

25 P to Q B 4th. P to Q R 4th.
 26 Q to K Kt 6th. Q to K 4th. (ch)
 27 K to K B sq. B to Q R 3d.
 28 Q to K B 7th. (ch) K to R sq.
 29 K to K Kt 2d. B takes Q B P.
 30 Q R to K R sq. Q to K Kt 4th. (ch)
 31 K to R 3d. B to K 7th.
 32 K R to K B 4th. Q B to K R 4th. (g)
 33 Q to Q B 7th. Q B to K Kt 3d. (h)
 34 R to K Kt 4th. (i) Q B to K B 4th.
 35 P to K B 3d. (k) B takes K R. (ch)
 36 P takes B. Q R to K B sq.
 37 R to K Kt sq. (l) Q to K 6th. (ch)
 38 K takes B. Q takes R.
 39 K to K R 5th.

White mates in three moves.

Notes.

- (a) This is a novel move in this opening.
- (b) A very bad move.
- (c) White made a serious mistake in taking his P so soon, as he loses at least two moves, besides subjecting himself to an attack which one would think ought to have won the game.
- (d) Castling in the face of such a battery was an act of temerity that few players, we think, would have had courage for.
- (e) Black fails to make the most of his fine attacking position. From this point the advantage is altogether on the side of White.
- (f) Black's game is now completely broken up, and we do not see a good move for him on the board.
- (g) The winning move.
- (h) Threatening, if Black ventured to take the K B, to win at least one of the Rooks immediately.
- (i) He had surely a better move than this.
- (k) Q R to K Kt sq would have been much better, but Black's game is hopeless, play what he will.
- (l) After this, all hope for Black is gone.

Third game between Messrs Loith and Ransom.

(K Kt's Defence in the K Bishop's Opening.)

WHITE (Mr. L.)	BLACK (Mr. R.)
1 P to K 4th.	P to K 4th.
2 K B to Q B 4th.	K Kt to B 3d.
3 P to Q 4th.	P to Q 4th (a)
4 P takes Q P.	Kt takes P.
5 P takes P.	Q B to K 3d.
6 K Kt to B 3d.	B to K 2d.
7 P to Q B 3d.	P to Q B 3d.
8 Castles.	P to Q Kt 4th (b)
9 B to Q Kt 3d.	Q Kt to R 3d.
10 Kt to Q 4th.	Q to Q B 2d. (c)
11 Kt takes B.	P takes Kt.
12 P to Q B 4th.	P takes P. (d)
13 B takes P.	Q Kt to Q B 4th.
14 R to K sq.	Castles on K side.
15 Q B to K 3d.	Q Kt to Q 2d. (e)

16 Q B to Q 4th. Q R to Q sq.
 17 Q to K Kt 4th. R to K B 4th.
 18 Kt to Q 2d. Q Kt to K B sq. (f)
 19 Q R to Q B sq. (g) R to K B 5th.
 20 Q to K R 5th. R takes Q B.
 21 Kt to K B 3d. (h) R to K B 5th.
 22 P to K Kt 3d. R to K B 4th.
 23 Q to K Kt 4th. Q Kt to K Kt 3d.
 24 P to K R 4th. (i) Q to her Kt 3d. (k)
 25 P to Q Kt 3d. Q R to K B sq.
 26 K to Kt 2d (l) Q Kt takes K P. (m)
 27 R takes Q Kt. R takes R.
 28 Kt takes R. Q takes K B P. (ch)
 29 K to R sq. R to K B 3d. (n)
 30 R to K B sq. Q to her 7th.
 31 R takes R. Kt takes R.
 32 Q takes Q P. (ch) K to R sq.

Here White, strangely enough, overlooked the smothered mate which he might have given in two moves, (o) and the game was carried on as follows:—

33 Kt to K B 7th. (ch) K to Kt sq.
 34 Q to Q B 8th. (ch) B to Q sq.
 35 Q takes B. (ch) Q takes Q.
 36 Kt takes Q. (dis. ch) K to B sq.
 37 Kt takes Q B P, and wins.

Notes.

- (a) Losing a P at the very outset! He should have played 3. P takes P.
- (b) This is uselessly weakening his flank.
- (c) This allows White to isolate one of Black's pawns.
- (d) Here, again, Black has to submit to the isolation of another P.
- (e) He evidently dare not take the K P.
- (f) Far better to have taken the K P with this Kt, by which he would have gained a P and a capital position.
- (g) Overlooking the obvious move by which Black threatens to win the Q B.
- (h) "The day after the fair."

(i) White's position at this crisis is a difficult one; but he might easily have made a better move than that in the text. Why not have played Q to K 4th, protecting the K P?

(k) Again he might have won the K P and made his game sure, being a piece a-head. The move made does not seem to us a good one, as White might have satisfactorily answered with 25. B to Q 3d, leaving the Kt P en prise.

(l) This is useless. His only chance was to take off the Kt with B.

(m) Here Black's love of finessing clearly loses the game. Having several times neglected taking the K P when he might have done so with advantage, he pays dearly for capturing it now. Had he played the natural move of 26. R takes Kt, nothing could have saved White's game.

- (n) Much better to have played the Q here.
- (o) The student will easily discover how.