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BY

DR. EMANUEL LASKE
WORLD'S CHESS CHAMPION

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PREFACE

THIS is a book in which analysis is accurate. The games in this book show the working of the mind of the master, and the commentary has been intended to guide the thought of him who plays over these games so that he may perceive weakness and merit. Notes have been made solely for that purpose. The glossary was meant to be both necessary and sufficient. Nowhere will it be found lacking in supplying explanation needed, but it has no superfluities.

The work has been translated from German, all but the early part, by Mr. R. Teichmann, and some valuable advice has been given to me by Mr. Teichmann, for which I beg to thank him here.

EMANUEL LASKER.

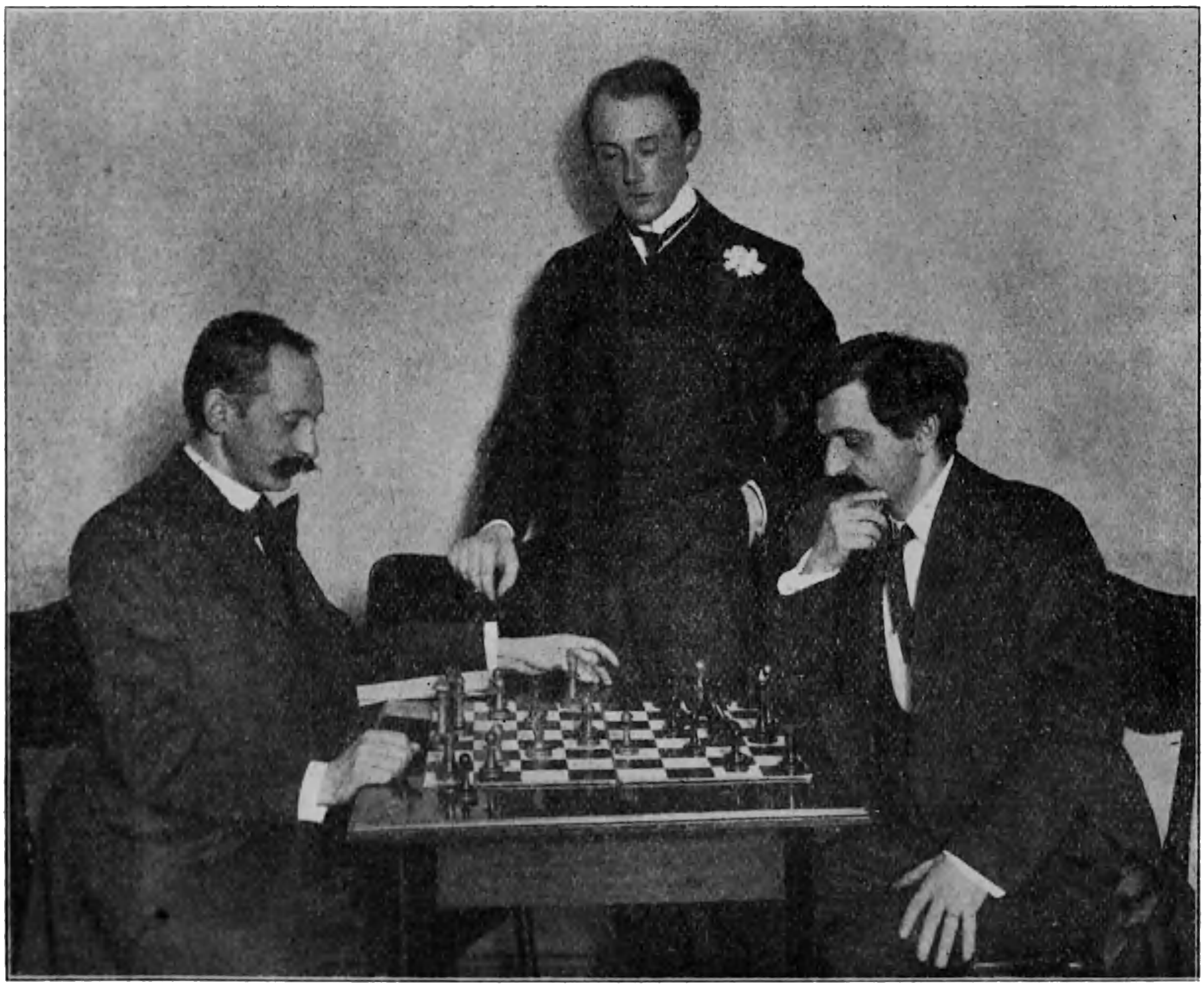
New York, May 10, 1910.

Programme of the Tournament.

1. The number of participants in the tournament is limited to twenty, of whom one half are Russian players.

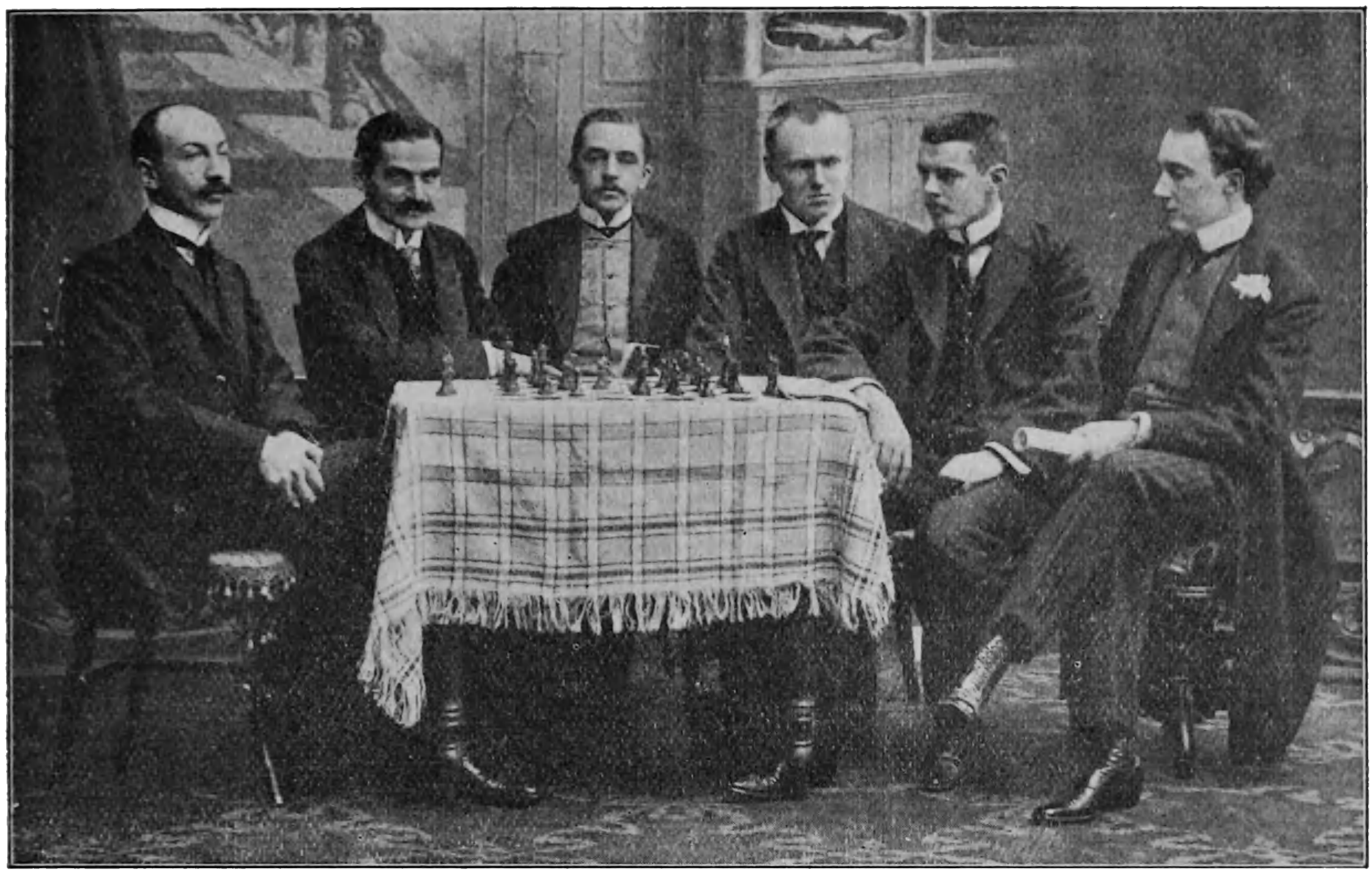
2. Every participant meets every one of his competitors in one game. A game won counts Plus One, a game lost counts Naught, and a draw one half a point.

IN THE FIRST ROUND.



C. Schlechter Dr. E. Lasker

TOURNAMENT COMMITTEE MEMBERS.



B. Maljutin O. Sossnitzky S. Snosko-Borowski P. P. Saburow E. A. Snosko-Borowski
V. Tschudowski

3. No entrance fee is necessary, but a deposit of 10 Rbls. is demanded. It shall be paid before the commencement of the tournament and is repaid provided the participant has stayed in the tournament until the end.

4. Ten prizes:—I, 1000 Rbls. (a little more than $500.00 or £100); II, 750 Rbls.; III, 550; IV, 400; V, 280; VI, 190; VII, 120; VIII, 80; IX, 50; X, 30.

5. All participants receive also an honorary of 10 Rbls. for each game they win and 5 Rbls. for each game they draw.

6. Furthermore, each competitor receives a fixed compensation. Every Russian Master 50 Rbls., and every foreign participant 100 Rbls.

7. If the scores are equal the prizes are equally divided, except that two

participants compete for the two first prizes. The two competitors agreeing, they can decide the first prize by a match of four games. If the result should be equal the two prizes are divided.

8. Time for playing is five times a week, from 11 o'clock A. M. until 9 o'clock P. M., with an interval from 4 to 6 o'clock P. M. Before the adjournment the player whose turn it is to move must give his move in a closed envelope to the director of the tournament. The sixth day is reserved for the termination of adjourned games. Adjourned games may also be played, the two opponents agreeing, on any evening after the termination of other games which they might have to play. One day a week is an off day.

9. There is a time limit of two and one half hours for thirty-seven moves, after that one and one half hours for twenty-three moves, and further on fifty moves an hour. A player transgressing on the time limit loses the game. At the commencement of the game the clock is set in motion. In case a player does not come before the control of time his game is counted as a loss to him.

Dr. E. Lasker A. K. Rubinstein

J. Mieses Dr. O S. Bernstein

If a participant fails to appear for the playing of three consecutive games he is removed from the tournament. If such a player has finished less than one half of his games they are not counted; but if he has played more than half of his games, those that he has played are counted and those that he has failed to play are credited to his opponent.

Note to paragraphs 8 and 9: The time of adjournment and the moment of controlling the time can be changed if the majority of participants so desire. (As a matter of fact no change was requested.)

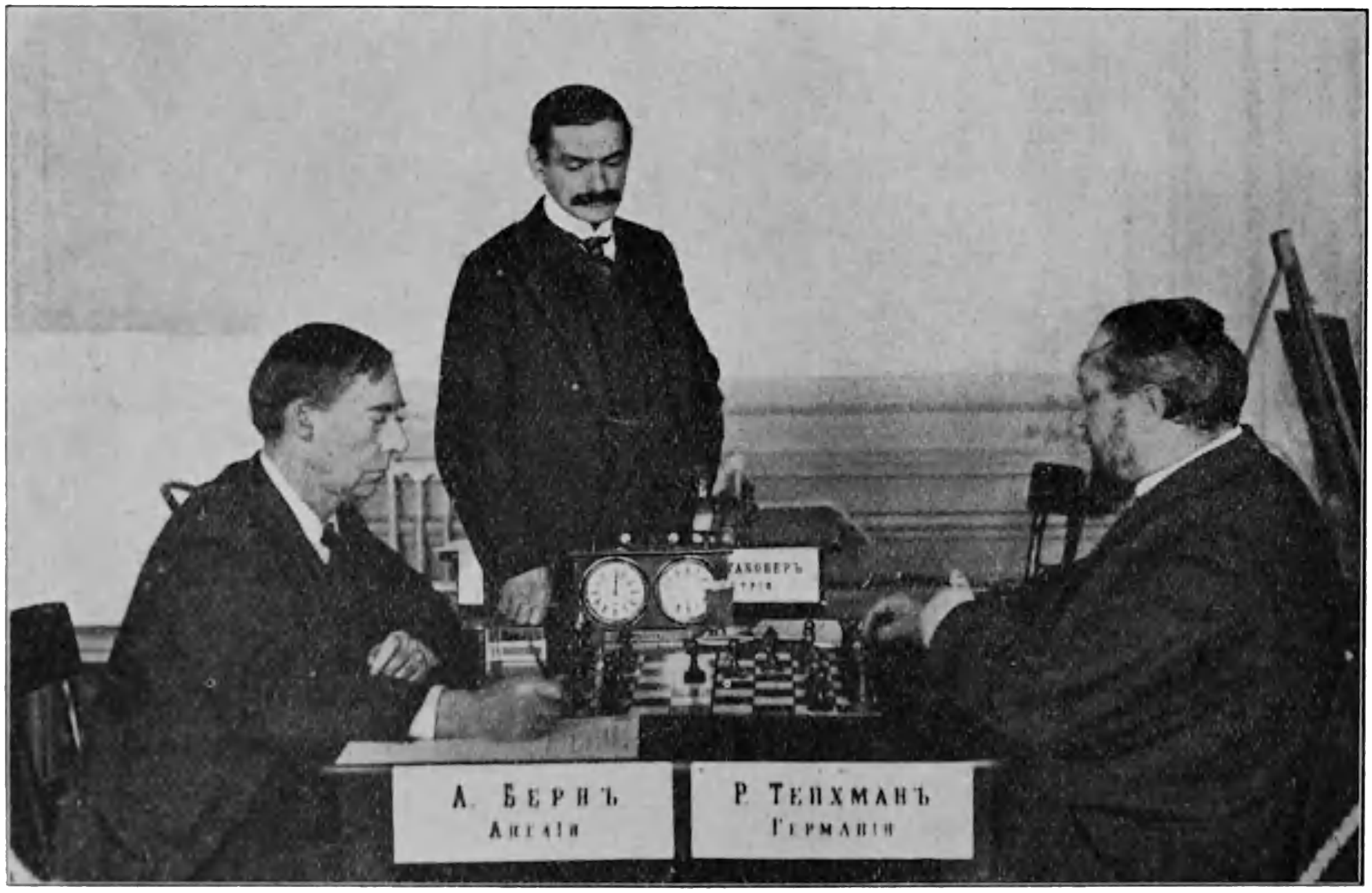
10. Either of the players has to carefully write his game and to deliver his manuscript immediately after termination or adjournment of his game to the director of the tournament. All games of the tournament are the property of the St. Petersburg Chess Club.

11. The participants are forbidden to analyze the games in progress.

12. The tourney is played according to the Chess Year Book by Berger. None of the participants has a right to pardon transgression of these rules by his opponent. Players who do not obey the rules of the tournament, or those who do not complete the tournament, lose every claim to prize, compensation, and their deposit. All differences are settled by the Court of Referees. This Court is composed one half by the participants and one half by the members of the committee. In case the votes are evenly divided, that of the president decides.

13. On Sunday, the 14th of February, 1909, at 8 o'clock in the evening, the guests will be officially bidden welcome and lots will be drawn for the tournament. The commencement of the tournament is on Monday, the 15th of February, at 11 o'clock A. M.

14. Offers to participate have to be directed no later than the 28th of



Amos Burn R. Teichmann

M. Vidmar S. N. v. Freymann

January, 1909, to the president of the committee of the St. Petersburg Chess Club, Mr. P. P. Saburow, St. Petersburg, Mochowaja 27.

15. Participants who desire to have board and lodging at moderate prices are asked to address themselves to the member of the Committee, Mr. Julius Sossnitsky, St. Petersburg, Ertelew Perulok 2.

These were the Masters who competed and the countries which they represented: 1. America, Dr. E. Lasker; 2. Germany, E. Cohn, J. Mieses, R. Spielmann, R. Teichmann; 3. England, A. Burn; 4. Holland, A. Speijer; 5. Austria, Dr. J. Perlis, C. Schlechter, S. Tartakower, M. Vidmar; 6. Russia, Dr. O. S. Bernstein, G. J. Dus-Chotimirski, S. N. von Freymann, W. J. Nenarokow, A. K. Rubinstein, G. v. Salwe, Eugen A. Snosko-Borowski; (Carl Rosenkranz retired from the tournament in order to enable Dr. Perlis,

who was by chance at St. Petersburg, to participate); 7. Bohemia, O. Duras; 8. Hungary, L. Forgacs.

His Majesty the Czar Nikolais deigned to give 1000 Rbls. to strengthen the means at the disposal of the Congress and to donate also a magnificent vase of the Imperial porcelaine manufacture as a first prize for the all Russian Minor Tournament. The whole amount needed for the Congress, 10,500 Rbls., was gotten together in the way of voluntary contributions.

O. Duras A. Speijer

Names of the players	Dr. Lasker	Rubinstein	Duras	Spielmann	Dr. Bernstein	Teichmann	Dr. Perlis	E. Cohn	Salwe	Schlechter	Mieses	Tartakower	Dus-Chotimirski	Forgács	Burn	Vidmar	Speijer	v. Freymann	Snosko-Borowski	Totals	Prizes
Dr. Lasker		0	1	½	½	1	1	1	1	½	1	1	0	1	1	1	1	1	1	14½	I. & II.
Rubinstein	1		1	1	½	½	½	1	1	1	1	½	0	1	½	1	1	1	1	14½	Prizes divided
Duras	0	0		0	0	1	½	0	1	½	1	0	1	1	1	1	1	1	1	11	III. & IV
Spielmann	½	0	1		0	1	1	½	½	1	½	½	1	0	½	1	½	½	1	11	Prizes divided
Dr. Bernstein	½	½	1	1		0	1	0	1	1	1	1	½	0	0	0	½	½	1	10½	V. Prize
Teichmann	0	½	0	0	1		0	½	½	½	1	½	1	½	1	½	1	1	½	10	VI. Prize
Dr. Perlis	0	½	½	0	0	1		½	1	½	1	½	1	½	1	½	0	0	1	9½	VII. Prize
E. Cohn	0	0	1	½	1	½	½		0	0	½	1	½	0	½	½	½	1	1	9	
Salwe	0	0	0	½	0	½	0	1		0	1	½	1	1	½	0	1	1	1	9	VIII., IX. & X.
Schlechter	½	0	½	0	0	½	½	1	1		0	0	1	1	½	0	1	½	1	9	Prizes divided
Mieses	0	0	0	½	0	0	0	½	0	1		1	½	1	1	1	0	1	1	8½	
Tartakower	0	½	1	½	0	½	½	0	½	1	0		0	0	½	1	1	1	½	8½	
Dus-Chotimirski	1	1	0	0	½	0	0	½	0	0	½	1		½	½	½	1	0	1	8	Special Prize
Forgács	0	0	0	1	1	½	½	1	0	0	0	1	½		½	½	½	0	½	7½	
Burn	0	½	0	½	1	0	0	½	½	½	0	½	½	½		1	½	½	0	7	
Vidmar	0	0	0	0	1	½	½	½	1	1	0	0	½	½	0		½	1	0	7	
Speijer	0	0	0	½	½	0	1	½	0	0	1	0	0	½	½	½		½	½	6	
v. Freymann	0	0	0	½	½	0	1	0	0	½	0	0	1	1	½	0	½		0	5½	
Snosko-Borowski	0	0	0	0	0	½	0	0	0	0	0	½	0	½	1	1	½	1		5	

The Openings Classified.

I. *Queen's Gambit and Queen's Pawn Opening.*

A. 1) P—Q4, P—Q4; 2) P—QB4, P—K3; 3) Kt—QB3
a) 3) .... P—QB4; 4) P—K3. Games Nos. 22, 45, 57, 65, 74, 91, 133, 137, 144, 150.
4) P×P, P×P; 5) Kt—KB3, Kt—QB3; 6) P—KKt3. Nos. 44, 78, 82
4) Kt—KB3, Kt—QB3; 5) B—B4. No. 33.
4) .... P×QP. Nos. 130, 166.
b) 3 .... Kt—KB3. Nos. 37, 40, 49, 95, 108, 142, 164.
c) 3) .... P×BP. Nos. 13, 34, 47, 135, 154.
B. 1) P—Q4, P—Q4; 2) P—QB4, P—B3. No. 15.
C. 1) P—Q4, P—Q4; 2) Kt—KB3.
a) 2) .... P—QB4 Nos. 21, 24, 27, 32, 62, 63, 92, 127, 150, 159, 160.
b) 2) .... P—K3. Nos. 30, 31, 39, 75, 77, 79, 113, 139.
c) 2) .... Kt—KB3; 3) P—QB4, P—K3; 4) B—Kt5, P—QB4. No. 26.
d) 2) .... Kt—KB3; 3) P—QB4, P—QB3; 4) P—K3, B—B4. No. 115.
e) 3) .... P×BP. No. 136, 147.
f) 2) ....P—QB3. No. 81.
D. 1) P—Q4, P—Q4; 2) B—B4. Nos. 11, 86, 120.
E. 1) P—Q4, P—KB4 (Dutch opening). Nos 52, 126, 131.
F. 1) P—Q4, Kt—KB3. Nos. 1, 48, 50, 69, 148, 167.
G. 1) P—Q4, P—QB4. Nos. 8, 29.
H. 1) P—Q4, P—KKt3. No. 125.

II. *Ruy Lopez.*

1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) B—Kt5.
a) 3) .... P—Q3 [or 3) .... Kt—B3; 4o—o, P—Q3]. Nos. 4, 5, 6, 9, 14, 35, 51, 56, 76, 84, 85, 94, 96, 101, 102, 105, 111, 124, 153, 161.
b) 3) .... Kt—B3; 4) P—Q3, P—Q3; 5) P—B4. No. 10.
c) 3) .... P—B4. Nos. 19, 173.
d) *a*) 3) .... P—QR3; 4) B—R4, Kt—B3; 5) o—o, B—K2; 6) R—K. Nos. 16, 41, 112, 119, 122, 138, 145, 149, 170.
b) 6) O—K2. No. 171.
c) 6) P—Q3. No. 141.
d) 5) P—Q3, P—Q3; 6) P—B4. No. 73.
e) 5) P—Q3, P—Q3; 6) P—KR3, B—K2; 7) P—B4. No. 158.
f) 5) .... Kt×P. Nos. 104, 128, 132.
g) Kt—B3. Nos. 17, 36, 54.

III. *Four Knights' Game.*

1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) Kt—B3 Kt—B3; 4)

B—Kt5, B—Kt5; 5) o—o, o-o. Nos. 12, 23, 25, 43, 53, 70, 93, 152.

IV. *Three Knights' Game.*

1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) Kt—B3.
a) 3) .... P—KKt3. No. 67.
b) 3) .... B—Kt5; 4) B—Kt5, Kt Q5. No. 98.

V. *Giuoco Piano.*

1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) B—B4, B—B4, 4) o—o. No. 114.
3) .... Kt—B3; 4) P—Q3, B—B4. No. 90.

VI. *Two Knights' Defence.*

1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) B—B4, Kt—B3; 4) P Q4, P×P; 5) o—o, B—B4; 6) P—K5, P—Q4. Nos. 37, 165.

VII. *Scotch Game.*

1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) P—Q4, P×P.
a) 4) P—B3.
a) 4) .... P—Q4. Nos. 55, 72.
b) 4) .... P×P. No. 89.
b) 4) Kt×QP.
a) 4) .... Kt—B3. No. 140.
b) 4) .... B—B4. No. 123.

VIII. *Ponziani.*

1) P—K4, P—K4; 2) Kt—KB3, Kt—QB3; 3) P—B3. No. 20.

IX. *Philidor's Defence.*

1) P—K4, P—K4; 2) Kt—KB3, P—Q3. Nos. 28, 162.

X. *Vienna Opening.*

1) P—K4, P—K4; 2) Kt—QB3.
a) 2) .... Kt—KB3.
a) 3) P—B4. Nos. 46, 134.
b) 3) P—KKt3. Nos. 18, 106. 117, 174.
c) 3) B—B4. Nos. 83, 100.
b) 2) .... B—B4. No. 2.
c) 2) .... Kt—QB3; 3) P—B4. No. 116.

XI. *King's Bishop's Opening.*

1) P—K4, P—K4; 2) B—B4. No. 64.

XII. *King's Gambit Declined.*

1) P—K4, P—K4; 2) P—KB4.
a) 2) .... B—B4 No. 107, 151.
b) 2) .... P—Q4. No. 172.

XIII. *French Defence.*

1) P—K4, P—K3.
A. 2) P—Q4, P—Q4;
a) 3) P×P, P×P. Nos. 38, 109, 110, 129, 168, 169.
b) 3) Kt—QB3, Kt—KB3; 4) B—KKt5.
a) 4) .... B—Kt5. Nos. 58, 59, 68, 146.
b) 4) .... B—K2. No. 163.
c) 3) Kt—QB3, Kt—KB3; 4) B—Q3, P—B4. No. 71.
B. 2) P—QB4. Nos. 87, 143.

XIV. *Sicilian Defence.*

1) P—K4, P—QB4;
a) 2) Kt—KB3, Kt—QB3; 3) P—Q4, P×P [or with transposition of moves]; 4) Kt×P, Kt—B3; 5) Kt—B3, P—Q3;
a) 6) B—B4, B—Q2; 7) B—KKt5, P—K3. No. 60.
b) 6) B—K2, P—KKt3. Nos. 97, 175.
b) 2) Kt—QB3, Kt—QB3; 3) P—KKt3. No. 157.

XV. *Caro-Kann Opening.*

1) P—K4, P—QB3. Nos. 61, 121, 155.

XVI. *Center Counter Gambit.*

1) P—K4, P—Q4. Nos. 42, 80, 88, 103, 118.

XVII. *Irregular Opening.*

1) P—B4.
a) 1) .... P—K4. No. 66.
b) 1) .... P—K3. No. 99.

Names of the players	Dr. Lasker	Rubinstein	Duras	Spielmann	Dr. Bernstein	Teichmann	Dr. Perlis	E. Cohn	Salwe	Schlechter	Mieses	Tartakower	Dus-Chotimirski	Forgács	Burn	Vidmar	Speijer	v. Freymann	Snosko-Borowski	Nenarokow
Dr. Lasker			136			171		153	51					14	119	102		33	68	
Rubinstein	26				139		44		164	113	62		78					147	7	
Duras		73		90	10					56		107	19		158	141	124			33
Spielmann	46	149			175		64		9	132	80		97						28	
Dr. Bernstein . .	94						130		20		166	40			148	112	76		58	
Teichmann		110	41	127	85			59		93		144			23	4	161			
Dr. Perlis	104		155			16		172	70					35	138			53	87	
E. Cohn		92	21	100	49					75		123			2	160	143			
Salwe			98			133		115				29		150	81	65	47	167		
Schlechter	5				103		24		145		42		60	111				128	162	
Mieses	123		174			37	140	18	89					55				72	106	
Tartakower . . .	66	168		11			82			151	99		116						48	
Dus-Chotimirski .	142				30	57	159	39	108		1			74				91	125	
Forgács		129	61	146	121	95		77				163			43	25	6			
Burn		54		71						36	156	88	173			122	105			17
Vidmar		34		52			120			15	137	69	154				86			
Speijer.	84	13		32			101			170	118	50	135							
v. Freymann . . .			79	165	157	114		96				8		131	63	45	27			
Snosko-Borowski .			117			152		134	31					169	100	83	67	12		
Nenarokow							3				22									

The diagram indicates where the game played between two opponents is to be found and also who had the first move; for instance, the game between Teichmann and Snosko-Borowski is our No. 152 and Snosko-Borowski had the move.

Games of the Tournament.

Game No. 1.

Queen's Pawn Opening.

White: Dus-Chotimirski.	Black: Mieses.
1. P—Q4	Kt—KB3
2. P—QB4	P—Q3
3. Kt—QB3	QKt—Q2
4. P—K3	. . . .

After 4) P—K4 the continuation might be: 4) .... P—K4; 5) Kt—B3, P—KKt3; 6) B—Kt5, P—KR3; 7) B—R4, B—Kt2; 8) B—Kt3.

4.	P—K4
5. B—Q3	P—KKt3
6. P—B4	Q—K2
7. KKt—K2	P—K5

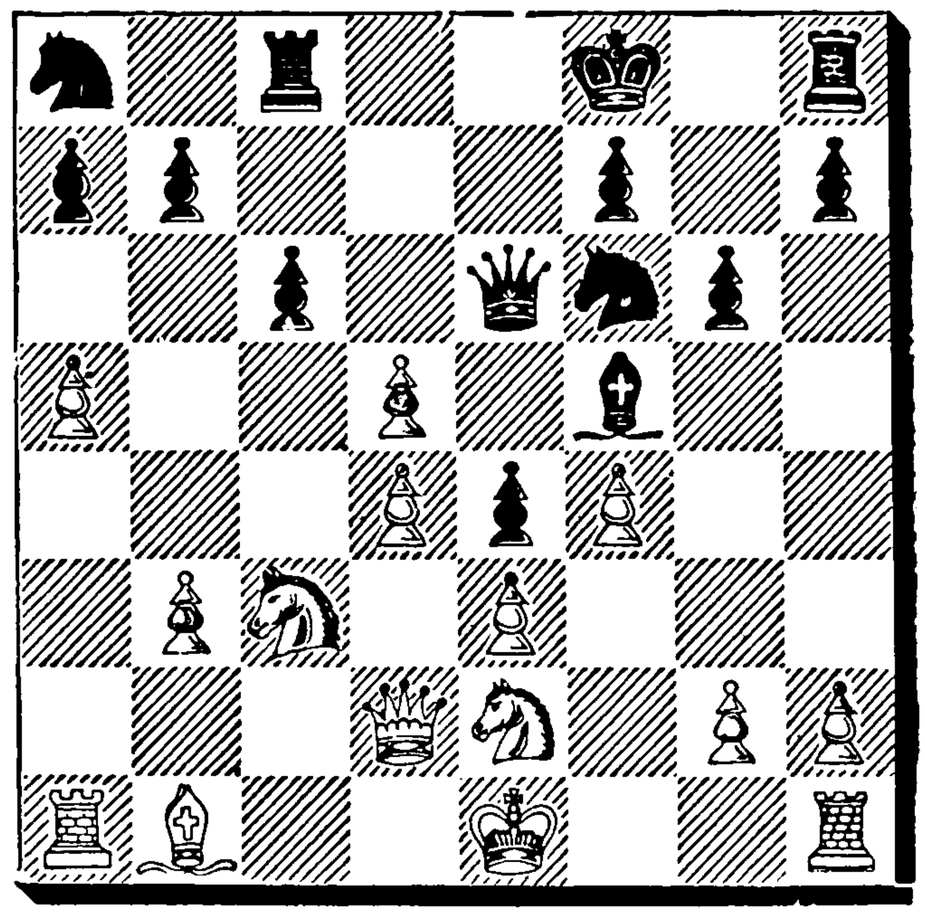
A premature attempt at attack. B—Kt2 followed by o—o and using the KR on the K file, was indicated.

8. B—Ktsq	P—B3
9. Q—B2	Kt—Kt3
10. P—QKt3	B—B4
11. P—QR4	. . . . .

11) Kt—Kt3 would have been simply met by o—o—o.

11.	R—Bsq
12. P—R5	Kt—Rsq
13. B—R3	Q—K3
14. Q—Q2	P—Q4
15. B×B	K×B
16. P×P	. . . . .

This exchange was unnecessary; White ought to have continued at once with Kt—R4; if then P×P, Kt—B5 would follow with an excellent game.



16.	P×P
17. Kt—R4	K—Kt2
18. o—o	Kt—B2
19. Kt—B5	Q—B3
20. R—Bsq	Q—Kt4
21. Kt—B3	Q—B3
22. Kt—K2	. . . .

White might very well have continued 22) P—QKt4; threatening to bring the KB into action via B2 and QR4; a plausible continuation would have been 22) .... P—Kt3 23) P×P, RP×P; 24) Kt(B5)—R4, Kt—Kt4; 25) Kt—K2, Q—Q3; 26) P—KR3 and White has a slight advantage.

22.	Q—Kt4
23. Kt—B3	Q—B3
24. Kt—K2	Q—Kt4
25. Kt—B3	Q—B3
26. Kt—R2	Q—Kt4
27. Kt—B3	Q—B3
28. Kt—K2	Q—Kt4

Drawn.

1h 15. 1h 15.

Game No. 2.

Vienna Opening.

White: E. Cohn.	Black: Burn.
1. P—K4	P—K4
2. Kt—QB3	B—B4
3. P—KKt3	Kt—KB3
4. B—Kt2	P—Q3

Kt—B3 appears to be preferable, with a view to saving the important KB from being exchanged, by P—QR3.

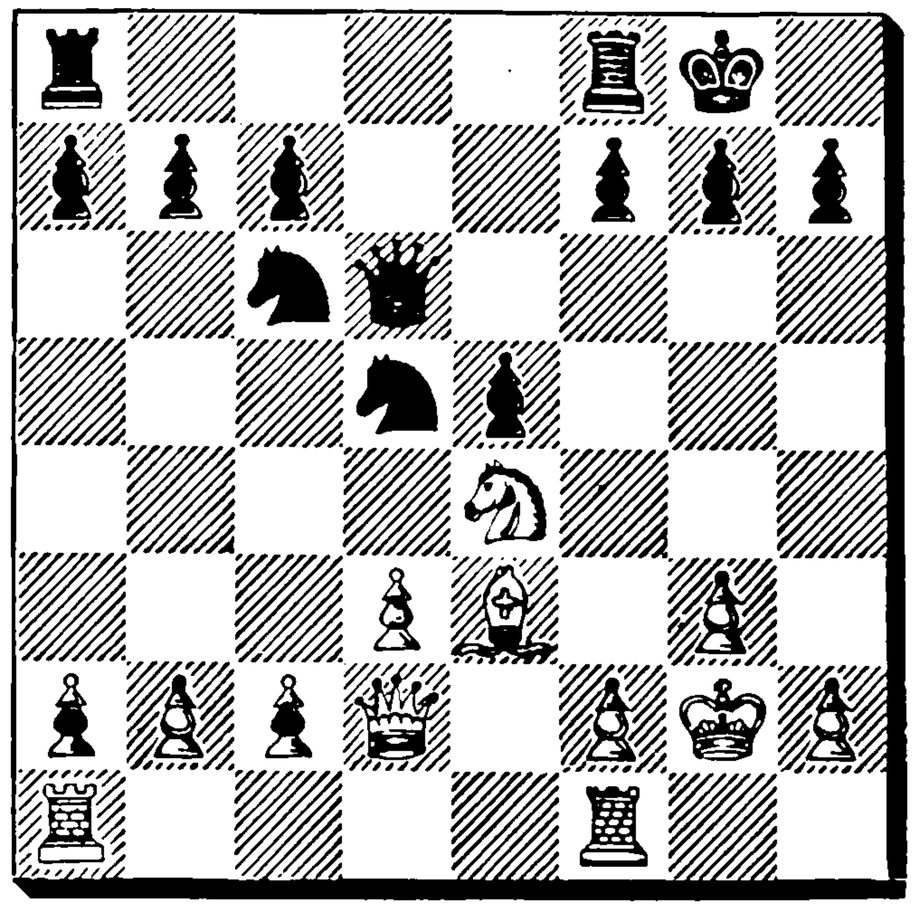
5. Kt—R4	Kt—B3
6. Kt—K2	Q—K2
7. P—Q3	B—K3
8. o—o	P—Q4
9. Kt×B	Q×Kt
10. B—K3	Q—Q3
11. P×P	B×P
12. Kt—B3	B×B
13. KxB	Kt—Q4
14. Q—Q2	. . . .

Q—B3, taking possession of the diagonal, which the KB commanded before, seems more natural.

14. . . . . o—o

Black ought to Castle QR, in order to attack on the King's wing.

15. Kt—K4 . . . .



15. . . . . Kt×Bch

15) . . . . Q—KKt3; 16) P—KB4, P—B4; 17) Kt—B3, QR—Qsq; or 17) Kt—B5, Kt×Bch; 18) Q×Kt; Kt—Q5, would have created interesting complications, which would probably have turned out in Black's favor.

16. Q×Kt	Q—Q5
17. P—QB3	Q×Q
18. P×Q	Drawn.
1h 10.	0h 40.

Game No. 3.

Queen's Gambit Declined.

White: Nenarokow.	Black: Dr. Perlis.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	Kt—KB3
4. Kt—B3	B—K2
5. B—B4	o—o
6. P—K3	P—B4
7. B—Q3	Kt—B3
8. P×QP	KP×P
9. P×P	B×P
10. o—o	B—K3
11. R—Bsq	R—Bsq

Better P—QR3; 12) B—Ktsq, P—Q5; 13) Kt—QR4, B—R2; the black King's Bishop should exert a pressure on Q5.

12. B—Ktsq Kt—QR4

There the Knight is out of play.

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Game No. 4.

Ruy Lopez.

White: Teichmann.	Black: Vidmar.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	B—K2
7. R—Ksq	P×P
8. Kt×P	o—o
9. Kt(Q4)—K2	. . . .

B—Kt5 looks the natural move.

9.	R—Ksq
10. Kt—Kt3	B—KBsq
11. P—Kt3	P—KKt3
12. B—Kt2	B—Kt2
13. Kt—Q5.	P—QR3
14. B×Kt	. . . .

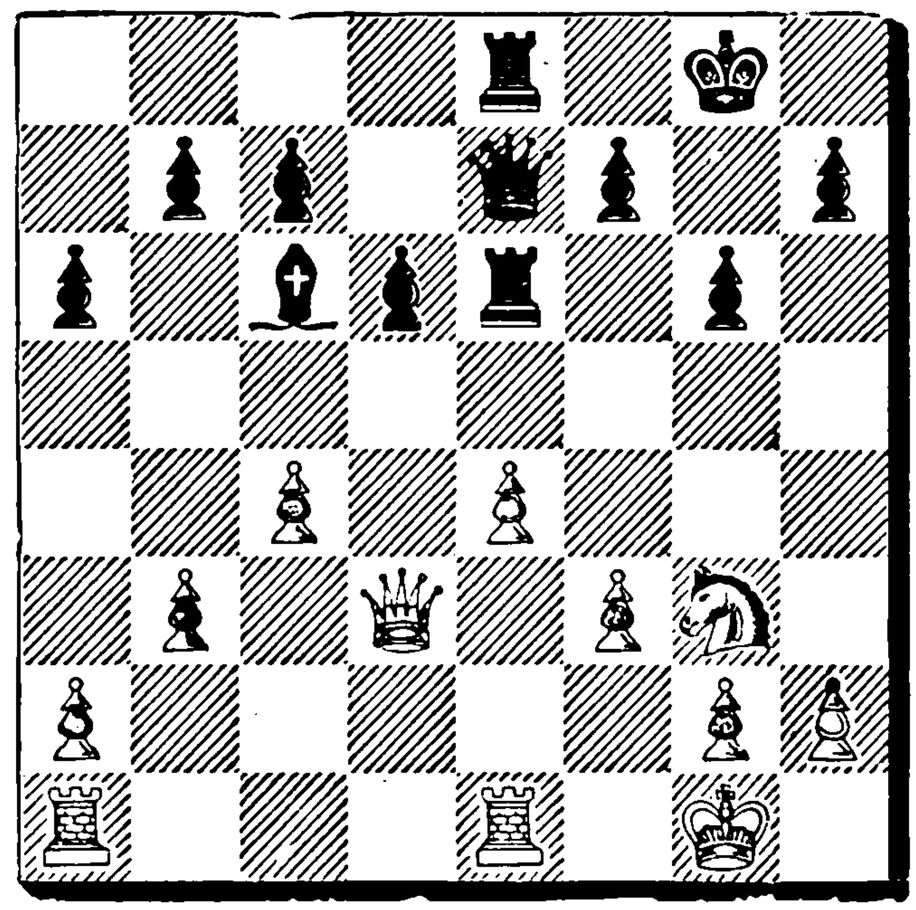
?, To 14) B—KBsq Black would have replied Kt—K4, and if 15) P—KB4?, he would have played Kt×Kt, followed by Kt—B6ch or Kt—B5 according to circumstances, with a good game.

14.	B×B
15. Kt×Ktch	B×Kt
16. B×B	Q×B
17. Q—Q3	R—K3
18. P—KB3	QR—Ksq
19. P—B4	Q—K2

Threatening P—B4; White would probably reply KR—Qsq. After that it appears for both players an almost hopeless undertaking, to drive the opponent from his position.

Drawn.

1h 7. 1h.



(The final position.)

Game No. 5.

Ruy Lopez.

White: Schlechter.	Black: Dr. Lasker.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	B—K2
7. R—Ksq	P×P
8. Kt×P	o—o
9. Kt(Q4)—K2	P—QR3
10. B—R4	. . . .

The retreat to Q3 appears stronger. It is true that Black can then change White's KB for a Knight, by playing, say Kt—K4; but in that case White would retake with the BP and would have two strong Pawns in the centre as compensation for Black's two Bishops.

10.	R—Ksq
11. P—B3	P—R3

If Black played B—KBsq at once,

White's reply would be 12) B—KKt5 threatening Kt—Q5. After this Black would have nothing better than 12) . . . . P—R3; 13) B—R4, B—K2.

12. B—K3 B—KBsq
13. Q—Q2 Kt—K4

By this move Black frees his game.

14. B—Kt3

It was not good to retire the Bishop. White ought to have exchanged, and developed his game further by QR—Qsq.

14. . . . . P—B4
15. B—Q5 R—Ktsq
16. Kt—B4 P—QKt4
17. P—QR3 Kt×B
18. Kt (B3)×B P—B4

The point of Black's strategy. After the exchange of the King's Pawn the weakness of the Queen's Pawn does not signify.

19. P×P B×P
20. B—B2 Q—Q2
21. Kt—K3 B—R2
22. Kt (B4)—Q5 Q—KB2
23. QR—Qsq Kt—B3
24. B—Kt3 QR—Qsq
25. B—R4 R—Q2
26. Kt—KKt4 R×Rch
27. R×R Kt—Q5

Decisive. White dare not reply Kt(Q5)—K3, as 28) .... P—Kt4; 29) B—Kt3, P—KR4 would get him into difficulties.

28. Kt(Kt4)—K3 B×P
29. Kt×B Kt×Kt
30. Kt—B6ch P×Kt
31. Q×Kt . . . .

Intending to take up a strong position by Q—B5.

31. . . . . P—B4
33. P—B4 B—Kt2

32) ..... P—Q4; 33) R—K5, P—Q5 and, whether Q or R take BP, P—Q6 would have decided the game at once. The text is therefore loss of time.

33. P—KR3 P—B5
34. P—KKt4 . . . .

A desperate attempt to obtain an attack.

34. . . . . P—Q4

Simply P×P, P×P followed either by Q×P or P—Q4 was indicated.

35. P×P P—Q5
36. Q—K4 P—Q6
37. P—B6 . . . .

If 37) .... B×P; 38) B×B, Q×B; 39) Q—K8ch.

37. . . . . B—Bsq
38. K—R2 P—Q7

Better 38) .... K—Rsq; 39) R—KKtsq, P—QR4, in order to play P—Kt5 and P—B6, which was feasible in spite of P—B5 and Q—K6.

Adjourned.

39. R—Qsq Q—R4

K—Rsq was still the right move. If White play 40) Q—K2, then B—Q3; 41) K—Kt3, Q—Kt3ch; 42) Q—Kt4, B×Pch and wins; likewise after 39) .... K—Rsq; 40) Q—K2, B—Q3; 41) Q×P, B×Pch; 42) Q×B, R×R; 43) QxPch, K—Ktsq; 44) Q—Kt4ch, K—R2, White's checks would cease and Black should win.

40. Q—K6ch K—Rsq
41. P—B7 . . . .

This clever move threatens B—B6ch.

41. . . . . Q×P
42. B—B6ch . . . .

Far better than at once Q×Q, as White's QKtP is saved from attack by the exchange of the Bishops.

42. . . . . B—Kt2

To 42) .... K—R2, the reply would *not* have been 43) Q—B5ch, K—Ktsq; 44) R—Ktsq ch, as after 44) .... B—Kt2; 45) R×Bch, Q×Q; 46) B×Q, P—Q8Q Black would get out of the checks and win; but after 42) .... K—R2; 43)

Q×Qch, R×Q; 44) B—B3 White would have taken up a strong defensive position.

43.	Q×Q	R×Q
44.	B×Bch	K×B
45.	R×P	R×P

Black certainly remains with a Pawn to the good, but White threatens to break up the Pawns by P—QR4. After an end game, which is played by White in a sensible manner, and which needs no comment, the game now ends in a draw.

46.	K—Kt3	R—K5
47.	K—B3	R—K8
48.	R—Q7ch	K—B3
49.	R—Q6ch	K—K4
50.	R×QRP	R—QKt8
51.	R×P	R×P
52.	K—K3	R—Kt6ch
53.	K—Q2	K—Q5
54.	R—Q6ch	K—B4
55.	R—QR6	R×KRP
56.	R—R8	R—R7ch
57.	K—B3	R—R7
58.	R—B8ch	K—Kt3
59.	R—Kt8ch	K—B3
60.	R—QR8	K—B4
61.	R—B8ch	K—Kt3
62.	R—Kt8ch	K—B3
63.	R—QR8	K—Kt2
64.	R—R5	K—Kt3
65.	R—R8	K—B3
66.	K—Q4	K—Kt2
67.	R—R5	R—Q7ch
68.	K—B3	R—Q4
69.	K—Kt4	K—Kt3
70.	P—R4	P—B6
71.	P—R4	. . . .

If 71) .... P—B7 then follows. 72) R—R6ch and 73) R—B6.

Drawn.

4h 12. 4h 24.

Game No. 6.

Ruy Lopez.

White: Forgacs.	Black: Speijer.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	B—K2
5. Kt—B3	P—Q3
6. P—Q4	P×P
7. B×Ktch	P×B
8. Kt×P	B—Q2
9. P—QKt3	. . . .

This development is a little too slow, as Mr. Speijer proves.

9.	. . . .	o—o
10.	B—Kt2	R—Ksq
11.	Q—B3	. . . .

Not a good conception.

11.	. . . .	B—KBsq
12.	P—KR3	P—Kt3

Thus White's QB is counterbalanced by Black's KB, while, at the same time, the Pawn at Kt3 prevents the entry of the Knight at B5.

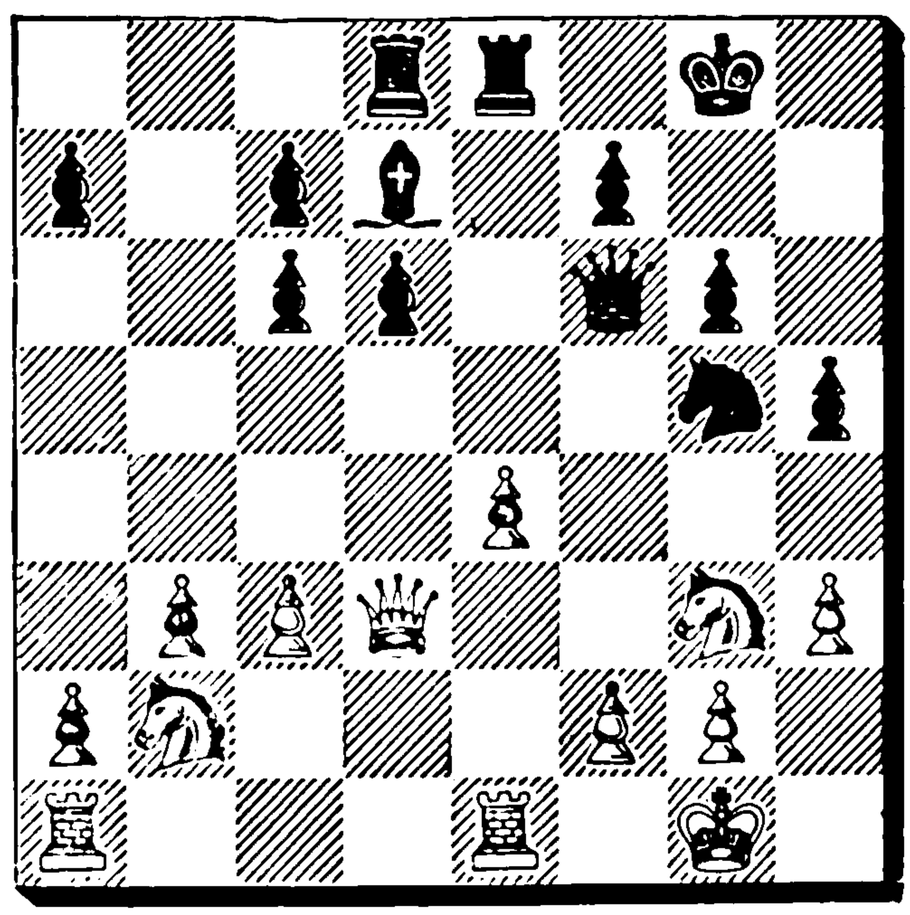
13.	Kt(Q4)—K2	B—Kt2
14.	Kt—Kt3	. . . .

Black was threatening Kt×P.

14.	. . . .	P—KR4

Fine and energetic play.

15.	KR—Ksq	Kt—R2
16.	Kt—R4	Kt—Kt4
17.	Q—Q3	B×B
18.	KtxB	Q—B3
19.	P—QB3	QR—Qsq



Black could here give the game a turn in his favor by 19).... B×P; 20) P×B, Kt×Pch; 21) K—R2, Q—R5; 22) Q—Bsq, (Q—K3, Kt—B5ch; K—Ktsq, Q—Kt5), Kt×Pch; 23) K—Kt2, Kt—Kt5; 24) Q—Rsq, Q—Kt4 with the double threat of Q—Q7ch and P—R5.

20. Kt—B4 P—R5

B×P would still have been strong, for Black would rather easily get four Pawns for the Piece with a good position.

21. Kt—Bsq Q—B5
22. Q—Q2 Q×Q
23. Kt×Q Kt—K3
24. Kt—B3 P—Kt4
25. Kt—K3 P—B3
26. Kt—Kt4 K—Kt2
27. Kt—Q4 K—Kt3
28. P—KB3 Kt—Kt2
29. Kt—K3 P—KB4
30. P×Pch K—B2
31. P—QKt4 P—B4
32. P×P P×P
33. Kt—Kt3 Kt×P
34. Kt—Kt4 . . . .

After 34) Kt×Kt, B×Kt; 35) Kt×P, R×Rch; 36) R×R, R—Q7; 37) P—QR4, R—B7; 38) R—K3, K—B3 White cannot win, as his King cannot come into play.

34. . . . . P—B5
35. Kt—B5 B—Bsq
36. Kt—K5ch K—B3
37. Kt×P Kt—Q3
38. R×R Kt×R
39. K—B2 Kt—Kt2
40. R—QKt B—B4
41. R—Kt7 Kt—K3
42. Kt×Kt . . . .

It would have given better chances, to keep the minor pieces: 42) Kt—Kt3, R—Q6; 43) Kt—K3 to White's advantage.

42. . . . B×Kt
43. R×BP B×Kt
44. R×B R—Q7ch
45. K—K3 R×RP
46. R—KKt4 P—R4
47. P—KB4 P×Pch
48. K—B3 . . . .

48) K×P would have led to nothing, e. g. 48) .... R—R5ch; 49) K—K3, R×R; 50) P×R, K—Kt4; 51) P—B4, K×P.

48. . . . . R—B7
49. R×Pch K—Kt4
50. R—Kt4ch K—R4
51. R—QB4 P—R5
52. R×P R×Pch
53. K—B4 R—KKt6
54. R—R8 K—R3

Drawn.

Game No. 7.

Queen's Gambit Declined.

White: Rubinstein.	Black: Snosko-Borowski.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	Kt—KB3
4. B—Kt5	B—K2
5. P—K3	QKt—Q2
6. Kt—B3	o—o
7. Q—B2	P—QKt3
8. P×P	P×P
9. B—Q3	B—Kt2
10. o—o—o	Kt—K5
11. P—KR4	P—KB4
12. K—Ktsq	P—B4

12. .... R—Bsq should have been played instead. 13) Q—Kt3 would then be met simply by Kt×Ktch and P—B4.

13. P×P P×P

After 13).... Kt(Q2)×P, White continues 14. Kt×P, B×Kt; 15) B—QB4. In this variation Black must not be able to take the Bishop at Q3 with a check, hence White's 12th move. After 13) .... Kt(Q2)×P; 14) Kt×P, B×B White would win by 15) B—B4.

14. Kt×Kt BP×Kt

15. B×P P×B
16. Q—Kt3ch K—Rsq
17. Q×B P×Kt
18. R×Kt Q—Ksq
19. R×B Q—Kt3ch
20. K—Rsq QR—Ktsq
21. Q—K4 . . . .

White calculates every possibility with the utmost accuracy.

21. . . . . Q×Q
22. R×Q P×P
23. R—KKtsq R×BP
24. R—KB4 R—B7

If 24) .... R(Ktsq)×P, White wins by R—B8ch.

25. P—Kt3 P—KR3
26. B—K7 R—Ksq
27. K—Ktsq R—K7
28. B×P R—Qsq
29. B—Q4 R—QBsq
30. R—KKt4 Resigns.

1h 47. 2h.

Game No. 8.

Queen's Pawn Opening.

White: Black:
v. Freymann. Tartakower.

1. P—Q4 P—QB4

After this White does not seem to have anything better than to turn into the Sicilian Defense by 2) P—K4. After 2) P—K4, P×P; 3) Kt—KB3, P—K4?; 4) P—B3 White gets sufficient compensation for the Pawn sacrificed. 2) P—Q5 also deserves consideration, as the Pawn is here in a secure position, and White succeeds in hampering Black's game a little, without having lost time.

2. P—K3 P—Q4
3. P—QB4 P—K3
4. Kt—KB3 Kt—KB3
5. Kt—B3 P—QR3
6. P×QP Kt×P
7. B—Q3 Kt—QB3
8. o—o P×P
9. P×P B—K2
10. R—Ksq o—o
11. B—K3 P—QKt4

A venturesome move. He risks 12) Q—B2, QKt—Kt5; 13) B×Pch, K—Rsq; 14) Q—Ktsq, P—Kt3; 15) B×P, P×B; 16) Q×P, whereupon White would have already three Pawns for the Piece with good attack.

12. R—Bsq B—Kt2
13. Kt—K4 Kt×B
14. P×Kt Kt—Kt5
15. Kt—B5 . . . .

After 15) Kt—B3 White would have quite a good position.

15. . . . B×Kt (B3)
16. P×B Kt×P
17. R—Rsq Kt—Kt5
18. B—K4 R—R2
19. P—B4 Q—Kt3

The logical winning continuation was 19) .... B×Kt; 20) P×B, Q×Q; 21. QR×Q, P—B4. White's QBP could not be held, whilst Black would defend his KP comfortably with King.

20. Kt—Q3 Kt—Q4
21. B×Kt P×B
22. R—K2 R—Ksq
23. R—Kt2 Q—K3
24. Kt—K5 P—B3

This move required exact calculation. It was necessary to dislodge the Knight, or else White would have played Q—B3 and P—B5.

25. Q.—R5 B—Bsq
26. P—B5 Q—K2
27. Kt—Kt4 R—Bsq
28. R—Kt3

If 28) R×P, Black would not, by any means, reply R×R, on account of 29) Kt—R6ch and Kt—B7ch giving perpetual check, but 28) ....

R—B8ch; 29) K—B2, R—B7ch; 30) K—Bsq, R×R; 31) R×R (necessary to cover the mate) Q—K5.

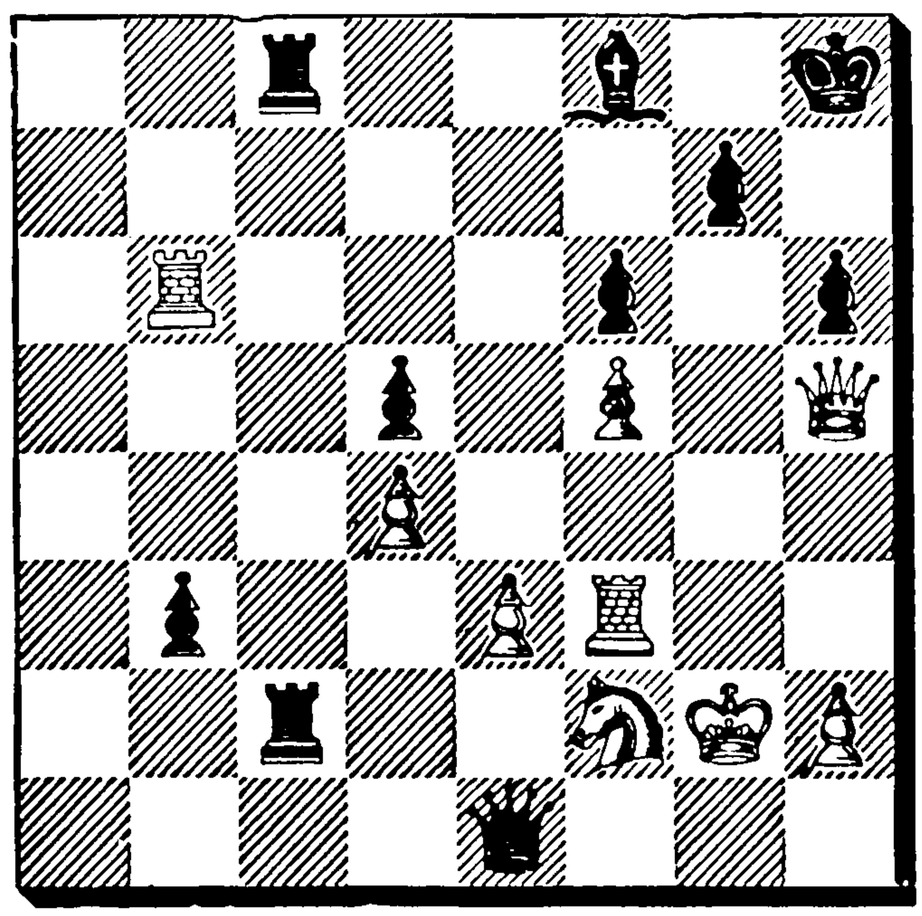
28. . . . . K—Rsq
29. Kt—B2 R(R2)—B2
30. R×P R—B7
31. R—K6 Q—Qt5
32. R—B3 R×P
33. K—Kt2 R(Kt7)—B7
34. R—R3 P—R3
35. R—Kt3 Q—K8
36. R—B3 P—Kt5
37. R—Kt6 P—Kt6

A pretty combination, which decides the game at once.

38. R×P Q—Q8
39. R—Kt6 R×Ktch
40. K×R R—B7ch
41. K—Kt3 Q—Kt8ch
42. K—B4 R×P
43. Q—Kt4 . . . .

Or 43) R—R3, Q—B8ch; 44) R—B3, Q—KR8.

Position after Black's 37th move.



43. . . . . Q—KR8
44. R—Kt8 K—Ktsq
45. P—K4 R—R5
46. P—K5 P—R4

Resigns.

2h 50. 1h 50.

Game No. 9.

Ruy Lopez.

White: Spielmann.	Black: Salwe.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	B—K2
7. R—Ksq	P×P
8. Kt×P	o—o
9. B×Kt	. . . .

This exchange leads to nothing, except, perhaps, that it prevents Black from exchanging both Knight and Bishop. This, however, need not be feared.

9. . . . . P×B
10. P—QKt3 R—Ksq
11. B—Kt2 B—KBsq
12. Q—Q3. P—Kt3
13. Kt (Q4)—K2 . . . .

This strategical manoeuvre is altogether wrong. White might, at this juncture, play QR—Qsq, and answer B—Kt2 with P—B4. Though the Pawns at K4 and KB4 are then exposed to attacks, yet they are not weak, and assist in maintaining the balance of position.

13. . . . . B—Kt2
14. Kt—Kt3 . . . .

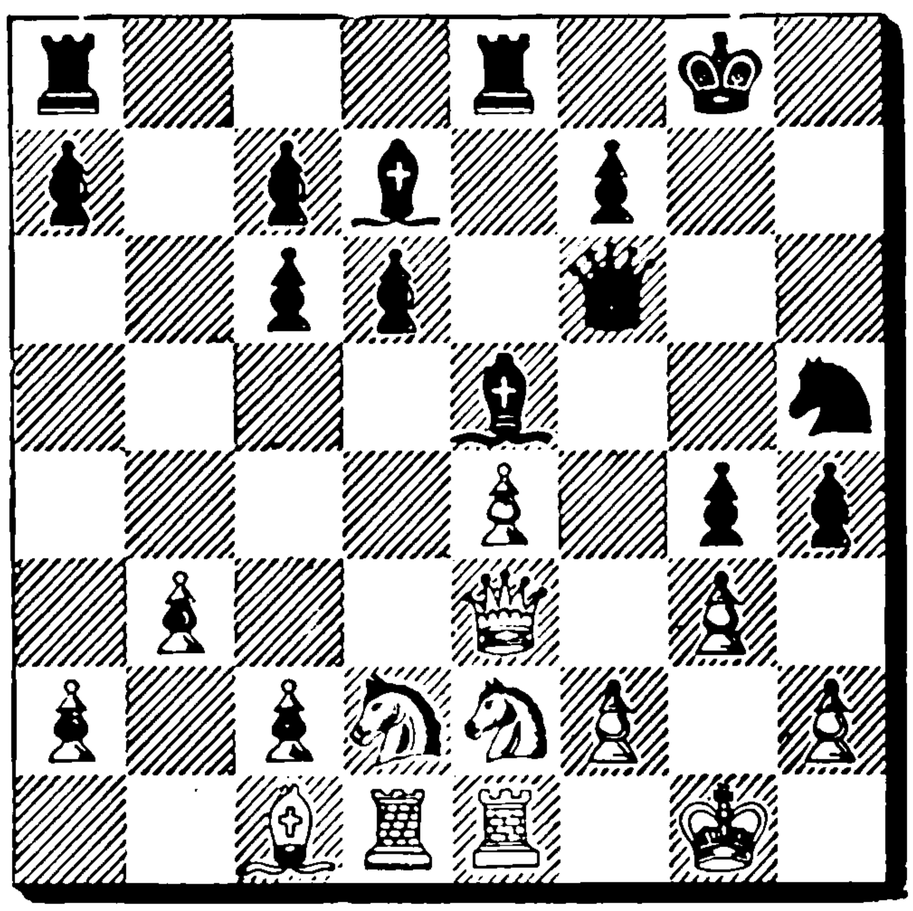
Since Black already has moved the Pawn to Kt3, the Knight is not favorably posted on this square.

14. . . . . P—KR4

A splendid strategical idea. From this insignificant beginning Black obtains a strong pressure on the King's side.

15. QR—Qsq P—R5
16. Kt—Bsq Kt—R4
17. B—Bsq B—K4

18.	Kt—K2	P—Kt4
19.	P—Kt3	Q—B3
20.	Q—K3	P—Kt5
21.	Kt—Q2	P—Q4



If Black had played B—K3 here, White would have been at a loss what to do. If, perchance, R—KBsq, to prepare P—BK4, Black replies K—Rsq, and the advance of the KBP would then only open the lines for Black's Rooks and Bishops.

If 22) Q—Q3, then P—Q4; 23) Q—R6?, B—Bsq. In any case, White would have been in a precarious position.

22. Kt—QB4 . . . .

By exchanging one of the two Bishops, White frees his game, and now forces the draw, with correct judgment of the situation.

22.	. . . .	P×KtP
23.	BP×P	Q—Kt3
24.	Kt×B	R×Kt
25.	Kt—B4	Kt×Kt
26.	Q×Kt	QR—Ksq
27.	B—Kt2	R×P
28.	R×R	Q×R
29.	Q—Kt5ch	Q—Kt3
30.	Q—R4	Q—R2
31.	Q—Kt5ch	

Drawn.

1h 37. 1h 10.

Game No. 10.

Ruy Lopez.

White. Duras.	Black: Dr. Bernstein.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. P—Q3	P—Q3
5. P—B4	. . . .

A similar line of play to this was adopted by Anderssen against Steinitz, but refuted by the latter. It is clear, that the point Q4 becomes weak.

5.	. . . .	P—KKt3
6.	P—Q4	P×P
7.	Kt×P	B—Q2
8.	Kt—QB3	B—Kt2
9.	B×Kt	P×B
10.	B—Kt5	P—KR3
11.	B—R4	o—o
12.	o—o	R—Ksq
13.	R—Ksq	R—Ktsq
14.	R—Ktsq	P—B4
15.	Kt—Kt3	. . . .

A surprisingly weak move. The Knight is here out of play. On KB3 he would have been of better use, as P—K5 was first of all threatened. At all events, Kt—B3 would have prevented Black's B—B3, for after 15) Kt—B3, B—B3; 16) P—K5, B×Kt?; 17) Q×B P×P; 18) QR—Qsq Black would be lost. 18) . . . . Q—K2; 19) Kt—Q5).

15. . . . . B—B3

Prevents Kt—Q5 because of P—Kt4 gaining the KP.

16. Q—Q3 Q—Bsq

The commencement of an attack conducted equally well from a strategical and tactical point of view.

17.	Kt—Q2	Kt—Q2
18.	P—QKt3	Q—R3

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13.	P—R5	Q—B2
14.	R—Ksq	R—Ktsq

An ingenious idea; but it is questionable whether the slower attack B—Q2, QR—Bsq, Q—Q3 followed by doubling the Rooks on the QB file, or by P—Q5, would not have been more useful.

15.	Kt—K5	P—QKt3
16.	P×P	R×P
17.	Q—K2	P—Q5
18.	P—Kt5	P×P
19.	B×P	Kt×Kt
20.	P×Kt	Kt—Q4
21.	P×P	. . . .

It appears risky to accept the sacrifice. After 21) P—QB4, White would have captured the QP sooner or later, without exposing himself to any danger, and he would, moreover, have had the chance, slight though it be, of the passed Pawn.

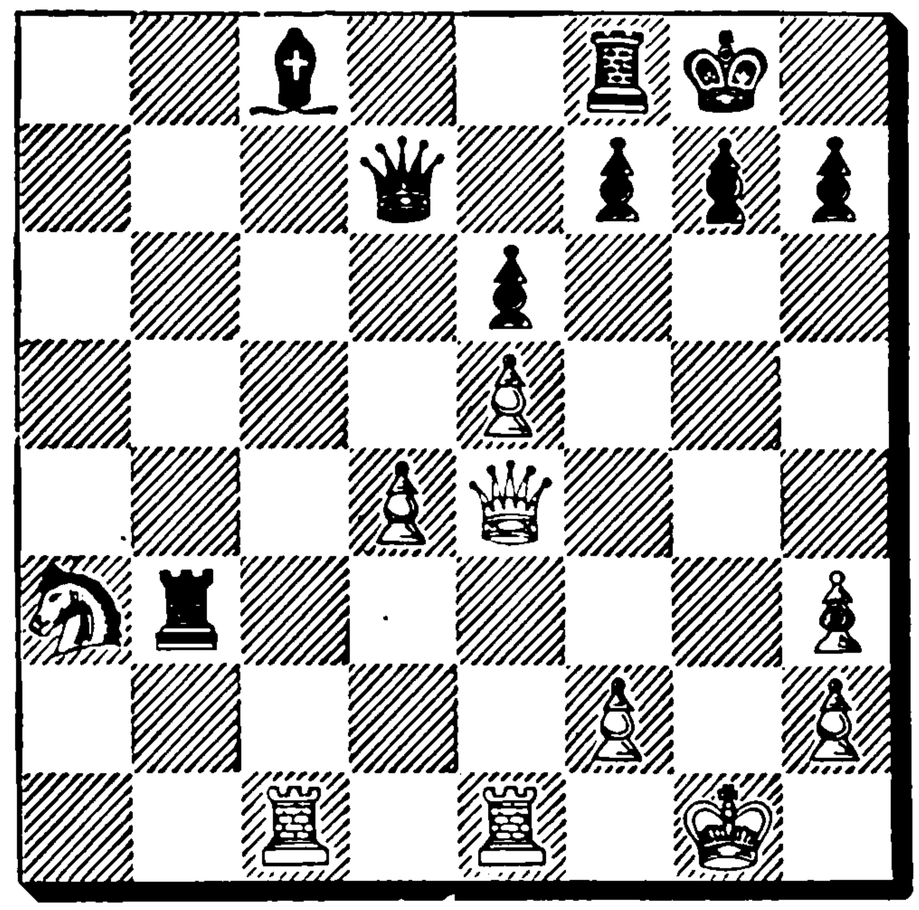
21.	. . . .	Kt—B5
22.	Q—K4	. . . .

If 22) Q—B3, Kt×P, which move would now fail on account of the reply B—Q3.

22.	. . . .	Kt—R6ch
23.	P×Kt	R×B
24.	Kt—R3	R—Kt6
25.	QR—Bsq	Q—Q2

Intending to play Q—Q4; but it was of the greatest importance to compel the Knight to move, lest the white Rook take possession of the third row and reach the square KKt3. Black could win as follows: 25) .... Q—K2; 26) Kt—B4 (or A), B—Kt2; if now 27) Q—Kt4, P—R4 (Q×RP?, B—B6); therefore better 27) Q—B4, R—B6; 28) Q—Q2, Q—R5, threatening now Q×RP, e. g.

Position after Black's 25th move.



29) Kt—Q6, B—Q4; 30) R—B3, Q×RP; 31) R (Ksq)—K3, R—Rsq. Or (A): 25) .... Q—K2; 26) Q—B2 (threatening Q×B), Q—Kt4ch; 27) K—Bsq, B—R3ch; 28) Kt—B4, R×P and wins.—This analysis is given by Spielmann and E. Cohn.

26.	R—K3	B—Kt2
27.	Q—B4	Q—Q4
28.	P—B3	P—B3

In spite of the strength of Black's position there is no decisive manoeuvre; for instance 28) .... R—Bsq would fail on account of 29) R×Rch, B×R; 30) Kt—B2 followed soon by Kt—Ksq.

29.	R—B5	P—Kt4
30.	R×Q	P×Q
31.	R×R	B×R
32.	R—B3	P×P
33.	P×P	R—B4
34.	Kt—B4	R—R4
35.	K—Kt2	R—Kt4ch
36.	K—B2	R—R4
37.	K—Kt2	R—Kt4ch

Drawn.

1h 20. 2h 21.

Game No. 12.

Four Knights' Game.

White: Snosko-Borowski.	Black: v. Freymann.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3
4. B—Kt5	B—Kt5
5. o—o	o—o
6. P—Q3	B×Kt
7. P×B	P—Q3
8. B—Kt5	Q—K2

This defence leads to a game full of interesting play.

9. R—Ksq	Kt—Qsq
10. P—Q4	Kt—K3
11. B—QBsq	P—B3
12. B—Bsq	R—Qsq
13. P—Kt3	P—B4
14. Kt—R4	Kt—B2

So far Black has kept the balance very well, but now he relaxes. He ought to open the files in the centre, where he is strong; e. g. 14) .... P—Q4; 15) P×KP, Kt×P; 16) Kt—B5, Q—Bsq followed soon by P—B3 with a good position.

15. Q—Q3	P—QKt4

Now P—Q4 would fail on account of 16) P×KP, Q×P?; 17) B—B4.

16. P—KB4	. . . .

White opens the KB file, in order to bring a strong pressure to bear on Black's KB2.

16.	P—B5
17. Q—B3	P—Q4
18. BP×P	Kt×P
19. B—KKt2	. . . .

Threatening Q—K3.

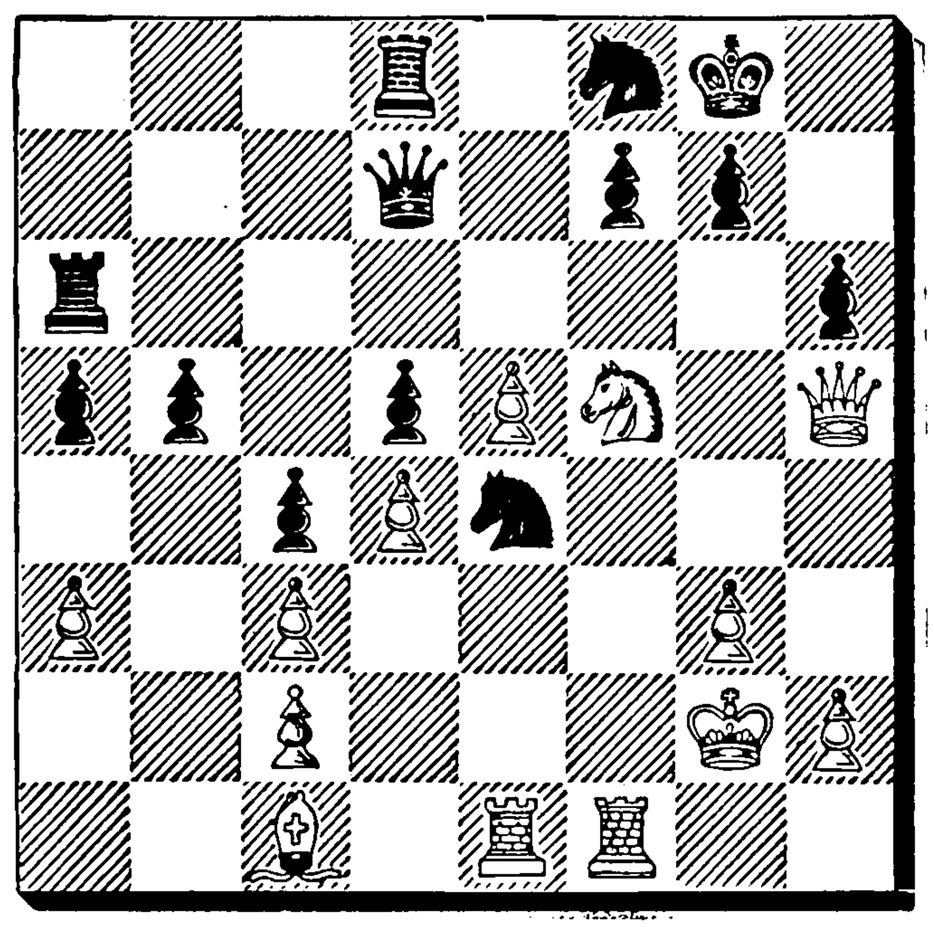
19.	Kt—Kt4

It would have been better to institute a counter attack on the Queen's side: 19) .... P—Kt5; 20) P×P, Kt—QKt4; 21) B—K3 (or Q—K3) Q×P.

20. Q—K3	P—KR3
21. R—KBsq	P—QR4
22. P—QR3	R—R3
23. B—Q2	B—R6

After this move the white Knight takes up a commanding position at KB5. But Black is hampered in any case. White threatens to double Rooks on the KB file, and afterwards exert a pressure on Black's position Kt—B5 and Q—Kt4.

24. B×B	Kt×Bch
25. K—Kt2	Kt—Kt4
26. Kt—B5	Q—Q2
27. QR—Ksq	Kt—K5
28. B—Bsq	Kt—K3
29. Q—B3	Kt—Bsq
30. Q—R5	R—K3



If instead 30) .... Kt×BP, then 31) B×P. If 31) .... R×B, then follows 32) Kt×Rch, P×Kt; 33) R—B6, Kt—Kt3; 34) P—K6.

And after 31) B×P, P×B White would win by 32) P—K6, R×P; 33) R×R, P×R; 34) Kt×Pch, K—Kt2; 35) R—B7ch, Q×R; 36) Q×R; 36) Q×Qch, K×Kt; 37) Q—B6ch.

31. R—B3	Kt—R2
32. R(Ksq)—Bsq	Kt(R2)—Kt4.

33. R—B4 Kt×BP
34. P—KR4 Kt(Kt4)—K5
35. Kt×P R—KKt3
36. Kt—B5 Resigns.

If 36) . . . . K—R2, White plays 37) R—Kt4 and wins easily, as the KRP falls. The same Rook's move would also be decisive against any other King's move.

2h 28. 2h 29.

Game No. 13.

Queen's Gambit Declined.

White:	Black:
Speijer.	Rubinstein.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P×P

Steinitz's line of play, which Rubinstein has improved upon by interpolating the following move:

4. Kt—B3 P—QR3
5. P—QR4 . . . .

If White allows P—QKt4, White's Knight at QB3 would be an easy object of attack for Black.

5. . . . . P—QB4
6. P—K3 . . . .

Here P—K4 is feasible. After 6) . . . . Kt—QB3; 7) P—Q5, Kt—R4; 8) Kt—Q2, Kt—KB3; 9) Kt×P White would be well developed and prepared for the attack, whereas after the text move Black has time to bring his Pieces into action.

6. . . . . Kt—KB3
7. B×P Kt—B3
8. o—o Q—B2

A risky move. Black does not like to move his King's Bishop, before the QBP is taken, but the Queen is still required at Qsq.

9. Q—K2 . . . .

Here 9) P—Q4 might have been done. If 9) . . . . P×P; 10) Kt×P, Kt×Kt; 11) Q×Kt, B—K3; 12) Q—K4, White has certainly not the worst of it. Likewise if 9) P—Q5, Kt—QR4; 10) B—R2, P—B5; 11) P—K4 White has all his pieces well posted.

9. . . . . B—K2
10. B—Q2 o—o
11. QR—Bsq R—Qsq
12. B—Q3 P×P
13. P×P B—Q2

Of course not 13) . . . . Kt×P; 14) Kt×Kt, R×Kt; 15) Kt—Kt5.

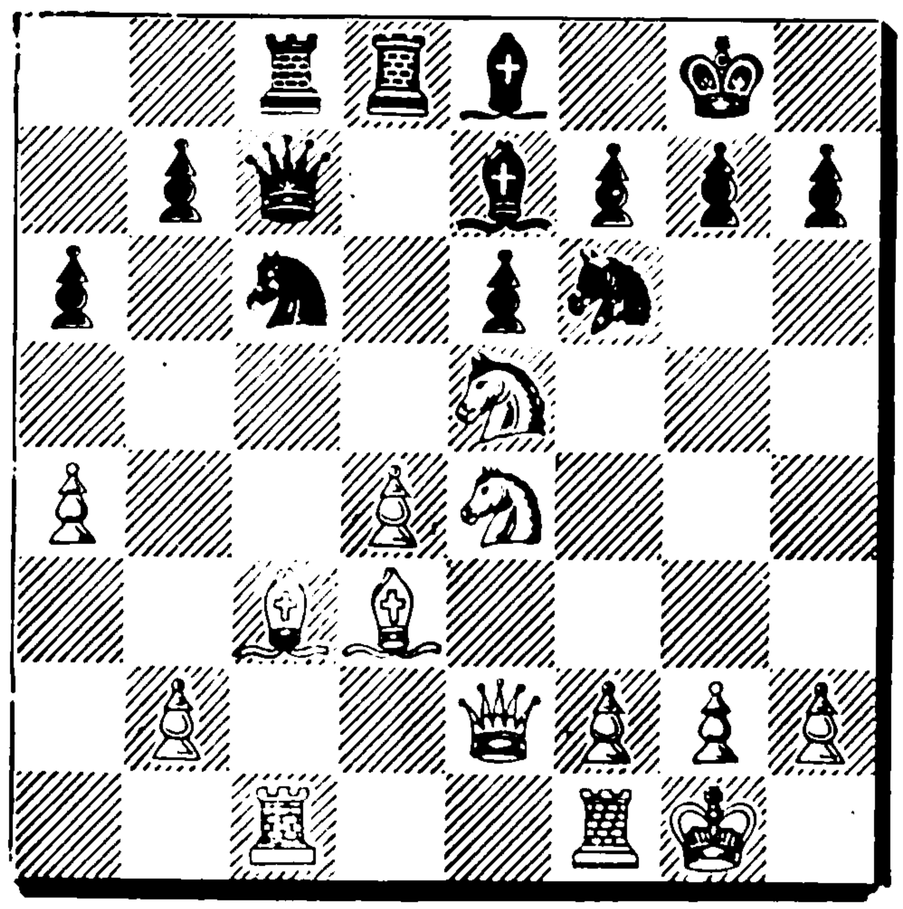
14. Kt—K4 QR—Bsq
15. Kt—K5 . . . .

An ingenious trap. After 15) . . . . Kt×P; 16) Kt×Ktch, B×Kt; (P×Kt?, Q—Kt4ch) 17) Q—K4, Q×Kt; (or Kt—K7ch; K—Rsq, Kt×R) 18) Q×Pch, K—Bsq White would win by B—Kt4ch.

15. . . . . B—Ksq

But this simple reply proves that the trap was useless.

16. B—B3 . . . .



16. . . . . Kt×P

Accurately calculated. If 17) B×Kt, then Q×R. And after the act-

ual continuation Black remains two Pawns to the good.

17. Kt×Ktch B×Kt
18. Q—K4 Kt—B4
19. P—KKt4 B×Kt
20. Q×B . . . .

Of course not 20) B×B, Q×R; 21) R×Q, R×Rch; 22) K—Kt2, B—B3. Nor 20) P×Kt on account of B×Pch, 21) K—Rsq or Kt2, B—B3.

20. . . . . R×B
21. Q×Q R×Q
22. P×Kt P×P

22) . . . . B×P was also strong, for 23) P—B6 would not do on account of 23) . . . . P×P; 24) B×P, R×R; 25) R×R, R—Q8ch. But the actual continuation is good enough. The game is a bright example of Rubinstein's sound and energetic style.

23. P—R5 P—B3
24. KR—Qsq R(B2)—Q2
25. R×R R×R
26. R—Ksq B—B3
27. R—K3 R—K8ch
28. R—Ksq R—Q2
29. P—B4 K—B2
30. K—B2 B—K5
31. R—K2 P—KKt4
32. R—Q2 B—Q4
33. K—Kt3 K—K3
34. R—K2ch B—K5
35. R—Q2 R—Kt2
36. P×P R×Pch
37. K—B4 R—Kt5ch
38. K—K3 R—R5
39. R—KB2 B—Q4
40. B—Q4 R—K5ch
41. K—Q3 B—B3
42. P—Kt4 B—Kt4ch
43. K—B3 P—B5
44. B—B5 K—B4
45. K—Q2 P—R4
46. K—B3 B—K7
47. R—KKt2 P—B6
48. R—Kt7 B—Kt4
49. R—Kt3 R—B5ch
50. K—Q2 K—K5
51. B—Kt6 R×P
52. R—KR3 R—Kt7ch
53. K—B3 P—B7
54. R—K3ch K—B5
55. R—K6 K—B4

Resigns.

3h 27. 2h 41.

Game No. 14.

Ruy Lopez.

White:	Black:
Dr. Lasker.	Forgacs.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—Q3
4. P—Q4	B—Q2
5. Kt—B3	Kt—B3
6. P×P	. . . .

The Queen's file being opened by this exchange, the game takes altogether an open character.

6. . . . . P×P
7. B—Kt5 B—QKt5
8. o—o. B×Kt.
9. P×B P—KR3
10. B—KR4 Q—K2

If 10) . . . . P—KKt4; 11) B—Kt3, Kt×P; 12) Kt×P and neither with 12) . . . . Kt×Kt; 13) B×Kt nor with 12) . . . . Kt×B; 13) B×Kt. B×B; 14) BP×Kt would Black then have a satisfactory position.

11. Q—Q3 P—QR3
12. B—R4 R—Qsq
13. Q—K3 P—KKt4
14. B—KKt3 P—Kt4

Now Black's QB4 is very weak; and this actually causes the catastrophe that follows later on.

15. B—Kt3 Kt—KR4
16. Kt—Ksq Kt—R4
17. Kt—Q3 Kt—KB5
18. P—B3 R—KKtsq

If here 18 . . . . Kt×Kt; 19) P×Kt, P—QB4, then 20) P—Q4 and after the exchange of the Pawns Black's King would be exposed.

19. KR—Qsq R—Kt3
20. B—B2 B—Bsq
21. Q—Ksq Kt×Kt

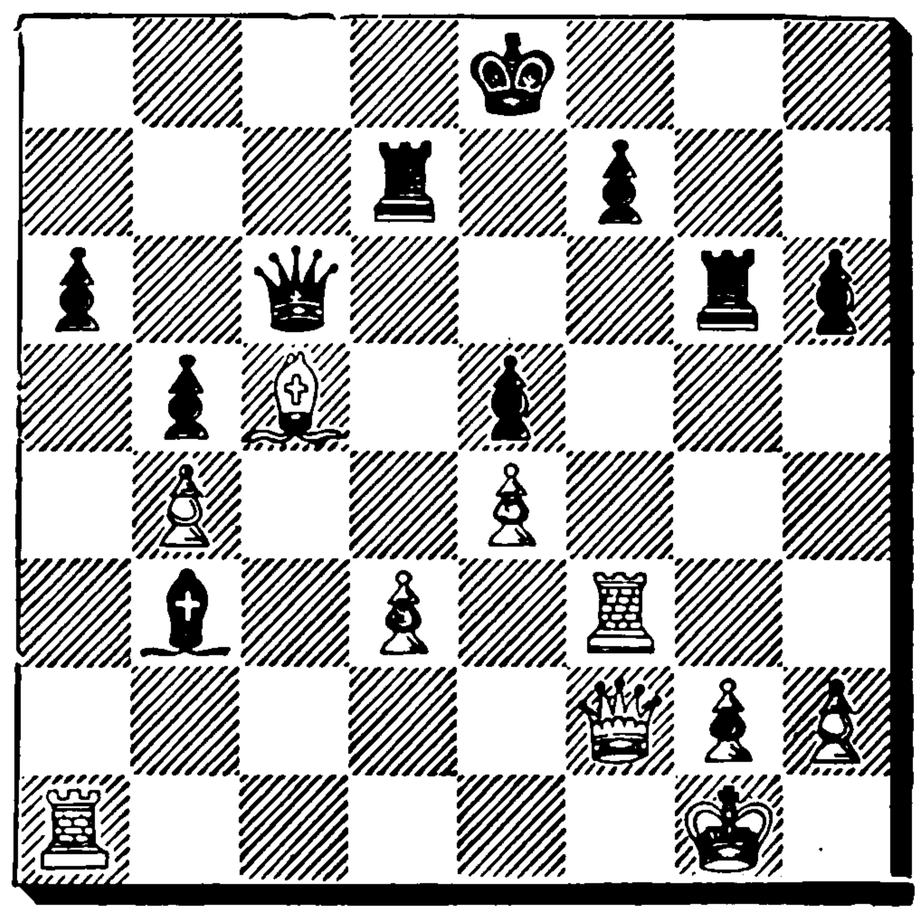
Trying to avoid B—B5. After 21) . . . . Kt—Kt2 White might well have played 22) P—QR4.

22. P×Kt Kt×B
23. P×Kt P—QB4
24. P—QKt4 P×P
25. P×P P—Kt5
26. B—B5 Q—Kt4
27. P×P Q×P
28. R—R2 B—K3
29. R—KB2 B—B5
30. Q—KBsq B—Kt6
31. R—Rsq Q—Q2

In order to meet the threatened R—B5 by Q—B2.

32. R—B3 Q—B3
33. Q—B2 R—Q2

The Bishop at Kt6 was in danger,



therefore B—K3 was indicated. But, in this case, White would obtain a decisive attack by 34) R(Rsq)—KBsq followed by R—B6.

34. Q—Kt2 Q—K3
35. P—Q4 P×P
36. Q×B Q×P
37. Q—Q3 Q—Q4
38. Q×R Resigns.

2h 19. 2h 30.

Game No. 15.

Queen's Gambit Declined.

White: Vidmar.	Black: Schlechter.
1. P—Q4	P—Q4
2. P—QB4	P—QB3
3. P—K3	. . . .

White can play here 3) Kt—KB3 or QB3; for if Black take the Pawn, then follows P—K4, P—QKt4?, P—QR4 and P—QKt3 recovering the Pawn.

3. . . . . Kt—KB3
4. Kt—QB3 P—K3
5. Kt—B3 QKt—Q2
6. B—Q3 B—Q3
7. o—o o—o
8. P—K4 . . . .

This advance gives White the freer game.

8. . . . . P×BP

If 8) . . . . P×KP; 9) Kt×P, Kt×Kt; 10) B×Kt, P—K4; 11) Q—B2.

9. B×P P—K4
10. B—KKt5 Q—K2
11. Q—K2 P—KR3
12. B—R4 P—QKt4
13. B—Q3 P—Kt5

P—QR3 did not yet suffice to enable him to play P—QB4, for Kt—Q5 had to be prevented. But the move actually made has other disadvantages, one of the greatest being that it abandons the square QB5 to White's Pieces.

14. Kt—Qsq . . . .

Now White can compel Black to

dissolve the game in the centre, by Kt—K3 threatening Kt—B5 as well as Kt—B4.

14. . . . . P×P
15. Kt×P Q—K4

Bad would be 15) . . . . B×Pch; 16) K×B, Q—K4ch; 17) P—B4, Q×Kt; 18) B—KB2, Q—Q3;; 19) P—K5, Kt×P; 20) P×Kt, Q×P etc., as Black's Pawn would have but little power.

16. Kt—B3 Q—KR4
17. R—Bsq . . . .

More promising was 17) Kt—K3, Kt—K4; 18) B—Kt3. If 18) . . . . Kt×Ktch; 19) P×Kt, B—K4; 20) R—Bsq White would have a splendid position.

17. . . . . Kt—K4
18. Kt×Kt Q×Q
19. B×Q B×Kt
20. P—B4 . . . .

If 20) R×P, Kt×P; and neither B—B3 nor R—B4 would do on account of Kt—Q7. Also after 20) B×Kt, B×B; 21) R×P, R—Qsq threatening R—Q7 White's advantage would evaporate.

20. . . . . B—Q5ch
21. B—B2 R—Qsq
22. B—B3 B—R3
23. R—Ksq B—Kt4
24. P—K5 B×Bch
25. Kt×B Kt—Q4
26. P—KKt3 Kt—Kt3
27. R—B2 . . . .

Useless would be 27) B×P, B×B; 28) R×B, R—Q7.

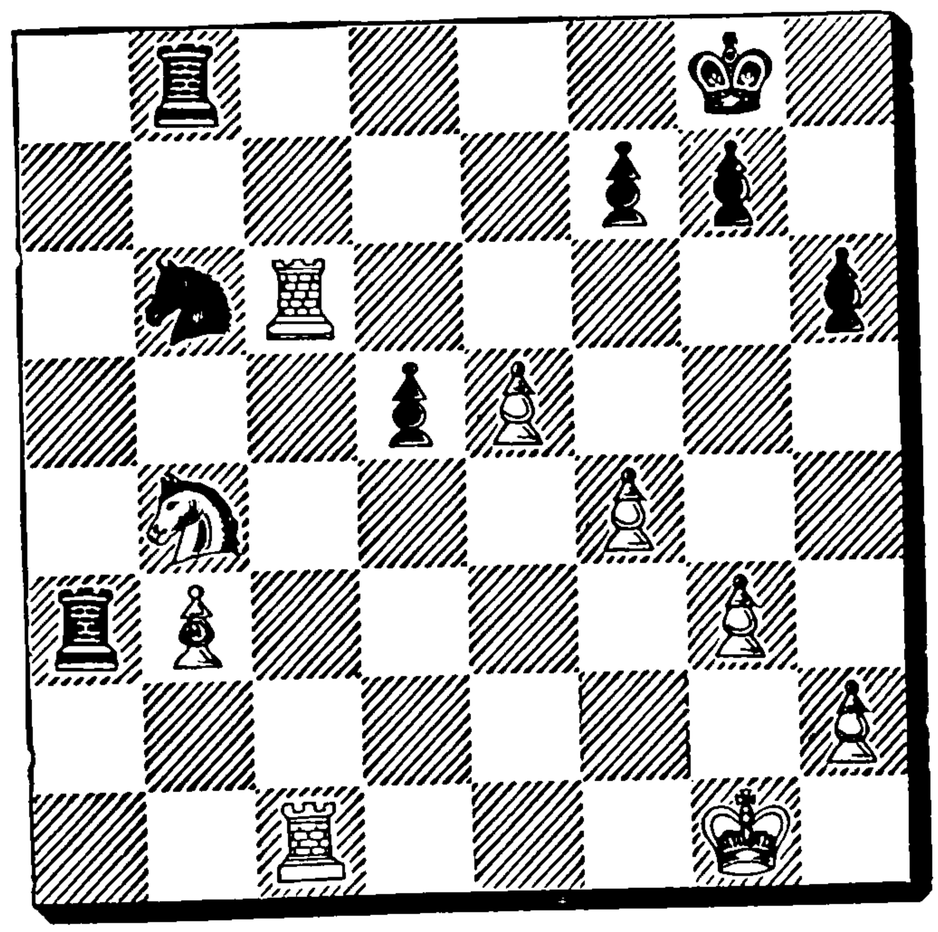
27. . . . . B—B5

An unfavorable manoeuvre; first 27) . . . . QR—Bsq; 28) KR—Bsq, Kt—Q4 should have been played.

28. P—Kt3 B—Q4
29. B×B P×B
30. Kt—Q3 P—QR4
31. R—B6 KR—Ktsq

White's advantage is clear. He will double Rooks on the QB file, play his King via B2 and K3 to Q4, and follow up with P—B5. Black seeks salvation in a counter attack.

32. KR—QBsq P—R5
33. Kt×P P×P
34. P×P R—R6



35. R (Bsq)—B5 . . . .

A mistake; 35) R—Ktsq was the right move. Then if 35) . . . . Kt—Q2; 36) Kt×P, R×P; 37) R×R, R×R; 38) R—B8ch, K—R2; 39) R—B7 and wins.

35. . . . . R×P

Here 35) . . . . Kt—Q2 should have been played. If 36) R—B8, then follows 36) . . . . K—R2; 37) R×R, Kt×R (B5); 38) Kt×P, R×P and winning would be a difficult task for White. Likewise after 35) . . . . Kt—Q2; 36) R×P, Kt×P; 37) R×Kt, R×Kt White's chances of winning are small indeed.

36. R—Kt5 P—Q5
37. R (Kt5)×Kt R×R
38. R×R P—Q6
39. K—B2 Resigns.

2h 20. 2h 11.

Game No. 16.

Ruy Lopez.

White: Dr. Perlis.	Black: Teichmann.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—Q3
7. P—B3	o—o

Better seems 7) . . . . B—Kt5; 8) P—Q4, Kt—Q2.

8. P—Q4	B—Q2
9. QKt—Q2	R—Ksq
10. Kt—Bsq	P—R3
11. Kt—Kt3	B—Bsq
12. P—Q5	. . . .

There was no necessity for this. It would be more advantageous for White to leave the Diagonal open for his KB.

12.	Kt—K2
13. B—B2	P—KKt3
14. P—KR3	B—Kt2
15. B—K3	K—Rsq
16. Q—Q2	Kt(B3)—Ktsq
17. Kt—R2	Kt—Bsq

Black should not have delayed the advance of the KBP. 17) . . . . P—KB4 threatens P—B5. Then, if 18) P—KB4, P×BP; 19) B×P, P—KKt4; 20) B×P, P×B; 21) Q×P, B—R3; 22) Q—R5, P—B5; 23) Kt—K2, K—Kt2 and White's attack would fizzle out. If 18) P×P, Kt×P and the Knight at K2, which is hampering the Queen, would thus find useful employment.

18. P—KB4	P×P
19. B×P	Kt—Kt3
20. P—Kt3	Q—B3
21. Kt—K2	QR—Qsq
22. B—K3	Q—K2
23. B—Q4	B—QBsq
24. R—KBsq	Kt—Q2
25. R—B2	Kt—K4
26. QR—Bsq	R—Bsq
27. Kt—B3	Kt—Q2
28. P—B4	QR—Ksq
29. Q—B3	Kt—K4
30. Kt—B4	Kt—KB3
31. KR—Ksq	Kt(B3)—Q2
32. Kt—Q3	K—Ktsq
33. Kt (B3)×Kt	Kt×Kt
34. P—B5	Q—Kt4

If 34) . . . . Kt×Kt, then White plays 35) P×P first.

35. P×P	P×P
36. Kt×Kt	B×Kt
37. B×B	R×B
38. R—KBsq	Q—K2
39. R—B4	. . . .

Adjourned.

White has a pressure on Black's KB2 and Q3, and, moreover, is in the possession of the KB file. As Black has no counter chances he does not hurry his attack. Hence this move, which is apparently intended only to prevent a sacrifice of the exchange.

39.	P—B3
40. B—Ktsq	B—Q2
41. P—QR4	K—Kt2
42. Q—B7	B—Ksq
43. Q—Kt6	. . . .

Threatening R—Bsq.

43.	P—Kt4
44. R(B4)—B3	B—Kt3
45. R—B3	R—B2
46. R (Bsq)—Bsq	P—B4

If 46) . . . . B×P; 47) R—B7, Q—Bsq; 48) R—B8, R—Ksq; 49) R×R, Q×R; 50) R—Ksq, R—K2; 51) Q×QP with a good game for White.

47. R—B7	Q—B3
48. P×P	R×R

Not 48) . . . . B×P because of 49) R×Rch, Q×R; 50) B×B, Q×B; 51) Q×Pch, K—Kt3; 52) R—KBsq.

49. R×Rch	B—B2
50. Q—B2	R×QP

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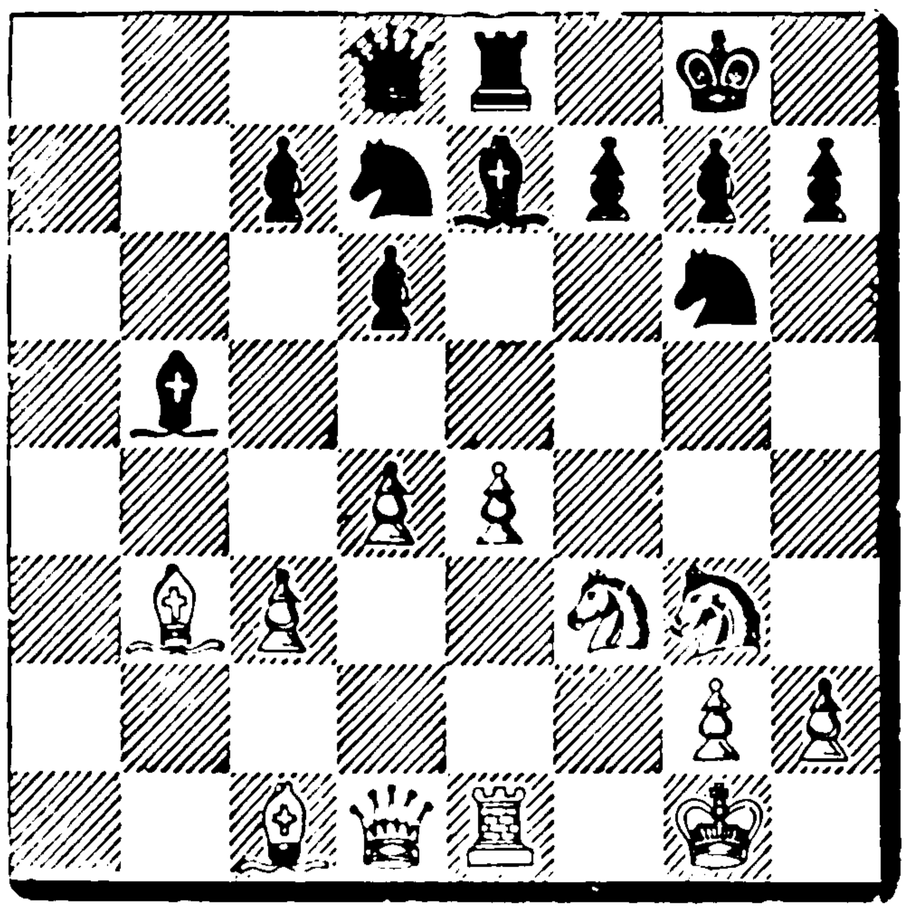


27. Kt—B5 . . . .

Here 27) B×Pch, K×B; 28) Q—Kt3ch would have gained an important Pawn.

27. . . . . QB—B3
28. Kt×Bch Q×Kt
29. Kt—Kt5 Kt—Rsq

Not by any means 29) . . . .P—Q4 on account of 30) R—KBsq.

30. B—B2 P—R3
31. Kt—B3 Kt—Kt3
32. P—B4 Kt(Q2)—Bsq
33. P—Q5 B—Q2
34. P—B5

In order to obtain some attack after 34) . . . . P×P. Black's Pawn at QB4 would, in any case, be but of little value.

34. . . . . Kt—K4
35. Kt×Kt Q×Kt
36. B—K3 Kt—Kt3
37. R—KBsq

Drawn.

2h 23. 2h 27.

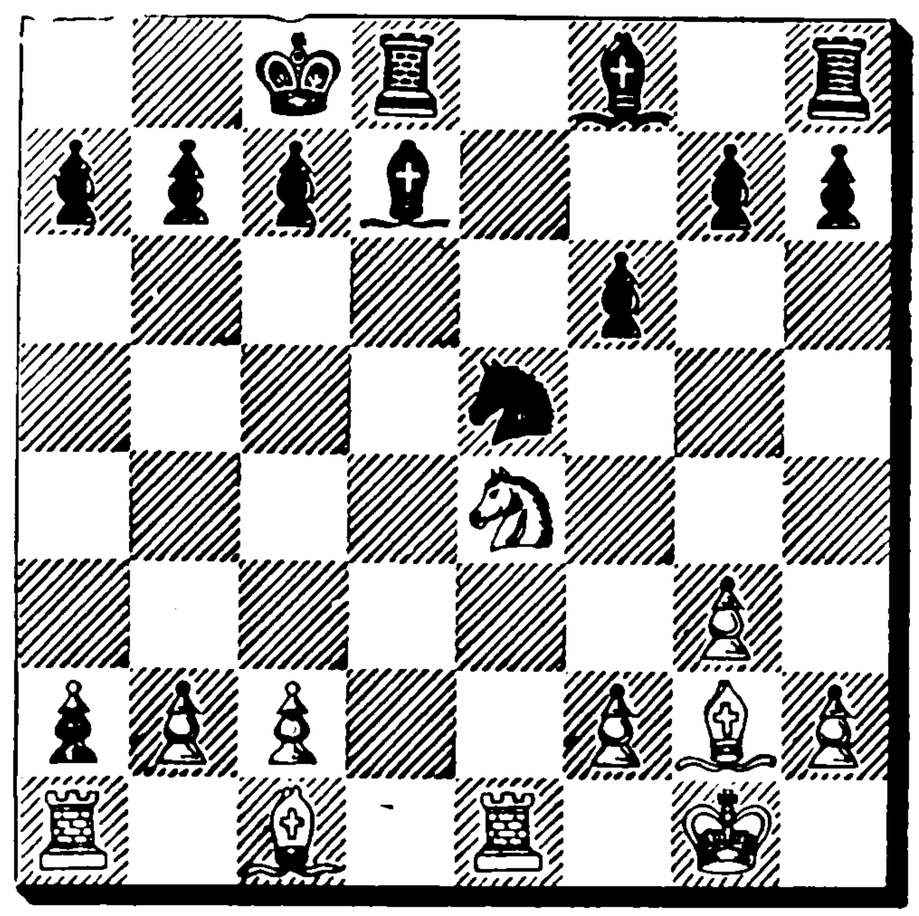
Game No. 18.

Vienna Opening.

White: Mieses.	Black: E. Cohn.
1. P—K4	P—K4
2. Kt—QB3	Kt—KB3
3. P—KKt3	P—Q4
4. P×P	Kt×P
5. B—Kt2	B—K3
6. KKt—K2	Kt—QB3
7. o—o.	Q—Q2
8. P—Q4	o—o—o
9. P×P	Kt×Kt

Black has played strongly so far, and should now have continued with Kt×P, followed by P—KR4, instituting a promising attack. By exchanging himself, he misses this slight opportunity.

10. Q×Qch B×Q
11. Kt×Kt Kt×P
12. R—Ksq P—KB3
13. Kt—K4 . . . .



Drawn.

Black might have continued 13) . . . . B—B3 and B—Kt5 etc. The "hole" at White's B3 is not without danger and Black is favorably developed.

1h 5. 1h 10.

Game No. 19.
Ruy Lopez.

White: Duras.	Black: Dus-Chotimirski.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—B4
4. Kt—B3	Kt—B3
5. P×P	P—K5
6. Kt—KR4	P—Q4
7. P—Q3	B—K2
8. P×P	P×P
9. Q×Qch	B×Q
10. B—Kt5	. . . .

Thus White has refuted Black's foolhardy third move.

10.	o—o
11. o—o—o	Kt—K4
12. P—KR3	P—QR3
13. B—R4	P—B4
14. B—B4	. . . .

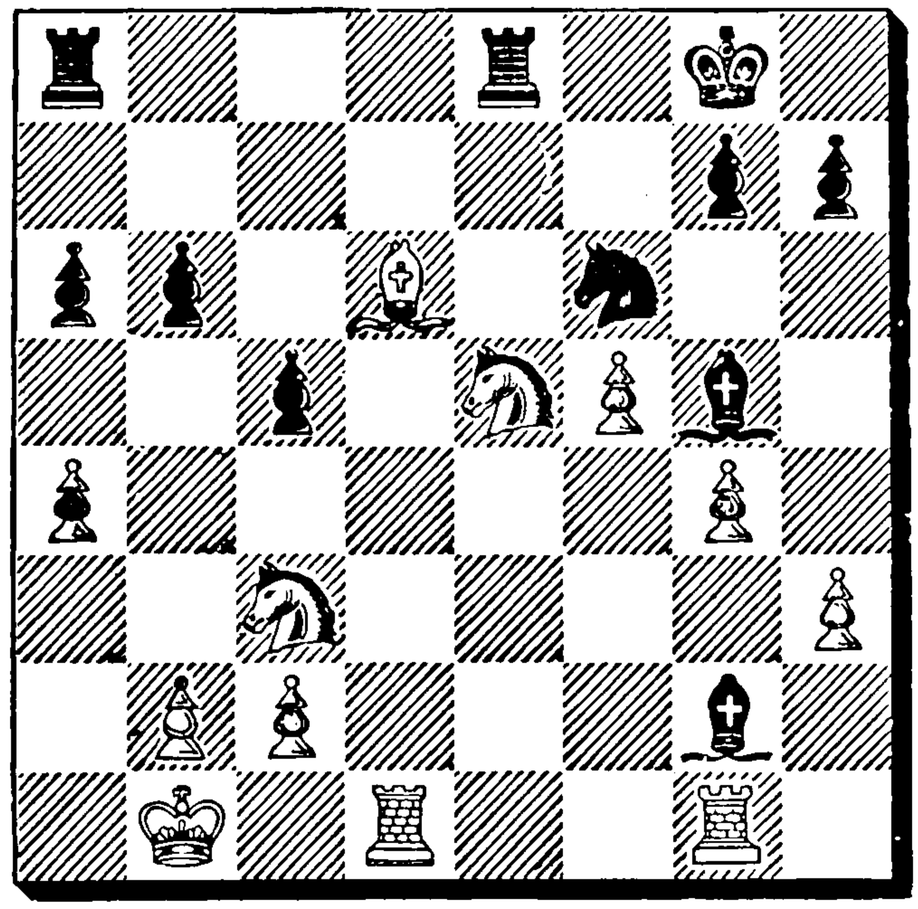
The only move to save the Bishop, which was threatened by P—QKt4 and P—B5.

14.	Kt(B3)—Q2
15. B×KKt	Kt×B
16. B—Kt3	B—Kt4ch
17. K—Ktsq	Kt—B3
18. P—B4	P×P e.p.
19. Kt×P	B—R3
20. B—Q6	R—Ksq
21. P—KKt4	P—QKt 3
22. KR—Ksq	B—Kt2
23. Kt—K5	B—Kt4
24. P—QR4	. . . .

Better Kt—R4.

24.	B—Kt7
25. R—Ktsq	B—Kt2

Black should have captured the RP, as White would then have had all his work cut out to maintain his advantage. If 26) R—Kt3?, Black would play B—B5, or if 26) R—Q3, QR—Qsq; e. g. 25) .... B×P; 26) R—Kt3, B—B5; 27) R×B, B×Kt; 28) B×B, R×B; 29) P—Kt5, Kt—K5:



30) Kt×Kt, R×Kt; 31) R—Rsq, R—KBsq; 32) R×P, R×P; 33) P—Kt6, K—Bsq; 34) R—R8ch, K—K2; 35) R—QKt8, R—K3; 36) R—Ktsq, with advantage.

26. Kt—B4	QR—Qsq
27. B—Kt3	Kt—K5
28. Kt×Kt	B×Kt
29. Kt×P	B—B6
30. R×R	R×R
31. Kt—B4	R—Q5
32. P—Kt3	R—Q4
33. P—R4	B—B3
34. B—B2	P—KR4
35. P—Kt5	B—Qsq
36. R—Ksq	R×P
37. R—K8ch	R—Bsq
38. R×Rch	K×R
39. B×Pch	K—Ksq
40. K—Kt2	B—B2
41. B—Q6	B×B
42. Kt×Bch	K—Q2
43. Kt—B5	P—Kt3
44. Kt—Q4	Resigns.

2h 45. 3h.

Game No. 20.

Ponziani Opening.

White: Dr. Bernstein.	Black: Salwe.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. P—B3	Kt—B3
4. P—Q4	P—Q3
5. B—K3	B—K2
6. P—Q5	Kt—QKtsq
7. QKt—Q2	o—o
8. P—KR3	P—B3

By this move Black achieves but little. The Pawn at Q3 becomes thereby weak, and the QB file is opened for his opponent. He might have played 8) .... Kt×P. After 9) Kt×Kt, P—KB4; 10) Kt—Kt5 (or —Kt3 or Q2), P—B5, Black would have a good development.

9.	P—B4	QKt—Q2
10.	B—K2	R—Ksq
11.	o—o	Kt—Bsq
12.	K—R2	Kt—Kt3
13.	P—KKt3	R—Bsq
14.	Kt—Ksq	Q—Q2
15.	P—KKt4	P—KR4
16.	P—B3	P×KtP

Black should have deferred this exchange. He seems to be unaware that he only opens the Rook's file for his opponent.

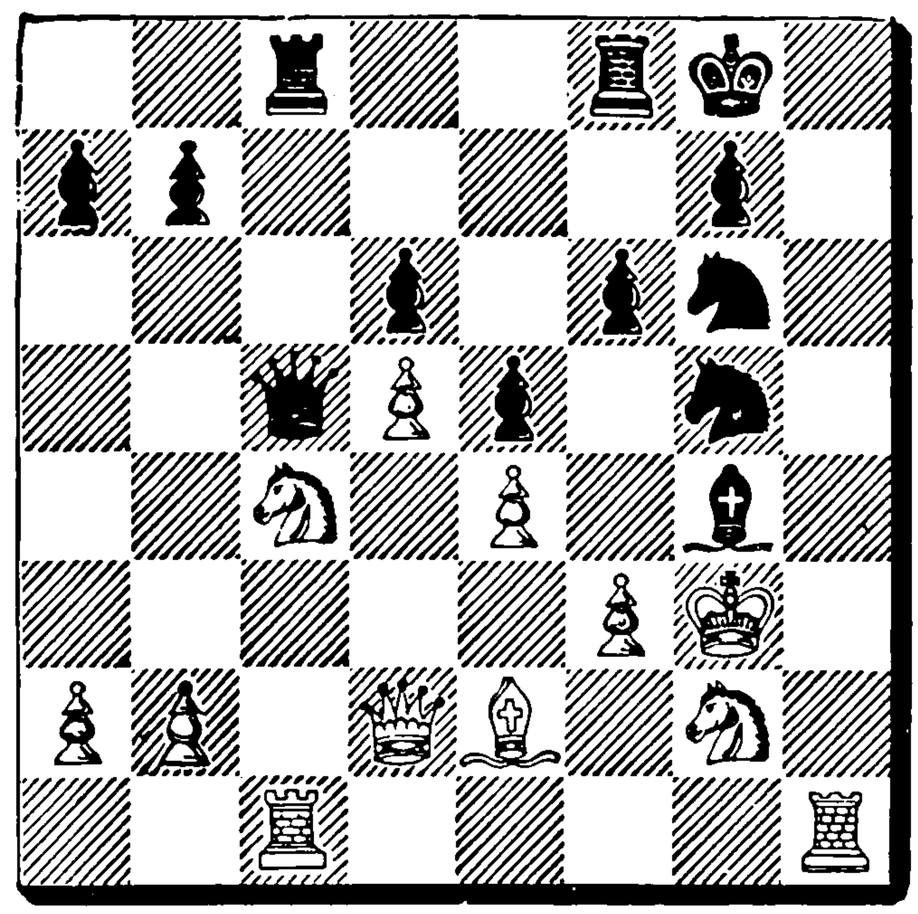
17.	RP×P	Kt—R2
18.	Kt—Kt2	B—Kt4
19.	B×B	Kt×B
20.	R—Rsq	Q—Qsq
21.	Kt—Bsq	P×P
22.	BP×P	Q—Kt3
23.	Q—Q2	P—B3
24.	Kt(Bsq)—K3	B—Q2
25	Kt—QB4	. . . .

The "strong square" for the Knight, where it attacks the weak pawn at Q3.

25.	. . . .	Q—B4
26.	QR—Bsq	QR—Bsq
27.	K—Kt3	. . . .

Threatening P—Kt4, Q—B2; Kt×P.

27.	. . . .	B×P



A desperate sacrifice, which is yet promising. After 28) P×B comes KtxPch; and if 28) K×B then Q—B7.

28.	Kt(B4)—K3	B×P
29.	B×B	Q—Kt4
30.	Kt—B5	Q—R3
31.	Q—K3	R×R
32.	R×R	R—Qsq
33.	R—B7	Kt—B2
34.	B—R5	Kt(Kt3)—Rsq
35.	Kt(Kt2)—R4	P—KKt4
36.	Kt—Kt6	Kt×Kt
37.	B×Kt	Kt—Rsq
38.	Kt—R6ch	Resigns.
	1h 30.	2h 20.

Game No. 21.

Queen's Pawn Opening.

White: E. Cohn.	Black: Duras.
1. P—Q4	P—Q4
2. Kt—B3	P—QB4
3. P—K3	Kt—KB3
4. QKt—Q2	. . . .

Here P—B4 or B—K2 (or Q3) ought to be played. The move actually made is too defensive.

4.	P—B5

Courageously Black tries at once to take advantage of his opponent's too cautious attitude. He might, however, have played Kt—B3 first.

5. P—B3	P—QKt4
6. Q—B2	. . . .

Here a counterstroke by 6) P—QR4 was in order. Then if 6) .... Q—R4; 7) P—QKt4, Q—K3; 8) Kt—K5 (threatening R—R3, PxP followed by Kt(Q2)×P).

6.	B—Kt2
7. B—K2	QKt—Q2
8. o—o.	Q—B2
9. R—Ksq	P—K3
10. B—Bsq	B—Q3
11. P—KKt3	P—KR3

The idea of this is to prevent Kt—Kt5, after 12) P—K4, P×P.

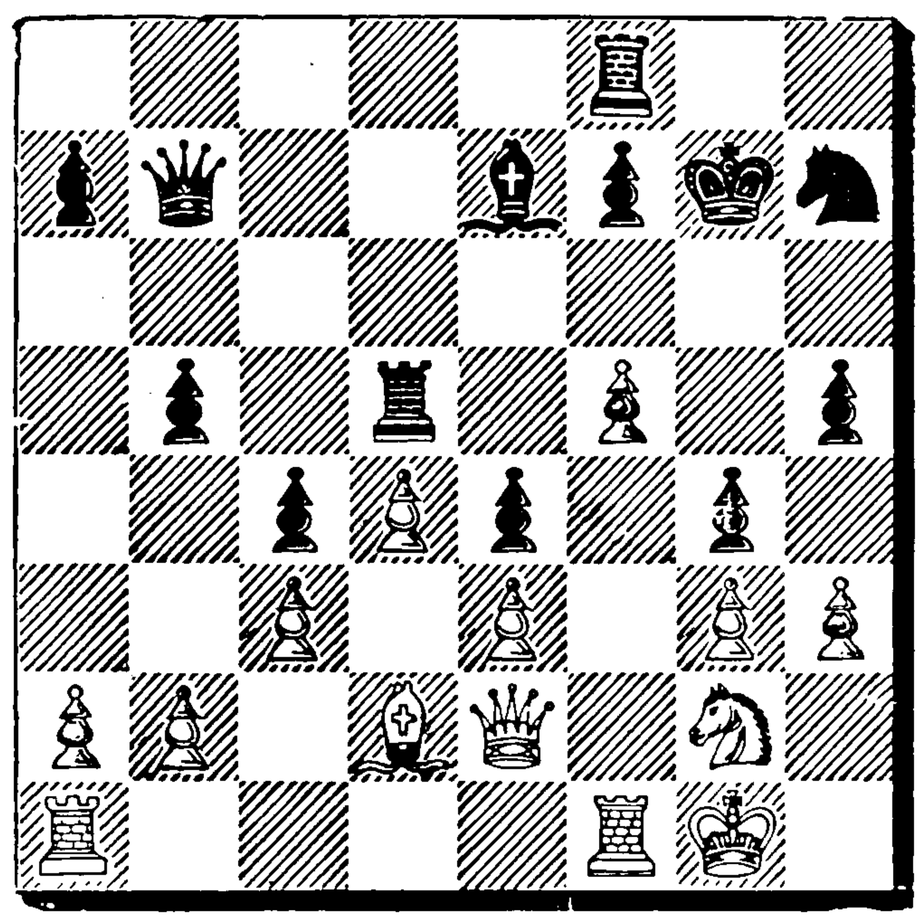
12. B—Kt2	o—o
13. Kt—R4	Kt—K5

A gross blunder. By 13) .... P—Kt4; 14) Kt—B3, Kt—K5, followed by P—B4 Black would have obtained a strong attacking position.

14. Kt×Kt	P×Kt
15. B×P	P—Kt4
16. Kt—Kt2	P—K4
17. B×B	Q×B
18. Q—B5	P—K5
19. B—Q2	B—K2
20. R—KBsq	Kt—B3
21. P—B4	P—Kt5
22. Q—K5	. . . .

By this manœuvre the Queen escapes back into her camp.

22.	QR—Qsq
23. P—B5	R—Q4
24. Q—B4	K—Kt2
25. Q—B2	Kt—R2
26. Q—K2	P—KR4
27. P—KR3	. . . .



White plays this part of the game very cleverly. The advance of this Pawn prevents the threatened Kt—Kt4 and altogether relieves the position of the important Pawn at KKt5.

27.	P×P
28. Kt—B4	Kt—Kt4
29. P—B6ch	B×P
30. Kt×Pch	K—Kt3
31. Kt×B	Kt—B6ch
32. R×Kt	P×R
33. Q×P	R—Q2
34. P—K4	Resigns.
2h 18.	2h 26.

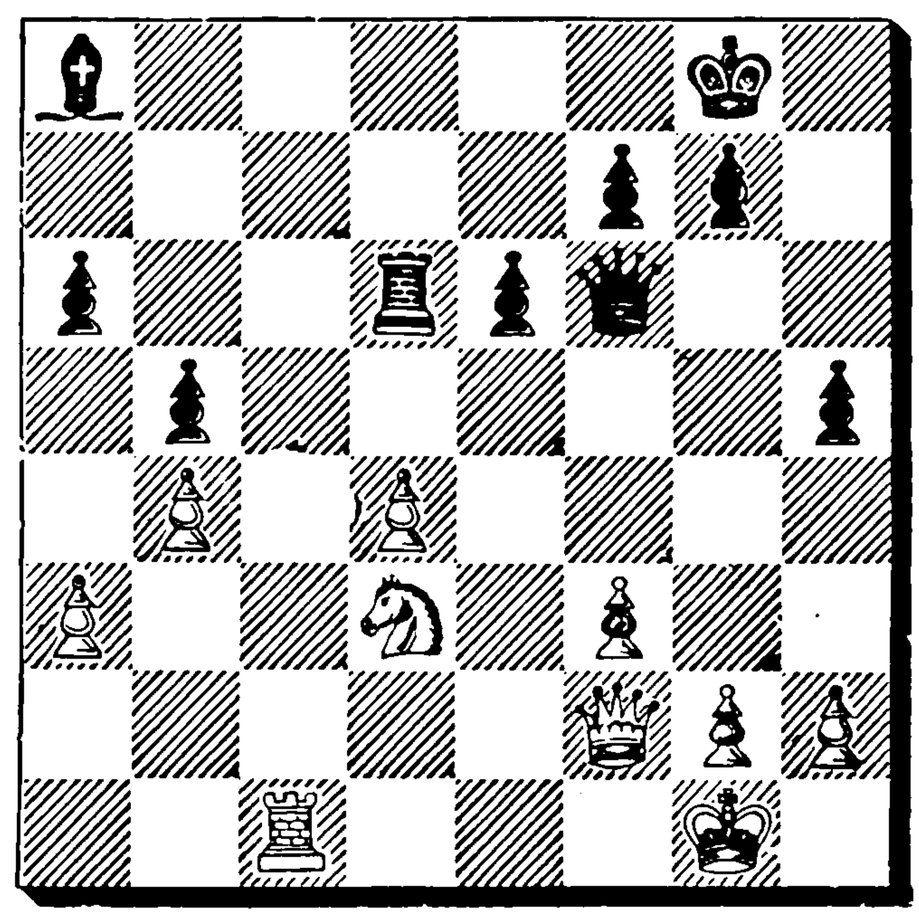
Game No. 22.

Queen's Gambit Declined.

White: Nenarokow.	Black: Mieses.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—QB4
4. P—K3	Kt—KB3
5. Kt—B3	P×QP
6. KP×P	P×P
7. B×P	P—QR3
8. o—o.	P—QKt4
9. B—Q3	B—Kt2
10. Q—K2	Kt—B3
11. R—Qsq	B—K2
12. B—Kt5	o—o
13. QR—B	R—Bsq
14. B—Ktsq	Kt—QKt5
15. Kt—K5	Kt(Kt5)—Q4
16. Q—Q2	Kt×Kt
17. R×Kt	R×R
18. Q×R	Kt—K5

By this move Black frees himself from all pressure.

19. B×Kt	B×KB
20. B×B	Q×B
21. P—QKt4	Q—Kt4
22. P—B3	B—Q4
23. P—QR3	P—KR4
24. Kt—Q7	R—Qsq
25. Kt—B5	R—Q3
26. Q—Q2	Q—Kt3
27. Q—KB2	B—Rsq
28. Kt—Q3	Q—B3
29. R—QBsq	. . . .



Obviously a miscalculation. Black now obtains the superior position.

29.	R×P
30. R—B8ch	R—Qsq
31. R×Rch	Q×R
32. Q—K3	B—Q4
33. Q—Q4	Q—Kt4
34. Q—KB4	Q—Kt3
35. Q—K3	B—B5
36. Kt—Ksq	Q—Kt8
37. P—KR4	Q—Kt7
38. K—R2	B—Kt6
39. Kt—Q3	Q—B6

Now White cannot, in any way, get the Knight out of the pin.

40. Q—K4	B—Q4
41. Q—K3	B—B5

Resigns.

2h 30. 3h 10.

Game No. 23.

Four Knights' Game.

White: Teichmann.	Black: Burn.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3
4. B—Kt5	B—Kt5
5. o—o	o—o.
6. P—Q3	P—Q3
7. Kt—K2	. . . .

White should play for attack by 7) B—Kt5. After the actual continuation Black has time to take up quite as strong a position as White.

7.	. . . .	Kt—K2
8.	P—B3	B—R4
9.	Kt—Kt3	P—B3
10.	B—R4	Kt—Kt3
11.	P—Q4	B—Kt3
12.	P—KR3	P×P
13.	Kt×P	P—Q4
14.	P×P	Kt×P
15.	Kt(Q4)—B5	Q—B3
16.	B—B2	B×Kt
17.	Kt×B	KR—Ksq
18.	Q—Kt4	Q—K4
19.	B—Kt3	Kt—B3

Why not first QR—Qsq? Black ought to complete his development, before making aggressive or defensive manoeuvres. Moreover the Knight was well posted at Q4.

20.	Q—B3	B—B2

This Bishop was also well placed. The simplest continuation was Kt—K2, in order to dislodge White's advanced post at KB5.

21.	P—Kt3	QR—Qsq
22.	B—Kt5	K—Bsq

As Kt—R6 was threatened.

23.	QR—Ksq	. . . .

An ingenious sacrifice, which, however, should not have won with the best defence.

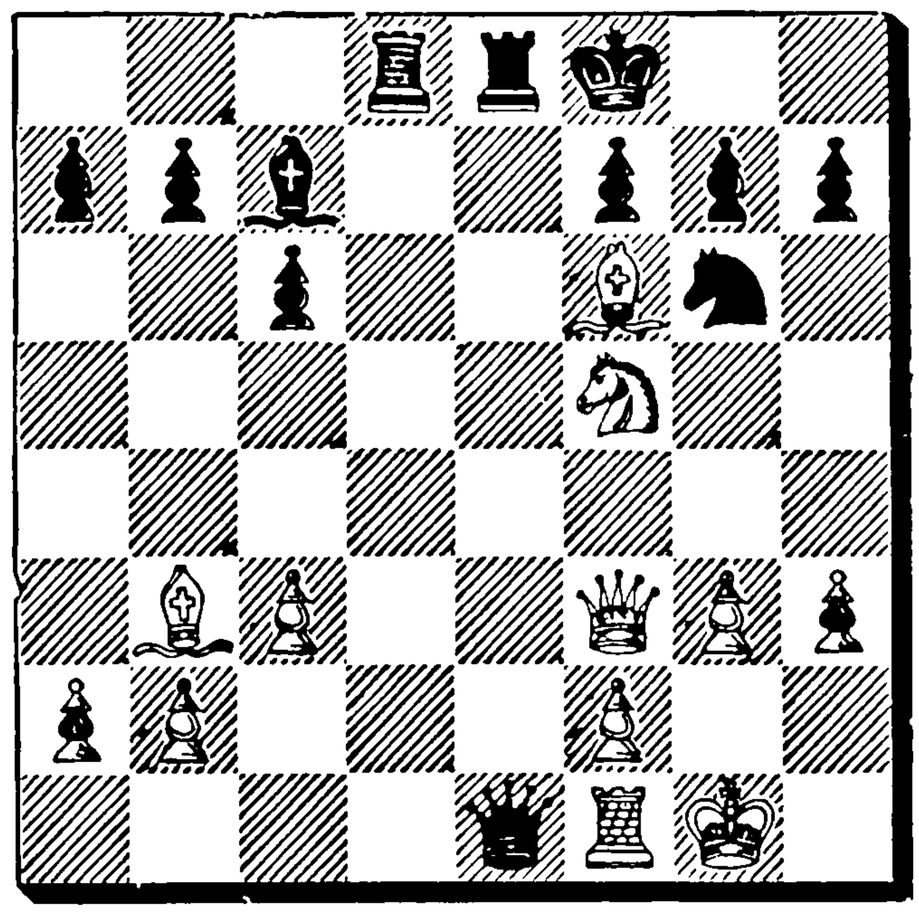
23.	. . . .	Q×R
24.	B×Kt.	. . . .

Of course, White does not want to give the two Rooks for the Queen.

24.	. . . .	P×B

Not the right answer; 24) .... Q—K7 should have been played. White would then have achieved no mate by 25) B×Pch, K—Ktsq; 26) Kt—R6ch, K×B; 27) Q×Pch, K×Kt, nor by 25) B×Pch, K—Ktsq;

Position after White's 24th move.



26) B×Pch, K×B; 27 Kt—Q6 double ch, K×B; 28) Q—B7ch, K—R3; 29) Kt—B5ch, K—Kt4; 30) P—B4ch, B×P; 31) P×Bch, Kt×B; 32) P—R4ch, K—Kt5; 33) R×Ktch, K—R6.

25.	Q—R5	Q—K7
26.	Q×P	R—K3
27.	B×R	P×B
28.	Q—Kt7ch	K—Ksq
29.	Q×Ktch	K—Q2
30.	Q—B7ch	K—Bsq
31.	Q×KPch	K—Ktsq
32.	P—KR4	Q×P
33.	Q—Kt3	Q×Q
34.	P×Q	B—K4
35.	P—QB4	P—Kt4
36.	P—B4	B—B6
37.	R—B3	P—Kt5
38.	P—R5	P—R4
39.	P—R6	K—R2
40.	P—KKt4	P—R5
41.	P×P	K—R3
42.	P—Kt5	P×P
43.	P×P	K—R4
44.	P—Kt6	B—K4
45.	Kt—K7	K×P
46.	Kt×P	R—Q8ch
47.	K—Kt2	R—Q7ch
48.	R—B2	R×Rch
49.	K×R	P—Kt6
50.	P—Kt7	P—Kt7
51.	P—Kt8Q	Resigns.
	3h 5.	3h 16.

Game No. 24.

Queen's Pawn Opening.

White: Schlechter.	Black: Dr. Perlis.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. B—B4	. . . .

By this White achieves little, as the Bishop attacks nothing here. Mere impediments of movement do not embarrass the opponent enough during the opening stage, therefore such a move should **not be lost.**

3.	Kt—QB3
4. P—K3	Kt—B3
5. P—B3	P—K3
6. QKt—Q2	Kt—KR4

It is sound play to get rid of his Bishop forthwith.

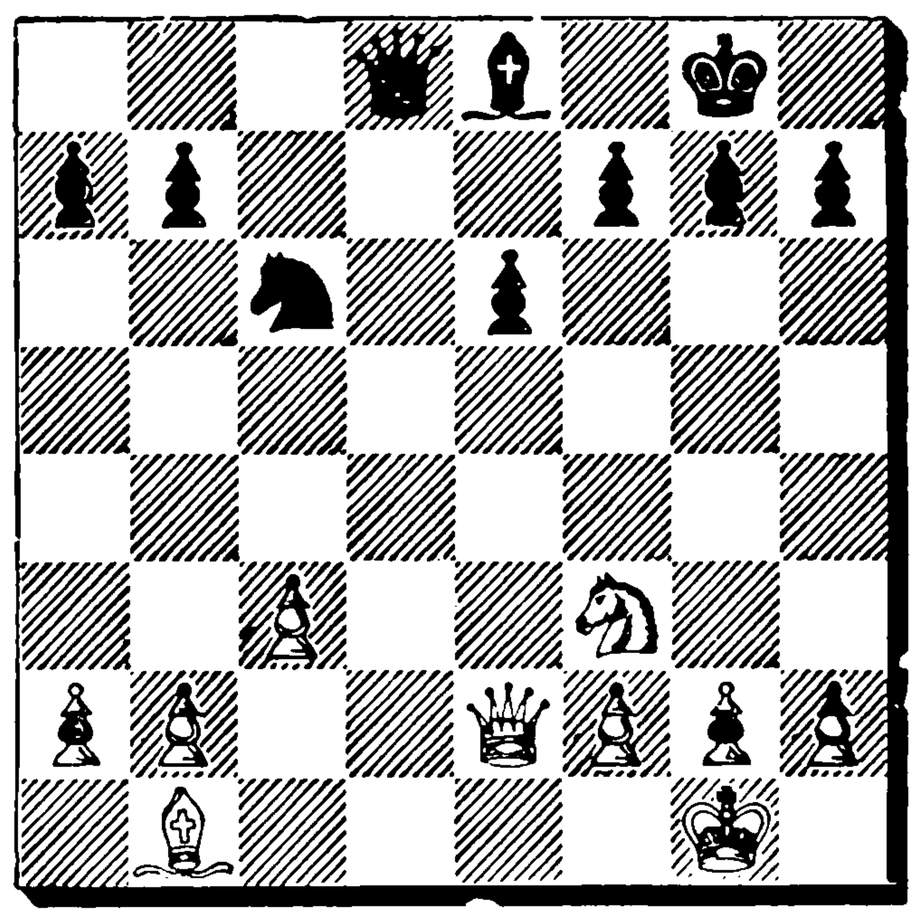
7. B—Kt5	. . . .

White should rather leave Black two Bishops by letting him exchange the Bishops at KKt3, thus getting an open Rook's file as compensation. After the text move White has no possibilities of attack.

7.	B—K2
8. B×B	Q×B
9. B—Q3	Kt—B3
10. o—o	o—o
11. R—Ksq	B—Q2
12. P×P	Q×P
13. P—K4	P×P
14. Kt×P	Kt×Kt
15. B×Kt	KR—Qsq
16. Q—K2	B—Ksq
17. QR—Qsq	Q—QR4
18. B—Ktsq	R×R
19. R×R	R—Qsq
20. R×R	Q×R

Drawn.

1h 10. 1h



It is a pity that the game was not continued. White might have tried to make his Pawns on the Queen's side tell, while Black might have advanced on the King's side.

Game No. 25.

Four Knights' Game.

White: Forgacs.	Black: Vidmar.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3
4. B—Kt5	B—Kt5
5. o—o	o—o
6. P—Q3	B×Kt
7. P×B	P—Q3
8. R—Ksq	Q—K2

Under the given circumstances, the mode of development chosen by Black appears somewhat artificial. He should play first of all 8) .... B—Kt5, and if 9) P—Q4, then 9) .... Kt—Q2. Thus he would obtain some counter attack; he might, for instance, start a pressure on White's QB4 in certain contingencies (by Kt—Kt3) or perhaps force the advance of his KBP.

9. P—Q4	Kt—Qsq
10. B—Bsq	P—B4
11. P—Kt3	Q—B2
12. B—KKt2	R—Ksq
13. P—Q5	. . . .

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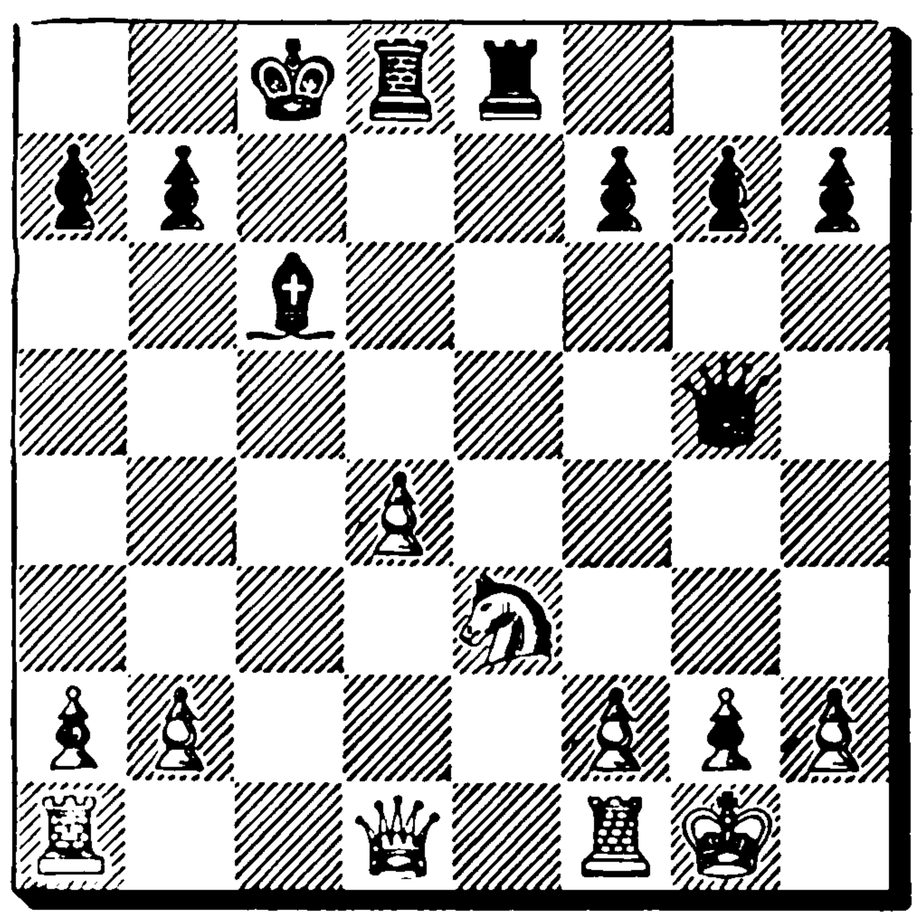
9. . . . . B—Q2
10. B×KKt . . . .

The gain of the Pawn is only temporary. 10) O—O would have been stronger, as the Queen's Pawn would have fallen afterwards in any case.

10. . . . . B×B
11. Kt×P B×Kt
12. P×B Q—Kt4
13. B×Kt B×B
14. Kt—K3 o—o—o

A careless move. Black should not have given up his intention to win the Knight's Pawn, simply because White had omitted the check at K2. After 14) .... B×P; 15) R—KKt sq, Q—R4ch; 16) Q—Q2, Q×Qch; 17) K×Q, B—K4 as well as after 15) Kt×B, Q×Kt; 16) Q—K2ch, K—Qsq; 17) O—O—O, Q—Kt3; 18) Q—Q3 (R—Q3?, Q—B3ch), R—B sq ch; 19) K—Ktsq, R—Ksq, Black would have quite a good game.

15. o—o KR—Ksq



16. R—Bsq . . . .

A move of extraordinary subtlety. White now retains his advantages. He threatens R—B5 and P—Q5, and Black's obvious threat of R×Kt he meets as is shown by his 17th move.

16. . . . . R×Kt

Also after 16) .... K—Ktsq; 17) R—B5, Q—B5; 18) P—Q5, R×Kt; 19) Q—Bsq R—K4; 20) P×B, P×P; 21) Q—B3 Black would have a bad position.

17. R×Bch P×R
18. Q—Bsq R×P

A better chance was offered by 18) .... R—K4; 19) Q×Pch (not 19) P—B4 on account of R—QB4) K—Ktsq; 20) P×R (not P—B4 on account of R—K3), Q×P.

19. P×R R—Q2
20. Q×Pch K—Qsq
21. R—B4 . . . .

A splendid conception. He threatens Q—R8ch, followed by R—K4 or QB4ch, winning the game by the attack. Black's only alternative is to exchange Queens and lose the end game.

21. . . . . P—B4

If 21) .... Q—QR4, 22) Q—R8 ch, K—K2; 23) R—K4ch, K—B3; 24) Q—B6ch, K—Kt4; 25) P—R 4ch.

22. Q—B5 Q—K2

After 22) .... R—Q8ch, 23) K—B2, R—Q7ch; 24) K—Ksq, Q×P; 25) Q—R5ch would win the Rook.

23. Q×Qch K×Q
24. R×P R—Q8ch
25. K—B2 R—Q7ch
26. K—B3 R×QKtP
27. R—QR5 R—Kt2
28. R—R6 K—Bsq
29. P—K4 R—B2
30. P—KR4 K—B2
31. P—Kt4 K—Bsq
32. K—B4 K—K2
33. P—R5 P—R3
34. K—B5 K—B2
35. P—K5 R—Kt2
36. R—Q6 K—K2
37. R—R6 K—B2
38. R—Q6 K—Bsq
39. R—B6 K—B2
40. P—R3 Resigns.

Game No. 27.

Queen's Pawn Opening.

White: v. Freymann.	Black: Speijer.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P×P	Kt—KB3
4. P—QR3	P—QR4
5. P—B4	. . . .

An attempt at holding the Pawn would not succeed; e. g. 5) P—K3, P—K3; 6) P—Q4, Kt—K5; 7) P—QKt4, B—K2 and White would be in difficulties.

5.	P—K3
6. Kt—B3	B×P
7. B—Kt5	QKt—Q2

7) .... Q—Kt3 would fail on account of 8) P—K3, and 7) .... P—Q5 on account of 8) Kt—K4.

8. P×P	P×P
9. P—K3	. . . .

If 9) Kt×P, Kt—K5; 10) B—K3, or 9) .... B×Pch; 10) K×B, Kt—K5ch; 11) K—Ksq, Kt×B; 12) B×Kt, Q×B; 13) Kt—B7ch, K—K2; 14) Kt×R and White would gain a material advantage without any risk.

9.	Q—Kt3
10. B—Kt5	o—o
11. B×QKt	B×B
12. B×Kt	Q×B
13. Q×P	Q—K2

White has won a Pawn even now, but Black's Bishops have many open lines.

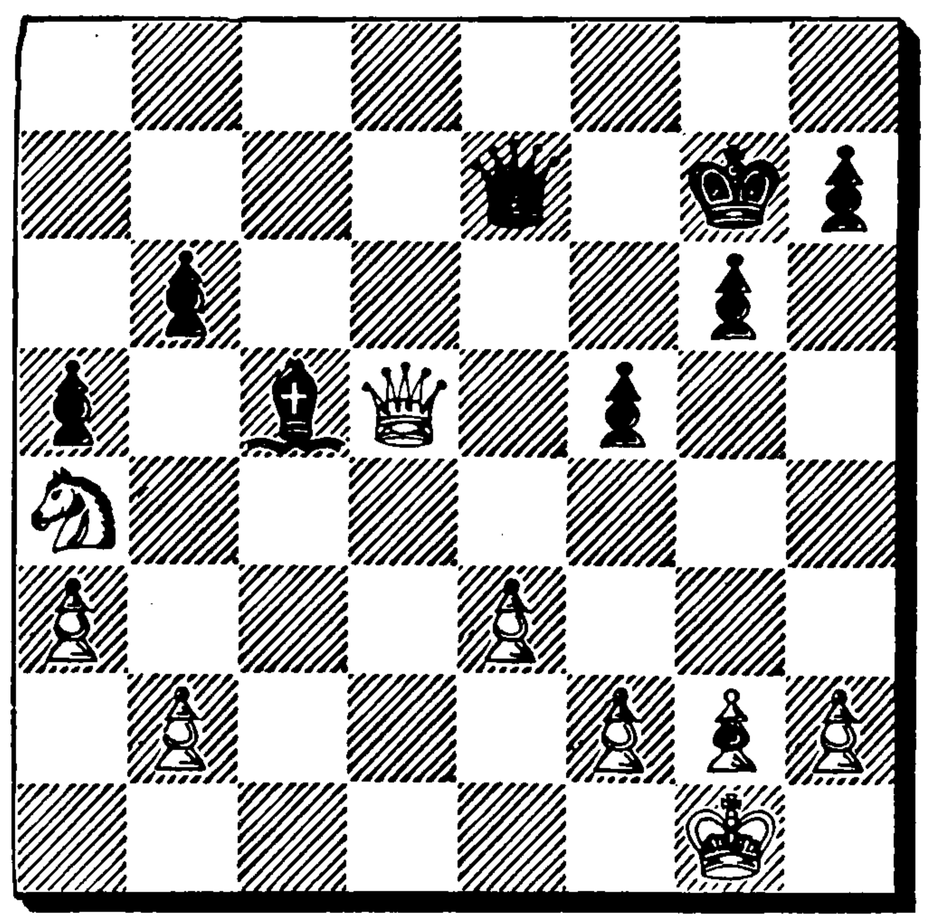
14. o—o	R—R3
15. KR—Qsq	B—K3
16. Q—R5	P—KKt3
17. Q—R6	P—B3
17. Kt—Q4	B—B2
19. QR—Bsq	R—Qsq

Black ought to avoid exchanges as much as possible. Hence 19) .... R—Ksq would have been far better.

20. Q—B4	P—B4

Intended to prevent Kt—K4, but he exposes himself still more by weakening his KKt4; R—Ksq was still necessary.

21. Kt—B3	QR—Q3
22. R×R	Q×R
23. Q—QR4	P—Kt3
24. Kt—KKt5	Q—Q2
25. R—Qsq	Q—K2
26. Kt×B	R×Rch
27. Q×R	K×Kt
28. Q—Q5ch	K—Kt2
29. Kt—R4	. . . .



A gross blunder. He ought to have played 29) K—Bsq. He would then have commanded the Centre with his Queen, and might have, later on, entered into the hostile camp with the King via K2, Q3, B4 and Kt5.

29.	B×P
30. K—Bsq	. . . .

If 30) P×B, Q×Pch; 31) K—B sq, Q—B5ch, would win the piece back. The draw is now determined.

30.	B—B4

Drawn.

2h 10. 2h 24.

Game No. 18.

Philidor's Defence.

White: Spielmann.	Black: Snosko-Borowski.
1. P—K4	P—K4
2. Kt—KB3	P—Q3
3. P—Q4	Kt—Q2
4. B—QB4	B—K2

A mistake, which, however, White does not make use of. By 5) P×P, P×P (Kt×P; 6) Kt×Kt, P×Kt; 7) Q—R5); 6) Q—Q5 White would gain an immediate advantage.

4) .... P—B3 is necessary.

5. P—B3	KKt—B3
6. Q—Q3	P—B3
7. B—Kt3	Q—B2
8. B—Kt5	o—o
9. QKt—Q2	P—B4

This move does not break White's centre, and as a preparation to R—Ktsq and P—QKt4, the manoeuvre is too slow. It was natural to continue with R—Qsq, Kt—Bsq and B—K3 or R—Qsq and P—Q4.

10. o—o	P—QR3
11. P—QR4	P—QKt3

These pawn moves only weaken the position.

12. Kt—R4	KP×P
13. P×P	P×P
14. Kt—B5	Kt—B4
15. Kt×Bch	Q×Kt
16. Q×QP	Q—K4

But not 16) .... Kt(B4)×P; 17) Kt×Kt, Q×Kt; 18) B×Kt, winning a piece.

17. B×Kt	P×B
18. Q×Q	....

18) Q—K3 could have been answered by 18) .... Kt×B; 19) Kt×Kt, P—B4; 20) KR—Ksq, P×P; 21) Q×P, B—K3; 22) Kt—Q4, Q×Q; 23) R×Q, KR—Ksq. Here White would have but little advantage.

18.	QP×Q
19. B—Q5	R—Ktsq
20. Kt—B4	B—K3
21. P—R5	B×B

As White, by changing Bishops, would only strengthen Black's centre and remove the immobile and hampering Pawn at Black's KB2, why should Black exchange? The right play was 21) .... Kt—Kt6; 22) R—R3, P×P. For the time being Black would now be a Pawn ahead, and with no Pawns left on the Queen's side (as the Knight's Pawn is bound to fall) White could not have won the game.

22. P×B	P—Kt4
23. Kt—K3	KR—Qsq
24. QR—Bsq	QR—Bsq
25. KR—Qsq	Kt—Kt6
26. R×R	R×R
27. P—Q6	R—Qsq
28. Kt—Q5	K—Kt2
29. Kt—B7	Kt—Q5
30. K—Bsq	....

For the moment obviously the Pawn is guarded by the possible Kt—K8ch.

30.	K—Kt3
31. Kt×RP	R×P
32. Kt—Kt4	R—Qsq
33. Kt—B2	K—B4
34. Kt×Kt	P×Kt
35. P—R6	....

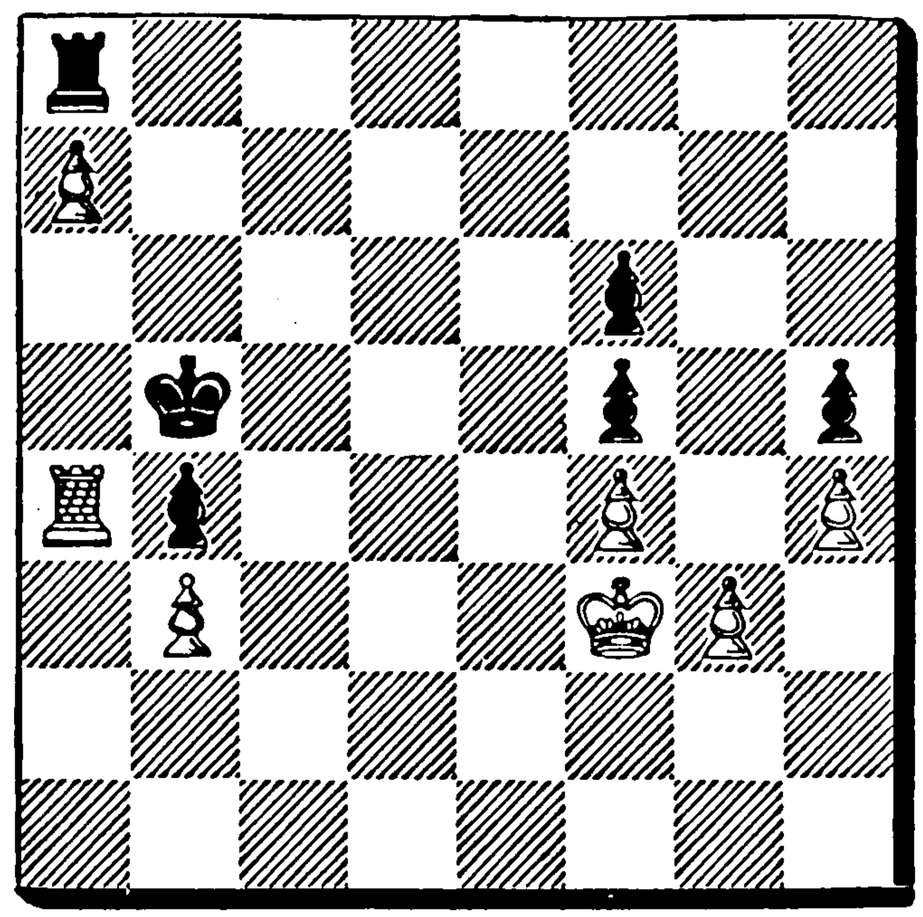
In the following most interesting end game White tries first to win by bringing about a blocked position and throwing the move on Black; in this he does not succeed, but he gains a Pawn, and finds the way later on of winning on the King's side. The end game is played by both sides with plenty of deep ideas, so that it affords great pleasure to play it over. The play, however, is clear and needs no comment.

35. . . . . K—K5
36. K—K2 P—Q6ch
37. K—Q2 K—Q5
38. R—QRsq . . . .

Adjourned.

38. . . . . K—B5
39. P—R7 R—QRsq
40. R—R3 P—B4
41. P—B4 P—R4
42. P—KKt3 P—B3
43. P—R4 P—Kt5
44. P—Kt3ch K—B4
45. R—R4 K—Kt4
46. R—R2 K—B4
47. R—R4 K—Kt4
48. R—R2 K—B4
49. R—R4 K—Kt4
50. K×P R—Qsqch
51. K—K3 R—Ksqch
52. K—B2 R—QRsq
53. K—B3 K—B4
54. R—R6 K—Q5
55. R×P R×P
56. R×P K—B6
57. R×P R—QKt2
58. R—K5 K×P

Position after Black's 52nd move.



59. P—R5 K—B6
60. P—Kt4 P—Kt6
61. P—R6 P—Kt7
62. R—Ksq K—B7
63. P—Kt5 R—Q2
64. K—Kt4 R—Q8
65. R×R K×R
66. P—R7 P—Kt8Q
67. P—R8Q Resigns

3h 57. 3h 40.

Game No. 19

Queen's Pawn Opening.

White: Salwe. Black: Tartakower.

1. P—Q4 P—QB4

This move we do not hold to be quite satisfactory.

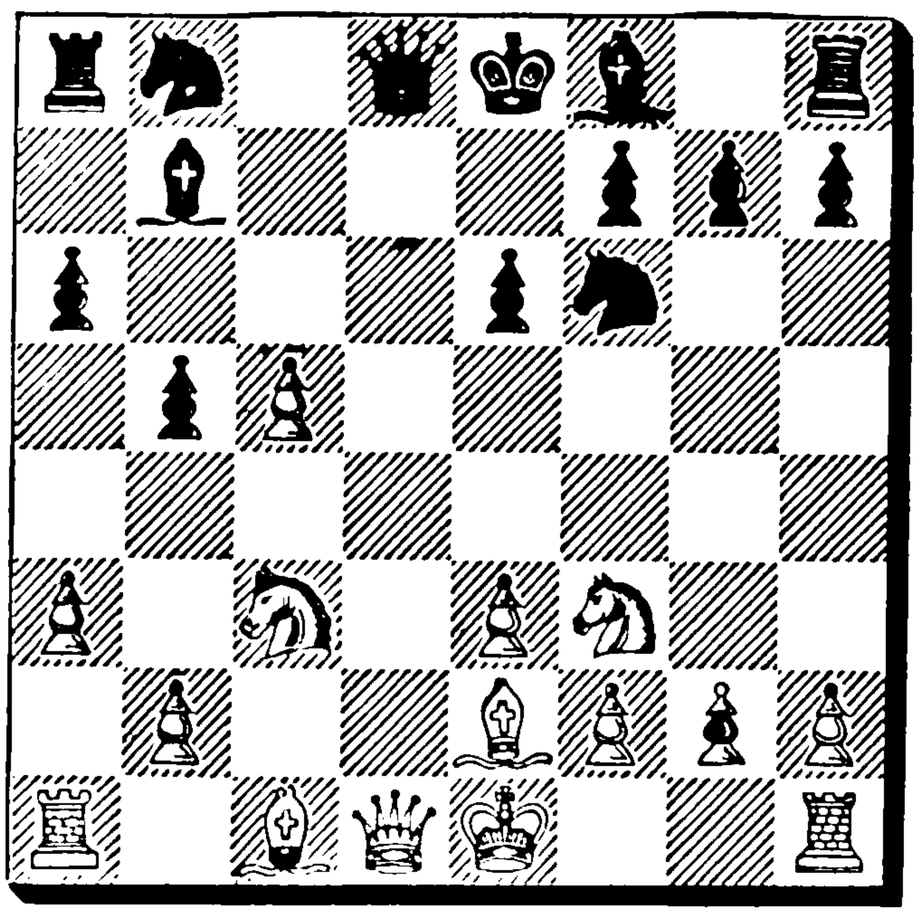
2. P—K3 . . . .

A tame reply. Perhaps White can, after 2) P×P, P—K3; 3) B—K3, hold the Pawn for some time, in order to disturb Black's development. By this he would, at all events, gain more than by turning into one of the most evenly balanced positions of the Queen's Gambit.

2. . . . . P—Q4
3. P—QB4 P—K3
4. Kt—KB3 Kt—KB3
5. Kt—B3 P—QR3
6. P—QR3 P×BP
7. B×P P—QKt4
8. B—K2 B—Kt2
9. P×P . . . .

This exchange was certainly not necessary, yet P—B5 need not be

Position after White's 9th move.



feared, as White would then be able to institute an attack on the King's side by Kt—Ksq, B—B3 and P—K4. 9) O——O was the move.

9.	. . . .	Q×Qch
10.	B×Q	B×P
11.	P—QKt4	B—Kt3
12.	B—Kt2	Kt—B3
13.	B—Kt3	K—K2
14.	K—K2	KR—Qsq
15.	KR—Qsq	P—R3

Drawn.

oh 45. oh 15.

Game No. 30.

Queen's Pawn Opening.

White: Dus-Chotimirski.	Black: Dr. Bernstein.
1. P—Q4	P—Q4
2. Kt—KB3	P—K3
3. P—K3	Kt—Q2
4. B—Q3	B—Q3
5. P—B4	P—QB3
6. Kt—B3	KKt—B3
7. o—o	o—o
8. P—K4	P×KP
9. Kt×P	Kt×Kt
10. B×Kt	Kt—B3
11. B—B2	P—B4
12. B—Kt5	P—KR3
13. B—KR4	P×P
14. Q×QP	B—K2
15. QR—Qsq	. . . .

The Black Queen is in an unfavorable position; therefore Q—B3 was preferable. Then, if 15) .... Kt—K5; 16) B×B, Kt×Q; 17) B×Q, Kt—K7ch; 18) K—Rsq, R×B; 19) QR—Qsq, Black gets into difficulties (B—Q2? 20) R—Q2 followed by KR—Qsq.)

Position after Black's 14th move.

15.	. . . .	Q×Q
16.	R×Q	P—QKt3
17.	KR—Qsq	B—Kt2
18.	Kt—K5	KR—Qsq
19.	R×Rch	R×R
20.	R×Rch	B×R
21.	P—B3	Drawn.

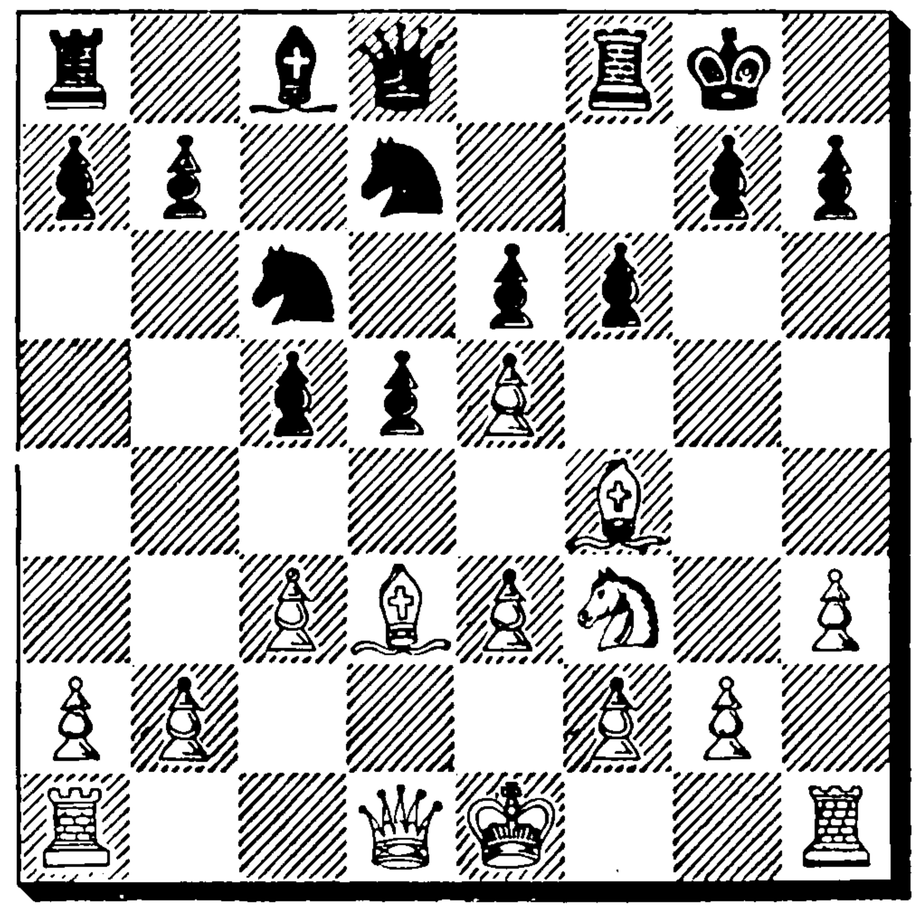
Drawn.

1h oh 48.

). 31.

Opening.

Position after Black's 11th move.



18.	P—QKt3	QR—Qsq
19.	Q—K2	Q—KB2
20.	KR—Qsq	R—Q2
21.	B—Ktsq	KR—Qsq
22.	Q—B2	Q—R4
23.	Q—Kt2	. . . .

White wants to avoid B×Kt, which would open the KKt file for Black, whose Bishop aims already at White's KKt2; but now Black obtains other advantages.

23.	. . . .	P×P
24.	R×R	Kt×R
25.	B—Kt3	. . . .

After 25) B×P Black would win by 25) .... P—K4.

25.	. . . .	P×P
26.	P×P	. . . .

If 26) Q×P, Black would force the exchange of Queens by Q—Q4.

26.	. . . .	Kt—B3
27.	P—B3	Q—Q5
28.	R—Ksq	B—Ksq
29.	B—R4	P—K4
30.	B—QB2	Q—K3
31.	Q—B3	B—B2
32.	R—Rsq	R—Q2
33.	P—KKt4	B—Kt3

By driving White's KB from the

diagonal or exchanging it for his Bishop, Black is enabled to bring his Knight into play with decisive effect at Q4, or (if P—K4) at Q5. The finish is vigorously played by Black.

34. B—Qsq B—Q6
35. B—Kt3 P—K5
36. P—B4 Kt—Q4
37. Q—Ksq Q—KB3
38. R—Bsq Q—Kt7
Resigns.

2h 28. 1h 33.

Game No. 32.

Queen's Pawn Opening.

White: Speijer.	Black: Spielmann.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P×P	P—K3
4. P—K4	B×P
5. P×P	P×P
6. B—Kt5ch	Kt—B3
7. o—o	Kt—B3
8. B—Kt5	B—K3
9. Kt—B3	o—o
10. Kt—K2	. . . .

So far White has kept up the pressure on Black's QP, but now he relaxes; he might have gone on, for instance. with B—QR4—Kt3.

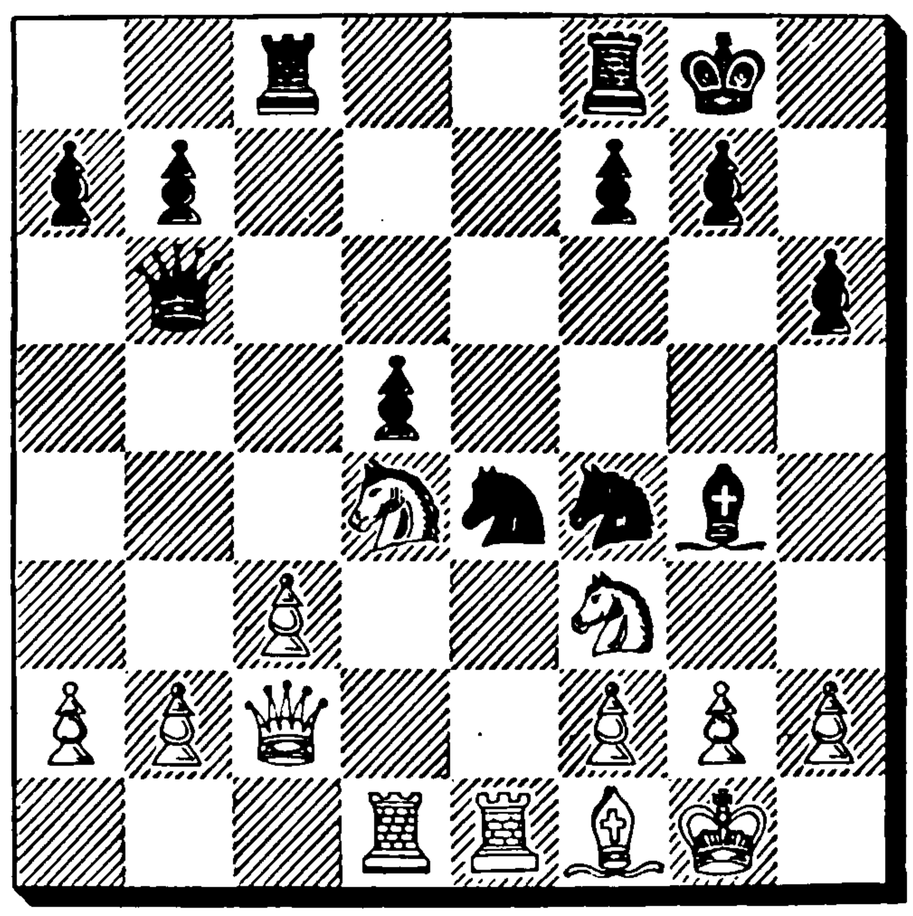
10. . . . . P—KR3
11. B—KR4 B—K2
12. P—B3 Q—Kt3
13. Q—R4 Kt—K5
14. B×B Kt×B
15. Kt(K2)—Q4 . . . .

White does not play 15) B—Q3, on account of 15) .... Q×KtP; 16) B × Kt, P×B; 17) Q×KP, B—Q4; 18) Q×Kt, KR—Ksq with clear advantage for Black, since the QBP is difficult to defend.

15. . . . . Kt—Kt3

The reply to 15) .... P—R3 would be Q—R3.

16. Q—B2 Kt—B5
17. KR—Ksq QR—Bsq
18. QR—Qsq B—Kt5
19. B—Bsq . . . .



19. . . . . Q—Kt3

Overlooking the strength of White's next move. If he had played KR—Ksq first, he would have retained his advantage. As it is, he accomplishes nothing more than a general exchange.

20. Kt—K5 B×R
21. Kt×Q B×Q
22. Kt—K7ch K—R2
23. Kt×R B—Q6
24. Kt—K7 B×B
25. R×B R—Ksq
26. Kt—B5 Kt—Q7
27. R—Qsq Kt—B5
28. P—QKt3 Kt—Kt7
29. R—Ktsq Kt(Kt7)—Q6
30. Kt—K3 R—QBsq
31. P—Kt3

Drawn.

2h 10. 2h 10.

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This move was tempting but not so strong as 25) .... B×B. White would have to reply KP×B with the likely continuation: 26) KP×B, P—QKt4; 27) P—B4, KtP×P 28) P×P, Q×P; 29) R—Qsq, R—Qsq and Black wins yet another Pawn because of the threat Kt—B6ch.

26. P—B4 P—Kt5

If 26) .... B×B; 27) P×KP (P×KP; 28) B×P, P—Kt5? 29) R—KKt3), R×P; 28) Q×Kt.

27. R—Q3 B×B
28. P×P P×P
29. KP×B . . . .

29) B×P would not be defeated by 29) .... R×P; 30) R—Bsq (R×R, B×R), R—B8.

29. . . . . R×BP
30. R—Ksq R—B8

If 30) .... R—B7; 31) Q—Kt5, Q×P?; 32) B×P!

31. P—Q6 . . . .

Of course not B×P on account of 31) .... R×Rch; 32) Q×R, R—B8.

31. . . . . R(Bsq)—B7

White threatened P—B7, Q×P; R×R.

32. R×R R×Rch
33. B—Ksq Q—Q2

Not 33) .... R—B7; 34) Q×R, Kt×Q; 35) P—Q7. But he ought to have played 33) .... R—B3; 34) B—B2, R×P; 35) B×Kt, R×B; 36) R×R, P×R; 37) Q×P, Q×P; 38) Q×P, and Black might perhaps still have won with the Pawn plus.

34. R×Kt R×Bch
35. Q×R P×R
36. Q×P K—B2
37. Q×P K—K3
38. Q—K4ch K×P
39. Q×P K—B4
40. Q—B2ch K—Kt3
41. Q—Kt3ch K—B2
42. Q—B4ch . . . .

Adjourned.

42. . . . . K—Qsq
43. P—KR4 K—K2
44. K—B2 K—B3
45. K—Kt3 Q—K2
46. K—B3 K—Kt3
47. Q—B6ch . . . .

If White force the exchange of Queens by 17) Q—K4 ch, Black would win the RP by 47) .... K—R4 and draw.

47. . . . . K—B2
48. Q—Q5ch K—Bsq
49. P—Kt3 P—Kt3
50. K—B4 Q—B3ch
51. K—K4 Q—B7

This loses immediately. Far better was 51) .... Q—K2ch. White dare not interpose the Queen at K5, as he would lose the QRP after 52) .... Q—Kt5ch, whilst the KtP could not be captured on account of the threat of the hostile passed Pawn. He would, therefore, have to play his K—Kt4 instead, but by forcing the move P—R5, and eventually winning White's RP, he would still be able to win the game.

52. Q—Q6ch K—Kt2
53. Q—Q4ch Q×Qch
54. K×Q P—Kt4
55. K—B5 Resigns

3h 49. 3h 41.

Game No. 34.

Queen's Gambit Declined.

White: Vidmar.	Black. Rubinstein
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P×P
4. P—K3	Kt—KB3
5. B×P	P—QR3
6. Kt—B3	P—B4
7. o—o	Kt—B3
8. P×P	. . . .

Here White can prevent the advance of Black's QKtP by P—QR4, and by P—Q5 turn into an open game; in this case the Black QBP would remain a little weak.

After the text the positions are equalized.

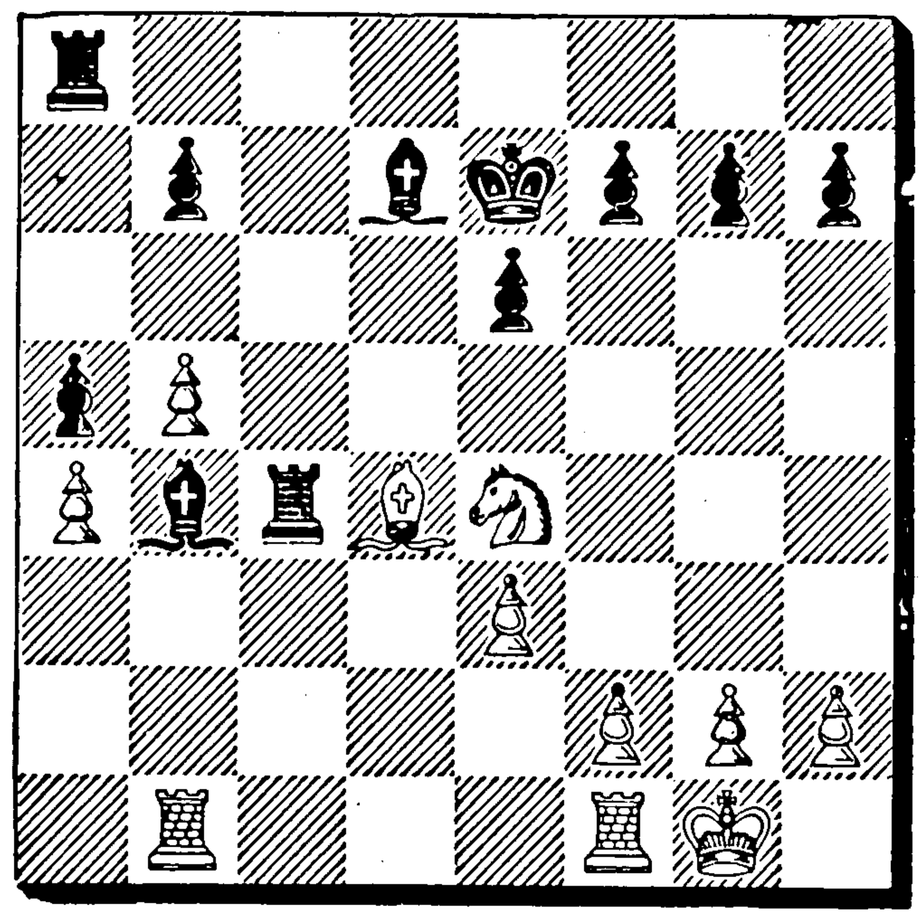
8.	B×P
9. Q×Qch	K×Q
10. P—QR3	K—K2
11. P—QKt4	B—Q3
12. P—Kt5	. . . .

The idea of this advance is that after 12) .... P×P; 13) Kt×P, the Knight would be in a commanding position. But, of course, Black does not change Pawns and White gets into difficulties.

12.	Kt—QR4
13. B—R2	B—Q2
14. P—QR4	KR—QBsq
15. B—Kt2	Kt—B5
16. B×Kt	R×B
17. Kt—Q2	R—B2

White's Queen's side Pawns are weak and one of them will have to be lost. Black threatens already B—Kt5; B—R3, B×B; R×B, P×P.

18. Kt(B3)—K4	B—Kt5
19. QR—Ktsq	Kt×Kt
20. Kt×Kt	R—B5
21. B—Q4	P—QR4



22. P—B3	. . . .

Here White might have saved the game: 22) R×B, P×R[R×R; 23) B—B5ch, K—Qsq; 24) B×R, P×B; 25) Kt—B5 etc;] 23) B—B5ch, K—Qsq, 24) B—Kt6ch, K—K2; 25) B—B5ch, R×B; 26) Kt×R, P—QKt3 [B—Bsq; R—Ktsq] 27) Kt—R6, B—Bsq; 28) R—Ktsq.

22.	P—B3
23. KR—Qsq	. . . .

R×B was still feasible.

23.	QR—QBsq
24. R—Kt3	P—K4
25. B—Kt6	R—B8
26. R—Q3	R×Rch
27. R×R	B—K3
28. P—R4	B—Kt6
29. R—Rsq	R—B7
30. P—Kt4	P—Kt3
31. P—Kt5	P—B4
32. Kt—B6	P—R4
33. R—Ktsq	B—B5
34. R—Qsq	B—Q7
35. P—K4	P—B5
36. Kt—Q5ch	B×Kt
37. P×B	K—Q3
38. K—Bsq	B—K6

With infinite cleverness Black avoids

giving the slightest chance to his opponent.

39. B×P B—Q5
40. R—Q2 R—B8ch
41. K—K2 P—Kt3
42. B—Kt4ch K×P
43. P—R5 P×P
44. P—Kt6 R—QKt8
45. B×P R—Kt4
46. R—R2 P—K5
47. P×Pch K×P
48. R—R4 P—B6ch
49. K—Bsq R—Kt8ch
50. B—Ksq P—B7
51. R×Bch K×R
52. K×P R×P
53. K—B3 R—Kt4
54. B—Kt3 R—B4ch
55. B—B4 K—Q6
56. K—Kt3 K—K5
57. B—Kt8 R—B6ch
58. K—Kt2 R—Kt6
59. B—Kt3 K—B4
60. K—R3 R—Q6
61. K—Kt2 K—Kt5
62. B—Ksq R—Q8
63. B—B2 R—Q7
64. K—Ktsq K—B6
65. B—Kt6 R—Kt7ch
66. K—Rsq R—Kt5
67. B—Ktsq R×Pch
68. B—R2 R—KKt5
69. B—Kt8 R×P
70. K—R2 R—Kt7ch
71. K—R3 P—Kt4
72. B—B7 R—Kt8
73. K—R2 R—Q8
74. B—Kt8 P—Kt5
75. B—Kt3 R—Q7ch
76. K—Ktsq K×B
77. K—Bsq K—B6
78. K—Ksq R—Qsq

Resigns.

Which he might have done much sooner.

2h 33. 3h 7.

Game No. 35.

Ruy Lopez.

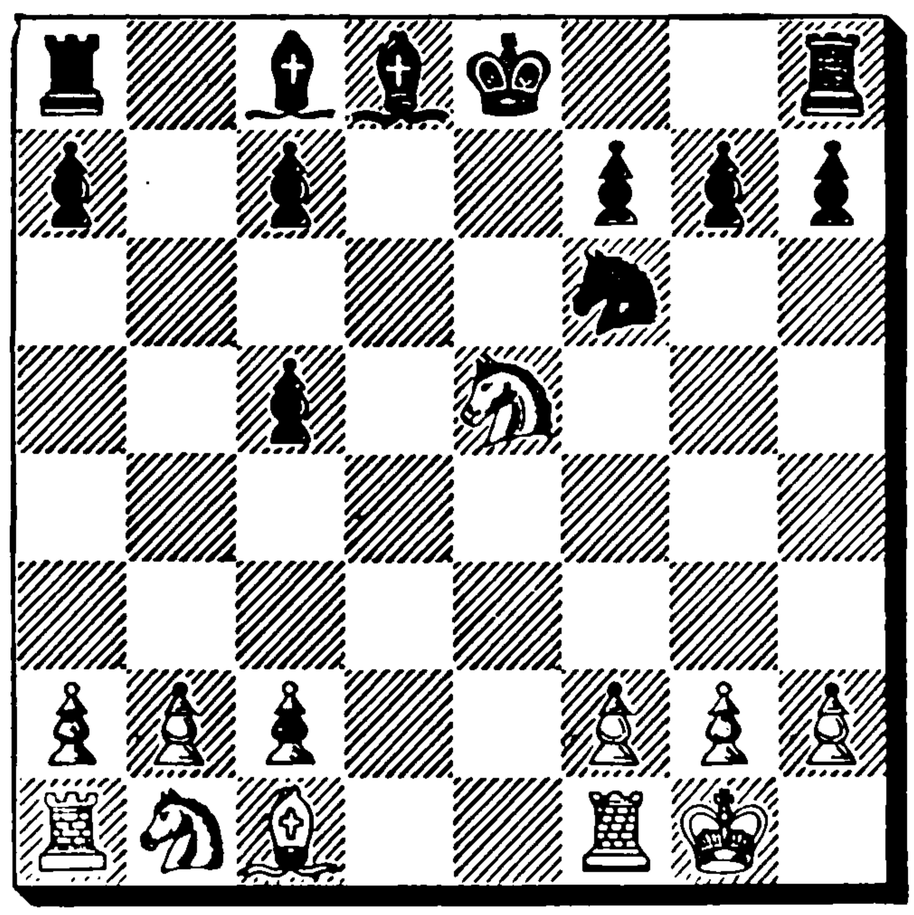
White: Dr. Perlis.	Black: Forgacs.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—Q3
4. o—o	Kt—B3
5. B×Ktch	. . . .

Not commendable, as Black's two Bishops become effective in spite of White's attack.

5. . . . . P×B
6. P—Q4 P×P
7. Q×P B—K2
8. P—K5 . . . .

There is no gain in this operation; it only simplifies the game.

8. . . . . P—B4
9. Q—Q3 P×P
10. Q×Qch B×Q
11. Kt×P . . . .



11. . . . . B—K2

The natural move was B—B4. Both 12) P—QB4, O—O and 12) P—QB 3, B—K2 would then have been of doubtful value.

12.	R—Ksq	B—K3
13.	Kt—Q3	Kt—Q4
14.	Kt—B4	Kt×Kt
15.	B×Kt	o—o—o
16.	Kt—B3	K—Kt2
17.	Kt—K4	KR—Ksq
18.	P—KB3	P—KR3
19.	B—K5	B—KBsq
20.	B—B3	B—B4
21.	R—K2	K—B3
22.	QR—Ksq	R—K3
23.	Kt—Kt3	R×R
24.	R×R	Drawn.

Black has still the better position. He could continue 24) .... R—Q8 ch; 25) K—B2, B—Kt3 and embarrass White's Queen's side Pawns.

1h 33 1h 51.

Game No. 36.

Ruy Lopez.

White: Burn.	Black: Sahlechter
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. Kt—B3	P—Q3
6. P—Q4	P×P

Here Black can play very well 6) .... P—QKt4; 7) P×P, P×P; 8) Q×Qch, Kt×Q; 9) B—Kt3, B—Q3.

7.	Kt×P	B—Q2
8.	Kt×Kt	B×Kt
9.	B×Bch	P×B
10.	o—o	B—K2
11.	Q—K2	o—o
12.	P—QKt3	R—Ksq
13.	B—Kt2	Q—Bsq

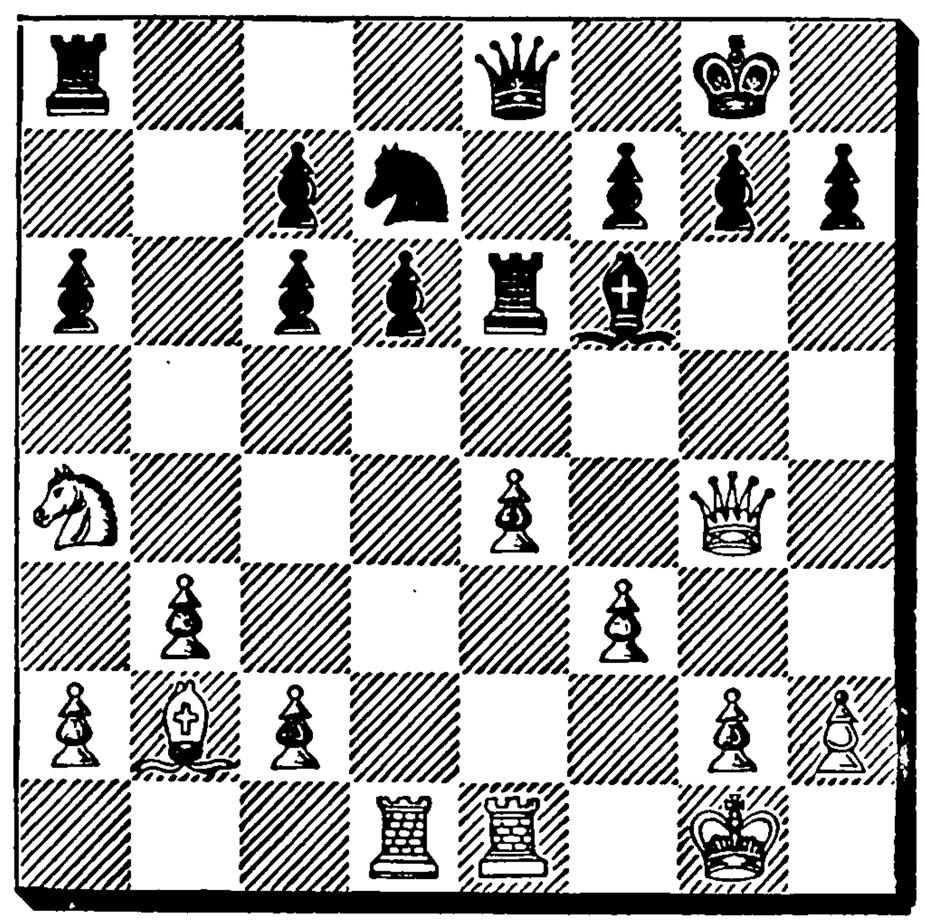
The natural move is B—KBsq, in order to give free play to the Rook.

14.	QR—Qsq	Kt—Q2
15.	Q—Kt4	B—B3
16.	KR—Ksq	R—K3
17.	Kt—R4	Q—Ksq
18.	P—KB3	B—K4

And here 18) .... P—B4 might have been played, threatening the sacrifice of the pawn by P—B5. 19) P—QB4 would then be answered by Kt—K4—B3—Q5.

19.	B×B	Kt×B

Position after White's 18th move.



20.	Q—Kt3	Q—K2

P—QB4 was still indicated. After Black has missed this opportunity, all the life is taken out of the game.

21.	Kt—Kt2	QR—Ksq
22.	Kt—Q3	Kt×Kt
23.	P×Kt	P—QB4
24.	R—KBsq	Q—B3
25.	Q—B2	Q—B6
26.	P—Q4	P×P
27.	Q×P	Q—R4
28.	Q—Q2	Q—QKt4
29.	Q—QB2	P—QB3
30.	Q—B4	Q—Kt3ch
31.	Q—Q4	

Drawn.

1h 50. 1h 43.

Game No. 37.

Two Knights' Defence.

White: Mieses.	Black: Teichmann.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	Kt—B3
4. P—Q4	P×P
5. o—o	B—B4
6. P—K5	P—Q4
7. P×Kt	P×B
8. R—Ksqch	B—K3
9. P×P	. . . .

The usual line of play is 9) Kt—Kt5, Q—Q4; 10) Kt—QB3, Q—B4; 4) QKt—K4 and now, after a novel idea, O—O—O; 12) P—KKt4, Q—K4; 13) Kt—B3, Q—Q4; 14) P×P, B×P!

9.	R—KKtsq
10. B—Kt5	B—K2
11. B×B	K×B

11) .... Q×B is also feasible; for after 12) Kt×P, R—Qsq (not O—O—O, on account of Kt×Kt); 13) P—QB3, R×KtP; 14) Q—R4, K—B sq; 15) Kt×Kt Black would decide the game by R×Pch; 16) K×R, Q—Kt4ch.

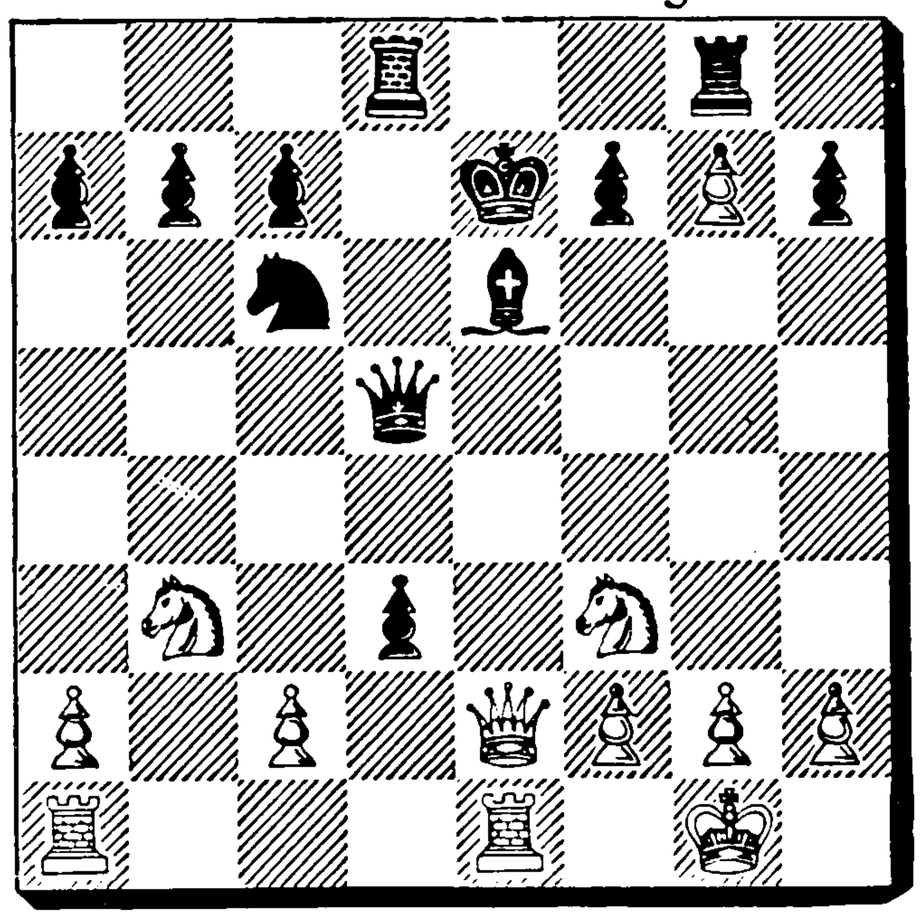
12. QKt—Q2	Q—Q4
13. P—QKt3	P×P
14. Kt×KtP	R—Qsq
15. Q—K2	P—Q6

If 15) .... R×KtP, 16) QR—Q sq, R—Kt5; 17) P—Kt3, threatening P—KR3.

16. P×P	R×P

After 16) .... Q×P; 17) Q—Kt2 would be disagreeable to Black.

Position after Black's 15th move.



17. P—Q4	K—Bsq
18. QR—Bsq	R—Kt3
19. R—B3	P—QR4
20. Q—Q2	. . . .

20) R—B5 would be an immediately decisive mistake because of Kt×P. It seems, he should have played P—QR4, but in any case the points Q4 and KKt2 would remain weak, as P—KKt3 would be doubtful on account of B—Kt5.

20.	P—R5
21. Kt—B5	Kt×P

White's position now becomes utterly disorganized.

22. Kt×Bch	R×Kt
23. Kt×Kt	Q×Kt
24. Q—Bsq	R×Rch
25. Q×R	Q×R

Resigns.

1h 48. 1h 20.

Game No. 38.

French Defense.

White: Duras	Black: Nenarokow.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. P×P	P×P
4. Kt—KB3	Kt—KB3
5. B—Q3	B—Q3
6. o—o	o—o
7. B—KKt5	B—K3
8. QKt—Q2	QKt—Q2
9. P—B4	P—B3

It was better to isolate the QP by P×P; after 10) Kt×P, B×K2; 11) Kt—K3, Kt—Q4; 12) B×B, Q×B; 13) R—Ksq, Q—B3, Black can develop his Rooks undisturbed.

10. P—B5 . . . .

The beginning of an attack which hampers Black's Queen's side Pawns considerably. The point Q6 has become strong for White, and if he succeed in getting a Knight round to post it there, the game would be decided in White's favor.

10.	. . . .	B—K2
11.	P—QKt4	Kt—R4
12.	B—K3	P—KKt3
13.	R—Ksq	R—Ksq
14.	P—Kt5	B—B3
15.	Q—R4	Q—B2
16.	Kt—Kt3	Kt—Bsq
17.	P×P	P×P
18.	Kt—R5	B—Q2
19.	QR—Ktsq	QR—Ktsq
20.	B—QR6	. . . .

Now the point of the grandly conceived attack becomes apparent. Black's QB3 is weak, and White threatens to annihilate his opponent on the QKt file.

20.	. . . .	Kt—K3

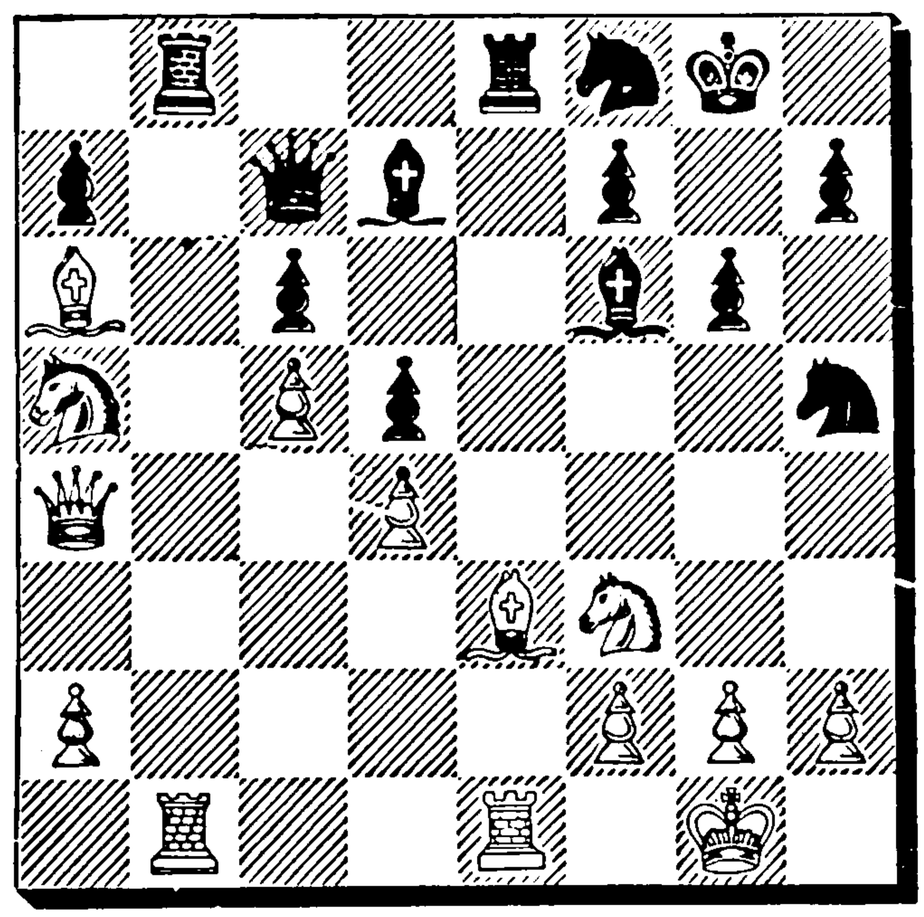
To meet B—Kt7 by Kt—Qsq.

21.	Kt—Kt7	R—KBsq
22.	R—Kt3	KKt—Kt2
23.	B—K5	B—Bsq
24.	KR—Ktsq	Q—Q2
25.	R—Kt4	Kt—B2
26.	B—Q3	Kt—Kt4
27.	Kt—Q6	. . . .

Faulty would be 27) B×Kt(Kt4), P×B; 28) Q×P, R×Kt.

27.	. . . .	P—R3
28.	Q—Qsq	R—Rsq
39.	Kt×B	KR×Kt
30.	Q—Q2	Kt—K3
31.	B—K3	Kt—Qsq
32.	P—QR4	Kt—B2
33.	R—Kt6	R—R2
34.	Q—R5	K—Kt2
35.	P—R3	Kt(Qsq)—K3

Position after White's 20th move.



Black has to expose the square QKt2, as White threatened B—KB4, Kt(Qsq)—K3; B—K5. White's move was unnecessary; he might have played B—KB4 at once.

36.	R—Kt7	R×R
37.	R×R	Q—Ksq
38.	Q—Kt4	. . . .

By 38) R—R7 the QRP could not be won because of 38) . . . . R—Rsq, 39) R×Kt., B—Qsq.

38.	. . . .	R—Rsq
39.	Q—Kt6	P—R3
40.	B—Q2	. . . .

Of course not R×Kt again, on account of B—Qsq.

40.	. . . .	K—R2

White threatened P—Kt3, K—Kt2, and, after due preparations, B—R5. To this pressure Back would, in the end, have succumbed. The text move is a mistake, which accelerates the ruin.

41.	RxKt	B—Qsq
42.	B×Pch	K×B
43.	Q—Ktsq ch	K—Kt2
44.	R—Kt7	B—B3
45.	Q—B5	Kt—Kt4

The QP could, of course, not be captured on account of Q—Kt4ch. B—R6 was threatened. The position is defenceless.

46.	B×Kt	Resigns.

3h 26. 3h.

Game No. 39.

Queen's Pawn Opening

White: Dus-Chotimirski.	Black: E. Cohn.
1. P—Q4	P—Q4
2. Kt—KB3	P—K3
3. P—K3	Kt—KB3
4. B—Q3	B—Q3
5. P—QKt3	P—QKt3

Black need not follow exactly White's moves. He might here continue with 5) .... o—o, and advance afterwards at once on the Queen's side by P—QB4, P—QR3 and P—QKt4.

6. B—Kt2	B—Kt2
7. QKt—Q2	P—B4
8. Kt—K5	. . . .

8) P×P was a possible continuation. Black's B would then be obstructed. If Black, however, played 8) .... P×P, White would obtain a good attack by 9) P—K4 (9) .... P×P? 10) B×Kt and Kt×P); 9) .... Kt×P; 10) B×Kt, P×B; 11) Kt—B4, B—K2; 12) Q×Qch, K×Q; 13) Kt(B3)—Q2.

8.	o—o
9. P—KB4	QKt—Q2
10. Q—B3	P—QR3

Preparing P—QKt4, Q—B2 and P—QB5.

11. Q—Kt3	. . . .

The Queen should have watched the square K4. White should have taken energetic measures, as, for instance, P—KKt4. If then 11) .... P—QKt4; 12) P—Kt5, B×Kt; (Kt—Ksq; 13) Q—R3, P—Kt3; 14) Kt×KtP, RP×Kt; 15) P×P.) 13) P×B, Kt—Ksq, 14) R—KKtsq, and there are vicious attacks in the position, e. g. 14) .... P—B5?; 15) B×Pch, K×B; 16) Q—R3ch, K—Kt sq; 17) R—Kt4, followed by R—R4.

11.	P×P
12. P×P	Kt—K5
13. Kt×Kt	P×Kt
14. Kt×Kt	Q×Kt
15. P—Q5	P—B3
16. B×P	P×P
17. B—Q3	QR—Ksqch
18. K—Q2	Q—QB2
19. QR—KBsq	P—KB4
20. Q—Kt4	B×Pch
21. K—Qsq	B—Bsq
22. Q—B3	R—K6
23. Q—R5	. . . .

If 23) Q×Pch, B—K3, and B—Kt 5ch would soon prove fatal.

23.	KR—Ksq

The Rook's proper place was on the QB file; he should play first 23) .... B—K3. If then 24) P—Kt3, R×Bch; 25) P×R, R—Bsq; 26) R—B2 (26) P×B? Q—B7ch; 27) K—Ksq, Q×B followed by R—B8ch or 26) K—Ksq, B—Q7ch.) B—K6; 27. KR—Bsq, P—Q5 and Black wins as he likes.

24. P—Kt3	. . . .

If 24 .... B—Q3, White plays R×P. Black has to work hard for a draw now.

24.	R×Bch
25. P×R	R—K6
26. R—B3	R—K7
27. K×R	Q—B7ch
28. K—Bsq	Q—Q8ch
29. K—B2	Q—Q7ch

Drawn.

2h. 13. 2h 24.

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R×Kt; 36) Q—Q8ch, K—Kt2; 37) Q×Pch followed by Q×Kt

35.	Q—K6	Q—R6
36.	Q—K7	R—B4
37.	R—B2	Q—R5
38.	Q—Q8ch	K—Ktsq
39.	R—K2	R—Bsq

If 39) .... Q—Q8ch; 40) K—Kt 2, Q×R; 41) Q×Ktch, K—Kt2; 42) Q—K7ch and wins Q or R.

40.	Q—K7	Kt—Ksq
41.	Kt—Q7	Q—Q8ch
42.	K—Kt2	Resigns.
	2h.	2h 37.

Game No. 41.

Ruy Lopez.

White: Teichmann.		Black: Duras.
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	B—Kt5	P—QR3
4.	B—R4	Kt—B3
5.	o—o	B—K2
6.	R—Ksq	P—QKt4
7.	B—Kt3	P—Q3
8.	P—B3	B—Kt5
9.	P—Q3	. . . .

The consistent play is P—Q4. If White does not open the centre, Black need not Castle.

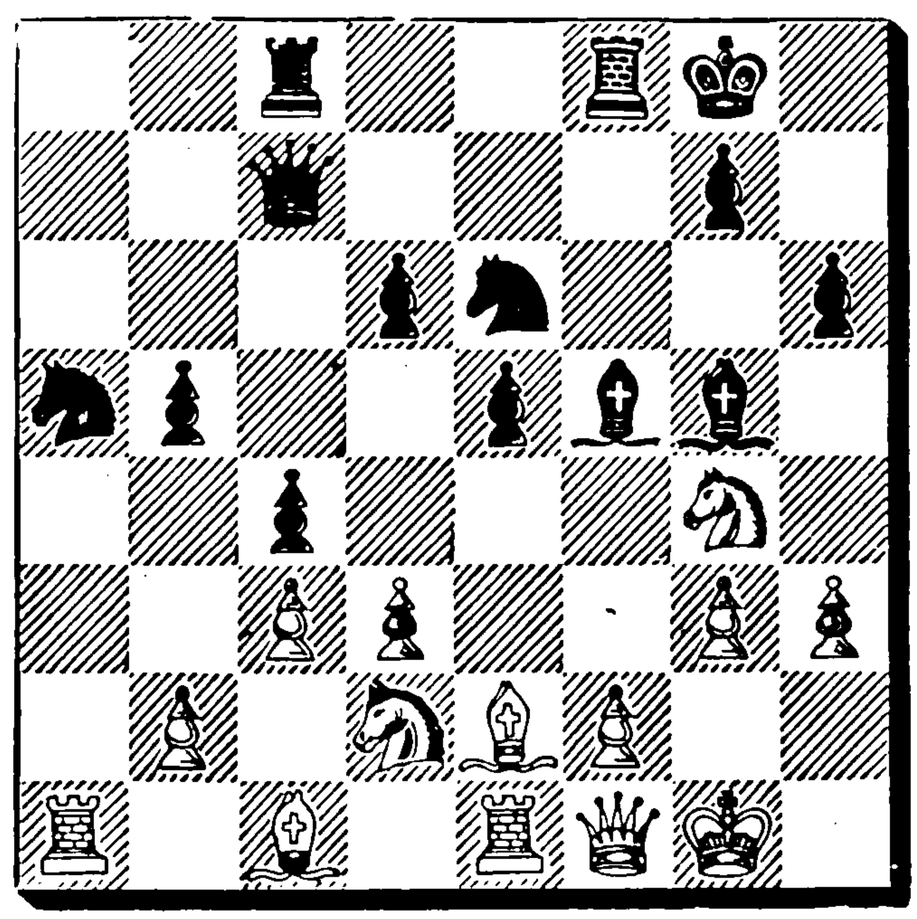
9.	. . . .	P—R3

The preparation to an interesting attack.

10.	QKt—Q2	Kt—QR4
11.	B—B2	Kt—R2
12.	P—QR4	P—QB4
13.	P×P	P×P
14.	Q—K2	. . . .

Artificial. He should, at any rate, play 14) Kt—Bsq, to play the Knight to K3. 14) .... Kt—Kt4 need not be feared, as he could then simply take the Knight and play after 15) .... P×B; 16) Kt—K3, B—K3; 17) P—KKt4, in which case his King would only be apparently but not really in danger.

14.	. . . .	Kt—Kt4
15.	B—Qsq	o—o
16.	Q—Bsq	Kt—K3
17.	P—R3	B—R4
18.	P—KKt3	Q—B2
19.	Q—Kt2	P—B5
20.	B—K2	B—Kt3
21.	Q—Bsq	QR—Bsq
22.	Kt—R2	P—B4
23.	PxKBP	B×P
24.	Kt—Kt4	B—Kt4



Black conducted the whole attack in magnificent style. The last move completes the envelopment of White's forces by fixing the Knight at Q2.

25.	Kt—K4	. . . .

His only chance was 25) P×P, P×P; 26) R×Kt, Q×R; 27) Kt×P. By sacrificing the exchange for a Pawn he would have freed himself from his cramped position, and he ought then to have offered a good resistance by planting the Knight at K3, whence he could not be easily driven away.

25.	. . . .	Kt—Kt6
26.	Kt×B	Kt×R

Resigns.

1h 54. 2h 5.

Game No. 42.

Centre Counter Game.

White: Schlechter.	Black: Mieses.
1. P—K4	P—Q4
2. P×P	Q×P

This game produces original positions. Black's idea is to make use of the great fighting power of the Queen already in the opening.

3. Kt—QB3	Q—QR4
4. P—Q4	Kt—KB3
5. B—QB4	. . . .

This move of development appears to me unnatural. Simply 5) Kt—KB3 should be played. If then 5) .... B—Kt5; 6) P—KR3, B—R4; 7) P—KKt4, B—Kt3; 7) Kt—K5, P—B3; 9) P—KR4, QKt—Q2; 10) Kt—B4, Q—B2; 11) P—R5, B—K5; 12) Kt×B, Kt×Kt; 13) Q—B3 and B—KB4, with an excellent position.

5.	Kt—B3
6. KKt—K2	B—K3

An ingenious idea. If 7) B×B, P×B, and White cannot prevent the opening of the game by P—K4. The sequel might be: 7) B×B, P×B; 8) Kt—B4, P—K4; 9) P×P, Q×Pch; 10) B—K3, R—Qsq; 11) Kt—Q3, Q—KB4; 12) o—o, P—K4. Another method of treatment would be: 7) B×B, P×B; 8) o—o, o—o—o; 9) B—Q2. White abandons a Pawn in order to keep Black's bad doubled Pawn fixed, for instance: 9) ... Kt×P; 10) Kt×Kt, R×Kt; 11) Q—K2, followed by QR—Qsq, KR—Ksq, etc.

7. B—Q3	. . . .

Serious loss of time. Black has now a good game.

7.	o—o—o
8. o—o	B—B4
9. B—K3	B×B
10. Q×B	Kt—QKt5

Simpler would be P—KKt3, B—Kt2 and eventually P—K4.

11. Q—B4	. . . .

White might well have played 11) Q—Q2. If then 11) .... P—K4; 12) P—QR3, Kt—B3; 13) P—QKt4, Q—Kt3; 14) P×P, Q—R3; 15) P—Kt5, Q—R4; 16) P×P, R×Q; 17) P×Pch, K×P; 18 R—Ktsqch, K—Bsq; 19) R—Kt5, with a good game.

11.	Kt×BP
12. QR—Bsq	Kt×B
13. P×Kt	P—K3
14. P—K4	R—Q2
15. P—QR3	. . . .

The Bishop is impeded. If 14) .. .. B—K2, then 15) P—K5.

15.	Kt—KKt5

Threatening Kt×KP.

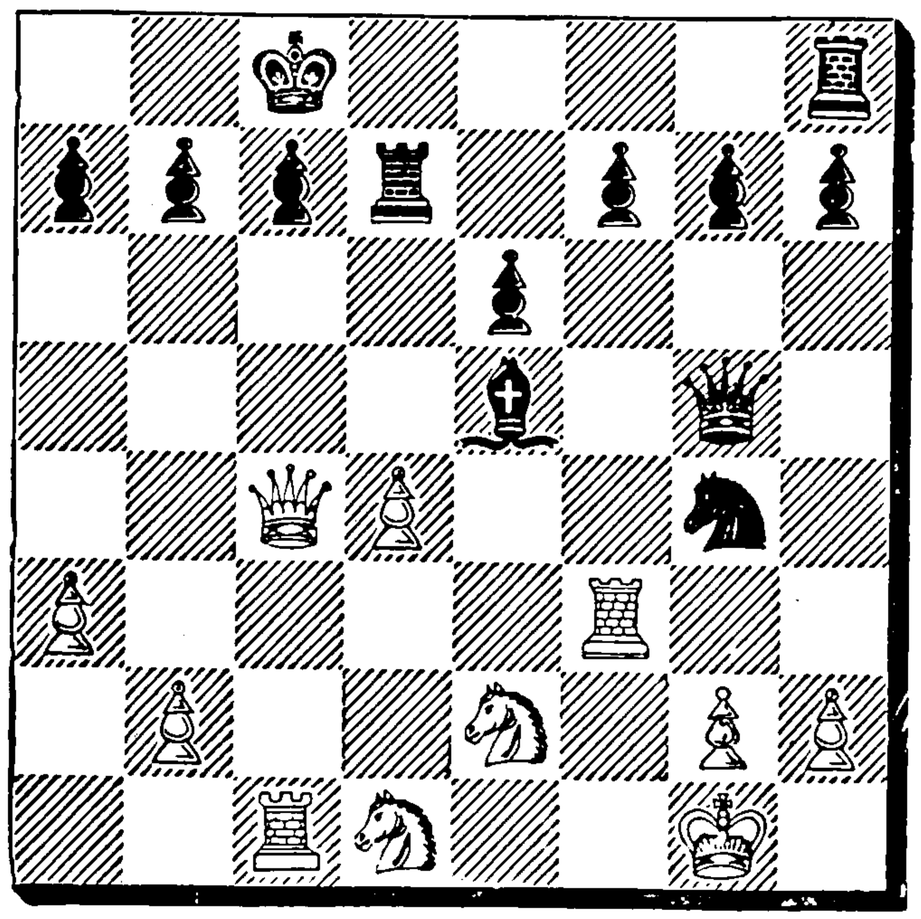
16. R—KB3	Q—Kt4
17. Kt—Qsq	Q—Qsq
18. Kt—B3	Q—Kt4
19. Kt—Qsq	Q—Qsq
20. Kt—B3	Q—Kt4
21. Kt—Qsq	B—Q3

A dashing cavalry charge.

22. P—K5	. . . .

He should have played P—KR3 first, and would then have been able to continue his attack.

22.	B×P



Decisive. If now 23) P—KR3, P—KR4; 24) R—QKt3, B—R7ch; 25) K—Rsq, B—Q3 and Black must win.

23. P×B Q—R5
24. R—KKt3 . . . .

Or 24) P—KR3, Q—K8ch; 25) R—Bsq, Q×Rch; 26) K×Q, R×Ktch; 27) R×R, Kt—K6ch and wins.

24. . . . . Q×Pch
25. K—Bsq R×Ktch
26. R×R Q×R

Resigns.

2h 15. 1h 55.

Game No. 43.

Four Knights' Game.

White: Forgacs.	Black: Burn.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3
4. B—Kt5	B—Kt5
5. o—o	o—o
6. P—Q3	P—Q3
7. B×Kt	P×B
8. Kt—K2	R—Ksq

The strength of the Bishops would become more effective if Black had played here 8) .... Kt—KR4, in order to follow up by P—KB4. If, in this case, 9) P—B3, B—QB4; 10) P—Q4, P×P;; 11) P×P, B—Kt3, Black threatens already P—KB4 and P—KB5.

9. P—B3 B—QB4
10. Kt—Kt3 P—Q4
11. B—Kt5

The following might be considered: 11) P×P, P×P; 12) Kt×P, R×Kt; 13) P—Q4, B×P; 14) P×B, R—Ksq; 15) B—Kt5, P—KR3; 16) B×Kt, Q×B; 17) Q—Q2. The Queen's Bishop's Pawn is a slight weakness.

11. . . . . P—KR3
12. B×Kt Q×B
13. Kt×P Q×Kt
14. P—Q4 Q—K2
15. P×B P×P
16. Q—R4 Q×P

After 16) .... Q—K3; 17) KR—Ksq, P—KB4; 18) P—B3, P—K6; 19) P—KB4 Black would be in danger.

17. Kt×P Q—QKt4
18. Q×Q P×Q
19. KR—Ksq B—K3
20. P—B3 . . . .

Now P—QR4 should have been played forthwith, threatening P—R5, Kt—B5 and P—QKt4.

20. . . . . P—QR4
21. K—B2 . . . .

Now 21) P—QR4 would be no longer so strong, as it would be met satisfactorily by KR—QKtsq; the exchange of the Pawn would then bring about an even position.

21. . . . . P—R5
22. Kt—B5 QR—Qsq
23. Kt×B R×Kt
24. R×R P×R
25. R—Ksq K—B2
26. K—K3 Drawn.

2h 9. 1h 19.

Game No. 44.

Queen's Pawn Opening.

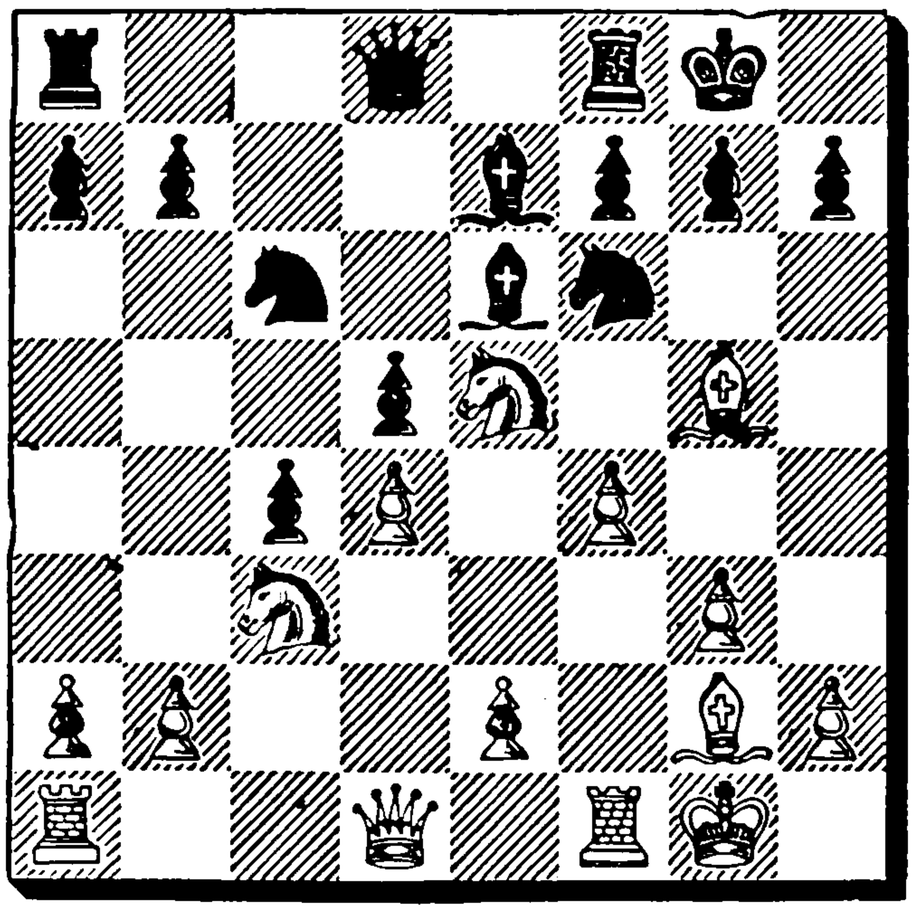
White: Rubinstein.	Black: Dr. Perlis.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—B4	P—K3
4. P×QP	KP×P
5. Kt—B3	Kt—QB3
6. P—KKt3	P—B5

This advance is premature. Black might well continue with 6) .... Kt—B3; 7) B—Kt2, B—K3.

7. B—Kt2 B—K2
8. o—o Kt—B3
9. Kt—K5 . . . .

Rubinstein's method of development is classic.

9. . . . . O—O
10. B—Kt5 B—K3
11. P—B4 . . . .



11. . . . . Kt×Kt

A bold and ingenious manoeuvre. Though this enterprise does not turn out well, it must not be forgotten that it was dictated by necessity. White threatened to play P—B5, B—Bsq; P—K3, and then to gain the Queen's Pawn at his ease. After 11) .... Kt—Kt5; 12) Kt×Kt, B×Kt; 13) B×P, B×B; 14) P×B, Q×P; 15) R—B4 White has an excellent game. Likewise 11) .... QKt3 appeared more than risky on account of 12) P—B5, Kt×Kt; 13) Kt—R4. In fact, after 13) .... Q—R4; 14) QP×Kt, B—Q2; 15) P×Kt, B×Kt; 16) P—Kt3, P×KBP; 17) B—R6 neither the continuation 17) .... P×P (on account of 18) P×P, Q—Kt3ch; 19) P—K3!) nor 17) .... B—B3; 18) P—K4, K—Rsq; 19) B×R, B×B; 20) P×P, would give a satisfactory game.

12. QP×Kt P—Q5

If 12) .... Kt—Kt5; 13) B×B, Q×B; 14) Q—Q4 to White's advantage.

13. P×Kt P×P
14. B—R6 P×Kt
15. P×P . . . .

This is far better than 15) B×R; the continuation would be 15) .... P×P; 16) B×B, Q×B; 17) R—Ktsq, P—B6; 18) Q—B2, (Q—R4? Q—B4ch and P—B7) Q—B4ch; 19) K—Rsq, R—Qsq; 20) QR—Qsq, R×R; 21) R×R, B×RP threatening B—Kt6 or P—Kt4, 5 and 6.

15. . . . . Q—Kt3ch
16. K—Rsq KR—Qsq
17. Q—B2 B—Q4

Now Black plays too rashly. First 17) .... P—B4 was dictated. If then 18) QR—Ktsq, 18) .... Q—K6, threatening R—Q7.

18. P—K4 B—B3
19. Q—K2 P—B4
20. QR—Qsq R—Ksq

If 20) .... B×P; 21) B×B, Q×B; 22) B×KtP, R×R; 23) R×R;, R—Qsq; 24) B—Q5 and White has the best of it.

21. Q—R5 B×P
22. B×B P×B
23. P—B5 Q—KB3
24. R—B4 K—Rsq
25. R—Kt4 . . .

White's only mistake in the game. R—R4 would have been immediately decisive; e. g., 25) .... P—K6; 26) B—Kt5, QxP; 27) B—B6ch.

25. . . . . R—KKtsq
26. B—K3 R×R
27. B—Q4 R—Kt2
28. B×Q B×B
29. Q—K2 R—Ksq
30. Q×BP P—K6
31. R—Ksq R(Kt2)—Ktsq
32. K—Kt2 R—K2
33. K—B3 R(Kt)—Ksq
34. R—K2 P—Kt3
35. P—KR4 P—KR3
36. Q—B6 K—Kt2
37. K—Kt4 P—R4ch
38. K—B4 Drawn

38) .... R—K4; 39) Q—Kt7, R(K4)—K2; 40) Q—B6, R—K4; 41) P—Kt4?, P×P; 42) P—R5, R—K5ch; 43) Q×R, B—Kt4ch.

2h 32. 2h 30.

Game No. 45.

Queen's Gambit Declined.

White: v. Freymann.	Black: Vidmar.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—QB4
4. P—K3	Kt—KB3
5. Kt—B3	Kt—B3
6. P—QR3	B—Q3
7. P×BP	B×P
8. P—QKt4	B—Q3
9. B—Kt2	o—o
10. B—Q3	P—QR4

The characteristic weakness of this operation is the blocking of this Pawn by a White Knight later on.

11. P—Kt5	Kt—K4
12. Kt×Kt	B×Kt
13. Q—K2	P—QKt3

An awkward move, as the Pawn at Kt3 becomes the object of an attack to the White Kt at QR4; but Black is in difficulties, how to proceed at all with his development. The best, perhaps, would have been: 13) .... P×P; 14) B×P, B—Q2; 15) QR—Bsq, R—Bsq; 16) Kt—R4, Q—B2 or B×B. The point at QKt3 will always remain a slight weakness for Black.

14. o—o	B—Kt2
15. KR—Qsq	Q—K2
16. Kt—R4	B×B
17. Q×B	Kt—Q2
18. P×P	P×P

If 18) .... B×P, then 19) P—K4, B—Kt2; 20) Q—Q4, P—K4; 21) Q—K3.

19. B—B5	QR—Qsq
20. B×Kt	. . . .

Stronger would be 20) QR—Bsq, Q—Q3; 21) Q—Q4, Q×P; 22) R—B7, Kt—B4; 23) Kt×P.

20.	R×B
21. Kt×P	R—Q3
22. Kt—R4	R—KR3

Threatening Q—R5.

23. R—Q4	Q—B2
24. P—R3	R—Bsq

Black played the last moves very well indeed, and has now taken up a defensible position, as he commands the QB file.

25. QR—Qsq	R—KKt3
26. R(Q4)—Q3	P—R3

He might have played 26) .... P—Q5, for after 27) P—Kt3 Black would at least force a draw by 27) .... R×Pch; 28) P×R, Q×Pch; 29) K—Bsq, Q—R6ch, and after 27) Q×P follows 27) .... R×Pch; 28) K—Bsq, R×Pch; 29) K—Ksq, R—K7ch, etc.

27. R—Q4	. . . .

If 27) R—B3, then R×Pch

27.	K—R2
28. R(Qsq)—Q3	Q—K4
29. Q—Q2	R—B5
30. Kt—B3	Q—KKt4
31. P—B4	Q—Kt6
32. Kt×P	. . . .

Overlooking the mate in two. The correct play was 32) Q—KB2, Q×RP; 33) P—K4, Q—Bsq; 34) Kt×P, with possibilities of winning for White.

32.	R—B8ch

Resigns.

1h 35. 1h 26.

Game No. 46.

Vienna Game.

White: Spielmann.	Black: Dr. Lasker.
1. P—K4	P—K4
2. Kt—QB3	P—Q4
3. P—B4	Kt—KB3
4. P—Q3	P×BP

nothing by 23) .... R—K7ch; 24) K—Bsq, as both R—Kt7 and R—Kt8 would be threatened; but would have to be satisfied with a draw by 23) .... P—QB3; 24) B—B3, K—Bsq; 25) R—Kt7, R—K2; 26) R—Kt8 ch, etc.

23.	. . . .	R—K3
24.	R—QKtsq	R—QKt3
25.	R×R	RP×R
26.	P—B5	. . . .

An ingenious idea, which secures the draw. If Black take the Pawn, White plays P—QR4 and Black's Pawn plus would then signify nothing, as the Knight cannot capture the Bishop.

26.	. . . .	K—Bsq
27.	P×P	P×P
28.	B—Q5	K—K2
29.	K—K3	Kt—K3
30.	P—Q4	P—B4
31.	P—KR4	P—Kt3
32.	B—B3	P—R3
33.	B—Q5	P—KKt4
34.	P×P	P×P
35.	B—B4	K—B3
36.	B—Kt3	Kt—B5
37.	K—B3	Kt—Kt3
38.	P—Kt3	. . . .

Adjourned.

38.	. . . .	Kt—K2
39.	B—B4	Kt—B3
40.	K—K3	Kt—Kt5
41.	B—Kt3	K—K2
42.	K—B3	Kt—B3
43.	K—K3	K—Q3
44.	B—B2	Kt—K2
45.	B—Kt3	Kt—Q4ch
46.	K—B3	Kt—B6
47.	K—K3	P—Kt4
48.	K—B3	P—Kt5
49.	K—K3	K—K2
50.	K—B3	K—B3
51.	K—K3	P—Kt5

Now Black threatens to decide the game by K—Kt4 and Kt—K5 in his favor.

52.	P—Q5	. . . .

By this diversion White saves himself.

52. . . . . K—K4
53. P—Q6 P—B5ch
54. P×Pch K×QP
55. P—B5 K—K4
56. P—B6 Drawn.

3h 46. 3h 54.

Game No. 47.

Queen's Gambit Declined.

White: Salwe.	Black: Speijer.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P×P
4. P—K3	P—QB4
5. B×P	Kt—KB3
6. Kt—B3	Kt—B3
7. o—o	P—QR3
8. P—QR3	P—QKt4
9. B—Q3	B—Kt2
10. P×P	B×P
11. P—QKt4	B—K2

In this the so-called "Bindfaden" variation, the Bishop goes better to Q3, in order to give a foothold for the Knight at K4. At K2 the Bishop obstructs Queen and Knight.

12. B—Kt2	o—o
13. Q—K2	Kt—Q4
14. KR—Qsq	Q—Kt3
15. QR—Bsq	Kt×Kt
16. B×Kt	B—B3

White threatened already Q—Kt2, and then by attacking Black's KR2, gradually to disorganize Black's King's side Pawns. Black has no equivalent for this chance.

17. B×B	P×B
18. Q—Kt2	K—Kt2
19. R—B5	Kt—K2
20. R—R5	Kt—Kt3
21. Kt—Q4	QR—Qsq
22. Q—Bsq	R—Q4
23. R×R	B×R
24. Q—B3	Q—Kt2
25. P—B3	R—Bsq
26. Q—Ksq	Q—B2
27. P—QR4	. . . .

White has already the superior game, as the evident points in Black's game are not compensated for. Now, moreover, White makes a passed Pawn, and keeps the opponent under fire from two sides. For this reason Black's last move was a mistake. He should have played first 27) .... B—B5.

27.	P×P
28. B×P	B—Kt2
29. B—Kt5	

Either the RP is lost, or the game decided as in the text.

29.	P—R6
30. Kt×Pch	P×Kt
31. R—Q7ch	Q×R
32. B×Q	R—B7
33. B×P	P—R7
34. P—Kt5	R—Kt7
35. B×P	R×B
36. Q—B3	B—Q4
37. P—Kt6	K—B2

If 37) .... K—R3, then 38) P—K4, B—Kt2; 39) Q—B7 might have followed. This game was conducted by White in an energetic and elegant style.

38. P—Kt7 Resigns

2h 50. 3h 35.

Game No. 48.

Queen's Pawn Opening.

White: Tartakower.	Black: Snosko-Borowski.
1. P—Q4	Kt—KB3
2. P—QB4	P—Q4
3. Kt—QB3	QKt—Q2
4. P—KKt3	. . . .

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39.	B—Kt3	K—Kt2
40.	K—Q2	P—Kt4
41.	Kt—Q5	Kt×Kt
42.	B×Kt	P—B4
43.	K—B3	K—B3
44.	K—Q4	P—Kt5
45.	P—QR4	B—B7
46.	P—R5	B—Q8
47.	B—Kt7	K—Kt4
48.	K—K5	B—K7
49.	B—B6	B—B8
50.	B—Kt7	B—K7
51.	B—B8	B—Q6
52.	B—Q7	B—B7
53.	B—K6	B—Q6
54.	B—B8	B—B7
55.	K—Q6	P—B5
56.	P×Pch	K×P
57.	K—B7	B—Q6
58.	K—Kt7	P—R3
59.	K—Kt6	K—B6
60.	B×P	B×B
61.	K×B	K—Kt7
62.	K—Kt7	K×P
63.	P—R6	P—Kt6
64.	P—R7	P—Kt7
65.	P—R8Q	P—Kt8Q
66.	Q—R8ch	K—Kt6
67.	Q—Kt7ch	K—B7
68.	Q×Qch	K×Q

Drawn.

3h 15. 3h 45.

Game No. 49.

Queen's Pawn Opening.

White: E. Cohn.	Black: Dr. Bernstein
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—QB4	P—K3
4. Kt—B3	P—B3

The defence, which limits Black's forces to a small ground, always fails in consequence of the advance of White's King's Pawn to the 4th square later on.

5. P—K3	QKt—Q2
6. B—Q3	B—K2
7. o—o	P×P

This exchange facilitates the advance of the King's Pawn.

8. B×P	P—QKt4
9. B—Q3	P—QR3
10. P—K4	B—Kt2
11. Q—K2	P—B4
12. R—Qsq	P—B5

White's Centre has now a threatening attitude, but after 12) .... P×P; 13) Kt×P, o—o; 14) B—Kt5, White would equally have the superior game.

13. B—B2	o—o
14. B—Kt5	R—Ksq

He ought to have pushed at once 14) .... P—Kt5, driving away the White Knight, before he could be played via K4 to Q6 (which manoeuvre was adopted several times by Steinitz against Tschigorin), with the likely continuation: 14) .... P—Kt5; 15) Kt—Ktsq, R—QBsq; 16) Kt (B3)—Q2, B—B3; 17) Kt×P, Kt×P.

15. P—K5	Kt—Q4
16. Kt—K4	Kt—Bsq
17. Kt—Q6	B×B
18. Kt×QB	Q—K2
19. Kt—Q6	R(Ksq)—Ktsq
20. B—K4	R—R2
21. B×Kt	P×B
22. Kt×B	Q×Kt
23. Q—B3	. . . .

Hereby the game is decided in White's favor. This result was rendered almost certain by the strong and unassailable position of the White Knight at Q6.

23.	P—Kt5
24. Q×P	P—B6
25. P×P	P×P
26. Q—B5	R—Q2
27. Q×BP	Kt—K3
38. Q—KKt3	Q—R4
29. P—B4	P—R3
30. QR—Ktsq	R—Kt7

31. Q—QB3 R×Pch
32. K×R Kt×Pch
33. K—Rsq R×Kt
34. R—KBsq R×P
35. Q×R Resigns
2h 26. 1h 10.

Game No. 50.

Queen's Pawn Opening.

White: Speijer.	Black: Tartakower.
1. P—Q4	Kt—KB3
2. Kt—KB3	P—Q3
3. P—QKt3	. . . .

Intended to prevent Black's P—K4.

3.	P—KKt3
4. B—Kt2	B—Kt2
5. P—K3	o—o
6. B—K2	QKt—Q2

Black, however, aims at forcing P—K4.

7. o—o	P—B3
8. P—B4	Q—B2
9. Kt—B3	P—K4
10. R—Bsq	R—Ksq
11. Kt—Q2	Kt—Bsq
12. R—Ksq	B—Q2
13. B—B3	QR—Qsq
14. P—Q5	. . . .

Black's pieces are cramped and have little scope; therefore he should have endeavored to exchange, for instance, by 13) .... P×P; 14) P×P, R×Rch; 15) Q×R, R—Ksq.

Elated by having escaped this danger, White now makes a useless advance.

14.	P—KR3

In order to move the Knight from B3 and follow up by P—KB4.

15. P—K4	K—Rsq
16. Kt—Bsq	Kt(Bsq)—R2
17. Kt—Kt3	R—KKtsq
18. R—B2	P—QB4

This was unnecessary. Black should have consistently prepared P—KB4 by such moves as QR—KBsq and Kt—Ksq.

19. Kt—Kt5	. . . .

And here 10) B—Bsq was indicated, to exert a pressure by B—Q2 and Q—Bsq.

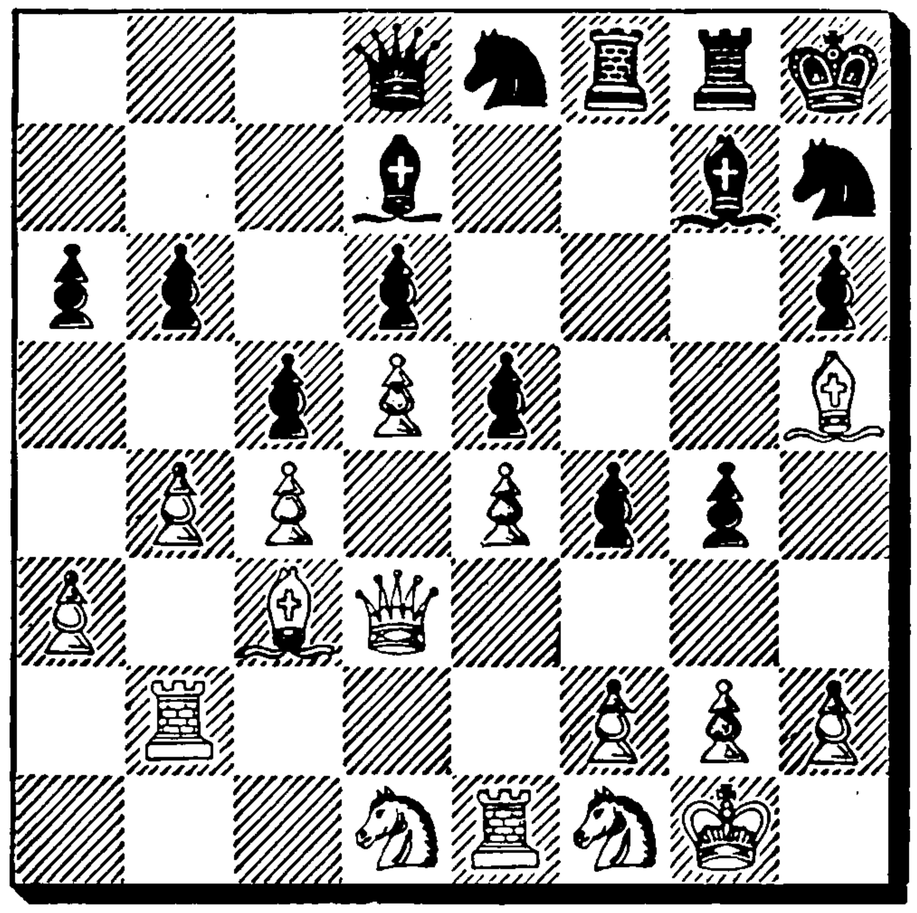
19.	Q—Ktsq

Black does well to preserve his QB, which is intended to support the square KB4.

20. Q—Q3	P—R3
21. Kt—B3	QR—KBsq
22. Kt—Qsq	Kt—Ksq
23. P—QR3	. . . .

If 23) Kt—K3, Black plays 23) ....Q—Bsq.

23.	P—B4
24. P—Kt4	P—Kt3
25. B—B3	P—B5
26. Kt—Bsq	P—KKt4
27. B—R5	P—Kt5
28. R—Kt2	Q—Qsq



Black could already win a piece by 28) .... Kt(Ksq)—B3, but having the superior position in any case, he did not want to give his opponent the opportunity to break up the Queen's side Pawns by P×P and B—R5. This precaution was superfluous, but under the circumstances, appears reasonable.

29. P×P	KtP×P
30. P—B3	P×P
31. B×P	Q—R5
32. Kt—B2	B—KB3

33.	R(Ksq)—Ktsq	R—Kt2
34.	B—Ksq	Kt—Kt4
35.	K—Rsq	Kt×B
36.	Q×Kt	R(Bsq)—Ktsq
37.	Kt—Q3	Q—Kt4
38.	B—B3	B—Kt5
39.	Q—B2	B—R6
40.	Kt—Ksq	Q—Kt5

Black conducts the attack with great energy. He threatens now B—R5.

41.	P—Kt3	B×Kt
42.	Q×B	P×P
43.	Q—B3	P×P
44.	Q×Q	R×Q
45.	R—K2	B—R5
46.	Kt—Kt2	Kt—B3
47.	R—Kt6	Kt×KP
48.	B—Ksq	B×B
49.	R×B	Kt—B7ch

Resigns.

Black's play creates a most pleasing impression. His strategy and execution are harmoniously blended together.

3h 33. 1h 33.

Game No. 51.

Ruy Lopez.

White: Dr. Lasker.	Black: Salwe.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—Q3
4. P—Q4	B—Q2
5. Kt—B3	Kt—B3
6. o—o	B—K2
7. B—Kt5	. . . .

This move appears stronger than the usual 7) R—Ksq. If Black Castles now, the sequel might be 7) .... o—o; 8) B×QKt, B×B; 9) P×P, Kt×P; 10) Kt×Kt, B×Kt; 11) B×B, Q×B; (if 11) .... B×Kt; 12) B×Q, B×Q; 13) B×P White gains a Pawn) 12) P×P, Q×P; 13) Q×Q, P×Q; 14) Kt—Q4. The Knight is in an impregnable position, and Black's Queen's Pawn badly isolated. The only alternative would be 7) .... o—o; 8) B×QKt, B×B; 9) P×P, P×P; 10) Kt×P, B×P; (Kt×P?; 11) Kt×B, P×Kt; 12) Q×Q, B×Q; 13) Kt×Kt) 11) Q×Q, B×Q; 12) Kt×BP, B×BP; 13) Kt×B, QR×Kt; 14) KR—Bsq, B—Q6; 15) Kt—R4 and Black is in difficulties.

7.	. . . .	P×P
8.	Kt×P	o—o
9.	B×QKt	P×B
10.	Q—Q3	R—Ksq
11.	QR—Ksq	P—B4
12.	Kt—Kt3	Kt—Kt5

If 12) .... R—Ktsq, in order to impede the Knight by the attack on the QKtP, White can play 13) B—B sq. White will always (in some cases, when Black has attempted attacks by R—Kt5 or B—B3, only after the necessary defensive measures) succeed in establishing a centre by playing P—KB4.

13.	B×B	R×B
14.	P—B4	R—Ktsq
15.	P—KR3	Kt—R3
16.	P—B5	. . . .

White could have achieved more by 16) P—Kt4, as he would then not have abandoned the squares K5 and KKt5 to his opponent. He was tempted into the actual continuation by the consideration that an entry remained for the Rook via KB4, and the KKt file was open to the Queen.

16.	. . . .	P—KB3
17.	Kt—Q5	R—Ksq
18.	P—B4	Kt—B2
19.	Q—QB3	R—K4
20.	Kt—Q2	P—B3
21.	Kt—B4	Q—Kt3
22.	P—QKt3	R(Ktsq)—Ksq
23.	Q—Kt3	K—Rsq

24. Kt—R5 R—KKtsq
25. R—B4 Q—Qsq
26. Kt—B3 R—K2
27. R—R4 . . . .

If 27) R—Kt4, 27) .... Q—KBq would be sufficient defence.

27. . . . . Q—Ksq
28. Q—B2 . . . .

Black is cramped, but a winning ontinuation is not easy to see. White must, therefore, try to carry isorder into Black's ranks by new ttacks, and afterwards return to take p the old attack again.

28. . . . . R—Bsq
29. Q—Q2 Q—Ktsq
30. K—Rsq R(Bsq)—Ksq
31. R—Kt4 R—Ktsq
32. R—Qsq Q—Kt5
33. Q—KB2 Q—B6
34. Q—R4 Kt—R3
35. R—B4 Kt—B2
36. K—R2 R(Ktsq)—Ksq
37. Q—Kt3 R—KKtsq
38. R—R4 . . . .

. If 38) R—Kt4, Kt—R3; 39) R—R4 follows 39) .... P—Q4; 40) BP×P, P×P; 41) R×P, B—B3. In the actual game the continuation 38) .... P—Q4 would fail on account of 39) BP×P, P×P; 40) Kt—B4.

38. . . . . P—Kt4

39) Kt—B4, Kt—R3; 40) R×P was threatened.

39. P×P e. p. . . . .

39) R—Kt4 was useless because of B—Ksq.

39. . . . . R×KtP
40. Q—B2 P—B4

If he allow White to play R—B4 before this, he will ultimately lose the KBP.

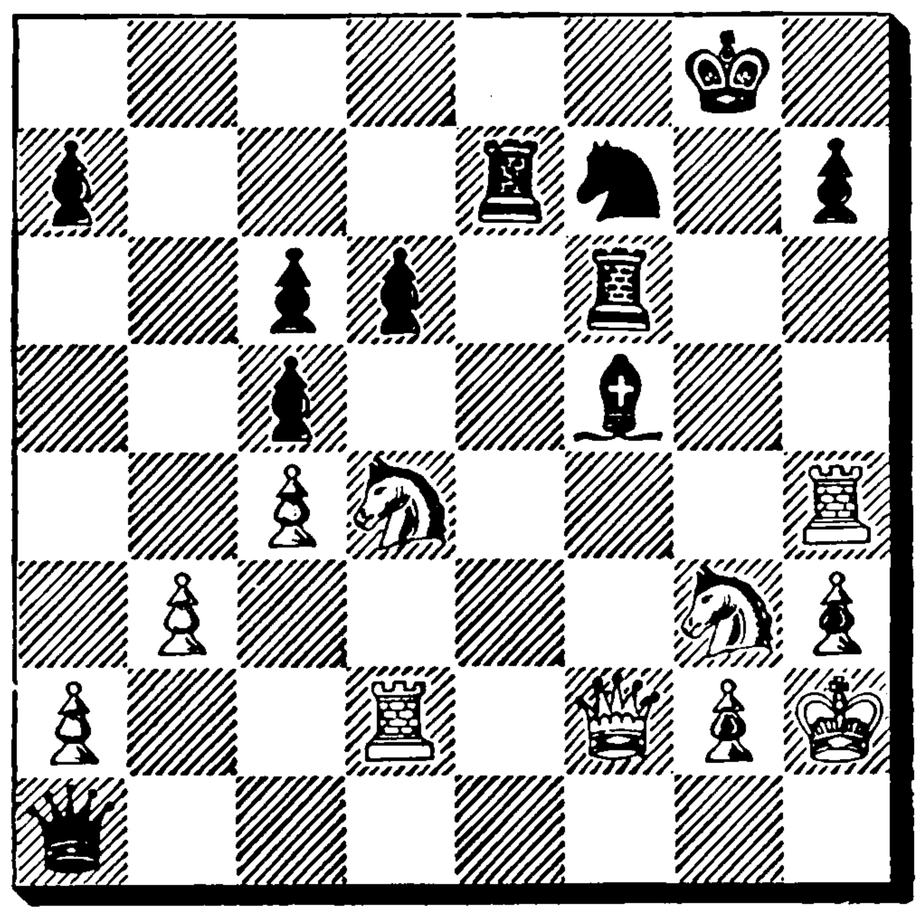
41. Kt—B4 R—B3

Adjourned.

42. Kt—K2 Q—Kt7
43. R—Q2 Q—R8
44. Kt—Kt3 K—Ktsq

White threatened 45) P×P, B×P; 46) Kt×B, R×Kt; 47) R×Pch.

45. P×P B×P
46. Kt—Q4 . . . .



Decisive.

46. . . . . P×Kt
47. Kt×B K—Bsq
48. Q×P Q×Q
49. Kt×Q Kt—K4
50. R—R5 R(K2)—KB2
51. P—B5 P×P
52. R×Kt P×Kt
53. R×P R—B7
54. R—Q8ch K—Kt2
55. R—QR5 R—B7
56. P—R3 . . . .

Necessary, for 56) .... R(B2)—B7 threatens to win the KKtP as well as the important QRP.

56. . . . . P—B4
57. R—QB8 R—Kt7
58. R—QKt5 R(B2)—B7
59. R—Kt7ch K—Kt3
60. R—B6ch R—B3
61. R×BP R—R3
62. P—QR4 R—KB3

If now 62) .... R×RP; then 63) R—B6ch and R—Kt5ch, followed by P×R.

63. R—B3 P—QR3
64. R—Kt3ch K—R3
65. R(Kt3)—Kt7 Resigns

3h 58. 3h 31.

Game No. 52.

Dutch Defence.

White: Vidmar.	Black: Spielmann.
1. P—Q4	P—KB4
2. P—QB4	P—K3
3. Kt—QB3	Kt—KB3
4. P—K3	B—Kt5
5. B—Q3	B×Ktch

In this line of play it is most important for Black to double White's Pawns on the QB file and to stop the advance of these Pawns afterwards. White would therefore have done better to play B—Q2 on his 5th move.

6. P×B	P—B4
7. Kt—K2	. . . .

Having the intention of playing P—B3 and P—K4, White does not obstruct his KBP by Kt—B3. But 7) B—R3 would be better, to free the way for the Pawn at QB4.

7.	P—Q3
8. Q—B2	Q—K2
9. o—o	P—KKt3
10. P—K4	P—K4

Black plays very well. The blocked Pawn at QB3 deprives White of mobility. 11) P×KBP would be met by P—K5, gaining a piece. Black now threatens to envelop the King's wing by P—B5.

11. P—B4	. . . .

Obviating the danger just mentioned. If now 11) .... P×KBP, then 12) P×KBP.

11.	P×KP
12. B×P	Kt×B
13. Q×Kt	B—B4
14. Q—K3	Kt—Q2
15. BP×P	QP×P
16. Kt—Kt3	o—o
17. B—Q2	QR—Ksq
18. QR—Ksq	Q—Q3
19. Q—R6	

The Queen can no longer guard the square Q3. After 19) Kt×B, P×Kt; 20) Q—Kt5ch, Q—Kt3 White could not play P—Q5 on account of Kt—Kt3. White, therefore, makes a combination, in order to secure for the lost Pawn an equivalent in the open K file and greater mobility of the Bishops.

19.	B—Q6
20. R×Rch	R×R
21. Q—K3	B×P
22. P×KP	Kt×P
23. Kt—K4	Q—Q4
24. Q×P	Q—B2
25. Kt—B2	Q×Ktch

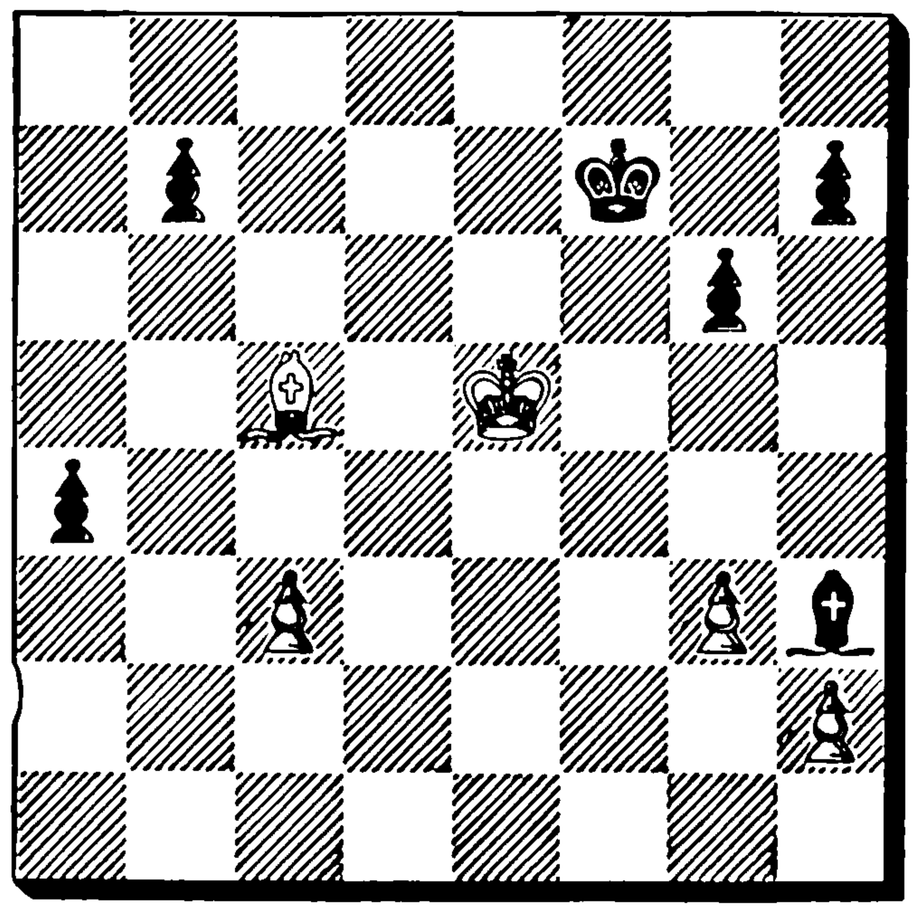
Better was 25) .... P—Kt3; 26) Q—Q4, Kt—Kt5; 27) B—K3, Kt×B; 28) Q×Kt, B×P; 29) Kt—Kt4, Q—B5, and the passed QRP should win.

26. Q×Q	R×Q
27. K×R	Kt—Q6ch
28. K—K3	Kt×R
29. B×Kt	B×P
30. K—Q4	K—B2
31. K—K5	. . . .

By 31) P—R4 he would have been able to draw, as with the Pawns at KKt3 and KR4 Black has no points of attack on the King's side, whilst P—B4 or K—B5—Kt4 would suffice to make the Queen's side safe.

31.	B—B5
32. B—B2	P—QR4
33. B—Kt6	P—R5

Position after Black's 35th move.



34. B—B5 B—B8
35. P—Kt3 B—R6

A stroke of genius. Black fixes the Pawn at R2, and uses this almost imperceptible weakness to work out a winning combination.

36. B—R3 P—KKt4
37. B—Kt4 K—Kt3
38. P—B4 K—R4
39. K—B6 K—Kt5
40. B—R3 B—Kt7
41. B—Q6 B—B8
42. K—Kt7 K—B4

As the White King has now gone away, in order to seek an equivalent for the KRP, the Black King starts for the Queen's side; for instance: 43) K×P, B×P; 44) P—R4, P×P; 45) P×P, B—K7; 46) K—R6, P—Kt4; 47) P—R5, K—K3; 48) B—B8, K—Q4; 49) K—Kt5, B×P; 50) K×B, K—B5; 51) K—Kt4, P—Kt5; 52) K—B3, P—Kt6; 53) B—R3, K—B6 and P—Kt7, etc.

43. P—B5 P—R6
44. P—B6 P—R7
45. P—Kt4ch K—K5
46. B—K5 P×P
47. B—Rsq P—B4
48. K×P P—B5
49. K—Kt6 K—Q6
50. K×P P—B6

Resigns.

2h 18. 3h 12.

Game No. 53.

Four Knights' Game.

White: Dr. Perlis.	Black: v. Freymann.
1. P—K4	P—K4
2. Kt—QB3	Kt—QB3
3. Kt—KB3	Kt—B3
4. B—Kt5	B—Kt5
5. o—o	o—o
6. P—Q3	B×Kt
7. P×B	P—Q3
8. B—Kt5	Q—K2
9. R—Ksq	Kt—Qsq
10. P—Q4	Kt—K3
11. B—QBsq	P—B4
12. B—Bsq	R—Qsq
13. P—Kt3	Kt—B2
14. Kt—R4	. . . .

Dr. Perlis had adopted this system already successfully against Salwe.

14. . . . . P—QKt4
15. P—Q5 P—QR4
16. P—KR3 B—Q2

The Bishop was well posted at QB sq. It would have been better for Black to play K—Rsq, Kt—Ktsq and R—QR2, and then be led by circumstances. By such moves as P—KKt3 and P—KB4, he would, later on, have prospects of counter attack. If White play P—KB4, P—KB5, as in the game. Black's King's square would have remained free for another piece, for instance, the QB.

17. B—KKt2 QR—Ktsq
18. P—KB4 Kt—Ksq
19. P—B5 Kt—Rsq
20. Kt—B3 Kt—Kt3
21. P—Kt4 KR—QBsq

The attack on his King's wing by the advance of the Knight's Pawn could no longer be prevented. Therefore Black had to be prepared every moment for an eventual onslaught by P—KKt6 or P—KB6 or else P—KR4—KR5—KR6, and could do nothing there but wait for developments. For this reason he ought to have mobilised as soon as possible the pieces on the Queen's side; therefore P—QKt5, Kt—QR5, Kt×BP and further play on the open Knight's file was in order. Thus he might have anticipated White's attack on the other side.

22. P—Kt5 P—Kt5
23. K—Rsq P—KB3

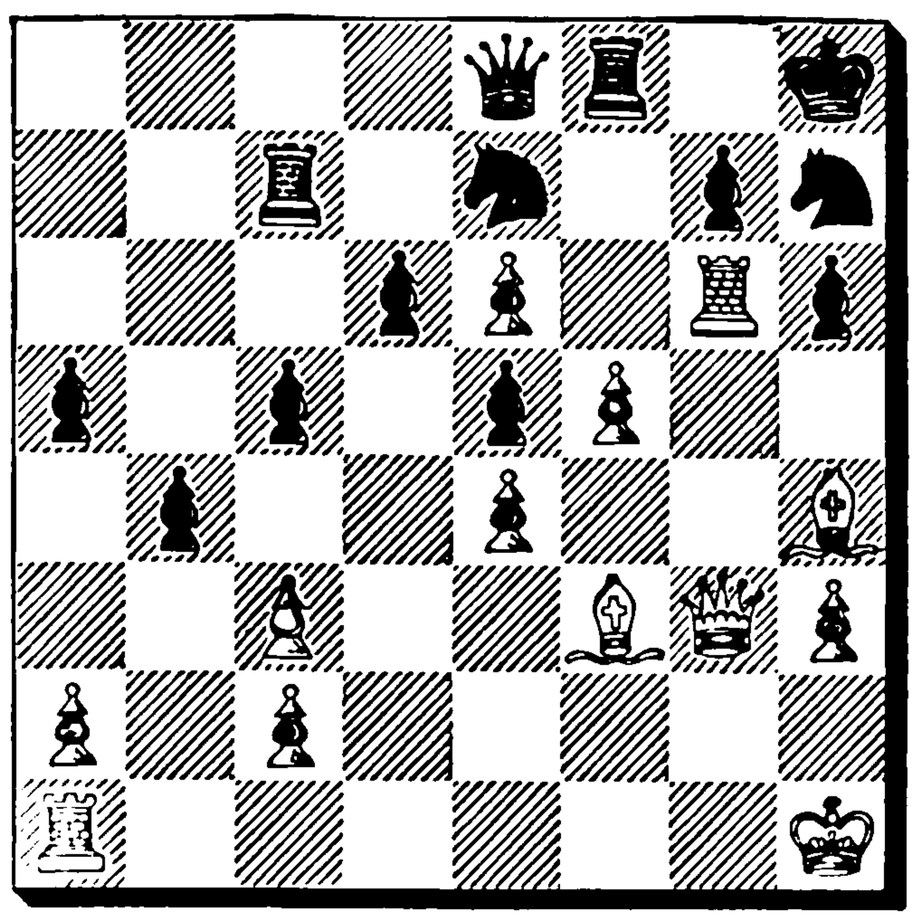
P—B6 was threatened. White would then have exchanged his KBP for Black's KKtP and attacked on the ensuing open Bishop's or

Knight's file. Nevertheless Black ought to have ignored this threat and gone on with Kt—R5. The King's wing is, anyhow, in such a bad plight, that he could not hope for salvation there.

24. R—KKtsq P×KtP
25. Kt×P Kt—B3

In consequence of his faulty tactics, Black is driven to take up the fight on the unfavorable ground of the King's wing. This Queen's wing is now out of the running.

26. Q—Ksq P—KR3
27. Kt—K6 B×Kt
28. QP×B K—Rsq
29. B—B3 R—B2
30. R—Kt6 R—KBsq
31. B—K3 Kt—R2
32. B—B2 Q—Ksq
33. B—R4 Kt—Bsq
34. Q—Kt3 Kt—K2



35. R—Kt4 . . . .

35) R×KtP would have won; e. g. 35) .... Kt×BP; 36) R×Ktch followed by P×Kt; or 35) .... Kt—Kt4; 36) B×Kt, Kt×P; 37) P×Kt, R×R; 38) Q—R4, R×P; 39) B—B6.

35. . . . . Kt—B3
36. B×Kt R×B
37. R—KKtsq P—KKt3

The Rook at B3 can no longer be dislodged; e. g. 38) R—R4, Kt—Ktsq; or 38) P×KKtP, K—Kt2. By the exchange of White's QB the attack is repulsed.

38. Q—Ksq P×BP
39. R—Kt7 Q—KBsq
40. Q—Kt3 R×P
41. P×BP R—KB3
42. B—Q5 R—Bsq
43. B—K6 R×B
44. P×R Kt—B4
45. Q—Kt4 Kt×R
46. P—K7 Q—Ktsq
47. Q—Q7 . . . .

Threatening R×Kt.

47. . . . . R—Ksq
48. R—KBsq . . . .

If 48) R—Kt6, then Q—B2, and Black should win after gaining the KP.

48. . . . . K—R2
49. R—B6 . . . .

49) Q×QP would be met by Q—K3.

49. . . . . Q—Q4ch
50. K—Ktsq Q—Q8ch
51. K—Kt2 Q×Pch
52. K—Bsq P×P
53. R—B7 Q—Kt8ch
54. K—Kt2 Q×RPch
55. R—B2 Q×Rch
56. K×Q P—B7

Resigns.

3h 30. 3h 29.

Game No. 54.

Ruy Lopez.

White: Burn.	Black: Rubinstein.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. Kt—B3	B—K2
6. P—Q3	P—QKt4
7. B—Kt3	P—Q3
8. P—QR4	R—QKtsq

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An immediately decisive blunder; but Black's position was rather weak, as Queen and King's Bishop are out of play. To 11) .... B—K3 the reply was 12) B—QB4, KR—Ksq; 13) Kt—KKt5.

12. Kt×Kt R×Kt

If 12) .... Q×Kt; 13) B—QB4, Q—QR4 (Q—KR4; B×BP); 14) Kt—KKt5.

13. P—QR3 Resigns

If 13) .... B—K2 White wins by playing 14) B—Q2.

28m. 1h 21.

Game No. 56.

Ruy Lopez.

White: Duras.	Black: Schlechter.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—Q3
4. P—Q4	B—Q2
5. o—o	Kt—B3
6. Kt—B3	B—K2
7. P×P	. . . .

This exchange produces an absolutely even game.

7.	Kt×P
8. Kt×Kt	P×Kt
9. B×Bch	Q×B
10. B—Kt5	P—KR3
11. Q×Qch	Kt×Q
12. B×B	K×B
13. Kt—Q5ch	K—Qsq
14. QR—Qsq	P—QB3
15. Kt—QB3	K—B2
16. R—Q2	KR—Qsq
17. KR—Qsq	Kt—KB3
18. R×R	R×R
19. R×R	K×R
20. P—KB3	Drawn.
1h 15.	1h.

If White strives for a draw only, Black will experience great difficulties to avoid it. In the beginning of the game, it is naturally Black's aim to escape the pressure of his opponent with an even game, and only when he has succeeded in doing this can he think of building up an attack.

Game No. 57.

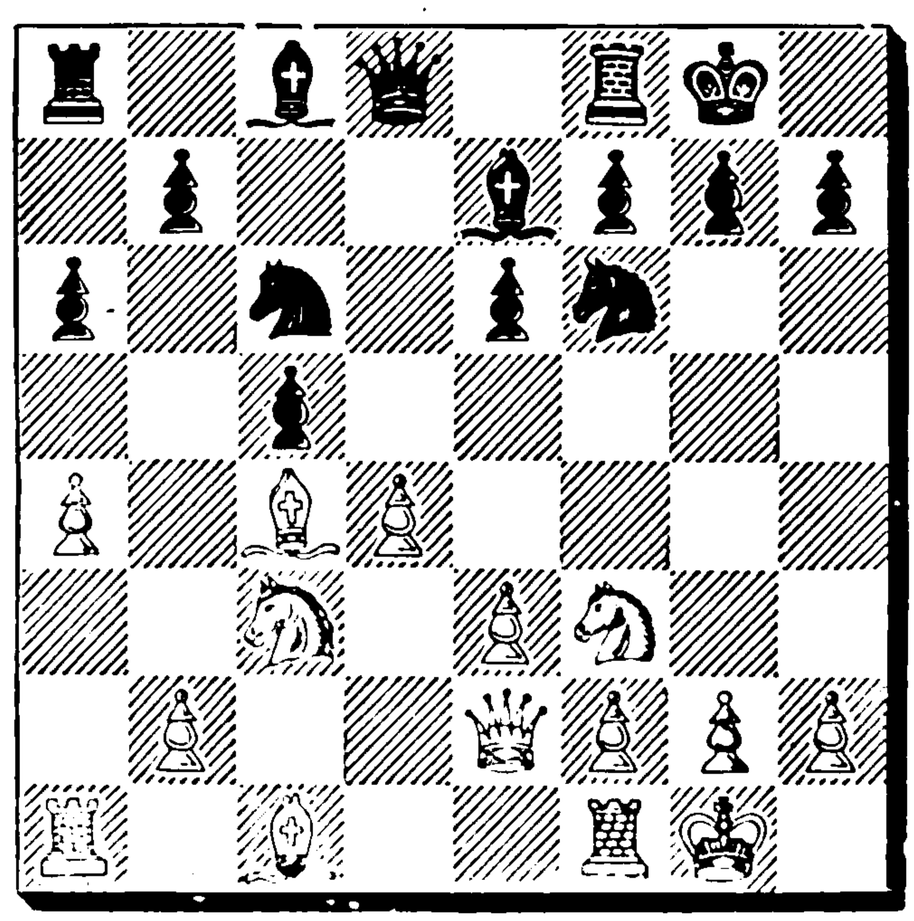
Queen's Pawn Opening.

White: Dus-Chotimirski.	Black: Teichmann.
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—K3	P—K3
4. B—Q3	P—B4
5. P—B4	P×BP
6. B×P	P—QR3
7. P—QR4	Kt—B3
8. Kt—B3	B—K2
9. o—o	o—o

Teichmann follows in the tracks of Rubinstein.

10. Q—B2 . . . .

There is no justification for this sacrifice.



10.	P×P
11. R—Qsq	P—K4

12. P×P P×P
13. P—R3 . . . .

To prevent Black's B—KKt5.

13. . . . . P—KR3

In order to guard himself, in case of having to play R—Ksq or B—QB4 against White's Kt—Kt5 or B—K Kt5, respectively.

14. B—B4 B—QB4
15. Kt—K4 Kt×Kt
16. Q×Kt R—Ksq
17. Q—B2 Q—B3
18. B—Kt3 B—R2
19. R—R3 B—KB4
20. Q—Q2 B—QB4
21. R—Kt3 P—QKt3
22. Kt—R4 B—K5
23. R—Ksq Kt—R4
24. R×B R×R
25. B—Q5 Kt×R
26. Q—Qsq QR—Ksq
27. Q×Kt R×Kt
28. B×R R—K8ch
29. Resigns

2h 9. 1h 34.

Game No. 58.

French Defence.

White: Dr. Bernstein.	Black: Snosko-Borowski.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. Kt—QB3	Kt—KB3
4. B—Kt5	B—Kt5
5. P×P	Q×P
6. B×Kt	B×Ktch

The immediate capture appears to be best, as otherwise White can avoid the doubled Pawn by 7) Q—Q2.

7. P×B P×B
8. Kt—B3 P—Kt3
9. P—Kt3 B—Kt2

To 9) .... Q—K5ch the reply would be 10) K—Q2, and White would then bring his Rooks rapidly into play.

10. B—Kt2 Q—KR4

White threatened Kt—R4. But 10) .... Q—QR4 would at the very least have gained one "tempo" for the development.

11. o—o Kt—Q2
12. Q—K2 R—QBsq

He does not risk to Castle QR, for fear White should attack by 13) P—QR4, P—QR4; 14) P—QB4 and later on QR—Ktsq and P—QB5, but he underrates his chances of counter attack, which he might then have initiated by P—K4. Hence Castles QR would have been the right move, because Black would have then been able to advance in the centre and parry White's attack on the Queen's wing.

13. Q—K3 P—QB4
14. Kt—R4 B×B
15. Kt×B P×P
16. P×P o—o

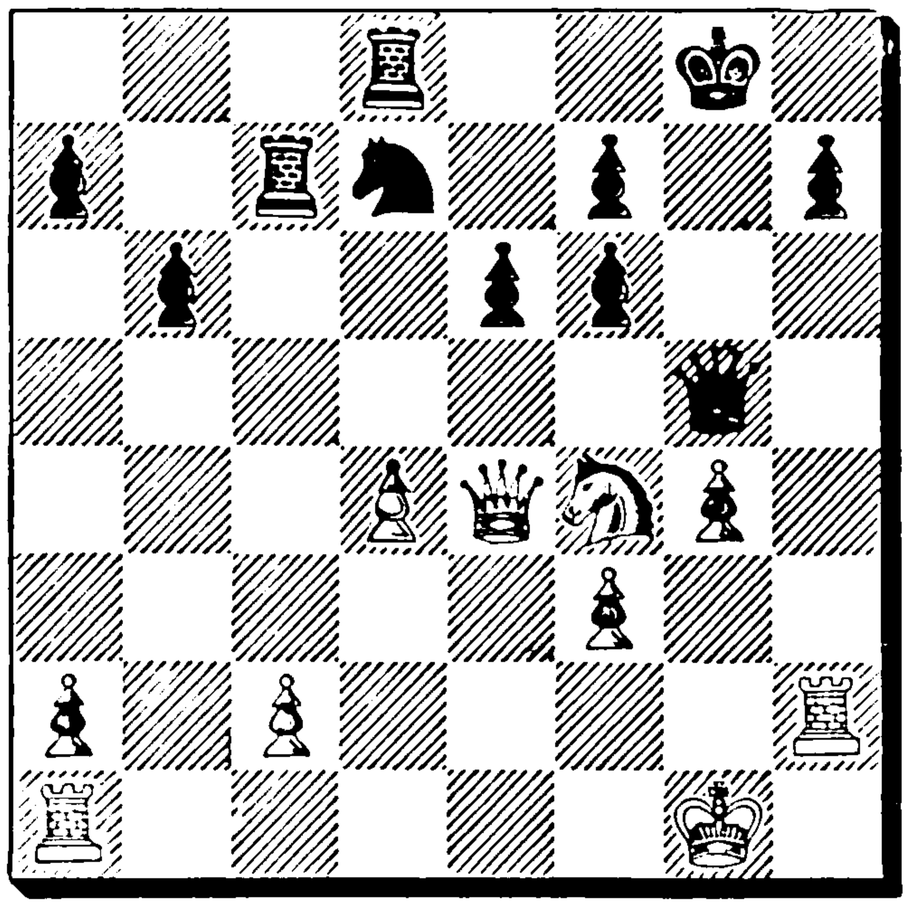
Black sees too late, that he dare not capture the QBP. White would, in this case, first of all reply 17) Q—R3 (17 .... Q—R4; 18) Q—Q6) and continue the attack by QR—QBsq and Kt—K3. He would then easily regain the Pawn. In the nature of things, Black should not have opened the centre until his Rooks were available; for this reason P×P was a mistake.

17. Q—K4 R—B2
18. Kt—B4 Q—Kt5
19. P—KB3 Q—Kt4
20. R—B2 R—Qsq
21. P—KR4 Q—R3
22. P—KKt4 . . . .

A glorious attack. White prevents Black from freeing his game by P—KB4 and Kt—B3 and prepares K—Rsq, and R—KKtsq.

22. . . . . Q×P

Position after Black's 23rd move.



Black fails to calculate accurately. He ought to defend himself by 22) .... K—Rsq; 23) P—Kt5, R—KKt sq; 24) K—Rsq, Q—Bsq.

23. R—R2 Q—Kt4
24. Kt×P . . . .

Black had expected 24) Q×Pch and intended to play his King to K2, where he would really have been quite secure.

24. . . . . P×Kt
25. Q×KPch K—Rsq

If 25) .... K—Bsq, White wins by playing 26. Q—Q6ch, and if 25) .... K—Kt2, then Q—K7ch.

26. Q—K7 Q—Ktsq
27. R×Pch Q×R
28. Q×Rch Kt—Bsq
29. Q×Ktch Q—Ktsq
30. Q×Pch Resigns

1h 27. 2h 3.

Game No. 59.

French Opening.

White: Teichmann.	Black: E. Cohn.
1. P—K4	P—Q4
2. P—Q4	Kt—KB3
3. Kt—QB3	P—K3
4. B—Kt5	B—Kt5
5. P×P	Q×P
6. B×Kt	B×Ktch
7. P×B	P×B
8. Kt—B3	P—Kt3
9. P—Kt3	B—Kt2
10. B—Kt2	Q—QR4

This is the natural square for the Queen, where she has an effective and at the same time secure position.

11. Q—Q2 Kt—Q2
12. o—o o—o—o
13. Q—K3 . . . .

In order to prevent Kt—QB4 or K4.

13. . . . . P—KB4

Although weakening the points K4 and KKt4 considerably, the move has many advantages. If the White Queen should leave K3 the Black KBP can advance even unguarded, as White could not very well afford, by capturing his Pawn with the KtP, to weaken his Pawns and open the KKt file. Moreover, the Knight has now an entry via KB3 to Q4 and K5.

14. KR—Ksq . . . .

Here 14) P—QB4 was essential. If Black had continued 14) .... Kt—B3; then 15) Kt—K5 and after the exchange of Bishops Black's QB3 would become weak; furthermore, White would then be able to take possession of the diagonal KRsq to QR8 with his Queen. For this reason Black's Q4 should have been kept attacked by the White Pawn at QB4. If, on the other hand, 14) P—QB4, B—QR3; 15) Q—QKt3 (not Kt—Q2, on account of Kt—K4) the point QB4 would be quite defensible.

14. . . . . Kt—B3

Threatening Kt—Q4 or K5 and thus compelling the exchange of White's well posted Queen.

15. Q—K5 Q×Q
16. Kt×Q KR—KBsq
17. QR—Qsq B×B
18. K×B K—Kt2
19. P—QB4 Kt—Q2
20. Kt—B3 Kt—B3

The Knight was in a good enough position. Why not first 20) .... R—KKtsq, threatening P—B5?

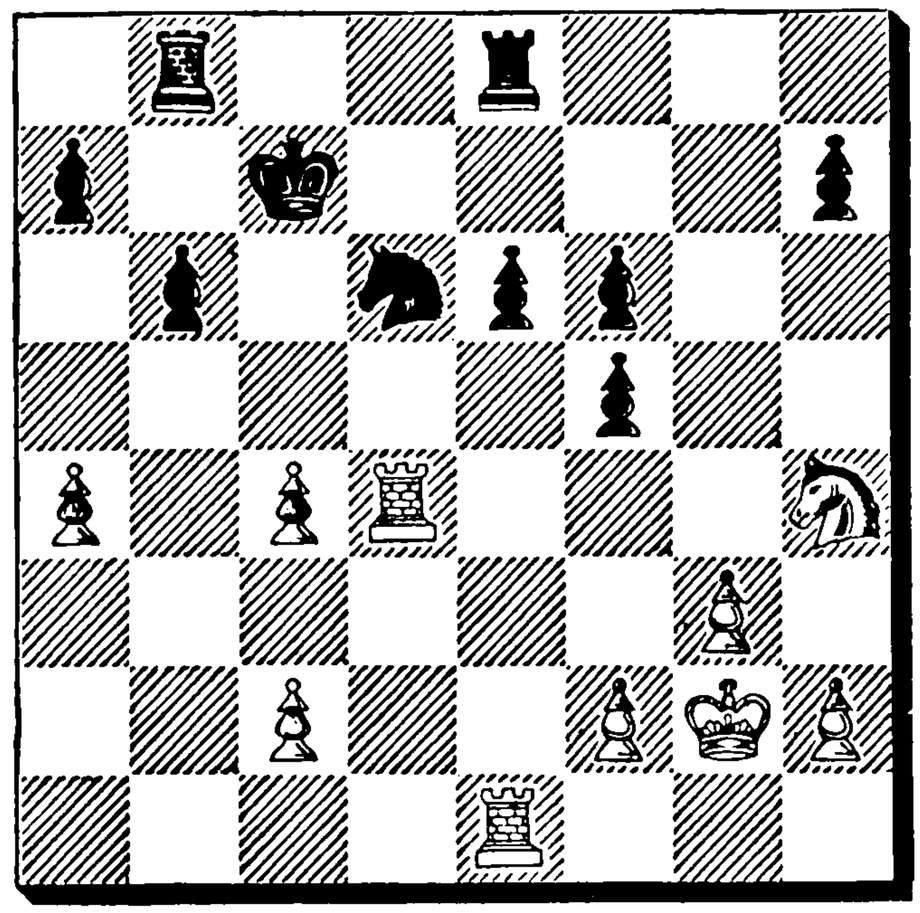
21. R—Q3 . . . .

And now White should have played 21) R—QKtsq, in order to be able to advance P—QB5 or drive the Black King away from his favorable position.

21. . . . . P—QB3
22. P—QR4 K—B2
23. R—QKtsq Kt—K5
24. R(Q3)—QKt3 R—QKtsq
25. R—Q3 . . . .

25) K—Bsq would have been more useful; the right place for the King was K3. 25) .... P—QB4 need not have been feared on account of 26) P—QB3, Kt—Q3; 27) Kt—Q2, R (KBsq)—Bsq); 28) K—K2.

25. . . . . R(KBsq)—Qsq
26. R(QKtsq)—Qsq R—Q3
27. Kt—Ktsq R(Q3)—Qsq
28. Kt—B3 R—Q3
29. Kt—K5 P—KB3
30. Kt—B3 R(Q3)—Qsq
31. R—Ksq R—Ksq
32. Kt—R4 Kt—Q3
33. R(Q3)—K3 K—Q2
34. R—QB3 P—B4
35. R(B3)—Q3 P×P
36. R×P K—B2



The draw now ensuing is premature, because the White Queen's side Pawns have become very weak after the exchange of the QP for Black's QBP. But Black would have done better, in his last move, to play K—B3 at once, in order to attack by K—B4. If then 37) R(Ksq)—Osq, R (Ktsq)—Qsq; 38) Kt—B3, R—Q2 followed by R(Ksq)—Qsq, and White would have no counter attack left.

2h 15. 2h 22.

Game No. 60.

Sicilian Defence.

White: Schlechter.	Black: Dus-Chotimirski.
1. P—K4	P—QB4
2. Kt—KB3	Kt—QB3
3. P—Q4	P×P
4. Kt×P	Kt—B3
5. Kt—B3	P—Q3
6. B—QB4	B—Q2
7. B—KKt5	. . . .

White's move of development, though peculiar, appears quite reasonable. The Bishop on QB4 is well posted, as long as Black does not play P—K3; in the latter case, however, Black has the weak Pawn at Q3.

7. . . . . P—K3
8. o—o P—QR3
9. Kt×Kt . . . .

Black intended Kt—K4, R—Bsq and Kt—B5; but in spite of this White should not have exchanged his well posted Knight.

9. . . . . B×Kt
10. Q—K2 B—K2

11. QR—Qsq P—QKt4

Black's policy to gain ground on the Queen's side is quite correct.

12. B—Q3 o—o

But now Q—B2 ought to have been played first, in order to prepare R—Qsq, and also avoid P—K5.

13. P—K5 Kt—Ksq

14. B—KB4 . . . .

14) B×B, Q×B; 15) P—KB4 should have been taken into consideration.

14. . . . . P—Q4

Why not 14) .... Q—B2 followed by QR—Qsq? By the advance of the QP White obtains the unchallenged possession of the point Q4.

15. Q—Kt4 P—Kt3
16. Kt—K2 Kt—Kt2
17. Kt—Q4 B—Q2
18. KR—Ksq Q—R4
19. B—Q2 . . . .

19) B—Kt5 was also feasible. For after 19) .... B×B; 20) Q×B, Q×RP; 21) Q—R6, Q×KtP; 22) R—K3, Q×Kt; 23) R—R3 White would win.

19. . . . . Q—Kt3

Of course not 19) .... Q×RP, on account of 20) B—B3, followed by R—QRsq.

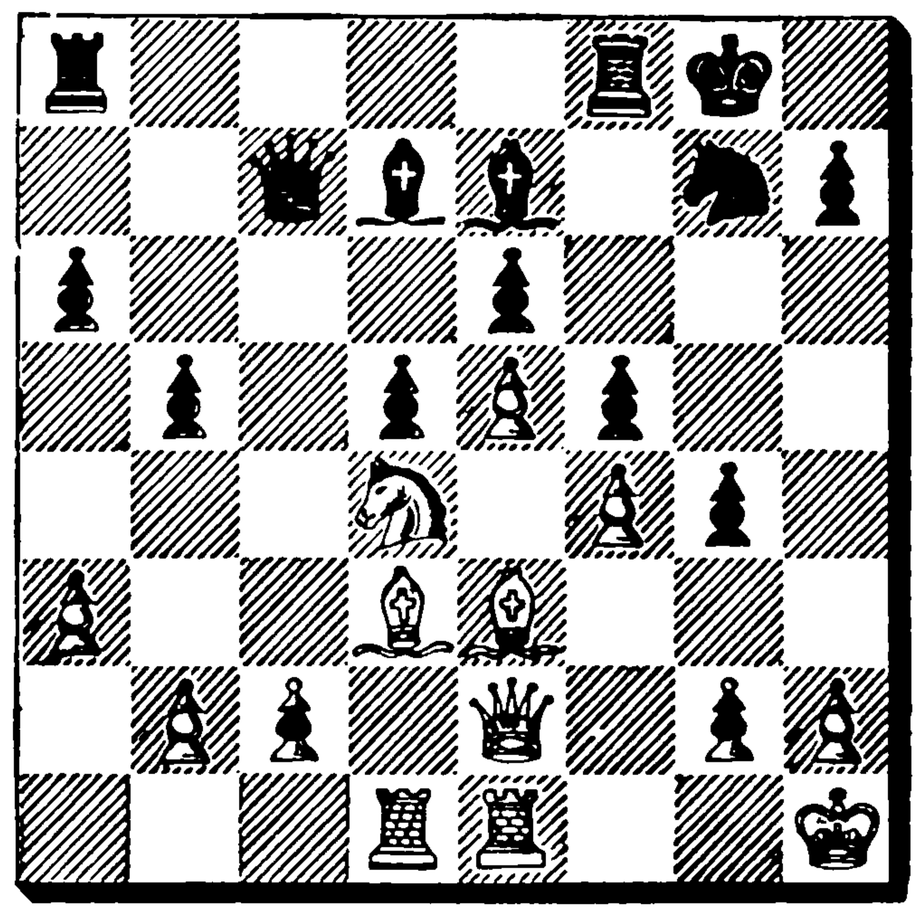
20. B—K3 Q—B2
21. P—KB4 P—B4
22. Q—K2 P—Kt4

The threat of this move is of no importance, whilst it clearly weakens the point KB4 (which is threatened by White's P—Kt4) and the diagonal, which is commanded by the White KB.

23. K—Rsq P—Kt5

Perhaps K—B2, R—KKtsq and QR—KBsq, followed by the flight of the King to Ksq, would still have availed. The advance of the Pawns is less than useless.

24. P—QR3 . . . .



This part of the game right up to the end is played in excellent style by White. One cannot but admire his artistic treatment of the position.

24. . . . . P—KR4
25. B—Q2 P—R5
26. B—Kt4 R—B2
27. B×B R×B
28. Q—B2 Kt—Ksq
29. Q×P R—R2
30. Q—B2 Kt—Kt2
31. P—KKt3 K—B2
32. P—KR4 P×Pe.p.
33. P—KKt4 R—KR3
34. P×P P×P
35. R—KKtsq R—KKtsq
36. K—R2 Q—Qsq
37. R—Kt5 Kt—K3
38. Kt×BP Resigns

2h. 28. 2h. 27.

Game No. 61.

Caro-Kann Opening.

White: Forgacs.	Black: Duras.
1. P—K4	P—QB3
2. P—Q4	P—Q4
3. Kt—QB3	P×P
4. Kt×P	Kt—B3
5. Kt×Kt	KP×Kt

If 5) .... KtP×Kt, Black would have stronger Pawns than in the continuation actually adopted; but the

ensuing lively combinations with the pieces more than compensate for this.

6. P—QB3 B—Q3
7. B—Q3 o—o
8. Q—B2 R—Ksqch
9. Kt—K2 K—Rsq

Of course intending to answer 16) B×RP by P—KKt3.

10. B—K3 Kt—Q2
11. o—o—o Kt—Bsq
12. K—Ktsq B—K3
13. Kt—B4 . . . .

This costs a Pawn. Far better was Kt—Bsq. Should White succeed in defending himself, he would have good chances of winning the ending.

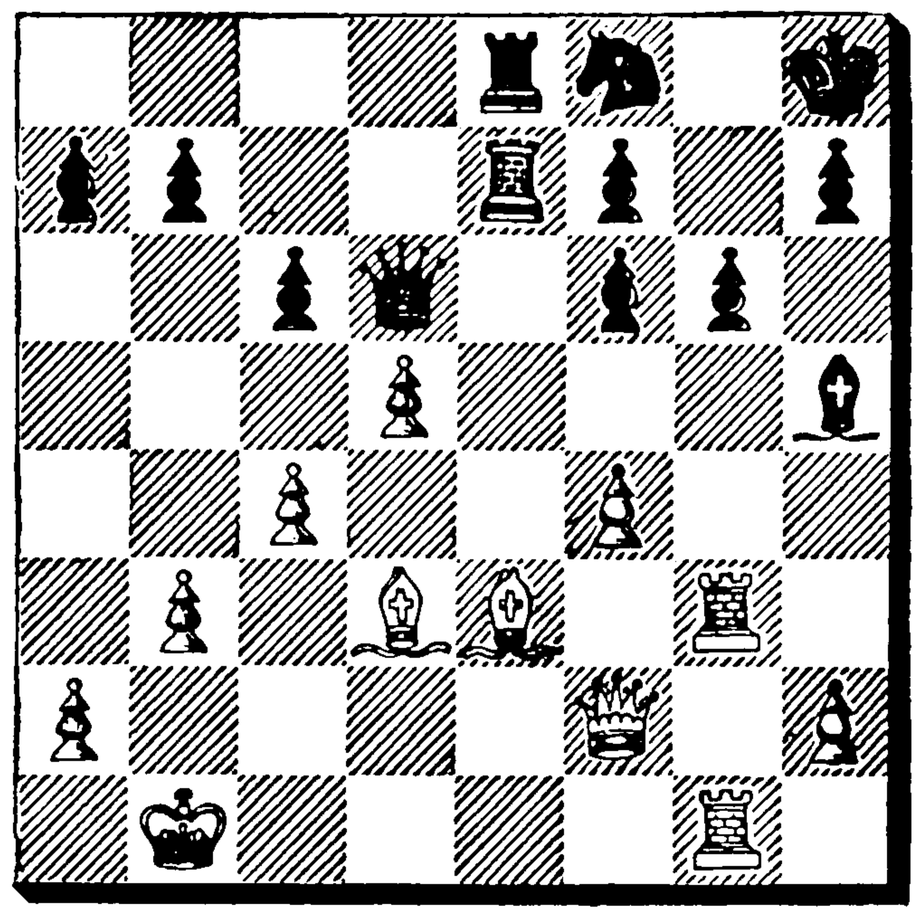
13. . . . . B×Kt
14. B×B Q—Q4
15. P—QKt3 Q×KKtP
16. KR—Ktsq Q—B6
17. B—K3 B—Kt5
18. R(Qsq) B—R4
—Ksq
19. R—Kt3 Q—Q4 ,
20.,P—KB4 . . . .

If 20) R(Ksq)—KKtsq, B—Kt3; 21) P—KB4, B×B; 22) Q×B, Q—K5; 23) Q×Q, R×Q; 24) R ×KtP?, Kt—Kt3.

20. . . . . R—K2
21. R(Ksq) QR—Ksq
, —KKtsq
22. P—B4 . . . .

It is clear that after 22) R×KtP, B—Kt3 White would get into difficulties.

22. . . . . Q—Q3
23. Q—B2 P—KKt3
24. P—Q5. . . . .



White changes his tactics, by attacking suddenly on the Queen's side. Thereby he abandons the points K5 and QB5 to his opponent. He should, instead, have fixed Black's KBP by P—KB5, to be followed by B—QBsq and Kt2.

24. . . . . Kt—Q2
25. B—Q4 R—K7

Elegant and decisive. If 26) B× R then R×B. Black threatens Q—R6.

26. B—K5 Q×B

Resigns.

2h. 20. 2h 7.

Game No. 62.

Queen's Pawn Opening.

White: Rubinstein.	Black: Mieses.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—QB4	Kt—KB3
4. P×QP	P×P
5. Kt×P	Kt×P
6. P—K4	Kt—KB3

It would be interesting to try, at this point, Kt—B2; 7) B—KB4, Kt —Q2; 8) B—B4, P—K4; 9) Q—Kt3, Q—B3; 10) B—KKt3 would soon lead to complications.

7. Kt—QB3 P—K4

If 7) .... P—QR3; 8) P—K5, Kt—Q4; 9) P—K6 Black's position would be quite unfavorable. But 7) .... P—K3 was sound play.

8. B—Kt5ch B—Q2
9. Kt—B5 . . . .

Not Kt—B3 on account of 9) .... B—Kt5.

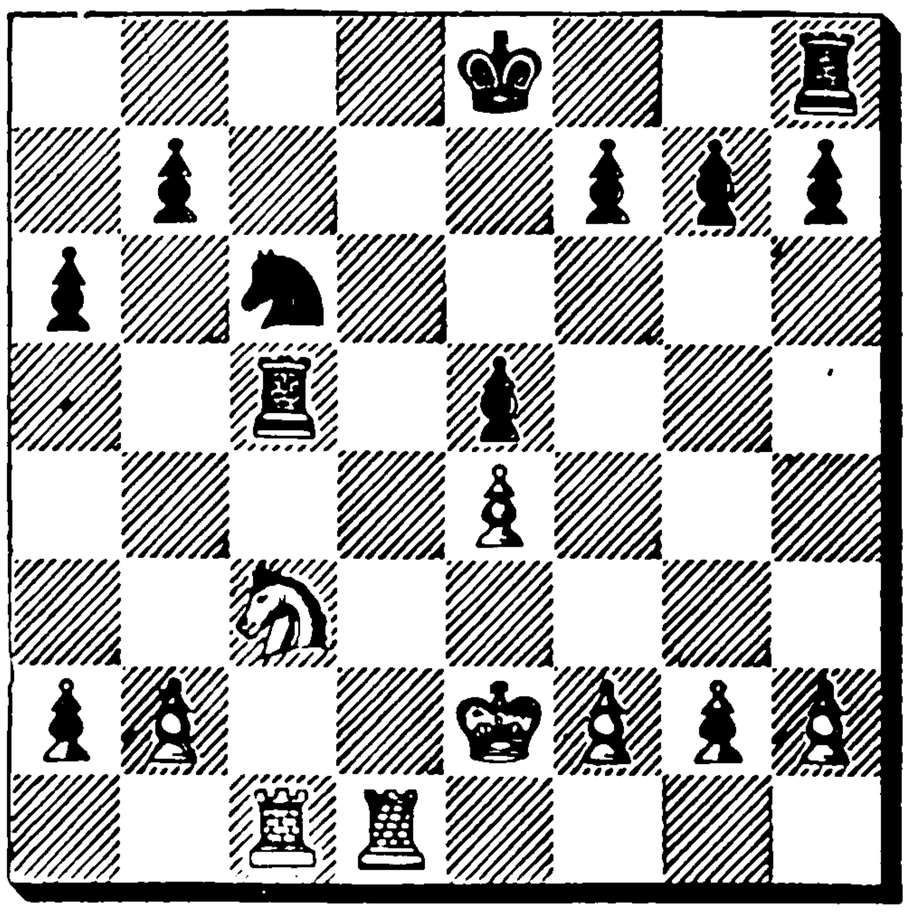
9. . . . . Kt—B3
10. Kt—Q6ch B×Kt
11. Q×B Q—K2
12. Q×Qch Kt×Q
13. B—K3 . . . .

This Bishop is now master of the situation.

13. . . . . P—QR3
14. B×Bch Kt×P
15. K—K2 R—QBsq
16. KR—Qsq Kt—QB4
17. B×Kt . . . .

It is, no doubt, advantageous for the development of White's King that this square should be cleared, but, nevertheless, White should have preserved this Bishop. 17) QR—B sq would, at least, have done no harm, for after 17) .... Kt—K3; 18) Kt—Q5 the strong position of Black's Knight at K3 would be compensated for by that of White's Knight at Q5.

17. . . . . R×B
18. QR—Bsq Kt—B3



A mistake, since the Knight impedes the Rook. He should have played 18) .... R—B2, to be followed by o—o.

19. R—Q5 R×R

To 19) .... R—B5 might have followed 20) P—QKt3, R—Q5; 21) K—K3, P—B3; 22) Kt—R4, K—K2; 23) Kt—B5, R×R; (R—QKtsq, Kt×KtP) 24) P×R, Kt—Kt5; 25) P—Q6ch to White's advantage.

20. P×R Kt—Q5ch
21. K—Q3 K—K2
22. P—B4 . . . .

The isolation of the King's Pawn is of great importance, as White has afterwards an unassailable post for his pieces at K4.

22. . . . . P—B3
23. P×P P×P
24. K—K4 K—Q3
25. R—KBsq R—QBsq
26. R—B7 R—B5
27. K—Q3 R—QKt5
28. R×KKtP . . . .

28) P—QKt3 would likewise have been strong, for White would at least have won a Pawn; e. g. 28) .... Kt—Kt4; 29) Kt×Kt (29) R×KtP, R—Q5ch; 30) K—B2, R—KKt5; 31) R—Kt6ch, K—B4; and Black obtains counter attack), R×Kt; 30) R×KKtP, P—KR4; 31) R—R7, R×Pch; 32) K—K3.

28. . . . . R×KtP
29. R×RP R×KtP
30. R—R6ch K—Q2
31. R—R7ch K—Q3
32. R—R6ch K—Q2
33. Kt—K4 R×QRP
34. R—R7ch K—Qsq
35. P—Q6 Kt—Kt4

White was threatening Kt—B6 and R—R8 mate.

36. K—B4 R—R4

This prevents the White King from entering, for to 37) K—Q5 the reply would be 37) .... Kt—Q5 ch or Kt—B2 double ch.

37. R×P . . . .

Now K—Q5 is threatened in spite of the discovered check.

37. . . . . Kt—R6ch
38. K—Kt4 R—Kt4ch
39. R×R Kt×R
40. K—B5 K—Q2
41. K—Q5 P—QR4
42. Kt—B5ch K—Ksq
43. K×P K—B2
44. Kt—Kt7 Resigns

Rubinstein's conduct of this end game is most pleasing.

3h. 3h.

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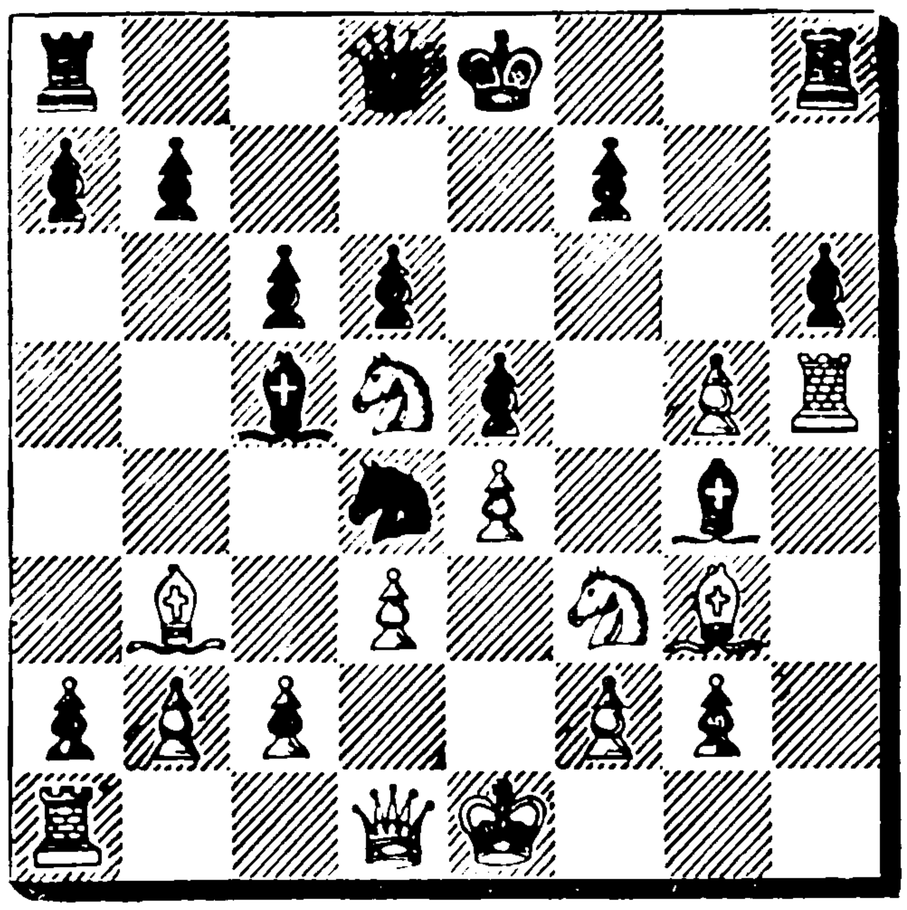
12. . . . . P—QB3
13. R×Kt . . . .



13. . . . . P×Kt
13) .... B×Kt? 14) Kt—B6ch.
14. R—R4 . . . .

After 14) R×P? R×R; 15) P×R, Q—B3 the point KB3 could no longer be defended.

14. . . . . B×Kt
15. P×B Kt×B
16. RP×Kt Q×P
17. P—KB4 . . . .

White having two more Rooks in play than his opponent, wants open files, and therefore tries to force the exchange of the centre Pawns.

17. . . . . P×BP
18. R×BP P×P
19. R×Pch K—Q2
20. Q—B3 Q—Kt3
21. P—Kt4 B—Kt3
22. R—KB4 . . . .

Now White threatens R×P ch, R—B6 and Q×Pch at the same time.

22. . . . . KR—Ksqch
23. K—Bsq K—K2
24. R—Kt4 Resigns

For in answer to 24) .... Q—R2; 25) Q×KtPch would at once prove fatal.

1h. 35. 2h. 10.

Game No. 65.

Queen's Gambit Declined.

White: Salwe.	Black: Vidmar.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—QB4
4. P—K3	Kt—KB3
5. Kt—B3	Kt—B3
6. P—QR3	B—Q3
7. P×BP	B×P
8. P—QKt4	B—Q3
9. B—Kt2	o—o
10. B—Q3	P—QR4
11. P--Kt5	Kt—K4
12. Kt×Kt	B×Kt
13. Q—K2	Q—K2
14. o—o	P—QKt3

The drawback of this line of play is this weak Pawn at QKt3. Yet it appears that after White's Kt—R4 the advance of the QBP must be prevented.

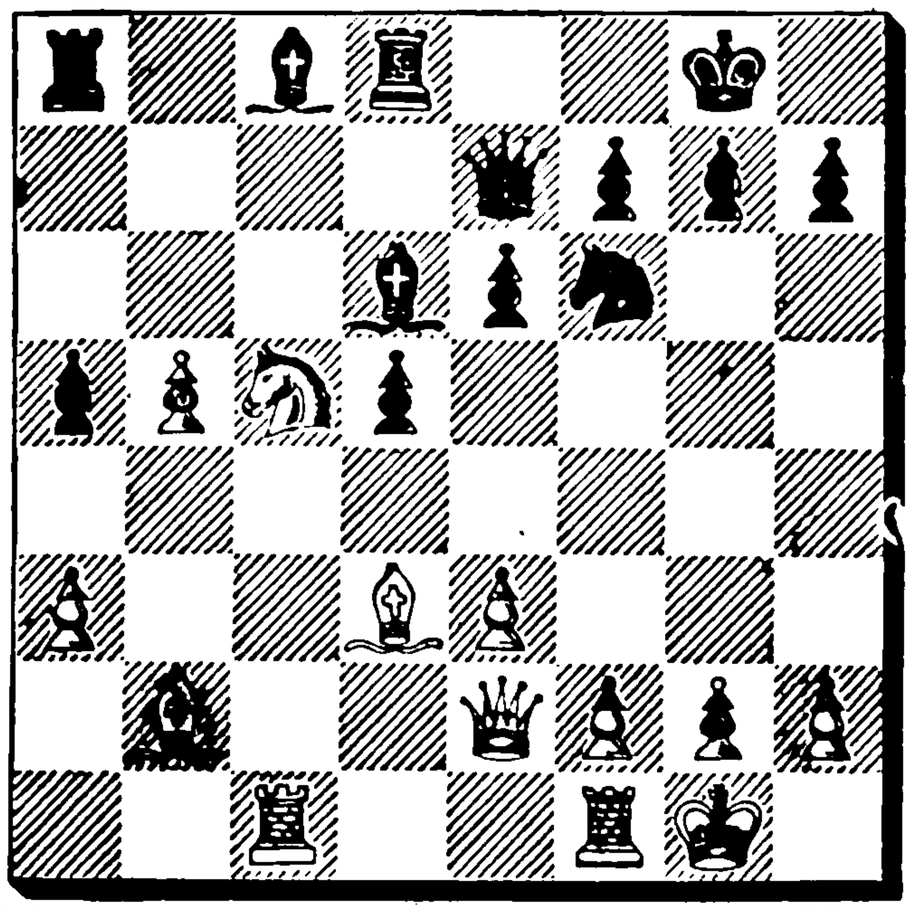
15. Kt—R4 B—B2
16. QR—Bsq . . . .

By 16) B×Kt, Q×B; 17) P×P (.... P×P?; 18) Q—R5) the Pawn was not to be won on account of 17) .... Q—R5; 18) P—KB4, P×P.

16. . . . . R—Qsq
17. P—B5 . . . .

A mistake; he ought to have played 17) B—Q4 first. Black's QKtP would then have fallen or White's QBP would have advanced powerfully; or if 17) .... P×P, the QB file would be opened without loss of time. On the other hand, 17) B×Kt would again have been of no use because of 17) .... Q×B; 18) P×P, B×Pch; 19) K×B, Q—R5ch; 20) K—Ktsq, Q×Kt. But 17) P—KB4 would have been strong, as it threatened B×Kt.

17. . . . . P×P
18. Kt×P B—Q3



Now the awkwardly posted Knight becomes the object of an attack, which succeeds in a few pretty moves.

19. Q—B2 . . . .

Considering the bad plight he is in, he should play 19) B×Kt. If then 19) .... P×B; 20) Q—Kt4ch, K—Rsq; 21) Q—KR4, P—B4; 22) Q×Q, B×Q; 23) P—QR4, White would still have a good game. Therefore Black would have had to play 19) .... Q×B instead of P×B in answer to 19) B×Kt. But in this case White would have gained time to play 20) P—QR4, and might have answered 20) .... P—K4 by 21) P—K4, P—Q5; 22) Kt—Kt3, followed later on by Kt—Q2 and B—B4.

19. . . . . P—K4
20. P—QR4 . . . .

20) P—K4 would likewise have been met by 20) .... B—Kt5, threatening QR—Bsq.

20. . . . . B—Kt5
21. Kt—Kt3 . . . .

The game is lost. After 21) B—R3, QR—Bsq the Knight can no longer be extricated from his exposed position. In case of immediate retreat the continuation as adopted in the game, is decisive.

21. . . . . QR—Bsq
22. Q—Ktsq . . . .

If 22) Q—Q2, B—Kt5; 23) B—B3, R×B; 24) R×R, P—Q5; 25) P×P, P×P; 26) Kt×P, Q—Q3; 27) Kt—B6, B×R; 28) Q×B, Q×B, and Black would win the ending.

22. . . . . P—K5
23. B—B2 B—K7
24. KR—Ksq B×Pch
25. K×B Kt—Kt5ch
26. K—R3 R—Q3
27. B×KP R—R3ch
28. K—Kt3 Q—R5ch
29. K—B4 Q—R7ch

Resigns.

1h. 8. 1h. 33.

Game No. 66.

English Opening.

White: Tartakower.	Black: Dr. Lasker.
1. P—QB4	P—K4
2. Kt—QB3	Kt—KB3
3. P—KKt3	B—K2
4. B—Kt2	o—o
5. Kt—B3	P—Q3
6. o—o	QKt—Q2
7. P—Q3	P—B3

Black is already sufficiently developed and prepared to take possession of the centre by P—Q4, and support it by R—Ksq. For this reason the Sicilian Opening for White, as introduced by Anderssen, appears to be inferior.

8. Kt—Ksq Kt—Kt3
9. P—K4 P—Q4
10. BP×P P×P
11. P×P . . . .

If White now had tried, after all, to maintain a centre, by playing 11) P—B4, Black would reply 11) .... P×BP; 12) P—K5, Kt—Kt5. Now 13) B×P would be met by P—B3 (P—KKt4 would also do) and 13) P×BP by 13) .... P—Q5; 14) Kt—K4, Kt—Q4; 15) Kt—B2, P—B3:

with the probable continuation 16) P—KR3, Kt—K6; 17) Kt×Kt, P×Kt; 18) Q—Kt3, K—Rsq; 19) Kt—Kt3, B—QB4 and Black is well developed.

11.	. . . .	KKt×P
12.	Kt×Kt	Kt×Kt
13.	P—Q4	P×P
14.	Q×P	B—K3
15.	Kt—B2	B—B3

If 15) .... R—Bsq; 16) Kt—K3, B—QB4; 17) Q—K4 the Black Queen's side Pawns would remain without support.

16.	Q—K4	Q—R4
17.	Kt—Q4	B×Kt
18.	Q×B	KR—Qsq
19.	B—Kt5	R—Q2
20.	P—QR3	Kt—Kt3
21.	Q—KR4	Kt—B5
22.	P—QKt4	Q—Kt3
23.	KR—Ksq	P—KR3
24.	B—K7	Q—B2
25.	B—B5	Kt—K4
26.	B—K3	Kt—Q6
27.	KR—Qsq	B—Kt6
28.	R—KBsq	B—Q4

With a view to securing the position of the Knight at Q6, the exchange of White's KB appears opportune: the more so, as this exchange weakens at the same time the position of the White King, by creating a "hole" at KB3.

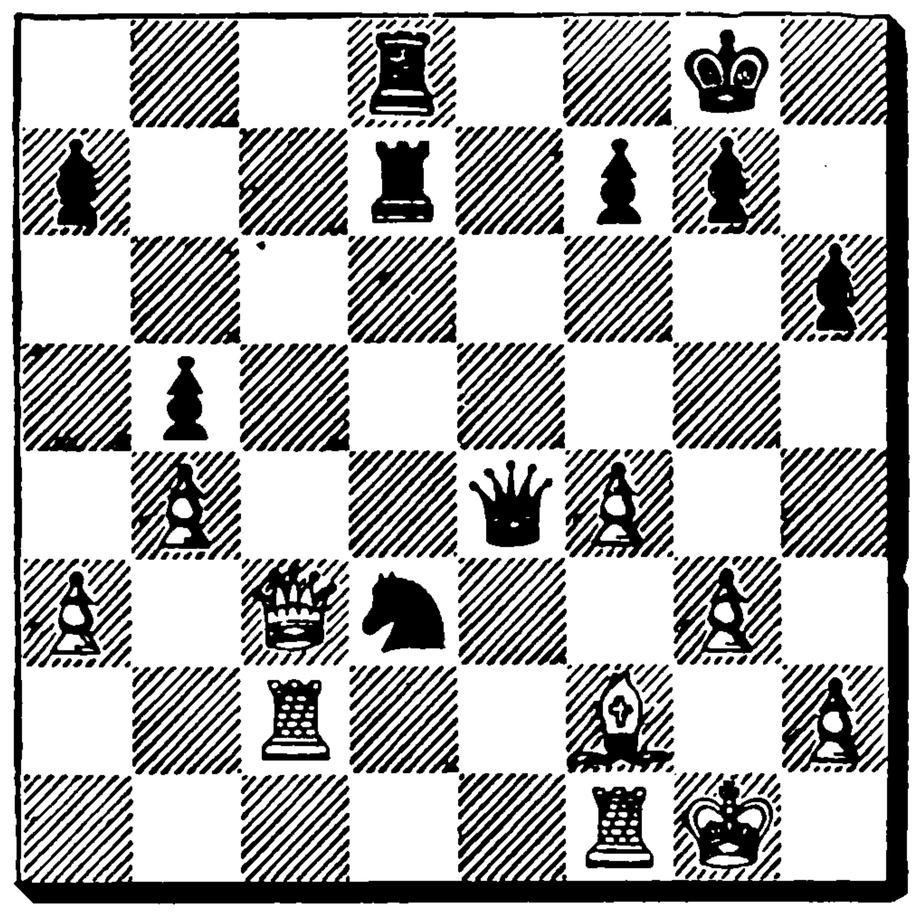
29.	B×B	R×B
30.	Q—K4	Q—Q2
31.	R—R2	R—Ksq
32.	Q—Kt2	P—QKt3
33.	R—B2	R—Qsq
34.	Q—K4	P—QKt4

In order to prevent Q—QB4. Black threatens now P—B4 followed by P—B5 or (if Q—B3) P—Kt4.

35.	P—B4	R—Ksq
36.	Q—B3	Q—K3
37.	B—B2	R—Q2
38.	K—Kt2	Q—Kt6
39.	Q—B6	R(Qsq)—Qsq
40.	Q—QB3	. . . .

If 40) R—B3, Q—Kt7 and White is hopelessly cramped; for 41) R—B2, Q×RP; 42) Q×P, Q×P would win a Pawn and the end game.

40.	. . . .	Q—Q4ch
41.	K—Ktsq	Q—K5



An essential move, to prevent White from playing 42) Q—QB6. The latter move would now be met by 42) .... Kt×BP, and White is lost, with whatsoever piece he retakes, e. g.: 43) R×Kt, R—Q8ch; 44) R—Bsq, R×Rch; 45) K×R, R—Q8ch; 46) K—B2, R—Q7ch and wins Queen or Rook.

42.	Q—Kt3	P—Kt4

Decisive. If White capture the Pawn 43) P×P, then follows at once 43) .... Kt—K4 and in answer to any Bishop's move 44) .... R—Q8.

43.	Q—R2	P×P
44.	R—K2	Q—Kt3
45.	Q—B2	K—R2
46.	Q—B3	R—KKtsq
47.	K—Rsq	Q—R4
48.	R—O2	P×P
49.	B×P	R×B

50. Q—QB6 Kt—K4
51. Q—K4ch K—Ktsq
52. R(Q2)—KB2 R—Kt4
53. R—B2 R—Q8

Resigns.

2h 50. 3h 20.

Game No. 67.

Three Knights' Game.

White: Snosko-Borowski. Black: Speijer.

1. P—K4 P—K4
2. Kt—KB3 Kt—QB3
3. Kt—B3 P—KKt3

This is not quite sound, as it loses time. White obtains a strong position in the centre.

4. P—Q4 P×P
5. Kt×P . . . .

He might also initiate an attack forthwith by 5) Kt—Q5. The "hole" at KB3 invites this move, followed by B—Kt5. In that case, Black would probably not have risked 5) .... B—Kt2, but played P—KR3 first.

5. . . . . B—Kt2
6. B—K3 Kt—B3
7. B—K2 o—o
8. o—o . . . .

In such positions, Castling QR is advisable, in order to initiate a dangerous attack afterwards by P—KR4. For this reason 8) Q—Q2 might well be considered. If then 8) .... R—Ksq; 9) Kt×Kt, KtP×Kt; 10) B B3, P—Q3; 11) o—o—o and White has a secure position.

8. . . . . P—Q3

Better was 8) .... R—Ksq, in order to answer 9) P—B3 by P—Q4 without loss of time.

9. Q—Q2 R—Ksq
10. P—B3 Kt—KR4

The object of this side movement, viz, to play the Knight to B5, can easily be frustrated; 10) ....P—Q4 was the natural move. If then 11) Kt×Kt, P×Kt; 12) QR—Qsq, Q—K2 and nothing could be said against Black's position. Hence it follows also, that White's last move was a mistake. He had done better to play 10) Kt×Kt followed by B—KKt5, and P—KB4.

11. Kt×Kt P×Kt
12. P—KKt4 . . . .

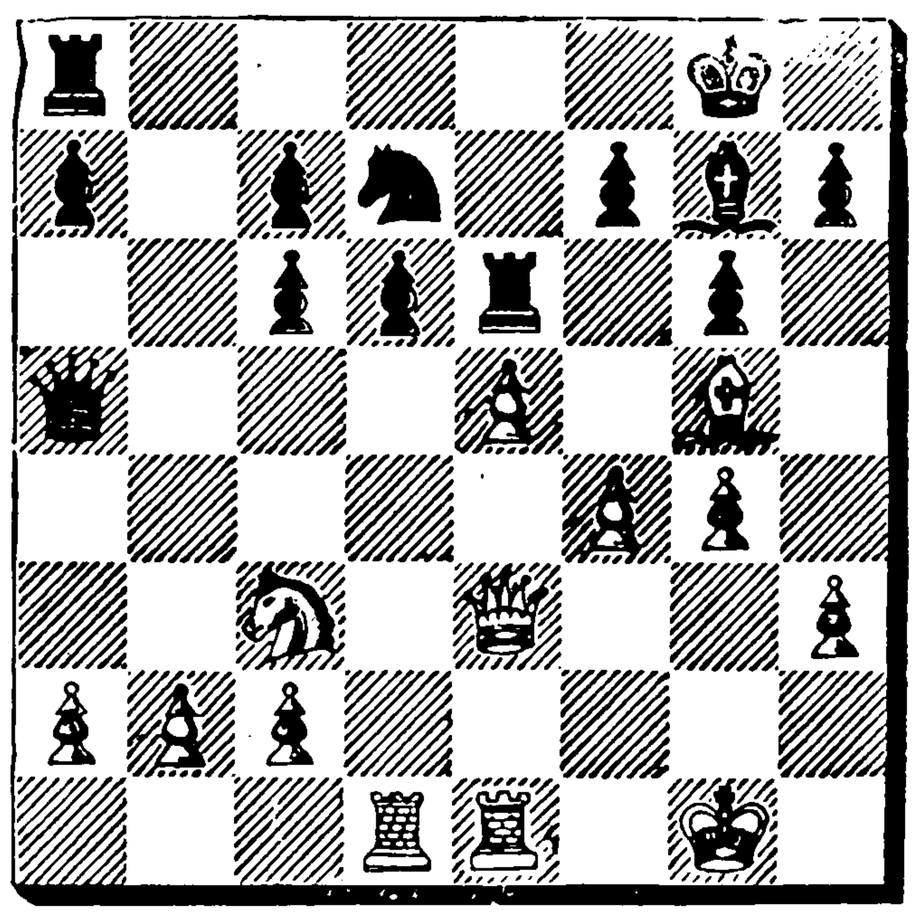
12) P—B4, Kt—B3; 13) B—B3, followed soon by QR—Ksq was sounder play.

12. . . . . Kt—B3
13. B—KKt5 B—Q2
14. QR—Qsq Q—Ktsq
15. Q—B4 Q—Qsq
16. B—B4 Q—K2
17. KR—Ksq Q—K4
18. Q—K3 Q—R4
19. P—KR3 B—K3
20. B×B R×B
21. P—B4 Kt—Q2

Black has now an excellent position. It is clear that White has advanced his King's wing Pawns to no purpose whatever. All he has achieved is to expose his own King.

22. P—K5 . . . .

Black threatened to change at QB6,



followed by QR—Ksq, in order to win, for instance by Kt—B4, the King's Pawn. If White play 22) P—B5, R(K3)—Ksq, the King's Pawn remains fixed forever; and, moreover, the QKtP would be weak. In spite of all this, the variation just mentioned, would still be better than the move in the text, as the ensuing sacrifice gives Black a decisive advantage.

22.	. . . .	Kt×P
23.	P×Kt	R×P
24.	Kt—K4	QR—Ksq

24) .... P—Q4 would have left White without resource.

25.	Q—KB3	P—Q4
26.	R—KBsq	R×Kt
27.	Q×Pch	K—Rsq
28.	B—B6	Q—B4ch
29.	R—Q4	Q—Bsq
30.	Q×Qch	R×Q
31.	R×R	P×R
32.	B×Bch	K×B
33.	R×R	K×R
34.	K—B2	K—B2
35.	K—K3	K—K3
36.	K×P	P—KR3
37.	K—B4	P—B4
38.	P—QR4	K—B3
39.	P—R5	P—R3
40.	P—Kt3	K—K3
41.	P—R4	K—B3
42.	P—Kt5ch	P×P
43.	P×Pch	K—K3
44.	K—K4	K—Q3
45.	P—B3	K—K3
46.	P—Kt4	P×P
47.	P×P	K—Q3
48.	K—Q4	P—B3
49.	K—B4	K—Q2
50.	K—B5	K—B2
51.	K—Q4	K—Q3
52.	K—K4	K—K3
53.	K—Q4	K—Q3
54.	K—B4	K—Q2

Drawn.

3h 27. 2h 47.

Game No. 68.

French Defence.

White: Dr. Lasker.	Black: Snosko-Borowski.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. Kt—QB3	Kt—KB3
4. B—Kt5	B—Kt5
5. P×P	Q×P
6. Kt—B3	. . . .

White seems to have nothing better than 6) B×Kt, P×B; 7) Kt—B3.

6.	. . . .	Kt—K5
7.	B—Q2	B×Kt
8.	P×B	Kt×B
9.	Q×Kt	Kt—Q2
10.	B—Q3	P—QB4
11.	P—B4	Q—Q3
12.	P—B3	P—QKt3
13.	o—o	B—Kt2
14.	Q—K3	o—o
15.	QR—Qsq	. . . .

White should here have forced the exchange of the Bishops: 15) B—K4, B×B; 16) Q×B, QR—Bsq; 17) QR—Bsq. White can obtain no more than a draw against good play on the part of his opponent.

15.	. . . .	QR—Qsq
16.	KR—Ksq	Q—B2
17.	B—Bsq	P—QR3

This gives White a chance, as this move weakens the QKtP and prevents, besides, the Bishop from going to QR3 whence he would attack the weak spot in White's position, viz., the P at QB4. Far stronger was 17) .... B×Kt; 18) Q×B, P—K4; 19) Q—Kt3?, P—B4

18.	Kt—Q2	Kt—B3
19.	Kt—Kt3	R—Bsq
20.	R—Ktsq	KR—Qsq

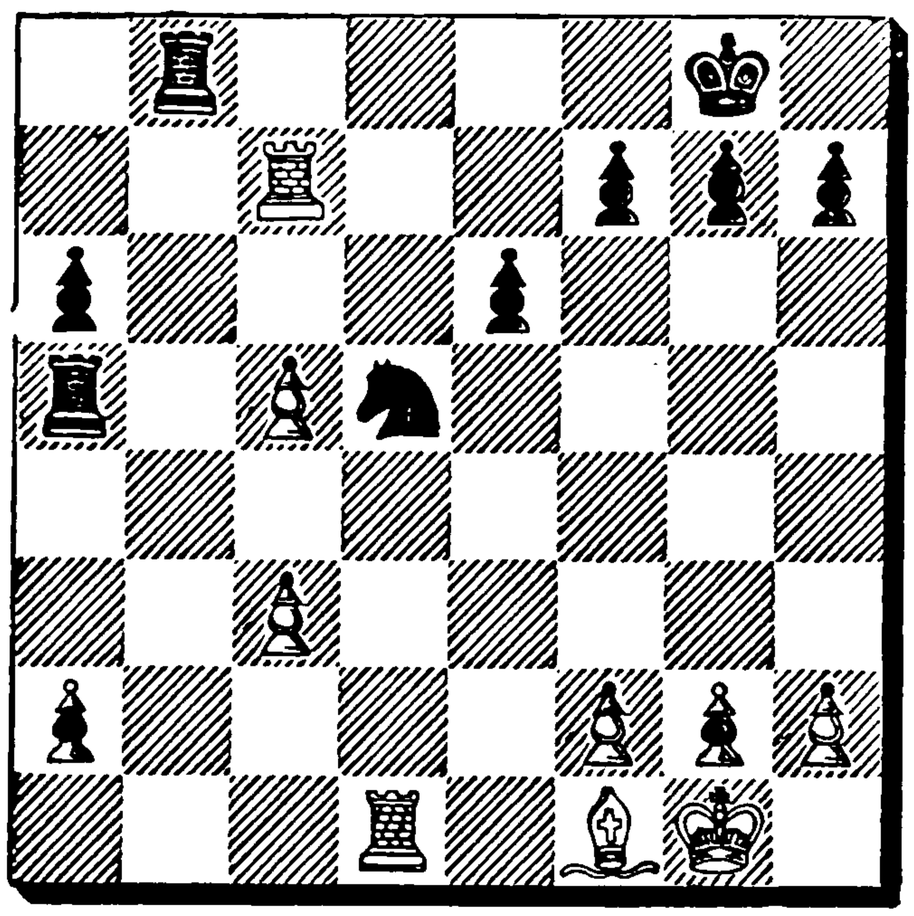
The QKtP is very weak. Black sacrifices it and seeks compensation in the open files.

21. P×P P×P
22. Q×P Q×Q
23. Kt×Q R×Kt

If 23) .... B×B; 24) Kt×P, P×Kt; 25) K×B.

24. R×B R—QR4
25. R—Qsq R—QBsq
26. R—B7 R—Ktsq
27. P—B5 Kt—Q4

If 27) .... R×P; 28) P—B6 followed by R—Kt7 and P—B7.



28. R—Q7 . . . .

Threatens P—QB4.

28. . . . . K—Bsq
29. P—B6 R—QB4
30. P—QB4 Kt—B3
31. P—B7 . . . .

Useless would be 31) R—Kt7, R (Ktsq)—Bsq.

31. . . . . R—Ksq
32. R(Q7)—Q6 P—QR4
33. R—QR6 K—K2
34. R—Ktsq . . . .

R—Kt5 would, in any case, have won the QRP.

34. . . . . R×P(at QB7)
35. R×RP Kt—K5
36. R—QBsq R—Qsq
37. P—B3 Kt—Q7

This hastens the loss of the game. If 37) .... Kt—B4, then 38) R—QKt5, R—Q7; 39) R—Rsq and the advance of the QRP.

38. B—K2 R—Q5
39. K—B2 P—K4

Desperation, in order to extricate the surrounded Knight. If 39) .... Kt×P, White would have won by R—R4.

40. R×Pch K—B3
41. R—QKt5 Kt×P
42. R—Kt4 Resigns.

If the Knight move (except to Q3) then follows R—Kt6ch. If, however, the Knight play to Q3, then R×R wins.

2h 46. 3h 1.

Game No. 69.

Queen's Pawn Opening.

White: Vidmar.	Black: Tartakower.
1. P—Q4	Kt—KB3
2. P—QB4	P—Q3
3. Kt—QB3	QKt—Q2
4. P—K4	P—K4
5. Kt—B3	B—K2
6. B—K2	o—o
7. o—o	R—Ksq
8. B—K3	. . . .

The Bishop is here in a somewhat exposed position; nor was its development yet in any way pressing. 8) R—Ksq, B—Bsq; 9) B—Bsq appears to be a good plan, in order to secure the centre Pawns and guard the Bishops against exchanges.

8. . . . . B—Bsq
9. Q—B2 Q—K2
10. QR—Ksq P—B3

After 10) .... P×P; 11) B×P, Kt×KP?; 12) B—Q3 Black would

have a lost position.

11. Kt—Q2 P—KKt3
12. P—B4 B—Kt2
13. Q—Q3 Kt—Bsq

With the intention of playing B—Q2 (or Kt5) and QR—Qsq. The cramped White pieces have no object of attack.

14. P—QB5 . . . .

Bringing about interesting complications, and giving an opening to the cramped heap of White pieces; but there is no gain in the transaction.

14. . . . . P×QP
15. P×P(Q3) Q×QP
16. P—K5 Q—Qsq
17. Q×P Kt—Kt5
18. Kt(Q2) . . ..
—K4

If he exchanges the Bishop, he cannot support the intended position of the Knight at Q6 by B—QB4.

18. . . . . Kt×B
19. Q×Kt Q—Kt3
20. Q×Q P×Q
21. Kt—Q6 R—K2
22. Kt×B R×Kt
23. Kt—K4 Kt—K3
24. R—Qsq R—Rsq
25. Kt—B6ch . . . .

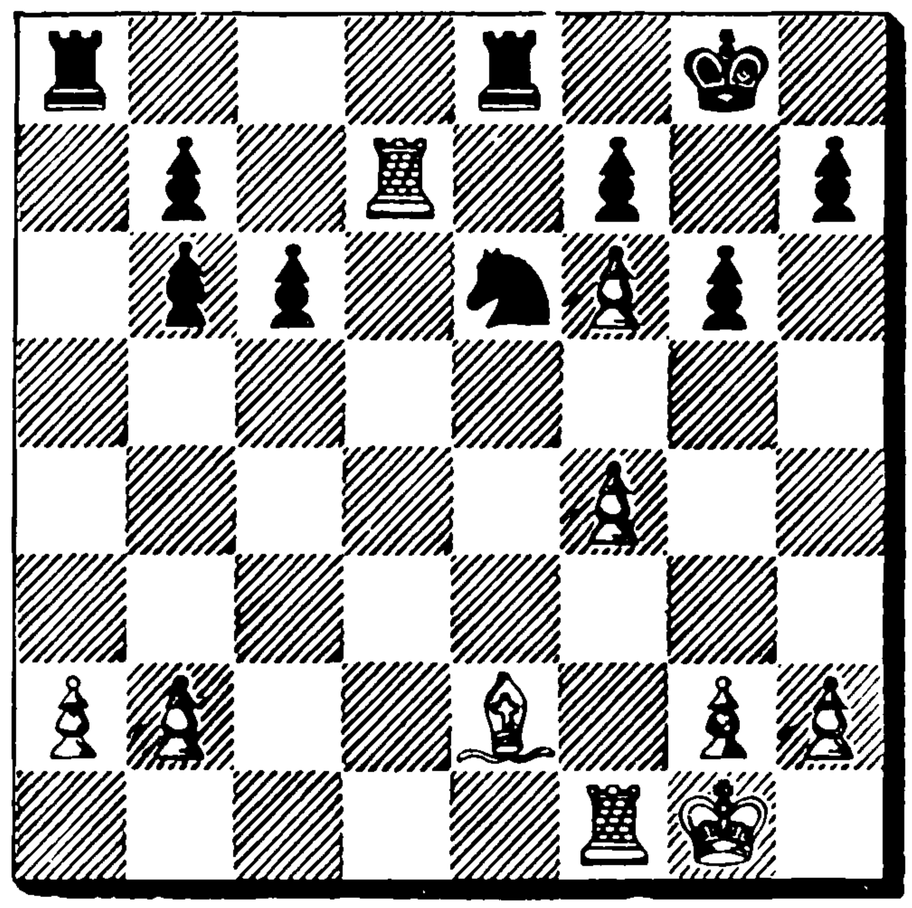
More natural was 25) B—B4, in order to continue, after 25) .... Kt—B4, with 26) KR—Ksq.

25. . . . . B×Kt
26. P×B R(K2)—Ksq
27. R—Q7 . . . .

A gross blunder, which costs the KBP. Better would have been 27) B—B4, P—QKt4; 28) B—Kt3, Kt—B4; 29) P—Kt4.

27. . . . . Kt—B4
28. R—Q2 Kt—K5
29. R—B2 Kt×P
30. P—B5 Kt—Q4
31. P×P RP×P
32. B—B4 QR—Qsq
33. R—Q2 R—K1
34. KR—Qsq K—Kt2

Position after White's 27th move.



35. P—QR4 K—B3
36. R—Q3 K—K2
37. R—QKt3 R—Q3
38. P—R3 P—KB4
39. K—B2 Kt—B3
40. R×R Kt—K5ch
41. K—B3 Kt×R
42. B—Q3 R—QR4
43. B—B2 P—QKt4

At last he has succeeded in forcing the important advance of the doubled Pawn.

44. R—K3ch K—B3
45. P—QKt4 R—Rsq
46. P—R5 R—Ksq
47. R—B3 Kt—B5
48. K—B2 R—Qsq
49. P—Kt4 P×P
50. P×P K—Kt4
51. B—K4 R—Q5
52. B—Kt2 . . . .

If 52) B—B3, K—B5 and R—Q7 ch, and the Black King would decide the game.

52. . . . . Kt—K4
53. K—K3 R×KKtP
54. R—B5 K—B3
55. B—K4 Kt—Q2
56. R—Bsq K—K4
57. B—Q3 R×P
58. P—R6 P×P
59. R×P R—Kt6

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strong also for the middle game. They exclude the Black Bishop from K3, the Knight from KKt3 and assist in forming mating attacks.

16. . . . . R—B3
17. QR—Ksq K—Rsq
18. P—Kt4 B—Q2
19. Kt—Kt6ch . . . .

White is not satisfied with 19) P—Kt5, Q—Ktsq; 20) K—Rsq, R×P. He brings about the end, instead, in a manner equally powerful and elegant.

19. . . . . Kt×Kt
20. P×Kt R×P
21. R—B7 Q—Kt3ch
22. K—Rsq R—Kt2
23. Q×KP QR—KKtsq
24. R(Ksq)—KBsq Q—Kt4
25. R(Bsq)—B2 Q—B4
26. R×R Resigns

2h 6. 2h 10.

Game No. 71.

French Defense.

White: Burn.	Black: Spielmann.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. Kt—QB3	Kt—KB3
4. B—Q3	. . . .

This leads only to an even game.

4. . . . . P—B4
5. P×BP . . . .

If instead 5) Kt—B3, Black's reply would be 5) .... P×QP; 6) Kt×P(Q5), P—K4; 7) Kt—B3, P—Q5.

5. . . . . P×P
6. Kt×P Kt×Kt
7. B×Kt Q×Qch
8. K×Q B×P
9. B—K3 B×B
10. P×B Kt—Q2
11. Kt—B3 Kt—B4
12. B—Q3 B—Q2
13. Kt—K5 R—QBsq
14. R—KBsq P—B3
15. Kt×B K×Kt
16. R—B4 K—K2
17. R—B4 Drawn

1h 16. 1h 8.

Game No. 72.

Scotch Opening.

White: Mieses.	Black: v. Freymann.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. P—Q4	P×P
4. P—B3	P—Q4
5. KP×P	Q×P
6. P×P	Kt—B3
7. Kt—B3	. . . .

7) B—K2 is necessary. White can then reply 8) B—Q2 in answer to 7) .... B—Kt5ch, and to 7) .... B—KKt5 he can answer 8) o—o, followed by Kt—B3.

7. . . . . B—QKt5
8. B—K2 Kt—K5

White has now an unfavorable position. He is compelled to play 9) B—Q2, after which move Black may continue 9) .... B×Kt; 10) P×B, o—o; 11) o—o, B—Kt5, and the Black Rooks come rapidly into play.

9. Q—Q3 . . . .

This move is altogether weak. White obtains now a lost game, as the Black pieces are quickly developed by attacking White's badly placed Queen.

9. . . . . B—KB4
10. Q—K3 o—o—o
11. o—o Kt×Kt
12. P×Kt KR—Ksq

13. Kt—K5 B×P
14. Q×B Kt×P
15. B—QB4 Q×Kt
16. Q—QR3 B—K3

Black had no reason to be afraid. After 16) .... Kt—B7; 17) Q×P, Kt×R; 18) Q—R8ch, K—Q2; 19) Q×P, Kt—B7 nothing would have happened to him; and 19) R—Qsqch, K—K2; 20) Q—R3ch, P—B4 need even less have been feared.

17. B×Bch R×B
18. B—Kt2 Q—Q3

He could scarcely expect White to play 19) Q×P, after which Black would force a mate in three moves by 19) .... Kt—K7ch; 20) K—Rsq, Q×Pch, etc. Why does he, therefore, not play K—Ktsq at once, in order to have complete freedom of action?

19. Q—R3 Kt—K7ch

Opening the diagonal for the Bishop; 19) .... P—KR3 was good enough, and after 20) Q—Kt4, P—KKt3; 21) KR—Qsq?, Kt—K7ch! It is difficult to see how White should have obtained an attack after the safeguarding move of P—KR3.

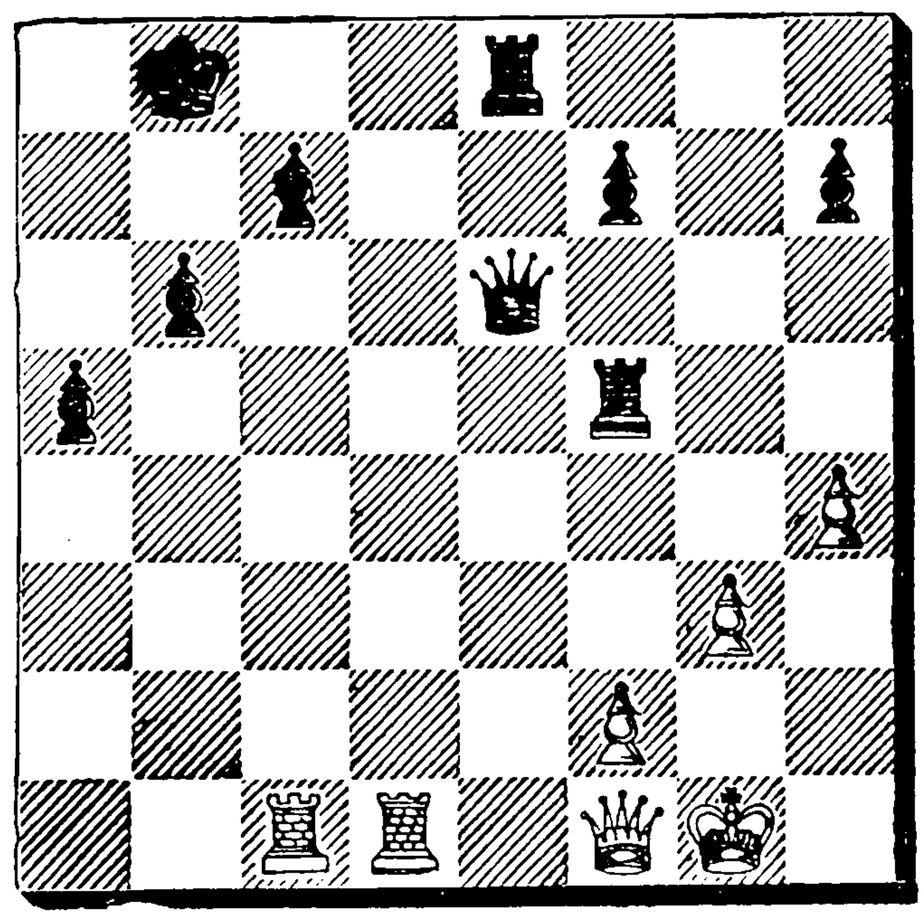
20. K—Rsq K—Ktsq
21. B×P R—Kt3

20) .... Kt—B5 would have led to the following end game: 22) Q—B5, Kt×P; 23) QR—Qsq, Q×R; 24) R×Q, R×Rch; 25) K×Kt, R—Kt3ch; 26) K—B3, R×B; 27) Q—B6, R—Ktsq; 28) Q×P, R(Q8)—Qsq; 29) Q×P.

22. Q—K3 . . . .

Bad would have been 22) Q×P, Q—Q4; 23) P—B3, Q—KKt4.

22. . . . . R×B
23. Q×Kt R—Kt4
24. Q—B3 R(Qsq)—Ktsq
25. KR—Qsq Q—K3
26. QR—Ktsq P—Kt3
27. P—Kt3 R—KB4
28. Q—Kt2 Q×P
29. K—Ktsq R—Ksq
30. QR—Bsq Q—K3
31. P—R4 P—QR4
32. Q—Bsq . . . .



32. . . . . Q—K7

A gross blunder. After White had lost the QRP, the game was simply won by the advance of the passed Pawns, or he might first have secured another open file by playing 32) .... R—Q4.

33. R—Q8ch K—Kt2

If 33) .... K—R2; 34) R×Pch, K—R3; 35) R×R.

34. Q—Kt2ch K—R3
35. Q—R8ch Resigns

2h 20. 2h 10.

Game No. 73.

Ruy Lopez.

White: Duras.	Black: Rubinstein.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. P—Q3	P—Q3
6. P—B4	. . . .

This move of development involves loss of time and allows Black to bring his pieces into play more rapidly than White.

6. . . . . P—KKt3
7. P—Q4 P×P
8. Kt×P B—Q2
9. Kt×Kt . . . .

White exchanges here, probably thinking that his Knight, which can no longer go to KB5, is of less value than Black's Knight, which has far more scope.

9. . . . . B×Kt
10. o—o B—Kt2
11. Kt—B3 o—o
12. P—B3 . . . .

Again loss of time, which might have been avoided by 12) B×B. He would, in this case, have been able, after 12) .... P×B; 13) B—KKt5, P—R3; 14) B—K3, to gain time for the important developing moves Q—Q2 and B—Q4.

12. . . . . Kt—Q2
13. B—K3 Kt—K4
14. B—Kt3 . . . .

14) P—B5 would not do on account of 14) ....Kt—B5; 15) Q—K2, Kt×B; 16) Q×Kt, B×B; 17) Kt×B, P×P, followed by B—Q5. And 14) Q—K2 would not be favorable either, on account of 14)....B×B; 15) Kt×B, Kt×QBP; 16) Q×Kt, P—QKt4.

14. . . . . P—Kt3

To prevent from freeing his Bishop by P—B5.

15. P—B4 Kt—Q2
16. B—Q4 Kt—B4
17. B×B K×B
18. B—B2 P—QR4

To render the Knight at B4 safe from attack by White's Knight's Pawn. If 18) P—QR3, then, of course, P—R5. In order to oust the Knight from his strong position, White had to lose three moves, viz, P—QKt3, P—QR3 and P—QKt4. Black has a strong and safe position.

19. Q—Kt4 . . . .

White's position does not warrant such operations on the wings. Far better was Q—Q4ch; if Black replied 19) .... Q—B3, White could play for a draw by 20) Q×Qch, K×Q; 21) QR—Ksq; otherwise the White Queen would be in a dominating position.

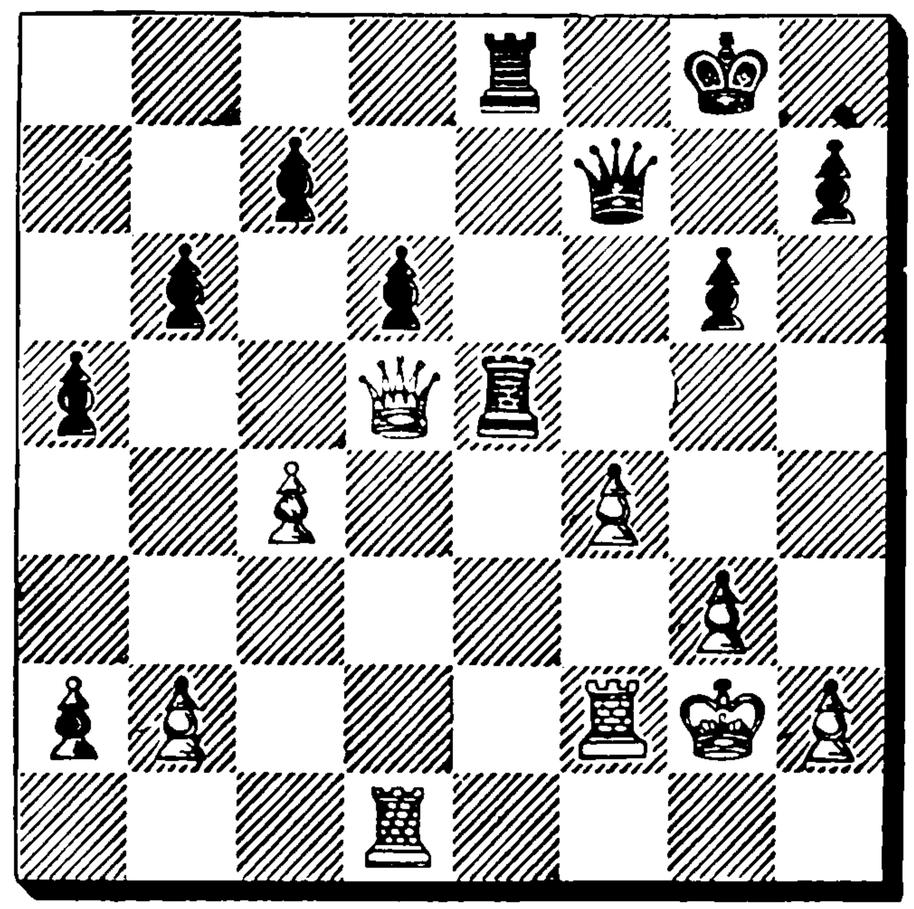
19. . . . . Kt×P

By this move Black is at last enabled to gratify his desire of pushing the KBP.

20. Kt×Kt P—KB4
21. Q—B3 P×Kt
22. B×P B×B
23. Q×B Q—B3

And now it is Black, who takes possession of the important Black diagonal and of the open King's file.

24. R—B2 QR—Ksq
25. Q—Q5 Q—B4
26. R—Qsq R—K5
27. P—KKt3 R(Bsq)—Ksq
28. K—Kt2 . . . .



28. . . . . P—R4

A fine idea. He threatens, at an opportune moment, P—R5 and R—K6.

29. P—Kt3 R—K6
30. R—Q4 K—B3

Now he is ready for P—R5, as the King has taken up the most favorable position.

31. P—KR3 . . . .

This facilitates Black's task, but the game was lost in any case. Sup-

posing 31) R(Q4)—Q2, P—R5; 32) Q×Qch, P×Q; 33) R—B3, P×P; 34) P×P, R—K7ch; 35) R—B2, R×R(Q2); 36) R×R, R—K6, followed by P—R5. If then White allow this Pawn to go to R6, Black will play R—QKt8 and —QKt7. But Black can also win by playing P—R5 followed by R—QB6, as White, who had to defend a number of weak spots, will eventually be starved out.

31.	. . . .	P—R5
32.	Q×Qch	P×Q
33.	P×P	R—Ktsqch
34.	K—Bsq	R×RP
35.	K—K2	R—Ksqch
36.	K—Q2	R×RP
37.	R—KKt2	R(Ksq)—KRsq
38.	K—B3	R—R6ch
39.	R—Q3	R×Rch
40.	K×R	R—R6ch
41.	K—Q4	R—KB6
42.	K—Q5	R×BP
43.	K—B6	R—Kt5
44.	R—KB2	R—Kt2
45.	K—Q5	R—K2
46.	R—Bsq	K—Kt4
47.	R—Ktsqch	K—B5
48.	P—R3	K—B6
49.	R—Bsqch	K—Kt5
50.	R—Ktsqch	K—R6
51.	R—KBsq	R—K4ch
52.	K—B6	K—Kt7
53.	R—B4	K—Kt6
54.	R—Bsq	R—B4ch
55.	K—Kt7	P—B5
56.	R—QBsq	P—Q4
57.	R—Ktsqch	K—B7
58.	R—Ktsq	P—Q5
59.	R—QBsq	P—Q6
60.	P—Kt4	RP×P
61.	P×P	P—Q7
62.	R—B2	K—K6
63.	P×R	P—Q8Q
64.	R—B3ch	K—Q5
65.	P×P	K×R

Resigns

Game No. 74.

Queen's Pawn Opening.

White: Dus-Chotimirski.	Black: Forgacs.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—K3	Kt—QB3
4. P—B4	P—K3
5. P—QR3	. . . .

White leaves the Knight at Ktsq in order not to give his opponent a mark for playing P—QR4 after the manoeuvre P×BP, P—QKt4 and B—Kt2. But P—QR4 need not be feared, nor can the assistance of the Kt at QB3 be spared in White's already weakened centre.

5.	Kt—B3
6. P×BP	B×P
7. P—QKt4	B—Q3
8. B—Kt2	o—o
9. QKt—Q2	Q—K2
10. B—Q3	R—Qsq
11. Q—K2	P—K4

Black has now the superior position in the centre. White's strategy has been refuted.

12. P×P	KKt×P
13. o—o	B—Kt5
14. P—Kt5	Kt—R4

The Knight is here out of place. He should have gone via Ktsq to Q2, from where he had several good openings.

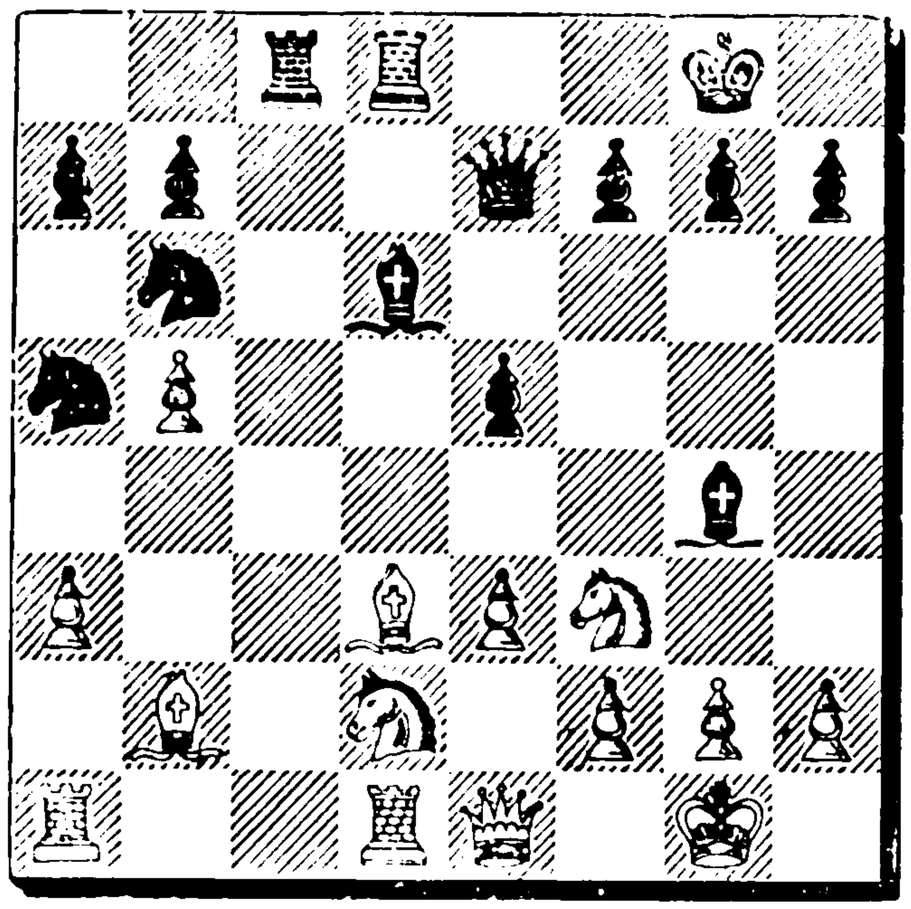
15. KR—Qsq	QR—Bsq
16. Q—Ksq	. . . .

He would now reply to 16) .... Kt—B6; 17) B×Kt, R×B; 18) Kt—K4, R×P; 19) R×R, B—Kt5; 20) R—B3, P—B4; 21) Kt—Kt3, P—K5; 22) B—K2.

16.	Kt—Kt3

An attempt at getting at White's

QB by Kt—R5. But White now acts powerfully and restores the equilibrium.



17. Kt—K4 B×Kt
18. P×B Kt(R4)—B5
19. Kt×B R×Kt
20. B—B3 Q—R5
21. K—Rsq Q—R6
22. B—Bsq Q—Q2
23. R×R Q×R
24. P—QR4 Q—K3
25. P—K4 Kt—Q2
26. R—Qsq Kt—Bsq
27. R—Q5 P—B3
28. B—Kt4 Kt—QKt3
29. R—Q6 Q—Kt6
30. P—R5 Kt(Kt3)—Q2
31. R—Q3 Q—Kt7
32. Q—Q2 Q—Kt8
33. K—Kt2 Kt(Bsq)—Kt3
34. R×Kt Kt—B5ch
35. K—Ktsq Kt—R6ch
36. K—Kt2 Kt—B5ch
37. K—Ktsq Drawn

2h 45. 2h 28.

Game No. 75.

Queen's Pawn Opening.

White: E. Cohn.	Black: Schlechter.
1. P—Q4	P—Q4
2. Kt—KB3	P—K3
3. P—B4	P—QKt3
4. Kt—B3	B—Kt2
5. P×P	P×P
6. P—K4	. . . .

If the Pawn is captured, then follows Kt—K5, threatening B—Kt5ch and B—QB4; e. g. 6) .... P×P; 7) Kt—K5, B—Q3; 8) Q—Kt4.

6. . . . . Kt—KB3
7. P—K5 . . . . .

White would have brought about lively complications by 7) P×P, Kt×P; 8) B—QB4, B—K2? (better B—Kt5); 9) Q—Kt3, P—B3; 10) Kt×Kt, P×Kt; 11) B—Kt5ch.

7. . . . . Kt—K5
8. B—Q3 P—Kt3

In order to be able to exchange the Knights after the expected Q—B2, without leaving the square KR2 at the command of White's Bishop. But the move weakens the square KB3.

9. Q—B2 Kt×Kt
10. P×Kt Kt—B3
11. o—o . . . .

The direct attack was 11) B—KKt5, B—K2; 12) Q—Q2 or B—KR6, after which Black would have gotten into difficulties.

11. . . . . B—Kt2
12. P—K6 . . . .

A pretty combination; but by the opening of the lines for the Rooks, Black obtains an attack on the castled King.

12. . . . . P×P
13. B×Pch K—Q2

If 13) .... P×B; 14) Q×Pch, K—Bsq; 15) B—R3ch, K—Ktsq; 16) Q×Pch, K—R2; 17) P—KR4 and wins.

14. B—R5 Q—B3

14) .... Q—KKtsq; 15) KR—Ksq, B—B3 makes the impression of having been better.

15. R—Ksq QR—KBsq
16. B—Kt4 R—Ksq
17. B—R5 QR—KBsq
18. B—Kt4 R—Ksq
19. B—Kt5 Q—Kt3
20. Q×Q P×Q
21. R—K3 B—R3
22. QR—Ksq Kt—Qsq
23. B×B R×B
24. Kt—Kt5 R—R5
25. B×Pch . . . .

He gives all his advantage away for a trifle. If he had played 25) P—KR3 first, he could follow up by P—Kt3, and win the KP with an excellent game.

25. . . . . Kt×B
26. Kt×Kt R—K5
27. Kt—Kt5 R×R
28. R×R . . . .

He ought to have preserved this Rook, as the QRP is weak. But it must be admitted that it is surprising that Black should have been able to make such decisive use of this slight advantage.

28. . . . . R×R
29. P×R K—B3
30. Kt—B7 K—Kt4
31. P—KR4 . . . .

Faulty. He should have captured the KKtP first; e. g. 31) Kt—K5, P—KKt4; 32) Kt—B7, P—Kt5; 33) Kt—K5, B—Bsq; 34) K—B2, B—B4; 35) K—Kt3, B—Kt8 (A); 36) K×P, B×P; 37) K—Kt5, B—Kt8; 38) Kt—Kt6, and the two Pawns Queen at the same time. Or (A) 35) .... P—R4; 36) Kt×P, B—Kt8; 37) P—KR4, B×P; 38) Kt—B6: now the Black QRP will queen, but White's two united passed Pawns are very strong; e. g. 38) .... P—R5; 39) P—R5, B—Kt8; 40) P—R6, B—Kt3 (to avoid P—K4); 41) K—Kt4, P—R6; 42) K—Kt5, P—R7; 43) K×B, P—R8Q; 44) P—R7 and Black cannot win; for instance, 44) .... Q—R8; 45) P—Kt4, Q—R5; 46) K—Kt7, Q—Kt4ch; 47) K—B2, Q—R3; 48) P—Kt5.

31. . . . . B—Bsq
32. Kt—K5 B—B4
33. P—Kt4 B—Kt8
34. K—B2 . . . .

Here 34) P—Kt5 was his last chance. If then 34) .... B×P; 35) Kt×P, B—Kt8; 36) Kt—K5, P—R4; 37) P—R5, P—R5; 38) P—Kt6, P—R6; 39) P—R6, B×P; 40) Kt×B, P—R7; 41) P—R7, P—R8Qch; 42) K—R2 (or B2) and may possibly draw. If 34) P—Kt5, P—R4; 35) P—R5, P×P; 36) P—Kt6, K—R5; 37) P—Kt7, B—R2; 38) Kt—Q7, B—Ktsq; 39) Kt—B6, B—B2; 40) P—Kt8Q, B×Q; 41) Kt×B, K—R6; 42) Kt—K7, K×P; 43) Kt×P, K—Kt6; 44) Kt×BP, K—B5; 45) P—Q5, K—B4; 46) P—B4, White would even win.

34. . . . . B×P
35. Kt×P B—Kt8
36. Kt—B4 P—R4
37. K—Ksq K—B5
38. K—Q2 B—K5
39. Kt—K2 P—R5
40. Kt—Bsq P—R6
41. P—R5 B—B6
42. P—R6 B—K5

Resigns.

3h 20. 2h 45.

Game No. 76.

Ruy Lopez

White: Dr. Bernstein.	Black: Speijer.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—Q3
4. P—Q4	B—Q2
5. Kt—B3	Kt—B3
6. o—o	B—K2

7. R—Ksq P×P
8. Kt×P o—o
9. B×Kt P×B
10. P—QKt3 R—Ksq
11. B—Kt2 B—KBsq
12. Q—Q3 P—Kt3
13. Kt(Q4)
—K2 . . . .

By this manœuvre the Knight improves his position very little. 13) QR—Qsq, B—Kt2; 14) B—Bsq would have made White's troops more mobile.

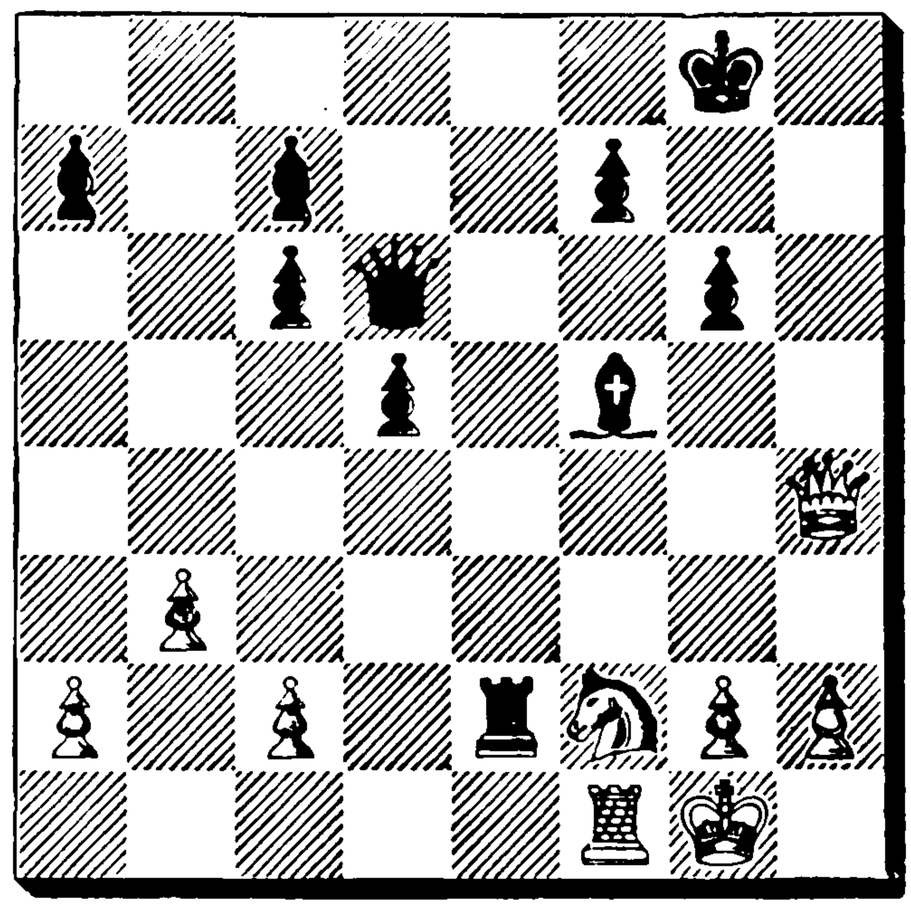
13. . . . . B—Kt2
14. Kt—Kt3 P—KR4

This attack, which appears so insignificant and almost unjustified, is yet hard to meet. The idea is to play P—R5 followed by Kt—R4. White's only reply is 15) Kt—Bsq, e. g.; 15) .... P—R5; 16) Kt—Qsq, and against 16) .... P—R6; 17) P—Kt3, Kt—Kt5 he might just save himself by 18) B×B, K×B; 19) P—KB3, Q—Kt4; 20) Kt—B2, Kt—B5; 21) P—Kt3.

15. R—KBsq . . . .

A gross blunder which costs the King's Pawn.

15. . . . . P—R5
16. Kt(Kt3) Kt×P
—K2
17. Kt×Kt B×B
18. QR—Ktsq B—Kt2
19. P—KB3 P—Q4
20. Kt—B2 B—B4
21. Q—Q2 Q—Q3
22. Kt—Q4 B—Q2
23. P—KB4 B×Kt
24. Q×B R—K7
25. QR—Ksq QR—Ksq
26. R×R R×R
27. P—B5 B×P
28. Q×KRP . . . .



28. . . . . Q—K2

Black does not play 28) .... R×P on account of 29) R—Ksq, but 29) .... K—Kt2 would have given a sufficient defence. He would, in this case, have won easily.

29. Q×Q R×Q
30. Kt—Q3 R—K7
31. R—B2 B×Kt
32. P×B R—K8ch
33. R—Bsq R×Rch
34. K×R P—KB4
35. K—K2 K—B2
36. K—K3 P—B4
37. K—B4 K—B3
38. P—KR4 P—B3
39. P—Kt3 P—R3
40. P—R3 P—R4
41. P—R4 P—Q5

If 41) .... K—B2; 42) K—K5, K—K2; 43) P—KR5. If 41) .... K—K3; 42) K—Kt5, K—B2; 43) P—KR5.

42. P—KKt4 P×P
43. K×P K—B2
44. K—B4 K—Kt2
45. K—Kt5 K—R2
46. K—B4 Drawn
2h 14. 2h 44.

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Game No 78.

Queen's Pawn Opening

White: Rubinstein.	Black: Dus Chotimirski.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—B4	P—K3
4. P×QP	KP×P
5. Kt—B3	B—K3
6. P—KKt3	Kt—KB3
7. B—Kt2	Kt—B3
8. o—o	P—B5

It is difficult to find the right move at this juncture; but, in any case, the advance of the Pawn appears to be premature. Why should Black give up the pressure on White's Q4? At QB5 the Pawn does not constrain a White piece nor support a Black one. P—KR3 deserves consideration, so as to hamper White's QB and deprive also the White Knight of the square Kt5.

9. B—Kt5 . . . .

Intending to answer 9) .... P—KR3 now by 10) B×Kt, Q×B; 11) P—K4. Thus the range of the Bishop at Kt2 would become greater and the Queen's Pawn would be free, and 11) .... o—o could be met strongly by 12) Q—R4.

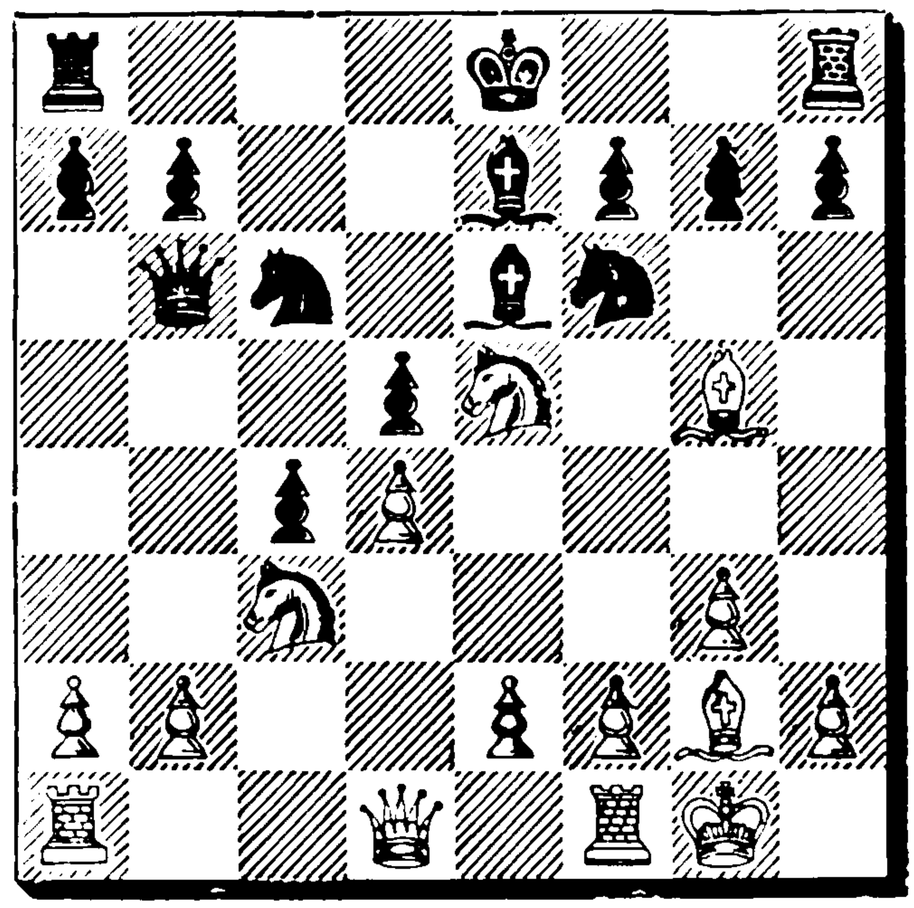
9. . . . . B—K2

10. Kt—K5 . . . .

Hitting the weak spot. The Knight makes room for the advance of the KBP.

10. . . . . Q—Kt3

An error, which causes Black to get a lost game. The move was, however, tempting, as it appeared either to compel White to exchange, or to win a Pawn, which might have been useful as a counter sacrifice in case of emergency. He might have Castled instead, after which, by playing 11) P—B4, White would have obtained the same position which he had



already tried in his game against Dr. Perlis (5. round, our No. 44) (Compare the note to the 11th move of that game). A relatively favorable continuation seems to be 10) .... P—KR3. For instance, 11) B×Kt, B×B; 12) P—B4, B×Kt; 13 QP×B, Kt—K2; 14) P—K4, Q—Kt3 ch; 15) K—Rsq, P—Q5; 16) Kt—Q5, B×Kt; 17) P×B, Kt—B4. The possibilities of the variation 10) .... P—KR3 seem almost inexhaustible.

11. B×Kt P×B

12. Kt×QBP P×Kt

13. P—Q5 . . . .

By his last three moves, White has shattered Black's Pawns. 13) .... QR—Qsq would now simply be met by 14) Q—R4.

13. . . . . o—o

14. P×B Q×P

Black is right not to lose time with 14) .... P×P; 15) Q—Q7, but to play *va banque* for counter attack.

15. P×Pch K—Rsq

16. Kt—Q5 QR—Ktsq

17. QR—Ktsq . . . .

17) .... Q×RP?; 18) Kt×B, Kt×Kt; 19) Q—Q6.

17. . . . . Q—K4

18. Q—R4 P—B6

19. KR—Bsq . . . .

Overlooking the combination of his

opponent. The correct move was 19) Q—QB4, to do away first of all with the dangerous QBP. White would then have maintained his extra Pawn.

17. . . . . P—Kt4

Well played! He threatens now to support the BP.

20. R×P . . . .

Here Rubinstein, who is usually a very calm and clear player, makes a mistake in his combination and loses by force. He might have played 20) Q—R6, Kt—Q5; 21) Kt×QBP, P—Kt5; 22) P—K3, P×Kt [not 23) R×R on account of 23) .... Q×R, followed by Q—Kt7], R×R [23) .... Q×P; 24) R×R, R×R; 25) Q—B6]; 24) R×R [P×Q, R×Rch; 25) B—Bsq, P—B7], Q×P and might have drawn by 25) Q—K2

20.	. . . .	R×R
21.	Q×R	Kt—Q5
22.	Q—K8	Kt×Pch
23.	K—Bsq	Kt×R
24.	Kt×B	Q—K7ch
25.	K—Ktsq	Q—Q8ch
26.	B—Bsq	Q—Qsq
27.	Q×Q	R×Q
28.	Kt—B6	R—KBsq
29.	B—B4	Kt—K7ch

Resigns.

2h 2. 2h 2.

Game No. 79.

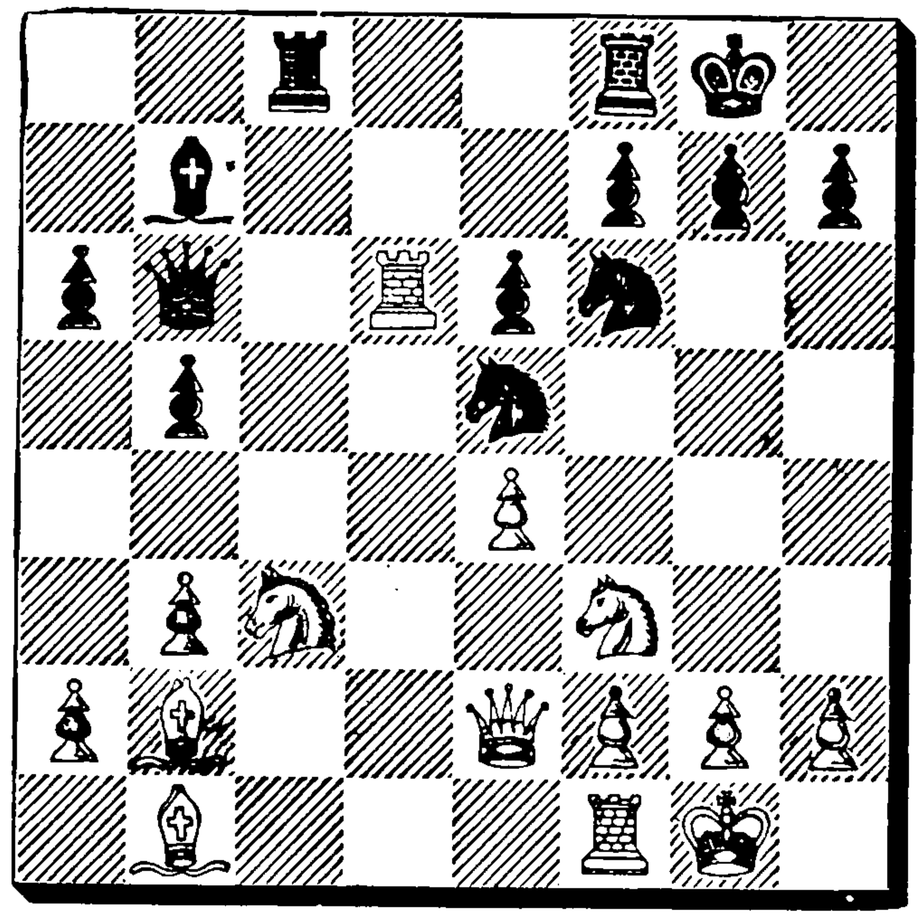
Queen's Pawn Opening.

	White:	Black:
v.	Freymann.	Duras.
1.	P—Q4	P—Q4
2.	Kt—KB3	P—K3
3.	P—K3	P—QR3
4.	P—B4	P×P
5.	B×P	P—QKt4
6.	B—Q3	B—Kt2
7.	o—o	Kt—KB3
8.	Kt—B3	QKt—Q2
9.	Q—K2	P—B4
10.	P—QKt3	. . . .

It would not at all be bad to push at once P—K4, for after 10) .... P×P; 11) Kt×P, Kt—B4, White would play 12) R—Qsq, and 10) ... P—B5; 11) B—B2 was not to be feared.

10.	. . . .	B—Q3
11.	B—Kt2	Q—Kt3
12.	QR—Qsq	QR—Bsq
13.	B—Ktsq	o—o
14.	P—K4	P×P
15.	R×P	Kt—K4
16.	R×B	. . . .

The combination is based on 16) .... Q×R; 17) Kt×Kt, Q×Kt;



18) Kt—Q5, Q—Kt4; 19) P—B4, Q—R3; 20) Kt×Ktch, P×Kt; 21) R—B3, or 20) Kt—K7ch, followed by Kt×R and P—B5. But the second player evolves a fine counter combination, and proves White's combination to have a subtle flaw.

16. . . . . Kt×Ktch

Apparently losing a piece; but the resulting break-up of White's King's wing gives him the opportunity for a dangerous attack.

17. P×Kt Q×R

18. P—K5 Q—Kt5
19. P×Kt R×Kt
20. Q—K5 . . . .

If 20) Q—Q2, B×P; 21) Q—Kt5, P—Kt3; 22) P—KR3 [P—QR3?, R—B4], KR—Bsq. The best was in my opinion 20) P×P, KR—Qsq [B×P?; 21) P×RQch followed by Q—K5]; 21) B×R.

20. . . . . R—B4
21. Q—K3 R—KR4
22. P×P R—Bsq
23. R—Qsq Q—KR5
24. R—Q7 Q×RPch
25. K—Bsq Q—R8ch
26. K—K2 Q×B

Resigns.

1h 35. 1h 27.

Game No. 80.

Centre Counter Game.

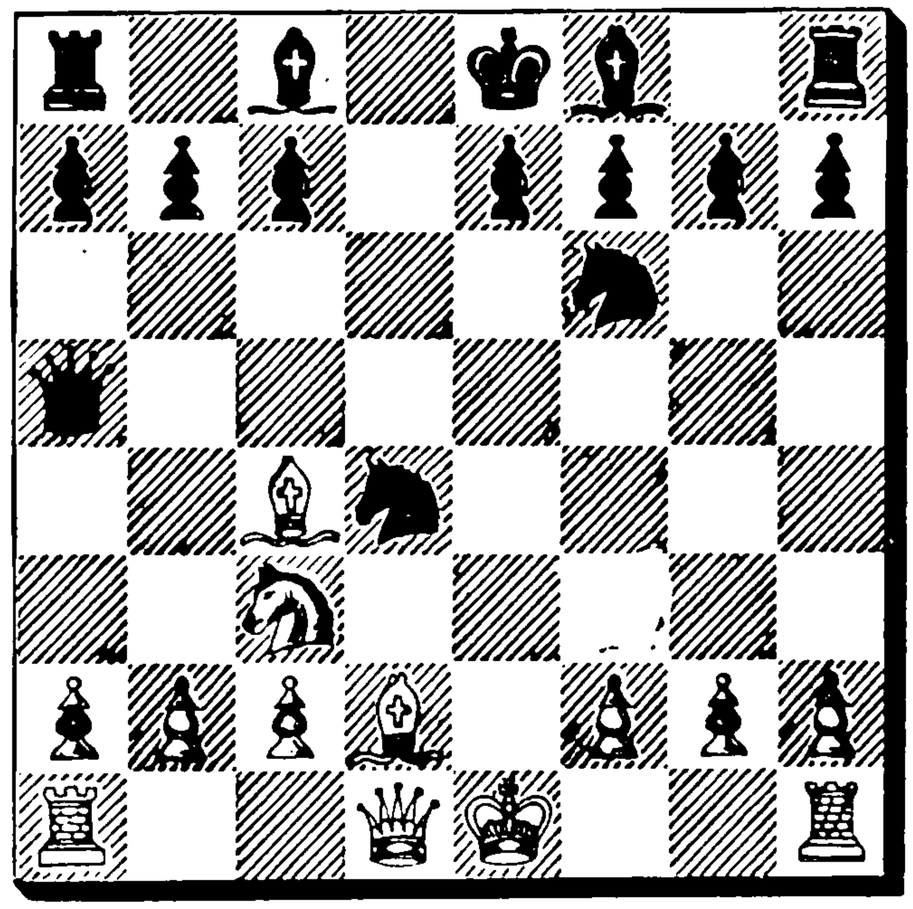
White: Spielmann. Black: Mieses.

1. P—K4 P—Q4
2. P×P Q×P
3. Kt—QB3 Q—QR4
4. B—B4 Kt—KB3
5. P—Q4 Kt—B3
6. B—Q2 Kt×P

Black need not have accepted the sacrifice. 7) .... Q—Kt5; 8) P—QKt3, Q—Kt3; 9) B—K3, P—K4; 11) P—Q5, Q—R4; 12) P×Kt, B—QKt5, and Black is not in an unfavorable position.

7. Kt—Kt5 Q—Kt3
8. B—K3 Q—R4ch
9. B—Q2 Q—Kt3
10. B—K3 Q—R4ch

Position after Black's 6th move.



11. B—Q2 Drawn

Drawn.

oh 21. oh 8.

Game No. 81.

Queen's Pawn Opening.

White: Salwe. Black: Burn.

1. P—Q4 P—Q4
2. Kt—KB3 P—QB3

In this line of play White obtains an attack on this Pawn, as happened also in this game (though the attack was not carried through quite consistently.)

3. P—K3 . . . .

Nothing could be said against 4) P—B4, for after 3) .... P×P; 4) P—K4, P—QKt4; 5) P—QR4 and P—QKt3 Black would only get into difficulties.

3. . . . . B—Kt5
4. P—B4 Q—Kt3

This Queen seems to play here purely the part of an "agent provocateur" (P—B5).

5. QKt—Q2 . . . .

By this constraining move White renounces the initiative for the time being. 5) Kt—B3, Kt—B3; 6) P—KR3, B—R4 [after 6) .... B×Kt; 7) Q×B White would have two fine Bishops and open lines]; 7) P—KKt4, B—Kt3; 8) Kt—K5, threatening P—KR4, would have infused some life into the position.

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47. R—R5 K—B2
48. P—Kt4 P×P
49. P×P K—K3
50. K—B3 B×B

White intends to obtain a passed Pawn by P—K4.

51. R(R5)×B R×R
52. R×R . . . .

If 52) P×R, K—K4, and the QBP will fall eventually.

52. . . . . R—QRsq
53. R—B6ch . . . .

13) P—Kt5 should have been played, so as to enable the King to assist.

53. . . . . K—Q2
54. R—Kt6 K—B2

Black wards off the danger, which is even more threatening than before.

55. R—Ktsq P—Kt4

Now the game is drawn.

56. R—Kt3 R—R5
57. K—Kt3 R—R3
58. P—B3 K—Q3
59. P—B4 K—K3
60. K—B3 K—Q3
61. R—Kt8 P×P
62. K×P R—R8
63. K—B5 R—B8ch
64. K—Kt6 R—KKt8
65. K×P R×P
66. R—Q8ch K—B3
67. R—K8 R—R5
68. K—Kt5 R—R8
69. R—K6ch K—Q2
70. R—KR6 R—KB8
71. R—KB6 R—KR8
72. K—B4 R—R5ch
73. K—K5 R—K5ch
74. K×P R×P
75. R—B7ch K—Ksq
76. R—KR7 R—Q6
77. K—K6 R—K6ch
78. K—Q6 R—QR6
79. R—R8ch K—B2
80. R—QB8 R—R3ch
81. R—B6 R—Rsq
82. R—B7ch K—Ksq
83. P—Q5 K—Qsq
84. R—Q7ch K—Ksq
85. R—QB7 K—Qsq
86. R—B6 R—R2
87. R—Kt6 R—Q2ch
88. K—B5 R—B2ch
89. K—Q4 R—QR2
90. R—KR6 R—KKt2
91. R—R6 R—Kt2
92. R—Rsq K—Q2
93. K—K5 R—Kt3
94. R—R7ch K—Qsq
95. K—Q4 R—KR3
96. K—B5 R—KKt3
97. R—QKt7 R—KR3
98. R—Kt8ch K—Q2
99. R—KKt8 Drawn

3h 48. 4h 13.

Game No. 82.

Queen's Gambit Declined.

White:	Black:
Tartakower.	Dr. Perlis.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—QB4
4. P×QP	KP×P
5. Kt—B3	Kt—QB3
6. P—KKt3	Kt—B3
7. B—Kt2	B—K2
8. o—o	. . . .

In my opinion 8) B—Kt5 should be played instead. He threatens P×P followed by B×Kt.

8. . . . . P—KR3
9. P×P B×P
10. P—K3 o—o
11. P—QR3 B—K3

It would have been worth while to hamper the development of White's QB by 11) .... P—QR4, which would, at the same time, have left his KB a longer range.

12. P—QKt4 B—Q3
13. B—Kt2 P—QR4
14. P—Kt5 Kt—K4
15. Kt—Q4

With 15) Kt×Kt, B×Kt; 16) P—B4 White would have had a good game, e. g.: 16) .... B×Kt; 17) B×B, Q—Kt3; 18) B—Q4, Q×P; 19) P—B5, B—Q2; 20) B×Kt, P×B; and now Q—Q4 or Q—R5. Or 16) .... B—Q3; 17) P—B5 and Kt×P. Or 16) .... B—KKt5; 17) Q—Q3.

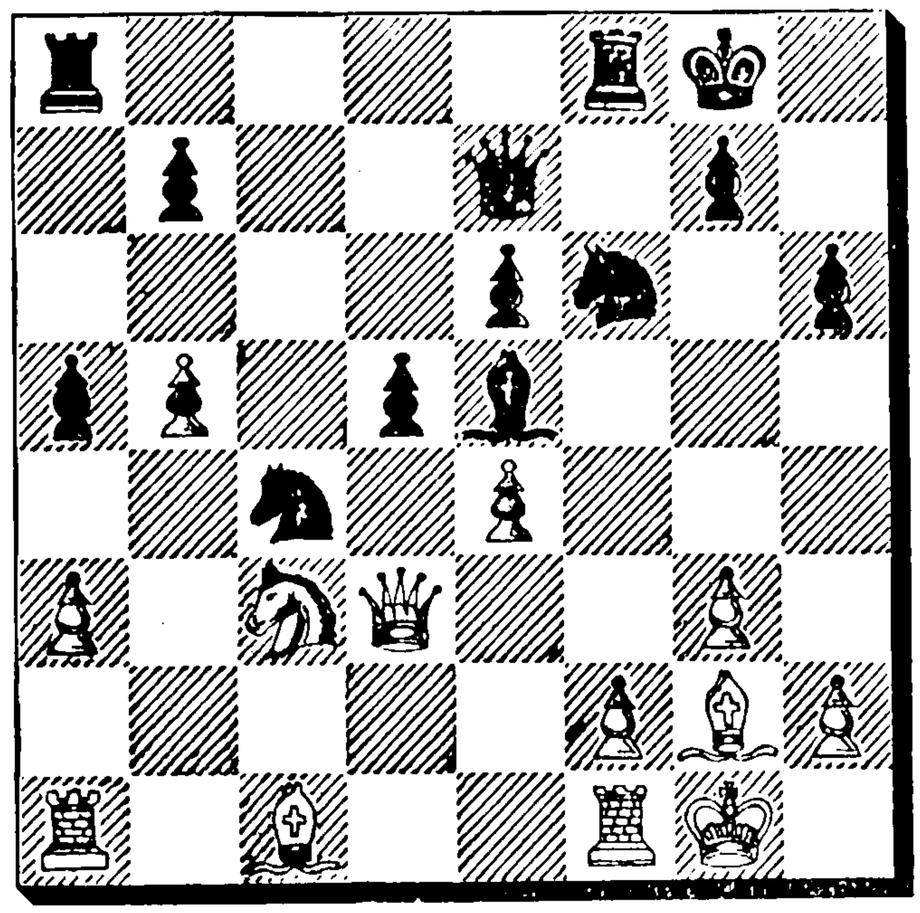
15. . . . . Kt—B5
16. B—Bsq Q—K2

Black is now ready for QR—Bsq and KR—Qsq. White is backward with his development.

17. Kt×B P×Kt
18. P—K4 B—K4
19. Q—Q3 . . . .
19. . . . . P×P

19) .... QR—Qsq would be stronger. After 20) P×P, P×P; 21) Kt×P, Q—B4 White would sustain loss, and after 20) R—R2, Q—B4 Black would have a strong passed

Position after White's 19th move.



Pawn with his pieces in good position.

20. Q×Kt QR—Bsq
21. Q—R4 B×Kt
22. R—Ktsq KR—Qsq
23. B—K3 R—Q6
24. B×KP Kt×B
25. Q×Kt Q—Q2
26. P—Kt6 Drawn

1h 25. 1h 35.

Game No. 83.
Vienna Game.

White: Snosko-Borowski.	Black: Vidmar.
1. P—K4	P—K4
2. Kt—QB3	Kt—KB3
3. B—B4	Kt—B3
4. P—Q3	B—Kt5
5. B—KKt5	P—Q3
6. Kt—K2	B—Q2

Here 6) .... B—K3 appears commendable; this would be development plus attack, and if 7) B—Kt3, P—Q4 would gain more ground.

7. o—o P—KR3

An unsound idea. 7) .... B×Kt, 8) Kt×B, P—KR3; 9) B×Kt, Q×B; 10) Kt—Q5, Q—Qsq; 11) P—KB4, B—K3; 12) P—B5, B×Kt; 13) B×B, Q—B3 or Kt4 would still have done no harm.

8. B×Kt P×B
9. Kt—Q5 B—Kt5
10. P—KB3 B—K3

After 10) .... B—KR4; 11) Kt—Kt3, B—Kt3; 12) P—KB4, threatening P—B5 and Kt—R5, Black's position would be hopeless.

11. P—B3 B—B4ch

He should play B—R4, but even then, after 12) P—KB4, B—Kt3ch; 13) K—Rsq, as he would have to take the Knight at Q5, and White would be able to play Kt—Kt3—B5 or —R5, and also on acocunt of the pressure on the open file, Black would have little or no prospect of saving the game.

12. P—Q4 P×P

Forced. If 12) .... B—Kt3; 13) Kt×B, RP×Kt; 14) P—Q5, Kt—R4; 15) B—Q3 followed by P—Q Kt4.

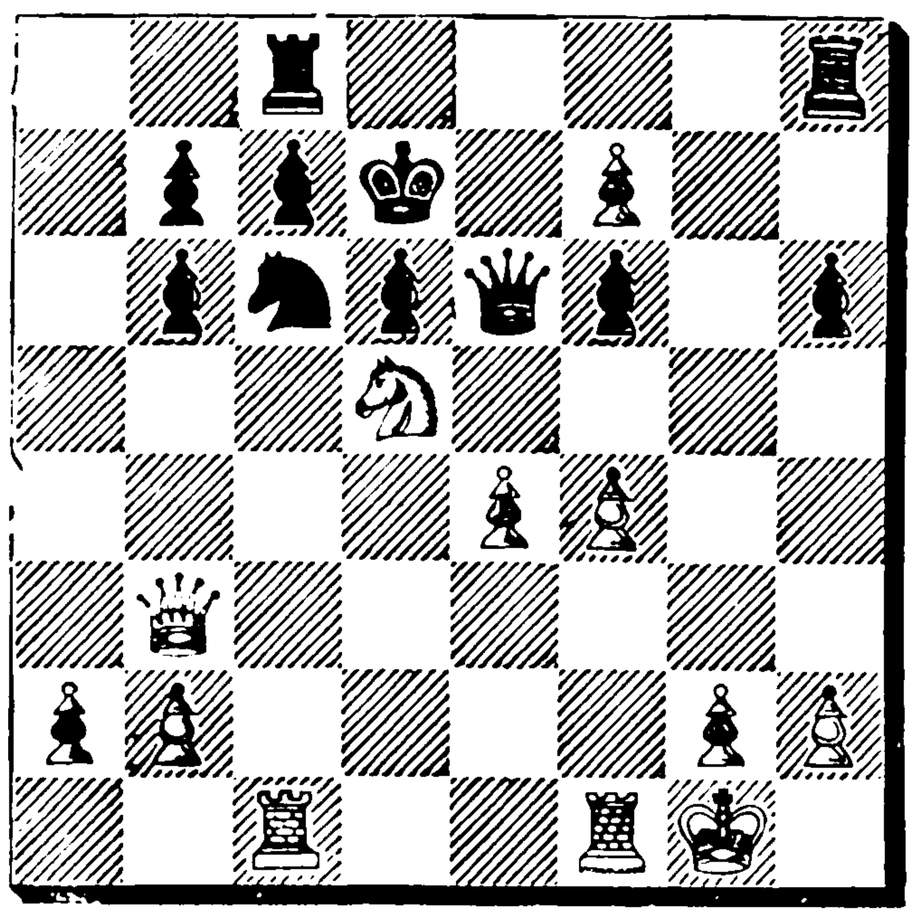
13. P×P B—Kt3
14. Kt×B RP×Kt
15. P—Q5 Kt—K4
16. P×B Kt×B
17. P×Pch K—Q2
18. Kt—B4 Kt—K4

18) .... Kt—K6?; 19) Q—Kt3.

19. Q—Kt3 Q—K2
20. QR—Bsq QR—Bsq

If 20) .... Q×P; 21) Kt—Q5, QR—Bsq; 22) P—KB4.

21. Kt—Q5 Q—K3
22. P—KB4 Kt—B3



23. P—B5 . . . .

With 23) P—K5 White could win by direct attack; e. g.: 23) .... P×P; 24) BP×P, Kt×P; 25) R—B6, Q—Kt5; 26) Kt—K3, followed by Q—K6; or 23) .... BP×P; 24) P×P, P×P; 25) Kt—B6ch [25) R—B6, Kt—Q5 would now not be so strong], K—K2; 26) Q—R3ch, K×P [or 26) .... Q—Q3; 27) Kt—Q5 ch and Q—R3]; 27) Kt—R5ch, K—Kt3; 28) R—B6ch, Q×R; 29) Kt×Q, K×Kt; 30) R—Bsqch, and Black will be most uncomfortable. If 23) .... BP×P; 24) P×P, Q×P; 25) Kt—B6ch, K—Qsq; 26) Kt—Kt8, and all would be over. And if 23) .... P—B4; 24) P×P.

23. . . . . Q—K4
24. Kt—B4 Q×KP
25. Q—K6ch Q×Q
26. Kt×Q . . . .

26) P×Qch, K—K2; 27) R×Kt, P×R; 28) P—KKt4 [28) R—Ksq?, P—KB4], followed by R—Ksq; or 28) .... P—KR4; 29) P—Kt5 would have won quickly.

26. . . . . KR—KBsq
27. Kt×Rch R×Kt
28. R—QB3 R×P
29. R—KKt3 Kt—K4
30. K—B2 P—Q4
31. P—QKt3 P—B4
32. K—K3 K—Q3
33. P—QR4 R—K2
34. K—Q2 P—Q5
35. R—Kt8 K—Q4
36. R—B4 Kt—B3
37. R—KR8 Kt—R4
38. R—Q8ch K—B3

28) .... K—K4, to guard the KBP and attack White's Pawn, was more natural; but in that case, the KRP would have been weak. Black hopes to succeed with his counter attack, for which it is essential to play P—Kt4.

39. R—B3 P—Kt4
40. R—B8ch K—Kt3
41. R—B8 P×P
42. R×Pch Kt—B3

42) .... K—Kt4; 43) P×Pch, K×P; 44) R—QR6 and the KBP advances.

43. P×P P—B5
44. R—KKt6 P—B6ch
45. K—Qsq R—QB2
46. P—B6 Kt—K4
47. R—Kt7 R—B5
48. R(Kt7)—Kt3 R—B2

If 48) .... Kt×R; 49) P—B7, R—Bsq; 50) R—Kt8.

49. R—B K—B4
50. R—Kt7 R—Bsq
51. R×P P—Q6
52. P—B7 R—Bsq
53. R—B4 K—B3
54. R(Kt7)—Kt4 K—Q3

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Game No. 85.

Teichmann's Game.

White: Teichmann.	Black: Dr. Bernstein.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3
4. B—Kt5	P—Q3
5. P—Q4	B—Q2
6. o—o	B—K2
7. R—Ksq	P×P
8. Kt×P	o—o
9. B×Kt	P×B
10. P—QKt3	R—Ksq
11. B—Kt2	B—KBsq
12. Q—Q3	P—Kt3
13. QR—Qsq	B—Kt2
14. P—B3	. . . .

This move prevents Kt—Kt5 and supports the P at K4, leaving the pieces free for other purposes. But on the other hand, he gives the initiative to Black. 14) P—B4, though risky, would show more spirit of enterprise.

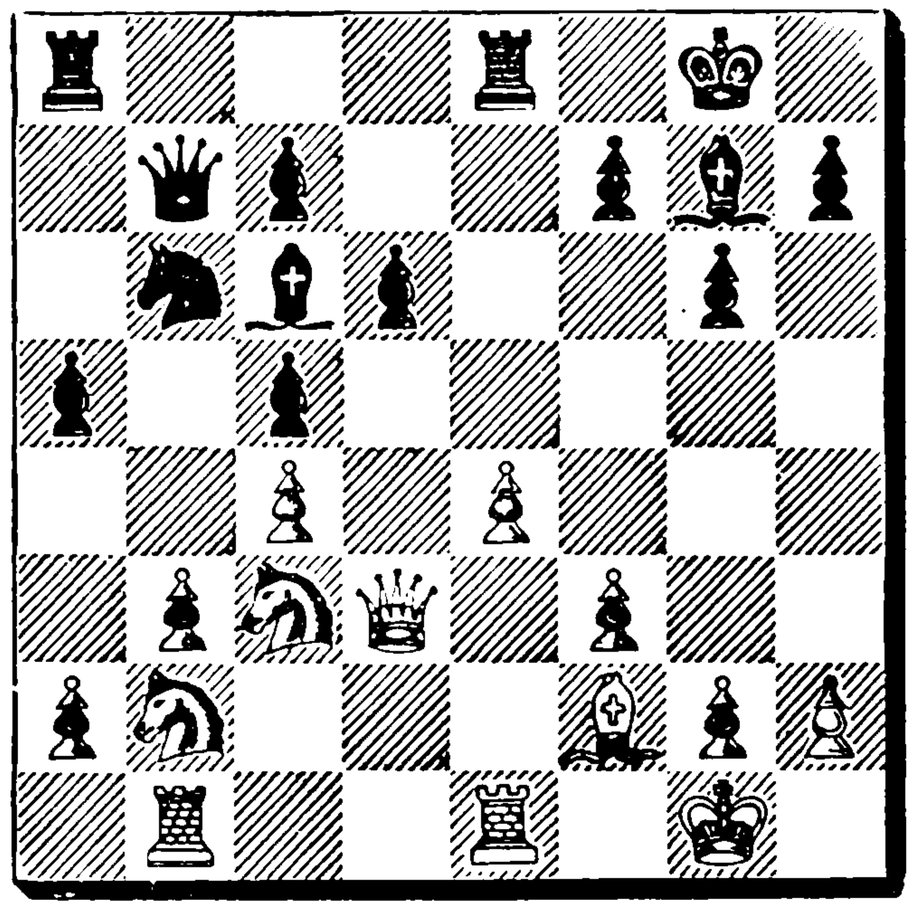
14.	Q—Ktsq
15. B—Bsq	Q—Kt3

Here Black ought to have brought his QR into action by 15) .... P—QR4. He would then threaten P—R5 and P—B4. After 16) P—QR4, P—B4; 17) Kt(Q4)—Kt5, B—B3, Black would have quite a good game and might continue with Kt—Q2.

16. Kt—R4	Q—Kt2
17. Kt—Kt2	P—B4
18. Kt—K2	B—Kt4
19. P—QB4	B—B3
20. Kt—B3	Kt—Q2
21. B—K3	Kt—Kt3
22. R—Ktsq	P—QR4
23. B—B2	P—R5

By this move Black puts himself under the obligation of winning the Pawn back later on. But Black has a nasty weakness at KB3, which White is able to take advantage of

Position after White's 23rd move.



meanwhile. Black should, therefore, play 23) .... Q—Bsq first, and continue with P—R5 or operations on the King's side according to circumstances.

24. Kt(Kt2)×P	Kt×Kt
25. P×Kt	Q—R3
26. R—K2	B×P
27. Kt—Q5	R—R2
28. B—R4	B—Q5ch
29. K—Rsq	K—Kt2
30. B—B2	. . . .

White's strategy was to exchange Black's KB; he has now achieved this object and is ready to take possession of the abandoned diagonal with the Queen. Hence results a final attack in which Black's KB3 gives a sure foothold to White's pieces. The game is instructive in consequence of its strategical dispositions.

30.	B×B
31. R×B	Q—R4
32. Q—K2	P—KB3
33. Q—Kt2	R—KBsq
34. P—Kt4	P—R3
35. P—R4	P—Kt4
36. P—B4	P×RP
37. Kt×KBP	R—B2

38. P—Kt5 B—B3
39. R—KKtsq Q—R6
40. P×Pch K×P
41. R—KR2 B×Pch
42. Kt×B Q—B6ch
43. Q—Kt2 Q×Qch
44. R(R2)×Q R×P
45. R—Kt6ch K—R2
46. Kt—B6ch R×Kt
47. R×R Resigns

2h 38. 2h 10.

Game No. 86.

Queen's Pawn Opening.

White: Vidmar.	Black: Speijer.
1. P—Q4	P—Q4
2. B—B4	P—K3
3. P—K3	P—QB4
4. P—QB3	Kt—QB3
5. Kt—B3	Kt—B3
6. QKt—Q2	Q—Kt3
7. Q—Kt3	B—K2
8. B—K2	o—o
9. o—o	B—Q2
10. P—KR3	KR—QBsq

Black makes the Queen's side his main field of operations, and makes room for the Bishops at KBsq and K sq, enabling him to defend easily any attacks White might institute.

11. R—Ksq B—Ksq
12. B—Bsq Kt—Q2
13. Kt—K5 Kt—Bsq

Black can now undertake the manœuvre P—B3, B—B2 and P—K4. Moreover, he is ready to initiate a general advance of the Pawns on the Queen's side by P—B5, Q—Qsq and P—QKt4. Meanwhile he leaves the Pawn at QB4, preventing P—QB4 or P—K4. It is, therefore, clear that Black has more mobility and more chances of attack than White.

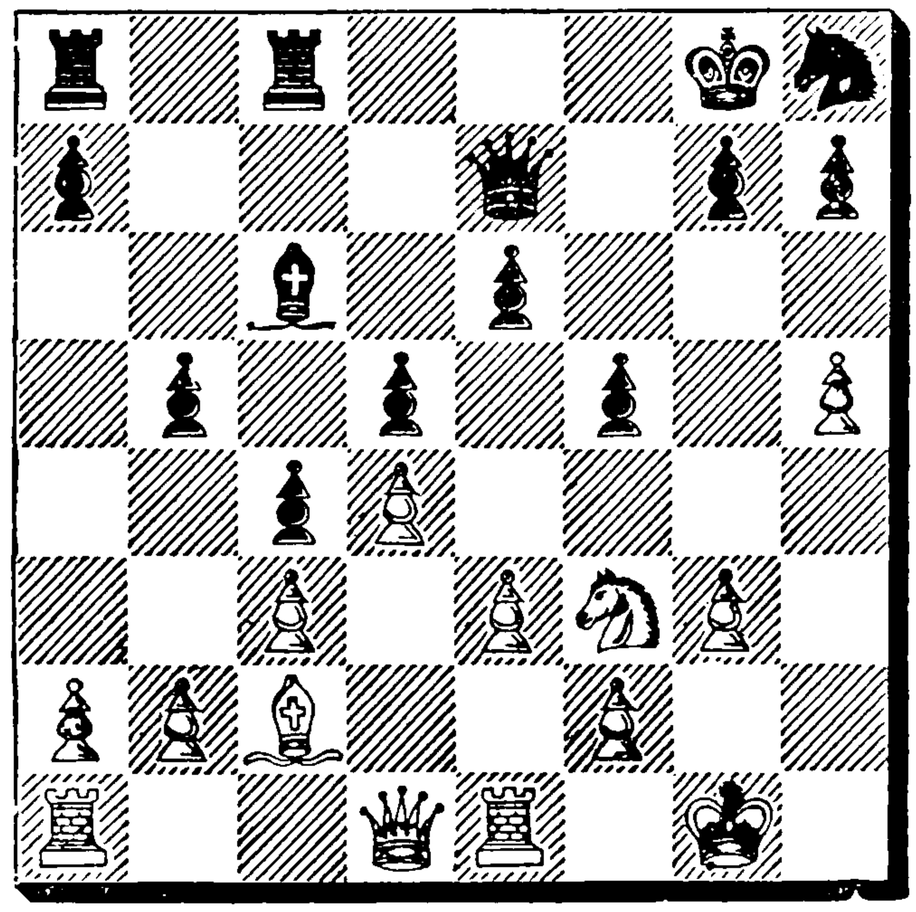
14. Kt×Kt B×Kt
15. Kt—B3 Kt—Kt3
16. B—Kt3 Q—Qsq
17. Q—Qsq B—Q3

Now was the time for P—B5, as White's P—K4 was more to be hoped for than feared on account of the position of the Bishop at B3.

18. B×B Q×B
19. B—Q3 P—B4
20. P—KR4 P—QB5
21. B—B2 Q—K2
22. P—KKt3 P—Kt4
23. P—R5 . . . .

A bold venture, considering the small force that White has in the field. But White did not mean to wait till Black had consolidated his position by B—Ksq.

23. . . . . Kt—Rsq



24. Kt—K5 . . . .

But here 24) P—KKt4 was indicated, for the attack cannot be carried on without the Bishop's diagonal being opened. If 24) .... P×P; 25) Kt—K5, Q—Kt4; 26) Q×P, Q×Q; 27) Kt×Q, B—Ksq; 28) P—R6 and White has by no means a bad game. If 24) .... B—Ksq; 25) Kt—K5, Q—Kt4; 26) P—KB4, Q—R5; 27) K—Kt2, followed by R—KBsq with a winning game.

24. . . . . Kt—B2
25. Kt×Kt Q×Kt

26. P—KKt4 Q—B3
27. P—KB4 Q—R5
28. P×P Q—Kt6ch
29. K—Bsq Q—R6ch
30. K—B2 Q—R7ch
31. K—Bsq Q—R8ch
32. K—B2 Q—R7ch
33. K—Bsq Q—R8ch
34. K—B2 Q—R7ch
35. K—Bsq Q—R6ch
36. K—Ktsq Q—Kt6ch
37. K—Bsq Q—R6ch
38. K—Ktsq P×P
39. Q—K2 R—KBsq

So far Black has conducted the counter attack very well; but here 34) .... R—Ksq would have been stronger, because he would have compelled White's Q and R at Ksq to remain in their respective places. Besides, he would have threatened R—K3, followed by QR—Ksq.

40. R—KBsq B—Ksq
41. B—Qsq R—B3
42. Q—B3 Q×Q
43. B×Q R—Qsq
44. K—B2 R—KR3
45. R—KRsq Drawn

1h 56. 2h 38.

Game No. 87.

French Defense.

White: Dr. Perlis.	Black: Snosko-Borowski.
1. P—K4	P—K3
2. P—QB4	P—QB4

2) .... P—Q4 looks sounder. If 3) BP×P, P×P; 4) P×P, Kt—KB3. If 3) BP×P, P×P; 4) P—K5, Black plays 4) .... P—Q5 or P—QB4, followed by Kt—QB3, with good development and attack on White's advanced post at K5.

3. Kt—KB3 Kt—QB3
4. P—Q4 P×P
5. Kt×P Kt—B3
6. Kt—QB3 B—Kt5
7. Kt×Kt . . . .

The alternative is 7) P—B3, P—Q4; 8) BP×P, P×P; 9) B—QKt5, B—Q2 or Q—Kt3.

7. . . . . KtP×Kt
8. B—Q3 . . . .

If 8) P—K5, Kt—K5; 9) Q—Q4, P—B4; 10) P×Pe.p., Q×P.

8. . . . . P—Q4
9. BP×P KP×P
10. P×P Kt×P
11. o—o B×Kt

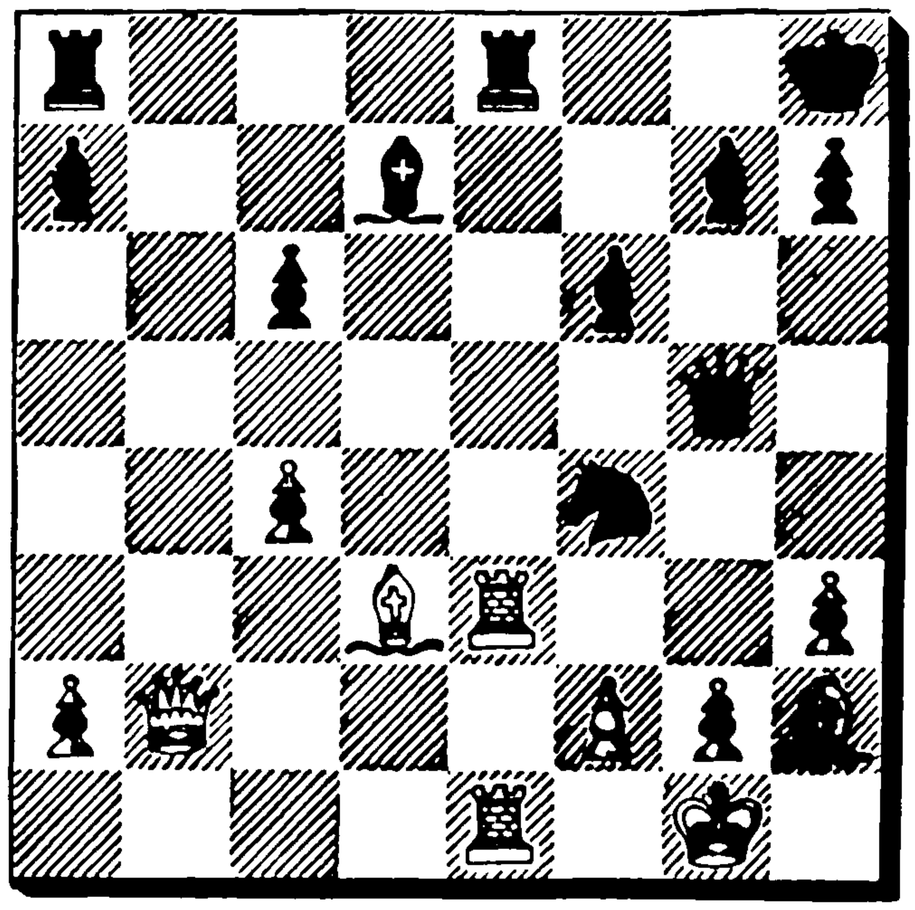
Weak would be 11) .... Kt×Kt; 12) P×Kt, B×P; 13) R—Ktsq, B—K3 (or o—o); 14) Q—B2, recovering the Pawn, with a good position.

12. P×B o—o
13. Q—B2 Q—R5
14. R—Ksq B—Q2
15. B—Q2 KR—Ksq
16. P—QB4 Kt—B3
17. B—B3 K—Rsq?
18. Q—Kt2 Kt—Kt5

The QRP and QBP are welcome points of attack for the two White Bishops. But Black should certainly play for counter attack by P—QB4, followed by B—B3; in fact, he should have done so on his last move.

19. P—KR3 Kt—B3

Position after Black's 23rd move.



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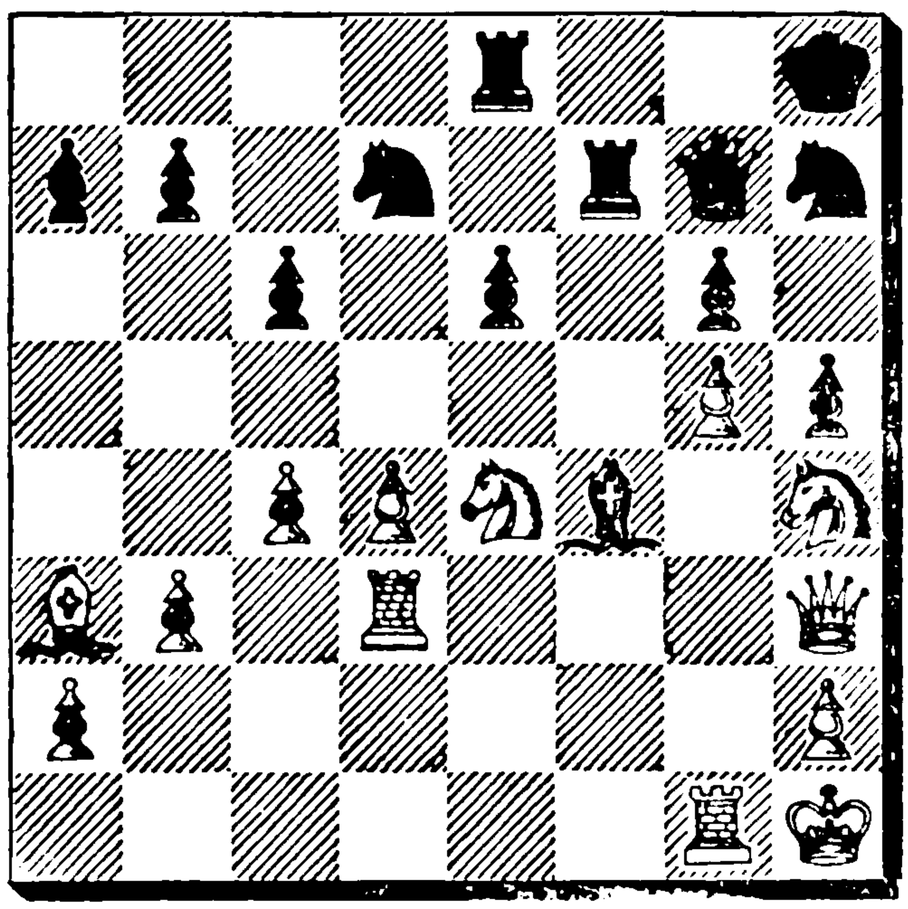
time to make some preparations first, such as B—Bsq, Kt—R4, R—KBsq, R(Q3)—KB3. Black could not tear the net that White threatened to throw over his head.

30. . . . . BP×P
31. P×P P—KR4
32. Kt—R4 KR—Bsq
33. B—Bsq B—B5
34. B—R3 R—B2
35. R—KKtsq . . . .



35. . . . . P—B4

An elegant move, which is, moreover, founded on the logical requirements of the position. The Kt at K4 is occupied in guarding KKt5; the Pawn at Q4 defends the square K5, the gate of the centre, through which the stream of Black pieces would like to flow for the counter attack.

36. P×P R—B4

Finely played. Black takes advantage of the weakness of White's KKt P in fine style.

37. Kt×R . . . .

He need not have taken yet; but he could not improve the position of any piece materially. Perhaps 37) Q—Kt2 would have been a little stronger.

37. . . . . KP×Kt
38. Kt—B6 . . . .

If 38) Kt—Q6, Black's answer would be 38) .... R—K7.

38. . . . . Kt(Q2)×Kt
39. P×Kt Kt×P
40. Q—Kt2 K—R2
41. B—Kt2 B—K4
42. B×B R×B
43. P—KR3 Kt—K5
44. R—Q7 . . . .

White has a very difficult game. The Black Pawns threaten to advance quickly (P—KKt4, Q—B2, P—B5), while White's Pawns are still far away from their goal. White is right in wresting the attack from his opponent by the sacrifice of the exchange.

44. . . . . Kt—B7ch
45. K—R2 Kt—Kt5ch
46. P×Kt Q×R
47. P×RP R—K3
48. P×Pch K—Kt2
49. Q—R3 R×P
50. R×Rch K×R
51. Q—Kt3ch K—R4
52. Q—B4 Q—Q6
53. K—Kt2 Q—K7ch
54. Q—B2 Q—Kt5ch
55. Q—Kt3 Q—K7ch
56. Q—B2 Drawn
4h. 2h 45.

Game No. 89.

Scotch Gambit.

White: Mieses.	Black: Salwe.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. P—Q4	P×P
4. P—B3	P×P
5. Kt×P	P—Q3
6. B—QB4	B—K3

This is the quickest way to repulse the attack. If the KB is exchanged, White must look out fast for compensation. But for a direct attack

there are only the Queen and two Knights available, surely not enough to carry on the attack with sufficient fervor.

7. B×B P×B
8. Q—Kt3 Q—Bsq
9. Kt—KKt5 Kt—Qsq
10. Kt—Kt5 . . . .

Threatening nothing. Far better 10) P—K5. If Black take the Pawn, 11) B—K3 follows, and the Rooks come rapidly into play. Black would probably have to reply 10) .... P—KR3; 11) Kt—KB3, Kt—K2, and would have a more difficult task than in the actual game.

10. . . . . P—KR3
11. Q—KR3 Kt—KB3
12. P—B4 P—B3

White threatened P—K5. 12) ... P—K4 would likewise have been good; for instance 13) P—B5, R—K Ktsq; 14) Kt—K6, Kt×Kt; 15) P ×Kt, P—B3; 16) Kt—B3, K—K2; or 14) Kt—KB3, Kt×P; 15) Q—R 5ch, P—Kt3; 16) P×P, Kt—B3 followed by R×P.

13. Kt—QB3 . . . .

If 13) Kt—Q4, P—K4; 14) Kt—B5, P—KKt3.

13. . . . . P—K4
14. P—B5 Q—Q2
15. P—KKt4 P—Q4

White's attack has come to a standstill, whilst Black's advance on the Queen's side is made with such overwhelming force that White is quite helpless against it.

16. Kt—B3 Kt—B2
17. Q—Kt3 B—Q3
18. P—Kt5 RP×P
19. Kt×KtP Kt×Kt
20. B×Kt P—Q5
21. B×Kt P×B
22. Q—Kt6ch Q—B2
23. Q×Qch K×Q
24. Kt—K2 QR—KKtsq
25. K—B2 P—B4
26. P—Kt3 P—Kt4
27. P—QR4 P—R3
28. P×P P×P
29. R—R7ch B—K2
30. P—R4 P—B5
31. R—B7 R—QBsq
32. R—Kt7 R—QKtsq
33. R×R R×R
34. P—R5 P—Q6
35. Kt—B3 P—Kt5
36. Kt—R4 P—B6
37. K—K3 R—Qsq
38. P—R6 P—Q7
39. P—R7 P—B7

Resigns.

2h 15. 1h 35.

Game No. 90.

Giuoco Piano.

White: Duras.	Black: Spielmann.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	Kt—B3
4. P—Q3	B—B4
5. Kt—B3	P—Q3
6. B—K3	B—Kt3
7. P—KR3	B—K3
8. o—o	. . . .

A mistake. The idea to retake at QB4 with the Pawn is good enough in itself. After the exchange at K3, White's doubled Pawn, even though isolated, would do no harm, on account of its central position; it would hamper Black's pieces and could not be easily attacked. But it was a condition, *sine qua non*, to secure the QKt against B—R4 by, say, P—QR3, for the trebled Pawn on the QB file has no mobility whatever.

8. . . . . B×KB
9. P×B B—R4
10. Kt—Q5

After 10) Q—Q3, B×Kt; 11) P ×B, P—QKt3, the QB Pawns would be fixed, and White's game should be

lost in consequence. Hence White plays *va banque* for attack.

10. . . . . Kt×P
11. Q—Q3 P—B4
12. P—B3 . . . .

12) P—QKt4, Kt×KtP; 13) Kt×Kt, B×Kt; 14) Q—Q5, or 12) P—QKt4, B×P; 13) QR—Ktsq was more in the nature of a *va banque* attack.

12. . . . . o—o
13. QR—Qsq B—Kt3
14. P—QKt4 B×B
15. Kt×B Q—B3
16. KR—Ksq Kt—Kt4
17. Kt×Kt Q×Kt
18. P—Kt5 Kt—R4
19. Kt—Q5 P—K5
20. Q—K2 R—B2
21. R—Q4 P—B3
22. Kt—Kt4 R—Qsq

22) . . . . P—B4?; 23) R×P, P×Kt; 24) P×P.

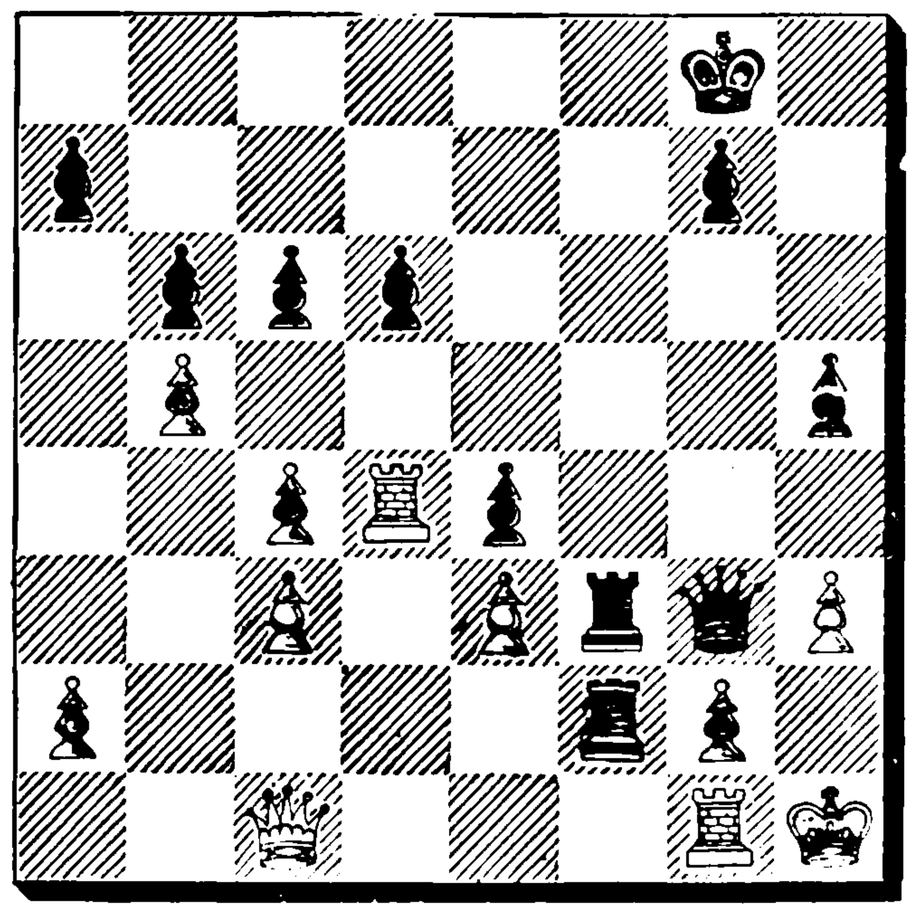
23. Kt—B2 Q—B3
24. Kt—K3 Q—K4
25. R(Ksq)—Qsq R—B3
26. Q—QB2 P—KR4
27. Q—R4 . . . .

27) Kt—Bsq first was imperative.

27. . . . . P—B5
28. Q×Kt P—QKt3
29. Q—R3 P×Kt
30. P×P Q—Kt6

Threatening R—B7.

31. K—Rsq R(Qsq)—KBsq
32. Q—Bsq R—B7
33. R—KKtsq R(Bsq)—B6



Black threatens Q×Pch. White resigns.

Game No. 91.

Queen's Pawn Opening.

White: Dus Ghotimirski.	Black: v. Freymann.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—K3	Kt—QB3
4. P—B4	P—K3
5. P—QR3	Kt—B3
6. P×BP	B×P
7. P—QKt4	B—Q3
8. B—Kt2	o—o
9. Kt—B3	P×P
10. B×P	P—QR3
11. o—o	P—QKt4
12. B—Q3	B—Kt2

This is the normal position of the so-called "Bindfaden" variation.

13. Kt—K4 Kt×Kt
14. B×Kt P—B4
15. B—B2 Q—K2
16. Q—K2 P—K4
17. B—Kt3ch K—Rsq
18. KR—Qsq QR—Qsq
19. QR—Bsq P—K5

White threatened B—Q5. Black, therefore, must play to exchange the Knight at QB3, preparing, at the same time, the advance against White's King.

20. Kt—Q4 Kt×Kt
21. B×Kt P—B5
22. Q—R5 . . . .

22) P×P, B×P; 23) B—B5, Q—Kt4; 24) B×R, B×R would be in Black's favor, as White's QR3 is attacked; but 22) P×P, B×P; 23) B

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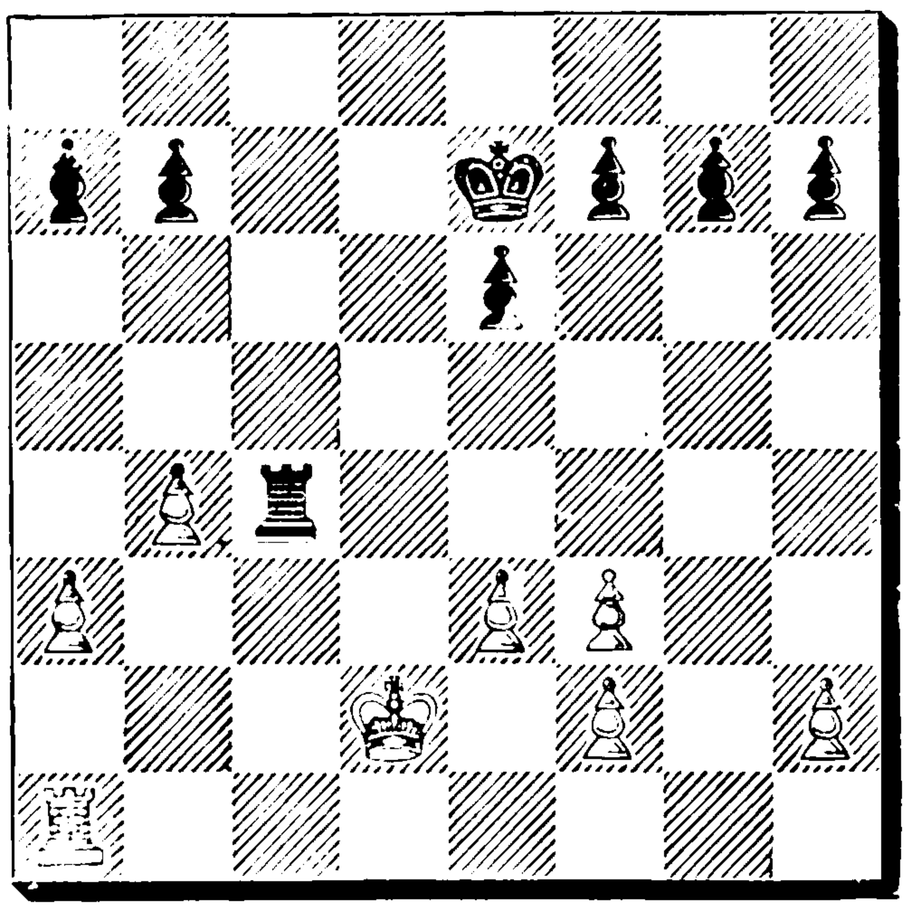
16. . . . . Kt×Kt(B4)
17. R×Kt R×R
18. B×R Kt—K5
19. K—Ksq B×Kt
20. P×B Kt—Q3
21. B—K2 . . . .

At K2 the Bishop constrains the King, and to support KB3 was not essential; therefore 21) B—Q3 was indicated, hampering the movements of Black's Knight.

21. . . . . R—QBsq
22. K—Q2 Kt—B5ch

22) .... P—K4 first appears stronger.

23. B×Kt R×B



24. R—QBsq . . . .

Considering the slight weakness, which he has (whilst Black has none) White ought to have been careful in offering his last piece for exchange. As a matter of fact, the move was carelessly played. White did not think of the possibility of the following attack. With 24) P—B4 he would have drawn. The latter result was, however, not so certain, if he had played 24) R—KKtsq, R—KR5.

24. . . . . R×R
25. K×R K—B3

An attack finely carried through with the smallest means.

26. K—Q2 K—Kt4
27. K—K2 K—R5
28. K—Bsq K—R6
29. K—Ktsq P—K4
30. K—Rsq P—QKt4
31. K—Ktsq P—B4
32. K—Rsq P—Kt4
33. K—Ktsq P—KR4
34. K—Rsq P—KKt5
35. P—K4 P×KP
36. P×P P—R5
37. K—Ktsq P—Kt6
38. RP×P P×P

2h 41. 2h 23.

Resigns.

Game No. 93.

Four Knights' Game.

White: Teichmann.	Black: Schlechter.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3
4. B—Kt5	B—Kt5
5. o—o	o—o
6. P—Q3	P—Q3
7. Kt—K2	Kt—K2
8. P—B3	B—R4
9. Kt—Kt3	Kt—Kt3
10. P—Q4	P—B3
11. B—Q3	R—Ksq
12. P—KR3	P—KR3
13. R—Ksq	. . . .

Black threatened to open the centre by P—Q4. The text move is intended to prevent the advance of the KP in case of 13) .... P—Q4; 14) P×QP.

13. . . . . P×P
14. Kt×P P—Q4
15. P×P R×Rch
16. Q×R Q×P
17. Q—K2 B—Q2
18. B—QB4 Q—K4
19. Q×Q Kt×Q
20. B—K2 R—Ksq

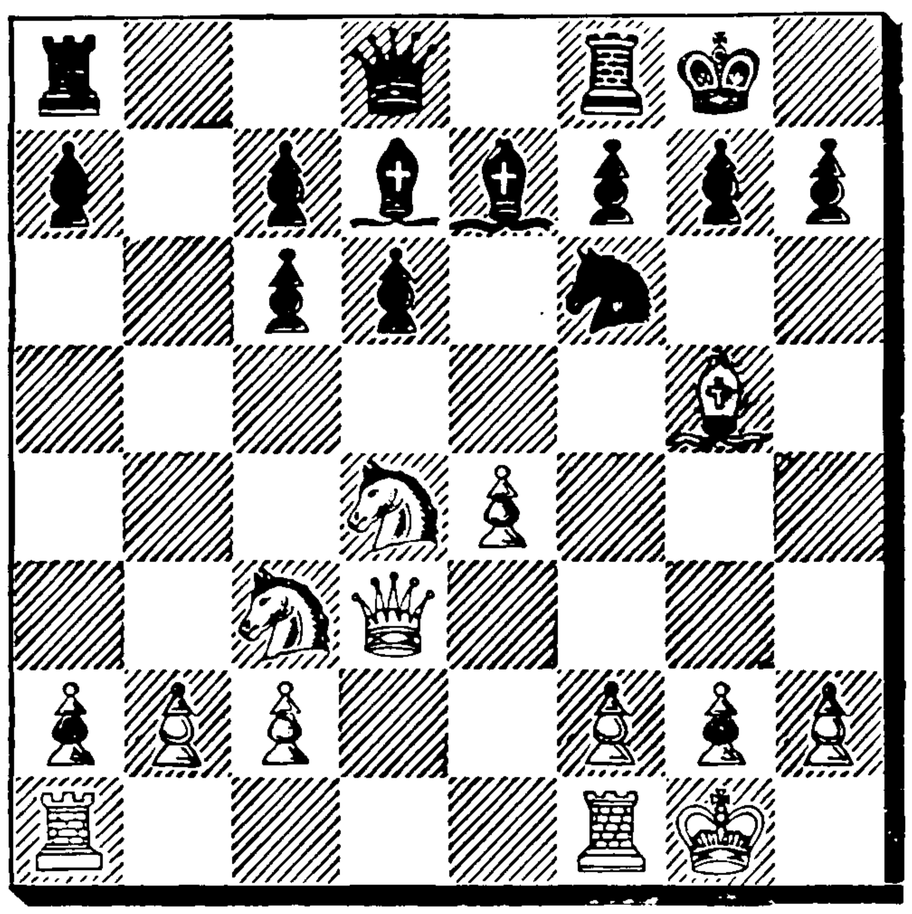
Drawn.

1h 40. 1h 1.

Game No. 94.

Ruy Lopez.

White: Dr. Bernstein.	Black: Dr. Lasker.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	B—K2
7. B—Kt5	P×P
8. Kt×P	o—o
9. B×QKt	P×B
10. Q—Q3	P—B4



The situation is rather difficult for Black. The move made is not the best. 10) .... Kt—Kt5, as played by E. Cohn in Game 153, of the 17th round, seems more to the point. Then if 11) B×B, Q×B; 12) P—B4, Black plays P—KB4 with the continuation 13) Kt×P, B×Kt; 14) P×B, Q—K6ch; or if 13) QR—Ksq, P×P; 14) Kt×P, Q—R5; 15) P—KR3, Kt—B3; and if 13) P—KR3, P×P; 14) Kt×P, Kt—B3; 15) QR—Ksq, Kt×Kt; 16) R×Kt, Q—B2, with an even game.

11. Kt—B5 . . . .

A forcible move. The opening of the K file is to White's advantage. Moreover, the Pawn at KB4 is very useful.

11.	B×Kt
12. P×B	Kt—Q2
13. B×B	Q×B
14. QR—Ksq	Q—Qsq
15. R—K2	Kt—B3
16. KR—Ksq	Q—Q2
17. P—KR3	KR—Ksq
18. Kt—K4	. . . .

An excellent move. Its purpose is to remove the Black Knight, which is a strong defensive piece and blocks the KBP. White has now every advantage: the open file, the freer field, and, besides, safe Pawns, whilst Black's QRP is in jeopardy.

18.	Kt×Kt
19. R×Kt	K—Bsq

Likewise after 19) .... R×R; 20) Q×R, R—Qsq; 21) Q—Kt7 or 20) .... P—Q4; 21) Q—K7, Q×Q; 22) R×Q, R—QBsq; 23) R—Q7 Black would not lie on a bed of roses.

20. P—B6 . . . .

In conjunction with his next move, a pretty combination, which came very near winning the game, and which should probably have won by force.

20.	P×P
21. Q—K3	P—KB4
22. Q—R6ch	K—Ktsq
23. R(K4)—K3	R—K3
24. R×R	P×R
25. R×P	R—KBsq
26. Q—Kt5ch	. . . .

White thinks he can win the end game because Black has a doubled Pawn. But he might have waited, and first deprived Black's doubled Pawn of its mobility by 26) P—QKt3. This he mght have followed with 26) .... R—B2; 27) P—KB4 and advance of the King and P—KKt4, with good prospects of winning.

26. . . . . Q—Kt2

27. Q×Qch K×Q
28. R—K7ch R—B2
29. R×Rch K×R
30. K—Bsq . . . .

White can no longer prevent P—B5. If 30) P—QKt3, K—K3; 31) K—Bsq, K—Q4; 32) K—K2, P—B5 just in time.

30. . . . . P—QB5
31. K—K2 P—B4
32. K—K3 P—Q4
33. P—KB3 K—B3
34. K—B4 P—QR4
35. P—KKt4 P×P
36. BP×P P—R5
37. P—R4 P—Q5
38. K—K4 K—Kt3
39. K—B4 K—B3

Drawn.

1h 15. 2h30m

Game No. 95.

Queen's Gambit Declined.

White: Forgacs.	Black: Teichmann.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	Kt—KB3
4. B—Kt5	B—K2
5. Kt—B3	o—o
6. P—K3	QKt—Q2
7. Q—B2	P—B4
8. P×BP	. . . .

He would here Castle QR, and institute an attack by B—Q3, P—KR4, etc.

8. . . . . Kt×P
9. R—Qsq Q—R4
10. P×P P×P
11. B—Q3 . . . .

Not 11) B×Kt, B×B; 12) R×P, on account of 12) .... B—K3, recovering the Pawn, with a good game.

11. . . . . Kt×Bch

And here Black should take the initiative by 11) .... Kt(B4)—K5. After 12) B×Kt(B3), B×B; 13) o—o, B×Kt; 14) P×B, B—B4, he would have a very good game.

Position after White's 11th move.

12. Q×Kt B—K3
13. o—o KR—Qsq
14. Kt—Q4 QR—Bsq
15. Kt—B5 B×Kt
16. Q×B Drawn

1h 15. 1h 24.

Game No. 96.

Ruy Lopez.

White: v. Freymann.	Black: E. Cohn.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3
4. B—Kt5	P—Q3
5. P—Q4	B—Q2
6. o—o	B—K2
7. R—Ksq	P×P
8. Kt×P	o—o
9. P—QKt3	R—Ksq
10. B—Kt2	B—KBsq

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8. o—o . . . .

A feasible treatment in a more aggressive style is here 8) Kt—Kt3, o—o; 9) P—KKt4, and an onslaught with the King's side Pawns. The move Kt—Kt3 is necessary as a preparation, as after 8) P—KKt4, Kt×KtP; 9) Kt×Kt, Kt×B Black would win a Pawn through the attack on White's Q4.

8.	. . . .	o—o
9.	Kt—Kt3	P—QR3
10.	P—B4	P—QKt4
11.	B—B3	B—Kt2
12.	Q—K2	Kt—Q2

Black has now two Bishops converging on the centre, sound Pawns, and, besides, is threatening Kt—Kt3—B5.

13.	QR—Qsq	Q—Bsq

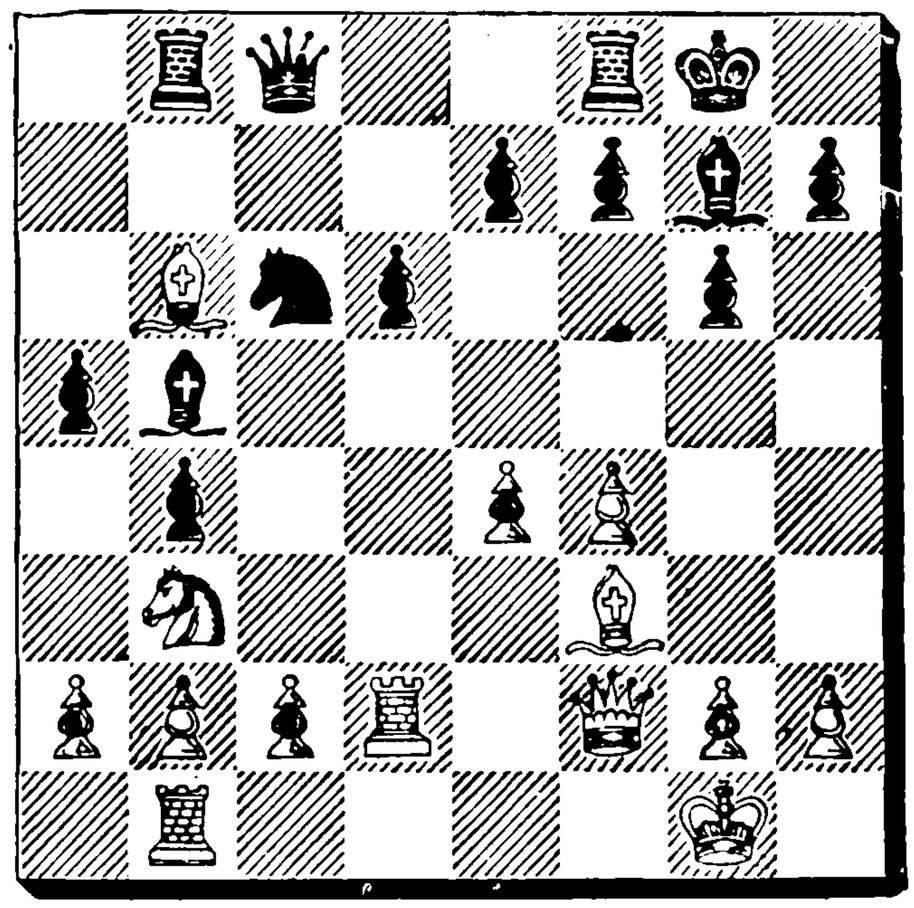
13) .... Kt—Kt3?; 14) Kt—B5.

14.	R—Q2	P—Kt5
15.	Kt—R4	P—QR4
16.	C—B2	B—QR3
17.	R—Ktsq	B—Kt4
18.	Kt—Kt6	Kt×Kt
19.	B×Kt	R—Ktsq

An unjustified sacrifice. 19) .... R—R3 would have done the same service, while abandoning nothing.

20.	Kt×P	Kt×Kt
21.	B×Kt	B—B5
22.	P—QKt3	B—K3
23.	B—Kt6	Q—R3
24.	B—Q4	B×B
25.	Q×B	KR—Bsq
26.	B—K2	Q—R6
27.	B—Q3	R—B6

Position after Black's 19th move.



All this in order to win the Pawn back at last. Thus he admits the collapse of his strategy.

28.	P—B5	B—Bsq
29.	R—KBsq	Q—R4
30.	B—B4	P×P
31.	P×P	Q—Kt3
32.	P—B6	P—K3
33.	R—B4	Q×Qch
34.	KR×Q	P—Q4
35.	R—Kt4ch	K—Rsq
36.	R—Kt7	. . . .

The last seventeen moves have been played very well by White; now he threatens B—Q3.

36.	. . . .	P—K4
37.	R×QP	B—K3
38.	R×KP	R—Qsq
39.	R—KR5	B—B4
40.	R×B	P—R3
41.	R×BP	Resigns

2h 50. 2h 58.

Game No. 98.

Four Knights' Game.

White: Salwe.	Black: Duras.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	B—Kt5
4. B—Kt5	. . . .

Interesting complications would result from 4) Kt—Q5. Black might then develop by 4) .... Kt—B3; 5) Kt×B, Kt×Kt; 6) Kt×P. Now 6) .... P—Q3 would be questionable, or probably faulty, on account of 7) Kt—Q3; therefore Black would play 6) .... Q—K2 [6) .... o—o, 7) P

—Q3, P—Q4; also deserves consideration]; 7) P—Q4, P—Q3; 8) P—QR3, and now, for instance, 8) .... Kt×Pch; 9) Q×Kt, or 8) .... P×Kt; 9) P×P. White would have the slight advantage of two Bishops on the open board, Black having, however, no weakness anywhere. If, on the other hand, Black wants to preserve his Bishop, on the 4th move, by 4) .... B—R4, White can produce a kind of Evans Gambit by 5) P—QKt4. Then if 5) .... Kt×P; 6) Kt×P White has a fovorable position, as he can gain an important move, if necessary, by Kt—B4. If, however, 5) .... B×P; 6) Kt×B, Kt×Kt; 7) Kt×P, Q—K2; 8) Kt—Kt4, the situation is not so clear, and probably disadvantageous for White. The sound continuation is 5) P—B3, P—Q3 [Kt—B3; 6) P—QKt4, B—Kt3; 7) Kt×B, RP×Kt; 8) P—Kt5 followed by Kt×P and Black is in difficulties]; 6) B—Kt5, B—Q2; 7) P—Q3, Kt—K2; after which the game might develop in various directions, but White would have the initiative for a long time, as he should.

4. . . . . Kt—Q5

By this manœuvre Black can, at best, achieve exchanges; therefore he should have developed his game quietly either by 4) .... Kt—B3, or 4) .... KKt—K2.

5. B—B4 B×Kt

Black again fails to develop himself, for instance by 5) .... P—Q3.

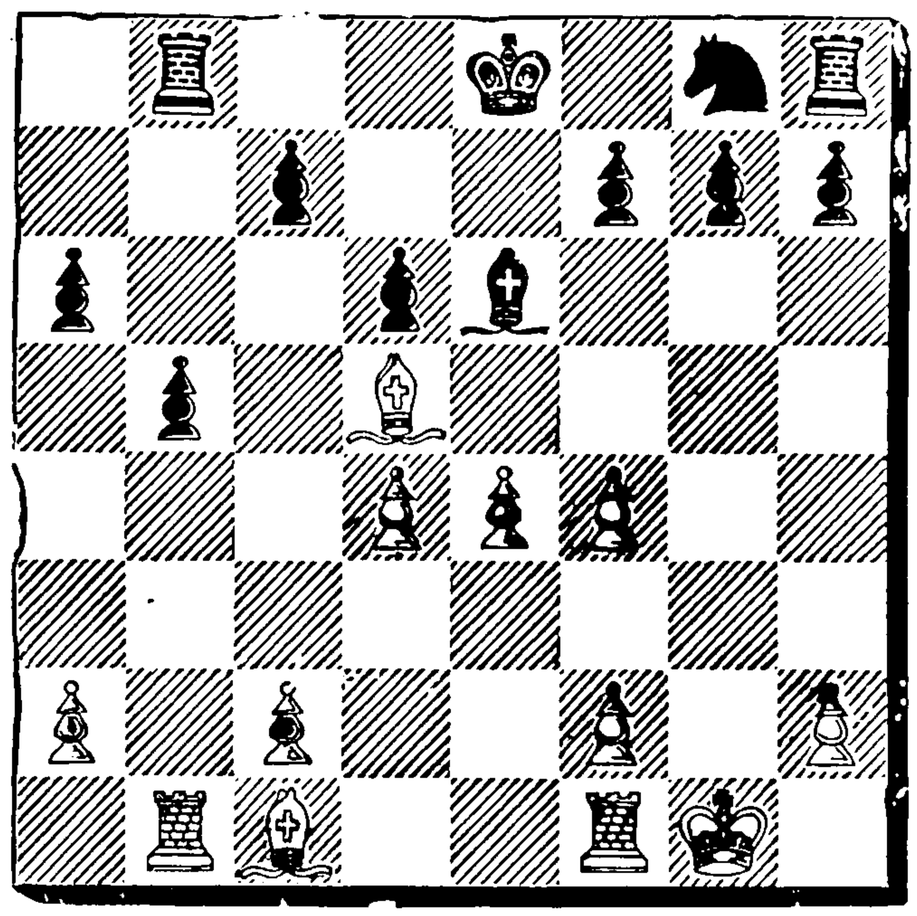
6. KtP×B . . . .

White preserves the QP, calculating correctly that with its aid the lines will be opened for Rooks and Bishops.

6. . . . . Kt×Ktch
7. Q×Kt Q—B3
8. P—Q4 P—Q3
9. R—QKtsq P—QR3
10. o—o P—QKt4

White has a good development, and after the last move the Black QKtP offers an easy object for his attack. This should be sufficient to win the game.

11. B—Q5 Q×Q
12. P×Q R—QKtsq
13. P—KB4 P×QP
14. P×P B—K3



15. P—B4 . . . .

But here he should have preserved the important Bishop and given freedom of action to the main factors, the centre Pawns. Hence B—Kt3 was indicated. After 15) .... B×B, RP×B the QRP would be very weak; and otherwise White would threaten P—Q5, followed by P—B4.

15. . . . . Kt—K2
16. B×B . . . .

Black was threatening B—R6 and P—QB3. The exposed Bishop is now without value for the attack. But the exchange opens the KB file for the attack on the fixed doubled Pawn. It is, therefore, Black who will be able to dictate henceforth the course of events.

16. . . . . P×B
17. B—K3 P—Q4

Artificial. K—Q2 was both natural and strong.

18. BP×P P×P
19. P—B3 K—Q2
20. K—B2 . . . .

And here he could get rid of the weakness by P—B5.

20. . . . . R—Kt3
21. R—KKtsq . . . .

Depriving himself of the chance of playing P—B5.

21. . . . . P—Kt3
22. KR—QBsq R—K3

Now the weakness of the square KB5 for White has become a fact.

23. P—K5 R—QB3
24. R×R K×R
25. B—Q2 Kt—B4
26. R—Bsqch K—Kt2
27. B—K3 P—B3
28. K—K2 R—KBsq
29. R—KKtsq R—B2
30. B—B2 P—QR4
31. K—Q3 K—Kt3
32. R—Kt5 Kt—Kt2
33. B—K3 Kt—K3
34. R—Kt4 R—B4
35. P—KR4 P—Kt5
36. K—B2 K—Kt4
37. K—Q3 P—R5
38. R—Ktsq R—R4

He might have played simply Kt×Pch. After 39) B×Kt, R×B; 40) P—R5, R×Pch; 41) K—K2, R—B5 Black would win. Likewise after 38) .... Kt×Pch; 39) B×Kt, R×B; 40) K—K3, R—B4; 41) R—Kt5?, R×R followed by P—Kt6; P×P, P—R6. He would, in fact, win in all variations, resulting from the move Kt×Pch; we give one more example: 38) .... Kt×Pch; 39) B×Kt, R×B; 40) K—K3, R—B4; 41) P—R5, P—B4; 42) P×KtP, P×KtP; 43) R×P, P—B5; 44) R—Kt8, P—Kt6; 45) R—Kt8ch, K—R4. The move P—K6 is always defeated by R—B3.

39. R—KRsq R—B4
40. R—QBsq R—R4
41. R—KRsq R—B4
42. R—QBsq R—Bsq
43. R—KRsq P—B4
44. P×P P—Q5
45. B—Q2 R—Qsq
46. P—R5 Kt×QBPch
47. K—B2 P—Kt6ch
48. P×P P×Pch
49. K—Ktsq Kt—Q6
50. P×P P×P
51. R—R7 P—Kt7
52. R—Kt7ch K—B5
53. K—B2 R—QRsq
54. P—K6 R—R8
55. R—B7ch . . . .

Guarding against R—B8ch.

55. . . . . K—Q4
56. R—QKt7 K—B5
57. R—B7ch K—Q4
58. R—QKt7 K×P
59. K×Kt P—Kt8Qch
60. R×Q R×R
61. K×P R—Q8
62. K—K3 K—Q4
63. B—R5 R—QKt8
64. B—Q8 . . . .

White need only have played his King via B2 to KKt3 and the game would have been definitely drawn. Any attempt of envelopment by the Black King, with a view to winning the P at KB3, would be met by the sacrifice P—B5.

64. . . . . R—Ktsq
65. B—B6 R—Kt3
66. B—Q8 R—Kt8
67. B—B6 R—Kt5
68. B—Kt7 R—B5
69. B—B6 R—B8
70. B—Kt7 R—B7
71. B—B6 R—KR7
72. B—K7 R—R2
73. B—Qsq R—Rsq
74. B—B6 R—R8
75. B—Q8 K—K3
76. B—Kt5 K—Q4
77. B—B6 R—QKt8

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centre is closed and his own King's wing was weakened. White, in the nature of things, takes little or no defensive measures, and directs his attention towards a counter stroke, such as P—B5, or Kt—Kt4—Q5.

16. . . . . B—Kt5
17. B×Kt KtP×B
18. B—B3 Q—K3
19. Kt—Kt4 B×B
20. Q×B Q—Kt5
21. Q×Q . . . .

After 21) Kt—Q5, Q×Q; 22) P×Q, R—QBsq the game would have had a drawish character, in spite of the strong position of the Knight. White plays, without concerning himself with the open KR file, to obtain a strong passed KRP.

21. . . . . P×Q
22. Kt—Q5 o—o—o
23. R—B2 B—Kt4
24. P—B3 B—R5
25. P×P QR—Ktsq
26. P—B5 . . . .

This important dissolving move remained at his disposal. For the moment he should have executed the excellent manœuvre which he undertakes with his next move. After 26) P—Kt3, P×P; 27) P—KR3 followed by K—Kt2 Black would have been doomed to inactivity, while White would have won eventually, after methodical preparations, such as Kt—B6—R5, or P—Kt4 and P—B5.

26. . . . . P×P
27. P—Kt3 P×P
28. R×P K—Ktsq

If 28) .... R×P, then follows 29) R×Pch, K—Ktsq; 30) R(B5)—B7, and now 30) .... P—Kt7ch, 31) K—Ktsq, B—B7ch; 32) R×B, R×RP would not be feasible, as the Black King has no flight square.

29. P—KR3 . . . .

29) R×P would be met by B—Qsq.

29. . . . . R—R3
30. K—Kt2 R(Ktsq)—Rsq
31. R—QBsq . . . .

The sacrifice of the Pawn was not justified; White should simply have captured the Pawn. For after 31) R×P, B—Qsq; 32) R—Q7, nothing would have happened to him. If 32) .... B—Kt3, 33) Kt×B, P×Kt; 34) R×KP, R×P; 35) R×P and wins as he likes.

31. . . . . P—Kt3
32. R(QBsq)—Bsq P—Kt4
33. R—Kt7 . . . .

After 33) R(Bsq)—B3 the Bishop could not have moved.

33. . . . . B—Qsq
34. R—KRsq R—R3
35. P—Kt5 R×Pch
36. K×P R—Q7
37. P—R4 R×Pch
38. K—Kt4 R×P
39. P—Kt6 . . . .

If 39) P—R5, P—B5; 40) P—R6, P—B6; 41) P—R7, P—B7; 42) R—Kt8, R—Kt8 or R×P and White can draw at the best.

39. . . . . P—B5
40. P—R5 P—B6
41. R—KB7 P—B7
42. P—Kt7 R—Ktsq
43. P—R6 R—Kt8
44. R(B7)—Bsq R×R
45. R×R P—Q6
46. K—B5 . . . .

If 46) Kt—Kt4, then 46) .... B-B3. After this only Black would hav chances of winning; e. g.: 47) Kt×QP, B×P; 48) P×B, R×Pch; 49) K—B3, R—B2; 50) R—Bsq, P—R4; 51) Kt—Ksq, P—Kt5; 52) R×P, R×R; 53) Kt×R, K—B2; 54) K—Kt4, K—Q3; 55) K—B5, P—Kt6; 56) Kt—R3, P—R5; 57) Kt—Ktsq, Kt—Kt5; 58) K×P, P—R6.

46. . . . . P—Q7
47. P—R7 R×P
48. P—R8Q P—B8Q
49. Q×Bch K—Kt2
50. K—B6 P—Q8Q
51. K×R Q—Kt5ch
52. K—R7 Q—R4ch
Resigns.

3h. 3h 30.

The faults, but also the fascinating good qualities of the temperaments of the two players are shown clearly in the conduct of this game.

Game No. 100.

Vienna Opening.

White: Snosko-Borowski.	Black: Burn.
1. P—K4	P—K4
2. Kt—QB3	Kt—KB3
3. B—B4	B—B4
4. P—Q3	P—Q3
5. B—KKt5	P—B3
6. Q—Q2	QKt—Q2
7. B—Kt3	P—QR4
8. KKt—K2	. . . .

Both sides have treated the opening in good style, but this Knight should have been played to B3, so as to leave K2 open to the QKt, and besides the Knight at KB3 would guard important squares.

8. . . . . P—R3
9. B—K3 P—QKt4
10. P—QR3 Kt—Kt5

Here 19) .... Q—Kt3 followed by further operations on the Q side, was better.

11. P—Q4 B—R2
12. Kt—Qsq . . . .

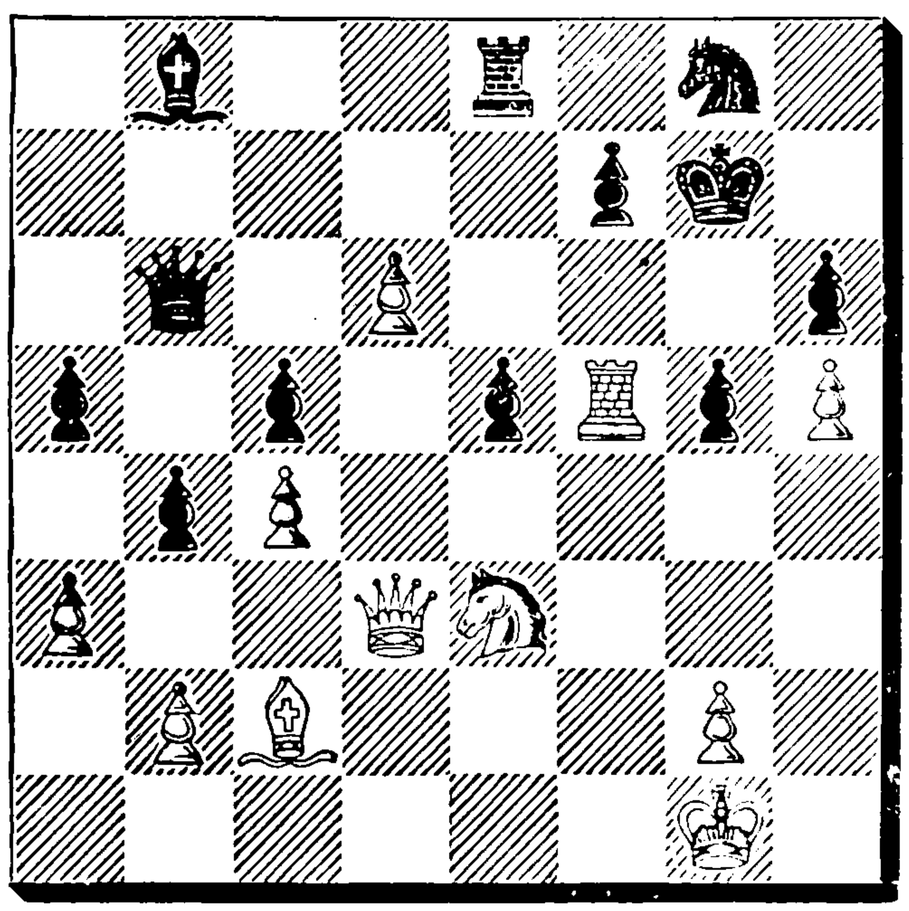
Abandoning too much ground to his opponent. The logical attack was against Black's QBP, by 12) P—Q5. after 12) .... Kt×B; 13) P×Kt, P—Kt5; 14) P×P White would have a good game, for instance, 14) .... Kt—B4; 15) Kt—Kt5, o—o; 16) B—Q5.

12. . . . . o—o
13. P—KB3 Kt×B
14. Kt×Kt Kt—B3
15. P—B3 Q—Kt3
16. R—Qsq B—K3
17. B—B2 P—B4

But now Black obstructs the diagonal of his KB, giving all his advantage away. Had he played systematically to open the centre by 17) .... QR—Qsq, followed by KR—Ksq, B—Bsq and P—Q4, White would have had a difficult defence.

18. P—Q5 B—Q2
19. P—QB4 P—Kt5
20. o—o QR—Ksq
21. Kt—Kt3 P—KKt3
22. P—B4 K—Kt2
23. P—KR4 P×P
24. R×P R—K4
25. R(Qsq)—KBsq Kt—Ktsq
26. P—R5 P—KKt4
27. Kt(Kt3)—B5ch K—R2
28. R(B4)—B2 B×Kt

Position after Black's 33rd move.



29.	R×B	R×R
30.	R×R	K—Kt2
31.	P—K5	P×P
32.	Q—Q3	R—Ksq
33.	P—Q6	B—Ktsq
34.	R×KtPch	P×R
35.	Q—R7ch	K—Bsq
36.	Kt—B5	R—Qsq
37.	Q—Kt7ch	K—Ksq
38.	Q×Ktch	K—Q2
39.	Q×Pch	Resigns.
	2h 25.	2h 30.

Game No. 101.

Ruy Lopez.

White: Speijer.	Black: Dr. Perlis.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	P×P
7. Kt×P	P—KKt3

This move is intended to save the two moves, which Black apparently loses with the continuation B—K2, o—o, R—Ksq, B—KBsq, P—KKt3, B—Kt2; but in this line of play the Bishop does not go to K2 in vain; he has to guard against several attacks: as, for instance, White's B—KKt5 or P—K5, and does not change the *venue* until White has ceased these attacks.

8. R—Ksq . . . .

Threatening at once B×Kt followed by P—K5.

8. . . . . B—K2
9. B—R6 . . . .

Threatening again B×Kt and P—K5.

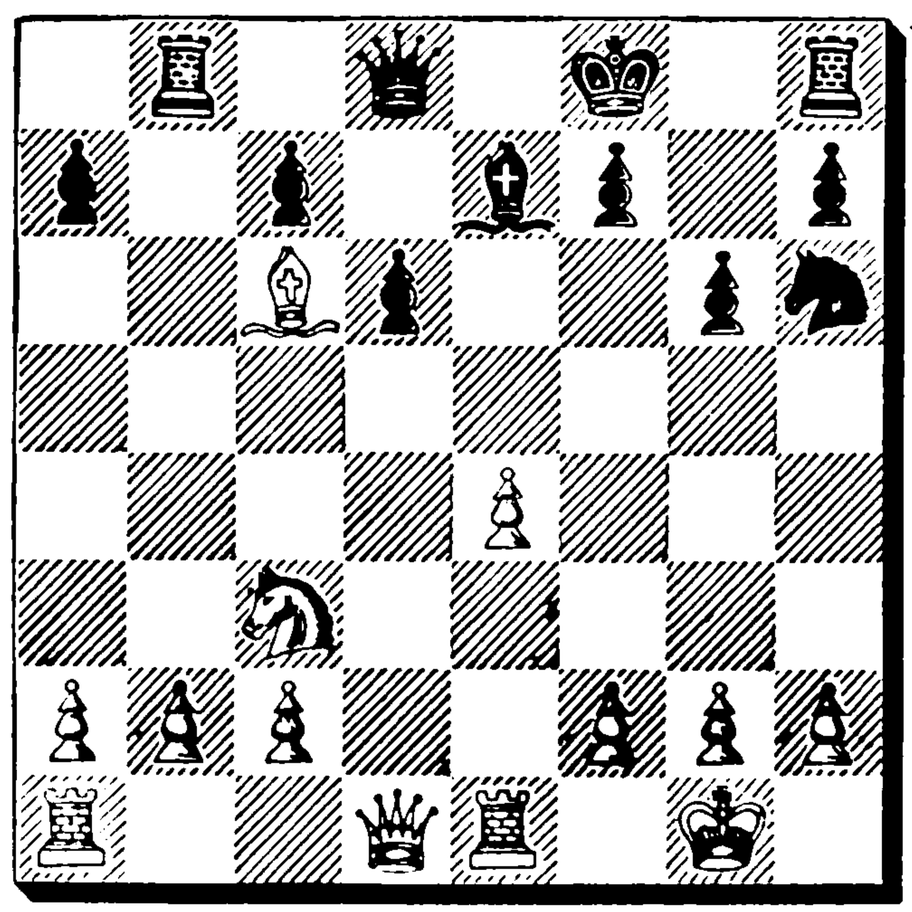
9. . . . . Kt—KKt5

Black sacrifices a Pawn to free himself from his precarious position with the smallest loss. If 9) .... Kt×Kt; 10) Q×Kt, B×B; 11) Kt×B, Q—Q7 White would again play 12) P—K5 with fatal effect.

10. B×Kt Kt×B

A slightly better chance was offered by 10) .... P×B; 11) Kt×P, B×Kt; 12) Q×Kt, Q—Q2, for all of his pieces would have had mobility. In the continuation adopted in the game, the Kt at R3 remains out of play, the King is somewhat exposed and the square Q4 is weak.

11. B×P R—QKtsq
12. Kt—B6 B×Kt
13. B×Bch K—Bsq



14. B—R4 . . . .

The direct way of winning was 14) Q—Q4, B—B3; 15) Q×RP; now if 15) .... R×P; 16) QR—Ktsq, B×Kt; 17) R×R, B×R; 18) R—Ktsq, Q—B3; 19) Q—Kt8ch and should win with the passed QRP. Black might have attempted some desperate attacks, such as 15) .... B—K4; 16) Kt—Q5, B×Pch; or 15) .... R—Kt3; 16) B—R4, B—Q5; 17) Kt—Q5, R—Kt5; 18) Q—R5, but these

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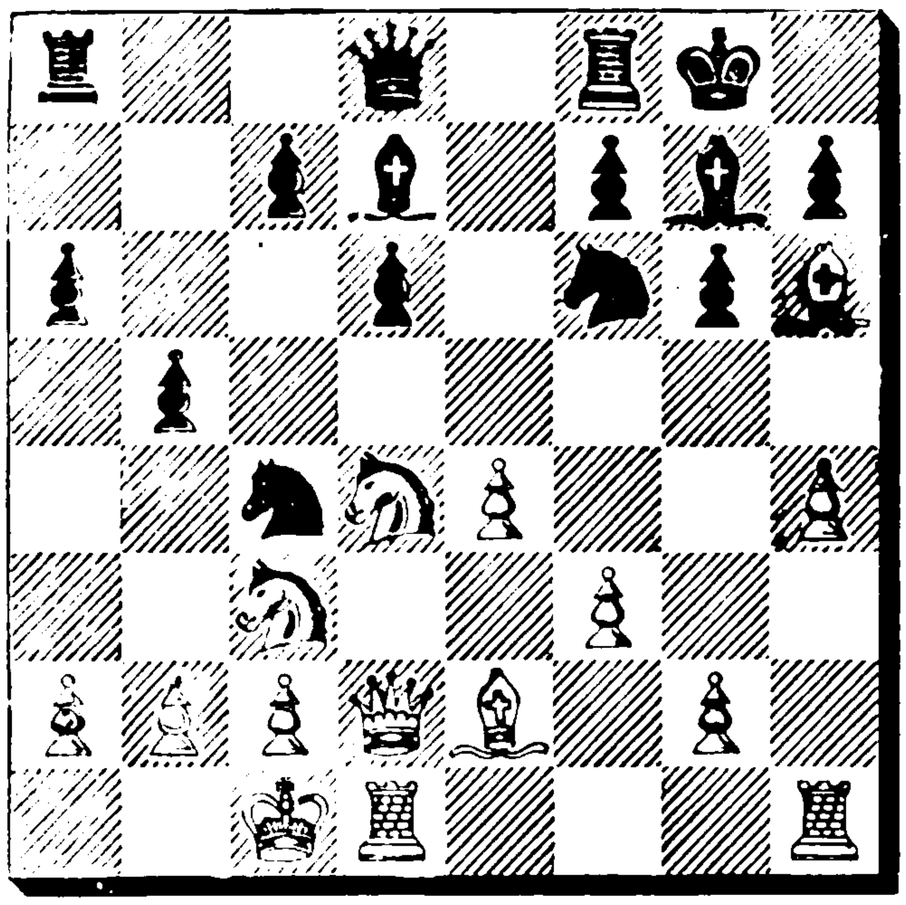


other hand, after 14) .... K×B; 15) Kt—Kt3, Black's Pawns are feeble; for 15) .... P—B5 or 15) .... P—Kt5 would be met by Q×QP, and against 15) .... Kt—B5; 16) Q—B4 would be sufficient, threatening B×Kt, followed by Kt—Q2, and also P—KKt4 and P—R5.

14.	B×Kt	P×B
15.	P—R5	P—B3

15) .... Kt×RP; 16) B×B, K×B; 17) P—KKt4, Kt—B3; 18) Q—R6ch, K—Ktsq; 19) Kt—Q5, or, stronger still, 19) P—Kt5, Kt—R4; 20) Kt—Q5 and R×Kt.

16.	B×B	K×B
17.	P×P	BP×P
18.	Kt(Q4)—K2	R—B2
19.	Q×QP	Q—Kt3
20.	Q—Q4	P—B4
21.	Kt—Q5	Q—Kt2
22.	Q—B3	QR—KBsq
23.	Kt×Kt	R×Kt
24.	R—Q6	Resigns.

R×R was threatened, followed by R×Pch, and also R×R, R×R, P—K5, R—K3; Kt—B4.

1h 47. 1h 30.

Game No. 103.

Centre Counter Gambit.

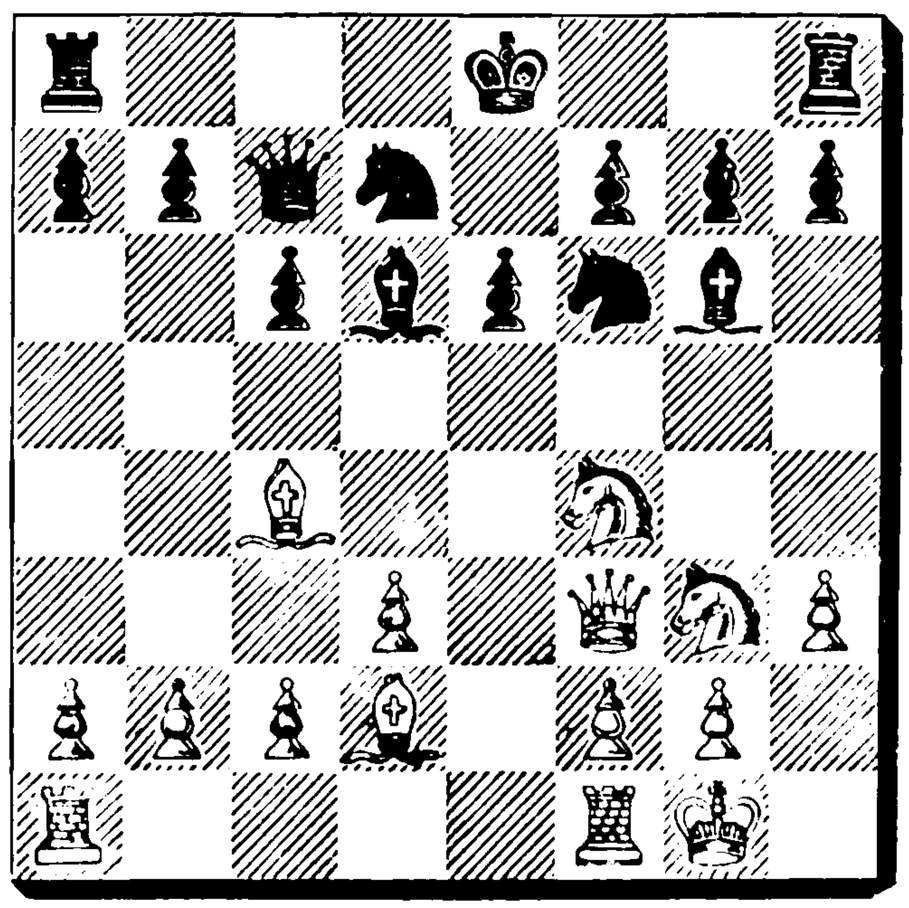
White: Schlechter.	Black: Dr. Bernstein.
1. P—K4	P—Q4
2. P×P	Q×Q
3. Kt—QB3	Q—QR4
4. B—QB4	. . . .

Compare the game Schlechter v. Mieses.

4.	Kt—KB3
5. P—Q3	B—Kt5
6. Kt—K2	P—K3
7. B—Q2	P—B3
8. P—KR3	B—R4
9. Kt—Q5	Q—Qsq
10. Kt(Q5)—B4	B—Kt3
11. Kt—Kt3	B—Q3
12. O—O	Q—B2

The natural move was 12) .... Kt—Q4. The Queen was well placed at Qsq, having KB3 at her disposal.

13.	Q—B3	QKt—Q2



14.	B×P	. . . .

The sacrifice yields three Pawns for the piece, and, moreover, attack

against the King, which remains exposed in the centre.

14.	. . . .	Kt—K4
15.	Q—K2	P×B
16.	P—Q4	Kt—B2
17.	Kt×P	Q—K2
18.	Kt—KB5	. . . .

Surely the exchange of the Black QB could not be of any importance, nor could White have the intention of liberating Black's King from the heavy pressure for the sake of winning his KKtP, which could not escape in any case. Hence it was natural and indicated to continue with 18) KR—Ksq. If 18) .... K—Q2, then 19) Q—B3, with an irresistible attack; e. g.: 19) .... K—Bsq; 20) Kt×KtP, Q—Qsq; 21) Kt—K6, Q—K2; 22) Kt—B5, B×Kt; 23) Q×B, K—Ktsq; 24) Kt—B5, Q—Qsq; 25) Q×Kt.

18.	. . . .	B×Kt
19.	Kt×Pch	K—Q2
20.	Q×Qch	B×Q
21.	Kt×B	Kt—Q3
22.	Kt×B	K×Kt
23.	KR—Ksqch	K—Q2
24.	B—B4	Kt—Q4
25.	B—K5	KR—KKtsq

On one side Black attacks the King, on the other the Pawns, while White's Pawns are unable to exert any counter pressure. Hence White is lost, though having three Pawns for the piece, as Black's King deprives the White pieces of their mobility whereas the White King is a mark for attack. The case would be different if no Rooks were on the board.

26. P—QKt3 . . . .

Guarding against Kt—B5. He cannot play B×Kt, and follow by P—QB4, on account of Kt—B5. Altogether White suffers from the difficulty of playing P—QB4.

26.	. . . .	P—Kt4
27.	R—K2	P—Kt5
28.	P—QR4	Kt—B6
29.	R—K3	Kt—B4
30.	R—Q3	P—KR4
31.	R—Ksq	QR—Ksq
32.	K—Bsq	QR—KBsq
33.	R—B3	Kt—Q4
34.	R—K4	Kt(B4)—K2
35.	R×R	R×R
36.	R—R4	. . . .

If 36) P—Kt4, R—B6: 37) K—Kt2, R—B6, and if 38) P×P, Kt—B4; 39) R—K2, Kt—R5ch; 40) K—R2, Kt—B6ch; 41) K—Kt2, Kt×B; 42) R×Kt, Kt—B5ch, winning easily. If 38) R—K2, Black would play 38) .... Kt—KKt3. White cannot establish two fighting passed Pawns, without suffering loss somewhere else.

36.	. . . .	R—B4
37.	P—Kt4	P×P
38.	P×P	R—B2
39.	K—Kt2	Kt—KKt3
40.	R—R6	Kt×B
41.	P×Kt	R—K2
42.	R—R8	R×P
43.	R—R8	Kt—B2
44.	R×P	K—Bsq
45.	P—KB4	R—Q4
46.	P—Kt5	K—Ktsq
47.	R×Kt	K×R
48.	P—Kt6	R—Qsq
49.	K—B3	. . . .

If 49) P—B5, then 49) .... K—Q3.

49.	. . . .	K—Q2
50.	K—Kt4	K—K3
51.	K—Kt5	R—Q4ch
52.	K—R6	K—B3

Resigns.

2h 55. 1h 45.

Game No. 104.
Ruy Lopez.

White: Dr. Perlis.	Black: Dr. Lasker.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	Kt×P
6. P—Q4	P—QKt4
7. B—Kt3	P—Q4
8. P×P	B—K3
9. P—B3	B—K2

This appears to be better than the usual 9) .... B—QB4, as the square QB4 remains open for the Kt and the QBP.

10. P—QR4 . . . .

This move was feasible, before Black's Bishops had moved. But now it is a mistake, which disorganizes White's Queen's wing.

10. . . . . P—Kt5

The correct reply. This would not do if Black were not ready yet for Castling, on account of P—R5 and B—R4.

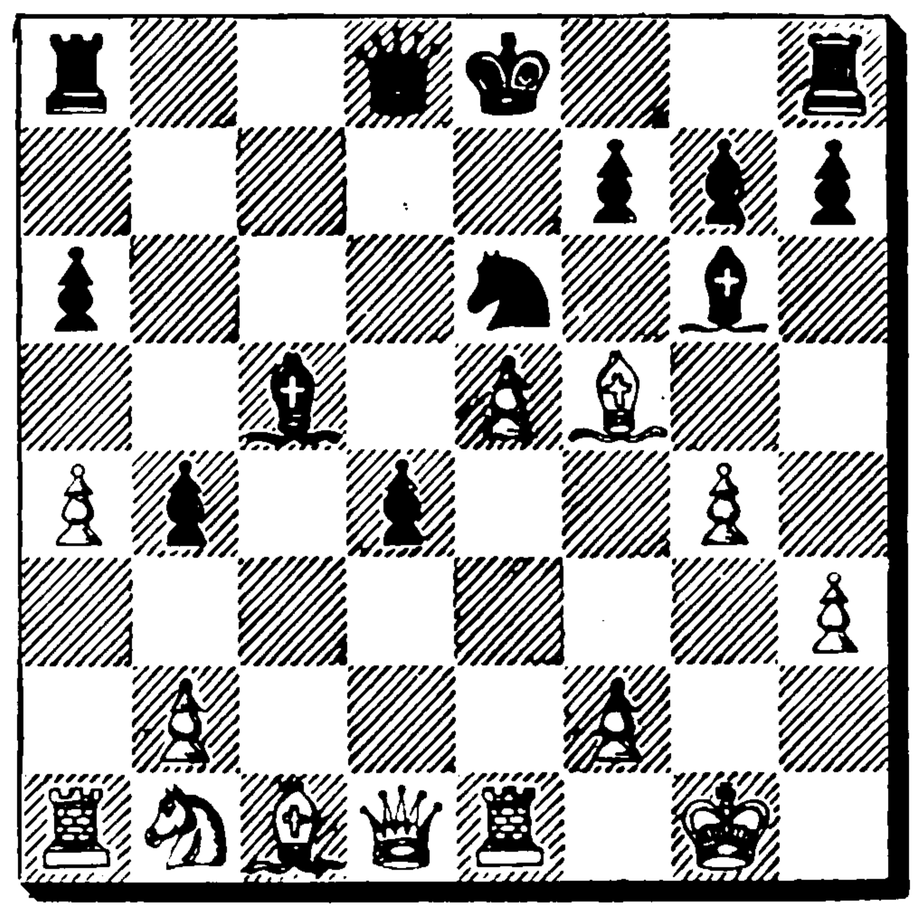
11. R—Ksq	Kt—B4
12. B—B2	B—Kt5
13. P—R3	B—R4
14. P—Kt4	B—Kt3
15. Kt—Q4	Kt×Kt
16. P×Kt	Kt—K3
17. B—B5	P—QB4
18. P×P	B×P
19. B—K3	P—Q5

In 19) B×QB; 20) R×B, B×B; 21) P×B, Q—Kt4ch; 22) Q—Kt4, Q×Qch; 23) P×Q, Kt—Q4, there would have been no gain, as White would simply reply R—Q3.

20. B—Bsq Q—Q4

So far Black has conducted the attack correctly and White has defended well. For in spite of the danger to expose his King, the latter was

Position after White's 20th move.



bound to advance his Pawns, as he did, for counter attack, in order to establish a pressure on his opponent's King's side. But here Black fails to find the right move. 20) .... P—Q6 should have been played, to free the Bishop and render Q5 accessible to the Knight. It is true that this move would give the square K3 to White's Bishop, and the Pawn would be weak at Q6, but the attack on the King would more than compensate for these disadvantages; e. g.: 20) .... P—Q6; 21) Q—B3, Kt—Q5; 22) Q×P, Kt×B; 23) Q×Qch, R×Q; 24) P×Kt, B×P and Black, with two Bishops on the open board, and several weak spots in his opponent's camp, would have a splendid game. Or 21) B—K3, Kt—Q5; 22) Kt—Q2 [22) Q×P?, Kt—B6ch; or 22) B×Kt, Q×B; and White will not be able to develop his game], Kt—K7ch; and now White, in order to avoid B×QB, would have no other expedient except 23) R×Kt, P×R; 24) Q×P, B×QB; 25) Q×B, o—o. Black should ultimately win.

21. Q—Q3	R—Qsq
22. Kt—Q2	o—o

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20.	Kt—Q5	B×Kt
21.	P×B	R×Rch
22.	R×R	R×Rch
23.	B×R	B×P
24.	Q—K3	Q—K2
25.	B—B2	Q×Q
26.	B×Q	Kt—K2
27.	B×P	B—B6
28.	B—B4	K—B2
29.	P—Kt3	K—B3
30.	K—Kt2	P—R3
31.	K—B3	P—KKt4
32.	B—K3	K—Kt3
33.	P—KR3	K—B3
34.	K—K2	K—Kt3

Drawn.

2h 22. 2h 19.

Game No. 106.

Vienna Opening.

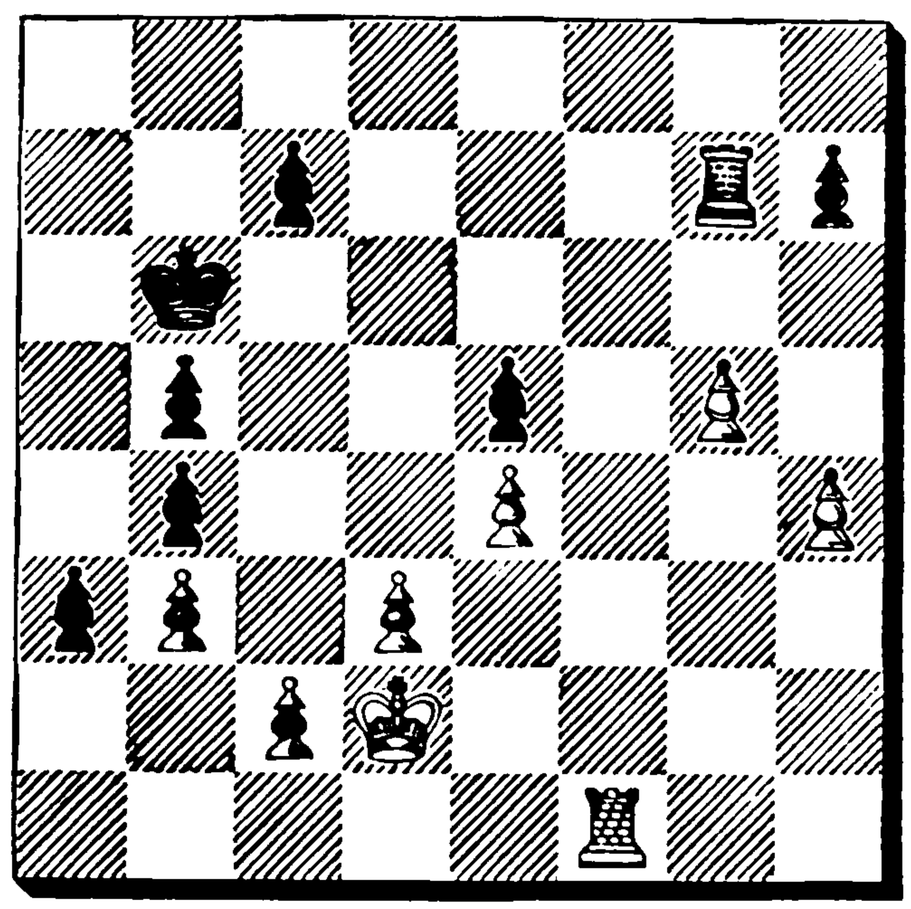
White: Mieses.	Black: Snosko-Borowski.
1. P—K4	P—K4
2. Kt—QB3	Kt—KB3
3. P—KKt3	Kt—B3
4. B—Kt2	B—B4
5. P—Q3	P—Q3
6. Kt—QR4	. . . .

It is a far spread, but probably wrong belief that Black ought to preserve his KB, by losing the move P—QR3, hence this manœuvre.

6.	. . . .	B—KKt5
7.	P—KB3	B—K3
8.	Kt—K2	Q—Q2
9.	B—Kt5	B—KR6
10.	Kt×B	P×Kt
11.	B×B	Q×B
12.	B×Kt	P×B
13.	Q—Q2	o—o—o
14.	Q—K3	P—Kt3

Feeble. As White has to Castle QR, P—B5 was obvious. If 15) P×P, Q—Kt7 would recover the Pawn at once; but if 15) o—o—o, P×P; 16) P×P [16) R×P?, R×R, followed by Q—Kt7], Kt—Q5 with a pressure on White's position.

15.	o—o—o	Kt—Q5
16.	Kt×Kt	R×Kt
17.	P—KB4	Q—K3
18.	P—Kt3	KR—Qsq
19.	KR—KBsq	Q—Q3
20.	Q—B3	P—Kt4
21.	P×P	Q—R3
22.	Q×BP	Q×P
23.	Q—B5ch	K—Kt2
24.	P—K6	Q—R6ch
25.	K—Q2	P×P
26.	Q—K5	P—QR3
27.	K—K2	R(Q5)—Q3
28.	Q—B3	Q—Kt5
29.	Q×Q	P×Q
30.	R—B7	R(Qsq)—Q2
31.	QR—KBsq	P—K4
32.	R×R	R×R
33.	P—KKt4	P—QR4
34.	R—B6	P—R5
35.	P—Kt5	P—R6
36.	P—R4	R—Kt2
37.	R—Bsq	K—Kt3
38.	K—Q2	. . . .



38. . . . . K—B4

Here 38) .... P—R3 was indi-

cated. If 39) P×P, R—Kt7ch; 40) K—Bsq, R—R7, drawing at least.

39. R—B8 R—Kt3
40. K—Bsq K—Q5
41. R—B7 P—B4
42. K—Ktsq R—Q3

42) .... P—R3 is no longer of any use, because of the reply 43) R—B6.

43. R×P P—B5
44. QP×P P×P
45. K—R2 P×Pch
46. K×P R—QR3
47. K—R2 R—QB3
48. K—Ktsq K×P
49. P—R5 R—Q3
50. P—Kt6 R—Q8ch
51. K—R2 R—KKt8
52. R—QB7 K—B4
53. P—Kt7 P—K5
54. P—R6 P—K6
55. P—R7 P—K7
56. R—KB7ch K—K3
57. P—Kt8Q Resigns

3h 28. 3h 57.

Game No. 107.

King's Gambit Declined.

White: Duras. Black: Tartakower.

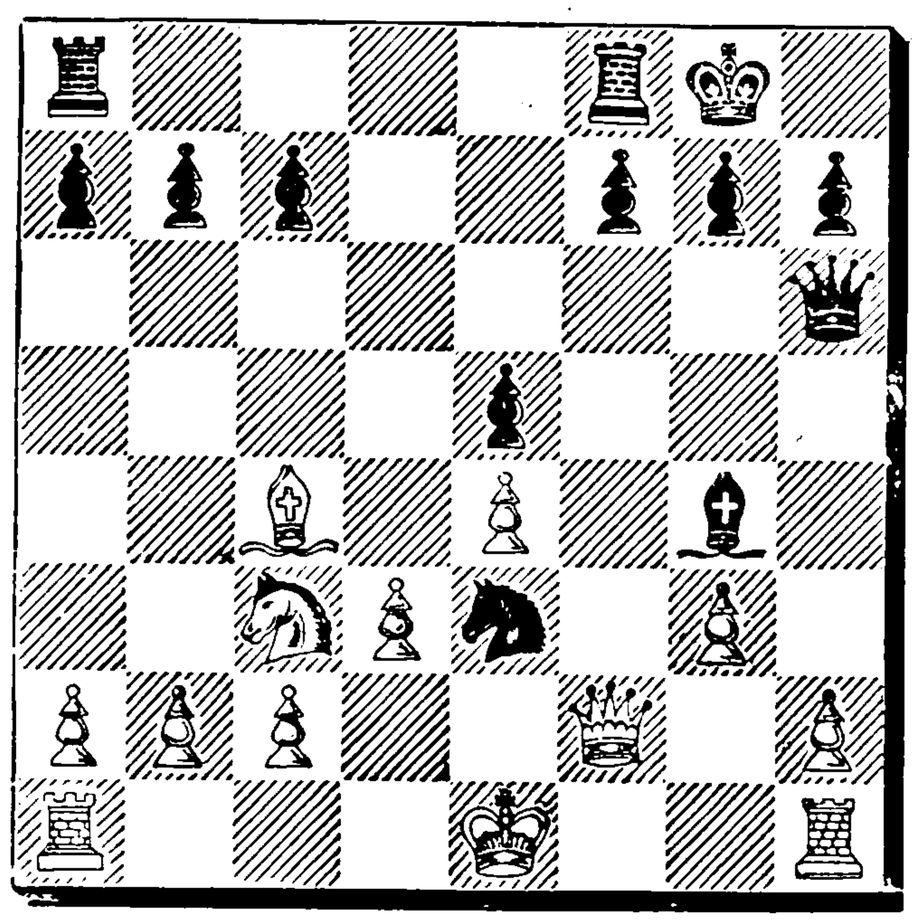
1. P—K4 P—K4
2. B—B4 Kt—QB3
3. P—KB4 B—B4
4. Kt—KB3 P—Q3
5. P—Q3 Kt—B3
6. Q—K2 o—o

Black has already the superior game. If 7) B—K3, Black plays 7) .... P×P; 8) B×P, P—Q4; if 7) B—K3, P×P; 8) B×B, P×B; 9) o—o, B—Kt5 the recovery of the Pawn would be by no means an easy problem. If 7) P—B5, P—Q4; 8) B—Kt3, P×KP; 9) QP×P, Kt—Q5; 10) Kt×Kt, Q×Kt; 11) Kt—Q2, B—Q2; 12) P—B3, Q—K6 and the KP remains weak.

7. P×P Kt×P
8. Kt×Kt P×Kt
9. B—K3 . . . .

White has a difficult game. If 9) Kt—B3, B—KKt5; 10) Q—Bsq, Kt—R4; or 10) Q—Q2, P—QR3.

9. . . . . B×B
10. Q×B Kt—Kt5
11. Q—B3 Q—R5ch
12. P—Kt3 Q—R3
13. Kt—B3 Kt—K6
14. B—Kt3 B—Kt5
15. Q—B2 . . . .



15. . . . . P—QB3

Too slow. The Rooks should here have been assisted as quickly as possible; e. g.: 15) .... K—Rsq; 16) Kt—Q5, Kt×Kt; 17) B×Kt, P—QB3; 18) B—Kt3, P—KB4; 19) Q—Q2, P—B5.

16. P—KR3 B—K3

K—Rsq was still feasible. After 17) R—R2 Black could boldly capture the RP, threatening then 17) .... Kt—Kt5. After 18) R—Rsq, P—KB4; 19) Q—R2, Kt—Kt7ch would be immediate ruin for White; and if 18) R×B, Black retakes and wins the other Rook afterwards.

17. K—K2 . . . .

Forcing exchanges. The attack is now repulsed without loss.

17. . . . . B×B
18. Q×Kt Q×Qch
19. K×Q B—K3

19) .... B×BP?; 20) K—Q2.

20. P—KKt4 . . . .

This only gives Black points of attack. For the time being he need not have feared P—KB4, as then Black's King's Pawn could have been tackled. For instance, 20) QR—KB sq, followed by attack on the Q side and Fabian tactics on the King's side, was the right strategy.

20. . . . . QR—Qsq
21. KR—KBsq P—KR4

A fine conception. He makes use of the superiority of Pawns on the K side.

22. R—KKtsq P×P
23. P×P P—KKt3
24. K—B3 K—Kt2
25. R—KRsq R—KRsq
26. K—Kt3 . . . .

Here P—Kt5 was necessary.

26. . . . . K—B3

The position of the King at Kt4 is immensely strong. Black has conducted the end game with great tenacity of purpose.

27. QR—Bsqch K—Kt4
28. Kt—Ktsq R×R
29. R×R B×P
30. R—R7 B—K3
31. Kt—Q2 K—B3
32. K—R4 R—KKt
33. R—R6? K—Kt2

Resigns.

2h 29. 1h 13.

Game No. 108.

Queen's Pawn Opening.

White: Dus-Chotimirski.	Black: Salwe.
1. P—QB4	Kt—KB3
2. P—Q4	P—K3
3. Kt—QB3	P—Q4
4. B—Kt5	QKt—Q2
5. P—K3	B—K2
6. Kt—B3	o—o
7. Q—B2	P—B4

This advance, which opens the game at once in the centre, and frees the QB file for the Rook, is the logical consequence of the fact that Black has already Castled, and that White's Queen is somewhat exposed on the QB file.

8. P×QP KP×P
9. B—Q3 P×P

But there was no hurry for this. The centre being already open, an attack on his Castled King need not be feared. He ought to have, on his part, commenced an attack; say, by 9) .... P—B5; 10) B—K2, P—QR3 (threatening P—QKt4); 11) P—QR4, P—QKt3; 12) Kt—K5, B—Kt2; 13) P—B4, Kt×Kt; 14) QP×Kt, Kt—Ksq; 15) B×B, Q×B, followed by P—B3.

10. Kt×P Kt—B4
11. o—o P—KR3

White threatened now that the B at Q3 was no longer taken with check B×Kt and B×Pch.

12. B—R4 B—K3
13. B—B5 Q—Q2
14. KR—Qsq QR—Bsq

If 14) .... Q—Q3 White would play 15) P—QKt4 with great effect. Black cannot avoid the threatened loss of a Pawn, without other great disadvantages.

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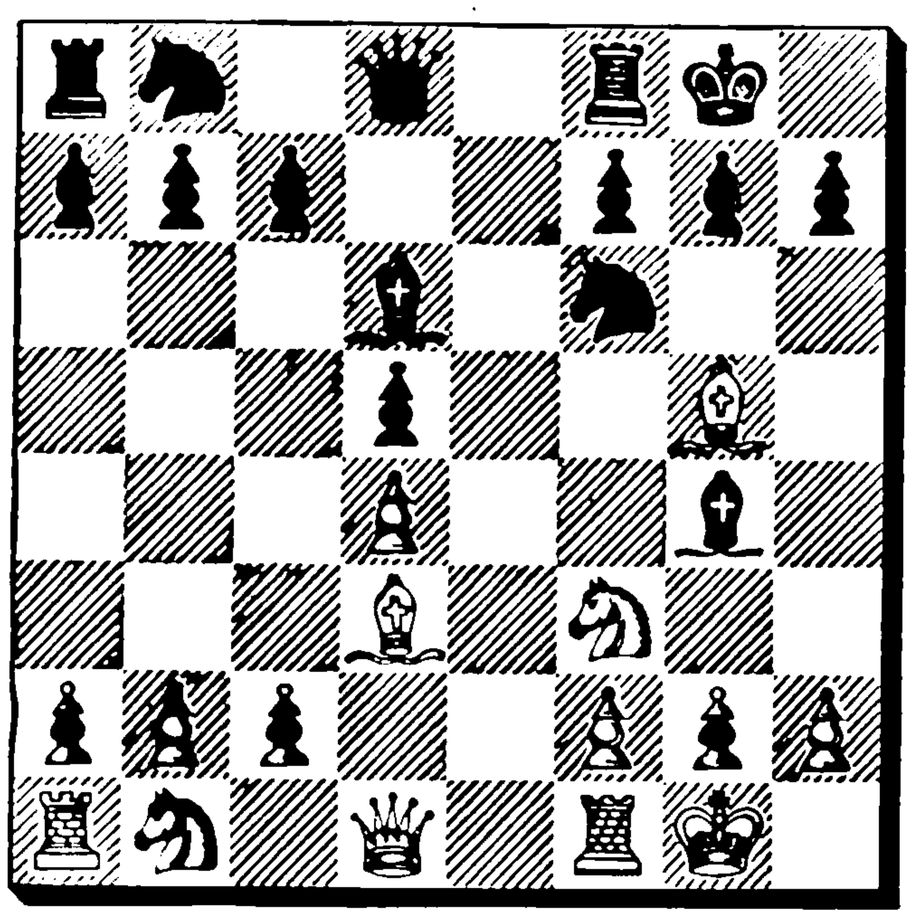
5. Kt—KB3 B—Q3
6. o—o o—o
7. B—KKt5 B—KKt5



8. QKt—Q2 . . . .

White could here have avoided further similarity without risk. 8) P—KR3, B—R4; 9) P—KKt4, B—Kt3; 10) Kt—K5, B—K2; 11) Kt—QB3, QKt—Q2; 12) R—Ksq

8. . . . . QKt—Q2

Now complete equalization is almost a logical necessity.

9. P—B3 P—B3
10. Q—B2 Q—B2
11. B—R4 KR—Ksq
12. KR—Ksq B—R4
13. B—Kt3 B×B
14. RP×B B—Kt3
15. B—B5 R×Rch
16. R×R R—Ksq
17. R×Rch Kt×R
18. B×B RP×B
19. Q—Kt3 KKt—B3

Drawn.

oh 24. oh 29.

Game No. 110.

French Defence.

White: Teichmann.	Black: Rubinstein.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. P×P	P×P
4. Kt—KB3	Kt—KB3
5. B—Q3	B—Q3
6. o—o	o—o
7. B—KKt5	B—KKt5
8. QKt—Q2	QKt—Q2
9. P—B3	P—B3
10. Q—B2	Q—B2
11. KR—Ksq	KR—Ksq
12. P—KR3	B×Kt
13. Kt×B	P—KR3
14. B×Kt	Kt×B
15. R×Rch	R×R
16. QR—Ksq	R×R
17. Kt×R	Drawn

oh 35. oh 18.

The game is explained by the desire of both players to throw the onus of attack on the opponent. Compare the note to the 8th move of the preceding game.

Game No. 111.

Ruy Lopez.

White: Schlechter.	Black: Forgacs.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—Q3
4. P—Q4	B—Q2
5. o—o	Kt—B3
6. R—Ksq	B—K2

7. P—B3 . . . .

The usual continuation is 7) Kt—B3. By the move adopted here White intends to turn into the line of play which results from the 3) .... P—QR3 defence of the Ruy Lopez.

7. . . . . o—o
8. B—R4 . . . .

By Kt×P, Kt×Kt, P×Kt Black threatened to develop his game quickly. White might have permitted this without risk, but he prefers to preserve the Bishop in order to keep up the pressure.

8. . . . . R—Ksq
9. QKt—Q2 B—KBsq
10. B—B2 P—KKt3

10) .... B—Kt5 would have hampered a very active White piece and threatened P—Q4.

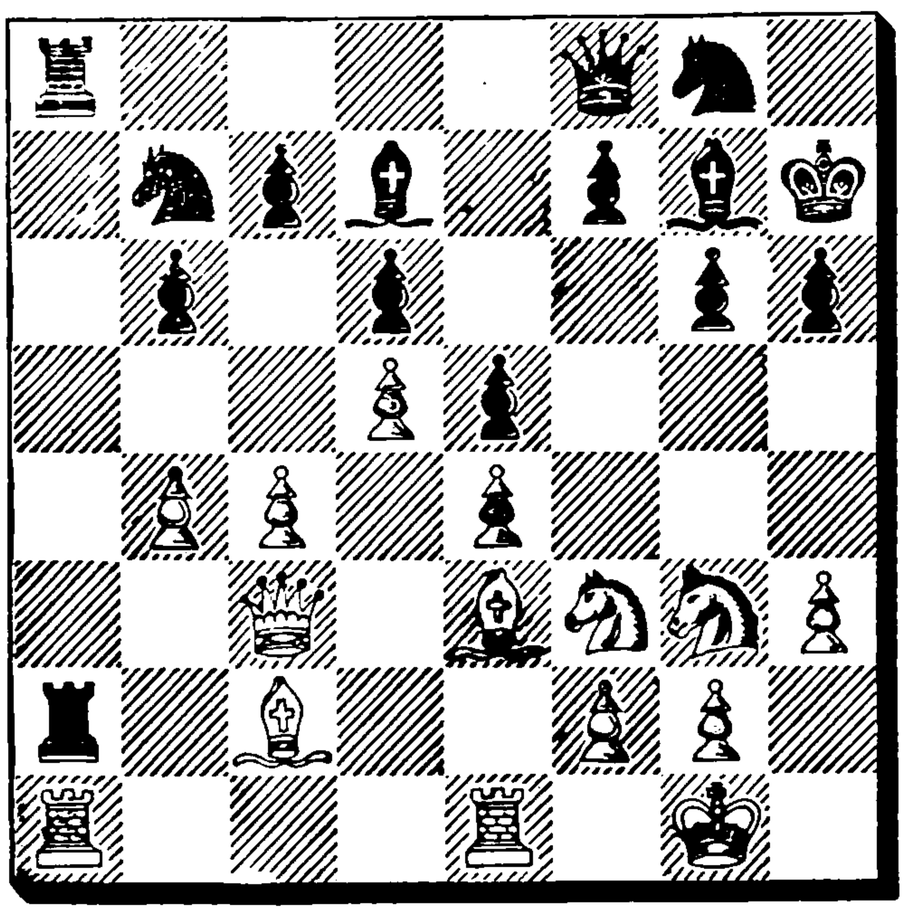
11. P—KR3 B—Kt2
12. Kt—Bsq P—KR3
13. Kt—Kt3 K—R2
14. B—K3 Q—K2
15. P—Q5 Kt—Qsq
16. P—B4 P—QR4

Intending to allow the advance P—QKt4 and P—B5 only on condition that the QR file be opened.

17. Q—Q2 P—Kt3
18. P—Kt3 Kt—Ktsq
19. P—R3 Kt—Kt2
20. P—Kt4 Q—Bsq

Preparing the countermine P—KB4.

21. QR—Bsq P×P
22. P×P R—R7
23. R—Rsq KR—Rsq
24. Q—B3 . . . .



24. . . . . R(Rsq)—R2

But now he should not have waited any longer; 24) .... P—KB4; 25) P×P, P×P. Now White could not play Kt—R4, as P—K5 would follow, the White Bishop being still en prise.

The continuation might be 26) Kt—R5, B—Rsq; 27) P—Kt4, Kt—K2; and now Black threatens by R(Rsq)—R6 to prevent B—B2; or he may continue with P—QKt4.

In this way Black would obtain counter chances.

25. R×R R×R
26. R—Rsq Q—Rsq
27. R×R Q×R
28. P—B5 KtP×P
29. P×P P×P
30. B×P P—QB3

If 30) .... Kt×B; 31) Q×Kt the QBP would be lost.

31. P×P B×P
32. B—R3 Kt—Qsq

If 33) .... P—B3; 34) B—B7 and the KP is lost.

33. B—Q6 B—R5
34. B×B Q×B
35. B×P B×B
36. Q×B Kt—K3
37. P—R4 Q—Q8ch
38. K—R2 P—R4
39. Kt—Kt5ch Kt×Kt
40. Q×Kt Q—Q5
41. P—B3 P—B3
42. Q—B4 Q—B4
43. Kt—K2 Q—B5
44. Q—Q2 Q—B2ch
45. P—Kt3 Kt—R3
46. Q—Kt2 Q—R2
47. Kt—B4 Q—R3
48. Kt—Q5 Kt—Ktsq
49. K—Kt2 Q—Q6
50. Q—Kt7ch K—R3
51. Q—Kt6 Q—K7ch
52. Q—B2 Q—B5

If Black exchange Queens, he cannot bring the Knight for a long time to other squares than Ktsq and R3, and White would be able to get the

King into powerful play.

53. Q—Q2ch K—Kt2
54. Kt—B4 Kt—R3
55. Q—Q6 Kt—B2
56. Q—K7 Resigns

3h 32. 4h.

Game No. 112.

Ruy Lopez

White: Dr. Bernstein.	Black: Vidmar.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—QKt4
7. B—Kt3	P—Q3
8. P—B3	B—Kt5
9. P—QR4	. . . .

This loses an important move. He should play first 9) P—KR3 and in answer to 9) .... B—R4, 10) P—Q3 followed, as usual, by QKt—Q2—Bsq—Kt3 and ultimately P—KKt4.

9. . . . . Kt—QR4
10. B—B2 P—B4
11. P×P P×P
12. P—Q4 Kt—B3

First 12) .... P×P; 13) P×P. Then 13) .... Kt—B3 was stronger; e. g.: 14) R×R, Q×R; 15) B—K3, o—o and Black has a good enough game.

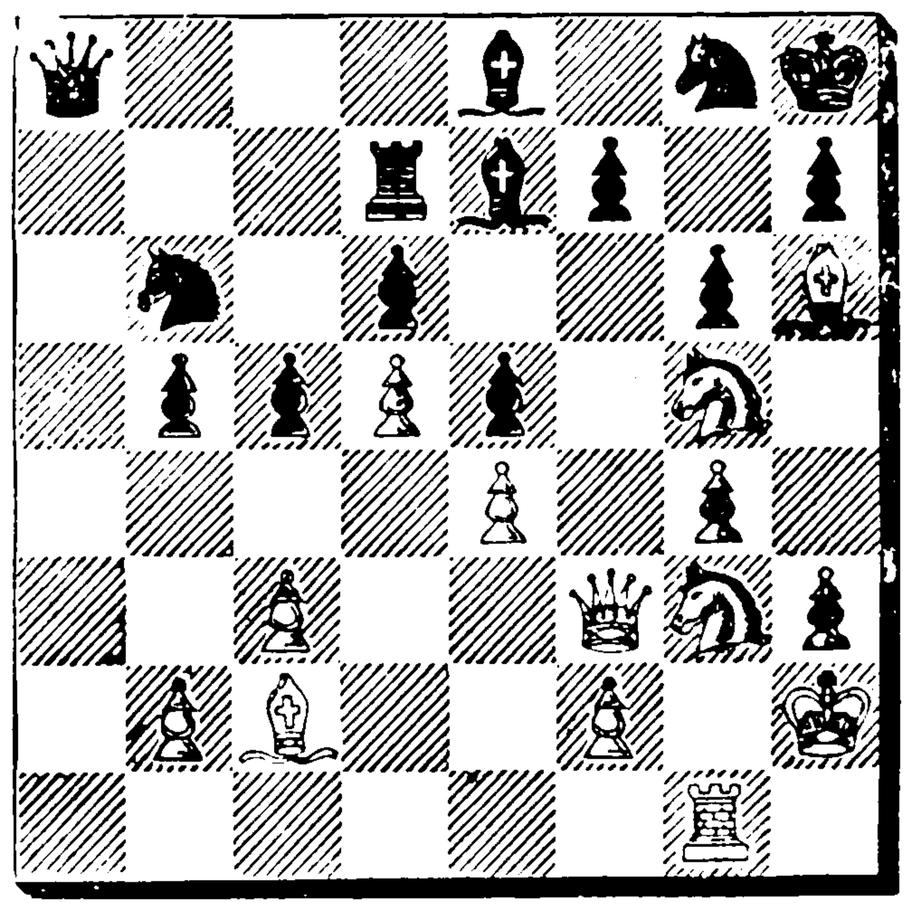
13. R×R Q×R
14. P—Q5 Kt—R2
15. QKt—Q2 o—o
16. Kt—Bsq Kt—Bsq
17. P—R3 B—Q2
18. P—KKt4 K—Rsq
19. Kt—Kt3 P—Kt3
20. B—R6 . . . .

Before commencing the attack here, White ought to have made sure first of the powerful assistance of the Rook; therefore 20) K—Kt2, followed by R—KRsq and Kt—Ktsq, and then advance of the KRP or Kt—K2 and P—KB4 accordingly.

20. . . . . R—Osq
21. Kt—Kt5 B—Ksq
22. Q—B3 . . . .

Thus parrying the intended Kt—Ktsq, as now the reply would be 23) Q×P, forcing the mate. But nevertheless White remains on a volcano.

22. . . . . Kt—Kt3
23. K—R2 R—Q2
24. R—KKtsq Kt—Ktsq



25. Q×P . . . .

He has now to plunge into this adventure in order to save the QB.

25. . . . . B—B3
26. Q—B8 R—K2
27. Kt—K6 . . . .

Better was 27) Kt—R5, Kt—Q2 [P×Kt?; 28) P×P threatening Kt—B7ch, followed by B—Kt7ch, etc.] 28) Kt×B, Kt×Q; 29) B×Q. If now Black save the exchange, for instance by 29) .... R—R2, he would get a very bad position after 30) Kt×B, Q×Kt; 31) B×P, and White would have quite an equivalent in pieces and Pawns for the Queen. But White does not only threaten 30) B×R, but also 30) Kt×B would give him a good game, as the other Knight

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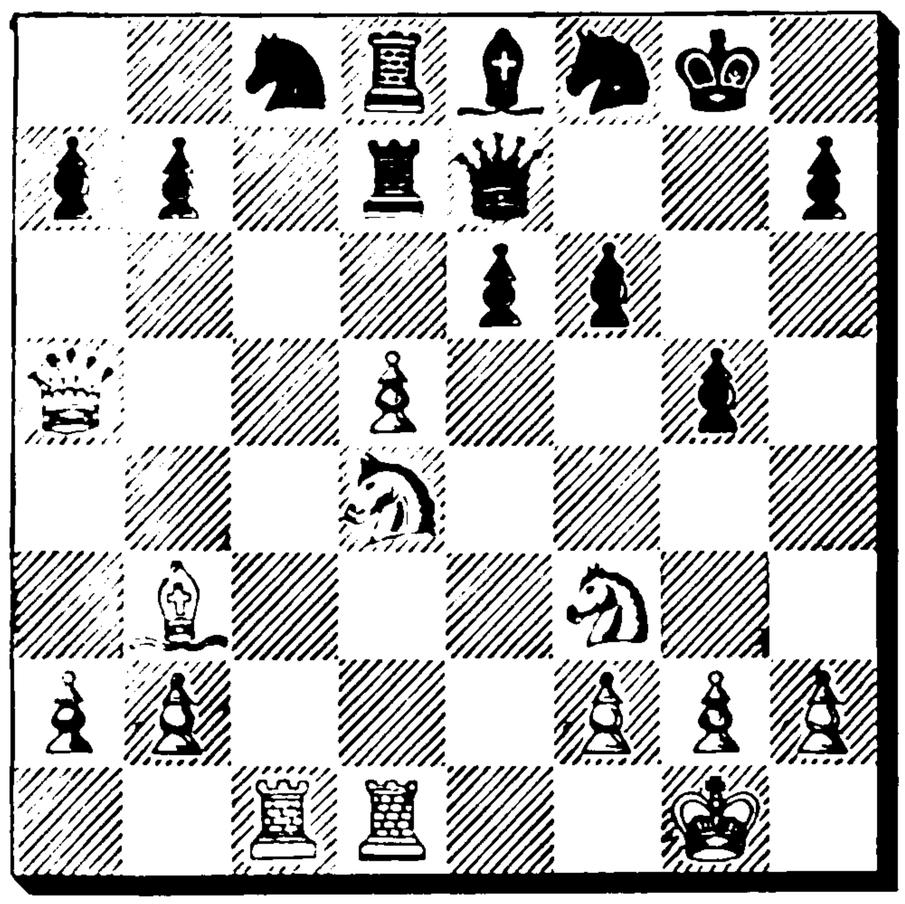


23. . . . . R×P

The exchange is always lost; e. g.: 23) .... P×P; 24) B—R4, P—Kt3 [R—Q3; 25) Kt—B5]; 25) Q—R6, R—B2 or Kt2; 26) Kt—B5.

24. B×R R×B
25. Q—Ksq Kt—Q3
26. Kt—K2 B—B3
27. R×R B×R
28. Kt(B3) P—K4
—Q4
29. Kt—QB3 Q—KB2
30. Kt×B Q×Kt
31. Kt—Kt3 P—Kt3
32. R—Qsq Q—B3
33. Q—B3 Q×Q
34. P×Q Kt—K5
35. P—QB4 K—B2
36. R—Q8 K—K2
37. R—R8 P—QR4
39. P—B3 Kt—B6
39. P—B5 P×P
40. Kt×P Kt×P
41. R—R7ch K—Ksq
42. K—B2 Kt—Kt5
43. R×QRP K—B2
44. K—K3 P—R4
45. K—K4 Kt—B3
46. R—R6 Kt—K2
47. P—Kt4 P×P
48. P×P K—Kt3
49. R—R7 K—B2
50. Kt—Kt7 K—Kt3
51. Kt—Q6 Kt—B3
52. R—QB7 Kt—Q5
53. Kt—B5 Kt×Kt
54. P×Ktch K—R3
55. K—B3 Kt—R2
56. K—Kt4 P—K5
57. R—K7 P—K6
58. R×P K—Kt2
59. R—K7ch Resigns

3h 48. 3h 52.

White played the whole game with extraordinary power, and occasionally with subtlety.

Game No. 114.

Giuoco Piano.

White:	Black:
v. Freymann.	Teichmann.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. o—o	P—Q3
5. P—QKt4	. . . .

A kind of Evans Gambit, but not so forcible as on the preceding move.

5. . . . . B—Kt3

5) .... B×P; 6) P—B3, B—R4; 7) P—Q4 would lead to three different variations: 7) .... B—Q2 (Alapin), 7) .... P×P (normal variation), 7) .... B—Kt3 (Lasker). To decline the Gambit is here all the stronger, as White has not even the bold attack P—Kt5 at his disposal.

6. P—QR4 P—QR3
7. P—R5 B—R2
8. P—B3 Q—B3
9. P—Q3 KKt—K2
10. B—K3 B—Kt5
11. QKt—Q2 Kt—Kt3

This kind of counter attack was originated by Zukertort. If White now should exchange the strongly posted B at R2, he would get into a serious

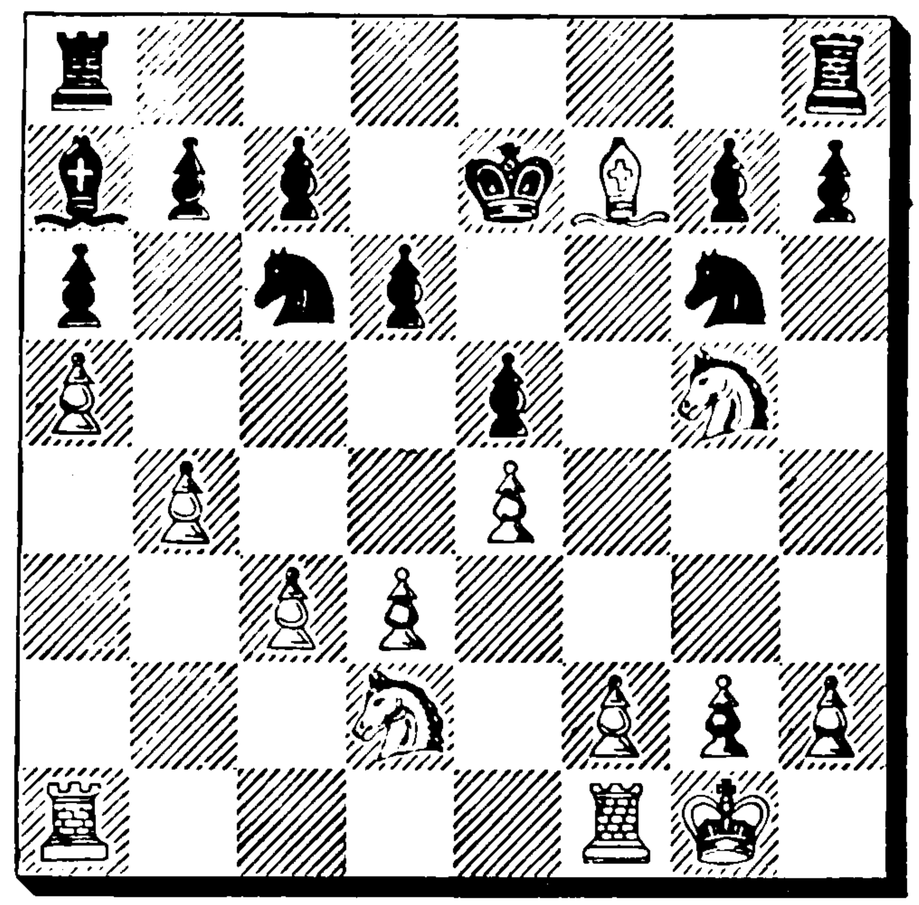
plight after Kt—B5, and his Queen's side Pawns would remain weak, without any compensation. But it would be probably stronger to play first P—KR3 and P—KKt4.

12.	B—KKt5	Q×B
13.	Kt×Q	B×Q
14.	B×Pch	K—K2
15.	QR×B	. . . .

A remarkably feeble move. 15) B×Kt was obvious. Then if 15) .... B—K7; 16) KR—Ksq, B×P; 17) Kt×P, the issue of the game was not at all clear; e. g.: 17) .... P—Q4; 18) P—R4, P—Q5; 19) QR—Bsq, K—Q3 or QR—Qsq; 20) P—R5; or else 17) .... Kt—Qsq; 18) P—Kt3, Kt—K3; 19) K—Kt2, followed soon by P—R4.

15.	. . . .	Kt—B5
16.	B—B4	Kt—K7ch

Position after Black's 14th move.



17.	K—Rsq	Kt×BP
18.	QR—Ksq	Kt×KtP
19.	Kt—K6	Kt×QP

Resigns.

1h 5. 1h.

Game No. 115.

Queen's Pawn Opening.

White: Salwe.	Black: E. Cohn.
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—B4	P—B3
4. P—K3	B—B4
5. Q—Kt3	Q—Kt3
6. Kt—B3	P—K3
7. B—K2	B—K2
8. o—o	QKt—Q2
9. R—Ksq	P—KR3
10. B—Q2	o—o
11. QR—Bsq	QR—Ktsq
12. B—Bsq	Q—Qsq
13. Kt—K2	B—Q3
14. Kt—Kt3	B—K5
15. B—Kt4	Q—K2
16. B×B	Q×B
17. Kt—Q2	B—Kt3
18. Q—QB3	Kt—K5

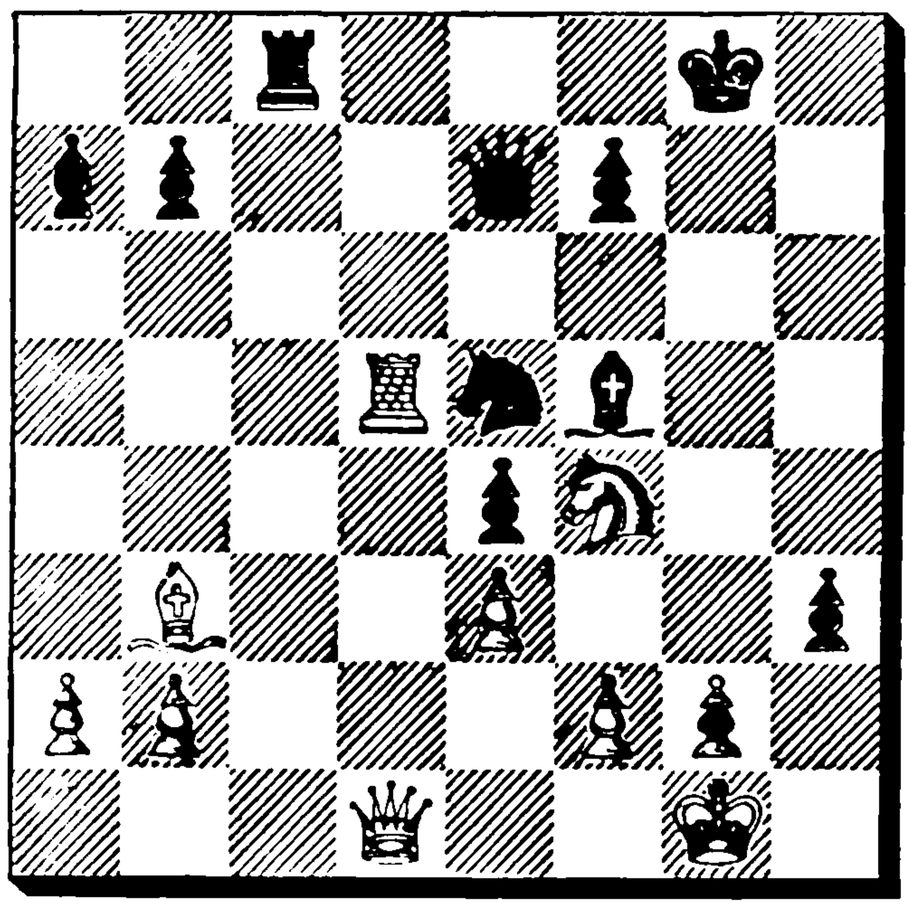
So far both sides played correctly. But here Black conceives a wrong plan. He should not operate on the King's side, but play 18) .... KR—QBsq, followed by P—B4. On the King's side Black is strongly entrenched, but on the other side the Pawns and, temporarily, also the Queen, offer an object for attack.

19.	Kt×Kt	P×Kt
20.	QR—Qsq	Q—K2
21.	P—Q5	KP×P
22.	P×P	P×P
23.	R×P	QR—Bsq
24.	Q—Q2	Kt—B3
25.	R—Q4	R—B2
26.	B—QB4	KR—Bsq
27.	B—Kt3	P—KR4
28.	Kt—K2	P—R5
29.	Kt—B4	B—KB4
30.	P—KR3	P—KKt4
31.	Kt—K2	. . . .

After 31) Kt—Q5, Kt×Kt; 32) R×Kt the attack is gone.

31.	. . . .	P—Kt5

32. P×P Kt×P
33. Kt—B4 Kt—K4
34. R—Q5 P—R6
35. Q—Q4 R—B8
36. R—Qsq R×Rch
37. Q×R . . . .



37. . . . . P—R7ch

Here he should clear the important square KB6: 37) .... P×P; 38) K×P, B—Kt5. 39) R×Kt would now be met by 39) .... B—B6ch; on the other hand, if 37) .... P×P; 38) Q—R5, Kt—B6ch; 39) K×P, Q—B3.

38. K—Rsq Kt—Kt5

Adjourned.

39. Kt—R3 B—K3

If 39) .... Q—B3, then 40) Q—Q2. The attack has come to a standstill.

40. R—Q4 B—B4
41. B—Q5 R—B4
42. B×P Q—QB2
43. B×B Kt×Pch
44. Kt×Kt R—B8
45. P—KKt3 R×Qch
46. Kt×R Q—R4
47. B—R3 . . . .

47) B—Ktsq, Q—R4; 48) B—K4, Q—R6; 49) R—Q2, K—Bsq; 50) R—KKt2. However Black may play, White wins ultimately the KRP, without sustaining any loss; hence this line of play was preferable.

47. . . . . Q×RP
48. K×P P—Kt4
49. B—Kt2 P—R4
50. B—Q5 Q—Kt8
51. K—Kt2 P—R5
52. K—Bsq K—Kt2
53. K—Ksq Q—B7
54. R—Kt4ch K—B3
55. R—B4ch K—K2
56. B×BP P—Kt5
57. B—Q5 Q—QB4
58. R—Q4 P—Kt6
59. R—Q2 Q—B2
60. P—Kt4 K—B3
61. K—K2 Q—B8
62. B—B3 Q—B4
63. Kt—B3 Q—B5ch
64. K—B2 P—R6
65. Kt—K4ch K—K2
66. P×P Q—B8
67. R—Qsq P—Kt7
68. Kt—Q2 Q×Ktch
69. R×Q P—Kt8Q
70. P—R4 . . . .

Of course, White must win in the end with his superior force.

70. . . . . Q—Kt5
71. R—Q4 Q—Kt7ch
72. B—K2 . . . .

Adjourned.

72. . . . . Q—Ktsq
73. R—K4ch K—B3
74. R—KB4ch K—K2
75. P—R5 Q—KRsq
76. P—R6. Q—R7ch
77. K—Ksq Q—Kt8ch
78. K—Q2 Q—QR8
79. B—B4 Q—Kt7ch
80. K—Q3 Q—Kt8ch
81. K—K2 K—Q3
82. K—B2 Q—B7ch
83. B—K2 Q—R2
84. R—B5 Q—R5ch
85. K—Kt2 Q—K8
86. R—B2 Q—R4
87. R—B3 Q—R7
88. K—B2 Q—R4
89. R—B5 Q—R8
90. P—Kt5 Q—R5
91. R—B4 Q—R8
92. P—Kt6 . . . .

Adjourned.

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15. K—Rsq Kt×QP
16. P—K6 P×P
17. KR—Ksq Kt×Kt
18. Q×Kt Q×Q
19. B×P Q×B
20. R×Bch K—B2
21. R—K7ch K—Kt3
22. P×B K×B
23. R×Pch K—R3
24. R×BP KR—KKtsq
25. R×KtP R—Kt3
26. R—Qsq R—Qsq
27. R—Ksq B—B7
28. R—KBsq R—Q7
29. R—Kt4 B—Q4
30. R—QKtsq P—R4
31. R—R4 R—QB3
32. R×P R(B3)—B7
33. R—R6ch K—Kt2

Resigns.

2h 10. 2h 10.

Game No. 117.

Vienna Opening.

White: Snosko-Borowski.	Black: Duras.
1. P—K4	P—K4
2. Kt—QB3	Kt—KB3
3. P—KKt3	B—Kt5
4. B—Kt2	P—Q3
5. P—Q3	P—Q4
6. P×P	Kt×P
7. B—Q2	P—QB3

In positions of this kind it is preferable to guard the Pawn by B—K3; the square QB3 should be reserved for the Knight.

White, of course, has no intention of exchanging his B at Kt2; but Black wishes to compel him to do so; therefore the Kt at Q4 and B at K3 are well posted.

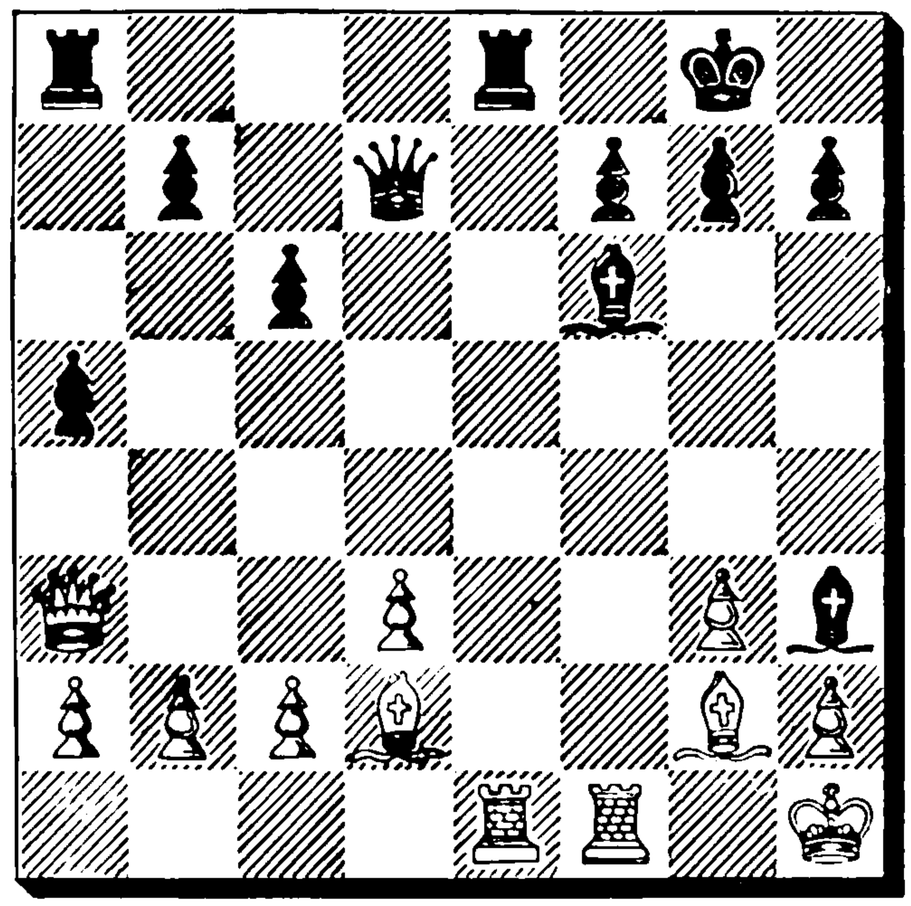
8. KKt—K2 o—o
9. o—o B—QB4
10. K—Rsq B—KKt5
11. Q—Ksq Kt×Kt
12. Kt×Kt Kt—Q2
13. Kt—K4 B—K2
14. P—KB4 P×P
15. B×P Kt—B3
16. Kt×Kt . . . .

This brings black's KB on a very unfavorable diagonal. Instead, he should have occupied this diagonal himself by 16) B—K5.

16. . . . . B×Kt
17. Q—Kt4 Q—Q2
18. QR—Ksq KR—Ksq
19. B—Q2 P—QR4
20. Q—R3 . . . .

If 20) R×Rch, R×R; 21) Q×RP, B×P, White would have a slight weakness in his QRP, but he might have opposed the Rook on the K file and probably escaped with a draw.

20. . . . . B—KR6



21. B×B . . . .

His position is weak, but this exchange does not help him, but only develops Black's Queen to a strong square. He ought to play B—QB3.

21. . . . . Q×B
22. B—B3 . . . .

The right move was 22) R—B2. Black might then have continued 22) .... R×Rch; 23) B×R, R—Ksq;

24) Q×RP, B×P; 25) Q—Q2, Q—K3; 26) R—Bsq, Q×RP, or 25) B—B3?, B×B, followed by R—K7.

22. . . . . R—K7
Resigns.
1h 45. 1h 10.

Game No. 118.

Centre Counter Gambit.

White: Speijer.	Black: Mieses.
1. P—K4	P—Q4
2. P×P	Q×P
3. Kt—QB3	Q—QR4
4. B—B4	Kt—KB3
5. P—Q3	P—B3
6. Q—Q2	. . . .

This move avoids any difficulty that might arise from the pinning of the QKt or from an attack on the Queen by B—KKt5, followed by R—Qsq, etc.; but, on the other hand, it is little more than simplifying.

6. . . . . Q—B2

But Black need not have lost this move; QKt—Q2 was indicated.

7. Kt—B3	B—KKt5
8. Kt—KKt5	B—K3
9. Q—K3	P—K3
10. Kt(Kt5)—K4	QKt—Q2
11. B—Q2	B—KB4
12. P—KR3	B—K2
13. Kt—Kt3	B—Kt3
14. o—o	Kt—Q4
15. Q—K2	QKt—Kt3
16. B—Kt3	P—K4

To weaken the centre, before having Castled and developed the Rooks, was certainly at least risky.

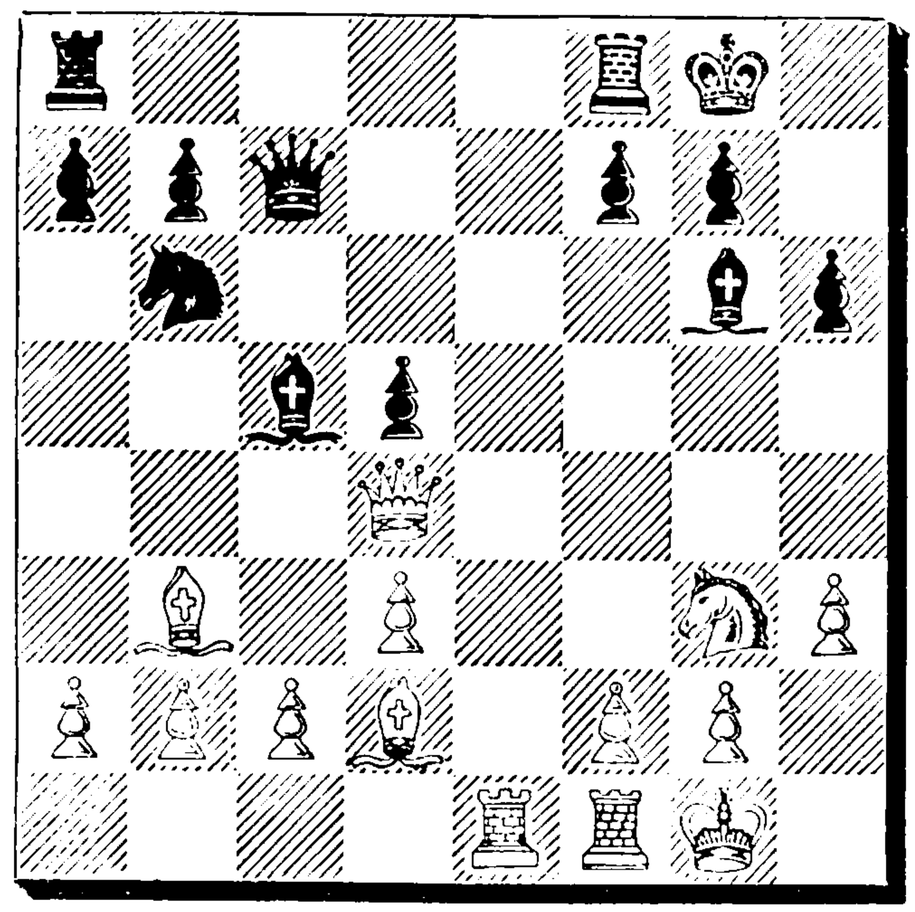
17. QR—Ksq o—o

17) .... P—B3 was not feasible on account of 18) Q—Kt4; if 18)... K—B2, then, of course, 19) P—KB4.

18. Q×P B—Q3
19. Kt×Kt . . . .

This exchange was not at all necessary; 19) Q—Q4 might well have been played. If 19) .... P—QB4, then he could play Kt×Kt.

19. . . . . P×Kt
20. Q—Q4 . . . .



20. . . . . B—QB4

If 20) B×Kt, P×B; 21) Q×P; White could play 22) B—R5.

21. Q—KKt4	K—R2
22. Kt—B5	Q—Q2
23. Kt—K7	Q—Qsq
24. B—Kt4	B×B
25. Q×B	R—Ksq
26. Kt×B	P×Kt
27. R×R	Q×R
28. R—Ksq	Q—B2
29. Q—K7	Q—B5
30. Q×P	R—Ksq
31. R—KBsq	. . . .

If 31) R×R, then 31) .... Q—B8ch; and White would have to interpose the R at Ksq to avoid the draw.

31.	P—Kt4
32. B×P	Kt×B
33. Q×Kt	R—K7
34. P—B4	Q—Q7
35. P—B5	Q×KtP
36. P—Q4	R—Q7
37. Q—B5ch	K—Ktsq
38. R—QKtsq	Resigns

2h 27. 2h 22.

Game No. 119.

Ruy Lopez.

White: Dr. Lasker.	Black: Burn.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—QKt4
7. B—Kt3	P—Q3
8. P—B3	Kt—QR4
9. B—B2	P—B4
10. P—Q4	Q—B2
11. QKt—Q2	Kt—B3
12. Kt—Bsq	o—o
13. Kt—K3	. . . .

Intending to operate in the centre. Kt—Q5 threatens to embarrass Black, as the Knight cannot be taken because of the loss of the KP, and on the other hand, the Knight would exert great pressure on the Black position.

13 . . . . B—Kt5

Parrying the threat indirectly. After 14) Kt—Q5 Black intends leaving the Knight and initiating an attack on White's QP by 14) .... Q—R2. If then 15) Kt×Bch, the Kt would retake, not the Queen, on account of P—Q5 and B—Kt5. But the move allows two Bishops, which command the whole board.

14. Kt×B	Kt×Kt
15. P—KR3	Kt—B3
16. B—K3	Kt—Q2
17. Q—K2	B—B3
18. QR—Qsq	Kt—K2
19. B—Ktsq	Kt—QKt3
20. P—R3	Kt—Kt3
21. P—KKt3	KR—Ksq
22. P—Q5	. . . .

Bowing to necessity; as Black was preparing P—Q4. But the blocking of the Pawns is unfavorable for the Bishops.

22.	Kt—Q2
23. K—Kt2	Q—Qsq
24. P—KR4	B—K2
25. P—R5	Kt(Kt3)—Bsq
26. R—KRsq	P—R3
27. QR—KKtsq	Kt—R2
28. K—Bsq	K—Rsq
29. R—R2	R—KKtsq
30. Kt—Ksq	. . . .

Kt—R4 looks better than it is. Black takes, and White has afterwards no sufficient material to compel the exchange of Pawns.

30.	R—Ktsq
31. Kt—B2	P—QR4
32. B—Q2	B—B3
33. P—B3	Kt—Kt3
34. R—B2	. . . .

Intending to play eventually Kt—K3, but be ready with P—KB4 against B—Kt4.

34. . . . . Kt—QBsq

To prevent the White Knight from taking possession of KB5 (Kt—K3, Kt—K2).

35. K—Kt2	Q—Q2
36. K—Rsq	Kt—K2
37. R—R2	R—Kt2
38. R—KBsq	R—Ksq
39. Kt—K3	Kt—Ktsq
40. P—KB4	B—Qsq
41. Q—B3	P—B5

White intended to play 42) P—B4, and after 42) .... P—Kt5; 43) Kt—B5, and then break into Black's game by such moves as B—QB2, Q—Qsq and B—R4.

42. P—R4	B—Kt3
43. P×P	Q×P

Faulty; he ought to have captured the Knight at all events. The inroad via QR5 could then be stopped by P—R5, and he might have put White's KKt4 under pressure with Q—Q2, Kt—B3. After the text move,

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8. . . . . B—K2
9. B×KP QxQch
10. R×Q Kt×B
11. Kt×Kt o—o
12. Kt—K2 Kt—B3
13. o—o

Drawn.

oh 40. oh 45.

Game No. 121.

Caro-Kann Defence.

White: Forgacs.	Black: Dr. Bernstein.
1. P—K4	P—QB3
2. P—Q4	P—Q4
3. Kt—QB3	P×P
4. Kt×P	Kt—KB3
5. Kt×Kt	KP×Kt

Black intends to turn his King's side Pawns to account, but it seems easier for White to operate with the Queen's side Pawns. Otherwise matters are about even. The opening does not, therefore, recommend itself for Black.

6. B—QB4 B—K2
7. Kt—B3 o—o
8. o—o Kt—Q2
9. R—Ksq Kt—Kt3
10. B—Bsq . . . .

At Kt3 this Bishop would impede the KBP. But White has no interest in the attack on this Pawn nor in preventing Black's B—K3.

10. . . . . B—K3
11. P—QKt3 Q—B2
12. P—B4 KR—Qsq
13. P—KR3 P—KR3

By this move he guards KKt4, and prepares P—KB4, B—B3, P—KKt5, as soon as circumstances appear favorable for such an attack. Altogether he is well developed, and waits for the dispositions of his opponent.

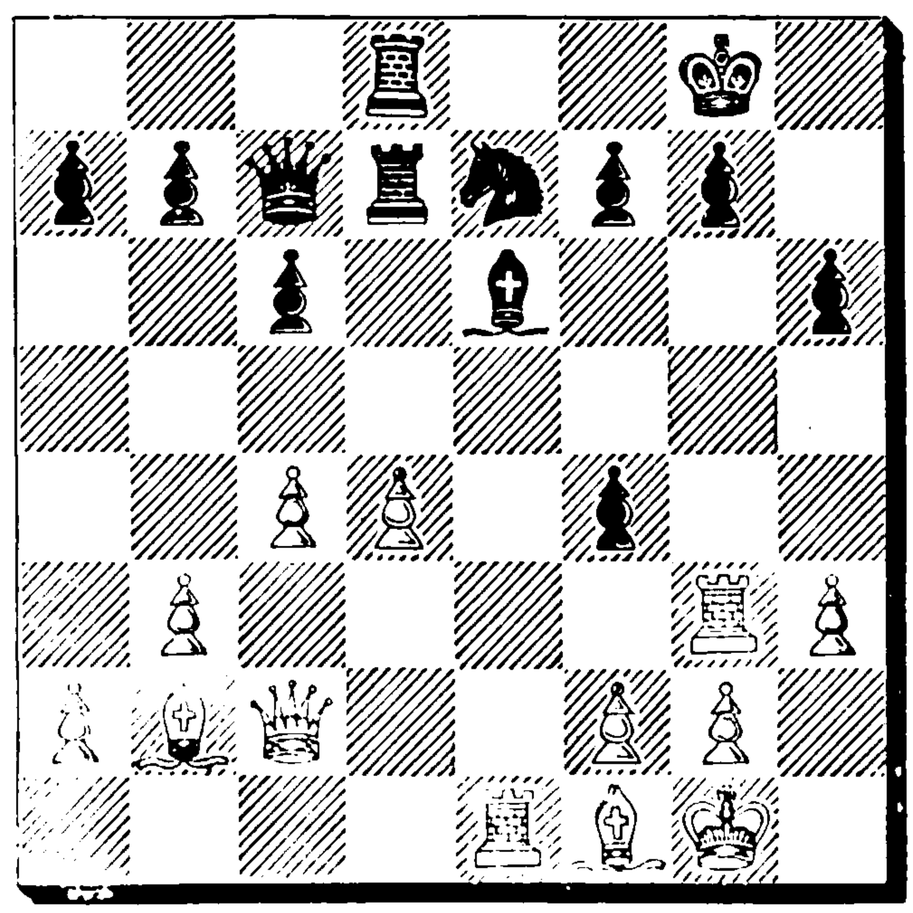
14. B—K3 P—KB4
15. Q—B2 B—B3
16. QR—Qsq Kt—Bsq
17. B—Bsq Kt—K2
18. B—Kt2 R—Q2
19. Kt—K5 . . . .

This move shows up the weakness of Black's strategy. White uselessly wastes all his Powder on Q4 and his Pieces are awkwardly crowded. The B at K3 and the Kt at K2 are exposed on the K file, only to support the KBP, which can be attacked by B—Q3. If Black play P—KKt3, White moves P—Q5, and after the exchange of Bishops Black would have nothing left to oppose on the Black diagonal.

19. . . . . B×Kt
20. R×B QR—Qsq
21. QR—Ksq Kt—Kt3
22. R(K5)—K3 Kt—K2

22) . . . . P—B5 would not do on account of R×B; he intends to play now P—B5 and B—B4.

23. R—Kt3 P—B5



24. R×Pch . . . .

The undisputed command of the two diagonals QRsq to KR8, and QB2—KR7, and the exposed position of Black's King, are more than sufficient compensation for the loss of the exchange.

24. . . . . K×R
25. P—Q5ch P—B3

If 25) . . . . K—Bsq; 20) Q—R7;

and if 25) . . . . K—Ktsq; 26) Q—B3.

26.	R×B	Kt—Ktsq
27.	Q—B5	R—KBsq
28.	B—Q3	K—Rsq
29.	P—Q6	Q—Qsq
30.	P—B5	R—Kt2
31.	Q×P (B5)	R(Bsq)—B2
32.	P—QKt4	P—R3
33.	B—B5	P—QR4
34.	P—QR3	P×P
35.	P×P	P—Kt3
36.	B—Q4	P×P
37.	P×P	Q—Rsq
38.	P—R4	Q—R5
39.	R—K8	Q—Q8ch

Black has no opportunity of concentrating pressure on his opponent, while White is making his final preparations at leisure. Here Black perceives the chance of retrieving his fortunes by a desperate attack.

40.	K—R2	R×Pch
41.	K×R	R—Kt2ch
42.	Q—Kt3	. . . .

"Fortes fortuna adjuvat." White succeeds in shaking off even this surprising charge.

42.	. . . .	Q×B
43.	P—Q7	Q—Q4ch
44.	K—R2	R×Q
45.	K×R	Q×B
46.	P—Q8Q	K—R2
47.	Q—B7ch	K—Rsq
48.	Q—Q8	K—R2
49.	Q—B7ch	K—Rsq
50.	Q—B7	Q—Q6ch
51.	K—Kt2	Q—R2
52.	Q×Qch	K×Q
53.	R—QB8	Resigns.

3h 20. 2h 12.

Game No. 122.

Ruy Lopez.

White: Burn.	Black: Vidmar.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—QKt4
7. B—Kt3	P—Q3
8. P—B3	B—Kt5
9. P—Q3	

White ought to push at once P—Q4. After 9) . . . . B×Kt; 10) P×B there would be no danger to his King, considering his good development, but his centre would become very strong. If 9) . . . . o—o; 10) B—K3; now 10) . . . . Kt×P is not feasible on account of 11) B—Q5; and after 10) . . . . P—Q4; 11) P×QP, Kt×P; 12) P×P, Kt×B; 13) R×Kt the recovery of the Pawn is problematical. Hence it follows, that Black could not usefully deviate from the usual line of play, and White would have gained a move by playing P—Q4 at once.

9.	. . . .	Kt—QR4
10.	B—B2	P—R3
11.	QKt—Q2	Kt—R2
12.	Q—K2	o—o
13.	Q—Bsq	P—B4
14.	P—KR3	B—R4
15.	Kt—R2	B—Kt4
16.	P—KKt3	. . . .

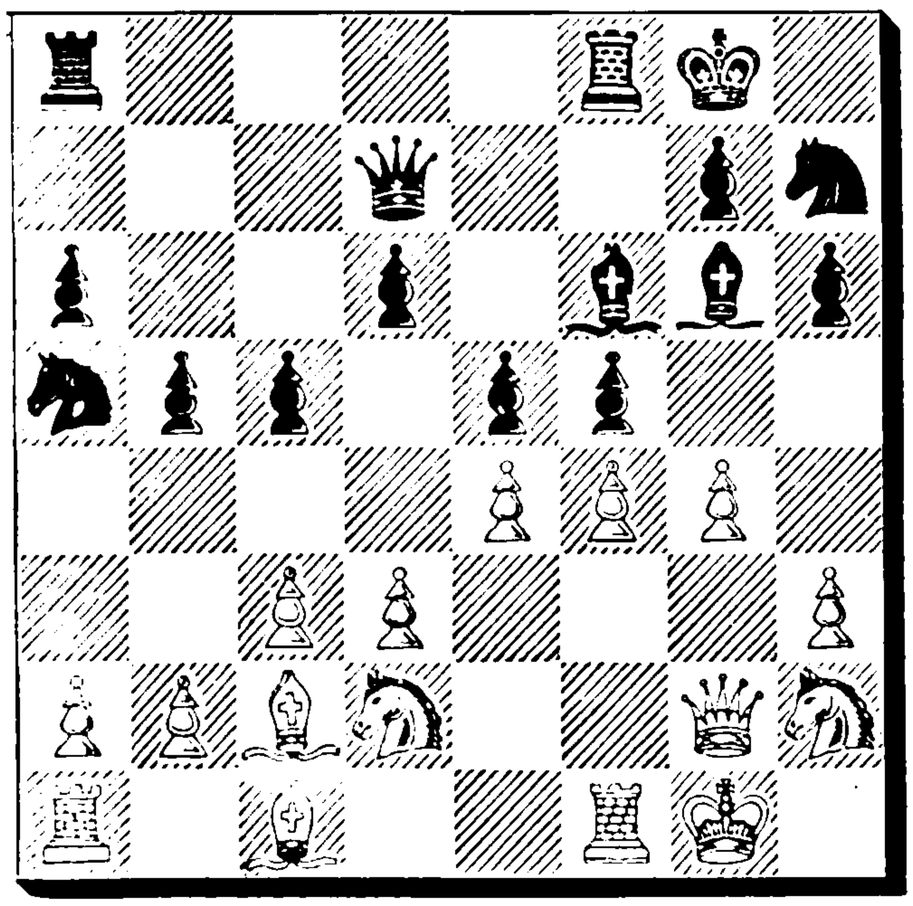
This exposes the Pawn at R3; and if the latter advance, Black can again plant his Pieces at KKt5. White ought to have played Kt(Q2)—B3 in preference.

16.	. . . .	Q—Q2
17.	Q—Kt2	B—Kt3
18.	R—KBsq	P—B4
19.	P—KB4	B—B3

Of course not 19) . . . . P×BP, KtP×P, as then KKt3 would be en prise. But Black has no interest in exchanging Pawns just now; for the opening of the files, which should be disagreeable to White's cramped

pieces, can no longer be delayed. Only the Bishop should not obstruct the R and Kt at KB3, but should go to K2 (Qsq would be still better, but that after P×BP, the QR would be attacked).

20. P—KKt4 . . . .



20. . . . . P×KtP

Now he gives his advantage away. He ought to have taken the KP and operated in the centre, for instance by P—Q4.

21.	P—B5	B—B2
22.	Kt×P	K—Rsq
23.	Kt—B3	Kt—B3
24.	B—K3	Q—B2
25.	K—Rsq	R—KKtsq
26.	R—KKtsq	P—KR4

Wrong strategy. He ought to advance in the centre; for instance: 26) .... QR—Qsq, and as soon as possible P—B5 and P—Q4. For the time being this manœuvre is not feasible, as after White's P—Q4 and several exchanges of Pawns, White would play ultimately B—Q4.

27.	Kt×B	P×Kt
28.	Q—Q2	Kt—K2
29.	Kt—R4	P—Q4
30.	Q—K2	P×P
31.	P×P	Q—B3
32.	K—R2	QR—Qsq
33.	QR—Qsq	R—QBsq
34.	P—Kt3	P—B5
35.	P—QKt4	Q—B2
36.	B—B5	R×R
37.	R×R	Kt—Kt4
38.	B—K3	R—KKtsq
39.	Q—Q2	Kt—R2

Adjourned.

40.	R—Qsq	B—Ksq
41.	Q—Q6	Q—Kt2
42.	Q—Kt6	Q×Q
43.	B×Q	Kt—QBsq
44.	B—B5	Kt—Kt4
45.	R—Q8	B—B2
46.	R—Q7	B—Ksq
47.	R—QB7	B—B2
48.	R—B6	R—Qsq
49.	B—K3	K—Kt2
50.	K—Kt3	B—Ksq
51.	R×RP	R—Q3
52.	R—R8	B—Q2
53.	Kt—B3	Kt×Kt
54.	K×Kt	Kt—K2
55.	R—R7	K—B2
56.	B—B5	Kt—Bsq
57.	B×R	Kt×R
58.	K—Kt3	Kt—Bsq
59.	B—B5	Kt—K2
60.	B—Qsq	Kt—Ktsq
61.	B×Pch	K—Kt2
62.	B—K2	B—B3
63.	K—B3	Kt—R3
64.	K—K3	Kt—B2
65.	P—KR4	Kt—Qsq
66.	P—R4	Kt—B2
67.	P—QR5	B—Kt2
68.	B—R5	Kt—R3
69.	B—K8	B—R3
70.	K—B3	K—Ktsq
71.	B—B6	K—Kt2
72.	B—K3	K—R2
73.	B—K8	Resigns

Resistance would be useless: for instance: 73) .... K—Kt2; 74) B—B5, Kt—B2; 75) B×Kt, K×B; 76) P—R5 and he wins, for the KRP, the KBP and KP.

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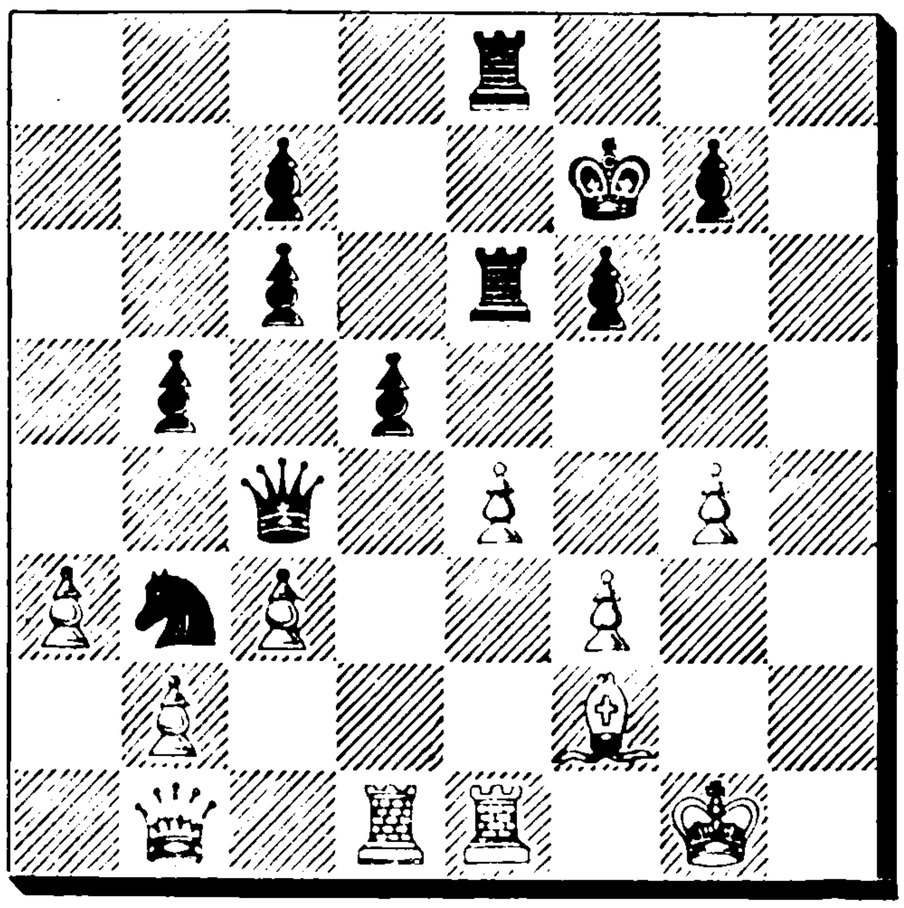


42. P×P R×Rch
43. B×R . . . .

If 43) R×R, Kt—Q7; 44) Q—Qsq, R×Rch; 45) B×R, (Q×R?, Kt×Pch) Q—B8ch and wins.

43. . . . . Q—K7
44. P×P Q×BP
45. R—Q7ch K—Ktsq
46. Q—Qsq R—K7
47. Q—Q5ch . . . .

If Q—Kt3 or R—Q8ch, K—R2 wins.

47. . . . . Q×Q
48. R×Q R×Bch
49. K—B2 R—K3
50. R×P Kt—Q7
51. P—R4 Kt—K4ch
52. K—Kt2 R×P
53. P—R5 K—B2
54. P—Kt4 Kt—Q3
55. R—Kt8 R×P
56. P—R6 R—QR6
57. R—QR8 K—Kt3
58. R—R7 Kt—Kt4
59. R—Kt7 P—B3
60. R—Kt6 Kt—Q5
61. K—B2 K—Kt4
62. K—Ksq K×P
63. K—Q2 P—KB4
64. K—Bsq P—B5
65. K—Kt2 P—B6

Resigns.

3h 45. 3h 35.

Game No. 124.

Ruy Lopez.

White: Duras.	Black: Speijer.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—Q3
4. P—Q4	B—Q2
5. Kt—B3	Kt—B3
6. o—o	B—K2
7. P×P	Kt×P

7) . . . . P×P would be, to say the least, risky. White's reply would be 8) B—Kt5: now if, for instance, P—QR3: 9) B×QKt B×B: 10) Kt×P, B×P: 11) Q—K2. Hence Black would have to Castle on his 8th move, with the following continuation: 9) B×QKt, B×B; 10) Kt×P, B×P: 11) Q—K2, B—KB4 (Q—Q5: 12) Kt—B4); 12) QR—Qsq and White is strongly developed. But after 8) . . . . Castles; White might also play Q—Q2 followed by QR—Qsq, which would probably be stronger still than the above line of play.

8. Q—K2 . . . .

B×Bch, in order to weaken Black's KB4 square, looks more promising.

8. . . . . o—o
9. Kt×Kt P×Kt
10. R—Qsq P—B3
11. B—QB4 P—QKt4

Black ought to have omitted this move, for, on general principles, advanced Pawns are more difficult to defend than those which remain in their own camp. In this case, the fact that White's KB loses a little in mobility, does not counterbalance the weakening of the Pawns.

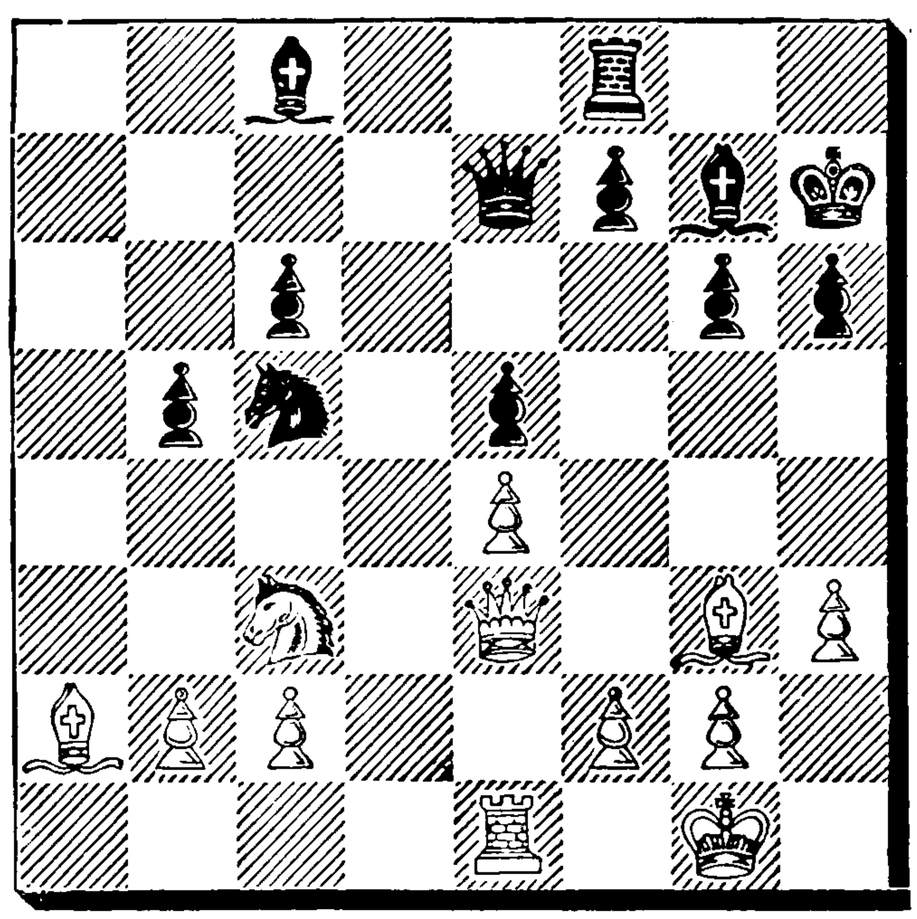
12. B—Kt3 Q—B2
13. B—Kt5 P—KR3
14. B—KR4 KR—Ksq
15. R—Q2 QR—Qsq

16. QR—Qsq B—QBsq
17. P—R4 R×R
18. R×R P—R3
19. B—Kt3 Kt—Q2
20. P×P RP×P
21. Q—R5 R—Bsq
22. R—Q3 B—B3
23. R—B3 Q—Qsq

If Kt—B4, then of course R×B followed by Q—Kt6ch.

24. P—R3 Q—K2
25. R—K3 Kt—B4
26. B—QR2 K—R2
27. R—Ksq P—Kt3
28. Q—B3 B—KKt2
29. Q—K3 R—Qsq

So far both attack and defence were of the first order; but here Black makes a miscalculation.



30. B×BP R—Q5
31. Q—B3 Kt—K3

If 31) . . . . P—Kt5; 32) Kt—Ktsq, Kt×P; 33) R×Kt, R×R; 34) B×Pch.

32. B×Kt B×B
33. Kt—Ktsq Q—B4
34. Q—K2 Q—Q3
35. P—Kt3 Q—B2
36. P—KB3 Q—R4
37. B—B2 R—Qsq
38. B—K3 B—KBsq
39. R—Qsq Q—B2
40. R×R Q×R
41. Kt—Q2 B—QKt5
42. Kt—Bsq Q—R4
43. Q—Q3 Q—B2
44 K—R2 Q—Q2
45. Q×Q B×Q
46. Kt—Kt3 B—K3
47. Kt—K2 P—Kt4
48. K—Ktsq P—B4
49. P—B3 B—R4
50. B×BP B×KtP
51. B—Kt4 B—B5
52. Kt—Kt3 B—Kt3ch
53. K—R2 B—K3

This hastens the end; but the loss of the game was only a question of time. After 53) . . . . K—Kt3; 54) Kt—B5, P—R4; 55) P—R4 Black's Pawns would all be very weak, and White's King would be well placed for the attack.

54. B—Q6 Resigns

Game No. 125.

Queen's Pawn Opening.

White: Dus Chotimirski.	Black: Snosko-Borowski.
1. P—Q4	P—KKt3
2. P—K4	B—Kt2
3. B—K3	P—Q3
4. Kt—QB3	Kt—Q2
5. B—QB4	KKt—B3
6. P—B3	Kt—Kt3
7. B—Q3	. . . .

At QKt3 the Bishop would obviously be more effective.

7. . . . . P—K4
8. KKt—K2 Q—K2
9. Q—Q2 o—o
10. P—QR4 . . . .

This move is mainly defensive. After 10) o—o Black might have play-

ed P×P; 11) Kt×P, P—Q4, threatening P—B4 and Q5. Hence White wants the possibility of driving Black's Knight at Kt3, which guards Q4, by P—QR5.

10. . . . . B—K3

Being well developed, Black should now open the centre; e.g.: 10) .... P×P; 11) Kt×P [and now not P—Q4 on account of 12) P—R5, P×P; 13) P×Kt, P×B; 14) R×P], B—K3, with a free game.

11. P—Q5 B—Bsq
12. P—R5 Kt(Kt3)—Q2
13. P—QKt4 . . . .

Here White fails to make the most of his attack; he should at once have played P—R6. If then 13) ... P—Kt3; 14) B—QKt5! [threatening B—B6 and Kt—Kt5], and if 13) ... P—B3; 14) P×KtP, B×P; 15) P×P, B×P; 16) R×P, with a good game for White.

13. . . . . P—B3
14. B—QB4 P—QR3

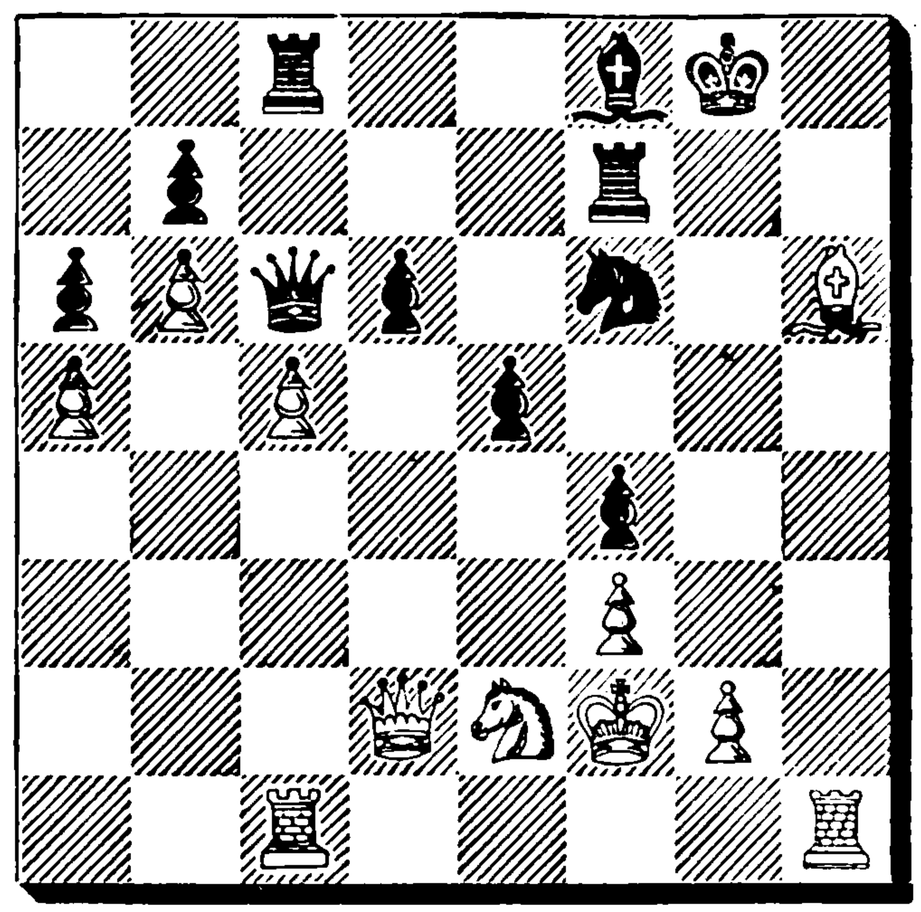
Here rapid development was necessary: 14) .... P×P; 15) Kt×P, Kt×Kt; 16) B×Kt, Kt—B3; 17) Kt—B3 [or B—Kt5], B—K3; or 17) P—R6, Kt×B; 18) Q×Kt, K—R sq; 19) o—o, P—B4, and Black has some counter attack.

15. R—Qsq Kt—Ksq
16. P—R4 Kt(Q2)—B3
17. Kt—Kt3 . . . .

The immediate proper attack was: 17) P—R5, Kt×RP; 18) P—Kt4, Kt(R4)—B3; 19)) Kt—Kt3; whereupon White threatened P—Kt5 and Q—R2, either in this or in the reversed order.

17. . . . . P×P
18. B×P B—K3
19. P—R5 B×B
20. Kt×B Kt×Kt
21. Q×Kt R—Bsq
22. P×P RP×P
23. P—QB4 Q—B2
24. R—QBsq Q—B3
25. Q—Q3 P—B3
26. K—B2 R—KB2
27. P—Kt5 Q—Q2
28. Q—Q5 B—Bsq
29. R—R3 B—Kt2
30. KR—Rsq B—Bsq
31. R—R3 B—Kt2
32. KR—Rsq B—Bsq
33. P—Kt6 P—B4
34. P×P P×P
35. B—R6 Kt—B3
36. Q—Q2 P—B5
37. Kt—K2 Q—B3
38. P—B5 . . . .

To prevent Q—B4ch.



38. . . . . P×P

But Black had better not have accepted the sacrifice; by P—Q4 he would have had a strong centre.

39. B×B R(Bsq)×B
40. Q—B2 . . . .

He should have played Kt—B3.

40. . . . . Kt—Q2

Overlooking 40) .... Kt—Kt5ch! If 41) P×Kt, P—B6; and if 41) K—Ktsq, then Kt—K6; 42) Q×QBP, R—Kt2.

41. R—R5 R—Kt2
42. Q—B4ch R(Bsq)—B2
43. R(Bsq)—KRsq K—Bsq
44. Kt—B3 R—Ktsq
45. R—R6 R—Kt3
46. R—R8ch R—Ktsq

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19.	K—R	P×P
20.	KtP×P	Q—R5
21.	R—KKtch	K—R2
22.	R—Kt3	B—Q2
23.	Q—K	Q—R4
24.	B—B	R—KKt
25.	B—K2	Q—B2
26.	Kt—B5	B—B

He had to choose between evils, but he certainly chose the greater one. With B×Kt he retained, at least, the KKt file. With the text move he only loses time, because the so strongly posted Kt must be captured at one time or another.

27.	R×R	Q×R
28.	Q—R4	B×Kt
29.	KtP×B	B—R3
30.	B—R5	Q—KB
31.	R—KKt	B—B
32.	B—Kt6ch	K—R
33.	B—B7	K—R2
34.	Q—B6	B—Q2
35.	B—Kt6ch	Resigns .

Game No. 127.

Queen's Pawn Opening.

White: Teichmann.	Black: Spielmann.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—K3	Kt—QB3
4. P—QB4	P—K3
5. Kt—QB3	Kt—KB3
6. B—Q3	P×P
7. B×P	P—QR3
8. Castles	. . . .

White plays the variation which Dr. Tarrasch recommends to Black in case White moves 6) P—QR3 instead of 6) B—Q3. White has therefore compared to this line of play, the advantage of a move.

8.	. . . .	P—QKt4
9.	B—Q3	B—Kt2
10.	P—QR4	P—B5
11.	B—K2	. . . .

But now, curiously, White forgets the point of that strategy, which is to capture first the KtP. Afer 11) P×KtP, P×KtP; 12) R×R, B×R; 13) B—K2, the advance P—QKt5 would no more be a menace. The Kt would go to QKt and White could then assail the QBP by QKt—Q2, Kt—K5: hence White would have good chances in that position: e. g.: 13) .... Q—R4; 14) B—Q2, B—Kt5; 15) Q—R, B×Kt; 16) P×B, Castles (K—K2 would be very hazardous) 17) Q—Kt2, etc.

11.	. . . .	P—QKt5
12.	Kt—QKt	Kt—QR4

The QKtP and QBP are thoroughly secured; the Kt threatens to go to QKt6 and P—K4 is prevented. Black has therefore an undoubted advantage.

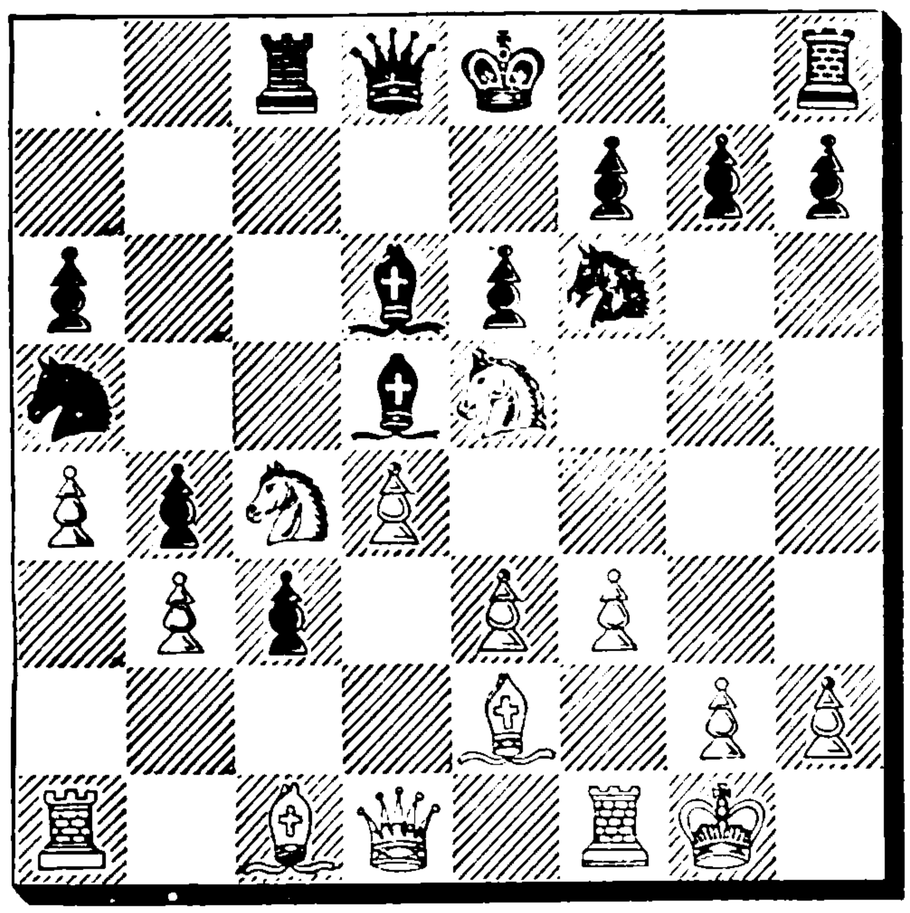
13.	QKt—Q2	QR—QB
14.	Kt—K5	B—Q4
15.	P—QKt3	. . . .

If he wants to drive away the Bishop by P—KB3 and P—K4, he must concede the exchange of the Kt on K5; e. g.: 15) P—KB3, Kt—Q2; 16) P—K4, Kt×Kt. After 17) P×B, Kt—Kt3; 18) P×KP, Black then would win a Pawn by Q—Q5ch. If the Kt on K5 is exchanged, the Pawn QB5 is out of all danger. After 15) P—KB3 Black might also have played P—QB6, but White could then have replied 16) B×B, with good prospects.

15.	. . . .	P—B6
16.	Kt—B4	B—Q3
17.	P—KB3	. . . .

A mistake. In order to secure the Kt on B4 he should exchange the Kt on R4 and afterwards place Kt from K5 on QB4; for instance: 17) Kt×Kt, Q×Kt: 18) Kt—B4, Q—B2; 19) P—KR3, Kt—K5: 20) B—Q3, Cas-

tles; 21) Q—B2, P—KB4. Even then White's game would be very cramped, but he could render some resistance.



17. . . . . B×Kt(K5)
18. P×B B×Kt
19. B×B Q×Q
20. R×Q Kt×B
21. P×KKt Kt—QR4
22. P×P R—KKt
23. R—Q3 Kt×KtP
24. QR—Kt Kt×B
25. R×Kt R×P
26. R—Q4 P—Kt6

P—R4 would have been simpler; the Pawns could not then have been stopped.

27. R—QKt4 R—Q

If P—Kt7, R×P, P×R, R×Rch and R—QKt8.

28. R×KtP R—Q7
29. R(B)×P R(Kt2)×Pch
30. K—R R×Pch
31. K—Kt R(Q7)—Kt7ch
32. K—B R—QR7
33. K—Kt R(R7)—K Kt7ch
34. K—R R(Kt7)—KB7

He captures now the KBP and withdraws his King, if R—QKt7, by K—B.

Resigns.

2h 9. 1h 46.

Game No. 128.

Ruy Lopez.

White: Schlechter. v. Black: Freymann.

1. P—K4 P—K4
2. Kt—KB3 Kt—QB3
3. B—Kt5 P—QR3
4. B—R4 Kt—KB3
5. Castles Kt×P
6. R—K Kt—B4
7. Kt—B3 B—K2

7) .... Kt×B is answered by 8) Kt×KP, B—K2; 9) Kt—Q5, Castles; 10) Kt×Kt, QP×Kt; 11) Kt ×Bch, K—R; 12) Kt×B and P—QKt3. Black has a slight weakness on account of his doubled Pawn.

8. B×Kt QP×B
9. Kt×KP Castles
10. P—Q4 Kt—K3
11. B—K3 R—K
12. Q—R5 . . . .

This is here proven to be premature.

12. . . . . P—KB3
13. Kt—Kt4 . . . .

If Kt—B7, Q—Q2 the Kt would have no retreat.

13. . . . . Kt—B
14. P—KR3 B—K3
15. Kt—R2 Q—Q2
16. Kt—K2 B—Q3
17. Kt—KB R—K2
18. Kt—Q2 QR—K
19. P—QB4 B—QKt5
20. QKt—B3 B—B2
21. Q—Q Kt—Kt3
22. P—QR3 B×Kt

Also with B—Q3 he could have got a good game. He would then have threatened, before all, P—K4.

23. P×B P—KB4
24. Kt—KB3 . . . .

If 24) P—KKt3, P—B5; 25) KtP ×P, Q×RP.

24. . . . . B×P
25. Kt—K5 Kt×Kt
26. P×Kt Q×Q
27. KR×Q R×P
28. QR—Kt P—QKt4

P—QKt3 was right in order to counteract the White Bishop. The advance of the Pawns could then have been initiated by P—QB4.

29. B—B4 R—K7
30. B—Kt5 Drawn

Black can play 30) .... R—KB2. After 31) R—K, R×Rch; 32) R×R, R—Q2; 33) R—K7, R×R; 34) B×R, Black advances with King to Q4 and obtains P—QB4. Then Black can attempt to push P—QR4 and P—QKt5, with the King as support on B5. With this enterprise he had good chance of success. Black should, therefore, by all means, have refused the offer of the draw.

Game No. 129.

French Defence.

White: Forgacs.	Black: Rubinstein.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. P×P	P×P
4. Kt—KB3	Kt—KB3
5. B—Q3	B—Q3
6. Castles	Castles
7. B—KKt5	B—KKt5
8. QKt—Q2	QKt—Q2
9. P—B3	P—QB3
10. Q—B2	Q—B2
11. KR—K	KR—K
12. P—KR3	B—R4
13. R×Rch	R×R
14. R—K	R×Rch
15. Kt×R	B—Kt3
16. B×B	RP×B
17. KKt—B3	Kt—B
18. B×Kt	P×B
19. Q—R4	. . . .

Black has subtly brought his Pawns into the centre. White should not underestimate the danger of their advance, and with moves as those in the text he should not lose time. He could very well have met the menace of placing the Kt on B5 by the manœuvre Kt—Kt3—B—Q3.

19. . . . . P—QR3
20. Kt—B Kt—K3
21. P—KKt3 . . . .

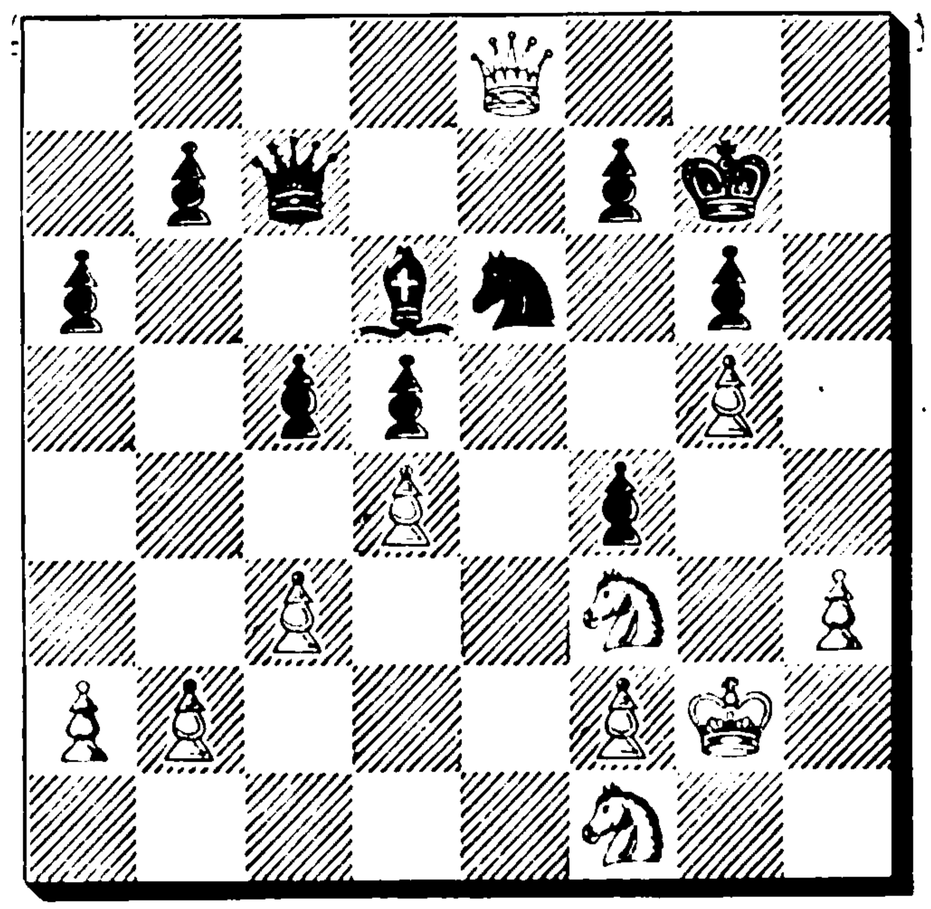
Now the problem of defence has become complicated. The Pawn K Kt3 is a mark.

21. . . . . P—KB4
22. K—Kt2 P—B5
23. P—Kt4 P—QB4

Black initiates an attack which, in comparison to the slight force put in action, has extraordinary vigor.

24. Q—K8ch K—Kt2
25. P—Kt5 . . . .

White does not heed the peril. The Q on K8 is misplaced. After QP×P, B×P, the White KBP is very weak. If Black takes on Q4, that Pawn remains isolated and weak in the end game. Quickly Q—R4, in order to retake with Kt and Q, was prudent.



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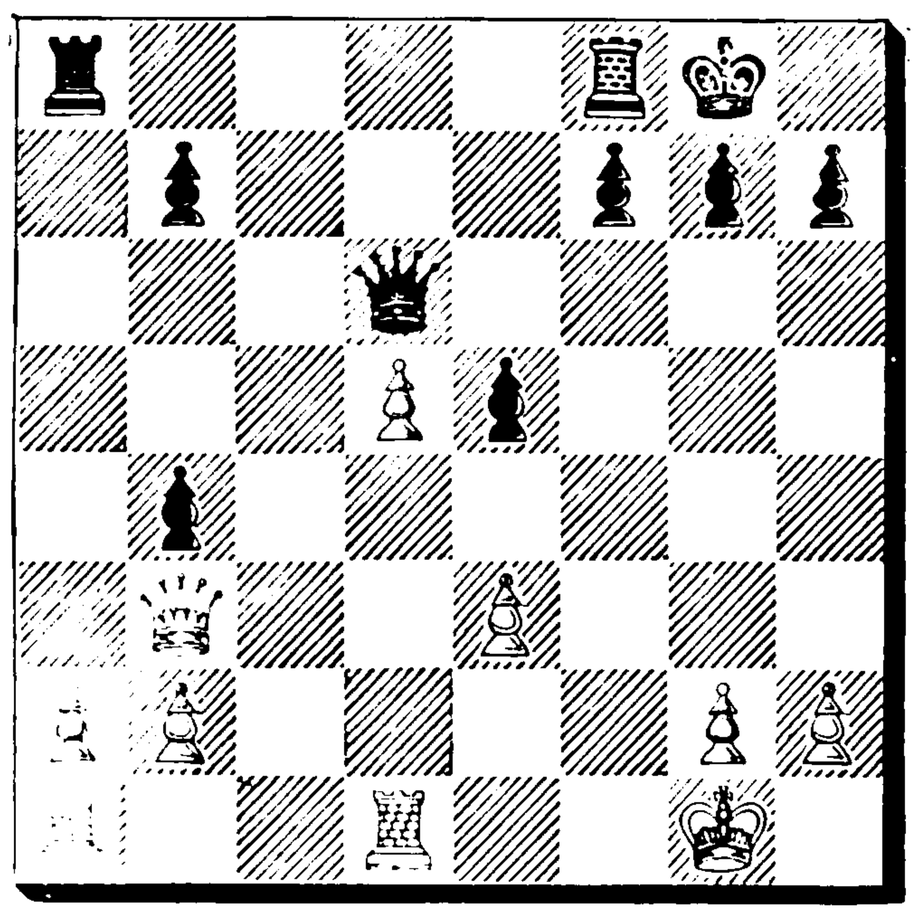
Position after Black's 20th move.



25.	P—KR3	P—R3
26.	P—K4	P×P
27.	Q×KP	Q—B4ch
28.	K—R2	Q—Q3
29.	K—R	R—Q2
30.	K—R2	R—Q
31.	K—Kt3	R—R
32.	R—Kt3	R×P
33.	R×P	R—R4
34.	R×P	R×P
35.	R—Kt8ch	Q×R
36.	Q×Rch	K—R

It would have been better to play the King via B, K2 to B3.

37.	P—Kt3	Q—Kt5
38.	K—B3	Q—B6ch
39.	K—K4	Q—Kt6
40.	Q—Q8ch	K—R2
41.	Q—Q3	Q×Pch
42.	K×Pch	K—R
43.	P—QKt4	Q—Kt4ch
44.	K—Q4	Q—B3ch
45.	K—Q5	Q—B2ch
46.	K—B5	Q—B2ch
47.	K—Q4	Q—B5ch
48.	K—B3	Q—B2ch
49.	K—Kt2	K—Kt
50.	P—Kt5	K—B2
51.	K—Kt3	K—K2
52.	K—R4	Q—R2ch
53.	K—Kt4	Q—Kt3
54.	Q—K4ch	K—Q
55.	Q—Q5ch	K—K2
56.	Q—K5ch	K—Q
57.	Q×KtP	Q—Q3ch
58.	K—R4	Q—Q8ch
59.	K—R5	Q—Q7ch
60.	K—R6	Q—R7ch
61.	K—Kt6	Q—KB7ch
62.	K—Kt7	Q—B6ch
63.	K—Kt8	Q—B5ch
64.	K—R7	Q—R5ch
65.	K—Kt6	Q—KB5
66.	Q—Kt8ch	K—K2
67.	Q—Q5	P—KR4
68.	Q—B5ch	K—Q
69.	Q—Q5ch	K—K2
70.	K—Kt7	P—KR5
71.	Q—B5ch	K—K3
72.	P—Kt6	Q—KB8
73.	K—Kt8	K—B2
74.	Q—QB7	K—Kt3
75.	Q—Q6ch	K—B2
76.	P—Kt7	Q×RP
77.	K—B7	Q—B6ch
78.	K—Q8	Q—KR8ch
79.	K—Q7	Resigns

White has played the ending in grand style. In addition to the error of his 36th move, Black has committed the other one, to approach the hostile Pawn too closely with his King.

3h 53. 4h 55.

Game No. 131.

Dutch Defence.

White: v. Freymann.	Black: Forgacs.
1. P—Q4	P—KB4
2. P—K4	P×P
3. Kt—QB3	Kt—KB3
4. B—KKt5	P—B3
5. P—B3	Q—R4
6. Q—Q2	P—K6

To capture the BP would be more dangerous, as Black's plus of Pawns cannot be turned to account as quickly as White's plus of mobility and

power of pieces. But he might have tried to hold the won Pawn for some time by P—Q4; e. g.: 6) .... P—Q4; 7) P×P, P×P; 8) B—QB4, B—B4; 9) Kt—K2, P—K3. The Pawn is still alive and hampers White's game.

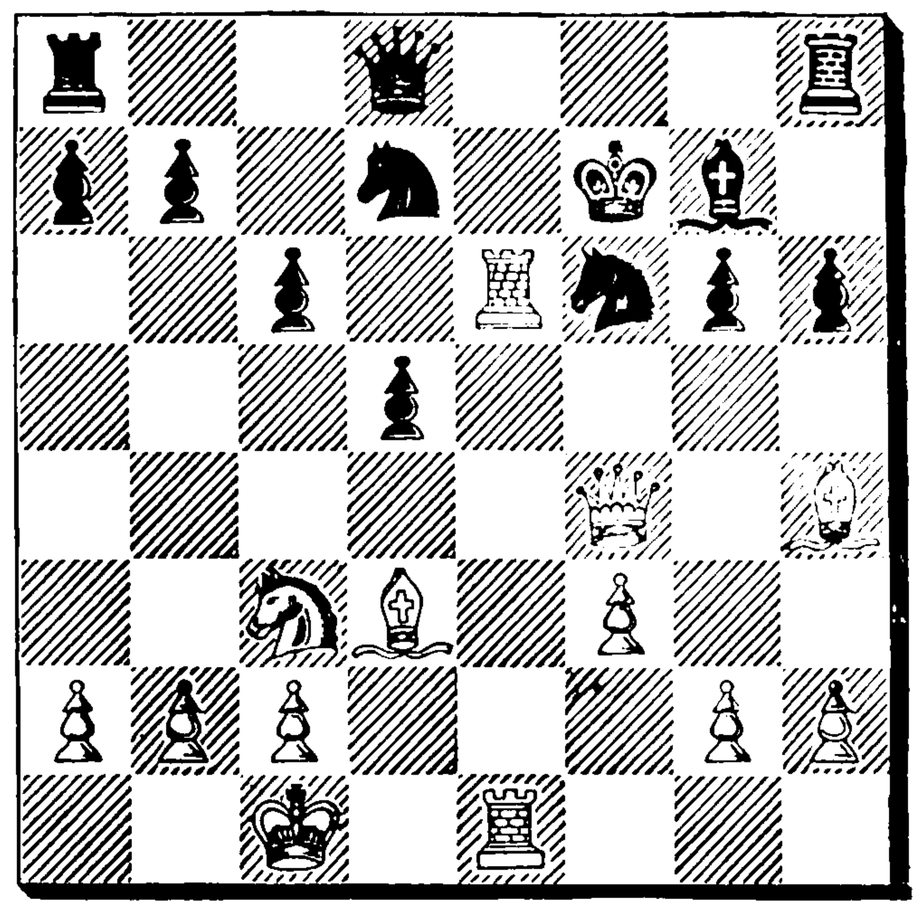
7. B×P P—K4
8. P×P Q×KP
9. o—o—o P—Q4
10. B—KB4 . . . .

After 10) R—Ksq White had also an obvious advantage; he would then have won at least the QRP; but it would have been better, after 10) .... K—B2, to continue with 11) P—B4 and Kt—B3 or 11) B—KB4, with a promising attack.

10. . . . . Q—KB4

After 10) .... Q—KR4; 11) R—Ksqch, K—Qsq White would not have been able to develop himself so rapidly.

11. R—Ksqch K—B2
12. B—Q3 Q—Q2
13. Kt—R3 Q—Qsq
14. Kt—Kt5ch K—Ktsq
15. Kt—K6 B×Kt
16. R×B P—KKt3
17. B—KKt5 QKt—Q2
18. Q—B4 K—B2
19. KR—Ksq P—KR3
20. B—R4 B—Kt2



Not 20) .... P—KKt4 on account of 21) Q—B5.

21. Kt—K4 . . . .

A problem-like continuation, which decides the game forthwith.

21. . . . . P×Kt
22. B—B4 K—Ktsq
23. R×Ktch K—R2
24. R×KtP Kt—B3
25. Q—B5 Resigns.

1h. 10 2h.

Game No. 132.

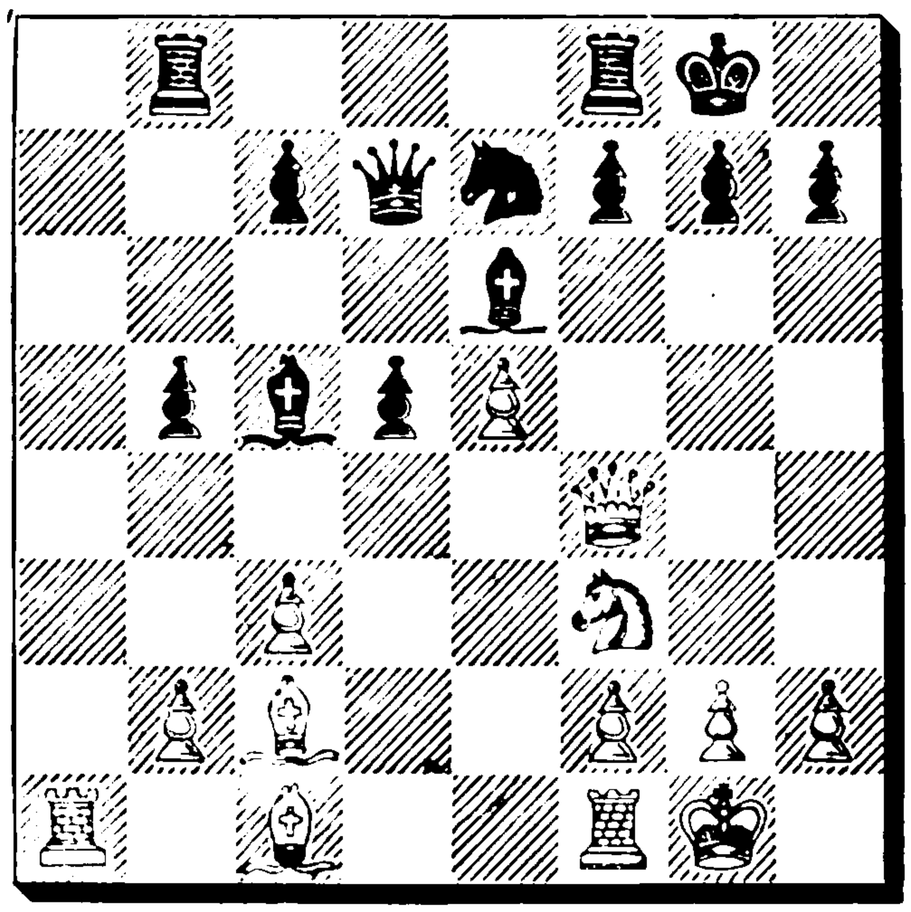
Ruy Lopez.

White: Spielmann.	Black: Schlechter.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	Kt×P
6. P—Q4	P—QKt4
7. B—Kt3	P—Q4
8. P—QR4	R—QKtsq

Is there anything better here? If 8) .... B—K3; 9) P×KP, Kt—R4; 10) Kt—Q4 and now 10) .... P—QB4?; 11) Kt×B, P×Kt, White can obtain an advantage only by P×P; for after 12) Q—Kt4, Q—Q2, Black would reply, to both 13) P—KB3 and 13) P×P, 13) .... P—B5, and the issue appears very doubtful.

9. P×KtP RP×P
10. P×P B—K3
11. P—B3 B—QB4
12. QKt—Q2 o—o
13. B—B2 Kt×Kt
14. Q×Kt Q—Q2
15. Q—B4 Kt—K2

So far Black's moves admit of no censure. But here the question arises, why Black failed to play the strong move of P—KB3. If 16) Q—R4, Black would break the attack by B—B4.



16. Kt—Q4 . . . .

Now White obtains at least the advantage of two Bishops. If 16) .... Kt—Kt3; 17) Q—Kt3 and the KBP threatens to advance, and if 16) .... P—Kt5?, White plays 17) Kt—Kt3. Black is already somewhat in difficulty.

16. . . . . B×Kt

Now the point QB4 becomes very weak, so that the QBP is prevented from advancing and remains in want of support by the pieces.

17. Q×B B—B4
18. B×B Kt×B
19. Q—B5 R—Rsq
20. B—B4 P—R4
21. P—R3 R—R5

And finally a blunder, which costs a Pawn. Schlechter was particularly indisposed at St. Petersburg.

22. R×R P×R
23. R—Qsq P—QB3
24. Q—R5 Q—K2
25. Q×RP Q—R5
26. R—Q3 P—Q5
27. R—B3 . . . .

Not 27) P—KKt3, Q×RP; 28) P×P, on account of 28) .... Kt—R5.

27. . . . P×P
28. P×P Kt—K2
29. Q—K4 Kt—Q4
30. P—QB4 Kt×B
31. R×Kt Q—Kt4
32. P—K6 Q—K2
33. R×KBP R×R
34. P×Rch Q×P
35. Q×BP K—R2
36. Q—K4ch P—Kt3
37. P—B5 Q—Q2
38. P—B6 Q—Q8ch
39. K—R2 Q—Q3ch
40. P—Kt3 Q—B4
41. K—Kt2 K—Kt2
42. P—R4 Q—Q3
43. Q—QB4 Q—B2
44. Q—Kt5 Resigns.

White's play in this game appears most accurate and sound.

2h. 36 2h. 15

Game No. 133.

Queen's Pawn Opening.

White: Salwe.	Black: Teichmann.
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—B4	P—K3
4. Kt—B3	P—B4
5. P—K3	Kt—B3
6. P—QR3	P×BP
7. B×P	P—QR3
8. P×P	Q×Qch
9. K×Q	B×P
10. P—QKt4	B—Q3
11. B—Kt2	P—QKt4
12. B—Q3	B—Kt2
13. K—K2	K—K2
14. QR—Bsq	. . . .

Drawn.

oh 16. oh 25.

In this most complicated position, it was certainly premature to give the game a draw. Black might, for instance, have played 14) .... Kt—K4 with the likely continuation 15) Kt×Kt, B×Kt; 16) P—B4, B—Q3.

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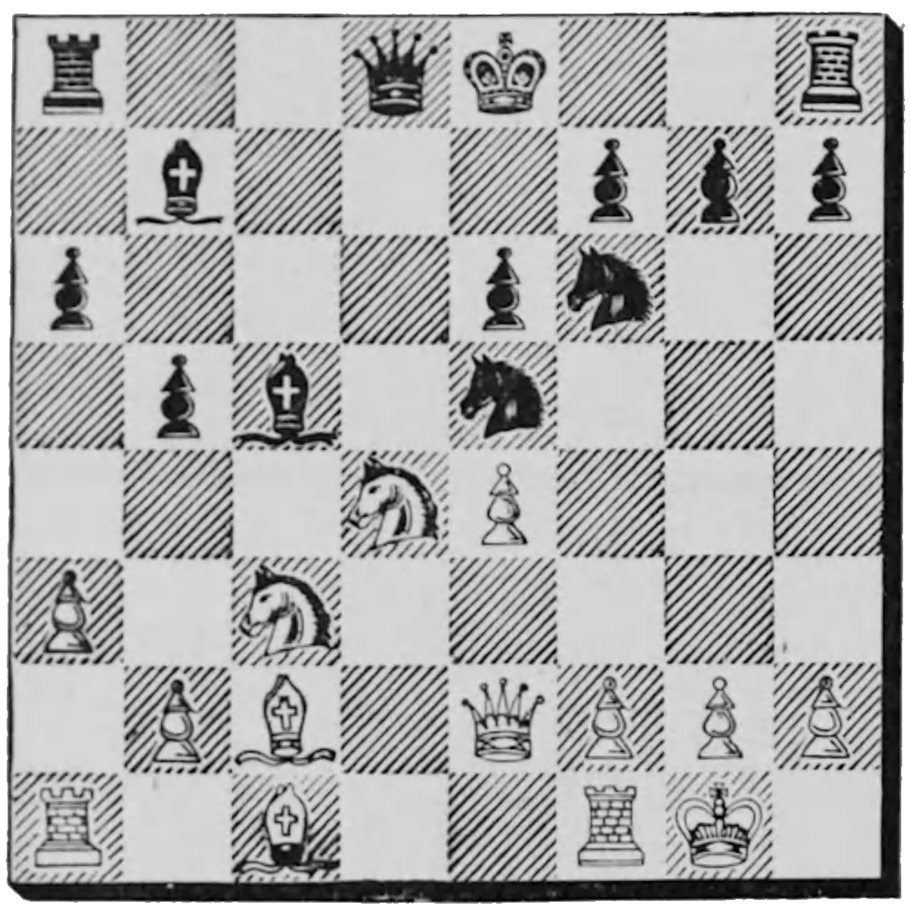
10) .... B—K2, so as not to facilitate the advance of the KP.

11.	P—K4	P×P
12.	Kt×P	Kt—K4
13.	B—B2	B—B4

Here 17) .... Q—Kt3 was necessary. White would have probably no better reply than retiring the Knight to Kt3, as 14) B—K3 would be met by B—B4. Black could reply first 14) .... Kt—B5 to 14) Kt—Kt3.



14. Kt (Q4)× KtP . . . .

White ought to be satisfied to gain a move by Kt—Kt3, B—K3 and KR—Qsq, and to weaken the square Q B4 for Black; but the combination looked very tempting. Obviously the Knight cannot be captured, as one of the two Black Bishops would be lost. But the hitch is that the Knight has no retreat.

14. . . . Q—Bsq
15. Kt—R4 . . . .

If 15) B—K3, P×Kt; 16) Q×P ch, Kt—Q2; 17) B×B, B—R3. If 15) P—QKt4, Black replies 15) .... B—K2 [or Bsq]; 16) P—B4, Kt—Q2; 17) P—K5, P×Kt and wins. Finally 15) B—B4 would be met by 15) .... Kt—Q2.

15.	. . . .	P×Kt
16.	Q×Pch	QKt—Q2
17.	Kt×B	Q×Kt
18.	Q×B	R—Ktsq
19.	Q—R6	Q×B
20.	B—B4	Q—B
21.	Q—R4	R—R
22.	QR—Bsq	Q—Kt2
23.	Q—Q4	o—o
24.	KR—Qsq	P—K4
25.	B×P	Kt×B
26.	Q×Kt	KR—Ksq
27.	R—B7	Q—Kt6
28.	Q—Q6	R×P
29.	Q—Q2	QR—Ksq
30.	P—B3	Q—Kt3ch
31.	K—Bsq	Q×R
32.	P×R	Q×P
33.	Q—Q3	P—R4
34.	Q—KB2	Kt×P
35.	Q—KR2	Q—B5ch
36.	K—Ktsq	Q—B7ch
37.	K—R2	Kt—B3
38.	Q—QB3	Kt—Kt5ch
39.	K—Rsq	R—K6

Resigns.

2h 26. 2h 7.

Game No. 136.

Queen's Pawn Opening.

	White: Dr. Lasker.	Black: Duras.
1.	P—Q4	P—Q4
2.	Kt—KB3	Kt—KB3
3.	P—QB4	P×P
4.	P—K3	P—B4
5.	B×P	P—K3
6.	Kt—B3	P—QR3
7.	o—o	P—QKt4
8.	B—Q3	B—Kt2
9.	Q—K2	QKt—Q2
10.	R—Qsq	Q—Kt3
11.	B—B2	R—QBsq
12.	P—QR3	B—K2

Both players follow approved lines of development.

13.	P—K4	P×P
14.	Kt×P	Kt—K4

15. B—Kt5 O—O
16. Kt—B3 Q—B4
17. B—K3 Q—B5

A forcible move. If 18) Q×Q, Kt×Q; Black threatens Kt×KtP or Kt×KP or Kt×RP.

18. Kt×Kt Q×Q
19. Kt×Q R×B
20. Kt—Q4 R—B4

20) .... R×KtP would be a gross blunder because of 21) Kt—Q3.

21. Kt—Q3 R—B5
22. P—B3 R—Qsq
23. Kt—Kt3 . . . .

Black's QB4 and QR4 are weak.

23. . . . . R—B7
24. B—B5 K—Bsq
25. B×Bch K×B
26. Kt—R5 R—B2
27. Kt—Kt4 R×Rch
28. R×R B—Rsq
29. K—B2 Kt—Ksq
30. K—K3 Kt—Q3
31. R—Q2 P—B4
32. P×P Kt×Pch
33. K—B2 B—Q4

Black is in a difficulty, and therefore decides upon a desperate sacrifice of a Pawn, in order to render the Bishop more mobile.

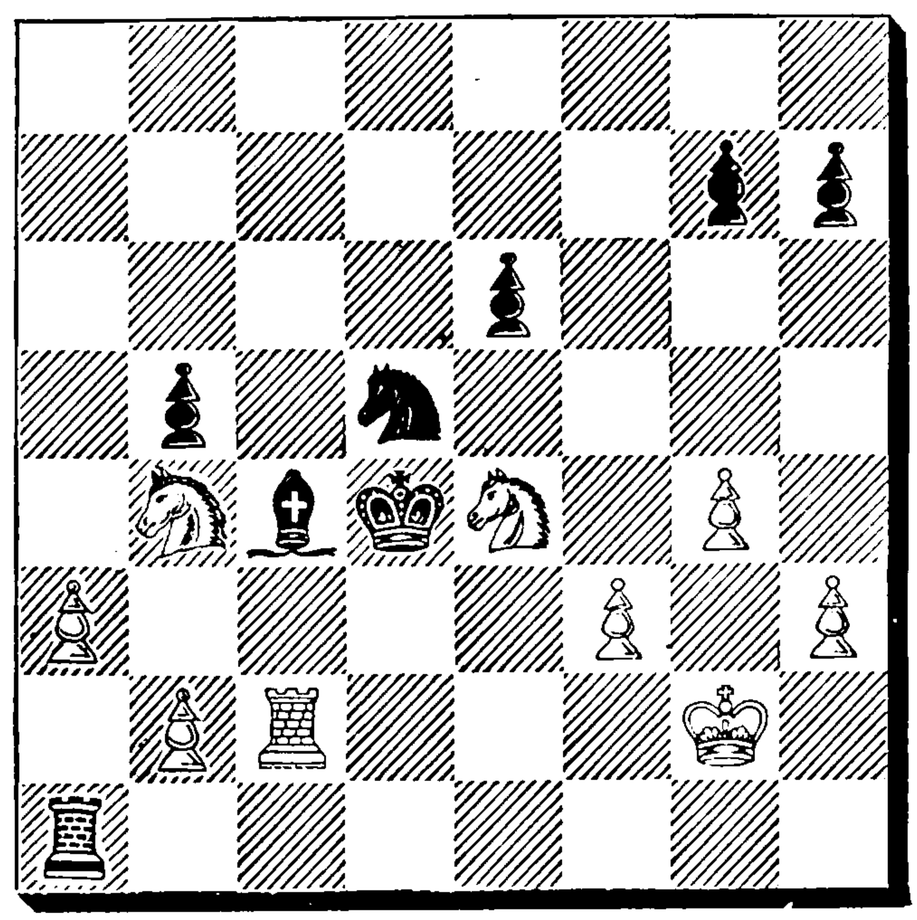
34. Kt×RP . . . .

24) R×B was also feasible. But after the exchanges Black's King would then have a very favorable position in the centre, both for attack on the Queen's side and defence on the King's side. 34) Kt×RP is stronger, as 34) .... R—R2 will not do because of 36) R×B.

34. . . . . R—B8
35. Kt—Kt4 K—Q3
36. Kt—Kt3 R—KR8
37. P—R3 R—QKt8
38. P—Kt4 Kt—K2 (Adj.)
39. Kt—Q4 K—B4
40. Kt—K2 . . . .

A mistake. White ought to have clinched matters. 40) Kt×B, P×Kt; 41) Kt—K6ch, K—B5; 42) Kt×P, and in answer to 42) .... P—Q5, or 42) .... K—Kt6, 43) Kt—B5; the game might then have developed as follows: 42) .... K—Kt6; 43) Kt—B5, Kt—B3; 44) Kt—Q6 or 42) P—Q5; 43) Kt—B5, Kt—B3; 44) Kt—Q6ch, K—Kt6; 45) Kt×P, R×P; 46) K—K2! and whilst the QP would now be paralyzed, White's Pawns would become very dangerous.

40. . . . . R—KR8
41. K—Kt2 R—QR8
42. R—B2ch B—B5
43. Kt—B3 Kt—Q4
44. Kt—K4ch K—Q5



He ought to have gone to Kt3. White would, in this case, have had no alternative but to try for a doubtful win by 45) Kt×Kt, P×Kt; 46) Kt—Q2, P—Kt4; he would probably have had to sacrifice his KRP.

45. R×Bch K×R
46. Kt—Q2ch K—Q5
47. Kt—Kt3ch K—K6
48. Kt×Ktch P×Kt
49. Kt×R K—Q7
50. Kt—Kt3ch K—K6
51. P—KR4 P—Kt3
52. K—Kt3 K—Q6
53. K—B4 K—B5
54. Kt—Bsq Resigns

3h 15. 3h 40.

Game No. 137.

Queen's Gambit Declined.

White: Vidmar.	Black: Mieses.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—QB4
4. P—K3	P×QP
5. KP×P	Kt—QB3
6. Kt—B3	P—QR3
7. P×P	P×P
8. B—Q3	B—KKt5
9. o—o	Kt—B3

If 9) .... Kt×P; 10) Q—R4ch. If 9) .... B×Kt; 10) Q×B, Kt×P; 11) Q×P.

10. B—KKt5	B—K2

If 10) .... B×Kt; 11) Q×B, Kt×P; 12) Q—K3ch, Kt—K3; 13) B×Kt, P×B; 14) Q—KB3 Black's position would be broken.

11. R—Ksq	o—o

And now 11) .... B×Kt would be met by 12) Q×B, Kt×P; 13) Q—KR3, Kt—K3; 14) B×Kt, B×B; 15) B—B5, and Black would be in a bad position, as he could not Castle.

12. B—B2	. . . .

Intending to tackle the QP by B—Kt3.

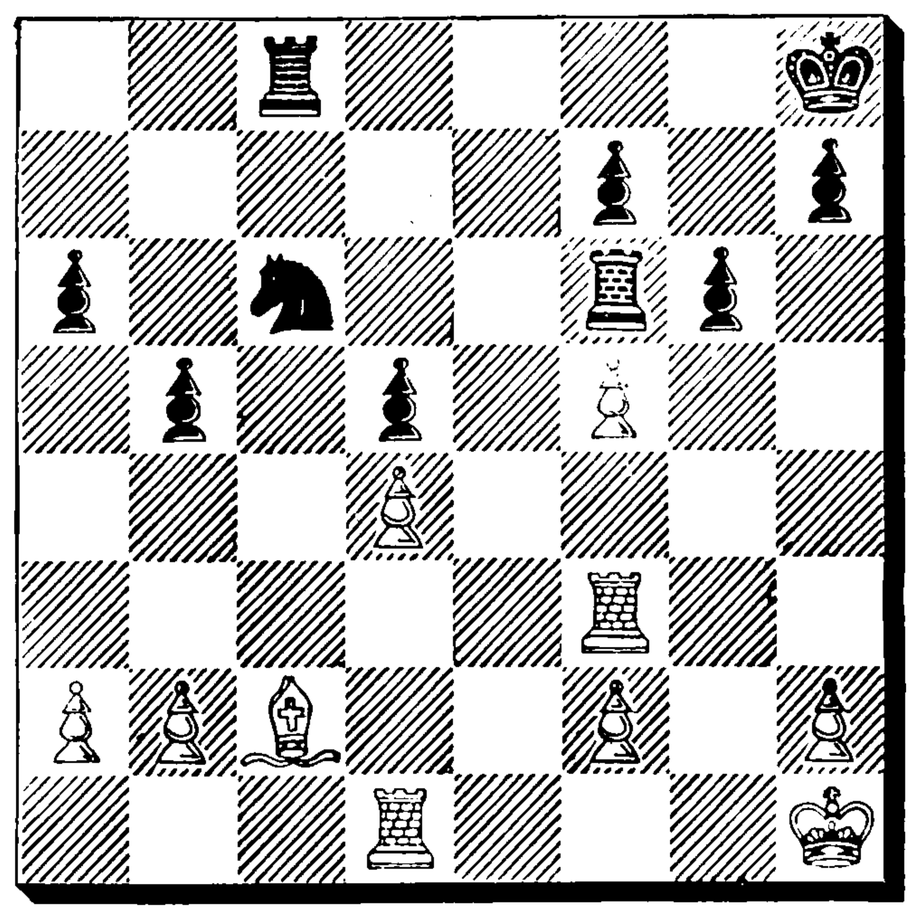
12.	B×Kt
13. P×B	Kt—KR4
14. P—B4	P—KKt3
15. B×B	Kt×B
16. P—B5	Kt—QB3
17. Q—Kt4	Q—Q3
18. QR—Qsq	. . . .

Necessary, as Q—B5 was threatened.

18.	QR—Qsq
19. R—K3	K—Rsq
20. K—Rsq	. . . .

Now he should play first 20) R—KB3, and in answer to 20) .... R—KKtsq; 21) K—Rsq.

20.	Q—B5
21. Q×Q	Kt×Q
22. Kt—K2	Kt×Kt
23. R×Kt	R—Q3
24. R—K3	R—KB3
25. R—QKt3	P—QKt4
26. R—KB3	R—Bsq



27. B—Kt3	. . . .

A weak move. 27) R—B3 was indicated. After 27) .... P×P; 28) R—B5, R—Qsq [Kt—K2; 29) P—Kt4]; 29) P—QR4, he would have recovered the Pawn.

27.	Kt—K2
28. R—Ksq	Kt×P
29. B×P	R—Qsq
30. B—K4	. . . .

If 30) R—K5, then 30) .... K—Kt2, followed by R(B3)—Q3.

30.	R—K3
31. R—B4	R×P
32. P—B3	Kt—Q3
33. R—QBsq	P—B4
34. R—B7	R(K3)—Ksq
35. R—KR4	P—KR4
36. B—B6	R—K8ch

Resigns.

2h. 2h 4.

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31.	KR—QBsq	Q—KKt4	35.	Q—B6ch	K—K3
32.	R—B8ch	R×R	36.	R—K8ch	K—B3
33.	R×Rch	K—Q2	37.	B—Kt2ch	K—Kt3
34.	Q—QB3	R—Ktsq	38.	R×B	Resigns
				2h 13.	1h 56.

Game No. 139.

Queen's Pawn Opening.

White: Rubinstein.	Black: Dr. Bernstein.
1. P—Q4	P—Q4
2. Kt—KB3	P—K3
3. P—B4	Kt—KB3
4. B—Kt5	B—K2
5. Kt—B3	QKt—Q2

A good continuation at this point is 5) .... o—o; followed soon by Kt—K5, Kt×Kt, and P—QB4.

6. P—K3	P—QR3
7. P—B5	. . . .

The sound move was 7) R—QBsq, for after 7) .... P×P; 8) B×P, P—QKt4; 9) B—Q3, B—Kt2; 10) Q—K2 White would soon push his King's Pawn and all his pieces would be well developed. As Rubinstein eschews this variation, he seems to have been under the impression that Black had already been guilty of a mistake, which he felt it his duty to take advantage of by a constraining movement.

7.	Kt—K5
8. B×B	. . . .

But this is inconsistent. If he meant to cramp Black's game, he ought to have let his pieces hinder each other, and therefore avoided exchanges. Hence he should have replied 8) B—KB4. The attack on the Bishop by 8) .... P—KKt4; 9) B—K5, P—B3; 10) B—Kt3, P—KR4; 11) P—KR3 need not have been feared, for after 11) .... Kt×B; 12) P×Kt, P—B4; 13) B—K2 White would soon play Q—B2, o—o—o, P—KKt4, opening the lines.

8.	Q×B
9. Q—B2	P—B4
10. B—K2	P—B3
11. o—o	o—o
12. Kt×Kt	BP×Kt
13. Kt—Ksq	P—K4
14. Q—Q2	P×P
15. P×P	Kt—B3

That Black could always finally free his game by P—K4, however White might have played, follows from the course the game has taken. Therefore it is also tactically proved that the exchange of the Bishops was a mistake. Black has now an easy object of attack in White's QP, and has the superior position.

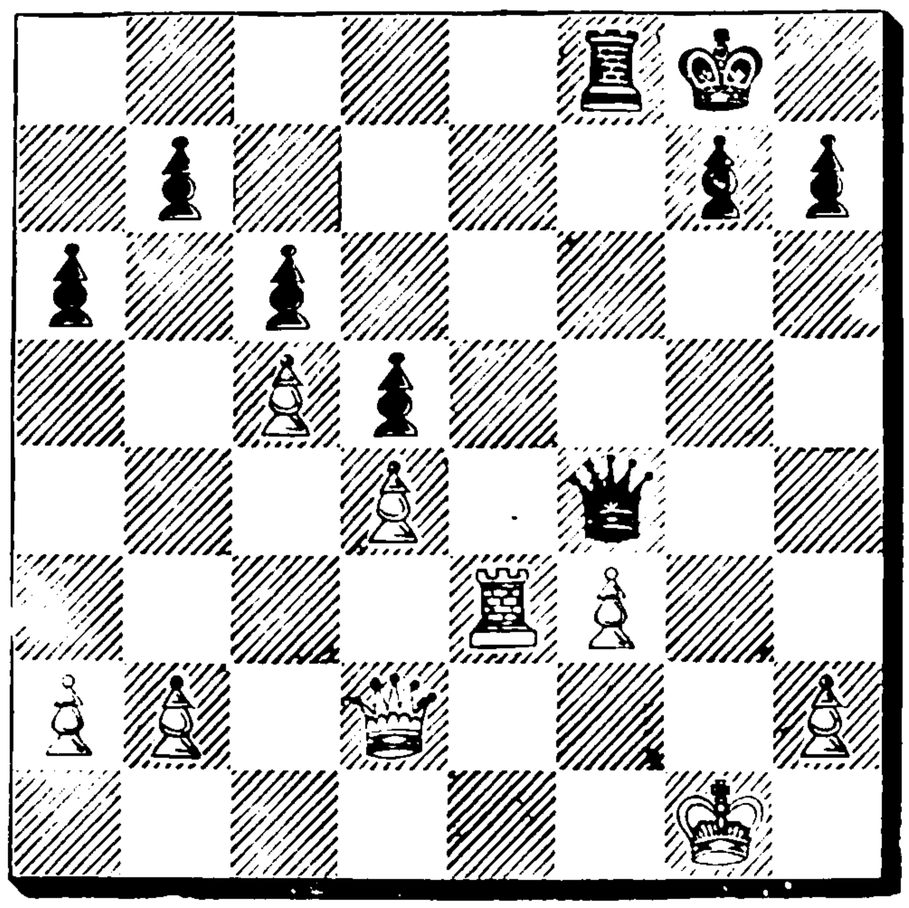
16. QR—Bsq	B—Kt5
17. R—B3	R—B2
18. P—B3	. . . .

In spite of the dangers which this move involves, White is compelled to play it, in order to develop the KR rapidly, before Black prevents this manœuvre by doubling the Rooks on the KB file.

18.	P×P
19. B×BP	Kt—K5
20. B×Kt	R×Rch
21. K×R	Q×B
22. R—K3	Q—B5ch
23. K—Ktsq	R—KBsq
24. Kt—B3	B×Kt
25. P×B	P—R3

He guards the square KKt4, in order to be able to play, after Q—

Position after White's 25th move.



K4ch, K—Rsq; R×P; but there is little gain in it. The direct attack by 25) .... P—KKt4 was stronger, threatening P—Kt5. If 26) Q—Q3, then R—B2, and White would be in difficulties; for instance, 27) R—K5, Q—B8ch, winning the KtP.

26. Q—Q3 R—B4
27. R—K8ch K—B2

Or 27) .... K—R2; 28) R—KB8, P—KKt3; 29) R×R and the game should be drawn.

28. Q—K3 Q—Kt4ch
29. K—B2 Q—R5ch
30. K—Kt2 R—Kt4ch
31. K—Rsq R—Kt3

He ought to play 31) .... K—Kt3. Black has so absorbed himself with combinations, that he is tired out and judges the situation altogether wrongly. He thinks White is in a "Zugzwang" position, whereas he is himself in want of moves.

32. P—QR3 . . . .

White is obviously also tired. What could Black do against 32) P—Kt4? If 32) .... R—B3, White would win by 33) Q—K7ch, K—Kt3; 34) R—KKt8; and if 32) .... Q—Kt4; 33) Q×Q, followed by 34) R—QKt8. Finally, if 32) .... Q—B3; 33) R—QKt8, Q—B4; 34) Q—K8ch, K—B3; 35) Q—Q8, winning.

32. . . . . P—QR4
33. P—Kt4 P—R5
34. P—Kt5 . . . .

A deep combination, which, however, does not win. He should play 34) P—B4, in order to win a Pawn, in case of 34) .... Q—B3 by 35) R—QKt8.

34. . . . . P×P
35. R—QKt8 R—K3
36. R×Pch R—K2

Here White had expected 37) .... K—B3, and for the contingency he had prepared R—Kt6 by the sacrifice of the Pawn.

37. P—B6 K—Ksq
38. R—Kt8ch K—B2
39. R—Kt7 K—Ksq

Drawn.

Game No. 140.

Scotch Opening.

White: Mieses.	Black: Dr. Perlis.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. P—Q4	P×P
4. Kt×P	Kt—B3
5. Kt—B3	B—Kt5
6. Kt×Kt	KtP×Kt
7. B—Q3	P—Q4
8. P×P	P×P
9. o—o	o—o
10. B—KKt5	P—B3

This is compulsory. If 10) .... B—K2; 11) B×Kt, B×B; 12) Q—R5, P—Kt3; 13) Q×QP, Q×Q; 14) Kt×Q, B×P; 15) QR—Ktsq, B—K4; 16) KR—Ksq, threatening Kt—K7ch and B—K4.

11. Q—B3 B—K2
12. KR—Ksq P—KR3

Here, or on his next move, Black should play R—Ksq, in order to compel White to disclose the direction in which he intends to continue the attack.

13. B—R4 B—KKt5
14. Q—B4 B—K3

14) .... P—Kt4 would be bad, as a matter of course. The obvious sacrifice 15) B×KtP, P×B; 16) Q×Pch, K—Rsq; 17) Q—R6ch, K—Ktsq; 18) R—K5 would decide the game at once.

15. Q—Q2 . . . .

Fearing Kt—R4. To 15) Q—QR4, 15) .... Q—Kt3 would be a good reply. But the right move was 15) Kt—R4, to meet 15) .... Kt—R4 by 16) B×B, and play in this variation, as he should in any case, for the weakness of Black's QB4. As he plays, White has no initiative.

15. . . . . R—Ktsq
16. P—QKt3 R—Ksq
17. Kt—K2 Q—Q2

Intending to keep two Bishops against Bishop and Knight by Kt—K5.

18. B—Kt3 B—QKt5
19. P—QB3 B—Q3
20. Kt—B4 QR—Qsq
21. Q—B2 Q—B2
22. Kt—K2 B—QBsq

Here he should and could have formed a centre by P—B4.

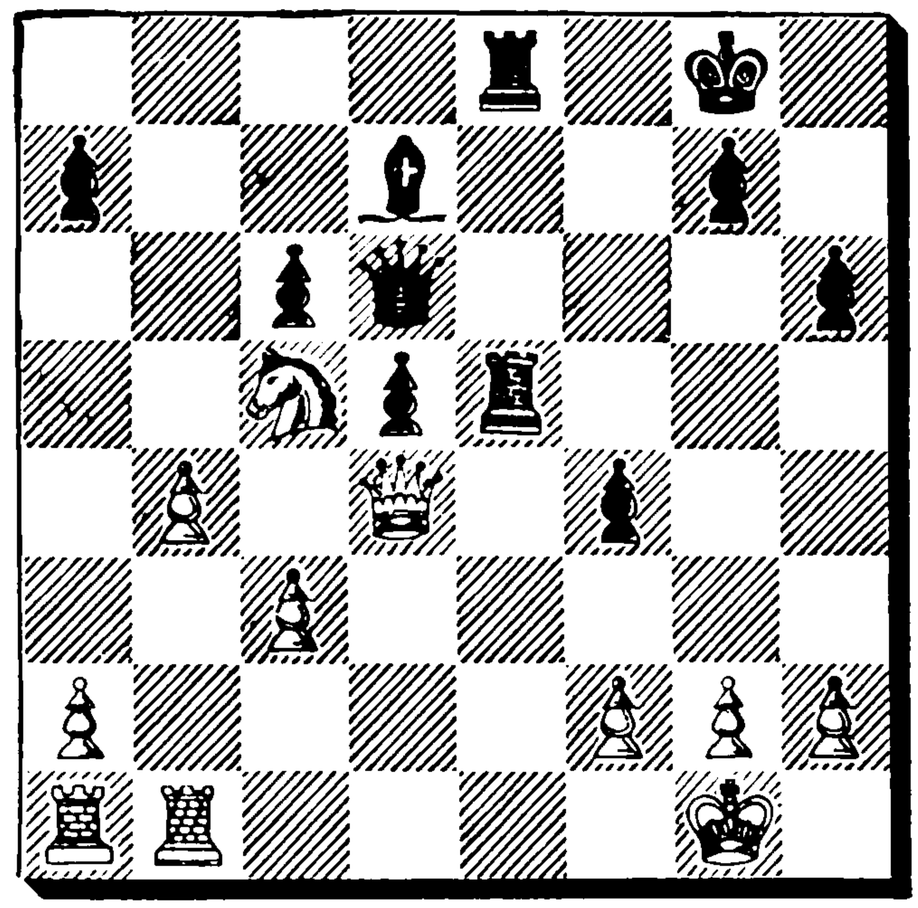
23. P—Kt4 Kt—K5

P—B4 was still indicated, in order to open the QB file for the attack on White's QB3.

24. B×Kt R×B
25. Kt—Q4 QR—Ksq
26. KR—Ktsq . . . .

And here White should, by playing Q—Q2, dispute the possession of the important K file.

26. . . . . B—Q2
27. Q—Q3 P—KB4
28. B×B Q×B
29. Kt—Kt3 P—B5
30. Kt—B5 R(K5)—K4
31. Q—Q4 . . . .



31. . . . . P—B6

This insignificant-looking move is the first shock which, increasing continually in strength, ultimately reduces White's delapidated house to ruins.

32. P—Kt3 . . . .

If 32) P×P, then 32) .... Q—Kt3ch; 33) K—Rsq, B—R6; 34) R—KKtsq, R—K8. And if 32) Kt×B, Q—Kt3; 33) P—Kt3, Q×Rch.

32. . . . . Q—Kt3
33. P—KR4 B—B4
34. R—Qsq B—K5
35. R—Ksq Q—Kt5
36. Kt—Q3 R—KB4
37. R—K3 Q—R6
38. Kt—Ksq R—K3
39. Q×RP R—Kt3
40. Q—Kt8ch K—R2
41. R—Qsq Q×RP

Against R—R4 there is now no remedy.

42. R×B Q×R
43. Kt—Q3 Q—K7

Resigns.

3h 24. 2h 38.

Game No. 141.

Ruy Lopez.

White: Duras.	Black: Vidmar.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3

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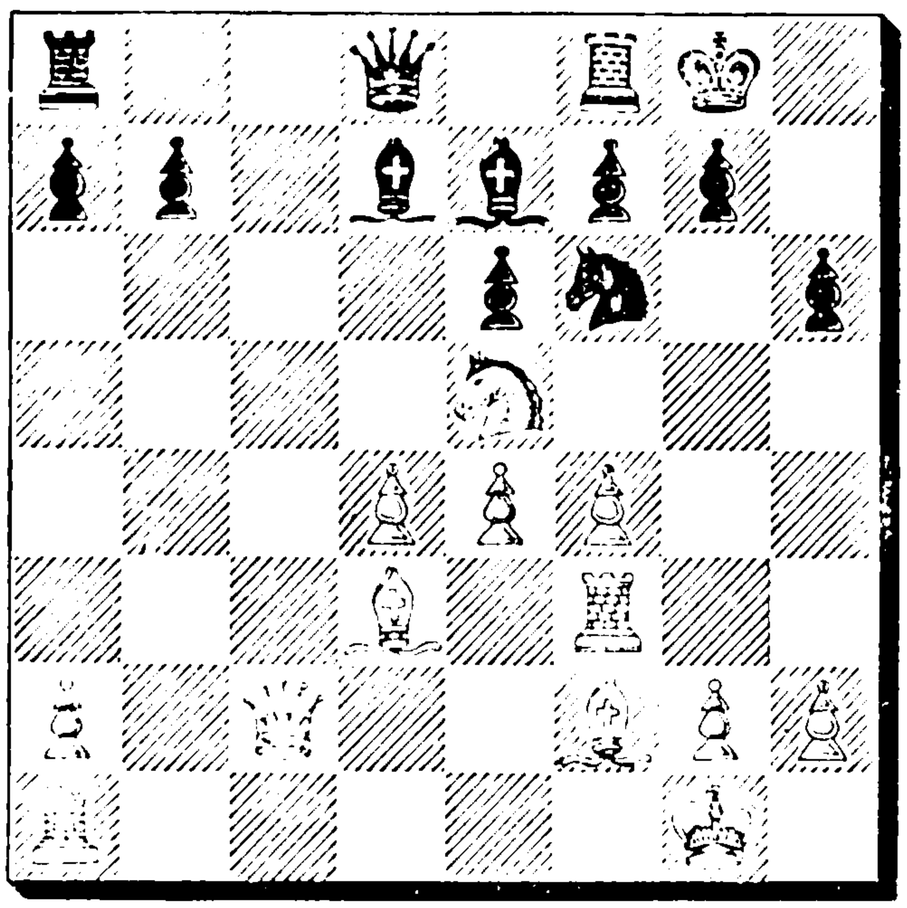
12. P×Kt Kt—B3
13. B—Q3 P—KR3

The Bishop at Bsq is now very badly placed; to 13) .... P—QKt3, 14) Kt—K5 would be a disagreeable reply. 13) .... B—Q2 should have been played, although Kt—K5 and B—R4 might have followed.

14. Kt—K5 Q—Qsq
15. P—B4 Kt—Q4
16. R—B3 P—QB4
17. P—K4 Kt—B3
18. B—B2 P×P
19. P×P B—Q2



20. Kt×B . . . .

White shows splendid judgment of position, by playing for two Bishops; this gives him a lasting superiority.

20. . . . . Q×Kt
21. P—KR3 QR—Bsq
22. Q—K2 R—B2
23. P—B5 Kt—R2
24. P—K5 . . . .

To meet 24) .... Kt—Kt4 by 25) P—B6.

24. . . . . P×P
25. B×P Q—Qsq
26. R—Qsq Kt—Kt4
27. B—B2 Q—Bsq
28. B—QKt3 R—B8
29. K—R2 Kt—Kt4
30. R(B3)—Q3 R×R
31. R×R B—Qsq
32. P—KR4 Kt—K3

If 32) .... Kt—R2, then 33) P—K6.

33. P—Q5 Kt—B5
34. Q—K4 Q—Kt5

A "swindle." Owing to White's two Bishops and the strong passed Pawn, Black can defend himself only by counter attack.

35. P—Kt3 B×P
36. P×B R—QBsq
37. R—Q3 . . . .

The only, but sufficient, defence against R—B6.

37. . . . . R—B8
38. Q—B3 Q—B4
39. R—Q4 P—KKt4
40. P—K6 Q—K4
41. R—K4 Q—Q3
42. P—K7 Resigns.

2h 55. 2h 50.

Game No. 143.

French Defence.

White:	Black:
E. Cohn.	Speijer.
1. P—K4	P—K3
2. P—QB4	P—K4

Intending to press at once on White's Q4. But Black is not sufficiently developed yet for this. White easily forces P—Q4. Hence P—Q4 was preferable.

3. Kt—KB3 Kt—QB3
4. P—Q4 P×P
5. Kt×P Q—B3
6. Kt—KB3 . . . .

White might have gained time here by 6) Kt—Kt5. If 6) .... B—Kt5 ch; 7) QKt—B3, K—Qsq; 8) P—QR3 or B—Q2, with a good position; or 6) .... B—B4; 7) Q—Q2, B—Kt3; 8) Kt—QB3, KKt—K2; 8) Kt—Q5.

6. . . . . B—Kt5ch
7. Kt—B3 . . . .

The sacrifice need not be accepted, and causes a hampering doubled Pawn later on; 7) QKt—Q2 was good enough.

7. . . . . B×Ktch
8. P×B P—Q3
9. B—K2 KKt—K2
10. o—o o—o
11. Kt—Q4 Q—Kt3
12. P—B4 . . . .

Owing to the doubled QBP White cannot turn his Bishops to account, and, therefore, plays impetuously for attack.

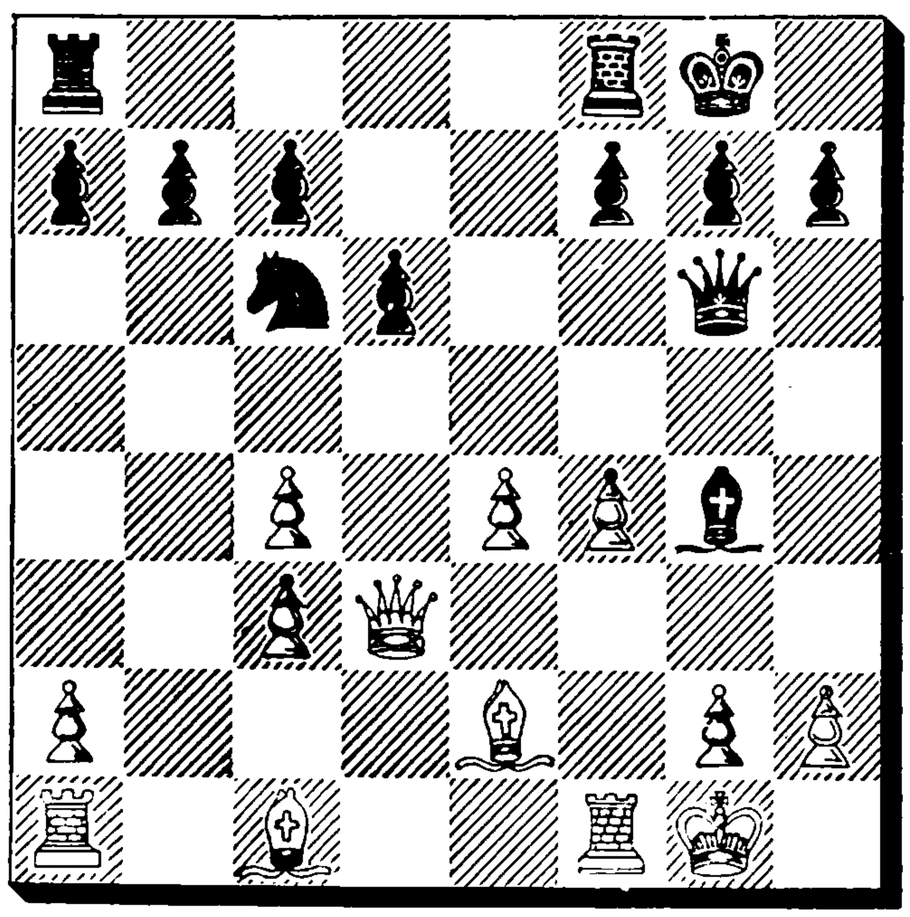
12. . . . . Kt×Kt

If 12) .... Q×KP at once, then 13) B—Q3.

13. Q×Kt . . . .

After 13) P×Kt, Q×KP; 14) B—B3, Q—Kt3, the KBP cannot advance, and the attack soon comes to a standstill.

13. . . . . Kt—B3
14. Q—Q3 B—Kt5



To exchange the White KB, in order to guard K3 and not leave White with two Bishops, is good strategy; but with 14) .... P—B4 he would have achieved this purpose simply for the reason that the Bishop would have taken up commanding positions; at the same time, his KR would have been developed; e. g.: 15) B—B3, P×P; 16) B×P, B—B4.

15. B×B Q×B
16. R—Ktsq P—QKt3
17. R—Kt5 Q—K3
18. R—Kt5 . . . .

White is uncomfortable. He ought, therefore, to advance at once and seek compensation on the King's side: 15) P—KB5, B×B; 16) Q×B, Q—B3; 17) Q—Kt4, Kt—K4; 18) Q—Kt3, Kt×P; 19) R—B4. If the Pawn should succeed in getting to B6, Black would be cramped and the Bishop would assume a threatening attitude.

18. . . . . P—B3
19. R—KR5 OR—Ksq
20. R—Ksq P—Kt3

If now 18) P—KB5, Black would, after 18) .... Kt—K4; 19) Q—Kt3, Q×BP; 20) B—R6, Kt—Kt3 [21) P×Kt, P×B; or 21) B×P, K×B]; or else 20) R×Kt, P×R; 21) B—R6, P—Kt3, repulse the attack and, on the Queen's side, White would lose a Pawn; but if White allow the move P—KB3, he is still worse off.

20) .... P—B4; 21) Q—KR3, P—KR3; 22) B—Q2, P×P; 23) P—KB5, followed by B×P was without danger.

21. R—R3 Kt—R4
22. P—KB5 Q×QBP
23. Q—B3 P×P

In order to simplify the game, if 24) Q×P, by Q—B4ch.

24. Q—R5 Q—B2

He might have played 24) .... R—B2, for 25) R—KBsq would have been met by R×KP.

25. Q×P R—K4
26. Q—B3 K—Rsq
27. B—K3 Kt—B3
28. B—Q4 R—KKt4
29. R—KBsq Kt—K4
30. Q—K2 Q—Kt3
31. B×Kt R×B

32. R—K3 R(Bsq)—Ksq
33. Q—KB2 R×P
34. R—KKt3 R—KKt5

He would have had a good chance, if he had allowed the loss of the KBP only on condition of the exchange of Queens; e. g.: 34) .... Q—B2; 35) Q×Pch, Q×Q; 36) R×Q, R—K8 ch; 37) K—B2, R(Ksq)—K7ch; 38) K—B3, R—K6ch. Thus he would exchange one Rook and should win with the extra Pawn.

35. R×R Q×R
36. Q×Pch Q—Kt2
37. Q—B3 Q—K4
38. Q—B7 P—Q4
39. P—KR3 R—Qsq
40. R—B5 Q—Kt2
41. Q—K6 Q×BP
42. R×P R×R
43. Q×R Q—B8ch
44. K—R2 Q—B5ch
45. K—Ktsq K—Kt2
46. Q—Q7ch Q—B2
47. Q—Kt4ch K—B3
48. Q—B4ch K—K3
49. Q—B4ch K—B3
50. Q—B4ch K—Kt2
51. Q—Kt5ch Drawn

3h 8. 3h 35.

Game No. 144.

Queen's Gambit Declined.

White: Teichmann.	Black: Tartakower.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—QB4
4. P—K3	Kt—KB3
5. Kt—B3	Kt—B3
6. B—Q3	QP×P
7. B×P	P—QR3
8. P×P	. . . .

This is too tame altogether; but during the last days of the Tournament Teichmann was indisposed and did not feel up to the strain of a long and difficult game.

8. . . . . Q×Qch
9. K×Q B×P
10. P—QR3 P—QKt4
11. B—Q3 B—Kt2
12. P—QKt4 B—Kt3
13. B—Kt2 K—K2

Drawn.

oh 25. oh 35.

Game No. 145.

Ruy Lopez.

White: Schlechter.	Black: Salwe.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—QKt4
7. B—Kt3	P—Q3
8. P—B3	Kt—QR4
9. B—B2	P—B4
10. P—Q3	. . . .

The idea being to defer the advance of this Pawn to the fourth square to a later period, when White is better developed and can therefore render this move more incisive. But the disadvantage is that Black obtains too much freedom.

10. . . . . Kt—B3

It is not clear why Black should not Castle at once and try to bring his Rooks into play by P—KB4. For the time being this Knight was well enough placed.

11. QKt—Q2 o—o
12. Kt—Bsq Q—B2

Better 12) .... Kt—Ksq; 13) P—Q4, B—B3.

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whereas the Bishop would have come in handy at K2.

12. P×B Q×KtP
13. Q×RP Kt—Bsq

After the two moves it has made, the Knight is still unfavorably placed. Taking all that has been said into consideration, Black's strategy stands condemned. The tactical proof of its insufficiency is given by White in grand style.

14. Q—B4 P—KB3
15. B—Q3 Q—K2
16. P—Kt3 P—QB4
17. R—R6 P—B5
18. B—K2 Kt—Kt3
19. Q—Kt4 . . . .

Fine play. On this dangerous place the Queen takes up a most forcible position.

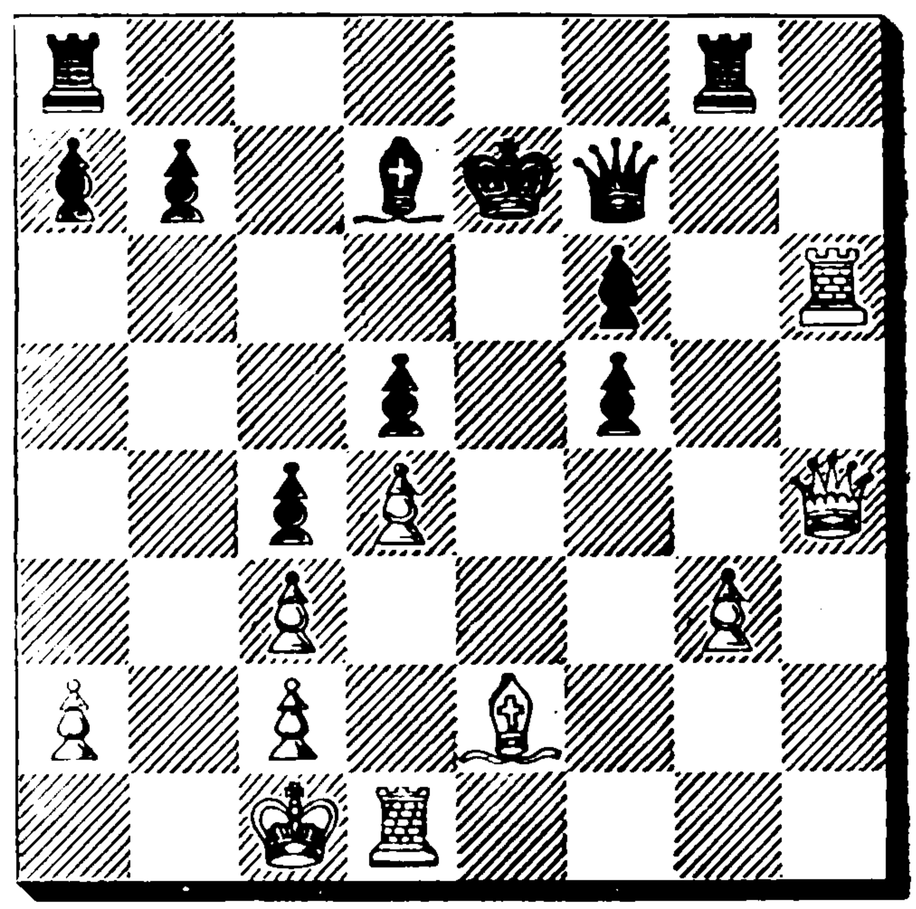
19. . . . . Q—KB2
20. Kt—R4 Kt×Kt
21. Q×Kt K—K2
22. P—B4 . . . .

Wonderfully fine. The Pawn comes as a valuable ally to the heavy pieces.

22. . . . . B—Q2
23. P—B5 P×P
24. B×P . . . .

Elegant. If 24) .... P×B; 25) R—Ksqch and White wins the Queen in reply to any King's move; and if B—K3, P—Q5 would win.

Position after Black's 23rd move.



24. . . . . R—Kt5
25. R—Ksqch B—K3
26. Q—Rsq K—Q3
27. R—R7 Q—Ktsq

If 27) .... R—Kt2 White would win by 28) R×R, Q×R; 29) R×Bch.

28. B—Kt3 R—K5
29. R×P R—QBsq
30. Q—KBsq R—B3
31. R×R Resigns.

2h 36. 2h 9.

(This time is given in the manuscript, but probably White has used only 1h 36m.)

Game No. 147.

Queen's Pawn Opening.

White: Rubinstein.	Black: v. Freymann.
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—B4	P×P
4. P—K3	P—K3
5. B×P	P—QR3
6. o—o	P—B4

First of all, he should carry out the intention of his last move, of playing P—QKt4 and B—Kt2.

7. P—QR4 P—QKt3

And now it was more important to play B—K2 and Castle, than to adopt this somewhat slow manœuvre.

8. Q—K2 . . . .

White now brings a Rook rapidly into play, attacking the little mobile Queen, and obtains forthwith a great superiority in the centre.

8. . . . . B—Kt2
9. Kt—B3 Kt—B3
10. R—Qsq Q—B2

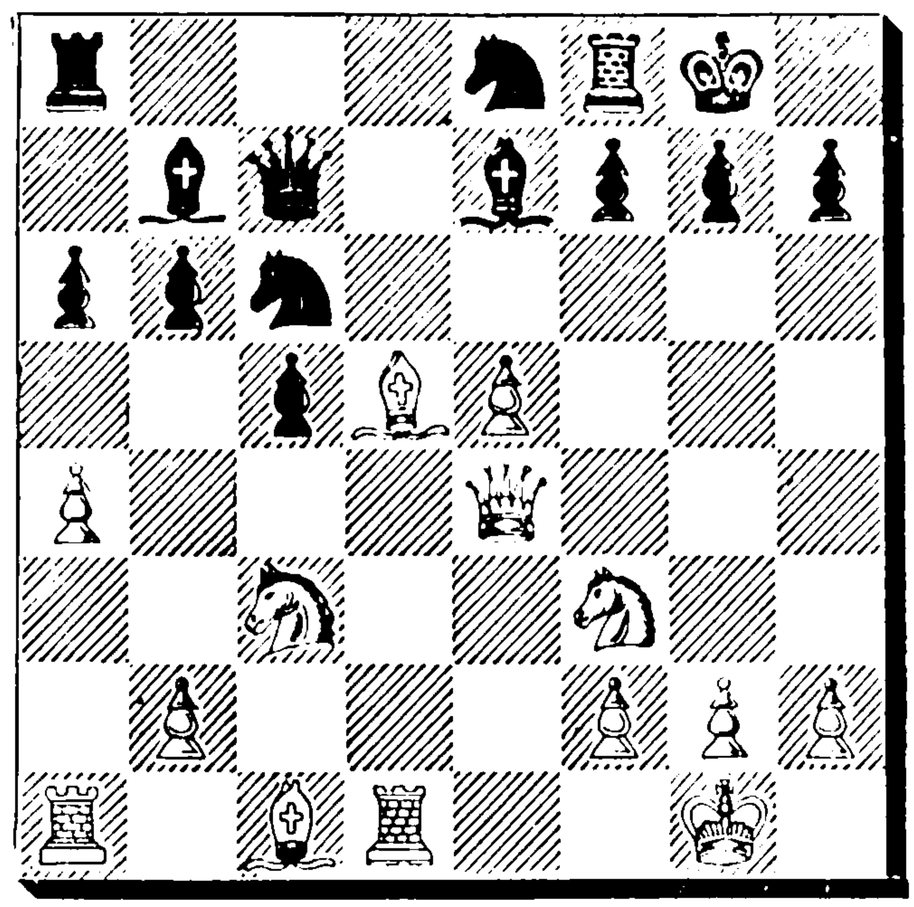
11. P—Q5 P×P
12. B×P B—K2
13. P—K4 o—o
14. P—K5 Kt—Ksq
15. Q—K4 Kt—R4

Black is in difficulties, as White threatens B—KB4, followed soon by P—K6. White's formation is overwhelming. But by the text move Black loses immediately, as after 16) B×B, Q×B the exchange of Queens followed by R—Q7, and after 16) .... Kt×B; 17) Kt—Q5 would decide the game at once.

16. B×B Resigns

oh 58. 1h 7.

Position after White's 15th move.



Game No. 148.

Queen's Pawn Opening.

White: Black:

Dr. Bernstein. Burn.

1. P—Q4 Kt—KB3
2. P—QB4 P—Q3
3. Kt—QB3 QKt—Q2
4. P—K4 P—K4
5. KKt—K2 . . . .

Intending to advance the KBP; but White would do better to exert a pressure on Black's K4 by playing Kt—B3 and using his centre as it is. He is not prepared for further Pawns' moves, as his pieces have but little action.

5. . . . . B—K2
6. P—KKt3 o—o
7. B—Kt2 R—Ksq
8. o—o B—Bsq
9. P—KR3 P—B3

This strategy by itself is right enough. He intends playing now Kt—Kt3, followed by P—Q4, so as to get rid of all impediments in the centre. He has also a chance, perhaps, of exchanging White's KB, which would weaken White's KB3 and K R3. But this plan would have been easier to accomplish if he had played first 9) .... P×P; 10) Kt×P, Kt—Kt3.

10. P—Q5 P—B4

Now he abandons his plan. The centre is blocked and White has an excellent position.

11. P—B4 . . . .

But here White commits a strategical error. There was no good reason, for the moment, to remove the Black KP, which was blocking Black's QKt and KR. First P—KKt4, Kt—Kt3, followed by B—K3 and Q—Q2 was good. He had time for all this, as Black threatens nothing. After this P—B4, in spite of the fixed King's Pawn, followed by doubling the Rooks on the KB file, exerting a pressure on Black's KB2.

11. . . . . P×P
12. P×P . . . .

This centre is of no value, as the KP can advance only with great difficulty.

12. . . . . Kt—R4
13. K—R2 P—KB4

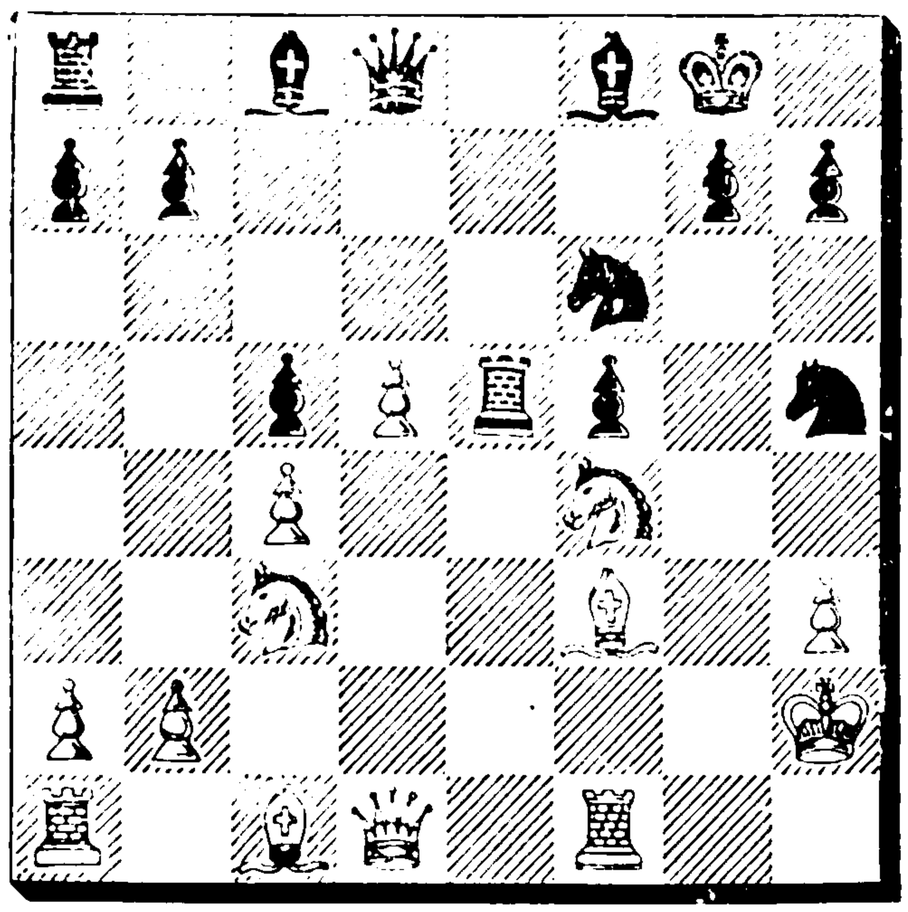
Wrenching the centre from the chain of Pawns, and opening the

lines for the KR and QB.

14. B—B3 Kt(Q2)—B3
15. P—K5 . . . .

White has a bad game. Rather than open the diagonal of Black's QB, he initiates a "swindle."

15. . . . . P×P
16. P×P R×P
17. Kt—B4 . . . .



In the hope of getting a compensating attack for the loss of the Pawn, after 17) .... Kt×Kt; 18) B×Kt, R—Ksq; 19) P—Q6.

17. . . . . Kt—Kt5ch

With excellent judgment of position, Black perceives that it is of paramount importance to remove the only Pawn that is left on White's King's side; and that his pieces are well enough mobilized to continue the attack afterwards with effect.

18. P×Kt Q—R5ch
19. K—Ktsq P×P

It is very clever, how Black attacks here and in the following moves White's temporarily exposed pieces, thus gaining time to achieve his main purpose, viz., the attack on the White King.

20. B—K4 . . . .

If 20) B—Kt2 or K2, Black would play 20) .... P—Kt6.

20. . . . . Kt—Kt6
21. Kt—Kt2 Q—R8ch
22. K—B2 Kt×R
23. Q×Kt Q—R6
24. Kt—B4 . . . .

If 24) B—B4, then 24) .... R×B.

24. . . . . Q—R5ch
25. K—Ktsq P—Kt6
26. Q—Kt2 B—KB4

Completing White's discomforture. If 27) B×B, R—K8ch.

27. B—Q2 B×B
28. Kt×B R×Kt
29. R—KBsq B—Q3
30. Kt—R3 QR—Ksq
31. B—B3 Q—Kt5
32. Q—B3 Q×Q
33. R×Q P—KR3

Resigns.

Game No. 149.

Ruy Lopez.

White: Spielmann.	Black: Rubinstein.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—KB3
5. Castles	B—K2
6. R—K	P—QKt4
7. B—Kt3	P—Q3
8. P—QB3	B—Kt5
9. P—KR3	. . . .

White has the choice between this move followed by P—Q3 and at once P—Q4, but then without P—KR3, because if B×Kt, P×B the Pawn on KR3 is weak; on KR2, however, a strong piece of defence.

9. . . . . B—R4
10. P—Q3 Castles
11. QKt—Q2 P—Q4
12. P×P Kt×P
13. Kt—B B—B3
14. P—KKt4 . . . .

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Pawn. After 52) R—K3, R—Kt2; 53) R—Q3, R—Kt7ch; 54) K—K3, R—R7 White would be in "Zugzwang."

52.	. . . .	K×P
53.	P—QR4	R—R2
54.	R—R3	R—R4
55.	R—R	K—B5
56.	K—K3	P—Q5ch
57.	K—Q2	R—KB4
58.	K—K	K—Kt5
59.	K—K2	K—R4
60.	R—R3	R—B5
61.	R—R2	R—R5
62.	K—Q3	R×Pch
63.	K×P	R—R5ch
64.	K—Q3	R×P
65.	R—K2	R—KB5
66.	K—K3	K—Kt3
67.	R—B2	K—Kt2
68.	R—B	R—QR5
69.	R—KR	K—B3
70.	R—R7	R—R2
71.	K—K4	K—Q3
72.	K—B5	P—Kt3ch
73.	K×KtP	R×R
74.	K×R	K—K4
75.	K—Kt6	P—Kt5

Resigns.

4h 38. 4h 32.

Game No. 150.

Queen's Pawn Opening.

White: Salwe.	Black: Forgacs.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—K3	Kt—QB3
4. P—B4	P—K3
5. Kt—B3	Kt—B3
6. P—QR3	P×BP
7. B×P	P—QR3
8. o—o	B—K2
9. P×P	B×P

It would be better to exchange Queens here, as White would then derive no benefit from having Castled—the King's best place in the end game being the centre, here the square K2—and the loss of time involved in the repeated King's Bishop's moves would be neutralized.

10.	Q—K2	o—o
11.	P—QKt4	B—Q3
12.	B—Kt2	Q—K2
13.	KR—Qsq	P—QKt4
14.	B—Q3	B—Kt2
15.	Kt—K4	Kt×Kt
16.	B×Kt	P—B4
17.	B—B2	P—K4
18.	P—K4	. . . .

In analogous positions this move is mostly inferior on account of allowing Kt—Q5; but here White is sufficiently well developed to be able to resist any counter attack initiated by the said Knight's move.

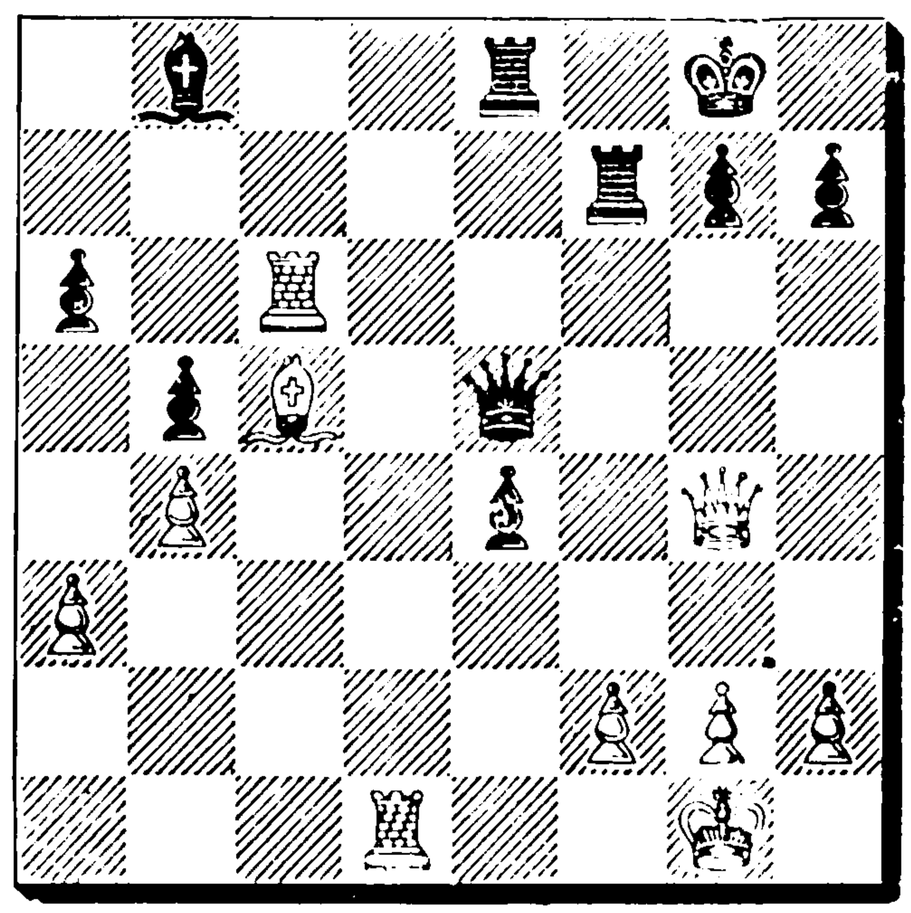
18. . . . . Kt—Q5

If 18) . . . . P—B5; 19) B—Kt3ch, Kt—Rsq; 20) B—Q5, QR—Bsq; 21) QR—Bsq, then Black's Pawn at K4 would be very much exposed.

19.	Kt×Kt	P×Kt
20.	B×QP	B×P

A mistake. Black ought to take with the Pawn, in order to exert a

Position after Black's 25th move.



pressure on White's King, and keep the White pieces away from his QB3, Q4 and QBsq. To 21) Q—Kt4 he could, in this case, reply QR—Qsq; 22) B—Kt6?, QR—Ksq, and to 21) R—Ksq, QR—Ksq, followed soon by Q—R5, with a view to provoking White into P—KKt3.

21. B×B P×B
22. Q—Kt4 R—B2

White threatened B×P.

23. QR—Bsq QR—Ksq
24. R—B6 . . . .

The want of the QB makes itself felt for Black.

24. . . . . B—Ktsq
25. B—B5 Q—K4
26. R—K6 . . . .

An elegant move, which decides the game at once.

26. . . . . Q×Pch
27. K—Bsq R(Ksq)—KBsq

If R—QBsq; 28) R—K7 and Black has no defence.

28. B×R R×B
29. R—K7 Q—R8ch
30. K—K2 Resigns

Game No 151.

King's Gambit Declined.

White: Tartakower.	Black: Schlechter.
1. P—K4	P—K4
2. P—KB4	B—B4
3. Kt—KB3	P—Q3
4. P×P	P×P
5. P—B3	Kt—KB3

The sacrifice of the KP is quite justified.

6. Kt×P o—o
7. P—Q4 B—Q3
8. Kt—KB3 . . . .

Should White defend the Pawn by 8) Kt—Q2, Black would play B×Kt, and the resulting doubled Pawn would be defenceless.

8. . . . . Kt×P
9. B—Q3 R—Ksq
10. o—o P—KR3

White's threat of B×Kt, followed by Kt—Kt5 and Q—R5, was only apparent, hence the defensive move of P—KR3 was not necessary. The right play was 10) .... Kt—Q2, followed by Kt(Q2)—B2 in reply to any developing moves of White. If then, however, 11) B×Kt, R×B; 12) Kt—Kt5, R—K2; 13) Q—R5, P—KR3; 14) Kt×P?, Q—Ksq, winning a piece for three Pawns, with a good position for attack.

11. QKt—Q2 Kt—KB3
12. Kt—B4 P—B4
13. Kt(B3)—K5 P×P

He could not play 13) .... B—K3, as 14) Kt×B, Q×Kt; 15) B×P would have broken up his King's wing.

14. Kt×P . . . .

A pretty and accurately calculated sacrifice, which, with one stroke, lays bare the damage done by Black's tenth move.

14. . . . . K×Kt
15. Q—R5ch K—Ktsq
16. R×Kt R—K8ch
17. R—Bsq R×Rch
18. B×R QB—Bsq
19. B×P Q—B3

If P×B; 20) Q—Kt6ch, B—Kt2; 21) R—Ksq, B—Q2; 22) Kt—Q6, P—Kt4; 23) B—Q3, threatening R—KBsq; if now 23) .... Q—Kt5, White mates in four, commencing R—K8ch.

20. B—Kt5 Q—B4
21. Kt—Q6 B×Kt
22. B—B4ch B—K3
23. R—KBsq Q×Rch
24. B×Q Kt—Q2
25. B—Q3 Kt—Bsq

26.	P×P	B—KB2
27.	Q—B3	Kt—K3
28.	B—K3	R—Ktsq
29.	P—KKt4	P—KKt4
30.	P—KB6	B—Bsq
31.	B—R7ch	K×B
32.	Q×Bch	Resigns
	2h	1h 46.

Game No. 152.

Four Knights' Game.

White: Snosko Borowski.	Black: Teichmann.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3
4. B—Kt5	B—Kt5
5. o—o	o—o
6. P—Q3	P—Q3
7. Kt—K2	Kt—K2
8. P—B3	B—R4
9. Kt—Kt3	Kt—Kt3
10. P—Q4	P—B3
11. B—R4	B—Kt3
12. B—K3	P—KR3
13. B—B2	R—Ksq
14. R—Ksq	Kt—Kt5
15. B—Bsq	B—K3
16. P—KR3	Kt—B3
17. Kt—B5	B—B2
18. P×P	P×P
19. B—K3	Q×Q
20. QR×Q	KR—Qsq

Drawn.

1h 23. 1h

White might have continued the game very well by B—Kt3, and tried to obtain little advantages, as, for instance, the command of the open Queen's file.

Game No. 153.

Ruy Lopez.

White: Dr. Lasker.	Black: E. Cohn.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. o—o	B—K2
5. Kt—B3	P—Q3
6. P—Q4	B—Q2
7. B—Kt5	P×P
8. Kt×P	o—o
9. B×QKt	P×B
10. Q—Q3	Kt—Kt5
11. B×B	Q×B
12. QR—Ksq	. . . .

If 12) P—B4, P—KB4; 13) QR—Ksq, P×P; 14) Kt×P, Q—R5; 15) P—KR3, Kt—B3 as given in the notes to the game Bernstein—Lasker.

12. . .	Q—R5
13. Kt—B3	Q—R4
14. P—KR3	Kt—K4
15. Kt×Kt	Q×Kt
16. P—B4	Q—B4ch
17. K—R2	B—K3
18. P—QKt3	P—B4

Here he should play P—KB3; he might then later on perhaps open the centre by P—Q4, but on the whole, he should keep on the defensive.

19. P—K5 . . . .

By this reply Black's Pawn at KB4 becomes a disagreeable blocking piece.

19. . . . . P—Q4

By this he creates still another obstruction and establishes beyond any doubt the superiority of the Knight over the Bishop. He ought to play 19) .... QR—Ksq, and reply to 20) P—KKt4?, B—Bsq. White would probably have secured the possession of the King's file by 20) R—K2, and would have had slightly the superior position, but not so decisively as in the actual game.

20. Kt—R4	Q—K2
21. Q—Q4	. . . .

Black's Queen's Bishop's Pawns now become fixed and are likewise doomed to play the miserable part of blocking pieces.

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Kt—B3); 25) Q—R4?, Q×Q; 26) B×Q, Kt×Kt; 27) B×R, Kt×B, and wins.

24. P—B5 . . . .

White is compelled to attack, in order to seek compensations. Herein he hits on the weak spot, and cleverly creates a fixed and isolated Pawn in Black's camp too. Thus the game is equalized.

24.	. . . .	Kt—Q4
25.	Q—Kt4	Q—B3
26.	P×P	Q×P
27.	Q×Q	P×Q
28.	Kt—Q3	Kt—B2
29.	Kt—B4	. . . .

By 29) Kt—B5 nothing was to be accomplished; Black replies B×Kt; 30) P×B, B—Q4; 31) B—R4, R—Ksq. White must now either sacrifice his QKtP or the Bishops are exchanged and the Knight comes to Q5 into a strong position.

29.	. . . .	R—Q3
30.	R—Ksq	K—B2
31.	QR—Qsq	QR—Qsq
32.	R—KBsq	K—Ktsq
33.	QR—Ksq	B×QP
34.	B×B	R×B
35.	Kt×P	Kt×Kt
36.	B×Ktch	K—Rsq
37.	R—B7	B—Q4
38.	B×B	R(Q5)×B
39.	R(Ksq)—K7	R—KKt4
40.	R—Q7	R—QBsq
41.	R—B7	R—Qsq
42.	KR—Q7	R—Ksq
43.	R—K7	R—Qsq
44.	QR—Q7	R—QBsq
45.	R—QB7	R—Qsq
46.	KR—Q7	R—Ksq
47.	R—K7	R—Qsq
48.	QR—Q7	R—QBsq
49.	R—QB7	R—Qsq
50.	KR—Q7	R—Ksq
51.	R—K7	R—Qsq
52.	P—R4	R—Kt5
53.	KR—Q7	R—Ksq
54.	R—K7	R—Qsq
55.	QR—Q7	R—QBsq
56.	R—QB7	R—Qsq
57.	KR—Q7	R—Ksq
58.	R—K7	R—Qsq
59.	QR—Q7	R—QBsq
60.	R—QB7	R—Qsq
61.	QR—Q7	R—QBsq
62.	R—QB7	R—Qsq
63.	KR—Q7	R—Ksq
64.	R—K7	R—Qsq
65.	R—B5	P—R3
66.	R—K2	R—Q8ch
67.	K—B2	R×P

Drawn.

3h 28. 3h 19.

Game No. 155.

Caro-Kann Defence.

White:	Black:
Dr. Perlis.	Duras.
1. P—K4	P—QB3
2. P—QB4	. . . .

This only leads to an even game. The old method, 2) P—Q4, P—Q4; 3) Kt—QB3 is natural, and also stronger.

2.	. . . .	P—Q4
3.	KP×P	P×P
4.	P—Q4	Kt—KB3
5.	Kt—QB3	Kt—B3
6.	B—K3	P—K3
7.	Kt—B3	B—Q3

Black quite correctly places his pieces in such a position so as to enable him to play P—K4.

8. B—KKt5 Q—R4

The Queen has little prospect here of doing any good. Black would do best to Castle here; he need not have been afraid of losing the Queen's Pawn: e. g. 8) .... o—o; 9) P×P, P×P; 10) Kt×P?, Q—Ksqch; 11) Kt—K3, B—Kt5ch; or 10) B×Kt, Q×B; 11) Kt×P, Q—K3ch; 12) Kt—K3, B—Kt5ch: in both cases

with a fierce attack, more than compensating for the loss of a Pawn.

9. B×Kt P×B
10. P×P P×P
11. Q—Kt3 . . . .

With this move, White gives his advantage away, as Queens are exchanged now and the Black King is in a good position. White ought to play B—K2 and Castles. After that, he had good prospects of an effective attack on Black's King; the more so as Black's Pawns also would become excellent objects of attack, and, therefore, combined attacks would be possible.

11. . . . . Q—Kt5
12. Q×Q Kt×Q
13. B—Kt5ch K—Bsq
14. o—o B—K3
15. KR—Qsq R—Bsq
16. B—R4 Kt—B3
17. B—Kt3 Kt—K2
18. Kt—Q2 K—Kt2
19. Kt—Bsq KR—Qsq
20. Kt—K3 B—Ktsq
21. Kt—R4 P—Kt3
22. P—Kt3 Kt—B4

The Knight stands well on K2, both for defence and attack, and Black should avoid its being exchanged. First 22) .... P—B4, then a safety move like K—B3 (Kt—Ktsq would be met by B—B2), was more conforming to the situation, which is not at all favorable for Black.

23. Kt—B3 Kt—K2

Black perceives that the exchange of Knights would mean certain death to his doubled Pawn, as White's Rocks could be doubled on the open KB file.

24. QR—Bsq P—B4
25. P—B4 . . . .

To 25) Kt—K2 Black could not reply P—B5, as after Kt×P, B×P; P×B, it would not at all be easy to recover the lost Pawn. White might, therefore, have developed his King at leisure, and kept the position plastic, instead, as he does, of ruining its capabilities of development by blocking the Pawns.

25. . . . . P—KR4
26. P—KR4 R—B2
27. Kt—K2 Kt—Ktsq
28. R×R B×R
29. R—QBsq B—Ktsq
30. B—B2 K—Kt3
31. B—Q3 Kt—B3
32. K—Kt2 Kt—K5
33. Kt—Ktsq P—B3
34. R—B6 R—Ksq
35. R—B2 K—B2
36. Kt—K2 K—K2
37. Kt—B3 K—Q3
38. Kt—Kt5ch K—Q2
39. Kt—B3 R—Ktsq

He could accomplish the draw by K—Q3. His attempt of winning is unjustified, as the Queen's Pawn falls.

40. B×Kt BP×B
41. Kt(B3)×QP B×Kt
42. Kt×B K—K3
43. Kt—B3 B×P
44. Kt×P P—B4
45. R—K2 B—Ktsq
46. Kt—Kt5ch K—Q4
47. R—KB2 R—KBsq
48. R—Q2 . . . .

Here he had the opportunity of developing his King to B3. In reply to 48) .... P—B5, he could then reply P—KKt4, and the resulting passed KRP would become dangerous. Otherwise he could play to win the KBP or KRP.

48. . . . . P—B5
49. R—KB2 B—Q3
50. Kt—R3 P×P
51. R×R B×R
52. Kt—B4ch K—K5
53. Kt×P K×P
54. Kt—B4 . . . .

White has no chance of winning; if, for instance, 54) Kt×P, K—Q6; 55) K—B3, K—B7; 56) P—Kt3, K—Kt7; 57) Kt—B5, K×P; 58) Kt

—Q4, P—R4, and it is Black who has prospects of winning.

54. . . . . B—Q3
55. Kt—Kt6 K—K5
56. Kt—R8 B—K4
57. Kt—B7 B×P
58. K×P K—Q6
59. P—R5 B—Kt2
60. P—R6 B×P
61. Kt×P P—Kt4
62. Kt—B5 K—B6
63. K—B3 P—R4
64. K—K2 P—R5
65. K—Qsq K—Kt7
66. Kt—Q4 P—Kt5
67. Kt—B2 Drawn

4h 35. 4h 20.

Game No. 156.

Queen's Gambit Declined.

White: Burn.	Black: Mieses.
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—QB4
4. P—K3	Kt—KB3
5. Kt—B3	Kt—B3
6. B—Q3	P—QR3
7. o—o	P×QP
8. KP×P	P×P
9. B×P	P—QKt4
10. B—Kt3	Kt—QR4

Black dare not allow P—Q5, as long as his King is still in the centre.

11. B—B2 B—Kt2
12. R—Ksq B—Kt5
13. B—Kt5 . . . .

Now that the QKtP is blocked, was the time to attack it, in order to bring the QR into action. After 13) P—QR4, o—o; 14) P×P, P×P White would be well developed and Black's QKtP and KRP would become objects of attack. For this reason Black's last move was not as good as B—K2.

13. . . . . Kt—B5
14. Q—K2 . . . .

If Q—Bsq, R—Bsq might follow, threatening Kt×P; this move would also be strong against B—Bsq, and R—Ktsq would be answered by Kt×P at once. White now begins to complicate matters, in order to make an attempt of saving himself.

14. . . . . Kt×P
15. Kt—K4 B×R
16. R×B Kt—B5
17. Kt—K5 R—QBsq

By Kt—Q3 Black could have repulsed the attack. After Kt×Ktch, P×Kt; Kt×P, K×P neither Q×Pch (K—Kt2) nor Q—R5ch (K—K2) would lead to anything. After the text the sacrifice is correct and leads to a draw.

18. Kt×P K×Kt
19. Kt×Kt P×Kt
20. Q×Pch . . . .

But now he ought to play Q—R5ch. If K—K2; 21) B×Pch, K×B; 22) Q—R6ch, K—K2; 23) Q×Pch and draws by perpetual check. If 20) . . . . K—Ktsq, 21) B—R6 White's position would be good enough to play to win. If 20) . . . . K—Bsq; 21) Q—R6ch, K—Ksq?; 22) R×Pch, K—Q2; 23) B—B5 Black would stand on a volcano.

20. . . . . K—Kt2
21. B—KR4 R—Ksq
22. Q—Kt4ch K—Bsq
23. R—KBsq R—B2
24. Q—B4 R—Kt2
25. P—B3 R—K7
26. R—B2 R—K8ch
27. R—Bsq R×Rch
28. K×R K—B2
29. B—KKt3 Q—K2
30. K—B2 B—Q4
31. B—B5 Kt—Kt3
32. Q—Kt8 Kt—B5
33. Q—B4 Q—Qsq

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16. . . . . P—QKt4
17. P×P B×P
18. KR—QBsq R×R

It was far better to maintain the QB file by KR—Bsq. There seems to be no compensation for giving up the open file.

19. Kt×R Kt—Q2
20. Q—Kt4 R—Ktsq
21. P—QR4 . . . .

By this White gets rid of all weak spots and prepares the ultimate result, the draw. The Bishop dare not take the Pawn, as Q×Rch would either win the Rook or mate in a few moves.

21. . . . . Q×P
22. Q×Q B×Q
23. R×Rch Kt×R
24. B×P Kt—B3
25. B—K3 B—Kt7
26. B—Bsq B—B7
27. P—B3 Kt—K4
28. K—B2 B×Kt
29. B×B Kt×Pch

After 29) . . . . B×P; 30) P—B4, B×B; 31) P×Kt, B×P; 32) P×P, P×P; 33) B—R3 Black would be a Pawn to the good with Bishops of different color, and would have still less chances than in the actual game.

30. B×Kt B×B
31. K—K3 B—B8
32. P—R4 K—Bsq
33. P—Kt4 K—Ksq
34. P—B4 B—R6
35. P—Kt5 K—Q2
36. K—Q4 K—K3
37. B—K3 B—B8
38. B—Bsq B—R3
39. B—R3 B—Kt2
40. B—Kt4 P—B3
41. B—R3 . . . .

Simply P×P would have rendered Black's task, if he wanted to win, still more difficult.

41. . . . . P—B4
42. P—K5 P×Pch
43. P×P P—B5
44. B—Kt4 B—B3
45. K—Q3 K—B4
46. B×P K—Kt5
47. K—K2 K—Kt6
48. K—Bsq B—Q4
49. K—Ktsq P—B6
50. B—B5 K×P
51. B—K3 K—Kt6
52. K—Bsq P—B7
53. B×Pch K—B5
54. K—Ktsq K×KtP
55. B—K3ch K—Kt5
56. K—R2 P—Kt4
57. P—K6 B×P
58. B—Q2 P—R3
59. B—Kt4 P—R4
60. B—K7 P—R5
61. B—Q8 K—R4
62. B—R5 K—Kt3
63. B—Q8 K—B4
64. B—K7 K—B5
65. B—Q8 K—Kt5
66. B—K7 K—R4
67. B—Kt4 B—Q4
68. B—Ksq K—Kt3
69. B—R5 K—B4
70. B—Q8 K—B5
71. B—K7 B—B3
72. B—Q8 K—Kt5
73. B—K7 K—R4
74. B—Kt4 K—R3
75. B—K7 K—Kt3
76. B—Q8 K—R4
77. B—R5 K—Kt5
78. B—Q8 B—Kt2
79. B—K7 K—B5
80. B—Q8 B—K5
81. B—K7 K—Kt5
82. B—Q8 K—R4
83. B—R5 B—B4
84. B—Kt4 B—R2
85. B—R5 K—Kt5
86. B—Q8 K—R4
87. B—R5 K—R3
88. B—Q8 B—K5
89. B—K7 K—Kt3
90. B—Q8 K—R4
91. B—R5 B—Rsq
92. B—Kt4 P—Kt5

93.	B—Ksq	K—Kt4
94.	B—Q2ch	K—B4
95.	B—Ksq	K—Kt4
96.	B—Q2ch	K—Kt3
97.	B—Ksq	K—R4
98.	B—B2	P—Kt6ch
99.	B×P	P×Pch
100.	K×P	B—R8
101.	K—R2	B—Rsq

Drawn.

3h 40. 2h 24.

Game No. 158.

Ruy Lopez.

White: Duras.	Black: Burn.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. P—Q3	P—Q3
6. P—KR3	B—K2
7. P—B4	o—o
8. B—K3	Kt—Q2
9. Kt—B3	P—B4
10. P×P	R×P
11. o—o	Kt—Bsq

According to the old and good rule, Black plays strongly for development.

12.	P—Q4	P×P
13.	Kt×P	Kt×Kt
14.	B×Kt	Kt—K3
15.	B—K3	B—B3

Up to this point Black played the game in the very best style, but here he unnecessarily endangers the position of his Rook, by hampering its mobility. Had he played B—Kt4, the Knight at K3, which commands the important squares QB4, Q5 and KB5, would have attained far greater effect by getting rid of White's QB, which counteracts his movements.

16.	B—B2	R—K4

Likewise after 16) . . . . R—QR4; 17) Kt—Q5, B×P; 18) B×Pch, the Rook would remain in a miserable plight.

17.	Kt—Q5	P—KKt3
18.	P—B4	R×B
19.	Kt×R	B—Q5
20.	Q—Ksq	Q—B3
21.	K—Rsq	B×P
22.	Kt—Q5	Q—Kt2
23.	R—QKtsq	Kt—Bsq
24.	Q—K7	B—Q5
25.	KR—Qsq	B—K3
26.	Q×Qch	B×Q
27.	Kt×P	R—Bsq
28.	Kt×B	Kt×Kt
29.	R×QP	Kt×P
30.	R×QKtP	R—Ksq
31.	R(Q6)—Q7	B—Bsq
32.	P—B5	R—K8ch
33.	K—R2	B×P
34.	B—Kt3ch	Kt—K3
35.	R—Kt8ch	B—Bsq
36.	R(Q7)—Q8	Resigns

1h 16. 2h 5.

Game No. 159.

Queen's Pawn Opening.

White: Dus-Chotimirski.	Black: Dr. Perlis.
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—K3	Kt—QB3
4. P—B4	P—K3
5. P—QR3	Kt—B3
6. P×BP	B×P
7. P—QKt4	B—Q3
8. B—Kt2	o—o
9. QKt—Q2	Q—K2
10. B—Q3	P—QR4

There does not seem to be a reason why he should not play R—Qsq and P—K4, developing his game quickly.

Against the advance P—QR4 there is mainly this to be said, that, theoretically, an attack of two Pawns against three must be a failure, while at the same time, no special motive appears to exist which would justify it here.

11. P—B5 B—B2
12. P—Kt5 Kt—Ktsq
13. Q—B2 QKt—Q2
14. QR—Bsq P—K4
15. P—K4 . . . .

As he has not Castled yet and is, therefore, weaker in the centre, he ought to yield to the pressure there; the right move was B—K2. His advantage consists of the two advanced posts QKt5 and QB5; and he should not try to play the leading part in the centre too.

15. . . . . P×P

Black might have kept the tension, as the white King's Pawn cannot get away for the time being. P—QKt3 was good play: after 10) P—B6, Kt—B4 White's KP would be attacked, and 17) P×P would not do on account of 17) .... P—K5; 18) B×Kt, P×B; 19) B×P, P—B4. Consequently White would have to play 16) P×KtP and Black would have got rid of all the difficulties on his Queen's side with one stroke . The following may serve as an example: 15) . . . . P—QKt3; 16) P×KtP, B×P; 17) P×P, P—K5; 18) B×P, Kt×P; 19) Q×P, Q×Qch; 20) Kt×Q, R—Ksq. After Black has missed this opportunity, White again obtains a strong game.

16. QKt×P Kt×Kt
17. B×Kt Kt—B3
18. o—o Kt×B
19. Q×Kt P—B3

If 19) . . . . P—B4, 20) Q—Q5ch, B—K3; 21) Q×KtP, P—K5; 22) Kt—K5.

20. P—QR4 R—Qsq
21. KR—Qsq R×Rch
22. R×R R—Ktsq
23. P—Kt6 B—Qsq
24. R—Q6 . . . .

White could here decide the game at once by 24) Kt×P, P×Kt; 25) Q×KP, threatening Q×R and R×Bch. If Black does not take the Knight, he has nothing better than B—K3, after which White should win by 25) Kt—B4, etc.

24. . . . . B—K3
25. P—R3 . . . .

If now 25) Kt×P, P×Kt; 26) Q×KP, B—Kt6; 27) R×Bch, R×R; and the White King has no flight-square on the second row.

25. . . . . Q—KB2
26. Kt—Q4 B—Q2
27. Kt—B5 B×Kt
28. Q×B Q—Kt6
29. Q—Q3 . . . .

The white Queen is in a remarkably strong position, being able to operate both against Black's King and the little mobile black pieces. Under no circumstances should White, therefore, have exchanged Queens. R—Q7 instead was advisable. After Q×KtP or Q×RP White would mate in two by Q—K6ch; and White would threaten B×KP, with a winning game.

29. . . . . Q×Q
30. R×Q B—K2
31. B—R3 R—Qsq
32. R—QKt3 . . . .

R×Rch would not have won, e. g.: 32) R×Rch, B×R; 33) P—B6, (if this is not done at once, the black King reaches Q4, and the advance is impossible, the Pawn falling in the end) B×P; (wrong would be P×P, as the square QB3 is wanted for the King); 34) P×P, B—B2; 35) B—B5, B—Ktsq; 36) B—Kt6, K—B2; 37) B×P, K—K3; 38) B—Q2; K—Q2; 39) P—R5, K—B3; 40) P—R6, K—Kt3 and Black is just in time.

32. . . . . K—B2
33. K—Bsq K—K3
34. K—K2 K—Q2
35. R—Kt5 R—QRsq

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29. R—B2 P—B3
30. Kt—Ksq B—Kt5
31. Kt—Q3 B×B
32. R×B Drawn
2h 8. 1h 46.
Drawn.

Game No. 161.

Ruy Lopez.

White: Teichmann.	Black: Speijer.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. Castles	B—K2
5. Kt—B3	P—Q3
6. P—Q4	Kt—Q2
7. Kt—K2	. . . .

This move appears to me sickled by the paleness of thought. The Kt has an excellent place on QB3; for the manœuvre Kt—K2—Kt3 there is no sufficient motive nor does it yield any advantage in this game. Better 7) B—K3, Castles; 8) Q—Q2 and to occupy the centre by the Rooks. Should Black play P—KB4, the Pawn is captured and the open lines are an advantage for White.

7. . . . . B—B3
8. P— B3 Castles
9. Kt—Kt3 Kt—KKt3
10. Kt—R5 Kt—Kt3
11. P—KR3 B—K2
12. R—K P—QB3
13. B—Q3 R—K
14. Kt—Kt3 Q—B2
15. Kt—B5 B—B3

Up to this point Black has manœuvered well but at this juncture B—B would be more to the purpose. The point Q3 would then remain safe. It is true that the Bishop on KB would obstruct the Kt on Q2 which aims at K3, but it seems to me that the Kt on Q2 belongs to QKt3 where it supports P—Q4.

16. B—B2 Kt (Q2)—B
17. P—KKt4 B—K3

At first sight Kt—K3 seems to be strong, but P—KR4 follows and whichever Kt may occupy KB5 the other one which supports it can be driven away, the Kt on B5 will then be beaten and the double Pawn thus arising would be ugly.

18. P—KR4 Kt—Q2
19. P—R5 Kt(Kt3)—B
20. K—R B—K2
21. R—KKt Kt—QKt3

The counterstroke P—Q4 would fail on account of 22) P×KP, Kt×P; 23) B—B4, P—KB3; 24) P—Kt5 whereupon the attack of White would gain immensely by the pressure on KB6.

22. Q—KB Kt(B)—Q2

He should initiate a counter-attack at any price. 22) P×QP; 23) P×P, P—Q4; 24) P—K5, P—QB4 and he can operate upon the QB file.

23. P—Kt5 Kt—KB
24. Q—Kt2 B—Q
25. Kt(B3) P—Q4
R4
26. P×KP . . . .

P—Kt6 was tempting but Black would have replied BP×P; 27) RP×P, P—KR3; 28) B×P, P×QP; 29) BP×P, P×P; 30) B×KP, B—Q4 and though White would have gained a Pawn his position would be insecure and his attack would have been beaten off.

26. . . . . B×Kt
27. Kt×B Q×P
28. P—KB4 Q—K3
29. P—K5 B—B2
30. P—R6 . . . .

It is remarkable that White here permits his attack to be ended by the blocking of the Pawns only to win the exchange which in blocked posi-

tions is hard to utilize. Had he first developed his pieces the game would have won itself. For instance, 30) P—QKt3, Kt(Kt3)—Q2; 31) B—Q2, B—Kt3; 32) R—KB, Kt—B4; 33) QR—K and then perhaps Kt—Q4 followed by P—B5; or else 34) Kt—R6ch, P—KB5 Kt—Kt4; or still further preparations, such as B—B or R—B3. The final inroad would then have come, perhaps by P—Kt6, with deadly certainty and force.

30.	. . . .	P—Kt3
31.	Kt—Kt7	Q—Q2
32.	Kt×R	R×Kt
33.	P—QKt3	Kt—B
34.	R—Q	B—Kt3
35.	K—R2	Kt—K2
36.	Q—R3	Kt—K3

Was here not Q—K3 in place? Because, if White then exchanged Queens, the Pawn would have recaptured and the KBP would have been an ugly obstruction.

37.	P—R4	Q—B2
38.	R—K	P—Q5
39.	P—QB4	P—QB4
40.	Q—Kt3	Q—Q2
41.	B—K4	Kt—B4
42.	B×Kt	P×B
43.	P—R5	B—B2
44.	Q—Q3	Kt—Q
45.	B—Q2	Kt—B3
46.	Q—KB3	Q—K3
47.	K—Kt2	B—Q
48.	Q—Q5	B—K2
49.	Q×Q	P×Q
50.	K—B3	K—B2
51.	K—K2	K—Kt3
52.	K—Q3	R—QB
53.	R—R4	R—Q
54.	R—QB	Kt—Kt

He parries therewith the menace 55) P—Kt4, P×P; 56) P—B5, whereupon the Pawns of Black would fall. If White now undertakes this manœuvre the Kt shall go via QR3 to B4.

55.	R(R4)—R	R—Q2
56.	R(R)—Kt	Kt—R3
57.	R—Kt2	R—B2
58.	K—K2	R—Q2
59.	K—Q3	R—QB2
60.	K—K2	R—Q2
61.	K—B3	R—QB2
62.	K—K2	R—Q2
63.	R—Q	B—B
64.	K—Q3	B—K2
65.	R—QR	B—B
66.	R(R)—QKt	K—R4
67.	R—Rch	K—Kt3
68.	R—R3	B—K2
69.	R—R	B—B
70.	R—KKt	B—K2
71.	R(Kt)—Kt	K—R4

If Black would have further proceeded with B—B what else could White have undertaken but the sacrifice P—QKt4? It is true he would probably have won thereby in the end, because then the Pawn Q4 falls and the White Rook, getting on the 7th file decides the combat.

72.	P—Kt6	K×RP
73.	P×P	K×P
74.	R—Kt	B—B
75.	B—K	B—R3
76.	R—R2	R—Kt2
77.	R(Kt)—R	R—Kt3
78.	B—R4	Kt—Kt5ch
79.	K—K2	K—Kt
80.	B—B6	R×B
81.	R×B	. . . .

This wins too, but P×R, B×P. R—R7 would mate him in a few moves.

Black resigns.

4h 55. 4h 39.

Game No. 162.

Philidor's Defence.

White: Schlechter.	Black: Snosko-Borowski.
1. P—K4	P—K4
2. Kt—KB3	P—Q3
3. P—Q4	Kt—Q2
4. B—QB4	P—QB3
5. P—B3	. . . .

Here immediate attack is advisable: 5) Kt—Kt5, Kt—R3; 6) P—KB4, B—K2; 7) Kt—KB3.

5.	B—K2

A gross blunder, as the sequel shows. KKt—B3 must be played first.

6. Q—Kt3	KKt—B3
7. B×Pch	K—Bsq
8. Kt—Kt5	Kt—Kt3
9. P×P	KKt—Q4

If 9) . . . . P×P; 10) B—Kt6, KKt—Q4; 11) Kt—B7.

10. Kt—K6ch	B×Kt
11. B×B	Kt—B2
12. o—o	P—Q4

Thus he perishes without fight. It was better to make sure of one Pawn by P×P. After 13) P—KB4, B—B4ch; 14) K—Rsq, Q—Q6 he would still be able to develop his forces.

13. P×P	P×P
14. B—R3	B—B4
15. Kt—Q2	Q—K2
16. Kt—B3	Kt—K3
17. Q—Kt5	P—QR3
18. Q—Q3	R—Ksq
19. P—QKt4	Resigns
oh 50.	1h 12.

Game No. 163.

French Defence.

White: Forgacs.	Black: Tartakower.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. Kt—QB3	Kt—KB3
4. B—Kt5	B—K2
5. P—K5	Kt—K5

This move is inferior to KKt—Q2 for two reasons. Firstly, White gains a move by attacking the Queen, which gets into an exposed position through the exchange at KKt4, and secondly, the white QKt, which prevents the move P—QB3, that is necessary against Black's P—QB4, is enabled to give this square free without loss of time.

6. Kt×Kt	. . . .

By 6) B×B, Kt×Kt White would gain nothing.

6.	B×B

If 6) . . . . P×Kt; 7) B×B, Q×B; 8) P—QB3, o—o; 9) Q—Kt4, P—KB4; 10) P×P e. p., Q×P; 11) Q—Kt3, Kt—B3; 12) B—Kt5 Black's KP remains very weak.

7. Kt×B	Q×Kt
8. P—KKt3	. . . .

I take Kt—B3 to be the logical continuation, as Black is weak on the black squares in the centre, and White's Pieces should therefore be developed quickly there. In support and explanation of my opinion I give the following—merely hypothetical line of play: 8) Kt—B3, Q—K2; 9) P—B3, P—QB4; 10) P×P, Q×P; 11) B—Q3, Kt—B3; 12) Q—B2, P—KR3; 13) o—o, o—o; 14) P—QKt4, Q—Kt3; 15) P—Kt5, Kt—K2; 16) Kt—Q4, B—Q2; 17) P—KB4, QR—Bsq; 20) R—B3, R—B2; 21) P—KKt4, KR—Bsq; 22) Q—Q2, Q—R4; 23) R—QBsq, K—Rsq; 24) B—Bsq, P—QR3; 25) P—B5, P×KtP; 26) P—B6, Kt—Kt3; 27) R—KR3 followed by P—Kt5.

8.	P—QB4

Black would do better to let White have his way, and develop by B—Q2, Kt—B3 and o—o—o.

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the game; e. g.: 11) Kt—K4, Kt—Q2; 12) R—Bsq, P—KB4; 13) Kt—B5, Kt×Kt; 14) P×Kt, B—Q4. Now the Bishop can no more be driven away from Q4 by P—K4; that is the essential difference as against the continuation 10) .... B×B.

11.	Kt—K2	Kt—Q2
12.	Q—B2	P—QB4

Up to here Black has manœuvred very well; but now he ought to render White's next move more difficult. The attack on QB2 was easily parried by B—Q3; therefore he should let this Pawn take care of itself. Better was P—KB4; then, if 13) P—K4, P×P, 14) B×P, B×B; 15) Q×B, o—o, and Black, by such moves as Kt—B3, B—Q3, and K—Rsq, would succeed in establishing a safe and at the same time aggressive position.

13.	B—K4	Q—B2
14.	B×B	Q×B
15.	o—o	R—QBsq
16.	KR—Bsq	o—o
17.	Q—Q3	KR—Qsq
18.	Q—Kt3	P×P

He could not consolidate his Pawns by P—QR4. There was nothing more important to do, and this exchange of Pawns might well have waited.

19.	P×P	Kt—Kt3
20.	Kt—B4	Q—K5

P—QR4 was still indicated, to secure the position of the Knight at Kt3. The Queen's move only drives the Knight to a better square and exposes the Queen to attacks.

21.	Kt—Q3	Kt—Q4
22.	Kt—B5	B×Kt
23.	P×B	K—Rsq

Black's play is most inconsistent. If he intended, by this, to initiate an attack on the open KKt file (which, however, would have no prospects), why did he not play R—KKtsq afterwards? If, however, he intended an advance in the centre, why not Kt—B5, threatening a good many things? That then Q—Q6 would have been a strong reply to 24) R—B4, was obvious (25) Q×P?, Kt—K7ch, followed by Kt—Kt6ch, or 25) .... R—QKtsq).

24.	K—B4	Q—Kt3
25.	P—R5	R—B2
26.	P—Kt3	KR—QBsq
27.	QR—QBsq	Q—R3
28.	R(Bsq)—B2	Q—Q3
29.	P—B6	Q—Bsq
30.	Kt—Q4	P—K4

It was careless to allow the Knight the square B5. Kt—K2 would have led to the exchange of the QKtP for the QBP. Perhaps Black was here pressed for time.

31.	Kt—B5	Q—K3
32.	Q—KB3	R×P

A most careless move, which certainly cannot be explained by time pressure, as the critical moment of the 30th move was past. After 32) .... Kt—K2 it was doubtful whether White could win; at all events, winning would have been a very difficult matter.

33.	R×R	R×R
34.	Q—Kt4	Resigns
	2h 21.	2h 11.

Game No. 165.

Two Knights' Defence.

	White:	Black:
v.	Freymann.	Spielmann.
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	B—B4	Kt—B3
4.	P—Q4	P×P
5.	o—o	B—B4
6.	P—K5	P—Q4

7. B—QKt5 Kt—K5
8. Kt×P B—Q2

With 8) .... B×Kt; 9) Q×B, o—o; 10) B×Kt, P×B, the game would be of a drawish character.

9. Kt—Kt3 B—Kt3

Black's play here is quite unintelligible. 9) .... Kt—K2 was the obvions move, by which Black would have got rid of the difficulties; e. g.: 10) B—Q3, B—Kt3; 11) B×Kt, P×B; 12) Kt—QB3, B—B3; 13) Q—K2, and White wins the King's Pawn but temporarily; 13) .... Kt—Kt3; 14) Kt×P, Q—Q4; or 14) KR—Qsq, Q—Bsq; 15) Kt×P, Q—B4; 16) Kt—Kt3, Q×P; 17) Q×Q, Kt×Q; 18) R—Ksq, P—KB3; 19) B—KB4, o—o and Black has a good game.

10. Q×P Kt×BP

Desperation. But 10) Kt—Kt4, 11) Kt—B3, Kt—K3; 12) K—Rsq, o—o; 13) P—B4, B—Ksq did not offer any better prospects.

11. R×Kt B×Rch
12. K×B Q—R5ch
13. K—Ktsq Q—K8ch
14. B—Bsq B—K3
15. Q—Q2 Q×P
16. Kt—B3 B—B4
17. Q—B2 o—o—O
18. B—KB4 Q—B3
19. B—QKt5 Kt—Q5
20. R—Ksq Kt×Kt
21. RP×Kt . . . .

If 21) Q×RP, then 21) .... Q—Q5ch.

21. . . . . P—QR3
22. B—B4 B—K3
23. B×B P×B
24. Q—K3 Q—Q5

Drawn.

1h 40. 1h 30.

White ought to have played to win by 25) Q×Q, R×Q; 26) B—K3, R—Q2; 27) K—B2, R—Bsqch; 28) K—K2. The White pieces can be posted safely and effectively on the K file, and the superiority of the piece would assert itself in the end.

Game No. 166.

Queen's Pawn Opening.

White: Dr. Bernstein. Black: Mieses.

1. P—Q4 P—Q4
2. P—QB4 P—K3
3. Kt—KB3 P—QB4
4. Kt—B3 P×QP

In the game Lasker-v. Freymann, Black played here 4) .... Kt—QB3; 5) B—B4, P×QP, and obtained a good game.

5. Kt×P (Q4) Kt—KB3
6. P—K3 . . . .

The following continuation deserves consideration here: 6) B—Kt5, B—K2; 7) P×P, Kt×P; 8) B×B, Kt×B?; 9) Kt(Q4)—Kt5, or 8) .... Q×B; 9) Kt×Kt, P×Kt; 10) P—K3. The isolated QP appears to be weak.

6. . . P—QR3
7. Q—R4ch B—Q2
8. Q—Kt3 Kt—B3
9. P×P . . . .

If Q×P, Kt—QKt5; 10) P—QR3, R—Ktsq; 11) Q—R7, R—Rsq and draws.

9. . . . . P×P
10. B—K2 . . . .

If 10) Kt×P, Kt×Kt; 11) P×Kt (better Kt×Ktch), Kt×Kt; 13) Q×Kt, B—Kt5ch; 14) B—Q2, B×Bch; 15) K×B, o—o, the extra Pawn would be no equivalent for the bad position of the King.

10. . . . . B—QB4
11. o—o Kt×Kt

12. P×Kt B×P
13. Q×P o—o

In the sacrifice of the QP there is now no point. He ought, therefore, either to have taken the Knight and Castled, or continued with 13) .... Q—Bsq; 14) Q—Kt4, Q—B4. In both cases he would have been able to equalize the game. But now White opens the KB file, and evolves a pretty attack, which culminates in the gain of the QRP.

14. Kt×P R—R2
15. Q—Kt4 B×Pch
16. R×B Kt×Kt
17. Q—Q4 Q—Rsq
18. P—QKt3 B—K3
19. B—Kt2 P—B3
20. B—B4 R—Q2
21. Q—K4 B—B2

If 21) .... R—Ksq; 22) B—Q3, P—B4; 23) Q—K5.

22. B—Q3 B—Kt3
23. Q—K6ch R(Bsq)—B2
24. B—B4 . . . .

Threatening R—Qsq.

24. . . . . K—Rsq

If now 25) R—Qsq, then 25) .... R(B2)—K2.

25. Q×RP Q—Qsq
26. QR—Ksq R—R2
27. Q—Kt5 . . . .

Here White clearly relaxes his efforts. Why not Q—B6? If 27) ... Kt—Kt5; 28) Q—B5, R—QB2; 29) Q—K3, or 27) .... R(B2)—Q2; 28) B×Kt, R×B; 29) R×BP, R×RP?; 30) R×B.

27. . . . . R(B2)—Q2
28. B×Kt . . . .

White must give up one of the two fine Bishops. If 28) P—QR3 Black would reply 28) .... R—R4; 29) Q—B6, R—Q3; 30) Q—Kt7, R—Q2, etc.

28. . . . . R×B
29. Q—B4 B—B2

29) .... R×P?; 30) B×P.

30. Q—QKt4 R—Q3
31. R(B2)—K2 R(R2)—Q2
32. B—Q4 P—R3

32) .... R×B?; 33) R—K8ch.

33. B—B2 B—R4
34. R—K6 R—Q7
35. P—QR4 B—B2
36. R(K6)—K3 . . . .

If 36) R(K6)—K2, R×R; 37) R×R, R—Q8ch, followed by Q—Q4.

36. . . . . R—Kt7
37. Q—Kt5 R—Q8
38. P—R5 R×Rch
39. R×R . . . .

If 39) B×R, Black plays 39) .... Q—Rsq with effect.

39. . . . . Q—Q7
40. Q—QB5 R—B7
41. Q—Kt6 R—B8
42. Q—Kt8ch K—R2
43. Q—KKt3 B×P
44. P—R6 B—Q4
45. P—R7 R×Rch
46. B×R Q—Q4ch

His Queen was better posted than White's. Why not Q—B7 and —K5?

47. Q—B2 Q×Qch
48. K×Q P—Kt4
49. P—Kt3 P—R4
50. K—K3 K—Kt3
51. K—Q4 B—Rsq
52. K—B5 K—B4
53. K—Q6 K—Kt3

If 53) .... K—Kt5; 54) K—K6, P—B4; 55) P—R3ch, K×P; 56) K×P, P—Kt5 (not P—R5 on account of P—Kt4); 57) K—Kt5, B—B6; 58) K×P, K—Kt7; 59) K—Kt5, K—B8. Now, wherever the Bishop may move on the diagonal Ksq—R5, Black always wins a move on his way to KKt7 by attacking it, and will thus be able to draw.

54. K—B7 K—B4
55. K—Kt8 B—Q4
56. B—B3 P—R5
57. P×P P×P
58. P—R8Q B×Qch
59. K×B K—Kt4

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41. P×QBP P×P
42. P×P R×P
43. P—B6 R—R5ch
44. K—Kt3 R—Rsq
45. P—B7 R—QBsq
46. R—QB4 P—B4
47. R—QKt2 Resigns
2h 4. 2h 4.

Game No. 168.

French Defence.

White: Tartakower.	Black: Rubinstein.
1. P—K4	P—K3
2. P—QB4	P—Q4
3. KP×P	P×P
4. P—Q4	Kt—KB3
5. Kt—KB3	B—K2
6. B—K2	o—o
7. o—o	P×P

So far Black has applied the right strategy to refute White's 2nd move. But here he strikes too soon. He ought to have played instead 7) .... B—K3, a very useful move, which develops and attacks at the same time. If 8) P×P, Kt×P the isolated Pawn is at once stopped by a Piece in front; and if 8) Q—Kt3, P×P, 9) Q×KtP, B—Q4; 10) Q—Kt5, P—B3; 11) Q—R4, QKt—Q2; 12) Kt—B3, Kt—Kt3; 13) Q—B2, P—QR4 followed soon by P—R5. On the other hand 9) B×P, B×B; 10) Q×B, QKt—Q2; 11) Kt—B3, Kt—Kt3; 12) Q—Kt3, Kt(B3)—Q4; 13) KR—Ksq, P—QB3; Black has a strong and safe game.

8. B×P QKt—Q2
9. Kt—B3 Kt—Kt3
10. B—Kt3 B—KKt5
11. P—KR3 B—R4
12. P—KKt4 B—Kt3
13. Kt—K5 . . . .

The advance of the Pawns, in conjunction with this move is bold, but sound strategy. White is sufficiently well developed to forego the shelter of the Pawns. On the other hand, he gains in mobility by driving the Bishop back.

13. . . . . P—B4
14. Kt×B RP×Kt
15. P×P B×P

If Black exchange Queens here by 15) .... Q×Q, White would win a Pawn by 16) B×Q, B×P; 17) B—B3.

16. Q—B3 Q—B2
17. B—KB4 Q—B3
18. Q×Q P×Q
19. QR—Bsq B—Q5
20. Kt—K2 B×P
21. R×P QR—Bsq
22. R×R R×R
23. R—Qsq Kt—B5

Black could, apparently, drive the white KB away from QKt3 by P—QR4—5; but after 23) .... P—QR4 White would play 24) R—Ktsq and B×Pch.

24. K—Kt2 Kt—QR4
25. R—QKtsq B—R6

After 25) .... Kt×B; 26) P×Kt, B—R6; 27) R—QRsq, B—B4; 28) B—K3, B×B; 29) P×B, R—B2; 30) Kt—Q4 White would have the superior position.

26. B—K3 R—B2
27. P—Kt5 Kt—Ksq
28. B—Q5 . . . .

The way in which White saves his KB from being exchanged, is very pretty.

28. . . . . B—B4
29. R—Kt8 K—Bsq
30. B—KB4 R—Q2
31. B—B3 B—Q3
32. R—R8 . . . .

Here R—B8 was stronger. Only this once White, whose conduct of this game so far was both ingenious and sound, committed an error. The circumvention of the Knight at R4

was worth more than the attack on the RP. The continuation might have been: 32) R—B8, K—K2?, 33) B—Q2, Kt—Kt2; 34) B—B6 and wins; or 32) .... B×B; 33) Kt×B, R—B2; 34) R—R8, Kt—B5; 35) Kt—Q5, R—Q2 and Black would have no more moves left, e. g.: 36) K—Kt3, Kt—K4; 37) B—K4, Kt—B5; 38) K—B4, Kt—Q7; 39) P—KR4. White would now win by playing the QRP to R6, the Rook to QKt8, the King via K5, Q4 to QB5, and ultimately bringing the KB into play at QR4 or QKt5.

32.	. . . .	Kt—B5
33.	B×Bch	Kt×B
34.	Kt—Q4	R—B2
35.	Kt—B6	Kt—Bsq
36.	P—QR4	Kt—Kt3
37.	R—Kt8	Kt×P
38.	Kt×P	R×Kt
39.	B—B6	K—K2
40.	R×Ktch	K—Q3
41.	B×Kt	R×B
	Drawn.	
	2h 30.	2h 30.

Game No. 169.

French Defence.

White: Snosko-Borowski.	Black: Forgacs.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. P×P	P×P
4. Kt—KB3	Kt—KB3
5. B—Q3	B—Q3
6. o—o	o—o
7. P—B3	P—B3
8. B—KKt5	B—KKt5
9. QKt—Q2	QKt—Q2
10. Q—B2	Q—B2
11. QR—Ksq	KR—Ksq
12. B—R4	B—R4
13. B—Kt3	B—Kt3
14. B×QB	RP×B
15. R×Rch	R×R
16. R—K	R×Rch
17. Kt×R	B×B
18. RP×B	Drawn
16m	3m

A game played without care or interest, such as they occur frequently at the end of a long tournament, when the result of the game cannot have an influence on the order of the prizes. In this phenomenon an interesting feature of human nature is revealed: it seems that man is capable of an effort only, if it is necessary to achieve a certain purpose.

Game No. 170.

Ruy Lopez.

White: Speijer.	Black: Schlechter.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3
5. o—o	B—K2
6. R—Ksq	P—QKt4
7. B—Kt3	P—Q3
8. P—B3	B—Kt5
9. P—Q3	. . . .

The insignificant danger of getting a doubled Pawn on the KB file, should not prevent him from the important advance in the centre by 9) P—Q4.

9.	. . . .	o—o
10.	P—QR4	. . . .

He should attack on the other wing. First 10) P—KR3, and if 10) .... B—R4, perhaps in very aggressive style 11) P—Kt4, B—Kt3; 12) P—Kt5, Kt—R4; 13) B—Q5, Q—Q2; 14) Kt—R4.

10.	. . . .	P—Kt5
11.	QKt—Q2	R—QKtsq
12.	B—B4	Q—Bsq

Here the Queen is far better placed than at Qsq, where she blocks Kt, B and R. White's 12th move was therefore unnecessary.

13. Kt—Bsq . . . .

Up to this point White had about an even game. But now he gets the worst of it. 13) P—QR5 was imperative, so as to prevent the awkwardly placed Kt at QB3 from attacking the effective, but unsafely placed KB; and also to keep the QRP at R3 as an object of attack. To 13) .... B—K3 could then reply 14) B×B followed by 15) Kt—B4.

13. . . . . Kt—QR4
14. B—R2 P×P

One might feel surprised here that Black omits to drive away the Bishop by P—Kt6, but herein Schlechter seems to have given proof of deep judgment of position, for the attempt of a blockade would miscarry in any case; suppose, for instance 14) .... P—Kt6, 15) B—Ktsq. Now the attempt of freeing the Bishop by P—Q4 and B—Q3 would be nipped in the bud by 15) .... P—B4. After this move White brings a fresh auxiliary force by 16) Kt—K3. If now 16) .... B—Q2 or —K3 White would again play 17) P—Q4; therefore 16 .... B×Kt; 17) P×B White retakes with the Pawn, in order to have as many pieces as possible available for the assault on Black's King's Pawn, which is blocking his game. Now if 17) .... KR—Qsq, then 18) Kt—B4, Q—B2; 19) R—R3 and the line of blockade will be broken; therefore 17) .... B—Qsq; 18) P—Q4, P—B5; 19) P—B4 and if 19) .... Kt—Q2, it would be already good enough to play 20) BP×P, P×P; 21) P×P, Kt×P; 22) P—B4. Thus the Pawn at K4 and with it the B at Ktsq will be freed, as Black has no time to guard his KP by P—KB3

The question arises now, whether even the temporary constraint of the White KB would not have been in Black's interest. Schlechter seems to have answered in the negative, but I beg to express the opposite opinion. This is, however, merely a question of instinctive judgment of position, which to examine carefully, would need numberless variations. The general remark, that Black should be able to take some advantage or other of the efforts, which White would have to make, does not prove anything, for in laying siege to White's position, Black would also have to place his pieces on unfavorable squares.

15. P×P B—K3
16. Kt—K3 . . . .

He would play 16) P—Q4, which gave him a centre and threatened something at the same time. Moreover he would have gained the fine place Q3 for his Queen.

16. . . . . Kt—Kt6
17. B×Kt B×B
18. Q—Q2 B—K3
19. B—R3 Q—Q2
20. P—R3 . . . .

This position in the centre is strong and, therefore, he should act there; for instance 20) Kt—K2 and P—Q4.

20. . . . . KR—Ksq
21. P—QB4 P—B4

Blocking the centre, White's QRP is an easy object of attack. Apart from the fact that White from this point does not always find the best defence, the game now proceeds quite logically. The QRP cannot be held in the long run and Black wins.

22. P—Kt4 . . . .

By this manœuvre he deprives himself of his last chance. He ought to plant the Knight at Q5. If Black captured the Knight, he would retake with the King's Pawn and might then undertake an attack on the King's side by playing K—R2, R—Qsq, Kt

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He should have played Kt—R4 first. Then if 15) B—B2, he could play P—KB3, although there was no hurry for this, as White's Pawns are still far back and do not yet threaten to advance.

15. P—KR3 . . . .

The decisive answer. Now White carries Black's King's wing by assault..

15. . . . . B—R4

If 15) .... B—K3, then 16) P×P, R×P; 17) B—Kt5, R—Kt3; 18) B—B2. If 15) .... B—KB4; 16) P—Kt4. Finally if 15) .... B—B sq; 16) P—QR4 with various threats, for instance Q—R2.

16. P—Kt4 B—B2
17. P—K6 . . . .

Every move has to be carefully timed. It was dangerous to give Black the square Q3; moreover the question had to be asked: will White be able to establish communication with the Pawn at K6 by P—KB4—5, or can Black cut off the advanced post by P—KB4?

17. . . . . B—Kt3
18. Kt—R4 Kt—R4
19. Kt×B . . . .

This exchange was necessary. By 19) B—B2, B×B; 20) Q×B, Kt—B5; 21) P—B4, Kt—Q3; 23) P—B5, Kt—K5 White would only block the lines of attack.

19. . . . . P×Kt
20. B—B2 P—KB4
21. K—Rsq B—Q3
22. P×P Q—R5
23. Q—B3 P×P
24. R—KKtsq . . . .

White now threatens B—Kt5, and also B×P, Q—B3; Q—Kt2.

24. . . . P—B5
25. R—Kt4 Q—R3
26. P—K7 B×P
27. B×P Q—K3

Black resigned before White had moved, as he saw that R×Pch would be immediately fatal.

1h 30. 2h 10.

Game No. 172.

Falkbeer Gambit.

White:	Black:
Dr. Perlis	Duras.
1. P—K4	P—K4
2. P—KB4	P—Q4
3. Kt—KB3	P×KP

Interesting is the continuation 8) .... B—KKt5. White replies 4) B—K2, B×Kt; 5) B×B, P×P; 6) o—o, P—Q5; 7) P—Q3, P—KKt4. And now might come 8) P—KKt3, Kt—QB3; 9) P×P, P×P; 10) B×P, KKt—K2. The square K4 is held by Black strongly, and it would be difficult to decide who has the better game.

4. Kt×P Kt—Q2
5. O—K2 KKt—B3
6. Kt—QB3 Kt—B4
7. P—Q3 B—Q3

He could also take: 7) .... P×P; 8) Kt×QPch, Q—K2.

8. P×P o—o
9. Kt—B3 . . . .

Development was indicated: 9) B—Q2, R—Ksq; 10) o—o—o. Then if 10) .... B×Kt, various complications would arise; for instance: 11) P×B, B—Kt5; 12) Q—K3, R×P [B×R; P×Kt]; 13) Q—KKt3, Q—K2 [13) .... R—Ksq; 14) B—R6]; 14) R—Ksq, Kt(B4)×KP; 15) Kt×Kt, R×Kt; 16) B—Q3. White has a sharp attack.

9. . . . . Kt(B4)×P

After 9) .... Kt(B3)×P the game would have been over: e. g.: 10) Kt×Kt, R—Ksq; 11) Kt—K5, B×Kt; 12) P×B, R×P; 13) Kt×

Kt, Q—R5ch; 14) P—Kt3, Q—Kt5 ch, etc.: or 10) Kt×Kt, R—Ksq 11) Kt—Kt5 [Kt—Q2, B—KB4], P—KR3, or 11) B—K3, Kt×Kt; 12) o—o—o, Q—B3. Now if he should try to save the Pawn by 13) P—K Kt3, Black might play 13) .... Kt—B6, but 13) .... B—KKt5 would suffice, for after White's only developing move 14) B—Kt2, Black would bring about the catastrophe by 14) .... Kt—B6; 15) P×Kt, B—R6ch; 16) K—Q2, QR—Qsqch; 17) K—Ksq, R×Rch; 18) K×R, Q×BP.

10. Kt×Kt R—Ksq
11. Kt×Ktch P×Kt
12. B—K3 B×P
13. B×B R×Qch
14. B×R Q—K2

Now White has R, B and Kt for Queen and Pawn, the latter being, besides, a doubled Pawn, and one expects White to win easily.

15. K—B2 . . . .

But here White relaxes. He sacrifices the mobility of his King without any necessity. P—B3 was sufficient. Then if 15) ... B—B4; 16) Kt—Q4, B—Q6; 17) o—o B×B; 18) QR—Ksq, or 16) .... B—Kt3; 17) P—QKt4, P—QR4; 18) P—Kt5, P—QB4; 19) P×P e. p. P×P; 20) o—o, P—QB4; 21) B—B3.

15. . . . . B—B4
16. P—B3 R—Ksq
17. KR—Ksq Q—B4ch
18. Kt—Q4 B—K5
19. B—B3 P—B4
20. R—K2 R—K3
21. QR—Ksq R—QKt3
22. P—QKt4 . . . .

In his fight against the Queen he ought not to have created any weak spots. Simply 22) B—QBsq, compelling the B at K5 to move, was best.

22. . . . . Q—B5
23. B×B P×B
24. R×P Q×Pch
25. R(Ksq)—K2 Q—Q4
26. P—Kt4 . . . .

Here he should play 26) R—K8ch, K—Kt2; 27) B—K5ch, P—B3; 28) Kt—B5ch, K—B2; 29) Kt—R6ch, K—Kt3; 30) B—KB4.

26. . . . . P—KR3
27. Kt—B5 K—R2
28. R—K7 Q—B5
29. R×Pch . . . .

B×P would have been sufficient. Why this violence? After this the game is very hard to win.

29. . . . . Q×R
30. R—K7 Q×R
31. Kt×Q R—K3
32. Kt—B5 . . . .

Better Kt—Q5, P—QB3; 33) Kt—K3 and playing the King over to Q3. The QRP would have been stopped easily by Kt—B4, and the QBP, which Black would have been unable to change off, would have won.

32. . . . . R—QB3
33. B—Q2 P—KR4
34. P—KKt5 . . .

And here P—KR3 was preferable.

34. . . . . P—QR4

Quite right. The less Pawns there are, the greater is the chance of the Rook.

35. P×P R—B4
36. Kt—R4 . . . .

This was his last chance. 36) Kt—Q4, R×RP; 37) P—KR4. By the central position of the Knight [whence, moreover, he could reach KB4 in the same time as from the flank], he gains time to bring the King into play; for instance: 37) ... P—QB4; 38) Kt—K6. Now Black cannot play P—Kt4, as QB4 is attacked, and if 38) .... R—R5; 39) K—Kt3, P—Kt3; 40) Kt—B4 Black's KRP would fall, and the White Pawn would march too fast.

36. . . . . R×RP
37. Kt—Kt2 R—R5

38. P—R4 P—QB4
39. Kt—B4 P—Kt4
40. K—K2 P—Kt5
41. P×P P×P
42. K—Q3 R—Rqch
43. K—B4 R—KKto
44. P—Ktoch K—Ktsq
45. B×P R—Kt5
46. B—Q6 R×RP
47. K—Q5 R×Kt

Drawn.

3h 40. 2h 53.

Game No. 173.

Ruy Lopez

White: Burn. Black: Dus-Chotimirski.

1. P—K4 P—K4
2. Kt—KB3 Kt—QB3
3. B—Kt5 P—B4
4. Kt—B3 Kt—B3
5. P—Q3 . . . .

The correct move is 5) P×P, P—K5; 6) Kt—KR4.

5. . . . . P×P
6. P×P P—Q3
7. B—Kt5 B—K2
8. Q—K2 o—o

Very risky. He might have played simply 8) .... B—K3 with quite a good position.

9. Q—B4ch K—Rsq
10. B×QKt P×B
11. Q×P R—QKtsq
12. o—o—o B—Q2
13. Q—B4 Q—Bsq
14. K—Ktsq . . . .

Useless. Simply 14) B×Kt, B×B; 15) Kt—Q5, Q—Kt2; 16) P—QKt3, B—K3; 17) Q—B3. White has a safe game with a Pawn ahead.

14. . . . . P—QR4
15. B—Bsq B—K3
16. Q—K2 P—B3
17. P—KR3 Kt—Q2
18. K—Rsq Q—Kt2
19. Kt—QR4 Kt—Kt3
20. Kt×Kt Q×Kt
21. Q—K3 Q—R3
22. KR—Ksq R—Kt5
23. Kt—Q2 KR—QKtsq
24. Kt—Ktsq Q—Kt4

Unnecessarily hampering the Rook at Kt5. The correct move was 24) .... Q—Kt2. Then, if 25) P—QKt3, P—R5; 26) P—QB3, R—Kt3; 27) P—QKt4, P—R6. Now, if the QRP be not taken, follows 20) .... P—B4, otherwise Black takes possession of the QR file. And if 24) .... Q—Kt2; 25) Q—QB3, then 25) .... B—Kt4; if 25) Q—QR3, then 25) .... P—Q4. Black would in each case have a very good game.

25. P—QKt3 P—Q4
26. P×P B×P
27. B—Kt2 B—B3
28. Q—Q3 . . . .

He might have taken the KP: 28) B×P, R—K5; 29) B×B, R×Q; 30) R×R, P×B; 31) R×B. White would have a safe game, and should win with Rook, Knight and two Pawns for the Queen.

28. . . . Q×Q
29. R×Q R—Ksq
30. R(Q3) . . . .
—K3 . . . .

If 30) B×P?, Black would win the exchange by 30) .... R—K5.

30. . . . . P—Q5
31. R(K3) R—QBsq
—K2
32. Kt—Q2 . . . .

32) P—QB3, P×BP; 33) Kt×P, K—Ktsq would have given a better chance.

32. . . . . P—R5

Why not 32) .... R×BP?

33. Kt—K4 P×P
34. RP×P P—Q6
35. P×P B—K2
36. Kt—Q2 R—Rsqch
37. K—Ktsq B—KB4

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Game No. 175.

Sicilian Defence.

White: Spielmann.	Black: Dr. Bernstein.
1. P—K4	P—QB4
2. P—Q4	P×P
3. Kt—KB3	Kt—QB3
4. Kt×P	Kt—B3
5. Kt—B3	P—Q3
6. B—K2	P—KKt3
7. B—K3	B—Kt2
8. o—o	o—o
9. Kt—Kt3	. . . .

This retreat is strong. It prevents such moves as Kt—KKt5, or Q—R4, and prepares the advance of the King's side Pawns.

9.	P—QR3
10. P—B4	P—QKt4
11. B—B3	B—Kt2
12. P—K5	. . . .

Up to this point White has treated the position quite correctly, but here he makes a miscalculation. The premature advance of the KP was useless. It would have been a sounder plan to bring his whole force into the field by Q—Q2 and QR—Qsq, and then begin operations by Kt—Q5.

12.	P×P
13. Kt—B5	Q—B2
14. Kt×B	P×P
15. B×P	Q×Kt
16. Q—K2	QR—Ksq
17. P—QR4	P—Kt5
18. Kt—Q5	Kt—Q5
19. Kt×Ktch	B×Kt
20. Q—B4	Kt×Bch
21. R×Kt	B×P
22. QR—KBsq	R—QBsq
23. Q—Kt3	B—Q5ch
24. K—Rsq	R—B6
25. R×R	B×R

Resigns

1h 25. 1h 15.