

DRAUGHTS—CHECKERS.




HILL'S

SYNOPSIS


OF

DRAUGHTS OPENINGS.

BY JAMES HILL.



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THE GAME OF DRAUGHTS.

HILL'S

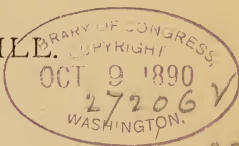
SYNOPSIS

— OF —

DRAUGHTS OPENINGS.

THE TWENTY-EIGHT STANDARD GAMES, COMPACTLY
ARRANGED FOR ATTACK AND DEFENSE, WITH
CRITICAL NOTES FOR THE HANDY
REFERENCE OF THE STUDENT
AND ADVANCED PLAYER.

BY JAMES HILL.



TEDDINGTON, ENG.:

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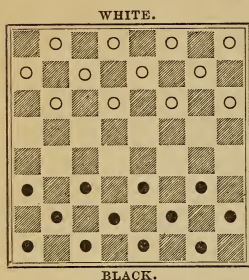
PREFACE.

It is nearly twenty years since I became infatuated with the intellectual charms of Dameh, much to the disgust of another charmer. I was quite a youngster then, but what I lacked in age and experience I made up in self-conceit. One day I ran against an obstinate old player, who gave me such an unexpected drubbing and chaffing that I forthwith came to my senses. In sympathy, one of my friends lent me a book. I mentally set my teeth, and determined I would get even with the ironical old duffer—and in six months I did. Then he began to scoff, and satirize me as a “book player”—though I afterwards learned the hypocrite consulted the same oracle in private—but I persevered, and ultimately could beat him with ease—and pleasure. So much to encourage the novice, for whom this treatise is chiefly compiled. By its arrangement I hope to save him many perplexing hours, searching from page to page in a more extended work, to find the best lines of attack and defense. The best line of play is given for DEFENSE in the first “trunk” game; for ATTACK, in the second. This is the first time, I believe, that they have been given together in a single treatise. Everyone of the twenty-eight practiced openings has received attention. The side which makes the opening is here considered the attacking side. Such as the Single Corner, Dyke, Switcher, Cross and Ayrshire Lassie (unless Wyllie is playing Black). The Bristol, Kelso, Fife, Glasgow, Old Fourteenth, etc., etc., are attacking games because formed by the Black. These “trunks” are selected from games practiced by acknowledged exponents of the pastime, and their names appended where known. A synopsis of the most essential variations is given to each opening. The play is, as near as possible, brought up to the present time. Many tyros are under the delusion that experts employ some mysterious mathematical rule which is infallible. To such I can only quote the old darkey when asked his rules for training a mule. Said he: “Rules, sah! golly da ain’t ’zactly no rules for a mule, sah. Dah’s such a heap o’ variety in the critters; for a rule dat would work wif dis animal ain’t worf a cent wif that yeller cuss! Dah’s so many sudden turns an’ tantrums ’bout a Kentucky mule that a rule wouldn’t work no better nor a last year’s almanac! The principal thing, sar, is to keep aw: y from his hoofs - hang on to patience an’ perseverance, an’ always keep yo’ eye pcel’d an’ yo’ intellec’ a working.” So it is with the game of Draughts. There is such an endless variety that no royal road can be made for the student. Proficiency can only be obtained by patience, and perseverance in study and practice. But the path that leads to proficiency is not a gloomy one; for the novice will find great delight in the many surprising beauties of the game. My aim is to guide him along the right paths, to save him from dashing down the wrong lanes, and puffing and blowing around the wrong turnings, until lost in the maze he abandons the race in disgust.

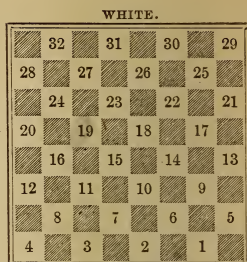
JAMES HILL.

Teddington, Eng., May, 1890,

INSTRUCTIONS TO BEGINNERS.



Men placed for play.



Numbered Board.

It will be seen that the Black men occupy the squares from 1 to 12; White men, 21 to 32. Black ALWAYS moves first. To readily understand the method of play, take the first game, Ayrshire Lassie, page 4. Move the man on 11 to square 15, the man on 24 to 20, the man on 8 to 11, the man on 28 to 24, and you have formed the opening. The word "to" is always understood between the pairs of figures; as, 11 to 15, 24 to 20, etc. The figures 1, 2, 3, 4, and letters *a*, *b*, *c*, *d*, etc., placed below the "trunk" game, show how the play may be varied at these points. It greatly assists a beginner to number the squares of his board as shown above, and by playing over a few games every day, the numbers soon become fixed on the mind.

The dagger (†) shows the move that gives the title to the opening. An asterisk (*) placed opposite a move indicates that it is the BEST, and sometimes the ONLY safe, move.

CONDENSED RULES.

Each shall alternately have the first move. Black always moving first. If a man is touched it must be played in the direction started. Five minutes is the limit between moves—then after one minute's notice, if the player fail to move, the game is forfeited. When there is only one way to jump, "time" must be called at the end of one minute. A capturing play ("jump") is completed when the hand is removed from the piece. A player is compelled to jump all the pieces offered. If he neglects to pick up one he cannot amend his play. A false or improper move forfeits the game. No player is allowed to leave the game while pending, without the consent of his opponent. No spectator is allowed to advise by sign, hint or suggestion while a game is in progress. A draw is when neither side can force a win. When a man reaches the king-row he must be crowned before another move is made—then he can be moved in any direction, backward or forward, but must "jump" as before. The "huff" is rarely practiced except in match-playing. It means taking from the board the piece with which one opponent should have jumped the piece of another, before making a move.

HOW TO PLAY, AND ANALYSE AS YOU PLAY.

BRISTOL.

- B-11 16 Considered a strong opening move. Over 2,000 variations have been published on this opening alone. This move gives the title to the opening.
- W-24 20—One of the strongest replies; Anderson gave no other.
- 16 19—Best; to avoid a cramped game by 8 11, 28 24, etc. It is always
- 23 16 a good plan to keep command of this square; also its opposite,
- 12 19 14, when playing the White. See game No. 7.
- 22 18—Better than 27 23 or 27 24, as the man on 19 cannot be won.
- 9 14—To maintain an open position; 10 14 leads to a complex game,
- 18 9 while 8 12 or 9 13 are weak, because played to the side of the
- 5 14 board.
- 25 22—Still the best, though 27 23 may be safely played first.
- 8 11—To keep the man off 16, and ready to “back up” 11 15 if 27 24 is
- 22 17 played.
- 4 8—A waiting move. Of course, if 14 18 White replies 26 23 and wins three-for-two.
- 29 25—This is not now considered so strong as 27 23, coming up same as Game 5.
- 11 15—Note the symmetrical position of Black, all working to the centre.
- 27 24—Now, if 27 23, Black gets best game by 19 24, 28 19, 15 24, 32 28, 6 9,
- ** 8 11 28 19, 9 13, etc., and, though a man up, the draw is difficult for White.
- 17 13—Now, if 32 27, Black plays 19 23, *26 19, 14 18, 17 14, 10 17, 21 14,
- 3 8 18 23, 19 10, 6 15, 27 18, 15 29, and B. wins; as Mugridge once
- 32 27 trapped the great Wyllie.
- 1 5 These last three are waiting moves. Black can play 15 18, 19 10, 6 15, 27 24, 11 15, etc.
- 25 22—Loses; but 27 23, 8 12, 23 16 12 19, *21 17, 14 21, 25 22, *11 16,
- 14 18 20 11, 7 16, 24 20, 10 14, 20 11, 21 25, 30 21, 14 17, 21 14, 6 9, 13 6,
- 22 17—The last two moves are compulsory, for 15 18 loses, and 21 17 loses
- 18 22—Here I have often won by 18 23, 27 18, 15 22, 24 15, 10 19, 17 14, 22 25,
- 17 14 21 17, 25 29, 31 27, 8 12, 27 24, 19 23, 26 19, 11 16, 20 11, 7 23, 24 19,
- 10 17 6 9, 13 6, 2 18, even from experienced players who were not familiar with the Bristol game.
- 21 14—These captures are compulsory by the rules of the game.
- † 8 12—This now forms a position that has had a great deal of attention
- 26 17 at the hands of the critics, (6 9 wins off-hand,) the veteran
- 19 23 J. Tonar showing some brilliant play for a draw; J. Lees
- 27 18 and F. Dunne have also improved on the old authorities.
- 15 22

- 30 26—This is the only move, and is by J. Tonar, also the next.
- 11 15—This seems very strong, but I have sometimes won by 12 16, *13 9,
24 19 6 13, 26 23, 22 25, 24 19, 13 22, 19 12, 25 30, 12 8, 11 16, 20 11, 7 16,
15 24 etc. However, I think 12 16, though a "trappy" move, admits
28 19 of a draw.
- 7 11—Mark the desperate position of White; the game looks hopeless.
- 14 9—One of the beautiful surprises of these intricate endings, introduced
5 21 by J. Tonar. Of course, if 26 23, 6 9 and Black wins by
26 17 three-for-one.
- 6 10—J. Tonar here plays 21 25, 17 14, 25 30, 14 9, 30 25, 9 5, 6 10, 31 27,
*31 27 25 22, 5 1, 22 17, 1 6, 2 9, 13 6, 17 14, 6 2, 11 15, 27 24, 15 18, 2 7,
etc., draws. But 6 10 at once forces 31 27 to save the man on 19.
- 21 25—Now, a novice might think, "I'll block him by 2 6." But he would
13 9 answer with 27 23, and if 11 15, 17 14, 15 24, 14 7, 6 10, 23 18, 24 27,
25 30 7 2, 27 31, 2 6, 31 26, 6 15, and White completely turns the tables
17 13 by winning the game.
- 30 26
- 9 6—The last three moves are with a view to get a king, and place it
2 9 behind the men on 10 and 11.
- 13 6
- 26 31
- 27 24—It would be immediately fatal to play onto 23.
- 31 27—The game looks lost for White, but an expert would here count up
6 2 the move, and say, "I can draw, having the move."
- 10 14
- 2 6—Now, if 2 7, Black wins at once by 14 17, 7 16, 27 23, and White
14 17 cannot move without giving two men.
- ‡ 6 9—This is the trap still waiting for Black, if 27 23, 9 13 and White
17 21 wins.
- * 9 14—Here comes in the advantage of the move. Now Black may either
27 32 retreat to 32, exchange by 11 16, or capture the man on 19 by 27 23.
19 15 If the latter, White plays 14 17, 23 16, 17 22, and Black must
11 18 reply 11 15, giving up the man, and the game is drawn.
- 14 23 NOTES.—** Here 8 12 is often played, but I consider Black has
32 28 more chances for winning with 8 11.
- 24 19 † The only object of this game from here is to impress upon the
28 24 student the necessity of constant vigilance in end play. Both to
19 15 discover a concealed draw, and avoid losing a drawn game by
24 19 carelessness, as might occur at (†).
- Drawn. In playing over every game, the student should carefully consider
every move and its purpose as given above.

GAMES, WITH NOTES.

Game No. 1.—Ayrshire Lassie.

Played between James Wyllie and C. Pickering of Baltimore, Canada.

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

- (1) 9 14 may be played at once, then 22 18, 15 22, 25 9, 5 14 draws.
- (2) 9 13, 32 28, 3 8, 23 18, 15 19, 24 15, 10 19, 18 15, etc., draws.—Freeman and Wyllie.
- (3) 25 22, 11 15, *a*-27 23, 8 11, 29 25, 6 10, 21 17, 9 14, 17 13, 1 6, 31 37, 14 18, 23 14, 10 17, 27 23, 17 21, 23 18, 5 9, etc., also draws.
- (*a*) 26 23, 8 11, 23 18, 6 10, 27 23, 9 14, 18 9, 5 14, 30 26, etc., draws.
- (4) 25 22, 6 10, 29 25, 8 11, 27 23, 1 6, 25 21, 14 18, 23 14, 10 17, 21 14, 6 9, 13 6, 2 25, 30 21, 15 18, 31 27, 11 15, *b*-27 24, 5 9, *21 17, etc., draws.
- (*b*) 20 16, 5 9, 27 24, 9 13, 24 20, 7 10, 16 11, 15 19, 11 8, 10 14, B. wins.

Game No. 2.—Ayrshire Lassie.

Another defense for Black.

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

- (1) 22 18, 15 22, 25 18, 10 15, 26 22, 6 10, 27 24, 10 14, 30 26, 7 10, 24 19, 15 24, 28 19, 3 8, 32 28, 11 16, 20 11, 8 24, 28 19, good and draws.
- (2) 9 13, 23 19, 6 9, 27 23, 9 14, 32 28, 4 8, 22 18, 15 22, 25 9, 5 14 draws.
- (3) 9 14, 22 17, 15 18, 26 23, 5 9, 17 13, 1 5, 32 28, 14 17, 21 14, 10 17, 23 14, 9 18, 25 21, 6 10, 21 14, 10 17, 29 25, 17 22, 25 21, 11 16 draws.—Freeman and Wyllie.
- (4) 32 28, 10 14, 26 23, 6 10, 31 26, 1 6, 26 22, 9 13, 22 15, 7 11 draws.
- (5) 2 6, 16 11, 15 19, 24 15, 10 19, 20 16, 6 10, 16 12, 1 6, 11 7, 10 14, 12 8, 3 10, 8 3, 13 17, 22 13, 14 18, 31 27.—C. F. Barker beat Wyllie when only 16 years of age.

—:o:—

Game No. 3.—Alma.

Not a strong game for Black if White replies 27 23 at the eighth move. But it may be used to avoid the Defiance, and to form the Whilter by 9 14 at seventh move.

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

† This is the best reply. The variations are all against Black after this.

- (1) a-7 11, 24 20, 15 24, 28 19, 10 14, 17 10, 6 24, 22 18, 9 14 draws.

- (a) 8 11, 24 20, W. wins.
- (2) 7 11, 19 16, 12 19, 23 7, 2 11, 26 23, 9 14, 24 19, 15 24, 28 19, 11 15, 22 18, 15 22, 19 16, 10 15, 17 10, 8 12, 16 11, 15 19, 23 16, 6 15, etc., draws.
- (3) 9 13, 26 23, 5 9, 16 12, 9 14, *22 18, b-15 22, 12 8, 11 15, 8 3, 15 18, 29 25, 22 29, 23 19, 13 22, 19 15, 10 19, 3 26, W. wins.—W. Beattie.
- (b) 13 22, 18 9, 6 13, 12 8, 10 14, 8 3, 7 10, 3 8, 1 6, 8 12, W. wins.
- (4) 6 9, 17 13, 1 6, 16 12, 11 16, 22 17, 16 19, 27 23, etc., draws.—Swan and Adamson.

—:o:—

Game No. 4.—Alma.

Showing Black's best line against the more common play of White.

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

- (1) 9 14, *26 23, 11 16, 29 25, 5 9, 17 13, same as Whilter. See game 51.
- (2) 17 13, 16 23, 26 19, 7 11, 29 25, 11 16, 22 17, 16 23, 27 11, 8 15, 24 20, 15 19, 25 22, 4 8, 32 27, 8 11, 27 23, 19 26, 30 23, 11 15, etc., draws.
- (3) 5 9, 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, 20 27, 2 7, 8 11, 7 16 draws, like Whilter.

—:o:—

Game No. 5.—Bristol.

A good White defense.

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

- (1) 8 11, 25 22, 4 8, a-29 25, 9 14, 18 9, 5 14, 22 17, 11 15, 27 23, 19 24, 28 19, 15 24, 32 28, 6 9, 28 19, 9 13, 25 22, 8 11, 19 16, 11 15, 16 11, 7 16, 20 11, 1 5, 22 18, etc.—Wyllie beat Birkenshaw.
- (a) 27 23 will force Black into trunk game; 27 24 will draw, but is treacherous for White.
- (2) 29 25, 11 15, 22 17, 4 8, 17 13, 8 12, †27 24, 3 8, 32 27, 1 5, b-27 23, 8 11, etc., draws.
- (b) 25 22, 14 18, 22 17, 18 22, 17 14, 10 17, 21 14, 8 11, 26 17, 19 23, 27 18, 15 22, 30 26, 11 15, 24 19, 15 24, 28 19, 7 11, c-14 9, etc., draws.
- (c) 13 9, 6 13, 26 23, 11 15, B. wins.
- (3) 32 27, 12 19, 27 23, 3 8, 23 16, 8 12, 31 27, 12 19, 27 23, 11 16 draws, but weak.
- (4) 1 5, 26 23, 19 26, 30 23 draws.

† The novice should avoid this move.

—: o:—

Game No. 6.—Bristol.

Another line for Black.

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

- (1) a-25 22, 14 23, 27 18, 8 11, 29 25, 9 14, 18 9, 5 14, 32 27 draws.—Gardner and Kear.
- (a) If 27 23, 8 12, 23 16, 14 23, etc., same as White Doctor.
- (2) 7 10, 25 22, 14 18, 29 25, 9 14, 20 16, 5 9, 27 24, *8 12, *16 11, 3 8, 31 27, 18 23, 25 28, 14 23, 22 17, 1 5, 17 13, 9 14, 26 22, etc., draws.
- (3) b-29 25, 1 6, 25 22, 6 10, *21 17, 8 11, 28 24, 10 15, 17 14, 2 7, 20 16, etc., B. wins.
- (b) 20 16, 8 12, 16 11, 2 7, 11 2, 1 6, 2 9, 5 23, etc., B. wins.

‡ Threatening the man on 19.

Game No. 7.—Bristol.

A safe and easy defense for White. Full of pitfalls for Black.

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

- (1) 16 19, 23 16, 12 19, 24 15, 10 19, 25 22, 9 14, 18 9, 5 14, 22 17, 7 10, 27 24, 2 7, 24 15, 10 19, 17 10, 7 14, 32 27, 3 7, etc., draws.
- (2) 11 16 must not be played too soon, for if the man on 29 can be safely placed on 22 White has the better game.
- (3) 21 17, 3 8, 30 26, 8 11, 26 22, 2 6, 25 21, 11 15, B. wins.—F. Dunne.
- (4) 32 28, 10 17, 21 14, 7 10, 14 7, 3 10, 25 22, 10 14, 30 25, 9 13, etc., B wins.
- (5) 9 14, 18 9, 5 14, 25 21, 2 7, 32 28, 14 17, 22 13, 10 14, 19 15, 16 19, 23 16, 12 19, 13 9, 14 18, *21 17, 19 23, 27 24, 20 27, 17 14, 23 26, 9 6, etc., W. wins.—J. Hill.

—:o:—

Game No. 8.—Bristol.

Another sound defense for White.

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

‡ Played to avoid the Bristol-Dyke, as in game No. 7.

§ The Dundee may come to the same position, viz: 12 16, 22 18, 8 12, 25 22, 16 20, 29 25, 10 14.

- (1) A strong move invented by J. P. Reed. 9 13, 24 19, 4 8, 28 24, 7 10, 32 28, 2 7, 25 22, 5 9, 30 25, 1 5, 19 16, etc., also draws.
- (2) 14 10, 17 22, 26 17, 18 23, 27 18, 8 11, 15 8, 6 29, etc., B. wins.—Reed beat Barker.
- (3) 15 19, 21 14, 6 15, *27 24, 20 27, 32 16, 2 7, 25 21, 1 6, 28 24, *6 9, 24 20, 18 22, 26 17, 9 18, 16 11, etc., draws.—Chas. Kelly.
- (4) 31 26, *a*-18 23, 27 18, 9 13, 25 21, 13 17, 23 13, 15 31, 32 27 draws.—Brown and Gould.
- (*a*) 9 13, 28 24, 11 16, 26 23, 3 8, 25 21, 18 25, 23 19, 16 23, 27 4, 20 27, 32 23, 25 30, *4 8, 30 26, *8 11, 26 19, *11 15, 1 6, *15 24, 6 15, *14 10, etc., W. wins.—J. Brown.

—:O:—

Game No. 9.—Bristol-Cross.

The first move of White's is very strong.

11 16	2 7*	4 11	7 14	7 10	16 32
23 18†	25 22	22 18	30 26	22 18	14 10
16 20†	9 13	13 22	22 25	1 5	32 27
24 19	27 23-3	26 17	29 22	18 15*	31 24
10 14-1	5 9	10 15	3 7	9 13	20 27
18 15-2	32 27	19 10	23 19*	15 6	Drawn.
7 10	8 11	6 22	11 16	14 18	Hill and
22 17	15 8	17 10	26 23	23 14	Granger.

† In actual practice I have found this the strongest at this point.

- (1) 9 14, 18 9, 5 14, 26 23, 8 11, 22 18, 1 5, 18 9, 5 14, 25 22, 11 15, 30 25, 15 24, 28 19, 4 8, 22 18, 8 11, 18 9, 6 13, etc., draws.
- (2) 26 23, 8 11, *a*-30 26, 11 16, 28 24, etc., same as Paisley, game 40.
- (*a*) 22 17, 7 10, 17 13, 3 7, *31 26, 12 16, 19 12, 4 8, 12 3, 14 17, 21 14, 10 17, 3 10, 6 31, 13 6, 31 24, 28 19, 1 10, 20 24, 18 14, 2 7, 25 21, 24 28, 30 25, 11 15, 19 16, 15 18, etc., draws.—Atkinson.
- (3) 30 25, 5 9, 27 23, 7 11, 32 27, 11 18, 22 15, 13 22, *26 17, 12 16, 19 12, 10 26, 31 22, 8 11, 17 10, 6 15, *27 23, 1 6, *b*-21 17, 9 13, 23 18, 15 19, 17 14, 19 23, 18 15, 11 18, 22 15, 13 17, 25 21, etc., draws.
- (*b*) 22 18, etc., B. wins.

Game No. 10.—Bristol-Cross.

Showing another defense for Black.

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

† Mr. Wyllie favors this exchange, but if answered as in var. 1 it is insipid. It is, however, a good way to avoid the regular Cross, the same position being brought up by 11 15, 23 18, 15 19

- (1) 27 24, 7 10, 24 15, 10 19, 32 27, 3 7, 27 24, 7 10, 24 15, 10 19, 31 27, 2 7, 27 24, 7 10, 24 15, 10 19, 21 17, 12 16, etc., draws, but it is very tame draughts.
- (2) 9 13, *22 17, 13 22, 25 18, 5 9, 21 17, 7 10, 17 13, 10 14, 29 25, 14 23, 27 18, 3 7, 25 22, 7 10, 31 27, *8 11, etc., draws, but is weak for Black.—Freeman beat Heffner.
- (3) 7 10, 27 24, 5 9, 17 13, 3 7, 25 22, 14 18, 22 17, 1 5, 29 25, 12 16, 24 20, 8 12, 20 11, 7 16, 17 14, 10 17, 21 14, etc., W. wins.

—:o:—

Game No. 11.—Black Doctor.

This game arises from Laird and Lady, and from Old Fourteenth.

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

- (1) 3 7, 27 23, 6 10, 24 20, 4 8, 28 24, 1 6, a-32 28, 14 18, 23 14, 11 15, etc., draws.
- (a) 24 19, 14 18, 23 14, 11 15, 32 28, 15 24, 28 19, 8 11, 22 18, 17 22, etc., draws.
- (2) A snare; waiting for 11 15, 20 16, 15 24, 22 18, and W. wins.
- (3) 15 18, 26 22, 18 25, 29 22, 7 10, 14 7, 3 10, 22 18, 10 14, 18 9, 5 14, 19 15, etc., W. wins.
- (4) 29 25, 15 18, 32 27, 8 11, 26 23, 18 22, 25 18, 10 14, etc., draws.

Game No. 12.—White Doctor.

Growing out of Double Corner, Dundee or Paisley.

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

Drawn.

‡ The only sound draw. White must not try to hold the man too long or Black will surely win by position at the end.

- (1) α -22 18, 14 23, 27 18, 5 9, 21 17, 6 10, 29 25, 10 15, 19 10, 12 19, 10 6, 1 10, 18 15, 11 18, 17 14, 10 17, 25 22, 18 25, 30 5, 19 23, etc., draws.—Hill and Birkenshaw.
- (a) 29 25, 5 9, 31 26, etc., runs into trunk.
- (2) 16 12, 15 18, 22 15, 11 18, 26 22, 18 23, 22 17, 14 18, 17 13, 9 14, 13 9, 23 26, 30 23, 18 27, 25 22, 27 31, 22 17, 31 26, 17 10, 7 14, 24 19, etc., draws.
- (3) 26 22, 18 23, 22 17, 23 27, 16 12, 27 31, 17 13, 31 27, 13 6, 1 10 draws.

—:o:—

Game No. 13.—Centre.

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

‡ I consider this much the strongest reply at this point. It is adopted by many prominent exponents of the game.

§ Very strong, compelling the reply as above, or a weak game.

- (1) 6 10, 26 23, 10 17, 21 14, 2 6, 31 26, 12 16, 24 20, 7 11, 32 28, α -3 7, 26 22, 9 13, 22 17, 13 22, 30 26, etc. draws.
- (a) 9 13, 25 22 draws.
- (2) 12 16, 32 28, 16 20, 23 19, and if 18 23, 27 18, and White should win.
- (3) 30 26, 18 22, and B. wins.

Game No. 14.—Centre.

Another defense.

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

Robertson.

† 24 20 or 17 14 might be played here, but are not strong.

- (1) 26 22, 11 15, 28 24, 7 10, 30 26, 9 14, 24 20, 5 9, 17 13, 3 7, etc., draws.
- (2) 24 20, 9 14, 26 22, 6 10, 30 26, 12 16, 26 23, 1 6, 22 17, 5 9, a-27 24, 18 27, 32 23, 2 7, 25 22, 3 8, 22 18, 15 22, 24 19, etc., draws.
- (a) 32 28, 3 7, B. wins.
- (3) 17 14, 30 26, 31 22, 6 10, B. wins.
- (4) If 27 23, 17 22, 23 19, 22 26, 31 22, 30 26, 22 17, 26 23, B. wins.

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Game No. 15.—Cross.

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

- (1) 18 14, 9 18, 24 19, 15 24, 22 8, 4 18 draws, but is not strong.
- (2) 4 8, 30 26, a-9 13, 24 20, 15 19, 23 16, 12 19, 27 23, 8 12, etc., draws.
- (a) 15 19, 24 15, 10 19, 23 16, 12 19, 22 17, same as Dyke, game 26.
- (3) 7 10, 24 19, 15 24, 28 19 or 27 20 may be played, but the text move is preferred by eminent players.
- (4) 31 26, 1 6, 22 17, 11 15, 18 11, 14 18, 23 7, 16 30, 7 2, etc., draws.

Game No. 16.—Cross.

Another line for White, and the one most played.

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

† 9 14, 18 9, 5 14 makes what is known as "Cross-Choice." 15 19, 24 15, 10 19, same as game 10.

- (1) a-10 14, 23 19, 14 23, 19 10, 7 14, 26 19, 11 16, 19 15, 16 20, 24 19, 14 18, 32 27, 4 8, b-22 17, 9 13, 17 14, 6 9, 14 10, 9 14, 30 26, 2 6, 28 24, 5 9, 26 23, 13 17, 25 22, etc., draws.
—Campbell and Reed.
- (a) 3 8, 32 27, 15 19, 24 15, 10 19, 23 16, 12 19, 21 17, 11 16, etc., draws.
- (b) 15 11, 8 24, 22 15, 6 10, 15 6, 1 10, 28 19, 3 7, etc., B. wins.
- (2) 10 14, 19 10, 14 23, 26 19, 7 14, 19 15, 11 18, 22 15, 12 16, etc., draws.
- (3) 15 18, 26 22, 11 15, 17 13, 7 11, 22 17, 2 7, 32 27, 1 5, 24 20, etc., draws.
- (4) 8 11, 25 22, 11 15, 24 20, 15 24, 28 19, 7 11, 31 27, 3 7, etc., draws.
- :o:—

Game No. 17.—Denny.

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

- (1) 14 18, 23 14, 9 18, 17 14, 12 16, 21 17, 16 20, 25 21, 11 15, 29 25, etc., draws.
- (2) 10 14, 22 18, 14 17, 24 19, 6 10, 27 24, 1 6, 19 15, 10 19, 24 15, a-12 16, 15 10, 6 22, 13 9, 5 14, 23 18, 14 23, 26 3.—
Reed beat Barker.
- (a) 11 16 will draw.
- (3) 32 27, 9 14, 24 20, 15 24, 28 19, 11 15, 20 16, 15 24, 27 20, 12 19, 23 16, 8 12, 16 11, 14 18, 22 15, 10 19, 26 23, 19 26, 30 23, etc., draws.—Barker.
- (4) 11 16, 24 20, 15 24, 20 11, 8 15, 28 19, 15 24, 27 20, 10 15, etc., draws.

Game No. 18.—Denny.

Another defense, resembling Paisley, and often running into it.

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

* These moves should be made in the order given, and the man retained on 17 to prevent 1 6 being played, as otherwise Black obtains a strong attack. All the variations from the starred moves lead either to Bristol or Paisley.

‡ 7 10, 30 23, 11 16, etc. See game 41.

- (1) 11 15, 18 11, 8 15, 23 19, 6 10, 25 22, 9 13, 27 23, 4 8, etc., draws.—Freeman and Hinds.
- (2) 10 26, 31 22, 9 14, 29 25, 14 17, 19 15, 17 26, 15 10, etc., draws.
- (3) 10 14, 22 18, 14 17, a-18 15, etc., draws.
- (a) 31 26 also draws.
- (4) 7 10, 18 15, 14 17, 22 18, 17 21, 18 14, etc., W. wins.

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Game No. 19.—Defiance.**

To prevent the formation of the Fife and Whilter.

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

‡ A favorite move of all the the masters. See game 20.

- (1) 5 9, 22 18, 15 22, 25 18, 8 11, 19 15, 10 19, 24 8, 4 11, 28 24, etc., draws.
- (2) 11 15, 32 27, 15 24, 28 19, 1 5, 22 18, 14 17, 21 14, 10 17, 18 14, 2 6, 23 18, 17 22, 26 17, 13 22, 18 15, 7 11, etc., draws.—Wyllie and Martins.
- (3) 18 14, 17 22, 26 17, 13 22, 28 24, 2 6, 32 28, *12 16, 19 12, 6 10, 14 9, 5 14, 30 26, 11 15, 26 17, 14 21, 31 26, 10 14, etc., B. wins.—Yates beat Wyllie.

** The following is a good Defiance to the Double Corner: 9 14, 24 20, 11 15, 22 18, 15 22, 25 9, 5 14, 29 25, 8 11, 23 19, 11 15, 27 23, etc., draws.

Game No. 20.—Defiance.

Another line of play for Black.

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

‡ This makes an open game, easily understood by the novice. The chances for brilliant shots are few.

- (1) 7 11, 22 18, 15 22, 25 9, 5 14, 29 25, 11 15, 24 20, 15 24, 28 19, 8 11, etc., draws.
- (2) 8 11, 22 17, 11 15, 32 28, 15 24, 28 19, 7 11, 19 16, 12 19, 23 7, 2 11, 26 23, 3 8, 30 26, 8 12, 31 27, *6 9, 17 13, *1 6, 20 16, etc., draws.
- (3) 27 24, 6 9, 21 17, 7 10, 30 26, 10 15, 25 22, 12 16, 17 14, 1 5, 14 10, 16 19, 10 7, 19 28, etc., B. wins.—Yates beat Martins.

—:o:—

Game No. 21.—Double Corner.

9 14‡	4 8	7 11	10 19	8 11	18 27
22 18‡	25 22	27 24	24 15	17 10	17 10
5 9	8 11	16 20	6 10	11 15	2 6
24 19-1	22 18	32 28	15 6	10 6	10 7
11 15	11 16-2	20 27	1 10	9 14	27 31
18 11	29 25	31 24	18 15	6 1	Drawn.
8 24	3 8-3	11 16	10 19	15 18	Heffner and
28 19	25 22	19 15	22 17	21 17	Freeman.

‡ 24 20, 11 15, 22 18, 15 22, 25 9, 5 14, 29 25, 8 11, 23 19, etc., Defiance.

- (1) Best; but 25 22, 11 16, 29 25, a-8 11, 18 15, 11 18, 22 15, 10 19, 24 15, 16 20, 25 22, 7 10, 27 24, 20 27, 31 24, 10 19, 24 15, 9 13, etc., draws.
- (a) 16 19, 23 16, 14 23, 26 19, 8 11, 24 20, 9 14, etc., draws.—Hill and Granger.
- (2) 1 5, 29 25, 11 16, 27 24, 16 20, 32 28, 20 27, 31 24, 9 13, 18 9, 5 14, 25 22, 7 11, 24 20, etc., draws; 22 18 is not good.
- (3) 7 11, 21 17, 14 21, 18 15, 11 18, 23 5, 16 23, 26 19, 3 7, 25 22, 7 11, 27 23, 11 16, 31 26, 6 9, 32 28, 9 13, 22 18, 2 6, etc., draws.—Freeman and Hill.

Game No. 22.—Double Corner.

Another line.

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

† 24 20 is sometimes played, but it is not strong.

- (1) 22 17, 9 13, 18 9, 13 22, 26 17, 6 22, 30 26, 10 15, 26 17, 16 19, 23 16, 12 19, 29 25, 2 6, 17 14, 1 5, 25 22, 6 9, 14 10, 7 14, etc., draws, but Black for choice.
- (2) 17 13, 1 5, 29 25, 4 8, 25 22, 14 17, 21 14, 10 17, 27 24, 20 27, 31 24, 11 16, 24 20, 8 11, *32 27, 7 10, 27 24, 9 14, 18 9, 5 14, 22 18, 17 22, 26 17, 14 21, 30 26, etc., draws.—Hill and Bailey.
- (3) 18 15, 11 18, 23 14, 2 6, 27 23, 17 22, etc., draws.—Beattie and Hill.
- (4) 17 22, 19 15, 4 8, 15 10, 6 15, 14 9, etc., White has the best game.—Jordan.

—:o:—

Game No. 23.—Dundee.

Gives little scope for Black, as it often runs into the Bristol, Double Corner, Edinburgh, etc.

12 16†	11 16-2	5 9	16 20*	14 17*	19 26
24 20	20 11	31 27	23 16	21 14	30 23
8 12	7 16†	9 13	20 27	6 10	Drawn.
22 18	25 22	22 18*	32 23	14 7	
16 19-1	4 8	1 5	10 19	2 20	Played between
23 16	18 15	18 9	25 22*	23 16	Wyllie and
12 19	9 14	5 14	8 12	12 19	Yates
27 23*	29 25	27 24*	22 18	26 23	for the World's
					Championship.

† This is now a well-known form of the Bristol, as also are several of the variations here given.

- (1) a-9 13, 18 14, 10 17, 21 14, 6 10, 25 21, 10 17, 21 14, 1 6, 29 25, 6 10, 25 21, 10 17, 21 14, 16 19, 23 16, 12 19, 27 23, etc., draws.—Robertson.
- (a) 10 15, *25 22, *16 19, 23 16, 12 19, 27 23, 4 8, etc., draws.—Roberts and Jackson.

- (2) The following is frequently played, and is my choice: 4 8, 23 16, 8 12, 32 27, 12 19, 27 23, *b*-11 16, 20 11, 7 16, 18 15, *16 20, 23 16, 10 19, 16 11, 9 14, 31 27, 6 9, 25 22, 1 6, 27 23, *20 24, etc., draws.

- (b) Beware of 3 8, 23 16, 8 12, 21 17, 12 19, 18 14, etc., W. wins.

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Game No. 24.—Dundee.

A safe White defense.

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

† Strong and aggressive; Black in replying has but one alternative, 9 14. White's next move is also recommended.

- (1) 22 18, 8 12, 25 22, 4 8, 24 20, 16 19, 23 16, 12 19, same as Bristol.
- (2) The best, but 22 18, 3 8, 25 22, 16 19, 23 16, 12 19, 29 25, 9 14, 18 9, *b*-5 14, etc., draws.
- (b) 6 13, 27 23, 8 12, 23 16, 12 19, 32 27, 11 15, 20 16, 5 9, etc., draws, but is weak, as Freeman beat Heffner. Robertson shows a draw.
- (3) 9 14 is perhaps better, as it prevents 23 18, 9 14, 18 9, 5 14, 24 19, 16 23, 27 9, 6 13, 21 17, as Wyllie beat Bryden; but continue 1 6, 22 18, 13 22, 26 17, 11 15, etc., draws, as shown by F. Dunne.

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Game No. 25.—Dyke.

A beautiful game, bristling with subtle strategy.

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

† The Double Corner comes to the same position, thus: 9 14, 22 17, 11 15, 25 22, 15 19, etc.

- (1) Strongest; but *a*-29 25, 7 10, 25 21, 8 12, 27 24, 9 14, *22 17, 4 8, 32 27, 8 11, *26 22, *14 18, 27 23, 18 27, 22 18, 15 22, 24 8, *b*-12 16, etc., draws.—Gardner and Beattie.
- (a) 27 24, *c*-7 10, 32 27, 9 14, etc., draws.
- (b) Beware of 27 32, 17 14, 10 17, 21 14, 1 5, 28 24, 32 28, 14 9, 28 19, 9 2, 19 15, 2 6, 12 16, 31 27, 3 12, 13 9, 5 14, 30 26, W. wins.—Schaefer beat Coakley.
- (c) Beware of 8 11, 22 18, 15 22, 24 8, etc., W. wins.
- (2) 32 27, 4 8, 18 15, 9 14, 29 25, 14 17, 25 21, 10 14, *13 9, 6 13, 27 24, 8 12, *31 27, 17 22, 26 10, 19 26, 24 20, etc., draws.—Richmond and Smith, 1886.

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Game No. 26.—Dyke.

Another line more commonly played.

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

- (1) 7 10, 27 24, 8 12, 24 15, 10 19, 29 25, 4 8, 31 27, 9 14, 17 10, 6 15, 21 17, etc., draws.
- (2) 22 18, 9 14, 18 9, 6 22, 26 17, 11 15, 30 26, 4 8, 29 25, 5 9, 25 22, 8 12, 17 13, 1 6, 27 23, 3 8, 23 16, 12 19, 32 27, 8 12, etc., draws.
- (3) 27 23, *6 10, 23 16, 11 20, 22 18, 9 14, 18 9, 5 14, 29 25, 4 8, etc., draws.—Schaefer and Wyllie.
- (4) 9 14, 18 9, 6 22, 25 18, 2 6, 29 25, 6 10, 18 15, 11 18, 27 23, 18 27, 31 6, 1 10, 21 17, 10 14, etc., draws.—Clark and Stowe.
- (5) 16 20, 23 16, 12 19, *a*-31 27, 3 8, 18 15, 6 10, 15 6, 2 18 draws.—Yates and Martins.
- (a) Beware of 32 27, 3 8, 27 23, 20 24, 23 16, 24 27, 31 24, 7 10, B. wins.
- (6) 1 6, 27 24, 7 10, 14 7, 3 10, 24 15, 10 19, *25 22, 6 10, 18 15, 2 6, etc., draws.
- (7) If 27 23, 19 24, 28 19, 20 24, get a king, and B. wins.

Game No. 27.—Edinburgh.

The novice should avoid this opening; it is not strong.

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

- (1) 12 16 or 11 16, followed by 24 20, are not good for Black.
- (2) 6 9, 25 22, *11 15, 18 11, 8 15, 23 18, 7 11, 27 23, 3 7, 30 25, etc., draws.—Martins and Wyllie.
- (3) α -18 14, 10 17, 21 14, *15 19, 24 15, 11 25, 30 21, 8 11, 29 25, 11 15, etc., draws.
- (a) *21 17, 11 16, 18 11, 8 15, 24 19, 15 24, 27 11, 7 16, 23 18, 2 7, 29 25, 10 14, 17 10, 7 23, 26 19, 16 23, 31 26, 23 27, etc., draws.—Heffner and Barker.
- (4) 26 23, 2 7, 30 26, 1 5, 32 27, 10 14, 19 15, 11 16, 15 11, 16 19, 11 2, 3 8, 23 16, 14 32, 2 7, 12 19, 7 3, *8 12, 3 7, 20 24, etc., B. wins.
- (5) 11 16, 19 15, 3 8, etc., W. wins.

—:o:—

Game No. 28.—Edinburgh.

Another line for Black.

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

- (1) 24 20, 11 15, 22 17, 13 22, 25 11, 8 15, etc., is a good "defiance" for White.
- (2) A nice trap comes from 18 14, 15 19, 24 15, 11 18, 23 19, 8 11, 28 24, 11 16, 26 23, 6 9, 31 26, 1 6, α -26 22, 4 8, 22 15, 9 18, 23 14, etc., B. wins.

- (a) *14 10, 6 15, 23 14, 9 18, 19 10, 7 14, 26 22, 2 6, etc.—Strickland beat Wyllie.
- (3) 27 23, 11 16, 24 19, 15 24, 28 19, 8 11, 23 18, 16 23, 26 19, 11 16, 31 26, 16 23, 26 19, 4 8, 32 27, 8 11, etc., draws.—J. Lees.
- (4) †31 26, 4 8, *21 17, b-12 16, 25 21, 8 12, 17 14, 10 17, 21 14, 6 10, 14 7, 2 11, 18 14, etc., and White has much the better game.—J. Hill.
- (b) 6 9, 25 21, 1 5, 17 14, 10 17, 21 14, 8 11, 14 10, 9 14, 18 9, 5 14, etc., draws.—J. Hill.

† This appears stronger than 30 26 as played by Heffner and Freeman.

—:o:—

Game No. 29.—Fife.

I consider this the best defense to the Fife.

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

(1)

8 11	28 19	8 11	16 7	16 20	11 7
27 23	7 10	29 25	2 11	24 19	26 19
4 8	25 22	11 15	31 27*	22 25*	7 2
32 27	11 15	25 22*	11 16	19 16	19 16
10 14-a	22 17*	3 8	22 18*	25 30	2 18
24 19	15 24	20 16	15 22	16 11*	Drawn.
15 24	27 20	8 11*	27 24	30 26	Anderson.

- (a) 15 19, 23 16, 11 20, *24 19, 8 11, 25 22, 11 15, 19 16, 10 14, 22 17, 14 18, 17 14, 18 22, 14 9, 15 19, *21 17, 7 10, 16 12, 10 14, 17 10, etc., draws.—Schaefer.
- (2) 8 11, 27 23, 11 15, *23 19, 4 8, 31 26, 15 18, 22 15, 7 11, 24 20, 11 18, 19 16, 2 7, 28 24, 8 11, 26 23, 18 27, 32 23, 11 15, 16 11, 7 16, 20 11, 10 14, 23 19, 15 18, 19 16, 18 23, *11 7, etc., draws.
- (3) A tricky move here is 7 10, *31 26, *11 16, *26 23, 16 20, 24 19, 4 8, *19 16, 8 11, etc., draws.
- (4) 21 17, 10 15, 26 22, 8 12, 27 23, etc., draws easily.
- (5) If 2 7, 22 18, 15 22, 23 18, etc., draws.

Game No. 30.—Fife.

Another line of defense much played.

11 15	15 24	3 8-3	8 24	16 19	14 23
23 19	28 19	18 14	32 28	23 16	28 24
9 14	13 22	10 17	24 27	1 6	23 27
22 17	25 9	21 14	31 24	16 11	24 20
5 9	6 13	13 17-4	12 16	6 9	Drawn.
26 23 [†] -1	29 25	27 23	14 10	20 16	Martins
9 13	8 11	11 16	7 14	17 22	and
24 20	23 18*-2	20 11	24 20	25 18	Robertson.

† This is a favorite defense of many eminent players, but I consider taking the man, as in game 29, preferable for the novice.

- (1) 17 13, 14 18, 21 17, 9 14, 25 21, *7 11, 30 25, 3 7, 26 23, 11 16, 13 9, 6 22, 24 20, etc., draws.
- (2) 25 22, 4 8, 27 24, 11 15, 23 18, 8 11, 32 28, 1 5, 21 17, 10 14, 17 10, 7 23, 19 10, 23 27, 24 19, 27 32, 22 18, 13 17, 30 26, 17 21, etc., draws.—Yates and Martins.
- (3) 13 17, 21 14, 10 17, 31 26, 11 16, 20 11, 7 23, 26 19, 17 22, 25 21, 4 8, 27 24, 8 11, 24 20, 3 7, 19 15, 11 16, 20 11, 7 16, 21 17, etc., draws.
- (4) 11 16, 20 11, 8 24, 27 20, 4 8, 25 22, 8 11, 31 27, 1 5, 22 18, etc., draws.

—:o:—

Game No. 31.—Glasgow.

A good and safe defense for White, and, though the ending looks complicated, it is all in favor of the second player.

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

- (1) 3 8, 11 7, 2 11, 26 23, 11 15, 31 27, 15 19, 23 16, 12 19, 17 14, etc., draws.
- (2) If 9 14, see game 32, and if 10 15, 17 13, 2 7, *21 17, a-7 10, 20 16, 19 23, 26 19, 15 24, 22 18, 12 19, 17 14, 10 17, 25 22, 17 26, 30 16, etc., draws.
- (a) 8 11, 26 23, 19 26, 30 23, 7 10, 32 28, 9 14, 25 21, 5 9, 28 24, 11 16, 20 11, 15 19 draws.

- (3) 17 14, 9 18, 22 15, 10 19, 32 28, 6 10, 25 22, 8 11, *22 18, b-10 14, 18 9, 5 14, 26 23 draws.
- (b) c-5 9, 26 23, 19 26, 28 19, 2 6, 31 22, 10 15, 19 10, 6 15, 21 17, 9 13, 17 14, etc., draws.
- (c) 10 15, 26 23, 15 22, 23 7, 2 11, 28 19, 1 6, 21 17, 6 10, 17 13, 11 15, 30 26, etc., draws.
- (4) If 32 28, 21 17, 14 21, 27 24, 28 19, 23 7, etc., W. wins.
- (5) 26 22, 32 28, 22 17, 28 24, 18 15, 10 26, etc., draws.

The third variation is more commonly played, the ending containing many pitfalls for the novice.

—:O:—

Game No. 32.—Glasgow.

Another line of attack.

11 15	27 11	4 8	32 28	15 19	26 23	
23 19	7 16	26 23*-2	15 24	17 13	32 27	
8 11	20 11	19 26	28 19	1 6	23 19	
22 17	3 7-1	30 23	10 15	25 22	14 18	
9 14	28 24	8 11	19 10	19 24	17 14	
25 22	7 16	23 19*	6 15	22 17	10 17	
11 16	24 20	5 9	13 6	24 28	21 14	
24 20	16 19	17 13	1 10	31 26		
16 23	29 25	11 15	$\left. \begin{array}{l} 3 \\ 4 \end{array} \right\}$	22 17	28 32	Drawn.

- (1) 3 8, 11 7, 2 11, 22 18, 14 23, 26 19, a-5 9, 30 26, 11 15, 28 24, 9 14, 26 23, 8 11, 31 26, etc., draws.—F. Dunne.
- (a) If 11 15, 17 14, etc., W. wins.
- (2) 22 18, 14 23, 17 14, 10 17, 21 14, 6 9, 14 10, 9 14, 25 22, 5 9, 22 18, 19 24, 26 19, 14 23, 19 15 is a more popular line, but not so easy to draw.
- (3) 10 15, 19 10, 6 15, 13 6, 1 10, *22 17, 12 16, 17 13, 2 6, 25 22, 16 19, 32 27, 19 24, 27 23, 24 28, 31 27 draws.—Dunne's improvement of Reed-Campbell match game.
- (4) 2 7, 32 28, b-11 15, 20 16, 15 24, 28 19, 1 5, 22 17, 14 18, 31 27, 9 14, 27 24, c-5 9, 24 20, 18 22, 25 18, 14 23, 16 11, etc., W. wins.
- (b) 1 5 draws.
- (c) 18 23, 16 11, 7 16, 24 20, W. wins.

Game No. 33.—Kelso.

A safe defense for White.

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

† If 6 10, to prevent 21 17, White may move 18 14, and draw easily.

§ 24 19, either here or earlier, is not so strong as the text move.

- (1) **21 17, 4 8, 17 13, 9 14, 29 25, 8 11, *24 20, 6 10, *28 24, 1 6, *32 28, 3 8, α -*24 19, 15 24, 28 19, 11 15, 19 16, 12 19, 23 16, *7 11, 16 7, 2 11, *27 23, 14 17, W. wins.—W. Taylor.
- (a) *23 19, 15 18, 19 15, 10 19, 24 15, 7 10, 27 24, 10 19, 24 15, 18 23, 26 19, 11 18, 19 15, 18 23, 28 24, 2 7, 25 22, *23 27, 30 25, 14 17, 22 18, 27 32, 18 14, 32 28, etc., B. wins.
- (2) 9 13, 25 22, 4 8, 23 18, 8 11, 27 23, 6 9, 24 20, 1 6, 28 24, 6 10, 32 28, 9 14, etc., draws.
- (3) If 6 10, 23 18, β -7 11, 24 19, 15 24, 28 19, etc., draws.
- (b) If 8 11, same as trunk.

** This move is very strong; 9 13, 30 25, 13 22, 25 8, seems to be the only satisfactory reply.

—:O:—

Game No. 34.—Kelso.

Another defense formed by White.

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

- (1) 23 18, α -12 16, 21 17, 16 20, 17 13, 7 10, 26 23, 8 12, 24 19, 15 24, 28 19, 11 16, 25 21, 9 14, 18 9, 5 14, 22 18, 1 5, 18 9, 5 14, etc., draws.

- (a) 7 10, 26 23, 10 14, 24 19, 15 24, 28 19, 11 16, 22 17, 16 20, 17 10, 6 24, etc., draws.
- (2) 25 21, 7 10, 26 22, 3 7, *b*-22 17, 7 11, 30 26, 4 8, 26 22, 11 15, 23 18, 15 24, 18 9, 1 5, etc., B. wins.—Hill and Tescheleit.
- (b) 22 18, 14 17, 21 14, 10 17, 28 24, 4 8, 31 26, 6 9, 13 6, 1 10, *c*-18 14, 2 6, 23 18, 16 23, 26 19, 17 22, etc., B. wins.
- (c) If 18 15, 2 6, 30 25, 17 21, 26 22, etc., and Black wins; but 25 22, 7 11, 22 18, etc., draws.
- (3) 25 22, 1 5, 22 18, 7 11, 26 22, 10 14, etc., B. wins.—J. Hill.
- (4) 9 5, 6 9, 13 6, 1 17, *d*-18 15, 2 7, 5 1, 7 11, 15 10, 11 15, 10 7, 8 12, 7 3, 15 19, B. wins.
- (d) 18 14 looks like a draw.

—:o:—

Game No. 35.—Laird and Lady.

- | | | | | | |
|-------|--------|-----------|---------|-------|-----------|
| 11 15 | 15 18 | 4 11 | 5 9 | 6 10 | 13 17 |
| 23 19 | 24 20 | { 1 19 16 | 25 22 | 15 6 | 22 13 |
| 8 11 | 6 10 | | 2 12 19 | 9 14 | 1 10 |
| 22 17 | 27*24 | { 3 24 8 | 29 25 | 25 22 | 20 16 |
| 9 13† | 10 17 | | 3 12 | 2 6 | 10 15 |
| 17 14 | 26 22* | 28 24*-4 | 19 15 | 32 27 | Drawn. |
| 10 17 | 17 26 | 7 11 | 11 18 | 14 18 | Reed and |
| 21 14 | 31 8 | 24 19 | 22 15 | 30 25 | Campbell. |
- (1) 4 8, 27 23, 18 27, 32 23, 6 10, 25 21, 10 17, 21 14, 2 6, 29 25, 6 10, 25 21, etc., draws.
- (2) 3 8, *19 15, 6 10, 15 6, 1 17, 25 22, 18 25, 30 14, 11 15, 29 25, 15 18, 27 23, 18 27, 32 23, 12 16, 20 11, 8 15, etc., draws.—Jackson and Smith.
- (3) 6 9, 28 24, 4 8, 32 28, *1 6, 26 22, 18 23, 27 18, 6 10, 31 26, etc., draws.
- (4) 25 22, *1 6, 22 18, 6 10, 28 24, 7 11, 24 19, 10 14, 18 9, 5 14, 29 25, 2 6, etc., draws.

—:o:—

Game No. 36.—Laird and Lady.

Another line formed by White.

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

† I consider this preferable to 26 23 at this stage.

(1)

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

- (2) If 6 9, 15 10, *17 22, 27 24, 18 27, 25 18, 27 32, 29 25, c-12 16, 19 12, 13 17, 24 19, etc., draws, but White for choice.
- (a) Beware of 11 16, 26 22, 16 23, 15 10, 6 15, 25 21, 18 25, 27 4, W. wins; but 13 17, 28 24, 11 16, 26 23, 16 20, 15 10, 6 15, 19 10, 17 21, 31 26, etc., draws.
- (b) d-13 17, 26 23, 2 6, 23 18, 11 16, 27 23, 17 21, 32 27, 7 10, 14 7, 3 10, 18 15, 16 20, 23 18, 5 9, 31 26, 9 13, 26 23, 12 16, etc., draws.
- (c) If 32 27, 25 22, 27 23, 31 26, 23 16, 26 23, etc., W. wins.
- (d) e-11 16, 27 23, 13 17, 28 24, 16 20, 23 18, 20 27, 32 23, 8 11, 19 15, etc., draws.
- (e) 2 6, 29 25, 6 9, 26 23, 9 18, 23 14, 13 17, 25 22, 17 26, 31 22, 7 10, etc., draws.

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Game No. 37.—Maid of the Mill.

A game but little practiced. Black can avoid it by 15 19 at second move; and White, by 23 19 or 17 14 at fourth move.

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

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

Game No. 39.—Old Fourteenth.

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

† The best for White, as 32 28 leads to an intricate ending, slightly in favor of Black.

§ I strongly recommend this ending, for Black is sure to regain the man, with best position.

- (1) 3 8, 23 14, 9 18, 21 17, 18 22, 25 18, 15 22, 30 25, 6 9, 13 6, 2 9, 25 18, 9 13, 17 14, 10 17, 32 28, 17 22, 19 16, 12 19, 24 15, etc., draws.—Zanoni.
- (2) 9 13, 22 17, 13 22, 20 16, 11 20, 21 17, 14 21, 23 14, 10 17, 25 2, W. wins.
- (3) If 17 13, *14 17, 21 14, 9 18, 23 14, 10 17, 32 28, 17 21, 19 16, etc., B. wins.
- (4) My choice here, but 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, 22 26, 20 16, 7 10, 14 7, 3 10 draws.
- (5) 12 8, 3 12, 19 15 also draws.

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Game No. 40.—Old Fourteenth.

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

- (1) 15 18, 22 15, 11 18, 17 13, 7 11, 24 20, 2 7, 28 24, 10 14, etc., draws, but is weak.
- (2) 17 14, 10 17, 19 10, 7 14, etc., same as "Black Doctor," game 11.

- (3) 15 18, 23 14, 11 15, 30 25, 8 11, 26 23, 6 9, 23 18, etc., draws, but is not strong.
- (4) 2 6, *24 20, 15 24, 28 19, *6 9, 30 26, 11 15, 32 28, 15 24, 28 19, 8 11, 19 16, etc., draws.
- (5) If 6 9, 32 27, 2 6, *22 18, etc., W. wins.
- (6) 13 17, 21 14, 10 17, 19 16, etc., draws.

NOTE. —I would advise a beginner to select some other opening than this as an attacking game, because all the defenses are now so well known that the chances for winning are very few. The Kelso, Double Corner and Bristol are equally as strong, and your opponent cannot conveniently prevent you from forming these openings; while in reply to 11 15 he can answer with a choice of six games, with which he may be more familiar than you.

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Game No. 41.—Paisley.

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

‡ Very essential here; as, if 25 22, 16 20, 30 25, 7 10, 28 24, 3 7, 22 17, 11 15, 18 11, 7 16, and Black obtains a strong attack.

- (1) Beware of 22 17, 4 8, 17 14, 6 24, 28 19, *7 10, 26 22, 10 14, 19 15, 16 19, 23 16, 14 23, 27 18, 12 19, 15 11, etc., B. wins.
- (2) 4 8, 32 28, a-9 13, 18 9, *13 22, 25 18, 5 14, 18 9, 6 13, 19 15, 10 19, 24 15, 16 19 draws.
- (a) 2 7, 25 22, 8 11, 29 25, 10 15, 19 10, 6 15, 17 10, 7 14, 24 19, 15 24, 28 19, 9 13, 18 9, 5 14, 19 15, 11 18, 22 15, 16 19, 23 16, 12 19, 15 11, 1 6, 25 22, 6 10, 27 23, 19 24, 22 18, *24 27, 18 9, 10 14, 31 24, 20 27, etc., draws.
- (3) b-21 17, 13 22, 26 17, 2 6, 18 15, 4 8, 29 25, 5 9, 17 13, 9 14, 25 21, 3 7, etc., B. wins.—Wyllie.
- (b) If 32 28, 10 14, 18 9, 5 14, 19 15, 1 6, 26 22, 3 7, 22 18, 7 10, 18 9, 10 26, 31 22, 6 10, B. wins.

Game No. 42.—Paisley.

Another line.

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

† Played to prevent 18 14, which gives White an easy game. See game 7.

§ By keeping the man on 17, White can avoid this strong move.

- (1) 9 14, 18 9, 5 14, 26 22, 16 20, 22 17, 4 8, *30 26, 11 15, 25 22, 15 24, 28 19, 8 11, 22 18, 11 15, 18 11, 7 16, *26 22, 3 8, 17 13, 8 11, 22 18, 1 5, etc., draws.
- (2) 30 25, 11 16, 26 22, 8 11, α -18 15, 11 18, 22 6, 1 10, etc. See game 18.
- (α) 17 13, 14 17, 13 6, 17 26, 31 22, 2 9, 22 17, *10 14, 17 10, 7 14, 25 22, 9 13, 18 9, 5 14, 29 25, 1 5, 19 15, 11 18, 22 15, 16 19, 23 16, 12 28, 15 10, 3 8, etc., draws.
- (3) If 24 19, 9 14, 18 9, 5 14, 22 18, 17 21, 18 9, 11 18, 23 14, etc., B. wins.

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Game No. 43.—Second Double Corner.

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

- (1) 8 11, 22 17, 11 16, 17 13, 4 8, 25 22, 8 11, 22 17, 16 20, 30 26, 11 15, 18 11, 7 16, 26 22, α -2 7, 22 18, 7 11, 18 15, 11 18, 29 25, *3 8, 32 28, 18 22, 25 18, 8 11, 28 24, 10 15, 17 10, etc., draws.
- (α) If 3 8, W. wins.
- (2) 3 7, 22 17, 11 15, 18 11, 8 15, 25 22, 9 13, 22 18, 13 22, *18 11, 7 16, *30 26, b -14 18, 26 17, 18 27, 32 23, 16 20, etc., draws.
- (b) 6 9, 26 17, 9 13, 24 20, etc., draws.
- (3) 8 11, *17 13, 3 7, 25 22, 11 15, 18 11, 7 16, 29 25, c -4 8, 22 18, 8 11, 25 22, 10 15, 19 10, 6 15, 13 6, 2 9, 22 17, 15 22, 17 10, 22 25, 10 7, 25 29, 7 3, etc., W. wins.

- (c) 2 7, 22 18, 1 5, *30 26, 4 8, 32 28, 8 11, 25 22, 14 17, etc.,
W. wins.—C. H. Freeman.

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Game No. 44.—Second Double Corner.

Another defense. A remarkable game.

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

- (1) 9 14, 18 9, 5 14, 25 22, 11 15, 32 28, 15 24, 28 19, 4 8, 22 18, 8 11, 18 9, 6 13, 29 25, 11 15, 27 24, 7 11, 25 22, 11 16, *21 17, 16 20, 31 27, a-3 8, *17 14, 10 17, 19 10, *12 16, 24 19, 8 12, 19 15, etc., draws.
- (a) 2 7, 30 25, etc., W. wins.
- (2) *10 14, 25 22, 11 16, 22 17, 9 13, 17 10, 6 22, 26 17, 13 22, 31 26, 5 9, 26 17, *9 14, 17 10, 7 14, 29 25, 4 8, 25 22, 2 6, *30 26, 8 11, 22 18, 11 15, 18 11, etc., draws.
- (3) My choice here, but 25 22, 4 8, 29 25, 10 14, *27 24, 16 20, 31 27, 7 10, *32 28, 3 7, 18 15, b-9 13, 19 16 draws.
- (b) If 14 18, 23 14, 9 18, 26 23, 7 11, 23 7, 11 18, etc., draws.
- (4) 24 19, 2 6, 29 25, 20 24, 27 20, 11 15, 18 11, 9 27, B. wins.
- (5) If 25 21, 5 9, 14 5, 7 11, 18 14, 11 15, 14 7, 15 31, a neat trap, and Black wins.

NOTE.—I recommend the second variation to a novice, as White *must* respond as here given.

—:0:—

Game No. 45.—Single Corner.

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

† Best, as it avoids the intricate play arising from 29 25, 9 13, etc.

- (1) 6 9, 26 23, 9 18, 23 14, 1 6, 31 26, 8 11, 24 19, 16 23, 27 18, 3 8, 29 25, 11 15, 18 11, 8 15, 26 23, 4 8, 28 24, 8 12, etc., draws.—Freeman and Heffner.
- (2) 16 20, 21 14, 8 11, 24 19, 1 6, 26 22, 6 10, *31 26, 10 17, 22 13, 4 8, 27 23, 8 12, 23 18, 2 6, 19 15, *3 8, 26 23, 12 16, 32 27, *a*-5 9, 28 24, etc., draws.
- (a) If 7 10, 13 9, etc., W. wins.
- (3) 1 6, 21 14, 8 11, 27 23, 16 20, 23 18, etc., draws.—Strickland.
- (4) 5 9, 17 13, 1 6, 27 23, 9 14, 31 26, 16 20, 23 19, etc., draws.

—:o:—

Game No. 46.—Single Corner.

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

† 10 15, 18 11, 8 15, 21 17, 4 8, 17 13, 9 14, etc., same as Kelso, game 33, var. 2.

- (1) 8 11, 29 25, 4 8, 24 20, 10 15, 25 22, 12 16, *21 17, 8 12, etc., draws.
- (2) 24 19, 16 20, 26 22, 9 13, 28 24, 5 9, 29 25, 8 12, 32 28, 10 14, *30 26, 4 8, 18 15, 7 10, 19 16, 12 19, 23 16, 10 19, 24 15, 8 11, 15 8, 3 19, 27 24, 20 27, 31 15, 2 7, 26 23, 1 5, *a*-22 18, 13 17, 15 11, 7 16, 18 15 draws.—Freeman and Wylie.
- (a) If 23 19, 14 18, 19 16, 18 23, etc., B. wins, gaining the man on 22.
- (3) A pretty trap arises from 32 28, *b*-1 6, 16 12, 11 16, 24 19, 8 11, 19 15, 10 19, 22 17, 6 10, W. wins.
- (b) 8 12, 22 17, 12 19, 24 8, 3 12, 18 15, W. wins. But 9 13, instead of 1 6, looks like a Black win.

Game No. 47.—Souter.

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

- (1) 27 23, a-4 8, 22 17, 14 18, 23 14, 9 18, 26 23, 18 27, 32 23, 12 16, 19 12, 15 19, etc., draws.—Strickland.
- (a) 14 18, 23 14, 9 25, 29 22, 4 8, etc., draws.
- (2) 22 17, *14 18, 26 23, 4 8, 23 14, 9 18, 17 14, 10 17, 21 14, 6 10, 14 9, 5 14, 13 9, 18 23, 27 18, 15 22, 9 6, 14 17, 6 2, 10 15, 19 10, 7 14, *24 19, 17 21, 28 24, 14 18, 24 20 draws.—Wyllie.
- (3) 5 9, 23 18, 8 11, 20 16, 11 27, 18 2, 27 32, 2 7, 10 14, 7 11, 32 28, 19 15, 14 18, 22 17, 28 24, *25 21, *24 20, *17 14, 18 23, 14 5, 6 9, etc., draws.—E. Mee and J. Brown.
- (4) 7 11, 23 18, 14 23, 31 26, 5 14, 26 10, 14 18, 22 15, 11 18, 25 22, etc., draws.
- (5) 7 11, *31 26, 3 7, 25 21, 15 19, 24 15, 11 25, 9 6, 1 17, 21 14, 8 11, 30 21, etc., draws.

—:o:—

Game No. 48.—Souter.

Another defense, strong for White.

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

‡ Black may prevent this move by playing 8 11 before 6 9. I consider this defense very good for White.

- (1) 9 13, 24 20, 15 24, 28 19, 13 22, 25 9, 5 14, 29 25, 8 11, 25 22, 11 15, 32 28, 15 24, 28 19, 7 11, 19 16, 12 19, 23 7, 2 11, 26 23, 4 8, *30 26, a-3 7, 22 17, 1 5, etc., draws.—C. F. Barker.

- (a) If 11 15, *20 16, 15 19, 16 12, 19 24, 22 18, 1 5, 18 9, 5 14, 26 22, 10 15, 22 17, 15 18, 17 10, 18 27, 10 7, 3 10, 12 3, 10 14, 3 7, 14 18, W. wins.—Barker beat Reed.
- (2) *b*-15 18, 32 27, 2 6, 25 22, 18 25, 29 22, 7 11, 24 20, 11 15, 20 16, 15 24, 28 19, 3 7, 19 15, etc., W. wins.—Anderson.
- (b) 2 6, 26 22, 14 18, etc., W. wins.
- (3) 11 16, 24 20, 15 24, 20 11, 7 16, 28 19, 4 8, 17 13, *c*-2 6, 22 17, 8 11, 25 22, 16 20, 30 26, 20 24, 29 25, 11 16, *d*-19 15, 10 19, 17 10, 6 15, 13 6, 1 10, 23 18, White for choice.
- (c) 8 11, 13 6, 2 9, 22 18, 9 13, 18 9, 5 14, 25 22, 3 7, 22 18, etc., draws.
- (d) If 22 18, 10 15, etc., draws.—J. H. Strudwick.

—:o:—

Game No. 49.—Switcher.

A finely played game.

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

- (1) 9 14, 25 21, 15 19, 24 15, 10 19, 23 16, 12 19, 17 10, 6 15, 21 17, etc., draws. See game 25.
- (2) 15 18 *a*-29 25, 18 22, 25 18, 10 15, 24 19, 15 22, 27 24, 11 15, 19 10, 5 9, 14 5, 7 21, *24 19, 22 25, 32 27, 25 29, 31 26, 4 8, 28 24, 2 6, 24 20, 29 25, 23 18, 8 11, 27 23, 6 9, 19 15, 9 14, 15 8, 14 17, 26 22, 17 26, 20 16 draws.—Martins and Wyllie.
- (a) 24 20, *b*-2 6, 28 24, 4 8, 29 25, 10 15, 25 21, 18 22, 14 10, 7 14, 17 10, 22 25, etc., draws.
- (b) Beginners, beware of 4 8, 29 25, 11 15, 30 26, 2 6, 28 24, 6 9, 24 19, 15 24, 20 16, 12 19, 27 20, 18 27, 31 6, 1 10, 26 22, W. wins.—Wyllie's famous stroke.
- (3) 2 6, 24 19, 15 24, 28 19, 11 15, 27 24, 15 18, *31 26, 18 27, 32 23, 6 9, 23 18, 9 13, 25 22, 1 6, 24 20, 6 9, 26 23, 7 11, 14 7, 3 10, 30 26 draws.

Game No. 50.—Switcher.

Another line formed by White.

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

- (1) 6 9, 23 18, 8 11, 26 23, 9 14, 18 9, 5 14, 24 20, *a*-15 19, 23 16, 12 19, 27 24, *b*-*19 23, 31 27, 23 26, 30 23, 1 6, 24 19, 11 15, 28 24, 15 18, 22 15, 13 22, 15 11, etc., draws.—Beattie and Horsfall.
- (a) 1 5, 28 24, 4 8, 30 26, 5 9, 32 28, 2 6, 23 19, 14 18, 17 14, 18 25, 14 5, 25 30, 26 23, 15 18, 23 14, 10 17, 21 14, 6 9, 5 1, W. wins.
- (b) 11 15, 22 18, 14 23, 31 27, 13 22, 27 11, 7 16, 24 6, W. wins. W. J. Wray.
- (2) 24 19, 15 24, 28 19, 11 15, 17 14, 15 24, *27 20, 10 17, 21 14, 6 10, 29 25, 10 17, 25 21, 2 6, 21 14, 6 10, etc., draws; an easy line for White.

—:o:—

Game No. 51.—Whilter.

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

- (1) 16 20, 30 26, 2 7, *23 18, 14 30, 19 16, 12 19, 31 26, 30 23, 27 2, 20 27, 32 16, 6 9, 28 24, 3 7, 2 11, 8 15, 16 11, 1 6, 24 20, 9 13, 11 7, 15 19, 7 3, 6 9, etc., draws.—Gardner and Dunne.

- (2) If 16 20, 30 26, 2 7, *21 17, 14 21, 29 25, 21 30, 19 16, etc., White for choice.
- (3) 7 11, *a*-24 20, 15 24, 28 19, 11 15, 20 11, 15 24, 27 20, 8 15, *b*-31 27, 15 18, etc., draws.—Heffner and Barker.
- (*a*) 31 26, 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, 20 27, 2 7, 8 11, 7 16, 14 18, etc., draws.
- (*b*) Better than 30 26, 4 8, 20 16, etc., draws.
- (4) 4 8, 25 22, 16 20, 23 18, 14 23, 27 18, 20 27, 32 23, 15 24, 28 19, 11 16, 17 14, etc., draws.
- (5) 16 12, 22 25, 12 8, 11 15, 8 3, 9 14, *23 19, 25 29, 19 16, etc., draws.
- (6) 11 15, 18 11, 9 18, 30 21, 18 22, 21 17, 22 26, 24 19, 26 30, 28 24, 30 26, 27 23, 20 27, 16 12, 7 16, 12 8, W. wins.—“Martins’ shot.”

—:o:—

Game No. 52.—Whilter.

Another line of attack.

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

‡ Decidedly the best at this stage.

§ It is always a good rule in the Whilter to move 30 26 whenever Black moves 16 20 so early in the game.

- (1) 22 17, 11 16, 26 23, 8 11, *a*-17 14, 9 18, 23 7, 16 23, 27 18, 15 22, 25 18, 3 10, 29 25, 6 9, 25 22, 9 14, etc., draws.
- (*a*) If 17 13, 24 20 or 31 26, B. wins.
- (2) 8 11, 29 25, 9 14, 24 20, 15 24, 28 19, 6 9, 17 13, 14 17, 13 6, etc., W. wins.
- (3) 7 11, 19 16, 12 19, 23 7, 2 11, *29 25, 11 16, 17 14, *10 17, 22 13, *b*-9 14, 26 23, 15 19, 24 15, 6 9, 13 6, 1 26, 31 22, etc., W. wins.

- (b) 8 11, 21 17, 4 8, 26 23, 6 10, 13 6, 15 19, 24 15, 10 26, 31 22, 1 10, 22 18, 10 15, 18 14, 15 18, 17 13, 11 15, 14 10, W. wins.
- (4) 9 14, 29 25, 6 9, 17 13, 1 6, 22 17, 14-18, 24 19, 15 24, 28 19, 11 15, 32 28, 15 24, 28 19, 20 24, 27 20, 18 23, 26 22, 23 26, 22 18, 26 30, 16 12, 7 11, 12 8, 9 14, 18 9, 5 14, *8 3, 11 15, 19 16, 15 19, 3 7, W. wins.—Anderson.

—:o:—

Game No. 53.—Will o' the Wisp.

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

- (1) 10 14, 18 9, 5 14, 27 23, 8 11, 26 22, 6 10, 22 18, 14 17, 21 14, 10 17, 18 14, 1 5, 29 25, 2 6, 31 26, 17 21, 25 22, 6 10, 24 20, 10 17, 32 27, 4 8, 23 18, 7 10, 27 23, 5 9, 19 16, etc., draws.
- (2) 7 11, 30 25, 3 7, 27 23, 13 17, 21 14, 10 17, 25 22, 17 21, 22 17, 5 9, 17 13, etc., draws.
- (3) 10 15, 18 11, 7 23, 27 18, a-8 11, 24 19, 6 10, 29 25, 5 9, 25 22, 10 14, 26 23, etc., draws.
- (a) 12 16, 29 25, 8 11, 25 22, 16 20, 24 19, 4 8, 19 16, 2 7, 16 12, etc., draws.—Campbell and Gardner.
- (4) 19 15, *7 10, *32 27, 10 19, 24 15, 12 16, 22 17, 13 22, 26 10, 8 12, 15 8, etc., draws.
- (5) 32 27, *14 17, 21 14, 10 17, 19 15, *12 16, *18 14, 9 25, 30 14, 11 18, 20 4, etc., draws.
- (6) 17 21, 19 16, 12 19, 23 16, 2 6, 16 12, 6 10, 27 23, 9 14, 18 9, 5 14, 22 18, 14 17, 18 14, 17 22, 26 17, 13 22, 14 9, 22 26, 9 6, 26 31, *23 19, 11 15, 6 2, etc., draws.

Game No. 54.—Will o' the Wisp.

Another defense formed by White.

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

- (1) Anderson plays 5 9, 22 18, 15 22, 25 18, 1 5, 29 25, 13 17, 21 14, 10 17, 31 26, 9 13, 25 22, etc., and it runs into game 53. "Bohm's Hand Book" gives a fine variety of play on this line.
- (2) 6 9, 22 18, 15 22, 25 18, 8 11, 29 25, 13 17, 21 14, 10 17, 31 26, 9 13, 25 22, 1 6, 24 20, 17 21, 27 24, 3 8, 19 16, etc., draws.—Heffner and Freeman.
- (3) If 5 9, 27 23, 11 16, 18 11, 16 20, 32 27, 7 16, *30 26, 3 7, 19 15, 10 19, 24 15, 16 19, 23 16, 12 19, 27 23, 7 10, 23 16, 10 19, 16 11, 6 10, 31 27, 20 24, 27 20, 10 15, 20 16, 1 5, 16 12, 9 14, 12 8, 14 18, 8 3, 18 23, 11 7, 23 30, 22 17, 2 11, 3 7, 13 22, 7 23, 22 26, 23 27, W. wins.—J. Smith and T. Smith,



HOW TO WIN THE ENDINGS.

Many persons who have become fair players are deficient in the knowledge of the most effective way to win simple endings. For such the following examples of endings are intended.

Three Kings Against Two.

Black kings on 1, 6; white kings on 5, 13, 17; white to move and win.

SOLUTION.—17 14, 6 2, 13 9, 1 6, 5 1, 6 13, 14 9, 13 6, 1 10. W. wins.

When your opponent has one king in each double corner the win may still be quickly forced; thus,—

Black kings on 6, 24; white kings on 14, 18, 23; white to move and win.

SOLUTION.—18 15, 6 1, 14 9, 24 28, 23 19, 1 5, 9 6, 28 32, 19 24, 5 1, 24 19. W. wins.

Four Kings Against Three.

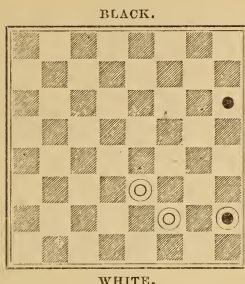
Three kings to four will prolong a lost game a greater number of moves than any other combination of pieces. The three kings must first be forced into the position here given, when the critical play which follows soon ends the struggle.

Black kings on 30, 31, 32; white kings on 19, 21, 22, 23; white to move and win.

SOLUTION.

19 24	23 19	19 24	18 23	28 24	20 18
32 28	31 27	32 27	31 27	27 31	
24 20	22 18	24 28	23 26	24 27	
28 32	27 31	27 32	30 23	31 24	W. wins.

First Position.



White to move and win.

SOLUTION.

27 32	32 28	32 28	23 19	32 27	23 18
28 24	12 16-1	19 16	12 8	11 8	11 7
23 18	28 32	18 23	28 32	27 23	18 15
24 19	} ² ₃	16 20-s	16 12	8 11	8 11
					W. wins.

(1)

19 16	16 20	20 16	16 20	12 16	
28 24	24 27	18 15	15 11	11 15	W. wins.

(2)

24 28	32 28	12 16	11 15	24 27	15 19
18 15	24 20-b	28 32	19 24	28 32	
28 24-a	15 11	16 19	32 28	27 31	W. wins.

(3)

12 16	16 20†	24 28§	18 23	28 24	32 28
18 15	15 18				W. wins.

(a) 12 16, 15 11, 16 19, 32 27, 28 32, 27 31, 19 23, 11 15, 32 28, 15 19, W. wins.

(b) 24 27, 15 18, c-27 32, 18 23, 12 16, 28 24, 16 20, 24 28, W. wins.

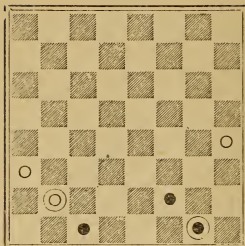
(c) 12 16, 28 32, 27 31, 18 15, 31 26, 32 27, W. wins.

† If 16 19, 32 27 wins.

§ If 24 19, same as trunk at s.

DRAUGHTS.
Second Position.

WHITE.



BLACK.

Black to move and win.

SOLUTION.

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



HINTS FOR BEGINNERS.

Select your games by a regular plan
For attack and defense, and both sides scan.
Three slow, subtle games are better than ten
Played in careless haste with thoughtless men.
Choose for practice an old stubborn player;
He'll beat you at first—record how and where—
But in a few months, with study and care
The tables you'll turn, and make him beware.
Don't play for a trap. (unless it be sound,)
Lest, if the bait fail, on you it rebound.
A judicious "backing up" of a man
Is sometimes better than the changing plan.
A timely sacrifice of a single piece
Will often win, or a cramped game release.
When with three to three, even five to four,
'Tis folly to think that the contest is o'er—
The neatest problems from such forms arise.
Increase your caution, or, to your surprise,
You slip the win; for there's often a flaw
Where, though a man "down," one secures a draw.
When winning, avoid the ironical jest;
For a boasting player's a painful pest.
Win with modesty and lose with good grace,
And abide by the rules in every case.

J. H.

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ERRATA.

Corrections noted during the progress of the work by D. C. Calvert, of New London, Conn.

Game No. 5, var 2*b*, at 8th move, for 8 11, drawn, play 6 9 and Black wins. See Robertson's Guide, Bristol, part I., var. 316.

Game No. 12, at 34th move, for 17 13, drawn, play 17 14, White wins, as shown by J. Macfarlane in the West Lothian Courier. See D. P. Q. Review, vol. II., game No. 1.

Game No. 13, var. 1*a*, result should read "White wins."

Game No. 25, var. 2, at 14th move, for 17 22, play 24 20, 14 18, 21 14, 18 27, 31 24, 19 23, 26 19, 16 23, 14 10, 23 26, 20 16; drawn.—Chas. Hefter.

At 13th move of same variation, for 31 27, play 16 20, 23 16, 12 19, 15 11, *14 18, 21 14, *18 23; Black wins.—Chas. Hefter.

Game No. 36, var. 2, is left as drawn, but "Bootle" regards the first move of this variation, 6 9, a loser. See D. P. Q. Review, vol. I., game No. 20.

Game No. 39, at 47th move, 26 31 loses, 26 30 draws. See British Draught Player, No. 2, note at end.

Game No. 40, var. 3, at 3d move, 11 15 loses, 11 16 draws. See Revision of Drummond in D. P. W. Magazine.

Game No. 41, var. *b*, at 9th move, 22 18 loses, 15 11 draws. See Shaefer & Kelly's Paisley, var. 4.



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