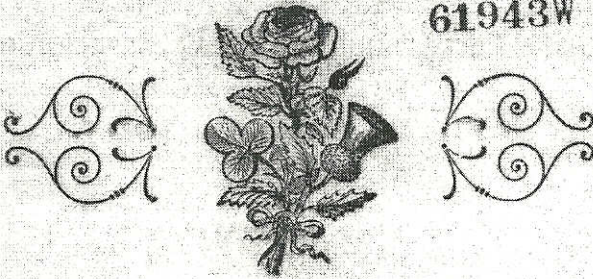


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The British Correspondence Chess Association.

YEAR BOOK, 1907.

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The
British Correspondence Chess Association.

YEAR BOOK, 1907.

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MAX. J. MEYER, Esq.

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Major R. C. Lever, Oxford	G. Wright, Gateshead
Barry Meade, M. A. B. L. Dublin	



Objects and Particulars of the Association.

The objects of the Association are to foster and encourage Chess playing by Correspondence and generally, to supply information on all matters pertaining to the game, to arrange and carry on contests between members and against other Clubs and Associations, and to popularise the game.

Members can join the Association at any time on payment of 5/- annually, and players who may wish to become life-members of the Association can become so on payment of two guineas.

Ladies are eligible for membership.

Handsome prizes are competed for each year by members of the Association.

Matches with other Clubs or Associations will be arranged each year.

All Members of the Association have the advantage of reference, THROUGH THE HON. SECRETARY, to one of the most prominent Chess Masters, free of charge, for adjudication of unfinished games, advice or criticisms on their games, or for information.

The British Correspondence Chess Association.

Report of the Committee for the Year 1906-7.

The Committee in presenting their report for the year 1906-7 congratulate the Association upon the excellent work done in games during that year. The total membership enrolled in the Association's first twelve-month is 60. This is not bad for one year's working, and it is hoped and expected that the number of members will be substantially increased in the near future, steps having been taken to extensively advertise the Association so that it may become better known, when it cannot fail to be appreciated by real lovers of the game.

The Association Cup Tournament commenced on January 1st, 1907, and is being closely contested but is not yet finished, so that no definite result can be announced, as is also the case with the Silver Queen Tourney, begun on 1st June, 1907. There were good entries for both of these events and they are proving very interesting and attractive to those taking part in them.

The Annual Competition which closed on 31st July, 1907 has provoked a keen struggle amongst the members, the result being in doubt almost to the last day, and the first prize was only secured by the winner having played a greater number of games than his nearest opponet, ~~their~~ percentage being the same.

The first prize has been gained by Mr. R. Alexander who with 21 points out of 24 games played has a percentage of 87.50; the second prize goes to Miss Marian Millar with 7 points out of 8 games played, the percentage also working out at 87.50; and the third prize has been won by Dr. F. E. Hutchinson who with $8\frac{1}{2}$ points out of 11 games has a percentage of 77.27, with several others close up.

Matches have been arranged with other Clubs or Associations for the ensuing season, and are expected to be a distinct success, and very interesting and attractive to those selected to take part in them, and represent the Association.

The Association has been fortunate in securing Mr. C. Dudley Marshall as a Patron, and in getting the services of G. E. H. Bellingham as Adjudicator, for which it records its gratitude, also to Mr. H. T. Dickinson, the originator of the Association, for his services as Hon. Secretary and Treasurer for the first half of the past year.

(Signed) JOHN PAUL MURRAY, Chairman.

Rules.

1—The Association shall be entitled "The British Correspondence Chess Association," and its objects shall be to encourage the playing of Chess by Correspondence ~~through-out the Country~~, and to foster and encourage Chess playing generally; also to promote and arrange matches by post with other Chess Clubs and Associations.

2—The Association shall consist of President, Vice-Presidents, and Members ~~who shall be resident in the United Kingdom~~. The Officers of the Association shall be a Chairman, a Deputy Chairman, a Match Captain, an Hon. Secretary, an Hon. Treasurer and if necessary a Match Conductor.

3—The Annual Subscription for membership shall be 5/-. Members have the option of becoming life members, the fee for which shall be two guineas. Membership shall date for one year from date of payment of subscription. All subscriptions should be sent to the Hon. Secretary.

4—The management of the Association shall be vested in a Committee, consisting of the Officers of the Association (*ex-officio*), the President, Vice-Presidents, and such other members of the Association as may be elected annually. The Committee shall meet in the months of January, April, July, and October, and on any other occasion on which they may be summoned by the Secretary.

5—The laws of the "British Chess Code" shall govern all play conducted by the Association. All disputes and questions shall be referred to the Committee whose decision shall be binding and final.

6—Three prizes shall be awarded annually to the members who shall win the greatest percentage of games in any year concluding on July 31st. (The Tournament games are *not* counted in connection with these prizes). Members must play at least six games to be entitled to a prize under this Rule. All games unfinished by July 31st, shall be adjudicated on by Mr. G. E. H. Bellingham or some other Chess Master. This does not apply to any game which both players are desirous of playing out, which will be included in the following year's competition.

7—The reply to a move must be posted within 48 hours (exclusive of Sundays and Bank Holidays) of the time of delivery at the address of the recipient ; BUT IT IS DESIRED THAT REPLIES BE SENT AS EARLY AS POSSIBLE. If a player exceed the time limit, his opponent must notify him of the fact, and on a repetition of the offence, must claim the game.

8—A move once posted cannot be recalled. Players when sending a move, must repeat the last move received from their opponent.

9—No consultation or discussion shall take place on any game in progress. THIS SHOULD BE MADE A POINT OF HONOR WITH EACH PLAYER. Players, however, are at liberty, if they choose, to refer to books or works on Chess.

10—Each player must keep a record of his game, and preserve his opponents' post-cards (the latter for reference in case of dispute) and as soon as a game is concluded the winner of such game, or the player using the white pieces in the event of a drawn game, MUST COMMUNICATE THE RESULT WITH A COPY OF THE SCORE OF THE GAME TO THE MATCH CAPTAIN. The result must be communicated to the Match Captain *within fourteen days* of the conclusion of the game, or such game will not count in the competition.

11—Ladies are eligible for membership and Members can enrol at any time.



Rules for the Association Cup Tournament.

1—Play shall commence on the first of January.

2—The General Laws of the game as laid down in the British Chess Code shall, except where obviously inapplicable, be observed.

3—The first move in each game shall be sent on the day specified for the commencement of such game, and subsequent moves shall be sent within forty-eight hours (Sundays not included) of the receipt of the previous move. All post-cards shall be properly dated by the sender. A move once sent cannot be recalled.

4—Either player can once in each game claim one week's complete cessation of play, but must give his opponent written notice of such claim.

5—A player who exceeds the time limit shall on the first occasion be notified by his opponent thereof, and on the second occasion forfeit the game.

6—If a player receive an illegal move, he must call upon his opponent to make a correct move with the piece named, or, if this be impossible, to move his King. If this be illegal no penalty can be exacted and the player may make another move. Should this second move be illegal, he shall forfeit the game.

7—If a player receive a move which is capable of more than one legal interpretation, he must on the first occasion in each game require his opponent to define his move. On subsequent occasions the receiver may adopt whichever interpretation he pleases, and the other player must abide by such selection, of which he shall be informed.

8—Conditional continuations of moves may be sent by either player, but should any such hypothetical line of play contain an illegal, ambiguous or impossible move, it must be disregarded by the receiver, and no penalty claimed for it.

9—Players when sending their moves must repeat the last move received from their opponent.

10—No consultation or discussion shall take place on any game in progress, but players are at liberty if they choose, to refer to books or works on chess.

11—The players shall be grouped into sections. The player winning a game will score one point; drawn games will score half a point to each player. The player scoring the largest number of points in each section will receive a prize. In the event of two or more players scoring the same number of points, that player who has won the largest number of games shall be considered the winner, but in case of equality in this, the players must play a final game. The winning players and the second in each of the respective sections play off for the Association Cup.

12—The Cup shall be held by the winning player for one year, but shall not become his property. The name of the winner of the Cup shall be engraved each year at the expense of the Association. He will also receive a Certificate of the fact that he has won the Cup.

13—The Honorary Secretary of the Association will take a written receipt for the Cup, together with an undertaking that every care shall be taken of it and that it shall be returned to the Honorary Secretary at the expiration of twelve months from the date of receipt.

14—Each player must preserve his opponent's post-cards and as soon as a game is concluded must communicate the result with a copy of his score to the Match Captain.

15—In the event of any dispute or question arising for which the above Rules do not provide, the same shall be referred to the Committee, whose decision on the matter shall be final.

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Rules for the Silver Queen Tourney.

- 1—Play shall commence on
- 2—Play shall be according to the laws and conditions of the British Chess Code (latest edition.)
- 3—The first move in each game shall be sent on the day specified for the commencement of such game, and each subsequent move shall be sent within 48 hours (Sundays not included) of the receipt of the previous move. A player who exceeds the time limit forfeits the game.
- 4—A move once posted cannot be recalled.
- 5—Players when sending a move must repeat the last move received from their opponents.

6—A player may once in each game claim a week's cessation of play, but must give his opponent at least 48 hours previous notice of his intention to do so.

7—The players shall be divided into sections of not less than four and not more than five. Each competitor must play one game with every other player in his section. Players will score one point for each game won. Drawn games will be reckoned $\frac{1}{2}$ to each player. The player scoring the greatest number of points in each section shall be deemed the winner of that section. If two or more players in a section shall score the same number of points, then the player who has won the most games will be reckoned the winner. In case of equality in this, then the tying players must play a final game.

8—The winners of each section will receive a section prize* and will play off for the Silver Queen which shall become the property of the winner.

9—Each player must keep a score of his game, and **as soon as a game is concluded, must communicate the result with a copy of his score to the Match Captain.**

10—The Committee reserve the right to refuse any entry, and should a player refuse or fail to comply with any of the foregoing rules, the committee shall have power to inflict any penalty they shall deem expedient. Should any question or dispute arise, not provided for by the above rules, the same shall be referred to the Committee, whose decision on the matter shall be final.

*The Section winners, will, at the close of the Tourney, receive a list of up-to-date chess works, etc., and will be requested to choose a prize therefrom.



Game 1. Queen's Gambit Accepted.

MISS CLARA MILLAR V. DR. F. E. HUTCHINSON.

Notes by Mr. J. H. BLACKBURNE.

	White	Black		White	Black
1	P-Q4	P-Q4	21	Kt-Kt3	B-R4 (g)
2	P-QB4	P x P	22	P-K5	Kt-Q4
3	Kt-KE3	Kt-KB3 (a)	23	Kt x Kt	B x Kt
4	P-K3	P-B4	24	B-K4	KR-Q1
5	B x P	P-K3	25	K-B2	QR-B1
6	Kt-B3	P x P	26	K-K3	B-Kt3
7	P x P	Kt-B3 (b)	27	B x B	R x B
8	B-B4	B-Kt5	28	K-K4	R-B7
9	Castles	Castles	29	Kt-B5	R-Q2
10	Kt-K2	P-KR3 (c)	30	Kt-Q6	R x QKtP
11	Q-B2	Kt-R2	31	K-B1	P-B4 (ch)
12	QR-Q1 (d)	Kt-K2	32	P x P, e.p.	P x P (h)
13	Kt-K5	Kt-Q4	33	R-B6	P-B4 (ch)
14	B-K3	Kt x B (e)	34	K-Q3	R-Kt5
15	P x Kt	Q-B2	35	K-B3	R x P
16	Kt-Kt6	R-K1	36	Kt x Kt P	B-R4 (ch)
17	Kt(Kt6)-B4 (f)	P-QKt4	37	K-B2	R-Q7 (ch)
18	B-Q3	Q x Q	38	K-Kt3	R x KtP
19	B x Q	B-Kt2	39	R x KP	R x KRP
20	P-K4	Kt-B3	40	R x BP	R-R5

Drawn.

- (a) P-QB4 at once may also be played without disadvantage.
- (b) P-QR3 intending P-QKt4 followed by B-Kt2 is a good continuation.
- (c) This and the next move are worse than useless, against all principles of this opening. There was no objection to Kt-Q4.
- (d) The KR not being wanted for the defence of the K side ought to have been played here and afterwards QR-B sq.
- (e) This and following move are also very bad.
- (f) B x P wins right off. For if Q x Q, B x P mate.
- (g) QR-Bsq. would have been stronger, but even as it is Black has the better position.
- (h) R x Kt would have won.

Game 2. Vienna Opening.

MAJOR-GENERAL H. BENGOUGH, C.B., v. Miss MARIAN MILLAR.

Notes by Mr. G. E. H. BELLINGHAM

	White	Black		White	Black
1	P-K4	P-K4	13	P x B	Castles
2	Kt-QB3	Kt-KB3	14	CastlesQR(c)	Kt x KP (d)
3	P-B4	P-Q4	15	K-B2	B-Kt3
4	P-Q3	P-Q5	16	B-Kt2	R-K1 (e)
5	QKt-K2	Kt-B3	17	Kt-Kt3 (f)	Kt x QP
6	Kt-KB3	P x P	18	K x Kt	Kt-Kt5 (ch)
7	B x P	B-Kt5 (ch)	19	K-B4 (g)	Q-Q4 4
8	P-B3	P x P	20	K x Kt	B-B4 (ch)
9	P x P	B-R4	21	K-R5	B-B1 (ch)
10	P-K5 (a)	Kt-Q4 (b)	22	Q-Kt5	QxRP (ch)
11	B-Q2	B-KKt 5	23	Q-R4	R-K4 mate
12	Q-R4	B x Kt			

- (a) This move seems premature as the Black Kt makes an effective entrance. Better was 10 R-B 1. Castles; 11 Kt-Kt 3, R-K 1; 12 B-K2, B-Kt3; 13 Q-B2, Q-K2; 14 B-Kt5, P-KR3; 15 B x Kt, Q x B; 16 P-Q4 followed by Castles.
- (b) This and following moves are well timed and give excellent chances.
- (c) White's game is very difficult and there appears nothing better than the highly risky Castles, as actually played. Perhaps 14 P-Q4 would have given more resource, e.g. if Black play 14 QR5 (ch) 15 K-Q1 QR-Q1 and although Black has a fine game, White's defensive resources are by no means exhausted. It does not appear that Black would increase his advantage in this variation by 15... .. Q-B7, as White replies 16 R-KKt1, and if 16... .. Q x BP, 17 B-Kt2 Kt-K6 (ch) 18 B x Kt Q x B
- (d) Black's 14th move is decisive and shows excellent judgment, since to take the B would be fatal.
- (e) At Black's 16th move a chance was missed as 16... .. Kt x QP would have led to an even prettier mate had the sacrifice been accepted; e.g. 16... .. Kt x QP; 17 Kt x Kt Kt-Kt 5 (discovers ch) 18 K-K4 P-B4 (ch) 19 K-B4 Q-Q3 (ch) 20 K-Kt5 Q-R3 mate. If in this variation White play 18 K-B4 Black mates by 18... .. Q-Q4 (ch) 19 K x Kt B-B4 (ch) 20 K-R4 B-K2 (discovers ch) 21 Q-Kt4 Q x P (ch) 22 Q-R4 P-Kt3 (ch) etc.
- (f) At White's 17th move he misses an opportunity of extricating himself by P-Q4 which was imperative in view of his opponent's impending ingenious sacrifice.

(g) Here again White has many difficulties. If for example 19 B x Kt Black wins with B x P; threatening mate. Also if 19 R-QB1 Black has a very pretty line of play by 19... .. Kt x QP1! winning because if 20 Q x Kt the Q is lost. If 20 P x Kt Q mates. If 20 Kt x Kt Q x R (ch) At his 19th move then White's only resource in this variation would be Q-B2 though even then his game is almost hopeless.

After this lapse Black finishes the game with a few elegant strokes and is moreover to be congratulated upon the conduct of the whole attack.



Game 3. Centre Counter Gambit.

Mr. F. DE M. HARDING v. Mr. H. THOMPSON.
Notes by Mr. J. H. BLACKBURNE.

White	Black	White	Black
1 P-K4	P-Q4	15 P-QB5	QR-KB1 QB1
2 P x P	Kt-KB3	16 P x B	P x P
3 P-QB4 (a)	P-K4 (b)	17 B-Q3	Q-B3
4 Kt-QB3 (c)	B-Q3 (d)	18 B-B2	P-QKt4
5 P-Q3	QB-KKT5	19 Q-Q3	R-B5
6 B-K2	Q-Q2	20 Kt-K4	Q x P (KB4)
7 P-KR3	QB-B4	21 Kt-B6 (ch)	Kt-Kt
8 Kt-KB3	Kt-KR4 (e)	22 Q x Q	KR-QB1
9 P-KKt4	Kt-KB5	23 QR-Q2	P-KR3
10 B x Kt	P x B	24 KR-Kt1	R-K1
11 P x B	Q-Kt2 K2	25 Q x Kt	P-Kt4
12 Q-Q2	Castles	26 Q x RP	P-B3
13 Castles QR	P-QR3	27 Q-Kt6 (ch) if K-B1 if 27KR1	
14 P-Q4	Kt-Q2	28 QxBP(ch) K-Kt1 28QR1mte	
	29 R x Kt P mate		

- (a) A weak move P-Q4 as played by Morphy about 50 years ago, and adopted by Dr. Tarrasch in the recent Ostend Tournament is considered best. B-Kt 5 (ch) as played by Mortimer against Blackburne at Ostend, may also be played without disadvantage.
- (b) P-QB3 is the proper play.
- (c) P x P en passant followed by P-Q4 gives white a winning advantage.
- (d) Even now P-QB3 or B-QB4 would give Black a playable game.
- (e) Now commences, on the part of Black, a series of very bad moves, some worse than others, which lead to disaster. There is no particular fault to find with the play of White.

Game 4. Queen's Knight's Opening (Vienna Game).

W. E. WHETHAM v. W. FRIEDLAND.

White		Black		White		Black	
1	P-K4		P-K4	13	Q x Q		P x Q
2	Kt-QB3		Kt-KB3 (a)	14	P-KB4		Castles (QR)(e)
3	P-Q4 (b)		KP x QP	15	P x KP		Kt x KP
4	Q-P		QKt-B3	16	Kt x Kt		B x Kt (f)
5	Q-K3		KB-QKt5	17	B-QKt4		R-Q4
6	B-Q2 (c)		P-Q3	18	P-QR4		KR-K1
7	B-QKt5		B-Q2	19	QR-K1		P-QR3
8	B x Kt (d)		B x B	20	P-QR5 (g)		P-KR4
9	Kt-KB3		Q-K2	21	B-Q2		B x KtP (h)
10	Castles		KB-QB4	22	K x B		R x B (ch)
11	Kt-Q4		B x Kt	23	K-R3		R-K2
12	Q x B		Q-K4	24	Resigns (i)		

- (a) Probably best, as this affords a counter attack.
- (b) This brings the Queen into play rather too soon.
- (c) Unnecessary. White has nothing to fear from the pin.
- (d) It seems wasting time, to develop this Bishop merely for the purpose of exchanging it.
- (e) Good!
- (f) These exchanges are rather to Black's advantage.
- (g) Doubtful as to being the best move here.
- (h) Good! White falls to pieces after this move.
- (i) A fairly good game. White exchanges pieces rather recklessly and the attack is very indifferently conducted.

Game 5.

Dr. F. E. HUTCHINSON v. MISS CLARA MILLAR.
Notes by W. M. BROOKE.

	White	Black		White	Black
1	P-Q4	P-Q4	27	B x Kt	QP x B
2	P-QB4	P-K3	28	Q-B2	R-Q4
3	Kt-QB3	Kt-KE3	29	P-QKt4	R-KB3
4	B-Kt5	QKt-Q2	30	QP x P	P x P
5	P x P	P x P	31	R (K1)-Q1	R x R (<i>ch</i>)
6	P-K3	B-K2	32	Q x R	R-B1
7	Kt-B3	P-QKt3	33	R x P	B-K3
8	B-Q3	B-Kt2	34	Q-R5	K-Kt1
9	R-QB1	P-QB4	35	Kt-B6	Q-Q2
10	0-0	0-0	36	Kt-Q4	B-Q4
11	R-K1	Kt-K5	37	Q-Q1	B-Kt2
12	B x B	Q x B	38	Q-Kt3 (<i>ch</i>)	K-R1
13	B-Kt1	QR-Q1	39	Q-K6	Q x Q
14	P-QR3	P-B4	40	Kt x Q	R-B3
15	Kt-K2	R-B2 (<i>a</i>)	41	Kt-Q8	B-R3 (<i>h</i>)
16	Kt-B4	Kt-B1	42	P-Kt5	B x P
17	Kt-K5	R-B3	43	R x B	P-Kt3
18	R-K2	Kt-K3 (<i>b</i>)	44	R-Kt8	K-Kt1
19	Kt x Kt	Q x Kt	45	Kt-K6 dis(<i>ch</i>)	K-B2
20	P-R3 (<i>c</i>)	Q-K1 (<i>d</i>)	46	Kt-Kt5 (<i>ch</i>)	K-K2
21	B-R2	K-R1 (<i>e</i>)	47	R-Kt7 (<i>ch</i>)	K-Q1
22	R-K1 (<i>f</i>)	Q-K2	48	R x ORP	R-B3
23	B-Kt1	B-B1	49	R x P	R-R3
24	Kt-Q3	R-B3 (<i>g</i>)	50	Kt-B7 (<i>ch</i>)	K-K2
25	Kt-K5	R-R3	51	Kt-K5 dis(<i>ch</i>)	K-B1
26	P-B4	R(Q1)-Q3	52	R-R6 wins (<i>i</i>)	

- (a) Up to now the play has been orthodox and correct. At this point QKt-B3 or even P-KKt4 are worth considering. The weakness of the text move appears after White's 17th move, driving the piece away.
- (b) 18. Kt-K3. A pity to force this exchange, which is more to White's advantage than Black's.
- (c) Weak and compromising to the pawn position. Black should at once frame definite and purposeful designs for attack on the K side, taking advantage of this weakness, Kt-Kt4 would be a good commencement.
- (d) Lacks purpose altogether, especially as the Q is moved again a move or two later. A lack of painstaking analysis seems to mark the subsequent play which in places degenerates to mere "wood shifting," waiting moves, not part of any coherent strategical design.
- (e) Why not P-B5, destroying the value of White's last move and gaining the coveted "three pawns to two" on the Q side?

- (*f*) White's move is weak and without useful object.
 (*g*) Again the mistake of taking up an untenable position.
 (*h*) A deplorable mistake losing the piece.
 (*i*) White has a knight and two pawns to the good, which must win under any circumstances.

The characteristic failing in the play after 16 moves is the want of definite plan of attack based upon sound and far-reaching analysis. Both sides seem to wait quietly for the other to make some irrevocable blunder, or to provide them with an opening instead of making one for themselves by bold and well calculated attack.



Game 6. Scotch Gambit.

Miss MARIAN MILLAR v. Mr. JOHN SOLARI.

Notes by G. L. WOON, City of London Chess Club.

White		Black	
1	P-K4	P-K4	White
2	Kt-KB3	Kt-QB3	Black
3	P-Q4	P x P	25 K-B1
4	B-QB4 (<i>a</i>)	B-B4	26 R-B3
5	P-B3	Kt-B3	27 Q-Q3
6	P-K5	P-Q4	28 Kt-B1
7	B-QKt5 (<i>b</i>)	Kt-K5	29 Q-Q2
8	P x P	B-Kt5x	30 P x B
9	B-Q2	Kt x B	31 R(K1)-K3
10	QKt x Kt	Castles	32 Kt-K2
11	Castles	Kt-K2	33 Kt-Kt1
12	Kt-Kt3	Kt-Kt3	34 R-K5
13	R-B1	B-Kt5	35 P x R
14	P-QR3	P-KB3 (<i>c</i>)	36 R-K2
15	P-K6 (<i>d</i>)	B-Q3	37 R x R
16	B-Q7	P-KB4 (<i>e</i>)	38 Q x P
17	Q-Q3	Kt-B5 (<i>f</i>)	39 K-K2
18	Q-K3	B x Kt	40 K-Q3
19	Q x B	P-QB3 (<i>g</i>)	41 Kt-R3
20	KR-K1	R-B3	42 K-B3
21	R-K5 (<i>h</i>)	Kt-Kt3	43 Q-B2
22	QR-K1	Q-B2 (<i>i</i>)	44 Q-Q3
23	Q-K2	Kt-K2 (<i>j</i>)	45 K-Kt3
24	R-K3	B x P (<i>k</i>)	46 K-R2
		49 P-K8 (Queens)	47 Q-K2
			48 P-K7 (<i>ch</i>)
			Black resigns

- (*a*) Gives more interesting play than recapturing the pawn at once.
 (*b*) Best. If P x Kt instead Black would get some advantage in position. The game has now been turned into a well known variation of the Guioco Piano.

- (c) Offering the KB for a pawn and an attack.
 (d) White's play so far has been good but here the B should have been taken—if in reply P x P then B-K2 would ensure a perfect defence and with QR-QB3 presently a winning position; as played the KP is weak and Black gets a B strongly posted on Q3.
 (e) Good.
 (f) Strong, but B x Kt or P-B5, either move enabling Black to win the KP in very few moves would have been perhaps better policy.
 (g) Kt x P best.
 (h) Venturesome play! Kt x P in reply again possible.
 (i) If B x R then 23 P x B R-KB1.
 24 Kt-Q4 with a good game.
 (j) Good.
 (k) B-Q3 best.
 (l) Unnecessary and not advantageous, P-Kt4 (or QR-KR4 first) instead should have eventually enabled Black to win.
 (m) Kt-B4 much stronger.
 (n) Good.
 (o) K-B1 should have been played. White should then have to lose his QP and be compelled to draw.



Game 7. Scotch Gambit.

Mr. E. L. HOWSE v. Mr. Wm. BROWN.
 Notes by Mr. H. T. DICKINSON.

White	Black	White	Black
1 P-K4	P-K4	10 Kt-Q4	B-Kt2
2 Kt-KB3	Kt-QB3	11 Kt-B5	Kt x P (c)
3 P-Q4	P x P	12 R x Kt	B x R (ch)
4 Kt x P (a)	Kt-B3 (b)	13 K x B	Q-B3
5 Kt-B3	B-B4	14 Q-B3	B-B1 (d)
6 Kt x Kt	KtP x Kt	15 Kt-R6 (ch)(e)	K-R1
7 B-QB4	P-Q3	16 Q x Q	P x Q
8 Castles	Castles	17 Kt x P (ch)	K-Kt1
9 Kt-K2	Kt x P	18 Kt x P (ch)	K-R1
		19 B-KR6	resigns (f)

- (a) A more interesting game obtains if the pawn is not recaptured at once.
 (b) A good defence.
 (c) The object of this sacrifice is not very obvious.
 (d) P-B4 seems better here: if 14. ... P-B4

15. Q x B Q x Kt (ch)
 16. Q-B3 Q x P (ch)

with a fairly level game.

(e) Good.
 (f) Black resigns with good reason, made in seven thus:—

if 19. R-Q1
 20. Kt-B7 (*ch*) K-Kt1
 21. Kt x R (*ch*) K-R1
 22. Kt-B7 (*ch*) K-Kt1
 23. Kt-Q6 (*ch*) K-R1
 24. Kt-K8 if B-K3
 25. B-Kt7 (*ch*) K-Kt1
 26. B x P mate.



Game 8.

Dr. F. E. HUTCHINSON v. Mr. R. ALEXANDER.
 Notes by G. L. WOON.

White	Black	White	Black
1 P-Q4	P-Q4	15 P-R5	Kt-Kt5 (<i>e</i>)
2 P-QB4	P-K3	16 RP x P	RP x P
3 Kt-QB3	P-Q13 (<i>a</i>)	17 Kt-K5 (<i>f</i>)	QKt x Kt
4 P-K4	P x KP	18 P x Kt	B-R5 (<i>g</i>)
5 Kt x P	B-K2	19 Kt-K4	Kt x B
6 Kt-KB3	Kt-Q2	20 PK-Kt3 (<i>h</i>)	B x Kt
7 B-Q3	Kt-KB3	21 Q x B	Q-Kt4 (<i>i</i>)
8 Kt-B3	P-QR3 (<i>b</i>)	22 R-B3	B x P (<i>j</i>)
9 B-Kt5	P-QKt3	23 R x B	Q-B8 x
10 R-QB1	B-Kt2	24 K-K2	Q x KtP (<i>ch</i>)
11 B-Kt1	Castles	25 K-B3	Q-B6 x
12 Q-B2 (<i>c</i>)	P-Kt3	26 K-Kt2	Q-Q7
13 B-KR6	R-K1 (<i>d</i>)	27 R x P (<i>ch</i>) (<i>k</i>)	K-B1
14 P-KR4	P-B4	28 KR x Kt	K-K2

White mates in 5 moves

29 R x P (*ch*) &c.

- (a) Not a favourable continuation, giving a slow development. It should have been followed by Q-R4 on centre counter lines.
- (b) Why! P-QKt3 at once much better.
- (c) Strong.
- (d) R-K1 followed by Kt-B1 preferable.
- (e) Good.
- (f) R-Q1 should have been played first.
- (g) Q-Q5 would have broken up White's attack and given Black the better game.
- (h) A forcing move.
- (i) Better perhaps P-B4 with 22 P x Pc.p., Q x P23 R x B Kt-B4, 24 R-Kt5, K-Kt2, 25 R-Q1 R-Q1, a level game.
- (j) Bad, Black's position is now hopeless, Q-Kt5 would have given a good game
- (k) A brilliant finish to a capital game well and vigorously conducted by White.

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	15	3	6				
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Entrance Fees of 24 Members	1	4	0	Balance in hand ...	2	4	11
	16	7	6		16	7	6

31st July, 1907.

W E. WHETHAM, Hon. Treasurer.

Matches for 1907-8.

To begin shortly, v. Braille Chess Club, Torquay.

To begin in October, v. Ladies' Chess Club, London.

To begin in October, v. Ladies' Chess Club, Edinburgh.

To begin 1st December, v. "Pillsbury" National Correspondence Chess Association, Boston, U.S.A.

To begin in January, v. "Four-leaved Shamrock."

Members will be notified of all Matches and Inter-Association Tourneys, so that they can enter for same in good time, if desirous of doing so.



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