

First Game between Messrs. Palmer and Beaumont.

(The Kt's Game of Ruy Lopez.)

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

And White finally won the game.

Notes.

(a) Kt to K 5th is much better.

(b) A strange oversight at the outset of a game.

(c) He might also have taken the K B P, the variations consequent on which are full of interest; for suppose,

9	Kt takes K B P.
10 R takes Kt.	B takes R (ch)
11 K takes B.	P to Q R 3rd or (Δ)
12 B to Q R 4th.	P to Q Kt 4th.
13 P takes Kt.	P takes B.
14 B to K Kt 5th.	P to K B 3rd.
15 P takes P.	P takes P.
16 Q to her 4th.	

And White has a much better game than Black.

(Δ.)

11	P takes K P.
12 P takes Kt.	Q takes Q.
13 P takes P (dis. ch)	P to Q B 3rd.
14 P takes R becoming a Q.	

And White must evidently win.

(d) Injudicious, as it only serves to develop Black's game.

(e) Q Kt to Q 6th, first, looks stronger.

(f) If to B sq, White could obviously have taken the K B with his Rook.

Second Game between the same players.

(French Opening.)

BLACK (DR. B.) WHITE (MR. P.)

1 P to K 4th.	P to K 3rd.
2 K B to Q B 4th (a)	P to Q B 4th (b)
3 K Kt to B 3rd.	Q Kt to B 3rd.
4 P to Q B 3rd.	K Kt to K 2nd.
5 Castles.	K Kt to his 3rd.
6 P to Q 4th.	P to Q 4th.
7 B to Q Kt 5th (c)	P takes K P.
8 K Kt to his 5th.	P to K B 4th (d)
9 Q to K R 5th.	Q to K 2nd.
10 P takes Q B P.	B to Q 2nd. <
11 B takes Q Kt.	B takes B.
12 R to Q sq (e)	R to Q sq.
13 R takes R (ch)	K takes R.
14 P to Q Kt 4th.	Q to her 2nd.
15 Q Kt to R 3rd.	P to K R 3rd.
16 K Kt to R 3rd.	K to Q R sq (f)
17 B to K 3rd.	Kt to K 4th.
18 R to Q sq.	Kt to K B 6th (ch) (g)
19 Q takes Kt (h)	P takes Q.
20 R takes Q.	K takes R.
21 P to K Kt 3rd.	P to K Kt 4th.
22 K to B sq.	P to K Kt 5th.
23 Kt to K B 4th.	B to K Kt 2nd.
24 B to Q 2nd.	P to K R 4th.
25 P to K R 4th.	P takes P in passing.
26 Kt takes doubled P.	P to K R 5th.
27 P takes P.	R takes P.
28 K Kt to his sq.	R to his 8th.
29 Q Kt to Q B 2nd, and White gave checkmate in three moves.	

Notes.

(a) When the second player answers the move 1. P to K 4th by advancing his K P one square only, the best reply on the part of the opening player is 2. P to Q 4th. We do not see much use in bringing out the K B as in the text.

(b) The position is now one that arises in the Sicilian Opening.

(c) We do not quite see the object of this.

(d) Highly imprudent.

(e) Anticipating White's intention to Castle on the Q side.

(f) The Kt is twice left *en prise*, but dare not be taken.

(g) The winning *coup*.

(h) Better than taking with the P.

Third Game between the same players.

(Ruy Lopez Kt's Game.)

WHITE (MR. P.)	BLACK (DR. B.)
1 P to K 4th.	P to K 4th.
2 K Kt to B 3rd.	Q Kt to B 3rd.
3 K B to Q Kt 5th.	K B to Q B 4th.
4 P to Q B 3rd.	K Kt to B 3rd.
5 P to Q 4th.	P takes P.
6 P to K 5th.	K Kt to Q 4th.
7 Castles.	P to K R 3rd.