

Kt-K6ch and Pawn mates. If 1....., Kt-Q4; 2. Q-B6ch! KxQ; 3. B-R4ch, etc. If 1....., B-B3; 2. Q-Q6ch! KtxQ; 3. B-K3ch, etc. If 1....., B-R6; 2. P-Kt4ch, K-Q5; 3. Q-Q5ch! etc. If 1....., K-Q5; 2. Q-B5, B-Q4 (if 2....., KtxRP; 3. Kt-K6ch, etc.); 3. QxBch! etc. If 1....., Kt-Kt4; 2. Q-B5ch, Kt-K4; 3. QxKtch, etc.

To Correspondents.

(J. McG.)—Tamworth. Our decision on your initial version still holds good. We do not favor symmetrical problems—at least with symmetrical keys. (J. V. S.)—Acton West. In No. 178, 1. Kt-K6 is defeated by 1....., KtxP. In No. 179, if 1. QRxB, then 1....., P-B4 and no mate!

A FINE GAME.

The following highly interesting game was played at Augsburg, Germany, on March 6, 1907, between the well-known master, Eric Cohn, and Dr. E. Dvckhoff, a prominent chess analyst. It may, perchance, rekindle a spark in a blighted admiration. Notes based on those in the "Suddeutsche Schachblätter."

French Defence.

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|-----------|--------------|
| White. | Black. |
| E. Cohn. | E. Dvckhoff. |
| 1. P-K4 | 1. P-K3 |
| 2. P-Q4 | 2. P-Q4 |
| 3. Kt-QB3 | 3. P-QB4 |
| 4. PXP | 4. KPXP |
| 5. Kt-B3 | 5. Kt-QB3 |
| 6. B-K3 | 6. P-B5 (a) |
| 7. B-K2 | 7. B-QKt5 |

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| 8. Castles (b) | 8. BxKt |
| 9. PxB (c) | 9. Kt-B3 |
| 10. Kt-K5 | 10. Castles |
| 11. P-B4 | 11. Kt-K5 |
| 12. B-B3 | 12. P-B4 (d) |
| 13. Q-Ksq | 13. Q-R4 |
| 14. K-Rsq | 14. K-Rsq (e) |
| 15. BxKt | 15. BPxB (f) |
| 16. Q-R4 (g) | 16. KtxKt |
| 17. QPxBKt (h) | 17. QxBP |
| 18. B-B5 | 18. R-Ksq |
| 19. QR-Qsq | 19. P-QKt3! (i) |
| 20. B-Q4 | 20. QxP |
| 21. Q-R5 | 21. B-R3 |
| 22. P-B5 | 22. P-K6! (j) |
| 23. P-K6 (k) | 23. P-K7 |
| 24. Q-Kt5 (l) | 24. PxB(Q)ch |
| 25. RxQ | 25. R-KKtsq |
| 26. P-B6 | 26. Q-Kt3 (m) |
| 27. QxQ! (n) | 27. PxB |
| 28. P-B7 (o) | 28. P-B6! (p) |
| 29. R-B3 | 29. B-K7 |
| 30. R-R3ch | 30. B-R4 |
| 31. PxB(Q)ch (q) | 31. KxQ (r) |
| 32. RxP | 32. B-Kt5? |
| 33. R-B7 | 33. BxP |
| 34. RxKtPch | 34. K-Bsq |
| 35. RxKtP (s) | |

(a) This advance is a doubtful one. A better policy was to exchange Pawns.

(b) 8. B-Q2, followed by P-QKt3, should have been played. If Black attempts to parry this by 8....., Q-R4, then White first Castles, followed by Q-Ksq; in either case with the advantage.

(c) Instead his Queen's side becomes crippled, and the Black Pawns dominant and unassailable.

(d) Rightly reserving the capture of the proffered Pawn for a more favorable opportunity, or the alternative of a passed Pawn on K5. If 12....., KtxBP, then 13. Q-Ksq, and the Black Knight must retire to the Queen's side.

(e) Not 14....., QxBP, on account of 15. BxKt, QxQ; 16. BxQPch: the reason for the text-move.

(f) Of course to retake with the Queen's Pawn would lose the Bishop's Pawn.

(g) Threatening Kt-Kt6ch. The simple 16....., K-Ktsq would have been a safer reply.

(h) 17. BPxBKt appears to have much in its favor. However, White develops an interesting assault by the combinative play following the text-move.

(i) A good move, making room for the development of the Bishop at R3, the King's side being barred by the attitude of the White Pawns.

(j) The position becomes a hair-raising one, attack and counter-attack being approximately on an even keel.

(k) If 23. P-B6 (threatening mate in three), then 23....., Q-Kt3; 24. PxB, K-Ktsq. Not 24....., KxP, on account of 25. P-K6 dis. ch, K-Ktsq; 26. Q-K5, and wins.

(l) If 24. Q-B7, then 24....., PxB(Q)ch; 25. RxQ, R-KKtsq; 26. P-B6, P-R3 (not 26....., P-Kt3, on account of 27. Q-K3! Not 26....., Q-Kt3, on account of 27. PxB, RxP; 28. Q-B8ch and mates); 27. PxB, K-R2. The attack being stayed, Black wins.

(m) The correct defence was 26....., P-R3! After 27. PxB, K-R2; 28. QxQP, Q-Q6, Black has a straightforward win, the advanced Knight's Pawn being threatened, in addition to the Rook.

(n) Best! If 27. PxB, then 27....., RxP; 28. P-K7! R-KKtsq! 29. QxQ! (not 29. R-B8, on account of 29....., Q-Kt8ch, followed by 30....., RxQ; 30. R-B8 (threatening 31. RxRch), B-Kt4; 31. R-B3, B-Q2. Or 31. R-B4, P-Kt4.

(o) The advance of this Pawn appears ominous, but Black finds the saving clause. If in reply 28....., KR-KBsq, then 29. R-B3, RxP; 30. PxB, B-Bsq; 31. P-B8(Q)ch, wins. If 28....., K-R2 (or P-Kt4), then 29. P-K7, KR-KBsq; 30. PxB(Q)ch, RxQ; 31. B-B3, followed by 32. B-Kt4, and wins.

(p) By the very helpful advance of this Pawn the Bishop is enabled to come across to the rescue.

(q) If 31. P-Kt4, then 31....., P-B7; 32. B-Kt2, KR-QBsq; 33. B-Psq (if 33. P-K7, then 33....., P-B8(Q)ch; 34. BxQ, RxRch; 35. K-Kt2, R(B8)-Bsq; 36. PxB, K-R2; 37. R-K3, R-Ksq, and the Pawns adequately stayed); 32. B-Kt4, and wins.

(r) If 31....., RxQ, of course 32. P-Kt4 follows.

(s) The long and tedious end-game would, in spite of Bishops of different color, win for White. With 32....., R-Ksq, the game would probably have ended in a draw. The ensuing play was unfortunately not recorded. A possibility would be 35....., B-B2; 36. R-Kt4, R-Bsq; 37. P-KR4, R-B7; 38. P-R3, R-R7; 39. B-K5! P-Kt4 (if K-K2; 40. R-R4, etc.); 40. B-Q4, P-R4; 41. B-B5ch, and White can now attend to the advance of his Pawns.

END-GAMES NOS. 34 to 36.

By E. Holm.

White: K at Qsq; R at QR8; Ps at QR6 and Q3. Black: K at K4; R at QB6, Ps at K2 and K5. White to play and win.

1. P-Q4ch, K-K3 (a); 2. P-Q5ch, K-K4 (b); 3. P-R7, R-B2; 4. P-Q6! R-Q2!; 5. R-K8, RxRP; 6. RxPch, and wins. (a) To expose the Black King to a Rook check at any stage would be immediately fatal. (b) If 2....., K-Q2, then 3. P-R7, R-QR6; 4. P-Q6, PxB; 5. R-R8, and wins.

White: K at QKtsq; B at KB2; Kt at QR8; Ps at QB2 and KR3. Black: K at QR6; B at QK5; Ps at QR5, KR3, K7 and KR4. White to play and win.

1. P-B3, B-K2! (a); 2. B-Ksq, B-Kt4 (b); 3. B-K43; B-K2; 4. P-R4, B-Bsq; 5. B-Ksq, B-R3; 6. B-B2; B-Bsq; 7. B-Kt3, B-B4; 8. B-Ksq, B-K6; 9. Kt-B2ch, and wins; (a) If 1....., BxP, then 2. B-B5ch, B-Kt5; 3. Kt-B2ch, etc. (b) To avoid impending mate at White's QBsq.

White: K at KKtsq; Kt at QR2; Ps at QR5, QB5 and K5. Black: K at K2; B at QKt6; Ps at Q2 and KB3. White to play and win.

1. P-B6, PxB (a); 2. P-R6, B-Q4; 3. Kt-B3, B-B6; 4. K-B2, B-R8; 5. K-K3, P-KB4 (b); 6. Kt-Q5! BxKt; 7. K-Q4, B-B6; 8. K-B5, and the Rook's Pawn cannot be intercepted. This smacks decidedly of our end-game No. 32. (a) If 1....., B-Q4, then 2. Kt-Kt4, B-K5; 3. P-B7, B-Kt2; 4. P-R6, etc. (b) Otherwise 6. Kt-K4.

NOTES AND NEWS.

Due to unusual demand upon space, the Chess Column could not appear issue May 25th. To offset matters we have made an extension this issue.

GOOD COMPANIONS CLUB.

Canadian Membership.

The Canadian membership of the Good Companions Chess Problem Club has now reached the startling total of 51! This great increase is due wholly to the interest evoked by Mr. John C. Gardner, of Toronto. The membership is nearing the 400 mark, at which the door closes, and we would be glad to hear from any problem lover interested, during the meantime. The annual fee of \$2 includes special inducements at the present moment. The following is a full list of Canadian membership, the first 34 being resident in Toronto:

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