

GV 1455

.L29

Copy 1

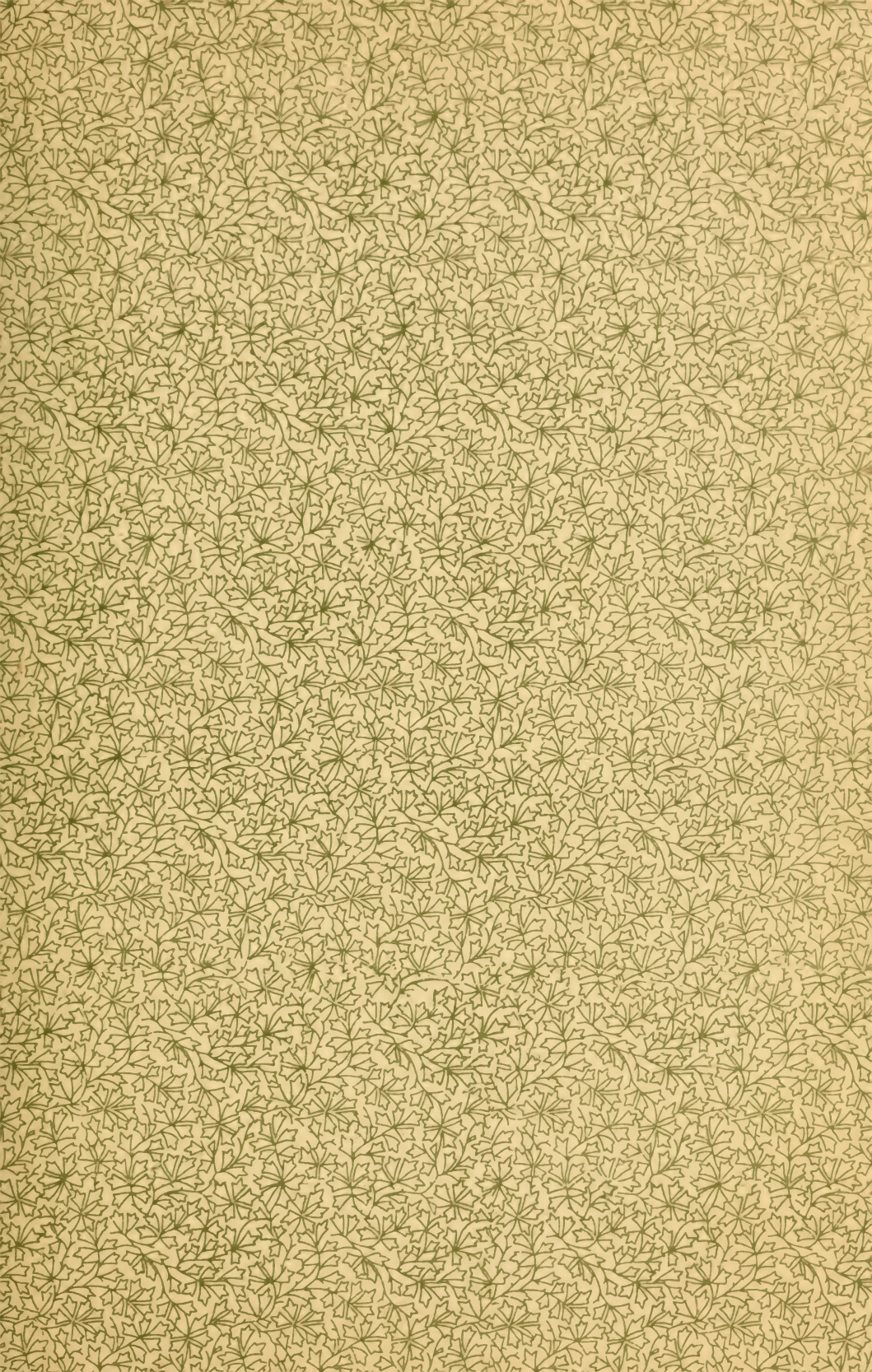


Class _____

Book _____

Copyright N^o. _____

COPYRIGHT DEPOSIT.





Upper Row: E. Cohn, L. Forgas, E. A. Snosko-Borowski, R. Spielmann,
 Middle Row: S. N. v. Freymann, O. Duras, A. M. Levin, S. Snosko-Borowski, J. Sosnitsky, P. Kuerst, Demidow, San
 Donato, P. P. Saburov, V. Tschidlovski, Dr. J. Perlis, S. Turtakower, R. Teichmann,
 Front Row: M. Vidmar, Dr. O. S. Bernstein, Dr. E. Latsker, A. Birn, C. Schlechter, A. K. Rubinstein, J. Mises,
 G. S. Salwe, A. Speljer.

THE INTERNATIONAL
CHESS CONGRESS'S
ST. PETERSBURG, 1909

EDITED WITH THE CO-OPERATION
OF THE TOURNAMENT COMMITTEE

BY

DR. EMANUEL LASKER
WORLD'S CHESS CHAMPION

PRESS OF

DR. EMANUEL LASKER

NEW YORK.

GY 14 55
.L29

Copyright, Emanuel Lasker, 1910



PRESS OF
DR. EMANUEL LASKER
NEW YORK

© Cl. A 268864

PREFACE

1/2 cent CAB, 10 Nov 58

THIS is a book in which analysis is accurate.

The games in this book show the working of the mind of the master, and the commentary has been intended to guide the thought of him who plays over these games so that he may perceive weakness and merit. Notes have been made solely for that purpose. The glossary was meant to be both necessary and sufficient. Nowhere will it be found lacking in supplying explanation needed, but it has no superfluities.

The work has been translated from German, all but the early part, by Mr. R. Teichmann, and some valuable advice has been given to me by Mr. Teichmann, for which I beg to thank him here.

EMANUEL LASKER.

New York, May 10, 1910.

Programme of the Tournament.

1. The number of participants in the tournament is limited to twenty, of whom one half are Russian players.

2. Every participant meets every one of his competitors in one game. A game won counts Plus One, a game lost counts Naught, and a draw one half a point.

IN THE FIRST ROUND.



C. Schlechter

Dr. E. Lasker

TOURNAMENT COMMITTEE MEMBERS.



B. Maljutin O. Sossnitzky S. Snosko-Borowski P. P. Saburow E. A. Snosko-Borowski
V. Tschudowski

3. No entrance fee is necessary, but a deposit of 10 Rbls. is demanded. It shall be paid before the commencement of the tournament and is repaid provided the participant has stayed in the tournament until the end.

4. Ten prizes:—I, 1000 Rbls. (a little more than \$500.00 or £100); II, 750 Rbls.; III, 550; IV, 400; V, 280; VI, 190; VII, 120; VIII, 80; IX, 50; X, 30.

5. All participants receive also an honorary of 10 Rbls. for each game they win and 5 Rbls. for each game they draw.

6. Furthermore, each competitor receives a fixed compensation. Every Russian Master 50 Rbls., and every foreign participant 100 Rbls.

7. If the scores are equal the prizes are equally divided, except that two

participants compete for the two first prizes. The two competitors agreeing, they can decide the first prize by a match of four games. If the result should be equal the two prizes are divided.

8. Time for playing is five times a week, from 11 o'clock A. M. until 9 o'clock P. M., with an interval from 4 to 6 o'clock P. M. Before the adjournment the player whose turn it is to move must give his move in a closed envelope to the director of the tournament. The sixth day is reserved for the termination of adjourned games. Adjourned games may also be played, the two opponents agreeing, on any evening after the termination of other games which they might have to play. One day a week is an off day.

9. There is a time limit of two and one half hours for thirty-seven moves, after that one and one half hours for twenty-three moves, and further on fifty moves an hour. A player transgressing on the time limit loses the game. At the commencement of the game the clock is set in motion. In case a player does not come before the control of time his game is counted as a loss to him.



Dr. E. Lasker

A. K. Rubinstein



J. Mieses

Dr. O. S. Bernstein

If a participant fails to appear for the playing of three consecutive games he is removed from the tournament. If such a player has finished less than one half of his games they are not counted; but if he has played more than half of his games, those that he has played are counted and those that he has failed to play are credited to his opponent.

Note to paragraphs 8 and 9: The time of adjournment and the moment of controlling the time can be changed if the majority of participants so desire. (As a matter of fact no change was requested.)

10. Either of the players has to carefully write his game and to deliver his manuscript immediately after termination or adjournment of his game to the director of the tournament. All games of the tournament are the property of the St. Petersburg Chess Club.

11. The participants are forbidden to analyze the games in progress.

12. The tourney is played according to the Chess Year Book by Berger. None of the participants has a right to pardon transgression of these rules by his opponent. Players who do not obey the rules of the tournament, or those who do not complete the tournament, lose every claim to prize, compensation, and their deposit. All differences are settled by the Court of Referees. This Court is composed one half by the participants and one half by the members of the committee. In case the votes are evenly divided, that of the president decides.

13. On Sunday, the 14th of February, 1909, at 8 o'clock in the evening, the guests will be officially bidden welcome and lots will be drawn for the tournament. The commencement of the tournament is on Monday, the 15th of February, at 11 o'clock A. M.

14. Offers to participate have to be directed no later than the 28th of



AMOS BULL

R. Teichmann



M. Vidmar

S. N. v. Freymann

January, 1909, to the president of the committee of the St. Petersburg Chess Club, Mr. P. P. Saburow, St. Petersburg, Mochowaja 27.

15. Participants who desire to have board and lodging at moderate prices are asked to address themselves to the member of the Committee, Mr. Julius Sossnitsky, St. Petersburg, Ertelew Perulok 2.

These were the Masters who competed and the countries which they represented: 1. America, Dr. E. Lasker; 2. Germany, E. Cohn, J. Mieses, R. Spielmann, R. Teichmann; 3. England, A. Burn; 4. Holland, A. Speijer; 5. Austria, Dr. J. Perlis, C. Schlechter, S. Tartakower, M. Vidmar; 6. Russia, Dr. O. S. Bernstein, F. J. Dus-Chotimirski, S. N. von Freymann, W. J. Nenarokow, A. K. Rubinstein, G. F. Salwe, Eugen A. Snosko-Borowski; (Carl Rosenkranz retired from the tournament in order to enable Dr. Perlis,

who was by chance at St. Petersburg, to participate: 7. Bohemia, O. Duras; 8. Hungary, L. Forgacs.

His Majesty the Czar Nikolaus deigned to give 1000 Rbls. to strengthen the means at the disposal of the Congress and to donate also a magnificent vase of the Imperial porcelain manufacture as a first prize for the all Russian Minor Tournament. The whole amount needed for the Congress, 10,500 Rbls., was gotten together in the way of voluntary contributions.



O. Duras

A. Speljer

Names of the players	Dr. Lasker	Rubinstein	Duras	Spielmann	Dr. Bernstein	Teichmann	Dr. Perlis	E. Cohn	Salwe	Schlechter	Mieses	Tartakower	Dus-Chotimirski	Forgacs	Burn	Vidmar	Speijer	v. Freymann	Snosko-Borowski	Totals	Prizes	
Dr. Lasker	0	0	1	1/2	1	1	1	1	1	1/2	1	1	0	1	1	1	1	1	1	1	14 1/2	I. & II.
Rubinstein	1	0	1	1	1/2	1/2	1	1	1	1	1/2	1/2	0	1	1/2	1	1	1	1	1	14 1/2	Prizes divided
Duras	0	0	1	0	0	1	1/2	0	1/2	1	1/2	0	1	0	1/2	1	1	1	1	1	11	III. & IV
Spielmann	1/2	0	1	1	0	1	1	1/2	1/2	1	1/2	1/2	1	0	1/2	0	1/2	1/2	1/2	1	11	Prizes divided
Dr. Bernstein	1/2	1/2	1	1	1	0	1	0	1	1	1	1	1/2	0	0	1/2	1	1	1	1	10 1/2	V. Prize
Teichmann	0	1/2	0	0	1	1	1/2	1/2	1/2	1/2	1	1/2	1	1/2	1	1/2	1	1	1/2	1	10	VI. Prize
Dr. Perlis	0	1/2	1/2	0	0	1	1/2	1/2	1	0	1/2	1/2	1	1/2	1	1/2	0	0	1	1	9 1/2	VII. Prize
E. Cohn	0	0	1	1/2	1	1/2	1/2	1	0	0	1/2	1	1/2	0	1/2	1/2	1/2	1	1	1	9	VIII., IX. & X.
Salwe	0	0	0	1/2	0	1/2	0	1	1	0	0	1/2	1	1	1/2	0	1	1	1	1	9	Prizes divided
Schlechter	1/2	0	1/2	0	0	1/2	1/2	1	1	1	0	0	1	1	1/2	1	1	1/2	1/2	1	9	
Mieses	0	0	0	1/2	0	0	0	1/2	0	1	0	1	1/2	1	1/2	1	1	1	1	1	8 1/2	
Tartakower	0	1/2	1	1/2	0	1/2	1/2	0	1/2	0	1/2	1	0	0	1/2	1/2	1	1	1/2	1	8 1/2	
Dus-Chotimirski	0	1/2	0	0	1/2	0	1/2	0	0	0	1/2	1	1/2	1/2	1/2	1/2	1	0	1	1	8	Special Prize
Forgacs	0	0	0	1	1	1/2	1/2	1	0	0	0	1	1/2	1/2	1/2	1/2	1/2	0	1/2	1/2	7 1/2	
Burn	0	1/2	0	1/2	1	0	0	1/2	1/2	1/2	0	1/2	1/2	1/2	0	1	1/2	1/2	0	0	7	
Vidmar	0	0	0	0	1	1/2	1/2	1	1	1	0	0	1/2	1/2	1/2	1/2	1/2	1	0	0	7	
Speijer	0	0	0	0	1	0	1	1/2	0	0	1	0	0	1/2	1/2	1/2	1/2	1/2	1/2	0	6	
v. Freymann	0	0	0	1/2	1/2	0	1	1/2	0	1/2	0	0	0	1/2	1/2	0	1/2	1/2	1/2	0	5 1/2	
Snosko-Borowski	0	0	0	0	0	1/2	0	0	0	0	0	1/2	0	1/2	1/2	1	1/2	1	1	1	5	

The Openings Classified.

I. Queen's Gambit and Queen's Pawn Opening.

- A. 1) P—Q4, P—Q4; 2) P—QB4, P—K3; 3) Kt—QB3
 a) 3) , P—QB4; 4) P—K3. Games Nos. 22, 45, 57, 65, 74, 91, 133, 137, 144, 150.
 4) P×P, P×P; 5) Kt—KB3, Kt—QB3; 6) P—KKt3. Nos. 44, 78, 82.
 4) Kt—KB3, Kt—QB3; 5) B—B4. No. 33.
 4) P×QP. Nos. 130, 160.
- b) 3 Kt—KB3. Nos. 37, 40, 49, 95, 108, 142, 164.
- c) 3) P×BP. Nos. 13, 34, 47, 135, 154.
- B. 1) P—Q4, P—Q4; 2) P—QB4, P—B3. No. 15.
- C. 1) P—Q4, P—Q4; 2) Kt—KB3.
 a) 2) P—QB4. Nos. 21, 24, 27, 32, 62, 63, 92, 127, 150, 159, 160.
 b) 2) P—K3. Nos. 30, 31, 39, 75, 77, 79, 113, 139.
 c) 2) Kt—KB3; 3) P—OB4, P—K3; 4) B—Kt5, P—OB4. No. 26.
 d) 2) Kt—KB3; 3) P—OB4, P—QB3; 4) P—K3, B—B4. No. 115.
 e) 3) P×BP. No. 136, 147.
 f) 2) P—QB3. No. 81.
- D. 1) P—Q4, P—Q4; 2) B—B4. Nos. 11, 86, 120.

- E. 1) P—Q4, P—KB4 (Dutch opening). Nos. 52, 126, 131.
- F. 1) P—Q4, Kt—KB3. Nos. 1, 48, 50, 69, 148, 167.
- G. 1) P—Q4, P—QB4. Nos. 8, 29.
- H. 1) P—Q4, P—KKt3. No. 125.

II. Ruy Lopez.

- 1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) B—Kt5.
 a) 3) P—Q3 [or 3) Kt—B3; 4—0. P—Q3]. Nos. 4, 5, 6, 9, 14, 35, 51, 56, 76, 84, 85, 94, 96, 101, 102, 105, 111, 124, 153, 161.
 b) 3) Kt—B3; 4) P—Q3, P—Q3; 5) P—B4. No. 10.
 c) 3) P—B4. Nos. 19, 173.
 d) a) 3) P—QR3; 4) B—R4, Kt—B3; 5) 0—0. B—K2; 6) R—K. Nos. 16, 41, 112, 110, 122, 138, 145, 149, 170.
 b) 6) O—K2. No. 171.
 c) 6) P—O3. No. 141.
 d) 5) P—Q3, P—Q3; 6) P—B4. No. 73.
 e) 5) P—Q3, P—Q3; 6) P—KR3, B—K2; 7) P—B4. No. 158.
 f) 5) Kt×P. Nos. 104, 128, 132.
 g) Kt—B3. Nos. 17, 36, 54.

III. Four Knights' Game.

- 1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) Kt—B3, Kt—B3; 4)

B—Kt5, B—Kt5; 5) o—o, o—o.
Nos. 12, 23, 25, 43, 53, 70, 93, 152.

IV. Three Knights' Game.

1) P—K4, P—K4; 2) Kt—KB3,
Kt—QB3; 3) Kt—B3.

a) 3) P—KKt3. No. 67.

b) 3) B—Kt5; 4) B—Kt5, Kt
Q5. No. 98.

V. Giuoco Piano.

1) P—K4, P—K4; 2) Kt—KB3,
Kt—QB3; 3) B—b4, B—B4, 4) o—
o. No. 114.

3) Kt—B3; 4) P—Q3, B—
B4. No. 90.

VI. Two Knights' Defence.

1) P—K4, P—K4; 2) Kt—KB3,
Kt—QB3; 3) B—B4, Kt—B3; 4) P
Q4, P×P; 5) o—o, B—B4; 6) P—
K5, P—Q4. Nos. 37, 165.

VII. Scotch Game.

1) P—K4, P—K4; 2) Kt—KB3,
Kt—QB3; 3) P—Q4, P×P.

a) 4) P—B3.

a) 4) P—Q4. Nos. 55, 72.

b) 4) P×P. No. 89.

b) 4) Kt×QP.

a) 4) Kt—B3. No. 140.

b) 4) B—B4. No. 123.

VIII. Ponziani.

1) P—K4, P—K4; 2) Kt—KB3,
Kt—QB3; 3) P—B3. No. 20.

IX. Philidor's Defence.

1) P—K4, P—K4; 2) Kt—KB3,
P—Q3. Nos. 28, 162.

X. Vienna Opening.

1) P—K4, P—K4; 2) Kt—QB3.

a) 2) Kt—KB3.

a) 3) P—B4. Nos. 46, 134.

b) 3) P—KKt3. Nos. 18, 106.

117, 174.

c) 3) B—B4. Nos. 83, 100.

b) 2) B—B4. No. 2.

c) 2) Kt—QB3; 3) P—B4
No. 116.

XI. King's Bishop's Opening.

1) P—K4, P—K4; 2) B—B4.
No. 64.

XII. King's Gambit Declined.

1) P—K4, P—K4; 2) P—KB4.

a) 2) B—B4. No. 107, 151.

b) 2) P—Q4. No. 172.

XIII. French Defence.

1) P—K4, P—K3.

A. 2) P—Q4, P—Q4;

a) 3) P×P, P×P. Nos. 38,
109, 110, 129, 168, 169.

b) 3) Kt—QB3, Kt—KB3; 4)
B—KKt5.

a) 4) B—Kt5. Nos. 58,
59, 68, 146.

b) 4) B—K2. No. 163.

c) 3) Kt—QB3, Kt—KB3; 4)
B—Q3, P—B4. No. 71.

B. 2) P—QB4. Nos. 87, 143.

XIV. Sicilian Defence.

1) P—K4, P—QB4;

a) 2) Kt—KB3, Kt—QB3; 3) P—
Q4, P×P [or with transposition
of moves]; 4) Kt×P, Kt—B3;
5) Kt—B3, P—Q3;

a) 6) B—B4, B—Q2; 7) B—
KKt5, P—K3. No. 60.

b) 6) B—K2, P—KKt3. Nos.
97, 175.

b) 2) Kt—QB3, Kt—QB3; 3) P—
KKt3. No. 157.

XV. Caro-Kann Opening.

1) P—K4, P—QB3. Nos. 61,
121, 155.

XVI. Center Counter Gambit.

1) P—K4, P—Q4. Nos. 42, 80,
88, 103, 118.

XVII. Irregular Opening.

1) P—B4.

a) 1) P—K4. No. 66.

b) 1) P—K3. No. 99.

INDEX OF GAMES.

Names of the players	Dr. Lasker	Rubinstein	Duras	Spielmann	Dr. Bernstein	Teichmann	Dr. Perlis	E. Cohn	Salve	Schlechter	Mises	Tartakower	Dus-Chotimirski	Forgács	Burn	Vidmar	Spejfer	v. Freymann	Snosko-Borowski	Nenarokow
Dr. Lasker			136			171	153	51	113	62			78	14	119	102				
Rubinstein	25				139		44	104				107			158	141	124	33	68	
Duras		73		90	10				56	80			19					147	7	
Spielmann	46	149			175		64	9	132				97							33
Dr. Bernstein	94						130	20		166		40			148	112	76		28	
Teichmann		110	41	127	85			59	93		144			35	138	4	161		58	
Dr. Perlis	104		155			16		70		75		123			2	160	143	53	87	
E. Cohn		92	21	103	49							29		150	81	65	47			
Salve			98			133		145		42			60	111						
Schlechter	5				103		24	89		151				55						
Mises	123		174				140													
Tartakower	66	168		11		37	82						116							
Dus-Chotimirski	142				30	57	159	108						74						
Forgács		129	61	146	121	95	77			99		163			43	25	6			
Burn		54		71						1										
Vidmar		34		52			120			36	156	88	173		122	105				
Spejfer	84	13		32			101			170	118	50	135							
v. Freymann			79	165	157	114	96					8			63	45	27			
Snosko-Borowski			117			152	134	31			22			169	100	83	67	12		
Nenarokow							3													

The diagram indicates where the game played between two opponents is to be found and also who had the first move; for instance, the game between Teichmann and Snosko-Borowski is our No. 152 and Snosko-Borowski had the move.

Games of the Tournament.

Game No. 1.

Queen's Pawn Opening.

White: Black:
 Dus- Mieses.
 Chotimirski.

- | | |
|-----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—Q3 |
| 3. Kt—QB3 | QKt—Q2 |
| 4. P—K3 | |

After 4) P—K4 the continuation might be: 4) P—K4; 5) Kt—B3, P—KKt3; 6) B—Kt5, P—KR3; 7) B—R4, B—Kt2; 8) B—Kt3.

- | | |
|-----------|--------|
| 4. | P—K4 |
| 5. B—Q3 | P—KKt3 |
| 6. P—B4 | Q—K2 |
| 7. KKt—K2 | P—K5 |

A premature attempt at attack. B—Kt2 followed by o—o and using the KR on the K file, was indicated.

- | | |
|------------|--------|
| 8. B—Ktsq | P—B3 |
| 9. Q—B2 | Kt—Kt3 |
| 10. P—QKt3 | B—B4 |
| 11. P—QR4 | |

11) Kt—Kt3 would have been simply met by o—o—o.

- | | |
|----------|--------|
| 11. | R—Bsq |
| 12. P—R5 | Kt—Rsq |
| 13. B—R3 | Q—K3 |
| 14. Q—Q2 | P—Q4 |
| 15. B×B | K×B |
| 16. P×P | |

This exchange was unnecessary; White ought to have continued at once with Kt—R4; if then P×P, Kt—B5 would follow with an excellent game.



- | | |
|-----------|-------|
| 16. | P×P |
| 17. Kt—R4 | K—Kt2 |
| 18. o—o | Kt—B2 |
| 19. Kt—B5 | Q—B3 |
| 20. R—Bsq | Q—Kt4 |
| 21. Kt—B3 | Q—B3 |
| 22. Kt—K2 | |

White might very well have continued 22) P—QKt4; threatening to bring the KB into action via B2 and QR4; a plausible continuation would have been 22) P—Kt3 23) P×P, RP×P; 24) Kt(B5)—R4, Kt—Kt4; 25) Kt—K2, Q—Q3; 26) P—KR3 and White has a slight advantage.

- | | |
|-----------|-------|
| 22. | Q—Kt4 |
| 23. Kt—B3 | Q—B3 |
| 24. Kt—K2 | Q—Kt4 |
| 25. Kt—B3 | Q—B3 |
| 26. Kt—R2 | Q—Kt4 |
| 27. Kt—B3 | Q—B3 |
| 28. Kt—K2 | Q—Kt4 |

Drawn.

1h 15.

1h 15.

Game No. 2.
Vienna Opening.

White:	Black:
E. Cohn.	Burn.
1. P-K4	P-K4
2. Kt-QB3	B-B4
3. P-KKt3	Kt-KB3
4. B-Kt2	P-Q3

Kt-B3 appears to be preferable, with a view to saving the important KB from being exchanged, by P-QR3.

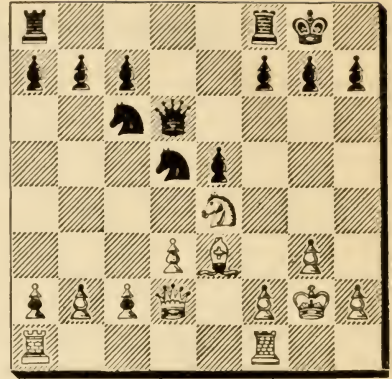
5. Kt-R4	Kt-B3
6. Kt-K2	Q-K2
7. P-Q3	B-K3
8. o-o	P-Q4
9. KtxB	QxKt
10. B-K3	Q-Q3
11. PxP	BxP
12. Kt-B3	BxB
13. KxB	Kt-Q4
14. Q-Q2

Q-B3, taking possession of the diagonal, which the KB commanded before, seems more natural.

14. . . . o-o

Black ought to Castle QR, in order to attack on the King's wing.

15. Kt-K4



15. KtxBch

15) Q-KKt3; 16) P-KB4, P-B4; 17) Kt-B3, QR-Qsq; or 17) Kt-B5, KtxBch; 18) QxKt; Kt-Q5, would have created interesting complications, which would probably have turned out in Black's favor.

16. QxKt	Q-Q5
17. P-QB3	QxQ
18. PxQ	Drawn.
ih 10.	oh 40.

Game No. 3.

Queen's Gambit Declined.

White:	Black:
Nenarkow.	Dr. Perlis.
1. P-Q4	P-Q4
2. P-QB4	P-K3
3. Kt-QB3	Kt-KB3
4. Kt-B3	B-K2
5. B-B4	o-o
6. P-K3	P-B4
7. B-Q3	Kt-B3
8. PxQP	KPxP

9. PxP	BxP
10. o-o	B-K3
11. R-Bsq	R-Bsq

Better P-QR3; 12) B-Ktsq, P-Q5; 13) Kt-QR4, B-R2; the black King's Bishop should exert a pressure on Q5.

12. B-Ktsq Kt-QR4
There the Knight is out of play.

Game No. 4.

Ruy Lopez.

White:	Black:
Teichmann.	Vidmar.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	B—K2
7. R—Ksq	P×P
8. Kt×P	o—o
9. Kt(Q4)—
	K2

B—Kt5 looks the natural move.

9.	R—Ksq
10. Kt—Kt3	B—KBsq
11. P—Kt3	P—KKt3
12. B—Kt2	B—Kt2
13. Kt—Q5	P—QR3
14. B×Kt

?, To 14) B—KBsq Black would have replied Kt—K4, and if 15) P—KB4?, he would have played Kt×Kt, followed by Kt—B6ch or Kt—B5 according to circumstances, with a good game.

14.	B×B
15. Kt×Ktch	B×Kt

16. B×B	Q×B
17. Q—Q3	R—K3
18. P—KB3	QR—Ksq
19. P—B4	Q—K2

Threatening P—B4; White would probably reply KR—Qsq. After that it appears for both players an almost hopeless undertaking, to drive the opponent from his position.

Drawn.

ih 7. ih.



(The final position.)

Game No. 5.

Ruy Lopez.

White:	Black:
Schlechter.	Dr. Lasker.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	B—K2
7. R—Ksq	P×P
8. Kt×P	o—o
9. Kt(Q4)—	P—QR3
	K2
10. B—R4

The retreat to Q3 appears stronger. It is true that Black can then change White's KB for a Knight, by playing, say Kt—K4; but in that case White would retake with the BP and would have two strong Pawns in the centre as compensation for Black's two Bishops.

10.	R—Ksq
11. P—B3	P—R3

If Black played B—KBsq at once,

Black could here give the game a turn in his favor by 19) B×P; 20) P×B, Kt×Pch; 21) K—R2, Q—R5; 22) Q—Bsq, (Q—K3, Kt—B5ch; K—Ktsq, Q—Kt5), Kt×Pch; 23) K—Kt2, Kt—Kt5; 24) Q—Rsq, Q—Kt4 with the double threat of Q—Q7ch and P—R5.

20. Kt—B4 P—R5

B×P would still have been strong, for Black would rather easily get four Pawns for the Piece with a good position.

21. Kt—Bsq Q—B5
 22. Q—Q2 Q×Q
 23. Kt×Q Kt—K3
 24. Kt—B3 P—Kt4
 25. Kt—K3 P—B3
 26. Kt—Kt4 K—Kt2
 27. Kt—Q4 K—Kt3
 28. P—KB3 Kt—Kt2
 29. Kt—K3 P—KB4
 30. P×Pch K—B2
 31. P—QKt4 P—B4
 32. P×P P×P
 33. Kt—Kt3 Kt×P
 34. Kt—Kt4

After 34) Kt×Kt, B×Kt; 35) Kt×P, R×Rch; 36) R×R, R—Q7; 37) P—QR4, R—B7; 38) R—K3, K—B3 White cannot win, as his King cannot come into play.

34. P—B5
 35. Kt—B5 B—Bsq
 36. Kt—K5ch K—B3
 37. Kt×P Kt—Q3
 38. R×R Kt×R
 39. K—B2 Kt—Kt2
 40. R—QKt B—B4
 41. R—Kt7 Kt—K3
 42. Kt×Kt

It would have given better chances, to keep the minor pieces: 42) Kt—Kt3, R—Q6; 43) Kt—K3 to White's advantage.

42. B×Kt
 43. R×BP B×Kt
 44. R×B R—Q7ch
 45. K—K3 R×RP
 46. R—KKt4 P—R4
 47. P—KB4 P×Pch
 48. K—B3
 48) K×P would have led to nothing, e. g. 48) R—R5ch; 49) K—K3, R×R; 50) P×R, K—Kt4; 51) P—B4, K×P.

48. R—B7
 49. R×Pch K—Kt4
 50. R—Kt4ch K—R4
 51. R—QB4 P—R5
 52. R×P R×Pch
 53. K—B4 R—KKt6
 54. R—R8 K—R3

Drawn.

Game No. 7.

Queen's Gambit Declined.

White:	Black:
Rubinstein.	Snosko-
	Borowski.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	Kt—KB3
4. B—Kt5	B—K2
5. P—K3	QKt—Q2
6. Kt—B3	o—o
7. Q—B2	P—QKt3
8. P×P	P×P
9. B—Q3	B—Kt2
10. o—o—o	Kt—K5
11. P—KR4	P—KB4
12. K—Ktsq	P—B4

12. R—Bsq should have been played instead. 13) Q—Kt3 would then be met simply by Kt×Ktch and P—B4.

13. P×P P×P

After 13) Kt(Q2)×P, White continues 14. Kt×P, B×Kt; 15) B—QB4. In this variation Black must not be able to take the Bishop at Q3 with a check, hence White's 12th move. After 13) Kt(Q2)×P; 14) Kt×P, B×B White would win by 15) B—B4.

14. Kt×Kt BP×Kt

15.	B×P	P×B
16.	Q—Kt3ch	K—Rsq
17.	Q×B	P×Kt
18.	R×Kt	Q—Ksq
19.	R×B	Q—Kt3ch
20.	K—Rsq	QR—Ktsq
21.	Q—K4

White calculates every possibility with the utmost accuracy.

21.	Q×Q
22.	R×Q	P×P

23.	R—KKtsq	R×BP
24.	R—KB4	R—B7

If 24) R(Ktsq)×P, White wins by R—B8ch.

25.	P—Kt3	P—KR3
26.	B—K7	R—Ksq
27.	K—Ktsq	R—K7
28.	B×P	R—Qsq
29.	B—Q4	R—QBsq
30.	R—KKt4	Resigns.
	th 47.	th.

Game No. 8.

Queen's Pawn Opening.

White:	Black:
v. Freyman n.	Tartakow er.
1. P—Q4	P—QB4

After this White does not seem to have anything better than to turn into the Sicilian Defense by 2) P—K4. After 2) P—K4, P×P; 3) Kt—KB3, P—K4?; 4) P—B3 White gets sufficient compensation for the Pawn sacrificed. 2) P—Q5 also deserves consideration, as the Pawn is here in a secure position, and White succeeds in hampering Black's game a little, without having lost time.

2.	P—K3	P—Q4
3.	P—QB4	P—K3
4.	Kt—KB3	Kt—KB3
5.	Kt—B3	P—QR3
6.	P×QP	Kt×P
7.	B—Q3	Kt—QB3
8.	o—o	P×P
9.	P×P	B—K2
10.	R—Ksq	o—o
11.	B—K3	P—QKt4

A venturesome move. He risks 12) Q—B2, QKt—Kt5, 13) B×Pch, K—Rsq; 14) Q—Ktsq, P—Kt3; 15) B×P, P×B; 16) Q×P, whereupon White would have already three Pawns for the Piece with good attack.

12.	R—Bsq	B—Kt2
-----	-------	-------

13.	Kt—K4	Kt×B
14.	P×Kt	Kt—Kt5
15.	Kt—B5

After 15) Kt—B3 White would have quite a good position.

15.	B×Kt (B3)
16.	P×B	Kt×P
17.	R—Rsq	Kt—Kt5
18.	B—K4	R—R2
19.	P—B4	Q—Kt3

The logical winning continuation was 19) B×Kt; 20) P×B, Q×Q; 21. QR×Q, P—B4. White's QBP could not be held, whilst Black would defend his KP comfortably with King.

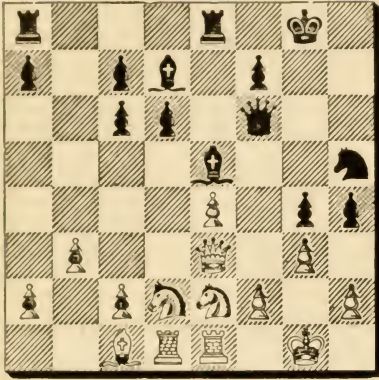
20.	Kt—Q3	Kt—Q4
21.	B×Kt	P×B
22.	R—K2	R—Ksq
23.	R—Kt2	Q—K3
24.	Kt—K5	P—B3

This move required exact calculation. It was necessary to dislodge the Knight, or else White would have played Q—B3 and P—B5.

25.	Q—R5	B—Bsq
26.	P—B5	Q—K2
27.	Kt—Kt4	R—Bsq
28.	R—Kt3	

If 28) R×P, Black would not, by any means, reply R×R, on account of 29) Kt—R6ch and Kt—B7ch giving perpetual check, but 28)

- | | | |
|-----|-------|-------|
| 18. | Kt—K2 | P—Kt4 |
| 19. | P—Kt3 | Q—B3 |
| 20. | Q—K3 | P—Kt5 |
| 21. | Kt—Q2 | P—Q4 |



If Black had played B—K3 here, White would have been at a loss what to do. If, perchance, R—KBsq, to prepare P—BK4, Black replies K—Rsq, and the advance of the KBP

would then only open the lines for Black's Rooks and Bishops. If 22) Q—Q3, then P—Q4; 23) Q—R6?, B—Bsq. In any case, White would have been in a precarious position.

22. Kt—QB4

By exchanging one of the two Bishops, White frees his game, and now forces the draw, with correct judgment of the situation.

- | | | |
|-----|---------|--------|
| 22. | | P×KtP |
| 23. | BP×P | Q—Kt3 |
| 24. | Kt×B | R×Kt |
| 25. | Kt—B4 | Kt×Kt |
| 26. | Q×Kt | QR—Ksq |
| 27. | B—Kt2 | R×P |
| 28. | R×R | Q×R |
| 29. | Q—Kt5ch | Q—Kt3 |
| 30. | Q—R4 | Q—R2 |
| 31. | Q—Kt5ch | |

Drawn.

1h 37.

1h 10.

Game No. 10.

Ruy Lopez.

White.	Black:
Duras.	Dr. Bernstein.

- | | | |
|----|--------|---------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | B—Kt5 | Kt—B3 |
| 4. | P—Q3 | P—Q3 |
| 5. | P—B4 | |

A similar line of play to this was adopted by Anderssen against Steinitz, but refuted by the latter. It is clear, that the point Q4 becomes weak.

- | | | |
|-----|---------|--------|
| 5. | | P—KKt3 |
| 6. | P—Q4 | P×P |
| 7. | Kt×P | B—Q2 |
| 8. | Kt—QB3 | B—Kt2 |
| 9. | B×Kt | P×B |
| 10. | B—Kt5 | P—KR3 |
| 11. | B—R4 | o—o |
| 12. | o—o | R—Ksq |
| 13. | R—Ksq | R—Ktsq |

14. R—Ktsq P—B4

15. Kt—Kt3
A surprisingly weak move. The Knight is here out of play. On KB3 he would have been of better use, as P—K5 was first of all threatened. At all events, Kt—B3 would have prevented Black's B—B3, for after 15) Kt—B3, B—B3; 16) P—K5, B×Kt?; 17) Q×B P×P; 18) QR—Qsq Black would be lost. 18) Q—K2; 19) Kt—Q5).

15. B—B3

Prevents Kt—Q5 because of P—Kt4 gaining the KP.

16. Q—Q3 Q—Bsq

The commencement of an attack conducted equally well from a strategical and tactical point of view.

- | | | |
|-----|--------|-------|
| 17. | Kt—Q2 | Kt—Q2 |
| 18. | P—QKt3 | Q—R3 |

19. Q—B2 Q—R4
20. Kt—K2

If 20) Kt—Q5, B×Kt; 21) BP×B, Q—B6; 22) R(Ktsq)—Bsq, Q×Q; 23) R×Q, P—Kt4; 24) B—Kt3, P—B4; 25) P—B3, P—KB5; 26) B—B2, Kt—K4 and Black's game would, at least, not have been inferior. After the text, however, White appears to be irretrievably lost.

20. Kt—Bsq
21. P—B3 Kt—K3
22. B—B2 B—Q2

Intending to play Kt—Q5. But first he renders the QBP mobile.

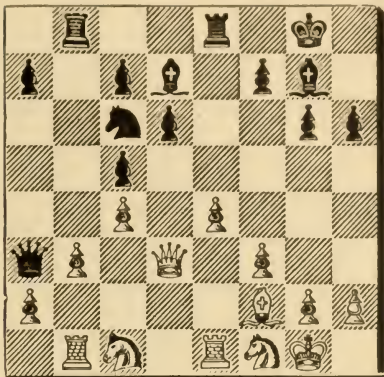
23. Kt—KBsq Kt—Q5
24. Q—Q3 Kt—B3
25. Kt—Bsq Q—R6

Brilliant play. The QRP is thus fixed in its weak position.

26. Kt—K3 Kt—Kt5
27. Q—Q2 P—QR4
28. Kt—Q5 Kt×Kt
29. KP×Kt

This loses forthwith. If he had retaken BP×Kt, Black would have continued 29) P—B5, threatening to establish a most dangerous passed Pawn at QB6. 30) B—Q4 would then have been a mistake, as

Position after Black's 25th move.



after 30) Q—Kt5 (Q×Q?, B×Bch) 31) R—Qsq, P—B6 Black would have won at once. Black's play in this game is of the highest order.

29. R×Rch
20. B×R B—B4
31. Kt—Q3 B×Kt
32. Q×B Q×RP
33. P—R3 P—R5
24. P—QKt4 P×P
35. R×P R×R
36. B×R O—Kt6
37. Q—Q2 P—R6
38. B×P Q×B

Resigns.

2h 4.

1h 19.

Game No. 11.

Queen's Pawn Opening.

White: Black:
Tartakower. Spielmann.

1. P—Q4 P—Q4
2. B—B4 Kt—KB3
3. P—K3 P—K3
4. Kt—KB3 B—Q3
5. B—Q3 B×B
6. P×B Q—Q3
7. Q—Q2 P—B4
8. P×P Q×P
9. o—o Kt—B3
10. P—B3

10) Kt—B3 followed by the development of the Rooks, would be sounder play.

10. o—o
11. P—QKt4 Q—Kt3
12. P—QR4 P—QR3

The purpose of this move is not clear. The advance of White's QRP and QKtP can do Black no harm.

12) R—Qsq, followed by B—Q2 and QR—Bsq was indicated. The Bishop could afterwards take up a waiting position at Ksq.

13. P—R5 Q—B2
14. R—Ksq R—Ktsq

An ingenious idea; but it is questionable whether the slower attack B—Q2, QR—Bsq, Q—Q3 followed by doubling the Rooks on the QB file, or by P—Q5, would not have been more useful.

15. Kt—K5 P—QKt3
16. P×P R×P
17. Q—K2 P—Q5
18. P—Kt5 P×P
19. B×P Kt×Kt
20. P×Kt Kt—Q4
21. P×P

It appears risky to accept the sacrifice. After 21) P—QB4, White would have captured the QP sooner or later, without exposing himself to any danger, and he would, moreover, have had the chance, slight though it be, of the passed Pawn.

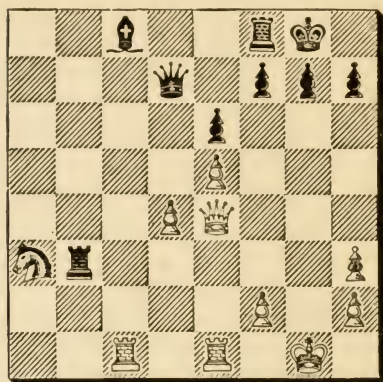
21. Kt—B5
22. Q—K4

If 22) Q—B3, Kt×P, which move would now fail on account of the reply B—Q3.

22. Kt—R6ch
23. P×Kt R×B
24. Kt—R3 R—Kt6
25. QR—Bsq Q—Q2

Intending to play Q—Q4; but it was of the greatest importance to compel the Knight to move, lest the white Rook take possession of the third row and reach the square KKt3. Black could win as follows: 25) Q—K2; 26) Kt—B4 (or A), B—Kt2; if now 27) Q—Kt4, P—R4 (Q×RP?, B—B6); therefore better 27) Q—B4, R—B6; 28) Q—Q2, Q—R5, threatening now Q×RP, e. g.

Position after Black's 25th move.



29) Kt—Q6, B—Q4; 30) R—B3, Q×RP; 31) R (Ksq)—K3, R—Rsq. Or (A): 25) Q—K2; 26) Q—B2 (threatening Q×B), Q—Kt4ch; 27) K—Bsq, B—R3ch; 28) Kt—B4, R×P and wins.—This analysis is given by Spielmann and E. Cohn.

26. R—K3 B—Kt2
27. Q—B4 Q—Q4
28. P—B3 P—B3

In spite of the strength of Black's position there is no decisive manoeuvre; for instance 28) R—Bsq would fail on account of 29) R×Rch, B×R; 30) Kt—B2 followed soon by Kt—Ksq.

29. R—B5 P—Kt4
30. R×Q P×Q
31. R×R B×R
32. R—B3 P×P
33. P×P R—B4
34. Kt—B4 R—R4
35. K—Kt2 R—Kt4ch
36. K—B2 R—R4
37. K—Kt2 R—Kt4ch

Drawn.

1h 20.

2h 21.

Game No. 12.

Four Knights' Game.

White:	Black:
Snosko-	v. Freymann.
Borowski.	
1. P-K4	P-K4
2. Kt-KB3	Kt-QB3
3. Kt-B3	Kt-B3
4. B-Kt5	B-Kt5
5. o-o	o-o
6. P-Q3	BxKt
7. PxB	P-Q3
8. B-Kt5	Q-K2

This defence leads to a game full of interesting play.

9. R-Ksq	Kt-Qsq
10. P-Q4	Kt-K3
11. B-QBsq	P-B3
12. B-Bsq	R-Qsq
13. P-Kt3	P-B4
14. Kt-R4	Kt-B2

So far Black has kept the balance very well, but now he relaxes. He ought to open the files in the centre, where he is strong; e. g. 14) P-Q4; 15) PxKP, KtXP; 16) Kt-B5, Q-Bsq followed soon by P-B3 with a good position.

15. Q-Q3 P-QKt4

Now P-Q4 would fail on account of 16) PxKP, QxP?; 17) B-B4.

16. P-KB4

White opens the KB file, in order to bring a strong pressure to bear on Black's KB2.

16.	P-B5
17. Q-B3	P-Q4
18. BPxP	KtXP
19. B-KKt2

Threatening Q-K3.

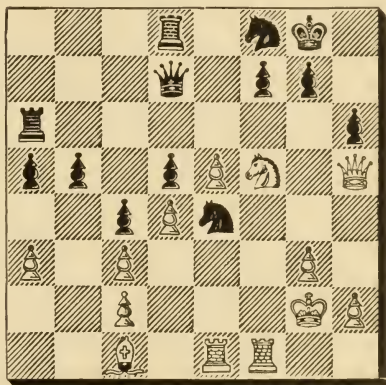
19. Kt-Kt4

It would have been better to institute a counter attack on the Queen's side: 19) P-Kt5; 20) PXP, Kt-QKt4; 21) B-K3 (or Q-K3) QxP.

20. Q-K3	P-KR3
21. R-KBsq	P-QR4
22. P-QR3	R-R3
23. B-Q2	B-R6

After this move the white Knight takes up a commanding position at KB5. But Black is hampered in any case. White threatens to double Rooks on the KB file, and afterwards exert a pressure on Black's position Kt-B5 and Q-Kt4.

24. BxB	KtxBch
25. K-Kt2	Kt-Kt4
26. Kt-B5	Q-Q2
27. QR-Ksq	Kt-K5
28. B-Bsq	Kt-K3
29. Q-B3	Kt-Bsq
30. Q-R5	R-K3



If instead 30) KtxBP, then 31) BxP. If 31) RxB, then follows 32) KtXRch, PxKt; 33) R-B6, Kt-Kt3; 34) P-K6.

And after 31) BxP, PxB White would win by 32) P-K6, RXP; 33) RxR, PxR; 34) KtXPch, K-Kt2; 35) R-B7ch, QxR; 36) QxR; 36) QxQch, KxKt; 37) Q-B6ch.

31. R-B3	Kt-R2
32. R(Ksq)-	Kt(R2)-Kt4.

Bsq

33. R—B4 Kt×BP
 34. P—KR4 Kt(Kt4)—K5
 35. Kt×P R—Kk3
 36. Kt—B5 Resigns.
 If 36) K—R2, White plays

37) R—Kt4 and wins easily, as the KRP falls. The same Rook's move would also be decisive against any other King's move. 2h 28. 2h 29.

Game No. 13.

Queen's Gambit Declined.

- | | |
|-----------|-------------|
| White: | Black: |
| Speijer. | Rubinstein. |
| 1. P—Q4 | P—Q4 |
| 2. P—QB4 | P—K3 |
| 3. Kt—QB3 | P×P |

Steinitz's line of play, which Rubinstein has improved upon by interpolating the following move:

4. Kt—B3 P—QR3
 5. P—QR4

If White allows P—QKt4, White's Knight at QB3 would be an easy object of attack for Black.

5. P—QB4
 6. P—K3

Here P—K4 is feasible. After 6) Kt—QB3; 7) P—Q5, Kt—R4; 8) Kt—Q2, Kt—KB3; 9) Kt×P White would be well developed and prepared for the attack, whereas after the text move Black has time to bring his Pieces into action.

6. Kt—KB3
 7. B×P Kt—B3
 8. o—o Q—B2

A risky move. Black does not like to move his King's Bishop, before the QBP is taken, but the Queen is still required at Qsq.

9. Q—K2

Here 9) P—Q4 might have been done. If 9) P×P; 10) Kt×P, Kt×Kt; 11) Q×Kt, B—K3; 12) Q—K4, White has certainly not the worst of it. Likewise if 9) P—Q5, Kt—QR4; 10) B—R2, P—B5; 11) P—K1 White has all his pieces well posted.

9. B—K2

- | | |
|------------|-------|
| 10. B—Q2 | o—o |
| 11. QR—Bsq | R—Qsq |
| 12. B—Q3 | P×P |
| 13. P×P | B—Q2 |

Of course not 13) Kt×P; 14) Kt×Kt, R×Kt; 15) Kt—Kt5.

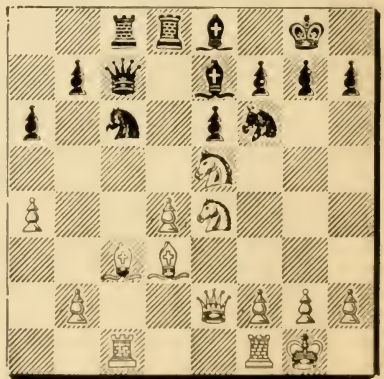
14. Kt—K4 QR—Bsq
 15. Kt—K5

An ingenious trap. After 15) Kt×P; 16) Kt×Ktch, B×Kt; (P×Kt?, Q—Kt4ch) 17) Q—K4, Q×Kt; (or Kt—K7ch; K—Rsq, Kt×R) 18) Q×Pch, K—Bsq White would win by B—Kt4ch.

15. B—Ksq

But this simple reply proves that the trap was useless.

16. B—B3



16. Kt×P

Accurately calculated. If 17) B×Kt, then Q×R. And after the act-

ual continuation Black remains two Pawns to the good.

- | | |
|-------------|-----------|
| 17. Kt×Ktch | B×Kt |
| 18. O—K4 | Kt—B4 |
| 19. P—KKt4 | B×Kt |
| 20. Q×B | |

Of course not 20) B×B, Q×R; 21) R×O, R×Rch; 22) K—Kt2, B—B3. Nor 20) P×Kt on account of B×Pch, 21) K—Rsq or Kt2, B—B3.

- | | |
|-------------|-----|
| 20. | R×B |
| 21. O×O | R×O |
| 22. P×Kt | P×P |

22) B×P was also strong, for 23) P—B6 would not do on account of 23) P×P; 24) B×P, R×R; 25) R×R, R—Q8ch. But the actual continuation is good enough. The game is a bright example of Rubinstein's sound and energetic style.

- | | |
|------------|----------|
| 23. P—R5 | P—B3 |
| 24. KR—Qsq | R(B2)—Q2 |
| 25. R×R | R×R |
| 26. R—Ksq | B—B3 |
| 27. R—K3 | R—K8ch |
| 28. R—Ksq | R—Q2 |

- | | |
|------------|---------|
| 29. P—B4 | K—B2 |
| 30. K—B2 | B—K5 |
| 31. R—K2 | P—KKt4 |
| 32. R—O2 | B—O4 |
| 33. K—Kt3 | K—K3 |
| 34. R—K2ch | B—K5 |
| 35. R—O2 | R—Kt2 |
| 36. P×P | R×Pch |
| 37. K—B4 | R—Kt5ch |
| 38. K—K3 | R—R5 |
| 39. R—KB2 | B—O4 |
| 40. B—O4 | R—K5ch |
| 41. K—O3 | B—B3 |
| 42. P—Kt4 | B—Kt4ch |
| 43. K—B3 | P—B5 |
| 44. B—B5 | K—B4 |
| 45. K—O2 | P—R4 |
| 46. K—B3 | B—K7 |
| 47. R—KKt2 | P—B6 |
| 48. R—Kt7 | B—Kt4 |
| 49. R—Kt3 | R—B5ch |
| 50. K—O2 | K—K5 |
| 51. B—Kt6 | R×P |
| 52. R—KR3 | R—Kt7ch |
| 53. K—B3 | P—B7 |
| 54. R—K3ch | K—B5 |
| 55. R—K6 | K—B4 |

Resigns.

3h 27.

2h 41.

Game No. 14.

Ruy Lopez.

White: Dr. Lasker. Black: Forgacs.

- | | |
|-----------|-----------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—O3 |
| 4. P—O4 | B—O2 |
| 5. Kt—B3 | Kt—B3 |
| 6. P×P | |

The Queen's file being opened by this exchange, the game takes altogether an open character.

- | | |
|------------|--------|
| 6. | P×P |
| 7. B—Kt5 | B—OKt5 |
| 8. o—o. | B×Kt. |
| 9. P×B | P—KR3 |
| 10. B—KR4 | O—K2 |

If 10) P—KKt4; 11) B—

Kt3, Kt×P; 12) Kt×P and neither with 12) Kt×Kt; 13) B×Kt nor with 12) Kt×B; 13) B×Kt. B×B; 14) BP×Kt would Black then have a satisfactory position.

- | | |
|------------|--------|
| 11. O—O3 | P—QR3 |
| 12. B—R4 | R—Qsq |
| 13. O—K3 | P—KKt4 |
| 14. B—KKt3 | P—Kt4 |

Now Black's QB4 is very weak; and this actually causes the catastrophe that follows later on.

- | | |
|------------|---------|
| 15. B—Kt3 | Kt—KR4 |
| 16. Kt—Ksq | Kt—R4 |
| 17. Kt—O3 | Kt—KB5 |
| 18. P—B3 | R—KKtsq |

If here 18 Kt×Kt; 19) P×Kt, P—QB4, then 20) P—Q4 and after the exchange of the Pawns Black's King would be exposed.

- | | | |
|-----|--------|-------|
| 19. | KR—Qsq | R—Kt3 |
| 20. | B—B2 | B—Bsq |
| 21. | Q—Ksq | Kt×Kt |

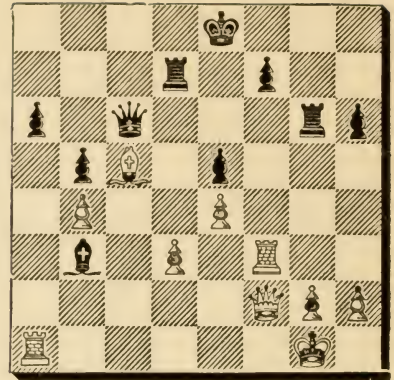
Trying to avoid B—B5. After 21) Kt—Kt2 White might well have played 22) P—QR4.

- | | | |
|-----|--------|-------|
| 22. | P×Kt | Kt×B |
| 23. | P×Kt | P—QB4 |
| 24. | P—QKt4 | P×P |
| 25. | P×P | P—Kt5 |
| 26. | B—B5 | Q—Kt4 |
| 27. | P×P | Q×P |
| 28. | R—R2 | B—K3 |
| 29. | R—KB2 | B—B5 |
| 30. | Q—KBsq | B—Kt6 |
| 31. | R—Rsq | Q—Q2 |

In order to meet the threatened R—B5 by O—B2.

- | | | |
|-----|------|------|
| 32. | R—B3 | Q—B3 |
| 33. | Q—B2 | R—Q2 |

The Bishop at Kt6 was in danger,



therefore B—K3 was indicated. But, in this case, White would obtain a decisive attack by 34) R(Rsq)—KBsq followed by R—B6.

- | | | |
|-----|-------|----------|
| 34. | Q—Kt2 | Q—K3 |
| 35. | P—O4 | P×P |
| 36. | Q×B | Q×P |
| 37. | Q—Q3 | Q—Q4 |
| 38. | Q×R | Resigns. |
- 2h 19. 2h 30.

Game No. 15.

Queen's Gambit Declined.

White:	Black:
Vidmar.	Schlechter.
1. P—Q4	P—Q4
2. P—QB4	P—QB3
3. P—K3

White can play here 3) Kt—KB3 or QB3; for if Black take the Pawn, then follows P—K4, P—QKt4?, P—QR4 and P—QKt3 recovering the Pawn.

- | | | |
|----|-----------|-----------|
| 3. | | Kt—KB3 |
| 4. | Kt—QB3 | P—K3 |
| 5. | Kt—B3 | QKt—Q2 |
| 6. | B—Q3 | B—Q3 |
| 7. | o—o | o—o |
| 8. | P—K4 | |

This advance gives White the freer game.

8. P×BP
If 8) P×KP; 9) Kt×P, Kt×Kt; 10) B×Kt, P—K4; 11) Q—B2.

- | | | |
|-----|--------|--------|
| 9. | B×P | P—K4 |
| 10. | B—KKt5 | Q—K2 |
| 11. | Q—K2 | P—KR3 |
| 12. | B—R4 | P—QKt4 |
| 13. | B—Q3 | P—Kt5 |

P—QR3 did not yet suffice to enable him to play P—QB4, for Kt—Q5 had to be prevented. But the move actually made has other disadvantages, one of the greatest being that it abandons the square QB5 to White's Pieces.

- | | | |
|-----|--------|-----------|
| 14. | Kt—Qsq | |
|-----|--------|-----------|
- Now White can compel Black to

dissolve the game in the centre, by Kt—K3 threatening Kt—B5 as well as Kt—B4.

14. P×P
 15. Kt×P Q—K4

Bad would be 15) B×Pch;
 16) K×B, Q—K4ch; 17) P—B4, Q×Kt; 18) B—KB2, Q—Q3;; 19) P—K5, Kt×P; 20) P×Kt, Q×P etc., as Black's Pawn would have but little power.

16. Kt—B3 Q—KR4
 17. R—Bsq

More promising was 17) Kt—K3, Kt—K4; 18) B—Kt3. If 18) Kt×Ktch; 19) P×Kt, B—K4; 20) R—Bsq White would have a splendid position.

17. Kt—K4
 18. Kt×Kt Q×Q
 19. B×Q B×Kt
 20. P—B4

If 20) R×P, Kt×P; and neither B—B3 nor R—B4 would do on account of Kt—Q7. Also after 20) B×Kt, B×B; 21) R×P, R—Qsq threatening R—Q7 White's advantage would evaporate.

20. B—Q5ch
 21. B—B2 R—Qsq
 22. B—B3 B—R3
 23. R—Ksq B—Kt4
 24. P—K5 B×Bch
 25. Kt×B Kt—Q4
 26. P—KKt3 Kt—Kt3
 27. R—B2

Useless would be 27) B×P, B×B; 28) R×B, R—Q7.

27. B—B5

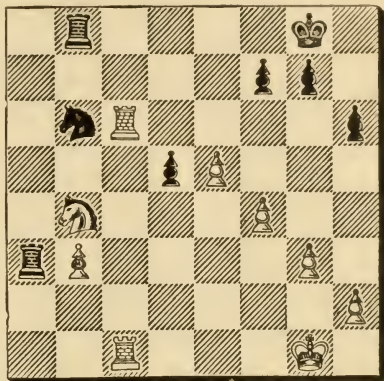
An unfavorable manoeuvre; first 27) QR—Bsq; 28) KR—Bsq, Kt—Q4 should have been played.

28. P—Kt3 B—Q4
 29. B×B P×B
 30. Kt—Q3 P—QR4
 31. R—B6 KR—Ktsq

White's advantage is clear. He

will double Rooks on the QB file, play his King via B2 and K3 to Q4, and follow up with P—B5. Black seeks salvation in a counter attack.

32. KR— P—R5
 33. Kt×P^{QBsq} P×P
 34. P×P R—R6



35. R (Bsq)—
 B5

A mistake; 35) R—Ktsq was the right move. Then if 35) Kt—Q2; 36) Kt×P, R×P; 37) R×R, R×R; 38) R—B8ch, K—R2; 39) R—B7 and wins.

35. R×P

Here 35) Kt—Q2 should have been played. If 36) R—B8, then follows 36) K—R2; 37) R×R, Kt×R (B5); 38) Kt×P, R×P and winning would be a difficult task for White. Likewise after 35) Kt—Q2; 36) R×P, Kt×P; 37) R×Kt, R×Kt White's chances of winning are small indeed.

36. R—Kt5 P—Q5
 37. R (Kt5)× R×R
 Kt
 38. R×R P—Q6
 39. K—B2 Resigns.
 2h 20. 2h 11.

Game No. 16.

Ruy Lopez.

White: Dr. Perlis. Black: Teichmann.

- | | |
|-----------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—QR3 |
| 4. B—R4 | Kt—B3 |
| 5. o—o | B—K2 |
| 6. R—Ksq | P—Q3 |
| 7. P—B3 | o—o |

Better seems 7) . . . B—Kt5; 8)

- | | |
|--------------|---------|
| P—Q4, Kt—Q2. | |
| 8. P—Q4 | B—Q2 |
| 9. QKt—Q2 | R—Ksq |
| 10. Kt—Bsq | P—R3 |
| 11. Kt—Kt3 | B—Bsq |
| 12. P—Q5 | |

There was no necessity for this. It would be more advantageous for White to leave the Diagonal open for his KB.

- | | |
|-------------|-------------|
| 12. | Kt—K2 |
| 13. B—B2 | P—KKt3 |
| 14. P—KR3 | B—Kt2 |
| 15. B—K3 | K—Rsq |
| 16. Q—Q2 | Kt(B3)—Ktsq |
| 17. Kt—R2 | Kt—Bsq |

Black should not have delayed the advance of the KBP. 17) P—KB4 threatens P—B5. Then, if 18) P—KB4, P×BP; 19) B×P, P—KKt4; 20) B×P, P×B; 21) Q×P, B—R3; 22) Q—R5, P—B5; 23) Kt—K2, K—Kt2 and White's attack would fizzle out. If 18) P×P, Kt×P and the Knight at K2, which is hampering the Queen, would thus find useful employment.

- | | |
|------------|--------|
| 18. P—KB4 | P×P |
| 19. B×P | Kt—Kt3 |
| 20. P—Kt3 | Q—B3 |
| 21. Kt—K2 | QR—Qsq |
| 22. B—K3 | Q—K2 |
| 23. B—Q4 | B—QBsq |
| 24. R—KBsq | Kt—Q2 |
| 25. R—B2 | Kt—K4 |
| 26. QR—Bsq | R—Bsq |
| 27. Kt—B3 | Kt—Q2 |

- | | |
|---------------|-----------|
| 28. P—B4 | QR—Ksq |
| 29. Q—B3 | Kt—K4 |
| 30. Kt—B4 | Kt—KB3 |
| 31. KR—Ksq | Kt(B3)—Q2 |
| 32. Kt—Q3 | K—Ktsq |
| 33. Kt(B3)×Kt | Kt×Kt |
| 34. P—B5 | Q—Kt4 |
- If 34) Kt×Kt, then White plays 35) P×P first.

- | | |
|------------|---------|
| 35. P×P | P×P |
| 36. Kt×Kt | B×Kt |
| 37. B×B | R×B |
| 38. R—KBsq | Q—K2 |
| 39. R—B4 | |

Adjourned.

White has a pressure on Black's KB2 and Q3, and, moreover, is in the possession of the KB file. As Black has no counter chances he does not hurry his attack. Hence this move, which is apparently intended only to prevent a sacrifice of the exchange.

- | | |
|-------------|---------|
| 39. | P—B3 |
| 40. B—Ktsq | B—Q2 |
| 41. P—QR4 | K—Kt2 |
| 42. Q—B7 | B—Ksq |
| 43. Q—Kt6 | |

Threatening R—Bsq.

- | | |
|-------------|-------|
| 43. | P—Kt4 |
| 44. R(B4)— | P—Kt3 |
| | B3 |

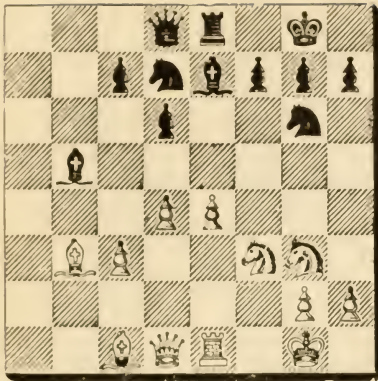
- | | |
|-------------|------|
| 45. R—B3 | R—B2 |
| 46. R(Bsq)— | P—B4 |
| | Bsq |

If 46) B×P; 47) R—B7, Q—Bsq; 48) R—B8, R—Ksq; 49) R×R, Q×R; 50) R—Ksq, R—K2; 51) Q×QP with a good game for White.

- | | |
|----------|------|
| 47. R—B7 | Q—B3 |
| 48. P×P | R×R |

Not 48) B×P because of 49) R×Rch, Q×R; 50) B×B, Q×B; 51) Q×Pch, K—Kt3; 52) R—KBsq.

- | | |
|-----------|------|
| 49. R×Rch | B—B2 |
| 50. Q—B2 | R×QP |



27. Kt—B5

Here 27) B×Pch, K×B; 28) Q—Kt3ch would have gained an important Pawn.

27. QB—B3

28. Kt×Bch Q×Kt
 29. Kt—Kt5 Kt—Rsq
 Not by any means 29) P—Q4
 on account of 30) R—KBsq.

30. B—B2 P—R3
 31. Kt—B3 Kt—Kt3
 32. P—B4 Kt(Q2)—Bsq
 33. P—Q5 B—Q2
 34. P—B5

In order to obtain some attack after 34) P×P. Black's Pawn at QB4 would, in any case, be but of little value.

34. Kt—K4
 35. Kt×Kt Q×Kt
 36. B—K3 Kt—Kt3
 37. R—KBsq

Drawn.

2h 23.

2h 27.

Game No. 18.
 Vienna Opening.

White:
 Mieses.

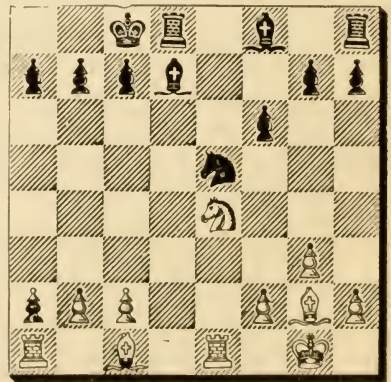
1. P—K4
2. Kt—QB3
3. P—KKt3
4. P×P
5. B—Kt2
6. KKt—K2
7. o—o.
8. P—Q4
9. P×P

Black:
 E. Cohn.

- P—K4
- Kt—KB3
- P—Q4
- Kt×P
- B—K3
- Kt—QB3
- Q—Q2
- o—o—o
- Kt×Kt

Black has played strongly so far, and should now have continued with Kt×P, followed by P—KR4, instituting a promising attack. By exchanging himself, he misses this slight opportunity.

10. Q×Qch B×Q
11. Kt×Kt Kt×P
12. R—Ksq P—KB3
13. Kt—K4



Drawn.

Black might have continued 13) B—B3 and B—Kt5 etc. The "hole" at White's B3 is not without danger and Black is favorably developed.

1h 5.

1h 10.

Game No. 19.
Ruy Lopez.

White:
Duras.

Black:
Dus-
Chotimirski.

- | | | |
|-----|--------|---------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | B—Kt5 | P—B4 |
| 4. | Kt—B3 | Kt—B3 |
| 5. | P×P | P—K5 |
| 6. | Kt—KR4 | P—Q4 |
| 7. | P—Q3 | B—K2 |
| 8. | P×P | P×P |
| 9. | Q×Qch | B×Q |
| 10. | B—Kt5 | |

Thus White has refuted Black's foolhardy third move.

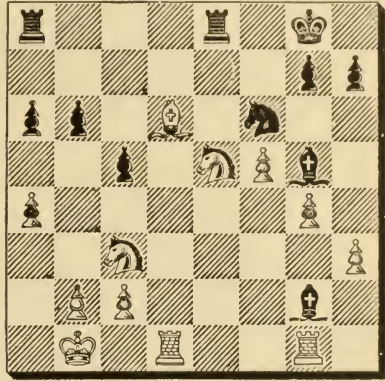
- | | | |
|-----|---------|---------|
| 10. | | o—o |
| 11. | o—o—o | Kt—K4 |
| 12. | P—KR3 | P—QR3 |
| 13. | B—R4 | P—B4 |
| 14. | B—B4 | |

The only move to save the Bishop, which was threatened by P—QKt4 and P—B5.

- | | | |
|---------------|---------|-----------|
| 14. | | Kt(B3)—Q2 |
| 15. | B×KKt | Kt×B |
| 16. | B—Kt3 | B—Kt4ch |
| 17. | K—Ktsq | Kt—B3 |
| 18. | P—B4 | P×P e.p. |
| 19. | Kt×P | B—R3 |
| 20. | B—Q6 | R—Ksq |
| 21. | P—KKt4 | P—QKt 3 |
| 22. | KR—Ksq | B—Kt2 |
| 23. | Kt—K5 | B—Kt4 |
| 24. | P—QR4 | |
| Better Kt—R4. | | |
| 24. | | B—Kt7 |
| 25. | R—Ktsq | B—Kt2 |

Black should have captured the RP, as White would then have had all his work cut out to maintain his advantage. If 26) R—Kt3?, Black would play B—B5, or if 26) R—Q3, QR—Qsq; e. g. 25) B×P; 26) R—

Kt3, B—B5; 27) R×B, B×Kt; 28) B×B, R×B; 29) P—Kt5, Kt—K5:



30) Kt×Kt, R×Kt; 31) R—Rsq, R—KBsq; 32) R×P, R×P; 33) P—Kt6, K—Bsq; 34) R—R8ch, K—K2; 35) R—QKt8, R—K3; 36) R—Ktsq, with advantage.

- | | | |
|-----|--------|----------|
| 26. | Kt—B4 | QR—Qsq |
| 27. | B—Kt3 | Kt—K5 |
| 28. | Kt×Kt | B×Kt |
| 29. | Kt×P | B—B6 |
| 30. | R×R | R×R |
| 31. | Kt—B4 | R—Q5 |
| 32. | P—Kt3 | R—Q4 |
| 33. | P—R4 | B—B3 |
| 34. | B—B2 | P—KR4 |
| 35. | P—Kt5 | B—Qsq |
| 36. | R—Ksq | R×P |
| 37. | R—K8ch | R—Bsq |
| 38. | R×Rch | K×R |
| 39. | B×Pch | K—Ksq |
| 40. | K—Kt2 | B—B2 |
| 41. | B—Q6 | B×B |
| 42. | Kt×Bch | K—Q2 |
| 43. | Kt—B5 | P—Kt3 |
| 44. | Kt—Q4 | Resigns. |

2h 45.

3h.

Game No. 20.
Ponziani Opening.

White:	Black:
Dr. Bern-	Salwe.
stein.	
1. P-K4	P-K4
2. Kt-KB3	Kt-QB3
3. P-B3	Kt-B3
4. P-Q4	P-Q3
5. B-K3	B-K2
6. P-Q5	Kt-QKtsq
7. QKt-Q2	o-o
8. P-KR3	P-B3

By this move Black achieves but little. The Pawn at Q3 becomes thereby weak, and the QB file is opened for his opponent. He might have played 8) . . . Kt x P. After 9) Kt x Kt, P-KB4; 10) Kt-Kt5 (or -Kt3 or Q2), P-B5, Black would have a good development.

9. P-B4	QKt-Q2
10. B-K2	R-Ksq
11. o-o	Kt-Bsq
12. K-R2	Kt-Kt3
13. P-KKt3	R-Bsq
14. Kt-Ksq	Q-Q2
15. P-KKt4	P-KR4
16. P-B3	P x KtP

Black should have deferred this exchange. He seems to be unaware that he only opens the Rook's file for his opponent.

17. RP x P	Kt-R2
18. Kt-Kt2	B-Kt4
19. B x B	Kt x B
20. R-Rsq	Q-Qsq
21. Kt-Bsq	P x P
22. BP x P	Q-Kt3
23. Q-Q2	P-B3
24. Kt(Bsq)-	B-Q2
	K3
25. Kt-QB4

The "strong square" for the

Knight, where it attacks the weak pawn at Q3.

25.	Q-B4
26. QR-Bsq	QR-Bsq
27. K-Kt3

Threatening P-Kt4, Q-B2; Kt x P.

27.	B x P
-------------	-------



A desperate sacrifice, which is yet promising. After 28) P x B comes KtxPch; and if 28) K x B then Q-B7.

28.. Kt(B4)-	B x P
	K3
29. B x B	Q-Kt4
30. Kt-B5	Q-R3
31. Q-K3	R x R
32. R x R	R-Qsq
33. R-B7	Kt-B2
34. B-R5	Kt(Kt3)-Rsq
35. Kt(Kt2)	P-KKt4
	-R4
36. Kt-Kt6	Kt x Kt
37. B x Kt	Kt-Rsq
38. Kt-R6ch	Resigns.

1h 30. 2h 20.

Game No. 21.

Queen's Pawn Opening.

White:	Black:
E. Cohn.	Duras.
1. P—Q4	P—Q4
2. Kt—B3	P—QB4
3. P—K3	Kt—KB3
4. QKt—Q2

Here P—B4 or B—K2 (or Q3) ought to be played. The move actually made is too defensive.

4. P—B5

Courageously Black tries at once to take advantage of his opponent's too cautious attitude. He might, however, have played Kt—B3 first.

5. P—B3 P—QKt4
6. Q—B2

Here a counterstroke by 6) P—OR4 in order. Then if 6) Q—R4; 7) P—QKt4, Q—K3; 8) Kt—K5 (threatening R—R3, P×P followed by Kt(Q2)×P).

6. B—Kt2
7. B—K2 QKt—Q2
8. o—o. Q—B2
9. R—Ksq P—K3
10. B—Bsq B—Q3
11. P—KKt3 P—KR3

The idea of this is to prevent Kt—Kt5, after 12) P—K4, P×P.

12. B—Kt2 o—o
13. Kt—R4 Kt—K5

A gross blunder. By 13) P—Kt4; 14) Kt—B3, Kt—K5, followed by P—B4 Black would have obtained a strong attacking position.

14. Kt×Kt P×Kt
15. B×P P—Kt4
16. Kt—Kt2 P—K4
17. B×B Q×B
18. Q—B5 P—K5

19. B—Q2 B—K2
20. R—KBsq Kt—B3
21. P—B4 P—Kt5
22. Q—K5

By this manoeuvre the Queen escapes back into her camp.

22. QR—Qsq
23. P—B5 R—Q4
24. Q—B4 K—Kt2
25. Q—B2 Kt—R2
26. Q—K2 P—KR4
27. P—KR3



White plays this part of the game very cleverly. The advance of this Pawn prevents the threatened Kt—Kt4 and altogether relieves the position of the important Pawn at KKt5.

27. P×P
28. Kt—B4 Kt—Kt4
29. P—B6ch B×P
30. Kt×Pch K—Kt3
31. Kt×B Kt—B6ch
32. R×Kt P×R
33. Q×P R—Q2
34. P—K4 Resigns.
2h 18. 2h 26.

Game No. 22.

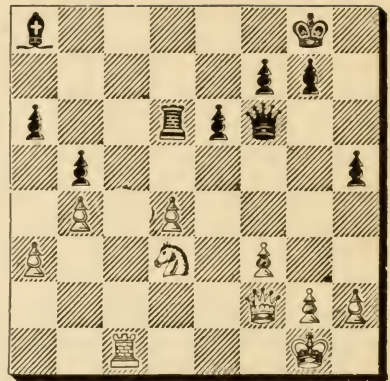
Queen's Gambit Declined.

White: N enarokow. Black: Mieses.

- | | | |
|-----|--------|------------|
| 1. | P—Q4 | P—Q4 |
| 2. | P—QB4 | P—K3 |
| 3. | Kt—QB3 | P—QB4 |
| 4. | P—K3 | Kt—KB3 |
| 5. | Kt—B3 | P×QP |
| 6. | KP×P | P×P |
| 7. | B×P | P—QR3 |
| 8. | o—o. | P—QKt4 |
| 9. | B—Q3 | B—Kt2 |
| 10. | Q—K2 | Kt—B3 |
| 11. | R—Qsq | B—K2 |
| 12. | B—Kt5 | o—o |
| 13. | QR—B | R—Bsq |
| 14. | B—Ktsq | Kt—QKt5 |
| 15. | Kt—K5 | Kt(Kt5)—Q4 |
| 16. | Q—Q2 | Kt×Kt |
| 17. | R×Kt | R×R |
| 18. | Q×R | Kt—K5 |

By this move Black frees himself from all pressure.

- | | | |
|-----|--------|---------|
| 19. | B×Kt | B×KB |
| 20. | B×B | Q×B |
| 21. | P—QKt4 | Q—Kt4 |
| 22. | P—B3 | B—Q4 |
| 23. | P—QR3 | P—KR4 |
| 24. | Kt—Q7 | R—Qsq |
| 25. | Kt—B5 | R—Q3 |
| 26. | Q—Q2 | Q—Kt3 |
| 27. | Q—KB2 | B—Rsq |
| 28. | Kt—Q3 | Q—B3 |
| 29. | R—QBsq | |



Obviously a miscalculation. Black now obtains the superior position.

- | | | |
|-----|---------|-------|
| 29. | | R×P |
| 30. | R—B8ch | R—Qsq |
| 31. | R×Rch | Q×R |
| 32. | Q—K3 | B—Q4 |
| 33. | Q—Q4 | Q—Kt4 |
| 34. | Q—KB4 | Q—Kt3 |
| 35. | Q—K3 | B—B5 |
| 36. | Kt—Ksq | Q—Kt8 |
| 37. | P—KR4 | Q—Kt7 |
| 38. | K—R2 | B—Kt6 |
| 39. | Kt—Q3 | Q—B6 |

Now White cannot, in any way, get the Knight out of the pin.

- | | | |
|-----|------|------|
| 40. | Q—K4 | B—Q4 |
| 41. | Q—K3 | B—B5 |

Resigns.

2h 30.

3h 10.

Game No. 23.

Four Knights' Game.

White: Teichmann. Black: Burn.

- | | | |
|----|--------|--------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |

- | | | |
|----|-------|---------|
| 3. | Kt—B3 | Kt—B3 |
| 4. | B—Kt5 | B—Kt5 |
| 5. | o—o | o—o. |
| 6. | P—Q3 | P—Q3 |
| 7. | Kt—K2 | |

White should play for attack by 7) B—Kt5. After the actual continuation Black has time to take up quite as strong a position as White.

- | | | |
|-----|-----------------------|--------|
| 7. | | Kt—K2 |
| 8. | P—B3 | B—R4 |
| 9. | Kt—Kt3 | P—B3 |
| 10. | B—R4 | Kt—Kt3 |
| 11. | P—Q4 | B—Kt3 |
| 12. | P—KR3 | P×P |
| 13. | Kt×P | P—Q4 |
| 14. | P×P | Kt×P |
| 15. | Kt(Q4)— _{B5} | Q—B3 |
| 16. | B—B2 | B×Kt |
| 17. | Kt×B | KR—Ksq |
| 18. | Q—Kt4 | Q—K4 |
| 19. | B—Kt3 | Kt—B3 |

Why not first QR—Qsq? Black ought to complete his development, before making aggressive or defensive manoeuvres. Moreover the Knight was well posted at Q4.

- | | | |
|-----|------|------|
| 20. | Q—B3 | B—B2 |
|-----|------|------|

This Bishop was also well placed. The simplest continuation was Kt—K2, in order to dislodge White's advanced post at KB5.

- | | | |
|-----|-------|--------|
| 21. | P—Kt3 | QR—Qsq |
| 22. | B—Kt5 | K—Bsq |

As Kt—R6 was threatened.

- | | | |
|-----|--------|-----------|
| 23. | QR—Ksq | |
|-----|--------|-----------|

An ingenious sacrifice, which, however, should not have won with the best defence.

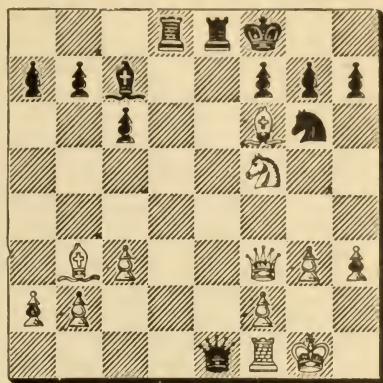
- | | | |
|-----|-----------|-----------|
| 23. | | Q×R |
| 24. | B×Kt. | |

Of course, White does not want to give the two Rooks for the Queen.

- | | | |
|-----|-----------|-----|
| 24. | | P×B |
|-----|-----------|-----|

Not the right answer; 24) Q—K7 should have been played. White would then have achieved no mate by 25) B×Pch, K—Ktsq; 26) Kt—R6ch, K×B; 27) Q×Pch, K×Kt, nor by 25) B×Pch, K—Ktsq;

Position after White's 24th move.



26) B×Pch, K×B; 27) Kt—Q6 double ch, K×B; 28) Q—B7ch, K—R3; 29) Kt—B5ch, K—Kt4; 30) P—B4ch, B×P; 31) P×Bch, Kt×B; 32) P—R4ch, K—Kt5; 33) R×Ktch, K—R6.

- | | | |
|-------|---------|----------|
| 25. | Q—R5 | Q—K7 |
| 26. | Q×P | R—K3 |
| 27. | B×R | P×B |
| 28. | Q—Kt7ch | K—Ksq |
| 29. | Q×Ktch | K—Q2 |
| 30. | Q—B7ch | K—Bsq |
| 31. | Q×KPch | K—Ktsq |
| 32. | P—KR4 | Q×P |
| 33. | Q—Kt3 | Q×Q |
| 34. | P×Q | B—K4 |
| 35. | P—QB4 | P—Kt4 |
| 36. | P—B4 | B—B6 |
| 37. | R—B3 | P—Kt5 |
| 38. | P—R5 | P—R4 |
| 39. | P—R6 | K—R2 |
| 40. | P—KKt4 | P—R5 |
| 41. | P×P | K—R3 |
| 42. | P—Kt5 | P×P |
| 43. | P×P | K—R4 |
| 44. | P—Kt6 | B—K4 |
| 45. | Kt—K7 | K×P |
| 46. | Kt×P | R—Q8ch |
| 47. | K—Kt2 | R—Q7ch |
| 48. | R—B2 | R×Rch |
| 49. | K×R | P—Kt6 |
| 50. | P—Kt7 | P—Kt7 |
| 51. | P—Kt8Q | Resigns. |
| 3h 5. | | 3h 16. |

Game No. 24.

Queen's Pawn Opening.

- | | |
|-------------|-------------|
| White: | Black: |
| Schlechter. | Dr. Perlis. |
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—QB4 |
| 3. B—B4 | ... |

By this White achieves little, as the Bishop attacks nothing here. Mere impediments of movement do not embarrass the opponent enough during the opening stage, therefore such a move should not be lost.

- | | |
|------------|--------|
| 3. | Kt—QB3 |
| 4. P—K3 | Kt—B3 |
| 5. P—B3 | P—K3 |
| 6. QKt—Q2 | Kt—KR4 |

It is sound play to get rid of his Bishop forthwith.

- | | |
|----------|-----|
| 7. B—Kt5 | ... |
|----------|-----|

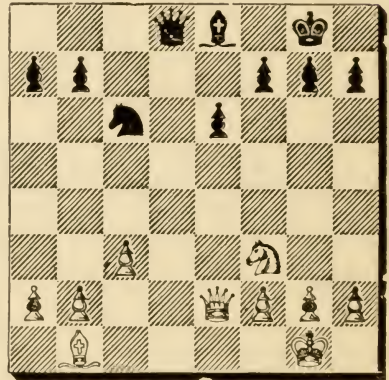
White should rather leave Black two Bishops by letting him exchange the Bishops at Kkt3, thus getting an open Rook's file as compensation. After the text move White has no possibilities of attack.

- | | |
|------------|-------|
| 7. | B—K2 |
| 8. B×B | Q×B |
| 9. B—Q3 | Kt—B3 |
| 10. o—o | o—o |
| 11. R—Ksq | B—Q2 |
| 12. P×P | Q×P |

- | | |
|------------|--------|
| 13. P—K4 | P×P |
| 14. Kt×P | Kt×Kt |
| 15. B×Kt | KR—Qsq |
| 16. Q—K2 | B—Ksq |
| 17. QR—Qsq | Q—QR4 |
| 18. B—Ktsq | R×R |
| 19. R×R | R—Qsq |
| 20. R×R | Q×R |

Drawn.

1h 10. 1h



It is a pity that the game was not continued. White might have tried to make his Pawns on the Queen's side tell, while Black might have advanced on the King's side.

Game No. 25.

Four Knights' Game.

- | | |
|-----------|---------|
| White: | Black: |
| Forgacs. | Vidmar. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. Kt—B3 | Kt—B3 |
| 4. B—Kt5 | B—Kt5 |
| 5. o—o | o—o |
| 6. P—Q3 | B×Kt |
| 7. P×B | P—Q3 |
| 8. R—Ksq | Q—K2 |

Under the given circumstances, the mode of development chosen by Black appears somewhat artificial. He

should play first of all 8) B—Kt5, and if 9) P—Q4, then 9) Kt—Q2. Thus he would obtain some counter attack; he might, for instance, start a pressure on White's QB4 in certain contingencies (by Kt—Kt3) or perhaps force the advance of his KBP.

- | | |
|------------|--------|
| 9. P—Q4 | Kt—Qsq |
| 10. B—Bsq | P—B4 |
| 11. P—Kt3 | Q—B2 |
| 12. B—KKt2 | R—Ksq |
| 13. P—Q5 | ... |

White should have deferred this move and played KR—R₄ at once. The Bishops would have more effect if White had retained the option of changing the Pawns.

- 13. Kt—Q₂
- 14. Kt—R₄ Kt—Bsq
- 15. P—KB₄ P×P

Allowing White a strong centre. 15) P—B₃, in order to continue Kt—B₂ and fix White's King's Pawn definitely, would have given Black good chances.

- 16. P×P Q—K₂
- 17. Kt—B₃

As White attacks on the King's side, he ought to concentrate his forces on this wing; hence Q—R₅ was the right move.

- 17. B—Kt₅

Now Kt—Q₂ is threatened already, and White must, therefore, push the King's Pawn at once, or forego the advance altogether.

- 18. P—K₅

Black cannot reply Kt—Q₂ now, as 19) P×P, Q×Qch; 20) Q×Q, etc., would gain a pawn.

- 18. B×Kt
- 19. B×B Kt—Q₂
- 20. P—K₆ Q—R₅

- 21. B—Q₂ P×P
- 22. P×P Kt—KB₃
- 23. P—K₇

Not 23) P—B₅ because of 23 Q—R₆. By the one strategical mistake of the Knight's retreat on his 17th move, White has lost the advantage of the centre.

- 23. Kt—B₃
- 24. B×Kt P×B
- 25. Q—K₂ Q—R₆
- 26. Q—K6ch Q×Q
- 27. R×Q K—B₂
- 28. QR—Ksq QR—Bsq

Threatening now P—Q₄ 29. R×P R×P 30. P—B₄ Kt—K₅ 31. R—Q₃ Kt×B

By 31) K—B₃; 32) B—B₃ch, K—B₄; 33) B—K₅, Black would gain nothing.

- 32. R×Rch K×R
- 33. R×Kt

Drawn.

2h 27. 1h 35.

The continuation might have been 33) R—QKtsq; 34) R—Q₃, R—Kt8ch; 35) K—Kt₂, R—Kt₇; 36) R—QR₃, R×Pch; 37) K—Kt₃, R×BP; 38) R×Pch, K—B₃; 39) R—QB₇, after which a draw appears the most likely result.

Game No. 26.

Queen's Pawn Opening.

- | | |
|-----------------------|--------------------|
| White. | Black: |
| Rubinstein. | Dr. Lasker. |
| 1. P—Q ₄ | P—Q ₄ |
| 2. Kt—KB ₃ | Kt—KB ₃ |
| 3. P—B ₄ | P—K ₃ |
| 4. B—Kt ₅ | P—QB ₄ |

When this advance is made prematurely, the isolation of the Queen's Pawn is the necessary consequence.

- 5. P×QP KP×P
- 6. Kt—B₃ P×P

- 7. Kt×P Kt—B₃

This gets Black into difficulties. 7) B—K₂ was indicated. If then 8) P—K₃, O—O, exception could scarcely be taken to Black's position.

- 8. P—K₃ B—K₂
- 9. B—Kt₅

This move shows why Black's 7th, was open to censure.

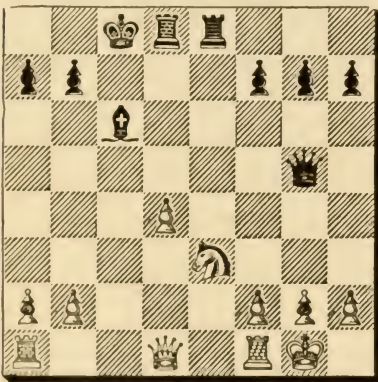
9. B-Q2
 10. B×KKt

The gain of the Pawn is only temporary. 10) O—O would have been stronger, as the Queen's Pawn would have fallen afterwards in any case.

10. B×B
 11. Kt×P B×Kt
 12. P×B Q—Kt4
 13. B×Kt B×B
 14. Kt—K3 o—o—o

A careless move. Black should not have given up his intention to win the Knight's Pawn, simply because White had omitted the check at K2. After 14) B×P; 15) R—KKt sq, Q—R4ch; 16) Q—Q2, Q×Qch; 17) K×Q, B—K4 as well as after 15) Kt×B, Q×Kt; 16) Q—K2ch, K—Qsq; 17) O—O—O, Q—Kt3; 18) Q—Q3 (R—Q3?, Q—B3ch), R—B sq ch; 19) K—Ktsq, R—Ksq, Black would have quite a good game.

15. o—o KR—Ksq



16. R—Bsq

A move of extraordinary subtlety. White now retains his advantages. He threatens R—B5 and P—Q5, and Black's obvious threat of R×Kt he meets as is shown by his 17th move.

16. R×Kt

Also after 16) K—Ktsq; 17)

R—B5, Q—B5; 18) P—Q5, R×Kt; 19) Q—Bsq R—K4; 20) P×B, P×P; 21) Q—B3 Black would have a bad position.

17. R×Bch P×R
 18. Q—Bsq R×P

A better chance was offered by 18) R—K4; 19) Q×Pch (not 19) P—B4 on account of R—QB4) K—Ktsq; 20) P×R (not P—B4 on account of R—K3), Q×P.

19. P×R R—Q2
 20. Q×Pch K—Qsq
 21. R—B4

A splendid conception. He threatens Q—R8ch, followed by R—K4 or QB4ch, winning the game by the attack. Black's only alternative is to exchange Queens and lose the end game.

21. P—B4

If 21) Q—QR4, 22) Q—R8 ch, K—K2; 23) R—K4ch, K—B3; 24) Q—B6ch, K—Kt4; 25) P—R4ch.

22. Q—B5 Q—K2

After 22) R—Q8ch, 23) K—B2, R—Q7ch; 24) K—Ksq, Q×P; 25) Q—R5ch would win the Rook.

23. Q×Qch K×Q
 24. R×P R—Q8ch
 25. K—B2 R—Q7ch
 26. K—B3 R×QKtP
 27. R—QR5 R—Kt2
 28. R—R6 K—Bsq
 29. P—K4 R—B2
 30. P—KR4 K—B2
 31. P—Kt4 K—Bsq
 32. K—B4 K—K2
 33. P—R5 P—R3
 34. K—B5 K—B2
 35. P—K5 R—Kt2
 36. R—Q6 K—K2
 37. R—R6 K—B2
 38. R—Q6 K—Bsq
 39. R—B6 K—B2
 40. P—R3 Resigns.

Game No. 27.

Queen's Pawn Opening.

White:	Black:
v. Freymann.	Speijer.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P×P	Kt—KB3
4. P—QR3	P—QR4
5. P—B4

An attempt at holding the Pawn would not succeed; e. g. 5) P—K3, P—K3; 6) Q—Q4, Kt—K5; 7) P—QKt4, B—K2 and White would be in difficulties.

5.	P—K3
6. Kt—B3	B×P
7. B—Kt5	QKt—Q2

7) Q—Kt3 would fail on account of 8) P—K3, and 7) P—Q5 on account of 8) Kt—K4.

8. P×P	P×P
9. P—K3

If 9) Kt×P, Kt—K5; 10) B—K3, or 9) B×Pch; 10) K×B, Kt—K5ch; 11) K—Ksq, Kt×B; 12) B×Kt, Q×B; 13) Kt—B7ch, K—K2; 14) Kt×R and White would gain a material advantage without any risk.

9.	Q—Kt3
10. B—Kt5	o—o
11. B×QKt	B×B
12. B×Kt	Q×B
13. Q×P	Q—K2

White has won a Pawn even now, but Black's Bishops have many open lines.

14. o—o	R—R3
15. KR—Qsq	B—K3
16. Q—R5	P—KKt3
17. Q—R6	P—B3
17. Kt—Q4	B—B2
19. QR—Bsq	R—Qsq

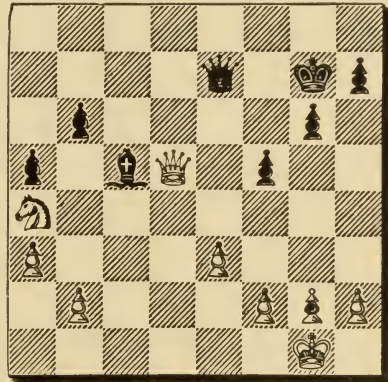
Black ought to avoid exchanges as

much as possible. Hence 19) R—Ksq would have been far better.

20. Q—B4	P—B4
----------	------

Intended to prevent Kt—K4, but he exposes himself still more by weakening his KKt4; R—Ksq was still necessary.

21. Kt—B3	QR—Q3
22. R×R	Q×R
23. Q—QR4	P—Kt3
24. Kt—KKt5	Q—Q2
25. R—Qsq	Q—K2
26. Kt×B	R×Rch
27. Q×R	K×Kt
28. Q—Q5ch	K—Kt2
29. Kt—R4



A gross blunder. He ought to have played 29) K—Bsq. He would then have commanded the Centre with his Queen, and might have, later on, entered into the hostile camp with the King via K2, Q3, B4 and Kt5.

29.	B×P
30. K—Bsq

If 30) P×B, Q×Pch; 31) K—Bsq, Q—B5ch, would win the piece back. The draw is now determined.

30.	B—B4
-------------	------

Drawn.

2h 10.

2h 24.

Game No. 18.

Philidor's Defence.

White:	Black:
Spielmann.	Snosko-
	Borowski.
1. P-K4	P-K4
2. Kt-KB3	P-Q3
3. P-Q4	Kt-Q2
4. B-QB4	B-K2

A mistake, which, however, White does not make use of. By 5) P×P, P×P (Kt×P; 6) Kt×Kt, P×Kt; 7) Q-R5; 6) Q-Q5 White would gain an immediate advantage.

4) P-B3 is necessary.

5. P-B3	KKt-B3
6. Q-Q3	P-B3
7. B-Kt3	Q-B2
8. B-Kt5	o-o
9. QKt-Q2	P-B4

This move does not break White's centre, and as a preparation to R-Ktsq and P-QKt4, the manoeuvre is too slow. It was natural to continue with R-Qsq, Kt-Bsq and B-K3 or R-Qsq and P-Q4.

10. o-o	P-OR3
11. P-OR4	P-QKt3

These pawn moves only weaken the position.

12. Kt-R4	KP×P
13. P×P	P×P
14. Kt-B5	Kt-B4
15. Kt×Bch	Q×Kt
16. Q×QP	Q-K4

But not 16) Kt(B4)×P; 17) Kt×Kt, Q×Kt; 18) B×Kt, winning a piece.

17. B×Kt	P×B
18. Q×Q

18) Q-K3 could have been answered by 18) Kt×B; 19) Kt×Kt, P-B4; 20) KR-Ksq, P×P; 21) Q×P, B-K3; 22) Kt-Q4, Q×Q; 23) R×Q, KR-Ksq. Here White would have but little advantage.

18.	QP×Q
19. B-Q5	R-Ktsq
20. Kt-B4	B-K3
21. P-R5	B×B

As White, by changing Bishops, would only strengthen Black's centre and remove the immobile and hampering Pawn at Black's KB2, why should Black exchange? The right play was 21) Kt-Kt6; 22) R-R3, P×P. For the time being Black would now be a Pawn ahead, and with no Pawns left on the Queen's side (as the Knight's Pawn is bound to fall) White could not have won the game.

22. P×B	P-Kt4
23. Kt-K3	KR-Qsq
24. QR-Bsq	QR-Bsq
25. KR-Qsq	Kt-Kt6
26. R×R	R×R
27. P-Q6	R-Qsq
28. Kt-Q5	K-Kt2
29. Kt-B7	Kt-Q5
30. K-Bsq

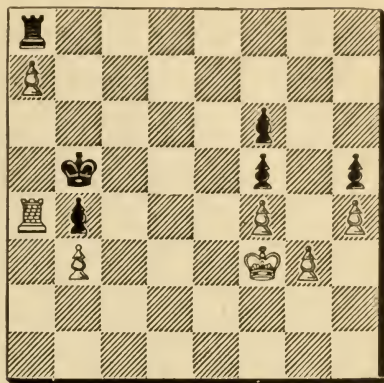
For the moment obviously the Pawn is guarded by the possible Kt-K8ch.

30.	K-Kt3
31. Kt×RP	R×P
32. Kt-Kt4	R-Qsq
33. Kt-B2	K-B4
34. Kt×Kt	P×Kt
35. P-R6

In the following most interesting end game White tries first to win by bringing about a blocked position and throwing the move on Black; in this he does not succeed, but he gains a Pawn, and finds the way later on of winning on the King's side. The end game is played by both sides with plenty of deep ideas, so that it affords great pleasure to play it over. The play, however, is clear and needs no comment.

- | | | |
|-----|------------|---------|
| 35. | ... | K—K5 |
| 36. | K—K2 | P—Q6ch |
| 37. | K—Q2 | K—Q5 |
| 38. | R—QRsq | ... |
| | Adjourned. | |
| 38. | ... | K—B5 |
| 39. | P—R7 | R—QRsq |
| 40. | R—R3 | P—B4 |
| 41. | P—B4 | P—R4 |
| 42. | P—KKt3 | P—B3 |
| 43. | P—R4 | P—Kt5 |
| 44. | P—Kt3ch | K—B4 |
| 45. | R—R4 | K—Kt4 |
| 46. | R—R2 | K—B4 |
| 47. | R—R4 | K—Kt4 |
| 48. | R—R2 | K—B4 |
| 49. | R—R4 | K—Kt4 |
| 50. | K×P | R—Qsqch |
| 51. | K—K3 | R—Ksqch |
| 52. | K—B2 | R—QRsq |
| 53. | K—B3 | K—B4 |
| 54. | R—R6 | K—Q5 |
| 55. | R×P | R×P |
| 56. | R×P | K—B6 |
| 57. | R×P | R—OKt2 |
| 58. | R—K5 | K×P |

Position after Black's 52nd move.



- | | | |
|-----|--------|---------|
| 59. | P—R5 | K—B6 |
| 60. | P—Kt4 | P—Kt6 |
| 61. | P—R6 | P—Kt7 |
| 62. | R—Ksq | K—B7 |
| 63. | P—Kt5 | R—Q2 |
| 64. | K—Kt4 | R—Q8 |
| 65. | R×R | K×R |
| 66. | P—R7 | P—Kt8Q |
| 67. | P—R8Q | Resigns |
| | 3h 57. | 3h 40. |

Game No. 19

Queen's Pawn Opening.

- | | |
|---------|-------------|
| White: | Black: |
| Salwe. | Tartakower. |
| 1. P—Q4 | P—QB4 |

This move we do not hold to be quite satisfactory.

- | | |
|---------|-----|
| 2. P—K3 | ... |
|---------|-----|

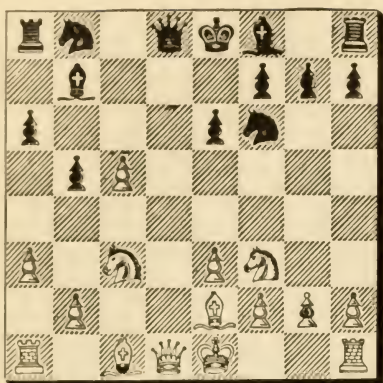
A tame reply. Perhaps White can, after 2) P×P, P—K3; 3) B—K3, hold the Pawn for some time, in order to disturb Black's development. By this he would, at all events, gain

more than by turning into one of the most evenly balanced positions of the Queen's Gambit.

- | | | |
|----|--------|--------|
| 2. | ... | P—Q4 |
| 3. | P—QB4 | P—K3 |
| 4. | Kt—KB3 | Kt—KB3 |
| 5. | Kt—B3 | P—QR3 |
| 6. | P—QR3 | P×BP |
| 7. | B×P | P—OKt4 |
| 8. | B—K2 | B—Kt2 |
| 9. | P×P | ... |

This exchange was certainly not necessary, yet P—B5 need not be

Position after White's 9th move.



feared, as White would then be able to institute an attack on the King's side by Kt—Ksq, B—B3 and P—K4. 9) O—O was the move.

- | | | |
|-----|-----------|--------|
| 9. | | Q×Qch |
| 10. | B×Q | B×P |
| 11. | P—QKt4 | B—Kt3 |
| 12. | B—Kt2 | Kt—B3 |
| 13. | B—Kt3 | K—K2 |
| 14. | K—K2 | KR—Qsq |
| 15. | KR—Qsq | P—R3 |

Drawn.

oh 45.

oh 15.

Game No. 30.

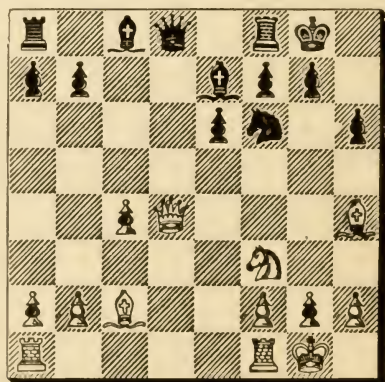
Queen's Pawn Opening.

White: Black:
Dus- Dr. Bern-
Chotimirski. stein.

- | | | |
|-----|--------|-----------|
| 1. | P—Q4 | P—Q4 |
| 2. | Kt—KB3 | P—K3 |
| 3. | P—K3 | Kt—Q2 |
| 4. | B—Q3 | B—Q3 |
| 5. | P—B4 | P—QB3 |
| 6. | Kt—B3 | KKt—B3 |
| 7. | o—o | o—o |
| 8. | P—K4 | P×KP |
| 9. | Kt×P | Kt×Kt |
| 10. | B×Kt | Kt—B3 |
| 11. | B—B2 | P—B4 |
| 12. | B—Kt5 | P—KR3 |
| 13. | B—KR4 | P×P |
| 14. | Q×QP | B—K2 |
| 15. | QR—Qsq | |

The Black Queen is in an unfavorable position; therefore Q—B3 was preferable. Then, if 15) Kt—K5; 16) B×B, Kt×Q; 17) B×Q, Kt—K7ch; 18) K—Rsq, R×B; 19) QR—Qsq, Black gets into difficulties (B—Q2? 20) R—Q2 followed by KR—Qsq.)

Position after Black's 14th move.



- | | | |
|-----|-----------|--------|
| 15. | | Q×Q |
| 16. | R×Q | P—QKt3 |
| 17. | KR—Qsq | B—Kt2 |
| 18. | Kt—K5 | KR—Qsq |
| 19. | R×Rch | R×R |
| 20. | R×Rch | B×R |
| 21. | P—B3 | Drawn. |

Drawn.

1h

oh 48.

Game No. 31.

Queen's Pawn Opening.

White:	Black:
Snosko-	Salwe.
Borowski.	
1. P—Q4	P—Q4
2. Kt—KB3	P—K3
3. B—B4	P—QB4
4. P—K3	Kt—QB3
5. P—B3

If White had to make such a narrowing move, his opening would not be commendable; the move is, however, not necessary. The threat of Q—Kt3 can also be met by 5) P—B4; after 5) Q—Kt3, White has then the choice of 6) Q—Kt3, Q—Q2 and even Q—Bsq.

5.	Kt—B3
6. QKt—Q2	B—K2
7. B—Q3	o—o
8. P—KR3

Before Castling, he wishes to provide a retreat for the Bishop against Black's Kt—KR4; but the move deprives the Bishop of the strong foothold at KKt3.

8.	B—Q3
9. Kt—K5

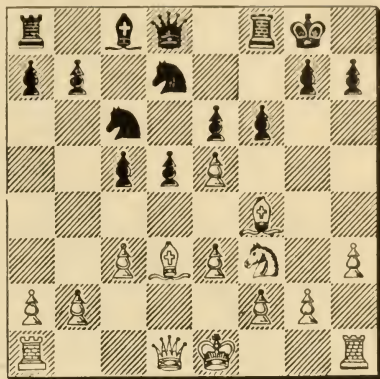
White's position is no longer favorable. Relatively best was 9) B×B, Q×B; 10) OR—Bsq, followed by B—Ktsq and P—B4. The move played gives Black the superiority on the Queen's wing, without obtaining any sufficient compensation for it.

9.	B×Kt
10. P×B	Kt—Q2
11. Kt—B3	P—B3

Black now obtains an excellent development.

12. P×P	Kt×P
13. o—o	Q—K2
14. Kt—K5	Kt×Kt
15. B×Kt	B—Q2
16. P—QB4	B—B3
17. R—Bsq	P—QKt3

Position after Black's 11th move.



18. P—QKt3	QR—Qsq
19. Q—K2	Q—KB2
20. KR—Qsq	R—Q2
21. B—Ktsq	KR—Qsq
22. Q—B2	Q—R4
23. Q—Kt2

White wants to avoid B×Kt, which would open the KKt file for Black, whose Bishop aims already at White's KKt2; but now Black obtains other advantages.

23.	P×P
24. R×R	Kt×R
25. B—Kt3

After 25) B×P Black would win by 25) P—K4.

25.	P×P
26. P×P

If 26) Q×P, Black would force the exchange of Queens by Q—Q4.

26.	Kt—B3
27. P—B3	Q—Q5
28. R—Ksq	B—Ksq
29. B—R4	P—K4
30. B—QB2	Q—K3
31. Q—B3	B—B2
32. R—Rsq	R—Q2
33. P—KKt4	B—Kt3

By driving White's KB from the

diagonal or exchanging it for his Bishop, Black is enabled to bring his Knight into play with decisive effect at Q4, or (if P-K4) at Q5. The finish is vigorously played by Black.

34. B-Qsq B-Q6

35. B-Kt3 P-K5
 36. P-B4 Kt-Q4
 37. Q-Ksq Q-KB3
 38. R-Bsq Q-Kt7
 Resigns.
 2h 28. 1h 33.

Game No. 32.

Queen's Pawn Opening.

White:	Black:
Speijer.	Spielmann.
1. P-Q4	P-Q4
2. Kt-KB3	P-QB4
3. P×P	P-K3
4. P-K4	B×P
5. P×P	P×P
6. B-Kt5ch	Kt-B3
7. o-o	Kt-B3
8. B-Kt5	B-K3
9. Kt-B3	o-o
10. Kt-K2

So far White has kept up the pressure on Black's QP, but now he relaxes; he might have gone on, for instance, with B-QR4-Kt3.

10.	P-KR3
11. B-KR4	B-K2
12. P-B3	Q-Kt3
13. Q-R4	Kt-K5
14. B×B	Kt×B
15. Kt(K2)-

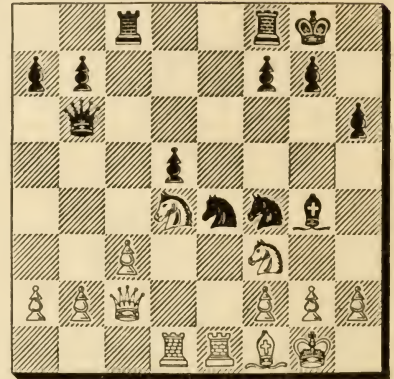
Q4

White does not play 15) B-Q3, on account of 15) Q×KtP; 16) B×Kt, P×B; 17) Q×KP, B-Q4; 18) Q×Kt, KR-Ksq with clear advantage for Black, since the QBP is difficult to defend.

15. Kt-Kt3

The reply to 15) P-R3 would be Q-R3.

16. Q-B2	Kt-B5
17. KR-Ksq	QR-Bsq
18. QR-Qsq	B-Kt5
19. B-Bsq



19. Q-Kt3

Overlooking the strength of White's next move. If he had played KR-Ksq first, he would have retained his advantage. As it is, he accomplishes nothing more than a general exchange.

20. Kt-K5	B×R
21. Kt×Q	B×Q
22. Kt-K7ch	K-R2
23. Kt×R	B-Q6
24. Kt-K7	B×B
25. R×B	R-Ksq
26. Kt-B5	Kt-Q7
27. R-Qsq	Kt-B5
28. P-QKt3	Kt-Kt7
29. R-Ktsq	Kt(Kt7)-Q6
30. Kt-K3	R-QBsq
31. P-Kt3	

Drawn.

2h 10.

2h 10.

This move was tempting but not so strong as 25) B×B. White would have to reply KP×B with the likely continuation: 26) KP×B, P—QKt4; 27) P—B4, KtP×P 28) P×P, Q×P; 29) R—Qsq, R—Qsq and Black wins yet another Pawn because of the threat Kt—B6ch.

26. P—B4 P—Kt5

If 26) B×B; 27) P×KP (P×KP; 28) B×P, P—Kt5? 29) R—Kk3), R×P; 28) Q×Kt.

27. R—Q3 B×B

28. P×P P×P

29. KP×B

29) B×P would not be defeated by 29) R×P; 30) R—Bsq (R×R, B×R), R—B8.

29. R×BP

30. R—Ksq R—B8

If 30) R—B7; 31) Q—Kt5, Q×P?; 32) B×P!

31. P—Q6

Of course not B×P on account of 31) R×Rch; 32) Q×R, R—B8.

31. R(Bsq)—B7

White threatened P—B7, Q×P; R×R.

32. R×R R×Rch

33. B—Ksq Q—Q2

Not 33) R—B7; 34) Q×R, Kt×Q; 35) P—Q7. But he ought to have played 33) R—B3; 34) B—B2, R×P; 35) B×Kt, R×B; 36) R×R, P×R; 37) Q×P, Q×P; 38) Q×P, and Black might perhaps still have won with the Pawn plus.

34. R×Kt R×Bch

35. Q×R P×R

36. Q×P K—B2

37. Q×P K—K3

38. Q—K4ch K×P

39. Q×P K—B4

40. Q—B2ch K—Kt3

41. Q—Kt3ch K—B2

42. Q—B4ch

Adjourned.

42. K—Qsq

43. P—KR4 K—K2

44. K—B2 K—B3

45. K—Kt3 Q—K2

46. K—B3 K—Kt3

47. Q—B6ch

If White force the exchange of Queens by 17) Q—K4 ch, Black would win the RP by 47) K—R4 and draw.

47. K—B2

48. Q—Q5ch K—Bsq

49. P—Kt3 P—Kt3

50. K—B4 Q—B3ch

51. K—K4 Q—B7

This loses immediately. Far better was 51) Q—K2ch. White dare not interpose the Queen at K5, as he would lose the QRP after 52) Q—Kt5ch, whilst the KtP could not be captured on account of the threat of the hostile passed Pawn. He would, therefore, have to play his K—Kt4 instead, but by forcing the move P—R5, and eventually winning White's RP, he would still be able to win the game.

52. Q—Q6ch K—Kt2

53. Q—Q4ch Q×Qch

54. K×Q P—Kt4

55. K—B5 Resigns

3h 49.

3h 41.

Game No. 34.

Queen's Gambit Declined.

White:	Black.
Vidmar.	Rubinstein
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P×P
4. P—K3	Kt—KB3
5. B×P	P—QR3
6. Kt—B3	P—B4
7. o—o	Kt—B3
8. P×P

Here White can prevent the advance of Black's QKtP by P—QR4, and by P—Q5 turn into an open game; in this case the Black QBP would remain a little weak.

After the text the positions are equalized.

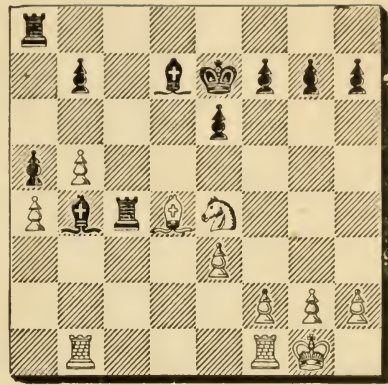
8.	B×P
9. Q×Qch	K×Q
10. P—QR3	K—K2
11. P—QKt4	B—Q3
12. P—Kt5

The idea of this advance is that after 12) P×P; 13) Kt×P, the Knight would be in a commanding position. But, of course, Black does not change Pawns and White gets into difficulties.

12.	Kt—QR4
13. B—R2	B—Q2
14. P—QR4	KR—QBsq
15. B—Kt2	Kt—B5
16. B×Kt	R×B
17. Kt—Q2	R—B2

White's Queen's side Pawns are weak and one of them will have to be lost. Black threatens already B—Kt5; B—R3, B×B; R×B, P×P.

18. Kt(B3)	B—Kt5
	K4
19. QR—Ktsq	Kt×Kt
20. Kt×Kt	R—B5
21. B—Q4	P—QR4



22. P—B3

Here White might have saved the game: 22) R×B, P×R [R×R; 23) B—B5ch, K—Qsq; 24) B×R, P×B; 25) Kt—B5 etc;] 23) B—B5ch, K—Qsq, 24) B—Kt6ch, K—K2; 25) B—B5ch, R×B; 26) Kt×R, P—QKt3 [B—Bsq; R—Ktsq] 27) Kt—R6, B—Bsq; 28) R—Ktsq.

22. P—B3
23. KR—Qsq

R×B was still feasible.

23.	QR—QBsq
24. R—Kt3	P—K4
25. B—Kt6	R—B8
26. R—Q3	R×Rch
27. R×R	B—K3
28. P—R4	B—Kt6
29. R—Rsq	R—B7
30. P—Kt4	P—Kt3
31. P—Kt5	P—B4
32. Kt—B6	P—R4
33. R—Ktsq	B—B5
34. R—Qsq	B—Q7
35. P—K4	P—B5
36. Kt—Q5ch	B×Kt
37. P×B	K—Q3
38. K—Bsq	B—K6

With infinite cleverness Black avoids

giving the slightest chance to his opponent.

- | | | |
|-----|---------|---------|
| 39. | B×P | B—Q5 |
| 40. | R—Q2 | R—B8ch |
| 41. | K—K2 | P—Kt3 |
| 42. | B—Kt4ch | K×P |
| 43. | P—R5 | P×P |
| 44. | P—Kt6 | R—QKt8 |
| 45. | B×P | R—Kt4 |
| 46. | R—R2 | P—K5 |
| 47. | P×Pch | K×P |
| 48. | R—R4 | P—B6ch |
| 49. | K—Bsq | R—Kt8ch |
| 50. | B—Ksq | P—B7 |
| 51. | R×Bch | K×R |
| 52. | K×P | R×P |
| 53. | K—B3 | R—Kt4 |
| 54. | B—Kt3 | R—B4ch |
| 55. | B—B4 | K—Q6 |
| 56. | K—Kt3 | K—K5 |
| 57. | B—Kt8 | R—B6ch |
| 58. | K—Kt2 | R—Kt6 |
| 59. | B—Kt3 | K—B4 |

- | | | |
|-----|--------|---------|
| 60. | K—R3 | R—Q6 |
| 61. | K—Kt2 | K—Kt5 |
| 62. | B—Ksq | R—Q8 |
| 63. | B—B2 | R—Q7 |
| 64. | K—Ktsq | K—B6 |
| 65. | B—Kt6 | R—Kt7ch |
| 66. | K—Rsq | R—Kt5 |
| 67. | B—Ktsq | R×Pch |
| 68. | B—R2 | R—KKt5 |
| 69. | B—Kt8 | R×P |
| 70. | K—R2 | R—Kt7ch |
| 71. | K—R3 | P—Kt4 |
| 72. | B—B7 | R—Kt8 |
| 73. | K—R2 | R—Q8 |
| 74. | B—Kt8 | P—Kt5 |
| 75. | B—Kt3 | R—Q7ch |
| 76. | K—Ktsq | K×B |
| 77. | K—Bsq | K—B6 |
| 78. | K—Ksq | R—Qsq |

Resigns.

Which he might have done much sooner.

2h 33.

3h 7.

Game No. 35.

Ruy Lopez.

- | | |
|-------------|----------|
| White: | Black: |
| Dr. Perlis. | Forgacs. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—Q3 |
| 4. o—o | Kt—B3 |
| 5. B×Ktch | |

Not commendable, as Black's two Bishops become effective in spite of White's attack.

- | | | |
|----|-------|-------|
| 5. | | P×B |
| 6. | P—Q4 | P×P |
| 7. | Q×P | B—K2 |
| 8. | P—K5 | |

There is no gain in this operation; it only simplifies the game.

- | | | |
|-----|-------|-------|
| 8. | | P—B4 |
| 9. | Q—Q3 | P×P |
| 10. | Q×Qch | B×Q |
| 11. | Kt×P | |



- | | | |
|-----|-------|------|
| 11. | | B—K2 |
|-----|-------|------|

The natural move was B—B4. Both 12) P—QB4, O—O and 12) P—QB3, B—K2 would then have been of doubtful value.

12. R—Ksq B—K3
 13. Kt—Q3 Kt—Q4
 14. Kt—B4 Kt×Kt
 15. B×Kt o—o—o
 16. Kt—B3 K—Kt2
 17. Kt—K4 KR—Ksq
 18. P—KB3 P—KR3
 19. B—K5 B—KBsq
 20. B—B3 B—B4

21. R—K2 K—B3
 22. QR—Ksq R—K3
 23. Kt—Kt3 R×R
 24. R×R Drawn.

Black has still the better position. He could continue 24) R—Q8 ch; 25) K—B2, B—Kt3 and embarrass White's Queen's side Pawns.

1h 33

1h 51.

Game No. 36.

Ruy Lopez.

White:	Black:
Burp.	Schlechter
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. Kt—B3	P—Q3
6. P—Q4	P×P

Here Black can play very well 6) P—QKt4; 7) P×P, P×P; 8) Q×Qch, Kt×Q; 9) B—Kt3, B—Q3.

7. Kt×P	B—Q2
8. Kt×Kt	B×Kt
9. B×Bch	P×B
10. o—o	B—K2
11. Q—K2	o—o
12. P—QKt3	R—Ksq
13. B—Kt2	Q—Bsq

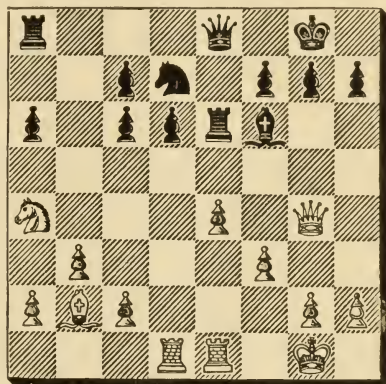
The natural move is B—KBsq, in order to give free play to the Rook.

14. QR—Qsq	Kt—Q2
15. Q—Kt4	B—B3
16. KR—Ksq	R—K3
17. Kt—R4	Q—Ksq
18. P—KB3	B—K4

And here 18) P—B4 might have been played, threatening the sacrifice of the pawn by P—B5. 19) P—QB4 would then be answered by Kt—K4—B3—Q5.

19. B×B	Kt×B
---------	------

Position after White's 18th move.



20. Q—Kt3 Q—K2
 P—QB4 was still indicated. After Black has missed this opportunity, all the life is taken out of the game.

21. Kt—Kt2	QR—Ksq
22. Kt—Q3	Kt×Kt
23. P×Kt	P—QB4
24. R—KBsq	Q—B3
25. Q—B2	Q—B6
26. P—Q4	P×P
27. Q×P	Q—R4
28. Q—Q2	Q—QKt4
29. Q—QB2	P—QB3
30. Q—B4	Q—Kt3ch
31. Q—Q4	

Drawn.

1h 50.

1h 43.

Game No. 37.

Two Knights' Defence.

White:	Black:
Mieses.	Teichmann.
1. P-K4	P-K4
2. Kt-KB3	Kt-QB3
3. B-B4	Kt-B3
4. P-Q4	PxP
5. o-o	B-B4
6. P-K5	P-Q4
7. PxKt	PxB
8. R-Ksqch	B-K3
9. PxP	

The usual line of play is 9) Kt-Kt5, Q-Q4; 10) Kt-QB3, Q-B4; 4) QKt-K4 and now, after a novel idea, O-O-O; 12) P-KKt4, Q-K4; 13) Kt-B3, Q-Q4; 14) PxP, BxP!

9.	R-KKtsq
10. B-Kt5	B-K2
11. BxB	KxB

11) QxB is also feasible; for after 12) KtXP, R-Qsq (not O-O-O, on account of KtXKt); 13) P-QB3, RXKtP; 14) Q-R4, K-Bsq; 15) KtXKt Black would decide the game by RXPch; 16) KXR, Q-Kt4ch.

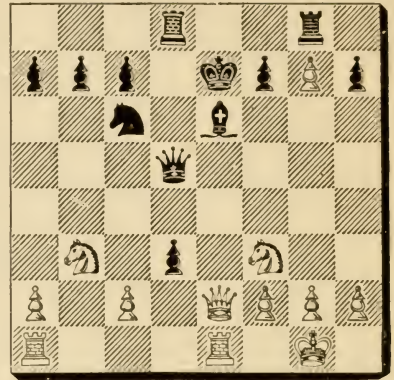
12. QKt-Q2	Q-Q4
13. P-QKt3	PxP
14. KtXKtP	R-Qsq
15. Q-K2	P-Q6

If 15) RXKtP, 16) QR-Qsq, R-Kt5; 17) P-Kt3, threatening P-KR3.

16. PxP	RXP
---------	-----

After 16) QXP; 17) Q-Kt2 would be disagreeable to Black.

Position after Black's 15th move.



17. P-Q4	K-Bsq
18. QR-Bsq	R-Kt3
19. R-B3	P-QR4
20. Q-Q2	

20) R-B5 would be an immediately decisive mistake because of KtXP. It seems, he should have played P-QR4, but in any case the points Q4 and KKt2 would remain weak, as P-KKt3 would be doubtful on account of B-Kt5.

20.	P-R5
21. Kt-B5	KtXP

White's position now becomes utterly disorganized.

22. KtXBch	RXKt
23. KtXKt	OXKt
24. Q-Bsq	RXRch
25. QXR	QXR

Resigns.

1h 48.

1h 20.

Game No. 38.

French Defense.

White:	Black:
Duras	Nenarokow.
1. P-K4	P-K3
2. P-Q4	P-Q4
3. PxP	PxP

4. Kt-KB3	Kt-KB3
5. B-Q3	B-Q3
6. o-o	o-o
7. B-KKt5	B-K3
8. QKt-Q2	QKt-Q2
9. P-B4	P-B3

Game No. 39.
Queen's Pawn Opening

White:
Dus-
Chotimirski.

Black:
E. Cohn.

- | | |
|-----------|--------|
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—K3 |
| 3. P—K3 | Kt—KB3 |
| 4. B—Q3 | B—Q3 |
| 5. P—QKt3 | P—QKt3 |

Black need not follow exactly White's moves. He might here continue with 5) . . . o—o, and advance afterwards at once on the Queen's side by P—QB4, P—QR3 and P—QKt4.

- | | |
|-----------|---------|
| 6. B—Kt2 | B—Kt2 |
| 7. OKt—O2 | P—B4 |
| 8. Kt—K5 | |

8) P×P was a possible continuation. Black's B would then be obstructed. If Black, however, played 8) . . . P×P, White would obtain a good attack by 9) P—K4 (9) . . . P×P? 10) B×Kt and Kt×P); 9) . . . Kt×P; 10) B×Kt, P×B; 11) Kt—B4, B—K2; 12) Q×Qch, K×Q; 13) Kt(B3)—Q2.

- | | |
|----------|--------|
| 8. . . . | o—o |
| 9. P—KB4 | QKt—Q2 |
| 10. Q—B3 | P—QR3 |

Preparing P—QKt4, Q—B2 and P—QB5.

11. Q—Kt3

The Queen should have watched the square K4. White should have taken energetic measures, as, for instance, P—KKt4. If then 11) . . . P—QKt4; 12) P—Kt5, B×Kt; (Kt—Ksq; 13) Q—R3, P—Kt3; 14) Kt×KtP, RP×Kt; 15) P×P.) 13) P×B, Kt—Ksq, 14) R—KKtsq, and there are vicious attacks in the posi-

tion, e. g. 14) . . . P—B5?; 15) B×Pch, K×B; 16) Q—R3ch, K—Kt sq; 17) R—Kt4, followed by R—R4.

- | | |
|-----------|----------|
| 11. . . . | P×P |
| 12. P×P | Kt—K5 |
| 13. Kt×Kt | P×Kt |
| 14. Kt×Kt | Q×Kt |
| 15. P—Q5 | P—B3 |
| 16. B×P | P×P |
| 17. B—Q3 | QR—Ksqch |
| 18. K—Q2 | Q—QB2 |
| 19. QR— | P—KB4 |
| | KBsq |
| 20. Q—Kt4 | B×Pch |
| 21. K—Qsq | B—Bsq |
| 22. Q—B3 | R—K6 |
| 23. Q—R5 | |

If 23) Q×Pch, B—K3, and B—Kt5ch would soon prove fatal.

23. . . . KR—Ksq

The Rook's proper place was on the QB file; he should play first 23) . . . B—K3. If then 24) P—Kt3, R×Bch; 25) P×R, R—Bsq; 26) R—B2 (26) P×B? Q—B7ch; 27) K—Ksq, Q×B followed by R—B8ch or 26) K—Ksq, B—Q7ch.) B—K6; 27. KR—Bsq, P—Q5 and Black wins as he likes.

24. P—Kt3

If 24) . . . B—Q3, White plays R×P. Black has to work hard for a draw now.

- | | |
|-----------|--------|
| 24. . . . | R×Bch |
| 25. P×R | R—K6 |
| 26. R—B3 | R—K7 |
| 27. K×R | Q—B7ch |
| 28. K—Bsq | Q—Q8ch |
| 29. K—B2 | Q—Q7ch |

Drawn.

2h. 13.

2h 24.

Game No. 40.

Queen's Gambit Declined.

White: Dr. Bernstein Black: Tartakower.

- | | | |
|----|--------|---------|
| 1. | P—Q4 | P—Q4 |
| 2. | P—QB4 | P—K3 |
| 3. | Kt—QB3 | Kt—KB3 |
| 4. | Kt—B3 | QKt—Q2 |
| 5. | B—B4 | P×P |
| 6. | P—K3 | |

To 6) P—K4 the well known reply is 6) B—Kt5.

- | | | |
|----|---------|-------|
| 6. | | Kt—Q4 |
| 7. | KB×P | Kt×B |
| 8. | P×Kt | B—Q3 |
| 9. | P—KKt3 | P—QB3 |

To prevent the advance of the weak QP.

- | | | |
|-----|-------|-------|
| 10. | o—o | o—o |
| 11. | R—Ksq | Kt—B3 |
| 12. | Kt—K5 | Q—Kt3 |

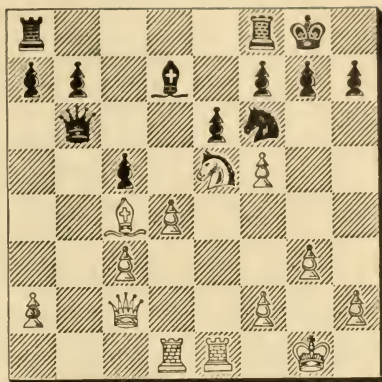
More consistent would be 12) Kt—Q4. Then, if 13) P—B5, B×Kt; 14) R×B, Kt×Kt; 15) P×Kt, P×P, Black is a Pawn ahead and safe against surprises. And if 13) Kt—K4, B—B2; 14) Q—R5, P—KR3, it is not at all clear how White could carry through his attack.

- | | | |
|-----|------|-------|
| 13. | Q—B2 | B—Kt5 |
|-----|------|-------|

After 13) Q×P; 14) KR—Qsq, Q—B4; 15) Kt—R4, Q—Kt5; 16) P—QR3 the Bishop is lost, and though Black could recover the piece by P—QKt4, his position would be ruined.

- | | | |
|-----|--------|------|
| 14. | QR—Qsq | B×Kt |
| 15. | P×B | P—B4 |

By manœuvring with Q and KB, and leaving QB and QR undeveloped, Black has only given free play to White's Rooks. Now, perhaps, resistance would still have been possible, if he had played B—Q2, but he misses his last chance in still delaying his development.



- | | | |
|-----|------|---------|
| 16. | P—B5 | |
|-----|------|---------|

Decisive. After 16) P×BP; 17) Kt×P, R×Kt; 18) R—K7 Black would be lost. If, on the other hand, he does not capture, White does so and enters, without sacrifice, with his Rooks into Black's game.

- | | | |
|-----|---------|------|
| 16. | | Q—B2 |
| 17. | P×KP | P×KP |

The Pawn takes in order to prevent the advance of the Queen's Pawn. ,

- | | | |
|-----|--------|-------------|
| 18. | Q—Kt3 | P×P |
| 19. | B×Pch | B×B |
| 20. | Q×Pch | K—Rsq |
| 21. | P×P | QR—Ksq |
| 22. | Q—Kt3 | R—K2 |
| 23. | Q—R3 | Kt—Q4 |
| 24. | R—QBsq | Q—Qsq |
| 25. | Q×P | P—KKt4 |
| 26. | Q—R3 | R—Kt2 |
| 27. | R—B5 | Q—Q3 |
| 28. | Q—Kt3 | Kt—K2 |
| 29. | Q—B4 | O—KB3 |
| 30. | R—K2 | Kt—B4 |
| 31. | R—B8 | R(Kt2)—Ktsq |
| 32. | R×R | R×R |
| 33. | Q—Q5 | O—QR3 |
| 34. | R—Kt2 | Kt—Q3 |

- | | | |
|-----|---------|---------------------|
| 34) | | Kt—K6; 35) Kt—B7ch, |
|-----|---------|---------------------|

R×Kt; 36) Q—Q8ch, K—Kt2; 37) Q×Pch followed by Q×Kt
 35. Q—K6 Q—R6
 36. Q—K7 R—B4
 37. R—B2 Q—R5
 38. Q—Q8ch K—Ktsq
 39. R—K2 R—Bsq

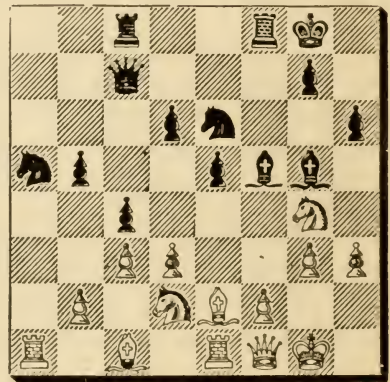
If 39) Q—Q8ch; 40) K—Kt
 2. Q×R; 41) Q×Ktch, K—Kt2; 42) Q—K7ch and wins Q or R.
 40. Q—K7 Kt—Ksq
 41. Kt—Q7 Q—Q8ch
 42. K—Kt2 Resigns.
 2h. 2h 37.

Game No. 41.

Ruy Lopez.

White:	Black:
Teichmann.	Duras.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—QKt4
7. B—Kt3	P—Q3
8. P—B3	B—Kt5
9. P—Q3

20. B—K2	B—Kt3
21. Q—Bsq	QR—Bsq
22. Kt—R2	P—B4
23. P×KBP	B×P
24. Kt—Kt4	B—Kt4



The consistent play is P—Q4. If White does not open the centre, Black need not Castle.

9.	P—R3
------------	------

The preparation to an interesting attack.

10. QKt—Q2	Kt—QR4
11. B—B2	Kt—R2
12. P—QR4	P—QB4
13. P×P	P×P
14. Q—K2

Artificial. He should, at any rate, play 14) Kt—Bsq, to play the Knight to K3. 14) Kt—Kt4 need not be feared, as he could then simply take the Knight and play after 15) P×B; 16) Kt—K3, B—K3; 17) P—KKt4, in which case his King would only be apparently but not really in danger.

14.	Kt—Kt4
15. B—Qsq	o—o
16. Q—Bsq	Kt—K3
17. P—R3	B—R4
18. P—KKt3	Q—B2
19. Q—Kt2	P—B5

Black conducted the whole attack in magnificent style. The last move completes the envelopment of White's forces by fixing the Knight at Q2.

25. Kt—K4
 His only chance was 25) P×P, P×P; 26) R×Kt, Q×R; 27) Kt×P.
 By sacrificing the exchange for a Pawn he would have freed himself from his cramped position, and he ought then to have offered a good resistance by planting the Knight at K3, whence he could not be easily driven away.
 25. Kt—Kt6
 26. Kt×B Kt×R
 Resigns.
 1h 54. 2h 5.

Game No. 42.
Centre Counter Game.

White: Black:
Schlechter. Mieses.

1. P-K4 P-Q4
2. P×P Q×P

This game produces original positions. Black's idea is to make use of the great fighting power of the Queen already in the opening.

3. Kt-QB3 Q-QR4
4. P-Q4 Kt-KB3
5. B-QB4

This move of development appears to me unnatural. Simply 5) Kt-KB3 should be played. If then 5) B-Kt5; 6) P-KR3, B-R4; 7) P-KKt4, B-Kt3; 7) Kt-K5, P-B3; 9) P-KR4, QKt-Q2; 10) Kt-B4, Q-B2; 11) P-R5, B-K5; 12) Kt×B, Kt×Kt; 13) Q-B3 and B-KB4, with an excellent position.

5. Kt-B3
6. KKt-K2 B-K3

An ingenious idea. If 7) B×B, P×B, and White cannot prevent the opening of the game by P-K4. The sequel might be: 7) B×B, P×B; 8) Kt-B4, P-K4; 9) P×P, Q×Pch; 10) B-K3, R-Qsq; 11) Kt-Q3, Q-KB4; 12) o-o, P-K4. Another method of treatment would be: 7) B×B, P×B; 8) o-o, o-o-o; 9) B-Q2. White abandons a Pawn in order to keep Black's bad doubled Pawn fixed, for instance: 9) . . . Kt×P; 10) Kt×Kt, R×Kt; 11) Q-K2, followed by QR-Qsq, KR-Ksq, etc.

7. B-Q3

Serious loss of time. Black has now a good game.

7. o-o-o
8. o-o B-B4
9. B-K3 B×B
10. Q×B Kt-OKt5

Simpler would be P-KKt3, B-Kt2 and eventually P-K4.

11. Q-B4
White might well have played 11) Q-Q2. If then 11) P-K4; 12) P-QR3, Kt-B3; 13) P-QKt4, Q-Kt3; 14) P×P, Q-R3; 15) P-Kt5, Q-R4; 16) P×P, R×Q; 17) P×Pch, K×P; 18) R-Ktsqch, K-Bsq; 19) R-Kt5, with a good game.

11. Kt×BP
12. QR-Bsq Kt×B
13. P×Kt P-K3
14. P-K4 R-Q2
15. P-QR3

The Bishop is impeded. If 14) . . . B-K2, then 15) P-K5.

15. Kt-KKt5
Threatening Kt×KP.

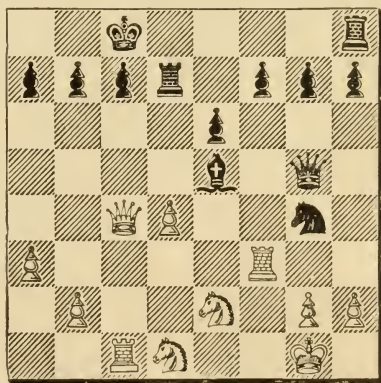
16. R-KB3 Q-Kt4
17. Kt-Qsq Q-Qsq
18. Kt-B3 Q-Kt4
19. Kt-Qsq Q-Qsq
20. Kt-B3 Q-Kt4
21. Kt-Qsq B-Q3

A dashing cavalry charge.

22. P-K5

He should have played P-KR3 first, and would then have been able to continue his attack.

22. B×P



Decisive. If now 23) P-KR3, P-KR4; 24) R-QKt3, B-R7ch; 25) K-Rsq, B-Q3 and Black must win.

23. P×B Q—R5
 24. R—KKt3
 Or 24) P—KR3, Q—K8ch; 25) R—Bsq, Q×Rch; 26) K×Q, R×Ktch; 27) R×R, Kt—K6ch and wins.

24. Q×Pch
 25. K—Bsq R×Ktch
 26. R×R Q×R
 Resigns.
 2h 15. 1h 55.

Game No. 43.

Four Knights' Game.

White: Black:
 For gacs. Burn.
 1. P—K4 P—K4
 2. Kt—KB3 Kt—QB3
 3. Kt—B3 Kt—B3
 4. B—Kt5 B—Kt5
 5. o—o o—o
 6. P—Q3 P—Q3
 7. B×Kt P×B
 8. Kt—K2 R—Ksq

The strength of the Bishops would become more effective if Black had played here 8) Kt—KR4, in order to follow up by P—KB4. If, in this case, 9) P—B3, B—QB4; 10) P—Q4, P×P;; 11) P×P, B—Kt3, Black threatens already P—KB4 and P—KB5.

9. P—B3 B—QB4
 10. Kt—Kt3 P—Q4
 11. B—Kt5

The following might be considered: 11) P×P, P×P; 12) Kt×P, R×Kt; 13) P—Q4, B×P; 14) P×B, R—Ksq; 15) B—Kt5, P—KR3; 16) B×Kt, Q×B; 17) Q—Q2. The Queen's Bishop's Pawn is a slight weakness.

11. P—KR3
 12. B×Kt Q×B

13. Kt×P Q×Kt
 14. P—Q4 Q—K2
 15. P×B P×P
 16. Q—R4 Q×P

After 16) Q—K3; 17) KR—Ksq, P—KB4; 18) P—B3, P—K6; 19) P—KB4 Black would be in danger.

17. Kt×P Q—QKt4
 18. Q×Q P×Q
 19. KR—Ksq B—K;
 20. P—B3

Now P—QR4 should have been played forthwith, threatening P—R5, Kt—B5 and P—QKt4.

20. P—QR4
 21. K—B2

Now 21) P—QR4 would be no longer so strong, as it would be met satisfactorily by KR—QKtsq; the exchange of the Pawn would then bring about an even position.

21. P—R5
 22. Kt—B5 QR—Qsq
 23. Kt×B R×Kt
 24. R×R P×R
 25. R—Ksq K—B2
 26. K—K3 Drawn.
 2h 9. 1h 19.

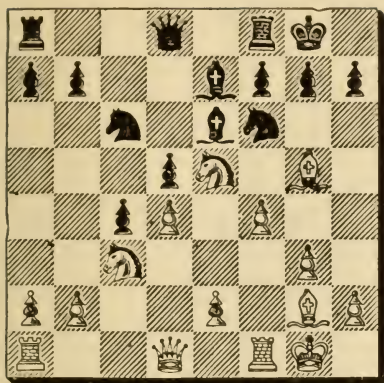
Game No. 44.

Queen's Pawn Opening.

White: Black:
 Rubinstein. Dr. Perlis.
 1. P—Q4 P—Q4
 2. Kt—KB3 P—QB4
 3. P—B4 P—K3
 4. P×QP KP×P
 5. Kt—B3 Kt—QB3
 6. P—KKt3 P—B5

This advance is premature. Black might well continue with 6) Kt—B3; 7) B—Kt2, B—K3.
 7. B—Kt2 B—K2
 8. o—o Kt—B3
 9. Kt—K5
 Rubinstein's method of development is classic.

9. ○—○
 10. B—Kt5 B—K3
 11. P—B4



11. Kt×Kt

A bold and ingenious manoeuvre. Though this enterprise does not turn out well, it must not be forgotten that it was dictated by necessity. White threatened to play P—B5, B—Bsq; P—K3, and then to gain the Queen's Pawn at his ease. After 11) Kt—Kt5; 12) Kt×Kt, B×Kt; 13) B×P, B×B; 14) P×B, Q×P; 15) R—B4 White has an excellent game. Likewise 11) QKt3 appeared more than risky on account of 12) P—B5, Kt×Kt; 13) Kt—R4. In fact, after 13) Q—R4; 14) QP×Kt, B—Q2; 15) P×Kt, B×Kt; 16) P—Kt3, P×KBP; 17) B—R6 neither the continuation 17) P×P (on account of 18) P×P, Q—Kt3ch; 19) P—K3!) nor 17) B—B3; 18) P—K4, K—Rsq; 19) B×R, B×B; 20) P×P, would give a satisfactory game.

12. QP×Kt P—Q5

If 12) Kt—Kt5; 13) B×B, Q×B; 14) Q—Q4 to White's advantage.

13. P×Kt P×P
 14. B—R6 P×Kt
 15. P×P

This is far better than 15) B×R;

the continuation would be 15) P×P; 16) B×B, Q×B; 17) R—Kt sq, P—B6; 18) Q—B2, (Q—R4? Q—B4ch and P—B7) Q—B4ch; 19) K—Rsq, R—Qsq; 20) QR—Qsq, R×R; 21) R×R, B×RP threatening B—Kt6 or P—Kt4, 5 and 6.

15. Q—Kt3ch
 16. K—Rsq KR—Qsq
 17. Q—B2 B—Q4

Now Black plays too rashly. First 17) P—B4 was dictated. If then 18) QR—Ktsq, 18) Q—K6, threatening R—Q7.

18. P—K4 B—B3
 19. Q—K2 P—B4
 20. QR—Qsq R—Ksq

If 20) B×P; 21) B×B, Q×B; 22) B×KtP, R×R; 23) R×R; R—Qsq; 24) B—Q5 and White has the best of it.

21. Q—R5 B×P
 22. B×B P×B
 23. P—B5 Q—KB3
 24. R—B4 K—Rsq
 25. R—Kt4

White's only mistake in the game. R—R4 would have been immediately decisive; e. g., 25) P—K6; 26) B—Kt5, QxP; 27) B—B6ch.

25. R—KKtsq
 26. B—K3 R×R
 27. B—Q4 R—Kt2
 28. B×Q B×B
 29. Q—K2 R—Ksq
 30. Q×BP P—K6
 31. R—Ksq R(Kt2)—Ktsq
 32. K—Kt2 R—K2
 33. K—B3 R(Kt)—Ksq
 34. R—K2 P—Kt3
 35. P—KR4 P—KR3
 36. Q—B6 K—Kt2
 37. K—Kt4 P—R4ch
 38. K—B4 Drawn

38) R—K4; 39) Q—Kt7, R(K4)—K2; 40) Q—B6, R—K4; 41) P—Kt4?, P×P; 42) P—R5, R—K5 ch; 43) Q×R, B—Kt4ch.

2h 32.

2h 30.

Game No. 45.

Queen's Gambit Declined.

White:	Black:
v. Freymann.	Vidmar.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—QB4
4. P—K3	Kt—KB3
5. Kt—B3	Kt—B3
6. P—QR3	B—Q3
7. P×BP	B×P
8. P—QKt4	B—Q3
9. B—Kt2	o—o
10. B—Q3	P—QR4

The characteristic weakness of this operation is the blocking of this Pawn by a White Knight later on.

11. P—Kt5	Kt—K4
12. Kt×Kt	B×Kt
13. Q—K2	P—QKt3

An awkward move, as the Pawn at Kt3 becomes the object of an attack to the White Kt at QR4; but Black is in difficulties, how to proceed at all with his development. The best, perhaps, would have been: 13) P×P; 14) B×P, B—Q2; 15) QR—Bsq, R—Bsq; 16) Kt—R4, Q—B2 or B×B. The point at QKt3 will always remain a slight weakness for Black.

14. o—o	B—Kt2
15. KR—Qsq	Q—K2
16. Kt—R4	B×B
17. Q×B	Kt—Q2
18. P×P	P×P

If 18) B×P, then 19) P—K4, B—Kt2; 20) Q—Q4, P—K4; 21) Q—K3.

19. B—B5	QR—Qsq
20. B×Kt	

Stronger would be 20) QR—Bsq,

Q—Q3; 21) Q—Q4, Q×P; 22) R—B7, Kt—B4; 23) Kt×P.

20.	R×B
21. Kt×P	R—Q3
22. Kt—R4	R—KR3

Threatening Q—R5.

23. R—Q4	Q—B2
24. P—R3	R—Bsq

Black played the last moves very well indeed, and has now taken up a defensible position, as he commands the QB file.

25. QR—Qsq	R—KKt3
26. R(Q4)—	P—R3

Q3

He might have played 26) P—Q5, for after 27) P—Kt3 Black would at least force a draw by 27) R×Pch; 28) P×R, Q×Pch; 29) K—Bsq, Q—R6ch, and after 27) Q×P follows 27) R×Pch; 28) K—Bsq, R×Pch; 29) K—Ksq, R—K7ch, etc.

27. R—Q4	
If 27) R—B3, then R×Pch	
27.	K—R2
28. R(Qsq)—	Q—K4

Q3

29. Q—Q2	R—B5
30. Kt—B3	Q—KKt4
31. P—B4	Q—Kt6
32. Kt×P	

Overlooking the mate in two. The correct play was 32) Q—KB2, Q×RP; 33) P—K4, Q—Bsq; 34) Kt×P, with possibilities of winning for White.

32.	R—B8ch
Resigns.	

1h 35. 1h 26.

Game No. 46.

Vienna Game.

White:	Black:	2. Kt—QB3	P—Q4
Spielmann.	Dr. Lasker.	3. P—B4	Kt—KB3
1. P—K4	P—K4	4. P—Q3	P×BP

The simplest. 5) P—K5 can now be met by P—Q5.

- | | | |
|-----|-------|---------|
| 5. | B×P | B—QKt5 |
| 6. | P×P | Kt×P |
| 7. | B—Q2 | B×Kt |
| 8. | P×B | o—o |
| 9. | Kt—B3 | R—Ksqch |
| 10. | B—K2 | Q—K2 |
| 11. | P—B4 | Kt—KB3 |
| 12. | B—Kt5 | Kt—B3 |
| 13. | B×Kt | Q×B |
| 14. | o—o | B—Kt5 |

Here Q—R3 would have been much stronger. If 15) R—B2, B—Kt5; 16) Q—Bsq, R—K6; and White cannot free himself from the pressure.

- | | | |
|-----|--------|-------|
| 15. | Q—Q2 | Kt—Q5 |
| 16. | QR—Ksq | B×Kt |

If 16) R×B; 17) R×R, B×Kt; 18) R—B2, Q—QKt3; 19) P—B3, Kt—K7ch; K—Rsq, and Black is in difficulties. If 16) R×B; 17) R×R, Kt×Ktch; 18) P×Kt, B×P; then 19) R—Kt2, Q—Kt3ch; 20) P—B5, Q×Pch; 21) P—Q4 or Q—B2 and White has the exchange for two Pawns.

- | | | |
|-----|------|-------|
| 17. | B×B | R×R |
| 18. | Q×R | Kt×P |
| 19. | Q—B2 | Kt—Q5 |

Useless would be 19) Kt—Kt5; 20) B×P, Q×Qch; 21) R×Q, R—Ksq; 22) B—K4.

- | | | |
|-----|-----|---------|
| 20. | B×P | Q×Qch |
| 21. | K×Q | |

Far better than 21) R×Q, R—Kt sq; 22) B—Q5?, R—Kt8ch; 23) R—Bsq, Kt—K7ch; 24) K—B2, R×R ch; 25) K×R, Kt—B6 and wins the QRP, as White cannot afford to let the Bishop be taken.

- | | | |
|-----|--------------|----------|
| 21. | | R—Ktsq |
| | Better R—Ksq | at once. |
| 22. | B—Q5 | R—Ksq |
| 23. | B—B3 | |

White should take possession of the QKt file with the Rook by 23) R—QKtsq. Then Black would achieve

nothing by 23) R—K7ch; 24) K—Bsq, as both R—Kt7 and R—Kt8 would be threatened; but would have to be satisfied with a draw by 23) P—QB3; 24) B—B3, K—Bsq; 25) R—Kt7, R—K2; 26) R—Kt8 ch, etc.

- | | | |
|-----|---------|---------|
| 23. | | R—K3 |
| 24. | R—QKtsq | R—QKt3 |
| 25. | R×R | RP×R |
| 26. | P—B5 | |

An ingenious idea, which secures the draw. If Black take the Pawn, White plays P—QR4 and Black's Pawn plus would then signify nothing, as the Knight cannot capture the Bishop.

- | | | |
|-----|---------|---------|
| 26. | | K—Bsq |
| 27. | P×P | P×P |
| 28. | B—Q5 | K—K2 |
| 29. | K—K3 | Kt—K3 |
| 30. | P—Q4 | P—B4 |
| 31. | P—KR4 | P—Kt3 |
| 32. | B—B3 | P—R3 |
| 33. | B—Q5 | P—KKt4 |
| 34. | P×P | P×P |
| 35. | B—B4 | K—B3 |
| 36. | B—Kt3 | Kt—B5 |
| 37. | K—B3 | Kt—Kt3 |
| 38. | P—Kt3 | |

Adjourned.

- | | | |
|-----|---------|---------|
| 38. | | Kt—K2 |
| 39. | B—B4 | Kt—B3 |
| 40. | K—K3 | Kt—Kt5 |
| 41. | B—Kt3 | K—K2 |
| 42. | K—B3 | Kt—B3 |
| 43. | K—K3 | K—Q3 |
| 44. | B—B2 | Kt—K2 |
| 45. | B—Kt3 | Kt—Q4ch |
| 46. | K—B3 | Kt—B6 |
| 47. | K—K3 | P—Kt4 |
| 48. | K—B3 | P—Kt5 |
| 49. | K—K3 | K—K2 |
| 50. | K—B3 | K—B3 |
| 51. | K—K3 | P—Kt5 |

Now Black threatens to decide the game by K—Kt4 and Kt—K5 in his favor.

- | | | |
|-----|------|---------|
| 52. | P—Q5 | |
|-----|------|---------|

By this diversion White saves himself.

- | | |
|-------------|--------|
| 52. | K—K4 |
| 53. P—Q6 | P—B5ch |

- | | |
|-----------|--------|
| 54. P×Pch | K×QP |
| 55. P—B5 | K—K4 |
| 56. P—B6 | Drawn. |
| 3h 46. | 3h 54. |

Game No. 47.

Queen's Gambit Declined.

- | | |
|------------|----------|
| White: | Black: |
| Salwe. | Speijer. |
| 1. P—Q4 | P—Q4 |
| 2. P—QB4 | P—K3 |
| 3. Kt—QB3 | P×P |
| 4. P—K3 | P—QB4 |
| 5. B×P | Kt—KB3 |
| 6. Kt—B3 | Kt—B3 |
| 7. o—o | P—QR3 |
| 8. P—QR3 | P—QKt4 |
| 9. B—Q3 | B—Kt2 |
| 10. P×P | B×P |
| 11. P—QKt4 | B—K2 |

In this the so-called "Bindfaden" variation, the Bishop goes better to Q3, in order to give a foothold for the Knight at K4. At K2 the Bishop obstructs Queen and Knight.

- | | |
|------------|-------|
| 12. B—Kt2 | o—o |
| 13. Q—K2 | Kt—Q4 |
| 14. KR—Qsq | Q—Kt3 |
| 15. QR—Bsq | Kt×Kt |
| 16. B×Kt | B—B3 |

White threatened already Q—Kt2, and then by attacking Black's KR2, gradually to disorganize Black's King's side Pawns. Black has no equivalent for this chance.

- | | |
|-----------|--------|
| 17. B×B | P×B |
| 18. Q—Kt2 | K—Kt2 |
| 19. R—B5 | Kt—K2 |
| 20. R—R5 | Kt—Kt3 |
| 21. Kt—Q4 | QR—Qsq |
| 22. Q—Bsq | R—Q4 |

- | | |
|-----------|-----------|
| 23. R×R | B×R |
| 24. Q—B3 | Q—Kt2 |
| 25. P—B3 | R—Bsq |
| 26. Q—Ksq | Q—B2 |
| 27. P—QR4 | |

White has already the superior game, as the evident points in Black's game are not compensated for. Now, moreover, White makes a passed Pawn, and keeps the opponent under fire from two sides. For this reason Black's last move was a mistake. He should have played first 27) B—B5.

- | | |
|-------------|-------|
| 27. | P×P |
| 28. B×P | B—Kt2 |
| 29. B—Kt5 | |

Either the RP is lost, or the game decided as in the text.

- | | |
|-------------|-------|
| 29. | P—R6 |
| 30. Kt×Pch | P×Kt |
| 31. R—Q7ch | Q×R |
| 32. B×Q | R—B7 |
| 33. B×P | P—R7 |
| 34. P—Kt5 | R—Kt7 |
| 35. B×P | R×B |
| 36. Q—B3 | B—Q4 |
| 37. P—Kt6 | K—B2 |

If 37) K—R3, then 38) P—K4, B—Kt2; 39) Q—B7 might have followed. This game was conducted by White in an energetic and elegant style.

- | | |
|-----------|---------|
| 38. P—Kt7 | Resigns |
| 2h 50. | 3h 35. |

Game No. 48.

Queen's Pawn Opening.

- | | |
|-------------|------------------------|
| White: | Black: |
| Tartakower. | Snoskobo-
Borowski. |
| 1. P—Q4 | Kt—KB3 |

- | | |
|-----------|-----------|
| 2. P—QB4 | P—Q4 |
| 3. Kt—QB3 | QKt—Q2 |
| 4. P—KKt3 | |

As this diagonal is quite free for

the Bishop, this development appears only natural.

4. P—KKt3

But this reply is venturesome; he should play 4) P—K4 at once, and follow up 5) P—K3 by 5) P×P; 6) P×P, P—Q4.

5. B—Kt2 B—Kt2

6. P—K3 P—K4

7. KKt—K2 o—o

8. o—o R—Ksq

9. P—KB4

A strong move; yet it might have been usefully deferred for one or two moves, as Black is, for the moment, at a loss what to do. Hence, first 9) P—KR3 and perhaps K—R2 was indicated, to be followed by P—KB4. Neither Black's Knight nor QB would then have had the important square KKt5 at their disposal, and the combination would, therefore, have turned out still better for White.

9. P×QP

10. Kt×P

The Knight is effectively posted on this square, but, on the other hand, it appears somewhat risky to get the King's Pawn fixed on the open file.

10. Kt—B4

11. P—B5

Too hasty. First 11. Q—B2, to be followed soon by B—Q2 and QR—Ksq, and then attack on the wings.

11. Kt—K5

By this move Black takes up a dominating position.

12. Kt×Kt Kt×Kt

13. Q—B2 Kt—B3

But he should not have abandoned this post without a struggle; he should play 13) Q—K2, and, should White keep up the attack by 14 R—B4, then 14) Kt—B4, threatening already B—R3.

14. P×KtP RP×P

15. B—Q2 P—B4

If 15) Kt—Kt5, then 16) B—Q5. Hence 15) P—B3 was worthy

of consideration. On the other hand, it has its advantages to drive the Knight away and to develop the QB as soon as possible. The weakness of the fixed Pawn at Q3 will be remedied later on by P—QKt4.

16. Kt—K2 B—B4

17. Q—Kt3 R—Ktsq

18. QR—Qsq Kt—Kt5

19. Kt—B4 Kt—K4

20. P—K4 B—Kt5

21. R(Qsq) Kt—B3

—Ksq

22. Kt—Q5 P—QKt4

Better was first 22) Kt—Q5, to follow up by P—QKt4, or if 23) Q—R4, then P—QR3 and B—QBsq.

23. P×P Kt—Q5

24. Q—R4 Kt×P

If 24) R×KtP; 25) Q×RP, threatening the fatal Q×Pch.

25. P—K5 B—B4

26. B—R5

26) Kt—B6ch, B×Kt; 27) P×B, R×R; 28) B×R, Kt—Q5, and White's attack does not succeed, as he cannot bring the Queen over to the King's side.

26. O—Kt4

27. P×P Kt×P

28. B—QB3

To 28) B—B7 the reply would be 26) R×R; 27) R×R, R×P; 28) B×P, R×Bch. White's 26th move was therefore useless.

28. B×B

29. P×B R×R

30. R×R R—Kt7

31. Kt—B4 Q—B3

32. Q—R3 Kt—B5

33. Q×BP Q×P

34. Q—K7 Q×Rch

35. Q×Q R—Kt8

36. K—B2 R×Q

37. K×R B—Kt8

38. B—Q5

Adjourned.

38. Kt—Kt3

39.	B—Kt3	K—Kt2
40.	K—Q2	P—Kt4
41.	Kt—Q5	Kt×Kt
42.	B×Kt	P—B4
43.	K—B3	K—B3
44.	K—Q4	P—Kt5
45.	P—QR4	B—B7
46.	P—R5	B—Q8
47.	B—Kt7	K—Kt4
48.	K—K5	B—K7
49.	B—B6	B—B8
50.	B—Kt7	B—K7
51.	B—B8	B—Q6
52.	B—Q7	B—B7
53.	B—K6	B—Q6
54.	B—B8	B—B7

55.	K—Q6	P—B5
56.	P×Pch	K×P
57.	K—B7	B—Q6
58.	K—Kt7	P—R3
59.	K—Kt6	K—B6
60.	B×P	B×B
61.	K×B	K—Kt7
62.	K—Kt7	K×P
63.	P—R6	P—Kt6
64.	P—R7	P—Kt7
65.	P—R8Q	P—Kt8Q
66.	Q—R8ch	K—Kt6
67.	Q—Kt7ch	K—B7
68.	Q×Qch	K×Q

Drawn.

3h 15.

3h 45.

Game No. 49.

Queen's Pawn Opening.

White: Black:

E. Cohn. Dr. Bernstein

1.	P—Q4	P—Q4
2.	Kt—KB3	Kt—KB3
3.	P—QB4	P—K3
4.	Kt—B3	P—B3

The defence, which limits Black's forces to a small ground, always fails in consequence of the advance of White's King's Pawn to the 4th square later on.

5.	P—K3	QKt—Q2
6.	B—Q3	B—K2
7.	o—o	P×P

This exchange facilitates the advance of the King's Pawn.

8.	B×P	P—QKt4
9.	B—Q3	P—QR3
10.	P—K4	B—Kt2
11.	Q—K2	P—B4
12.	R—Qsq	P—B5

White's Centre has now a threatening attitude, but after 12) P×P; 13) Kt×P, o—o; 14) B—Kt5, White would equally have the superior game.

13.	B—B2	o—o
14.	B—Kt5	R—Ksq

He ought to have pushed at once 14) P—Kt5, driving away the

White Knight, before he could be played via K4 to Q6 (which manoeuvre was adopted several times by Steinitz against Tschigorin), with the likely continuation: 14) P—Kt5; 15) Kt—Ktsq, R—QBsq; 16) Kt (B3)—Q2, B—B3; 17) Kt×P, Kt×P.

15.	P—K5	Kt—Q4
16.	Kt—K4	Kt—Bsq
17.	Kt—Q6	B×B
18.	Kt×QB	Q—K2
19.	Kt—Q6	R(Ksq)—Ktsq
20.	B—K4	R—R2
21.	B×Kt	P×B
22.	Kt×B	Q×Kt
23.	Q—B3

Hereby the game is decided in White's favor. This result was rendered almost certain by the strong and unassailable position of the White Knight at Q6.

23.	P—Kt5
24.	O×P	P—B6
25.	P×P	P×P
26.	Q—B5	R—Q2
27.	O×BP	Kt—K3
28.	O—KKt3	O—R4
29.	P—B4	P—R3
30.	QR—Ktsq	R—Kt7

31. Q—QB3 R×Pch
 32. K×R Kt×Pch
 33. K—Rsq R×Kt

34. R—KBsq R×P
 35. Q×R Resigns
 2h 26. 1h 10.

Game No. 50.

Queen's Pawn Opening.

White: Black:

Speijer. Tartakower.

1. P—Q4 Kt—KB3

2. Kt—KB3 P—Q3

3. P—QKt3

Intended to prevent Black's P—K4.

3. P—KKt3

4. B—Kt2 B—Kt2

5. P—K3 o—o

6. B—K2 QKt—Q2

Black, however, aims at forcing P—K4.

7. o—o P—B3

8. P—B4 Q—B2

9. Kt—B3 P—K4

10. R—Bsq R—Ksq

11. Kt—Q2 Kt—Bsq

12. R—Ksq B—Q2

13. B—B3 QR—Qsq

14. P—Q5

Black's pieces are cramped and have little scope; therefore he should have endeavored to exchange, for instance, by 13) P×P; 14) P×P, R×Rch; 15) Q×R, R—Ksq.

Elated by having escaped this danger, White now makes a useless advance.

14. P—KR3

In order to move the Knight from B3 and follow up by P—KB4.

15. P—K4 K—Rsq

16. Kt—Bsq Kt(Bsq)—R2

17. Kt—Kt3 R—KKtsq

18. R—B2 P—QB4

This was unnecessary. Black should have consistently prepared P—KB4 by such moves as QR—KBsq and Kt—Ksq.

19. Kt—Kt5

And here 10) B—Bsq was indicated, to exert a pressure by B—Q2 and Q—Bsq.

19. Q—Ktsq
 Black does well to preserve his QB, which is intended to support the square KB4.

20. Q—Q3 P—R3

21. Kt—B3 QR—KBsq

22. Kt—Qsq Kt—Ksq

23. P—QR3

If 23) Kt—K3, Black plays 23) Q—Bsq.

23. P—B4

24. P—Kt4 P—Kt3

25. B—B3 P—B5

26. Kt—Bsq P—KKt4

27. B—R5 P—Kt5

28. R—Kt2 Q—Qsq



Black could already win a piece by 28) Kt(Ksq)—B3, but having the superior position in any case, he did not want to give his opponent the opportunity to break up the Queen's side Pawns by P×P and B—R5. This precaution was superfluous, but under the circumstances, appears reasonable.

29. P×P KtP×P

30. P—B3 P×P

31. B×P Q—R5

32. Kt—B2 B—KB3

- | | | |
|-----|--------|-------------|
| 33. | R(Ksq) | R—Kt2 |
| | —Ktsq | |
| 34. | B—Ksq | Kt—Kt4 |
| 35. | K—Rsq | Kt×B |
| 36. | Q×Kt | R(Bsq)—Ktsq |
| 37. | Kt—Q3 | Q—Kt4 |
| 38. | B—B3 | B—Kt5 |
| 39. | Q—B2 | B—R6 |
| 40. | Kt—Ksq | Q—Kt5 |

Black conducts the attack with great energy. He threatens now B—R5.

- | | | |
|-----|-------|------|
| 41. | P—Kt3 | B×Kt |
|-----|-------|------|

- | | | |
|-----|--------|---------|
| 42. | Q×B | P×P |
| 43. | Q—B3 | P×P |
| 44. | Q×Q | R×Q |
| 45. | R—K2 | B—R5 |
| 46. | Kt—Kt2 | Kt—B3 |
| 47. | R—Kt6 | Kt×KP |
| 48. | B—Ksq | B×B |
| 49. | R×B | Kt—B7ch |

Resigns.

Black's play creates a most pleasing impression. His strategy and execution are harmoniously blended together.

- | | |
|--------|--------|
| 3h 33. | 1h 33. |
|--------|--------|

Game No. 51.

Ruy Lopez.

- | | |
|-------------|---------|
| White: | Black: |
| Dr. Lasker. | Salwe. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—Q3 |
| 4. P—Q4 | B—Q2 |
| 5. Kt—B3 | Kt—B3 |
| 6. o—o | B—K2 |
| 7. B—Kt5 | |

This move appears stronger than the usual 7) R—Ksq. If Black Castles now, the sequel might be 7) o—o; 8) B×QKt, B×B; 9) P×P, Kt×P; 10) Kt×Kt, B×Kt; 11) B×B, Q×B; (if 11) B×Kt; 12) B×Q, B×Q; 13) B×P White gains a Pawn) 12) P×P, Q×P; 13) Q×Q, P×Q; 14) Kt—Q4. The Knight is in an impregnable position, and Black's Queen's Pawn badly isolated. The only alternative would be 7) o—o; 8) B×QKt, B×B; 9) P×P, P×P; 10) Kt×P, B×P; (Kt×P?; 11) Kt×B, P×Kt; 12) Q×Q, B×Q; 13) Kt×Kt) 11) Q×Q, B×Q; 12) Kt×BP, B×BP; 13) Kt×B, QR×Kt; 14) KR—Bsq, B—Q6; 15) Kt—R4 and Black is in difficulties.

- | | | |
|----|---------|-----|
| 7. | | P×P |
| 8. | Kt×P | o—o |
| 9. | B×QKt | P×B |

- | | | |
|-----|--------|--------|
| 10. | Q—Q3 | R—Ksq |
| 11. | QR—Ksq | P—B4 |
| 12. | Kt—Kt3 | Kt—Kt5 |

If 12) R—Ktsq, in order to impede the Knight by the attack on the QKtP, White can play 13) B—Bsq. White will always (in some cases, when Black has attempted attacks by R—Kt5 or B—B3, only after the necessary defensive measures) succeed in establishing a centre by playing P—KB4.

- | | | |
|-----|-------|---------|
| 13. | B×B | R×B |
| 14. | P—B4 | R—Ktsq |
| 15. | P—KR3 | Kt—R3 |
| 16. | P—B5 | |

White could have achieved more by 16) P—Kt4, as he would then not have abandoned the squares K5 and KKt5 to his opponent. He was tempted into the actual continuation by the consideration that an entry remained for the Rook via KB4, and the KKt file was open to the Queen.

- | | | |
|-----|---------|-------------|
| 16. | | P—KB3 |
| 17. | Kt—Q5 | R—Ksq |
| 18. | P—B4 | Kt—B2 |
| 19. | Q—QB3 | R—K4 |
| 20. | Kt—Q2 | P—B3 |
| 21. | Kt—B4 | Q—Kt3 |
| 22. | P—QKt3 | R(Ktsq)—Ksq |
| 23. | Q—Kt3 | K—Rsq |

Game No. 52.

Dutch Defence.

- | | |
|-----------|------------|
| White: | Black: |
| Vidmar. | Spielmann. |
| 1. P—Q4 | P—KB4 |
| 2. P—QB4 | P—K3 |
| 3. Kt—QB3 | Kt—KB3 |
| 4. P—K3 | B—Kt5 |
| 5. B—Q3 | B×Ktch |

In this line of play it is most important for Black to double White's Pawns on the QB file and to stop the advance of these Pawns afterwards. White would therefore have done better to play B—Q2 on his 5th move.

- | | |
|----------|-----------|
| 6. P×B | P—B4 |
| 7. Kt—K2 | |

Having the intention of playing P—B3 and P—K4, White does not obstruct his KBP by Kt—B3. But 7) B—R3 would be better, to free the way for the Pawn at QB4.

- | | |
|------------|--------|
| 7. | P—Q3 |
| 8. Q—B2 | Q—K2 |
| 9. o—o | P—KKt3 |
| 10. P—K4 | P—K4 |

Black plays very well. The blocked Pawn at QB3 deprives White of mobility. 11) P×KBP would be met by P—K5, gaining a piece. Black now threatens to envelop the King's wing by P—B5.

- | | |
|----------|-----------|
| 11. P—B4 | |
|----------|-----------|

Obviating the danger just mentioned. If now 11) P×KBP, then 12) P×KBP.

- | | |
|-------------|--------|
| 11. | P×KP |
| 12. B×P | Kt×B |
| 13. Q×Kt | B—B4 |
| 14. Q—K3 | Kt—Q2 |
| 15. BP×P | QP×P |
| 16. Kt—Kt3 | o—o |
| 17. B—Q2 | QR—Ksq |
| 18. QR—Ksq | Q—Q3 |
| 19. Q—R6 | |

The Queen can no longer guard the square Q3. After 19) Kt×B, P×Kt; 20) Q—Kt5ch, Q—Kt3 White could

not play P—Q5 on account of Kt—Kt3. White, therefore, makes a combination, in order to secure for the lost Pawn an equivalent in the open K file and greater mobility of the Bishops.

- | | |
|-------------|--------|
| 19. | B—Q6 |
| 20. R×Rch | R×R |
| 21. Q—K3 | B×P |
| 22. P×KP | Kt×P |
| 23. Kt—K4 | Q—Q4 |
| 24. Q×P | Q—B2 |
| 25. Kt—B2 | Q×Ktch |

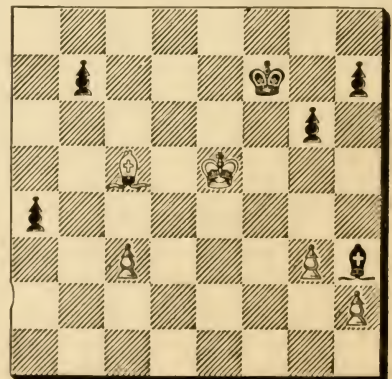
Better was 25) P—Kt3; 26) Q—Q4, Kt—Kt5; 27) B—K3, Kt×B; 28) Q×Kt, B×P; 29) Kt—Kt4, Q—B5, and the passed QRP should win.

- | | |
|----------|-----------|
| 26. Q×Q | R×Q |
| 27. K×R | Kt—Q6ch |
| 28. K—K3 | Kt×R |
| 29. B×Kt | B×P |
| 30. K—Q4 | K—B2 |
| 31. K—K5 | |

By 31) P—R4 he would have been able to draw, as with the Pawns at KKt3 and KR4 Black has no points of attack on the King's side, whilst P—B4 or K—B5—Kt4 would suffice to make the Queen's side safe.

- | | |
|-------------|-------|
| 31. | B—B5 |
| 32. B—B2 | P—QR4 |
| 33. B—Kt6 | P—R5 |

Position after Black's 35th move.



34. B—B5 B—B8

35. P—Kt3 B—R6

A stroke of genius. Black fixes the Pawn at R2, and uses this almost imperceptible weakness to work out a winning combination.

36. B—R3 P—KKt4

37. B—Kt4 K—Kt3

38. P—B4 K—R4

39. K—B6 K—Kt5

40. B—R3 B—Kt7

41. B—Q6 B—B8

42. K—Kt7 K—B4

As the White King has now gone away, in order to seek an equivalent for the KRP, the Black King starts for the Queen's side; for instance:

43) K×P, B×P; 44) P—R4, P×P; 45) P×P, B—K7; 46) K—R6, P—Kt4; 47) P—R5, K—K3; 48) B—B8, K—Q4; 49) K—Kt5, B×P; 50) K×B, K—B5; 51) K—Kt4, P—Kt5; 52) K—B3, P—Kt6; 53) B—R3, K—B6 and P—Kt7, etc.

43. P—B5 P—R6

44. P—B6 P—R7

45. P—Kt4ch K—K5

46. B—K5 P×P

47. B—Rsq P—B4

48. K×P P—B5

49. K—Kt6 K—Q6

50. K×P P—B6

Resigns.

2h 18.

3h 12.

Game No. 53.

Four Knights' Game.

White:

Black:

Dr. Perlis. v. Freyman n.

1. P—K4 P—K4

2. Kt—QB3 Kt—QB3

3. Kt—KB3 Kt—B3

4. B—Kt5 B—Kt5

5. o—o o—o

6. P—Q3 B×Kt

7. P×B P—Q3

8. B—Kt5 Q—K2

9. R—Ksq Kt—Qsq

10. P—Q4 Kt—K3

11. B—QBsq P—B4

12. B—Bsq R—Qsq

13. P—Kt3 Kt—B2

14. Kt—R4

Dr. Perlis had adopted this system already successfully against Salwe.

14. . . . P—QKt4

15. P—Q5 P—QR4

16. P—KR3 B—Q2

The Bishop was well posted at QBsq. It would have been better for Black to play K—Rsq, Kt—Ktsq and R—QR2, and then be led by circumstances. By such moves as P—KKt3 and P—KB4, he would, later on, have prospects of counter attack. If White play P—KB4, P—KB5, as in the

game. Black's King's square would have remained free for another piece, for instance, the QB.

17. B—KKt2 QR—Ktsq

18. P—KB4 Kt—Ksq

19. P—B5 Kt—Rsq

20. Kt—B3 Kt—Kt3

21. P—Kt4 KR—QBsq

The attack on his King's wing by the advance of the Knight's Pawn could no longer be prevented. Therefore Black had to be prepared every moment for an eventual onslaught by P—KKt6 or P—KB6 or else P—KR4—KR5—KR6, and could do nothing there but wait for developments. For this reason he ought to have mobilised as soon as possible the pieces on the Queen's side; therefore P—QKt5, Kt—QR5, Kt×BP and further play on the open Knight's file was in order. Thus he might have anticipated White's attack on the other side.

22. P—Kt5 P—Kt5

23. K—Rsq P—KB3

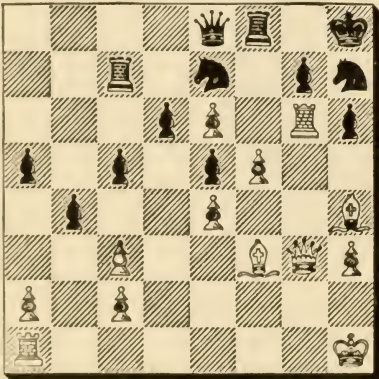
P—B6 was threatened. White would then have exchanged his KBP for Black's KKtP and attacked on the ensuing open Bishop's or

Knight's file. Nevertheless Black ought to have ignored this threat and gone on with Kt—R5. The King's wing is, anyhow, in such a bad plight, that he could not hope for salvation there.

- 24. R—KKtsq P×KtP
- 25. Kt×P Kt—B3

In consequence of his faulty tactics, Black is driven to take up the fight on the unfavorable ground of the King's wing. This Queen's wing is now out of the running.

- 26. Q—Ksq P—KR3
- 27. Kt—K6 B×Kt
- 28. QP×B K—Rsq
- 29. B—B3 R—B2
- 30. R—Kt6 R—KBsq
- 31. B—K3 Kt—R2
- 32. B—B2 Q—Ksq
- 33. B—R4 Kt—Bsq
- 34. Q—Kt3 Kt—K2



- 35. R—Kt4
- 35) R×KtP would have won; e. g.
- 35) Kt×BP; 36) R×Ktch fol-
- lowed by P×Kt; or 35) Kt—

Kt4; 36) B×Kt, Kt×P; 37) P×Kt, R×R; 38) Q—R4, R×P; 39) B—B6.

- 35. Kt—B3
- 36. B×Kt R×B
- 37. R—KKtsq P—KKt3

The Rook at B3 can no longer be dislodged; e. g. 38) R—R4, Kt—Kt sq; or 38) P×KKtP, K—Kt2. By the exchange of White's QB the attack is repulsed.

- 38. Q—Ksq P×BP
- 39. R—Kt7 Q—KBsq
- 40. Q—Kt3 R×P
- 41. P×BP R—KB3
- 42. B—Q5 R—Bsq
- 43. B—K6 R×B
- 44. P×R Kt—B4
- 45. Q—Kt4 Kt×R
- 46. P—K7 Q—Ktsq
- 47. Q—Q7

Threatening R×Kt.

- 47. R—Ksq
- 48. R—KBsq

If 48) R—Kt6, then Q—B2, and Black should win after gaining the KP.

- 48. K—R2
- 49. R—B6
- 49) Q×QP would be met by Q—K3.
- 49. Q—Q4ch
- 50. K—Ktsq Q—Q8ch
- 51. K—Kt2 Q×Pch
- 52. K—Bsq P×P
- 53. R—B7 Q—Kt8ch
- 54. K—Kt2 Q×RPch
- 55. R—B2 Q×Rch
- 56. K×Q P—B7

Resigns.

3h 30.

3h 29.

Game No. 54.

Ruy Lopez.

White:	Black:	4. B—R4	Kt—B3
Burn.	Rubinstein.	5. Kt—B3	B—K2
1. P—K4	P—K4	6. P—Q3	P—QKt4
2. Kt—KB3	Kt—QB3	7. B—Kt3	P—Q3
3. B—Kt5	P—QR3	8. P—QR4	R—QKtsq

9. P×P P×P
10. O—O O—O

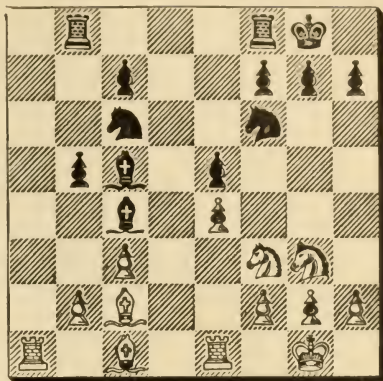
Here an attempt of attack by 10) B—Kt5 was in order, if only to bring about a difference of position. Black would then threaten Kt—Q5 or B×Kt followed by Kt—Q5. The latter move could also have been played in answer to 11) B—K3.

11. Kt—K2 B—K3
12. P—B3 P—Q4
13. Kt—Kt3 P×P
14. P×P Q×Q
15. B×Q B—B5
16. R—Ksq B—B4
17. B—B2 Kt—Q2

If 17) Kt—Kt5, then 18) Kt—Rsq, followed by P—R3 and both Knights return. Considering the evenly balanced position there are naturally no possibilities of attack.

18. Kt—B5 R—Rsq
19. B—K3 P—Kt3
20. Kt—R6ch K—Kt2

Position after White's 17th move.



21. Kt—Kt4 B×B
22. Kt×B Kt—Kt3
23. P—QKt3 B—K3
24. Kt—Kt5 P—Kt5
25. Kt×Bch P×Kt
26. P×P Kt×P
27. KR— Drawn

QBsq

1h 28.

1h 38.

Game No. 55.

Scotch Opening.

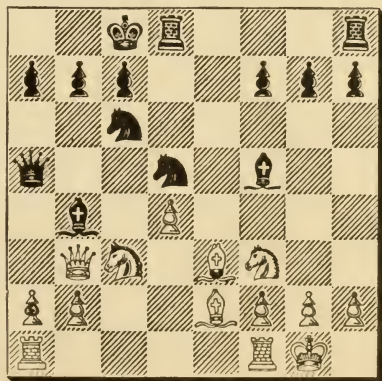
White:	Black:
Mieses.	Forgacs.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. P—Q4	P×P
4. P—B3	P—Q4
5. KP×QP	Q×P
6. P×P	B—Kt5
7. B—K2	O—O—O
8. Kt—B3	Q—QR4
9. B—K3	B—Kt5
10. O—O	Kt—B3

Up to this point Black's play was intelligible and reasonable. But why does he miss here 10) B×Kt; 11) P×B, Q×BP? In reply to 12) R—Bsq he could then have played Q—R6, and to 12) R—Ktsq, B—B4; 13) R—Kt3, Q—B2.

11. Q—Kt3

The refused Pawn now serves White to form a strong centre.

11. Kt—Q4



An immediately decisive blunder; but Black's position was rather weak, as Queen and King's Bishop are out of play. To 11) . . . B—K₃ the reply was 12) B—Q_B₄, KR—Ksq; 13) Kt—KKt₅.

12. Kt×Kt R×Kt

If 12) . . . Q×Kt; 13) B—Q_B₄, Q—QR₄ (Q—KR₄; B×BP); 14) Kt—KKt₅.

13. P—QR₃ Resigns

If 13) . . . B—K₂ White wins by playing 14) B—Q₂.

28m. 1h 21.

Game No. 56.

Ruy Lopez.

White:	Black:
Duras.	Schlechter.
1. P—K ₄	P—K ₄
2. Kt—KB ₃	Kt—QB ₃
3. B—Kt ₅	P—Q ₃
4. P—Q ₄	B—Q ₂
5. o—o	Kt—B ₃
6. Kt—B ₃	B—K ₂
7. P×P

13. Kt—Q ₅ ch	K—Qsq
14. QR—Qsq	P—QB ₃
15. Kt—QB ₃	K—B ₂
16. R—Q ₂	KR—Qsq
17. KR—Qsq	Kt—KB ₃
18. R×R	R×R
19. R×R	K×R
20. P—KB ₃	Drawn.
1h 15.	1h.

This exchange produces an absolutely even game.

7. . . .	Kt×P
8. Kt×Kt	P×Kt
9. B×Bch	Q×B
10. B—Kt ₅	P—KR ₃
11. Q×Qch	Kt×Q
12. B×B	K×B

If White strives for a draw only, Black will experience great difficulties to avoid it. In the beginning of the game, it is naturally Black's aim to escape the pressure of his opponent with an even game, and only when he has succeeded in doing this can he think of building up an attack.

Game No. 57.

Queen's Pawn Opening.

White:	Black:
Dus-Chotimirski.	Teichmann.
1. P—Q ₄	P—Q ₄
2. Kt—KB ₃	Kt—KB ₃
3. P—K ₃	P—K ₃
4. B—Q ₃	P—B ₄
5. P—B ₄	P×BP
6. B×P	P—QR ₃
7. P—QR ₄	Kt—B ₃
8. Kt—B ₃	B—K ₂
9. o—o	o—o

Teichmann follows in the tracks of Rubinstein.

10. Q—B₂

There is no justification for this sacrifice.



10. . . . P×P
11. R—Qsq P—K₄

12. P×P P×P

13. P—R3

To prevent Black's B—Kt5.

13. P—KR3

In order to guard himself, in case of having to play R—Ksq or B—QB4 against White's Kt—Kt5 or B—K Kt5, respectively.

14. B—B4 B—QB4

15. Kt—K4 Kt×Kt

16. Q×Kt R—Ksq

17. Q—B2 Q—B3

18. B—Kt3 B—R2

19. R—R3 B—KB4

20. Q—Q2 B—QB4

21. R—Kt3 P—QKt3

22. Kt—R4 B—K5

23. R—Ksq Kt—R4

24. R×B R×R

25. B—Q5 Kt×R

26. Q—Qsq QR—Ksq

27. Q×Kt R×Kt

28. B×R R—K8ch

29. Resigns

2h 9.

1h 34.

Game No. 58.

French Defence.

White:

Dr. Bern-
stein.

Black:

Snosko-
Borowski.

1. P—K4 P—K3

2. P—Q4 P—Q4

3. Kt—QB3 Kt—KB3

4. B—Kt5 B—Kt5

5. P×P Q×P

6. B×Kt B×Ktch

The immediate capture appears to be best, as otherwise White can avoid the doubled Pawn by 7) Q—Q2.

7. P×B P×B

8. Kt—B3 P—Kt3

9. P—Kt3 B—Kt2

To 9) Q—K5ch the reply would be 10) K—Q2, and White would then bring his Rooks rapidly into play.

10. B—Kt2 Q—KR4

White threatened Kt—R4. But 10) Q—QR4 would at the very least have gained one "tempo" for the development.

11. o—o Kt—Q2

12. Q—K2 R—QBsq

He does not risk to Castle QR, for fear White should attack by 13) P—QR4, P—QR4; 14) P—QB4 and later on QR—Ktsq and P—QB5, but he underrates his chances of counter attack, which he might then have ini-

tiated by P—K4. Hence Castles QR would have been the right move, because Black would have then been able to advance in the centre and parry White's attack on the Queen's wing.

13. Q—K3 P—QB4

14. Kt—R4 B×B

15. Kt×B P×P

16. P×P o—o

Black sees too late, that he dare not capture the QBP. White would, in this case, first of all reply 17) Q—R3 (17 Q—R4; 18) Q—Q6) and continue the attack by QR—QBsq and Kt—K3. He would then easily regain the Pawn. In the nature of things, Black should not have opened the centre until his Rooks were available; for this reason P×P was a mistake.

17. Q—K4 R—B2

18. Kt—B4 Q—Kt5

19. P—KB3 Q—Kt4

20. R—B2 R—Qsq

21. P—KR4 Q—R3

22. P—Kt4

A glorious attack. White prevents Black from freeing his game by P—KB4 and Kt—B3 and prepares K—Rsq, and R—KKtsq.

22. Q×P

The Knight was in a good enough position. Why not first 20) R—KKtsq, threatening P—B5?

21. R—Q3

And now White should have played 21) R—QKtsq, in order to be able to advance P—QB5 or drive the Black King away from his favorable position.

21. P—QB3

22. P—QR4 K—B2

23. R—QKtsq Kt—K5

24. R(Q3)— R—QKtsq
QKt3

25. R—Q3

25) K—Bsq would have been more useful; the right place for the King was K3. 25) P—QB4 need not have been feared on account of 26) P—QB3, Kt—Q3; 27) Kt—Q2. R (KBsq)—Bsq; 28) K—K2.

25. R(KBsq) —Qsq

26. R(QKtsq)

—Qsq R—Q3

27. Kt—Ktsq R(Q3)—Qsq

28. Kt—B3 R—Q3

29. Kt—K5 P—KB3

30. Kt—B3 R(Q3)—Qsq

31. R—Ksq R—Ksq

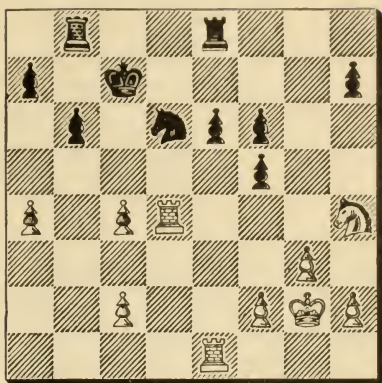
32. Kt—R4 Kt—Q3

33. R(Q3)—K3 K—Q2

34. R—QB3 P—B4

35. R(B3)— P×P

36. R×P Q3 K—B2



The draw now ensuing is premature, because the White Queen's side Pawns have become very weak after the exchange of the QP for Black's QBP. But Black would have done better, in his last move, to play K—B3 at once, in order to attack by K—B4. If then 37) R(Ksq)—Osq, R(Ktsq)—Qsq; 38) Kt—B3, R—Q2 followed by R(Ksq)—Qsq, and White would have no counter attack left.

2h 15.

2h 22.

Game No. 60.

Sicilian Defence.

White: Schlechter. Black: Dus-Chotimirski.

1. P—K4 P—QB4

2. Kt—KB3 Kt—QB3

3. P—Q4 P×P

4. Kt×P Kt—B3

5. Kt—B3 P—Q3

6. B—QB4 B—Q2

7. B—KKt5

White's move of development, though peculiar, appears quite reasonable. The Bishop on QB4 is well

posted, as long as Black does not play P—K3; in the latter case, however, Black has the weak Pawn at Q3.

7. P—K3

8. o—o P—QR3

9. Kt×Kt

Black intended Kt—K4, R—Bsq and Kt—B5; but in spite of this White should not have exchanged his well posted Knight.

9. B×Kt

10. Q—K2 B—K2

11. QR—Qsq P—QKt4

Black's policy to gain ground on the Queen's side is quite correct.

12. B—Q3 o—o

But now Q—B2 ought to have been played first, in order to prepare R—Qsq. and also avoid P—K5.

13. P—K5 Kt—Ksq

14. B—KB4

14) B×B, Q×B; 15) P—KB4 should have been taken into consideration.

14. P—Q4

Why not 14) Q—B2 followed by QR—Qsq? By the advance of the QP White obtains the unchallenged possession of the point Q4.

15. Q—Kt4 P—Kt3

16. Kt—K2 Kt—Kt2

17. Kt—Q4 B—Q2

18. KR—Ksq Q—R4

19. B—Q2

19) B—Kt5 was also feasible. For after 19) B×B; 20) Q×B, Q×RP; 21) Q—R6, Q×KtP; 22) R—K3, Q×Kt; 23) R—R3 White would win.

19. Q—Kt3

Of course not 19) Q×RP, on account of 20) B—B3, followed by R—QRsq.

20. B—K3 Q—B2

21. P—KB4 P—B4

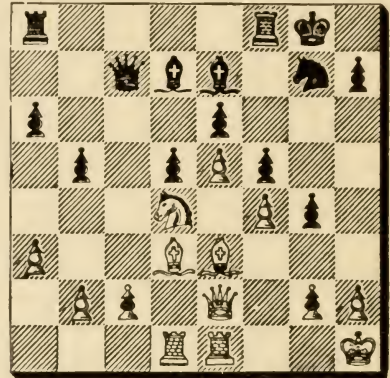
22. Q—K2 P—Kt4

The threat of this move is of no importance, whilst it clearly weakens the point KB4 (which is threatened by White's P—Kt4) and the diagonal, which is commanded by the White KB.

23. K—Rsq P—Kt5

Perhaps K—B2, R—KKtsq and QR—KBsq, followed by the flight of the King to Ksq, would still have availed. The advance of the Pawns is less than useless.

24. P—QR3



This part of the game right-up to the end is played in excellent style by White. One cannot but admire his artistic treatment of the position.

24. P—KR4

25. B—Q2 P—R5

26. B—Kt4 R—B2

27. B×B R×B

28. Q—B2 Kt—Ksq

29. Q×P R—R2

30. Q—B2 Kt—Kt2

31. P—KKt3 K—B2

32. P—KR4 P×Pe.p.

33. P—KKt4 R—KR3

34. P×P P×P

35. R—KKtsq R—KKtsq

36. K—R2 Q—Qsq

37. R—Kt5 Kt—K3

38. Kt×BP Resigns

2h. 28. 2h. 27.

Game No. 61.

Caro-Kann Opening.

White:	Black:
Forgacs.	Duras.
1. P—K4	P—QB3
2. P—Q4	P—Q4
3. Kt—QB3	P×P

4. Kt×P Kt—B3

5. Kt×Kt KP×Kt

If 5) KtP×Kt, Black would have stronger Pawns than in the continuation actually adopted; but the

ensuing lively combinations with the pieces more than compensate for this.

- | | |
|----------|---------|
| 6. P—QB3 | B—Q3 |
| 7. B—Q3 | o—o |
| 8. Q—B2 | R—Ksqch |
| 9. Kt—K2 | K—Rsq |

Of course intending to answer 16) B×RP by P—KKt3.

- | | |
|------------|-----------|
| 10. B—K3 | Kt—Q2 |
| 11. o—o—o | Kt—Bsq |
| 12. K—Ktsq | B—K3 |
| 13. Kt—B4 | |

This costs a Pawn. Far better was Kt—Bsq. Should White succeed in defending himself, he would have good chances of winning the ending.

- | | |
|-------------|--------|
| 13. | B×Kt |
| 14. B×B | Q—Q4 |
| 15. P—QKt3 | Q×KKtP |
| 16. KR—Ktsq | Q—B6 |
| 17. B—K3 | B—Kt5 |
| 18. R(Qsq) | B—R4 |
| | —Ksq |

- | | |
|-----------|-----------|
| 19. R—Kt3 | Q—Q4 |
| 20. P—KB4 | |

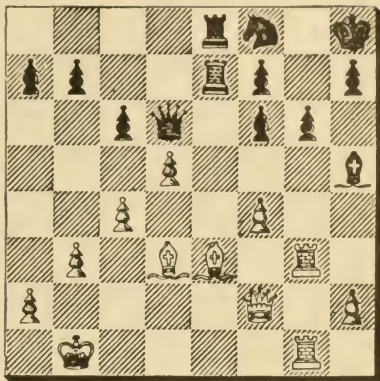
If 20) R(Ksq)—KKtsq, B—Kt3; 21) P—KB4, B×B; 22) Q×B, Q—K5; 23) Q×Q, R×Q; 24) R×KtP?, Kt—Kt3.

- | | |
|-------------|-----------|
| 20. | R—K2 |
| 21. R(Ksq) | QR—Ksq |
| | —KKtsq |
| 22. P—B4 | |

It is clear that after 22) R×KtP,

B—Kt3 White would get into difficulties.

- | | |
|-------------|-----------|
| 22. | Q—Q3 |
| 23. Q—B2 | P—KKt3 |
| 24. P—Q5. | |



White changes his tactics, by attacking suddenly on the Queen's side. Thereby he abandons the points K5 and QB5 to his opponent. He should, instead, have fixed Black's KBP by P—KB5, to be followed by B—QBsq and Kt2.

- | | |
|-------------|-------|
| 24. | Kt—Q2 |
| 25. B—Q4 | R—K7 |

Elegant and decisive. If 26) B×R then R×B. Black threatens Q—R6.

- | | |
|----------|-----|
| 26. B—K5 | Q×B |
| Resigns. | |

2h. 20. 2h 7.

Game No. 62.

Queen's Pawn Opening.

White:	Black:
Rubinstein.	Mieses.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—QB4	Kt—KB3
4. P×QP	P×P
5. Kt×P	Kt×P
6. P—K4	Kt—KB3

It would be interesting to try, at this point, Kt—B2; 7) B—KE4, Kt—Q2; 8) B—B4, P—K4; 9) Q—

Kt3, Q—B3; 10) B—KKt3 would soon lead to complications.

7. Kt—QB3 P—K4
If 7) P—QR3; 8) P—K5, Kt—Q4; 9) P—K6 Black's position would be quite unfavorable. But 7) P—K3 was sound play.

- | | |
|------------|-----------|
| 8. B—Kt5ch | B—Q2 |
| 9. Kt—B5 | |

Not Kt—B3 on account of 9) B—Kt5.

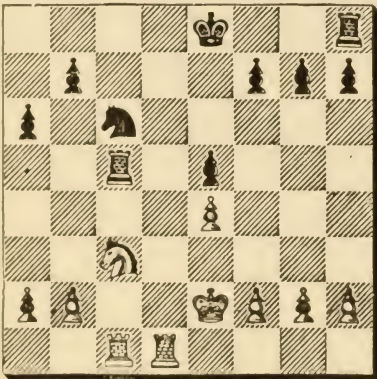
- 9. Kt—B3
- 10. Kt—Q6ch B×Kt
- 11. Q×B Q—K2
- 12. Q×Qch Kt×Q
- 13. B—K3

This Bishop is now master of the situation.

- 13. P—QR3
- 14. B×Bch Kt×P
- 15. K—K2 R—QBsq
- 16. KR—Qsq Kt—QB4
- 17. B×Kt

It is, no doubt, advantageous for the development of White's King that this square should be cleared, but, nevertheless, White should have preserved this Bishop. 17) QR—Bsq would, at least, have done no harm, for after 17) Kt—K3; 18) Kt—Q5 the strong position of Black's Knight at K3 would be compensated for by that of White's Knight at Q5.

- 17. R×B
- 18. QR—Bsq Kt—B3



A mistake, since the Knight impedes the Rook. He should have played 18) R—B2, to be followed by o—o.

- 19. R—Q5 R×R

To 19) R—B5 might have followed 20) P—QKt3, R—Q5; 21) K—K3, P—B3; 22) Kt—R4, K—K2; 23) Kt—B5, R×R; (R—QKtsq, Kt×KtP) 24) P×R, Kt—Kt5; 25) P—Q6ch to White's advantage.

- 20. P×R Kt—Q5ch
- 21. K—Q3 K—K2

- 22. P—B4

The isolation of the King's Pawn is of great importance, as White has afterwards an unassailable post for his pieces at K4.

- 22. P—B3
- 23. P×P P×P
- 24. K—K4 K—Q3
- 25. R—KBsq R—QBsq
- 26. R—B7 R—B5
- 27. K—Q3 R—QKt5
- 28. R×KKtP

28) P—QKt3 would likewise have been strong, for White would at least have won a Pawn; e. g. 28) Kt—Kt4; 29) Kt×Kt (29) R×KtP, R—Q5ch; 30) K—B2, R—KKt5; 31) R—Kt6ch, K—B4; and Black obtains counter attack), R×Kt; 30) R×KKtP, P—KR4; 31) R—R7, R×Pch; 32) K—K3.

- 28. R×KtP
- 29. R×RP R×KtP
- 30. R—R6ch K—Q2
- 31. R—R7ch K—Q3
- 32. R—R6ch K—Q2
- 33. Kt—K4 R×QRP
- 34. R—R7ch K—Qsq
- 35. P—Q6 Kt—Kt4

White was threatening Kt—B6 and R—R8 mate.

- 36. K—B4 R—R4

This prevents the White King from entering, for to 37) K—Q5 the reply would be 37) Kt—Q5 ch or Kt—B2 double ch.

- 37. R×P

Now K—Q5 is threatened in spite of the discovered check.

- 37. Kt—R6ch
- 38. K—Kt4 R—Kt4ch
- 39. R×R Kt×R
- 40. K—B5 K—Q2
- 41. K—Q5 P—QR4
- 42. Kt—B5ch K—Ksq
- 43. K×P K—B2
- 44. Kt—Kt7 Resigns

Rubinstein's conduct of this end game is most pleasing.

- 3h. 3h.

Game No. 63.

Queen's Pawn Opening.

White:	Black:
v. Freyman n.	Burn.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—K3	Kt—QB3
4. P—B4	P—K3
5. Kt—B3	Kt—B3
6. P—QR3	P×QP
7. KP×P	B—K2
8. P—B5	

White might have prepared this advance by 8) P—QKt4. In answer to 8) Kt—K5 he would then have had 9) B—Kt2 at his disposal.

8. Kt—K5

The right reply. Now White is prevented from playing P—QKt4 and he has to weaken the point Q4.

9. Q—B2 P—B4

10. P—QKt4 B—B3

11. B—QKt5

By this move White makes straight for a draw.

11. o—o

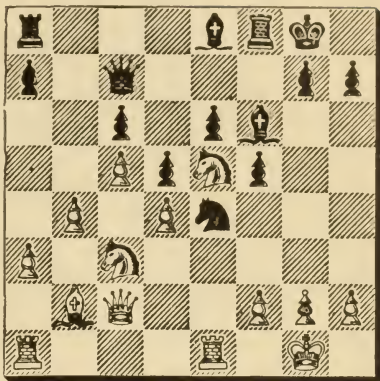
12. B×Kt P×B

13. o—o Q—B2

14. B—Kt2 B—Q2

15. KR—Ksq B—Ksq

16. Kt—K5



Here White obtains Bishops of opposite color, and an evenly balanced position.

16. B×Kt

17. P×B Kt×Kt

18. B×Kt B—Kt3

19. P—KB4 Q—Kt2

Drawn.

Game No. 64.

King's Bishop's Opening.

White:	Black:
Spielmann.	Dr. Perlis.
1. P—K4	P—K4
2. B—B4	Kt—QB3
3. Kt—QB3	Kt—B3
4. P—Q3	B—B4
5. Kt—B3	P—Q3
6. B—KKt5	B—K3
7. B—Kt3	P—KR3
8. P—KR4	P—KKt4

This violent treatment is premature, as long as White has not yet Castled KR. The threat Kt—Q5 could have been easily met by 8) . . . B—QKt5. After 9) P—Q4, B×B; 10) RP×B, P—KKt4; 11) P×P or B—Kt3 or Kt×KtP, Kt×KP Black

has a good game. Other moves need certainly not be feared.

9. B—Kt3 B—KKt5

10. P—KR4

This counter-stroke proves the weakness of the last move. Under no circumstances should the Knight's Pawn have been obstructed.

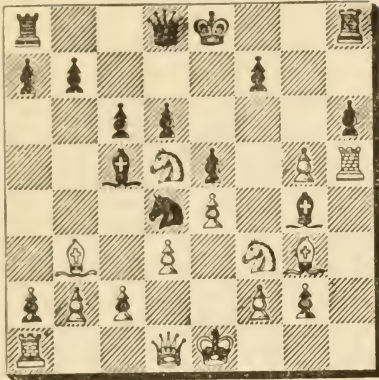
10. Kt—KR4

11. P×P Kt—Q5

12. Kt—Q5

Hitting again the weak spot. White thus prevents Black's Queen from taking part in the attack, as the Knight menaces the points QB2 and KB3.

12. P—QB3
 13. R×Kt



13. P×Kt
 13) B×Kt? 14) Kt—B6ch.
 14. R—R4
 After 14) R×P? R×R; 15) P×R, Q—B3 the point KB3 could no longer be defended.
 14. B×Kt

15. P×B Kt×B
 16. RP×Kt Q×P
 17. P—KB4
 White having two more Rooks in play than his opponent, wants open files, and therefore tries to force the exchange of the centre Pawns.

17. P×BP
 18. R×BP P×P
 19. R×Pch K—Q2
 20. Q—B3 Q—Kt3
 21. P—Kt4 B—Kt3
 22. R—KB4
 Now White threatens R×P ch, R—B6 and Q×Pch at the same time.
 22. KR—Ksqch
 23. K—Bsq K—K2
 24. R—Kt4 Resigns
 For in answer to 24) Q—R2; 25) Q×KtPch would at once prove fatal.
 1h. 35. 2h. 10.

Game No. 65.
 Queen's Gambit Declined.

- | | |
|-----------|---------|
| White: | Black: |
| Salwe. | Vidmar. |
| 1. P—Q4 | P—Q4 |
| 2. P—QB4 | P—K3 |
| 3. Kt—QB3 | P—QB4 |
| 4. P—K3 | Kt—KB3 |
| 5. Kt—B3 | Kt—B3 |
| 6. P—QR3 | B—Q3 |
| 7. P×BP | B×P |
| 8. P—QKt4 | B—Q3 |
| 9. B—Kt2 | o—o |
| 10. B—Q3 | P—QR4 |
| 11. P—Kt5 | Kt—K4 |
| 12. Kt×Kt | B×Kt |
| 13. Q—K2 | Q—K2 |
| 14. o—o | P—QKt3 |

The drawback of this line of play is this weak Pawn at QKt3. Yet it appears that after White's Kt—R4 the advance of the QBP must be prevented.

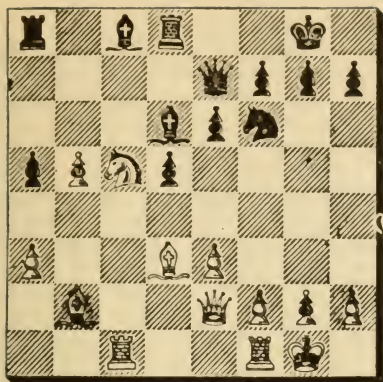
15. Kt—R4 B—B2
 15. QR—Bsq

By 16) B×Kt, Q×B; 17) P×P (. . . . P×P?; 18) Q—R5) the Pawn was not to be won on account of 17) Q—R5; 18) P—KB4, P×P.

16. R—Qsq
 17. P—B5

A mistake; he ought to have played 17) B—Q4 first. Black's QKtP would then have fallen or White's QBP would have advanced powerfully; or if 17) P×P, the QB file would be opened without loss of time. On the other hand, 17) B×Kt would again have been of no use because of 17) Q×B; 18) P×P, B×Pch; 19) K×B, Q—R5ch; 20) K—Ktsq, Q×Kt. But 17) P—KB4 would have been strong, as it threatened B×Kt.

17. P×P
 18. Kt×P B—Q3



Now the awkwardly posted Knight becomes the object of an attack, which succeeds in a few pretty moves.

19. Q—B2

Considering the bad plight he is in, he should play 19) B×Kt. If then 19) P×B; 20) Q—Kt4ch, K—Rsq; 21) Q—KR4, P—B4; 22) Q×Q, B×Q; 23) P—QR4, White would still have a good game. Therefore Black would have had to play 19) Q×B instead of P×B in answer to 19) B×Kt. But in this case White would have gained time to play 20) P—QR4, and might have answered 20) P—K4 by 21) P—K4, P—Q5; 22) Kt—Kt3, followed later on by Kt—Q2 and B—B4.

19. P—K4

20. P—QR4

20) P—K4 would likewise have been met by 20) B—Kt5, threatening QR—Bsq.

20. B—Kt5

21. Kt—Kt3

The game is lost. After 21) B—R3, QR—Bsq the Knight can no longer be extricated from his exposed position. In case of immediate retreat the continuation as adopted in the game, is decisive.

21. QR—Bsq

22. Q—Ktsq

If 22) Q—Q2, B—Kt5; 23) B—B3, R×B; 24) R×R, P—Q5; 25) P×P, P×P; 26) Kt×P, Q—Q3; 27) Kt—B6, B×R; 28) Q×B, Q×B, and Black would win the ending.

22. P—K5

23. B—B2 B—K7

24. KR—Ksq B×Pch

25. K×B Kt—Kt5ch

26. K—R3 R—Q3

27. B×KP R—R3ch

28. K—Kt3 Q—R5ch

29. K—B4 Q—R7ch

Resigns.

1h. 8.

1h. 33.

Game No. 66.

English Opening.

White:

Black:

Tartakower. Dr. Lasker.

1. P—QB4

P—K4

2. Kt—QB3

Kt—KB3

3. P—KKt3

B—K2

4. B—Kt2

o—o

5. Kt—B3

P—Q3

6. o—o

QKt—Q2

7. P—Q3

P—B3

Black is already sufficiently developed and prepared to take possession of the centre by P—Q4, and support it by R—Ksq. For this reason the Sicilian Opening for White, as intro-

duced by Anderssen, appears to be inferior.

8. Kt—Ksq Kt—Kt3

9. P—K4 P—Q4

10. BP×P P×P

11. P×P

If White now had tried, after all, to maintain a centre, by playing 11) P—B4, Black would reply 11) P×BP; 12) P—K5, Kt—Kt5. Now 13) B×P would be met by P—B3 (P—KKt4 would also do) and 13) P×BP by 13) P—Q5; 14) Kt—K4, Kt—Q4; 15) Kt—B2, P—B3:

with the probable continuation 16) P—KR3, Kt—K6; 17) Kt×Kt, P×Kt; 18) Q—Kt3, K—Rsq; 19) Kt—Kt3, B—QB4 and Black is well developed.

- | | |
|-------------|-------|
| 11. | KKt×P |
| 12. Kt×Kt | Kt×Kt |
| 13. P—Q4 | P×P |
| 14. Q×P | B—K3 |
| 15. Kt—B2 | B—B3 |

If 15) R—Bsq; 16) Kt—K3, B—QB4; 17) Q—K4 the Black Queen's side Pawns would remain without support.

- | | |
|------------|--------|
| 16. Q—K4 | Q—R4 |
| 17. Kt—Q4 | B×Kt |
| 18. Q×B | KR—Qsq |
| 19. B—Kt5 | R—Q2 |
| 20. P—QR3 | Kt—Kt3 |
| 21. Q—KR4 | Kt—B5 |
| 22. P—QKt4 | Q—Kt3 |
| 23. KR—Ksq | P—KR3 |
| 24. B—K7 | Q—B2 |
| 25. B—B5 | Kt—K4 |
| 26. B—K3 | Kt—Q6 |
| 27. KR—Qsq | B—Kt6 |
| 28. R—KBsq | B—Q4 |

With a view to securing the position of the Knight at Q6, the exchange of White's KB appears opportune: the more so, as this exchange weakens at the same time the position of the White King, by creating a "hole" at KB3.

- | | |
|-----------|--------|
| 29. B×B | R×B |
| 30. Q—K4 | Q—Q2 |
| 31. R—R2 | R—Ksq |
| 32. Q—Kt2 | P—QKt3 |
| 33. R—B2 | R—Qsq |
| 34. Q—K4 | P—QKt4 |

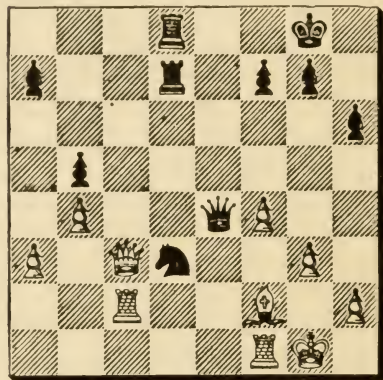
In order to prevent Q—QB4. Black threatens now P—R4 followed by P—B5 or (if Q—B3) P—Kt4.

- | | |
|----------|-------|
| 35. P—B4 | R—Ksq |
| 36. Q—B3 | Q—K3 |
| 37. B—B2 | R—Q2 |

- | | |
|-----------|------------|
| 38. K—Kt2 | Q—Kt6 |
| 39. Q—B6 | R(Qsq)—Qsq |
| 40. Q—QB3 | |

If 40) R—B3, Q—Kt7 and White is hopelessly cramped; for 41) R—B2, Q×RP; 42) Q×P, Q×P would win a Pawn and the end game.

- | | |
|-------------|--------|
| 40. | Q—Q4ch |
| 41. K—Ktsq | Q—K5 |



An essential move, to prevent White from playing 42) Q—QB6. The latter move would now be met by 42) Kt×BP, and White is lost, with whatsoever piece he retakes, e. g.: 43) R×Kt, R—Q8ch; 44) R—Bsq, R×Rch; 45) K×R, R—Q8ch; 46) K—B2, R—Q7ch and wins Queen or Rook.

- | | |
|-----------|-------|
| 42. Q—Kt3 | P—Kt4 |
|-----------|-------|

Decisive. If White capture the Pawn 43) P×P, then follows at once 43) Kt—K4 and in answer to any Bishop's move 44) R—Q8.

- | | |
|-----------|---------|
| 43. Q—R2 | P×P |
| 44. R—K2 | Q—Kt3 |
| 45. Q—B2 | K—R2 |
| 46. Q—B3 | R—KKtsq |
| 47. K—Rsq | Q—R4 |
| 48. R—O2 | P×P |
| 49. B×P | R×B |

followed by QR—Ksq, in order to win, for instance by Kt—B4, the King's Pawn. If White play 22) P—B5, R(K3)—Ksq, the King's Pawn remains fixed forever; and, moreover, the QKtP would be weak. In spite of all this, the variation just mentioned, would still be better than the move in the text, as the ensuing sacrifice gives Black a decisive advantage.

- | | | |
|-------|-------------------|-----------------|
| 22. | ... | Kt×P |
| 23. | P×Kt | R×P |
| 24. | Kt—K4 | QR—Ksq |
| 24) | P—Q4 | would have left |
| White | without resource. | |
| 25. | Q—KB3 | P—Q4 |
| 26. | R—KBsq | R×Kt |
| 27. | Q×Pch | K—Rsq |
| 28. | B—B6 | Q—B4ch |
| 29. | R—Q4 | Q—Bsq |
| 30. | Q×Qch | R×Q |
| 31. | R×R | P×R |
| 32. | B×Bch | K×B |

- | | | |
|-----|---------|-------|
| 33. | R×R | K×R |
| 34. | K—B2 | K—B2 |
| 35. | K—K3 | K—K3 |
| 36. | K×P | P—KR3 |
| 37. | K—B4 | P—B4 |
| 38. | P—QR4 | K—B3 |
| 39. | P—R5 | P—R3 |
| 40. | P—Kt3 | K—K3 |
| 41. | P—R4 | K—B3 |
| 42. | P—Kt5ch | P×P |
| 43. | P×Pch | K—K3 |
| 44. | K—K4 | K—Q3 |
| 45. | P—B3 | K—K3 |
| 46. | P—Kt4 | P×P |
| 47. | P×P | K—Q3 |
| 48. | K—Q4 | P—B3 |
| 49. | K—B4 | K—Q2 |
| 50. | K—B5 | K—B2 |
| 51. | K—Q4 | K—Q3 |
| 52. | K—K4 | K—K3 |
| 53. | K—Q4 | K—Q3 |
| 54. | K—B4 | K—Q2 |

Drawn.

3h 27.

2h 47.

Game No. 68.

French Defence.

- | | | |
|-------------|-----------|--------|
| White: | Black: | |
| Dr. Lasker. | Snosko- | |
| | Borowski. | |
| 1. | P—K4 | P—K3 |
| 2. | P—Q4 | P—Q4 |
| 3. | Kt—QB3 | Kt—KB3 |
| 4. | B—Kt5 | B—Kt5 |
| 5. | P×P | Q×P |
| 6. | Kt—B3 | |

White seems to have nothing better than 6) B×Kt, P×B; 7) Kt—B3.

- | | | |
|-----|-------|--------|
| 6. | | Kt—K5 |
| 7. | B—Q2 | B×Kt |
| 8. | P×B | Kt×B |
| 9. | Q×Kt | Kt—Q2 |
| 10. | B—Q3 | P—OB4 |
| 11. | P—B4 | Q—Q3 |
| 12. | P—B3 | P—QKt3 |
| 13. | o—o | B—Kt2 |
| 14. | Q—K3 | o—o |

15. QR—Qsq
White should here have forced the exchange of the Bishops: 15) B—K4, B×B; 16) Q×B, QR—Bsq; 17) QR—Bsq. White can obtain no more than a draw against good play on the part of his opponent.

- | | | |
|-----|--------|--------|
| 15. | | QR—Qsq |
| 16. | KR—Ksq | Q—B2 |
| 17. | B—Bsq | P—QR3 |

This gives White a chance, as this move weakens the QKtP and prevents, besides, the Bishop from going to QR3 whence he would attack the weak spot in White's position, viz., the P at QB4. Far stronger was 17) B×Kt; 18) Q×B, P—K4; 19) Q—Kt3?, P—B4

- | | | |
|-----|--------|--------|
| 18. | Kt—Q2 | Kt—B3 |
| 19. | Kt—Kt3 | R—Bsq |
| 20. | R—Ktsq | KR—Qsq |

have a lost position.

- 11. Kt—Q2 P—KKt3
- 12. P—B4 B—Kt2
- 13. Q—Q3 Kt—Bsq

With the intention of playing B—Q2 (or Kt5) and QR—Qsq. The cramped White pieces have no object of attack.

- 14. P—QB5

Bringing about interesting complications, and giving an opening to the cramped heap of White pieces; but there is no gain in the transaction.

- 14. P×QP
- 15. P×P(Q3) Q×QP
- 16. P—K5 Q—Qsq
- 17. Q×P Kt—Kt5
- 18. Kt(Q2)
- K4

If he exchanges the Bishop, he cannot support the intended position of the Knight at Q6 by B—QB4.

- 18. Kt×B
- 19. Q×Kt Q—Kt3
- 20. Q×Q P×Q
- 21. Kt—Q6 R—K2
- 22. Kt×B R×Kt
- 23. Kt—K4 Kt—K3
- 24. R—Qsq R—Rsq
- 25. Kt—B6ch

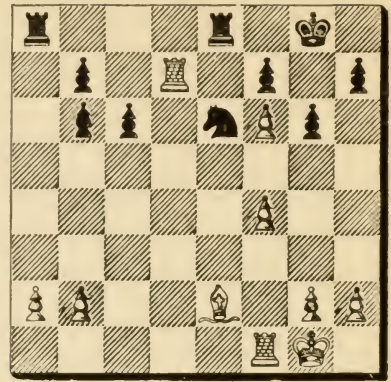
More natural was 25) B—B4, in order to continue, after 25) Kt—B4, with 26) KR—Ksq.

- 25. B×Kt
- 26. P×B R(K2)—Ksq
- 27. R—Q7

A gross blunder, which costs the KBP. Better would have been 27) B—B4, P—OKt4; 28) B—Kt3, Kt—B4; 29) P—Kt4.

- 27. Kt—B4
- 28. R—Q2 Kt—K5
- 29. R—B2 Kt×P
- 30. P—B5 Kt—O4
- 31. P×P RP×P
- 32. B—B4 OR—Qsq
- 33. R—O2 R—K4
- 34. KR—Qsq K—Kt2

Position after White's 27th move.



- 35. P—QR4 K—B3
- 36. R—Q3 K—K2
- 37. R—OKt3 R—Q3
- 38. P—R3 P—KB4
- 39. K—B2 Kt—B3
- 40. R×R Kt—K5ch
- 41. K—B3 Kt×R
- 42. B—Q3 R—QR4
- 43. B—B2 P—QKt4

At last he has succeeded in forcing the important advance of the doubled Pawn.

- 44. R—K3ch K—B3
- 45. P—OKt4 R—Rsq
- 46. P—R5 R—Ksq
- 47. R—B3 Kt—B5
- 48. K—B2 R—Qsq
- 49. P—Kt4 P×P
- 50. P×P K—Kt4
- 51. B—K4 R—Q5
- 52. B—Kt2

If 52) B—B3, K—B5 and R—Q7 ch, and the Black King would decide the game.

- 52. Kt—K4
- 53. K—K3 R×KKtP
- 54. R—B5 K—B3
- 55. P—K4 Kt—Q2
- 56. R—Bsq K—K4
- 57. B—O3 R×P
- 58. P—R6 P×P
- 59. R×P R—Kt6

60. K—Q2 K—Q4
 61. R—B8
 61) R×KtP or R×RP would both
 be answered by 61) R×Bch.
 61. Kt—K4
 62. B—B2 Kt—B5ch
 63. K—Ksq R—Kt6
 64. R—KKt8 K—Q5
 65. B×P K—B6
 66. K—B2 R—Kt4
 67. K—K2 K—Kt5
 68. K—Qsq K—B6

69. B—B7 R×R
 70. B×R P—Kt5
 71. K—Bsq P—Kt6
 72. B—R7 P—R4
 73. K—Ktsq P—R5
 74. K—Rsq Kt—R6
 75. B—Kt6 Kt—B7ch
 76. K—Ktsq P—R6
 77. B×Kt P×Bch
 78. K—Bsq K—Kt6
 Resigns.
 4h 28. 2h 47.

Game No. 70.

Four Knights' Game.

White:	Black:
D r. Perlis.	S alwe.
1. P—K4	P—K4
2. Kt—QB3	Kt—KB3
3. Kt—B3	Kt—B3
4. B—Kt5	B—Kt5
5. o—o	o—o
6. P—Q3	P—Q3
7. B—Kt5	Kt—K2
8. Kt—KR4	P—B3

It is a noteworthy idea to avoid the early exchange B×Kt. Black threatens now Kt—Ksq, after which the Bishop at KKt5 would appear to be in a more or less useless position.

9. B×Kt	P×B
10. B—R4	P—KB4

If 10) B×Kt; 11) P×B, Q—R4; 12) B—Kt3, Q×BP White would not continue 13) P—B4 on account of P×P; 14) R×P?, Kt—Kt3, but 13) Q—B3, K—Kt2; 14) QR—Ksq. But he might well have played 10) Kt—Kt3; 11) Kt—B5, K—Rsq, and continued by P—Q4 and B—K3.

The move actually made exposes the King, and compared to this, the advantage of having undoubled the Pawns, is only slight.

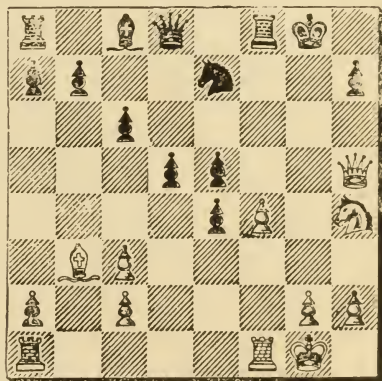
11. Q—R5

Better 11) P—B4, P×BP; 12) P×P.

11.	B×Kt
12. P×B	P×P
13. P×P	P—KB4

Though he achieves his object to retrieve the pressure on the QP by this advance, the Pawn should nevertheless have been kept on KB2 to support the Knight on Kt3. He ought to have continued with 13) Kt—Kt3; 14) Kt—B5, Q—B3.

14. B—Kt3ch	P—Q4
15. P—KB4	P×KP
16. P—B5



A fine conception, whose motif is clear. Black's superiority of Pawns in the centre will be of value only in the end game—and that is far away; but White's King's side Pawns are

strong also for the middle game. They exclude the Black Bishop from K3, the Knight from KKt3 and assist in forming mating attacks.

- 16. R—B3
- 17. QR—Ksq K—Rsq
- 18. P—Kt4 B—Q2
- 19. Kt—Kt6ch

White is not satisfied with 19) P—Kt5, Q—Ktsq; 20) K—Rsq, R×P. He brings about the end, instead, in a manner equally powerful and

elegant.

- 19. Kt×Kt
- 20. P×Kt R×P
- 21. R—B7 Q—Kt3ch
- 22. K—Rsq R—Kt2
- 23. Q×KP QR—KKtsq
- 24. R(Ksq) Q—Kt4
- KBsq
- 25. R(Bsq) Q—B4
- B2
- 26. R×R Resigns
- 2h 6. 2h 10.

Game No. 71.
French Defense.

- | White: | Black: |
|-----------|------------|
| Burn. | Spielmann. |
| 1. P—K4 | P—K3 |
| 2. P—Q4 | P—Q4 |
| 3. Kt—QB3 | Kt—KB3 |
| 4. B—Q3 | |

This leads only to an even game.

- 4. P—B4
- 5. P×BP

If instead 5) Kt—B3, Black's reply would be 5) P×QP; 6) Kt×P(Q5), P—K4; 7) Kt—B3, P—Q5.

- 5. P×P
- 6. Kt×P Kt×Kt
- 7. B×Kt Q×Qch
- 8. K×Q B×P
- 9. B—K3 B×B
- 10. P×B Kt—Q2
- 11. Kt—B3 Kt—B4
- 12. B—Q3 B—Q2
- 13. Kt—K5 R—QBsq
- 14. R—KBsq P—B3
- 15. Kt×B K×Kt
- 16. R—B4 K—K2
- 17. R—B4 Drawn
- 1h 16. 1h 8.

Game No. 72.
Scotch Opening.

- | White: | Black: |
|-----------|--------------|
| Mieses. | v. Freymann. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. P—Q4 | P×P |
| 4. P—B3 | P—Q4 |
| 5. KP×P | Q×P |
| 6. P×P | Kt—B3 |
| 7. Kt—B3 | |

7) B—K2 is necessary. White can then reply 8) B—Q2 in answer to 7) B—Kt5ch, and to 7) B—KKt5 he can answer 8) o—o, followed by Kt—B3.

- 7. B—QKt5
- 8. B—K2 Kt—K5

White has now an unfavorable position. He is compelled to play 9) B—Q2, after which move Black may continue 9) B×Kt; 10) P×B, o—o; 11) o—o, B—Kt5, and the Black Rooks come rapidly into play.

- 9. Q—Q3

This move is altogether weak. White obtains now a lost game, as the Black pieces are quickly developed by attacking White's badly placed Queen.

- 9. B—KB4
- 10. Q—K3 o—o—o
- 11. o—o Kt×Kt
- 12. P×Kt KR—Ksq

- | | |
|-----------|------|
| 13. Kt—K5 | B×P |
| 14. Q×B | Kt×P |
| 15. B—QB4 | Q×Kt |
| 16. Q—QR3 | B—K3 |

Black had no reason to be afraid. After 16) Kt—B7; 17) Q×P, Kt×R; 18) Q—R8ch, K—Q2; 19) Q×P, Kt—B7 nothing would have happened to him; and 19) R—Qsqch, K—K2; 20) Q—R3ch, P—B4 need even less have been feared.

- | | |
|-----------|------|
| 17. B×Bch | R×B |
| 18. B—Kt2 | Q—Q3 |

He could scarcely expect White to play 19) Q×P, after which Black would force a mate in three moves by 19) Kt—K7ch; 20) K—Rsq, Q×Pch, etc. Why does he, therefore, not play K—Ktsq at once, in order to have complete freedom of action?

- | | |
|----------|---------|
| 19. Q—R3 | Kt—K7ch |
|----------|---------|

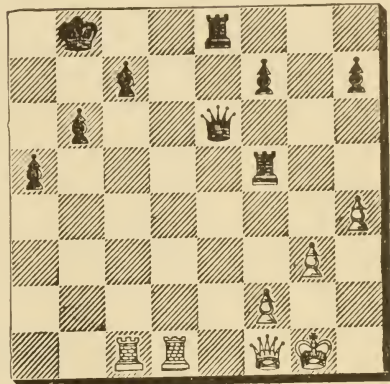
Opening the diagonal for the Bishop; 19) P—KR3 was good enough, and after 20) Q—Kt4, P—K Kt3; 21) KR—Qsq?, Kt—K7ch! It is difficult to see how White should have obtained an attack after the safeguarding move of P—KR3.

- | | |
|-----------|--------|
| 20. K—Rsq | K—Ktsq |
| 21. B×P | R—Kt3 |

20) Kt—B5 would have led to the following end game: 22) Q—B5, Kt×P; 23) QR—Qsq, Q×R; 24) R×Q, R×Rch; 25) K×Kt, R—Kt3ch; 26) K—B3, R×B; 27) Q—B6, R—Ktsq; 28) Q×P, R(Q8)—Qsq; 29) Q×P.

- | | |
|------------------------------|---------|
| 22. Q—K3 | |
| Bad would have been 22) Q×P, | |

- | | |
|-----------------|-------------|
| Q—Q4; 23) P—B3, | Q—KKt4. |
| 22. | R×B |
| 23. Q×Kt | R—Kt4 |
| 24. Q—B3 | R(Qsq)—Ktsq |
| 25. KR—Qsq | Q—K3 |
| 26. QR—Ktsq | P—Kt3 |
| 27. P—Kt3 | R—KB4 |
| 28. Q—Kt2 | Q×P |
| 29. K—Ktsq | R—Ksq |
| 30. QR—Bsq | Q—K3 |
| 31. P—R4 | P—QR4 |
| 32. Q—Bsq | |



32. Q—K7
A gross blunder. After White had lost the QRP, the game was simply won by the advance of the passed Pawns, or he might first have secured another open file by playing 32) R—Q4.

- | | |
|---------------------------------|---------|
| 33. R—Q8ch | K—Kt2 |
| If 33) K—R2; 34) R×Pch, | |
| K—R3; 35) R×R. | |
| 34. Q—Kt2ch | K—R3 |
| 35. Q—R8ch | Resigns |
| 2h 20. | 2h 10. |

Game No. 73.
Ruy Lopez.

- | | |
|-----------|-------------|
| White: | Black: |
| Duras. | Rubinstein. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—QR3 |
| 4. B—R4 | Kt—B3 |

- | | |
|---------|-----------|
| 5. P—Q3 | P—Q3 |
| 6. P—B4 | |

This move of development involves loss of time and allows Black to bring his pieces into play more rapidly than White.

- 6. P—Kkt3
- 7. P—Q4 P×P
- 8. Kt×P B—Q2
- 9. Kt×Kt

White exchanges here, probably thinking that his Knight, which can no longer go to KB5, is of less value than Black's Knight, which has far more scope.

- 9. B×Kt
- 10. o—o B—Kt2
- 11. Kt—B3 o—o
- 12. P—B3

Again loss of time, which might have been avoided by 12) B×B. He would, in this case, have been able, after 12) P×B; 13) B—Kkt5, P—R3; 14) B—K3, to gain time for the important developing moves Q—Q2 and B—Q4.

- 12. Kt—Q2
- 13. B—K3 Kt—K4
- 14. B—Kt3

14) P—B5 would not do on account of 14) Kt—B5; 15) Q—K2, Kt×B; 16) Q×Kt, B×B; 17) Kt×B, P×P, followed by B—Q5. And 14) Q—K2 would not be favorable either, on account of 14) B×B; 15) Kt×B, Kt×QBP; 16) Q×Kt, P—QKt4.

- 14. P—Kt3
- To prevent from freeing his Bishop by P—B5.

- 15. P—B4 Kt—Q2
- 16. B—Q4 Kt—B4
- 17. B×B K×B
- 18. B—B2 P—QR4

To render the Knight at B4 safe from attack by White's Knight's Pawn. If 18) P—QR3, then, of course, P—R5. In order to oust the Knight from his strong position, White had to lose three moves, viz, P—QKt3, P—QR3 and P—QKt4. Black has a strong and safe position.

- 19. Q—Kt4

White's position does not warrant such operations on the wings. Far

better was Q—Q4ch; if Black replied 19) Q—B3, White could play for a draw by 20) Q×Qch, K×Q; 21) QR—Ksq; otherwise the White Queen would be in a dominating position.

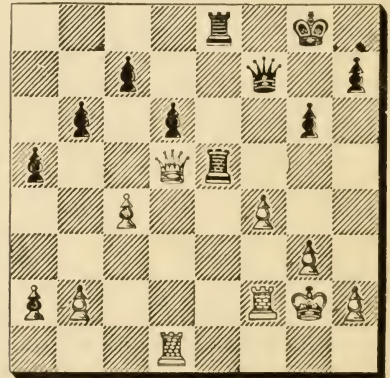
- 19. Kt×P

By this move Black is at last enabled to gratify his desire of pushing the KBP.

- 20. Kt×Kt P—KB4
- 21. Q—B3 P×Kt
- 22. B×P B×B
- 23. Q×B Q—B3

And now it is Black, who takes possession of the important Black diagonal and of the open King's file.

- 24. R—B2 QR—Ksq
- 25. Q—Q5 Q—B4
- 26. R—Qsq R—K5
- 27. P—Kkt3 R(Bsq)—Ksq
- 28. K—Kt2



- 28. P—R4

A fine idea. He threatens, at an opportune moment, P—R5 and R—K6.

- 29. P—Kt3 R—K6
- 30. R—Q4 K—B3

Now he is ready for P—R5, as the King has taken up the most favorable position.

- 31. P—KR3

This facilitates Black's task, but the game was lost in any case. Sup-

posing 31) R(Q4)—Q2, P—R5; 32) Q×Qch, P×Q; 33) R—B3, P×P; 34) P×P, R—K7ch; 35) R—B2, R×R(Q2); 36) R×R, R—K6, followed by P—R5. If then White allow this Pawn to go to R6, Black will play R—QKt8 and —QKt7. But Black can also win by playing P—R5 followed by R—QB6, as White, who had to defend a number of weak spots, will eventually be starved out.

31.	P—R5	
32.	Q×Qch	P×Q	
33.	P×P	R—Ktsqch	
34.	K—Bsq	R×RP	
35.	K—K2	R—Ksqch	
36.	K—Q2	R×RP	
37.	R—KKt2	R(Ksq)—	KRsq
38.	K—B3	R—R6ch	
39.	R—Q3	R×Rch	
40.	K×R	R—R6ch	
41.	K—Q4	R—KB6	
42.	K—Q5	R×BP	

43.	K—B6	R—Kt5
44.	R—KB2	R—Kt2
45.	K—Q5	R—K2
46.	R—Bsq	K—Kt4
47.	R—Ktsqch	K—B5
48.	P—R3	K—B6
49.	R—Bsqch	K—Kt5
50.	R—Ktsqch	K—R6
51.	R—KBsq	R—K4ch
52.	K—B6	K—Kt7
53.	R—B4	K—Kt6
54.	R—Bsq	R—B4ch
55.	K—Kt7	P—B5
56.	R—QBsq	P—Q4
57.	R—Ktsqch	K—B7
58.	R—Ktsq	P—Q5
59.	R—QBsq	P—Q6
60.	P—Kt4	RP×P
61.	P×P	P—Q7
62.	R—B2	K—K6
63.	P×R	P—Q8Q
64.	R—B3ch	K—Q5
65.	P×P	K×R

Resigns

Game No. 74.
Queen's Pawn Opening.

White: Black:
Dus- Forgacs.

Chotimirski.

1.	P—Q4	P—Q4
2.	Kt—KB3	P—QB4
3.	P—K3	Kt—QB3
4.	P—B4	P—K3
5.	P—QR3

White leaves the Knight at Ktsq in order not to give his opponent a mark for playing P—QR4 after the manoeuvre P×BP, P—QKt4 and B—Kt2. But P—QR4 need not be feared, nor can the assistance of the Kt at QB3 be spared in White's already weakened centre.

5.	Kt—B3
6.	P×BP	B×P
7.	P—QKt4	B—Q3
8.	B—Kt2	o—o
9.	QKt—Q2	Q—K2

10.	B—Q3	R—Qsq
11.	Q—K2	P—K4

Black has now the superior position in the centre. White's strategy has been refuted.

12.	P×P	KKt×P
13.	o—o	B—Kt5
14.	P—Kt5	Kt—R4

The Knight is here out of place. He should have gone via Ktsq to Q2, from where he had several good openings.

15.	KR—Qsq	QR—Bsq
16.	Q—Ksq

He would now reply to 16) Kt—B6; 17) B×Kt, R×B; 18) Kt—K4, R×P; 19) R×R, B—Kt5; 20) R—B3, P—B4; 21) Kt—Kt3, P—K5; 22) B—K2.

16. Kt—Kt3
An attempt at getting at White's

- | | | |
|-----|--------|---------|
| 15. | R—Ksq | QR—Kbsq |
| 16. | B—Kt4 | R—Ksq |
| 17. | B—R5 | QR—Kbsq |
| 18. | B—Kt4 | R—Ksq |
| 19. | B—Kt5 | Q—Kt3 |
| 20. | Q×Q | P×Q |
| 21. | R—K3 | B—R3 |
| 22. | QR—Ksq | Kt—Qsq |
| 23. | B×B | R×B |
| 24. | Kt—Kt5 | R—R5 |
| 25. | B×Pch | |

He gives all his advantage away for a trifle. If he had played 25) P—KR3 first, he could follow up by P—Kt3, and win the KP with an excellent game.

- | | | |
|-----|--------|------|
| 25. | | Kt×B |
| 26. | Kt×Kt | R—K5 |
| 27. | Kt—Kt5 | R×R |
| 28. | R×R | |

He ought to have preserved this Rook, as the QRP is weak. But it must be admitted that it is surprising that Black should have been able to make such decisive use of this slight advantage.

- | | | |
|-----|-------|-------|
| 28. | | R×R |
| 29. | P×R | K—B3 |
| 30. | Kt—B7 | K—Kt4 |
| 31. | P—KR4 | |

Faulty. He should have captured the KKtP first; e. g. 31) Kt—K5, P—KKt4; 32) Kt—B7, P—Kt5; 33) Kt—K5, B—Bsq; 34) K—B2, B—B4; 35) K—Kt3, B—Kt8 (A); 36) K×P, B×P; 37) K—Kt5, B—Kt8; 38) Kt—Kt6, and the two Pawns Queen at the same time. Or (A) 35) P—R4; 36) Kt×P, B—Kt8; 37) P—KR4, B×P; 38) Kt—B6: now the Black QRP will queen, but

White's two united passed Pawns are very strong; e. g. 38) P—R5; 39) P—R5, B—Kt8; 40) P—R6, B—Kt3 (to avoid P—K4); 41) K—Kt4, P—R6; 42) K—Kt5, P—R7; 43) K×B, P—R8Q; 44) P—R7 and Black cannot win; for instance, 44) Q—R8; 45) P—Kt4, Q—R5; 46) K—Kt7, Q—Kt4ch; 47) K—B2, Q—R3; 48) P—Kt5.

- | | | |
|-----|-------|-------|
| 31. | | B—Bsq |
| 32. | Kt—K5 | B—B4 |
| 33. | P—Kt4 | B—Kt8 |
| 34. | K—B2 | |

Here 34) P—Kt5 was his last chance. If then 34) B×P; 35) Kt×P, B—Kt8; 36) Kt—K5, P—R4; 37) P—R5, P—R5; 38) P—Kt6, P—R6; 39) P—R6, B×P; 40) Kt×B, P—R7; 41) P—R7, P—R8Qch; 42) K—R2 (or B2) and may possibly draw. If 34) P—Kt5, P—R4; 35) P—R5, P×P; 36) P—Kt6, K—R5; 37) P—Kt7, B—R2; 38) Kt—Q7, B—Ktsq; 39) Kt—B6, B—B2; 40) P—Kt8Q, B×Q; 41) Kt×B, K—R6; 42) Kt—K7, K×P; 43) Kt×P, K—Kt6; 44) Kt×BP, K—B5; 45) P—Q5, K—B4; 46) P—B4, White would even win.

- | | | |
|-----|--------|-------|
| 34. | | B×P |
| 35. | Kt×P | B—Kt8 |
| 36. | Kt—B4 | P—R4 |
| 37. | K—Ksq | K—B5 |
| 38. | K—Q2 | B—K5 |
| 39. | Kt—K2 | P—R5 |
| 40. | Kt—Bsq | P—R6 |
| 41. | P—R5 | B—B6 |
| 42. | P—R6 | B—K5 |

Resigns.

3h 20.

2h 45.

Game No. 76.

Ruy Lopez

White:	Black:		
Dr. Bernstein.	Speijer.		
1. P—K4	P—K4	3. B—Kt5	P—Q3
2. Kt—KB3	Kt—QB3	4. P—Q4	B—Q2
		5. Kt—B3	Kt—B3
		6. o—o	B—K2

- | | | |
|-----|--------|--------|
| 7. | R—Ksq | P×P |
| 8. | Kt×P | o—o |
| 9. | B×Kt | P×B |
| 10. | P—QKt3 | R—Ksq |
| 11. | B—Kt2 | B—KBsq |
| 12. | Q—Q3 | P—Kt3 |
| 13. | Kt(Q4) | |

—K2

By this manœuvre the Knight improves his position very little. 13) QR—Qsq, B—Kt2; 14) B—Bsq would have made White's troops more mobile.

- | | | |
|-----|--------|-------|
| 13. | ... | B—Kt2 |
| 14. | Kt—Kt3 | P—KR4 |

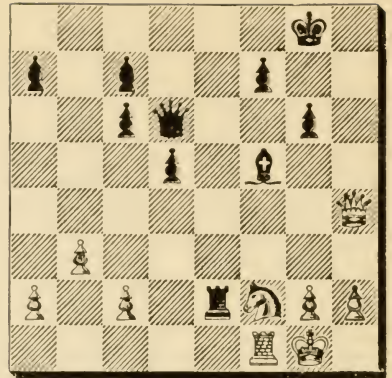
This attack, which appears so insignificant and almost unjustified, is yet hard to meet. The idea is to play P—R5 followed by Kt—R4. White's only reply is 15) Kt—Bsq, e. g.; 15) ... P—R5; 16) Kt—Qsq, and against 16) ... P—R6; 17) P—Kt3, Kt—Kt5 he might just save himself by 18) B×B, K×B; 19) P—KB3, Q—Kt4; 20) Kt—B2, Kt—B5; 21) P—Kt3.

- | | | |
|-----|--------|-----|
| 15. | R—KBsq | ... |
|-----|--------|-----|

A gross blunder which costs the King's Pawn.

- | | | |
|-----|---------|------|
| 15. | ... | P—R5 |
| 16. | Kt(Kt3) | Kt×P |
| | —K2 | |

- | | | |
|-----|---------|--------|
| 17. | Kt×Kt | B×B |
| 18. | QR—Ktsq | B—Kt2 |
| 19. | P—KB3 | P—Q4 |
| 20. | Kt—B2 | B—B4 |
| 21. | Q—Q2 | O—Q3 |
| 22. | Kt—Q4 | B—O2 |
| 23. | P—KB4 | B×Kt |
| 24. | Q×B | R—K7 |
| 25. | OR—Ksq | OR—Ksq |
| 26. | R×R | R×R |
| 27. | P—B5 | B×P |
| 28. | Q×KRP | ... |



- | | | |
|-----|-----|------|
| 28. | ... | Q—K2 |
|-----|-----|------|

Black does not play 28) ... R×P on account of 29) R—Ksq, but 29) ... K—Kt2 would have given a sufficient defence. He would, in this case, have won easily.

- | | | |
|-----|-------|--------|
| 29. | Q×Q | R×O |
| 30. | Kt—Q3 | R—K7 |
| 31. | R—B2 | B×Kt |
| 32. | P×B | R—K8ch |
| 33. | R—Bsq | R×Rch |
| 34. | K×R | P—KB4 |
| 35. | K—K2 | K—B2 |
| 36. | K—K3 | P—B4 |
| 37. | K—B4 | K—B3 |
| 38. | P—KR4 | P—B3 |
| 39. | P—Kt3 | P—R3 |
| 40. | P—R3 | P—R4 |
| 41. | P—R4 | P—Q5 |

If 41) ... K—B2; 42) K—K5, K—K2; 43) P—KR5. If 41) ... K—K3; 42) K—Kt5, K—B2; 43) P—KR5.

- | | | |
|-----|--------|-------|
| 42. | P—KKt4 | P×P |
| 43. | K×P | K—B2 |
| 44. | K—B4 | K—Kt2 |
| 45. | K—Kt5 | K—R2 |
| 46. | K—B4 | Drawn |

2h 14.

2h 44.

Game No. 77.

Queen's Pawn Opening.

White: Black:

F. O'Gacs. E. Cohn.

- | | |
|-----------|--------|
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—K3 |
| 3. P—B4 | Kt—KB3 |
| 4. Kt—B3 | P×P |

For this exchange there was no necessity; nor does Black gain anything in the transaction. Any developing move, as for instance P—B4, was preferable.

5. B—Kt5

The strongest reply; he prevents P—B4, which can now be met by P—K3, without shutting up the Bishop. Besides he is ready, for instance after B—Kt5, to advance P—K4.

- | | |
|------------|-------|
| 5. | B—K2 |
| 6. P—K4 | P—KR3 |

Trying to compel this Bishop to exchange, for 7) B—R4 would not do, because of 7) Kt×P; 8) B×B, Kt×Kt. But it was better to develop: 6) o—o; 7) B×P, P—B4. Having lost two moves now, he is in difficulties.

- | | |
|----------|-------|
| 7. B×Kt | B×B |
| 8. B×P | Kt—Q2 |
| 9. o—o | o—o |
| 10. P—K5 | B—K2 |
| 11. Q—K2 | R—Ksq |

The natural manœuvre Kt—Kt3—Q4 is no longer feasible: 11) Kt—Kt3; 12) B—Q3, Kt—Q4; 13) Q—K4, P—KKt3; 14) P—KR4, P—KR4; 15) P—KKt4. Black's King's wing would be broken up.

12. QR—Qsq P—QB3

He dare not allow P—Q5.

13. Q—K4 Q—B2

But this was unnecessary and he loses by this his last chance of a successful defence. He ought to have

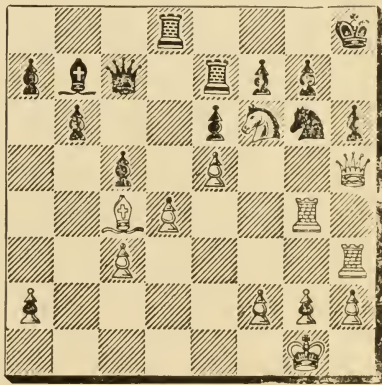
attacked the Kt at QB3; 13) B—Kt5, making room for Rook and Queen; e. g., 14) KR—Ksq, Kt—Bsq; 15) Q—KKt4, B×Kt; 16) P×B, P—QKt4; 17) B—Q3, P—QR4; 18) Kt—Q2, P—KB4; 19) Q—R5, R—R2.

14. KR—Ksq Kt—Bsq

15. Q—Kt4

Such is the superiority of White's forces on the King's side, that his heavy pieces need only be brought into position to break all resistance. The weakening move P—KR3 offers a welcome point of attack.

- | | |
|-------------|---------|
| 15. | P—QKt3 |
| 16. Q—R5 | B—Kt2 |
| 17. R—K4 | B—Kt5 |
| 18. R—KKt4 | B×Kt |
| 19. P×B | K—Rsq |
| 20. Kt—Kt5 | R—K2 |
| 21. Kt—K4 | R—Qsq |
| 22. R—Q3 | P—QB4 |
| 23. Kt—B6 | Kt—Kt3 |
| 24. R—R3 | Resigns |



White threatens Q—Kt5 followed by R×Pch, against which Black has no defence, as the Queen can reach KBsq only in three moves.

1h 53.

2h 21.

Game No 78.

Queen's Pawn Opening

White:	Black:
Rubin-	Dus Choti-
stein.	mirski.
1. P-Q4	P-Q4
2. Kt-KB3	P-QB4
3. P-B4	P-K3
4. P×QP	KP×P
5. Kt-B3	B-K3
6. P-KKt3	Kt-KB3
7. B-Kt2	Kt-B3
8. o-o	P-B5

It is difficult to find the right move at this juncture; but, in any case, the advance of the Pawn appears to be premature. Why should Black give up the pressure on White's Q4? At QB5 the Pawn does not constrain a White piece nor support a Black one. P-KR3 deserves consideration, so as to hamper White's QB and deprive also the White Knight of the square Kt5.

9. B-Kt5

Intending to answer 9) P-KR3 now by 10) B×Kt, Q×B; 11) P-K4. Thus the range of the Bishop at Kt2 would become greater and the Queen's Pawn would be free, and 11) o-o could be met strongly by 12) Q-R4.

9. B-K2

10. Kt-K5

Hitting the weak spot. The Knight makes room for the advance of the KBP.

10. Q-Kt3

An error, which causes Black to get a lost game. The move was, however, tempting, as it appeared either to compel White to exchange, or to win a Pawn, which might have been useful as a counter sacrifice in case of emergency. He might have Castled instead, after which, by playing 11) P-B4, White would have obtained the same position which he had



already tried in his game against Dr. Perlis (5. round, our No. 44) (Compare the note to the 11th move of that game). A relatively favorable continuation seems to be 10) P-KR3. For instance, 11) B×Kt, B×B; 12) P-B4, B×Kt; 13) QP×B, Kt-K2; 14) P-K4, Q-Kt3 ch; 15) K-Rsq, P-Q5; 16) Kt-Q5, B×Kt; 17) P×B, Kt-B4. The possibilities of the variation 10) P-KR3 seem almost inexhaustible.

11. B×Kt P×B

12. Kt×QBP P×Kt

13. P-Q5

By his last three moves, White has shattered Black's Pawns. 13) QR-Qsq would now simply be met by 14) Q-R4.

13. o-o

14. P×B Q×P

Black is right not to lose time with 14) P×P; 15) Q-Q7, but to play *va banque* for counter attack.

15. P×Pch K-Rsq

16. Kt-Q5 QR-Ktsq

17. QR-Ktsq

17) Q×RP?; 18) Kt×B, Kt×Kt; 19) Q-Q6.

17. Q-K4

18. Q-R4 P-B6

19. KR-Bsq

Overlooking the combination of his

opponent. The correct move was 19) $Q-QB_4$, to do away first of all with the dangerous QBP . White would then have maintained his extra Pawn.

17. $P-Kt_4$

Well played! He threatens now to support the BP .

20. $R \times P$

Here Rubinstein, who is usually a very calm and clear player, makes a mistake in his combination and loses by force. He might have played 20) $Q-R_6$, $Kt-Q_5$; 21) $Kt \times QBP$, $P-Kt_5$; 22) $P-K_3$, $P \times Kt$ [not 23) $R \times R$ on account of 23) $Q \times R$, followed by $Q-Kt_7$], $R \times R$ [23)

. . . . $Q \times P$; 24) $R \times R$, $R \times R$; 25) $Q-B_6$]; 24) $R \times R$ [$P \times Q$, $R \times Rch$; 25) $B-Bsq$, $P-B_7$], $Q \times P$ and might have drawn by 25) $Q-K_2$

20. $R \times R$

21. $Q \times R$ $Kt-Q_5$

22. $Q-K_8$ $Kt \times Pch$

23. $K-Bsq$ $Kt \times R$

24. $Kt \times B$ $Q-K_7ch$

25. $K-Ktsq$ $Q-Q_8ch$

26. $B-Bsq$ $Q-Qsq$

27. $Q \times Q$ $R \times Q$

28. $Kt-B_6$ $R-KBsq$

29. $B-B_4$ $Kt-K_7ch$

Resigns.

2h 2.

2h 2.

Game No. 79.

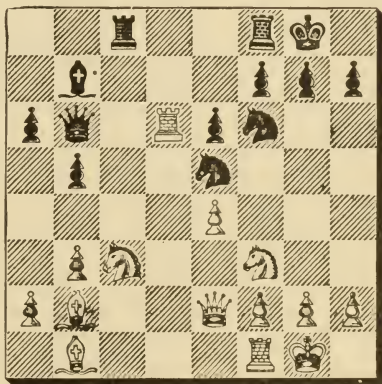
Queen's Pawn Opening.

White:	Black:
v. Freymann.	Duras.
1. $P-Q_4$	$P-Q_4$
2. $Kt-KB_3$	$P-K_3$
3. $P-K_3$	$P-OR_3$
4. $P-B_4$	$P \times P$
5. $B \times P$	$P-Okt_4$
6. $B-Q_3$	$B-Kt_2$
7. $o-o$	$Kt-KB_3$
8. $Kt-B_3$	$QKt-Q_2$
9. $Q-K_2$	$P-B_4$
10. $P-QKt_3$

It would not at all be bad to push at once $P-K_4$, for after 10) $P \times P$; 11) $Kt \times P$, $Kt-B_4$, White would play 12) $R-Qsq$, and 10) . . . $P-B_5$; 11) $B-B_2$ was not to be feared.

10.	$B-Q_3$
11. $B-Kt_2$	$Q-Kt_3$
12. $QR-Qsq$	$QR-Bsq$
13. $B-Ktsq$	$o-o$
14. $P-K_4$	$P \times P$
15. $R \times P$	$Kt-K_4$
16. $R \times B$

The combination is based on 16) $Q \times R$; 17) $Kt \times Kt$, $Q \times Kt$;



18) $Kt-Q_5$, $Q-Kt_4$; 19) $P-B_4$, $Q-R_3$; 20) $Kt \times Ktch$, $P \times Kt$; 21) $R-B_3$, or 20) $Kt-K_7ch$, followed by $Kt \times R$ and $P-B_5$. But the second player evolves a fine counter combination, and proves White's combination to have a subtle flaw.

16. $Kt \times Ktch$

Apparently losing a piece; but the resulting break-up of White's King's wing gives him the opportunity for a dangerous attack.

17. $P \times Kt$ $Q \times R$

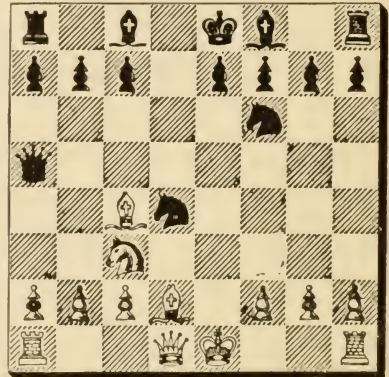
18. P—K5 Q—Kt5
 19. P×Kt R×Kt
 20. Q—K5
 If 20) Q—Q2, B×P; 21) Q—Kt5, P—Kt3; 22) P—KR3 [P—QR3?, R—B4], KR—Bsq. The best was in my opinion 20) P×P, KR—Qsq [B×P?; 21) P×RQch followed by Q—K5]; 21) B×R.

20. R—B4
 21. Q—K3 R—KR4
 22. P×P R—Bsq
 23. R—Qsq Q—KR5
 24. R—Q7 Q×RPch
 25. K—Bsq Q—R8ch
 26. K—K2 Q×B
 Resigns.
 ih 35. ih 27.

Game No. 80.
Centre Counter Game.

White:	Black:
Spielmann.	Mieses.
1. P—K4	P—Q4
2. P×P	Q×P
3. Kt—QB3	Q—QR4
4. B—B4	Kt—KB3
5. P—Q4	Kt—B3
6. B—Q2	Kt×P

Position after Black's 6th move.



Black need not have accepted the sacrifice. 7) Q—Kt5; 8) P—QKt3, Q—Kt3; 9) B—K3, P—K4; 11) P—Q5, Q—R4; 12) P×Kt, B—QKt5, and Black is not in an unfavorable position.

7. Kt—Kt5	Q—Kt3
8. B—K3	Q—R4ch
9. B—Q2	Q—Kt3
10. B—K3	Q—R4ch

11. B—Q2 Drawn
 Drawn.
 oh 21. oh 8.

Game No. 81.
Queen's Pawn Opening.

White:	Black:
Salwe.	Burn.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB3

In this line of play White obtains an attack on this Pawn, as happened also in this game (though the attack was not carried through quite consistently.)

3. P—K3

Nothing could be said against 4) P—B4, for after 3) P×P; 4) P—K4. P—QKt4; 5) P—QR4 and P—QKt3 Black would only get into difficulties.

3. B—Kt5
 4. P—B4 O—Kt3

This Queen seems to play here purely the part of an "agent provocateur" (P—B5).

5. QKt—Q2

By this constraining move White renounces the initiative for the time being. 5) Kt—B3, Kt—B3; 6) P—KR3, B—R4 [after 6) B×Kt; 7) Q×B White would have two fine Bishops and open lines]; 7) P—KKt4, B—Kt3; 8) Kt—K5, threatening P—KR4, would have infused some life into the position.

5. Kt—B3
 6. B—K2 QKt—Q2
 7. o—o P—K3
 8. P—QKt3 B—K2
 9. B—Kt2 o—o
 10. R—Bsq QR—Qsq

With 10) P—B4, followed by KR—Qsq and QR—Bsq, Black would have had a good game.

11. R—Ksq Q—B2
 12. P×P KP×P
 13. Q—B2 B—Q3
 14. B—Q3 KR—Ksq
 15. P—QR3 R—K2
 16. P—R3 B—R4
 17. B—B5

The consistent play would have been 17) P—QKt4, P—QR3; 18) Q—Kt3, followed by P—QR4, B—R3 and P—Kt5 as soon as possible. The White Bishop would be better placed at KBsq, so as to assist in the attack on Black's QB3.

17. R(Qsq)—Ksq
 18. P—QKt4 P—QR3
 19. K—Rsq B—Kt3
 20. B×B RP×B
 21. Kt—Kt5 B—B5
 22. Kt(Kt5) B—Q3
 —B3
 23. K—Ktsq Kt—K5
 24. Kt×Kt R×Kt
 25. Kt—Q2 R(K5)—K2
 26. B—B3 Kt—B3
 27. P—QR4 Kt—K5
 28. Kt×Kt R×Kt
 29. B—Q2 Q—K2

He would have done better to post the Queen on Q2, and take advantage of White's sins of omission by P—KKt4, P—Kt5, or if P—B3, B—Kt sq and Q—Q3. 30) P—B3, R(K5)—K2; 31) P—K4 was not to be feared, on account of 31) B—Kt6, followed by P×P and Q×Pch.

30. Q—Kt3 B—Ktsq
 31. P—Kt5 RP×P
 32. P×P Q—Q3

33. P—Kt3 Q—Q2
 34. P×P P×P
 35. K—Kt2 R(K5)—K3
 36. Q—Q3 R—B3
 37. R—KBsq Q—B4

He should have preserved the Queen for counter attack. P—Kt4 was still indicated. The attack would have sufficed to equalize.

38. Q×Q P×Q
 39. R—B5 R—QBsq

If 39) R(Ksq)—K3, the Bishop at Ktsq would get into difficulties by 40) R—Ktsq.

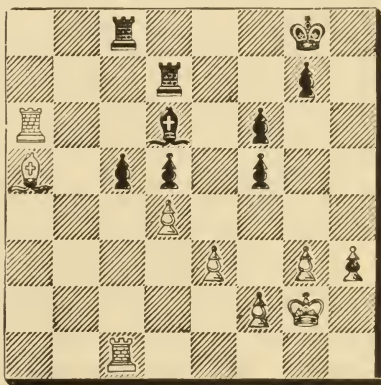
40. KR—Bsq R—Q3
 41. B—Kt4 P—B3
 42. R—R5

A pretty combination; he threatens R—R8.

42. R—Q2

In order to answer 43) R—R8 by R—R2.

43. R—R6 B—Q3
 44. B—R5 P—B4



45. B—Kt4
 The point of the combination.

45. B—Bsq

46. B×P

He ought to play P×P; then if 46) P—Q5; 47) P—B6; and if 46) R—QB2; 47) R—R5, the White King would go to Q4.

46. R(Q2)—QB2

- | | | |
|-----|-------|------|
| 47. | R—R5 | K—B2 |
| 48. | P—Kt4 | P×P |
| 49. | P×P | K—K3 |
| 50. | K—B3 | B×B |

White intends to obtain a passed Pawn by P—K4.

- | | | |
|-----|---------|-----|
| 51. | R(R5)×B | R×R |
| 52. | R×R | |

If 52) P×R, K—K4, and the QBP will fall eventually.

- | | | |
|-----|--------|--------|
| 52. | | R—QRsq |
| 53. | R—B6ch | |

13) P—Kt5 should have been played, so as to enable the King to assist.

- | | | |
|-----|-------|------|
| 53. | | K—Q2 |
| 54. | R—Kt6 | K—B2 |

Black wards off the danger, which is even more threatening than before.

- | | | |
|-----|--------|-------|
| 55. | R—Ktsq | P—Kt4 |
|-----|--------|-------|

Now the game is drawn.

- | | | |
|-----|--------|--------|
| 56. | R—Kt3 | R—R5 |
| 57. | K—Kt3 | R—R3 |
| 58. | P—B3 | K—Q3 |
| 59. | P—B4 | K—K3 |
| 60. | K—B3 | K—Q3 |
| 61. | R—Kt8 | P×P |
| 62. | K×P | R—R8 |
| 63. | K—B5 | R—B8ch |
| 64. | K—Kt6 | R—KKt8 |
| 65. | K×P | R×P |
| 66. | R—Q8ch | K—B3 |
| 67. | R—K8 | R—R5 |

- | | | |
|-----|---------|--------|
| 68. | K—Kt5 | R—R8 |
| 69. | R—K6ch | K—Q2 |
| 70. | R—KR6 | R—KB8 |
| 71. | R—KB6 | R—KR8 |
| 72. | K—B4 | R—R5ch |
| 73. | K—K5 | R—K5ch |
| 74. | K×P | R×P |
| 75. | R—B7ch | K—Ksq |
| 76. | R—KR7 | R—Q6 |
| 77. | K—K6 | R—K6ch |
| 78. | K—Q6 | R—QR6 |
| 79. | R—R8ch | K—B2 |
| 80. | R—QB8 | R—R3ch |
| 81. | R—B6 | R—Rsq |
| 82. | R—B7ch | K—Ksq |
| 83. | P—Q5 | K—Qsq |
| 84. | R—Q7ch | K—Ksq |
| 85. | R—QB7 | K—Qsq |
| 86. | R—B6 | R—R2 |
| 87. | R—Kt6 | R—Q2ch |
| 88. | K—B5 | R—B2ch |
| 89. | K—Q4 | R—QR2 |
| 90. | R—KR6 | R—KKt2 |
| 91. | R—R6 | R—Kt2 |
| 92. | R—Rsq | K—Q2 |
| 93. | K—K5 | R—Kt3 |
| 94. | R—R7ch | K—Qsq |
| 95. | K—Q4 | R—KR3 |
| 96. | K—B5 | R—KKt3 |
| 97. | R—QKt7 | R—KR3 |
| 98. | R—Kt8ch | K—Q2 |
| 99. | R—KKt8 | Drawn |

3h 48.

4h 13.

Game No. 82.

Queen's Gambit Declined.

White: Tartakower. Black: Dr. Perlis.

- | | | |
|----|--------|--------|
| 1. | P—Q4 | P—Q4 |
| 2. | P—QB4 | P—Q3 |
| 3. | Kt—QB3 | P—QB4 |
| 4. | P×QP | KP×P |
| 5. | Kt—B3 | Kt—QB3 |
| 6. | P—KKt3 | Kt—B3 |
| 7. | B—Kt2 | B—K2 |
| 8. | o—o | |

In my opinion 8) B—Kt5 should be played instead. He threatens P×P followed by B×Kt.

- | | | |
|-----|-------|-------|
| 8. | | P—KR3 |
| 9. | P×P | B×P |
| 10. | P—K3 | o—o |
| 11. | P—QR3 | B—K3 |

It would have been worth while to hamper the development of White's QB by 11) P—QR4, which would, at the same time, have left his KB a longer range.

- | | | |
|-----|--------|-------|
| 12. | P—QKt4 | B—Q3 |
| 13. | B—Kt2 | P—QR4 |
| 14. | P—Kt5 | Kt—K4 |
| 15. | Kt—Q4 | |

With 15) Kt×Kt, B×Kt; 16) P—B4 White would have had a good game, e. g.: 16) B×Kt; 17) B×B, Q—Kt3; 18) B—Q4, Q×P; 19) P—B5, B—Q2; 20) B×Kt, P×B; and now Q—Q4 or Q—R5. Or 16) B—Q3; 17) P—B5 and Kt×P. Or 16) B—KKt5; 17) Q—Q3.

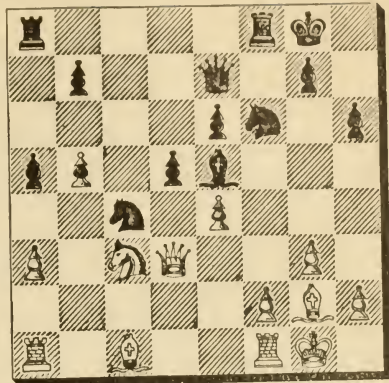
15. Kt—B5
16. B—Bsq Q—K2

Black is now ready for QR—Bsq and KR—Qsq. White is backward with his development.

17. Kt×B P×Kt
18. P—K4 B—K4
19. Q—Q3
19. P×P

19) QR—Qsq would be stronger. After 20) P×P, P×P; 21) Kt×P, Q—B4 White would sustain loss, and after 20) R—R2, Q—B4 Black would have a strong passed

Position after White's 19th move.



Pawn with his pieces in good position.

20. Q×Kt QR—Bsq
21. Q—R4 B×Kt
22. R—Ktsq KR—Qsq
23. B—K3 R—Q6
24. B×KP Kt×B
25. Q×Kt Q—Q2
26. P—Kt6 Drawn

rh 25.

rh 35.

Game No. 83.

Vienna Game.

White: Black:
Snosko Vidmar.

1. P—K4 P—K4
2. Kt—QB3 Kt—KB3
3. B—B4 Kt—B3
4. P—Q3 B—Kt5
5. B—KKt5 P—Q3
6. Kt—K2 B—Q2

Here 6) B—K3 appears commendable; this would be development plus attack, and if 7) B—Kt3, P—Q4 would gain more ground.

7. o—o P—KR3

An unsound idea. 7) B×Kt, 8) Kt×B, P—KR3; 9) B×Kt, Q×B; 10) Kt—Q5, Q—Qsq; 11) P—KB4, B—K3; 12) P—B5, B×Kt; 13) B×B, Q—B3 or Kt4 would still have done no harm.

8. B×Kt P×B

9. Kt—Q5 B—Kt5
10. P—KB3 B—K3

After 10) B—KR4; 11) Kt—Kt3, B—Kt3; 12) P—KB4, threatening P—B5 and Kt—R5, Black's position would be hopeless.

11. P—B3 B—B4ch

He should play B—R4, but even then, after 12) P—KB4, B—Kt3ch; 13) K—Rsq, as he would have to take the Knight at Q5, and White would be able to play Kt—Kt3—B5 or —R5, and also on account of the pressure on the open file, Black would have little or no prospect of saving the game.

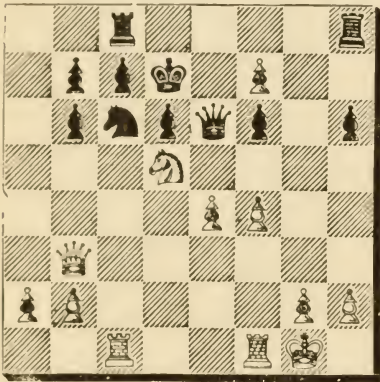
12. P—Q4 P×P

Forced. If 12) B—Kt3; 13) Kt×B, RP×Kt; 14) P—Q5, Kt—R4; 15) B—Q3 followed by P—Q Kt4.

- 13. P×P B—Kt3
- 14. Kt×B RP×Kt
- 15. P—Q5 Kt—K4
- 16. P×B Kt×B
- 17. P×Pch K—Q2
- 18. Kt—B4 Kt—K4
- 18) Kt—K6?; 19) Q—Kt3.
- 19. Q—Kt3 Q—K2
- 20. QR—Bsq QR—Bsq

If 20) Q×P; 21) Kt—Q5, QR—Bsq; 22) P—KB4.

- 21. Kt—Q5 Q—K3
- 22. P—KB4 Kt—B3



- 23. P—B5

With 23) P—K5 White could win by direct attack; e. g.: 23) P×P; 24) BP×P, Kt×P; 25) R—B6, Q—Kt5; 26) Kt—K3, followed by Q—K6; or 23) BP×P; 24) P×P, P×P; 25) Kt—B6ch [25) R—B6, Kt—Q5 would now not be so strong], K—K2; 26) Q—R3ch, K×P [or 26) Q—Q3; 27) Kt—Q5 ch and Q—R3]; 27) Kt—R5ch, K—Kt3; 28) R—B6ch, Q×R; 29) Kt×Q, K×Kt; 30) R—Bsqch, and Black will be most uncomfortable. If 23) BP×P; 24) P×P, Q×P; 25) Kt—B6ch, K—Qsq; 26) Kt—Kt8, and all would be over. And if 23) P—B4; 24) P×P.

- 23. Q—K4
- 24. Kt—B4 Q×KP
- 25. Q—K6ch Q×Q

26. Kt×Q
 26) P×Qch, K—K2; 27) R×Kt, P×R; 28) P—KKt4 [28) R—Ksq?, P—KB4], followed by R—Ksq; or 28) P—KR4; 29) P—Kt5 would have won quickly.

- 26. KR—KBsq
- 27. Kt×Rch R×Kt
- 28. R—QB3 R×P
- 29. R—KKt3 Kt—K4
- 30. K—B2 P—Q4
- 31. P—QKt3 P—B4
- 32. K—K3 K—Q3
- 33. P—QR4 R—K2
- 34. K—Q2 P—Q5
- 35. R—Kt8 K—Q4
- 36. R—B4 Kt—B3
- 37. R—KR8 Kt—R4
- 38. R—Q8ch K—B3

28) K—K4, to guard the KB P and attack White's Pawn, was more natural; but in that case, the KRP would have been weak. Black hopes to succeed with his counter attack, for which it is essential to play P—Kt4.

- 39. R—B3 P—Kt4
- 40. R—B8ch K—Kt3
- 41. R—B8 P×P
- 42. R×Pch Kt—B3
- 42) K—Kt4; 43) P×Pch, K×P; 44) R—QR6 and the KBP advances.
- 43. P×P P—B5
- 44. R—KKt6 P—B6ch
- 45. K—Qsq R—QB2
- 46. P—B6 Kt—K4
- 47. R—Kt7 R—B5
- 48. R(Kt7) R—B2

—Kt3
 If 48) Kt×R; 49) P—B7, R—Bsq; 50) R—Kt8.

- 49. R—B K—B4
 - 50. R—Kt7 R—Bsq
 - 51. R×P P—Q6
 - 52. P—B7 R—Bsq
 - 53. R—B4 K—B3
 - 54. R(Kt7) K—Q3
- Kt4

55. R(Kt4) R—QKtsq
 —K4

56. P—B3Qch Resigns
 3h 57. 3h 42.

Game No. 84.
 Ray Lopez.

White: Speijer. Black: Dr. Lasker.

- 1. P—K4
- 2. Kt—KB3
- 3. B—Kt5
- 4. o—o
- 5. R—Ksq
- 6. P—Q4
- 7. Kt—B3
- 8. Kt×P
- 9. B×Kt
- 10. P—QKt3
- 11. B—Kt2
- 12. Q—Q3
- Better 12) P—Kt3 at once.
- 13. Kt(Q4) P—Kt3 —
 —K2
- 14. Kt—Kt3 B—Kt2 —
- 15. QK—Qsq Kt—Kt5 —
- 16. Kt—R4 Kt—K4 —
- 17. Q—Bsq P—QB4 —

Black's answer would be 18) B—Kt4; 19) P—QB4, B×P.

18. B×Kt
 As has happened several times before, White has got into difficulties through the manœuvre Kt—K2—Kt3. Black's Bishops now command the board.

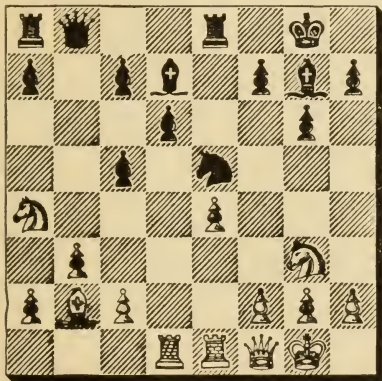
- 18. R×B —
- 19. Kt—Kt2 R—Ksq —
- 20. Kt—B4 B—Kt4 —
- 21. P—QR4 B—QR3 —
- 22. Q—Q3 Q—Kt5 —
- 23. R—Ktsq QR—Qsq —
- 24. R—K3 P—QB3 —
- 25. P—QB3 Q—Ktsq —
- 26. Kt—Bsq R—K3 —
- 27. Q—B2 P—Q4 —
- 28. P×P P×P —
- 29. R×R P×R —
- 30. Kt(B4) B—Kt2 —
 —K3
- 31. P—QKt4 Q—B2 —
- 32. P×P B—QR3 —
- 33. P—QB4 P—Q5 —
- 34. Q—K4

A wrong combination, but, in any case, Black had the superior position.

- 34. P×Kt
- 35. Q×Pch Q—B2 —
- 36. Q×Qch

If 36) Q×B Black wins, of course, by 36) Q×Pch followed by P—K7.

- 36. K×Q —
- 37. Kt×P R—QBsq
- Resigns.
- 2h 30. 2h 20.



If 18) P—KB4, Black replies now 18) B×Kt, and if 18) Kt×P,

- | | |
|------------|----------------|
| White: | Black: |
| Teichmann. | Dr. Bernstein. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. Kt—B3 | Kt—B3 |
| 4. B—Kt5 | P—Q3 |
| 5. P—Q4 | B—Q2 |
| 6. o—o | B—K2 |
| 7. R—Ksq | P×P |
| 8. Kt×P | o—o |
| 9. B×Kt | P×B |
| 10. P—QKt3 | R—Ksq |
| 11. B—Kt2 | B—KBsq |
| 12. Q—Q3 | P—Kt3 |
| 13. QR—Qsq | B—Kt2 |
| 14. P—B3 | |

This move prevents Kt—Kt5 and supports the P at K4, leaving the pieces free for other purposes. But on the other hand, he gives the initiative to Black. 14) P—B4, though risky, would show more spirit of enterprise.

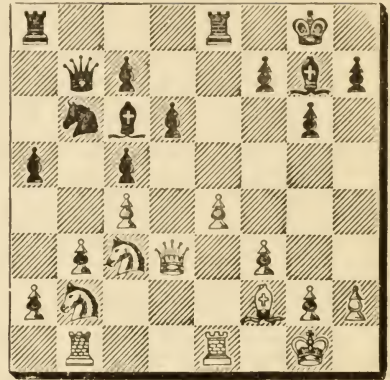
- | | |
|-------------|--------|
| 14. | Q—Ktsq |
| 15. B—Bsq | Q—Kt3 |

Here Black ought to have brought his QR into action by 15) P—QR4. He would then threaten P—R5 and P—B4. After 16) P—QR4, P—B4; 17) Kt(Q4)—Kt5, B—B3, Black would have quite a good game and might continue with Kt—Q2.

- | | |
|------------|--------|
| 16. Kt—R4 | Q—Kt2 |
| 17. Kt—Kt2 | P—B4 |
| 18. Kt—K2 | B—Kt4 |
| 19. P—QB4 | B—B3 |
| 20. Kt—B3 | Kt—Q2 |
| 21. B—K3 | Kt—Kt3 |
| 22. R—Ktsq | P—QR4 |
| 23. B—B2 | P—R5 |

By this move Black puts himself under the obligation of winning the Pawn back later on. But Black has a nasty weakness at KB3, which White is able to take advantage of

Position after White's 23rd move.



meanwhile. Black should, therefore, play 23) Q—Bsq first, and continue with P—R5 or operations on the King's side according to circumstances.

- | | |
|-------------|-----------|
| 24. Kt(Kt2) | Kt×Kt |
| | ×P |
| 25. P×Kt | Q—R3 |
| 26. R—K2 | B×P |
| 27. Kt—Q5 | R—R2 |
| 28. B—R4 | B—Q5ch |
| 29. K—Rsq | K—Kt2 |
| 30. B—B2 | |

White's strategy was to exchange Black's KB; he has now achieved this object and is ready to take possession of the abandoned diagonal with the Queen. Hence results a final attack in which Black's KB3 gives a sure foothold to White's pieces. The game is instructive in consequence of its strategical dispositions.

- | | |
|-------------|--------|
| 30. | B×B |
| 31. R×B | Q—R4 |
| 32. Q—K2 | P—KB3 |
| 33. Q—Kt2 | R—KBsq |
| 34. P—Kt4 | P—R3 |
| 35. P—R4 | P—Kt4 |
| 36. P—B4 | P×RP |
| 37. Kt×KBP | R—B2 |

38. P—Kt5 B—B3
 39. R—KKtsq Q—R6
 40. P×Pch K×P
 41. R—KR2 B×Pch
 42. Kt×B Q—B6ch
 43. Q—Kt2 Q×Qch

44. R(R2) R×P
 ×Q
 45. R—Kt6ch K—R2
 46. Kt—B6ch R×Kt
 47. R×R Resigns
 2h 38. 2h 10.

Game No. 86.
 Queen's Pawn Opening.

White: Black:
 Vidmar. Speijer.

1. P—Q4 P—Q4
 2. B—B4 P—K3
 3. P—K3 P—QB4
 4. P—QB3 Kt—QB3
 5. Kt—B3 Kt—B3
 6. QKt—Q2 Q—Kt3
 7. Q—Kt3 B—K2
 8. B—K2 o—o
 9. o—o B—Q2
 10. P—KR3 KR—QBsq

Black makes the Queen's side his main field of operations, and makes room for the Bishops at KBsq and Ksq, enabling him to defend easily any attacks White might institute.

11. R—Ksq B—Ksq
 12. B—Bsq Kt—Q2
 13. Kt—K5 Kt—Bsq

Black can now undertake the manoeuvre P—B3, B—B2 and P—K4. Moreover, he is ready to initiate a general advance of the Pawns on the Queen's side by P—B5, Q—Qsq and P—QKt4. Meanwhile he leaves the Pawn at QB4, preventing P—QB4 or P—K4. It is, therefore, clear that Black has more mobility and more chances of attack than White.

14. Kt×Kt B×Kt
 15. Kt—B3 Kt—Kt3
 16. B—Kt3 Q—Qsq
 17. Q—Qsq B—Q3

Now was the time for P—B5, as White's P—K4 was more to be hoped for than feared on account of the position of the Bishop at B3.

18. B×B Q×B

19. B—Q3 P—B4
 20. P—KR4 P—QB5
 21. B—B2 Q—K2
 22. P—KKt3 P—Kt4
 23. P—R5

A bold venture, considering the small force that White has in the field. But White did not mean to wait till Black had consolidated his position by B—Ksq.

23. Kt—Rsq



24. Kt—K5

But here 24) P—KKt4 was indicated, for the attack cannot be carried on without the Bishop's diagonal being opened. If 24) P×P; 25) Kt—K5, Q—Kt4; 26) Q×P, Q×Q; 27) Kt×Q, B—Ksq; 28) P—R6 and White has by no means a bad game. If 24) B—Ksq; 25) Kt—K5, Q—Kt4; 26) P—KB4, Q—R5; 27) K—Kt2, followed by R—KBsq with a winning game.

24. Kt—B2
 25. Kt×Kt Q×Kt

- | | | |
|-----|--------|---------|
| 26. | P—KKt4 | Q—B3 |
| 27. | P—KB4 | Q—R5 |
| 28. | P×P | Q—Kt6ch |
| 29. | K—Bsq | Q—R6ch |
| 30. | K—B2 | Q—R7ch |
| 31. | K—Bsq | Q—R8ch |
| 32. | K—B2 | Q—R7ch |
| 33. | K—Bsq | Q—R8ch |
| 34. | K—B2 | Q—R7ch |
| 35. | K—Bsq | Q—R6ch |
| 36. | K—Ktsq | Q—Kt6ch |
| 37. | K—Bsq | Q—R6ch |
| 38. | K—Ktsq | P×P |
| 39. | Q—K2 | R—KBsq |
- So far Black has conducted the

counter attack very well; but here 34) . . . R—Ksq would have been stronger, because he would have compelled White's Q and R at Ksq to remain in their respective places. Besides, he would have threatened R—K3, followed by QR—Ksq.

- | | | |
|-----|--------|-------|
| 40. | R—KBsq | B—Ksq |
| 41. | B—Qsq | R—B3 |
| 42. | Q—B3 | Q×Q |
| 43. | B×Q | R—Qsq |
| 44. | K—B2 | R—KR3 |
| 45. | R—KRsq | Drawn |

ih 56.

zh 38.

Game No. 87.

French Defense.

White: Dr. Perlis. Black: S nosko-Borowski.

- | | | |
|----|-------|-------|
| 1. | P—K4 | P—K3 |
| 2. | P—QB4 | P—QB4 |
- 2) . . . P—Q4 looks sounder. If 3) BP×P, P×P; 4) P×P, Kt—K B3. If 3) BP×P, P×P; 4) P—K5, Black plays 4) . . . P—Q5 or P—QB4, followed by Kt—QB3, with good development and attack on White's advanced post at K5.
- | | | |
|----|--------|---------|
| 3. | Kt—KB3 | Kt—QB3 |
| 4. | P—Q4 | P×P |
| 5. | Kt×P | Kt—B3 |
| 6. | Kt—QB3 | B—Kt5 |
| 7. | Kt×Kt | |

The alternative is 7) P—B3, P—Q4; 8) BP×P, P×P; 9) B—QKt5, B—Q2 or Q—Kt3.

- | | | |
|----|---------|---------|
| 7. | | KtP×Kt |
| 8. | B—Q3 | |
- If 8) P—K5, Kt—K5; 9) Q—Q4, P—B4; 10) P×Pe.p., Q×P.
- | | | |
|-----|---------|------|
| 8. | | P—Q4 |
| 9. | BP×P | KP×P |
| 10. | P×P | Kt×P |
| 11. | o—o | B×Kt |

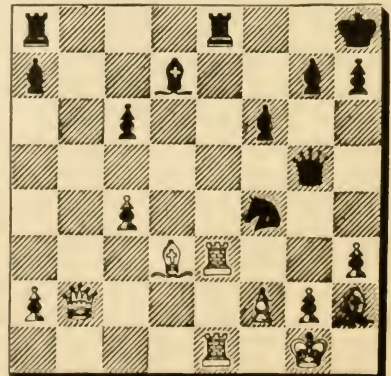
Weak would be 11) . . . Kt×Kt; 12) P×Kt, B×P; 13) R—Ktsq, B

—K3 (or o—o); 14) Q—B2, recovering the Pawn, with a good position.

- | | | |
|-----|-------|--------|
| 12. | P×B | o—o |
| 13. | Q—B2 | Q—R5 |
| 14. | R—Ksq | B—Q2 |
| 15. | B—Q2 | KR—Ksq |
| 16. | P—QB4 | Kt—B3 |
| 17. | B—B3 | K—Rsq? |
| 18. | Q—Kt2 | Kt—Kt5 |

The QRP and QBP are welcome points of attack for the two White Bishops. But Black should certainly play for counter attack by P—QB4, followed by B—B3; in fact, he should have done so on his last move.

19. P—KR3 Kt—B3
Position after Black's 23rd move.



20. B—K5 Q—Kt4
 21. R—K3 Kt—R4
 22. QR—Ksq P—B3
 23. B—R2 Kt—B5

Now White wins by force, but in any event Black stands poorly. A slight hope is offered by 23 . . . KR

—Qsq, followed by K—Ktsq.
 24. B×Kt Q×B
 25. Q—Kt7 Q—Q5
 26. B—B5 R×R
 27. Q×Rch B—Ksq
 28. Q×Bch Resigns.
 2h 5. 2h 21.

Game No. 88.
Center Counter Gambit.

White: Black:
 Burn. Tartakower.

1. P—K4. P—Q4
 2. P×P Kt—KB3
 3. P—Q4

White is wrong in not defending. For a time, the advantage he holds momentarily. He should compel Black to take some trouble over winning the Pawn back; meanwhile he would obtain other compensation; e. g.: 3) P—QB4, P—B3; 4) P×P, Kt×P; 5) P—Q3, P—K4; 6) Kt—QB3, B—QB4; (A); 7) B—K3, B×B; 8) P×B, Q—Kt3; 9) Q—Q2, B—K3; 10) P—K4, R—Qsq; 11) Kt—Q5; or (A) 6) B—KB4; 7) Kt—B3, Q—Q2; 8) B—K2, R—Qsq (or o—o—o); 9) o—o, B×P; 10) B×B, Q×B; 11) Q—R4.

3. Kt×P
 4. Kt—KB3 B—Kt5
 5. B—K2 P—K3
 6. o—o P—QB3
 7. P—B4 Kt—B3
 8. Kt—B3 B—Q3
 9. Kt—K5 B×B
 10. Q×B o—o
 11. B—B4

B—Kt5 was more to the purpose. Black could not then have played 11) QKt—Q2, as 12) Kt×Kt followed by B×Kt would have broken up his King's side.

11. Q—K2
 12. QR—Q sq QKt—Q2
 13. R—Q3 KR—Ksq
 14. B—Kt5 P—KR3

15. B—R4 Q—Bsq
 16. KR—Qsq B—K2
 17. B—Kt3

Now that the Queen's side is exposed, and White has completed his development, he should have played P—QR3, P—QKt4 and, according to circumstances, P—Kt5 or P—B5. The weak point at Q3 might easily prove fatal for Black.

17. QR—Qsq
 18. P—B4 Kt—Kt3

Black is playing without any set plan. He ought to make room for his pieces; therefore 18) P—B4. Then if 19) P—Q5, P×P the King's file will be opened, with the likely continuation 20) P×P, B—Q3; or 20) Kt×P, Kt×Kt; 21) R×Kt, Kt—B3.

19. B—B2 P—Kt3
 20. P—QKt3 K—R2

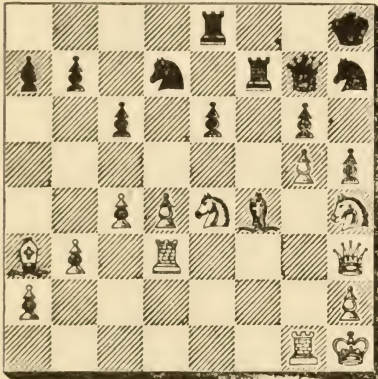
Black has far less pieces available on King's side than White; there is no motive for attacking there.

21. K—Rsq Q—Kt2
 22. O—B3 K—Rsq
 23. P—KKt4 Kt—R2
 24. Q—R3 Kt—Q2
 25. Kt—K4 KR—Ktsq
 26. Kt—Kt3 P—B3
 27. Kt—B3 B—Q3
 28. B—K3 OR—Ksq
 29. Kt—K4 B—Ktsq
 30. P—Kt5

White, being in a very strong position, could not be compelled to rush the attack. Therefore he had ample

time to make some preparations first, such as B—Bsq, Kt—R4, R—KBsq, R(Q3)—KB3. Black could not tear the net that White threatened to throw over his head.

- | | | |
|-----|---------|--------|
| 30. | | BP×P |
| 31. | P×P | P—KR4 |
| 32. | Kt—R4 | KR—Bsq |
| 33. | B—Bsq | B—B5 |
| 34. | B—R3 | R—B2 |
| 35. | R—KKtsq | |



35. P—B4

An elegant move, which is, moreover, founded on the logical requirements of the position. The Kt at K4 is occupied in guarding KKt5; the Pawn at Q4 defends the square K5, the gate of the centre, through which the stream of Black pieces would like to flow for the counter attack.

36. P×P R—B4

Finely played. Black takes advantage of the weakness of White's KKt P in fine style.

37. Kt×R
He need not have taken yet; but he could not improve the position of any piece materially. Perhaps 37) Q—Kt2 would have been a little stronger.

37. KP×Kt

38. Kt—B6

If 38) Kt—Q6, Black's answer would be 38) R—K7.

38. Kt(Q2)×Kt

39. P×Kt Kt×P

40. Q—Kt2 K—R2

41. B—Kt2 B—K4

42. B×B R×B

43. P—KR3 Kt—K5

44. R—Q7

White has a very difficult game. The Black Pawns threaten to advance quickly (P—KKt4, Q—B2, P—B5), while White's Pawns are still far away from their goal. White is right in wresting the attack from his opponent by the sacrifice of the exchange.

44. Kt—B7ch

45. K—R2 Kt—Kt5ch

46. P×Kt Q×R

47. P×RP R—K3

48. P×Pch K—Kt2

49. Q—R3 R×P

50. R×Rch K×R

51. Q—Kt3ch K—R4

52. Q—B4 Q—Q6

53. K—Kt2 Q—K7ch

54. Q—B2 Q—Kt5ch

55. Q—Kt3 Q—K7ch

56. Q—B2 Drawn

- 4h. 2h 45.

Game No. 89.

Scotch Gambit.

- | | |
|-----------|--------|
| White: | Black: |
| Mieses. | Salwe. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. P—Q4 | P×P |
| 4. P—B3 | P×P |

5. Kt×P P—Q3

6. B—QB4 B—K3

This is the quickest way to repulse the attack. If the KB is exchanged, White must look out fast for compensation. But for a direct attack

there are only the Queen and two Knights available, surely not enough to carry on the attack with sufficient fervor.

- | | | |
|-----|---------|-----------|
| 7. | B×B | P×B |
| 8. | Q—Kt3 | Q—Bsq |
| 9. | Kt—kKt5 | Kt—Qsq |
| 10. | Kt—Kt5 | |

Threatening nothing. Far better 10) P—K5. If Black take the Pawn, 11) B—K3 follows, and the Rooks come rapidly into play. Black would probably have to reply 10) P—KR3; 11) Kt—KB3, Kt—K2, and would have a more difficult task than in the actual game.

- | | | |
|-----|-----------|--------|
| 10. | | P—KR3 |
| 11. | Q—KR3 | Kt—KB3 |
| 12. | P—B4 | P—B3 |

White threatened P—K5. 12) . . . P—K4 would likewise have been good; for instance 13) P—B5, R—K Ktsq; 14) Kt—K6, Kt×Kt; 15) P×Kt, P—B3; 16) Kt—B3, K—K2; or 14) Kt—KB3, Kt×P; 15) Q—R 5ch, P—Kt3; 16) P×P, Kt—B3 followed by R×P.

- | | | |
|-----|-----------|---------------|
| 13. | Kt—QB3 | |
| 14. | Kt—Q4 | P—K4; 14) Kt— |
| 15. | P—KKt3. | |
| 13. | | P—K4 |
| 14. | P—B5 | Q—Q2 |

15. P—KKt4 P—Q4
White's attack has come to a standstill, whilst Black's advance on the Queen's side is made with such overwhelming force that White is quite helpless against it.

- | | | |
|-----|---------|----------|
| 16. | Kt—B3 | Kt—B2 |
| 17. | Q—Kt3 | B—Q3 |
| 18. | P—Kt5 | RP×P |
| 19. | Kt×KtP | Kt×Kt |
| 20. | B×Kt | P—Q5 |
| 21. | B×Kt | P×B |
| 22. | Q—Kt6ch | Q—B2 |
| 23. | Q×Qch | K×Q |
| 24. | Kt—K2 | QR—KKtsq |
| 25. | K—B2 | P—B4 |
| 26. | P—Kt3 | P—Kt4 |
| 27. | P—QR4 | P—R3 |
| 28. | P×P | P×P |
| 29. | R—R7ch | B—K2 |
| 30. | P—R4 | P—B5 |
| 31. | R—B7 | R—QBsq |
| 32. | R—Kt7 | R—QKtsq |
| 33. | R×R | R×R |
| 34. | P—R5 | P—Q6 |
| 35. | Kt—B3 | P—Kt5 |
| 36. | Kt—R4 | P—B6 |
| 37. | K—K3 | R—Qsq |
| 38. | P—R6 | P—Q7 |
| 39. | P—R7 | P—B7 |

Resigns.
2h 15.

1h 35.

Game No. 90.

Gioco Piano.

White: Black:

Duras. Spielmann.

- | | | |
|----|--------|-----------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | B—B4 | Kt—B3 |
| 4. | P—Q3 | B—B4 |
| 5. | Kt—B3 | P—Q3 |
| 6. | B—K3 | B—Kt3 |
| 7. | P—KR3 | B—K3 |
| 8. | o—o | |

A mistake. The idea to retake at QB4 with the Pawn is good enough in itself. After the exchange at K3, White's doubled Pawn, even though

isolated, would do no harm, on account of its central position; it would hamper Black's pieces and could not be easily attacked. But it was a condition, *sine qua non*, to secure the QKt against B—R4 by, say, P—QR3, for the trebled Pawn on the QB file has no mobility whatever.

- | | | |
|-----|-----------|------|
| 8. | | B×KB |
| 9. | P×B | B—R4 |
| 10. | Kt—Q5 | |

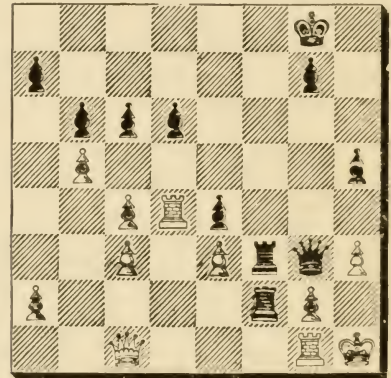
After 10) Q—Q3, B×Kt; 11) P×B, P—QKt3, the QB Pawns would be fixed, and White's game should be

lost in consequence. Hence White plays *va banque* for attack.

10. Kt×P
 11. Q—Q3 P—B4
 12. P—B3
 12) P—QKt4, Kt×KtP; 13) Kt×Kt, B×Kt; 14) Q—Q5, or 12) P—QKt4, B×P; 13) QR—Ktsq was more in the nature of a *va banque* attack.

12. o—o
 13. QR—Qsq B—Kt3
 14. P—QKt4 B×B
 15. Kt×B Q—B3
 16. KR—Ksq Kt—Kt4
 17. Kt×Kt Q×Kt
 18. P—Kt5 Kt—R4
 19. Kt—Q5 P—K5
 20. Q—K2 R—B2
 21. R—Q4 P—B3
 22. Kt—Kt4 R—Qsq
 22) P—B4?; 23) R×P, P×Kt; 24) P×P.
 23. Kt—B2 Q—B3
 24. Kt—K3 Q—K4
 25. R(Ksq) R—B3
 —Qsq
 26. Q—QB2 P—KR4

27. Q—R4
 27) Kt—Bsq first was imperative.
 27. P—B5
 28. Q×Kt P—QKt3
 29. Q—R3 P×Kt
 30. P×P Q—Kt6
 Threatening R—B7.
 31. K—Rsq R(Qsq)—KBsq
 32. Q—Bsq R—B7
 33. R—KKtsq R(Bsq)—B6



Black threatens Q×Pch. White resigns.

Game No. 91.

Queen's Pawn Opening.

- | | |
|------------------|--------------|
| White: | Black: |
| Dus Chotimirski. | v. Freymann. |
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—QB4 |
| 3. P—K3 | Kt—QB3 |
| 4. P—B4 | P—K3 |
| 5. P—QR3 | Kt—B3 |
| 6. P×BP | B×P |
| 7. P—QKt4 | B—Q3 |
| 8. B—Kt2 | o—o |
| 9. Kt—B3 | P×P |
| 10. B×P | P—QR3 |
| 11. o—o | P—QKt4 |
| 12. B—Q3 | B—Kt2 |

This is the normal position of the so-called "Bindfaden" variation.

13. Kt—K4 Kt×Kt

14. B×Kt P—B4
 15. B—B2 Q—K2
 16. Q—K2 P—K4
 17. B—Kt3ch K—Rsq
 18. KR—Qsq QR—Qsq
 19. QR—Bsq P—K5
 White threatened B—Q5. Black, therefore, must play to exchange the Knight at QB3, preparing, at the same time, the advance against White's King.
 20. Kt—Q4 Kt×Kt
 21. B×Kt P—B5
 22. Q—R5
 22) P×P, B×P; 23) B—B5, Q—Kt4; 24) B×R, B×R would be in Black's favor, as White's QR3 is attacked; but 22) P×P, B×P; 23) B

—K3 might well have been tried.

22. B—Bsq

If 22) P—B6; 23) B—Kt6, R(Qsq)—Ksq; 24) B—B5, B×B; 25) P×B, Black would play 25) R—B3, threatening R—Kt3 or R—R3. If 22) P—B6; 23) P—Kt3, B—Bsq; 24) B—B5, B×B; 25) Q×B, Q—B3 (or Q×Q followed by B—R6). In every one of these variations White's position would be one of danger, as his King would be cut off and exposed to mating attacks.

23. B—Kt2

Here White should play 23) P×P, and if 23) R—B4, then Q—Kt4 (threatening R×B), R—B4?, B×Pch. And if 23) B×P, 24) B—K3, with about an even game.

23. B—K3

This move is very strong, for not only is the attack threatened on the White King, but also, at some time or other, Q—Kt6.

24. B×B Q×B

25. Q—Kt5 R—Q2

26. P×P

After this the game cannot be saved any more; but neither 26) B—K5, B×B; 27) R×R, Q×R; 28) Q×B, P×P; 29) P×P; nor 26) R—B6, P—R3 appear satisfactory.

26. B×P

27. Q—QB5 R(Q2)—KB2

28. R—B2

If 23) R—B3, P—K6; 24) P×P, B—K4; 25) R—B2, Q—B3.

28. P—K6

29. R—K2 P×Pch

30. K—Bsq Q—Kt5

31. Q—Q5 P—R3

32. P—R3 Q—Kt6

33. R×P Q—R7

34. K—K2 R—K2ch

35. K—Q3 Q—Kt6ch

36. R—B3 Q×KtP

37. B×Pch K×B

38. Q—Q4ch K—R2

Resigns.

Game No. 92.
Queen's Pawn Opening.

White: Black:

E. Cohn. Rubinstein.

1. P—Q4 P—Q4

2. Kt—KB3 P—QB4

3. P—B4 P×BP

4. P×P

8. P—QR3 B×P

9. P—Kt4 B—Q3

10. B—Kt2 Kt—B3

11. Kt—Q2 K—K2

12. K—K2 B—K4

By this move White hands the slight advantage, which he has owing to the first move, over to his opponent. 4) P—K3 is an obvious and strong continuation. Also 4) P—K4 was feasible, for after 4) P×P; 5) Q×P, Q×Q; 6) Kt×Q, Black's QBP will ultimately fall, and White is well developed; and after 4) Kt—KB3; 5) P—K5 White would have the best of it.

4. Q×Qch

5. K×Q Kt—QB3

6. P—K3 B—Kt5

7. B×P P—K3

By exchanging White's QB, the advance of the QRP and QKtP is now deprived of its motive; the result is, that the two Pawns are now more in want of support than before.

13. B×B Kt×B

14. KR— QR—QBsQ

 QBsQ

15. B—Kt3 KR—Qsq

16. Kt—B4

If 16) P—R3, B×Ktch; 17) P×B, P—KKt4; or 16) P—R3, B×Ktch; 17) Kt×B; Kt×Kt; 18) K×Kt, R×R; 19) R×R, R—Q6 and Black seems always to have the upper hand.

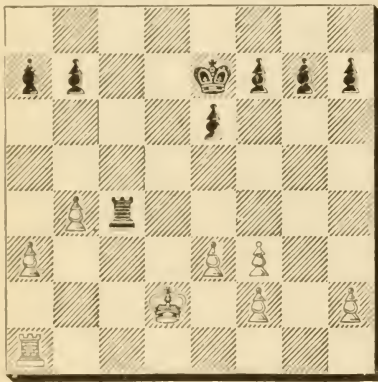
- 16. Kt×Kt(B4)
- 17. R×Kt R×R
- 18. B×R Kt—K5
- 19. K—Ksq B×Kt
- 20. P×B Kt—Q3
- 21. B—K2

At K2 the Bishop constrains the King, and to support KB3 was not essential; therefore 21) B—Q3 was indicated, hampering the movements of Black's Knight.

- 21. R—QBsq
- 22. K—Q2 Kt—B5ch
- 22) P—K4 first appears

stronger.

- 23. B×Kt R×B



- 24. R—QBsq

Considering the slight weakness, which he has (whilst Black has none) White ought to have been careful in offering his last piece for exchange. As a matter of fact, the move was carelessly played. White did not think of the possibility of the following attack. With 24) P—B4 he would have drawn. The latter result was, however, not so certain, if he had played 24) R—KKtsq, R—KR5.

- 24. R×R
- 25. K×R K—B3

An attack finely carried through with the smallest means.

- 26. K—Q2 K—Kt4
- 27. K—K2 K—R5
- 28. K—Bsq K—R6
- 29. K—Ktsq P—K4
- 30. K—Rsq P—OKt4
- 31. K—Ktsq P—B4
- 32. K—Rsq P—Kt4
- 33. K—Ktsq P—KR4
- 34. K—Rsq P—KKt5
- 35. P—K4 P×KP
- 36. P×P P—R5
- 37. K—Ktsq P—Kt6
- 38. RP×P P×P

2h 41. 2h 23.

Resigns.

Game No. 93.

Four Knights' Game.

- | | |
|------------|-------------|
| White: | Black: |
| Teichmann. | Schlechter. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. Kt—B3 | Kt—B3 |
| 4. B—Kt5 | B—Kt5 |
| 5. o—o | o—o |
| 6. P—Q3 | P—Q3 |
| 7. Kt—K2 | Kt—K2 |
| 8. P—B3 | B—R4 |
| 9. Kt—Kt3 | Kt—Kt3 |
| 10. P—Q4 | P—B3 |
| 11. B—Q3 | R—Ksq |
| 12. P—KR3 | P—KR3 |
| 13. R—Ksq | |

Black threatened to open the centre by P—Q4. The text move is intended to prevent the advance of the KP in case of 13) P—Q4; 14) P×QP.

- 13. P×P
- 14. Kt×P P—Q4
- 15. P×P R×Rch
- 16. Q×R Q×P
- 17. Q—K2 B—Q2
- 18. B—QB4 Q—K4
- 19. Q×Q Kt×Q
- 20. B—K2 R—Ksq

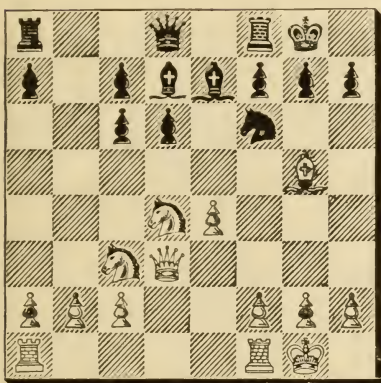
Drawn.

1h 40. 1h 1.

Game No. 94.

Ruy Lopez.

White:	Black:
Dr. Bernstein.	Dr. Lasker.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	B—K2
7. B—Kt5	P×P
8. Kt×P	o—o
9. B×QKt	P×B
10. Q—Q3	P—B4



The situation is rather difficult for Black. The move made is not the best. 10) Kt—Kt5, as played by E. Cohn in Game 153, of the 17th round, seems more to the point. Then if 11) B×B, Q×B; 12) P—B4, Black plays P—KB4 with the continuation 13) Kt×P, B×Kt; 14) P×B, Q—K6ch; or if 13) QR—Ksq, P×P; 14) Kt×P, Q—R5; 15) P—KR3, Kt—B3; and if 13) P—KR3, P×P; 14) Kt×P, Kt—B3; 15) QR—Ksq, Kt×Kt; 16) R×Kt, Q—B2, with an even game.

11. Kt—B5

A forcible move. The opening of the K file is to White's advantage. Moreover, the Pawn at KB4 is very useful.

11.	B×Kt
12. P×B	Kt—Q2
13. B×B	Q×B
14. QR—Ksq	Q—Qsq
15. R—K2	Kt—B3
16. KR—Ksq	Q—Q2
17. P—KR3	KR—Ksq
18. Kt—K4

An excellent move. Its purpose is to remove the Black Knight, which is a strong defensive piece and blocks the KBP. White has now every advantage: the open file, the freer field, and, besides, safe Pawns, whilst Black's QRP is in jeopardy.

18.	Kt×Kt
19. R×Kt	K—Bsq

Likewise after 19) R×R; 20) Q×R, R—Qsq; 21) Q—Kt7 or 20) P—Q4; 21) Q—K7, Q×Q; 22) R×Q, R—QBsq; 23) R—Q7 Black would not lie on a bed of roses.

20. P—B6
----------	-----------

In conjunction with his next move, a pretty combination, which came very near winning the game, and which should probably have won by force.

20.	P×P
21. Q—K3	P—KB4
22. Q—R6ch	K—Ktsq
23. R(K4)	R—K3
	—K3
24. R×R	P×R
25. R×P	R—KBsq
26. Q—Kt5ch

White thinks he can win the end game because Black has a doubled Pawn. But he might have waited, and first deprived Black's doubled Pawn of its mobility by 26) P—Q Kt3. This he might have followed with 26) R—B2; 27) P—KB4 and advance of the King and P—K Kt4, with good prospects of winning.

26.	Q—Kt2
-------------	-------

- | | |
|------------|------|
| 27. Q×Qch | K×Q |
| 28. R—K7ch | R—B2 |
| 29. R×Rch | K×R |
| 30. K—Bsq | |
- White can no longer prevent P—B5. If 30) P—QKt3, K—K3; 31) K—Bsq, K—Q4; 32) K—K2, P—B5 just in time.
- | | |
|-------------|-------|
| 30. | P—QB5 |
| 31. K—K2 | P—B4 |

- | | |
|------------|-------|
| 32. K—K3 | P—Q4 |
| 33. P—KB3 | K—B3 |
| 34. K—B4 | P—QR4 |
| 35. P—KKt4 | P×P |
| 36. BP×P | P—R5 |
| 37. P—R4 | P—Q5 |
| 38. K—K4 | K—Kt3 |
| 39. K—B4 | K—B3 |
- Drawn.
- ih 15. zh30m

Game No. 95.

Queen's Gambit Declined.

- | | |
|-----------|------------|
| White: | Black: |
| Forgacs. | Teichmann. |
| 1. P—Q4 | P—Q4 |
| 2. P—QB4 | P—K3 |
| 3. Kt—QB3 | Kt—KB3 |
| 4. B—Kt5 | B—K2 |
| 5. Kt—B3 | o—o |
| 6. P—K3 | QKt—Q2 |
| 7. Q—B2 | P—B4 |
| 8. P×BP | |

He would here Castle QR, and institute an attack by B—Q3, P—KR4, etc.

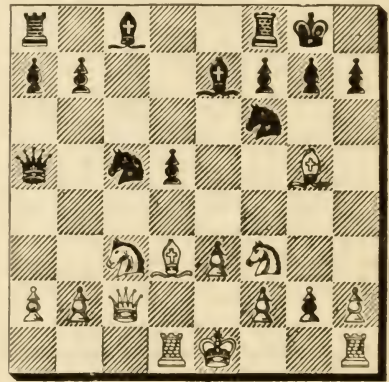
- | | |
|------------|-----------|
| 8. | Kt×P |
| 9. R—Qsq | Q—R4 |
| 10. P×P | P×P |
| 11. B—Q3 | |

Not 11) B×Kt, B×B; 12) R×P, on account of 12) B—K3, recovering the Pawn, with a good game.

- | | |
|-------------|--------|
| 11. | Kt×Bch |
|-------------|--------|

And here Black should take the initiative by 11) Kt(B4)—K5. After 12) B×Kt(B3), B×B; 13)

Position after White's 11th move.



o—o, B×Kt; 14) P×B, B—B4, he would have a very good game.

- | | |
|-----------|--------|
| 12. Q×Kt | B—K3 |
| 13. o—o | KR—Qsq |
| 14. Kt—Q4 | QR—Bsq |
| 15. Kt—B5 | B×Kt |
| 16. Q×B | Drawn |
- ih 15. ih 24.

Game No. 96.

Ruy Lopez.

- | | |
|--------------|----------|
| White: | Black: |
| v. Freymann. | E. Cohn. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. Kt—B3 | Kt—B3 |
| 4. B—Kt5 | P—Q3 |

- | | |
|-----------|--------|
| 5. P—Q4 | B—Q2 |
| 6. o—o | B—K2 |
| 7. R—Ksq | P×P |
| 8. Kt×P | o—o |
| 9. P—QKt3 | R—Ksq |
| 10. B—Kt2 | B—KBsq |

8. o—o

A feasible treatment in a more aggressive style is here 8) Kt—Kt3, o—o; 9) P—KKt4, and an onslaught with the King's side Pawns. The move Kt—Kt3 is necessary as a preparation, as after 8) P—KKt4, Kt×KtP; 9) Kt×Kt, Kt×B Black would win a Pawn through the attack on White's Q4.

- | | |
|------------|--------|
| 8. | o—o |
| 9. Kt—Kt3 | P—QR3 |
| 10. P—B4 | P—QKt4 |
| 11. B—B3 | B—Kt2 |
| 12. Q—K2 | Kt—Q2 |

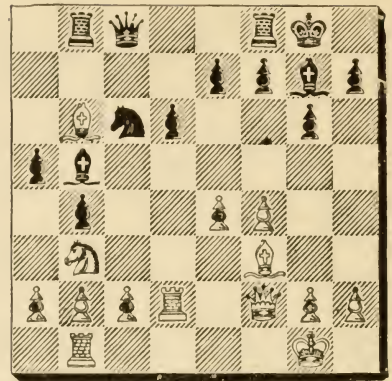
Black has now two Bishops converging on the centre, sound Pawns, and, besides, is threatening Kt—Kt3—B5.

- | | |
|---------------------|------------|
| 13. QR—Qsq | Q—Bsq |
| 13) Kt—Kt3? | 14) Kt—B5. |
| 14. R—Q2 | P—Kt5 |
| 15. Kt—R4 | P—QR4 |
| 16. C—B2 | B—QR3 |
| 17. R—Ktsq | B—Kt4 |
| 18. Kt—Kt6 | Kt×Kt |
| 19. B×Kt | R—Ktsq |

An unjustified sacrifice. 19) R—R3 would have done the same service, while abandoning nothing.

- | | |
|------------|--------|
| 20. Kt×P | Kt×Kt |
| 21. B×Kt | B—B5 |
| 22. P—QKt3 | B—K3 |
| 23. B—Kt6 | Q—R3 |
| 24. B—Q4 | B×B |
| 25. Q×B | KR—Bsq |
| 26. B—K2 | Q—R6 |
| 27. B—Q3 | R—B6 |

Position after Black's 19th move.



All this in order to win the Pawn back at last. Thus he admits the collapse of his strategy.

- | | |
|-------------|-----------|
| 28. P—B5 | B—Bsq |
| 29. R—KBsq | Q—R4 |
| 30. B—B4 | P×P |
| 31. P×P | Q—Kt3 |
| 32. P—B6 | P—K3 |
| 33. R—B4 | Q×Qch |
| 34. KR×Q | P—Q4 |
| 35. R—Kt4ch | K—Rsq |
| 36. R—Kt7 | |

The last seventeen moves have been played very well by White: now he threatens B—Q3.

- | | |
|-------------|---------|
| 36. | P—K4 |
| 37. R×QP | B—K3 |
| 38. R×KP | R—Qsq |
| 39. R—KR5 | B—B4 |
| 40. R×B | P—R3 |
| 41. R×BP | Resigns |
| 2h 50. | 2h 58. |

Game No. 98.

Four Knights' Game.

- | | |
|-----------|-----------|
| White: | Black: |
| Salwe. | Duras. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. Kt—B3 | B—Kt5 |
| 4. B—Kt5 | |
- Interesting complications would re-

sult from 4) Kt—Q5. Black might then develop by 4) Kt—B3; 5) Kt×B, Kt×Kt; 6) Kt×P. Now 6) P—Q3 would be questionable, or probably faulty, on account of 7) Kt—Q3; therefore Black would play 6) Q—K2 [6] o—o, 7) P

—Q3, P—Q4; also deserves consideration]; 7) P—Q4, P—Q3; 8) P—QR3, and now, for instance, 8) Kt×Pch; 9) Q×Kt, or 8) P×Kt; 9) P×P. White would have the slight advantage of two Bishops on the open board, Black having, however, no weakness anywhere. If, on the other hand, Black wants to preserve his Bishop, on the 4th move, by 4) B—R4, White can produce a kind of Evans Gambit by 5) P—QKt4. Then if 5) Kt×P; 6) Kt×P White has a favorable position, as he can gain an important move, if necessary, by Kt—B4. If, however, 5) B×P; 6) Kt×B, Kt×Kt; 7) Kt×P, Q—K2; 8) Kt—Kt4, the situation is not so clear, and probably disadvantageous for White. The sound continuation is 5) P—B3, P—Q3 [Kt—B3; 6) P—QKt4, B—Kt3; 7) Kt×B, RP×Kt; 8) P—Kt5 followed by Kt×P and Black is in difficulties]; 6) B—Kt5, E—Q2; 7) P—Q3, Kt—K2; after which the game might develop in various directions, but White would have the initiative for a long time, as he should.

4 Kt—Q5

By this manœuvre Black can, at best, achieve exchanges; therefore he should have developed his game quietly either by 4) Kt—B3, or 4) KKt—K2.

5. B—B4 B×Kt

Black again fails to develop himself, for instance by 5) P—Q3.

6. KtP×B

White preserves the QP, calculating correctly that with its aid the lines will be opened for Rooks and Bishops.

6. Kt×Ktch

7. Q×Kt Q—B3

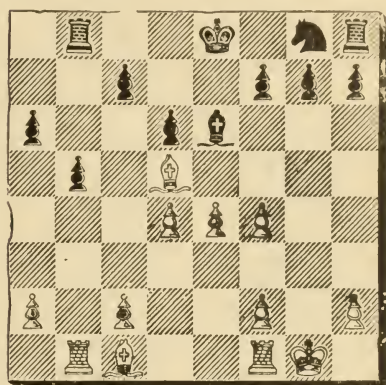
8. P—Q4 P—Q3

9. R—QKtsq P—QR3

10. o—o P—QKt4

White has a good development, and after the last move the Black QKtP offers an easy object for his attack. This should be sufficient to win the game.

11. B—Q5 Q×Q
12. P×Q R—QKtsq
13. P—KB4 P×QP
14. P×P B—K3



15. P—B4

But here he should have preserved the important Bishop and given freedom of action to the main factors, the centre Pawns. Hence B—Kt3 was indicated. After 15) B×B, RP×B the QRP would be very weak; and otherwise White would threaten P—Q5, followed by P—B4.

15. Kt—K2

16. B×B

Black was threatening B—R6 and P—QB3. The exposed Bishop is now without value for the attack. But the exchange opens the KB file for the attack on the fixed doubled Pawn. It is, therefore, Black who will be able to dictate henceforth the course of events.

16. P×B

17. B—K3 P—Q4

Artificial. K—Q2 was both natural and strong.

- | | |
|----------|-----------|
| 18. BP×P | P×P |
| 19. P—B3 | K—Q2 |
| 20. K—B2 | |

And here he could get rid of the weakness by P—B5.

- | | |
|-------------|-----------|
| 20. | R—Kt3 |
| 21. R—KKtsq | |

Depriving himself of the chance of playing P—B5.

- | | |
|-------------|-------|
| 21. | P—Kt3 |
| 22. KR— | |

QBsq R—K3

Now the weakness of the square KB5 for White has become a fact.

- | | |
|-------------|--------|
| 23. P—K5 | R—QB3 |
| 24. R×R | K×R |
| 25. B—Q2 | Kt—B4 |
| 26. R—Bsqsq | K—Kt2 |
| 27. B—K3 | P—B3 |
| 28. K—K2 | R—KBsq |
| 29. R—KKtsq | R—B2 |
| 30. B—B2 | P—QR4 |
| 31. K—Q3 | K—Kt3 |
| 32. R—Kt5 | Kt—Kt2 |
| 33. B—K3 | Kt—K3 |
| 34. R—Kt4 | R—B4 |
| 35. P—KR4 | P—Kt5 |
| 36. K—B2 | K—Kt4 |
| 37. K—Q3 | P—R5 |
| 38. R—Ktsq | R—R4 |

He might have played simply Kt×Pch. After 39) B×Kt, R×B; 40) P—R5, R×Pch; 41) K—K2, R—B5 Black would win. Likewise after 38) Kt×Pch: 39) B×Kt, R×B; 40) K—K3, R—B4; 41) R—Kt5?, R×R followed by P—Kt6; P×P, P—R6. He would, in fact, win in all variations, resulting from the move Kt×Pch; we give one more example: 38) Kt×Pch; 39) B×Kt, R×B; 40) K—K3, R—B4; 41) P—R5, P—B4; 42) P×KtP, P×KtP; 43) R×P, P—B5; 44) R—Kt8, P—Kt6; 45) R—Kt8ch, K—R4. The move P—K6 is always defeated by R—B3.

- | | |
|-------------|-----------|
| 39. R—KRsq | R—B4 |
| 40. R—QBsq | R—R4 |
| 41. R—KRsq | R—B4 |
| 42. R—QBsq | R—Bsq |
| 43. R—KRsq | P—B4 |
| 44. P×P | R—Q5 |
| 45. B—Q2 | R—Qsq |
| 46. P—R5 | Kt×QBpch |
| 47. K—B2 | P—Kt6ch |
| 48. P×P | P×Pch |
| 49. K—Ktsq | Kt—Q6 |
| 50. P×P | P×P |
| 51. R—R7 | P—Kt7 |
| 52. R—Kt7ch | K—B5 |
| 53. K—B2 | R—QRsq |
| 54. P—K6 | R—R8 |
| 55. R—B7ch | |

Guarding against R—B8ch.

- | | |
|-------------|-----------|
| 55. | K—Q4 |
| 56. R—QKt7 | K—B5 |
| 57. R—B7ch | K—Q4 |
| 58. R—QKt7 | K×P |
| 59. K×Kt | P—Kt8Qch |
| 60. R×Q | R×R |
| 61. K×P | R—Q8 |
| 62. K—K3 | K—Q4 |
| 63. B—R5 | R—QKt8 |
| 64. B—Q8 | |

White need only have played his King via B2 to KKt3 and the game would have been definitely drawn. Any attempt of envelopment by the Black King, with a view to winning the P at KB3, would be met by the sacrifice P—B5.

- | | |
|-------------|--------|
| 64. | R—Ktsq |
| 65. B—B6 | R—Kt3 |
| 66. B—Q8 | R—Kt8 |
| 67. B—B6 | R—Kt5 |
| 68. B—Kt7 | R—B5 |
| 69. B—B6 | R—B8 |
| 70. B—Kt7 | R—B7 |
| 71. B—B6 | R—KR7 |
| 72. B—K7 | R—R2 |
| 73. B—Qsq | R—Rsq |
| 74. B—B6 | R—R8 |
| 75. B—Q8 | K—K3 |
| 76. B—Kt5 | K—Q4 |
| 77. B—B6 | R—QKt8 |

- 78. B—Q8 R—Kt5q
- 79. B—B6 R—Kt3
- 80. B—Kt7 R—QR3
- 81. B—Kt2 R—K3ch
- 82. K—Q3 R—K2
- 83. B—B6 R—K8
- 84. B—B3 R—KB8
- 85. K—K2 R—QB8
- 86. B—Kt7 K—B5
- 87. B—K5 K—Kt6
- 88. K—Q3 R—Q8ch
- 89. K—K2 K—B7
- 90. B—B6 R—Q2
- 91. B—K5 R—K2
- 92. K—K3 K—Q8
- 93. K—B2 R—Q2
- 94. K—K3

Here 94) K—Kt3 would have been the simplest. He would threaten K—Kt4—Kt5. Black would have to reply 94) R—KB2; then again 95) K—B2. If 94) R—Q7, White would reply 95) P—B5.

- 94. K—K8
- 95. K—K4
- 95) P—B5 would now not avail,

because of 95) P×P; 96) K—B4, R—KB2; 97) K—Kt5, K—B7; 98) P—B4, K—B6; 99) K—Kt6, R—B5q; 100) B—Q6, R—Qsq, etc.

- 95. R—KB2
- 96. K—K3 K—B8
- 97. B—Q6 K—Kt7
- 98. K—K4 K—B7
- 99. B—B5ch K—K7
- 100. B—Q4 R—Q2
- 101. B—B5 R—QB2
- 102. B—B8

The losing move. By 102) B—R3 the game would have been drawn, for after 102) R—B5ch; 103) K—K5, K×P; 104) K—B6, R—B3ch; 105) K—Kt5 White could play the Bishop to KB6 and win the Knight's Pawn.

- 102. R—B5ch
 - 103. K—K5 K×P
 - 104. B—R6 K—Kt5
 - 105. K—B6 K—R4
 - 106. B—Kt5 R—B4
- Resigns.

Game No. 99.

Irregular French (Sicilian) Defence.

- | | |
|-------------|---------|
| White: | Black: |
| Tartakower. | Mieses. |
| 1. P—QB4 | P—K3 |
| 2. P—K4 | P—QB4 |

The sound move is 2) P—Q4.

- 3. Kt—KB3 Kt—QB3
- 4. Kt—B3 Kt—Q5

Since P—Q4 for Black is now prevented, he does not wish to allow it for White either.

- 5. P—QKt3 P—KKt3

But here 5) P—Q3, followed by Kt—KB3, should have been done first. The move actually made only weakens the King's wing.

- 6. Kt×Kt

He takes the Knight now, so as to stop the hole at Q4, where Black's pieces might be posted, with a Black Pawn, which is, relatively, less dangerous.

- 6. P×Kt
- 7. Kt—Kt5 P—K4
- 8. Kt—R3 P—Q3
- 9. B—Q3 Kt—B3
- 10. o—o Kt—R4
- 11. B—K2 Kt—B5
- 12. P—Q3 P—KKt4
- 13. K—Rsq P—KR4
- 14. Kt—B2 Q—B3
- 15. B—Q2 B—R3
- 16. R—Bsq

Though rather undeveloped, Black makes an attack on the King, as the

centre is closed and his own King's wing was weakened. White, in the nature of things, takes little or no defensive measures, and directs his attention towards a counter stroke, such as P—B5, or Kt—Kt4—Q5.

- 16. B—Kt5
- 17. B×Kt KtP×B
- 18. B—B3 Q—K3
- 19. Kt—Kt4 B×B
- 20. Q×B Q—Kt5
- 21. Q×Q

After 21) Kt—Q5, Q×Q; 22) P×Q, R—QBsq the game would have had a drawish character, in spite of the strong position of the Knight. White plays, without concerning himself with the open KR file, to obtain a strong passed KRP.

- 21. P×Q
- 22. Kt—Q5 o—o—o
- 23. R—B2 B—Kt4
- 24. P—B3 B—R5
- 25. P×P QR—Ktsq
- 26. P—B5

This important dissolving move remained at his disposal. For the moment he should have executed the excellent manœuvre which he undertakes with his next move. After 26) P—Kt3, P×P; 27) P—KR3 followed by K—Kt2 Black would have been doomed to inactivity, while White would have won eventually, after methodical preparations, such as Kt—B6—R5, or P—Kt4 and P—B5.

- 26. P×P
- 27. P—Kt3 P×P
- 28. R×P K—Ktsq

If 28) R×P, then follows 29) R×Pch, K—Ktsq; 30) R(B5)—B7, and now 30) P—Kt7ch, 31) K—Ktsq, B—B7ch; 32) R×B, R×RP would not be feasible, as the Black King has no flight square.

- 29. P—KR3
- 29) R×P would be met by B—Qsq.

- 29. R—R3
- 30. K—Kt2 R(Ktsq)—Rsq
- 31. R—QBsq

The sacrifice of the Pawn was not justified; White should simply have captured the Pawn. For after 31) R×P, B—Qsq; 32) R—Q7, nothing would have happened to him. If 32) B—Kt3, 33) Kt×B, P×Kt; 34) R×KP, R×P; 35) R×P and wins as he likes.

- 31. **P—Kt3**
- 32. R(QBsq) **P—Kt4**
—Bsq
- 33. R—Kt7

After 33) R(Bsq)—B3 the Bishop could not have moved.

- 33. B—Qsq
- 34. R—KRsq R—R3
- 35. P—Kt5 R×Pch
- 36. K×P R—Q7
- 37. P—R4 R×Pch
- 38. K—Kt4 R×P
- 39. P—Kt6

If 39) P—R5, P—B5; 40) P—R6, P—B6; 41) P—R7, P—B7; 42) R—Kt8, R—Kt8 or R×P and White can draw at the best.

- 39. P—B5
- 40. P—R5 P—B6
- 41. R—KB7 P—B7
- 42. P—Kt7 R—Ktsq
- 43. P—R6 R—Kt8
- 44. R(B7) R×R
—Bsq
- 45. R×R P—Q6
- 46. K—B5

If 46) Kt—Kt4, then 46) B—B3. After this only Black would have chances of winning; e. g.: 47) Kt×QP, B×P; 48) P×B, R×Pch; 49) K—B3, R—B2; 50) R—Bsq, P—R4; 51) Kt—Ksq, P—Kt5; 52) R×P, R×R; 53) Kt×R, K—B2; 54) K—Kt4, K—Q3; 55) K—B5, P—Kt6; 56) Kt—R3, P—R5; 57) Kt—Ktsq, Kt—Kt5; 58) K×P, P—R6.

- | | |
|-----|-------|
| 46. | P—Q7 |
| 47. | P—R7 |
| 48. | P—R8Q |
| 49. | Q×Bch |
| 50. | K—B6 |
| 51. | K×R |

- | | | |
|-----|----------|--------|
| 52. | K—R7 | Q—R4ch |
| | Resigns. | |

3h. 3h 30.
The faults, but also the fascinating good qualities of the temperaments of the two players are shown clearly in the conduct of this game.

Game No. 100.

Vicuna Opening.

- | | |
|-----------|--------|
| White: | Black: |
| Snosko- | Burn. |
| Borowski. | |
| 1. | P—K4 |
| 2. | Kt—QB3 |
| 3. | B—B4 |
| 4. | P—Q3 |
| 5. | B—KKt5 |
| 6. | Q—Q2 |
| 7. | B—Kt3 |
| 8. | KKt—K2 |

- | | | |
|-----|-------|------|
| 16. | R—Qsq | B—K3 |
| 17. | B—B2 | P—B4 |

But now Black obstructs the diagonal of his KB, giving all his advantage away. Had he played systematically to open the centre by 17) . . . QR—Qsq, followed by KR—Ksq, B—Bsq and P—Q4, White would have had a difficult defence.

Both sides have treated the opening in good style, but this Knight should have been played to B3, so as to leave K2 open to the QKt, and besides the Knight at KB3 would guard important squares.

- | | |
|-----|-------|
| 8. | P—R3 |
| 9. | B—K3 |
| 10. | P—QR3 |

- | | | |
|-----|---------|---------|
| 18. | P—Q5 | B—Q2 |
| 19. | P—QB4 | P—Kt5 |
| 20. | o—o | QR—Ksq |
| 21. | Kt—Kt3 | P—KKt3 |
| 22. | P—B4 | K—Kt2 |
| 23. | P—KR4 | P×P |
| 24. | R×P | R—K4 |
| 25. | R(Qsq) | Kt—Ktsq |
| | —KBsq | |
| 26. | P—R5 | P—KKt4 |
| 27. | Kt(Kt3) | K—R2 |
| | —B5ch | |
| 28. | R(B4)— | B×Kt |
| | B2 | |

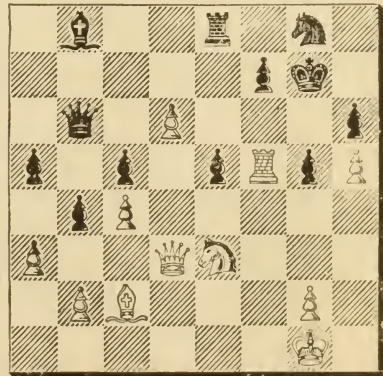
Here 19) . . . Q—Kt3 followed by further operations on the Q side, was better.

- | | | |
|-----|--------|------|
| 11. | P—Q4 | B—R2 |
| 12. | Kt—Qsq | |

Abandoning too much ground to his opponent. The logical attack was against Black's QBP, by 12) P—Q5. after 12) . . . Kt×B; 13) P×Kt, P—Kt5; 14) P×P White would have a good game, for instance, 14) . . . Kt—B4; 15) Kt—Kt5, o—o; 16) B—Q5.

- | | |
|-----|-------|
| 12. | o—o |
| 13. | P—KB3 |
| 14. | Kt×Kt |
| 15. | P—B3 |

Position after Black's 33rd move.



- | | | |
|-----|---------|--------|
| 29. | R×B | R×R |
| 30. | R×R | K—Kt2 |
| 31. | P—K5 | P×P |
| 32. | Q—Q3 | R—Ksq |
| 33. | P—Q6 | B—Ktsq |
| 34. | R×KtPch | P×R |

- | | | |
|-----|---------|----------|
| 35. | Q—R7ch | K—Bsq |
| 36. | Kt—B5 | R—Qsq |
| 37. | Q—Kt7ch | K—Ksq |
| 38. | Q×Ktch | K—Q2 |
| 39. | Q×Pch | Resigns. |
| | 2h 25. | 2h 30. |

Game No. 101.

Ruy Lopez.

- | | |
|-----------|-------------|
| White: | Black: |
| Speijer. | Dr. Perlis. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | Kt—B3 |
| 4. o—o | P—Q3 |
| 5. P—Q4 | B—Q2 |
| 6. Kt—B3 | P×P |
| 7. Kt×P | P—KKt3 |

This move is intended to save the two moves, which Black apparently loses with the continuation B—K2, o—o, R—Ksq, B—KBsq, P—KKt3, B—Kt2; but in this line of play the Bishop does not go to K2 in vain; he has to guard against several attacks: as, for instance, White's B—KKt5 or P—K5, and does not change the *venue* until White has ceased these attacks.

8. R—Ksq

Threatening at once B×Kt followed by P—K5.

8. B—K2
9. B—R6

Threatening again B×Kt and P—K5.

9. Kt—KKt5

Black sacrifices a Pawn to free himself from his precarious position with the smallest loss. If 9) Kt×Kt; 10) Q×Kt, B×B; 11) Kt×B, Q—Q7 White would again play 12) P—K5 with fatal effect.

10. B×Kt Kt×B

A slightly better chance was offer-

ed by 10) P×B; 11) Kt×P, B×Kt; 12) Q×Kt, Q—Q2, for all of his pieces would have had mobility. In the continuation adopted in the game, the Kt at R3 remains out of play, the King is somewhat exposed and the square Q4 is weak.

11. B×P R—QKtsq
12. Kt—B6 B×Kt
13. B×Bch K—Bsq



14. B—R4

The direct way of winning was 14) Q—Q4, B—B3; 15) Q×RP; now if 15) R×P; 16) QR—Ktsq, B×Kt; 17) R×R, B×R; 18) R—Ktsq, Q—B3; 19) Q—Kt8ch and should win with the passed QRP. Black might have attempted some desperate attacks, such as 15) B—K4; 16) Kt—Q5, B×Pch; or 15) R—Kt3; 16) B—R4, B—Q5; 17) Kt—Q5, R—Kt5; 18) Q—R5, but these

would have soon collapsed.

- | | |
|-------------|---------|
| 14. | B—B3 |
| 15. B—Kt3 | K—Kt2 |
| 16. Q—B3 | R—KBsq |
| 17. P—KR3 | Kt—Ktsq |
| 18. QR—Qsq | Q—Bsq |
| 19. Q—K3 | P—QR3 |
| 20. K—Rsq | P—R3 |
| 21. P—B4 | Kt—K2 |
| 22. R—KBsq | K—R2 |
| 23. P—Kt4 | Q—Kt2 |
| 24. K—R2 | QR—Ksq |
| 25. Kt—K2 | Kt—Ktsq |
| 26. Kt—Kt3 | R—K2 |

If 26) B×P; 27) R—QKtsq followed by B×P.

- | | |
|------------|-----------|
| 27. Q—Q3 | K—Kt2 |
| 28. QR—Ksq | B—R5 |
| 29. Q—Q5 | Q—Kt3 |
| 30. P—Kt5 | |

By this move White only exposes himself; for neither is the move P×Pch an important threat nor does cutting off the Bishop amount to anything.

- | | |
|-------------|-------|
| 30. | P—KB3 |
|-------------|-------|

Black should play first P×P, so as

to compel the White KBP to give up the square K5, and also to be able to open the KB file by P—KB3.

- | | |
|------------|-----------|
| 31. P×RPch | Kt×P |
| 32. R—B3 | P—KB4 |
| 33. P—K5 | P×P |
| 34. R×P | B×Ktch |
| 35. R×B | Q—B7ch |
| 36. Q—Kt2 | Q×Qch |
| 37. K×Q | R×R |
| 38. P×R | |

Adjourned.

- | | |
|-------------|----------|
| 38. | R—Ksq |
| 39. P—K6 | R—K2 |
| 40. R—QB3 | P—B5 |
| 41. R—B6 | P—R4 |
| 42. R—R6 | Kt—B4 |
| 43. R×P | K—B3 |
| 44. R—R8 | Kt—Q3 |
| 45. R—B8ch | K—Kt4 |
| 46. R—B7 | Kt—B4 |
| 47. R×R | Kt×R |
| 48. K—B3 | K—B4 |
| 49. P—QR4 | Kt—B3 |
| 50. B—Q5 | Kt—Q5ch |
| 51. K—B2 | Kt×KP |
| 52. B×Ktch | K×B |
| 53. P—R4 | Resigns. |

Game No. 102.

Ruy Lopez.

- | | |
|-------------|---------|
| White: | Black: |
| Dr. Lasker. | Vidmar. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—Q3 |
| 4. P—Q4 | B—Q2 |
| 5. Kt—B3 | P×P |
| 6. Kt×P | P—KKt3 |

A new attempt to shorten the manœuvre, B—K2—KBsq; P—KKt3 and B—Kt2, by the two apparently useless moves. But now White takes up a totally different formation, and takes advantage of the weakness of Black's KB3 and KR3 in a more decisive way than would be possible in the line of play mentioned.

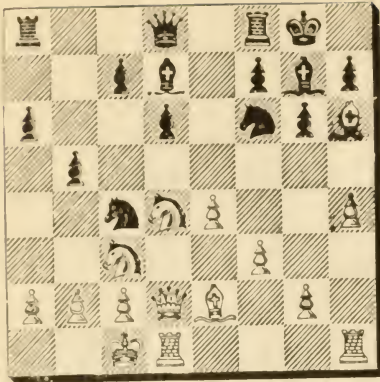
- | | |
|---------|-------|
| 7. B—K3 | B—Kt2 |
|---------|-------|

- | | |
|---------|-------|
| 8. Q—Q2 | Kt—B3 |
|---------|-------|

If 8) KKt—K2, the White KRP advances at once to R4 and R5

- | | |
|-----------|--------|
| 9. P—B3 | o—o |
| 10. o—o—o | P—QR3 |
| 11. B—K2 | P—QKt4 |
| 12. P—KR4 | Kt—K4 |
| 13. B—R6 | Kt—B5 |

Apparently Black obtains a lively and most promising attack by attacking the Knights by P—B4, followed by P—B5, P—Kt5 and P—B6; that is not so, however; the Pawns would fall on their way. If 13) P—B4; 14) B×B; and after 14) P×Kt; 15) B×Kt now P×Kt would lose on account of Q×QP. On the



other hand, after 14) K×B; 15) Kt—Kt3, Black's Pawns are feeble; for 15) P—B5 or 15) P—Kt5 would be met by Q×QP, and against 15) Kt—B5; 16) Q—B4 would be sufficient, threatening B×Kt, followed by Kt—Q2, and also P—KKt4 and P—R5.

14. B×Kt P×B
 15. P—R5 P—B3
 15) Kt×RP; 16) B×B, K×B; 17) P—KKt4, Kt—B3; 18) Q—R6ch, K—Ktsq; 19) Kt—Q5, or, stronger still, 19) P—Kt5, Kt—R4; 20) Kt—Q5 and R×Kt.

16. B×B K×B
 17. P×P BP×P
 18. Kt(Q4) R—B2
 —K2
 19. Q×QP Q—Kt3
 20. Q—Q4 P—B4
 21. Kt—Q5 Q—Kt2
 22. Q—B3 QR—KBsq
 23. Kt×Kt R×Kt
 24. R—Q6 Resigns.

R×R was threatened, followed by R×Pch, and also R×R, R×R, P—K5, R—K3; Kt—B4.

rh 47.

rh 30.

Game No. 103.
 Centre Counter Gambit.

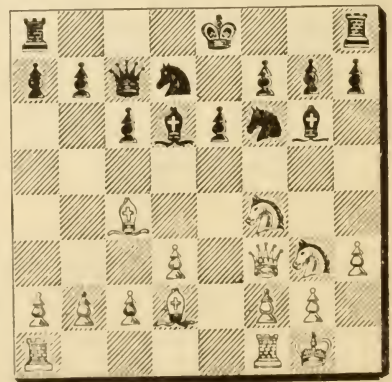
- | | |
|-------------|----------------|
| White: | Black: |
| Schlechter. | Dr. Bernstein. |
| 1. P—K4 | P—Q4 |
| 2. P×P | Q×Q |
| 3. Kt—QB3 | Q—QR4 |
| 4. B—QB4 | |

Compare the game Schlechter v. Mieses.

- | | |
|------------|--------|
| 4. | Kt—KB3 |
| 5. P—Q3 | B—Kt5 |
| 6. Kt—K2 | P—K3 |
| 7. B—Q2 | P—B3 |
| 8. P—KR3 | B—R4 |
| 9. Kt—Q5 | Q—Qsq |
| 10. Kt(Q5) | B—Kt3 |
| —B4 | |
| 11. Kt—Kt3 | B—Q3 |
| 12. o—o | Q—B2 |

The natural move was 12) Kt—Q4. The Queen was well placed at Qsq, having KB3 at her disposal.

13. Q—B3 QKt—Q2



14. B×P

The sacrifice yields three Pawns for the piece, and, moreover, attack

against the King, which remains exposed in the centre.

- | | | |
|-----|-----------|-----------|
| 14. | | Kt—K4 |
| 15. | Q—K2 | P×B |
| 16. | P—Q4 | Kt—B2 |
| 17. | Kt×P | Q—K2 |
| 18. | Kt—KB5 | |

Surely the exchange of the Black QB could not be of any importance, nor could White have the intention of liberating Black's King from the heavy pressure for the sake of winning his KKtP, which could not escape in any case. Hence it was natural and indicated to continue with 18) KR—Ksq. If 18) K—Q2, then 19) Q—B3, with an irresistible attack; e. g.: 19) K—Bsq; 20) Kt×KtP, Q—Qsq; 21) Kt—K6, Q—K2; 22) Kt—B5, B×Kt; 23) Q×B, K—Ktsq; 24) Kt—B5, Q—Qsq; 25) Q×Kt.

- | | | |
|-----|-----------|----------|
| 18. | | B×Kt |
| 19. | Kt×Pch | K—Q2 |
| 20. | O×Och | B×Q |
| 21. | Kt×B | Kt—Q3 |
| 22. | Kt×B | K×Kt |
| 23. | KR— | K—Q2 |
| | Ksqch | |
| 24. | B—B4 | Kt—Q4 |
| 25. | B—K5 | KR—KKtsq |

On one side Black attacks the King, on the other the Pawns, while White's Pawns are unable to exert any counter pressure. Hence White is lost, though having three Pawns for the piece, as Black's King deprives the White pieces of their mobility whereas the White King is a mark for attack. The case would be different if no Rooks were on the board.

- | | | |
|-----|--------|-----------|
| 26. | P—QKt3 | |
|-----|--------|-----------|

Guarding against Kt—B5. He cannot play B×Kt, and follow by P—QB4, on account of Kt—B5. Al-

together White suffers from the difficulty of playing P—QB4.

- | | | |
|-----|-----------|-----------|
| 26. | | P—Kt4 |
| 27. | R—K2 | P—Kt5 |
| 28. | P—QR4 | Kt—B6 |
| 29. | R—K3 | Kt—B4 |
| 30. | R—Q3 | P—KR4 |
| 31. | R—Ksq | QR—Ksq |
| 32. | K—Bsq | QR—KBsq |
| 33. | R—B3 | Kt—Q4 |
| 34. | R—K4 | Kt(B4)—K2 |
| 35. | R×R | R×R |
| 36. | R—R4 | |

If 36) P—Kt4, R—B6; 37) K—Kt2, R—B6, and if 38) P×P, Kt—B4; 39) R—K2, Kt—R5ch; 40) K—R2, Kt—B6ch; 41) K—Kt2, Kt×B; 42) R×Kt, Kt—B5ch, winning easily. If 38) R—K2, Black would play 38) Kt—KKt3. White cannot establish two fighting passed Pawns, without suffering loss somewhere else.

- | | | |
|-----|-----------|--------------------|
| 36. | | R—B4 |
| 37. | P—Kt4 | P×P |
| 38. | P×P | R—B2 |
| 39. | K—Kt2 | Kt—KKt3 |
| 40. | R—R6 | Kt×B |
| 41. | P×Kt | R—K2 |
| 42. | R—R8 | R×P |
| 43. | R—R8 | Kt—B2 |
| 44. | R×P | K—Bsq |
| 45. | P—KB4 | R—Q4 |
| 46. | P—Kt5 | K—Kts _r |
| 47. | R×Kt | K×R |
| 48. | P—Kt6 | R—Qsq |
| 49. | K—B3 | |

If 49) P—B5, then 49) K—Q3.

- | | | |
|-----|-----------|--------|
| 49. | | K—Q2 |
| 50. | K—Kt4 | K—K3 |
| 51. | K—Kt5 | R—Q4ch |
| 52. | K—R6 | K—B3 |

Resigns.

2h 55.

1h 45.

Game No. 104.

Ruy Lopez.

White:	Black:
Dr. Perlis.	Dr. Lasker.
1. P—K ₄	P—K ₄
2. Kt—KB ₃	Kt—QB ₃
3. B—Kt ₅	P—QR ₃
4. B—R ₄	Kt—B ₃
5. o—o	Kt×P
6. P—Q ₄	P—QKt ₄
7. B—Kt ₃	P—Q ₄
8. P×P	B—K ₃
9. P—B ₃	B—K ₂

This appears to be better than the usual 9) B—QB₄, as the square QB₄ remains open for the Kt and the QB.

10. P—QR₄

This move was feasible, before Black's Bishops had moved. But now it is a mistake, which disorganizes White's Queen's wing.

10. P—Kt₅

The correct reply. This would not do if Black were not ready yet for Castling, on account of P—R₅ and B—R₄.

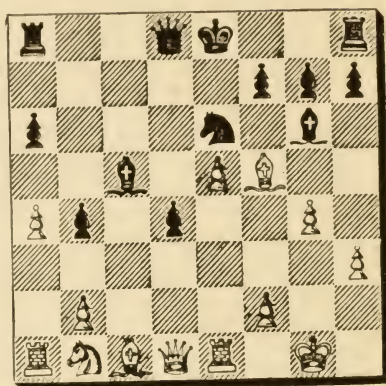
11. R—Ksq	Kt—B ₄
12. B—B ₂	B—Kt ₅
13. P—R ₃	B—R ₄
14. P—Kt ₄	B—Kt ₃
15. Kt—Q ₄	Kt×Kt
16. P×Kt	Kt—K ₃
17. B—B ₅	P—QB ₄
18. P×P	B×P
19. B—K ₃	P—Q ₅

In 19) B×QB; 20) R×B, B×B; 21) P×B, Q—Kt₄ch; 22) Q—Kt₄, Q×Qch; 23) P×Q, Kt—Q₄, there would have been no gain, as White would simply reply R—Q₃.

20. B—Bsq Q—Q₄

So far Black has conducted the attack correctly and White has defended well. For in spite of the danger to expose his King, the latter was

Position after White's 20th move.



bound to advance his Pawns, as he did, for counter attack, in order to establish a pressure on his opponent's King's side. But here Black fails to find the right move. 20) P—Q₆ should have been played, to free the Bishop and render Q₅ accessible to the Knight. It is true that this move would give the square K₃ to White's Bishop, and the Pawn would be weak at Q₆, but the attack on the King would more than compensate for these disadvantages; e. g.: 20) P—Q₆; 21) Q—B₃, Kt—Q₅; 22) Q×P, Kt×B; 23) Q×Qch, R×Q; 24) P×Kt, B×P and Black, with two Bishops on the open board, and several weak spots in his opponent's camp, would have a splendid game. Or 21) B—K₃, Kt—Q₅; 22) Kt—Q₂ [22) Q×P?, Kt—B₆ch; or 22) B×Kt, Q×B; and White will not be able to develop his game], Kt—K₇ch; and now White, in order to avoid B×QB, would have no other expedient except 23) R×Kt, P×R; 24) Q×P, B×QB; 25) Q×B, o—o. Black should ultimately win.

21. O—Q ₃	R—Qsq
22. Kt—Q ₂	o—o

- | | | |
|-----|--------|--------|
| 23. | Kt—Kt3 | B—R2 |
| 24. | B—Q2 | P—QR4 |
| 25. | QR—Bsq | KR—Ksq |
| 26. | P—KB4 | Kt—Bsq |
| 37. | B—K4 | B×B |
| 28. | R×B | P—B3 |

This looks much stronger than it really is. As a matter of fact, 28) . . . R—Q2 would have been better. Then if 29) QR—Ksq, R(Q2)—K2. The Queen's Pawn cannot be captured on account of Kt—K3, and P—B3 would follow soon with great effect.

- | | | |
|-----|--------|---------|
| 29. | QR—Ksq | Kt—Q2 |
| 30. | P—K6 | |

White is wrong in being afraid

to capture the Pawn. After 30) P×P, Kt×P; 31) R—K5- White would win the QRP, and 30) . . . R×R; 31) R×R, P×P; 32) R—K7 would be still more favorable for him. The game might then have continued as follows: 30) P×P, Kt×P; 31) R—K5, Q—Q2; 32) R×RP, R×Rch; 33) B×R, Kt—Q4; 34) B—Q2, B—Kt3; 35) R—QKt5, Q—B3, followed by Kt—K6.

- | | | |
|--------------------|---------|--------|
| 30. | | Kt—Kt3 |
| A decisive attack. | | |
| 31. | P—B5 | Kt×RP |
| 32. | B—Bsq | Kt—B6 |
| 33. | P—K7 | R—Q2 |
| Resigns. | | |
| 2h | 27. | 2h 17. |

Game No. 105.

Ruy Lopez.

- | | |
|--------|----------|
| White: | Black: |
| Burn. | Speijer. |
| 1. | P—K4 |
| 2. | Kt—KB3 |
| 3. | B—Kt5 |
| 4. | P—Q4 |
| 5. | o—o |
| 6. | Kt—B3 |
| 7. | B—Kt5 |
| 8. | Kt×P |
| 9. | Kt×Kt |
| 10. | B—Q3 |
| | |

The position of the Bishop at Q3 is not so strong as to be worth losing a move. 10) B×B, P×B; 11) Q—Q3 followed by QR—Ksq was stronger.

- | | | |
|-----|---------|---------|
| 10. | | R—Ksq |
| 11. | R—Ksq | Kt—Q2 |
| 12. | B—Q2 | B—B3 |
| 13. | Q—R5 | Kt—K4 |
| 14. | B—KBsq | Kt—Kt3 |
| 15. | B—QB4 | Q—Q2 |
| 16. | B—Q3 | R—K2 |
| 17. | P—B4 | QR—Ksq |
| 18. | Q—B3 | |

Black threatens B×Kt, followed by B×P. White has lost a lot of moves, his QR is still undeveloped, and his KP weak. Black has already a winning game.



- | | | |
|-----|---------|--------|
| 18. | | B—Q5ch |
|-----|---------|--------|

Black ought to carry out his threat: 18) . . . B×Kt; 19) B×B, P—B4, winning the important KP.

- | | | |
|-----|-------|------|
| 19. | K—Rsq | P—B4 |
|-----|-------|------|

- | | | |
|-----|-------|-------|
| 20. | Kt—Q5 | B×Kt |
| 21. | P×B | R×Rch |
| 22. | R×R | R×Rch |
| 23. | B×R | B×P |
| 24. | Q—K3 | Q—K2 |
| 25. | B—B2 | Q×Q |
| 26. | B×Q | Kt—K2 |
| 27. | B×P | B—B6 |
| 28. | B—B4 | K—B2 |

- | | | |
|-----|-------|--------|
| 29. | P—Kt3 | K—B3 |
| 30. | K—Kt2 | P—R3 |
| 31. | K—B3 | P—KKt4 |
| 32. | B—K3 | K—Kt3 |
| 33. | P—KR3 | K—B3 |
| 34. | K—K2 | K—Kt3 |

Drawn.

2h 22.

2h 19.

Game No. 106.

Vienna Opening.

White:
Mieses.

Black:

Snosko-
Borowski.

- | | | |
|----|--------|---------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—QB3 | Kt—KB3 |
| 3. | P—KKt3 | Kt—B3 |
| 4. | B—Kt2 | B—B4 |
| 5. | P—Q3 | P—Q3 |
| 6. | Kt—QR4 | |

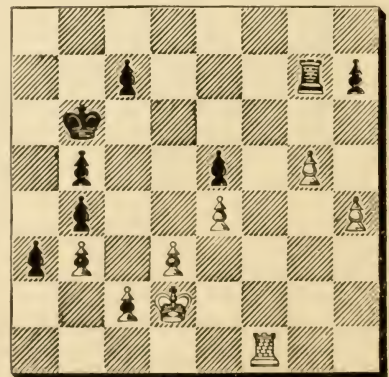
It is a far spread, but probably wrong belief that Black ought to preserve his KB, by losing the move P—QR3, hence this manœuvre.

- | | | |
|-----|---------|--------|
| 6. | | B—KKt5 |
| 7. | P—KB3 | B—K3 |
| 8. | Kt—K2 | Q—Q2 |
| 9. | B—Kt5 | B—KR6 |
| 10. | Kt×B | P×Kt |
| 11. | B×B | Q×B |
| 12. | B×Kt | P×B |
| 13. | Q—Q2 | o—o—o |
| 14. | Q—K3 | P—Kt3 |

Feeble. As White has to Castle QR, P—B5 was obvious. If 15) P×P, Q—Kt7 would recover the Pawn at once: but if 15) o—o—o, P×P; 16) P×P [16) R×P?, R×R, followed by Q—Kt7], Kt—Q5 with a pressure on White's position.

- | | | |
|-----|-------|--------|
| 15. | o—o—o | Kt—O5 |
| 16. | Kt×Kt | R×Kt |
| 17. | P—KB4 | Q—K3 |
| 18. | P—Kt3 | KR—Qsq |
| 19. | KR— | Q—Q3 |
| | KBsq | |
| 20. | Q—B3 | P—Kt4 |

- | | | |
|-----|--------|-----------|
| 21. | P×P | Q—R3 |
| 22. | Q×BP | Q×P |
| 23. | Q—B5ch | K—Kt2 |
| 24. | P—K6 | Q—R6ch |
| 25. | K—Q2 | P×P |
| 26. | Q—K5 | P—QR3 |
| 27. | K—K2 | R(Q5)—Q3 |
| 28. | Q—B3 | Q—Kt5 |
| 29. | Q×Q | P×Q |
| 30. | R—B7 | R(Qsq)—Q2 |
| 31. | QR— | P—K4 |
| | KBsq | |
| 32. | R×R | R×R |
| 33. | P—KKt4 | P—QR4 |
| 34. | R—B6 | P—R5 |
| 35. | P—Kt5 | P—R6 |
| 36. | P—R4 | R—Kt2 |
| 37. | R—Bsq | K—Kt3 |
| 38. | K—Q2 | |



38. K—B4
Here 38) P—R3 was indi-

cated. If 39) P×P, R—Kt7ch; 40) K—Bsq, R—R7, drawing at least.

- | | | |
|-----|--|-------|
| 39. | R—B8 | R—Kt3 |
| 40. | K—Bsq | K—O= |
| 41. | R—B7 | P—B4 |
| 42. | K—Ktsq | R—Q3 |
| 42) | P—R3 is no longer of any use, because of the reply 43) R—B6. | |
| 43. | R×P | P—B5 |
| 44. | QP×P | P×P |
| 45. | K—R2 | P×Pch |
| 46. | K×P | R—QR3 |

- | | | |
|-----|---------|---------|
| 47. | K—R2 | R—QB3 |
| 48. | K—Ktsq | K×P |
| 49. | P—R5 | R—Q3 |
| 50. | P—Kt6 | R—Q8ch |
| 51. | K—R2 | R—KKt8 |
| 52. | R—QB7 | K—B4 |
| 53. | P—Kt7 | P—K5 |
| 54. | P—R6 | P—K6 |
| 55. | P—R7 | P—K7 |
| 56. | R—KB7ch | K—K3 |
| 57. | P—Kt8Q | Resigns |
| | 3h 28. | 3h 57. |

Game No. 107.

King's Gambit Declined.

White:

Duras.

Black:

Tartakower.

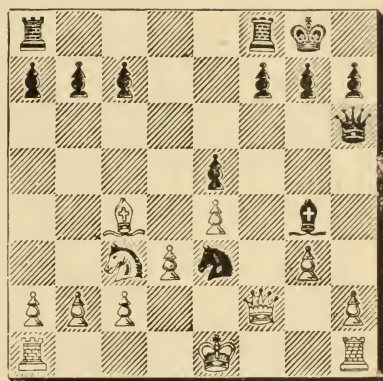
- | | | |
|----|--------|--------|
| 1. | P—K4 | P—K4 |
| 2. | B—B4 | Kt—QB3 |
| 3. | P—KB4 | B—B4 |
| 4. | Kt—KB3 | P—Q3 |
| 5. | P—Q3 | Kt—B3 |
| 6. | Q—K2 | o—o |

Black has already the superior game. If 7) B—K3, Black plays 7) P×P; 8) B×P, P—Q4; if 7) B—K3, P×P; 8) B×B, P×B; 9) o—o, B—Kt5 the recovery of the Pawn would be by no means an easy problem. If 7) P—B5, P—Q4; 8) B—Kt3, P×KP; 9) QP×P, Kt—Q5; 10) Kt×Kt, Q×Kt; 11) Kt—Q2, B—Q2; 12) P—B3, Q—K6 and the KP remains weak.

- | | | |
|----|-------|---------|
| 7. | P×P | Kt×P |
| 8. | Kt×Kt | P×Kt |
| 9. | B—K3 | |

White has a difficult game. If 9) Kt—B3, B—KKt5; 10) Q—Bsq, Kt—R4; or 10) Q—Q2, P—QR3.

- | | | |
|-----|---------|---------|
| 9. | | B×B |
| 10. | Q×B | Kt—Kt5 |
| 11. | Q—B3 | Q—R5ch |
| 12. | P—Kt3 | Q—R3 |
| 13. | Kt—B3 | Kt—K6 |
| 14. | B—Kt3 | B—Kt5 |
| 15. | Q—B2 | |



15. P—QB3

Too slow. The Rooks should here have been assisted as quickly as possible; e. g.: 15) K—Rsq; 16) Kt—Q5, Kt×Kt; 17) B×Kt, P—QB3; 18) B—Kt3, P—KB4; 19) Q—Q2, P—B5.

16. P—KR3 B—K3

K—Rsq was still feasible. After 17) R—R2 Black could boldly capture the RP, threatening then 17) Kt—Kt5. After 18) R—Rsq, P—KB4; 19) Q—R2, Kt—Kt7ch would be immediate ruin for White; and if 18) R×B, Black retakes and wins the other Rook afterwards.

17. K—K2
 Forcing exchanges. The attack is now repulsed without loss.

- 17. B×B
- 18. Q×Kt Q×Qch
- 19. K×Q B—K3
- 19) B×BP?; 20) K—Q2.
- 20. P—KKt4

This only gives Black points of attack. For the time being he need not have feared P—KB4, as then Black's King's Pawn could have been tackled. For instance, 20) QR—KB sq. followed by attack on the Q side and Fabian tactics on the King's side, was the right strategy.

- 20. QR—Qsq
- 21. KR— KBsq P—KR4

A fine conception. He makes use of the superiority of Pawns on the K side.

- 22. R—KKtsq P×P
- 23. P×P P—KKt3
- 24. K—B3 K—Kt2
- 25. R—KRsq R—KRsq
- 26. K—Kt3

Here P—Kt5 was necessary.

- 26. K—B3

The position of the King at Kt4 is immensely strong. Black has conducted the end game with great tenacity of purpose.

- 27. QR— K—Kt4
 Bsqch
- 28. Kt—Ktsq R×R
- 29. R×R B×P
- 30. R—R7 B—K3
- 31. Kt—Q2 K—B3
- 32. K—R4 R—KKt
- 33. R—R6? K—Kt2

Resigns.

2h 29.

1h 13.

Game No. 108.
 Queen's Pawn Opening.

- | | |
|--------------------|--------|
| White: | Black: |
| Dus - Chotimirski. | Salwe. |
| 1. P—QB4 | Kt—KB3 |
| 2. P—Q4 | P—K3 |
| 3. Kt—QB3 | P—Q4 |
| 4. B—Kt5 | QKt—Q2 |
| 5. P—K3 | B—K2 |
| 6. Kt—B3 | o—o |
| 7. Q—B2 | P—B4 |

This advance, which opens the game at once in the centre, and frees the QB file for the Rook, is the logical consequence of the fact that Black has already Castled, and that White's Queen is somewhat exposed on the QB file.

- 8. P×QP KP×P
- 9. B—Q3 P×P

But there was no hurry for this. The centre being already open, an attack on his Castled King need not be

feared. He ought to have, on his part, commenced an attack; say, by 9) P—B5; 10) B—K2, P—QR3 (threatening P—QKt4); 11) P—QR4, P—QKt3; 12) Kt—K5, B—Kt2; 13) P—B4, Kt×Kt; 14) QP×Kt, Kt—Ksq; 15) B×B, Q×B, followed by P—B3.

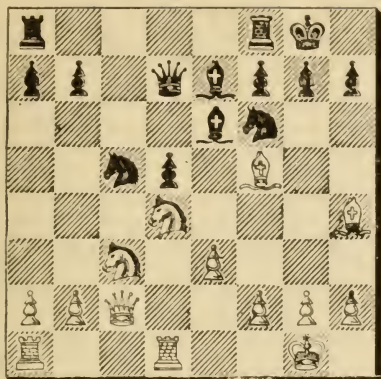
- 10. Kt×P Kt—B4
- 11. o—o P—KR3

White threatened now that the B at Q3 was no longer taken with check B×Kt and B×Pch.

- 12. B—R4 B—K3
- 13. B—B5 Q—Q2
- 14. KR—Qsq QR—Bsq

If 14) Q—Q3 White would play 15) P—QKt4 with great effect. Black cannot avoid the threatened loss of a Pawn, without other great disadvantages.

Position after White's 14th move.



15. B×Kt B×QB
 16. Kt×B P×Kt
 17. Kt×P Q—B3
 18. Kt×Bch R×Kt
 19. B—R7ch
 Better 19) B—Kt4, QR—KBsq;
 20) R—Q2. White would win the
 end game after 20) Kt—K5.

19. K—Rsq
 20. R—Q2 P—KKt3

This move White does not seem to have taken into consideration. If 21) B×P, Black plays, of course, R—K Ktsq.

21. P—QKt4 Kt—K5
 22. Q×Q P×Q
 23. R—Q7 Kt—Kt4
 24. R×RP Kt×B
 25. R—QBsq R—B4
 26. P—QR4 R—OKtsq
 27. P—KKt4 R—KB3
 28. R—B4 Kt—Bsq
 29. R—QB7 P—K4
 30. P—R5 K—Ktsq
 31. P—R6

This advance was not pressing. He might have played the King first

to K2, in order to follow with P—R4 and R5, and R×BP, or P—Kt5, according to circumstances. In this case Black would have had but a slight chance of being left with workable Pawns.

31. R—QKt3
 32. P—R7 R—QR3
 33. P—B4 R—B2
 34. R(B4)×BP R×P(R7)

35. R×QR R×R
 36. P—Kt5

If the King were only at KKt2 now, he would be able to support his Pawns.

36. P×P
 37. P×P R—R5
 38. P—Kt6 R×P
 39. P—R3 R—QKt5
 40. K—B2 K—B2
 41. R—B7ch K—B3
 42. P—Kt7 Kt—K3
 43. R—KR7 Kt—Kt4
 44. R—R8 R×P
 45. P—R4 Kt—B2
 46. R—R8 Kt—K4
 47. R—R6ch K—B2
 48. R—R4 R—Kt5
 49. R—R7ch K—K3
 50. R—R6ch K—Q4
 51. P—R5 R×P
 52. R—R5ch K—K3
 53. P×P R×P
 54. R—QKt5 K—B4
 55. K—K3 P—R4
 56. R—Ktsq R—Kt6ch
 57. K—B2 P—R5
 58. R—Kt8 Kt—Kt5ch
 59. K—Bsq P—R6
 60. R—Kt5ch K—K3
 61. R—Kt6ch K—Q4

Resigns.

Game No. 109.

French Defence.

White: Black:
 E. Cohn. Spielmann.
 1. P—K4 P—K3

2. P—Q4 P—Q4
 3. P×P P×P
 4. B—Q3 Kt—KB3

- | | |
|-----------|--------|
| 5. Kt—KB3 | B—Q3 |
| 6. o—o | o—o |
| 7. B—KKt5 | B—KKt5 |



8. QKt—Q2
White could here have avoided fur-

ther similarity without risk. 8) P—KR3, B—R4; 9) P—KKt4, B—Kt3; 10) Kt—K5, B—K2; 11) Kt—QB3, QKt—Q2; 12) R—Ksq

8. QKt—Q2

Now complete equalization is almost a logical necessity.

- | | |
|------------|--------|
| 9. P—B3 | P—B3 |
| 10. Q—B2 | Q—B2 |
| 11. B—R4 | KR—Ksq |
| 12. KR—Ksq | B—R4 |
| 13. B—Kt3 | B×B |
| 14. RP×B | B—Kt3 |
| 15. B—B5 | R×Rch |
| 16. R×R | R—Ksq |
| 17. R×Rch | Kt×R |
| 18. B×B | RP×B |
| 19. Q—Kt3 | KKt—B3 |

Drawn.

oh 24.

oh 29.

Game No. 110.

French Defence.

- | | |
|------------|-------------|
| White: | Black: |
| Teichmann. | Rubinstein. |
| 1. P—K4 | P—K3 |
| 2. P—Q4 | P—Q4 |
| 3. P×P | P×P |
| 4. Kt—KB3 | Kt—KB3 |
| 5. B—Q3 | B—Q3 |
| 6. o—o | o—o |
| 7. B—KKt5 | B—KKt5 |
| 8. OKt—Q2 | QKt—O2 |
| 9. P—B3 | P—B3 |
| 10. C—B2 | Q—B2 |
| 11. KR—Ksq | KR—Ksq |

- | | |
|------------|-------|
| 12. P—KR3 | B×Kt |
| 13. Kt×B | P—KR3 |
| 14. B×Kt | Kt×B |
| 15. R×Rch | R×R |
| 16. QR—Ksq | R×R |
| 17. Kt×R | Drawn |

oh 35.

oh 18.

The game is explained by the desire of both players to throw the onus of attack on the opponent. Compare the note to the 8th move of the preceding game.

Game No. 111.

Ruy Lopez.

- | | |
|-------------|----------|
| White: | Black: |
| Schlechter. | Forgacs. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—Q3 |
| 4. P—Q4 | B—Q2 |
| 5. o—o | Kt—B3 |
| 6. R—Ksq | B—K2 |

7. P—B3

The usual continuation is 7) Kt—B3. By the move adopted here White intends to turn into the line of play which results from the 3) P—QR3 defence of the Ruy Lopez.

7. o—o

8. B—R4

By Kt×P, Kt×Kt, P×Kt Black threatened to develop his game quickly. White might have permitted this without risk, but he prefers to preserve the Bishop in order to keep up the pressure.

8. R—Ksq
9. QKt—Q2 B—KBsq
10. B—B2 P—KKt3
10) B—Kt5 would have hampered a very active White piece and threatened P—Q4.

11. P—KR3 B—Kt2
12. Kt—Bsq P—KR3
13. Kt—Kt3 K—R2
14. B—K3 Q—K2
15. P—Q5 Kt—Qsq
16. P—B4 P—QR4

Intending to allow the advance P—QKt4 and P—B5 only on condition that the QR file be opened.

17. Q—Q2 P—Kt3
18. P—Kt3 Kt—Ktsq
19. P—R3 Kt—Kt2
20. P—Kt4 Q—Bsq

Preparing the countermine P—KB4.

21. QR—Bsq P×P
22. P×P R—R7
23. R—Rsq KR—Rsq
24. Q—B3



24. R(Rsq)—R2
But now he should not have waited

any longer; 24) P—KB4; 25) P×P, P×P. Now White could not play Kt—R4, as P—K5 would follow, the White Bishop being still en prise.

The continuation might be 26) Kt—R5, B—Rsq; 27) P—Kt4, Kt—K2; and now Black threatens by R(Rsq)—R6 to prevent B—B2; or he may continue with P—QKt4.

In this way Black would obtain counter chances.

25. R×R R×R
26. R—Rsq Q—Rsq
27. R×R Q×R
28. P—B5 KtP×P
29. P×P P×P
30. B×P P—QB3

If 30) Kt×B; 31) Q×Kt the QBP would be lost.

31. P×P B×P
32. B—R3 Kt—Qsq

If 33) P—B3; 34) B—B7 and the KP is lost.

33. B—Q6 B—R5
34. B×B Q×B
35. B×P B×B
36. Q×B Kt—K3
37. P—R4 Q—Q8ch
38. K—R2 P—R4
39. Kt—Kt5ch Kt×Kt
40. Q×Kt Q—Q5
41. P—B3 P—B3
42. Q—B4 Q—B4
43. Kt—K2 O—B5
44. Q—Q2 Q—B2ch
45. P—Kt3 Kt—R3
46. Q—Kt2 Q—R2
47. Kt—B4 Q—R3
48. Kt—Q5 Kt—Ktsq
49. K—Kt2 Q—Q6
50. Q—Kt7ch K—R3
51. Q—Kt6 Q—K7ch
52. Q—B2 Q—B5

If Black exchange Queens, he cannot bring the Knight for a long time to other squares than Ktsq and R3, and White would be able to get the

King into powerful play.
 53. Q—Q2ch K—Kt2
 54. Kt—B4 Kt—R3

55. Q—Q6 Kt—B2
 56. Q—K7 Resigns
 3h 32. 4h.

Game No. 112.
 Ruy Lopez

White:	Black:
Dr. Bernstein.	Vidmar.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—OKt4
7. B—Kt3	P—O3
8. P—B3	B—Kt5
9. P—QR4

This loses an important move. He should play first 9) P—KR3 and in answer to 9) B—R4, 10) P—Q3 followed, as usual, by QKt—Q2—Bsq—Kt3 and ultimately P—KKt4.

9.	Kt—QR4
10. B—B2	P—B4
11. P×P	P×P
12. P—Q4	Kt—B3

First 12) P×P; 13) P×P. Then 13) Kt—B3 was stronger; e. g.: 14) R×R, Q×R; 15) B—K3, o—o and Black has a good enough game.

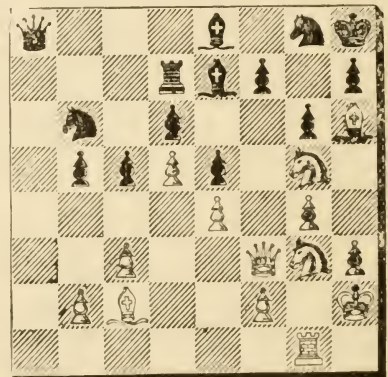
13. R×R	Q×R
14. P—Q5	Kt—R2
15. QKt—Q2	o—o
16. Kt—Bsq	Kt—Bsq
17. P—R3	B—Q2
18. P—KKt4	K—Rsq
19. Kt—Kt3	P—Kt3
20. B—R6

Before commencing the attack here, White ought to have made sure first of the powerful assistance of the Rook; therefore 20) K—Kt2, followed by R—KRsq and Kt—Kt3, and then advance of the KRP or Kt—K2 and P—KB4 accordingly.

20.	R—Osq
21. Kt—Kt5	B—Ksq
22. Q—B3

Thus parrying the intended Kt—Kt3, as now the reply would be 23) Q×P, forcing the mate. But nevertheless White remains on a volcano.

22.	Kt—Kt3
23. K—R2	R—Q2
24. R—KKt3	Kt—Kt3



25. Q×P

He has now to plunge into this adventure in order to save the QB.

25.	B—B3
26. Q—B8	R—K2
27. Kt—K6

Better was 27) Kt—R5, Kt—Q2 [P×Kt?; 28) P×P threatening Kt—B7ch, followed by B—Kt7ch, etc.] 28) Kt×B, Kt×Q; 29) B×Q. If now Black save the exchange, for instance by 29) R—R2, he would get a very bad position after 30) Kt×B, Q×Kt; 31) B×P, and White would have quite an equivalent in pieces and Pawns for the Queen. But White does not only threaten 30) B×R, but also 30) Kt×B would give him a good game, as the other Knight

could be posted at K6. Therefore
 29) Q—R2; 30) B×R, Q×R;
 31) Kt×B, Q×Kt; 32) Kt×P, Q—
 Q7 to Black's advantage. White
 would, consequently, have done better
 not to take the exchange; 30) Kt×
 B, R×Kt; 31) B×P with many
 chances.

27.	Kt—Q2
28. Q×R	Kt×Q
29. P—Kt5	Kt—K Ktsq

30. Kt—B5	P×Kt
31. P×B	Kt×B
32. R—Kt7	B—B2
33. Kt—Kt5	Kt×P
34. R×B	Kt×R
35. Kt×Ktch	K—Ktsq
36. Kt—R6ch	K—Bsq
37. Kt×P	Q—R7

Resigns.

rh 48.

rh 58.

Game No. 113.

Queen's Pawn Opening.

White:	Black:
Rubinstein.	Schlechter.
1. P—Q4	P—Q4
2. Kt—KB3	P—K3
3. P—B4	Kt—KB3
4. B—Kt5	B—K2
5. Kt—B3	QKt—Q2
6. P—K3	P—B3
7. B—Q3	P×P
8. B×P	Kt—Q4
9. B×B	Q×B
10. o—o	o—o
11. R—Bsq	R—Qsq

This mode of development offers no good prospects. He should first settle the question on the Queen's wing; therefore, 11) Kt×Kt; then if 12) P×Kt, P—QKt4; 13) B—Q3, P—QR3, to be followed by P—QB4; also after 14) P—B4, P—QB4 would be feasible; e. g.: 15) P×KtP, RP×P; 16) B×P, P×P; 17) R—B7, Q—Q3; 18) R—B6, Q—Kt5, or 17) Kt×P, R×P [18) Kt—B6, Q—R6]; 18) R—B7, Q—Q3; 19) Kt×P?, Q×Q; 20) R×Q, P×Kt; 21) B×Kt, B×B; 22) R×B, R (Bsq)×P.

12. Q—B2	Kt—Bsq
13. P—K4	Kt—Kt3

Not a favorable square for the Knight. In any case, it would have been better to exchange the Knights, in order to follow with 14) P×Kt, B

—Q2 and perhaps B—Ksq, and then occupy the opponent with the Queen's side Pawns.

14. B—Kt3	B—Q2
15. Kt—K2	B—Ksq
16. KR—Qsq	QR—Bsq
17. Q—B3	R—B2
18. Kt—B4	P—B3
19. Q—R5

He makes this attack, as now 19) Kt—Bsq would fail on account of Kt×P. 19) P—Q5, which seems promising, would, after 19) KP×P; 20) P×P, K—Rsq [20) B—B2?; 21) P—Q6]; as well as after 19) B—B2, which appears better, lead to no decisive advantage.

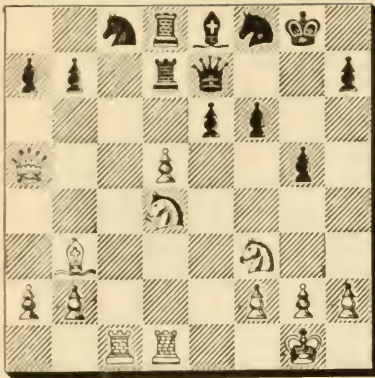
19.	P—KKt4
20. Kt—K2	Kt—Bsq
21. P—Q5

White opens the centre, as the exposed position of Black's King now invites an attack.

21.	R—(B2)—Q2
-------------	-----------

21) P—Kt3 would have been useless. The continuation would have been 22) Q—B3, KP×P; 23) P×P, Q×Kt; 24) P—Q6ch, R—B2; 25) Q×P, R—Q2; 26) KR—Ksq, Q—Kt4; 27) R×B, Q×B; 28) Q×Pch and wins.

22. QKt—Q4	BP×P
23. P×P



23. R×P
 The exchange is always lost: e. g.:
- 23) P×P; 24) B—R4, P—Kt3
 [R—Q3; 25) Kt—B5]; 25) Q—R6,
 R—B2 or Kt2; 26) Kt—B5.
24. B×R R×B
 25. Q—Ksq Kt—Q3
 26. Kt—K2 B—B3
 27. R×R B×R
 28. Kt(B3) P—K4
- Q4
29. Kt—OB3 Q—KB2
 30. Kt×B Q×Kt
 31. Kt—Kt3 P—Kt3
 32. R—Osq Q—B3
 33. Q—B3 Q×Q

34. P×Q Kt—K5
 35. P—QB4 K—B2
 36. R—Q8 K—K2
 37. R—R8 P—QR4
 39. P—B3 Kt—B6
 39. P—B5 P×P
 40. Kt×P Kt×P
 41. R—R7ch K—Ksq
 42. K—B2 Kt—Kt5
 43. R×QRP K—B2
 44. K—K3 P—R4
 45. K—K4 Kt—B3
 46. R—R6 Kt—K2
 47. P—Kt4 P×P
 48. P×P K—Kt3
 49. R—R7 K—B2
 50. Kt—Kt7 K—Kt3
 51. Kt—Q6 Kt—B3
 52. R—QB7 Kt—Q5
 53. Kt—B5 Kt×Kt
 54. P×Ktch K—R3
 55. K—B3 Kt—R2
 56. K—Kt4 P—K5
 57. R—K7 P—K6
 58. R×P K—Kt2
 59. R—K7ch Resigns

3h 48. 3h 52.

White played the whole game with extraordinary power, and occasionally with subtlety.

Game No. 114.

Giuoco Piano.

- | | |
|---------------|------------|
| White: | Black: |
| v. Frey mann. | Teichmann. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—B4 | B—B4 |
| 4. o—o | P—Q3 |
| 5. P—QKt4 | |

A kind of Evans Gambit, but not so forcible as on the preceding move.

5. B—Kt3
 5) B×P; 6) P—B3, B—R4;
 7) P—Q4 would lead to three different variations: 7) B—Q2 (Alapin), 7) P×P (normal varia-

tion), 7) B—Kt3 (Lasker). To decline the Gambit is here all the stronger, as White has not even the bold attack P—Kt5 at his disposal.

- | | |
|------------|--------|
| 6. P—QR4 | P—QR3 |
| 7. P—R5 | B—R2 |
| 8. P—B3 | Q—B3 |
| 9. P—Q3 | KKt—K2 |
| 10. B—K3 | B—Kt5 |
| 11. QKt—Q2 | Kt—Kt3 |

This kind of counter attack was originated by Zukertort. If White now should exchange the strongly posted B at R2, he would get into a serious

flight after Kt—B5, and his Queen's side Pawns would remain weak, without any compensation. But it would be probably stronger to play first P—KR3 and P—KKt4.

- | | | |
|-----|--------|---------|
| 12. | B—Kkt5 | Q×B |
| 13. | Kt×Q | B×Q |
| 14. | B×Pch | K—K2 |
| 15. | QR×B | |

A remarkably feeble move. 15) B×Kt was obvious. Then if 15) B—K7; 16) KR—Ksq, B×P; 17) Kt×P, the issue of the game was not at all clear; e. g.: 17) P—Q4; 18) P—R4, P—Q5; 19) QR—Bsq, K—Q3 or QR—Qsq; 20) P—R5; or else 17) Kt—Qsq; 18) P—Kt3, Kt—K3; 19) K—Kt2, followed soon by P—R4.

- | | | |
|-----|---------|---------|
| 15. | | Kt—B5 |
| 16. | B—B4 | Kt—K7ch |

Position after Black's 14th move.



- | | | |
|-----|--------|--------|
| 17. | K—Rsq | Kt×BP |
| 18. | QR—Ksq | Kt×KtP |
| 19. | Kt—K6 | Kt×QP |

Resigns.

1h 5.

1h.

Game No. 115.

Queen's Pawn Opening.

- | White: | Black: |
|-------------|---------------|
| S a l w e . | E . C o h n . |
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | Kt—KB3 |
| 3. P—B4 | P—B3 |
| 4. P—K3 | B—B4 |
| 5. Q—Kt3 | Q—Kt3 |
| 6. Kt—B3 | P—K3 |
| 7. B—K2 | B—K2 |
| 8. o—o | QKt—Q2 |
| 9. R—Ksq | P—KR3 |
| 10. B—Q2 | o—o |
| 11. QR—Bsq | QR—Ktsq |
| 12. B—Bsq | Q—Qsq |
| 13. Kt—K2 | B—Q3 |
| 14. Kt—Kt3 | B—K5 |
| 15. B—Kt4 | Q—K2 |
| 16. B×B | Q×B |
| 17. Kt—Q2 | B—Kt3 |
| 18. Q—QB3 | Kt—K5 |

So far both sides played correctly. But here Black conceives a wrong plan. He should not operate on the

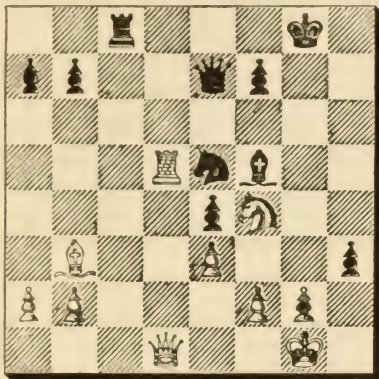
King's side, but play 18) KR—QBsq, followed by P—B4. On the King's side Black is strongly entrenched, but on the other side the Pawns and, temporarily, also the Queen, offer an object for attack.

- | | | |
|-----|--------|---------|
| 19. | Kt×Kt | P×Kt |
| 20. | QR—Qsq | Q—K2 |
| 21. | P—Q5 | KP×P |
| 22. | P×P | P×P |
| 23. | R×P | QR—Bsq |
| 24. | Q—Q2 | Kt—B3 |
| 25. | R—Q4 | R—B2 |
| 26. | B—QB4 | KR—Bsq |
| 27. | B—Kt3 | P—KR4 |
| 28. | Kt—K2 | P—R5 |
| 29. | Kt—B4 | B—KB4 |
| 30. | P—KR3 | P—KKt4 |
| 31. | Kt—K2 | |

After 31) Kt—Q5, Kt×Kt; 32) R×Kt the attack is gone.

- | | | |
|-----|---------|-------|
| 31. | | P—Kt5 |
|-----|---------|-------|

- | | | |
|-----|-------|-----------|
| 32. | P×P | Kt×P |
| 33. | Kt—B4 | Kt—K4 |
| 34. | R—Q5 | P—R6 |
| 35. | Q—Q4 | R—B8 |
| 36. | R—Qsq | R×Rch |
| 37. | Q×R | |



37. P—R7ch

Here he should clear the important square KB6: 37) P×P; 38) K×P, B—Kt5. 39) R×Kt would now be met by 39) B—B6ch; on the other hand, if 37) P×P; 38) Q—R5, Kt—B6ch; 39) K×P, Q—B3.

38. K—Rsq Kt—Kt5
 Adjourned.

39. Kt—R3 B—K3
If 39) Q—B3, then 40) Q—Q2. The attack has come to a standstill.

- | | | |
|-----|--------|-----------|
| 40. | R—Q4 | B—B4 |
| 41. | B—Q5 | R—B4 |
| 42. | B×P | Q—QB2 |
| 43. | B×B | Kt×Pch |
| 44. | Kt×Kt | R—B8 |
| 45. | P—KKt3 | R×Och |
| 46. | Kt×R | Q—R4 |
| 47. | B—R3 | |

47) B—Ktsq, Q—R4; 48) B—K4, O—R6; 49) R—Q2, K—Bsq; 50) R—KKt2. However Black may play, White wins ultimately the KRP, without sustaining any loss: hence this line of play was preferable.

- | | | |
|-----|-----------|-------|
| 47. | | Q×RP |
| 48. | K×P | P—Kt4 |

- | | | |
|-----|---------|-----------|
| 49. | B—Kt2 | P—R4 |
| 50. | B—Q5 | Q—Kt8 |
| 51. | K—Kt2 | P—R5 |
| 52. | K—Bsq | K—Kt2 |
| 53. | K—Ksq | Q—B7 |
| 54. | R—Kt4ch | K—B3 |
| 55. | R—B4ch | K—K2 |
| 56. | B×BP | P—Kt5 |
| 57. | B—Q5 | Q—QB4 |
| 58. | R—Q4 | P—Kt6 |
| 59. | R—Q2 | Q—B2 |
| 60. | P—Kt4 | K—B3 |
| 61. | K—K2 | Q—B8 |
| 62. | B—B3 | Q—B4 |
| 63. | Kt—B3 | Q—B5ch |
| 64. | K—B2 | P—R6 |
| 65. | Kt—K4ch | K—K2 |
| 66. | P×P | Q—B8 |
| 67. | R—Qsq | P—Kt7 |
| 68. | Kt—Q2 | Q×Ktch |
| 69. | R×Q | P—Kt8Q |
| 70. | P—R4 | |

Of course, White must win in the end with his superior force.

- | | | |
|-----|-----------|-----------|
| 70. | | Q—Kt5 |
| 71. | R—Q4 | Q—Kt7ch |
| 72. | B—K2 | |

Adjourned.

- | | | |
|-----|-----------|-----------|
| 72. | | Q—Ktsq |
| 73. | R—K4ch | K—B3 |
| 74. | R—KB4ch | K—K2 |
| 75. | P—R5 | Q—KRsq |
| 76. | P—R6 | Q—R7ch |
| 77. | K—Ksq | Q—Kt8ch |
| 78. | K—Q2 | Q—QR8 |
| 79. | B—B4 | Q—Kt7ch |
| 80. | K—Q3 | Q—Kt8ch |
| 81. | K—K2 | K—Q3 |
| 82. | K—B2 | Q—B7ch |
| 83. | B—K2 | Q—R2 |
| 84. | R—B5 | Q—R5ch |
| 85. | K—Kt2 | Q—K8 |
| 86. | R—B2 | Q—R4 |
| 87. | R—B3 | Q—R7 |
| 88. | K—B2 | Q—R4 |
| 89. | R—B5 | Q—R8 |
| 90. | P—Kt5 | Q—R5 |
| 91. | R—B4 | Q—R8 |
| 92. | P—Kt6 | |

Adjourned.

- | | | |
|-----|--------|----------|
| 15. | K—Rsq | Kt×QP |
| 16. | P—K6 | P×P |
| 17. | KR—Ksq | Kt×Kt |
| 18. | Q×Kt | Q×Q |
| 19. | B×P | Q×B |
| 20. | R×Bch | K—B2 |
| 21. | R—K7ch | K—Kt3 |
| 22. | P×B | K×B |
| 23. | R×Pch | K—R3 |
| 24. | R×BP | KR—KKtsq |
| 25. | R×KtP | R—Kt3 |

- | | | |
|-----|---------|----------|
| 26. | R—Qsq | R—Qsq |
| 27. | R—Ksq | B—B7 |
| 28. | R—KBsq | R—Q7 |
| 29. | R—Kt4 | B—Q4 |
| 30. | R—QKtsq | P—R4 |
| 31. | R—R4 | R—QB3 |
| 32. | R×P | R(B3)—B7 |
| 33. | R—R6ch | K—Kt2 |

Resigns.

2h 10.

2h 10.

Game No. 117.

Vienna Opening.

- | | |
|-----------|--------|
| White: | Black: |
| Snosko- | Duras. |
| Borowski. | |
| 1. P—K4 | P—K4 |
| 2. Kt—QB3 | Kt—KB3 |
| 3. P—KKt3 | B—Kt5 |
| 4. B—Kt2 | P—Q3 |
| 5. P—Q3 | P—Q4 |
| 6. P×P | Kt×P |
| 7. B—Q2 | P—QB3 |

In positions of this kind it is preferable to guard the Pawn by B—K3; the square QB3 should be reserved for the Knight.

White, of course, has no intention of exchanging his B at Kt2; but Black wishes to compel him to do so; therefore the Kt at O4 and B at K3 are well posted.

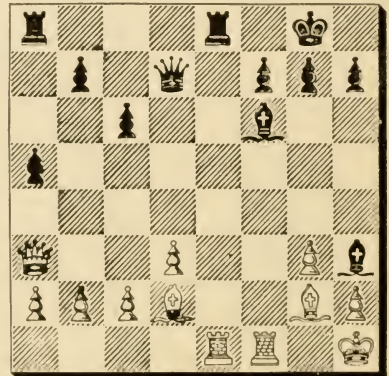
- | | |
|-----------|---------|
| 8. KKt—K2 | o—o |
| 9. o—o | B—QB4 |
| 10. K—Rsq | B—KKt5 |
| 11. Q—Ksq | Kt×Kt |
| 12. Kt×Kt | Kt—Q2 |
| 13. Kt—K4 | B—K2 |
| 14. P—KB4 | P×P |
| 15. B×P | Kt—B3 |
| 16. Kt×Kt | |

This brings black's KB on a very unfavorable diagonal. Instead, he should have occupied this diagonal himself by 16) B—K5.

- | | |
|------------|--------|
| 16. . . . | B×Kt |
| 17. O—Kt4 | Q—Q2 |
| 18. OR—Ksq | KR—Ksq |
| 19. B—Q2 | P—OR4 |

20. Q—R3
If 20) R×Rch, R×R: 21) Q×RP, B×P, White would have a slight weakness in his QRP, but he might have opposed the Rook on the K file and probably escaped with a draw.

- | | |
|-------------|-------|
| 20. | B—KR6 |
|-------------|-------|



21. B×B
His position is weak, but this exchange does not help him, but only develops Black's Queen to a strong square. He ought to play B—QB3.

- | | |
|-------------|---------|
| 21. | Q×B |
| 22. B—B3 | |
- The right move was 22) R—B2. Black might then have continued 22) R×Rch; 23) B×R, R—Ksq;

24) $Q \times RP$, $B \times P$; 25) $Q-Q2$, $Q-K3$; 26) $R-Bsq$, $Q \times RP$, or 25) $B-B3?$, $B \times B$, followed by $R-K7$.

22. $R-K7$
Resigns.
1h 45. 1h 10.

Game No. 118.

Centre Counter Gambit.

White: Speijer.	Black: Mieses.
1. $P-K4$	$P-Q4$
2. $P \times P$	$Q \times P$
3. $Kt-QB3$	$Q-QR4$
4. $B-B4$	$Kt-KB3$
5. $P-Q3$	$P-B3$
6. $Q-Q2$

This move avoids any difficulty that might arise from the pinning of the QKt or from an attack on the Queen by $B-KKt5$, followed by $R-Qsq$, etc.; but, on the other hand, it is little more than simplifying.

6. $Q-B2$

But Black need not have lost this move; $QKt-Q2$ was indicated.

7. $Kt-B3$ $B-KKt5$

8. $Kt-KKt5$ $B-K3$

9. $Q-K3$ $P-K3$

10. $Kt(Kt5)$ $QKt-Q2$
 $-K4$

11. $B-Q2$ $B-KB4$

12. $P-KR3$ $B-K2$

13. $Kt-Kt3$ $B-Kt3$

14. $o-o$ $Kt-Q4$

15. $Q-K2$ $QKt-Kt3$

16. $B-Kt3$ $P-K4$

To weaken the centre, before having Castled and developed the Rooks, was certainly at least risky.

17. $QR-Ksq$ $o-o$

17) $P-B3$ was not feasible on account of 18) $Q-Kt4$; if 18) . . . $K-B2$, then, of course, 19) $P-KB4$.

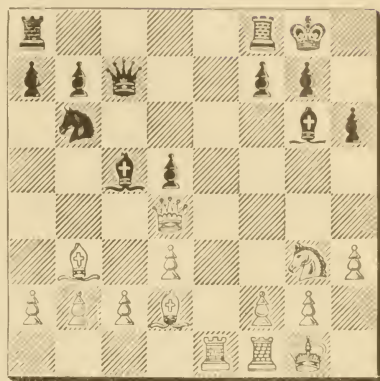
18. $Q \times P$ $B-Q3$

19. $Kt \times Kt$

This exchange was not at all necessary; 19) $Q-Q4$ might well have been played. If 19) $P-QB4$, then he could play $Kt \times Kt$.

19. $P \times Kt$

20. $Q-Q4$



20. $B-QB4$
If 20) $B \times Kt$, $P \times B$; 21) $Q \times P$; White could play 22) $B-R5$.

21. $Q-KKt4$ $K-R2$

22. $Kt-B5$ $Q-Q2$

23. $Kt-K7$ $Q-Qsq$

24. $B-Kt4$ $B \times B$

25. $Q \times B$ $R-Ksq$

26. $Kt \times B$ $P \times Kt$

27. $R \times R$ $Q \times R$

28. $R-Ksq$ $Q-B2$

29. $Q-K7$ $Q-B5$

30. $Q \times P$ $R-Ksq$

31. $R-KBsq$

If 31) $R \times R$, then 31) $Q-B8ch$; and White would have to interpose the R at Ksq to avoid the draw.

31. $P-Kt4$

32. $B \times P$ $Kt \times B$

33. $Q \times Kt$ $R-K7$

34. $P-B4$ $Q-Q7$

35. $P-B5$ $Q \times KtP$

36. $P-Q4$ $R-Q7$

37. $Q-B5ch$ $K-Ktsq$

38. $R-QKtsq$ Resigns

2h 27.

2h 22.

Game No. 119.

Ruy Lopez.

White:	Black:
Dr. Lasker.	Burn.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—QKt4
7. B—Kt3	P—Q3
8. P—B3	Kt—QR4
9. B—B2	P—B4
10. P—Q4	Q—B2
11. QKt—Q2	Kt—B3
12. Kt—Bsq	o—o
13. Kt—K3

Intending to operate in the centre. Kt—Q5 threatens to embarrass Black, as the Knight cannot be taken because of the loss of the KP, and on the other hand, the Knight would exert great pressure on the Black position.

13 B—Kt5
Parrying the threat indirectly. After 14) Kt—Q5 Black intends leaving the Knight and initiating an attack on White's QP by 14) Q—R2. If then 15) Kt×Bch, the Kt would retake, not the Queen, on account of P—Q5 and B—Kt5. But the move allows two Bishops, which command the whole board.

14. Kt×B	Kt×Kt
15. P—KR3	Kt—B3
16. B—K3	Kt—Q2
17. Q—K2	B—B3
18. QR—Qsq	Kt—K2
19. B—Ktsq	Kt—QKt3
20. P—R3	Kt—Kt3
21. P—KKt3	KR—Ksq
22. P—Q5

Bowing to necessity; as Black was preparing P—Q4. But the blocking of the Pawns is unfavorable for the Bishops.

22.	Kt—Q2
23. K—Kt2	Q—Qsq

24. P—KR4	B—K2
25. P—R5	Kt(Kt3)—Bsq
26. R—KRsq	P—R3
27. QR—	
	KKtsq Kt—R2
28. K—Bsq	K—Rsq
29. R—R2	R—KKtsq
30. Kt—Ksq

Kt—R4 looks better than it is. Black takes, and White has afterwards no sufficient material to compel the exchange of Pawns.

30.	R—Ktsq
31. Kt—B2	P—QR4
32. B—Q2	B—B3
33. P—B3	Kt—Kt3
34. R—B2

Intending to play eventually Kt—K3, but be ready with P—KB4 against B—Kt4.

34.	Kt—QBsq
-------------	---------

To prevent the White Knight from taking possession of KB5 (Kt—K3, Kt—K2).

35. K—Kt2	Q—Q2
36. K—Rsq	Kt—K2
37. R—R2	R—Kt2
38. R—KBsq	R—Ksq
39. Kt—K3	Kt—Ktsq
40. P—KB4	B—Qsq
41. Q—B3	P—B5

White intended to play 42) P—B4, and after 42) P—Kt5; 43) Kt—B5, and then break into Black's game by such moves as B—QB2, Q—Qsq and B—R4.

42. P—R4	B—Kt3
43. P×P	Q×P

Faulty; he ought to have captured the Knight at all events. The inroad via QR5 could then be stopped by P—R5, and he might have put White's KKt4 under pressure with Q—Q2, Kt—B3. After the text move,

- | | |
|------------|-------|
| 8. | B—K2 |
| 9. B×KP | QxQch |
| 10. R×Q | Kt×B |
| 11. Kt×Kt | o—o |

- | | |
|-----------|--------|
| 12. Kt—K2 | Kt—B3 |
| 13. o—o | |
| | Drawn. |
| oh 40. | oh 45. |

Game No. 121.
Caro-Kann Defence.

- | | |
|-----------|----------------|
| White: | Black: |
| For gacs. | Dr. Bernstein. |
| 1. P—K4 | P—QB3 |
| 2. P—Q4 | P—Q4 |
| 3. Kt—QB3 | P×P |
| 4. Kt×P | Kt—KB3 |
| 5. Kt×Kt | KP×Kt |

Black intends to turn his King's side Pawns to account, but it seems easier for White to operate with the Queen's side Pawns. Otherwise matters are about even. The opening does not, therefore, recommend itself for Black.

- | | |
|-----------|--------|
| 6. B—QB4 | B—K2 |
| 7. Kt—B3 | o—o |
| 8. o—o | Kt—Q2 |
| 9. R—Ksq | Kt—Kt3 |
| 10. B—Bsq | |

At Kt3 this Bishop would impede the KBP. But White has no interest in the attack on this Pawn nor in preventing Black's B—K3.

- | | |
|-------------|--------|
| 10. | B—K3 |
| 11. P—OKt3 | Q—B2 |
| 12. P—B4 | KR—Qsq |
| 13. P—KR3 | P—KR3 |

By this move he guards KKt4, and prepares P—KB4, B—B3, P—KKt5, as soon as circumstances appear favorable for such an attack. Altogether he is well developed, and waits for the dispositions of his opponent.

- | | |
|------------|--------|
| 14. B—K3 | P—KB4 |
| 15. Q—B2 | B—B3 |
| 16. QR—Qsq | Kt—Bsq |
| 17. B—Bsq | Kt—K2 |
| 18. B—Kt2 | R—Q2 |
| 19. Kt—K5 | |

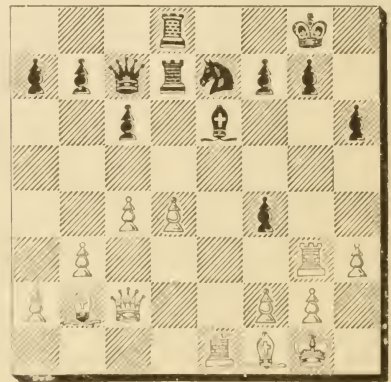
This move shows up the weakness of Black's strategy. White uselessly wastes all his Powder on Q4 and his Pieces are awkwardly crowded. The

B at K3 and the Kt at K2 are exposed on the K file, only to support the KBP, which can be attacked by B—Q3. If Black play P—KKt3, White moves P—Q5, and after the exchange of Bishops Black would have nothing left to oppose on the Black diagonal.

- | | |
|-------------|--------|
| 19. | B×Kt |
| 20. R×B | QR—Qsq |
| 21. QR—Ksq | Kt—Kt3 |
| 22. R(K5) | Kt—K2 |
| | —K3 |

22) P—B5 would not do on account of R×B; he intends to play now P—B5 and B—B4.

- | | |
|-----------|------|
| 23. R—Kt3 | P—B5 |
|-----------|------|



- | | |
|-----------|-----------|
| 24. R×Pch | |
|-----------|-----------|

The undisputed command of the two diagonals QRsq to KR8, and OB2—KR7, and the exposed position of Black's King, are more than sufficient compensation for the loss of the exchange.

- | | |
|----------------|------------------|
| 24. | K×R |
| 25. P—Q5ch | P—B3 |
| If 25) | K—Bsq; 20) Q—R7; |

and if 25) K—Ktsq; 26) Q

—B3.
 26. R×B Kt—Ktsq
 27. Q—B5 R—KBsq
 28. B—Q3 K—Rsq
 29. P—Q6 Q—Qsq
 30. P—B5 R—Kt2
 31. Q×P R(Bsq)—B2

(B5)

32. P—OKt4 P—R3
 33. B—B5 P—QR4
 34. P—QR3 P×P
 35. P×P P—Kt3
 36. B—Q4 P×P
 37. P×P Q—Rsq
 38. P—R4 Q—R5
 39. R—K8 Q—Q8ch

Black has no opportunity of concentrating pressure on his opponent, while White is making his final preparations at leisure. Here Black per-

ceives the chance of retrieving his fortunes by a desperate attack.

40. K—R2 R×Pch
 41. K×R R—Kt2ch
 42. Q—Kt3

“Fortes fortuna adjuvat.” White succeeds in shaking off even this surprising charge.

42. Q×B
 43. P—Q7 Q—Q4ch
 44. K—R2 R×Q
 45. K×R Q×B
 46. P—Q8Q K—R2
 47. Q—B7ch K—Rsq
 48. Q—Q8 K—R2
 49. Q—B7ch K—Rsq
 50. Q—B7 Q—Q6ch
 51. K—Kt2 Q—R2
 52. Q×Qch K×Q
 53. R—QB8 Resigns.

3h 20. 2h 12.

Game No. 122.

Ruy Lopez.

White:

Burn.

1. P—K4
 2. Kt—KB3
 3. B—Kt5
 4. B—R4
 5. o—o
 6. R—Ksq
 7. B—Kt3
 8. P—B3
 9. P—Q3

Black:

Vidmar.

P—K4
 Kt—QB3
 P—QR3
 Kt—B3
 B—K2
 P—OKt4
 P—Q3
 B—Kt5

White ought to push at once P—Q4. After 9) B×Kt; 10) P×B there would be no danger to his King, considering his good development, but his centre would become very strong. If 9) o—o; 10) B—K3; now 10) Kt×P is not feasible on account of 11) B—Q5; and after 10) P—Q4; 11) P×QP, Kt×P; 12) P×P, Kt×B; 13) R×Kt the recovery of the Pawn is problematical. Hence it follows, that Black could not usefully deviate from the usual line of play, and White

would have gained a move by playing P—Q4 at once.

9. Kt—QR4
 10. B—B2 P—R3
 11. QKt—Q2 Kt—R2
 12. Q—K2 o—o
 13. Q—Bsq P—B4
 14. P—KR3 B—R4
 15. Kt—R2 B—Kt4
 16. P—KKt3

This exposes the Pawn at R3; and if the latter advance, Black can again plant his Pieces at KKt5. White ought to have played Kt(Q2)—B3 in preference.

16. Q—Q2
 17. Q—Kt2 B—Kt3
 18. R—KBsq P—B4
 19. P—KB4 B—B3

Of course not 19) P×BP, KtP×P, as then KKt3 would be en prise. But Black has no interest in exchanging Pawns just now; for the opening of the files, which should be disagreeable to White's cramped

Game No 123.

Scotch Opening.

White: Mieses. Black: Lasker.

- | | |
|-----------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. P—Q4 | P×P |
| 4. Kt×P | B—B4 |
| 5. B—K3 | B—Kt3 |

By this move Black turns the opening into a sort of Giuoco Piano.

6. Kt—QB3 P—Q3

7. Kt—Q5

Losing time, in order to exchange the disagreeable Bishops. Black obtains now an even game.

7. Kt—B3

8. Kt×B RP×Kt

9. Kt×Kt

This exchange strengthens Black's centre; it was unnecessary and deserves censure. From here Black takes the initiative.

9. P×Kt

10. B—Q3 Q—K2

11. o—o Q—K4

12. Q—Bsq o—o

13. R—Ksq R—Ksq

14. P—KB3 Kt—Q2

15. P—B3 Kt—Bsq

16. O—Q2 Q—KR4

17. B—KB4 P—B3

White must not be allowed to get a free board for his Bishops by playing P—K5.

18. P—QR3 B—K3

19. B—Kt3 Kt—Q2

20. R—K3 Q—B2

21. QR—Ksq B—B5

22. B—QB2 R—R4

23. Q—Bsq K—Rsq

24. Q—Qsq R—K2

25. Q—Q2 B—Kt6

26. B×B

The exchange is forced, for if B—Ktsq, Black would stalemate the Bishop by P—QB4 and QB5, followed eventually by the entry of the Knight at Q6 via QB4 or K4.

26. Q×B

27. R—QBsq Q—B2

28. R—Qsq

White should have rather played P—QB4, in order to get rid of the disagreeable weakness at QB4 and QKt3. The Pawn at QB4 would be exposed, it is true, but this would be the lesser evil.

28. K—Ktsq

29. Q—QB2 R—Rsq

30. R(K3) P—QKt4

 —Ksq

31. R—Rsq Kt—B4

Just in time to prevent the counter-stroke P—QR4.

32. B—B2 Kt—Kt6

33. R(Rsq) R(K2)—Ksq

 —Qsq

34. B—K3 O—B5

35. O—K2 R—K2

36. Q—QB2

After the exchange of Queens, the QKtP could not have been defended in the long run.

36. QR—Ksq

37. B—B2 R—K3

Black intends to play the King via KB2, K2, Q2, QBsq, Kt2 to QR5, and then decides the game either there or on the King's side. Meanwhile White can undertake little or nothing.

38. Q—Ktsq P—R4

Necessary, lest after K—B2, P—K5 should attack the KRP.

39. P—R3 K—B2

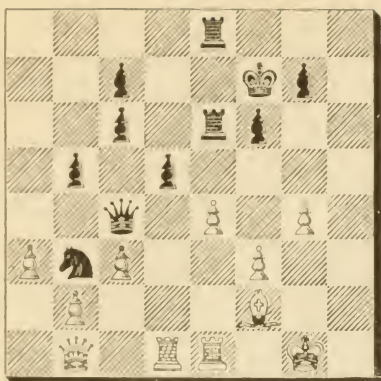
40. P—Kt4

White sees that Black's King is trying to get away into safety, before the pounding by the advancing Pawns and the Rooks commences; in trying to prevent it by an immediate onslaught, he compromises his own position.

40. P×P

41. RP×P P—Q4

Decisive.



42. P×P R×Rch
 43. B×R
 If 43) R×R, Kt—Q7; 44) Q—
 Qsq, R×Rch; 45) B×R, (Q×R?,
 Kt×Pch) Q—B8ch and wins.
 43. Q—K7
 44. P×P Q×BP
 45. R—Q7ch K—Ktsq
 46. Q—Qsq R—K7

47. Q—Q5ch
 If Q—Kt3 or R—Q8ch, K—R2
 wins.
 47. Q×Q
 48. R×Q R×Bch
 49. K—B2 R—K3
 50. R×P Kt—Q7
 51. P—R4 Kt—K4ch
 52. K—Kt2 R×P
 53. P—R5 K—B2
 54. P—Kt4 Kt—Q3
 55. R—Kt8 R×P
 56. P—R6 R—QR6
 57. R—QR8 K—Kt3
 58. R—R7 Kt—Kt4
 59. R—Kt7 P—B3
 60. R—Kt6 Kt—Q5
 61. K—B2 K—Kt4
 62. K—Ksq K×P
 63. K—Q2 P—KB4
 64. K—Bsq P—B5
 65. K—Kt2 P—B6
 Resigns.
 3h 45. 3h 35.

Game No. 124.

Ruy Lopez.

- White: Duras.
 Black: Speijer.
 1. P—K4 P—K4
 2. Kt—KB3 Kt—QB3
 3. B—Kt5 P—Q3
 4. P—Q4 B—Q2
 5. Kt—B3 Kt—B3
 6. o—o B—K2
 7. P×P Kt×P
 7) P×P would be, to say the
 least, risky. White's reply would be
 8) B—Kt5; now if, for instance,
 P—QR3; 9) B×QKt B×B; 10)
 Kt×P, B×P; 11) Q—K2. Hence
 Black would have to Castle on his
 8th move, with the following con-
 tinuation: 9) B×QKt, B×B; 10) Kt
 ×P, B×P; 11) Q—K2, B—KB4
 (Q—Q5; 12) Kt—B4); 12) QR—
 Qsq and White is strongly developed.
 But after 8) Castles; White
 might also play Q—Q2 followed by

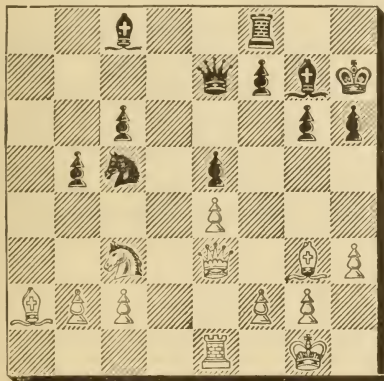
- QR—Qsq, which would probably be
 stronger still than the above line of
 play.
 8. Q—K2
 B×Bch, in order to weaken Black's
 KB4 square, looks more promising.
 8. o—o
 9. Kt×Kt P×Kt
 10. R—Qsq P—B3
 11. B—QB4 P—QKt4
 Black ought to have omitted this
 move, for, on general principles, ad-
 vanced Pawns are more difficult to
 defend than those which remain in
 their own camp. In this case, the
 fact that White's KB loses a little in
 mobility, does not counterbalance the
 weakening of the Pawns.
 12. B—Kt3 Q—B2
 13. B—Kt5 P—KR3
 14. B—KR4 KR—Ksq
 15. R—Q2 QR—Qsq

- 16. QR—Qsq B—QBsq
- 17. P—R4 R×R
- 18. R×R P—R3
- 19. B—Kt3 Kt—Q2
- 20. P×P RP×P
- 21. Q—R5 R—Bsq
- 22. R—Q3 B—B3
- 23. R—B3 Q—Qsq

If Kt—B4, then of course R×B followed by Q—Kt6ch.

- 24. P—R3 Q—K2
- 25. R—K3 Kt—B4
- 26. B—QR2 K—R2
- 27. R—Ksq P—Kt3
- 28. Q—B3 B—KKt2
- 29. Q—K3 R—Qsq

So far both attack and defence were of the first order; but here Black makes a miscalculation.



- 30. B×BP R—Q5
- 31. Q—B3 Kt—K3
- If 31) P—Kt5; 32) Kt—Ktsq, Kt×P; 33) R×Kt, R×R;
- 34) B×Pch.
- 32. B×Kt B×B
- 33. Kt—Ktsq Q—B4
- 34. Q—K2 Q—Q3
- 35. P—Kt3 Q—B2
- 36. P—KB3 Q—R4
- 37. B—B2 R—Qsq
- 38. B—K3 B—KBsq
- 39. R—Qsq Q—B2
- 40. R×R Q×R
- 41. Kt—Q2 B—QKt5
- 42. Kt—Bsq Q—R4
- 43. Q—Q3 Q—B2
- 44. K—R2 Q—Q2
- 45. Q×Q B×Q
- 46. Kt—Kt3 B—K3
- 47. Kt—K2 P—Kt4
- 48. K—Ktsq P—B4
- 49. P—B3 B—R4
- 50. B×BP B×KtP
- 51. B—Kt4 B—B5
- 52. Kt—Kt3 B—Kt3ch
- 53. K—R2 B—K3

This hastens the end; but the loss of the game was only a question of time. After 53) K—Kt3; 54) Kt—B5, P—R4; 55) P—R4 Black's Pawns would all be very weak, and White's King would be well placed for the attack.

54. B—Q6 Resigns

Game No. 125.

Queen's Pawn Opening.

- | | |
|------------------|------------------|
| White: | Black: |
| Dus Chotimirski. | Snosko-Borowski. |
| 1. P—Q4 | P—KKt3 |
| 2. P—K4 | B—Kt2 |
| 3. B—K3 | P—Q3 |
| 4. Kt—QB3 | Kt—Q2 |
| 5. B—QB4 | KKt—B3 |
| 6. P—B3 | Kt—Kt3 |

7. B—Q3
At QKt3 the Bishop would obviously be more effective.

- 7. P—K4
- 8. KKt—K2 Q—K2
- 9. Q—Q2 o—o
- 10. P—QR4

This move is mainly defensive. After 10) o—o Black might have play-

ed P×P; 11) Kt×P, P—Q4, threatening P—B4 and Q5. Hence White wants the possibility of driving Black's Knight at Kt3, which guards Q4, by P—QR5.

10. B—K3

Being well covered, Black should now open the centre; e.g.: 10) . . . P×P; 11) Kt×P [and now not P—Q4 on account of 12) P—R5, P×P; 13) P×Kt, P×B; 14) R×P], B—K3, with a free game.

11. P—Q5 B—Bsq
 12. P—R5 Kt(Kt3)—Q2
 13. P—QKt4

Here White fails to make the most of his attack; he should at once have played P—R6. If then 13) . . . P—Kt3; 14) B—QKt5! [threatening B—B6 and Kt—Kt5], and if 13) . . . P—B3; 14) P×KtP, B×P; 15) P×P, B×P; 16) R×P, with a good game for White.

13. P—B3
 14. B—QB4 P—QR3

Here rapid development was necessary: 14) . . . P×P; 15) Kt×P, Kt×Kt; 16) B×Kt, Kt—B3; 17) Kt—B3 [or B—Kt5], B—K3; or 17) P—R6, Kt×B; 18) Q×Kt, K—Rsq; 19) o—o, P—B4, and Black has some counter attack.

15. R—Qsq Kt—Ksq
 16. P—R4 Kt(Q2)—B3
 17. Kt—Kt3

The immediate proper attack was: 17) P—R5, Kt×RP; 18) P—Kt4, Kt(R4)—B3; 19) Kt—Kt3; whereupon White threatened P—Kt5 and Q—R2, either in this or in the reversed order.

17. P×P
 18. B×P B—K3
 19. P—R5 B×B
 20. Kt×B Kt×Kt
 21. O×Kt R—Bsq
 22. P×P RP×P
 23. P—OB4 O—B2
 24. R—OBsq Q—B3
 25. Q—Q3 P—B3

26. K—B2 R—KB2
 27. P—Kt5 Q—Q2
 28. Q—Q5 B—Bsq
 29. R—R3 B—Kt2
 30. KR—Rsq B—Bsq
 31. R—R3 B—Kt2
 32. KR—Rsq B—Bsq
 33. P—Kt6 P—B4
 34. P×P P×P
 35. B—R6 Kt—B3
 36. O—Q2 P—B5
 37. Kt—K2 Q—B3
 38. P—B5

To prevent Q—B4ch.



38. P×P
 But Black had better not have accepted the sacrifice; by P—Q4 he would have had a strong centre.

39. B×B R(Bsq)×B
 40. Q—B2
 He should have played Kt—B3.
 40. Kt—Q2

Overlooking 40) . . . Kt—Kt5ch! If 41) P×Kt, P—B6; and if 41) K—Ktsq, then Kt—K6; 42) Q×QBP, R—Kt2.

41. R—R5 R—Kt2
 42. Q—B4ch R(Bsq)—B2
 43. R(Bsq) K—Bsq
 —KRsq
 44. Kt—B3 R—Ktsq
 45. R—R6 R—Kt3
 46. R—R8ch R—Ktsq

- | | | | |
|-----------|--------|-------------|---------|
| 47. R×Rch | K×R | 53. Q×KP | Q—R8 |
| 48. Kt—K4 | Q—Kt3 | 54. Q—Kt5ch | K—Bsq |
| 49. R—Qsq | K—Kt2 | 55. R×Kt | Q—QB8 |
| 50. R—Q6 | Q—R4 | 56. Q×Pch | Q×Q |
| 51. Q—Q5 | Q—R5ch | 57. R×Rch | Resigns |
| 52. K—K2 | Kt—B3 | 3h 50. | 4h. |

Game No. 126.

Dutch Defence.

White: E. C o h n. Black: T a r t a k o w e r.

- | | |
|-----------|---------|
| 1. P—Q4 | P—KB4 |
| 2. P—KKt3 | |

A fantastic debut, but many ways lead to Rome.

- | | |
|------------|---------|
| 2. | P—K3 |
| 3. B—Kt2 | Kt—KB3 |
| 4. B—B4 | B—K2 |
| 5. QKt—Q2 | Kt—QB3 |
| 6. P—QB3 | P—Q4 |
| 7. KKt— | Castles |

KB3

- | | |
|------------|---------|
| 8. Castles | Kt—KR4 |
| 9. P—K3 | |

If now the Bishop is captured, the KP retakes and the Rooks can assail the KP with effect. And the reply to 9) P—KKt4 would be Kt×KtP.

- | | |
|------------|---------|
| 9. | P—KR3 |
| 10. Kt—K5 | Kt×B |
| 11. Kt×Kt | |

Otherwise, if KP×Kt, Kt×Kt would follow, and the K file would again be shut.

- | | |
|-------------|---------|
| 11. | Kt—R6ch |
| 12. B×Kt | P×Kt |
| 13. P—QKt4 | |

Though keeping the doubled Pawn immobile, White succeeds only in appearance, not in reality, in hampering the mobility of the Black Bishops.

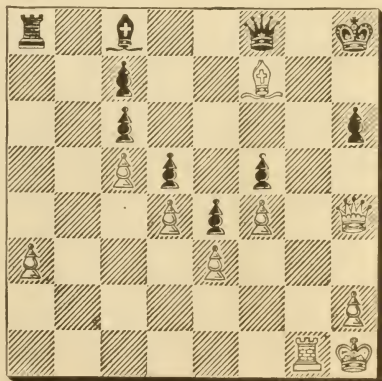
- | | |
|-------------|-------|
| 13. | P—QR4 |
| 14. P—QR3 | B—Q3 |
| 15. R—K | P—K4 |
| 16. P—KB4 | P—K5 |

Thus he blocks the Bishop on Q3. He could play KP×BP in order to get the obstruction of the Bishop out of the way, or at least to weaken, after 17) KP×P, P—KKt4; 18) Q—R5, Q—B3.

- | | |
|-------------|--------|
| 17. Kt—QKt3 | RP×P |
| 18. BP×P | P—KKt4 |

Now, perceiving the menace of the adversary on the Queen's wing, he tries to repair his mistake in blocking the K side; but the Bishop cannot get into action; and hence it is White who derives advantage from Black's advance. Black ought to have made some preparatory moves; for instance, K—R2, R—KKt, Q—B3, B—Q2, all of which might well have preceded the onslaught, since the attack of White on the Queen's side had not yet come to a stage to oblige Black to hurry.

Position after White's 33rd move.



- | | | |
|-----|---------|-------|
| 19. | K—R | P×P |
| 20. | KtP×P | Q—R5 |
| 21. | R—KKtch | K—R2 |
| 22. | R—Kt3 | B—Q2 |
| 23. | Q—K | Q—R4 |
| 24. | B—B | R—KKt |
| 25. | B—K2 | Q—B2 |
| 26. | Kt—B5 | B—B |

He had to choose between evils, but he certainly chose the greater one. With B×Kt he retained, at least, the KKt file. With the text move he

only loses time, because the so strongly posted Kt must be captured at one time or another.

- | | | |
|-----|---------|---------|
| 27. | R×R | Q×R |
| 28. | Q—R4 | B×Kt |
| 29. | KtP×B | B—R3 |
| 30. | B—R5 | Q—KB |
| 31. | R—KKt | B—B |
| 32. | B—Kt6ch | K—R |
| 33. | B—B7 | K—R2 |
| 34. | Q—B6 | B—O2 |
| 35. | B—Kt6ch | Resigns |

Game No. 127.
Queen's Pawn Opening.

- | | |
|------------|------------|
| White: | Black: |
| Teichmann. | Spielmann. |
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—QB4 |
| 3. P—K3 | Kt—QB3 |
| 4. P—QB4 | P—K3 |
| 5. Kt—QB3 | Kt—KB3 |
| 6. B—Q3 | P×P |
| 7. B×P | P—QR3 |
| 8. Castles | |

White plays the variation which Dr. Tarrasch recommends to Black in case White moves 6) P—QR3 instead of 6) B—Q3. White has therefore compared to this line of play, the advantage of a move.

- | | | |
|-----|---------|---------|
| 8. | | P—QKt4 |
| 9. | B—Q3 | B—Kt2 |
| 10. | P—QR4 | P—B5 |
| 11. | B—K2 | |

But now, curiously, White forgets the point of that strategy, which is to capture first the KtP. After 11) P×KtP, P×KtP; 12) R×R, B×R; 13) B—K2, the advance P—QKt5 would no more be a menace. The Kt would go to QKt and White could then assail the QBP by QKt—Q2, Kt—K5; hence White would have good chances in that position: e. g.: 13) Q—R4; 14) B—Q2, B—Kt5; 15) Q—R, B×Kt; 16) P×B, Castles (K—K2 would be very

hazardous) 17) Q—Kt2, etc.

- | | | |
|-----|---------|--------|
| 11. | | P—QKt5 |
| 12. | Kt—QKt | Kt—QR4 |

The QKtP and QBP are thoroughly secured; the Kt threatens to go to QKt6 and P—K4 is prevented. Black has therefore an undoubted advantage.

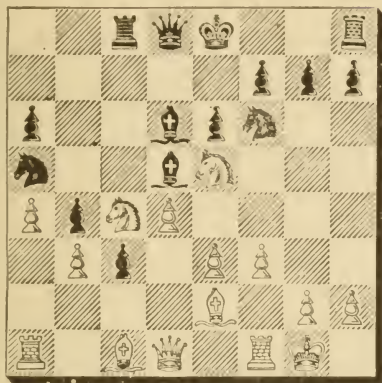
- | | | |
|-----|--------|---------|
| 13. | QKt—Q2 | QR—QB |
| 14. | Kt—K5 | B—Q4 |
| 15. | P—QKt3 | |

If he wants to drive away the Bishop by P—KB3 and P—K4, he must concede the exchange of the Kt on K5; e. g.: 15) P—KB3, Kt—Q2; 16) P—K4, Kt×Kt. After 17) P×B, Kt—Kt3; 18) P×KP, Black then would win a Pawn by Q—Q5ch. If the Kt on K5 is exchanged, the Pawn QB5 is out of all danger. After 15) P—KB3 Black might also have played P—QB6, but White could then have replied 16) B×B, with good prospects.

- | | | |
|-----|---------|---------|
| 15. | | P—B6 |
| 16. | Kt—B4 | B—Q3 |
| 17. | P—KB3 | |

A mistake. In order to secure the Kt on B4 he should exchange the Kt on R4 and afterwards place Kt from K5 on QB4; for instance: 17) Kt×Kt, Q×Kt; 18) Kt—B4, Q—B2; 19) P—KR3, Kt—K5; 20) B—Q3, Cas-

ties; 21) Q—B2, P—KB4. Even then White's game would be very cramped, but he could render some resistance.



- 17. B×Kt(K5)
- 18. P×B B×Kt
- 19. B×B Q×Q
- 20. R×Q Kt×B
- 21. P×KKt Kt—QR4

- 22. P×P R—KKt
- 23. R—Q3 Kt×KtP
- 24. QR—Kt Kt×B
- 25. R×Kt R×P
- 26. R—Q4 P—Kt6

P—R4 would have been simpler; the Pawns could not then have been stopped.

27. R—QKt4 R—Q
If P—Kt7, R×P, P×R, R×Rch and R—QKt8.

- 28. R×KtP R—Q7
- 29. R(B)×P R(Kt2)×Pch
- 30. K—R R×Pch
- 31. K—Kt R(Q7)—Kt7ch
- 32. K—B R—QR7
- 33. K—Kt R(R7)—K

Kt7ch

34. K—R R(Kt7)—KB7
He captures now the KBP and withdraws his King, if R—QKt7, by K—B.

Resigns.
zh 9. ih 46.

Game No. 128.

Ruy Lopez.

White: Schlechter. v. Freymann. Black:

- 1. P—K4 P—K4
- 2. Kt—KB3 Kt—QB3
- 3. B—Kt5 P—QR3
- 4. B—R4 Kt—KB3
- 5. Castles Kt×P
- 6. R—K Kt—B4
- 7. Kt—B3 B—K2

7) Kt×B is answered by 8) Kt×KP, B—K2; 9) Kt—Q5, Castles; 10) Kt×Kt, QP×Kt; 11) Kt×Bch, K—R; 12) Kt×B and P—QKt3. Black has a slight weakness on account of his doubled Pawn.

- 8. B×Kt QP×B
- 9. Kt×KP Castles
- 10. P—Q4 Kt—K3
- 11. B—K3 R—K
- 12. Q—R5

This is here proven to be premature.

12. P—KB3
13. Kt—Kt4
If Kt—B7, Q—Q2 the Kt would have no retreat.

- 13. Kt—B
- 14. P—KR3 B—K3
- 15. Kt—R2 Q—Q2
- 16. Kt—K2 B—Q3
- 17. Kt—KB R—K2
- 18. Kt—Q2 QR—K
- 19. P—QB4 B—QKt5
- 20. QKt—B3 B—B2
- 21. Q—Q Kt—Kt3
- 22. P—QR3 B×Kt

Also with B—Q3 he could have got a good game. He would then have threatened, before all, P—K4.

- 23. P×B P—KB4
- 24. Kt—KB3

If 24) P—KKt3, P—B5; 25) KtP ×P, Q×RP.

- | | |
|-------------|--------|
| 24. | B×P |
| 25. Kt—K5 | Kt×Kt |
| 26. P×Kt | Q×Q |
| 27. KR×Q | R×P |
| 28. QR—Kt | P—QKt4 |

P—QKt3 was right in order to counteract the White Bishop. The advance of the Pawns could then have been initiated by P—QB4.

- | | |
|----------|------|
| 29. B—B4 | R—K7 |
|----------|------|

30. B—Kt5 Drawn

Black can play 30) R—KB2. After 31) R—K, R×Rch; 32) R×R, R—Q2; 33) R—K7, R×R; 34) B×R, Black advances with King to Q4 and obtains P—QB4. Then Black can attempt to push P—QR4 and P—QKt5, with the King as support on B5. With this enterprise he had good chance of success. Black should, therefore, by all means, have refused the offer of the draw.

Game No. 129.

French Defence.

White: For gacs.
Black: Rubinstein.

- | | |
|------------|-----------|
| 1. P—K4 | P—K3 |
| 2. P—Q4 | P—Q4 |
| 3. P×P | P×P |
| 4. Kt—KB3 | Kt—KB3 |
| 5. B—Q3 | B—Q3 |
| 6. Castles | Castles |
| 7. B—KKt5 | B—KKt5 |
| 8. QKt—Q2 | QKt—Q2 |
| 9. P—B3 | P—QB3 |
| 10. Q—B2 | Q—B2 |
| 11. KR—K | KR—K |
| 12. P—KR3 | B—R4 |
| 13. R×Rch | R×R |
| 14. R—K | R×Rch |
| 15. Kt×R | B—Kt3 |
| 16. B×B | RP×B |
| 17. KKt—B3 | Kt—B |
| 18. B×Kt | P×B |
| 19. Q—R4 | |

Now the problem of defence has become complicated. The Pawn K Kt3 is a mark.

- | | |
|-------------|-------|
| 21. | P—KB4 |
| 22. K—Kt2 | P—B5 |
| 23. P—Kt4 | P—QB4 |

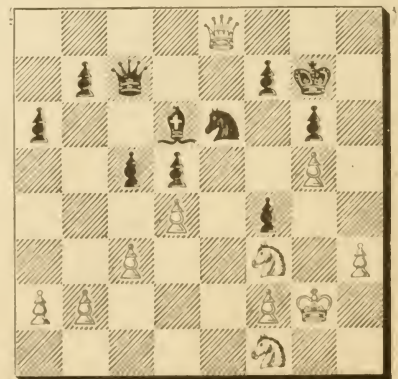
Black initiates an attack which, in comparison to the slight force put in action, has extraordinary vigor.

- | | |
|------------|-----------|
| 24. Q—K8ch | K—Kt2 |
| 25. P—Kt5 | |

White does not heed the peril. The Q on K8 is misplaced. After QP×P, B×P, the White KBP is very weak. If Black takes on Q4, that Pawn remains isolated and weak in the end game. Quickly Q—R4, in order to retake with Kt and Q, was prudent.

Black has subtly brought his Pawns into the centre. White should not underestimate the danger of their advance, and with moves as those in the text he should not lose time. He could very well have met the menace of placing the Kt on B5 by the manoeuvre Kt—Kt3—B—Q3.

- | | |
|-------------|-----------|
| 19. | P—QR3 |
| 20. Kt—B | Kt—K3 |
| 21. P—KKt3 | |



To make yet another weakness, as he has done, filled the measure to overflowing.

- 25. P×P
 - 26. P×P Q—K2 —
 - 27. Q—B8
- After 27) Q×Q, B×Q; 28) P—KR4, P—KB3, White either loses the KtP or the QP.
- 27. Kt×KtP
 - 28. Kt(Bsq) B—Kt5 —
—Q2
 - 29. P—KR4 Kt—K5 —
 - 30. Kt—B Kt—Q3 —
 - 31. Q—Kt4 Q—K5 —
 - 32. P—KR5 Kt—B4 —
 - 33. P×P P×P —
 - 34. P—QR3 B—Q3 —
 - 35. Kt(B) Q—K7—
—Q2
 - 36. Q—Kt5 Kt—K6ch —

- 37. K—Kt Q—Q8ch
 - 38. K—R2 Kt—B8ch —
 - 39. Kt×Kt Q×Kt(B6)
 - 40. K—Kt Q—R6 —
 - 41. Q—Kt2
- Black menaced to push P—B6 and, after the Pawn moves of White are exhausted, to win by "Zugzwang."
- 41. Q×Qch —
 - 42. K×Q B—B2 —
 - 43. Kt—Q2 B—Kt3
 - 44. Kt—Kt3 K—B3 —
 - 45. P—KB3 P—KKt4 —
 - 46. K—B2 K—B4 —
 - 47. K—B P—Kt5 —
 - 48. P×Pch K×P —
 - 49. Kt—B5 B×Kt —
 - 50. P×B P—Q5 —
 - 51. P—QKt4 P—Q6 —
 - 52. P—QR4 P—B6 —
- Resigns
3h 22. 2h 47.

Game No. 130.

Queen's Gambit Declined.

White: Dr. Bernstein.
Black: Dr. Perlis.

- 1. P—Q4 P—Q4
- 2. P—QB4 P—K3
- 3. Kt—QB3 P—QB4
- 4. Kt—KB3 BP×P
- 5. Kt×P (Q4) P—K4
- 6. Kt(Q4) —Kt5 P—QR3

After 6) P—Q5 White plays probably best 7) Kt—Q5, Kt—QR3; 8) P—K4, B—Q2; 9) Q—R5.

- 7. Q—QR4 B—Q2
- 8. P×P Kt—QB3

If 8) B—QB4; 9) P—QKt4, B—Q5; 10) Kt—Q6ch, K—K2; 11) Q—R3, K×Kt; 12) Kt—K4ch, K×P? would produce problem-like mates, but Black continues 12) K—K2. Again, if 12) P—Kt5ch, K—B2; 13) P—Q6ch, K—B the attack does not seem sufficient either. Master Teichmann and Dr. B. Lasker recommend, therefore, after 8) B—B4; 9) B—

K3. Black must then exchange. If 9) Q—Kt3?; 10) B×B, Q×B; 11) Q—R3.

- 9. P×Kt B×P
- 10. Q—Kt3 P×Kt
- 11. P—K4 P—Kt5
- 12. B—QB4 Q—Q2

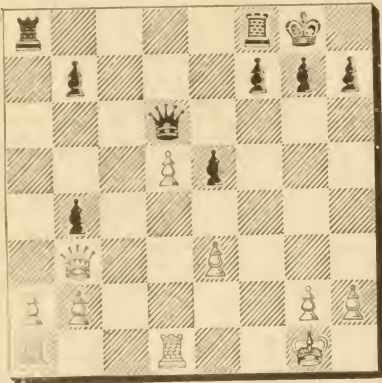
Of course not P×Kt because of 13) B×Pch and B×Kt.

- 13. Kt—Q5 B×Kt
- 14. B×B Kt—KB3
- 15. Castles B—B4
- 16. B—Kt5

Best. White cannot play R—Q on account of Kt—KKt5.

- 16. Kt×B
- 17. KR—Q B—Q5
- 18. P×Kt Castles
- 19. B—K3 B×B
- 20. P×B Q—Q3
- 21. QR—B QR—B
- 22. R—B4 R×R
- 23. Q×R P—B4
- 24. R—Q3 KR—Q

Position after Black's 20th move.



- | | |
|-------------|--------|
| 25. P-KR3 | P-R3 |
| 26. P-K4 | P×P |
| 27. Q×KP | O-B4ch |
| 28. K-R2 | Q-Q3 |
| 29. K-R | R-Q2 |
| 30. K-R2 | R-Q |
| 31. K-Kt3 | R-R |
| 32. R-Kt3 | R×P |
| 33. R×P | R-R4 |
| 34. R×P | R×P |
| 35. R-Kt8ch | Q×R |
| 36. Q×Rch | K-R |

It would have been better to play the King via B, K2 to B3.

- | | |
|------------|---------|
| 37. P-Kt3 | O-Kt5 |
| 38. K-B3 | Q-B6ch |
| 39. K-K4 | Q-Kt6 |
| 40. O-O8ch | K-R2 |
| 41. O-Q3 | Q×Pch |
| 42. K×Pch | K-R |
| 43. P-QKt4 | O-Kt4ch |
| 44. K-O4 | Q-B3ch |
| 45. K-Q5 | Q-B2ch |
| 46. K-B5 | Q-B2ch |

- | | |
|-------------|---------|
| 47. K-Q4 | Q-B5ch |
| 48. K-B3 | Q-B2ch |
| 49. K-Kt2 | K-Kt |
| 50. P-Kt5 | K-B2 |
| 51. K-Kt3 | K-K2 |
| 52. K-R4 | Q-R2ch |
| 53. K-Kt4 | Q-Kt3 |
| 54. Q-K4ch | K-Q |
| 55. Q-Q5ch | K-K2 |
| 56. Q-K5ch | K-Q |
| 57. Q×KtP | O-Q3ch |
| 58. K-R4 | Q-Q8ch |
| 59. K-R5 | Q-Q7ch |
| 60. K-R6 | Q-R7ch |
| 61. K-Kt6 | Q-KB7ch |
| 62. K-Kt7 | Q-B6ch |
| 63. K-Kt8 | O-B5ch |
| 64. K-R7 | Q-R5ch |
| 65. K-Kt6 | Q-KB5 |
| 66. Q-Kt8ch | K-K2 |
| 67. Q-Q5 | P-KR4 |
| 68. Q-B5ch | K-O |
| 69. Q-Q5ch | K-K2 |
| 70. K-Kt7 | P-KR5 |
| 71. O-B5ch | K-K3 |
| 72. P-Kt6 | Q-KB8 |
| 73. K-Kt8 | K-B2 |
| 74. O-OB7 | K-Kt3 |
| 75. Q-Q6ch | K-B2 |
| 76. P-Kt7 | Q×RP |
| 77. K-B7 | Q-B6ch |
| 78. K-O8 | Q-KR8ch |
| 79. K-Q7 | Resigns |

White has played the ending in grand style. In addition to the error of his 36th move, Black has committed the other one, to approach the hostile Pawn too closely with his King.

3h 53.

4h 55.

Game No. 131.

Dutch Defence.

- | | |
|--------------|----------|
| White: | Black: |
| v. Freymann. | Forgacs. |
| 1. P-O4 | P-KB4 |
| 2. P-K4 | P×P |
| 3. Kt-QB3 | Kt-KB3 |
| 4. B-KKt5 | P-B3 |

- | | |
|---------|------|
| 5. P-B3 | Q-R4 |
| 6. Q-Q2 | P-K6 |

To capture the BP would be more dangerous, as Black's plus of Pawns cannot be turned to account as quickly as White's plus of mobility and

power of pieces. But he might have tried to hold the won Pawn for some time by P—Q4; e. g.: 6) . . . P—Q4; 7) P×P, P×P; 8) B—QB4, B—B4; 9) Kt—K2, P—K3. The Pawn is still alive and hampers White's game.

- | | |
|-----------|------|
| 7. B×P | P—K4 |
| 8. P×P | Q×KP |
| 9. o—o—o | P—Q4 |
| 10. B—KB4 | |

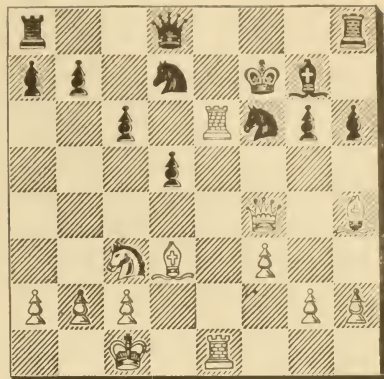
After 10) R—Ksq White had also an obvious advantage; he would then have won at least the QRP; but it would have been better, after 10) . . . K—B2, to continue with 11) P—B4 and Kt—B3 or 11) B—KB4, with a promising attack.

- | | |
|-------------|-------|
| 10. | Q—KB4 |
|-------------|-------|

After 10) . . . Q—KR4; 11) R—Ksqch, K—Qsq White would not have been able to develop himself so rapidly.

- | | |
|--------------|--------|
| 11. R—Ksqch | K—B2 |
| 12. B—Q3 | O—O2 |
| 13. Kt—R3 | Q—Qsq |
| 14. Kt—Kt5ch | K—Ktsq |
| 15. Kt—K6 | B×Kt |
| 16. R×B | P—KKt3 |
| 17. B—KKt5 | QKt—Q2 |

- | | |
|------------|-------|
| 18. Q—B4 | K—B2 |
| 19. KR—Ksq | P—KR3 |
| 20. B—R4 | B—Kt2 |



Not 20) . . . P—KKt4 on account of 21) Q—B5.

- | | |
|-----------|--|
| 21. Kt—K4 | |
|-----------|--|

A problem-like continuation, which decides the game forthwith.

- | | |
|-------------|----------|
| 21. | P×Kt |
| 22. B—B4 | K—Ktsq |
| 23. R×Ktch | K—R2 |
| 24. R×KtP | Kt—B3 |
| 25. Q—B5 | Resigns. |
| 1h. 10 | 2h. |

Game No. 132.

Ruy Lopez.

- | | |
|------------|-------------|
| White: | Black: |
| Spielmann. | Schlechter. |
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—QR3 |
| 4. B—R4 | Kt—B3 |
| 5. o—o | Kt×P |
| 6. P—Q4 | P—QKt4 |
| 7. B—Kt3 | P—Q4 |
| 8. P—QR4 | R—QKtsq |

Is there anything better here? If 8) . . . B—K3; 9) P×KP, Kt—R4; 10) Kt—Q4 and now 10) . . . P—QB4?; 11) Kt×B, P×Kt, White can obtain an advantage only by P×P; for after 12) Q—Kt4, Q—Q2,

Black would reply, to both 12) P—KB3 and 13) P×P, 13) . . . P—B5, and the issue appears very doubtful.

- | | |
|------------|-------|
| 9. P×KtP | RP×P |
| 10. P×P | B—K3 |
| 11. P—B3 | B—QB4 |
| 12. QKt—O2 | o—o |
| 13. B—B2 | Kt×Kt |
| 14. Q×Kt | Q—O2 |
| 15. Q—B4 | Kt—K2 |

So far Black's moves admit of no censure. But here the question arises, why Black failed to play the strong move of P—KB3. If 16) Q—R4, Black would break the attack by B—B4.



16. Kt—Q4

Now White obtains at least the advantage of two Bishops. If 16) Kt—Kt3; 17) Q—Kt3 and the KBP threatens to advance, and if 16) P—Kt5?, White plays 17) Kt—Kt3. Black is already somewhat in difficulty.

16. B×Kt

Now the point QB4 becomes very weak, so that the QBP is prevented from advancing and remains in want of support by the pieces.

- | | |
|----------|-------|
| 17. Q×B | B—B4 |
| 18. B×B | Kt×B |
| 19. Q—B5 | R—Rsq |
| 20. B—B4 | P—R4 |
| 21. P—R3 | R—R5 |

And finally a blunder, which costs a Pawn. Schlechter was particularly indisposed at St. Petersburg.

- | | |
|-----------|-------|
| 22. R×R | P×R |
| 23. R—Qsq | P—QB3 |
| 24. Q—R5 | Q—K2 |
| 25. Q×RP | Q—R5 |
| 26. R—Q3 | P—Q5 |
| 27. R—B3 | |

Not 27) P—KKt3, Q×RP; 28) P×P, on account of 28) Kt—R5.

- | | |
|-------------|----------|
| 27. | P×P |
| 28. P×P | Kt—K2 |
| 29. Q—K4 | Kt—Q4 |
| 30. P—QB4 | Kt×B |
| 31. R×Kt | Q—Kt4 |
| 32. P—K6 | Q—K2 |
| 33. R×KBP | R×R |
| 34. P×Rch | Q×P |
| 35. Q×BP | K—R2 |
| 36. Q—K4ch | P—Kt3 |
| 37. P—B5 | Q—Q2 |
| 38. P—B6 | Q—Q8ch |
| 39. K—R2 | Q—Q3ch |
| 40. P—Kt3 | Q—B4 |
| 41. K—Kt2 | K—Kt2 |
| 42. P—R4 | Q—Q3 |
| 43. O—QB4 | Q—B2 |
| 44. Q—Kt5 | Resigns. |

White's play in this game appears most accurate and sound.

2h. 36 2h. 15

Game No. 133.

Queen's Pawn Opening.

- | | |
|------------|------------|
| White: | Black: |
| Salwe. | Teichmann. |
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | Kt—KB3 |
| 3. P—B4 | P—K3 |
| 4. Kt—B3 | P—B4 |
| 5. P—K3 | Kt—B3 |
| 6. P—QR3 | P×BP |
| 7. B×P | P—OR3 |
| 8. P×P | Q×Qch |
| 9. K×Q | B×P |
| 10. P—QKt4 | B—Q3 |

- | | |
|------------|--------|
| 11. B—Kt2 | P—QKt4 |
| 12. B—Q3 | B—Kt2 |
| 13. K—K2 | K—K2 |
| 14. OR—Bsq | |

Drawn.

oh 16. oh 25.

In this most complicated position, it was certainly premature to give the game a draw. Black might, for instance, have played 14) Kt—K4 with the likely continuation 15) Kt×Kt, B×Kt; 16) P—B4, B—Q3.

Game No. 134.

Vienna Opening.

White:	Black:
Snosko-	E. Cohn.
Borowski.	
1. P—K4	P—K4
2. Kt—QB3	Kt—KB3
3. P—B4	P—Q4
4. P×KP	Kt×P
5. P—Q3	Kt×Kt
6. P×Kt	P—Q5
7. Kt—B3	

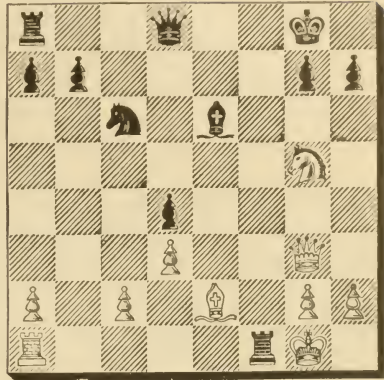
Weak would be 7) P—B4 because of 7) . . . B—Kt5ch; 8) B—Q2, B×Bch; 9) Q×B, Kt—B3; 10) Kt—B3. o—o. The KP cannot be defended. To 7) B—Kt2 Black might reply Q—K2, continued 8) Kt—B3, Kt—B3; 9) Q—K2, B—Kt5; 10) P×P, o—o—o, or 9) . . . P×P; 10) B×P, Q—R6.

7. . . . P—QB4
Black ought to take the QBP; 7) . . . P×P; 8) P—Q4, Q—Q4; 9) B—Q3, Kt—B3; 10) B—K3, Kt—Kt5.

8. B—K2	B—K2
9. o—o	o—o
10. Q—Ksq	P—B3
11. P×QP	P×QP
12. P×P	B×P
13. Q—Kt3	Kt—B3
14. B—Kt5	

The Bishop would be useful for the defense of QB3 and K3, and also for attack. Better therefore 14) Kt—Kt5, followed by Kt—K4 or B—B3—K4.

14. . . .	B—K3
15. B×B	R×B
16. Kt—Kt5	R×Rch



17. R×R	
---------	--

To retake with the Bishop was the lesser evil, but even then Black commanded the ground by 17) . . . B—Q4.

17. . . .	B×P
18. B—R5	Q—K2
19. B—B7ch	B×B
20. R×B	O—K6ch
21. Q×Q	P×O
22. R×P	P—QR4
23. P—B3	P—R5
24. Kt—K4	P—R6
25. R—Ktsq	P—R7
26. R—Rsq	R—Ktsq

Resigns.

2h 15

2h.

Game No. 135

Queen's Gambit Declined.

White:	Black:
Speijer.	Dus-
	Chotimirski.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P×P
4. P—K3	Kt—KB3

5. B×P	P—QR3
6. Kt—B3	P—QKt4
7. B—Q3	B—Kt2
8. o—o	QKt—Q2
9. Q—K2	P—B4
10. P—QR3	B—Q3

Black should play the sounder move

- 15. B—Kt5 ○—○
 — 16. Kt—B3 ○—B4
 — 17. B—K3 ○—B5
 A forcible move. If 18) Q×Q,
 Kt×Q; Black threatens Kt×KtP or
 Kt×KP or Kt×RP.

- 18. Kt×Kt Q×Q —
 — 19. Kt×Q R×B —
 — 20. Kt—Q4 R—B4 —
 20) R×KtP would be a gross
 blunder because of 21) Kt—Q3.

- 21. Kt—Q3 R—B5 —
 — 22. P—B3 R—Qsq —
 — 23. Kt—Kt3
 Black's QB4 and QR4 are weak.

23. R—B7 —
 — 24. B—B5 K—Bsq —
 — 25. B×Bch K×B —
 — 26. Kt—R5 R—B2 —
 — 27. Kt—Kt4 R×Rch —
 — 28. R×R B—Rsq —
 — 29. K—B2 Kt—Ksq —
 — 30. K—K3 Kt—Q3 —
 — 31. R—Q2 P—B4 —
 — 32. P×P Kt×Pch —
 — 33. K—B2 B—Q4 —

Black is in a difficulty, and therefore decides upon a desperate sacrifice of a Pawn, in order to render the Bishop more mobile.

- 34. Kt×RP

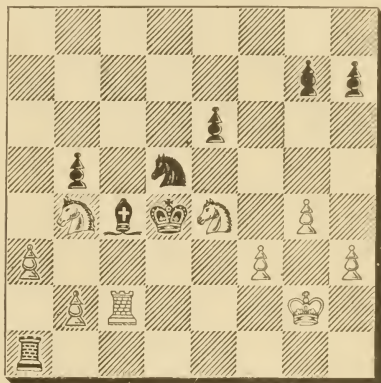
24) R×B was also feasible. But after the exchanges Black's King would then have a very favorable position in the centre, both for attack on the Queen's side and defence on the King's side. 34) Kt×RP is stronger, as 34) R—R2 will not do because of 36) R×B.

34. R—B8 —
 — 35. Kt—Kt4 K—Q3 —
 — 36. Kt—Kt3 R—KR8 —
 — 37. P—R3 R—QKt8 —
 — 38. P—Kt4 Kt—K2(Adj.)
 — 39. Kt—Q4 K—B4 —
 — 40. Kt—K2

A mistake. White ought to have clinched matters. 40) Kt×B, P×Kt; 41) Kt—K6ch, K—B5; 42) Kt

×P, and in answer to 42) P—Q5, or 42) K—Kt6, 43) Kt—B5; the game might then have developed as follows: 42) K—Kt6; 43) Kt—B5, Kt—B3; 44) Kt—Q6 or 42) P—Q5; 43) Kt—B5, Kt—B3; 44) Kt—Q6ch, K—Kt6; 45) Kt×P, R×P; 46) K—K2! and whilst the QP would now be paralyzed, White's Pawns would become very dangerous.

40. R—KR8 —
 — 41. K—Kt2 R—QR8 —
 — 42. R—B2ch B—B5 —
 — 43. Kt—B3 Kt—Q4 —
 — 44. Kt—K4ch K—Q5 —



He ought to have gone to Kt3. White would, in this case, have had no alternative but to try for a doubtful win by 45) Kt×Kt, P×Kt; 46) Kt—Q2, P—Kt4; he would probably have had to sacrifice his KRP.

- 45. R×Bch K×R —
 — 46. Kt—Q2ch K—Q5 —
 — 47. Kt— K—K6 —
 Kt3ch
 — 48. Kt×Ktch P×Kt —
 — 49. Kt×R K—Q7 —
 — 50. Kt—Kt3ch K—K6 —
 — 51. P—KR4 P—Kt3 —
 — 52. K—Kt3 K—Q6 —
 — 53. K—B4 K—B5 —
 — 54. Kt—Bsq Resigns

3h 15.

3h 40.

Game No. 137.

Queen's Gambit Declined.

White:	Black:
Vidmar.	Mieses.
1. P—Q ₄	P—Q ₄
2. P—Q _{B4}	P—K ₃
3. Kt—Q _{B3}	P—Q _{B4}
4. P—K ₃	P×Q _P
5. KP×P	Kt—Q _{B3}
6. Kt—B ₃	P—Q _{R3}
7. P×P	P×P
8. B—Q ₃	B—K _{Kt5}
9. o—o	Kt—B ₃

If 9) Kt×P; 10) Q—R₄ch.
If 9) B×Kt; 10) Q×B, Kt
×P; 11) Q×P.

10. B—K_{Kt5} B—K₂

If 10) B×Kt; 11) Q×B, Kt
×P; 12) Q—K₃ch, Kt—K₃; 13) B
×Kt, P×B; 14) Q—K_{B3} Black's
position would be broken.

11. R—K_{sq} o—o

And now 11) B×Kt would be
met by 12) Q×B, Kt×P; 13) Q—
K_{R3}, Kt—K₃; 14) B×Kt, B×B;
15) B—B₅, and Black would be in a
bad position, as he could not Castle.

12. B—B₂

Intending to tackle the QP by B—
K_{t3}.

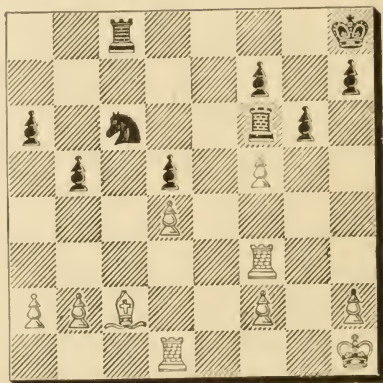
12.	B×Kt
13. P×B	Kt—K _{R4}
14. P—B ₄	P—K _{Kt3}
15. B×B	Kt×B
16. P—B ₅	Kt—Q _{B3}
17. Q—K _{t4}	Q—Q ₃
18. QR—Q _{sq}

Necessary, as Q—B₅ was threatened.

18.	QR—Q _{sq}
19. R—K ₃	K—R _{sq}
20. K—R _{sq}

Now he should play first 20) R—
K_{B3}, and in answer to 20) R
—K_{Kt5}; 21) K—R_{sq}.

20.	Q—B ₅
21. Q×Q	Kt×Q
22. Kt—K ₂	Kt×Kt
23. R×Kt	R—Q ₃
24. R—K ₃	R—K _{B3}
25. R—Q _{Kt3}	P—Q _{Kt4}
26. R—K _{B3}	R—B _{sq}



27. B—K_{t3}

A weak move. 27) R—B₃ was in-
dicated. After 27) P×P; 28)
R—B₅, R—Q_{sq} [Kt—K₂; 29) P—
K_{t4}]; 29) P—Q_{R4}, he would have
recovered the Pawn.

27.	Kt—K ₂
28. R—K _{sq}	Kt×P
29. B×P	R—Q _{sq}
30. B—K ₄

If 30) R—K₅, then 30) K—
K_{t2}, followed by R(B₃)—Q₃.

30.	R—K ₃
31. R—B ₄	R×P
32. P—B ₃	Kt—Q ₃
33. R—Q _{Bsq}	P—B ₄
34. R—B ₇	R(K ₃)—K _{sq}
35. R—K _{R4}	P—K _{R4}
36. B—B ₆	R—K _{8ch}

Resigns.

2h.

2h 4.

Game No. 138.

Ruy Lopez.

White:	Black:
Dr. Perlis.	Burn.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	P—QKt4
6. B—Kt3	B—K2
7. R—Ksq	P—Q3
8. F—B3	Kt—QR4
9. B—B2	P—B4
10. P—Q4	Q—B2
11. P—KR3	P—R3

As a defensive measure, this move is of little value, for although it is of some use in preventing B—Kt5, White can, later on, exert a pressure on Black's position by such moves as P—KKt4 and Kt—B5. But if the move was intended in an aggressive sense, this much is to be said against it, that, the centre being opened, any attack on the wings can be broken by lively play in the centre.

12. QKt—Q2	P—Kt4
13. Kt—Bsq	P—KKt5
14. P×KtP	B×P
15. Kt—K3	B—R4

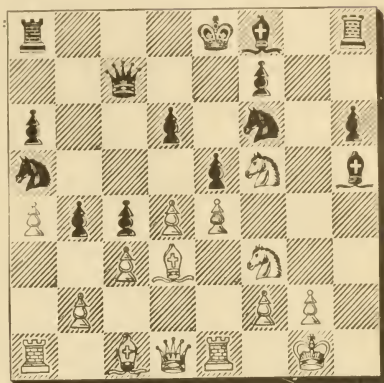
If 15) B×Kt; 16) Q×B, KP×P; 17) P×P, P×P, White would play 18) P—K5. 15) o—o—o would be met by 16) P—QKt4, followed soon by P—QR4. The manoeuvre P—QKt4 and P—QR4 would be strong in various variations; for instance, against 15) R—KKtsq.

16. Kt—B5	B—Bsq
17. P—R4

17) P—QKt4 would have been stronger; for instance: 17) P×KtP; 18) BP×KtP, Kt—B3; 19) P—Q5, Kt×KtP; 20) B—Kt3 threatening P—R3; if 20) P—R4, then 21) P—R4. The White pieces would come powerfully into play. He ought to have fixed the

QKtP before attacking it, in order to make sure of its exchange.

17.	P—Kt5
18. B—Q3	P—B5



Far better would be 18) P—Kt6, in order to prevent mobility on the Queen's side as far as possible.

19. P×KtP
-----------	---------

By this move he wins a Pawn, and, in consequence of his good development, also the game. The combination has three variations: 19) P×B; 20) P×Kt; secondly, 19) Kt—Kt6; 20) R—R3, Kt×B; 21) Q×Kt, and lastly, that of the actual game.

19.	Kt—Kt6
20. R—R3	Kt×OP
21. Kt(B5)	P×Kt
	×Kt
22. B—Bsq	P—Q6
23. R—B3	Kt—Q2
24. B×QP	B×Kt
25. Q×B	Kt—K4
26. Q—Kt3	R—QKtsq
27. B×BP	Kt×B
28. P—QKt3	R×P
29. B—R3	R—Ktsq
30. R×Kt	Q—R4

31. KR—	Q—KKt4	35. Q—B6ch	K—K3
	QBsq	36. R—K8ch	K—B3
32. R—B8ch	R×R	37. B—Kt2ch	K—Kt3
33. R×Rch	K—Q2	38. R×B	Resigns
34. Q—QB3	R—Ktsq	2h 13.	1h 56.

Game No. 139.

Queen's Pawn Opening.

White: Rubinstein. Black: Dr. Bernstein.

- | | |
|-----------|--------|
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—K3 |
| 3. P—B4 | Kt—KB3 |
| 4. B—Kt5 | B—K2 |
| 5. Kt—B3 | QKt—Q2 |

A good continuation at this point is 5) o—o; followed soon by Kt—K5, Kt×Kt, and P—QB4.

- | | |
|---------|-----------|
| 6. P—K3 | P—QR3 |
| 7. P—B5 | |

The sound move was 7) R—QBsq, for after 7) P×P; 8) B×P, P—QKt4; 9) B—Q3, B—Kt2; 10) Q—K2 White would soon push his King's Pawn and all his pieces would be well developed. As Rubinstein eschews this variation, he seems to have been under the impression that Black had already been guilty of a mistake, which he felt it his duty to take advantage of by a constraining movement.

- | | |
|------------|-----------|
| 7. | Kt—K5 |
| 8. B×B | |

But this is inconsistent. If he meant to cramp Black's game, he ought to have let his pieces hinder each other, and therefore avoided exchanges. Hence he should have replied 8) B—KB4. The attack on the Bishop by 8) P—KKt4; 9) B—K5, P—B3; 10) B—Kt3, P—KR4; 11) P—KR3 need not have been feared, for after 11) Kt×B; 12) P×Kt, P—B4; 13) B—K2

White would soon play Q—B2, o—o—o, P—KKt4, opening the lines.

- | | |
|------------|-------|
| 8. | Q×B |
| 9. Q—B2 | P—B4 |
| 10. B—K2 | P—B3 |
| 11. o—o | o—o |
| 12. Kt×Kt | BP×Kt |
| 13. Kt—Ksq | P—K4 |
| 14. Q—Q2 | P×P |
| 15. P×P | Kt—B3 |

That Black could always finally free his game by P—K4, however White might have played, follows from the course the game has taken. Therefore it is also tactically proved that the exchange of the Bishops was a mistake. Black has now an easy object of attack in White's QP, and has the superior position.

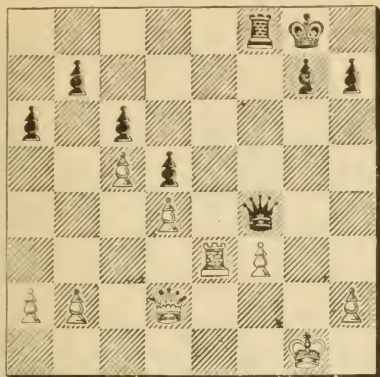
- | | |
|------------|-----------|
| 16. QR—Bsq | B—Kt5 |
| 17. R—B3 | R—B2 |
| 18. P—B3 | |

In spite of the dangers which this move involves, White is compelled to play it, in order to develop the KR rapidly, before Black prevents this manoeuvre by doubling the Rooks on the KB file.

- | | |
|-------------|--------|
| 18. | P×P |
| 19. B×BP | Kt—K5 |
| 20. B×Kt | R×Rch |
| 21. K×R | Q×B |
| 22. R—K3 | Q—B5ch |
| 23. K—Ktsq | R—KBsq |
| 24. Kt—B3 | B×Kt |
| 25. P×B | P—R3 |

He guards the square KKt4, in order to be able to play, after Q—

Position after White's 25th move.



K4ch, K—Rsq; R×P; but there is little gain in it. The direct attack by 25) P—KKt4 was stronger, threatening P—Kt5. If 26) Q—Q3, then R—B2, and White would be in difficulties; for instance, 27) R—K5, Q—B8ch, winning the KtP.

26. Q—Q3 R—B4

27. R—K8ch K—B2

Or 27) K—R2; 28) R—KB8, P—KKt3; 29) R×R and the game should be drawn.

28. Q—K3 Q—Kt4ch

29. K—B2 Q—R5ch

30. K—Kt2 R—Kt4ch

31. K—Rsq R—Kt3

He ought to play 31) K—Kt3. Black has so absorbed himself

with combinations, that he is tired out and judges the situation altogether wrongly. He thinks White is in a "Zugzwang" position, whereas he is himself in want of moves.

32. P—QR3

White is obviously also tired. What could Black do against 32) P—Kt4? If 32) R—B3, White would win by 33) Q—K7ch, K—Kt3; 34) R—KKt8; and if 32) Q—Kt4; 33) Q×Q, followed by 34) R—QKt8. Finally, if 32) Q—B3; 33) R—QKt8, Q—B4; 34) Q—K8ch, K—B3; 35) Q—Q8, winning.

32. P—QR4

33. P—Kt4 P—R5

34. P—Kt5

A deep combination, which, however, does not win. He should play 34) P—B4, in order to win a Pawn, in case of 34) Q—B3 by 35) R—QKt8.

34. P×P

35. R—QKt8 R—K3

36. R×Pch R—K2

Here White had expected 37) K—B3, and for the contingency he had prepared R—Kt6 by the sacrifice of the Pawn.

37. P—B6 K—Ksq

38. R—Kt8ch K—B2

39. R—Kt7 K—Ksq

Drawn.

Game No. 140.

Scotch Opening.

White:

Black:

Mieses.

Dr. Perlis.

1. P—K4

P—K4

2. Kt—KB3

Kt—QB3

3. P—Q4

P×P

4. Kt×P

Kt—B3

5. Kt—B3

B—Kt5

6. Kt×Kt

KtP×Kt

7. B—Q3

P—Q4

8. P×P

P×P

9. o—o

o—o

10. B—KKt5

P—B3

This is compulsory. If 10)

B—K2; 11) B×Kt, B×B; 12) Q—R5, P—Kt3; 13) Q×QP, Q×Q; 14) Kt×Q, B×P; 15) QR—Ktsq, B—K4; 16) KR—Ksq, threatening Kt—K7ch and B—K4.

11. Q—B3 B—K2

12. KR—Ksq P—KR3

Here, or on his next move, Black should play R—Ksq, in order to compel White to disclose the direction in which he intends to continue the attack.

13. B—R4 B—KKt5
 14. Q—B4 B—K3

14) P—Kt4 would be bad, as a matter of course. The obvious sacrifice 15) B×KtP, P×B; 16) Q×Pch, K—Rsq; 17) Q—R6ch, K—Ktsq; 18) R—K5 would decide the game at once.

15. Q—Q2
 Fearing Kt—R4. To 15) Q—Q R4, 15) Q—Kt3 would be a good reply. But the right move was 15) Kt—R4, to meet 15) Kt—R4 by 16) B×B, and play in this variation, as he should in any case, for the weakness of Black's QB4. As he plays, White has no initiative.

15. R—Ktsq
 16. P—QKt3 R—Ksq
 17. Kt—K2 Q—Q2

Intending to keep two Bishops against Bishop and Knight by Kt—K5.

18. B—Kt3 B—OKt5
 19. P—QB3 B—Q3
 20. Kt—B4 QR—Qsq
 21. O—B2 Q—B2
 22. Kt—K2 B—QBsq

Here he should and could have formed a centre by P—B4.

23. P—Kt4 Kt—K5

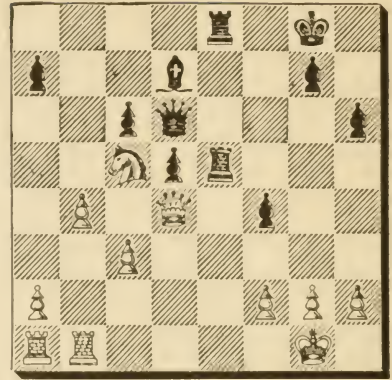
P—B4 was still indicated, in order to open the QB file for the attack on White's QB3.

24. B×Kt R×B
 25. Kt—Q4 QR—Ksq
 26. KR—Ktsq

And here White should, by playing Q—Q2, dispute the possession of the important K file.

26. B—Q2
 27. O—Q3 P—KB4
 28. B×B Q×B
 29. Kt—Kt3 P—B5

30. Kt—B5 R(K5)—K4
 31. Q—Q4



31. P—B6

This insignificant-looking move is the first shock which, increasing continually in strength, ultimately reduces White's delapidated house to ruins.

32. P—Kt3
 If 32) P×P, then 32) Q—Kt3ch; 33) K—Rsq, B—R6; 34) R—KKtsq, R—K8. And if 32) Kt×B, Q—Kt3; 33) P—Kt3, Q×Rch.

32. Q—Kt3
 33. P—KR4 B—B4
 34. R—Qsq B—K5
 35. R—Ksq Q—Kt5
 36. Kt—Q3 R—KB4
 37. R—K3 Q—R6
 38. Kt—Ksq R—K3
 39. Q×RP R—Kt3
 40. O—Kt8ch K—R2
 41. R—Qsq Q×RP

Against R—R4 there is now no remedy.

42. R×B Q×R
 43. Kt—Q3 Q—K7
 Resigns.

3h 24. 2h 38.

Game No. 141.

Ruy Lopez.

- | | | | |
|---------|---------|-----------|--------|
| White: | Black: | 2. Kt—KB3 | Kt—OB3 |
| Duras. | Vidmar. | 3. B—Kt5 | P—QR3 |
| 1. P—K4 | P—K4 | 4. B—R4 | Kt—B3 |

- | | | |
|----|-------|--------|
| 5. | o—o | B—K2 |
| 6. | P—Q3 | P—QKt4 |
| 7. | B—Kt3 | P—Q3 |
| 8. | P—B3 | B—Kt5 |
| 9. | P—QR4 | Kt—QR4 |

The advantage of this flanking movement of the Knight is not clear. Why not Castle, and prepare either P—KB4 or P—Q4?

- | | | |
|-----|------|-------|
| 10. | B—B2 | P—R3 |
| 11. | P—Q4 | Kt—Q2 |
| 12. | Q—K2 | o—o |

A gross blunder. He had nothing better than 12) P—QB3.

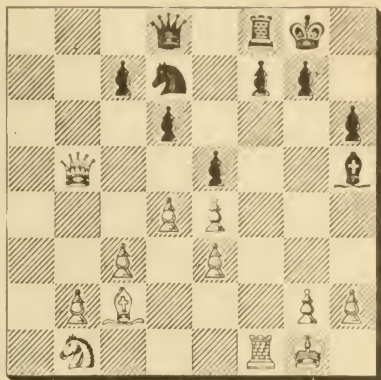
- | | | |
|-----|-------|-------|
| 13. | P×KtP | RP×P |
| 14. | Q×KtP | B×Kt |
| 15. | R×Kt | R×R |
| 16. | Q×R | B—Kt4 |
| 17. | B—K3 | |

It is clear that after 17) P×B, B×B; 18) R×B? Black would win by Q—Kt4ch; but with 17) Kt—Q2 he would have avoided the hampering doubled Pawn, which results from this move.

- | | | |
|-----|-------|-------|
| 17. | | B—R4 |
| 18. | Q—Kt5 | B×B |
| 19. | P×B | Q—Kt4 |

He throws his only chance away by despair. Why did he not play 19) P—KB3, preventing White, at least for a long time, from turning his extra Pawn to account?

Position after White's 19th move.



- | | | |
|-----|---------|---------|
| 20. | Q×Kt | Q×KPch |
| 21. | K—Rsq | Q—K7 |
| 22. | Q—B5 | Q×B |
| 23. | Q×B | P×P |
| 24. | Q—Qsq | Q×KP |
| 25. | Q×P | Q×Q |
| 26. | P×Q | R—Ktsq |
| 27. | R—B2 | R—Ksq |
| 28. | Kt—Q2 | R—K8ch |
| 29. | Kt—Bsq | R—O8 |
| 30. | K—Ktsq | R×P |
| 31. | R—B2 | P—QB4 |
| 32. | R—Q2 | R—QKt5 |
| 33. | Kt—K3 | P—Kt3 |
| 34. | Kt—Q5 | R—Kt6 |
| 35. | Kt—B6ch | Resigns |
- 1h 18. 1h 30.

Game No. 142. Queen's Pawn Opening.

White: Black:
Dus- Dr. Lasker.

- | | | |
|----|--------|--------|
| 1. | P—Q4 | P—Q4 |
| 2. | Kt—KB3 | Kt—KB3 |
| 3. | P—B4 | P—K3 |
| 4. | Kt—B3 | B—K2 |
| 5. | B—B4 | o—o |
| 6. | P—K3 | QKt—Q2 |

The better system was 6) P—QKt3, followed by B—Kt2; or 6) P—B4 at once.

7. B—Q3 P—B3
Blocking the diagonal of the QB, and loss of time as against P—B4.

- | | | |
|----|------|------|
| 8. | Q—B2 | P×P |
| 9. | B×P | Q—R4 |

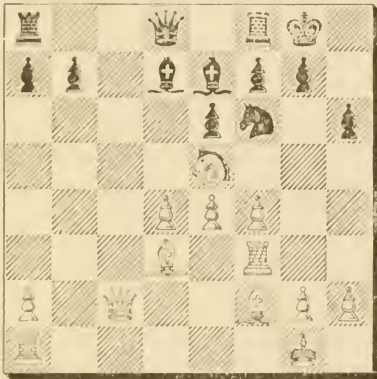
Better at once Kt—Kt3 and Kt (Kt3)—Q4. The move actually threatens nothing and defends nothing.

- | | | |
|-----|--------|-------|
| 10. | o—o | Kt—Q4 |
| 11. | B—KKt3 | Kt×Kt |

12. P×Kt Kt-B3
 13. B-Q3 P-KR3

The Bishop at Bsq is now very badly placed; to 13) P-QKt3, 14) Kt-K5 would be a disagreeable reply. 13) B-Q2 should have been played, although Kt-K5 and B-R4 might have followed.

14. Kt-K5 Q-Qsq
 15. P-B4 Kt-Q4
 16. R-B3 P-QB4
 17. P-K4 Kt-B3
 18. B-B2 P×P
 19. P×P B-Q2



20. Kt×B

White shows splendid judgment of position, by playing for two Bishops; this gives him a lasting superiority.

20. Q×Kt

21. P-KR3 QR-Bsq
 22. Q-K2 R-B2
 23. P-B5 Kt-R2
 24. P-K5
 To meet 24) Kt-Kt4 by 25)
 P-B6.

24. P×P
 25. B×P Q-Qsq
 26. R-Qsq Kt-Kt4
 27. B-B2 Q-Bsq
 28. B-QKt3 R-B8
 29. K-R2 Kt-Kt4
 30. R(B3) R×R

31. R×R -Q3 B-Qsq
 32. P-KR4 Kt-K3

If 32) Kt-R2, then 33) P-K6.

33. P-Q5 Kt-B5
 34. Q-K4 Q-Kt5

A "swindle." Owing to White's two Bishops and the strong passed Pawn, Black can defend himself only by counter attack.

35. P-Kt3 B×P
 36. P×B R-QBsq
 37. R-Q3

The only, but sufficient, defence against R-B6.

37. R-B8
 38. Q-B3 Q-B4
 39. R-Q4 P-KKt4
 40. P-K6 Q-K4
 41. R-K4 Q-Q3
 42. P-K7 Resigns.

2h 55. 2h 50.

Game No. 143.

French Defence.

- White: Black:
 E. Cohn. Speijer.
 1. P-K4 P-K3
 2. P-QB4 P-K4

Intending to press at once on White's Q4. But Black is not sufficiently developed yet for this. White easily forces P-Q4. Hence P-Q4 was preferable.

3. Kt-KB3 Kt-QB3

4. P-Q4 P×P
 5. Kt×P Q-B3
 6. Kt-KB3

White might have gained time here by 6) Kt-Kt5. If 6) B-Kt5 ch; 7) QKt-B3, K-Qsq; 8) P-QR3 or B-Q2, with a good position; or 6) B-B4; 7) Q-Q2, B-Kt3; 8) Kt-QB3, KKt-K2; 8) Kt-Q5.

6. B—Kt5ch

7. Kt—B3

The sacrifice need not be accepted, and causes a hampering doubled Pawn later on; 7) QKt—Q2 was good enough.

7. B×Ktch

8. P×B P—Q3

9. B—K2 KKt—K2

10. o—o o—o

11. Kt—Q4 Q—Kt3

12. P—B4

Owing to the doubled QBP White cannot turn his Bishops to account, and, therefore, plays impetuously for attack.

12. Kt×Kt

If 12) Q×KP at once, then 13) B—Q3.

13. Q×Kt

After 13) P×Kt, Q×KP; 14) B—B3, Q—Kt3, the KBP cannot advance, and the attack soon comes to a standstill.

13. Kt—B3

14. Q—Q3 B—Kt5



To exchange the White KB, in order to guard K3 and not leave White with two Bishops, is good strategy; but with 14) P—B4 he would have achieved this purpose simply for the reason that the Bishop would have taken up commanding

positions: at the same time, his KR would have been developed; e. g.: 15) B—B3, P×P; 16) B×P, B—B4.

15. B×B Q×B

16. R—Ktsq P—OKt3

17. R—Kt5 Q—K3

18. R—Kt5

White is uncomfortable. He ought, therefore, to advance at once and seek compensation on the King's side: 15) P—KB5, B×B; 16) Q×B, Q—B3; 17) Q—Kt4, Kt—K4; 18) Q—Kt3, Kt×P; 19) R—B4. If the Pawn should succeed in getting to B6, Black would be cramped and the Bishop would assume a threatening attitude.

18. P—B3

19. R—KR5 OR—Ksq

20. R—Ksq P—Kt3

If now 18) P—KB5, Black would, after 18) Kt—K4; 19) Q—Kt3, Q×BP; 20) B—R6, Kt—Kt3 [21) P×Kt, P×B; or 21) B×P, K×B]; or else 20) R×Kt, P×R; 21) B—R6, P—Kt3, repulse the attack and, on the Queen's side, White would lose a Pawn; but if White allow the move P—KB3, he is still worse off.

20) P—B4; 21) Q—KR3, P—KR3; 22) B—Q2, P×P; 23) P—KB5, followed by B×P was without danger.

21. R—R3 Kt—R4

22. P—KB5 Q×QB

23. Q—B3 P×P

In order to simplify the game, if 24) Q×P, by Q—B4ch.

24. Q—R5 Q—B2

He might have played 24) R—B2, for 25) R—KBsq would have been met by R×KP.

25. Q×P R—K4

26. Q—B3 K—Rsq

27. B—K3 Kt—B3

28. B—O4 R—KKt4

29. R—KBsq Kt—K4

30. O—K2 Q—Kt3

31. B×Kt R×B

whereas the Bishop would have come in handy at K2.

12. P×B Q×KtP
 13. Q×RP Kt—Bsq

After the two moves it has made, the Knight is still unfavorably placed. Taking all that has been said into consideration, Black's strategy stands condemned. The tactical proof of its insufficiency is given by White in grand style.

14. Q—B4 P—KB3
 15. B—Q3 O—K2
 16. P—Kt3 P—QB4
 17. R—R6 P—B5
 18. B—K2 Kt—Kt3
 19. Q—Kt4

Fine play. On this dangerous place the Queen takes up a most forcible position.

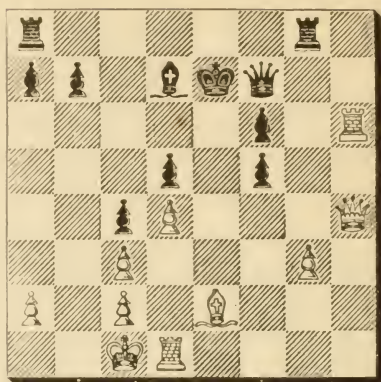
19. Q—KB2
 20. Kt—R4 Kt×Kt
 21. Q×Kt K—K2
 22. P—B4

Wonderfully fine. The Pawn comes as a valuable ally to the heavy pieces.

22. B—Q2
 23. P—B5 P×P
 24. B×P

Elegant. If 24) P×B; 25) R—Ksqch and White wins the Queen in reply to any King's move; and if B—K3, P—Q5 would win.

Position after Black's 23rd move.



24. R—Kt5
 25. R—Ksqch B—K3
 26. Q—Rsq K—Q3
 27. R—R7 Q—Ktsq

If 27) R—Kt2 White would win by 28) R×R, Q×R; 29) R×Bch.

28. B—Kt3 R—K5
 29. R×P R—QBsq
 30. Q—KBsq R—B3
 31. R×R Resigns.

2h 36. 2h 9.

(This time is given in the manuscript, but probably White has used only 1h 36m.)

Game No. 147.

Queen's Pawn Opening.

- | | |
|-------------|--------------|
| White: | Black: |
| Rubinstein. | v. Freymann. |
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | Kt—KB3 |
| 3. P—B4 | P×P |
| 4. P—K3 | P—K3 |
| 5. B×P | P—QR3 |
| 6. o—o | P—B4 |

First of all, he should carry out the intention of his last move, of playing P—QKt4 and B—kt2.

7. P—QR4 P—QKt3

And now it was more important to play B—K2 and Castle, than to adopt this somewhat slow manoeuvre.

8. Q—K2

White now brings a Rook rapidly into play, attacking the little mobile Queen, and obtains forthwith a great superiority in the centre.

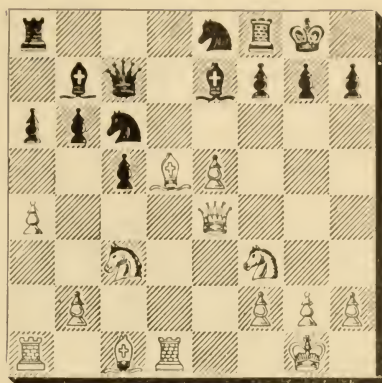
8. B—Kt2
 9. Kt—B3 Kt—B3
 10. R—Qsq Q—B2

- | | |
|----------|--------|
| 11. P—Q5 | P×P |
| 12. B×P | B—K2 |
| 13. P—K4 | o—o |
| 14. P—K5 | Kt—Ksq |
| 15. Q—K4 | Kt—R4 |

Black is in difficulties, as White threatens B—KB4, followed soon by P—K6. White's formation is overwhelming. But by the text move Black loses immediately, as after 16) B×B, Q×B the exchange of Queens followed by R—Q7, and after 16) Kt×B; 17) Kt—Q5 would decide the game at once.

- | | |
|---------|---------|
| 16. B×B | Resigns |
| oh 58. | 1h 7. |

Position after White's 15th move.



Game No. 148.

Queen's Pawn Opening.

White:	Black:
Dr. Bernstein.	Burn.

- | | |
|-----------|-----------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—Q3 |
| 3. Kt—QB3 | OKt—Q2 |
| 4. P—K4 | P—K4 |
| 5. KKt—K2 | |

Intending to advance the KBP; but White would do better to exert a pressure on Black's K4 by playing Kt—B3 and using his centre as it is. He is not prepared for further Pawns' moves, as his pieces have but little action.

- | | |
|------------|-------|
| 5. | B—K2 |
| 6. P—KKt3 | o—o |
| 7. B—Kt2 | R—Ksq |
| 8. o—o | P—Bsq |
| 9. P—KR3 | P—B3 |

This strategy by itself is right enough. He intends playing now Kt—Kt3, followed by P—Q4, so as to get rid of all impediments in the centre. He has also a chance, perhaps, of exchanging White's KB, which would weaken White's KB3 and KR3. But this plan would have been easier to accomplish if he had played

first 9) P×P; 10) Kt×P, Kt—Kt3.

- | | |
|----------|------|
| 10. P—Q5 | P—B4 |
|----------|------|

Now he abandons his plan. The centre is blocked and White has an excellent position.

- | | |
|----------|-----------|
| 11. P—B4 | |
|----------|-----------|

But here White commits a strategic error. There was no good reason, for the moment, to remove the Black KP, which was blocking Black's QKt and KR. First P—KKt4, Kt—Kt3, followed by B—K3 and Q—Q2 was good. He had time for all this, as Black threatens nothing. After this P—B4, in spite of the fixed King's Pawn, followed by doubling the Rooks on the KB file, exerting a pressure on Black's KB2.

- | | |
|-------------|-----------|
| 11. | P×P |
| 12. P×P | |

This centre is of no value, as the KP can advance only with great difficulty.

- | | |
|-------------|-------|
| 12. | Kt—R4 |
| 12. K—R2 | P—KB4 |

Wrenching the centre from the chain of Pawns, and opening the

lines for the KR and QB.

14. B—B₃ Kt(Q₂)—B₃

15. P—K₅

White has a bad game. Rather than open the diagonal of Black's QB, he initiates a "swindle."

15. P×P

16. P×P R×P

17. Kt—B₄



In the hope of getting a compensating attack for the loss of the Pawn, after 17) Kt×Kt; 18) B×Kt, R—Ksq; 19) P—Q₆.

17. Kt—Kt₅ch

With excellent judgment of position, Black perceives that it is of paramount importance to remove the only Pawn that is left on White's

King's side; and that his pieces are well enough mobilized to continue the attack afterwards with effect.

18. P×Kt Q—R₅ch

19. K—Ktsq P×P

It is very clever, how Black attacks here and in the following moves White's temporarily exposed pieces, thus gaining time to achieve his main purpose, viz., the attack on the White King.

20. B—K₄

If 20) B—Kt₂ or K₂, Black would play 20) P—Kt₆.

20. Kt—Kt₆

21. Kt—Kt₂ Q—R₈ch

22. K—B₂ Kt×R

23. Q×Kt Q—R₆

24. Kt—B₄

If 24) B—B₄, then 24) R×B.

24. O—R₅ch

25. K—Ktsq P—Kt₆

26. Q—Kt₂ B—KB₄

Completing White's discomforture.

If 27) B×B, R—K₈ch.

27. B—Q₂ B×B

28. Kt×B R×Kt

29. R—KBsq B—Q₃

30. Kt—R₃ OR—Ksq

31. B—B₃ Q—Kt₅

32. Q—B₃ Q×Q

33. R×Q P—KR₃

Resigns.

Game No. 149.

Ruy Lopez.

White: Spielmann. Black: Rubinstein.

1. P—K₄ P—K₄

2. Kt—KB₃ Kt—OB₃

3. B—Kt₅ P—QR₃

4. B—R₄ Kt—KB₃

5. Castles B—K₂

6. R—K P—OKt₄

7. B—Kt₃ P—Q₃

8. P—QB₃ B—Kt₅

9. P—KR₃

White has the choice between this

move followed by P—Q₃ and at once P—Q₄, but then without P—KR₃, because if B×Kt, P×B the Pawn on KR₃ is weak; on KR₂, however, a strong piece of defence.

9. B—R₄

10. P—Q₃ Castles

11. QKt—Q₂ P—Q₄

12. P×P Kt×P

13. Kt—B B—B₃

14. P—KKt₄

The reward for this bold advance,

the gain, even if it is only temporary, of the KP, is worth the risk.

- | | |
|-------------|--------|
| 14. | B—Kt3 |
| 15. P—Kt5 | B—K2 |
| 16. Kt×P | Kt×Kt |
| 17. R×Kt | Kt—Kt3 |
| 18. P—Q4 | Kt—Q2 |
| 19. R—K | B×P |
| 20. B×B | Q×Bch |
| 21. Q—Kt4 | Q—Q |

Black has resigned the Pawn but White is well developed.

- | | |
|------------|-------|
| 22. Kt—Kt3 | Kt—B3 |
| 23. Q—B3 | Q—Q2 |
| 24. K—R2 | P—QR4 |
| 25. P—QR3 | QR—Kt |
| 26. R—K5 | QR—Kt |
| 27. R—KKt | |

But now he should simply assure himself, with QR—K, of the possession of the K file. The Black Pawns upon the Q side would then appear weak and black would have no compensation therefore.

- | | |
|-------------|-------|
| 27. | P—Kt5 |
|-------------|-------|

Better Q—Q3. This is one of the very rare occasions where Rubinstein is precipitate in combination.

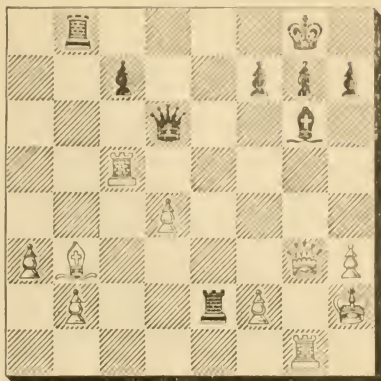
- | | |
|------------|-----------|
| 28. R×P | P×BP |
| 29. Q×P | Kt—K5 |
| 30. Kt×Kt | R×Kt |
| 31. R—Q5 | Q—K2 |
| 32. R—QB5 | R—K7 |
| 33. Q—KKt3 | |

White could have played here 33) R×BP. If then R×Pch, 34) K—Kt3, Q—Kt4ch; 35) K×R, Q—B5ch; 36) K—K, R—Kch; 37) K—Q, B—R4ch; 38) K—B2 White escapes to QKt and QR2 and has exceedingly strong Pawns.

- | | |
|-------------|-----------|
| 33. | Q—Q3 |
| 34. Q×Q | |

With this move White loses the fruit of the efforts he has made. The right move was B×Pch. If then B×B, R—K5 makes the Queen mobile and White mates or wins the Rook. Again, if 34) B×Pch, K×B; 35) R

Position after Black's 33rd move.



×Pch, K—K3; 36) P—Q5ch, Q×P; 37) Q—Kt4ch winning easily.

- | | |
|-------------|-----------|
| 34. | P×Q |
| 35. R—B7 | R×KtP |
| 36. R(Ktsq) | K—B |
| | —QB |
| 37. B—B2 | R—R7 |
| 38. B×B | RP×B |
| 39. R(B)—B2 | R×R |
| 40. R×R | R—R |
| 41. R—B3 | R—R5 |
| 42. R—Q3 | K—K2 |
| 43. K—Kt3 | |

Here P—Q5 was imperative in order to shut out the Black King. After 43) K—B3 he could then play 44) R—B3ch, and if 43) P—B4 44) R—K3ch and K6.

- | | |
|-------------|------|
| 43. | K—K3 |
|-------------|------|

The manner in which Rubinstein treats the following end game is beyond all praise.

- | | |
|------------|-----------|
| 44. K—B3 | K—Q4 |
| 45. K—K2 | P—Kt4 |
| 46. R—QKt3 | P—B3 |
| 47. K—K3 | K—B5 |
| 48. R—Q3 | P—Q4 |
| 49. K—Q2 | R—R |
| 50. K—B2 | R—R2 |
| 51. K—Q2 | R—K2 |
| 52. R—B3ch | |

White cannot prevent the loss of a

Pawn. After 52) R—K3, R—Kt2; 53) R—Q3, R—Kt7ch; 54) K—K3, R—R7 White would be in "Zugzwang."

- | | | |
|-----|-----------|--------|
| 52. | | K×P |
| 53. | P—QR4 | R—R2 |
| 54. | R—R3 | R—R4 |
| 55. | R—R | K—B5 |
| 56. | K—K3 | P—Q5ch |
| 57. | K—Q2 | R—KB4 |
| 58. | K—K | K—Kt5 |
| 59. | K—K2 | K—R4 |
| 60. | R—R3 | R—B5 |
| 61. | R—R2 | R—R5 |
| 62. | K—Q3 | R×Pch |

- | | | |
|----------|-------|---------|
| 63. | K×P | R—R5ch |
| 64. | K—Q3 | R×P |
| 65. | R—K2 | R—KB5 |
| 66. | K—K3 | K—Kt3 |
| 67. | R—B2 | K—Kt2 |
| 68. | R—B | R—QR5 |
| 69. | R—KR | K—B3 |
| 70. | R—R7 | R—R2 |
| 71. | K—K4 | K—Q3 |
| 72. | K—B5 | P—Kt3ch |
| 73. | K×KtP | R×R |
| 74. | K×R | K—K4 |
| 75. | K—Kt6 | P—Kt5 |
| Resigns. | | |
| 4h 38. | | 4h 32. |

Game No. 150.
Queen's Pawn Opening.

- | | |
|------------|----------------|
| White: | Black: |
| S a l w e. | F o r g a c s. |
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—QB4 |
| 3. P—K3 | Kt—QB3 |
| 4. P—B4 | P—K3 |
| 5. Kt—B3 | Kt—B3 |
| 6. P—QR3 | P×BP |
| 7. B×P | P—QR3 |
| 8. o—o | B—K2 |
| 9. P×P | B×P |

It would be better to exchange Queens here, as White would then derive no benefit from having Castled—the King's best place in the end game being the centre, here the square K2—and the loss of time involved in the repeated King's Bishop's moves would be neutralized.

- | | | |
|-----|--------|-----------|
| 10. | Q—K2 | o—o |
| 11. | P—OKt4 | B—Q3 |
| 12. | B—Kt2 | Q—K2 |
| 13. | KR—Qsq | P—QKt4 |
| 14. | B—Q3 | B—Kt2 |
| 15. | Kt—K4 | Kt×Kt |
| 16. | B×Kt | P—B4 |
| 17. | B—B2 | P—K4 |
| 18. | P—K4 | |

In analogous positions this move is mostly inferior on account of allow-

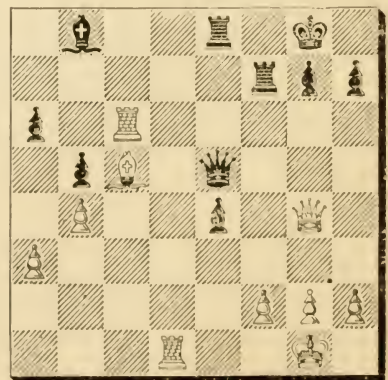
ing Kt—Q5; but here White is sufficiently well developed to be able to resist any counter attack initiated by the said Knight's move.

18. Kt—Q5
If 18) P—B5; 19) B—Kt3ch, Kt—Rsq; 20) B—Q5, QR—Bsq; 21) QR—Bsq, then Black's Pawn at K4 would be very much exposed.

- | | | |
|-----|-------|------|
| 19. | Kt×Kt | P×Kt |
| 20. | B×QP | B×P |

A mistake. Black ought to take with the Pawn, in order to exert a

Position after Black's 25th move.



pressure on White's King, and keep the White pieces away from his QB3, Q4 and QBsq. To 21) Q—Kt4 he could, in this case, reply QR—Qsq; 22) B—Kt6?, QR—Ksq, and to 21) R—Ksq, QR—Ksq, followed soon by Q—R5, with a view to provoking White into P—KKt3.

21. B×B P×B
 22. Q—Kt4 R—B2
 White threatened B×P.
 23. QR—Bsq QR—Ksq
 24. R—B6

The want of the QB makes itself felt for Black.

24. B—Ktsq
 25. B—B5 Q—K4
 26. R—K6

An elegant move, which decides the game at once.

26. Q×Pch
 27. K—Bsq R(Ksq)—
 KBsq

If R—QBsq; 28) R—K7 and Black has no defence.

28. B×R R×B
 29. R—K7 Q—R8cn
 30. K—K2 Resigns

Game No 151.

King's Gambit Declined.

White: Tartakower. Black: Schlechter.

1. P—K4 P—K4
 2. P—KB4 B—B4
 3. Kt—KB3 P—Q3
 4. P×P P×P
 5. P—B3 Kt—KB3

The sacrifice of the KP is quite justified.

6. Kt×P o—o
 7. P—Q4 B—Q3
 8. Kt—KB3

Should White defend the Pawn by 8) Kt—Q2, Black would play B×Kt, and the resulting doubled Pawn would be defenceless.

8. Kt×P
 9. B—Q3 R—Ksq
 10. o—o P—KR3

White's threat of B×Kt, followed by Kt—Kt5 and Q—R5, was only apparent, hence the defensive move of P—KR3 was not necessary. The right play was 10) Kt—Q2, followed by Kt(Q2)—B2 in reply to any developing moves of White. If then, however, 11) B×Kt, R×B; 12) Kt—Kt5, R—K2; 13) Q—R5, P—KR3; 14) Kt×P?, Q—Ksq, winning a piece for three Pawns, with a good position for attack.

11. QKt—Q2 Kt—KB3
 12. Kt—B4 P—B4
 13. Kt(B3) P×P
 —K5

He could not play 13) B—K3, as 14) Kt×B, Q×Kt; 15) B×P would have broken up his King's wing.

14. Kt×P

A pretty and accurately calculated sacrifice, which, with one stroke, lays bare the damage done by Black's tenth move.

14. K×Kt
 15. Q—R5ch K—Ktsq
 16. R×Kt R—K8ch
 17. R—Bsq R×Rch
 18. B×R QB—Bsq
 19. B×P Q—B3

If P×B; 20) Q—Kt6ch, B—Kt2; 21) R—Ksq, B—Q2; 22) Kt—Q6, P—Kt4; 23) B—Q3, threatening R—KBsq; if now 23) Q—Kt5, White mates in four, commencing R—K8ch.

20. B—Kt5 Q—B4
 21. Kt—Q6 B×Kt
 22. B—B4ch B—K3
 23. R—KBsq O×Rch
 24. B×O Kt—O2
 25. B—Q3 Kt—Bsq

21. . . . KR—Ktsq
 22. Kt—B5 P—QR4
 23. P—QR3 K—B2
 24. R—QRsq R—Kt4
 25. P—QKt4 QR—QKtsq
 26. P—B3 R×Kt
 Desperation, to avoid being slowly
 strangled.

27. P×R R—Kt4
 28. QR—Ktsq
 Immediately decisive, as in reply to
 R×P, White plays 29) R—Kt7, R—
 B5; 30) Q—R7.
 28. . . . Q×P
 29. P—QR4 Resigns
 1h 50. 1h 55.

Game No. 154.

Queen's Gambit Declined.

White: Vidmar.
 Black: Dus Chotimirski.

- | | | |
|----|--------|---------|
| 1. | P—Q4 | P—Q4 |
| 2. | P—QB4 | P—K3 |
| 3. | Kt—QB3 | P×P |
| 4. | P—K3 | Kt—KB3 |
| 5. | B×P | P—QR3 |
| 6. | Kt—B3 | P—QR4 |
| 7. | B—Q3 | B—Kt2 |
| 8. | o—o | QKt—Q2 |
| 9. | P—QR4 | |

To begin an attack just at this point was not right; he should much rather play P—QR3, to secure the position of the important Knight at QB3, and afterwards initiate the attack by the advance of the King's Pawn, by such moves as Q—K2, KR—Osq and P—K4. Not only would Black's Knight at KB3 and his Queen form objects of attack for this Pawn, but it was also desirable to shorten the diagonal of Black's QB.

- | | | |
|-----|---------|---------|
| 9. | | P—Kt5 |
| 10. | Kt—Ktsq | B—Q3 |
| 11. | QKt—Q2 | P—B4 |
| 12. | Kt—B4 | B—B2 |
| 13. | Q—K2 | o—o |
| 14. | B—Q2 | |

P—QR5, in order to go for the Knight's Pawn with B—Q2, would be sufficiently met by Kt—K5 or B—Q4.

- | | | |
|-----|---------|--------|
| 14. | | P—QR4 |
| 15. | OR—Bsq | Kt—K5 |
| 16. | KR—Osq | O—K2 |
| 17. | B—Ksq | QR—Bsq |

White is cramped and Black's Bishop aims at his King. Neverthe-

less Black is right in developing his QR, before attacking, as his KB and QBP are in need of support. He is now armed for everything, and may, according to circumstances, either prepare an onslaught on White's King by P—B4, Q—B3 and P—Kt4, or isolate the Queen's Pawn, or by B—B3, Q—Ksq, etc., compel White to play P—QKt3, and then open an attack on White's QB3.

- | | | |
|-----|--------|---------|
| 18. | Kt(B3) | |
| | —K5 | |

White certainly did not like the isolation of his QP, but if 18) Kt(B3)—Q2, then came Kt×Kt; 19) B×Kt, P—K4, and though White could now compel Black to play P—B4, by 18) Q—B2, he could not make any use of the weakness of Black's King's Pawn, while Black obtains a strong square at K5 and the KR comes into action.

- | | | |
|-----|---------|-----------|
| 18. | | P×P |
| 19. | P×P | Kt—Q3 |
| 20. | P—B4 | Kt×Kt(B4) |
| 21. | B×Kt | B—Kt3 |
| 22. | B—B2 | KR—Qsq |
| 23. | P—QKt3 | |

P—Q5 was not feasible on account of B×Bch; 24) Q×B, P×P, and Black wins a Pawn. Now the Queen's Pawn can never more advance and remains weak.

- | | | |
|-----|---------|-------|
| 23. | | Kt—B3 |
|-----|---------|-------|

Black here misses the right continuation, which, however, was not easy to find, viz., 13) . . . Q—B3. Then if 24) Q—Kt4, Q—R3 (threatening

Kt—B3); 25) Q—R4?, Q×Q; 26) B×Q, Kt×Kt; 27) B×R, Kt×B, and wins.

24. P—B5

White is compelled to attack, in order to seek compensations. Herein he hits on the weak spot, and cleverly creates a fixed and isolated Pawn in Black's camp too. Thus the game is equalized.

24.	Kt—Q4
25. Q—Kt4	Q—B3
26. P×P	Q×P
27. Q×Q	P×Q
28. Kt—Q3	Kt—B2
29. Kt—B4

By 29) Kt—B5 nothing was to be accomplished; Black replies B×Kt; 30) P×B, B—Q4; 31) B—R4, R—Ksq. White must now either sacrifice his QKtP or the Bishops are exchanged and the Knight comes to Q5 into a strong position.

29.	R—Q3
30. R—Ksq	K—B2
31. QR—Qsq	QR—Qsq
32. R—KBsq	K—Ktsq
33. QR—Ksq	B×QP
34. B×B	R×B
35. Kt×P	Kt×Kt
36. B×Ktch	K—Rsq
37. R—B7	B—Q4

38. B×B	R(Q5)×B
39. R(Ksq)	R—KKt4
	—K7
40. R—Q7	R—QBsq
41. R—B7	R—Qsq
42. KR—Q7	R—Ksq
43. R—K7	R—Qsq
44. QR—Q7	R—QBsq
45. R—QB7	R—Qsq
46. KR—Q7	R—Ksq
47. R—K7	R—Qsq
48. QR—Q7	R—QBsq
49. R—QB7	R—Qsq
50. KR—Q7	R—Ksq
51. R—K7	R—Qsq
52. P—R4	R—Kt5
53. KR—Q7	R—Ksq
54. R—K7	R—Qsq
55. QR—Q7	R—QBsq
56. R—QB7	R—Qsq
57. KR—Q7	R—Ksq
58. R—K7	R—Qsq
59. QR—Q7	R—QBsq
60. R—QB7	R—Qsq
61. QR—Q7	R—QBsq
62. R—QB7	R—Qsq
63. KR—Q7	R—Ksq
64. R—K7	R—Qsq
65. R—B5	P—R3
66. R—K2	R—Q8ch
67. K—B2	R×P

Drawn.

3h 28.

3h 19.

Game No. 155.

Caro-Kann Defence.

White: Dr. Perlis. Black: Duras.

1. P—K4 P—QB3
2. P—OB4

This only leads to an even game. The old method, 2) P—Q4, P—Q4; 3) Kt—QB3 is natural, and also stronger.

2.	P—Q4
3. KP×P	P×P
4. P—Q4	Kt—KB3
5. Kt—OB3	Kt—B3
6. B—K3	P—K3
7. Kt—B3	B—Q3

Black quite correctly places his pieces in such a position so as to enable him to play P—K4.

8. B—KKt5 Q—R4

The Queen has little prospect here of doing any good. Black would do best to Castle here; he need not have been afraid of losing the Queen's Pawn: e. g. 8) o—o; 9) P×P, P×P; 10) Kt×P?, Q—Ksqch; 11) Kt—K3, B—Kt5ch; or 10) B×Kt, O×B; 11) Kt×P, O—K3ch; 12) Kt—K3, B—Kt5ch; in both cases

with a fierce attack, more than compensating for the loss of a Pawn.

9. B×Kt P×B

10. P×P P×P

11. Q—Kt3

With this move, White gives his advantage away, as Queens are exchanged now and the Black King is in a good position. White ought to play B—K2 and Castles. After that, he had good prospects of an effective attack on Black's King; the more so as Black's Pawns also would become excellent objects of attack, and, therefore, combined attacks would be possible.

11. Q—Kt5

12. Q×Q Kt×Q

13. B—Kt5ch K—Bsq

14. o—o B—K3

15. KR—Qsq R—Bsq

16. B—R4 Kt—B3

17. B—Kt3 Kt—K2

18. Kt—Q2 K—Kt2

19. Kt—Bsq KR—Qsq

20. Kt—K3 B—Ktsq

21. Kt—R4 P—Kt3

22. P—Kt3 Kt—B4

The Knight stands well on K2, both for defence and attack, and Black should avoid its being exchanged. First 22) P—B4, then a safety move like K—B3 (Kt—Ktsq would be met by B—B2), was more conforming to the situation, which is not at all favorable for Black.

23. Kt—B3 Kt—K2

Black perceives that the exchange of Knights would mean certain death to his doubled Pawn, as White's Rooks could be doubled on the open KB file.

24. QR—Bsq P—B4

25. P—B4

To 25) Kt—K2 Black could not reply P—B5, as after Kt×P, B×P; P×B, it would not at all be easy to recover the lost Pawn. White might, therefore, have developed his King at leisure, and kept the position plastic,

instead, as he does, of ruining its capabilities of development by blocking the Pawns.

25. P—KR4

26. P—KR4 R—B2

27. Kt—K2 Kt—Ktsq

28. R×R B×R

29. R—QBsq B—Ktsq

30. B—B2 K—Kt3

31. B—Q3 Kt—B3

32. K—Kt2 Kt—K5

33. Kt—Ktsq P—B3

34. R—B6 R—Ksq

35. R—B2 K—B2

36. Kt—K2 K—K2

37. Kt—B3 K—Q3

38. Kt—Kt5ch K—Q2

39. Kt—B3 R—Ktsq

He could accomplish the draw by K—Q3. His attempt of winning is unjustified, as the Queen's Pawn falls.

40. B×Kt BP×B

41. Kt(B3) B×Kt

×QP

42. Kt×B K—K3

43. Kt—B3 B×P

44. Kt×P P—B4

45. R—K2 B—Ktsq

46. Kt—Kt5ch K—Q4

47. R—KB2 R—KBsq

48. R—Q2

Here he had the opportunity of developing his King to B3. In reply to 48) P—B5, he could then reply P—KKt4, and the resulting passed KRP would become dangerous. Otherwise he could play to win the KBP or KRP.

48. P—B5

49. R—KB2 B—Q3

50. Kt—R3 P×P

51. R×R B×R

52. Kt—B4ch K—K5

53. Kt×P K×P

54. Kt—B4

White has no chance of winning; if, for instance, 54) Kt×P, K—Q6; 55) K—B3, K—B7; 56) P—Kt3, K—Kt7; 57) Kt—B5, K×P; 58) Kt

—Q4, P—R4, and it is Black who has prospects of winning.

- | | |
|-------------|-------|
| 54. | B—Q3 |
| 55. Kt—Kt6 | K—K5 |
| 56. Kt—R8 | B—K4 |
| 57. Kt—B7 | B×P |
| 58. K×P | K—Q6 |
| 59. P—R5 | B—Kt2 |

- | | |
|-----------|--------|
| 60. P—R6 | B×P |
| 61. Kt×P | P—Kt4 |
| 62. Kt—B5 | K—B6 |
| 63. K—B3 | P—R4 |
| 64. K—K2 | P—R5 |
| 65. K—Qsq | K—Kt7 |
| 66. Kt—Q4 | P—Kt5 |
| 67. Kt—B2 | Drawn |
| 4h 35. | 4h 20. |

Game No. 156.

Queen's Gambit Declined.

- | | |
|-----------|---------|
| White: | Black: |
| Burn. | Mieses. |
| 1. P—Q4 | P—Q4 |
| 2. P—QB4 | P—K3 |
| 3. Kt—QB3 | P—QB4 |
| 4. P—K3 | Kt—KB3 |
| 5. Kt—B3 | Kt—B3 |
| 6. B—Q3 | P—QR3 |
| 7. o—o | P×QP |
| 8. KP×P | P×P |
| 9. B×P | P—QKt4 |
| 10. B—Kt3 | Kt—QR4 |

Black dare not allow P—Q5, as long as his King is still in the centre.

- | | |
|-----------|-------|
| 11. B—B2 | B—Kt2 |
| 12. R—Ksq | B—Kt5 |
| 13. B—Kt5 | |

Now that the QKtP is blocked, was the time to attack it, in order to bring the QR into action. After 13) P—QR4, o—o; 14) P×P, P×P White would be well developed and Black's OKtP and KRP would become objects of attack. For this reason Black's last move was not as good as B—K2.

- | | |
|-------------|-------|
| 13. | Kt—B5 |
| 14. Q—K2 | |

If Q—Bsq, R—Bsq might follow, threatening Kt×P; this move would also be strong against B—Bsq, and R—Ktsq would be answered by Kt×P at once. White now begins to complicate matters, in order to make an attempt of saving himself.

- | | |
|-------------|------|
| 14. | Kt×P |
| 15. Kt—K4 | B×R |

- | | |
|-----------|--------|
| 16. R×B | Kt—B5 |
| 17. Kt—K5 | R—QBsq |

By Kt—Q3 Black could have repulsed the attack. After Kt×Ktch, P×Kt; Kt×P, K×P neither Q×Pch (K—Kt2) nor Q—R5ch (K—K2) would lead to anything. After the text the sacrifice is correct and leads to a draw.

- | | |
|-----------|------|
| 18. Kt×P | K×Kt |
| 19. Kt×Kt | P×Kt |
| 20. Q×Pch | |

But now he ought to play Q—R5ch. If K—K2; 21) B×Pch, K×B; 22) Q—R6ch, K—K2; 23) Q×Pch and draws by perpetual check. If 20) K—Ktsq, 21) B—R6 White's position would be good enough to play to win. If 20) K—Bsq; 21) Q—R6ch, K—Ksq?; 22) R×Pch, K—Q2; 23) B—B5 Black would stand on a volcano.

- | | |
|-------------|--------|
| 20. | K—Kt2 |
| 21. B—KR4 | R—Ksq |
| 22. Q—Kt4ch | K—Bsq |
| 23. R—KBsq | R—B2 |
| 24. O—B4 | R—Kt2 |
| 25. P—B3 | R—K7 |
| 26. R—B2 | R—K8ch |
| 27. R—Bsq | R×Rch |
| 28. K×R | K—B2 |
| 29. B—KKt3 | Q—K2 |
| 30. K—B2 | B—Q4 |
| 31. B—B5 | Kt—Kt3 |
| 32. O—Kt8 | Kt—B5 |
| 33. Q—B4 | Q—Qsq |

34.	B—Kt4	Q—R4
35.	K—Ktsq	Q—Kt3
36.	K—Rsq	B—K3
37.	B—R5ch	K—K2
38.	Q—R6	R—B2
39.	B—B2	Q—R4
40.	P—Q5	B×P
41.	B×R	B×B
42.	Q×P	Kt—Q3
43.	P—KR4	Q×P
44.	B—Kt3	Q—Q4
45.	Q—R8	Kt—Ksq
46.	Q—R6	Q—QB4
47.	Q—Q2	P—Kt5

48.	Q—K2ch	K—Bsq
49.	B—B4	P—Kt6
50.	Q—Kt2	P—R4
51.	P—Kt4	P—R5
52.	B—Bsq	Q—K4
53.	Q—Q2	B—Q4
54.	K—Kt2	Kt—Q3
55.	B—Kt2	Q—K3
56.	K—Kt3	K—Ktsq
57.	Q—R6	Q—K8ch
58.	K—Kt2	Q—K7ch

Resigns

3h 30.

2h 45.

Game No. 157.

Sicilian Defence.

White: Black:

v. Freymann. Dr. Bernstein.

1.	P—K4	P—QB4
2.	Kt—QB3	Kt—QB3
3.	P—KKt3

Black has a pressure on White's Q4 and threatens to prevent P—Q4 altogether. White should, therefore, play Kt—B3 and P—O4 as soon as possible, and support Q4 later on by B—K3. The development of the Bishop can only mean that White wants to prevent Black's P—Q4; but the latter has anyhow a greater interest in playing only P—Q3, to exact a pressure on K4 and make the closing of the diagonal of the KB by White's P—KB4 and P—K5 more difficult.

3.	P—KKt3
4.	B—Kt2	B—Kt2
5.	KKt—K2	P—Q3
6.	P—Q3	Kt—B3
7.	o—o	o—o
8.	P—KR3

If 8) P—Q4, P×P: 9) Kt×P, Kt×P; 10) Kt×Kt, Kt×Kt; 11) Kt×Q, Kt×Q; 12) Kt×KtP, Kt×KtP; 13) Kt×P, R—Ktsq; 14) Kt×B, KR×Kt; 15) B—B4, P—K4, Black has the advantage.

8. Kt—Q5

But this move is illogical. If Black allows the exchange on Q5 for White's

KKt, the QKt comes at once usefully into play by attacking Black's QP from K2; and White advances, as in the game, P—QB3, thus getting rid of the weakness at Q4. Kt—Ksq, followed by P—KB4 and eventually P—K4, and posting the Knight via B2 at K3, would have been consistent play. Against this White might have operated with B—K3, P—KB4, Q—Q2, QR—Ksq, and the game would have been about even. After the text Black is at a disadvantage.

9.	Kt×Kt	P×Kt
10.	Kt—K2	Q—Kt3
11.	P—QB3	P×P
12.	P×P	B—Q2
13.	B—K3	Q—R3
14.	Q—Q2	QR—Bsq
15.	QR—Ktsq	R—B2
16.	P—QB4

An enormous strategical blunder. On the Queen's side White ought to have kept on the defensive, minding the old saying "quieta non movere." The field for aggressive enterprise was on the King's wing, after this pattern: 16) P—KB4, KR—QBsq; 17) P—KKt4, Kt—Ksq; 18) QR—Bsq, Q—R4; 19) P—B5; if now B×P; 20) Kt×B, R×Kt; 21) P×P threatening Q—KB2 and B—Q2 or B—Q4 and Q—R6.

16. P—QKt4
 17. P×P B×P
 18. KR— R×R

QBsq

It was far better to maintain the QB file by KR—Bsq. There seems to be no compensation for giving up the open file.

19. Kt×R Kt—Q2
 20. Q—Kt4 R—Ktsq
 21. P—QR4

By this White gets rid of all weak spots and prepares the ultimate result, the draw. The Bishop dare not take the Pawn, as Q×Rch would either win the Rook or mate in a few moves.

21. Q×P
 22. Q×Q B×Q
 23. R×Rch Kt×R
 24. B×P Kt—B3
 25. B—K3 B—Kt7
 26. B—Bsq B—B7
 27. P—B3 Kt—K4
 28. K—B2 B×Kt
 29. B×B Kt×Pch

After 29) B×P; 30) P—B4, B×B; 31) P×Kt, B×P; 32) P×P, P×P; 33) B—R3 Black would be a Pawn to the good with Bishops of different color, and would have still less chances than in the actual game.

30. B×Kt B×B
 31. K—K3 B—B8
 32. P—R4 K—Bsq
 33. P—Kt4 K—Ksq
 34. P—B4 B—R6
 35. P—Kt5 K—Q2
 36. K—Q4 K—K3
 37. B—K3 B—B8
 38. B—Bsq B—R3
 39. B—R3 B—Kt2
 40. B—Kt4 P—B3
 41. B—R3

Simply P×P would have rendered Black's task, if he wanted to win, still more difficult.

41. P—B4
 42. P—K5 P×Pch

43. P×P P—B5
 44. B—Kt4 B—B3
 45. K—Q3 K—B4
 46. B×P K—Kt5
 47. K—K2 K—Kt6
 48. K—Bsq B—Q4
 49. K—Ktsq P—B6
 50. B—B5 K×P
 51. B—K3 K—Kt6
 52. K—Bsq P—B7
 53. B×Pch K—B5
 54. K—Ktsq K×KtP
 55. B—K3ch K—Kt5
 56. K—R2 P—Kt4
 57. P—K6 B×P
 58. B—Q2 P—R3
 59. B—Kt4 P—R4
 60. B—K7 P—R5
 61. B—Q8 K—R4
 62. B—R5 K—Kt3
 63. B—Q8 K—B4
 64. B—K7 K—B5
 65. B—Q8 K—Kt5
 66. B—K7 K—R4
 67. B—Kt4 B—Q4
 68. B—Ksq K—Kt3
 69. B—R5 K—B4
 70. B—Q8 K—B5
 71. B—K7 B—B3
 72. B—Q8 K—Kt5
 73. B—K7 K—R4
 74. B—Kt4 K—R3
 75. B—K7 K—Kt3
 76. B—Q8 K—R4
 77. B—R5 K—Kt5
 78. B—Q8 B—Kt2
 79. B—K7 K—B5
 80. B—Q8 B—K5
 81. B—K7 K—Kt5
 82. B—Q8 K—R4
 83. B—R5 B—B4
 84. B—Kt4 B—R2
 85. B—R5 K—Kt5
 86. B—Q8 K—R4
 87. B—R5 K—R3
 88. B—O8 B—K5
 89. B—K7 K—Kt3
 90. B—O8 K—R4
 91. B—R5 B—Rsq
 92. B—Kt4 P—Kt5

93.	B—Ksq	K—Kt4
94.	B—Q2ch	K—B4
95.	B—Ksq	K—Kt4
96.	B—Q2ch	K—Kt3
97.	B—Ksq	K—R4
98.	B—B2	P—Kt6ch

99.	B×P	P×Pch
100.	K×P	B—R8
101.	K—R2	B—Rsq

Drawn.

3h 40.

2h 24.

Game No. 158.**Ruy Lopez.**

White:		Black:
Duras.		Burn.
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	B—Kt5	P—QR3
4.	B—R4	Kt—B3
5.	P—Q3	P—Q3
6.	P—KR3	B—K2
7.	P—B4	o—o
8.	B—K3	Kt—Q2
9.	Kt—B3	P—B4
10.	P×P	R×P
11.	o—o	Kt—Bsq

According to the old and good rule, Black plays strongly for development.

12.	P—Q4	P×P
13.	Kt×P	Kt×Kt
14.	B×Kt	Kt—K3
15.	B—K3	B—B3

Up to this point Black played the game in the very best style, but here he unnecessarily endangers the position of his Rook, by hampering its mobility. Had he played B—Kt4, the Knight at K3, which commands the important squares QB4, Q5 and KB5, would have attained far greater effect

by getting rid of White's QB, which counteracts his movements.

16. B—B2 R—K4
Likewise after 16) . . . R—QR4;
17) Kt—Q5, B×P; 18) B×Pch, the Rook would remain in a miserable plight.

17.	Kt—Q5	P—KKt3
18.	P—B4	R×B
19.	Kt×R	B—Q5
20.	Q—Ksq	Q—B3
21.	K—Rsq	B×P
22.	Kt—Q5	Q—Kt2
23.	R—QKtsq	Kt—Bsq
24.	Q—K7	B—Q5
25.	KR—Qsq	B—K3
26.	Q×Qch	B×Q
27.	Kt×P	R—Bsq
28.	Kt×B	Kt×Kt
29.	R×QP	Kt×P
30.	R×QKtP	R—Ksq
31.	R(Q6)	B—Bsq

	—Q7	
32.	P—B5	R—K8ch
33.	K—R2	B×P
34.	B—Kt3ch	Kt—K3
35.	R—Kt8ch	B—Bsq
36.	R(Q7)	Resigns

—Q8
1h 16. 2h 5.

Game No. 159.**Queen's Pawn Opening.**

White:		Black:
Dus-Chotimirski.		Dr. Perlis.
1.	P—Q4	P—Q4
2.	Kt—KB3	P—QB4
3.	P—K3	Kt—QB3
4.	P—B4	P—K3
5.	P—QR3	Kt—B3

6.	P×BP	B×P
7.	P—QKt4	B—Q3
8.	B—Kt2	o—o
9.	QKt—Q2	Q—K2
10.	B—Q3	P—QR4

There does not seem to be a reason why he should not play R—Qsq and P—K4, developing his game quickly.

Against the advance P—QR₄ there is mainly this to be said, that, theoretically, an attack of two Pawns against three must be a failure, while at the same time, no special motive appears to exist which would justify it here.

- | | |
|-----------------------|--------------------|
| 11. P—B ₅ | B—B ₂ |
| 12. P—Kt ₅ | Kt—Ktsq |
| 13. Q—B ₂ | QKt—Q ₂ |
| 14. QR—Bsq | P—K ₄ |
| 15. P—K ₄ | |

As he has not Castled yet and is, therefore, weaker in the centre, he ought to yield to the pressure there; the right move was B—K₂. His advantage consists of the two advanced posts QKt₅ and QB₅; and he should not try to play the leading part in the centre too.

- | | |
|-------------|-----|
| 15. | P×P |
|-------------|-----|

Black might have kept the tension, as the white King's Pawn cannot get away for the time being. P—QKt₃ was good play: after 16) P—B₆, Kt—B₄ White's KP would be attacked, and 17) P×P would not do on account of 17) P—K₅; 18) B×Kt, P×B; 19) B×P, P—B₄. Consequently White would have to play 16) P×KtP and Black would have got rid of all the difficulties on his Queen's side with one stroke. The following may serve as an example: 15) P—QKt₃; 16) P×KtP, B×P; 17) P×P, P—K₅; 18) B×P, Kt×P; 19) Q×P, Q×Qch; 20) Kt×Q, R—Ksq. After Black has missed this opportunity, White again obtains a strong game.

- | | |
|-----------|-------------------|
| 16. QKt×P | Kt×Kt |
| 17. B×Kt | Kt—B ₃ |
| 18. o—o | Kt×B |
| 19. Q×Kt | P—B ₃ |

If 16) P—B₁, 20) Q—Q₅ch, B—K₂; 21) Q×KtP, P—K₅; 22) Kt—K₅.

- | | |
|-----------------------|--------|
| 20. P—QR ₄ | R—Qsq |
| 21. KR—Qsq | R×Rch |
| 22. R×R | R—Ktsq |
| 23. P—Kt ₆ | B—Qsq |

- | | |
|----------------------|-----------|
| 24. R—Q ₆ | |
|----------------------|-----------|

White could here decide the game at once by 24) Kt×P, P×Kt; 25) Q×KP, threatening Q×R and R×Beh. If Black does not take the Knight, he has nothing better than B—K₃, after which White should win by 25) Kt—B₄, etc.

- | | |
|----------------------|------------------|
| 24. | B—K ₃ |
| 25. P—R ₃ | |

If now 25) Kt×P, P×Kt; 26) Q×KP, B—Kt₆; 27) R×Beh, R×R; and the White King has no flight-square on the second row.

- | | |
|-----------------------|-------------------|
| 25. | Q—KB ₂ |
| 26. Kt—Q ₄ | B—Q ₂ |
| 27. Kt—B ₅ | B×Kt |
| 28. Q×B | Q—Kt ₆ |
| 29. Q—Q ₃ | |

The white Queen is in a remarkably strong position, being able to operate both against Black's King and the little mobile black pieces. Under no circumstances should White, therefore, have exchanged Queens. R—Q₇ instead was advisable. After Q×KtP or Q×RP White would mate in two by Q—K₆ch; and White would threaten B×KP, with a winning game.

- | | |
|------------------------|------------------|
| 29. | Q×Q |
| 30. R×Q | B—K ₂ |
| 31. B—R ₃ | R—Qsq |
| 32. R—QKt ₃ | |

R×Rch would not have won, e. g.: 32) R×Rch, B×R; 33) P—B₆, (if this is not done at once, the black King reaches Q₄, and the advance is impossible, the Pawn falling in the end) B×P: (wrong would be P×P, as the square QB₃ is wanted for the King); 34) P×P, B—B₂; 35) B—B₅, B—Ktsq; 36) B—Kt₆, K—B₂; 37) B×P, K—K₃; 38) B—Q₂; K—O₂; 39) P—R₅, K—B₃; 40) P—R₆, K—Kt₃ and Black is just in time.

- | | |
|-----------------------|------------------|
| 32. | K—B ₂ |
| 33. K—Bsq | K—K ₃ |
| 34. K—K ₂ | K—O ₂ |
| 35. R—Kt ₅ | R—QRsq |

- | | | |
|-----|-------|---------|
| 36. | K—Q3 | K—B3 |
| 37. | K—B4 | P—B4 |
| 38. | B—Kt2 | B—B3 |
| 39. | B—B3 | P—K5 |
| 40. | B—Q2 | |

If 40) R×P, R—Qsq and Black would recover the Pawn easily, and afterwards place itself behind the QRP, stopping its advance. Better was 40) B×B, P×B; 41) K—Q4, R—Qsqch; 42) K—K3 and White has the draw in hand.

- | | | |
|-----|---------|---------|
| 40. | | P—Kt4 |
| 41. | P—Kt3 | P—R3 |
| 42. | B—K3 | B—K4 |
| 43. | P—Kt4 | P—B5 |
| 44. | B—Q4 | B×B |
| 45. | K×B | R—Ksq |
| 46. | R—Kt2 | P—K6 |
| 47. | P×P | P×P |
| 48. | R—K2 | R—K3 |
| 49. | R—Ksq | |

If R×P, Rooks are exchanged, and both the QBP and QKtP would

fall, and Black would queen a Pawn sooner than White.

- | | | |
|-----|---------|--------|
| 49. | | P—K7 |
| 50. | K—B4 | R—K5ch |
| 51. | K—Q3 | R×RP |
| 52. | R×P | K×P |
| 53. | R—K5ch | K—Q3 |
| 54. | R—KB5 | K—K3 |
| 55. | R—B5 | R—Kt5 |
| 56. | R×RP | R×QKtP |
| 57. | K—B4 | R—B3ch |
| 58. | K—Q4 | K—Q3 |
| 59. | P—R4 | P×P |
| 60. | R—R5 | K—B2 |
| 61. | R×RP | P—Kt4 |
| 62. | R—R5 | K—Kt3 |
| 63. | P—Kt5 | P×P |
| 64. | R×P | K—R4 |
| 65. | R—Ktsq | P—Kt5 |
| 66. | K—Q3 | P—Kt6 |
| 67. | R—Kt8 | K—Kt5 |
| 68. | R—Kt8ch | K—R6 |
| 69. | R—R8ch | K—Kt7 |
- Resigns

Game No. 160. Queen's Pawn Opening.

White: Black:
E. Cohn. Vidmar.

- | | | |
|----|--------|---------|
| 1. | P—Q4 | P—Q4 |
| 2. | Kt—KB3 | P—QB4 |
| 3. | P—K3 | P—K3 |
| 4. | P—B3 | |

This is loss of time and gives the slight advantage of the first move away.

- | | | |
|----|---------|--------|
| 4. | | Kt—KB3 |
| 5. | B—Q3 | B—Q3 |
| 6. | QKt—C2 | o—o |
| 7. | o—o | Kt—B3 |
| 8. | P—K4 | P×QP |
| 9. | BP×P | P—K4 |

Black ought to have isolated White's QP by 9) . . . P×P; 10) Kt×P, B—K2. Black's Queen's Bishop could then be developed easily by means of P—Kt3 and B—Kt2, and White would have no compensation whatever for the weakness

of the isolated QP. By the move actually played White gets rid of the QP and the positions are soon equalized.

- | | | |
|-----|--------|--------|
| 10. | P×KP | Kt×P |
| 11. | Kt×Kt | B×Kt |
| 12. | P×P | Q×P |
| 13. | Kt—B4 | B—B2 |
| 14. | B—K2 | B—K3 |
| 15. | Q×Q | B×Q |
| 16. | B—K3 | QR—Bsq |
| 17. | QR—Bsq | B—Ktsq |
| 18. | KR—Qsq | KR—Ksq |
| 19. | P—KR3 | P—KR3 |
| 20. | P—QKt3 | P—QKt3 |
| 21. | Kt—Q2 | B—Kt2 |
| 22. | B—B3 | B×B |
| 23. | Kt×B | R×R |
| 24. | R×R | Kt—Q4 |
| 25. | B—O2 | B—O3 |
| 26. | K—Bsq | B—R6 |
| 27. | R—B2 | B—B4 |
| 28. | R—Bsq | R—K2 |

29. R—B2 P—B3
 30. Kt—Ksq B—Kt5
 31. Kt—Q3 B×B

32. R×B Drawn
 2h 8. 1h 46.
 Drawn.

Game No. 161.

Ruy Lopez.

White:	Black:
Teichmann.	Speijer.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. Castles	B—K2
5. Kt—B3	P—Q3
6. P—Q4	Kt—Q2
7. Kt—K2

This move appears to me sickled by the paleness of thought. The Kt has an excellent place on QB3; for the manoeuvre Kt—K2—Kt3 there is no sufficient motive nor does it yield any advantage in this game. Better 7) B—K3, Castles; 8) Q—Q2 and to occupy the centre by the Rooks. Should Black play P—KB4, the Pawn is captured and the open lines are an advantage for White.

7.	B—B3
8. P—B3	Castles
9. Kt—Kt3	Kt—KKt3
10. Kt—R5	Kt—Kt3
11. P—KR3	B—K2
12. R—K	P—OB3
13. B—Q3	R—K
14. Kt—Kt3	Q—B2
15. Kt—B5	B—B3

Up to this point Black has manoeuvred well but at this juncture B—B would be more to the purpose. The point Q3 would then remain safe. It is true that the Bishop on KB would obstruct the Kt on Q2 which aims at K3, but it seems to me that the Kt on Q2 belongs to QKt3 where it supports P—Q4.

16. B—B2	Kt (Q2)—B
17. P—KKt4	B—K3

At first sight Kt—K3 seems to be strong, but P—KR4 follows and

whichever Kt may occupy KB5 the other one which supports it can be driven away, the Kt on B5 will then be beaten and the double Pawn thus arising would be ugly.

18. P—KR4	Kt—Q2
19. P—R5	Kt(Kt3)—B
20. K—R	B—K2
21. R—KKt	Kt—QKt3

The counterstroke P—Q4 would fail on account of 22) P×KP, Kt×P; 23) B—B4, P—KB3; 24) P—Kt5 whereupon the attack of White would gain immensely by the pressure on KB6.

22. Q—KB	Kt(B)—Q2
----------	----------

He should initiate a counter-attack at any price. 22) P×QP; 23) P×P, P—Q4; 24) P—K5, P—QB4 and he can operate upon the QB file.

23. P—Kt5	Kt—KB
24. Q—Kt2	B—Q
25. Kt(B)3	P—Q4

R4

26. P×KP
----------	-----------

P—Kt6 was tempting but Black would have replied BP×P; 27) RP×P, P—KR3; 28) B×P, P×QP; 29) BP×P, P×P; 30) B×KP, B—Q4 and though White would have gained a Pawn his position would be insecure and his attack would have been beaten off.

26.	B×Kt
27. Kt×B	Q×P
28. P—KB4	Q—K3
29. P—K5	B—B2
30. P—R6

It is remarkable that White here permits his attack to be ended by the blocking of the Pawns only to win the exchange which in blocked posi-

tions is hard to utilize. Had he first developed his pieces the game would have won itself. For instance, 30) P—QKt3, Kt(Kt3)—Q2: 31) B—Q2, B—Kt3: 32) R—KB, Kt—B4; 33) QR—K and then perhaps Kt—Q4 followed by P—B5; or else 34) Kt—R6ch, P—KB5 Kt—Kt4; or still further preparations, such as B—B or R—B3. The final inroad would then have come, perhaps by P—Kt6, with deadly certainty and force.

30.	P—Kt3
31.	Kt—Kt7 Q—Q2
32.	Kt×R R×Kt
33.	P—QKt3 Kt—B
34.	R—Q B—Kt3
35.	K—R2 Kt—K2
36.	Q—R3 Kt—K3

Was here not Q—K3 in place? Because, if White then exchanged Queens, the Pawn would have recaptured and the KBP would have been an ugly obstruction.

37.	P—R4 Q—B2
38.	R—K P—Q5
39.	P—QB4 P—QB4
40.	Q—Kt3 Q—Q2
41.	B—K4 Kt—B4
42.	B×Kt P×B
43.	P—R5 B—B2
44.	Q—Q3 Kt—Q
45.	B—Q2 Kt—B3
46.	Q—KB3 O—K3
47.	K—Kt2 B—Q
48.	Q—Q5 B—K2
49.	Q×Q P×Q
50.	K—B3 K—B2
51.	K—K2 K—Kt3
52.	K—Q3 R—QB
53.	R—R4 R—Q
54.	R—QB Kt—Kt

He parries therewith the menace 55) P—Kt4. P×P: 56) P—B5, whereupon the Pawns of Black

would fall. If White now undertakes this manoeuvre the Kt shall go via QR3 to B4.

55.	R(R4)—R	R—Q2
56.	R(R)—Kt	Kt—R3
57.	R—Kt2	R—B2
58.	K—K2	R—Q2
59.	K—Q3	R—QB2
60.	K—K2	R—Q2
61.	K—B3	R—QB2
62.	K—K2	R—Q2
63.	R—Q	B—B
64.	K—Q3	B—K2
65.	R—QR	B—B
66.	R(R)—	K—R4
	QKt	
67.	R—Rch	K—Kt3
68.	R—R3	B—K2
69.	R—R	B—B
70.	R—KKt	B—K2
71.	R(Kt)—Kt	K—R4

If Black would have further proceeded with B—B what else could White have undertaken but the sacrifice P—QKt4? It is true he would probably have won thereby in the end, because then the Pawn Q4 falls and the White Rook, getting on the 7th file decides the combat.

72.	P—Kt6	K×RP
73.	P×P	K×P
74.	R—Kt	B—B
75.	B—K	B—R3
76.	R—R2	R—Kt2
77.	R(Kt)—R	R—Kt3
78.	B—R4	Kt—Kt5ch
79.	K—K2	K—Kt
80.	B—B6	R×B
81.	R×B

This wins too, but P×R, B×P. R—R7 would mate him in a few moves.

Black resigns.

4h 55.

4h 39.

Game No. 162.

Philidor's Defence.

White:	Black:
Schlechter.	Snosko-
	Borowski.
1. P-K4	P-K4
2. Kt-KB3	P-Q3
3. P-Q4	Kt-Q2
4. B-QB4	P-QB3
5. P-B3

Here immediate attack is advisable:
 5) Kt-Kt5, Kt-R3; 6) P-KB4, B-K2; 7) Kt-KB3.

5. B-K2

A gross blunder, as the sequel shows. KKt-B3 must be played first.

6. Q-Kt3	KKt-B3
7. BxPch	K-Bsq
8. Kt-Kt5	Kt-Kt3

9. PxP	KKt-Q4
If 9) PxP;	10) B-Kt.
KKt-Q4;	11) Kt-B7.
10. Kt-K6ch	BxKt
11. BxB	Kt-B2
12. o-o	P-Q4

Thus he perishes without fight. It was better to make sure of one Pawn by PxP. After 13) P-KB4, B-B4ch; 14) K-Rsq, Q-Q6 he would still be able to develop his forces.

13. PxP	PxP
14. B-R3	B-B4
15. Kt-Q2	Q-K2
16. Kt-B3	Kt-K3
17. Q-Kt5	P-QR3
18. Q-Q3	R-Ksq
19. P-QKt4	Resigns
oh 50.	lh 12.

Game No. 163.

French Defence.

White:	Black:
Forgacs.	Tartakower.
1. P-K4	P-K3
2. P-Q4	P-Q4
3. Kt-QB3	Kt-KB3
4. B-Kt5	B-K2
5. P-K5	Kt-K5

This move is inferior to KKt-Q2 for two reasons. Firstly, White gains a move by attacking the Queen, which gets into an exposed position through the exchange at KKt4, and secondly, the white OKt, which prevents the move P-QB3, that is necessary against Black's P-QB4, is enabled to give this square free without loss of time.

6. Kt x Kt

By 6) BxB, Kt x Kt White would gain nothing.

6. BxB

If 6) P x Kt; 7) BxB, Q x B; 8) P-QB3, o-o; 9) Q-Kt4, P-KB4; 10) P x P e.p., Q x P; 11) Q-Kt3, Kt-B3; 12) B-Kt5 Black's KP remains very weak.

7. Kt x B	Q x Kt
8. P-KKt3

I take Kt-B3 to be the logical continuation, as Black is weak on the black squares in the centre, and White's Pieces should therefore be developed quickly there. In support and explanation of my opinion I give the following—merely hypothetical line of play: 8) Kt-B3, Q-K2; 9) P-B3, P-QB4; 10) P x P, Q x P; 11) B-Q3, Kt-B3; 12) Q-B2, P-KR3; 13) o-o, o-o; 14) P-OKt4, Q-Kt3; 15) P-Kt5, Kt-K2; 16) Kt-Q4, B-Q2; 17) P-KB4, QR-Bsq; 20) R-B3, R-B2; 21) P-KKt4, KR-Bsq; 22) Q-Q2, Q-R4; 23) R-QBsq, K-Rsq; 24) B-Bsq, P-QR3; 25) P-B5, P x KtP; 26) P-B6, Kt-Kt3; 27) R-KR3 followed by P-Kt5.

8. P-QB4

Black would do better to let White have his way, and develop by B-Q2, Kt-B3 and o-o-o.

9. P—QB3 Kt—B3
 10. P—KB4 Q—K2
 11. Kt—B3 B—Q2
 P×P, 12) P×P, Q—Kt5ch; 13)
 Q—Q2, B—Q2 would about equalize
 the game.

12. Q—Q2 o—o
 13. B—Q3 P—B5

By this move Black restricts his own
 field of operations. 13) P×P;
 14) P×P, OR—Bsq was sound strat-
 egy. Now he can undertake nothing
 for want of open files.

14. B—B2 P—QKt4
 15. o—o P—QR4
 16. QR—Ksq P—Kt5
 17. P—B5

A beautiful sacrifice, which is not
 only quite correct, but also the
 strongest continuation at his disposal.
 P—KKt4 would also be strong, but
 the reply P—B4 would enable Black to
 offer a prolonged resistance.
 White threatens now P—B6. If 17)
 P—B3; 18) P×KP, B×P;
 19) P×BP, R×P; 20) B×Pch, K
 ×B; 21) Kt—Kt5ch, followed by
 R×R and R×B.

17. P×KBP
 18. P—KKt4

This beautiful second sacrifice is
 the point of the first. After 18)
 P—B5; 19) Q×P, B—K3; 20) Kt
 Kt—5, P—R3; 21) Kt—R7, R—
 Ksq; 22) P—Kt5 White obtains the
 superior game, and after 18) P
 —Kt3; 19) P×BP, P×KBP; 20) Q
 —R6, P—B3; 21) K—Rsq followed
 by R—KKtsq and Kt—R4 White
 wins easily. Finally if 18) P—
 B3; 19) P—K6 with great advantage.

18. P×KtP
 19. Kt—Kt5 P—Kt3

If 19) P—R3; 20) Kt—R7,
 KR—Osq; 21) Kt—B6ch, K—Rsq;
 22) Kt×P and White has over-
 whelming Pawns.

20. R—B6 K—Kt2
 21. R(Ksq) B—Ksq
 —KBSq

22. Q—B4 Kt—Qsq
 Guarding against Kt—K6ch.

23. P—K6 R—R3
 24. Q—K5 K—R3
 25. R(Bsq) P×KP
 —B5

26. Kt—B7ch Q×Kt
 27. R—R5ch K—Kt2
 28. R×P mate

2h 5. 2h 25.

Game No. 164.

Queen's Pawn Opening.

White:	Black:
Rubinstein.	Salwe.
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—B4	P—K3
4. B—Kt5	B—K2
5. Kt—B3	P×P
6. P—K3

P—K4 is the logical move, as
 White has the superior position in
 the centre of the board. Any danger
 to the KP does not exist; for in-
 stance: 6) P—QR3; 7) B×P,
 P—OKt4; 8) B—Q3, B—Kt2; 9)
 P—QR3 or Q—K2.

6.	P—QR3
7. B×P	P—QKt4
8. B—Q3	B—Kt2
9. P—QR4

An ingenious attempt to institute a
 lasting attack by freeing the square
 OB4 for his pieces, exposing Black's
 KtP to attack, and exerting a pres-
 sure on the square QB5.

9.	P—Kt5
10. B×Kt	P×B

If 10) B×B; 11) Kt—K4,
 Kt—Q2; 12) R—Bsq, B—K2; 13)
 Q—B2, R—Bsq; 14) Kt—B5 Black
 would be badly off. By retaking with
 the Pawn he changes the aspect of

the game; e. g.: 11) Kt—K4, Kt—Q2; 12) R—Bsq, P—KB4; 13) Kt—B5, Kt×Kt; 14) P×Kt, B—Q4. Now the Bishop can no more be driven away from Q4 by P—K4; that is the essential difference as against the continuation 10) B×B.

11. Kt—K2 Kt—Q2
12. Q—B2 P—QB4

Up to here Black has manœuvred very well; but now he ought to render White's next move more difficult. The attack on QB2 was easily parried by B—Q3; therefore he should let this Pawn take care of itself. Better was P—KB4; then, if 13) P—K4, P×P, 14) B×P, B×B; 15) Q×B, o—o, and Black, by such moves as Kt—B3, B—Q3, and K—Rsq, would succeed in establishing a safe and at the same time aggressive position.

13. B—K4 Q—B2
14. B×B Q×B
15. o—o R—QBsq
16. KR—Bsq o—o
17. Q—Q3 KR—Qsq
18. Q—Kt3 P×P

He could not consolidate his Pawns by P—QR4. There was nothing more important to do, and this exchange of Pawns might well have waited.

19. P×P Kt—Kt3
20. Kt—B4 Q—K5

P—QR4 was still indicated, to secure the position of the Knight at Kt3. The Queen's move only drives the Knight to a better square and exposes the Queen to attacks.

21. Kt—Q3 Kt—Q4
22. Kt—B5 B×Kt
23. P×B K—Rsq

Black's play is most inconsistent. If he intended, by this, to initiate an attack on the open KKt file (which, however, would have no prospects), why did he not play R—KKtsq afterwards? If, however, he intended an advance in the centre, why not Kt—B5, threatening a good many things? That then Q—Q6 would have been a strong reply to 24) R—B4, was obvious (25) Q×P?, Kt—K7ch, followed by Kt—Kt6ch, or 25) R—QKtsq).

24. K—B4 Q—Kt3
25. P—R5 R—B2
26. P—Kt3 KR—QBsq
27. QR— Q—R3
 QBsq
28. R(Bsq) Q—Q3
 —B2 Q—Q3
29. P—B6 Q—Bsq
30. Kt—Q4 P—K4

It was careless to allow the Knight the square B5. Kt—K2 would have led to the exchange of the QKtP for the QBP. Perhaps Black was here pressed for time.

31. Kt—B5 Q—K3
32. Q—KR3 R×P

A most careless move, which certainly cannot be explained by time pressure, as the critical moment of the 30th move was past. After 32) Kt—K2 it was doubtful whether White could win: at all events, winning would have been a very difficult matter.

33. R×R R×R
34. Q—Kt4 Resigns
2h 21. 2h 11.

Game No. 165.

Two Knights' Defence.

White:	Black:	3.	B—B4	Kt—B3
v. Freymann.	Spielmann.	4.	P—Q4	P×P
1.	P—K4	5.	o—o	B—B4
2.	Kt—KB3	6.	P—K5	P—Q4
	Kt—QB3			

7. B—QKt5 Kt—K5
 8. Kt×P B—Q2

With 8) B×Kt: 9) Q×B, o—o: 10) B×Kt, P×B, the game would be of a drawish character.

9. Kt—Kt3 B—Kt3

Black's play here is quite unintelligible. 9) Kt—K2 was the obvious move, by which Black would have got rid of the difficulties; e. g.: 10) B—Q3, B—Kt3; 11) B×Kt, P×B; 12) Kt—QB3, B—B3; 13) Q—K2, and White wins the King's Pawn but temporarily; 13) Kt—Kt3; 14) Kt×P, Q—O4; or 14) KR—Osq, Q—Bsq; 15) Kt×P, Q—B4; 16) Kt—Kt3, Q×P; 17) Q×Q, Kt×O; 18) R—Ksq, P—KB3; 19) B—KB4, o—o and Black has a good game.

10. Q×P Kt×BP

Desperation. But 10) Kt—Kt4, 11) Kt—B3, Kt—K3; 12) K—Rsq, o—o: 13) P—B4, B—Ksq did not offer any better prospects.

11. R×Kt B×Rch
 12. K×B Q—R5ch
 13. K—Ktsq Q—K8ch
 14. B—Bsq B—K3
 15. Q—Q2 Q×P
 16. Kt—B3 B—B4
 17. Q—B2 o—o—O
 18. B—KB4 Q—B3
 19. B—QKt5 Kt—Q5
 20. R—Ksq Kt×Kt
 21. RP×Kt

If 21) Q×RP, then 21) Q—Q5ch.

21. P—QR3
 22. B—B4 B—K3
 23. B×B P×B
 24. Q—K3 Q—Q5

Drawn.

1h 40. 1h 30.

White ought to have played to win by 25) Q×Q, R×Q; 26) B—K3, R—Q2; 27) K—B2, R—Bsqch; 28) K—K2. The White pieces can be posted safely and effectively on the K file, and the superiority of the piece would assert itself in the end.

Game No. 166.

Queen's Pawn Opening.

- | | |
|----------------|---------|
| White: | Black: |
| Dr. Bernstein. | Mieses. |
| 1. P—Q4 | P—Q4 |
| 2. P—QB4 | P—K3 |
| 3. Kt—KB3 | P—QB4 |
| 4. Kt—B3 | P×QP |

In the game Lasker-v. Freyemann, Black played here 4) Kt—QB3; 5) B—B4, P×QP, and obtained a good game.

- | | |
|---------|---------|
| 5. Kt×P | Kt—KB3 |
| (Q4) | |
| 6. P—K3 | |

The following continuation deserves consideration here: 6) B—Kt5, B—K2; 7) P×P, Kt×P; 8) B×B, Kt×B?; 9) Kt(Q4)—Kt5, or 8) Q×B; 9) Kt×Kt, P

×Kt; 10) P—K3, The isolated QP appears to be weak.

- | | |
|-----------|-------|
| 6. . . . | P—QR3 |
| 7. Q—R4ch | B—Q2 |
| 8. Q—Kt3 | Kt—B3 |
| 9. P×P | |

If Q×P, Kt—QKt5; 10) P—QR3, R—Ktsq; 11) Q—R7, R—Rsq and draws.

- | | |
|------------|-----|
| 9. | P×P |
| 10. B—K2 | |

If 10) Kt×P, Kt×Kt; 11) P×Kt (better Kt×Ktch), Kt×Kt; 13) Q×Kt, B—Kt5ch; 14) B—Q2, B×Rch; 15) K×B, o—o, the extra Pawn would be no equivalent for the bad position of the King.

- | | |
|-----------|-------|
| 10. . . . | B—QB4 |
| 11. o—o | Kt×Kt |

12. P×Kt B×P

13. Q×P o—o

In the sacrifice of the QP there is now no point. He ought, therefore, either to have taken the Knight and Castled, or continued with 13) Q—Bsq; 14) Q—Kt4, Q—B4. In both cases he would have been able to equalize the game. But now White opens the KB file, and evolves a pretty attack, which culminates in the gain of the QRP.

14. Kt×P R—R2

15. Q—Kt4 B×Pch

16. R×B Kt×Kt

17. Q—Q4 Q—Rsq

18. P—QKt3 B—K3

19. B—Kt2 P—B3

20. B—B4 R—Q2

21. Q—K4 B—B2

If 21) R—Ksq; 22) B—Q3, P—B4; 23) Q—K5.

22. B—Q3 B—Kt3

23. Q—K6ch R(Bsq)—B2

24. B—B4

Threatening R—Qsq.

24. K—Rsq

If now 25) R—Qsq, then 25) R(B2)—K2.

25. Q×RP Q—Qsq

26. QR—Ksq R—R2

27. Q—Kt5

Here White clearly relaxes his efforts. Why not Q—B6? If 27) Kt—Kt5; 28) Q—B5, R—QB2; 29) Q—K3, or 27) R(B2)—Q2; 28) B×Kt, R×B; 29) R×BP, R×RP?; 30) R×B.

27. R(B2)—Q2

28. B×Kt

White must give up one of the two fine Bishops. If 28) P—QR3 Black would reply 28) R—R4; 29) O—B6, R—Q3; 30) Q—Kt7, R—Q2, etc.

28. R×B

29. Q—B4 B—B2

29) R×P?; 30) B×P.

30. O—OKt4 R—Q3

31. R(B2) R(R2)—Q2

—K2

32. B—Q4 P—R3

32) R×B?; 33) R—K8ch.

33. B—B2 B—R4

34. R—K6 R—Q7

35. P—QR4 B—B2

36. R(K6)

—K3

If 36) R(K6)—K2, R×R; 37) R×R, R—Q8ch, followed by Q—Q4.

36. R—Kt7

37. Q—Kt5 R—Q8

38. P—R5 R×Rch

39. R×R

If 39) B×R, Black plays 39) Q—Rsq with effect.

39. Q—Q7

40. Q—QB5 R—B7

41. Q—Kt6 R—B8

42. Q—Kt8ch K—R2

43. Q—KKt3 B×P

44. P—R6 B—Q4

45. P—R7 R×Rch

46. B×R Q—Q4ch

His Queen was better posted than White's. Why not Q—B7 and —K5?

47. Q—B2 Q×Qch

48. K×Q P—Kt4

49. P—Kt3 P—R4

50. K—K3 K—Kt3

51. R—Q4 B—Rsq

52. K—B5 K—B4

53. K—Q6 K—Kt3

If 53) K—Kt5; 54) K—K6, P—B4; 55) P—R3ch, K×P; 56) K×P, P—Kt5 (not P—R5 on account of P—Kt4); 57) K—Kt5, B—B6; 58) K×P, K—Kt7; 59) K—Kt5, K—B8. Now, wherever the Bishop may move on the diagonal Ksq—R5, Black always wins a move on his way to KKt7 by attacking it, and will thus be able to draw.

54. K—B7 K—B4

55. K—Kt8 B—Q4

56. B—B3 P—R5

57. P×P P×P

58. P—R8Q B×Och

59. K×B K—Kt4

60. K—Kt7 P—B4
 61. K—B6 P—B5
 A gross blunder: with 61) K

—Kt5 the game was drawn.
 62. P—R3 Resigns
 3h 45. 3h 45.

Game No. 167.

Queen's Pawn Opening.

White: Black:
 Salwe. v. Freymann.

- | | | |
|-----|--------|--------|
| 1. | P—Q4 | Kt—KB3 |
| 2. | P—QB4 | P—Q3 |
| 3. | Kt—QB3 | OKt—Q2 |
| 4. | P—K4 | P—K4 |
| 5. | KKt—K2 | P—KKt3 |
| 6. | P—KKt3 | B—Kt2 |
| 7. | B—Kt2 | P×P |
| 8. | Kt×P | o—o |
| 9. | o—o | R—Ksq |
| 10. | P—KR3 | Kt—K4 |
| 11. | P—Kt3 | B—Q2 |
| 12. | B—K3 | Q—Bsq |
| 13. | K—R2 | P—KR3 |
| 14. | Q—Q2 | K—R2 |
| 15. | P—KB4 | Kt—B3 |
| 16. | QR—Qsq | R—K2 |
| 17. | KR—Ksq | Q—Bsq |
| 18. | Kt(Q4) | Q—Bsq |
| | —Kt5 | |
| 19. | B—B2 | P—QR3 |
| 20. | Kt—Q4 | Kt×Kt |
| 21. | B×Kt | B—B3 |
| 22. | R—K2 | Q—Rsq |
| 23. | P—QKt4 | QR—Ksq |
| 24. | Q—Q3 | R—K3 |

The tempting P—QKt4 would be defeated by P—K5, after which many black pieces would be loose. By preparing to guard the Bishop at B3 by the Rook at K3, he renders P—QKt4 now feasible.

- | | | |
|-----|-------|--------|
| 25. | P—OR4 | P—QKt3 |
| 26. | P—Kt4 | Kt—Q2 |

He ought not to submit so easily to the exchange of his KB. First 26) B—QRsq, if only to prepare P—OB4, was indicated.

- | | | |
|-----|------|---------|
| 27. | B×B | Q×B |
| 28. | P—K5 | |

With this move White tactically proves that the 26th move of Black was faulty. The Kt at Q2 is only guarded by the Bishop, which may be exchanged at any moment. If 28) B—Rsq, White would win by 29) P×P, R×P; 30) R×R, R×Q; 31) R×R, B×B; 32) K×B, Kt—B3; 33) R—QB8.

- | | | |
|-----|---------|--------|
| 28. | | B×B |
| 29. | R×B | Kt—Bsq |

If 29) R—Qsq White would have obtained a winning game in the following manner: 30) Kt—K4, P×P; 31) P—B5, R(K3)—Ksq; 32) Q—KB3, threatening R—Q2. If 32) Kt—Bsq; 33) P×Pch winning at least the exchange.

- | | | |
|-----|-----------|---------|
| 30. | Kt—Q5 | P×P |
| 31. | Kt×P | P×P |
| 32. | Kt×R(Ksq) | R×Kt |
| 33. | Q—Q4 | Kt—K3 |
| 34. | Q×Qch | K×Q |
| 35. | R—Q6 | Kt—Kt4 |
| 36. | R—Q3 | |

Black threatened Kt—B6ch as well as R—K6.

- | | | |
|-----|---------|-------|
| 36. | | P—B6 |
| 37. | R—KB2 | R—K7 |
| 38. | R—Q2 | R—K5 |
| 39. | R—B2 | P—KR4 |

A longer resistance was offered by 39) K—Bsq, as then the King would stop the QBP, and Black would have won the QBP for the KBP. But the exchange would have ultimately decided the game in White's favor.

- | | | |
|-----|------|-------|
| 40. | P—B5 | P×QBP |
|-----|------|-------|

41. P×QBP	P×P	45. P—B7	R—QBsq
42. P×P	R×P	46. R—QB4	P—B4
43. P—B6	R—R5ch	47. R—QKt2	Resigns
44. K—Kt3	R—Rsq	zh 4.	zh 4.

Game No. 168.

French Defence.

White:	Black:
Tartakower.	Rubinstein.
1. P—K4	P—K3
2. P—QB4	P—Q4
3. KP×P	P×P
4. P—Q4	Kt—KB3
5. Kt—KB3	B—K2
6. B—K2	o—o
7. o—o	P×P

So far Black has applied the right strategy to refute White's 2nd move. But here he strikes too soon. He ought to have played instead 7) B—K3, a very useful move, which develops and attacks at the same time. If 8) P×P, Kt×P the isolated Pawn is at once stopped by a Piece in front; and if 8) Q—Kt3, P×P, 9) Q×KtP, B—Q4; 10) Q—Kt5, P—B3; 11) Q—R4, QKt—O2; 12) Kt—B3, Kt—Kt3; 13) Q—B2, P—OR4 followed soon by P—R5. On the other hand 9) B×P, B×B; 10) Q×B, OKt—Q2; 11) Kt—B3, Kt—Kt3; 12) Q—Kt3, Kt(B3)—Q4; 13) KR—Ksq, P—QB3; Black has a strong and safe game.

8. B×P	OKt—O2
9. Kt—B3	Kt—Kt3
10. B—Kt3	B—KKt5
11. P—KR3	B—R4
12. P—KKt4	B—Kt3
13. Kt—K5

The advance of the Pawns, in conjunction with this move is bold, but sound strategy. White is sufficiently well developed to forego the shelter of the Pawns. On the other hand, he gains in mobility by driving the Bishop back.

13. P—B4

14. Kt×B	RP×Kt
15. P×P	B×P
If Black exchange Queens here by 15) Q×Q, White would win a Pawn by 16) B×Q, B×P; 17) B—B3.	
16. Q—B3	Q—B2
17. B—KB4	Q—B3
18. Q×Q	P×Q
19. QR—Bsq	B—Q5
20. Kt—K2	B×P
21. R×P	QR—Bsq
22. R×R	R×R
23. R—Qsq	Kt—B5

Black could, apparently, drive the white KB away from QKt3 by P—QR4—5; but after 23) P—QR4 White would play 24) R—Kt5 and B×Pch.

24. K—Kt2	Kt—QR4
25. R—QKtsq	B—R6

After 25) Kt×B; 26) P×Kt, B—R6; 27) R—QRsq, B—B4; 28) B—K3, B×B; 29) P×B, R—B2; 30) Kt—O4 White would have the superior position.

26. B—K3	R—B2
27. P—Kt5	Kt—Ksq
28. B—Q5

The way in which White saves his KB from being exchanged, is very pretty.

28.	B—B4
29. R—Kt8	K—Bsq
30. B—KB4	R—O2
31. B—B3	B—Q3
32. R—R8

Here R—B8 was stronger. Only this once White, whose conduct of this game so far was both ingenious and sound, committed an error. The circumvention of the Knight at R4

was worth more than the attack on the RP. The continuation might have been: 32) R—B8, K—K2?, 33) B—Q2, Kt—Kt2; 34) B—B6 and wins; or 32) . . . B×B; 33) Kt×B, R—B2; 34) R—R8, Kt—B5; 35) Kt—O5, R—Q2 and Black would have no more moves left, e. g.: 36) K—Kt3, Kt—K4; 37) B—K4, Kt—B5; 38) K—B4, Kt—Q7; 39) P—KR4. White would now win by playing the QRP to R6, the Rook to QKt8, the King via K5, Q4 to QB5,

and ultimately bringing the KB into play at QR4 or QKt5.

- | | | |
|-----|-----------|--------|
| 32. | | Kt—B5 |
| 33. | B×Beh | Kt×B |
| 34. | Kt—Q4 | R—B2 |
| 35. | Kt—B6 | Kt—Bsq |
| 36. | P—QR4 | Kt—Kt3 |
| 37. | R—Kt8 | Kt×P |
| 38. | Kt×P | R×Kt |
| 39. | B—B6 | K—K2 |
| 40. | R×Ktch | K—Q3 |
| 41. | B×Kt | R×B |

Drawn.

2h 30.

2h 30.

Game No. 169.

French Defence.

- | | | | |
|------------------|--------|----------------|--|
| White: | | Black: | |
| Sno sk o- | | F o r g a c s. | |
| B o r o w s k i. | | | |
| 1. | P—K4 | P—K3 | |
| 2. | P—Q4 | P—Q4 | |
| 3. | P×P | P×P | |
| 4. | Kt—KB3 | Kt—KB3 | |
| 5. | B—Q3 | B—Q3 | |
| 6. | o—o | o—o | |
| 7. | P—B3 | P—B3 | |
| 8. | B—KKt5 | B—KKt5 | |
| 9. | QKt—Q2 | QKt—Q2 | |
| 10. | Q—B2 | Q—B2 | |
| 11. | QR—Ksq | KR—Ksq | |
| 12. | B—R4 | B—R4 | |
| 13. | B—Kt3 | B—Kt3 | |

- | | | |
|-----|-------|-------|
| 14. | B×QB | RP×B |
| 15. | R×Rch | R×R |
| 16. | R—K | R×Rch |
| 17. | Kt×R | B×B |
| 18. | RP×B | Drawn |

16m

3m

A game played without care or interest, such as they occur frequently at the end of a long tournament, when the result of the game cannot have an influence on the order of the prizes. In this phenomenon an interesting feature of human nature is revealed: it seems that man is capable of an effort only, if it is necessary to achieve a certain purpose.

Game No. 170.

Ruy Lopez.

- | | | | |
|----------------|--------|----------------------|--|
| White: | | Black: | |
| S p e i j e r. | | S c h l e c h t e r. | |
| 1. | P—K4 | P—K4 | |
| 2. | Ft—KB3 | Kt—OB3 | |
| 3. | B—Kt5 | P—QR3 | |
| 4. | B—R4 | Kt—B3 | |
| 5. | o—o | B—K2 | |
| 6. | R—Ksq | P—QKt4 | |
| 7. | B—Kt3 | P—Q3 | |
| 8. | P—B3 | B—Kt5 | |
| 9. | P—Q3 | | |

The insignificant danger of getting a doubled Pawn on the KB file, should

not prevent him from the important advance in the centre by 9) P—Q4.

- | | | |
|-----|-----------|-----------|
| 9. | | o—o |
| 10. | P—QR4 | |

He should attack on the other wing. First 10) P—KR3, and if 10) . . . B—R4, perhaps in very aggressive style 11) P—Kt4, B—Kt3; 12) P—Kt5, Kt—R4; 13) B—Q5, Q—Q2; 14) Kt—R4.

- | | | |
|-----|-----------|---------|
| 10. | | P—Kt5 |
| 11. | QKt—Q2 | R—OKtsq |
| 12. | B—B4 | Q—Bsq |

Here the Queen is far better placed than at Qsq, where she blocks Kt, B and R. White's 12th move was therefore unnecessary.

13. Kt—Bsq

Up to this point White had about an even game. But now he gets the worst of it. 13) P—QR5 was imperative, so as to prevent the awkwardly placed Kt at QB3 from attacking the effective, but unsafely placed KB; and also to keep the QRP at R3 as an object of attack. To 13) B—K3 could then reply 14) B×B followed by 15) Kt—B4.

13. Kt—QR4

14. B—R2 P×P .

One might feel surprised here that Black omits to drive away the Bishop by P—Kt6, but herem Schlechter seems to have given proof of deep judgment of position, for the attempt of a blockade would miscarry in any case; suppose, for instance 14) P—Kt6, 15) B—Ktsq. Now the attempt of freeing the Bishop by P—O4 and B—Q3 would be nipped in the bud by 15) P—B4. After this move White brings a fresh auxiliary force by 16) Kt—K3. If now 16) B—Q2 or —K3 White would again play 17) P—Q4; therefore 16) B×Kt; 17) P×B White retakes with the Pawn, in order to have as many pieces as possible available for the assault on Black's King's Pawn, which is blocking his game. Now if 17) KR—Qsq, then 18) Kt—B4, O—B2; 19) R—R3 and the line of blockade will be broken; therefore 17) B—Qsq; 18) P—Q4, P—B5; 19) P—B4 and if 19) Kt—Q2, it would be already good enough to play 20) BP×P, P×P; 21) P×P, Kt×P; 22) P—B4. Thus the Pawn at K4 and with it the B at Ktsq will be freed, as Black has no time to guard his KP by P—KB3

The question arises now, whether even the temporary constraint of the White KB would not have been in Black's interest. Schlechter seems to have answered in the negative, but I beg to express the opposite opinion. This is, however, merely a question of instinctive judgment of position, which to examine carefully, would need numberless variations. The general remark, that Black should be able to take some advantage or other of the efforts, which White would have to make, does not prove anything, for in laying siege to White's position, Black would also have to place his pieces on unfavorable squares.

15. P×P B—K3

16. Kt—K3

He would play 16) P—Q4, which gave him a centre and threatened something at the same time. Moreover he would have gained the fine place Q3 for his Queen.

16. Kt—Kt6

17. B×Kt B×B

18. Q—Q2 B—K3

19. B—R3 Q—Q2

20. P—R3

This position in the centre is strong and, therefore, he should act there; for instance 20) Kt—K2 and P—Q4.

20. KR—Ksq

21. P—QB4 P—B4

Blocking the centre, White's QRP is an easy object of attack. Apart from the fact that White from this point does not always find the best defence, the game now proceeds quite logically. The ORP cannot be held in the long run and Black wins.

22. P—Kt4

By this manœuvre he deprives himself of his last chance. He ought to plant the Knight at Q5. If Black captured the Knight, he would retake with the King's Pawn and might then undertake an attack on the King's side by playing K—R2, R—Qsq, Kt

—Ksq, P—Kt3, and P—B4, so as to be able to counterbalance Black's superiority on the Queen's side.

22. R—Kt6

23. Q—B2

Now 23) Kt—Q5 would already fail because of 23) B×Kt; 24) BP×B, Q×RP; 25) B×P, Q—Kt4.

23. KR—QKtsq

24. Kt—Q2 R(Kt6)—Kt2

25. KR— P—KR4

QKtsq

26. P—B3 Kt—R2

27. R×R R×R

28. R—Ktsq B—Kt4

29. Kt(K3) Kt—Bsq

—Bsq

30. R×R Q×R

31. B—Bsq B—Q2

32. Kt—Ktsq

Kt—K3—Q5 or Q—Kt5 was threatened. Black wins easily.

32. B×QRP

33. Q×B B×B

34. Kt—B3 Q—Kt5

35. Q—B2 B—Kt7

36. Kt—Q5 B—Q5ch

37. K—Kt2 Q—Kt7

38. Kt(Bsq). P—QR4
—K3

39. Q×Q B×Q

40. Kt—Kt6 Kt—K3

41. Kt(K3) P—KR5

—Q5

42. Kt—R4 B—Q5

43. K—Bsq P—Kt3

44. K—Kt2 K—Kt2

45. K—R2 K—R3

46. Kt—K7

Adjourned.

46. Kt—B5

47. Kt—B6 Kt×QP

48. Kt×RP Kt—K8

49. Kt—Kt7 Kt×Pch

50. K—Kt2 Kt—Q7

51. Kt×QP K—Kt4

52. Kt—Kt6 K—B3

53. Kt—Kt7 Kt×KP

54. K—B3 Kt—Kt4ch

55. K—Kt2 K—K3

56. Kt—R4 Kt—K5

57. K—B3 P—B4

58. Kt—Kt6 Kt—Q7ch

59. K—Kt2 P—B5

Resigns

2h 52.

3h 17.

Game No. 171.

Ruy Lopez.

White: Black:

Dr. Lasker. Teichmann

1. P—K4 P—K4

2. Kt—KB3 Kt—QB3

3. B—Kt5 P—QR3

4. B—R4 Kt—B3

5. o—o B—K2

6. Q—K2

This move does not seem to have been played yet at this juncture. If Black castle now, the continuation would be 7) B×Kt, QP×B; 8) Kt×P, Q—Q5?; 9) Kt—KB3, Q×P? 10) Q×Q, Kt×Q; 11) R—Ksq, etc. If 6) P—Q3, White intended 7) R—Qsq, B—Kt5; 8) P—B5, o—o; 9) P—Q4.

6. P—OKt4

7. B—Kt3 P—Q3

8. P—B3 o—o

9. P—Q4 P×P

If he plays 9) B—Kt5 at once, White likewise answers 10) R Qsq, and either the same variation would result, or White would have the choice between P—KR3 and P—Q5. In one case he would have the Bishops, in the other he would divide Black's Pawns into two different groups.

10. P×P B—Kt5

11. R—Qsq P—Q4

White threatened P—K5 and B—Q5.

12. P—K5 Kt—K5

13. Kt—B3 Kt×Kt

14. P×Kt P—B3

At this point this advance is faulty.

He should have played Kt—R₄ first. Then if 15) B—B₂, he could play P—KB₃, although there was no hurry for this, as White's Pawns are still far back and do not yet threaten to advance.

15. P—KR₃

The decisive answer. Now White carries Black's King's wing by assault..

15. B—R₄

If 15) B—K₃, then 16) P×P, R×P; 17) B—Kt₅, R—Kt₃; 18) B—B₂. If 15) B—KB₄; 16) P—Kt₄. Finally if 15) B—Bsq; 16) P—QR₄ with various threats, for instance Q—R₂.

16. P—Kt₄ B—B₂

17. P—K₆

Every move has to be carefully timed. It was dangerous to give Black the square Q₃; moreover the question had to be asked: will White be able to establish communication with the Pawn at K₆ by P—KB₄—5,

or can Black cut off the advanced post by P—KB₄?

17. B—Kt₃

18. Kt—R₄ Kt—R₄

19. Kt×B

This exchange was necessary. By 19) B—B₂, B×B; 20) Q×B, Kt—B₅; 21) P—B₄, Kt—Q₃; 23) P—B₅, Kt—K₅ White would only block the lines of attack.

19. P×Kt

20. B—B₂ P—KB₄

21. K—Rsq B—Q₃

22. P×P Q—R₅

23. O—B₃ P×P

24. R—KKtsq

White now threatens B—Kt₅, and also B×P, Q—B₃; Q—Kt₂.

24. P—B₅

25. R—Kt₄ Q—R₃

26. P—K₇ B×P

27. B×P Q—K₃

Black resigned before White had moved, as he saw that R×Pch would be immediately fatal.

1h 30.

2h 10.

Game No. 172.

Falkbeer Gambit.

White:	Black:
D r, Perli z	D u r a s.
1. P—K ₄	P—K ₄
2. P—KB ₄	P—Q ₄
3. Kt—KB ₃	P×KP

Interesting is the continuation 8) B—KKt₅. White replies 4) B—K₂, B×Kt; 5) B×B, P×P; 6) o—o, P—Q₅; 7) P—Q₃, P—KKt₄. And now might come 8) P—KKt₃, Kt—QB₃; 9) P×P, P×P; 10) B×P, KKt—K₂. The square K₄ is held by Black strongly, and it would be difficult to decide who has the better game.

4. Kt×P	Kt—Q ₂
5. O—K ₂	KKt—B ₃
6. Kt—QB ₃	Kt—B ₄
7. P—Q ₃	B—Q ₃

He could also take: 7) P×P; 8) Kt×QPch, Q—K₂.

8. P×P o—o

9. Kt—B₃

Development was indicated: 9) B—Q₂, R—Ksq; 10) o—o—o. Then if 10) B×Kt, various complications would arise; for instance: 11) P×B, B—Kt₅; 12) Q—K₃, R×P [B×R; P×Kt]; 13) Q—KKt₃, Q—K₂ [13) R—Ksq; 14) B—R₆]; 14) R—Ksq, Kt(B₄)×KP; 15) Kt×Kt, R×Kt; 16) B—Q₃. White has a sharp attack.

9. Kt(B₄)×P

After 9) Kt(B₃)×P the game would have been over: e. g.: 10) Kt×Kt, R—Ksq; 11) Kt—K₅, B×Kt; 12) P×B, R×P; 13) Kt×

Kt, Q—R5ch; 14) P—Kt3, Q—Kt5 ch, etc.: or 10) Kt×Kt, R—Ksq 11) Kt—Kt5 [Kt—Q2, B—KB4], P—KR3, or 11) B—K3, Kt×Kt; 12) o—o—o, Q—B3. Now if he should try to save the Pawn by 13) P—K Kt3, Black might play 13) . . . Kt—B6, but 13) . . . B—KKt5 would suffice, for after White's only developing move 14) B—Kt2, Black would bring about the catastrophe by 14) . . . Kt—B6; 15) P×Kt, B—R6ch; 16) K—Q2, QR—Qsqch; 17) K—Ksq, R×Rch; 18) K×R, Q×BP.

- | | | |
|-----|---------|-------|
| 10. | Kt×Kt | R—Ksq |
| 11. | Kt×Ktch | P×Kt |
| 12. | B—K3 | B×P |
| 13. | B×B | R×Qch |
| 14. | B×R | Q—K2 |

Now White has R, B and Kt for Queen and Pawn, the latter being, besides, a doubled Pawn, and one expects White to win easily.

- | | | |
|-----|------|---------|
| 15. | K—B2 | |
|-----|------|---------|

But here White relaxes. He sacrifices the mobility of his King without any necessity. P—B3 was sufficient. Then if 15) . . . B—B4; 16) Kt—Q4, B—Q6; 17) o—o B×B; 18) QR—Ksq, or 16) . . . B—Kt3; 17) P—QKt4, P—QR4; 18) P—Kt5, P—QB4; 19) P×P e. p. P×P; 20) o—o, P—OB4; 21) B—B3.

- | | | |
|-----|---------|---------|
| 15. | | B—B4 |
| 16. | P—B3 | R—Ksq |
| 17. | KR—Ksq | O—B4ch |
| 18. | Kt—Q4 | B—K5 |
| 19. | B—B3 | P—B4 |
| 20. | R—K2 | R—K3 |
| 21. | QR—Ksq | R—QKt3 |
| 22. | P—QKt4 | |

In his fight against the Queen he ought not to have created any weak spots. Simply 22) B—QBs, compelling the B at K5 to move, was best.

- | | | |
|-----|---------|-------|
| 22. | | Q—B5 |
| 23. | B×B | P×B |
| 24. | R×P | Q×Pch |

- | | | |
|-----|--------|------|
| 25. | R(Ksq) | Q—Q4 |
| | —K2 | |

- | | | |
|-----|-------|---------|
| 26. | P—Kt4 | |
|-----|-------|---------|

Here he should play 26) R—K8ch, K—Kt2; 27) B—K5ch, P—B3; 28) Kt—B5ch, K—B2; 29) Kt—R6ch, K—Kt3; 30) B—KB4.

- | | | |
|-----|---------|---------|
| 26. | | P—KR3 |
| 27. | Kt—B5 | K—R2 |
| 28. | R—K7 | Q—B5 |
| 29. | R×Pch | |

B×P would have been sufficient. Why this violence? After this the game is very hard to win.

- | | | |
|-----|---------|---------|
| 29. | | Q×R |
| 30. | R—K7 | Q×R |
| 31. | Kt×Q | R—K3 |
| 32. | Kt—B5 | |

Better Kt—Q5, P—QB3; 33) Kt—K3 and playing the King over to Q3. The QRP would have been stopped easily by Kt—B4, and the QBP, which Black would have been unable to change off, would have won.

- | | | |
|-----|---------|---------|
| 32. | | R—QB3 |
| 33. | B—Q2 | P—KR4 |
| 34. | P—KKt5 | |

And here P—KR3 was preferable.

- | | | |
|-----|---------|-------|
| 34. | | P—QR4 |
|-----|---------|-------|

Quite right. The less Pawns there are, the greater is the chance of the Rook.

- | | | |
|-----|-------|---------|
| 35. | P×P | R—B4 |
| 36. | Kt—R4 | |

This was his last chance. 36) Kt—Q4, R×RP; 37) P—KR4. By the central position of the Knight [whence, moreover, he could reach KB4 in the same time as from the flank], he gains time to bring the King into play; for instance: 37) . . . P—QB4; 38) Kt—K6. Now Black cannot play P—Kt4, as QB4 is attacked, and if 38) . . . R—R5; 39) K—Kt3, P—Kt3; 40) Kt—B4 Black's KRP would fall, and the White Pawn would march too fast.

- | | | |
|-----|---------|------|
| 36. | | R×RP |
| 37. | Kt—Kt2 | R—R5 |

38.	P—R ₄	P—QB ₄
39.	Kt—B ₄	P—Kt ₄
40.	K—K ₂	P—Kt ₅
41.	P×P	P×F
42.	K—Q ₃	R—R6ch
43.	K—B ₄	R—KKt _o

44.	P—Ktoch	K—Ktsq
45.	B×P	R—Kt ₅
46.	B—Q ₆	R×RP
47.	K—Q ₅	R×Kt

Drawn.

3h 40. 2h 53.

Game No. 173.

Ruy Lopez

White:	Black:
Burn.	Dus-Chotimirski.

1.	P—K ₄	P—K ₄
2.	Kt—KB ₃	Kt—QB ₃
3.	B—Kt ₅	P—B ₄
4.	Kt—B ₃	Kt—B ₃
5.	P—Q ₃	

The correct move is 5) P×P, P—K₅; 6) Kt—KR₄.

5.	P×P
6.	P×P	P—Q ₃
7.	B—Kt ₅	B—K ₂
8.	Q—K ₂	o—o

Very risky. He might have played simply 8) B—K₃ with quite a good position.

9.	Q—B ₄ ch	K—Rsq
10.	B×QKt	P×B
11.	Q×P	R—QKtsq
12.	o—o—o	B—Q ₂
13.	Q—B ₄	Q—Bsq
14.	K—Ktsq	

Useless. Simply 14) B×Kt, B×B; 15) Kt—Q₅, Q—Kt₂; 16) P—QKt₃, B—K₃; 17) Q—B₃. White has a safe game with a Pawn ahead.

14.	P—QR ₄
15.	B—Bsq	B—K ₃
16.	Q—K ₂	P—B ₃
17.	P—KR ₃	Kt—Q ₂
18.	K—Rsq	Q—Kt ₂
19.	Kt—QR ₄	Kt—Kt ₃
20.	Kt×Kt	O×Kt
21.	Q—K ₃	Q—R ₃
22.	KR—Ksq	R—Kt ₅
23.	Kt—O ₂	KR—QKtsq
24.	Kt—Ktsq	Q—Kt ₄

Unnecessarily hampering the Rook at Kt₅. The correct move was 24) Q—Kt₂. Then, if 25) P—Q

Kt₃, P—R₅; 26) P—QB₃, R—Kt₃; 27) P—QKt₄, P—R₆. Now, if the QRP be not taken, Black takes possession of the QR file. And if 24) P—B₄, otherwise Black takes possession of the QR file. And if 24) Q—Kt₂; 25) Q—QB₃, then 25) B—Kt₄; if 25) Q—QR₃, then 25) P—Q₄. Black would in each case have a very good game.

25.	P—QKt ₃	P—Q ₄
26.	P×P	P×P
27.	B—Kt ₂	B—B ₃
28.	Q—Q ₃

He might have taken the KP: 28) B×P, R—K₅; 29) B×B, R×Q; 30) R×R, P×B; 31) R×B. White would have a safe game, and should win with Rook, Knight and two Pawns for the Queen.

28.	Q×Q
29.	R×Q	R—Ksq
30.	R(Q ₃)
	—K ₃

If 30) B×P?, Black would win the exchange by 30) R—K₅.

30.	P—Q ₅
31.	R(K ₃)	R—QBsq
	—K ₂	
32.	Kt—Q ₂

32) P—OB₃, P×BP; 33) Kt×P, K—Ktsq would have given a better chance.

32.	P—R ₅
	Why not 32)	R×BP?

33.	Kt—K ₄	P×P
34.	RP×P	P—O ₆
35.	P×P	B—K ₂
36.	Kt—O ₂	R—Rsqch
37.	K—Ktsq	B—KB ₄

38.	R×P	B×Pch
39.	K—Bsq	R—Bsqch
40.	Kt—B4	B×Kt
41.	P×B	R×Pch
42.	K—Ktsq	B—Bsq
43.	R—K8	R—KB5
44.	P—KB3	R—Kt3
45.	R(Ksq)	R×R
	—K6	
46.	R×R	K—Ktsq
47.	K—B2	R—B2
48.	R—QB6	R—Q2
49.	B—B3	K—B2
50.	B—K5	B—K2
51.	R—B7	R×R

52.	B×R	K—K3
53.	K—Q3	K—Q4
54.	K—K3	P—Kt3
55.	P—B4	P—R4
56.	P—Kt4	P×P
57.	P×P	K—K3
58.	K—K4	B—R6
59.	B—K5	B—B8
60.	B—Kt8	B—Kt7
61.	B—K5	B—B8
62.	P—B5ch	P×P
63.	P×Pch	K—B2

Drawn.

3h

3h 7.

Game No. 174.

Vienna Opening.

White: Black:
Miseses. Duras.

1.	P—K4	P—K4
2.	Kt—QB3	B—B4
3.	P—KKt3	Kt—KB3
4.	B—Kt2	P—OB3

Here Black might very well play 4) P—Q4. The slower line of play, selected by Duras, is answered quite correctly on the part of Miseses by the isolation of the QP.

5.	KKt—K2	P—Q4
6.	P×P	Kt×P
7.	Kt×Kt	P×Kt
8.	P—Q4	P×P
9.	Kt×P	o—o
10.	o—o	B—Kt3
11.	B—K3	Kt—B3
12.	O—O2	Kt—K4
13.	P—Kt3	B—R6
14.	QR—Qsq	B×B
15.	K×B	R—QBsq
16.	KR—Ksq

A regrettably gross blunder, which throws away the fruit of his consistent and logical play. 16) Kt—K2

would have been very strong; e. g.: 16) B×B [Kt—Kt5 would probably be a little better]; 17) Q×B, Kt—B3; 18) P—QB4, R—Ksq; 19) Q—KB3, P—Q5; 20) Kt—B4. He should change the Black KB, in order to secure the position of the Knight at Q4.

16.	B—R4
17.	P—QKt4	Kt—B5
18.	Q—Bsq	B×P
19.	P—QB3	P—R6
20.	O—B2	O—Q2
21.	O—Kt3	B—B4
22.	Kt—B2	O—B4
23.	B×B	R×B
24.	R—K7	Kt—R4
25.	O—R3	P—QKt3
26.	Kt—K3	O—Bsq
27.	R×RP	R×P
28.	O—O6	P×Kt
29.	O×KtP	Kt—B5
30.	O—Kt5	R—K7
31.	K—Bsq	KR—Ksq
32.	K—Ktsq	Q—R6

Resigns

2h 12.

2h 21.

Game No. 175.

Sicilian Defence.

White:	Black:
Spielmann.	Dr. Bernstein.
1. P—K4	P—QB4
2. P—Q4	P×P
3. Kt—KB3	Kt—QB3
4. Kt×P	Kt—B3
5. Kt—B3	P—Q3
6. B—K2	P—KKt3
7. B—K3	B—Kt2
8. o—o	o—o
9. Kt—Kt3	

This retreat is strong. It prevents such moves as Kt—KKt5, or Q—R4, and prepares the advance of the King's side Pawns.

9.	P—QR3
10. P—B4	P—QKt4
11. B—B3	B—Kt2
12. P—K5

Up to this point White has treated the position quite correctly, but here he makes a miscalculation. The pre-

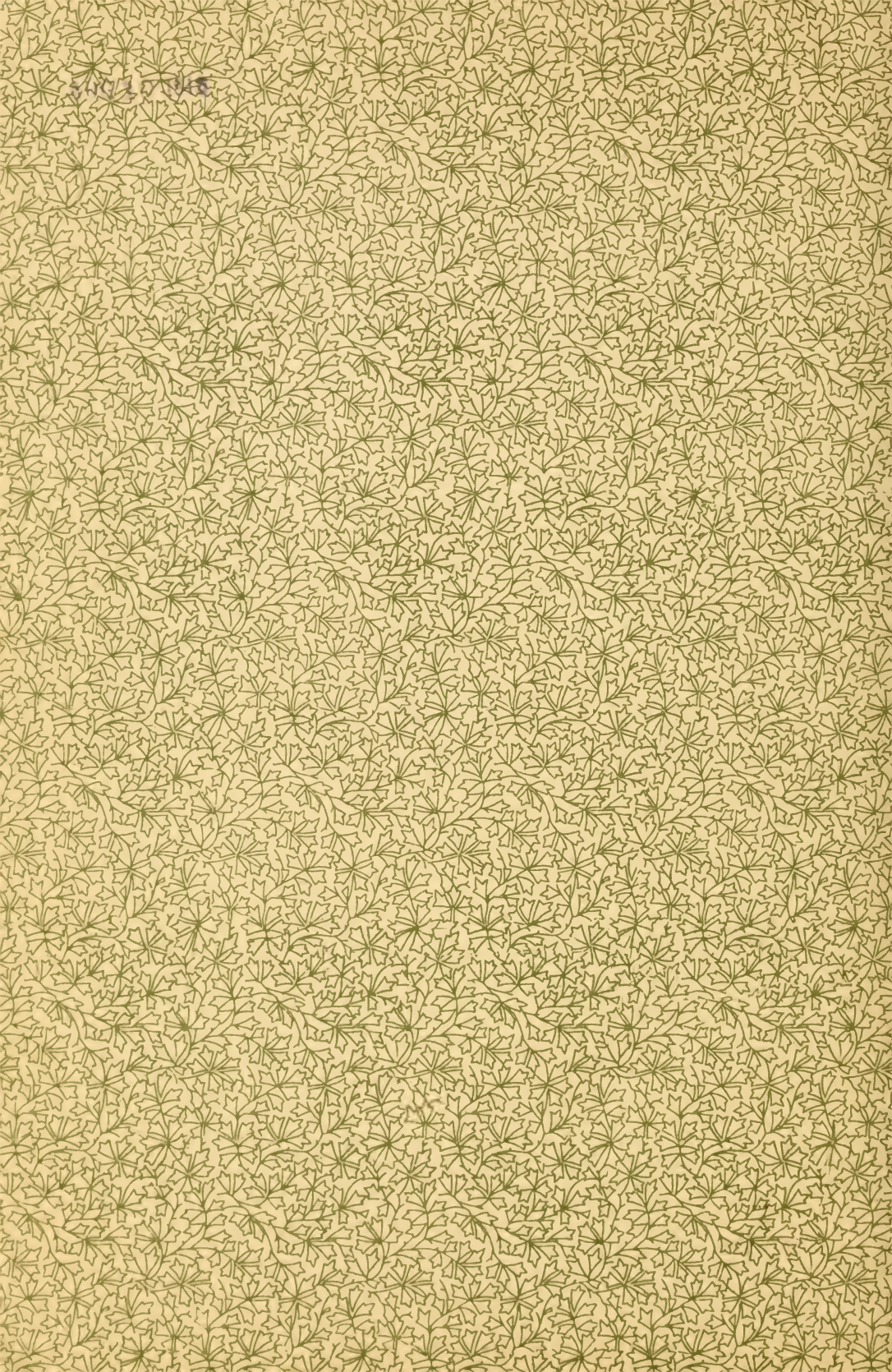
mature advance of the KP was useless. It would have been a sounder plan to bring his whole force into the field by Q—Q2 and QR—Qsq, and then begin operations by Kt—Q5.

12.	P×P
13. Kt—B5	O—B2
14. Kt×B	P×P
15. B×P	Q×Kt
16. Q—K2	QR—Ksq
17. P—QR4	P—Kt5
18. Kt—Q5	Kt—Q5
19. Kt×Ktch	B×Kt
20. Q—B4	Kt×Bch
21. R×Kt	B×P
22. QR—	R—QBsq
	KBsq
23. Q—Kt3	B—Q5ch
24. K—Rsq	R—B6
25. R×R	B×R

Resigns

1h 25.

1h 15.



One copy del. to Cat. Div.

AUG 16 1916
16

LIBRARY OF CONGRESS



0 003 902 111 0

