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CHESS.

OXFORD v. CAMBRIDGE.

We give the games upon the leading three Boards in the recent match, with a synopsis of the play of the others:

BOARD No. 1 (Petroff.)

	White.		Black.
	Spencer Churchill		E. A. Crowley
	(Oxford).		(Cambridge).
1.	P to K 4	1.	P to K 4
2.	Kt to K R 3	2.	Kt to K B 3
3.	Kt takes P	3.	P to Q 3
4.	Kt to K B 3	4.	Kt takes P
5.	P to Q 4	5.	P to Q 4
6.	R to Q 3	6.	Kt to Q B 3
7.	P to B 3 (a)	7.	B to K Kt 5
8.	P to K R 3	8.	B to B 4
9.	B to K 3	9.	B to Q 5
10.	Q Kt to Q 2	10.	P to B 4
11.	Kt to Kt 3	11.	Q to K 2 (b)
12.	Q to K 2	12.	P to B 5
13.	B to Q 2	13.	B takes Kt (c)
14.	P takes B	14.	Kt takes B
15.	Q takes W. ch	15.	Kt takes Q
16.	K takes Kt	16.	Castles (Q R,)
17.	Q R to K sq	17.	Q R to K sq
18.	R to K 6	18.	Kt to B 3
19.	R takes R. ch	19.	R takes R
20.	B takes P	20.	P to Q Kt 3
21.	R to K Kt sq	21.	R to K 2 (d)
22.	B to Kt 8	22.	Kt to Q sq
23.		23.	P to B 3
24.	B to K 4	24.	K to R 2
25.	K to Q 3	25.	Kt to K 3

26.	Kt to Q 2	26.	P to Q B 4
27.	P to Q 5	27.	Kt to B sq
28.	Kt to B 4	28.	P to Q Kt 4
29.	Kt takes B	29.	K takes Kt
30.	P to Kt 3	30.	Kt to Q 2
31.	R to Kt 5. Ch	31.	K to B 2
32.	P to Q 6. ch	32.	Resigns.

- (a) A very tame continuation. Castles or P to Q B 4 would be more energetic.
- (b) Here Castles was far better, and would have given Black a splendid game.
 - (c) Premature. Again castling was the move.
 - (d) Losing another pawn, and the game.

BOARD No. 2. (Queen's Pawn Game.)

Black.
Lawron
xford).
3
4
₹ 3
B 3
2
Р
<t 4<="" td=""></t>
2
₹ 3
Q 2
t 3
R sq
5, ch
Q 4
3
Kt
2
Kt, ch
Q 4
3
4
1
3 2
2
2345 2

26.	Q R to K Kt sq	26.	K to R 2
27.	Q to Q 4 (a)	27.	Q Kt to B 5, ch
	Resigns	28.	

(a) So far White had all the best of the game, though he missed the strongest continuations several times. This oversight, however, loses the game. B to Q 6 and Q to K 5 would have maintained the attack.

BOARD No. 3 (Queens' Gambit Declined.)

	White. R. A. Jenkins (Oxford).		Black. R. Battersby (Cambridge).
1.	P to Q 4	1.	P to Q 4
2.	P to Q B 4	2.	P to K 3
3.	Kt to Q B 3	3.	Kt to K B 3
4.	P to K 3	4.	B to K 2
5.	Kt to B 3	5.	P to Q Kt 3
6.	B to Q 3 (a)	6.	P takes P
7.	B takes P	7.	Castles
8.	Castles	8.	B to Kt 2
9.	B to Q 2	9.	P to B 4
10.	R to B sq	10.	Kt to B 3 (b)
11.	Kt to K 2	11.	P takes P
12.	P takes P	12.	Kt to K 5
13.	R to K 3	13.	Kt to Kt 5
14.	P to Q R 3	14.	Kt to Q 4
15.	B to Q 3	15.	Kt to Q 3
16.	B to Kt sq	16.	P to B 4 (c)
17.	B to R 3	17.	Kt to K 5
18.	R to K sq	18.	B to Q 3
19.	P to K Kt 3 (d)	19.	Q to R 2
20.	Kt to R 4	20.	P to B 5
21.	B takes Kt	21.	P takes Q B (e)
22.	P to B 3	22.	Kt to B 7
23.	B takes B	23.	Kt takes Q
24.	B takes R	24.	R takes B
25.	Q R takes Kt	25.	R to K M sq
26.	P to B 4	26.	P to K Kt 4
27.	Kt to Kt 2	27.	P takes P
28.	Kt (K 2) takes P	28.	B takes Kt
29.	Kt takes B	29.	R to B 3
30.	R takes P	30.	Q to Q 3
31.	R to K 4	31.	K to B 2

32.	R to K sq	32.	P to Q Kt 4
33.	R to K 2	33.	Q to B 3
34.	K to B 2	34.	Q to B 5
35.	K to Kt 2	35.	Q to B 3
36.	K to R 3	36.	Q to Q 2
37.	P to K Kt 4	37.	P to K R 3
38.	K to Kt 3	38.	Q to Q 3
39.	K to B 3	39.	Q to B 3
40.	P to K R 3	40.	

Adjudicated drawn.

- (a) As soon as Black has played P to Q Kt 3 White gains a move by P takes P and B to Q 3.
 - (b) Black has now the better development.
 - (c) We do not see the object of this weakening move.
- (d) A weak move, which gives Black a chance to get a very strong attack by P to B 5.
- (e) If simply B takes B would win at once, as after 22. B to Q 2, Kt takes B P, White would be hopelessly lost; for instance, 22. B to Q 2, Kt takes B P; 23, K takes Kt, P takes P, ch, followed by Q takes Kt.

Board No. 4 (Vienna Opening).—White got the better of the opening; but after a general exchange of pieces, leaving R and pawns only, it was not easy for him to win. He was able later to take advantages of some weak play by Black, thereby securing the game.

Board No. 5 (Compromised Evans).—Mr. McLean adopted a very interesting and rarely tried form of this defence. White wavered in his attack and then found Black unassailable. Black turned the tables, and by a very pretty combination, surrendering and recovering the exchange, reduced the game to an ending of Q against Q with three pawns ahead, which won.

Board No. 6 (Scotch Gambit).—Played tamely by White, whereby Black in the end game got his rooks on to the seventh file. This broke up White's pawns, and, shortly, losing a knight by an oversight, his game became untenable.

Board No. 7 (Ruy Lopez).—Black adopted the King's Fianchet-to Defence, and after some exchanges Black was left with a weak Q P (Q 3), which he was luckily able to defend. He presently secured the better end game, and should have won a piece. Instead of this he "closed the drifts," and the consequent block insured a draw.