

THE GAME OF WHIST.

"If you the modern game of whist would know,
From this great principle its precepts flow;
Treat your own hand as to your partner's joined,
And play, not one alone, but both combined."

Your first lead makes your partner understand
What is the chief component of your hand;
And hence there is necessity the strongest
That your first lead be from your suit that's longest.

In this with ace and king, lead king, then ace;
With king and queen, king also has first place;
With ace, queen, knave, lead ace, and then the queen;
With ace, four small ones, ace should first be seen;
With queen, knave, ten, you let the queen precede;
In other cases you the lowest lead.

Ere you return your friend's, your own suit play;
But trumps you must return without delay.

When you return your partner's lead, take pains
To lead him back the best your hand contains,
If you receive not more than three at first;
If you had more, you may return the worst.

But if you hold the master card, you're bound
In most cases to play it second round.

When'er you want a lead, 'tis seldom wrong
To lead up to the weak, or through the strong.
If second hand, your lowest should be played,
Unless you mean 'trump signal' to be made;
Or if you've king and queen, or ace and king,
Then one of these will be the proper thing.

Mind well the rules for trumps, you'll often need them;
When you hold five, 'tis always right to lead them;
Or if the lead won't come in time to you,
Then signal to your partner so to do.

Watch also for your partner's trump request,
To which, with less than four, play out your best.

To lead through honours turned up is bad play,
Unless you want the trump suit cleared away.

When, second hand, a doubtful risk you see,
Don't trump it, if you hold more trumps than three,
But having three or less, trump fearlessly.

When weak in trumps yourself, don't force your friend,
But always force the adverse strong hand.

For sequences, stern custom has decreed
The lowest you must play, if you don't lead.

When you discard, weak suit you ought to choose,
For strong ones are too valuable to lose."

From these rules it will be seen that whist is a game in which the players are always drawing inferences. If you lead the king, your partner knows that you have either ace or queen; if second hand you put on an unnecessarily high card, and afterwards, when the same suit is played, let fall a low card, your partner knows that you are calling for trumps; if you lead trumps early in the game, your partner knows that you have five, or that you wish trumps out in order to bring in certain strong suits in your hand; if you take the trick with the king, your partner knows that you have not the queen; if you trump a suit first round when second hand, your partner knows that you are weak in trumps; if you force your partner to ruff a suit, he concludes that you are strong in trumps. Thus the game calls forth all our powers of observation and calculation, and should be played in silence and without any interrupting agents around.

There is no game which reveals to us more the character of a man than whist. There is the man of cunning and deep design, who will always be in favour of over *finessing*, of tricky combinations which seldom come off, and whose play, if it misleads his opponents, is also successful in deceiving his partner. There is the timid, fearful man, who plays an essentially nervous game; who never leads trumps unless he has amazing strength; who plays entirely for his own hand; who is given to putting on his best cards second-hand for fear he should lose the opportunity of ever making them; who, if he has a bad hand, is always ready to throw down his cards, and who never dreams of being of service to his partner. There is the superstitious man, who is a fervent believer in luck; who is always changing his chair and calling for new cards when fortune is adverse, who objects to be looked over, who has faith in playing on certain days or in certain coats, or in the efficacy of some fetish—a pocket-book, a pencil, an old coin—which he places upon the table to court the fickle goddess. There is the emotional man, the joy or gravity of whose face at once reveals that he holds good or bad cards; he is intoxicated with delight when he wins, and as gloomy as a mourner when he loses. There is the incessant grumbler, who before he even looks at his hand growls about "his luck," who wails like a Jeremiah about the rubbers he loses; who is always commenting upon the good fortune of others; who sighs and groans when his partner leads, as if a tooth were being drawn out of his head instead of a card out of his hand; who appeals to those around for sympathy when cruelly treated; and who, even when victorious, insults his luck by ironically remarking, "Actually, I have won a rubber!"

Indeed to comment upon the moral qualities of the individual as exemplified by whist would be endless. The game is a great test of breeding. Your true gentleman knows how to win without exultation, and to lose without temper. To take up bad hand after bad hand, never to find your partner with a suit, or to be the victim of a nasty run of ill-luck, is certainly not calculated to develop the amiable qualities of our erring nature. Yet the well-bred player shows by no external signs the angry feelings within him; calm and quiet in all his dealings, he awaits the turn of the tide with the patience of the philosopher and the well-balanced temper of one who has learnt the value of self-control. With the vulgar it is very different;

he is boisterous in his objurgations against fortune; he abuses his partner; he angrily bangs his card upon the table; he is hot, noisy, and restless, and pays his money ungraciously. It is the contrast between a silent majestic river and a shallow babbling brook.

I have said that whist is one of the most fascinating of amusements, but it is not given to every one to take it up. No man whose temper is ungovernable, who is unable to bear defeat, who hates losing his money, or who is intolerant of a partner's mistakes, should become a whist-player. Such a person not only renders himself ridiculous, but creates feuds at the table, and mars the pleasure and sociability of the game. No one should play unless he can afford to lose without causing himself anxiety. Nothing is more distressing than to win from one whom we know can ill spare what we deprive him of; both the victor and the vanquished are made uncomfortable. No one should sit down to play who is rendered heavy from the little side-dishes he loves, not wisely, but too well, or whose brain is clouded by indulgence in the choicer vintages. Ah, but if whist were only to be played by those who are proficient in the game, whose tempers are never ruffled, whose memory is clear and limpid, whose balance permits them to stand a bad run of ill-luck, and who never complain of the tactics of their partner, how perfectly charming would every rubber become! In another and a better world we may perhaps play such whist; but not, I fear, so long as our imperfect human nature takes up its abode in this "best of all possible" planets.

One word as to luck. Whether we believe in it or not, there is such a thing as luck. We see one man for a season persistently holding bad cards, losing rubber after rubber, and invariably being found by his partner with nothing in his hand. Nor is such misfortune due to bad play. As long as honours count for what they do in the rubber, a first-class player, it is calculated, has only the advantage of one point in the game over an indifferent player. Still, in spite of men grumbling about their luck, and assuring everybody that they invariably lose, take a cycle of three years and it will be found that luck is very even in its operations. I have seen men who have lost steadily throughout a whole year, yet in the next year they have more than recovered their losses. I have seen a man lose thirteen rubbers running; yet shortly afterwards I saw him win every night during a whole week. No man who has made legitimate whist the occupation of his life, has ever come to much grief. The men who have been "broke" are those who play for points they cannot afford, and who have not the funds to stand a heavy run of bad luck; or those who, not content with the points, bet largely, backing their luck when they win, and plunging deeper and deeper to regain their losses when unfortunate. But legitimate whist—that is, whist at points that a man can afford to lose, and no bets—is the cheapest pleasure that can be indulged in. It offers one an agreeable rest after the day's labour, a healthy form of excitement, and intellectual exercise without fatigue. My advice to all is that of Talleyrand's, "Play whist, and you will be spared a sorrowful old age."

MOSES OATS, the Galt prophet, predicts for this summer one of the hottest spells of weather ever known in Canada. He also predicts a heavy rainfall for the early part of the summer, followed by an almost entire absence of rain, except what falls in thunder-showers.

A MONTH OF BATTLES.—It has often been remarked that many of the great battles of history, especially in modern times, have been fought in the month of June. A recent writer has made an enumeration of some of these engagements from which it appears that on the 1st of June occurred a great naval fight between the "Chesapeake" and the "Shannon," and on the same day Lord Howe defeated the French fleet in 1794, and Napoleon left Paris to begin the campaign of 1815. One of Admiral Blake's hardest sea fights with Van Tromp commenced on the 3rd and was prolonged during the whole of the 4th, ending at length in the triumph of the British flag. The French victory at Magenta was won on the same day. The French capture of the Mamelon earthwork at Sebastopol, one of the most gallant exploits of the great siege, was achieved on the 7th. The 10th gives to Russia the double honor of Napoleon's defeat at Heilsberg in 1807, and the capture of Khiva in 1873. The 14th has the twofold renown of Cromwell's final defeat of Charles I. at Naseby, and Napoleon's equally decisive overthrow of the Russians at Friedland. On the same day occurred the less important, though hard-fought, battle of Raab, where Napoleon defeated the Austrians in 1809. On the 16th, (which subsequently witnessed the outbreak of the war of 1866) Napoleon gained the battle of Ligny over Blücher, and Marshal Ney indecisively attacked the British at Quatre Bras. The 17th has the glory of Bunker Hill. Waterloo, Frederick the Great's defeat by the Austrians at Kolin, and the British repulse before the Redan, at Sebastopol, have immortalized the 18th. On the 19th Italy joined the coalition of 1866 against Austria. The great victory of Plattsburg, by which Lord Clive, defeating with 3,000 men a force of more than 60,000, made Britain mistress of India, was gained on the 23rd. On the 24th was fought the battle of Bannockburn in 1314; on the same day marks the passage of the Nieman

by Napoleon 1812; the 25th, the Italian defeat at Cutozza in 1866; the 26th, the commencement of the famous "seven days before Richmond," in 1862; the invasion of Denmark by the Prussians in 1864; the 28th, the capture of Silistria by the Russians, after a gallant resistance, in 1829. To this long list must still be added the earlier tragedies of the Indian Mutiny, several of the hardest battles of the Crimean War, and more than one of those which decided the fate of Northern Bulgaria in 1877. In European war-records we almost find the month of June the busiest and most important in the annals of each campaign. The reason for this is that the days during the month are not too warm for moving large masses of men from point to point, whilst the night are not too cold for sleeping in open fields.

OUR CHESS COLUMN.

Solutions to Problems sent in by Correspondents will be duly acknowledged.

TO CORRESPONDENTS.

J. W. S., Montreal.—Paper to hand. Many Thanks. Student, Montreal.—Solution received of Problem No. 279. Correct.

E. H., Montreal.—Solution received of Problem for Young Players No. 276. Correct.

E. D. W., Sherbrooke, P.Q.—Solutions received of Problems Nos. 278 and 279. Not correct.

Last week we stated in our Chess Column that the Correspondence Tourney, set on foot by Mr. Shaw, of Montreal, about two years ago, had been brought to a conclusion. It now gives us much pleasure to publish the final report. The "Canadian Illustrated News" was the means of first presenting to Canadian chess-players Mr. Shaw's prospectus of his enterprise, and notices of its progress and the scores of games played have, from time to time, appeared in our Column; it cannot, therefore, but be a satisfaction to us that it has in every way been a success.

THE CANADIAN CHESS CORRESPONDENCE TOURNAMENT.

FINAL REPORT.

The Conductor has much satisfaction in announcing the termination of the Tourney. The contest—the first of its kind in Canada—was entered into by fifteen players, each of whom agreed to play one game with every other and conduct four games simultaneously.

This constituted a total number of 105 games, and no stronger proof can be adduced of the maintenance of interest felt in the contest by the competitors than the fact that the entire number has been played out faithfully to the finish.

The time occupied in the progress of the Tourney has been two years and two months, the first series of games having begun on the 27th March, 1878.

When it is remembered that many of the players resided at remote distances from each other—e. g., the Maritime Provinces and the westernmost part of Ontario, a distance of four days, as represented by the transmission of a post-card—the duration of the Tourney may be reasonably considered as short.

Out of a possible 14, Mr. John Henderson of Montreal, has succeeded in winning 12 games, thus securing the silver cup. He has well earned the first prize.

Characterized by soundness of combination in attack, and fertility of resource in defence—with an aim to safety rather than brilliancy—Mr. Henderson's games may be regarded as models of correspondence play. Mr. A. Saunders, of Montreal, follows close behind with a score of 11. Mr. W. Braithwaite, of Unionville, Ont., comes next with 10½—the list of winners closing with Prof. Hicks and Mr. J. W. Shaw, both of Montreal, who, with a score of 9 each, tie for the fourth and fifth prizes.

Subjoined will be found a table, showing the standing of all the competitors at the close of the Tourney.

The average number of moves made in each game was thirty-eight, and the opening most in favour with the players has been the Knight's game of Roy Lopez. Although the contest has been carried on generally with great cordiality and harmony, the Conductor was called upon to adjudicate in several cases of appeal, arising from the sending of impossible moves.

As the result of the Tourney has been to some extent affected by such mistakes, the importance of the subject demands more than a passing notice.

An impossible move may be defined as the moving a Piece or Pawn to a square to which it cannot legally be moved, or the incorrect designation of a piece captured. Such a move is identical with the description of a *false* move, as given in Staunton's *Praxis*, vide "Regulations for Playing," VIII. p. 19, where the penalty, or a choice of penalties, in such cases is clearly laid down. One of these—the writer cannot but term them—unmerciful penalties, is "to play any other man legally movable which his adversary may select."

This terrible punishment, immediately fatal in its consequences, is incurred by the unfortunate player who might omit the "c" from Kt, or err in the naming of a piece when sending conditional moves (as actually occurred in this Tourney). The chess world owes Staunton much for his "Praxis" and other admirable guide-books to the game, but in the compilation of his laws, and the imposition of pains and penalties, the spirit of the Middle Ages must have been strong within him! He must have considered chess a very quarrelsome game, and one in which the players were prone to over-reach one another, to require such vouchers for good behaviour. In the cases of appeal mentioned, the writer had no alternative but to render verdicts in accordance with Staunton's laws, but he did so with a strong sense of their injustice, as being totally incommensurate with the offence. In every one of the cases appealed, the infraction of the law was a simple inadvertence by copying the move incorrectly from the player's register on to the post-card. It might be justly urged, with no small measure of truth, that success in a correspondence tourney, governed by Staunton's laws, is obtained as much by the ability to avoid error in the transcribing of a move, as by efficiency in the game. Should not the former be altogether subordinate? In the Correspondence Tourney now in progress under the superintendence of Dr. Ryall, the principle is adopted that the receiver of a false move shall not have the penalty in his own hands, and he alone benefit by it. A penalty is imposed of one-half a game, to be deducted, at the close of the tourney, from the score of the sender, for every such mistake. By this means all the players benefit by a mistake of one of their number. The principle is correct, but is not the penalty too severe?

In conclusion, if the Canadian Chess Correspondence Tourney has been a source of entertainment to the players, and has given an impetus, however slight, to the game throughout the Dominion, the writer will feel himself amply rewarded for the care and labour he has bestowed upon it.

Thanking the competitors for their courtesy and co-operation, he wishes each a kindly farewell.

Very respectfully,

J. W. SHAW.

26 Windsor Street, Montreal,
June 1st, 1880.

SYNOPTICAL TABLE, SHOWING THE RESULT OF EVERY GAME PLAYED IN THE TOURNAMENT.

Score.	9	12	11	10½	10	9½	9	8½	8	7½	7	6½	6	5½	5	4½	4
Black	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Foster	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Wythe	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Clawson	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Nattheway	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Gibson	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Kittson	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Ryall	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Braithwaite	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Bolton	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Murphy	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Shaw	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Saunders	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Henderson	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Hicks	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Competitors.	J. W. S.	J. Henderson.	A. Saunders.	J. W. Shaw.	M. J. Murphy.	C. A. Bolton.	W. Braithwaite.	Dr. J. Ryall.	H. N. Kittson.	G. Gibson.	J. E. Nattheway.	J. W. Shaw.	J. T. W. Ide.	J. G. Foster.	G. P. Black.		

N.B.—Drawn games count one half to each player.

THE WINNERS.

John Henderson, Montreal.....	1st Prize.	12 Points.
A. Saunders, do.....	2nd do.	11 "
W. Braithwaite, Unionville, Ont.....	3rd do.	10½ "
Prof. W. H. Hicks, Montreal.....	4th do.	9 "
J. W. Shaw, do.....	5th do.	9 "

J. W. SHAW,

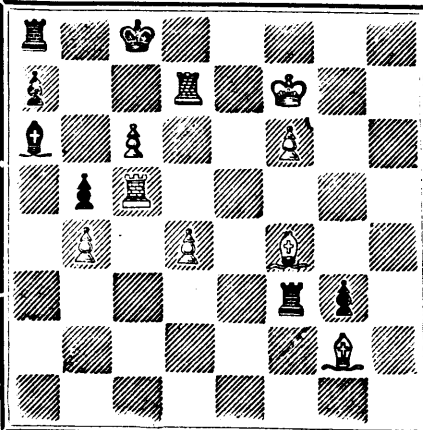
Conductor of Tourney.

PROBLEM No. 280.

By J. Paul Taylor.

From Chess Chips.

BLACK.



WHITE

White to play and mate in two moves.

SOLUTIONS.

Solution of Problem No. 278.

White.

1. Q to B 6
2. Q to K Kt 2
3. Q mates

Black.

1. B to K B 2
2. Anything

Solution of Problem for Young Players No. 276.

WHITE.

1. R to K B sq
2. Kt to K B 7 (ch)
3. R mates

BLACK.

1. P moves (best)
2. K moves

PROBLEMS FOR YOUNG PLAYERS, No. 277.

White.

- K at K 8
- R at Q 4
- B at K R 3
- Kt at Q R 5
- Pawns at K Kt 3 and 4
- and Q B 3

Black.

- K at K 4
- Pawns at Q 3 and 4
- and K R 4

White to play and mate in two moves.

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