

Slight Error.

'What is the price of this embroidered skirt?"

'Madam will find the skirts on the next table—that which she has is the new cape collar!"—Chicago Herald.





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K—K3; 2. P—B5 mate.

Kt—B4; 2. KtxR mate.

threat; 2. B—Q7 mate.

Problem No. 123, by K. Grabowski.

R—Kt3! KxKt; 2. R—Kt5 mate.

KtxR; 2. QxB mate.

Kt—B5; 2. B—K4 mate.

Kt (Q3) else; 2. P—B4 mate.

B any; 2. Q—K5 mate.

JANOWSKI VS. SHOWALTER. (Eighth game of the match.)

Queen's Cambit. White.

W. Showalter.

P-Q4

Kt-KB3

P-B4

P-K3

BxP

Kt-B3

Castles

Q-K2

P-K4 (c)

R-Qsq (d)

Kt-K5

P-B4

K-Rsq

P-KKt

P-B4

K-Rsq

P-K5

S-Kt

R-B5

PxBP

P-K5

Q-K2

R-K4

KTxB

R-B5

R-K13

R-B5

R-K13

R-K5

R-B6

R-K13

R-K5

R-B7

R-K13

R-K13

R-K13

R-K13

R-K14

R-R3

R-K15

R-R3

R-K16

R-R3

R-K17

R-R3

R-K13

R-R1

R-R Black,
D. Janowski.

1. P—Q4
2. Kt—KB3
3. PxP (a)
4. B—B4 (b)
5. P—K3
6. QKt—Q2
7. B—K2
8. Castles
9. B—Kt3
10. P—B3
11. Ktxkt
12. Kt—Q2
13. B—B4ch
14. Q—K2
15. P—Kt4 (f)
16. P—B3
17. B—B2
18. KtxP
19. Kt—Q4 (g)
20. PxP
21. QxKt
222. Kt—K2
223. B—Ksq (h)
24. RxP
25. Q—Kt5
26. QxB
27. B—Kt3
28. R—Sq
29. P—KR3
30. B—R4
31. R—B7
32. B—Kt5
33. P—KR4
34. R—B4
35. Q—QKtsq
39. B—Q2
40. BxQ
41. R—Ct4ch (n)
42. Q—Kt2ch 9. 10. 11. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 23. 24. 29. 30. 32. 23. 33. 34. 35. 36. 36. 37. 38. BxB K—F Resigns (0)

Resigns

Notes by the Chess Editor.

(a) Janowski is very prone to accept the proffered Pawn, which, of course, cannot be held. It is better to defer taking until White has moved his King's Bishop and so must lose a move in recapturing. The early acceptance of the Gambit Pawn gives Black more freedom, but allows White to build a commanding centre.

(b) It is usual and better to develop the Bishop at QKt2, as the advance of White's King's Pawn cannot thus be prevented.

White's King's Pawn cannot thus be prevented.

(c) White has now much the better position.

(d) The line of action initiated by the text-move is not to be recommended. The Rook would be of better service on the King's side, whilst his next move gives his opponent the opportunity to open out somewhat. The correct play would be 10. B—B4, threatening 11. Kt—Kkt5, followed by 12. BxP, etc., after which White's centre Pawns would soon become formidable. If Black answers with 10. Kt—R4, then 11. B—K3, KKt—B3; 12. Kt—Q2 and 13. P—B4 might follow.

(e) A bold advance indeed with his forces gathered on the other wing, but White is practically committed to a policy of this description.

(f) An uncalled for and weakening advance.

(f) An uncalled for and weakening advance.

(g) Cleverly taking advantage of the exposed position of the White King. If now 20. PxP, then 20.., BxP; 21 Ktx, Kt, BxKtch; 22. BxBch, PxB; 23. RxP (if 23. QxP, QxP wins!), Q-Kt2; 24. Q-K4 (if 24. Q-Kt2, Black mates in four commencing 24..., R-B8ch), QR-Q8ch; 25. R-Q4, QxQ; 26. RxQ. R-Q8ch; 27. K-Kt2, R-Kt8ch; 28. K-R3, P-Kt4 and wins.

(h) B-R4 should have been played. It was essential to direct all energy against the exposed White King.

(i) 29. R-Q7 would be amply answered by 29... Q-R5.

(j) To prevent the fatal check.

(k) The simple capture of the Knight's Pawn was White's best move. The difficult game following would have been much in his favour. Instead, he embarks on an ingenious combination, the initial process of which is to decoy the Black Rook from the Bishop's file.

(l) Q-Kt2 would still have left him with the pull. There is no chance, after this miscalculation.

(m) If 39. R-Q3, then equally 39.., B-Q2.

(n) A neat finishing stroke.

B—Q2.

(n) A neat finishing stroke.

(o) If 42. K—B2, then 42... Q—R7ch, 43. K—B3, R—B4ch; 44. K—K4, Q—B5ch; 45. K—Q3, Q—B5ch; 46. K—Q2, R—Q4ch wins. An interesting game. Janowski was fortunate that his opponent did not temper his vigour with a little more judgment.

not temper his vigour with a little more judgment.

END GAME NO. 22.

By H. Rinck.

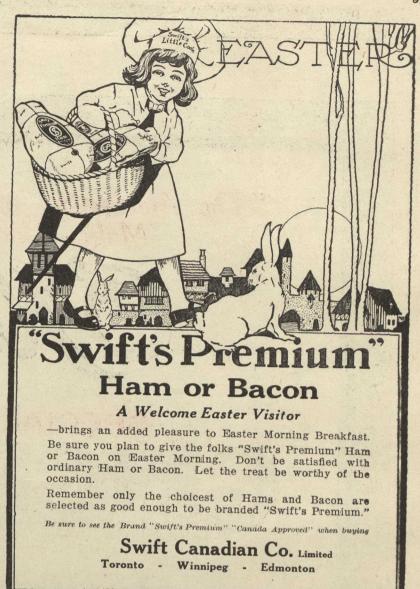
(From the "British Chess Magazine.").

White: K at QKt8; Kt at QKt6; P at KB6. Black: K at QKt5; R at KKt3; P at QR3. White to play and win.

Solution.

1. Kt—Q5ch, K—R4! 2. P—B7, R—K3;

3. K—B7, R—Ksq; 4. PxR (R)! and wins. Of course 4. PxR (Q or B) gives stalemate. If White plays 3. P—B8 (Q), then 3..., R—Ksq ch, 4. QxR stalemate; or 3. P—B8 (R) and of course the Rook draws against Rook and Knight. Black could hold out longer by 2..., R—Q3; 3. P—B8 (Q), RxKt.





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