

EASTBOURNE GAZETTE
EASTBOURNE, ENGLAND
27 JUNE 1894

CHESS NOTES

The condition of the handicap is yet unaltered, Mr. Coupe having been absent on business. The single game yet remaining to be played, will decide the result. Should Mr. Crowley win or draw, he must be the winner, if he should lose there will have to be a new arrangement, since the scores would then stand two all. Mr. Martin has taken our advice and not made any attempt to begin, and this concession to the claims of Fairness will earn him a lasting respect in the minds of the devotees of that goddess.

The Championship is not decided at present and much may be done in the coming week. We hope every competitor will refuse to play after June 30th at any price. Having spoken to every active member of the Club on the subject, we find opinions to be absolutely unanimous. We hope that all will have the courage of their convictions and refuse on any pretext whatever to sanction a further extension of the time.

Much study of the beautiful position we published three weeks ago has led to the discovery of some delightful variations. The position is as follows:—

5 r k l | p p 1 q 2 p p | 8 | 2 p 5 | 3 b B B P Q | 3 kt 2 P P | P P
5 K | R 7 |. Black to move.

If he play 1. Kt x B. White wins as follows.

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| 2. B x P ch. | 2. K to B 2. |
| 3. Q x Kt ch. | 3. B to B 3. |
| 4. Q to B 4 ch. | 4. Q to K 3. |
| 5. B to Kt 6 ch! | 5. K to K 2. |
| 6. Q x P ch. | 6. Q to Q 3. |
| 7. R to K sq ch and wins Q at least. | |

Black's play is forced in a most curious manner all through. Perhaps a better alternative would be to lose the R at move 3 by K moves.

If 1.—P to Kt 3 (or P to R 3.)

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| 2. B x Kt. | 2. B to B 3. |
| 3. B checks and wins. | |

1.—R x B combines all possible disadvantages by giving up the exchange and allowing the attack, and almost any other move is equally bad. We should therefore incline to give White a won game on the merits of the position.

In the handicap games Mr. Coupe lost to Mr. Bullock after a very tough game by playing his Queen to a square where a Bishop could pin his knight and he was obliged to lose it and the game. In the return Mr. Bullock lost over some exchanges too hastily entered upon. Mr. Coupe lost to Mr. Crowley through losing two more Pawns besides the “odds” Pawn and, trying for a draw by perpetual check, had Queen and Knight out of the way and a mate was unavoidable. Mr. Bullock should have won the first game against Mr. Crowley he having regained the “odds” Pawn and won another and secured a good position but Mr. Crowley then sacrificed Knight for Pawn in such a position that he would afterwards be able either to keep the Knight or win a Rook. The position was most curious and when a draw was proposed Mr. Bullock accepted. In the return game Mr. Crowley had for the ending Rook, Knight, and four Pawns against Bishop and three Pawns but playing carelessly in security of winning he actually lost the Rook for nothing and afterwards could do nothing with his extra Pawn. A draw, therefore, was agreed to, and this week the final game between Messrs. Coupe and Crowley will be played.

Problem No 20

8 | p 7 | 1 p 1 B 1 Kt 2 | 1 P 6 | 2 B 3 b R | 4 k p P 1 | Q 7 | 1
Kt B 4 K.

White mates in two moves.

Solution of problem No. 18, Kt to Q B 4. Solutions from E.C.W., V.S., G.P. and P.B. “X” seems to have failed at last.

TA DHUIBH.