

WRIGLEY'S



To little hearts and big ones, too — the Wrigley Spearmen are calling, calling every day:

Their message is one of good cheer about this refreshing, beneficial goody that costs so little but means so much to comfort and contentment.

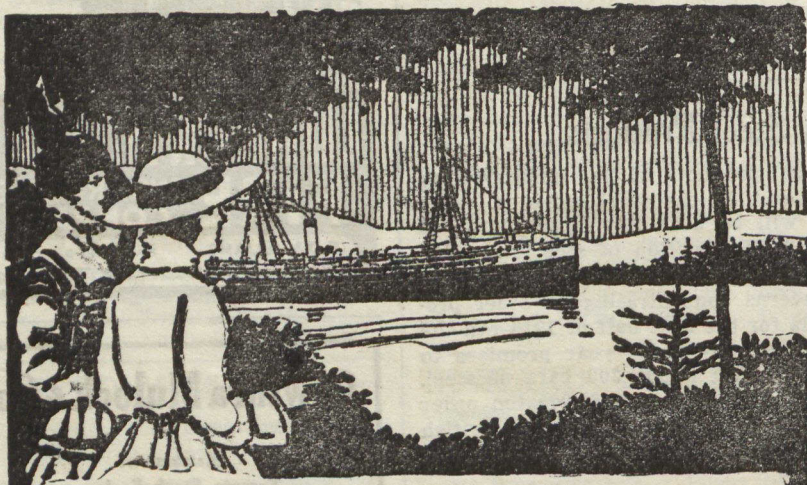
**Chew it
after every
meal**

**Two
flavors**



MADE IN
CANADA.

Write Wm. Wrigley, Jr., Co., Ltd., Wrigley Bldg., Toronto, for free copy of quaint "Mother Goose" book and sample of the new "Double Mint."



A GREAT HOLIDAY ON THE GREAT LAKES

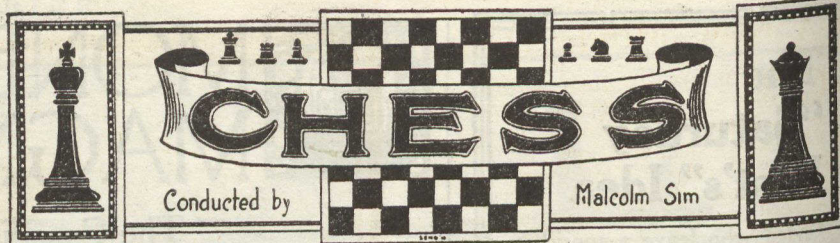
A cool, short, pleasant holiday through inland seas at moderate cost. The Clyde-built greyhounds of the

CANADIAN PACIFIC

with verandah cafe and perfect appointments are as good as Atlantic liners. Express Steamships "Assiniboia" and "Kewatin" leave Port McNicoll every Tuesday, Thursday and Saturday for Port Arthur and Fort William. Round trip 5 days.



Tickets, information and reservations from Local Agent, or W. B. Howard, District Passenger Agent, Toronto, Ont.



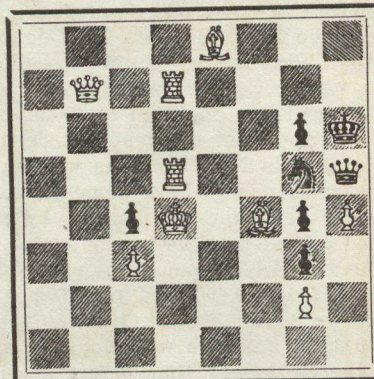
Conducted by

Malcolm Sim

Address all correspondence to the Chess Editor, Canadian Courier, 30 Grant St., Toronto.

PROBLEM NO. 71, by W. J. Faulkner, Toronto.

(Specially composed for the "Courier.")
Black.—Seven Pieces.



White.—Nine Pieces.

White to play and self-mate in five. Our solver's ladder problems are the following:

Problem No. 72, by Jan Kotrc.

Version, Svetozor, 1892.

White: K at QKt7; Q at KR3; R at K3; B at Q6; Kts at QKt5 and KBsq; P at QB2.

Black: K at Q4; Kts at QKt8 and KKt6; Ps at KB2, KB3 and KB4.

Mate in two.

Problem No. 73, by V. Holst.

White: K at Qsq; Q at KKt3; Kts at QB7 and KR6; Ps at QR2, QKt2, QB3, K2 and KR4.

Black: K at QB5; Rs at Q4 and Ksq; Ps at QB4, Q7, K6 and KR4.

Mate in three.

SOLUTIONS.

Problem No. 67, by Frank Janet.

1. Kt-B6, B-B3; 2. R-KB4 mate.

1. P-QB3; 2. Q-Q8 mate.

1. P-Kt7; 2. RxB mate.

1. KxKt; 2. R-KB4 mate.

The Black King fight here, in the "Pickabish" theme, is quite original. Although not a particularly good position artistically, this achievement is a difficult one, and cost Mr. Janet more labour than many prettier versions.

Problem No. 68, by G. Dehler.

1. Kt-K4, PxKt; 2. Kt-B4ch, PxKt; 3. PxP mate.

1. Kt-K3; 2. Q-K7ch, BxQ; 3. Kt-K7 mate.

1. B-Q2; 2. Q-B5ch, K-K3; 3. Q-B4 mate.

1. QB else; 2. Q-Kt7ch, B-B3; 3. Q-Kt3 mate.

1. threat; 2. Q-KB7ch, Kt-K3; 3. Kt-K7 mate.

Solver's Ladder.

We republish by request the award of points in our solver's ladder competition. The top scorer every month receives a book prize, when his score is cancelled.

Keys to two-movers, 2 points; to three-movers, 3 points. Proof of no solution, in two-movers, 2 points; in three-movers, 3 points. Second solutions to two-movers, 2 points; to three-movers, 3 points. Serious dual mates in any problem, 1 point. Serious dual continuations in three-movers, 2 points. Proof that an initial position is impossible in actual play, or that it contains promoted pieces, in two-movers, 2 points; in three-movers, 3 points. Except in claims for duals, it is sufficient to give key-moves only of two-movers and the key-moves and second moves of three-movers. There is a penalty of one point for each incorrect claim of any kind. Misprints in writing out solutions count as a wrong claim.

The Third Week.

	No. 65.	No. 66.	Total.
J. R. Ballantyne	0	0	47
P. W. Pearson	2	3	35
J. Kay	2	3	35
R. G. Hunter	0	0	30
R. A. Leduc	0	0	29
W. J. Faulkner	2	3	16

Correct solutions of Nos. 59 and 60 received from "Yukon," Dawson City—34 points. "Yukon" also solves Mr. Faulkner's self-mate, No. 58, in six e.g., 1. Kt-K4 (or KBsq); 2. Kt(K4)-Kt3; 3. Kt-Ktsq; 4. R-Q2; 5. B-Ktsq; 6. Q-Kt2, B x R mate.

CHESS IN THE STATES.

An interesting game played at the Los Angeles Chess Club. Notes, abridged, by the winner.

Petroff's Defence.

White.	Black.
S. Mlotkowski	E. R. Perry.
1. P-K4	1. P-K4
2. Kt-KB3	2. Kt-KB3
3. P-Q4	3. KtxP
4. B-Q4	4. P-Q4

5. KtxP
6. Castles
7. P-QB4
8. Kt-B3
9. PxKt
10. P-B4
11. BxBP
12. B-Q3
13. Q-B2
14. B-Q2
15. QR-Ksq
16. P-B5
17. P-Kt3
18. Kt-Kt4
19. BxP
20. KtxPch
21. Q-Kt2
22. Q-R3
23. Q-Kt4ch
24. Q-R5
25. R-K4

5. B-Q3
6. Castles
7. P-QB3 (a)
8. KtxKt
9. Q-B3 (b)
10. PxP (c)
11. Kt-Q2 (d)
12. Kt-Kt3
13. P-KR3
14. Kt-Q4
15. Kt-K2 (e)
16. P-B4 (f)
17. Kt-B3 (g)
18. Q-Qsq
19. PxP (h)
20. K-Rsq
21. P-B3
22. K-Kt2
23. K-Rsq
24. K-Kt2

Resigns.

(a) Black cannot repeat White's last move here on account of 8. PxQP, BxKt; 9. PxP, QxP; 10. Q-B2, B-B4; 11. Kt-B3, KtxKt; 12. BxP, P-KKt3; 13. QxKt, PxP; 14. Q-Kt3ch, K-Rsq; 15. B-Kt5, Kt-Q2; 16. QR-Qsq followed by 17. RxKt.

(b) An innovation, the object being later to plant his Queen's Bishop at B4.

(c) B-KB4 would be met by the exchange of Bishops followed by 12. Q-Kt3.

(d) B-KB4 here would be answered by 12. P-KKt4, and Black's difficulties would be increased.

(e) Again intending B-KB4, but after White's reply this idea has to be given up and the Knight is awkwardly placed, preventing the retreat of the Queen.

(f) Black has nothing better than Kt-Q4.

(g) If 17. P-KR4, White answers P-KR4, compelling BxKt.

(h) P-B3 was best; in accepting the offer of a piece, Black overlooked White's 21st move, expecting Q-K2, to which Q-Kt4 is a good reply.

END GAME NO. 15.

By Horwitz and Kling.

White: K at QKt8; Q at QRsq; B at QR2; P at QKt6. Black: K at QKt5; Q at QR4; Kt at Qsq. White to play and win.

Solution.

1. Q-Ksq ch, K-Kt4; 2. QxQ ch, KxQ; 3. K-B7, K-Kt4; 4. B-Q5, K-R3 (a); 5. B-Kt4, K-Kt4; 6. B-K8 ch, K-R4 (b); 7. B-Q7, K-R3; 8. B-R3, K-R4; 9. B-Kt4 (c), K-Kt4; 10. B-K2 ch, K-B4; 11. B-B4! Kt-B3!; 12. P-Kt7 and wins (d).

(a) If 4. K-R4 or B4, then White replies 5. B-B4!

(b) If 6. K-B4, then 7. B-Q7!

If 6. K-R3, then 7. B-Q7, K-R4; 8. B-Kt4, K-Kt4 (or R3) 9. B-K2 ch and the solution is shortened a move.

(c) If 9. B-Bsq at once, White would have to submit to perpetual check or lose the pawn.

(d) A very neat and instructive end-game.

THE USUAL WAY.

A young man in the country fixes his eye on the city.

He hikes cityward and plunges into its whirlpool of business life.

For 20 or 25 years he works like a fiend and accumulates enough to live on for the rest of his life.

Then he goes back to the country to enjoy it.

DISCRETION.

"Mother, may I go out to swim?"

"Yes, my dainty daughter,

But your one-piece suit is so snug and trim

You'd better keep out of the water."

JUST A SUGGESTION.

Why not utilize some of the excessive red tape in our Governmental circles as material for the wire entanglements at the front? The Huns would never get through.

BY WAY OF CONTRAST.

Some soldiers get the powder on their own faces while others who prefer drawing rooms and dance halls to the trenches are content to smell the powder—of Milady's face.

HE'S LEARNING.

There is a man in our town

Who isn't wondrous wise—

He met a summer girl and now

His roll is small in size.