THE DRAUGHIS MARVEL

AND

CHECKER COMPENDIUM



Glass _____

Book __

GEORGE W. DEARBORN COLLECTION









THE AUTHOR

THE DRAUGHTS MARVEL

AND

Twentieth Century Checker Compendium

A PRACTICAL GUIDE
TO SCIENTIFIC CHECKER PLAYING.

Comprising a Fine Collection of Brilliant Games, Analyses and Problems of Rare Merit not to be found in the Standard Works, with Portraits of many of the World's

Brightest Devotees of the Silent Pastime, and including

a Brief Sketch of the career of each as

a Checkerist.

COMPILED AND EDITED UNDER THE SUPERVISION OF

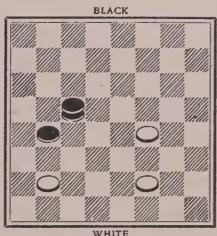
LYMAN MARSHALL STEARNS

Champion Checker Player of New Hampshire and Editor and Publisher of "The Checker World."

ASSISTED BY

WILL H. TYSON, GEORGE A. PIERCE, IVAN POWERS, HERBERT L. EDDY And the "Silent Author" of The Marvel Manuscript.

This Book is No. 302



White to play and win.
TYSON'S "PATTERSON."

THE DRAUGHTS MARVEL PUBLISHING COMPANY, MANCHESTER, N. H., U. S. A.

GV1463 S78 copy2

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By LYMAN MARSHALL STEARNS,
Manchester, N. H.
U. S. A.

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PREFACE.

In presenting the "Marvel" to the lovers of our scientific game we may be pardoned for a feeling of pride, for we are conscious of the fact that not only will the volume be found to embrace the most varied and interesting collection of practical games and problems ever before published, but that we are giving to the world some of the finest and most brilliant conceptions in checker playing that have ever been discovered.

Our great good fortune in securing the magnificent play of the "silent author," who prepared the analysis to use in his own championship matches—but who later relinquished all championship honors—together with the fact that our manuscript library contains a rare collection of games and problems which had never been given to the public, and which represented the analysis and strategy of some of the best known players of the world, led us to the determination to give to others the opportunity of sharing this good fortune with us.

The make-up of the work is a radical departure from old methods, and the whole is presented in a form which is a great step in advance of any previous publication.

The games have been systematically arranged with a view of facilitating the selection of any required line, and will be appreciated by those who have heretofore been compelled to look over a vast amount of promiscuous play in order to find the line desired.

The high character of the games and problems will be seen at a glance. Brilliancy, strategy, and subtlety abound, and surprising beauties are constantly met as one turns from page to page.

We have spared neither pains or expense in the effort to make this an ideal work, and it will be found that, in addition to its scientific features, the high class workmanship and material, elegance of designs, and general artistic beauty of the whole volume, give it a value that has never before been equaled.

The portraits of many of the renowned players of the world are also given, which form a most interesting feature of the work.

We desire to express our thanks to all who have assisted us in the way of contributions, and subscriptions, and our special acknowledgements are due to Ivan Powers, Melvin Brown, Will H. Tyson, R. A. Fleming, David Johnson, Henry D. Lyman, George A. Pierce, Henry Hutzler, Hugh Henderson, Andy J. Sheean, J. B. Pepoon, William H. Grimshaw, L. J. Egelston, Dr. G. N. Whittier, D. M. Gildersleeve, John F. Dwyer, Col. C. D. Gates, Herman Hayes, Charles M. Potterdon, James A. Kear, Sr., Dr. S. D. Woods, Herbert L. Eddy, John F. Roberts, Thomas F. Cleary, James H. Robinson, Guy A. Andrus, Hugh Egan, E. L. Glick, Henry W. Shannon, W. A. MacRae, W. J. Zahl, M. L. Wolf, John M. Campbell, F. A. Shoemaker, Chris. Pickering, F. T. Mercer, N. A. Bailey, Frank A. Fitzpatrick, John Jackson, W. H. Chambers, M. D., Wm. T. Kerr, Thos. Leddy, John G. White, Samuel J. Neal, L. L. Granger, Fred K. Peacock, J. L. Thomason, John J. McIntyre, David S. Blessing, C. F. Dyar, John S. Snider, Percy M. Bradt, F. E. Browne, C. E. Pike, J. L. Wills, R. Dissette, and many others too numerous to mention.

The work of compiling, arranging and correcting the play has been a long, continuous, and arduous task, for realizing the importance of accuracy, the proofs have been read and re-read, revised and re-revised many times, but if a study of the games and problems given in the "Marvel" will encourage the student to renewed exertion, bring greater proficiency to the amateur, and demonstrate to the expert that our noble game is yet far from being exhausted, then our object in publishing this work will have been accomplished, and we shall feel that our efforts have been crowned with success.—The Author.

To My Esteemed Friend

rosyd. M Ilidd

This Mork is Respectfully Inscribed By The Author.





WILL H. TYSON



RESIDENCE OF WILL H. TYSON AT BIG RUN, PENNSYLVANIA



Will H. Tyson.

"The subject of this sketch was born in Big Run, Penn. In early life he evinced a fondness for mathematics and at an early age completed quite a complete course and was elected Principal of the Big Run Public Schools, which position he held for four years, until appointed Postmaster under the President. Having musical talent he became organist in the M. E. church while teaching, and became acquainted with Mr. R. W. Patterson, of Pittsburg, Penn., at about which time he began the study of checkers in a systematic way, defeating W. C. Brown, of Altoona, 7 to 4 in a series of 30 games, Mr. Brown being the first book-player he ever played against. Mr. Tyson is a careful, painstaking student, and his library contains nearly every work which has been printed on the game and is very likely the best posted checkerist in Pennsylvania. His success across the board has always been very good. In athletic sports Mr. Tyson has quite a reputation. His record as a base ball pitcher is very enviable. Mr. Tyson is married, his wife being a Miss McClure, of McKeesport, Penn., and their union has been blessed with two sweet little girls."

While the above is taken from "Book of Portraits" we were more than interested in having a sketch direct from Mr. Tyson. We therefore give below his terse phraseology which indicates his likes, dislikes and engagements.

MY DEAR STEARNS: Replying to your favor of recent date would merely say: I am quite busy; am President of the Light, Heat and Power Company; Director of the Punxsutawney National Bank, also Director of the Citizens' National Bank, Big Run, Penn.; member of the Board of Education; Director of the Irvington Real Estate Co., am a Methodist, Republican and have attained the highest degrees in Freemasonry. These with a good home, surrounded with a lovable family and a successful lumber operation—what else need a man care for. Have not engaged in cross-board play for some little time, but "once a devotee of the game the love is always on," and I herewith enclose you my best efforts in the problem line, which I trust may prove worthy a space in the Marvel.

I have a "dandy" tennis court and enjoy the racket, likewise feel that I can handle well a cue at billiards, smoke a good cigar and am a total abstainer. So there you are now. Goodbye and be good.

Sincerely,

W. H. Tyson.

FRIEND STEARNS: This is my home, built in 1906. Contains eighteen rooms, two baths and vestibules, tiled; center hall twelve feet; lot two hundred and ten feet frontage, and two hundred feet on side street; Roman Bradford pressed brick, plate glass, base, lintels, sills and chimney caps of Hummelstown brown stone with Ashler trimmings for porch columns and foundation, beaded cement. Hot water heat, electric lights, interior in cypress and hardwood and furnishings and decorations to my taste; triple window in the rear locates my "Nook." Yours, be good,

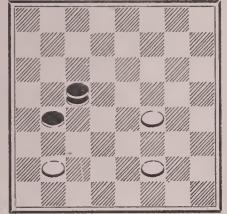
WILL H. TYSON.

We have taken the liberty of re-production, without permission from Mr. Tyson, of the above cut and notations from Souvenir Postal Card.—Editor.

EIGHTEEN PROBLEMS BY WILL H. TYSON.

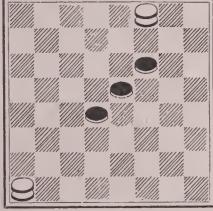
In Groups of Nine, with Solutions and Variations following each Group.

No. 1 "PATTERSON." BLACK



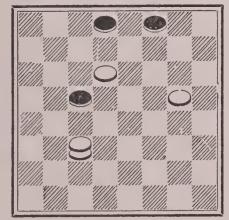
WHITE White to play and win.

No. 4 From A. C. R. BLACK



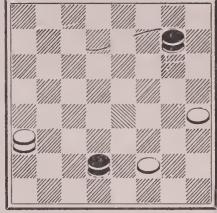
WHITE White to play and draw.

No. 7 "BELL." BLACK



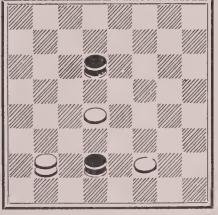
Black to play, White wins.

No. 2 "HARRIGAN."
BLACK



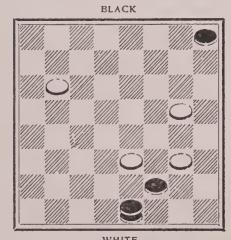
WHITE White to play and win.

No. 5 "WILKINS."
BLACK



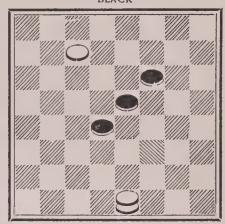
WHITE White to play and win.

No. 8 "BRODY."



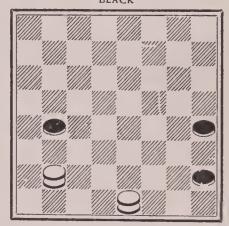
Black to play, White wins.

No. 3 From A. C. R. BLACK



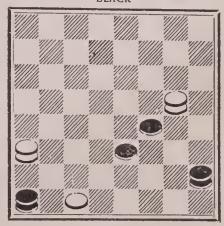
WHITE White to play and draw.

No. 6 "ANDERSON."
BLACK



WHITE White to play and draw.

No. 9 "STRINGER."
BLACK



White to play and draw.

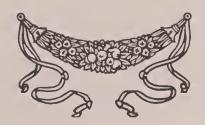
Solutions to Problems in Group No. 1. By Will H. Tyson.

				No. 1	•			
27	23a	21 25	18 15	25 30	7 3	14 17f	11 16*	14 23
17	21	22 18b	10 14	11 7	26 22	7 11*	17 14	16 12
25	22	14 10	15 11	30 26	3 7e	22 26	23 18*	W. wins
	(a) A	Any other move	allows "Treg	askis Draw."				
				Variation	в.			
19	16	14 10	18 14	26 22	14 10	18 23	.15 10	15 6
25	30	23 18	30 26	18 15	6 2	7 3	19 15	8 12
16	11e	10 6	22 18d	22 18	10 7	23 19	3 8	Drawn
				Variation	n C.	•		
16	12	22 18	23 19	18 15	19 16	15 11	11 8	Drawn
30	25 -	14 10	25 22	10 7	22 18	7 3	18 15	
				Variation	D.			
22	17	26 22	17 13			6 1		Drawn
		Corrects Gem N						
	(-)		, ,	, Variation	r F			
ຄຄ	26	26 31	31 27	27 24h	24 20	20 16	16 23	W. wins
	11*	19 16g	23 19	11 15	16 12	12 8	15 18	77. WILLS
•	11	10 105	20 10				10 10	
		07 04*	10 11	Variation		15 11	10 10	D
	15	27 24*	16 11	14 18*		15 11	16 12	Drawn
	27*	11 16	20 24* 11 7	7 11 18 14*	24 20*	14 10*	20 16*	
23	19	24 20*	11 4		**			
-				Variation		10 5	10.00	10 11
27	23	11 15 i	14 17	15 10		10 7	18 23	16 11
				Variatio				
	8	•		19 16			7 2	2 7
14	10	23 27	27 24	24 20	20 16	16 11	11 8	Drawn
				Variation				
8	12	19 15	15 11	11 8		4 8	16 11	8 4
10	7	23 18	8 3	18 14	14 10	10 15	15 18	Drawn
				No.	2.			
20	16*	3 8b	24 19			12 16	10 6	16 12
	3a	27 24*	26 23	16 11	23 19	11 7	23 18	W. wins
	17*	8 12d	17 14	27 23		19 23	15 11	
				Variatio	n A.			
8	12	21 25*	12 19			27 23	Neat.	W. wins
				Variatio	n B			
0	7	7 3e	26 31	31 27		24 19	19 12	12 16
	7			24 20		20 16	10 6	
14	14*	16 11	4 1 2 X	21 20	11 10	20 10	10	т, пшэ

							T71-41	0					
26	31	27	24	31	27	24	Variation 20	7	3	16	11	Same as B.,	W wing
20	01	2.	21	OI.	21	2.1				10	**	Danie as Di,	*** *******
8	3e	17	1.4	2	7	24	Variation 20	ט.					W. wins
0	96	14	14	U	•	24		-					AA • AITTP
0.0	ຄາ	17	1.0	10	0	10	Variation		10	11	0	10 0	VIV main
26	23 19f	17 8		12 9	8 5	19	12	14	10	11 15	8	$\begin{array}{ccc} 12 & 3 \\ 1 & 10 \end{array}$	W. wins
23		13			14g	16		18		5	1	1 10	Purcell
20	10	10		10	175	10			10	Ü	1		
17	14	8	12	24	19		Variation	F.				Trunk at ten	th move
1				21	10		Variation	G.				Trank at tol	TUI MIOVO
8	3h	18	23	23	19	19			8	15	6	W. wins.	Purcell
11	16	19	15	15	10								
							Variation	H.					
8	12	16	11	18	23	19	15		18	15	10	W. wins.	Purcell
							KI. O						
2		0.4	0.0	_	4.0		No. 3		10	0.0	2.2	22.42	40.00
	2a		26c		10	15		15		26		22 18	18 22
11	7*		23-1 22		19 15	24 11			32 26	27 19		31 27 23 19	27 31 19 23
16			24-2		27		24		27		32	32 28	Drawn
10	10	10	2-x · 2	20	21	10			21	20	02	02 20	Diawn
24	2.2	_	_	0	_	0.0	Variation		4.03	4.0			44 00
31		7		2		26			10b	10		15 11	11 20
11	10	15	19	10	23*	19	24*	23	27*	21	32	32 27	B. wins
							Variation						
7	11	23	27*	11	20	27	32	20	27	32	23	22 17	B. wins
							Variation	C.					
		15	18		31			14		26		27 31	23 18
	22d		14					22		31		26 23	
7	10	19	23	14	17	18	22	17	21	30	26	21 25 Dw	. Lyman
							Variation	D.					
19	23	27	24*	18	22	7	10*	15	18	24	19*		Drawn
							Variation	1.					
19	24	11	16	32	28b	26			24	16	11	19 23	31 24
	11*		32		16*			26			19	15 22	20 27
	28a	16			24			24	20		15	23 27	Drawn
							Variation	A					
15	19	10	15	1.8	23		22		2.7	15	11	Trunk at 9th.	
10	10	10	10	10					2.	10	11	Trum at Juli	
	10	0.0	10	- 0	20		Variation		20	- 0	0.0	22.5=	
15	19	20	16	18	23	26	22	32	28	16	20	23 27	Drawn
							Variation	2.					
23	27	22	17	15	18	7	11	19	24	11	15	18 23	Drawn

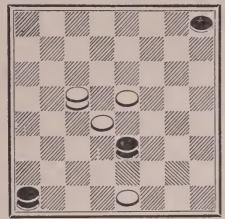
		•					No. 4.							
3	7*	16	19-1	21	17*	15		11	15	23	27	18	23	27 31
11						17		19		22		24		15 18
29	25a	19	24	7	11*	24	28	15	19*	27	32	19	15	Drawn
							Variation	1.						
	20-2	20				18		23		19		24	28	Drawn
25	30*	7	10*	10	15*	15	18*		23	30	32			
		_					Variation				ad the side			
15	19	7	11*	16	20		30*		24	11	15*			Drawn
							Variation	Α.						
		18				32		22		24		18		24 27
16			22b	27		10		15			31		32	B. wins
29	25	23	27	7	10	19		14	10	19	24	31	20	
							Variation			. =		- 4	10	~ .
						25			17f		14		18	B. wins
19	18*	23	26*	19	20			23	21	20	30*	22	26	
10	14	19	24	99	26		Variation 19	U.						B. wins
10	1.7	10	¥ I		20		Variation	D.						25. 111115
7	11	23	26*	25	30		23*		15	19	24	15	18	B. wins
·	11	20					Variation		_•					
9.5	20	10	23*	10	14	10	24*	12.						B. wins
23	30	10	20"	10	14	13	Variation	ਸ						D. WILLS
1.4	10	ຄຄ	25	1 Q	27	26	31	r.						B. wins
14	18	44	20	10	21	20		~						D. WIII
		_	4 4 3			4 2	Variation		4 2	4 5	1.0			n .
					15		19 28			15	18 25			B. wins
18	22 ^	19	18	19	24	44			20	ک کیا	40			
	Te 77 10	15	10 10 14	10	92 R wir	3.0	Variation	н.						
	11 7 10,	10	10, 10 14,	19	23, B. wir	15.	No. 5							
25	00-	96	0.1	10	15	10			92	19	26	30	93	W. wins
25			-0-0 b-a-			10	10	2 (20	10	20	00	20	14 • A1TTP
	01 10 10	,	1-0-0 0-2	a.	*** ***		Variation	A						
0.5	01	10	145	ຄ 1	กร	97	24		20	95	22	99	18	14 10
			14b		25 31		27				19		16	Drawn
10	•		11			71	Variation 1							33 200 11 24
10	15	0.7	0.9	ຄຸດ	100	10			11	16	19	11	8	Drawn
	15 22*		23 26*		19c 22*		18*				$\frac{12}{22}$	3		DIAWII
20	44	44	0	20	24	- Id	Variation					J		
ຄາ	1.0	26	22*	1.8	14	7	variation 2*							Drawn
20	18	20		10	11		-	·						2

No. 6.													
25	21*	22	26	21.	17*	26	23	10	6	18	23	15 11	31 27
17	22	27	32*	30	26	14	10	20	24	10	15	27 31	16 20
31	27*	26	30	17	14	23	18	6	10	24	27	11 16	Drawn
No. 7													
							No. 7						
	8-1	10		14		3	8	18			7	16 20	
	12		15-2	22		2	-	_	3	11		11 16	23 27
8	11	7	3	15	19	26	31	7	11	7	11	20 24	W. wins
Variation 1.													
2	7	14	18	7	10	10	15	15	19	18	23	19 24	W. wins
22	26	10	6	6	2	16	11	2	6	26	31	11 7	
							Variation	2.					
2	6	6	10	11	15	15		19	91	24	27	27 32	W. wins
7			7		11			16		12		8 3	44 • WILLS
•	~		•	•	11	11	10	10	10	12	Ü		
							No. 8	•					
27	32	23	18	23	18	9	6	7	16	6	2	22 18	10 15
24	20	27	23	14	10	14	7	20	11	26	22	7 10	W. wins
32	27	18	14	18	14	16	11	31	26	2	7	18 23	1st position
							No. 9	•					
16	20	20	16	16	19	19	26	26	23	30	26	21 17	23 30
28	32a	19	24b	24	27	29	25	25	22	22	31	31 26	Drawn
							Variation	Α.					
99	25	91	17*	25	29		22		32	20	16	32 28	Drawn
20	20	21		20	₩ U	Τ.4			02	20	10	02 20	DIANII
							Variation	В.					
29	25	21	17	25	21	17	22	32	28	16	20	32 28	Drawn



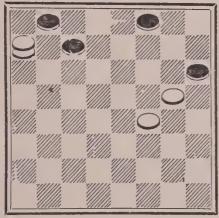
Problems in Group 2. By Will H. Tyson.

No. 10 "HAAG." BLACK



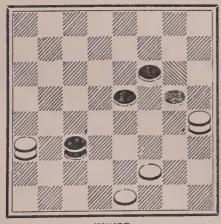
WHITE White to play and win.

No. 13
"STEARNS."
BLACK



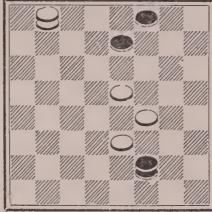
WHITE
White to play; Black wins.

No. 16
"McClure."
BLACK



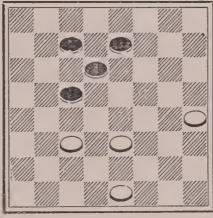
White to play and draw.

No. 11 "GROVES." BLACK



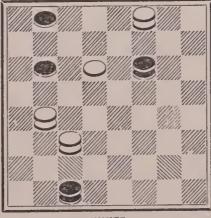
WHITE White to play and win.

No. 14
"McQUOWN."
BLACK



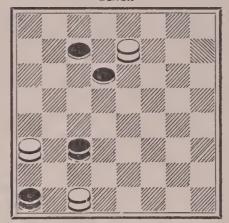
WHITE
White to play and win.

No. 17
"NORA BELLE."
BLACK



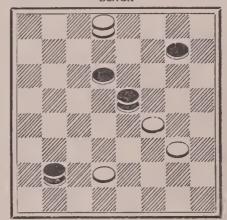
WHITE
White to play and draw.

No. 12 "CAMPBELL."



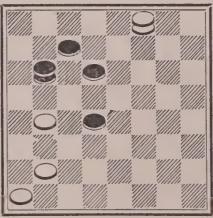
WHITE Black to play; White draws.

No. 15
"GRUBE."
BLACK



White to play and draw.

No. 18
"PITNEY."
BLACK



WHITE
White to play and win.

Solutions to Problems in Group 2. By Will H. Tyson.

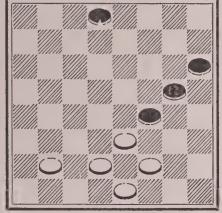
No. 10.														
15	10*	10	6*	6	2	2	6		9	9	5	18	15	15 10
29	25	4	8a	8	12 b	12	16	16	19	25	22	19	24	W. wins
•							Var	iation A.						
25	22	31	27*	23	32			22	15	10	19	1st pos	ition.	W. wins
										10		100 pos	2420224	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
Q	11	9	7*				Var	iation B.						W. wins
0	11	4					N	To. 11.						** · ** **
23	18*	27	93	1.8	14*	92		15	11*	7	10	1.4	7	W. wins
20	10	2 (20	10	14	20			11	•	10	17	•	44 • 441112
							N	No. 12.						
29	25a	7	14	25	29	30	25	22	17	14	10	6	15	Drawn
							Var	riation A.						
22	17b	10	17	6	10	10	15	15	19	17	21	29	25	Drawn
21	14	7	2	2	6	6	10	10	14	14	18	30	26	
							Var	riation B.						
10	14	7	2	6	9	2	6	9	13	30	25			Drawn
							T.	T ₋ 12						
- 0		0	0	4.4	0	4		To. 13.	- 1	- 1	10		4	
	11 10		6 14		8 23		8	10	14 24	14	18 16	11		B. wins
5	9		10		4-1	8	32	19			23	16 23		
1	5a	14			27		28	24		3		20		
1	(a)			7, 19 16,							O	20	10	
	(")	10,0	-, 0	,, 10 10,	12 10	, 2 0, 1		riation 1.	********	•				
10	14	14	18	19	15	18			32					W. wins
2			27				18							*** ***********************************
	(b)	Must n	ot st	tart this p	iece fro			•						
							K	Jo. 14.						
99	18	20	16	23	19	18		15	11	11	7	7	2	2 6
	17a	17			25			7			17	6	9	W. wins
					20						**			*** **1115
0	0	20	1.0	4.4	1 57			iation A.						
6	9	20	16	14	17	18	15							W. wins
							N	No. 15.						
19	16*	8	12	24	19*	1:	5 24	. 20	6 22	2	5 18	6	2 7	Drawn
							×	T 4/						
0.5	0.0				2.2			No. 16.						
27	23a	15	19	31	26	22	31	21	25	19	26	25	30	Drawn

							Variation	A.							
20	24	24	20b	27	23	20	24	24	28	23	18		18	14	14 9
16	19*	19	24*	24	28	28	32	11	16	15	19		16	20	Drawn
							Variation	B.							
2.4	20	~=	0.4	0 1	~=				0.0	~ ~	~~		^ =	0.0	00 10
	28		24	31			25		32		22c		27		23 18
11	16*	16	20*	22	18*	19	23*	23	26	18	25		20	27	Drawn
							Variation	C.							
27	23	18	27	32	30	20	27	30	26	15	19		26	31	Drawn
							No. 17	•							
17	13	9	14	3	7*	11	2	13	9	30	25		22	29	Drawn
							No. 18								
3	7	17	14	25	22	29	22	22	17	7	11		11	25	W. wins
	15-1		13		25		10		22		17	etc.			
10	10-1		10	10			10	10			- 1				
							Variation	1.							
9	14	29	22	21	25	18	15	26	23	8	3		23	19	11 7
25	22	14	21	22	18	22	26	11	8	19	23		8	11	W. wins
18	25	7	14	25	22	15	11	23	19	3	8		19	24	



Problems in Group 3. By Will H. Tyson.

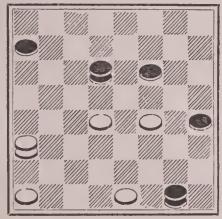
No. 19 "MCHENRY." BLACK



WHITE

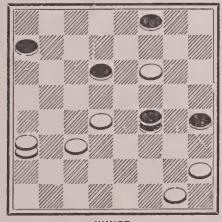
White to play and win.

No. 22 "EMMA LAURA."
BLACK



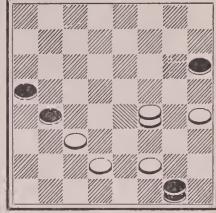
WHITE White to play and win.

No. 25
"ALLISON."
BLACK



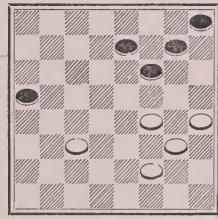
WHITE

No. 20 "BLACKLOCK."
BLACK



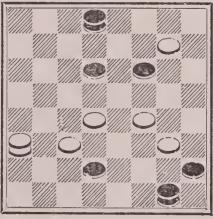
. WHITE White to play and win.

No. 23 "LUKEHEART."
BLACK



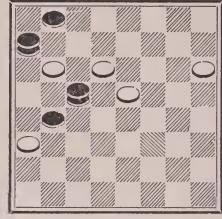
WHITE White to play and win.

No. 26 "A LA BARRENGER." BLACK



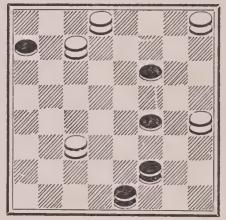
WHITE

No. 21 "HOFFER."
BLACK



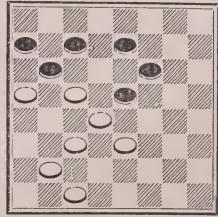
WHITE White to play and win.

No. 24
"LE ROUE."
BLACK



WHITE White to play and win.

No. 27 From A. C. R. BLACK



WHITE White to play and win.

Solutions to Problems in Group 3. By Will H. Tyson.

	No. 19.															
25	22	13	9	2	7	2	4		16	20		10	7	1	7 10	31 22
	6		17		30			24		28			32		2 28	
22	17	9	6	26				11		15			2		0 15	
6	10	17	21	19	26	2	4	28	28	32		32	28	28	8 32	26 22
17	13	6	2	27	24	1	1	16	15	10		2	7	22	2 18	17 13
10	14	21	25	16	20	2	8	32	32	28		28	32	33	2 28	W. wins
								No. 20).							
19	24a	24	27	27	31	3	1	13	13	17		17	14*	14	1 10	* 10 15
32	30	17	26	13	17	3	0	26	26	23		23	19	19	24	W. wins
								Variation	A.							
27	24b	26	23-1	19	15		6	9	1	6			11	14	4 10	15 6
32	27	21	25		26			17		22			27e		7 14	
	15		18	23				5		10			16-3		0 6	
	31		30		24			21c	22			27			1 10	
	19		10	10				1-2	10				14		6 1	
17	21	31	27	26	22	2	1	17	26	22		22	17f	13	3 17	
								Variation								
19	16	12	19	15	24	2	1	25	24	19		25	30		F	Recurring Dr.
							7	Variation	2.							
18	14	14	10	10	6	1	5	10	6	1		1	10	10	17	Drawn
21	17	17	14	14	18	2	4	15	15	6		18	14	18	3 22	
							,	Variation	3.							
18	14	27	24	14	9	2	2	17	9	6		17	14	10	1 7	Drawn
	(c)	If 17 25	2, 15 10,	W. v	wins.	(d)]	[f	22 17, 19	16,	w.	wins.	(e) If	22 18,	13 9	, W. wins.
							,	Variation	В.							
19	23	23	16	16	20-2	1	9	16-3	24	19		22	18	19	15	15 19
32	28	28	32	27	31*	2	7	31*	21	25*		31	27	28	5 22	26 22
20	16-1	27	24	24	19	2	0	24	26	23		16		12	2 8	Re. Ck.
12	19	32	27*	31	27*	1	7	21	25	30		30	25*	23	2 26	* Drawn
							٦	Variation	1.							
23	18	27	23-4	20	16f	2	3	16	16	12		18	23	28	3 19	Re. Ck.
28	32	32	27	12	19	2	7	31	17	21		21	25	28	5 30	Drawn
							7	Variation	2.							
24	20	16	19	19	15	1	5	18	18	14		21	25			Drawn
27	31*	31	27*	27	31*	1	7 9	21								
							7	Variation	3.							
19	15	20	24	24	19	2			22	18		15	10	1() 6	Re. Ck.
	31*	17		21				30	31			30			5 22	
								Variation	4							
27	94	18	14	22	18	1.5			26	22		22	18	14	9	Re. Ck.
32		17		21				30	30			25			7 23	
02	41	17	21	21	20	21	, ,		00	20				4		DIWINT

			Variation 5.	
26 23	23 19	19 15	24 19 20 16 14 21 15	
25 30 (f) If	30 26 23 19 position	26 22	27 23 13 17 23 14 14 19 were played in Variation 4 at 3rd move I	
by 17 21.*	This is a dan	dy variation a	d is quite tricky.	·
17 21* 19 15	21 25* 26 23	25 30* 23 19	30 26 13 22 27 24* 26 22 17 18 25 20 16	23* Drawn Neat
The gre	eat intent, if 2	3 19 is playe	, is to go 27 31 and thus hold the two single	
only move to	o draw is to pl	lay 17 21 and	hus relax the pieces.	
12 8	21 14	15 10	No. 21.	A W wing
14 7	7 11	11 4	10 7 14 10 7 2 2 4 8 5 14 14 7 1	4 W. wins 6
			No. 22.	
18 14 10 17	21 14 5 9a	$\begin{array}{ccc} 14 & 5 \\ 20 & 24 \end{array}$	5 9b 9 14 19 15 29 1 32 27 27 23 11 18 24	
10 17	o sa	20 21	Variation A.	20 W. WILLS
20 24	19 15	11 18	14 23 5 9 29 25 9	14 W. wins
01 00	۲ 0	0.14	Variation B.	10 10 10
31 26 32 27*	$\begin{array}{cc}5&9\\24&28*\end{array}$	9 14 28 32*	14 10 19 15 10 15 26 32 28* 11 18 18 23 27	
			No. 23.	
19 16 11 15-1	16 12 8 11	27 23 7 10	23 18* 22 13 12 8 8 13 17 15 22 10 14 11	
12 10 2	V 11	• 20	Variation 1.	TO WING
8 12	24 19	4 8	27 24 11 15 19 3 12 5	28 W. wins
			No. 24.	
4 8 11 15	19 24 11 18	$\begin{array}{ccc} 20 & 27 \\ 32 & 14 \end{array}$	31 27 11 16 27 32 24 27 7 11 23 27 19 24 28	
8 11	27 31	2 7	27 23 16 19 32 28 6	9 W. wins
40.00	00.15	0 =	No. 25.	10
19 23a 11 7	$\begin{array}{ccc} 22 & 17 \\ 9 & 6 \end{array}$	$\begin{array}{ccc}3&7\\27&23\end{array}$	19 16 24 27 7 2 15 11 20 16 11 26 22 7	
$\begin{array}{ccc}23&14\\7&2\end{array}$	2 9 5 14	7 11 23 19	28 19 27 31 17 13 14 1 20 24 11 7 10 15 10 1	
14 9	32 27	20 24	19 16 31 26 2 7 19	
10 14b	5 14	19 28	Variation A. 14 18 3 10 10 17 28 5	0.4 W —:
18 9	28 24*	22 17*	14 18 3 10 10 17 28 3 11 7 17 14 21 23 32	
~ 0	40 4 8	40 44	Variation B.	
5 9	18 15	10 14	15 10 19 15 11 8 15	6 W. wins
18 15	21 23	8 3*	No. 26. 23 18* 19 16* 16 7 7	2* *18 22
11 25	2 7	7 11	32 27 27 20a 20 16 16	
11 20	18 23*	27 18	Variation A. 3 7	W. wins
			No. 27.	** * WILLS
14 10*	7 14	22 17*	14 21 25 22* 11 16 18	11 W. wins





WILLIAM FLEMING

The Late William Fleming and the Author.

There is no draughts player living, or that ever lived, of whom so many good things can be said, as of the late William Fleming, of Markham, Ontario.

Our first correspondence dates back to 1883, but not until 1886, when we inaugurated The Derry News Draughts Department, did we see Mr. Fleming's wonderful power and skill as an analyst and problematist, and also felt that personal magnetism, which even his letters could not conceal.

During the period from 1886 to 1896 he contributed games, analyses, and problems, which were recognized as masterpieces from a great mind. These have been recorded in the literature of the game and will live through the ages—"For by their works ye shall know them."

When the author considered the publication of his now famous Books of Portraits of Prominent Players (Part 1 and 2) Friend Fleming was the first to give us encouragement, not only with kind words, but by placing his order for ten copies of the book. Later he sent us many beautiful games and eighteen problems — every one a "Gem of Purest Ray." These books appeared in 1894-95 and were dedicated to him.

In 1896 we launched the North American Checker Board. Who was the first to come with a letter of encouragement wishing us every success, and a money order for five dollars, saying, "Give me credit for this amount on your N. A. C. B., and when it runs out let me know?" It was Friend Fleming. In all walks of life he was ever ready to aid in a worthy cause, and his nature was such that he was not contented unless he was making someone happy.

A special edition of the Checker Board, handsomely bound in seal grain leather, was also dedicated to him, in honor of his prowess across the board.

Speaking of our friend's magnetic influence brings to mind several incidents during our acquaintance, which extended over twenty years, and relating especially to a few years before his death, when they occurred more frequently. He wrote us one day asking if we believed in telepathy of the mind, as he had received a letter from us at about the time his letter should be in our hands, both letters treating of the same subject and having crossed each other about half way. Mr. Fleming wrote that he sat down to pen his letter at 3.15 P. M. on the day in question and on the same day we did the same thing at 3.10 P. M. The extraordinary part of it being he answered while we were asking the question, as well as if he had been with us. It was these "mind messages" that helped to cement the staunch friendship of our late friend and the author.

This magnetism existed even after our friend was no more, making us anxious to visit the last resting place of our worthy friend — Canada's premier draughts player. This we did after a special effort and while in Markham were shown the greatest courtesy by the bereft family, whose hospitality excelled that of New England's best. While our visit to Markham had a solemn aspect, there was also combined with it a certain pleasure, that of feeling one had done his duty in not forgetting a friend in his lonely habitation — the tomb. Here to mark the last resting place of one of the grandest draughts devotees that the world has ever known, is a fitting memorial, a handsome artistic granite monument, on one side of which stands out in clear and pretty relief, a polished draughts board. Our visit has enabled us to reproduce the family plot and monument in a nice engraving, that the thousands of players scattered all over the world may see what we saw.

Too much cannot be said of so good a man, husband, father and friend, and we deem it very appropriate to give the incidents of his untimely death, taken from the Markham Sun for part 2. Part 3 contains the well deserved appreciation, in most expressive language, of the eminent divine Rev. E. Leslie Pidgeon.

William Fleming is dead, yet he liveth in the hearts of those who were dear to him.

He has made his last move on this earthly draughts board, and is crowned in the king row above, and who shall say that the last move was not the best, as the crowning is eternal forevermore, and his rest is peaceful and sweet.—*The Author*.

Death of William Fleming.

Markham's Most Prominent Citizen Suddenly Called. Only Four Days Illness.

A Keen Man of Business and Far-seeing Educationist. More Than

Twenty Years Champion Checker Player of Canada.

William Fleming is dead. For more than a year past his friends have noticed that his physical powers were waning and that old age was creeping on with unwonted speed, but no one considered that there was any cause for immediate alarm. Unknown, however, to anyone, an intestinal growth had been developing. When this was finally discovered, the disease had progressed too far and his physical condition was too weak to permit of an operation. On Friday, August 4th, he went to Scarboro to deliver an organ he had previously sold. Upon his return, not feeling well, he went to bed. At an early hour on Saturday morning his condition became alarming and Dr. Macdonald was called. On Monday Drs. Bruce and Caven of Toronto were hastily summoned in consultation. The case was pronounced hopeless and all advised against an operation. About four o'clock on Tuesday afternoon, August 8th, 1905, the end came.

Mrs. Fleming and Robert were on a pleasure tour in the northwest. They had arrived at Winnipeg on the return journey when a telegram reached them informing them of Mr. Fleming's condition. They were unable to get home until Wednesday evening, about twenty-four hours after his demise. Miss Tena was in Muskoka but arrived home on Monday afternoon.

The funeral service was held on Friday afternoon and was largely attended by those who had known and respected Mr. Fleming in life. Rev. E. Leslie Pidgeon conducted a brief service at the house after which interment took place in St. Andrew's cemetery. In the service at the grave Mr. Pidgeon was assisted by Rev. S. M. Whaley and Rev. G. P. Duncan of Unionville.

William Fleming was a son of the late Andrew Fleming and was born at Brown's Corners, Scarboro township, sixty-four years ago. He is survived by two brothers, Robert of New Zealand, and James of Manitoba, and two sisters, Mrs. Brooks of Brown's Corners, and Mrs. James Dimma, Cedar Grove. He is also survived by his wife (nee Innis Mackay) and three children, Robert A. at home, Miss Tena of Toronto Conservatory of Music, and Mrs. (Dr.) Macdonald of Markham.





ALEXANDER BRYSON

Mr. Fleming was early in life thrown upon his own resources and began his active career as a teacher, following his profession at first amidst great hardships at Owen Sound, and later at Highland Creek and Cedar Grove. As a teacher, as at every thing else he undertook, he was conspicuously successful. On account of spinal trouble he retired from teaching and removed to Markham where he accepted an agency for pianos, organs, and sewing machines. In prospecting the sale of these he was unquestionably one of the shrewdest salesmen in Canada and made the names of the articles he sold household words throughout the district.

Mr. Fleming's death leaves a wide gap in the public life of Markham. For many years he had been a member of the High School board and made his influence so felt that Markham High School has became one of the best known in the province. He was for several terms a member of the village council, and served for a long period on the Board of Managers of St. Andrew's and was a trustee of St. Andrew's cemetery. He was a tower of strength to the conservative party in East York and did perhaps more than any one else to change the political complexion of this constituency.

Perhaps the chief claim for distinction which Mr. Fleming could put forward was in the world of draughts or checkers where for over twenty years he was undisputed champion of Canada, retiring in 1890 undefeated. The following excellent biography we copy from The Draught's World, published in Glasgow, Scotland—

"Of the enthusiastic expression of loyalty for the mother country that has sprung out of our complication in South Africa, Canada stands out, along with the other colonies, as deserving of all commendation, and many of her sons are now enduring severe trials and vicissitudes in the Transvaal, for the honor of Great Britain. Naturally we turn to Canada for a "man you know" to fill our Valhalla, and we find no better or worthier representative than Mr. William Fleming, the ex-champion of the Dominion of Canada.

"Mr. Fleming's forefathers for many generations had been known amongst the best names in the parish of Strathhaven, in Lanarkshire, Scotland, and were men of note among their compeers. Some of them left their native parish to push their fortunes in the New World, and eventually settled amid the wilds of Canada. The very rapid expansion of the Dominion into townships and cities soon gave the Flemings a resting place at Scarboro, Ontario, and the subject of our sketch first saw the light of day on January 21st, 1841, in that delightful province. The Flemings carried with them from Scotland their enthusiasm for one of the national games of their country — draughts; and young Willie Fleming in his early boyhood days, showed a wonderful aptitude for the game. In the twelfth year of his age he was taking part in team matches with considerable success, and could hold his own with some of the noted experts of his locality. This won him fame and credit in one of such youthful years. Occupying a leading place in his club he was out at every match of note, and was early characterized as a vanquisher, as his antagonist was outmatched in almost every instance. Young Fleming at this time was what we call a natural player - knew nothing of books or the scientific side of the game. During the year 1864 he contracted a spinal disorder, and being confined to bed for three years he got hold of Anderson's Second and this little gem became his close study and delight. When he left his couch of suffering, he was a master of the science draughts, and his after career clearly showed he had studied with the best of results. With a view of recruiting his shattered health, we find him touring through Western Canada in 1867. In the principal towns he sought out and faced

the best players in their districts and after taking part in some two hundred contests, he left the record—one loss, twelve drawn games—a creditable tour. A year later we find Mr. Fleming aspiring for the draughts championship of Canada. That honor was in the hands of Mr. E. R. Jacques (who has since gone to his rest) a player who was acknowledged to be one of the best and most enthusiastic exponents in the country. In the fall of 1868, Mr. Fleming succeeded in getting on a match with Jacques, and he soon found he had met a worthy foeman that would test him to the uttermost; but nothing daunted the young hero of Scarboro, after a most exciting contest, came through the ordeal, and the match ended—Fleming, three wins; Jacques, one win; eight games drawn. The play which was of high order, attracted considerable attention, and was published in the columns of Turf, Field and Farm, then under the care of the late Mr. Dunlap. Mr. Fleming's draughts career after this great event was one long series of successes. He met all the notable players of the Dominion, and one after another invariably went under to him. About this time a player, away up in Winnipeg, was fast making a name for himself and coming to the front, and soon Edward Kelly of that city, prepared for a tussle for the championship. The match was settled, terms were arranged, but Kelly fell soft—resigning without scoring one game. Defeated but not subdued the Winnipeg expert issued another challenge, and, the same year, they met for the second time. Mr. Fleming again inflicted a severe defeat upon his opponent. Record—Fleming, six wins; Kelly one win. No other Horatio appeared for the championship, and Fleming held the title until 1890 when he retired. In his valedictory words he said, 'Opposition had ceased!' and he had the supreme record of not having lost a match for the long period of twenty-two years.

"Mr. Fleming followed the profession of school teaching for a number of years. He was a very proficient mathematician, and in 1871 carried off the first prize offered for the best solution of a series of difficult mathematical problems that were published in the famous CANADIAN ALMANAC.

At present he is engaged in carrying on an extensive piano and organ business at Markham, Ont., where he has resided since 1882. He has been a member of the Municipal Council and High School Board of that town. Notwithstanding his devotion to the game of checkers, and his immense success thereat, he has been ever mindful of his business, and has amassed a generous competence.

"Since resigning the Canadian championship in 1890, he has not engaged in matchplaying, but devotes much of his spare time to analyzing, and is ever willing to play all callers a friendly game."



An Appreciation

Of the Late William Fleming. Written for the Sun by Rev. E. Leslie Pidgeon, Pastor of St. Andrew's Church, Markham.

In response to the recent request of THE SUN I offer the following as a brief outline of my impressions of the late William Fleming. That in his death I have lost an esteemed personal friend I frankly acknowledge, but all personal sentiments are intentionally excluded from the following, and I present to your readers what I consider the leading characteristics of an extraordinary personality. His biography I leave for those better acquainted with his history.

I first became acquainted with Wm. Fleming a little less than five years ago, and soon became convinced that I was face to face with an outstanding character. There was something in him which distinguished him from the ordinary man, and I went to work to discover what that something was. The accuracy of this review will depend on my ability to read the hidden page—the sources of action.

There were two simple principles which he strove to follow out, and though simple, to know them is to possess the key to much of his action. The first is "the right time to do anything is when it should be done." The second is "a man is never beaten until he thinks he is." The faithfulness with which he lived up to these rules is known to all who knew him. If anything should be done in the evening he never left it until the morning. He never seemed to take into account the labor or discomfort involved. The fact that something which bore directly upon his purpose required attention was a sufficient reason for his immediate action. In his estimation procrastination was not only the thief of time but also of opportunity, and early in his career he had determined that it should steal nothing from him. And how much of his success was due to the promptness with which he acted is known to all.

The second principle was followed out with equal strictness. If William Fleming was not unconquerable, he was at least the most unconquerable man we know. No difficulty seemed sufficient to daunt him. The obstacles which were sufficient to keep ordinary men from attempting a task, were above everything else the characteristics which attracted him to it. The more difficult, the more interesting. In his contemplation of any purpose, he seemed to spend hours, even days, considering the different ways by which it could be carried out, but the fear that it could not be done was never entertained. Napoleon is credited with saying that he could beat the English too, but he could not persuade them that they were beaten, and, the relation between our subject and most of his obstacles, was similar to that which existed between the English and Napoleon. If it did him any good to think he had beaten them he was welcome to the benefit, but the fact that they did not know it, is what has influenced history.

Certain personal qualifications are necessary, however, to live up to the above principles. These Wm. Fleming possessed in a high degree. Perhaps one of the most outstanding was his power of concentrating all his energy to the carrying out of a single purpose. He certainly reached the general through the particular. He would set before his mind a definite, concrete aim and for the time being all things were laid aside which did not assist in its accomplishment. He never took hold of anything until it took hold of him, but when it did he seized it with an

iron grip. When an important object was being pursued, it absorbed all his attention. Whether he sat in his office, or in a public meeting, or walked upon the street, he lived in a world by himself, and revolved every phrase of the question in his mind. I have often watched him in a public meeting when it was evident that he was practically oblivious to what was going on around him, and was arguing out some question with a worthy opponent and meeting him effectively at every time. To prove that this was so I once asked him, after a certain meeting, in which this fact was particularly evident, how he enjoyed it. He answered that he had never heard anything that was said as his mind was fully pre-occupied with another question. When, after such a period of seclusion he faced the duty, whatever it might happen to be, he was prepared to meet any argument and to use everything that could possibly assist in realizing his aim. If for the time being he was unsuccessful it was only to take with him a fuller knowledge of the obstacles he had to overcome, and prepare himself to meet them.

He also possessed a high degree of self control. Though no doubt a man of high temper he kept it an obedient servant. When discussing any question with others he never weakened his case by losing hold of himself. If others were less scrupulous in this respect in dealing with him, he allowed the flame to burn itself out, and then quietly began where he left off. He took insolence as "part of the fun that went with the business." I do not wish to be understood as saying that Mr. Fleming was a man who took meekly everything that was said to him in all the spheres of life, but only that when endeavoring to persuade an individual, and by so doing to carry a purpose, he never for a moment lost sight of his object, neither intentionally nor thought-lessly introduced anything which would increase his obstacles. Everything was subordinate to the all absorbing purpose. This was probably one of the main elements in his strength. It has always been a characteristic of strong men of action to concentrate all the powers of this nature to a definite aim, and subordinate everything else thereto.

To these characteristics must be added his ability to study human nature and profit by what he discovered. When endeavoring to lead, he was everything to all men. He had no set arguments which he applied to all, but studied carefully each individual case and shaped his arguments accordingly. He made it a rule to find out what he had to overcome before he began to overcome it. Perhaps this could be explained more accurately by an example. He once related to me his experience in selling a church organ. He heard that an organ was needed in a certain church. The representative of another firm had put an instrument in the church on trial. Mr. Fleming immediately applied for the same privilege which was granted. After a few weeks a day was set on which the committee in charge of the business for the congregation was to meet the representatives of both firms and finally decide between the two instruments. "When we met," he said, "the other fellow began to talk organ, but I tried to take in the situation with a view to finding what I had to overcome. I finally saw that there was an officious old maid, who was a music teacher in town, organist of the church, and president of the committee. The other members did not know much about organs, and what she said was likely to carry. Well, to make a long story short, the other fellow praised his organ and I praised the old maid, and I sold my organ." I tell this not because it is humorous but because it is typical, and illustrates my point, that he studied human nature, and adapted himself to each individual case. This it may be argued, is the characteristic of the practical politician rather than the statesman. But it is not a part of my task to commend or condemn, but to point out the distinctive characteristics of my subject.

In argument Mr. Fleming was powerful. His ability to persuade men to his point of view was marvelous. He was too strong a man to be always popular, in the common use of that term; but he could carry more people with him on any public question than any man in the commun-

ity. His power of persuasion depended more upon his enthusiasm than his logic. In fact it was evident that his conclusions were not always the legitimate outcome of his premises. But like many strong men, he saw his own side so clearly that he could not see another side, and reaching his conclusions by conviction rather than argument, he did not notice the defects in the logic by which he sought to impress them upon others. And we must remember that the greatest leaders have been men of strong prejudice, men who could see but one side of a question; men who lead by personality, enthusiasm and conviction rather than by logic. We pride ourselves in our broad-minded thinkers who can see what is good in all systems of thought as well as in all men, but they could never have done the work of Luther, or Cromwell, or Knox. And if Wm. Fleming's name is not found among those of the great leaders, it is more because he was born in obscurity, had to battle with circumstances to which others have succumbed, and never met the conditions which required such leadership, than that he was made of different stuff. If to these qualities of mind he could have added more of the qualities of heart, others would have appreciated his powers more fully, and have received greater benefit from his example. His strenuous business life had not been conducive to the development of sentiment and he had trained himself not to express the sentiments he possessed.

Making all the allowance for defects which those who knew him best may demand, he has left a general impression which it will be beneficial to perpetuate. For every one who will remember him by his weaknesses there are hundreds who will remember him for his strength. He has shown that "the mind is the measure of the man." Physically weak for over thirty years, by his own efforts he became a successful business man, master of the checker board, and a strong leader in church and community. He has shown that success lies in the man rather than the environment and that possessing the mental qualifications one may

"Break his birth's invidious bar And grasp the skirts of happy chance And breast the blows of circumstance And grapple with his evil star."

In the death of Wm. Fleming, Markham has lost a man whom they cannot replace, and consequently must learn to do without. The lesson of his life remains to all who can read it.

E. LESLIE PIDGEON.

We clip the following from the North American Checker Board of August, 1900:

AWARD OF PRIZES IN PROBLEM TOURNAMENT.

First Prize, \$12.00. Problem bearing motto "Nancy Craig" is won by Mr. William Fleming, Markham, Ont., Can., the Dominion's most noted player and problemist. This problem is the best we have seen in years and cannot be excelled for difficulty, neatness and originality, when it is remembered it occurred in actual play. A lasting credit to one whose fame is widely known.

After receiving the prize Mr. Fleming wrote the editor as follows:

LETTER FROM BROTHER FLEMING.

MR. LYMAN M. STEARNS, Editor North American Checker Board.

DEAR SIR: I have your favor of September 7th, 1900, containing the first prize of \$12.00 adjudged to me in the Grand Problem Tournament, for which I cordially thank you.

In September of last year the very substantial prizes in this tournament were offered in the checker pages of the "Pleasant Hours at Home."

That publication, however, was short lived, it having proved a financial failure from the first.

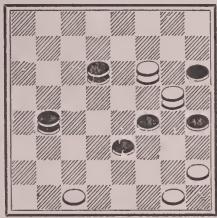
You, as checker editor, and Mr. Shute as publisher of that paper, decided at once to make good the offer to the public, notwithstanding the loss sustained, lest there should be even the appearance that you had not kept faith with the public.

You accordingly published the problems in the North American Checker Board and you have also given all the prizes. This exemplary conduct, dictated by a high sense of honor, is worthy of all praise. It lends a healthly moral vigor to the game and our noble game of checkers is safe in such honorable hands as yours. You deserve, and doubtless will receive, a generous support from its legion of votaries.

Again thanking you, I am,
Yours truly,
WILLIAM FLEMING.

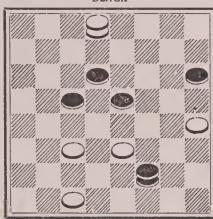
Prize Problem, No. 1. Motto "Nancy Craig." By the late William Fleming of Markkam, Ont., Canada.

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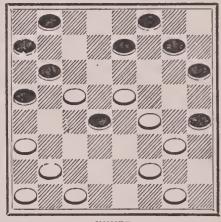
WHITE Black to play and win.

Problem No. 2. By the late William Fleming, Markham, Ont.
BLACK



WHITE White to play and win.

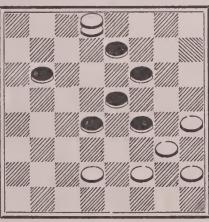
Problem No. 3. By the late William Fleming, Markham, Ont.
BLACK



WHITE White to play and win.

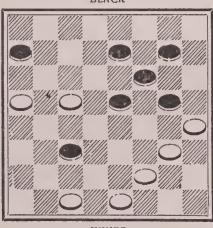
Problem No. 4. By the late William Fleming, Markham, Ont.

BLACK



WHITE
White to play and wln.

Problem No. 5. By the late William Fleming, Markham, Ont.



WHITE
White to play and draw.

Problem No. 6. By the late William Fleming, Markham, Ont.

WHITE Black to play and win.

Solutions to	the	late	William	Fleming's	Problems.
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Problem	No. 1	Motto	"Nancy	Crain."	Won first	prize of \$12.00.	
TIODICITI	7 400 >	• 1410ff0	1 Talley	Craiy.	A OII III21	DITTE OF BY THOO	

17	22	11	8	26	31	30	25	26	30	11	16	12 19	14 10
11	8	23	26	23	19	27	23a	25	21	23	27	11 16 B	. wins
10	14	16	23	14	18	11	16	3(26	16	11	18 23	1
8	11	18	27	8	11*	23	26*	21	17	27	24	17 14	
22	18	32	23	31	27	16	11	26	23	19	16	24 27	

(a) 27 24 allows a neat draw by 19 16, 12 19, 11 16, 18 23, 25 22. Drawn.

Problem No. 2. By the late William Fleming.

22 18	30 25	2 6	6 22	22 29	29 25	W. wins first position
15 22	27 18	22 29	29 25	14 18	18 23	

Problem No. 3. By the late William Fleming, Markham, Ont.

(See Cross Game No. 1, on another page.)

Problem No. 4. By the late William Fleming, Markham, Ont.

2 6a	6 2	27 23	20 16	2 18	26 19	18 14	W. wins
9 13	13 17	18 27	11 20	19 28	27 32		

Problem No. 5. By the late William Fleming, Markham, Ont.

(See Game number 2, on another page.)

Game No. 1. Cross. By the late William Fleming, Markham, Ont.

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

Notes by Fleming in N. A. C. B.

(a) 6 10 proper move. (b) Solution to Problem No. 3. (c) Blacks strongest move. (d) 26 17 allows a B. win. (e) Any other move, B. wins.

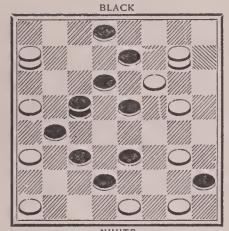
		Gan	ne IV	lo. 2. W	7 aterloo	By	the late	Will &	iam l	Fleming,	Mar	kham, C	Int.		
11	15	5	9	15	18	2	7	15	19	19	24	28	32	23	18
23	18	21	17	32	27	17	13	6	10c	15	10	26	23	17	13
8	11	9	14	18	22b	12	16	28	32	23	19	15	11	18	23
18	14	25	21	25	9	13	90	10	3	14	9	23	14	13	9
9	18	11	15	6	22	16	19	32	23	5	14	32	23	23	18
24	19	28	24	21	17	9	6	3	8	10	26	25	22	9	5
15	24	7	11	1	5	19	28	11	15	19	15	11	7	18	23
22	8	29	25	23	18	6	2	8	11	30	25*	22	17	5	1
4	11	3	8a	10	15	8	12	15	18	24	28	7	2	e2	6
27	20	26	23	18	14	2	6	11	15	31	27*	14	10d	Dra	wn

				Notes by	Flemin	ıg.							
	Variation X.												
27 23	16 19	9	6 28	32	10	9	18	3	8	32 28	31 24		
8 12p	23 16	15	19 2	6f 5	9	30	26	18	22	26 17	28 10		
13 9	12, 28	6	2 19	24 10	3	22	25	8	15	24 27	20 16		
											B. wins		

(a) The books play 3 7. This seems to be much stronger. (b) After this, white requires careful play to draw. (c) 20 16, 11 20, 27 24, 20 27, 31 15, 28 32, B. wins. (d) 17 13, 2 6, B. wins. (e) 23 18, 1 5, 18 23, 10 6, white wins by first position. (f) 20 16, 11 20, 2 11, 19 23, 15 18, 32 27, B. wins. (o) Solution to Problem No. 5. (p) Solution to Problem No. 6.

Problem No. 6. Fleming's Stroke. By W. Fleming.

The player who solves this problem without reference to the solution need worry no more over his progress in draughts. It is, perhaps, at once the most brilliant "stroke problem" ever conceived.



Black to play and win.

SOLUTION.

2	6	32	23	22 25	31 22
11	2	. 14	9	29 22	28 1
6	9	5	7	15 18	B. wins
13	6	28	32	22 15	
23	27	21	14	32 28	





MELVIN BROWN







HENRY D. LYMAN



PERCY M. BRADT



FITSIE BARRUS



DAVID R. HAY

David R. Hay.

Mr. David R. Hay was born in Kilsyth, Stirlingshire, about twelve miles from Glasgow, on the 8th of February, 1844. He arrived in Dunedin, New Zealand, on October 11th, 1864. From his boyhood he was fond of draughts and chess. He was the pioneer draughts editor of Australasia, having started a draughts and chess column in the Southern Mercury, a weekly newspaper published in Dunedin about twenty-five years ago. This paper was subsequently bought by the Otago Witness proprietary, and Mr. Hay continued draughts and chess editor until he left for Melbourne in 1888. There were a number of chess columns but no draughts columns in the colonies at this time, and he suggested the idea of embodying draughts with chess in the newspapers. He was also the first to initiate town and country and inter-provincal draughts matches in New Zealand, which have done so much to popularize the game in that country. For several years he was president of the Dunedin Chess and Draughts Clubs, and he has won many prizes in connection with them. During the late Mr. Wyllie's prolonged visit to New Zealand he arranged most of the engagements for him, and the veteran Herd Laddie often said that he never had a more pleasant or more prosperous tour in all his life. Mr. Hay is an excellent chess player, and tied for the championship in the New Zealand Chess Congress in 1878, and formed the Draughts Club in Dunedin, of which he was either its president or secretary while he remained in the city. He is also a man of many parts, and of some little literary ability. At the centenary of Sir Walter Scott, which took place in 1871, and was celebrated in several important cities in New Zealand, the Caledonian Society of Otago offered three prizes for the best essays on the life and writings of the Great Unknown - Sir Walter Scott. The competition was opened to all New Zealand, without restriction, and Mr. Hay was awarded the first prize. He was also for a number of years a member of the School Committee and for seven or eight years a member of the Dunedin Athenæum and Mechanics Institute, and acted as honorary secretary for about two years.

Mr. Hay was one of the founders of the Melbourne Draughts Club, which started its prosperous career about six years ago, and he has filled the office of president ever since. Shortly afterwards he took an active part and was the principal mover in the formation of the Victorian Draughts Association, and was unanimously elected its first president. When his term of office expired he was elected to the more arduous office of secretary, and has acted in that capacity up to the present time, and proved himself a tower of strength. He was the first to suggest and has given a helping hand to the carrying out of the town and country matches, between Melbourne and the rest of the colony, which have proved so singularly successful.

The Weekly Times, of which Mr. Hay is the worthy editor, has made the game very popular throughout the commonwealth of Australia, and his paper holds first place in the estimation of players of every country and has a large circulation among draughts players.

John F. Roberts, Winfield, N. Y.

The subject of our sketch is a wide-awake enthusiast of the grand old game.

Born near his present residence thirty years ago January 14th, 1909, he first became interested in checkers at fifteen years of age. The scientific books became part of his library at once and he stayed with the game three years, then left it until two years ago, when he returned to his old love.

His cross-board practice is very limited, yet he has won the county championship by a good score, but he takes no credit or glory for his achievement.

He has originated some very clever problems, on which the press of the world has commented and are being reproduced in many papers.

Mr. Roberts, while he is a member of the World's Correspondence Checker Players' Club, and its worthy Treasurer, still finds time to take care of his state club, of which he has a flourishing organization, and will hold annual tourneys for prizes and the State Correspondence Championship.

Study his games and problems in this work and profit by them.

It was a struggle to get Mr. Roberts' consent to give him this short sketch, but he at last agreed if we would make it short and not too sweet, and we know we have not said half enough of so popular a player.

Game No. 1. Alma.

Played about a year ago in Utica, N. Y., between J. F. Roberts of Winfield, N. Y., and Charles Gaffney. Roberts' move and notes.

11 15	11	16	15	24	5	9	18	23d	6	29e	22	31	22 18
23 19	29	25a	28	19	31	27	27	18	32	27	23	16	11 8
8 11	16	23	4	8	9	14	12	16	29	25	31	26	18 15
22 17	27	11	17	14	26	22	19	3	30	26	16	11	8 3
3 8	8	15	9	18	14	18b	10	19	25	22	26	2 2	15 10
25 22	24	19	22	15	22	17c	3	10	27	23	17	13	B. wins

(a) I have noticed that players unfamiliar with the Alma invariably adopt the "exchange defense." (b) Industriously planning my opponent's destruction. (c) In which he obligingly helps me out. (d) "Pretty" he remarked at this point. (e) This stroke, in various forms, comes up in several other openings; I have never seen it in the Alma before.

Game No. 2. Double Corner.

A recent game in Winfield, N. Y., between J. F. Roberts and Charles Austin; the latter playing white; notes by Roberts.

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

(a) Forms a strong black game. (b) Not so much played as 24 20. (c) White seemed afraid of 15 11 on account of 14 18 in reply. (d) Setting a trap. (e) And white goes right into it. (f) White has several lines; all lose. (g) If 32 28, 38, 12 3, 26 31, black wins. (h) 5 1 is a better move, as it would prolong the game.

Game No. 3. Glasgow.

Played in Winfield, N. Y., October 15th, 1908, between J. F. Roberts and H. R. Moon. Roberts' move and notes.

	11	15	16	23	7	16	19	24a	10	15	18	22	22	25	25 3	0
	23	19	27	11	24	20	26	23b	23	19	25	18	14	10c	28 1	9
	8	11	7	16	16	19	9	14	6	10	15	22	11	16d	30 1	4
-	22	17	20	11	25	22	30	26	32	28	17	14	20	11	B. wir	18
	11	16	3	7	4	8	8	11	14	18	10	17	12	16		
	24	20	28	24	29	25	17	13	22	17	21	14	19	12		

(a) A strong line for black. (b) 17 14 leads to fine combinations. (c) Looks good, but is the forerunner of destruction; however, I think white cannot draw from this point. (d) An elegant little stroke that could be easily overlooked. I won with it, also, from another player on the same date, the position being brought up by a different series of moves.

Game No. 4. Glasgow.

A cross-board game played in Winfield, N. Y., last July, between J. F. Roberts and G. W. James, the latter moving first. Notes by Roberts.

11	15	9	14	16	23	3	88	. 11	15	12 16b	15	22	W. wins
23	19	17	13	27	11	11	7	32	27	26 23c	30	25	
8	11	11	16	7	16	2	11	8	11	16 20	20	27	
22	17	24	20	20	11	25	22	27	24	22 18	25	2	

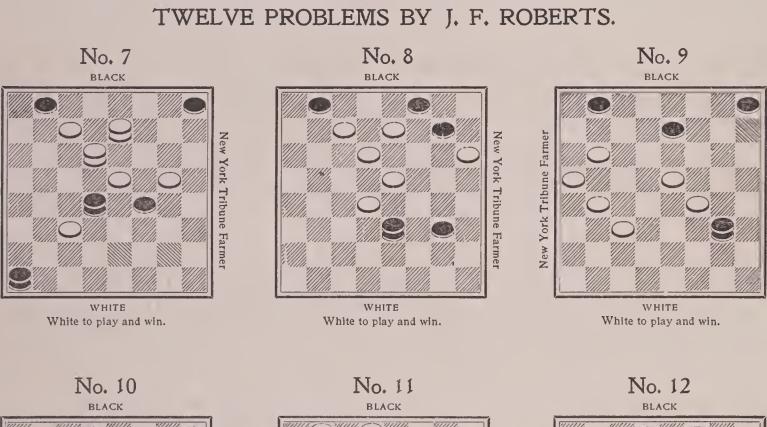
(a) Weak and not much played. (b) Very bad and the loser. (c) Forces a very neat win.

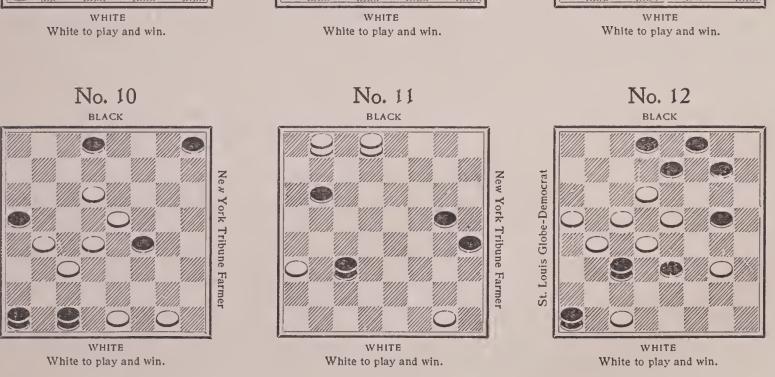
Game No. 5. Bristol-Cross.

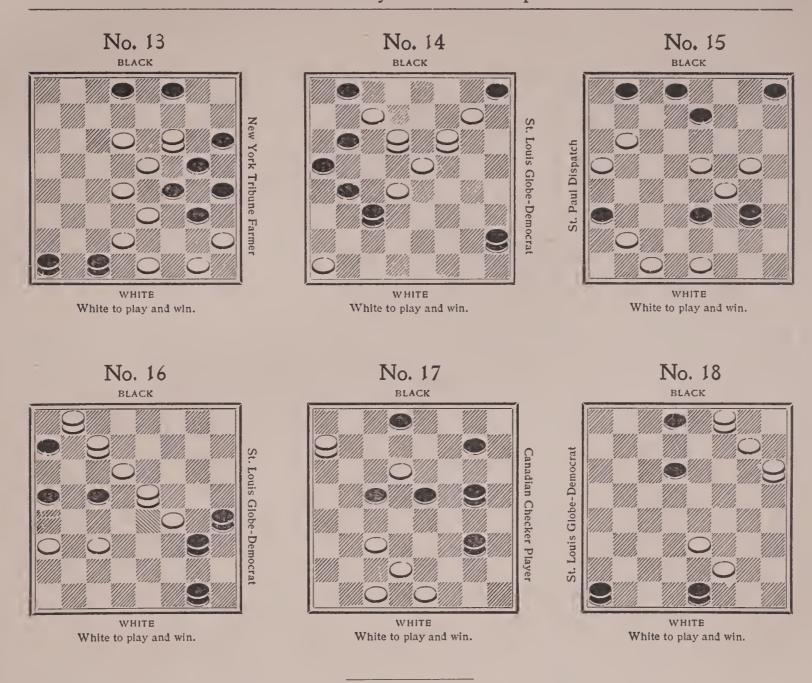
Played by correspondence between J. F. Roberts, Winfield, N. Y., and John S. Snider, Lena, Ill. Roberts' move and notes.

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

(a) Quite an original game. (b) A neat sacrifice. (x) 21 17, drawn.





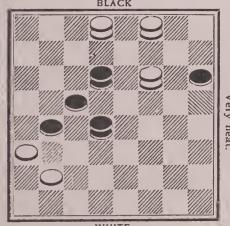


Solutions to Problems by J. F. Roberts.

							No. 7.					
16 11	1	1	8 4	18	10	1	5 1	10 15	22	2 25	18	7 10
18 25	5											W. wins
							No. 8.					
6 2	2 1	5 1	1 8	3 15	12		8 3	12 7	Ş	3 14	7	3 28
23 14	Ł											W. wins
							No. 9.					
9 6	1	5 (6 24	15	22	18	8 15	22 13	Ç	22	13	6 1
1 10)											W. wins
							No. 10.					
10 6	18	3 14	4 9	25	32			22 27	23	3 19	26	15 11
2 9)											W. wins

							ľ	No. 11.		\			
21	17*	1	5	5	9	2			22*		26	32 27	27 24
	13		14a	13		20					28	28 32	
						3*, 2 8 26,					(
	()	,	,	,		, ,						,	
							N	No. 12.					
10			6		25	15			19		9	6 2	
2	9	22	13	29	22	22	15	15	24	7	14	13 6	W. wins
							N	No. 13.					
10	7	15	6	31	27	26	22	19	26	18	14	28 24	11 20
3	10	2	9	24	31					9	25	20 27	W. wins
							T	No. 14.					
0.0	0.5	1.0	- 4	0	1.0	10			10	4.4	1 5	15.04	8 01
	25	18	14	9	18	10	7	1	19		15	15 24	
22	29							7 (5		4	11	28 19	W. wins
								No. 15.					
9	6		10		26		23		27		25	16 11	
2	9		6		30	6	2		8		19	25 22	
13	6	24	15	31	26	21	30	27	23	8	12	11 7	
								_				W. wins	first position
							N	Jo. 16.					
22	18	21	17	13	22	6	9	5	14	15	18	18 27	1 19
14	23									24	6	32 24	W. wins
							ľ	No. 17.					
5	9	31	27	10	6	30	21	31	22	21	17	6 1	1 3
14	18	24	31	18	25					22	13	13 6	W. wins
							ľ	No. 18.					
27	24	3	7*	12	16	8	3	3	7	7	32	32 27	27 23
31	27	2	11	11	20	27	18	20	27	29	25	25 22	W. wins

Problem No. 19. By G. B. Allen.



White to move and draw.

SOLUTION No. 19. G. B. ALLEN.

2	7	3	8	7 10	0 11	15	15 22
10	15	17	22	15 (6 22	29	Drawn

Played with A. R. Brigham.





JORDAN AND BARKER



JAMES P. REED

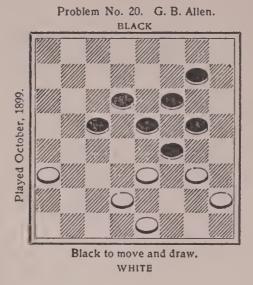
SOLUTION No. 20. G. B. ALLEN.

 14 17
 16 20
 20 27
 11 27

 21 7
 23 16
 31 24
 Drawn

Very pretty finish.

Played with the late Harry Pillsbury.



Game No. 6. Kelso.

Played between J. F. Roberts and John S. Snider; Snider's move. Notes by Roberts.

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

(a) Now Single Corner. (b) Improves the book and nearly wins. (c) Only move to draw. (d) 12 16 seems preferable. (e) Loses; 7 11 draws.

Game No. 7. 11 15, 24 20* Ayrshire Lassie.

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

(*) 8 11 not as good as 10 14. (a) A favorite move with modern players. (b) If 26 22, follows this play B. wins by 11 16. (c) 9 13 is published play. (d) R. Jordan's move. (e) Probably best. (f) If 6 10, 24 20, 10 15, 19 10, 12 19, 27 24. Draws.

Variation 1.

32	280	17	13	23	14	26	17	25	22	27	23	22	17	16 11
7	11-2	h-10	14-3	9	18 i	11	15	18	25	6	10	15	18	23 27
21	17g	26	23	31	26	19	10	29	22	23	19	20	16	19 16
2	7	14	17	17	22	7	21	8	11	11	15	18	23	Drawn

(o) Weak move. (g) Better than 19 15. (h) 11 15, 25 21, 8 11, or 9 14 should lose for black. (i) Now an old 14th position is arrived at as follows — 11 15, 23 19, 8 11, 22 17, 9 14, 26 23, 15 18, 24 20, 4 8, 28 24, 6 9, 17 13, 2 6, 32 28, 14 7.

Variation 2.

10	14	25	22k	11	18	26	23	12	19	24	19	19	10	8	12
26	23	18	25	23	14	6	9	24	15	1	6	23	27	25	22
7	11j	29	22	9	18	23	14	5	9	27	24	10	6	32	27
31	26	14	18 l	30	25	9	18	28	24	18	23	27	32	22	17
2	7	22	15	7	11m	19	16	- 9	14	15	10	24	19	11	16
										6	15			Dra	wn

(j) Improves a vast lot of published play. (k) 18 15 loses by 7 10, 24 19, 9 13, 26 22, 12 16, 19 12, 10 26, 30 23, 6 9,* 22 15, 11 18, B. wins. (l) 11 15, 19 10, 6 15, 23 19, 7 10, 27 23, 9 13, 19 16, Drawn. (m) 5 9, 26 22, 7 11, 22 15, 11 18, 19 15, Drawn.

Variation 3.

11	15 29	25	14	17n	13	6	10	17	19	10	•
25	21 8	11	23	14p	17	22	21	14	7	32	
9 :	14 26	23	6	9	25	18	1	17			Black wins neatly

(n) A trap known to arrive from an unsound line of the Maid of the Mill. The expert may be surprised to see it properly elucidated. (p) The wrong way to take and loses by the grand stroke.

Game No. 8. 11 15, 24 20* Ayshire Lassie.

11	15	14	18	15	18b	9	18	3	10	5	9	30	16	10 15
24	20	23	14	24	19 c	17	14	30	26	16	11	20	11	6 9
10	14a-1	9	25	18	22	18	22	22	25	9	14	14	17	15 18
22	17	29	22	17	14	32	28	26	23	11	4	11	7	8 11
6	10	8	11	10	17	2	6	25	30	15	18	10	14	17 21
17	13	28	24	21	14	27	24	31	26	4	8	7	2_{\gt}	B. wins
1	6	4	8	6	9	7	10	11	15	18	27	6	10	
25	22	22	17	26	17	14	7	20	16	24	20	2	6	

(a) Same as 10 14, 24 20, 11 15, Denny. (b) 12 16 was played in the International games. (c) 30 25 loses by 10 15.

Variation 1.

8 11	5	9	3	8	13	17b	9	18	6 10	5	14
28 24	21	17a	17	14	22	13	17	14	13 9e	25	9
9 13	1	5	10	17	15	22	18	22	10 17	d17	22
23 18	25	21	21	14	26	17	24	19	30 25	B. w	ins

(a) In Jordan vs. Stewart match book, Jordan states 5 9, 21 17! (b) Reynolds of Rochester won this from Heffner arriving to it from Kelso Cross. (c) Tempting bait. (d) Caught in the dragnet.

				(Game	No. 9	•	11 15, 2	3 19 ⁺	[‡] Alma	•				
11	15	11	16	10	14	2	7	9	13	19	26	10	17	5 1	4
23	19	27	23	17	10	17	14	29	25	28	19	21	14	19 1	6
8	11	7	11	6	24	16	19	8	12a	17	22	22	26	12 1	9
22	17	24	20	22	18	23	16	25	21	30	23	14	10	23	7
3	8	15	24	1	6	12	19	13	17	6	10	7	14	Draw	n
25	22	28	19	21	17	32	28	26	23b	31	27	18	9		

(a) Lee's Guide gives 7 10, 14 7, 11 16 to draw, which is very good. (b) As this position is apt to puzzle a cross-board player, we venture play for the draw which we consider critical at this point.

				Game	No	10.	Brist	ol. 11	16	, 24 20*	Line	Z.		
11	16	10	14-2	11	18	6	10 f	7	16	9	14	15	19	9 14
24	20	18	15	25	22	31	26	24	6	28	24	16	11	3 7
16	19-1	19	23	18	25	3	7g	1	10	10	15	19	23	23 27
23	16	26	19	29	22	19	16	22	18	24	20	12	8	32 23
12	19	7	11a	8	12d	12	19	14	23	5	9	14	18	18 27
22	18	20	16b	16	11e	27	24	26	12	20	16	8	3	Drawn
		,												so given by
bes	st auth	orities.	(c)	A uniqu	ie de	fence.	(d)	If 6 10, 8	31 2	6. (e) A	bolo	d move a	nd	sequel to ex-
chs	ange a	t.G. (f) 3 7	. 22 17	30 2	6. (9)	3 8.	28 24, 8	15.	26 22, et	c.			

							Variati	on 1.						
8	11	18	14	4	11	25	21	19	23	20	11	6 3	29	
23	18-3	9	18	. 21	17	9	14	26	19	7	23			B. wins
16	19	22	8	5	9	29	25a	11	16	27	9			
							Variati	ion 2.						
8	12-4	7	11	4	8	. 12		10	19	19	26	9	13	1 5
	22		17		22	31		17	3		11	15		Drawn
	14		15		11		12	12				13		
18	9		16		18		24	3	7	21	17	18		
	14	2	7		22a			31	-	6	9	26		
			24		8		15	30		11	15	25		
20	(a)			W. wir										
	(")	11 200	· · ,	,			Variati	ion 3.						
22	18	27	23	18	15	29	25	31	27	23	7	32	23	28 24
	19		16	4	8	5	9	7	11	14	23	2	27	B. wins
	16		11	25	22	22	18	27	24	26	19	19	16	
	19		16		14		7	16	20	20	27	27	31	
		·					Variat	ion 1						
^	4.4	0	10 5	1 ()	10	10	15		24	9.1	31	2	6	
	14		12-5		19				23		25	23		
18			24		17		10					20	10	337
	14		8		10		24		15		22			W. wins
25	22	24	15	32	27	28	19	31	26	25	4			

							Vari	iation	5.		,				
8	11	8	12	3	8	12	19		7	16	6	13	2	6	14 23
27	23	32	27	23	16	27	23		22	18	29	25	28	24a	26 12
4	8	12	19	8	12	11	16		1	5	10	14	19	28	6 10
23	16	27	23	31	27-6	20	11		18	9	25	22	23	18	12 8
	(a)	22 18,	69,	26 22, 19	26,	30 23, 16	20,	B. wi	ns.						Drawn
							Var	iation	6.						
99	18	18	9	29	25-7	20	16		16	7	95	22	28	19	22 18
	19		13	11			11			11		24	15		11 15
	10	Ŭ	10	**	10	•	* *		_	11	10	20 X	10	<u> </u>	Drawn
							Vari	ation	7.						DIANI
0.1	27	9.0	11	27	ຄາ	29				22	ລາ	10			
			16				6					18	V.	E	
11	16	4	10	10	14	Z	0		1	5	Dra	WII	same as Va	r. ə	4
										_					
				Game	No	. 11. 1	11	6, 22	18	* I	Bristol.				
4 4	1.0	10	0.0					·				4.0	2.0	-	
	16		22	11			8		15			10	30		26 19
	18*		17		22	25			13			5	23		17 26
	11		148		10		7.			22		21	16		10 17
	22		10		18	22				5		9	18		26 23
	20		14	1	5		11		14		21		2		Drawn
	17	18		18		28			21			13	27		
	13		14		14	11			10		25		20		
30	25	24	19	29	25	17	13		5	1	13	17	32	23	

(a) The following play stands above criticism, and is found in Dunne's Praxis. Beautiful—Stearns.

Note by H. L. Eddy, Providence, R. I.

(b) 28 24, 8 11 and we have a Whilter position, colors reversed, brought up thus: 11 15, 23 19, 9 14, 22 17, 7 11, 25 22, 11 16, 17 13, 16 23, 27 11, 8 15, 24 19, 15 24, 28 19, 5 9, 22 17, 4 8, 29 25, 8 11, 25 22, 3 8, 26 23, 11 15, 32 28, 15 24, 28 19.

					C	ame No	. 12	. 11 1	6,	23 18*					
11	16	26	23	15	24	18	9	14	17	28	24	10	14	27	23
23	18	16	20	28	19	5	14	21	14	3	7	17	10	20	27
8	11	25	22	9	13	19	15a	10	26	25	21	13	17	10	7
18	14	5	9	29	25	12	16	31	22	7	10	22	13	27	31
9	18	24	19	10	14	15	11	7	10	11	7	15	18	7	2
22	8	11	15	22	18	6	10	32	28	2	11	23	14	31	27
4	11	30	26	1	5	26	22	10	15	21	17b	11	15	Dra	wn

⁽a) This fine move was given by Mr. C. Russell to correct Lee's Guide. (b) The play is left here as a white win but John Kirk continues and shows the above neat draw.

				Ga	ime No.	13.	11	15, 23	18*	Cross	•			
11	15	23	19	7	14	21	17	30	23	28	24	14	17	22 17
23	18a	10	14	24	20	14	21	27	4	5	9	22	6	Drawn
8	11	19	10	11	15b	30	26	9	14	29	25	1	28	
27	23	14	23	19	10	21	3 0	4	8	7	11	25	22	
4	8	26	19	6	15	31	27	2	7	8	15	3	7	

(a) To the beginner a careful study of the Cross is recommended as the most desired defence to the 11 15 move. (b) 6 10 should be met as follows; 6 10, 22 17, 9 13, 31 27,* 13 22, 25 9, 5 14, 7 23, 11 15, 30 26, Drawn.

				Ga	.me	No. 14.	11	15, 23	18*	Cross.		
11	15	22	18	4	8	24	20	11	20	32 27a	20 24	19 16
23	18*	15	22	25	22	11	15	23	18	16 19b	22 18	Drawn
9	14	25	9	8	11	31	27	14	23	27 23	10 14	
18	11	5	14	27	23	7	11	27	11	19 24	11 8	
8	15	29	25	6	9	20	16	12	16	28 19	3 12	

- (a) 26 23, 1 6, 30 26, 10 15, 22 17, 15 19, 23 18, 2 7, 11 2, 9 13, 2 9, 13 31, Drawn.
- (b) 10 15, 27 23, 15 19, 23 18, 1 6, 21 17, 6 10, 17 14, 10 17, 22 6, 2 9, 30 25, W. wins.

Game No. 15. 11 15, 23 18*

	Black—G	A. Pierce.			White-K	letchum.	
11 15	14 23	16 20	2 7	18 25	1 10	10 17	11 15
23 18	19 10	22 17a	23 19	29 22	22 17	21 14	Drawn
8 11	7 14	20 27	7 14	3 7	8 11	11 16	
27 23	26 19	17 10	25 22	28 24	26 23	24 20	
10 14	11 16	4 8	14 18	6 10*	9 13	7 11	
23 19	19 15	32 23	30 26-1	15 6	17 14	14 10	

(a) Pittsburger played 24 19, and lost as follows: 24 19, 4 8, 22 17, 14 18, 32 27, 2 7, 28 24, 7 11, 15 10, 6 15, 19 10, 12 16,* 30 26, 11 15, 26 23, 8 12, 23 14, 9 18, 25 22, 18 25, 29 22, 5 9, B. wins.

						Vai	riation 1.						
		Bl	ack-	-George P	Pierce.				White-	-H	. Henderson.		
29	25b	9	13	30	25 26	30	15	11	13	17	28 24 3	2 16)
18	23	17	14	23	26 25	21	19	23	3	8	23 27 1	5 11	L
22	18	6	9	15	11 30	25	10	7	17	22	24 19 1	6 7	7
3	7	15	10	8		8	1	6	8	11	27 32	3 26	;
25	22	11	16	18	11 25	22	7	3	6		11 15 1	2 16	5
7	11	19	15	9		4	18	14	7	3		rawr	1
21	17e	16	19	22	15 22	18	11	7	14	9	31 27		

(b) 28 24 also good. (c) A fine game.

				G	ame	No. 16	•	11 15, 2	23	18* Cros	s.				
11	15	19	10	16	20a	24	19	1	5	2	7	26	17	31	26
23	18	7	14	30	26	8	24	31	26	29	25	13	22	12	8
8	11	26	19	5	9	28	12	9	13	14	17.	19	15	Dra	wn
27	23	11	16	15	11b	6	10	18	9	21	14	22	26		
10	14	19	15	12	16	22	17c	5	14	10	17	27	23		
23	19	9	13	26	23	13	22	23	19	25	21	26	31		
14	23	32	27-1	3	8	25	18			17	22	23	18		

(a) A strong move. (b) 22 17 is weak. 22 17, 13 22, 26 10, 12 16, 25 22, 9 14, 27 23, 20 27, 31 24, 16 20, 24 19, 4 8, B. wins. (c) Critical end play for both sides.

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

(d) If 24 20, then 3 8 wins. (e) If 27 23, exchange, then 13 17, 22 13, 6 9, 13 6, 1 17.

Game No. 17. 11 15, 23 18* Cross.

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

(a) A new line of play. (b) 19 23, 22 17, 13 22, 25 9, 5 14, 29 25, 14 18, 21 17, 6 10, 28 24, 3 8, 31 27, 8 15, 25 22, 18 25, 27 11, 25 29, 24 19, 1 6, 32 27, 6 9, 17 13, 9 14, 27 23, 14 17, 23 18, 17 21, 18 15, 12 16, 15 6, 16 23, 20 16, Drawn.

							Va	riation 1.						
20	16	13	22	27	23*	10	15	31	27	12	19	11	7	18 25
8	15	25	11	9	13*	25	22	19	24	23	16	2	11	26 23
22	17	1	6	29	26	6	10	27	20	14	18	16	7	13 17
														Drawn

Game No. 18. 11 15, 23 18* Cross.

A game of traps.

11	15	23	19	15	18-1	22	17		5 9	e 22	18	8 11 24 8
23	18*	9	14	26	22	2	7c	2	3 22	15	22	31 24 16 19
8	11	18	9	11	15	32	27	1	l 16	25	18	23 26 8 4
27	23a	5	14	17	13	1	5 d	2	7 23	14	23	19 15 Draws
4	8	22	17	7	11b	30	26	1	3 27	24	20	10 19 as published

(a) Should 26 23 be played, 10 14, 30 26 and now both 6 10 and 7 10 are good orthodox lines of play. (b) Trap if 18 23. (c) Trap if 11 16. (d) Trap if 11 16. (e) Trap if 11 16.

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

(f) If 14 18, continue, 21 17, 18 25, 30 21, 15 18, 27 23, 18 27, 32 23, 11 15, 26 22, 15 18, 22 15, 7 11, 23 18, 11 16, 29 25, 16 23, 25 22, 10 19, 24 15, 8 11, 15 8, 23 26, 28 24, 26 30, 81 26, W. wins.

				Game	ON	. 19.	Cro	ss. II	15,	23 18"	Lin	e.			
11	15	19	15	14	18*	15	10	26	30	7	3	28	27	26	23
23	18*	3-16	20a	29	25c	11	16	25	21	13	17	24	19	16	20
8	11	22	17	18	23	19	15	30	25	11	7	27	32	23	19
27	23	20	27	22	18	16	19	11	8	17	22	11	15	9	14
10	14	17	10	3	7	30	25	25	22	7	2	10	14	4	8
23	19-1	4	8	25	22	23	26	8	4	14	9	31	27	5	9
14	23	32	23	7	11	15	11	22	18	2	7	32	16	8	11
19	10	2	7	21	17d	8	15	15	11	1	6	15	11	14	18
7	14	23	19	9	13	18	11	19	23	7	11	16	7	19	15

(a) 4 8 also draws. (b) 30 26, 14 18, 26 22, 18 23, Lee's Guide. (c) 30 26, 18 25, 29 22, 3 7, 28 24, 6 10, 15 6, 1 10, 22 17, 8 11, 24 20, 9 14, Drawn. (d) 22 17, 11 16, 17 13, 16 20, 30 25, 23 27, 32 23, 20 27, 25 22, 27 31, 19 16, Drawn.

10 7

18 14

6 10

28 24

3 26

12 16

18 22

Drawn

9 18

22 15

26 19

11 16-2

7 14

25 22b

17 14

6 9

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

(a) Brings up a problem identically as in a game of Broughton and Yates. (b) Note the beautiful trap, 8 3, 7 10, 3 7, 15 19, 23 16, 25 30, 7 14, 30 26, B. wins.

							var	ration 2.							
9	13a	14	18	4	8	18	27	7	16	23	30)	6	15	12 16
30	26	32	27	20	16b	31	24	24	20	18	5 10)	22	17	Drawn
11	16	16	19	3	7	6	9	19	23	4	2 6	ie	13	22	
19	15	24	20	*27	23	16	11*	20	4	4	F 8	}	25	11	

(a) A strong move requiring careful play. (b) 21 17, 37, 17 14, 18 23, 27 18, 6 10, 15 6, 1 17, 25 21, 8 11, 21 14, 19 24, 28 19, 11 16, 20 11, 7 30, B. wins. (c) 30 26 loses by 4 8, etc.

							Vai	riation 3.						
3	8	12	16	8	12	9	14	2	6	6	9	24	27	14 17
32	27	25	22	22	18	17	10	11	7	13	6	8	4	Drawn
16	19	18	25	4	8	8	12	5	9	1	1.9	27	31	
30	26	29	22	21	17b	15	11	18	11	27	23	4	8	
14	18	16	20	12	16	6	15	9	14	20	24	31	27	
22	17	17	13	26	22	31	26	24	15	11	8	22	18	

(a) Favorite of Richard Jordan. (b) Published as a losing move.

				Gam	e No.	20.	Cro	ss. 11	15, 23	18*	Line	•	
11	15	7	14	2	7	18	23	5	30	26	30	25 1	8 31 27
23	18*	26	19	30	26	27	18	26	23	28	24	27 2	4 14 10
8	11	11	16	14	18	6	9	19	26	3	7	30 2	6 27 24
27	23	19	15	32	27	15	6	4	8	24	19	24 2	0 B. wins
10	14-1	4	8a	9	13	1	10	10	15d	7	10	26 3	1
23	19	24	20-2	21	17	11	4	8	11	31	27	20 1	6
14	23	16	19	7	10b	9	14	30	25	10	14	18 2	3*
19	10	20	16	16	11c	18	9	11	18	18	9	9 1	4

(a) 38 is R. Jordan's favorite move. (b) A tricky move. (c) In a Scotch controversy several years ago this was left as drawn. (d) 25 21 draws.

						`	Varia	ation 1.						
4	8	26	22	14	18	17	14	20	27	7	2	9	14	3 7
23	19	18	23	31	27	7	11	10	7	16	23	15	10	11 16
9	14	19	15	7	11a	14	10	3	10	2	27	8	11	19 15
18	9	11	18	28	24	16	20	30	26	1	6	10	7	22 26
5	14	22	15	2	7	21	17	23	30	27	24	14	17	7 11
22	17	10	19	24	19	11	16b	32	7	6	9	7	3	16 20
15	18	24	15	11	16	27	24	30	14	24	19	17	22	W. wins

(a) Not in the Guides. (b) Loses, and forms the "Big Shot" discovered by Mr. Percy M. Bradt.

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

							Varia	tion 5.					
28	24	17	14-6	21	14	15	6	25	22-7	31	15		B. wins
7	10	10	17b	6	10	1	17	17	26	2	7		
							Varia	tion 6.					
25	22-8	29	22	17	13	30	25	81	26	27	18		B. wins
18	25	9	14	14	18	2	7	18	23	20	27		
							Varia	tion 7.					
25	21	21	14	19	15	15	11	11	8	31	26	26 19	B. wins
8	11	11	16	16	19	19	28	28	32	32	23	18 23	
							Varia	tion 8.					
17	13	30	26	26	23	31	26	26	22	21	14	23 14	B. wins
9	14	5	9	1	5	2	7	14	17	10	26	9 18	

Game No. 21. Cross. 11 15, 23 18, 12 16* Line.

Compilied by H. W. Shannon, Ex-Champion of New Hampshire and L. M. Stearns.

11	15	9	14	6	9	1	6	24	19	11	8	11	15	22 1	17
23	18*	18	9	31	27	23	19-3	15	24	15	10	23	26	13 2	22
12	16a	5	14	7	11	8	12	28	19	8	3	7	10	18 2	25
18	11	25	22	16	7	30	26	32	27	12	16	6	1	9 1	18
8	15	4	8	2	11	11	16-4	19	15	2	7	15	18	15 2	22
22	18	24	19	28	24	26	23	27	23	10	6	26	3 0	5	9
15	22	8	11	3	8-1	6	9	15	11	3	8	17	14	22 1	18
25	18	27	23	22	17-2	32	28	23	19	16	19	1	5	24 2	27
16	20	11	15	9	13	14	18	7	2	8	11	10	15	25 2	22
29	25	19	16	26	22	23	7	19	15	19	23	20	24	9 1	13
						16	32							Dray	vn

(*) This move names the opening. (a) Very little play has appeared on this line.

		I IIIO IIIO O IIII	.es the spenies.	(*)	, u-j	r	J				
					Variation	1.					
9	13	16 7	3 17	19	16	18	22	8 3	25	22	
23	19-5	13 17	26 28	21	25	19	16	25 30	16	12	
14	18	21 14	17 21b	16	12	30	26	3 7	1	6	
19	16	10 17	23 19	25	30	12	8	30 25	11	16	
18	25	30 14	15 18	24	19	22	25	7 11	Dra	wn	
					Variation	2.					
23	18-7	22 17	17 13	23	18	32	23	21 14	19	15	14 10
14	23	1 6	15 18	14	23	22	25	25 30	26	22	15 11
26	19	30 26	26 23	27	18	18	14	23 18	15	8	Drawn
8	12	9 14	18 22	20	27	10	17	30 26	22	15	
					Variation	3.					
23	18	27318	32 23	30	26	17	14	21 5	22	13	Drawn
14	23	20 27	6 9	8	12	10	17	13 17	15	31	
											6

42						he Dr	augh	ts Mar	vel	and			
							Varia	tion 4.					
15	18	8	3	10	14	2	6	31	26	21	14	20 27	B. wins
	8		18	7			13		15		23	82 23	
	31		7		9		9	14			18	26 17	
							Varia	tion 5.					
23	18	19	16-6	91	17		18	11	7	22	18	30 23	1 5
	23		14	14			31	6			22	31 26	19 23
	19				23		11		2		6	6 1	5 14
	6		10		27		14		17		26	26 19	Drawn
								tion 6.					
0.0	0.0	4.0	4.0	0.0	2.2				* 0	00	2.0	* 0 0	
	26	19		26			18	27			23	18 2	
б	9	3	7	9	14	14	23	20	21	11	20	W. wins	•
							Varia	tion 7.					
23	19	26	22	26	23	27	11	11	7	2	7	17 10	
8	12	1	5	5	9	16	23	26	30	9	14	Drawn.	
22	17-8	30	26	23	18	24	19	7	2	19	15		
9	13	11	16	14	23	23	26	20	24	10	19		
							Varia	tion 8.					
26	23	30	25	23	18	27	18	32	23	B. wins.			
9	13	1	5	14	23	20	27	15					
						_							
						T. 00				5 00 46	. A6		
				G	ame	No. 22	. C	ross. 1	1 1	5, 23 18	*		
11	15	23	19	11	16	32	27	18	25	22	18	12 16	81 22
23	18	14	23	19	15	16	19	29	22	4	8	26 22	1 10
8	11	19	10	3	8	22	17	16	20	21	17a	6 10	15 6
27	23	7	14	30	26	12	16	17	13	2	7*	13 6	7 10
10	14	26	19	14	18	25	22	8	12	17	14	10 26	B. wins
	(a)	A losing	g move.										
									_				

Game	No.	23.	10	14,	24	20*	Denny.
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10	14	17	13	14	18	22	17	8	11	27	23	10 17	22 18
24	20*	1	6	23	14	15	18a	23	14	18	27	21 14	15 22
11	15	28	24	9	29	30	25	6	9	32	23	3 8	23 18
22	17	8	11	29	22	11	15	13	6	12	16	25 22	Drawn
6	10	25	22	4	8	26	23	2	18	17	14	8 12	

⁽a) 12 16 is a good move and played by H. B. Reynolds in the International Match at Boston.

				Ga	ame	No. 24	. 10	14, 2	4 19	9* Deni	ıy.			
10	14	13	22	8	11	16	23	20	24	12	16c	6	29	6 9
24	19*	25	9	23	18a	31	27	22	17	19	12	14	10	2 6
6	10	5	14	14	23	7	16	4	8	3	7	24	28	9 13
22	17	29	25	27	18	27	18	17	14	12	3	10	7	Drawn
9	13	11	15	11	16	16	20b	10	17	2	6	1	6	
28	24	26	22-1	18	11	24	19	21	14	3	10	7	2	
							Varia	tion 1.						
25	2 2	26	22	22	18	17	1	21	17	24	15	17	14	5 9
8	11	1	6	15	22	22	25d	7	11	I1	25	25	22	16 19
22	17	32	28	19	15	31	22	1	5	30	21	14	10	10 6
3	8	11	16	10	26	25	29	16	19	29	25	12	16	Drawn

(a) This is exceedingly strong when 7 11 is played the preceding move instead of 8 11. (b) Best and retains an even game for black. (c) The three stroke draws avoiding the bridge. (d) Corrects Heffner vs. Searight game Heffner lost in the International. (e) A clincher for the draw. If 22 18, 2 6, etc.

				G	ame	No. 25	•	10 14, 2	2 17*	Denn	y.				
10	14	24	20	10	15	26	23	9	18	13	9	14	23	1	5
22	17	14	18	28	24	18	22	23	14	11	16c	9	5	12	16
7	10	23	14	5	9a	25	18	6	10-2	20	11	8	11	5	9
17	13	9	18	17	14	15	22	14	9 b	7	23	5	1	15	19
3	7	21	17-	-1 1	5	24	19	5	14	27	18	11	15	30	25
														Dra	awn

(a) If 12 16, then 32 28 and a good game. (b) 13 9 loses. Heffner lost this position to H. B. Reynolds in a subscription match. (c) The Ayrshire Lassie arrives at this position as follows: 11 15, 24 20, 8 11, 28 24, 5 9, 21 17, 1 5, 25 21, 3 8, 17 14, 10 17, 21 14, 13 17, 22 13, 15 22, 26 17, 9 18, 17 14, 18 22, 24 19.

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

(d) This fine game was played by Will C. Parrow of Boston.

	(")	2.2.0	-	and made p	Total Total		-			- • • • • •			
							Va	riation 2.					
11	16e	32	27	10	17	23	19	7	10	7	14	11 15	14 17
20	11	8	11	27	23	21	30	8	3	15	11	20 11	6 10
8	24	30	25	2	6	19	15	25	22	31	27	15 8	17 21
27	20	6	10	29	25*	30	25	3	7	12	16	23 18	Drawn
4	8	25	18	17	21	15	8	22	15	27	23	11 15	

(e) Best and requires careful play to draw for whites.

•				Game	e No	. 26.	Dot	able Cori	ner.	9 14, 2	2 1	8*			
9	14	7	10	14	18	3	7	6	15	20	24	31	26	6	9
22	18	27	24	17	14	31	27	18	11	19	1,5	18	15	8	11
5	9	10	19	9	13	7	16	12	16	24	27	26	22	18	22
25	22	24	15	29	25	27	18	22	18	11	8	15	11	11	15
11	16	16	19	8	12a	19	23	1	5*	4	11	22	18	23	27
18	15	23	16	15	11	26	19	28	24b	15	8	3	8	32	23
10	19	12	19	18	23	16	23	16	20	27	31	2	6	13	17
24	15	22	17	25	22	14	10	24	19	8	3	11	7	21	14
												Dr	awn.	. 9	27

Game No. 27. Double Corner.

Black—Mr. H. Clark, H. M. S. Bacchante. White—Mr. L. J. Neal, H. M. S. Dragon.

Maneuvers for Mediterannean championship.

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

(a) 11 16, stronger. (b) This move was played by R. Jordan, the World's champion in match England vs. United States, and white won. (c) An evenly contested game.

				Game N	Jo.	28. Do	uble	Corner	:. 9	14, 22	17	Line,		
9	14	16	20	2	6	11	15	16	23	25	22	24	28	22 18
22	17	22	18	25	22	21	17a	27	18	9	6	11	15	19 16
11	16-1	9	13	11	16	10	14b	20	27	12	16	28	32	18 15
24	19-2	18	9	18	15	17	10	32	23	6	2	23	19	B. wins
8	11	13	22	7	11	13	17	6	29	16	20	32	28	
26	22	25	18	15	8	22	13	14	10	2	7	10	6	
5	9	6	13	4	11	15	18	29	25	20	24	1	10	
28	24	29	25	30	25	23	14	13	9	7	11	15	6	
	(a)	Losing	mo	ve allowing	g fine	e stroke at	t b.							
							Var	iation 1.						
11	15	20	11	8	12	27	24	25	29	13	6	25	22	32 28
25	22	7	16	23	16	12	16	17	14	1	17	28	24	2 11
8	11	22	17	12	19	25	22	10	17	26	23	22	18	28 19
17	-13	16	19	31	27	14	18	21	14	19	26	24	19	17 22
11	16	23	16	4	8	24	20	15	18	30	14	18	15	8 3
24	20	12	19	29	25	18	25	11	8:	a 29	25	10	7	Drawn
3	8	27	23	8	12	20	11	6	9	14	10	b 15	24	

⁽a) In Dunne's Praxis Page 174, Var. 4, this is given as a losing move. (b) This draws and corrects same game. H. Russell.

							Vari	iation 2.						
25	22	18	9	22	17	23	7	27	18	14	9	30 28	5 13	9
16	20-3	5	14	15	18	2	11	25	29	6	10	22 26	3 11	16
17	18	29	25	24	19	26	23	17	14	9	6	31 22	2 2	7
8	11	11	15	18	22	22	25	10	17	10	15	8 12	2 1	. 6
22	18	25	22	19	16	23	18	21	14	6	2	25 23	1 7	14
4	8	7	11	12	19	14	23	3	7	15	22	7 10) 6	13
													Dr	awn
							Var	iation 3.						
8	11a	15	24	11	15	10	15c	6	10	1	6	5	9 2	7
29	25	28	19	19	16	17	10	18	11	13	9	10	6 1	6
16	20	4	8	12	19	7	14	10	14	6	13	9 14	4 24	28
24	19	22	17	23	16	21	17d	16	12	22	17	6	1 8	3 4
11	15	8	11	15	19b	14	21	19	24	13	22	14 18	3 7	11
17	13	25	22	27	23	23	18	11	8	26	10	31 20	6 6	10
												W. wins.	J. F. Rob	erts

(a) The 16 19 double exchange is preferable, as it gives black a more open game. (b) Robertson gives 5 9 to draw. (c) Bad; will 19 24 draw? (d) This cute but simple little maneuver I unaccountably overlooked when making the 10 15 exchange at c. J. F. R.

Game No. 29. 9 14, 22 18* Line.

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

(a) The strength of blacks game results from this move. If 11 15, then 27 23, 15 19, 23 18, 19 24, 22 17. If 10 15, then 32 28, 5 9, 22 17, 13 22, 26 17. If 6 9, then 32 28, 11 15, 21 17, etc. (b) 11 15, 22 18, 15 22, and 16 11, stroke.

Game No. 30. Double Corner. 9 14, 22 18* Line.

9	14	25	18	7	10	18	9	12	16	32	28	27	31	19	15
22	18*	4	8	23	19a	5	14	19	12	23	27	25	21	11	18
5	9	28	24	14	23	23	18-1	10	14	24	19b	81	26	9	6
24	20	8	11	27	18	14	23	21	17	15	24	22	17	23	26
11	16	29	25	1	5	31	27	14	23	28	19	6	10	6	2
20	11	10	15	26	23	6	9	17	13	9	14	13	9	18	23
8	22	25	22	9	14	27	18	2	6	30	25	26	23	B. w	rins
												Commont		abliabad a	10

(a) Losing move. (b) 22 17, 11 16, B. wins.

			Variati	on 1			
22 17	30 26-2	24 20-3		19 16	23 7	26 22	20 16
6 9-6	15 18-4	18 27	9 13	12 19	2 11		14 18
			, <u> </u>		- "		B. wins
			Variati	on 2.			
17 13	13 6	32 23	30 26	26 22	31 26	B. wins.	
15 18	18 27	2 9	11 15		9 13		
			Variati	on 3			
17 13	13 6	32 23		9 13			
18 27	2 9	26 22		wins same a	α Λ		
10 21	2 0	20 22			3 X.		
0.10	00.4	41.04	Variati			47.01	0.10
9 13	26 17	15 24		2 7	9 6	15 24	6 10
32 28-5	11 16	28 19	7 16	13 9	11 15 6 2	2 6	15 18
13 22	24 20	3 7	17 13	7 11	6 2	10 15	B. wins
			Variation	on 5.			
26 22	11 16	28 19	13 22	9 5	25 29	5 9	
3 7	24 20	7 11	18 9	$22\ \ 25$	1 5	14 18	
32 28	15 24	22 18	10 14	5 1	29 25	23 14	Drawn
			Variatio	on 6.			
3 7-8	11 16-9	16 20	12 19	31 27	24 19	30 26	22 17
32 28	24 20	31 26	17 10	18 14	22 18	14 10	5 1
6 9-7	15 24	20 24	24 27	27 24	23 26	26 22	17 13
30 26	20 11	19 15	22 18	14 9	6 1	1 5	10 6
9 13	7 16	10 19	27 31	19 23	26 30	13 17	13 17
26 22	28 19	23 16	26 22	10 6	18 14	21 14	Drawn
			Variatio	on 7.			
11 16	15 24	7 16	6 9	16 20	2 9	20 24	24 28
24 20	20 11	28 19	17 13	13 6	30 26	26 22	22 18
							W. wins
			Variatio	on 8.			
15 18	31 24	16 19	21 17,		9 5	2 6	21 17
19 15	12 16	5 9	19 24	18 27	3 7	30 25	6 10
10 28	1 5	19 23	17 13	31 24	5 1	10 15	5 9
17 1	11 15	9 14	24 27	13 9	7 10	25 21	18 23
18 27	24 20	15 19	14 18	24 19	1 5	15 18	9 6
			Variatio	on 9.			Drawn
2 6	6 9	15 24	11 15		14 18	10 17	18 25
31 26-10	24 20	28 19	19 16	23 16	17 14	21 5	B. wins
			Variation				., 220
24 20	28 19	31 26	22 18	18 2	ຄ 11	P wing	
15 24	11 15	15 24	13 31	18 Z 31 27	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	b. wills.	
10 24	11 10	10 24	10 01	01 21	21 10		

			Ga	me N	o. 31.	9 1	4, 22	2 18* L	ine.	Double	Corı	ner.
9	14	30	25a	4	18	15	10	7	10	24	20	15 18
22	18	11	15	25	22	6	24	26	22	7	11	20 16
5	9	18	11	18	25	27	11	16	20	17	13	6 9
24	19-1	14	18	29	22	7	16	22	17	1	6	13 6
11	16	22	15	14	18	28	24	20	27	28	24	10 15
25	22-2	9	14	22	15	3	7	31	24	11	15	19 10

Drawn

12 28

(a) 22 17 is the favored line of play, 28 24, 16 20, then 30 25, loses by 11 15. (b) If 26 22, then 16 19. (c) 24 19 should be followed by 20 24.

23 19

32 28b

10 14

8 11

11 8

							Vai	riation 1.						
24	20	25	22	18	9	21	14	23	18	27	23	21	17	19 16
10	15-3	9	13	5	14	10	17	11	15	4	. 80	25	30	12 19
28	24	24	19	29	25	32	28	18	11	21	17	17	13	24 6
15	22	3	7 a	6	10b	7	10	8	15	18	22	30	26	2 9
26	10	22	18	27	24	25	21	31	27	30	21	23	18	13 6
7	14-4	1	5	14	17	17	22	22	25	22	25	15	22	Drawn

(a) An original game played between G. A. Pierce and Chinaman King, and is worthy of space in any checker work, up to note c where King played 25 29 allowing 21 17, etc. (b) Black forces white to exact play.

							Vai	riation 2.						
26	22	1	5	25	18	12	26	28	18	19	23	13	9	18 23
8	11	30	25	13	17	31	13	8	12	14	9*	10	14	17 14
22	17	5	14	21	14	7	10	29	25	6	10	2	6	Drawn
16	20	22	18	10	17	14	7	10	15	9	6	30	25b	
25	22	13	22	18	14a	3	10	18	14	23	26	6	10	
9	13	18	9	2	6	27	23	18	19	6	2	25	18	
18	9	6	13	19	16	4	8	25	22	26	30	10	17	

(a) 19 16, 12 26, 30 13, 7 10, 13 9, and beware of stroke if 29 25, then 20 24. (b) 30 26, 9 5, 26 17, 6 9, 14 18, 9 14, 17 10, 28 24, 20 27, 32 7, draw.

	Variation 3.													
11	16	16	20	1	5	9	13	2	7	14	21	3	10	30 26
20	11	24	19	19	16a	30	26b	32	28	23	18	11	7	d23 19
8	22	4	8	12	19	6	9	11	15c	7	11	21 2	25	Drawn
25	18	29	25	23	16	16	12	21	17	16	7	7	2	
12	16	8	12	14	23	7	11	9	14	10	14	25 3	30	
28	24	25	22	26	19	19	16	26	23	18	11	27 5	23	

(a) A very strong line arriving from several defences. (b) 27 23 also strong and better known. (c) 9 14, 12 8, 3 19, 27 24, etc. (d) 2 6 loses by a two for two cut.

							Var	riation 4.						
16	15a	29	25	11	16	27	11	15	19	31	27	12	19	22 18
21	17	3	7	20	11	8	15	13	6	4	8	22	17	Drawn
7	10	80	26	7	16	25	22	2	9	27	·23	9	13	
25	21	1	6	24	19	6	9	23	16	8	12	26	22	
9	14	32	28b	15	24	17	13	12	19	23	16	19	23	

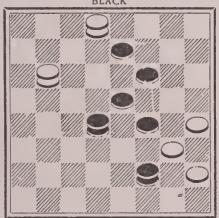
(a) Favored by some Scotch players. Jordan used it on Freedman. (b) It is observed that the piece is held on square 17 instead of playing to square 20.

Walter L. Hannah.

Mr. Walter L. Hannah of Brunswick, Me., was born at Roxbury, Conn., in 1857, and was brought up on a farm. He was given a common school education and afterwards worked at pin making in a factory for a number of years. He married in 1881, and in 1882 he played his first correspondence game with the late G.W. Brown of Warren, Me., and at that time obtained a copy of Barker's American Checker Player. Since then he has played by correspondence with players all over the United States and with some in Canada.

At present he is engaged in market gardening in the state of Maine. During the Barker vs. Jordan match in Boston, friend Hannah and the author were much together and occupied the same room in the American House. Mr. Hannah is a very entertaining gentleman.

Problem No. 21. By W. L. Hannah. BLACK



Black to play and win.

		SOLUTION	No. 21.	W. L.	HANNAH.
19	23	*27	23	80	26
9	6	16	12	9	13
23	26	*23	18	*17	22

	•	7.0	* =	_	- 0	~ *
6	26	*23	18	*17	22	16 12
1	19	12	8	13	9	8 15
6	24	*22	17	26	23	18 11
	19	8	4	9	6	9 14
6	22*	26	80	23	19	11 16
	16	6	9	6	9	B. wins

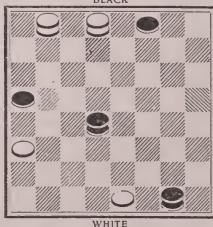
SOLUTION No. 22. W. L. HANNAH.

2415281819

		DODO IIOI 100	. 22 2.	*****	
32	28	27 24	15	6	14 9
31	27	32 27	2	9	23 18
18	15	24 20	8	12	B. wins
1	6	3 8	9	14	first position
28	32	6 10	27	23	

Problem No. 22. By W. L. Hannah.
BLACK

19 16



Black to play and win.



WALTER L. HANNAH



WILLIS G. HILL



CHARLES KELLY



HENRY W. SHANNON







GEORGE A. PIERCE

Game No. 32. Kelso.

Played by correspondence between W. L. Hannah and Andy Jones, Vevay, Ind.

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

A game showing how one man holds two.

Game No. 33. Glasgow.

		Black-W	7. L	. Hannah.							Whi	te—I. P. Ketchum.		
11	15	5	9	7	11	20	24	23	26	26	23	10 19	24	20
23	19	17	13	26	23	27	20	24	20	21	17	6 2	2	6
8	11	4	8	2	7	18	27	7	10	23	18	23 27	19	23
22	17	19	16	24	19	31	24	16	11	8	11	2 6	11	7
11	16	12	19	15	24	14	17	10	19	19	23	27 31	3	10
26	23	23	16	28	19	21	14	11	4	17	14	20 16	6	15
16	20	14	18	1	5	9	18	26	30	18	9	31 27	20	16
30	26	29	25	22	15	19	15	25	21	11	15	6 2	28	24
9	14	10	14	11	18	18	23	30	26	6	10:	a 27 24	16	20
25	22	16	12	32	28	20	16	4	8	13	6	16 11	15	19
													Dra	wn

(a) Forced. Anything else W. wins.

Game No. 34. 9 14, 22 18* Line. Double Corner.

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

⁽a) An old discarded book move. (b) The draw is very neat and a veritable Will O' the Wisp, played across the board by G. A. Pierce. (c) Hopes for a win now vanish.

18 15

14 18

8 3

31 27

10 14

24 20

8 12

20 24 3 8

11 8

24 27

26 23-5

8 11

3 12 19 26

Variation 5.

50						The Dr	aug	ghts Mai	ve.	and			
							Va	riation 1.					
25	22	29	25	21	14	25	22	6	2	27	23	19 16*	6 10
11	16	10	14	10	26	21	25	17	14	21	25	21 17	22 26
24	20-3	31	27	30	14	22	18	19	15	23	19	15 10	16 11
16	19	7	10	6	10	* 25	30	11	18	25	30	18 14	26 31
23	16	20	16	15	6	18	14	2	11	19	16	28 24	20 16
12	19	2	7	1	17	30	26	18	22	30	25	14 7	31 27
18	15-4	24	20	16	12	14	9	11	15	16	11	11 2	24 20
9	13	19	23	8	11	26	22	13	17	25	21	17 14	27 24
27	24	26	19	27	24	. 3	6	32	27	24	19	2 6	11 8
14	18	14	17	17	21	22	17	17	21	14	18	14 18	W. wins
											W	. J. Zahl beat C.	E. Welen
							Va	riation 2.					
19	16	26	22	17	10	11	18	20	27	16	10	, 26 30	13 17
	$\frac{10}{24}$		12		10	23			23	15		9 6	$6 \cdot 9$
	20		25		22	20	6		16		23	30 26	17 21
	19		11		18		17		18	17		6 2	9 14
4	8		178		22	6	9	9	13		26	26 23	21 25
			15		15	27	24	18	15	14	9	2 6	14 17
												Drawn. W.	
	(a)	Submit	ted i	ov Mr. M.	to (correct Le	e's (Guide, who	ere	18 15 is pl	ave	d and Black wins.	
				<i>y</i>				- · · · - · · · · · · · · · · · · · · ·		_F			
							Vai	riation 3.					
18	15	10	19	22	17	3	7b	14	10	5	14	30 23	14 23
10	19	24	15	14	18	31	27	7	14	32	27	12 16	28 24
24	15	16	19	17	14a	1	5 b	15	11	6	10	22 18	23 26
7	10	23	16	9	13	26	22	18	23	27	23	16 19	24 20
27	24	12	19	29	25	8	12	27	9	19	26	23 16	Drawn
	(a)	Much h	as b	een publis	shed	on 17 13.	(1	b) Black's	be	st moves.			
							Var	iation 4.					
27	23	29	25	27	24	20	11	15	11	30	23	23 19	8 11
8	12	4	8	18	23	23		12		6	9	14 23	26 30
23	16	20	16	16	11	32	16	11	8	22	18	3 8	Drawn
12	19	9	13	7	16	12	19	16	20	2	7	11 15	

8 3

7 11

27 31

19 10

23 26

11 16

19 24 Drawn

			C	Same N	o. 35.	9 14	4, 2	2 17*]	_ir	ne.	Dot	ıbl	e Co	orner.		
9	14	22	18	7	11	23	7		1	5		32	27-	7 11	. 15	2 7
22	17*	4	. 8	22	17	2	11	1	7	14		12	16	9	6	25 3 0
11	16	18	9	15	18	26	23	1	0 1	17		27	23	15	19*	7 11
25	22	5	14	24	19a	8	12	2	1 1	14		10	14	6	2-1	30 25
8	11	29	25	18	22	23	18		6	10		18	9	19	26	11 8
17	13	11	15	19	16	14	23	1	4	7		5	14	30	23	25 22
16	20	25	22	12	19	27	18		3	10		13	9	22	25	Drawn
	(a)	Out of	the G	duides an	d a goo	d move	е.									
							Vai	riation 1								
3 0	26	2	7	26	17	22	18	1	0	14		10	6	1	6	10 15
22	25	14	17-4	19	26	25	22	1	6	19		23	27	32	27	20 24
6	2	7	10-2	31	22	18	15	1	5	10			1		10	Drawn
25	3 0	17	22	30	25	22	13	1	9 2	23		27	32	27	23	
							Vai	riation 2	•							
31	27-3	7	11	25	22	27	24	2	0 2	27		11	20	22	31	23 16
3 0	25															Drawn
							Vai	riation 3	•							
7	11	17	22	26	17	19	26	3	1 5	22		3 0	25	Drawn.		
							Va	riation 4	•							
14	18	7	11	19	23	7	3	2	2 2	25		8	12	19	23-5	16 7
	14		18			22	26	3	1 2	22		16	19	11	15	W. wins
30	23		10	18	22-6	3	8	2	5	18		12	16	18	11	
							Vai	riation 5	•							
18	23	12	16	20	24	16	20	2	3 2	27		11	16	W. wins	•	
							Va	riation 6	•							
23	26	16	19	19	23					24		30	23	19	23	W. wins
	8		16			20		Ü								
	Ü	1.	10	10			Vai	riation 7	•							
31	27-11	16	19-8	7	3	19	26	2	3 1	18		24	27	23	18	26 22
12	16	14	10	15	19	27	23	2	6 3	31		32	23	27	23	18 2 2
28	24	19	28	3	8	20	24	1	2 1	6		28	32	19	16	Drawn
10	15	10	7	22	26	8	12	3	1 2	27		18	14	20	24	
18	14	11	16	3 0	23	16	20	1	6 1	19		32	27	15	18	
							Var	iation 8	•							
15	18	11	15	16	19	19	28	1	5 1	19		20	27	19	23	22 26
	10		7		3-10			9 2	7 2	24		32	14	7	10	Drawn
							Var	iation 9	•							
27	24	20	27	32	14	15	19	Drawn	Ba	me a	.8 a					
							Vari	ation 10).							
32	28	7	3	3	7	7	10	1	0 1	15		15	19	30	21	B. wins
19		23		20						23			26		21	
10	20	20														

			Variatio	n 11.			
28 24	11 16	18 9	15 19	6 2	23 27	7 10	31 27
20 27	13 9	10 15	23 18	16 20	31 24	27 31	14.9
32 23-12	5 14	9 6	19 23	2 7	20 27	10 14	27 23
02 20 12	~		10 20			10 11	Drawn
			Variatio	n 12.			DIWITA
31 24	32 28	18 14	24 19	28 19	Drawn.		
12 16	10 15	16 20	15 24				
							
	Gan	ne No. 36.	9 14, 24 20	0* Line.	Double Corn	er.	
0.14			·				10.01
9 14	15 18	10 17	7 10	23 26	22 18	7 10	19 24
24 20*	26 23	29 25	14 7	17 14	2 6	24 19	16 12
5 9	14 17	17 22	3 10	26 30	18 14	10 14	23 19
22 17-1	21 14	27 23	26 23	14 10	24 19	2 7	15 10
11 15	10 17	22 29	29 25	6 15	11 15	14 18	19 15
28 24	23 14	23 14	30 21	19 10	19 10	7 16	10 7
8 11	9 18	2 6	10 14	30 26	14 7	18 23	15 11
17 13	25 21	32 28	23 18	10 7	28 24	19 15	7 2
1 5	6 10	4 8	14 23	$26 \ 22$	8 11	12 19	Drawn
23 19	21 14	31 26	21 17	7 2	6 2	20 16	
			Variatio	on 1.			
22 18	3 7	30 26	6 15	24 19	1 6	2 6	13 17
10 15	22 17	4 8	13 6	15 24	8 11	15 19	31 26
28 24-2	7 10	29 25	2 9	22 15	6 10	23 16	W. wins
15 22	32 28	15 18	26 22	11 18	11 7	$32 \ 23$	
26 10	11 15	24 19	9 13	. 20 4	28 32	6 9	
7 14	17 13	10 15	28 24	24 28	7 2	23 19	
25 22	8 11	19 10	12 16	4 8	10 15	16 12	
			Variatio	on 2.			
27 24	7 10	20 11	4 8	28 19	5 14	28 19	
15 22	25 22	7 23	26 23	1 5	29 25	2 7	
26 10	3 7	27 11	9 14	22 18-4		25 22	
6 15a	31 27	8 15	24 19	8 11-5		7 11	
23 19	11 16	30 26-3	15 24	18 9	15 24	22 18	W. wins
			ere. C. World		10 21	22 10	W WILLS
			Variatio				
24 19	4 8-6	22 18			04 07	90 95	10 15
15 24	32 27	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{c} 11 \ 16 \\ 27 \ 23 \end{array}$	$\begin{array}{ccc} 25 & 22 \\ 20 & 24 \end{array}$	24 27	29 25	10 15
28 19	8 11	$\begin{array}{cccccccccccccccccccccccccccccccccccc$		20 24	17 13	31 27	B. wins
20 15	0 11	30 Z3	16 20	21 17	27 31	$25 \ 21$	

							Variation	4.					
22	17	32	28	25	22	18	9	13	9	6	2	7 11	23 18
8	11	15	24	7	11	5	14	20	24	27	31	26 31	Drawn
29	25	28	19	22	18	17	13 ·	9	6	2	7	11 7-7	
11	15	2	7	11	16	16	20	24	27	31	26	31 27	
							Variation	5.					
2	7	18	9	5	14		25		17	21	14		Drawn
							Variation						
Q	14	97	23	1	5-8		26		10	91	7	20 24	29 25
	27	8		18			15-9		10		20	23 19	Drawn
	8		18		14		16	14			23	15 18	Diani
•	J	44	10	U	11		Variation		10	20	20	10 10	
11	15	12	16	15	6		variation 17		1.4	31	97	19 12	27 2
_ 11	10	12	10	10	0	1.3	7.4	<i>4</i> 1	11	01	21	10 12	B. wins
							Variation	0					D. WILLS
1	6	18	Q	6	1 2		26		15	Sama aa	Wor	6 at 11	
1	U	10	3	U	, 10				10	Same as	A 211.	o at 11.	
2			•				Variation		~=	0=	0.4	40 4	
	6		9		15		24				31	10 15	
29	25	25	22	22	17-10	17	13	13	6	26	22	22 17	Drawn
							Variation						
	16	23	16		11		7				7		7 11
12	19	15	19	9	13	10	15	14	18	18	15	25 30	30 25
													B. wins
						_							
				Cama N	In 37	91/	4, 22 18 ³	e T	ina	Doubl	a C	1412 CH	
				Gaine I	10. 5/.	7 14	t, 22 10	L	1116,	Doubl		orner,	
0	1.4	01	1.77	1.0	90	0.5	0.0	0	10*	0.4	10	90 94	19 6

9	14	21	17	16	20	25	22	8	12*	24 19	20 24	13 6
22	18	14	21	29	25	6	9*	22	17	20 24	19 16	2 9
5	9	23	5	8	11	27	23c	12	16	19 16	24 27	B. wins
18	15a1	12	16	22	18	20	27	26	22	11 20	17 13	
11	18	25	22b	4	8*	31	24	16	20	28 19	10 14	

(a) Not recommended, yet tenable. (b) 24 20 must be played to secure a tenable game. (c) Playing these pieces from White's single corner is deceiving though natural. White is now in a critical position, if 26 23, 2, 6, 24 19, 9 13, 19 16 a narrow draw.

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

⁽a) Something new to me and looks weak, although probably good for a draw. J. F. Roberts. (b) In replying hurriedly to my last move Wassum overlooked the effect of 13 17 in reply to this. 26 23 also loses, but 27 23 will draw.

						Vai	riation 2.				
18 15	12	19	24	2 0	19	26	27	24	7	10	16 11
10 19	29	25b	2	7	30	14	10	19	24	19	6 10
24 15	9	13	32	27	10	26	24	15	10	14	15 6
16 19a	27	24	14	18	31	22	3	7	19	16	1 10d B. wins
23 16	7	10	26	23c	7	10	28	24	8	12	A. Rattray

(a) Weak but tried as an experiment. (b) A bad reply, rendering three men useless; the proper move is 22 17 and Black's game is desperate. (c) Black forces the win after this; 20 16 looks drawable. (d) Neatly finished; 20 16 same result.

							Varia	ation	3.							
24	20	24	19	9	5	23	18-5		17	13	14	10	2	6	10 6	3
11	16	4	8	6	9	14	23		9	14	30	26	26	30	1 10)
20	11	26	22	30	25	27	18		25	22	13	9	6	9	5 1	
8	22	8	12	22	26	11	16		23	26	26	22	30	26	18 23	,
25	18	22	17-4	31	22	18	15		22	17	9	6	9	14	B. wins	\$
12	16	9	18	9	14	16	23		14	18	18	23	26	_23		
28	24	18	9	22	17a	15	6		17	14	6	2	14	9		
16	20	13	22	7	11	2	9		26	30	23	26	23	18		
	(a)	32 28 I)raws.										Mill	ligan	beat Young	,
							Varia	tion	4.							
30	25	11	18	19	12	2	7		32	28	9	13	25	9	16 23	,
7	11	22	15	10	26	27	23		6	10	2 3	19	11	16	6 2	
18	15	12	16	31	22	7	11		22	17	13	22	9	6	10 14	ı
					,							Jew	itt vs. Pat	terso	n. B. wins	
							Varia	tion	5.							
32	28	17	13	25	22	21	14		19	16	23	16	16	12	28 19	
2	6	3	7	14	17	10	26		12	19	26	31	31	24	11 16	
												P	owell vs. 1	Dunr	ne. B. wins	

Game No. 38. 9 14, 22 18* Line. Double Corner.

9	14	8	22	4	8	12	-19	10	14	2	6b	17 2	26	16 9	20
22	18*	25	18	29	25	23	16	30	26	12	8	31 2	22	23	19
5	9-1	12	16	8	12	14	23	14	17	3	12	12	6	c20 2	24
24	20-2	28	24	25	22	26	19	21	14	19	15	27 2	24	15	10
11	16	16	20	1	5	9	13	6	9	13	17	20 2	27	W. wir	ns
20	11	24	19	19	16	16	12a	22	18	26	22	32 2	23		

(a) Improved published play. (b) 13 17 allows stroke by 12 8.

							Vai	ciation C.			
9	13	6	9	20	24	24	27	27	31	13 22	W. wins
19	16	15	11	11	2	2	6	22	17	6 13	

						Var	iatio	on 1.						
		Bert Berry	-Black.								J. H	Roberts	W	hite.
11	15	24 2	20 14	17	26	22		5	14	20	16	8	11	2 6
18	11	15 2	24 21	14	17	26		32	27	18	25	10	3	27 31
8	15	28 1	.9 10	17	31	22		11	18	30	21	11	20	6 9
23	19	4	8 19	15	7	10		22	15	6	9	3	7	W. wins
5	9	25 2	22 3	8	29	25		2	7	27	23	20	24	
27	23	8 1	1 23	19	10	14a		25	22	9	14	7	2	
9	13	22 1	.8 1	5	18	9		14	18b	15	10	24	27	

(a) I expected the following: 59, 3227, 1014, 2723, 1417, 2521, 1726, 1916, 1219, 237, 211, 3023, 914, Drawn; J. F. R. (b) Loses; 1417 Draws.

							Vari	ation	2.						
25	22-3	15	24	22	17	4	8		21	17e	6	13	9	6	29 25
12	16-4	28	19	15	22	23	18		7	23	18	14	17	21	10 15
24	20	7	10	17	10	16	19b		22	18	11	18	6	2	W. wins
8	12	32	28	9	13a	24	15		1	6	20	4	22	25	Ind.
27	24	10	15	26	17	22	25b		17	14	18	22	2	6	Journal
10	15	19	10	13	22	29	22		12	16	14	9	25	29	
24	19	6	15	28	24	2	7		14	9	13	17	6	10	

(a) Losing move. (b) A double sacrifice and best. (c) Necessary to sacrifice.

|--|

24	19	22	17	31	26	18	11	23	14	27	11	22	18	18	14
11	16	16	20	3	8	8	15	9	18	7	23	24	27	c 4	8
26	22	17	1 3 a	28	24	26	22*	21	17	24	19	25	21b	14	7
8	11	1	5*	11	15	14	18	18	23	20	24	27	31	2	11
	Continue	31	27:19	15, 1	1 18, 30	26.	23 30, 32	14	and W.	win	S.				

(a) A modern line given in the "Guide Post." (b) A valuable move. (c) 31 27, or 31 26 loses.

Variation 4.

10 15a	9 13	8 11	2 6	11 18	13 17	25 29	1 6
22 17	17 14	29 25	21 17c	23 7	2 7	14 17	18 14
15 22	11 16	7 10b	6 9	16 23	17 21	4 8	12 16
17 10	24 19	14 7	22 18	27 18	7 10	17 22	26 23
6 15	15 24	3 10	13 22	9 13	22 25	8 11	16 20
26 17	28 19	25 22	18 15	7 2	10 14	31 26	23 19
							W. wins

(a) The simultaneous player introduces a new move; 11 16 was met 18 15 on several boards, and the champion's object was, no doubt, the prevention of that line. (b) This came as a surprise. Black appears to have nothing left after the exchange. (c) Well played and decides the game in a White win.

M. L. Wolf

Zenia, Ohio.

This very enthusiastic checker devotee was born May 23d, 1868, at Fairfield, Ohio, and entered the Citizens National Bank at Zenia as messenger in 1885, and step by step this worthy young man gained promotion to cashiership in 1903, which position he still holds. He is pleasant and sociable and is liked by all.

His checker playing covers a period of over twenty years, and he has a library on the game of over three hundred volumes. He plays the game as a diversion from business worry for which the banking business is noted. He has been challenged many times to play in matches, but does not care to stand the strain. His problems which have appeared in the different Journals are of excellent quality.

W. A. Burkhardt

Cridersville, Ohio.

The subject of this sketch is of German-American parentage. He was born in the year 1874 in Allen county, Ohio, and lived on the farm until arriving at his years of majority. He enjoys checkers as a pastime, and at an early age showed an aptness for the game. During the past three years he has served as secretary and treasurer of the Ohio Checker Association, and has played creditably in all the tournament games since its organization. He is a staunch Democrat, and was five times chosen as Burgomaster of his bailiwick. His principal work is in the newspaper business and he is interested in that line in Anglaize, Allen and Darke counties. Personally Mr. Burkhardt is a genial, warm-hearted gentleman and deservedly popular with the fraternity.

George A. Pierce

Champion of Minnesota and International Player.

George A. Pierce was born in Anoka, December 7th, 1871, and has until recently lived in his native state, now, however, he is located in Allegheny, Pa., running a first-class photographic parlor and employs only up-to-date methods in his business. During his leisure hours he finds time to play the game with his old time energy.

Much hard work has George A. Pierce done for the betterment of the general player, and his Single Corner Book has had a phenominal sale.

The name of G. A. Pierce will live in the history of the game down throughout ages to come.



M. L. WOLF



F. A. SHOEMAKER



Col. C. D. GATES



W. J. ZAHL







HENRY HUTZLER



DR. W. H. CHAMBERS



GEORGE H. DEAN



RICHARD JORDAN

W. H. Chambers, M. D.

Dravosburg, Penn.

Of the many enthusiastic checker players of the great state of Pennsylvania our genial friend Dr. Chambers deserves more than a passing notice.

He was born in 1873 of good old revolutionary stock, full of true patriotism for the country of his birth, an American in every sense of the word.

He was very successful in his medical studies, graduating twice in medicine, attaining the degrees of B. E., B. S., M. D., Ph. B.

For the past ten years he has been practising medicine and so diligently that his time for playing checkers is limited.

His first games were played some fifteen years ago, and his progress was steady and sure, until 1907, when he won first prize in the McKeesport tournament, a notable performance, as many brilliant players were contesting for the honor. He has played by correspondence with good success, and though at the present time business prevents much attention to his favorite game, he is always interested in its welfare.

Game No. 39. 10 14, 22 17. Denny.

Analysis by Herbert L. and Charles L. Eddy, Providence, R. I.

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

Notes by H. L. Eddy.

(a) In the Freeman-Barker match in Providence in 1890, Freeman took 26 10 here with a draw result. (b) 32 27 is the correct move here to draw. The text move is a tempting one, and at first glance looks like a winner, but instead of winning it loses. The win for Black, however, is not readily seen, and unless it is understood, is quite likely to be overlooked. (c) Only move to win. 3 7 would lose by 17 13, 6 10, 13 6, 10 17, 22 13, 15 31, 24 8, 1 10, 20 2, White wins.

			Variatio	n 1.			
17 14	13 6	28 19	32 28	18 14	7 3	13 9f	7 10
8 12	19 24	16 30	12 16	30 25	25 18	16 19	15 19
21 17d	14 7	$25 \ 21$	28 24	14 7	17 13	3 7	B. wins
6 10e	3 10	30 25	25 30	1 10	10 14	19 28	

(d) 32 27, 19 23, 26 10, 6 15, etc., B. wins. (e) Only move to win. (f) 3 8, 16 19, 8 12, 19 28, 12 16, 15 19, 16 7, 5 9, 13 6, 14 17, B. wins.

		Game No.	40.	10 14, 22	17.*	Denny.		
10 14	14 18	15 19	4	8 7	16	7 11	18 22*	20 27
22 17	23 14	17 14	27 2	4 32	27	26 23	23 18	31 15
7 10	9 18	11 16	12 1	6* 16	20	19 26	15 19*	5 9
17 13	21 17	20 11	24 2	0 29	25	30 23	27 24	13 6
3 7	10 15	8 15	8 13	2 2	7	11 16	6 15	1 19
24 20	25 21	21 17a	20 1	1 25	21	14 10	18 1 1	Drawn

(a) Given in Denvir's Traps and Shots to win for White. It is probably Denvir's great Denny "Cook" he took to Boston for the special benefit of the American Team.

				Gar	ne I	No. 41.	10	14, 24	19.*	Denr	ıy.			
10	14	29	25	8	11	26	23d	32	16	11	20	30	26	6 9
24	19*	11	15	9	5	11	15	20	4	2	7	24	19*	22 18
6	10	25	22	4	8	30	25	1	6	20	24	26	22	23 26
22	17	7	11	24	20	15	18	25	22	14	17	19	23*	17 21
9	13	22	17	15	24	32	28	6	13	21	14	13	17	9 13
28	24	11	16	23	19	18	27	4	8	10	26	6	2	Drawn
13	22	17	13	16	23	28	19	7	10	5	1*	7	10	
25	9	3	7	27	9	27	32	8	11*	26	30	2	6	
5	14	13	9	10	14a	31	37	12	16	1	6*	10	14	

(a) This move gave Heffner a scare in the International Contest. (b) Submitted to draw neatly.

Game No. 42.	12	16, 24	20.*	Dundee.
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12	16	22	17a	11	25	20	11	2	7	31	22	6	10*	19	15
24	20*	3	8	29	22	7	16	27	23	7	11d	25	21	16	19
8	12	25	22	8	11b	23	19 c	14	17	22	18	10	14	23	16
28	24	16	19	17	13	16	23	21	14	11	16	18	9	12	19
9	14	24	15	11	16	26	19	10	26	30	25	5	14	Dra	wn

(a) Not as strong as 22 18. (b) 12 16, 20 11, 8 15, 23 18, etc., is claimed by experts as best. (c) A Scotch attack. (d) Richard Jordon draws by 4 8, 23 18, 7 11, 22 17, 11 16, 17 14, 16 23, 14 9, 5 14, 18 2, 8 11, 20 24, resulting in Petterson's drawbridge.

Game	No.	43.	12	16,	22	17*	Line.
0 44			_				

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

(a) In National Tourney Pierce took 27 23 against Hill. (b) Now same as Hill-Pierce game. If 27 23, 6 9, and Blacks for choice. (c) National Tourney notes fail to note the strategy in this opening.

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

(d) Second double corner Dyke formation.

Game No. 44. 12 16, 24 20* Line.

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

(a) One of the strong White attacks. (b) Decidedly best. (c) 19 24, 29 25, 16 20, 25 22, 1 5, 31 26, 24 28, 22 17, 9 14, 18 9, 5 14, 26 23, 20 24, 23 19. (d) Reed lost to Barker by 15 19 here. O'Grady beat Pierce. See Lee's Guide.

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

(a) A new move, evidently a "cook" as Mr. Pierce was requested by Mr. Klinka to play 30 26,

			Variation	3.			
17 13	22 18	27 18	25 18	29 25	32 28	13 6	Drawn
5 9	15 22	10 15*	9 14*	5 14	19 23	2 9	
16 11	25 18	30 25	18 9	25 22	22 18	18 15	
12 16	14 23	15 22	1 5	16 20	6 9		

				Gai	ne N	lo. 45.	11	15, 22	17.*	by Dyl	re.				
11	15	24	15	11	15	22	18	3	8a	27	23	12	19	22	17
22	17	10	19	27	23	12	19	17	13	7	10	27	23	W. W	vins
15	19	25	22	4	8	18	11	8	12	31	27	19	24		
23	16	8	11	23	16	7	16	32	27	16	°20	28	19		
12	19	30	25	8	12	25	22	2	7	23	16	10	14		
	(a)	Correc	ts Inte	ernational	Mate	h Book									
									_						
						_									
				Ga	me N	No. 46.	. 11	1 15, 22	2 17.	* Dyl	ke.				
11	15	22	17	14	23	17	10	28	32	22	17	26	30	12	8
0.0	1 -	_	1.0	0.7	10	0	4 №	0	0	2.0	00	0	0	0	1.0

				Ga	me	No. 46.	•	11 15, 22	2 17	7.* Dy	ke.			
11	15	22	17	14	23	17	10	28	32	22	17	26	30	12 8
22	17	7	10	27	18	6	15	9	6	26	22	6	2	3 12
9	14	27	23	10	14	21	17	32	27	17	13	30	25	7 3
17	13	11	16	17	10	15	18	6	2	19	23	2	6	14 7
15	19	29	25	7	23	17	14	27	18	18	9	25	21	2 11
24	15	4	8	28	24	18	23	30	26	28	26	6	2	9 14
10	19	25	22	19	28	14	10	15	19	(6	21	17	B. wins
23	16	5	9	26	12	11	15	2	7	22	2 18	2	6	Pierce
12	19	31	27a	9	14	13	9	18	23	(2	17	13	vs.
2 5	22	2	7b	22	17	23	27	26	22	18	3 14	6	2	Titus
8	11	23	18	8	11c	32	23	23	26	2	6	13	9	

(a) 22 18, 8 11, 26 22, draws. (b) A splendid move. (c) A neat win.

				Ga	ıme No.	47.	. 11	15, 22	17.*	Dyl	ce.			
11	15	8	11	12	19	5	9	15	18	16	20	32	28	1 6
22	17*	30	25	18	11	27	23 c	26	22	24	19	8	4	25 2 2
15	19	11	15	7	16	9	14	19	26	20	24	18	23	30 26
24	15	27	23	25	22	22	17	22	15	19	16	4	8	11 16
10	19	4	8	9	14b	2	7	26	30	24	28	23	27	26 17
23	16	23	16	17	10	17	10	15	11	16	12	31	24	16 23
12	19	8	12	6	15	7	14	14	18	28	32	28	19	17 14
25	22	22	18a	32	27	29	25	. 28	24	11	8	8	11	B. wins

(a) Better than running off the man by 32 27. (b) Best; 3 8 is weak. (c) 21 17 is proper. 31 27, 3 8, 27 24, 16 20, 22 18, 15 22, 24 19, 2 7, 15 11, 8 15, 31 27, 29 25. Drawn.

					Gar	ne No	. 48.	9	13, 22 1	8.*	Edinburg	ζ.		
9	13	23	18		12	16	23	14	15	19*	23 16	27	31	26 22
22	18*	7	11		32	27	6	10	27	23	12 19	28	24	5 9
6	9	27	23		4	8	25	21	11	15	27 28	31	27	14 5
25	22	3	7		18	14a	10	17	20	11	20 24	24	2 0	23 14
11	15	30	25		10	17	21	14	7	16	23 16	5 15	19	16 11
18	11	1	6		21	14	8	12	31	27	24 27	7 22	18	19 24
8	15	24	20		9	18	29	25	16	20	25 21	27	23	Drawn
	/ \ \			~		7 11								

(a) Improves the Guides and allows a very narrow draw.

						Game No	. 49	. 9 13	3, 24	: 19.*				
9	13	15	22	8	11	15	18a	6	10	14	30	8	11	13 17
24	19	25	18	24	20	26	22b	26	28	23	14	9	14	28 24
11	15	9	14	11	15	10	15	2	6	30	23	26	31	11 16
28	24	18	9	19	16	30	26	31	26	27	2	32	28	Drawn
6	9	5	14	12	19	1	6	4	8c	10	26	31	27	
22	18	29	25	23	16	16	12	21	17	2	9	14	18	

(a) Corrects Barker vs. Andrews. (b) Leads to very interesting play. (c) 6 9 and stroke.

Game No. 50. 9 13, 22 17.* Edinburg.

					Pie	erce vs. K	Cetcl	hum. Pie	rce'	s move.		
9	13	10	17	2	6	8	12	4	8	15	19	17 22 31 26
22	17	21	14	25	22	16	11	24	20	22	17	10 7 Drawn
13	22	12	16	, 6	15	7	16	8	11	19	26	22 26
25	18	29	25	27	23	22	18	32	27	30	23	7 3
6	9	11	15	1	6a	6	10	5	9	9	13	26 31
18	14	24	19	31	26	14	7	27	23	17	14	18 14
9	18	16	23	15	19	3	10	10	15	13	17	11 15
23	14	26	10	23	16	28	24	26	22	14	10	20 11

(a) Probably Black's best.

Game No. 51. 9 13, 22 18.*

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

(a) A strong modern attack played by Gardner in the International with Dr. Schaefer. (b) A suggestion in the notes of the International Match Game Book. (c) Retaining the piece is now draw.

						Variation	1.					
8	12a	23	14	4	8	15 10	25	29	27	18	11 15 10	7
25	22b	6	9	21	17	5 9	5	1	8	11	14 10 3	3 10
18	25	13	6	18	22	14 5	2 9	25	1	6	12 16	3 15
29	13	2	18	17	14	7 14	22	18	25	22	32 27 16	3 20
9	18	19	15*	22	25	26 22	14	23	18	14	15 18 15	5 19
											Dr	awn

(a) 9 13 as in trunk can be won as follows: 19 15, 17 22, 26 17, 13 22, 23 19, 8 12, 27 23, White wins. This was discarded too late for proper placing. (b) If 32 28, 9 13, gives Black a fine game.

		•		Gan	ne l	No. 52.	9	13, 24	19.*	* Edinb	ourg	y •		
9	13	1	6	8	12	7	11	5	14:	a 20	27	2	9	11 16
24	19	18	11	24	19	22	17-	-2 25	22	31	24	22	17	25 22
11	15	7	23	4	8	13	22	16	20	8	, 11	15	18	16" 23
28	24	27	18	30	26	26	17	29	25	17	13	17	13	22 18
6	9	12	16	3	7	9	14	11	15	6	9	18	27	Drawn
23	18-1	26	23	32	27	18	9	27	24	13	6	13	6	
	(a)	6 22 w	as t	aken in th	e Na	tional To	urne	ey, Pigeon	vs.	Pierce ga	me.			
							Va	riation 1.						
22	18	24	20	23	16	27	24	25	22	21	14	6	1	17 13
15	22	8	11	15	18†	18	27	4	8	10	17	17	21	3 0 25
25	18	29	25	26	23	32	23	22	13	19	10	26	22	9 6
9	14	11	15	13	17	10	15	8	12	12	28	21	25	Drawn
18	9	19	16	30	26	23	19	13	9	10	6	. 22	17	
5	14	12	19	1	6	6	10	14	17	28	32	25	30	
	(†)	C. F. I	Bark	er played	15 1	9 with A	ndre	ws and los	st in	first Nati	onal	Tourney.		
							Va	riation 2.						
27	24b	31	27	18	15	22	18	18	9	15	6	21	14	23 14
16	20	11	160	9	14	13	17	6	13	2	9	9	18	16 32
														B. wins
	(b)	Nations	al To	ourney pla	yer c	laimed th	is W	Thite's best	mo	ve. (c)	This	forces the	stro	ke and wins.

Game No. 53. 11 15, 23 19.* Fife.

					MIT	10 1 10: 50	<i>)</i> •	11 109 2		>/+ I I	10+			
		Black—	L. I	I. Stearns.								White—H	. H	ayes.
				Pla	yed	August 12	th,	1908, at I	Ian	chester, N	. н.			
11	15	1	5 24	: 10	14	12	19	2	11	11	15	8	11	23 32
23	19*	2	8 19	22	18	23	16	23	19	16	11	7	3	14 23
9	14	13	3 22	1	5	8	12	10	15	14	18	11	16	22 26
22	17	2	5 9	18	9	27	23	32	27	11	7	3	7	30 25
5	9	(6 18	5	14	12	19	15	18	15	19	16	20	26 30
26	23-	1 · 29	9 25	31	26	23	16	23	19	20	16	7	10	25 22
9	13		8 11	3	8	7	10	18	22	4	8	19	23	Drawn
24	20	28	5 22	19	16	16	7	19	16	16	12	10		
							V o	riation 1.						
							v a	mation 1.						
				In	ano	ther game	Hay	yes varied	and	Stearns w	on.			
17	13	8	3 11	20	16	12	19	25	21	2	25	10	7	18 22
14	18	21	17	8	12	22	18	10	15	21	17	23	19	2 7
19	16	4	L 8	29	25	7	11	17	14	25	30	7	2	16 12
12	19	24	L 20	19	24	18	14	23	26	17	14	19	16	B. wins
26	23	15	5 19	28	19	19	23	31	22	30	26	32	27	
19	26	25	5 22	15	24	14	7	6	9		10	15		
30	5	11	15	27	20	3	10	13	6		23	27		

				Gam	e N	No. 54.	11	15, 23	19.*	Glasgow.				
11	15	16	23	7	16	19	24a	4	8	2 11	13	29	1	5
23	19*	27	11	24	20	32	28-1	30	26	26 23	15	11	7	2
8	11	7	16	16	19	5	9	8	11	11 15	10	15b	14	17
22	17	20	11	25	22	28	19	19	16	20 16	11	7	Dra	wn
11	16	3	7	9	14	9	13	12	19	15 18	6	9		
24	20	28	24	29	25	26	23	23	7	22 15	16	11		

(a) Perhaps not best, but sound, and new with winning chances. (b) Nothing but an easy draw.

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

(c) 32 28 in trunk must be met with 5 9, for if 4 8, White wins by 28 19, 8 11, 22 18, 14 23, 17 14, 10 17, 21 14, 2 7, 25 22, 6 10, 22 18, W. wins. (d) If 17 14, 10 17, 21 14, 18 23, 26 19, 24 15, 17 14, 5 9, 31 27, 9,14, 27 24, 14 17, 25 21, 17 22, 24 19, B. wins.

Game No. 55. 11 15, 23 19.* Glasgow Refused.

11	15	25	22	16	23	3	8b	11	15	30	26	8	11	13	6
23	19	5	9	27	11	11	7	23	19	4	8	31	27	1 1	0
8	11	17	13	7	16	2	11	15	24	26	23	10	15	23 1	9
22	17	11	16	20	11	26	23	28	19	11	16c	19	10	16 2	23
9	14-1	24	20a			11	15	8	11	22	18	6	22	27	9
														Draw	m

(a) 26 23 forms Glasgow Refused and considered a loss. (b) Said to be weaker than 37. Much a statement of prestige for known results. (c) 11 15, 32 28, 15 24, 28 19, 8 11, 31 27*, 11 15, 27 24, 15 18, 22 15, 12 16 Drawn.

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

(a) A sound tricky line with some play published on it, but not in the Guides.

							Var	riation 2.						
9	14a	28	19	6	9	24	20	7	16	7	2	14	30	9 14
29	25	9	13	31	27d	1	6	20	11	24	27	7	5	10 15
19	24b	26	23	2	7	30	26	18	24	2	7	31	26*	14 18
32	28c	4	8	27	24	11	15	11	7	27	31	5	9	15 19
5	9	20	16	8	11	16	11	12	16	23	18	6	10	B. wins

(a) A good variation. (b) 4 8 brings up regular play and his move is also sound. (c) 26 23, 4 8, 17 13. 8 11, 22 18, 5 9, 25 22, 10 15, 32 28, 6 10, and a variation of Lee's Guide. (d) David Millar won this game. 30 26 Drawn.

				Ga	me	No. 56.	10	15, 21	1 17	.* Kel	so.		
10	15	22	18	11	18	29	25	3	10	24	19	10 14	18 14
21	17*	15	22	28	24	2	7	26	23	20	24	24 19	W. wins
11	16	24	15	5	14	30	26b	8	12	27	20	17 21	
17	13	7	11	26	23	7	10	32	28*	18	27	25 22	
16	19a1	25	18	8	11	19	15	12	16	31	24	14 17	·
23	16	9	14	24	19	10	19	28	24	14	17	22 18	
12	19	18	9	4	8	23	7	16	20	19	16	17 22	
	(a)	A favor	ite w	ith severs	al Sc	eotch expe	rts an	d has fig	ured	in every r	node	rn contest. (b)	Corrects
the	books	3.								·			
							Varia	ation 1.					
16	20	24	19	11	16	28	24	17	26	22	18	10 17	13 9
22	18-6	9	14	25	22	7	10	31	22	14	17	18 14	Drawn
15	22	18	9	14	17	18	15a2	5	9	25	21	7 10	
25	18	5	14	22	18	1	5	30	25	2	7	14 7	
8	11	29	25-9	4	8	26	22	9	14	21	14	3 10	
	(a)	Correct	s Lee	's Guide	and	Kear's St	urges	•					
							Varis	ation 2.					
32	28	31	22	22	17	17	13-4	13	9	9	6	24 19	22 18
3	7b	7	11	6	9	9	14	11	15	14	18	15 24	11 16
26	22-3	30	25	13	6	18	9	25	22	23	7	28 19	19 15
17	26	1	5	2	9	5	14	8	11	16	32	32 27	27 23
	(b)	Correct	s Lee	e's Guide	and	Kear's St	urges	•					B. wins
							Varia	ation 3.					
19	15	7	10	9	5	20	27	28	24	20	24	25 21	31 22
	19	13	9-5		7	31		16			25	27 31	14 10
	15	10		27			11	24			27	21 14	6 9

B. wins

							Vari	ation 4.						
25	21	5	14	13	9	14	18	24	19	32	27			B. wins
9	14	17	13	8	11	23	7	15	24	7	3			
18	9	11	15	9	6	16	32	28	19	27	24			
							Voni	ation 5						
								ation 5.						
30		25		26		31		18			10		14	14 9
10	19	17	22	19	26	16	19	12	16	6	15	8	12	15 18
														B. wins
							Vari	ation 6.						
24	19-7	22	18	25	22	22	18	21	14	26	22	14	7	18 15
	24		14		8		17	10			26		10	11 18
28	19	18	9	29	25		21-8	18	14	31	22	22	18	23 7
8	11	5	14	11	16	6	10	1	5	7	10	8	11	2 11
														Drawn
							Vari	ation 7.						
92	18	30	26	28	19	99	18	21	14	31	22	22	17	23 7
	11	3			14		17	10			10		11	2 11
	23		19		9		21	26			25		15	25 21
	10		24		14		16	17		4			18	16 23
·								_,						Drawn
							Vari	ation 8.						
1.0	1.4	<i>~</i>	1.0	0.0	10	1.5			17	90	20	20	9.9	15 10
	14		10		18		26	22			26 7		23 15	15 19 23 16
	11		7		23		22 16	16 18		2	11		14	12 19
23	22	υ	10	20	19	11	10	10	14	2	11	11	1.3	Drawn
							Voni	ation 9.						DIANI
	22					8		23			27		15a	12 16
	17		25	4			15	16			23		19	26 22
31	26		10		18	11		27			10	23	16	Drawn
	(a)	25 21,	10 1	5, 18 11,	1 5,	21 14, 6	9, 13	6, 2 27,	Dı	rawn.			,	
									_					
				Gam	e N	o. 57.	10 1	5, 21 1	7*	Line. I	Cels	0.		
10	15	8	11	9	14	15	24	24	28	15	19	10	15	19 23
	17*		23		9	$\frac{15}{25}$		30			18		14	27 18
	16-1		10	5			8	8			24		7	15 22
	13		19		18	22		25			9		25	14 10
	20		24		15	12				6			19	7 14
	18-2		19		9		5				17		21	17 10
20				4, 28 19,										Drawn
	(")	02 20,		, ,	,									9

							37	adian 1						
							varı	ation 1.						
6	10	12	16	19	24	3	7	10	15	7	10	8	12	23 30
17	14	24	20	28	19	23	18	25	22	24	15	18	15	14 9
9	18	16	19	15	24	24	28	15	19	10	19	11	18	Drawn
23	14	25	22	26	23	22	17	31	26	17	14	20	11	
10	17	7	10	8	12	1	6	4	8	12	16	18	23	
22	13	29	25	25	21	30	25	27	24	22	17	11	8	
							Vari	ation 2.						
24	19a3	11	16	9	14	3	7	5	14	10	26	4	8	10 14
15	24		22-4	18		22		25			22	30	25	18 9
	19		10		14	1	5	14			10		11	6 10
	11	25		29		18	9	21			18b	25		23 18
	18													Drawn
	(a) A	very	strong	line re	auiring	r critica	al bo	dv plav t	o se	ecure a te	nable	game.	(b)	22 17, 6 9,
13	6, 29,	_	_			,						0		, ,
	,						Vari	ation 3.						
22	18	25	21	17	13a	5	1	1	5	23	16	14	10	7 2
	22		10	1	5 b	16		11			19		8	23 27
	18	13		26		27		5	9	9			16	31 24
	11	11			21	20			11		14		12	20 27
	25	23		13		32			24*		10		11	2 7
	14	14			11*	3	8*		15		18		16	Drawn
18			17b5	9	5	11			20		14		7	223,112
	14	18			16*		11	16			23		20	
		6 23,						s a splend						
	(a) 2	0 20, 1	same.	(0) 1	nack H	ow aeve	nope	s a spiend	iiu g	заше.				
							Var	iation 4.						
25	22	25	21	32	28	22	18	26	22	28	19	31	24	22 18
7	10	8	11	9	14	1	5	11	15	8	11	16	20	Drawn
	25		25-6	18	9	18	9	22	17	27	24*	25	22	Neatly
4	8	3	8	5	14	5	14	15	24	20	27		Pier	rce vs. Titus
		-					Var	iation 5.						
26	23	17	13	13	6	23	14	19	16	28	24	19	15	26 23
18	22	8	11	22	25	10	17	12	19	17	22	25	29	29 25
21	17	9	6		21		14	24	8		19		26	15 10
4	8	2	9		18		17	3	12		25		16	Drawn
3.0	20		_	2.0	2.2			iation 6.	•		~ ~			
	28		5		26		14		6		25		16	24 28
	14	18			24		22		25	6			19	27 24
	9		14		19		17	13			22		10	Drawn
	14		22		18		14		30		15		24	
22	18	11	15	22	15	6	10	9	6	16	19	2	6	



DONALD M. GILDERSLEEVE



WILLIAM A. MACRAE



Donald M. Gildersleeve

Brooklyn, N. Y.

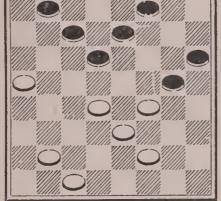
The worthy subject of this sketch is a native of Brooklyn, N. Y., he having first seen the light of day at that place May 3d, 1889, and resides there at the the present time.

He was early interested in his school studies and made rapid progress, graduating at Williston in 1906, and then attended two years at Amherst College, and now we find him a freshman in a medical college, deeply interested in his studies of the human system, and especially in the dissecting room, under the skillful guidance of his father, the well-known C. P. Gildersleeve, M. D.

His first introduction to the game of checkers was in 1904, and he soon became quite proficient, playing with good success with the Brooklyn players, also some others outside the city. His ability as an analyst excells his cross-board play, and his problem compositions have traces of a future problematical genious.

Young Donald takes no credit for his talented work, saying he is "punk" at all—the reader can decide for him by trying him across the board, or by running over his published games and problems. Give him the same time to practice, and the right kind, and, well — the best would have a hard time to defeat him.

Problem No. 23. By D. M. Gildersleeve BLACK



Either to play and Black win.

Problem No. 24. By D. M. Gildersleeve BLACK

White to play and draw.

			PROBLEM	No	. 23. BI	LACK TO	MOVE.		
7	11	30 26-6	6 15	23	18	19 24	13 9-	2 31 27	26 22
25	22	10 15	18 14	15	19	14 10-5	27 31	22 17	31 26
16	20	19 10	12 16	27	23	24 27	9 6-	1 27 31	B. wins
					Variation	1.			
18	14	31 27	23 18	16	19	22 17	27 23	26 22	20 24
	And Wh	ite is driven t	o suicide.						
					Variation	2.			
18	14	27 31	14 9-3	31	27	23 18	16 19	27 23	B. wins
					Variation	3.			
13	9-4	31 27	23 18	16	19 And	B wins san	me as varia	tion 1.	

92	1.0	16	10	B. wins.			Variation	ı 4.				
40	10	10	13	D. Wills.			Variation	ı 5.				
	If 1	4 9 or 1	3 9	or 22 17	Black					14		he.
							Variation	n 6.				
30	25	10	15	19	10	6	15	18	14	12 16	23 18	16 19
				р	ROBI	JEM No	. 23. W	HIT	re a	ro move.		B. wins
				•			Variation					
25	21-1	7	11	18	14	10		21	14	6 10	14 7	3 10
												B. wins
กร	22-5	30	95	4 19	10		Variation 24-2	1 1. 24	20	13 9-3	9 6	6 2
	11	10		6			7			15 19	19 26	26 31
								•				B. wins
25	21	19	26	13	Q		Variation	1 2. 17	14	15 18	8 11	
15	19	18	14	26	30	14	7	16	19	3 8	19 24	
22	17	10	15	9	6	30	26	7	3	11 15		B. wins
4.0	4.4	0.0	4.0		_		Variation		0.0			
	14 20	23 12		14 16	9 19	18 19	14 24	$\begin{array}{c} 27 \\ 24 \end{array}$		B. wins		
							Variation					
	26	19	10	27	24	23		19				
10	15a		15	16		20	27	12	16	White must	lose a piece and	B wins.
	(a)	3 8 here	e foi	rms Proble	em No	D. 24.	Variation	. 5				
18	15	3	8	30	26-6	7	11		22	11 18	22 15	10 14
												B. wins
95	22	16	20	1.5	6	11	Variation		3	20 24	23 18	
	11-7		9	1		23		11		19 15	20 10	
22	18		13		15	8		27	23	24 27		
	Dra	wn, only	В.	must go 1	0 14	as in va						
1.0	1.4.4	00	1.0	1.4	1.77	1.0	Variation		9.9	0 10	15 0	1 1 2
10	14*	22	18	14	17	18	14-8	17	22	6 10	15 6	1 17 B. wins
		•					Variation	a 8.				
	25 22	$\begin{array}{c} 25 \\ 22 \end{array}$			17c 30		24c 25		20c		20 4	9 6
11				ible move						11 27 dersleeve.	6 10	25 21 B. wins
	(-)	T TOTAL P			,							.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
						PRO	OBLEM	No.	24.			
	15b 19		17 24a	27 6		18 10	14 15	14 15		23 18 19 23	$\begin{array}{ccc} 26 & 19 \\ 16 & 23 \end{array}$	Drawn
10											7, 27 31, 26 25	
mo	` '										ves pretty play,	
		•									1 0 1 0 1	

		Game No.	. 58. 10 1	5, 21 17.*	Kelso.		
10 15	15 24	7 10	7 10	12 19	19 24	24 28	4 8
21 17*	28 19	25 21	15 11	31 26	25 22	25 22	22 17
11 16	8 11	10 14-1b	16 19	9 14	14 18	1 5	Drawn
17 13	22 18	29 25	23 16	18 9	$22\ 15$	11 7	
16 20	11 16	3 7	14 23	5 14	10 19	2 11	
24 19a	26 22	19 15c	27 18	22 17	30 25	17 14	

(a) Strongest White attack. (b) 4 8, 29 25, 8 11, 18 15, 11 18, 22 15, 10 14, 15 11, 14 18, 23 14, 9 18, 19 15, 6 9, 13 6, 1 19, 11 8, W. wins. (c) 31 26, 6 10, 13 6, 2 9, 18 15, 7 11, 15 6, 1 10, 22 18, 9 13, 18 9, 5 14, 23 18, 14 23, 27 18, 16 23, 26 19, 11 16, Drawn. (d) 18 15, 14 18, 23 14, 9 18, 31 26, 16 23, 26 19, 4 8, 22 17, 7 11, 17 14, 11 16, 21 17, 16 23, 15 10, 6 10, 25 22, Drawn.

							Variation	1.						
4	8	8	11	16	19	19	24	11	15	11	l	16	15 1	9 24 31
29	25	18	9	23	16	26	23	14	7	18	5	11	3	8 Drawn
9	14e	11	15	12	19	3	7	2	11	(6	10	18 2	2
18	9	25	22	9	5	21	17	23	19	11	1	7	8 1	2
5	14	15	24	24	28	7	11	15	18	10	0	15	22 2	26
22	18	22	18f	30	26g	18	14	19	15	,	7	3	31 2	2

(e) Only play to draw. (f) 32 28, 1 5, 28 19, 5 14, 22 18, 5 9, 13 6, 2 9, 30 25, 3 8, 25 22, 8 11, 22 17, 9 13, 18 9, 13 22, 21 17. Drawn. (g) 18 14, 10 17, 21 14, 19 24, 14 9, 3 7, 30 26, 7 10, 26 22, 10 15, 27 23, 6 10.* Drawn.

		Game No	59. 10	15, 21 17.*	Kelso.		
10 15	8 11	11 15	10 17	18 27	16 19	14 17	31 27
21 17	29 25	23 19	21 14	32 7	6 2	10 14	14 18
11 16	9 14	a4 8-1	7 10	20 27	19 24	17 21	27 24
17 13	18 9	26 22	14 7	31 24	28 19	20 16	7 2
16 20	5 14	14 18	3 10	2 11	15 24	24 27	24 19
22 18	25 21	22 17	19 16	9 6	2 7	16 11	2 7
15 22	6 10	8 11	12 19	11 16	10 14	27 31	19 24
25 18	13 9	b17 14-2	27 23	24 20	7 10	11 7	7 10
							W. wins

(a) 14 18 and 1 5; both safe moves. (b) The two for two is deceptive, also the 17 13.

Variation 1.														
14	18	7	11	8	15	4	8	8	11	22	26	19	23	27 23
21	17	30	25e	25	21f	22	18	1	6	9	6	9	6	9 14
18	22	3	8*	20	27	19	23	10	15	26	31	23	26	31 26
9	6e	31	26	32	23	17	14	18	14	6	2	6	2	Drawn
2	9	11	16	12	16*	10	19	15	18*	23	27	26	30	
17	13	26	22	23	18	14	5	6	10	2	7	2	6	
1	6d	16	23	15	19	6	10	18	22*	27	32	32	27	
26	17	27	11	18	15	5	1	14	9	13	9	6	9	

(c) 26 23 draws; 17 13 weak. (d) 9 14, 26 17, 14 21, 13 9, 4 8, 9 6, 10 14, 19 10, 14 17, 6 2, 7 14, 24 19, 17 22, 19 15, 22 25, 15 10, 25 29, 2 6, 14 18, White's best. (e) 31 26, 9 14, 19 16, 12 19, 27 23, 14 21, 23 7, 20 27, 32 23, 21 25, 30 21, 15 18, Drawn. (f) 24 19, 15 24, 28 19, 9 14, 25 21, 12 16, 19 12, 20 24, 32 28, 24 27, Drawn.

		10, 0 14,	20 2	11, 12 1	0, 10	12, 20 2	T, 02	20, 2	± 21, DI	ан п.					•
								Varia	ation 2.						
1	7	13	15	22	6	2	7	14	17	10	31	27	10	7	18 14
1	8	23	9	6	25	29	26	22	18	27	6	9	3	10	7 11
2	7	18	2	9	31	26	11	15	21	17	27	23	14	7	16 20
2	0	27	13	6	10	15	22	17	27	31	9	14	23	18	11 7
3	2	23	22	25	19	10	15	18	2	6	12	16	17	13	Drawn
										-					
					Ga	me No	. 60.	10	15, 22	18.*	Kel:	so.			
1	0	15	8	15	10	17	16	23	. 12	16	7	11	23	26	2 6
2	22	18*	24	19-2	21	14	14	9	1	5	15	8	30	23	17 13
1	.5	22	15	24	8	11	5	14	15	19	3	12	21	30	12 16
2	25	18	28	19	26	22	18	9	22	18	9	14	22	17	32 28
	9	13-1	4	8	11	16	6	10	13	17	23	26	30 2	26	26 22
2	29	25	23	18	27	23	9	5	18	15	31	22	23	19	27 23
1	1	15	6	10	1	6	10	15	17	21	19	23	16	23	Drawn
]	18	11	18	14	23	18	5	1	5	9	14	18	18	27	
								Varia	ation 1.						
]	1	15-3	25	11	4	8	26	22	12	16b	27	24	26	31	14 9
]	18	11	7	16	24	20	1	5	32	28	15	18	24	19	. 5 14
	8	15	24	20	8	11	22	17	14	18	23	14	31	26	6 2
9	21	17	3	8	29	25	2	6	23	14	22	26	19	16	23 27
	9	13	20	11	5	9	17	13a	9	18	24	19	26	22	2 9
6	30	25	8	15	25	21	10	14	26	23	16	23	16	7	18 23
	13	22	28	24	6	10	31	26	18	22	28	24	22	18	Drawn
															J. Kirk
					win b	y A. J.	Heffne	er. ((b) Subn	nitted	to draw	and	d corrects M	Ir.	Heffner who
]	pla	ys 14 18.	W	. wins.				Vani	ation 2.						
(o 5	22	5	9	1.0	11	12			23 ·	9	7	19	1 5	14 90
4		8		17		20		4		14		19	11		14 30 22 18
6		18		10		8		20b	17			11	15		30 26
•		11		25		27		18	7			21	16		18 15
		23		16a		24		27			1		23		Drawn
4															
,	007	, ,	is wa	as puon	впец	oy C. E.	were	((0) 9 14	lose	s by zo	21,	14 18, 22 6	, L	3 31, 32 27.
	VV .	wins.						Vari	ation 3.						
	6	10-4	23	14	16	23	23	19		11	30	26	7	14	13 9
		14		16		10		24		26		17	26		Drawn
		17		25-5	2			19		8		13	14		
		14		15		23-6		6		23		15	22		
		4.0	0.1		0		0.11	0.0	0						

							Varia	ition 4.						
11 1	6-7	9	13	11	16	4	8	16	19	6	15	13	2 2	19 28
29 2	25	18	14	27	23	25	22	23	16	18	2	26	17	27 18
6 2	0	8	11	6	9	2	6	12	19	9	25	8	11	1
24 1	.9	23	18	32	27	19	15	15	10	21	17	30	21	Draw
							Varia	ation 5.						
26 2	23	16	19	23	16	11	20	29	25	1	6		Lea	ds to drav
							Varia	ation 6.						
25 2	22	8	11	23	16	4	8	32	27	6	10	21	14	3 1
6 1	l 5	27	23	11	20	22	18	. 8	12	25	21	7	10	23 1
31 2	26	15	19	26	23	1	6	30	25	10	17	14	7	Draw
							Varia	ation 7.						
1 1	15	9	13	7	16	8	15	6	10	12	16	20	27	15 2
18 1	11	30	25	24	20	28	24	23	18	32	28	31	24	28 1
8 1	15	13	22	3	8	4	8	8	11	16	20	5	9	10 1
21	17	25	11	20	11	26	22	27	23	23	19	24	20	19 1
												Dra	wn.	Stricklan
						_			_					
				Gam	ie N	o. 61.	10 1	5, 23 1	– 9* Li	ine. K	Zelso.			
10	15	11	18		e N		10 1	·	– 9* Li 13		Kelso.	15	22	6 1
			18 17	4 24	8 20	26	15	9	13 28a	18 19	22-3 10	30	25	
23 15	19 18	21 8	17 11	4 24 11	8 20 15	26 8	15 23 11	9 32 2	13 28a 6b	18 19 6	22-3 10 15	30 1	25 6	1–18 1 11 1
23 15	19 18 15	21 8 17	17 11 14	4 24 11 19	8 20 15 10	26 8 28	15 23 11 24	9 32 2 23	13 28a 6b 19	18 19 6 25	22-3 10 15 18	30 1 25	25 6 18	1–18 1 11 1 14
23 15	19 18 15	21 8 17	17 11 14	4 24 11 19	8 20 15 10	26 8 28	15 23 11 24	9 32 2	13 28a 6b 19	18 19 6 25	22-3 10 15 18	30 1 25	25 6 18	1–18 1 11 1 14
23 15	19 18 15	21 8 17	17 11 14	4 24 11 19	8 20 15 10	26 8 28	15 23 11 24 (b)	9 32 2 23	13 28a 6b 19	18 19 6 25	22-3 10 15 18	30 1 25	25 6 18	1–18 1 11 1 14
23 15 22	19 18 15 (a)	21 8 17 A good	17 11 14	4 24 11 19 e with ch	8 20 15 10	26 8 28 s to win.	15 23 11 24 (b)	9 32 2 23 13 17, ation 1.	13 28a 6b 19	18 19 6 25 26, 24	22-3 10 15 18	30 1 25 cawn.	25 6 18	1–18 1 11 1 14 Draw
23 15 22	19 18 15 (a)	21 8 17 A good	17 11 14 I move	4 24 11 19 e with ch	8 20 15 10 nance	26 8 28 s to win.	15 23 11 24 (b) Vari	9 32 2 23 13 17, ation 1.	13 28a 6b 19 25 21,	18 19 6 25 26, 24	22-3 10 15 18 4 19, Dr	30 1 25 cawn.	25 6 18	6 10 1-18 1: 11 1: 14 : Draw
23 15 22	19 18 15 (a)	21 8 17 A good	17 11 14 1 move	4 24 11 19 e with ch	8 20 15 10 nance	26 8 28 s to win.	15 23 11 24 (b) Vari	9 32 2 23 13 17, ation 1.	13 28a 6b 19 25 21,	18 19 6 25 26, 24	22-3 10 15 18 4 19, Dr	30 1 25 cawn.	25 6 18	1–18 1 11 1 14 Draw
23 15 22 24 10	19 18 15 (a) 19 17	21 8 17 A good 18 17	17 11 14 1 move 14 22-9	4 24 11 19 e with ch	8 20 15 10 nance 23 10-2	26 8 28 s to win.	15 23 11 24 (b) Vari 7 10	9 32 2 23 13 17, ation 1.	13 28a 6b 19 25 21, 18 9	18 19 6 25 26, 24	22-3 10 15 18 4 19, Dr	30 1 25 cawn.	25 6 18	1–18 1 11 1 14 Draw
23 15 22 24 10	19 18 15 (a) 19 17	21 8 17 A good 18 17	17 11 14 1 move 14 22-9	4 24 11 19 e with ch	8 20 15 10 nance 23 10-2	26 8 28 s to win.	15 23 11 24 (b) Vari 7 10 Vari	9 32 23 13 17, ation 1. 23 5 ation 2.	13 28a 6b 19 25 21, 18 9	18 19 6 25 26, 24	22-3 10 15 18 4 19, Dr	30 1 25 cawn.	25 6 18	1–18 1 11 1 14 Draw
23 15 22 24 10	19 18 15 (a) 19 17	21 8 17 A good 18 17	17 11 14 1 move 14 22-9	4 24 11 19 e with ch 27 7	8 20 15 10 nance 23 10-2	26 8 28 s to win.	15 23 11 24 (b) Vari 7 10 Vari 15 Vari 14-1	9 32 2 23 13 17, ation 1. 23 5 ation 2. W. wins ation 3. 2 6	13 28a 6b 19 25 21, 18 9	18 19 6 25 2 6, 24 31 13	22-3 10 15 18 19, Dr 27 17	30 1 25 rawn. 27 10	25 6 18 24 0 14	1-18 1 11 1 14 Draw Draw
23 15 22 24 10	19 18 15 (a) 19 17	21 8 17 A good 18 17	17 11 14 1 move 14 22-9	4 24 11 19 e with ch 27 7	8 20 15 10 nance 23 10-2	26 8 28 s to win.	15 23 11 24 (b) Vari 7 10 Vari 15	9 32 2 23 13 17, ation 1. 23 5 ation 2. W. wins ation 3. 2 6	13 28a 6b 19 25 21, 18 9	18 19 6 25 2 6, 24 31 13	22-3 10 15 18 19, Dr 27 17	30 1 25 rawn. 27 10	25 6 18 24 0 14	1-18 1 11 1 14 Draw Draw
23 15 22 24 10	19 18 15 (a) 19 17	21 8 17 A good 18 17	17 11 14 1 move 14 22-9	4 24 11 19 e with ch 27 7	8 20 15 10 nance 23 10-2	26 8 28 s to win.	15 23 11 24 (b) Vari 7 10 Vari 15 Vari 14-1	9 32 2 23 13 17, ation 1. 23 5 ation 2. W. wins ation 3. 2 6	13 28a 6b 19 25 21, 18 9	18 19 6 25 2 6, 24 31 13	22-3 10 15 18 19, Dr 27 17	30 1 25 rawn. 27 10	25 6 18 24 0 14	1-18 1 11 1 14 Draw Draw
23 15 22 24 10	19 18 15 (a) 19 17 17	21 8 17 A good 18 17	17 11 14 1 move 14 22-9 18	4 24 11 19 e with ch 27 7	8 20 15 10 nance 23 10-2	26 8 28 s to win.	15 23 11 24 (b) Vari 7 10 Vari 15 Vari 14-1 10 Vari	9 32 2 23 13 17, ation 1. 23 5 ation 2. W. wins ation 3. 2 6 27	13 28a 6b 19 25 21, 18 9	18 19 6 25 26, 24 31 13	22-3 10 15 18 19, Dr 27 17	30 1 25 rawn. 27 10	25 6 18 24 0 14	1-18 1 11 1 14 Draw Draw
24 10 13 7 14	19 18 15 (a) 19 17 17	21 8 17 A good 18 17	17 11 14 1 move 14 22-9 18	4 24 11 19 e with ch 27 7	8 20 15 10 1ance 23 10-2	26 8 28 s to win.	15 23 11 24 (b) Vari 7 10 Vari 15 Vari 14-1 10	9 32 2 23 13 17, ation 1. 23 5 ation 2. W. wins ation 3. 2 6 27 ation 4.	13 28a 6b 19 25 21, 18 9	18 19 6 25 26, 24 31 13	22-3 10 15 18 19, Dr 27 17	30 1 25 rawn. 27 10	25 6 18 24 0 14	1-18 1 11 1 14 Draw Draw 10-14 1 25 2 W. win

							O							
							Vari	ation 5.						
25	21	27	18	24	8	25	18	31	26	25	22	26	22	15 6
10	17	15	22	3	12	6	10	13	17	21	25	30	26	7 10
21	14	19	16	30	25	18	15	29	25a	22	18	18	15	6 2
	23-6	12		1	6	10	19	17	21	25	30	26	10	10 14
	(a)	20 16 B	3. w	ins.				0						B. wins
								ation 6.						
	10	30			25			5			7	18		26 23
	7	5			22			19		14		2		15 18
3	1()	25	22	9	14	31	26	12	19	7	Z	10	14	Drawn
							Varia	ation 7.						
30	26-8	15	22	25	18	6	22	31	27	11	15	16	11	31 27
18	23	26	17	10	15	24	19	6	10	20	16	26	31	7 2
27	18	13	22	19	10	1	6	27	24	22	26	11	7	27 20
							**	4. 0						B. wins
								ation 8.						
	23	25-		19		30				31		23		B. wins
18	27	10	14	6	15	14	17	17	26	1	6	6	10	
							Varia	ation 9.						
7	10	3 10	0	11 15		17 22	13	17	5	9	9 14	14	18	2 2 29
14	7	27 2	4	20 16		16 11	11	. 7	7	2	2 6	29	25	24 20
							Varia	tion 10.						W. wins
10	-1 PP	20	10	10	00						10	10	0.0	
	17 13			18 26				31					23 7	W. wins
				23								Z	1	
10	10-11	20	21	20	20					· ·	2			
								tion 11.						
14	17	25	21	10	14	23	19	15	18	19	16	12	19	24 8
							Vania	60n 10						W. wins
10	1 27		0	0	4.4			tion 12.		TT 1				
		5		30		15				W. wins	•			
22	10	2(23	90	20	19	10	10	4					
				G	ame	No. 62	2. 1	10 15,	23 1	8.* Kel	so .			
10	15	24	20	8	12	21	17	10	17	32	27	6	9*	B. wins
23	18*	16	19	25	21	7	10	25						
	16	17									23	15	31	
	17			30								24		
9	13	27	24	12	16*	17	14	5	14	31	27	11	18	

⁽a) 12 16 is a good move and must be met with 32 27, then if 1 6, 27 23. If 4 8, 21 17, 7 10, 14 7, 3 10, 17 14, 10 17, 18 14, 9 25, 30 14, Drawn. (b) A losing move, yet given to draw.

Guy A. Andrus.

Guy A. Andrus, of London, Ontario, Canada, first saw the light of day on what was then known as the "rolling prairies" of Minnesota, and had hardly sprang into existence when his father was called from his farm to serve in the American Civil War, while the rest of the family scurried to Canada, narrowly escaping the scalping knife of the Indians.

At the age of seventeen he entered the teaching profession, and for the past eighteen years has served as teacher of mathematics in the London Collegiate Institute.

His love for chess and checkers, and the ability he possesses, is in a degree inherited from his father, who was better than a second class player, especially at chess; but Guy soon realized that life was too short for both games, so dropped chess entirely.

One of his happiest memories is his cross-board play with the renowned "Herd Laddie," against whom he was fortunate enough to secure one draw, but that was only when Wylie, at young Andrus' request, played the white side of Laird and Lady. He has been very successful in correspondence play, winning from some noted players.

London, Ontario, can well feel proud of their representative in this work.

		Black—D. 1		ame No. 63	}.	10 15, 24	19.*		so. Vhite—J	. J. Q	uinli	van.
10	15	11 18	5 15	19 8	14	. 7	10	2	7	19	23	31 26
24	19	18 11	1 23	16 29	25	26	23	31	27	18	14	24 20
15	24	8 24	12	19 4	. 8	19	26	15	19	23	26	26 22
28	19	27 20	22	18 28	5 22	30	23	23	18	32	28	B. wins
6	10	10 18	5 9	14 8	3 11	. 11	15	14	23	26	31	
22	18	25 22	2 18	9 25	2 17	7 20	16	27	18	28	24	

Game No. 64. 11 15, 23 19.* Laird and Lady.

By Hugh Her	nderson, Tu	urtle Cr	eek, Pa.
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11	15	10	17	6	10	7	23	2	7d	13	17	10	14	11 16
23	19*	21	14	29	25b	26	19	24	20	22	13	18	9	19 15
8	11	15	18	10	17	17	26	8	11	6	10	5	14	3 8
22	17	24	20	25	22	31	22	30	25	20	16	25	21	9 6
9	13	18	22a	11	16	4	8c	1	. 6e	11	27	7	11	16 19
17	14	25	18	20	11	28	24	27	24	32	23	13	9	Drawn

(a) A line not often played, yet it is quite sound and equal in strength to the other alternative.
(b) This move was adopted after a good deal of hesitation. We never liked the game that Barker got when playing Heffner by 19 13 here. (c) At this stage felt quite complacent over the situation.
(d) Overhauling the game afterwards both of us agreed this was Black's best. (e) Of course this was natural and easy, but it was most irritating for White. Both parties are now playing for a straight draw.

			Game No. 65.	11	15,	, 23 19.	*	Laird and	Lady.			
11	15	15 18	17 22	8	15	4	8	23 2	6 22	13		5 9
23	19	24 20	26 17	26	23	28	24	29 2	5 15	6	}	Drawn
8	11	3 8-1	13 22	2	7	8	11	22 2	9 7	11		Pierce
22	17	19 15	21 17	23	14	24	20	31 2	2 6	2	ā	vs.
9	13	6 10	7 10	15	19	11	15	29 2	5 13	9)	Spear
17	14	15 6	30 26	27	24	32	28	22 1	8 19	16		
10	17	1 17	11 16*	19	23	15	24	25 2	2 b 9	18		
21	14	25 21a	20 11	24	19	28	19	18 1	5 16	7		

(a) A tricky line. (b) 12 16, 20 2, 25 21, 14 7, 21 16, Drawn. (c) 19 12, 25 22, 12 8, 22 15, 8 3, 15 18, 17 13, 10 17, 3 10, Drawn.

							Va	riation 1.						
4	8	11	16	7	32	18	22	2	6	12	19	14	18	Drawn
28	24	20	4	14	10	26	17	25	18	24	15	10	7	Pierce
6	9	3	8	32	27	13	22	6	22	9	14	18	23	vs.
32	28	4	11	24	20	31	24	20	16	15	10	30	25	Boyle

			Game No. 66.	11	15, 23	19.	* .	Laird and L	ady.	
11	15	19 15	2 6	30	25b	17	22	14 10	30 26	20 16
23	19	4 8	32 28	13	17	21	17	27 31	10 6	12 19
8	11	24 19	6 9a	19	15	27	32	2 7*	1 10	10 7
22	17	13 17	15 10	9	13	24	19	31 27	15 6	3 10
9	13	28 24	11 15	15	11	32	27	7 11*	26 23	6 31
17	14	6 9	25 21	8	15	31	24	22 26	19 15	W. wins
10	17	24 20	15 24	27	24	22	26	11 15	23 19	
21	14-1	9 13	28 19	18	27	10	6*	26 30	15 10	
15	18	26 23	17 22	25	2	13	22	6 2	19 28	

(a) A losing move, yet no play has heretofore been published in the standard works to prove this. (b) 21 17 only draws by 8 11, 19 15, 3 8, 10 3, 22 26, 31 22, 18 25, 30 21, 11 18,* 3 7, 13 22, 23 19, 22 26, 14 10, 26 31, 27 24, 9 14, 19 15, 31 26, 24 19, 26 22, 7 11, 18 23, 11 4, 22 18, Drawn.

							varia	HOH 1.						
19	10	2	7	22	18	8	12	15	6	31	24	26	19	B. wins
7	14	25	22	6	9	27	24-d	11	16	28	19	17	26	
27	23	6	10	25	22	16	20	18	15	14	18	30	23	
4	8	29	25	12	16	19	15e	27	31	23	14	9	27	
31	27	1	6c	24	19	20	27	32	27	16	23			

(c) 10 15 here is strong; Bert Titus. (d) 19 15, 10 19, 27 24, 3 8, 24 15, 16 19, 23 16, 14 23, 26 19, 11 25, B. wins. (e) 32 27, 12 16, 19 12, 10 15, B. wins.

Black—Harrigan. White—Pierce					Gar	ne I	No. 67.	11	16, 22	18.	* Bristol.		
22 18		Bl	ack—H	arrigan.							W	hite—P	ierce.
8 11	11	16	11	16	4	8	6	22	7	10	7 11	16 32	W. wins
25 22	22	18	22	17	30	25	25	18	25	22	17 13	7 2	
16 20	8	11	a 9	14-1	8	11	10	14 .	11	15	2 6	20 27	
24 19 26 22 18 9 29 25 22 17 23 7 31 24 (a) Very weak. Variation 1. 9 13 17 10 6 10 29 25 2 6 31 26 7 11 19 15 30 25 7 14 22 18 3 7 22 17 15 18 19 15 Drawn 13 22 18 9 1 5 25 22 8 11 32 28 11 18 22 24 19 10 14 25 22 5 14 28 24 11 15 26 17 18 22 **Market No. 68.** 11 15, 23 19.** Laird and Lady.** **Came No. 68.** 11 15, 23 19.** Laird and Lady.** **The company of the co	25	22	18	9	22	18	18	9	28	24	32 28	2 9	
Variation 1. Variation 2. Variation 1. Variation 2. Variation 3. Variation 3. Variation 2. Variation 3. Va									3	7			
Variation 1. 9 18	24				18	9	29	25	22	17	23 7	31 24	
9 18		(a)	Very we	eak.				37 1					
So 25	0	1.0	1 77	1.0	0	1.0	20			0	01 00	FF 44	10 15
13 22													
26 17													Drawn
Game No. 68. 11 15, 23 19.* Laird and Lady. 11 15													
Game No. 68. 11 15, 23 19.* Laird and Lady. 11 15													
11 15	10	14	20	44	J	14	20	24	11	10	20 17	10 22	
11 15													
11 15				Ga	me N	J 4	(R 11	15	7 3 19 *	T	aird and I adv		
23 19				Ga.	1116 1	40. C			25 1/.	ı.			
8 11	11	15											
22 17 13 17 15 6 5 14 6 2 28 19 14 10 Drawn 9 13 28 24 1 10 27 24 27 32 14 23 26 30 17 14 6 9 24 20 18 27 2 6 19 26 10 6 10 6 10 17 26 23a 11 15 25 9 14 18 31 22 11 15 21 14 9 13b 32 28 8 11 6 9* 16 19 6 2 2 15 18 25 21c 15 24 9 6 12 16 22 18 15 18 15 18 6 2 15 18 15 18 (b) 17 21 returns the game to standard play. (c) A very tricky variation scoring many wins. Variation 1. 24 20 6 15 25 22 10 15 18 14* 26 31 8 3 27 18 4 8 3 27 18 4 8 8 2 2 23 18 17 21 26 22 2 7 23 19 31 27 16 11 27 16 11 27 16 11 27 23a 15 22 22 17 12 16 22 18 11 15 17 13 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 11 7 25 23 16 22 3 16 10 17 11 7 11 7 25 23 15 18 22 19 16 10 17 11 7 11 7 25 23 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Drawn 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 11 15 16 16 10 17 11 15 17 16 16 10 17 11 15 17 16 16 10 17 11 15 17 16 16 10 17 11 15 17 16 16 10 17 11 15 17 16 16 10 17 11 15 17 16 16 10 17 11 15 17 17 16 17 17 17 17 17 17 17 17 17 17 17 17 17	23	19											
9 13	8	11	24	19		10*	14	9					6 10
17 14 6 9 24 20 18 27 2 6 19 26 10 6 10 17 26 23a 11 15 25 9 14 18 31 22 11 15 21 14 9 13b 32 28 8 11 6 9* 16 19 6 2 15 18 25 21c 15 24 9 6 12 16 22 18 15 18 (a) 24 20 is often played first. (b) 17 21 returns the game to standard play. (c) A very tricky variation scoring many wins. Variation 1. 24 20 6 15 25 22 10 15 18 14* 26 31 8 3 27 18 4 8-2 23 18 17 21 26 22 2 7 23 19 31 27 16 11 27 23a 15 22 22 17 12 16 22 18 11 15 17 13 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 27 30 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 7 11 7 15 6 10 30 14 15 18 29 25 4 8 14 10 11 15 7 11 15 7 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	22	17					5	14			28 19		Drawn
10 17	9	13	28	24	1	10	27	24	27	32	14 23	26 30	
21 14 9 13b 32 28 8 11 6 9* 16 19 6 2 15 18 25 21c 15 24 9 6 12 16 22 18 15 18 (a) 24 20 is often played first. (b) 17 21 returns the game to standard play. (c) A very tricky variation scoring many wins. Variation 1. 24 20 6 15 25 22 10 15 18 14* 26 31 8 3 27 18 4 8-2 23 18 17 21 26 22 2 7 23 19 31 27 16 11 27 23a 15 22 22 17 12 16 22 18 11 15 17 13 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 17 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	17	14	6	9	24	20	18	27	2	6	19 26	10 6	
15 18	10	17	26	23a	11	15	25	9	14	18	31 22	11 15	
(a) 24 20 is often played first. (b) 17 21 returns the game to standard play. (c) A very tricky variation scoring many wins. Variation 1. 24 20 6 15 25 22 10 15 18 14* 26 31 8 3 27 18 4 8-2 23 18 17 21 26 22 2 7 23 19 31 27 16 11 27 23a 15 22 22 17 12 16 22 18 11 15 17 13 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 15 6 13 17 27 27 23 11 15 19 15 11 27 Drawn	21	14	9	13b	32	28	8	11	6	9*	16 19	6 2	
tricky variation scoring many wins. Variation 1. 24 20 6 15 25 22 10 15 18 14* 26 31 8 3 27 18 4 8-2 23 18 17 21 26 22 2 7 23 19 31 27 16 11 27 23a 15 22 22 17 12 16 22 18 11 15 17 13 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15	15	18	25	21c	15	24	9	6	12	16	22 18	15 18	
Variation 1. 24 20 6 15 25 22 10 15 18 14* 26 31 8 3 27 18 4 8-2 23 18 17 21 26 22 2 7 23 19 31 27 16 11 27 23a 15 22 22 17 12 16 22 18 11 15 17 13 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn		(a)	24 20 i	s often	playe	d firs	st. (b)	17 21	l returns	the	game to standard	play.	(c) A very
24 20 6 15 25 22 10 15 18 14* 26 31 8 3 27 18 4 8-2 23 18 17 21 26 22 2 7 23 19 31 27 16 11 27 23a 15 22 22 17 12 16 22 18 11 15 17 13 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn <td>triel</td> <td>ky var</td> <td>iation s</td> <td>coring n</td> <td>nany v</td> <td>vins.</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	triel	ky var	iation s	coring n	nany v	vins.							
4 8-2 23 18 17 21 26 22 2 7 23 19 31 27 16 11 27 23a 15 22 22 17 12 16 22 18 11 15 17 18 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. 3 8 26 22 11 15 32 23 15 24 <								Varia	ation 1.				
27 23a 15 22 22 17 12 16 22 18 11 15 17 13 21 25 18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	24	20	6	15	25	22	10	15	18	14*	26 31	8 3	27 18
18 27 25 18 6 10 27 23 15 22 19 16 10 17 11 7 32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. Variation 2. Variation 2. Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	4	8-2	23	18	17	21	26	22	2	7	23 19	31 27	16 11
32 23 1 6 28 24 7 10 24 19 15 18 3 10 25 30 11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	27	23a	15	22	22	17	12	16	22	18	11 15	17 13	$21 \ 25$
11 15 29 25 8 11 14 7b 22 26 12 8 22 26 Drawn 19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	18	27	25	18	6	10	27	23	15	22	19 16	10 17	11 7
19 10 13 17 31 27 3 10 19 12 18 22 30 23 Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	32	23	1	6	28	24	7	10	24	19	15 18	3 10	25 30
Variation 2. 3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	11	15	29	25	8	11	14	7b	22	26	12 8	22 26	Drawn
3 8 26 22 11 15 32 23 15 24 26 23 8 11 19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	19	10	13	17	31	27	3	10	19	12	18 22	30 23	
19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn								Varia	ation 2.				
19 15 17 26 31 26 8 11 28 19 7 11 21 14 6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn	3	8	26	22	11	15	32	23	15	24	26 23	8 11	
6 10 30 14 15 18 29 25 4 8 14 10 11 15 15 6 13 17 27 23 11 15 19 15 11 27 Drawn													
15 6 13 17 27 23 11 15 19 15 11 27 Drawn													•
												22 10	Drawn
1 17 25 21 18 27 23 19 2 6 10 1									2	6	10 1		2241111
(a) A good tricky move.	1						20		_				

Game No. 69.	11 15, 23 19.*	Laird and Lady.
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11	15	17	14	4	8	24	20	ϵ	9	15	8	1	6	15 11
23	19	10	17	24	19	1-9	13a	19	16	12	19	24	15	7 16
8	11	21	14	13	17	26	23b	12	19	32	28	17	22	20 11
22	17	15	18	28	24	2	6	23	16	3	12	26	17	22 26
9	13	19	15	6	9	31	26c	8	12	27	24	13	22	B. wins

(a) 17 21 also exacts the old line in note C for 15 10, 11 15, 27 24, 9 13*, B. wins. If instead of last move 9 13, 8 11 loses by 10 6. After 9 13, 25 22, 18 25, 29 22, then 15 18 wins. If instead of 15 18, we play 8 11, 26 23,* 2 6, 14 9, 5 14, 23 18, 14 23, 31 27, W. wins. (b) 15 10, 11 15, 27 24, 17 21, B. wins. (c) 32 28, 17 21, 28 24, 6 10, Standard draw.

Variation 1.

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

(a) Losing move. (b) The winning move.

Game No. 70. 11 15, 23 19* Line. Old Fourteenth.

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

(a) 22 17 also draws.
(b) Forced back into the old line, claimed by some as a loss for White.
(c) The strategetical point.
(d) G. A. Pierce won off T. Boyle.

Variation 1.

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

(a) A troublesome move, yet sound. (b) 19 16, 8 12, 31 26, 12 19, 23 16, 3 8, 13 9, 6 13, 16 12, 8 11, 12 8, 11 15, 18 11, 7 16, 26 23, 2 6, 8 3, 6 9, Drawn.

							Varia	tion 2.							
5	9	19	10	7	16	19	10	16	20	2	7	24	19	8	12
21	17	6	22	32	28	6	15	24	19	24	28	8	3	d27	24
14	21	23	18	2	6	23	18a	25	30	7	2	19	15	9	6
23	5	7	10	18	15	15	22	26	23	27	24b	2	7	1	10
15	18	24	19	22	26	30	26	30	26	18	15	10	14	5	1
26	23	3	7	15	11	22	25	22	18	12	16	13	9	15	19
18	22	27	23	26	31	29	22	31	27	19	12	28	32	1	6
25	18	11	16	11	7	21	25	7	2	26	10	3	8 c	19	15
10	15	20	11	10	15	28	24	20	24	12	8	32	27	7	11
														Dra	awn

(a) A tricky move. (b) Note the trap if 28 32 by 19 16, 23 19, 18 15, W. wins. (c) A good end game and clearly shows there is unexhausted play on old 14th. (d) Against 27 23 White must see-saw on 3 to 8.

			G	ame No	. 71.	11 1:	5, 2	22 18.*	Line	. Síng	le (Corner.		
11	15	24	20	1	5	20	11	9	27	7	10	5	9	2 6
22	18	5	9	27	24	8	29	31	24	18	23	24	20	9 13
15	22	28	24	3	8	30	25	2	9	19	16	31	26	Drawn
25	18	10	14	19	16b	29	22	24	19	23	26	11	7	
8	11-1	32	28	12	19	26	3	9	14d	16	11	26	22	
29	25	6	10	24	6	13	17	3	7	26	31	7	2	
a 9	13-2	24	19	11	16	21	14	14	18	28	24	22	17	

(a) This play has features of great interest. (b) The position is now opened up for a fine "compound stroke." (b) This great stroke arrives from several different openings. (d) Black should crown this piece immediately on square 31.

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

(a) A tricky variation after the 12 16 move.(b) 9 13 is the optional move and published play.(c) Suitable to draw and improves Denvir's lessons.

							Va	riation 3.					
25	22	5	9	23	16	3	12	19	15	6	9	10 14	
12	16-4	28	24	12	19	28	24	25	29		7	W. wins.	
24	20	10	15	22	17	22	25	15	8	" 9	13		
8	12	19	10	18	22	24	19	29	25		10		
27	24	6	15	26	17	7	11	31	26	18	22		
9	13	32	28	15	22	17	14	2	6	26	17		а
24	19	16	19	24	8	9	18	8	3	13	22		
	Variation 4.												
9	13	25	22	13	17	24	19		18	27	23	2 6	23 18
	24		14		9		22		14		11	27 24	14 23
5	9a		9		13		17		10	23		22 26	19 16
	28		14		14		22		7		14	30 23	W. wins
1	5-5		18		17		15		10		27	6 9	
(a) 10 15, 25 22, 6 9, 23 19, very weak for Black.													
	()	,				, , , , , , , , , , , , , , , , , , , ,							
- 0				-	8 151			riation 5.			10		
10			10		14*		24		6	11		7 11	11 18
25	22	30	25	24	19	28	19	18	15	22	15	26 22	22 15
	Drawn												
	Comp NI 72 10 15 22 10 # T 1 C												
	Game No. 72. 10 15, 23 18* Line. Single Corner.												
	15		22		10		10	12			19b	6 10	6 2
	18*		20		20		15	23			12	13 9	27 31
	22		19		8		19		11		26c	11 15	2 6
	18		12		24		24	26		1	6	9 6	31 27
	16		24a		11		19		13	26		15 24	6 15
	25					3					17		27 24
10	14-1	31	24	10	15	19	16	5	14	22	13	24 27	Drawn
	` '				n Pie	erce and E	Boyl	e; at note	B	Boyle play	ed 22	2 18 and lost.	(c) Black
nov	now resorts to 5th Position.												
0	100	0	1.0	1.0				riation 1.	4 4 1	10	1.57	01 04	4 11 00
	13-2	6		13				4			17		17 22
	14		21		26	19				8		10 1	Drawn
	17	10		6		17					26	24 27	
	14			24							14	23 18	
	20 18	1 26	23					7			31	27 23	
23						15						18 15	10
(a) Single Corner variations are numerous and interesting. (b) 13 22 here loses by 14 10.													
							Va	riation 2.					
16	20	23	14	1	6	31	26	11	18	26	22	18 23	17 14
18	14-4	6	9	25	22	10	17	27	24	11	15-5	5 25 21	10 17
10	17	26	23	8	11	22	13	20	27	22	17	7 10	21 14
	14	9		24	19	4	81	32	14	15	18	14 7	Drawn
9	18	23	14	6	10a	19	15c	8	11	30	25	3 10	
	(0)	This n	ogiti	on orrivo	e in	COTTONAL	6.1	2 14 Pug	. , ,	registions	(h	N Rost 11 15	ic moole

⁽a) This position arrives in several "18 14 Bust" variations.
(b) Best; 11 15 is weak.
(c) Heffner's move in the International Games; 26 22 weak after 4 8.

							Vari	ation	3.						
2	6	23	19	4	11	19	16]	17	21	14	7	14	17	Drawn
26	23	3	7a	24	19	12	19	1	8	15	9	14	26	23	
13	17	19	15	6	10	23	16	1	1	18	7	2	19	26	
31	26	8	12	27	23b	6	9e	1	6	11	16	19	30	14	
7	11	15	8	1	6	32	27		7	16	2	6			

(a) The famous International "Dodger." (b) Pointed out by H. MacKean as a likely variation and is good. (c) The author suggests this 6 9 here as it avoids several trappy endings.

							Va	riation 4.						
26	22	27	24	24	20	30	26	22	18	25	22	23	14	20 11
8	11	20	27	6	10	9	13	1	5	13	17a	10	17	7 30
24	19	31	24	28	24	18	9	18	9	22	13	21	14	14 9
4	8	10	14	8	12	5	14	5	14	14	18	11	16	Drawn
	(a)	14 17 h	ere,	B. wins.										
							Va	riation 5.						
28	24a	94	15	15	6	30	91	21	17	B. wins.				
20	ara	47	10	10	U	00	41	<i>△</i> L	T 4	D. WIII.				
15	19	7	10	2	25	3	7	7	10					
	(a)	30 26,	3 8,	20 24, 15	19, 1	B. wins.								

			Game	No.	73. 1	11 15,	. 22 18.	*	Single C	Corne	r.			
11 15	29	25	6	9a	31	26*	10	17	26	23	14	18	27	18
22 18	9	13	28	24	1	6	21	14	6	9	15	11	20	27
15 22	24	19	8	12e	18	14*	7	10	23	18	8	15	10	7
25 18	16	20	32	28	9	18	14	7	10	14	19	10	2	11
12 16	26	22a	4	8	23	14	3	10	18	15	18	23	18	14
													Dra	wn

(a) This fine new line is ably exploited in Pierce's Single Corner Flora Temple Line. (b) Not in above book. (c) 1 6, 19 16, 8 12, 24 19, 4 8, 18 15, 9 14, 31 26, W. best.

,				Game	No.	74.	1 15	5, 22 18.	*	Single (Corr	ner.			
11	15	10	14	4	8	8	11	7	14	11	15	7	11	20	27
22	18*	24	19	25	22	17	13	30	26a	32	28	27	24	16	7
15	22	16	20	6	10	1(15a	1	10	15	24	20	27	27	31
25	18	28	24	16	12	18	6	26	22	28	19	31	24	7	2
12	16	8	11	11	16	15	22	5	9	2	7	16	20	9	13
29	25	19	16	22	17	26	10	24	19c	22	18	19	16	18	9
													Drawn.	10	15

(a) A very good attack. (b) The key to the situation. (c) Pierce's Single Corner Book omitted this useful variation.

				Game	No.	75. 1	1 15,	22 1	8.*	Single	Coi	ner.		
11	15	24	20	7	10	28	19	(3 15	24	19	17	21	22 17
22	18	10	15	27	24	14	17	23	3 19	" 1	6	9	6	30 26
15	22	25	22	9	14	32	27	1	5 23	31	26	21	25	18 14
25	18	12	16	18	9	2	7b	2	3 10	14	17	6	2	11 15
8	11	21	17	5	14	27	24*	1	7 26	23	18	25	30	Drawn
29	25	8	12	24	19a	10	15	3	23	6	10	26	22	
4	8	17	13	15	24	19	10		7 14	13	9	3	8	

(a) 32 27 perhaps preferable to this. (b) If followed by this, 13 9, 6 13, 22 18, 10 14, 18 9, 7 10, 27 24, 10 14.

Game No. 76.	11 15, 22 18,*	Single Corner.
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11	15	10	17	8	11	1	6	11	15	17	22	26	31	11 18
22	18	21	14	24	19	26	22	19	10	27	23	18	14	28 24
15	22	9	18	6	10	6	10	7	14	2	6	3	8	W. wins
25	18	23	14	25	21	31	26	26	22	18	1 5 b	14	10	
12	16	16	20-1	10	17	10	17	14	17-2	22	26	8	11	
18	14a	29	25	21	14	22	13	22	18	23	18	10	1	

(a) This defense was played by Jordan vs. Barker. (b) Playing for the trap; 23 19 also strong.

Variation 1.

6	10	10	17	1	6	16	20	8	11	6 10
29	25	25	21	21	14	26	22	24	19	And the play is identical as trunk.
							Variation	2.		
4	8	22	18	2	9	30	25	11	16	24 15
27	23	5	9	32	27	8	12	28	24	12 16
8	11	13	6	3	8	25	21	16	19	Drawn

Game No. 77. Single Corner.

Played at Dows, Iowa, between J. J. Johnson and D. Millar. Millar's move.

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





E. L. GLICK



FRANK DUNNE



THOMAS F. CLEARY



ROLAND E. BOWEN

Thomas F. Cleary

Three Towns Champion and Draughts Editor of Plymouth Weekly Mercury.

Mr. Cleary, who stands in the front ranks of checker celebrities, took his first lesson at an early age from his father, a non-book player, but he played a strong game. Young Cleary's attention was drawn to the scientific aspects by the diagrams in Ferrie's Column in the Catholic Herald. From then to the present time he has made remarkable progress as a player and composer, as many fine problems have appeared in the press of the world under his name. His first book was Hill's Manual. He is captain of the Y. M. C. A. team and champion of the Three Towns League (Plymouth, Stoneham and Devonport) and chairman of same. He has defended the title against Mr. S. J. Neal, the strongest who held the title. He is by profession a schoolmaster and has a large library by famous authors, and also has a majority of the different Draughts Books published in recent years. His contribution that follows is very pretty and characteristic of the famous player and editor.

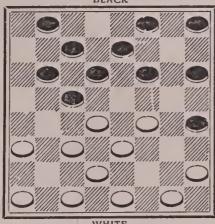
Game 78. Bristol Cross.

Contributed by T. F. Cleary.

Played cross-board between Messrs. T. F. Cleary and R. W. Hornbrook at the Y. M. C. A., Plymouth, England. When 2 6 was played at thirteenth move Cleary remarked that he thought it should lose, black's double corner contingent's perilous position being at once evident. The manner in which the pieces developed the final impasse do not appear to be susceptible of improvement. The ill fated 13 is certainly the losing move.

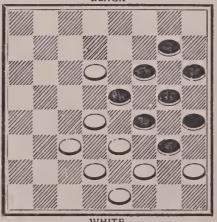
	Blac	k—H	ornb	rook.								White-	C	leary.
11 1	16	18	9	6	9	30	25	16	20	22	17	10	19	21 17
23 1	18	5	14	25	22	11	16	29	25	7	11	17	10	10 14
16 2	20	27	23	a2	6	25	22	8	11	25	22	6	15	d17 10
24 1	19	8	11	22	17	20	24	17	13	3	8	13	6	W. won
9 1	4	22	18b	4	8	32	27	11	16	19	15c	1	10	

Problem No. A. By T. F. Cleary, BLACK



White to play and win.

Problem No. B. By T. F. Cleary



The final impasse. Black to play.

The position from this stage has received some critical attention but the White moves as given in the accompanying game contains the best defence. The block, I think, deserves a permanent place among the unique situations which are evolved by the checker men.—T. F. C.

- (a) The losing move. White immediately takes control of the opposing double corner. The diagram (A) illustrates the situation.
- (b) 11 16 backed by 7 11 and 3 7 cannot save the situation. The defence in text is the best Black can put up.
- (c) The final stages of the blockade. As an original blockade coming up quite naturally in a cross-board game. This, I think, is perhaps worthy of a permanent place among those singular situations, which placed the game of draughts beyond the pale of mere mathematical computation.
 - (d) Diagram B gives the final position with two-thirds of the colored host impotent.

						- 96		_				
			Gam	ne No. 79.	11	15, 21	17.*	* Swit	che	r.		
11	15	17 1	4 13	22 24	20	11	15	29	25	6	9	B. wins
21	17	10 1	7 26	17 2	6*	31	26	11	15	16	11	
9	13	21 1	4 15	18 27	23	15	24	19	16	9	18	
25	21	6 1	.0 23	19-a 18	27	28	19	12	19	11	2	
8	11	22 1	7 4	8* 32	23	8	11	23	16	1	6	
	(a)	Weak mo	ve.									
							_					
			Gan	ne No. 80.	11	15, 21	17.*	Swite	cher	•		
11	15	10 1	7 10	17 4	8	15	22	22	26	10	14	16 19
21	17	21 1	4 25	21 31	26	23	18	8	4	18	9	12 16
9	13	16 2	0 1	6 8	12	11	16	26	31	5	14	19 24
25	21	24 1	9 21	14 26	23	27	23	4	8	27	23	Drawn
8	11	15 2	4 6	10 12	16	7	10	31	26	19	26	very
23	18	28 1	9 22	17 19	12	14	7	8	12	30	23	neatly
12	16	6 1	0 13	22 10	15	3	10	26	19	14	18	•
17	14	29 2	25 26	17 17	13	12	8	32	27	23	14	
				-								
				Game	No.	81. S	witc	her.				
			Ву	y T. B. Panco	ast,	Hancock	's Br	ridge, N.	J.			
11	15	26 2	10	14-1 31	27	11	15	22	18	23	26	19 16
21	17	9 1	4 19	10 7	14	27	23	6	9	5	1	12 19
9	13	23 1	.8 14	23 27	9	2	6	18	15	26	30	15 10
25	21	14 2	3 17	14 1	5	24	19	13	17	1	6	7 14
8	11	27 1	.8 9	18 32	27	15	24	23	18	30	26	9 27
23	19a	6	9 22	8 5	14	28	19	14	23	6	9	W. wins
5	9	30 2	25 4	11 25	22	3	7	21	5	26	23	

(a) Away from the books and often considered a loser by many players.

							Var	riation 1.					
11	16	24	20	23	26	22			15	18	22	27 2	3 1 6
18		16			5			3		19			7 18 23
16		27		26		25		6			24	23 1	
31		19		18		31		1			27		2 14 18
	16	20		3	7	29		9			19	19 1	
27		12		5	1	26		8		27			6 W. wins
1	6	24			10	11	8	$\frac{1}{2}$			16	14 1	
32		10		15			18		18		27	6	
4	8	17			15	8	3		14	16	11	9 1	4
					C	- Fame]	No.	82. S	— wite	her.			
	В	lack—D	. Milla	ır.		Juliic 1	. 10.	02, 0	*****		Whit	teJ. S. W	inslow.
11		11		14	92	7	16	8	11	3	7	20 2	
21		17		27			18		22		14	31 2	
	11		14	16			8		15		10	10 1	
25		23		32			25		17		23	23 1	
20	⊿	20	10	02	21	20	20	-	_ •				Winslow won
									_				
				Gan	ne No	. 83.	11	15, 21	17.*	Switch	her	•	
11	15	6	10	18	22	11	15	22	26	8	15	4	8 8 11
21	17*	22	17	25	18	23	18	31	22	6	2	9	5 18 9
9	13	13	22	10	15	15	24	6	9	5	9	27 3	1 10 15
25	21	26	17	28	24	28	19	15	6	17	13	5	1 Drawn
8	11	15	18a	15	22	3	8	9	27	9	14	19 2	3 Pierce
17	14	24	20	32	28	18	15	19	15	13	9	22 1	8 vs.
10	17	1-2	6b	6	10	1	6	7	10	15	19	23 2	6 Harrigan
21	14	29	25	24	19*	27	23	15	11	2	7	30 2	3
							Va	riation 1.					
10	15	30	26	6	9	13	6	17	21	31	26	15 3	1 28 19
	24	4		17	13	1	17	26	3 22	21	25	24 1	5 11 18
2	6	32	28	12	16	23	14	16	19	22	18a	31 2	4 29 15
	(a)	This fir	ne gam	e was p	ublishe	ed by H	lend	erson in	Desp	atch.			Drawn

(a) Against 48, 16, or 26, 2925 is reply. (b) Previous note A applies here also.

	Game	No. 84.	11 15, 24 19	9.* Second	d Double Co	rner.	
11 15	11 16	8 11	2 7a	10 26	5 14	12 26	20 24
24 19	25 22	26 22	28 24b	31 22	22 18	30 23	27 20
15 24	16 20	10 15	14 17	1 10	7 10	10 14	18 27
28 19	22 17	19 10	21 14	24 19	18 9	9 6	Drawn
8 11	4 8	7 14	6 10	10 14c	11 15	15 18	
22 18	17 13	32 28	13 6	18 9	19 16	29 25	

⁽a) Better than 3 7 played in International. (b) Better than 30 25, or 30 26, either of which lead to Heffner vs. Head Game, National Tourney. (c) Either side has a sound draw which may be lost by overreaching the draw. 11 16, or 5 9 then 29 25.

			Ga	me No.	85.	11 15,	24	19.* 5	Seco	ond Dou	ble	Corner.			
11	15	9	18	4	8	1	6								
24	19*	23	14	31	27	30	26-1	7	11	7	2	27	31	15	11
15	24	10	17	8	12	9	13b	9	6	15	19	26	22	10	15
28	19	21	14	27	24	14	9	2	9	27	23	3	7	6	10
8	11	16	23	16	20	5	14	19	16	19	24	29	25	15	18
22	18	27	18	32	27	18	9	12	19	23	18	20	24d	22	15
11	16	12	16	6	9	6	10	23	7	24	27	18	15	9	14
18	14a	26	23	25	21e	24	19c	10	15	2	6	7	10	Dra	wn
												Pie	rce vs.	Revno	ablo

(a) This exchange has been supplanted in recent years by 25 22. (b) This 9 13 weak against 30 26, 14th move of Trunk; 7 11 is best. (c) The value of the 30 26 is now evident. (d) 31 27 loses neatly; 31 27, 21 17, 27 31, 17 14, 31 26, 14 9, 26 17, 25 21, W. wins.

						ne.)	ng Lir	(A Stro	1 l.	Variation						
19	16	6		1	15	6	19	23	8	3	22*	25	14	5	25	29
22	25	12	} ;	8	25	30	6	2	1	5	11	7	9	18	13f	9
wņ	Dra	10		2 6	16-2	12	10	19	15	10	5	9	10	6	9	14
den	C Rel	W.														

(e) 30 26, 7 11, 24 19, 11 16, 29 25, 2 7, 26 22, 7 11, 21 17, 9 13, 19 15, 16 19, 23 7, 3 19, 14 10, Drawn. (f) A good move. By Will C. Belden.

			Variati	on 2.			
11 16	19 28	8 11	32 28	32 27	31 26	22 26	Drawn
1 6	10 19	22 18	18 14	22 18	7 3	15 11	
16 19a	28 32	11 16	28 32	27 31	26 22		
6 10	27 23	$25\ \ 22$	14 10	10 7	18 15		

(a) Belden plays 8 11, 6 10, 16 19, 22 18, Drawn.

Game No. 86. Second Double Corner.

By T. B. Pancoast,	Hancock's Bridge.
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11 15	8 11	11 16	16 20-1	3 7	14 21	2 11	
24 19	22 18	29 25*	22 18	32 28	19 16	27 23	
15 24	4 8	10 14	7 10	7 11	12 19	10 19	
28 19	$25\ \ 22$	18 15a	25 22	21 17	23 7	23 7	W. wins

(a) Away from the books. Robertson goes 27 24 here and only draws.

37		4.0	-4
- V 9	เทเด	tion	
1 0	AT YOU	OTOTA	

14	18a	7	16	16	19	1	5	10	14	27	31	27 32	27 31
23	14	22	15	25	22	24	20	11	4	26	22	18 15	10 14
9	18	3	8	5	9	9	13	14	23	31	27	19 23	W. wins
15	11	31	27	22	18	20	16	4	8	- 15	10	22 18	
8	24	2	7	7	10	5	9	23	27	6	15	23 27	
27	11	32	28	27	24	16	11	8	11	11	18	15 10	

(a) If 7 11, W. could win by 22 17, 11 18, 17 10, 6 24, 27 4, etc.

		Game	No. 87.	Will o' the V	Wisp.		
		By T. B.	Pancoast, Ha	ancock's Bridg	e. N. J.		
11 15	27 23	5 9	28 19	7 11	26 23	9 14	22 18
23 19	8 11		11 15		3 7	18 9	15 22
9 13	32 27a	15 24	27 24		31 27	5 14	b25 9
	The books go 2					0 11	W. wins
· /	5						
	Gas	me No. 88.	11 15, 23	19.* Will	o' the Wisj	.	
11 15	25 18	12 16	30 26	9 14a	18 9	11 16	22 15
23 19	7 11	26 23	3 7	18 9	10 26	2 11	13 29
9 13	19 15	5 9	28 24	5 14	31 22	8 15	15 11
22 18	10 19	29 25	16 20	22 18	2 7	21 17	29 25
15 22	24 15	1 5	26 22	7 10	9 2	15 18	24 19
(a)	Necessary in th	is case to secu	ire a drawabl	e position.			Drawn
							
		Game No	. 89. Sec	ond Double	Corner.		
			Ву Т. В. 1	Pancoast.			
11 15	8 11	11 16	16 20-1	3 7	14 21	2 11	11 16
24 19	22 18	29 25	22 18	32 28	19 16	22 17	27 24
15 24	4 8	10 14	7 10-2	7 11	12 19	10 19	20 27
28 19	25 22	18 15	25 22	21 17	23 7	17 13	31 15
			TT				B. wins
44 40	7 10	0.10	Variati		14 15	10 10	24.00
14 18 23 14	7 16 22 15a	$\begin{array}{ccc} 6 & 10 \\ 15 & 6 \end{array}$	$\begin{array}{c} 11 \ 15 \\ 26 \ 22 \end{array}$	18 22 13 9	$\begin{array}{ccc} 14 & 17 \\ 2 & 6 \end{array}$	$ \begin{array}{ccccccccccccccccccccccccccccccccccc$	24 28 W. wins
9 18	3 8	1 17	16 19	7 10	17 21	16 20	44 • 41772
15 11	21 17	25 21	22 17	14 7	6 9	18 15	
8 24	2 7	8 11	15 18	$\begin{array}{ccc} 5 & 14 \\ 7 & 2 \end{array}$	22 25	19 24	
27 11	17 14 Robertson went	21 14 27 24 here	17 13	<i>l</i> Z	9 14	15 19	
(a)	TODE USON WENT	Zi Zi nere.	Variati	on 2.			
7 11	11 18	7 11	1 10	12 16	24 31	20 24	16 20
26 22	$\frac{1}{22}$ $\frac{1}{15}$	16 7	25 22	31 26	26 22	14 10	2 6
9 13-3	3 7	2 18	10 15	15 19	31 27	24 27	31 27
18 9 5 14	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{ccc} 26 & 22 \\ 6 & 10 \end{array}$	$\begin{array}{ccc} 27 & 23 \\ 8 & 12 \end{array}$	$\begin{array}{ccc} 22 & 18 \\ 19 & 24 \end{array}$	$\begin{array}{ccc} 23 & 18 \\ 27 & 23 \end{array}$	$\begin{array}{cc} 9 & 6 \\ 27 & 31 \end{array}$	$\begin{array}{cc} 6 & 9 \\ 27 & 24 \end{array}$
30 26	23 16	22 6	32 27	18 9	18 14	6 2	10 6
							Drawn
			Variati	on 3.			
11 16	15 6	8 11	15 11	25 29*	22 17	9 14	11 20
$27 24 \\ 20 27$	1 10 30 26a	17 13 14 17	7 10 24 19	$\begin{array}{cc}2&7\\10&14\end{array}$	$\begin{array}{ccc} 21 & 25 \\ 17 & 14 \end{array}$	$\begin{array}{cc} 18 & 9 \\ 5 & 14 \end{array}$	$\begin{array}{c} 27 & 31 \\ 20 & 24 \end{array}$
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	2 6	21 14	17 21	7 11	25 30	15 11	31 22
16 20	$2\overline{2}$ $1\overline{7}$	10 17	11 7	14 17	14 10	14 17	23 18
32 27	3 7	19 15	21 25	11 15	30 25	27 24	22 15
6 10	25 22	11 16	7 2	17 21	10 1	20 27	19 10 Drawn
(a)	18 15 would los	е пете.					Drawn

				Ga	me No.	90.	11 15,	. 23	19.*	Cen	tre.			
11	15	24	8	7	11	23	14	6	9	17	13	7	16	18 14
23	19*	4	11	26	23	22	26	20	16	1	6	24	19	30 25
8	11	17	14-1	18	22	31	22	9	18	21	17	15	24	14 7
22	17	11	15	25	18	16	19	25	22	6	10	28	12	3 10
15	18	28	24	15	22	32	28	18	25	27	24	23	26	B. wins
19	15	12	16	30	25	11	15	2 9	22	19	23	22	18	
10	19	24	20	9	18	22	17	2	7	16	11	26	30	
							Variation	1.						
17	13-3	11	16-2	30	26	5	30	28	24	20	24	11	8	23 18
11	15	17	14b	18	23d	26	23	12	16	19	16	24	27	8 11
21	17	16	19	27	2	18	27	15	11	30	26	8	4	31 26
7	11	22	17c	9	18	31	15	16	20	16	12	27	31	Drawn
26	22a	2	7	2	9	1	6	24	19	26	23	4	8	

(a) Best; Black has to play sharp to draw. (b) 30 26, 16 19, 17 14, 19 23, etc. (c) Very strong, probably draws. (d) This must be taken 7 10, 14 7, 3 10, 28 24, W. wins.

TT.		, .	^
V a	rla	atioi	ı 2.

2 7a	30 26	6 10	23 14	7 10	29 25	11 16	Drawn
17 14b	· 16 20	13 6	1 17	25 21	3 8	25 22	
12 16c	26 23	10 26	31 13	10 14	27 23	15 19	

(a) 11 16, 17 14, 16 19, 22 17, 2 7, 30 26, W. wins. (b) 30 26 forms a trap by 18 23, 2 7,* 6 10, B. wins. (c) Must! 11 16, 30 26, 16 19, 22 17, 7 10, 14 7, 3 10, 28 24, 19 28, 26 23, 9 14, 31 26, and another death trap.

Variation 3.

26	22-4	16	20	24	19	24	28	20	16	24	20	15 11	26 30
11	15	17	13b	15	24	27	24	8	12	8	3	16 7	Drawn
28	24	3	8	28	19	28	19	16	11	20	16	19 15	
12	16	32	28	20	24	24	20	28	24	26	23	10 26	
30	26a	7	10	25	18e	32	28	11	8	9	14	3 17	

(a) Best move. (b) 32 28, 7 11, 17 14, 11 16, 26 23, 6 10, 14 7, 2 11, 23 14, 9 18, a narrow draw for Whites. (c) 27 20 is as good and draws thus: 27 20, 18 23, 22 17, 23 30, 31 26, 30 16, 20 4, 2 7, Drawn.

Variation 4.

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

(a) A good attack, yet not favored by the masters, probably for conservative reasons.

				Game !	No. 9	91. 1	1 15,	, 23 18*	* Li	ne. W	aterl	00.		
11	15	22	8	7	11	32	27	8	12	23	14	1	6	3 17
23	18	4	11	25	21	18	22	17	14	22	25	3	8	$25\ \ 22$
8	11	27	20-1	. 9	14	25	9	10	17	11	8	2	7	Drawn
18	14	11	15	26	23a	6	22	19	15	25	29	8	3	
9	18	28	24	3	8	21	17	11	18	8	3	6	10	
24	19	5	9	29	25	12	16	20	11	29	25	14	9	
15	24	21	17	15	18	24	19	17	21	31	26	10	14b	

(a) 29 25, 15 18, 32 27, 6 9, 17 13, 10 15, 13 6, 2 9, 26 23, 18 22, 25 18, 15 22, 24 19, 22 25, 19 15, 11 18, 21 17, Drawn. (b) A two piece sacrifice and "breeches."

							Vai	riation 1.						
28	19	25	22	29	25c	24	20	32	27	26	22	31	27	B. wins
11	15	9	14	15	18	16	23	3	8	11	15	1	5	c26 23
27	24	22	17	17	13	26	19	30	26	27	24	22	17	better
5	9	7	11	11	16	2	7	7	11	8	11	5	9	Pierce vs. Miller

				Gam	e No.	. 92.	11	15, 23 1	9.*	Tillico	ulty.			
11	15	11	16	7	10	2	7	6	10	19	26	27	23	31 27
23	19	19	15	27	24	27	23	27	23	28	19	25	22	10 14
8	11	10	19	10	19	16	20	8	12	26	31	19	24	Drawn
22	18	24	15	24	15	23	16	23	16	19	15	7	2	Pierce
15	22	9	14	16	19	7	11	12	19	10	19	24	27	vs.
25	18	18	9	31	27	16	7	22	17	17	10	2	7	Austin
4	8	5	14	12	16	3	19	20	24	31	27	27	31	
26	22	29	258	30	26	32	27	26	23	10	7	7	10	

(a) 27 24, 16 19, 22 17, 7 10, 24 20, 2 7, 20 16, 14 18, 29 25, 19 23, 15 11, 8 15, 31 27, Stroke in favor of Black.

Game No. 93. 11 15, 23 18* Line. Cross.

By Hugh Henderson, Turtle Creek, Pa.

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

(a) Black's strongest move here from a confining point view. (b) 11 15 and 14 18 are good alternatives. (c) 11 15 here is also a good line; either 17 13 or 30 26 draws against it, the latter for preference. (d) 29 25, 14 18, 20 16, 11 20, 28 24, 20 27,32 7, 3 10, etc., draws. (e) A strong move. Ferrie first introduced it with success against Jackson in one of the Scottish tourneys. (f) Anything else here would be bad for Black. (g) The point; many a good player has stumbled in this ending, not because of any real difficulty in White's position, but because of the innocent appearance of Black and of the inviting appearance of 32 28, which loses by 1 5, 22 18, 5 9, etc.

				Game	No.	94.	1	0	15, 23	18	*	Kelso	Cros	S.			
10	15	16	19	12	16a		3	10		15	$\dot{2}2$, 13	22	ϵ	9	B. wi	ns
23	18	17	14	27	23b		30	25		24	15	4	8	8	11	l ,	
12	16	6	9	4	8		1	6		11	18*	5	9	18	23	}	
21	17	27	24	25	21c		18	14		20	4	8	11	25	18	3	
9	13	8	12	7	10		9	27		27	32	9	14	10	15	5	
24	20	32	27	14	7		22	18		26	17	11	8				

(a) Played by Zink in National Tourney. (b) 22 17, 13 22, B. wins, and 25 21, 4 8, 21 17, Drawn. 26 23 here is deceptive and met thus: 26 23, 19 26, 30 23, 16 19, 23 16, 1 6, 24 19, 15 24, 28 19, 6 10, 25 21, 10 26, 31 22, B. strong. (c) 22 17, 13 22, 26 17, 19 26, 30 23, 15 22, 25 18, 8 12, 24 19, 9 13, B. wins.

		Game No	0. 95. 11	16, 24 19.	Paisley.		
11 16	16 20	6 10a	11 16b	7 11	14 17	17 22	2 7
24 19*	26 22	30 26	18 15	17 13	21 14	15 10	24 19
8 11	10 14	4 8	1 6	3 7	10 17	7 14	7 10
22 18	22 17	26 22	22 18	28 24	25 21	19 15	32 28
							W. wins

(a) Weak and doubtless a loss; 7 10 or 11 16 proper play. (b) 2 6, 28 24, 11 16, 17 13, 14 17, 21 14, 10 26, 31 22, 7 10, 18 15, 10 14, 22 18, 14 17, 25 21, 17 22, 15 10, W. wins.

Game No. 96. 11 16, 24 19.* Paisley.

Played by correspondence between J. J. Quinlivan of London, England, and D. Millar of Dows, Iowa. Quinlivan's move.

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

Game No. 97. Kelso Exchange.

		By W. S. La	mbert.	(Draughts	World.)		
10 15	29 25	9 13 26	22	6 10	14 7	9 14	18 14
22 18	16 20	18 14 1	6	32 28	3 10	18 9	17 22
15 22	24 19	11 16 31	26	10 17	19 15	5 14	26 17
25 18	8 11	22 18 4	8	21 14	10 19	22 18	13 22
11 16	25 22	6 9 28	24	7 10	24 15	14 17	23 18
							a22 25

(a) This corrects Jacobs and Strudwick's Kelso, Variation 6, Section VII, at 15th move where 16 19 is played, and W. wins.

.





JOHN F. DWYER

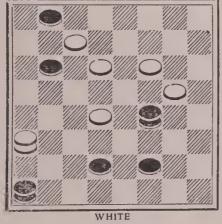
John F. Dwyer

Antrim, Pa.

The subject of our sketch was born at Morris Run, Pa., November 6th, 1854, and at the age of ten years he commenced work in the mines at Fall Brook, Pa., where he continued until October, 1879, when he took a position as brakeman on the S. G. and C. R. R. On April 1st, 1881, he took charge of the hotel at Falls Brook, conducting same until May 1st, 1888, when he removed to Antrim, Pa., taking charge of the Antrim Hotel, which he is still conducting.

In the winter of 1901 and 1902 the Professor of the High School was boarding at the hotel and suggested that it would be nice if they had a checker board to pass away the long winter evenings. Mr. Dwyer secured the board and that was his first attempt at playing checkers. His cross-board practice is very limited, so he plays many games by correspondence. His library on the game consists of all the modern and some rare works. The checker board is always on the table at his hostelry, and the traveling checker players always find a welcome home.

Problem No. .25 By John F. Dwyer. BLACK



White to play and win.

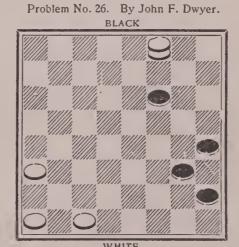
SOLUTION TO PROBLEM No. 25.

21	17	12	3	18 15 1 1	0
19	12	10	7	10 19 13 2	2
11	8	3	10	17 13 W. win	ıs

SOLUTION TO PROBLEM No. 26.

3	8	23	27	17	13	27	31	19 24
11	15	29	25	31	27	2	7	27 31
8	11	27	32	13	9	31	27	15 18
15	19	25	22	27	31	7	11	20 27
11	16	32	27	9	6	27	32	30 26
19	23	21	17	31	27	11	15	W. wins
16	19	27	31	6	2	24	27:	a

(a) Avoided as long as possible.



White to play and win.

				Game	No.	98. 1	1 1	6, 23 1	8.	*	Bristol Cros	SS.		
11	16	22	17	4	8	13	6		2	11	30 23	22	26	32 28
23	18*	7	10	12	3	31	24	2	5	21	9 13	14	9	W. wins
16	20	17	13	14	17	28	19	1	7	22	17 14b	26	31	
24	19	3	7	21	14	1	10	2	21	17	10 17	9	6	
10	14	31	26	10	17	19	16	2	22	26	23 18	31	26	
26	23	12	16	3	10	20	24	2	23	19	17 22	6	2	
8	11	19	12	6	31	16	7		5	9 a	18 14	26	23	

(a) A losing move. (b) An excellent finish.

Game	No.	99.	11	16,	24	20.*	Bristol.
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7	11	8b	4	3	12	27	18	24	28	18	14	18	22	16	11
20	16	16	19	17	13	23	32	14	9	23	26	14	10	20	24
22	25	12	8	10	3	7a.	3	19	24	26	19	15	18	19	16
26	17	11	16	24	6	12	16	9	5	7	30	10	7	16	23
22	31	16	12	19	23	13	9	23	27	18	2	16	20	19	12
wn	Dra														

(a) Corrects R. Jordan vs. Head in International games. (b) Piece on 24 must not be moved.

Game No	. 100.	11 16,	22 18.*	Bristol.
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23 18	10	7	4	8	11b	7	14	21	12	8	14	21	16	11
$22 \ 26$	7	14	7	2	15	19	6	1	23	26	8	4	18	22
18 14	10	3	17	22	19	16	25	29	20	16	19	24	11	8
26 31	8	4	13	9	8	15	9	6	27	31	23	16	14	18
Drawn	15	10	15	18	26	19	19a	24	10	6	18	27	18	9
	12	8	22	13	23	30	16	11	21	25	16	12	14	23
	19	15	11	15	16	12	22a	25	17	10	24	28	17	10

(a) Best play. (b) Only draw, and leads to interesting play.

Game 101. Dundee.

Played February, 1909, by Dante Smith and Herman Hayes at Manchester, N. H.

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

Editor's note.—Very pretty finish.

Hayes won

J. H. McClain

BY MR. IVAN POWERS, HUTCHINSON, KANSAS.

The following is compiled especially for this work by Mr. Ivan Powers, Hutchinson, Kansas. It is known as the 9 13 line which prevents the strong 21 17 move for White, which can be made if the double exchange is made first. In this arrangement Mr. Powers has given play which can be brought up as in Section 1, or by 10 15, 22 18, 15 22, 25 18, 11 16, 29 25, 9 13; or by 10 15, 22 18, 15 22, 25 18, 6 10, 29 25, 9 13; or 10 15, 22 18, 15 22, 25 18, 11 15, 18 11, 8 15, 29 25, 9 13; or by the single corner exchange, 11 15, 22 18, 15 22, 25 18, 10 15, 18 11, 8 15, 29 25, 9 13; Sturges old line by 9 13, 22 18, 10 15, 18 14, 11 16, 23 18; or by 10 15, 22 17, 9 13, 17 14, 11 16, 23 18, and in every case credit has been given for play even though brought up by a different line. The play is not aimed to be exhaustive, nor to be a perfect analysis, but a liberal list of Black and White wins have been given, so as to present the main points of this line, and the play is neat and beautiful, but the possibilities are by no means exhausted. The late James Lee, author of that wonderful work, Lee's Guide, once said that some of the finest plays came from the Kelso Exchange.

			G	lame N	Jo. 1	102. 10	15	5. 22 18.	*	Kelso E	xch	ange.		
								ction 1.						
10	1.5	11	16-2	11	16-7	7 7	10-		10	4	8	1.4	30	10 15
22			14-4s		23-8				25		4		7	8 11
15			11	6	9		19		15		10		19	30 25
		23			15-9				11		11		23	11 18
25		25 16		19			7		24		14		26	26 30
	13 25-1	24			27-1				20		16		8	Drawn
29														
	(v)	26 23,	6 29 f	orms po	sitio	n upon wh	nich	play is gi	ven	in Section	4.		Hug	h Henderson
						Variati	ion	1. (Off	trun	k.)				
18	14	8	11	22	18	11	16	25	21	16	19	23	16	7 30
11	15	29	25	4	8	30	25	6	10	23	16	11	20	B. wins
24	19	11	16	26	22	7	11	32	28	12	19	28	19	J. Tadgell
15	24	25	22	8	11	21	17	10	15	27	23	5	9	J
28		16	20b	31	26	2	7	19	10	20	24	14	5	
	(b)	4 8, 14	10, 7	14, 22	17, 1	13 22, 26	10,	6 24, 27	4, \	White wins	s; R	. Atwell.		
4	()	ŕ	·	ŕ		Variat	ion	2. (Off	tmin	nk)				
_	100	0.4	4.0	-	0			`			10	4.0	00	00 1
	10-3		19	1		22		2			10		22	26 1
	22		24		14		16		24		14		26	
10	15	28	19	6	9	25	22	16	20	22	17	20		G. Reid vs.
						**								Dr. Marshall
								`	f 2.	,				
7	10e	11	16	6	9	7	11	13	17	11	27	17	26	8 11
18	14d	25	22	22	18	24	19	27	24	32	23	31	22	15 18
10	17	3	7	1	6	2	7	16	19	12	16	16	19	4 20
21	14	30	25	25	21	19	15	23	16	26	22	23	16	B. wins

⁽c) 12 16, 24 20 gives White a good game. See H. S. Wood vs. R. H. Walton, Book of Portraits, Vol. I, page 42. (d) 18 15 would be better.

			Variation 4.	(Off trunk.)			
24 19-5	4 8	22 18	14 7	25 21	19 23	14 9	13 17
8 11	30 25	1 5	21 14	8 11	27 18	26 30	28 24
27 24	6 9	18 9	7 10	21 17	20 27	7 3	17 22
16 20	19 15	5 14	14 7	10 15	10 7	30 25	B. wins
32 27	9 14	26 22	3 26	18 14	27 31	3 8	
11 16	18 9	2 6	31 22	16 19	18 14	2 5 18	
25 22	5 14	22 18	6 10	14 10	31 26	17 14	
(e) 18	3 14 is better	; Dunne vs.	Butler. (f) &	81 27, 12 16, 19	9 12, 3 8, B	. wins.	
			Variation 5	. (Off 4.)			
25 22	18 9	7 14	26 22	6 10	30 26	2 6	23 19
16 20	5 14	24 19	8 11	27 24	15 24	26 22	14 18
23 19	22 17	1 6	15 18	20 27	28 19	11 15	17 14
6 9	13 22	31 26	. 4 11	32 23	7 11	22 17	10 17
19 15-6	26 10	3 7	22 17	11 15	17 13	15 24	21 14
9 14			Variation C	(O# #)		F. Tescheleit.	Drawn
00.05		40.44	Variation 6.	(Off 5.)	0.4.00	~ ^	10 0
30 25	1 6	18 14	30 25	19 16	24 28	5 9	12 8
9 14	26 22	10 19	1 5	18 23	11 15	32 27	10 15
18 9	8 11	21 14	25 22	16 12	28 32	9 5	2 6
5 14	15 8	13 17	5 9	8 11	15 10	27 23	21 17
19 16	4 11 24 19	$\begin{array}{ccc} 25 & 21 \\ 17 & 22 \end{array}$	3 8	12 8	$\begin{array}{ccc} 32 & 28 \\ 9 & 5 \end{array}$	10 15	.22 13 5 9
12 19 $24 15$	6 10	17 22	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	11 16 8 3	28 24	$\begin{array}{cccc} 24 & 20 \\ 15 & 10 \end{array}$	6 10
7 11	22 18	22 25	19 15	16 20	5 9	20 16	15 6
28 24	14 23	9 5	18 22	3 8	23 27	10 15	Drawn
11 18	27 18	25 30	28 19	20 24	9 5	16 12	DIANE
22 15	20 24	5 1	11 18	8 11	27 32	15 10°	
22 X V		· ·	11 10	V 11		arker vs. J. Mo	Farlane
			Variation 7.	(Off trunk.)			
6 9	23 16	2 6	24 19	8 4	25 22	24 19	8 12
19 15	12 19	27 24	11 15	29 25	26 17	25 29	7 2
4 8g	32 27h	20 27	18 11	4 8	13 22	19 23	12 16
25 22	8 12	31 24	9 25	5 9	19 16	29 25	2 7
11 16	15 10	6 15	11 8	8 11	12 19	23 26	W. wins
27 23	19 24	19 10	25 29	9 14	15 24	3 8	
16 19	28 19	7 11		11 15	$22\ \ 25$	10 7	
(m) 11	16 15 11	3 8 96 99 V	V wing . Hand	largon va Kirk	(h) Corr	H. He ects 30 25, 1 6,	nderson
\ - ·			, 38, Drawn;		(11) 0011	ects 50 25, 1 0,	, 10 10,
			Variation 8.	(Off trunk.)			
19 15	6 10	19 15	8 15	11 7	10 14	6 10	22 31
16 19	15 6	2 6	18 11	9 14	18 9	3 8	32 27
25 22	1 26	21 17	12 16	7 2	5 14	10 15	Drawn
19 23	31 22	7 10	27 23	14 21	2 6	17 22	
26 19	4 8	15 11	6 9	22 18 ·	14 17	30 26	
						H. He	nderson

~				Varia	tion 9. (Off	trunk.)			
					`				
25	22-10	10 17	25 2	21 22	18 31	22 15	10	23 14	9 6
1	6-12	21 14	4	8 13	17 9	13 13	17	6 32	2 9
32	27-13	7 10	18 1	15 26	22 18	9 22	13	4 9	13 6
6	10	14 7	10 1	14 17	26 5	14 14	. 18	8 11	11 16
30	25	3 10				J	J. Lees vs. M	I. Barrie.	Drawn
				Varia	ation 10. (Of	ff 9.)			
32	27	7 10-11	22 1	13 15	18 22	8 14	18	3 7	25 18
4	8	14 7	9 1	30	25 26	30 8	3	1 5	27 24
25	22	3 19	15 1	8	11 25	22 5	14	7 11	20 27
2	6	18 15	6 1	15 26	22 30	25 17	10 2	2 26	11 20
19	15	13 17	13	9 19	26 22	17 18	22 8	31 22	Drawn
							A. Poll	ak vs. J. N	IcEntee
				Variat	tion 11. (Off	10.)			
16	19	15 10	9 2	25 27	24 j8	11 2	6 2	5 29	22 18
23	16	6 15	i 2	6 20	27 6	2 5	9 2	1 17	13 22
12	19	18 2	1 1	31	6 11	16 26	22	3 7	6 13
							Kybert vs. V	Vallace.	W. wins

(i) Improves 21 17, Garder vs. Goodall, note G, variation 5, Kelso, Lee's Guide. (j) 25 29, 6 2, 29 25, 2 6, 8 11, 6 10, 5 9, 10 6, 11 16, Drawn; N. Y. Tribune.

			Variation 12.	(Off 9.)			
2 6	15 11	1 6	27 24	16 19	30 25	20 24	23 19
19 15	7 16	32 27	20 27	7 3	16 20	19 16	31 27
16 19k	14 10	3 8	31 15	12 16	7 3	$24\ \ 27$	3 7
23 16	6 15	11 7	9 14	3 7	19 24	26 23	W. wins
12 19	18 11	8 12	15 11	6 9	28 19	27 31	

(k) 7 11, 15 8, 4 11, 22 17, 13 22, 26 17, 11 15, 18 11, 9 27, 31 24, 20 27, 32 23, 16 19, Drawn; Ferrie vs. Wyllie Match Games.

				Variation 13.	(Off 9.)			
22	17	30 26	17 13	21 17	32 27	17 14	19 1	28 19
13	22	13 22	7 10	20 24	16 20	9 18	11 16	16 32
26	17	26 17	14 7	18 15	15 11	23 7		Drawn
9	13	4 8	3 10	5 9	8 15	2 11		
						Jas. McCorn	mack vs. H.	L. Brown
				Variation 14.	(Off trunk.)		mack vs. H.	L. Brown
25	22	4 11	18 11	Variation 14.	(Off trunk.) 31 27		mack vs. H. 27 23	L. Brown . 12 19
	22 11 l	4 11 30 25m	18 11 9 27)		
	11 l			16 19	31 27	3 8	27 23 8 12	. 12 19

(1) 16 19, 23 16, 12 19, 31 27, 48, 27 23, 8 12, 23 16, 12 19, 32 27, 7 10, 14 7, 3 10, 15 11, 10 14, 26 23 was played in a game between A. J. Heffner and W. C. Parrow, Black ultimately winning; but instead of 26 23 at last move, 27 23, 19 24, 28 19, 20 24, 19 15, 24 28, 11 7, and White seems best. (m) 23 19, 16 23, 26 19, 6 10, 14 7, 3 10, 30 26, 9 14, 18 9, 5 14, 26 23, 11 15, drawn; H. Henderson.

						Variation	15. (Off	trun	k.)			
7	11n	26	22-16	16	19	27 24	: 3	12	18	15	18 25	20 2
15	8	2	7	2 3	16	20 27	28	24	- 9	18	24 20	25 29
4	11	21	17	12	19	31 8	12	16	25	21	13 22	2 9
	(n)	This is	a critic	cal line	for b	lack.					H. Henderson.	Drawn
						Variation	n 16. (Of	f 15.)			
28	24	3	10	21	14	11 15	2	7	16	19	19 28	5 14
6	10	18	14	9	18	25 22	30	25	25	21	14 9	22 17
14	7	10	17	23	14				G. Croc	ksto	on vs. A. Bassett.	Drawn

Game No. 103. Kelso Exchange.

Section II.

By Ivan Powers, Hutchinson, Kan.

10	15	9	13	8	15	8	11	1	6	9	14	14 17	3	8
22	18	29	25	25	22	10-27	23	28	24	18	9	21 14	21	14
15	22	11	15	4	8	12-6	9	6	10	b5	14	10 17	15	19
25	18	18	11	a23	18-1	24	20	32	28	17-30	25	25 21	18-23	16
											W	illiam Strickland	. Dra	wn

(a) White has the choice of three safe replies at this point. (b) 22 17, 13 22, 26 17, 15 18, 31 27, 18 22, 17 13, 2 6, 21 17, 14 21, 23 18, 22 25, B. wins; W. Bryden vs. A. Adamson.

						Variation 1	. (Off trunk.	.)		
23	19-2	27	23	32	23	17 10	19 10	24 20	6 2	10 14
6	10	9	14-9	12	19	7 14	18 25	16 19	7 10	17 21
22	17-5	31	26	24	6	28 24	21 17	10 6	2 7	14 18
13	22	15	18	1	10	8 11	25 29	2 9	10 14	29 25
26	17	19	16	26	22	23 19	17 13	13 6	7 10	20 16
5	9	18	27	10	15	14 18	11 16	3 7	14 17	19 24
								J. Lees	vs. H. McKean.	Drawn
						Variatio	n 2. (Off 1.)			
24	20	27	23-4	26	23	32 28	24 20	22 18	22 18	18 15
8	11	1	5c	14	17	3 7	15 24	17 21	30 26	22 26
28	24-3	23	19	21	14	30 25	28 19	$25\ \ 22$	11 7	15 10
6	10	9	14d	10	26	11 16	10 14	21 25	2 11	Drawn
23	18	18	9	31	22	20 11	20 11	18 15	15 8	
5	9	5	14	7	10	7 16	14 17	25 30	26 22	

(c) 10 14 Draws; Sturges. (d) 11 16 at this point Draws as at 21st move, trunk, J. and S. Kelso, Section VIII, but the text move gives White a strong game.

William Veal

				Variation 3.	(Off 2.)			
27	24	6 10	19 10	12 19	e32 27	1 5	23 18	21 25
5	9	22 18	6 15	27 23	7 10	21 17	11 15	7 2
24	19	2 6	31 27	19 26	27 24	9 14	18 11	25 30
15	24	26 22	15 19	30 23	8 12	18 9	10 14	2 6
28	19	10 15	23 16	3 8	24 19	5 21	11 7	30 25
							J. Ferrie.	B. wins
	(e)	23 19, 1 5, 21	17, 7 10, 19	16, 9 14, 18 9,	5 21, 16 7, 1	0 14, 7 3, Dr	awn; Luke Pl	nillips.
				X7 a via tia v	(0#0)			
0.0	00	10 10	00.10		4. (Off 2.)	14.17	02.10	15 00
	23	12 16	23 16	15 19	18 15	14 17	22 18	17 22 D
1	5	32 28	10 14	24 8	26 30	21 14	21 17	B. wins
30	25f	16 19	27 23	3 26	20 16	30 21	15 10	tui alala a d
	(f)	24 19 draws.		Wariation 5	(Off 1)		W. D	trickland
0.77	00.0	00.00	0 15	Variation 5.	(Off 1.)	00 10	1 5	10 15
	23-6	32 28g	6 15	28 19	15 19	23 18	1 5	18 15
	11	2 6	27 24	11 15	26 23	15 19	14 10	9 14
	20-7	31 27	7 10	19 16	19 26	21 17	24 27	15 10
	24	10 15	24 19	12 19	30 23	19 24	$\begin{array}{cc} 10 & 6 \\ 27 & 31 \end{array}$	$\begin{array}{ccc} 31 & 26 \\ 6 & 2 \end{array}$
20 5	19 9-8	19 10	15 24	23 16	10 15	17 14 Heffner vs. C		B. wins
J		22 18, 2 6, 26	99 10 15 99	played between				D. WILLS
	(g)	22 10, 2 0, 20	22, 10 10, as	played betwee	n o. Perme an	a o. wynie, i	JIAWS.	
				Variation 6.	(Off 5.)			
26	23	24 20	28 19	27 24	31 26	32 28	19 10	14 17
8	11	15 24	11 15	5 9	1 5	10 14		B. wins
						J. McF	arlane vs. T.	McEwan
				Variation 7.	(Off 5.)			
23	18	28 19	27 24	32 27	7 11	6 2	20 24	22 17
5	9	10 15	11 16	2 7	10 6	32 27	7 2	13 22
26	23	19 10	20 11	19 15	16 19	2 6	24 27	6 13
1	5	7 14	7 16	12 16	23 7	27 23	2 6	22 26
24	20	31 27	24 19	15 10	14 32	6 10	27 32	Drawn
15	24	3 7	16 20			D. G. M	cKelvie vs. J.	P. Reed
				Variation 8.	(Off 5.)			
2	6	26 23	6 15	32 28	7 10	18 9	20 11	23 16
23	18	10 15	31 26	15 19	30 25	11 15	1 5	5 30
5	9	19 10	12 16	21 17	9 14	Henderson	r vs. Austin.	B. wins
				Variation 9.	(Off 1.)			
0	1.9	32 27	7 10	28 19	9 14	5 9	14 17	22 26
	13 26	8 11	14 7	11 15	26 22	16 11	22 18	7 3
	20 22	17 14h	3 10	27 24	1 5	9 13	15 22	26 30
	17	10 17	24 20	6 9	20 16	11 7	23 18	3 7
20		21 14	15 24	31 26			A. Hannah.	
2		Forms Problem						
	(4)							

						Variat	ion 1	0. (Off	trunk	.)							
18	14	27	23	22	17		15	. (10			16	11		15	22	2	5 22
	16-11		16		22		19			31	-		9		9			6 31
24			27		17		10			2		_	18		22			1 17
	23		20		6		14			13			14		14			rawn
26			19	31	26	17	10		2	6			7		26			**
6	15	15	24	20	24	19	24		31	27		3	10		18	23		
30	26	28	19	27	20	26	22		20	16		6	15		30	25		
2	6	6	10	6	9	24	27		27	23		14	18		23	26		
												1	A. 8	Schaefer	vs.	A. J	. Def	reest
						Varia	tion :	11.	(Of	f 10.)								
11	16	16	23	1	6	22	15		2	7		32	28			10	19	9 16
14	10	27	11	24	20	10	19		8	4		7	11		4	8	15	2 19
7	14	6	10	14	18	11	8		19	24		28	19		11	15	3	3 11
24	19	28	24								J	. M	Iuri	ay vs.	Ano	ther.	W.	wins
						Variati	on 12	2. ((Off 1	trunk.)							
ā	9-13	27	24	10	19	26	10		23	27		l 1	15	:	27	32	14	1 10
32	27	10	15	23	7	19	23		31	24	g	27	23		17	14	Ę	9.
6	10-16	19	10	3	10	10	7		20	27		30	25	;	32	27	10	7
24	19	7	14	18			16			7			27		22			. 26
15			19	10			2		27			5			9			31
28		6		22		16				11		1			18 9			3 22
2	6		15	13	22	21	17		31			25			27			$\frac{7}{2}$
	(g) 27	24 v	vill .	Draw.						C. 1	d. Fr	een	an	vs. J. I	. K	teed.	W.	wins
						Varia	tion 1	13.	(Off	f 12.)								
6	10	2	6	7	11	16	20h		11	16		1	17]	19 9	24	24	28
18	14-14	30	25	25	21	24	19		19	15	2	1	14	2	22	17	17	13
10	17	11	16	3	7	15	24		6	10]	.6	19		13 5	22	28	32
21	14	23	18	32	27	28	19		15	6	:	8	15	2	26	17		awn
	(h) 6 9	, or	6 10	loses, th	e reply	being !	24 20	in ei	ther	case.							J. and	dS.
						Varia	tion 1	4. (Off	13.)								
32	27	28	19	26	17	21	14		25	21	1	4	7]	18 :	15	15	6
1	6	11	16	6	9	2	6		10	17		3	10	2	20 2	27	16	20
24	19	22	17	17	14-15	30	25		21	14	2	27	24	6	31 5	24	Dr	awn
15	24	13	22	10	17	6	10		7	10	1	6	20	1	12	16		
															Feri	rie vs	. Sear	ight
						Variat	tion 1	5. (Off	14.)								
27	24	13		24	20	16	11			8	2	6	23		8 1	1	21	14
16_	20	2		11		10			24			8			22 2			9
17		30		19		20				4		3			.5 1			2
20			14	12		15			28			7			26 3		9	
31		18		23		16			4			9			[1		2	
7	11	5	14	15	18	19	24		32	27	2	3	18		4 1		5	
														J	. 21	nd S.	B. v	vins

						Variation	16. (Off	12.)		
7	10	15	24	7	16	1 10	`	14	22 25	12 19	25 29
24	20	28	19	18	15	24 20	8	3	8 11	23 16	Drawn
10	14	3	7	14	18	25 29	25	22	25 29	14 18	
27	24	31	27	15	6	20 11	26	17	30 26	26 22	
6	10	11	16	18	25	29 25	13	22	29 25	10 15	
24	19	20	11	27	24	11 8	3	8	19 16	16 12	
										J. R. Milne vs.	W. Taylor
							- (0.00		\ \		
						Variation 1	17. (Off	trunk	(·)		
24	19	12	19	26	17	Variation 1 10 14	`	trunk 11 i	18 23	15 10j	16 11
	19 24		19 16		17 19		`	11 i	· /	15 10 j 19 12	16 11 30 25
15		23		15		10 14	16 28	11 i	18 23	J	
15 28	24	23 14	16	15 17	19	10 14 17 10	16 28	11 i 32 16	18 23 26 19	19 12	30 25
15 28 11	24 19	23 14 22	16 18	15 17 19	19 13	10 14 17 10 . 7 14	16 28 20 32	11 i 32 16	18 23 26 19 28 24	19 12 11 8	30 25 11 15

(i) 9 5, 28 32, 16 11, 32 28, 20 16, B. wins; C. F. Barker vs. J. T. Denvir. (j) At this point C. E. Richardson claims a draw by 16 12, 19 10, 9 5, 14 18, 5 1, 18 23, 30 25, leading to a protracted ending.

						Variati	on 18.	. (Off t	runk	(·)			
24	15	30	25	9	5	25	30	15	8	14 18	8	3	18 14
11	25	14	10	17	21	1	5	22	15	3 8	14	18	6 10
28	24	7	14	5	1	30	25	5	1	17 14	6	2	14 7
8	11	18	9	21	25	27	24	6	9	8 3	27	32	3 10
23	18	25	22	31	27	2	6	1	6	18 23	2	6	11 15
25	30	24	19	22	17	19	15	9	14	3 8	15	11	B. wins
26	23	13	17	23	18	25	22	8	3	23 27	24	19	

A. J. Heffner vs. C. Freeman

Game No. 104. Kelso Exchange.

Section III.

•					By	Ivan P	ower	rs, Hutch	inson	, Kan.				
10	15	11	15	6	10-1	2	6	ŧ	14	3	8	8	12	10 17
22	18	18	11	23	18-10	30	26	22	2 18a	24	20	26	23	Drawn
15	22	8	15	4	8	6	9	1	5	13	17	12	26	Roberts
25	18	24	19	26	23	27	24	18	9	19	16	31	13	vs. Olson
9	13	15	24	8	11	9	14	Ę	14	12	19	14	17	c. w.
29	25	28	19	25	22	18	9	32	28	23	16	21	14	Oct., 1907
	(a)	22 17,	13 22,	, 26 17,	11 15,	32 28,	7 13	1, 31 26,	15 18	8, Drawn	; J	ohn Robert	son	١.
						Variat	ion 1	1. (Off	trunk.	.)				
4	8	13	22	13	17	1	6	11	. 15					2 9
25	22	26	17	30	25	31	26	25	22	18	27	19	16	13 6
6	9-2	9	13	8	11	6	10	15	18	14	9	12	19	7 11
22	17	17	14	27	24	32	28	22	13	5	14	24	6	Drawn
												William V	eal	vs. a Friend

13

							,					
						Variation	n 2. (Off	f 1.)				
8	11	23	16	13	22	23 18	22	26	18	15	7 10	8 11
27	24-3	6	9	26	17	13 17	16	12	9	18	11 7	31 27
6	10	32	27-b	19	26	31 26	26	30	8	4	10 14	11 8
24	20	10	15	30	23	6 9	19	15	18	23	7 2 .	
2	6	27	23	9	13	26 23		26		16	23 26	8 11
19		15		17		17 22		8		18	4 8	24 19
12	19	22	17	1	6	23 19	26	22	15	11	26 31	B. wins
	(p)	31 27 1	etter.					A. J	. Heffner	in I	nternational Match	Games
						XT :	0 (00	۲۵)				
						Variation	1 3. (OI	f 2.)				
22		5		18		13 17	14		16		3 10	30 23
	16-4	30		9		22 13	23	7		17	31 26	27 18
26	22	7	10	15	11				J	. Fe	errie vs. Lambert.	Drawn
						Variation	n 4. (Of	f 3.)				
6	10	10	15	1	6	26 31	31	27	18	22	16 23	19 10
27	24	19	10	32	28	23 19	17	14	8	4	10 1	13 9
2	6	6	22	10	15	15 18	27	20	16	20	3 7	5 14
26	22	21	17	31	27	19 15	11	8	24	19	4 8	1 6
13	17-5	7	10-9	22	26	11 16	20	16	20	16	23 19	10 1
22	13-8	24	20	27	24	20 11	- 28	24	14	10	8 3	3 26
											A. J. Heffner.	Drawn
						Variatio	n 5. (Of	f 4.)				
5	9	32	28	16	19	24 19	6	9	2	6	22 26	11 15
30	26-6	10	14	23	7	23 16	- 15	10	9	13	4 8	19 23
11	16-7		24	14	30	20 4	1	5	6	9	12 16	Drawn
	20		8	31		9 14		17		17	8 11	
7	11	19	15	30	23	7 2	13	22	21	14	16 19	
						TT 1					A. J.	Heffner
						Variatio	n 6. (Of	f 5.)				
32	28		26	24		18 9		18	18	14	10 6	2 6
10		1		15		5 14		16		18	15 19	18 22
	10		19	28		21 17		12		10	6 2	26 23
6	15	7	10	9	14	14 21		15		15	13 17	19 26
	(-)	7.10		. A. 1		leste					J. A. Mugridge.	
	(c)	7 10 W	as playe	ea nere	ın g	ame between	C. F. Bai	ker a	ına A. J.	He	finer with drawn re	esult.
						Variation	7. (Off	5.)				
10	15	24	19	3	8	24 20	10	15	23	7	9 14	27 23
	10	11	16		24	6 10		10		30		W. wins
7	1/18	20	28	9	11	21 97	1.6	1.0	7	9		'a Guida

8 11

7 14d

32 28

(d) 6 15 Draws; Robertson.

31 27

16 19

7 2

Gregg's Guide

						Vari	atio	n 8. (Of	ř 4.))				
21	14e	32	27	15	11	22	18	11	15	10	17	19	15	7 3
10	26	11	16	10	14	13	17	26	31	13	22	12	16	16 19
31	22	18	15	11	8f	4	8	15	10	23	18	15	10	B. wins
7	10	9	13	6	9	17	22	9	13	31	26	8	11	
30	25	25	21	. 8	4	8	11	18	9	18	14	10	7	
5	9	16	20	1	5	22	26	5	14	3	8	11	15	

W. T. Broadbent vs. A. J. Sharman

(e) Mr. A. J. Heffner has claimed this way of taking as a loss, but W. B. Mundelle and R. E. Magalis played a game to a draw. (f) Left here as Drawn by Mr. Magalis.

					Variation 9.	(Off	4.)				
1 6	24	20	15	18	19 15	22	26	13	9	24 15	17 13
23 18	16	19	27	24	27 32	30	23	32	28	6 1	B. wins
6 10	18	14	19	23	15 8	18	27	9	6	15 6	
31 27	10	15	24	19	3 12	24	19	28	24	1 10	
12 16	32	28	23	27	28 24	7	11	14	10	27 31	
								W. G	ırdne	r (blindfold)	vs. Another
					Variation 10.	(Off	trunk	K.)			
25 22	21	14	26	22	19 15	32	27	25	21	18 14	14 9
4 8	10	17	17	26	11 16	1	6	3	8	12 16	6 10
22 18	27	24	31	22	24 19	30	25	21	17	19 3	B. wins
13 17-11	5	9	8	11	16 20	9	13	7	10	10 26	J. Murray
					Variation 11.	(Off	10.))			
5 9	23	18	3	7	26 22	10	14	32	27	2 7	22 17
18 15	7	11	31	27	7 11	27	24	13	17	25 22	11 16
1 6	27	23	11	16	30 25	16	20	22	13	7 10	B. wins
											Bert Titus

Game No. 105. Kelso Exchange.

Section IV.

By Ivan Powers, Hutchinson, Kan.

10	15	9	13	8	24	8	11	10	17	6	10	2	6	6 10
22	18*	24	19	28	19	23	18-2	21	14	25	21	30	25	23 18
15	22	11	15a	4	8	6	10	1	6	10	17	13	17	10 15
25	18	18	11.	1 29	25	18	14-5	27	23	21	14	25	21	Drawn
											T	he People's	B Di	aughts Book

(a) This double exchange gives White a good game; 11 16 is probably stronger at this point, but the next move develops some fine variations for both sides.

)))))))

							Waniati	on 1						
							Variati						_	2
19		26			24	27			7		27		9	6 2
6	22	9	13	4	8	18	27	3	10	- 2	6		15	27 31
26	17	17	14	23	19	32	23	23	18	27	23	9	6	- 2 6
13	22	8	11	15	18	8	11	10	14	13	17	15	24	31 27
30	26	29	25	24	20	25	22	18	9	22	13	23	19	6 " 15
5	9	11	15	1	5	7	10	5	14	6	10	24	27	27 24
												J	. L	ees. Drawn
						Variati	on 2.	(Off	trun	ık.)				
25	22-3	3	8	23	19	11	25	10	14	8	11	8	3	9 18
6	9-4	26	22	16	23	. 2	7	18	22	12	8	11	16	27 24
22	18	12	16	26	19	10	14	19	16	6	9	3	7	20 27
2	6	31	26	9	14	7	10	1	6	14	10	16	20	32 14
19	15	7	10	18	2	14	18	16	12	25	29	10	14	W. wins
										L. J. V	air	and friend	N.	Y. Tribune
						Varia	ition 3.	(Off	f 2.))				
27	24	5	9	39	28	5		12	ĺ		15	14	18	11 15
	10		18		5	27		26			24	19		19 16
24		10			27	15			26		11	18		Drawn
	6	19			14	23			23		19	$\frac{10}{24}$		Diani
	22		15		9	20	10	90	20	20	10			vs. J. Lyons
20	22	0	10	10	J	Wes	riation	1 (1	റണ്ട് ദ) \		D. I. Wa	iu	vs. o. Dyons
0	4.0	0	0	0				`		•	4.0	1.0	4.0	4 5 40
	10		6		15		5-c d		14		16	16		15 18
	24	26		21		17		18			6	_	6	22 15
	9 b	10		7		10 5			14		15	19		3 8
22	18	19	10	23	19	19	10	31	22	6	2	6	10	Drawn
														J. Bradley

(b) 2 6, 24 20, 6 9, 22 18, 9 14, 18 9, 5 14, 26 22, Drawn; J. T. Denvir vs. Edward Kelly. (c) 11 16, 18 11, 16 23, 31 26, 23 27, 32 23, 9 14, 11 7, 14 21, 7 2, 10 14, 23 18, 14 23, 26 19, W. wins; C. F. Barker vs. J. P. Reed. (d) 12 16, 19 12, 1 5, 32 27, 9 14, 18 9, 5 21, 27 23, 10 14, 24 20, 14 17, 31 26, W. wins. J. McFarlane correcting Hill's Manual.

			Variation 5.	(Off trunk.)		
25 22	9 14	21 14	13 22	24 19	13 17	9 6 11 15
2 6-6	18 9	10 17	19 15	6 9	15 10	22 25 . 19 10
27 24	5 14	22 18	3 8	31 27	7 14	$6 2 \qquad 29 25$
6 9	32 28e	17 22	28 24	9 13	18 9	25 29 23 19
24 20	14 17f	26 17	1 6	27 23	17 21	30 26 W. wins
						J. M. Bobbitt and Friend

(e) 22 18, draw; Denvir vs. Maize. See Lee's Guide, note k, var. 5, Kelso. (f) 11 15 would probably draw.

						variatioi	16. (Оп	[0.))			
5	9	10	15	15	24	12 16	3	8	16	19	11 18	12 16
27	23	19	10	27	20	31 27	18	14	14	10	20 16	11 8
2	6	6	15	7	10	10 15	9	18	15	18	8 12	16 20
32	27	23	19g	26	23	30 25	23	14	22	15	16 11	B. wins
								_				

A. J. Heffner in International Match Games Book. America vs. Great Britain (g) 21 17, 12 16, 17 14, 16 20, 14 5, 7 10, 18 14 should draw.

Game No. 106. 10 15, 22 18.* Kelso Exchange.

Section V.

Bv	Ivan	Powers.	Hutchinson,	Kan.
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10	15	11	16	6	9	I1	16	9	14	12	19	24	27		2 27
22	18	29	25	22	18	19	15	18	9	15	11	31	24		26 23
15	22	8	11	16	20	7	10	5	14	8	15	14	17		Drawn
25	18	18	14-1	28	24-5	14	7	30	25	27	23	21	14		
9	13	4	8-2	1	6-10	3	19	16	19	20	24	. 6	10		
24	19	25	22-4	32	28	24	15	23	16	23	16	14	7		
												T Toll ma	337	Tr	Tohnaon

J. Fell vs. W. E. Johnson

Variation I. (OH trank.)	V	aria	tion	1.	(Off	trunk.)	
--------------------------	---	------	------	----	------	---------	--

26 22	4	8	25	21	15	24	31	26	32 28	18 15	a5 1
16 20	14	9	8	11	28	19	2	7	3 7	11 18	14 18
21 17	5	14	9	5	10	14	26	22	28 24	22 6	Drawn
11 16	18	9	11	15	22	18	7	11	7 10	1 10	
17 14	7	10	30	25	6	9			R. G	allaway vs. P.	. A. Crabbe

(a) 25 22, 10 15, 19 10, 14 17, B. wins.

Variation 2. (Off trunk.)

16	20b	6	9	16	23	12	16	3	8	7	16	13	22	20 27
25	22	18	15-3	27	18	26	22	15	10	14	9	26	10	31 15
11	16	9	18	1	6	16	19	6	15	5	14	8	12	4 8
22	18	23	14	32	27	30	26	18	11	22	17	27	24	Drawn
										Jan	nes	Crosby vs.	w.	E. Johnson

(b) This move prevents 23 18 developing play same as Section I.

T7	: a 0	10	ee 0	1
Variat	10n 3.	. (U	ff 2	.)

26	22c	21	14	15	11	11	7	2	7d	11	15	10 14	19 15
1	6	2	6	7	10	8	11	15	19	19	24	17 22	26 31
31	26	32	28	18	15	15	8	7	11	28	19	26 17	18 14
6	10	6	10	10	19	4	11	9	14	17	21	13 22	31 24
28	24	19	15	24	15	7	2	22	18	15	10	14 5	23 18
10	17	10	17	3	8	11	15	5	9	14	17	22 26	Drawn
												Toooba ===	C4

Jacobs vs. Strudwick

(c) This is now the same as trunk of Jacobs vs. Struwick's Kelso at 16th move, Section VII, and many fine variations arise therefrom. (d) 2 6 was played in game between H. Jacobs and J. C. Brown and B. won.

Variation 4. (Of	ff trunk.)	
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26	22	6	10	14	7	5	14	22	18	14	23	24	19	30 26
16	20	31	26	3	10	26	22	13	17	21	14	23	26	B. wins
22	18	10	17	25	21	1	5	18	9	7	11	14	9	
11	16	21	14	10	14	30	25	5	14	27	18	26.	30	
28	24	7	10	18	9	2	7	23	18	16	23	25	21	

Campbell vs. Patterson

			Variation 5.	(Off trunk.)			
26 22-6	28 24	21 14	18 15	22 18	18 9	23 16	23 19
11 16	6 10	7 10	9 14	14 17	5 14	12 28	24 27
31 26	30 25-8	14 7	15 6	25 21	19 15	27 23	32 23
1 6	10 17	3 10	2 9	9 14	16 19	20 24	28 32
				S. M. I	McGraw vs. Ja	ames Crosby.	
						· ·	
			Variation 6.	` '			
30 25	16 19	32 16	7 11	. 26 23	9 27	11 16	26 22
11 16	23 16	8 11	27 23f	6 10	2 7g	26 30	18 15
25 22	12 19	15 8	2 7	21 17	27 31	17 14	Drawn
1 6	27 24-7	3 19	23 16	10 15	7 11	30 26	Orcutt
19 15	20 27	31 27	11 20	18 2	31 26	22 18	
` '		14 10 here	for Draw. (g	() In game b	etween Reed	and Barker	the latter
prayed 2	6 and lost.		Waviation 7	(O# 6)			
05 00	1.4 =	07 04	Variation 7.	` '	20.10	40.0	0 0
27 23	14 7	27 24	28 24	11 7	20 16	12 8	8 3
8 12	3 10	20 27	23 26	15 22	29 25	14 17	22 17
$\begin{array}{ccc} 23 & 16 \\ 12 & 19 \end{array}$	22 17	31 24	24 20 7 10h	$\begin{array}{ccc} 7 & 2 \\ 22 & 25 \end{array}$	16 12	21 14 6 10 F	B. wins.
32 27	$ \begin{array}{cccc} 13 & 22 \\ 26 & 17 \end{array} $	$10 \ 19$ $24 \ 15$	7 10h 15 11	22 23 17 13	$egin{array}{ccc} 25 & 22 \ & 2 & 7 \end{array}$	6 10 E . 14 9	H.Harrury
7 10	19 23	2 4 13	10 15	25 29	9 14	5 14	
			27, 31 24, 2				wing P
Thirkell.		11, 21 24, 20	7 21, 01 24, 2	1, 24 20, 0	12, 10 0, 7 11	, 20 10, 11.	WIII5. I.
2 1111110111			Variation 8.	(Off 5.)			
32 28	18 15	15 11	7 2	7 10	7 11	15 10	10 7
10 17	11 18	8 15	26 30	22 25	25 22	16 19	12 16
21 14	22 15	19 10	2 7	10 6	11 15	11 15	Drawn
7 10	7 11	14 17	30 25	25 30	22 26	19 23	J. and S.
14 7	26 22	25 21	7 10	6 2	15 11	15 22	
2 11-9	11 18	17 22	25 22	9 14	26 19	23 32	
30 25e	22 15	10 7	10 7	2 7	24 15	22 18	
3 7	9 14	22 26	5 9	30 25	14 18	32 27	
` '	19 15, 9 14, 1	189, 1125, 30	0 21, 5 14, 26	22, 13 17, 22	13, 8 11, 13 9	9, 11 15, 9 6	, B. wins.
J. Kirk.			Variation 9.	(Off 8.)			
3 10	5 14	13 22	12 16	2 6	15 18	18 22	30 26
19 15	22 18	23 18	14 10	7 3	8 11	7 3	10 15
10 19	14 17	16 19	22 26	6 10	16 19	22 26	26 22
24 15	18 14	15 11	30 23	3 8	11 15	3 7	24 19
9 14	17 22	8 15	19 26	10 15	26 31	26 30	31 24
18 9	26 17	18 11	10 7	11 7	15 24	7 10	19 23
						J. and S.	
			Variation 10.	(Off trunk.)			
2 6	19 15	12 19	31 24	12 19	24 15	1 17	14 10
32 28	16 19	27 23	8 12	15 11	6 10	21 14	7 23
11 16	23 16	20 27	23 16	7 16	15 6	3 7	26 12
				A. J. H	leffner vs. G.	W. Dearborn	n. Drawn

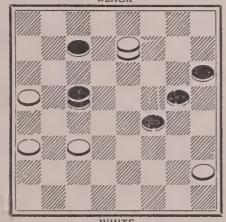
F. A. Shoemaker

Hastings, Neb.

The subject of our brief sketch was born at Fairview, Ill., July 31st, 1873. In 1880 his parents moved to Nebraska and young Shoemaker was brought up on a farm near Stromsburg. On the corner of his father's farm stood the school house he attended when a boy, and the teacher at the school played checkers with the lad, beating the boy repeatedly, and then would laugh and rub it in by saying that he could never hope to beat him. This woke the boy's spirit, and he purchased Reed's Checker Praxis and in a short time sweet revenge was his, for he defeated the schoolmaster in a decided manner, by winning fourteen straight games. He has little opportunity to meet experts but has played many series by mail, and as yet has not lost a series. The only player of much note that he has played across the board is J. O. K. Smith, champion of Iowa for 1908, beating him by 7 to 5, and 8 drawn. He has met and defeated W. M. Ellis, Mr. Dixon, C. G. Hurlburt, Mr. Calhorn, Mr. O'Brien, A. H. Gordon and Mr. Boltin, all noted Nebraska players. In the recent Tourney he made a good record.

The four problems—End Games—although for the student, were won by him in actual play, and are practical.

Problem No. 27. By F. A. Shoemaker.



White to play and win.

SOLUTION TO PROBLEM No. 27.

Black-I. O. Whiteside.

White--F. A. Shoemaker.

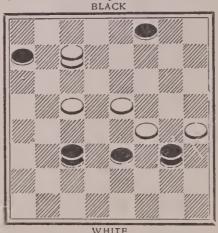
7	11	11	16
16	20	19	23

22 17 W. wins

SOLUTION TO PROBLEM No. 28.

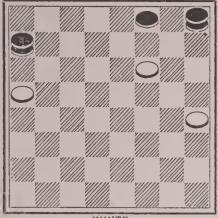
	Black—	Tom Maguire.	White—]	F. A.	Shoemaker	
14	9	15 10	6	1	1 19)
5	14	24 15	15	6	W. wins	3

Problem No. 28. By F. A. Shoemaker.



White to play and win.

Problem No.29. By F. A. Shoemaker. BLACK



WHITE Black to play and win.

SOLUTION TO PROBLEM No. 29.

Black—F. A. Shoemaker.

5 1 9 5 1 13 9 5 1 5 6 1

White—I. O. Whiteside.

 9 14
 11 7

 1 6
 14 10

 3 8
 6 15

B. wins

Problem No. 30. By F. A. Shoemaker. BLACK

SOLUTION TO PROBLEM No. 30.

Black—W. M. Ellis.

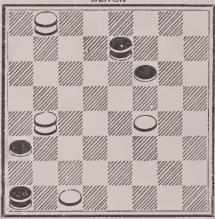
White-F. A. Shoemaker.

19 15

11 18

17 22

W. wins



WHITE White to play and win.

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Problem No. 31. By J. A. Boreham New Zealand.

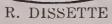
BLACK

White to play and win.

SOLUTION TO PROBLEM NO. 31.

12	0	0	- 4	24	19	14	10	19	23
11	15-a	17	21	21	25	25	30	W. w	ins
8	3	7	10	10	14	18	25		
14	17	15	18	18	22	30	21		
					A.				
11	16	24	27	18	22	10	15	20	24
8	3	14	18	7	10	26	31	23	27
16	20	3	7	22	26	27	23	24	28
							W. wins.	27	32







E. H. TAYLOR







ALLENE T. DEVANY



DAVID JOHNSON



J. W. DAWSON



JAMES WYLIE

David Johnson

Toronto, Ontario, Canada.

Mr. Johnson is a native of Stranraer, Scotland, but he has lived in the United States and Canada for the past twenty-five years, and during that period many of his excellent problems have appeared in the different checker columns and magazines. Four of his compositions appear in this work, and the readers can judge for themselves of the rare merit displayed in the solutions. Ten years ago he won first prize, offered by the Montreal "Witness," for the best solutions to ten problems published in that paper.

Those who know him best credit him as a good analyst and a keen critic of the game. Toronto can proudly boast of some very fine players to which friend Johnson is a strong addition, as he has just settled there, coming from Quebec.

Problem No. 32. By David Johnson.

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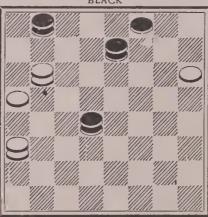
WHITE White to play and win.

SOLUTION TO PROBLEM No. 32.

15	19	23	26	19	15	18	9	6	2
22	26	15	19	21	17	13	6	9	13
10	15	22	17	15	10	21	30	2	6
17	22	20	24	22	18	27	23	13	17
19	24	26	22	29	25*	30	25	6	10
26	23	24	27	17	21	23	18	25	21
24	20	17	21	10	14*	5	9	18	23
								Ww	ing

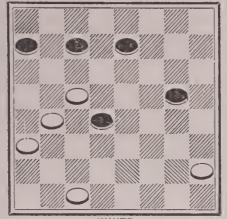
		SOI	LUTIO	ON TO I	PROB	LEM N	0.	33.		
7	10	14	18	10	15	1	0.	15	15	19
9	5	5	9	9	6	1	3	9	3	8
10	14	18	22	17	14	1	4	10	19	23
21	25	9	14	6	2		5	1	8	11
14	17	1	6	15	11	1	1	7	23	27
25	21	14	9	2	6	1	2	8	11	15
18	14	6	10	3	7		7	2	27	32
21	25	9	5	6	1*		8	3	15	19
17	21	21	17	7	10	1	0	14	22	17
25	30	5	9	1	5		1	5	B. w	ins

Problem No. 33. By David Johnson.



WHITE Black to play and win.

Problem No. 34. By David Johnson.
BLACK



WHITE Black to play and win.

SOLUTION TO PROBLEM No. 34.

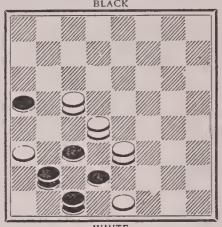
18	22	25	29	29	25	16 20	22	13
28	24	21	17	26	23	19 16	16	7
22	25	7	11	25	22	6 9	13	9
17	13a	30	26 .	24	19	13 6	B. w	ins

(a) 30 26, 25 29, 26 23, 29 25, 24 19, 15 22, 19 12, 22 13, 12 8, 6 10, 8 3, 10 17, 3 10, 13 9, B. wins.

SOLUTION TO PROBLEM No. 35.

18	15	24	27	21	17	14	17	31 27
25	29	29	25	22	25	30	26	25 29
15	19	14	18	31	22	17	21	27 23
29	25	25	29	25	18	26	30	W. wins
19	24	18	25	23	14	27	31	
25	29	29	22	13	22	22	25	

Problem No. 35. By David Johnson.
BLACK



WHITE White to play and win.

Game No. 107. Old Fourteenth.

- 공중-

By L. M. Stearns.

11	15	25	22	10	14a	26	23	9	18	13	6	19	26	27	23
23	19	15	18	24	20	14	17	25	22b	1	17	31	13	8	12
8	11	22	15	7	10	21	14	18	25	19	16c	8	11	d28	24
22	17	11	18	29	25	10	17	30	14	12	19	32	27	11	15
4	8	17	13	2	7	23	14	6	9	27	23	3	8	23	19
													R. wins	. 7	10

(a) Not much play given on this line.
(b) Losing move; 31 26 looks good here for a draw.
(c) Must prevent Black man on 17 from crowning.
(d) 23 18, 7 10, 28 24, 12 16, B. wins.

Game No. 108. Cross.

Black—W. S. Morse.					Play	Played by Telephone.					White—A. B. Banta.					
11	15	23	19	7	14	22	15	18	25	21	14	5	9	27 23		
23	18	10	14	24	20	11	18	29	22	10	17	19	15	8 11		
8	11	19	10	2	7	30	26	6	10	26	22	7	10	23 19		
27	23	14	23	32	27	9	13	22	18	17	26	15	6	9 13		
4	8	26	19	14	18	25	22	13	17	31	22	1	10	B. wins		





MINNEAPOLIS CHESS AND CHECKER CLUB



BUFFALO CHECKER CLUB

Notable Players

Who have Played their Last Game, yet live in the hearts of the World's Checker Players of To-day.

We are giving several portraits of famous players in this work to break the monotony of "dry figures," and a general write-up is not necessary, as an extended sketch can be found in Book of Portraits Vol. 1 and Vol. 2.

- JAMES WYLLIE, of Glasgow, Scotland, the "Herd Laddie." For many years champion of the world, and who made several tours of this country and Australia, playing more matches for money than any player that ever lived.
- GEORGE MUGRIDGE, Buffalo, New York. A player of rare ability, and a gentleman of exceptional refinement and good taste. He was known as one of the "Big M's"—Mugridge, Mugridge and Mercer—all great players.
- CHARLES KELLY, New York City, New York, Author and Publisher. Mr. Kelly was co-partner with Dr. A. Schaefer in bringing out their Ayrshire Lassie, Part 1 and 2, Paisley, and Single Corner Books of rare analysis.
- JAMES P. REED, ex-Champion of America, Pittsburg, Pa. One of the most brilliant players the world ever saw, but not as "sure footed" as Barker, Freeman, Jordan and others of today. His Single Corner and Cross-Books, long since out of print, were exceptionally fine works, and would bring a fancy price if for sale.
- HENRY SPAYTH, Buffalo, New York, Author and Publisher. Here was a figure in Draughts that has been admired by all. Author of the American Draughts Player, Game of Draughts, Spayth's for Beginners, The Checker Player, etc., he has left a monument to his worth that time can never erase. Wyllie at one time stated that Spayth was one of the best players he played with while touring here.
- JULIAN DARRAGH JANVIER, Newcastle, Del. Author and Historian; compiled and published a revision of Joshua Sturges' famous work (printed in 1800) Janviers Anderson, the best known authority on the game today. A keen analyst who was untiring in his devotion to the interest of the grand old game. He proved the Black Doctor opening a draw against several experts, notably Dr. J. Stayman.
- DR. J. STAYMAN, Pioneer Nurseryman, Leavenworth, Kansas. The first one in Kansas to launch into fruit and berry raising on a large scale, and at the city's anniversary parade the genial face and white locks, as white as the driven snow, of Dr. Stayman was seen at the head of the column, proving that he was beloved by those who knew him so well, and who now miss his many kindly ways. It was Dr. Stayman and others who came near upsetting the Black Doctor that Janvier saved by a close margin. Stayman's Black Doctor Book is the outcome of that controversy, and is play of a high order.

- FITZIE BARRUS, Expert Cabinet Worker, Chelsea, Mich. Mr. Barrus was not alone confined to being an expert checker player, but as a cabinet worker was unexcelled. The author has a small checker table (minature) five inches across the top, containing two hundred and thirty-two different pieces of wood, inlaid in fans and cute designs, given by Mr. Barrus to us as a Christmas present several years since. Mr. Barrus died of consumption, but the morning of his passing out, he played checkers as well as ever he did, his brain as strong, if not stronger, as the body weakened.
- HERBERT Z. WRIGHT, Boston Post Office, Boston, Mass. Widely known as the "Wizard of the Board" and he had well earned the proud title. He knew more book play, and his marvelous memory aided him in retaining the same to such an extent that he could, off-hand if you asked him for a certain line to play, either show you the same, or refer you to the exact page and variation of any of the many books on the game. The author had the pleasure of a visit of three days from Mr. Wright a few months before his demise, and the memory of that occasion is as sweet today as then.
- ALVIN R. BOWDISH, Pascoag, Rhode Island. One of the old school players, a close friend of the famous Bowen. It was the author's good fortune to come into possession of this celebrated player's Checker Library, including some sixty manuscript books that were written by Bowdish, and these piled up one on top of the other made a pile four feet high and a foot square. Showing them to the great Lowell expert, G. W. Dearborn, one day while on a visit at our place, piling them up on the floor, and when the last book was piled up on top and Dearborn had got a glimpse of what they contained he exclaimed, "No wonder poor Bowdish is dead." These books are now owned by a player in Vermont, all kept together, and the owner would not take one hundred dollars for one copy.
- R. E. BOWEN, Millbury, Mass. Although Mr. Bowen has been in poor health for many years his death will be a surprise to most of the players who have known him so long in the world of checkers. For the past fifteen years he has been an invalid and his disease consumption—has been working slowly and surely to his death, and on Sunday last, the 21st inst., he made his last move — his game of life was finished. For many years Mr. Bowen has been prominent among the players as a fine analyst, a careful author and skillful player, and for the past seventeen years he has been a contributor to "Turf, Field and Farm," and many of the readers of this column can date their interest in the game to his contributions to it. From a contributor he succeeded to be an author, and his treatise, the Cross and the Bristol, will rank with Anderson, Drummond and Wyllie, and they will ever stand as works of acute analyses and research and regarded as standard works on the game. Mr. Bowen was born at Millbury, Mass., about forty-five years ago. At the breaking out of the rebellion he enlisted in one of the Massachusetts regiments, marched to the front, was taken prisoner twice; the first time he was exchanged after being in Libby for six months, the second time after being at Belle Island for three months. While on his way to Andersonville with 800 fellow prisoners, he escaped with a brother comrade, and after untold suffering and privation for forty days in the swamps and mountains, contracting the disease which ended his life, he arrived inside the Union lines, and at the close of the war returned home and was soon after made Postmaster at Millbury, which position he held at the time of his death. - From "Turf, Field and Farm," January, 1883.





Dr. J. STAYMAN



HUGH MACKEAN



LEROY S. ATKINSON



J. WYLIE

Lessons in Strategetical Value.

These games are expressly arranged as to their strategetical value for purely across-board trials. No claims are made for originality, or authorship, as most of them have figured in the serious contests of the checker age. By the term Strategetical Value, we concede a variation in its equation as to the individual contestant, and we collectively present the unknown factor.

Game No. 1. 11 15, 23 19.*

11 15, 23 19* (strongest reply to 11 15) 8 11, (9 14 is secondary in importance for purely strategetical value) 22 17, the strength of White is developed by this move. 11 16 forms the Glasgow opening, and is the move that gives superiority of the previous 8 11 move, over the 9 14 move. (The Old Fourteenth would be formed by 4 8, Laird and Lady by 9 13, the Centre Game by 15 18,) and Alma by 3 8, 24 20, 16 23, 27 11, 7 16, 20 11. White has now temporarilly gained the piece. 3 7, 28 24, 7 16, 24 20, 16 19, against White's best moves. (Black has still a powerful game and Whites have little choice.) 25 22, 4 8, 29 25, 9 14, a fact of some value is that Black gains and holds the initiative throughout the Glasgow opening. (Here Black could vary safely with a good game by 19 24 or 10 15.) Continue 22 18, 14 23, 17 14, 10 17, 21 14, White plays a man down for the clean cut draw, 2 7, 6 10, 27 18, 10 17, 25 21, 1 6, 21 14, 6 10, 30 25, 10 17, 25 21, 19 23. It is necessary to return the piece, and this is the way to accomplish that end: 26 19, 17 22, 19 15, 22 26, (5 9 allows 15 11 two for one), 18 14, 26 31, 15 10, 5 9. These little tricks should be carefully noted for their value in gaining a holding position. 10 3, 9 18, 21 17, 18 22, 17 14, 22 26, 20 16, 12 19, 3 13, Drawn.

Game No. 2. 11 15, 23 19*.

11 15, 23 19*, 8 11, 22 17, 4 8 and forms the Old Fourteenth second in value to lesson No. 1. 17 13, 15 18, 24 20, 11 15, 28 24, 8 11. The play thus far for the Blacks has been confined to advancing the pieces one by one from the single corner side of the board. 26 23 now is our pretence to use only moves of greatest strategetical value. 25 22 is sound, published in all works on the game and inferior to 26 23. 9 14, 31 26,* (30 26* is an old time loss here, much published and must be avoided here.) 6 9, 13 6, 2 9, 26 22, 1 6, 22 17 (better than 32 28) 18 22, 25 18, 15 22, 23 18, 14 23, 27 18, 9 13 (3 8 would lose,) see Lee's Guide. 17 14, 10 17, 21 14, 6 10, 30 25, 10 17, 25 21, 22 26, 21 14, 26 30, 19 15, 30 26, 15 8, 26 22, 32 28, 22 15, 24 19, 15 24, 28 19, 13 17, 8 4, 17 22, 4 8, Drawn.

Game No. 3. 11 15, 23 19*.

11 15, 23 19*, 9 14, 22 17, White has the optional play by 27 23 which would form the defiance, a game much published and used in important match play. Were the Whites confined to the 22 17 play we would consider Black's previous move (9 14) second in strategetical importance to the Glasgow. 7 11, we now have the Whilter (5 9 is equally of value and forms the fife). 25 22, 11 16,

26 23, 5 9, careful notice should be taken that this move precedes 3 7, which if now played would lose. 17 13, 3 7, 29 25, 7 11, the student should keep the man on the square one, as 1 5 will only confuse the mind, and if now played a subsequent play by 7 11 will lose for Black. 31 26, (24 20 will also draw.) 16 20, 19 16, 12 19, 23 7, 2 11, 26 23, 15 18, 22 15, 10 26, 30 23, 11 15, 25 22, 6 10, 13 6, 15 18, 22 15, 10 26, 6 2, 26 31, 27 23, this move is of prime strategetical value, preventing Black from crowning man on 14 and safeguards as an equal position. 2 7, 8 11 (1 6 leads to a good draw with no material advantage) 7 16, 14 18, 23 14, 31 26, 32 23, 26 12, 14 10, 12 16, 10 7, 16 11, 7 2, 4 8, 21 17, Drawn.

Game No. 4. 11 15, 23 18.* Cross.

11 15, 23 18* second in strategetical importance to 23 19. 8 11, 27 23, 10 14, Blacks take the initiative, 4 8 an equally good move. 23 19, 14 23, 19 10, 7 14, 26 19, 11 16, 19 15, 16 20, 22 17, 20 27, 17 10, 4 8, the novice will note this move preceds 2 7 in recapturing the man. 32 23, 2 7, 23 19, 7 14, 25 22, 9 13, 30 26, 14 18, 28 24, 18 25, 29 22, 6 10, 15 6, 1 10, 22 18, 5 9, 24 20,* (if 18 15,* a little trap by 12 16), 8 11, 26 23, 3 7, 31 26, 10 14, 19 15, 12 16, 15 8, 16 19, 23 16, 14 30, Drawn.

Game No. 5. 11 15, 22 17.*

11 15, 22 17* (third in strategetical importance of the replies to 11 15) 15 19 now forms the Dyke opening considered strong for Blacks. 23 16, 12 19, 24 15, 10 19, 25 22, 8 11, 30 25, 4 8, 22 18, 9 13, 18 14, 13 22, 25 18, 8 12, 29 25* (*beware of 27 24 here, as 11 16, 24 15, 7 10 leave White badly situated.) 11 16, 27 23, 16 20, 23 16, 12 19, 31 27, 3 8, 18 15,* 6 10, 15 6, 2 18, 27 24, 20 27, 32 14, 1 6, 21 17, 8 11, 25 21, 6 9, 14 10, 7 14, 17 10, 11 15, 10 7, 15 18, 7 2, 9 13, 2 6, 5 9, 6 1, 9 14, 1 6, 18 23, 26 22, 23 26, 6 9, 26 30, 9 18, 30 25, 21 17, 19 23, Drawn.

Game No. 6. 11 15, 22 18.* Single Corner.

11 15, 22 18,* (fourth reply to 11 15 in strategem.) With the specialist this opening has often proved an attack of prime importance, as the first side must be carefully played to garner its strength. 15 22, 25 18, 12 16, superior to any other Black move, played by Jordan in his match with Barker. Much of the fundamental play has been published in Pierce's Single Corner Book. 18 14 now secures for White the initiative and prevents the strong "Flora Temple" and the strong 10 14 line. 10 17, 21 14, 9 18, 23 14, 6 10, 29 25, 10 17, 25 21, 1 6, 21 14, 8 11,* (6 10* here would be disastrous for White throws 14 9 and takes the two for two.) 27 23, (Jordan played 30 25 in his match with Barker.) 16 20, 23 18, 20 27, 32 23, 11 16, 30 25, the novice will note in this instance that White advances from the king row this piece which maintains the strength of the remaining pieces. 48, 2521, 812, 2824, (3127 also equally good). 710, 147, 310 (Black invites the return exchange by 18 14, 3 8 was also a good move) 24 20, 16 19, 23 16, 12 19, 20 16, 19 24, 16 12, 24 28, 12 8, 28 32, 8 4, each side has secured its king in preference to other possible play. 32 28, 4 8, 28 24, 18 14, 10 17, 21 14, 6 9, 14 10, 9 13, 10 7, (White attacks the two pieces on 9 and 13.) 2 11, 8 15, 13 17, 15 18, 17 21, 18 22, 24 19, Black now in turn attacks the two White single men. 31 27, 5 9, 27 23, 19 24, 22 17, 21 25, 17 21, 25 30, 26 22, 9 13, 23 18, 24 19, 18 14, 19 15, 21 17, 30 25, 22 18, Drawn.

Game No. 7. 11 15, 24 20.* Ayrshire Lassie.

11 15, 24 20*, fifth in strategetical importance. 8 11, 28 24, now Ayrshire Lassie. 9 13, (a modern attack, yet not superior to 4 8) 32 28 (if 23 18, 5 9 seems a plausable attack.) 6 9, 23 18, 10 14, 26 23, 7 10, 24 19, (30 26, now weak and deceptive) 15 24, 28 19, 3 7, 18 15, (30 26 also draws) 11 18, 22 6, 1 10, 31 26, 4 8, 19 16, 12 19, 23 16, 7 11, 16 7, 2 11, 26 22, 8 12, 27 23, 12 16, 22 17, 13 22, 25 18, 10 15, 30 25, 15 22, 25 18, 9 13, 18 9, 5 14, 29 25, 13 17, 23 18, 14 23, 21 14, Drawn.

Game No. 8. 11 15, 23 19.* Laird and Lady.

11 15, 23 19,* 8 11, 22 17, 9 13, fifth in strategem if used with players whose knowledge is classic. The author, however, has often adopted this Laird and Lady with prime strategetical worth. However, the Whites may command the initiative against which Black must be master of several lines of play. 17 14, 10 17, 21 14, 15 18, 19 15, (24 20 and 26 23 are equally strategetical.) 4 8, 24 19, 13 17 (6 10 leads to an even game, but not recommended.) 28 24, 6 9, 24 20, 9 13, 26 23, 2 6, 32 28, 17 21, 28 24, 6 10, 15 6, 1 17, 23 14, 11 15, (interesting stroke) 19 10, 17 22, 25 18, 5 9, 14 15, 7 32, 31 27, (a two for two return) 31 23, 24 19, 23 16, 20 4, 12 16, 5 1, 16 19, 1 6, 19 23, 6 9, 23 27, Drawn.

Game No. 9. 11 15, 24 19.* Second Double Corner.

11 15, 24 19,* (of the replies to 11 15, this is sixth in strategetical importance, and weak if not met by exact play.) 15 24, 28 19, 8 11, 22 18, 11 16, 25 22, the Second Double Corner defence stands on this play. A grand achievement of the modern school. 16 20, 22 17, 4 8, 17 13, 8 11, 26 22, 10 15, 19 10, 7 14, 32 28, a Scotch "cook" recently developed in the International Match. 3 7, 22 17, 7 10, 28 24, 10 15, 17 10, 15 22, 23 19, 6 15, 19 10, 9 14, 10 7, 11 16, 7 3, 22 25, 29 22, 14 18, 22 15, 5 9, 13 6, 1 28, a neat little stroke that was denied Mr. J. F. Horr in the International Match. 27 23, 16 19, 23 16, 12 19, Drawn.

Game No. 10. 11 15, 23 19.* Fife.

11 15, 23 19,* 9 14, 22 17, 5 9 forms the Fife opening. 26 23, (17 13 equally as good, but requires much knowledge against the several lines at Black's command.) 9 13, 30 26, a line adopted by Champion Barker purely for its strategic value. 13 22, 25 9, 6 13, 29 25, 8 11, 25 22, 4 8, 22 17, 13 22, 26 17, 26, 24 20, 15 24, 28 19, 11 15, 27 24, 6 9, 17 13, 1 6, (9 14 and 8 11, Draw.) 31 26, 9 14, 26 22, 7 11, 23 18, an exacting line of play leading up to this sacrifice which is both important and necessary. 14 23, 22 17, 15 18, 32 28, the key to the situation. 3 7, 17 14, 10 17, 21 14, 6 10, 14 9, 10 14, 9 6, 18 22, 6 2, 14 18, 19 16, 12 19, 24 15, Drawn.

Game No. 11. 9 14, 22 18.* Double Corner.

9 14, this opening move we consider next in importance to (11 15), 22 18, this is White's strongest reply. 5 9, 24 20, (25 22 and 24 19 next in order of merit). 11 16, 20 11, 8 22, 25 18, 4 8, 23 24, 8 11, 29 25, (24 19 is a safe strong line of play of older origin and equally strong as text.) 10 15, 25 22, 7 10, 24 20, 3 7, 27 24, 1 5, 32 28, 9 13, 18 9, 5 14, 24 19, 15 24, 28 19, 11 15,

19 16, 12 19, 23 16, 14 18, 22 17, 13 22, 26 17, 7 11, 16 7, 2 11, 17 14, 10 17, 21 14, 15 19, 31 26, Barker won by this play in the International Match. 19 24, 30 25, 24 28, 26 22, 18 23, 22 17, 23 26, 17 13, 28 32, in the International Match Halliwell played 26 30, which is very weak. 25 21, 32 28, 14 9, 6 10, 9 6, 10 15, 6 2, 15 19, Drawn.

Game No. 12. 9 14, 22 17.* Double Corner.

9 14, 22 17,* (one of the interesting replies to 9 14), 11 16, (now 11 15, 25 22, 15 19, etc., leaves Black poorly situated.) 25 22, 16 20, 17 13, 8 11, 22 18, 4 8, 18 9, 5 14, 29 25, 11 15, 25 22, 7 11, 22 17, 15 18, 24 19, White's best play and must be met by advancing the piece from square 18. 18 22, 19 16, 12 19, 23 7, 2 11, 26 23, White's position commands strength not apparent to the novice. 8 12 (a correct waiting move, as 11 15 or 11 16 disastrous.) 23 18, 14 23, 27 18, 3 7, (1 5 also draws), 17 14, 10 17, 21 14, 6 10, 14 9, 10 15, 18 14, 15 19, 32 27, 11 15, 9 5, 7 11, 30 26, 22 25, 27 23, 11 16, 23 18, 15 22, 26 17, 25 30, 13 9, 30 25, 9 6, 1 10, 14 7, Drawn. An interesting game throughout.

Game No. 13. 9 14, 24 19.* Double Corner. (Defiance.)

9 14, 24 19,* 11 15, 27 24, (now into Defiance opening which arrives from 11 15 as follows: 23 19, 9 14, 27 23,) 8 11, 22 18, 15 22, 25 9, 5 14, 29 25, 6 9, 25 22, 9 13, 24 20, (22 18 weak) 1 5, 22 18, 14 17, 21 14, 10 17, 26 22, (18 14 loses) 17 26, 31 22, 7 10, 30 25, 3 8, 25 21, 2 6, 28 24, 6 9, 32 28, 11 15, 18 11, 8 15, 23 18, 10 14, 18 11, 14 17, 21 14, 9 25, 11 8, 4 11, 19 16, 12 19, 24 8, Drawn.

Game No. 14. 9 14, 23 19.*

9 14, 23 19,* a good and favored reply to the Double Corner. 11 15, Black now turns the play into standard lines formed by 11 15, 23 19, 9 14, 22 17, now same as previous lessons on Fife and Whilter, play on which may be consulted.

Game No. 15. 9 14, 24 20.* Double Corner.

9 14, 24 20,* one of the best replies to Double Corner. 5 9, (11 15 not so good because of the double exchange by 22 18). 22 18 best and brings up the exact position as in previous lesson. For play on this consult 9 14, 22 18, etc.

Game No. 16. 11 15, 21 17.* Switcher.

11 15, 21 17*. Of the seven replies to 11 15 this is the weakest and in addition, to exact play to draw, Whites must be prepared to contest the initiative, requiring knowledge of many lines and variations. 9 13 secures the grip for Blacks and forms the Switcher opening. 25 21, 8 11, (5 9 also good line and should be met by 29 25), 17 14, (24 19 also weak), 10 17, 21 14, 6 10, 22 17, 13 22, 26 17, 15 18, (4 8, 1 6, 3 8 or 2 6 are all good moves and should be met with 29 25) 24 20. Note should be taken by the novice that when 15 18 has been taken the 24 20 precedes the 29 25 play. 2 6, 29 25 is the only move to draw. 18 22, 25 18, 10 15, 28 24, 15 22, 32 28, 4 8, (6 10 also good and must be met with 24 19.) 23 18, 6 10, 27 23, 22 25, 30 21, 10 15, 23 19, 15 22, 14 10, 7 14, 17 10, 22 25, 10 6, 1 10, 19 16, 12 19, 24 6, 25 30, 21 17, Drawn.

Game No. 17. 10 15, 21 17.* Kelso.

10 15, (forms the Kelso opening of equal strategetic importance as the 11 16) 21 17 is strongest White attack. 11 16, 17 13, 16 20, 24 19, (equal in value to 22 18, 23 18 or 25 21.) 15 24, 28 19, 8 11, 22 18, 11 16, 25 22, 7 10, 29 25, 4 8, 25 21, 8 11, 30 25 (a good move,) 3 8, 32 28, 9 14, 18 9, 5 14, 22 18, 1 5, 18 9, 5 14, 26 22, 11 15, 22 17, 15 24, 28 19, 8 11, 27 24 is the key to the situation. 20 27, 31 24, 16 20, 25 22, 20 27, 22 18, 27 31, 18 9 and Black's strength is purely "Will o' the Wisp" with danger of over-reaching. 31 27, (11 15, 17 14 Draws, 11 16, 23 18, 16 23, 18 14 Draws.) 23 18, 27 24, 18 14, 24 15, 14 7, 15 18, 9 5, 18 22, 5 1, 6 9, 13 6, 22 13, 1 5, 2 9, 5 14, 11 15, Drawn.

Game No. 18. 10 15, 22 18.* Kelso.

10 15, 22 18 is a good line for White. 15 22, 25 18, 6 10 safe and a good defense for the student. 18 14, 10 17, 21 14, 9 18, 23 14, 12 16, 29 25, 11 15, 24 19, 16 23, 26 10, 2 6, 27 23, 6 15, 25 22, 8 11, 23 19, 15 24, 28 19, 1 6, 31 26, 4 8, 26 23, 6 9, 23 18, 7 10, 14 7, 3 10, 30 25, 9 14, 18 9, 5 14, 32 27, 8 12, 27 24, 11 16, 25 21, 16 23, 22 18, Drawn.

Game No. 19. 10 15, 23 18.* Kelso Cross.

10 15, 23 18,* a good reply, 12 16, 21 17. It will be observed that in these replies of White Black's moves are duplicated. 9 13, 24 20, 16 19, 17 14, 6 9, 27 23, (27 24 also good), 8 12, (11 16 was extensively used in the International Match.) 23 16, 12 19, 32 27, 3 8, 27 23, 11 16, (a very good move,) 20 11, 7 16, 18 11, 9 27, 31 15, 13 17 completes the stroke. 22 13, 5 9, 13 6, 1 19, 25 22, 8 15, 29 25, 4 8, 22 17, 15 18, 25 22, 18 25, 30 21, 8 12, 26 22, 19 24, 28 19, 16 23, 22 18, 23 26, 18 15, 26 30, 15 10, 30 26, 17 13, Drawn.

Game No. 20. 10 15, 23 19.* Kelso.

10 15, 23 19,* (of equal strength as 23 18 or 22 17.) 15 18, by this exchange Blacks take the initiative. 22 15, 11 18, 26 22, 7 11, 22 15, 11 18, 21 17, 8 11, 17 14, 3 7, 19 15, (if 24 20, 6 10 is best,) 4 8, 31 26, 11 16, 24 20, (an International Match game also arrived at from Centre thus: 11 15, 23 19, 8 11, 22 17, 15 18, 26 22, 4 8, 22 15, 11 18, 17 14, 10 17, 21 14, 8 11, 19 15, 3 8, 31 26, etc.) 16 19, 27 24, 9 13, 32 27, 7 10, 14 7, 2 11, 25 22 (suggested by Heffner,) 18 25, 29 22, 11 25, 30 21, 6 10, 24 6, 1 10, 27 23, 12 16, 26 22, 10 15, 28 24, 8 12, 21 17, 5 9, 23 18, 16 19, 17 14, Drawn.

Game No. 21. 10 15, 24 20.* Kelso Bristol.

10 15, 24 20,* 15 19. This play is best at Black's command and should be carefully studied by the student. 23 16, 12 19, 27 24 is the best defense at White's command. 7 10, 24 15, 10 19, 21 17, (the power of the 27 24 move is retained by this play.) 11 15, 32 27, 6 10, now identical to a game that was frequently used in the International Match. 17 14, 9 18, 26 23, 19 26, 30 7, 3 10, 20 16, 8 12, 27 24, 12 19, 22 18, 15 22, 24 6, 1 10, 25 18, 4 8, 29 25, 8 11, 28 24, 10 14, Drawn.

Game No. 22. 10 15, 22 17.* Kelso.

10 15, 22 17,* 11 16, 23 18, White's best move and accepted as such by the experts. 15 22, 25 18, 9 14, 18 9, 6 22, 26 17, 8 11, 24 19, (if 29 25, 11 15 should be played,) 16 23, 27 18, 11 15. Note should be taken of this defense as 4 8 followed by 29 25 or 12 16 by 28 24 gives Black a poor defense. 18 11, 7 16, 28 24, 5 9, 30 26, 3 7, 26 23, 7 10, 23 18, 9 13, 24 20, 13 22, 20 11, 10 15, 18 14, 15 19, 14 10, 19 23, 10 7. 23 26, 7 3, 26 30, 3 7, 1 6, 32 27, 30 26, 7 3, Drawn.

Game No. 23. 10 15, 24 19.* Kelso.

10 15, 24 19,* (weakest reply to 10 15, all other White plays get an even game.) 15 24, 28 19, 6 10, 22 17 played by experts. 9 14, 25 22, 11 15, 27 24, 8 11, 23 18 (the saving move for White,) 14 23, 17 14, 10 17, 21 14, 7 10, 14 7, 3 10, 31 27, 2 6, 27 18, 6 9, 32 28, (29 25 is very weak and should be avoided.) 9 14, 18 9, 5 14, 26 23, 1 5, 30 26 and observe the man is retained on square 29. 5 9, 24 20, 15 24, 28 19, 11 15, 19 16, 12 19, 23 16, 15 19, 16 11, 10 15, 11 7, 14 18, 7 3, 18 25, 29 22, 9 14, 3 7, 14 18, Drawn.

Game No. 24. 11 16, 22 18.* Bristol.

11 16 forms the Bristol opening, long considered next in strength to 11 15; modern play, however, regulates this move into fourth place of strategetical importance. 22 18* strongest reply to Bristol and now invariably chosen by the world's masters. 8 11, 18 14 (best, 24 20 also leads to strength against which 16 19 should be played.) 9 18, 23 14, 10 17, 21 14, 4 8, (the man on square 16 commands strength when backed by these single corner moves.) 24 19, from this move White commands the situation and exact play is required on Black side to draw. 16 23, 27 18, 12 16, 28 24, 8 12, 26 23, 16 20, 31 27, 6 9, 25 21, 1 6, 29 25, 11 16, 32 28, 6 10, 30 26, 10 17, 21 14, 2 6, 25 21, 7 11. Heffner discovered this in published play between the Scotch masters after several Americans lost in the International Match. 21 17, 9 13, 26 22, 6 9, 24 19, 11 15, 19 10, 16 19, 23 16, 12 19, 10 7, 3 10, 14 7, 19 23, 7 2, 23 32, 2 6, 32 27, 17 14, 27 23, 22 17, 13 22, 6 13, 23 19, 14 10, Drawn.

Game No. 25. 11 16, 23 18.* New Bristol.

11 16, 23 18,* (second best reply to 11 16 in strategetical worth.) 16 20, (8 11 also very good,) 24 19, 10 14, 18 15, (26 23 is a much adopted play but some inferior to text move.) 7 10, 22 17, 9 13, 27 23, 13 22, 25 9, 5 14, 29 25, 3 7, 31 27, 1 5, (7 11 now would allow a stroke by 21 17, 14 21, 26 22, 11 18, 23 7, W. wins.) 25 22, 20 24, 27 20, 7 11, (setting a trap, for should White go 22 18, 6 9, will secure a three for two.) 22 17, 11 27, 32 23, 6 9, 17 13, 10 15, neat and effective play and insures the Draw. 13 6, 2 9, 19 10, 14 17, 21 14, 9 27, Drawn.

Game No. 26. 11 16, 24 20.* Bristol.

11 16, 24 20,* (a much favored reply to 11 16, yet inferior to either 22 18 or 23 18.) 16 19, 23 16, 12 19, 10 14, (9 14 exchange is a great favorite with many players, yet slightly inferior to text.) 18 15, 7 10, 25 22, 14 18, 29 25, 9 14, 20 16, 5 9, 27 24, 8 12, 16 11, (24 20 loses,) 3 8, 31 27, (note above applies here,) 18 23, 27 18, 14 23, 22 17, 9 14, 17 13, 1 5, (if 12 16, 13 9,) 26 22, 12 16, 24 20, 23 27, 32 23, 19 26, 30 23, 10 26, 22 17, 8 15, 17 1, 16 19, 21 17, 26 30, 25 21, 30 25, 1 6, 2 9, 13 6, Drawn.

Game No. 27. 11 16, 22 17.* Dyke.

11 16, 22 17,* (one of the weak replies to 11 16,) 16 19 forms the Dyke and is recommended. 24 15, 10 19, 23 16, 12 19, 25 22, 8 11, 30 25, 11 15 varies from previous lesson on Dyke and is a good play. 27 23, 4 8, 23 16, 8 12, 22 18 White's best. 12 19, 18 11, 7 16, 25 22, 9 14 decidedly best and exploited by the late James Smith, then Champion of England. 17 10, 6 15, 32 27, 5 9, 21 17, 3 8, 27 24, 16 20, 22 18 neat and decisive. 15 22, 24 15, 2 7, 15 11, (if 17 13, 22 25, 29 22, 7 11, 13 6, 1 19, etc.) 8 15, 31 27, 22 31, 29 25, 31 24, 28 3, Drawn.

Game No. 28. 11 16, 24 19.* Paisley.

11 16, 24 19,* (a great favorite with many players, yet inferior to 22 18 or 23 18,) 8 11, 22 18, 10 14, 26 22, 7 10, 22 17, 16 20, 17 13, 3 7, 31 26, 12 16 (this stroke best,) 19 12, 4 8, 12 3, 14 17, 21 14, 10 17, 3 10, 6 31, 13 6, 31 24, 28 19, 1 10, 19 16, (23 18 Draws, text best,) 20 24, 16 7, 2 11, 23 18, 10 14, 18 9, 5 14, 32 27, 24 31, 30 26, 31 22, 25 9, 17 22, Blacks now secure the moves and play for 1st position, which is nicely avoided. 9 6, 11 15, 6 1, 15 18, 1 6, 18 23, 6 10, 23 26, 10 15, 26 30, 15 19, White king must now secure double corner square 32, as by returning to double corner square 1 loses by 1st position.

Game No. 29. 11 16, 21 17.* Bristol Switcher.

11 16, 21 17,* (weakest reply to 11 16,) 9 13, 25 21, 5 9, 29 25, note should be made of these best moves. 10 15, 24 19, 15 24, 28 19, 9 14, 17 10, 6 24, 27 11, 8 15, 21 17 and White is now able to free the cramped position on its single corner side. 4 8, (if 7 10, 17 14, etc.) 17 14, 8 11, 32 28 (decidedly best,) 11 16, 23 19, 15 24, 28 19, 16 23, 26 19, 7 11, 19 15, 11 18, 22 15, 13 17, 15 11, 12 16, 31 27, 16 20, 25 21, 17 22, 21 17, 1 6, 17 13, 6 10, 14 7, 3 10, Drawn.

Game No. 30. 9 13, 22 18.* Edinburg.

9 13 weakest Black move, a satisfactory draw for which is not sure among the leading experts of the day. 22 18, the strength of White is embodied in this play. 6 9, (10 15 has been a favored move for many years, but the draw is unsatisfactory. 12 16 has been favored by Wyllie, yet with Barker's authority it was weak.) 25 22, 11 15, 18 11, 8 15, 23 18, 7 11, 26 23, 1 6, 23 19, 3 8, 30 25, 9 14, 18 9, 5 14, 22 17, 13 22, 25 9, 6 13, 27 23, 11 16, 29 25, 16 20, 25 22, 20 27, 31 24, 2 7, this play is given by Frank Dunne, Warrington, Eng., as a possible draw against White's best attacks. 24 20, 15 24, 28 19, 7 11, 32 28, 11 16, 20 11, 8 24, 28 19, 4 8, 23 18, 8 11, Drawn.

Game No. 31. 9 13, 22 17.* Edinburg.

9 13, 22 17,* one of the best White replies. 13 22, 25 18, 6 9, now same as Kelso, formed by 10 15, 22 18, 15 22, 25 18 and 6 10, play on which is given in a previous lesson.

Game No. 32. 9 13, 23 18.*

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

Game No. 33. 9 13, 24 20.*

9 13, 24 20, 11 15, 22 17, 13 22, 25 11, 8 15, 21 17, 5 9, 17 13, 9 14, 29 25, 4 8, 25 22, 8 11, 28 24, 3 8, 23 18, 14 23, 27 18, 10 14, 18 9, 15 19, 24 15, 11 25, 30 21, 1 5, 26 22, 5 14, 31 27, 8 11, 22 18, 14 23, 27 18, 7 10, 21 17, 6 9, 13 6, 2 9, 17 13, 10 14, 13 6, 14 23, 6 2, 11 15, Drawn. A similar game has been played in leading tourneys.

Game No. 34. 9 13, 23 19.*

9 13, 23 19, 11 15, 22 18, 15 22, 25 18, 7 11, 19 15, 10 19, 24 15, 6 9, (an old line and best,) 29 25, 9 14, 18 9, 11 18, 26 22, 5 14, 22 15, 12 16, 27 23, 8 12, 25 22, 16 19, 23 16, 12 19, 15 11, 3 8, 11 7, 2 11, 30 26, 14 18, 22 15, 11 18, 26 23, 19 26, 31 15, 8 11, 15 8, 4 11, Drawn.

Game No. 35. 9 13, 21 17.*

9 13, 21 17,* (weakest reply to 9 13,) 11 15, 25 21, 8 11, now Switcher, for play on which see previous lesson 11 15, 21 17.

Game No. 36. 9 13, 24 19.*

9 13, 24 19, second best reply.

Game No. 37. 12 16, 24 20.*

12 16, (this opening, called the Dundee, is extremely weak for Black if followed by 24 20.) 24 20, (strongest attack for White side.) 8 12, 28 24, (White's strength is now secured, the laboring bar given to Blacks.) 9 14, 22 18, (24 19 and 22 17 also good attacks.) 3 8, 18 9, 5 14, 23 19, (a modern attack by which Barker defeated Jordan in their match.) 16 23, 27 9, 6 13, 26 23, 10 15, 31 27, 1 6, 23 19, (Barker played 25 22 with Jordan and won on the ending; 23 19 is also strategetical.) 15 18, 25 22, 18 25, 29 22, 6 9, 27 23, 7 10, 32 28, 10 14, 30 26, 2 7, 19 16, 12 19, 23 16, 8 12, 24 19, 4 8, 26 23, 11 15, 19 3, 12 26, 3 12, 26 30, Drawn; beautiful game.

Game No. 38. 12 16, 21 17.

12 16, 21 17, (weakest reply yet quite formidable,) 9 13, 24 20, (best reply though 25 21 leads to interesting play,) 8 12, 25 21, 16 19, 23 16, 12 19, 17 14, 10 17, 21 14, (it will be noticed that the pieces are counterpart.) 4 8, 29 25, 6 10, 27 23, 10 17, 23 16, 8 12, 25 21, 12 19, 21 14, 1 6,

32 27, 11 15, 14 10, (White now has reached to critical position after duplicating Black's moves thus far. The sacrifice is of Wyllie origin and best.) 7 14, 27 23, 14 18, (apparently offering a choice,) 23 14, (but no choice can be considered here.) 6 9, 14 10, 19 24, 28 19, 15 24, 22 17, 13 22, 26 17, 9 13, 30 26, Drawn.

Game No. 39. 12 16, 22 17.*

12 16, 22 17,* (this play distinctively cut from known lines arrived at by other opening plays.)
16 19, (16 20 also good,) 24 15, 10 19, 23 16, 11 20, 26 23, (best and unexplored,) 8 11, (if 7 10, 17 14 best,) 23 18, 9 13, 18 14, 13 22, 25 18, 6 9, 29 25, 1 6, 31 26, 4 8, 28 24, 8 12, 24 19, 11 16, 26 23, 6 10, (now into known Bristol play,) 30 26, 10 17, 21 14, 2 6, 25 21, (32 28 also good,) 7 11, 32 28, 6 10, 14 7, 3 10, 26 22, 9 13, 21 17, 5 9, 28 24, 11 15, 18 11, 9 14, 11 7, 14 21, 22 18, 13 17, 7 2, 17 22, 2 6, 22 26, 6 15, 26 31, (and White Draws by commanding squares 25 and 26, viz:) 18 14, 21 25, 14 9, 25 29, 9 6, 29 25, 15 18, 31 26, 6 1, 25 21, 1 6, 21 25, 6 9, 25 21, 9 13, 21 25, 13 17, 25 21, 18 22, Drawn.

Game No. 40. 12 16, 23 18.*

12 16, 23 18,* 10 15, 21 17, 9 13, 24 20, (now same as a previous lesson.)

Game No. 41.

12 16, 22 18, second in strategetical importance of the replies to 12 16. 8 12, (now same as previous lesson on 11 16, 22 18.

Game No. 42.

12 16, 24 19, 8 12, 22 18, now same as previous lessons.

Game No. 43. 10 14, 22 17.*

10 14, (next to 9 13 the weakest Black first move,) 22 17, 7 10, 17 13, 3 7, 24 20, (the strength of this move has been developed in the Scotch tourneys,) 14 18, 23 14, 9 18, 26 23, 10 14, 28 24, 6 10, 32 28, 1 6, 30 26, 14 17, (a Scotch sacrifice,) 23 14, 10 15, 14 10, (White must return the piece or accept an inferior position,) 7 14, 26 23, 6 9, (leads to a fine end game,) 13 6, 2 9, 24 19, 15 24, 28 19, 17 22, 25 18, 11 16, 20 11, 8 22, 19 15, 22 25, (the student should notice the fine play embodied in this excellent game.) 29 22, 14 18, 23 14, 9 25, Drawn.

Game No. 44. 10 14, 24 19.*

10 14, 24 19, (second strongest reply to 10 14, a line of recent years in uncertain procedure of recommendable play.) 6 10, (since the International Match this line has been considered weak by American players, especially in view of notes appended to those games.) 22 17, 9 13, 28 24, 13 22,

25 9, 5 14, 29 25, 11 15, 26 22, 8 11, (line adopted in International Match and best, high authority to the contrary.) 22 17, 3 8, 25 22, 1 6, 32 28, 11 16, 22 18, 15 22, 19 15, 10 26, 17 1, (Searight took this way of jumping in a game with Heffner and it has the claims of high Scotch authority to render Black's game tenable.) 22 25, (the move that does the trick and draws easily; Heffner went 8 11 and lost to Searight.) 30 23, (best capture,) 25 30, 21 17, 30 25, 17 13, 25 22, 1 6, 2 9, 13 6, 7 10, 6 2, 10 14, 31 26, 22 31, 24 20, 31 24, 20 11, 8 15, 28 10, 4 8, Drawn.

Game No. 45. 10 14, 22 18.*

10 14, 22 18, (leads to an even game.) 11 15, (best and usually adopted by experts,) 18 11, 8 15, 26 22, (inviting 14 18 which is weak,) 6 10, 23 18, 14 23, 27 11, 7 16, 22 18, 9 14, 18 9, 5 14, 25 22, 3 7, 30 26, 4 8, 26 23, 16 20, 24 19, 8 11, 22 18, 1 5, 18 9, 5 14, 29 25, 14 17, 21 14, 10 17, 19 16, 12 26, 31 13, 7 10, 13 9, 11 15, 28 24, 20 27, 32 23, 10 14, 25 22, 2 7, 9 6, 7 11, 6 2, 11 16, 2 6, 15 19, 6 9, 19 26, 9 18, 26 31, Drawn.

Game No. 46. 10 14, 24 20.*

10 14, 24 20, (weakest reply to 10 14.) 11 15, 22 18, 15 22, 26 10, 6 15, 21 17, (doubtless best,) 8 11, 17 13, 9 14, 28 24, 4 8, 31 26, 1 6, 25 21, 15 19, 24 15, 11 18, 23 19, 7 10, 29 25, 8 11, 19 16, 12 19, 27 23, 18 27, 32 7, 2 11, 25 22, 11 15, 26 23, 15 18, 22 15, 10 26, 30 23, 6 10, 13 9, 10 15, 9 6, Drawn. This splendid game was played between R. Jordan and J. Horr in the International Match at Boston.

Game No. 47. 10 14, 23 19.*

10 14, 23 19, (third best reply to 10 14.) 14 18, now same as Kelso viz: 10 15, 23 19, 15 18, for play on which see previous lesson.

Early Known Loses on Two-Move Games.

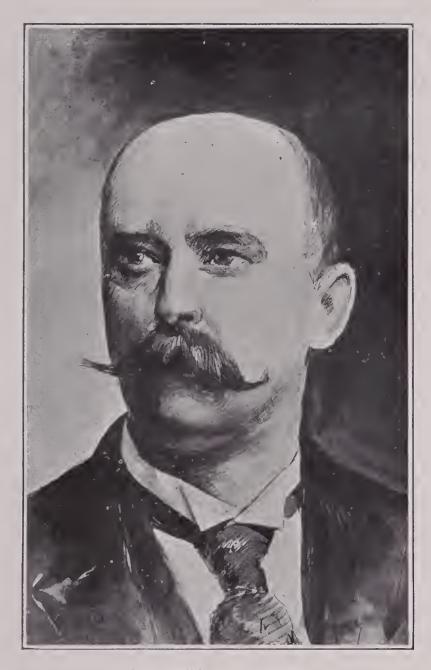
Bristol Cross.—11 16, 23 18, 16 20, 24 19, 8 11, 19 15, etc., W. wins.

Kelso.—10 15, 23 19, 6 10, 22 17, 11 16, 17 13, 16 23, 13 6, W. wins.

Denny.—10 14, 23 19, 11 16, 26 23, 9 13, 24 20, 14 17, 21 14, 6 10, B. wins.







CHARLES F. BARKER

Charles Francis Barker

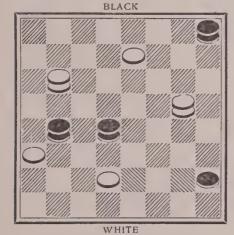
Boston, Mass.

The American Checker Champion.

Mr. Barker has played many matches for stakes during the past thirty-five years, winning from America's best—Heffner, Reed, Priest, and Drouillard. In 1889 he visited England and Scotland, defeating the champion of each country, J. Smith and R. Martins. He is considered the safest player to match against the players in those countries, and has a record to be proud of. In a match for the World's Championship with Richard Jordan, with the odds against him on the last half of the match, he pulled out of the contest with an even score—no one but C. F. Barker could have levelled the score. He is known as the "Stonewall" of American Draughts. It was Barker that gave the author his first start in scientific play through the Boston Globe Checker Department. Although nearly fifty-three years of age he is still playing with his old time vigor.

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Problem No. 36. By Mr. J. L. Richmond, Harton, Colliery Co., Durham, Eng.



Black to play and draw.

SOLUTION TO PROBLE NO. 36.

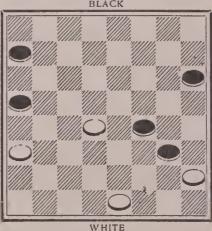
17	13			28	32*			28	24	*		19	24*		8	3
7	2a			16	11			9	6			6	1		7	10
13	6			32	28*			24	19			4	8*		*3	8
2	9			11	7			7	10			10	7		Dra	wn
	(a)	9	5,	28	32,	16	11,	32	27,	26	23,	b13	17.	(b)	No y	you
dor	ı't!															

SOLUTION TO PROBLEM NO. 37.

5	9a	10	7	27	32	15 11	23 27
18	15	18	23	7	10	23 18	31 24
9	14	7	2	32	27	11 16	18 15
15	10	23	27	10	15	19 23b	19 10
14	18	2	7	27	23	28 19	12 28
						B. wins by first p	osition.

(a) Straight away at once down this file into square 32 is the only way to bring it off. (b) The catch.

Problem No. 37. By Mr. J. L. Richmond, Harton, Colliery Co., Durham, Eng.



Black to play and win.

John M. Campbell

G. W. A. of Pa.

Mr. Campbell was born in Webster, Pa., November 10th, 1872, and is one of that city's most respected citizens. He never used intoxicating liquors in his life, a firm Methodist, and a member of the Sons of Temperance.

When Crystal Purpose Division, No. 42, was organized in 1901 in Webster, he was one of the charter members and the first W. P. He has been Treasurer for five years and D. G. W. P. for six years, and has never missed a meeting of his Division when it was possible for him to be there. He was initated into the Grand Division of Pennsylvania, July 24, 1901, and elected G. W. A. on October 23, 1907. His zeal and fidelity have won recognition in every branch of the Order and his services to the cause has been most meritorious.

A most enthusiastic checker player, and loves to play by correspondence. Mr. Campbell is a member of the World's Club and on its executive staff.

Game No. 109. Cross.

		Black—W	7. S.	Morse, V	Wilse	ey, Kan.		Wh	ite-	-Ira T.	Ma	irshall	l, Eldora	do,	Kan.	
11	15	15	24	10	15	6	10	11	15	:	26	22	12	16	28	32
23	18	27	20	17	10	22	17	20	11		14	10	29	25	13	9
8	11	12	16	7	14	9	13	15	31		22	18	16	20	32	28
26	23	28	24	26	22	18	9	23	18		11	7	25	21	9	5
10	14	4	8	2	6	5	14	31	26]	18	15	20	24	28	24
30	26	22	17	24	19	31	27	18	14		9	6	21	17	B. v	vins
6	10	8	12	15	24	13	22	10	17		15	11	24	28		
24	19	32	28	28	19	25	9	21	14		7	2	17	13		

Game No. 110. Cross.

		Black-W	v. s.	Morse,	Wilse	y, Kan.		White	C	. J. Willia	msor	, Mt. Ho	рe,	Kan.
11	15	14	23	16	20	9	13	7	16	26	31	24	19	6 10
23	18	26	19	24	19	17	14	20	4	8	11	7	10	24 20
8	11	7	14	2	7	6	9	18	22	31	27	5	9	15 19
27	23	19	15	22	17	24	20	15	10	11	7	10	17	30 25
4	8	11	18	14	18	18	23	22	26	10	14	19	15	23 27
23	19	22	15	28	24	19	16	10	7	29	25	32	28	B. wins
10	14	12	16	20	27	9	18	3	10	27	24	1	6	
19	10	25	22	31	24	16	11	4	8	25	22	28	24	



F. M. KIMMELL, GLASSPORT, PENN.

Grand Prize Winner Pittsburg Leader First Checker Problem Contest.

F. M. Kimmell, of Glassport, Penn., who won the grand prize in the Pittsburg Leader's recent problem contest, and who also secured first prize in Class A, was born in Lower Tyrone, Fayette County, Penn., in the centennial year, October 7, 1876. He did not begin to play checkers systematically until 1902. In 1904 he played with the McKeesport Checker Club. In team matches that year he won 26 games, lost 9, drew 13. In 1905 he won third prize in the McKeesport Cup contest by 23 wins, 8 losses, 9 draws. In 1906 he won 33, lost 5, drew 10, winning second prize. Mr. Kimmell has been a frequent contributor to the Leader as well as other checker departments. He resides in Glassport, where he is employed in the Pittsfield Steel Company's Plant.

THE WINNERS.

Grand Prize, F. M. Kimmell. Second Grand, J. A. Finn. First Class A, F. M. Kimmell. First Class B, Bert Berry. First Class C, Bert Berry. First Class D, J. A. Finn. First Class E, Bert Berry. Second Class A, George S. Jennings. Second Class B, W. C. Belden. Second Class C, George S. Jennings. Second Class D, L. M. Stearns. Second Class E, M. F. Green. Third Class A, L. M. Stearns. Third Class B, F. L. Scott. Third Class C, J. A. Finn. Third Class D, Bert Berry. Third Class E, W. L. Coudon.

Prize Winning Problems.

Announcement of Victors in the Leader's Popular Checker Problem Contest.

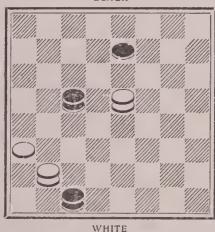
Pennsylvania and Nebraska in the Forefront.

With considerable pleasure and pride we give to our readers the verdict of the judges in the Pittsburg Leader First Prize Problem Contest. Henry Hutzler, of Cincinnati, the veteran expert of Ohio, and Dr. S. D. Woods, of Connellsville, president of the State Checker Association of Pennsylvania, performed their duties well and absolutely without favoritism. No one — unless the authors themselves divulged it to friends—knew who the competitors were and thus the unknown problemist stood on exactly the same level as his more widely known associates. Our reader will observe one coincidence, every problem winning first prize appeared under a nom-de-plume beginning with "T." Pennsylvania captures the first and second grand prizes, while Nebraska bags all firsts except Classes A. and D. In the honorary list Iowa has 3, New Hampshire 2, Ohio, Maryland, California, Nebraska and Pennsylvania one each. Dr. Woods and Mr. Hutzler went into this problem contest thoroughly and their well stocked libraries of Checker Literature stood them in good stead when in doubt. We desire to thank the judges and every problemist for his or her assistance in making this one of the most successful checker problem contests ever held. The prizes will be forwarded to winners as promptly as possible. Many of the problems have numerous and beautiful variations that, owing to lack of space, had to be cut out; but we left the markers of same in the trunk so all solvers have a starting point to study them out.

Grand Prize Problem, Best in All Classes.

Winner of Cash Prize \$4.00 for Best Problem in all Classes, F. M. Kimmell, Glassport, Penn.

Leader Prize Problem No. 1. Entered in Class A by "Tyrone." BLACK



White to play and win.

		~ 0 2			~ 1	. AVIZI.		CODE	AJANA AN	0. 1	. •		
21	17a	17	13	15	19		10	15c	14	10		24	27
14	21	25	22	1	6		9	6	19	24		15	18
25	22	13	9	19	23		15	19	27	23		27	32
30	25b	22	17	6	10		6	10	24	28		18	23
22	29	9	6	14	9		11	16	10	15		W. w	ins
21	17	17	14	7	11		10	14	28	24			
29	25	6	1	23	27		16	20	23	19			
	,					Note	A.						
15	10	14	18	10	3	30	26	3	7	26	22	Dra	wn
						Note	В.						
21	25	30	26	26	23		23	27	27	24		24	28
22	29	29	25	25	21		21	17	17	14		14	9
the	n 28	24, 9	3, W	V. wins.									
						Note	C.						
10	7	7	3	3 8	3	8	12	11	16	16	20	W. wi	ins
9	14	14	10	27 24	Ĺ	24	19	19	94	94	19		

SOLUTION TO PRIZE PROBLEM No. 1.

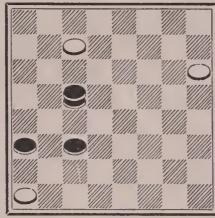
First Prize Class A.

Winner of First Prize Class A, one year's subscription to the Draughts World, Glasgow, Scotland, F. M. Kimmell, Glassport, Penn.

Leader Prize Problem No. 2.

Entered in Class A by "Tyrone."

BLACK



WHITE White to play and draw.

SOLUTION TO PRIZE PROBLEM No. 2.

6	1a	22	26	9	13	22	17	13	17	15 19	9
14	10	1	5	30	26	9	13c	14	10	21 17	7
12	8	26	31	13	9	17	14	17	13	7 2	2
21	25	5	9	26	23	29	25	10	15	13 9)
8	3	31	26b	9	13g	10	6	11	16	18 18	5
25	30	8	11	23	18	25	21	2	7	17 14	£
3	8	26	22	13	9	6	2 fh	16	20	Drawn	1

(a) 6 2 Black wins same as problem 398. Gould's Book.

The author says: "This end game was lost by Charles F. Barker in a match with Freeman. Barker played 6 2 at first move to solution."

First Prize Class B.

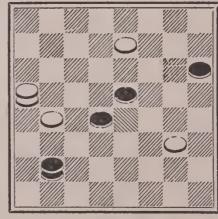
Winner of First Prize Class B, one year's subscription to the Canadian Checker Player, Chatham, Ontario, Bert Berry, Lincoln, Neb.

SOLUTION TO PRIZE PROBLEM No. 3.

8 12a 21 25 25 29 12 16 18 22 29 6 16 11 26 22b 22 17 11 7 20 25 B. wins (a) 21 25, 16 12, 8 11, 20 24, 25 30, 26 23, 18 27, 24 31. Drawn. (b) 20 24, 12 16, 11 7, 16 19, 24 27, 25 30, B. wins. Leader Prize Problem No. 3.

Entered in Class B by "Teddy."

WHITE



BLACK Black to play and win.

First Prize Class C.

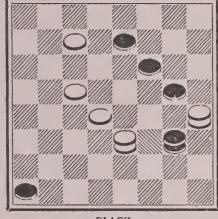
Winner First Prize Class C, one year's subscription to The Checker World, Manchester, N. H.,

Bert Berry, Lincoln, Neb.

Leader Prize Problem No. 4.

Entered in Class C by "Teddy."

WHITE



BLACK Black to play and win.

SOLUTION TO PRIZE PROBLEM No. 4.

9 14a	15 11-1	18 23	11 4	31 27	4 8
10 7b	26 31	19 16	22 26	26 31	2 7
14 18	27 24	4 8	$13 \ 22$	27 2	B. wins
(a)	9 5, 27 24,	26 31, 15	11, 31 27,	24 20, 27 24,	, 19 16,
Drawn.	(b) 10 6,	14 10, 6 9,	26 31, 15	3, 31 15, 9 14	, 17 21,
13 17, 22	26. B. wi	ns.			

	Variation 1.											
7	11	27 24	11 16e	13 22	26	31	27 18					
26	31	18 23	$22\ \ 26$	31 27			B. wins					
	(c)	19 16, 4 8,	11 4, 22 26,	13 22, 31 27	, etc.	В.	wins.					

Second Grand Prize and First Prize Class D.

Winner of Prize for Second Best Problem in All Classes, copy of L. M. Stearns' Book of Portraits of Famous Checker Players; also copy of Lee's Guide for the Best Problem in Class D,

James A. Finn, Pittsburg, Penn., Champion Checker Player of Pennsylvania.

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

SOLUTION TO PRIZE PROBLEM No. 5.

(a) 7 11, 21 25, 22 18, 25 30, 26 31, 3 8, 31 24, 8 22. W. wins.

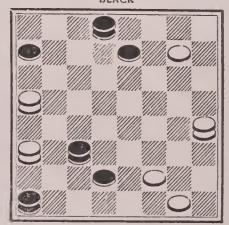
32 28

22 26

24 27

27 24

Leader Prize Problem No. 5.
Entered in Class D by "Trapznshotz."



WHITE White to play and win.

The finish of this problem is the same as Problem No. 225, World's Problem Book, that was previously published, twenty-five years ago, in the Sunday Sun of Cleveland, Ohio.

26 19

W. wins



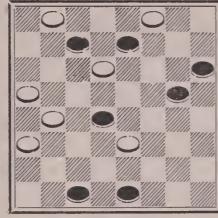




First Prize Class E.

Winner of First Prize in Class E, one year's subscription to the Pittsburg Leader,
Bert Berry, Lincoln, Neb.

Leader Prize Problem No. 6. Entered in Class E by "Teddy." WHITE



Black to play and win.

SOLUTION TO PRIZE PROBLEM No. 6.

2	7	23	14	21	25	16	7	14	7	21 1	4
10	6ab	26	31	30	21	3	10	31	27	27 1	1
15	18	32	23	7	11					B. win	3

(a) 16 11, 7 14, 11 8, 27 31, 8 4, 31 27, 4 8, 27 18, 30 23, 18 27, 32 23, 15 18, B wins. (b) 23 19, 15 24, 30 23, 7 14, 32 28, 27 31, 28 19, 31 27, B. wins.

HONORARY ANNOUNCEMENTS.

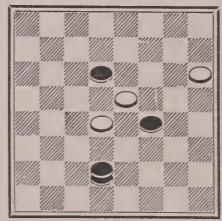
Second Best Problem in Class A.

George S. Jennings, Des Moines, la.

SOLUTION TO PRIZE PROBLEM No. 7.

23	26	21	17*	26	22-1	15	10	17	13a4	14 9
18	9	30	26	9	5	7	2	10	7	13 6
26	30	17	14*	22	17-2-3	5	1*	2	11	1 10
										W. wins

Leader Prize Problem No. 7.
Entered in Class A by "Hawkeye."
WHITE

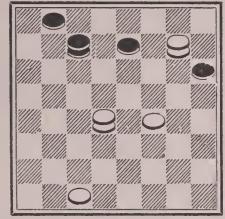


BLACK
Black to play; White to win.

Second Best Problem Class B.

W. C. Belden, Ioamosa, Cal.

Leader Prize Problem No. 8. Entered in Class B by "C. P." BLACK



WHITE White to play and win.

SOLUTION TO PRIZE PROBLEM No. 8.

8	3a	5	9	18	23	22	26	7	10
7	11	26	23	17	22	23	19	27	32
3	7	9	13-2	15	11	26	31	10	14
11	16	11	15	22	25	27	23	32	27
18	23-1	10	14-3	11	7	31	26	15	11
1	5	15	18	25	30	23	18	27	32
7	11	14	17	7	3	26	31	18	15
16	20	19	15	21	17	8	11	32	28
23	27	17	21	3	8	30	26	14	18
6	10	23	19	17	22	11	7	W. w	ins
30	26	13	17	19	15	31	27		

(a) Corrects game No. 2. "Remarkable Games in Gould's Match Games."

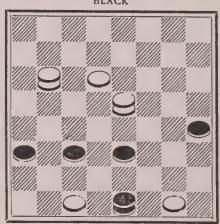
Second Best Problem Class C.

George S. Jennings, Des Moines, la.

SOLUTION TO PRIZE PROBLEM No. 9.

9	14	31	26	10	6*	23	27	19	24
22	25	32	28*	25	29	15	19	20	27
14	17	26	31	17	22	27	32	6	1
								W. w	ins

Leader Prize Problem No. 9.
Entered in Class C by "Hawkeye."
BLACK



WHITE White to play and win.



L. M. STEARNS AND JOHN JACKSON



L. M. STEARNS AND JOHN JACKSON



Second Best Problem in Class D.

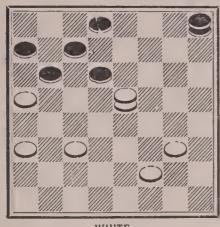
Lyman M. Stearns, Manchester, N. H.

SOLUTION TO PRIZE PROBLEM No. 10.

Leader Prize Problem No. 10.

Entered Class D by "King's Sacrifice."

BLACK



WHITE White to play; Black draws.

15	11a	6	15	15	10	5	9
10	14-2	13	6	22	26	10	15
22	17*	2	9	10	6	9	14
14	18-1	4	8	9	13	24	19
17	14-3	15	18	24	20	26	22
4	8*	8	11-5	26	31	19	16
11	4	22	25	27	24	14	18
18	22	11	15	31	26	Dra	wn
14	10-4	18	22	6	10		
			Va	riation 1.			
6	10	22	26-8	14	9-14	27	24
13	6	27	23	5	14	19	15
2	9	4	8-9	10	17	11	7
24	19-6	6	10-10	26	31	18	14
9	13	14	17-11	. 17	22	24	19
11	15-7	21	14	31	27	15	10
13	22	8	11	23	18	7	2
15	6					W. w	ins

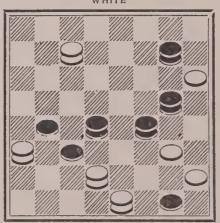
Second Best Problem Class E.

Melville F. Green, Dubuque, la.

SOLUTION TO PRIZE PROBLEM No. 11.

15	18	9	18	23	18	7	2	18	14	7 2
12	19	22	31	10	7	18	14	7	2	15 11
17	13	16	19	18	15	2	7	14	17	B. wins
7	16	31	27	7	2	14	9	21	14	
13	6	19	15	25	22	7	2	9	18	
2	9	27	23	2	7	15	18	2	7	
18	22	15	10	22	18	2	7	18	15	

Leader Prize Problem No. 11. Entered in Class E by "Adolf Gruen."
WHITE

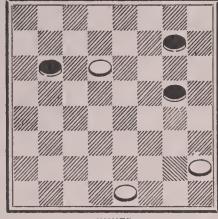


BLACK Black to play and win.

Third Best Problem Class A.

Lyman M. Stearns, Manchester, N. H.

Leader Prize Problem No. 12.
Entered in Class A by "Not Much."
BLACK



WHITE White to play and win.

SOLUTION TO PRIZE PROBLEM No. 12.

28 24	17	26	11	7	7	10
20 27	22	13	20	16	11-1	8
23 32	18	15	26	31	3	7
W. wins	26	22	13	9	15	11
	23	18	15	11	7	3
	31	26	22	18	18	15

Third Best Problem Class B.

F. L. Scott, Toledo, Ohio, Secretary Toledo Checker Club.

SOLUTION TO PRIZE PROBLEM No. 13.

3	7*	12	16	14	10	20	24	7	2	31 27
16	19	2	7	11	15	10	7-3	27	31	6 10
18	14	16	20b-1	2	6	1	10	6	1	Drawn
19	15	7	2	5	9	13	6	10	14	
7	2a	15	11c	27	23-2	24	27	1	6	

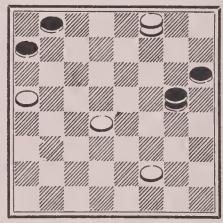
*Only move to draw. (a) 7 3 loses by 15 11. (b) 16 19 only draws by 14 10, 15 6, 7 11. (c) 1 6, 2 9, 15 18, now 14 10 wins for Black, but 27 23 allows a draw.

- 1

Leader Prize Problem No. 13.

Entered in Class B by "Maumee."

BLACK



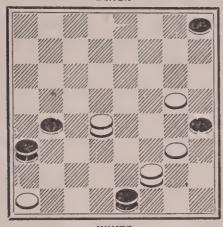
WHITE White to play and draw.

Third Best Problem Class C.

James A. Finn, Pittsburg, Penn., Champion Checker Player of Pennsylvania.

SOLUTION TO PRIZE PROBLEM No. 14.

Leader Prize Problem No. 14.
Entered in Class C by "Trapznshotz."
BLACK



WHITE White to play and win.

18	22-1	19	16	16	19	3 2	28	32	28	11	8
17	26	10	7c	27	32	27	32	23	27	28	32
29	25	16	12	3	7	28	24	15	18	8	11
21	30	7	3	32	27	32	28	12	16	32	27
16	11-a	12	16	7	10	24	20	28	32	11	8
30	25	11	7	27	32	23	19 f	27	24	27	23
27	32	16	12	10	15	20	24	18	15	8	11
20	27	7	2	32	27	19	15	16	20	23	18
32	21*	12	16e	15	18	24	27	15	18	11	8
31	26	2	7	27	32	15	18	24	19	18	15
21	17	16	20	18	23	4	8	32	28	8	12
26	23	7	11	32	28	18	15	19	16	15	11
17	14	20	24	23	27	27	23	18	23	W. w	ins
23	19	11	16	28	32	28	32	16	11		
14	10	24	27	19	23	8	12	23	19		

Variation A.

16 12 allows Black to draw.

16	12	32	21	17	14	10	15	12	8	3	7
30	25	31	26	23	19	28	27	23	18	14	9
27	32	21	17	14	10	15	11	8	3	Dra	wn
20	27	26	23	19	23 _b	27	23	18	14		

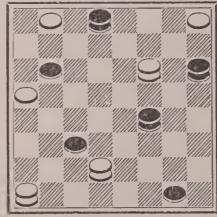
Third Best Problem Class D.

Bert Berry, Lincoln, Neb.

SOLUTION TO PRIZE PROBLEM No. 15.

24	27	22 13	26 12	13 6	$25 \ 21$	10 14
7	16	31 26	29 25	1 10		B. wins
21	17	32 23	14 9			

Leader Prize Problem No. 15.
Entered in Class D by "Teddy."
WHITE

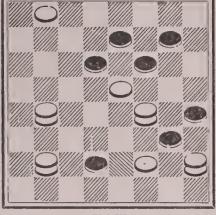


BLACK Black to play and win.

Third Best Problem Class E.

Wilson L. Coudon, Elkton, Md.

Leader Prize Problem No. 16.
Entered in Class E by "Lapstone."
WHITE



Black to play and win.

SOLUTION TO PRIZE PROBLEM No. 16.

7	10	5	14	23	27	21	30	1	6
14	7	13	17	32	23	26	1	15	11
26	30	14	21	30	26	18	15	6	10
								B. v	ins

This Problem Contest was the most interesting ever held in the States, and we gladly copy from the "Leader" just as its able editor, William T. Kerr, made the announcement, and believe that it is well worthy of a permanent place in Draughts history.

Game No. 111. Kelso.

- 글 중-

Played between Dante Smith and Herman Hayes, Manchester, N. H., 1909.

10	15	17	13	10	14	28	19	18	15	23	18	27 18	3 10
21	27	16	20	29	25	11	16	7	10	16	23	12 16	3 29
11	16	26	23	2	7	31	26	22	17	26	19	19 3 13	6
23	18	7	10	24	19	4	8	3	7	14	23	10 19	10
8	11	25	21	15	24							Smith won no	atly

Death of a Noted English Player.

James Smith, Spennymoor, England, the English Champion, played his last match in 1889 with C. F. Barker, and the strain of the match impaired his health to such an extent that he went into a decline and soon passed away in the years of young manhood, England losing the brightest checker player of the nineteenth century. The Smith vs. Barker match game book is out of print and highly prized for the excellent play it contains.



HERBERT L. EDDY, SECRETARY



JOHN M. CAMPBELL, Ex. COMMITTEE



GUY A. ANDRUS, Ex. COMMITTEE





LYMAN M. STEARNS, PRESIDENT

JOHN F. ROBERTS, TREASURER



The World's Correspondence Checker Players' Club

And the History of its Formation and Organization.

That checker playing by correspondence is destined to become a highly important factor in the promotion of our noble game must be apparent to all. The correspondence method is nothing new; it has been in vogue for many years and has been practised by some of the best known players of the world; but while it may be said that the plan has heretofore been used chiefly as a diversion, it is also safe to say that the time is now at hand when it must be recognized as an essential element to the development of our favorite pastime. The growing interest in this form of amusement may be ascribed, principally, to two reasons:

First—Many an ardent advocate of the game is denied the privilege of cross-board play from the fact that he can find no opponent in his own locality with whom to measure his strength. In such a case the correspondence method affords him the only opportunity of remaining in the game.

Second—It is a fact that the correspondence games possess a far greater value than the cross-board games, for while the correspondence player carefully analyzes each position before making his move, and records all his numbers, thereby preserving all his games so he can study them at his leisure, the careless cross-board player, who has not given a thought to recording his numbers, has simply succeeded to killing time.

These reasons, then, may be said to be largely responsible for the somewhat remarkable development of the correspondence method during the past few years, and which has led to a general desire on the part of players to come together in a organization which would afford them an opportunity of enjoying the game with the different players of the world.

Clubs have sprung up here and there, but for some cause or another did not seem to meet the wants of the players.

The Editor of the Checker World, realizing that such conditions existed, called attention in the 1908 September-October number to the fact that correspondence players were calling for an organization, and invited correspondence on the subject.

Among those who replied was Mr. Herbert L. Eddy of Providence, R. I. Mr. Eddy has long believed that a great future was in store for correspondence players, and that a Club was needed which should be wide in scope, well organized, and officered with men who had the interest of the game at heart. His letter to Mr. Stearns was the beginning of a correspondence between the two, which disclosed the fact that the ideas and plans of each were precisely similar to a very great extent.

A rough draft of a Constitution and By-Laws was immediately drawn up and submitted for suggestions to the following well known players:

J. F. Roberts, Winfield, N. Y.; L. L. Granger, Healdsburg, Cal.; G. A. Andrus, London, Ont.; J. W. Houser, Hammond, Ind.; D. M. Gildersleeve, Brooklyn, N. Y.; F. B. Stone, Cleveland, Ohio; T. J. Thurman, Newman, Ga.; C. J. Williamson, Mt. Hope, Kas.; J. S. Snider, Lena, Ill.; J. F. Barwick, Hockley, Texas.

These gentlemen promptly forwarded their views, and the draft was rewritten to conform, as far as possible, with all suggestions made, and, as revised, was published in the November,

1908, Checker World as the "Constitution and By-Laws of the World's Correspondence Checker Players" Club.

Players were invited to join and to cast their votes the next month (December) for officers of the Club. Every effort was made to reach players in all localities possible, and two hundred extra Checker Worlds were printed and mailed to those who were known to be interested in correspondence play.

The Club was organized January 1, 1909, with twenty-one members, and the following officers were elected for four years: President, L. M. Stearns, Manchester, N. H.; Secretary, H. L. Eddy, Providence, R. I.; Treasurer, J. F. Roberts, Winfield, N. Y.

The President was required by the Constitution to appoint two other members to serve with the three elected officers, as an Executive Committee, which should have the general management of the affairs of the Club, and accordingly appointed J. M. Campbell, of Webster, Pa., and G. A. Andrus, of London, Ont.

Preparations for the first annual tourney were immediately begun, and four hundred Booklets were issued, which contained the tourney plan, general instructions, etc., and the names and addresses of the thirty-six players who had entered to January 25, 1909.

The Booklets also contained a blank certificate of membership, and as each member joined, the certificate was properly filled out and signed by the President and Secretary, and the Booklet sent to the member. This innovation struck a popular chord with the members, and many expressions of approval were received by the President and Secretary. Five hundred envelopes with the card of the Club in one corner were printed, and these also met with the same approval as the Booklets.

The tourney plan under which the present tourney is being conducted was devised by Secretary Herbert L. Eddy and was unanimously adopted by the Executive Committee. In proposing the plan, Mr. Eddy wrote to the Editor of the Checker World, thus:

DEAR MR. STEARNS: "I beg to submit to you and to the members and prospective members of the "World's Correspondence Checker Players' Club" a plan for a tourney, which, so far as I know, is different from anything that has ever been tried. I have long contended that for the best interests of a Club, tourneys should be so arranged that the strongest players could not carry off all the prizes, but that other players, who could not hope to win first prize, should be given a chance to win one of the others.

"My plan, briefly, embraces three essential features, viz:

"First—To provide for the distribution of prizes among players of different grades of ability, rather than to have the strongest players take them all.

"Second—That contests be so arranged that all (or nearly all) the players may play continuously up to the finish of the tourney.

"Third—That a tourney shall be completed in two rounds.

"To illustrate fully, let us suppose that one hundred players have entered for the tourney. Let those one hundred players be divided into ten groups, with ten players in each group, and then play off the first round.

"After this first round has been played there will be one winner in each group, or ten winners. Let these ten winners go into Class A.

"Then let the player in each group who has made the SECOND best score go into CLASS B. (Ten players.)

"Then let the player in each group who has made the Third best score go into Class C. (Ten players.)

"Continue this classification until the ten classes have been formed for the second and final round.

"Then let the players in each class play among themselves. The winner of CLASS A to be declared the winner of the tourney and to receive First Prize.

"The winner of CLASS B to receive SECOND PRIZE, the winner of CLASS C to receive THIRD PRIZE, and so on until the ten prizes have been awarded.

"Under this plan EVERY ONE of the one hundred players will play continuously to the finish of the tourney.

"If more than one hundred players take part, it would simply mean that some group or groups would have one or two more players than some other group.

"If the number reaches 121, then divide the players into eleven groups, with eleven in each group, and give eleven prizes.

"If the number reaches 400, divide the players into twenty groups, with twenty players in each group, and give twenty prizes.

"In case of a tie between two or more players in the same group or class, let such tie be played off between such players by another series of four games with each other. Should the tie then still exist, let them play another series, and so on, until the position of each of the players has been determined.

"A win to count Two points; a draw to count ONE point.

"It may be argued that it would be possible under this plan for some player in CLASS A, who did not win first prize, to make a higher score than some one in one of the other classes who received a prize.

"Very true, but this is exactly where I claim that the prizes should be distributed among players of different grades of ability, rather than to have the strongest players take them all. The players in Class A have had their opportunity, then give all the others a chance.

"The above is respectfully submitted for comment, criticism and discussion."

Yours very truly,

HERBERT L. EDDY.

This letter was published in the December, 1908, Checker World and brought forth the heartiest responses from a large number of checker players. It was plain that the plan would encourage the student as well as interest the experienced player, and it was adopted at once.

The first tourney of the Club began on January 25, 1909, with thirty-six players. The membership steadily increased and reached the "Fifty" mark on February 12. At this writing the Club has sixty-two members.

That there is a great future for the Club cannot be doubted by those who have watched its progress, for its membership is largely made up of men who are prominent in the commercial, educational and industrial life of the world, and who find much enjoyment and recreation in playing the game at their own firesides with opponents who live perhaps hundreds of miles away.

Messrs. Stearns and Eddy may well feel proud of their work, for it has taken a vast amount of correspondence, much time and thought, to bring the checker players of the world together in the present strong organization, the tourneys of which constantly afford the opportunity for old friends to meet and many new friendships to be formed.

The players who have entered the tourney up to this writing are grouped as follows:

Group No. 1—L. M. Stearns, Henry Hutzler, Wm. Forsyth, Gus. Finch, Redfield Proctor, Earle N. Wattles, W. E. Roberts.

Group No. 2—H. L. Eddy, W. J. Zahl, W. A. MacRae, C. J. Ericson, J. N. Taggart, G. S. Jennings, F. B. Stone.

Group No. 3—J. F. Roberts, J. W. Houser, Thomas Donnchie, C. N. Moulton, F. W. Briard, E. E. Main, W. C. Trask.

Group No. 4—J. M. Campbell, L. J. Egelston, Geo. L. Jones, Wm. J. Gilpin, W. L. Hannah, C. H. Bowyer, John S. Hills.

Group No. 5—G. A. Andrus, Wm. McDonald, H. W. Caldwell, N. A. Bailey, D. M. Gildersleeve, F. T. Mercer, Wm. Rigney.

Group No. 6—F. M. Richards, L. L. Granger, T. J. Thurman, A. H. Gordon, Maj. M. S. Mercer, G. M. C. Hubbard, J. F. McKinnon.

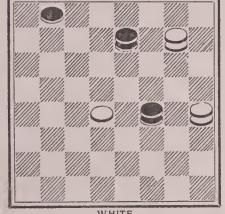
Group No. 7—W. H. Davis, Dr. W. B. Messink, W. T. Carr, John F. Dwyer, F. G. Roberts, E. R. Wiley, John A. Chisholm.

Group No. 8—Dr. W. H. Chambers, A. S. Buchanan, Joseph Gilmore, Thomas Chalmers, H. C. Campbell, John J. McIntyre.

Group No. 9—Roland K. McNitt, J. Edwards, W. W. Dye, K. H. Cooper, R. R. Rutlidge. Club members not playing first tourney are W. H. Tyson and H. A. Plank.

- 중단-

Problem No. 38. By Henry D. Lyman. BLACK



WHITE Black to play and win.

SOLUTION TO PROBLEM No. 38.

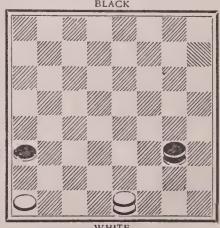
BY HENRY D. LYMAN.

7	10	10	6	19 1	6	6	10	10 12
18	15	15	11	11	7	20	11	B. wins
								Very pretty

SOLUTION TO PROBLEM No. 39.

31	26	26	30	29	25	25	22	30	26
24	19	19	23	23	18	18	25	Dra	wn

Problem No. 39. By J. A. Kear, Sr. BLACK



WHITE White to play and draw.





GARDNER, RICHMOND AND SMITH



M. C. PRIEST AND M. E. POMEROY

Some of the World's Expert Players

Analysts, Problemists and Historians of the Game whose Portraits adorn other pages.

(For extended notice see Book of Portraits, volume 2.)

- MELVIN E. POMEROY, Philadelphia, Penn. Considered in line for the State Champion-ship and a problemist of rare ability.
- MATTHEW C. PRIEST, Philadelphia, Penn., ex-Champion of America. A brilliant player, quiet and dignified when victory was with him and still plays the game with old time vigor.
- W. C. BROWNSON, M. D., Ashville, North Carolina. One who until recently has been a most devoted and ardent admirer of the game, and who has some very pretty end game problems to his credit, but increasing professional duties forbade the time for checkers.
- LEROY S. ATKINSON, News Dealer, Tilton, N. H. Expert at both Chess and Checkers, he takes a great interest in the State Association, filling the offices acceptably when chosen, and always on hand at the appointed time to fulfill the duties or play the game.
- PERCY M. BRADT, Omro, Wis., State Champion and Problemist. He was known when a lad as the "Boy Wonder" of the west, and has scored with Barker as follows: Barker 6, Bradt 4, drawn many. He has composed many problems of rare merit in his day.
- GEORGE H. SLOCUM, Chicago, Illinois, Expert and Problemist. Pen nor tongue fail to describe the beauty, depth and execution of this world's famous composer's work. The name of Slocum is attached to some of the most deceptive problems in existence.
- FRANK DUNNE, Warrington, England. Editor London Budget on Draughts and author of several standard works, principally Dunne's Praxis and Dunne's Guide and Champion. These works met with such favor that in a short time they were out of print. He is considered as good authority on the history and laws of the games as any of our day.
- JOHN LIDDEL RICHMOND, Draughts Editor of the "Weekly Leader," Marsden, England. Our subject has figured in many tournaments. He is a keen analyst and problemist and the author and publisher of Richmond's Single Corner and Alma, a most popular work now in its second edition. Mr. Richmond has made himself famous in Draughts history.
- RODERICK A. GURLEY, Gurley Investment Company, Denver, Colorado. A Problemist of high standing for many years who composed some of the most beautiful conceptions some twenty-five years ago, but who for the past ten years has done very little for the game's literature, resting on well earned glory of his past labor.

- PRESTON KETCHUM, San Francisco, California. Author of Ketchum's Flora Temple Line of the Single Corner, a wonderful book filled with the very best play on that popular line. He has few superiors as an analyst and can make the best "play checkers." His father, I. P. Ketchum, is also a great player.
- JOHN JACKSON, Bridgeport, Conn., Contractor and Builder. A native of England, where he first began playing the game, and to-day he ranks in line for the State Championship. The author had the good fortune to be the guest of Mr. Jackson last June, and was royally entertained by him and his delightful family at their pleasant home on Park street. We found our genial host well posted on the game.
- DR. S. D. WOODS, Connellsville, Pennsylvania. Analyst and Litterateur and President of the State Association. For many years the genial doctor has worked for the game's interest, both in his own state and by his contributions of games and literary articles on the game, and the whole fraternity has felt the benefit of his untiring energy. The author has had many pleasant and instructive relations by correspondence with him.
- ALLENE THERESA DEVANEY, Olive, Washington. This little miss is but eleven years of age, yet it is surprising to see how she puts to rout some of the old veterans at the game. Just now she is attending schools, laying the game aside until she has leisure during the vacation. She was elected an Honorary Member of The Ladies' "Argonaut" Club of Auburn, Me.
- C. C. CLARK, Columbus, Ohio, Superintendent of Mails. A native of Ohio, school teacher at eighteen and eight years later entered the railway mail service, filling several positions until he reached the enviable position of Superintendent of Mails, and he is considered the most capable of any in the middle west. He is an expert in playing, a good problemist and the best blindfold player in the state.
- HUGH MACKEAN, Salt Lake City, Utah, Analyst and Player. "Mac," as he is called at the clubs, is one of the keenest analysts of today, and it is not strange, as he came from Greenock, Scotland, a few years ago, and he has that same tenacity of determination so characteristic to his race, honesty of purpose and strength of power to stand a siege in the battle across the squares. He played in the National Tournament at Boston.
- FRED K. PEACOCK, Concord, N. H. Fred, as he is hailed, is acknowledged Concord's best player, and few in the State his equal. Could he put in the time that others do across the board, there is no doubt in the author's mind who would become State champion. Mr. Peacock has very little practice with good players, as he has to manage a hustling laundry business.
- WILLIS G. HILL, Nashua, N. H., International Player. At one time Champion of New Hampshire but now in line for New England honors. He is a Green Mountain boy by birth and has made an enviable record for himself in contests with the world's best. Some twenty years ago we taught Mr. Hill his first lessons in Draughts, and it is with pride that the author sees his pupil gradually gaining round after round in the ladder of checker fame, with the topmost round almost reached.



W. A. BURKHARDT



C. C. CLARK



G. H. SLOCUM



DR. S. D. WOODS







FRED K. PEACOCK



W. T. KERR



PRESTON KETCHUM



HERBERT Z. WRIGHT

- WILL C. BELDEN, Ioamosa, California, Famous Problemist. The standard works on checkers contain many problems by this famous composer and they are as sound as the Granite Hills of old New Hampshire, and as beautiful in solution to the player as the orange groves in bloom in Mr. Belden's California home. Of late years he has not been active in this line of checker work, but then he has glory enough for one disciple of "Sweet Dama."
- B. F. PINKHAM, Boston, Mass. The author and Mr. Pinkham have met on the battlefield at the American House, Boston, many years on Washington's Day, in fact he was the first opponent we had after joining the New England Association. Cross then was our favorite, and it was a case of both being pleased, which cemented a lasting friendship between us, and the first we look for as we enter the hall is "Pink" as he is sometimes called, for without him the charm of the occasion would be lost.
- HENRY D. LYMAN, President American Surety Company, New York, N. Y. In the literature of our game no work is more valuable than Lyman's Problem Book, of one thousand intricate end games. The largest book ever printed, before this, and the value of Lyman's work to all grades of players was proven when in a few years it went out of print and copies have sold as high as \$20. A most wonderful work with beautiful diagram plates. Mr. Lyman still finds time to contribute a "gem" to the checker papers occasionally.
- RICHARD JORDAN, Edinburg, Scotland, Champion Draughts Player of the World. Who has not heard of the "Grandest Player of Our Times." Richard Jordan's name stands emblazoned on the walls of Draughts fame in letters of imperishable gold. In the great contest at Boston, against ten of the best the United States could find for the conflict, he won 13, drew 27 and not a loss. This score has never been duplicated in the history of the game and will not in years, if ever. He is admired by every right-minded player in the world.
- WILLIE GARDNER, Leeds, England. Draughts Editor of the "Weekly Post" and Champion Blindfold Player of the World. His name is a household word in every scientific checker player's home and at the club. The exhibition feats he has performed have gained him the plaudits of the entire world. The Weekly Post Draughts Department ranks as the very best and is one of the welcome and regular weekly callers brought by the postman. Associated with him is G. H. Smith, another noted enthusiastic player, who is untiring in his efforts to please the patrons.
- E. L. GLICK, Principal and Proprietor of the National School of Business, Concord, N. H. In Mr. Glick the State Association has a most worthy and enthusiastic member, ever ready to promote the interests of the game, giving the use of his school room for the annual tournaments on Fast Day of each year, when the state's best players gather in great numbers to contest for the New Hampshire Checker Association's solid silver checker board and the proud title of State Champion. Mr. Glick has held all the major offices, but serves as Secretary, it being for the good of the Association as the players meet at his school. As a player he makes them all run hard to beat him.

- CLARENCE H. FREEMAN, Ex-Champion of America, Providence, R. I. In the fore part of the '80's this peerless player came forth and swept everything before him at the game. Wyllie, Barker and ever other player he met went down by his wonderful prowess. At this writing he is entirely out of the game, but the fact that he was ever ready to play and instruct the novice in the deep mysteries of the game, as well as to play the best, endeared him to all who met him. The author met Mr. Freeman in Boston in 1884, and later in Providence, and the pleasant memories of those meetings linger still. He was known as the 'Peerless Player of Providence.'
- WILLIAM TIMOTHY CALL. Born, Bangor, Me., July 8, 1856. Parents, Timothy Call, Louisa Green (Short) Call. College, Bowdin, Class of 1880. Club, New York Press Club. Married June 29, 1892, Eleanor Margaret McCartie. Children, Richard William, born April 26, 1893, died July 23, 1907; Charles Robert, born June 7, 1896, died November 26, 1897. Secretary and Treasurer The Gage Publishing Co., New York. Residence, Brooklyn. Author: Two Little Palmers, Remarkable Autographs, Josh Hayseed's Trip to New York, Ritter's Book of Mock Trials, Poker Points, Ellsworth's Checker Book, R. D. Yates' Checker Player, The Common Checker Player, The Safe Checker Player (2 vol.), The Little Grammar, The Literature of Checkers.
- ALEXANDER BRYSON, Editor and Publisher of the Draughts World. The subject of our brief sketch resides at Glasgow, Scotland, the "home of the Draughts player," where Draughts players of the highest standard are produced—in fact Scotland leads—and it is due in a measure to the untiring efforts of such men as Bryson. For nearly sixteen years he has published the Draughts World—the peerless Draughts journal of the world—which contains the products of the great players of all the nations that play the game. Besides this he has published several other popular works, and it was he that made it possible for the International Match in Boston, he bringing over his team of ten that carried back the palm of victory to Great Britain. Long may he be spared to carry on the good work he has so long and faithfully performed.
- HENRY W. SHANNON, Manchester, N. H., ex-Champion of the State. Mr. Shannon has been identified with the game for forty years, coming to this city from Lowell, where he had the very best of cross-board practice with the noted Dearborn, Richardson and Saunders of that city, so that he became the foeman worthy of battle with any of New Hampshire's best. He has held the title of Champion of the State twice, and is ever ready to assist in all ways for the promotion of the silent game, and patronizes checker literature published in his home city. We always said we felt quite easy until Mr. Shannon put his thumbs in the armholes of his vest and tipped his head to one side—then something had to snap. His 'thinkers' were braced and then you had to play checkers.
- HERBERT L. EDDY, Providence, R. I., Secretary of the World's Correspondence Checker Players' Club, was born in Providence, R. I., July 15th, 1850. He attended the public schools in Providence and North Providence until fourteen years of age, when he went to Mount Pleasant Select Academy for four years. He also studied music during this time and in 1868 was tendered the position of music teacher to the school. This offer was accepted and from then his whole time was devoted to music and music teaching. He was organist and director of the choir of the First Universalist Church in Providence for eighteen years, during which time he composed much of the music which was rendered. He has also composed many pianoforte compositions, a number of which have



RODERICK A. GURLEY



JULIAN D. JANVIER



struck a popular chord. Mr. Eddy began to get interested in Draughts when about nineteen years of age and gradually added to his library from year to year, as his interest in the game kept increasing. In 1900 failing health compelled him to give up business, teaching and organ playing. Since then he has devoted much of his time to the scientific features of the game, correspondence playing being his chief delight, at which he possesses rare ability. He is greatly interested in the progress of the World's Correspondence Checker Players' Club, and hopes to see it grow into one of great magnitude. From the first Brother Eddy has worked heart and hand, and it is through his untiring efforts that the Club is the most successful ever organized for correspondence tournaments.

- W. A. MACRAE, Rock Glen, N. Y. The subject of our sketch was born in the town of Castile, Wyoming County, New York, thirty-three years ago, of Scotch and Yankee parentage. When about two years of age his folks moved to Canada, where they resided about eight years, then returning to the states. He has always been deeply interested in our grand old game, but it was not until about three years ago that he began to study book play. Since then he has purchased all the books on the game that he could secure and is now the owner of a very fine checker library, containing the works of Payne, Sturges, Pohlman, Hay, Drummond, Anderson and Wyllie, and, in fact, about all the modern books on the game that have been published, to the number of over 300 copies. He is a pen artist and engrosser by profession, being a graduate of the Zanerian Art College, the leading pen art school of America, but at present he is occupying a position as bookkeeper. Mr. MacRae is quite an enthusiastic Mason and Odd Fellow, being a member of Warsaw Lodge, F. and A. M.; Wyoming Chapter, R. A. M.; Batavia Commandery, K. T.; Damascus Temple, Nobles of the Mystic Shrine, and Naora Lodge, I. O. O. F. He is deeply interested in politics and is Republican Town Committeeman for his district. It is true he does not claim to be an expert checker player, but he is able to put up a good game with any person, and is hoping to still further improve.
- MELVIN BROWN, Brooklyn, N. Y. Of all the New York checker devotees none have the grand distinction that falls to Mr. Brown. He has been identified with the game for nearly half a century, and no one has done more for the game's interest than he in and around New York City. In 1873 he visited the New England States, defeating such notables as Broughton, Barker, Littlefield, Bowen, Merry and others. Two years later he visited Buffalo and played Spayth with success, and also played nine games with Wyllie, the "Herd Laddie," with the grand score of Wyllie 1, Brown o, drawn 8. He also assisted the late R. D. Yates in his match against Wyllie for the world's championship, which was won by Yates when only nineteen years of age. His library is one of the best, he having all the works in the English language and a very large lot of checker columns from newspapers. The works he prizes most highly are the original books that the late A. J. Drysdale brought to this country in 1855 (and first in this country), given to him with private notes by J. Drummond, also the books used by Bethell, Tees, Mugridge and Yates, and Wardell's Problems with their own notes and private play, a complete file of the "Turf" covering a period of twenty-five years, and nearly a complete file of the "Clipper," these being the rarest in newspaper files. He also has the manuscript letters that passed between Birtie and J. Drummond and a lot of correspondence between himself and Wyllie, Martins, Macindoe, Clute, Barker and many others. The author met Mr. Brown at the Jordan vs. Barker match in Boston, and found him to be a most courteous and agreeable gentleman, and full of enthusiasm for the grand old game.

Game No. 112. Single Corner.

By ANDY SHEEAN, Elizabeth, N. J.

31 27	6	in	10	0.7	90	9.4	15	0	=	1.0	c	oΛ	1.0	15	11
31 21	٥	13	10	27	20	24	19	9	9	10	0	20	16	15	11
11 15	1	8	11	24	31	19	28	27	32	17	21	15	18	18	22
27 23	2	23	19	6b	1	8	4	13	9	22	13	19	10	22	15
3. wins	В.	4	8	13e	17	12	16	26	30	17	26	15	24	18	25
		26	23	10	7	11	8	22	13	15	10	10	7	13	9
		8	4	11-1	16	16-3	19	17	26	11	18	18	22	25	29
		31	26	19	15	15	11	7	2	15	8	19	10	2 16	12
		11	8	15	24	24-2	27	19a	23	23	27	16	23	5 22	25

(a) I fail to find a draw for White after this move. (b) This corrects Spayth's "Game of Draughts" variation 74 move 12 where 15 18 is given, allowing White to draw. (c) 24 20, 15 19, 16 11, 7 16, 20 11, 19 23, B. wins, same as Trunk.

							Vai	riation 1.						
24	20	16	11	11	8	8	4	4	8	8	3 11	11	15	20 16
15	19	10	14	19	23	23	26	26	31	31	27	27	24	24 20
														B. wins
							Vai	riation 2.						
27	23-4	26	22	18	15	11	7	7	2	7	' 2d	11	8	4 8
20	24	27	31	31	26	10	14	17	14	19	23	26	30	$25\ \ 22$
31	26	23	18	15	11	17	10	2	7	16	11	8	4	8 11
24	27	15	19	7	10	26	17	14	9	23	26	30	25	22 18
														B. wins

(d) 7 11, 9 6, 11 15, 19 23, 16 11, 23 26, 11 8, 6 2, 15 18, 26 30, 8 4, 30 26, 4 8, 2 7, 18 14, 26 23, 8 4, 7 11, B. wins.

							Va	riation 3.				
17	14	14	7	8	3	8	11	31	26	22 18	23 18	B. wins
11	16	3	19	24	28	28	32	10	14	27 31	20 24	
19	15e	12	8	3	8	27	23	26	22	18 9		
7	10	19	24	1	6	6	10	32	27	31 27		

(e) 27 23, 20 24, 14 9, 24 27, 31 24, 16 20, 19 15, 20 27, 23 19, 27 31, 9 6, 1 10, 15 6, 7 11, B. wins.

Variation 4.

31 26-5	18 22	17 13g	31 26	12 3	23 7	9 5	20 24
15 18	23 18	26 31	23 19	26 23	1 3 9h	2 7	15 11
26 23f	22 26	27 23	3 8	3 10	7 2	19 15	7 3
							B. wins

(f) 17 13, 1 6, 26 23, 18 22, 23 19, 22 26, i 19 15, 7 10, 13 9, 10 19, 9 2, 26 31, B. wins. (g) 18 15, 7 10, B. wins. (h) 16 12, 1 5, B. wins. (i) 27 23, 26 31, 23 18, 31 27, 19 15, 27 23, 15 11, 23 14, 11 2, 14 9, 16 11, 9 5, B. wins 2nd position.

Variation 5.

17	13	20	24	13	9	15 24 16	7	32 27 22	17	B. wins
1	6	23	19	24	28	6 2 28	32	26 22 23	19	
:27	23	6	10	9	6	7 11 31	26	27 23		

Game 113.

By Andy Sheean.

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

And we diagram the position. (See Diagram A.)

Dia V	gram A. VHITE	
		,,,,,,,,,
//h////		
В	LACK	

Black to play and win.

Diag:	ram B.	
llh		

BLACK Black to play and win.

5	9a	15	6	27	18	17	10	30	25	1	5	3	7	12	8
								1						11	-
22	18	26	31	6	13	26	30	1	6	18	15	O	10	11	4
13	22	6	1	16	23	10	6	25	22	5	1	14	9	3	7
18	15	31	27	13	17	18	14	6	1	15	11	10	3	4	8
22	26	1	6	23	26	6	1	22	18	1	6	9	14	B. w	ins
														1st posit	ion

(a) Corrects Ketchum's "Flora Temple" Book, Part 1, Var. 140, at 26th move, where 16 20 is played, allowing a draw.

Variation 1.

25	21	27 24	2 8	19	9	5	19	16	1	5	4	8		
1	5	20 27	7 16	20	22	26	27	23	27	31	23	19		,
26	23	31 24	4 22	18	19	15	15	11	11	8	8	11	7	
9	14	11 16	3 13	22	26	31	20	24	31	27	24	20		
18	9	24 19	18	9 b	23	19	5	1	8	4	c 5	9		-
5	14	15 24	10	14	31	27	24	27	27	24				

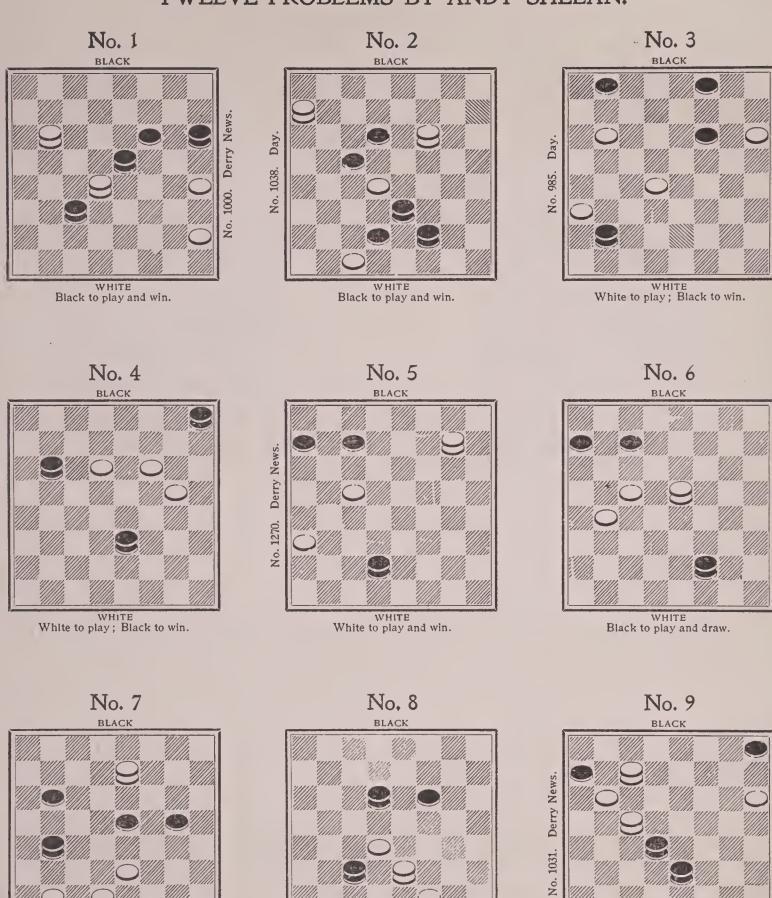
(b) Left here as a Black win in Ketchum's Book. No doubt relying on published play.
(c) And we have a very interesting position, which we will diagram. (See Diagram B.)

20 24d	19 15	15 22*	7 10	2 7	10 15	3 8	12	3
9 18	11 7e						B. wir	ns

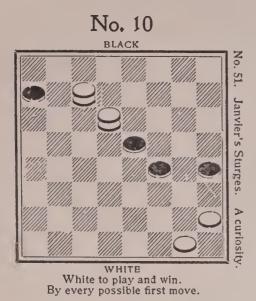
(d) Corrects published play, where 14 18, 21 17, 19 15 is given, and left as a Black win, but continue 11 7 and White draws. (e) 18 23, 15 8, 16 11, 8 15, 23 19, 15 10, 19 28, 10 14, B. wins.

WHITE White to play and win.

TWELVE PROBLEMS BY ANDY SHEEAN.



WHITE White to play; Black to draw. WHITE White to play and win. No. 11



BLACK

No. 12
BLACK

WHITE Black to play and win.

WHITE Black to play and win.

Solutions to Problems by Andy Sheean.

	No. 1.													
22	17	23	27	8	3	27	24	22	17	16	12	23	27	11 8
18	23	22	17	28	24	18	23	19	23	7	3	28	32	16 11
17	14	27	23	3	7	19	16	17	14	28	32	19	23	8 4
9	18	17	14	24	27	10	7	23	19	11	15	32	28	32 27
15	22	23	27	10	14	24	19	14	10	32	28	27	32	28 32
28	24	14	10	27	23	23	26	19	24	15	18	20	16	27 24
12	16	27	24	7	10	19	24	10	15	28	32	23	19	32 28
24	19	12	8	23	27	26	22	24	28	18	23	16	11	11 16
16	12	24	28	14	18	24	19	15	19	32	28	19	16	B. wins
No. 2.														
14	17	10	15	17	22	23	18	18	9	27	9			B. wins
18			18	18	25	30	23	5	14					
							NI.	o. 3.						`
18	14	9	6	2	6-1	9	14-2		14		14		15	17 13
25	22	15	19	24	27	31	26	22	17-3	23	19	13	9	14 7
14	10	6	2	6	9	14	9	14	9	14	18	21	17	15 11
11	15a	19	24	27	31	26	23	17	13	19	16	9	14	16 19
														R wing

(a) Corrects Mr. W. D. Benstead's solution to Bridge Position No. 1065, "Gould's Book," third edition, where 22 18 is played to a draw.

			Variation	on 1.		
2 7	27 31	15 11	22 18	17 13	14 7	B. wins 2d position
24 27	11 15	26 23	21 17-4	23 18	2 11	
7 11	31 26	11 7	18 14	7 2	1 6	

31 27

14 10a

23 27

1 6

24 19

18 22

11	L					THE DI	aue	Sirts mai	· v C.					
							Va	riation 2.						
9	13	21	17	17	14	13	9	9	6	B. wins				
31	26	26	23	23	18	18	15	3	7					
							Vai	riation 3.						
23	19	14	9	19	15	9	6	15	11	6	9	11	7	9 14
														B. wins
							Vai	riation 4.						
7	2	2	7	7	2	2	11	11	15	B. wins				
18	14	23	18	14	7	18	14	1	6					
							7	No. 4.						
16	12	12	8b	10	7	8	3		2	9	7			B. wins
	19		16a	16				14			15			2, 1,120
					*							15 was giv	ven.	, allowing a
dr	,													19 16, 3 7,
		8 3, 4 8, 1			,	, , ,	-,	,		(- /	, , , ,		, - ,
	ŕ	,]	No. 5.						
8	11	10	6	15	18	10	14	17	14	6	1	10	14	22 18
26	31	27	23		24		19	19	24		27	27		W. wins
11	15	6	1	6	10	14	18	14	10	1	6	18	23	

6 9 9 13 19 23 27 24 28 32 (a) Mr. L. J. Vair in his solution to Problem No. 1270, "Derry News," moves 21 17 here, allowing a draw. (See Solution to No. 6.)

24 27

10 6

19 24

21 17

24 19

27 24

6 10

24 27

24 28

23 27

								No.	6.						
6	9	18	22	5	9a	6	1		15	19*	2	6	19	15	Drawn
15	18	27	23	10	6	19	15		6	2	15	19	1	5	
9	13	14	10	23	19	1	6		19	15	6	1	9	14	

(a) Mr. Vair in solution to No. 1270, "Derry News," played 23 26 here, and White wins.

							No	. 7.						
7	10	15	19	26	22	17	26	25	22	26	17	10	6	W. wins
	No. 8.													
27	24	19	12	27	23	24	20	16	19	23	26	18	14	
22	15	15	11	15	10	6	10	8	11	6	10	11	8	Drawn
23	19	32	27	23	18	12	16	19	23	26	22			
11	16a	10	15	10	6	11	8	10	6	10	7			

(a) Corrects Mr. Reid's solution to Problem No. 140, "Atwell's Scientific Draughts," where 15 18 is given, allowing a win by 19 16.

			No	. 9.			
6 10	18 22	12 8	4 11	10 15	11 18	14 10	W. wins
			No.	10.			
28 24-1	19 28	10 19	20 24	19 15		W. wins.	Sturges



GEORGE A. PIERCE



BARKER AND FREEMAN







Dr. W. C. BROWNSON



B. F. PINKHAM



W. C. BELDEN



A. R. BOWDISH

				Variatio	on 1.		
6	9-2	5 14	10 17	19 23a 17		9 22 18	19 24 28 19
		15 18, 32 27,	/				W. wins
	()	, ,		Variatio	on 2.		₩1Щ5
32	27-3	19 24b	10 19	24 31	19 23		W. wins
	(b)	15 18, 6 9, V	V. wins.				***************************************
	\ /	, ,		Variatio	on 3.		
10	14-4	19 23	6 10	15 19e	14 18	23 26	18 23 W. wins
	(c)		5 14, 10 17, 23				
	•	,	,	,			
6	0.5	15 103	9 0	Variatio			***
O			2 6	19 23	6 9		W. wins
	(a)	5 9, 28 24, V	V. wins	Variatio	. m. K		
10	7-6	15 18e	7 10				TYY
10			7 10		6 9		W. wins
	(e)	19 25, 8 11,	15 19, 11 16, W	wins.			
				Variatio	on 6.		
6	1	$20 \ 24$	10 14				W. wins
				No.	11.		
11	15	14 17	10 6*		26 30	22 17	10 15 B. wins
10	14	15 10	21 17a	23 26		6 10	
19	23	17 21	5 9*	21 17	9 14	13 9	
	(a)	21 25, 5 9, 2	5 30, 9 14, 22 1	8, 14 17, 18 1	4, 17 22, 14 9,	6 1, B. wins.	(b) 22 18, 30 26,
17	14, 2	6 23, B. wins.					
				No. 1	12.		
5		6 9	17 22	9 14	24 20	15 10	23 26 23 16
10		13 17	13 9	22 26	18 22	27 24	30 23 20 25
9	13*	9 13	31 27	14 18	26 31	19 15	24 19 B. wins

W. J. Zahl.

The subject of our brief sketch was born February 23rd, 1859, at Dayton, Ohio, of German parentage, and attended the public schools in Wisconsin, where his parents removed in 1862, until he graduated at college. At about twenty years he commenced teaching, which he followed for four years, part of the time as Principal of one of the schools in Milwaukee. In 1882 he moved to Antigo and followed a successful mercantile business for about ten years. In 1891 he branched out into the real estate, log and lumber business, conducting same at the present time.

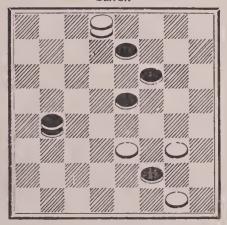
His interest in Draughts dates back to twelve years of age, increasing his knowledge each year until at the present time he has a library of nearly every work on the game. He loves the game for its conciseness and purely scientific nature. He won the Despatch Medal three years ago by a score of 22 wins, I loss and 37 drawn,—a grand record. It will be remembered that it was Mr. Zahl who offered to wager \$1,000 that the terms of L. M. Stearns problem, "The Belle of the East," was correct, difference of opinion existing among some of America's best players, who claimed a draw, but no one stepped forward to take the wager, as they discovered their error.

Mr. Zahl's married life has been a bed of roses and he has grown up children. He is very popular at home and among checker players everywhere.

					C	Same No	. 1	14. WI	nite	Dyke.				
						Ву	7 J.	P. MURRA	Y.					
11	15	26	23	9	18	25	21	7	10	9	14	17	13	a6 2
22	17	6	10	23	14	15	18	14	7	25	30	6	2	b27 31
8	11	25	21	12	16	17	13	5	21	14	17	13	9	23 19
17	14	10	17	26	22	10	17	7	2	30	25	27	23	15 18
10	17	21	14	16	20	21	14	8	11	17	14	20	27	1-19 15
21	14	1	6	30	26	18	22	2	6	25	21	28	24	11 16
9	18	29	25	2	6	26	17	3	7	14	9	9	14	2 20
23	14	6	9	22	17	11	15	6	9	21	17	2	6	31 27
4	8	31	26	6	10	13	9	21	25	9	6	14	17	B. wins
	(a)	Forms	Pro	blem No.	ι.	(b) Solut	ion	to No. 1.						
							Va	riation 1.						
24	2 0 c	16	12	32	28	24	19	16	12	12	8	3	10	B. wins
18	23d	26	22	23	26	18	23	31	26	18	14	14	7	
19	16	12	8	28	24	19	16	8	4	8	3	4	8	
31	26	22	18	26	31	23	18	26	22	22	18	17	22	

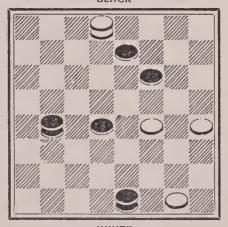
- (c) This move was suggested by Dr. Schaefer as being stronger. Forms Problem No. 2.
- (d) Solution to Problem No. 2.

Problem No. 1. By J P. Murray. BLACK



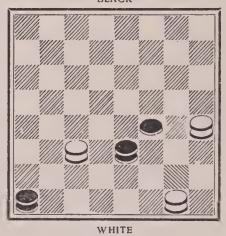
WHITE Black to play and win.

Problem No. 2. By J. P. Murray.
BLACK



WHITE Black to play and win.

Problem No. 3. By J. P. Murray. BLACK



White to play and win.

SOLUTION TO PROBLEM No. 3.

By J. P. MURRAY.

32	28	23	27	22	26	27	32c	28	32	15	11	22	18	19	23	
23	27	11	15	27	31b	22	26	23	18	26	22	29	2 5	27	18	
20	16	27	24	26	30	32	27	31	26	11	15 f	26	31	10	19	
27	23	15	18	31	27	26	31	18	15e	30	26	25	30	18	23	
16	11	24	27a	18	22	27	23d	32	27	15	10	18	15	W. w	ins	

(a) 24 20, 18 23, W. wins. (b) 29 25, 26 31, W. wins; or if 27 24, 26 31, 24 20, 18 23, W. wins. (c) 27 23, 28 32, 19 24, 22 26, 23 19, 32 28, W. wins. (d) 27 24, 30 26, W. wins. (e) 18 23, 26 22, W. wins. (f) 11 16, 27 23, W. wins.

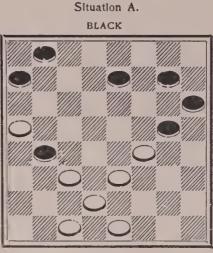
Game No. 115. Kelso Exchange. 10 15, 22 18.*

Compiled by Lyman M. Stearns, Manchester, N. H.

10	15	8	15	7	10	3	8b	10	17
22	18*	23	19	17	13	32	27e	f 24	19
15	22	4	8a	9	14	2	7d	15	24
25	18	19	10	29	25	25	22	28	19
11	15	6	15	8	11	14	18e	11	16
18	11	21	17	27	23	23	14	g 27	23

And forms Situation A.

(a) Not generally played. (b) Odd but looks good. (c) A strong move tying up Black's left. (d) A natural move. (e) 1 6 appears sound. (f) I looked at 13 9 with a longing eye here but saw no chance for traps to win. (g) Here is where we thoroughly analyzed the situation.



WHITE White to play.

Situation B.

BLACK

STATE OF THE STATE OF TH

WHITE
White to play and win.

Continue.

1	6h	26	19	6	10 j	15	10	11	16	m14	18
23	18	17	26	18	15k	7	11	7	3		
16	23	30	23	10	14	10	7				

Forms Situation B.

(h) Good as there is. (i) The key move and better than it looks at first thought. (j) 5 9, 31 27, 7 10, 27 24, 8 11, 24 20, 12 16, 19 12, 10 15, 20 16, W. wins. (k) Forcing matters for a time. (l) Losing move forming Situation B.

SOLUTION TO SITUATION B.

23 14	8 11	8 11	23 27	15 19
16 23	3 8	16 20	31 24	W. wins
14 10	11 16	11 15	by firs	t position

(m) 16 20 forms Situation C.

SOLUTION TO SITUATION C.

19	15	7	11	4	11	11	15	18 22
20	24	32	28	14	17	26	31n	W. wins
23	19	11	4	31	27	24	20	
24	28	28	24	17	22	31	26	
3	7	15	11	27	24	15	18	
28	32	24	8	22	26	26	30	

This line was played between Redfield Proctor and L. M. Stearns.

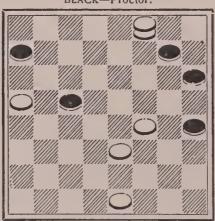
Variation N.

26	30	15	18	21	25	9	6	26	23	7 10
24	20	25	21	13	9	30	26	2	7	W. wins
30	25	18	14	25	30	6	2	0 28	3 19	1st. Pos.

(a) 14 18, W. wins.

Situation C.

BLACK—Proctor.



WHITE—Stearns.
White to play and win.

William T. Kerr

Checker Editor of the Pittsburg Sunday Leader.

William T. Kerr, whose excellent game and problems adorn these pages, is one of the most active checker editors in the world, ever ready with new things for his patrons each week in his excellent department in the Pittsburg (Penn.) Sunday Leader, in fact some weeks he has given a whole page of up-to-date games, problems, news, etc.

He is a member of the Masonic fraternity, Sons of Veterans and several other orders of social worth, a Republican and very popular with all parties.

He has a nice family of children, pleasant and loving life companions to greet him on his return from Pittsburg each day to his comfortable and cozy home at Rennerdale, where he now resides.

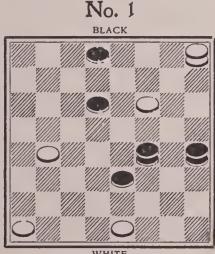
The author's relation with Brother Kerr has been a very pleasant one for nearly sixteen years, and we shall continue on in the same old way until Father Time sweeps the last piece from the checker board of life.

Game No. 116. Old Fourteenth.

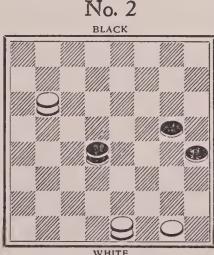
Black-	Wm. T. Kerr.	(S	tate Tourname	ent Game, 190	09.) _ Wh	niteDr. S. D	. Woods.
11 15	11 18	7 10	10 17	10 14	9 13	31 26	$22\ 25$
23 19	17 13	26 22b	30 26	17 10	31 27	15 6	27 24
8 11	7 11a	3 7	17 22*	6 22	22 26	26 23	8 11
22 17	24 20	$22\ 15$	26 17	13 6	27 23	6 2	7 2
4 8	2 7	11 18	7 10	1 10	$13 \ 22$	23 18*	11 15
25 22	28 24	20 16c	25 21	24 20	23 18	2 7	Drawn
15 18	10 14	14 17d	18 23e	5 9	26 31	18 14	
$22 \ 15$	29 25	21 14	27 18	21 17	18 15	32 27	

(a) This is one of Drummond's moves and held by some as hard to manage; 9 14 usual here.
(b) Given by Drummond as a loss, but by Schaefer and Heffner as White's best.
(c) Drummond plays 31 26 here and loses.
(d) 19 23 also draws.
(e) 18 22, 32 28, 22 25 here draws, probably better play.

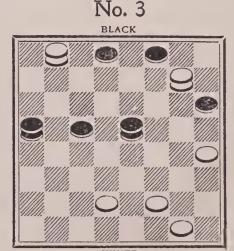
SIX PROBLEMS BY WILLIAM T. KERR.



WHITE Black to play and win.

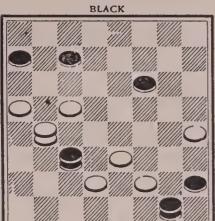


WHITE
White to play; what result?



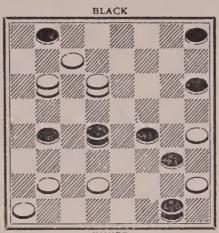
WHITE Black to play and win.

No. 4



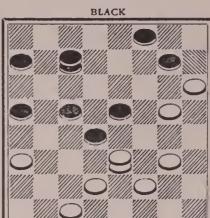
WHITE White to play and win.

No. 5



WHITE Black to play and win.

No. 6



WHITE Black to play and win.

Solutions to Problems by William T. Kerr.

No. 1.

19 16, 11 8, 10 14, 17 10, 2 7, 10 3, 16 12, 29 25, 23 27, 31 24, 20 27, 25 22, 27 23, 22 17, 23 18, 3 7, 12 10, 4 8, 10 7, **B.** wins.

No. 2.

31 27, 16 19, 32 28, 19 23, 27 32, 18 15, 9 13, 15 19, 13 17, 23 26, 17 22, 26 31, 22 18, 20 24, 18 22, 19 23, Drawn.

No. 3.

12 16, 20 11, 3 12, 11 8, 15 11, 8 4, 2 6, 1 17, 13 24, B. wins.

No. 4.

27 24, 22 31, 20 16, 11 27, 14 10, 6 15, 23 19, 15 24, 17 22, W. wins.

No. 5.

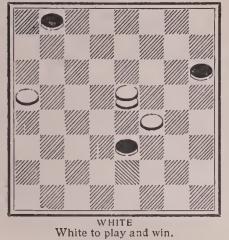
17 22, 26 17, 12 16, 20 11, 19 23, 28 19, 18 14, 9 27, 32 30, B. wins.

No. 6.

15 19, 24 15, 3 7, 12 3, 6 9, 3 17, 13 31, 23 14, 9 20, 27 23, 31 26, B. wins.



Problem No. 40. By D. Millar.
BLACK



SOLUTION TO PROBLEM No. 40.

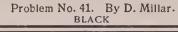
13 9, 23 26, 15 18, 26 31, 18 23, 1 5, 9 6, 5 9, 6 2, 9 14, 2 6, 14 17, 6 10, 17 21, 10 14, 21 25, 14 18, 25 30, 18 22, W. wins.

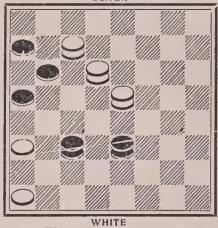
SOLUTION TO PROBLEM No. 41.

21 17, 23 18, 29 25, 22 29, 15 22, 9 14, 6 9, 14 21, 10 14, 21 25, 22 17, 13 22, 14 10, 5 14, 10 26, 25 30a, Drawn.

Occurred in a poorly played Cross game with my much esteemed friend F. A. Peterson.

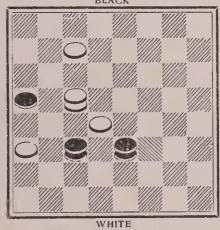
(a) This one king, drawing against two, was published over a century ago, but this is the first time I remember seeing play leading up to it.—D. M.





White to play and draw.

Problem No. 42. By D. Millar. BLACK



White to play and win.

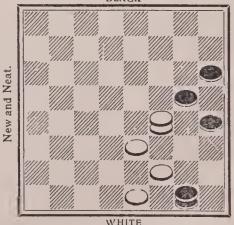
SOLUTION TO PROBLEM No. 42.

21 17, 25 18, 14 10, 13 22, 10 17, W. wins.

SOLUTION TO PROBLEM No. 43.

Take man on 31, go and get it crowned, come back to the same square and go 27 24, 20 27, 31 24, 16 20, 24 27, 32 28, 27 32, 20 24, 23 18, W. wins.

Problem No. 43. By W. S. Morse. BLACK



White to play and win.

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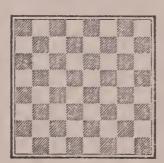
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