

THE CHESS-PLAYER.

All communications for this department should be addressed to "J. E. P. O. Box 2546, San Francisco, Cal." Original problems, games, and correspondence on Chess matters solicited.

Problem 182.—By W. R. Coe.

First Prize in the Weekly Echo (England) Tourney.

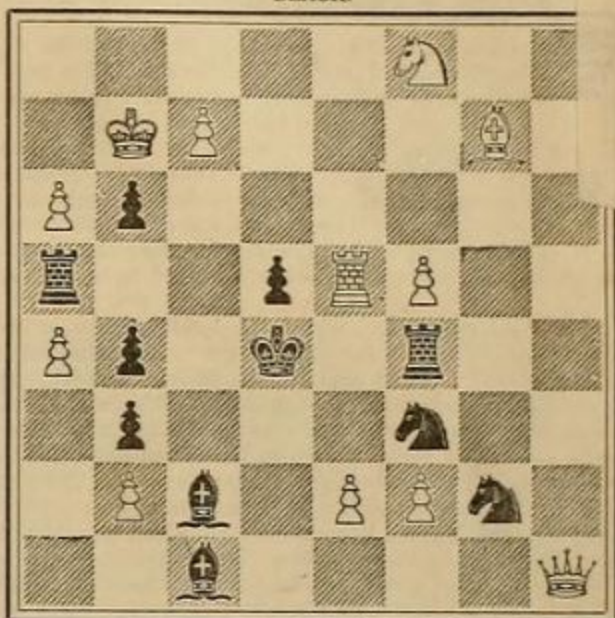
WHITE—King at QR6; Queen at K sq; Rooks at Q4, QKt8; at QKt2; Knights at QR2, QR5; Pawns at KB4, KKt2, Q3
BLACK—King at QB4; Bishop at QB6; Knight at QKt4; I KB3, KB4, KKt6, QB2, QB5.

White to play and mate in two moves.

Problem 183.—By Eugene A. (his first problem.)

Dedicated to Jos. D. Redding, Esq.

BLACK.



WHITE.

White to play and mate in three moves.

Solutions of Problems.

No. 172— 1—R K6

No. 173— 1—Q R8
2—Kt B6 ch
3—Kt K4 mates.

1—R x Q (a, b)
2—K B3

(a) 1— 1—Kt x Q
2—Kt B3 ch 2—K B3
3—Kt Q5 mates.

(b) 1— 1—B moves
2—Kt B3 ch 2—K moves
3—Kt K2 or Q Q8 mates.

Solver's comments: No. 173—"Well planned; the sacrifice of Queen to weaken Black's defense is hard to find."—W.

Game No. 90.

A sparkling *partie*, contested July 29, 1885, at St. Petersburg, between Prince Dadian of Mingrelia and Mr. Boulitchoff. From the September number of *La Strategie* (New Orleans Times-Democrat):

BILGUER COUNTER GAMBIT.

White.	Black.	White.	Black.
Prince Dadian.	M. Boulitchoff.	11—B x B	11—Q x B
1—P K4	1—P K4	12—Kt K4	12—Q B2
2—P KB4	2—P x P	13—Kt K5	13—Castles
3—B B4	3—P Q4	14—Q R5	14—P B3
4—B x P	4—Kt KB3	15—Kt Kt5(!) (c)	15—P x Kt (Kt5)
5—Kt KB3 (a)	5—Kt x B	(d)	
6—P x Kt	6—Q x P	16—R x R ch	16—K x R
7—Castles	7—B K3	17—R KB sq ch	17—K K2
8—Kt B3	8—Q Q2 (b)	18—R B7 ch(!) (e)	18—B x R
9—P Q4	9—P QB3	19—Q x B ch	19—K Q3
10—B x P	10—B Q3	20—Kt B4 mate (!)	

(a) Sacrificing a Pawn to maintain the attack.

(b) We would have preferred 8—Q KR4.

(c) A beautiful move, which immediately decides the game.

(d) It is obvious that he can not capture the other Knight with the Pawn, nor play 15—R K sq, on account of instant mate; while if 15—R Q sq, 16 Q x P ch, followed by 17 Kt x B ch, winning the Queen; and if 15—P KR3, 16 Kt x B, and wins easily.

(e) A brilliant termination to an elegant *partie*.

The Irish Chess Association held its first annual meeting on Saturday, October 3, 1885. The entries in the principal tourney were Messrs. W. Nicholls, W. H. K. Pollock, Porterfield Rynd, A. S. Peake, W. W. Mackeson, and J. Murphy. These gentlemen, with the exception of Mr. Murphy, were also participants in the handicap tourney with Messrs. J. C. Newsome, Parker Dunscombe, D. Cudmore, J. Kenny, and T. B. Rowland. Play began on Monday, October 5th, and was concluded on October 17th, with the following result: Principal tournament, first prize, £8, W. H. K. Pollock, score, nine games; second, £5, Porterfield Rynd, eight and a half games; third, £3, John Murphy. Handicap tournament, first prize, £5, Porterfield Rynd, eight games; second, £2, W. H. K. Pollock, six and a-half games; third, £1, Parker Dunscombe, six and a-half games. Club tourney (four entries), the St. Patrick Chess Club won the prize, a set of chessmen. Solution tourney, Porterfield Rynd and J. C. Newsome first and second for solution of three-mover, and W. H. K. Pollock, J. C. Newsome, and Master K. A. Rynd, for solution of two-mover. The prizes were distributed by Mrs. T. B. Rowland.

The *Mirror of American Sports* publishes the reports of Messrs. H. and E. Bettmann, Wm. A. Shinkman, and A. F. Mackenzie, preliminary judges in Problem Tourney No. 2, and the decision of Mr. Eugene B. Cook, to whom the problems selected by the judges were referred for final decision. Two hundred and twenty-five positions were entered, and out of these one hundred and twenty-eight problems were published. For the benefit of our solvers, we publish the prize three movers. The remaining prize problems will be given in our next issue.

1. Best three-move direct-mate problem, by J. C. J. Wainwright. White—King at QKt sq; Queen at QR8; Rook at QR6; Bishop at QKt4; Knight at KR5. Black—King at K4; Bishops at QB2, KKt sq; Knight at KKt8; Pawns at Q5, K3, KB4. White mates in three.

2. Second best three-mover, by Jas. Rayner. White—King at KR6; Queen at QR sq; Rooks at QKt sq, QKt2; Bishop at KB3; Knights at QKt6, QKt8; Pawns at QR2, QB6, KB4, KKt6, KR2, KR4. Black—King at KB4; Rooks at QR sq, KR8; Pawn at KB3. White mates in three.

3. Third best three-mover, by T. P. Bull. White—King at QR8; Queen at KB8; Rooks at Q4, Q6; Bishop at Q7; Knight at K4; Pawns at QKt2, QKt3, K2, K7, KKt5, KR5. Black—King at K4; Bishops at KR3, KR6; Pawns at QR2, Q4, K3, K6, KKt2. White mates in three.