

CHESS.

The proprietors of THE CRITIC offer two prizes—to consist of books on Chess—to those subscribers who shall send in the greatest number of correct solutions during the current year. No entrance fee required. All communications for this department should be addressed—**CHESS EDITOR, Windsor, N. S.**

TO CORRESPONDENTS.

S. L.—COLUMBIA CHESS CLUB.—“Manual” received with thanks.

L. M. W.—Problem received and shall shortly appear.

Correct solutions to Nos. 30 and 31 received from L. M. Wilkins, and of No. 31 from F. W. Beckman.

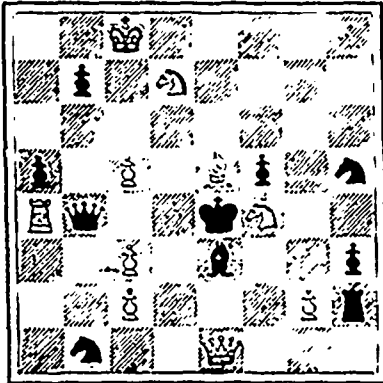
Solution to No. 32—Q to R6.

Solution to No. 33—Q to KB3.

Correct solutions received from Rev. C. E. Willets, L. M. Wilkins, J. W. Wallace, Mrs. H. Mosely, W. J. Calder, F. W. Beckman, and W. H. H.

“There are three things necessary to a gentleman,—his harp, his cloak, and a chess-board.”—*Howell Dda. Leges Walliæ, A. D. 1160.*

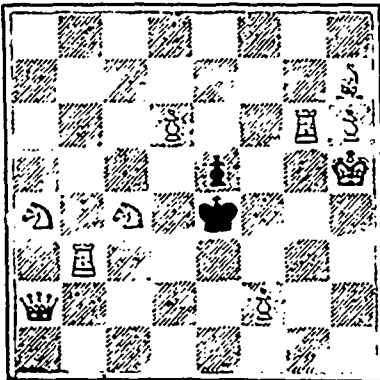
PROBLEM No. 36.
From Chess Souvenirs.
BLACK.



WHITE.

White to play and mate in 2 moves.

PROBLEM No. 37.
By C. Planck, M. A.
BLACK.



WHITE.

White to play and mate in 2 moves.

Game at the odds of Pawn and two moves. Played recently at the Liverpool Club.

REMOVE WHITE'S KBP.
White. Black.

- | | |
|--------------------|----------------|
| 1 P to K4 | 1 — |
| 2 P to Q4 | 2 P to K3 |
| 3 B to Q3 | 3 P to B4 |
| 4 Q to R5 (ch) (a) | 4 P to Kt3 |
| 5 Q to K5 | 5 Kt to KB3 |
| 6 B to Kt5 | 6 B to K2 (b) |
| 7 B takes Kt | 7 B takes B |
| 8 Q takes P (c) | 8 Kt to B3 |
| 9 P to K5 (d) | 9 B to K2 |
| 10 Q to B4 | 10 P to QKt4 |
| 11 Q to Kt3 (c) | 11 Kt takes QP |
| 12 Q to B3 | 12 Kt to B3 |
| 13 Q to Q2 | 13 Kt takes KP |
| 14 Kt to K2 | 14 B to Kt2 |

W. W. RUTHERFORD.

- | | |
|---------------------|------------------|
| 15 Castles | 15 Castles |
| 16 B takes QKtP (f) | 16 Q to B2 |
| 17 Kt to Kt3 (g) | 17 B takes P |
| 18 K takes B | 18 Q to Kt2 (ch) |
| 19 P to B3 | 19 Kt takes P |
| 20 Q takes P | 20 Kt to R5 (ch) |

and black mates in two moves.
(a) Although the attack adopted by White wins a pawn, and thus leaves him two pawns ahead, he places his queen in a position where she is much subject to attack. It is a kind of game much too difficult for the inferior player to manage with much chance of success. On the whole one of the better known moves, such as 4 P for QB3, or 4 P for K5, or 4 P takes P, or 4 P for Q5, would be sounder play.
(b) Obviously better than G. B. for Kt2, for besides unpinning the Kt, it threatens, after castling, the dangerous counter thrust Kt for Kk5.

(c) Can White now keep the pawn gained? If he can he would to some extent justify his play.

(d) This bad move causes the loss of the centre pawns, and morely drives the hostile bishop where he wants to go. Mr. Burn suggested 9P for QB3, and although White's queen seems dangerously placed, we believe Black could not prevent her getting safely home in the end. Mr. Rutherford thought 9Kt for B3 would also be good play for White.

(e) If White ventures 11Q takes KtP, Black gets a winning game with 11. R for QKt, 12 Q for R4 (12 Q for B4 is worse; 12...Kt for R4 being of course the reply); R for Kt5, 13 Q for R3; R takes QP, &c.

(f) This involves him in difficulties 16 QKt for B3 was the best move; but if 16P for KB3, then 16. Q for Kt3 (ch); 17 K for R; Kt takes P, 18 P takes Kt; R takes P, 19 R takes R; B takes R mate.

(g) This allows Black to conclude matters very prettily, but we can see no good move for White.—*Liverpool Courier.*

DRAUGHTS-CHECKERS

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

CORRECTION—An unfortunate error occurred in the diagram for problem 29 in our last issue, in that one of the black kings was placed on 6 instead of 5, as it should have been. Our checkerists will be able, from this explanation, to arrange the men correctly. In consequence of this mistake, we extend the time for giving the solution one week. The correct position is:—Black man 1, kings 5, 20; white men 9, 14, 16, 28; white to play and win.

TO CORRESPONDENTS.

H. A. McI., Thorburn.—Your solution to 27 is faulty, as 19 15, at second move, will win for white. Solutions should be mailed not later than one week after the date of the paper in which the problem appears.

SOLUTIONS.

Correct solutions to problems 25 and 26 were received from D. Stewart, but too late to be acknowledged last week.

PROBLEM 27.—Solution received

from Mrs. H. Mosely. The position was:—black men 6, 7, 12, 13; white men 19, 20, 21, 26; black to move and draw.

- | | | | |
|-------|-------|-------|-------|
| 7—10 | 16 11 | 6—9 | 13 17 |
| 20 16 | 17—22 | 2 6 | 27—18 |
| 10—14 | 11 7 | 26—31 | 17 10 |
| 26 23 | 22—26 | 6 13 | 18 15 |
| 13—17 | 7 2 | 31—27 | draw |

We would call F. Foshay's attention to the fact that at his third move (which thereby renders his solution faulty) if white plays 19 15 instead of 20 16 he wins.

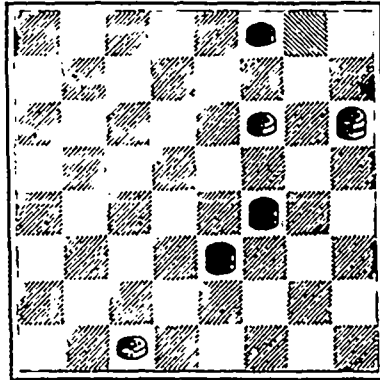
PROBLEM 28.—Solved by Mrs. Mosely, F. Foshay, “The Chief,” S. C. Hood and D. Stewart. The position is:—Black men 12, 13, 17, K 23; white men 20, 22, Ks 24, 30; white to play and win.

- | | | | |
|-------|-----------|-----------|---------|
| 30 26 | 13—17 | 17 14 | 24—28 |
| 23—30 | 31 13 | 23—19 | 15 19 |
| 24 27 | 30—26 (a) | 14 10 | 28—32 |
| 17—26 | 13 17 | 19—24 | 20 16 |
| 27 31 | 26—23 | 10 15 (b) | w. wins |

(a) Had white played 14 18 here, black could draw by 12—16.

(b) By Anderson's 1st position.

PROBLEM 30.
Selected.
BLACK.



WHITE.

Black to play and win.

GAME IX.

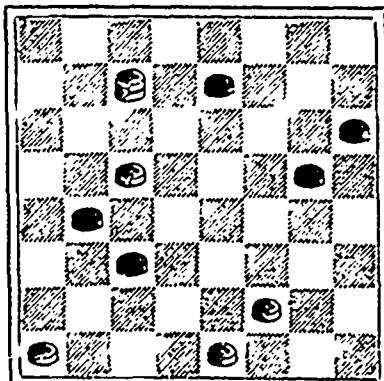
Played between one of our leading Halifax checkerists and the Editor, the latter of whom was blindfold.

- | | | | |
|-------|---------|----------|-------|
| 9—14 | 1—5 | 2—6 | 14—17 |
| 22 18 | 22 17 | 23 18 | 18 15 |
| 11—15 | 13—22 | 17—22 | 11—18 |
| 18 9 | 25 9 | 27 23 | 23 14 |
| 5—14 | 5—14 | 4—8 | 3—7 |
| 25 22 | 26 22 | 32 27 | 6 2 |
| 6—9 | 8 11(a) | 6—10 | 8—11 |
| 24 19 | 22 18 | 14 9 | 2 6 |
| 15—24 | 14—17 | 10—15(b) | 11—16 |
| 28 19 | 21 14 | 19 10 | |
| 9—13 | 10—17 | 7—14 | |
| 30 25 | 18 14 | 9 6 | |

(a) Had 11—16 been played here, white had a nice win by 14 10.

(b) This formed an interesting position which we make.

PROBLEM 31.
BLACK.



WHITE.

In this instance credit will be given to those only who send the shortest correct solution.

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