

CHESS.

All communications for this department should be addressed— CHIEF EDITOR, Windsor, N. S.

J. F. GREEN, (Eng.)—Much gratified by your kind letter and game enclosed. Shall write you shortly.

DUBUQUE JOURNAL.—Thanks for Nov. received. Exchange with pleasure.

To our READERS.—By a printer's error the word slang appeared instead of stanza, beneath the route problem in last week's issue.

Correct solutions to Problem 40 received from F. W. Beckman, L. M. Wilkins, and J. W. Calder.

CHIESS IN PARIS.—The following game was contested in the annual handicap tournament of the Cafe de la Régence, in Paris, between Baron d'André, well known from his participation in the Paris Chess Congress of 1867, and Mr. Cousins, a strong English player:—

(Irregular Opening)

Table with 2 columns: WHITE and BLACK. Moves listed for Baron d'André and Mr. Cousins.

And white resigns.

(a) P to K3 is rightly preferred here by the strongest players. The move in the text generally proves weak in this opening, as it gives Black an opportunity of transforming the game into an ordinary position of the Sicilian defence, which is justly considered more favorable to the second player.

(b) We do not approve of this move, though it is in a certain measure backed up by the authority of Anderson, who sometimes adopts it in similar positions. Black can always safely shut out this B with the QP, after the proper cautious preparation of P to QR3. We believe that the best eligible post for the KB is at K Kt2 after moving the KKtP to Kt3.

(c) White is unconscious of the hidden danger, which might have been averted by Kt to K2.

(d) Well played. To avoid material loss, White has only the choice of compromising his position on the K side by re-taking with the P.

(e) It would have been certainly better to play the R to B2 in order to get Kt and the QP for the R if Black attacked the latter with KKt; but, curiously enough, if White attempted altogether to save the loss of the exchange, Black would have won the Q: e. g.:

Table with 2 columns: WHITE and BLACK. Moves listed for White and Black.

(f) Finely played, and more immediately decisive than taking the R. (g) White did not perceive his adversary's ingenious trap, but his game was past redemption anyhow. (h) To give himself just a small chance of a mistake on the part of his opponent, White ought to have interposed the B; for, though all hope was gone if Black took the B with the Bch, White might have escaped slightly ruffled, if Black took the B with the Kt, by answering P to Q4, followed by Q to Kt5 if then the R attacked the Q.

CHIESS IN GLASGOW.—Skirmish between two strong amateurs at the Glasgow Athenæum, 24th July, 1874. Time, eight minutes:—

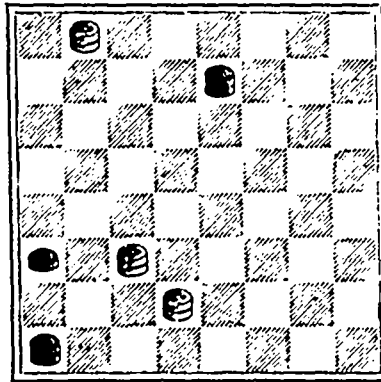
(Ginocs Piano.)

Table with 2 columns: WHITE (Mr. S) and BLACK (Mr. J.). Moves listed for both players.

DRAUGHTS-CHECKERS

PROBLEM No. 41. By H. Spayth.

Black man—21, kgs.—7, 29.

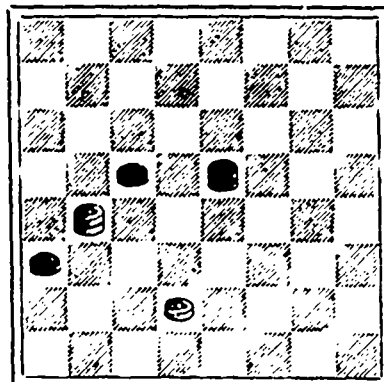


White kgs.—1, 22, 26. White to play and win.

PROBLEM 42.

By Frank Dunno, in Boston Weekly Globe.

Black men—14, 21; kg.—15.



White man—26; kg.—17. Black to play and win.

TO CORRESPONDENTS.

All Checker communications should be addressed to W. Forsyth, 36 Grafton Street, Halifax.

The proprietors of THE CRITIC offer two prizes to consist of books on Checkers—to those subscribers who shall send in the greatest number of correct solutions during the current year. No entrance fee required.

Our positions this week, though not specially hard, are neat and well worth study by checker-players.

SOLUTIONS.

PROBLEM 38.—Solved by "Dixie," Antigonish. The position was— Black men 13, 22, 25; white kings, 1, 10, 31; white to play and win.

PROBLEM 39.—As previously stated the position which forms this problem occurred in play between Mr. Robinson, of the Toronto Checker Club, and our Checker Editor. The only correct solution which has reached us was rendered by "Dixie," of Antigonish. The position was, black men 1, 8, 11, 12, king 26; white men 19, 20, 24, 32, king 7; black to move.

When the game was played, the moves and the result were as follows: 26—23 1—6 23—32 8 15 7 16 32 27 16 11 19 1

NOTE.—"Dixie" shows that black could have won instead of white by the following play:—

Table with 4 columns of numbers representing game moves and results.

(a) Black's win is evident from the stage, but we continue the play to finish, as a lesson to younger players.

(1) If 2 7 is played here instead of 2 6 it forces a different play of black as follows:—

Table with 4 columns of numbers representing game moves and results.

And black wins. This end game affords a good illustration of how a player may lose a game, which he has actually played into a winning position, by a little carelessness towards the last.

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