

GAME No. 11—DOUBLE CORNER.

9-14	16-20	11-16	31-26	*19-15
22-18	22-17	26-17	7-10	
5-9	9-13	10-14	22-18	
25-22	18-9	17-10	1-6	
11-16	13-22	7-14	18-9	
		29-25		
24-19	26-17	4-8	6-13	
8-11	6-22	25-22	32-28	
28-24	30-26	3-7	10-14	

*Forms position No. 6 as above.

The following are two games played by correspondence between Ed. Kelly, Winnipeg, and Thos. Hogg, Oak Lake:

GAME No. 12—DOUBLE CORNER.

Kelly's move.

9-14	25-22	10-28	22-18	28-32
22-18	11-15	25-22	1-5	19-16
5-9	27-24	6-10	18-9	7-11
24-19	4-8	23-19	5-14	16-7
11-15	*30-25	8-11	29-25	14-18
18-11	15-18	31-27	2-7	23-14
8-24	22-15	11-16	27-24	10-17
28-19	12-16	26-23	16-20	21-14
7-11	19-12	9-13	32-27	3-21

Black wins.

*32-28 is the proper move to draw at this point.

GAME No. 13—DYKE.

Mr. Hogg's move.

11-15	24-15	3-10	14-10	15-18
22-17	*7-10	24-15	9-14	11-15
15-19	25-18	10-19	18-9	19-23
24-15	10-19	29-25	5-14	15-19
10-19	17-14	6-10	10-7	23-26
23-16	4-8	18-14	11-15	31-27
12-19	30-26	10-17	7-3	26-31
26-22	9-13	21-14	14-18	19-15
8-11	32-27	1-6	3-7	31-24
27-24	2-7	25-22	18-22	28-19
11-15	27-24	6-9	26-17	
22-18	7-10	22-18	13-22	
15-22	14-7	8-11	7-11	

White wins.

*19-13 at this point is strong.

Talk of a Canadian Tournament.

The following item has appeared recently in one of our Canadian papers: "There is some talk of arranging a checker tournament for Canadian players. Such experts as Dykes, Forsyth, Kelly, Fletcher, Labadie, Pickering, MacNab and

*At the commencement of a game the black men occupy the squares numbered from 1 to 12, and the white men those numbering from 21 to 32. Place the men on the board and play over the games in this department, and in a short time you will consider yourself a first class player. Black always moves first.

Shepard would likely be found as competitors."

As my name appears among the list of experts, I wish to state that I do not take any stock in checker tournaments as I do not consider it a fair test of skill. The draw and knock out system probably would be all right; but if players are allowed to remain in the contests throughout, some of them get so far behind that to win the balance of their games would not give them a position, so it becomes an easy matter for them to favor a player in advance by throwing games.

ED. KELLY,

Draughts Champion of Canada.

The Dangers of the Combine.

A PUBLIC WARNING.

The public will do well to be on their guard to frustrate and nulify "THE COMBINE," of whatever name, or by whomsoever represented. They are wholly evil, and that continually. Their object is to crush enterprises, either in the individual or the community, and their endeavor is to keep up prices to an extent that is unjust and exorbitant. Many an honest man, and many an enterprising house has been ruined by "the combine," but there are men, and there are establishments, that the combine cannot harm! They live, and move, and have their being in spite of all combines, and even grow and expand the more they are interfered with. Such an establishment is that of Frank S. Iaggart & Co., of Toronto. The combines have tried to crush them, but they grow and flourish like a green bay tree, all the more so that they are persecuted. Why? Because the public, whose eagle eye and voice is ever on the side of individual pluck and enterprise, is against the cruel combine, that has neither body, soul or conscience! And another reason is, that Frank