

CHESS.

TO CORRESPONDENTS.

BRAMPTON CHESS CLUB.—Your solution to Problem No. 1 is correct. All others are wrong.

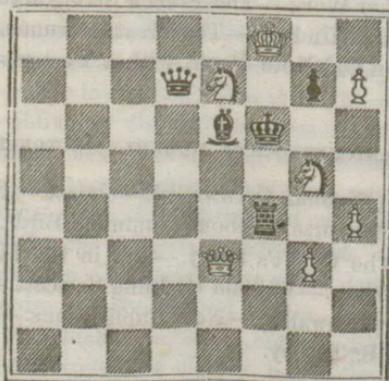
** We publish this month a problem which is easy enough, but will be seen to have some interesting points of play in it. Two-move problems can never be very difficult, but they afford good practice, if our readers will endeavour to solve them from the diagram only, or from the board without moving the pieces. The object of the study of problems being improvement in actual play, the rule of "touch and move" should be as rigidly adhered to in one case as the other.

SOLUTION TO PROBLEM NO. 1.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
1. B. takes Kt.	Kt. takes B. (A)		
2. R. to Q. B. 6 ch.	Kt. interposes.		P. takes P. or R. or B. moves (2)
3. Kt. to Q. 6.	Anything.	3. R. takes P. ch.	K. moves.
4. P. to Q. R. 4.	Anything.	4. R. to Q. R. 5 ch.	K. takes P.
5. P. or B. mates.		5. B. mates.	
	(A.)		(2)
	R. to Kt. sq.		Kt. to Q. B. 3.
2. P. to Q. R. 4.	Kt. takes B. (1)	3. R. takes Kt. ch.	R. interposes.
3. Kt. to Q. 6.	Kt. takes B.	4. Kt. to Q. 6.	Anything.
4. R. to Q. B. 6.	R. interposes.	5. P. or R. mates.	
5. P. mates.		Black has still other modes of play, but cannot retard mate.	

PROBLEM NO. 2.—BY J. B. C., OF TORONTO.

WHITE.



BLACK.

White to play, and mate in two moves.