

# SUN LIFE KEEPS GROWING

THE results of operations for the year 1917 show a continuance of the notable expansion that has marked the career of the Sun Life Assurance Company of Canada. In Assets, Income, Surplus, New Business and Total Business in Force substantial increases are recorded over the corresponding figures for previous years.

## RESULTS FOR 1917

Assets at December 31st, 1917.	- - - - -	\$90,160,174.00
Increase	- - - - -	7,211,173.00
Cash Income	- - - - -	19,288,997.00
Increase	- - - - -	789,866.00
New Assurances issued and Paid for in Cash.	- - - - -	47,811,567.00
Increase	- - - - -	5,039,270.00
Assurances in Force at December 31st, 1917.	- - - - -	311,870,945.00
Increase	- - - - -	30,436,245.00
Profits paid or allotted to Policyholders	- - - - -	1,560,389.00
Increase	- - - - -	449,488.00
Profits paid or allotted to Policyholders, in past five years	- - - - -	5,224,963.93
Total Payments to Policyholders, 1917.	- - - - -	8,840,245.00
Payments to Policyholders since organization	- - - - -	\$69,094,316
Assets held for Policyholders	- - - - -	90,160,174
		\$159,254,490
Premiums received since organization.	- - - - -	153,331,226
Payments to Policyholders and Assets held for them exceed the premiums received by:	- - - - -	\$5,893,264
Undivided surplus at December 31st, 1917, over all liabilities including capital	- - - - -	8,550,761.00

## THE COMPANY'S GROWTH

YEAR	INCOME	ASSETS	LIFE ASSURANCES IN FORCE
1872 . . . . .	\$ 48,210.73	\$ 96,461.95	\$ 1,064,350.00
1887 . . . . .	477,410.63	1,312,504.48	10,873,777.69
1897 . . . . .	2,238,894.74	7,322,371.44	44,983,796.79
1907 . . . . .	6,249,288.25	26,488,595.15	111,135,694.38
1917 . . . . .	19,268,997.68	90,160,174.24	311,870,945.71

The Company takes this opportunity of thanking its policyholders and the public generally for the continued confidence and good-will of which the above figures give such strong evidence.

# SUN LIFE ASSURANCE COMPANY OF CANADA

1871

HEAD OFFICE MONTREAL

T. B. MACAULAY, President

1917

1. . . . . KtxQ; 2. B-Kt6 mate.
1. . . . . Kt-Q6; 2. Kt-B2 mate.
1. . . . . threat; 2. Q-QB5 mate.

### CHESS IN GERMANY.

A brilliant and instructive game played in one of the Tournaments between interned Russian prisoners at Triberg.

Ruy Lopez.

- |                     |                        |
|---------------------|------------------------|
| White.<br>Flamberg. | Black.<br>Bogoljuboff. |
| 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. P-Q4 (a)         | 5. KtxKP (b)           |
| 6. Castles (c)      | 6. P-QKt4              |
| 7. KtxP             | 7. KtxKt (d)           |
| 8. PxB              | 8. P-Q4 (e)            |
| 9. PXP e.p.         | 9. BxP                 |
| 10. B-Kt3 (f)       | 10. B-Kt2 (g)          |
| 11. P-QR4 (h)       | 11. Castles.           |

12. PXP (i)
13. P-R3
14. RxKt
15. Q-Bsq
16. B-Q2
17. R-R4
18. PXP
19. QxB (m)
20. K-R2
21. Kt-B3 (n)
22. R-B4 (o)
23. Q-Kt5
24. BxR

- (a) Inferior to the usual continuation of 5. Castles.
- (b) The correct move was 5. . . . PXP, upon which might have followed 6. Castles, B-K2, with a safe game for Black. If, instead of castling, White played 6. P-K5, then 6. . . . Kt-K5, followed by Kt-B4.
- (c) Q-R5
- (d) KtxP (j)
- (e) B-B4
- (f) QR-Ksq (k)
- (g) R-K4 (l)
- (h) Q-K2
- (i) BxRP
- (j) R-KSch
- (k) BxR
- (l) Q-K4ch
- (m) P-Kt4
- (n) PXR (p)
- (o) B-Kt6ch

(c) White fails to take advantage of his opponent's weak move. He could have obtained the better game by Q-K2, e.g., 6. Q-K2, P-Q4; 7. KtxP, B-K3 (not 7. . . . B-Q2, because of 8. KtxKt, followed by 9. P-KB3); 8. KtxKt, Q-Q2; 9. Kt-Q8, QxB; 10. KtxB, PxB; 11. P-KB3, Kt-B3; 12. QxPch, B-K2; 13. P-B3, with a Pawn more, and at least an equal position.

(d) If 7. . . . PxB, then 8. KtxKt, PxB; 9. R-Ksq, winning back the piece with the better position.

(e) And now, if PxB, White's reply is Q-Q5, attacking Rook and Knight.

(f) Not 10. Q-Q5, because of 10. BxPch, winning the Queen, and if 10. R-Ksq, Black's reply would have been simply 10. . . . Castles, for if 11. RxKt, again BxPch, would win the Queen.

(g) Black has now manifestly much the superior position.

(h) There was no time for this. He

should have played Kt-Q2.

(i) Again losing time. Kt-Q2 was now essential.

(j) A bold sacrifice, rendered possible by his great superiority of development.

(k) Threatening to win the Queen by BxRch, followed, on the Queen retaking by R-KSch.

(l) Threatening R-KB4, followed, if B-Ksq, by R-Ksq.

(m) If 19. RxB, then 19. . . . R-K7.

(n) At last White brings his Knight into the field, but too late to save the game.

(o) The only move, for if 22. B-B4 instead, he would have been mated in three moves, beginning with R-RSch.

(p) Threatening B-Kt6 mate.

(q) Mate could not be avoided. If 25. BxB, then 25. . . . PxBch; 26. K-Ktch, Q-K6ch; 27. K-Rsq, Q-K8ch; 28. Q-Bsq, QxQ, mate. A brilliantly played game by Bogoljuboff.