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he hurried along. Beads of perspiration stood out on his forehead, and his hands and feet grew numb. Presently he sank to his knees, then to the ground.

"Jinnie!" he called, piteously; "Jinnie! yer ain't dead yit, air ye? Yer pa's tryin' to git you there. Jinnie! Don't you hear me?" His weak, inefficient hands fumbled about until they found hers, then he staggered to his feet. "My God, she's a-gitting cold!" he cried, as he stumbled forward again.

The trees seemed to be dancing around him in a great circle that would not let him through, the lights in the village moved farther and farther away as he approached. When he reached the turnpike he fell again, his face in the dust and his hands clutching at the rocks. For a while he lay so, then the pain made him remember.

"O God!" he prayed, "don't pay me no mind, but jest help me git Jinnie to the doctor's." He stumbled to his feet, but he could not move his bur-

den. In despair he sank upon his knees and burst into violent weeping.

"Poor little gal!" he cried, his trembling arms across the child; "pa's tryin' to help you, but he never could help nobody. He never was no good, but he'll try ag'in—he'll try—" Pitching and lurching he staggered forward; sight and hearing left him; one thought only remained.

At the doctor's door the strange equipage halted. Mr. Skittles began his story, but he never finished it.

At daybreak, when Mrs. Skittles hurried to the village, she found Jinnie out of danger, but lying in the doctor's darkened office was the silent form of Mr. Skittles. For hours she bent over him, desperately striving with the doctor to bring back consciousness. Her husband, hovering on the borderland of Eternity assumed a strange dignity and importance.

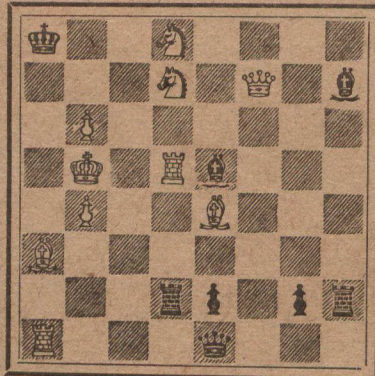
At noon he stirred. "Jenk," she said in her most commanding tone, "speak to me this minute!"

And Jenk spoke.

CHESS Conducted by Malcolm Sim

All communications to this department should be addressed to the Chess Editor, Canadian Courier, 30 Grant Street, Toronto.

PROBLEM NO. 164, by V. Marin.
First Prize, Spanish National Tourney.
Black.—Eight Pieces.



White.—Ten Pieces.
White to play and mate in two.

SOLUTIONS.

Problem No. 162, by C. Promislo.

- 1. R—K6! B—Q4; 2. Q—B8 mate.
- 1., B—B4; 2. Q—KB2 mate.
- 1., BxB; 2. R—B6 mate.
- 1., Kt—Q4; 2. Q—Q6 mate.
- 1., threat; 2. Q—K5 mate.

Correction.

In solution to Problem No. 159, issue Nov. 10, the play should be 1. K—K7, R—Kt7; 2. B—K6, etc.

CHESS IN TORONTO.

An interesting game played at Board No. 1 in the Toronto Chess League match between Parliament and West End Y.M.C.A. Clubs, on Saturday, November 17. Class A players, mostly members of the Toronto Chess Club, are taking part in the League matches this season, being allotted to the various clubs to avoid any influence upon the equality.

Ruy Lopez.

- | | |
|-----------------|---------------|
| White. | Black. |
| M. Sim. | W. H. Perry. |
| 1. P—K4 | 1. P—K4 |
| 2. Kt—KB3 | 2. Kt—QB3 |
| 3. B—Kt5 | 3. P—QR3 |
| 4. B—R4 | 4. Kt—B3 |
| 5. Castles | 5. B—K2 (a) |
| 6. R—Ksq | 6. P—QKt4 |
| 7. B—Kt3 | 7. P—Q3 |
| 8. P—B3 | 8. Kt—QR4 |
| 9. B—B2 | 9. P—B4 |
| 10. P—Q4 | 10. Q—B2 |
| 11. QKt—Q2 | 11. Kt—B3 |
| 12. Kt—Bsq | 12. B—Kt5 (b) |
| 13. P—Q5 (c) | 13. Kt—Qsq |
| 14. P—KR3 | 14. B—Q2 |
| 15. B—Kt5 | 15. P—R3 |
| 16. B—KR4 | 16. Castles |
| 17. Q—Q2 | 17. R—Ksq |
| 18. QR—Qsq (d) | 18. Kt—R2 |
| 19. BxB | 19. RxB |
| 20. Kt—Kt3 | 20. P—B3 |
| 21. Kt—R4 | 21. Kt—B2 |
| 22. Kt (Kt3)—B5 | 22. BxKt |
| 23. KtxB | 23. KR—Ksq |
| 24. Q—K3 | 24. K—Rsq |
| 25. Q—Kt3 | 25. R—KKtsq |
| 26. Kt—R4 (e) | 26. Kt—Bsq |
| 27. Kt—Kt6ch | 27. K—R2 |
| 28. KtxKt | 28. QRxKt |
| 29. Q—Kt4 (f) | 29. Q—Bsq |

- 20. Q—Kt3 (g)
- 31. P—KB4
- 32. P—B5
- 33. K—R2 (h)
- 34. Q—B3 (i)
- 35. P—KKt3
- 36. KxKt
- 37. K—R2
- 38. RxP (k)
- 39. R—KR4
- 40. RxP ch
- 41. RxR ch
- 42. Q—R5 ch
- 43. Q—Kt 5 ch
- 44. Q—R6 ch (o)
- 45. Q—Kt6 ch
- 46. K—Kt2
- 30. Kt—Rsq
- 31. Kt—Kt3
- 32. Kt—B5
- 33. P—Kt3
- 34. PxP
- 35. KtxRP (j)
- 36. PxP dis. ch
- 37. P—B4
- 38. K—Rsq
- 39. R—Kt2 (l)
- 40. R—R2 (m)
- 41. KxR
- 42. K—Kt2
- 43. K—Rsq (n)
- 44. K—Ktsq
- 45. K—Rsq

(a) This is a safer defence than 5.... KtxP, but limits Black's opportunities of counter attack.

(b) To accept the proffered Pawn in the centre by 12.... PxP; 13. PxP, KtxP; 14. KtxKt, PxKt, is disadvantageous. White obtains a powerful attack by 15. B—Kt5, as introduced by Lasker in the World's Championship games with Tarrasch.

(c) This advance takes considerable fire out of White's impending King side attack, but it nevertheless appears the better course.

(d) Threatening to obtain the advantage by 19. KtxP, PxKt; 20. P—Q6.

(e) Threatening mate.

(f) Fencing for P—KB4. Black could not well reply PxP.

(g) Again fencing for P—KB4, Black's Queen's Pawn being unprotected.

(h) Black has handled the defence to a nicety and White now has to tread with great care. The position becomes highly interesting.

(i) This move, bearing on KR5, is the only defence, and its feasibility relies upon the pinning effect of the Bishop upon Black's second Pawn capture. If 34. Q—B2 or K3, then 34.... PxP; 35. P—KKt3, Kt—R4! Black remaining a Pawn ahead with a powerful attack.

(j) This is a very grave error. White overlooking that the King's Pawn, after his next move, does not bear upon the White Queen. Mr. Perry afterwards mentioned that he had considered 35.... RxP, an interesting variation, e.g. 35.... RxP; 36. QxR, R—KKtsq; 37. Q—R4, R—Kt7 ch; 38. K—Rsq, RxB; 39. QxRP, Q—KKtsq; 40. R—KKtsq, R—KKt7; 41. QxRP ch and Black must advisedly submit to perpetual check. After 35.... Kt—Kt3; 36. PxP, the game would stand approximately even.

(k) A pretty, if rather obvious stroke. If 38.... PxR; 39. QxP ch, and if Black moves the King, mate in two follows.

(l) It is unaccountable that Mr. Perry did not defend the Rook's Pawn. White, consequently, finishes quickly.

(m) If 40.... K—Ktsq, then 41. Q—R5 threatening mate.

(n) If 43.... K—B2, then 43. BxP, followed by 44. B—Kt6 ch. If 43.... K—R2, then 44. K—Kt2 at once.

(o) Playing to prevent R—B2. An interesting game, though Mr. Perry fell off rather badly.

END-GAME NO. 31
By W. and M. Platoff.

White: K at KKt6; Kt at KKtsq; Ps at QKt5, QB6 and KR6. Black: K at KKtsq; R at KB2; B at QB6; P at Q2. White to play and win.

Solution.

- 1. P—R7ch, RxP; 2. P—B7, R—Kt2ch; 3. K—R5, R—R2ch; 4. K—Kt4, R—Kt2ch; 5. K—R3, R—R2ch; 6. K—Kt2, R—Kt2ch; 7. K—Rsq, R—R2ch; 8. Kt—R3, RxKtch; 9. K—Kt2, R—Kt6ch; 10. K—R2! B—K4; 11. P—B8 (Q) ch, K—B2; 12. QxPch, K—B3; 13. K—Rsq and wins.