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(Continued on inside back cover)

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THE NEW ZEALAND

CHESS

New Zealand
New Zealand Cor

PUBLISHED
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Editor

R. G. Wade, former
J. D. Steele : H
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Vol. 3—No. 12

Women's W

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World Championsh
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Eileen Tranmer (E
Penny Heemskerck (I
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Valentina Belov
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with Eileen Tranmer
Then followed Hee
(Italy) 7, Langosz
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(U.S.A.) 5, Karff (U
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which must be held

NEW

The Lucerne in
Christmas, resulte
and Rabar 4½, Gro
Masoko-Borovsky 3.

This year's Bever
surprise victory for
player Hague Dom
draws in nine games
Rossolimo 6, Cortlew
Seters 4½, Henneber
Hugot 1½.

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N.Z. CHESSPLAYE

THE NEW ZEALAND

CHESSPLAYER

Official Organ

New Zealand Chess Association

New Zealand Correspondence Chess Association

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Vol. 3—No. 12

February, 1950

Women's World Championship

Ludmilla Rudenko (U.S.S.R.) won the Women's World Championship at Moscow in a 15-round tournament, December 19 to January 18. Rudenko was beaten only once (by the U.S.A. representative, Gisela Gresser), scoring nine wins and five draws. Eileen Tranmer (England) was equal fifth and Fanny Heemskerck (Holland) eighth. The first four places were filled by U.S.S.R. stars, Ludmilla Rudenko 11½, Olga Rubrova 10½, Jelizaveta Bykova 10, Valentina Belova 10, with Edith Keller (Germany) and Chaude de Silans (France) in a tie with Eileen Tranmer (England), 9½, for fifth place. Then followed Heemskerck (Holland) 8, Benini (Italy) 7, Langosz (Hungary) 6, Mora (Cuba) 6, Banskova-Belska (Czechoslovakia) 5, Gresser (U.S.A.) 5, Karff (U.S.A.) 5, Larsen (Denmark) 4½, Romanova (Poland) 3. We have several games, which must be held over until next issue.

NEWS IN BRIEF

The Lucerne international tourney, held at Christmas, resulted: Blau (Switzerland) 5, Unzicker and Rabar 4½, Grob 4, Muller 3½, Kramer and Basko-Borovsky 3, Tordion ½.

This year's Beverwijk tournament resulted in a surprise victory for the 22-year-old Netherlands player Haague Donner with five wins and four draws in nine games. Details: Donner 7, Euwe 6, Bussolimo 6, Cortlever 5½, van Scheltinga 5, van Giers 4½, Henneberke 4, Kramer 3, Soultanbeieff 3, Hugot 1½.

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Miguel Najdorf won the championship of Argentina when he defeated Julio Bolbochan by 5½ to 4½ in a ten-round match in the New Year. Bolbochan won the third game, Najdorf won the fifth and tenth, and the rest were drawn.

ON THE COVER

Dr. P. Allerhand was to appear on the cover this month, but something went wrong with our arrangements. He will be there next issue. Instead, we have Ludmilla Rudenko, the new Women's World Champion. More about her and the Championship next issue.

PUBLICATIONS RECEIVED

Chess World (Australia), Dec., Jan. Editor: C. J. S. Purdy. Published monthly.
Chess (England), Nov., Dec., Jan. Editor: B. H. Wood. Published monthly.
British Chess Magazine (England), Nov., Dec. Editor: B. Reilly. Published monthly.
The Chess Bulletin (England), Nov. 12, 26, Dec. 10. Editor: W. Ritson-Morry. Published fortnightly.
L'Echiquier de Paris (France), Sept.-Oct., Nov.-Dec. Published every two months.
Bulletin International des Informations Echiquiennes (Czechoslovakia), Oct., Nov., Jan. 1950. Editor: Karel Opocensky.
Indian Chess Magazine (India), Nov., Dec. Editor: C. L. Bedi. Published monthly.

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AROUND THE N.Z. CLUBS

ASHBURTON

The Ashburton club closed its second successful year in the third week in December. Rakaia members paid visits to the club during the year and these functions were very much enjoyed by all. At the end of June a party consisting of Ashburton and Rakaia members paid a visit to the Canterbury C.C. for a one-night tournament. Members from Lincoln also arrived, and a large gathering enjoyed some good chess under the capable management of Canterbury's genial president, S. Hollander. Owing to a late start, the handicap tourney for Dr. N. E. H. Fulton's prize could not be completed and was carried on into 1950. W. F. Mulligan won Mrs. T. Forrest's prize for the year's best new member.



AUCKLAND

The six games undecided in the Bledisloe Cup match were adjudicated as three wins for Auckland and three draws. This made the final score Auckland 12, Canterbury 8. In the Summer Cup F. A. Haight 9—0 leads from A. E. Turner 6—0, C. A. Rose 7—1, B. H. P. Marsick 6—1, D. B. Duggan 6—1 and Mrs. E. L. Short 6½—2½.



HAMILTON

The Hamilton club has enjoyed a very successful and interesting season, finishing about the middle of October. Results of competitive play:—Open: A. K. Liddell 1, J. Boyd 2. A grade: W. A. Smith 1, F. Hirst 2. B grade: F. Remetis 1. C grade: E. N. Honore 1. Both the open and A grade competitions proved difficult to finalise, several rounds in the final having to be played before the winners could claim the honours.



CANTERBURY

Correspondent: W. E. Moore

A Ruy Lopez sides match between teams captained by D. C. Manson and L. T. Moorhouse resulted in a win for Moorhouse's team by 17½—9½. Results: D. C. Mason 0, L. T. Moorhouse 2; W. E. Moore 1, H. R. Abbott 1; Lucas ½, H. A. McGilvary 1½; S. Hollander 0, Mrs. Abbott 2; R. Weir 1, L. J. Mitchell 1; E. Dalton 0, Mrs. Golding 1; A. S. Hollander 1, D. J. White 1; Rev. N. Friberg 1, R. O'Callahan 0; C. H. Button 1, G. Parkins 1; C. Hagar 1, D. Manson 1; Dr. Johnson 0, J. Bracken 2; R. Abbott 1, L. G. Copp 1; Mrs. Craddock 1, F. R. Best 0; I. Barker 0, Campbell 1; R. L. Lamport 1, E. B. Miles 0; F. Groak 0, A. E. Flute 2.

A chess clock was presented to the president, S. Hollander, by D. Manson, on behalf of members on January 24. Mr. Manson said the club was fortunate to have a president who served it so well in all ways. A lightning tournament was held, 26 members taking part. After five rounds separate, knock-out matches were played between the first four in each of three classes. Results: Class 1—H.

R. Abbott 1, D. C. Manson 2. Class 2—R. M. O'Callaghan 1, E. Dalton 2. Class 3—R. A. Clements 1, Mrs. Craddock 2. At the end of the tournament the timekeeper, Doug. White, intimated that he thought he had earned a vote of thanks. This was carried by acclamation.



CHRISTCHURCH KING'S BIRTHDAY TOURNEY

The King's Birthday tourney at Christchurch will be held in two sections as far as can be judged at present. Ten Dunedin players may be entering and the Canterbury club hopes for at least as many from other centres. Entries for the A tourney will close on May 1. Entries for the B tourney will be accepted any time before play starts, provided the maximum number (16) has not been reached. BUT players who want hotel reservations should write at once (Secretary, Canterbury C.C., P.O. Box 852).



BLDISLOE CUP FINAL

The Auckland Chess Club after a long run of misses has won the 1949 Bledisloe Cup telegraphic inter-club championship by beating Canterbury 12—8 in the final round. Details:—

Auckland		Canterbury	
1. A. W. H. Breakey	½	H. R. Abbott
2. R. E. Baeyertz	1	D. C. M. Manson
3. C. P. Belton	L. T. Moorhouse
4. K. R. Gillmore	½	W. E. Moore
5. A. L. Fletcher	1	L. J. Darwin (capt.)
6. H. D. Addis	G. Fisher
7. G. Sale (capt.)	R. Lovell-Smith
8. Dr. E. Meyer	1	J. H. Woolley
9. R. W. Park	0	R. J. Colthart
10. C. Bailey	E. Dalton
11. Mrs. J. L. Sayers	½	L. Mitchell
12. F. A. Haight	0	Mrs. Abbott
13. J. James	S. Hollander
14. F. G. McSherry	Mrs. Golding
15. G. L. Calnan	1	E. J. Denys
16. Mrs. E. L. Short	½	C. W. Gray
17. I. Crawford	Rev. N. Friberg
18. W. J. Luck	1	F. Vincent
19. E. V. Stack	Miss Wellard-King
20. Dr. A. J. Henderson	1	Manson, sen.
	12		



INDIA VERSUS BRITAIN

The India Chess Association (Correspondence) has started a 52-board air mail match with the British Correspondence Chess Association. The top ten (India first) are: 1 S. C. Auddy v. R. W. Bonham; 2 S. Venkataraman v. H. Israel; 3 G. S. Dikshit v. L. Alexander; 4 Q. M. Hussain v. J. Wostenholme; 5 C. L. Bedi v. J. E. Ericson; 6 B. P. Mhaiskar v. G. R. Mitchell; 7 D. Venkaiya v. B. E. Forshing; 8 P. G. Dongre v. H. F. Moxon; 9 G. Kutumba Rao v. J. E. West; 10 K. Majumdar v. B. B. Portridge.

N.Z. CHESSPLAYER, FEBRUARY, 1950

New Zealand

N. M.

STRONGEST grand worker of chess, W of its Norman M is a firm believer of encouraging y and some of work has been continuing in th

Norman discov about 1938 and a season or so t the Major Oper Wanganui Cong was highly su finished second Bob Wade and to beat the com

From then on l was rapid. In 19 Wanganui C.C. c



has won it at ev from 1945 onwa secretary and ca club. His two C date have been fourth at both 1946-47 and W He has played success in the a v. Provinces met or second board.

Cromarty's cor career has been ber of the N.Z.C be played his w to top class, in present he has triple tie for fir close to the top. ending may yet undisputed first

N.Z. CHESSPLA

N. M. CROMARTY (WANGANUI)

STRONGEST local player and a grand worker in the interests of chess, Wanganui is proud of its Norman M. Cromarty. He is a firm believer in the necessity of encouraging youth to play chess and some of his most valuable work has been done and is continuing in this field.

Norman discovered chess round about 1938 and after playing for a season or so tried his wings in the Major Open at the 1939-40 Wanganui Congress. His debut was highly successful, for he finished second to the youthful Bob Wade and was the only one to beat the coming master.

From then on Norman's progress was rapid. In 1941-42 he took the Wanganui C.C. championship. He

postal title event. He was recently appointed by the N.Z.C.C.A. to edit the association's section in this magazine—just another job! As a member of the N.Z.C.C.A. committee, Cromarty had a key part in the tricky work needed to keep the association afloat during a crisis in its affairs during 1940 and 1941.

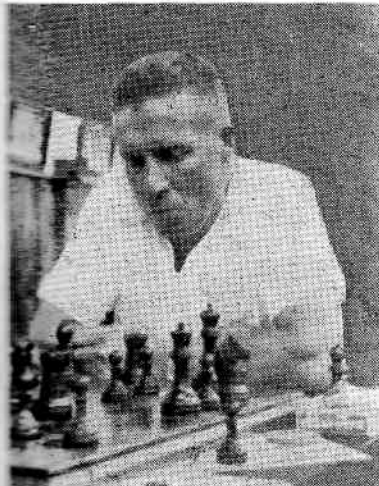
Probably Norman's best contribution to the advance of chess has been his practical encouragement to youth by way of coaching classes of boys from the Wanganui Technical College. After two years of these classes the boys produced the winner of the recent Wellington and Province Secondary Schoolboys Championship in Adrian Haar. No one will believe Adrian's success "just happened": interest must be cultivated and sustained. Work like this (even if it is a labour of love) is the best proof that could be given of one's willingness to assist the game he admires.

Norman admits his two sons show considerable promise, and he is decidedly not given to over-praising. If in the future his sons or members of his various college classes succeed in depriving him of his premier place in Wanganui chess, it can be said to his credit that he has no one but himself to "blame."

A game of Cromarty's from his first tilt at the N.Z. title, Palmerston North 1946:

Game No. 247

DUTCH DEFENCE—White, N. M. Cromarty; Black, J. L. Hardy.
 1 P—Q4, P—KB4; 2 N—KB3, N—KB3; 3 P—KN3, P—K3; 4 B—N2, B—K2; 5 O—O, O—O; 6 P—B4, P—B3; 7 N—B3, P—Q3; 8 Q—B2, QN—Q2; 9 P—K4, P x P; 10 N x P, N x N; 11 Q x N, N—B3; 12 Q—K2, N—K1; 13 B—B4, B—B3; 14 QR—Q1, Q—K2; 15 KR—K1, N—B2; 16 P—B5, P x P; 17 P x P, R—K1; 18 B—Q6, Q—B2; 19 N—K5, B x N; 20 Q x B, N—R3; 21 R—K4, Q—B3; 22 Q—R5, Q—N3; 23 Q—B3, P—K4; 24 R x P, B—Q2; 25 Q—N3 ch, B—Q3; 26 Q x P, B—B5; 27 B x P, KR—Q1; 28 QR—K1, QR—B1; 29 B—Q5 ch, B x B; 30 Q x B ch, K—R1; 31 Q—B3, and White won easily.



has won it at every attempt since, from 1945 onwards. He has been secretary and captain of the local club. His two Congress efforts to date have been excellent: equal fourth at both Palmerston North 1946-47 and Wanganui 1948-49. He has played with plenty of success in the annual Wellington v. Provinces match, mostly at top or second board.

Cromarty's correspondence chess career has been notable. A member of the N.Z.C.C.A. from 1938, he played his way from class III. to top class, in which up to the present he has once been in a triple tie for first and otherwise close to the top. The season just ending may yet see him in an undisputed first place in the

BOOK REVIEW

SOUTHSEA CHESS TOURNAMENT, 1949, by H. Golombek (En Passant Publications).

H. Golombek has made a fine job of the book of the Southsea Chess Tournament. The event was conducted on Swiss lines and the innovation proved very successful. Golombek has supplied really splendid annotations to the 53 games selected, and with a good number of diagrams, and an index of openings and players, the book is most attractive. The 40 pages are good for some weeks of entertaining and instructive chess for the student, or the reader who would like an insight into what makes a British chess tournament tick. Here is the fifth round game between Dr. Aitken and Wallis, the two highest placed British players, who finished fourth and fifth respectively to Rossolimo, Pachman and Dr. Tartakower. H. Golombek's notes.

Game No. 248

FRENCH DEFENCE

Dr. J. M. Aitken P. N. Wallis
 1 P—K4, P—K3; 2 P—Q4, P—Q4; 3 N—QB3, B—N5; 4 P—K5, P—QB4; 5 P—QR3, P x P;

Not bad, if correctly followed up, but safer is 5 . . . B x N ch; 6 P x B, N—K2.

6 P x B, P x N; 7 P x P, Q—B2; 8 N—B3, Q x B P ch;

Too rash. He should play 8 . . . N—K2; 9 B—Q3, N—N3. As played, White gets too many open lines.

9 B—Q2, Q—B2; 10 B—Q3, N—Q2;

Wallis is fond of this method of developing his Queen's Knight in the French Defence and tried it several times in this tournament. But more aggressive is 10 N—QB3, threatening both N x KP and P—KB3. To this, Dr. Aitken intended to reply 11 Q—K2, followed by B—QN5, and if Black plays B—Q2, B x N.

11 Q—K2, N—K2; 12 O—O, N—KN3; 13 KR—K1, P—N3; 14 P—R4, B—N2; 15 P—R5, N—K2; 16 N—Q4,

Threatening N—N5—Q6, and not wishing to allow Black counter-chances on the KN file by 16 P—R6, P x P.

16 . . . P—QR3; 17 P—KB4, P—N3; 18 P—R6, Q—B1;

If 18 . . . N—QB3, White simply plays 19 P—B3.

19 R—R3, N—QN1; 20 KR—

R 1, N-B 4; 21 B x N, N P x B; 22 N-N 5!, P x N;

It would be fatal to allow the N to reach Q6, e.g., 22 ... Q-Q2; 23 N-Q6 ch, K-B1; 24 P-N5, P-R4; 25 B-N4, P x B; 26 R x R, B x R; 27 R x B, Q-B2; 28 Q-R5 and wins.

23 R x R, B x R; 24 R x B, Q-N 2; 25 Q x P ch, K-K 2; 26 Q-R 4, P-N 4; 27 Q-R 3,

Not 27 Q-R5?, N-B3!

27 ... Q-N 3 ch; 28 B-K 3, P-Q 5;

The only chance. If 28 ... Q-Q1; 29 B-B5 ch is deadly.

29 Q-R 7 ch, Q x Q; 30 R x Q ch, N-Q 2; 31 B-R 1, R-Q B 1; 32 B-B 5 ch, K-K 1;

Or 32 ... K-Q1; 33 B-Q6, R x P; 34 R-N 7, R-B5; 35 P-N 3, followed by R x P with a fairly easy win, though Black would not be quite so tied down as after the text.

33 B-Q 6, P-B 3; 34 K-R 2, R x P; 35 R-R 8 ch, K-B 2; 36 R-Q 8, N-N 3; 37 R-B 8 ch, K-N 3; 38 R-N 8 ch,

R x P ch also wins, but the text is quicker as it forces a queening pawn.

38 ... K-R 4; 39 P x P, N-Q 2; 40 P-B 7, R-Q 7; 41 R-Q 8, N-B 3;

A last desperate try. If 41 ... R x B; 42 R x N.

42 P-B 8 (Q), N-N 5 ch; 43 K-R 3!, Resigns.

If White plays his King to any other square he is mated; as it is, Black resigns.



WINNING CHESS TRAPS, by Irving Chernev (Pitman).

Sub-titled "300 Ways to Win in the Opening," Chernev's "Winning Chess Traps" lives up its title. Only a few old friends appear, and doubtless nearly all the selections will be new to the reader. The book is full of good meaty chess of the quick win variety, but generally this doesn't mean the winning manoeuvre is obvious. About two-thirds of the items are King-side games. The reader will be delighted with many of the examples, of which we append a couple:—

Caro-Kann Defence: 1 P-K 4, P-Q B 3; 2 P-Q 4, P-Q 4; 3 N-Q B 3, P x P; 4 N x P, N-B 3; 5

SZABO WINS AT HASTINGS

	1	2	3	4	5	6	7	8	9	10	
1. Szabo	- ½	1	1	1	1	½	1	1	1	8
2. Rossolimo	½	- ½	1	1	½	1	1	1	1	7½
3. Euwe	0	½	- ½	1	½	½	1	1	½	5½
4. Evans	0	0	½	- 1	½	½	1	1	½	5
5. Fuller	0	0	0	0	- ½	½	1	1	1	4
6. Horne	0	½	½	½	½	- 1	0	½	½	4
7. Barda	½	0	½	½	½	0	- ½	0	1	3½
8. Konig	0	0	0	0	0	1	½	- 1	0	2½
9. Winsler	0	0	0	0	0	1	0	- 1	- 1	2½
10. Wood	0	0	½	½	0	½	0	1	0	-

Fresh from his Venice triumph, the Hungarian master Lazlo Szabo scored a meritorious win in the Hastings tournament, held over the Christmas and New Year period. Szabo went through without losing a game, scoring seven wins and two draws, the latter to Rossolimo and Barda. Rossolimo further enhanced his growing reputation by gaining second place with six wins and three draws. The quality of their play can be judged by the fact that they were well clear of Euwe 5½ and Larry Evans 5. Evans' debut in Europe was no better than could be expected, but the three above him are very distinguished players.

Dutch Defence players will be interested in the following game from the tournament, played in Rossolimo's best style. Notes by R. G. Wade.

Game No. 249

DUTCH DEFENCE

Barda Rossolimo

1 P-Q 4 P-K B 4
2 P-K 4

The Staunton Gambit—still feared and not refuted one iota.

2 P x P
3 N-Q B 3 N-K B 3
4 B-K N 5

An alternative procedure is 4 P-B3.

4 N-B 3

The only other defence seriously considered is 4 ... P-QN3; 5 P-B3, P-K6!, with a difficult position for both players.

5 P-B 3

N-N 3, P-KR 4; 6 B-KN 5?, P-R 5; 7 B x N, P x N; 8 B-K 5, R x P!; 9 R x R, Q-R 4 ch!; 10 P-B 3, Q x B ch!; 11 P x Q, P x R, winning a piece.

King's Indian Defence: 1 P-Q 4, N-KB 3; 2 P-QB 4, P-KN 3; 3 N-QB 3, P-Q 4; 4 P x P, N x P; 5 P-K 4, N x N; 6 P x N, P-QB 4; 7 B-QB 4, B-N 2; 8 N-K 2, N-B 3; 9 B-K 3, P x P; 10 P x P, Q-R 4 ch; 11 B-Q 2, Q-R 6; 12 QR-N 1, O-O; 13 P-Q 5, N-K 4!; 14 B-N 4?, Q-B 6!; 15 P x Q, N x P ch; 16 K-B 1, B-R 6 mate.

Katetov-Simagin, Prague v. Moscow 1946, went immediately 5 P-Q5, N-K4; 6 Q-Q4, N-B2; 7 B-R4, P-KN4; 8 B-N3, B-N2; 9 N x P, O-O; 10 O-O, P-B3, a position where Black's advanced pawns have elements of both strength and weakness.

5 P-K 4!
6 P-Q 5 N-Q 5
7 P x P B-K 2
8 B-Q B 4

Black's ... N x QP needs watching. Now 8 ... N x QP; 9 B x B, N x B; 10 N-B3 is a worthwhile sacrifice.

8 P-Q 3
9 KN-K 2 N-N 5!
10 N x N B x B
11 B-N 5 ch P-B 3!!
12 N x P

12 P x P, O-O; 13 P x P, B x P is a good position for Black's pieces.

12 P x N
13 B x P ch K-K 2
14 Castles

Not 14 B x R, Q-N3 with a mating attack. White is now materially and positionally lost.

14 R-Q N 1
15 Q-K 2 Q-N 3 ch
16 K-R 1 Q-K 6
17 R-B 3 Q x Q
18 N x Q R x P
19 QR-KB 1 N-B 3
20 R-QR 3 P-QR 3
21 N-N 3 B-Q 7
22 P-B 3 B-K 6
23 N-B 5 ch B x N
24 P x B KR-Q N 1
25 Resigns

This page is de
a mating posit
correct moves v

NOT

Blac



Wh

1. White mates

Wh



Blac

4. Black mates

Blac



Wh

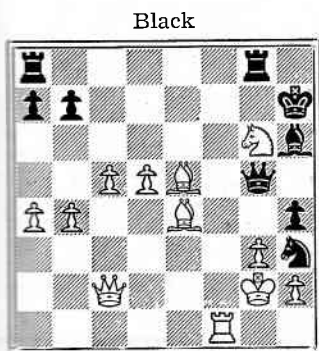
7. White mates

N.Z. CHESSPLA

Announce the Mate!

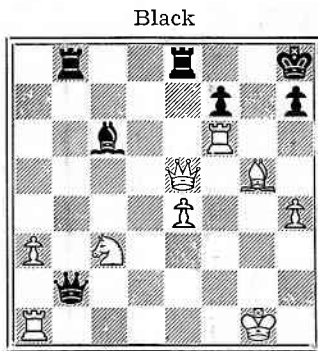
This page is designed to assist the inexperienced player in exercising his ability to recognise a mating position when it arises. The positions are all taken from actual games, and the correct moves will be found on page 17. Try to find the mate before looking at the answers.

NOTE that the reader plays from the bottom of the board in each case.



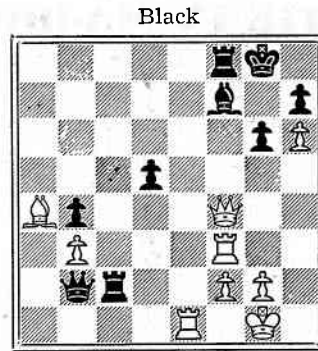
White

1. White mates in 1... moves



White

2. White mates in ... moves



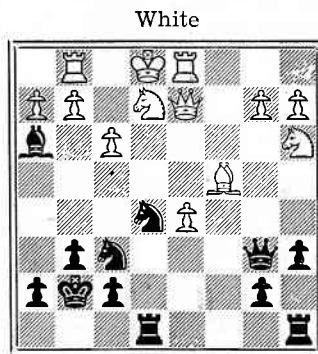
White

3. White mates in ... moves



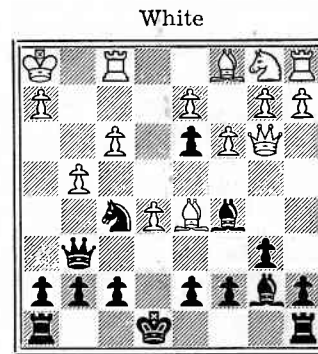
Black

4. Black mates in ... moves



Black

5. Black mates in ... moves



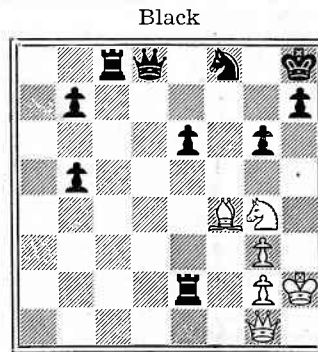
Black

6. Black mates in ... moves



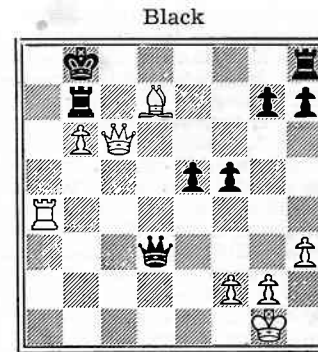
White

7. White mates in ... moves



White

8. White mates in ... moves



White

9. White mates in ... moves

N.Z. TITLE TO ALLERHAND

Great Comeback by Wellington Player

TIE IN MAJOR OPEN

THE hottest Christmas weather for 24 years attended the opening of the 57th New Zealand Chess Congress at Auckland on December 26. This continued for the whole period, and, as a matter of interest, is still going strong at the moment of writing, four weeks later. Dr. Allerhand and Dr. Cwilong knew something when they turned up in white linen suits; Aucklanders, of course, still wore their winter clothes.

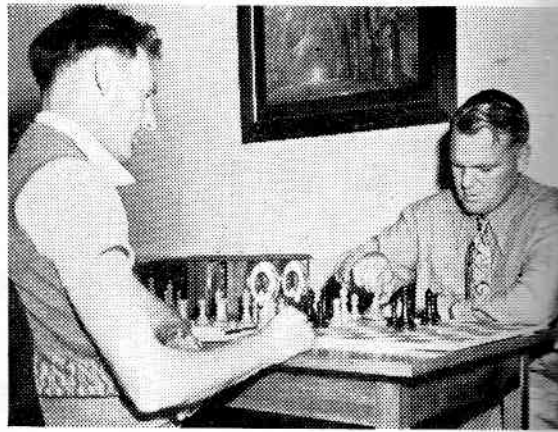
The Congress was opened at 10.30 in the morning by his Worship the Mayor of Auckland, Mr. J. A. C. Allum, O.B.E., others speakers being the Hon. R. M. Algie (played chess with his grandfather) and Mr. J. L. Hardy (New Zealand Chess Association). These gentlemen, reinforced by Mr. J. Rae (newly elected M.P. for Roskill), also attended the presentation of prizes, and at least Mr. Algie became a little chess-minded, for several days later, in his capacity of Minister for Education, he mentioned that he was against "children being moved around like chessmen."

Competitors and friends were taken for a ride—per bus—on the Sunday and had a good view of some of Auckland's beauty spots. Afternoon tea was served at the One Tree Hill tea kiosk.

In spite of the sweltering heat, the standard of play was better than the previous year, though still only a few of the games are really publishable. The championship was, as usual, a round robin of twelve players, and the Major Open, consisting of twenty competitors, was run on a hybrid system officially described as the English. The First Class contained eight players and was a round robin.

In the championship Allerhand stood out like a spot of colour on a drab background. His play throughout was characterised by sound positional judgment which nearly always seemed to bring him to an ending with an advantage. His opening play could have been improved upon, but on the whole it can be said that he made a great comeback after being so long away from competitive chess. Dr. B. M. Cwilong, of Wellington, a newcomer to New Zealand chess, decisively justified his inclusion. Although his games were not free from errors, he was commendably aggressive and has a quick sight of the board. Coming to New Zealand two and a half years ago, Dr. Cwilong has only recently taken up the game here. We understand that he was at one time champion of Warsaw. Dave Lynch played his usual solid game to finish second equal with Cwilong and once again just miss the winner's end. Lynch may have done better if he had continued in some cases where he accepted draws when there was still plenty of play in the position. Harold McNabb, of Nelson, seemed to be short of practice and did not play as well as we know he can. He

still has that little subtle touch that distinguishes his play, but is inclined to take too many chances, a trait that indicates lack of practice against strong players. Now and again he produced something like his best form, and when that happened his game was a treat to watch. Nolan Fletcher, Wellington, played up to something like the promise he showed when he won the Major Open five years ago. Although he is inclined to play dry, his openings are generally sound and he can be aggressive when the occasion demands. A young man, Fletcher can be expected to show considerable improvement on his present form if he gets the necessary practice. R. O. Scott, Wellington, an old hand in Congress play, is still careless with the clock and lost at least one point on that account. Largely speaking, Scott played really well in this event—much better than last year—and although he registered no fewer than six draws he was probably the most aggressive player of all. Most of his draws were creditable and achieved from lost or disadvantageous positions. With better clock management Scotty would finish higher up.



H. POBAR (left) and L. J. Buckingham playing in the First Class tournament.

Alan Fletcher finished ahead of all the Aucklanders, thereby demonstrating that there was nothing wrong with his Auckland Championship form. Equal fourth last year, he dropped back to seventh this time, with the company a little stronger. Actually he played better chess this year, though he drew two games he might have won. The most improved player was undoubtedly Walter Moore, of Christchurch. His opening and end play was very sound, and although he slipped a bit in the middle game his all-round play was much better than he has previously produced. The tactics he pursued against Allerhand in the seventh round had that gentleman very worried indeed. The last-minute withdrawal of N. M. Cromarty let in Charlie Belton, of Auckland, and with four points he was by no means disgraced. As usual he was always aggressive, but could not match the positional play

of the leaders. J. club champion a against Australia t of practice, and F anything like h Seventeen-year-ol need not despair t sition. Experienc case, and this wil

A disappointing was the bad gam sionship players large number of spects, which in as being correct notation was the one-third of the s This sort of thing erperienced, but c better; they shou know have not b

Conditions for First Class were crowded and the l retrieved a bad r out L. Esterman Our loyalty was in our Dunedin c in Wellington. and either woul McGilvary's styl men, while Ester

57TH N E

1. Dr. P. Allerh
2. Dr. B. M. Cw
3. D. I. Lynch
4. H. McNabb
5. R. O. Scott
6. N. T. Fletche
7. A. L. Fletche
8. W. E. Moore
9. C. P. Belton
10. J. A. Moir
11. R. E. Baeyer
12. D. C. M. Mar

1. H. A. McGilv
2. L. Esterman
3. A. E. Turner
4. A. G. Short
5. F. A. Haight
6. I. Crawford
7. J. A. Nathan
8. J. L. Hardy
9. B. H. P. Mars
10. R. Teeco-L
11. G. Sale—D 15
12. A. T. Scott—
13. A. D. Smith
14. F. Beumish
15. A. G. Jones
16. Mrs. E. L. S
17. E. V. Shack
18. D. P. Tabbits
19. A. G. Rowlan
20. A. Summers

N.Z. CHESSPLA

ND

of the leaders. Jimmy Moir, eight times Auckland club champion and New Zealand representative against Australia two years ago, was obviously short of practice, and R. E. Baeyertz failed to reproduce anything like his form of some years ago. Seventeen-year-old David Manson, Christchurch, need not despair if he was outclassed by the opposition. Experience was all that was lacking in his case, and this will come with advancing years.

A disappointing feature from our point of view was the bad game scoring by many of the championship players. It is impossible to play over a large number of the games from the official score sheets, which in all cases are signed by both players as being correct! Throughout the tourney bad notation was the rule and in the first four rounds one-third of the scores contained impossible moves. This sort of thing can be expected from the inexperienced, but championship players should do better; they should not sign score sheets which they know have not been checked.

Conditions for play in the Major Open and First Class were not the best. Players were crowded and the lighting was poor. H. A. McGilvary retrieved a bad start in the Major Open to nose out L. Esterman by the tie-breaking system used. Our loyalty was somewhat divided here, as Mac is our Dunedin correspondent and Les represents us in Wellington. Both played well at most sessions and either would have been a worthy winner. McGilvary's style is more positional and he is very keen, while Esterman is very aggressive and liable

to upset better players than he met in this event. Adrian Turner, Auckland, carried on with the improvement we predicted and will do better. Frank Haight disappointed somewhat, his games being intermittently good and bad. Ian Crawford proved that he can be aggressive as well as careful and we can expect good chess from this young man in the near future. Aubrey Short and John Nathan played better than they have done previously and deserved their high placings.

Cyril Rose, Onehunga, has improved rapidly and sufficiently to enable him to carry off the First Class half a point ahead of Barry Menzies, Dominion Road. Two other Dominion Road boys, Fred Foulds and Jack Bailey, were third and fourth. All these boys played well and it was difficult to choose between them; in an extra competition which followed, Foulds won from Menzies and Rose. In these contests among the younger and less experienced players it is always a pity that somebody has to lose, and we can only hope that the losers will not be disheartened by their experience. There is always another time.

On the executive side there were as usual a few willing workers. Dr. T. Gordon Short was Director of Play and he was more than ably assisted by Mr. H. D. Addis, who also attended to the Press and radio reports. W. J. (Bill) Luck, genial secretary, was always on hand to do his job with efficiency and dispatch. Consistently noticeable among other assistants with tea, etc., were Mr. F. W. Keam and Mrs. Short.

57TH NEW ZEALAND CHAMPIONSHIP

	1	2	3	4	5	6	7	8	9	10	11	12	
1. Dr. P. Allerhand	-	1	1	0	½	1	1	½	1	1	1	1	9
2. Dr. B. M. Cwilong	0	-	0	1	1	1	1	1	½	1	½	1	8
3. D. I. Lynch	0	1	-	½	½	½	1	1	½	1	1	1	8
4. H. McNabb	1	0	½	-	½	½	1	1	1	½	½	1	7½
5. R. O. Scott	½	0	½	½	-	0	½	1	½	1	½	1	6
6. N. T. Fletcher	0	0	½	1	-	0	0	½	1	1	1	1	6
7. A. L. Fletcher	0	0	0	0	½	1	-	0	½	1	1	1	5
8. W. E. Moore	½	0	0	0	0	1	1	-	0	0	1	1	4½
9. C. P. Belton	0	0	½	0	½	0	½	1	-	½	½	½	4
10. J. A. Moir	0	½	0	½	0	0	0	1	½	-	0	1	3½
11. R. E. Baeyertz	0	0	0	0	½	0	0	0	1	-	0	0	2½
12. D. C. M. Manson	0	½	0	0	0	0	0	0	½	0	1	-	2

MAJOR OPEN

1. H. A. McGilvary—L20 D3 W16 W15 L5 D4 W1 W6 W9 W8 D7	8½
2. L. Esterman—W9 W4 W6 W17 W14 W5 L1 D3 D8 D7 W12 . .	8½
3. A. E. Turner—D14 D1 W8 L5 W11 W17 W6 D2 D4 W9 D10 . .	7½
4. A. G. Short—W16 L2 W5 L6 W7 D1 W19 W14 D3 W17 D8	7½
5. F. A. Haight—D12 W11 L4 W3 L1 L2 L18 W10 W16 W6 W17 . .	6½
6. I. Crawford—W8 W10 L2 W4 W17 W14 L3 L1 W11 L5 L9	6
7. J. A. Nathan—L8 D9 D11 W12 L4 L18 W13 W15 W14 D2 D1 . .	6
8. J. L. Hardy—W7 L6 L3 W16 L19 D15 W12 W17 D2 L1 D4	5½
9. B. H. P. Marsick—L2 D7 L15 W10 W13 W19 L14 W18 L1 L3 W6	5½
10. R. Teece—L6 L16 L18 L9 D12 W11 W20 L5 W13 W15 D3	5
11. G. Sale—D 15 L5 D7 W13 L3 L10 W16 W19 L6 L20 W18	5
12. A. T. Scott—D5 D13 L19 L7 D10 W20 L8 D16 W15 W14 L2 . .	5
13. A. D. Smith—W18 D12 L17 L11 L9 D16 L7 W20 L10 W19 W14	5
14. F. Beamish—D3 W15 W20 W19 L2 L6 W9 L4 L7 L12 L12	4½
15. A. G. Jones—D11 L14 W9 L1 W18 D8 D17 L7 L12 L10 W20 . .	4½
16. Mrs. E. L. Short—L4 W10 L1 L8 D20 D13 L11 D12 L5 W18 W19	4½
17. E. V. Stack—W19 W20 W13 L2 L6 L3 D15 L8 W18 L4 L5	4½
18. D. F. Tibbitts—L13 L19 W10 W20 L15 W7 W5 L9 L17 L16 L11 . .	4
19. A. G. Rowland—L17 W18 W12 L14 W8 L9 L4 L11 D20 L13 L16	3½
20. A. Summers—W1 L17 L14 L18 D16 L12 L10 L13 D19 W11 L15	3

Game No. 250

SLAV DEFENCE—White, R. E. Baeyertz; Black, Dr. B. M. Cwilong. 1 N—KB3, N—KB3; 2 P—B4, P—QB3; 3 N—B3, P—Q4; 4 P—Q4, P x P; 5 P—QR4, B—B4; 6 N—K5, QN—Q2; 7 N x P/4, Q—B2; 8 P—KN3, P—K4; 9 P x P, N x P; 10 B—B4, N/3—Q2; 11 Q—Q4, P—B3; 12 R—Q1, B—B4; 13 B x N, P x B; 14 Q—Q2, O—O; 15 B—N2, QR—Q1; 16 O—O, N—N3; 17 Q—B1, N x N; 18 N—Q5, P x N; 19 B x P ch, K—R1; 20 Q x N, B—KR6; 21 Resigns.



Game No. 251

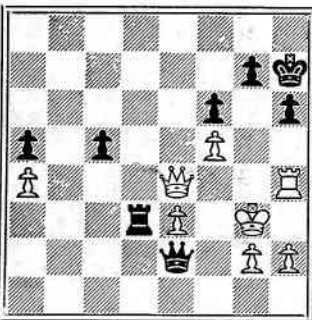
GRUNFELD DEFENCE—White, D. C. M. Manson; Black, A. L. Fletcher. 1 P—Q4, N—KB3; 2 P—QB4, P—KN3; 3 N—QB3, P—Q4; 4 P x P, N x P; 5 P—K4, N x N; 6 P x N, P—QB4; 7 B—N2, B—N2; 8 N—B3, O—O; 9 B—B4, B—N5; 10 P—K5, N—B3; 11 B—K2, Q—R4; 12 O—O, KR—Q1; 13 P—KR3, B x N; 14 B x B, N x KP; 15 R—K1, N x B ch; 16 Q x N, P—K3; 17 KR—Q1, P x P; 18 P x P, R—Q4; 19 B—B3, Q—Q1; 20 QR—N1, P—N3; 21 P—QR4, R—N1; 22 Q—N3, R—B1; 23 Q—Q3, P—K4; 24 Q—

B3, P x P; 25 B-R1, P-Q6; 26 BxB, KxB; 27 R-N3, P-Q7; 28 R-N2, R-B8; 29 K-R2, R x R; 30 Q x R/1, Q-B2 ch; 31 P-N3, Q-B8; 32 R-N1, Q x R; 33 Resigns.

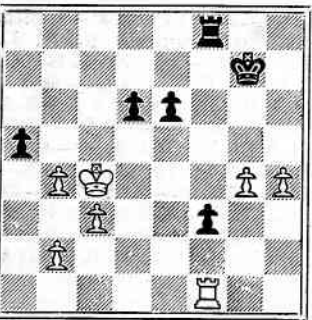


Game No. 252

SICILIAN DEFENCE — White, A. L. Fletcher; Black, C. P. Belton. 1 P-K4, P-QB4; 2 N-QB3, N-QB3; 3 P-B4, P-K3; 4 N-B3, P-Q4; 5 B-N5, P-QR3; 6 B x N ch, P x B; 7 P-Q3, P-Q5; 8 N-QN1, B-K2; 9 O-O, N-B3; 10 N-R3, P-KR4; 11 N-B4, N-Q2; 12 B-Q2, Q-N3; 13 B-R5, Q-N1; 14 Q-K1, B-N2; 15 KN-K5, N x N; 16 P x N, B-QB1; 17 Q-N3, O-O; 18 B-Q2, P-B3; 19 B-B4, Q-R2; 20 R-B3, K-R2; 21 R/1-KB1, P-B4; 22 B-N5, R-QN1; 23 Q-R4, B x B; 24 Q x B, P-N3; 25 P-QN3, Q-KN2; 26 R-N3, R-N2; 27 P x P, K P x P; 28 R-B4, B-K3; 29 N-Q6, R-R2; 30 R-R4, Q-R3; 31 R-B4, Q x Q; 32 R x Q, K-R3; 33 P-KR4, R-K2; 34 R-B1, B-Q4; 35 R-K1, R-Q1; 36 K-B2, R-KB1; 37 P-QR4, R-QN1; 38 R-K2, R-KB1; 39 R-K1, R-QN1; 40 R-K2, R-KB1. Draw agreed.



Position after 42 ... Q-K7



Position after 38 ... P-B6

FIRST CLASS

1. C. A. Rose	1	2	3	4	5	6	7	8	
2. B. C. Menzies	0	1	1	1	1	1	1	1	6½
3. F. A. Foulds	½	0	1	1	1	1	1	1	5½
4. J. Bailey	0	0	0	1	1	1	1	1	4
5. R. Abbott	0	0	0	0	1	1	1	1	3
6. H. F. Pobar	0	0	0	0	0	1	1	1	2
7. F. J. Buckingham	0	0	0	0	0	0	1	1	1
8. Mrs. H. Reilly	0	0	0	0	0	0	0	0	0

INFORMAL TOURNAMENT

As the First Class was concluded by the afternoon of December 30, an informal competition was arranged for these players. The first prize was a year's subscription to the N.Z. CHESSPLAYER. Scores—

1. F. A. Foulds	1	2	3	4	5	6	
2. B. C. Menzies	1	1	1	1	1	1	4
3. C. A. Rose	0	0	1	1	1	1	3½
4. R. Abbott	0	½	0	1	1	1	2½
5. J. Bailey	0	1	0	0	0	0	1
6. Mrs. H. Reilly	0	0	0	0	1	1	1

ROUND ONE

White	Black	Opening	Moves
A. L. Fletcher 1	N. T. Fletcher 0	Alekhine's Defence	20
Manson 0	Scott 1	Queen's Pawn	61
Cwilong 0	Allerhand 1	Slav Defence	52
McNabb ½	Moir ½	Slav Defence	30
Lynch 1	Moore 0	Grunfeld Defence	34
Baeyertz ½	Belton ½	Benoni Counter Gambit	47

Fletcher v. Fletcher was the first game finished. Black refused the opportunity to turn his Alekhine's Defence into a Vienna, and after 1 P-K4, N-KB3; 2 N-QB3, P-Q4; 3 P-K5, KN-Q2; 4 P-K6, P x P, White secured a firm grip on the game. Allerhand played accurately against a stubborn defence. This game is published in full. Scott secured a passed pawn and Manson sacrificed a Rook in an endeavour to obtain a perpetual check, but Scott scrambled out after a long series of checks (see diagram No. 1). In the position shown, Manson played 43 R x P ch, and after Scott's K x R the game continued 44 Q-B4 ch, K-R2; 45 Q-R4 ch, K-N1; 46 Q-B4 ch, K-B1; 47 Q x P ch, K-K1; 48 Q-B6 ch, R-Q2; 49 Q-K6 ch, K-Q1; 50 Q-N6 ch, K-B1; 51 Q-B6 ch, R-B2; 52 Q-R8 ch, K-Q2; 53 Q-Q5 ch, K-K2; 54 Q-K6 ch, K-B1; 55 Q-Q6 ch, R-K2; 56 Q-Q8 ch, R-K1; 57 Q-Q6 ch, K-N1; 58 Q-Q5 ch, K-R2; 59 Q-B7, R x P ch; 60 K-R4, R-K5 ch; 61 Resigns. McNabb-Moir was not exciting; both were satisfied to get a draw in the first game. With a pawn up, Lynch obtained a superior end game, which Moore did not handle to the best advantage. After 1 P-Q4, P-QB4 Baeyertz played 2 N-KB3 instead of the more aggressive P-Q5, and Belton equalised without much difficulty.

ROUND TWO

Belton ½	Manson ½	Sicilian Defence	55
Moore 1	Baeyertz 0	Sicilian Defence	99
N. T. Fletcher ½	Lynch ½	Bird's Opening	29
Moir 0	A. L. Fletcher 1	Albin Counter Gambit	29
Allerhand 0	McNabb 1	Grunfeld Defence	24
Scott 0	Cwilong 1	Slav Defence	37

A. L. Fletcher 2, Lynch, McNabb 1½, Scott, Cwilong, Allerhand, Moore, Belton 1.

Belton came out of the opening best, but mishandled the ending (see diagram No. 2). In the position shown Belton played 39 K-Q1 but 39 P x P appeared to give much better chances. Moore and Baeyertz put up the marathon record with a 99-mover which in spite of its length was not devoid of interest. After 72 moves Moore had a book win that was by no means easy to handle, but the Canterbury man showed that he knew his Reuben Fine, and the remainder of the

game was instructive. N2, R-QN6; 74 K-N3; 77 K-K5; 80 R-B6 ch, K-R6 ch, K-N2; 81 R-R6 ch; 87 F (diagram No. 4), the eighth rank. 89 ... R-R1; 91-R1; 93 K-Q8, K-R8, Resigns. L Fletcher could not result. A. L. F declined, and an had blunder to be human when he This was probably the best of it with short of time by simple enough po

Manson 0
McNabb 0
A. L. Fletcher 0
Lynch 1
Baeyertz 0
Belton 1
Lynch 2½

Manson played unusual variations Queen-side and when short of time against Allerhand. Moir missed a Baeyertz played on the 31st and later.

Moore 1
N. T. Fletcher 1
Moir 0
Allerhand 1
Scott 1
Cwilong 1
Allerhand 3

Manson embarked on consequent weak After 28 ... P-R4, P-B6; 31 Q-Q3 ch, K-K6, Q-QB6; 32 In the N. T. Fletcher (bridges) in what manhood. Belton's consequence. Al Lynch's downfall pieces on the ce P x P; 3 N-QB3 correctly continue prepared this exciting game with opening with a Cwilong lost a McNabb eventually left a piece en p

game was instructive. (See diagram No. 3.) Moore continued 73 K-N2, R-QN6; 74 R-N5 ch, K-B3; 75 K-B2, R-QR6; 76 R-QR5, R-N3; 77 K-K2, R-R6; 78 R-KB5, R-R5; 79 P-R5 ch, K-R3; 80 R-B6 ch, K-R2; 81 R-QN6, R-R6; 82 P-N5, R-R6; 83 R-B6 ch, K-N2; 84 K-Q2, R-R6; 85 R-K6, R-R7 ch; 86 K-Q3, R-R6 ch; 87 K-Q4, R-R8; 88 P-R6 ch, K-R1; 89 P-N6 (Diagram No. 4), and now, of course, Black must prevent the mate on the eighth rank. Moore finished it off in a workmanlike manner: 89 ... R-R1; 90 K-Q5, R-QN1; 91 K-B6, R-Q1; 92 R-K7, R-R1; 93 K-Q7!, R-QN1; 94 R-K8, R x R; 95 K x R, K-N1; 96 K-Q8, K-R1; 97 P-N7 ch, K-N1; 98 K-Q7, K-R2; 99 K-B8 Resigns. Lynch allowed himself to get cramped, but Nolan Fletcher could not keep up the pressure, so a draw by repetition resulted. A. L. Fletcher played an Albin Counter Gambit, which Moir declined, and an interesting game terminated in Moir perpetrating a bad blunder to lose a piece. Allerhand also showed that he was only human when he blundered in a most interesting game with McNabb. This was probably McNabb's best game, as Allerhand was not getting the best of it when the crash came. Scott should be used to being short of time by now, but against Cwilong he went into a panic in a simple enough position and he was three moves short when his flag fell.

ROUND THREE

Manson ½	Cwilong ½	Slav Defence 51
McNabb ½	Scott ½	French Defence 41
A. L. Fletcher	0	Allerhand	... 1	Vienna Game 36
Lynch 1	Moir 0	Queen's Gambit Declined	43
Baeyertz	... 0	N. T. Fletcher	1	Queen's Gambit Declined	52
Belton 1	Moore 0	Ruy Lopez 41

Lynch 2½, A. L. Fletcher, Allerhand, McNabb, Belton 2, Scott, Cwilong, N. T. Fletcher 1½.

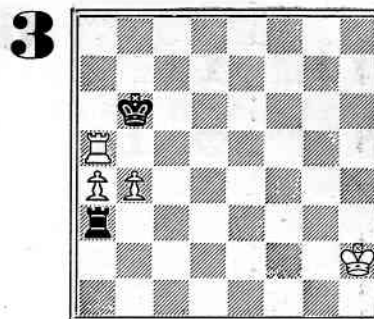
Manson played well to draw with Cwilong. McNabb played an unusual variation against Scott's French Defence; Scott castled on the Queen-side and in an exciting game McNabb forced a perpetual check when short of time. A. L. Fletcher appeared to have a good game against Allerhand, but the latter came out best after the exchanges. Moir missed a couple of good opportunities against Lynch, and Baeyertz played badly against N. T. Fletcher. Belton won a pawn on the 31st and continued vigorously to force a resignation ten moves later.

ROUND FOUR

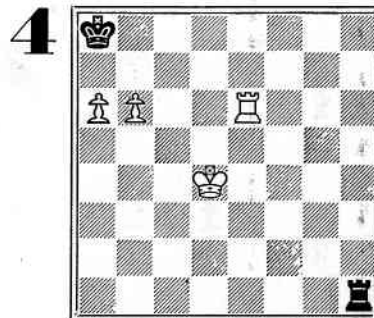
Moore 1	Manson 0	Queen's Gambit Declined	40
N. T. Fletcher	1	Belton 0	Dutch Defence 40
Moir 0	Baeyertz	... 1	Sicilian Defence 14
Allerhand	.. 1	Lynch 0	Giucoco Piano 37
Scott ½	A. L. Fletcher	½	King's Gambit 46
Cwilong	... 1	McNabb	... 0	Queen's Gambit Declined	39

Allerhand 3, Lynch, A. L. Fletcher, Cwilong, N. T. Fletcher 2½, Scott, McNabb, Belton, Moore 2.

Manson embarked upon an early Queen-side pawn advance with consequent weakness that Moore ably exploited (see diagram No. 5). After 28 ... P-B4 the game continued 29 B-K8!, P-B5; 30 Q-R4, P-B6; 31 P x P, B x P; 32 Q-N3, K-R2; 33 B x P, B-K8; 34 Q-Q3 ch, K-R1; 35 Q-B5, Q-B3; 36 R-K7, P-N6; 37 R-K6, Q-QB6; 38 R-K8, R x R; 39 B x R, P-N7; 40 B-N6, Resigns. In the N. T. Fletcher-Belton game both sides burnt their books (sorry, bridges) in what started out to be a Dutch Defence but never grew to manhood. Belton's Queen drifted out of play and he suffered in consequence. Allerhand's superior positional judgment brought about Lynch's downfall after both had produced a terrific concentration of pieces on the centre. Against Scott's 1 P-K4, P-K4; 2 P-KB4, P x P; 3 N-QB3 (Keres, Willemson or Pernau Gambit), A. L. Fletcher correctly continued 3 ... Q-R5 ch; 4 K-K2, P-Q4. Scott had prepared this doubled-edged opening thoroughly, however, and an exciting game was eventually drawn. McNabb came out of a mixed opening with a ragged pawn structure and, whether by design or not, Cwilong lost a piece and later secured three united passed pawns. McNabb eventually lost on time, but his game was gone anyway. Moir left a piece en prise to give Baeyertz his first win.

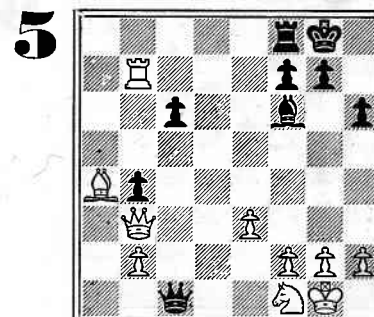


Position after 72 ... R-R6

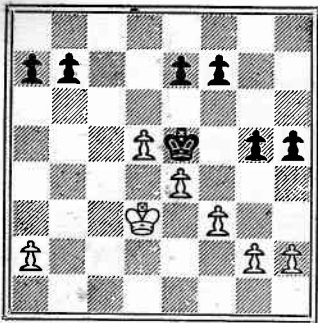


Position after 89 P-N6

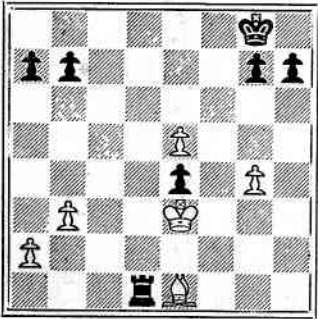
Game No. 253
SLAV DEFENCE — White, Dr. B. M. Cwilong; Black, C. P. Belton. 1 P-Q4, P-Q4; 2 P-QB4, P-QB3; 3 N-KB3, N-B3; 4 N-B3, P x P; 5 P-QR4, B-B4; 6 N-K5, P-K3; 7 P-B3, Q-N-Q2; 8 P-K4, B-N3; 9 B-N5, B-K2; 10 N x P/4, N-N3; 11 B-K3, KN-Q2; 12 P-R5, N x N; 13 B x N, O-O; 14 O-O, P-N3; 15 P x P, N x P; 16 B-N3, Q-B2; 17 R-B1, Q-N2; 18 P-B4, P-KR3; 19 P-B5, P x P; 20 P x P, B-R2; 21 B x P, B-B3; 22 Q-N4, K-R1; 23 B x P ch, B x B; 24 P-B6, B-R3; 25 Q-R5, B-K6 ch; 26 K-R1, R-KN1; 27 B-B2, R-N3; 28 B x R, P x B; 29 Q-K5, B x P; 30 Q x B, Q-Q2; 31 Q x Q, Resigns.



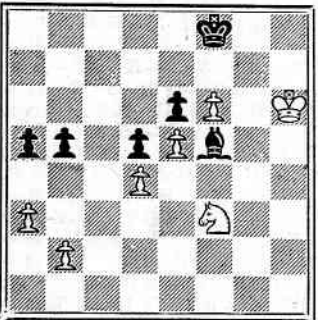
Position after 28 N-B1



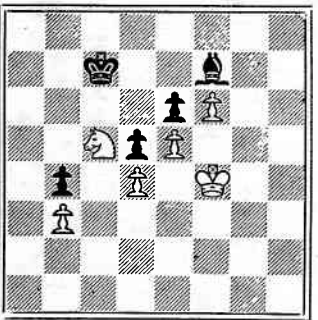
Position after 31 P-B 3



Position after 32 ... R-Q 8



Position after 40 ... K-B 1



Position after 55 ... K-B 2

6

7

8

9

ROUND FIVE

Manson 0	McNabb 1	Grunfeld Defence 42
A. L. Fletcher	0	Cwilong 1	Slav Defence 42
Lynch ½	Scott ½	Nimzo-Indian Defence	.. 30
Baeyertz 0	Allerhand	... 1	Slav Defence 39
Belton ½	Moir ½	French Defence 31
Moore 1	N. T. Fletcher	0	French Defence 57

Allerhand 4, Cwilong 3½, Lynch, McNabb, Moore 3, A. L. Fletcher, Scott, Belton, N. T. Fletcher 2½.

Manson's comparative inexperience was the deciding factor in his game against McNabb (see diagram No. 6). From the position shown the game continued 31 ... P-B 4; 32 P x P, K x QP; 33 P-N 4, P x P; 34 P x P, K-K 4; 35 K-K 3, P-N 3; 36 K-B 3, P-N 4; 37 K-N 3, P-N 5; 38 P-KR 4, P-R 4; 39 P x P, P-R 5; 40 P-B 6, P x P; 41 P-N 6, K-K 3; 42 Resigns. A. L. Fletcher lost form altogether against Cwilong, and the Lynch-Scott tangle was always a riskless draw. Allerhand won the exchange and after 32 ... R-Q 8 the position in diagram No. 7 was reached. Play continued 33 B-N 4, K-B 2; 34 K x P, K-K 3; 35 B-Q 6, P-Q N 4; 36 P-R 3, R-Q N 5; 37 P-N 4, R-N 6; 38 P-N 5, R x RP; 39 Resigns. Belton's unusual continuation against the French, 1 P-K 4, P-K 3; 2 P-KB 4, did not lead to fireworks after all, a tame draw resulting. In contrast, Moore adopted the Tarrasch Variation, 3 N-Q 2, against N. T. Fletcher, and, although the game was dull, the ending was interesting. (Diagram No. 8.) Once again, Moore handled it soundly: 41 K-N 5, K-B 2; 42 K-B 4, K-K 1; 43 K-Q 3, B-K 5; 44 N-Q 2, B-B 7; 45 N-B 1, B-B 4; 46 K-Q 2, B-N 3; 47 N-K 3, K-Q 2; 48 N-Q 1, B-R 4; 49 N-B 3, K-B 3; 50 K-K 3, P-N 5; 51 P x P, P x P; 52 N-R 4, K-N 4; 53 N-B 5!, B-B 2; 54 P-N 3!, K-B 3; 55 K-B 4, K-B 2 (diagram No. 9); 56 N-R 4 ch, K-Q 2; 57 N x P, Resigns. Fletcher could have prolonged this by 56 ... K-N 3; 57 N x P, K-N 4; 58 N-Q 3. More precise then was 56 K-N 5, K-B 1; 57 K-R 6, K-Q 1; 58 K-R 7, K-K 1; 59 K-N 7, and Black is in zugzwang. Quicker than either of these continuations was 41 N-R 4, B-Q 6; 42 N-N 6 ch, K-B 2; 43 N-K 7, B-K 5; 44 N-B 6, P-R 5; 45 N-Q 8 ch. Other variations of this line are no better for Black.

ROUND SIX

N. T. Fletcher	1	Manson 0	Queen's Gambit Declined	24
Moir 1	Moore 0	Ruy Lopez 30
Allerhand	... 1	Belton 0	Slav Defence 41
Scott ½	Baeyertz	... ½	Grunfeld Defence 54
Cwilong 0	Lynch 1	Nimzo-Indian Defence	.. 41
McNabb 1	A. L. Fletcher	0	King's Gambit 36

Allerhand 5, Lynch, McNabb 4, Cwilong, N. T. Fletcher 3½, Scott, Moore 3.

Manson's weak 21st move gave N. T. Fletcher the opportunity for a back line combination in which he gave up his Queen for two Rooks. Moore gave Moir his first full point when he unwisely opened the KR file. Moir finished his opponent off in something like his old form. Belton overplayed his Queen and succumbed to Allerhand's better positional play. Scott produced the sensation of this round when he brought off a perpetual against Baeyertz. Scott's game was completely lost when he played 53 K-R 4 (diagram No. 10). Baeyertz walked right into the trap with 53 ... N-Q 4 and Scott promptly grabbed the draw with 54 R-B 7 ch!. Cwilong lost the exchange and sacrificed a Bishop in an abortive King-side attack which Lynch neatly turned to his own advantage. For the second time A. L. Fletcher found himself on the black side of a King's Gambit, but this time he missed the draw. Once McNabb got the upper hand he gave nothing away.

ROUND SEVEN

Manson 0	A. L. Fletcher	1	Grunfeld Defence 33
Lynch ½	McNabb	... ½	Queen's Gambit Declined	39
Baeyertz 0	Cwilong 1	Slav Defence 21
Belton ½	Scott ½	Sicilian Defence 48
Moore ½	Allerhand	... ½	King's Gambit 61
N. T. Fletcher	1	Moir 0	French Defence 30

Allerhand

Manson sou... secured a passed... to take any che... of a battle over... Street to Knight... difficult to find o... 17 Q-B 1, N x N... piece, but at the... Black the piece a... Black would hav... N x B, Q-R... exchange by 21... the white Queen... over which it is... produced the thi... Gambit, which i... played exception... his attack he wa... freedom. His t... defeat. This w... published in full... Exchange Variat... doing all right w...

Scott 1
Cwilong 1
Moir 1
Allerhand	... 1
McNabb ½
A. L. Fletcher	0

Allerhand 6

In contrast... Scott. The latter... he got a passed... Cwilong after the... King-side attack... varied the usual... sacrificed a Knig... with the situati... attack. Allerhand... distinct advanta... contest, made th... McNabb had a d... the ending badly... two sessions. A... important pawn... ment and Lynch...

Manson 0
Baeyertz 0
Belton 0
Moore 0
N. T. Fletcher	1
Moir 0

Allerhand 7

Manson play... the KR and KN... Queen's side. N... R-N 7 ch... P-B 3; 43 K-N... R-K-N 4; 47 P...

Allerhand 5½, Lynch, Cwilong, McNabb, N. T. Fletcher 4½,
A. L. Fletcher, Scott, Moore 3½.

Manson sound found himself under pressure and when Fletcher secured a passed QP the end was in sight. Lynch and McNabb refused to take any chances and a draw was the logical result. Baeyertz played the opening against Cwilong fairly enough, but got the worst of a battle over a pinned Knight. When he overlooked a double threat to Knight and Queen the jig was up. The best continuation was difficult to find over the board (see diagram No. 11). The game went 17 Q-B1, N x N; 18 N-Q5?, which recovered a pawn for the lost piece, but at the expense of a completely lost game. 18 N-K4! wins back the piece at the expense of a pawn (18... N x P), with which Black would have to be satisfied. 18... R x R; 19 Q x N ch, R-Q4; 20 N x B, Q-B2 gives White better chances. Winning back the exchange by 21 B x R would not be good because after 21... P x B the white Queen would have to go to R4 to prevent B-R6. A position over which it is possible to spend an interesting half hour. Moore produced the third King's Gambit to be played, this time the Bishop's Gambit, which Allerhand transposed into the Cunningham. Moore played exceptionally well and when Allerhand was forced to abandon his attack he was compelled to give up the exchange to obtain some freedom. His two passed pawns on the King-side saved him from defeat. This was one of the best games of the tournament and is published in full elsewhere in this issue. N. T. Fletcher played the Exchange Variation against Moir's French Defence, and the latter was doing all right when he blundered on the 29th.

ROUND EIGHT

Scott	1	Moore	0	Grinfeld Defence	28
Cwilong	1	Belton	0	Slav Defence	31
Moir	1	Manson	0	Sicilian Defence	34
Allerhand	1	N. T. Fletcher	0	Queen's Gambit Declined	37
McNabb	½	Baeyertz	½	Slav Defence	70
A. L. Fletcher	0	Lynch	1	Vienna Game	71

Allerhand 6½, Cwilong, Lynch 5½, McNabb 5, N. T. Fletcher,
Scott 4½, A. L. Fletcher, Moore 3½.

In contrast to his previous game, Moore played badly against Scott. The latter won two pawns early and settled the question when he got a passed pawn to the seventh rank. Belton was no match for Cwilong after the opening play. B x RP gave Cwilong the well-known King-side attack, to which Belton could not find the right reply. Moir varied the usual continuation in his game against Manson and sacrificed a Knight to open up the centre. Manson's efforts to cope with the situation were of no avail against Moir's handling of the attack. Allerhand had no trouble to come out of his opening with a distinct advantage and, in keeping with his style throughout the contest, made the most of his opponent's inferior pawn structure. McNabb had a dead lost game against Baeyertz, but the latter handled the ending badly and allowed the Nelson man to draw after a tough two sessions. A. L. Fletcher v. Lynch was even till Lynch lost an important pawn, but Fletcher missed the right line after the adjournment and Lynch finally won an exciting Queen and pawn ending.

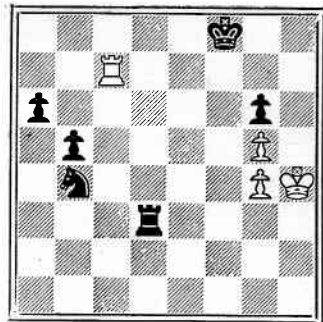
ROUND NINE

Manson	0	Lynch	1	Nimzo-Indian Defence ..	47
Baeyertz	0	A. L. Fletcher	1	Grinfeld Defence	74
Belton	0	McNabb	1	Scotch Game	32
Moore	0	Cwilong	1	French Defence	50
N. T. Fletcher	1	Scott	0	Queen's Indian Defence ..	39
Moir	0	Allerhand	1	Ruy Lopez	34

Allerhand 7½, Cwilong, Lynch 6½, McNabb 6, N. T. Fletcher 5½,
A. L. Fletcher, Scott 4½.

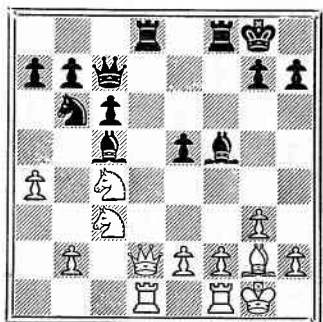
Manson played his opening fairly well and gave up his KB for the KR and KN pawns, but Lynch's two Rooks were too strong on the Queen's side. After 39 K x R (diagram No. 12) Lynch continued: 39... R-N7 ch; 40 K-B3, R-KR7; 41 P-N5, P-R7; 42 R-R7, P-B3; 43 K-N3, R-R4; 44 P x P ch, K x P; 45 R x P, R x P; 46 R-R6, K-N4; 47 Resigns. P-R7 at once was more conclusive: 39...

10



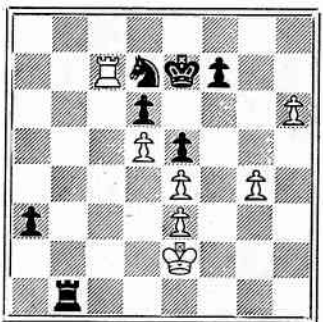
Position after 53 K-R4

11



Position after 16... N-N3

12

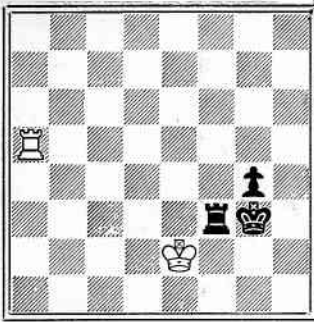


Position after 39 K x R

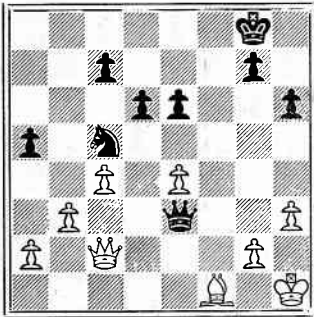
MAJOR OPEN

Game No. 254

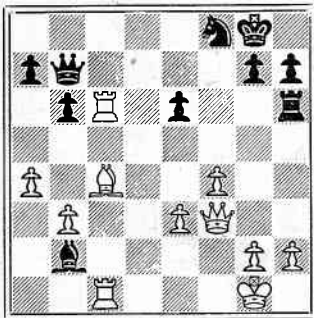
PETROFF DEFENCE — White,
I. S. Crawford; Black, F. Beamish.
1 P-K4, P-K4; 2 N-KB3,
N-KB3; 3 N x P, P-Q3; 4 N-
KB3, N x P; 5 P-Q4, P-Q4;
6 B-Q3, N-KB3?; 7 O-O,
B-K2; 8 R-K1, O-O; 9 B-
KN5, B-KN5; 10 QN-Q2, R-
K1; 11 P-B3, P-B3?; 12 Q-
B2, QN-Q2; 13 R-K3, P-
KR3; 14 B-R4, P-KN4?; 15
B x P, P x B; 16 N x P, N-R4;
17 B-R7 ch, K-N2; 18 N x P,
Resigns.



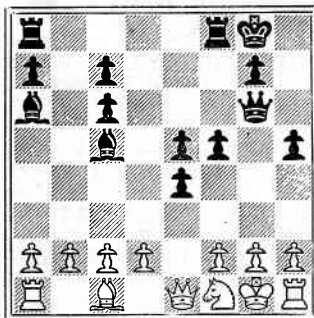
Position after 63 ... P x P



Position after 27 ... N-B 4



Position after 29 ... B-N 7



Position after 14 ... O-O

13

P-R 7; 40 P-R 7, P-R 8 (Q); 41 P-R 8 (Q), R-K 8 ch; 42 K-B 1, R-B 8 ch; 43 K-N 3 (forced), R-N 8 ch; 44 K-R file (forced), R-R 8 ch. The Baeyertz-A. L. Fletcher game was another long one. Baeyertz lost a pawn, but fought back tenaciously to keep his opponent occupied for almost the two full sessions. After the other pawns had been exchanged the position in diagram 13 was reached. Fletcher was no stranger to the principles involved and the finish was instructive. 64 R-KN 5, R-B 1 (to keep the white King shut off); 65 R-N 7, K-R 6; 66 R-R 7 ch, K-N 7 (working towards Lucena's position); 67 R-K 7, P-N 6; 68 R-K 6, K-N 8; 69 R-K 7, P-N 7; 70 R-K 6, R-KR 1; 71 K-B 3, K-R 7; 72 R-K 2, R-B 1 ch; 73 K-N 4, K-R 2; 74 Resigns. Soon off the book, McNabb equalised early against Belton and after 27 moves had a pronounced advantage (diagram No. 14). The end came quickly: 28 Q-K 2, Q x Q; 29 B x Q, N x KP; 30 B-B 3, N-B 6; 31 P-R 3, N-N 8; 32 Resigns. Moore again adopted the Tarrasch Variation, but after exchanges found himself in an inferior position with a pawn down. N. T. Fletcher and Scott indulged in some shuffling, with the former getting some pawn pressure, and after Fletcher had lost two valuable pawns Scott obliged by letting his clock run out as he made his 39th move. Moir's 5 Q-K 2 against Allerhand transposed into the Worrall Attack, which the latter opposed with the Tchigorin set-up. Both got short of time and each could have improved his play.

14

ROUND TEN

Allerhand ... 1	Manson 0	Queen's Gambit Declined 32
Scott 1	Moir 0	Slav Defence 32
Cwilong 1	N. T. Fletcher 0	Queen's Gambit Declined 49
McNabb 1	Moore 0	Scotch Gambit 32
A. L. Fletcher ½	Belton ½	Sicilian Defence 40
Lynch 1	Baeyertz 0	Grunfeld Defence 54

Allerhand 8½, Cwilong, Lynch 7½, McNabb 7, N. T. Fletcher, Scott 5½, A. L. Fletcher 5.

15

Manson got himself into a thoroughly cramped position and Allerhand was able to force the win of the exchange and develop a strong attack. From the position in diagram No. 15 the play went: 30 R-B 2, B-B 3; 31 R x KP, Q x Q; 32 R-K 8 dis ch, Resigns. Moir placed too much value on his two Bishops and after 20 moves was somewhat cramped. He broke out of Scott's stranglehold, but lost a Rook soon after. N. T. Fletcher defended grimly against Cwilong's strong grip on the centre, but found himself finally in zugzwang. McNabb overwhelmed Moore with a well-handled attack. A. L. Fletcher-Belton was a great scrap. Fletcher developed a vicious-looking attack, but Belton was always able to find just one move to save himself. Fletcher may have missed a win somewhere, but Belton got the draw, which was what counted. Baeyertz lost a Bishop quite early and Lynch eventually won with Queen against pawn. The ending was interesting, but unplayable from the official score.

ROUND ELEVEN

Baeyertz 0	Manson 1	Slav Defence 46
Belton ½	Lynch ½	Bird's Opening 47
Moore 1	A. L. Fletcher 0	Four Knights Game 61
N. T. Fletcher ½	McNabb ½	Ruy Lopez 38
Moir ½	Cwilong ½	French Defence 38
Allerhand .. ½	Scott ½	French Defence 39

Allerhand 9, Cwilong, Lynch 8, McNabb 7½, N. T. Fletcher, Scott 6, A. L. Fletcher 5, Moore 4½.

16

The last round was by way of being an anti-climax. All the leading players appeared anxious only to hold their positions and some dull chess was the result. N. T. Fletcher and McNabb would take no risks in an Exchange Variation of the Ruy Lopez; after 30 moves Moir and Cwilong managed to reach a thoroughly locked position through which Houdini himself could not have wriggled; and Allerhand, needing only a draw to win, played the Exchange Variation to gain his objective by repetition in just under 40 moves. After 13 moves Belton had achieved about the most theoretically unsound position imaginable, but Lynch let him off by exchanging Queens. The Moore-A. L. Fletcher game was the best of this round. After 1 P-K 4, P-K 4

1 N-KB 3, N-
P-Q 4; 6 B-N5,
quickly and Moos
position after 14
pawns are a dis
nightmare. The
in doubt right up

TEMPUS

Round three.
himself very sho
a draw. Notes b

Game

FRENCH

- H. McNabb
1 P-K 4
2 P-Q 4
3 P-K 5

This move is
taste. The ge
systematised by
maintain a unit
the opponent
centre pawns
which attacking
through that circ
solid than done.

- 3
4 N-KB 3
5 B-Q 3
6 Castles

6 Q-N3
after the inevita
P-B3 would b
of the essence of
to "keep as m
as possible"
too soon which
prefer to travel

- 7 R-K 1
8 P-QR 3
9 B-KB 4
10 P-KR 4

To threaten
Black's KN from
point it would
However, the
weakness that
later.

11
Black rightly
ing effect of P-
renounces a pos
and would an
.... P-KN4 or
ing to circumst
also produces t
N-B4.

- 12 P-QN 4
13 QN-Q 2
14 N-N 3
15 QN x P
16 N x N
17 Q-N 4

2 N-KB3, N-KB3; 3 N-B3, N-B3; 4 B-B4, N x P; 5 N x N, P-Q4; 6 B-N5, P x N; 7 B x N ch, P x B Fletcher was able to develop quickly and Moore had to pull out all his tricks to hold his own. The position after 14 moves is interesting (diagram No. 16). If Black's pawns are a disintegrated mess, White's development is a sprinter's nightmare. The ending in this game was interesting and the win was in doubt right up to the final moment.

TEMPUS FUGIT

Round three. McNabb, finding himself very short of time, forces a draw. Notes by A. L. Fletcher.

Game No. 255

FRENCH DEFENCE

H. McNabb R. O. Scott

- | | |
|--------|------|
| 1 P-K4 | P-K3 |
| 2 P-Q4 | P-Q4 |
| 3 P-K5 | |

This move is not to everyone's taste. The general idea (first systematised by Nimzovitch) is to maintain a unit at K5 to cramp the opponent by keeping his centre pawns immobile, after which attacking chances occur through that circumstance. Easier said than done.

- | | |
|-------------|-------|
| 3 | P-QB4 |
| 4 N-KB3 | N-QB3 |
| 5 B-Q3 | P x P |
| 6 Castles | Q-B2 |

6 Q-N3 is better, because after the inevitable B-KB4, P-B3 would be possible. Part of the essence of positional play is to "keep as many irons in the fire as possible without specifying too soon which road you would prefer to travel" (Em. Lasker).

- | | |
|----------|-------|
| 7 R-K1 | B-Q2 |
| 8 P-QR3 | KN-K2 |
| 9 B-KB4 | P-KR3 |
| 10 P-KR4 | |

To threaten P-R5, barring Black's KN from N3, from which point it would "observe" the KP. However, the move creates a weakness that can be exploited later.

- | | |
|--------------|-------|
| 10 | P-KN3 |
|--------------|-------|

Black rightly fears the cramping effect of P-R5. He therefore renounces a possible N-KN3 and would answer P-R5 with P-KN4 or P x P according to circumstances. The text also produces the option of N-B4.

- | | |
|-----------|-------|
| 11 P-QN4 | P-R3 |
| 12 QN-Q2 | P-QN4 |
| 13 N-N3 | N-B1 |
| 14 QN x P | N x N |
| 15 N x N | N-N3 |
| 16 Q-N4 | |

Q-K2 seems preferable here.

- | | |
|--------------|---------|
| 16 | Castles |
| 17 P-QB3 | B-K2 |

This position is, if anything, in Black's favour. His plan will be a King-side advance after due preparation. White judges he must deter Black from this, and tries a sacrificial diversion which certainly produces action.

- | | |
|-------------|--------|
| 18 P-R4 | N x P |
| 19 R x N | P x R |
| 20 B x P ch | K-N1 |
| 21 Q-B3 | P-N4 |
| 22 B-Q2 | KR-B1 |
| 23 Q-Q3 | P-B4 |
| 24 R-R1 | Q-N3 |
| 25 P-KB4 | P x BP |
| 26 B x P | B x RP |
| 27 B x P | R-B2 |
| 28 B-KB4 | R-N1 |
| 29 K-B1 | R/2-N2 |
| 30 R-R2 | R-N5 |
| 31 B-K3 | P-B5 |
| 32 B-N1 | R/1-N2 |
| 33 P-N5 | Q-R4 |
| 34 N-B6 ch | B x N |
| 35 P x B | P-R6 |
| 36 Q-N1 ch | |

White, in serious clock trouble, wisely takes the perpetual.

- | | |
|--------------|------|
| 36 | K-R1 |
| 37 B-N7 ch | K-N1 |
| 38 B-R6 ch | K-R1 |
| 39 B-N7 ch | K-N1 |
| 40 B-R6 ch | K-R1 |
| 41 B-N7 ch | K-N1 |

Drawn

No way out. . . . K-B2?? loses the Queen.



FIRST BLOOD

The following game, from the first round, was probably the best Allerhand played during the tournament. Cwilong was a worthy opponent and the champion had to produce something good to win. Notes by J. D. Steele.

Game No. 256

SLAV DEFENCE

Dr. B. Cwilong Dr. P. Allerhand

- | | |
|---------|-------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-QB3 |
| 3 N-KB3 | N-B3 |
| 4 N-B3 | P x P |

- | | |
|---------|-------|
| 5 P-QR4 | B-B4 |
| 6 P-K3 | P-K3 |
| 7 B x P | QN-Q2 |

The usual move is 7 B-QN5, but Allerhand is intent on an idea of his own.

- | | |
|-----------|------|
| 8 Castles | Q-B2 |
|-----------|------|

This is the idea, but although it turns out successfully in this game it does not appear as strong as the normal continuation.

- | | |
|--------|--|
| 9 B-Q3 | |
|--------|--|

The loss of time involved in this exchange plays into Black's hands. A much better continuation was 9 Q-K2, when White comes out of the opening with a slight advantage, e.g., 9 P-K4?; 10 P x P, N x P; 11 N x N, Q x N; 12 P-B4, Q-B2; 13 P-K4, B-KN5; 14 Q-B2, B-K2; 15 P-K5, N-Q2; 16 Q-N3!. Or 9 N-K5; 10 N x N, B x N; 11 N-Q2, B-N3 (if 11 B-Q4; 12 B-Q3, P-K4; 13 P-K4!, B-K3; 14 P-B4!, P-B3; 15 BP x P, P x P; 16 B-B4!, B x B; 17 N x B, and White has the better of it); 12 P-B4!, P-B4; 13 P-K4!, with a winning advantage.

After 9 Q-K2 Black seems to have nothing better than 9 B-KN5; 10 P-K4, P-K4; 11 B-K3, B-K2; 12 P-KR3, and White will get the advantage of the two Bishops, since 12 B-R4 leads to 13 P-KN4, B-N3; 14 P x P, QN x P; 15 N x N, Q x N; 16 P-B4, Q-B2; 17 P-K5, N-K5; 18 N x N, B x N; 19 B-B2, B-Q4; 20 B x B, P x B; 21 Q-N5 ch, Q-Q2; 22 KR-Q1, winning a pawn.

- | | |
|-------------|-------|
| 9 | B x B |
| 10 Q x B | P-K4 |
| 11 P-K4 | |

The position is now even, and this attempt to attack is not justified by the position. Against Black's very correct play the only result is loss of time and a serious weakening of White's Queen-side pawns.

- | | |
|--------------|---------|
| 11 | P x P |
| 12 P-K5 | P x N |
| 13 P x N | Castles |
| 14 P x NP | B x P |
| 15 P x P | |

In his efforts to regain the sacrificed pawn White has developed Black's pieces on good lines and weakened his pawn position. Black now forces White into an ending which is very much in Black's favour.

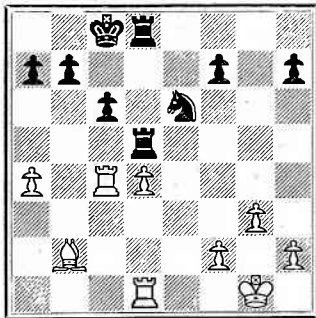
- | | |
|--------------|------|
| 15 | N-K4 |
| 16 Q-B5 ch | Q-Q2 |

17 N-Q 4 N-N 3
18 B-N 2 B x N!

The ending will show clearly the weakness of the Bishop tied down to the defence of a weak pawn.

19 Q x Q ch R x Q
20 P x B R-N 1
21 P-N 3 N-B 5
22 KR-Q 1 N-K 3
23 QR-B 1 R-Q 1
24 R-B 4 R-Q 4

Allerhand



Cwilong

Reaching the type of position envisaged by Black at his 18th move. The white pieces are tied down to the defence of the weak QP. Now it remains for Black to force a few judicious exchanges and bring his King into action against the weak Queen-side P's.

25 R-Q 3 P-KR 4
26 P-R 3 P-KB 4
27 K-N 2 R-N 1
28 R-K 3 K-Q 2
29 R-K 5 N-B 5 ch
30 K-R 2 N-Q 6
31 R x R ch P x R

White has blocked the square in front of his QP, but the weak pawn remains.

32 R-B 2 R-QB 1
33 R-Q 2 N-K 8
34 R-K 2 R-B 7
35 R x R N x R
36 B-B 3 P-R 3
37 P-R 5 K-B 3
38 P-N 4

His only chance, but it is just too late.

38 B P x P
39 P x P P x P
40 K-N 3 K-N 4
41 K x P K-B 5
42 B-N 2 K-N 6
43 B-B 1 N x P
44 P-B 4 K-B 7
45 B-K 3 N-B 3
46 P-B 5 P-Q 5

Black has timed the finish to a nicety.

47 B x P N x B
48 P-B 6 K-B 6
49 P-B 7 N-K 3
50 K-B 5 N-B 1
51 K-B 6 K-N 5
52 Resigns

The white King cannot drive the Knight away from the defence of the queening square—a point worth remembering.

★

BIG MOMENT

The highlight of round seven was undoubtedly the Moore—Allerhand game. Moore rose to the occasion magnificently and the champion had to make do with a draw. There are two quaint points about this game. The first is that Moore spent the previous afternoon cooking up something special (not a King's Gambit) for Allerhand, and when he sat down to play suddenly said to himself: "To the deuce with my prepared line! Let's play a King's Gambit!" Notes by A. L. Fletcher.

Game No. 257

KING'S GAMBIT Cunningham Gambit

W. E. Moore Dr. P. Allerhand

1 P-K 4 P-K 4
2 P-KB 4 P x P
3 B-B 4 B-K 2
4 N-KB 3 B-R 5 ch
5 P-N 3 P x P
6 Castles P-Q 4
7 P x QP P x P ch
8 K-R 1

The black pawn is to prove a very effective shelter for the white King.

8 B-N 5!

8 B-R6; 9 N x B, B x R (if Q x N; 10 R-K1 ch followed by Q-K2 is fully adequate for White); 10 Q x B, Q x N; 11 P-Q6 was no doubt what deterred Black from the exchange win.

9 P-Q 6! Q x P
10 B x P ch K-Q 1

10 K x B would lose two Bishops for one.

11 P-N 3 N-KB 3
12 B-R 3 Q-N 6
13 N-B 3 QN-Q 2
14 P-Q 4 B-R 6
15 Q-K 2 P-B 3!

15 B x R; 16 R x B, N-N5; 17 N-K4, Q-R6; 18 N/4-N5, B x N; 19 N x B is a typical

variation had Black accepted his second opportunity to win the exchange, in which it is clear White has at least no need to fear a loss.

16 KR-K 1

The concentration of hostile forces about the white King is something new in our experience, but White looked quite nonchalant as he made this move.

16 N-N 5
17 N-K 4 N-B 7 ch
18 Q x N Q x Q
19 B-K 7 ch!

A spectacular and unlikely-looking move typical of the inspired vein in which White conducted the whole game. If 19 N x Q, B x N, and Black retains his two very good Bishops. The sound idea of the text is to break that partnership, even at the expense of both White's Bishops.

19 K x B
20 N x Q ch K x B
21 N/3 x B

Fanciers of the "two Bishops" will have been horrified by the last few moves.

21 B-K 3
22 P-B 4 N-B 3
23 N-B 3! B-Q 2

Black in turn is willing to lose his Bishop in return for breaking up the "two Knights," a tribute indeed to those worthies.

24 N-K 5 ch K-B 1
25 N x B ch N x N
26 N-K 4 N-B 3
27 N-Q 6 R-Q 1
28 R-K 6 R x N

Otherwise White plays QR-K1, threatening pleasantries on the seventh rank with the Rooks (after P-B5). We can't help remarking that the text spoils the prospective co-operation of the "two Rooks" (a new theoretical conception evolved by the CHESSPLAYER staff, based on a belief that two Rooks are better than one). Black said after the game that he under-estimated the danger of the hostile Knight reaching Q6.

29 R x R K-K 2
30 P-B 5 K-B 2
31 R-K 1 R-K 1
32 R x R K x R
33 R-K 6 ch K-Q 2
34 R-K 2 N-N 5
35 P-N 4 P-KR 4
36 P-QR 4 P-KN 4
37 P-N 5 N-B 3
38 K x P P-R 5

39 K-R 3
40 P x P ch
41 R-Q N 2
42 K-N 4
43 R-K 2
44 R-K 5

The sealed move of some Rook across the board, but he de next move.

44 R-K 1!
If 45 R-B5 ch B x P ch (forced), B5 ch (forced),

45 K-N 3
47 R-KR 1
48 R x P
49 R-R 5
50 R-R 7
51 K-N 4
52 R-R 7
53 K x P
54 K-B 5
55 R-QB 7
56 K-K 5
57 K-Q 5
58 K-B 4
59 R-QR 7
60 R x P ch
61 K x P

Dr

A nice piece of The champion ne like doing bet throughout this game.

The second qu up in our convers after the game. gase you will ch every time you t during the next Moore shook hi were a far-away murmured. "Ye

PASSED

The following night was proba win. Notes by H

Game

GRUNFELD

R. O. Scott
1 P-Q 4
2 P-QB 4
3 N-QB 3
4 P-K 3
5 P-KN 3
6 P x P
7 B-N 2
8 P x N
9 N-K 2

N.Z. CHESSPLA

39 K-R 3 N-Q 4
 40 P x P ch P x P
 41 R-Q N 2 K-K 3
 42 K-N 4 K-B 3
 43 R-K 2 P-R 6
 44 R-K 5

The sealed move, with the idea of some Rook action on the fifth rank, but he decides against it next move.

44 P-R 7!
 45 R-K 1!

If 45 R-B5 ch?, K-N3!; 46 R x P ch (forced), K-B2!; 47 R-B5 ch (forced), N-B3 ch wins.

45 N-K 6 ch
 46 K-N 3 N-B 7
 47 R-KR 1 N x P
 48 R x P K-K 4
 49 R-R 5 N-K 3
 50 R-R 7 P-R 3
 51 K-N 4 N x P
 52 R-R 7 K-Q 4
 53 K x P K-B 5
 54 K-B 5 K-N 5
 55 R-QB 7 N-N 6
 56 K-K 5 P-B 4
 57 K-Q 5 K x P
 58 K-B 4 K-R 6
 59 R-QR 7 P-R 4
 60 R x P ch N x R
 61 K x P

Drawn

A nice piece of end game play. The champion never really looked like doing better than draw throughout this highly original game.

The second quaint point turned up in our conversation with White after the game. We said: "I suppose you will chuckle to yourself every time you think of this game during the next few months?" Moore shook his head, and he wore a far-away look. "No," he murmured. "Years."



PASSED PAWN

The following game from round eight was probably Scott's best win. Notes by H. D. Addis.

Game No. 258

GRUNFELD DEFENCE

R. O. Scott	W. E. Moore
1 P-Q 4	N-KB 3
2 P-QB 4	P-KN 3
3 N-QB 3	P-Q 4
4 P-K 3	B-N 2
5 P-KN 3	Castles
6 P x P	N x P
7 B-N 2	N x N
8 P x N	P-QB 4
9 N-K 2	N-B 3

Q-B2 first appears necessary.
 10 Castles P-QR 4
 To develop the QR on R3, but it does not turn out well.
 11 P x P N-N 5
 Q-B2 looks best.
 12 Q x Q R x Q
 13 N-Q 4 N-Q 4
 14 B-N 2 R-R 3
 15 QR-B 1 P-K 4

Leaves a nasty hole at Q6, but Black has difficulty in finding a satisfactory move.

16 N-N 5 B-Q 2
 17 KR-Q 1

N-Q6 seems stronger.

17 B x N
 18 B x N R-Q 2
 19 B-N 2 B-Q 6

Loses a pawn. Better is 19 R x R ch; 20 R x R, B-N3, and White has a hard game to win.

20 B-K 4 B-N 4
 21 R x R B x R
 22 B x QNP R-R 2
 23 P-B 6 B-B 3
 24 B-R 3 P-R 5

To provide against B-B5.

25 R-Q 1 B-N 5
 26 P-B 3

The pawn cannot be taken.

26 B-K 3
 27 P-B 7

The well-timed advance of the pawn wins a piece at least. Black misses the mate that follows check by the Rook.

27 R x B
 28 R-Q 8 ch Resigns



Frustrated Bishop

Round four produced some of the best games of the tournament, and in this one Allerhand shows that he is equally at home in a King-side game. The frustration of the black KB is an interesting item. Notes by J. D. Steele.

Game No. 259

GIUOCO PIANO

Dr. P. Allerhand	D. I. Lynch
1 P-K 4	P-K 4
2 N-KB 3	N-QB 3
3 B-B 4	B-B 4
4 P-Q 3	P-Q 3
5 B-KN 5	KN-K 2
6 P-B 3	P-KR 3
7 B-R 4	Castles
8 P-QN 4	B-N 3
9 P-QR 4	P-QR 3
10 Q-N 3	Q-K 1

11 P-KR 3

The opening shows that White is aiming for a break-through on the Queen's side by P-QN5 eventually. Black's counter-chances are on the King's side, where the break-through by P-KB4 will give him just as good chances as White's on the other side. But the point that Black seems to have overlooked is that it would be to his advantage to block the Queen's side, which could be done by being ready to answer P-QN5 with P-QR4. Thus the best plan for Black would be an early N-Q1, followed by K-R1, N-N3, N-K3 and P-KB4.

11 N-N 3
 12 N-R 3 B-K 3
 13 R-Q 1 Q-Q 2
 14 B-N 3 QR-K 1

This Rook should have stayed on the Queen's side in the meantime. 14 N-Q1 was essential. Notice how White has delayed castling so as to find the safest place for his King in accordance with Black's play.

15 B x B R x B
 16 N-B 4 B-R 2
 17 P-N 5!

Of course! The black Queen-side pawns have been left to their own resources.

17 N-Q 1
 18 Castles P x P
 19 P x P P-QB 3
 20 P-N 6 B-N 1
 21 KR-K 1 R/3-K 1
 22 P-Q 4

Black has delayed his counter-measures so long that now White switches his attention to the centre. The cramped nature of Black's position forces him to make some awkward moves to defend his KP.

22 Q-B 1
 23 Q-R 3 R-K 3
 24 P x P P x P
 25 Q-R 8!

Forcing the win of a pawn or the exchange. Black chooses to lose the latter in the hope of obtaining a little counter-play, but Allerhand gives him no chance.

25 P-B 3
 26 N-Q 6 R x N
 27 R x R N-K 3
 28 R-Q 2 N-B 4
 29 Q-R 2 ch KR 2
 30 Q-B 4 N-K 3
 31 R/1-Q 1 R-Q 1
 32 R x R N x R
 33 N-R 4 N x N

- 34 B x N N-K 3
 35 P-B 3 P-QB 4
 36 B-B 2 Q-B 3
 37 R-N 1 Resigns

The threat was 38 Q-Q5, followed by Q x Q, P-N7 and R-N6. Allerhand played in masterly style, but he was assisted by Black's lack of a coherent plan in the early stages.

★

QUEEN QUILTS

An instructive game from the sixth round in which the white pieces storm the black defence with the minimum expenditure of time and force. Black's cramped position throws all the work upon the trembling Queen, until she finally gives up the fight and leaves her consort to his fate. Notes by the Editor.

Game No. 260 RUY LOPEZ

- | | |
|------------|-------------|
| J. A. Moir | W. E. Moore |
| 1 P-K 4 | P-K 4 |
| 2 N-KB 3 | N-QB 3 |
| 3 B-N 5 | P-QR 3 |
| 4 B-R 4 | N-B 3 |
| 5 Castles | N x P |

Certainly more enterprising than 5 B-K2, but, notwithstanding extensive analysis in recent years, still distrusted by most masters.

6 R-K 1
 Undoubtedly best is 6 P-Q4, leading to a more lasting pressure on the centre. The text is seldom played, but calculated here to give Black some unusual problems to solve at once. With correct play, however, he can equalise more quickly than against the more popular lines.

6 N-B 4
 The only reasonable move. 6 P-QN4 would double Black's pawns on the Rook's file, and 6 P-Q4 loses a piece by 7 N x P, Q-B3; 8 N x N, Q x P ch; 9 K-R1, B-Q2; 10 P-Q3.

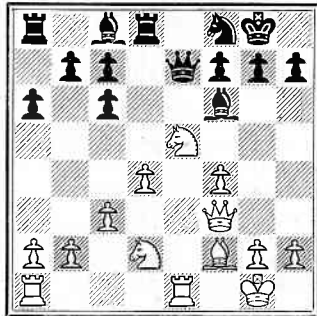
7 B x N
 An interesting alternative is 7 N-B3 and if 7 N x B, then 8 N x P, N x N! (8 B-K2 is "M.C.O.," col. 70, p. 293, which gives White a plus after 16 moves); 9 N x N ch, B-K 2; 10 N x B, N x Q; 11 N-B6 ch, K-B1; 12 N x Q.

- | | |
|-----------|---------|
| 7 | Q P x B |
| 8 N x P | B-K 2 |
| 9 P-Q 4 | N-K 3 |
| 10 B-K 3 | Castles |
| 11 P-QB 3 | B-B 3 ? |

Black is already confused. P-B3 was necessary to drive the Knight away. The threat to exchange Bishop for Knight is futile because of the ultimate strength of the pawn on K5.

- | | |
|-----------|-------|
| 12 P-KB 4 | Q-K 2 |
| 13 N-Q 2 | R-Q 1 |
| 14 Q-B 3 | N-B 1 |
| 15 B-B 2 | |

Further weakens the Bishop on B3 and cramps the position. B x N is now necessary.



- | | |
|------------|-------|
| 15 | Q-Q 3 |
| 16 N-K 4 | Q-K 3 |
| 17 P-KR 3 | B x N |
| 18 QP x B | Q-N 3 |

Black's disadvantage in time springs entirely from his eleventh move. It is now difficult to find a reasonable defence.

19 P-KN 4 P-KR 4
 A desperate attempt to obtain some counter-action, but White's next move shuts off the Bishop.

20 P-B 5 P x P
 Unpalatable! But the alternatives are no less bitter. Now the KR file is open and the black King will have to run for shelter.

- | | |
|-----------|--------|
| 21 P x P | Q-R 3 |
| 22 K-N 2 | P-B 4 |
| 23 R-R 1 | Q-QB 3 |
| 24 R-R 2 | N-Q 2 |
| 25 QR-R 1 | K-B 1 |

Threatened by the whole of White's forces, there is no peace for the black King. White finishes the game off in a workmanlike manner.

- | | |
|-------------|---------|
| 26 R-R 8 ch | K-K 2 |
| 27 P-B 6 ch | P x P |
| 28 P x P ch | N x P |
| 29 B x P ch | R-Q 3 |
| 30 Q x N ch | Resigns |

There is no answer to R-Q8. A brilliant finish in Moir's best style.

BEST GAME

In winning the best game award in the First Class tournament young Barry Menzies was quick to take advantage of everything that was offering. The important role adopted by the white King is interesting and instructive. Notes by the Editor.

Game No. 261 KING'S GAMBIT

- | | |
|---------------|--------------|
| B. C. Menzies | F. A. Foulds |
| 1 P-K 4 | P-K 4 |
| 2 P-KB 4 | P x P |
| 3 N-KB 3 | P-Q 4 |
| 4 P x P | N-KB 3 |
| 5 P-B 4 | P-B 3 |
| 6 P x P | |

White obtains better development with 6 P-Q4. If 6 P x P, then 7 B x P.

6 N x P
 P x P is also good, but Black did not relish an isolated QB pawn.

7 P-Q 4 B-KN 5
 And now according to "M.C.O." Black has a promising initiative.

8 P-Q 5 B-N 5 ch
 Euwe gives 8 B x N!; 9 P-B, N-K4; 10 B x P, B-N5 ch.

- | | |
|----------|----------|
| 9 N-B 3 | Q-K 2 ch |
| 10 Q-K 2 | B x N |
| 11 P x B | N-Q 5 |

Forcing off the Queens. N-K4 was better.

- | | |
|------------|----------|
| 12 Q x Q | K x Q |
| 13 B-Q 3 | N x P ch |
| 14 K-B 2 | N-N 4 |
| 15 P-KR 4! | B x N |
| 16 P x N | N-N 5 ch |
| 17 K-B 3 | N-K 4 ch |
| 18 K-K 4 | N x B |
| 19 K x N | B-K 4 |
| 20 K-K 4 | B-Q 3 |
| 21 B x P | |

White has a pronounced advantage. Black's last ten moves have been neatly used by White as stepping stones to development.

- | | |
|-------------|----------|
| 21 | QR-K 1 |
| 22 B x B ch | K x B ch |
| 23 K-Q 4 | P-QN 3 |
| 24 P-N 4! | P-B 3 |
| 25 P x P | P x P |
| 26 KR-KB 1 | QR-KB 1 |

The King's Rook should have moved, but Black's defence is now difficult.

- | | |
|-------------|---------|
| 27 QR-K 1 | P-B 4 |
| 28 P-B 5 ch | K-Q 2 |
| 29 P-B 6 ch | K-B 2 |
| 30 R-K 7 ch | K-Q 3?? |

Seeing that he has to die anyhow, the black King commits suicide.

- | |
|---------------|
| 31 R-Q 7 mate |
|---------------|

PROBLEM

DECEMBER

- 73 (Carreras):
 74 (Napoli): K
 75 (King): B
 76 (King): R
 77 (Guest): N
 78 (Guest): Q
 79 (Jack): N x
 80 (Jack): Q
 81 (Heathcote)

Correct solution

- Dr. N. E. H. F.
 W. S. King, all
 T. A. Vincent,
 F. E. Hansford,
 L. Wheeler, 73,
 N. A. Palmer, a
 J. H. Woolley, 7
 E. M. Guest, 80
 A. H. N. Taylor
 J. Sadleir, 73, 7
 P. F. Clarke, 7
 R. T. Woodfield
 B. Menzies, 73,
 A. E. Hartnell,
 J. Sloan, 74, 77
 D. Jack, 73, 74,
 A. D. Harris, all
 Dr. R. Gardner,
 A. G. Rowland,
 A. L. Goldfinch

This month's
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D. Jack was c
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 Guest. The same
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 took by R-K4
 claimed by E. M.
 King.

For W. S. Kin
 solver claimed tw
 B1 and R-K6).
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 N-Q1. Black n
 OR N-N2 (or B3
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GAME

The best game in the Class tournament. Menzies was the victor of every offering. The game was adopted by the Editor and is interesting and well played by the Editor.

No. 261

AMBITION

F. A. Foulds
P-K4
P x P
P-Q4
N-KB3
P-B3

better development. If 6... P x P.

N x P

but Black did not take the QB pawn.

B-KN5

going to "M.C.O." initiative.

B-N5 ch

B x N1; 9 P x B; B-N5 ch.

Q-K2 ch

B x N

N-Q5

Queens. **N-K4**

K x Q

N x P ch

N-N4

B x N

N-N5 ch

N-K4 ch

N x B

B-K4

B-Q3

announced advanced moves have been made by White as development.

Q-R-K1

K x B ch

P-QN3

P-B3

P x P

Q-R-KB1

Black should have defended. Defence is now

P-B4

K-Q2

K-B2

K-Q3??

as to die any day. King commits

PROBLEM SECTION

DECEMBER SOLUTIONS

- 73 (Carreras): N-N2.
 74 (Napoli): K-K1.
 75 (King): B-K1.
 76 (King): R-K6.
 77 (Guest): N-Q2.
 78 (Guest): Q-B6.
 79 (Jack): N x P.
 80 (Jack): Q-B4.
 81 (Heathcote): K-B7.
- Correct solutions from:—
 Dr. N. E. H. Fulton, all.
 W. S. King, all bar 81.
 T. A. Vincent, 79, 80, 81.
 F. E. Hansford, 73, 74, 77, 78, 80.
 L. Wheeler, 73, 77.
 N. A. Palmer, all bar 75 and 81.
 J. H. Woolley, 73, 74, 78, 79.
 E. M. Guest, 80.
 A. H. N. Taylor, 73, 78, 80.
 J. Sadleir, 73, 74, 77, 78, 79.
 P. F. Clarke, 74, 76, 79.
 R. T. Woodfield, 73, 74, 78, 79.
 B. Menzies, 73, 74.
 A. E. Hartnell, 74.
 J. Sloan, 74, 77, 78, 79, 80.
 D. Jack, 73, 74, 76, 77, 78.
 A. D. Harris, all bar 76 and 81.
 Dr. R. Gardner, 73, 74.
 A. G. Rowland, all bar 76 and 81.
 A. L. Goldfinch, 78, 79.

This month's chuckle comes from a solver who spent some hours on W. S. King's fine threeer, No. 75, and then, he says, wondered if we shouldn't "pawn those two microscopes and get one good one." Dr. Fulton was very impressed with No. 75.

D. Jack was complimented on his No. 80 by W. S. King and E. M. Guest. The same D. Jack, however, put a spanner in the works by supplying an incorrect diagram for his No. 79 (for which he is duly penitent), resulting in a bad cook by R-K4 ch. This was claimed by E. M. Guest and W. S. King.

For W. S. King's No. 76 one solver claimed two solutions (R-B1 and R-K6). The author himself shows R-B1 is beaten by N-Q1. Black now has B-Q4 or N-N2 (or B3) to shut off the dis ch. The correct key blocks B-Q4, and if N-Q1; 2 R-B8 dis ch mates (pinning the N).

W. S. King has shown that No. 72 (October) is cooked by Q-N2. We stated that Q-N2 was beaten by K-R6, and express our regret for this indiscretion. "A P.E.'s life is not a happy one," as Gilbert and Sullivan have it... well, almost have it.

This month's selections we hope will meet with approval. No. 82 is particularly for the newer solvers.



TO CORRESPONDENTS

T. A. VINCENT—Thanks for the problem; very neat. Re algebraic: Briefly, no. We admit the English is far from perfect, of course. Sorry.

J. H. WOOLLEY—Welcome.

P. F. CLARKE—Thanks for letter. You may look forward to far better chess if your transfer occurs.

R. T. WOODFIELD—At moment do not require books you kindly offer, but they would be handy later; will speak up in due course. Thank you.

DR. N. E. H. FULTON—72: Q-N2 solves, as was shown later by W. S. King. My regrets please accept. 81: I included this in case anyone wanted something extra solid for the holiday period, that's all. (Your analysis of 81 the only like attempt.)

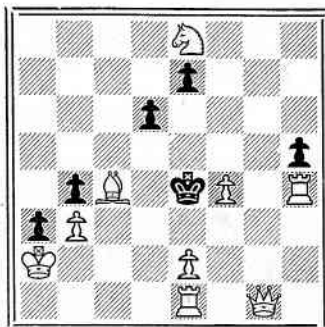
A. L. GOLDFINCH—Page 49, August: B-N3. Welcome.



BEGINNERS

This time let's look at the Bristol. The idea of the Bristol is this: The only purpose of the key move is to make a certain square available for the mating piece; not merely by vacating its own square, but by moving past the square required for the mating piece.

Regard the diagram:



Mate in two (9 v. 6)

Without any key, if Black plays first with P-Q4, then 2 B-Q3. If 1..KP moves; 2 N x P. But what if 1..K-B4? There's the catch. After you've looked at it long enough you'll come to the

conclusion that only Q-N1 will mate after K-B4. But at present the R blocks the Q's way. So the key must be the mildly fantastic move R-R1! Try it. It works.

When solving, don't be too easily satisfied you have the right key; sometimes you haven't. Try hard to defeat your solution.

In last issue I gave Q-QN2 in error for Q-QN1 in the Lindquist Waiter. I suppose this was clear enough to readers.

Announce the Mate Solutions

No. 1—White mates in one move with N-B8 dbl ch. (Northolt-Breet, Holland 1949.)

No. 2—White mates in two moves. 1 R-N6 dis ch, R x Q; 2 B-B6 mate. (Michel-Rossetto, Rosario 1949.)

No. 3—White mates in three moves. 1 Q x B ch, R x Q; 2 R-K8 ch, R-B1; 3 R x R mate. (Lilienthal-Khavin, Moscow '44.)

No. 4—Black mates in four moves. 1... Q-Q6; 2 R-N4, N-B6; 3 R/7 x N, Q x R ch; 4 K-N1, Q-B8 mate. (Ujtelyk-Pachmann, Trencianske-Teplice 1949.)

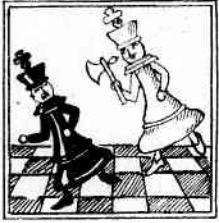
No. 5—Black mates in three moves. 1... N x P ch; 2 K-B1, N x P ch; 3 K-K1, Q x R mate. (Kotov-Boleslavsky, 1945.)

No. 6—Black mates in five moves. 1... Q-R3; 2 P x N, Q-R6; 3 R-Q1, Q x BP ch; 4 B x Q, B x B mate. If 2 B x B, Q-R6; 3 R-N1, N-N6 ch; 4 R x N, Q-B8 ch; 5 R-N1, Q x R mate. (Kahn-Hartlaub, Hamburg 1916.)

No. 7—White mates in three moves. 1 R-R7 ch, K x R; 2 Q-R2 ch, K-N2; 3 Q-R6 mate. (O. Penrose-Walsh, London-Sydney radio match 1949.)

No. 8—White mates in six moves. 1 Q-QR1 ch, P-K4; 2 B x P ch, R x B; 3 Q x R ch, K-N1; 4 N-R6 mate. Black can delay the mate to the sixth move by interposing R-B6 and Q-Q5 before playing P-K4. (Tietz-Judd, Carlsbad 1898.)

No. 9—White makes in seven moves. 1 B-B8, R x B; 2 R-R8 ch, K x R; 3 Q x R/8 ch, R-N1; 4 Q-B6 ch, R-N2; 5 Q-R4 ch, K-N1; 6 Q-K8 ch, Q-Q1; 7 Q x Q mate. (Neidermann-Zucks, 1895.)



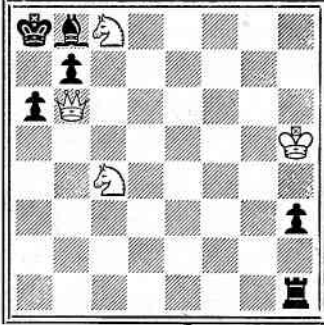
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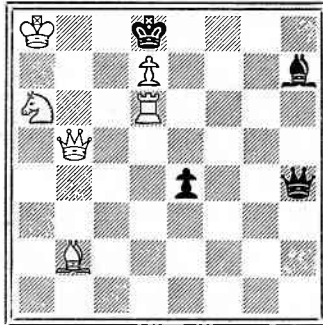
White plays UP the board in all diagrams

82—Professor Larsen, Ronne
Deutsche Schachzeitung, 1919



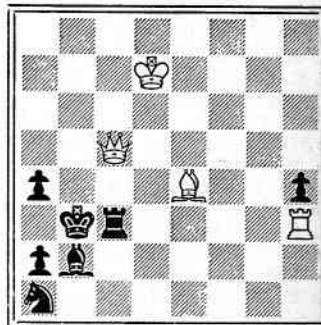
Mate in two *24 QKQ - RNSC.*

83—B. J. da C. Andrade



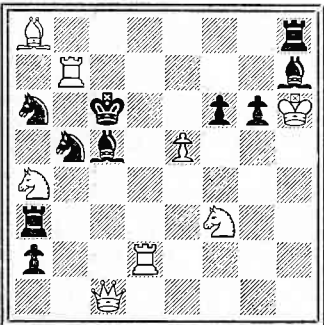
Mate in two (6 v. 4)

84—B. J. da C. Andrade



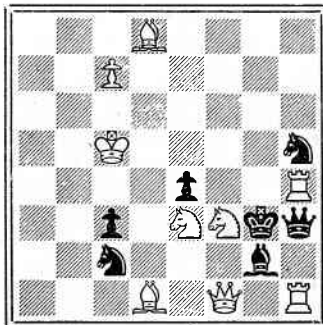
Mate in two (4 v. 7)

85—Comins Mansfield



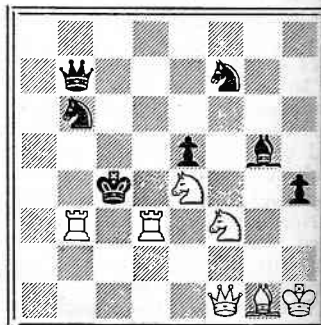
Mate in two (8 v. 10)

86—W. S. King, 1st hon. mention
Sydney Morning Herald 7th tny.



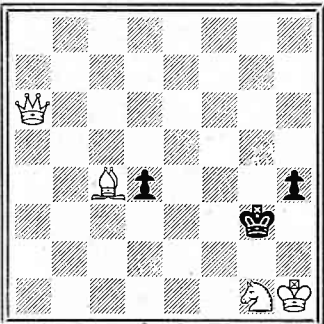
Mate in two (9 v. 7)

87—B. J. da C. Andrade



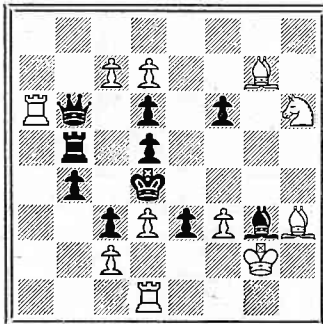
Mate in two (7 v. 7)

88—M. Havel



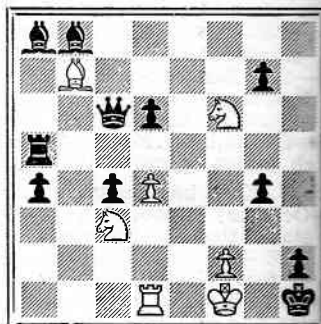
Mate in three (4 v. 3)

89—A. D. Harris (Auckland).
First problem, first publication.



Mate in three (11 v. 10)

90—A. Moravec.
B.C.F. tourney 56.



Mate in three (7 v. 11)

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club player.

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NO. 2 PRO

Championship

Cole beat Broon
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Broom. Cunnin
beat Cole.

T.T. 1B.—Kir
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Fulton beat Mitc
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games to be sent

T.T. 1C.—N.
beat Glen and Ra
Luck beat Banks
Godley. Stack b

T.T. 2.—Jone
beat Gant, Eade
Hignett beat Fau

N.Z. CHESSPLA

CORRESPONDENCE CHESS

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Secretary: Spencer Smith, P.O. Box 287, Wanganui

Correspondence Chess Section Editor: N. M. CROMARTY (Wanganui), who, unless otherwise stated, annotates games in this section

Value of Correspondence Play

That correspondence chess is doing a great job for the game in New Zealand is an undisputed fact. It brings enjoyment to players far removed from clubs and fellow players. Grading of players into groups gives all an equal chance of winning prizes in tournaments.

How can correspondence chess help the club player who gets plenty of over-the-board play against many opponents? First, by giving practical study in openings and so giving the confidence needed to play them against opponents over the board. Second, it will cure that "make a move and consider it afterwards" habit which loses so many games. (Don't overdo the thinking—remember the clock.) Third, it will help to gain the insight into middle and end game play necessary to defeat strong players.

These points have been proved in all countries where correspondence chess is played, with a resultant higher standard of play.

BULLETIN NUMBER FIVE

Containing the winning games entered by players for the brilliancy and best game awards in all sections, edited by P. Eades, of Rangataua, and printed by Artcraft Press Ltd., Auckland (printers of the N.Z. CHESSPLAYER), the N.Z.C.C.A.'s Bulletin No. 5 is worthy of a place in any chess-player's library, whether he is a correspondence or club player.

The games are judged and annotated by leading New Zealand players, including A. W. Gyles, J. D. Steele, D. I. Lynch and H. R. Abbott.

Copies may be purchased at 2/- post free from the secretary.

NO. 2 PROGRESS REPORT TO 30/1/50

Championship T.T.—Smith beat Cunningham. Cole beat Broom, Severinsen and Smith. Lynch beat Broom, Severinsen, Paterson, drew Cunningham. Gyles beat Grant. Paterson beat Cole, drew Broom. Cunningham drew Severinsen. Cromarty beat Cole.

T.T. 1B.—King beat Allen, Hooper. Jones beat Mintoft and Moore. Mintoft beat Smith and Sloan. Fulton beat Mitchel, drew Sloan. Kiley drew Mintoft, Hollis, Mitchell, Fulton. Hooper beat Kiley, Mintoft. Note: LePetit withdrawn; unfinished games to be sent in for adjudication.

T.T. 1C.—N. C. Watt beat Anderson. Donald beat Glen and Ratliff. Beamish beat Glen and Stack. Luck beat Banks. Anderson beat Luck. Ratliff beat Godley. Stack beat Banks.

T.T. 2.—Jones beat Adkins, Keam. Faulkner beat Gant, Eades. Adkins beat McDiarmid. G. H. Hignett beat Faulkner. Hansford beat McDiarmid,

Keam, Faulkner. McSherry beat Eades, G. H. Hignett, Keam. Keam beat A. N. Hignett. McDiarmid beat Gant. A. N. Hignett beat Eades. Eades beat McDiarmid, drew Keam.

T.T. 3.—Yates beat Orbell, Collins. Pilkington beat Mathieson, Henderson, drew Wilkins. Collins beat Mathieson. Wilkins beat Mathieson. Henderson beat Jessett. Cusack beat Collins, Henderson. Douglas beat Yates, Henderson. Miss Collinson beat Pilkington.

T.T. 4.—Robinson beat McCombie and drew Mrs. Forrest. Johnston beat Duggan, Smith. Hartnell beat McCombie, Robinson. Mrs. Forrest beat Hartnell. Duggan beat McCombie, Neale. Mrs. Eades beat Fenwick. Remetis beat Mrs. Forrest, McCombie, Johnston. Woodfield beat Smith.

T.T. 5.—Chrisp beat Haar. Mills beat Stanley. Mitchell withdrawn; unfinished games to be sent in for adjudication.

Handicap Tourney.—Ponder beat Sloan, Miss Loy. Delamore beat Sadleir, Chrisp, Blyth 2. J. W. Collins beat Filmer, Hartnell 2. King beat Harrison-Wilkie. McKay beat Blyth 2, Cunningham. Gant drew G. S. Smith. Fulton beat McGilvary. Mrs. Sayers beat Chrisp, F. L. Collins. Banks beat McEwan 2, McGilvary, J. W. Collins. McEwan beat Gant, McKenzie 1½, Filmer. Sloan beat Ponder, Dick 2, Wing 2, Mrs. Haar. Walker beat Miss Collinson, Cusack. Sadleir beat Delamore, Young, McFarlane 2. Haycraft beat Miss Loy, Lee, Mrs. Haar 1½. Auckram beat King 1½, drew Simpson. G. S. Smith beat J. W. Collins 2. Teece beat Wing, Chrisp, drew Taylor. Anderson beat Edwards, G. S. Smith 2. Lomax beat Freeman 2. Donald beat Cooper. Blomfield beat Mrs. Clayton 2, Harrison-Wilkie 2, Cunningham. Chrisp beat Toothill, Wing 2. Broom beat Fulton 2. Edwards beat Walker 2. McKenzie beat Simpson, drew Ponder 2. Harrison-Wilkie beat McFarlane 2. Griffith beat Hardiman. Kiley beat Esterman 1½, Giltrap, Fulton 2, Ross, and drew Edwards. Hartnell beat J. W. Collins. Gardner beat Mrs. Walker. Traves beat Mitchell, Fulton, Broom 2. Williams beat Gardner. Filmer beat Lee 2, Hartnell, Mrs. Forrest. Marsick beat Grant. Freeman beat Mrs. Clayton. Lee beat Ponder 1½. Wing beat Miss Loy. Mrs. Walker beat Gardner. Meredith beat Young, Ross, Ponder. Toothill beat Cunningham, A. R. Smith, McFarlane 2. Mrs. Haar beat Watson, Wing. Giltrap beat Kiley. McNamara beat Roberts. McIver beat Cooper, drew Faulkner. Esterman beat McIver, Broom. Pobar beat Cooper 2.

Promotions.—W. Anderson, from grade 4 to 3; E. W. Chrisp, 6 to 5; J. Sloan, 6 to 5; I. L. McKay, 6 to 5; L. J. Kiley, 2 to 1; A. M. Blomfield, 6 to 5; J. F. McEwan, 3 to 2; W. L. McIver, 2 to 1; G. A. Toothill, 6 to 5.

ONE TO REMEMBER

From the 1948-49 championship. A splendid ending by J. A. Cunningham, one of the country's finest postal experts. The reputation of his opponent emphasises the strength of Cunningham's play.

Game No. 262 RUY LOPEZ

J. A. Cunningham E. F. Tibbitts
 1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 P-QR3
 4 B-R4 N-B3
 5 Castles B-K2
 6 R-K1 P-QN4
 7 B-N3 P-Q3
 8 P-KR3 N-QR4
 9 P-B3 P-B4
 10 P-Q4 Q-B2
 11 P-Q5

White locks the centre, intending to exploit the QR file in the event of NxB.

11 NxB

11 O-O or B-Q2 must be better at this point. Another possibility was 11 P-B5, with N-N2-B4 in prospect. The text move has clearly been invited by White.

12 P x N Castles
 13 QN-Q2 R-K1?

A better plan is 13 N-K1, with 14 P-B4, which would balance anything White has on the other side of the board.

14 N-B1 P-KR3
 15 N-N3 N-R2
 16 N-R2 B-N4
 17 B-K3 Q-K2
 18 Q-R5 P-KN3
 19 BxB QxB
 20 QxQ NxQ
 21 N-N4 BxN
 22 PxB K-N2
 23 R-R5

This move makes it clear that Black's efforts on the King's side have done nothing to halt White on the Queen's side.

23 R-R2
 24 R/1-R1 R/1-QR1
 25 P-B3

Freeing the Knight for active service. Black's Knight is very badly placed.

25 N-R2
 26 N-B1 N-B1
 27 N-K3 K-B3
 28 N-B2 K-K2
 29 N-R3

The winning move!

29 R-N2
 30 N x P R/1-N1
 31 N-R3 N-Q2
 32 R x R P N-N3
 33 N-N5 N-B1
 34 P-QB4 P-B3
 35 N-R7 N x N
 36 R x N P-N4
 37 R/1-R5

White undoubtedly has the winning sequence worked out.

37 K-Q2
 38 R x R ch R x R
 39 R-N5! R x R
 40 P x R K-B2
 41 K-B2 K-N3
 42 K-K3 K x P
 43 K-Q3 K-N5
 44 K-B2 P-B5
 45 P x P K x P
 46 P-KN3 Resigns

Black's King must go back and back, until the White King can eat up the hostile pawns.

★

Another good one from the 1948-49 championship.

Game No. 263 FRENCH DEFENCE

E. J. Byrne F. H. Grant
 1 P-K4 P-K3
 2 P-Q4 P-Q4
 3 N-QB3 N-KB3
 4 B-N5 B-N5
 5 N-K2 P x P
 6 P-QR3 B-K2
 7 B x N B x B
 8 N x P Castles
 9 Q-Q3 P-K4
 10 Castles

Up to this point as in "M.C.O.," page 79, col. 57 and note "h."

10 P x P
 11 N x B ch Q x N
 12 Q x P N-Q2
 13 N-B3 P-B3
 14 B-B4 P-QN4?

The probable cause of Black's loss.

15 B-K2 P-QR3
 16 P-B4 Q x Q
 17 R x Q P-QB4
 18 R-Q6 R-R2
 19 N-Q5 R-K1
 20 B-B3 P-B5

21 K-Q2 K-B1
 22 R-K1 P-B4
 23 R x R ch K x R
 24 R-K6 ch K-B1
 25 R-QB6 R-R1
 26 N-B7 R-N1
 27 N x R P B x N
 28 R x B N-N3
 29 K-B3 N-R5 ch
 30 K-N4 N x P
 31 R-R8 R x R
 32 B x R N-Q6
 33 P x N Resigns

★

One of the N.Z.C.C.A.'s most promising players, T. G. Paterson was promoted to championship class last year. One of his games from T.T. 1B, 1949:—

Game No. 264 RUY LOPEZ

T. G. Paterson R. W. Smith
 1 P-K4 P-K4
 2 N-KB3 N-KB3
 3 B-N5 N-B3
 4 Castles B-K2
 5 R-K1 P-QR3
 6 B x N QP x B
 7 N x P B-QB4?
 8 P-QB3 Castles
 9 P-Q4 B-R2
 10 B-N5 P-R3
 11 B-R4 Q-Q3
 12 B-N3 Q-Q1
 13 N-R3 B-K3
 14 P-KB4 N-Q2
 15 P-B5 N x N
 16 B x N B-Q2
 17 K-R1 P-QN4
 18 Q-N4 P-B3
 19 B-B4 P-N4
 20 Q-N3 B-N3
 21 B-Q2 R-B2
 22 N-B2 P-B4
 23 Q-R3 B-K1
 24 QR-Q1 P x P
 25 P x P P-B3
 26 P-K5 Q-B2
 27 Q x P P x P
 28 P x P R x P
 29 B x P R-B2
 30 B-B6 R-KR2
 31 Q-N5 ch K-B1
 32 R-KB1 B-B2
 33 P-KR4 Q-B1
 34 R-Q6 Q-B2
 35 Q-B5 K-N1
 36 R-Q7 Resigns

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