

F. R. WENDEMUTH'S

Checker  
Companion

◆ 1912 ◆



Class GV 1463

Book .W4

Copyright N<sup>o</sup> \_\_\_\_\_

**COPYRIGHT DEPOSIT.**









## Wendemuth's Checker Companion



A text book for all grades of players, containing in Harvey L. Hopkins lecture the early history of the game and up-to-date methods and conduct of play. It also shows the beginner how to start his game with elementary positions and as he advances step by step can hold his own with the most expert player. It appeals to the expert for its high-class analysis and excellent problem department. It also contains corrections of published play that are highly important.

Published by F. R. Wendemuth, 542 S. Dearborn St., Chicago, Ill.

Checker Editor of the Chicago Daily News  
and Former Champion of Illinois and Chicago

Copyrighted, 1922

GV1463  
W4

## INTRODUCTION.

---

In presenting this work to the students of the checker game for their approval full credit is given to Harvey L. Hopkins for permission to use his excellent lecture on checkers and the elementary positions that proved to be so popular in his "Home Checker Companion." These features, with the games and analyses which are added, will make one of the most complete books on the game for instruction to all classes of players. To bear out this statement I point with pride to an able corps of assistants, which include such high authorities as Charles Hefter and John Howe, Jr., on the problem section and Alfred Jordan, R. D. Banks, Preston Ketchum and L. M. Lewis on the games department.

Especial attention is directed to the Barred Opening sections contributed by P. H. Ketchum and R. D. Banks as indicating the diversity of opinion among authorities on specific lines of play.

The author wishes to impress upon his readers that great care has been used by the contributors in the selection of lines considered the most leading and restrictive on various openings, in many instances games appearing for the first time.

Respectfully,

F. R. WENDEMUTH.

JAN -2 1923

©C1A692663



51679 Jan 1923



Frank R. Wendemuth





HARVEY L. HOPKINS



## STANDARD LAWS OF THE GAME.

---

### The Standard Board.

1. The Standard Board must be of light and dark squares, not less than fourteen and one-half inches nor more than sixteen inches across said squares.

2. The Board shall be placed so that the bottom corner square on the left hand shall be black.

### The Standard Men.

3. The Standard Men, technically described as Black and White, must be light and dark (say Red and White, or Black and White), turned, and round, not less than one and one-eighth inch, nor more than one and one-fourth inch in diameter.

4. The Men shall be placed on the Black Squares.

### Placing the Men.

5. The Black Men shall invariably be placed upon the real or supposed first twelve squares of the board; the White upon the last twelve squares.

### Order of Play.

6. Each player shall play alternately with Black and White Men, and lots shall be cast for the colour only once—viz., at the commencement of a match—*the winner to have the choice of taking Black or White.*

7. The first move must *invariably* be made by the person having the Black Men.

### Time Limit to Moves.

8. At the end of Five Minutes (if the move has not been previously made), "Time" must be called in a distinct manner, by the person appointed for the purpose; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.

9. When there is only *one way* of taking *one or more* pieces, "Time" shall be called at the end of One Minute; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.

### Arranging the Men During the Game.

10. Either player is entitled, on giving intimation, to arrange his own or his opponent's pieces properly on the squares. After the first move has been made, however, if either player touch or arrange any piece without giving intimation to his opponent, he shall be cautioned for the first offense, and shall forfeit the game for any subsequent act of the kind.

### Touch and Play.

11. After the pieces have been arranged, if the person whose turn it is to play *touch* one, he must either play *it* or forfeit the game. When the piece is *not playable*, he is penalised according to the preceding law.

12. If *any part* of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in *that direction*.

### Capturing Play.

13. A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even although two or more pieces should have been taken.

14. When taking, if a player remove one of his own pieces, *he* cannot replace it; but his *opponent* can either play or insist on his replacing it.

### False or Improper Moves.

15. Either player making a false or improper move, shall instantly forfeit the game to his opponent, without another move being made.

### The "Huff" or "Blow."

16. The "Huff" or "Blow" is, *before one plays his own piece*, to remove from the board any one of the adverse pieces that might or should have been taken. But the "Huff" or "Blow" never constitutes a play.

17. The player has the power either to *huff*, *compel to take*, or to *let the piece remain on the board*, as he thinks proper.

### **Crowning the Men.**

18. When a Man first reaches any of the squares on the opposite extreme line of the board it becomes a "King," and can be moved backwards or forwards as the limits of the board permits (though not in the same play), and must be crowned (by placing a man on the top of it) by the opponent; if he neglect to do so, and play, any such play shall be put back until the Man be Crowned.

### **Drawn Games.**

19. A Draw is when neither of the players can *force* a Win. When one of the sides appears stronger than the other, the stronger party is required to complete the win, or to show, to the satisfaction of the umpire or referee, at least a decided advantage over his opponent *within forty of his own moves*—to be counted from the point at which *notice* was given—failing in which, he must relinquish the game as a draw.

### **Conduct of Players and Spectators.**

20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any *principal* so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22. Any spectator giving warning, either by sign, or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play be discontinued until such offending party retires.

### **Match Games.**

23. A match between equals, wins and draws to count, should consist of an even number of games, so that each player may have the first move the same number of times.

### **Enforcement of the Laws.**

24. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the same.

### **Unforeseen Disputes.**

25. Should any dispute occur not satisfactorily determined by the preceding laws, *a written statement of facts* must be sent to a disinterested arbiter, having a knowledge of the game, whose decision shall be final.



## HARVEY L. HOPKINS' LECTURE ON CHECKERS.

---

My love for the game of checkers, because of its amusing and educational value, and the hope that it will keep boys at home, is my apology for undertaking a lecture upon it, which at best, can only scratch the surface of its intricacies, its depth and its wonderful field. Checker players will appreciate this situation and extend their sympathies; but none can be expected from those who have neglected their education by not having played the game to a fair understanding of it; on the contrary, they have my sympathy.

The English-speaking people, outside the United States, call it the game of draughts. We call it checkers. In France, it is known as *la jeu de dames*, in Italy as *della dama*, and in Germany as *das damenspiel*. In Holland the checker board is called *damrod*, and in Scotland, as will be remembered by readers of Dean Ramsay's *Anecdotes*, *damrod* still survives. In Polish the game has, beside that of *dama*, the name *arcaby* or *warcaby*, supposed to be of oriental origin. In Spain the name *ajedras* is applied to both checkers and chess. The Egyptian Arabic name is *dameh*. In China it is known as the game of *circumvention*; very appropriate indeed. I have not been able to learn the name given it in New Zealand; but

“Antiquarians have recognized it as one of the games indulged in by the practically recently discovered New Zealanders, who, for thousands of years, must have been cut off from Asiatic or European influences.”

The question presents itself, when and where did they learn the game?

In Egypt, the game is lost in antiquity. Plato and Homer mentioned the game in their writings.

“Long ere the Israelites were a Nation, before even the visit of Abraham, or the advent of Joseph and his brethren into Egypt, or their great law giver, Moses, wrote his account of the creation, the game of draughts (checkers) was practiced alike by the rich and poor. \* \* \* The toiling millions raising the Pyramids, the skilled artisans erecting King Solomon's Temple, the heroes of Troy's immortal fame, the conquering hosts of Alexander and Caesar, all enlivened their labors by Draughts. It flourished all these long ages and survived the existence of the greatest nations the world has ever seen, and in one form or another still continues to be a favorite diversion in every corner of the earth.”

“The game was played in Egypt in the year 1600 B. C. in the time of Queen Hatasa, daughter of Thothmes the First, and herself for many years Ruler of Egypt. Some of her draughts men and a part of the board have been discovered.”

It is also established that “From Egyptian Monumental Paintings and Inscriptions, the game was common at the time of the earlier Pharaohs.”

“It was played then as now with pieces, all of which on the same board were alike in size and form, though on different boards they varied, some being small, others large and rounded at the top; or carved into human heads.

“It has been conjectured that checkers was the game with which, in the first book of the Odyssey, Homer describes the suitors of Penelope as amusing themselves, and that which, according to Philostratus, was invented by Palamedes at the siege of Troy. But Rameses the Third, 1300 B. C., as depicted on the walls of Thebes in Egypt, is unmistakably playing checkers with a lady, and the British Museum has many specimens of ancient Egyptian draught men and draught boards.

“The modern Egyptians, who use pieces similar to those used by their predecessors, play the game as it is generally played in Europe and America. By the Greeks, the game of draughts as well as of dice, and many other things was poetically ascribed to Palamedes, one of the heroes of the Expedition against Troy. From the Greeks, it is believed that the game of draughts passed to the Romans, as the Romans played a similar game called *la Trunculi*, the men moving diagonally, capturing by leaping over, and obtaining superior power when they arrived at the furthest row of squares. It is believed that *Nevvoi*, among the Greeks, was a similar game, with a central space called the ‘Sacred Barrier.’

“That it was from France the game came into many of the other countries is very evident from the fact that the French name is *Jeu de Dames* passed with it. A French manual on the game was published in 1668, entitled *la Jeu de Dames*. The compiler was Pierre Mallet, Mathematician to the King of France. Mr. Mallet was so confident of his own powers that he challenged, in quaintly terms, any Christian or Barbarian Champion, to play a match for a dozen pistoles.

“Polish, Spanish, Italian and Turkish draughts are varieties of the same game. The Polish game, which has several peculiarities, was introduced in Paris 1723, A. D., and was first played on a board of 100 squares and 40 men. The game made its appearance in Europe only three or four centuries ago, when there was much intercourse between South Europe and Egyptian ports.”

“The first treatise on the game of which we have any record was published in Spain, by Torquemada, in the sixteenth century; later, works of Canalejas and Garcez appeared, the former in 1650 and the latter in 1685.”

The pioneer of English draughts literature was William Payne, who like Pierre Mallett was a mathematician. There seems to be something about the game that harmonizes with mathematics. I am personally acquainted with six mathematicians who are devotees of the game, and exceptionally good players, four ranking with experts.

William Payne was a teacher of mathematics, and in 1756 published a book entitled "Guide to the Game of Draughts." It was about this time that draught or checker boards were used as hotel signs in England and in Scotland, to indicate that the game could be played there. Very interesting places for a checker player to travel.

I found a copy of Payne's book, in old English, in the Congressional Library, at Washington, D. C., in June, 1899, and revelled in its pages. It contained the picture of a checker board, numbered as now, with the rules of play the same, except, if the blacks moved first in one game, the whites must be moved first in the next game, and so on alternating. Now, the blacks are always moved first, the players changing men at the end of each game. The book also contained 50 games and a number of so-called "Critical Situations" and "Situations for Strokes," which we now term "Positions" and "Stroke Problems."

I was surprised to learn from this book, that so much was then known of the science of checkers. There was our first position and its solution, by which more games are won by experts than by any other game ending. There is nothing in checkers or chess that equals it in ingenuity and beauty. This is universally conceded by good players of both games. Set this position on your checker boards, follow the various book solutions, and spend a happy hour.

There was also our fourth position, another novel and intricate game ending; also a game from the single corner opening; showing what is known as "The Farmers or Goose Walk," and so named in the book.

A special and very interesting feature of Payne's book is its dedication, which was composed by the great Dr. Samuel Johnson, who was particularly fond of the game. The book was dedicated to the Right Honorable William Henry, Earl of Rochford, as follows:

"My Lord. When I take the liberty of addressing to Your Lordship a treatise on the Game of Draughts, I easily foresee that I shall be in danger of suffering ridicule on the one part, while I am gaining honour on the other, and that many who envy me the distinction of approaching you will deride the present I presume to offer.

"Had I considered this little volume as having the purpose beyond that of teaching a game, I should indeed have left it to take its fate without a patron. Triflers may find or make anything a trifle; but since it is characteristic of a wise man to see events in their causes, to obviate consequences and certain contingencies, Your Lordship will think nothing a trifle by which the mind is inured to caution, foresight and circumspection.

"The same skill, and often the same degree of skill, is exerted in great and little things, and Your Lordship may sometimes exercise at a harmless game those abilities which you have so happily employed in the service of your country."

This is a dedication worthy of the subject and a subject worthy of the dedication.

In the preface to his book, Mr. Payne stated:

"That it is natural for a man to think well of the art which he professes to teach, and I may therefore be expected to have some esteem for the play of draughts. I would not, however, be thought to overrate it. Every art is valued in a joint proportion to its difficulty and usefulness. The use of draughts is the same with that of any other game of skill, that it may amuse those hours for which more laudable employment is not at hand, and happy is the man whose equability of temper and constancy of perseverance in better things exempt him from the need of such reliefs.

"Whatever may be determined concerning its use, its difficulty is incontestable, for among the multitudes that practice it very few understand it. There are, indeed, not many who by any frequency of playing can attain a moderate degree of skill without examples and instructions."

"There is, indeed, one secret boasting in the world which I cannot teach. Some men pretend to an infallible method by which he that moves first will win the game; but no such hero has it ever been my fortune to encounter, and no such do I expect to find. Nor can it be proved that the first move has any considerable advantage over a person equally skillful with himself. In this opinion I have the concurrence of those excellent players, Mr. James Randell, Captain John Godfrey and William Wolly, my intimates and worthy friends, whose examples have greatly contributed to my skill in the game; but in particular, those of the great Randell, of whom it may with probability be asserted that what he could not attain will never be discovered."

It has been conclusively proven that much of William Payne's published play in this book was identical with that of the Spanish authorities of the then previous century. It is, therefore, impossible to determine how much of Payne's work should be accredited to "The Great Randell," and to the other co-workers of Mr.

Payne, or to Mr. Payne himself. Could he be with us today and note the great advancement in the game of checkers since 1756, he would be obliged to revise his opinion as to the great checker abilities of the great Randell, himself and his contemporaries.

From this preface we learn that in the middle of the seventeenth century "great multitudes played the game of checkers," and that there were close students of the game as there are today.

The publication of William Payne of 1756 was followed by Joshua Sturges, in the year 1800, with a most valuable production on the game, which for nearly fifty years and until 1848, was the Checker Players' Hand Book of the English-speaking checker world. In this book much play appears correcting faulty play in Payne's book. This would cause Mr. Payne and his contemporaries to further revise their opinion.

In 1848 Andrew Anderson, of the best checker players the world has ever seen, published an elaborate work on the game. The rules of the game contained in his work are the standard laws of the game today. The "two-move restriction" was recently adopted.

Since 1848 many checker books have been published and revised by competent authors. The most noted reviser was J. D. Janvier, of New Castle, Delaware. He revised the books of both Sturges and Anderson. Mr. Janvier, like Wyllie, Lees, Freeman, Barker, Welen, Slocum and many others, was recently lost to the checker world by death. Checker books are now so numerous that a first-class checker library would cost several hundred dollars.

## CHESSE.

---

The history of chess may be summarized as follows:

"It is divided into three parts. First: The age of the primeval Indian game, extending from its origin to about the sixth century, A. D. During this time the moves of the pieces were almost the same as in the present game; but the game was played by four persons, and the combatants determined what piece to move by the throw of a die. Second:

The mediaeval game, embracing the period between the sixth and sixteenth centuries, A. D., when the game was reduced to a contest between two persons and the element of chance was discarded, and Third: Modern chess which includes the period from the commencement of the sixteenth century A. D. to the present day; except some changes in the fundamental laws of the game, such as increase in the powers of the Queen and Bishops and the introduction of Castling."

It will be noted that while the game of chess has undergone many changes—and changes are proposed even now—the game of checkers, to use the words of the eminent writer, Mr. H. C. White, "Is like the violin, the same today as it was yesterday, the same yesterday as it was centuries ago—beautiful, marvelous, inhaustible, beyond improvement—a perfect instrument." Let it be remembered that the twelve men on each side of the game of checkers appeared in the publications of both Canalejas and Garcez, hereintofore referred to, in the sixteenth century, A. D., and the time of the adoption of this the present number of men, or pieces, is lost in antiquity.

The games of chess and checkers have paralleled each other for over 4,000 years and are going down the ages together.

Chess is known as the "Royal Game," and well it may be, as it was promoted by royalty to make it a national royal game. See the kings, queens, castles, knights and bishops, representing royalty, standing behind the pawns representing private soldiers. A very safe place to stand. Royalty in its exclusiveness, demanded a royal game of its own, and therefore promoted chess. The game of draughts was known as the plebian game, the game of the people, as it is today.

No man can tell which is the deeper of the two games, any more than which is the deeper, the Atlantic or the Pacific Ocean, as no bottom to either was ever found. Either game is beyond the most brilliant minds, unfathomable and inhaustible.

The object of many moves are more apparent in chess than in checkers. In chess, moves are obviously made

to bear upon pieces; ultimately to checkmate the king, while in checkers the object of moves is not so apparent and are made to annihilate the opposing side. No king, as in chess, is left to tell the tale.

The checker player must comprehend the whole field all of the time. His mind is not constantly centered on any one piece, like the king in chess. The greatest degree of circumspection is necessary in playing a good game of checkers. Some players have but one line of thought, and can therefore see but one line of play, before making a move. They will look "a hole in the checker-board" as it were, in one place, and finally move to discover a fatal attack from some other quarter.

As the object of the moves is not as apparent in checkers as in chess, a greater degree of subtlety can be exercised in playing the game of checkers, where the object of a move in the beginning of a game, after the opening, may not be apparent until the game is nearly ended.

Again, in chess all pieces, except the pawns, may be moved backward, which cannot be done in checkers until the game is so advanced that a king-row is reached. This privilege of moving backward leads to carelessness on the part of the player, while the rule in checkers requires and develops a greater degree of caution.

Both games have ardent devotees, though checkers is more universally played. I asked a gentleman who played both games, which game he preferred. He answered by asking me if I heard of the young man who was in the company of two charming young ladies, and said, all alone to himself, "How happy could I be with either were t'other dear charmer away."

I refer to chess in this lecture for the same reason that the man spoke of Mary whenever he thought of Jane, "Because they were twins."

The bump of caution is developed to the capacity of the individual in playing checkers, and the more one plays the less likely he will be to buy "gold bricks" and

the like. "He who hesitates is lost" must be changed to "he who does not hesitate will not win" at checkers.

The first acquirement of a successful student of checkers must be the habit of close application. Checkers to the youth is like the kindergarten to the child, it both amuses and instructs, and becomes a pleasant and profitable pastime. Unconsciously the student gets to exercising all of his mathematical and analytical powers across the checker-board. He is oblivious to his surroundings. He can't hear a thing, not even his mother, when she asks him to go on an errand. Whenever Mrs. Hopkins desires to divert my attention, she hands me a new checker problem, which has the effect of soothing syrup to a child.

There are many wives who will act upon this "pointer" and introduce checker-boards in the family circle to their great advantage.

The student finds the habit of close application acquired at checkers, will be with him in all his studies and in the practical business affairs of his life; and in addition, he can always have inexpensive and independent amusement. Confine him in a room with a checker-board and he has an occupation both pleasing and instructive. He will acquire the power of continuity of thought and of methodical reasoning. The full effect of some moves may be beyond his vision; but he will pass mentally from one move to another and to all possible answering moves, as far as he can see and remember. This requires both concentration and continuity of thought. He will at last return to some previously anticipated move, and finally to all anticipated moves and methodically analyze the different positions; always anticipating all possible moves that can be made against him. Before making a move, he will again reason from cause to effect, way down the line of anticipated moves and events, and verify his belief, as he has learned that a great degree of caution must be exercised, or the game may be lost.



After much study and practice the memory will assist in the solution of many positions, and herein lies danger. Are the position and the one with which it is being mentally compared identical? They may appear to be; but if they should not, the effect of the move will be altogether different. The positions may be identical; but it may be the blacks' instead of the whites' move, as in the original position. This would be fatal. A king may be in one position and not in the other. This might be fatal also. Close discrimination and accuracy are therefore necessary. They are characteristics of a good checker player, characteristics of successful men in all lines of endeavor, universally recognized and appreciated.

The discriminations which appeared in the following advertisement in a London paper would insure fatal results in playing a game of checkers:

"A lady wants to sell her piano, as she is going abroad in a strong iron frame."

"For sale—a pianoforte, the property of a musician, with carved legs."

"Wanted—a room by two gentlemen about 30 feet long and 20 feet broad."

"Widow in comfortable circumstances, wishes to marry two sons."

"Annual sale now on; don't go elsewhere to be cheated, come here."

Memory plays an important part in playing a good game of checkers. A person could no more become an expert checker player without learning and remembering the state of the art from the books, than he could become a good lawyer or physician without special study and preparation.

Confidence, too, is necessary. It fortifies a player and tends to weaken his adversary by fear. Let fear take the place of confidence and a game is usually lost before it is played. Confidence is a successful, impelling force in checkers, as in every difficult undertaking. An expert checker played recently remarked in my presence: "To play a good game of checkers, one must not only have a good knowledge of the game, but he must also have

confidence." "A good knowledge of the game" would seem to inspire confidence; it certainly does not insure it.

The element of chance is eliminated in the game of checkers; so it does not lead to gambling. The player becomes so accustomed to dealing with fact, and relying upon his own mental resources and skill, that he will dislike any game where luck or chance may favor an inferior player, and give him a win against all the skill that can be employed.

The place to read a person's mind, character and temperament, is across the checker board. If he is excitable he will show it. If he is narrow-minded it will be revealed. He cannot cover up his pugnacity. His dishonesty will crop out in many ways. He is before his adversary like an "open book." His good qualities will be just as apparent and will be appreciated.

Show me a checker player inviting attention to his defeat by the skillful play of his adversary, and I will show you a person who appreciates the beauties of the game, and who will be an agreeable companion.

My advice, therefore, to young ladies about to cross the sea of matrimony, is to try games of checkers on the parties of the second part, note their temperaments, and read their minds and characters.

During my sixty-seven years of playing the game of checkers I have read from this "Open Book" the following rules of checker conduct which I sincerely hope will be utterly ignored by "Our boys at home."

"RULE 1—Tell your adversary in advance that you played a good game some time ago, but are out of practice, so he will get no credit for winning and feel humiliated for losing. This is a good introduction for a reputation.

"RULE 2—Tell him your checker victories, but never mention your defeats. This gives him an opportunity to assume that you were never defeated. He will keep his 'assumption' to himself. You will feel better if he does.

"RULE 3—Disconcert your adversary, if possible, by irritating remarks. This may cause him to make a losing move, giving you a win, which will increase your score as if you earned it and fix your manner in the mind of your adversary forever.

“RULE 4—When caught by a ‘shot,’ or fine play, call it your oversight. Do not give your adversary any credit. This will add to your reputation.

“RULE 5—If you have a winning position, move slowly to give others an opportunity to see it. Invite their attention to it. Look around and give ‘knowing winks.’ If your game is lost, reset the men as soon as possible, that others will not see your loss. This will tend to your elevation wonderfully.

“RULE 6—Invite the attention of others to your skillful playing, giving a wise, knowing look. This will be very interesting and entertaining to your adversary and give you a standing with checker players.

“RULE 7—Always give excuses for your losses—too much upon your mind, headache, carelessness, or something; anything but your inferior play or the skill of your adversary. This will make you interesting, if not agreeable.

“RULE 8—Hum or whistle some ragtime air or drum upon the table with your fingers. This may not be appreciated, but it will be remembered.

“RULE 9—Lean over the table and hide it as much as possible by resting your elbows upon it so that others cannot see the game. This will emphasize your consideration for players and will be recognized.”

Checker scores will be forgotten; but the disagreeable conduct of players will ever be remembered.

There are checker players who never refer to the beauties of the game, and quite likely never think of them. Their sole amusement consists in playing to win and winning. They are continually looking for defects in the play of their adversaries and never see their skillful and clever moving of the pieces, except to make counter moves in a pugnacious manner. Just as there are persons who can stand on the heights overlooking fine stretches of beautiful scenery, of mountains, hills, valleys, parks, rivers and manufactories, and, with this panorama before them, can see nothing but the smoke from the chimneys.

One usually finds what he seeks. I often think of the story of the couple standing by the river side where the breezes brought the sweet perfumes from flowers, mingled with the odor of a cess pool. He complained of the odor, while she could detect nothing but the sweet perfumes from the flowers.

The "beautiful scenery from the heights" has a concordance in the game of checkers; but in checkers the scene is constantly changing. Go with me for a moment as I analyze the position on the checker board. If I make this move my adversary will make one of several moves. I will endeavor to anticipate his best move and what my reply should be. Then he must move again and again, as well as myself. Every move presents a new position which opens up a fresh field for analytical thought, and discloses beautiful and alluring combinations and scenery.

I have now arrived at the result of my anticipated line of play and see that I will be defeated if adopted. So I select another line and analyze all lines, with the broadest circumspection, and ascertain the several results. In doing this I am enjoying the beautiful panorama and revelling in the mathematical fields of evolution before me.

These "alluring beauties" will become more and more apparent as the student advances in the acquirement of the art of playing. An amateur can only just see the outlines of the beauties in many intricate positions which are familiar to an expert, who is constantly exploring new fields and discovering new scenery with its intricate winding paths and hidden nooks.

These "winding paths and hidden nooks" are never discovered or seen by muddled brains, stupefied by drink, irregular habits and debauchery, any more than the discoveries of the solutions of the problems of Euclid.

The first requirement to become a good checker player, therefore, is a clear head, and no one knows this better than the players. A clear head is maintained by good habits only, which the playing of the game promote to a marked degree. Good habits must be continued by experts or they will lose their cunning and cease being experts. Fortunately we have had but two examples of this among the expert players of the United States, both of whom have passed away. This small number, compared with the many expert players, supports the position, in a most conclusive and satisfactory manner, that checker players as a class set good examples by sobriety and good habits.

In this connection I desire to emphasize "Inexpensive Amusement," and to refer to the fact that the game has been grossly abused and the players of it, by the too common remark, "He is fooling away his time playing checkers." He may attend horse races, ball games, prize fights, etc., etc., without limit and stand all the expenses incident to the amusements; acquiring habits which he guards from his home, receiving nothing of value, wrecking himself physically, morally and financially, and who ever heard it remarked that "he was fooling away his time"? It was all right because he was not playing checkers for amusement, which necessarily combines with it an improved mentality and educational qualifications, or rather, qualifications necessary to acquire an education which must be acquired to attain success.

The fortunate father of a family of boys should make it a special point to teach them the game of checkers; not just the rules of the game, but its intricacies and beauties, and undertake to have them fully understand and appreciate them. Succeeding in this, they would require less assistance in mathematics and other studies, as their minds would be trained to think methodically, "to see events in their causes," and to follow up ideas with a tenacity of purpose that would make the Rule of Three as easy as the fundamental rules of arithmetic. Thus educating the boys would effect a big financial saving, as it would cost more to ticket them to one ball game than to have them play checkers to manhood. And, too, the boys would have amusement at home, with its uplifting influences, and would not be acquiring the bad and expensive habits so common in all communities, habits which often lead them to houses of correction and on and on to destruction. Mothers would lessen their anxiety for the conduct of their boys in proportion to the interest they would take in the game of checkers at the fireside.

It is positive evidence that a boy has an idea when he asks for a checker board. Produce the board and assist him in the development of the idea. This will induce ideas and their development in the affairs of life. In the language of another,

"To call the game of checkers a battle of ideas were but appropriate; 'tis science unreduced to human practice and utility."

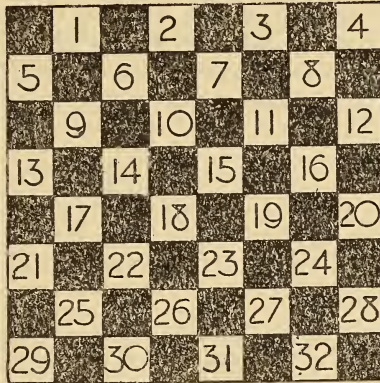
In the reproduction of this "Science" lies the development. Development of traits of character, like fairness and honesty, or the reverse. Temperature, like being hasty and excitable, or cool and collected, and mentality, like being a good analyzer; seeing and comprehending new scenery for intricate play, and moving with a systematic and fixed purpose, relying upon skill, or comprehending nothing, without system, moving by guess and at random, relying upon luck.

These traits of character, habits and idiosyncrasies would all be fully developed in the progress of their play. From them the father would be able to approximate their fair classification and determine the vocation in life that each would be best fitted for. He certainly could determine vocations they would not be fitted for. In addition, possessed of these facts, he could make many corrections in the adverse habits and inclinations developed, and proceed, in a judicious manner, to so bend the twigs that the trees would be as symmetrical and straight as possible.

In conclusion, let it be most thoroughly understood and appreciated, that the playing of the game of checkers combines two essential and important elements absolutely necessary to success—amusement and education—they go hand in hand and inseparable. A most fortunate combination. The ever-changing scenery in its varied beauties amuses the student, and the solutions presented by each change develop his mentality and so absorb his mind as to make him oblivious to the cares and problems of life; thus giving him a new field for thought, which is restful and soothing, exhilarating and instructive.

All checker players have learned that to play at their best requires a clear head, methodical mental arrangements, the exercise of extreme caution and foresight, continuity of thought, the keenest discriminations, the greatest circumspection, accuracy, a retentive memory, confidence, perseverance and skill. A blending of ac-

quirements forming a monumental composite on which the student can stand with supreme confidence in his ability, which begets success, in all fields and at all times.



Squares from  $1\frac{7}{8}$  to 2 inches. Men from  $1\frac{1}{4}$  to  $1\frac{3}{8}$  inches in diameter. Better to have no two shades or colors on squares and men. If black and straw colored squares have red and white men. Whatever the colors or shades call the man black and white.

Numbers on the white squares are for printing only. Play upon the dark squares numbered the same. Numbers are of no use in playing, are only for recording games, and blindfold when moves are made as the numbers are called. Do not write the numbers on the squares; remember them. Have the double corners at the right of the players.

### **SOME IMPORTANT RULES OF PLAY.**

Blacks on numbers 1 to 12. Whites 21 to 32.

Black always to be moved first.

Change men every game.

Time for a move is five minutes, if required by the player. After the five minutes, time may be called. Then the move must be made within one minute.

A touched piece must be moved, unless it be touched to be adjusted on the square. If so, notice must be previously given the adversary.

Must jump if possible and as far as possible with the piece jumping. If different ways to jump the player takes his choice and is under the five-minute rule. If but one piece can jump and has more than one way to jump it is also under the five-minute rule; but if it has but one way it can jump, the jump should be made within one minute. After which, should time be called, the jump must be made within one minute more.

Kings must be crowned by an adversary on their arrival in his king row.

Kings cannot be moved nor jumped out of an adversary's king row on their entrance move to be crowned.

To avoid misunderstandings as to whether a man is a king, better not to move a king out of an adversary's king row until crowned.

Players may appoint their own timekeepers, but should agree upon a referee, or upon a third person to appoint one, should one be required.

There are many minor details in the complete rules of play that would be used by advanced players in matched play. These appear elsewhere in this book and need not be repeated here.

## INSTRUCTIONS.

---

### Caution to Beginners.

---

Your anxiety to play games may cause you to neglect the following lessons which must be well learned before you will become fairly proficient in playing. To play without knowing the value of moves, without system, in a "happy-go-lucky" manner will be utterly useless to attain proficiency. You will find all that you will be able to absorb in some time in the following lessons. After mastering them you will be able to see the object of moves, play intelligently and make surprising progress. You will find much amusement in noting the reasons for moves given, and in making other moves of your own and learning why they will be weak.



## LESSON I.

---

### A, B, C Problems for Beginners.

---

It is not expected that the beginner will be able to solve all of these problems without moving a piece, and probably not by moving the pieces. He can learn the play from the solutions and fix in his mind the various methods of play under the problems. After doing this he should devise problems for himself which he will be able to do with the knowledge of the play in these solutions.

**A**—Black kings 7, 22. White kings 15, 18. Black to play and win: 7-11, 15-8, 22-15, 8-3, 15-11. B. wins.

**B**—Black 19, king 10. White 27, king 11. Black to play and draw: 19-23, 27-18, 10-15, 11-7, 15-22, 7-10, 22-18. Drawn.

**C**—Black 21, king 25. White kings 26, 27. Either to play, white to win. White to play: 27-23, 25-29, 23-18, 29-25, 26-30. W. wins. Black to play: 25-29, 27-23, 29-25, 23-18, 25-29, 18-22, 21-25, 26-30. W. wins.

**D**—Black 12, 28. White 32, king 19. White to play and win: 19-23, 12-16, 23-26, 16-19, 32-27, 28-32, 27-24. W. wins.

**E**—Black 17, king 30. White kings 27, 18. White to play and win: 18-22, 17-26, 26-30. W. wins.

**F**—Black kings 3, 4, 12. White kings 10, 15. White to play and draw: 15-11, 3-8, 10-15, 8-3, 15-19, 12-8. Drawn.

**G**—Black kings 6, 27. White kings 7, 14, 19. Black to play, white to win: 6-10, 19-23. W. wins.

**H**—Black 18, kings 29, 30. White kings 17, 27. White to play and win: 17-22, 18-25, 27-23. W. wins.

**I**—Black 9, kings 11, 19. White 21, kings 10, 18. White to play and win: 21-17, 9-13, 10-15, 19-10, 18-14, 13-22, 14-16, 22-26, 16-19, 26-30, 19-23. W. wins.

**K**—Black 3, king 32. White 11, 16, 27. White to play and win: 27-23, 32-27, 23-18, 27-23, 18-15, 23-19, 15-10, 19-12, 10-6, 12-16, 6-2. White wins.

**L**—Black 3, kings 14, 15. White 11; kings 2-6. White to play and win: 11-7, 3-10, 2-7. W. wins.

**M**—Black 2, kings 31, 27. White 10, kings 14, 19. White to play and win: 10-7, 2-11, 19-15, 11-18, 14-32. W. wins.

**N**—Black 2, 12, king 22. White 10, 11, 14. White to play and draw: 14-9, 22-18, 9-5, 18-15, 11-7, 2-11, 5-1, 15-6, 1-10. Drawn.

**O**—Black 12, 21, king 27. White 30, kings 19, 22. White to play and win: 30-26, 27-23, 19-15, 23-30, 15-19, 21-25, 22-29, 30-26, 29-25, 26-31, 25-22, 31-27, 22-18, 27-32, 18-23, 32-28, 23-27, 28-32, 19-23, 32-28, now 1st position. W. wins.

**P**—Black 21, kings 4, 6, 14. White 27, 30, 31, 32. White to play and win: 30-25, 21-30, 31-26, 30-23, 27-2. W. wins.

**Q**—Black 3, 7, 14, 16. White 12, 22, 28, king 4. Black to play and win: 14-18, 22-15, 7-11, 15-8, 16-20. B. wins.

**R**—Black 3, 10, 14. White 7, 21, 23. Black to play and win: 14-18, 23-14, 10-17, 21-14, 3-17. B. wins.

## LESSON II.

---

### Game Ending Positions.

---

The beginner will find intricate play in the following positions. It must be thoroughly learned and remembered, as much of the play could not be made in cross-board analysis by the brightest minds and experts. A checker champion recently had the winning side of the first position in an important match and missed the win. It would be utterly useless to spend time in undertaking to solve these problems. Go to the solutions at once and remember that accuracy will be necessary.

**GAME ENDING POSITIONS.**

**Two Kings to One**—Black king 28. White kings 19, 23. White to play and win: 23-27, 28-32, 19-23, 32-28, 27-32, 28-24, 32-28, 24-20, 23-18, 20-16, 18-15, 16-20, 15-11. W. wins.

**Three Kings to Two**—Black kings 18, 19, 20. White kings 27, 28. Black to play and win: 18-15, 27-31, 20-24, 28-32, 24-28, 31-27, 15-11, 27-24, 19-16, 24-27, 16-20, 27-23, 11-15, 23-27, 15-19, 27-31(a), 20-24, 32-27, 28-32, 27-20, 19-24. B. wins. (a) If 27-24, 20-27, 32-16, 28-24. B. wins.

**Three Kings to Two**—Black kings 6, 24. White kings 14, 18, 23. Either to play, white to win. White to play: 18-15, 6-1 (a), 14-9, 24-28, 23-19, 1-5, 9-6, 28-32 (b), 19-24, 5-1, 24-19. W. wins. (a) If 24-28, 23-27, 6-1, 14-10, 28-32, 27-24, 1-5, 10-6, 32-28, 6-10, W. wins. (b) If 5-1, 6-10, 1-5, 19-24, W. wins. Black to play. 6-1, 18-15, 1-6, 14-10, 6-9, 23-19, 24-27; play is now similar to the above, 15-18, 27-32, 19-24, 9-5, 10-14, 32-28, 24-27, 5-1, 14-9, 28-32, 9-14. White wins.

**Four Kings to Three**—Black kings, 30, 31, 32. White kings, 19, 21, 22, 23. White to play and win: 19-24, 32-28, 24-20, 28-32, 23-19, 31-27, 22-18, 27-31 (a), 19-24, 32-27, 24-28, 27-32, 18-23, 31-27, 23-26, 30-23, 28-24, 27-31, 24-27, 31-24, 20-18. White now having two kings to one wins by the usual method. (a) If 27-23, white wins by 18-27, 32-16, 20-11.

**First Position**—Black 22-27. White 30, king 8. Black to play and win.

27-32	26-22	10- 6	18-15	15-18	1- 6
8-11	6-10	5- 1	30-25	17-13	22-25
32-27	23-18	14-10	15-18	18-15	6-10
11- 7	10- 6	1- 5	6-10	9-14(d)	25-22
27-23	18-14	6- 1	5- 1	1- 5	10-15
7-10	6- 1	5- 9	25-21(a)	14-17(e)	22-25
22-26	22-18	1- 5	1- 5	15-10	15-18
10- 6	1- 6	9-13	10- 6	17-22	25-21
26-31	18-15	10-14	18-15	10-14	18-22
6- 9	6- 1	13- 9	21-17(b)	22-25	B wins
31-26	15-10	14-18	5- 1	5- 1	
9- 6	1- 5	9- 6	6- 9(c)	25-22	

- (a) 10-7, 32-27, 7-11, 27-23. B. wins.  
 (b) 6-1, 15-10, 21-17, 5-9. B. wins.  
 (c) 6,2, 15-18, 2-7, 1-6. B. wins.  
 (d) 9-5, loses by 15-10, 13-9, 10-14.  
 (e) 13-9, 15-10. B. wins.

**Second Position**—Black 3, 6, king 1. White 12, 13, king 8. Black to play and win.

1- 5	7-10	27-23	24-27	10- 6	23-18
8-11	19-23	32-28	28-24	24-19	8- 4
5- 9	10-15	23-18	27-32	14-10	18-14
11-15	23-27	28-24	24-28	19-24	4- 8
9-14	15-19	18-14	32-27	10-15	6- 1
15-11	27-32	24-19	28-32	24-28	8-11
14-18	19-24	6-10	27-24	15-19	14- 9
11-16	32-28	19-23	32-28	28-32	13- 6
18-15	24-27	10-15	24-19	19-24	1-10
16-20	28-32	23-27	28-32	32-28	11-16
15-11	27-31	15-19	19-15	11-16	10-15
20-24	32-28	27-32	32-28	28-19	16-20
3- 7	31-27	19-24	15-10	16-23	15-19
24-19	28-32	32-28	28-24	12- 8	B wins

It will be noted that black has the move at first, but loses it by the first necessary exchange, regains it by the second exchange, and wins.

**Third Position**—Black 5, kings 13, 21. White kings 14, 22. Black to play and win.

13- 9	1- 6	5- 9	27-23	23-27	16-12
22-18	14-17	10- 6	22-25	22-26	22-26
9- 6	6- 2	9-13	2- 7	27-24	12- 8
18-22	17-14	6-10	25-22	26-22	26-22
6- 1	25-22	26-31	7-11	24-20	8- 3
22-18	15-10	10-14	22-25	22-26	14- 9
21-25	22-26	31-27	11-15	20-16	15-10
18-15	14-18	18-22	25-22	26-22	B wins

**Fourth Position**—Black 21, kings 22, 23, 28. White kings 30, 31, 32. (a) White to play and draw; (b) black to play and win. (a) 31-27, 23-19, 27-31, 19-24, 32-27, 24-20, 27-32, 22-18, 31-27, 28-24, 27-31, 18-23, 31-26. Drawn (b) 28-24, 32-28, 24-20, 28-32, 22-18, 31-27, 23-19, 27-31, 19-24, 32-27, 24-28, 27-32, 18-23, 31-27, 23-26, 30-23, 28-24. B. wins.

**Fifth Position**—Black 6, 11, 12, 13, 14. White 19, 20, 21, 22, 23. Black to play and draw: 13-17, 22-13, 6-10, 13-9, 11-15, 9-6, 15-24, 23-19(a), 24-27, 6-2, 27-31, 2-6, 31-27, 6-15, 27-24, 20-16, 14-18, 15-22, 24-15. Drawn. (a) 6-2, 10-15, 2-6, 15-19, 23-16, 12-19. Drawn.

**Sixth Position**—Black 3, kings 7, 15. White 12, 16, king 24. Black to play; white to draw: 7-2, (a) 24-20, 2-6, 20-24, 3-7, 12-8, 6-2, 8-4, 15-11, 16-12. Drawn. (a) 7-10, 24-20, 3-7(b), 16-11, 15-8, 12-3. Drawn. (b) 10-14, 20-24, 14-18, 24-27, 18-22, 27-31, 22-18, 31-27, 18-14, 27-24, 3-7(c), 12-8, 15-11(d), 8-3. Drawn. (c) 14-10, 24-20, 10-7, 20-24, 15-11, 24-20, 11-8, 20-24, 8-4, 24-19, 7-10, 16-11. Drawn. (d) 14-10, 8-3, 15-11, 24-20, 11-15, 16-11, 15-8, 3-12. Drawn.

**Avery Position**—Black 13, kings 14, 15. White kings 22, 23. Black to play; white to draw: 14-17, 23-26, 15-10, 22-25, 17-21, 25-22, 10-14, 26-30, 14-17, 22-18. Drawn.

### LESSON III.

Positions of men upon the checker board as the play progresses are as important as the positions of armies in battle. Weak positions, even with superior numbers, may spell defeat. There are three necessary basic or foundation principles with which the student must become familiar before he will be able to play the game in an intelligent and scientific manner.

**First**—Anticipate your line of play and build up a substantial foundation in the opening formation.

**Second**—Continue the line in the mid-game play, based upon the foundation, without weakening your position. Anticipate the value of having The Move and play accordingly. Having The Move is to be able to play the opposing side to a block, or hold it in check. An exchange changes the move; but do not make an exchange to have The Move should it weaken your game to a possible danger point. Better make a drawn game than to chance a loss.

**Third**—Keep in mind the play under the previous game-ending problems and positions showing how games are won, lost or drawn. Anticipate them as you are nearing the game-ending and put into practice the lessons you have learned.

### LESSON IV.

The student has arrived at the point where he will be able to understand fairly well the playing of a game. Please note the play in the following complete games of two popular openings, and the reference notes. A comprehensive knowledge of the play under the previous lessons, and of these two games, will equip him to analyze, and with a fair degree of success, the play under other openings. A star denotes a brilliant or forcible move.

#### The Glasgow Opening.

11-15	7-16	4- 8	19-23	17-26	15-22
23-19	27-11	29-25	26-19	30-16(g)	32-28
8-11	3- 7	10-15	15-24	8-12	24-27
22-17	28-24	17-13(c)	22-18(f)	16-11	31-24
11-16(a)	7-16	2- 7(d)	12-19	6-10	1- 6
24-20	24-20(b)	21-17	17-14	13- 6	2- 9
15-24	16-19	7-10	10-17	10-15	5-14
20-11	25-22	20-16(e)	25-22	6- 2	24-19

Drawn

(a) This move forms the Glasgow opening, the object of which is to attack white's double corner and occupy square 19, a square of strength.

(b) The student may consider this a weak move, as it permits blacks to occupy square 19. However, at the same time it attacks black's weakness in the single corner and equalizes positions.

(c) Played with the object of cramping black's double corner, with the next move, 21-17.

(d) The student may wonder at this move, as 9-14 appears to develop a strong position; the man on 20 would appear with telling effect, as follows: 20-16, 2-7, 22-18, 14-23, 25-22, followed by 31-27, with a won game."

(e) At last the man on 20 comes into action and forces black to break his position of strength on the long diagonal from 1 to 19.

(f) The value of the move 17-13 at note (c) is now apparent.

(g) The men on 18 and 13 successfully bind the men in the black double corner and forces black to sacrifice a man to avoid disaster as shown in the closing moves in the game.

**The Single Corner Opening.**

11-15	12-16	9-14	13-17(h)	11-16	32-27
22-18(a)	26-22	18- 9	22-13	20-11	31-24
15-22	8-12(e)	5-14	14-18	7-16	20-27
25-18	28-24(f)	22-18	23-14	9- 6	2- 6
8-11(b)	9-13	1- 5	10-17	2- 9	12-16
29-25(c)	32-28(g)	18- 9	21-14	13- 6	6-10
4- 8	6- 9	5-14	16-32	16-20	16-19
24-20(d)	24-19	25-22	14- 9	6- 2	30-26

Drawn

(a) This forms the opening, and is slightly in favor of the black side.

(b) Made with the object of playing 10-15 later on, to cramp the white single corner.

(c) To maintain the center established by the man on 18.

(d) For the object of cramping the men on 8, 11 and 12, with the help of the man on 18.

(e) Threatening both 10-16 and 16-19 to establish a strong center.

(f) Finely played, as it prevents 10-15 by 24-19, 15-24, 18-14, 9-18, 22-8, which would win for white.

(g) Again a strong move. If 24-19 black would move 10-15, 19-10, 6-15, with a strong position.

(h) Attacking the weakness in the white double corner and eliminating the weakness of black in the single corner.

The game practically plays itself from note (h) to the end, having no special features.

**By ALFRED JORDAN**

**DUNNE'S WIN.**

9-14	16-20	11-16(b)	6-22(c)	3- 7	2- 7
22-17	18- 9	24-19	26-17	26-22	(e) 30-25
11-16	5-14	8-11	10-14	7-10	7-11
25-22	29-25	22-18	17-10	28-24	25-22
8-11	4- 8(a)	1- 5	7-14	11-15	White
22-18	25-22	18- 9	31-26(d)	22-17	wins

- (a) The best move here is 11-15.
- (b) This practically forms the position. White to move and win.
- (c) If 5-14, 26-22, 11-15, 30-25, 15-24, 28-19, 7-11, 17-13, 11-15, 22-17, 15-24, 23-19, white wins.
- (d) An important move.
- (e) The late R. Atwell played 17-13 here against W. K. Campbel and lost by 7-11, 13-9, 14-18, 23-7, 16-23, 27-18, 5-23, etc., thus converting a win into a loss by carelessness. Dunne's win comes up from several openings. A similar win but not exactly the same position can come up somewhat as follows:

### BRISTOL SINGLE.

Almost the same as Dunne's win.

11-16	4- 8(a)	11-16	6-22(d)	7-10	16-23
22-18	30-25(b)	24-19	25-18	25-22	22-17
8-11	9-14	8-11	10-14	11-15	10-15
25-22	18- 9	22-18	18-9	23-18	(f)17-13
16-20	5-14(c)	1- 5	5-14	14-23(e)	
22-17	26-22	18- 9	29-25	27-11	

White wins

- (a) The best play here is 9-14, 18-9, 5-14, etc.
- (b) A strong move.
- (c) Practically the same as Dunne's win.
- (d) If 5-14, 25-22, 11-15, 29-25, same as Dunne's.
- (e) The late G. Buchanan suggested 15-24 here, but it seems to lose also.
- (f) Mr. F. Hogue showed an amazing way of losing for white by the following incorrect play: 11-8, 15-19, 8-4, 12-16, 17-14, 2-6, 21-17, 20-24, 17-13, 16-20, 14-9, 6-10, 9-6, 10-15, 6-2, 24-27, 31-24, 20-27, 2-6, 27-31, 6-10, 31-27, 13-9 (and now, my children, behold the shot that annihilated father), 3-8, 4-18, 19-24, 28-19, 27-31. B wins. The "fish" not only got away, but took the rod and line with him.



**TESCHELEIT'S WIN.**

A position that comes up from many openings.

9-14	23-16	6-15	25-21	4- 8	27-24
22-17	12-19	21-17	7-10	23-16	8-12
11-16	24-15	5- 9	17-13	12-19	Forms
25-22	10-19	29-25	2- 6	32-27	position
16-19	17-10	8-12	27-23	9-4	

Black on 1, 3, 6, 10, 12, 14, 15 and 19.

White on 13, 21, 22, 24, 26, 28, 30 and 31.

White to move and win.

22-17	11-16	26-22	10-19	13- 9(b)	27-32
3- 7	24-20	14-18(a)	7- 2	27-31	11-27
31-27	15-18	22-15	6-10	17-14	32-23
7-11	20-11	19-23	2- 7	31-27	14-10
27-23	18-27	11- 7	10-15	7-11(c)	

White wins

(a) The best defense. If 27-31, 11-8, 12-16, 8-3, 31-26, 30-23, 19-26, 3-7, 26-31, 7-2, white wins.

(b) This seems to be necessary. If 7-11, 27-32 seems to about draw.

(c) This is all right now.

**JORDAN'S WIN.**

11-16	3- 7	9-18	6-10(d)	12-16	32-27
23-18	31-26	23- 7	18-14	10- 6	18-22
16-20	14-17	16-23	8-11	1-10	5- 9
24-19	21-14	27-18	14- 7	7-14	6- 2
10-14	10-17	20-27	11-16	16-19	9-13
26-23	25-22	32-23	17-14	13- 9	17-14
8-11	4- 8(b)	2-11	16-23	19-23	27-23
22-17	29-25	23-19	14-10	22-17	2- 6
7-10	17-21	11-16	23-27	23-27	
28-24	22-17(c)	25-22	7- 2	9- 6	
11-16(a)	7-10	16-23	27-31	27-31	
17-13	18-14	26-19	2- 7	14-18	

White wins by "Bowen's Twins."

(a) The best play here is 4-8, which draws. The text moves forms the position white to move and win.

(b) If 7-10, 18-14, white wins.

(c) White can make a nice hash of things here by playing 18-15, 7-10, 22-17, 9-14, 26-22, 14-18, 23-7, 2-18, 22-15, 16-23. B. wins.

(d) The best move, but one not likely to be made. 8-11 loses easily.

### JORDAN'S DRAW.

---

A peculiar position that occurred in play.

Black man on 20, kings on 27, 30 and 32.

White kings on 14, 22 and 23.

White to move and draw.

14-18	22-18	26-22	23-19(c)	18-15	15-19
27-24(a)	30-25	25-21	27-31	27-24	20-24
18-14	23-26	18-23	14-18	19-23	19-15
24-28	20-24(b)	24-27	31-27	24-20	Drawn

(a) If 20-24, 22-17, 30-25, 17-22, 25-21, 23-19, drawn.

(b) If 32-27, 26-30, 25-21, 30-26, 27-31, 26-22, drawn.

(c) White can safely allow black to get a fourth king now that one of them is on square 21.

---

Another curious draw is Barker's triangle.

Black kings on 4, 10, 23 and 29.

White kings on 11, 22 and 32.

It will be seen at a glance that the king on 32 cannot be prevented from see-sawing 32-28 and 28-32. The two loose black kings are unable to get together.

## DENNY BOOK.

---

A neat win from the Denny by Alfred Jordan.

10-14	11-15(a)	4- 8	8-11(d)	22-26	12-16
23-19	23-24	25-22	26-22(e)	14-10	11- 7
14-18	1- 6(a)	18-25	21-25	26-31	16-19
22-15	25-21	29-13	22-17	27-23	7- 2
11-18	6- 9(a)	14-17	25-30	31-27	19-23
21-17	13- 6	21-14	17-14	23-19 (g)	13- 9
8-11	2- 9	10-17	30-25	27-24	5-14
17-13	20-16(b)	19-10	23-19	22-18(f)	15-19
9-14	9-13	12-28	25-22	3- 8	24- 6
26-23	30-25	10- 6	19-16	19-16	2-27
6-10(a)	13-17(c)	17-21	11-20	8-12	White
24-20	31-26	6- 2	2-11	16-11	wins

(a) A cooked line by D. A. Brodie.

(b) First suggested by J. A. Boreham as a possible win for white.

(c) Suggested by D. A. Brodie to draw for black.

(d) J. O. K. Smith tried 7-11 here against A. Jordan and eventually lost.

(e) Jordan's play to win from here.

(f) Leads to a very neat finish.

(g) Just in the nick of time.

## AN OLD FRIEND, THE STEEL STROKE.

---

In 1905, after the Britain vs. America match, Robert Stewart, Allan Hynd and Alfred Jordan proceeded to New York from Boston. Mr. Melvin Brown took them to the Eden Musee, then on 23rd Street, to see "Ajeeb," the automaton. Jordan was the first to play. The "figure" took the black pieces, put on a book line of the Fife, and a draw resulted. Hynd then took up the cudgels and put on the Cross. Another draw was the result. It was now Stewart's turn and he insisted on having the black pieces. The game proceeded as follows:

**Laird and Lady.**

Black, Stewart.			White, Ajeeb.		
11-15	9-13	15-18	13-17	16-20(b)	12-16
23-19	17-14	19-15	28-24(a)	31-26(c)	19-12
8-11	10-17	4- 8	11-16	18-22(d)	7-10
22-17	21-14	24-19	26-23	25-18	B wins

(a) 26-23 prevents 11-16 and avoids the stroke.

(b) At this point the "figure" took a long time. The attendant told Stewart he must move more quickly. Stewart replied that it was the "figure's" turn to move. The attendant then wound up the big main spring and eventually (c) the figure completed the Steel stroke.

(d) Curtains!

**WYLLIE'S SWITCHER STROKE.****The Switcher.**

11-15	8-11	6-10	15-18	4- 8	6- 9
21-17	17-14	22-17	24-20	28-24	24-19
9-13	10-17	13-22	2- 6(a)	11-15	15-24
25-21	21-14	26-17	29-25(b)	30-26	20-16

W. wins

(a) Another of Wyllie's tricks would come up from 4-8 here, 29-25, 1-6, 28-24, 11-15, 30-26, 8-11 (if 6-9, 24-19, white wins as before), 26-22, 3-8, 23-19, 6-9, 32-28, 9-13, 31-26. Then black can draw by 11-16, 20-4, 18-23, drawn. Should black play 2-6, however, instead of 11-16, white could win neatly thus: 2-6, 25-21, 18-25, 26-23, 13-22, 23-18, 10-17, 19-1, 25-30, 21-14, 30-25, 27-23 (Wyllie at first gave 24-19 here, but a draw was discovered), 25-21, 1-6, 21-17, 6-10, white wins.

(b) At this point 28-24 is supposed to lose for white by 6-9, etc., but it is by no means certain that a draw does not exist. If 32-28, 9-13, 24-19, 13-22, 30-25, 10-17, 23-14, 7-10, blacks wins, but white can vary and may be able to draw.

### SINGLE CORNER.

---

11-15	4- 8	9-13	15-24	10-15	19-24
22-18	24-20	32-28	28-19	19-19	2218
15-22	12-16	5- 9(b)	9-14	6-15	24-28
25-18	26-22(a)	30-26	18- 9	21-17(d)	27-24
8-11	8-12	10-15	7-10	15-19(e)	28-32
29-25	28-24	24-19	9- 5(c)	17-14	24-19

W. wins

(a) Generally considered best since C. F. Barker lost to R. Jordan by 28-24. Julius D'Orio in the Mysteries of Dama, however, infers that 26-22 loses.

(b) Here is D'Orio's move to win for black and beat all the books.

(c) D'Orio considers white's game a wreck here.

(d) He suggests 23-18, 16-19, 20-16, 11-20, 18-11 and says black wins' in every line.

(e) There may be some fight in 15-18 here, but white is distinctly strong. If not a white win the position is at least weak for black. The game might be a good "goat-getter," however, for a desperate situation such as a game down with only one to play.

By R. D. BANKS

---

**Barred Openings.**

---

One of the innovations on two move restriction play has been the adoption of what may be termed the "Barred Openings." There are six in number; the two excluded, 9-14, 21-27 and 10-14, 21-17, require no consideration.

The four remaining, 9-14, 23-18, 10-14, 23-18, 11-16, 23-19, 12-16, 23-19, have especially of late years been subject to much analysis; the variation of opinion and results of cross-board play lead to no established and well-supported theory covering positive black win but rather indicating the weakness in formation for whites of such nature that the draw is narrow and exceedingly critical.

Exceptions have been taken toward the further introduction of these openings, particularly in national and international contests; there is, however, no logical reason for their exclusion so long as exists any tenable defense for the second player.

The illustrative games furnish excellent specimens accentuating the precarious situations constantly arising for the second player; the opportunity to draw is condition to create and can be accomplished only through familiarity with the defense.

10-14	8-12	8-12	20-27	19-23
23-18	20-16	3- 7	26-23	10-14
14-23	14-18	6-10	27-32	26-30
27-18	29-25	7-11	23-19	22-18
12-16	3- 8	19-24	15-24	30-25
18-15	27-24	28-19	22-15	18-15
11-18	6- 9	15-24	32-27	25-22
22-15	15-10	26-22	15-10	15-10
16-19	9-14	10-15	27-23	24-27
25-22	24-15	30-26	10- 6	14- 9
9-14	12-19	4- 8	23-19	22-18
32-27	10- 7	11- 4	6- 1	11- 7
5- 9	2-11	12-16	14-18	Drawn
22-17	15-10	4- 8	1- 6	
9-13	11-15	16-20	18-23	
17-10	10- 7	8-11	6-10	
7-14	1- 6	24-27	23-26	
24-20	7- 3	31-24	25-22	

S. S. Bell vs. R. D. Banks.

---

12-16	25-21	5- 9	13 9	7-10
23-19	6- 9	22-18	27-24	5- 1
16-23	29-25	1- 6	19-16	10-14
27-18	9-18	19-15	10-15	1- 6
11-16	24-19	9-14	1- 6	14-17
26-23	15-24	18- 9	15-18	6- 2
16-20	22-15	11-18	6-10	17-22
32-27	7-11	9- 5	18-23	11- 7
8-11	28-19	18-23	16-12	3-10
30-26	11-18	21-17	23-27	2- 6
4- 8	26-23	23-27	9- 5	Drawn
18-14	20-24	17-13	27-32	
9-18	27-20	27-32	20-16	
23-14	18-27	5- 1	2- 7	
10-17	31-24	6-10	10-15	
21-14	8-11	24-19	24-20	
11-15	25-22	32-27	15-11	

A. Jordan vs. R. D. Banks.

11-16	23-14	7-16	14- 7	22-17
23-19	10-17	23-18	2-18	14-10
16-23	21-14	3- 7	17-14	17-14
27-18	8-12	29-25	18-22	27-23
12-16	22-18	6- 9	21-17	20-27
26-23	6-10	25-21	22-25	28-24
16-20	25-21	9-13	17-13	Drawn
32-27	10-17	31-26	25-30	
8-11	21-14	13-17	13- 9	
30-26	1- 6	18-15	30-25	
4- 8	26-23	17-22	9- 6	
18-14	11-15	26-17	25-22	
9-18	18-11	7-10	6- 2	

## F. R. Wendemuth vs. R. D. Banks.

---

9-14	8-11	18-25	25-22	14-18
23-18	23-14	29-22	2- 9	19-16
14-23	11-15	2- 6	5-14	4- 8
27-18	30-26	22-17	13- 9	16-12
12-16	1- 6	15-18	10-15	8-11
18-14	24-20	16-11	9- 6	6- 2
10-17	16-19	18-22	15-18	11-15
21-14	27-23	26-23	23-19	10- 7
6- 9	6- 9	22-25	18-23	3-10
32-27	23-16	10- 7	19-15	2- 7
9-18	9-18	25-30	23-27	Drawn
22-15	28-24	17-13	15-10	
11-18	7-10	30-25	27-32	
26-23	25-22	7- 2	24-19	

## R. D. Banks vs. N. W. Banks.

It will be observed in each of the foregoing games preference is given to the exchange 27-18 as the first step toward attaining more substantial development. 26-19 may be played, though unpopular and meets with little recommendation.



**SECOND DOUBLE CORNER.**

11-15	15-24	4- 8	11-15	23-27
24-19(a)	28-19	22-18	20-11	31-24
15-24	7-11	8-11	7-16	20-27
28-19	22-18	18- 9	26-23	5- 9
8-11	1- 5(b)	6-13	15-19	17-22
22-18	18- 9	23-18	23-18	9-14
9-14	5-14	3- 7	19-23	27-31
18- 9	29-25	18-14	9- 5	18-15
5-14	11-15	10-17	13-17	31-27
25-22	25-22	21-14	5- 1	14-18
11-15	15-24	12-16	16-20	2- 7
32-28	27-20	14- 9	1- 5	Drawn

C. E. Welen vs. R. D. Banks.

(a) A favorite opening with the late C. H. Freeman.

(b) 6-9 introduces new line of play—18-15, 11-18, 21-17, is the reply, but 29-25, 12-16, 19-12, 10-15, 25-22, 15-19, etc., black crowns and almost wins on position.

NOTE.—The Second Double Corner opening is weak for second player; certain lines of defense have, however, been established where the attack is somewhat neutralized, and through the introduction of restriction play received more favorable attention of recent years.

**KELSO—10-15, 21-17.**

10-15	24-19	5-14	8- 3(c)	2-11
21-17(a)	7-10	25-22	15-18	13- 9
11-16	26-22	11-15	3- 8	26-22
22-18	8-11	22-17	11-15	17-13
15-22	30-25(b)	7-11	8-12	22-18
25-18	3- 7	31-26	16-19	21-17
16-20	28-24	14-18	12- 8	11-16
17-13	9-14	23- 7	19-28	8-11
8-11	18- 9	16-30	27-24	16-20
29-25	5-14	7- 3	20-27	Drawn
4- 8	22-18	30-26	32-14	
25-21	1- 5	3- 8	6-10	
11-16	18- 9	12-16	14- 7	

C. Hefter vs. R. D. Banks.

(a) One of the standard replies with possibilities favoring white.

(b) There is one leading variation branching from this position, that is, 28-24, 10-15, etc., draws.

(c) Mr. Hefter plans neat conception, if 17-14, then 26-23, 27-18, 20-27, 32-23, 15-22, 8-15, 6-10, black wins.

### MILLBURY.

11-16	25-22(b)	6- 9	24-19	12-16	18-22
22-18(a)	10-19	13- 6	7-11	9- 2	26-30
8-11	23-16	1-26	23-18	16-19	15-10
25-22	12-19	31-15	14-23	2- 7	30-26
16-20	24-15	2- 6(c)	27-18	19-23	Drawn
29-25	4- 8	30-26	20-24	7-10	
10-14	22-17	3- 7	19-16	24-27	
18-15	14-18	26-23	11-20	10-14	
11-18	17-13	5- 9	18-14	27-31	
22-15	9-14	28-24	8-12	14-18	
7-10	26-23	9-13	14- 9	23-26	

A. Jordan vs. R. D. Banks.

(a) This opening has been termed "Millbury" as known to the modern school; it is primarily Bristol and so published in the earlier works on the game.

(b) Extensive experience with this variation will demonstrate an equality of position, though certain lines are productive of intricate situations.

(c) The play given is largely standard to this position; its continuation interesting, but will admit of other lines with drawn results.

### DUNDEE.

12-16	24-20	2-11	22- 6	19-26	17-13
24-20	5- 9(b)	22-18	1-17	7- 3	26-22
8-12	20-11	12-16(c)	18-14	16-20	27-24
28-24	15-18	21-17	11-15	3- 7	20-27
9-14	22-15	9-13	14-10	11-16	11-20
22-17	10-26	25-22	8-11	7-11	Drawn
3- 8	31-22	6- 9	25-21	15-19	
26-22(a)	8-15	29-25	17-22	32-28	
11-15	17-10	4- 8	10- 7	26-30(d)	
20-11	15-19	17-14	22-26	21-17	
7-16	10- 7	13-17	30-23	30-26	

(a) Constitutes one of the strong lines of defense made popular through victories of Barker over Freeman and Reed.

(b) 15-19 loses—Barker beat Reed—play 15-19, 20-11, 8-15, 23-16, 12-19, 17-13, 5-9, 30-26, 4-8, 27-23, 19-24, 31-27, 24-31, 22-17, 31-22, 25-4, white wins.

(c) The earlier edition of Lees' Guide Variation 5, Note V of Dundee opening, closes with this position as drawn but the consequent play is critical and instructive.

(d) Crowning on 31 loses, 26-31, 21-17, 31-24, 11-15, white wins.

### DENNY.

10-14	26-23	5-14	16-11	31-27	30-25
22-17	10-14	19-15(b)	12-16	8- 3	13-29
7-10	31-26	11-18	26-22	27-23	21-17
17-13	7-11	24-20	16-19	3- 7	14-21
3- 7	25-22(a)	16-19	22-17	23-18	7-23
24-19	18-25	23-16	19-23	7- 3	29-25
11-16	29-22	22-19	20-16	6- 9	23-26
28-24	6-10	27-23	23-27	13- 6	Drawn
14-18	22-18	18-27	16-12	2- 9	
23-14	1- 6	32-16	27-31	3- 7(c)	
9-18	18- 9	8-12	12- 8	9-13	

R. D. Banks.

(a) 24-20 loses by the following neat coup: 14-17, 21-14, 6-9, 13-6, 1-17, 23-14, 16-23, 27-18, 11-16, 20-11, 8-31. Black wins. A similar trap arises in the Paisley.

(b) 26-22 loses by 6-9, 13-6, 2-9. 19-15 is the only play; the acceptance of the two pieces, 10-28, then 23-19, 16-23, 27-9 has been contested and proves satisfactory to draw.

(c) The position here is entertaining, the finality of which represents an old principle in solution of problems and end games.

**OLD FOURTEENTH.**

11-15	18-25	14-18	31-26	22-29	20-16
23-19	29-22	23-14	7-16	6- 9	7- 2
8-11	9-14	3- 8	12-19	18-23	16-11
22-17	27-23	32-28	24-15	9-18	22-18
4- 8(a)	6- 9(c)	6- 9	5- 9	23-32	Drawn
17-13	13- 6	30-25	15-10	18-22	
15-18	2- 9	9-18	9-14	32-27	
24-20	22-17	17-14	10- 7	28-24	
11-15	1- 6(d)	10-26	8-12	12-16	
28-24	31-27	19- 3	7- 2	20-11	
8-11	9-13	26-31	26-22	27-20	
25-22(b)	26-22	3- 7	2- 6	11- 7	

## Chicago Inter-Ocean

(a) By this formation the Old Fourteenth comes into prominence and to note "b" is standard.

(b) This variation admits of great variety and winning possibilities for white.

(c) Either 14-17 or 14-18 are drawn lines with much intricate play.

(d) 9-13, 3-8 and 14-18 lose; 15-18 is regular and considered best for the draw.

NOTE.—The Old Fourteenth opening has been the favorite with all grades of players; continuation beginning with note "b" of trunk is recommended for its infrequency of adoption and general unfamiliarity of players with the proper procedure of attack.

**AYRSHIRE LASSIE.**

11-15	26-22	10-15	27-23	11-15	9-18
24-20	6-10(b)	32-28	10-14	20-11	27-32
8-11	30-26	8-12	29-25	15-31	18-27
28-24	12-16(c)	17-14	15-18	23-19	32- 7
4- 8	22-17	9-18	31-27	31-27	21-17
22-18(a)	15-22	23-14	5- 9	6- 2	Drawn
15-22	17-13	7-10	24-19	1- 6	
25-18	2- 6	14- 7	6-10	2- 9	
10-15	26-17	3-10	13- 6	18-23	

R. D. Banks vs. C. E. Welen.

(a) Unusual, but sound and an interesting departure from the stereotyped play, ultimately forming the Single Corner opening in some of its phases.

(b) 15-19, 24-15, 9-14, etc., simplifies and eliminates all beauty and complication of the entire line.

(c) The magnificent win, Charles Hefter defeating J. T. Denvir, gives effect to the intricate play from note "b" in the text as follows:

2- 6	28-19	5-14	31-27	11-15	14-10
21-17	3- 7	26-22	18-22	19-16(d)	32-23
10-14	29-25	11-15	13- 9	12-28	20-16
17-10	9-13	27-24	22-26	6- 2	White
7-14	18- 9	8-11	9- 6	26-19	wins
24-19	5-14	25-21	26-31	2- 9	.
15-24	22-18	13-17	6- 2	10-15	
32-28	1- 5	22-13	31-26	9-14	
6-10	18- 9	15-18	2- 6	28-32	

(d) The beginning of the stroke winning for white.

NOTE.—The trunk and its variation are games actually arising in cross-board play; the uncommon line and peculiarity of position leading to the shots deserve especial comment.

**EDINBURGH.**

9-13(a)	3- 7	6- 9	31-27	28-32	32-28
22-18	25-21	30-26	15-10	11- 7	27-32
12-16(b)	6-10	9-18	27-23	32-27	28-24
24-20	29-25	21-14	10- 6	7- 2	23-18
8-12	10-17	2- 6	23-19	27-32	24-28
28-24	21-14	3- 8	6- 1	2- 7	18-15
4- 8	1- 6	6- 9	19-23	32-27	28-24
18-14	19-15(d)	8-11	1- 6	7-11	32-28
10-17	13-17	18-23	23-19	27-32	White
21-14	25-21	26-19	6-10	11-16	wins
16-19	18-22(e)	9-18	19-24	32-28	
24-15	15-11	11-15	10-15	16-20	
11-18	8-15	18-23	24-28	28-32	
26-22	31-26	15-18	15-19	20-24	
7-11	22-31	23-27	28-32	32-28	
22-15	32-28	18-14	20-16	24-27	
11-18	31-24	27-31	32-28	28-32	
23-19(c)	28- 3	19-15	16-11	19-23	

R. D. Banks beat A. Jordan.

(a) This opening play forms what is termed the "Edinburgh." Whether black can successfully defend against white's strongest attack and draw has been subject to much discussion.

(b) One of the regular lines discarded by some players, considered drawable by others, it can be recommended as comparatively sound.

(c) Preferred; the position here has favorable aspect for white.

(d) The initial process of attack; the white pieces are free and do not present the cramped condition of black, the win apparently being forced from this point.

(e) Mr. Jordan purposely allowed the stroke, anticipating possible draw on the end game.

NOTE.—The Edinburgh is the most difficult of all openings for the first player; following 22-18, second move of trunk, much analysis has filtered through the many newspaper columns and private manuscripts; the general opinion, however, remains little changed as to the drawing qualities of the black game.

### FIFE.

11-15	29-25	15-18	32-27	11-15	23-18
23-19	8-11	23-14	30-25	23-19	3- 8
9-14	25-22	10-17	19-15(d)	15-24	20-16
22-17	4- 8	21-14	25-21(e)	28-19	11-20
5- 9	22-17	1-17	27-23	8-11	18-15
26-23(a)	13-22	27-23	21-17	6- 2	Drawn
9-13	26-17	17-22	15-10	14- 9	
30-26(b)	2- 6	23-18	7-14	31-26	
13-22	17-13	22-25	18- 9	9-14	
25- 9	6- 9(c)	24-20	17-14	26-23	
6-13	13- 6	25-30	9- 6	14-10(f)	

Glasgow Herald.

(a) Adopted more frequently by the modern players to avoid three for two line.

(b) The line of defense much favored by C. F. Barker and employed on several occasions, it is not considered to be quite as strong and popular as 24-20.

(c) The play from here is extremely delicate for white.

(d) Barker played 18-14 and lost; the continuation with appended notes was originally published in the Glasgow Herald and reproduced in the Barker-Smith Match Games Book.

(e) 25--22, 31-26, 22-24, 28-19, white wins.

(f) 3-8, 23-18, 14-16, 2-7, white wins.

NOTE.—This game will rank among the classics of the Fife opening; the play from note "c" to finish is highly critical and cannot be excelled for brilliancy in combination.

### BRISTOL.

11-16	22-17	3- 8	23-19	26-31	17-14
24-20	6-10	23-16	20-24	11- 7	24-15
16-19	29-25	12-19	27-20	14-18	14- 9
23-16	8-11	26-23	7-11	7- 3	6-10
12-19	17-13	19-26	31-27	31-27	9- 6
22-18	4- 8	30-23	11-15	3- 7	10-14
9-14	25-22	8-12	27-24	27-20	6- 2
18- 9	2- 6	32-27	18-23	7-23	Drawn
5-14	22-17	15-18	20-16	15-24	
25-22	8-12	20-16	23-26	28-19	
10-15(a)	27-23(b)	11-20	16-11	20-24	

#### R. D. Banks vs. Julius D'Orio.

(a) This line is rapidly growing into popularity owing to the re-establishment of certain formations at one time considered untenable for black.

(b) 27-24 admits of much variety and is the usual play here.

The Bristol arises also from restriction style of play, 10-15, 24-20, 15-19, etc. R. E. Bowen, author of the excellent treatise, Bowen's Bristol, develops many variations showing the opening to contain an inexhaustible field for research by the student. Others have devoted their efforts toward publication of later pamphlets and much analysis and it is now considered by all leading authorities to be one of the standard openings, equally strong for the attack and defense.

## By P. H. KETCHUM

12-16, 23-19.

Mr. Ketchum believes this opening to be a loss for white, but does not wish to make the positive assertion.  
—Wendemuth.

12-16	11-15	6-9	13-31	23-26	31-27
23-19	30-26	25-22-1	21-17	6-2	28-24
16-23	15-24	9-13	31-26	17-13	23-18
27-18	28-19	23-18	17-14	2-6	24-19
11-16	4-8	15-19	26-22	26-30	18-15
26-23-8	22-18-3	31-26	14-10	11-16	19-16
16-20	8-11	20-24	19-23	30-26	15-19
24-19-6	18-9	16-12	8-4	32-28	16-11
8-11	6-22	7-11	24-27	31-27	19-15
22-17-5	26-17	18-14	4-8	16-20	11-7
9-14	11-15	10-15	27-31	26-31	15-11
18-9	19-16	14-9	8-11	20-16	7-2
5-14	2-6	15-18	22-17	27-23	27-23
25-22	29-25	22-8	9-6	16-20	B. wins

John F. Horr vs. H. B. Reynolds.

(1.)

12-16-2	11-16	14-10	28-32	9-6	1-10
9-13	23-18	19-24	27-23	23-26	2-6
25-22	15-19	17-14	15-19	6-2	32-28
7-11	18-14	24-28	23-18	26-30	B. wins
32-27	10-15	14-9	19-23	10-6	

Peter Doran.

(2.)

17-13	14-17	25-22	7-11	23-18	19-23
9-14	21-14	17-26	13-9	15-19	15-10
16-12	10-17	31-22	11-16	18-15	20-24

Black wins. John Howe, Jr.



## (3.)

32-27	26-17	14- 7	14-10	14- 9	2- 7
7-11	20-24	2-11	32-28	19-15	14- 9
22-18	27-20	23-18-4	21-17	9- 6	7-16
8-12	11-15	24-28	28-24	15-18	12-19
18- 9	17-14	18-14	17-14	6- 2	B wins.
6-22	15-24	28-32	24-19	18-14	

Harry E. Moore.

## (4.)

21-17	25-22	18- 9	26-22	14-10	3- 8
24-28	32-28	12-16	15-19	18-14	11-15
17-14	22-18	23-18	22-17	10- 7	9- 5
3- 7	28-24	24-19	19-15	14-21	15-18
29-25	14-10	31-26	18-14	7- 2	B. wins
28-32	7-14	19-15	15-18	16-19	

P. H. Ketchum.

## (5.)

30-26	11-16	23-14	9-13	2- 6	31-27
4- 8	22-17	16-32	28-24	26-30	13-22
32-27	6-10	14-10	12-16	11- 7	1- 6
10-14	17-13	32-27	24-20	13-17	10- 1
22-17	10-15(a)	31-24	16-19	21-14	3-26
8-12	18-11	20-27	20-16	30-21	B. wins
17-10	14-18	11- 7	19-23	6- 9	
7-14	13- 6	27-31	16-11	21-17	
26-22	2- 9	7- 2	23-26	9-13	

(a) 3-7 also wins for black.

Hugh Henderson.

## (6.)

32-27	11-18	23-14	10-15	24-19	27-31
8-11	23-14	2- 6	26-23	8-12	15-11
30-26	10-17	25-22	15-19	28-24	7-10
4- 8	21-14	6-10	23-16	18-23	11- 7
18-14-7	6- 9	22-17	6- 9	27-18	31-27
9-18	26-23	1- 6	29-25	20-27	7- 2
22-15	9-18	31-26	9-18	18-15	27-24

Black wins. P. H. Ketchum.

## (7.)

18-15	6-10	21-17	10-17	10- 7	24-27
10-19	22-18	5- 9	23-19	3-10	2- 7
24-15	2- 7	16-12	11-16	15- 6	27-32
11-18	29-25	7-10	19-10	25-30	7-11
22-15	9-13	27-23	16-20	26-23	32-27
7-10	28-24	20-27	24-19	30-26	12- 8
25-22	8-11	31-24	17-21	22-18	9-14
10-19	25-22	1- 5	18-15	20-24	B. wins
23-16	10-15	17-14	21-25	6- 2	

P. H. Ketchum.

## (8.)

22-17	23-19	20-11	30-26	31-24	25-22
16-20	4- 8	7-16	20-24	16-20	6-10
17-14	28-24-9	25-22	22-18	29-25	15- 6
10-17	8-12	3- 7	7-11	20-27	2- 9
21-14	26-23	14- 9	9- 5	19-16	16-11
20-27	11-16	5-14	11-16	12-19	9-14
32-23	24-20	18- 9	18-15	23-16	B. wins
8-11	9-13	16-20	24-27	27-31	

P. H. Ketchum vs. S. S. Bell.

## (9.)

25-22	31-27	25-21	14- 9	5- 1	23- 7
8-12	16-20	6-10	5-14	11-15	16-32
29-25-10	28-24	22-17	18- 9	1- 5	B. wins
11-16	3- 7	9-13	7-11	9-14	
26-23	30-26	26-22	9- 5	5- 9	
7-11	11-16	1- 6	6- 9	14-18	

J. O. K. Smith.

## (10.)

19-15	16-20	22-17	5- 9	23-18	16-19
11-16	29-25	9-13	14- 5	25-30	7- 2
15-11	7-11	26-22	6- 9	18-14	3- 8
16-19	31-27	7-11	17-14	30-26	B. wins
11- 8	2- 7	27-23	11-15	14-10	
12-16	25-21	19-26	18-11	26-23	
8- 4	11-16	30 23	9-25	11- 7	

P. H. Ketchum.

**THE CROSS OPENING.**

11-15	5-14	7-14	14-32	16-20	31-27
23-18(a)	22-17	24-15	15-10	29-25	6- 2
8-11	15-18(c)	12-16(2)	2-11	32-27(1)	8-12
27-23	32-27(d)	26-23	21-17	31-24	2- 6
4- 8	6- 9(4)	18-22	11-16	20-27	14-18
23-19	19-15	25-18	17-13	25-22	22-15
9-14(b)	10-19	16-19	9-14	27-31	3- 7
18- 9	17-10	23- 7	13- 9	9- 6	Drawn

John Norman vs. P. H. Ketchum.

(a) This forms the Cross. A very peculiar opening although slightly in favor of black.

(b) 10-14 may be a little stronger but this line is the favorite.

(c) 6-9, 25-22, 9-13 runs into the Old Fourteenth.

(d) 26-22 is usual but 32-27 offers black many opportunities to go wrong.

(1.)

14-17	32-27	11-15	1- 6	27-23	23-16
31-26	6- 2	2- 7	10- 1	26-22	Drawn
17-21(e)	8-11	15-18	3-19	19-24	
9- 6	25-22	22-15	1- 6	28-19	

Victor Robertson vs. P. H. Ketchum.

(e) 32-27, 10-7, 3-10, 26-23, 27-18, 25-22, white wins.

(2.)

18-23	29-22	7-10	18- 9	12-19	26-17
26-19	8-11	28-24	5-14	23-16	13-22
11-18	27-23	1- 5	30-26	15-18	11- 8
25-22	3- 7(3)	24-20	11-15	16-11	14-18
18-25	22-18	9-13	19-16	18-22	Drawn

J. A. Drouillard.

(3.)

11-16	22-18	3- 7	17-13	16-20	22-17
30-26	7-10	22-17	1- 6	26-22	24-27
2- 7	26-22	7-11	31-26	20-24	19-15

White wins. Jasper Smith.

## (4.)

11-15(9)	20-11	16-19	20-16	2-25	11- 7
26-23	7-16	30-26(5)	1- 5	26-22	3-10
8-11	27-11	14-18	16-12	25-30	15- 6
17-13	18-27	25-22	14-17	22-18	Drawn
11-16(7)	31-24	18-25	21-14	30-26	
24-20	12-16	29-22	6- 9	18-15	
15-24	24-20(6)	10-14	13- 6	26-23	

James Lees.

## (5.)

20-16	27-32	30-25	26-22	28-24	7-10
14-18	4- 8	23-26	21-17	23-27	11- 8
16-12	2- 7	17-14	22-18	24-20	27-24
18-23	25-22	10-17	29-25	27-32	16-11
11- 8	32-27	21-14	18- 9	20-16	10-15
23-27	22-17	1- 5	25-21	32-27	B. wins
8- 4	27-23	25-21	19-23	8-11	

P. H. Ketchum.

## (6.)

25-22	26-23	21- 7	19-10	16-12	11- 8
16-20	27-31	3-10	6-22	23-19	16-11
24-19	11- 7	28-24	23-19	20-16	8- 4
20-24	2-11	31-26	26-23	15-18	11- 7
30-26	22-18	24-20	19-16	16-11	B. wins
24-27	14-17	10-15	11-15	19-16	

P. H. Ketchum.

## (7.)

1- 5	28-19	8-11	16-12	14-18	27-23
30-26	11-15	27-24	18-22	31-27	9-14
3- 8(8)	19-16	6- 9	26-17	18-25	12- 8
24-20	12-19	13- 6	9-13	29-22	W. wins
15-24	23-16	2- 9	25-22	5- 9	

T. Cowie.

## (8.)

11-16	7-16	12-16	20-24	2-11	11-18
24-20	27-11	26-23	25-22	22-18	21-17
15-24	18-27	16-20	24-27	5- 9	W. wins
20-11	31-24	24-19	11- 7	18-15	

P. H. Ketchum.

## (9.)

11-16	10-15(10)	7-14	6-15	3-7	6-9
26-23	19-10	23-19	24-19	19-15	22-17
16-20	6-15	2-6	15-24	1-6	W. wins
30-26	17-10	19-10	28-19	26-22	

J. Tonar.

## (10.)

7-11	6-15	1-6	7-10	11-15	8-11
19-15	23-14	22-17	14-7	14-10	7-2
10-19	2-7(f)	15-18	3-19	6-9	W. wins
17-10	25-22	24-15	17-14	10-7	

P. Thirkel.

(f) 2-6, 25-22, 3-7, 22-17, 11-16, 17-13, 7-11, 29-25, 1-5, 25-22, white wins.

## By F. R. WENDEMUTH

### 9-13, 22-18.

The following analysis by F. R. Wendemuth of Chicago was published several years ago in newspaper columns and has stood the test of time. The play shows 11-16 at the third move to be a loss and is the earliest loss in any of the recognized openings on the checker board. It is extremely important as this line was formerly used in important contests. This is its first appearance in any of the text books.

9-13	6-9	8-11	1-5	11-15	20-24
22-18	25-21	32-27*	19-15	2-6	15-18
11-16(a)	11-16(5)	9-14	11-18(b)	16-19	24-28
18-14	27-23	18-9	23-14	6-10	31-26
10-17	4-8(4)	5-14	13-17	19-28	28-32
21-14	29-25	21-17*	28-24	10-19	18-22
8-11	7-10(3)	14-21	2-7	28-32	White
23-18	14-7	22-18	9-6	19-15	wins
16-20(7)	3-10	10-14(1)	7-11	32-23	
24-19	25-22	18-9	6-2	26-19	

(a) This is the move that loses.

(b) 5-14, 15-8, 14-17, 8-3, 17-22, 26-17, 13-22, 3-8, 22-25, 8-11, 25-29, 11-15, 29-25, 15-18, 2-6, 18-22, 25-18, 23-14,

W. wins.

(1.)

20-24	22-13	22-25	31-26	1- 5	7- 3
27-20	10-15	28-24	25-29	9- 6	13-17
2- 6	19-10	25-29	18-14	5- 9	24-19
26-22	6-22	23-18	29-25	10- 7	White
13-17(2)	13- 9	29-25	14-10	9-13	wins

(2.)

6- 9	18- 9	17-22	7- 3	26-22	19-15
31-26	5-14	26-17	26-31	10-14	White
1- 5	22-18	13-22	3- 7	22-26	wins
28-24	14-17	14- 7	31-26	14-18	
9-14(c)	18-14	22-26	7-10	26-31	

(c) 21-25, 30-21, 10-14, 19-15, 16-19, 15-8, 19-28, 8-3, 28-32, 3-7, 32-27, 7-10. White wins.

(3.)

1- 6	2- 7(g)	10-19	27-21	26-30	30-26
25-22	25-21	21-17	11-15	28-24	8- 3
6-10	8-11	16-20	19-23	30-26	26-30
32-27*	19-15	23-16	26-19	24-20	3- 7
10-17	10-19	12-19	31-26	26-30	30-26
21-14	27-24	8- 3	19-16	20-16	7- 2
7-10(d)	20-27	20-24	26-30	30-26	26-30
14- 7	31- 8	3- 7	16-11	16-12	2- 6
3-10	7-10(h)	24-27	30-26	26-30	White
30-25	18-15	7-11	15-19	12- 8	wins

(d) 2-6, 19-15, 16-19(e), 23-16, 12-19, 15-10. W. wins.

(e) 7-10, 14-7, 3-19, 27-24. White wins.

(f) 2-11, 22-17, 13-22, 26-17, 3-7, 19-15\*, 16-19, 23-16, 12-19, 30-26, 11-16, 17-14, 7-11, 27-23- 9-13, 14-10. White wins.

(g) 10-14, 25-21, 8-11, 22-17, 13-22, 26-10, 9-14, 18-19, 5-14, 19-15, 11-18, 10-6, 2-9, 21-17. White wins.

(h) 16-19, 23-16, 12-19, 18-15, 7-11, 22-18, 9-14, 18-9, 5-14, 15-10, 11-15, 8-3, 15-18, 3-8. White wins.

## (4.)

1- 6	20-27	2-11	11-16	23-27	24-27
29-25	31-24	32-23	15-11	2- 7	16-20
7-11	16-20	12-16	8-15	27-32	27-32
25-22	21-17	23-19	18-11	7-11	20-24
6-10	20-27	16-23	16-19	32-27	32-28
14- 7	19-15	26-19	11- 7	30-26	24-27
3-10	10-19	4- 8	19-23	27-24	28-32
28-24	23- 7	19-15	7- 2	11-16	26-23

White wins.

George Barnes vs. J. H. Scott.

## (5.)

13-17(6)	6-10	9-13	11-16	16-19	11-20
27-23	19-16	25-22	32-27	23-16	19-16
1- 6	12-19	4- 8	8-11	20-24	White
29-25	23-16	16-12	27-23	28-19	wins

Ballentine vs. Jordan.

## (6.)

1- 6	21-14	17-21	14-10	10-19	24-15
29-25	13-17	28-24	7-14	17-10	16-19
6-10	31-26	4- 8	22-17	9-14	23-16
26-23*	11-16	32-28	6-10	18- 9	12-19
10-17	25-22	2- 6	19-15	5-14	10- 7

White wins.

George Barnes.

## (7.)

6- 9	21-14	16-23	11- 8	9-13	23-19
24-20	11-15	26-19	4-11	27-23	18-23
1- 6(8)	18-11	10-14	15- 8	18-27	11-15
28-24	9-18	19-15	2- 7	32-23	White
6-10	29-25	13-17	8- 4	10-15(i)	wins
25-21	7-10	31-26	7-10	8-11	
10-17	24-19	5- 9	4- 8	15-18	

(i) 12-16, 20-11, 3-12, 25-22, 17-21, 11-8, 14-17, 23-19.  
White wins.

## (8.)

16-19	25-22	9-14	22-15	2- 7	27-23
27-24	7-10	18- 9	11-18	32-27	White
4- 8(9)	14- 7	5-14	26-23	7-11	wins
24-15	3-19	25-21	18-27	15-10	
1- 6	29-25	14-18	31-15	6-15	

			(9.)		
19-23	7-23	17-22	2- 7	9-13	
26-19	31-26	19-16	25-21	24-20	White
11-16	13-17	12-19	4- 8	7-11	wins
20-11	26-19	24-55	28-24	32-28	

## By F. R. WENDEMUTH

			10-14, 22-17.		
10-14	28-24	6-10(e)	13- 9	11-18	15-10
22-17	6-10(b)	27-23	5-14	23- 5	18-15
7-10(a)	31-26(1)	11-16	18- 9	22-26	10- 7
17-13	1- 6	20-11	10-14	5- 1	12-16
3- 7	25-22	7-16	24-20	26-31	20-11
24-20(3)	18-25	23-18	14-17	27-23	15- 8
14-18	29-22	16-23	32-27	31-27	Drawn
23-14	14-17(c)	26-19	17-22	23-18	
9-18	21-14	17-26	9- 6	27-23	
26-23	10-17	30-23	2- 9	18-15	
10-14	23-19(d)	8-11	19-15	23-18	

H. B. Reynolds vs. A. Jordan.

(a) 6-10 will draw here.

(b) 11-15 is a popular line here but is harder to memorize.

(c) Best at this stage.

(d) 23-18, 11-15, 18-11, 8-15, 27-23, 4-8, 32-28, 8-11, 24-19, 15-24, 28-19, 11-16, 20-11, 7-16, 23-18, 16-23, 26-19, 17-26, drawn.

(e) 11-16, 20-11, 7-23, 27-18, 12-16, 18-15, 16-19, 32-28, 2-7, 22-18, 5-9, 24-20, 17-21, 26-22, 8-11, 15-8, 4-11, 22-17, 7-10, 18-15, 11-18, 20-16, 18-23, 16-11, 23-27, 11-7, 10-15, 7-2, 19-23, 28-24, 6-10, drawn. Harry.

(1.)

30-26	7-14	24-20	17-26	3- 7	26-31
1- 6	31-27	4- 8	24-19	27-18	16-11
32-28	11-15(g)	27-24	15-24	7-10	18-22
14-17	20-16	8-12	28-12	15-19	9- 6
23-14	12-19	25-22	11-15	10- 1	Drawn
10-15	23-16	18-25	12- 8	19-23	
27-23(2)	8-11(h)	29-22	26-31	13- 9	
15-18(f)	16- 7	12-16	8- 3	23-26	
14-10	2-11	26-23	31-27	20-16	

R. Stewart vs. R. Jordan.



(f) Taking the three by 6-9 is inferior as follows: 6-9, 13-6, 2-27, 21-14, 27-32, 26-23, 15-19, 13-16, 12-19, 24-15, 11-18, 25-21, 18-22, 21-17, 8-12, 17-13, 4-8, 13-9, 7-10. Drawn. A. Battersby.

(g) 12-16, 24-19, 8-12, 19-15, 4-8, 28-24, 2-7, 24-19\* 5-9, 25-22, 18-25, 29-22, 11-25, 20-2, 25-30, 27-24, 30-25, 19-15, 25-22, 24-20, 22-31, 23-18. White wins. John Dougherty.

(h) 8-12 loses by 16-11, 12-16, 24-20, 16-19, 20-16, 5-9, 25-22, 18-25, 29-22. White wins. R. Jordan.

(2.)

26-23	18-11	28-19	23-18	15- 6	29-25
17-22	8-15	4- 8	6-10	16-23	22-29
25-18	13- 9	27-23	20-16	6- 2	7-10
15-22	6-13	8-11	11-20	7-11	13-22
23-18	24-19	21-17	18-15	2- 7	14- 9
11-15	15-24	2- 6	12-16	11-16	Drawn

G. Slocum vs. C. B. Ward.

(3.)

25-22	22-18(4)	19-15	23-19	31-15	16-11
14-17	14-17	10-19	7-10	12-19	2- 7
21-14	24-19	24-15	19-16	26-22	11- 2
9-25	6-10	11-16(j)	10-19(k)	17-26	12-16
29-22	27-24	32-27	27-24	30-16	2- 9
10-14(i)	1- 6	16-20	20-27	8-12	5-23

Drawn

J. Alexander vs. F. F. Smith.

(i) Many prefer 11-15, but the text is fully as good.

(j) C. F. Barker played 12-16 against James Reed and lost by the following beautiful "shot": 15-10, 6-22, 13-9, 5-14, 23-18, 14-23, 26-7. White wins.

(k) Going for the draw. If 27 or 28-24 then 2-7 should win.

(4.)

24-20	24-19	27-24	27-24	22-18	18-15
6-10	11-16	2- 7	16-20	6-10	16-23
27-24	20-11	24-15	24-15	23-19	15- 6
1- 6	7-16	7-10(1)	8-11	17-21	Drawn
32-27	19-15	31-27	15- 8	26-22	
14-17	10-19	10-19	4-11	11-16	

(1) In the Third American Tourney, F. R. Wendemuth played 16-19 against N. W. Banks and lost as follows: 16-19, 23-16, 12-19, 22-18, 5-9, 26-22, 17-26, 30-16, 8-11, 15-8, 4-20, 28-24, 20-27, 31-24, 7-10, 24-19. White wins.

**10-14, 22-18.**

10-14	8-11(c)	2- 6	18-23*	9-14	15-18
22-18	23-19	30-26(1)	26-19	26-23	23-19
11-15(a)	6-10	6- 9(d)	9-13(e)	14-17	26-30
18-11	25-22	32-28	16-12	23-14	25-21
8-15	14-18	1- 6*	6- 9	17-26	18-23
24-20(b3)	29-25	19-16	31-26(f)	27-23	14-10
4- 8	9-14	12-19	14-18	10-17	Drawn
28-24	26-23	23-16	19-16	21-14	Murray

(a) The best black line. 11-16 is the alternate line.

(b) Without doubt the best attacking line. If 24-19, 15-24, 28-19, 6-10, the position is "Defiance" colors reversed; for play see 9-14, 23-19 opening. For play on 23-18 at this point see Variation 3.

(c) Black should be careful in this formation to stay away from square 13, as in most instances it loses.

(d) If 5-9 whites win with a flourish as follows: 20-16, 11-20, 19-16, 12-28, 21-17, 14-30, 23-5, 30-23, 27-2 and white can win.

(e) It is now necessary to occupy square 13.

(f) 19-16, 14-17, 21-14, 10-26, 31-22, 9-14, 27-23, 14-17, 23-19. Drawn. F. R. Wendemuth.

(1.)

32-28(2)	12-19	21-14	6- 9(g)	23-19	26-30
6- 9	23-16	10-17	30-21	22-26	27-24
31-26	9-13	25-21	9-18	19-10	30-26
1- 6	16-12	18-25	26-23	7-14	12- 8
19-16	14-17	21-14	18-22	24-19	Drawn

H. Henderson vs. G. Buchanan.

(g) 29-25, 12-8, 3-12, 27-23, then if 13-17, 23-19, 6-10, 26-22, white wins, but 15-18 instead of 13-17 probably draws.

(2.)

22-17	31-26	17-10	13- 9	18-14	9- 6
5- 9	18-22	6-15	19-24	16-19	31-26
20-16	26-17	23- 5	27-23	14-10	6- 2
11-20	15-18	12-16	24-27	11-16	20-24
17-13	19-15	25-22	23-18	21-17	10- 7
7-11	10-28	15-19	27-31	19-23	Drawn

J. Alexander.

(3.)

23-18(5)	24-19	18- 9	32-28	22-18	31-26
15-22	15-24	5-14	15-24	1- 5	6- 9
26-10	28-19	29-25	28-19	18- 9	26-22
6-15(h)	8-11	7-10	3- 7	5-14	11-15
25-22(4)	22-18	25-22	27-23	30-25	22-17
4- 8	9-14	11-15	7-11	2- 6	Drawn

J. Ferrie vs. A. J. Heffner.

(h) 17-14, 25-22, 9-13, 24-19, 6-10, 27-23, 4-8, 22-18, 8-11, 18-9, 5-14, 29-25, 11-15, 25-22, 15-24, 28-19, 3-7, 31-26, now 1-5 draws, but 7-11 loses. J. H. Bailey.

(4.)

21-17	9-14	29-25	16-23	28-19	2- 7
4- 8	25-22	1- 6	26-19	11-15	20-16
27-23	3- 8	31-26	8-11	32-28	Drawn
8-11	23-19	11-16	24-20	15-24	
17-13	7-10	25-21	15-24	28-19	

(5.)

26-22	23-19	29-22	27-24	26-22	19-15
6-10	15-18	14-18	9-14(i)	18-25	18-22
22-17(6)	24-20	22-15	32-27	30-14	24-19
4- 8	7-11	11-18	14-17	6- 9	7-11
17-13	25-22	31-26	21-14	13- 6	Drawn
1- 6	18-25	3- 7	10-17	2-18	J. Lees

(i) 18-23 is very weak, almost a loss.

(6.)

22-18	8-11	27-20(j)	9-13	18- 9	12-19
15-22	25-22	7-10	18- 9	5-14	23-16
25-18	10-15	28-24	5-14	31-26	7-11
4- 8	24-19	3- 7	22-18	11-15	Drawn
29-25	15-24	24-19	1- 5	19-16	

R. Stewart vs. J. Ferrie.

(j) 28-19, 7-10, 30-25 (27-24, 9-13 like Variation 6), 11-16, 18-15, 3-7, draws.

## 10-14, 23-19.

10-14	8-11	15-24	11-15	1- 5	11-15
23-19	25-22	28-19	32-28	18- 9	31-27
11-16	6-10	8-11	15-24	5-14	13-17
22-17(a)	27-23	22-18	28-19	19-16	27-24
16-23	4- 8	9-13	3- 7	12-19	15-18
17-10	24-20	18- 9	30-26(b)	23- 7	23-19
7-14	11-15	5-14	7-11	2-11	18-23
26-19	29-25	25-22	22-18	26-23	Drawn

W. Campbell.

(a) There are four moves here that are safe for whites, 19-15, 26-23 and 27-23, but the text is chosen because it leads to less complications and is thought easier to learn. However, 26-23 leads to so many beautiful positions that we will depart from our usual custom and show play on a second line. See Variation 1.

(b) 22-18 is natural here, but loses as follows: 22-18, 7-11, 18-9, 11-15, 9-5, 15-24, 30-26, 24-28, 20-16, 12-19, 23-16, 13-17. Black wins. Bonar vs. Kear.

## (1.)

26-23	29-25	18- 9	22-17	26-22(3)	27-18
9-13	7-11	5-14	8-11	15-18	20-27
22-17(c4)	25-22(e)	30-25	17-13	22-15	32-23
13-22	6-10	11-15	2- 6	14-18	3-26
25- 9	22-18	25-22	31-26	23- 7	Drawn
5-14	1- 5	16-20	11-16(2)	16-23	

(c) If 24-20(d), black wins neatly by 14-17, 21-14, 6-10, 20-11, 10-26, 31-22, 8-31. Black wins.

(d) If 19-15 then 16-19, 23-16, 12-19, 30-26, 14-17, 21-14, 6-10, 15-6, 1-17, 24-15, 17-21. Black strong, but there are other ways to play this.

(e) If 24-20 than 14-18 wins for black.

## (2.)

12-16	10-26	6-10	23-27	15-18	4- 8
19-12	27-24	18- 9	6- 2	28-24	9- 6
11-16	20-27	31-26	26-23	27-32	8-11
26-22(f)	32-23	23-19	2- 7	24-20	6- 2
15-19	26-31	16-23	10-15	23-19	11-15
24-15	22-18	9- 6	7-10	13- 9	Drawn

A. Jordan.

(f) 12-8, 3-12, 13-9, 6-13, 26-22, 16-19, 23-16, 12-19, 22-18, 15-22, 24-6, 22-26, 6-2, 26-31, 2-7, 31-24, 28-19. Drawn. H. Lieberman.

## (3.)

21-17	17-22	9- 6	11-16	14- 9	19-24
14-21	1- 6	7-11	14-10	8-12	10- 7
26-22	22-26	6- 2	16-23	7-11	24-27
21-25	6-10	30-26	18-14	19-23	11-15
22-17	26-31	23-18	23-27	10-14	23-26
25-30	10-14	16-19	32-23	16-19	Drawn
17-14	3- 7	24-15	26-19	15-10	
10-17	13- 9(g)	31-24	2- 7	12-16	
19- 1	4- 8	28-19	12-16	14-17	

A. Jordan vs. N. W. Banks.

(g) 23-18 is another good move.

## (4.)

22-18	8-24	31-22	13-17	24-20	16-19
6-10	28-19	8-11	25-21	22-26	14-10
18- 9	4 -8	29-25	17-22	20-11	12-16
5-14	25-22	7-10(5)	18-14	7-16	10- 7
24-20	14-17	22-18(h)	10-17	19-15	2-11
1- 5	21-14	3- 7	21-14	26-31	15- 8
20-11	10-26	27-24	11-16	23-18	31-26
					Drawn

F. R. Wendemuth.

(h) 27-24(i), 11-15, 25-21, 5-9, 32-28, 9-14, 24-20, 15-24, 28-19, 3-7, 22-18, 7-11, 18-9, 11-15, 19-16. Drawn. F. R. Wendemuth.

(i) 23-18, 2-6, 18-15, 11-18, 22-15, 3-7, 25-22, 5-9, 30-25, 10-14, 22-18, 14-23, 27-18, 7-10, 15-11, 10-14, 18-15, 14-18, 11-7, 9-14, 7-2, 6-9. Drawn. F. R. Wendemuth.

## (5.)

11-16	3- 8(1)	10-14	13-17	14-23	
25-21	24-20	30-25	18- 9	21-14	White
7-10(j)	8-11	2- 7	5-14	23-26	wins
27-24(k)	32-28	22-18	23-18	19-15	

L. M. Lewis vs. J. Dougherty.

(j) This and the succeeding notes and variations are by John Dougherty; Shearer brings this position up from the 9-13, 23-19 opening (see Variation 6, page 161), and in the Encyclopedia the same position is reached from 9-14, 23-19 (see Variation 11, page 418).

(k) This varies from the Encyclopedia which gives play on 22-18, but the text is given in Shearer's Handbook.

(l) Shearer plays 16-20 and replies 30-26 with white and an easy draw, but instead of 30-26 white seems to win by the following:

16-20(6)	3- 7(7)	13-17(m)	2- 6	7-10	10-15
23-18	18-15	18- 9	19-16	15-11	6- 2
20-27	10-14	5-14	12-19	6- 9	15-19
32-23	22-18	30-26	23-16	11- 7	2- 6

(m) 5-9, 30-26, 13-17, 15-10, 7-11, 10-6, W. wins.

### (6.)

10-14(n)	7-16	5-14	16-20	7-11	
24-20	22-18	30-26	23-19	10- 6	White
3- 7	13-17	2- 7(o)	20-24	11-16	wins
20-11	18- 9	19-15	15-10	19-15	

(n) 5-9, 24-20, 3-7, 20-11, 7-16, 22-18, 10-14, 18-15, 13-17, 30-25, 9-13, 15-10, 16-20, 32-27, W. wins.

(o) 2-6, 19-15, 16-20, 23-19, W. wins.

### (7.)

3- 8	15-10	11-16	3- 7	9-13	26-23
18-15	7-11	7- 3	20-24	19-16	White
10-14	22-18	16-20	7-11	12-19	wins
30-26	5- 9(p)	18-15	24-27	23-16	
2- 7	10- 7	13-17	11- 4	27-31	

(p) 13-17(q), 18-9, 5-14, 10-7, 11-16, 19-15, 16-19(r), 23-16, 12-19, 7-2, 19-24, 2-6, 24-27, 26-23, W. wins.

(q) 11-16, 18-9, 5-14, 26-22, W. wins.

(r) 16-20, 7-2, 20-24, 2-6, 24-27, 6-9, 8-11, 9-18, 27-31, 21-14, 31-22, 15-8, W. wins.

**10-14, 24-19.**

10-14	28-19	4- 8	23-14	19-26	22-18
24-19(a)	8-11	16-12	9-25	30-23	14-17
6-10	25-22	8-11	29-22	9-13	23-19
22-17	11-15(3)	23-16	15-19	17-14	11-16
11-15(5b)	19-16(1)	11-20	32-28	1- 6	19-15
17-13	12-19	26-23	7-11	14- 9	20-24
15-24	23-16	10-15	21-17	6-10	Drawn
13- 6	15-19(c)	31-27(d)	5- 9	9- 6	
2- 9	27-23	14-18	27-23	10-14	

T. Biggs vs. G. Jewitt.

(a) The most powerful reply to 10-14.

(b) Played by Robert Stewart of Scotland against Newell W. Banks of America in their World's Championship match.

(c) 4-8 here loses by 21-17, etc.

(d) 30-25 is given by F. Dunne to draw.

**(1.)**

29-25(2)	22-18	18- 9	18- 9	27-24	32-28
15-24	8-11	5-14	5-14	7-11	14-17
27-20	25-22	22-18(e)	31-27	26-22	21-14
4- 8	9-13	1- 5	11-15	3- 7	10-26

Then 23-19, drawn.—R. T. Ward.

(31-27, 1-5, 23-18, 14-23, 27-18, 10-14. Drawn. R. T. Ward.

**(2.)**

27-24	29-22	17-13	22-15	30-26	22-17
14-18	5- 9	1- 6	12-16	4- 8	7-10
23-14	22-17(f)	26-22	19-12	26-22	31-26
9-25	9-14	15-18	10-28	8-11	14-18

Drawn

R. T. Ward.

(f) Playing for 9-13 next which loses by 26-23, etc.

**(3.)**

4- 8(g)	13- 6	1-17	23-18	9-13	2- 6
27-24(h)	18-27	29-25	20-27	18-15	29-25
11-15	32-23	17-21(i)	31-24	13-22	6- 9
22-17	14-18	25-22	7-10	15- 6	25-22
8-11	23-14	11-16(j)	22-17	22-25	9-14
17-13	10-17	26-23	5- 9	6- 2	W. wins
15-18(4)	21-14	16-20	24-20	25-29	

L. M. Lewis.

(g) Given in Shearer's and also Kear's to draw, but is a dead loss.

(h) Corrects Kear, who gives 22-18 and 22-17, which only draws. Shearer also gives these lines to draw.

(i) Forced. 5-9 allows the shot by 19-15.

(j) 5-9, 24-20, 7-10, 22-18, 3-7, 19-15(k), 10-19, 18-14, 9-18, 26-23, 19-26, 31-8 and white wins by First Position. L. M. Lewis.

(k) 26-22 also wins.

## (4.)

1- 6	29-22	5- 9	22-13	14-17	9- 6
26-22(n)	3- 8	27-23	15-18	21-14	21-25
14-18	13- 9	9-14	13- 9	10-17	6- 2
23-14	6-13(1)	30-26	18-27	24-20	25-30
9-25	31-27	13-17(m)	32-23	17-21	(o)19-16
					White wins

L. M. Lewis.

(l) If 5-14, then 22-17 wins. L. M. L.

(m) If 11-16, then 24-20, white wins. L. M. L.

(n) 29-25 will also win but it allows several hard variations.

(o) This play has also been shown by J. O. K. Smith, Jno. Dougherty, Joe Duffy and P. J. Whalen, but this is the first time it has been published.

## (5.)

9-13(p)	11-15	1- 6	10-26	7-11	11-18
28-24	22-17(r)	32-28(s)	17- 1	1- 5	14-10
13-22	7-11	11-16	22-25	30-25	18-22
25- 9	29-25	22-18(6)	30-23	18-14	21-17
5-14	3- 7(q)	15-22	25-30	16-19	25-21
26-22	25-22	19-15	23-18	24-15	17-13

and 22-25, 10-6, drawn.

(p) A favorite with L. M. Lewis.

(q) 11-16 also draws but there are fewer and easier variations on this.

(r) If 29-25 here, 8-11, 22-17, 1-6, 25-22, 3-8, same as Variation 5 at s.



**(6.)**

24-20(t)	8-24	17-13(v)	9-13	17-13	19-23
15-24	27-20	4- 8	30-26	16-19	9- 6
28-19	12-16(u)	13- 6	13-22	23-16	14-18
6- 9	20-11	2- 9	26-17	12-19	6- 2
20-11	7-16	22-17	8-12	13- 9	10-15

Drawn

L. M. Lewis vs. Jno. Dougherty.

(t) First played by L. M. Lewis against Jno. Dougherty of Los Angeles and at first was thought to be a white win but Dougherty after several trials found the above draw.

(u) J. O. K. Smith and Joe Duffy showed by recent analyses that this was the only play to draw. Black can play for a Second Double Corner position, colors reversed, and draw, but white can avoid the Second Double Corner position and consequently black had best play 12-16 as above for the draw.

(v) White can play 22-18 here and black must go 4-8 and get the best game, but 4-8 must be played, as 16-19 wins for white.

**10-14, 24-20.**

10-14	26-22	7-10	17-13	1-17	24-20
24-20	8-11	32-28*	2- 7(b)	30-25	4- 8
11-15	27-24	3- 8	13- 6	5- 9	19-15
22-18	10-15	22-17(a)	14-18	25-18	22-25
15-22	24-19	11-16	23-14	17-22	29-22
25-18(1)	15-24	20-11	10-17	28-24	9-14
6-10	28-19	8-22	21-14	10-15	Drawn

H. Lieberman.

(a) Best at this point.

(b) 10-15, 19-10, 14-17, 13-6, 2-9, 21-14, 9-27, 31-24 also draws, but if 4-8 instead of 10-15 or 2-7 white wins as follows: 4-8, 13-6, 2-9, 30-25, 22-26(c), 31-22, 8-11, 28-24, 11-15, 22-18, 15-22, 25-18, 9-13, 18-9, 5-14, 29-25, 1-5, 24-20, white wins. A. J. Klinka vs. H. Lieberman.

(c) 9-13, 25-9, 5-14, 31-27, 8-11, 27-24, white wins. H. Lieberman.

## (1.)

26-10	28-24	24-15	19-16	25-22	30-23
6-15	4- 8	11-18	12-19	11-15	6-10
21-17	31-26(2)	23-19	27-23	26-23	Drawn
8-11(4)	1- 6	7-10	18-27	15-18	
17-13	25-21	29-25	32- 7	22-15	
9-14	15-19	8-11	2-11	20-26	

R. Jordan vs. J. F. Horr.

## (2.)

32-28(3)	3- 7	21-24	10-14	23- 7	11-15
1- 6	24-19	10-17	18- 9	2-11	20-16
25-21	15-24	23-18(d)	5-14	26-22	Drawn
7-10	28-19	7-10	19-16	17-26	
30-26	14-17	27-23	12-19	31-22	

J. Alexander.

(d) 19-16, 12-19, 23-16, 17-22, 26-17, 8-12. B. wins.

## (3.)

23-19	32-28(e)	30-26(f)	25-21	23-16	16-11
15-18	11-15	6- 9	9-13	18-22	8-12
31-26	26-23	13- 6	19-16	26-17	11- 7
7-10	1- 6	2- 9	12-19	13-22	14-17

Drawn

J. Ferrie vs. G. M. Bonar.

(e) Playing 25-21 early is bad.

(f) 25-21, 18-22, 21-17, 14-21, 23-18, 12-16, 19-12, 15-19, eventually drawn. W. Jordan vs. G. Jewitt.

## (4.)

15-18	28-24	7-14	17-14	2- 6	12- 8
23-14	18-23	30-26	3- 7	24-20	10-14
9-18	27-18	14-17(g)	24-19	6-10	8- 3
17-14	12-16	21-14	4- 8	19-16	5- 9
1- 6	20-11	9-18	32-27	10-17	3- 7
25-21	8-22	26-17	8-11	16-12	9-13
6- 9	14-10	18-22	27-24	7-10	Drawn

(g) 14-18, 26-17, 18-23, 17-13, 9-14, 29-25, 14-18, 24-19, 4-8, 21-17, 2-6, 17-14, now 6-10 draws, but 3-7, 19-16, 8-12, 31-27, 12-19, 14-9, 5-14, 25-22, W. wins. London Tourney Book.

**10-15, 22-17.**

10-15	25-21	19-23	32-27	7-10	4- 8
22-17	16-19	26-12	8-11	19-16	18-23
11-16	29-25	15-19	31-26	11-15	27-18
17-14	6-10	24-15	6- 9	16-11	14-23
9-18	25-22	11-25	13- 6	10-14	8-11
23-14	1- 6	17-13	2-18	11- 8	23-27
8-11(b)	24-20	10-17	26-23	15-18	Drawn
21-17(a)	12-16(3)	21-14	18-22	8- 4	
4- 8(1)	27-24*	25-29	23-19	5- 9	

**A. Jordan vs. L. Ginsberg.**

(a) This position comes up from 10-15, 21-17, 11-16, 17-14, 9-18, 23-14, 8-11, 22-17, now the same. The line which is formed by the 17-14 move is selected for the reason that it can be brought up from two different openings, is strong, and limits the amount of play the student must know to handle these two openings correctly with the white pieces. Instead of 21-17 white can play 25-22, 6-9, 29-25, 9-18, 24-19 and get an even game.

(b) If 16-19, 26-22, 7-11, 4-10, probable white win. Or if 16-20, 24-19 leads to a draw.

**(1.)**

6- 9(4)	30-26	6-10	14- 7	15-24	14- 5
26-23	12-16	27-23	3-10	23-18	24-28
9-18	24-20	1- 6	22-17	24-28	5- 1
23-14	8-12	17-13	5- 9	26-23(c)	6-10
16-19(2)	29-25	10-17	32-27	10-15	31-26
25-21	2- 6	21-14	19-24	17-14*	22-31
4- 8	25-22	7-10	28-19	15-22	1- 6
					Drawn

**R. T. Ward.**

(c) Mr. Ward's play leaves off here. The continuation is by F. R. Wendemuth.

**(2.)**

16-20	4- 8	12-16	5- 9	15-22	2- 9
25-21	30-26	14-10	10- 6	24- 6	17-14
11-16	16-19	7-14	1-10	9-13	9-18
29-25	25-22	17-10	22-18	26-17	27-24
					Drawn

**Ginsberg vs. Lieberman.**

## (3.)

15-18(d)	27-18	10-17	21-14	12-16	15- 8
22-15	8-11	21-14	2- 6	27-23	19-24
11-18	20-16(e)	6-10	18-15	7-11	28-19
30-25	11-20	25-21	3- 8	23-18	16-30
18-23	17-13	10-17	32-27	8-12	18-15

White wine

Reynolds vs. Liberman.

(d) Seems to lose.

(e) Corrects Shearer's Handbook which plays 26-22 and blacks draw.

## (4.)

6-10	24-20	10-17	32-28	2- 9	2- 6
25-21	19-24	21-14	4- 8	27-23	10-14
16-19	28-19	8-11	22-18	19-26	etc.
29-25	15-24	26-23	6-10(g)	31- 6	Drawn
1- 6	30-25	15-19	13- 9	24-27	
25-22	11-15	23-16	10-17	6- 2	
3- 8(f)	17-13	12-19	9- 6	7-10	

E. H. Clarke vs. H. Egan.

(f) If 4-8, 24-20 the position would be the same as trunk at 16th move.

(g) 19-23 only draws.

## 10-15, 22-18.

10-15	10-17	12-16	8-11	9-13	2- 6
22-18	21-14	26-23(4)	23-19	24-19	32-28
15-22	9-18	16-19	4- 8	13-17	11-16
25-18	23-14	24-15(5)	28-24	26-22(1)	19-12
6-10(a)	1- 6	11-18	6- 9(3)	17-26	7-10
18-14	29-25	31-26	19-15(2)	30-23	Drawn

"Vidar."

(a) This move forms the line under consideration. It is recommended for the reason that it can be forced from another opening and therefore limits the play required to defend both openings. The following is the same as at a: 9-13, 22-17, 13-22, 25-18, 6-9, same position.

## (1.)

27-24(b)	8-12	25-22	25-30	20-11	26-23
18-23	19-15	23-26	18-15	26-22	10- 6
15-10	11-18	30-23	30-26	11- 8	23-16
17-21	26-19	21-25	15-11	22-26	6- 1
24-20	18-23	22-18	7-16	23-18	16-11

Black wins

G. Buchanan vs. J. Ferrie.

(b) This very natural looking move loses.

## (2.)

24-20	19-16	30-23	25-21	27-24	16- 7
2- 6(e)	13-17	8-12	10-17	22-26	3-10
32-28	26-22	23-19	21-14	14-10	19-16
9-13	17-26	6-10	18-22	7-14	Drawn

G. Cottrill vs. H. Egan.

(c) 9-13, 27-23, 18-27, 32-23, 2-6, 25-21, 13-17, 23-18, is inferior.

## (3.)

6-10(d)	7-10	10-14	18-22	5- 9	11-20
25-21(e)	14- 7	19-15	23-18	15-10	18- 4
10-17	3-10	2- 6	14-23	6-15	White
21-14	24-20	26-23	27-18	20-16	wins

R. Mitchell.

(d) Loses.

(e) Star move to win. 26-23 allows a draw as follows: 26-23, 10-17, 23-14, 2-6, 27-23, 6-9, 32-27, 9-18, 23-14, 11-15, 19-10, 17-22, 25-18, 5-9, draws. A. Jordan.

## (4.)

25-21	24-19	23-18	14- 7	22-17	15-11
16-19	4- 8	6-10	3-10	9-13	7-10
24-15	27-23	26-23	30-26	17-14	11- 7
11-18	18-27	10-17	2- 7	10-17	16-19
28-24	32-23	21-14	26-22	19-15	Drawn
8-11	8-12	7-10	5- 9	11-16	

R. Jordan vs. A. Schaefer.

(5.)

23-16	30-26(g)	19-15	18-14	2- 7	13- 9
11-20(f)	10-17	7-10	16-19	16-20	26-31
24-19	22-13	26-22	22-18	7-10	15-11
8-11	8-12	10-19	12-16	19-23	22-26
27-23	32-27	27-24	15-11	10-14	9- 6
4- 8	2- 6	20-27	6-10	17-22	(h)26-30
25-22	23-18	31-15	11- 2	18-15	Drawn
6-10	11-16	3- 7	10-17	23-26	

Louis Ginsberg vs. H. O. Newcomb.

(f) Now a Single Corner position brought up as follows: 11-15, 22-18, 15-22, 25-18, 12-16, 18-14, 10-17, 21-14, 9-18, 23-14, 6-9, 26-23, 9-18, 23-14, 16-20, 29-25, 1-6, now the same.

(g) Better than 31-26 which is the book move.

(h) A model game for the student to follow.

10-15, 23-18.

10-15	22-18(b)	11-15(1)	32-27	10-26	23-18
23-18	15-22	18-11	3- 7	31-22	22-26
12-16	25-18	7-23	28-24	7-10	9- 6
26-23(a)	4- 8	27-18	9-13	22-18	26-31
16-19(3)	29-25	1- 6(d)	18- 9	13-17	27-23
23-16	8-11	30-26	5-14	18-14	31-27
11-20	15-22(c)	10-14	24-19(e)	2- 7	19-16
18-11	6-10	26-23	14-17	14- 9	10-14
8-15	24-19	6-10	21-14	17-22	Drawn

J. B. Hanson vs. Peter Doran.

(a) A vast amount of play has been published on 21-17 here, but the text move has become very popular of late and seems to lead the stronger lines for white.

(b) Better than 24-19.

(c) If 24-19 then 11-15, 18-11 leads to the same formation.

(d) If 10-14 then 31-26, 14-23, 29-19, etc. Drawn.

(e) A. Jordan played 22-18 here against N. W. Banks as follows: 22-18, 14-17, 21-14, 10-17, 18-15, 7-10, 15-6, 2-9, 24-19, 17-22, 19-15, 22-25, 15-10, 25-30, 23-19, 9-14, 27-24. Drawn.

## (1.)

The 9-14 exchange is natural but leads to very critical play for black as follows:

9-14(2)	15-24	11-15	10-15	11-16	10-19
18- 9	28-19	32-28	28-24	8- 3	8-12
5-14	7-11(f)	1- 6(i)	3- 8	7-10	White
30-26	19-16	22-17	16-12	3- 8	wins
11-15	2- 7(g)	15-18	8-11	15-19	
26-23	31-26(h)	17-13	12- 8	24-15	

A. Jordan vs. N. W. Banks.

(f) At this point 2-6 probably draws.

(g) In his notes to above variation Alfred Jordan says there is a possibility that 3-8 might draw.

(h) Wins and corrects all previous play showing a draw. This move was "cooked up" in Chicago and given to Banks just previous to his match with Jordan for the World's Championship.

(i) Bert Titus of Minneapolis published this position as the "Phantom Fox Den" problem with the terms black to play and draw by 1-5, but could not sustain his contention.

## (2.)

If black plays 2-6 he must walk the narrow path to draw.

2- 6	10-19	15-19	20-27	11-16	30-26
27-23	23-16	17-14	31-15	6- 2	22-17
9-13	6-10	1- 5	16-19	19-24	13-22
30-26	32-27	16-12	15-10	28-19	6-13
5- 9	10-15(j)	11-16	7-11	16-30	Drawn
19-15	21-17	27-24	10- 6	2- 6	Several

(j) 1-5 loses as follows: 1-5, 26-23, 9-14, 18-9, 5-14, 22-18, 14-17, 21-14, 10-17, 23-19, 17-22, 16-12, 13-17, 19-15, 11-16, 18-14, 22-25, 15-11, 7-10, 14-7, 3-10, 12-8, W. wins.

A. Lambie vs. J. Alexander.

## (3.)

8-12 draws, but white is strong as follows:

8-12	17-14	11-16	14- 7	5-14	31-22
30-26	6- 9	25-21	3-19	22-17	16-19
16-20	24-19(k)	1- 6	32-28	13-22	Drawn
21-17	15-24	19-15	9-14(4)	26- 1	
9-13	28-19	7-10	18- 9	19-26	

(k) 23-19, a natural looking move, loses prettily as follows: 23-19, 13-17, 22-6, 1-17, 19-10, 7-30. Black wins.

## (4.)

Lieberman played 2-7 against Ginsberg and the latter scored neatly, thus:

2- 7	19-24	7-11	11-15	13-22	13-22
21-17	28-19	17-14	19-10	26-17	7- 3
4- 8(1)	6-10	10-17	8-11	9-13	White
29-25	25-21	21-14	22-17	10- 7	wins

(l) Saul Weslow shows how Lieberman could have drawn here by 7-10 as follows: 7-10, 29-25, 10-15, 18-11, 20-24, 27-20, 4-8, 11-4, 6-10, 20-11, 9-14, 23-16, 14-30, 11-7, 12-19, 26-23, 19-26. 4-8, 10-15, 8-11, 30-25, 11-18, 26-30. Drawn.

**10-15, 23-19.**

10-15	29-25	16-23	25-22(d)	11-16	13- 6
23-19	16-23	27-11	8-11	19-15	16-19
6-10(a)	26-19(b)	8-15	31-26(1)	10-26	6- 2
22-17	7-11	24-19(c)	3- 8(e)	17- 1	8-11
1- 6	17-13	15-24	32-28*	26-31	22-18
25-22	11-16	28-19	9-14(f)	1- 6	11-16
11-16	22-17	4- 8	26-23	2- 9	Drawn

J. Lees.

(a) Forms the subject of this treatise. If 7-10 then 26-23 and black can play either the "Whilter" or "Alma" openings.

(b) Best. The 27-11 jump draws, but does not work up so strong.

(c) This move is necessary for white to retain an even game.

(d) Much the best here.

(e) Better than 3-7 which contains the following loss: 3-7, 32-28 (now 9-14, 26-23, 11-16, 19-15 will draw), but if 11-15 instead of 9-14 then white wins by 30-25, 15-24, 28-19, 7-11, 17-14. White wins.

(f) This is the point where note (e) applies. Although published play gives 11-15 to lose as in note (e), it draws as follows: 11-15, 30-25, 15-24, 28-19, 2-7, 22-18, 8-11, 17-14, 10-17, 21-14, 6-10, 13-6, 10-17, 6-2, 7-10, 26-23, 10-14, 18-9, 5-14, 25-21, 17-22, 2-7, 11-16, 7-11, 14-18, draws and corrects published play. F. R. Wendemuth.



## (1.)

The following is an interesting variation:

22-18	30-26(g)	13- 6	10- 6	6- 2	32-27
12-16(2)	11-16(h)	2-18	25-30	18-23	26-30
19-12	17-14	17-14	21-17	14-10	Drawn
10-15	18-22(i)	18-22	30-25	25-22	McKean
18-14	26-17	14-10	17-14	2- 6	
9-18	6- 9	22-25	15-18	23-26	

(g) J. Ferrie lost to R. Jordan as follows: 17-14, 15-19, 21-17, 11-16, 14-10, 6-15, 17-14, 18-23, 14-10, 19-24, 10-6, 2-9, 13-6, 24-27, 31-24, 16-20, black wins.

(h) If 18-22, white wins by 31-27, 22-31, 32-28.

(i) 2-7, 32-28, 16-20, 28-24, 20-27, 31-24, 6-10, 13-9, 10-17, 21-14, 18-22, 26-17, 7-10. Drawn.

## (2.)

3- 7	11-16	9-13	12-16	22-18	15-18
17-14	15-11	2- 7	11- 7	7-11	25-30
10-17	7-10	16-19	16-19	13-17	18-15
21-14	18-14	7-10	7- 2	11-16	24-27
6-10	9-18	19-23	19-23	18-15	15-18
13- 6	26-22	10-14	22-25	16-20	27-31
2- 9	18-25	23-26	31-26	15-19	Drawn
31-26	30- 7	14-18	25-30	30-25	
10-17	5- 9	26-31	26-22	19-15	
19-15	7- 2	18-22	2- 7	20-24	

A. E. Covill.

## 10-15, 24-19.

10-15	5- 9	14-23	9-18	10-14	19-26
24-19	25-22(a)	27-18(b)	22- 8	31-27	30-23
15-24	7-10	3-10	4-11	15-19	2- 7
28-19	19-15	29-25	25-22	23-16	22-18
9-14(1)	10-19	8-11	11-15	12-19	6- 9
22-18	23- 7	18-14	26-23	27-23	*18-15

Drawn

N. W. Banks.

(a) 18-15, 11-18, 21-17, 14-21, 23-5, 8-11, 25-22, 11-16, 26-23, 4-8, 29-25, 7-10, 22-18, 2-7, 18-15, 16-20, 31-26, 10-14, 25-22, 7-11, 22-18, 14-17, 19-16, 12-19, 23-7, 3-19, 26-22. Drawn. H. F. Shearer.

(b) The best jump. Banks vs. Jordan played 26-19 and lost as follows: 26-19, 3-10, 30-26, 8-11, 27-23(c), 4-8, 29-25, 9-13, 23-18, 11-16, 26-23, 8-11, 31-27, 2-7, etc. Black wins.

(c) A. J. Heffner shows the following draw at this stage: 26-23, 9-13, 27-24, 4-8, 31-27, 11-15, 23-18, 8-11, 21-17, 6-9, 29-25, 1-5, 25-21, 9-14, 18-9, 5-14, 27-23, 11-16, 24-20, 15-24, 20-11, 12-16, 22-18, 13-22, 18-9, 10-14, 9-5, 22-26, 5-1, 26-30, 1-5, 30-26, 5-9, 26-19, 9-18. Drawn.

## (1.)

6-10	14-23	2- 6	1- 6	12-19	10-14
22-17(d)	17-14	27-18	30-26	23-16	Drawn
9-14	10-17	6- 9	6- 9(f)	9-13	
25-22	21-14	32-28(e)	24-20	16-11	
11-15	7-10(2)	9-14	15-24	14-18	
27-24	14- 7	18- 9	28-19	11- 7	
8-11	3-10	5-14	11-15	18-25	
23-18	31-27	26-23	19-16	29-22	

J. Alexander vs. W. Gardner.

(d) 22-18, 11-15, 18-11, 8-24, 27-20, etc., leads to a draw.

(e) Better than 29-25 or 26-23.

(f) 4-8 loses as follows: 4-8, 24-20, 15-24, 28-19, 11-15, 20-16, 15-24, 22-18, 12-19, 18-2, 8-12, 23-16, 12-19, 2-7, 10-15, 7-11, 15-8, 11-16, 18-23, 16-20, white wins. J. Mackenzie.

## (2.)

11-16(4)	22-18	5- 9(g)	14-10	11-15	30-26
19-10	16-20	14- 5	20-27	10- 7	22-25
4- 8	31-27	2- 6	32-23	3-10	26-22
26-19	8-12	18-14(h)	22-26	14- 7	31-26
16-23	25-22	6-15	23-18	15-18	22-17
29-25(3)	7-11	27-18	26-31	17-14	Drawn
12-16	22-17	15-22	18-14	18-22	

J. Ferrie vs. R. Jordan.

(g) 11-16, 24-19, 2-6, 10-7, 3-10, 14-7, 6-10, 18-14, 1-6, 27-18, 16-23, 7-3, W. wins.—Ferrie beat Wyllie. 5-9 improves "Dunne's Praxis."

(h) 10-7, 3-10, 24-19 draws, but if instead of 24-19 white plays 18-14, 10-15, 27-18, 20-27, 32-23, 15-22, 23-19, 6-9, 14-10, 9-14, 17-13, 11-15. B. wins.

## (3.)

The play in this variation and note are given to show the weakness of the 11-16 move which forms variation 2.

31-26	12-16	26-19	8-12	19-15	*3- 8
23-27(i)	23-19	7-11	29-25	16-20	Drawn
32-23	16-23	22-17	11-16	24-19	

F. W. Clark.

(i) 8-11, 26-19, 11-16, 19-15, 16-19, 20-24, 19-23, 29-25, 12-16, 20-11, 7-16, 22-17, 2-6 17-13, 16-20, 25-22, etc.—  
Davis vs. Heffner.

## (4.)

5- 9(j)	15-18	6-13	13-17(n)	1-10	3- 7
14- 5	17-13	26-22	25-21	5- 1	27-18
7-10	11-16(l)	10-14	17-22	26-31	20-27
29-25(5)	31-27	22-15	21-17	1- 6	32-23
2- 6	16-20	14-18	22-26	18-22	31-26
22-17(k)	13- 9(m)	15-10	10- 6	6-15	18-14
					Drawn

J. Alexander.

(j) 23-27, 19-10, 2-6, 32-23, 6-15, 23-18. White should win.

(k) 31-27, 15-18, 22-8, 4-11, 27-18, 10-15, 19-10, 6-30. B. wins.

(l) 4-8 probably loses by 31-27, and 3-8 by 31-27, 11-16, 26-22.

(m) 26-22, 4-8, 22-15, 23-26, 30-23, 12-16, black wins.

(n) 4-8, 25-22 (25-21 more difficult), 18-25, 27-18, 20-27, 32-23, 25-29, 18-15, 13-17, 23-18, 17-21, 10-6. Drawn.

## (5.)

31-27	26-19	29-25	18-14	30-23	1- 6
3- 7	7-23	2- 6	11-16	19-26	10-14
27-18	24-19	25-22	14-10	10- 6	Drawn
11-16	4- 8	10-15	15-19	1-10	
18-11	22-18	19-10	22-18	5- 1	
16-23	8-11	6-15	23-26	16-19	

J. Hynd vs. G. Jewitt.

**10-15, 24-20.**

10-15	10-19	19-26	5- 9	15-22	2- 6
24-20(a)	21-17(d)	30- 7	29-25	23-19	10- 7
15-19(b)	11-15	3-10	4- 8	11-15	14-17
23-16	32-27	22-18(2)	31-27	19-10	21-14
12-19	6-10(1)	15-22	8-12	9-14	6-10
27-24(c)	17-14(e)	25-18	25-21	20-16	15- 6
7-10	9-18	8-11	10-15	12-19	1-17
24-15	26-23	27-23	27-24	24-15	Drawn

Schaefer vs. Searight.

(a) One of the replies to the 10-15 opening. Interesting, but perhaps not so strong as some of the other replies.

(b) A popular line of attack.

(c) If 22-18, 9-14, 18-9, 5-14, 25-22, 11-15, 22-17, 6-10, now into the 10-15 line of the Bristol.

(d) This and the next two white moves are the key to the defense.

**(1.)**

9-14 loses as follows:

9-14	27-20	5- 9	9- 6	5- 9	30-26
17-10	8-12	22-17	18-27	6- 2	8-11
19-24	16-11	1- 5	31-24	9-14	White
28-19	3- 8	17-13	14-18	2- 6	wins
15-24	11- 7	9-14	25-22	14-18	
20-16	2-11	13- 9	18-25	22-15	
6-15	26-23	15-18	29-22	11-18	

A. Jordan vs. S. Grover.

(e) 10-17, 22-6, 1,10 and white is much the stronger.

**(2.)**

The play arising from this move is very interesting.

20-16	27-23	25-18	31-26	17-10	23-18
8-11(f)	5- 9	8-12	10-15	9-14	14-23
16- 7	24-20	29-25	26-22	10- 7	3- 8
2-11	10-14	1- 6	12-16	22-26	Drawn
28-24	22-18	25-21	22-17	7- 3	
4- 8	15-22	6-10	15-22	26-31	

Richardson.

(f) The quick way to draw is 8-12(g), 27-24, 12-19, 22-18, 15-22, 24-6, 1-10, 25-18. Drawn.

(g) 5-9, 16-12, 8-11, 12-8, 11-16, 8-3, 16-19(h), 22-18, 15-22, 25-18, 19-23, 27-24, 10-14, 18-15, 14-17, 15-11, 9-13, 24-19, 23-26, 31-22, 17-26, 11-7, 2-11, 3-7.. Drawn. Wendemuth.

(h) If 9-14 white secures a strong game by 28-24.

## By L. M. LEWIS

### 9-13, 21-17.

9-13	6-10	15-19(c)	11-15	10-17	19-23
21-17(a)	22-17	23-16	28-24	13- 6	27-24
11-15	13-22	12-19	3- 8	2- 9	23-26
25-21	26-17	24-15	24-20	23-14	20-16
8-11	4- 8(b9)	11-18	8-12	9-18	12-19
17-14	29-25	30-25	26-23	21-14	24-15
10-17	1- 6(1)	8-11	6- 9	15-19	Drawn
21-14	25-21	31-26	17-13	32-28	

Wyllie vs. Kear, Sr.

(a) Forms the "Switcher" made famous by Wyllie.

(b) P. H. Ketchum played 1- 6 here against L. M. Lewis and got a very strong game but a draw resulted.

(c) 6-9 is very strong here.

### (1.)

2- 6	15-18	9-13	7-11	9-14	25-30
24-19	31-26	25-22	14- 7	18- 9	26-23
15-24	18-27	1- 6	3-10	5-21	30-25
28-19	32-23	24-20	30-26	22-18	19-15
11-15(2)	6- 9	6- 9	10-15	21-25	25-22
27-24	23-18	26-23	19-10	23-19	23-19

and 22-26, drawn.

W. Reid.

### (2.)

11-16(3)	8-11(7)	6- 9	1-10	20-27	7-11
27-24	25-22	18-15	23-14	32-33	Drawn
16-20	11-16	9-18	16-23	12-16	
31-27	22-18	15- 6	27-18	30-25	

W. Strickland,

(3.)

6- 9(d)	25-22	11-16	30-25	10-17	18- 9
23-18	17-26	27-23	11-16	21-14	5-14
1- 6(e)	31-22	16-20	25-21	6-10	19-15
17-13(4)	7-10	32-27	3- 8	14- 7	16-19
10-17	22-17	8-11	17-14	9-14	Drawn

R. Sallaway vs. Tescheleit, Leeds Budget.

(d) Was at one time considered a loss.

(e) Introduced in correspondence play by Mr. J. A. Buchanan of Glasgow, against Mr. T. Kent, of London; 9-13 loses by 25-22, 11-16, 18-15, &c.

(4.)

25-21(f)	10-15	27-23	10-15	2- 7	15-18
9-13(5)	27-23	30-25	9- 6	3-10	10-15
30-26	15-22	17-13	15-19	12- 3	Drawn
13-22	23-18	6-10	23-16	11-16	
26-17	22-25	14- 9	11-20	3- 7	
12-16	32-27	5-14	6- 2	10-15	
19-12	25-30	18- 9	7-11	7-10	

L. M. Lewis.

(f) Kear says this loses.

(5.)

12-16	30-26(6)	6-15	26-10	14-18	27-18
19-12	15-22	7-13	7-14	9- 6	15-22
10-15(g)	14-10	9-14	13- 9	18-23	

White best

L. M. Lewis.

(g) 9-13 is same as variation 4.

(6.)

27-23	14-10	17-13	13- 9	9- 6	6- 2
15-22	6-15	9-14	11-16	7-11	22-26

and white is best.

L. M. Lewis.

(7.)

6- 9	5- 9	3- 7	15-24	30-26	13-17
32-28	14- 5	22-17	28-19	18-14	23-18
9-18	7-21	7-10	21-25	26-22	17-22
23-14	24-19	27-23	23-18	14- 7	18-15
10-15(8)	8-11	11-15	25-30	22-13	22-18
19-10	25-22	30-26	26-23	7- 2	Drawn

F. Tescheleit.

(8.)

8-11	24- 8	1- 6	27-23	9-13	White
19-16	3-12	30-26	6- 9	26-22	wins
12-19	25-21	12-16	23-18	16-19	

R. Jordan.

(9.)

15-18	25-18	6- 9	27-24(10)	23-26	13- 6
24-20	10-15	17-13(n)	11-16	30-23	25-29
1- 6	28-24(m)	9-18	20-11	22-25	6- 1
29-25(l)	15-22	23-14	7-23	10- 6	Drawn
18-22	24-19	3- 8	14-10	2- 9	

(l) 28-24 here loses by 6-9, etc.

(m) The only move.

(n) 23-18 draws but is very difficult.

(10.)

13- 9	8-24	31-27	11-15	20-11	16-19
11-16	27-20	8-11	27-24	7-16	20-16
20-11	4- 8	32-28	12-16	24-20	22-26

Black wins

9-13, 22-17.

9-13	17-13(1)	9-14	23-16	17-22	17-14
22-17(a)	15-19	27-23	12-19	26-17	15-18
13-22	24-15	8-12	31-27	19-26	23-19
25-18	10-19	23-16	7-11	30-23	16-23
11-15(b)	23-16	12-19	27-23	1- 5	24-19
18-11	12-19	32-27	11-16	14-10	Drawn
8-15	29-25	3- 8	22-18	6-15	
21-17	5- 9	27-23	14-17	28-24	
4- 8	25-22	8-12	18-14	2- 6	

L. M. Lewis vs. A. Jordan

(a) This is sometimes called "Edinburgh Choice."

(b) 6-10 forms a variation of Kelso but is not so strong. For play on 6-10, see play on 10-15, 22-18, Kelso.

(1.)

24-20(c)	27-23	20-16	27-23	16- 7	28-19
15-19	8-12	2- 6(d)	14-18	3-10	15-24
23-16	23-16	29-25	23-14	27-24	22-18
12-19	12-10	5- 9	10-17	1- 5	24-27
17-13	32-27	25-22	31-27	24-20	20-16
10-15	6-10	9-14	7-11	19-24	27-31

Then 18-14 drawn.

A. Jordan vs. A. B. Scott.

- (c) Trying to dodge the 15-19 break.  
 (d) 1-6 may be better.

## 9-13, 22-18.

9-13	3- 7	10-17	7-11	12-16	15-18
22-18	18-14	21-14	23-18(f)	11- 4	22-15
6- 9(a)	9-18	2- 6(d)	15-19	24-27	31-22
25-22(2)	23-14	27-23	32-28	31-24	16-23
1- 6(b)	10-17	6-10	11-15(g)	16-20	22-18
24-20(1)	21-14	30-25	18-11	4- 8	23-19
10-15	6-10	10-17	8-15	20-27	18- 9
28-24	24-19(c)	25-21	20-16	8-12	Drawn
7-10	15-24	11-15	4- 8	27-31	
29-25	25-21	21-14	16-11	12-16	

## S. S. Bell vs. L. M. Lewis.

- (a) The modern way of defending this opening.  
 (b) Introduced by R. T. Ward of Birmingham, Eng.  
 (c) A beautiful sacrifice that gives white a powerful game.  
 (d) L. M. Lewis went 24-28 at this stage against Joe Duffy and lost as follows: 27-23, 2-6, 22-18, 13-17(e), 23-19, 6-10, 19-15, 10-19, 26-23, 19-26, 31-13, 7-10, 14-7, 11-16, 20-11, 8-22, 7-2, 4-8, 2-6, 8-11, 6-10. Duffy won.  
 (e) 6-10 will draw at this stage but the line is not to be commended.  
 (f) 14-10 allows 24-27 giving blacks a good game.  
 (g) The draw is forced from here on.

## (1.)

24-19	8-11	16- 7	8-12	17-14	19-23
11-15	24-20	2-11	27-23	10-17	26-10
18-11	11-15	30-25(j)	12-16	18-14	Drawn
8-24	19-16	15-19	23-18	9-18	
28-19(h)	12-19	32-28	10-15	25-21	
4- 8	23-16	3- 8	21-17	18-25	
27-24(i)	7-11	31-27	6-10	29-22	

## Burrows.

- (h) 27-20 also draws here.  
 (i) 23-18 is plausible.  
 (j) 31-27, 10-14, 22-17, 13-31, 32-28 drawn.

## R. T. Ward.



(2.)

18-14(k)	26-23(m)	24-19	22-15	25-22	22-18
10-17	16-19	4- 8	11-18	18-25	3- 8-
21-14	24-15	31-26	30-26	29- 6	Drawn
9-18	11-18	2- 6	13-17	1-10	
23-14	28-24	26-22	14-10	26-22	
12-16(l)	8-11	6- 9	7-14	8-11	

F. Tescheleit vs. G. M. Bonar.

(k) Not as strong as 25-22 but has its points.

(l) Anything else gives black a weak game.

(m) 26-22 is strong here.

9-13, 23-18.

9-13	8-11	7-14	3- 7	11-18	31-26
23-18(a)	28-24	24-19	32-28	23- 7	23-19
5- 9	16-20	2- 7(3)	7-11	13-31	Drawn
26-23	19-15(1)	25-22	28-24	19-15	
10-14	4- 8(2)	7-10	1- 5	16-19	
30-26	22-17	31-26	22-17	7- 3	
11-16	13-22	11-16	9-13	19-28	
24-19	26-10	29-25	18- 2	27-23	

F. Tescheleit vs. W. Gardner.

(a) Fairly equal opening which brings out some good play.

(1.)

18-15	32-28	23-16	25-22(c)	27-24	29-25
11-18	2- 7	10-19	7-11(d)	20-27	Drawn
22-15	19-16	24-15	16- 7	31-15	
7-10	12-19	4- 8(b)	3-19	14-18(e)	

(b) The best play, 7-11 gives white the best game.

(c) 16-12 is weak.

(d) 14-18 here draws.

(e) 8-12, 15-11, 12-16, 11-8, 16-19, 8-3, 6-10, 3-8, 10-15, 8-12, 14-18, 12-16, Alfred Jordan beat Jos. A. Drouillard in one of their match games played on the coast on Jordan's tour of the world.

(2.)

7-10(f)	10-15	6-22	1- 6	2- 7	19-24
15- 8	22-17(h)	23-18	11- 8	8- 4	32-28
4-11	13-22	11-16	6-10	10-15	15-19
24-19	26-10	18-15	8- 4	4- 8	17-14
12-16(g)	15-22	9-14	16-19	14-18	Drawn
19-12	25-18	15-11	4- 8	21-17	

J. Alexander.

- (f) Drawable all right but not to be recommended.  
 (g) This is necessary to draw the line.  
 (h) Gives white a very strong game.

## (3.)

1- 5(i)	11-25	6- 9	14-17	14-17	13-17
25-22	29-22	18-15	21- 5	1- 6	10-14
9-13(j)	5-14	2- 7	7-14	17-22	17-21
18- 9	22-18	15-10	5- 1	6-10	

A doubtful draw.

J. Alexander.

(i) 12-16 makes a straight draw. 2-7 as in trunk is better, for it has winning opportunities.

(j) 3-7 does not improve matters; 3-7, 29-25, 7-10, 31-26, 2-7, 32-28, 11-16, 22-17. White will win.

## 9-13, 23-19.

9-13	18- 9	1- 5(c)	25-22	3- 8	23-18
23-19	5-14	18- 9	8-11	17-13	14-32
11-15(a)	27-23(1)	5-14	32-27	15-18	17-14
22-18	8-11	29-25	2- 6	31-26(e)	10-17
15-22	26-22	11-15	22-17	18-22	19- 1
25-18	6-10	30-26(d)	13-22	26-17	32-27
10-14(b)	22-18	4- 8	26-17	11-15	Drawn

R. Martins vs. J. Wyllie.

(a) Forms the Will-O'-the-Wisp opening, brought up from 11-15, 23-19, 9-13, now the same.

(b) The safest line for black to adopt.

(c) Better than 14-17, 21-14, 10-17, 18-14, 1-5, 23-18, 2-6, 32-27, 17-22\*, 27-23, 6-9, 19-15, 13-17, draws, but white is best.

(d) 25-22, 14-17 etc. draws. 31-26 also draws as follows: 31-26, 4-8, 24-20, 15-24, 28-19, 8-11, 25-22, 11-15, 32-28, 15-24, 28-19, 3-8, 22-18, 14-17, 21-14, 10-17, 19-16. Drawn.

(e) 24-20, 18-22(f), 27-24, 22-25, 31-26, 11-15, 26-22, 25-30, 21-17\*, 14-21, 22-17. Drawn. W. Reid.

(f) 11-15, 13-9, 6-13, 20-16, 15-24, 27-20, 18-27, 31-24, 12-19, 24-6, 7-10, 6-2, 10-15, 2-6, 15-19, 6-9, 14-18, 9-14, 19-23, 14-10, 18-22, 10-15, 22-25. Drawn. M. H. Brennan.

## (1.)

29-25	4- 8(3)	26-22(g)	14-17	30-25	3- 7
8-11	22-18	11-15	21-14	7-10(i)	20-16
25-22	1- 5(2)	24-20(h)	10-26	23-18	11-20
6-10	13- 9	15-24	31-22	13-17	18-15
27-23	5-14	28-19	8-11	22-13	12-16

Drawn

## Drummond.

(g) 24-20 draws, but is not so strong.

(h) 31-26, 8-11, 24-20, 15-24, 28-19, 11-15, 32-28, 15-24, 28-19, 3-8, draws, but 14-17 or 2-6 is inferior to 3-8.

(i) 11-16, 20-11, 7-16, 25-21, 3-7, 22-18, 16-20, 18-14, 20-24, 23-18, 7-10 or 7-11 draws.

## (2.)

14-17	31-22	10-15(j)	22-13	12-16(k)	5- 1
21-14	7-10	19-10	15-22	14- 9	16-19
10-17	24-20	6-15	23-18	6-10	24-15
26-22	2- 6	27-24	1- 6	9- 5	11-18
17-26	32-27	13-17	18-14	10-14	Drawn

## Anderson.

(j) Now 6-9, 30-25, 10-14, 25-21, 3-7, 19-15, 13-17, 22-6, 1-26, 18-9 draws, but 13-17, 22-13, 10-15, 19-10, 6-22, 23-18, 3-7, 18-14, 11-15, 30-26, 22-31, 13-9, 31-24, 28-3, W. wins.

(k) The student must note the preparation for the two exchanges later on, for the purpose of relieving black's position.

## (3.)

11-15	14-17	8-11	16-20	1- 6	14-18
24-20(4)	21-14	30-25	18-14(1)	14- 9	15-10
15-24	10-17	11-16	20-24	7-10	6-15
28-19	26-22	20-11	23-18	15-11	32-28
4- 8	17-26	7-16	3- 7	10-14	Drawn
22-18	31-22	25-21	19-15	18-15	

## J. Alexander vs. F. Smith.

(1) 18-15, 20-24, 23-18, 3-7, black best.

## (4.)

31-27	7-23	27-23	7-16	21-14	2-11
1- 6(m)	26-19	8-11	22-18	13-17	19-15
23-18	3- 7	24-20	16-20	23-18	Drawn
14-23	32-27	11-16	18-14	6-10	
27-11	4- 8	20-11	10-17	14- 7	

(m) 7-11 or 1-5, 23-18, 14-23, 27-11, 7-23, 26-19, 10-14, 32-27, 4-8, 19-15, 14-18, 30-25, 12-16, 15-10, 18-23, 27-18, 16-20. Drawn. Gardner.

### 9-13, 24-19.

9-13	18-11	10-19	27-23(1)	15-22	21-17
24-19(a)	7-23(4)	24-15	6-10(c)	25-18	11-16
11-15(11)	26-19	3- 7	23-18	16-19	17-13
28-24	8-11	30-26	10-15	17-13	9-14
6- 9(b)	32-28(2)	7-11	22-17	19-23	Drawn
23-18(7)	11-16	15- 8	13-22	13- 6	
1- 6	19-15	4-11	26-17	2- 9	

R. Jordan vs. C. F. Barker.

(a) A strong reply to 9-13; it produces some fine play.

(b) Introduced by Robt. Stewart against James Ferrie. J. C. Brown had suggested this move prior to the Stewart vs. Ferrie engagement.

(c) L. C. Ginsberg, the Brooklyn expert, plays 11-16 here and gets a very fine game.

### (1.)

26-23(d)	13-22	18- 9	11-15	28-19	14-18
6-10	25-18	5-14	24-19	2- 7	Drawn
22-17(e)	9-14	27-24	15-24	29-25	

H. Morall vs. A. Cain.

(d) 22-18, 6-10, 26-22 runs into same play as above.

(e) 23-18 here loses. J. Yates.

### (2.)

24-20(f)	19-16	32-28	30-23	25-18	16-12
3- 7	12-19	7-11	6- 9	14-23	9-13
31-26(3)	23-16	16- 7	23-19	19-16	Drawn
9-14(g)	15-18	2-11	13-17	11-15	
27-23	22-15	26-23	28-24	21-17	
11-15	10-19	19-26	17-22	4- 8	

A. Jordan vs. R. Sallaway.

(f) A good line. A. Jordan scored a fine win off L. C. Ginsberg with this line.

(g) 11-15 may draw here but is very weak.

## (3.)

27-23	9-14(h)	30-26	7-11	23-18	28-32
11-15	22-17	6- 9	18- 9	24-28	5- 1
32-28	13-22	26-22	11-15	18-14	32-28
15-24	25- 9	9-13	9- 5	10-17	Drawn
28.19	5-14	22-18	15-24	21-14	

J. Gregg vs. H. Christie.

(h) George Buchanan played 7-11 against R. G. McMillan in a Scottish tourney game and eventually lost, and it is weak. 9-14 is weak enough, let alone anything else.

## (4.)

8-15(i)	24-20	12-19	26-23	2-11	30-26
32-28(5)	15-24	23-16	19-26	22-17	4- 8
7-11	28-19	15-18	31-22	13-22	29-25
27-23	11-15	22-15	7-11	25-18	Drawn
3- 7(6)	19-16	10-19	16- 7	6-10	

Alexander.

(i) Introduced by Robt. Stewart against James Ferrie in a Scottish tourney game.

## (5.)

22-18(j)	18- 9	24-20	32-28	20-16	22-17
15-22	5-14	8-11	15-24	11-20	Drawn
25-18	29-25	25-22	28-19	19-15	
9-14	4- 8	11-15	7-11	10-19	

R. Stewart vs. J. Ferrie.

(j) 26-23, 15-18, 22-15, 12-16, 19-12, 10-28, 25-22, 4-8, 22-18, 8-11, 29-25, 6-10, 25-22. Drawn 1908. E. T. Book.

## (6.)

9-14(k)	5-14	15-24	8-11	15-24	(l)13-17
22-18	26-22	28-19	18- 9	5- 1	white
15-22	11-15	4- 8	11-15	2- 7	wins
25- 9	24-20	22-18	9- 5	1- 5	

Alexander.

(k) Loses.

(l) Corrects an Alexander vs. Buchanan game.

## (7.)

22-18	18- 9	29-25	22-18	26-22	27-24
15-22	5-14	4- 8(8)	14-17	17-26	Drawn
25-18	24-20	25-22	21-14	31-22	
9-14(10)	8-11	2- 6(m)	10-17	7-10	

(m) Better than 11-15, see variation 9.

## (8.)

11-15	1- 6(o)	6-10	14-17	17-22	7-14
19-16	22-15	30-26	21-14	26-17	12- 8
12-19	10-19	8-11	10-17	13-22	3-12
23-16	25-22	27-23	32-28	18-14	23-19
15-18(n)	4- 8	19-24	24-27	22-26	Drawn
26-22	16-12	22-18	31-24	14-10	

G. M. Bonar.

(n) Barker played 15-19 here against George Andrews and lost.

(o) If 10-15, 27-24 will win.

## (9.)

11-15	5-14	17-22	7-16	13-17	2- 9
23-18	22-18	28-19	18-14	30-26	5- 1
15-24	14-17	8-11	16-19	3- 7	9-13
18- 9	21-14	19-15	23-16	9- 5	1- 6
1- 5	10-17	11-16	12-19	7-10	22-25
26-23	32-28	20-11	14- 9	15- 6	Drawn

G. Smith vs. W. Scott.

## (10.)

8-11(p)	3- 8	8-11	10-17	15-18	9-14
29-25	20-11	28-24	23-19	7- 3	10-17
1- 6(q)	8-24	10-15	6-10	5- 9	13-31
25-22	27-20	21-17	18-14	31-27	19-15
11-16	4- 8	7-10	9-25	2- 7	31-26
24-20	32-28	17-14	30- 7	3-10	15- 8

Drawn

R. Atwell vs. G. Buchanan.

(p) A very weak line.

(q) 9-14 draws here also.

## (11.)

11-16(r)	6- 9(t)	7-10	13-17	11-15	21-25
22-18	26-22(14)	29-25	25-22	18-11	8- 3
8-11(s)	9-18	3- 7(u)	17-21	7-10	25-30
18-14(12)	22- 8	30-26	19-15	24-15	3- 8
10-17	4-11	1- 6	10-19	10-19	16-20
21-24	25-22	22-18	27-24	11- 8	Drawn

G. Buchanan vs. J. Ferrie.

(r) A good line.

(s) 5-9 loses.

(t) Best. 6-10 will lose.

(u) Barker played 2-6 here against R. Jordan and should have lost.

## (12.)

25-22	21-14	22-18	14- 7	30-25	18-14
16-20	6-10	13-17	3-10	9-14	Drawn
29-25	25-21	28-24(13)	26-22	22-18	
11-16	10-17	4- 8	17-26	14-17	
18-14	21-14	18-15	31-22	25-21	
10-17	1- 6	7-10	5- 9	17-22	

C. F. Barker vs. R. Jordan.

## (13.)

18-15	16-23	14- 7	5- 9	19-16	6-15
4- 8	26-19	2-11	18-14	12-19	27-24
23-18	7-10	31-26	9-18	15-10	Drawn

L. S. Head vs. A. J. Klinka.

## (14.)

28-24(v)	31-27(x)	32-27	23-16	27-23	18-15
9-18	6- 9	4- 8	13-17	6-10	24-27
23-14	24-19	25-21	29-25	23-19	15- 6
16-23	11-16	8-11	9-13	20-24	(y)17-11
27-18	27-23	19-16	25-22	30-25	Drawn
1- 6(w)	16-20	12-19	2- 6	11-20	

J. Spence vs. F. Tescheleit.

(v) 25-21 is also strong here.

(w) 12-16 here almost loses.

(x) 25-21 draws.

(y) There is more play but the draw is easy.

## 9-13, 24-20.

9-13	8-15	9-14	14-23	11-25	7-10
24-20(a)	21-17	25-22	27-18	30-21	22-18
11-15	4- 8	8-11	10-14	1- 5	14-23
22-17	17-13	28-24	18- 9	26-22	27-18
13-22	5- 9	3- 8(1)	15-19	5-14	8-11
25-11	29-25	23-18	24-15	31-27	Drawn

J. Swan.

(a) A fairly equal opening but white has a bit the pull.

## (1.)

14-18(b)	23-19	9-14	23-16	10-17	13- 9
23-14	1- 5	32-28	14-18(j)	26-23	21-25
10-17	31-27(c)	2- 7(i)	16-12	17-21	9- 6
27-23	5- 9	19-16	18-25	23-19	(k)25-30
7-10	27-23	12-19	30-14	6-10	Drawn

Drummond.

(b) 14-17 here loses.

(c) 26-23 is bad here.

(i) 3-7 will draw.

(j) 17-21 draws.

(k) There is more play but the draw is easy.

## 9-14, 22-17.

9-14	12-19	7-10	8-11	15-18	10-19
22-17	17-10	17-13	27-23	23-19	17- 1
11-15(a)	6-15	1- 6(b)	2- 7	18-22	23-27
25-22	21-17	27-24	23-16	19-15	1- 6
15-19	5- 9	4- 8(2)	11-27	11-18	27-32
24-15	29-25	32-27(1)	31-24	24-19	6-10
10-19	8-12	9-14	7-11	18-23	(c)32-27
23-16	25-21	22-17(4)	26-23	19-15	Drawn

(a) 11-16 is played here but is unfavorable.

(b) Introduced by Alfred Jordan and is better than the old 2-6 line.

(c) Buchanan continued 13-9, 12-16, 9-6, 27-23, 6-2, 22-26, 2-7, 3-8, 21-17, 8-12, 7-11, 26-31, and Jordan won, but of course Buchanan slipped.



## (1.)

22-18	11-15	30-14	18-23	16-11	24-15
15-22	31-26(d)	7-10	28-24	6-10	6- 9
24-15	2- 7	14- 7	23-27	11- 7	14-18
10-19	17-14(e)	3-10	24-20	31-27	21-17
26-17	9-18	27-24	27-31	7- 2	15-11
8-11	26-23	15-18	20-16	27-24	9-14
32-27	19-26	24-19	10-14	2- 6	12-16

Black wins

(d) Losing move; 27-23 draws.

(e) 26-22, 12-16, 27-23, 19-26, 30-23, 7-10, 23-18, 16-19, 18-11, 10-15, black wins. L. M. Lewis vs. H. L. Brown.

## (2.)

9-14	24-15	12-16	14- 7	8-12	6-10
22-18	10-19	24-15	2-18	6- 2	23-26
14-23	27-24	16-19	13- 9	12-16	Drawn
31-27	18-22(f)	17-14	4- 8	2- 6	Seaward
15-18(3)	26-17	6-10	9- 6	18-22	

(f) 12-16, 24-15, 16-19 loses by 15-10.

## (3.)

3- 8	26-22	8-11	14- 7	6-10	2- 6
27-11	19-23	22-18	2-11	9- 6	15-24
8-15	24-19	11-16(g)	17-14	11-15	6-15
21-17	15-24	18-14	20-24	6- 2	27-31
4- 8	23-19	16-20	14- 9	24-27	(h)13- 9

W. wins

J. Le Pavorise vs. E. Garatt.

(g) 2-7, 18-14, 11-15, 19-16, white wins.

(h) This variation improves Shearer's Handbook.

## (4.)

27-23	8-12	24-20	15-24	27-24	10-17
3- 7	26-23(i)	15-18	28-19	22-26	21-14
23-16	19-26	23-19	2- 7	24-20	6-10
12-19	30-23	11-15	31-27	14-18	Drawn
22-17	7-11	20-16	18-22	17-14	F. Dunne

(i) 31-27, 7-11, 26-22, 11-16, 24-20, 19-24, 20-11, 24-31, 11-8, 14-18, 30-25, 31-27, B. wins.

		<b>9-14, 22-18.</b>			
9-14	4- 8	21-17	27-23(c)	18-15	21-14
22-18	25-22	14-21	6- 9	20-27	9-27
5- 9	8-11	23- 5	32-28	15- 6	24-20
24-19(a)	22-18	16-23	11-16	2- 9	27-31
11-15	11-16	26-19	22-18	31-24	19-15
18-11	29-25	3- 7	9-13	21-25	31-27
8-24	7-11(4)	25-22	28-24(d)	30-21	Drawn
28-19	18-15(b1)	7-11	16-20	13-17	

Ferrie vs. Jordan.

(a) 24-20 can also be played but this confines black's attack.

(b) The modern way to play this line and was first introduced by Richard Jordan.

c) 31-26, 11-15, 27-24, 2-7, 24-20, 15-24, 30-25, 21-30, 32-28, a nice draw by W. Stewart.

(d) 18-15, 21-25, 30-21, 13-17, 15-6, 2-9, 21-14, 9-27, Ferrie beat Bonar.

**(1.)**

25-22	16-20	26-19	7-14	32-28	13-17
10-15	23-19(2)	9-13(e)	26-23	1- 5	19-16
19-10	20-27	31-24	3- 7	28-24	12-28
6-15	19-10	2- 7	24-20	5 9	(f)23-19
27-24	14-23	30-26(3)	7-10	22-18	Drawn

C. Hefter.

(e) 2-7 at this point loses.

(f) This ending is known as "Cowan's Coup."

**(2.)**

32-28(g)	28-12	26-22	23-18	5- 1	10-14
20-27	2- 6(h)	1- 6	22-25	6-10	18-23
31-24	21-17	17-13	17-14	1- 6	14-17
12-16	14-21	10-15	11-15	10-15	22-26
24-19	22-17	22-17	14- 5	6-10	Drawn
15-24	6-10	15-22	15-22	15-18	H. Scott

(g) 31-27 also draws here.

(h) 11-16 looks good but it loses as follows: 18-15, 16-20, 22-17, 20-24, 17-10, 24-27, 26-22, 27-31, 12-8, 3-12, 23-18, white wins.

## (3.)

32-27(i)	1- 5	23-16	18-23	11-15	28-32
7-14	18- 9	14-18	26-22	24-28	20-16
27-23	5-14	16-11	23-26	15-19	32-27
3- 7	30-26	15-19	3- 7	30-26	16-11
24-20	11-15	11- 8	26-30	19-15	27-31
7-10	19-16	10-14	7-11	26-17	11- 7
22-18(j)	12-19	8- 3	19-24	15-10	17-22

Charles Hefter beat C. H. Freeman.

(i) Newell Banks once played this line against L. M. Lewis but succeeded in drawing it.

(j) 21-17, 14-21, 22-18, 1-5, 30-26, 12-16, 19-12, 21-25, 23-19, 25-30, 26-23, 30-26, 19-15, 26-19, 15-6, 19-23, black wins. J. Corbett.

## (4.)

16-20	14-23	10-17	7-16	2-18	17-21
25-22	26-19	18-15	19-12	31-26	
1- 5	9-13	5- 9(6)	14-18	18-22	
19-16	22-18(5)	27-23	23-14	26-23	
12-19	13-17	9-14	6-10	20-24	
23-16	21-14	16-11	15- 6	23-18	

A good draw by A. J. Heffner.

## (5.)

27-23	10-17	15-11	2- 7	18-14	7-10
6- 9	16-11	17-21	31-26	25-22	8-11
32-27	7-16	11- 8	5- 9	23-19	Drawn
9-14	19-12	22-25	26-22	22-18	
22-18	17-22	8- 4	9-13	14- 9	
14-17	18-15	25-29	22-18	18-14	
21-14	13-17	4- 8	29-25	9- 5	

P. H. Ketchum vs. N. W. Banks.

## (6.)

17-22(k)	7-16	13-17	22-25	29-25	10-15
27-23	19-12	11- 8	4- 8	31-26	18-14
5- 9	9-13	17-21	25-29	6-10	
16-11	15-11	8- 4	8-11	23-18	

Barker beat Doran.

(k) A little premature and seems to lose.

## 9-14, 23-18.

9-14	10-15	11-15	9-14	4- 8	15-24
23-18	28-24	18-11	17-13(1)	26-23	28-19
14-23	8-12	8-15	16-19(b)	19-26	7-11
27-18	32-28	20-11	23-16	30-23	20-16
5- 9(2)	3- 8	7-16	12-19	2- 7	11-20
26-23	22-17	29-25	22-17	23-19	19-15
12-16	15-22	6-10(a)	1- 6	8-12	Drawn
24-20	25-18	25-22	31-26	24-20	

(a) Better than 16-19 as given by Kear.

(b) If 16-20, 24-19, 15-24, 28-19, 4-8, 22-18, 1-5, 18-9, 5-14, 30-26, 20-24, drawn.

## (1.)

24-19(c)	8-11	30-25	15-24	25-22	18-27
15-24	22-18	2- 7	6- 2	24-28	31-24
28-19	1- 5	13- 9	7-11	22-17	16-20
4- 8	18- 9	11-15	2- 6	15-18	Black
17-13	5-14	9- 6	10-15	17-10	wins

(c) Loses.

## (2.)

12-16	8-11	9-18	12-16	28-32	17-14
18-14	23-14	28-24	21-17	1- 5	28-32
10-17	11-15	7-10	5- 9	15-19	14-10
21-14	30-26	16-11	17-13	20-16	15-19
6- 9	1- 6	3- 8	9-14	10-15	10- 6
32-27(d3)	24-20	25-21	13- 9	5- 9	18-22
9-18	16-19	8-11	16-19	14-18	(e)9-13
22-15	27-23	26-22	9- 5	32-27	Black
11-18	6- 9	18-25	19-28	31-24	wins
26-23	23-16	29-22	5- 1	19-28	

J. F. Horr beat Alfred Jordan.

(d) This move loses. See Variation 3.

(e) J. F. Horr also won this game from H. B. Reynolds, and in the same tourney he won it from A. Jordan.

## (3.)

14-10	8-11	22-18	11-16	23-16	18-25
7-14	24-19	4- 8	27-23	14-23	17-14
22-18	15-24	25-22	5- 9	16-11	13-17
14-23	28-19	9-13	25-21	9-14	14-10
26-12	1- 6	31-27	10-14	11- 4	6- 9
11-15	29-25	2- 6	19-15(f)	14-18	Drawn
25-22	6-10	30-25	16-19	21-17	

(f) 18-15 looks like a win at first for white but it loses by 3-7, 12-3, 7-10. Black wins.

9-14, 23-19.

9-14	25- 9	15-22	30-26	6- 9	21-14
23-19	5-14	26-17	8-11	17-13	1-17
11-15	29-25	11-15	19-16	3- 7(1)	
27-23(a)	11-15(2)	24-20	12-19	13- 6	Drawn
8-11	25-22	15-24	23- 7	14-18	
22-18	7-11	28-19	2-11	23-14	
15-22	22-18(b)	4- 8	26-23	10-17	

(a) Forms "The Defiance" and is very safe for white.

(b) This is the safest way to play the line; it has no winning advantages but on the other hand it allows black none and black has the pull on any other line.

(1.)

10-15(c)	31-27	8-12	21-17(d)	11-27	7- 2
13- 6	3- 8	23-19	14-21	32- 7	(e)25-30
1-10	27-24	15-18	20-16	21-25	Drawn

(c) A tricky move and white must play careful against it to draw.

(d) 32-28 here looks strong for white but it loses as follows: 11-15, 20-16, 18-23, 16-11, 23-27, 11-7, 27-32, 7-2, 32-27, black wins.

(e) White can take his king back to his own double corner and avoid first position.

(2.)

6- 9	22-18	13-22	24-20	27-32	16-12
25-22	14-17	27-24	10-15	19-16	13-17
9-13	21-14	6- 9	19-10	22-26*	12- 8
24-20	10-17	20-16	12-19	30-23	3-12
11-15	19-15	9-13	31-27	32-27	11-8
32-27	1- 6	15-11	19-24	23-19(3)	
15-24	23-19	8-15	27-23	27-24	
28-19	17-22	18-11	24-27	19-15	
4- 8	26-17	7-10	23-19	24-19	

## (3.)

23-18	14- 9	6- 1	16-12	1- 5	5-14
27-23	18-15	13-17	8-11	22-26	26-31
18-14	10- 6	1- 6	6- 1	9- 6	14- 9
23-18	15- 8	3- 7	17-22	2- 9	7-10

Black wins

J. W. Shirey, 1897.

## 9-14, 24-19.

9-14	28-19	6-13	21-14	1- 5	16-12
24-19(a)	8-11	27-20	12-16	25-21	9-14
11-15	26-22(1)	4- 8	25-22	7-10	12- 8
22-18(b)	11-15	23-18(c)	16-19	14- 7	14-18
15-24	22-18	8-11	29-25	3-10	Drawn
18- 9	15-24	18-14	11-15(d)	20-16	
5-14	18- 9	10-17	30-26	5- 9	

R. Stewart vs. A. Schaefer.

(a) Leads to a nice even game for either player.

(b) 27-24 here is "Defiance" play and is good. See play on 9-14, 23-19.

(c) 21-17, 13-22, 25-18, 8-11, 29-25, 10-15, 18-14, 15-19, 23-16, 12-19, 25-22, 11-15, 30-26, 1-5, 22-17, 2-6, Heffner beat Coakley.

(d) 3-8, 22-18, 13-17, 25-22, 17-26, 30-16, 8-12, 18-15, 11-18, 16-11, drawn.

## (1.)

25-22(e)	18- 9	26-17	19-15	8-11	14-10
11-15	5-14	8-11	10-19	16-20	6-15
32-28	29-25	30-26	17- 3	22-18	11-18
15-24	4- 8	3- 7	22-25	19-24	28-32
28-19	25-22	19-15(f)	3- 8	18-14	Drawn
7-11(2)	11-15	11-18	25-30	24-28	
22-18	22-18	23-19	26-22	21-17	
1- 5	15-22	18-22	12-16	30-25	

Barker vs. Freeman.

(e) This runs into Barker's line.

(f) Must be played in order to secure the draw.

## (2.)

4-8	11-15(g)	16-20	12-16(j)	15-19	24-27
22-18	27-24	17-14(3)	24-20	18-14	7-2
8-11	7-11(h)	10-17	2-6	19-24	27-31
18-9	25-22	19-10	20-11	11-7	2-7
6-13	11-16	20-27	6-15	3-10	Drawn
29-25	21-17(i)	31-24	23-18	14-7	

Barker vs. Freeman.

- (g) 11-16 will draw here but 2-6 will lose.  
 (h) J. King played 2-6 here against W. Bryden and lost.  
 (i) A strong move.  
 (j) There is nothing better here.

## (3.)

31-27(k)	24-19	27-23	15-8	14-10	26-23
3-8(l)	8-12	19-24	27-31	28-32	17-26
17-14	19-15	23-18	8-3	10-7	23-18
10-19	16-19	24-27	20-24	1-6	Drawn
19-10	23-16	10-7	18-14	7-2	Kear Jr.
12-16	12-19	2-11	24-28	6-10	

- (k) A queer looking move but nevertheless strong.  
 (l) 2-7, 23-18, 7-11, 17-14, 10-17 19-10, 12-16, 18-15, Drawn, W. Reid.

## 9-14, 24-20.

914	4-8	1-5	7-16	11-15	10-14
24-20(a)	28-24	27-24	24-19	21-17	31-26
5-9	8-11	9-13	15-24	15-24	14-23
22-18	29-25(b)	18-9	28-19	23-18	26-19
11-16	10-15(3)	5-14	3-8	13-22	24-27
20-11	25-22	32-28	22-18	26-17	Drawn
8-22	6-10(1)	11-16	8-11	16-20	
25-18	24-20	20-11	18-9	17-13	

G. Jewitt vs. C. Powell.

(a) Forms "Regular Double Corner," an easy game to play for either side:

(b) The modern way of playing this line, 24-19, was the old way, but this seems to give white more chances to score.

## (1.)

7-10(c)	1- 5	5-14	11-15	14-18	7-11
24-20	32-28	24-19(2)	19-16	22-17	16- 7
3- 7(d)	9-13	15-24	12-19	13-22	2-11
27-24	18- 9	28-19	23-16	26-17	(e)17-14 Drawn

(c) A very weak line.

(d) Corrects Kear's play where 1-5 is given and loses by 20-16.

(e) This game was played between Richard Jordan and Charles F. Barker in their World's Championship Match.

## (2.)

21-17	15-22	24-19	25-29	9- 5	2- 9
14-21	26-17	18-22	18-14	6- 9	1- 6
23-18	11-15	27-23	29-25	13- 6	10-14
13-17	31-27	22-25	14- 9	22-13	6- 2
22-13	15-18	23-18	25-22	5- 1	(f) 7-10

(f) Drawn and played between Harry Lieberman and A. Jordan.

## (3.)

11-16	22-17	3- 7(g)	30-26	6- 9	24- 8
25-22(4)	15-22	17-14	1- 5	22-18	7-10
7-11	17-10	9-18	32-28	15-22	8- 3
24-20	6-15	23-14	2- 6	27-24	10-15
10-15	26-17	16-19	26-22	9-18	Drawn

R. Stewart vs. J. Ferrie.

(g) 9-13 loses.

## (4.)

24-20	16-19	18-15	18-25	26-22	25-29
1- 5	24-15	2- 7	11- 2	3- 7	27-18
20-11	10-19	25-22	9-13	22-18	29-25
7-16	23-16	14-18	2- 9	14-23	21-17
27-24	12-19	15-11	5-14	31-27	Drawn

A. H. Hulley vs. A. Battersby



**11-15, 21-17.**

11-15	2- 6	14-17	6-15	14-18	11-15
21-17	29-25	21-14	13- 9	22-15	17-13
9-14(a)	4- 8	9-18	7-11	11-18	15-18
25-21	24-20(1)	26-23	23-18	25-22	24-19
8-11(b)	15-24	18-27	14-23	18-25	18-23
23-19(c)	28-19	32-23	31-26	30-21	19-15
6- 9	11-15	10-14	5-14	8-11	
17-13	27-24	19-10	26-10	21-17	Drawn

Sturges 1800.

- (a) 9-13 same as 9-13, 21-17 opening.
- (b) 15-19 same as 9-14, 22-17 opening.
- (c) 17-13 draws but is weak.

**(1.)**

26-23	7-14	23-14	17-26	22-18	10-15
14-18	30-23	6- 9	31-22	7-10	24-19
23-14	14-17	13- 6	12-16(d)	24-20	15-24
10-26	21-14	1-17	27-23	5- 9	32-28
19-10	9-18	25-22	3- 7	28-24	Drawn

P. Thirkell 1912.

- (d) 11-15 looks natural but loses.

**11-15, 22-17.**

11-15	28-24	1- 6(b)	17-14	26-30	28-19
22-17	8-11	22-17	10-17	19-15	13-17
8-11	26-23(1)	18-22	21-14	30-26	8- 4
23-19	9-14	25-18	6-10	15- 8	17-22
4- 8(a)	31-26	15-22	30-25	26-22	4- 8
17-13(2)	6- 9	23-18	10-17	32-28	22-26
15-18	13- 6	14-23	25-21	22-15	19-15
24-20	2- 9	27-18	22-26	24-19	26-30
11-15	26-22	9-13	21-14	15-24	Drawn

Sturges 1800.

(a) This move forms what was known by the old school of players as "The Old Fourteenth." 9-13 at this stage runs into "Laird and Lady" but is weak for black and should be avoided.

(b) 9-13 here loses and allows "the big stroke." 20-16, 11-20, 22-17, 13-22, 21-17, 14-21, 23-14, 10-17, 25-2, white wins.

## (1.)

25-22	6- 9	17-13	10-17	26-22	3-10
18-25	13- 6	18-27	21-14	17-26	24-19
29-22	2- 9	13- 6	1-17	30-14	Drawn
9-14	22-17	14-18	19-15(c)	7-10	
27-23	15-18	32-14	11-18	14- 7	

J. Sinclair, 1832.

(c) 26-22, 17-26, 31-22, 5-9, 30-25, 7-10, 25-21, 9-13, 22-18, 13-17, black wins. Sinclair.

## (2.)

25-22	5-14	32-23	10-17	24-19	11-15
9-13(d)	26-23	13-22	19-16	6-10(i)	
27-23(e)	1- 6(f)	25- 9	12-26	13- 9	Drawn
6- 9	30-25	6-13	31-13	10-15	
23-18	15-18	29-25	2- 6(h)	19-10	
9-14	22-15	13-17(g)	25-22	7-14	
18- 9	11-27	21-14	8-11	9- 6	

(d) 9-14 and 15-18 both look good but either move gives black a very weak game.

(e) 24-20 is weak.

(f) 2-6 is very weak and 1-15 at this stage loses by the following neat play: 1-5, 30-25, 5-9, 32-27, 2-6, 22-18, 15-22, 25-18, 24-20. White wins.

(g) 8-11, 25-22, 11-15, 24-20, 15-24, 28-19, 7-11, 31-27, 3-7, 27-24, 13-17, 22-13, 10-14, 13-9, 7-10, 9-5, 11-15, 5-1, 15-18, 1-6, 2-9, 21-17. Drawn. Drummond.

(h) 8-11 draws.

(i) 7-10, 22-18, 3-8, 28-24, 8-12, 24-19. White wins. Sinclair.

**11-15, 23-19.**

11-15	29-25	18-22	13- 6	9-18	19-15
23-19	1- 5	25-18	2- 9	27-24	17-14
9-14(4)	22-17	15-22	16-12	20-27	15-11
22-17	8-11	23-18	10-17	32-14	14-10
7-11(1)	31-26	22-25	12- 8	22-17	16-19
25-22	16-20	24-19	17-21	14- 9	23-27
11-16	19-16	25-29	8- 3	5-14	19-24
26-23	12-19	17-14	29-25	10- 7	27-32
5- 9	23-16	10-17	3-10	14-18	Drawn
17-13	14-18	21-14	25-22	7-16	
3- 7	26-23	6-10	18-14	18-23	

Robertson.

(1.)

5- 9	29-22	8-12	19-15	22-25	13- 9
17-13(2)	10-14	27-23	11-18	21-17	16-20
14-18	22-17	11-16	20- 2	25-30	9- 6
19-16	14-18	24-20	27-31	17-13	20-24
12-19	27-23	7-11	24-19	12-16	6- 2
26-23	18-27	28-24	31-26	10- 6	24-27
19-26	32-23	3- 7	19-15	1-10	1- 6
30- 5	8-11	17-14	26-23	7-14	27-32
15-18	23-19	6- 9	15-10	30-25	Drawn
25-22	4- 8	13- 6	18-22	5- 1	
18-25	31-27	2-27	2- 7	25-22	

(2.)

26-23	29-25	21-14	32-27	27-23	20-16
9-13(a)	1- 5	10-17	4- 8	5- 9	9-14
24-20(3)	25-22	18-14	18-15	23-18	16-11
15-24	8-11	6-10	11-18	10-14	14-18
28-19	22-18	23-18	23-14	19-15	11- 4
13-22	2- 6	17-21	7-10	14-23	18-23
25- 9	31-26	27-23	14- 7	26-19	Drawn
6-13	13-17	10-17	3-10	17-22	

J. Wyllie vs. R. D. Yates.

(a) 8-11 will draw.

## (3.)

30-26	4- 8	28-19	9-14	32-28	10-14
13-22	22-17	11-15	26-22	3- 7	9- 6
25- 9	13-22	27-24	7-11	17-14	18-22
6-13	26-17	6- 9	23-18	10-17	6- 2
29-25	2- 6	17-13	14-23	21-14	14-18
8-11	24-20	1- 6	22-17	6-10	19-16
25-22	15-24	31-26	15-18	14- 9	Drawn

R. Martins in "Bohn's Book of Games."

## (4.)

8-11	7-16	10-19	10-14	2- 6	30-26
22-17	24-20	32-28	30-23	21-17	18-15
11-16	16-19	6-10	9-13	14-21	11-18
24-20	25-22	25-22	18- 9	23-18	2- 7
16-23	4- 8	5- 9	1- 5	6-10	10-14
27-11	29-25	22-18	31-26	13- 9	7-10
7-16	19-24(5)	8-11	5-14	21-25	18-22
20-11	17-14	26-23	26-22	9- 6	10-17
3- 7	9-18	19-26	13-17	25-30	Drawn
28-24	22-15	28-19	22-13	6- 2	

J. B. Macindoe.

## (5.)

9-14	31-27	6-10	19-15	9-18	3-12
22-18	6-10	30-25	22-26	21-17	26-30
14-23	27-18	10-17	18-14	18-22	12-16
17-14	10-17	25-21	26-31	17-14	Drawn
10-17	25-21	19-23	15-10	22-26	
21-14	1- 6	26-19	5- 9	20-16	
2- 7	21-14	17-22	10- 3	12-19	

Wyllie vs. Martins, 1863.

## 11-15, 24-19.

11-15	9-18	4- 8	7-11	9-13	22-26
24-19(a)	23-14	31-27	29-25	14- 9	23-19
15-24	10-17	8-12	1- 6(d)	13-22	16-32
28-19	21-14	27-24	24-19	9- 2	7-16
8-11(2)	16-23	16-20	11-16	7-11	12-19
22-18	27-18	32-27	25-21	19-15	30-16
11-16(1)	12-16	6- 9	2- 7(e)	3- 8	Drawn
18-14(b)	26-23	25-22(c)	22-17	2- 7	

L. M. Lewis.

(a) Forms what is known as "The Second Double Corner" and is weak for white.

(b) The safest defense; 25-22 allows too many black attacks that are very difficult to defend.

(c) Far better than 25-21 as given in Lees' Guide.

(d) 2-6, 30-26\*, 6-10\*, 14-7, 3-10, 24-19, 11-16, 18-14, 9-18, 22-6, 1-10, 26-22, 10-14, 25-21, 14-18, 22-15, 5-9, 15-10, 9-14, 19-15, 16-19. Drawn. L. M. Lewis.

(e) 3-7, 19-15, 16-19, 23-16, 12-19, 27-23, 19-26, 30-23, 9-13, 14-9, 5-14, 18-9, 20-24, 9-5, 24-27, 5-1, 6-9, 22-18, 27-31, 23-19, 31-27, 1-5, 27-23, 5-14, 23-16. Drawn.

(1.)

10-14	6-22	9-14	8-11	14-18	3-10
25-22	26-17	17-10	31-26	23-14	14- 7
11-16	13-22	7-14	2- 6	16-30	Drawn
22-17	30-26	29-25	22-18	21-17	
9-13(f)	5- 9	4- 8	11-15	30-26	Lees
17-10	26-17	25-22	18-11	11- 7	

(f) Best taking the two for one by 6-24 gives white a much easier game.

9-14	16-20	3- 7	8-11	6-10	10-15
22-18	31-27	18-14	15- 8	15- 6	7- 2
5- 9	9-13	10-17	4-11	1-17	15-18
26-22	18- 9	21-14	32-28	18-15	2- 7
7-11	13-22	13-17	11-16	17-21	18-23
27-24	25-18	19-15	19-15	15-11	Drawn
11-16	6-13	2- 6	17-22	7-10	
22-17	29-25	23-19	25-18	11- 7	

Wyllie vs. Martins.

11-15, 24-20.

11-15	11-18	18-25	12-19	6- 9	13-17
24-20	26-22	29-22	23-16	19-15	21-14
8-11(a)	7-11	11-15	2- 6	10-19	1- 6
28-24	22-15	27-23	16-11	22-17	Drawn
4- 8(2, 3)	11-18	9-13	9-14	13-22	
23-19	30-26	32-28	24-19	26-10	
15-18(1)	8-11	6- 9	15-24	9-13	
22-15	25-22	19-16	28-19	11- 7	

W. R. Barker vs. J. Wyllie.

(a) 15-19 forms the Bristol, 11-16, 24-20, 16-19.

## (1.)

12-16	25-22	5-14	22-17	2- 7	23-18
19-12	8-11	30-26	15-18	13- 6	31-26
15-18	23-18	1- 6	26-22	14-18	6- 2
22-15	6-10	31-27	18-25	23-14	7-11
10-28	27-23	11-16	29-22	10-26	18-14
26-23	9-14	20-11	6- 9	27-23	26-22
11-15	18- 9	7-16	17-13	26-31	Drawn

R. Wilson vs. J. Lees.

## (2.)

3- 8	9-13	8-12	11-16	9-13	23-26
23-19	32-28	27-23	20-11	24-20	31-22
9-14	13-22	12-19	7-23	14-17	17-26
26-23	25- 9	23-16	24-19	21-14	29-25
5- 9	5-14	15-18	6- 9	10-17	26-30
22-17	19-16	16-12	19-16	16-11	25-22
1- 5	12-19	18-23	2- 7	7-16	Drawn
30-26	23-16	26-19	28-24	20-11	

R. D. Yates vs. J. Wyllie.

## (3.)

9-13	7-10	3- 7	13-22	10-17	11-16
32-28	24-19	22-17	25-18	25-22	20-11
6- 9	15-24	13-22	6-13	17-26	7-16
23-18	28-19	26-17	29-25	31-22	Drawn
10-14	1- 6	9-13	13-17	5- 9	
26-23	30-26	18- 9	21-14	19-15	

O. F. Reed.

## 11-16, 21-17.

11-16	8-15	9-18	6-10	11-15	10-15
21-17	24-19	22-15	15- 6	18-11	31-26
9-13(a)	15-24	16-20(1)	1-17	7-16	22-31
25-21	27-11	32-27	25-21	17-14	6- 2
5- 9(3)	7-16	4- 8	17-22	2- 7	31-24
23-18	30-25(2)	26-23	21-17	14- 9	28-10
10-15	3- 7	13-17	8-11	7-10	Drawn
18-11	17-14	21-14	23-18	9- 6	

James Wyllie vs. James Ferrie.

(a) 9-14, 25-21 is same as 9-14, 22-17 opening.

## (1.)

16-19	7-11	2- 7	6-10	16-20	20-27
32-27	26-22	15-11	15- 6	21-17	31-24
4- 8	11-18	7-16	1-10	13-22	8-11
27-24	22-15	24-15	28-24	25-18	Drawn

J. A. Kear, Jr. vs. W. Blakely.

## (2.)

29-25	16-20	28-24	10-14	27-23	13-17
3- 7	32-27	7-10	19-15	19-26	22-13
17-14	4- 8	24-19	16-19	30-23	14-17
9-18	26-23	8-12	23-16	1- 5	21-14
22-15	12-16	15-11	12-19	25-22	6- 9
					Drawn

J. Lees.

## (3.)

10-15	11-16	7-10	6- 9	12-19(4)	9-14
24-19	22-18	14- 7	25-22	18-15	4- 8
15-24	4- 8	3-19	8-11	14-18	30-25
28-19	26-22	32-28	27-24	15-10	22-17
8-11	6- 9	9-14	20-27	18-25	13-22
29-25	30-26	18- 9	31- 8	8- 4	10- 7
16-20	1- 6	5-14	16-19	25-30	Drawn
17-14	19-15	22-18	23-16	26-22	

J. H. Bailey.

## (4.)

14-30	30-25	15-22	18-15	20-24	31-26
16-11	7- 2	11- 7	7- 2	19-16	8- 3
9-14	25-18	22-18	15-10	24-27	26-23
8- 3	2- 9	7- 2	28-24	16-11	2- 7
2- 6(b)	18-15	12-16	16-20	27-31	10-15
3- 7	9-18	2- 7	24-19	11- 8	3- 8
					Drawn

J. H. Bailey.

(b) 30-26, 3-7, 26-17, 7-10, 12-16, 11-8, 16-19, 10-15, 19-23, 15-18, drawn.—J. H. Bailey.

## 11-16, 22-17.

11-16	8-11	5- 9	10-15	9-13	6- 9
22-17	27-23(3a)	25-22	19-10	32-27	10- 6
16-19	11-16	8-11	15-19	3- 8	13-17
24-15	29-25	22-17(2)	31-26	27-24	22-13
10-19	4- 8	7-10	6-15	8-12	15-31
23-16	17-13	26-22	13- 6	17-14	24- 8
12-19	9-14	19-26	2- 9	1- 6	9-14
25-22	22-18	30-23	21-17(1)	14-10	Drawn

Sturges.

(a) 30-25 is a good line here but is as well known as "The Old 14th." See variation (3).

## (1.)

32-27	8-12	17-13	5-14	23-14	20-27
3- 8	21-17	9-14	13- 9	16-20	26-22
27-24	1- 5	18- 9	14-18	22-17	Drawn

## (2.)

31-27	24-20	27-24	22-17	20- 4	8-11
7-10	2- 7	3- 8	15-31	31-26	23-18
27-24	32-27	30-25	24-15	4- 8	B Wins
10-15	7-10	1- 5	11-27	26-23	

## (3.)

30-25	22-18(6)	17-10	27-24(4)	15-11	28- 3
11-15	12-19	6-15	16-20	8-15	9-13
27-23	18-11	32-27	22-18	31-27	17-14
4- 8	7-16	5- 9	15-22	22-31	13-17
23-16	25-22	21-17(5)	24-15	29-25	Drawn
8-12	9-14	3- 8	2- 7	31-24	

J. Smith.

## (4.)

27-23	13- 6	22-17	26-22	29-25	17-13
8-12	1-10	19-24	24-28	20-24	27-23
17-13	23-16	28-19	22-18	25-21	18-14
16-20	12-19	15-24	28-32	32-27	Drawn

C. F. Barker vs. J. P. Reed.

## (5.)

27-23	19-24	18-15	2- 9	2- 7	9-14
3- 8	28-19	9-13	11- 7	20-24	15-19
23-18	16-30	29-25	12-16	7-11	28-32
8-12	22-18	6-10	7- 2	24-28	19-23
18-11	1- 6	15- 6	16-20	11-15	14-17

Drawn

R. Sallaway vs. F. Kaiser.



(6.)

32-27	22-18	29-25	14-10(7)	11- 7	21-14
12-19	15-22	6- 9	6-15	6-10	9-27
27-23	25-18	25-22	27-23	7- 2	7-11
3- 8	12-19	1- 6	11-16	10-14	16-20
23-16	17-14	31-27	18-11	2- 7	11-16
8-12	9-13	7-11	2- 6	14-17	Drawn

J. T. Denvir.

(7.)

27-23	26-23	18- 2	7-11	17-14	18-15
2- 7	6-10	9-27	31-26	30-26	Drawn
23-16	21-17	2- 7(b)	11-16	22-18	
11-20	10-15	27-31	26-30	26-22	

Orcutt.

(b) This position occurred in a Barker-Reed match, the problem being to get away 17 and 22. Barker failed, but it was pointed out as above.

**11-16, 22-18.**

11-16	29-25	7-10(5)	24-15	9-14	31-15
22-18	10-14	25-22	4- 8(3)	26-23	2- 6
8-11	18-15	10-19	22-17	6- 9	30-26
25-22	11-18	23-16	14-18	13- 6	3- 7
16-20(a)	22-15	12-19	17-13(1)	1-26	Drawn

(a) Also comes up by 12-16, 22-18, 16-20, 25-22, 8-12, same as trunk at (a).

(1.)

30-25	15-11(2)	21-14	31-26	25-21	32-27
9-13	8-15	7-11	18-23	13-17	Drawn
17-14	14-10	26-22	27-18	22-13	
13-17	2- 7	6- 9	9-13	15-31	

J. Brown vs. W. Gould.

(2.)

14-10	8-11	32-27	2- 7	23-19	18-22
17-22	15- 8	25-22	26-23	15-18	16-11
26-17	6-29	17-13	18-15	19-16	15-18
18-23	8- 4	22-18	28-24	10-15	17-14
27-18	29-25	31-26	7-10	21-17	(b) 1- 6

Black wins

(b) Reed won this game off of Barker in one of their American championship matches.

## (3.)

14-18	23-14	8-15	26-23	10-15	17-13
30-25	9-18	27-24	5- 9	19-10	9-14
4- 8	31-26	20-27	23-19	6-15	25-21
26-23	7-10	32- 7	15-24	21-17	Drawn
2- 7(4c)	15-11	3-10	28-19	1- 6	

Janviers Anderson.

(c) 3-7, 23-14, 9-18. Drawn. Bowen.

## (4.)

9-14	15-10(d)	14-30	27- 4	6- 9	28-24
31-26	6-15	23-14	1- 6	4- 8	20-27
3- 7	21-17	30-23	22-17	9-18	32-14

White wins

Irving.

(d) The shot cannot be avoided.

## (5.)

9-13(e)	2- 7	12-19	3-19	12-16	10-15
24-19	25-22	23-16	27-24	11- 8	8-11
4- 8	5- 9	10-19	20-27	16-19	14-17
28-24(6)	30-25	24-15	31-15	8- 3	21-14
7-10	1- 5	7-11	8-12(8)	6-10	Drawn
32-28	19-16	16- 7	15-11	3- 8	

James P. Reed.

(e) Considered very strong by the late James P. Reed of Pittsburgh.

## (6.)

19-16(7)	2-18	28-24	8-11	31-15	24-27
12-19	26-22	14-18	15- 8	20-24	32-23
23-16	5- 9	24-19	3-19	15-11	14-17
7-11	22-15	9-14	27-23	6- 9	21-14
16- 7	1- 5	19-16	19-26	11- 7	9-27

Drawn

J. Robertson.

## (7.)

23-18	25-22	26-23	18-14	7- 3	Black
14-23	7-10	7-11	9-18	22-25	wins
27-18	32-27	22-17	23- 7	21-17	
5- 9	3- 7	13-22	11-18	18-22	

J. McLachlan vs. J. A. Kear, Sr.

## (8.)

14-17	5- 9	14-17	8-12	30-23	12-16
21-14	24-20	25-21	16-11	10- 1	
9-18	9-14	18-25	25-30	23-19	
22-24	20-16	21-14	14-10	15-10	Drawn

A. J. Heffner vs. C. F. Barker.

## 11-16, 23-18.

11-16	7-10(4)	14-17	1-10	17-22	18-27
23-18	17-13(3)	21-14	23-18(c)	19-16	17-10
16-20(6)	3- 7	10-17	10-14(d)	11-15	27-32
24-19	31-26(2)	3-10	18- 9	27-23	30-25
10-14(a)	12-16(1)	6-31	5-14	6- 9	22-26
26-23(b)	19-12	13- 6	32-27	16-11	25-22
8-11	4- 8	31-24	2- 6	15-18	32-27
22-17	12- 3	28-19	25-21	21-17	Drawn

A. Jackson vs. W. Gardner.

(a) 8-11 allows the earliest win known on the checker-board by 19-15, 10-19, 18-14, 9-18, 22-8, 4-11, 27-24. White wins. Juan Canalejas.

(b) 18-15 will draw.

(c) 19-16, 20-24, 16-7, 2-11, 23-18, 10-14, 18-9, 5-14, 32-27, 24-31, 30-26, 31-22, 25-9. Drawn. J. Ferguson.

(d) 20-24 also draws.

## (1.)

11-16	17-21	2-11	5- 9	10-14	16-19
25-22	29-25	28-24	18-14	6- 2	23-16
14-17	7-10	4- 8	10-17	15-19	12-19
21-14	15-11	32-28	22-13	24-15	22-15
10-17	10-15	6-10	1-10	11-18	White
19-15	11- 7	13- 6	13- 6	26-22	wins

Gardner beat Horsfall.

## (2.)

28-24	3-10	24-19	23-19	3-19	19-26
4- 8	6-31	2- 7(f)	26-22	5- 9	11-16
31-26	13- 6	19-16	19-15	29-25	26-22
12-16	1-10	22-26	10-19	9-14	24-27
19- 3	30-26(e)	16-12	27-24	25-22	32-23
14-17	31-22	26-30	19-28	20-24	28-32
21-14	25-18	12- 8	8- 3	22-18	Drawn
10-17	17-22	30-26	22-15	14-23	

F. Small.

(e) Bryden lost to Ferrie by 23-18 here.

(f) 22-26, 18-15, 11-18, 23-7, 2-11, 29-25, 26-31, 19-16,  
Drawn. J. Lees.

(3.)

28-24	18- 9	19-15	25-22	31-15	22-18
4- 8	13-22	10-19	7-10	16-20	13-17
30-26	25-18	24-15	22-18	18-14	Drawn
11-16	5-14	3- 7	10-19	1- 5	
32-28(g)	18- 9	29-25	27-24	26-22	
9-13	6-13	2- 6	20-27	6- 9	

J. Wyllie vs. W. Strickland.

(g) Better than 26-22.

(4.)

11-16	18-14	16-23	32-27	11-16	27-24
17-10	10-17	27-18	8-11	26-23	20-27
6-22(5)	21-14	1- 6	30-26	16-19	31-15
25-18	9-18	29-25	2- 7	23-16	7-10
7-10	23-14	4- 8	25-21	12-19	Drawn

J. Lees vs. W. Gardner.

(5.)

6-24	29-25	1- 6	21-14	3- 7	22-18
28-19	4- 8	18- 9	6-10	31-26	13-17
7-10	18-15	5-14	15- 6	7-10	18- 9
25-22	9-13	25-22	2-25	26-22	17-22
10-14	22-18	14-17	30-21	10-14	19-15

White wins

T. Cowie.

(6.)

8-11	25-22	9-13	25-22(7)	17-26	27-18
18-14	16-20	29-25	6-10	31-22	3- 7
9-18	24-19	10-14	22-18	7-10	32-27
22- 8	11-15	22-18	14-17	18-15	7-10
4-11	30-26	1- 5	21-14	10-14	15- 6
26-23	15-24	18- 9	10-17	23-18	2- 9
5- 9	28-19	5-14	26-22	14-23	19-15

Drawn

J. Lees.

## (7.)

19-15	21-14	28-24	21-17	23-14	7- 2
12-16	10-26	3- 7	10-14	11-15	31-27
15-11	31-22	25-21	17-10	27-23	Drawn
6-10	7-10	7-10	13-17	20-27	
26-22	32-28	11- 7	22-13	10- 7	
14-17(8)	10-15	2-11	15-18	27-31	

J. Kirk.

## (8.)

10-15	14-23	19-23	12-16	2- 6	10-14
11- 8	27-11	8- 3	3- 8	8-12	18-15
3-12	16-19	7-10	16-19	6- 9	White
23-18	11- 8	22-18	32-28	12-16	wins

C. Russell.

## 11-16, 24-19.

11-16	16-23	1- 6	12-19	5- 9	23-32
24-19	27-18	29-25	32-28	1- 6	15-18
8-11(a)	12-16	11-16	6-10	18-23	32-27
22-18(b)	28-24	30-26(1)	18-15	6-13	25-22
4- 8(8)	8-12	16-19	10-14	23-30	30-25
18-14(4)	26-23(2)	24-15	15-10	13-17	22-17
9-18	16-20	7-10	14-18	14-18	Drawn
23-14	31-27	14- 7	10- 6	17-22	
10-17	6- 9	3-19	9-14	19-23	
21-14	25-21	23-16	6- 1	22-15	

J. Wyllie vs. T. Nichols.

(a) This position can be formed by 12-16, 24-19, 8-12, same.

(b) This position can come from 12-16, 22-18, 8-12, 24-19; also from 11-16, 22-18, 8-11, 24-19.

## (1.)

24-19	7-10	25-21	6- 9	7- 2	30-26
6-10	14- 7	2- 6	15-10	22-26	2- 6
30-26(c)	3-10	18-15	13-17	19-15	26-19
10-17	26-22	10-14	10- 7	26-30	6-13
21-14	9-13	22-18	17-22	15-10	Drawn

Wm. Strickland.

(c) Either 21-17 or 32-28 at this stage will lose.

## (2.)

25-22	24-19(3)	22- 6	25-21	22-18	10- 7
16-20	11-16	2- 9	3- 8	14-23	8-12
31-27(d)	26-23	26-22	19-15	27-18	7- 3
6- 9	6-10	9-14	16-19	7-11	20-24
29-25	30-26	18- 9	23-16	15-10	Drawn
1- 6	10-17	5-14	12-19	11-16	

Swan and Adamson.

(d) 24-19 here loses.

## (3.)

26-23(e)	24-19	23- 7	18-15	10- 3	28-24
11-16(f)	9-13	3-19	6- 9	20-24	Drawn
30-26	19-15	32-28	15-10	27-20	
7-11(g)	16-19	2- 7	9-18	18-23	

L. M. Lewis.

(e) A very powerful attack.

(f) 7-10 may draw at this stage but looks weak.

(g) 6-10 here loses as follows: 25-21, 10-17, 22-6, 2-9, 21-17, 9-13(h), 26-22, 7-10, 18-14, 3-7, 23-18 and white wins.

(h) 7-10, 18-14, 9-18, 23-7, 3-10, 26-23, 5-9, 17-13, 10-15, 13-6, 16-19, 23-16, 12-28, 6-2. White wins.

## (4.)

25-22(6)	5-14	25-22	7-11	31-22	26-31
16-20	17-10	2- 7	10- 7	14-18	14-10
30-25	7-14	22-18	11-15	22-17	31-26
11-16	25-22	1- 5	7- 3	13-22	15-18
28-24(5)	3- 7	18- 9	8-12	21-17	20-24
9-13	22-18(j)	5-14	3- 7	12-16	18-15
22-17(i)	7-10	19-15	15-18	17-13	26-22
13-22	18- 9	16-19	7-11	18-23	Drawn
26-17	6-13	23-16	18-22	27-18	
10-14	29-25(k)	12-28	11-15	22-26	
18- 9	10-14	15-10	22-26	18-14	

J. Wyllie vs. A. Schaefer.

(i) 21-17 also draws, but 32-28 loses as follows: 6-9, 18-14, 10-17, 21-14, 9-18, 22-15, 13-17, 26-22, 17-26, 31-22, 7-11, 22-18, 2-7, 25-22, 5-9, 29-25, 1-5. Black wins.

Swan and Adamson.

(j) 22-17, 7-10, 29-25, 6-9, 17-13, 8-11, 13-6, 2-9, 31-26, 9-13, 26-22, 11-15, 23-18, 14-23, 27-11, 16-23, 24-19 10-14, 22-18, 1-5, 18-9, 5-14, 11-7. Drawn.

A. Jackson vs. Frank Dunne.

(k) 23-18, 16-23, 18-14, 10-17, 21-14, 13-17, 27-18, 20-27, 32-23, 12-16, 18-15, 16-20, 14-10, 8-12, 23-19, 20-24, 15-11, 24-28, 11-8. Drawn.

J. McLachlan vs. W. Strickland.

(5.)

22-17(l)	26-22	18-14	29-25(n)	17-13	22-17
10-14	10-14	9-18	6-10	10-14	18-22
17-10	22-17(m)	23-14	14- 7	25-21	27-23
6-24	2- 6	8-11	3-10	16-19	Drawn
28-19	17-10	25-22	21-17(o)	32-28	
7-10	6-24	1- 6	11-15	14-18	

T. Tellum vs. J. Aitchison.

(l) A weak line.

(m) 32-28 loses, and so does 19-15.

(n) 22-17 loses.

(o) The only move to draw.

(6.)

26-22	25-22	22-18	32-28	21-14	19-15
16-20(7)	11-15	1- 5	15-24	3- 7	16-19
22-17	30-26	28- 9	28-19	29-25	27-23
9-14	15-24	6-22	7-11	2- 6	19-26
18- 9	28-19	26-17	17-14	23-18	31-22
5-14	8-11	11-15	10-17	11-16	6- 9
					Drawn

J. Bell.

(7.)

9-13	13-22	5-14	6-10	11-16	5-14
30-26	26-17	17-10	28-24	22-18(p)	25-22
16-20	10-14	7-14	3- 7	1- 5	Drawn
22-17	18- 9	25-22	29-25	18- 9	

Swan and Adamson.

(p) 31-26 loses.

## (8.)

10-14	17-13	9-13	15-10	22-29	18- 9
25-22	14-17	18- 9	3- 8	18-22	30-26
4- 8(9)	13- 6	5-14	10- 7	5- 9	15-10
30-25	17-26	29-25	8-11	22-18	24-27
16-20	31-22	1- 5	7- 2	29-25	32-23
28-24	2- 9	19-15	11-15	27-23(q)	26-19
11-16	22-17	11-18	2- 6	20-24	9-14
22-17	10-14	22-15	15-18	23-19	28-32
6-10	17-10	16-19	6- 9	25-30	Drawn
26-22	7-14	23-16	18-22	19-15	
8-11	25-22	12-28	9-18	9-14	

(q) If white takes the shot black wins by first position.

## (9.)

16-20(r)	5-14	2- 7	11-16	8-11	6-10
19-15(s)	29-25(11)	25-22(10)	18-14	15- 8	11-16
4- 8	11-18	14-17	16-23	6-22	20-24
22-17	26-22	21-14	27-18	8- 3	27-20
9-13	3- 7	10-26	13-17	16-19	19-23
17-10	22-15	31-22	32-27	3- 7	16-11
7-14	7-10	7-11	12-16	1- 6	23-27
18- 9	23-19	22-18	14-10	7-11	Drawn

(r) (Supposed to be weak but is very tricky.)

(s) Best.

## (10.)

31-26(t)	7-11(u)	22-15	5- 9	27-18	10-14
1- 5	26-22	14-18	26-22	20-27	Black
28-24	11-18	30-26	18-23	32-23	wins

L. M. Lewis.

(t) This move at one time was considered a win for white. Jacob Mann won with it off of A. Jordan, but instead of winning it loses.

(u) Jordan played 14-17 here in game mentioned in above note. This move corrects Jordan's play and wins instead of losing.

## (11.)

30-25	22-15	27-18	31-26	28- 3	15- 8
11-18	7-11(v)	12-16	22-31	11-16	Drawn
26-22	23-18	21-17	32-27	3- 7	
3- 7	14-23	13-22	31-24	2-11	

L. M. Lewis.

(v) 7-10, 23-19, 2-7, 19-16, 12-19, 27-23 and white should win.



11-16, 24-20.

11-16	18- 9	11-15	23-16	11-16	30-21
24-20	5-14	32-27	12-19	20-11	14-17
16-19	25-22	8-12	17-13	7-16	21-14
23-16	8-11(3)	29-25	1- 5	24-20	6- 9
12-19	22-17	7-11	21-17	10-14	Drawn
22-18(a)	4- 8	27-23	14-21	20-11	
9-14(1)	27-24(4)	3- 7	25-22	21-25	

Drummond.

(a) Running the man off by 27-23 at this stage leads to a very weak ending for white.

(1.)

10-14	15- 6	13-22	24-19	15-24	20-16
18-15	1-17	32-27	3- 8	27-20	15-19
14-18(2)	27-24	8-11	25-21	8-11	26-23
21-17	5- 9	15- 8	9-13	16- 7	19-26
9-13	24-15	4-11	21-17	2-11	29-25
17-14	17-22	28-24	11-15	30-26	Drawn
6-10	26-17	7-10	20-16	11-15	

J. Lees.

(2.)

7-10	28-24	9-13	16- 7	22-25	6-10
20-16	9-14	22-18	3-17	7- 2	14-17
14-18	24-19	14-23	19-16	1- 5	32-27
26-23	5- 9	27-18	17-22	2- 6	Drawn
19-26	25-22	13-17	16-11	10-14	
30- 7	18-25	21-14	6-10	18- 9	
2-18	29-22	8-11	11- 7	5-14	

J. Wyllie vs. G. Jewitt.

(3.)

8-12	11-15	14-18	14-21	6-10	1-10
22-17	32-27	22-17	26-23	27-23	19-16
7-11	8-11	10-14	19-26	10-14	12-19
29-25	17-13	17-10	30-14	23-19	(c)24- 6
4- 8	2- 7(b)	7-14	21-25	15-18	Drawn
27-24	25-22	21-17	14- 9	9- 6	

John Drummond.

(b) Beware of 3-7 which near loses thus: 3-7, 21-17, 14-21, 25-22, 11-16, 20-11, 7-16, 24-20 and is strong.

(c) Old play but nevertheless good.

			(4.)		
27-23	10-15	30-26	14-18	22-15	26-23
8-12	29-25	7-11	20-11	10-19	24-20
23-16	1- 5(5)	27-23	18-25	2- 7	23-19
12-19	26-22	18-27	11- 7	23-27	20-24
32-27	7-11	31-24	25-30	7-11	19-23
11-15	16- 7	5- 9	26-22	27-31	Drawn
20-16	3-10	25-22	19-23	11-15	
15-18	22-17	11-16	7- 2	30-26	
17-13	2- 7	24-20	15-18	15-24	

J. Wyllie vs. Henry Spayth.

			(5.)		
6- 9	22-17	14-32	11-15	18-22	16-11
13- 6	7-10	11- 4	22-25	28-24	25-22
2- 9	17-13	15-18	30-26	22-25	11- 7
26-23	3- 8	4- 8	25-29	24-20	32-27
19-26	16-11	18-22	26-22	25-30	7- 2
31-22(6)	18-22	8-11	14-18	20-16	Drawn
1- 6	25-18	10-14	22-17	29-25	

			(6.)		
30-23	31-26(d)	21-14	16- 7	23-14	25-21
1- 5	14-17	7-11	3-17	9-18	Drawn

(d) 28-24 loses by 15-19 etc.

			12-16, 21-17.		
12-16	17-14	8-12	27-23	13-22	10- 6
21-17	10-17	25-21	14-18	26-17	2- 9
9-13(3)	21-14	12-19	23-14	9-13	13- 6
24-20	4- 8	21-14	6- 9	30-26	5- 9
8-12(a)	29-25	1- 6	14-10	13-22	6- 2
25-21(2)	6-10(1)	32-27	19-24	26-17	8-12
16-19	27-23	11-15	28-19	24-28	Drawn
23-16	10-17	14-10	15-24	17-13	
12-19	23-16	7-14	22-17	3- 8	

R. D. Yates vs. J. Wyllie.

(a) 11-15 is given by Shearer but is not to be recommended.

## (1.)

11-15	8-12	14-17	2- 6	19-24	14-23
27-23	23-16	23-16	24-20	7-11	26-19
8-12	12-19	17-21	10-14	24-27	32-27
23-16	31-27	16-11	11- 7	11-15	19-16
12-19	6- 9	1- 6	14-17	27-32	6- 9
32-27	14-10	20-16	7- 2	16-11	25-22
3- 8	7-14	6-10	15-19	9-14	Drawn
27-23	27-23	28-24	2- 7	22-18	

J. Wyllie vs. R. D. Yates.

## (2.)

28-24	6-10	22-17	7-16	24-19	27-31
5- 9	32-28	13-22	27-23	20-24	15-10
23-18	10-17	26-17	18-27	19-15	31-26
10-15	21-14	15-22	31-24	24-27	17-13
25-21	16-19	24- 8	4-11	15- 8	Drawn
1- 5	30-25	9-18	25-18	3-12	
17-14	12-16	20-11	16-20	18-15	

J. A. Kear, Jr.

## (3.)

16-20	4- 8	14-17	7-16	28-19	27-31
25-21	19-16	21-14	19-12	23-16	18-14
11-15	8-12	10-17	24-28	6-10	31-27
29-25	22-18	27-23	22-18	14- 7	14-10
9-14	12-19	15-19	28-32	2-20	27-23
17-13	18- 9	32-28	18-14	13- 9	9- 6
8-11	5-14	19-24	32-28	20-24	23-18
24-19	23-16	28-19	31-27	26-22	(b)6- 2
15-24	11-15	20-24	17-21	24-27	Drawn
28-19	25-22	16-11	27-24	22-18	

(b) A Scottish tourney game.

**12-16, 22-17.**

12-16	9-14	8-11	11-16	7-11	19-26
22-17	18- 9	30-26	17-13	2- 6	17-14
16-19	6-22	5- 9	14-17	25-30	16-19
24-15(a)	26-17	32-27	21-14	26-22	14-10
10-19	11-15	6-10	10-17	15-19(1)	26-31
23-16	29-25	17-13	13- 9	31-26	27-24
11-20	4- 8	10-14	17-21	30-25	20-27
25-22	25-22	13- 6	9- 6	22-18	10- 7
8-11	2- 6	1-10	21-25	25-22	Drawn
22-18	27-23	22-17	6- 2	26-17	

Shearer's Handbook.

(a) 23-16 draws, but is very weak.

**(1.)**

30-26	15-18	26-31	3- 8	16-19	2- 7
6-10	17-14	27-24	2- 7	10- 7	Drawn
26-19	18-22	19-23	31-26	11-16	
22-17	31-27	9- 6	10-15	20- 4	
20-24	22-26	23-18	26-22	18- 2	
27-20	14- 9	6- 2	7-10	24-15	

**12-16, 24-20.**

12-16	27-20	15-24	26-19	23-14	16-19
24-20(a)	7-16	28-19	27-31	16-12	22-26
8-12	20-11	11-15	8- 3	14-10	11-15
28-24(b)	8-15	19-16	31-27	12- 8	26-30
9-14(c)	25-22	12-19	3- 8	2- 6	15- 6
22-18(7)	4- 8	23-16	10-14	8- 3	1-10
3- 8	31-27	15-19	8-11	6- 9	29-25
18- 9	8-11	16-12	14-18	3- 8	(d)10-14
5-14	27-24(1)	19-24	19-16	9-14	Drawn
24-19(2)	6- 9	12- 8	18-22	8-12	
11-15	32-28	24-27	30-25	14-18	
20-11	9-13	22-18	27-23	12-16	
15-24	24-19	14-23	25-18	18-23	

James Wyllie vs. Robert D. Yates.

a) The strongest reply to 12-16.

(b) 22-18 at this stage runs into a well-known line of the Bristol opening (11-16, 24-20).

c) Julius D'Orio advocates 3-8 at this stage but it is rough sailing. Robert Stewart, however, favors it, for he played it against Banks in their World's Championship match.

(d) A very old game, one of the first played on this opening, but it has stood the test and the participants of this game both held the World's title at one time or other.

(1.)

22-17	12-19	27-24	9-13	22- 6	22-26
11-16	26-23	18-27	25-22	2- 9	21-17
29-25	19-26	32-23	1- 5	16-11	26-31
16-19	30-23	6- 9	19-16	13-22	17-13
23-16	15-18	24-19	14-18	23-18	(f)9-14 Drawn

C. H. Freeman vs. C. F. Barker.

(f) A very fine game.

(2.)

25-22	23-18(3)	17-10	31-27	27-24	2- 6
16-19	14-23	6-22	11-15	10-14	30-26
24-15	27-11	26-17	26-22	24-20	6-10
11-25	7-16	4- 8	1- 6	19-23	26-17
29-22	21-17(6)	30-26	32-28	9- 6	10-19
12-16	16-19	8-11	6-10	23-26	Drawn
20-11	22-18	17-14	14- 9	6- 2	
8-15	10-14	2- 7	7-11	26-30	

G. M. Bonar vs. John Hynd.

(3.)

22-17(g)	1- 5	17-13	9-13	23-19	28-32
4- 8	24-19(5)	6- 9	30-26	20-24	18-15
32-28(4)	15-24	13- 6	5- 9	26-23	32-27
8-12	27-20	2- 9	20-16	24-28	31-24
28-24	7-11	26-22	11-20	22-18	Drawn

Seventh Scottish Tourney Book.

(g) Introduced by J. C. Brown and played by him against James Ferrie.

(4.)

17-13	24-15	31-27	27-24	13- 6	26-22
8-12	10-19	7-11	14-18	1-19	18-25
27-24	23-16	32-28	24-15	21-17	30-21
15-19	12-19	11-16	6- 9	16-20	Drawn

J. Ferrie vs. J. C. Brown.

## (5.)

24-20	16-20	21-14	19-24	27-23	20-27
12-16	30-26	10-17	22-18	17-21	Drawn
20-11	2- 7	23-18	6-10	23-16	
7-16	17-13	15-19	18-15	24-27	
26-22	14-17	18-14	10-19	31-24	

W. Bryden vs. J. Ferrie.

## (6.)

22-18	10-17	32-27	6-10	13- 9	11-16
4- 8	21-14	1- 5	21-17	19-23	Drawn
26-23(h)	16-19	30-25	10-15	27-18	
8-12	23-16	2- 7	17-13	15-22	
18-14	12-19	25-21	7-11	9- 6	

J. C. Brown vs. J. Ferrie.

(h) In his match with Ferrie in 1894, Wyllie varied as follows: 18-14, 10-17, 21-14, 8-11, 26-23, 11-15, 32-27, 16-19, 23-16, 6-10, 14-7. Drawn.

## (7.)

22-17(i)	17-13	23-16	32-27(j)	27-24	23-19
3- 8	11-16	12-19	4- 8	12-16	18-23
25-22(11)	20-11	13- 9	27-23	24-20	7- 2
16-19	7-16	6-13	19-26	2- 6	14-18
24-15	27-24(8)	22-17	30-23	20-11	Drawn
11-25	16-19	13-22	9-14	6-15	
29-22	24-15	26-10	31-27	11- 7	
8-11	10-19	5- 9	8-12	15-18	

James Ferrie vs. William Bryden.

(i) A favorite with Alfred Jordan.

(j) Robert Frazer played 21-17 here against Robert Stewart in a Scottish tourney game and got an easy draw.

## (8.)

23-19(k)	14-17	22-17	1- 6	18-15(m)	21-25
16-23	21-14	11-16(10)	22-18	9-14	20- 4
26-19	10-26	30-26(1)	5- 9	27-24	12-16
2- 7	31-22	6-10	32-27	14-21	Drawn
27-23	7-11(9)	26-22	4- 8	24-20	

Richard Jordan.

(k) A far better play than 27-24.

(l) If 30-25 then 610 draws.

(m) 18-14, 9-18, 23-7, 16-32, 7-2. Drawn, R. Jordan.

(9.)

4- 8	26-22	11-16	14- 7	13-17	(n)27-24
22-18	16-20	18-14	5- 9	3- 7	W. wins
7-11	32-27	6- 9	7- 3	17-22	
30-26	8-11	13- 6	9-13	7-11	
11-16	22-17	1-10	17-14	22-26	

(n) Played in the same tourney by H. Taylor vs. W. Garner and M. Barrie vs. J. Lees.

(10.)

4- 8	14- 9	1- 5	7-11	5- 9	7-11
23-18	5-14	9- 6	19-24	6- 2	31-27
11-16	18- 2	11-16	11-15	9-13	10-15
17-14	8-11	2- 7	24-27	2- 7	27-31
16-23	13- 9	16-19	15-10	27-31	Drawn

J. K. Lyons.

(11.)

32-28	20-11	17-13	24-15	21-17	17-14
11-15	8-15	8-12	10-19	19-24	10-17
20-11	23-16	22-17	17-10	28-19	25-22
7-16	12-19	5- 9	6-15	15-24	18-25
24-20(12)	25-22	27-24	13- 6	29-25	30-14
15-19	4- 8	15-18	1-10	12-16	Drawn

1898 Scottish Tourney Book.

(12.)

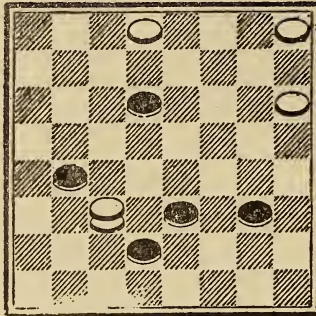
25-22	2-11	31-26	14-18	17-14	31-27
16-20	17-13	24-31	9- 6	26-31	3- 7
24-19	11-15	30-25	10-15	14-10	12-16
15-24	22-17	31-22	6- 2	19-23	11-15
28-19	4- 8	25- 2	15-19	10- 7	27-32
8-11	26-23	1- 6	2- 7	23-26	15-18
19-16	8-12	2- 9	18-22	7- 3	32-27
12-19	23-19(o)	5-14	7-11	26-30	Drawn
23- 7	15-24	13- 9	22-26	29-25	

J. Wyllie vs. D. Dundas.

(o) A nice shot that relieves white from all difficulty.

## PROBLEMS AND SOLUTIONS.

### No. 1—Newell W. Banks.

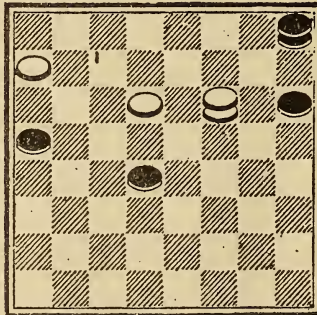


Black Side.

Black to play and draw.

16-20	10-14	20-24	24-28	28-32	23-26
11- 2	6- 9	14-10	15-18	31-22	Drawn
9-13	14-18	18-22	22-26	32-23	
2- 6	9-14	10-15	18-27	29-25	

### No. 2—Ralph D. Banks.



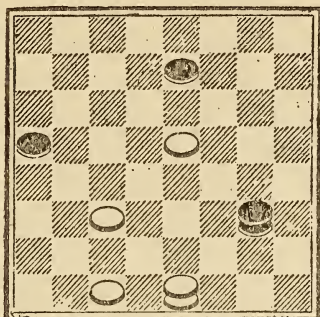
Black Side.

Black to play and win.

21-25	30-25	29-25*	15-24	20-24	27-31
22-26	22-26	22-29	28-19	29-25	25-22
25-30	25-21	21-17	17-14	24-27	31-27
26-22	26-22	23-19	19-15	15-11	B. wins



No. 3—Charles F. Barker.

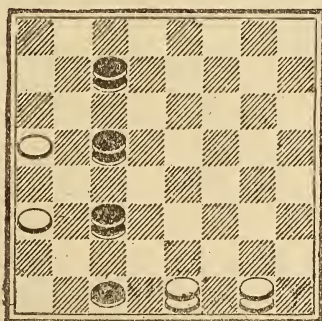


White Side.

White to play and win.

30-26\*, 24-19, 15-10\*, 7-14, 22-17, 14-21, 26-33. White wins.

No. 4—Bowen-Wyllie Twins.



Black Side.

White to play; black to win.

Black to play; white to draw.

1- 6(1)	6- 9	1- 5(b)	1- 6	13-17(g)	17-13
27-23	23-18	17-14	5- 1	3- 7	18-22
6-10	2- 6	5- 1	6- 9	5- 9	13- 9
23-18	17-13	9- 5	19-15	7-10	*22-25
10- 6	9- 5	2- 6	9- 5(f)	9-13(h)	21-30
18-14	18-14	14-18*	11- 7	1- 6	10-15
6- 1	5- 1(a)	6-10	14- 9	17-21	9-18
14-17	14- 9	18-23	15-18	10-14	15-22
1- 6	6- 2	10-14(c)	9-13	13-17	
19-23	13-17	23-19	7-11	6-10	

## Black wins

- (a) 6-2, 13-9, 5-1, B. wins, same as trunk.  
 (b) 1-6, 9-5, 6-1, 17-14, 2-6, B. wins, same as trunk.  
 (c) 10-6, 23-19, 6-2(d), 19-15, 2-6, 3-7, 6-2, 7-10, 2-6(e), 10-14, 6-10, 15-6, 1-17, 5-9, B. wins.  
 (d) 6-10, 5-9, 1-5, 11-15, 5-14, 15-6, 20-16, 3-7, B. wins.  
 e) 12-8, 11-4, 2-7, 10-14, 7-10, 15-6, 1-7, 5-9, B. wins.  
 (f) 9-13, 11-7, 14-17, 15-18, 17-21, 1-6, 13-17, 6-10, 17-13, 10-14, 13-17, 7-10, 20-16, 18-15, B. wins.  
 (g) 13-9, 3-7, 9-13, 7-10, 13-9, 10-14, 9-13, 1-6, 5-1, 6-2, 1-5, 18-15, 5-1, 15-10, 1-5, 10-6, 5-9, 14-17, B. wins.  
 (h) 9-5(i), 18-14, 17-13, 1-6, 5-1, 14-9, 1-5(j), 10-14, 5-1, 6-2, B. wins.  
 (i) 9-6, 10-14, 17-10, 18-14, 10-17, 1-10, B. wins.  
 (j) 13-17, 10-14, B. wins.

## Black to play; white to draw.

27-23	15-18	22-17	11- 7	7-11	11-20
1- 6	1- 6	2- 6	10- 6	9- 6	6-10
19-15	18-22	23-19	19-15	17-14(k)	15- 6
6- 1	6- 9	6-10	6- 2	20-16	2-18

## Drawn

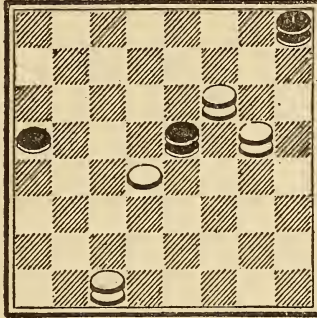
(k) 17-13, 6-1, 15-10, 2-6, 10-14, 1-5, 11-7(l), 6-2, 7-10, 5-1(m), 14-9, 20-16, 10-15, 1-6, 9-5, 6-1, 13-17, 2-6, 17-14, 6-2, 14-18, 2-6, 18-23, 6-10, 15-6, 1-10, 23-19, 16-11, 19-16, 11-7. Drawn.

(l) 11-15, 5-1, 14-10(n), 6-2, 13-9, 1-5, 10-14, 5-1, 9-5, 20-16, 14-18, 2-6, 18-23, 6-10, 15-6, 1-10, 5-9, 16-11, 23-19, 11-7, 19-16, 7-2. Drawn.

(m) 20-16, 10-15, 2-6, 13-17, 5-1, 17-22, 6-2, 22-18, 2-6, 18-23, 6-2, 23-19, 1-6, 14-10, 6-1, 19-24, 2-7, 10-14, 16-11, 3-10, 1-6, 15-8, 3-12, 14-9. Drawn.

(n) 14-9, 6-10, 15-6, 1-10, 9-14, 10-17, 13-22, 20-16. Drawn.

**No. 5—Percy M. Bradt.**

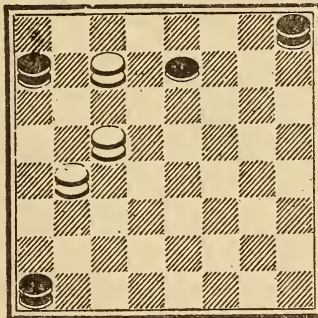


White Side.

White to play and win.

16-12	16-19	15-11	19-15	30-26	10-14
15-22	8-12	17-21	22-17	21-25	29-25
11-15	19-23	18-23	15-10	26-30	14-18
13-17	22-26	31-26	17-22	17-21	White
12-16	23-18	23-19	10- 6	6-10	wins
4- 8	26-31	26-22	22-17	25-29	

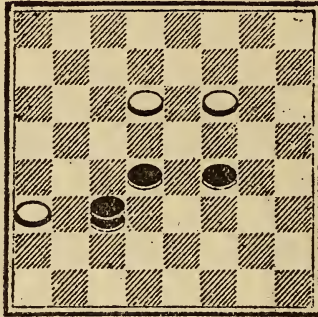
**No. 6—Dr. T. J. Brown.**



White Side.

White to play and draw.

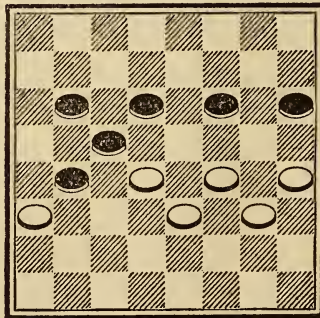
6- 2	11-16	17-22	5- 9	15-19	9- 6
7-11	7-11	20-24	10-15	28-32	24-28
2- 7	16-20	14-10	24-28	19-24	Drawn

**No. 7—Hugh Byars.**

Black Side.

Black to play and win.

11-16	16-12(a)	15-24	12- 8*	24-27	27-31
12- 8	23-19	8- 3	3-12	12-16	B. wins
(a)	16-20 only draws by 23-19, 15-24, 8-3, 24-27, 3-7, 27-31.				
27-31.	Drawn.				

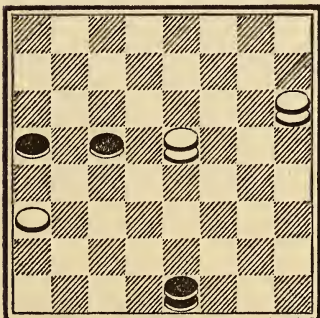
**No. 8—Cowen's Coup.**

White Side.

White to play and draw.

19-16	14-23	7- 3	28-24	19-16
12-28	21- 7	32-28	8-15	Drawn
23-19	28-32	3- 8	9-13	

No. 9—Cowie's Position.



White Side.

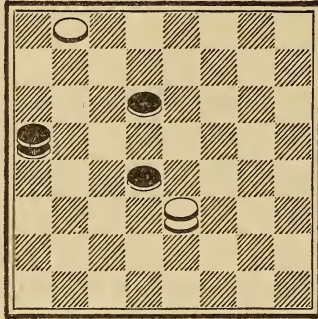
White to play and win.

12-16	13-17	10-14	26-30	2- 6	25-29
31-26	27-31	18-23	13- 9	29-25	19-23
16-20	17-22	17-13	25-29	6-10	29-25
26-22	15-10	30-25	9- 6	25-29	21-17
20-24	14-18(a)	14-17	29-25	10-15	White
22-26	21-17*	23-26	6- 2	29-25	wins
24-27	26-30(b)	17-21	25-29	15-19	

(a) To here the play is by H. D. Lyman.

(b) 26-23, 10-15, 23-26, 17-13, 26-23, 13-9, 23-26, 9-6, 26-30, 6-2, 30-26, 2-6, 26-23, 6-9, 23-26, 9-14, 26-23, 14-17, 23-26, 17-21, 26-23, 15-10, 23-26, 10-14, 26-23, 21-17, W. wins.

## No. 10—J. C. Craig.

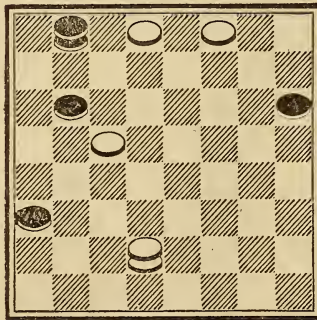


Black Side.

Black to play and win.

15-19	24-20*	19-24*	19-23	27-31	23-19
10-15	18-27	31-26	32-28	24-20	16-11
20-24	20-16*	16-19	24-27	31-27	27-23
15-18	27-31	26-22	28-24	20-16	B. wins

## No. 11—G. W. Dent.

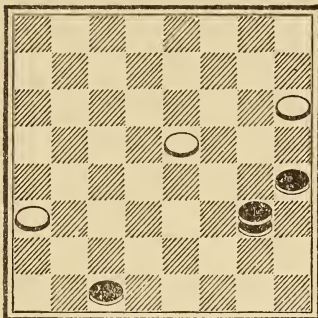


Black Side.

Black to play and draw.

32-27	19-16*	23-26*	16-19	27-31
7-11	12-19	31-22	24-27	Drawn
27-23	11-16	19-23	19-26	

No. 12—James Ferrie.

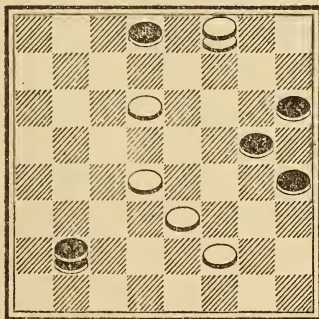


Black Side.

Black to play and win.

9- 5	6- 1	30-26	1- 6	14-10	17-13
18-14	9-14	5- 1	15-11	21-17	9- 6
13-17	1- 5	26-22	6- 1	2- 7	1-10
14-10	22-26	1- 6	11- 7	1- 5	7-14
17-22	5- 1	22-18	1- 6	10- 6	Black
10- 6	26-30	6- 1	7- 2	5- 1	wins
5- 9	1- 5	18-15	6- 1	6- 9	

No. 13—Clarence H. Freeman.

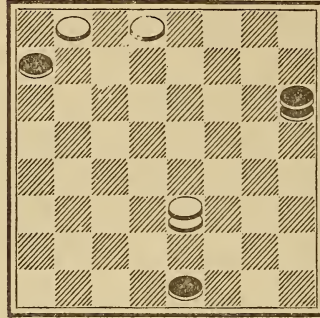


White Side.

White to play and draw.

3-8\*, 25-22, 10-7\*, 22-15, 8-4\*, 2-11, 4-8\*. Drawn.

## No. 14—L. C. Ginsburg.

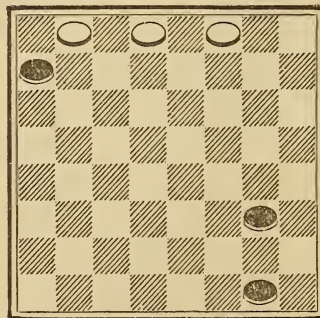


Black Side.

Black to play and draw.

21-25	22-17	17-13	32-27	27-23	11- 7
31-26	26-22	9- 5	28-32	19-16	15-10
25-30	17-13	2- 6	27-23	23-19	7- 2
26-22	22-17	10- 1	32-27	16-11	9-14
30-26	13- 9	13- 9	23-19	19-15	Drawn

## No. 15—C. P. D. Hamilton Jr.



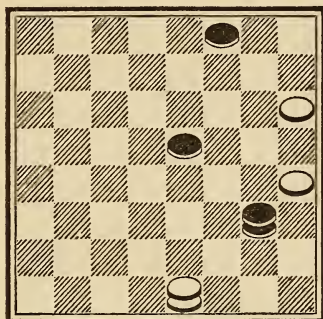
Black Side.

Black to play and draw.

9-14*	27-24	6-10*	16-11	23-27	
31-27	1- 6*	19-16	10-15	32-23	Drawn
14-18	24-19	18-23	11- 8	28-32	



No. 16—Homer C. Hartshorn.

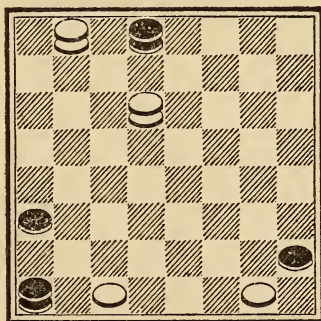


White Side.

White to play and draw.

31-26*	24-19	30-26*	18-22	11- 8
15-18	20-16*	15-19	16-11	15-11
26-30*	19-15	26-30	19-15	Drawn

No. 17—A. J. Heffner.

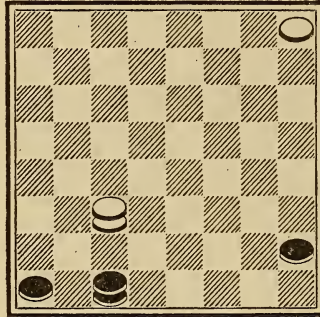


White Side.

White to play and win.

1- 5	25-22	30-26	25-30	32-27	2- 9
29-25	9-13	21-25	9- 5	23-32	5-23
5- 9	22-18	13- 9	30-23	10- 6	W. wins

## No. 18—Charles Hefter.

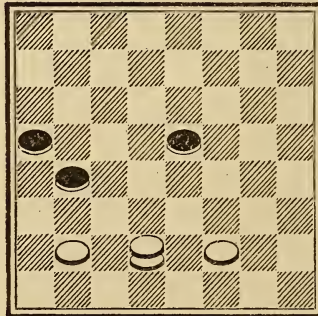


Black Side.

Black to play and win.

3- 8	7-11	9-14	11- 4	16-19	Black wins
11- 7	5- 9	25-22	12-16	8-11	
8-12*	29-25	4- 8*	4- 8	14-18	

## No. 19—Hugh Henderson.

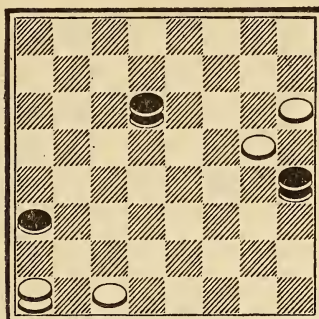


White Side.

White to play and win.

25-22	15-19	26-30	29-25	27-23	White wins
17-21	30-26	25-29	26-31		
26-30	21-25	30-26	25-18		

No. 20—Harvey L. Hopkins.

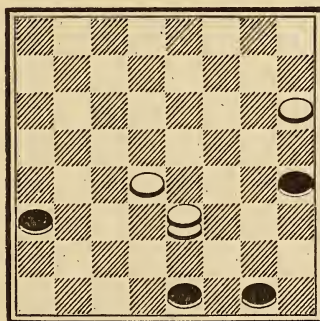


White Side.

White to play and win.

16-11	16-11	29-25	11- 7	30-26	30-23
20-16	8- 4	14-18	8- 3	21-30	8-22
11- 8	10-14	12- 8	7-11	3- 8	W. wins

No. 21—John Howe Sr.

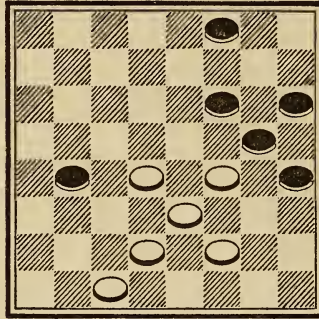


Black Side.

Black to play and win.

13-17	6-13	16-19*	23-26*	1- 5	9-14
21-14	10-14	10- 7	18-22	2- 6	10-17
2- 6	12-16	19-23*	26-30*	5- 9	30-25
14- 9	15-10	14-18*	7- 2	6-10	B. wins

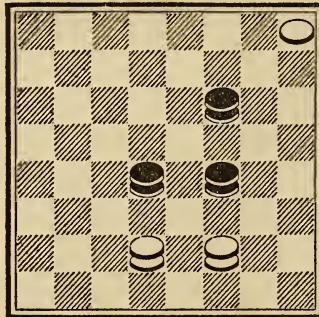
## No. 22—J. D. Janvier.



White Side.  
White to play and win.

18-14	25-22	17-13	9- 6	26-22	
3- 7	21-25	30-25	21-17	10-14	White
30-25	22-17	13- 9	6- 2*	2- 6	wins
17-21	25-30	25-21	17-10		

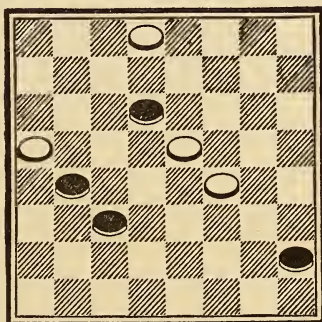
## No. 23—Johnson's Position.



Black Side.  
Black to play and win.

22-17	17-21	21-17	22-18	18-23	27-32
6- 2	11-16	6- 1	16-20	1- 6	1- 6
15-10	10-15	17-22	15-19	23-27	19-24
7-11	2- 6	1- 6	6- 1	6- 1	B. wins

No. 24—Richard Jordan.

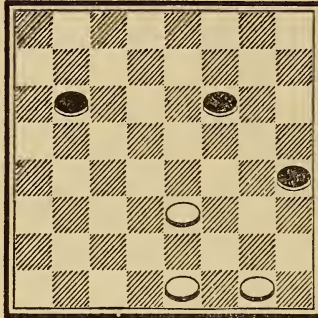


Black Side.

Black to play and draw.

16-19	7-11	17-22	20-16	17-21	14-17
14-10	32-28	6-10	27-32	7-11	1- 6
19-24	11-16	22-25	16-11	21-17	17-22
10- 7	28-24	10-14	32-27	11-15	27-32
24-28	14-10	24-28	22-18	17-13	16-19
7- 3	5- 9	14-17	30-25	15-10	10- 6
28-32	10- 7	25-30	11- 7	13- 9	22-26
18-14	9-14	17-22	25-21	19-16	32-27
11-15	7- 2	19-24	7- 2	9- 5	Drawn
3- 7	14-17	16-19	21-17	10-14	
15-19	2- 6	23-27	2- 7	5- 1	

No. 25—W. Jordan.

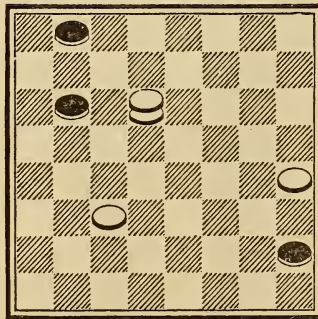


White Side.  
White to play and win.

32-27*	14-17	27-23	22-25	7-3	25-22
9-14	19-16*	17-22	11-7	30-25	7-11
23-19*	11-15	16-11	25-30	3-7	

White wins

No. 26—R. Martins.



White Side.  
White to play and win.

10-15	32-27	18-15	27-23(b)	18-27	26-31
28-32(a)	20-16	9-14	15-18	17-26	11- 7
15-18	1- 6	16-11	14-17	27-23	

W. wins

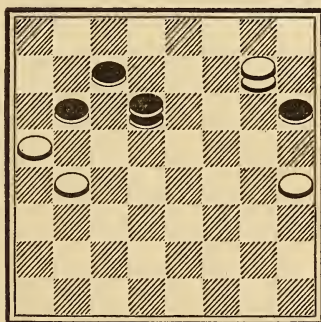
(a) 1-5, 15-19, 28-32, 19-23, 9-14, 20-16, 5-9, 16-11, 9-13, 11-7, 14-17, 23-26, 32-28, 7-2, 28-24, 2-7, 24-20, 7-10, 20-24, 10-14, 17-21, 26-30 24-19, 14-18, 19-24, 18-23, 24-28, 22-18.

W. wins.

(b) 14-18(c), 22-17, 18-22, 15-18, 22-26, 11-7, W. wins.

(c) 27-31, 11-7, 31-27, 7-3, 27-31, 3-7, 31-27, 7-11, W. wins.

No. 27—R. W. Patterson.



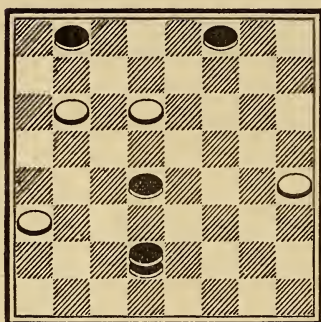
White Side.

White to play and win.

8-11	11- 7	7-14	14-18	13- 9	18-22
9-14	14-21	21-25	25-30	6-13	

W. wins

## No. 28—Pettersen's Draw-Bridge.



White Side.

White to play and draw.

9- 6	6- 2	2- 6(b)	21-17	8-11	27-23
18-23	23-19	5- 9	6-10	18-23	30-25
6- 2	2- 7	6-13	16-12	11-16	23-18
23-27	26-22	15- 6	3- 7	23-26	22-15
2- 6	7- 2	20-16	12- 8	16-19	17-14
27-31	22-18	18-14	7-11	26-30	Drawn
6- 2	2- 7(a)	13-17(c)	8- 3	19-23	
31-27	1- 5	14-18	11-15	22-26	
2- 6	7- 2	17-13	3- 8	23-27	
27-23	19-15	18-22	15-18	26-22	

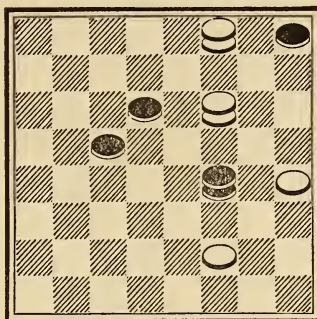
(a) If white varies at any point by 21-17 or 20-16 black can force a win. Also at this point 2-6 would lose by 3-7, 10-3, 1-10, 21-17, 18-15, 17-13, 15-11, 13-9, 19-15, 9-6, 10-14, 6-1, 15-10, B. wins.

(b) 10-6 would lose by 3-7 etc.

(c) 16-12, 6-10, 13-17, 10-7, 17-10, 7-14, B. wins.



**No. 29—S. Pickering.**

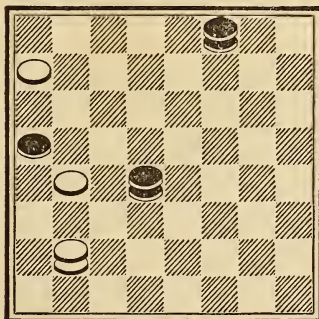


White Side.

White to play and win.

3- 7	20-16	16-12	11-15	12- 8
19-24	24-31	31-26	10-19	W. wins

**No. 30—M. E. Pomeroy.**



Black Side.

Black to play and win.

30-26	12- 8	15-10	8-12	15-24	Black
8-12(a)	23-18	3- 8	20-24	16-11	wins
26-23	8- 3(b)	18-15	28-19	24-19	

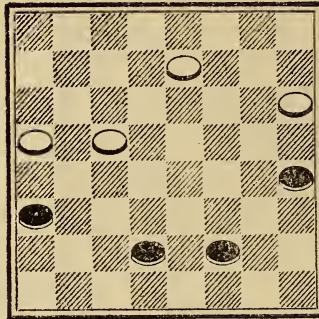
(a) 16-11(c), 26-23, 11-7, 15-10, 7-2, 10-7, B. wins.

(b) 8-4, 18-14, 16-12, 15-19, 12-8, 19-23, 8-3, 20-24, B. wins.

(c) 8-3, 26-23, 3-7, 16-12, 19-16, 7-2, 15-10, 12-8, 10-7, B. wins.

23-19

## No. 31—James P. Reed.

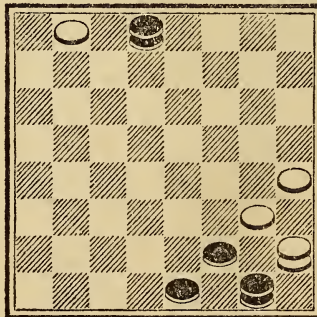


Black Side.

Black to play and draw.

7-10*(a)	13-17	22-26	26-31*	27-18
20-16	16-11	7- 2	6-13	17-18
10-14	17-22	6- 9	31-27	18-15
26-23	11- 7	2- 6	13-17	Drawn
(a) 6-10, 26-22*, 10-14, 19-15*, 14-18, 15-11*, 7-16, 22-15, W. wins.				

## No. 32—O. H. Richmond.

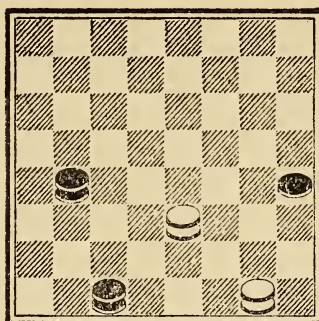


Black Side.

Black to play and win.

31-26	22-17	14-10	7-10°	6-10*	14- 9
32-27	23-19	16-11	8- 4	9- 6	Black
26-22	17-14	10- 7	10-14	2- 9	wins
27-23	19-16	11- 8	4- 8	13- 6	

No. 33—Roger's Draw.

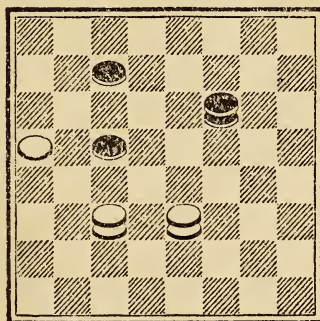


White Side.

White to play and draw.

32-27	27-32	27-23	32-27	18-23	23-27
17-22	21-17	10- 7	14-10	7- 3	11-16
27-31	32-27	23-27	27-23	23-27	27-23
30-25	17-14	22-18	7-11	3- 8	Drawn
31-27	23-19	27-32	23-18	27-23	
25-21	14-10	18-14	10- 7	8-12	

No. 34—Dr. A. Shaefer.

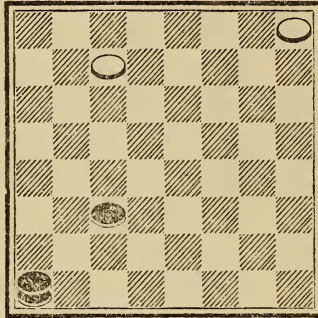


White Side.

White to play and win.

22-18	23-26	18-14	13- 9	26-22
14-17	11- 7	17-21	6-13	W wins.

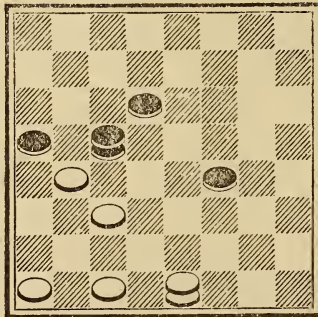
## No. 35—G. H. Slocum.



Black Side.  
Black to play and win.

4-8*	29-25	20-24	18-14	31-26	Black wins
27-23	16-20	23-18	27-31	17-13	
11-16	25-21	24-27	21-17	26-22	

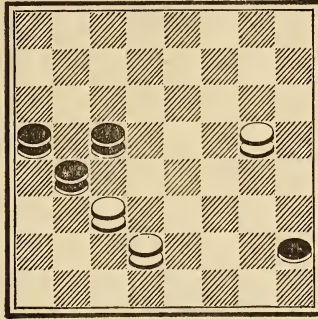
## No. 36—Robert Stewart.



White Side.  
White to play and win.

30-26	26-23	29-25	22-18	31-29	29-25
14-21	19-26	21-30	30-25	13-17	W. wins

No. 37—Strickland's Position.



Black Side.

Black to play and win.

19-23	10- 7	26-31	10- 7	27-23	(c)14-10
17-14	31-26	10- 7	22-17	15-10	25-21
16-19	7-10	23-26	7-10	23-19	(d)10- 6
7-10	26-30	7-10	17-13	10- 7(a)	9-14
20-24	10- 7	30-25	10- 6	19-15	6- 9
10- 7	23-26	10- 7	21-25*	7- 2	14-18
24-27	7-10	25-21	15-10	15-11	9-13
7-10	19-23	7-10	31-27	6- 1(b)	11-15
27-31	11-15	26-22	10-15	13- 9	B. wins

(a) 14-18, 19-16, 18-15, 16-12, 10-14, 12-8, 15-10(e), 8-11, 6-1, 13-9, 14-18, 25-21. B. wins.

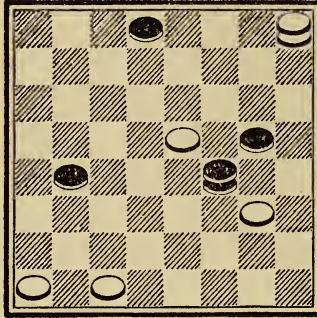
(b) 14-18, 13-17, 18-23, 25-21, 23-27, 17-13, 27-23, 11-15, 2-7, 5-9, 7-2, 21-17, 6-1, 9-14, 1-6, 15-18, 23-19, 17-21. B. wins.

(c) 14-17, 11-15, 17-13, 9-14, 13-9, 14-10, 9-13, 25-22, 2-6, 15-18. B. wins.

(d) 10-7, 11-15, 1-6, 9-13, 7-10, 15-18, 10-7, 5-9. B. wins.

(e) 6-1, 13-9, 14-17, 25-21, 17-22, 9-14, 15-19, 14-10, 19-23, 8-11. B. wins.

## No. 38—J. Sturges.

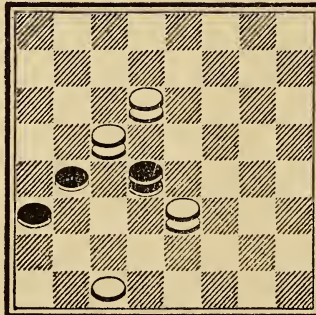


White Side.

White to play and win.

24-20  
19-1020-11  
10- 729-25  
7-1630-26  
17-214- 8  
21-308-12  
W. wins

## No. 39—M. H. C. Wardell.

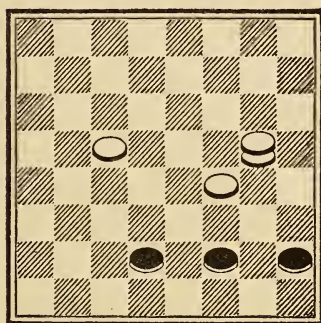


White Side.

White to play and win.

14- 9  
18-27  
30-2621-25  
26-23  
27-1810-14  
17-22  
14-2325-19  
9-14  
22-2514-17  
25-30  
17-21White  
wins

No. 40—Ivan Powers.

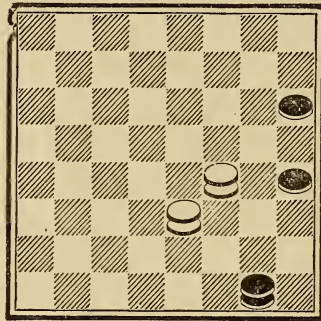


Black Side.

Black to play and win.

6- 9	18-22*	25-29	7-11*	5- 9	9-14
19-16	14-18	16-12	15-19	3- 7	10-17
9-18	22-25*	29-25	25-21	11-15	21-14
17-14	18-15	12- 8	8- 3	19-10	B. wins

## No. 41—James Wyllie.



White Side.

White to play and draw.

23-26	28-32	31-26(b)	24-28	18-22	15-10
32-28	26-31	27-31	22-18	20-16	9- 5
26-31	16-20	26-22	31-27	22-18	Drawn
20-24	31-26	31-27	23-19	16-11	
19-23	24-27	22-18	27-24	18-14(c)	
12-16	26-31	27-31	19-23	11-15	
31-26(a)	20-24	18-22	24-20	14- 9	

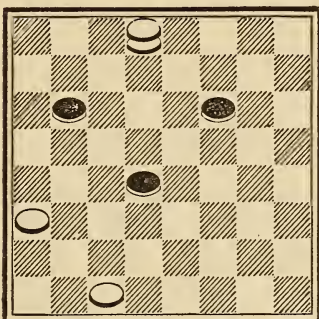
(a) 23-27, 16-19, 27-20, 19-23. B. wins.

(b) 23-19, 32-28, 19-23, 27-32, 31-26, 24-27. B. wins.

(c) 18-22, 11-15, 22-26, 15-10, 26-22, 10-14, 22-26, 14-17, 26-31, 17-22, 23-26, 22-18, 26-23, 18-27, 31-24, 32-27, 24-31, 28-32. B. wins.



No. 42—James Wyllie

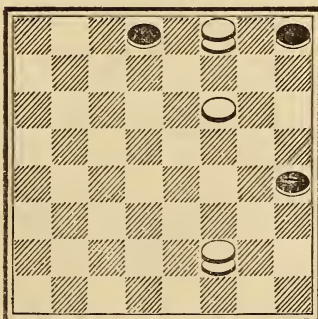


White Side.

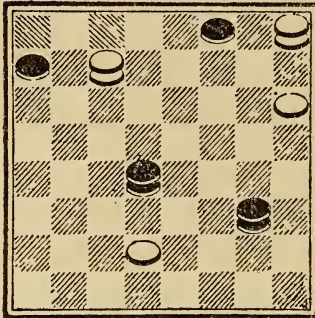
White to play and win.

2- 7	11-15	15-18	23-32	30-26
11-16	18-23	9-13	20-24	22-31
7-11	21-17	18-23	32-28	28-32
16-20	23-27	13-22	24-27	W. wins

No. 43—R. D. Yates.



## No. 44—J. Roll.

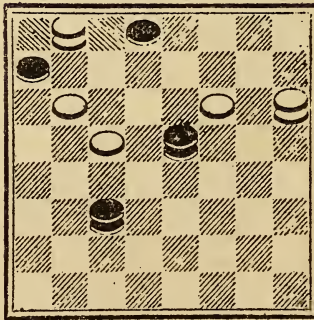


White Side.

White to play and draw.

4-8, 24-27, 8-11, 27-31, 11-7, 31-22, 7-10. Drawn.

## No. 45—J. Smith.

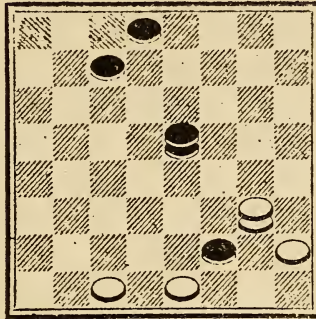


White Side.

White to play and win.

12-16, 15-8, 14-10, 5-14, 16-11, 8-6, 1-26. W. wins.

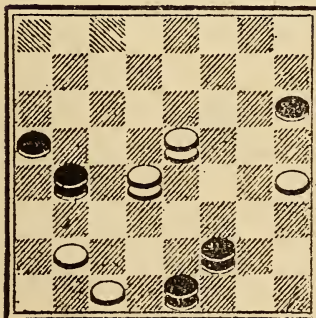
No. 46—R. Atwell.



White Side.  
White to play and win.

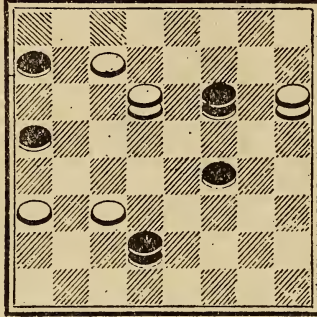
31-26, 27-31, 24-27, 31-22, 30-26, 22-24, 28-1. W. wins.

No. 47—H. Morrall.



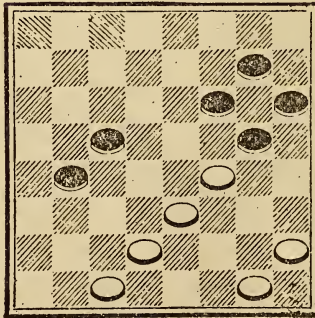
White Side.  
White to play and win.

30-26, 31-29, 18-22, 17-26, 20-16. W. wins.

**No. 48—L. J. Vair.**

White Side.  
White to play and win.

10-7, 11-9, 12-16, 26-17, 21-14, 9-18, 16-14. W. wins.

**No. 49—D. Carstairs.**

White Side.  
White to play and draw.

28-24  
16-20

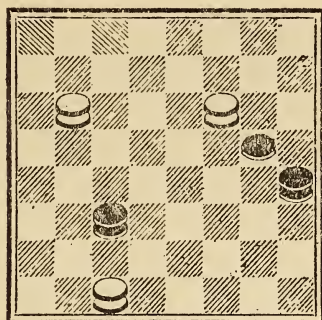
23-18  
14-23

19-15  
11-18

26-19  
20-27

32-14  
Drawn

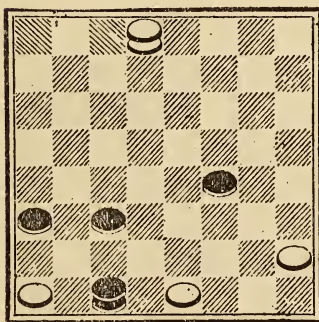
No. 50—A Shearer.



White Side.  
White to play and win.

9-14	11-15	14-18	15-19	19-24	18-22
16-19	19-24	22-17	24-28	20-27	W. wins

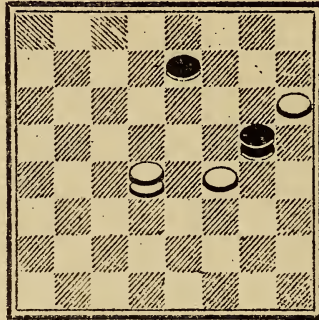
No. 51—Dr. A. Schaefer.



White Side.  
White to play and win.

2-7	7-11	11-16	31-26	29-22	22-18
30-26	26-23	21-25	22-31	31-26	W. wins

## No. 52—F. Dunne.

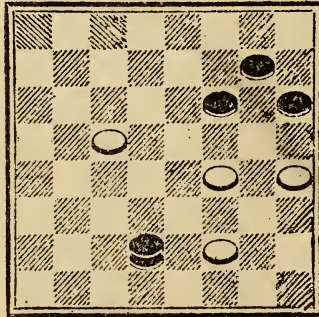


White Side.

White to play and win.

18-23	11- 4	23-18	12- 8	9-14
16-11	19-15	8-12	14- 9	White
12- 8*	4- 8	18-14	7-11	wins

## No. 53—C. Hefter.



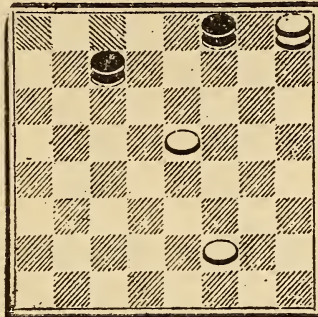
White Side.

White to play and draw.

27-23	31-27	19-16	24-27	3-12
26-31	14-10	12-19	7- 3	23-14
23-18	27-24	10- 7	27-23	12-16

Drawn

No. 54—F. Allen.

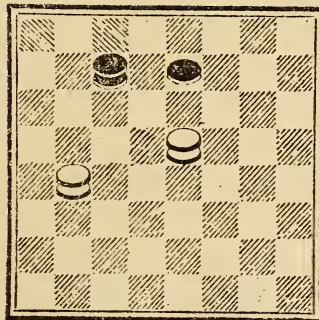


White Side.

White to play and win.

27-23, 3-7, 4-8, 7-11, 15-10, 6-15, 23-18. W. wins.

No. 55—Dr. T. J. Brown.



White Side.

White to play and win.

17-14	1- 6	14- 9	1- 5	26-22	White
6- 1	19-23	7-10	9- 6	5- 1	wins
15-19*	6- 1(a)	23-26*	10-14	6-10	

(a) 6-10, 14-9, 10-15, 9-6, 7-11, 23-27\*, 16-11, 6-9, 15-19, 9-14, 16-20, 14-10, 19-24, 27-23. W. wins.

**No. 56—W. Hill.**

Black—7, 11, 15, 16.  
 White—20, 22, 23, king 18.  
 White to play and win.

18-14	22-17	13- 9	6- 1	6- 2	27- 2
15-19	16-19	24-27	31-26	22-15	White
23-18	17-13	9- 6	1- 6	20-16	wins
19-23	19-24	27-31	26-22	11-20	

**No. 57—J. K. Lyons.**

Black 1, kings 8, 13.  
 White 5, 10, kings 2, 6.  
 White to play and win.

2- 7	13-17	10- 6*	10-14	5- 1*	8-15
8- 3	6- 9*	1-10	11-15*	14-17	6- 9
7-11	17-13	9- 6	3- 8	15-11	W. wins

**No. 58—P. Scott.**

Black—20,25, kings 10, 26.  
 Black—18, 28, kings 2, 19.  
 Black to play and win.

20-24, 18-15, 10-7, 2-11, 26-23, 19-26, 25-30, 28-19, B.  
 wins.

**No. 59—B. Taylor.**

Black—21, 23, 25.,  
 White—31, kings 3, 16.  
 White to play and win.

16-11*	21-25	7- 2	23-26	22-17	22-13
25-30	3- 7*	29-25	31-22	26-22	14- 9
11-15*	25-30	15-18	30-26	18-14	W. wins

**No. 60—C. Wilson.**

Black—23, kings 11, 30.  
 White—21, kings 17, 31.  
 White to play and win.

17-22	21-17	22-25	31-26	26-17
11-15	30-26	26-30	30-14	W. wins



**No. 61—J. Dempster.**

Black—9, 13, king 23.  
 White—18, 22, 32, king 15.  
 White to play and win.

32-27	27-23	23-18	18-14	White wins
23-14(1)	14-17	17-26		
		(1.)		
23-32	32-27	27-23	23-14	White wins
15-10	10- 6	6- 1	1- 5	

**No. 62—C. Hefter.**

Black—Kings 10, 32.  
 White—24, king 12.  
 White to play and draw.

24-20*	12- 8	20-16	16-12	8-11
32-27	10-15	27-23	15-10	Drawn

**No. 63—J. T. Gordon.**

Black—2, 9, kings 20, 29.  
 White—19, 22, kings 4, 11.  
 Black to play and win.

9-14	15-10	18-23	15-11	18-14	10- 3
11-15	25-18	19-15	20-16	17-10	16-12
29-25	10-17	23-18	11- 8	2- 7	B. wins

**No. 64—C. Hefter.**

Black—18, kings 11, 30.  
 White—9, 19, 20.  
 Black to play and win.

18-22	19-16	8- 3	16-11	3-10	8- 4
9- 6	11- 8	7-10	31-27	19-16	27-23
30-26	2- 7	22-26*	11- 7	10- 7	Black
6- 2	23-19*	20-16	19-15	12- 8	wins
26-23	16-12	26-31	10-19	7- 3	

**No. 65—C. Adamson.**

Black—12, 16, 20, king 14.

White—24, 26, 27, king 22.

White to play and win.

26-23	23-18	10- 7	14-18	13-17	27-23
14-10	8-11	8-11	8-11	7-10	20-27
22-18*	10- 6	7- 2	2- 6	17-22	31-24
10- 7(1)	11- 7	11- 8	11- 7	10- 7	White
18-14	18-14	6-10	6- 9	22-26	wins
7-11	7-11	8-11	7-10	7-11	
14-10	14-10	10-14	9-13	26-31	
11- 8	11- 8	11- 8	10- 7	11- 7	
		(1.)			
10- 6	5- 1	1- 6	5- 1	1- 5	6- 1
18-14	23-18	17-22	6- 2	10-14	27-23
6- 1	1- 6	6- 1	1- 5	5- 1	20-27
14- 9	18-14	14-10	2- 6	22-26	31-24
1- 5	6- 1	1- 5	5- 1	1- 6	White
9-13	13-17	10- 6	6-10	26-31	wins

**No. 66—F. Dalby.**

Black—4, 12, 14, king 30.

White—19, 31, kings 5, 21.

White to play and win.

5- 9	18-22	18-22	4- 8	19-15*	White
14-18	14-18	25-29	27-24	11-25	wins
9-14	22-25	31-27	8-11	24-20	

**No. 67—W. A. Farrell.**

Black—4, 11, 12, king 17.

White—19, 20, 23, king 3.

Black to play and draw.

12-16*	20-16	17-22	15-10	18-18	Drawn
19-12	15-19*	18-15	22-18*	6- 2	
11-15*	23-18	4- 8*	10- 6	14- 9	

**No. 68—E. A. Williams.**

Black—1, 3, king 18.

White—10, 11, 16, king 9.

White to play and win.

10- 6	9- 6	6-10	10- 6	11- 7	16-11
1-10	10-15	15-19	18-15	3-10	W. wins

**No. 69—A. Jackson.**

(The Jackson Position.)

Black—5, 9, 13, king 19.

White—21, 22, kings 6, 10.

White to play and win.

3- 8	19-23	11- 7	13-17	6- 9	22-25
19-23	7-11	26-17	16-19	25-30	13-17
8-12	9-14	7-10	18-22	9-13	White
23-19	12-16	14-18	10- 6	17-22	wins
10- 7	23-26	21-14	22-25	19-23	

**No. 70—Dr. Schaefer.**

Black—9, 10, 14, king 32

White—19, 21, 22, 23.

White to play and draw.

22-18	27-24	12- 8	16-23	3- 7	Drawn
32-27	16-12	20-16	8- 3	14-23	
19-16	24-20	23-19*	23-27	7- 5	

**No. 71—A. Shecan.**

Black—4, kings 6, 19.

White—14, 27, king 11.

Black to play and draw.

4- 8	27-23	15-11*	4- 8	1- 6*	19-15
11- 4	6- 1*	23-19	7- 2*	9- 5	2- 6
19-15	14- 9	11- 7*	8- 3	6- 1	Drawn

**No. 72—Dr. Schaefer.**

Black—15, 19, 21, 23.

White—20, 28, 29, 31.

White to play and win.

20-16	11- 7	2- 7*	11-16	29-22	
15-18	23-26	30-26	21-25	31-26	White
16-11	7- 2	7-11	31-26	22-18	wins
18-22	26-30	26-23	22-31	23-14	

**No. 73—Dr. Schaefer.**

Black—7, 17, kings 5, 24.

White—14, 26, kings 15, 18.

White to play and win.

15-10	11-16	14- 9	21-30	11- 9	
7-11	18-22	5-14	15-11	White	
10-15	17-21	22-25	30-23	wins	

**No. 74—H. Sheenan.**

Black—3, 11, 12, king 14.

White—19, 20, 23, king 6.

White to play and draw.

6- 2	23-18	20-16	18-15	15-10	2- 4
14-10(a)	3- 8	11-20	10-14	14- 7	Drawn
(a)	3-8, 23-18, 14-16, 2-7, 11-15, 20-4, 15-19, 7-11, W. wins.				

**No. 75—L. M. Sterns.**

Black—2, 4, 9, king 31.

White—11, 15, 18, king 1.

White to play and win.

1- 5	15-10	11- 8	18-15	10- 6	White
9-13	31-26	4-11	11-18		wins

**No. 76—L. M. Sterns.**

Black—5, 7, 9, 16.

White—15, 22, 23, king 4.

White to play and win.

22-18	18- 9	4- 8	23-18	8-12	12-26
9-14	5-14	7-11	14-23	11-18	W. wins

**No. 77—F. Allen.**

Black—8, 11, 12, 13, king 30.

White—19, 20, 23, 31, king 2.

White to play and win.

31-26	6- 9	14-17	26-22	18-15
13-17	21-25	29-25	29-25	11-25
2- 6	9-14	17-21	23-18	19-15
17-21	25-29	25-29	25-29	W. wins

**No. 78—P. M. Bradt.**

Black—11, 12, 13, 14, 23.

White—19, 28, 30, 31, king 6.

White to play and win.

28-24	14-17	14-21	27-20	27-23	12-19
23-27	9-14	32-27	31-27	16-20	23- 7
6- 9	27-32	30-26	20-16	19-16	W. wins

**No. 79—J. George.**

Black—13, 14, kings 10, 24, 29.

White—22, 26, 32, kings 23, 30.

White to play and win.

32-28	22-18	26-22	18-14	28-24	30-21
24-20	14-17	17-26	10-17	20-18	W. wins

**No. 80—J. George.**

Black—9, 13, 19, kings 20, 25.

White—6, 16, 26, kings 10, 12.

White to play and win.

26-22	10- 7	12-16	16- 5	5-14	
20-11	11- 2	22-15	2- 9	W. wins.	

**No. 81—A. J. Heffner.**

Black—6, 8, 16, 19, 20.

White—14, 23, 28, 30, 32.

White to play and win.

30-26*	32-27	12- 8	27-23	23-18	8- 3
8-11	19-24	15-19	24-27	31-22	15-18
14-10*	28-12*	23-18	18-15	15-11	3-19
6-15	11-16	19-24	27-31	22-15	W. wins

**No. 82—A. J. Heffner.**

Black—2, 12, 14, 17, king 31.

White—10, 11, 21, 29, 32.

White to play and win.

29-25	8- 4	10- 7	15-19	19-16	19-15
12-16	19-23	2-11	23-27	27-18	White
11- 8	4- 8	8-15	32-23	16-19	wins
16-19	31-27	27-31	31-27	17-22	

**No. 83—C. Hefter.**

Black—12, 16, 19, 20, king 22.

White—5, 18, 27, 31, king 7.

White to play and draw.

5- 1*(1)	15- 6	10-15	28-32	15-19	
22-15	1-10	24-28	26-23	Drawn	
7-10	19-24	31-26*	32-28		

(1.)

18-15(a)	19-23	31-24	18-11	20-24	16-19
22-18	27-24	23-27	24-19	11-16	Black
7-11	20-27	11-20	27-32	19-15	wins

(a) 18-14, 22-18, 14-9, 19-23, 27-24, 20-27, 31-24, 16-19.

B. wins.

**No. 84—C. Hefter.**

Black—3, 9, 14, 15, 19.

White—6, 11, 22, 26, 28.

White to play and draw.

9-13	3-10	19-24	15-24	10-15	Drawn
6- 2	11- 7*	2- 7	28-19	26-23	7-10
9-13	3-10	19-24	15-24	10-15	Drawn

**No. 85—C. Hefter.**

Black—8, 12, 21, kings 31, 32.

White—20, 23, 30, kings 15, 18.

White to play and win.

18-22	27-32	23-18	23-14	10- 7	22-18
32-27	26-23	27-23	17-10	26-22	15-22
30-26	32-27	22-17	31-26	7-11	W. wins

**No. 86—A. J. Heffner.**

Black—6, 7, 12, 14, 17.

White—13, 15, 22, 26, 30.

White to play and draw.

30-25	15-10	13- 9	9- 6	6- 2	2- 9
12-16	6-15	17-21	21-30	30-23	Drawn

**No. 87—G. H. Slocum.**

Black—20, kings 8, 29.

White—9, kings 30, 32.

Black to play and draw.

20-24*	27-31	11-15	18-22	17-22	17-22
32-28	9- 6	2- 7	10-15	19-23	18-25
24-27	8-11	15-18*	22-17	22-17	29-22
28-32	6- 2	7-10	15-19	23-18	Drawn

**No. 88—G. H. Slocum.**

Black—13, 23, kings 8.

White—30, kings 29, 31.

White to play and win.

29-25, 8-11, 25-22, 11-15, 30-25, 23-26, 22-18. W. wins.

**No. 89—G. H. Slocum.**

Black—kings 1, 3, 27.

White—5, 26, kings 8, 29.

White to play and win.

8-11	22-17	29-25	13- 9	5- 1	1- 5
27-31	26-22	17-14	10-14	14- 9	3-10
26-22	17-13	25-22	9- 6	11- 7	21-17
31-26	22-17	14-10	1-10	10-14	W. wins

**No. 90—G. H. Slocum.**

Black—8, kings 12, 21, 28.

White—15, kings 3, 18, 22.

White to play and win.

18-14	24-20	15-11	21-14	3-28	
23-24	10- 7	8-15	7-10	White	
14-10	20-24	22- 7	14- 7	wins	

**No. 91—G. H. Slocum.**

Black—10, 14, kings 16, 19.

White—17, 29, kings 13, 21.

Black to play and win.

19-15	15-18	10-15	18-22	16- 5
29-25	13- 9	17-10	25-11	B. wins

**No. 92—J. Mackenzie.**

Black—5, 13, 17, king 21.

White—22, 26, kings 19, 32.

White to play and win.

(Compare with No. 91.)

19-23	23-18	26-23	18-14	32-21
5- 9	21-25	17-26	9-27	W. wins

**No. 93—G. H. Slocum.**

Black—3, 5, 11, king 22.

White—14, 19, kings 12, 21.

Black to play and win.

22-17	10- 6	10- 6	21-25	17-22	17-26
14-10	14-10	2- 9	14-17	21-17	16-30
17-14	6- 2	5-14	25-21	11-16	B. wins

**No. 94—Dr. Shaefer.**

Black—14, kings 4, 12, 29.

White—28, 30, kings 19, 21.

White to play and win.

(Compare with No. 93.)

30-26	8-11	23-19*	12- 8	16-11	16- 7
4- 8	19-23*	15-24	19-16*	12-16	17- 3
26-22*	11-15	28-19	8-12	22-17	W. wins

**No. 95—G. H. Slocum.**

Black—9, 10, kings 1, 2.

White—8, 14, kings 4, 22.

Black to play and win.

10-14	2- 7	7-11	14-17	1-10
18-15	8- 3	15- 8	22- 6	B. wins

**No. 96—G. H. Slocum.**

Black—4, 12, kings 20, 29.

White—8, 15, 27, 30.

White to play and win.

15-11	27-23	30-25	23-18	8- 3	3-28
12-16	20-24	29-22	22-15	15- 8	W. wins

**No. 97—G. H. Slocum.**

Black—15, 20, 23, king 27.

White—24, 30, 32, king 3.

White to play and win.

3- 7	10-14	17-22	22-18	15-19	23-18
15-18(a)	22-26	23-26	27-32	28-32	White
7-10	14-17	32-23	18-15	19-24	wins
18-22	26-31	20-27	32-28	32-28	
(a)	27-31, 7-10, 20-27, 10-26, 31-22, 32-23.				W. wins.

**No. 98—G. H. Slocum.**

(Slocum's "Gem.")

Black—10, 11, 16, king 14.

White—20, 24, 28, king 4.

Black to play and win.

9-5, 4-8, 16-19, 24-6, 5-1, 8-15, 1-19. B. wins.

**No. 99—G. H. Slocum.**

Black—8, kings 9. 22. 25.

White—6, kings 3. 12. 28.

White to play and win.

6- 1	11-15	1- 5	19-23	16-19
8-11	7-10	9-13	5- 9	15-24
3- 7	15-19	12-16	13-15	W. wins

**No. 100—G. H. Slocum.**

Black—18, 25. kings 10, 29.

White—11, kings 2, 13, 26.

White to play and win.

2- 7	13-17	26-30	30-23	17-21	23-18
10- 3	18-22(a)	22-26	25-30	29-25	W. wins
(a)	25-30(b), 26-22, 18-25, 17-21.				W. wins.
(b)	18-23, 26-19, 25-30, 17-22, 30-25, 19-15.				W. wins.

**No. 101—G. H. Slocum.**

Black—14, 17, 21, king 11.

White—15, 23, 26, 29, king 8..

White to play and win.

15-10	4- 8	2- 6	15-24	6- 9
11- 4	7- 2	11-15	29-25	30-23
10- 7	8-11	23-19	21-30	W. wins



**No. 102—G. H. Slocum.**

Black—13, 16, kings 5, 21, 32.

White—22, 23, kings 4, 17, 27.

White to play and draw.

17-14	25-22	23-18	5-14	12-10
21-25	14- 9	15-22	8-12	Drawn
22-18	22-15	4- 8	32-23	

**No. 103—G. H. Slocum.**

Black—2, 5, 13, kings 1, 30.

White—12, 22, kings 4, 8, 31.

Black to play and win.

30-26	18-15	7-11	31-22	5- 9
22-18	2- 7	15- 8	13-17	13- 6
26-23	8- 3	23-26	22-13	B. wins

**No. 104—G. H. Slocum.**

Black—1, 7, 11, kings 3, 10.

White—19, 20, kings 4, 9, 23.

Black to play and win.

1- 5	11-15	7-11	15-19	5- 9	3-12
9-13	19-16	16- 7	23-16	13-15	B. wins

**No. 105—G. H. Slocum.**

Black—4, 6, 17, 21, 27, king 10.

White—8, 19, 23, 26, kings 11, 30.

White to play and win.

23-18	31-22	14-10	4-11	30- 7
27-31	18-14	6-15	25-22	White
19-15	10-19	11-25	17-26	wins

**No. 106—G. H. Slocum.**

Black—10, 11, kings 9, 12, 14, 20, 25.

White—17, 22, 26, 28, kings 1, 31, 32.

White to play and win.

32-27	28-24	27-23	26-23	1- 5	5-16
25-18	14-21	18-27	27-18	20-27	12-19
					W. wins

**No. 107—G. H. Slocum.**

Black—6, 10, 20, 28, kings 2, 3, 7.

White—11, 16, 17, 27, 32, kings 23, 24.

White to play and win.

23-19	9-14	11- 8	2- 9	19-24	White
6- 9	13- 9	3-12	27-23	12-26	wins
17-13	14-17	9- 6	20-27	24-15	

**No. 108—W. Beattie.**

Black—6, 9, 12, 13, 21, kings 29, 30.

White—16, 17, 18, 19, 22, kings 11, 27.

White to play and win.

19-15	15-10	18-14	11-18	18-23	27-31
12-19	6-15	9-25	13-22	19-26	W. wins

**No. 109—G. Jewitt.**

Black—1, 5, 6, 12, 18, 20, king 23.

White—13, 17, 19, 21, 28, king 16.

Black to play and win.

23-27	27-24	18-22	6- 9*	1-10	14-23
16-11	11-15	25-18	13- 6	15- 6	B. wins

**No. 110—J. T. Tregaskis.**

Black—5, 6, 12.

White—8, king 19.

White to play and draw.

(Tregaski's Draw.)

The idea of the draw is to force the piece on 12 to advance to 20 without allowing the pieces on 5 and 6 to come to its assistance.

8- 3	18-22	15-19	27-31	27-32(1)	23-27
6-10(2)	12-16	14-17	30-25	7-11	3- 8
3- 7	23-27	19-23	31-27	23-19	27-23
10-14	5- 9	17-21	25-22	22-17	8-12
7-10	22-18	27-31	27-32	32-27	23-27
14-18	30-25	22-17	22-18	17-14	11-16
10-15	18-15	31-27	23-19	27-23	27-23
18-22	25-22	21-25	18-22	14-10	Drawn
19-23	15-11	27-31	19-23	23-18	
22-25	16-20	25-30	14-10	10- 7	
15-18	11-15	31-27	32-27	18-23	
25-30	9-14	17-14	10- 7	7- 3	

(1.)

27-31(a)	27-32	27-24	27-31	27-31	27-20
20-24*	7-11	16-20	17-14	20-24	25-19
23-27	31-27	24-27	31-27	32-27	20-24
24-28	11-16	22-17	14-10	10-15	19-23

Black wins

S. G. Veitch.

(a) This move loses.

(2.)

5- 9	9-13	16-20	24-27	27-24	15-10
3- 7	19-24	27-32	28-32	32-28	27-23
9-14	14-17	17-21	27-31	24-19	10-14
7-11	15-18	18-22	32-28	28-32	23-27
6- 9	12-16	20-24	31-27	19-15	Drawn
11-15	24-27	32-28	28-32	32-27	

**No. 111—H. D. Lyman.**

(The Lyman Stroke.)

Black—1, 5, 6, 9, 10, 20, king 30.

White—13, 17, 21, 22, 28, 31, king 3.

Black to play and win.

30-26	21-14	5- 9	23-19	26-30	10-26
31-27	6-15	3- 7	18-23	12- 8	30-16
10-14	13- 6	9-14	19-16	20-24	Black
17-10	1-17	7-10	23-26	28-19	wins
26-17	27-23	15-18	16-12	17-22	

**No. 112—"Unknown."**

Black—15, 19, king 27.

White—12, kings 10, 14.

White to play and win.

14-17	8- 4	8-12	14-18	12-16	26-22
27-24	16-11	11-16	16-11	7-10	White
17-22	22-25	25-22	18-23	16-11	wins
24-20	11-16	16-11(a)	19-26	15-18	
12- 8	4- 8	10-14	22-31	31-26	
20-16	16-11	11-16	11- 7	10-15	

(a) 16-20, 10-7, 19-23, 7-11, 15-19, 12-16, 20-24, 22-18, 24-27, 11-15. W. wins.

**A FEW EXERCISES ON THE "BRIDGE."**

**No. 113—C. Hefter.**

Black—2, 4, kings 18, 19.

White—11, 13, 14, king 8.

White to play and draw.

14- 9	9- 6	13- 6	6- 2	8-12	2- 7
18-14	2- 9	14-10	10- 7	7-16	Drawn

**No. 114—P. H. Rouer.**

Black—1, 3, kings 5, 16.

White—12, 13, kings 2, 14.

Black to play and win.

16-11	10- 3	5-14	3- 7	8-11	6- 1
14-10	1- 6	12- 8	4- 8	2- 6	15-10
3- 7	2- 9	11- 4	7- 2	11-15	B. wins

**No. 115—W. W. Horsfall.**

Black—1, 3, 28, king 22.

White—11, 32, kings 2, 13.

White to play and draw.

13- 9	2- 6	10-15	22-17	14-18	15-18
22-18	10-15	3- 8(1)	15-18	22-25	23-26
9- 6	6-10	15-22	17-14	18-15	18-22
1-10	15-19	8-15	18-22	19-23	Drawn
		(1.)			
3- 7	22-26	19-23	27-31	30-26	31-27
15-22	16-20	31-27	26-30	27-31	Drawn
7-16	26-31	23-26	31-27	26-22	

**No. 116—B. Woolhouse.**

Black—23, 26, 27.

White—30, 32, king 19.

White to play and win.

19-24	18-15	8-12	32-27	10-14	23-19
27-31	23-19	15-11	19-16(1)	19-15	28-32
32-28	15-11	20-24	27-31	28-24	31-26
23-27	31-27	11-15	16-19	15-11	32-27
30-23	11- 8	24-27	8-11	24-20	26-22
27-32	27-23	15-11(a)	18-23	23-19	White
23-18	8- 4	27-32	11- 7	14-18	wins
32-27	23-18	11-15	23-18	19-24	
24-20	4- 8	12- 8	7-10	18-23	
27-23	18-15	15-18	18-23	24-28	
(a)	If 15-18 then 27-31 wins.				

		(1.)			
18-15	15-18	18-15	10- 7	7- 3	3- 7
27-31	8-12	27-23	18-14	16-19	19-15
19-16	16-11	15-10	11-15	15-11	White
28-24	31-27	23-18	12-16	14-18	wins

**No. 117—G. Rule.**

Black—23, 28, kings 26, 27.

White—30, 32, king 16.

Black to play and win.

26-22	30-21	31-22	27-23	27-23	15-10
16-19	27-31	32-27	32-27	19-15	22-17
22-25	19-26	28-32	23-19	23-18	B. wins

**No. 118—J. Grant.**

Black—23, 26, kings 19, 31.

White—30, 32, king 18.

Black to play and win.

19-16, 18-27, 31-24, 30-23, 24-19, 23-18, 19-15, B. wins

**No. 119—Frank Dunne.**

Black—14, 15, 23, king 31.

White—30, 32, king 10.

Black to play and win.

14-17*	31-22	22-18	18-23	23-19	19-23
10-26	32-27(1)	28-24	24-20	30-25	B. wins

(1.)

32-27	30-26	26-23	24-27	Black
22-18	17-21	18-15	21-25	wins

**No. 120—J. Deans.**

Black—5, 12, 22, 28.

White—10, 30, 32.

White to play and draw.

10- 7	19-23	15-10	31-26	11-16	18-15
12-16	7-10	5- 9	10-15	13-17	24-27
7- 2	22-26	10-15	26-22	16-20	15-18
16-19	10-15	9-13	15-11	17-22	27-31
2- 7	26-31	15-10	22-18(1)	20-24	Drawn

(1.)

22-26	26-31(2)	13-17	17-21	Drawn
11-15	15-10	10-14	14-18	

(2.)

13-17	11- 7	22-18	16-20	28-32
15-11	26-22	11-16	23-27	20-24
17-21	7-11	18-15	32-23	Drawn

**No. 121—J. K. Lyons.**

Black—1, 3, king 18.

White—6, 10, 11, 13.

Black to play and draw.

18-15	15-11	3- 8	1-10	8-12	10-15
11- 7	7- 2	10- 7	7- 3	13- 9	Drawn

**No. 122—W. J. Wray.**

Black—13, 21, 23, king 31.

White—20, 30, 32, king 24.

Black to play and draw.

13-17	25-29	22-25*	22-18	22-18	22-18
20-16	7- 3	11-16	27-31	27-31	Drawn
17-22	29-25	31-26*	25-22	18-22	
16-11	3- 7	16-20	20-24	24-20	
22-25	25-22	26-22	18-15	15-19	
11- 7	7-11	24-27	31-27	31-27	

**No. 123—T. B. Murphy.**

Black—1, 3, king 19.

White—10, 11, 13, king 7.

White to play. Black to draw.

13- 9	2- 6	7- 2	14-18	1- 6	19-24
19-16(a)	16-19	19-15	1- 5	11-16*	16-20
9- 6	6- 9(c)	13-17	10- 6(d)	18-15(e)	24-27
16-19	19-16	15- 8	3- 8	16-20	12-16
6- 2	9-13	17-14	6- 1	15-19	6-10
19-16	16-19	8-11	8-12	20-16	16-19

Drawn

(a) 19-15(b), 9-6, 15-8, 6-2, 8-4, 7-11, 3-8, 11-16, 1-5, 2-6, 8-12, 16-11. W. wins.

(b) 1-5 also loses.

(c) 7-2, 19-16, 11-7, 1-5, 6-1, 16-11, 1-6, 11-16, 6-9.

Drawn.

(d) 2-6, 11-7, 18-14, 7-2, 6-9, 2-7, 9-13, 7-2, 13-17, 2-7, 10-6, 7-10. Drawn.

(e) 6-10, 16-19, 18-15, 19-24\*, 2-6, 12-16, 15-11, 24-20.

Drawn.

**No. 124—W. G. W. Leggett.**

Black—12, 23, kings 26, 27.

White—17, 30, 32, king 19.

White to play and win.

17-13(a)	31-27	6- 2	27-31	10-15	White
27-31	9- 6	31-27	6-10	27-31	wins
13- 9	27-31	2- 6	31-27	32-28	

(a) Now take this same position and move the white king back to square 15 and advance the black piece on 12 to 16, it would then be white to play and black to draw.

**No. 125—F. Allen.**

Black—13, 16, 23, king 19.

White—30, 32, kings 2, 14.

White to play and win.

14-18	19-25	18-22	19-23	16-20	31-24
23-26	2- 7	16-19	11-16	26-30	20-27
30-23	26-31	7-11	23-26	32-27	W. wins

**No. 126—W. Sheriden.**

Black—23, 26, kings 24, 31.

White—30 32, kings 14, 22.

Black to play and draw.

23-27	31-26	24-20	20- 9	9-14	Drawn
30-23	22-31	31-24	32-27	27-23	

**No. 127—J. Hartley.**

Black—1, 3 kings 11, 13.

White—10,21, kings 2, 18.

Black to play and win.

13- 9	17-14	19-24	23-27	13- 9	15-18
21-17	8-12	26-23	15-11	18-15	16-11
9-13	14- 9	24-28	27-23(a)	8- 3	Black
18-22(b)	12-16	23-27	28-24	15-18	wins
11-15	9- 5	28-32	6- 2	24-20	
2- 6	16-19	27-23	11- 8	18-15	
3 8	22-26	32-28	23-18	20-16	

(a) If 6-2 then 11-8, 2-7, 8-3, black wins.

(b) 17-14, 13-17, 2-6, 3-8, 6-9, 17-13, 9-6, 8-12, 14-9, 1-5, 18-14, 12-16, 10-7, 11-2, 6-1, black wins.

**No. 128—J. Wyllie.**

Black—20, 23, kings 27, 31.

White—30, 32, kings 22, 24.

Black to play. White to win.

23-26	20-27	27-32	32-28	28-32	32-28
32-23	22-18	18-15	15-19	19-24	23-18
					White wins

**No 129—J. Grant.**

Black—1, 3, kings 17, 18.

White—10, 30, kings 9, 11.

White to play and draw.

10- 7	10-14	13-17	18-14	30-26
3-10	9-13	1- 5	10-17	Drawn
11- 7	17-21	17-10	21-14	

**No. 130—F. W. Drinkwater.**

Black—1, 3, 14, 19.

White—9, 16, 21, 31.

Black to play and win.

19-23	14-10	23-18	11- 7	22-25	23-19
16-11	26-30	2- 6	10-14	17-22	21-25
14-18	9- 6	18-14	7-10	25-30*	22-29
21-17	30-26	7- 2	14-17	31-27	30-26
18-22	11- 7	14- 7	10-14	3- 8	Black
17-14	26-23	2-11	17-21	27-23	wins
23-26	6- 2	1-10	14-17	8-11	

**No. 131—T. J. Riley.**

Black—9, 12, 22, 23.

White—18, 30, 32, king 10.

White to play and win.

18-14	12-16	19-12	26-31	32-28
9-18	15-19	18-22	16-19	White
10-15	23-16	12-16	31-26	wins

**No. 132—R. D. Petterson.**

Black—23, 28, kings 18, 31.

White—30, 32, kings 10, 20.

Black to play and draw.

18-22	23-27	31-27	28-32	27-23
10-15(a)	32-23	23-18	20-16	Drawn
(a)	20-16, 31-27, 10-15, 27-24, 16-20, 23-27, 32-23, 27-24, drawn.			

**No. 133—F. Allen.**

Black—1, 3, kings 22, 27.

White—10, 13, 21, king 6.

Black to play and win.

27-23	23-17	18- 9	22-18	18-14	1- 6
6- 9	9-14	6-13	6- 2	2- 7	1- 6
					Black wins

**No. 134—R. Jordan.**

Black—1, 3, kings 9, 13.

White—5, 10, kings 2, 11, 19.

White to play and win.

10- 6	5- 1	1- 5	11-15	19-16
1-10	10-14	13-17	17-13	W. wins



**No. 135—C. W. Fowler.**

Black—12, 16, 19, 20, 21.

White—18, 30, 32, king 1.

Black to play and win.

19-23	6-10	23-26	32-23	31-26	18-15
1- 6	12-16	15-24	26-31	23-18	22-18
16-19	10-15	20-27	18-14	26-22	B. wins

**No. 136—R. Stewart.**

Black—1, 3, 11, 18, 23.

White—10, 12, 17, 31, 32,

White to play and draw.

10- 7	12- 8	8- 3	3- 7	31-22	7-11
3-10	10-15	11-16	23-26	18-25	Drawn

**No. 137—F. Dunne.**

Black—2, 5, 6, 21, 23.

White—11, 13, 17, 30, 32.

Black to play and draw.

23-26	21-25	25-30	30-25	25-21	21-17
30-23	23-18	17-14	11- 8(a)	32-27	Drawn
(a)	32-27, 25-22, drawn.				

**No. 138—R. D. Petterson.**

Black—28, kings 14, 23, 26.

White—30, 32, king 24.

White to play and draw.

32-27	30-23	24-27	27-31	31-27	27-31
23-32	14-17	17-22	22-25	25-30	Drawn

**No. 139—O. H. Richmond.**

Black—12, 13, 14, 23, king 18.

White—20, 25, 29, 30, king 32.

White to play and win.

25-22	29-22	30-26	32-27	27-31
18-25	14-17	23-30	17-26	

White wins by first position.

## INDEX.

	Page.
Harvey L. Hopkins—Lecture on Checkers.....	1
Numbered Diagram .....	15
A. B. C. Problems—F'or Beginners.....	17
Game Ending Positions.....	19
The Glasgow Opening.....	22
The Single Corner Opening.....	23
Dunne's Win .....	23
Bristol Single .....	24
Tescheleit's Win .....	25
Jordan's Win .....	25
Jordan's Draw .....	26
Denny Book .....	27
The Steel Stroke.....	27
Wyllie's Switcher Stroke.....	28
Single Corner .....	29
Barred Openings .....	30
Games—By R. D. Banks.....	33, 34, 35, 36, 37, 38, 39
12-16, 23-19—By P. H. Ketchum.....	40
The Cross Opening—By P. H. Ketchum.....	43
9-13, 22-18—By F. R. Wendemuth.....	45
10-14, 22-17 .....	48
10-14, 22-18 .....	50
10-14, 23-19 .....	52
10-14, 24-19 .....	55
10-14, 24-20 .....	57
10-15, 22-17 .....	59
10-15, 22-18 .....	60
10-15, 23-18 .....	62
10-15, 23-19 .....	64

10-15, 24-19 .....	65
10-15, 24-20 .....	68
9-13, 21-17 .....	69
9-13, 22-17 .....	71
9-13, 22-18 .....	72
9-13, 23-18 .....	73
9-13, 23-19 .....	74
9-13, 24-19 .....	76
9-13, 24-20 .....	80
9-14, 22-17 .....	80
9-14, 22-18 .....	82
9-14, 23-18 .....	84
9-14, 23-19 .....	85
9-14, 24-19 .....	86
9-14, 24-20 .....	87
11-15, 21-17 .....	89
11-15, 22-17 .....	89
11-15, 23-19 .....	91
11-15, 24-19 .....	92
11-15, 24-20 .....	93
11-16, 21-17 .....	94
11-16, 22-17 .....	96
11-16, 22-18 .....	97
11-16, 23-18 .....	99
11-16, 24-19 .....	101
11-16, 24-20 .....	105
12-16, 21-17 .....	106
12-16, 22-17 .....	108
12-16, 24-20 .....	108
Problems and Solutions .....	112

## INDEX TO PROBLEMS.

---

	Prob. Number <sup>s</sup>
Newell W. Banks.....	1
Ralph D. Banks.....	2
Charles F. Barker.....	3
Bowen-Wyllie Twins.....	4
Percy M. Bradt.....	5, 78
Dr. T. J. Brown.....	6, 55
Hugh Byars.....	7
Cowen's Coup.....	8
Cowie's Position.....	9
J. C. Craig.....	10
G. W. Dent.....	11
James Ferrie.....	12
Clarence H. Freeman.....	13
L. C. Ginsburg.....	14
C. P. D. Hamilton Jr.....	15
Homer C. Hartshorn.....	16
A. J. Heffner.....	17, 81, 82, 86
E. A. Williams.....	68
Charles Hefter.....	18, 53, 62, 64, 83, 84, 85, 113
Hugh Henderson.....	19
Harvey L. Hopkins.....	20
John Howe Sr.....	21
J. D. Janvier.....	22
Johnson's Position.....	23
Richard Jordan.....	24, 134
W. Jordan.....	25
R. Martins.....	26
R. W. Patterson.....	27
Petterson's Draw-Bridge.....	28
S. Pickering.....	29
M. E. Pomeroy.....	30
James P. Reed.....	31

O. H. Richmond.....	32, 139
Roger's Draw.....	33
Dr. A. Schaefer.....	34, 51, 70, 72, 73, 94
G. H. Slocum.....	35, 88, 89, 90, 91,
93, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107	
Robert Stewart.....	36, 136
Strickland's Position.....	37
J. Sturges.....	38
H. M. C. Wardell.....	39
Ivan Powers.....	40
James Wyllie.....	41, 42, 128
R. D. Yates.....	43
J. Roll.....	44
J. Smith.....	45
R. Atwell.....	46
H. Morrall.....	47
L. J. Vair.....	48
D. Carstairs.....	49
A. Shearer.....	50
F. Dunne.....	52, 119, 137
F. Allen.....	54, 77, 125, 133
W. Hill.....	56
J. K. Lyons.....	57, 121
P. Scott.....	56
B. Taylor.....	59
C. Wilson.....	60
J. Dempster.....	61
J. T. Gordon.....	63
C. Adamson.....	65
F. Dalby.....	66
W. A. Farrell.....	67
A. Jackson.....	69
A. Sheean.....	71
H. Sheenan.....	74

L. M. Sterns.....	75, 76
J. George.....	79, 80
J. Mackenzie.....	92
W. Beattie.....	108
G. Jewitt.....	109
J. H. Tregaskis.....	110
H. D. Lyman.....	111
“Unknown”.....	112
P. H. Rouer.....	114
W. W. Harsfall.....	115
B. Woolhouse.....	116
G. Rule.....	117
J. Grant.....	118, 129
J. Deans.....	120
W. J. Wray.....	122
T. B. Murphy.....	123
W. G. W. Leggett.....	124
W. Sheridan.....	126
J. Hartley.....	127
F. W. Drinkwater.....	130
T. J. Riley.....	131
R. D. Petterson.....	132, 138
C. W. Fowler.....	135

### **WILL TYSON'S ADVICE TO THE STUDENT.**

“Buy books on checkers, then buy more checker books, then more books. My library contains hundreds of dollars' worth of checker books and I consider the money well spent.”

## THE CHECKER "CHAMP."

---

He is rude and he is rough;  
He is crude and he is gruff;  
Now and then a sickly grin  
Wrinkles his receding chin.

He has heard there is a war,  
But not what we're fighting for;  
He has heard we have a gent  
Named Wilson for our president.

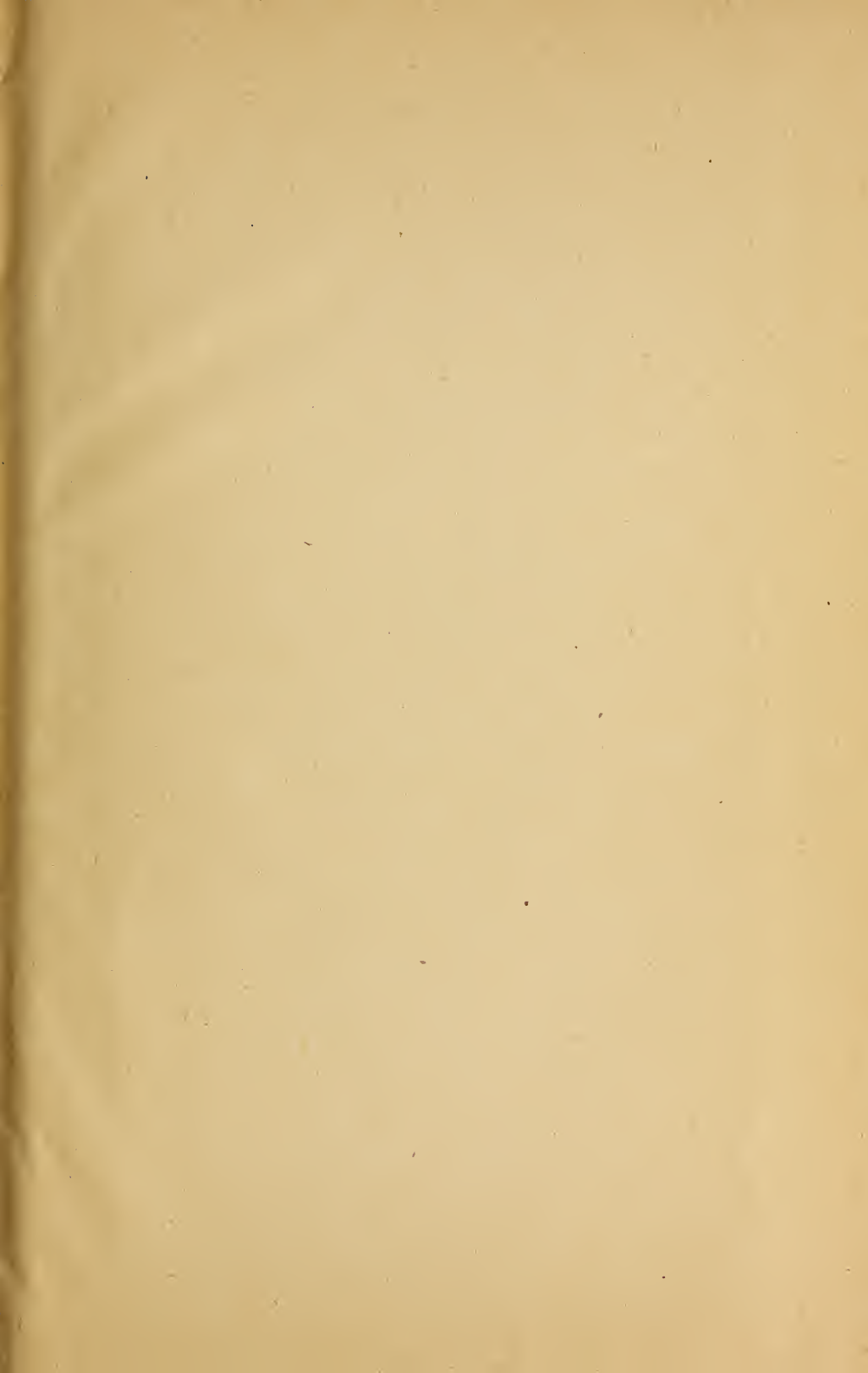
But he says the Nation's cares  
Aren't none of his affairs;  
Playing checkers, that's his game!  
Checkers, that's his middle name.

One and all he gives and takes,  
City "sports" and country "jakes;"  
If you reckon you can play,  
He will take you on some day.

(Another champion.)

That's his wife, Safira Brown,  
Champion washer of the town.  
Say, the washings she can do;  
She can iron collars too!  
And she's proud, you bet your life;  
Isn't she a champion's wife?









LIBRARY OF CONGRESS



0 042 002 246 3