CHESS NOTES

On Friday night, at the Victoria Restaurant, Mr. J. H. Blackburne, the world-famous chess master, played 27 games simultaneously, of which he won 20, drew 6, and lost 1. This was to the Rev. J. Disney, who defended with a Fianchetto di Ré, and won in brilliant style. After a vote of thanks, the proceedings terminated. A most singular fact is that a game was played, identically the same, move for move, as one contested at Hastings by Mr. Blackburne a little while ago.

————————————

The handicap tournament is still proceeding. We append the following little game recently played in it:

Remove Black's K.B.P.

	White		Black
1.	P to K 4	1.	P to Q 3
2.	P to Q 4	2.	P to K 3
3.	P to K B 4	3.	Kt to K B 3
4.	P to K 5	4.	Kt to Q 4
5.	B to Q 3	5.	P to K Kt 3

This is Black's only defense.

	White		Black
6.	P to K R 4	6.	Kt to Q B 3
7.	P to K R 5	7.	B to K 2
8.	P x Kt P	8.	B to R 5 †
9.	K to B sq	9.	P x Kt P
10.	P to K Kt 3 !	10.	B to B 3 !
11.	B x P ch	11.	K to Q 2
12.	R x R	12.	B x R
13.	P to B 4	13.	K Kt to K 2
14.	B to K 4	14.	Kt to B 4 ?
15.	B x Kt	15.	P x B
16.	P to Q 5	16.	Kt to K 2 ?

White mates in four moves.

————————————

On Friday next Hailsham is coming to play the return match with our second team. We can always muster a strong team for home matches and should improve on our score in the first match which was 9 to 5.

————————————

The returns with Hastings and Uckfield are also soon due, and notice of them will appear in this column shortly.

————————

Here is a problem which we invite our readers to solve. Put the pieces in playing order, then in how many ways can mate be given in seven moves or less. For example, Fool's or Scholar's Mates. For the largest number of distinct mates we offer as a prize "The Principles of Chess," by James Mason.

TA DHUIBH.

CHESS NOTES

Vie Victus! We have lost to Hailsham by five games to six. Of course we had not our strongest second team, but it was the same thing with our opponents, three of their best men being absent. Perhaps if the members came more regularly to the club, we should avoid such downfails. When a "playing member" comes once every three months to "look in," we might find it advantageous to "look out." Score as follows:

Hailsham.			*Eastbourne.*		
Mr. J.B.C. Coles	0		Mr. E.A. Crowley	1	
Mr. T. Parks	1	0	Mr. F.C.S. Champion	0	1
Mr. F. Thomas	0	1	Mr. C.D. Davidson	1	0
Mr. J.J. White	1	0	Mr. E.A. Rich	0	1
Mr. W. Smith	1		Mr. A.E. Wright	0	
Mr. C. Thomas	1		Mr. Leighton	0	
Mr. G.F. Breads	1	0	Mr. H.J. Chartris	0	1
Total	6		Total	5	

The following is the game played at the top board, Sicilian Defence.

	Mr. Coles.		*Mr. Crowley*
1.	P to K 4	1.	P to Q B 4
2.	P to Q 4	2.	P x P
3.	Q x P	3.	Kt to Q B 3
4.	Q to Q sq	4.	Kt to B 3
5.	B to Q B 4 ?	5.	Q to R 4 †
6.	P to Q B 3 (*a*)	6.	Kt x P
7.	Q to B 3	7.	Kt to B 3
8.	Q to B 4	8.	P to K 4
9.	Q to Q 2	9.	Kt to K 5
10.	Q to Q 5	10.	Q x Q
11.	B x Q	11.	Kt to B 3

12.	B to Kt 3	12.	P to Q 4
13.	P to K R 3 ?	13.	B to Q B 4
14.	Kt to K 2	14.	Castles
15.	Castles	15.	B to K 3
16.	Kt to Q 2	16.	Q R to Q sq
17.	P to Q R 3	17.	P to Q 5
18.	B x B ?	18.	P x B
19.	Kt to Q Kt 3	19.	B to Kt 3
20.	B to Kt 5	20.	P to K R 3
21.	B x Kt ?	21.	R x B
22.	Q R to Q sq	22.	P to Q 6
23.	Kt to Kt 3	23.	R to B 5
24.	Kt to Q 2	24.	Kt to K 2
25.	Kt to B 3	25.	P to K 5
26.	Kt to Q 2	26.	P to K 6 !
27.	P x P	27.	B x P †
28.	K to R 2	28.	B x Kt
29.	R x B	29.	R x R
30.	Kt x R	30.	P to K 4
31.	Kt to Kt 3	31.	K to B 2 ?
32.	Kt to K 4	32.	K to K 3
33.	Kt to B 5 †	33.	K to B 4
34.	R x P ? (*b*)	34.	R x R
35.	Kt to R	35.	P to K 5
36.	Kt to K sq	36.	Kt to Q 4
37.	P to K Kt 3	37.	Kt to K 6
38.	K to Kt sq	38.	Kt to B 5
39.	K to R 2	39.	Kt to Kt P
40.	K to K 2	40.	Kt to B 5
41.	Kt to B 2	41.	P to K Kt 4
42.	Kt to K 3 †	42.	Kt x Kt
43.	K x Kt	43.	P to K R 4
44.	P to B 4 (*c*)	44.	K to K 4
45.	P to Q R 4	45.	P to Kt 3
46.	P to Kt 4	46.	P x P
47.	P x P	47.	P to R 4

Black wins.

(*a*). B to Q 2 is much better, gaining time and saving the attacked pawn.

(*b*). Anything but this. Kt x K P or Kt x Kt P would change the fate of the day most likely.

(*c*). Fatal of course. But nothing would save the game.

TA DHUIBH.

CHESS NOTES

The leaders in the tournament at present are the following
Class 1. Mr. Coure W. 15 L. 4 D. 1 Points 11.
   "   Mr. Bullock W. 10 L. 5 D. 1 Points 5.
Class 2. Mr. Crowley W. 17 L. 5 D. 0 Points 12.
   "   Mr. Lloyd W. 7 L. 4 D. 0 Points 3.

The others are in the background (more or less), with, at most, one to their credit

I see that some competitors have resigned their games. This is some eminently unfair that I feel bound to notice it. When one of these gentlemen has (say) lost two games it is pleasant (to say the least) for the victor to have those two knocked off his score. Likewise, if he has beaten anyone twice, perhaps the loser may be actually placed top by the other's withdrawal. On the other hand, if he simply leaves his games unfinished, it is equally unfair, either to those with whom he has or has not played, and there is but one remedy for this grave fault—every competitor, on entering, should bind himself to pay a substantial sum in the event of his not finishing his games, illness of course, or other necessity excepted. This matter is bound to cause much vexation if not treated properly, especially with a handicap with as close a finish as this promises to have.

This week we give our first problem and shall give it the title of "The Premier."

White.—K, Q R 8; Q, K R 8; R, Q B 6; Bs, Q Kt 8 and K R Sq; Kts, Q R 4 and K Kt 6; Ps, Q Kt 3, Q Kt 5, Q Kt 6, K 3 and K B 3.

Black.—K, Q 4; Q, Q B 6; Rs, K B 2 and K B 5; B, Q R, 8; Kts, Q 2 and K R 4; Ps, Q R 4, Q Kt 2, Q B 5, K 2, K 5, K B 3 and K R 3.

White mates in two moves.

A copy of "The Principles of Chess" will be given quarterly to the solver who is most successful. Solutions should be sent in within eight days from publication, to the Chess Editor, *Gazette* Office.

To-night we are bound for Lewes. Messrs. Coupe, Bullock, Martin, Marchant, Ourtis, Kelsey, Lloyd and Crowley will probably constitute the team. After my last attempt at prophecy I will not attempt to forecast the result.

Those who are attempting the "Short Mate" Problem should send in their games before the end of February. The winner will be made known a week later.

TA DHUIBH.

CHESS NOTES

Defeated and disgraced! No excuse whatever for our pitiable collapse! Score:

EASTBOURNE.			LEWES.		
Mr. W. Coupe	1		Mr. E. Bosher	0	
Mr. H.S. Bullock	0	0	Mr. W. Walker	1	1
Mr. J. Martin	0		Mr. J. Chandler	1	
Mr. E. Kelsey	½		Rev. C.D. Badland	½	
Mr. E.A. Crowley	1	0	Mr. H. Thompson	0	1
"	1		Mr. Burkinshaw	0	
Mr. F.H. Lloyd	0		Mr. Rowland	1	
Mr. F. Thomas	0		Mr. Weaver	1	
	3½			6½	

The following game was played—Board No. 5.
Allgaier-Thorold Gambit.

1.	P to K 4.		1.	P to K 4.
2.	P to K B 4.		2.	P x P.
3.	Kt to K B 3.		3.	P to K Kt 4.
4.	P to K R 4.		4.	P to K Kt 5.
5.	Kt to Kt 5.			

This constitutes the Allgaier Gambit proper, a violent but very risky attack.

6.	Kt x K B P.		5.	P to K R 3.
7.	P to Q 4.		6.	K x Kt.

An inferior defence. 8—P Q 4 is the regulation reply.

8.	B to B 4 Ch.		8.	K to Kt 3.
9.	B x P.		9.	Kt to K B 3.
10.	P to R 5 Ch.		10.	Kt x P ?

A move which loses the piece at the least.

| 11. | R x Kt ! | 11. | K x R ? ? |

White forces checkmate in 5 moves.

Our second problem is as follows:

White.—K, Q R sq; Q, K B sq; Bs, Q B sq and Q Kt 5; Kt s, K R 5 and K B 3; Ps, Q R 3, Q R 5, Q Kt 6, Q B 6, and K B 6.

Black.—K, Q 4; R, Q Kt 7; Ps, Q 6, Q B 7, and Q Kt 6.

White compels Black to mate in two moves.

On Friday night a Committee meeting decided as follows: —1. The Handicap must close by March 9. All competitors are most strongly urged, most earnestly requested, to finish their games before that date, lest there should be unfairness in the result. We hope this will be done without fail by all the competitors. 2. The Championship opens at once and closes at the end of April. There are about five entries.

Solvers of our problems will be marked as follows: Two points for a two-mover, three for a three-mover, and so on. Marks for every correct solution, but any incorrect key sent in forfeits one mark.

Composers of problems are invited to send them to this paper. We shall be pleased to publish them if suitable, and to aid in any possible way those who wish to improve in the art. Solutions of No. 1 will appear next week. The last day for receiving will be as previously stated, Thursday the 15th.

TA DHUIBH.

CHESS NOTES

The return match with Uckfield is to be played on the 38th instant, at Lewes as before.

The following brilliant little game was played some time ago:—

RUY LOPEZ.

	White.		Black.
1.	P to K 4.	1.	P to K 4.
2.	Kt to K B 3.	2.	Kt to Q B 3.
3.	B to Kt 5.	3.	Kt to B 3.
4.	P to Q 4.	4.	P x P.
5.	P to K 5.	5.	Kt to K 5.
6.	Kt x P.	6.	B to K 2.
7.	Castles.	7.	Kt x Kt.

7——Castles, is the correct reply.

8.	Q x Kt.	8.	Kt to B 4.
9.	P to K B 4.	9.	P to Q Kt 3.
10.	P to B 5.	10.	Kt to Kt 6.

Threatening to win the Q by B to B 4. Black gets Rook, of course, but he loses time—fatally, as will appear.

11.	Q to K 4.	11.	Kt x P.
12.	P to B 6 !		

A beautiful move and one perfectly sound. It is, in fact, the winning move.

13.	K to R sq.	13.	B to B 4 ch.
14.	P to K 6.	14.	R to Q Kt sq.
15.	Q x P.	15.	R to B sq.
16.	P x B P ch.	16.	R x P.
17.	R to K sq ch.	17.	B to K 2.
18.	Q to Kt 8 ch.	18.	R to B sq.
19.	P to B 7 mate.		

The "Premier" has collapsed miserably. Two "cooks" were discovered, Kt x R ch and Kt x Q ch. The author's intention was Q x B P with six different sacrifices of the Queen. Solved by the following: T.A. Leighton, 4; "X,"; E.C.W., 2; G.P., 2; V.S., —1; J. Hamson, —1; P.J. Sadler, —1.

PROBLEM NO. 3.
White.—K, Q Kt Sq; Q, Q Kt 6; R, K Kt 3; B, K B 8; Kt, Q Kt 3; P, Q 2.
Black.—K, Q R 6; B, Q B 8; Kt, K B 6; Ps Q R 4, Q R 5; Q Kt 5, K Kt 5.
White mates in two moves.

————————

The entries for the championship are as follows: Messrs. Bullock, Champion, Coupe, Crowley and Kelsey. More may enter perhaps, as there seems to be no definite limit as to date of entry. Feb 2nd was the appointed day but it doesn't matter, apparently, more than if no date had been mentioned. Perhaps it is next year that was meant.

————————

We have received about 14 or 15 games in which a distinct mate is given in seven moves or less. There must surely be more than this somewhere. Several are known to have occurred in actual play. One (in four moves) was actually played in a match last year!

————————

We do hope an effort will be made to defeat Uckfield. We have a team whose chief weakness is a contempt for their opponents. When the opponents are nearly equal the result is collapse. Let us take more care next Wednesday and show how Eastbourne can play.

TA DHUIBH.

CHESS NOTES

There was an omission in problem No. 2 of a white pawn at Q 2. The error was obvious and does not seem to have bothered our solvers much. The solution is 1. Kt to Kt 5. Solvers, T.A.L., 2; X, 2; E.C.W., 2; V.S., 2—1; G.P., 2; P.J.S., 2.

PROBLEM NO. 4.

3 B kt 3 / 2 p 3 p 1 / 2 P p 1 p P 1 / R Kt 2 k 3 / 3 Kt 3 p / 1 P 5 K / 3 P B 3 / 4 R 3.

White mates in two moves.

This notation is called the Forsyth. Begin at the left-hand top corner (White's Q R 8) and work to the right. Figures denote the number of empty squares. Capitals denote white pieces, small letters, black ones.

The attendance at the Club of late is quite phenomenal. We have had as many as six present on one evening, and though the average attendance is only two or three, of course, yet, we have every reason to congratulate ourselves on the present state of things. Out of a mere fifty we can muster six! This diligence is most commendable, and, if persisted in, can hardly fail to secure victory in all our matches.

The following game may be taken as a typical second-class tournament contest. It was played on November 3rd last year—level.

SICILIAN DEFENCE.

White.		Black.	
1.	P to K 4.	1.	P to Q B 4.

This defence has been mightily abused of late. Torrents of wrath have been poured on it, but to those who understand it, it is as strong as one could wish. Personally I always make this reply and throughout the season have not lost one single game opened in this way

	White		Black
2.	Kt K B 3.	2.	Kt—Q B 3.
3.	P—B 3.		

3. P Q 4 is preferable.

		3.	P—K Kt 3.
4.	B—B 4.	4.	P—K 3.
5.	P—Q 4.	5.	P x P.
6.	P x P.	6.	B—Kt 2.
7.	P—K 5.	7.	P—Q 4.
8.	B—Q B 3.	8.	Q—R 4 ch.
9.	Kt—Q B 3.	9.	P—Q R 3.
10.	B x Kt ?	10.	P x B.
11.	B—Q 2.	11.	Q—B 2.
12.	K Kt—Kt 5.	12.	P—K B 3.
13.	P x P.	13.	Kt x P.
14.	Castles.	14.	Castles.
15.	Q—K 2.	15.	P K 4.

A risky move, but perhaps the best.

16.	P x P.	16.	Kt—Kt 5.
17.	P—K B 4.	17.	Q—Kt 3 ch.
18.	K—K R sq.	18.	P—Q R 4.
19.	Kt—R 4.	19.	Q R 2.
20.	P—K 6.	20.	Kt—B 3.
21.	Q R—Q B Sq.	21.	B—R 3.
22.	Q—K 5.	22.	Kt—Kt 5.
23.	Q K Sq.	23.	B x R.
24.	Kt—B 5.	24.	B—B 5.
25.	P—K 7.	25.	Q x Kt.
26.	Q—K 6 ch.	26.	K—R Sq.
27.	Kt—B 7 ch.	27.	R x Kt !
28.	Q x R ?	28.	Black announced mate in 4.

The end which Black had played for since his 15th move. Of course White's last few moves were very weak, the result, probably, of overstrained attention. Marks will be given to solvers for the mate in 4 here set down.

TA DHUIBH.

CHESS NOTES

"We have won great glory, my men." Eastbourne has arisen in her might and fought valiantly and conquered.

> "There was a smart chess club at Eastbourne.
>   Whose glory and honor increased, borne
>   On pinions cherubic
>   They conquered so ubiq-
>   Uitously, those players of Eastbourne."

Really, 9½ to 2½ is a capital score considering that at least one of our losses was a won game thrown away, the room being so hot and void of fresh air as to be hardly supportable. Score in detail:

EASTBOURNE.			UCKFIELD.		
W. Coupe (capt.)	1		E.W. Morris (capt.)	0	
H.S. Bullock	1		T.A. Banister	0	
J. Martin	*a*	1	Rev. T. Constable	*a*	0
E. Kelsey	1		E.W. Farr	0	
E.A. Crowley	1	0	R.F. Tyhurst	0	1
F.T. Lloyd	1	1	W.L. Beeny	0	0
F. Thomas	1	0	C.H. Markwick	0	1
E.A. Rich	½	1	H. Whittaker	½	0
	9½				2½

The Handicap Tournament supports the weight of its years very well, and a good many games have been decided recently. Only about one hundred and twenty-five remain to be played— before March the 9th? ?

The "short mate" Tourney has been won by Mr. T. A. Leighton. Some of the mates sent in by this gentleman were very elegant indeed. We regret that space forbids the insertion of any of them.

Solvers of No. 3 are as follows: —T. A. L., 2; X., 2; P. J. S., 2; E. G. Boys, 2 (a skilfully constructed problem); V. S., 2; G. P., 2; E. C. W., 2; P. B., 2. The solution was Q to Q 4. This week we will try and puzzle our solvers a little more as follows.

No. 6.

1 B 6 | 2 p 1 Kt 2 p | Q P 1 p 1 K 2 | 8 | 4 p k 2 | 4 kt P 1 P | 3 P 3 P | 4 Kt 3 | White mates in two moves.

No. 7.

6 r 1 | 6 p 1 | 4 Kt 2 B | 4 Kt 1 R 1 | 8 | 4 R 2 K | 1 Q 6 | 8 | White mates in two moves.

One thing is desirable, and I must appeal to the generous public. This is a Prize for the most brilliant game played in the Championship Tournament. Will nobody step forward and offer one?

There is just one other point. As regards the order in matches, it is a general rule in the big London clubs that when a man loses a game in a match he is sent down lower, and this makes the men more careful in match play. Is there any reason for not doing this in Eastbourne. I am certain that such a measure would be attended with instant benefit.

The return to Hastings is to take place on Wednesday next at Hastings. The last match ended in a draw. We hope this will be improved upon to some purpose.

TA DHUIBH.

CHESS NOTES

The solution of No. 4 is as follows—Kt to K 6 and of the endgame 1, Kt K B 7 ch K Kt sq; 2, Kt R 6 dble ob, K R sq; 3, Q Kt 8 ch, R x Q; 4, Kt B 7 mate. Solvers. T. A. L., 2 plus 4; "X," 2 plus 4; V. S., 2 plus 8; G. P., 2 plus 4; E. O. W. 2—1 plus 4; P. B., 2; P. J. S., 2—1. In Problem No. 7 there should be a Black King at his 5th instead of a White Rook. We shall, therefore, allow an extra week for the solution of this.

Problem No. 8.

| 8 | 3 p 3 Kt | 3 P P 1 P 1 | R p p k P 3 | 1 P 3 Q p 1 | 1 p 3 B p | 3 P 3 P | 8. White mates in two moves.

To-night is the return match with Hastings, and next Wednesday Lewes will come here. I have no hesitation in saying that our team is stronger than either of these, and it will be purely our own fault if we do not come out conquerors. We drew with Hastings, let us defeat them; we lost to Lewes, let us avenge ourselves.

Next week we hope to give definitely the result of the Handicap Tourney. In the Championship the first blow was struck on Friday night. We append the game

Cunningham Gambit.

	White.			Black.
1.	P K 4		1.	P K 4
2.	P K B 4		2.	P x P
3.	Kt K B 3		3.	B K 2
4.	B B 4		4.	B R 5 ch
5.	P Kt 3		5.	P x P
6.	Castles		6.	P x P ch
7.	K R sq		7.	P Q 4
8.	B x P		8.	Kt K B 3 ?
9.	B x P ch		9.	K x B
10.	Kt x B		10.	R K B sq
11.	P K 5 !			

Better than Q R 5 Ch or P Q 4 at once.

		11.	Q Q 4 ch
12.	Kt K B 3	12.	Kt Kt 5 ?
13.	P Q 4	13.	K Kt sq
14.	Kt Q B 3	14.	Q B 3
15.	P Q 5	15.	Q B 4
16.	Q K 2		

To avoid Kt B 7 Ch and to back up the advance of the King's pawn.

		16.	B Q 2
17.	P K 6	17.	B K sq
18.	B Kt 5	18.	P B 3
19.	P K 7	19.	R B 2t
20.	Q K 6 !	20.	Kt B 7 ch
21.	K x P	21.	P x P ? ?

K R sq would save the exchange, but White would then get two very strong passed pawns.   However the next move definitely loses both the exchange and another piece.

22.	Kt K 5	22.	Kt B 3
23.	Kt x R	23.	B x Kt
24.	Q B 5	24.	Kt x P
25.	B x Kt	25.	Q x B
	R x Kt		

        and White mated on the 41st move.

The Tourney scores (of the Handicap) are in such a state that it is impossible to give them.   There is some doubt still as to whether to count the games of those who have resigned or not. However this point may be settled, the decision will probably make no difference to the winner.   This is certainly the most satisfactory conclusion, and nobody can complain of unfairness, as would have been the case were the finish so close that a single game counted or omitted would reverse the positions of 1st and 2nd.

<div align="right">TA DHUIBH.</div>

CHESS NOTES

History repeats itself. We have again tied with Hastings. There will consequently be a third match shortly, at Eastbourne, to decide if possible the claims of the rival teams. Score as below: —

Eastbourne.		*Hastings II.*	
Mr. W. Coupe	0	Mr. F.S. Tuddenham	1
Mr. H.S. Bullock	½	Mr. G. Herington	½
Mr. J. Martin	½	Mr. F. Wroblewski	½
Mr. E.A. Crowley	1	Mr. C.M. Wilson	0
Mr. E. Kelsey	½	Rev. W.J. Ayling	½
Mr. F.T. Lloyd	1	Mr. T. Mumford	0
Mr. F.L. Marchant	½	Mr. A. Rusconi	½
Mr. F. Thomas	0	Mr. A.W. Earl	1
	4		4

Mr. Blackburn kindly acted as adjudicator.
The following interesting little game was played:

RUY LOPEZ.

White.	Black.
P K 4	P K 4
Kt K B 3	Kt Q B 3
B Kt 5	Kt B 3
Castles	B B 4 ?

Very inferior. White can now safely win the pawn.

B x Kt	Q P x B
Kt x P	Q Q 5
Kt K B 3	B K Kt 5 !
Kt x Q	B x Q
R x B	B x Kt
P B 3	B Kt 3
P K 5 ?	

A premature attack which gives unnecessary trouble afterwards.

	Kt Kt 5
P Q 4	Castles (Q R)

Threatening Kt x P

B B 4	K R K sq
Kt Q 2	P Q B 4
P K R 3 !	Kt R 3
B x Kt	P x B

White has now an advantage in his pawn position.

Rt B 3	P x P
P x P	R Q 4 !
R Q 3 !	P Q B 4
R B 3 !	

Much superior to R B Sq.

	K Q 2
P x P	B x P
Q R Q B Sq	P Kt 3 ? ?

A fatal blunder.   White has a clear won game from this point.

P Q Kt 4 !	B x P
R B 7 ch	K Q 3
Q R B 6 ch	K B 4
R x P ch	K K 5
R Q B 4 ch	K Q 6
R x B	R R 4 ?
R Q 7 ch	K B 6
R Kt 3 ch	K B 5
Kt Q 2 ch	K B 4
R B 7 ch	K Q 4
R Q 3 ch	K K 3
R Q 6 ch	K B 4

R B 7 ch and mate in two more, for if K x P, Kt B 4 ch,
and P mates; and if K Kt 4, Kt B 3 ch, and P mates.

A very elegant finish, as Mr. Blackburne, who was watching
the game, remarked.

Next week we shall give the positions of solvers.

PROBLEM NO. 9.

k r 1 R 4 | 1 kt 6 | 1 B 2 K 3 | 8 | 2 Kt 5 | 3 R 4 | 8 | 7 Q.
White mates in two moves.

TA DHUIBH.

CHESS NOTES

Lewes has fallen!   A great and glorious victory have we won. Five and a half games to two and a half hardly represents our superiority, as our only loss was by a gentleman who has been prevented by illness from much play this season, and at board No. 2, the game (adjudicated drawn) was really a win for us, as subsequent analysis demonstrated.   Score:

Eastbourne.		*Lewes.*	
Mr. W. Coupe	½a	Mr. E. Bosher	½a
Mr. H.S. Bullock	½a	Mr. W. Walker	½a
Mr. G.A. Stewart	0	Mr. J. Chandler	1
Mr. J. Martin	½a	Rev. C.D. Badland	½a
Mr. E.A. Crowley	1a	Mr. J. Waterfall	0a
Mr. F.T. Lloyd	1	Mr. H. Thompson	0
Mr. E.W. Roberts	1	Mr. G. Weaver	0
Mr. F. Thomas	1	Mr. P. Burkinshaw	0
	5½		2½

The following is the game adjudicated to us in spite of the strenuous opposition of the Lewes player, who did not seem to realise his peril at all.

SICILIAN DEFENCE.

1.	P K 4	1.	P Q B 4
2.	Kt Q B 3	2.	Kt Q B 5
3.	P Q 3 ?	3.	P K 3
4.	Kt K B 3	4.	P Q 4
5.	P x P	5.	P x P
6.	Q K 2 ch	6.	B K 2
7.	Q Q Sq ?	7.	K B 3
8.	B Q 2	8.	Kt B 3
9.	B K 2	9.	Castles
10.	Castles	10.	Q B 2
11.	Kt K Sq	11.	P Q 5
12.	Kt K 4	12.	Kt x Kt
13.	P x Kt	13.	B Q 3

14.	P K Kt 3	14.	P K B 4
15.	B K B 3	15.	R K B 3
16.	Kt Q 3	16.	P B 5
17.	Kt B 4	17.	Q R K B Sq
18.	P x P	18.	B B 2
19.	B Q 5	19.	B x Kt
20.	B x B ch	20.	Q x B
21.	B x B	21.	R x P
22.	Q Q 2	22.	P K R 3
23.	P K R 4	23.	Q Kt 3
24.	K R 2	24.	Q R 4
25.	Q Q Sq	25.	Q B 2
26.	Q Q 2	26.	Q B 3
27.	K R 3	27.	P Kt 4
28.	P x P	28.	P x P
29.	B B 7	29.	R B 2
30.	P Kt 4	30.	R Q Kt 4 !

Black wins with ease.

Solutions: No. 6.   Q K B Sq.
　　　　　　No. 8.   Unsolvable.   Author's intention.
　　　　　　　　　　Q B Sq.
Solvers: T. A. L., 2; "X," 2; G. B., 2; E. C. W., 0; V. S. —; P. B., —
1.

PROBLEM No. 10.
8 | Q 4 R 2 | kt 7 | 3 Kt p 2 B | 1 B 2 P 1 p 1 | 8 | 2 R P r p | 2
K 2 k 1 r. White mates in two moves.

TA DHUIBH.

CHESS NOTES

On Saturday last, we journeyed to Brighton and played for the McArthur cup. We lost two games to four. However, before the end of the contest our astute hon. secretary had found out interesting facts concerning the composition border of the Brighton team which led him to appeal against the decision. If true, Brighton should be disqualified at once. Score as follows:

Eastbourne.		Brighton.	
Mr. H.S. Bullock	1a	Mr. C. Leaver	0a
Mr. J. Martin	0	Mr. A. Field	1
Mr. E.A. Crowley	1	Mr. H.W. Shoosmith	0
Mr. E. Kelsey	0	Mr. A. Shaw	1
Mr. F.T. Lloyd	0	Mr. C.S. Malden	1
Mr. E.K. Roberts	0	Mr. E. Purchas	1
	2		4

The bottom boards, as usual, decided the fate of the day. The following game was of much interest and vigour.

King's Gambit.

1.	P to K4		1.	P to K4
2.	P to K B4		2.	P x P
3.	Kt to K B 3		3.	P to K Kt 4
4.	B to B 4		4.	P to Q 3
5.	Castles		5.	P to K R 3
6.	P to Q 4		6.	Kt to K 2
7.	Kt to B 3		7.	B to Kt 2
8.	P to K 5		8.	P to Q 4
9.	B to Kt 3		9.	P to Q B 3
10.	Kt to Q 2		10.	Kt to Kt 3
11.	P to Kt 3		11.	P to Kt 5
12.	Kt x P			

This sacrifice, although radically unsound, gives White at least a good game. To move the attacked Knight would have been disastrous though, at this stage, because of P to B 6, &c.

		12.	Kt x Kt
13.	B x Kt	13.	P x Kt
14.	Q x P	14.	B to K 3
15.	P to B 3		

To bring the K B into play again.

		15.	Kt to Q 2
16.	B to B 2	16.	Kt to B sq
17.	Q to R 5	17.	Q to Q 2
18.	B to Q 2	18.	B to Kt 5
19.	Q to R 4	19.	Kt to Kt 3
20.	B x Kt	20.	P x B

And all this to catch the Queen—a narrow shave it is too.

21. P to K 6 ! The only move; and it is a forcible one, opening the K file for the Rooks.

		21.	B x P
22.	Q R to K sq	22.	P to Kt 4

Hardly wise. But Black is in a nasty position now, and perhaps the Bishop is the least loss possible.

23.	Q to K 4 !	23.	Castles (Q R)
24.	R x B	24.	P to K R 4 ?

Most unsafe. But White is threatening 25 R to B 7, winning the Queen. Perhaps R to K B sq would have been better.

25.	Q to K 2 !	25.	P to R 5

Some attempt at counter-attack. Nero fiddles—and Rome burns.

26.	B x P	26.	Q R to K Kt sq
27.	R to K 7 !	27.	Q to R 6
28.	P to K Kt 4		

The Queen is out of play now—if no worse. Black makes the best of a bad business.

		28.	B x P ch
29.	P x B	29.	R x B
30.	R to K 8 ch	30.	R x R
31.	Q x R ch	31.	K to B 2
32.	Q to K 7 ch and all is over.		

Mr. Bullock fared badly in the "East Queen" competition. He was, however, suffering from neuralgia, so that his failure was not due to inferiority of play. On Friday Hastings come to Eastbourne for the final match.

The solution of No. 9 is R to Q 5. Solver: T.A.L., 2; "X," 2; E.C.W., 2; G.P., 2; T.O. 2—1; V.S., 2.

Problem No. 11.

2 kt 5—3 P 3 P—b 4 Kt 2—p p 1 Kt k 3—1 P p 3 P 1—r 1 P p 4—3 P 3 K—8—White mates in three moves. For key-move three points for solution showing play up to mate six points.

TA DHUIBH.

CHESS NOTES

We have closed our matches with two losses—our second team losing to Hailsham and our first to Hastings' second team. We give full scores:

EASTBOURNE II.			HAILSHAM.		
Mr. F.T. Lloyd	1		Mr. J.C.B. Coles	0	
absent	0		Mr. C. Parks	1	
Mr. E. Curtis	1	0	Mr. H. Holman	0	
Mr. E.A. Rich	1		Mr. T. Parks	0	1
Mr. C.D. Davidson	1		Mr. F.W. Thomas	0	
Mr. T.A. Leighton	0		Mr. J.J. White	1	
Mr. G.T. Cripps	0		Mr. W. Smith	1	
Mr. P. Johns	0		Mr. E. Burtenshaw	1	
	4			5	

EASTBOURNE.			HASTINGS II.		
Mr. W. Coupe	a		Mr. G. Herington	a	
Mr. H.S. Bullock	0	a	Mr. F.S. Tuddenham	1	a
Mr. J. Martin	½		Mr. F. Wroblewski	½	
Mr. E.A. Crowley	1		Mr. A. Muller	0	
Mr. G.A. Stewart	0		Mr. F.J. Kuhn	1	
Mr. E. Kelsey	0	a	Mr. J. Perkins	1	a
Mr. E. Curtis	0	a	Col Gillies	1	a
Mr. F.T. Lloyd	½		Mr. H. King	½	
Mr. F. Marchant	½	a	Mr. A.W. Earl	½	a
Mr. E.K. Roberts	0		Mr. C.M. Wilson	1	
Mr. E.A. Rich	1		Mr. J. Hallaway	0	
	3½			6	

The Handicap is no nearer its end now than it was a month—or two months ago. When a gentleman does not begin his games till a month after the Handicap should have ended there is apt to be some confusion. Needless to say, such a thing would not have been allowed in any other chess club under the sun. The consequence is that the tournament instead of being over is in such a condition that almost the only fair way of ending it would be to defer to next year—as was done last season.

Solution of Problem 10, K to Q Kt 2. Solvers: T.A.L., 2; "X," 2; E.C.W., 2; V.S., 2; G.P., 2; P.B., 2.

PROBLEM NO. 12.

3 Kt 4—8—3 P 4—p 1 P k B 2 K—p 3 p 3—P 7—2 P 1 P 1 P 1—2 Q 5. White mates in three moves; three marks for key, two extra for each 2nd move of White.

The Hon. Sec. of the Sussex Chess Association has written endeavouring to explain the charges against Brighton, which were practically that they played their best men at the bottom boards and that one player was not entered for the cup, even as a reserve. The explanation we cannot regard as satisfactory as, even if they kept within the letter of the law, we cannot but consider that the spirit was violated.

TA DHUIBH.

CHESS NOTES

On Friday evening last we had an unexpected pleasure, no less a person then Mr. Blackburne paying us a visit. He gave a short simultaneous display of seven games. He won four and drew three with Messrs. Crowley, Kelsey and Rich. We publish one of the games:

SICILIAN DEFENCE.

1.	P to K 4.	1.	P to Q B 4 !
2.	Kt to K B 3.	2.	Kt to Q B 3.
3.	P to Q 4.	3.	P x P.
4.	Kt x P.	4.	P to K 3.
5.	Kt to Q B 3.		

The usual move is ___ to Kt 5. But Mr. Blackburne prefers development to attack.

		5.	B to Kt 5 ?

Unwise.

6.	Kt x Kt.	6.	Kt P x Kt.
7.	Q to Q 4.	7.	B x Kt.
8.	P x B !	8.	Kt to B 3.
9.	B to R 3.	9.	Q to R 4 !

A strong counter attack.

10.	B to Kt 4.	10.	P to B 4 !
11.	B x P.	11.	Kt x P.
12.	B to Kt 4.	12.	Q to Q 4.

Better than 12—Q to K B 4, because of 13—P to K B 3.

13.	Q x Q.	13.	P x Q.
14.	R to Q Sq.	14.	B to Kt 2.
15.	B to K 2.	15.	P to Q R 4.
16.	B to R 3.	16.	Kt x Q B P.
17.	R to Q 3.	17.	Kt x B !

Perhaps better than taking the second pawn.

The two bishops are always dangerous and the pawn might have been regained with the better game.

18.	R to K 3 ch.	18.	K to Q Sq.
19.	K x Kt !	19.	P to Q 5.

<p align="center">Temporary insanity.</p>

20.	R to K 7.	20.	R to K Sq.
21.	R x R.	21.	K x R.
22.	R to Q 3.	22.	P to B 3.
23.	K x P.	23.	K to B 2.
24.	B to K B 3.	24.	R to K Sq.
25.	R to Q Kt Sq.	25.	B to B 3.
26.	P to Q B 4.	26.	R to K 7 !

This forces the exchange of rooks, and consequently the draw. Bishops of opposite colours and pawns even can result in nothing else.

27.	R to Kt 2.	27.	R x R.
28.	B x R.	28.	K to K 3.

Mr. Blackburne proposed a draw which was accepted.

———————

We hope that Mr. Blackburne will play blindfold here shortly. Arrangements already being made for this desirable event.

———————

<p align="center">PROBLEM NO. 13.</p>

k 5 b 1—p p 4 p r—2 p K 4—1 P 6—2 p 5—6 b 1—3 R 4—6 Q 1.

White mates in three moves.

Solution of No. 11. 1 P to R 8, becoming a Knight.

We shall not publish solvers' marks for a week or two when they will appear all together.

<p align="right">TA DHUIBH.</p>

CHESS NOTES

We should like to call the attention of players to the appended variations with the double object of also appropriating them once for all.

NO. 1—IN THE MAZIO GAMBIT.

1.	P to K 4.	1.	P to K 4.
2.	P to K B 4.	2.	P x P.
3.	Kt to K B 3.	3.	P to K Kt 4.
4.	B to B 4.	4.	P to Kt 5.
5.	R to B Sq.		

This move we believe to be much stronger than Castles P to Q 4, Kt to B 3, or Kt to K 5; the usual attacks.

NO. 2—IN THE RUY LOPEZ.

1.	P to K 4.	1.	P to K 4.
2.	Kt to K B 3.	2.	Kt to Q B 3.
3.	B to Kt 5.	3.	Kt to B 3.
4.	Castles.	4.	Kt x P.
5.	Kt x P.		

The Knight can always be recovered, often with great advantage.

NO. 3—IN THE CENTRE GAMBIT.

1.	P to K 4.	1.	P to Kt 4.
2.	P to Q 4.	2.	P x P.
3.	P to Q B 3.	3.	P x P.
4.	Kt x P.		

NO. 4—IN THE CENTRE COUNTER GAMBIT.

1.	P to K 4.	1.	P to Q 4.
2.	P x P.	2.	P to Q B 3.
3.	P x P.	3.	Kt x P.

These latter two often serve to take an opponent unawares.

———————

We trust that if anybody wishes to claim priority in the discovery of any of these variations, they will communicate with us.

————————————

It would be rather a novelty, we think, if a Blindfold Tournament were started at the Chess Club. There is nothing like blindfold play for improving the memory and one's grasp of the game generally. Of course such a contest would be confined to a very few the first year, but afterwards more would enter, and by and by we should be able to Challenge Hailsham or some club of about that strength and play a match, our men blindfold, theirs seeing.

————————————

We hope, later, to be able to give particulars of each member's success in matches during the season. Some seem to be very fortunate in tournaments and to fail utterly in matches, and vice versa. It may be inexplicable, but it is no doubt true.

————————————

PROBLEM NO. 14.

6 K 2 | 6 kt 1 | 2 p 2 R 2 | 1 kt 2 k P 2 | 7 Q | 4 Kt 3 | 3 P 4 | 8

White mates in two moves.

TA DHUIBH.

CHESS NOTES

The following game was played in the match for the Championship of the world now proceeding.

<div align="center">RUY LOPEZ.</div>

	Mr. Steinitz.		Herr Lasker.
1.	P to K 4.	1.	P to K 4.
2.	Kt to K B 3.	2.	Kt to Q B 3.
3.	B to Kt 5.	3.	Kt to B 3.
4.	P to Q 3.	4.	P to Q 3.
5.	P to Q B 3.	5.	B to Q 2.
6.	B to Q R 4.	6.	P to K Kt 3.
7.	Q Kt to Q 2.	7.	B to Kt 2.
8.	Kt to Q B 4.	8.	Castles.
9.	Kt to K 3.	9.	Kt to K 2.
10.	B to Kt 3.	10.	P to Q B 3.
11.	P to K R 4 !	11.	Q to B 2.
12.	Kt to Kt 5.	12.	P to Q 4.
13.	P to K B 3.	13.	Q R to Q Sq.
14.	B to K Kt 4.	14.	P x P ?
15.	B P x P.	15.	P to K R 3.
16.	Q to B 3.	16.	B to K Sq.
17.	B to Q B 2.	17.	Kt to Q 2.
18.	Kt to K R 3.	18.	Kt to Q B 4.
19.	Kt to K B 2.	19.	P to Q Kt 4.
20.	P to Kt 5.	20.	P to K R 4.
21.	Kt to K B 5.	21.	P x Kt.
22.	P x P.	22.	P to K B 3.
23.	P to Kt 6.	23.	Kt x Kt P.
24.	P x Kt.	24.	B x Kt P.
25.	R to K Kt Sq.	25.	P to K 5.
26.	P x P.	26.	K to R 2.
27.	R x B !	27.	K x R.
28.	Q to B 5 Ch.	28.	K to B 2.
29.	Q x P Ch.	29.	K to Kt Sq.
30.	Q x Kt.	30.	Q to K 4.
31.	B to K 3.	31.	B to R 3.
32.	P to R 4.	32.	K R to K Sq.
33.	P x P.	33.	R P x P.

34.	Q x Q.	34.	R x Q.
35.	R to R 6.	35.	R to Q B Sq.
36.	Kt to Kt 4.	36.	R to K 2.
37.	B to B 5.	37.	R (K 2) to K Sq.
38.	Kt to K 3.	38.	B to B Sq.
39.	B to Q 4.	39.	K to B 2.
40.	P to R 5.	40.	B to K 2.
41.	B to Kt 3 Ch.	41.	K to B Sq.
42.	Kt to B 5.	42.	Resigns.

We append the following interesting game.

RUY LOPEZ.

White.		Black.	
1.	P to K 4.	1.	P to K 4.
2.	Kt to K B 3.	2.	Kt to Q B 3.
3.	B to Kt 5.	3.	Kt to B 3.

There is still a controversy going on as to whether this move P to Q R 3, P to Q 3 (Steinitz) or P to K Kt 3 is preferable. We prefer P to Q R 3.

4.	Castles	4.	Kt x P.
5.	P to Q 4.		

Or 5. Kt x P as suggested in a recent article.

		5.	B to K 2.
6.	Q to K 2.	6.	Kt to Q 3.
7.	B x Kt.	7.	Kt P x B.
8.	P x P.	8.	Kt to Kt 2.
9.	Kt to Q 4.	9.	Castles.
10.	Kt to Q B 3.	10.	Kt to B 4.

Is it possible to conceive of a game where it is best to move a Knight five times in the first ten moves?

11.	R to K Sq.	11.	Kt to K 3.

Yet again.

12.	Kt to B 5.	12.	B to Kt 4.

Most unwise. The Knight at B 5 is not to be trifled with. P to B 3 would have been preferable.

13.	Kt to K 4 !		

Excellent! Ere long we may have trouble with these Knights.

		13.	B x B.
14.	Q R x B.	14.	Kt to B 5.
15.	Q to K 3 !	15.	Kt to Kt 3.

Twice more. Black is now in great straits.

16.	Kt to B 6 ch !	16.	K to R Sq.
17.	Kt to R 5.	17.	P to Q 3 ?
18.	Kt (R 5) x Kt P.	18.	Kt x P ?

Better P x P but the game can hardly be saved now.

19.	Q to Q B 3.	19.	P to B 3.
20.	P to B 4.	20.	Kt to Kt 3.
21.	Kt to K 8 !	21.	Kt to K 4.
22.	P x Kt.	22.	B P x P.

White announced mate in seven moves, commencing

23.   R x P.

It would be difficult to find a game where a man moved his Klug's Knight *more* than eleven times in twenty-two moves.

PROBLEM No 15

8 | 8 | 8 | 1 p 6 | 3 Kt 1 p 2 | 1 P 1 | 1 P 2 | 2 R 2 P 2 | B 6 K
White mates in three moves.

In No. 13 the Black Bishop at White's K Kt 3 should be a White one.

TA DHUIBH.

CHESS NOTES

The summer meetings of the Club will be held at the School of Art, Cornfield-road, every Friday at seven o'clock. Next Friday there will be a Committee meeting for the purpose of settling the handicap difficulty. A proposal has been made which bids fair to clear up the difficulties of the situation which were insuperable by any other means. It is, in short, that those players with fairly good scores be allowed to compete afresh. There are only about four competitors with any position at all to speak of, and a quartette tournament between these four cannot possibly take much time, and all unfairness will be avoided. The Club is to be heartily congratulated on this escape from the scandalous position in which it was in danger of being placed.

The following game was won by an Eastbournian, playing for Sussex against North London, last Saturday week.

SICILIAN DEFENCE.

1.	P to K 4	1.	P to Q B 4
2.	B to B 4	2.	Kt to Q B 3
3.	Kt to K B 3	3.	P to Q 3
4.	Castles	4.	P to K Kt 3
5.	P to Q 4	5.	P x P
6.	Kt x P	6.	B to Kt 2
7.	Kt x Kt	7.	P x Kt
8.	Q to B 3 !	8.	Kt to B 3

8. P to K 3 would have been better perhaps.

9.	P to K 5	9.	P x P
10	Q x P ch	10.	B to Q 2
11.	Q to R 6	11.	Castles
12.	Q B to Kt 5	12.	Kt to K 5
13.	B to K 3	13.	Kt to Q 3
14.	B to Q 5	14.	R to Kt Sq
15.	P to Q Kt 3.	15.	B to Kt 4 !

Winning the exchange. But the Q side pawns are conspicuous—though not for their presence.

16.	Q x R P.	16.	B x R.
17.	K x B.	17.	P to K 3.
18.	B to B 6.	18.	R to B sq.

This is a necessary preparation. Kt to Kt 4 would be premature, leading to 19. Q to Q 7 and a piece only would be won.

    19.   B to R 4 ?

White does not see the obvious trap, and the "bolt from the blue" strikes him very hard after this fatal move.

                                   19.   Kt to Kt 4 !

Mate or Queen.—White is irretrievably lost.

20.	Kt to R 3.	20.	Kt x Q.
21.	B x Kt.	21.	Q to K 2.
22.	Kt to Kt 5.	22.	R x P.
23.	B to K 3.	23.	P to K 5.
24.	R to Q sq.	24.	R to Q sq.
25.	R to Kt sq.	25.	Q to B 3.
26.	P to Q Kt 4.	26.	B to R 3.
27.	B to Kt 6.	27.	R x P ch !
28.	B x R.	28.	R to Q 7.
29.	Resigns.		

Black will checkmate on the 30th move, play how White may.

On Friday Mr. Blackburne gave a simultaneous display at Diplock's Hotel. Mr. Coupe alone drew his game through. Messrs. Rich and Crowley should have won.

<div align="center">

PROBLEM No. 16.

</div>

  6 kt 1 | 3 p 2 kt 1 | 4 p 1 B 1 | 1 K Kt 2 p Q 1 | 3 k Kt P p 1 | 4 p 3 | 2 P 4 | 8.

 White mates in three moves.

  Next week we hope to publish the deferred solutions, and the total marks of solvers up to the end of May

<div align="right">

TA DHUIBH.

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CHESS NOTES

The quartette of players to play off the Handicap consists of Messrs. Coupe and Bullock (Class 1), and Messrs. Crowley and Martin (Class 2). The first three have already arranged meetings with each other; the score will therefore be fairly advanced by our next issue.

The World's Championship has been won by Herr Lasker, who scored ten wins to his opponent's five.

The Solutions of Problems are as follows:

>   No. 12.—P to K 3.
>   No. 13.—Q to Kt 6.
>   No. 14.—R to Q 6.
>   No. 15.—B to B 3.

Solvers totals: X., 43; E. C. W., 38; T. A. L., 33; G. P., 32; V. S., 29. The others are nowhere comparatively. T. A. L. failed on No. 13, otherwise he would have been equal to "X."

There was an omission in Problem 16, of a Black Pawn, at Black's Q Kt 2, and White's second rank should have read: 2 P 5. There will be an extra week, therefore.

PROBLEM No 17

k 7 | 2 p 5 | 2 Kt 5 | Kt 3 P 2 B | 3 K 4 | 8 | 8 | 2 R 5 |

White mates in three moves.

                                        TA DHUIBH.

EASTBOURNE GAZETTE
EASTBOURNE, ENGLAND
13 JUNE 1894

CHESS NOTES

The state of the Handicap is as follows:

	WON.	DRAWN.	LOST.
Mr Bullock	0	3	0
Mr. Coupe	0	1	1
Mr Crowley	1	2	0

Mr. Martin has not yet commenced to play. Should this state of things continue, it will be necessary to indicate a remedy—and that a drastic one. We think people generally are sick of the perpetual prolongations which have been made necessary.

Why should not the summer be beguiled by a continuous tournament? The principle of this is that every game played counts, each is recorded, and at the end of each month prizes are awarded as deserved. This has the great advantage of checking the everlasting skittle play that goes on, which does no good, and may even produce harm by inducing a careless style.

PROBLEM No 18

kt 2 b B 2 kt | 8 | 4 Kt p 2 | p p 1 k 1 P p 1 | 1 P 2 p 3 | Kt 1 P 4 p | 1 K 1 P 3 Q | 8 |. White mates in three moves.

It is possible that we may have a correspondence game with strong opponents before long. If our negotiations are successful we shall publish the course of the games week by week. Suggestions will be welcome from any Eastbournian as to the line of play. We hope to receive plenty of this sort of assistance.

The following game was played in the Championship recently. It is still unfinished, but we should almost think that White must win.

ENGLISH GAME.

	White.		Black.
1.	P to Q B 4	1.	P to K 3
2.	P to K Kt 3	2.	Kt to K B 3
3.	Kt to Q B 3	3.	Kt to Q B 3
4.	B to Kt 2	4.	P to Q 4
5.	P x P	5.	P x P
6.	Kt to K B 3	6.	B to K 3

7.	Castles	7.	B to Q 3
8.	P to Q 3	8.	Castles
9.	Kt to K Kt 5	9.	Q to Q 2
10.	Kt x B	10.	P x Kt
11.	P to K 4	11.	Kt to K 2
12.	P to K B 4	12.	P to K 4
13.	P x K P	13.	B x P
14.	Kt x P	14.	Kt (R 3) x Kt
15.	R x R ch	15.	R x R
16.	P x Kt	16.	Kt x P
17.	Q to R 5	17.	B to Q 5 ch.
18.	K to R sq	18.	Kt to B 3
19.	Q to R 4	19.	P to B 4
20.	B to B 4	20.	Kt to Kt 5
21.	P to K R 3	21.	Kt to B 7 ch

He falls gaily into the snare

22.	K to R 2	22.	Kt to Q P
23.	B to K 4		

Threatening the Rook's Pawn with a terrific attack and the Knight with immediate destruction. Black, after twenty-two minutes' consideration, decided to adjourn the game for a week. We hope to give the sequel in our next issue.

TA DHUIBH.

CHESS NOTES

The handicap score is as follows:

	WON.	DRAWN.	LOST.
Mr. Bullock	1	2	1
Mr. Coupe	1	0	2
Mr. Crowley	1	2	0

Mr. Martin has not yet commenced to play his games. We hope that he will not attempt to do so at this late stage, as such a course can only lead to the annoyance which was experienced before in connection with his games. In starting to play one month after the handicap should have ended, he caused the necessity of replaying the contest. We must again express a strong hope that he will not now expect to finish. It would be a difficult task, even for a quick and enthusiastic player; for the gentleman in question it is quite outside the range of practical politics.

In the game we published last week, Black (Mr. Martin) has not yet seen fit to move. In the event of this desirable consummation being achieved, we will publish the end of the game.

The following game presents much interest. It is supposed to be one of the most brilliant on record, and is known as the "Immortal Game."

<div align="center">

King's Bishop's Gambit.

White (Anderson), Black (Kilseritzsky).

</div>

	White		Black
1.	P K 4	1.	P K 4
2.	P K B 4	2.	P x P
3.	B B 4	3.	Q R 5 ch
4.	K B sq	4.	P Q Kt 4
5.	B x Kt P	5.	Kt K B 3
6.	Kt K B 3	6.	Q R 3
7.	P Q 3	7.	Kt R 4
8.	Kt R 4	8.	Q Kt 4
9.	Kt b 5	9.	P Q B 3
10.	P K Kt 4	10.	Kt B 3
11.	R Kt sq	11.	P x B
12.	P K R 4	12.	Q Kt 3
13.	P R 5	13.	Q Kt 4
14.	Q B 3	14.	Kt Kt sq

15.	B x P	15.	Q B 3
16.	Kt B 3	16.	B B 4
17.	Kt Q 5	17.	Q x P
18.	B Q 6	18.	B x R
19.	P K 5	19.	Q x R ch
20.	K K 2	20.	Kt Q R 3
21.	Kt x P ch	21.	K Q sq
22.	Q B 6 ch		

and White mates next move.

Solution of Problem No. 16, QxKt'sP, No. 17, Kt to Kt 7. Correct solutions from X, E.C.W., G.P., and V.S.

Problem No 19
8 | 2 B 5 | 7 p | 7 P | 4 P 1 p p | 7 k | 4 K Q kt 1 | 5 B 1 b |
White mates in 4 moves.

No. 20 will close the present series and we shall be able to start afresh.

TA DHUIBH.

CHESS NOTES

On Friday night, at the Victoria Restaurant, Mr. J. H. Blackburne, the world-famous chess master, played 27 games simultaneously, of which he won 20, drew 6, and lost 1. This was to the Rev. J. Disney, who defended with a Fianchetto di Ré, and won in brilliant style. After a vote of thanks, the proceedings terminated. A most singular fact is that a game was played, identically the same, move for move, as one contested at Hastings by Mr. Blackburne a little while ago.

————————

The handicap tournament is still proceeding. We append the following little game recently played in it:

Remove Black's K.B.P.

	White		Black
1.	P to K 4	1.	P to Q 3
2.	P to Q 4	2.	P to K 3
3.	P to K B 4	3.	Kt to K B 3
4.	P to K 5	4.	Kt to Q 4
5.	B to Q 3	5.	P to K Kt 3

This is Black's only defense.

	White		Black
6.	P to K R 4	6.	Kt to Q B 3
7.	P to K R 5	7.	B to K 2
8.	P x Kt P	8.	B to R 5 †
9.	K to B sq	9.	P x Kt P
10.	P to K Kt 3 !	10.	B to B 3 !
11.	B x P ch	11.	K to Q 2
12.	R x R	12.	B x R
13.	P to B 4	13.	K Kt to K 2
14.	B to K 4	14.	Kt to B 4 ?
15.	B x Kt	15.	P x B
16.	P to Q 5	16.	Kt to K 2 ?

White mates in four moves.

————————

On Friday next Hailsham is coming to play the return match with our second team. We can always muster a strong team for home matches and should improve on our score in the first match which was 9 to 5.

————————

The returns with Hastings and Uckfield are also soon due, and notice of them will appear in this column shortly.

———————

Here is a problem which we invite our readers to solve. Put the pieces in playing order, then in how many ways can mate be given in seven moves or less. For example, Fool's or Scholar's Mates. For the largest number of distinct mates we offer as a prize "The Principles of Chess," by James Mason.

<div align="right">TA DHUIBH.</div>

CHESS NOTES

Vie Victus! We have lost to Hailsham by five games to six. Of course we had not our strongest second team, but it was the same thing with our opponents, three of their best men being absent. Perhaps if the members came more regularly to the club, we should avoid such downfails. When a "playing member" comes once every three months to "look in," we might find it advantageous to "look out." Score as follows:

Hailsham.			*Eastbourne.*		
Mr. J.B.C. Coles	0		Mr. E.A. Crowley	1	
Mr. T. Parks	1	0	Mr. F.C.S. Champion	0	1
Mr. F. Thomas	0	1	Mr. C.D. Davidson	1	0
Mr. J.J. White	1	0	Mr. E.A. Rich	0	1
Mr. W. Smith	1		Mr. A.E. Wright	0	
Mr. C. Thomas	1		Mr. Leighton	0	
Mr. G.F. Breads	1	0	Mr. H.J. Chartris	0	1
Total	6		Total	5	

The following is the game played at the top board, Sicilian Defence.

	Mr. Coles.		*Mr. Crowley*
1.	P to K 4	1.	P to Q B 4
2.	P to Q 4	2.	P x P
3.	Q x P	3.	Kt to Q B 3
4.	Q to Q sq	4.	Kt to B 3
5.	B to Q B 4 ?	5.	Q to R 4 †
6.	P to Q B 3 (*a*)	6.	Kt x P
7.	Q to B 3	7.	Kt to B 3
8.	Q to B 4	8.	P to K 4
9.	Q to Q 2	9.	Kt to K 5
10.	Q to Q 5	10.	Q x Q
11.	B x Q	11.	Kt to B 3

12.	B to Kt 3	12.	P to Q 4
13.	P to K R 3 ?	13.	B to Q B 4
14.	Kt to K 2	14.	Castles
15.	Castles	15.	B to K 3
16.	Kt to Q 2	16.	Q R to Q sq
17.	P to Q R 3	17.	P to Q 5
18.	B x B ?	18.	P x B
19.	Kt to Q Kt 3	19.	B to Kt 3
20.	B to Kt 5	20.	P to K R 3
21.	B x Kt ?	21.	R x B
22.	Q R to Q sq	22.	P to Q 6
23.	Kt to Kt 3	23.	R to B 5
24.	Kt to Q 2	24.	Kt to K 2
25.	Kt to B 3	25.	P to K 5
26.	Kt to Q 2	26.	P to K 6 !
27.	P x P	27.	B x P †
28.	K to R 2	28.	B x Kt
29.	R x B	29.	R x R
30.	Kt x R	30.	P to K 4
31.	Kt to Kt 3	31.	K to B 2 ?
32.	Kt to K 4	32.	K to K 3
33.	Kt to B 5 †	33.	K to B 4
34.	R x P ? (*b*)	34.	R x R
35.	Kt to R	35.	P to K 5
36.	Kt to K sq	36.	Kt to Q 4
37.	P to K Kt 3	37.	Kt to K 6
38.	K to Kt sq	38.	Kt to B 5
39.	K to R 2	39.	Kt to Kt P
40.	K to K 2	40.	Kt to B 5
41.	Kt to B 2	41.	P to K Kt 4
42.	Kt to K 3 †	42.	Kt x Kt
43.	K x Kt	43.	P to K R 4
44.	P to B 4 (*c*)	44.	K to K 4
45.	P to Q R 4	45.	P to Kt 3
46.	P to Kt 4	46.	P x P
47.	P x P	47.	P to R 4

Black wins.

(*a*). B to Q 2 is much better, gaining time and saving the attacked pawn.

(*b*). Anything but this. Kt x K P or Kt x Kt P would change the fate of the day most likely.

(*c*). Fatal of course.   But nothing would save the game.

<div align="right">TA DHUIBH.</div>

CHESS NOTES

The leaders in the tournament at present are the following

Class 1.   Mr. Coure W. 15 L. 4 D. 1 Points 11.

"   Mr. Bullock W. 10 L. 5 D. 1 Points 5.

Class 2.   Mr. Crowley W. 17 L. 5 D. 0 Points 12.

"   Mr. Lloyd W. 7 L. 4 D. 0 Points 3.

The others are in the background (more or less), with, at most, one to their credit

I see that some competitors have resigned their games. This is some eminently unfair that I feel bound to notice it. When one of these gentlemen has (say) lost two games it is pleasant (to say the least) for the victor to have those two knocked off his score. Likewise, if he has beaten anyone twice, perhaps the loser may be actually placed top by the other's withdrawal. On the other hand, if he simply leaves his games unfinished, it is equally unfair, either to those with whom he has or has not played, and there is but one remedy for this grave fault—every competitor, on entering, should bind himself to pay a substantial sum in the event of his not finishing his games, illness of course, or other necessity excepted. This matter is bound to cause much vexation if not treated properly, especially with a handicap with as close a finish as this promises to have.

This week we give our first problem and shall give it the title of "The Premier."

White.—K, Q R 8; Q, K R 8; R, Q B 6; Bs, Q Kt 8 and K R Sq; Kts, Q R 4 and K Kt 6; Ps, Q Kt 3, Q Kt 5, Q Kt 6, K 3 and K B 3.

Black.—K, Q 4; Q, Q B 6; Rs, K B 2 and K B 5; B, Q R, 8; Kts, Q 2 and K R 4; Ps, Q R 4, Q Kt 2, Q B 5, K 2, K 5, K B 3 and K R 3.

White mates in two moves.

A copy of "The Principles of Chess" will be given quarterly to the solver who is most successful. Solutions should be sent in within eight days from publication, to the Chess Editor, *Gazette* Office.

To-night we are bound for Lewes. Messrs. Coupe, Bullock, Martin, Marchant, Ourtis, Kelsey, Lloyd and Crowley will probably constitute the team. After my last attempt at prophecy I will not attempt to forecast the result.

Those who are attempting the "Short Mate" Problem should send in their games before the end of February. The winner will be made known a week later.

TA DHUIBH.

CHESS NOTES

Defeated and disgraced! No excuse whatever for our pitiable collapse! Score:

EASTBOURNE.			LEWES.		
Mr. W. Coupe	1		Mr. E. Bosher	0	
Mr. H.S. Bullock	0	0	Mr. W. Walker	1	1
Mr. J. Martin	0		Mr. J. Chandler	1	
Mr. E. Kelsey	½		Rev. C.D. Badland	½	
Mr. E.A. Crowley	1	0	Mr. H. Thompson	0	1
"	1		Mr. Burkinshaw	0	
Mr. F.H. Lloyd	0		Mr. Rowland	1	
Mr. F. Thomas	0		Mr. Weaver	1	
	3½			6½	

The following game was played—Board No. 5.
Allgaier-Thorold Gambit.

1.	P to K 4.		1.	P to K 4.
2.	P to K B 4.		2.	P x P.
3.	Kt to K B 3.		3.	P to K Kt 4.
4.	P to K R 4.		4.	P to K Kt 5.
5.	Kt to Kt 5.			

This constitutes the Allgaier Gambit proper, a violent but very risky attack.

6.	Kt x K B P.		5.	P to K R 3.
7.	P to Q 4.		6.	K x Kt.

An inferior defence. 8—P Q 4 is the regulation reply.

8.	B to B 4 Ch.		8.	K to Kt 3.
9.	B x P.		9.	Kt to K B 3.
10.	P to R 5 Ch.		10.	Kt x P ?

A move which loses the piece at the least.

| 11. | R x Kt ! | 11. | K x R ? ? |

White forces checkmate in 5 moves.
Our second problem is as follows:
White.—K, Q R sq; Q, K B sq; Bs, Q B sq and Q Kt 5; Kt s, K R 5
    and K B 3; Ps, Q R 3, Q R 5, Q Kt 6, Q B 6, and K B 6.
Black.—K, Q 4; R, Q Kt 7; Ps, Q 6, Q B 7, and Q Kt 6.
White compels Black to mate in two moves.

On Friday night a Committee meeting decided as follows: —1.
The Handicap must close by March 9. All competitors are most
strongly urged, most earnestly requested, to finish their games
before that date, lest there should be unfairness in the result. We
hope this will be done without fail by all the competitors. 2. The
Championship opens at once and closes at the end of April.
There are about five entries.

Solvers of our problems will be marked as follows: Two points
for a two-mover, three for a three-mover, and so on. Marks for
every correct solution, but any incorrect key sent in forfeits one
mark.

Composers of problems are invited to send them to this paper.
We shall be pleased to publish them if suitable, and to aid in any
possible way those who wish to improve in the art. Solutions of
No. 1 will appear next week. The last day for receiving will be as
previously stated, Thursday the 15th.

TA DHUIBH.

CHESS NOTES

The return match with Uckfield is to be played on the 38th instant, at Lewes as before.

The following brilliant little game was played some time ago:—

RUY LOPEZ.

	White.			Black.
1.	P to K 4.		1.	P to K 4.
2.	Kt to K B 3.		2.	Kt to Q B 3.
3.	B to Kt 5.		3.	Kt to B 3.
4.	P to Q 4.		4.	P x P.
5.	P to K 5.		5.	Kt to K 5.
6.	Kt x P.		6.	B to K 2.
7.	Castles.		7.	Kt x Kt.

7——Castles, is the correct reply.

	White.			Black.
8.	Q x Kt.		8.	Kt to B 4.
9.	P to K B 4.		9.	P to Q Kt 3.
10.	P to B 5.		10.	Kt to Kt 6.

Threatening to win the Q by B to B 4. Black gets Rook, of course, but he loses time—fatally, as will appear.

11.	Q to K 4.		11.	Kt x P.
12.	P to B 6 !			

A beautiful move and one perfectly sound. It is, in fact, the winning move.

13.	K to R sq.		13.	B to B 4 ch.
14.	P to K 6.		14.	R to Q Kt sq.
15.	Q x P.		15.	R to B sq.
16.	P x B P ch.		16.	R x P.
17.	R to K sq ch.		17.	B to K 2.
18.	Q to Kt 8 ch.		18.	R to B sq.
19.	P to B 7 mate.			

The "Premier" has collapsed miserably. Two "cooks" were discovered, Kt x R ch and Kt x Q ch. The author's intention was Q x B P with six different sacrifices of the Queen. Solved by the following: T.A. Leighton, 4; "X,"; E.C.W., 2; G.P., 2; V.S., —1; J. Hamson, —1; P.J. Sadler, —1.

PROBLEM NO. 3.

White.—K, Q Kt Sq; Q, Q Kt 6; R, K Kt 3; B, K B 8; Kt, Q Kt 3; P, Q 2.

Black.—K, Q R 6; B, Q B 8; Kt, K B 6; Ps Q R 4, Q R 5; Q Kt 5, K Kt 5.

White mates in two moves.

———————

The entries for the championship are as follows: Messrs. Bullock, Champion, Coupe, Crowley and Kelsey. More may enter perhaps, as there seems to be no definite limit as to date of entry. Feb 2nd was the appointed day but it doesn't matter, apparently, more than if no date had been mentioned. Perhaps it is next year that was meant.

———————

We have received about 14 or 15 games in which a distinct mate is given in seven moves or less. There must surely be more than this somewhere. Several are known to have occurred in actual play. One (in four moves) was actually played in a match last year!

———————

We do hope an effort will be made to defeat Uckfield. We have a team whose chief weakness is a contempt for their opponents. When the opponents are nearly equal the result is collapse. Let us take more care next Wednesday and show how Eastbourne can play.

TA DHUIBH.

CHESS NOTES

There was an omission in problem No. 2 of a white pawn at Q 2. The error was obvious and does not seem to have bothered our solvers much. The solution is 1. Kt to Kt 5. Solvers, T.A.L., 2; X, 2; E.C.W., 2; V.S., 2—1; G.P., 2; P.J.S., 2.

————————————

PROBLEM No. 4.
3 B kt 3 / 2 p 3 p 1 / 2 P p 1 p P 1 / R Kt 2 k 3 / 3 Kt 3 p / 1 P 5 K / 3 P B 3 / 4 R 3.

White mates in two moves.

————————————

This notation is called the Forsyth. Begin at the left-hand top corner (White's Q R 8) and work to the right. Figures denote the number of empty squares. Capitals denote white pieces, small letters, black ones.

————————————

The attendance at the Club of late is quite phenomenal. We have had as many as six present on one evening, and though the average attendance is only two or three, of course, yet, we have every reason to congratulate ourselves on the present state of things. Out of a mere fifty we can muster six! This diligence is most commendable, and, if persisted in, can hardly fail to secure victory in all our matches.

————————————

The following game may be taken as a typical second-class tournament contest. It was played on November 3rd last year—level.

SICILIAN DEFENCE.

White.	Black.
1. P to K 4.	1. P to Q B 4.

This defence has been mightily abused of late. Torrents of wrath have been poured on it, but to those who understand it, it is as strong as one could wish. Personally I always make this reply and throughout the season have not lost one single game opened in this way

2.	Kt K B 3.		2.	Kt—Q B 3.
3.	P—B 3.			

<div align="center">3. P Q 4 is preferable.</div>

			3.	P—K Kt 3.
4.	B—B 4.		4.	P—K 3.
5.	P—Q 4.		5.	P x P.
6.	P x P.		6.	B—Kt 2.
7.	P—K 5.		7.	P—Q 4.
8.	B—Q B 3.		8.	Q—R 4 ch.
9.	Kt—Q B 3.		9.	P—Q R 3.
10.	B x Kt ?		10.	P x B.
11.	B—Q 2.		11.	Q—B 2.
12.	K Kt—Kt 5.		12.	P—K B 3.
13.	P x P.		13.	Kt x P.
14.	Castles.		14.	Castles.
15.	Q—K 2.		15.	P K 4.

<div align="center">A risky move, but perhaps the best.</div>

16.	P x P.		16.	Kt—Kt 5.
17.	P—K B 4.		17.	Q—Kt 3 ch.
18.	K—K R sq.		18.	P—Q R 4.
19.	Kt—R 4.		19.	Q R 2.
20.	P—K 6.		20.	Kt—B 3.
21.	Q R—Q B Sq.		21.	B—R 3.
22.	Q—K 5.		22.	Kt—Kt 5.
23.	Q K Sq.		23.	B x R.
24.	Kt—B 5.		24.	B—B 5.
25.	P—K 7.		25.	Q x Kt.
26.	Q—K 6 ch.		26.	K—R Sq.
27.	Kt—B 7 ch.		27.	R x Kt !
28.	Q x R ?		28.	Black announced mate in 4.

The end which Black had played for since his 15th move. Of course White's last few moves were very weak, the result, probably, of overstrained attention. Marks will be given to solvers for the mate in 4 here set down.

<div align="right">TA DHUIBH.</div>

CHESS NOTES

"We have won great glory, my men." Eastbourne has arisen in her might and fought valiantly and conquered.

> "There was a smart chess club at Eastbourne.
>   Whose glory and honor increased, borne
>   On pinions cherubic
>   They conquered so ubiq-
>   Uitously, those players of Eastbourne."

Really, 9½ to 2½ is a capital score considering that at least one of our losses was a won game thrown away, the room being so hot and void of fresh air as to be hardly supportable. Score in detail:

EASTBOURNE.			UCKFIELD.		
W. Coupe (capt.)	1		E.W. Morris (capt.)	0	
H.S. Bullock	1		T.A. Banister	0	
J. Martin	*a*	1	Rev. T. Constable	*a*	0
E. Kelsey	1		E.W. Farr	0	
E.A. Crowley	1	0	R.F. Tyhurst	0	1
F.T. Lloyd	1	1	W.L. Beeny	0	0
F. Thomas	1	0	C.H. Markwick	0	1
E.A. Rich	½	1	H. Whittaker	½	0
	9½				2½

The Handicap Tournament supports the weight of its years very well, and a good many games have been decided recently. Only about one hundred and twenty-five remain to be played— before March the 9th? ?

The "short mate" Tourney has been won by Mr. T. A. Leighton. Some of the mates sent in by this gentleman were very elegant indeed. We regret that space forbids the insertion of any of them.

Solvers of No. 3 are as follows: —T. A. L., 2; X., 2; P. J. S., 2; E. G. Boys, 2 (a skilfully constructed problem); V. S., 2; G. P., 2; E. C. W., 2; P. B., 2. The solution was Q to Q 4. This week we will try and puzzle our solvers a little more as follows.

No. 6.

1 B 6 | 2 p 1 Kt 2 p | Q P 1 p 1 K 2 | 8 | 4 p k 2 | 4 kt P 1 P | 3 P 3 P | 4 Kt 3 | White mates in two moves.

No. 7.

6 r 1 | 6 p 1 | 4 Kt 2 B | 4 Kt 1 R 1 | 8 | 4 R 2 K | 1 Q 6 | 8 | White mates in two moves.

One thing is desirable, and I must appeal to the generous public. This is a Prize for the most brilliant game played in the Championship Tournament. Will nobody step forward and offer one?

There is just one other point. As regards the order in matches, it is a general rule in the big London clubs that when a man loses a game in a match he is sent down lower, and this makes the men more careful in match play. Is there any reason for not doing this in Eastbourne. I am certain that such a measure would be attended with instant benefit.

The return to Hastings is to take place on Wednesday next at Hastings. The last match ended in a draw. We hope this will be improved upon to some purpose.

TA DHUIBH.

CHESS NOTES

The solution of No. 4 is as follows—Kt to K 6 and of the endgame 1, Kt K B 7 ch K Kt sq; 2, Kt R 6 dble ob, K R sq; 3, Q Kt 8 ch, R x Q; 4, Kt B 7 mate.   Solvers.   T. A. L., 2 plus 4; "X," 2 plus 4; V. S., 2 plus 8; G. P., 2 plus 4; E. O. W. 2—1 plus 4; P. B., 2; P. J. S., 2—1. In Problem No. 7 there should be a Black King at his 5th instead of a White Rook.   We shall, therefore, allow an extra week for the solution of this.

Problem No. 8.

| 8 | 3 p 3 Kt | 3 P P 1 P 1 | R p p k P 3 | 1 P 3 Q p 1 | 1 p 3 B p | 3 P 3 P | 8. White mates in two moves.

To-night is the return match with Hastings, and next Wednesday Lewes will come here. I have no hesitation in saying that our team is stronger than either of these, and it will be purely our own fault if we do not come out conquerors.   We drew with Hastings, let us defeat them; we lost to Lewes, let us avenge ourselves.

Next week we hope to give definitely the result of the Handicap Tourney.   In the Championship the first blow was struck on Friday night.   We append the game

Cunningham Gambit.

	White.		Black.
1.	P K 4	1.	P K 4
2.	P K B 4	2.	P x P
3.	Kt K B 3	3.	B K 2
4.	B B 4	4.	B R 5 ch
5.	P Kt 3	5.	P x P
6.	Castles	6.	P x P ch
7.	K R sq	7.	P Q 4
8.	B x P	8.	Kt K B 3 ?
9.	B x P ch	9.	K x B
10.	Kt x B	10.	R K B sq
11.	P K 5 !		

Better than Q R 5 Ch or P Q 4 at once.

		11.	Q Q 4 ch
12.	Kt K B 3	12.	Kt Kt 5 ?
13.	P Q 4	13.	K Kt sq
14.	Kt Q B 3	14.	Q B 3
15.	P Q 5	15.	Q B 4
16.	Q K 2		

To avoid Kt B 7 Ch and to back up the advance of the King's pawn.

		16.	B Q 2
17.	P K 6	17.	B K sq
18.	B Kt 5	18.	P B 3
19.	P K 7	19.	R B 2t
20.	Q K 6 !	20.	Kt B 7 ch
21.	K x P	21.	P x P ? ?

K R sq would save the exchange, but White would then get two very strong passed pawns.   However the next move definitely loses both the exchange and another piece.

22.	Kt K 5	22.	Kt B 3
23.	Kt x R	23.	B x Kt
24.	Q B 5	24.	Kt x P
25.	B x Kt	25.	Q x B
	R x Kt		

and White mated on the 41st move.

   The Tourney scores (of the Handicap) are in such a state that it is impossible to give them.   There is some doubt still as to whether to count the games of those who have resigned or not. However this point may be settled, the decision will probably make no difference to the winner.   This is certainly the most satisfactory conclusion, and nobody can complain of unfairness, as would have been the case were the finish so close that a single game counted or omitted would reverse the positions of 1st and 2nd.

<div align="right">TA DHUIBH.</div>

CHESS NOTES

History repeats itself. We have again tied with Hastings. There will consequently be a third match shortly, at Eastbourne, to decide if possible the claims of the rival teams. Score as below: —

Eastbourne.		*Hastings II.*	
Mr. W. Coupe	0	Mr. F.S. Tuddenham	1
Mr. H.S. Bullock	½	Mr. G. Herington	½
Mr. J. Martin	½	Mr. F. Wroblewski	½
Mr. E.A. Crowley	1	Mr. C.M. Wilson	0
Mr. E. Kelsey	½	Rev. W.J. Ayling	½
Mr. F.T. Lloyd	1	Mr. T. Mumford	0
Mr. F.L. Marchant	½	Mr. A. Rusconi	½
Mr. F. Thomas	0	Mr. A.W. Earl	1
	4		4

Mr. Blackburn kindly acted as adjudicator.
The following interesting little game was played:

RUY LOPEZ.

White.	Black.
P K 4	P K 4
Kt K B 3	Kt Q B 3
B Kt 5	Kt B 3
Castles	B B 4 ?

Very inferior.   White can now safely win the pawn.

B x Kt	Q P x B
Kt x P	Q Q 5
Kt K B 3	B K Kt 5 !
Kt x Q	B x Q
R x B	B x Kt
P B 3	B Kt 3
P K 5 ?	

A premature attack which gives unnecessary trouble afterwards.

	Kt Kt 5
P Q 4	Castles (Q R)

<div align="center">Threatening Kt x P</div>

B B 4	K R K sq
Kt Q 2	P Q B 4
P K R 3 !	Kt R 3
B x Kt	P x B

White has now an advantage in his pawn position.

Rt B 3	P x P
P x P	R Q 4 !
R Q 3 !	P Q B 4
R B 3 !	

<div align="center">Much superior to R B Sq.</div>

	K Q 2
P x P	B x P
Q R Q B Sq	P Kt 3 ? ?

A fatal blunder.   White has a clear won game from this point.

P Q Kt 4 !	B x P
R B 7 ch	K Q 3
Q R B 6 ch	K B 4
R x P ch	K K 5
R Q B 4 ch	K Q 6
R x B	R R 4 ?
R Q 7 ch	K B 6
R Kt 3 ch	K B 5
Kt Q 2 ch	K B 4
R B 7 ch	K Q 4
R Q 3 ch	K K 3
R Q 6 ch	K B 4

R B 7 ch and mate in two more, for if K x P, Kt B 4 ch,
and P mates; and if K Kt 4, Kt B 3 ch, and P mates.

A very elegant finish, as Mr. Blackburne, who was watching
the game, remarked.

Next week we shall give the positions of solvers.

<div align="center">PROBLEM No. 9.</div>

k r 1 R 4 | 1 kt 6 | 1 B 2 K 3 | 8 | 2 Kt 5 | 3 R 4 | 8 | 7 Q.
White mates in two moves.

<div align="right">TA DHUIBH.</div>

CHESS NOTES

Lewes has fallen!　A great and glorious victory have we won. Five and a half games to two and a half hardly represents our superiority, as our only loss was by a gentleman who has been prevented by illness from much play this season, and at board No. 2, the game (adjudicated drawn) was really a win for us, as subsequent analysis demonstrated.　Score:

Eastbourne.		*Lewes.*	
Mr. W. Coupe	½a	Mr. E. Bosher	½a
Mr. H.S. Bullock	½a	Mr. W. Walker	½a
Mr. G.A. Stewart	0	Mr. J. Chandler	1
Mr. J. Martin	½a	Rev. C.D. Badland	½a
Mr. E.A. Crowley	1a	Mr. J. Waterfall	0a
Mr. F.T. Lloyd	1	Mr. H. Thompson	0
Mr. E.W. Roberts	1	Mr. G. Weaver	0
Mr. F. Thomas	1	Mr. P. Burkinshaw	0
	5½		2½

The following is the game adjudicated to us in spite of the strenuous opposition of the Lewes player, who did not seem to realise his peril at all.

SICILIAN DEFENCE.

1.	P K 4	1.	P Q B 4
2.	Kt Q B 3	2.	Kt Q B 5
3.	P Q 3 ?	3.	P K 3
4.	Kt K B 3	4.	P Q 4
5.	P x P	5.	P x P
6.	Q K 2 ch	6.	B K 2
7.	Q Q Sq ?	7.	K B 3
8.	B Q 2	8.	Kt B 3
9.	B K 2	9.	Castles
10.	Castles	10.	Q B 2
11.	Kt K Sq	11.	P Q 5
12.	Kt K 4	12.	Kt x Kt
13.	P x Kt	13.	B Q 3

14.	P K Kt 3	14.	P K B 4
15.	B K B 3	15.	R K B 3
16.	Kt Q 3	16.	P B 5
17.	Kt B 4	17.	Q R K B Sq
18.	P x P	18.	B B 2
19.	B Q 5	19.	B x Kt
20.	B x B ch	20.	Q x B
21.	B x B	21.	R x P
22.	Q Q 2	22.	P K R 3
23.	P K R 4	23.	Q Kt 3
24.	K R 2	24.	Q R 4
25.	Q Q Sq	25.	Q B 2
26.	Q Q 2	26.	Q B 3
27.	K R 3	27.	P Kt 4
28.	P x P	28.	P x P
29.	B B 7	29.	R B 2
30.	P Kt 4	30.	R Q Kt 4 !

Black wins with ease.

Solutions: No. 6.   Q K B Sq.
            No. 8.   Unsolvable.   Author's intention.
                      Q B Sq.
Solvers: T. A. L., 2; "X," 2; G. B., 2; E. C. W., 0; V. S. —; P. B., —
1.

PROBLEM NO. 10.
8 | Q 4 R 2 | kt 7 | 3 Kt p 2 B | 1 B 2 P 1 p 1 | 8 | 2 R P r p | 2
K 2 k 1 r. White mates in two moves.

TA DHUIBH.

CHESS NOTES

On Saturday last, we journeyed to Brighton and played for the McArthur cup. We lost two games to four. However, before the end of the contest our astute hon. secretary had found out interesting facts concerning the composition border of the Brighton team which led him to appeal against the decision. If true, Brighton should be disqualified at once. Score as follows:

Eastbourne.		Brighton.	
Mr. H.S. Bullock	1a	Mr. C. Leaver	0a
Mr. J. Martin	0	Mr. A. Field	1
Mr. E.A. Crowley	1	Mr. H.W. Shoosmith	0
Mr. E. Kelsey	0	Mr. A. Shaw	1
Mr. F.T. Lloyd	0	Mr. C.S. Malden	1
Mr. E.K. Roberts	0	Mr. E. Purchas	1
	2		4

The bottom boards, as usual, decided the fate of the day. The following game was of much interest and vigour.

King's Gambit.

1.	P to K4	1.	P to K4
2.	P to K B4	2.	P x P
3.	Kt to K B 3	3.	P to K Kt 4
4.	B to B 4	4.	P to Q 3
5.	Castles	5.	P to K R 3
6.	P to Q 4	6.	Kt to K 2
7.	Kt to B 3	7.	B to Kt 2
8.	P to K 5	8.	P to Q 4
9.	B to Kt 3	9.	P to Q B 3
10.	Kt to Q 2	10.	Kt to Kt 3
11.	P to Kt 3	11.	P to Kt 5
12.	Kt x P		

This sacrifice, although radically unsound, gives White at least a good game. To move the attacked Knight would have been disastrous though, at this stage, because of P to B 6, &c.

		12.	Kt x Kt
13.	B x Kt	13.	P x Kt
14.	Q x P	14.	B to K 3
15.	P to B 3		

To bring the K B into play again.

		15.	Kt to Q 2
16.	B to B 2	16.	Kt to B sq
17.	Q to R 5	17.	Q to Q 2
18.	B to Q 2	18.	B to Kt 5
19.	Q to R 4	19.	Kt to Kt 3
20.	B x Kt	20.	P x B

And all this to catch the Queen—a narrow shave it is too.

21. P to K 6 ! The only move; and it is a forcible one, opening the K file for the Rooks.

		21.	B x P
22.	Q R to K sq	22.	P to Kt 4

Hardly wise. But Black is in a nasty position now, and perhaps the Bishop is the least loss possible.

23.	Q to K 4 !	23.	Castles (Q R)
24.	R x B	24.	P to K R 4 ?

Most unsafe. But White is threatening 25 R to B 7, winning the Queen.   Perhaps R to K B sq would have been better.

25.	Q to K 2 !	25.	P to R 5

Some attempt at counter-attack.   Nero fiddles—and Rome burns.

26.	B x P	26.	Q R to K Kt sq
27.	R to K 7 !	27.	Q to R 6
28.	P to K Kt 4		

The Queen is out of play now—if no worse. Black makes the best of a bad business.

		28.	B x P ch
29.	P x B	29.	R x B
30.	R to K 8 ch	30.	R x R
31.	Q x R ch	31.	K to B 2
32.	Q to K 7 ch and all is over.		

Mr. Bullock fared badly in the "East Queen" competition. He was, however, suffering from neuralgia, so that his failure was not due to inferiority of play. On Friday Hastings come to Eastbourne for the final match.

The solution of No. 9 is R to Q 5. Solver: T.A.L., 2; "X," 2; E.C.W., 2; G.P., 2; T.O. 2—1; V.S., 2.

2 kt 5—3 P 3 P—b 4 Kt 2—p p 1 Kt k 3—1 P p 3 P 1—r 1 P p 4—
3 P 3 K—8—White mates in three moves. For key-move three
points for solution showing play up to mate six points.

TA DHUIBH.

CHESS NOTES

We have closed our matches with two losses—our second team losing to Hailsham and our first to Hastings' second team. We give full scores:

EASTBOURNE II.			HAILSHAM.		
Mr. F.T. Lloyd	1		Mr. J.C.B. Coles	0	
absent	0		Mr. C. Parks	1	
Mr. E. Curtis	1	0	Mr. H. Holman	0	
Mr. E.A. Rich	1		Mr. T. Parks	0	1
Mr. C.D. Davidson	1		Mr. F.W. Thomas	0	
Mr. T.A. Leighton	0		Mr. J.J. White	1	
Mr. G.T. Cripps	0		Mr. W. Smith	1	
Mr. P. Johns	0		Mr. E. Burtenshaw	1	
	4			5	

EASTBOURNE.			HASTINGS II.		
Mr. W. Coupe	a		Mr. G. Herington	a	
Mr. H.S. Bullock	0	a	Mr. F.S. Tuddenham	1	a
Mr. J. Martin	½		Mr. F. Wroblewski	½	
Mr. E.A. Crowley	1		Mr. A. Muller	0	
Mr. G.A. Stewart	0		Mr. F.J. Kuhn	1	
Mr. E. Kelsey	0	a	Mr. J. Perkins	1	a
Mr. E. Curtis	0	a	Col Gillies	1	a
Mr. F.T. Lloyd	½		Mr. H. King	½	
Mr. F. Marchant	½	a	Mr. A.W. Earl	½	a
Mr. E.K. Roberts	0		Mr. C.M. Wilson	1	
Mr. E.A. Rich	1		Mr. J. Hallaway	0	
	3½			6	

The Handicap is no nearer its end now than it was a month—or two months ago. When a gentleman does not begin his games till a month after the Handicap should have ended there is apt to be some confusion. Needless to say, such a thing would not have been allowed in any other chess club under the sun. The consequence is that the tournament instead of being over is in such a condition that almost the only fair way of ending it would be to defer to next year—as was done last season.

Solution of Problem 10, K to Q Kt 2. Solvers: T.A.L., 2; "X," 2; E.C.W., 2; V.S., 2; G.P., 2; P.B., 2.

PROBLEM NO. 12.

3 Kt 4—8—3 P 4—p 1 P k B 2 K—p 3 p 3—P 7—2 P 1 P 1 P 1—2 Q 5. White mates in three moves; three marks for key, two extra for each 2nd move of White.

The Hon. Sec. of the Sussex Chess Association has written endeavouring to explain the charges against Brighton, which were practically that they played their best men at the bottom boards and that one player was not entered for the cup, even as a reserve. The explanation we cannot regard as satisfactory as, even if they kept within the letter of the law, we cannot but consider that the spirit was violated.

TA DHUIBH.

CHESS NOTES

On Friday evening last we had an unexpected pleasure, no less a person then Mr. Blackburne paying us a visit. He gave a short simultaneous display of seven games. He won four and drew three with Messrs. Crowley, Kelsey and Rich. We publish one of the games:

SICILIAN DEFENCE.

1.	P to K 4.	1.	P to Q B 4 !
2.	Kt to K B 3.	2.	Kt to Q B 3.
3.	P to Q 4.	3.	P x P.
4.	Kt x P.	4.	P to K 3.
5.	Kt to Q B 3.		

The usual move is ___ to Kt 5.   But Mr. Blackburne prefers development to attack.

		5.	B to Kt 5 ?

Unwise.

6.	Kt x Kt.	6.	Kt P x Kt.
7.	Q to Q 4.	7.	B x Kt.
8.	P x B !	8.	Kt to B 3.
9.	B to R 3.	9.	Q to R 4 !

A strong counter attack.

10.	B to Kt 4.	10.	P to B 4 !
11.	B x P.	11.	Kt x P.
12.	B to Kt 4.	12.	Q to Q 4.

Better than 12—Q to K B 4, because of 13—P to K B 3.

13.	Q x Q.	13.	P x Q.
14.	R to Q Sq.	14.	B to Kt 2.
15.	B to K 2.	15.	P to Q R 4.
16.	B to R 3.	16.	Kt x Q B P.
17.	R to Q 3.	17.	Kt x B !

Perhaps better than taking the second pawn.

The two bishops are always dangerous and the pawn might have been regained with the better game.

| 18. | R to K 3 ch. | 18. | K to Q Sq. |
| 19. | K x Kt ! | 19. | P to Q 5. |

<center>Temporary insanity.</center>

20.	R to K 7.	20.	R to K Sq.
21.	R x R.	21.	K x R.
22.	R to Q 3.	22.	P to B 3.
23.	K x P.	23.	K to B 2.
24.	B to K B 3.	24.	R to K Sq.
25.	R to Q Kt Sq.	25.	B to B 3.
26.	P to Q B 4.	26.	R to K 7 !

This forces the exchange of rooks, and consequently the draw. Bishops of opposite colours and pawns even can result in nothing else.

| 27. | R to Kt 2. | 27. | R x R. |
| 28. | B x R. | 28. | K to K 3. |

Mr. Blackburne proposed a draw which was accepted.

———————————

We hope that Mr. Blackburne will play blindfold here shortly. Arrangements already being made for this desirable event.

———————————

<center>PROBLEM NO. 13.</center>

k 5 b 1—p p 4 p r—2 p K 4—1 P 6—2 p 5—6 b 1—3 R 4—6 Q 1.
White mates in three moves.
Solution of No. 11. 1 P to R 8, becoming a Knight.
We shall not publish solvers' marks for a week or two when they will appear all together.

<div align="right">TA DHUIBH.</div>

CHESS NOTES

We should like to call the attention of players to the appended variations with the double object of also appropriating them once for all.

NO. 1—IN THE MAZIO GAMBIT.

1.	P to K 4.		1.	P to K 4.
2.	P to K B 4.		2.	P x P.
3.	Kt to K B 3.		3.	P to K Kt 4.
4.	B to B 4.		4.	P to Kt 5.
5.	R to B Sq.			

This move we believe to be much stronger than Castles P to Q 4, Kt to B 3, or Kt to K 5; the usual attacks.

NO. 2—IN THE RUY LOPEZ.

1.	P to K 4.		1.	P to K 4.
2.	Kt to K B 3.		2.	Kt to Q B 3.
3.	B to Kt 5.		3.	Kt to B 3.
4.	Castles.		4.	Kt x P.
5.	Kt x P.			

The Knight can always be recovered, often with great advantage.

NO. 3—IN THE CENTRE GAMBIT.

1.	P to K 4.		1.	P to Kt 4.
2.	P to Q 4.		2.	P x P.
3.	P to Q B 3.		3.	P x P.
4.	Kt x P.			

NO. 4—IN THE CENTRE COUNTER GAMBIT.

1.	P to K 4.		1.	P to Q 4.
2.	P x P.		2.	P to Q B 3.
3.	P x P.		3.	Kt x P.

These latter two often serve to take an opponent unawares.

———————

We trust that if anybody wishes to claim priority in the discovery of any of these variations, they will communicate with us.

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It would be rather a novelty, we think, if a Blindfold Tournament were started at the Chess Club. There is nothing like blindfold play for improving the memory and one's grasp of the game generally. Of course such a contest would be confined to a very few the first year, but afterwards more would enter, and by and by we should be able to Challenge Hailsham or some club of about that strength and play a match, our men blindfold, theirs seeing.

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We hope, later, to be able to give particulars of each member's success in matches during the season. Some seem to be very fortunate in tournaments and to fail utterly in matches, and vice versa. It may be inexplicable, but it is no doubt true.

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PROBLEM No. 14.

6 K 2 | 6 kt 1 | 2 p 2 R 2 | 1 kt 2 k P 2 | 7 Q | 4 Kt 3 | 3 P 4 | 8
White mates in two moves.

TA DHUIBH.

CHESS NOTES

The following game was played in the match for the Championship of the world now proceeding.

RUY LOPEZ.

	Mr. Steinitz.		Herr Lasker.
1.	P to K 4.	1.	P to K 4.
2.	Kt to K B 3.	2.	Kt to Q B 3.
3.	B to Kt 5.	3.	Kt to B 3.
4.	P to Q 3.	4.	P to Q 3.
5.	P to Q B 3.	5.	B to Q 2.
6.	B to Q R 4.	6.	P to K Kt 3.
7.	Q Kt to Q 2.	7.	B to Kt 2.
8.	Kt to Q B 4.	8.	Castles.
9.	Kt to K 3.	9.	Kt to K 2.
10.	B to Kt 3.	10.	P to Q B 3.
11.	P to K R 4 !	11.	Q to B 2.
12.	Kt to Kt 5.	12.	P to Q 4.
13.	P to K B 3.	13.	Q R to Q Sq.
14.	B to K Kt 4.	14.	P x P ?
15.	B P x P.	15.	P to K R 3.
16.	Q to B 3.	16.	B to K Sq.
17.	B to Q B 2.	17.	Kt to Q 2.
18.	Kt to K R 3.	18.	Kt to Q B 4.
19.	Kt to K B 2.	19.	P to Q Kt 4.
20.	P to Kt 5.	20.	P to K R 4.
21.	Kt to K B 5.	21.	P x Kt.
22.	P x P.	22.	P to K B 3.
23.	P to Kt 6.	23.	Kt x Kt P.
24.	P x Kt.	24.	B x Kt P.
25.	R to K Kt Sq.	25.	P to K 5.
26.	P x P.	26.	K to R 2.
27.	R x B !	27.	K x R.
28.	Q to B 5 Ch.	28.	K to B 2.
29.	Q x P Ch.	29.	K to Kt Sq.
30.	Q x Kt.	30.	Q to K 4.
31.	B to K 3.	31.	B to R 3.
32.	P to R 4.	32.	K R to K Sq.
33.	P x P.	33.	R P x P.

34.	Q x Q.	34.	R x Q.
35.	R to R 6.	35.	R to Q B Sq.
36.	Kt to Kt 4.	36.	R to K 2.
37.	B to B 5.	37.	R (K 2) to K Sq.
38.	Kt to K 3.	38.	B to B Sq.
39.	B to Q 4.	39.	K to B 2.
40.	P to R 5.	40.	B to K 2.
41.	B to Kt 3 Ch.	41.	K to B Sq.
42.	Kt to B 5.	42.	Resigns.

We append the following interesting game.

<div align="center">RUY LOPEZ.</div>

White.		Black.	
1.	P to K 4.	1.	P to K 4.
2.	Kt to K B 3.	2.	Kt to Q B 3.
3.	B to Kt 5.	3.	Kt to B 3.

There is still a controversy going on as to whether this move P to Q R 3, P to Q 3 (Steinitz) or P to K Kt 3 is preferable. We prefer P to Q R 3.

4.	Castles	4.	Kt x P.
5.	P to Q 4.		

Or 5. Kt x P as suggested in a recent article.

		5.	B to K 2.
6.	Q to K 2.	6.	Kt to Q 3.
7.	B x Kt.	7.	Kt P x B.
8.	P x P.	8.	Kt to Kt 2.
9.	Kt to Q 4.	9.	Castles.
10.	Kt to Q B 3.	10.	Kt to B 4.

Is it possible to conceive of a game where it is best to move a Knight five times in the first ten moves?

11.	R to K Sq.	11.	Kt to K 3.

Yet again.

12.	Kt to B 5.	12.	B to Kt 4.

Most unwise. The Knight at B 5 is not to be trifled with. P to B 3 would have been preferable.

13.	Kt to K 4 !		

Excellent! Ere long we may have trouble with these Knights.

		13.	B x B.
14.	Q R x B.	14.	Kt to B 5.
15.	Q to K 3 !	15.	Kt to Kt 3.

Twice more. Black is now in great straits.

16.	Kt to B 6 ch !	16.	K to R Sq.
17.	Kt to R 5.	17.	P to Q 3 ?
18.	Kt (R 5) x Kt P.	18.	Kt x P ?

Better P x P but the game can hardly be saved now.

19.	Q to Q B 3.	19.	P to B 3.
20.	P to B 4.	20.	Kt to Kt 3.
21.	Kt to K 8 !	21.	Kt to K 4.
22.	P x Kt.	22.	B P x P.

White announced mate in seven moves, commencing

23.   R x P.

It would be difficult to find a game where a man moved his Klug's Knight *more* than eleven times in twenty-two moves.

PROBLEM No 15

8 | 8 | 8 | 1 p 6 | 3 Kt 1 p 2 | 1 P 1 | 1 P 2 | 2 R 2 P 2 | B 6 K
White mates in three moves.

In No. 13 the Black Bishop at White's K Kt 3 should be a White one.

<div align="right">TA DHUIBH.</div>

CHESS NOTES

The summer meetings of the Club will be held at the School of Art, Cornfield-road, every Friday at seven o'clock. Next Friday there will be a Committee meeting for the purpose of settling the handicap difficulty. A proposal has been made which bids fair to clear up the difficulties of the situation which were insuperable by any other means. It is, in short, that those players with fairly good scores be allowed to compete afresh. There are only about four competitors with any position at all to speak of, and a quartette tournament between these four cannot possibly take much time, and all unfairness will be avoided. The Club is to be heartily congratulated on this escape from the scandalous position in which it was in danger of being placed.

The following game was won by an Eastbournian, playing for Sussex against North London, last Saturday week.

SICILIAN DEFENCE.

1.	P to K 4	1.	P to Q B 4
2.	B to B 4	2.	Kt to Q B 3
3.	Kt to K B 3	3.	P to Q 3
4.	Castles	4.	P to K Kt 3
5.	P to Q 4	5.	P x P
6.	Kt x P	6.	B to Kt 2
7.	Kt x Kt	7.	P x Kt
8.	Q to B 3 !	8.	Kt to B 3

8. P to K 3 would have been better perhaps.

9.	P to K 5	9.	P x P
10	Q x P ch	10.	B to Q 2
11.	Q to R 6	11.	Castles
12.	Q B to Kt 5	12.	Kt to K 5
13.	B to K 3	13.	Kt to Q 3
14.	B to Q 5	14.	R to Kt Sq
15.	P to Q Kt 3.	15.	B to Kt 4 !

Winning the exchange. But the Q side pawns are conspicuous—though not for their presence.

16. Q x R P.	16. B x R.
17. K x B.	17. P to K 3.
18. B to B 6.	18. R to B sq.

This is a necessary preparation. Kt to Kt 4 would be premature, leading to 19. Q to Q 7 and a piece only would be won.

19.   B to R 4 ?

White does not see the obvious trap, and the "bolt from the blue" strikes him very hard after this fatal move.

19.   Kt to Kt 4 !

Mate or Queen.—White is irretrievably lost.

20. Kt to R 3.	20. Kt x Q.
21. B x Kt.	21. Q to K 2.
22. Kt to Kt 5.	22. R x P.
23. B to K 3.	23. P to K 5.
24. R to Q sq.	24. R to Q sq.
25. R to Kt sq.	25. Q to B 3.
26. P to Q Kt 4.	26. B to R 3.
27. B to Kt 6.	27. R x P ch !
28. B x R.	28. R to Q 7.
29. Resigns.	

Black will checkmate on the 30th move, play how White may.

On Friday Mr. Blackburne gave a simultaneous display at Diplock's Hotel. Mr. Coupe alone drew his game through. Messrs. Rich and Crowley should have won.

PROBLEM NO. 16.

6 kt 1 | 3 p 2 kt 1 | 4 p 1 B 1 | 1 K Kt 2 p Q 1 | 3 k Kt P p 1 | 4 p 3 | 2 P 4 | 8.

White mates in three moves.

Next week we hope to publish the deferred solutions, and the total marks of solvers up to the end of May

TA DHUIBH.

CHESS NOTES

The quartette of players to play off the Handicap consists of Messrs. Coupe and Bullock (Class 1), and Messrs. Crowley and Martin (Class 2). The first three have already arranged meetings with each other; the score will therefore be fairly advanced by our next issue.

The World's Championship has been won by Herr Lasker, who scored ten wins to his opponent's five.

The Solutions of Problems are as follows:
> No. 12.—P to K 3.
> No. 13.—Q to Kt 6.
> No. 14.—R to Q 6.
> No. 15.—B to B 3.

Solvers totals: X., 43; E. C. W., 38; T. A. L., 33; G. P., 32; V. S., 29. The others are nowhere comparatively. T. A. L. failed on No. 13, otherwise he would have been equal to "X."

There was an omission in Problem 16, of a Black Pawn, at Black's Q Kt 2, and White's second rank should have read: 2 P 5. There will be an extra week, therefore.

PROBLEM No 17

k 7 | 2 p 5 | 2 Kt 5 | Kt 3 P 2 B | 3 K 4 | 8 | 8 | 2 R 5 |

White mates in three moves.

TA DHUIBH.

CHESS NOTES

The state of the Handicap is as follows:

	WON.	DRAWN.	LOST.
Mr Bullock	0	3	0
Mr. Coupe	0	1	1
Mr Crowley	1	2	0

Mr. Martin has not yet commenced to play. Should this state of things continue, it will be necessary to indicate a remedy—and that a drastic one. We think people generally are sick of the perpetual prolongations which have been made necessary.

Why should not the summer be beguiled by a continuous tournament? The principle of this is that every game played counts, each is recorded, and at the end of each month prizes are awarded as deserved. This has the great advantage of checking the everlasting skittle play that goes on, which does no good, and may even produce harm by inducing a careless style.

PROBLEM No 18

kt 2 b B 2 kt | 8 | 4 Kt p 2 | p p 1 k 1 P p 1 | 1 P 2 p 3 | Kt 1 P 4 p | 1 K 1 P 3 Q | 8 |. White mates in three moves.

It is possible that we may have a correspondence game with strong opponents before long. If our negotiations are successful we shall publish the course of the games week by week. Suggestions will be welcome from any Eastbournian as to the line of play. We hope to receive plenty of this sort of assistance.

The following game was played in the Championship recently. It is still unfinished, but we should almost think that White must win.

ENGLISH GAME.

	White.		Black.
1.	P to Q B 4	1.	P to K 3
2.	P to K Kt 3	2.	Kt to K B 3
3.	Kt to Q B 3	3.	Kt to Q B 3
4.	B to Kt 2	4.	P to Q 4
5.	P x P	5.	P x P
6.	Kt to K B 3	6.	B to K 3

7.	Castles	7.	B to Q 3
8.	P to Q 3	8.	Castles
9.	Kt to K Kt 5	9.	Q to Q 2
10.	Kt x B	10.	P x Kt
11.	P to K 4	11.	Kt to K 2
12.	P to K B 4	12.	P to K 4
13.	P x K P	13.	B x P
14.	Kt x P	14.	Kt (R 3) x Kt
15.	R x R ch	15.	R x R
16.	P x Kt	16.	Kt x P
17.	Q to R 5	17.	B to Q 5 ch.
18.	K to R sq	18.	Kt to B 3
19.	Q to R 4	19.	P to B 4
20.	B to B 4	20.	Kt to Kt 5
21.	P to K R 3	21.	Kt to B 7 ch

He falls gaily into the snare

| 22. | K to R 2 | 22. | Kt to Q P |
| 23. | B to K 4 | | |

Threatening the Rook's Pawn with a terrific attack and the Knight with immediate destruction. Black, after twenty-two minutes' consideration, decided to adjourn the game for a week. We hope to give the sequel in our next issue.

TA DHUIBH.

CHESS NOTES

The handicap score is as follows:

	WON.	DRAWN.	LOST.
Mr. Bullock	1	2	1
Mr. Coupe	1	0	2
Mr. Crowley	1	2	0

Mr. Martin has not yet commenced to play his games. We hope that he will not attempt to do so at this late stage, as such a course can only lead to the annoyance which was experienced before in connection with his games. In starting to play one month after the handicap should have ended, he caused the necessity of replaying the contest. We must again express a strong hope that he will not now expect to finish. It would be a difficult task, even for a quick and enthusiastic player; for the gentleman in question it is quite outside the range of practical politics.

In the game we published last week, Black (Mr. Martin) has not yet seen fit to move. In the event of this desirable consummation being achieved, we will publish the end of the game.

The following game presents much interest. It is supposed to be one of the most brilliant on record, and is known as the "Immortal Game."

<div align="center">

King's Bishop's Gambit.
White (Anderson), Black (Kilseritzsky).

</div>

	White		Black
1.	P K 4	1.	P K 4
2.	P K B 4	2.	P x P
3.	B B 4	3.	Q R 5 ch
4.	K B sq	4.	P Q Kt 4
5.	B x Kt P	5.	Kt K B 3
6.	Kt K B 3	6.	Q R 3
7.	P Q 3	7.	Kt R 4
8.	Kt R 4	8.	Q Kt 4
9.	Kt b 5	9.	P Q B 3
10.	P K Kt 4	10.	Kt B 3
11.	R Kt sq	11.	P x B
12.	P K R 4	12.	Q Kt 3
13.	P R 5	13.	Q Kt 4
14.	Q B 3	14.	Kt Kt sq

15.	B x P	15.	Q B 3
16.	Kt B 3	16.	B B 4
17.	Kt Q 5	17.	Q x P
18.	B Q 6	18.	B x R
19.	P K 5	19.	Q x R ch
20.	K K 2	20.	Kt Q R 3
21.	Kt x P ch	21.	K Q sq
22.	Q B 6 ch		

and White mates next move.

Solution of Problem No. 16, QxKt'sP, No. 17, Kt to Kt 7. Correct solutions from X, E.C.W., G.P., and V.S.

Problem No 19
8 | 2 B 5 | 7 p | 7 P | 4 P 1 p p | 7 k | 4 K Q kt 1 | 5 B 1 b |
White mates in 4 moves.

No. 20 will close the present series and we shall be able to start afresh.

TA DHUIBH.

CHESS NOTES

The adjourned game of four weeks ago proceeded as follows:

	WHITE.		BLACK.
		23.	Kt x B
24.	B x P ch	24.	K to B 2
25.	Q x Kt ch	25.	B to B 3
26.	Q to B 4 ch	26.	K to K sq
27.	R to K sq ch	27.	K to Q sq
28.	Q to K B 4	28.	P to Q Kt 3?

Black actually occupied 28 minutes 46 seconds in deliberation on this move, and then committed this grotesque blunder. Of course Q to Q B2 is the only move worth as much as a moment's consideration, and it might have sufficed to draw the game. In last week's analysis the move 26 K to K sq was missed by a strange oversight.

29.	Q to Kt 8 ch	29.	Q to B sq
30.	Q to Q 6 ch	30.	Q to Q 2
31.	Q x R ch	31.	K to B 2
32.	Q to K 8.		

After making this move White wished to adjourn, as the hour was very late.

The return between Messrs. Coupe and Crowley resulted in a victory for the latter. Mr. Coupe selected an unsound variation in order to throw his opponent on his own resources, but it turned out badly, and he resigned on the 21st move. Mr. Crowley, therefore, is the winner of the Handicap. Mr. Bullock will be Champion for this year without doubt, there being nobody who can touch him in anything like a serious game. The losses he has sustained were simply due to a sense of security and its resultant catastrophes.

The game, Coupe v. Crowley, is as follows;

	WHITE (Mr. Crowley).		BLACK (Mr. Coupe).
	Remove Black's K B P.		
1.	P to K 4	1.	P to Q 3
2.	P to Q 4	2.	Kt to K B 3
3.	Kt to Q B 3	3.	Kt to Q B 3
4.	P to Q 5	4.	Kt to K 4
5.	P to B 4	5.	Kt to Q 2 ?
6.	Kt to B 3	6.	Kt to Kt 3
7.	B to Q 3	7.	B to Kt 5

8. Castles	8. P to K 3
9. P to K R 3	9. B x Kt
10. Q x B	10. P to K 4
11. P x P	11. P x P
12. Q B to Kt 5	12. B to K 2
13. Q to B 5	13. Q to Q 3
14. Kt to Kt 5	14. Q to B 4 ch
15. K to R sq	15. P to Q R 3
16. P to Q Kt 4 !	16. Q x P
17. Kt x Q B P ch	17. K to B sq
18. Kt x R	18. K to B 2
19. Q to K 6 ch	19. K to Kt 3
20. B x Kt	20. B x B
21. Kt x Kt	21. Resigns.

Problems and Solutions next week, with the winner of the prize.

TA DHUIBH.

CHESS NOTES

The scoring in the handicap, according to the usual mode of reckoning, is as follows:—

Mr. Crowley First, two wins, two draws, three points.
Mr. Bullock Second, one win, two draws, two points.
Mr. Martin Third, two wins.
Mr. Coupe Fourth, one win, three losses.

There is another way of scoring in which wins only are counted, losses subtracted from them, and draws ignored, but this offers no advantages. The other plan gives to the man who has played most games a certain advantage, which is quite as it should be. By the second method of scoring a man who has won one game with perhaps a very weak player comes out ahead of one who has won ten and lost ten, which is absurd. If, however, every game left unplayed is counted a loss, the positions are unaltered even by this reckoning. The Committee will of course decide on the method to be adopted, and we believe that they are all but unanimous on the point. The show of last Friday night necessitated an adjournment to next Friday, but events took place on that evening of the Club which may call for further notice later on. In the meanwhile, our energetic, painstaking, and most efficient Secretary has found it necessary to resign his post in consequence, a loss which we fear can be replaced only with great difficulty.

　　　　　Solution of No. 19. Q to R 7.
　　　　”　　　” No. 20. Q to R 5.

E.C.W. failed on No. 19, while "X" conquered, and therefore becomes the winner of the prize by the narrow margin of five points.

TA DHUIBH.