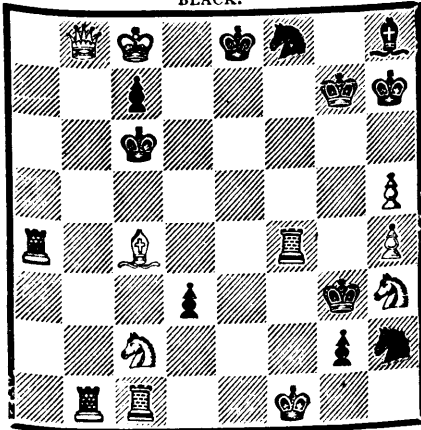We clip the following from the September number of the *Westminster Papers*. It is doubt-less one of the most eccentric if not the most extraordinary chess problem on record.

PROBLEM No. 12.

BLACK.

WHITE.

The conditions of the above Six King Problem are White to play and mate the six Kings simultaneously in seven moves.

CHESS WAIFS.

We regret to learn there is to be no immediate award of prizes, owing to a little misunderstanding occasioned by certain games having been won and lost by default (absence of one of the players). There is talk of a protest having been made by one of the Quebecers. We trust, how_ever, ere the issue of our next number, the matter will receive adjudication at the hands of the President of the Association satisfactory to all concerned.

Mr. Bird's book is expected out in November.

The shilling stake practice of playing chess at the Divan and clubs in London, is about being abandoned.

The rooms of the Montreal Chess Club have resumed their wonted lively appearance on club nights.

The Anderson Jubilee was a great success. There were 27 entries in the Problem Tourney. The festivities concluded with a match between the great master and Paulson (5 games to win). Result : drawn, 1. Anderson won 3 ; Paulsor won 5.

CANADIAN CHESS ASSOCIATION.

The meeting terminated during the first week of September. We now give :—

TABLET representing Score of Games played in Canadian Chess Association Tourney, held in Quebec, 28th August, 1877.

	Howe.	Sanderson.	Hall.	White.	Henderson.	Shaw.	Fletcher.	Hicks.	Pope.	McLeod.	Bradley.	
H. A. Howe.........		1	½	½	1	½	1	+	1	1	1	8½
E. Sanderson........	0		1	½	½	1	1	+	1	1	1	8
E. B. Holt..........	½	0		1	1	1	½	+	1	½	1	7½
J. White............	½	½	0		1	1	1	½	1	0	1	6½
J. Henderson........	0	½	0	0		1	1	+	0	1	1	5½
J. W. Shaw	½	0	0	0	0		0	+	1	1	1	4½
E. T. Fletcher	0	0	½	0	0	1		+	½	0	1	4
W. H. Hicks	*	*	*	½	*	*	*		1	1	1	3½
E. Pope.............	0	0	0	0	1	0	½	0		1	1	3½
R. D. McLeod	0	0	½	1	0	0	1	0	0		½	3
C. D. Bradley	0	0	0	0	0	0	0	0	0	½		½

1—Won.
+ Won by default.
* Lost by default.
0—Lost.
½—Drawn.