

GAME II.

BLACK.

The President.

WHITE.

Mr. G. Palmer.

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|--------------------------------------|-----------------|
| 1. P to K 4th. | P to K 4th. |
| 2. K Kt to B 3d. | P to Q 4th (a). |
| 3. P takes P. | Q takes P. |
| 4. Q Kt to B 3d. | Q to K 3d. |
| 5. K B to Kt 5th (ch). | P to Q B 3d. |
| 6. K B to R 4th. | K B to Q B 4th. |
| 7. Q to K 2d. | Q Kt to Q 2d. |
| 8. B to Q Kt 3d. | Q to K B 4th. |
| 9. P to Q 4th. | B to Q 3d. |
| 10. Q Kt to K 4th. | B to Q B 2d. |
| 11. Q Kt to K Kt 3d. | Q to K Kt 5th. |
| 12. B takes K B P (ch) and wins (b). | |

Notes.

(a) Very unsafe.

(b) For if K takes B, Black wins Q by Kt to Kt 5th check; and if K moves, Black equally wins Q, by P to K K 3d.

GAME III.

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|-------------------------|-------------------|
| 1. P to K 4th. | P to K 4th. |
| 2. K Kt to B 3d. | Q Kt to B 3d. |
| 3. B to Q B 4th. | B to Q B 4th. |
| 4. P to Q Kt 4th. | B takes Kt P. |
| 5. P to Q B 3d. | B to Q R 4th. |
| 6. P to Q 4th. | P takes P. |
| 7. Castles. | P to Q 3d. |
| 8. P takes P. | B to Q Kt 3d. |
| 9. B to Q R 3d. | K Kt to K 2d (a). |
| 10. K Kt to Kt 5th. | P to Q 4th (b). |
| 11. P takes P. | Q Kt to R 4th. |
| 12. K R to K sq. | P to Q B 4th. |
| 13. P tks P en pass. | Q Kt takes P. |
| 14. K tks K B P (c). | Q takes Q P. |
| 15. C. to K 2d. | Castles (d). |
| 16. Kt to K 5th (d. ch) | K to R sq. |
| 17. B takes Kt (c). | R takes K B P. |
| 18. Q to K 3d. | Q takes Q. |
| 19. R takes Q. | B takes R. |
| 20. Kt takes Kt. | P takes Kt. |
| 21. Kt to Q R 3d. | R tks Q R P. |

discovering check, and wins.

Notes.

(a) A mistake, which should have cost the game.

(b) His only move, as he dare not Castle, on account of White's playing Q to K R 5th.

(c) Up to this point, White has most ably taken advantage of his opponent's mistake, but he here lets the victory slip from his grasp: had he taken this P with B checking, the game was won, for if Black moves K to K 2d, he loses his Q by Kt to K 6th, or if K goes to B sq., White plays P to Q 5th with an irresistible attack.

(d) Q dare not take Q R.

(e) Better to have tried for perpetual check by Kt to K B 7th.

GAME IV.

In this game White (Mr. Palmer) played the same opening, and Black corrected the mistake he committed in the previous game at his ninth move, by playing instead Q B to K Kt 5th, which effectually stopped the attack, and Black won easily, the game was not recorded.

GAME V.

BLACK.

The President.

WHITE.

Mr. G. Palmer.

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| 1. P to K 4th. | P to K 4th. |
| 2. P to Q 4th. | P takes P. |
| 3. K Kt to B 3d. | Q Kt to B 3d. |
| 4. K B to B 4th. | K B to B 4th. |
| 5. Kt to K Kt 5th (a). | K Kt to R 3d. |
| 6. Kt takes K B P. | Kt takes Kt. |
| 7. B takes Kt (ch). | K takes B. |
| 8. Q to K R 5th (ch). | P to K Kt 3d. |
| 9. Q takes B. | P to Q 3d. |
| 10. Q to Q B 4th (ch). | K to Kt 2d. |
| 11. Castles. | K R to B sq. |
| 12. P to Q B 3d. | Q to K B 3d. |
| 13. P to K B 4th (b). | P to Q R 3d. |
| 14. K to R sq. | B to K 3d. |
| 15. Q to K 2d. | Q R to K sq. |
| 16. Kt to Q 2d. | Q to K R 5th. |
| 17. Kt to K B 3d. | Q to K Kt 5th. |
| 18. B to Q 2d. | K to Kt sq. |
| 19. K R to K sq. | B to Q 4th. |
| 20. P to K R 3d. | Q to K R 4th. |
| 21. Q to K B 2d. | R takes K P. |
| 22. P takes Q P. | Kt takes P (c). |
| 23. Kt takes Kt (d). | R takes Kt. |
| 24. K to Kt sq (e). | P to Q B 4th (f). |
| 25. R to K 7th. | Q to K B 4th. |
| 26. B to B 3d. | Q to K B 3d. |
| 27. Q R to K sq. | Q takes K B P. |
| 28. B takes R. | Q to K R 3d (g). |
| 29. Q to K 3d. and White resigns. | |

Notes.

(a) This is not considered so sound as P to Q B 3d.

(b) K R to Q sq is better, as it compels White to take the Q B P. White has conducted this defence very well, having played the best moves throughout.

(c) This is unsound, and ought to have cost White a piece.

(d) Instead of this move, Black should have taken B with R, and the game would have proceeded thus—

BLACK.

WHITE.

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| 23. R takes R. | B takes R. |
| 24. Kt takes Kt. | Q takes K R P (ch). |
| 25. K to Kt sq. | Q to Kt 5th. |
| 26. Q to K 2d. | Q takes Q. |
| 27. Kt takes Q. and Black must win. | |

(e) If Q takes R, he is evidently mated in two moves.

(f) This is not good, but it is not easy to find a satisfactory move for White at this point.

(g) Q takes B would have been better, but White's game is hopeless in any case.