or Rook.

32. R to K 7 (ch)
33. R to K 8 (ch)
34. Q to K 5
35. R to B 4
36. R takes R
37. R to K Kt 3
38. P to K R 3
39. K to Kt 5
40. K to B 2

A fine move for both attack and defence.

35. Q takes P
36. Q to K 5
37. P to Q 5
38. R to K 7
39. Q takes R (ch)
40. P to Q 6

11. Castles
12. P to K R 3
13. B to Q 3
14. P takes P
15. Q to Q 2
16. Q R to K
17. R takes R
18. R to K

41. Q to B 3 (ch)
Conclusive; White has played the whole of the end-game with great precision.

- | | |
|---|----------------------------|
| 42. Q takes P | 41. K to R 2 |
| 43. Q takes R P (ch) | 42. Q takes Q P |
| 44. Q to Kt 4 (ch) | 43. K to Kt 2 |
| 45. Q to K 4 (ch) | 44. K to R 2 |
| 46. Q takes P | 45. K to Kt |
| 47. Q to Kt 3 (ch) (2 hours 39 minutes) | 46. Q to Q 5 (2hrs 33 min) |
- And Black resigns. Time—5 hours 17 minutes.

GAME 15.

Played on August 17 in the first round. The notes are taken from the Melbourne *Leader*.

White—Mr. Witton. Black—Mr. Heiman.
(Scotch Gambit.)

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. Kt takes P | 4. Kt to B 3 |
- (Zukertort's move reckoned to give Black an even game.)
- | | |
|----------------------------------|----------------|
| 5. Kt to Q B 3 | 5. Kt to B 3 |
| (B to Kt 5 is the correct move.) | |
| 6. Q to Q 3 | 5. B to Kt 5 |
| 7. B to K 2 | 6. Castles |
| 8. Kt takes Kt | 7. P to Q 4 |
| 9. P takes P | 8. P takes Kt |
| 10. B to Q 2 | 9. P takes P |
| 11. Castles K R | 10. P to Q B 3 |
| 12. P to Q R 3 | 11. Q to B 2 |

White, who has not obtained a good opening, could have improved his game here by Kt to Kt 5, e.g. :-

- | | |
|--------------------|---------------|
| 12. Kt to Kt 5 | 12. Q to R 4 |
| 13. B takes B | 13. Q takes B |
| 14. Kt to Q 4, &c. | 12. B to Q 3 |

13. P to K Kt 3
P to KR 3 or P to K B 4 is surely better.

- | | |
|-------------------------|----------------|
| 14. K R to K | 13. B to K R 6 |
| 15. B to K 3 | 14. Q to Q 2 |
| 16. B to B 3 | 15. K R to K |
| 17. Q to Q 2 (1st hour) | 16. B to K B 4 |
| 18. Q R to Q B | 17. Kt to Kt 5 |

A serious mistake, which he soon has to regret; he should have taken off the Kt.

Black has now a winning attack, which he makes the most of, and finishes off the game in excellent style.

19. B to K 2
Fearing Kt to B 5.

- | | |
|----------------|-----------------|
| 20. K to Kt 2 | 19. B to K Kt 5 |
| 21. B to K B 4 | 20. Q to K B 4 |

Getting more and more entangled in the toils; B takes B would have been much better, followed by Q to K 2 should Black take with Queen.

- | | |
|-------------|-------------------------|
| 22. K to Kt | 21. B to R 6 (ch) |
| 23. Kt to Q | 22. B to B 4 (1st hour) |

Well followed up.
White here seems to lose sight of the board, this move being manifestly suicidal; Q to Q is his only resource, if then 23. P to Q 5; 24. Kt to R 4, Q to K 5; 25. P to K B 3 &c.

23. Q to K 5
White resigns. Time—2 hrs 35 min.

GAME 16.

Played on August 25 in the 8th round.

White—Mr. Tullidge. Black—Mr. Eiffe.
(Allgaier Gambit.)

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. B to Kt 2? |
- (A strange oversight to occur at the beginning of the game.)

- | | |
|-----------------------|--------------------------|
| 5. P takes P | 5. P to Q 3 |
| 6. P to Q 4 | 6. B to Kt 5 |
| 7. B takes P | 7. B takes Kt |
| 8. Kt P takes B | 8. Q to K 2 |
| 9. Kt to Q B 3 | 9. P to Q B 3 |
| 10. Q to Q 2 | 10. Kt to Q 2 |
| 11. Castles | 11. P to K B 3 |
| 12. Q to R 2 (good) | 12. Q to B 2 |
| 13. B takes Q P | 13. P takes P |
| 14. P to K 5 | 14. R to B |
| 15. B to K R 3 | 15. Kt to K R 3 (57 min) |
| 16. P to K 6 (19 min) | |
- And Black resigns. Time—1 hr 16 min.

GAME 17.

Played in the fourth round on August 20. The notes are by Mr. Hookham.

White—Mr. Hookham. Black—Mr. Witton.
(Queen's Pawn Opening.)

- | | |
|----------------|----------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. Kt to K B 3 | 2. P to K 3 |
| 3. P to K 3 | 3. Kt to K B 3 |
| 4. B to Q 3 | 4. B to Q 3 |
| 5. Castles | 5. Castles |
| 6. P to Q Kt 3 | 6. P to B 4 |
| 7. B to Kt 2 | 7. Kt to B 3 |
| 8. Kt to Q 2 | 8. P to Q Kt 3 |
| 9. P to B 4 | 9. B to Kt 2 |
| 10. R to K | 10. R to K |
| 11. R to Q B | 11. R to Q B |
- (Except the Q's Kt's the positions on both sides are exactly identical.)

- | | |
|-----------------------|-----------------|
| 12. Kt to K 5 | 12. P takes Q P |
| Premature. | 13. K P takes P |
| 13. K P takes P | 13. P takes P |
| 14. Kt at Q 2 takes P | 14. B to Kt 5 |

Driving the R to a better post.
15. B to K 3
16. R to Kt 3
In view of White's next move 16. Kt takes Kt was advisable.

- | | |
|---|-----------------------------|
| 17. Kt to K 3 (1st hour) | 17. Q to Q 3 |
| 18. Kt at K 5 to Kt 4 | 18. Kt to K R 4? |
| A slip. 18. Kt takes Kt should be played. | |
| 19. Kt to R 6 (ch)! | 19. K to B |
| 20. Q takes Kt | 20. P takes Kt |
| 21. Q takes B P (ch) | 21. K to K 2 |
| 22. P to Q 5 | 22. R to K Kt |
| 23. Q to B 6 (ch) | 23. K to Q 2 |
| 24. P takes Kt (ch) | 24. B takes P |
| 25. R takes R | 25. R takes R (1 hr 34 min) |
| 26. Q takes B P (ch) (1 hr 38 min) | |
- And Black resigns. Time—3 hr 12 min.

GAME 18.

Played on August 17 in the first round between two Victorian representatives :-

White—Mr. Esling. Black—Mr. Tullidge.
(Irregular Opening.)

- | | |
|----------------|----------------|
| 1. P to K B 4 | 1. P to Q 4 |
| 2. Kt to K B 3 | 2. P to Q B 4 |
| 3. P to K 3 | 3. Kt to Q B 3 |
| 4. P to Q Kt 3 | 4. Kt to B 3 |
| 5. B to Kt 2 | 5. P to K 3 |
| 6. B to Q 3 | |
- (A novelty akin to Steinitz's move of B to Q 3 in the Ruy Lopez in his champion match in 1886 with Zukertort)

- | | |
|----------------|-----------------|
| 7. Castles | 6. B to K 2 |
| 8. Kt to B 3 | 7. Castles |
| 9. Kt to K 5 | 8. P to Q R 3 |
| 10. Kt to Kt 4 | 9. Q to B 2 |
| 11. Q takes Kt | 10. Kt takes Kt |
| | 11. P to B 4 |

A natural move to make, but one which is almost equivalent to the loss of the game.

12. Kt takes Q P!
Finely played. (Q takes P (ch) and then Kt takes Q P (dis ch) would be met by Black with 13. Q to K 4.)

13. Kt takes Q
14. B to Q B 4
15. B takes P (ch)
16. Kt takes B
17. P to Q R 4
18. Q R to Q
19. P to Q 4 (1st hour)
20. Kt takes P
21. R takes Kt?
12. P takes Q
13. R to R 2
14. P to Q Kt 4
15. B takes B
16. R to K B 2
17. P to Kt 5
18. P to K Kt 3
19. P takes P
20. Kt takes Kt

A slip which should have cost the exchange.

Had Black now played 21. B to B 3, he would probably win.

22. R to Q 2
23. B to K 5
24. K to B 2
25. R to Q B
26. B to Q 4
27. K to K 2
28. P to K 4
22. R to K B
23. Q R to B 3
24. K R to Q B
25. K to B 2
26. P to K R 4
27. K to K 3
28. B to K B 3

Being minus two Pawns, it is not good policy to "change off."

29. B takes B
30. P to K Kt 3
31. P takes P (ch)
32. K to K 3
33. R to Q 3
34. R takes K
35. R to Q 5 (ch)
36. P to Kt 6
29. K takes B
30. P to Kt 4
31. K to K 4
32. R to B 6 (ch)
33. R takes Q B P
34. R takes K
35. K to K 3

(Mr. Eshing plays this end game admirably.)

37. R to Q 6 (ch 2nd hr)
38. K to B 4
39. K to K 5
40. R to Q 7 (ch)
37. K to B 3
38. R to Kt 2
39. P to Q R 4 (57 min)

And Black resigns.

Total time, 3 hours.

GAME 19.

Played on August 18 in the second round. The notes are by Mr. A. Burns, the chess editor of the Melbourne Leader :-

White—Mr. H. Charlick. Black—Mr. Eiffe.
(Ruy Lopez)

1. P to K 4
2. Kt to K B 3
3. B to Kt 5
4. B to R 4
5. Castles
6. P to Q 4
1. P to K 4
2. Kt to Q B 3
3. P to Q R 3
4. Kt to K B 3
5. Kt takes P
6. P to Q 4?

He ought to have played P to Q Kt 4 first.

A bad square for the Queen, inviting the attack of the Q B; B to Kt 2 or Q to B 3 is far preferable.

Still worse, hampering the movements of his Queen; B to K 2 is the right move.

Black's game is now practically lost.

11. P to K B 3
12. Kt takes Q B P
13. Kt to K 5
10. Q to Q 3
11. Kt to Q 3
12. Q to Q 2
13. Q to K 2

Why shut in the K B thus? Surely Q to B is obviously better.

White here hardly takes full advantage of the position; he should have taken the Q P at once, followed by P to Q B 3, on Black moving back his Q to Q as he must have done.

Immediately fatal; B to K 2 is the correct move, as White could not then with anything like the same advantage take the Q P with Kt.

White announced mate in four moves.

A very neat ending; the mate is, of course, effected as follows :-

20. R takes B (ch)
21. Kt to B 6 (dbl ch)
22. Q takes R (ch)
23. Q takes Q mate
20. Q takes R
21. K to B
22. Q covers

Time—1 hour 10 minutes.

GAME 20.

Played in the seventh round on August 24.

White—Mr. Hall. Black—Mr. Gossip.

(Ruy Lopez.)

1. P to K 4
2. Kt to K B 3
3. B to Kt 5
4. P to Q 3
5. Castles
6. B to K 3
7. Kt to Q B 3
8. Q to Q 2 (bad)
9. P takes B
10. K to R
1. P to K 4
2. Kt to Q B 3
3. Kt to B 3
4. P to Q 3
5. B to K 2
6. Castles
7. B to Kt 5
8. B takes Kt
9. Q to Q B

K to Kt 2 were better.

11. Q to K 2
12. B takes Kt
13. Kt to Kt
10. Q to R 6
11. Kt to Q 5
12. P takes B

We much prefer Kt to Q 5.

14. R to Kt
15. Q to Q
16. K to Kt 4
13. Kt to R 4
14. Kt to B 5
15. B to R 5
16. B takes P!

Well played; menacing B to Kt 6 if R take Kt.

17. Kt to Q 2
17. P to K R 4!

Winning the exchange.

18. R takes Kt
19. Q to K 2
20. R to K Kt
21. B to R 4
22. R to Kt 3
23. Q takes B
24. P to B 3
25. P takes P (1st hour)
26. P to Q 4
27. B to B 2
28. Q to Kt 2
18. R to Kt 6
19. B takes R (1st hour)
20. P to Q B 3
21. B takes Kt
22. Q to R 5
23. K to R 2
24. P takes P
25. Q R to K
26. P to K Kt 3
27. P to K B 4
28. P to B 5

Sacrificing a P to weaken White by forcing an exchange of pieces.

29. R takes P
30. Q to Kt
31. R takes Q
32. P to K 5 (dis ch)
29. Q to K 8 (ch)
30. Q takes Q (ch 2nd hr)
31. R to K Kt

Tempting, but worse than useless.

33. R takes R
34. P takes P
35. B to K 4
36. K to Kt 2
37. P to Q B 4
32. K to R 3
33. R takes R
34. R to Q
35. R takes P
36. P to Q R 4

P to K R 4, shutting out the B K, and then P to Q R 3 were much better. After this he might have resigned.

38. P takes P
39. B to Q 3
40. P takes P
41. K to B 2
42. K to K 2
43. K to Q 2
44. K to B 2
45. K takes R
46. K to B 4
47. K takes P (2 h 23 m)
38. P takes P
39. P to Kt 5
40. P takes P
41. R takes P
42. K to Kt 4
43. K to R 2
44. R takes B
45. K to R 6
46. K takes P
47. K to Kt 6 (2 h 13 m)

White resigns. Time—4 hours 36 minutes.

GAME 21.

Played in the sixth round, August 23.

White—Mr. H. Hookham. Black—Mr. D. Heiman.
(Queen's Opening.)

- | | |
|----------------|----------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. F to K 3 | 2. P to K 3 |
| 3. Kt to K B 3 | 3. Kt to K B 3 |
| 4. B to Q 3 | 4. B to Q 3 |
| 5. Castles | 5. P to Q Kt 3 |
| 6. P to Q Kt 3 | 6. B to Kt 2 |
| 7. B to Kt 2 | 7. Castles |
| 8. Q Kt to Q 2 | 8. P to Q B 4 |
| 9. P to Q B 4 | 9. Kt to Q B 3 |
| 10. R to Q B | 10. R to Q B |
| 11. R to K | 11. R to K |

Except the Q Kt's, the positions on both sides are exactly identical, piece for piece, and Pawn for Pawn.

- | | |
|----------------|-----------------|
| 12. Kt to K 5 | 12. B to Kt |
| 13. P to K B 4 | 13. Q P takes P |

The first capture.

- | | |
|-------------------------|----------------|
| 14. Kt takes Kt (best) | 14. B takes Kt |
| 15. Kt takes P | 15. P takes P |
| 16. B takes Q P | 16. Q to K 2 |
| 17. Q to K 2 (1st hour) | 17. K R to Q |
| 18. Kt to Q 2 | |

We prefer Kt to K 5.

- | | |
|-----------------|--------------------------|
| 19. Kt to Q B 4 | 18. B to Kt 2 (1st hour) |
| 20. Q to Kt 2 | 19. B to R 3 |

This leaves the K B weak.

- | | |
|----------------------|----------------|
| 21. Kt to K 5 | 20. Kt to K |
| 22. R takes E | 21. R takes R |
| 23. B takes B at R 6 | 22. B takes Kt |
| | 23. B takes B |

Black has cleverly availed himself of White's remissness. He has separated and weakened the White P's and reserved a Kt against a B for the end-game.

- | | |
|-----------------|--------------|
| 24. P takes B | 24. Q to Q 3 |
| 25. P to K Kt 3 | |

Correctly played; Black dare not take the Q P, because after exchanging Q's White can win by R to B 3, and then B to Kt 5.

- | | |
|-----------------------|-----------------|
| 26. B to B | 25. Kt to B 2 |
| 27. R to Q | 26. P to K R 3 |
| 28. B to Kt 2 | 27. Kt to Q 4 |
| 29. R to Q 3 | 28. Kt to K 6 |
| 30. B to B 3 | 29. Kt to Kt 5 |
| 31. R to Q (2nd hour) | 30. Kt to B 3 |
| 32. Kt to Kt 2 | 31. P to K Kt 3 |
| 33. P to Q R 4 | 32. P to Q R 4 |
| 34. K to B | 33. Q to Kt 5 |
| 35. B takes Kt | 34. Kt to Q 4 |
| 36. R to Q 3 | 35. R takes B |
| 37. Q to Q B 2! | 36. P to K B 3 |
| | 37. R to Q |

If R take P White can draw by perpetual check.

- | | |
|--------------|-----------------------|
| 38. Q to B 4 | 38. Q to Q 3 |
| 39. K to K 2 | 39. K to B (2nd hour) |
| 40. R to Q 2 | |

We prefer P to K R 4, which would yield a good chance to draw. After this White's game drifts hopelessly to the bad.

- | | |
|----------------|-----------------------|
| 41. P takes P | 40. P to K R 4 (good) |
| 42. K to K 3 | 41. R P takes P |
| 43. R to K B 2 | 42. P to B 4 |
| 44. R to B | 43. K to K 2 |
| 45. R to B 2? | 44. R to K R |

Overlooking Black's clever reply.

Mr. Heiman now steps in and finishes off with his usual elegance and vigour.

- | | |
|----------------------------|-----------------------------|
| 46. R to B 3 | 46. R to R 6 |
| 47. Q to B 3 | 47. R takes P |
| 48. Q to K R 3 (2hr 54min) | 48. Q B 5 (ch (2 hr 13min)) |

White resigns. Time—5 hours 7 minutes.

GAME 22.

Played in the first round, August 17.

The notes are by Mr. A. Burns, Chess Editor of the Melbourne Leader.

White—Mr. G. B. Hall. Black—Mr. H. Charlick.
(Petroff's Defence.)

- | | |
|---|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to K B 3 |
| 3. Kt takes P | 3. P to Q 3 |
| 4. Kt to K B 3 | 4. Kt takes P |
| (This Kt remains a thorn in White's side to the end of the fray.) | |
| 5. P to Q 4 | 5. P to Q 4 |
| 6. B to Q 3 | 6. Kt to Q B 3 |
| 7. Castles | 7. B to K 2 |
| 8. P to B 4 | 8. B to K 3 |
| 9. Q to B 2 | |

Bad, as it enables Black to force off the attacking Bishop; P takes P, followed by Kt to B 3, is the correct play.

- | | |
|----------------|----------------|
| 10. Q to Kt 3 | 9. Kt to Kt 5 |
| 11. Q takes Kt | 10. Kt takes B |
| 12. P takes P | 11. Castles |
| 13. Kt to B 3 | 12. B takes P |
| 14. Kt to K 5 | 13. P to K B 4 |
| | 14. P to B 3 |

(Black occupied no less than 20 minutes in his survey of the board before he made this move.)

- | | |
|----------------------------|----------------|
| 15. P to B 4 (P B 3) | 15. B to B 3 |
| 16. B to K 3 | 16. Q to Q 3 |
| 17. Kt takes B | 17. Q takes Kt |
| 18. Q to B 4 | 18. Q R to Q |
| 19. Q takes Q (ch) (Q R B) | 19. R takes Q |
| 20. Q R to B (Q R Q) | 20. K R to Q |
| 21. K R to Q (1st hour) | |

A weak move, which gives Black an opportunity of establishing an attack at once; P to Q Kt 4 was imperatively required to prevent the advance of the Bishop's Pawn.

21. P to B 4!

22. R to B 4
Evidently worse than useless; Kt to B 3 seems best, though in any case the Pawn must be lost.

- | | |
|-----------------|------------------|
| 23. R to B 2 | 22. P to Q Kt 4 |
| 24. B P takes B | 23. B takes Kt |
| 25. R to K | 24. R takes K P! |
| 26. B to B 4 | 25. P takes P |
| 27. P to K Kt 4 | 26. Q R to Q 4 |
| 28. R to Kt 2 | 27. P to Q 6 |
| | 28. P to Q 7 |

Black has now the game in his hands and finishes it off very speedily.

- | | |
|------------------|--------------------------|
| 29. R to Q | 29. P takes P (1st hour) |
| 30. R takes Kt P | 30. R to K |
| 31. R to Kt 2 | 31. P to Kt 5 |
| 32. R to K 2 | |

(If B take P Black wins by K R to Q.)

- | | |
|---------------|--------------|
| 33. K to Kt 2 | 32. R to K 3 |
|---------------|--------------|

(Mr. Hookham has since stated in the *Canterbury Times* that "at this point the P is won by 33. B takes P, R to Q 5; 34. K to B, R (K 3) to Q 3; 35. K to K, yet the game is lost, for White's pieces are fixed, while the Black Pawns, supported by their monarch, march on to victory!")

Mr. Charlick also pointed out if B take P he could win thus:—

- | | |
|-------------------|-------------------------|
| 33. B takes P | 33. R to Kt 3 (ch) |
| 34. K to B | 34. Kt to Q B 6 |
| 35. P takes Kt | 35. P takes P and wins. |
| If | |
| 35. R to K 3 (ch) | 35. K to B 2 |
| 36. R at Q to K | 36. R to K B 4 (ch) |
| 37. B to B 4 | 37. R takes B mate |

- | | |
|---------------|---------------------|
| 34. B takes P | 33. R to Q 6 (best) |
| 35. B takes P | 34. R at K 3 to Q 3 |

Mere desperation.

Here Black announced mate in four moves, the other variation being as follows:—

- | | |
|--------------------------|-----------------------------------|
| 36. K to R | 35. R to Kt 3 (ch) |
| 37. B to K | 36. R takes R (ch) |
| 38. R takes R | 37. R takes B (ch) |
| | 38. Kt to B 7 mate! |
| 36. K to B | 35. R to Kt 3 (ch) |
| 37. R to B 2 | 36. R to B 6 (ch) |
| 38. K to K (1 hr 46 min) | 37. R takes R (ch) |
| | 38. R to Kt 8 (mate 1 hr. 41 min) |

Time—3 hours 27 minutes.

GAME 23.

Played in the sixth round on August 23.

White—Mr. J. E. Crewe. Black—Mr. W. Tullidge.
(Queen's Gambit declined.)

- | | |
|----------------|----------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. P to Q B 4 | 2. P to K 3 |
| 3. Kt to Q B 3 | 3. Kt to K B 3 |
| 4. B to Kt 5 | 4. B to K 2 |
| 5. P to K 3 | 5. Kt to K 5 |
- Injudicious; doubling a P and giving White a preponderance of P's on the Q's side.

6. Kt takes Kt

We prefer B takes B first.

- | | |
|-----------------|---------------|
| 7. B takes B | 6. P takes Kt |
| 8. P to Q R 3 | 7. Q takes B |
| 9. Kt to K 2 | 8. Castles |
| 10. Q to B 2 | 9. P to Q B 4 |
| 11. P takes P | 10. P to B 4 |
| 12. P to K Kt 3 | 11. Q takes P |

Kt to B 3 is the obvious and better move.

- | | |
|-----------------|---------------|
| 13. P to Q Kt 4 | 12. Kt to B 3 |
| 14. Q to B 3 | 13. Q to K 2 |

We fail to see any objection to Kt to B 3.

- | | |
|----------------------|----------------|
| 15. Q takes Q | 14. Q to B 3 |
| 16. Kt to Q 4 | 15. K takes Q |
| 17. Kt takes Kt | 16. P to K 4 |
| 18. R to Q | 17. B takes Kt |
| 19. P to B 5 | 18. B to K 3 |
| 20. B to Kt 5 (good) | 19. P to Q R 4 |
| 21. Castles | 20. R to B 2 |
| 22. P takes P | 21. P takes P |
| 23. R to R | 22. K to B 2 |

The beginning of a vigorous attack, which eventuates in the gain of the exchange.

- | | |
|-------------------------|--------------|
| 24. R to R 7 (1st hour) | 23. R to Q |
| 25. B to R 6! | 24. B to Q 2 |
| 26. R to B | 25. R to Kt |
| 27. P to Kt 5 | 26. K to K 2 |
| 28. P to Kt 6 | 27. B to B |

Excellent followed up, threatening B to Kt 5 if Black play R to B 3 or Q 2; 23. P to B 6 could be effectively met by K to Q 3.

- | | |
|---------------------------|---------------------------|
| 29. B to Kt 5 | 28. R to Q 2 |
| 30. B takes R | 29. K to B 3 |
| 31. R to Q | 30. B takes B |
| 32. P to R 4 | 31. B to B 3 |
| 33. R to R 2 | 32. R to K |
| 34. K to R 2 | 33. P to B 5 |
| 35. R to Q 6 (ch) | 34. P to R 4 |
| 36. R at K 2 to Q 2 | 35. R to K 3 (1st hour) |
| 37. P takes P (1hr 39min) | 36. P takes KP (1hr 6min) |

Black resigns. Time—2 hr. 45 min.

GAME 24.

Played in the fifth round, August 22.

White—Mr. G. B. Hall. Black—Mr. H. Hookham.
(Philidor's Defence)

- | | |
|----------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. Kt to K B 3 |
| 4. Kt to B 3 | 4. Q Kt to Q 2 (poor) |
| 5. B to Q B 4 | 5. P to B 3 |
| 6. P takes P | 6. K Kt takes P |
- A venture which loses Black two P's

7. Kt takes Kt

B takes P (ch) would lead to a lively game.

- | | |
|---------------|------------------|
| 8. B takes P | 7. P to Q 4 |
| 9. Kt to B 3 | 8. Q to R 4 (ch) |
| 10. Q takes P | 9. P takes B |
| 11. Q takes Q | 10. B to Kt 5 |
| | 11. B takes Q |

- | | |
|-----------------|-------------------------|
| 12. B to Q 2 | 12. Castles |
| 13. Castles K R | 13. K R to K |
| 14. Q R to K | 14. B to B 2 |
| 15. B to B 4 | 15. P to B 3 (1st hour) |
| 16. Kt to Q 5 | 16. B to Kt |
| 17. P takes P | 17. R takes R |
| 18. R takes R | 18. B takes B |
| 19. Kt takes B | |

R to K 3 (ch) first were better still.

- | | |
|---------------------------|--------------------------|
| 20. R to K 7 | 19. Kt takes P |
| 21. R to K 2 | 20. K to B |
| 22. Kt to Q 4 | 21. B to Q 2 |
| 23. P to K R 3 | 22. K to Kt |
| 24. P to Q B 3 | 23. R to Q B |
| 25. P to Q R 3 | 24. P to Q R 3 |
| 26. R takes R (ch) | 25. R to K |
| 27. Kt to Q 3 | 26. Kt takes R |
| 28. Kt to K 5 | 27. Kt to Q 3 |
| 29. P to Q B 4 (1st hour) | 28. B to K |
| 30. P to B 3 | 29. Kt to K 5 |
| 31. P to K Kt 4 | 30. Kt to B 3 (2nd hour) |
| 32. P to Kt 4 | 31. P to K R 3 |
| 33. Kt takes Kt | 32. Kt to Q 2 |
| 34. P to B 5 | 33. B takes Kt |
| 35. P to B 4 | 34. P to K Kt 3 |
| 36. K to B 2 | 35. K to B 2 |
| 37. K to K 3 | 36. K to B 3 |
| 38. P to Kt 5 (ch) | 37. P to K R 4 |
| 39. P to K R 4 | 38. K to K 2 |
| 40. K to K 4 | 39. K to B 2 |
| 41. K to K 5 | 40. K to K 2 |
| 42. P to B 5 | 41. B to K |
| 43. K takes P | 42. P takes P |
| 44. K to Kt 6 | 43. B to Q 2 (ch) |

Mr. Hall has conducted this game throughout in excellent style. It was cabled at the time to New Zealand, that "he brilliantly defeated Mr. Hookham."

- | | |
|---------------------------------------|----------------------------|
| 45. K to R 6 | 44. B to K (ch) |
| 46. P to Kt 6 (ch 1 hour 13 minutes.) | 45. K to B 2 (2 hr 48 min) |

Black resigns. Time—4 hrs. 1 min.

GAME 25.

Played in the first round, August 17.

White—Mr. P. Eiffé. Black—Mr. H. Hookham.
(French Defence.)

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P to Q 4 |
| 4. P to K 5 | |
- We prefer exchanging P's.
- | | |
|----------------|----------------|
| 5. B to K Kt 5 | 4. K Kt to K 2 |
| 6. B to R 4 | 5. P to K R 3 |
| 7. B to Q Kt 5 | 6. Q to Q 2 |
| 8. B to R 4 | 7. P to K 3 |
| 9. B to Q Kt 3 | 8. P to Q Kt 4 |
| 10. B to Kt 3 | 9. Kt to K B 4 |
| 11. P to Q B 3 | 10. Kt to R 4 |
| | 11. Kt to B 5 |

We should exchange both Kt's for B's, remaining with two B's against two Kt's.

- | | |
|-----------------|---------------------------|
| 12. B takes Kt | 12. Kt's P takes B |
| 13. Q Kt to Q 2 | 13. P to Q B 4 |
| 14. Kt to R 4 | 14. KttakesKt(KttakesB) |
| 15. B takes Kt | 15. P takes P |
| 16. P takes P | 16. B to Kt 5 |
| 17. Castles | 17. Castles |
| 18. P to K B 4 | 18. B takes Kt (1st hour) |
- An error of judgment.
- | | |
|--------------------------|---------------|
| 19. Q takes B (1st hour) | 19. K to R 2 |
| 20. Q to B 2 (ch) | 20. P to Kt 3 |
- Another mistake, of which White takes immediate advantage.
- | | |
|--|---------------------|
| 21. B to B 6! | 21. Q to R 2 |
| 22. Q to B 3 | 22. Q R to Kt |
| 23. R to B 3 | 23. Q to Kt 3 |
| 24. R to R 3 | 24. Q takes Kt's P? |
| 25. R takes P (ch) and mates next move. A pretty finish. | |

Time—2 hrs. 28 min.

GAME 26.

Played in the 2nd round, August 18.

The notes are by Mr. A. Burns of the *Leader*.

White—Mr. J. E. Crewe. Black—Mr. F. K. Esling.
(Queen's Gambit Evaded.)

- | | |
|----------------|-----------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. P to Q B 4 | 2. P to K 3 |
| 3. Kt to Q B 3 | 3. Kt to K B 3 |
| 4. B to Kt 5 | 4. B to K 2 |
| 5. P to K 3 | 5. P to Q Kt 3 |
| 6. Kt to K B 3 | 6. Castles |
| 7. B to Q 3 | 7. B to Kt 2 |
| 8. Castles | 8. P to B 4 |
| 9. P takes Q P | 9. K P takes P |
| 10. R to Q B | 10. Q Kt to Q 2 |
| 11. Kt to K 2 | 11. P to K R 3 |

This advance is premature, and enables White to take up a strong position; Kt to K 5 is much preferable.

- | | |
|----------------|-----------------|
| 12. B to K R 4 | 12. P to Q B 5 |
| 13. B to Kt | 13. P to Q Kt 4 |
| 14. Q to B 2 | 14. P to Q Kt 5 |

Black hardly appreciates the danger of the position and probably rather undervalued his opponent; Kt to K 5 was imperatively necessary here.

15. Kt to K 5
A strong move, which gives White a great advantage.

16. B takes Kt P

An unsound sacrifice, which throws away the game; had he played B to Kt 3 Black would have to play well to play well to escape without serious loss, as White threatens Kt takes Kt, followed by B to K 5, as well as Kt to Kt 4, &c.

- | | |
|----------------|----------------------------|
| 17. Q to B 5 | 16. P to K Kt 4 (1st hour) |
| 18. P takes Kt | 17. Kt takes Kt |
| 19. P to K B 3 | 18. Kt to K 5 |

Of course immediately fatal, but his game is completely gone, as he must move his Q to R 3 to save her, on which Black moves K to Kt 2, winning easily. (Here we disagree, we prefer B takes Kt, followed by P to Kt 6 or Kt to K Kt 3.)

19. B to B 1
(Well played winning the Q.)

- | | |
|-----------------------------|----------------------------|
| 20. P takes Kt | 20. B takes Q |
| 21. P takes B | 21. P to K B 3 |
| 22. P to K 6 | 22. K to Kt 2 |
| 23. R to K B 3 | 23. R to K R |
| 24. P to K R 3 | 24. P to Q R 4 |
| 25. K to B 2 | 25. P to R 5 |
| 26. R to K R | 26. P to R 6 |
| 27. P to K R 4 | 27. P takes Kt P |
| 28. R to Kt 3 | 28. Q to B 2 |
| 29. Kt to B 4 (1 hr 12 min) | 29. P to Q 5 (1 hr 36 min) |

White resigns. Time—2 hrs. 48 min.

GAME 27.

Played in the 7th round, August 24.

White—Mr. J. G. Witton. Black—Mr. F. K. Esling.
(King's Kt's Gambit.)

- | | |
|---------------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to B 4 | 4. B to Kt 2 |
| 5. P to Q 4 | 5. P to K R 3 |
| 6. Castles | 6. P to Q 3 |
| 7. P to B 3 | 7. Kt to K 2 |
| 8. P to K R 4 | 8. P takes P |
| 9. Kt takes P | 9. P to Q 4 |
| 10. P takes P | 10. Kt takes P |
| 11. Q to R 5 | 11. Q to Kt 4 |
| 12. Q takes P (ch)? | |

If White wished to give his companion the game he could not hit upon a better device than this suicidal sacrifice. After this move he might have resigned.

- | | |
|--------------------|---------------|
| 13. R takes P (ch) | 12. K takes Q |
| | 13. B to B 3 |

- | | |
|-----------------------|------------------------|
| 14. Kt to Q R 3 | 14. B to K 3 |
| 15. R to K 4 | 15. Q to R 4 |
| 16. B to Q 2 | 16. B takes Kt |
| 17. R to K B (ch) | 17. B to B 3 |
| 18. R to K 5 (56 min) | 18. Q to Kt 5 (37 min) |

White resigns. Time—1 hr. 33 min.

GAME 28.

Played in the third round, August 19.

White—Mr. J. G. Witton. Black—Mr. J. E. Crewe.
(Sicilian Defence.)

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P to K 3 |

The beginning of Black's disasters. P takes P is the proper move.

- | | |
|--------------|--------------|
| 4. P to Q 5 | 4. P takes P |
| 5. P takes P | 5. Kt to Q 5 |

If Q Kt to K 2 White gains a piece by P to Q 6 and

- | | |
|------------------|-------------------|
| Q to K 2 (ch) | 6. P takes Kt |
| 6. Kt takes Kt | 7. Q to B 3 |
| 7. Q takes P | 8. Q to K 2 |
| 8. Q to K 3 (ch) | 9. Q takes Q (ch) |
| 9. B to Q 3 | 10. B to Q 3 |
| 10. B takes Q | 11. Kt to K 2 |
| 11. Castles | 12. Castles |
| 12. Kt to B 3 | 13. P to Q R 3 |
| 13. P to B 4 | 14. P to B 4 |
| 14. R to B 3 | 15. P to Q Kt 4 |
| 15. B to B 4 | 16. B to Kt 2 |
| 16. B to Kt 3 | 17. Q R to B |
| 17. R to Q | 18. P to Kt 5 |
| 18. P to Q R 4 | 19. K to R |
| 19. Kt to K 2 | 20. K R to K |
| 20. P to B 4 | 21. P to R 3 |
| 21. Kt to B | 22. K to R 2 |
| 22. Kt to Q 3 | 23. K R to Q? |
| 23. Kt to K 5 | |

Mr. Crewe appears to play best against better players. This is unworthy of him.

- | | |
|----------------------------|----------------------------|
| 24. Kt to B 7! | 24. B to Kt |
| 25. Kt takes R | 25. R takes Kt |
| 26. B to Q 4 | 26. P to Q 3 |
| 27. B to Q B 2 | 27. B to B |
| 28. R to K | 28. Kt to Kt 3 |
| 29. P to K Kt 3 | 29. R to B |
| 30. R at B 3 to K 3 | 30. B to Q 2 (1 hr 30 min) |
| 31. R to K 7 (1 hr 24 min) | |

Black resigns. Time—2 hrs. 54 min.

GAME 29.

Played in the fourth round, August 20.

White—Mr. W. Tullidge. Black—Mr. D. Helman.
(Vienna Opening.)

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to Q B 3 | 2. Kt to K B 3 |
| 3. P to B 4 | 3. P to Q 4 |
| 4. P to Q 3 | 4. B to Q Kt 5 |
| 5. P takes Q P | |

If P take K P, Black can safely reply with P to Q 5; or he can retort with the attack introduced by Blackburne in his matches with Steinitz and Zukertort of Kt takes K P, and then Q to R 5 (ch) if P take Kt.

- | | |
|-----------------|-------------------|
| 6. B to Q 2 | 5. Kt takes Q P |
| 7. P to Q R 3 | 6. Kt takes B P |
| 8. Kt to B 3 | 7. B to B 4 |
| 9. Kt to K 4 | 8. Kt to Kt 3 |
| 10. Q takes B | 9. B takes B (ch) |
| 11. B to K 2 | 10. Kt to B 3 |
| 12. Kt takes Kt | 11. Kt to Q 5 |
| 13. P to Q B 3 | 12. Q takes Kt |
| 14. P to K Kt 3 | 13. Q to Kt 3 |
| 15. Kt to Kt 5 | 14. B to K 3 |
| 16. R to K B | 15. B to Q 4 |
| 17. B to K B 3 | 16. P to K R 3 |
| 18. Kt takes B | 17. B takes B |
| 19. Castles | 18. Castles K R |
| 20. Q to K B 2 | 19. Q R to Q |
| | 20. Q takes Q |

21. R takes Q 21. K R to K
22. R to K 2 22. P to K B 3
23. P to K R 4 23. K to B 2
24. K to B 2 24. R to K 3
25. Q R to K 25. Q R to K
26. P to K Kt 4

Ill advised, letting the Black Kt into the game.

27. R to K 4 27. Kt to B 5
28. P to Q Kt 4 27. P to Q B 4
29. B P takes P 28. P takes P
30. B to Q K 29. R to Q B
31. P to Q B 4 30. K R to Q B 3
32. K to Q 2 (1st hour) 31. P to Q K 3
33. R to R 3 32. R to Q
34. Kt to K 33. Q R to Q 3
35. P to Q Kt 5 34. K to K 3
36. P takes P 35. P takes P
37. R to Kt 3 36. R to Kt 3
38. Kt to K B 3 37. P to K Kt 3
39. Kt to K 38. R at Kt 3 to Q 3
40. P takes P 39. P to B 4
41. R to K 3 40. P takes P
42. K to B 2 41. K to B 3
43. R to Q Kt 4 42. Kt to K 3
44. Kt to B 3 43. P to Kt 3
45. K to B 3 44. R to Q 4
45. Kt to Q 5

Black plays this end game with rare precision. He has skillfully utilised his Pawn advantage.

46. B takes P (1hr 37min) 46. Kt takes Kt (1hr 49min)

White resigns. Time—3 hours 26 minutes.

GAME 30.

Played in the third round, August 19.

White—M. G. H. D. Gossip. Black—Mr. P. Eiffe.
(Vienna Opening.)

1. P to K 4 1. P to K 4
2. Kt to Q B 3 2. Kt to K B 3
3. P to B 4 3. P to Q 3 (P Q 4)
4. Kt to B 3 4. P to B 3
5. B to B 4 5. P to Q 4
P to Q Kt 4 and 5, and then Kt takes K P, looks a better course. The text move loses a valuable P.
6. P takes Q P 6. B P takes P
P to K 5 first were better.

7. B to Kt 5 (ch) 7. Kt to B 3
8. Kt takes K P 8. Q to B 2
9. P to Q 4 9. B to Q Kt 5
10. Castles 10. B takes Kt
11. P takes B 11. Kt to K 5
12. Q to B 3 12. Castles
13. Kt takes Kt 13. P takes Kt
14. B to Q 3!

Menacing B takes P (ch) if Black take Q B P.

15. P to B 4 (1st hour) 15. B to K 3
16. B to Q R 3 16. R to B 3
If Kt to Q 7, White plays Q to K 2.
17. Q to K 2 17. Q to B 2
18. P to B 5 18. R to R 3
19. B takes Kt 19. Q P takes B
20. Q to K 3 20. Q to Kt 3 (1st hour)
21. K R to Q Kt 21. Q to R 4
22. P to R 3 22. R to Kt 5
23. R to Kt 4 23. Q to R 5
24. K to R 2 24. Q to R 3
25. Q R to Q Kt 25. R to K B
26. R to Kt 3 26. K R to K B 3
27. R takes R (ch) 27. R takes R
28. R to Kt 7 28. R to R
29. B to Kt 2

The beginning of a vigorous and ingenious attack Mr. Gossip plays the ending beautifully.

30. P to Q B 4 (good) 29. B to Q 4
31. P to Q 5! 30. B to B 2 (best)
32. P takes P 31. P takes P
33. Q to Q 4! 32. Q to R 3
34. Q to K 5! 33. Q to K R 3
35. K to Q Kt 8 34. R to K
36. P to B 6 (2nd hour) 35. Q to Kt 3
37. P to B 7 36. P to K 6
37. B takes P (1hr 48min)
38. R takes R (ch 2 hr 1 min)

Black resigns. Time—3 hours 49 minutes.

GAME 31.

Played in the eighth round, August 25.

White—Mr. F. K. Esling. Black—Mr. G. B. Hall.
(From's Gambit Declined.)

1. P to K B 4 1. P to K 4!
The invention of Herr From, of Copenhagen, and since enriched by the researches of Von Der Lasa and Zukertort.

2. P takes P
White can convert the game into a K's Gambit P to K 4.

3. Kt to K B 3 2. P to Q 3!
4. P to K 4 3. P takes P
5. B to B 4 4. B to Q B 4 (good)
5. Kt to Q B 3

Kt to K B 3 makes a kind of Petroff Defence favourable for Black. If White Kt takes P Black can play Q to Q 5!

6. P to Q 3 6. B to K Kt 5
7. P to Q B 3 7. Kt to B 3
8. B to K Kt 5 8. B to Kt 3
9. P to K R 3 9. Q B to R 4
10. R to K B 10. P to K R 3
11. B to R 4 11. P to K Kt 4
12. B to Kt 3 12. Q to Q 3
13. Q to R 4 13. Castles Q R
14. Q Kt to Q 2 14. Kt to Q 2
15. P to Q 4 15. Q to Kt 3 (1st hour)
16. P to Q 5 16. B takes Kt
17. R takes B 17. Kt to K 2
18. Castles 18. P to K B 3
19. B to K B 19. Kt to Q B 4

This specious move, followed by P to B 3, results disastrously for Black.

20. Q to B 2 20. P to Q B 3
21. P to Q Kt 4 21. Kt to Q 2
22. P to Q 6!

Mr. Esling avails himself at once of his opportunity and gives his opponent no further peace. He plays the ending beautifully

22. Kt to K Kt
23. Kt to Kt 3 23. P to K Kt 5 (P K R 4)
24. P takes P 24. Q takes Kt P
25. P to Q B 4 25. P to Q R 3

Unlike Mr. Hall! P to Q B 4 is obviously better.

26. P to B 5 26. B to R 2
27. Kt to Q R 5 27. Kt to Kt 4 (ch)
28. K to Kt 28. Kt to Kt
29. P to Q R 4 29. R to R 2
30. P to Kt 5 30. B P takes P
31. P takes P (2nd hour) 31. P takes P (2nd hour)
32. P to B 6 32. P takes P
33. Kt takes P 33. Kt takes Kt
34. Q takes Kt (ch) 34. K to Kt
35. K to Q B 3 35. K R to Q 2
36. R to Q 5 36. Kt to Q Kt 2 (2h 16m)

Unconscious of impending doom. Q to Kt 2 were better.

37. Q to B 7! (ch 2h 24m)

Black resigns. Time—4 hours 40 minutes.

GAME 32.

Played in the eighth round, August 25.

The notes are by Mr. A. Holloway, of Kadina.

White—Mr. H. Charlick. Black—Mr. J. G. Witton.
(Sicilian Defence.)

1. P to K 4 1. P to Q B 4
2. Kt to Q B 3 2. P to K 3
3. Kt to B 3 3. Kt to Q B 3
4. B to Kt 5

It is generally better to deploy the forces a little more before engaging in single combat. White, however, here wants to cripple the enemy by forcing him into an unmanageable position.

(Cook says this rare move was introduced by Mr. Bird at Paris, but Staunton and Wormald mention it in their treatise issued 1876).

4. P to Q B 3 (bad)
(Potter says K Kt to K 2 is best.)
5. B takes Kt 5. Kt P takes B
Black's Pawns are hindering each other, and the Q B shut in.

6. P to K 5
(This greatly hampers Black. White refrains from playing P to Q 4, so that Black shall not dissolve his doubled Pawns. The Black Q B is never moved.)

7. Castles
8. Kt takes P

The effect is now fully seen. White has Castled and planted his Kt at K 5, while Black has not a single piece in line of battle.

9. P to Q 3
10. P to K B 4
11. B to Q 2
12. Q to K 2

Q to K B 3 seems to promise better, and if Black move B to Kt 2, Q to R 3 follows, taking the attack over to K side, and nullifying the flank movement, termed the Sicilian opening.

Advance of infantry.
"Let not ambition mock their useful toil."

13. Kt to B 3
14. Q R to K
15. Kt to K 4
16. Q takes Kt

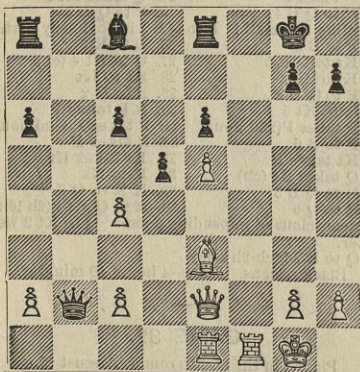
"Mourn for the brave, the brave that are no more."
The Queen avenges her faithful Knight.

17. Q to K 2
18. Kt to K 5 (1st hour)
The Church Militant. White exclaims "Will no one rid me of this turbulent priest?"
19. P takes B
20. Q to Kt 3 (ch)
21. B to K 3

(This advance and the subsequent capture of the Q Kt P lose valuable time.)

Moving the army away from the vulnerable point.
(If P to Q 5 White wins by Q to K B 2.)

Black—Mr. Witton.



White—Mr. H. Charlick.

White to play.

Before referring to the continuation which is given below, the student should endeavour to find out how White can effect a win.

(Necessary to compel Black to weaken his K by P to Kt 3. The attack from this point is of the most interesting and instructive character. Black's moves are practically forced. The champion considered this one of his finest finishes in the Congress.)

(If R to B White mates in four moves.)

Both Queens gracefully retire. "The King of France marched up the hill, and then marched down again."

24. B to K R 6
25. Q to K Kt 3
26. K to B 6
27. R at K to K B
28. R to B 8

"Now gallant Saxon hold thine own.
No maiden's hand is round thee thrown."

29. K to R
All, all in vain.
30. B takes R (ch)
31. R at B to B 7 (ch)
32. Q to K R 4 (2nd hr)
The dagger of mercy.
Black resigns. Time—4 hours.

GAME 33.

Played in the ninth round, August 26.

White—Mr. G.H.D. Gossip. Black—Mr. W. Tullidge.
Greco-Counter Gambit.

1. P to K 4
2. Kt to K B 3

We believe Black intended Kt to Q B 3 and then P to B 4 if White offered the Ruy Lopez, but unfortunately played the wrong move first. This mistake costs him a Pawn, which is a bad start against a veteran like Mr. Gossip.

3. Kt takes P
Q to B 3 is the correct move.
4. P takes P
We prefer B to B 4.

5. Kt to K B 3
6. B to Kt 5 (ch)
7. Q to K 2 (ch)

We like B to K 2 better because White is evidently playing for the end game in which he is an adept.

8. Q takes Q (ch)
9. B to R 4
10. P to Q 3
11. Castles
12. Kt to B 3
13. B to K 3
14. B takes Kt

We don't like this exchange, for the B's on opposite colours improve Black's chance of a draw.

15. B to Kt 3
16. P to Q R 4
17. Kt to Q
18. P to Q 4
19. P to B 3
20. P takes P
21. Kt to K 3
22. K Kt to Q 2
23. K R to K
24. B to B 2?

Black has conducted a disheartening defence doggedly, and now he is rewarded by getting two minor pieces for his Rook. With correct play he should now win.

25. R takes R
26. R to K 7
27. R to Q R 2
28. R to Q Kt 2

Well played, forcing the exchange of R's.

29. R takes R (ch)
30. R to Kt 7
31. Kt to Kt 3
32. Kt to B 5
33. R to Kt 2
34. R takes B (2nd hr)

B to Q 3 were stronger.

35. R to Kt 2
36. K to B
37. K to K 2
38. K to Q 3
39. P to Kt 4
40. P to B 3
41. P to R 4!

Well played. If P take P White plays R to K R 2.

42. P takes Kt P
43. R to K R 2
This weakens B's P's. Exchanging presently were preferable.

44. K to K 3
45. R to Q Kt 2
46. P to B 4 (good)
Mr. Gossip plays the ending from this point in most artistic style.

47. K takes P
48. P to Kt 5
49. P to Kt 6
50. K to B 5
51. K to K 6
52. K to B 7
53. K to B 8
54. P to Kt 7
55. K to Kt 8 (3rd hour)
56. K to R 7
57. K takes B
58. R to B 2
59. K to Kt 6
60. K to B 5
61. K to B 4
62. K to K 3
63. R to B
64. K to Q 2
65. R to K R
66. R to R 6 (ch)
67. R takes Kt (ch)!
68. K to K 3
69. K to B 4 (3 hr 12 m)
Black resigns. Time—5 hours 24 minutes

GAME 34.

Played in the seventh round, August 24.

White—Mr. P. Eiffe. Black—Mr. D. Heiman.
(Sicilian Defence.)

1. P to K 4	1. P to Q B 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 3 (poor)	3. P to K 3
4. P to Q Kt 3	4. B to K 2
5. B to Kt 2	5. Kt to B 3
6. P to B 3	6. P to Q 4
7. P takes P	7. P takes P
8. B to K 2	8. Castles
9. Q to B 2	9. R to K
10. Castles	10. B to Q 3
11. P to Q 4	11. P to Q Kt 3
12. R to K	12. B to Kt 5
13. Q Kt to Q 2	13. P takes P
14. P takes P	14. Kt to Q Kt 5
15. Q to Q	15. R to Q B
16. R to K B	16. B to K B 4
17. Kt to K	17. Kt to B 7
18. R to Q B	18. Kt takes Kt
19. R takes R	19. Q takes R
20. R takes Kt	20. Q to K 3 (1st hour)
21. Kt to B 3 (1st hour)	21. Kt to K 5
22. B to Kt 5	22. R to Q B
23. R to K 3 (B Q 3)	23. B to B 5
24. R to K	24. Q to R 3
25. P to Kt 3	25. B to Q 3
26. Kt to K 5	26. Q to B 3
27. P to B 3	27. Kt to B 6
28. B takes Kt	28. R takes B
29. B to Q 7	

Ingenuously conceived, but Black has the pull of the position.

30. B takes B
31. P to B 4 (2nd hour)
32. Kt to Kt 4
33. Kt to K 3
34. Kt to Kt 4

A remarkable blunder, which considerably affected the disposition of the prizes. R takes P (ch) wins easily.

35. Kt takes B P (ch)!
Beautifully played. Mr. Eiffe conducts the rest of the game unexceptionably.

36. Q to Kt 4 (ch)	35. P takes Kt
37. R takes Q	36. K to B 2
38. Q to Q 7 (ch)	37. P takes R
39. Q to Q 8 (ch)	38. K to B
40. Q to B 7 (ch)	39. K to Kt 2
41. Q to Q B 4	40. K to B
42. P to Q 5	41. B to B 6
43. K to Kt 2	42. B to Q 5 (ch)
44. K to R 3	43. R to Q 7 (ch)
45. Q to B 8 (ch)!	44. P to B 4
46. Q takes P	45. K to Kt 2
47. Q to Kt 4 (ch)	46. P to K 6
48. P to Q 6	47. K to B
49. Q to B 8 (ch)	48. P to K 7
50. Q to Q 7 (ch)	49. K to B 2
51. Q to K 6 (ch)	50. K to Kt 3
52. P to B 5 (ch)	51. B to B 3
53. Q to K 3	52. K to Kt 2
54. P to Q 7	53. R takes Q R P
55. Q to K 4	54. P to Q R 4

All this is cleverly managed.

56. Q to Kt 4 (ch)	55. P to Kt 4
57. Q to Kt 6 (ch)	56. K to B 2 (2nd hour)
58. Q to K 8 (ch)	57. K to K 2
59. P Queens (ch)	58. K to Q 3
60. Q takes B (ch)	59. B takes Q
61. P to B 6	60. K to K 4
62. Q to K 7 (ch)	61. P Queens
63. Q takes Q (2 hr 44 min)	62. K to B 4 (2 hr 11 min)

Black resigns. Time—4 hr. 55 min.

GAME 35.

Played in the eighth round, August 25.

White—Mr. H. Hookham. Black—Mr. J. E. Crewe.
(Sicilian Defence.)

1. P to K 4	1. P to Q B 4
2. Kt to Q B 3	2. Kt to Q B 3
3. Kt to K B 3	3. P to K Kt 3

First adopted by Mr. W. N. Potter in 1870-1, and afterwards supported by Mr. Bird. The Sicilian is, however, at the best a rotten reed to trust to.

4. P to Q 4	4. P takes P
5. Kt takes P	5. B to Kt 2
6. B to R 3	6. Kt to B 3
7. B to Q 3	7. Castles
8. K Kt to K 2	8. P to Q 3
9. P to K R 3?	9. P to Q R 3?
10. Q to B	10. P to Q 4
11. B to K R 6	11. Q Kt to K 4
12. B takes B	12. K takes B
13. Castles	13. Q to Q 3
14. R to Q	14. B takes P?

This proffered sacrifice is quite unsound. White can take B with impunity. We suspect that Black creates a complication because White is at the end of his time limit.

15. Kt to B 4 (1st hour)?	15. B to Kt 5
16. B to K 2	16. P to Q 5
17. B takes B	17. Q Kt takes B
18. P to K Kt 3	18. P to K 4
19. Kt to R 3	19. Q to B 3!
20. Kt to K 2	20. Q takes K P
21. R to K	21. Q to B 4
22. K to Kt 2	22. Q to K 5 (ch)
23. K to Kt	

Black is a tough customer. This gains another P. If P to K B 3 Black wins off-hand by Kt to K 6 (ch) followed, if K to B 2, by Kt at B 3 to Kt 5 (ch), and then Q to Kt 7 mate if P takes Kt.

24. Q to Q	23. Q to B 6
25. Q to Q 3	24. Q to B 3
26. Q R to Q	25. Q R to Q
27. P to Q B 4 (bad)	26. Q to Q 2
	27. Kt to K 6!

Again well played.

28. P takes Kt	28. Q takes Kt
29. P takes P	29. P to K 5
30. Kt to B 4 (2nd hour)	30. P takes Q
31. Kt takes Q	31. R takes P

32. Kt to B 4
33. R takes P
34. R to K 7

Good again. Black must exchange B's. From this point to the end Mr. Crewe plays with the utmost skill and precision. The end-game is an instructive study.

35. R takes R
36. R to Kt 3
37. Kt to Q 5
38. Kt to Kt 4
39. K to Kt 2
40. Kt to Q 3
41. K to R 3
42. Kt to B 4
43. Kt to Kt 2
44. R takes P
45. K to R 2
46. K to B 3 (3rd hour)
47. Kt to R 4
48. Kt to B 3
49. R to Q 5
50. R to Q 2
51. K to Kt 2
52. K to Kt
53. Kt to K 5
54. K to B 2
55. Kt takes P (ch)
56. R to Q 7
57. Kt to Kt 5 (dis ch)
58. Kt to K 4 (ch)
59. R to Q R 7
60. R takes Q
61. K to B 3
62. K to B 4
63. Kt to Kt 5 (ch)
64. Kt to R 3
65. P to Kt 4
66. K takes P
67. K to Kt 3
68. K to Kt 2
69. K takes R
70. K to Kt 3
71. K to R 3
72. K to Kt 2 (4 hr 12 m)

White resigns. Time—6 hours 35 minutes.

GAME 36.

Played in the third round, August 19.

White—Mr. G. B. Hall. Black—Mr. W. Tullidge.
(Ruy Lopez.)

1. P to K 4
2. Kt to KB 3
3. B to Kt 5
4. B to R 4
5. P to Q 3
6. P to B 3
7. B takes Kt
8. Castles
9. B to Kt 5
10. B to R 4
11. P to KR 3
12. P to KR 4
13. P to Q 4?

Premature as Black's reply shows.

14. Q to Kt 3
15. Kt takes P
16. Kt to Q 2
17. Q to B 2
18. B to Kt 3
19. P to B 2
20. B to B 2
21. P takes P
22. Kt to Kt 3

Winning a P.

32. R takes P
33. R to B 7
34. R to K
35. Kt takes R
36. P to Q Kt 4
37. Kt to Q 3
38. R to B 8 (ch)
39. P to Q R 4
40. R to B 7 (ch)
41. P to KR 4
42. K to R 3
43. Kt to K 5
44. Kt to B 7 (ch)
45. Kt to Kt 5 (ch)
46. R to B 8
47. R to B 7
48. P to Q R 5 (2nd hr)
49. R takes P
50. P to R 6
51. Kt to K 6 (ch)
52. Kt to Q B 7
53. R takes P
54. R to Kt 7
55. K to Kt 2
56. P to R 7
57. K to B 3
58. K to K 3
59. P Queens
60. Kt takes R
61. Kt to Kt 6
62. R to K 7
63. K to B 3
64. Kt to Q 5
65. P takes P
66. R to K 5 (ch)
67. R to K 6 (ch)
68. R takes Kt!
69. K to B 4
70. P to Kt 4
71. K to B 5
72. P to Kt 5 (2 hr 23 m)

23. Q takes B
24. B takes B
25. Q R to K
26. Kt to Q 3
27. R takes R (ch)
28. Kt to B 2
29. Q to B 3 (1st hour)
30. R to Q
31. R to KB
32. K to Kt 2
33. Q to Kt 3
34. R to Q
35. R takes R
36. Q to R 3
37. K to B
38. Q to B 3

23. B takes P
24. R takes B
25. R to Q 4
26. Q to Q 3
27. Kt takes R (1st hour)
28. R to Kt 4
29. Kt to B 3
30. R to Q 4
31. P to B 4
32. R to Q 5
33. P to Kt 4
34. P to B 5
35. Q takes R
36. Kt to Q 4
37. Kt to B 5
38. Q takes Q

Wisely exchanging Q's and going for a win with his extra P. Mr. Tullidge conducts the end-game with his usual skill and vigour. The student should study this and similar endings. Winning is so easy if you only know how. Amongst too many amateurs nowadays end-play is almost a lost art.

39. P takes Q
40. K to K
41. K to Q 2 (2nd hour)
42. K to K 3
43. K to Q 2
44. Kt to K 4
45. Kt to Q 6
46. Kt to B 7
47. Kt takes R P
48. K to B 2
49. K to Q 2
50. Kt to Kt 8
51. Kt to K 7
52. Kt to B 5
53. K to K
54. P to R 4
55. K to Q 2 (2 hr 23 min)

White resigns. Time—3 hours 50 minutes.

39. K to Kt 2
40. K to B 3
41. K to K 4
42. Kt to Q 4 (ch)
43. K to B 5
44. K takes P
45. P to B 3
46. K to Kt 6
47. Kt takes P (ch)
48. Kt to K 6 (ch)
49. Kt takes P
50. P to B 4
51. P to B 5
52. P to B 6
53. K to Kt 7
54. P to B 7 (ch)
55. P Queens (1hr 27min)

GAME 37.

Played in the fourth round, August 20.

White—Mr. P. Eiffe. Black—Mr. F. K. Esling.
(Ruy Lopez.)

1. P to K 4
2. Kt to KB 3
3. B to Kt 5
4. B to R 4
5. P to Q 3
6. Castles
7. B takes Kt (ch)
8. Kt to Q B 3
9. B to K Kt 5
10. B takes Kt
11. P to KR 3
12. Q R to Kt
13. Kt to R 2
14. P to B 3
15. Q to K 2
16. Kt to Q
17. P to Q Kt 3
18. Kt to KB 2
19. P to Q R 4
20. B P takes P
21. Q to KB 3
22. K takes B
23. Kt takes P?

Initiating a strong attack.

13. P to KR 4
14. Q to Kt 3
15. B to KR 3
16. B to K 3
17. K to K 2
18. Q R to KKt
19. P to Kt 5
20. KB to B 5 (1st hour)
21. B takes Kt (ch)
22. P takes P
23. B takes Kt!
24. Q to R 3
25. B to K 7
26. Q takes P (ch)
27. R takes Q (ch)
28. B takes R
29. R at Kt to KR
30. R to R 8
31. R takes R

It is a noticeable feature in Mr. Esling's play that he is unmindful of Castling.

Excellently continued.

A strange oversight. White should play Q to Kt 3 exchanging Q's if Black P take P. If Black play Q to R 4, White must play P to R 4.

32. K to K 2 33. R to K Kt 8
 33. K to Q 2 33. R takes P (ch)
 34. K to B 3 34. P to Q 4
 35. P takes P 35. P takes P
 36. P to Kt 4 (1h 39m) 36. P to K B 4 (1h 42 m)

White resigns. Time—3 hours 21 minutes.

GAME 38.

Played in the fifth round, August 22.

White—Mr. D. Heiman. Black—Mr. J. E. Crewe.
 (Sicilian Defence.)

1. P to K 4 1. P to Q B 4
 2. Kt to Q B 3 2. Kt to Q B 3
 3. Kt to B 3 3. P to K Kt 3
 The best defence to a bad game.
 4. B to B 4
 P to Q 4 is the usual and better move.

6. Castles 4. B to Kt 2
 7. R to K 5. P to K 3
 8. P to Q B 3 6. K Kt to K 2
 7. P to Q R 3

What a waste of time these wing moves are!

9. P to K 5 8. Castles
 10. P takes P 9. P to B 3
 11. Kt to K 4 10. B takes P
 11. P to Q 4
 Tempting, but it weakens the K P.
 12. Kt takes B (ch) 12. R takes Kt
 13. B to R 2 13. Q to Q 3
 14. B to Kt 5 14. K to B 4
 15. Q to Q 2 15. B to Q 2
 16. R to K 2 16. Q R to K B (1st hour)
 17. Kt to R 4 17. Kt to Q 5
 18. Kt takes R 18. Kt takes R (ch)
 19. Q takes Kt 19. Kt takes Kt
 20. P to Q B 3 20. Kt to Kt 2
 21. R to K 21. R to B 4
 22. B to R 4 22. Kt to K
 23. B to Kt 3 23. Q to B
 24. B to Kt 24. R to R 4
 25. B to K 5 25. Kt to Q 3
 26. K to R 26. Kt to B 2
 27. B to B 4 27. P to K 4
 28. B to Kt 3 28. R to B 4

Intending P to K 5, if White advance P to Q 4.

29. P to B 3 29. Q to Kt 2 (bad)
 30. P to Q 4!

Well played, securing a winning advantage.

31. Q to Q 2 (1st hour) 31. R to R 4
 32. P takes K P

Black dare not take the K P.

Another mistake; misfortune seldom comes alone.

33. B to R 2 33. P to B 5
 34. Q to Q 4 34. Kt to Q ?
 35. B takes P ! 35. Q to Q 2
 36. B to Kt 3 36. Kt to K 3
 37. Q to Q Kt 4 37. Kt to B 4? (2hr 15 min)

This is a singular blunder.

38. Q takes Kt (1 hour 20 minutes)
 Black resigns. Time—3 hours 35 minutes.

GAME 39.

Played in the sixth round, August 23.

White—Mr. P. Eiffe. Black—Mr. G. B. Hall.
 (French Defence.)

1. P to K 4 1. P to K 3
 2. P to Q 4 2. P to Q 4
 3. P to K 5 3. P to Q B 4
 4. P to Q B 3 4. Kt to Q B 3
 5. Kt to K B 3 5. Q to Kt 3
 6. B to K 3?

An unnecessary sacrifice of a couple of P's.

7. Q Kt to Q 2
 8. B to Q Kt 5
 9. P to Q R 4
 10. B takes Kt (ch)
 11. Castles
 12. Q to B 2
 13. K R to Kt

6. Q takes P
 7. Q takes B P
 8. Q to R 4
 9. P to Q R 3
 10. P takes B
 11. P to B 5
 12. B to Kt 5

White can play Kt to Kt 3, menacing Q takes B P (ch), if P take Kt.

14. Kt to Kt 5 (weak)
 15. Kt to R 3 (poor)
 16. Kt to B 3
 17. P to Kt 4
 18. P takes Kt
 19. R to K B
 20. P takes P
 21. Kt to Q 4
 22. R to B 3
 23. R to Q
 24. Q to B 3
 25. K to Kt 2

13. Kt to K 2
 14. P to R 3
 15. Kt to B 4
 16. P to Kt 4
 17. Kt takes B
 18. P to Q B 4
 19. R to Q R 2
 20. B takes P
 21. Q to B 2 (good)
 22. Q takes P
 23. Q to B 2 (1st hour)
 24. Q to K 4
 25. B to Q 3

All this is well played.

26. R to Kt 3
 27. R to B 3
 28. K to B 2
 29. K to K 2
 30. Kt to B 2
 31. R to Kt 3
 32. P takes B
 33. Kt to B 6
 34. Q to B 6
 35. Q takes Q
 36. K takes P
 37. Kt to K 5
 38. R to Q R
 39. Kt at K 5 to Kt 4
 40. K to B 4
 41. R to Q B
 42. K to K 5
 43. Kt to B 6
 44. Kt at B 6 to Kt 4
 45. Kt takes R
 46. Kt to B 6
 47. Kt to Kt 8 (ch)
 48. Kt takes P ?
 Losing a piece.

26. Q to K 5 (ch)
 27. Q takes P (ch)
 28. B to K 4
 29. Q to Kt 7 (ch)
 30. P to Kt 5
 31. B takes R
 32. R to R 2
 33. R to Q Kt 2
 34. Q to B 6 (ch)
 35. P takes Q (ch)
 36. B to Q 2
 37. B takes P
 38. B to Kt 4
 39. K to K 2
 40. P to B 6
 41. R to B 2
 42. P to B 7
 43. R to K Kt 2
 44. R takes Kt
 45. R to B 5
 46. P to Q R 4
 47. K to B

49. P to Kt 4
 50. P Kt 5 (ch 2 hr 1 min) 49. K takes Kt
 50. K to Kt 3 (1 hr 45 min)
 White resigns. Time—3 hours 46 minutes.

GAME 40.

The notes are by Mr. A. Burns, the chess editor of the *Melbourne Leader*.

Played in the 2nd round, August 13.

White—Mr. W. Tullidge. Black—Mr. J. G. Witton.
 (Giucco Piano.)

1. P to K 4 1. P to K 4
 2. B to B 4 2. B to B 4
 3. Kt to K B 3 3. Kt to Q B 3
 4. P to Q 3 4. P to Q 3
 5. Kt to Q B 3 5. Kt to B 3
 6. Kt to K 2 6. B to K 3
 7. B to Kt 3 7. Q to K 2
 8. Kt to Kt 3 8. Castles Q R
 9. Q to K 2 9. P to Kt 3
 10. P to B 3 10. P to Q 4
 11. Castles 11. P takes P
 12. P takes P 12. P to K Kt 4
 13. B takes B (ch) 13. Q takes B
 14. P to Q Kt 4 14. B to Q 3
 15. B to K 3 15. K to Kt
 16. P to Q R 4 16. Kt to K 2 (1st hour)
 17. P to Kt 5 17. Kt to K Kt 5

Kt to Kt 3, followed by P to Kt 5, &c., seems to us the proper continuation.

18. P to R 5 18. Kt takes B
 19. Q takes Kt 19. P to K B 4

20. P takes P
21. Kt takes Kt
22. P to Kt 6
23. R to QR 4
24. R to K 4
25. R to K
26. P to KR 3

20. Kt takes P
21. Q takes Kt
22. P to QR 3
23. R to Q 2
24. R to K 2
25. KR to K

We do not see the necessity for this move at present; why not Kt to Q 2 at once?

27. Kt to Q 2
Necessary to provide a retreat for the Bishop.
28. Kt to B 4
29. Q to Q B 5
30. R to Q
31. P to KR 3
32. Q to K 3
33. Kt to B 3 (1st hour)
34. Kt to B 2
35. Kt to Kt 4
36. Q to K 2

Had he attempted to prevent White taking the Pawn by B to Q 3, the game would have gone as follows:—

36. ——— 36. B to Q 3
37. Kt takes P 37. P takes Kt
38. Q takes P (ch) 38. K to Kt
39. Q to Q 3 39. R to Q 3
40. P to R 6 with a winning game.
37. Kt takes R P 37. B to Q 3
38. Q to Kt 5 38. KR to Q B
39. Kt to B 7 (ch) 39. B takes Kt
40. P takes B 40. KR takes P
41. P to R 6! 41. P to Kt 3

Of course he dare not take the Pawn, as if he took with Q he would obviously lose her, if with Pawn he would be mated in two moves by R to Q 8 (ch).

42. R to Q 5 42. Q to K B 3
43. Q to K 2
Q to Q 3 is far stronger as it threatens both R to Q 8 (ch) and R to Q 6; e.g.—
43. Q to Q 3 43. K to R 2 (best)
44. R to Q 6 44. R to K 3
45. R to Q 8 45. R at K 3 to B 2 (best)
46. Q to Q 5 46. Q to K 3 (best)
47. R takes P 47. Q takes Q
48. Q R takes Q &c.

44. R at Q 5 takes K P 44. R takes R
45. R takes R 45. P to B 5 (3rd hour)
46. Q to K 3 46. R to K Kt 2
47. Q to K 4 47. R to Q B 2

After the respite given him, Black makes a gallant fight for a draw.

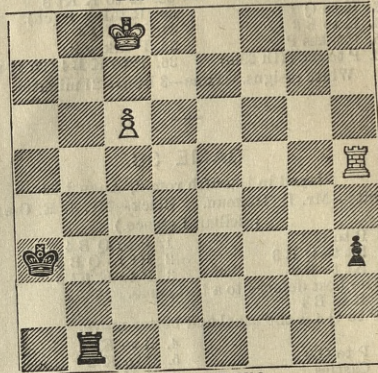
48. R to K 8 48. Q to Q B 3
49. Q takes Q 49. R takes Q
50. R to K 5 50. R to K Kt 3
51. K to B 2 51. P to KR 5
52. K to K 3 52. K takes P
53. K to Q 4 53. P to Q Kt 4
54. K to B 5 54. K to R 4
55. R to K 55. K to B 5
56. R to K 56. R to K 3
57. R to Q Kt 4 (ch) 57. K to R 6
58. K takes Kt P 58. R to K 7
59. R takes Q B P 59. R takes K Kt P
60. R to K Kt 4 60. R to Kt 6!
61. P to Q B 4 61. R takes B P
62. R takes Kt P 62. R takes R P
63. P to B 5 63. R to R 3
64. P to B 6 64. R to Q Kt 8 (ch)

(We prefer P to R 6; for instance:—

64. ——— 64. P to R 6
65. P to B 7 65. R to Q B 8
66. R to Q B 5 66. R takes R (ch)
67. K takes R 67. P to R 7 draws)
65. K to R 6 65. R to Q B 8
66. K to Kt 7 66. R to Q Kt 8 (ch)
67. K to B 8 67. P to R 6
68. R to KR 5 68. R to Q Kt 6?

(It was thought at the time that Black could draw by R to KR 8. That move was the course to adopt as most likely to effect a draw, as the correct answer is not easy to find in actual play. For reference we give a diagram of the position.

Black—Mr. Witton.



White—Mr. Tullidge.

Black to play.

We append a few variations:—

68. ——— 68. R to KR 8
69. P to B 7 69. P to R 7
70. K to Q 7 70. R to Q 8 (ch)
71. K to K 6 71. R to Q B 8
72. R to KR 7 72. R takes P draws
If 72. K to Q 7 72. R to Q 8 (ch)
73. K to K 8 73. P Queens
74. R takes Q 74. R takes R
75. P Queens 75. R to KR (ch)
76. K to Q 7 76. R takes Q draws
If 73. K to Q B 6 73. P Queens (ch)
74. R takes Q 74. R takes R
75. P Queens 75. R to Q B 8 (ch)
76. K to Kt 7 76. R takes Q draws
If 70. K to Kt 7 70. R to Q Kt 8 (ch)
71. K to R 6 71. R to Q B 8
72. R to KR 3 (ch) 72. K to R 4 &c.

The champion, Mr. Charlick, however, pointed out that White has one, and only one, way to win as follows:—

68. ——— 68. R to KR 8
69. P to B 7 69. P to R 7
70. K to Kt 7 70. R to Q Kt 8 (ch)
71. K to R 6 71. R to Q B 8
72. K to Kt 6! 72. R to Q Kt 8 (ch)
73. K to R 5! 73. R to Q B 8
74. R to KR 3 (ch) 74. K to R 7
75. R takes P (ch) and wins by K to Kt 6, followed by the intervention of the R and Queening the Pawn. The position is highly instructive and interesting. Mr. Tullidge has conducted the game, especially the latter portion, with marked ability.)
69. P to Q B 7 69. K to Kt 7
70. R to R 8 70. R to Q 6
71. K to Kt 7 71. R to Kt 6 (ch)
72. K to B 6 72. R to B 6 (ch)
73. K to Q 6 73. R to Q 6 (ch 4hr 19min)
74. K to K 5 (1hr 54 min) and Black resigns.
Time—6 hours 13 minutes.

GAME 41.

Played in the second round, August 18.

White—Mr. D. Heiman. Black—Mr. G. B. Hall.
(Queen's Gambit Evaded.)

1. P to Q 4 1. P to K 3
2. P to Q B 4 2. P to Q 4
3. Kt to K B 3 3. Kt to K B 3
4. P to K 3 4. B to K 2
We prefer P to B 4 and then B to Q 3
5. Kt to B 3 5. Castles
6. B to Q 3 6. P to Q B 4
7. P to Q Kt 3 7. P takes Q P
8. K P takes Q P 8. P takes P
9. P takes P 9. Kt to B 3
10. Castles 10. P to KR 3

Black dare not take the Q P.

11. B to Kt 2
A lost move.
12. R to Kt
13. R to B
14. Kt to K 4
15. Kt takes Kt (ch)
16. B to Kt (good)
17. P to Q R 3
18. Q to B 2
19. K R to Q
We prefer B takes Kt, isolating the White P's and weakening the royal position.
20. Q to K 2
21. B to R 2
22. Kt to K 5
23. Q takes B
Well played.
24. P to Q 5
25. B takes Q
26. P takes P
27. P to B 3
28. P to Q 6
29. B to B 6
30. R to K 1

Excellent play. If R take R P, White mates in two moves. Mr. Heiman now forces the game with unerring precision.

31. R takes R
An error. K to B is Black's only move.
32. R takes Kt 1
33. B takes P (ch)
If R to B 2, White Queens the P. Black might now have resigned, gaining peace with honour.
34. B takes R
35. B to K R 4
36. K to B 2
37. B to Q B 6
38. B to Kt 3
39. P to K R 4
40. P takes P
41. B to K 5
42. P to Q 7
43. B takes B
44. B takes P
45. B to B 7
46. B takes P
47. K to Kt 3
48. P takes P
49. K to B 2
50. B to Kt 5
51. P to Q R 4
52. P to R 5
53. P to R 6
54. P to R 7
55. P Queens
56. Q to K Kt 8
57. B to B 4 (ch)
58. Q to Kt 5 (mate 1 hour 36 minutes.)
Time—3 hours 39 minutes.

GAME 42.

Played in the sixth round, August 23.

White—Mr. G. H. D. Gossip. Black—Mr. J. G. Witton.
(Petroff's Defence.)

1. P to K 4
2. Kt to K B 3
3. Kt takes P
4. Kt to K B 3
5. P to Q 4
6. B to Q 3
7. Castles
8. P to B 4
9. Kt to B 3
10. R to K
11. R takes R (ch)
12. P takes Kt
1. P to K 4
2. Kt to K B 3
3. P to Q 3
4. Kt takes P
5. P to Q 4
6. B to Q 3 (B K 2)
7. Castles
8. P to Q B 3
9. R to K
10. Kt takes Kt
11. Q takes R
12. B to K Kt 5

A cramping move, and yet to an extent necessary owing to the B being posted at Q 3 instead of K 2.
This only strengthens the White centre Pawns.
A neat little trap, which might have succeeded against a less experienced adversary. White would

lose the game if he captured the P (ch) with B and then checked with Kt at Kt 5, and took B with Q, because the Black Q would mate at K 8!

13. B to K 3
14. P takes P
15. Q to Kt 3 (1st hour)
Best. White dare not capture the Q P.
16. R to Kt?
16. B takes Kt
17. P to Q Kt 3 (1st hour)
Black has not time to play Q to R 6 on account of the reply P to K B 4, and then the menaced capture of the Q Kt P.
18. Q to Kt 5
Kt to B 3 is the correct move.
19. P to Q B 4
20. B takes B P
21. K to B
18. Q to K 3 (Kt B 3)
19. P takes P
20. Q to Kt 3 (ch)
21. Kt to R 3!

Black makes amends for his mismanagement of the opening by the ingenuity of his play from this point. His position looks hopeless yet he manages to escape not only without serious loss, but actually to win a Pawn.

22. B to Q 3
23. B takes Q
24. B to K 4
25. R to B
26. P takes Kt
27. P to B 4
22. Kt to B 2! (best)
23. Kt takes Q
24. Kt to B 6!
25. Kt takes B
26. B takes P
27. P to B 4

All this is clever and interesting.
Hoping to win the B next time by K to Kt 2!

28. K to Kt 2
29. K to R 3
30. R to B 7
31. P to Q 5 (2nd hour)
32. R to Q 7
27. B to Kt 6 (best)
28. B to R 5
29. B to K 2
30. K to B
31. B to Q 3
32. R to B (2nd hour)!

An excellent resource, which illustrates the inexhaustible niceties and subtleties of the game. If White take the B Black wins the other B by R to B 6! By releasing his R in this way, Black is permitted next move to retreat his B to Kt.

33. K to Kt 4
34. P to K 5
33. B to Kt
35. P to Q 6
36. R to K 7 (ch)
37. R to Q 7
38. R to Kt 7
39. B to B
40. B to R 3
41. P to Q 7
42. K to B 3
43. B to Kt 4
35. K to K
36. K to B
37. K to K
38. R to Q
39. K to B
40. K to Kt 2
41. P to B 4 (ch)
42. K to B 2
43. K to K 3

We prefer P to K Kt 4 at once.
Mr. Gossip has contrived to establish a nursery of strong centre Pawns, which now become dangerously aggressive.

44. P to R 4
45. P to R 5 (3rd hour)
46. P takes P
47. R takes B
48. B to Q 6
49. K takes P
50. K to B 3
51. R takes P
52. R to Kt 8
53. R to Q R 8
54. R to K B 8
55. R takes P
56. K to Kt 3
57. K to R 4
58. K to Kt 5 (3hr 24min)
44. P to K Kt 4
45. P takes B P
46. R takes P?
47. P takes P (3rd hour)
48. R to K Kt 2
49. R to Kt 5 (ch)
50. P to R 4
51. K to Q 4
52. P to B 5
53. R to R 5
54. R to R 8
55. R to B 8 (ch)
56. R to Kt 3 (ch)
57. R to R 8 (ch 2hrs 55min)

All this is well timed.
Throwing away the game! P takes P would yield an easy draw, cutting off the White P's in detail.

Winning is now only a question of care and patience.

49. K takes P
50. K to B 3
51. R takes P
52. R to Kt 8
53. R to Q R 8
54. R to K B 8
55. R takes P
56. K to Kt 3
57. K to R 4
58. K to Kt 5 (3hr 24min)
49. R to K Kt 2
50. P to R 4
51. K to Q 4
52. P to B 5
53. R to R 5
54. R to R 8
55. R to B 8 (ch)
56. R to Kt 3 (ch)
57. R to R 8 (ch 2hrs 55min)

Black resigns. Time 6 hours 59 minutes.

GAME 43.

Played in the ninth round, August 26.

White—Mr. P. Eiffe. Black—Mr. Crewe.

(Ruy Lopez)

- | | |
|----------------|-----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Kt 5 | 3. Q Kt to K 2? |

A little knowledge is a dangerous thing. Black apparently had in view the novelty introduced by Mr. Mortimer at the London Congress of 1883 as follows:—

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Kt 5 | 3. Kt to B 3 |
| 4. P to Q 3 | 4. Kt to K 2 |

If White now take the proffered K P Black will win a piece by P to B 3 and Q to R 4 (ch) if White retire the B. If White menace mate by Kt to B 4 instead of retiring the Bishop, Black simply plays Kt to K Kt 3, and must still win a piece. Mr. Crewe moves Q Kt to K 2, a move too soon, and this error should have cost him the game.

4. P to Q 3?

White here misses his chance. He can take the K P with impunity, retreating B to B 4 if Black play P to Q B 3.

4. Kt to K B 3

5. Kt takes P?

Calmly walking into the lion's den.

- | | |
|------------------------|-------------------|
| 6. B to R 4 | 5. P to B 3! |
| 7. Kt to B 3 | 6. Q to R 4 (ch)! |
| 8. B to Kt 3 | 7. Q takes Kt |
| 9. P to K Kt 3 (P Q 4) | 8. Kt to Kt 3 |
| 10. B to Q 2 | 9. B to Kt 5 |
| 11. Q to K 2 | 10. Castles |
| 12. P to B 4 | 11. P to Q 4 |
| 13. P to K 5 | 12. Q to B 2 |
| 14. Q to B 2 | 13. B to Kt 5 |
| 15. P to K R 3 | 14. Kt to Q 2 |
| | 15. B to K 3 |

Despising P to B 5, the answer to which would be Q takes P (ch),

- | | |
|-----------------|----------------|
| 16. P to Q 4 | 16. P to K B 4 |
| 17. Castles Q R | 17. P to Q R 4 |
| 18. K to Kt? | |

This game must have been played on one of Mr. Eiffe's unlucky days. The text move costs him another piece. P to R 3 is obviously the correct move. Nothing daunted, he with true Hibernian courage sets to work and offers a stubborn resistance.

- | | |
|----------------------------|----------------|
| 19. B takes B | 18. B takes Kt |
| 20. P to K Kt 4 | 19. P to R 5 |
| 21. B P takes P | 20. P takes B |
| 22. B to Kt 4 | 21. P to Kt 4 |
| 23. B to Q 3 | 22. R to B 2 |
| 24. P to Q Kt 4 (1st hour) | 23. Q to Kt 3 |
| 25. P to R 3 | 24. Q to R 3 |
| 26. P to Kt 5 | 25. Kt to Kt 3 |
| 27. R to Q 3 | 26. Kt to B 5 |

If B to B 5 Black can advantageously sacrifice Kt by Kt takes R P (ch).

- | | |
|-------------------------|---------------------------|
| 28. P takes Kt | 27. Kt takes B |
| 29. P to K R 4 | 28. R to Q 2 |
| 30. P to R 5 | 29. R takes P |
| 31. P to Kt 6 | 30. Kt to B |
| 32. Q to R 4 | 31. P to R 3 |
| 33. Q R to K 3 | 32. R to K |
| 34. K R to K | 33. Q to B |
| 35. B takes R | 34. B to Q 2 |
| 36. Q to K 7 | 35. B takes R |
| 37. Q to R 4 | 36. R to K 3 (1st hour) |
| 38. Q takes R | 37. R takes R |
| 39. Q to R 4 | 38. Q to K 3 |
| 40. Q to K | 39. Q to B 3 |
| 41. K to R 2 | 40. Kt to K 3 |
| 42. Q to K 5 | 41. B to Q 2 |
| 43. B P takes Q (2 hrs) | 42. Q takes Q |
| | 43. Kt takes P (1hr 2min) |

White resigns. Time—3 hours 2 minutes.

GAME 44.

Played in the 5th round, August 22.

White—Mr. J. G. Witton. Black—Mr. P. Eiffe.

(Scotch Gambit.)

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. Kt takes P | 4. B to Q B 4 |
| 5. B to K 3 | 5. P to Q 3? |

A serious blunder, which eventually costs Black the game. Q to B 3 is the correct move.

- | | |
|---------------------------|------------------|
| 6. Kt takes Kt | 6. P takes Kt |
| 7. B takes B | 7. P takes B |
| 8. Q takes Q (ch) | 8. K takes Q |
| 9. B to Q 3 | 9. Kt to B 3 |
| 10. Castles | 10. K to K 2 |
| 11. Kt to Q B 3 | 11. B to K 3 |
| 12. P to K 5 | 12. Kt to Q 4 |
| 13. Kt to K 4 | 13. P to K B 4 |
| 14. P takes P (ch) en pas | 14. P takes P |
| 15. Kt takes Q B P | 15. Q R to K Kt? |

Losing a piece. K to Q 3 were better.

- | | |
|----------------|----------------|
| 16. K R to K! | 16. K to Q 3 |
| 17. Kt takes B | 17. P to K R 4 |
| 18. Q R to Q | 18. Q R to K |
| 19. B to K B 5 | |

White has now got his antagonist fairly in the toils.

- | | |
|----------------|----------------|
| 20. P to Q B 4 | 19. R to K 2 |
| 21. P takes Kt | 20. P to K R 5 |

The following continuation were much more artistic and expeditious:—

- | | |
|-------------------------------|---------------|
| 21. P to B 5 (ch) | 21. K to Q 2 |
| 22. R takes Kt (ch) | 22. P takes R |
| 23. Kt to K B 4 (dis ch) | 23. K to Q |
| 24. R takes R | 24. K takes R |
| 25. Kt to Kt 6 (ch) and wins. | |

- | | |
|-------------------------------|----------------------------|
| 22. Kt to Q 4 | 21. P takes P |
| 23. R takes R | 22. R takes R (ch) |
| 24. Kt to Kt 3 (ch) | 23. K to B 4 |
| 25. B to Q 3 | 24. K to Kt 5 |
| 26. R to K 7 | 25. P to Q B 4 |
| 27. B to B 2 | 26. R to Q Kt |
| 28. P to Q R 3 (ch) | 27. P to B 5 |
| 29. R to K 3! | 28. K to Kt 4 (1st hour) |
| 30. Kt to Q 4 (ch 1 hour) | 29. R to Q |
| 31. R to K 7 | 30. K to R 3 |
| 32. B to Q R 4 | 31. R to Q 3 |
| 33. Kt to Kt 5 | 32. K to Kt 3 |
| 34. Kt to Q 4 | 33. R to Q |
| 35. Kt to K 6 | 34. R to K Kt |
| 36. P to K B 3 | 35. R to K Kt 5 |
| 37. R to Q B 7 | 36. R to Kt 3 |
| 38. R to B 6 (ch) | 37. P to K B 4 |
| 39. B to B 2 | 38. K to R 4 |
| 40. P to Kt 4 (ch) | 39. R to K B 3 |
| 41. B takes Q Kt P | 40. P takes P en pas |
| 42. B to B 4 (1 hr. 34 min.)! | 41. P to Q 5 (1 hr. 42 m.) |

Mr. Witton has ingeniously shaped an elegant finish, as mate is now inevitable.

Black resigns. Time—3 hr. 16 min.

GAME 45 AND LAST.

Played in the fourth round, August 20 and 22.
White—Mr. J. E. Crewe. Black—Mr G. B. Hall.

(Queen's Gambit Declined.)

- | | |
|----------------|---------------|
| 1. P to Q 4 | 1. P to K 3 |
| 2. P to Q B 4 | 2. P to Q 4 |
| 3. Kt to Q B 3 | 3. P to Q B 4 |

Fifty years ago when McDonnell and De La Bourdonnais played their immortal games the Queen's Gambit was nearly always accepted. Nowadays it is invariably declined.

- | | |
|----------------|----------------|
| 4. Kt to K B 3 | 4. Kt to Q B 3 |
| 5. P to K 3 | 5. Kt to B 3 |
| 6. B to K 2 | |

In this form of opening we prefer deploying the B at Q 3.

- | | |
|----------------|------------------|
| 7. P takes Q P | 6. P to Q Kt 3 |
| | 7. K P takes Q P |

8. B to Kt 5 (poor) 3. B to Kt 2
9 Castles
Having pinned the Kt it were better to continue with Kt to K 5.

10. P to Q R 3?
This move and the next are a sad waste of time.
We much prefer Black's game.
11. B to Q 3 11. P to Q R 3 (R B)
12. B to Q 2 12. Q to B 2
13. P to K R 3 (tame) 13. Q R to K
14. Kt to K 2?
Another sign of vacillation.

15. Kt to B 3 14. Kt to K 5
16. Kt takes Kt (1st hr) 15. Kt takes B
17. Kt to B 3 16. Kt to K 2
18. Kt to K Kt 5 (good) 17. P to B 4 (weak)
19. Q to R 5 18. B to Q B
20. Kt to B 3 19. P to R 3
21. B to B 2 20. P to Q B 5
22. Kt to R 4 21. B to K 3

Both sides are preparing for a long struggle.
23. P to B 4 22. Q to Q 2
24. Q to K 2 23. B to K B 2
25. Q to B 2 24. K to R
26. Kt to B 3 25. B to K 3 (1st hour)
27. Kt to K 2 26. K to R 2
28. Q R to Kt (feeble) 27. Q to Kt 4

Kt to Kt 3 were better. Black then dare not take P with Q on account of the reply B takes P (ch.)

29. Kt to Kt 3 28. R to B 3
30. Kt to K 5 29. B to K B 2
31. Kt to K 2 (2nd hour) 30. P to Kt 3
32. K to R 2 31. K to Kt 2
33. R to Kt 32. B to R 2
34. B P takes B 33. B takes Kt
35. Kt to B 4 34. R to B 2
36. Q to Kt 3 35. Q to Q 2 (2nd hour)
37. R to K R 36. K to K 2
38. K to Kt 37. R to Kt 2
39. P to K R 4 38. B to B 2
40. Q to R 3 39. Kt to Kt
41. This error should have cost Black the game.

41. Kt takes R P!
Ingenuously conceived.
If P take Kt White wins the Q by B takes P (ch.)
42. Kt takes R 41. B to K 3
43. Q to Kt 3 42. K takes Kt
44. Q R to K B 43. Q to K 2
44. Kt to R 3

All this is well played to prevent White advantageously advancing the R P.
45. Q to Kt 5 45. Q takes Q
46. P takes Q 46. Kt to Kt 5
47. R to B 3 47. R to K R
48. R takes R 48. K takes R
49. R to Q 49. K to Kt 2
50. R to K 3 50. P to Kt 4
51. P to K Kt 3?
This error throws away the game.

Mr. Hall conducts this difficult end-game in skillful style

51. Kt takes P at K 6
52. B to K 2 52. Kt to B 7
53. R to R?
We prefer R to R 4.
54. K to B 2 53. Kt takes Q P
55. R to K! 54. Kt to B 3
56. B to Q (3rd hour) 55. K to B 2 (3rd hour)
If Kt take P White can take the Q B P with B.
We prefer B to B 3 at once to prevent Black playing B to Q 2.

57. B to B 3 56. B to Q 2
58. R to Q 57. K to K 3
59. R to K 58. Kt to K 2
60. P to K Kt 4 59. P to Q 5
60. B to B 3
All this is well played by Mr. Hall. The tide of victory is now setting in in his favour.
61. K to Kt 3 61. B takes B
62. K takes B 62. P takes P (ch)
63. K takes P 63. Kt to Q 4
64. R to K 4 64. P to Q 6
65. K to B 3 65. P to R 4 (weak)
66. P to R 4!
Well played.

67. R to Q 4 (4th hour) 66. P to Q 7 (best)
If K to K 2 Black can safely play P to B 6.
68. R takes Q P 67. P to Kt 5
69. R to K 2 (ch) 68. K takes P
70. R to K 4 69. K to B 4 (4th hour)
71. P takes P 70. P to B 6
72. R to K 8!
All this is very clever and reflects credit on both sides.

73. R to Q R 8 (good again) 72. Kt takes P
74. R takes P (ch) 73. Kt to B 6
75. K to K 3 74. K to K 3
75. P to Kt 6

Cleverly played. White cannot now stop the P.
This wins by force. The ending is highly instructive.

76. R to R 6 (ch. 5th hour) 76. K to B 4
77. R to B 6 (ch)
An expiring gasp?

78. K to Q 3 77. K takes P
The White K is one square too far off to stop the K Kt P.

P to Kt 7 also wins.
79. K takes Kt 79. P to Kt 4
80. K takes P (5hr 18min) 80. P to Kt 5 (4 hr 41 min)
White resigns. Total time—9 hours 59 minutes.

This game has the distinction of being the most protracted in the Congress. It was the only contest in the major tourney that required a second sitting. At White's 75th move play was adjourned from Saturday until Monday.

SELECTION OF GAMES IN THE MINOR TOURNAMENT.

GAME 46.

Played in the 5th round, August 22.
White—Rev. G. Berry. Black—Mr. R. Hindley.
(Sicilian Game.)

1. P to K 4 1. P to Q B 4
2. Kt to K B 3 2. P to K 3
3. B to B 4 3. P to Q 4
4. P takes P 4. P takes P
5. B to Kt 3 4. P to Kt 4
6. P to Q 3? 6. B to Kt 5?
7. Castles 7. B to Q 3
8. P to K R 3 8. B to R 4

9. Kt to Q B 3 9. P to B 5?
10. Q P takes P 10. Q P takes P
11. Kt takes Kt P! 11. P takes B
12. Kt takes B (ch) 12. K to B
13. Q to Q 5 13. Kt to K B 3
14. Q takes R 14. Q takes Kt
15. R P takes P 15. P to Q R 3
16. R takes P! 16. Q takes R
17. Q takes Kt (ch) 17. Kt to K
18. R to K 18. P to B 3
19. B to K 3 19. Q to R 3 (good)
20. Q to R 7 20. K to Kt
21. B to B 5 21. Q to B 2
22. Q to R 3?

A strange error. R takes Kt(ch) wins the Q.

- | | |
|--------------------|-------------------|
| 23. Kt to Q 4 | 22. Q to Q 2 |
| 24. P to Q Kt 4 | 23. P to K R 3 |
| 25. Kt to K 6 | 24. K to R 2 |
| 26. K to B | 25. Q to Q 7 |
| 27. Kt to B 8 (ch) | 26. Q takes Q B P |
| 28. K to Kt | 27. K to Kt |
| 29. Kt to K 6 | 28. Q to B 5 |
| 30. Kt to Q 8 | 29. B to B 2 |
| 31. Kt to B 6 | 30. B to Kt 3 |
| 32. Q to K Kt 3 | 31. K to R 2 |
| 33. Kt to K 7? | 32. Q to Q 4? |

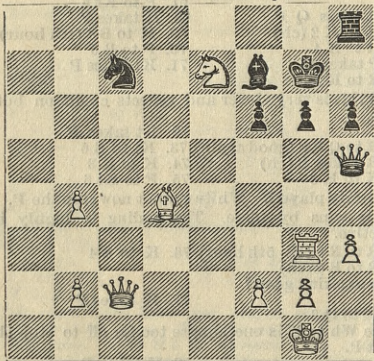
Another oversight. Q takes B (ch) followed by Kt to K 7 (ch) wins a clear piece.

- | | |
|-------------------|----------------|
| 34. Q to Q B 3 | 33. Q to Kt 4 |
| 35. R to K 3 | 34. Kt to B 2 |
| 36. R to K Kt 3 | 35. B to B 2 |
| 37. Q to B 2 (ch) | 36. Q to R 4 |
| 38. B to Q 4! | 37. P to Kt 3 |
| | 38. K to Kt 2? |

Kt to K is obviously better. We append a diagram of the position.

Mr. H. Charlick has awarded the special prize, Baxter's Chess Problems, offered in the minor tourney for the game with the most Problem-like ending, to Mr. Berry for his artistic handling of the termination of this game. The finish is by far the best of the whole series, and will amply repay examination:—

Black—Mr. R. Hindley.



White—Rev. G. Berry.

White having to play, won as follows:—

- | | |
|--|----------------------------|
| 39. Q takes Kt | 39. Q to Q 8 (ch) |
| 40. K to R 2 | 40. Q takes B |
| White forces mate neatly enough in four moves as under:— | |
| 41. Kt to B 5 (ch)! | 41. K to B |
| 42. Q to K 7 (ch) | 42. K to Kt |
| 43. R takes P (ch)! | 43. B takes R or K to Kt 2 |
| 44. Q or R to Kt 7 mate. | |
| 39. Q takes Kt | 39. Q to Q 8 (ch) |
| 40. K to R 2 | 40. Q takes B (1 h 37 m) |
| 41. Kt to B 5 (ch 52 min) | |

White forces mate in three more moves! Time—2 hours 29 minutes.

GAME 47.

Played in the 5th round, August 22.

White—Mr. J. M. Belcher. Black—Mr. A. J. Laughton.
(French Game.)

- | | |
|--|--------------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. Kt to Q B 3 | 3. B to Kt 5 |
| The old defence, now superseded by Kt to K B 3 | |
| 4. P to K 5 | 4. P to Q B 4 |
| 5. P to Q B 3 | 5. B takes Kt (ch) |
| 6. P takes B | 6. Q to Kt 3 |
| 7. B to K 3 | 7. P takes P |

- | | |
|--------------------------|-------------------|
| 8. P takes P | 8. Q to B 2 |
| 9. Q to Q 2 | 9. K Kt to K 2 |
| 10. B to Q 3 | 10. B to Q 2 |
| 11. Kt to K 2 | 11. Q Kt to Q B 3 |
| 12. Castles Q R | 12. Kt to R 4 |
| 13. Q R to Q Kt | 13. P to Q Kt 3 |
| 14. B to K Kt 5 | 14. K Kt to Q B 3 |
| 15. P to Q B 3 | 15. P to K R 3 |
| 16. B to R 4 | 16. Kt to K 2 |
| 17. P to K Kt 4 | 17. Kt to B 5 |
| 18. Q to B | 18. Kt to Kt 3 |
| 19. B to Kt 3 | 19. R to Q B |
| 20. P to K R 4 | 20. Q to Q |
| 21. P to R 5 | 21. Kt to R 5 |
| 22. P to K B 3 | 22. Q to Kt 4 |
| 23. Kt to B 4 (1st hour) | 23. Kt to B 4 |

Well intended.

- | | |
|-----------------|------------------|
| 24. B to K B 2 | 24. Kt takes R P |
| 25. Q takes Kt | 25. Q takes Kt |
| 26. B takes Kt! | |

Admirably conceived. As the sequel shows this is much better than P takes Kt. The finish is admirably managed.

- | | |
|--------------------------|----------------------------|
| 27. B to R 4! | 26. P takes B |
| 28. K P takes P | 27. P to B 3 (1st hour) |
| 29. Q R to K (ch 1h 23m) | 28. Kt P takes P (1h.13m.) |

Black resigns. Time—2 hr. 35 min.

GAME 48.

Played in the fifth round, August 22

White—Mr. F. Harrison. Black—Mr. H. Fuss
(French Defence.)

- | | |
|-------------------|------------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. P to K 5 | 3. P to Q B 4 |
| 4. B to Kt 5 (ch) | 4. B to Q 2 |
| 5. B takes B (ch) | 5. Kt takes B |
| 6. P to Q B 3 | 6. P to K R 3 |
| 7. Kt to B 3 | 7. Kt to K 2 |
| 8. P takes P | 8. Kt to Q B 3 |
| 9. Q to K 2 | 9. B takes P |
| 10. Castles | 10. B to Kt 3 |
| 11. R to Q | 11. Q to Kt |
| 12. K to R | 12. B to B 2 |
| 13. B to B 4 | 13. Q Kt takes P |
| 14. Kt takes Kt | 14. B takes Kt |
| 15. B takes B | 15. Q takes B |
| 16. Q takes Q | 16. Kt takes Q |

Black has skilfully won a valuable P.

- | | |
|---------------------------|------------------------|
| 17. R to Q 4 | 17. Castles K R |
| 18. Kt to Q 2 | 18. Q R to Q |
| 19. Q R to K | 19. Kt to B 3 |
| 20. R to K Kt 4 | 20. P to K 4 |
| 21. Kt to B 3 | 21. P to K 5 |
| 22. Kt to R 4 | 22. Kt to K 4 |
| 23. R to Kt 3 | 23. Kt to Q 6 |
| 24. R to K 2 | 24. Kt to B 5 |
| 25. Q R to K 3 | 25. Kt to R 4 |
| 26. R to Kt 4 | 26. P to B 4 |
| 27. R to Kt 6 | 27. Kt to B 5 |
| 28. R at Kt 6 to Kt 3 | 28. P to Q 5 |
| 29. P takes P | 29. R takes P (1st hr) |
| 30. P to K R 3 | 30. K to R 2 |
| 31. R to Q Kt 3 | 31. R to B 2 |
| 32. R to Q Kt 5 (1st hr.) | 32. R to Q 4 |
| 33. R takes R | 33. Kt takes R |
| 34. Kt to Kt 6 | 34. P to B 5 |
| 35. R to Kt 4 | 35. P to K 6! |

Well played.

- | | |
|------------------------------|------------------------|
| 36. P takes P | 36. P takes P |
| 37. Kt to K 5 | 37. R to B 8 (ch) |
| 38. K to R 2 | 38. P to K 7 |
| 39. Kt to Q 3 | 39. P Queens |
| 40. Kt takes Q | 40. R takes Kt |
| 41. R to Q 4 | 41. Kt to B 3 |
| 42. R to Q Kt 4 | 42. P to Kt 3 |
| 43. P to Q R 3 | 43. P to K Kt 3 |
| 44. R to Q B 4 (1 hr 21 min) | 44. R to K 2 (1 hr 35) |

White resigns. Time—2 hrs. 56 min.

GAME 49.

Played in the seventh round, August 24.
White—Mr. H. Fuss. Black—Mr. J. M. Belcher.
(French Defence.)

- | | |
|--------------------------|------------------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. P takes P | 3. P takes P |
| 4. Kt to Q B 3 | 4. Kt to K B 3 |
| 5. Kt to K B 3 | 5. B to Q 3 |
| 6. B to K Kt 5 | 6. P to B 3 |
| 7. B to K 2 | 7. Castles |
| 8. Castles | 8. R to K |
| 9. R to K | 9. B to K B 4 |
| 10. Q to Q 2 | 10. Q Kt to Q 2 |
| 11. B to Q 3 | 11. B takes B |
| 12. Q takes B | 12. Q to B 2 |
| 13. Kt to K 2 | 13. Kt to K 5 |
| 14. B to K 3 | 14. Q Kt to K B 3 |
| 15. Kt to Kt 3 | 15. Kt takes Kt |
| 16. B P takes Kt | 16. Kt to K 5 |
| 17. B to B 2 | 17. P to K B 4 |
| 18. R to K 2 | 18. P to K Kt 4 |
| 19. Q R to K | 19. R to K 3 |
| 20. Kt takes Kt P (good) | 20. R to Kt 3 |
| 21. Kt to R 3 | 21. Q R to K B |
| 22. B to K 3 | 22. Q to Kt 2 (1st hr) |
| 23. B to B 4 | 23. B takes B |
| 24. Kt takes B | 24. R to B 3 |
| 25. P to B 3 (1st hour) | 25. K to R |
| 26. R to K B | 26. R to K Kt |
| 27. Kt to R 3 | 27. R to B 3 |
| 28. Q to B 3 | 28. P to Kt 4 |
| 29. P to R 3 | 29. P to Q R 4 |
| 30. Kt to B 4 | 30. Q to B |
| 31. Kt to R 5 | 31. R to B 2 |
| 32. Q to B 4 | 32. R to Kt 3 |
| 33. Q to K 5 (ch) | 33. Kt to Kt |
| 34. Kt to B 4 | 34. R to K 2 (bad) |
| 35. Kt takes R! | |

The winning move.

- | | |
|---|----------------------------|
| 36. Q to B 4 | 35. P takes Kt |
| 37. P to K R 4 | 36. R to B 2 |
| 38. R to B 3 | 37. P to Q R 5 |
| 39. K to B | 38. K to R 2 |
| 40. Q takes Q (ch) | 39. Q to R 3 |
| 41. P to K Kt 4 | 40. K takes Q |
| 42. K to K | 41. P to B 5 |
| 43. P to K Kt 3 | 42. P to K Kt 4 (2nd hr) |
| 44. P takes B P | 43. R to B 3 |
| 45. R takes R | 44. R takes P |
| 46. R to R 2 | 45. P takes R |
| 47. R to R 3 | 46. P to B 6 |
| 48. K to B | 47. P to B 7 (ch) |
| 49. R to B 3! | 48. K to Kt 3 |
| Good again. Black dare not go for the Rook. | |
| 50. K takes P | 49. Kt to Q 7 (ch) |
| 51. K to Kt 3 | 50. Kt to B 5 (best) |
| 52. P to R 5 (ch) | 51. Kt takes Kt P |
| 53. P to Kt 5 | 52. K to Kt 2 |
| 54. P to Kt 6 | 53. Kt to B 5 |
| 55. R to B 7 (ch) | 54. Kt takes R P |
| 56. P to R 6 | 55. K to B |
| 57. R to Q R 7! | 56. Kt to B 5 |
| 58. B to Kt 7 (2 hrs 34m) | 57. Kt to Kt 3 (2 hrs 6 m) |

Black resigns. Time—4 hours 40 minutes.

GAME 50.

Played in the sixth round, August 23.
White—Mr. A. J. Laughton. Black—Mr. H. Fuss.
(French Defence.)

- | | |
|-------------------|-----------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. P takes P | 3. P takes P |
| 4. B to K 3 | 4. Kt to K B 3 |
| 5. B to Q 3 | 5. Kt to B 3 |
| 6. Kt to K B 3 | 6. B to K 2 |
| 7. Castles | 7. B to K Kt 5 |
| 8. Kt to B 3 | 8. Kt to Kt 5 |
| 9. B to Kt 5 (ch) | 9. P to B 3 |
| 10. B to R 4 | 10. P to Q Kt 4 |
| 11. B to Kt 3 | 11. Kt to K 5 |

- | | |
|-----------------------------|-------------------|
| 12. B to K B 4 | 12. Castles |
| 13. P to Q R 3 | 13. Kt takes K |
| 14. Kt P takes Kt | 14. Kt to R 3 |
| 15. Q to Q 3 | 15. B takes Kt |
| 16. Q takes B | 16. Kt to B 2 |
| 17. B takes Kt | 17. Q takes B |
| 18. P to Q R 4 | 18. P to Q R 3 |
| 19. P takes P | 19. P takes P |
| 20. R takes R | 20. R takes R |
| 21. R to K | 21. B to B 3 |
| 22. Q to K 3 | 22. K to B |
| 23. Q to Q 3 | 23. Q to Q 2 |
| 24. Q takes R P | 24. P to Kt 3 |
| 25. Q to R 6 (ch) | 25. B to Kt 2 |
| 26. Q to Kt 5 | 26. R to K |
| 27. R to K 3 | 27. Q to Q |
| 28. Q to Kt 4 | 28. B to R 3 |
| 29. R takes R (ch 1st hour) | 29. Q takes R |
| 30. Q to Q | 30. Q to K 2 |
| 31. P to Kt 3 | 31. K to Kt 2 |
| 32. K to Kt 2 | 32. Q to K 5 (ch) |
| 33. P to B 3 | 33. Q to K 6 |
| 34. Q to Q 3 | 34. Q to K |
| 35. K to B 2 | 35. K to Kt |
| 36. Q to K 2 | 36. Q to Q 2 |
| 37. P to K B 4 | 37. B to B |
| 38. K to B 3 | 38. B to R 6 |
| 39. Q to Q 2 | 39. B to Kt 7 |
| 40. K to B 2 | 40. Q to Q |
| 41. K to K 3 | 41. Q to R 4 |
| 42. K to Q 3 | 42. Q to R 3 |

Drawn game. Time—2 hr. 53 min.

A draw is a fitting result of a game very carefully played on both sides.

GAME 51.

Played in the eighth round, August 25.
White—Mr. R. C. Earl. Black—Mr. F. A. Watson.
(Scotch Gambit.)

- | | |
|------------------------|-----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. Kt takes P | 4. B to B 4 |
| 5. B to K 3 | 5. Q to B 3 |
| 6. P to Q B 3 | 6. B takes Kt |
| 7. P takes B | 7. K Kt to K 2 |
| 8. P to K 5 | 8. Q to K 3 |
| 9. Kt to R 3 | 9. P to Q R 3 |
| 10. B to Q B 4 | 10. Q to Kt 3 |
| 11. Castles | 11. P to Q 4 |
| 12. B to Q 3 | 12. B to B 4 |
| 13. B takes B | 13. Kt takes B |
| 14. Kt to B 2 | 14. Kt to R 5 |
| 15. P to K Kt 3 | 15. Castles K R |
| 16. K to R | 16. Kt to B 4 |
| 17. Q to Q 3 (14 min)? | |

A remarkable oversight for such a careful player.

White resigns. Time—30 minutes.

GAME 52.

Played in the eighth round, August 25.
White—Mr. Fuss. Black—Rev. G. Berry.
(Two Knight's Defence.)

- | | |
|-------------------------|---------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. Kt to B 3 |
| 4. P to Q 3 | 4. P to K R 3 (S.A. move) |
| 5. B to K 3 | 5. P to R 3 (S.A. move) |
| 6. P to Q R 4 | 6. P to Q 3 |
| 7. Kt to Q B 3 | 7. Kt to Q Kt 5 (weak) |
| 8. P to Q 4 | 8. B to Kt 5 |
| 9. B to Kt 3 | 9. P to Q B 3 |
| 10. P takes P | 10. B takes Kt |
| 11. Q takes B | 11. P takes P |
| 12. Castles | 12. B to Q 3 |
| 13. Q R to Q | 13. P to Q Kt 3? (bad) |
| 14. B takes Kt P (good) | 14. Q takes B |
| 15. R takes B | 15. Q R to Q |

16. R takes R (ch) 16. Q takes R
 17. Q to Kt 3 17. Q to K 2
 18. Q takes Kt P 18. R to R 2
 19. Q to Kt 3 19. P to K R 4
 20. K to Q 20. R to R
 21. Q to K 3 21. Kt to Kt 5
 22. Q to B 3 22. P to B 3
 23. Q to B 5 (30 min) 23. R to K 3 (31 min)
 White mates in two moves. Time—61 minutes.

GAME 53.

Played in the seventh round, August 24.

White—Rev. G. Berry. Black—Mr. F. Harrison.
 (Two Knight's Defence.)

- | | |
|------------------------|----------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. Kt to B 3 |
| 4. P to Q 3 | 4. P to K R 3 (S.A. move) |
| 5. Castles | 5. B to B 4 |
| 6. P to R 3 | 6. Castles |
| 7. P to K R 3 | 7. B to Kt 3 |
| 8. Kt to R 4 | 8. P to Q 4 |
| 9. P takes P | 9. Kt takes P |
| 10. B takes Kt | 10. Q takes B |
| 11. Q to B 3 | 11. Q to Q 3 |
| 12. Kt to Q 2 | 12. P to K B 4 |
| 13. Kt to Q B 4 | 13. Q to K 2 (bad) |
| 14. Kt to Kt 6! | 14. Q to B 3 |
| 15. Kt takes R | 15. K takes Kt |
| 16. P to Q Kt 4 | 16. Kt to K 2 |
| 17. B to K 3 | 17. Kt to Kt 3 |
| 18. Q R to K | 18. P to Q B 3 (KKt) |
| 19. P to Kt 5 (dis ch) | 19. P to B 4 |
| 20. Q to Q 5 (good) | 20. B to K 3 |
| 21. B takes P (ch) | 21. B takes B |
| 22. Q takes B (ch) | 22. K to Kt |
| 23. Kt to Q 6 | 23. Kt to B 5 |
| 24. K to K 3 | 24. Q to Kt 4 |
| 25. P to Kt 3 | 25. Kt takes R P (ch) |
| 26. K to R 2 | 26. P to B 5 (Q R 4) |
| 27. R takes P | 27. P takes P (ch) |
| 28. P takes P | 28. Q to Q 7 (ch 1st hour) |
| 29. K to R | 29. Q takes Q P |
| 30. Q R at K 5 to K | 30. K to Q 4 (ch) |
| 31. K to R 2 | 31. Kt to Kt 4 |

Black could also play as follows:—

- | | |
|--------------------|---------------------|
| 31. K takes Kt | 31. Q to Q 7 (ch) |
| 33. K to R 4 | 32. B to Kt 7 (ch) |
| 34. K to R 5 | 33. P to Kt 4 (ch) |
| 35. R takes B | 34. B takes R |
| 36. R takes B | 35. Q to K 7 (ch) |
| 37. Kt takes B | 36. Q to Q 7 (ch) |
| 38. P to B 4 | 37. Kt to B 6 (ch) |
| 39. P to R 4 | 38. Q takes Q |
| 40. K to Q 2 | 39. Kt takes R |
| 41. P to K 5 | 40. Kt to R 2 |
| 42. R to Q 4 | 41. R to Q |
| 43. K to B 4 | 42. Kt to Q 6 |
| 44. Kt takes R | 43. Kt to B 4 |
| 45. P to B 5 | 44. Kt takes R P |
| 46. Kt to K 6 | 45. K to Kt |
| 47. Kt to Q 4 | 46. K to B 2 |
| 48. K to R 4 | 47. K to K |
| 49. P to Kt 6 | 48. P to Q R 3 |
| 50. P to Kt 4 | 49. K to Q 2 |
| 51. Kt to B 4 | 50. Kt to B 3 |
| 52. Kt to Q 6 | 51. P to Q R 4 |
| 53. Kt to B 4 | 52. Kt to Q (P R 5) |
| 54. Kt to K 5 (ch) | 53. P to R 5 |
| 55. Kt to Q 3 | 54. K to K 3 |
| 56. Kt to B | 55. P to R 6 |
| 57. K to R 5 | 56. K to Q 4 |
| 58. K to Kt 6 | 57. K takes P |
| | 58. K to B 5 |

Careful examination has convinced us that Kt to K 3 would only lead to a draw. For if White play K to B 7 Black can abandon the Kt and take the Q Kt P, subsequently advancing Q Kt P and K

until the White Kt is won and both sides Queen a Pawn. This game is one of the best contested in the minor tourney, and is worthy of the closest scrutiny.

- | | |
|------------------------------|------------------------------|
| 59. K takes P | 59. K to B 6 |
| 60. K takes P | 60. K to B 7 |
| 61. Kt to R 2 | 61. K to Kt 7 |
| 62. Kt to Kt 4 | 62. P to R 7 |
| 63. Kt takes P | 63. K takes Kt |
| 64. K to Kt 6 | 64. Kt to K 3 |
| 65. K to B 6 | 65. Kt to B 5 |
| 66. K to K 5 | 66. Kt to Kt 3 (ch) |
| 67. K to Q 6 | 67. K to Kt 6 |
| 68. K to B 7 | 68. Kt to K 4 |
| 69. P to Kt 5 | 69. K to B 5 |
| 70. K takes P | 70. K to Q 4 |
| 71. K to B 7 | 71. K to K 3 |
| 72. P to Kt 7 | 72. Kt to Q 2 |
| 73. P to K Kt 6 (2hrs 1 min) | 73. Kt to Q B 4 (1hr 11 min) |

Drawn. Time—3 hours 12 minutes.

Mr. Harrison secures the draw very ingeniously.

GAME 54.

Played in the fifth round, August 23.

White—Mr. R. C. Earl. Black—Mr. J. M. Belcher.
 (French Defence.)

- | | |
|----------------|---------------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. Kt to Q B 3 | 3. P to Q B 4 (bad) |
| 4. Kt to B 3? | |

White should exchange P's with an eye to winning the Q P.

- | | |
|--------------------|------------------|
| 5. B to Q Kt 5 | 4. Kt to Q B 3 |
| 6. B takes Kt (ch) | 5. P to Q R 3 |
| 7. Castles | 6. P takes B |
| 8. B to Kt 5 | 7. P to B 5 |
| 9. R to K | 8. Q to Q Kt 3 |
| | 9. Q takes Kt P? |

The capture of this P is hardly equal to the waste of time.

- | | |
|--------------------------|-----------------|
| 10. B to Q 2 | 10. Q to Kt 2 |
| 11. R to Kt | 11. Q to Q 2 |
| 12. Kt to K 5 | 12. Q to Q 3 |
| 13. Q to R 5 | 13. P to Kt 3 |
| 14. Q to B 3 | 14. P to B 3 |
| 15. B to B 4 (good)! | 15. B to K R 3! |
| 16. Kt takes Kt P (best) | 16. B takes B |
| 17. Kt takes R | 17. K to B |
| 18. P to K 5! | 18. Q to R 6! |

All this on both sides is very clever, but White has the pull.

- | | |
|---------------|----------------|
| 19. Q takes B | 19. Q takes Kt |
| 20. P takes P | 20. Q to Q R 6 |
| 21. P to B 7! | |

The winning move, for Black dare not move his Kt.

- | | |
|----------------------------|------------------------|
| 22. P takes Kt Qns (ch) | 21. Q to K 2 |
| 23. Q to K 5 | 22. K takes Q |
| 24. Q to Q 6 | 23. Q to K Kt 2 (good) |
| 25. Q takes B P | 24. K takes Kt |
| 26. Q to Q 6 | 25. Q to R 2 (must) |
| 27. Q to K 5 (ch) 1st hour | 26. B to Q 2 |
| 28. R to K 3 | 27. K to Kt |
| 29. R to Kt 3 (ch) | 28. B to K |
| 30. Q takes K P (ch) | 29. B to Kt 3 |
| 31. Q takes Q (ch) | 30. Q to B 2 |
| 32. R to Kt 7 (ch) | 31. K takes Q |
| 33. P to Q B 3 | 32. K to K B |
| 34. R to K 3 | 33. R to K |
| 35. R to Q R 7 | 34. R to Q |
| 36. P to K R 4 | 35. R to Kt |
| 37. K to R 2 | 36. R to Kt 3 |
| 38. R at K 3 to K 7 | 37. B to Kt 8 |
| 39. K R to Q B 7 | 38. B to Kt 3 |
| 40. R to B 8 (ch) | 39. P to K Kt 4 |
| 41. R at R 7 to R 8 | 40. B to K |
| 42. R takes B (ch)! | 41. R to K 3 |

The most expeditious method of finishing the game. Mr. Earl deserves the fullest praise for his skilful conduct of this game.

43. R takes R (ch)
 44. K to Kt 3
 45. K to B 4
 46. P to Kt 4
 47. K takes P
 48. P to R 4
 49. P to R 5 (ch)
 50. K to Kt 5
 51. P to B 4
 52. P to B 5
 53. P to B 6
 54. K to Kt 6
 55. P to B 7 (ch) (1 hr 24 min)
42. R takes R
 43. K takes R
 44. K to B 2
 45. K to B 3
 46. P takes P
 47. P to R 4
 48. K to Kt 3
 49. K to Kt 2
 50. K to Kt
 51. K to Kt 2
 52. K to Kt
 53. K to R
 54. K to Kt (51 min)
- Black resigns. Time—2 hours 15 minutes.

GAME 55.

Played in the 5th round, August 25.

White—Mr. D. F. Macdonald. Black—Mr. H. Fuss.
(French Defence)

- | | |
|-------------------|------------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. P to K 5 | 3. P to Q B 4 |
| 4. P to Q B 3 | 4. Kt to Q B 3 |
| 5. Kt to B 3 | 5. P to B 5 |
| 6. P to K Kt 3 | 6. P to Q Kt 4 |
| 7. B to Kt 2 | 7. B to K 2 |
| 8. Q Kt to Q 2 | 8. P to Q R 4 |
| 9. Castles | 9. P to Kt 5 |
| 10. Kt to K | 10. Q to Kt 3 |
| 11. Q Kt to B 3 | 11. P to B 3 |
| 12. Kt to R 4 | 12. P takes K P |
| 13. Q to R 5 (ch) | 13. K to Q 2 |
| 14. P takes K P | 14. B takes Kt |
| 15. P takes B | 15. K Kt to K 2 |
| 16. B to K 3 | 16. Q to Q |
| 17. P to B 4 | 17. P to Kt 3 |
| 18. Q to Q | 18. Kt to B 4 |
| 19. B to B 2 | 19. Kt takes R P |
| 20. B takes Q P! | |
- Well played.
- | | |
|-------------------------|--------------------------|
| 21. Q takes P (ch) | 20. P takes B |
| 22. Q takes Q (c) | 21. K to B 2 |
| 23. B takes Kt | 22. R takes Q |
| 24. R to B 2 | 23. R to Q 7 |
| 25. K takes R | 24. R takes R |
| 26. R to Q | 25. B to B 4 |
| 27. B to B 6 | 26. R to K |
| 28. R to Q 5 (1st hour) | 27. Kt to R 2 |
| 29. K to K 3 | 28. Kt to B 3 |
| 30. R to Q 2 | 29. R to Q Kt |
| 31. Kt to B 2 | 30. R to K |
| 32. P takes P | 31. P to Kt 6 |
| 33. Kt to Q 4 | 32. P takes P |
| 34. P to R 4 | 33. P to R 5 |
| 35. K takes Kt | 34. Kt takes Kt |
| 36. R to K 2 | 35. B to B 7 (good) |
| 37. P takes P | 36. P to R 6 |
| 38. R to K | 37. P to Kt 7 |
| 39. P to B 4 | 38. K to Q 2 |
| 40. K to Q 5 | 39. R to Q Kt (1st hour) |
| | 40. R to Kt 6 |
- P Queens wins easily.
- | | |
|-------------------|--------------------|
| 41. P to K 6 (ch) | 41. K to K |
| 42. B takes P | 42. R takes B |
| 43. P to Q B 5 | 43. B to Kt 6 (ch) |
| 44. R to K 5 | 44. R to Q B 7 |
| 45. K to Q 6 | 45. R to Q 7 (ch) |
| 46. K to B 7 | 46. K to K 2 |
| 47. K to Kt 6 | 47. B takes P |
| 48. P to R 5 | 48. K to B 3 |
| 49. P takes P | 49. P takes P |
| 50. P to R 4 | 50. R to Kt 7 (ch) |
| 51. K to B 6 | 51. R to Q R 7 |
| 52. R to K 4 | 52. K to K 2 |
| 53. R to Q 4 | 53. R takes P! |
- Winning the piece back by B to Q 2 (ch) if R take R.
- | | |
|---------------|---------------|
| 54. R to Q 2 | 54. R takes P |
| | |
| 55. K to B 7 | 55. P to Kt 4 |
| 56. K to Kt 6 | 56. P to Kt 6 |
- The Peninsula champion finishes off the game in excellent style. The end game is particularly instructive.

- | | |
|-----------------|--------------------|
| 57. P to B 6 | 57. R to K B |
| 58. P to B 7 | 58. R to K Kt |
| 59. R to K Kt 2 | 59. P to Kt 6 |
| 60. R to Kt | 60. K to Q 2 |
| 61. R to Q (ch) | 61. K to K |
| 62. K to B 6 | 62. P to Kt 7 |
| 63. R to Q Kt | 63. B to Q 2 (h) |
| 64. K to Q 6 | 64. R to Kt 3 (ch) |
| 65. K to K 7 | 65. P Queens |
| 66. R to K B! | |
- Ingeniously devised. If Black take the R with Q White draws by stale mate!
- | | |
|----------------------------|----------------------------|
| 66. Q to Kt 4 (ch) | |
| 67. K to B 8 (2 hr 56 min) | 67. R to Kt (ch. 1 h 13 m) |
- White resigns. Time—4 hr. 9 min.

GAME 56.

White—Mr. Hindley. Black—Mr. Macdonald.
Sicilian Defence.

- | | |
|--------------------|-----------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. K Kt to B 3 | 2. Q Kt to B 3 |
| 3. P to B 3 (weak) | 3. P to Q 4 |
| 4. P takes P | 4. Q takes P |
| 5. P to Q 4 | 5. B to Kt 5 |
| 6. B to K 2 | 6. Castles |
| 7. B to K 3 | 7. P takes P |
| 8. P takes P | 8. P to B 3 |
| 9. Castles | 9. P to K R 4 |
| 10. Kt to B 3 | 10. Q to R 4 |
| 11. Q to B | 11. K to Kt |
| 12. R to Q | 12. P to K 3 |
| 13. P to Q R 3 | 13. K Kt to K 2 |
| 14. P to Kt 4 | 14. Q to B 2 |
| 15. R to Kt | 15. R to Q 4 |
| 16. R to Kt 3 | 16. Kt takes B |
| 17. Q takes Kt | 17. P to Q Kt 3 |
| 18. Q to Q 3 | 18. B takes Kt |
| 19. Q takes B | 19. B to K 2 |
| 20. Q to K 4 | 20. P to B 4! |
- Forking R and Q by Kt takes Q P if White Q take K P, though Q to K B 3 is no better.
- | | |
|-------------------------|------------------|
| 21. Q to B 3 (1st hour) | 21. Kt takes Q P |
| 22. R takes Kt | 22. R takes R |
| 23. Kt to Kt 5! | |
- Ingeniously intended, but not farseeing enough for Black.
- Mr. Macdonald finishes off with spirit.
- | | |
|---------------------|-------------------------|
| 24. R to B | 23. Q to B 8 (ch)! |
| 25. Q to K 2 | 24. R to Q 8 |
| 26. R to K 3 | 25. K R to Q |
| 27. Q takes R | 26. R takes B (ch) |
| 28. R to K (1h 10m) | 27. R to Q 8 |
| | 28. R takes R (1h 15 m) |
- White resigns. Time—2h. 25m.

GAME 57.

Played in the eighth round, August 25.

White—Mr. A. J. Laughton. Black—Rev. G. Berry.
(Ruy Lopez.)

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Kt 5 | 3. P to Q 4 |
| 4. B to R 4 | 4. Kt to B 3 |
| 5. Castles | 5. B to B 4 |
| 6. B takes Kt? | |
- This is playing Black's game. P to B 3 is the correct move.
- | | |
|-----------------|------------------|
| 7. Kt to B 3 | 6. Q P takes B |
| 8. P to Q 3 | 7. Castles |
| | 8. P to K R 3 |
| | |
| 9. Kt takes K P | 9. B to Q 3 |
| 10. Kt to B 3 | 10. B to K Kt 5 |
| 11. R to K | 11. R to K |
| 12. P to Q 4 | 12. B to Q Kt 5 |
| 13. P to K 5 | 13. B takes Q Kt |
| 14. P takes B | 14. Kt to R 2 |
| 15. Q to Q 3 | 15. B takes Kt |

16. Q takes B
17. B to B 4
18. Q to Kt 3
19. We prefer Q to Kt 4.

19. B takes K P
20. B takes Q B P
21. R takes R
22. P to K B 4 (good)
23. B to K 5
24. Q to B 2
25. K takes Q
26. R to K 4
27. K to B 3
28. B takes P
29. K to K 3
30. R to K 6?

A startling blunder, which spoils a certain win.

31. K to B 3
32. R takes R P
33. K to Kt 3
34. R to K 6
35. P to B 4
36. R to K 3
37. K to B 3
38. K to Kt 3
39. R to K
40. K to B 3
41. R to K 3
42. K to Kt 3
43. R to Kt 3
44. P to R 4
45. K to R 3
46. P takes Kt P
47. R to Q 3
48. R to K 3
49. R to Q 3
50. P to Q 5
51. R to Q
52. P to Q 6
53. P to Q 7

Mr. Berry plays the ending with skill and precision. P Queens is no good.

54. R to Q 6
55. R to Q Kt 6
56. R to Q R 6
57. R to R 8
58. R takes Kt
59. K to R 2
60. K to Kt
61. K to B
62. K to K
63. K to Q
64. K to K (44 min)

Time—2 hours 42 minutes.

GAME 58.

Played in the 2nd round, August 18.

White—Mr. H. Fass. Black—Mr. R. C. Earl.
(Cunningham Gambit.)

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. B to B 4
5. K to B
6. P to Q 4
7. Q B takes P
8. B to K 3
9. R to E 2
10. K takes B
11. P takes B
12. P to B 3
13. K to K 2
14. P takes P
15. K to Q 3
16. K to K 2

It is refreshing to see such a chivalrous defence in an important match game.

4. B to B 4
5. K to B
6. P to Q 4
7. Q B takes P
8. B to K 3
9. R to E 2
10. K takes B
11. P takes B
12. P to B 3
13. K to K 2
14. P takes P
15. K to Q 3
16. K to K 2

We prefer the bolder course of P to K Kt 3 and then Castling.

4. B to R 5 (ch)
5. P to Q 3
6. B to Kt 5
7. Q to B 3
8. Kt to K 2
9. B takes B
10. B takes Kt
11. Q Kt to B 3
12. Q to B 5 (ch)
13. P to B 4
14. Kt takes B P
15. Kt to Kt 5 (ch)
16. Castles?

This move costs Black a piece. Black might save

16. P to K B 3
17. R to K 3

18. P takes K P
19. Q to Kt 4
20. R takes R (ch)
21. Q to Q 7
22. Kt to K B 3
23. Kt to R 4
24. Q takes Q (ch)
25. R to K B
26. P to K Kt 4
27. P takes P
28. R to B 2
29. Kt to B 3

30. Kt to Q 4 (ch)!
31. Kt takes B (1st hr)
32. Kt to Q 4 (dis ch)
33. Kt takes P
34. Kt takes R P
35. Kt to B 6
36. R to Kt 2 (ch)
37. R to B 2 (ch)
38. Kt to Q 8
39. R to Kt 2 (ch)
40. Kt to B 6
41. R to B 2 (ch)
42. Kt to R 5
43. K to Kt 2
44. P to Kt 4
45. R to B 5
46. B P takes P
47. Kt to Kt 3
48. Kt to R 5
49. P to Kt 5
50. Kt to B 4
51. P to R 4
52. Kt to K 3
53. P to Kt 6!

himself further trouble by giving perpetual check at K 2 and K 8 with Q.

17. B to K 6 (ch)!
18. B takes Kt
19. K to B
20. P takes Kt
21. P to K R 3
22. Kt to Q 2
23. P to Kt 5
24. Kt takes R
25. Q takes R
26. K to Kt
27. Kt to Kt 2
28. Q R to K B
29. R to B 2
30. K to R 2
31. P to Kt 3
32. K to Kt 2
33. K R to K B
34. R to B 7
35. K to R
36. Q R to Q 7
37. K R to B 7
38. K to Kt 2 (1st hour)
39. K to Kt 3
40. K to Kt 2
41. K to B
42. K to Kt 2
43. K to R
44. K to Kt
45. K to Kt 2
46. K to Kt 3 (1 h. 26 m.)
17. K to Kt
18. Q R to K (ch)
19. K R to B
20. R takes B
21. R to K 6
22. Q to Kt 6
23. R takes P (ch)
24. R takes Kt (ch)
25. Q takes Q (ch)
26. Q to K 6 (ch)
27. Q takes Q P
28. P to Kt 3
29. Q to Q 4 (ch)
30. Q takes Kt P
31. Q to K 4 (ch)
32. P to B 4
33. P to Q 4
34. Q to Kt 4 (ch)
35. P to Q 5
36. K to B
37. Q to B 8 (ch)
38. Q to Q 7 (ch)
39. Q to K 8 (ch)
40. Q to K 6 (ch)
41. Q to Q 6 (ch)
42. Q to K 7 (ch)
43. Q to K 5 (ch)
44. Q to K 8 (ch)
45. Q to K 7 (ch 1 h 1 m)

Drawn by mutual consent. Time—2 hr. 27 min.

An appropriate result of skilful tactics on both sides.

GAME 59.

Played in the third round, August 19.

White—Rev. G. Berry. Black—Mr. T. F. Machin.
(Sicilian Defence.)

1. P to K 4
2. Kt to K B 3
3. B to B 4
4. Castles
5. P to Q 4
6. Kt to B 3
7. Kt to Q Kt 5
8. P to Q 5
9. P to Q 6!
10. Kt to B 7 (ch)
11. Kt to K Kt 5
1. P to Q B 4
2. Kt to Q B 3
3. P to K 3
4. P to Kt 3
5. K Kt to K 2
6. B to Kt 2
7. Kt to Kt 3
8. Kt to R 4

Menacing a neat mate at Q 6!
Quite characteristic of this dashing player, who may be called the Rupert of South Australia chess.

9. Q to B
10. K to Q
11. Kt to B 7 (ch)
12. Kt to K Kt 5
Again cleverly played. If Black take P with B White wins as follows:—

11. B takes P
12. Kt takes B P (ch)
13. Kt takes B
14. B to K Kt 5 (ch)
15. Q to B 3 (ch) mating in two more moves.
11. Kt to K 4 (best)
12. Kt takes Kt
13. Rt takes B
14. Q Kt takes Q P
15. B takes Q P
16. Q takes Kt

P to Kt 3 driving away the Q first were the most prudent course.

Having risked so much White's best course would be Q takes Kt. Black in return would gain a fierce attack by B takes K Kt P. For instance, if White in reply were to make the tempt-

The correct reply, for White threatened Q to R 4 (ch).

15. P takes Kt
16. Kt takes R

15. B takes Q P
16. Q takes Kt

15. B takes Q P
16. Q takes Kt

15. B takes Q P
16. Q takes Kt

15. B takes Q P
16. Q takes Kt

15. B takes Q P
16. Q takes Kt

15. B takes Q P
16. Q takes Kt

15. B takes Q P
16. Q takes Kt

15. B takes Q P
16. Q takes Kt

15. B takes Q P
16. Q takes Kt

ng capture, Q takes K Kt P, Black would win by the simple move of K to B 2. The game from this point maintains its interesting character both sides exhibiting rare skill in attack and defence.

- | | |
|--------------------|-----------------|
| 18. Q to Kt 5 (ch) | 17. Kt to K 4 |
| 19. B to B 4 | 18. K to B 2 |
| 20. Q to Kt 3 | 19. P to K R 3 |
| 21. Q R to Q | 20. Kt to K B 2 |
| 22. B takes B (ch) | 21. Q to K B |
| 23. K R to B 2 | 22. Kt takes B |
| | 23. B to Q 4 |

This B occupies a commanding position, and its importance increases in the end-game.

- | | |
|--------------------------|-----------------|
| 24. K R to Q 2 | 24. P to Q Kt 4 |
| 25. P to Kt 3 (1st hour) | 25. K to B 3 |
| 26. P to Q B 4 | 26. P takes P |
| 27. Q to Kt 4! | |

A clever resource to carry the Q over to the other wing.

- | | |
|----------------------|-------------------|
| 28. Q to R 4 (ch) | 27. P takes P |
| 29. Q takes R P (ch) | 28. K to B 2 |
| 30. P takes P | 29. Q to R (good) |

Forcing an exchange of the aggressive Q. We give the rest of the game as being an exceedingly interesting and instructive study to young players in the art of end-play. Mr. Machin plays throughout in a style worthy of a winner of the Cup of the Adelaide Chess Club.

- | | |
|-----------------------|---------------------------|
| 31. Q takes Q | 31. R takes Q |
| 32. P to B 4 | 32. P to Kt 3 |
| 33. P to K Kt 4 | 33. Kt to Q 3 |
| 34. P to K 4 | 34. R to K B |
| 35. P to B 5 | 35. Kt P takes P |
| 36. P takes P | 36. R takes P |
| 37. P to Kt 4 | 37. P takes P |
| 38. R to B (ch) | 38. K to Q |
| 39. R to K B 2 | 39. R takes R |
| 40. K takes R | 40. P to Kt 6 |
| 41. K to K | 41. P to R 4 |
| 42. K to Q 2 | 42. Kt to K B 4 |
| 43. K to B 3 | 43. K to K 2 |
| 44. K to Kt 2 | 44. K to B 3 |
| 45. R to B 7 | 45. Kt takes P |
| 46. R takes P | 46. Kt to B 6 |
| 47. R to K K 7 | 47. P to R 5 |
| 48. R to R 8 | 48. K to Kt 4 |
| 49. R to Kt 8 (ch) | 49. K to B 5 |
| 50. R to B 8 (ch) | 50. K to Kt 6 |
| 51. R to Kt 8 (ch) | 51. K to B 7 |
| 52. R to K R 8 | 52. K to Kt 6 |
| 53. R to Kt 8 (ch) | 53. K to R 7 |
| 54. R to Q 8 | 54. P to B 6 |
| 55. R to K Kt 8 | 55. K to R 8 |
| 56. R to Kt 7 | 56. P to R 7 |
| 57. R to K Kt 3 | 57. Kt to K 3 |
| 58. R to Kt 5 | 58. Kt to Kt 7 |
| 59. R to R 5 | 59. K to Kt 8 |
| 60. K to B | 60. P Queens |
| 61. R takes Q (ch) | 61. K takes R |
| 62. K to Kt 2 | 62. P to K 4 |
| 63. K to B | 63. P to K 5 |
| 64. K to Q 2 | 64. P to K 6 (ch) |
| 65. K to Q | 65. P to Kt 7 |
| 66. K to K 2 | 66. B to B 5 (ch) |
| 67. K to B 3 | 67. P Queens |
| 68. K to Kt 4 | 68. Q to K Kt 3 (ch) |
| 69. K to B 3 | 69. Q to B 4 (ch) |
| 70. K to Kt 3 | 70. Q to B 5 (ch) |
| 71. K to R 3 (1 hour) | 71. Q to R 5 mate (1h27m) |

Time - 2 hr. 27 min.

GAME 60.

Played in the fourth round, August 20

White—Mr. F. A. Watson. Black—Mr. H. Fuss.
(French Defence.)

- | | |
|----------------|----------------------|
| 1. P to K 4 | 1. P to K |
| 2. Kt to K B 3 | 2. P to Q 4 |
| 3. P to K 5 | 3. Kt to K 2 |
| 4. P to Q 4 | 4. P to Q B 3 (weak) |
| 5. Kt to B 3 | 5. Kt to Kt 3 |
| 6. B to Q 3 | 6. B to Kt 5 |

- | | |
|----------------|----------------------|
| 7. B to Q 2 | 7. Castles |
| 8. Kt to K 2 | 8. P to Q R 4 (poor) |
| 9. P to B 3 | 9. B to K 2 |
| 10. Kt to Kt 3 | 10. Q to K |
| 11. B to K 3 | 11. P to K B 4 |
| 12. B to Q 2 | |

We prefer Q to Q 2. If Black play P to B 5 White equalizes matters by B takes Kt.

- | | |
|----------------|---------------|
| 13. P to K R 4 | 12. Kt to Q 2 |
|----------------|---------------|

We like castling better.

- | | |
|----------------|--------------------|
| 14. Q to K 2 | 13. Kt to R (good) |
| 15. Kt to Kt 5 | 14. P to Q Kt 4 |
| 16. Q to R 5 | 15. Kt to Q Kt 3 |

This relieves Black, P to K B 4 were better.

- | | |
|-----------------|----------------|
| 17. Kt takes Q | 16. Q takes Q |
| 18. Castles Q R | 17. Kt to B 5 |
| 19. R takes Kt | 18. Kt takes B |
| 20. P takes B | 19. B takes Kt |
| | 20. P to B 5? |

Imprudently exposing his K.

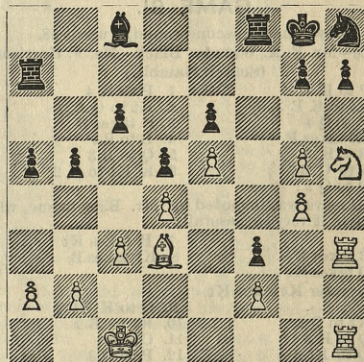
- | | |
|-----------------|--------------|
| 21. R to R 4 | 21. P to R 6 |
| 22. P to K Kt 3 | 22. R to R 2 |
| 23. R to Q | |

The sacrifice of the B for the K R P looks tempting, but it would not gain anything.

- | | |
|-----------------|----------------|
| 24. R to R 3 | 23. Kt to Kt 3 |
| 25. P to K Kt 4 | 24. Kt to K 2 |
| 26. Q R to R | 25. Kt to Kt 3 |
| 27. Kt to Kt 3? | 26. Kt to R |

We present a diagram of the position which shows how the Peninsula Champion was "let-off" by the City Cupholder :-

Black—Mr. Fuss.



White—Mr. Watson.

Here White fails to "grasp the skirts of happy chance." He could win thus :-

- | | |
|-----------------------------|---------------|
| 27. B takes P (ch) | 27. K takes B |
| 28. Kt to B 4 (dis ch) | 28. K to Kt |
| 29. R takes Kt (ch) | 29. K to B 2 |
| 30. P to Kt 6 (ch) | 30. K to K 2 |
| 31. R takes R | 31. K takes R |
| 32. R to R 8 (ch) and wins. | |

If Black refuse to take the B, but plays 27. Kt, B 2, White can play Kt to B 4, or R takes P (ch) with a winning position.

- | | |
|---|-------------------|
| 28. Kt to B | 27. P to Kt 3 |
| 29. R to Kt | 28. R to B 5 |
| 30. Kt to Q 2 | 29. Kt to B 2 |
| 31. R at R 3 to Kt 3 | 30. Kt takes Kt P |
| 32. K to Q | 31. B to R 3 |
| | 32. P to B 4 |
| Regarding the P by R to Q B 2 if P take P | |
| 33. R to K | 33. P takes P |
| 34. K to K 3 | 34. P takes P |
| 35. P takes P | 35. P to Kt 5 |
| 36. B takes B | 36. R takes B |
| 37. R to R 3 | 37. P takes P |
| 38. R takes Q B P | 38. R to R 2 |
| 39. Kt takes P? | |

White's play has become demoralized.

39. Kt to K 5!

After his let off twelve moves back Black has played with great skill and determination. This move threatens to win the exchange; for if White presently play R to K B 3 Black forks K and R by Kt takes P (ch).

40. R to B 8 (ch)
41. Kt to Q 4!

40. Kt to Kt 2

A Roland for an Oliver! If Kt take R White takes P (ch) forking K and R.

42. K to K 2
43. K takes Kt
44. K to K 3
45. P to Kt 5
46. R to Q 8 3
47. K to Q 3
48. R to Kt 4!

41. Kt takes P (ch)
42. R takes Kt
43. R to Q 7 (ch)
44. R takes P
45. R to Kt 2
46. R to R 5
47. P to Q 5!

Adroitly managed and as adroitly met.

49. R to Q Kt 3
50. R to R 3
51. Kt to B 2?

48. R to Q 2!
49. R to Kt 5
50. P to R 5

Losing a R, White must lose eventually, but he could still defend himself by R to K Kt 2.

52. R takes Q P
53. K to Q 2
54. K to K (2 hr 12 min)

51. P to Q 6 (ch)
52. R to B 2 (ch)
53. R takes R
54. R takes P (2 hr 4 min)

White resigns. Time—4 hours 16 minutes.

GAME 61.

Played in the second round, August 18.

White—Mr. F. A. Watson. Black—Mr. F. Harrison.
(Scotch Gambit.)

1. P to K 4
2. Kt to K B 3
3. P to Q 4
4. Kt takes P
5. B to K 3
6. P to Q B 3
7. Q to Q 2!

1. P to K 4
2. Kt to Q B 3
3. P takes P
4. B to B 4
5. Q to B 3
6. K Kt to K 2

This move was invented by Mr. Blackburne, who has used it very successfully.

8. B takes B
9. Q takes Kt

7. B takes Kt
8. Kt takes B

We prefer Kt takes Kt.

10. Kt to Q 2
11. Q to K 3
12. Q to Kt 3
13. Q takes Q
14. B to B 4 (ch)
15. Castles K K
16. P to B 3
17. P to Q Kt 3
18. P to K R 3
19. R to B 2

9. Q to K Kt 3
10. Kt to B 3
11. Castles
12. P to Q 3
13. B P takes Q
14. Kt to R
15. Kt to K 4
16. B to Q 2
17. P to K Kt 4
18. Kt to Kt 3
19. Kt to B 5

Fixing the Kt in a strong position.

20. K to R 2
21. B to B
22. P to R Kt 4
23. R to Q (K Kt 3)

20. R to B 3
21. R to R 3
22. R to B
23. Kt takes P!

Finally played, securing a winning position.

24. B takes Kt
25. K to Kt 3 (best)
26. R to K R
27. R takes R
28. P to Q B 4
29. R to K Kt 2
30. K to B 2
31. K to K 2 (1st hour)
32. R to Kt
33. R to K R
34. P to B 4 (1 hr 12 min)

24. B takes P!
25. B takes B
26. B to K 3
27. P takes R
28. P to K R 4
29. P to R 5 (ch)
30. P to Kt 5!
31. P to R 6
32. P to R 7
33. P to Kt 6
34. P to Kt 7!

White resigned at the 42nd move. Time—2 hours 12 minutes.

GAME 62.

Played in the second round, August 18.

White—Mr. R. Hindley. Black—Mr. A. J. Laughton.
(French Defence.)

1. P to K 4
2. Kt to K B 3
3. P takes P
4. P to Q 4
5. B to K Kt 5
6. B to Q 3
7. Castles
8. P to B 3
9. B to R 4
10. Q Kt to Q 2
11. R to K
12. Q to B 2
13. Kt takes B
14. Kt to K 5
15. B to Kt 3
16. P to R 4

1. P to K 3
2. P to Q 4
3. P takes P
4. Kt to K B 3
5. B to K 2
6. Castles
7. Kt to B 3
8. P to K R 3
9. B to K Kt 5
10. Q to Q 2
11. Q R to K
12. B takes Kt
13. Kt to Q
14. Q to Q 3
15. Q to Kt 3
16. P to B 4?

This is an error, Black should first play P to Q R 4.

17. P to R 5!
18. Kt takes P!

17. Q to B 2

Well played. This is the best specimen of Mr. Hindley's play in the minor tourney.

19. B to B 5
20. Kt to K 5
21. Kt to Kt 6
22. B P takes B (1st hr)

18. Q to B
19. Q to R
20. B to Q 3
21. B takes B

Kt takes R wins the exchange.

23. R takes R (ch)
24. R to K

22. R to B 2
23. Kt takes R
24. Kt to Q B 3

The other Kt to B 3 saves the exchange.

25. B to K 6
26. B takes R (ch)
27. Q to B 5
28. Kt to B 4
29. Q to K 6 (ch)
30. Q to B 7
31. Kt to K 6
32. Q takes Q (ch)
33. Kt takes Q P
34. P takes Kt
35. P to Q Kt 4
36. R to Q 5
37. R to B 7 (ch)
38. P to R 6!

25. Kt to B 3
26. K takes B (1st hour)
27. Q to Q
28. K to Kt
29. K to R 2
30. P takes P
31. Q to K Kt
32. K takes Q
33. Kt takes Kt
34. K to B 2
35. Kt to K 5
36. Kt to Q 3
37. K to B 3

Cleverly played.

P takes P were obviously better.

39. R takes R P
40. R to Q Kt 7
41. R takes P (ch)
42. P to R 7 (1 hr. 56 m.)

38. P to Q Kt 3

39. Kt to Kt 4

40. Kt takes P

41. Kt to K 3 (1 hr 44 m)

And White mated at the 51st move. Time—3 hr. 40 min.

GAME 63.

Played in the third round, August 19.

White—Mr. D. F. Macdonald. Black—Mr. R. C. Earl
(Philidor's Defence.)

1. P to K 4
2. Kt to K B 3
3. P to Q 4
4. Kt takes P
5. Q to Q 3

1. P to K 4
2. P to Q 3
3. P takes P
4. P to Q 4 (good)

Paulsen's continuation P takes P is much better than this move, or 5, P to K 5.

6. Q takes P (ch)
7. B to K Kt 5 (good)

5. P takes P
6. B to K 2
7. Q Kt to Q 2

In view of the constrained position Black presently gets we prefer Q to K 2.
If P to K B 3, Black hampers himself. Of course Kt to K B 3 would give him a bad doubled K B because White would take the Kt.

8. Kt to B 5
9. B takes Kt

It would cost White a piece to take Kt P with Kt (ch).

10. B takes B
11. B takes Q

These exchanges presage a draw.

12. Kt to R 3
13. P to K B 3
14. B to Q 3
15. Castles Q R
16. P to R 4
17. Kt to B 4
18. P to B 3

We much prefer K R to K.

19. B to B
20. R takes R
21. R to R 2

Injudicious, because White is left with a Kt against a B for the end-game. B takes Kt would secure for Black this advantage.

22. B takes Kt
23. Kt to K 5
24. Kt to Kt 4
25. P to K Kt 3
26. R to K B 2
27. Kt to R 2
28. P to Kt 3
29. P to Q B 4
30. K to Q 2
31. P to B 4
32. Kt to B 3
33. Kt to K 5
34. K to B 3
35. R to Q 2
36. K takes R

This exchange weakens and isolates the Q R P.

37. P takes P
38. K to B 3
39. Kt takes R
40. K to Kt 3
41. K to R 4
42. P takes P

P to R 5 is simpler and more expeditious.

43. P takes P
44. K to R 5

The end-game that ensues is well played on both sides, and is remarkably interesting and instructive to the student. Mr. Macdonald revels in these positions and wins in the end by his extra Pawn.

45. K takes P
46. K to Kt 5
47. P to R 4
48. P to R 5
49. P to R 6
50. P to R 7
51. P Queens
52. Q to K Kt 8 (ch)
53. Q to Q 8 (ch)
54. K takes P
55. Q to Q 5
56. K to Kt 4
57. P to B 5
58. P to B 6
59. Q to Q 7
60. K to B 4
61. K to Q 5
62. K to K 6 (best)
63. K to B 7
64. K to B 8
65. K to K 7
66. K to Q 6
67. K to B 7
68. Q to Q 6 (1 hr, 21m)

Black resigns. Time—2 hours 19 minutes.

The time shows remarkably fast play. In fact, the games in the minor tourney were nearly all played too rapidly.

8. Q Kt to B 3

9. B takes Kt!
10. B takes Q
11. R takes B

12. Kt to B 3
13. B to B 3
14. Castles
15. K R to K
16. P to K R 3
17. Kt to Q 4

18. Kt to B 5
19. B to Kt 4
20. R takes R
21. Kt to Q 6 (ch)

22. R takes B
23. R to K 6
24. R to K 7
25. R to K 3
26. P to K B 4
27. B to Q 6 (weak)
28. B to Kt 4
29. B to K
30. P to Q B 4
31. P to R 3
32. P to Q Kt 4
33. B to B 2
34. R to Q 3
35. R takes R
36. P takes P

37. K to B
38. K to K 2
39. K takes Kt
40. K to Kt 3
41. P to R 5
42. P to Kt 4

42. P takes P
43. K to B 2

44. K to Kt 3
45. K takes P
46. K to Kt 5
47. K takes P
48. P to B 5
49. P to B 6
50. P to B 7
51. P Queens
52. K to R 5
53. K to R 6
54. Q to B 4 (ch)
55. Q to Q B (ch)
56. K to Kt 6
57. K to B 5
58. Q to B 2
59. Q to Kt 3 (ch)
60. Q to R 3 (ch)
61. Q to Kt 4 (ch)
62. Q to K 4 (ch)
63. Q to B 4 (ch)
64. Q to R (ch)
65. Q to R 5 (ch)
66. Q to B 3 (ch)
67. Q to K 4 (ch. 58 min)

GAME 64.

Played in the fifth round, August 23.

White—Mr. F. Harrison. Black—Mr. D. F. Macdonald.
(Sicilian Defence.)

1. P to K 4
2. Kt to Q B 3
3. Kt to B 3
4. B to B 4

P to Q 4 is the best reply.

5. P to Q 3
6. Kt to Q Kt 5 (weak)
7. Castles
8. Kt to B 3
9. B to K 3
10. Q to Q 2?

A misadventure, which costs White a piece.

11. P takes P
12. B takes Q P
13. B takes P
14. P takes B
15. Q to R 6
16. Kt to Kt 5
17. Q takes Q (ch)
18. B to Q 4 (ch)
19. P takes Kt
20. Kt to B 3
21. Kt to K 5
22. Q Kt to K
23. P to B 4
24. Kt to B 3
25. K to B 2
26. R takes R
27. R to K
28. Kt to Q 2
29. Kt to Kt
30. P to Kt 3
31. Kt to R 3
32. K to K 3
33. R to Q 4
34. P to B 3
35. K to Q 2
36. Kt to B 2
37. P to R 4
38. Kt to Kt 4
39. Kt to B 6
40. K to R 3
41. Kt to Kt 4
42. Kt to B 2
43. K takes B
44. R to R

Mr. Macdonald plays the end-game with the mastery which characterizes his treatment of this all-important branch of the game.

45. K to Kt 2
46. K to R 3 (30 min)

White resigns. Time—2 hours 39 minutes.

GAME 65.

Played in the eighth round, August 25.

White—Mr. T. F. Machin. Black—Mr. F. Harrison.
(Giueco Piano)

1. P to K 4
2. B to Q B 4
3. Kt to B 3

Black can take P with Kt, recovering the piece by P to Q 4 if White take Kt with Kt.

4. Q to K 2
5. B takes K B P (ch)!
6. Q to Q B 4 (ch)
7. Q takes B
8. Q to K 3
9. R to K R 3
10. Kt to B 3
11. P to Q Kt 3
12. Kt to K 2
13. P to K Kt 4
14. Kt takes Kt
15. Kt to K Kt (weak)
16. P to Q 3

1. P to K 4
2. Kt to K B 3
3. B to Q B 4

4. P to Q B 3
5. K takes B
6. K to K (P Q 4)
7. P to Q 3
8. R to K B
9. Q to K 2
10. P to K R 3
11. Kt to K R 4
12. P to K Kt 4
13. Kt to K B 5
14. R takes Kt
15. P to Q 4 (good)
16. Kt to Q 2

- | | |
|--------------------------|-------------------------|
| 17. P to KB 3 | 17. P to Q Kt 3 |
| 18. P to QR 4 | 18. B to Q Kt 2 |
| 19. B to Q R 3 | 19. Q to K B 2 |
| 20. P to K R 4 | 20. P takes K P |
| 21. Q P takes P | 21. Q to K B 3 |
| 22. P takes P | 22. P takes P (1st hou) |
| 23. Castles | 23. P to Q B 4 |
| 24. K to Q Kt | 24. Kt to K B |
| 25. B to Q B | 25. Q to K 2 (Q KB 2) |
| 26. Kt to K R 3 | 26. K to K B 2 |
| 27. Kt takes P | 27. R to K Kt 2 |
| 28. R to K R 5 | 28. Kt to K Kt 3 |
| 29. Q R to K R | 29. H to Q |
| 30. H to K R 7 | 30. Kt to B |
| 31. R takes R | 31. Q takes R |
| 32. P to K B 4 | 32. P takes P |
| 33. Q takes K B P | 33. R to Q B |
| 34. B to Q Kt 2 (1h 3ur) | 34. Kt to K Kt 3! |
- A neat reply.
- | | |
|-----------------|---------------|
| 25. Q to K R 2 | 35. Q to K 2 |
| 26. Q to K R 6 | 36. Kt to K B |
| 27. B to K B 6! | |

The finishing stroke! Mr. Machin has the ball at his foot and he plays on velvet. The termination is charming.

- | | |
|--------------------------|------------------------|
| 38. Q to K R 5 (ch) | 37. Q to Q 3 |
| 39. Q to K B 7 (ch) | 38. K to Q 2 |
| 40. B takes R | 39. K to Q B 3 |
| 41. R to K R 6 (ch) | 40. Q takes B |
| 42. Kt takes Kt (1h 31m) | 41. Kt to K 3 (1h 54m) |
- Black resigns. Time—3h. 25m.

GAME 66.

Played in the first round, August 17.

White—Mr. F. Harrison. Black—Mr. R. Hindley.
(Sicilian Defence.)

- | | |
|----------------------|----------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. Kt to K B 3 | 2. P to K 3 |
| 3. P to B 3 (feeble) | 3. P to Q 4 |
| 4. P takes P | 4. P takes P |
| 5. B to Kt 5 (ch) | 5. Kt to Q B 3 |
| 6. Castles | 6. B to K 2 |
| 7. Kt to K 5 | 7. B to Q 2 |
| 8. B takes Kt | 8. B takes B |
| 9. P to Q 4 | 9. P takes P |
| 10. P takes P | 10. Kt to B 3 |
| 11. Q Kt to Q 2 | 11. Castles |
| 12. Q Kt to B 3 | 12. Kt to K 5 |
| 13. B to K 3 | 13. Q to K 3 |
| 14. Kt to Q 2 (tame) | 14. P to B 4 |
| 15. P to B 4 | 15. Q R to K |
| 16. R to B 3 | 16. B to B 3 |
| 17. R to K 3 | 17. R to K 2? |

A serious error. P to K Kt 3 were obviously better.

18. Q to R 5!

Instantly seizing his opportunity. If Black now play P to K Kt 3 White can take it with Kt, and if P to K R 3 White can reply with Kt to Kt 6.

- | | |
|---------------------------|-----------------------------|
| 19. Q takes P (ch) | 18. B takes Kt |
| 20. Q B takes B | 19. K to B 2 |
| 21. Kt takes Kt | 20. Q to K 3 |
| 22. B to B 5 (good) | 21. Q P takes Kt (1st hour) |
| 23. B takes R | 22. K to K |
| 24. Q to Kt 6 (ch) | 23. Q takes B |
| 25. R to Q (ch) | 24. K to Q |
| 26. R to Q 6 | 25. K to B |
| 27. R to Q B 3 | 26. Q to Q B 2 |
| 28. B takes B! (1st hour) | 27. K to Q? |

Mr. Harrison consummates his advantage with vigour and ability.

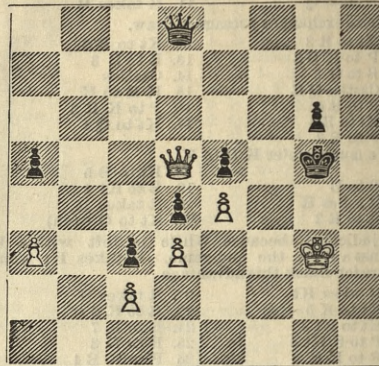
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|-------------------------|-------------------------|
| 2. R takes P | 28. P takes R |
| 30. R takes Q (ch) | 29. R to Q 7 |
| 31. Q takes P (ch) | 30. K takes R |
| 32. P to K 6 (good) | 31. K to B 3 |
| 33. Q to B 3 (ch) | 32. P to K 6 (pretty) |
| 34. Q takes P (1h. 3m.) | 33. K to Q 3 (1h. 38m.) |

Black resigns. Time—2h. 39m.

AN INSTRUCTIVE PAWN ENDING.

The following instructive Pawn-ending occurred in the minor tourney in the first round on August 17, between Messrs. H. Fuss and T. F. Machin:—

Black—Mr. H. Fuss.



White—Mr. T. F. Machin.

Black having to play won as follows:—

- | | |
|---|----------------------|
| 55. P takes Q | 55. Q takes Q |
| 56. P to Q 6 | 56. P to K 5! |
| 57. P takes P | 57. K to B 3 |
| 58. K to B 4 | 58. P to Q 6! |
| 59. P to K 5 (ch) | 59. P takes P |
| 60. K to Kt 5 | 60. K to K 3 |
| 61. K takes P | 61. P Queens (ch) |
| 62. K to R 5 and Black mates in two moves | 62. Q to K Kt 8 (ch) |

THE ADELAIDE CHESS CONGRESS.

An examination of the 45 games played in the major tourney reveals some curious facts. Of late years an interesting discussion has been raised as to whether the first move is an advantage or not. Statistics of vast numbers of games have been published showing in the main that White has an advantage in the regular book openings, but that in the irregular or purely defensive games Black is able to preserve an equality. The Adelaide champion tourney furnishes some valuable testimony on this point. For instance we find that White having the move won no fewer than 26 times, and Black only 15, the other 4 games having been drawn. To this result the exploded Sicilian Defence largely contributed. Black adopted it seven times and won only once, White scoring the other six games. The French Defence occurred four times, White winning twice, losing once, and drawing once. Mr. Esling opened three times with P to K B 4, winning twice and drawing once. Mr. Hookham led off with the English opening P to Q B 4, against Mr. Gossip and won. The popular and powerful Ruy Lopez was used eight times and resulted in a tie, each side scoring four games. On the other hand, the sound safe solid games produced for Black by 1. P to Q 4 and the Queen's Gambit Declined secured four wins for Black 3 for White, an eighth game being drawn. The champion used his favourite Petroff Defence twice as a foil to the K Kt's attack and won both games, but Mr. Witton was unsuccessful with it against Mr. Gossip. The Scotch Gambit gave a win for each side. A Centre Gambit ended as a draw. An Evans' Gambit Declined, Allgaier Gambit, a Philidor's Defence, a Greco Counter Gambit and a Giuoco Piano each eventuated in a win for White. A K Kt's Gambit was won by Black. The Vienna opening was patronised twice, each colour gaining a win. Considering the fewness of the games a large and agreeable variety in the openings was introduced and if great brilliancy was lacking the play generally was comprehensive and substantial, and some beautiful and scientific end-games were produced.

CLOSING SCENES OF THE CONGRESS.

A CHESS OUTING.—The competitors in the major tournament, accompanied by several members of the Managing and Playing Committees, were taken for a drive into the country on Saturday, August 27. Mr. Tullidge was absent, as he returned to Victoria that day. Mr. Hookham was also an absentee. As he had arranged to leave for New Zealand the following Monday he wished to show Mrs. Hookham as much of Adelaide and its vicinity as he could during the little leisure left at his disposal. The party, numbering seventeen, started from the Adelaide Town Hall at 10.30 a.m. in a coach and six. After a detour round North Adelaide, Medindie, the Main North-Eastern-road, and Paradise, they alighted, and finally inspecting the delightful scenery on the banks of the Torrens at Athelstone, they repaired with sharpened appetites to the Highbury Hotel, where a cold collation was provided. Mr. G. Chamier, C.E., proposed the health of the visitors in felicitous terms. Mr. J. G. Witton, of Melbourne, and Mr. Gossip, of Sydney, responded. Mr. Witton proposed "The Champion." Although this was the first time he had personally come into contact with him he had known Mr. Henry Charlick in relation to chess for the last twenty years, and had always been impressed by their correspondence with his singleness of purpose to advance the cultivation of the game in Australia. Drunk with cheers and "For He's a Jolly Good Fellow," Mr. Charlick, in reply, did not omit the usual time-honoured reference to that "being the proudest moment of his life." He hoped the Congress would be the precursor of many others in Australia. He wished success to the Centennial Chess Congress proposed to be held next year in Melbourne, and trusted that it would work as smoothly and harmoniously as that in which they had just participated. Mr. Esling's health was also drunk with musical honours. Mr. Witton proposed the health of Mr. J. Sibbald, the director of play, and highly eulogized his management, tact, and courtesy, which were important factors in the success of the Congress. The excursionists returned to the city well pleased with the trip, and prepared for a better night's rest than they had enjoyed during the mental conflict which they had sustained during the severe nine days' campaign.

DISTRIBUTION OF PRIZES.—The prizes won in the major tourney at the Adelaide Jubilee Intercolonial Chess Congress, completed on Friday, August 26, were distributed at the club rooms on Tuesday evening, August 30. There was a large attendance, numbering between fifty and sixty, presided over by the President (Mr. C. J. Shuttleworth), Mr. G. Chamier, C.E., being in the vice-chair. The Chairman presented the prizes in a well-chosen address. They were enclosed in elegant bags of maroon velvet, lined with blue satin, and outwardly embossed with the amount of the prize in gold lettering, set off with a gold tassel. In handing Mr. H. Charlick the first prize of £50, and declaring him to be the champion of Australasia, the Chairman said he was exceedingly proud to be able to do so. No one had worked harder for the success of the Congress than Mr. Charlick. Cheers were given for the champion. Mr. Charlick replied suitably. He had always had the prosperity of chess at heart. Throughout the Congress he had tried to play soundly, never venturing on a combination of which he could not see the end. He had never been brilliant, as he curbed his impetuosity. He thought he owed his position in the Congress not to any exceptional merits as a chess-player on his part but simply to lucky sound play. It was said that he had been lucky, but he did not think that he had been more so than some other competitors. He was indebted to Mr. Gossip for beating Mr. Esling, to Mr. Heiman for defeating Mr. Gossip, and to Mr. Effe for vanquishing Mr. Heiman. If he himself had been ever let off lightly he could assure them he had never let any one off (Hear, hear, and laughter). Mr. Esling, who received the second prize of £30, and was received with prolonged applause, re-

marked that during the past five years he had had very little practice, and only entered at the solicitation of his friends. He hoped Mr. Charlick would compete at the Centennial Congress to be held in Melbourne next year. No one grudged him his victory. Mr. Gossip, winner of the third prize of £20, said that he and his fellow-representative had done fairly well. Statements had been made in the Press about his game with Mr. Charlick that were calculated to mislead. He had analysed the position very carefully since, and was sure that he never had a won game. It could not possibly have been anything but a draw. He had never seen a Congress conducted better. As to luck he thought it had been pretty equally distributed amongst the prizetakers. Mr. Heiman received the fourth prize of £10, and the fifth prize of £5 was divided between Messrs. Hall and Tullidge. Messrs. Heiman and Hall responded, but Mr. Tullidge had returned to Victoria. Mr. Hall mentioned that it was only three years ago that he first knew what a Pawn was. Various toasts followed, including "the Patron, His Excellency the Governor," "the Visitors," "the Managing and Playing Committee, and the Director of Play, Mr. Sibbald," "the Press," and "the Unsuccessful Competitors." Subsequently Mr. Heiman asked Mr. Charlick if he would be prepared to accept a challenge to a match for the championship. Mr. Charlick, in reply, suggested that the matter should stand over until the Melbourne Congress. Mr. Gossip stated that it was said that Mr. Crane, of Sydney, intended to challenge Mr. Charlick, and it was also intimated that a challenge was not unlikely to come from Melbourne. Mr. Gossip, however, thought that the other chief prizewinners were alone entitled to challenge Mr. Charlick. He (Mr. Gossip) had played 7 games with Mr. Crane, whom he had beaten by 2 games to 5 draws; and he had also defeated Mr. C. M. Fisher, Melbourne, by 5 games to 2 draws, and he would ask what better test was that. (Cheers and laughter.) The matter was tacitly left in abeyance until the next Congress. On the motion of Mr. Charlick, seconded by Mr. Esling, it was resolved if the games were embodied in a pamphlet, that Mr. A. Burns, of Melbourne, be asked to annotate them.

THE BRILLIANCY PRIZE.—The committee of the Adelaide Chess Congress, after mature consideration, awarded the special prize of £5 5s., offered by the proprietors of the *Australasian* for the most brilliant game in the major tourney, to Mr. G. H. D. Gossip for the game which he won from Mr. F. K. Esling.

[*South Australian Register* Report, August 27.]

MR. CHARLICK CHAMPION.—After a nine-days' struggle the first Intercolonial Chess Congress is over, and a South Australian has earned the high honour of being "Champion of Australia." The contest has been keen, and up to the last moment the result was in doubt. There was little to choose between the four principal prize-winners, and the excitement was intense when it seemed probable that Mr. Charlick would have to cry "Enough" to Mr. Hookham. But the South Australian crack pulled through, and by forcing a draw placed himself at the top of the scoring-sheet. He has well earned his success. Not a single competitor has defeated him, but three have drawn, or rather Mr. Charlick has drawn with them. Such a record is something to be proud of. He has had a terrible struggle, and he showed the effects on Friday, when he looked wearied. But nearly all the competitors have suffered physically owing to their arduous battle. Mr. Esling has, however, stood the test splendidly. He has drawn two games but lost to Mr. Gossip, so that he is half a point behind Mr. Charlick, and takes the second prize to Victoria. He is very young yet, and will probably be heard of again in the chess world. He plays coolly and no temporary disaster seems to appal him. The third and fourth prizes go to the mother colony. Mr. Gossip takes third honours. Nearly all the games in which he has participated have been soundly contested, and he shares with Mr. Charlick the distinction of playing

beautiful finishes. Mr. Heiman played brilliantly from beginning to end. He moves very quickly, and the concession of allowing fifteen moves to the hour militated against him, as slower players gained a great advantage in having a long time to meet the outcome of his acute perception. He always played to win, but lost twice by allowing his Queen to fall into a trap. Messrs. Tullidge and Hall are equal with four wins for the fifth prize, which they have decided to divide, as business necessitated the Victorian's immediate presence at home. Both were beaten by the cracks, and a play off between them would have proved very interesting. Messrs. Hookham and Crewe next tie with three points each, but the former must receive the precedence, as he has lost one game less than Mr. Crewe, and gained the distinction of defeating the third prize-winner and drawing with the first and second men. Mr. Crewe is young yet and will probably do better in future tournaments. Messrs. Eiffe and Witton were level for the last place with a couple of wins each. The former was beaten by the Victorian, but he gained a creditable victory over the fourth prize winner. Unfortunately he had had but little practice previously, or he would have doubtless gone much higher on the scoring-sheet. He has chess in him, and some of his developments, especially the traps he lays for his opponents, are clever. Mr. Witton is a veritable stickler. He played some very long games, one of his best being against Mr. Charlick, who at one time had none the best of the position.

THE CHESS CONGRESS.

(A Register Leader.)

The major tourney of the Chess Congress has ended, and the highest honours have been won by Mr. Charlick. The victory will be a popular one, not only here but also in the neighbouring colonies. No one in Australia has done more for chess than the gentleman who has gained the championship. For years he has devoted himself in his private capacity and as editor of the chess column of the *Adelaide Observer* to the work of exciting an interest in the game and in promoting an intelligent acquaintance with it on the part of the youth of the colonies as well as those of more mature age. In many hard-fought contests he has proved himself well skilled in the theory and practice of chess. Even so distinguished a player as Blackburne acknowledged that he was not a foeman to be despised, and in local matches he has been almost uniformly successful. That he should have held his own against the best players which the liberal prizes and still more attractive prospect of winning the championship recently brought together proves that he merits the reputation he has so long enjoyed in South Australia. It is clear from the record of the scoring that not one of the ten competitors was a contemptible opponent. Although Mr. Charlick did not sustain a single defeat throughout the tournament he was put upon his mettle on several occasions, and in three instances was content with drawing the game. In the end he was hard pressed by the Victorian favourite, the difference between them being only half a point. Mr. Esling, in his turn, only secured a like advantage over the strongest of his New South Wales rivals, Mr. Gossip, who was closely followed by his fellow-colonist, Mr. Heiman. It is noteworthy that every one of the competitors proved in more or less conspicuous measure his sterling qualities. Even Mr. Eiffe, who, with Mr. Witton, is placed at the bottom of the list, gained a victory over Mr. Heiman, who made good running for the championship, and defeated Mr. Hookham, who drew his game with Mr. Charlick. The most extraordinary record of all is that of Mr. Hookham, who although he only scored three points out of a possible nine, drew with the two highest scorers, and won from Mr. Gossip, who stands third on the list. Altogether the tournament has been highly successful. Good feeling has prevailed among the contestants, and no dispute has arisen from first to last. All lovers of chess must hope that the Congress now completed, so far as the principal tourney is concerned, will be the forerunner of many more such meetings, and that Australia will, in course of time, furnish representatives strong enough to dispute the honours of the world's championship with the great players of Europe and America.

Mr. Fuss's victory in the tourney afforded much gratification to the Moonta players, and the following account of his reception on returning to Moonta Mines appeared in the *Yorke's Peninsula Advertiser*:—"How to show their appreciation of Mr. Fuss's success in Adelaide puzzled the brains of local chessists, until one of the leading members of the club solved the difficulty by suggesting that a social be given in his honour. This idea met with general approval, and resulted in about 20 members assembling at the Clubroom. The President of the Club (Mr. G. W. F. Marshall) said that they had met together for the purpose of congratulating Mr. Fuss, and to show him that they thoroughly appreciated the well-deserved success which had attended his efforts in the late Intercolonial Chess Congress. In every contest in which the local Club had been engaged Mr. Fuss had always won his game. He concluded by conveying to Mr. Fuss the hearty congratulations of the members of the Club. Mr. Fuss, who was received in a most enthusiastic manner, returned thanks in a short but pithy speech, in the course of which he mentioned that whilst in Adelaide he had played 28 games, of which he had lost but two. His opponents included many of the city cracks and several of those engaged in the major tourney, notably Mr. Heiman, of Sydney, with whom he played two games, losing one and winning one. He would most probably enter for the Chess Congress which is to be held in Melbourne next year. The manner in which Mr. Fuss was received showed very plainly the estimation in which he is held by the members of the Club."

The following novel summary of results is taken from the *Sydney Town and Country* of September 3—"Mr. Charlick (S.A.) beat Crewe, Eiffe, Hall, Heiman, Tullidge, and Witton, and drew against Esling, Gossip, and Hookham; his score being 7½ points out of a possible 9. It will be seen that he lost none. He takes the first prize (£50) and the championship. Esling (V.) beat Crewe, Eiffe, Hall, Heiman, Tullidge, and Witton, drew against Charlick and Hookham, and was beaten by Gossip. He took the second prize (£30) with a score of 7 points. Gossip (N.S.W.) beat Crewe, Eiffe, Esling, Hall, Tullidge, and Witton; drew against Charlick; and lost to Heiman and Hookham. He took the third prize (£20) with 6½ points. Heiman (N.S.W.) beat Crewe, Gossip, Hall, Hookham, Tullidge, and Witton, and lost to Charlick, Eiffe, and Esling. His score was 6 points, and he won the fourth prize of £10. Tullidge (V.) beat Eiffe, Hall, Hookham, and Witton, and was beaten by Charlick, Crewe, Esling, Gossip, and Heiman. Hall (S.A.) beat Crewe, Eiffe, Hookham, and Witton, and was beaten by Charlick, Esling, Gossip, Heiman, and Tullidge. Crewe (V.) beat Eiffe, Hookham, and Tullidge, and was beaten by Charlick, Esling, Gossip, Hall, Heiman, and Witton; 3 points. Hookham (N.Z.) beat Gossip and Witton, and drew against Charlick and Esling, and lost to Crewe, Eiffe, Hall, Heiman, and Tullidge; 3 points. Eiffe (S.A.) beat Heiman and Hookham, and was beaten by Charlick, Esling, Crewe, Gossip, Hall, Tullidge, and Witton; 2 points. Witton (V.) beat Crewe and Eiffe, and was beaten by Charlick, Esling, Gossip, Hall, Heiman, Hookham, and Tullidge; 2 points."

SOME NOTES ON THE LATE CHAMPION TOURNAMENT.

(This article was originally contributed by the Editor to the *Observer* Chess Column.)

The first Australian Chess Congress, with its hopes and fears, luck and ill-luck, abortive combinations and successful surprises, is a thing of the past. It marks an epoch in colonial chess, and in future years will no doubt be held in grateful remembrance as the first "gathering of the clans." It was an ambitious attempt on the part of modest Adelaide, "the farinaceous village," the boundary instead of the centre of Australian cities, to organize the first Congress. All will admit, however, that the effort was thoroughly successful in all respects, whether as regards the amount subscribed, the value of the prizes, and the number, quality, and representative character of the competitors. The prediction that it would be the

precursor of similar demonstrations is likely soon to be fulfilled, for preparations are already in progress to hold a Centennial Chess Congress in Melbourne next year, and we only hope that they will be equally successful. The perfect concord which animated the Congress Committee in their innumerable meetings to perfect the details of the scheme, the energy with which their aims were forwarded by country and colonial friends, the generous support of a confiding public, the care with which the minutest details were arranged, and finally delegating the management of the competition to a Playing Committee and to a thoroughly competent director of play, were important factors in the success of the undertaking and worthy of future imitation. Nor must we omit to mention that the players largely contributed to this favourable issue by the perfect harmony which reigned amongst them, sinking any private differences that may have existed, and by their faithful observance of the rules. They separated as they met in amity. Admirable as was the foresight displayed in the arrangements, the light of experience has revealed defects which should be avoided in future. For instance, a 15-move per hour time limit is too slow and wearisome where expedition and mental and physical exhaustion have to be considered. A 20-move limit is quite capable of uniting profundity with vivacity. Then there should not be continuous play from day to day without a break. In the late major tourney the combatants played the whole of their nine games on successive days with only one off day—Sunday, August 21. The consequence was that under the slow-time limit and the necessity of meeting daily, the players before the end were all more or less knocked up, some to such a degree that they were obliged to have recourse to medical remedies to prevent a threatened breakdown. One game lasted ten hours, and required two sittings. Fortunately Sunday intervened, otherwise both players would have been heavily handicapped if they had each been obliged to meet a stiff opponent the next morning. If a suggestion that was made had been adopted, to make each competitor play two games together instead of one, probably they would all have required a funeral by this time. The exacting and absorbing character of match play, and the keenness of mental rivalry, take more out of a player than can be conceived without actual experience. It is also advisable that the room in which Congress play is carried on should be well ventilated and well lighted. The late room was not perfect in these respects, although large and central.

With regard to the results, Mr. Charlick considers that he owes his position as winner of the first prize to careful, steady, sound play. He rarely if ever ventured on any sacrifice or combination that he could not see to the end of. The brilliancy popularly ascribed to his play was kept in subjection and made subservient to the strictest accuracy. He allowed his antagonists to do the risky work, and to venture beyond their depth, and then he seized his opportunity. He has been credited before with fine finishes, and several of his champion games will bear favourable comparison in this respect with former efforts. He has been twitted with luck, but he declines to be held responsible for the errors and oversight of his foes. He took good care to profit by them, and not to commit them himself. This is the third tournament in which Mr. Charlick has played, and he has won first prize in each. The first occurred in 1864, when he was 19, the late Mr. W. J. Fullarton securing second prize with a score against him of two games to three, and two draws. The next time was in 1868, when was fought the most important handicap tournament, both in strength and numbers, that has ever been held in Adelaide. The result was a signal victory for Mr. Charlick, who did not suffer a single defeat, his score being twenty-three wins and one draw. After a lapse of nineteen years he has earned the distinction of winning the first prize in the pioneer Intercolonial Chess Congress without losing a game.

Mr. F. K. Esling, the winner of the second prize, was the hope and pride of Victoria, and was even tipped by Mr. W. Crane, the Chess Editor of the *Sydney Mail*, as the winner of champion honours. The quality of his play amply justified their most

sanguine anticipations. Unerring in attack he rarely relaxes his grip, and he is most fertile in resource. His last game in the Congress against Mr. Heiman is a fine illustration, and the latter admitted that he was outplayed. The time limit suited Mr. Esling better than a faster rate. He consumed twenty minutes in calculating P to K Kt 4, the initial move in his clever combination against Mr. Charlick. He failed later on to make the winning moves through being pressed for time. Mr. Blackburne expressed a very favourable opinion of his skill two years ago, and the other week a competitor, qualified to judge, said he esteemed him stronger than the late Mr. Wisker. Mr. Esling is of German parentage but is Victorian by birth. A few years ago when in Germany he played a game with the late Professor Anderssen. The latter played his favourite opening, the Evans' Gambit, but Mr. Esling won the game after adopting the Compromised Defence. Probably we shall hear again of Mr. Esling at the Centennial Congress in Melbourne next year.

Mr. G. H. D. Gossip, the winner of the third prize, suffered considerably from physical exhaustion owing to the incessant strain. Yet he sometimes recovered himself from apparently a lost position in a marvellous manner. His conduct of the end game was the theme of general admiration. His win from Mr. Esling was a splendid specimen of skill, depending as it did upon the sacrifice of a piece. Several of his finishes were very elegant.

Mr. D. Heiman, who took the fourth prize, has a genius for the game probably second to none of his opponents. He is a very quick player, and the time limit told against him. So also did the daily play. He became restless and nervous, and was betrayed into gross mistakes. Notably so in his games with Messrs. Charlick and Eiffe, to each of whom he lost his Q. Some of his games were beautiful samples of play, particularly his win from Mr. Gossip.

Messrs. G. B. Hall and W. Tullidge divided the fifth prize. The former has developed sterling chess qualities, considering that he only learned the moves three years ago. To all his his conquerors he offered a most stubborn resistance, and he deserved a place for his pluck in entering the contest. He laboured under the disadvantage of a heavy cold and imperfect rest. Mr. Tullidge did not shine to such advantage as we expected. His play was unworthy of twenty years ago, when he ranked second to Mr. Burns in Victorian chess.

Mr. H. Hookham, the New Zealand champion, was most erratic in his play. He was like the image of Scripture with its head of brass and its feet of clay. When in form he can play with the best of them, yet he lost to some of the weakest. His win from Mr. Gossip and his draw with Mr. Esling were most meritorious performances. After a miserable display the previous day he came out of his shell in the last game of the Congress, and fought with Mr. Charlick the toughest game that the latter had experienced. The secret was seven hours sleep which he managed to procure by means of a draught the night before. He caught cold on the journey across, and was greatly troubled with want of sleep. These drawbacks, coupled with hard daily play, bore heavily on a player of 63, and prevented him doing himself justice.

Mr. J. E. Crewe is a very promising player. He is young, and when he has acquired greater facility of play he will occupy a high position. We can testify that he can handle the Queen's Gambit well.

Mr. J. G. Witton disappointed us at being at the bottom of the score sheet. He is evidently not in such good form as when he won the Club Cup about a year ago. One of the most genial of players, he made himself a general favourite by his courtesy and good humour.

Mr. P. Effe deserves credit for his courage in coming 200 miles to compete with only a little book knowledge and no practice. He had the satisfaction of winning from such fine players as Messrs. Hookham and Heiman. In some of his other games also he proved himself to be no mean antagonist.

With regard to the quality of the play we think it has been decidedly more correct than brilliant. Where so much depended upon a single game this is not to be wondered at. Not much light was thrown upon the openings; Mr. Charlick twice adopted his

favourite Petroff Defence successfully. He used Steinitz's novelty of—2. P to K 5—in reply to the French Defence, and drew with Mr. Gossip. He also used the same move against the Sicilian Opening with Mr. Tullidge, and won. Both these are new in this part of the world. The all-powerful Ruy Lopez was used four times, and each time the attack prevailed. Four times it was unsuccessful. Mr. Esling three times chose Bird's weakness, White 1. P to K B 4. In the last instance Mr. Hall chivalrously replied with Herr From's counter gambit 1. P to K 4; but his wary adversary declined to accept the second P. Mr.

Esling played a Centre Gambit against Mr. Charlick. The other openings which were used were the Vienna, Giouco Piano, Philidor, Allgaier, Sicilian, Greco-Counter Gambit, Irregular Opening, Evans' Gambit, King's Gambit, Queen's Gambit, Scotch Gambit, French Defence, and the English Opening. No novelties of any importance were introduced. The scientific ending of games is a branch that has been enriched by the Congress, several terminations being very fine and accurate. As examples of solid, sound, comprehensive play, some of the games are very creditable, and worthy of preservation.

FINANCIAL.

The final meeting of the Adelaide Jubilee Chess Congress Committee, to wind up accounts and affairs generally, was held on September 27. The balance-sheet was presented as follows—

ADELAIDE INTERCOLONIAL JUBILEE CHESS CONGRESS, 1887. BALANCE SHEET.

RECEIPTS.		EXPENDITURE.	
To Subscriptions—		By Prizes—Major	£115 0 0
Victoria	£17 13 0	“ Minor	35 0 0
New South Wales	13 6 5		£150 0 0
New Zealand	12 18 0	“ Prize for most Brilliant Game (pre-	
South Australia	153 7 0	sented by the Proprietors of the	
“ Sale of Tickets	8 9 6	<i>Australasian</i>	5 5 0
“ Sale of Lamp and Table Covers..	1 3 0	“ Printing and Advertising...	23 1 11
“ Entrance Fees—Major	21 0 0	“ Postages	5 9 4
“ “ Minor	10 10 0	“ Stationery	1 19 9
		“ Rent of Room	10 10 0
		“ Clocks and Stands	8 11 4
		“ Table and Covers	2 15 6
		“ Hire of Flags	1 1 0
		“ Doorkeeper and Attendant	5 10 0
		“ Director of Play	8 0 0
		“ Cartage	1 2 6
		“ Sundries	12 1 5
		“ Pamphlet re Congress	2 19 2
	£238 6 11		£238 6 11

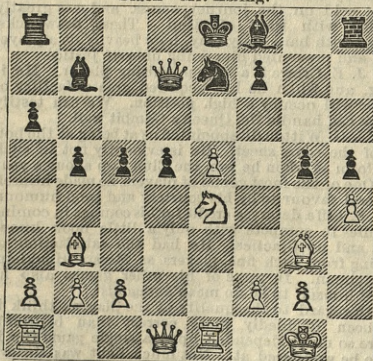
A liberal offer of the Proprietors of the *Observer* was accepted to reprint the games which appear in their Chess column in the form of a pamphlet. The task of editing the publication was entrusted to Mr. H. Charlick, who undertook to bring it out without any pecuniary emolument. The Committee were reluctantly compelled in the low state of the finances to abandon the original proposition of Mr. Charlick to ask Mr. Burns, of Melbourne, to annotate the games. The pamphlet, which will include a few advertisements to help to defray the cost, will be sold at 1s. and will consist of about fifty pages, royal octavo, with the games in two columns to the page.—*Adelaide Observer*.

GAMES REPRINTED.

We repeat the following games with revised notes.

The following position occurred at the 16th move in the game between Messrs. Esling and Gossip. We reprint the game with new notes. Mr. Gossip had just played Kt to K 4 which secured him the victory and the Brilliance Prize.

Black—Mr. Esling.



White—Mr. Gossip.

Black to play.

Taken with the notes from the *New Orleans Times Democrat* of October 30.

The notes in parentheses are by Mr. Steinitz, the champion of the world, and are extracted from the November number of the *International Chess Magazine* (New York). At the end of the game are some notes by Mr. Ranken, an English expert.

The following dashing game was played in the major tournament of the recent Australian Intercolonial Chess Congress at Adelaide between Mr. G. H. D. Gossip, the well-known chess player and author, late of London, and now of Sydney, New South Wales, and Mr. F. K. Esling, of Melbourne, Victoria—the winner of the third and second prizes respectively. The partie is pronounced perhaps the most brilliant game contested during the Congress.

White—Mr. G. H. D. Gossip. Black—Mr. F. K. Esling. (Ruy Lopez.)

1. P to K 4
2. K Kt to B 3
3. B to Kt 5
4. B to R 4
5. Castles
1. P to K 4
2. Q Kt to B 3
3. P to Q R 3
4. Kt to B 3
5. Kt takes P

Of the three continuations for Black at this point, viz. 5. B to K 2, P to Q Kt 4, and the text play, the *Handbuch* indicates the last as the best.

6. P to Q 4
7. B to Kt 3
8. P takes P
6. P to Q Kt 4
7. P to Q 4
8. Kt to K 2! (a)

Anderssen's invention and favourite, which he de-

clared (vide *Neue Berl. Schütz.*, 1871, p. 97) affords Black a safe defence and the prospect of a speedy superiority of position. Zukertort, too, has pronounced it preferable to the more usual 8. B to K 3, though he remarks (cf. *Chess Monthly*, v, p. 310) that recent experiments seem to throw some doubt on its absolute validity.

(In our opinion the best defence at this juncture, though some of the books, including *The Chess Players' Manual* by Gossip, prefer B to K 3.)

9. R to K (b)

Which threatens to win a piece by 10. R takes Kt, for if 10. P takes R in reply, then 11. B takes P (ch)! The book play is 9. B to K 3, B to Kt 2; 10. Q Kt to Q 2, Kt takes Kt; 11. Q takes Kt, &c., but we are inclined to believe that 9. Kt to Kt 5, duly followed, after the exchange of Kts by R to K, as favoured by Captain Mackenzie, is White's best move at this juncture.

9. B to Kt 2

"(But we do not consider this development of the Bishop advisable. P to Q B 3 (?) keeps the centre strong and reserves the Q B for action in the centre or on the King's side on a diagonal which is more free." Jupiter or Caesar nods! In the December number of the *International Chess Magazine*, page 341, Mr. Steinitz corrects the obvious blunder involved in the foregoing note as follows:—"We take this opportunity of rectifying an erroneous note to Black's 9th move appearing in our last number. After 8. Kt to K 2; 9. R to K, the right move is 9. Kt to Q B 4, and not 9. P to Q B 3, as White would then win a piece by 10. R takes Kt, since Black dare not retake on account of 10. B takes P (ch), winning the Q!"

We should have preferred 9. Kt to Q B 4, or perhaps better still 9. B to K 3.

10. Kt to Kt 5

10. Kt takes Kt

This exchange seems forced, as White threatens 11. Kt takes K B P; 10. Kt to Q B 4 is now no longer feasible, as White would reply with 11. Q to B 3.

11. B takes Kt

11. P to K R 3

12. B to K R 4

12. Q to Q 2 (c)

13. Kt to B 3!

The correct continuation, promising various pretty possibilities.

(Kt to Q 2 has the same effect in case Black should answer P to K Kt 4, but is otherwise superior as it allows White to liberate his Bishop by P to Q B 3 in other eventualities.)

13. P to K Kt 4? (d)

A most uncomfortable move, gravely compromising his game, but his position is exceedingly difficult. If, instead, 13. Kt to B 4, then 14. P to K 6, P takes P; 15. Q to E 5 (ch), Q to B 2;

16. R takes P (ch) and wins. If 13. P to Q 5, then 14. P to K 6; P takes P; 15. B takes P, Q to B 3; 16. Kt to Q 5, with an irresistible attack, since Black dare not 16. Kt takes Kt, because then

17. Q to R 5 (ch), P to K Kt 3; 18. Q takes Kt mate! His best resource appears to have been 13. Castles duly followed by P to K Kt 4, and perhaps P to Q B 3.

(As often demonstrated such an advance with its consequent "hole" on the King's side is weak. P to Q B 3 was the best move followed by Kt to Kt 3 or Kt B.)

14. B to K Kt 3 14. P to K R 4

(With this and the next move Black makes matters worse. It was still best to play P to Q B 3, in order to remove the Knight or else to play B to Kt 2.)

15. P to K R 4

15. P to Q B 4!

16. Kt to K 4! (e)

Initiating a brilliant and we believe entirely sound combination.

(This sacrifice is compulsory, as White is threatened with the loss of a piece anyhow. We may, however, assume that White had previously relied upon it, and therefore it is a meritorious resource on the whole, though in subsequent actual play it is not utilized accurately up to its full strength.

17. B takes P (ch)

16. P takes Kt

18. Q takes Q (ch) (f)

17. K to Q

(Much better was 18. P to K 6, 18. Q takes Q, (or 19. Q to Q 4; 19. P to Q B 4, 19. P takes P; 20. Q to Q R 4, with a winning attack); 19. Q R takes Q (ch), 19. K to B; (if 19. B or Kt interposes, then 20. B to K 5, followed by P takes P, wins with ease in a few moves); 20. K to Q 7, with an irresistible attack which ought to win soon by force.)

18. K takes Q

19. P to K 6 (ch)!

19. K to B 3

(The better plan was, we believe, 19. K to B, for if then 20. B to K 5, 20. K R to Kt; 21. B takes R, 21. Kt takes B; 22. Q R to Q, 22. B to Q B 3, and Black's game is defensible.)

20. B to K 5

(Not as strong as Q R to Q, which would have gained an important square for the Q R at once, and also an important move, as Black was bound to answer K to Kt 3 which placed his King at a greater distance from the King's wing. As will be seen, he makes afterwards a fair fight with his King, owing to his being left in closer proximity to the otherside.)

20. B to R 3

20. R to K R 2 obviously not only would not save the exchange, but would even make his position worse on account of the reply 21. P takes P.

(We should have preferred R to K Kt, in order to get rid of the adverse Bishop which protected the K P, and also attacked the weak R P. White could afterwards, by R to K, make sure of capturing the most dangerous of the hostile Pawns.)

21. B takes R

21. R takes B

22. Q R to Q

22. Kt to B 4

Black has emerged with two minor pieces for R and P, but his position seems full of unfavourable, if not fatal complications. The text play is clearly weak. Suppose, however, 22. Kt to Q 4; then 23. R takes P, B to K B; 24. P takes P, and the three united passed Pawns must almost surely win. (Note by Mr. Charlick—White 23. R takes Kt followed when K takes R by P to K 7 (dis ch) were still better); while if, instead 22. P takes P then 23. R to Q 7, Kt to B 4; 24. R takes K P, K to Kt 3; 25. R to K 5, B to Q B; 26. R takes Kt, B takes R; 27. P takes B K to B 2; 28. B to K 8, B to B (best); 29. R to Q 5, K to Q; 30. B takes P, followed by B to K 8, P to K B 4, &c. Moreover 22. R to Q B, which seems a valid defence, is not really so, White winning in the following very interesting endgame:—23. R to Q 7, R to B 2; 24. K R to Q, B to Q B; 25. R (Q) to Q 6 (ch), K to Kt 2, 26. R to Q 8, Kt to B 3; 27. R takes Kt, K takes R (forced); 28. B to K 8 (ch), K to Kt 2; 29. B to Q 7, B takes B; 30. P takes B, K to B 3; 31. R to K R 8, R takes P; 32. R takes B (ch), K moves; 33. P takes P, and wins.

(This is another interesting part of this game, but the rest is altogether indifferent. The standard of brilliancy could not have been a very high one in the Adelaide tournament as this game won the brilliancy prize.)

23. R to R 7

27. R to K B

28. R to K

28. B to Q B

29. R to K

29. K to Q 3? (g)

If instead 29. B to Q 2, then 30. P to K B 4, K to Q 3; 31. P to B 5, B takes B P; 32. R to K 8, B takes R; 33. R takes K, K to K 2; 34. R to Q B 8, K takes P; 35. P to B 3, with a sure draw, as the adverse R P is lost. The text move virtually throws away Black's last chance.

(Obviously B to Q 2 was the better defence)

30. R to K 8

30. B to K 2

31. R to R 8!

31. R takes R at R

32. R takes R

32. B to K 3

33. P to B 8 bec. Q

33. B takes Q

34. R takes B

34. B takes P

35. R to B 6 (ch)

35. B to K 3

36. P to K B 4

36. K to K 2

37. R to R 6 37. P to R 4
 38. R to R 5 | 38. K to Q 3
 39. K to B 2 39. P to R 5
 40. P to B 3 40. P to Kt 5
 41. P takes P 41. P takes P
 42. R to R 5 42. B to Q 2
 43. K to K 3 43. K to B 3? (h)

A concluding blunder, but his game has been hopeless.

4. R takes P

And Black resigns.

Notes by the Rev. C. E. Ranken, Malvern, England Taken from the December number of the *British Chess Magazine*.

(a) This move, which was a favourite with Anderssen, is not now thought so strong as B to K 3.

(b) Threatening R takes Kt and then B takes P(ch).

(c) P to Q B 4, compelling the reply P to Q B 3, might also be played here.

(d) The counter-attack now adopted by Mr. Esling is far too risky for an important match game. He could not of course, play P to Q B 4 without losing a Pawn, nor could he venture Kt to B 4, on account of 14 P to K 6, P takes P, 15, Q to R 5 (ch), &c., so that he ought to have been content with P to Q B 3.

(e) A dashing and bold sacrifice, which, says the *S.A. Chronicle*, will probably obtain the brilliancy prize of £5 5s. for this game. If, when he brought his Kt to B 3, Mr. Gossip had this sacrifice in view, it was a very fine conception, but it will be observed that at the time he made it he was either bound to sacrifice something to save the loss of a piece, or to have his Bishop shut up.

(f) P to K 6 were certainly far stronger than the text move; at any rate, 20, Q R to Q should have followed.

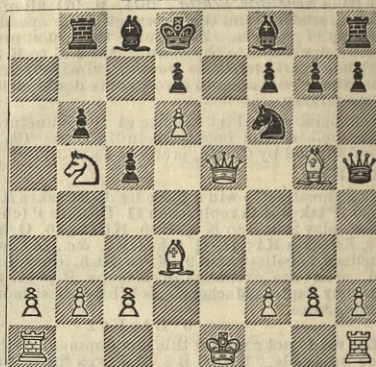
(g) It was imperative here to play B to Q 2, but in any case, we believe White's Pawns must have won

(h) This probably was a slip, but it was no matter what he did. Mr. Gossip deserves great credit for his play in this game.

With reference to the above game we take the following item from the *Australasian*:—"The score of the Adelaide Chess Congress game between Mr. G. H. D. Gossip and Mr. F. K. Esling, which secured the *Australasian* brilliancy prize, is given in several of the recent American chess journals. *Turf, Field, and Farm* appends brief annotations, which are generous in tone, and remarks with reference to the concluding moves that they were "very well played by Mr. Gossip." The *New Orleans Times-Democrat* calls the game on the whole a "dashing" one, and annotates the score very fully, praising Mr. Gossip's winning combination as being both brilliant and sound, but bearing very hardly on the character of Mr. Esling's defensive play. Mr. Steinitz publishes the game as having been received from Mr. Gossip, together with a descriptive letter in reference to the doings at Adelaide, and the distance which Australian chess players travelled in order to take part in the Congress. It may be presumed that Mr. Gossip sent some notes together with the score. These seem, however, to have been consigned to the waste-paper basket, for Mr. Steinitz has nothing more complimentary to say of Mr. Gossip's winning combination than that it is 'a meritorious resource on the whole, though in subsequent play it is not utilised accurately up to its full strength.' Elsewhere Mr. Steinitz says—"This is another interesting part of the game, but the rest is altogether indifferent. The standard of brilliancy could not have been a very high one in the Adelaide tournament, as the game won the brilliancy prize." Thus judges differ even about the merits of a game of chess."

This beautiful position occurred in the first round of the major tourney in the Adelaide Chess Congress.

BLACK—Mr. Crewe.



WHITE—Mr. Gossip.

White having to play mated in four moves as follows:—

1. Q takes Kt (ch)? 1. P takes Q
2. B takes P (ch) 2. B to K 2
3. P takes B (ch) and 4, Kt to B 7 mate.

This pretty finish is considerably discounted by the fact that White could have mated in three moves, the sacrifice of the Q being unnecessary.

The *Australasian* in commenting on this spurious brilliancy called it "Chess Fireworks."

Game between Mr. W. Tullidge, Victoria, and Mr. H. Hookham, New Zealand, played on August 24, at the Adelaide Congress. The notes are by Mr. Hookham and are taken from the *Canterbury Times*. We add a few of our own in parentheses.

White—Mr. Tullidge. Black—Mr. Hookham.
 (Evans' Gambit Declined.)

1. P to K 4 1. P to K 4
2. Kt to K B 3 2. Kt to Q B 3
3. B to B 4 3. B to B 4
4. P to Q Kt 4 4. B to Kt 3
5. P to Kt 5 5. Kt to R 4
6. B to K 2 6. P to Q 3
7. Kt to B 3 7. Kt to K B 3
8. P to Q 4 8. Castles
9. B to Kt 5

If 9. P takes P, P takes P; 10. Kt takes P, then 10. B to Q 5.

9. R to K 7?

Bad, and quite unnecessary in defence of the K P. Black's trouble commences with this move. 9. P to B 3 was the proper continuation. If then 10. P takes P, P takes P, 11. Kt takes P, B to Q 6

10. Kt to Q 5 10. P to B 3
11. Kt takes B 11. Q takes Kt?

Another and more serious error. 11. P takes Kt is very preferable to allowing the Pawns to be doubled on his K B file and his K exposed to attack.

12. P takes K P 12. Q P takes P
13. B takes Kt 13. P takes B
14. P to Q R 4 14. Q to B 4

To delay the posting of the adversary's Rook at Q R 3. But 14. P to K B 4 was doubtless better.

15. Castles 15. B to Kt 5
16. Q to Q 2 16. P to Q Kt 3 (onehour)
17. Q to R 6 17. R to K 3
18. Q to R 4 18. B takes Kt
19. B takes B 19. Q to B
20. B to Kt 4 20. R to Q 3
21. B to B 5 21. Q to Kt 2
22. R to R 3 22. K to B
23. R to K Kt 3 23. Q to R
24. Q to R 6 (ch) 24. K to K 2
25. R to Kt 7 25. Q to K B
26. Q takes R P 26. R to Q 5
27. B to Kt 6 27. K to Q 3
28. R takes B P 28. Q to Q
29. B to B 5 29. K to B
30. Q to R 6

30. R to Q 7 is decidedly stronger play.

31. P to Q B 3

And here 31. P takes P, K takes P, 32. Q takes P seems preferable.

32. P takes P

33. Q to K 3

34. Q to K 2

34. R to Q 7, as suggested by an able chess editor, would lose a Pawn at least by the reply 35. R takes B P (ch).

35. Q to Kt 4

36. B to K 6

37. B to Q 5 (ch)

38. Q to Kt 7

This loses a P at once. But if 38. Q to Q B, then 39. R takes P, Q takes P; 40. R to B 7, Q to Q B; 41. Q takes P, and he still loses a P. However, it would perhaps have been better to retain the two united Pawns on the Q's side.

39. R takes R P

40. R takes R

41. R to Q

42. P to R 4

30. P takes P (two hours)

31. R to Q 3

32. K takes P

33. K to B 3

34. P to Kt 4

35. Kt to Kt 2

36. R to Kt

37. K to Kt 3

38. Kt to B 4

39. R to Q 2

40. Kt takes R

41. Kt to B 4

Another friendly critic, who, by the way, rarely errs in analysis, remarks that White's move 42. P to R 4, is perhaps an oversight, and that Black fails to avail himself of it by 42. Kt takes P (because White B dare not retake Kt). But the course recommended would lose the Kt e.g., 42. Kt takes P; 43. R to Q R threatening mate on the move, from which White can in no way escape without loss of the piece. Did White intend the P as a Greek gift?

42. Q to R

The offer to exchange Queens is not good. The exchange should, of course, have been delayed as long as possible.

43. Q takes Q

44. P to Kt 3

45. B to Kt 3

46. B to B 2

47. P to B 3

48. K to B

49. P to R 5

50. P to Kt 4?

43. R takes Q

44. Kt to R 5

45. Kt to B 4

46. K to B 2 (3 hours)

47. K to B 3

48. R to Q Kt

49. Kt to Q 2

(As we have before pointed out, P to Q B 4, menacing B to R 4 (ch), if P take P would be a grand stroke.)

51. K to K 2

52. P to R 6!

53. K to K 3

54. R to K R

55. B to Kt 3

56. P to K B 4

57. P takes P

58. R to R 5

59. P to Kt 5!

60. R takes Kt

61. B to Q 5

62. K to Q 2

63. K to Q 3

64. K to B 2

65. K to Kt 3

66. R to Kt 6 (ch)

67. R to K 6 (ch)

68. R takes P (1 hr 23 min)

50. R to Q R

51. R to Q R 6

52. R to Q R (best)

53. R to K R

54. K to B 4

55. Kt to K B

56. Kt to R 2

57. P takes P

58. K to Q 3

59. Kt takes Kt P

60. R takes P

61. R to R 6 (ch)

62. R to R 7 (ch 4 hours)

63. R to R 6 (ch)

64. R to R 7 (ch)

65. R to R 8

66. K to K 2

67. K to Q 2 (4 hrs 24min)

And White wins. Time—5 hours 50 minutes.
(Mr. Tullidge plays admirably throughout.)

OPINIONS OF THE PRESS. BEFORE THE CONGRESS.

The action taken by the members of the Adelaide Chess Club at their late annual meeting to hold an Intercolonial Chess Congress in 1887, if carried to a successful issue will be the most important event yet recorded in the colonial history of the game. A Chess Congress in one of the Australian capitals has been mooted several times, but the idea never got beyond talk. Melbourne, as the seat of the strongest chess talent, and on account of its central position, was the most popular site. Sydney was also recommended so as to suit the convenience of New Zealand and Brisbane amateurs. In the absence of any rival scheme the suggestion to hold a Chess Congress in Adelaide in June or July, 1887, is most opportune, and probably will be crowned with success. The special Committee appointed by the Adelaide Club will have to pay particular attention to details, on which will chiefly depend the nomination of competitors from the neighbouring colonies. The railway connecting Adelaide with Melbourne, Sydney, and Brisbane having been completed, the journey will not be such a formidable undertaking as it has hitherto been. The annual holiday in which many indulge might be so timed as to enable several leading amateurs to spend it in Adelaide, and possibly to recoup their expenses out of the handsome prizes which the club proposes to bestow. We unhesitatingly condemn the cutting-down principle upon which it was suggested the play should be conducted. The plan is most expeditious, but it is most unsatisfactory and unpopular. Its inefficacy was proved in the London International Congress of 1851, and since then all important Congresses have discarded it in favour of the system of each competitor playing one or more games with every other combatant. To expedite matters play five or six days a week could be arranged. As an example of prompt match play we may point out that the Nottingham Chess Congress, comprising ten first-class players, began August 2 last, and was finished August 10, the contestants meeting every day except Sunday. If there were a sufficient entry of first-class players they might con-

stitute a master tourney, and a minor tourney for players of a lesser degree of force could be arranged. With regard to funds the city club has voted ten guineas as a nucleus. A levy will probably have to be made on suburban and country clubs, and subscriptions from wealthy patrons of the game solicited. An appeal for pecuniary aid from chess clubs in the other colonies should also be made. The appeal for subscriptions for the London Chess Congress of 1883 met with a generous response, and there is stronger reason for supporting a colonial Congress. The severe financial depression to which South Australia has for some time past been subjected will make a colonial appeal necessary. To do the thing handsomely a liberal prize-list, with at least £50 as a first prize, will be required. There will be various expenses connected with the Congress, but they could be defrayed by a moderate charge for admission, such as is made at Chess Congresses elsewhere, and was enforced at the Steinitz-Zukertort match for the championship. A crush of spectators would under those circumstances be endurable, although provision will have to be made to promote the comfort and freedom of the players. At the London Congress of 1883 £100 was taken at the doors. In view of the accusations that have been made of the slowness of Australian play a time limit will be indispensable. In the London Congress of 1883 the limit was 15 moves per hour regulated by stop clocks. As chess is sometimes played it is a question of physical stamina rather than of intellectual force. Of course the master tourney will not be a handicap. If a minor tourney is determined upon it may be a matter for consideration whether it should be a handicap. Personally we think it should not. A guinea entrance-fee should be levied in a general tourney, but if a master tourney confined to the leading players of all the colonies is contemplated a five-guinea entrance-fee should be the minimum, and the entrance-fee be forfeited if the player withdraw without completing his games. As the term "intercolonial" implies, the Congress is intended for colonial talent only, and to secure this a rule will be necessary that a competitor must have been a

resident in the colonies for at least six months prior to his entry. If sound, sensible, yet stringent rules are framed, liberal prizes offered, and a numerous and representative entry ensured, the Adelaide Chess Congress cannot fail to be a success. An Australian Chess Congress has been a visionary idea; now is the opportunity to make it a reality. Adelaide has been noted for numerous novelties in the past. Here is another effort of originality. We are free from the jealousies and strife that harass our neighbours. In Adelaide, as on neutral ground, practitioners of the game from the other colonies could meet on perfect equality, and fraternize together in the spirit of the true freemasonry of chess. — *Observer*, 1886.

It is a fact very gratifying to all Australian chess players that a very earnest and practical endeavour is being made at the present time by the colony of South Australia to hold an Australasian tourney at Adelaide next year in connection with the Jubilee Exhibition. The time is well chosen, the object is worthy in conception and broad in scope, and its promotion reflects every credit upon our South Australian chess friends. Those who are conversant with the development of the game in Australia will not wonder that South Australia, where the culture of Chess is more diffused than in any other colony, should take this matter in hand with zeal and determination, and every player in Australia, we take it, would be desirous of strengthening the hands of the Committee of Management. From our opening remarks it will be seen that we are well aware it is easy to raise difficulties, and that nothing is more common than to prophesy failure in regard to pioneer efforts. At the same time, we are bound to point out what appears to us one great obstacle to the realisation of the hope that this will prove a thoroughly representative gathering. From a geographical point of view, Adelaide is not centrally situated in relation to the other capitals. This is important, because, as has often been shown before, the leading players of Australia do not belong to a leisured class, and would no doubt find it very undesirable to quit their work, take long journeys, and reside from home for three weeks or a month at least. It is the intention to make the prizes worthy of the occasion, and we do not doubt that the Adelaide players would vie with one another in extending a cordial hospitality to the visitors. There will be every inducement to go; but, we reluctantly think it will not draw the best players of the other colonies. We are speaking of course more particularly of Victoria, and of our own knowledge of the players of that colony; but we fear that these views applied to the place nearest to the scene will attach with increased effect to the colonies more remotely situated. We do not wish it to be understood that we have anything but good-will towards the project, and we will do what we can to support it, and we shall be glad to find our forebodings in error. When the International Exhibition was held in Melbourne in 1880 there was some talk of holding such a tournament, but no action was taken because the response appeared so doubtful. South Australia has triumphed over these doubts, and may yet realise her best anticipations. It may not be premature to offer one or two suggestions to the Managing Committee. It would lend greater *clat* to the congress if His Excellency the Governor of the colony could be induced to give some special prize. We are not aware that he is a player, but his musical attainments are well-known, and the two faculties are often allied. In any case he would doubtless be pleased to identify himself with so commendable an activity of the colony. The time limit should not be less than 20 moves an hour, and drawn games should not be required to be played again, as in the last London congress. These provisions are requisite to shorten the duration of the play as much as possible. The mode of play known as the 'cutting down' principle should be specially avoided. — *Leader*.

The promoters of the Adelaide Jubilee Chess Congress have reason to congratulate themselves on the measure of success which has so far rewarded their labours. The enterprise deserves every encouragement, and we trust that as many in the sister colonies as can spare the time will second their efforts by

entering as competitors. It is, no doubt, difficult in a community like ours, where no leisured class exists, to bring together a thoroughly representative body of players at any one spot, involving as it does the loss of so much valuable time. This difficulty is peculiarly felt in Victoria, where most of the leading players are actively engaged in pursuits which absolutely preclude them from taking part in a contest so far from home. Still, it is to be hoped that by a little self-sacrifice a sufficient number of competitors will be found to fairly represent the chess strength of the various colonies. South Australia, playing on its own ground, will of course have some advantage, as its full chess strength will probably be available. Its principal champion will be Mr. Charlick, and the names of others less known to fame are also mentioned. New Zealand is fortunate in finding Mr. Hookham, of Christchurch, who has long been looked upon as its champion player, at leisure, and willing to place his services at the disposal of his colony. Messrs. Gossip and Heiman, we believe, may be relied upon by New South Wales, to whom may be added Mr. Piper, a recent arrival from England of some repute. Mr. Crane, the leading player there, had also signified his intention to take part in the contest, but in consequence of the date fixed for the opening of the tournament happening to be his busiest time his presence among the competitors is more than doubtful. His absence would be extremely unfortunate, as without him the full strength of his colony cannot be represented, and we trust that patriotic motives will induce him, if possible, to waive his personal convenience. For reasons already partially hinted at, Victoria will be placed at the greatest disadvantage as regards representatives. Mr. Burns practically retired from serious contests more than ten years ago, since which he has been unable to devote more than one evening in the week to play, and only reluctantly entered the last three tournaments to encourage chess in the languishing condition into which it had fallen. Increasing years and the demands of responsible business render him less fit than ever to do himself justice in hard contests, and put his entering such a tournament out of the question, even had it been held in Melbourne. Neither Mr. Goldsmith nor Mr. Stanley will be available, as the attention of each has been for years past absorbed by his profession, which has prevented either from indulging in more than an occasional game. Mr. Fisher, who is both in vigorous health and good chess form, is also engaged in business requiring constant attention, so that we fear it will be impossible for him to pay the Congress more than a flying visit. [Mr. Fisher visited the Congress when the last game, between Messrs. Charlick and Hookham, was being fought.—Ed.] Great efforts will no doubt be made to induce him to go, which, if happily successful, would secure for Victoria her fittest representative. Mr. Esling is another player who would be able to give a good account of himself, but it is doubtful whether he can obtain the necessary leave of absence from the Government department in which he holds an appointment. Amidst all these causes for regret it is some consolation to know that the colony will have the good fortune to secure the services of Mr. Tullidge, who, since his return from Sydney, has been practising assiduously, and is rapidly recovering much of his former strength. There is also a probability of Mr. Witton coming to the rescue of Victoria in her necessity. His strength has of late increased considerably by constant practice, and he will prove himself a very formidable antagonist. If to these two Mr. Esling could be added, Victoria would be worthily represented, and would have an excellent prospect of carrying off the chief honours of the Congress. We express a sincere hope that the enterprise so well commenced will be prosecuted to as successful an issue as the spirited exertions of its promoters deserve. — *Leader*.

The subscription money will probably be about £150. Of this, at least £100 should go in prizes for the major tourney, giving £50 for the first prize. Allowing £25 for expenses, the balance would be quite sufficient for a minor tourney. There will not, we think, be more than a dozen entrants for the chief tourney. Of South Australian players Mr. Charlick

and Mr. Holloway are the only two who at present are pretty certain to enter, but two others may possibly decide to do so. At least four players are expected from Sydney, and we may hope for five or six from Melbourne. In our opinion it is not difficult to predict the winner. If Mr. Charlick is "in form" he will certainly take the first prize, and thus give to South Australia the pride of place in the event.—*S.A. Chronicle*.

Mr. C. W. Benbow, the Chess Editor of the *New Zealand Mail*, in answer to a correspondent, stated in the issue of June 24:—"We believe that the Adelaide Congress will be a success, and that a number of good and instructive games will be the result. We are naturally interested in the question as to who will be the probable winner; but we have our own idea on the subject."

Mr. C. W. Benbow, the Chess Editor of the *New Zealand Mail*, in a letter to the Editor, dated Wellington, July 4, remarked:—"From all I can see and learn I think your gathering will be a great success, and I have no doubt that a number of good and interesting games will be the result. Without flattering you in any way I may say that I am looking to see you come off victor. If you do not I shall be disappointed."

The *Canterbury Times* of August 26 in a communication from its travelling correspondent mentioned that the New Zealand Champion, Mr. Hookham, arrived in Melbourne on August 10, and left for Adelaide on the 12th, and added, "Melbourne chessists think that either Esling or Charlick will take first place."

Mr. C. W. Benbow, the Chess Editor of the *New Zealand Mail*, in announcing the result on September 3, said, "Mr. Charlick occupies the position which those friends, who knew the admirable qualities of his game anticipated he would occupy."

The *Observer* of August 13 published the following item:—"The Victorians are confident that Mr. Esling will take back the championship to Melbourne, and a letter from one of them, a most competent judge, concluded thus:—'Esling will win first prize.'"

The special correspondent of the *Melbourne Leader* of August 27 thus referred to the proceedings:—"The most important event hitherto in the annals of Australian chess is without doubt the Intercolonial Chess Tournament. This is the first occasion on which players from the various colonies have met together for the purpose of deciding by friendly rivalry which colony is, for the time being, entitled to claim by its victorious representative, the chess supremacy. Up to the present time the chief public events in our chess world have been the Intercolonial contests by telegraph, in which this colony has been almost uniformly successful, and the visit in 1886 of the great English chessplayer, Mr. J. H. Blackburne, whose visit left in the minds of Australian players feelings not only of admiration for his marvellous skill, but also for his sterling personal qualities. The contest now taking place at Adelaide will, however, be memorable as the first Australian Chess Congress, and the efforts of the chessplayers of that city in carrying out the conception are worthy of the most cordial recognition at the hands of all colonial players. The chief difficulty that lay in the way of the fulfilment of the desires of the promoters was the inability of a number of well-known players to journey from their respective colonies, and by their presence lend a more thoroughly representative character to the struggle. This difficulty was foreseen, and is one which must for some time to come be inseparable from such tournaments. At the same time, our chess friends in 'fair Adelaide' may congratulate themselves that their invitation has brought together a body of players whose known skill is a sufficient warrant that they will worthily uphold the reputation of their respective colonies. Of the ten players entered for the chief tourney four represent Victoria. These are Messrs. F. K. Esling, W. Tullidge, J. G. Witton, and J. E. Crewe. The skill of the first-named player quite justifies the hope entertained by his colony that he will come back first prize

winner. Of the other three Messrs. Tullidge and Witton are both strong players, and Mr. Crewe is a young player, who is likely to take high rank when more experienced. The mother colony is represented by Mr. Gossip, an English chess author and player, whose name is familiar to students of chess literature, and by Mr. Heiman, who occupies a high position as a player in Sydney. Mr. H. Hookham, of Christchurch, the Chess Editor of the *Canterbury Times*, and the winner of the Championship Tourney of New Zealand played some years ago, represents that colony, and great credit is due to him that, notwithstanding his advanced years and the length of the journey, his enthusiasm for the game triumphed over all these obstacles. Mr. H. Charlick, the Chess Editor of the *Adelaide Observer*, a player of great skill, and whose long and faithful work in the interests of the game commends him to all its votaries, is the hope of South Australia. The only other entrants for that colony are Messrs Hall and Eiffe, and great praise is due to those gentlemen for entering the lists."

The *Sydney Mail* of August 20 wrote as follows:—"Fifteen years ago the *Westminster Papers*—a journal which gave great prominence to colonial chess—wrote:—'In Australian chess there is no day without a deed to crown it, for matches are continuous, and, when tired of battling with each other, war is forthwith declared against one of the neighbouring colonies. The vitality referred to in the above lines has marvellously increased of late years, and it has been reserved to our Adelaide friends to crown all past efforts to advance the game by successfully initiating, in the face of many difficulties, the first Australasian Chess Congress, the first Battle of the colonies."

"Seven of the competitors are fine players, whose chess records are familiar to chess readers. Taking them alphabetically, we begin with:—

"Henry Charlick, who, for the last 20 years, has been the 'bright particular star' in the Adelaide chess firmament. As a problem composer, player, and chess editor, he has rendered yeoman's service, and he may well be considered the father of South Australian chess. In his own colony, Mr. Charlick stands without a rival, and whenever visitors come along they invariably bow the knee. In intercolonial matches he lost to Mr. Louis Ellis, of Melbourne, about 20 years ago; and four years back he drew against Mr. Chamier, of this city. The difficulty in meeting an opponent of equal calibre, and thereby obtaining that practice which hardens the style and steels the nerves, will tell slightly against Mr. Charlick. Nevertheless, as he has performed all he has been asked to do, we intend to give him a vote."

"F. K. Esling, the young 'German-Victorian,' has a brilliant list of victories to his credit. His matches with the late poor John Wisker and Mr. Gossip and his intercolonial successes show that he has well earned his spurs. What pleases us in Mr. Esling is his sound, deep, and straightforward style; like a good billiardist he 'plays the game' in preference to pretty strokes. If he once obtains even a slight advantage his iron hold never relaxes."

"G. H. D. Gossip's performance in England and this country are too well known to need recapitulation. His experience in numerous matches and tournaments will stand by him in the present contest. We think Mr. Gossip sure of a prize; but on the gauge of past performances, wherever he finishes Mr. Esling is bound to be in front of him."

"D. Heiman's play abounds in ingenuity, especially in complicated situations; he has a first-rate acquaintance with the openings, but is a little too fond of the attack. The slow-time limit (15 moves an hour) handicaps him somewhat, for if anything he plays too fast. A Sydney gentleman, well qualified to form an opinion, estimates Mr. Heiman's chances of first money as second to none, and he has supported his opinion by the best of tests. *En passant*, an Adelaide contemporary lately referred to Mr. Heiman as 'ranking next to Messrs. Crane and Chamier,' now, in fairness to Mr. Heiman, and without instituting comparisons, we simply say we differ from the opinion quoted."

"H. Hookham has for some time been regarded as

the champion of Maoriland. We know nothing of his strength, except from playing over some match games which he recently contested against Mr. Ollivier and Mr. Benbow; he will have to improve on the form shown in these games in order to get a place amongst the winners. It was for Mr. Hookham's benefit that the time-limit was varied from 20 to 15 moves an hour.

"W. Tullidge's play is well known in this city, which he recently left to return to his old love, Melbourne. He plays very ingeniously, with a penchant for pretty combinations. On Sydney form, both Messrs. Heiman and Gossip should have better chances of success than Mr. Tullidge.

"J. G. Witton came from Tasmania a few years ago, and threw in his lot with the Victorians. His best performance was scoring against Mr. Heiman in the last intercolonial match, but play by wire and over the board are very different, and this time, we think, the Sydney player will reverse the decision of his last game with Mr. Witton.

"Having dealt generally with the chances of the players engaged in this important gathering, we shall now endeavour to name the winners of the first three prizes. Some months ago we selected Mr. Esling as our favourite, and we are still firm in our allegiance to him; Mr. Charlick ranks next in our estimation, and we expect Messrs. Gossip and Heiman to run a close race for third honours. The minor tourney closed, like the chief contest, with ten entries. Without pretending to know very much of the combatants, we incline to the opinion that Mr. Fuss has a lien on the £10. As there are seven prizes for ten players, only three will be left out in the cold."

THE JUBILEE CHESS CONGRESS.—Among the most interesting of the many intercolonial meetings in Adelaide which owe their origin to the advent of jubilee year and the holding of the Jubilee Exhibition in the colony may be reckoned the Chess Congress which is to be formally opened to-day. It speaks well for the enterprise and liberality of Adelaide chessplayers that they should have taken the responsibility of arranging for a tournament on so ambitious a scale as that which is about to be held. The prizes offered are sufficiently large to be worthy of the acceptance of any champion, and it is not surprising that a strong band of contestants should have been drawn together to try conclusions with each other. It is not to be supposed that the prospect of winning an award of £50, £30, or one of the minor amounts offered as a stimulus to competition is the sole attraction in the eyes of the players who are taking part in the Congress. It is fair to assume that the

opportunity of meeting and defeating some of the best performers in this part of the world, and gaining the distinction of being champion of Australia, has fired the emulation of those who are to engage in the friendly struggle. And if the reports that have come to hand respecting the prowess of several of those who have entered for the encounter are to be relied on, the winning of the tournament will be no mean victory.

We miss the names of two or three men who in the past have been reckoned leaders of the game in Australia, but the representatives of Victoria, New South Wales, and New Zealand, who have come with a determination to distance all opponents, are worthy foemen, as the dauntless three who have stood out to do battle for South Australia in the major tourney will find. At the same time there is reason to believe that the local players will be able to make a sufficiently good fight of it to prove that the game has not been neglected in this colony. That it is not beneath the dignity of South Australia to invite her neighbours to take part in a Chess Congress and for her neighbours to accede to the invitation it is needless to waste words in demonstrating. A pastime which can be traced back to times antecedent to the Christian era, which has been conducive to the intellectual delight of generation after generation of civilized mankind, which has been a favourite source of mental relaxation with monarchs and statesmen and warriors and great men in general for centuries, requires no apologist. Moreover, in arranging for a tournament on an extensive scale the colony can plead the example of Great Britain, America, Germany, and other great nations, which during the last thirty-six years have vied with each other in bringing together the strongest players, irrespective of nationality. The fact that the first modern International Chess Congress was held on the occasion of the Great Exhibition of 1851 gives a special appropriateness to the holding of this tournament in connection with South Australia's Exhibition. It is to be hoped that this meeting will be the forerunner of many others, and that the friendly contests which may take place will have an important share in promoting a feeling of practical brotherhood among Australians. And while it is too much to expect that each colony will produce a champion able to do battle in international tourneys with the men who as players have won world-wide renown, it is unreasonable to assume that these intercolonial contests will contribute to the development of some Australian Steinitz, or Blackburne, or Zukertort, who will be able in chess to uphold the honour of his country as in another field a Spofforth, a Murdoch, and a Giffen have so effectually done?—*S.A. Register* of August 17, 1887.

OPINIONS OF THE PRESS. AFTER THE CONGRESS.

The first Intercolonial Chess Congress is a thing of the past, and the result is exceedingly gratifying to South Australians. The contest was very keen, and great excitement was manifested, as up to the last moment the result was uncertain. At one time it appeared as if Mr. Hookham would have lowered the colours of the S.A. champion, but Mr. Charlick managed to force a draw, and placed himself at the top of the tree by half a point, and thus secured the first prize of £50 and the proud title of Champion of Australia. Mr. Charlick has not lost a single game, but has drawn three. The win has been a deservedly popular one. Mr. Charlick has always been to the fore in all matters relating to chess, and has made great and successful efforts to popularize the game in the colony. We congratulate Mr. Charlick on his success, and hope that he will not allow the championship, for which he has fought so hard, to be wrested from him. Mr. Esling, the Victorian champion, secured second place. This gentleman is a really sterling player.—*Walleroo Times*.

One of our pressmen, at any rate, who has gained a

rich reward for especial merit is Henry Charlick, Chess Editor of the *Observer*. Mr. Charlick has won, against the best players of all the colonies, a protracted chess tourney. He consequently adds to his banking account a substantial sum of money, and he glories, until some one shall wrest his laurels from him, in the title of Chess Champion of Australasia. The victory, however, involved a serious strain upon his physical and mental strength, and he was in a very low condition when his triumph was recorded. Mr. Charlick is one of the most enthusiastic chessplayers in Australia.—City correspondent of the *Kapunda Herald*.

On Friday, the 26th August, play in the major tourney was concluded. As was naturally to be expected in a tourney where so limited a number of games was played, it seemed towards the conclusion that some ties were inevitable; but the result of the most important contests left the leading players within a trifling distance of one another, and the only tie was that for the fifth prize, which the players consented to divide. The interest as to the destination of the prizes was strongly manifested during the last

two days of the play. The defeat of Mr. Gossip and Mr. Heiman in the eighth round lent great interest to the struggle between the latter and Mr. Esling in the final round, for, if Mr. Hookham defeated Mr. Charlick, the latter's total would have been 7, and the victor in the game between Messrs. Heiman and Esling would also raise his score to 7. The importance of these games can therefore be estimated, and they were desperate struggles. Mr. Esling defeated Mr. Heiman, and the New Zealand champion showed something near his true form by his fine play against Mr. Charlick in a game which was finally drawn.—*Leader*.

The Chess Congress produced a fine and exciting contest. Mr. Charlick, the veteran chess editor of the *Adelaide Observer*, was the favourite throughout. He justified the expectations of his friends by winning the first prize. It is curious that in two or three of the games which he won his opponents, it is stated, had attained to winning positions. So far we have not seen this demonstrated, and until it is it must remain a mere matter of opinion. Opinions in such cases, we may remark, are very misleading.—*Sydney Tribune*.

The *Sydney Mail* of August 27th published the appended communication from its special correspondent:—"As to the *personnel* of the participants in the major tourney, I will commence with Mr. Hookham, certainly one of the most venerable and interesting chess players of Australasia. Of medium size, sparsely built, I judge him to be about 60 years of age. A most affable and good-humoured gentleman, and a chess player perhaps second to none in skill. He plays ingeniously, and makes his moves with the greatest deliberation and care. Mr. Hookham shows an endurance and tenacity which are envied and greatly admired by his competitors. I would judge Mr. Charlick to be about 40, a gentleman of medium height, with a fine forehead; he is very obliging and especially polite and amiable towards chess players from other colonies. His play is too well known for its accuracy and skill to need any further mention. Mr. Eiffe is a gentleman in the prime of life; he requires more knowledge of theory, and practice with good players. Mr. Hall, formerly bank manager of Wallend, New South Wales, now of Kooringa, South Australia, is a young man with lots of energy, but lacking experience. He will undoubtedly make his mark at some future tourney. Mr. Esling, the favourite in this tourney, has all the qualities requisite in a coming chess champion of this southern hemisphere, having the advantage of youth over such players as Charlick, Gossip, Heiman, and Hookham. Mr. Witton is well known as an analyst and writer on chess. Mr. Crewe is a very young man, who will certainly do better in the next tourney. Messrs. Gossip, Heiman, and Tullidge are too well known in New South Wales to require any mention. In the minor tourney ten players are fighting for eight general and two special prizes, the former aggregating £35. I am confident that some players, as, for instance, Messrs. Macdonald, Belcher, and Fuss, will make a good show and produce some games worthy of publication."

THE INTERCOLONIAL CHESS CONGRESS. — The following criticisms upon the Congress will be read with much interest, particularly as those published in the *Sydney Mail* were written by one of the contestants in the major tourney. He says, writing at the conclusion of the fight:—"The first Australian Chess Congress is over, and with it all the exciting incidents, and, alas, the sleepless nights of the players who took part in it. I think I can safely speak for all the competitors, except two, that in this instance the 15-move time limit is to be blamed most for the modern malady "insomnia," which troubled nearly all the players. The extension of the time limit was first intended to give slow players a larger field for thought, but it has been greatly abused in this tourney. Some contestants, especially some of the weaker ones, used their full time, not because they could not see their very often obvious replies, the result being the outwearing of their opponents' patience. Some strange conclusions might be drawn from the result of

this tourney. The *Leader* referring to some of the games said:—"In that between Messrs. Charlick and Eiffe, although the champion conducts the game with his usual vigour, he is greatly assisted by the accommodating moves made by his opponent. It would be difficult to find a game containing such a number of futile moves of the Queen, which appears to be systematically placed in positions where she can be most effectively attacked by minor pieces. It terminates in a rather pretty mate in four moves. The game between Messrs. Hookham and Gossip affords a favourable example of the play of the New Zealand champion, who has been singularly unfortunate in some of his other contests. It is remarkable that he should have lost to the whole of the three weakest competitors, while he did not lose a game to any of the first prize-winners. This latter fact is sufficient to save his well-earned reputation. The game between Messrs. Gossip and Esling is the best in the tournament we have had an opportunity of examining. While we cannot acquit Mr. Esling of rashness, almost amounting to recklessness, in the line of play he adopted in his too great eagerness to turn the attack, Mr. Gossip deserves great credit for the promptitude with which he seized the opportunity presented to him, and the manner in which he followed up his advantage to a successful issue. This game will no doubt receive the attention of the judges in awarding the special prize for brilliancy."

NOTES ON THE JUBILEE CHESS CONGRESS.

This great event—the first meeting of the kind ever held in Australia—is now over, and no one can doubt that the success of the Congress is calculated to confer great and lasting benefit on the cause of chess throughout Australia. It has established once for all the fact that the leading chess-players of the several colonies can be brought together in the same city, and the success of the pioneer experiment in Adelaide is well calculated to encourage the Committees of the Melbourne and Victorian Chess Clubs in their project of holding a similar meeting in Melbourne next year.

The first prize, carrying with it the championship of Australia, has been won by Mr. Charlick, and for many reasons this is an honour to which he has a valid claim. For he has devoted many years to the promotion of the game, and both by his able editorship of the Chess column of the *Adelaide Observer*, and by his encouragement of rising players, he has infused life into South Australian chess. He was the prime mover in getting up the Adelaide Congress—the forerunner, we trust, of many yet to be held in Australia, and coupling his long services to the cause of chess with the fact that the funds for the tourney were nearly all raised in Adelaide, it is fitting that he should be the winner of the first prize. He played with the utmost care and caution, but too much on the defensive, and in two instances at least he allowed his opponents to obtain winning attacks against him of which they failed to take advantage. If, in his game with Mr. Esling, the latter had played at the 28th move Kt to B 4, or at the 33rd move R to R 8 (ch), there was no resource; and if Mr. Tullidge had played Kt to Kt 7 at the 20th move, that game also would have been virtually over. Again, in his game against Mr. Heiman, the most Mr. Charlick could have hoped for was a draw, but this was converted into a win by Mr. Heiman's loss of his Queen—the greatest blunder in the tournament. Finally, the game with Mr. Gossip, which was abandoned as drawn, with all the pieces on the board except a Queen and Bishop on either side, was much in Mr. Gossip's favour (?). Mr. Esling, our Victorian representative, who secured second honours, being half a point behind Mr. Charlick, played in a totally different style, the boldness and vigour of his attack being in marked contrast to the cautious tactics of the first prize taker, and, indeed, being carried to absolute rashness in his game against Mr. Gossip. He also gave Mr. Hookham, the New Zealand veteran, a splendid chance of scoring against him, of which, however, Mr. Hookham failed to take advantage. His other games were well played, particularly the final and important one against Mr. Heiman. The reputation he had acquired by winning the Melbourne Club Challenge Cup, and by his matches against Mr. Wisker and Mr. Gossip, he

fully maintained; and we quite agree with an Adelaide daily which hazarded the remark that he will "probably be heard of again." Mr. Gossip comes next on the list of prizetakers. He had some arduous struggles, and showed to great advantage in the end game, particularly in his encounters with Messrs. Witton, Tullidge, and Esling. The sacrifice of his Knight in his game with the last-named will probably secure for him the Brilliancy Prize, given by the *Australasian*. He was out-generalled by Mr. Heiman, but made a good fight, and the game will be found one of the best in the tourney. Mr. Heiman played well all through, and, but for his terrible blunder in Mr. Charlick's game and his defeat by Mr. Eiffe, he would have been the absolute first. His ultimate place is below his merits. His manoeuvring for position is at times very elegant, and a pretty specimen of his style is the finish of his game with Mr. Witton, where, on getting the attack, his moves, as one of his admirers has remarked, will be found to be not only the best, but the very best. He is of a nervous temperament, and is quick in moving, after the style of Zukertort, to whom he bears a strong resemblance. He and Mr. Tullidge were the most rapid players in the tournament, neither of them ever running up to the time limit, to which some of the other players were occasionally dangerously close. Mr. Tullidge was unequal in his play, standing up well with Messrs. Charlick and Gossip, winning in good form from Messrs. Witton and Hookham, and losing as easily to Messrs. Heiman and Crewe. A word of commendation may be given to him for the open games he adopted. He played successively the Evans', King's, Queen's, Knight's, and Greco-Counter Gambits. Mr. Hall played his games very carefully. He is a young player of much promise, but at present his play lacks boldness. It was his first appearance, however, in a match, and he may be congratulated on doing so well. Mr. Hookham comes next in review, and deserved more of success than he met with. His score, although only three, is a meritorious one, being made up of draws from Messrs. Esling and Charlick and wins from Messrs. Gossip and Witton. This is a really good performance, and it is a pity there was no prize for the best score against prize-takers, which would have been his. His courteous and gentlemanly demeanour, both over the board and in private, made everyone regret that after coming such a distance he did not secure honours. Mr. Crewe, one of our own rising players, succeeded quite up to his expectations, and managed to beat Messrs. Eiffe and Tullidge and the New Zealand champion. His style is good, but he showed too much partiality for sacrifices. We trust that his success will stimulate him to further exertions, and at the rate at which he is improving he will soon prove a tough customer for the "first-rates." Mr. Witton is very low down in the scoring, but in justice to him it must be said that he has been overworked in his profession, and that he went to Adelaide more for a holiday than with the expectation of winning a prize. He showed good play against Messrs. Tullidge, Gossip, and Crewe, but, generally speaking, played far below his true form. We trust that when this genial and popular player next enters the lists he will take a front place. Mr. Eiffe, who defeated Messrs. Hookham and Heiman, is considered by some of the players to show great talent for the game, and it has been said that a little practice with strong players would make him very dangerous. We do not share this opinion, but shall be glad to find our views erroneous. As usual in match games the openings which predominated were Ruy Lopez, the Queen's Pawn, the French Defence, and Irregular; and consequently there was much of the "skulking behind Pawns," which is so condemned by Mr. Ruskin. The majority of the players are favourable to the alteration of the time-limit to twenty moves an hour in future tourneys, the smaller number of fifteen being a weariness to the flesh and a needless tax on physical endurance. We are sure that the quality of the games would not suffer by the change. The winner remarked he had lost seven pounds in weight during the tournament, and severe headaches and insomnia were pretty general among the players. Some of them resorted

to smelling bottles during the play; one gentleman played almost fasting, whilst another favoured a nutritious and stimulating diet, having a select assortment of bottles and tumblers in front of him, containing cognac, colonial wine, and an extract of celery, beef, and iron to support him whilst he was playing.

The Victorians, who lived together, were recommended phosphorus for brain power, taken in the form of Port Lincoln oysters, and as the prescription did not prove unpalatable they took nightly doses. The boards and men provided by the Committee of Management were very inferior, there being only two good sets, of which Mr. Gossip secured one. Two of the competitors made use of their own. All the other arrangements were good—the scoring boards being large and clear, and the names of the competitors being exhibited on large cards in front of each, thus enabling visitors to identify the combatants without trouble. Mr. John Sibbald was the director of the play; he was full of attention and good humour, and the duties of the office with which he was entrusted could not have been better discharged. The play in the major tourney was brought to an end on the Friday, and on the Saturday the players were entertained by the President and Committee. They were taken out to visit the lovely scenery of Mount Lofty in a four-horse drag, and the day spent in the mountain air proved very enjoyable.—*Australasian*.

CHAT CONCERNING THE CHESS CONGRESS.

[By the Special Correspondent of the *Leader*.]

Australian chess has lately had the biggest "boom" it ever had, and the occasion thereof was the gathering together of the intercolonial representatives of the chequered field at the capital city of south Australia. It will always redound greatly to the credit of the chessplayers and chess supporters of that colony that, with inconsiderable aid from other parts of Australia, they inaugurated and carried to a successful issue the Congress which has been just concluded at Adelaide; and whatever criticism they may have to confront it can never take away from them the just fame of having conceived and carried out this the first Australian Chess Congress. It is not an unflattering reward for their labours and enterprise that their most prominent player, in the person of Mr. Charlick, has succeeded in defending the lists against all-comers, and becoming "the star of tournament." We feel sure that all the competitors, whatever their fortunes were (and some were unhorsed very badly), will in time to come reflect with satisfaction upon the fact that they formed the band of pioneers in what we feel will prove the first of a succession of chess meetings, with which the future chronicler will have to deal. Already the note is sounded for another Congress in Melbourne next year in connection with the Centennial Exhibition, and we have reason to believe that Sydney will not be behindhand when the opportune time arrives. We must pay a tribute to the manner in which the Committee carried out the arrangements. The competitors are unanimous in their general approval of these, and in the opinion that Mr. J. Sibbald, the director of play, by his tact and attention proved quite conclusively that he was not a square peg in a round hole. Uniformity in the size of the boards and men, and that the latter should have been the usual club pattern, a more cheerful room, and that the players might have been less closely kept to the board by an off day or so being provided, are details which it is said might have been better attended to. The small Yale clocks cleverly fitted in Adelaide on pyramidal stands, which worked so that by a touch a player stopped his own clock and set his opponent's going, keep good time throughout. Occasionally one refused to go, and one ticked away with great regularity for some time, but the hands never moved. The fortunate possessor of the last recorded must have witnessed its removal with a sigh. From the time when His Excellency played P to K 4 at Board 1, a move which Steinitz has observed ought to win, to the moment when Mr. Charlick agreed to a draw in his hard fight with Mr. Hookham there certainly occurred some surprising vicissitudes and vagaries. To the

chess coroner who presides over the inquests held in the chess columns there is plenty of room for that wisdom which comes after the event; but then he has no time for gadding, no score-sheet yawning for his pencil, and none of the strain attendant upon the actual combat. Yet, allowing for all this, there certainly is a large percentage of blunders. A great many of the games are marred by patent oversights; and of what Mr. Potter calls "ophthalmic brilliancy" there is enough and to spare. The play of the chief prize winner, Mr. Charlick, displays a tameness which was not expected, having regard to the reputation he enjoyed for dashing chess. His style of play is "drawish" throughout. Mr. Esling overlooked an easy win against him. His game with Mr. Gossip, dismissed as a draw, was certainly in favour of the Sydney player (?) and Mr. Hookham at one time had a winning game against him. In his game with Mr. Heiman the latter, by an egregious slip, threw away his Queen when he had a good position; and with Mr. Tullidge he should have lost the exchange with an inferior game. Mr. Charlick has publicly stated that if his adversaries failed to take them when they were offered to him, and with regard to the style of his play he had restrained his impetuosity, and sought throughout to play a sound steady game. We have no fault to find with this statement; but lost positions certainly form blemishes in his games, and the skill of his opponents may have kept his resolution to play with extreme caution very prominently before him. It is our intention to speak with candour as to the play of the competitors, and we deprecate any suggestion that we grudge our South Australian friends the honours of their victory. The best player who tilted for Victoria, Mr. Esling, showed, as was anticipated, good chess, and ran the leading scorer very closely. In some of his games, notably those with Mr. Gossip and Mr. Hookham, he displayed an eagerness for attack amounting to rashness, and lost touch with his forces. Mr. Tullidge also omitted to take advantage of an opening he left, which should have secured a draw. The winner of the third prize, Mr. Gossip, played well throughout, and his conduct of end games was conspicuously good. The other representative of New South Wales, Mr. Heiman, demands particular notice, inasmuch as he won all his games by sheer play, and was scarcely at all assisted by obvious errors on the part of his opponents. His positional judgment is good, and he is very alert in attack. His adoption of close openings against Messrs Esling and Eiffe was foreign to his style, and was bad generalship. Of Messrs. Tullidge and Hall, who divided the fifth prize, it may be said that the former played with great rapidity and dash, and displayed the possession of true chess instincts; but he is not so correct as of yore, and plays, if we may so put it, a good deal more by ear than by note. Mr. Hall, who, we understand, only learnt chess three years ago, made a very creditable *débüt*, and will, no doubt, brighten up his style, which at present is inclined to be heavy. Of the prizeless players Mr. Hookham deserves the most sympathy. Although advanced in years, he undertook a long and tiring journey from New Zealand in a most chivalrous manner, and his games against the three chief prize winners attest his skill. Mr. Witton was surprisingly out of form, and gave few indications of his true chess strength. Most of his losses were occasioned by palpable oversights, made when he had no disadvantage in position. His sacrifice of the Queen in the game with Mr. Esling, the won game with Mr. Gossip he threw away, and the draw he converted into a loss with Mr. Charlick showed that his powers had deserted him. Mr. Crewe played with spirit and determination all through, and quite sustained his reputation as one of the most promising among the young players in Melbourne. Mr. Eiffe, who was previously quite unknown, shows considerable natural talent for the game, and with more practice with strong players will no doubt give a better account of himself another time. The competitors were not photographed. It would perhaps have been as well to take their picture at the beginning and again at the finish. Take them all round they presented a haggard appearance during the closing days of the

fray, and the casual spectator would be deeply impressed with the fact that this hard and constant chess was far removed from a pastime. He might also have reflected as he gazed upon the scene that it was not a reassuring one in regard to the stamina of Australian players. Smelling salts were in constant requisition. One player sought inspiration and renovation in bunches of flowers. Another one had a perfect laboratory of bottles beside him, from which he drew at intervals doses of wine or beef and iron and celery. Altogether it had a very valetudinarian aspect. At the ninth round it would be far from the truth to say that the players came up smiling.

Quitting the arena, and turning our attention to more cheerful matters, we may say that the visiting chessplayers were much pleased by their experiences of Adelaide, and the social attentions which after the Congress was ended they received at the hands of resident chessplayers.

Mr. Hookham in a letter to the Editor dated Christchurch September 24, said:—"I see that some of our friends have already been talking of challenging your supremacy and that you wish the fight held over until the Melbourne Congress. I think your wish perfectly reasonable. If it were uncertain when another Congress would take place there would be fair ground for expecting you to accept a challenge, but not otherwise." The writer also urged strongly in the interests of good chess that a time limit of 20 moves per hour is too fast for Congress games.

The *New Zealand Chess Chronicle*, dated September 27, in an extended notice of the Congress introduced the subject as follows:—"To our Adelaide friends belongs the honour of having instituted and brought to a successful issue the greatest event yet undertaken by the chessplayers of Australasia. And the Adelaide Jubilee Chess Congress of 1887 will mark a new era in the chess world of Australia, and do much towards the advancement of the noble game in these colonies."

Mr. Gossip in some racy articles he contributed to the *International Chess Magazine* referred to the distances done by the competitors. He said:—"This letter is written from Adelaide, a thousand miles from Sydney, from which city my last was dated; but distances are of little account in Greater Britain. Mr. Hookham, from New Zealand, a gentleman of 63 years of age, had journeyed 2,000 miles to take part in the play. Messrs. Gossip and Heiman, from New South Wales had come 1,000 miles to participate in the tourney, and Messrs. Crewe, Esling, Tullidge, and Witton, from Victoria, had journeyed 500 miles for the same purpose."

The *British Chess Magazine* for November remarked that the Adelaide Chess Congress for a first experiment of the kind was very successful, and added—"In the Australian colonies men are all so busy that it is difficult for them to have sufficient time for a fortnight's chess playing. Then, too, the distances are great, and the means of communication not yet fully established."

Mr. Gossip, writing from Sydney on January 10, 1888, to the Editor, indited the following sentences:—"I am quite sure that Esling and yourself could hold your own fully with Von Bardeleben, who played and won first prize in the London Vizayagaram Tournament, 1883 (in which Mr. Gossip also won a prize), and has since gained third prize in an International Masters' Tournament at Frankfort."

The *Australasian* of October 1 repeated a criticism from the *Field* on the winners in the late Frankfort Congress. Von Bardeleben, the winner of the fourth prize, is thus referred to—"He is the *bel idéal* of the 'modern school principles.' A safe opening correctly played; to keep the draw in hand; to gain an imperceptible advantage in position; to double or isolate a pawn; and having once either made this weak point, or otherwise detected a weak spot, he masses his forces on that point and wins." The *Australasian* then institutes an interesting colonial comparison, as follows:—"The style of Herr Weiss, who tied for the second prize with Mr. Blackburne, is about the same as that of Von Bardeleben, with the difference that he is an older player. No man is more difficult to beat than he. Mr. Charlick

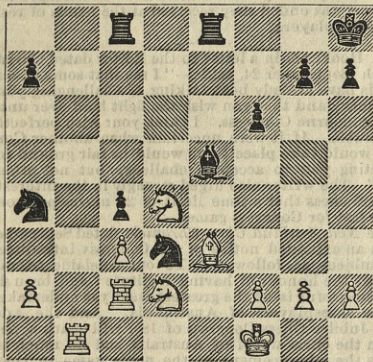
claimed that in the late Adelaide Chess Congress he never ventured further than he could see. This is also true of Herr Weiss, who is always quite ready to simplify matters, and to content himself with a draw if he can gain no decided advantage. He is very tenacious.

The *Illustrated London News* of October 29 re-

corded the following:—"The interesting Chess Congress recently held in Adelaide has resulted in the victory of Mr. Charlick after a very severe struggle. By this success the South Australian earns the title of the Champion of Australia, and to judge from the consistent quality of his play well deserved the honour."

THE CHARLICK-GOSSIP DRAW.

BLACK—Mr. Gossip.



WHITE—Mr. Charlick.

Black to play.

We repeat this interesting position (see page 8) as further information has transpired as follows:—

Mr. Henry Hookham in his Chess Column in the *Canterbury Times* of December 2 stated:—"An esteemed correspondent, whose letter we insert beneath, proposes as best for White 36. Kt to Kt 5, an altogether different line of play to that adopted by Messrs. Charlick and Gossip. After a careful, although hardly an exhaustive examination of the results of the move, we are inclined to the opinion that it is entitled to more consideration than has, we think, been accorded to it by those gentlemen."

"In the interesting game between Messrs. Charlick and Gossip I think White should be able to win or be able at least to command a draw as under:—

- | | |
|--|--------------------|
| 35. ——— | 35. B takes P |
| 36. Kt to Kt 5 | 36. P to Q R 3 (a) |
| 37. Kt to R 3 | 37. B to K 4 |
| 38. Kt at R 3 or Q 2, tks P (perhaps best) | 38. Kt takes Q B P |
| 39. K to Kt 3, &c. | |
| | (a) |
| 36. ——— | 36 R to Q Kt (b) |
| 37. Kt takes B P | 37. P to Q R 3 |
| 38. Kt at Kt 5 to R 3, &c. | |
| | (b) |
| 36. ——— | 36. B to B 5 |
| 37. B takes B | 37. Kt takes B |
| 38. Kt to Q 6, &c. | |

GEORGE BOLTON,

Temuka, November 21, 1887.

Mr. Con-ell of the Victorian Chess Club, one of the best players in the colonies, wrote to the editor, under date January 9, 1888, as follows:—"That game between you and Gossip appeared to be a draw. Even assuming that analysis should prove the contrary, two players in a critical position and with a time limit would be justified in offering a draw—at least there is a precedent for it, one was Mackenzie's check in the Teinitz Gambit."

BARON HEYDEBRAND ON THE CHARLICK-GOSSIP DRAW.

(From the *Australasian* of February 13.)

When Baron von Heydebrand und der Lasa was in Melbourne, he told us that his extensive chess library was deficient in specimens of Australian chess, and expressed a desire to have as complete a record as possible of the proceedings at the Adelaide Congress. In writing to him to intimate that he would be supplied with the information he desired, we drew his particular attention to the score of the Charlick-Gossip unfinished game; and requested him to avail himself of the leisure afforded by his voyage to San Francisco, for the purpose of examining the position at which Mr. Charlick and Mr. Gossip agreed to suspend hostilities. In reply, the Baron intimated that the issue involved was really the "juridical" question of determining whether, considering the mutual obligations by which the competitors in the Adelaide tourney were bound, the Charlick-Gossip game had or had not reached a stage at which Mr. Charlick and Mr. Gossip had a right to declare that play should cease. Obviously, this is a very different thing indeed from appealing to closet analysis for the purpose of showing that a drawn game ought to have been the outcome of the position at which two players had arrived in the course of an encounter over the board. Theoretically, no doubt, this is a point of great interest; practically, however, it is of no importance whatever in comparison with the question as to whether or not the game had reached a stage at which the other parties to the tournament could have been reasonably expected to regard the immediate declaration of a draw as calculated to conserve their interests equally well with a non-suspension of hostilities.

The great German analyst's opinion is altogether adverse to the course of action—or rather cessation of action—which Mr. Charlick and Mr. Gossip agreed to take. Writing from San Francisco, under date January 4, the Baron first states that in consequence of the roughness of the passage, he had not felt inclined to occupy himself with the intricate position of the game. He then remarks that although the discussion of that position in Australian chess columns "does not yet settle the points at issue," nevertheless it may deprive the subject of further public interest. On that point we venture to dissent from the surmise thrown out by the Baron von Heydebrand. On the contrary, we are perfectly certain that Australian chess-players will pay the most careful attention to his opinion on the "juridical" issue involved in the premature declaration that the Charlick-Gossip encounter in the Adelaide Chess Congress had resulted in a drawn game. We therefore cite the Baron's finding verbatim:—"If the question of the draw had been brought before a committee of which I had been a member, I should have asked my colleagues what their opinion was on a game which had been dismissed as drawn by the parties after the very first move"—the italic is ours—"let us say P to K 4 on each side. If such a draw can be admitted no objection must be made, I think, to the Charlick-Gossip case. If, however, we have to reject a draw after the first two moves, I would think that the position to which the above-mentioned opponents did come ought likewise to have been played out. It was by no means an easy situation, as later discussion has sufficiently proved." Such is the

Baron's view on the "juridical" issue; and here we might very fairly close our citations from his letter. But we must not deprive our readers of the enjoyment of the charming irony with which he continues:—"Yet it cannot be denied that the players, had they been compelled to go on with their game, might nevertheless have had the opportunity of arriving at a speedy draw, without breaking through the regulations. They might have repeated three or four times whatever moves they chose, and have declared that they would not depart from this combination. Perhaps such a proceeding does not look very fair, but it is in my opinion strictly legal. The moral obligation, it seems, to play as well as they can is the only compulsory means for the engaged parties. Beyond that the rules have no effective power." Baron Heydebrand's finding speaks for itself.

Note by Mr. Charlick.—With due deference to Baron Heydebrand, whose position in the chess world entitles him to the highest respect, I must demur to his opinion. *Ultra vires*, repugnancy, and invalidity are terms peculiarly familiar to South Australians, and the "juridical" question is not involved in the point at issue. A "juridical" decision would be repugnant to the spirit of the game, and invalid, because illegal, not being provided by statute. I have not been able to find any rule in a great public congress or tourney prohibiting or even limiting draws. The French have a rule rendering a draw a nullity, and it is doubtful whether this is not a much better plan than making a draw count as half a win. The laws of the game certainly do not define what shall or shall not be drawn positions, but leave the matter in the hands of the players. The cherished privilege of an Englishman—the liberty of the subject—would be infringed if a Committee usurped a power the law did not give them, and deprived a player of the right to agree to draw. Obligations to fellow competitors are all very well, but self-interest must be considered first. A case in point occurred in the London Chess Congress of 1883 (page 257) when Messrs. Winawer and Rosenthal abandoned their game as a draw at the 9th move after only a P on each side had been exchanged. Mr. Blackburne drew attention to the draw as being unfair to the other competitors, but the Committee declined to interfere. It was pretty generally understood that both players "were anxious for a day's rest." It would be monstrous to lay down arbitrary rules restricting a player's power to draw, and their futility is evident from the Baron's own admission how easily they could be evaded. The editor of the book of the London Chess Congress, 1883 remarks:—"Where two opponents have drawn and are satisfied with that result, the draw should be allowed to be final, as it is were pedantry, if not cruelty to make those players play again for a second and third time with a moral certainty of arriving at the same result. Where two players are content to draw no rules that the wit of man can devise can prevent their obtaining their purpose." If a Committee were to be arbiters I can conceive the possibility of their dissenting from a draw and playing out the game themselves to decide to whom the game should be awarded. Committees do not always possess the wisdom of Solomon or consist of Morphys or Heydebrands, and they might sometimes be in the ridiculous position of pronouncing a dead draw as a win or the reverse. A skilful South Australian player gravely laid down what he considered the law that a draw should only be allowed in certain defined positions. The absurdity of such a proposition is self evident. The boundless scope of the game precludes the possibility of describing all drawn situations. I contend that the only question at issue in the Charlick-Gossip game is theoretically whether either side could have won, or whether it was simply a draw. The Baron's not very lucidly expressed opinion would have been very much more to the purpose and more interesting and valuable if he had furnished an analysis of the end-game.—*Observer* of February 25.

The following extract is taken from the *Observer* of November 5:—

The Melbourne *Leader* of October 29 returns to the charge in the case of the draw in the Congress game between Messrs. Gossip and Charlick, and in the "interest of sound analysis" contends that Black should still win despite Mr. Gossip's analysis which we gave a fortnight ago. Mr. Burns is "willing" to admit "that Mr. Gossip's move 37. R takes P is probably White's best move in lieu of his suggestion 37. K to K 2," but takes exception to 40. R to K 8 (ch), and proposes instead 40. R to K 7.

We give the continuation again as follows:—

- | | |
|---------------|-----------------------|
| 35. — | 35. B takes P |
| 36. R to Kt 7 | 36. B to B 5 |
| 37. R takes P | 37. B takes B |
| 38. P takes B | 38. R takes P |
| 39. K to Kt | 39. Kt at R 5 to Kt 7 |
| 40. Kt to B 5 | 40. R to K 7 |
| 41. Kt to Q 6 | 41. R to Q Kt |
| 42. P to R 4 | 42. P to R 5 |

Concluding here with the remark, "and Black must now win easily, as he threatens Kt to B 5, &c., next move."

After Black 40. R to K 7 the *Leader* interpolates the following note:—"White cannot now take the Kt P with either the R or Kt on account of the crushing reply to the one of R to K 4, and to the other of R to K Kt. He must, therefore, either bring back his Kt, abandoning his counter-attack and losing time, or play Kt to Q 6 or P to R 4."

In this simple summary we detect weak-kneed criticism. Jupiter nods sometimes, and here the acute analytic power seems to have slumbered. For once it savours more of *morphea* than of *Morpheus*!

We prefer the following continuation:—

- | | |
|--|-------------------|
| 41. R takes K Kt P | 41. R to K 4 |
| 42. Kt to Q 6! | 42. R to K 8 (ch) |
| 43. K to R 2 | 43. R to Q B 3 |
| 44. R to Q 7, threatening to take the Q B P, and then Kt at Q 3, and also holding Kt to B 7 (ch) in reserve. | |

If

- | | |
|-----------------------|---------------|
| 42. — | 42. R to Q |
| 43. Kt to B 7 (ch) | 43. K takes R |
| 44. Kt takes R at Q 8 | |

If Black reply with 44. R to K 7 or Q R 4, White has a valid answer in 45. Kt to Q 6. In the former alternative White menaces 46. P to K Kt 3, if Black play 45. Kt to K B 5, and in the latter 46. Kt takes Q B P, if Black 45. R takes Q R P.

Since the foregoing was put in type we have received the following variations from Mr. Gossip in defence of his analysis:—

- | |
|--|
| 35. B takes P |
| 36. R to Kt 7 |
| Black can win either by 36. B to Kt or 36. B to B 5. So Burns asserts. |

In disproof I give the following:—

I.

- | | |
|--|----------------------|
| 36. B to Kt | 37. Kt at R 5 to B 4 |
| 37. Kt to B 5 | |
| 38. R to K B 7 | |
| Here, however, White should play thus— | |
| 38. R to K 7 If now | 38. R takes R |
| 39. Kt takes R | 39. R to K or (a) |
| 40. B takes Kt | 40. Kt takes B |
| 41. Kt to B 6 | 41. Kt to Q 6 |
| 42. P to Kt 3 | 42. R to K 8 (ch) |
| 43. K to Kt 2 | 43. R to K |
| 44. K to B and White draws. | |

If

- | |
|-------------------------|
| 44. Kt to K 8 |
| 45. R to Kt 2 |
| 45. B moves |
| 46. Kt takes Q B P, &c. |

(a)

- | | |
|--|------------------|
| 39. R to B 2 | 40. Kt to K 3 |
| 40. Kt to B 5 | |
| If 40. P to R 3; 41. B takes Kt, Kt takes B; 42. Kt to Q 6, &c. If at move 41 in this variation Black try 41. R takes B, then 42. Kt to K 3, Kt to K 4; 43. R to Kt 2, B to Q 3, or B 2; 44. Kt to K 4, R to B 3; 45. Kt to Q 5, &c. | |
| 41. Kt to Q 6 | 41. Kt to K 4 |
| 42. R to Kt 2 and White wins. | |
| Again | |
| 38. R to K 7 | If 38. P to Kt 3 |
| 39. B takes Kt | 39. R takes R |
| If 39. P takes Kt; 40. B to R 3, &c. | |

- If 39. Kt takes B; 40. R takes R (ch), R takes R;
 41. Kt to K 3 winning the Q B P.
 40. B takes R 40. P takes Kt
 41. B takes P (ch) 41. K to Kt
 42. Kt to B 3 and draws.

II.

Again after

35. B takes P
 36. B to B 5
 37. R takes P 27. B takes B
 38. P takes B 38. R takes P
 39. K to Kt 39. Kt at R 5 to Kt 7
 40. Kt to B 5

The *Leader* gives now 40. R to K 7, overlooking that White's obvious reply 41. Kt to Q 4 drives away the Rook. White has now a passed Pawn and even pieces, although a Pawn *minus*, and if Black does not keep the position jammed, the other White Rook gets out, and Kt to K B 3 will give it an outlet.

Here we close this profitless discussion. What might, could, should, would, or ought to have been played has nothing to do with the right of a pair of players to abandon their game as a draw. In this instance there was no indecent haste to draw; the Queens were off the board and each position was so delicately balanced that any injudicious move might lose the game. As Mr. Gossip has admitted, he offered to draw because he did not care to imperil his chances of a prize. The extreme difficulty of the end-game is evidenced by the mistakes and emendations which critics themselves have made in their analyses, notwithstanding the unlimited time at their command for examination, and the right to move the men about the board, while the players had to mentally calculate the possibilities of the position under a disturbing time-limit. In the absence of the remotest suspicion or suggestion of corrupt motives in drawing, the notoriety which this game has gained is wholly undeserved and is without precedent. The London Congress of 1883 abounded with short and extraordinary draws. For instance, Winawer and Rosenthal drew at White's ninth move after each had only lost a Pawn. The attention of the Committee was drawn to that game, but they decided that they had no right to interfere.

The discussion was continued in the *Leader* of November 12, as follows:—

We regret we are compelled to trouble our readers again with this game in consequence of some criticisms in our analysis published on the 29th October which have appeared in the *Adelaide Observer*. In that analysis the following position occurred:—

White (Mr. H. Charlick)—K at K Kt; R's at Q B 2 and Q R 7; Kt's at Q 2 and K B 5; P's at K Kt 2, Q B 3, and Q R 2.

Black (Mr. Gossip)—K at K R; R's at K 7 and Q B; Kt's at Q 6 and Q Kt 7; P's at K R 2, K Kt 2, K B 3, and Q B 5. White to play.

The move being White's we stated that "White cannot now take the Kt P with either the R or Kt on account of the crushing reply to the one of R to K 4, and to the other of R to K Kt sq." One would have thought that it must be obvious at a glance to every chess player that White dare not now take the Pawn with Rook, as the reply of R to B 4 must at least win two Knights for a Rook. The move suggested by us, R to K 4, is, however, in reality better, though our contemporary imagines he has discovered a valid reply in Kt to Q 6, and proceeds to comment in a jubilant tone on our "weak-kneed criticism," &c., leading his readers to believe that he had refuted our analysis, which in point of fact is unquestionably correct. Though R to K 4 may not at once win a piece, it forces the game in a few moves if White attempt to save it, *e.g.*:—

40. — 40. R. to K 4
 41. Kt to Q 6 41. R to Q
 42. Kt to B 7 (ch) 42. K takes R
 43. Kt takes R on Q 43. R to K 7!
 44. Kt to B 6 best 44. Kt to Q 8
 45. Kt to Q 4 45. R to K 8 (ch)
 46. R to R 2 46. Kt to K 6, and wins.

Our contemporary now wisely determines "to close this profitless discussion," which he might have done with advantage some time ago, as the longer he continued it the more hopeless his case became; but in retreating he cannot refrain from discharging a Parthian dart at his critics by repeating the insinuation that they had imputed corrupt motives to the players in drawing the game, adding the remark that "the notoriety which this game has gained is wholly undeserved, and is without precedent."

Mr. Gossip has also a long reply to our analysis, but is apparently satisfied that R takes P must lose, as he has no better move to suggest for White than to bring back the Kt to Q 4, but cannot do so without making the baseless assertion that we "overlooked this obvious reply!" the fact being that we said "White must now either bring back the Kt, abandoning his counter-attack and losing time, &c." It is plain that if Kt to Q 4 is White's best reply, his previous move of Kt to B 5 was a mere *brutum fulmen*, enabling his opponent to gain an important move. Black could then proceed with

41. R to K 8 (ch)
 42. P to K Kt 4
 42. K to R 2
 threatening Kt to Q 8, and also P to Kt 5, and P to Kt 6 (ch), with a winning attack.

From the *Canterbury Times*.—Our valued correspondent "Seva" writes as follows:—

I have much pleasure in sending you the result of my analysis of Mr. Charlick's variation.

WHITE.

- Mr. Charlick.
 41. R x K Kt P
 42. Kt — Q 6
 43. Kt — B 7 (ch)
 44. Kt x R (at Q sq)
 45. Kt — B 6
 46. K x R
 47. K moves
 48. K — Kt 3
 49. Kt — R 4

BLACK.

- Mr. Gossip.
 41. R — K 4
 42. R — Q
 43. K x R
 44. R — K 7
 45. R x P (ch)
 46. Kt — K 8 (ch)
 47. Kt x R
 48. Kt — R 6
 49. P — R 4

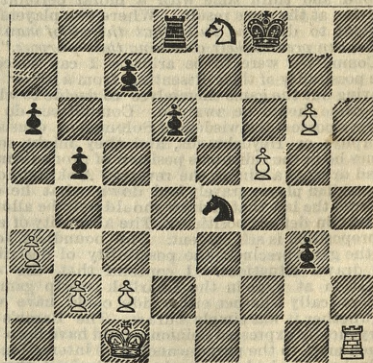
And Black will win.

A RARE OVERSIGHT.

A NARROW ESCAPE.

The following singular position occurred in the game between the first and second prizetakers in the major tourney:—

Black—Mr. Charlick.



White—Mr. Esling.

White played 33. P to Kt 7 (ch) and drew; R to R 8 (ch), and then P to Kt 7, would have won at once!

A MEMOIR.

MR. HENRY CHARLICK CHESS CHAMPION OF AUSTRALASIA.

We take the following biographical sketch of the champion from *Frearson's Weekly* of July 14, 1883. Accompanying the notice, as a supplement, was his portrait, being part of a series entitled "Men of Mark":—

"Mr. Henry Charllick, a portrait of whom we present with this issue, has for a number of years been regarded as indisputably the best chessplayer amongst us. He was born on the 8th of July, 1845, in London. It was at the Adelaide Mechanics' Institute, and at the age of 15, that he learned the moves and laws of the game, in the conduct of which he subsequently acquired so marked a proficiency. While yet a boy he vanquished all the players he met with. Possessed of an omnivorous and insatiable appetite for the game, he devoured all book knowledge then obtainable, and combined with this important acquisition as much practical experience as was within his reach. His theoretical knowledge, backed up with a singularly retentive memory, soon rendered him so formidable a competitor on the chequered board that there is no manner of doubt but that he could have taken rank, if opportunity offered, amongst the most brilliant amateurs of the day. When not yet 18 he played two games at once blindfolded at the Institute against strong players, and won both of them. These games were recorded and published. When subjected to a searching criticism they were pronounced brilliant and correct. In 1864, when 19, he played in the first handicap tourney held in Adelaide, and won the first prize. In 1868 we find him competing in the greatest tourney, in point of numbers and strength of the players, that has ever been held in Adelaide. In this series of encounters he gave odds to all except those ranked in his own class. He won the first prize, without losing a single game, his score being 23 won games, losing none, and only one drawn. Following upon this remarkable achievement he, in the same year, was mainly instrumental in inaugurating intercolonial chess matches, by arranging the first match between Adelaide and Melbourne. He was for many years Secretary of the Adelaide Chess Club, and in February, 1868, he originated the chess column in the *Adelaide Observer*, and has ever since continued to edit the same, and that so efficiently that those competent to judge of such matters can never sufficiently express their admiration of the evidence the column affords of painstaking theoretical soundness, and subtlety. Mr. Charllick has studied all departments of the game, and is well known as a composer of problems. Many of his games and problems are preserved in standard European works on chess. Of late years he has had considerable experience in correspondence play, his chief opponents having been Mr. E. J. Catlow, of Mount Gambier, Mr. J. Mann, J.P., of Adelaide, and Mr. C. W. Benbow, of Wellington, N.Z. The late gorgeous spectacle of

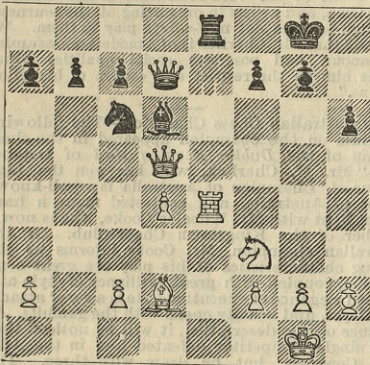
chess played with living pieces at the Adelaide Town Hall, at Christmas time, was chiefly due to him, and the game there adopted was selected and played by him. His style of play may be said to be after the manner of the unparalleled Paul Morphy, whose tactics Mr. Charllick adopts in preference to those of that clever analyst and annotator, Steinitz. The result is that Mr. Charllick is a very successful odds-giver. He is now one of the Vice-Presidents of the Adelaide Chess Club, and assists in organizing all the tourneys, although he does not now-a-days play in them. We may add that Mr. Charllick is of a modest, unassuming demeanour, and possesses social qualities which entitle him to the respect and esteem of his fellow citizens."

The Australian Chess Champion.—The following eulogium on the champion appeared in the chess column of the *Dublin Evening Mail* of October 20:—"Mr. H. Charllick, who has won the high honour of 'Champion of Australia' is a well-known player of Australia, and contested many a hard fought fight with Mr. Wheeler Cooke, who is now a member of the Kingstown Chess Club. Of the Australian champion, Mr. Cooke informs us the leading characteristics of his play are great combination, coupled with great brilliancy of style and finished elegance of execution. He is a very 'attacking' player, and usually opens with the gambit. As evidence of this description, it will be noticed that not a single competitor defeated him in the Adelaide Congress, but he drew with three. The victory will be a popular one, not only in Adelaide, but also in the neighbouring colonies. No one in Australia has done more for chess than he has. For years he has devoted himself in his private capacity and as editor of the chess column of the *Adelaide Observer*, to the work of exciting an interest in the game and in promoting an intelligent acquaintance with it on the part of the youths of the colonies, as well as of those of a more mature age. In many hard fought contests he has proved himself well skilled in the theory and practice of chess. Even so distinguished a player as Blackburne acknowledged that he was not a foeman to be despised, and in local matches he has been almost uniformly successful. That he should have held his own against the best players which the liberal prizes and still more attractive prospect of winning the championship recently brought together, proves that he merits the reputation he has so long enjoyed in South Australia."—*Observer* of February 11.

The editor takes this opportunity of thanking friends in this and neighbouring colonies for numerous letters and telegrams of congratulation on his win in the champion tourney of the Adelaide Chess Congress.

REMARKABLE POSITIONS IN THE CHAMPION TOURNEY.

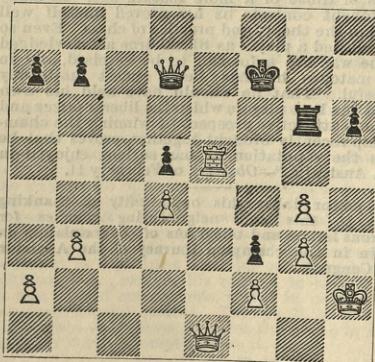
Black—Mr. H. Charlick.



White—Mr. Heiman.

White had just played the suicidal move of 19. Q from Q B 4 to Q 5. Black having to play now won the Q for R and B.

Black—Mr. Gossip.

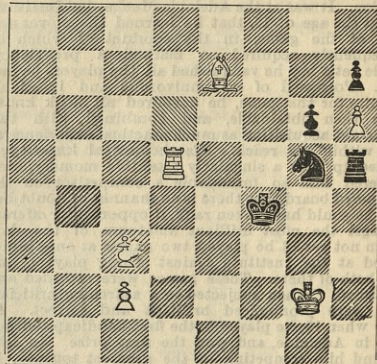


White—Mr. Hookham.

Black to play.

Mr. Hookham had here obtained the winning game by 31. R P takes K Kt P.

Black—Mr. W. Tullidge.

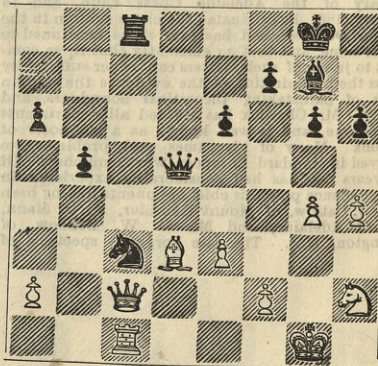


White—Mr. H. Charlick.

White to play (move 56).

An instructive example of Pawn play. White exchanged pieces and then won. How?

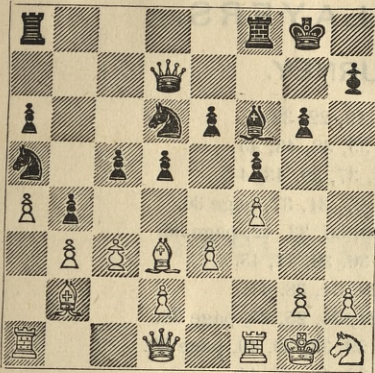
Black—Mr. H. Charlick.



White—Mr. J. E. Crewe.

Black having to play now made his 33rd move, and won off-hand. How?

Black—Mr. Hookham.

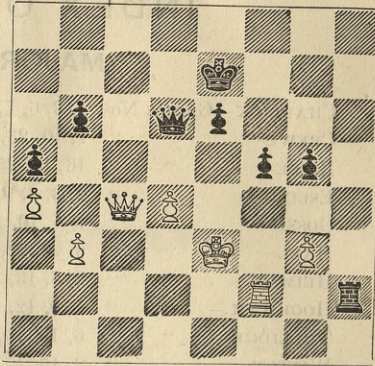


White—Mr. Esling.

Black to play.

Mr. Hookham now played 20. K R to Q, and eventually drew. He could get a winning game by Q to K Kt 2, or P to B 5!

Black—Mr. Heiman.



White—Mr. Hookham.

White to play.

Position showing the beautiful sacrifice of the Rook, whereby Mr. Heiman secured a winning game. If White R take R Black Q takes K Kt P (ch)!

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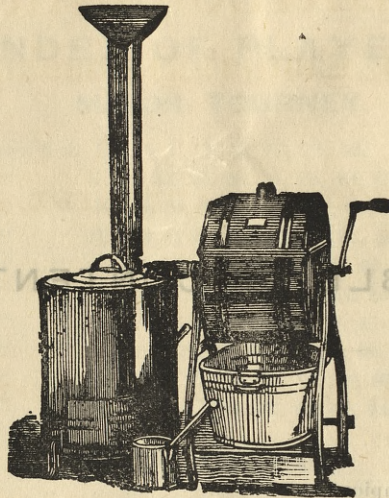
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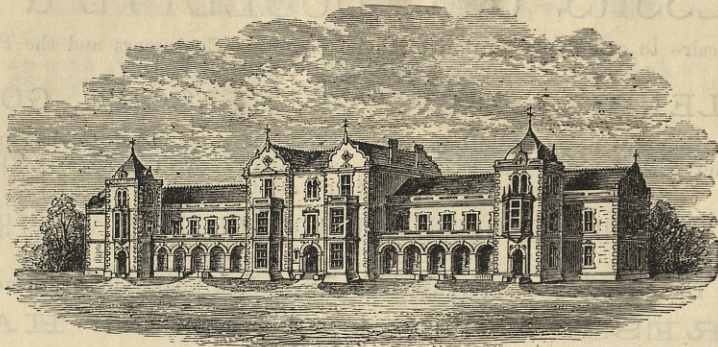
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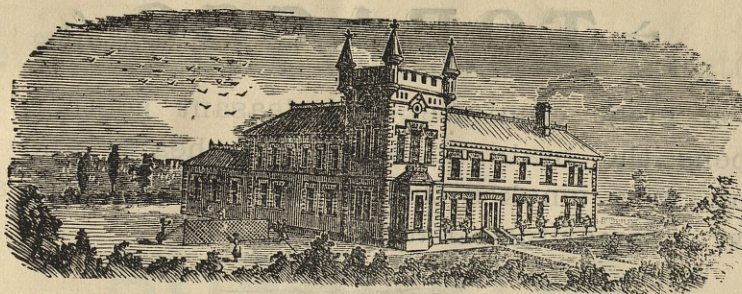
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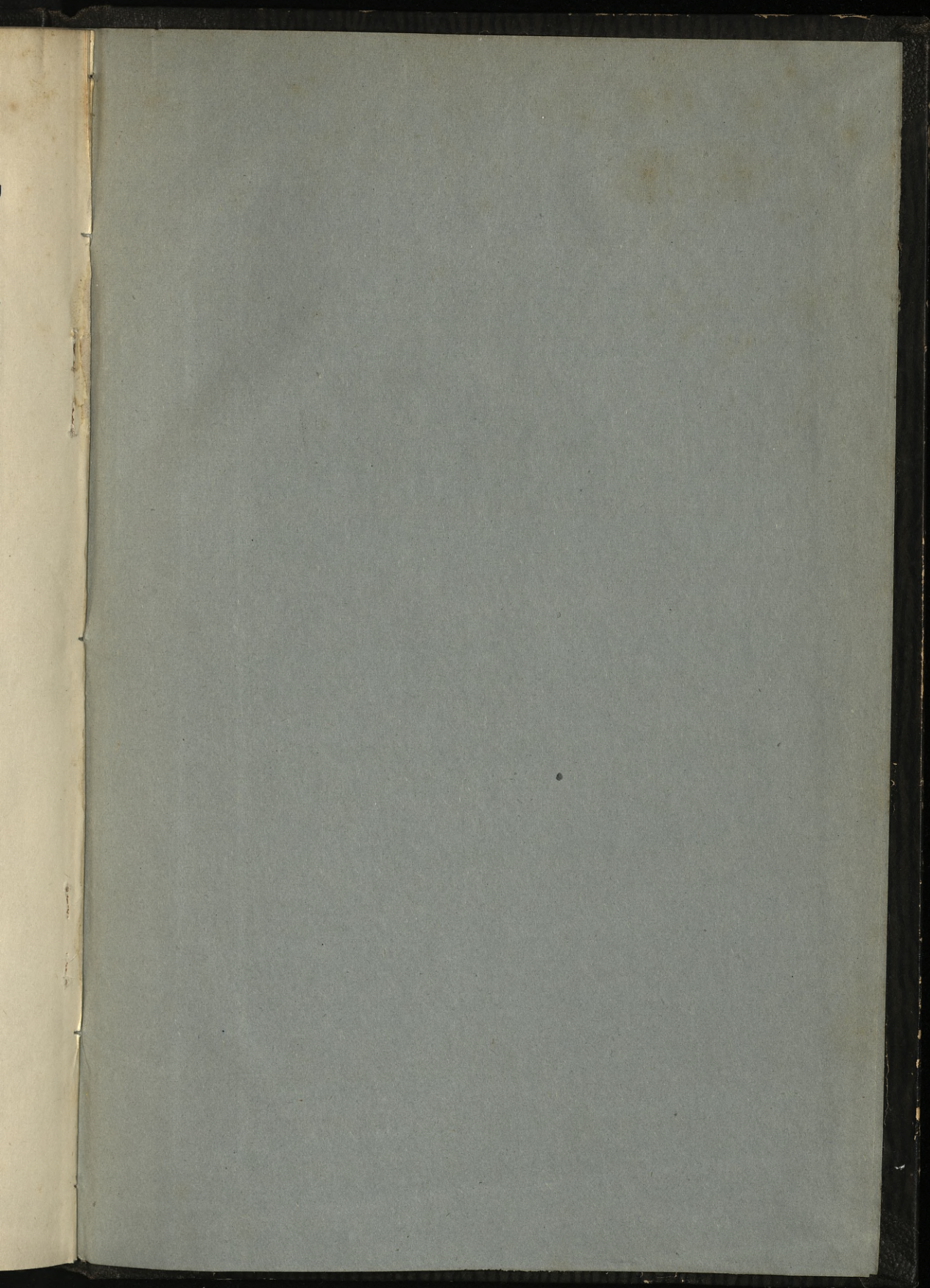
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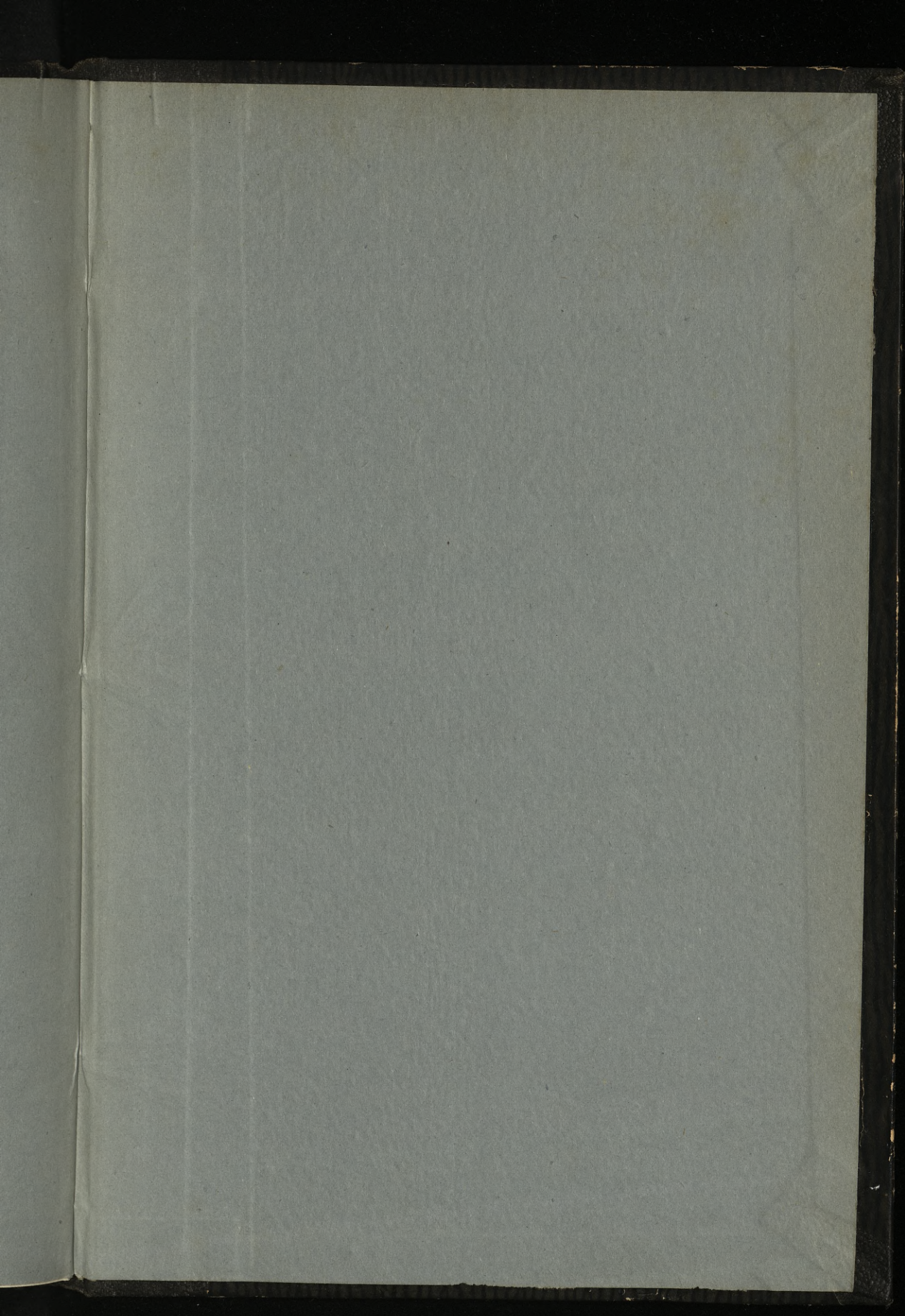
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