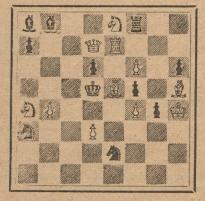


Solutions to problems and other chess correspondence should be addressed to the Chess Editor, Canadian Courier, 30 Grant Street, Toronto.

PROBLEM NO. 130, by Adjutant R. Gevers.

(Belgian Army.) British Chess Mag., March, 1917.

Black.—Eleven Pieces.



White.-Eleven Pieces. White to play and mate in two. Problem No. 131, by Jan Kotnc.

(Sachmatny Zurnal, 1894.)
White: K at KKt7; Q at KB8; R at 2; B at Q8; Ps at QR2, QKt3, Q5, K5, B3, KKt2 and KKt4.
Black: K at Q5; Kt at Q6; P at KKt6.
White mates in three.

SOLUTIONS.

Problem No. 126, by D. J. Densmore. 1. Kt—B4! PxQKt dis. ch; 2. Kt—Q5 1., PxKKt dis. ch; 2. Kt—B5 mate.

....., R—B2; 2. Kt—B5 mate.

Bukarest:

(Wochenschach, 25 Mch., 1906.)

White: K at KKt3; Rs at Qsq and KB8; B at QRsq; Kt at K5; Ps at K2 and KR5.—Black: K at K3; Ps at Q3; K2 and KR3. Mate in five. (1. KR—Bsq, PxKt; 2. R—Q8; 3. B—R8; 4. K—B4, etc. 1...., P—Q4; 2. B—Q4; 3. R—Bsq, P—K3; 4. R—QB8, etc.)

CHESS BY CORRESPONDENCE.

CHESS BY CORRESPONDENCE.

An interesting game played in the British Correspondence Chess Association Trophies Tourney, 1916, between Mr. W. H. Gunston, the well-known Cambridge University expert, and Rev. F. E. Hamond, of Norwich. The score we take from the British Chess Magazine, our notes being based on those by the winner.

	Caro-Kann	De	fence.
	White.		Black.
1	P-K4	1.	P-QB3 (a)
2	P-Q4		P-Q4
3	PxP (b)	3.	PxP
4.	PxP (b) Kt_KB3	4.	Kt—QB3 P—KKt3
5.	P-B3	5.	P—KKt3
6.	B—QKt5	6.	Q-Q3 (c)
	Casties (d)	7.	P-B3
	R-Ksq		P-K3 (e)
9.	Kt-R3 (f)		Kt—K2
10.	Kt—R3 (f) P—B4		P—QR3
11.	B-R4	11.	P-KR4
12.	P-B5	12.	Q-Ktsq (g
13.	B_Q2 .		
14.	P-QKt4	14.	Kt_B4
15.	Kt—B2	15.	
6.			P—Kt5
17.	Kt—Q2.	17.	B-R3
18.	Kt_Bsq	18.	QKt-K2 (J
19.	QKt—K3	19.	Kt_R5
20.	B-Kt3 (k)	20.	B-Q2
21.	P-R4	21.	QKtsq (1)
22.	Kt—Q2	22.	Kt(R5)—Kt
23.	Q_B2	23.	Kt-B5
24.	P-Kt3 (m)	24	Kt—R6ch
25.	K—Bsq	25	P-R5
26.	Kt—Kt2	Z0:	PxP
27.	RPxP	27.	P B4 (n)
28.	R-K5?	25.	P—B4 (n) P—B5 ByP
29.	PxP (0)	400	TOWL
10.	R—K2	30.	Q-Kt4 (p)
1.	Q-Q3 ·	31.	Kt—Kt8 (q) Q—R3 (s)
2.	v+_K4! (r)		
3.	KtxB	04	QxKt
4.	Kt—Q6ch (t)	05	K-Kt2 QR-KBsq (
5.	R(K2)—R2	90.	Q—B6
6.	Q-Q2 (v)	57	R_R8
7.	K—Ksq (w) Q—K3	20	QxQch (x)
8.	Q-K3	00.	STACH (V)

(a) The Caro-Kann defence is an efficient recourse to avoid the regular openings after I. P—K4. It yields a more interesting game than the French defences.

openings after 1. P—K4. It yields a more interesting game than the French defence.

(b) 3. Kt—QB3 is also an excepted continuation.

(c) This turns out satisfactorily, preventing B—KB4 and protecting the Queen's Knight.

(d) If 7. Kt—K5 then 7....., P—B3, and White cannot continue 8. B—KB4, on account of 8....., PxKt; 9. BxP, Q—K3, pinning the Bishop.

(e) Black's play is slow but solid, hoping for a future offensive.

(f) Preferable seems 9. P—B4, Kt—K2; 10. Kt—B3.

(g) Better than Q—B2 in case White advances the Knight's Pawn to Kt5. The Queen also effectively sweeps across to the King's Knight file later, along the bottom rank.

(h) Now Black's attack begins.

(i) This does not turn out well, the piece being out of active play. Still he must provide a retreat for the King's Knight.

(j) This Knight plays an important defensive role later.

(k) B2 seems the natural post for the Bishop.

(l) Threatening Kt—B6ch in certain

Bishop.
(I) Threatening Kt—B6ch in certain

(1) Threatening Kt—B6ch in certain eventualities.

(m) White's forces are badly one in the way of the other. This affords him little relief, but rather gives impetus to his opponent's onslaught.

(n) Black must risk this advance in order to destroy the fort at White's KKt3, and also to clear the King's Bishop file.

(o) He cannot well allow P—B6.

(p) The Queen now comes powerfully into action.

into action.

(q) Cleverly played indeed. If 32. Kx Kt, then 32....., R—R8ch; 33. KxR, Q—R3 ch, and mates in four.

(r) If 32. R(K2)—Ksq, then 32....., R—R8 follows. The text-move is a very ingenious—even if desperate—attempt to relieve the situation.

(s) This is much better than capturing the Knight, e.g., 32....., PxKt; 33. RxP, B—R7; 34. P—Q5, KtxP (best); 35. BxR, RxB; 36. Q—Q4 and White, having all his reserves available, the issue would be in doubt.

(t) The last chance were to give up the

(t) The last chance was to give up the exchange by 34. Kt—Kt3 with the disheartening task of playing for a very doubtful draw. Now Black wins easily, an instructive conclusion.

am instructive conclusion.

(u) This prevents 36. Q—K3, Q—Kt3 or B—Q2, and Black now threatens R—R8, followed by Kt—R6 dis. ch.

(v) If 36. KxKt, then 36....., Q—R7ch; 37. K—Bsq, R—R6, and if then 38. Q—Q2, mate in three; if 38. Q—B2, R—K6 and mate follows; if 38. Q—K2, of course Q—R8 mate. Therefore the Queen cannot move satisfactorily.

(w) If 37. B—Qsq, then 37...... Kt—K7; 38. Q—Kt5ch (forced), Kt—Kt3; 39. K—Ksq, R—R8ch; 40. K—Q2, QxBch; 41. KxKt, R—K8 mate.

(x) If 39. PxQ. Black declared mate in

(x) If 39. PxQ. Black declared mate in four, as follows: 39....., Kt—R6 dis. ch.; 40. K moves, R—B7ch; 41. K—Q3, Kt—B5ch; 42. PxKt, R—R6 mate. Black could have mated in two at his 38th, however, by Q—K7ch.

Palmer's War Sketches

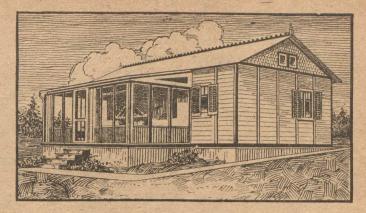
(Concluded from page 21.)

long it takes to make an army out of raw material. So persistent was their pose of winning that it hypnotized them into conviction. As it had never occurred to them that they could be beaten, so they were not."

Palmer's account of Haig is excellent. He says:

"I had always heard how hard Sir Douglas Haig worked, just as I had heard how hard Sir William Robertson worked. Sir Douglas, too, showed no signs of pressure, and naturally the masterful control of surroundings without any seeming effort is a part of the equipment of military leaders. The power of the modern general is not evident in any of the old symbols.

"It was really the army that chose Sir Douglas to be Commander-in-Chief. Whenever the possibility of the retirement of Sir John French was mentioned and you asked an officer who should take his place, the answer was always either Robertson or Haig."



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